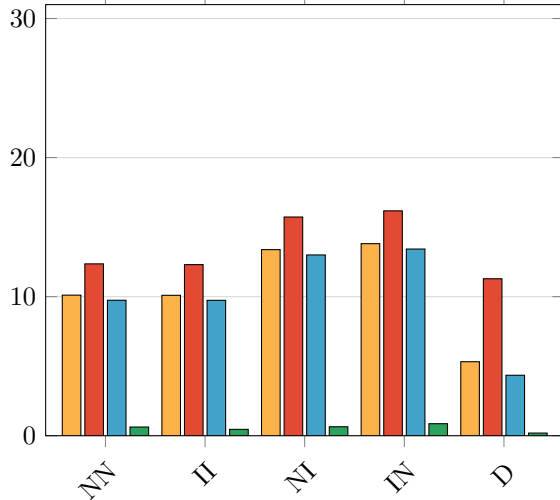


Nombre d'oscillations par bit



- Frames erroneous at the last iteration
- Bits erroneous in erroneous frames
- Bits correct in erroneous frames
- Frames corrected at the last iteration