(a) Beam-Squint Loss vs Bandwidth Ratio
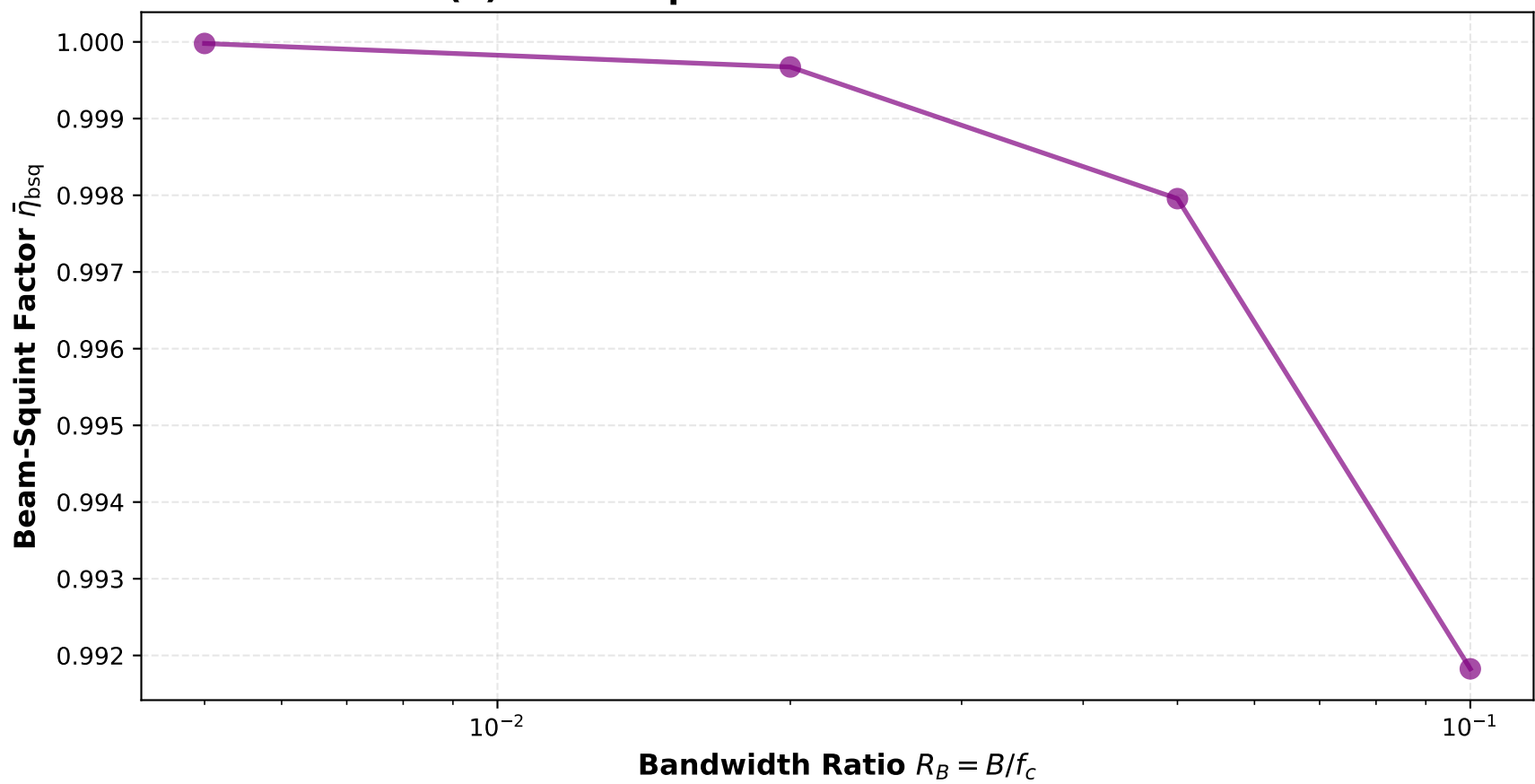
(b) System Performance vs Bandwidth Ratio