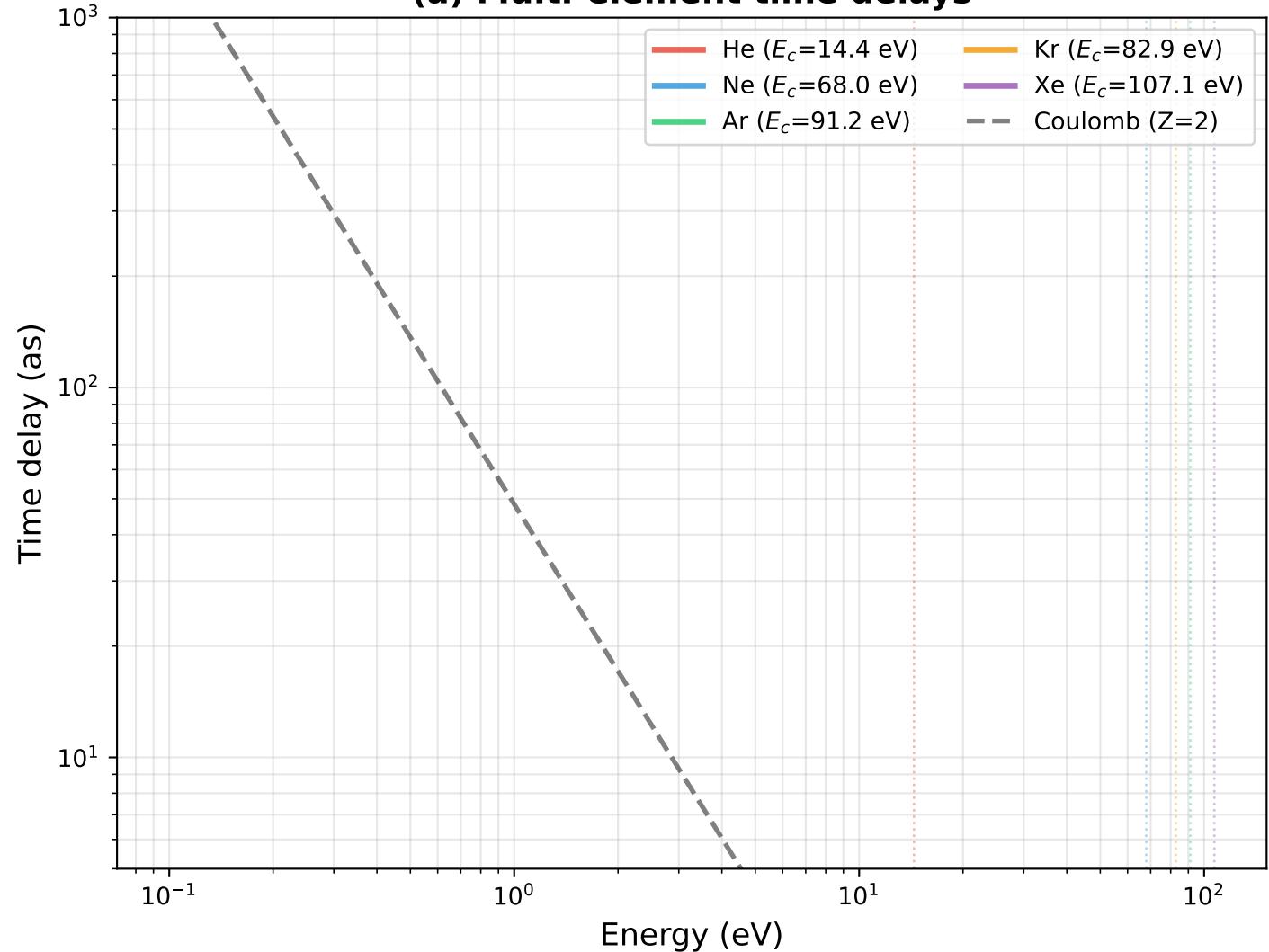


(a) Multi-element time delays



(b) Universal scaling

