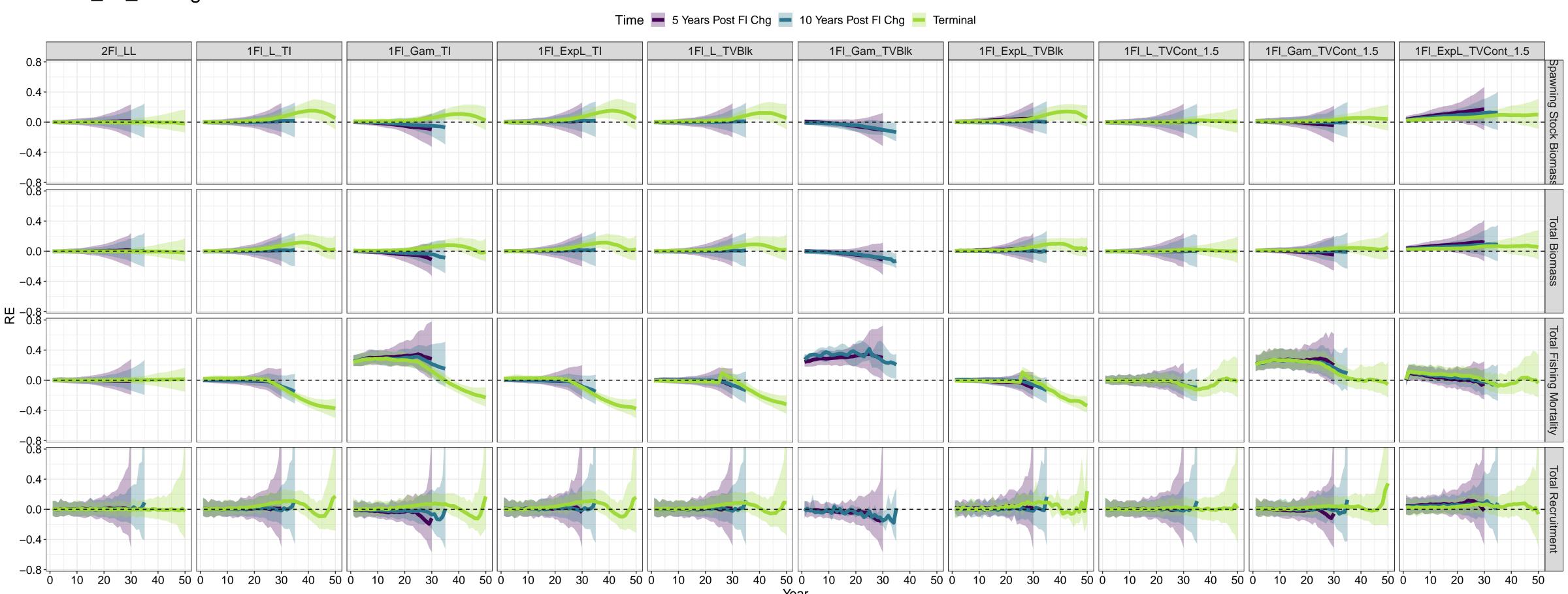
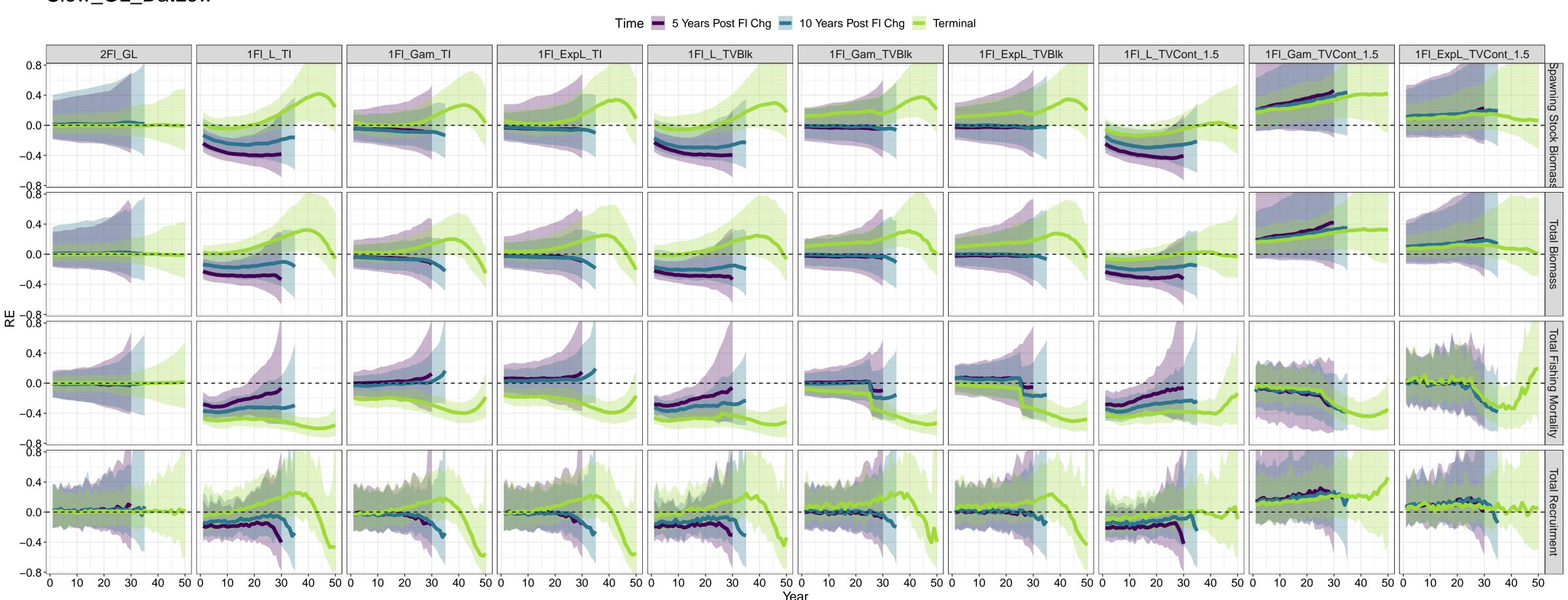


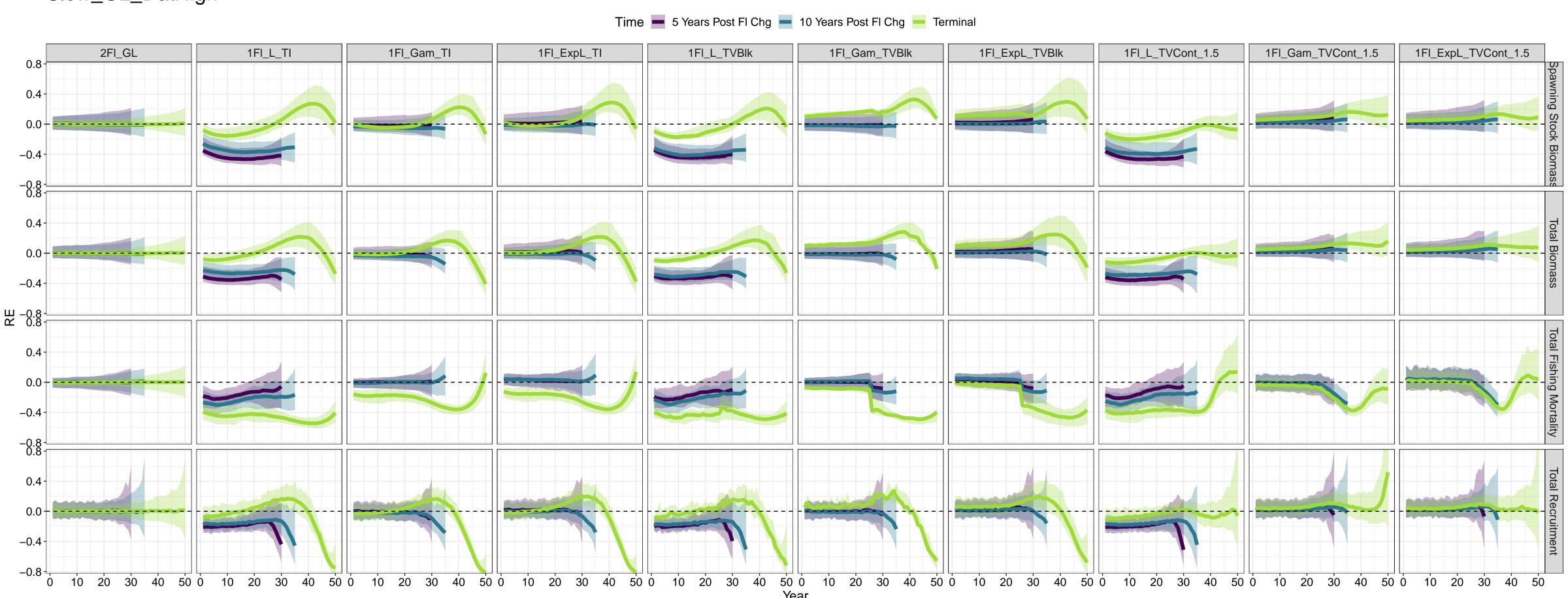
Slow\_LL\_DatHigh



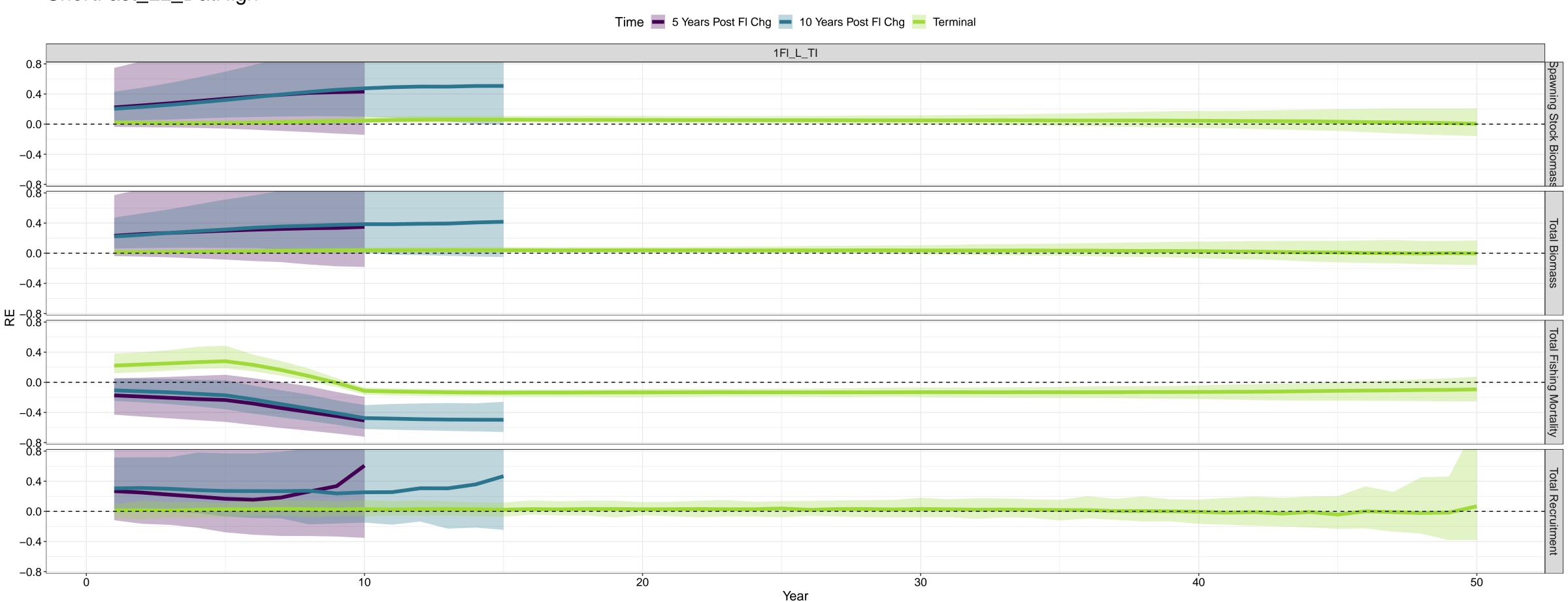
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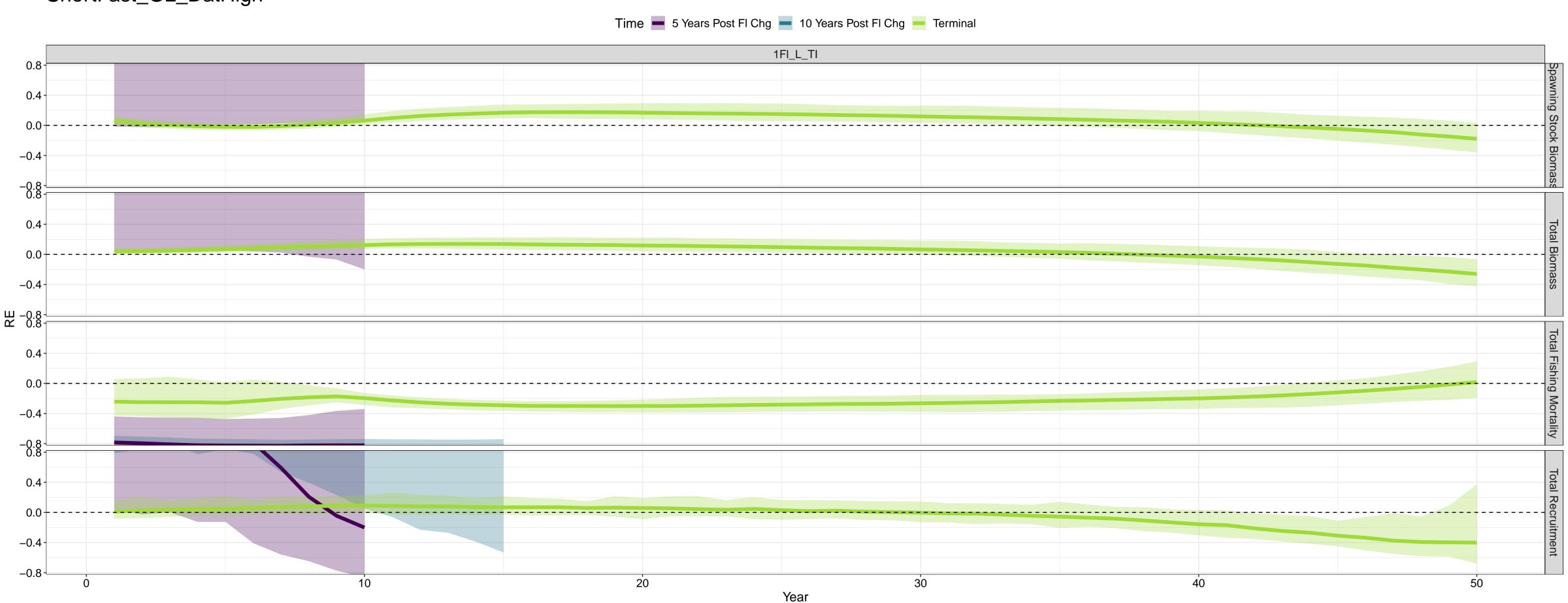
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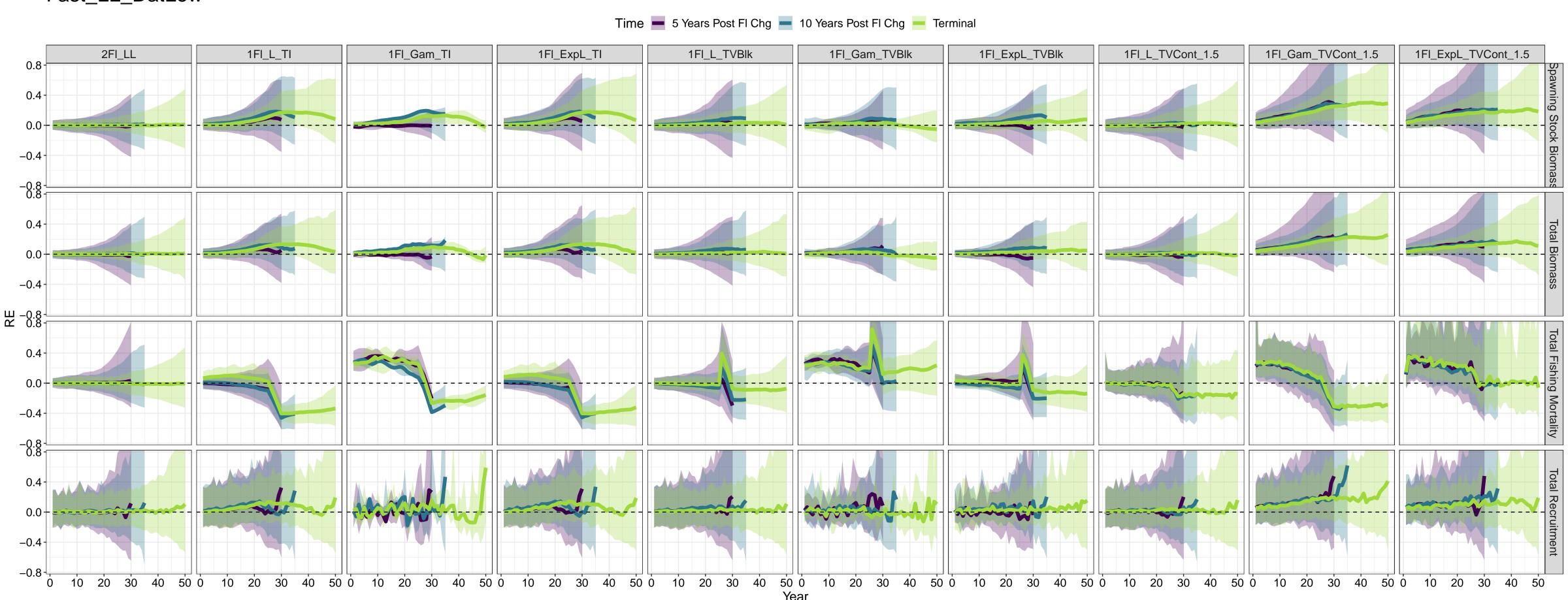
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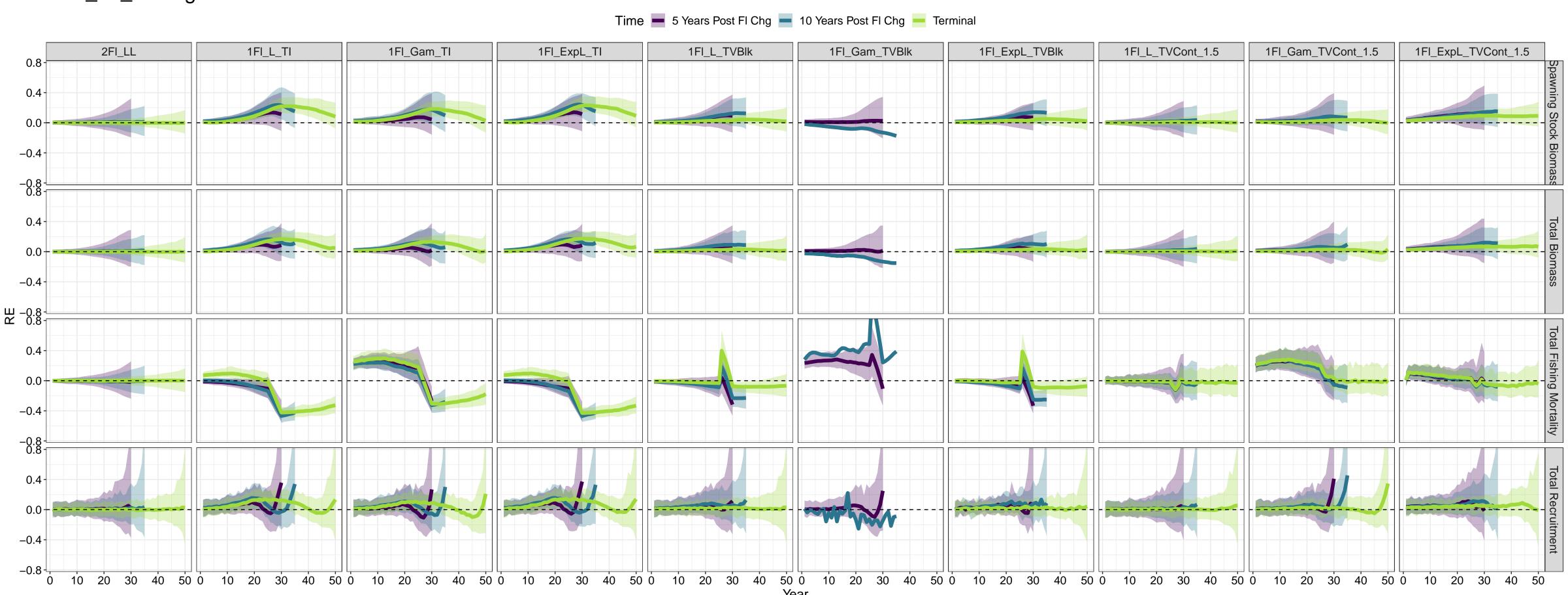
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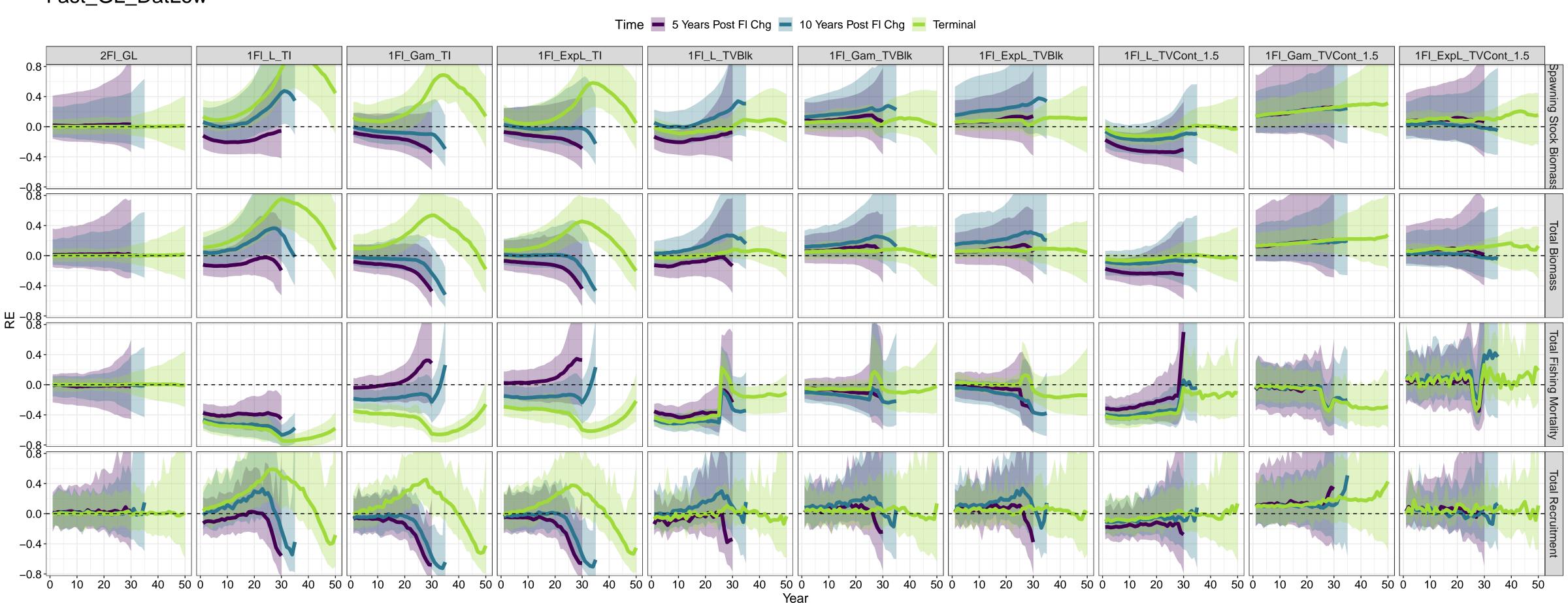
Fast\_LL\_DatLow



Fast\_LL\_DatHigh



Fast\_GL\_DatLow



Fast\_GL\_DatHigh

