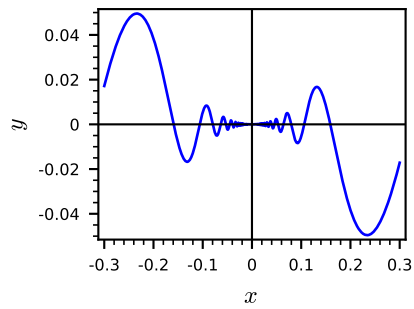


y 

1.5

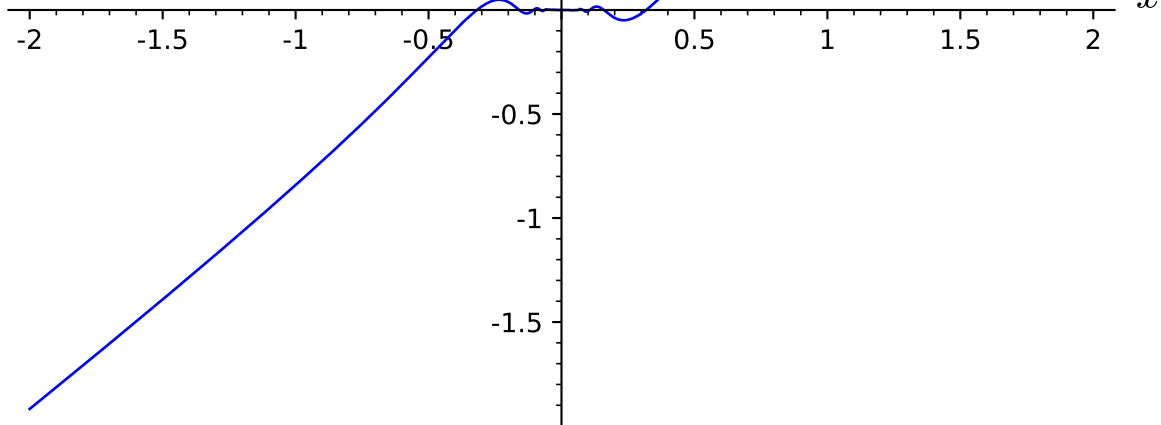
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0.5

-0.5

-1

-1.5

 x