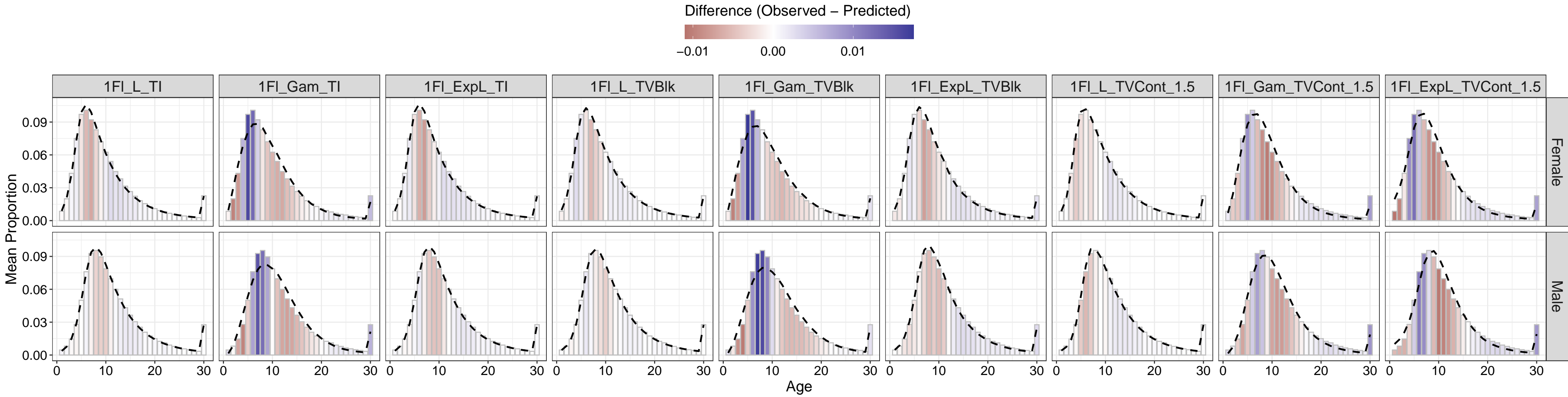
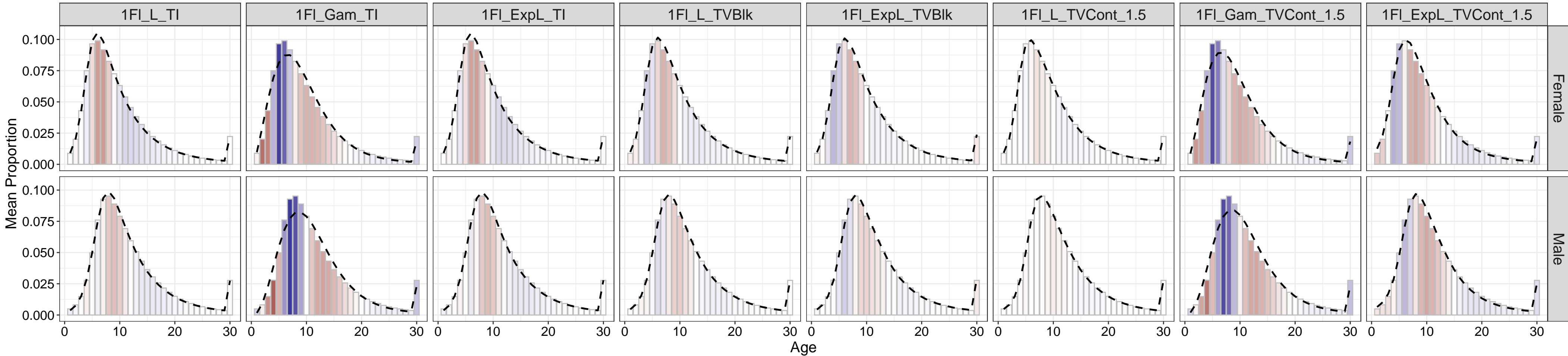
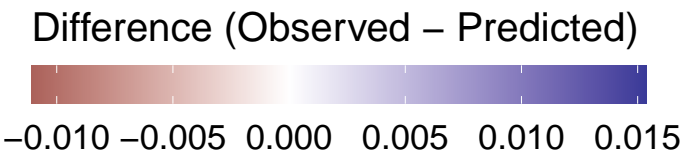


Slow\_LL\_DatLow

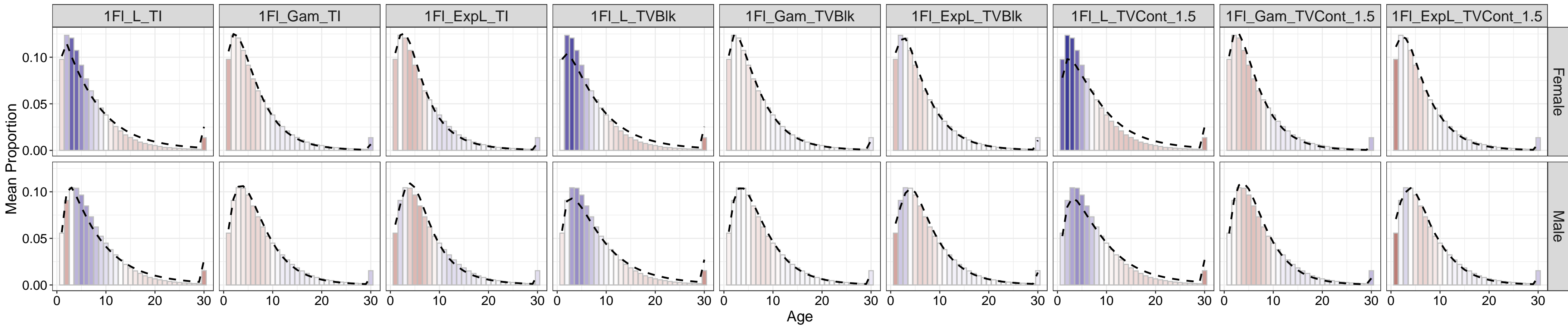


Slow\_LL\_DatHigh

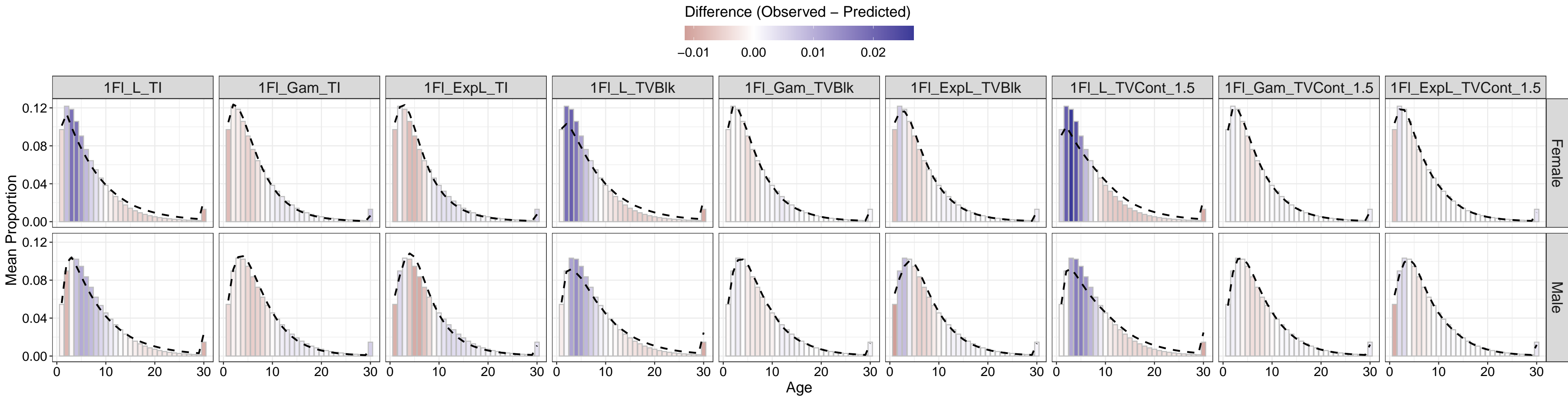


Slow\_GL\_DatLow

Difference (Observed – Predicted)



Slow\_GL\_DatHigh

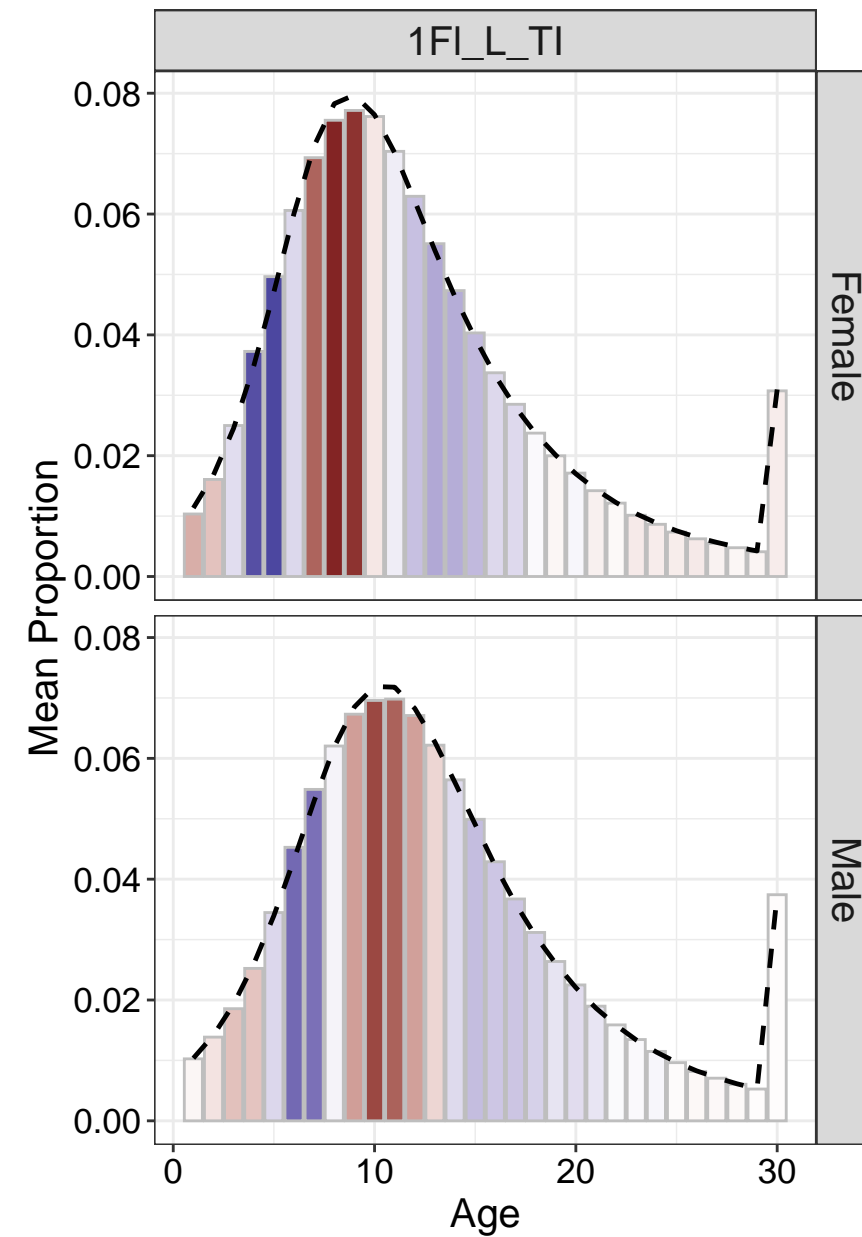


# ShortFast\_LL\_DatHigh

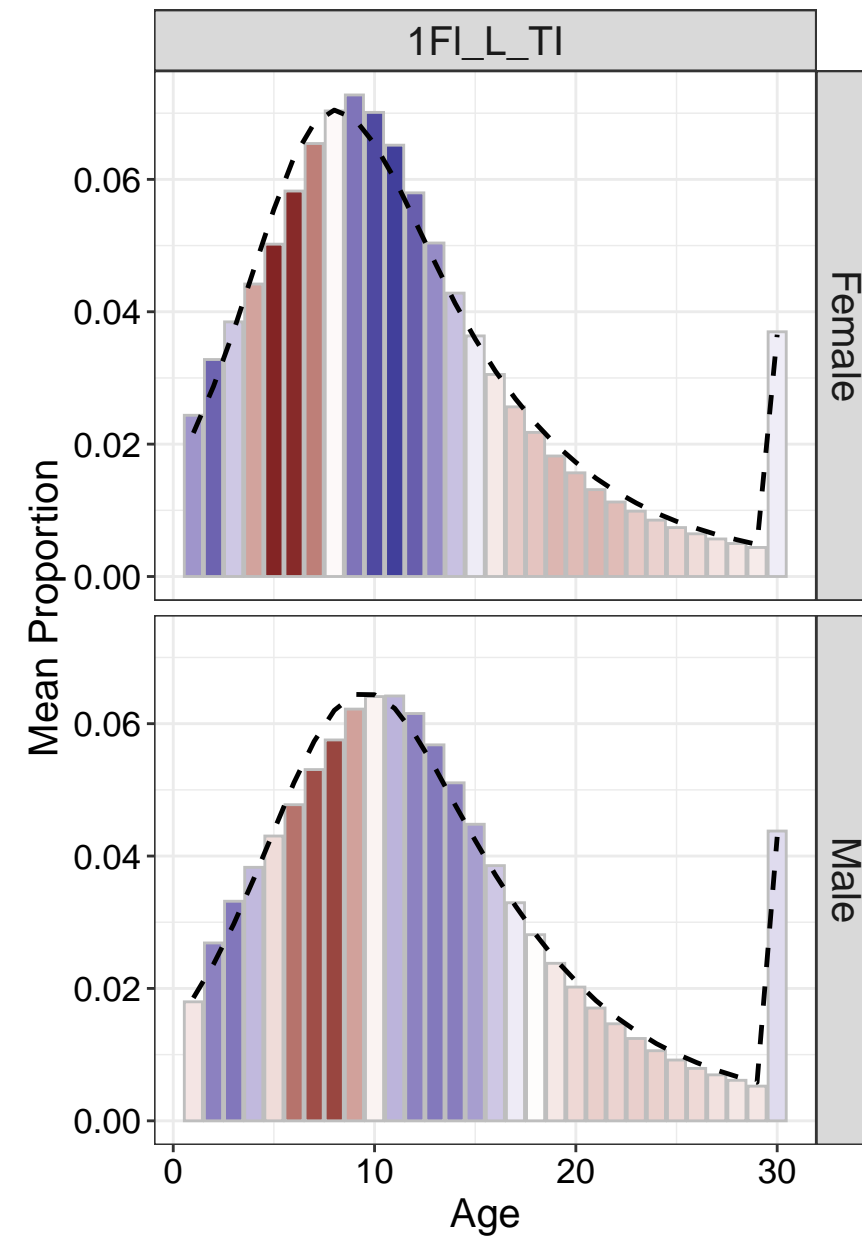
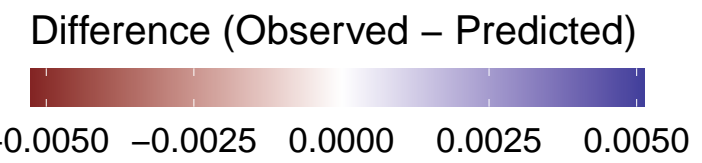
Difference (Observed – Predicted)



-0.002 -0.001 0.000 0.001 0.002



# ShortFast\_GL\_DatHigh

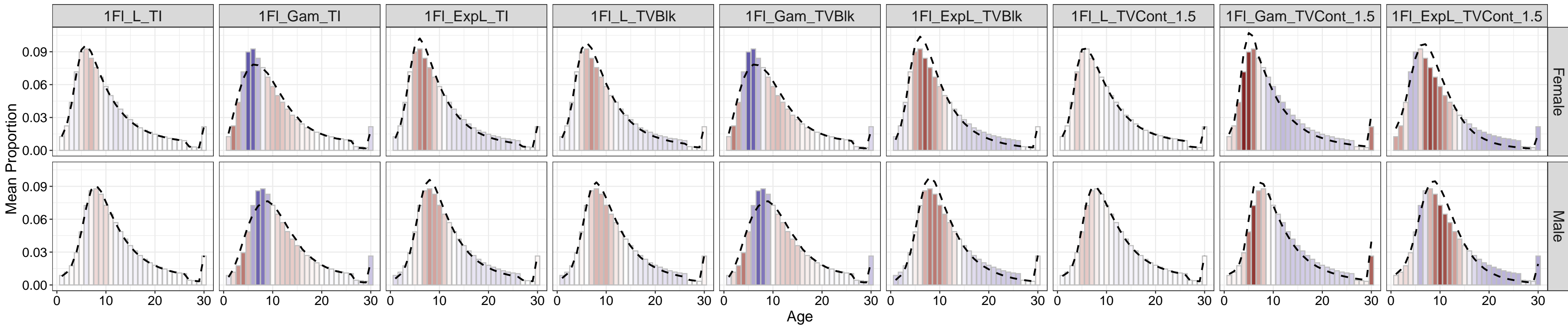


# RecPulse\_Slow\_LL\_DatLow

Difference (Observed – Predicted)

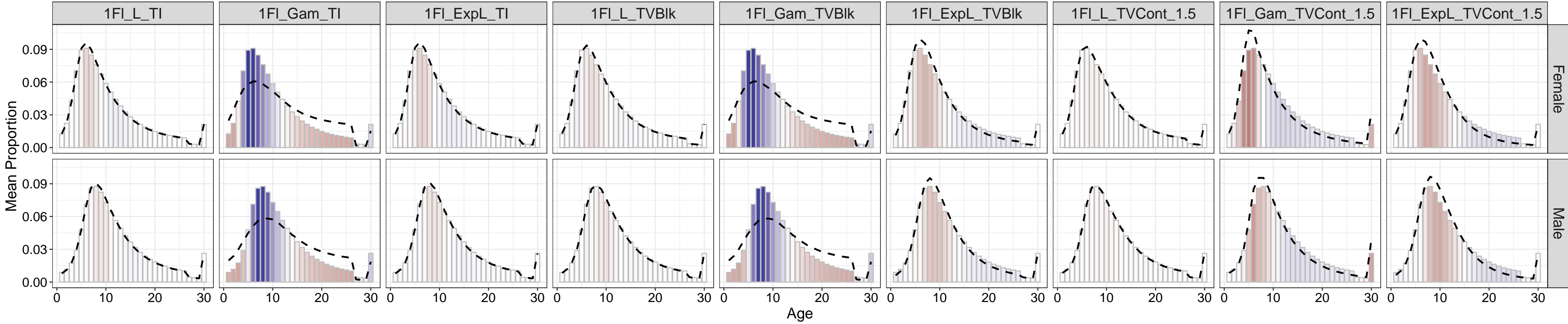
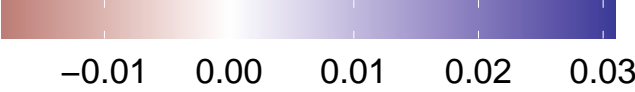


-0.01      0.00      0.01



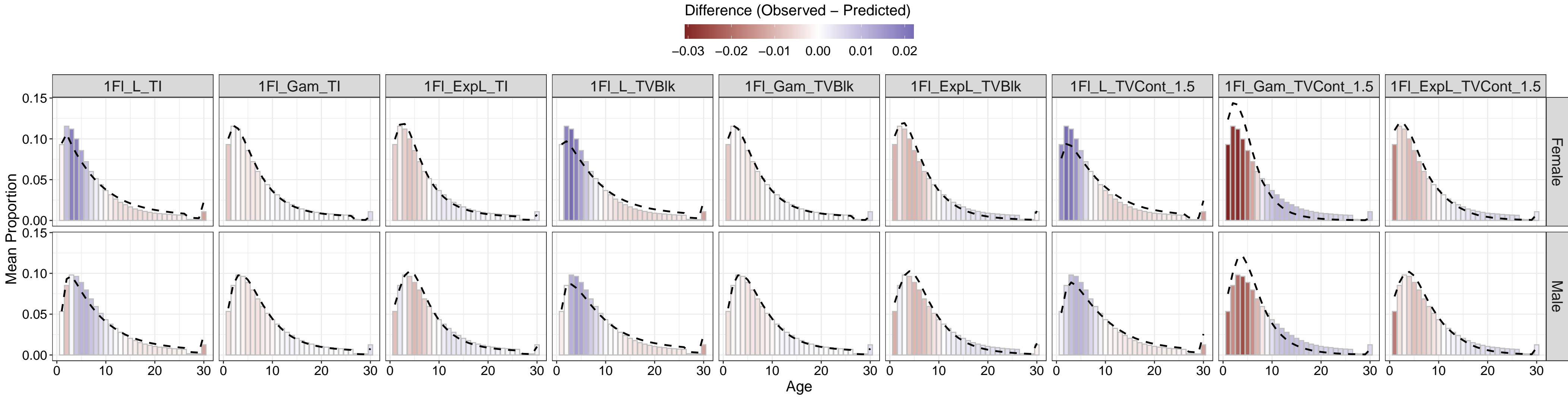
# RecPulse\_Slow\_LL\_DatHigh

Difference (Observed – Predicted)

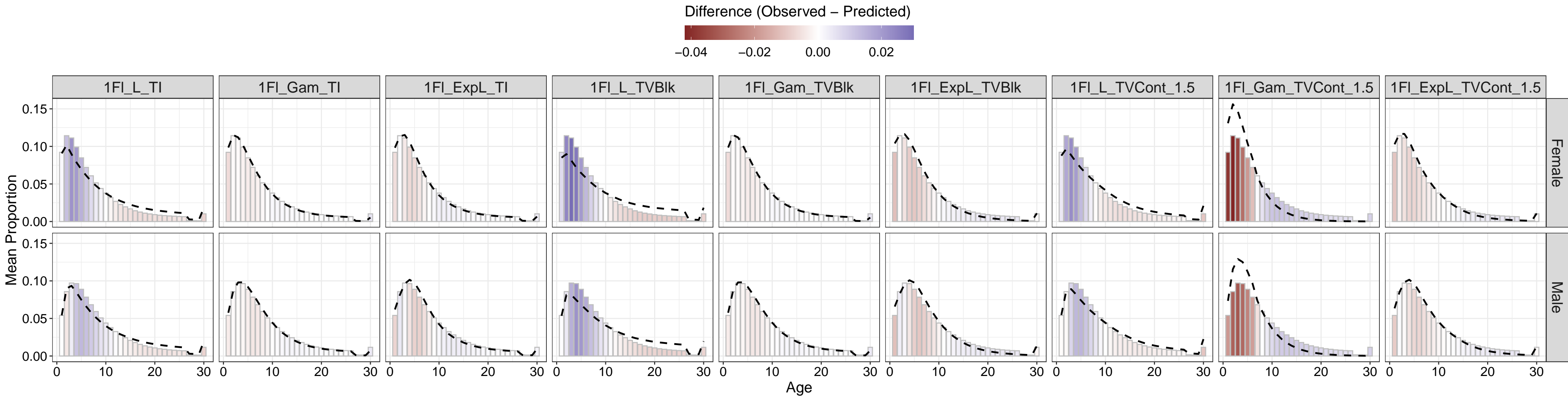




# RecPulse\_Slow\_GL\_DatLow

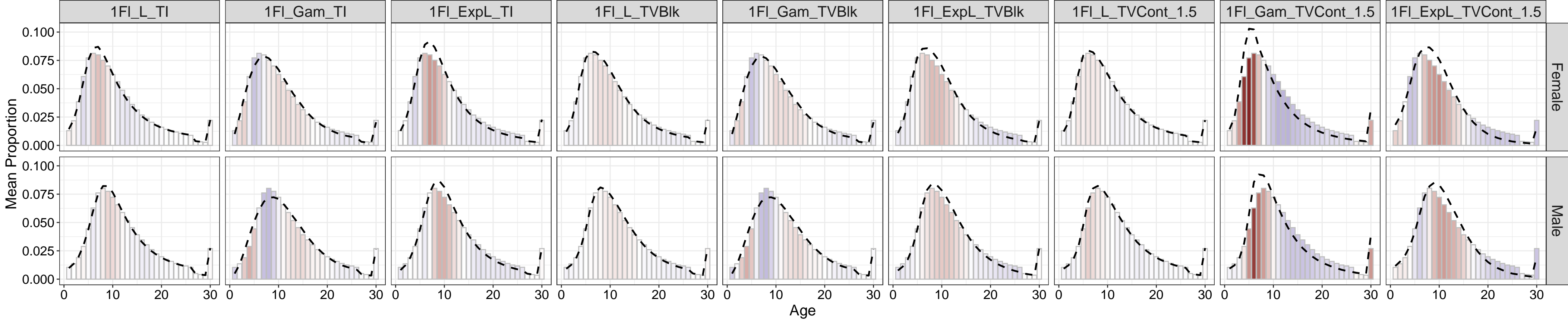
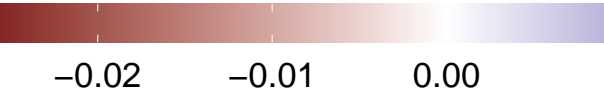


# RecPulse\_Slow\_GL\_DatHigh



# RecPulse\_Fast\_LL\_DatLow

Difference (Observed – Predicted)

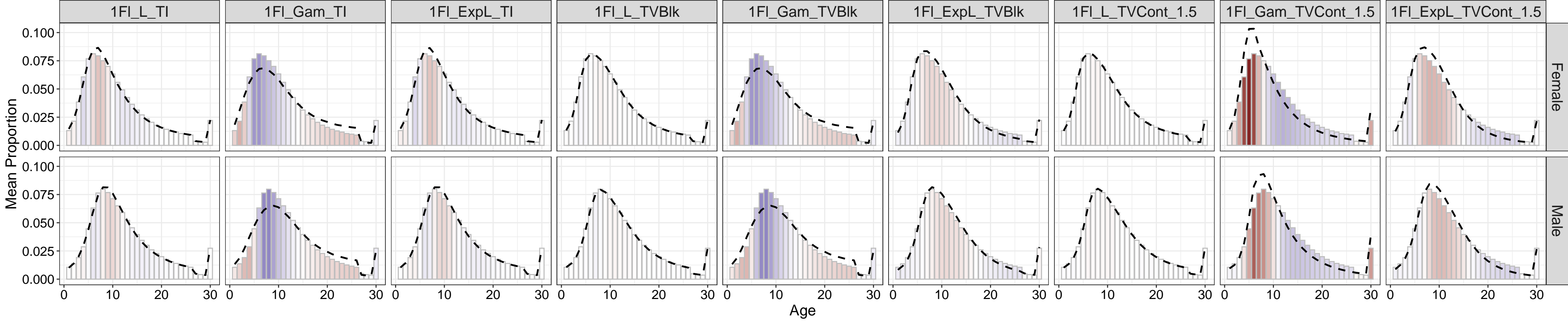


# RecPulse\_Fast\_LL\_DatHigh

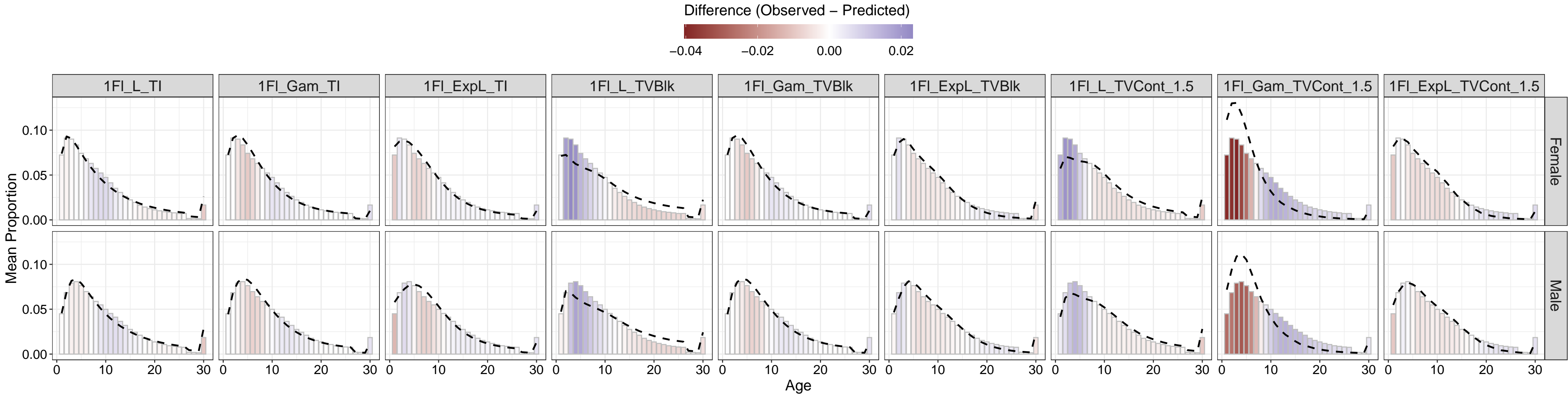
Difference (Observed – Predicted)



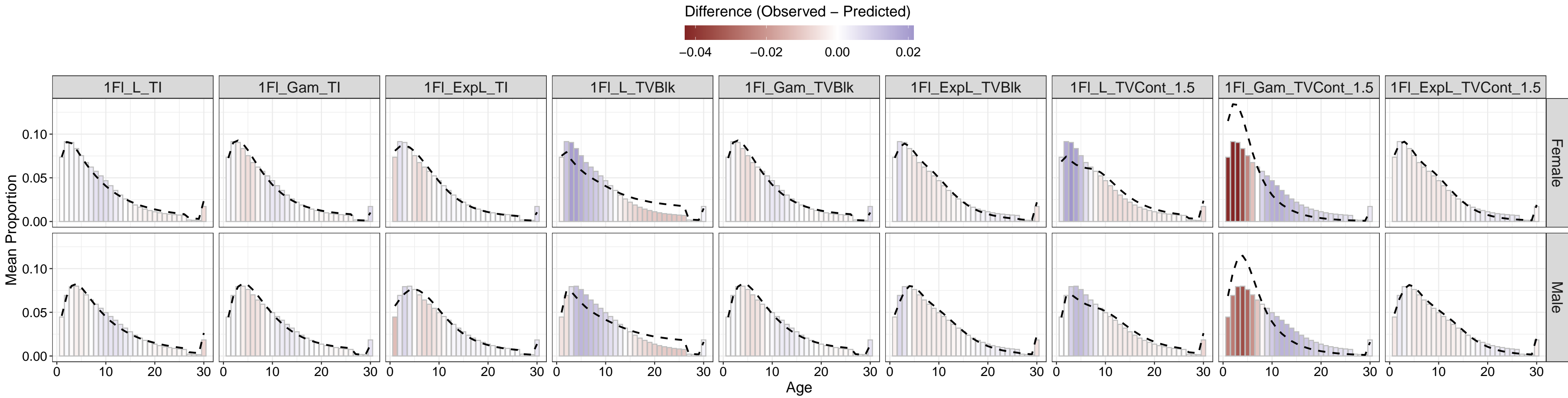
-0.02   -0.01   0.00   0.01



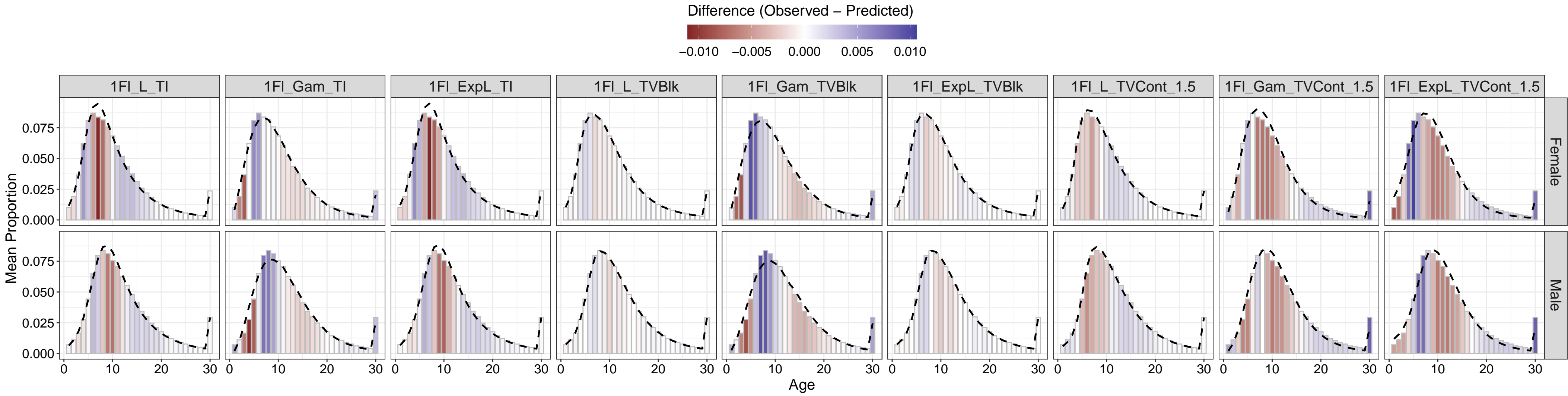
# RecPulse\_Fast\_GL\_DatLow



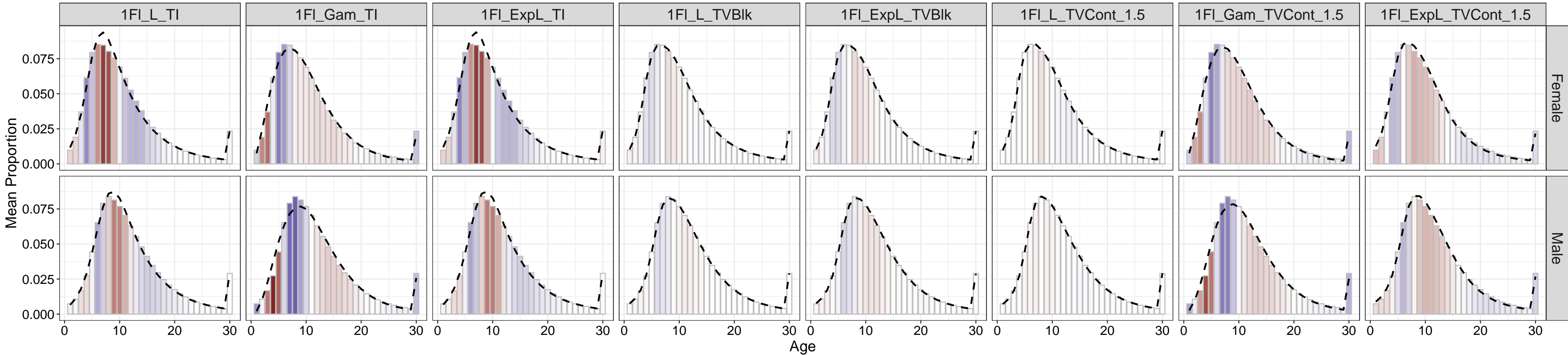
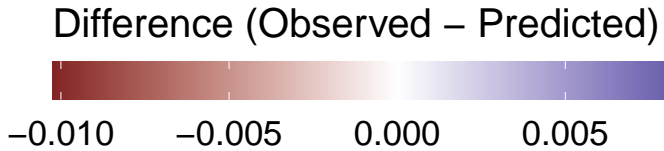
# RecPulse\_Fast\_GL\_DatHigh



Fast\_LL\_DatLow



Fast\_LL\_DatHigh



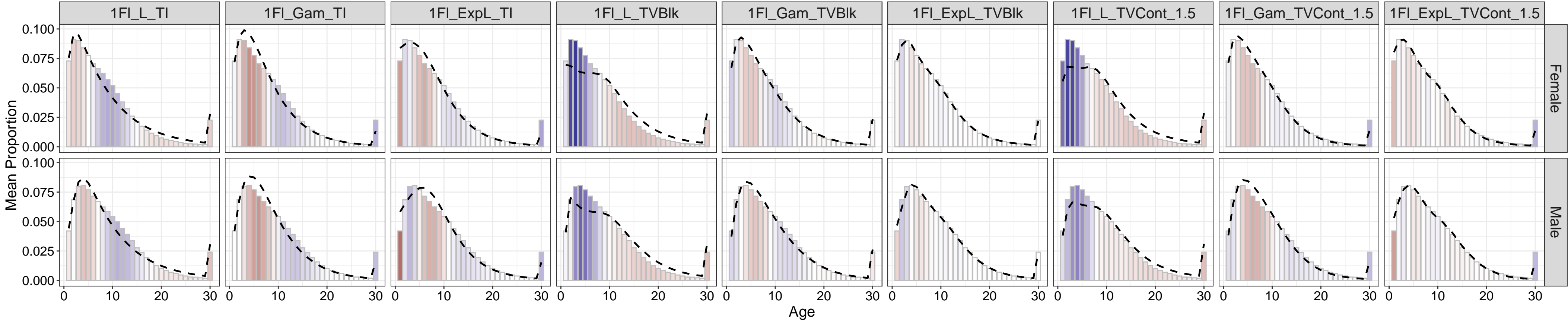


# Fast\_GL\_DatLow

Difference (Observed – Predicted)



-0.01 0.00 0.01 0.02



# Fast\_GL\_DatHigh

Difference (Observed – Predicted)



-0.01 0.00 0.01 0.02

