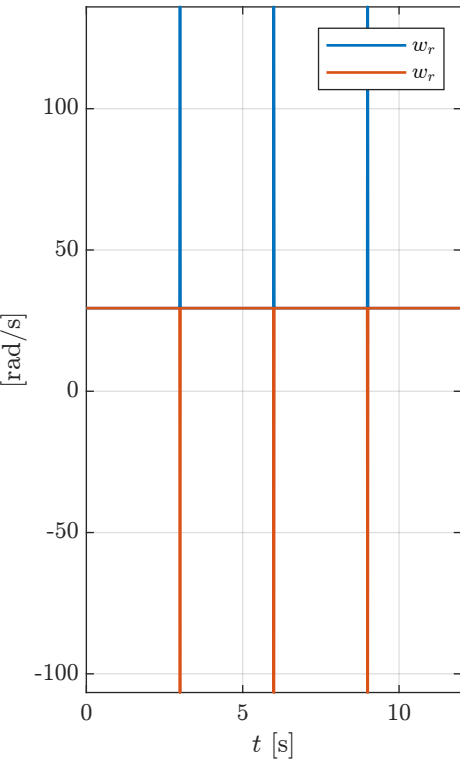


Before scaling Timing Law



After scaling Timing Law

