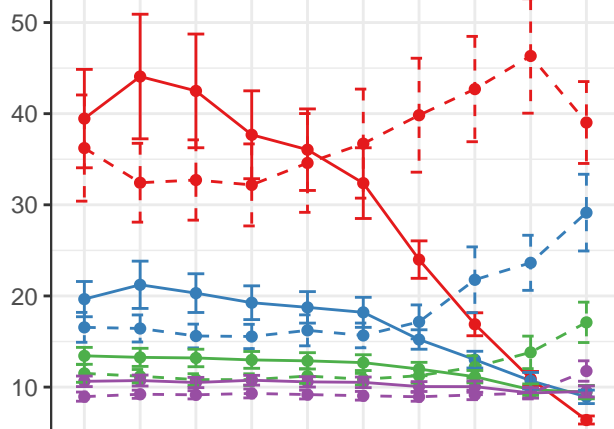
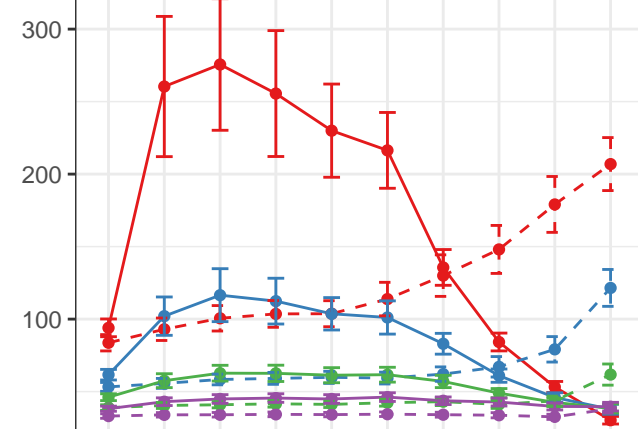


Running time (seconds)

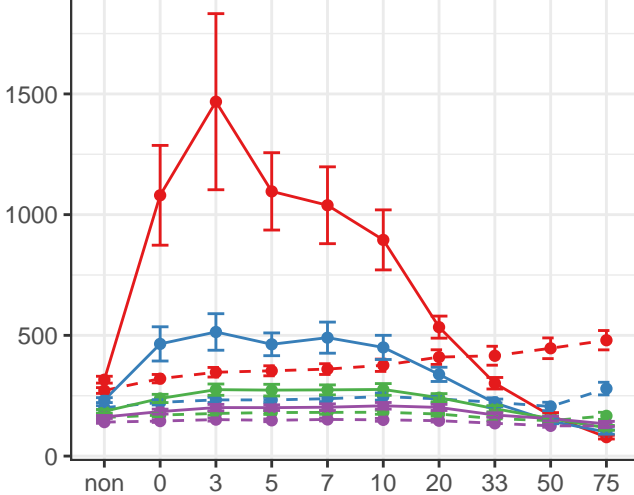
50



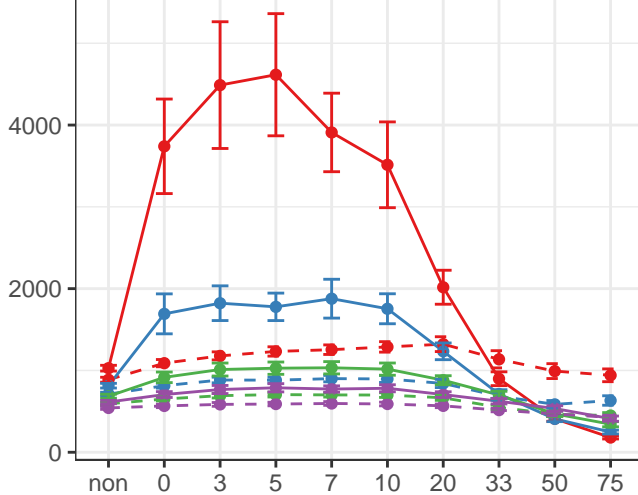
200



500



1000



200 400 800 1600

-- ASTRAL-II --- ASTRAL-III