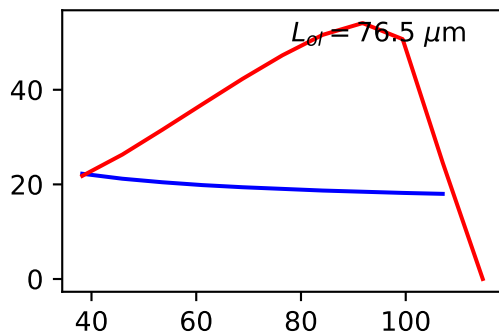
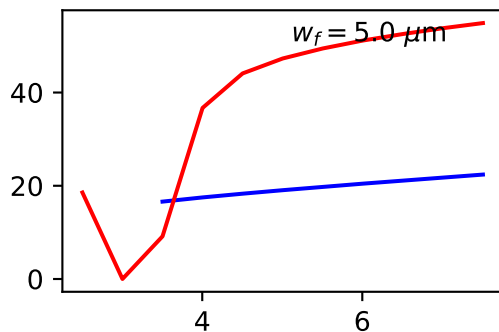


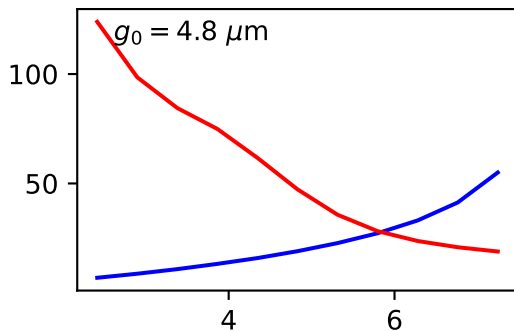
Varying L_{ol}



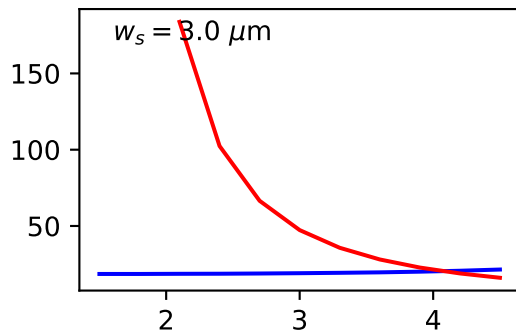
Varying w_f



Varying g_0



Varying w_s



Scaling Variable