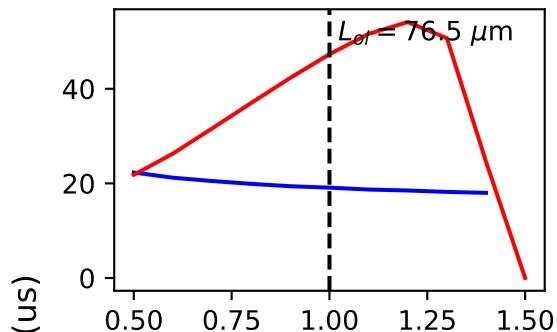
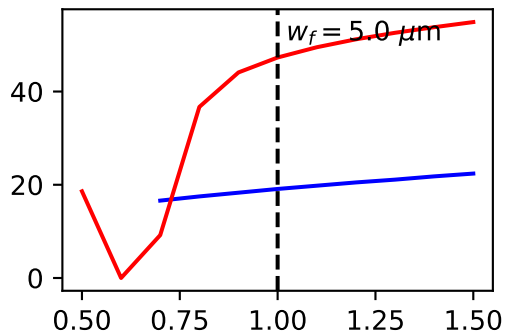
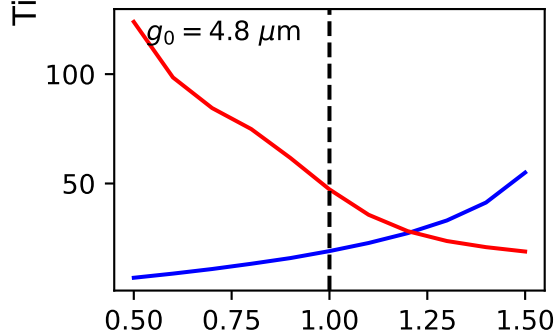
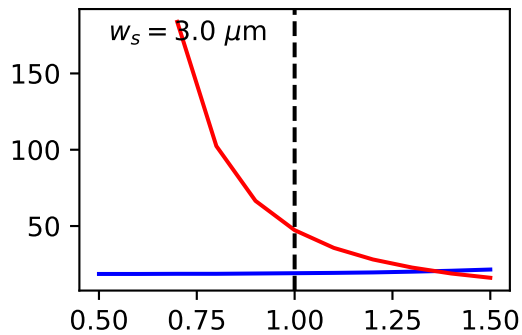


Varying L_{ol} Varying w_f Varying g_0 Varying w_s 

Scaling Variable