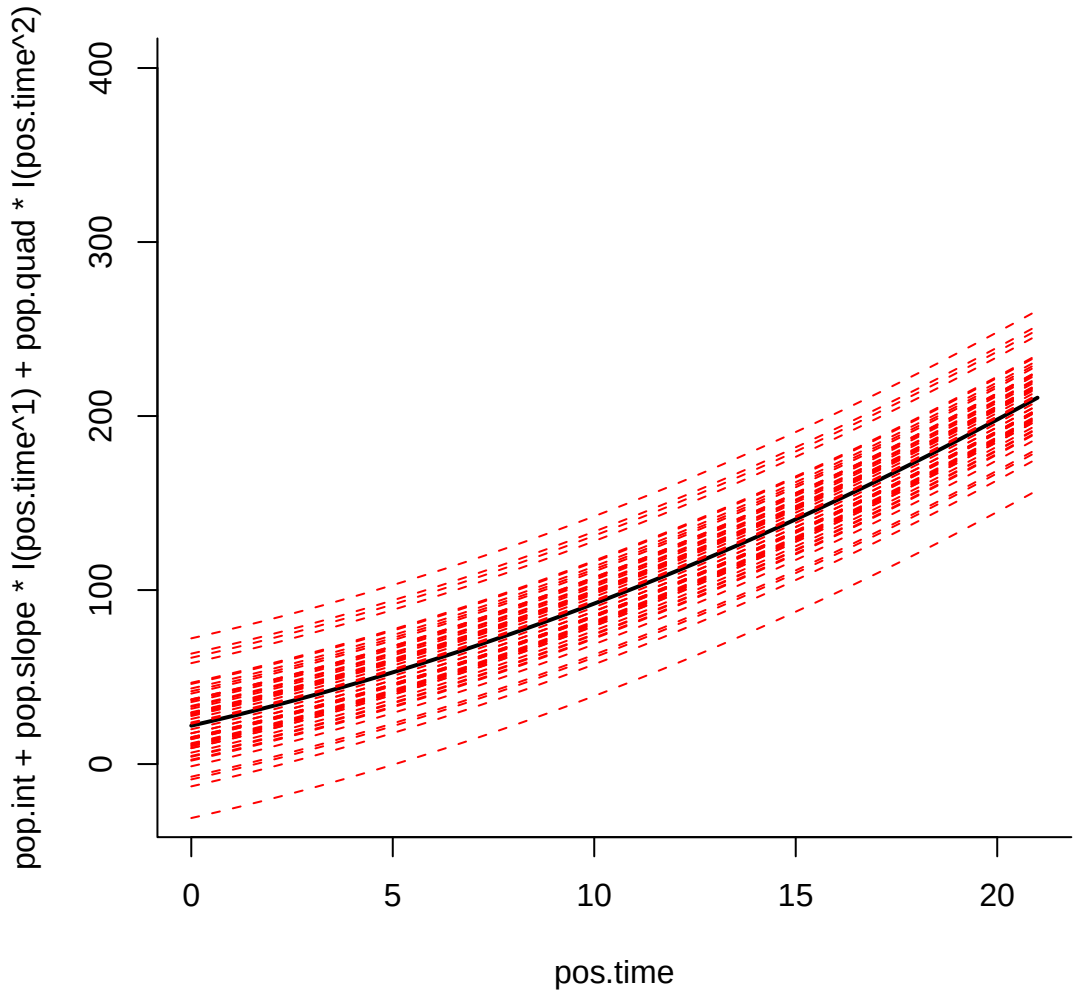
pop.int + pop.slope * I(pos.time^1) + pop.quad * I(pos.time^2)
0
100
200
300
400
0
5
10
15
20
pos.time