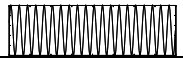
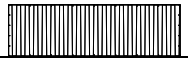
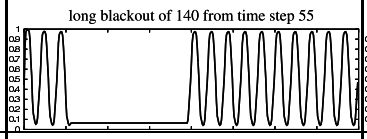
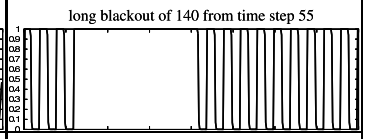
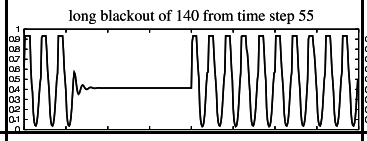
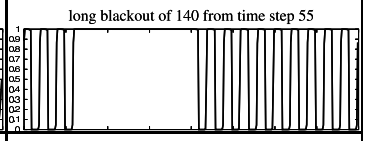
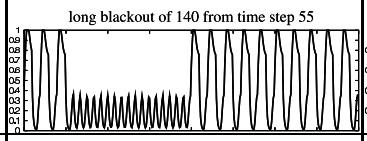
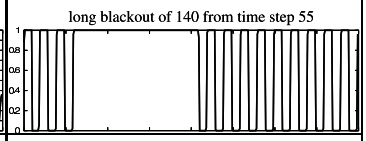
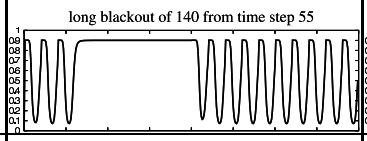
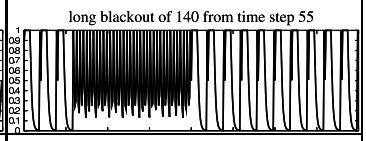
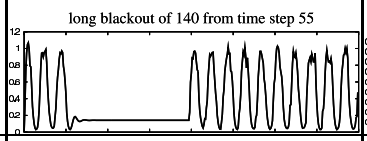
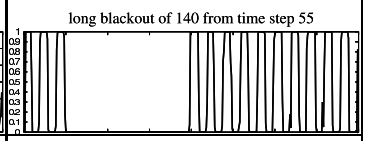
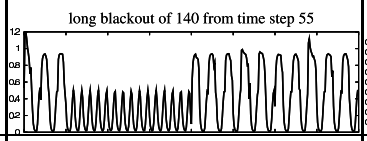
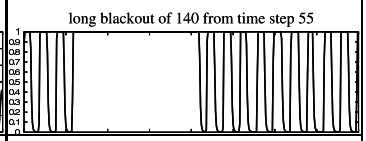
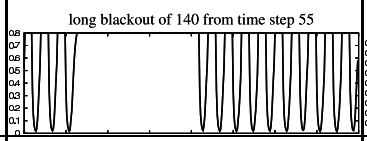
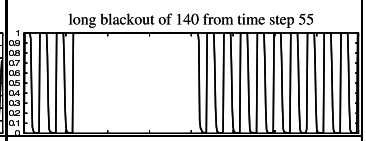
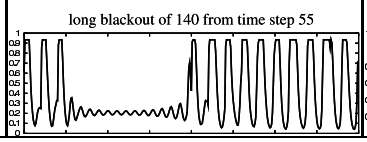
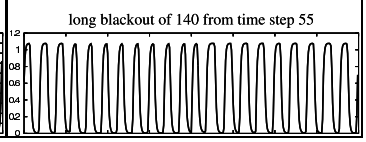
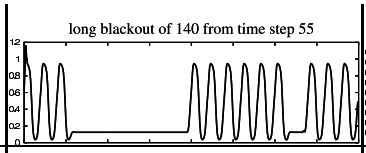
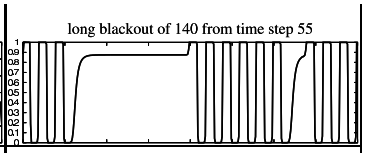
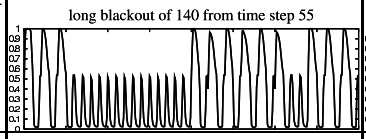
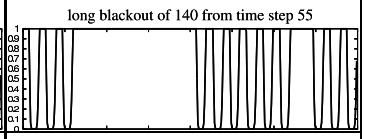
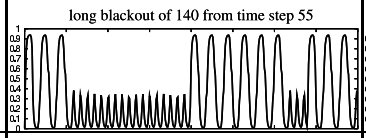
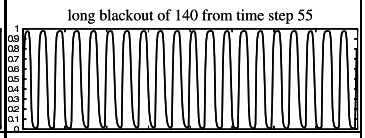
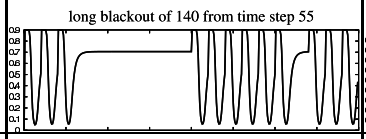
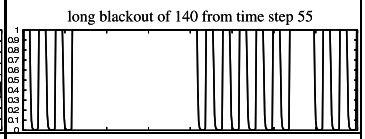
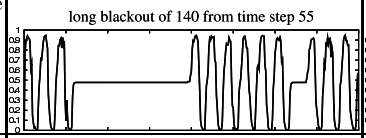
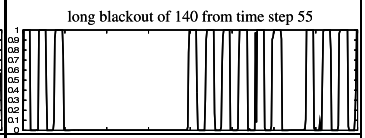
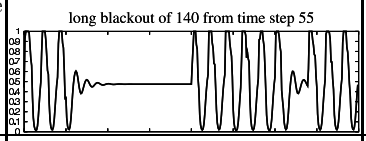
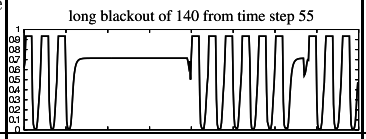
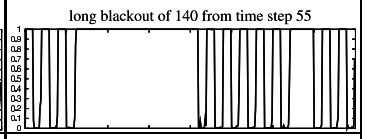
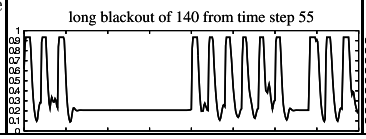
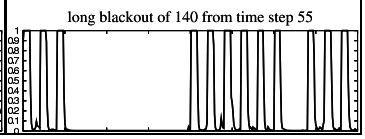
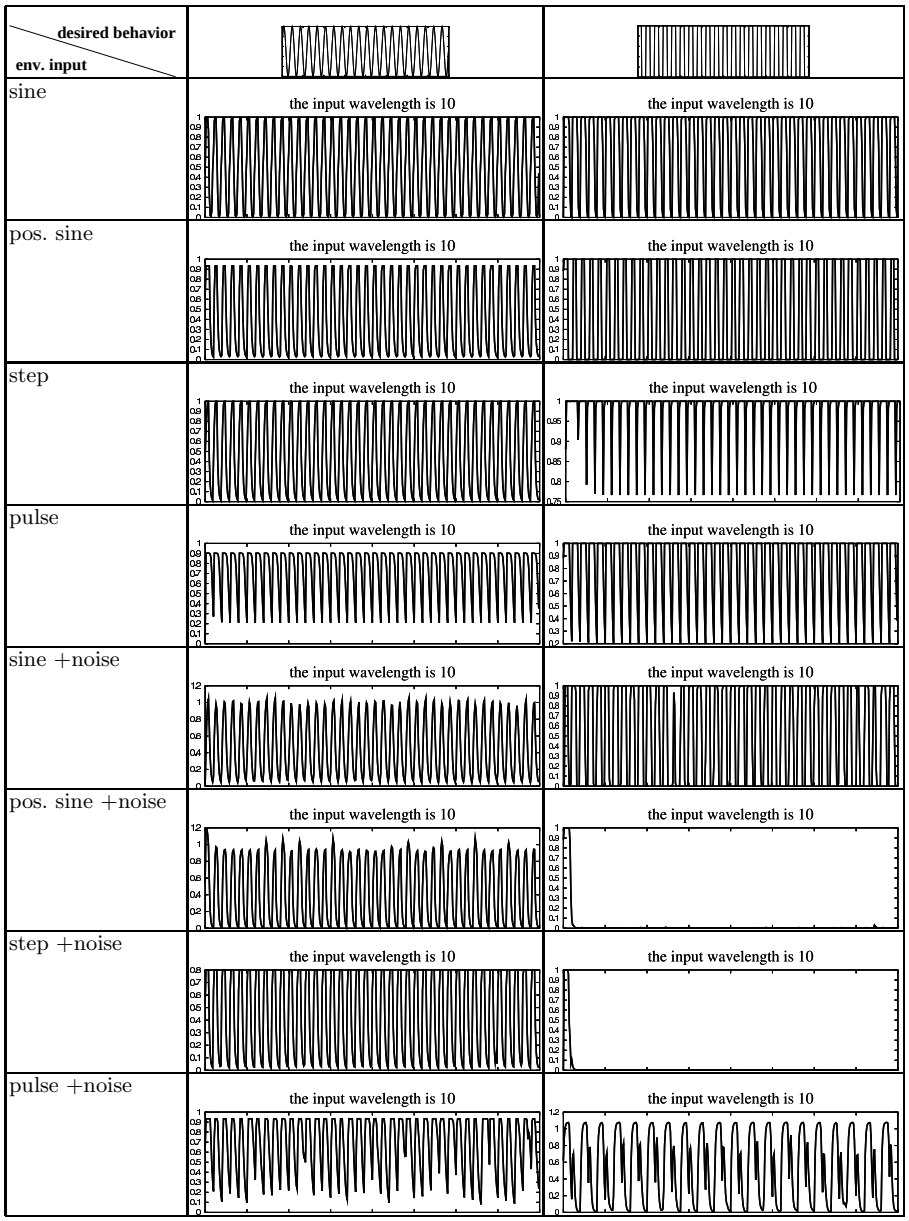
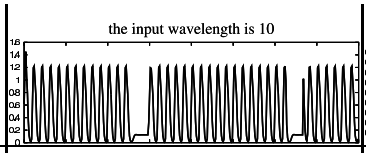
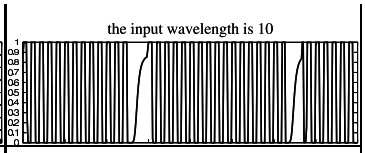
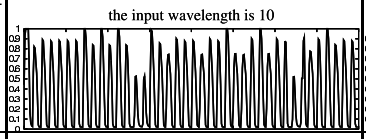
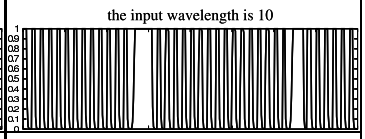
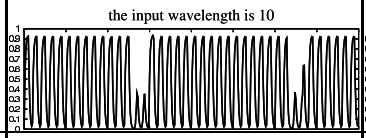
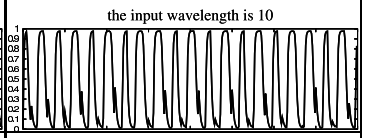
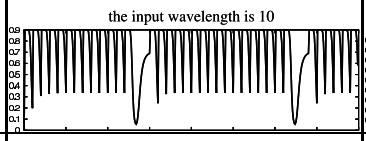
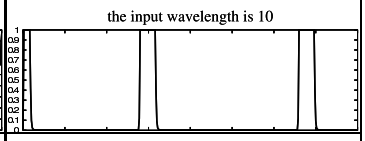
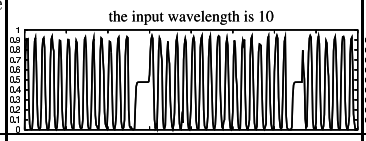
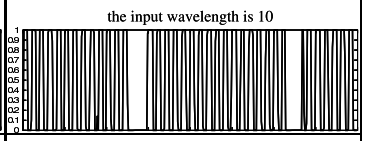
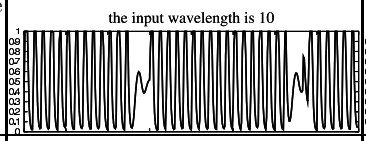
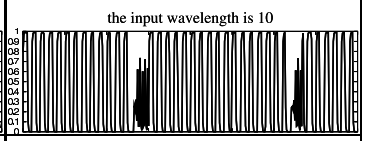
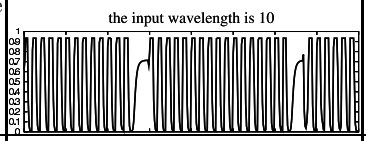
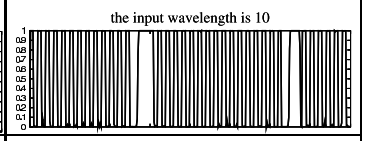
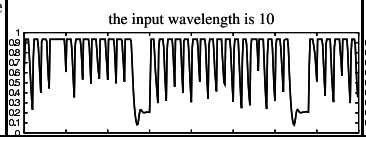
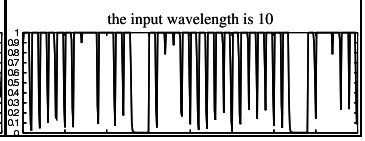
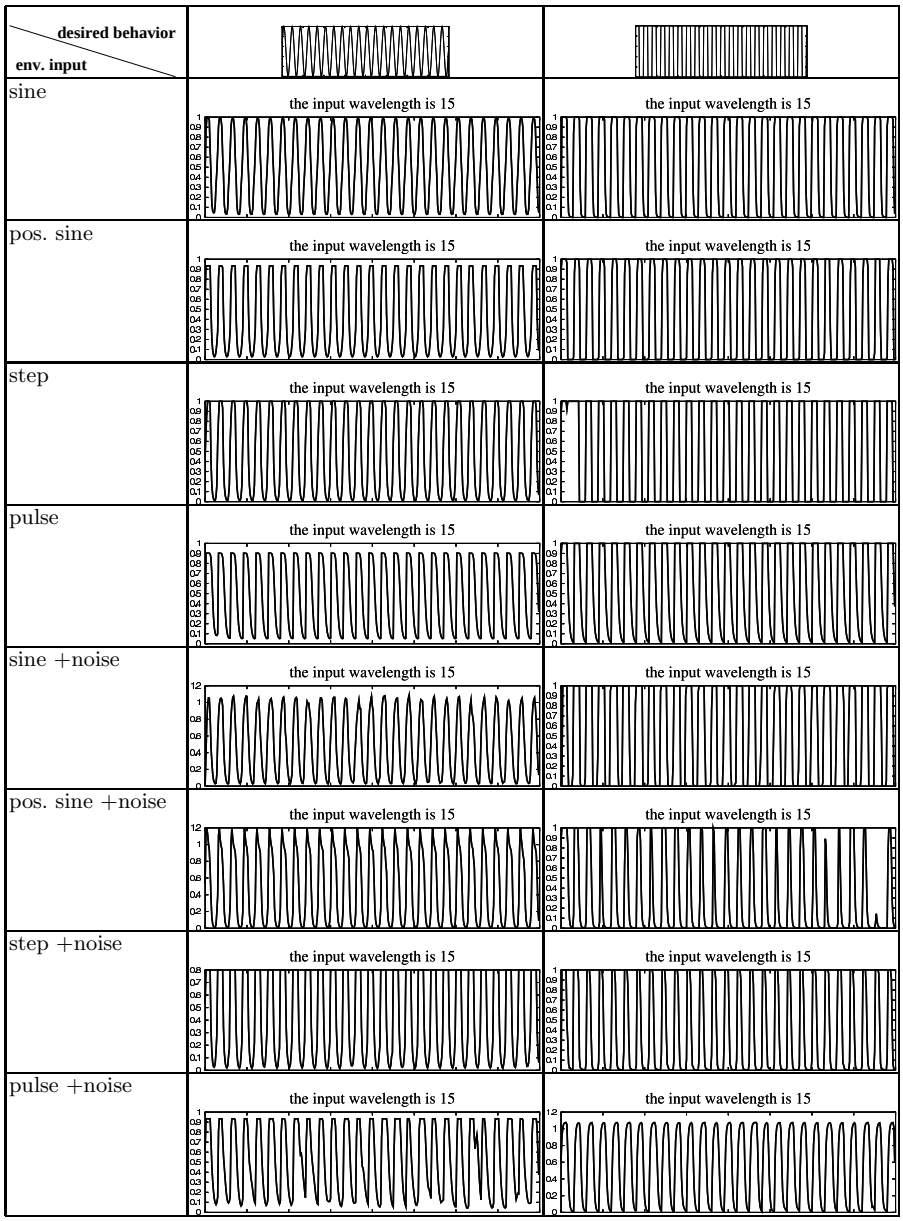
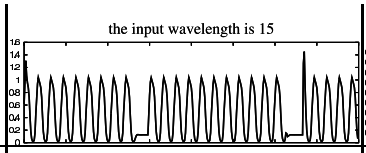
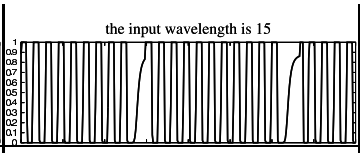
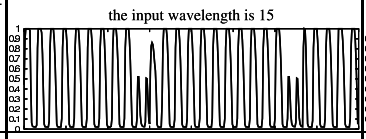
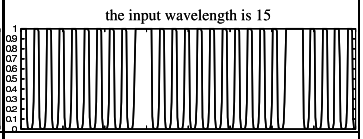
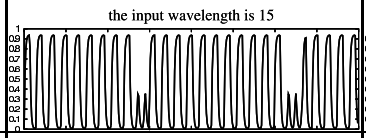
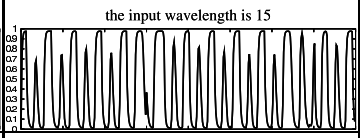
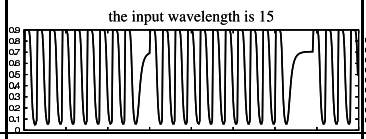
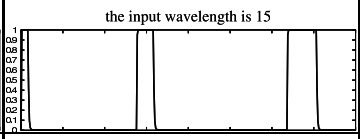
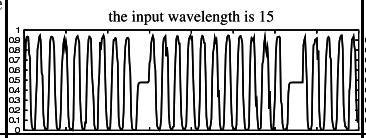
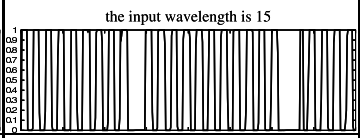
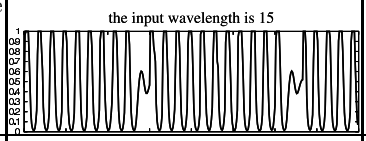
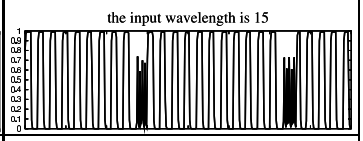
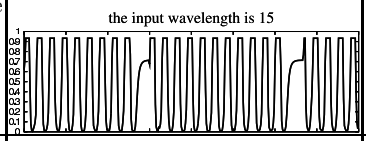
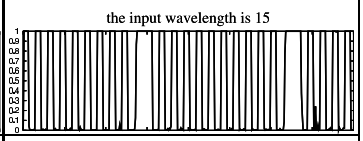
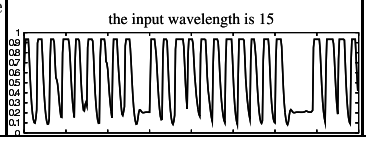
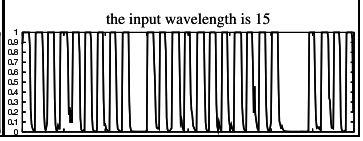
desired behavior / env. input		
sine		
pos. sine		
step		
pulse		
sine +noise		
pos. sine +noise		
step +noise		
pulse +noise		

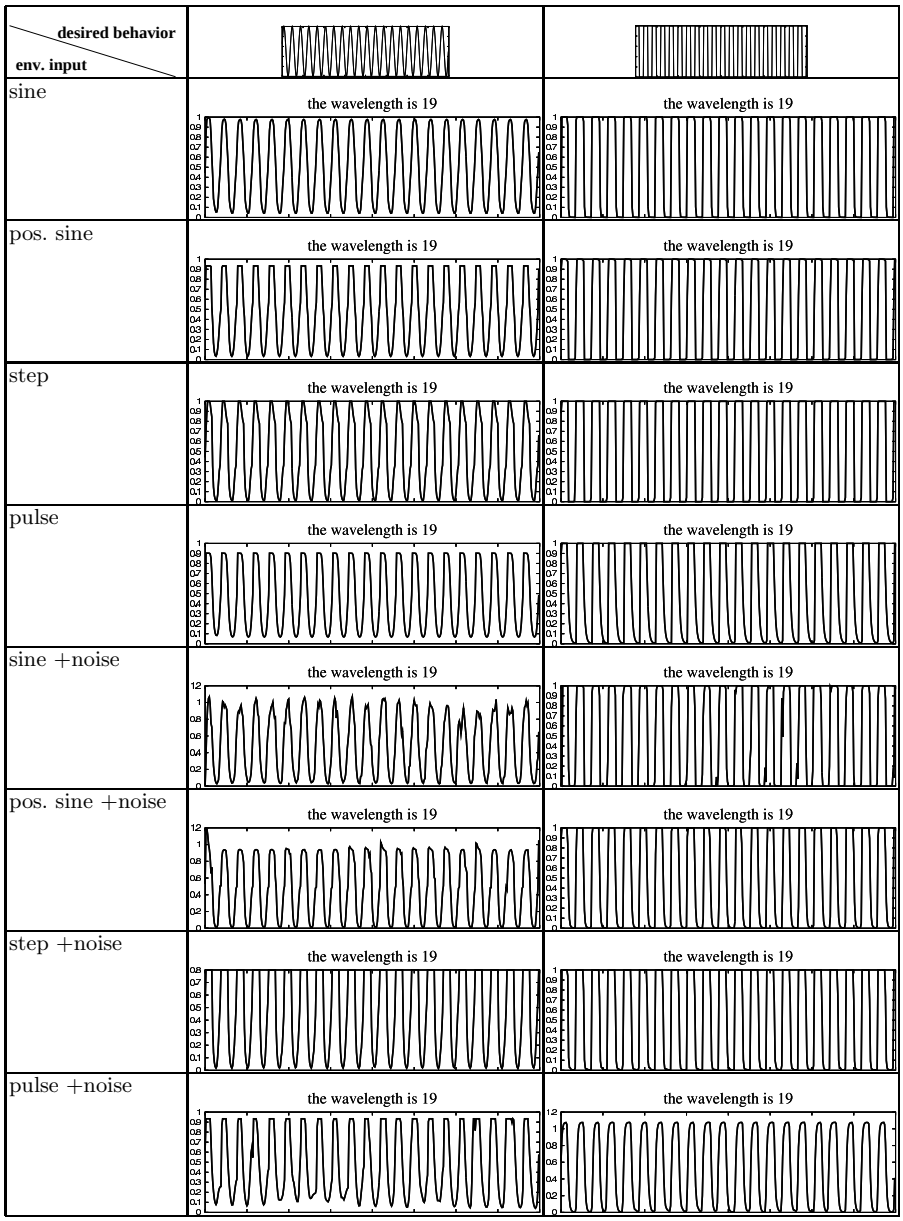
sine +blackouts		
pos. sine +black-outs		
step +blackouts		
pulse +blackouts		
sine +noise +blackouts		
pos. sine +noise +blackouts		
step +noise +blackouts		
pulse +noise +blackouts		

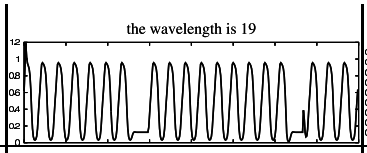
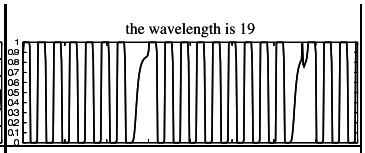
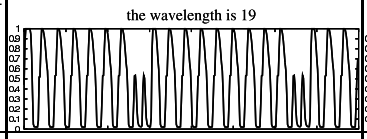
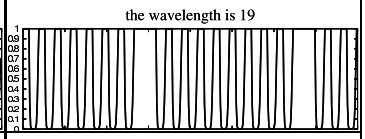
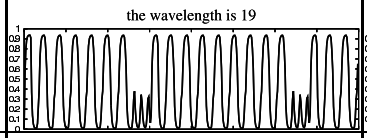
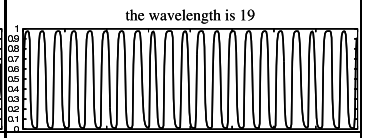
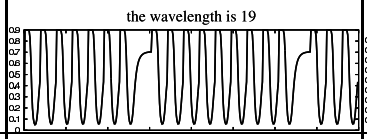
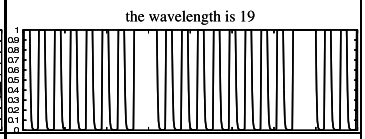
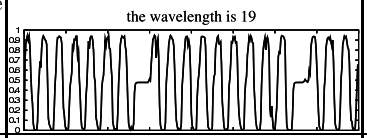
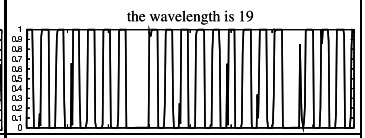
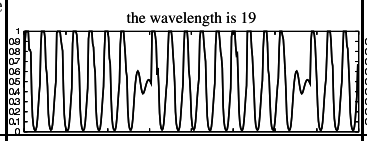
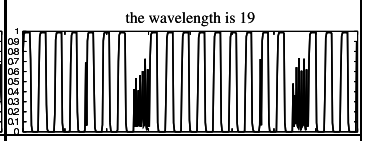
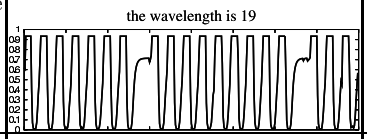
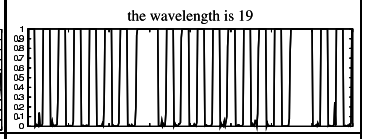
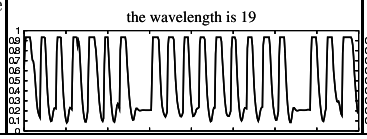
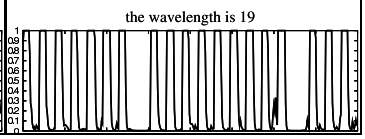

desired behavior
env. input
sine
pos. sine
step
pulse
sine +noise
pos. sine +noise
step +noise
pulse +noise
the input wavelength is 10

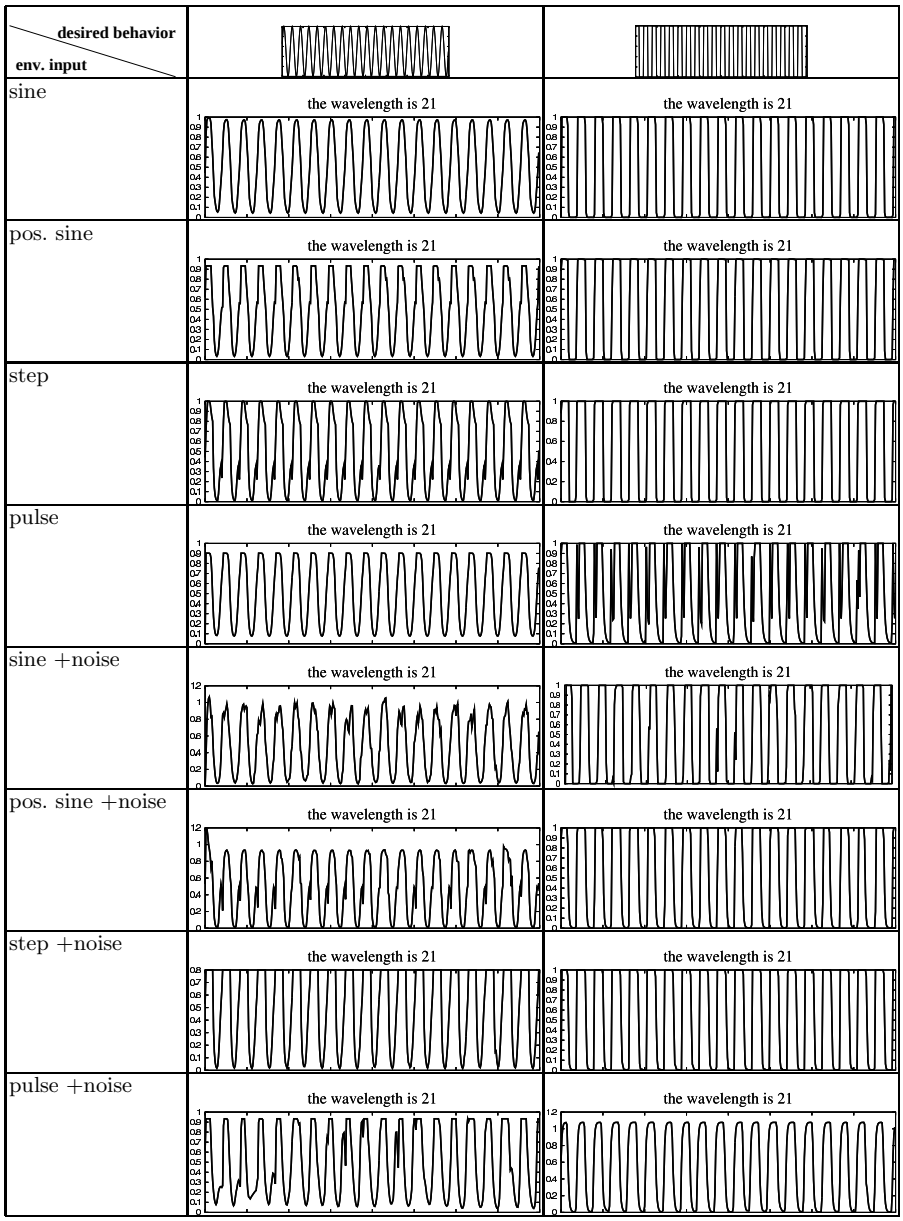
sine +blackouts		
pos. sine +black-outs		
step +blackouts		
pulse +blackouts		
sine +noise +blackouts		
pos. sine +noise +blackouts		
step +noise +blackouts		
pulse +noise +blackouts		

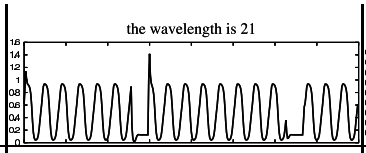
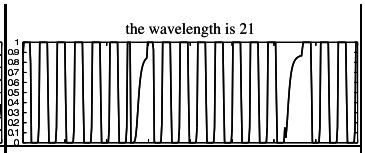
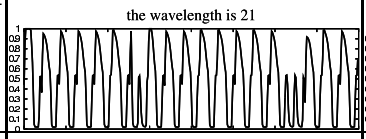
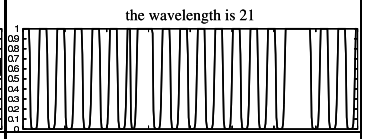
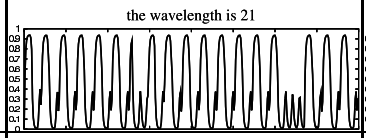
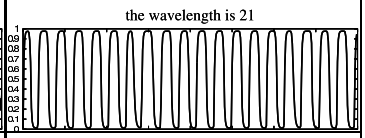
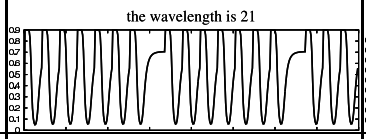
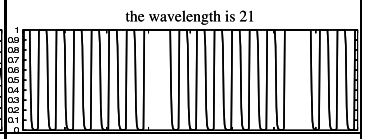
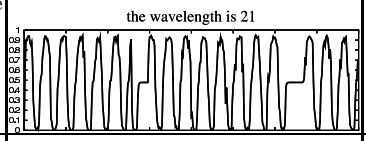
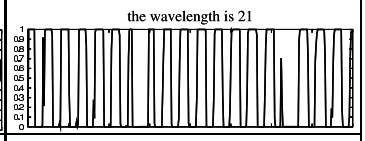
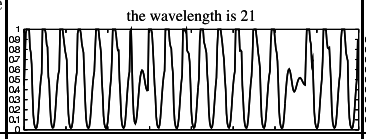
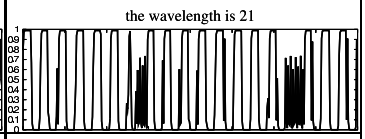
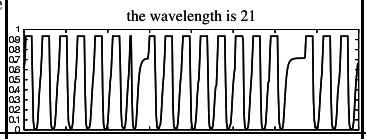
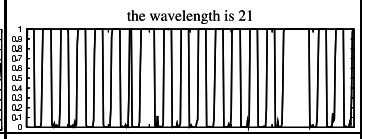
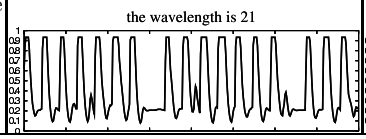
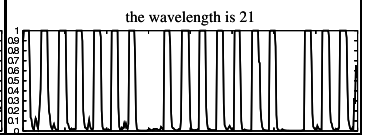

desired behavior
env. input
sine
pos. sine
step
pulse
sine +noise
pos. sine +noise
step +noise
pulse +noise
the input wavelength is 15

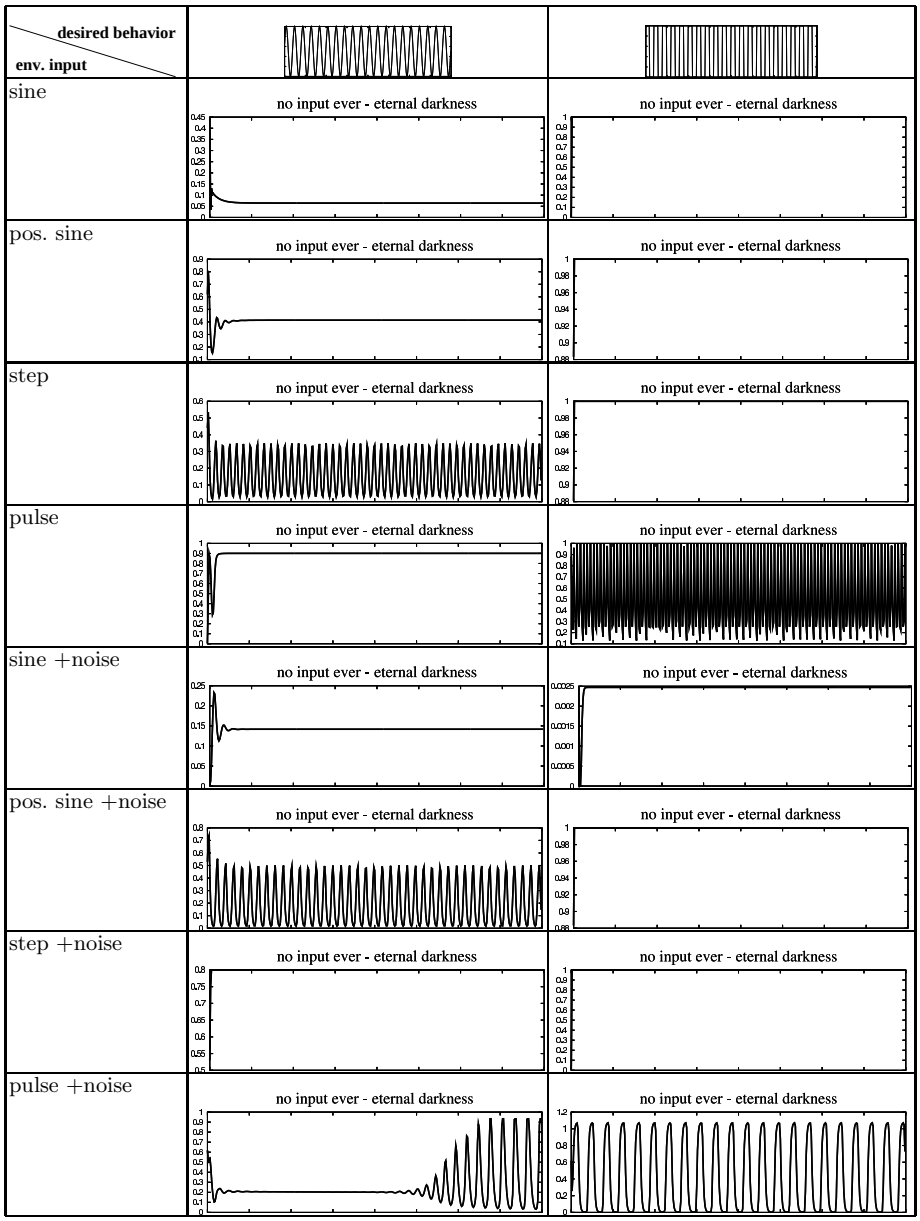
sine +blackouts		
pos. sine +black-outs		
step +blackouts		
pulse +blackouts		
sine +noise +blackouts		
pos. sine +noise +blackouts		
step +noise +blackouts		
pulse +noise +blackouts		

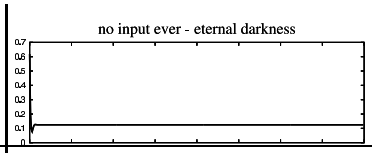
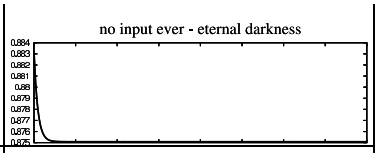
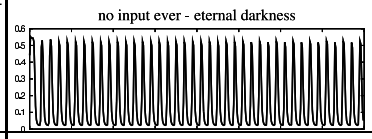
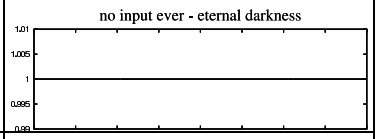
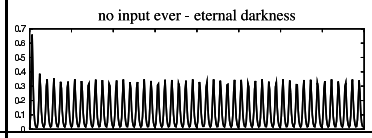
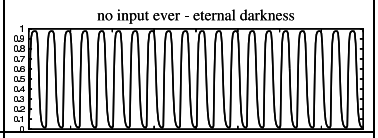
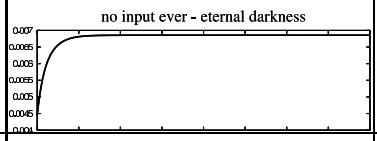
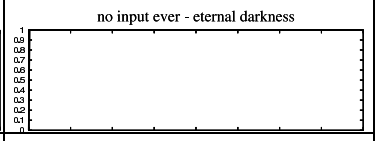
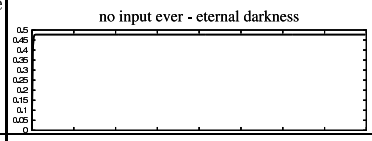
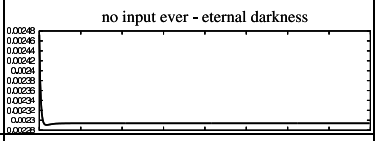
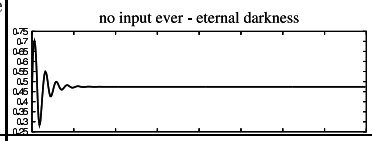
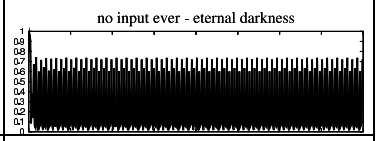
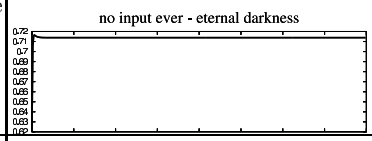
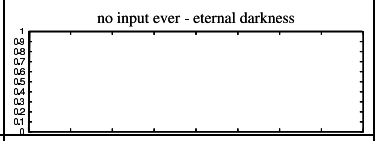
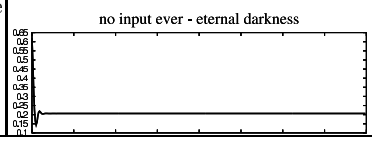
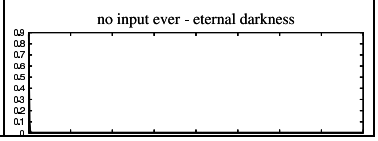

desired behavior
env. input
sine
pos. sine
step
pulse
sine +noise
pos. sine +noise
step +noise
pulse +noise
the wavelength is 19

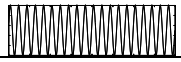
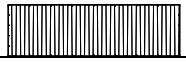
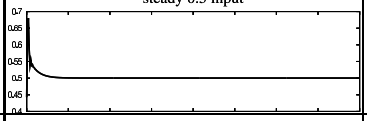
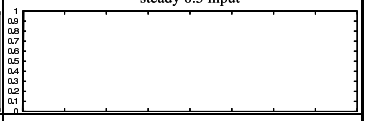
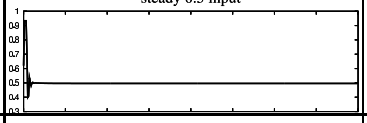
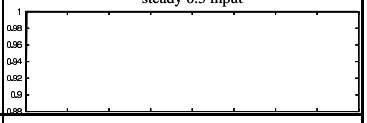
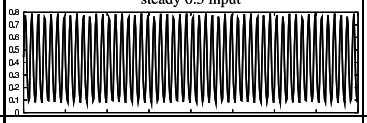
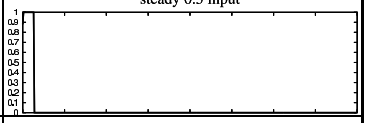
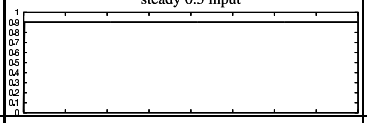
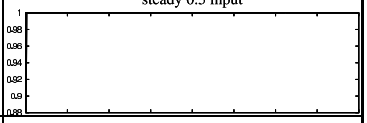
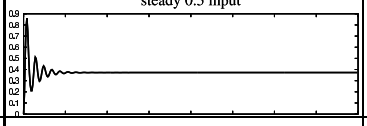
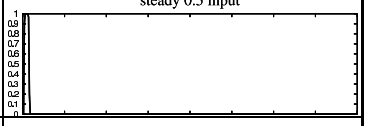
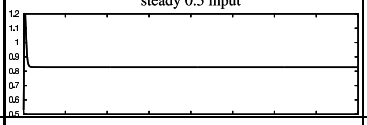
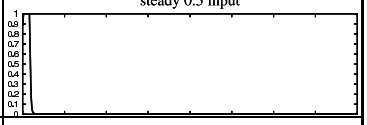
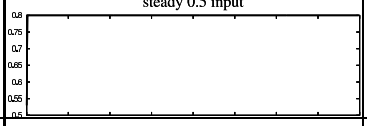
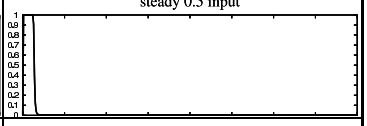
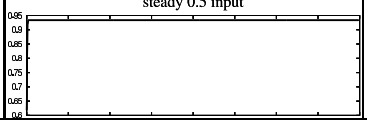
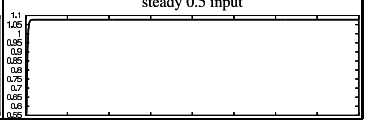
sine +blackouts		
pos. sine +black-outs		
step +blackouts		
pulse +blackouts		
sine +noise +blackouts		
pos. sine +noise +blackouts		
step +noise +blackouts		
pulse +noise +blackouts		

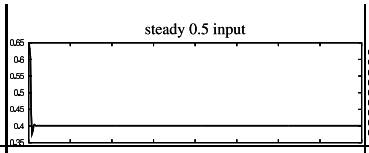
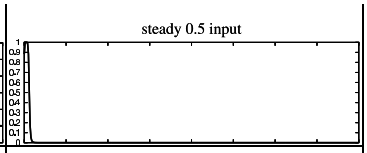
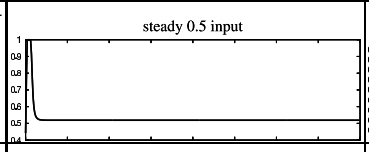
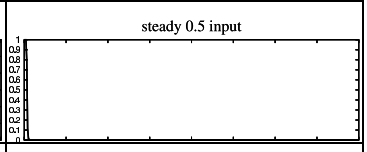
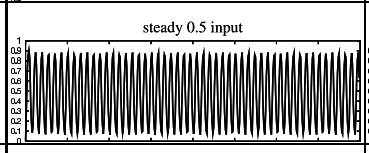
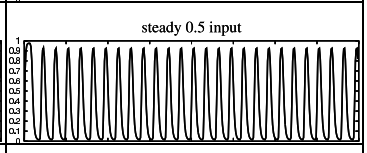
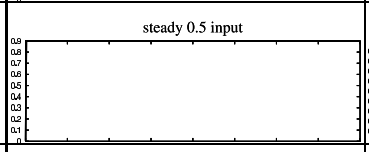
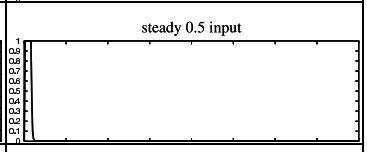
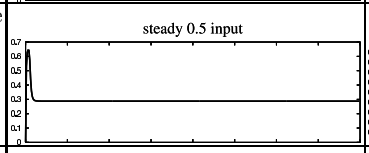
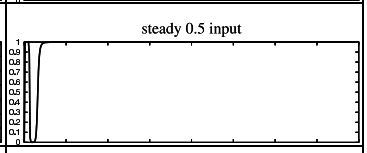
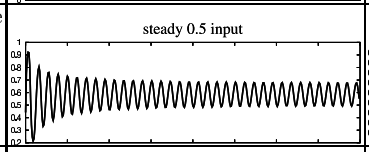
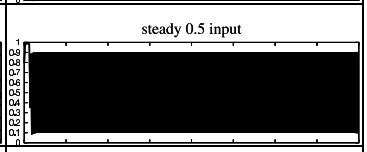
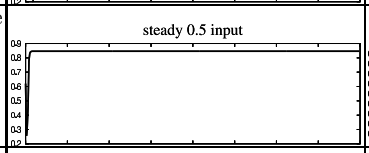
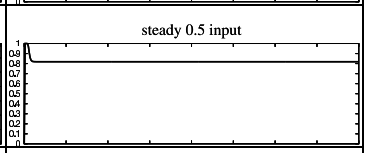
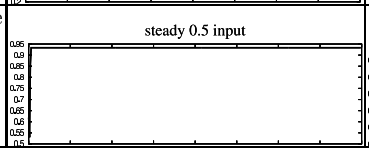
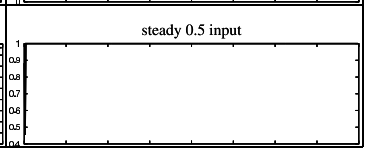

desired behavior
env. input
sine
pos. sine
step
pulse
sine +noise
pos. sine +noise
step +noise
pulse +noise
the wavelength is 21

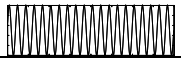
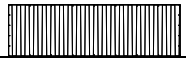
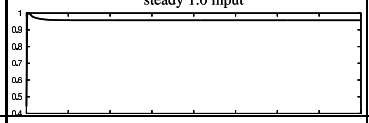
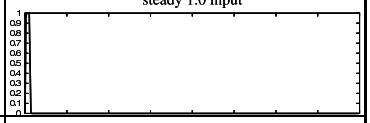
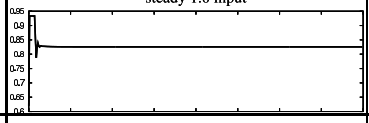
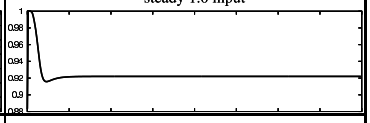
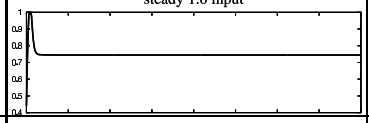
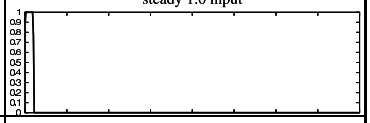
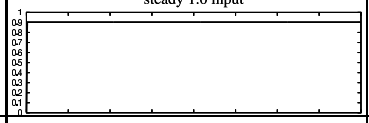
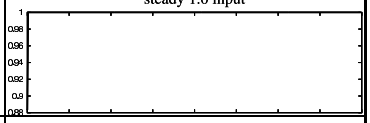
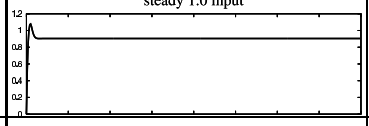
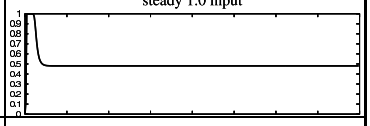
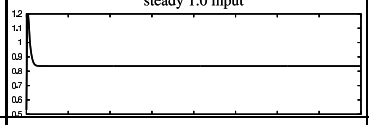
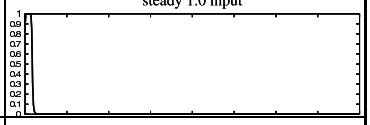
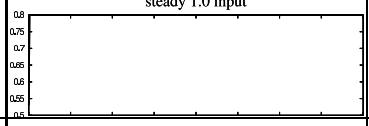
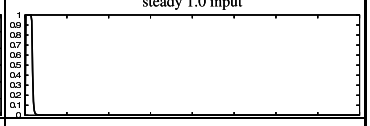
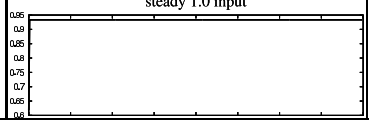
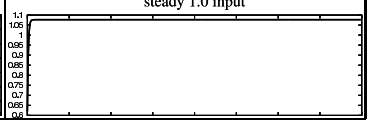
sine +blackouts		
pos. sine +black-outs		
step +blackouts		
pulse +blackouts		
sine +noise +blackouts		
pos. sine +noise +blackouts		
step +noise +blackouts		
pulse +noise +blackouts		

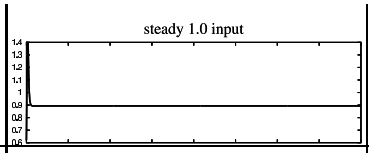
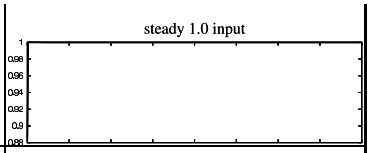
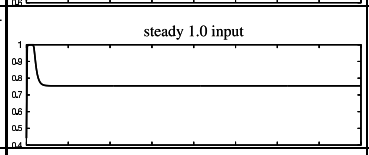
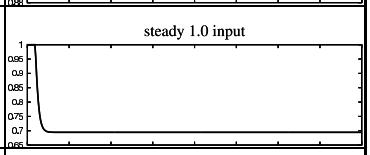
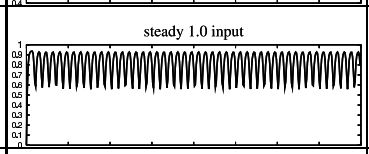
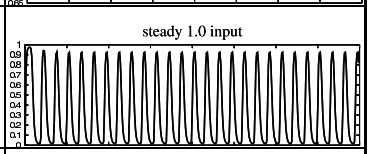
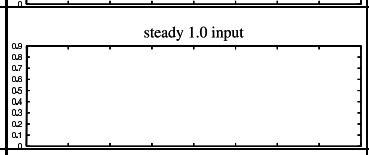
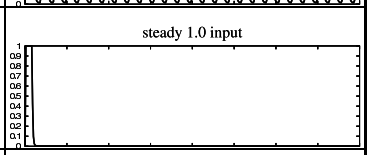
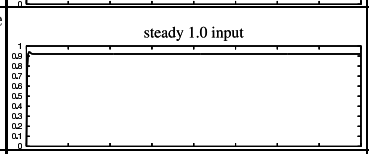
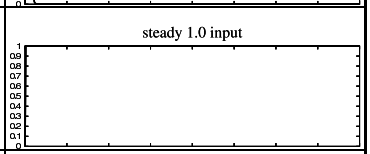
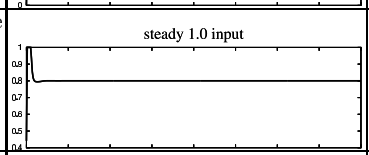
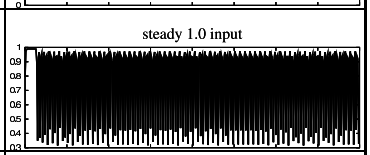
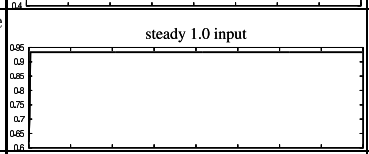
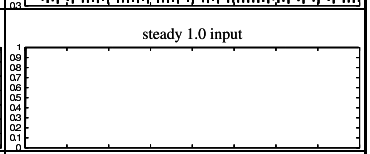
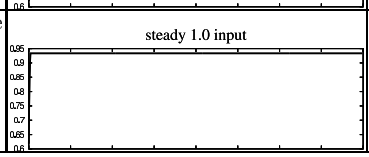
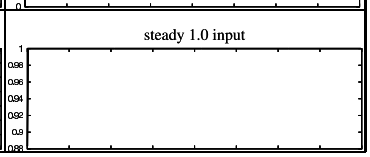

desired behavior
env. input
sine
pos. sine
step
pulse
sine +noise
pos. sine +noise
step +noise
pulse +noise
no input ever - eternal darkness

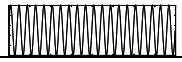
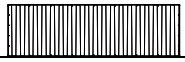
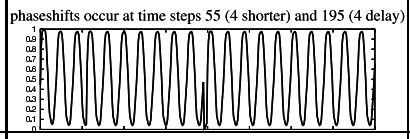
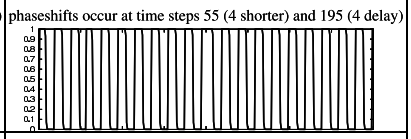
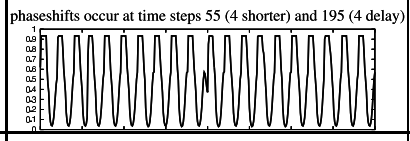
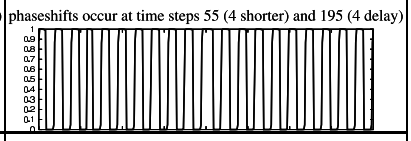
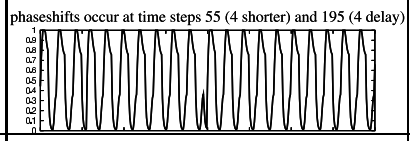
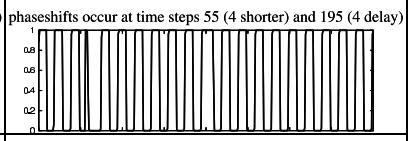
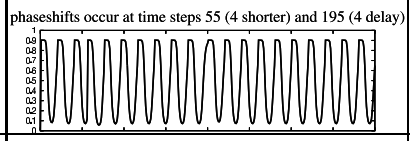
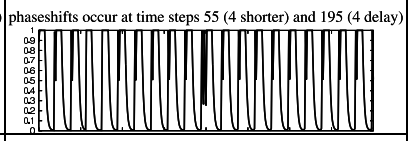
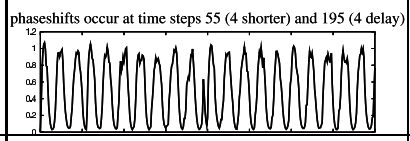
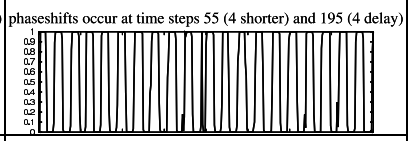
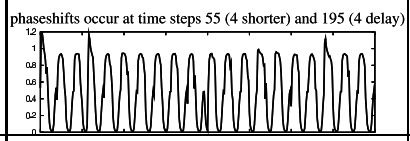
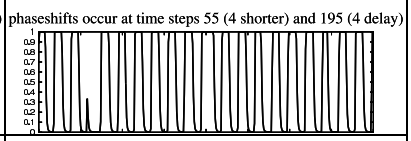
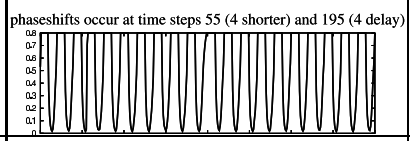
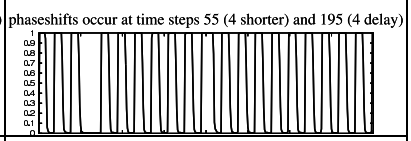
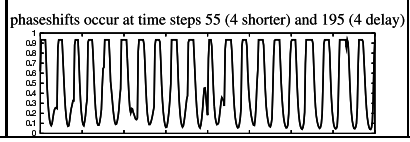
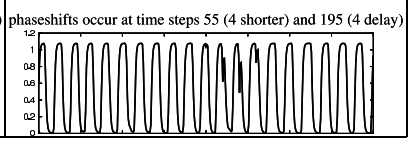
sine +blackouts		
pos. sine +black-outs		
step +blackouts		
pulse +blackouts		
sine +noise +blackouts		
pos. sine +noise +blackouts		
step +noise +blackouts		
pulse +noise +blackouts		

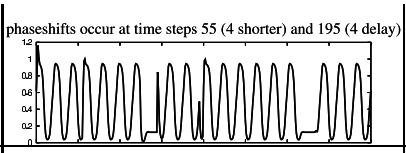
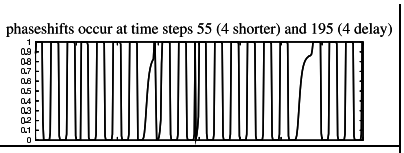
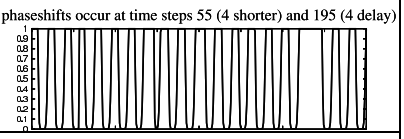
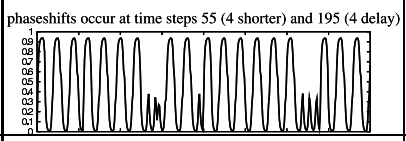
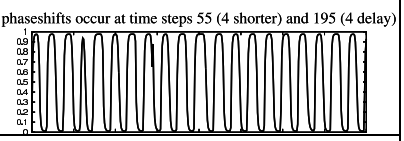
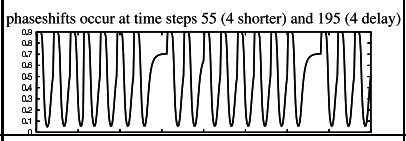
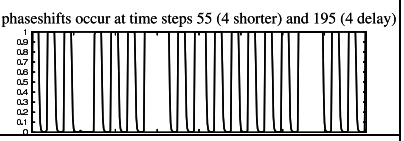
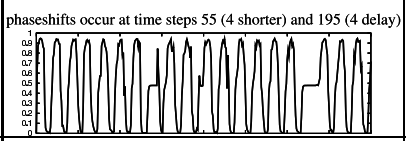
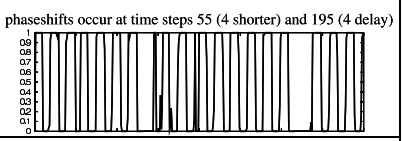
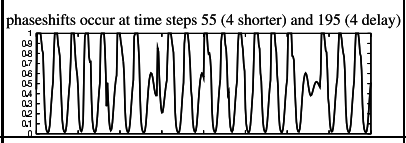
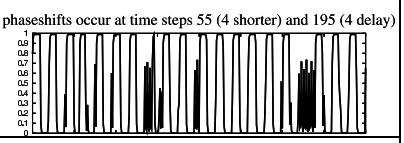
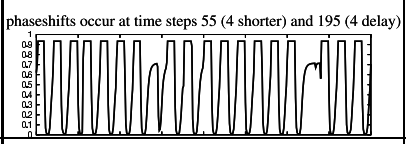
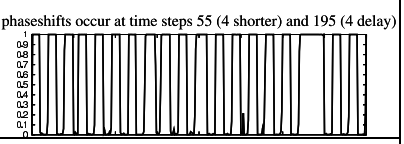
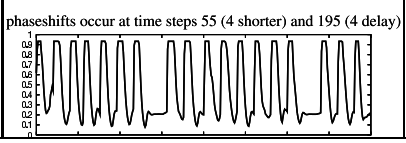
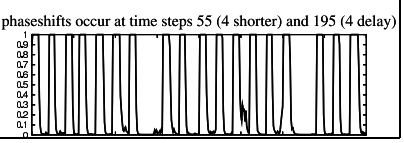
desired behavior / env. input		
sine	steady 0.5 input 	steady 0.5 input 
pos. sine	steady 0.5 input 	steady 0.5 input 
step	steady 0.5 input 	steady 0.5 input 
pulse	steady 0.5 input 	steady 0.5 input 
sine +noise	steady 0.5 input 	steady 0.5 input 
pos. sine +noise	steady 0.5 input 	steady 0.5 input 
step +noise	steady 0.5 input 	steady 0.5 input 
pulse +noise	steady 0.5 input 	steady 0.5 input 

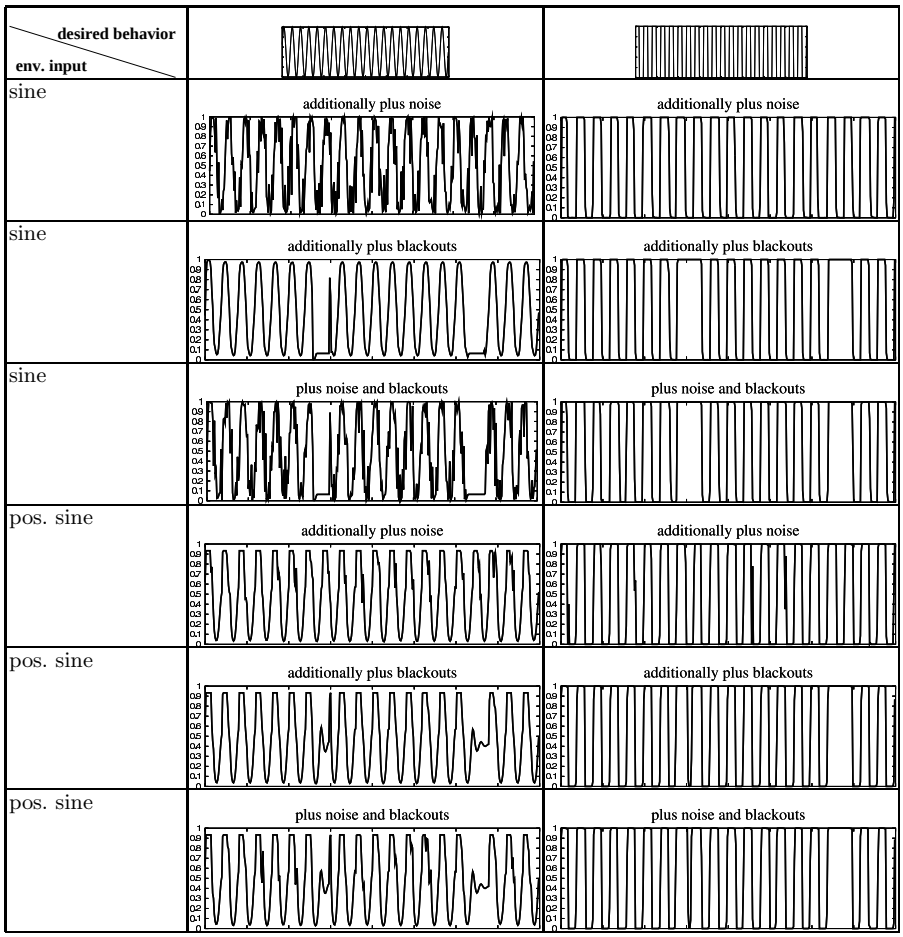
sine +blackouts		
pos. sine +black-outs		
step +blackouts		
pulse +blackouts		
sine +noise +blackouts		
pos. sine +noise +blackouts		
step +noise +blackouts		
pulse +noise +blackouts		

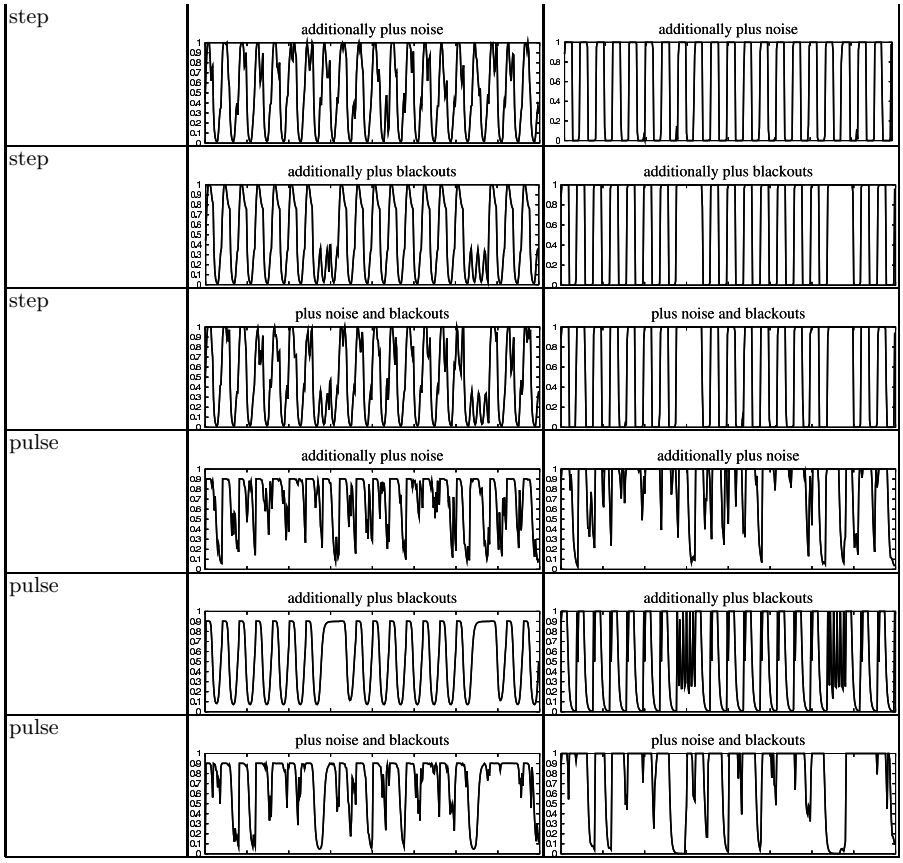
desired behavior / env. input		
sine	steady 1.0 input 	steady 1.0 input 
pos. sine	steady 1.0 input 	steady 1.0 input 
step	steady 1.0 input 	steady 1.0 input 
pulse	steady 1.0 input 	steady 1.0 input 
sine +noise	steady 1.0 input 	steady 1.0 input 
pos. sine +noise	steady 1.0 input 	steady 1.0 input 
step +noise	steady 1.0 input 	steady 1.0 input 
pulse +noise	steady 1.0 input 	steady 1.0 input 

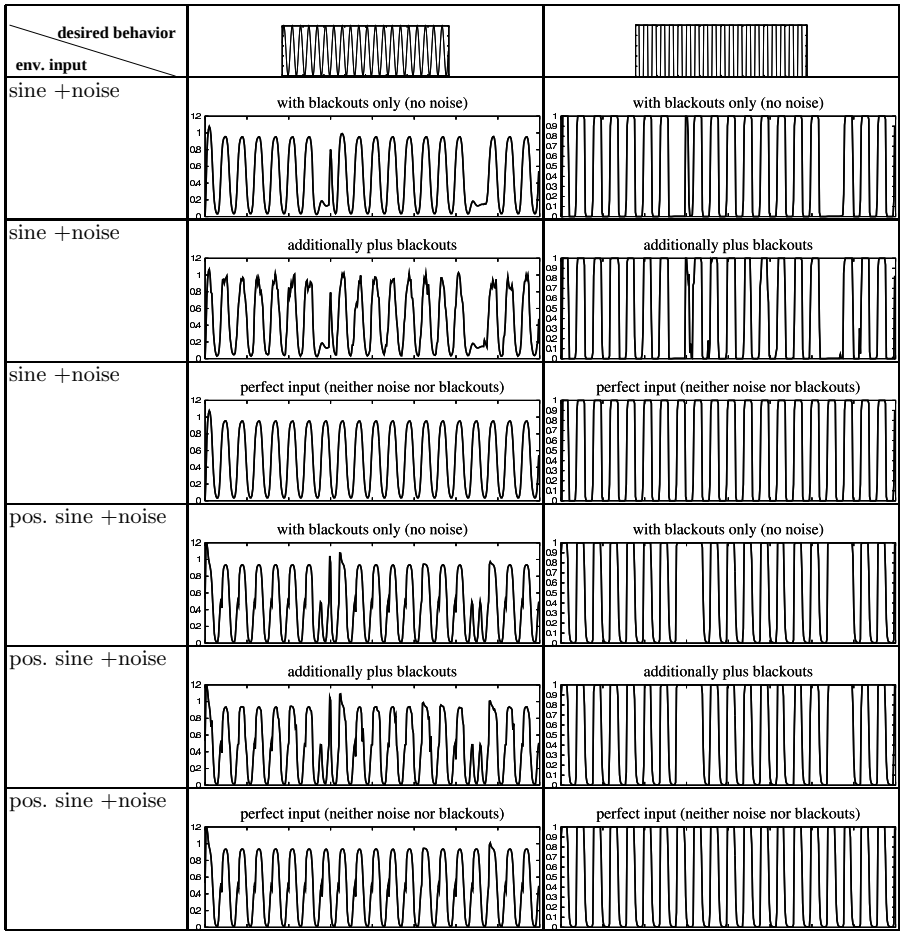
sine +blackouts		
pos. sine +black-outs		
step +blackouts		
pulse +blackouts		
sine +noise +blackouts		
pos. sine +noise +blackouts		
step +noise +blackouts		
pulse +noise +blackouts		

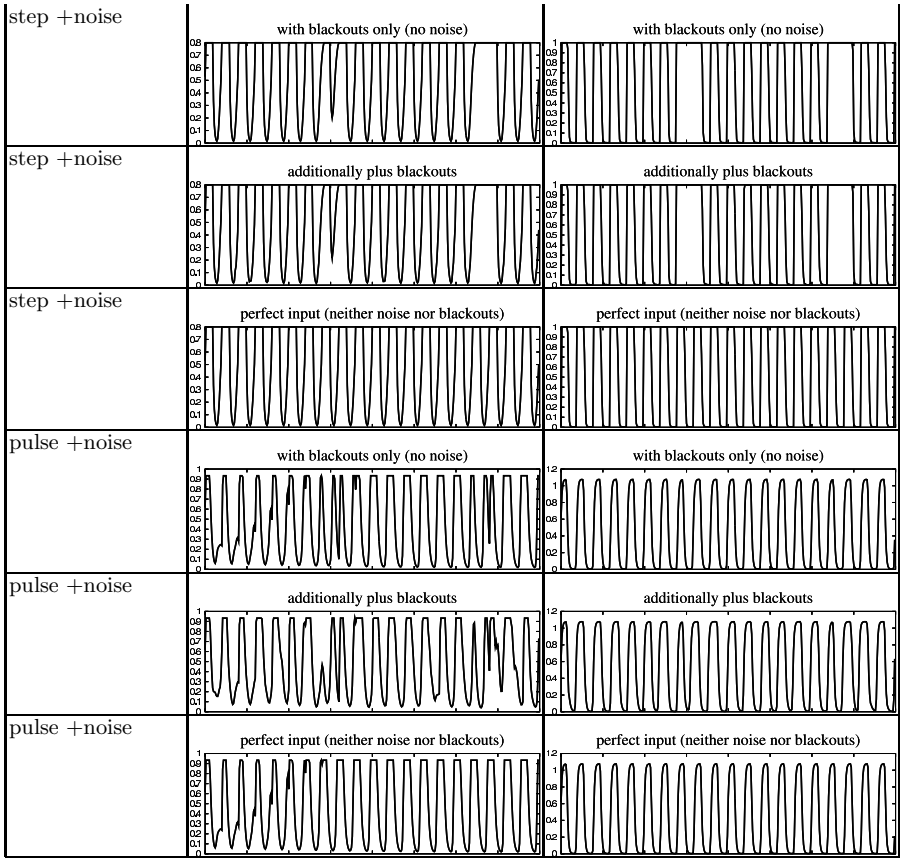
desired behavior / env. input		
sine		
pos. sine		
step		
pulse		
sine +noise		
pos. sine +noise		
step +noise		
pulse +noise		

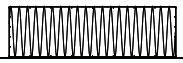
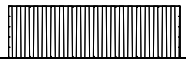
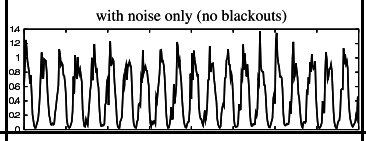
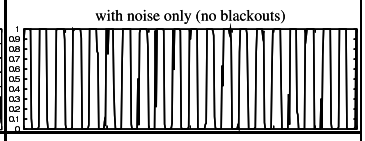
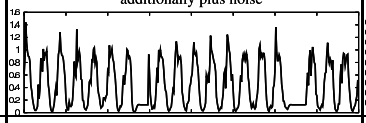
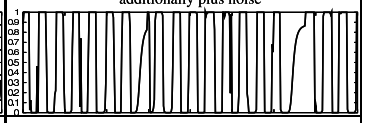
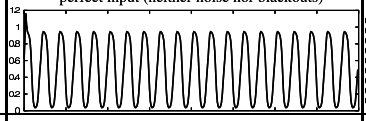
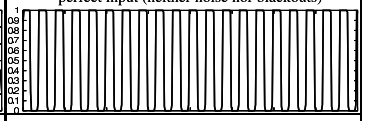
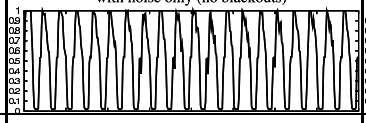
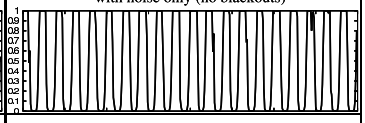
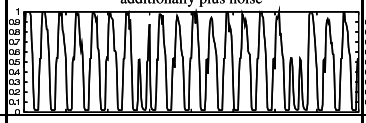
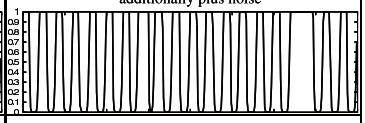
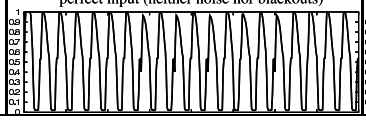
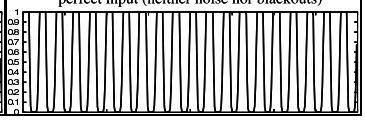
sine +blackouts		
pos. sine +black-outs		
step +blackouts		
pulse +blackouts		
sine +noise +blackouts		
pos. sine +noise +blackouts		
step +noise +blackouts		
pulse +noise +blackouts		

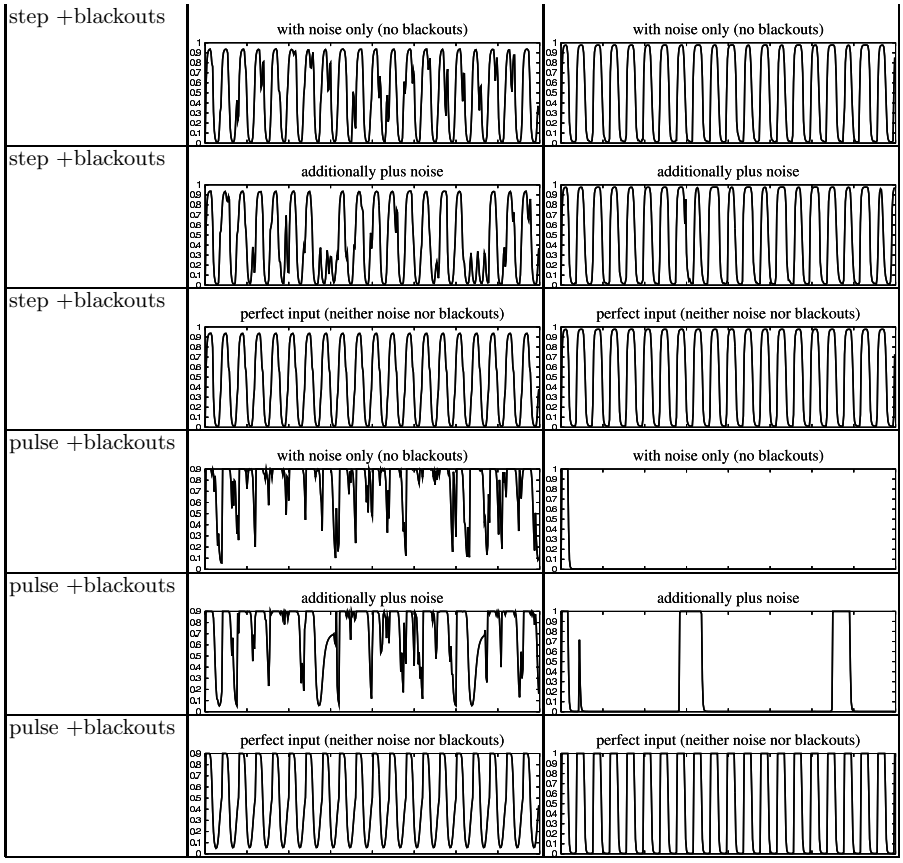

desired behavior
env. input
sine
additionally plus noise
additionally plus noise
sine
additionally plus blackouts
additionally plus blackouts
sine
plus noise and blackouts
plus noise and blackouts
pos. sine
additionally plus noise
additionally plus noise
pos. sine
additionally plus blackouts
additionally plus blackouts
pos. sine
plus noise and blackouts
plus noise and blackouts


step
additionally plus noise
additionally plus noise
step
additionally plus blackouts
additionally plus blackouts
step
plus noise and blackouts
plus noise and blackouts
pulse
additionally plus noise
additionally plus noise
pulse
additionally plus blackouts
additionally plus blackouts
pulse
plus noise and blackouts
plus noise and blackouts


desired behavior
env. input
sine +noise
with blackouts only (no noise)
with blackouts only (no noise)
sine +noise
additionally plus blackouts
additionally plus blackouts
sine +noise
perfect input (neither noise nor blackouts)
perfect input (neither noise nor blackouts)
pos. sine +noise
with blackouts only (no noise)
with blackouts only (no noise)
pos. sine +noise
additionally plus blackouts
additionally plus blackouts
pos. sine +noise
perfect input (neither noise nor blackouts)
perfect input (neither noise nor blackouts)


step +noise
with blackouts only (no noise)
with blackouts only (no noise)
step +noise
additionally plus blackouts
additionally plus blackouts
step +noise
perfect input (neither noise nor blackouts)
perfect input (neither noise nor blackouts)
pulse +noise
with blackouts only (no noise)
with blackouts only (no noise)
pulse +noise
additionally plus blackouts
additionally plus blackouts
pulse +noise
perfect input (neither noise nor blackouts)
perfect input (neither noise nor blackouts)

desired behavior / env. input		
sine +blackouts	with noise only (no blackouts) 	with noise only (no blackouts) 
sine +blackouts	additionally plus noise 	additionally plus noise 
sine +blackouts	perfect input (neither noise nor blackouts) 	perfect input (neither noise nor blackouts) 
pos. sine +black-outs	with noise only (no blackouts) 	with noise only (no blackouts) 
pos. sine +black-outs	additionally plus noise 	additionally plus noise 
pos. sine +black-outs	perfect input (neither noise nor blackouts) 	perfect input (neither noise nor blackouts) 


step +blackouts
with noise only (no blackouts)
with noise only (no blackouts)
step +blackouts
additionally plus noise
additionally plus noise
step +blackouts
perfect input (neither noise nor blackouts)
perfect input (neither noise nor blackouts)
pulse +blackouts
with noise only (no blackouts)
with noise only (no blackouts)
pulse +blackouts
additionally plus noise
additionally plus noise
pulse +blackouts
perfect input (neither noise nor blackouts)
perfect input (neither noise nor blackouts)