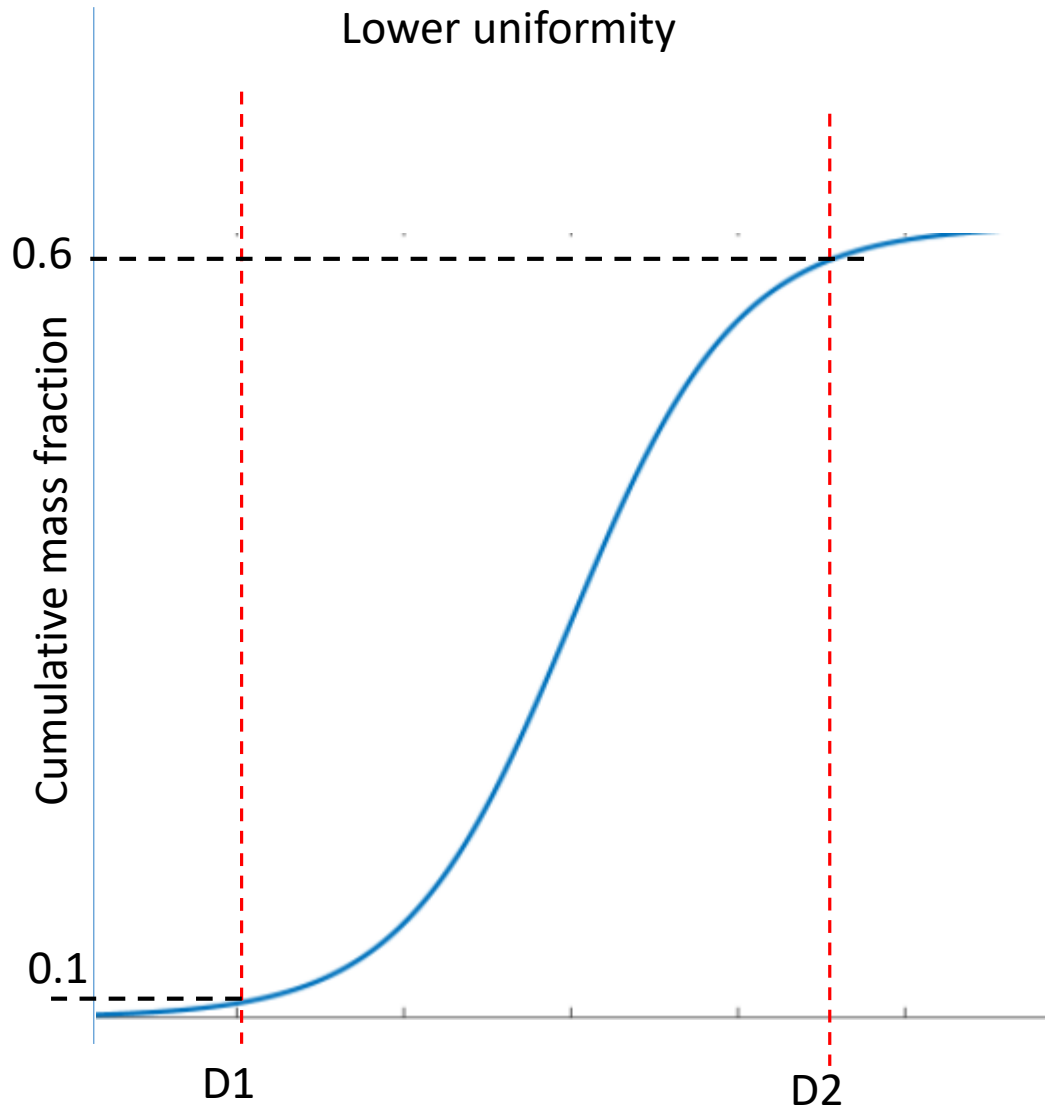


Uniformity= $D2/D1$

Lower uniformity



Higher uniformity

