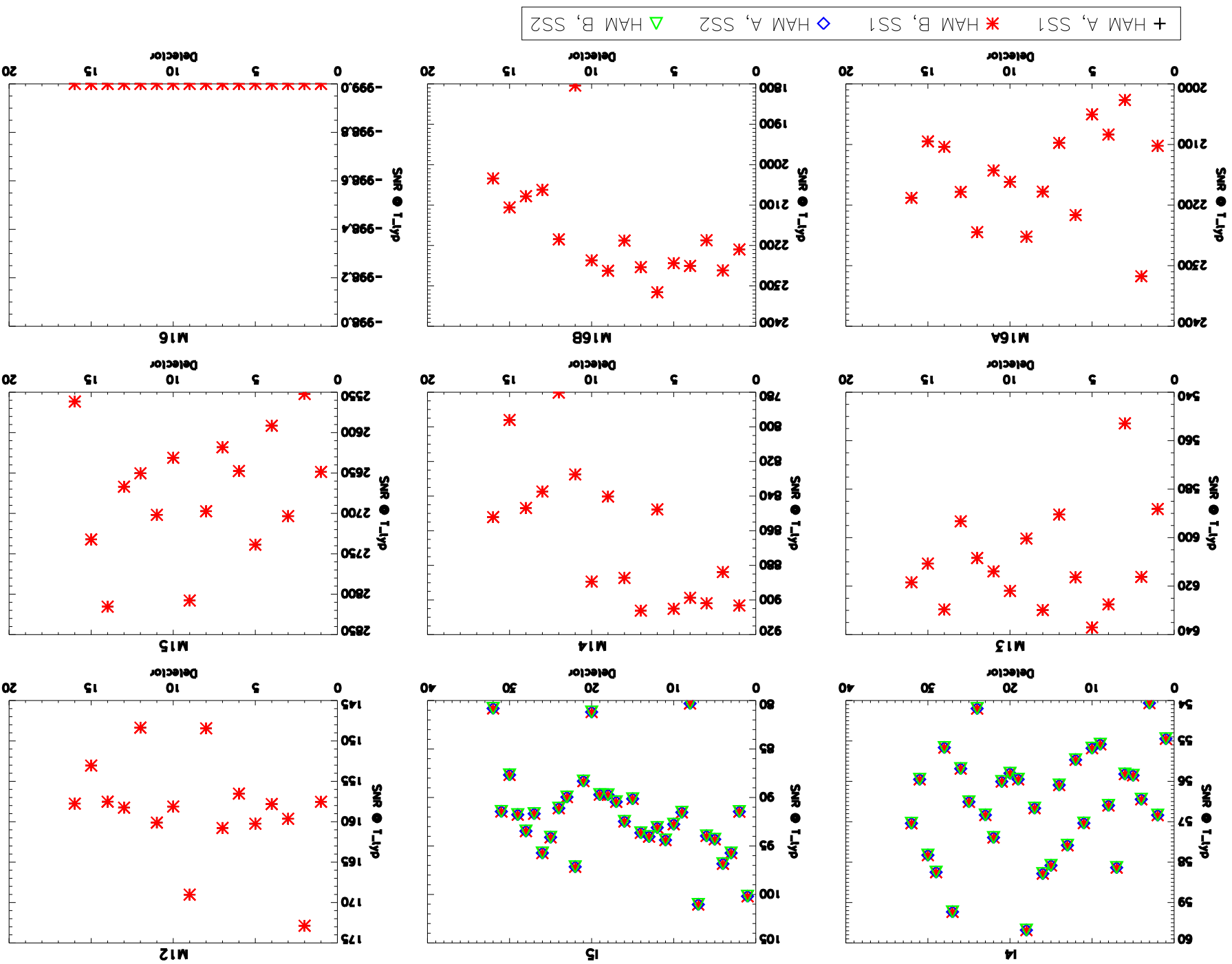
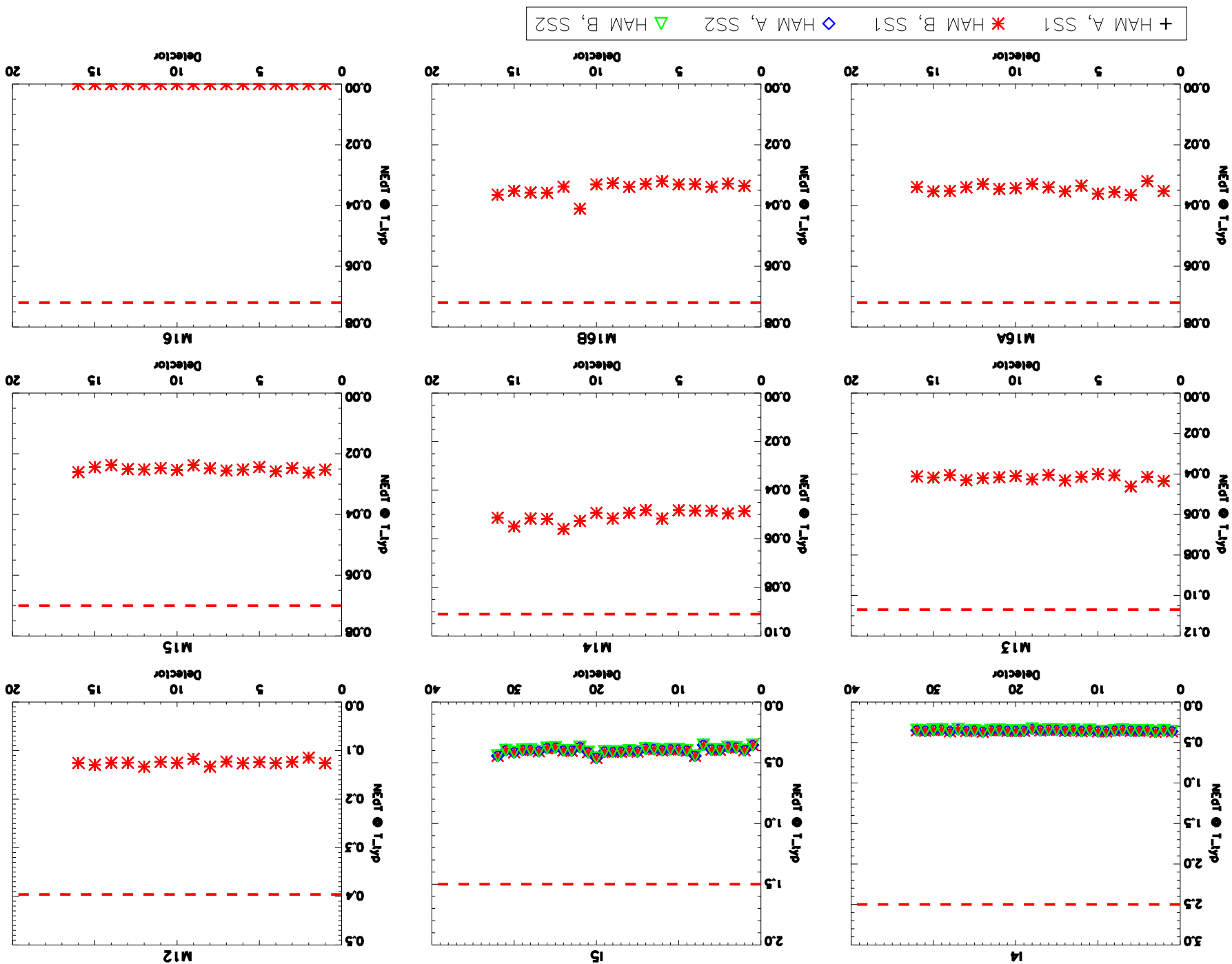


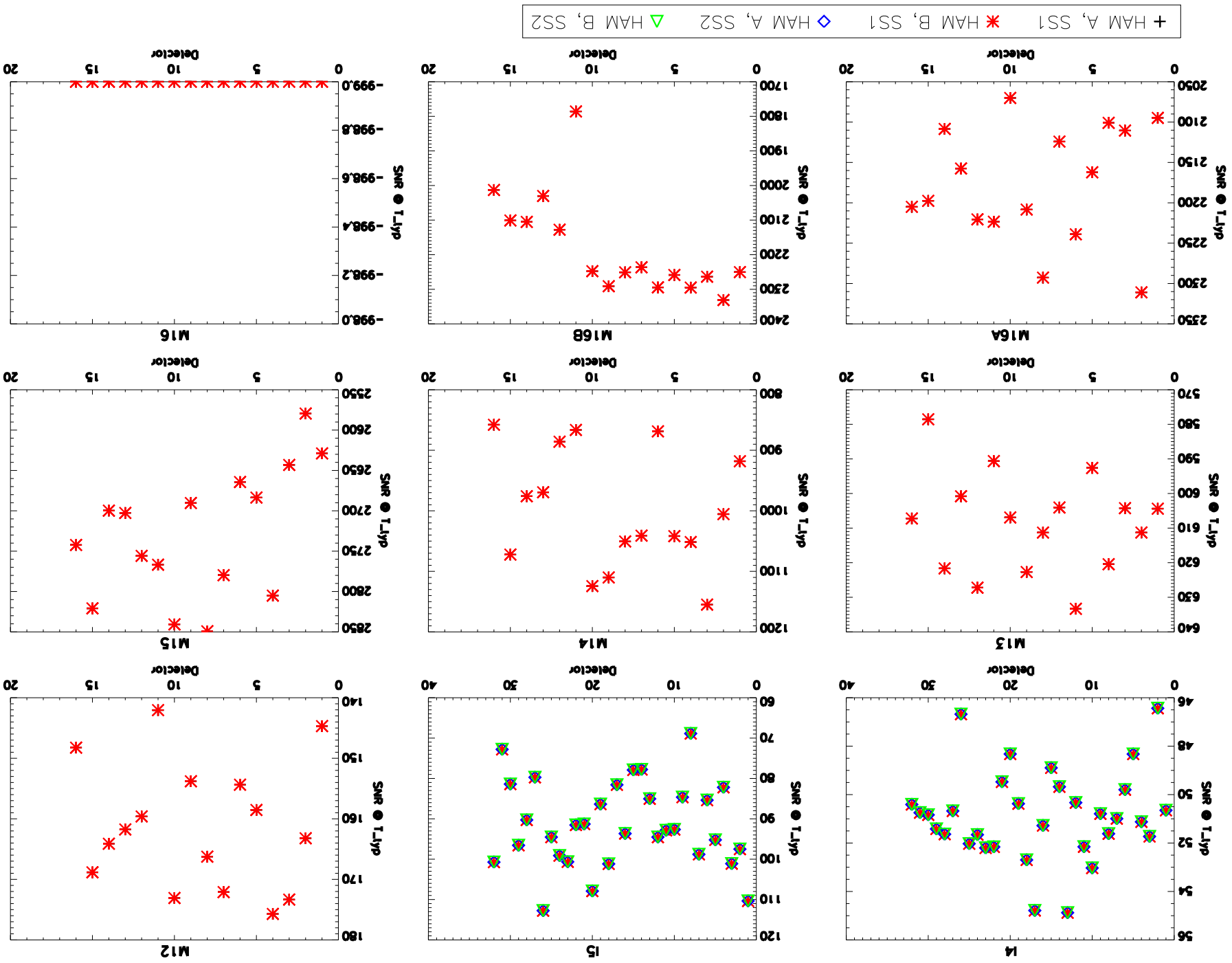
SNR at T_{typ} (warm-up)



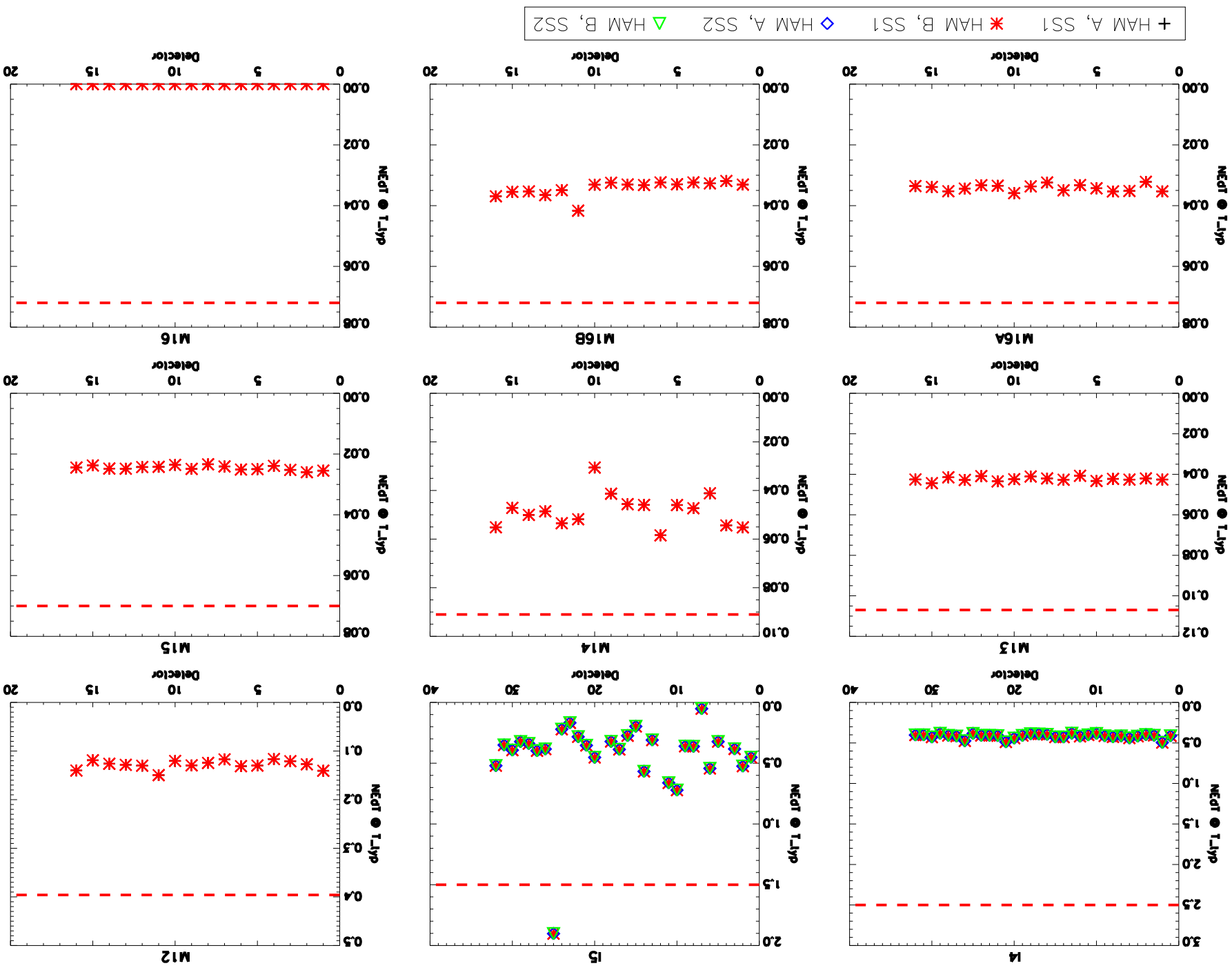
NEdT at T_{typ} (warm-up)



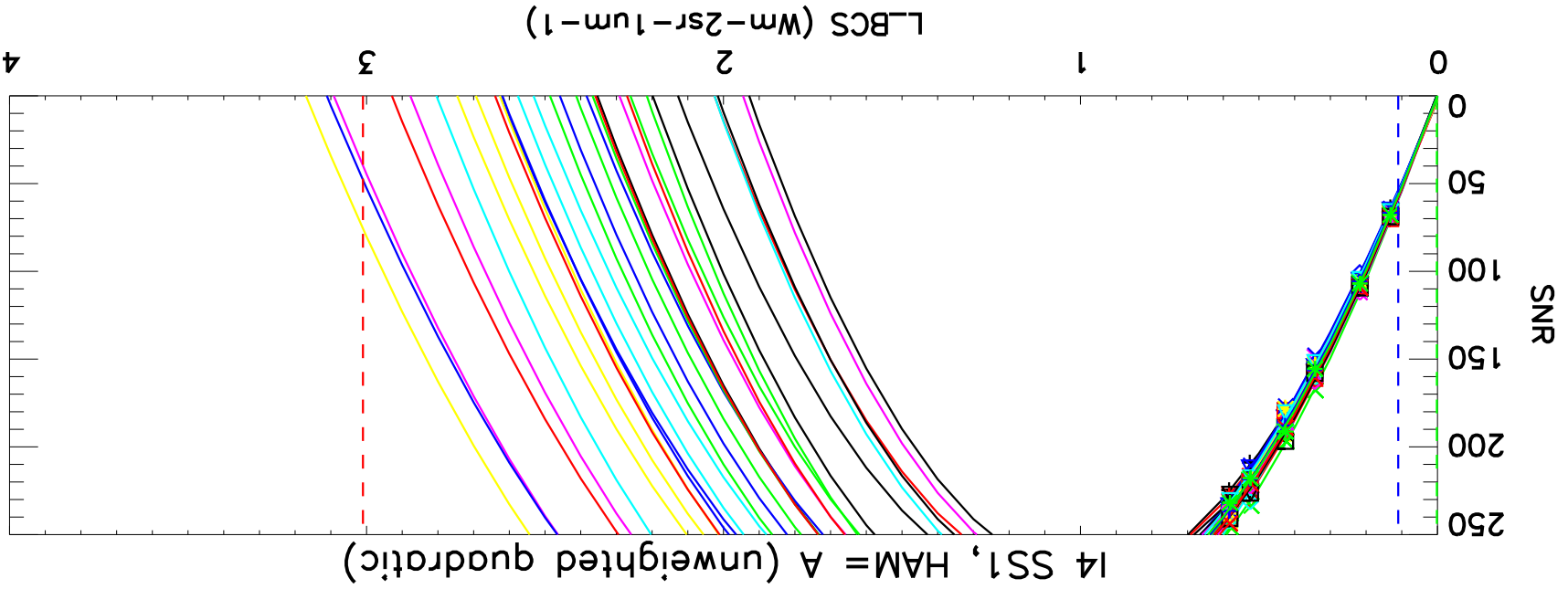
SNR at T_{typ} (cool-down)



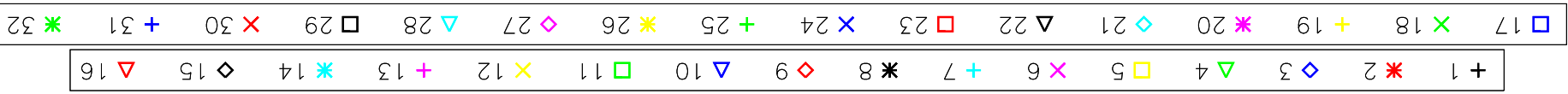
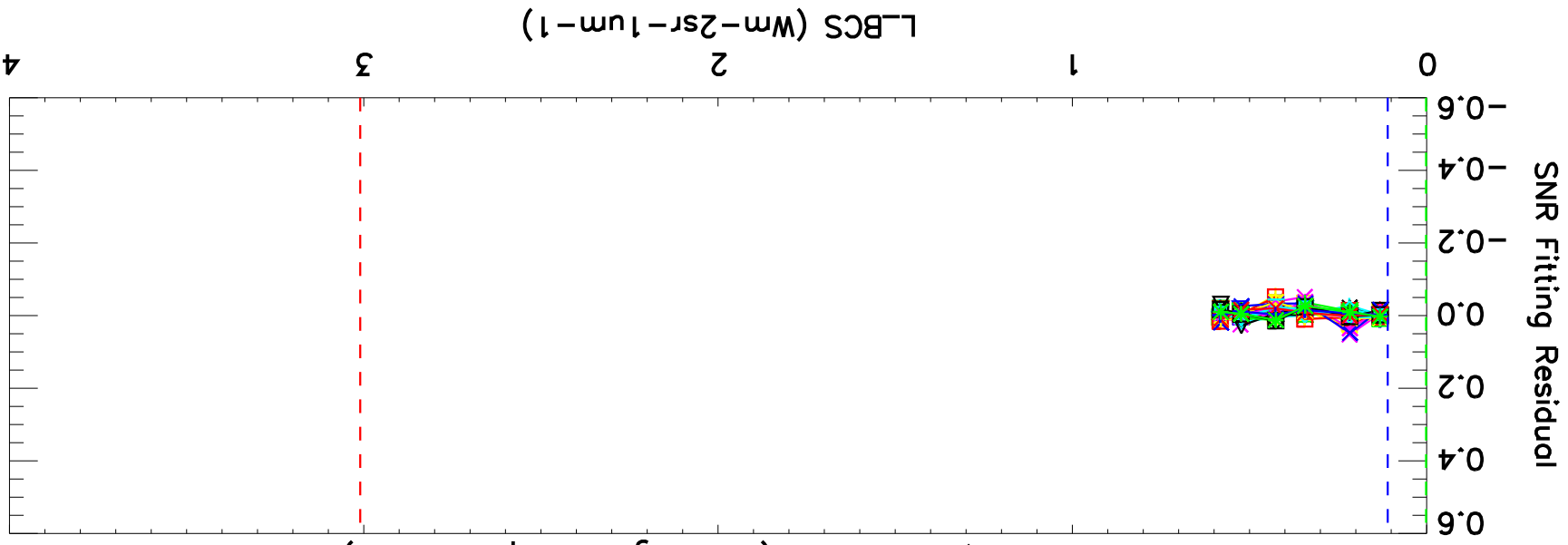
NEdT at T_{typ} (cool-down)



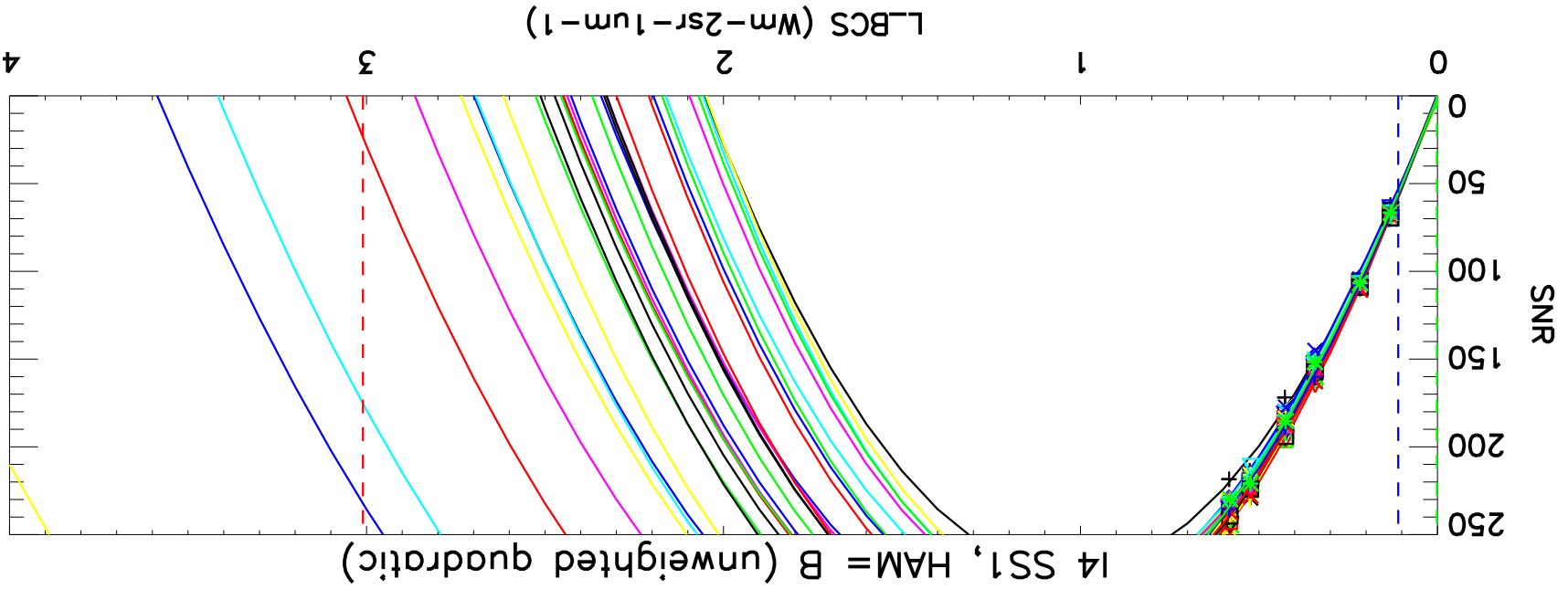
I4 SS1: SNR vs LBCS (curvetit); warm-up



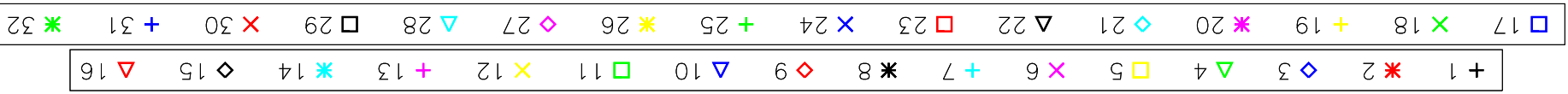
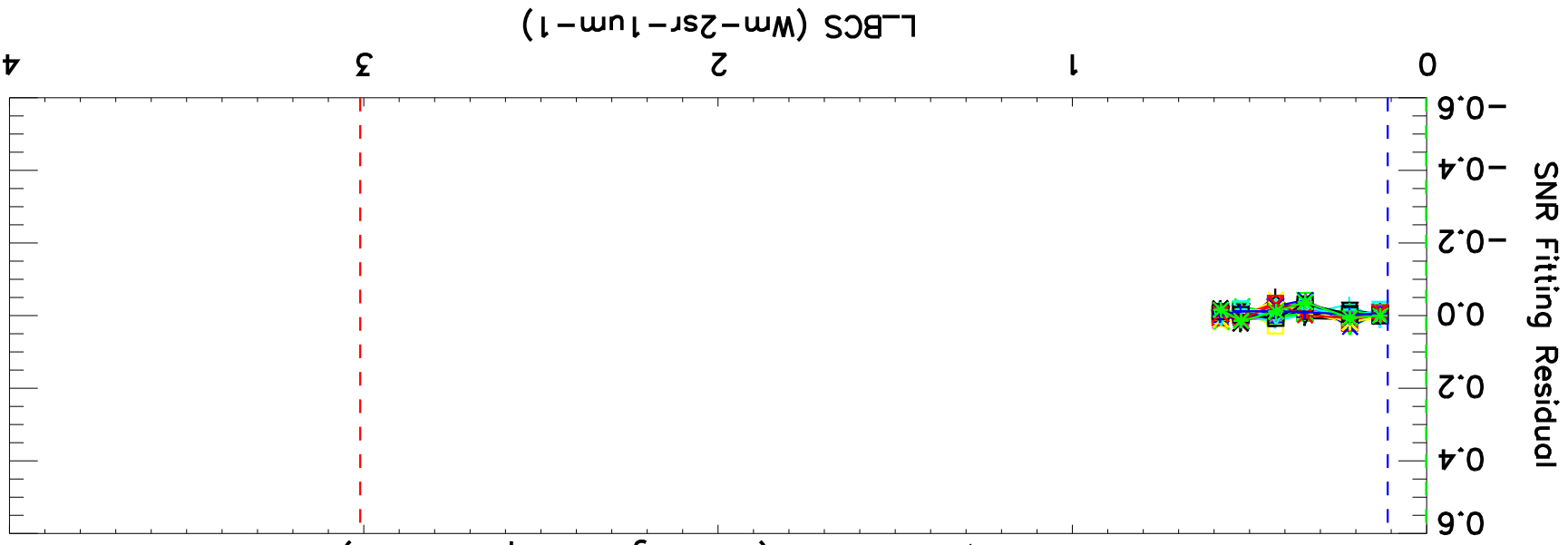
I4 SS1, HAM = A (unweighted quadratic)



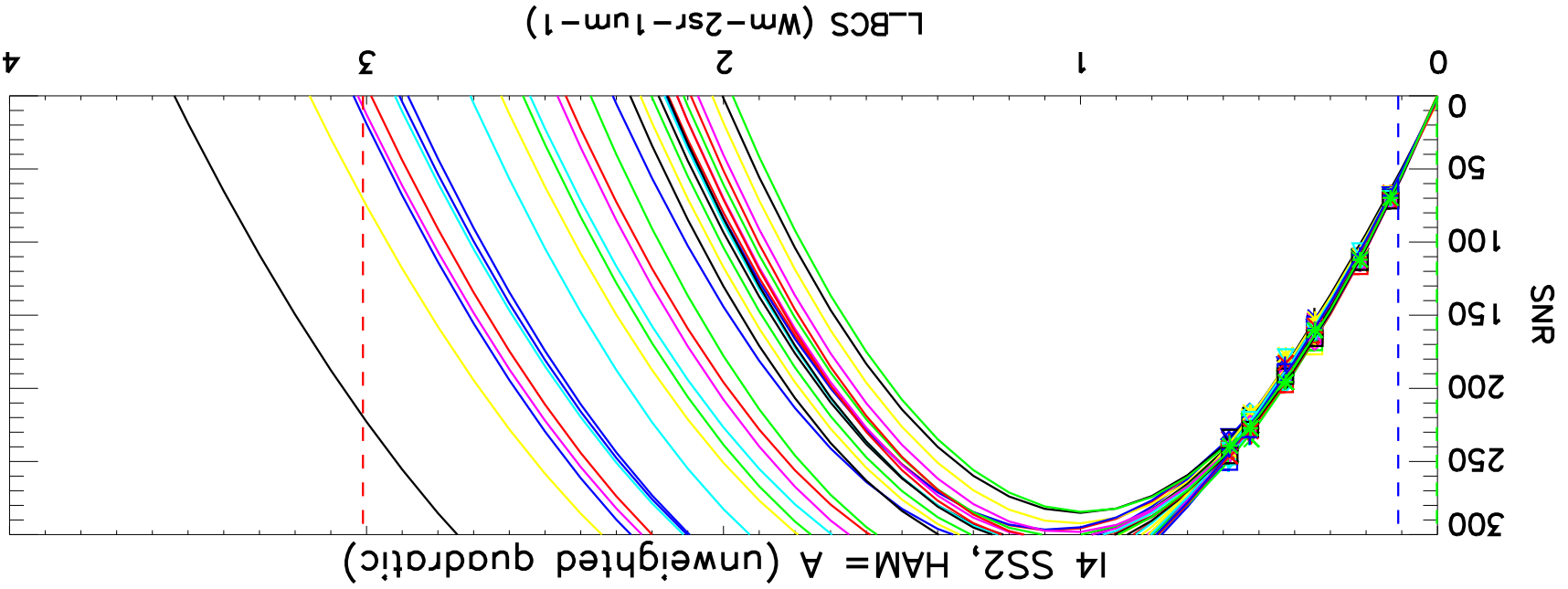
I4 SS1: SNR vs LBCS (curvetit); warm-up



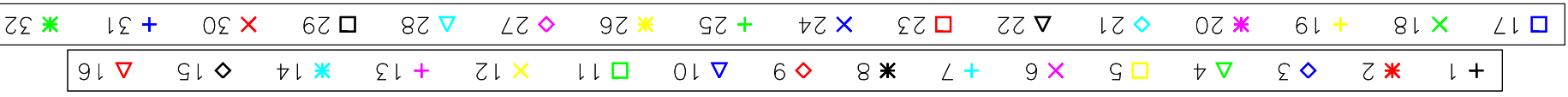
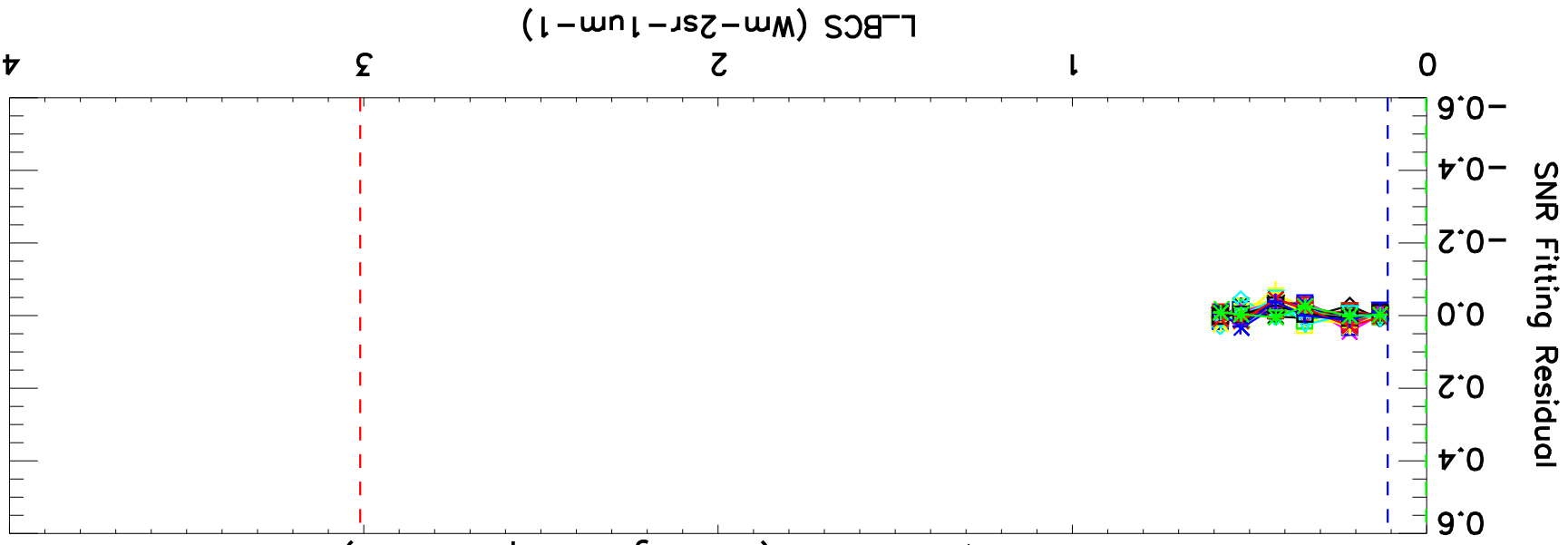
I4 SS1, HAM = B (unweighted quadratic)



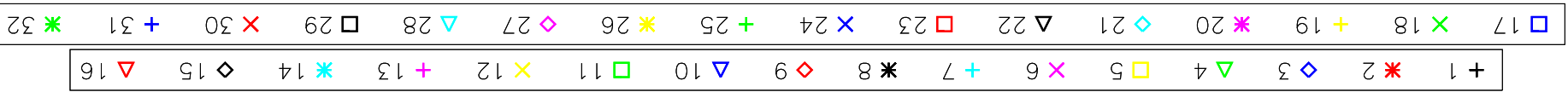
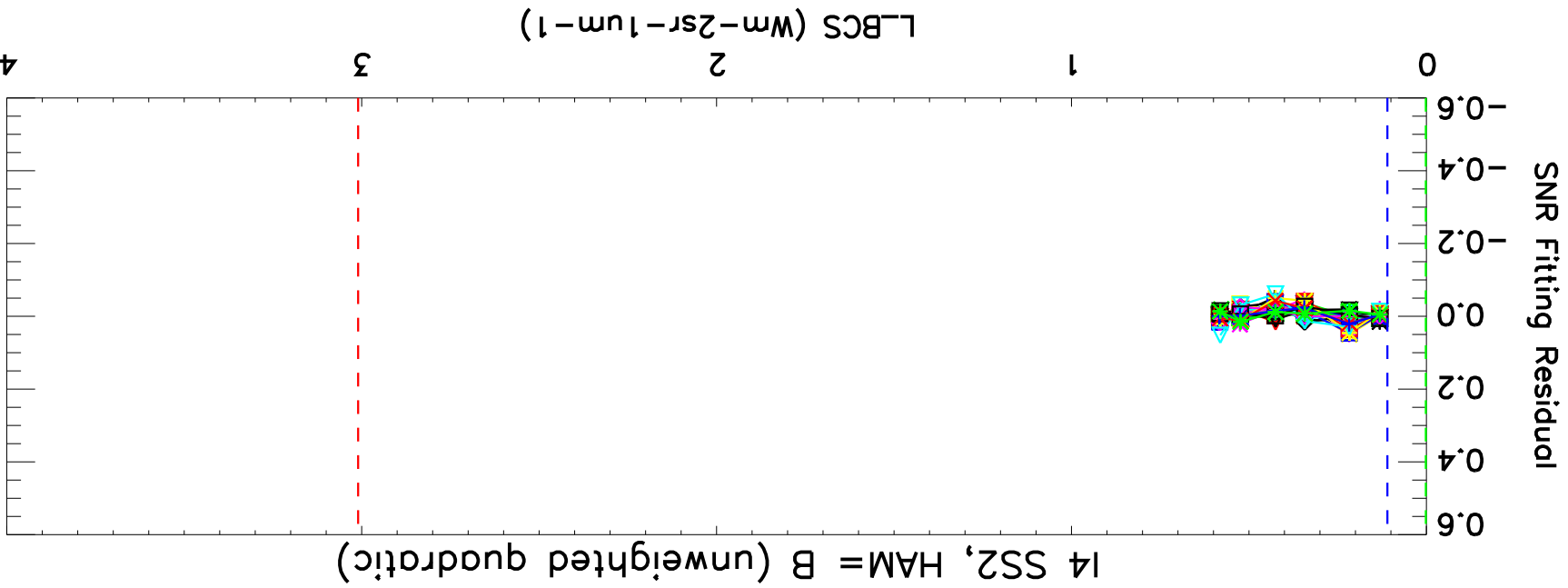
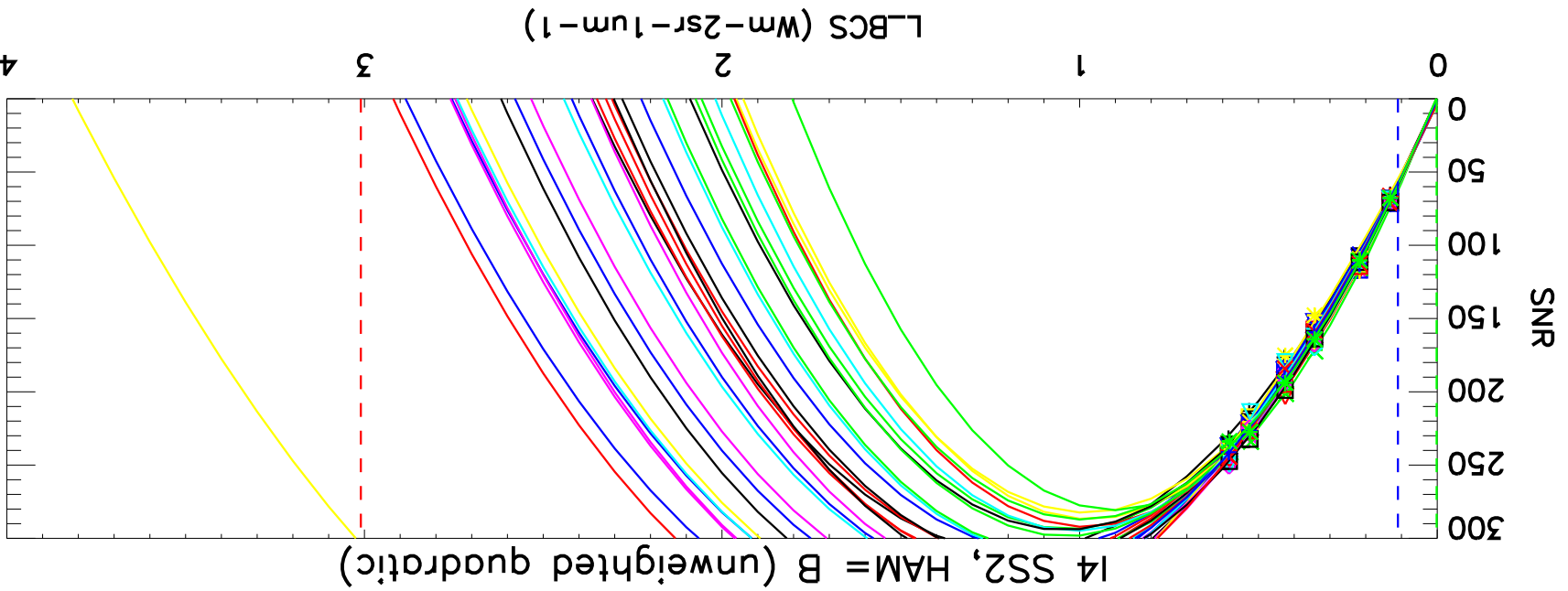
I4 SS2: SNR vs LBCS (curvetit); warm-up

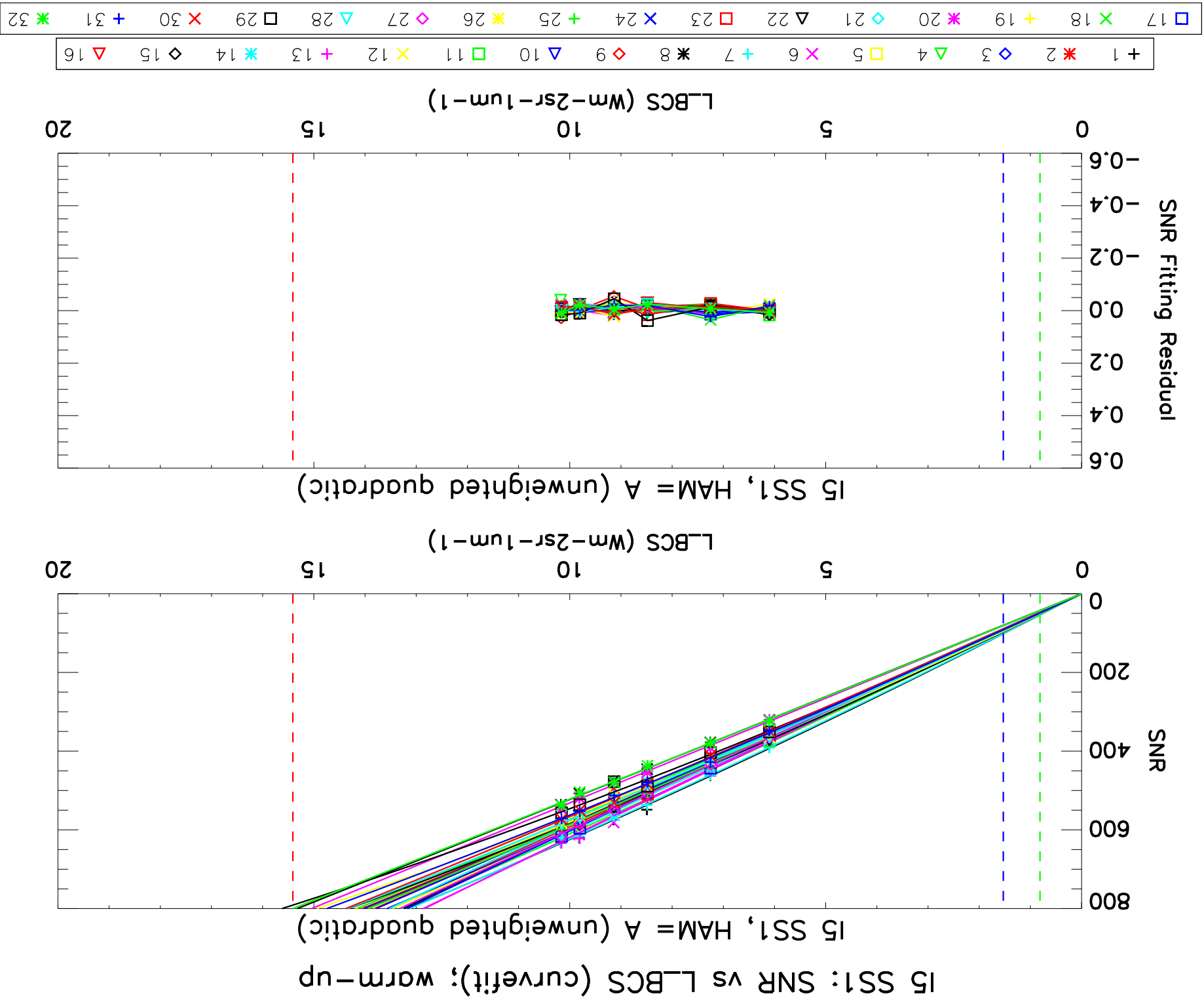


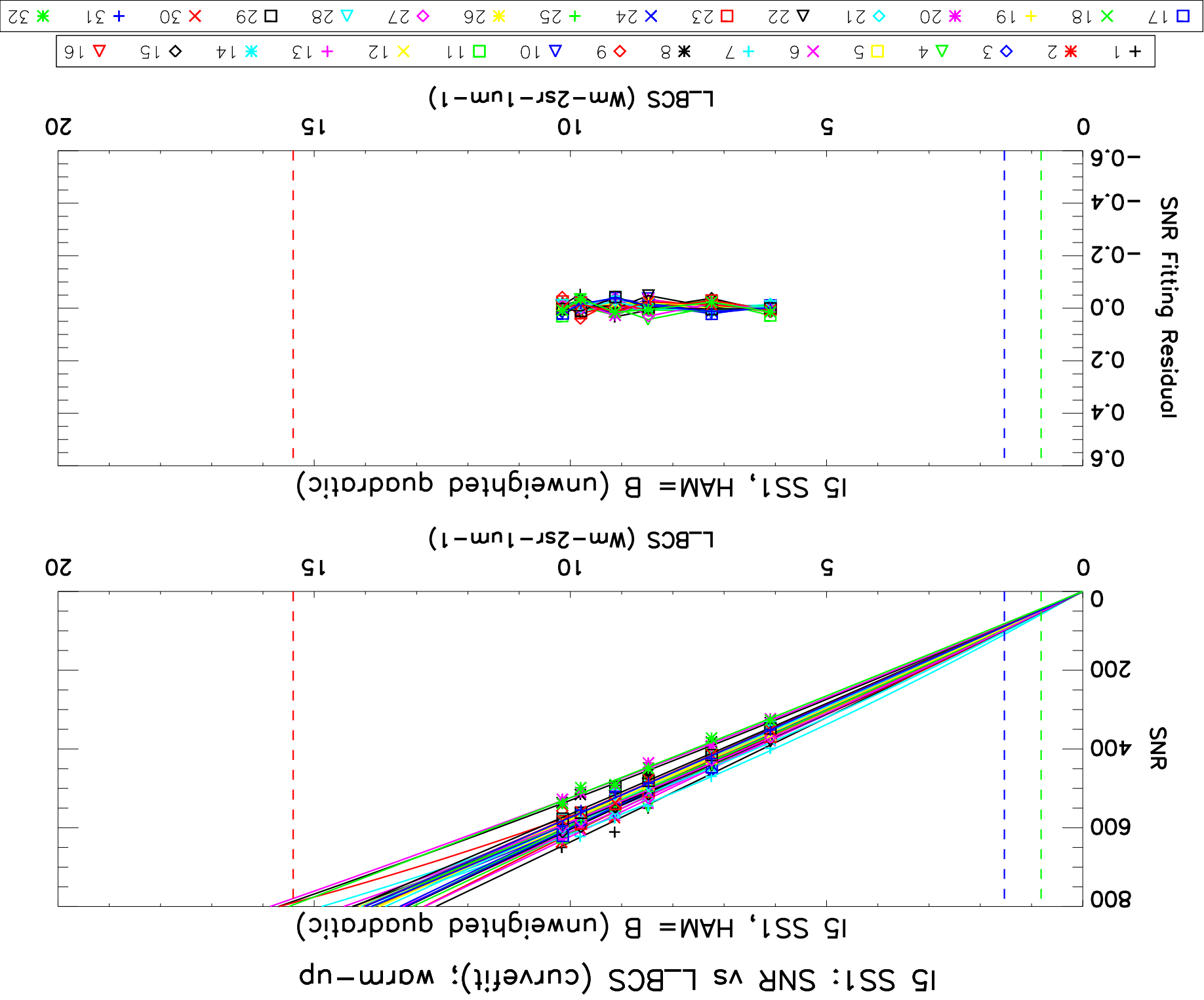
I4 SS2, HAM = A (unweighted quadratic)

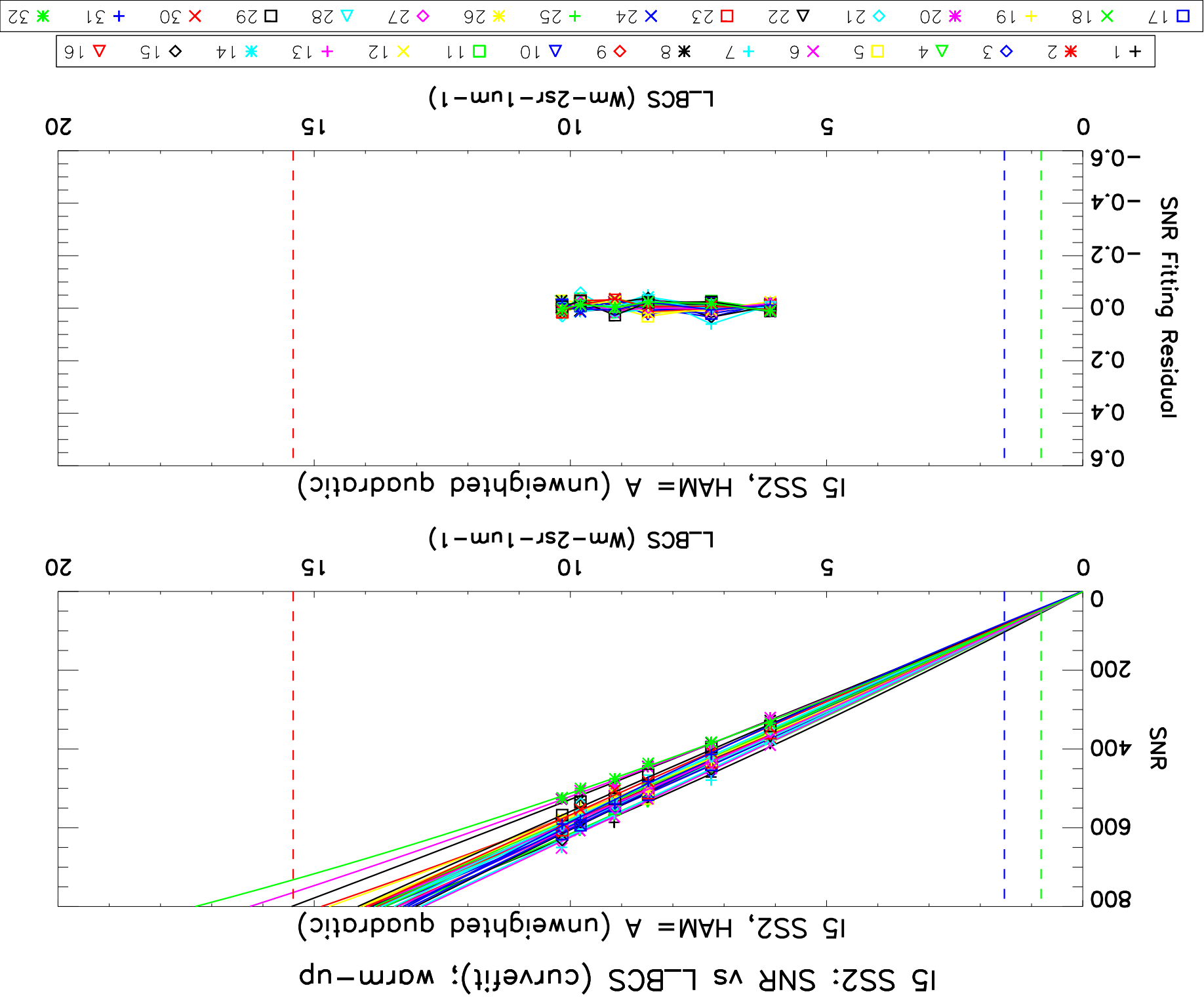


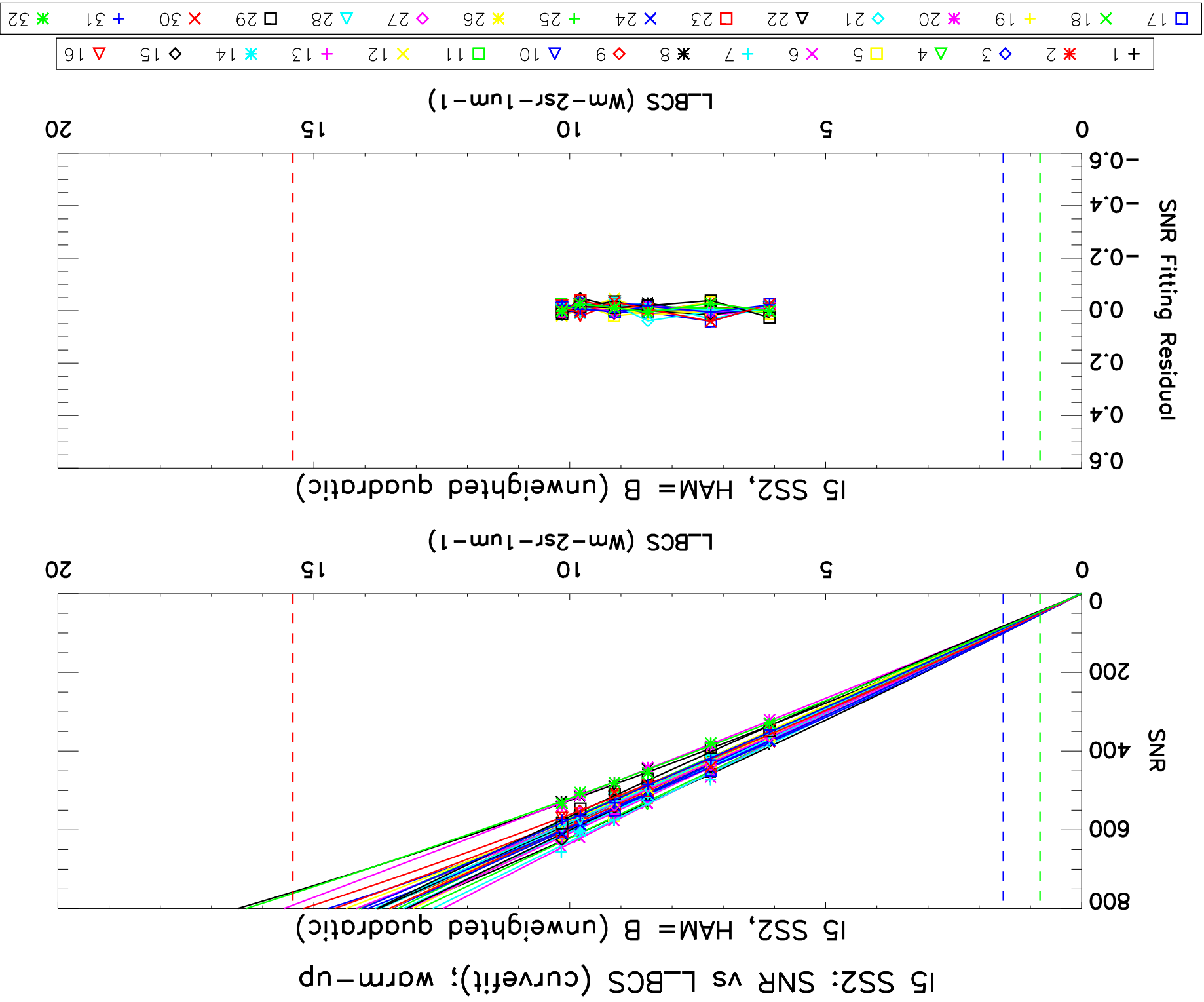
I4 SS2: SNR vs LBCS (curvetit); warm-up

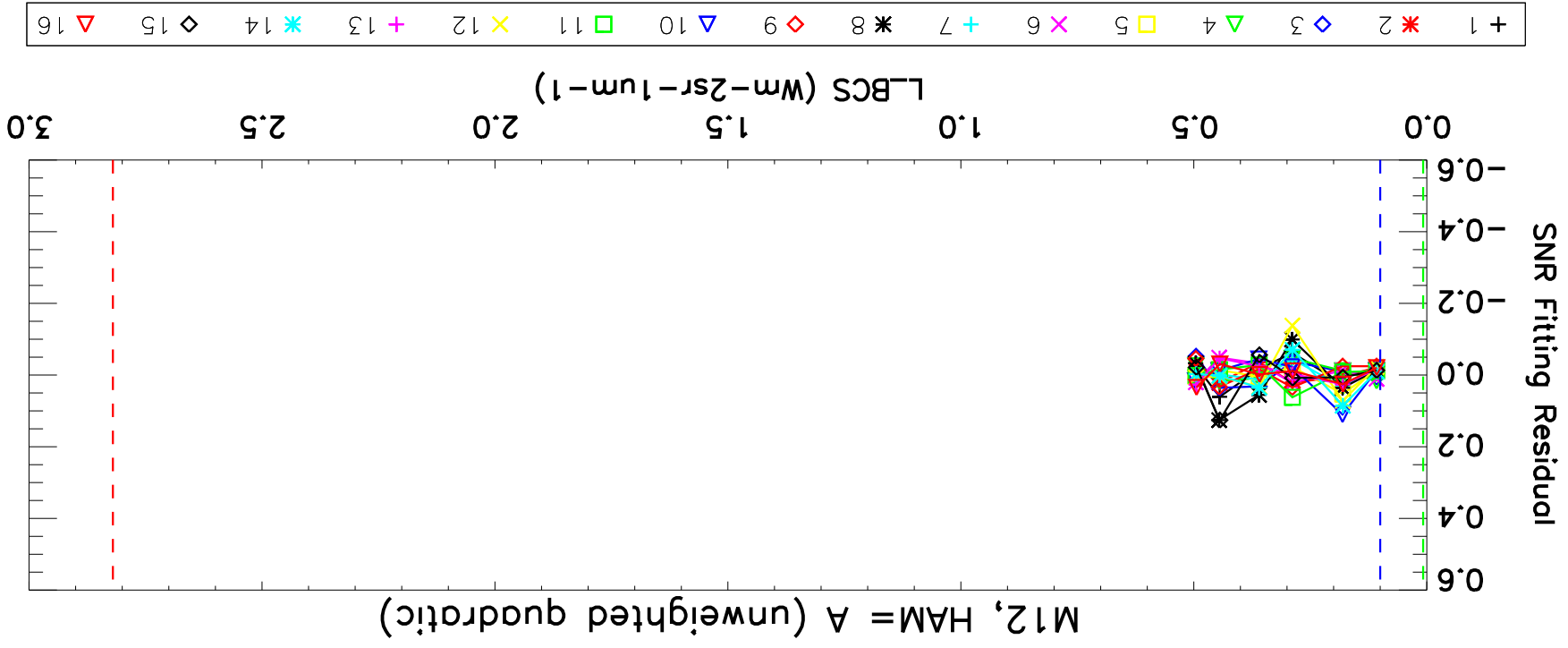
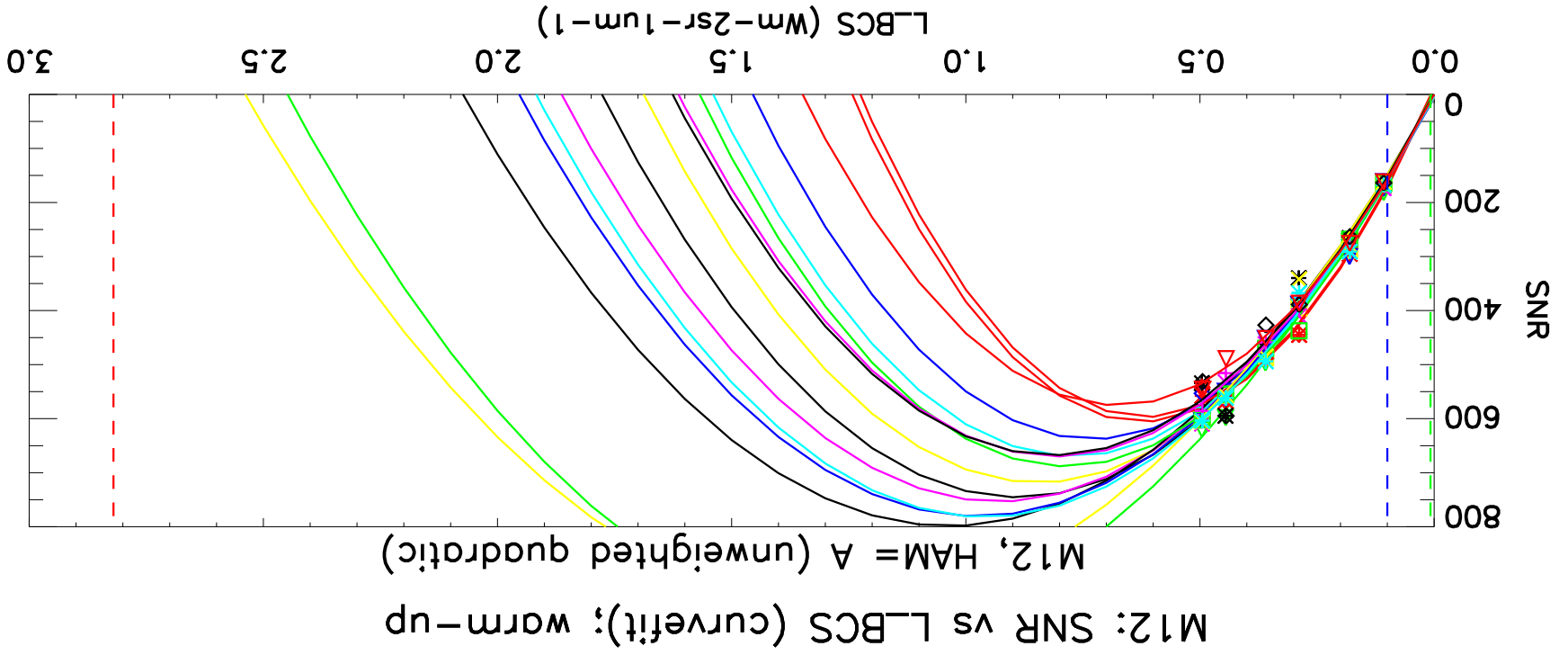


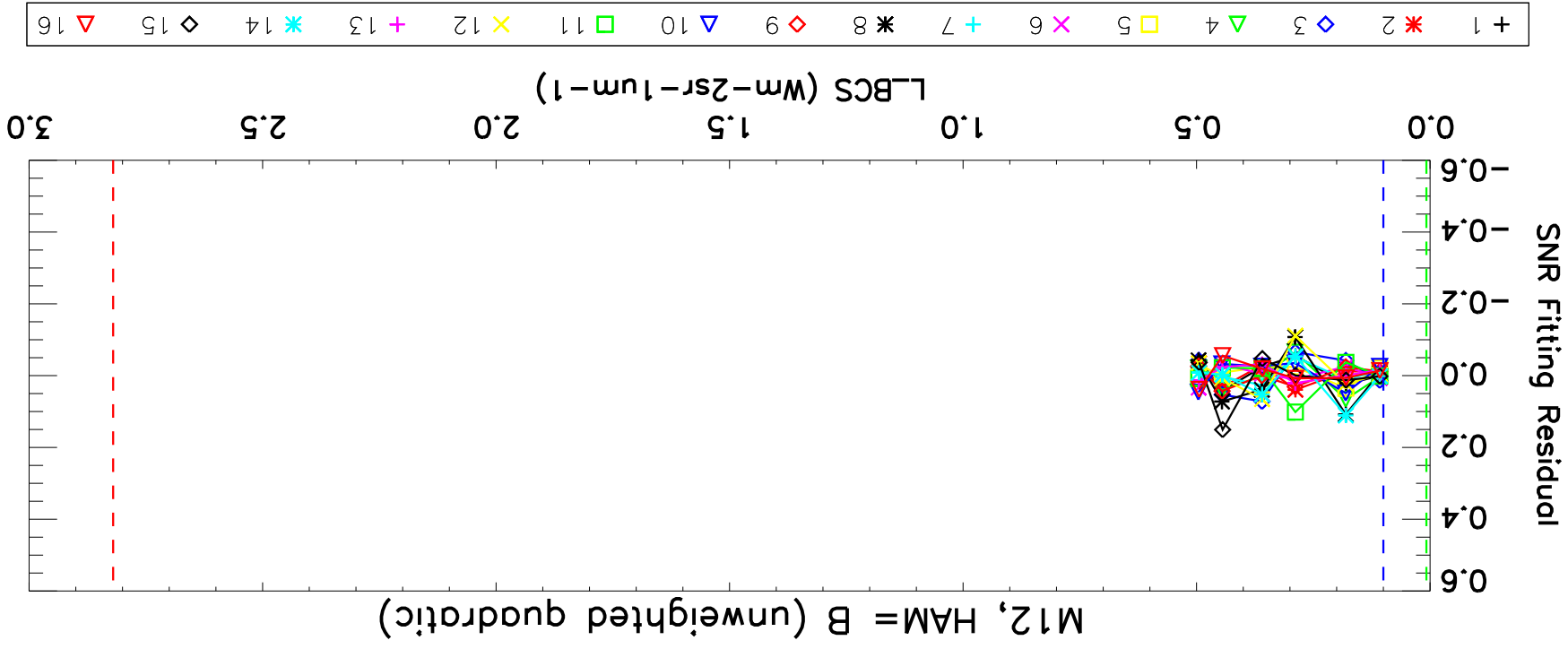
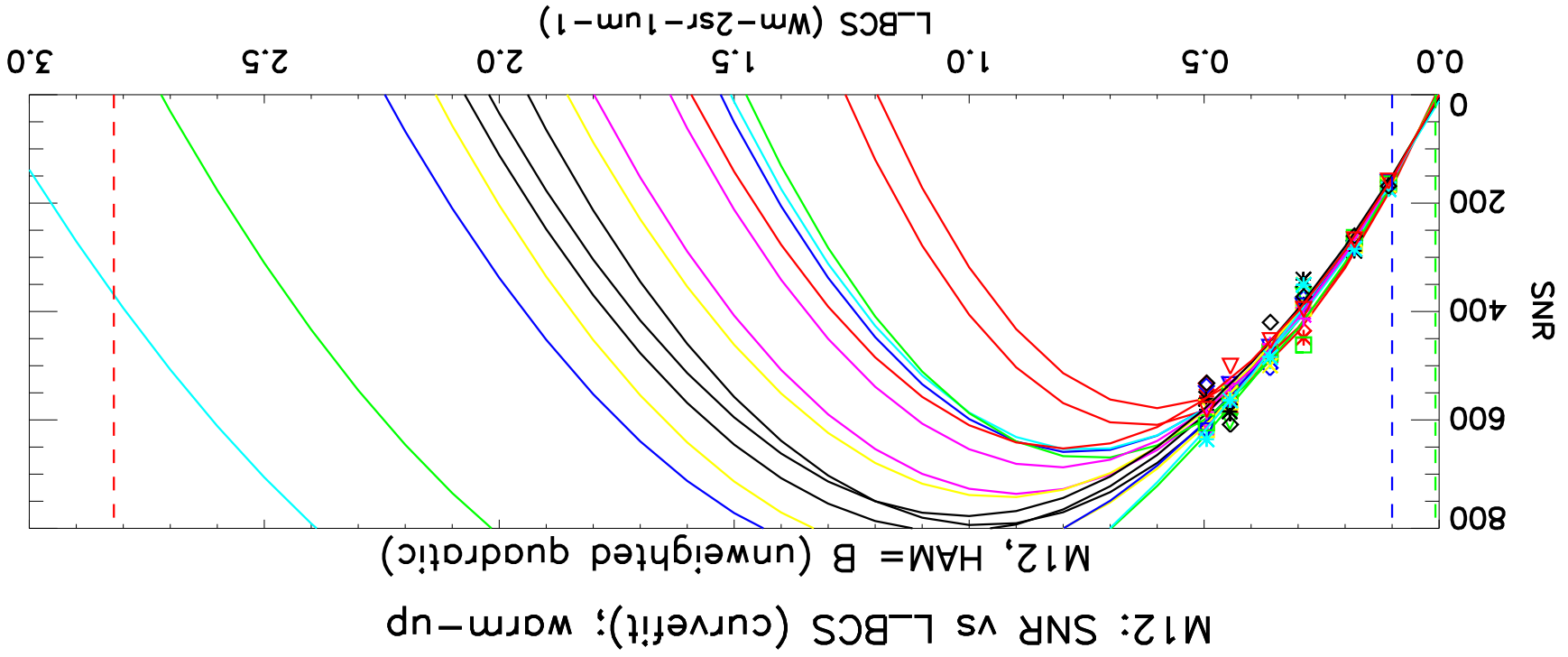


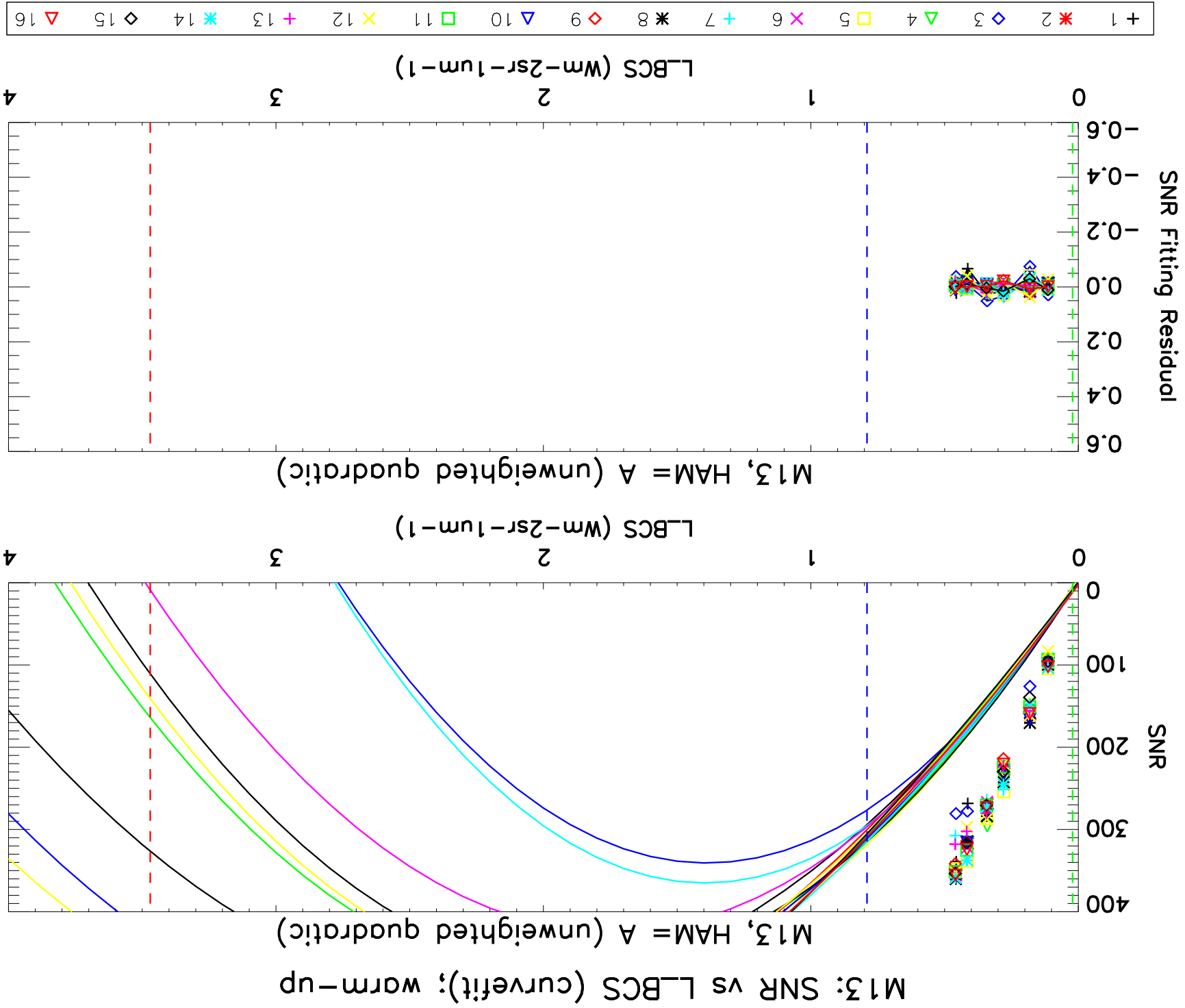


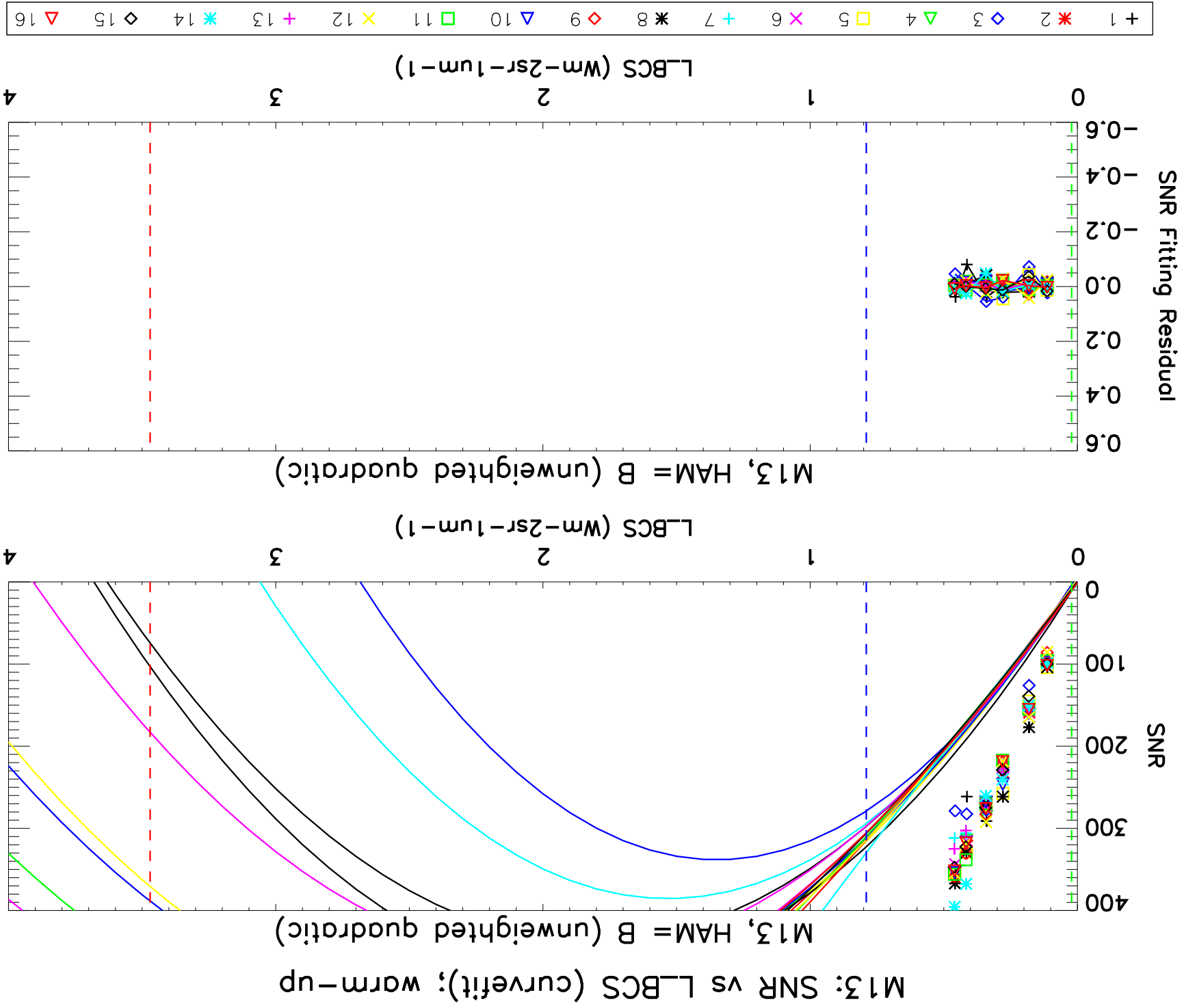


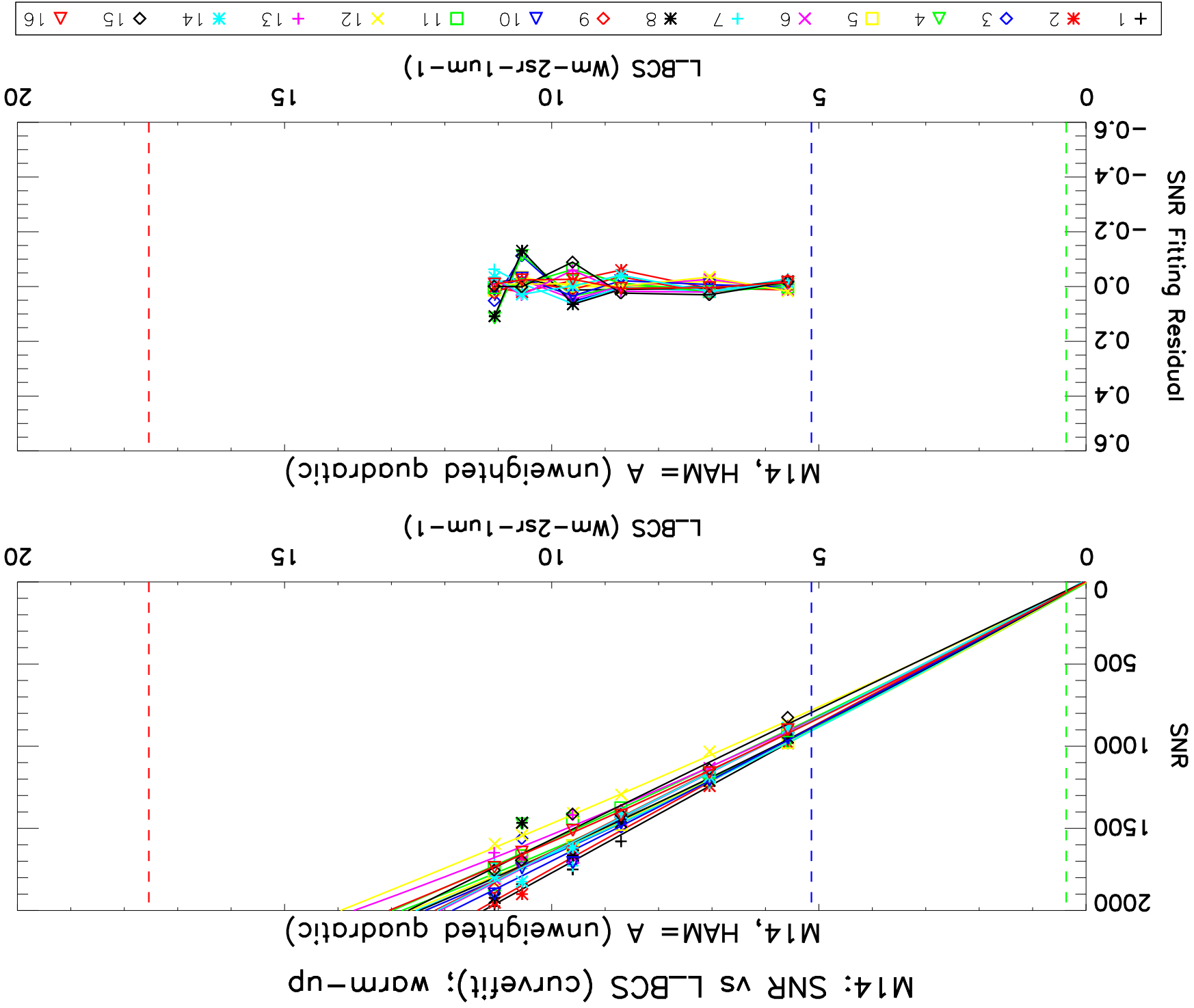


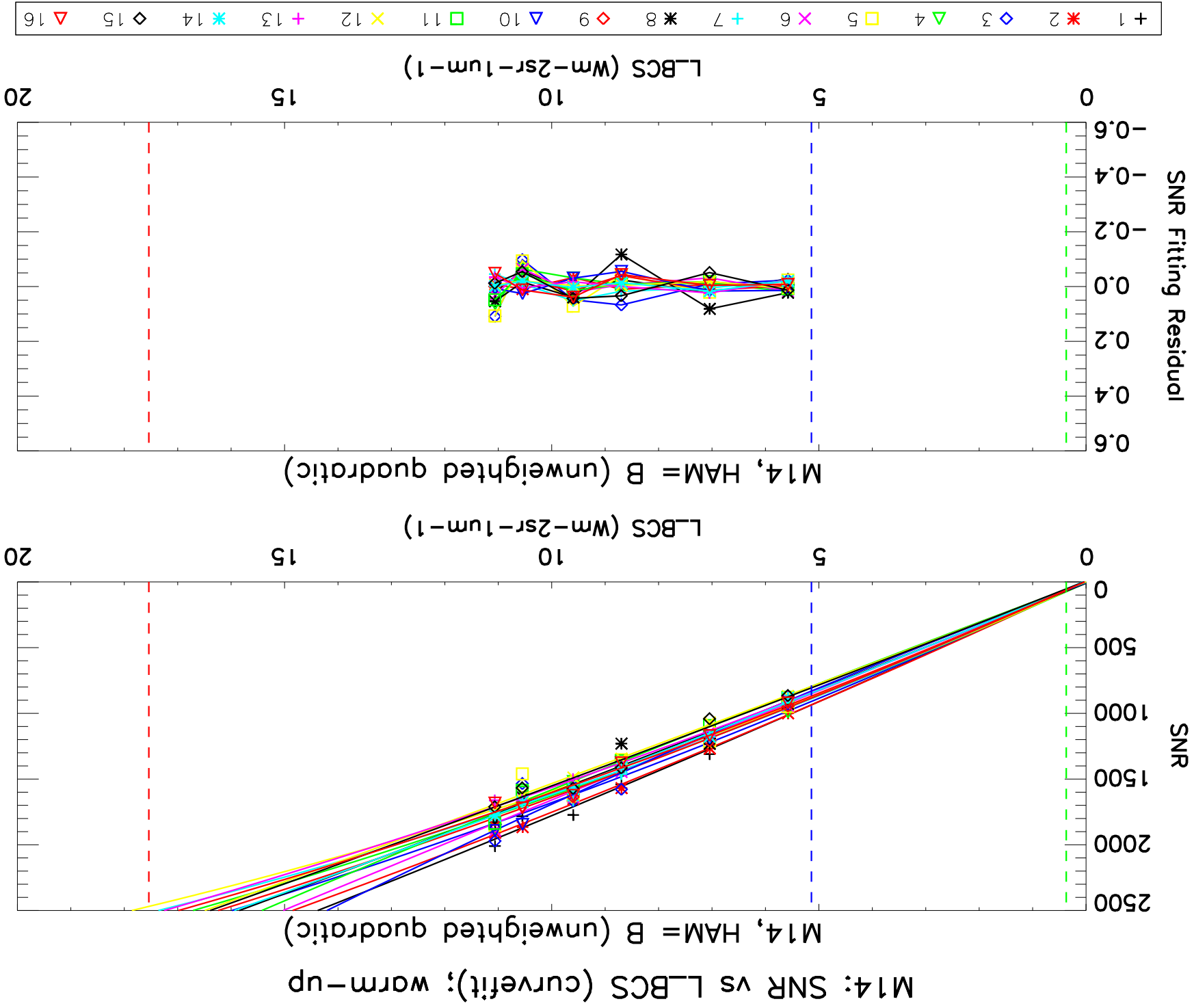


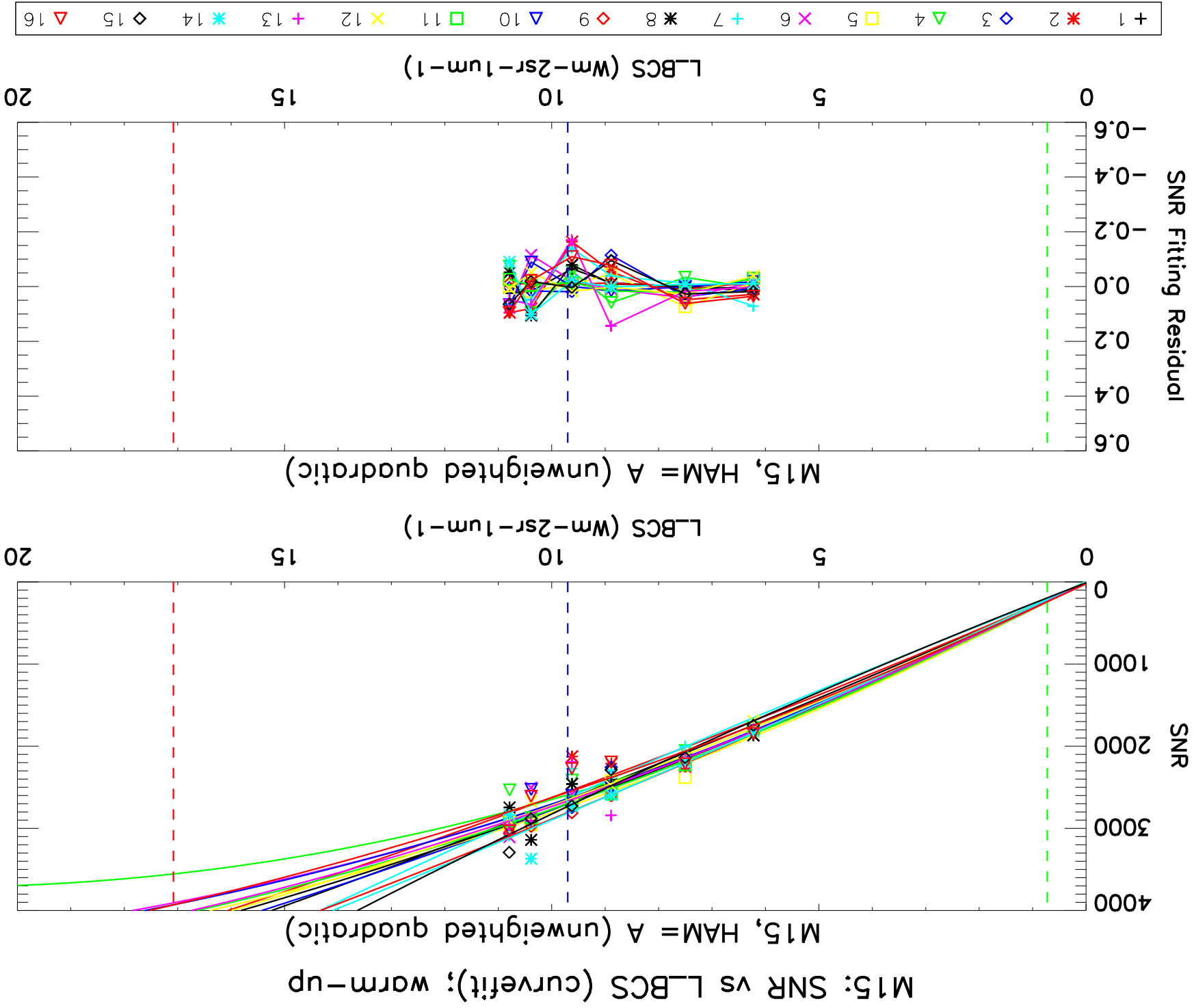


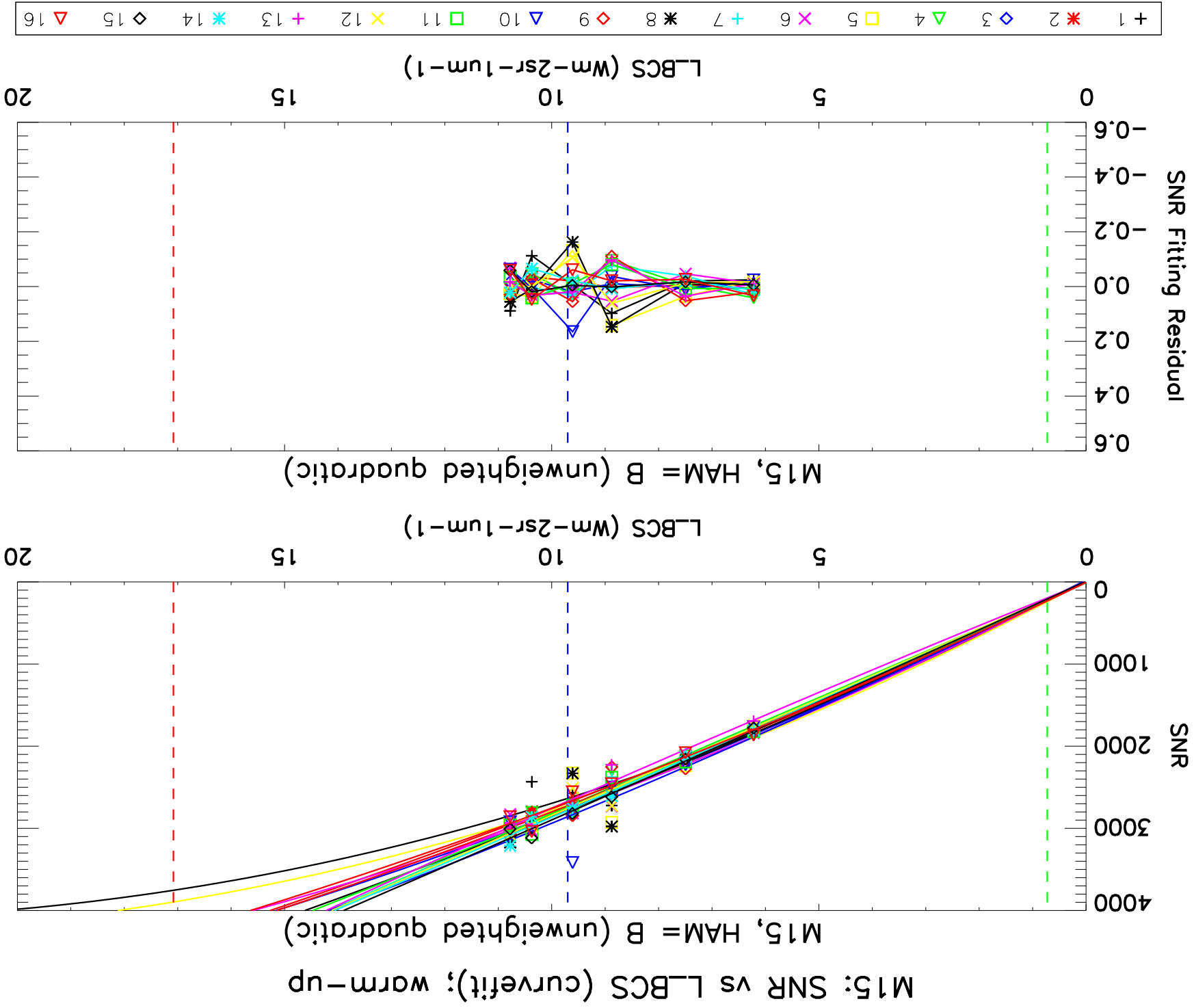


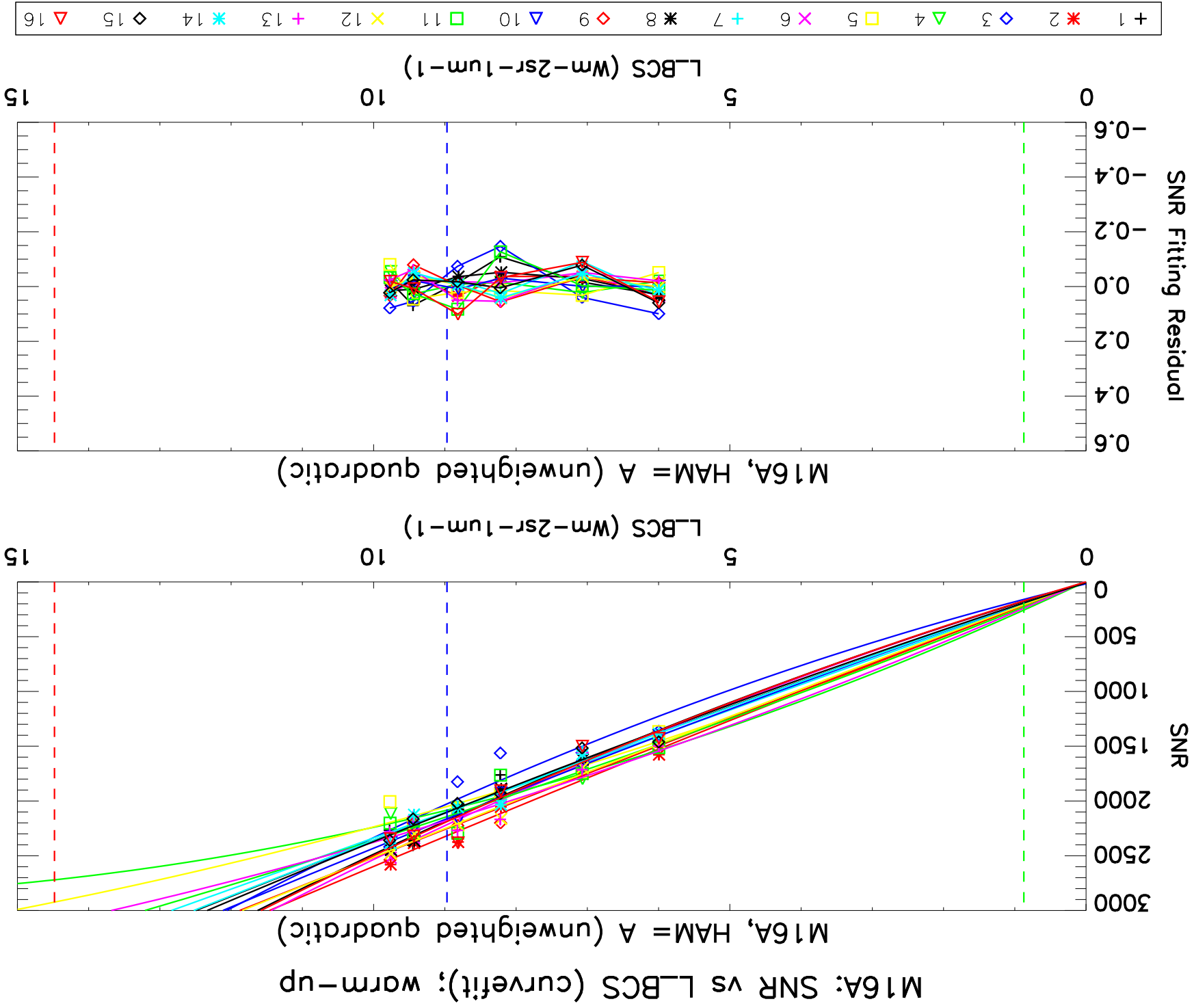


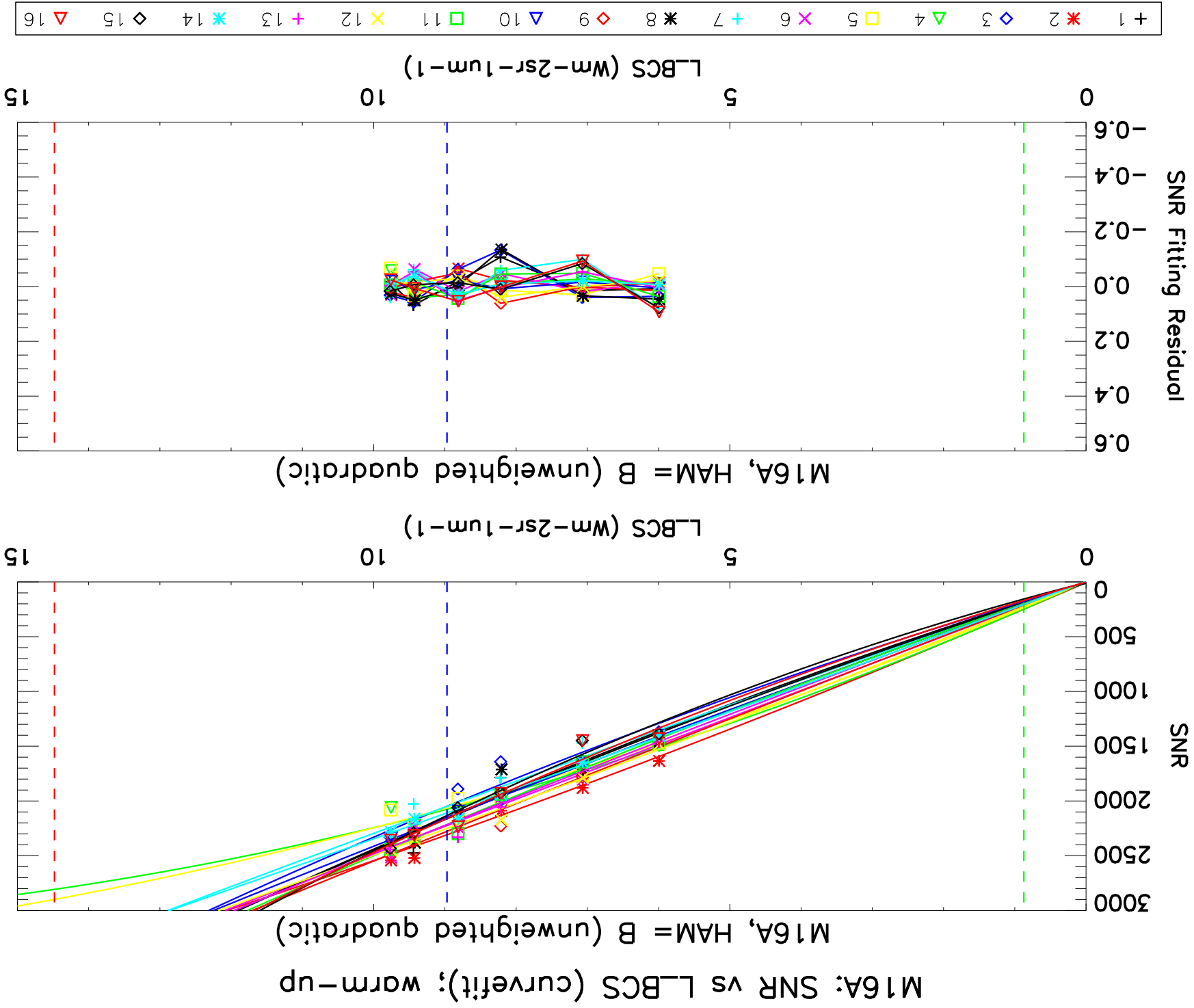


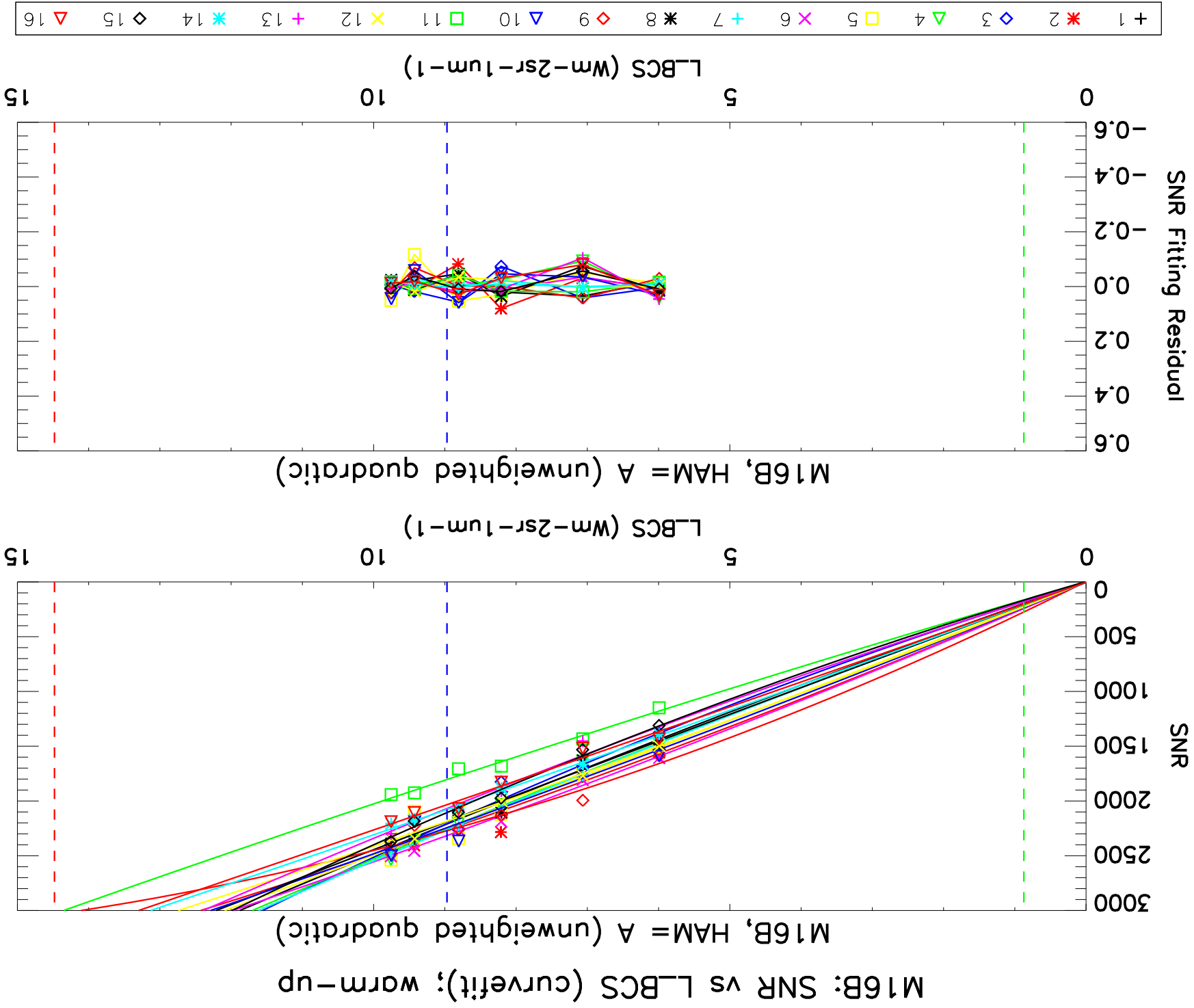


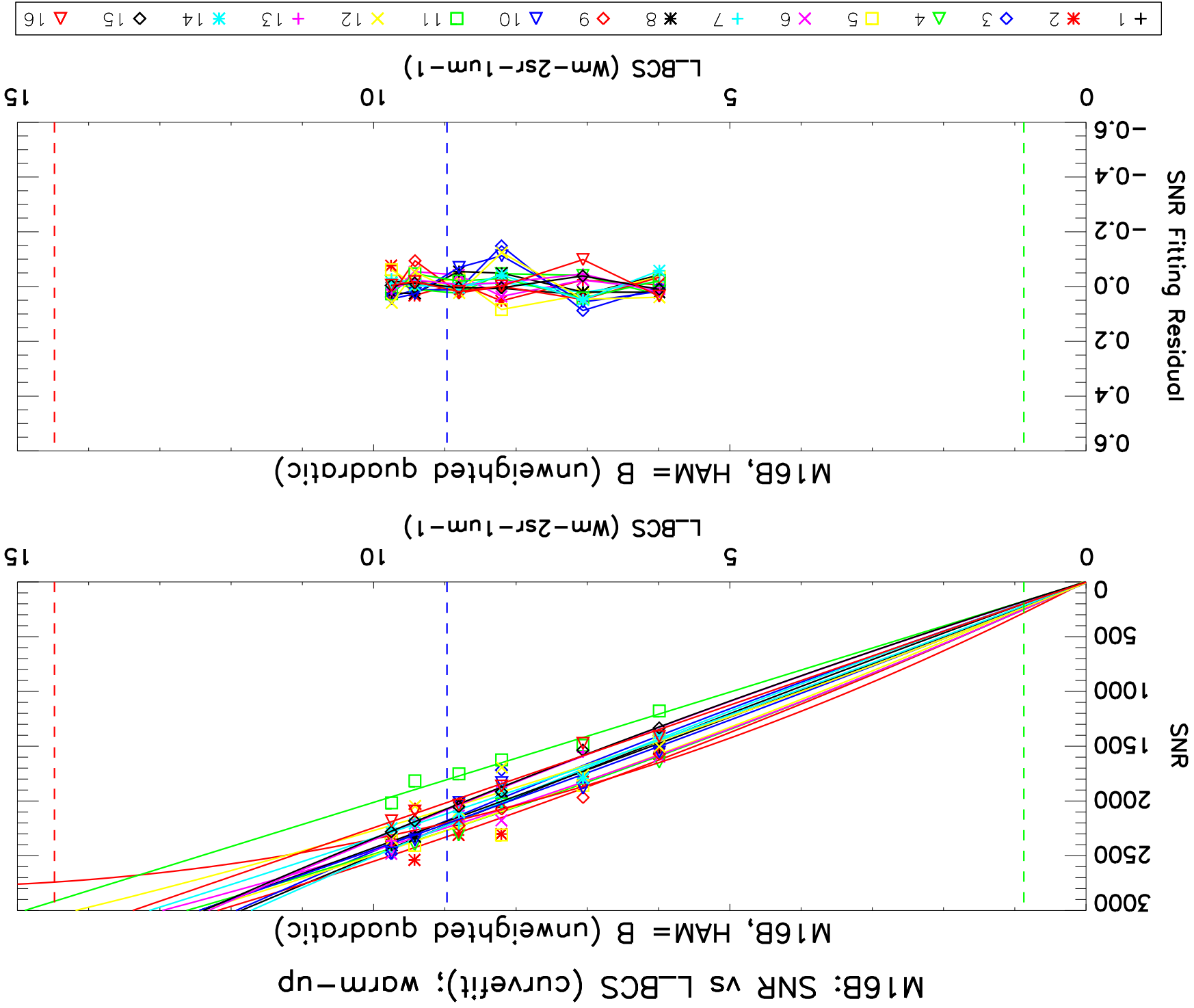




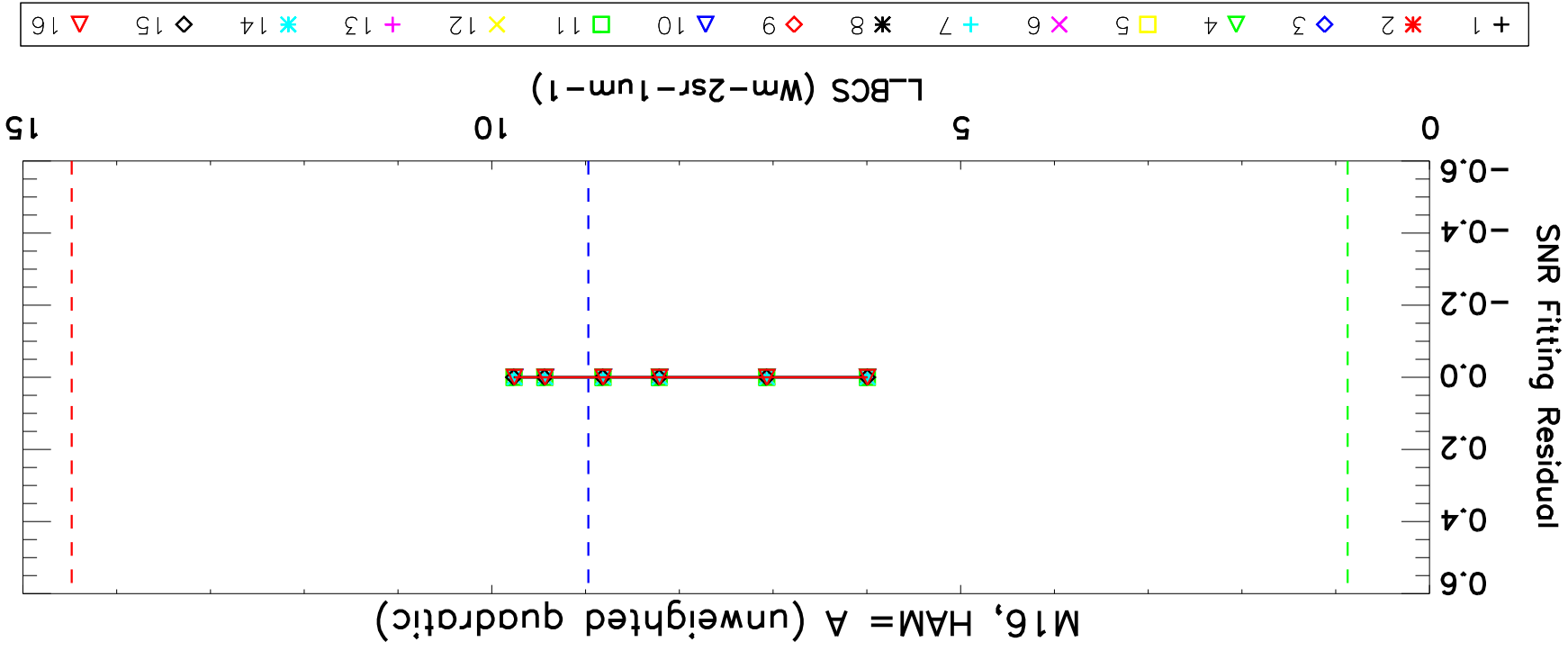
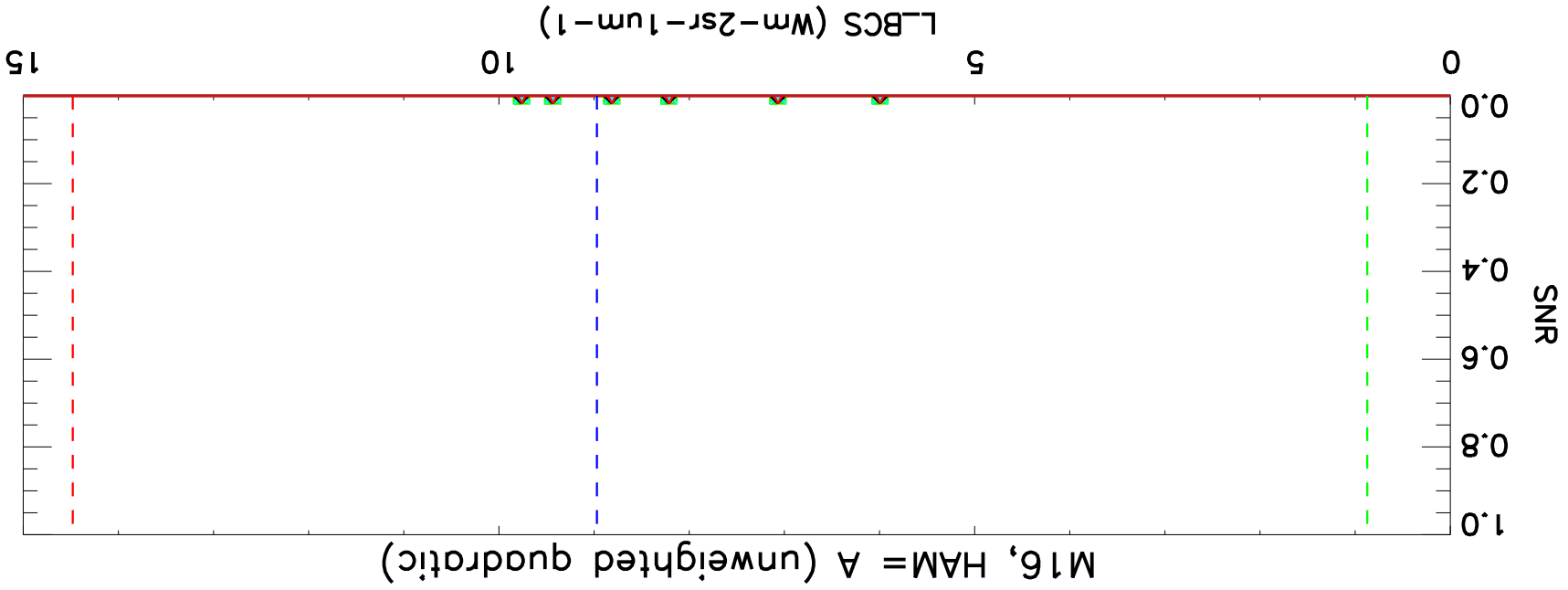


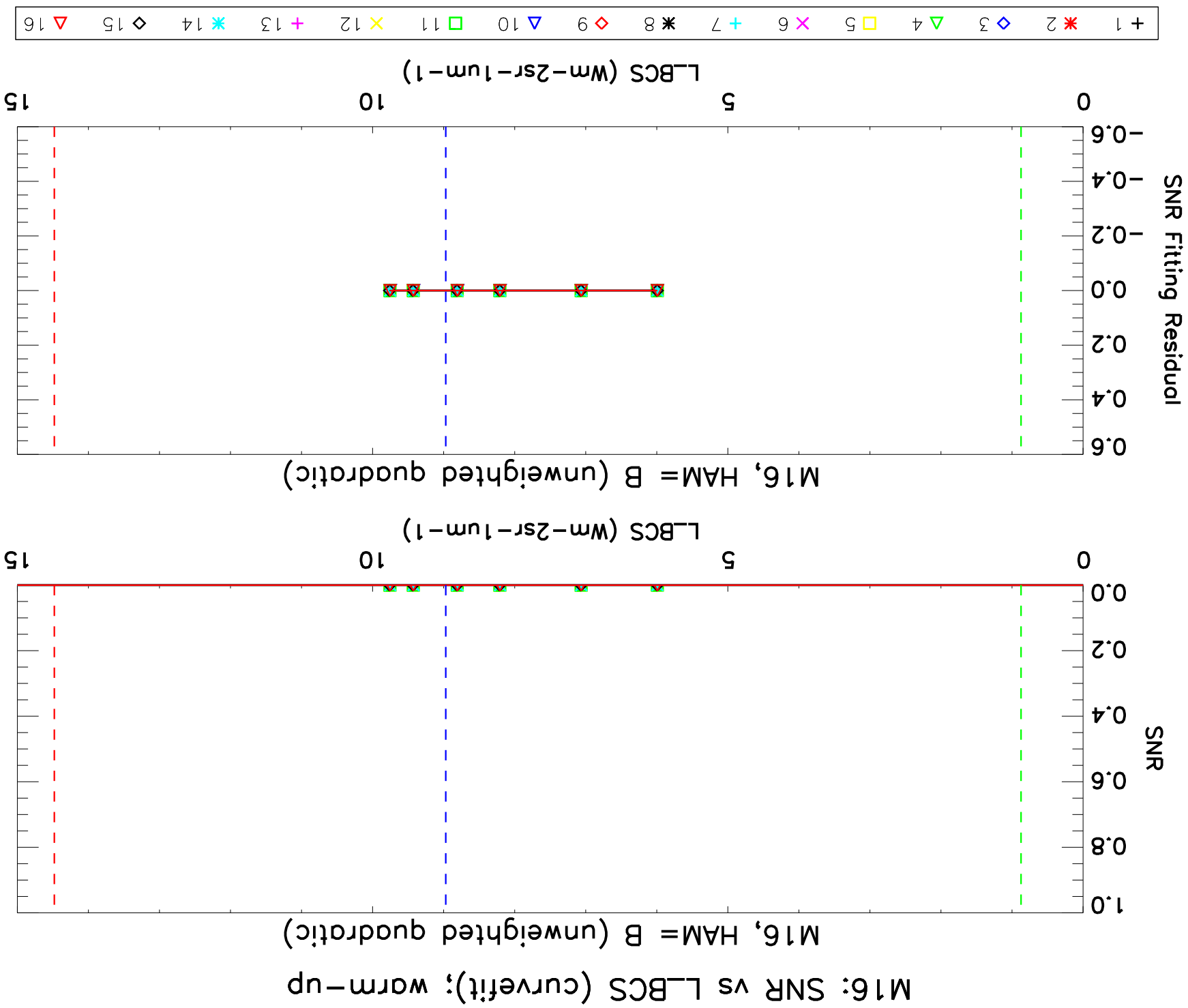




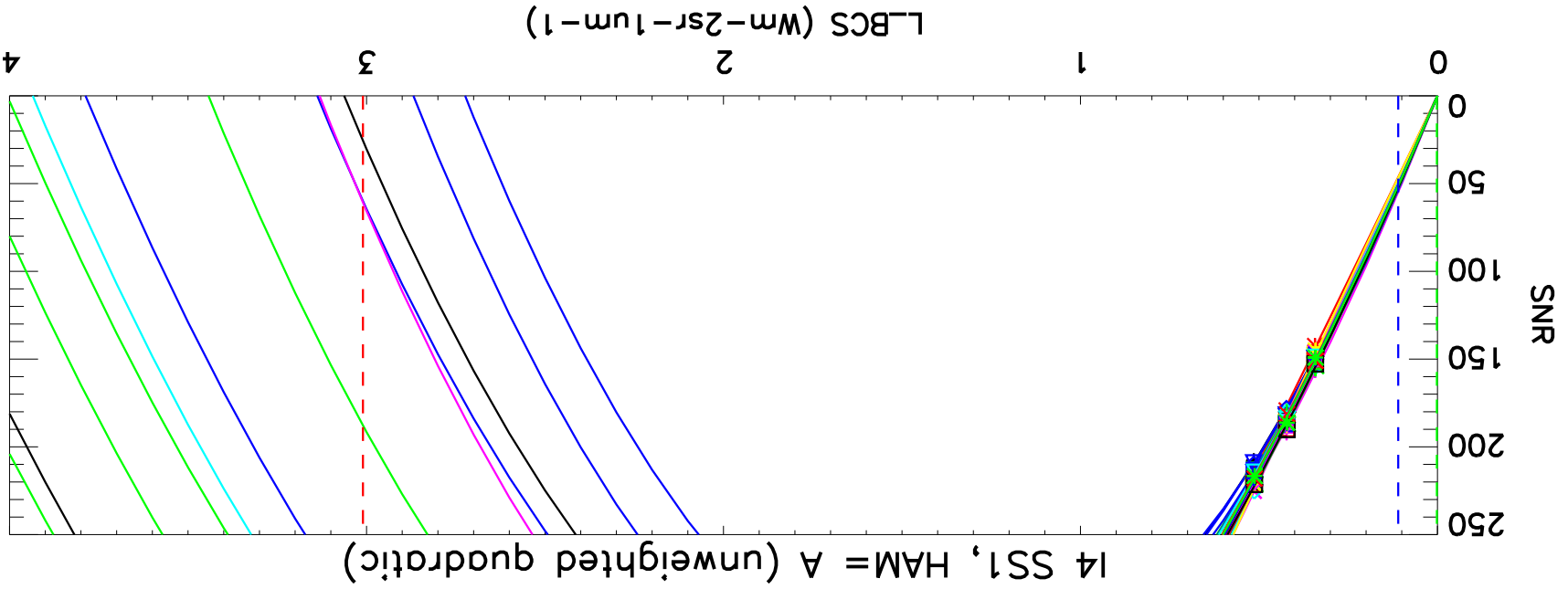


M16: SNR vs LBCS (curvetit); warm-up

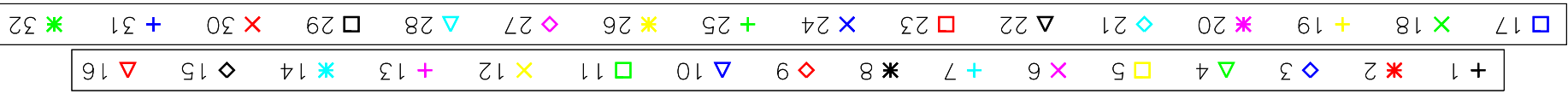
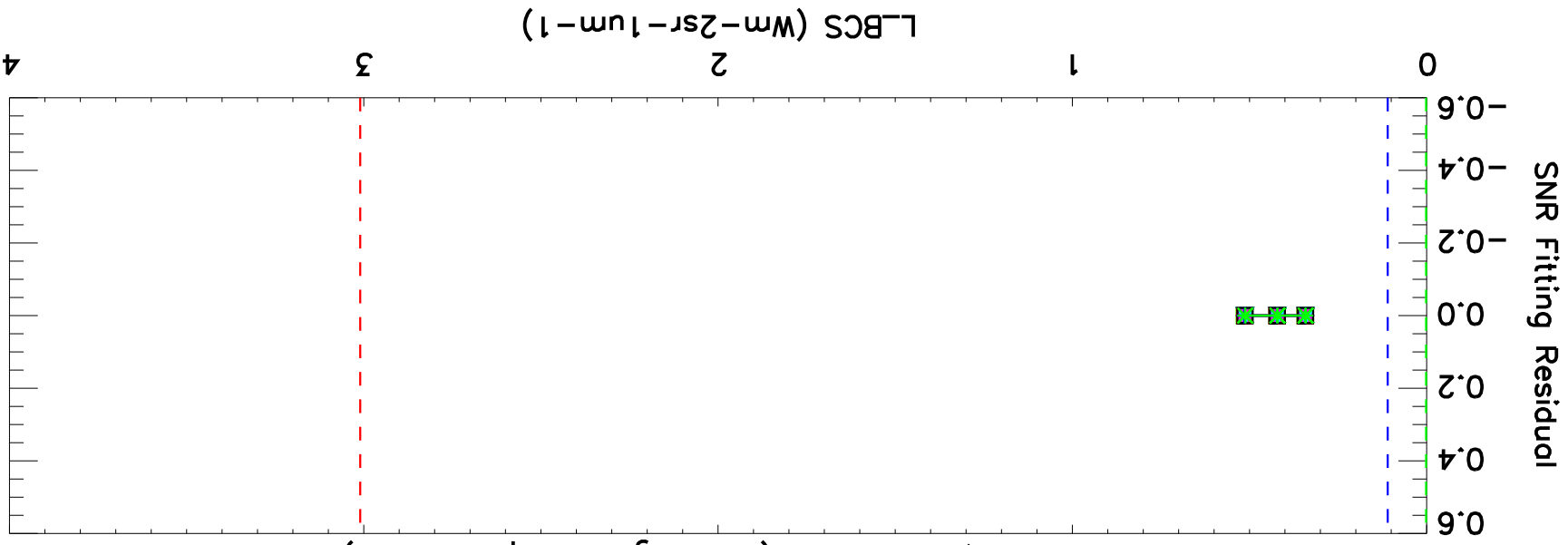




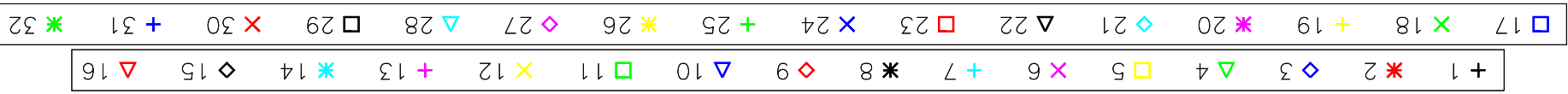
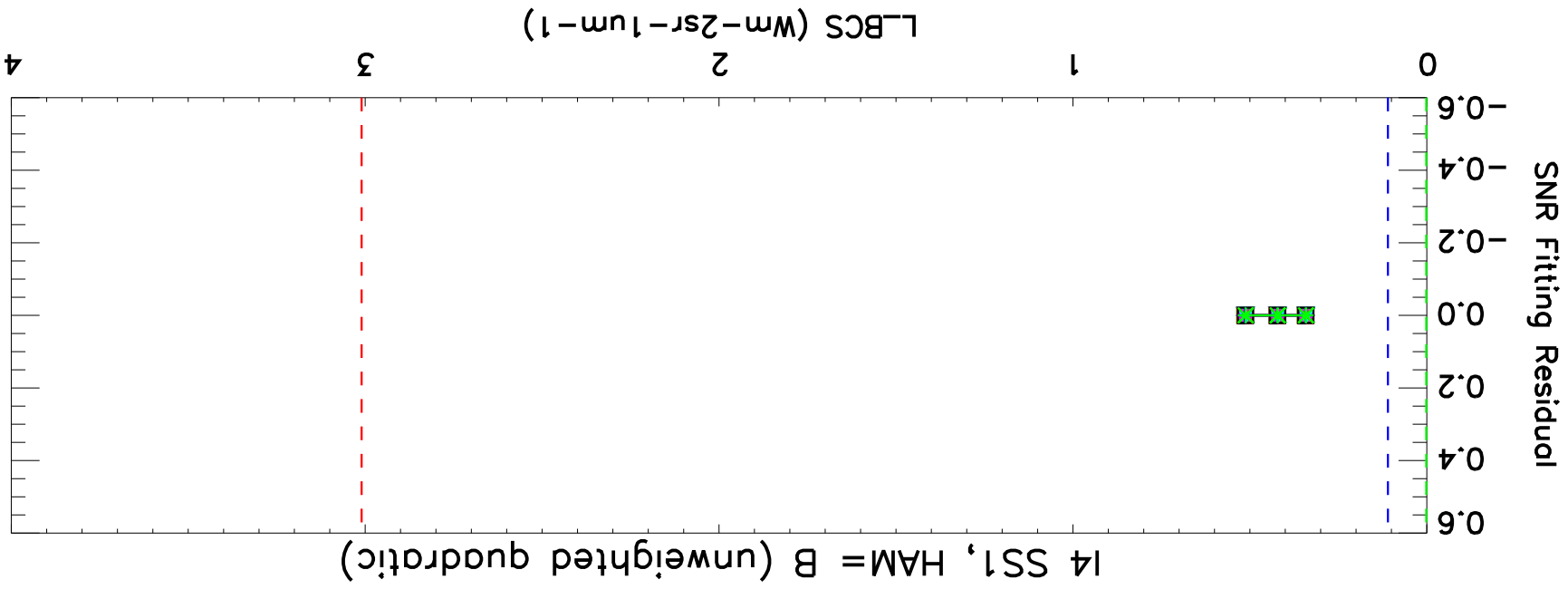
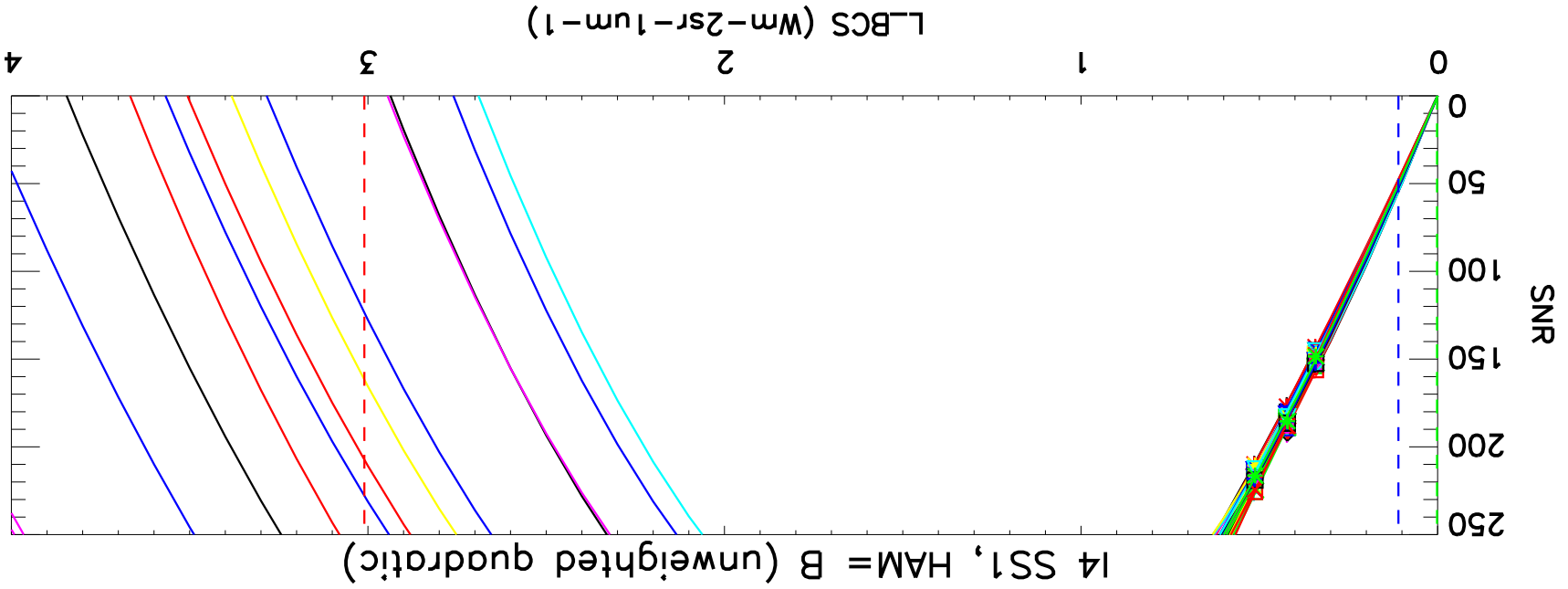
I4 SS1: SNR vs LBCS (curvetit); cool-down



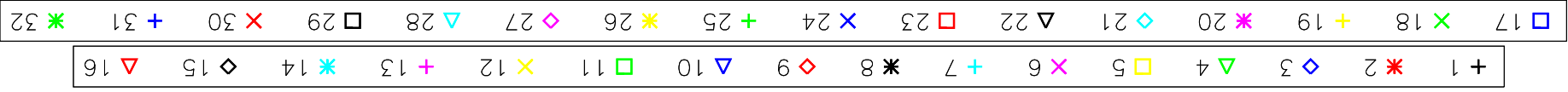
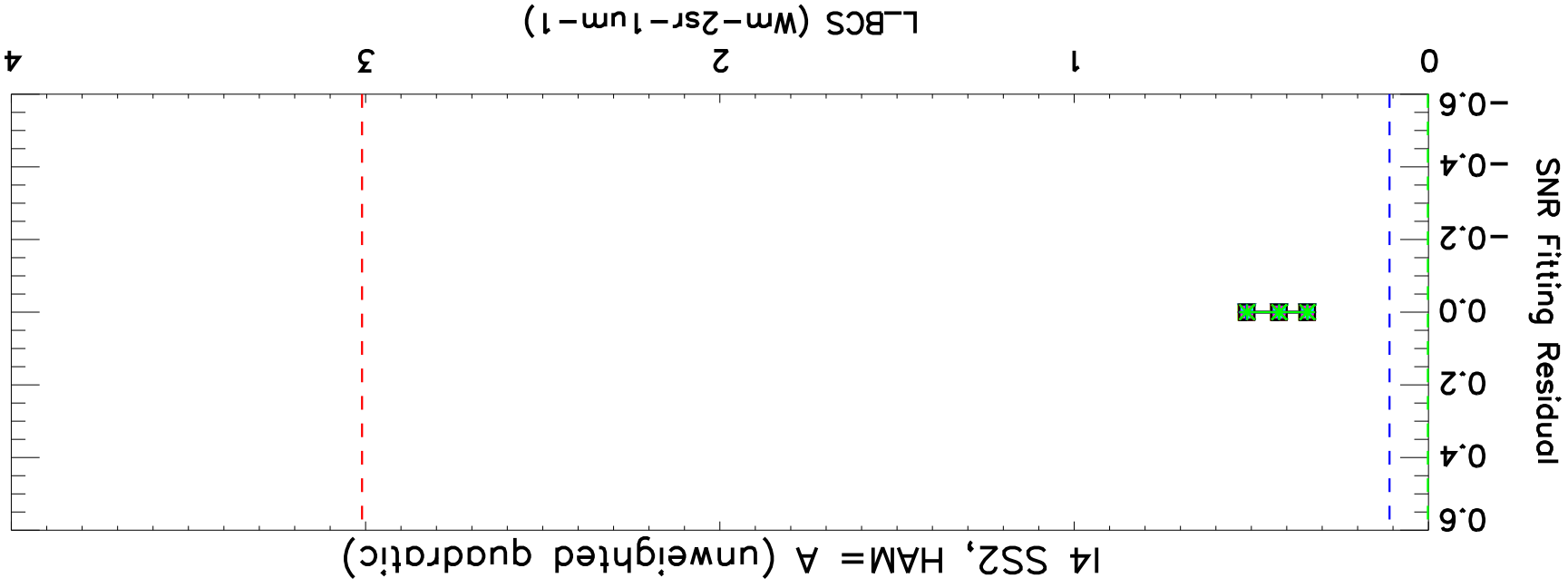
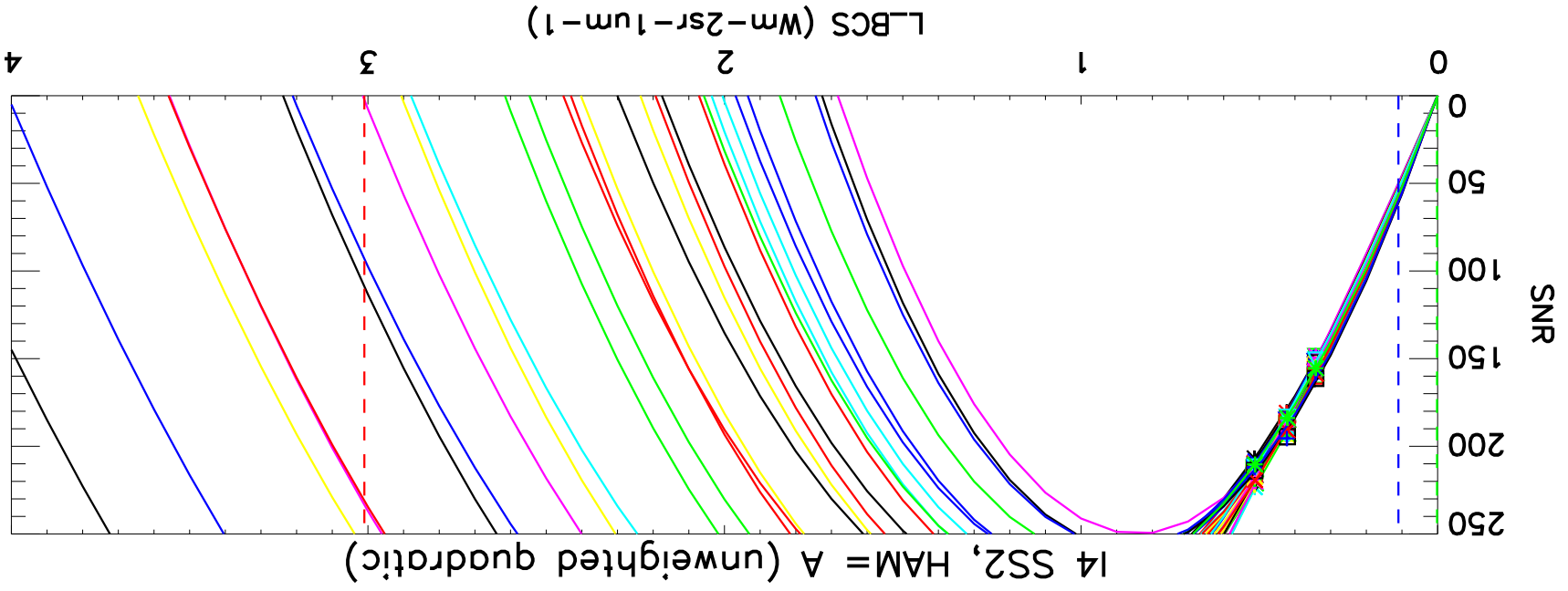
I4 SS1, HAM = A (unweighted quadratic)



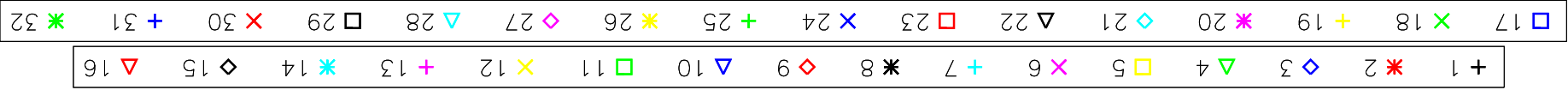
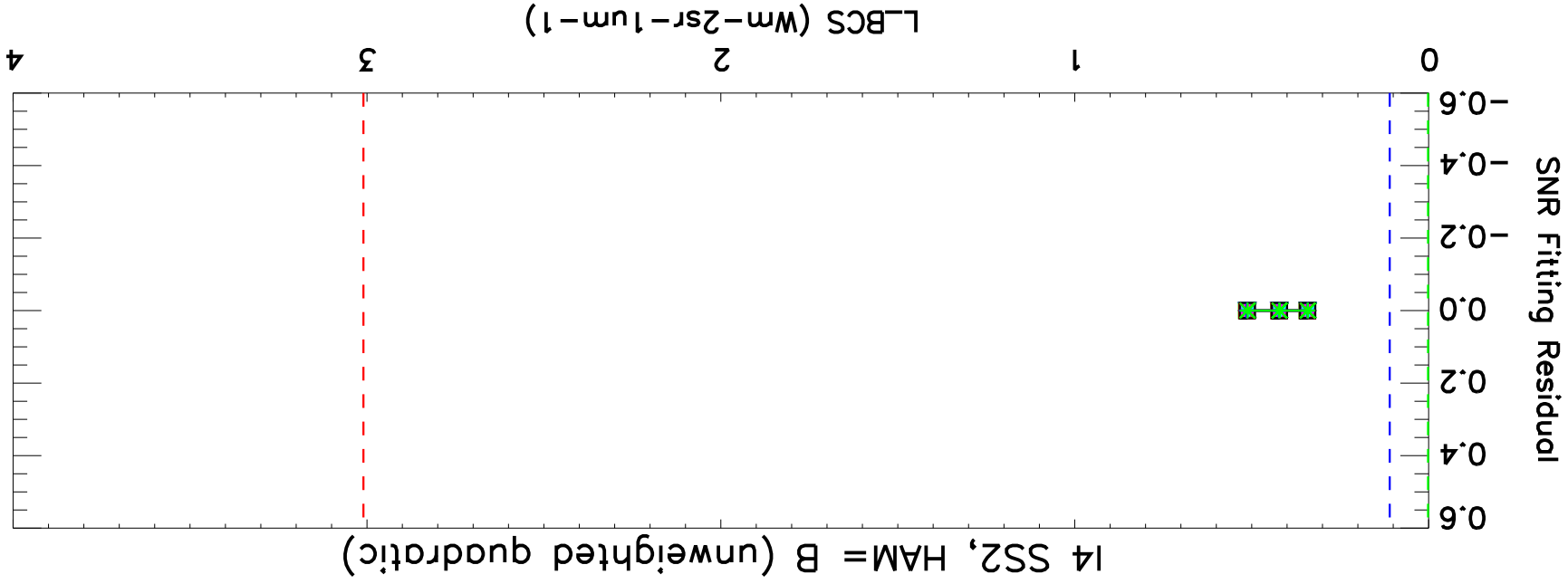
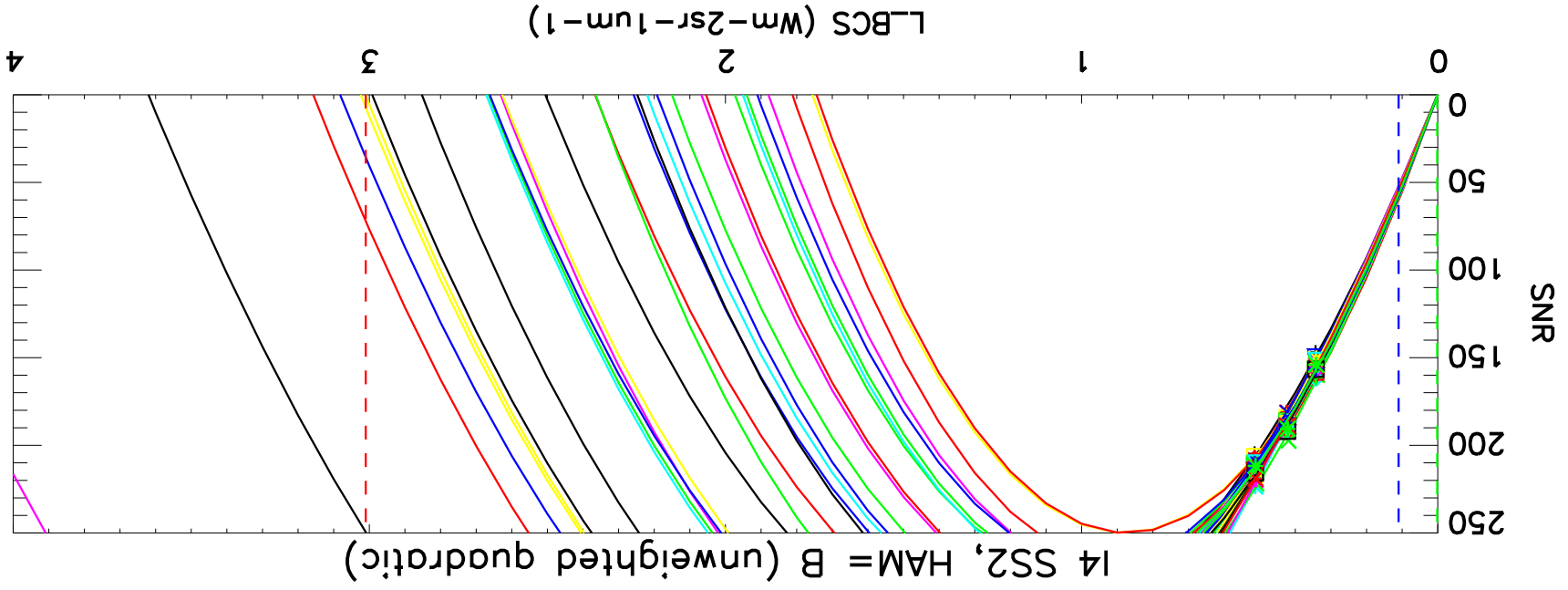
I4 SS1: SNR vs LBCS (curvetit); cool-down

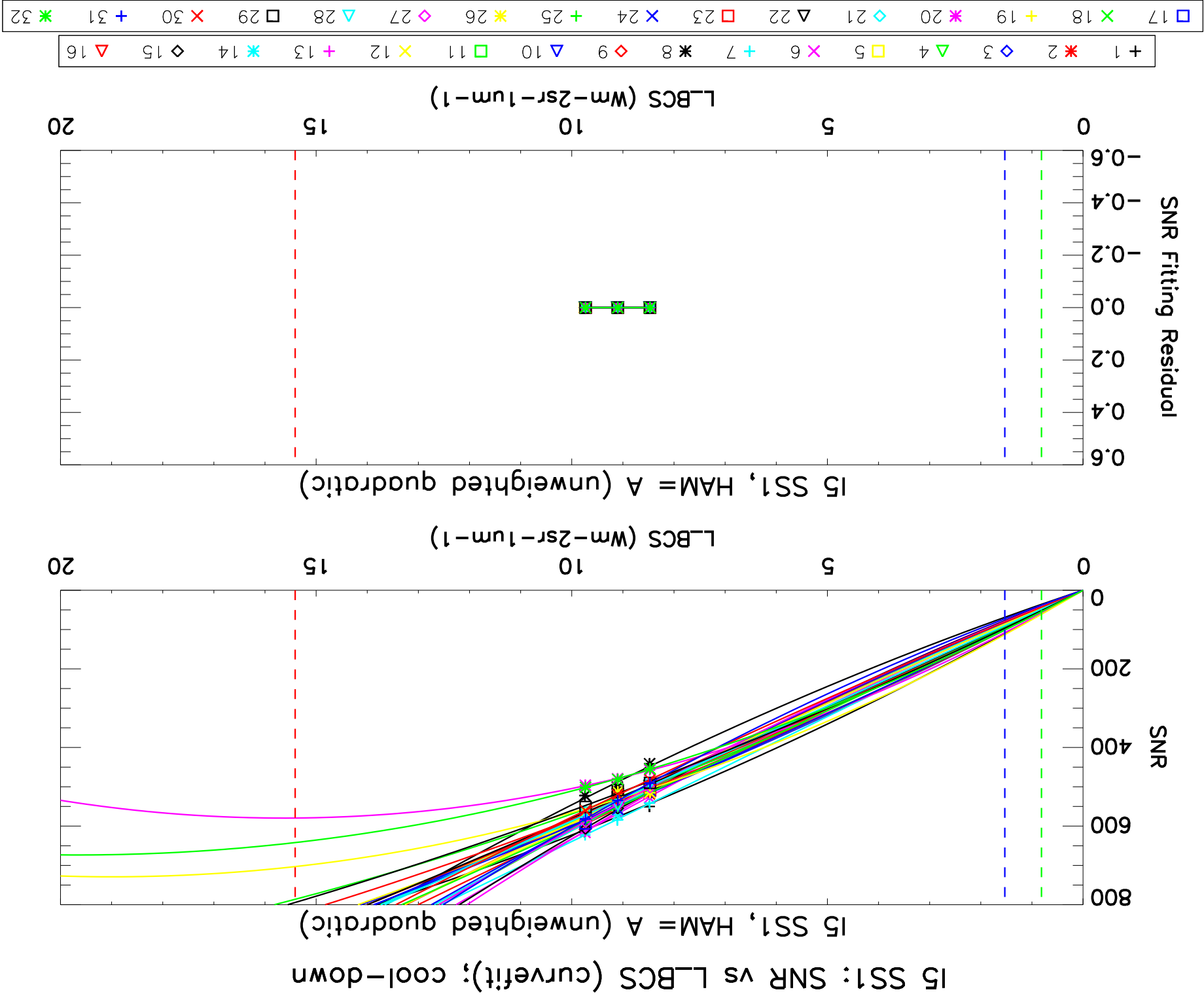


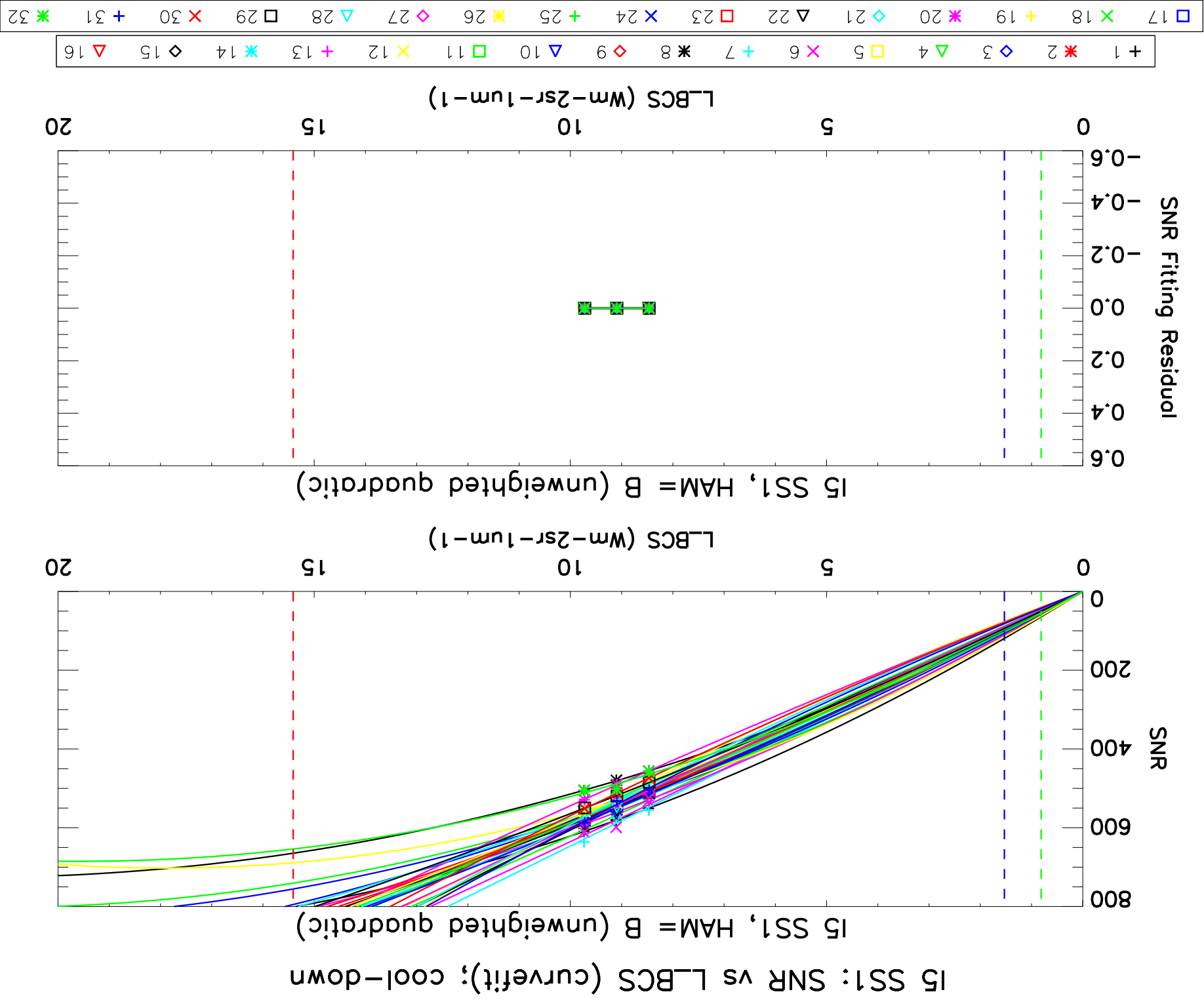
I4 SS2: SNR vs LBCS (curvetit); cool-down

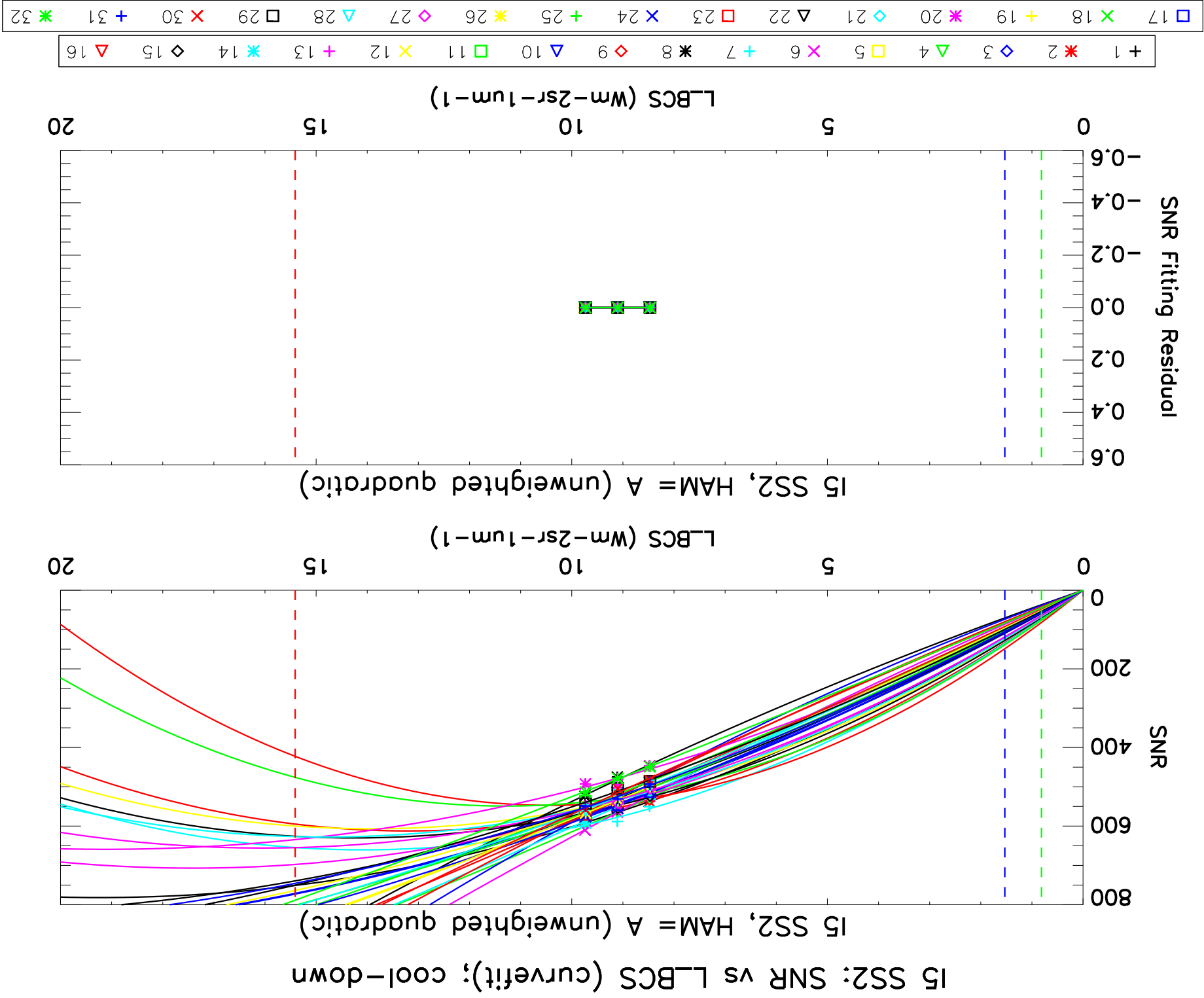


I4 SS2: SNR vs LBCS (curvetit); cool-down

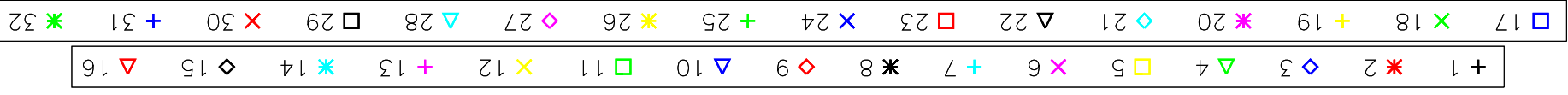
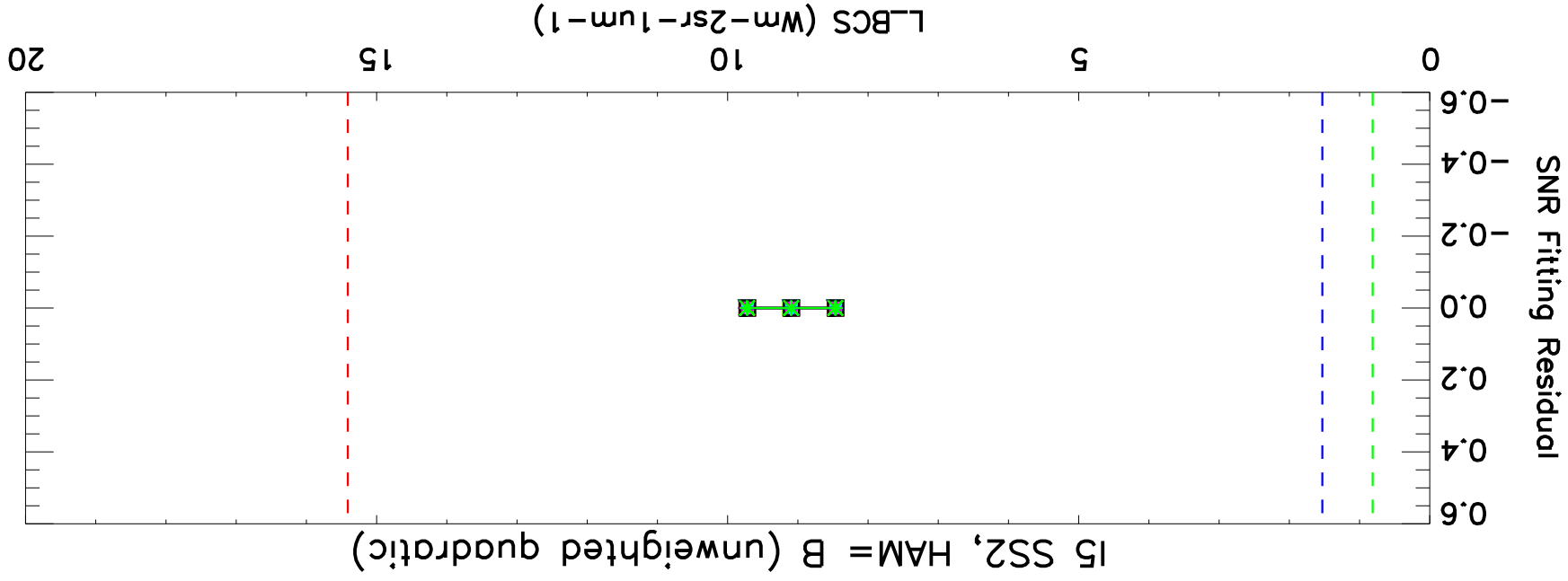
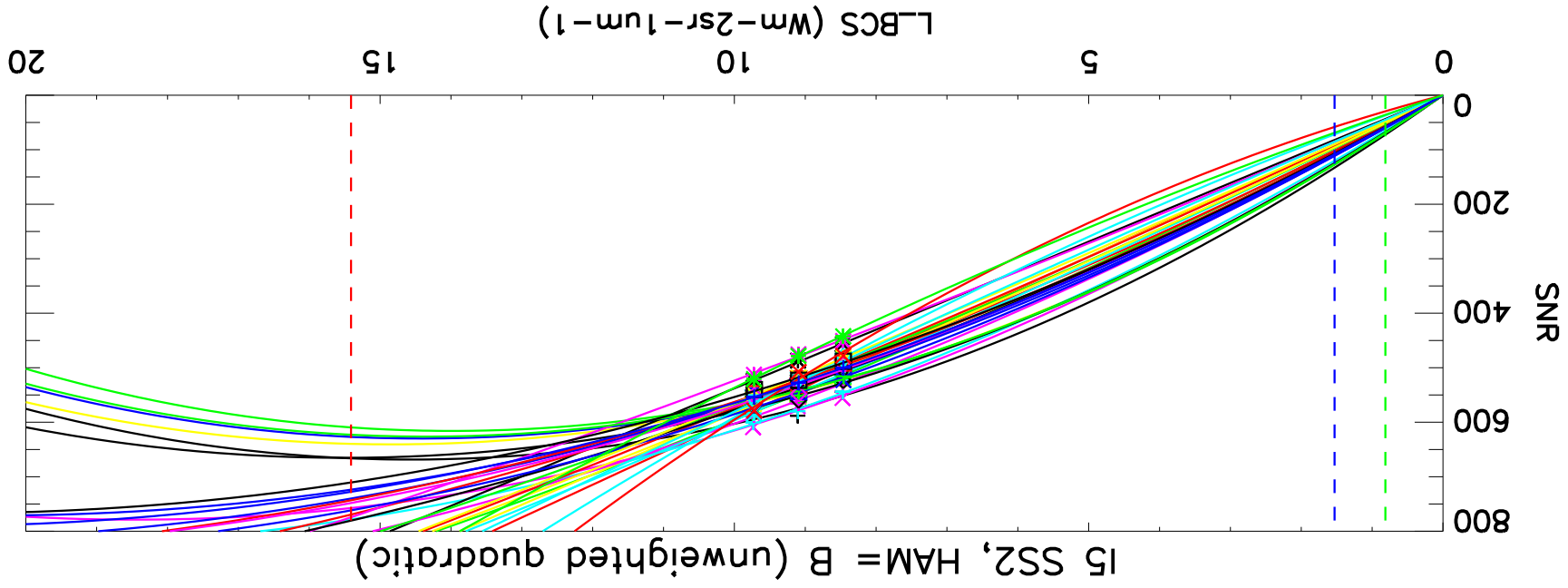


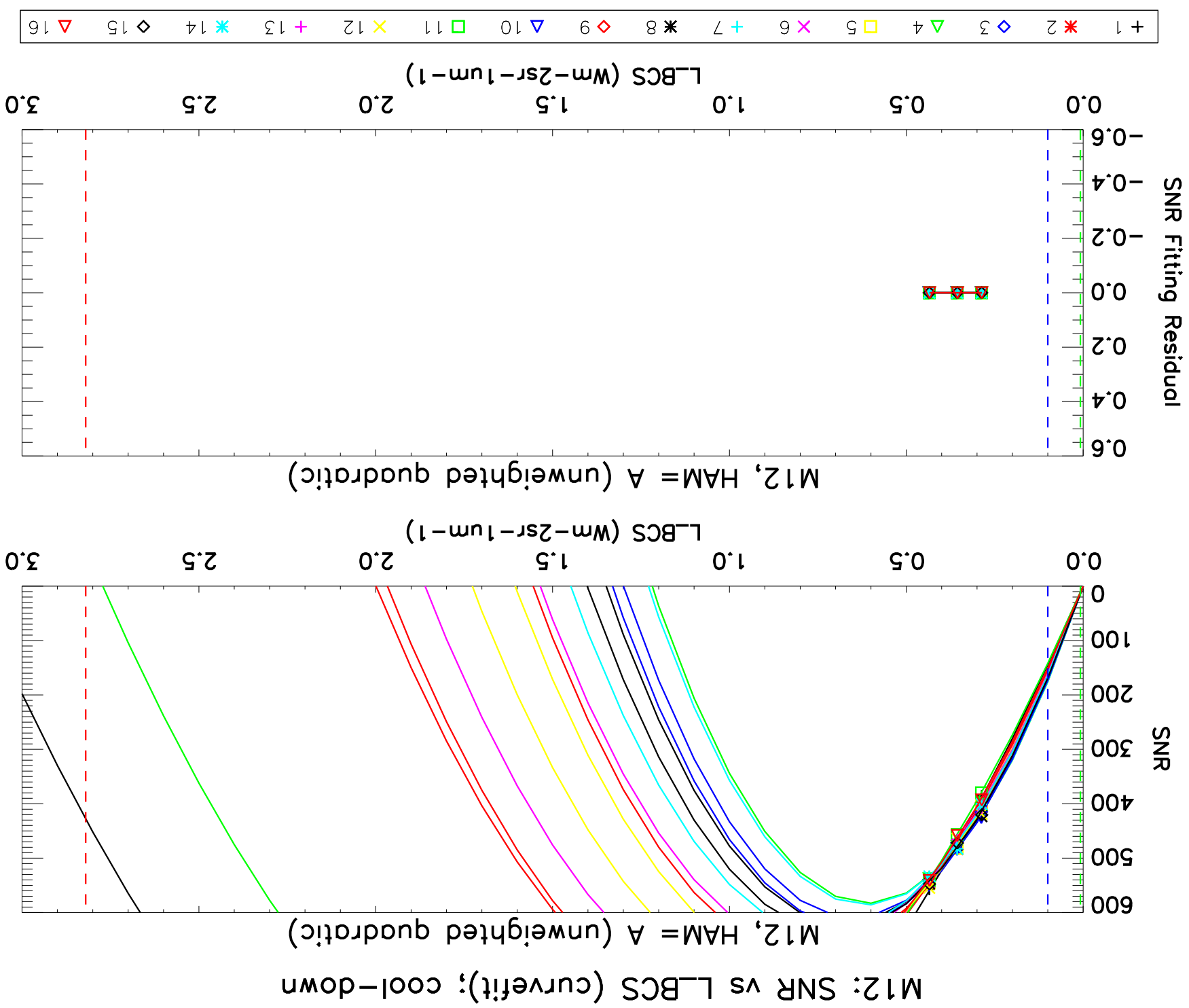


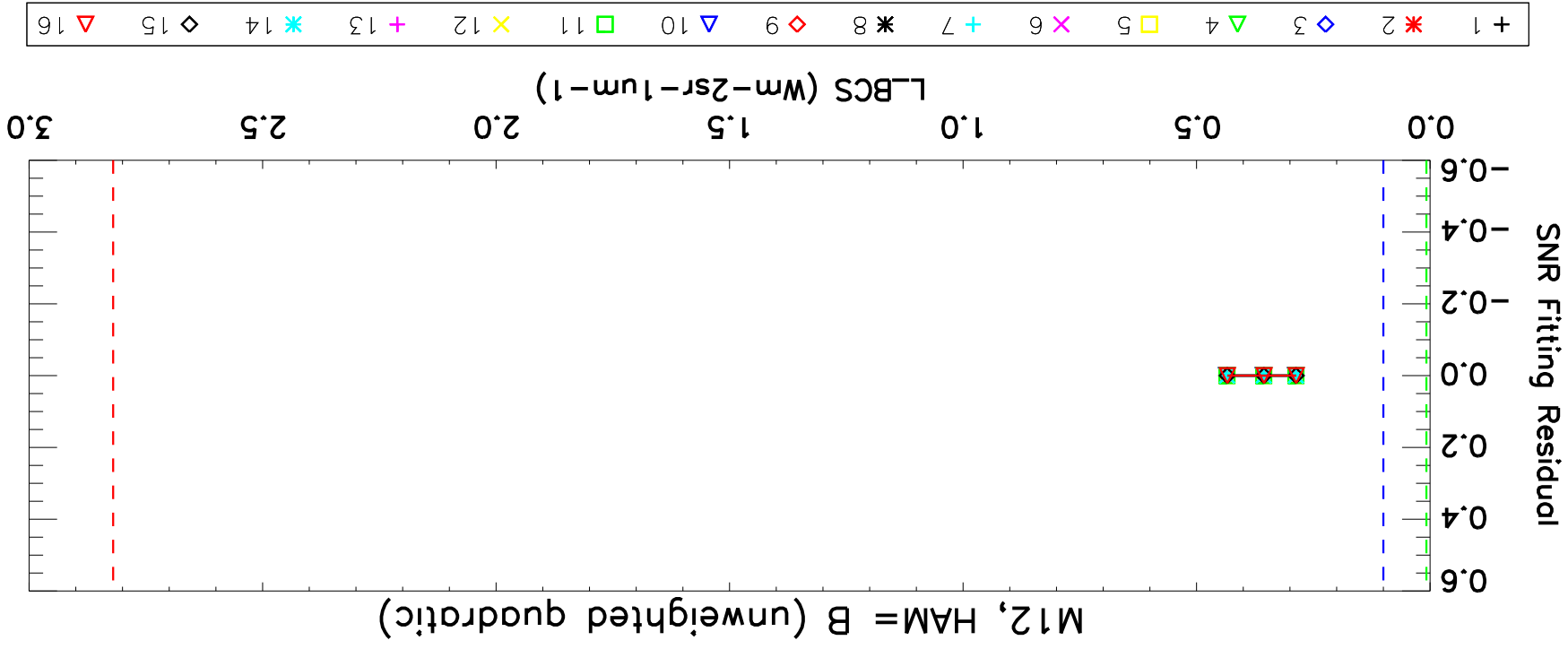
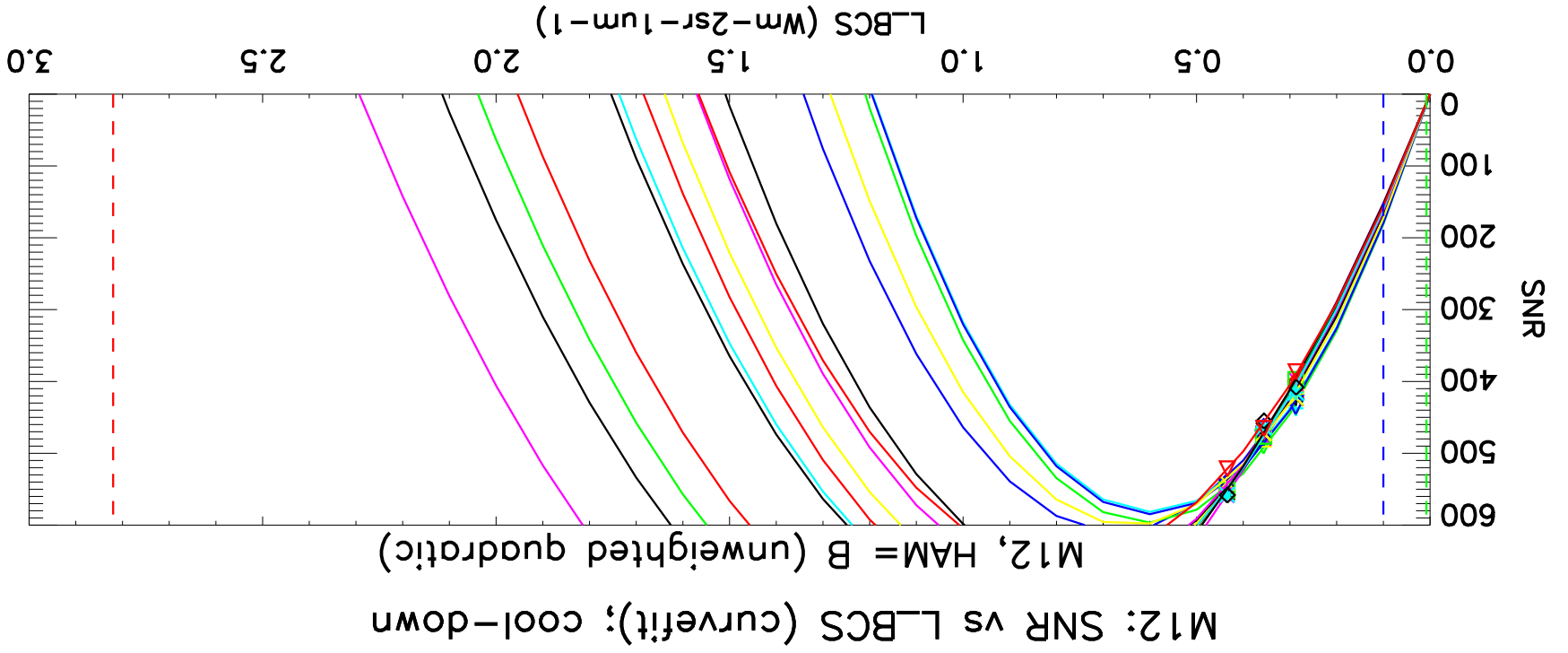


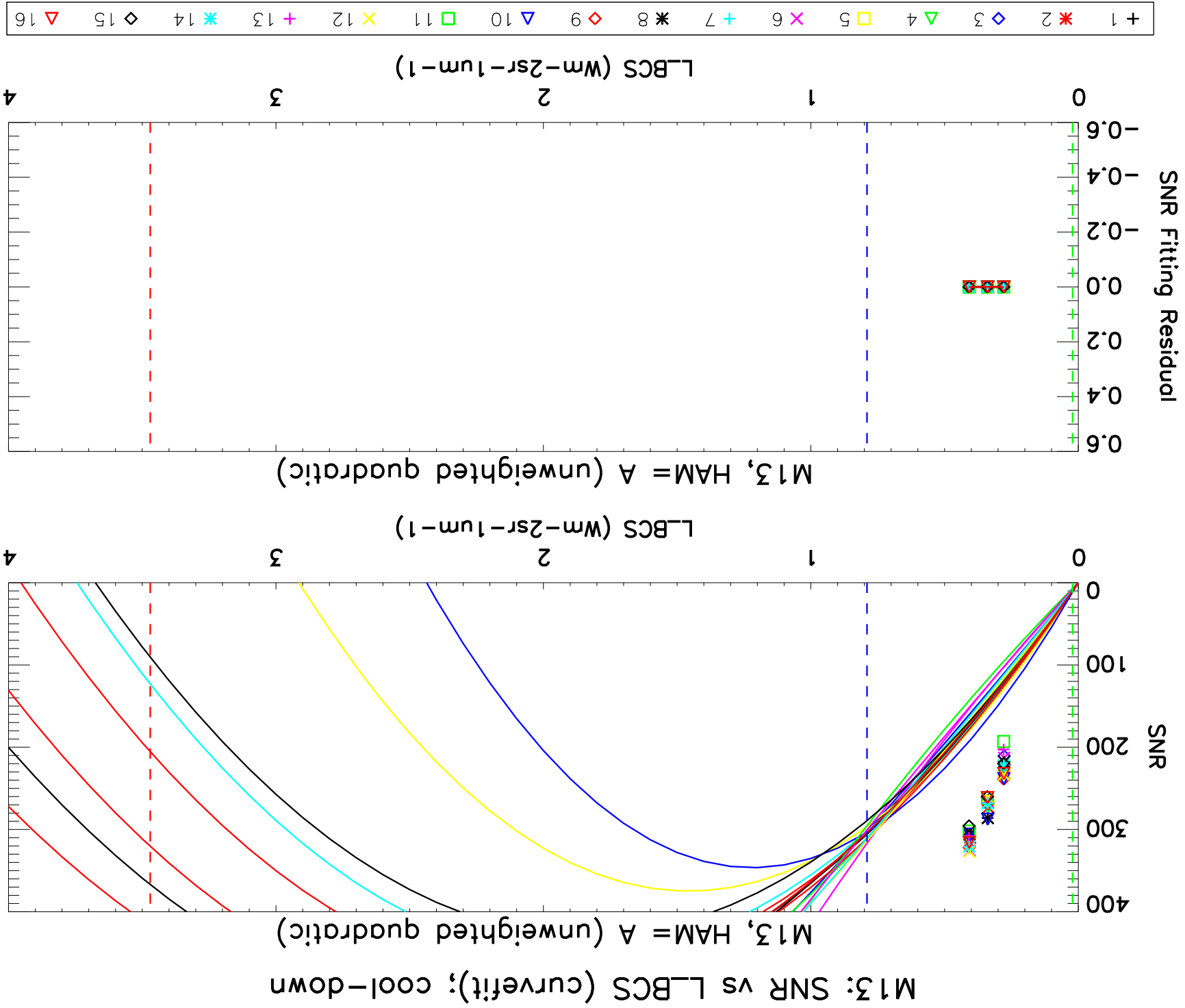


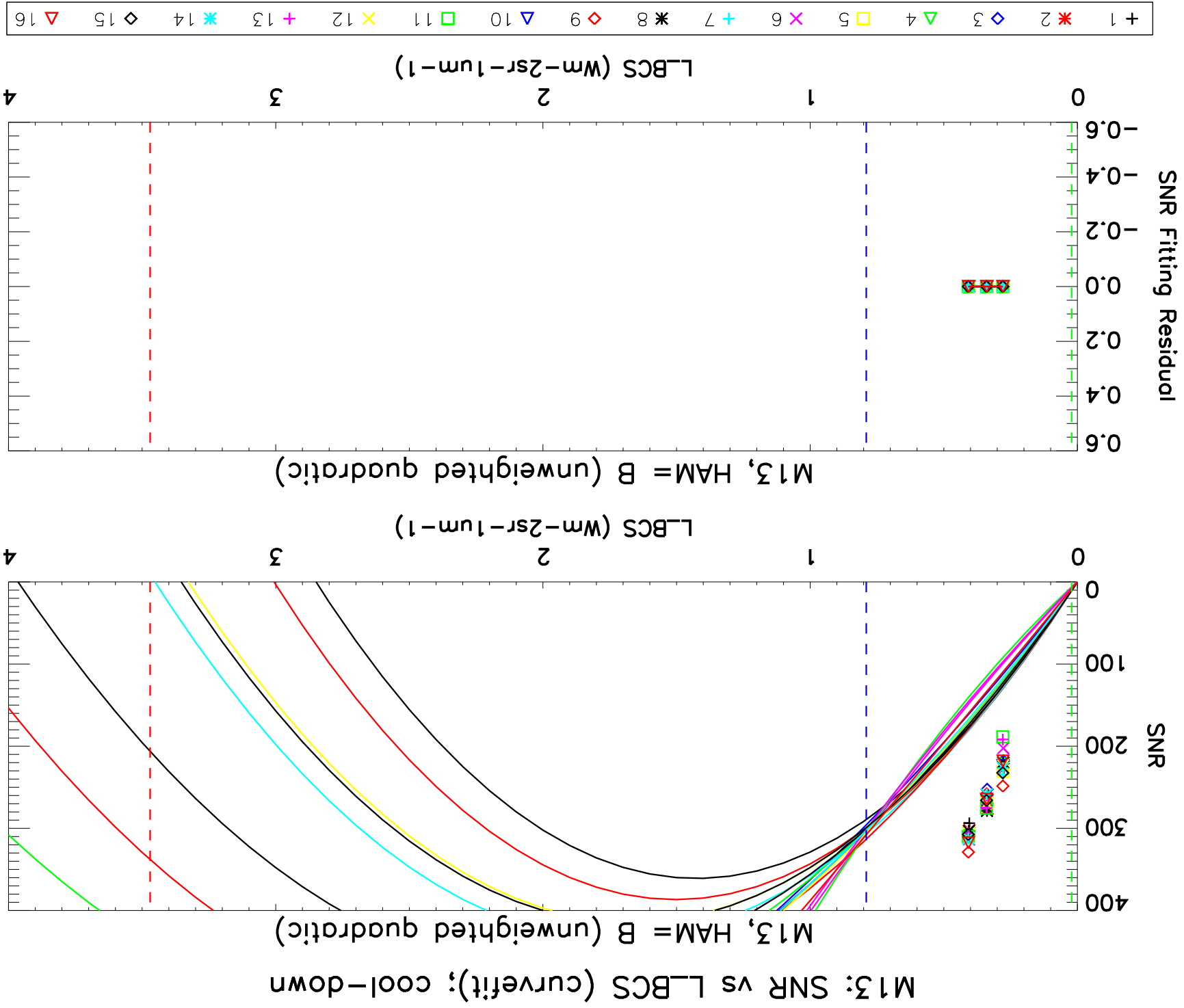
IS SS2: SNR vs LBCS (curvetit); cool-down

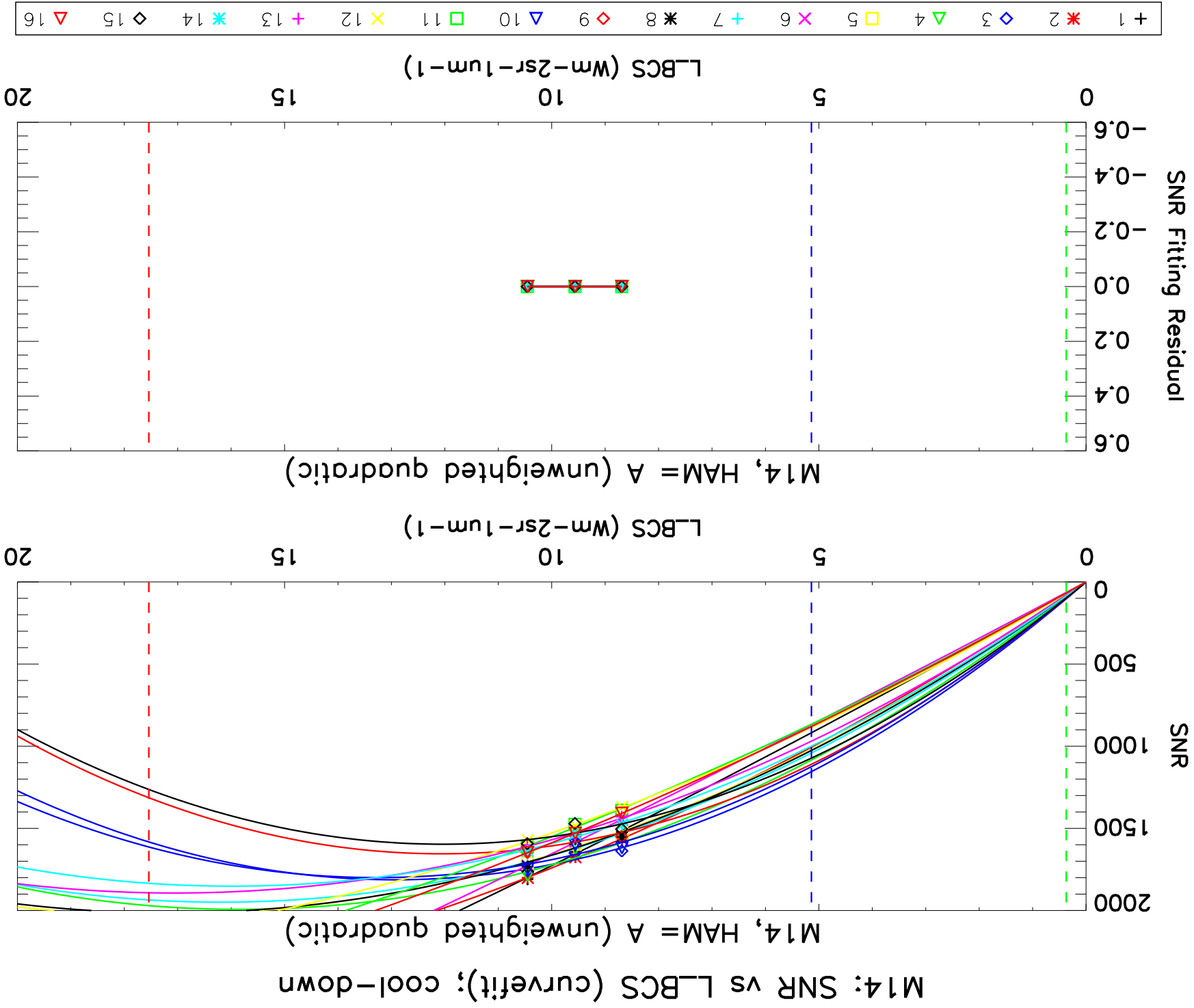


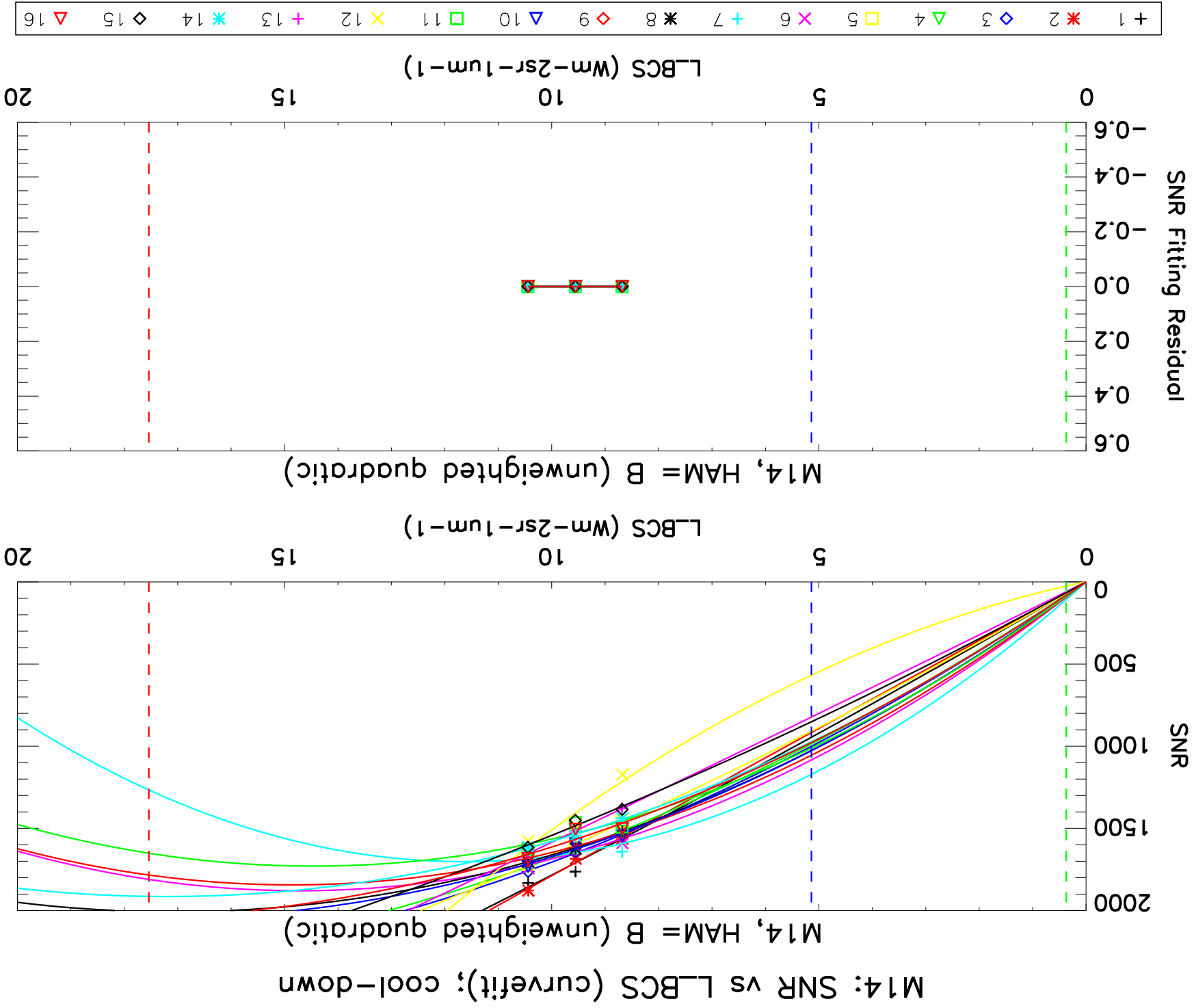


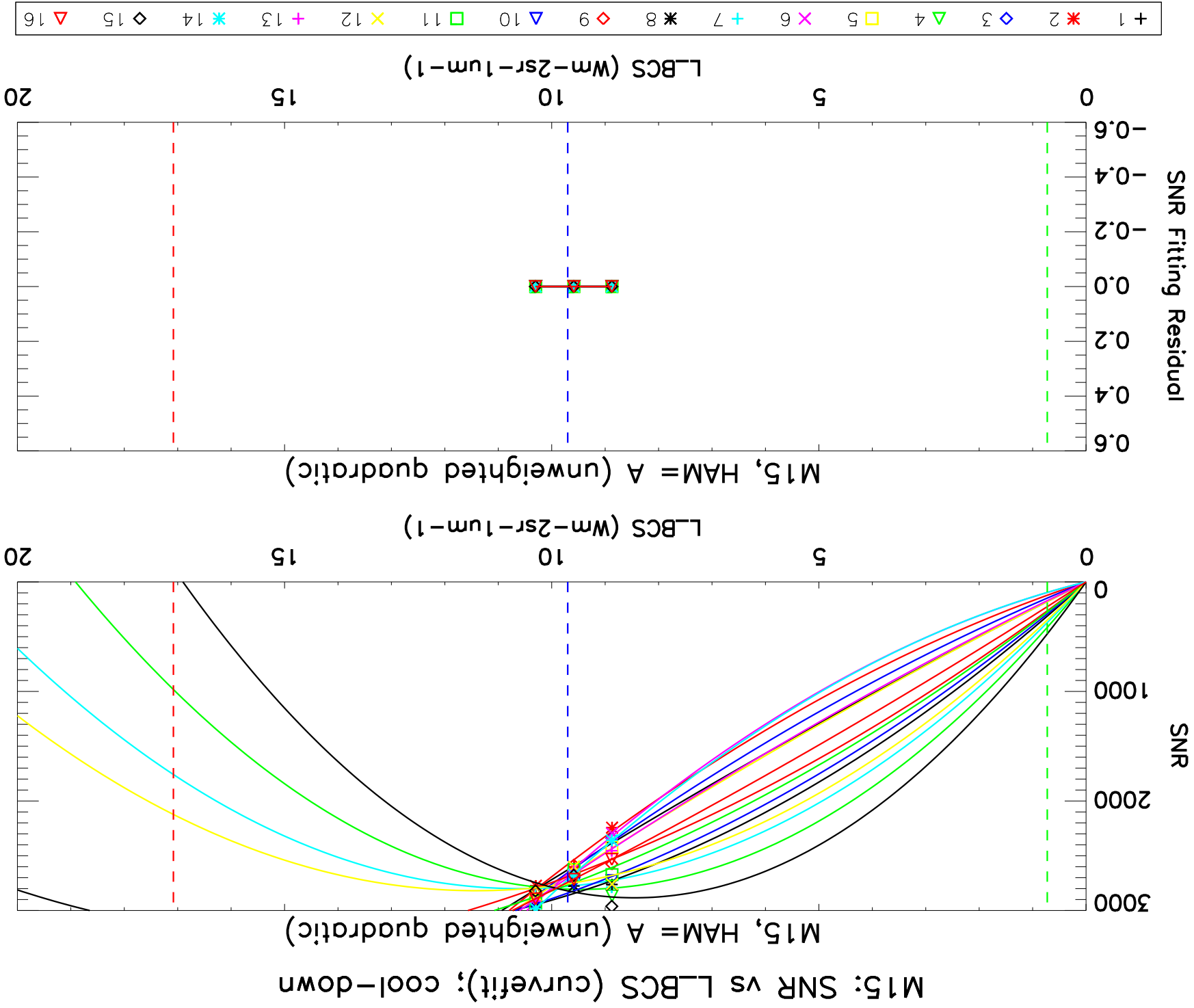


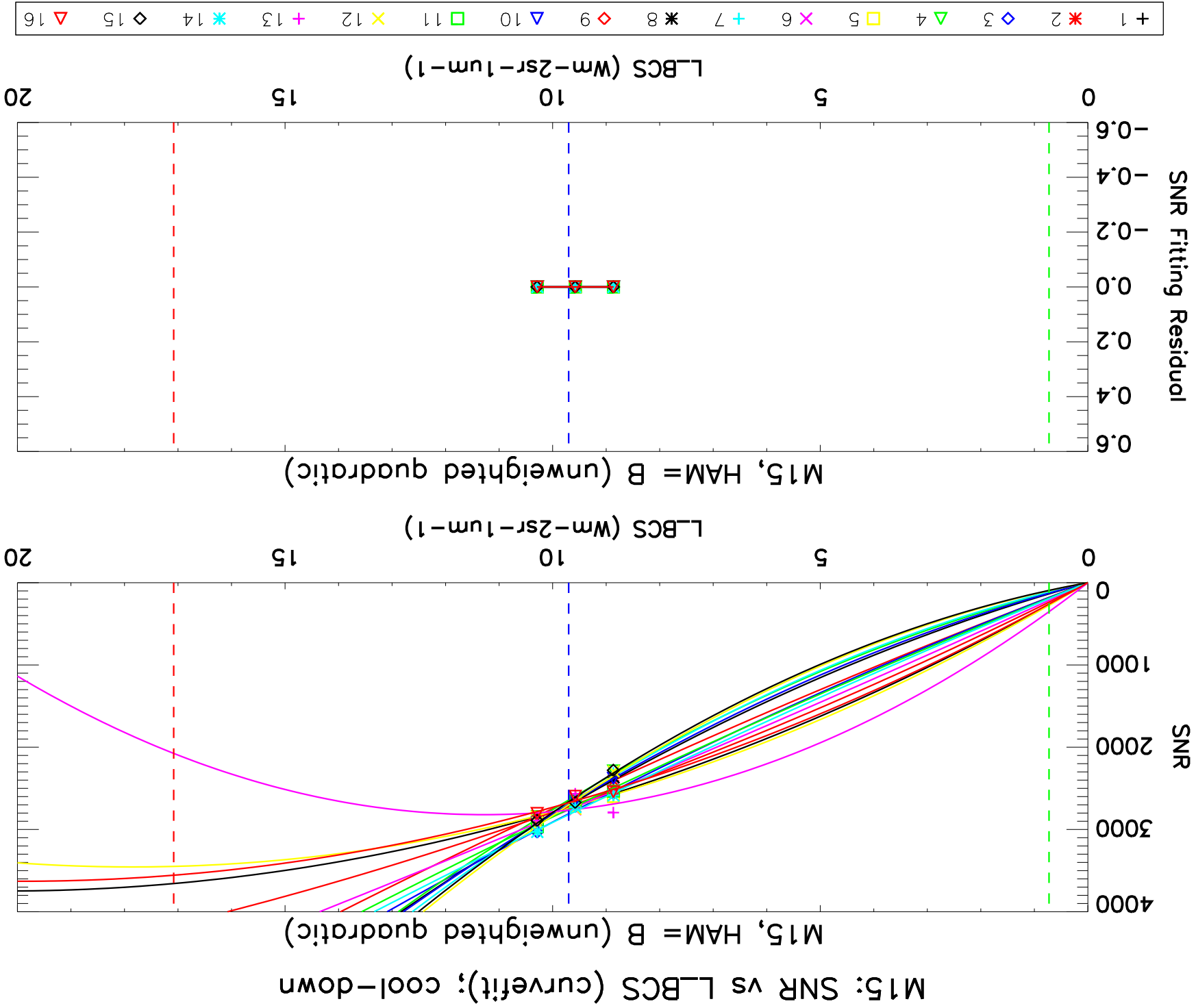


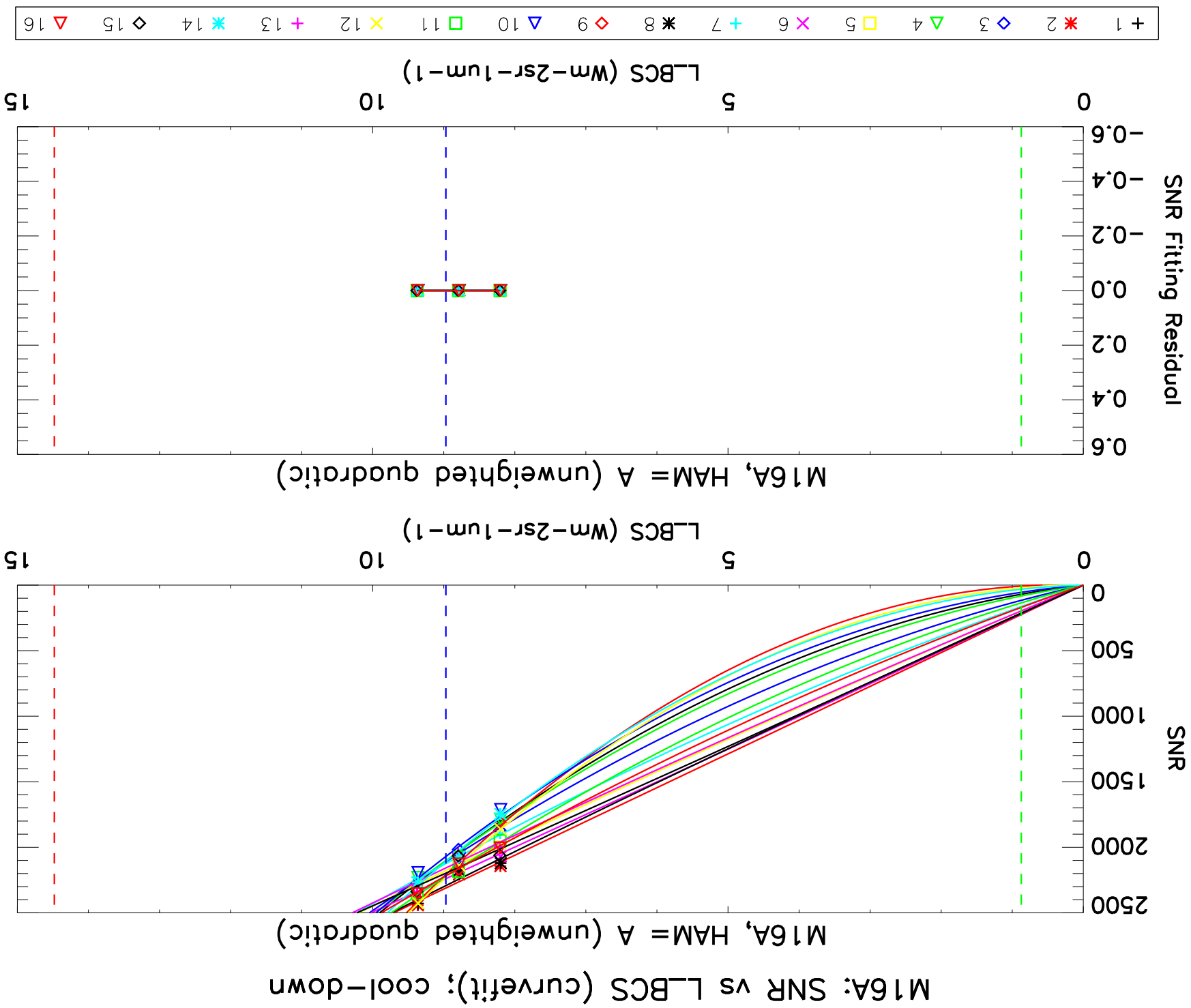


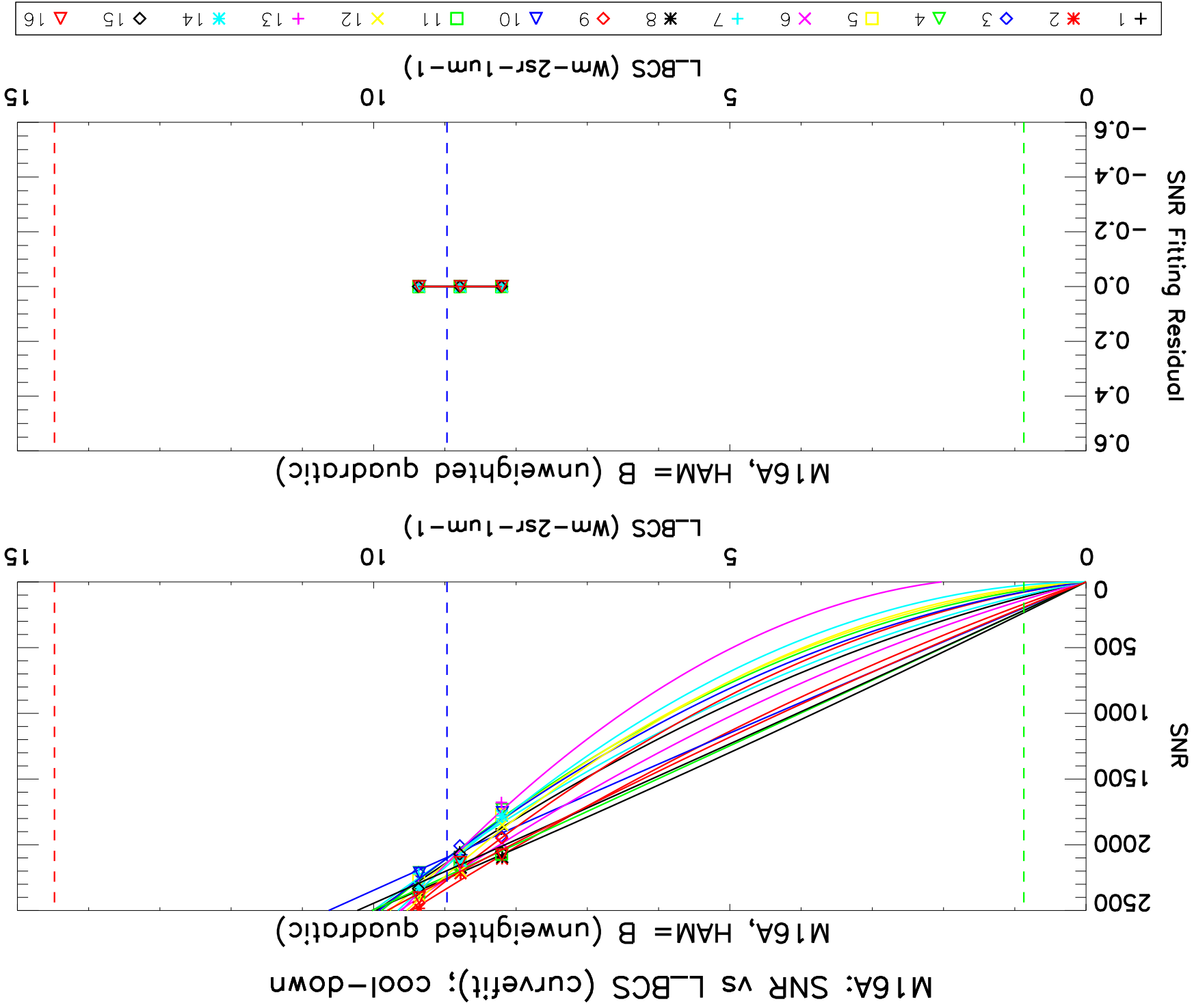


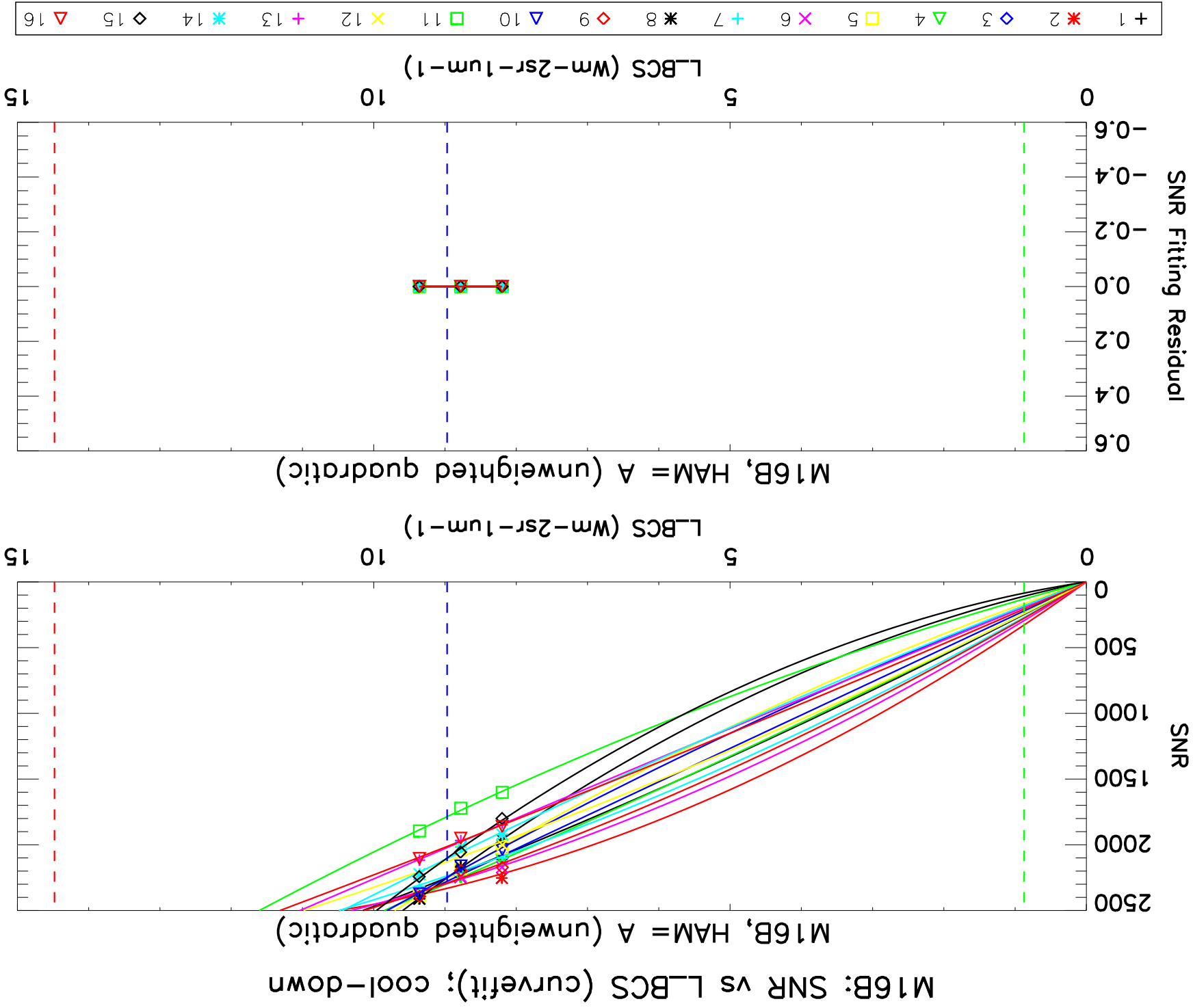


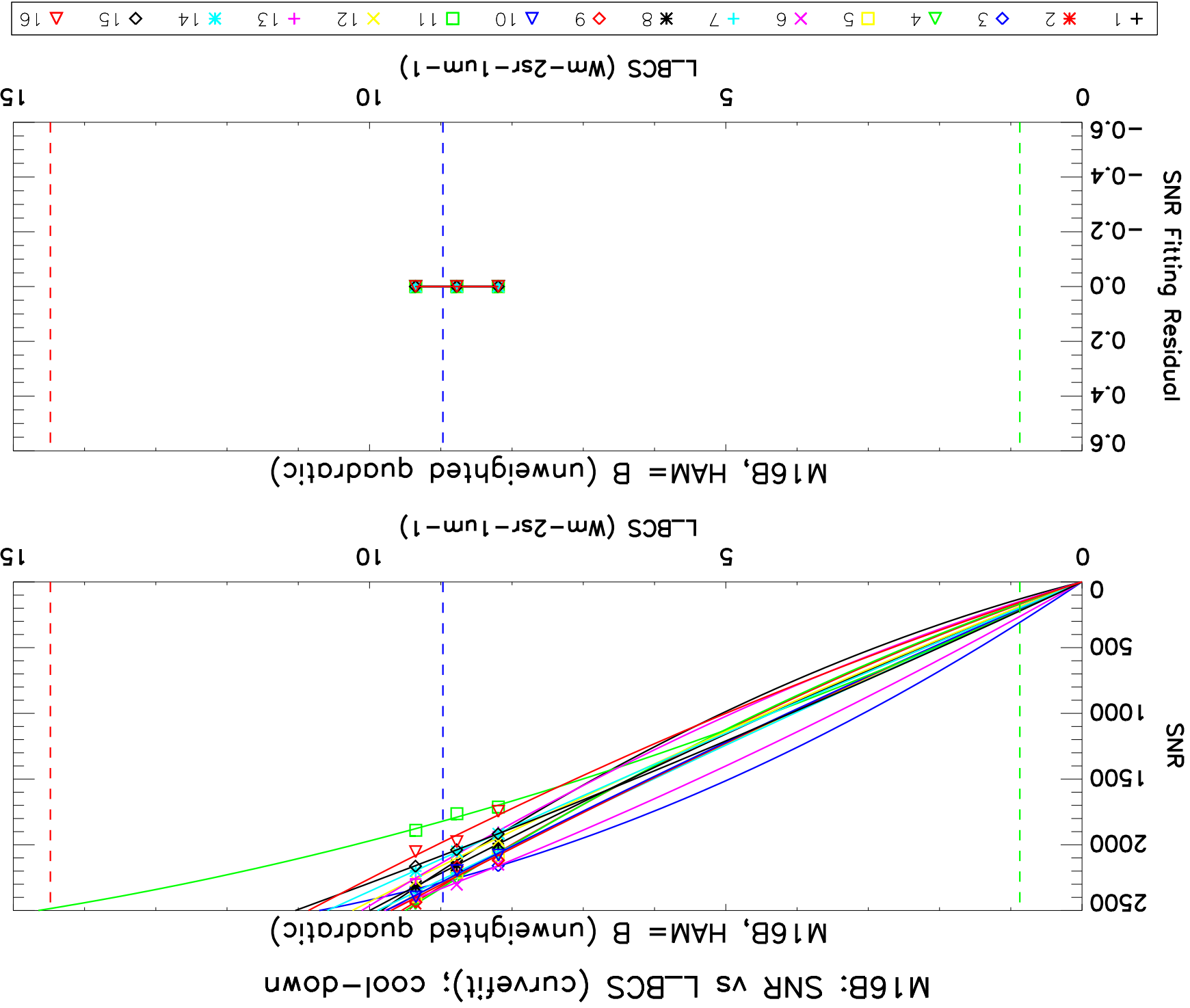




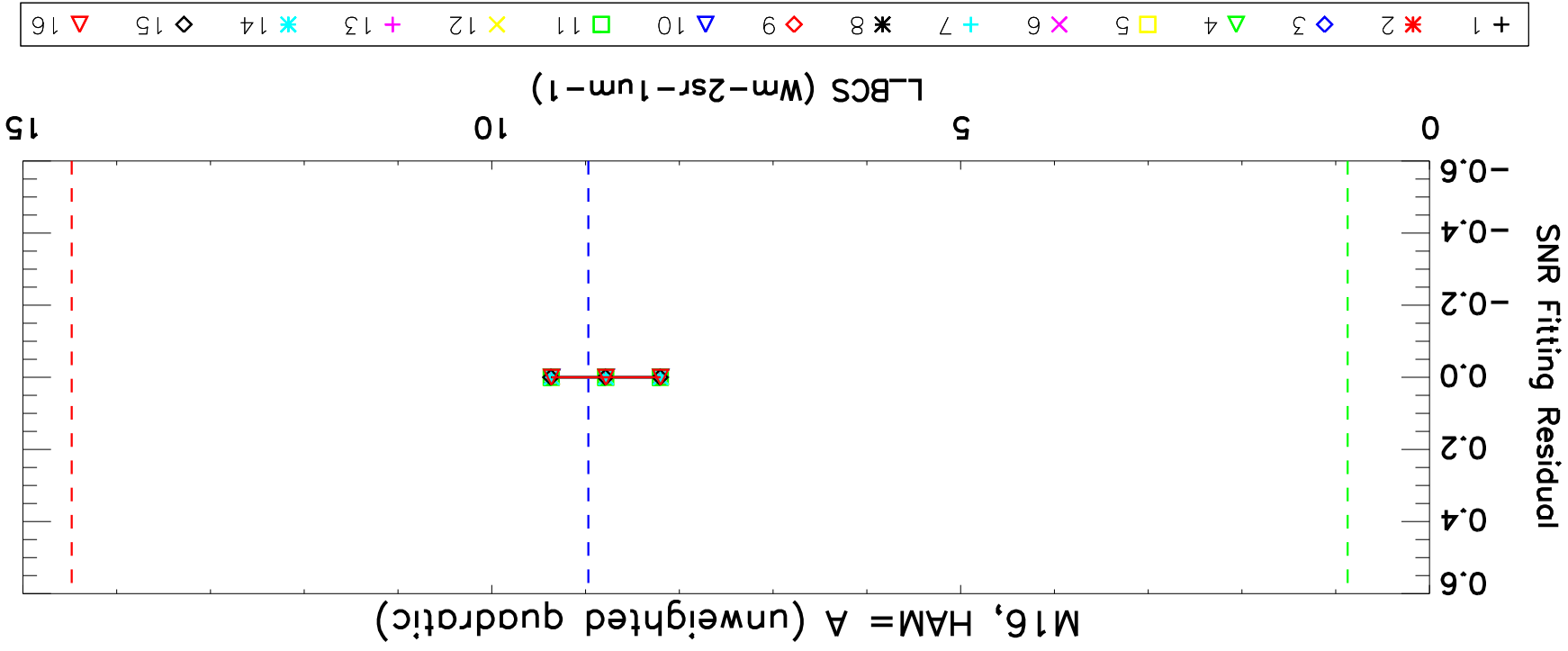
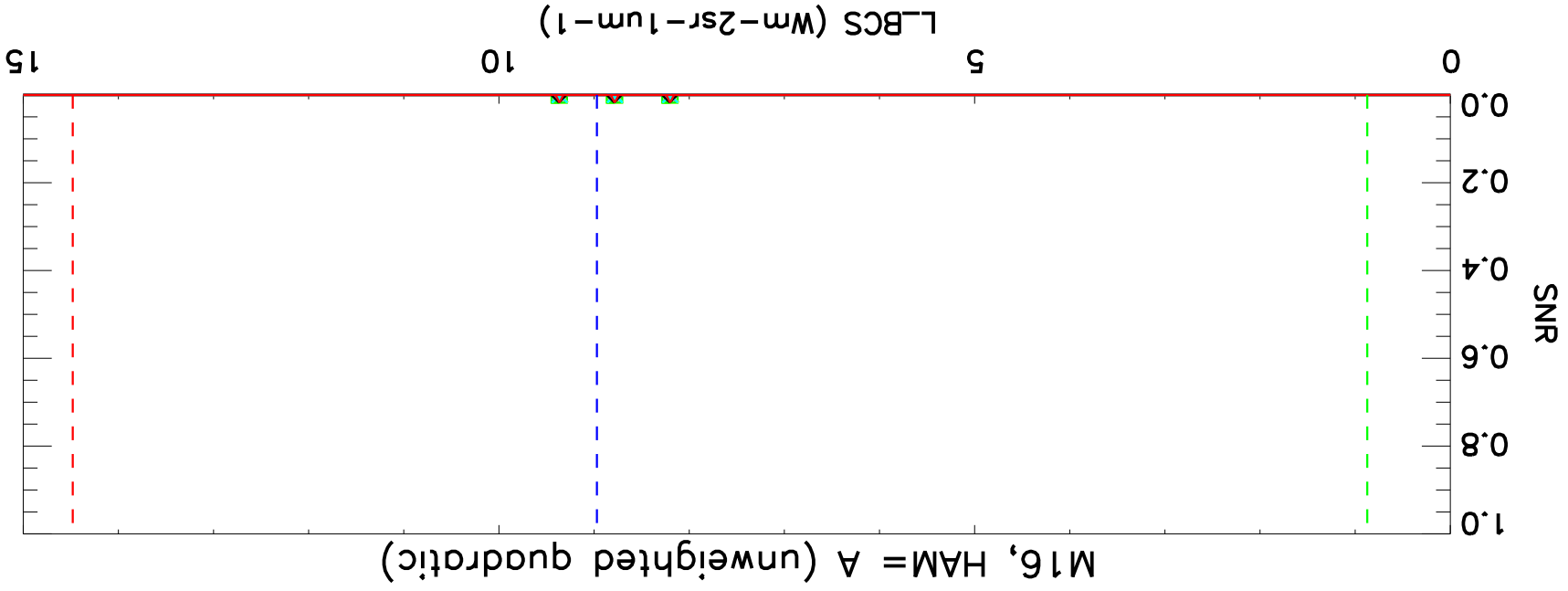








M16: SNR vs LBCS (curvetit); cool-down



M16: SNR vs LBCS (curvetit); cool-down

