



A 20x20 grid of black dots on a white background. The dots are arranged in a sparse, irregular pattern, with some rows having more dots than others. The dots are small and black, and the grid is composed of 20 rows and 20 columns. The pattern is not uniform, with some areas being denser than others. The dots are scattered across the grid, with some rows having no dots at all. The overall appearance is that of a random or semi-random distribution of points.

The image consists of a solid black background densely populated with small, white, circular dots. These dots are arranged in a non-uniform, repeating pattern that creates a textured, halftone-like effect. The dots vary slightly in size and are distributed across the entire frame, with some areas appearing more concentrated than others, giving the overall impression of a fine-grained, noisy surface or a digital texture.

The image displays a 10x10 grid of 100 small dot patterns. Each pattern is a unique combination of 10 binary digits (0s and 1s), arranged in a 10x10 grid. The patterns are generated by a random process, resulting in a diverse set of visual representations for each 10-bit binary string. The patterns are arranged in rows and columns, with each row containing 10 patterns and each column containing 10 patterns. The patterns are generated by a random process, resulting in a diverse set of visual representations for each 10-bit binary string.

Figure 1 is a 2D scatter plot showing the distribution of the number of non-zero elements in the vector z for different values of n . The x-axis is labeled "Number of non-zero elements in z " and ranges from 0 to 10. The y-axis is labeled "Number of vectors z " and ranges from 0 to 10. Data points are shown for $n=2, 3, 4, 5, 6, 7, 8, 9, 10$. The distribution is roughly bell-shaped, peaking around 5 non-zero elements.

A 3x3 grid of dots. The dots are located at the following positions (row, column): (1,1), (1,2), (1,3), (2,1), (2,3), (3,1), and (3,2). The center position (2,2) is empty.

