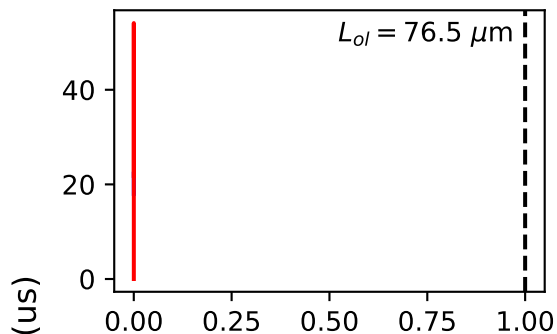
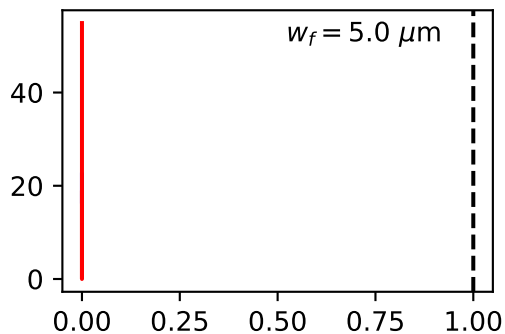
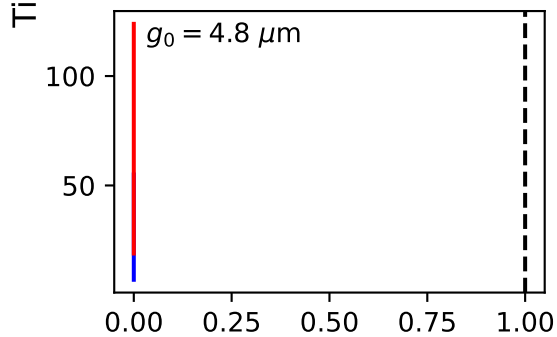
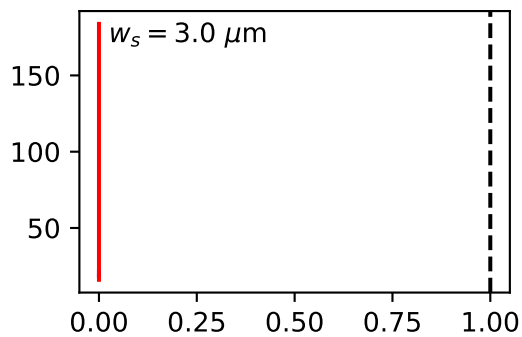


Varying  $L_{ol}$ Varying  $w_f$ Varying  $g_0$ Varying  $w_s$ 

Scaling Variable