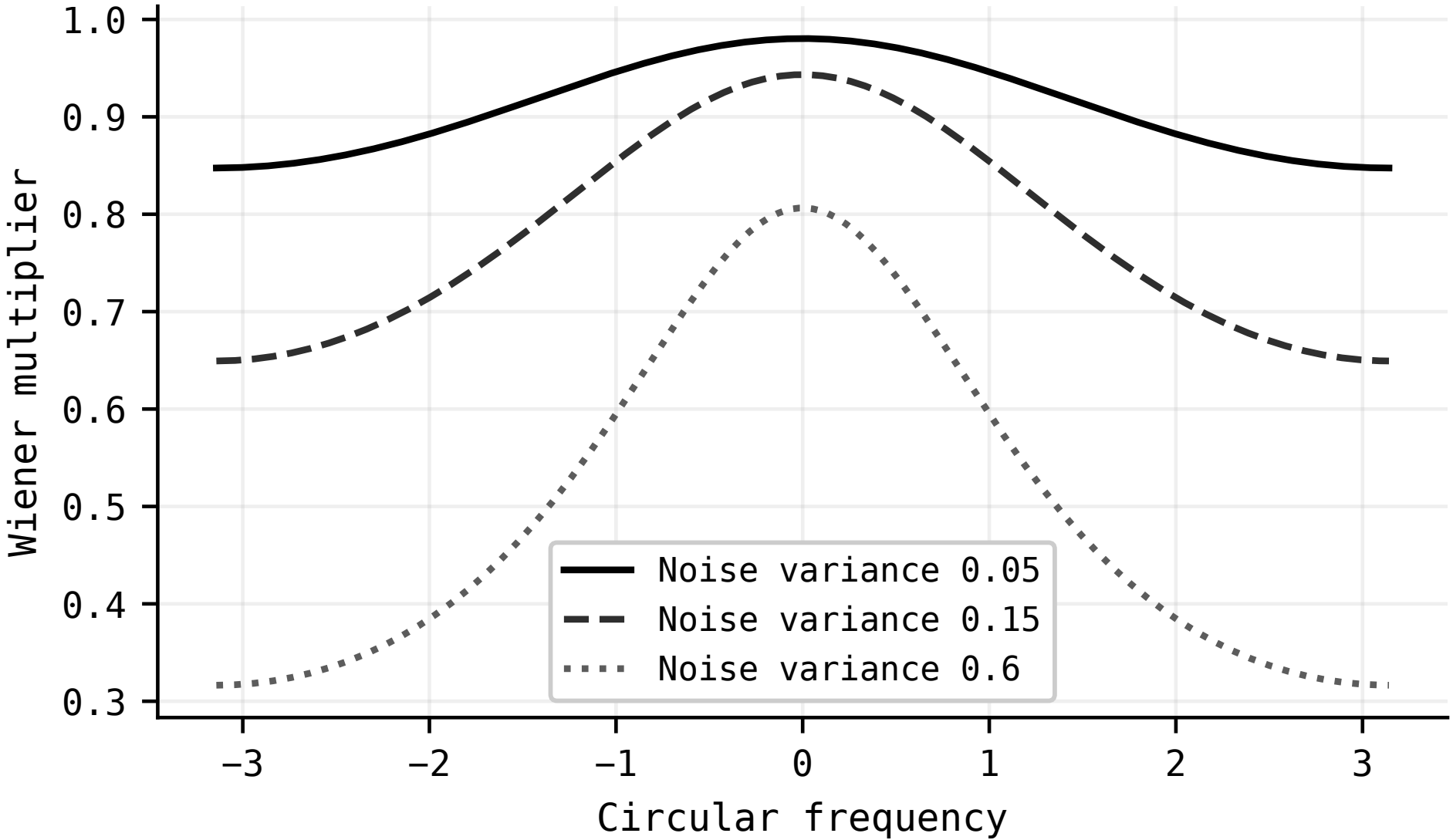

1.0
0.9
0.8
0.7
0.6
0.5
0.4
0.3
Wiener multiplier
−3
−2
−1
0
1
2
3
Circular frequency
Noise variance 0.05
Noise variance 0.15
Noise variance 0.6