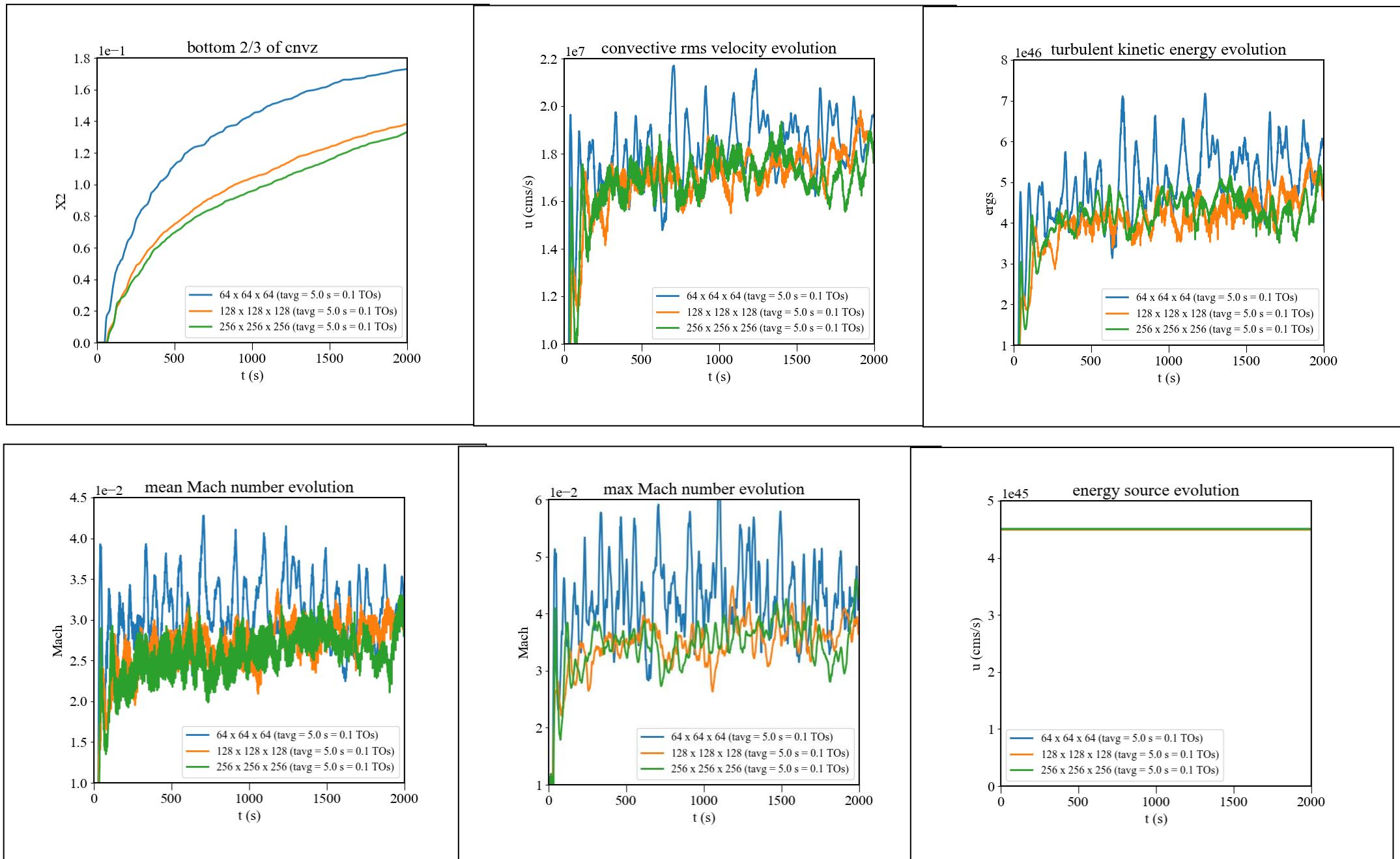
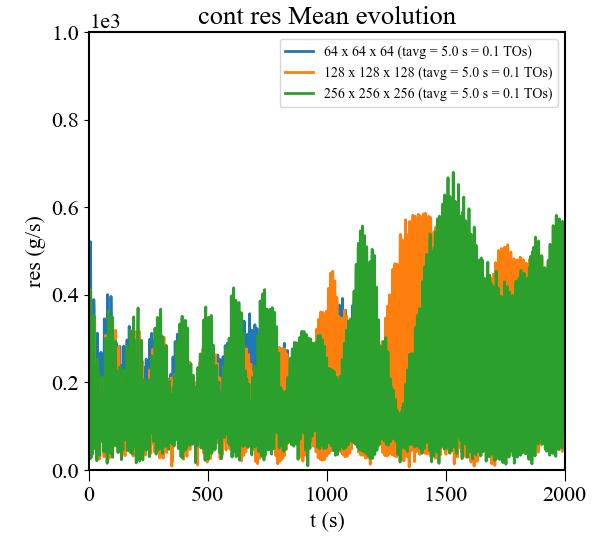
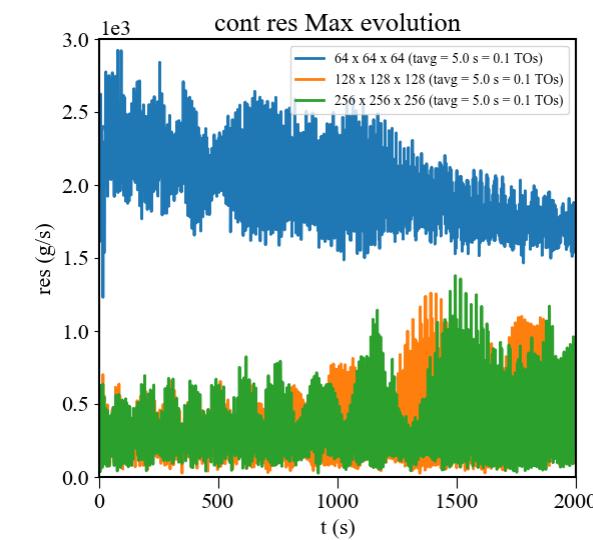
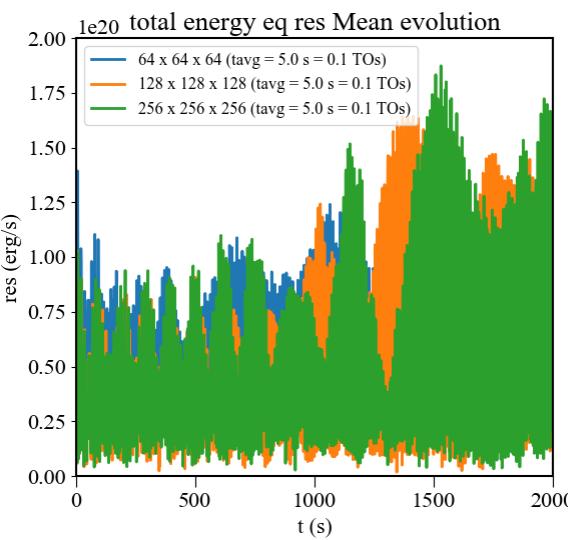
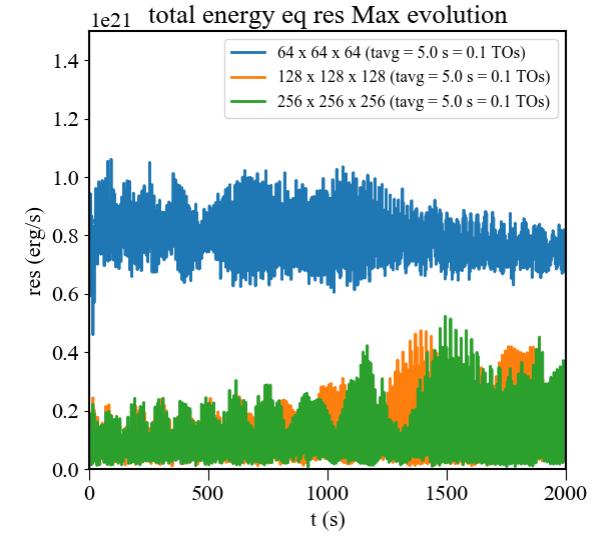
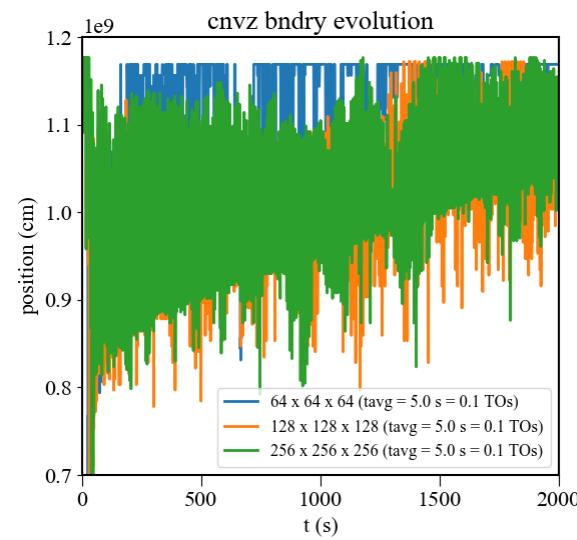
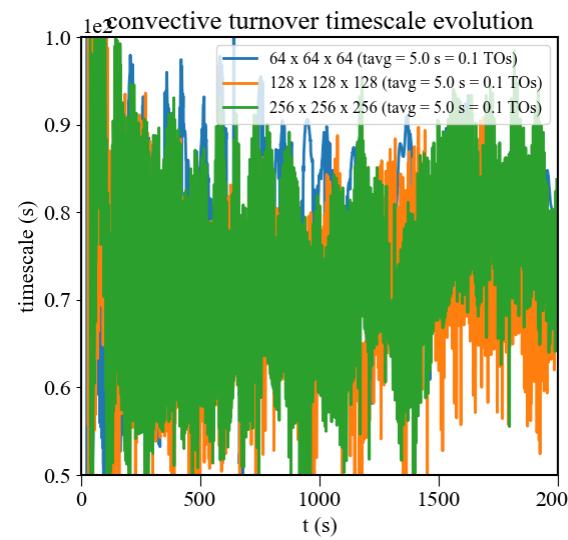
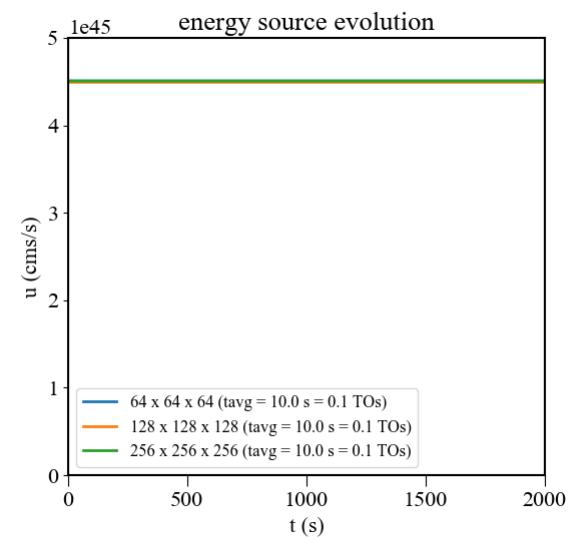
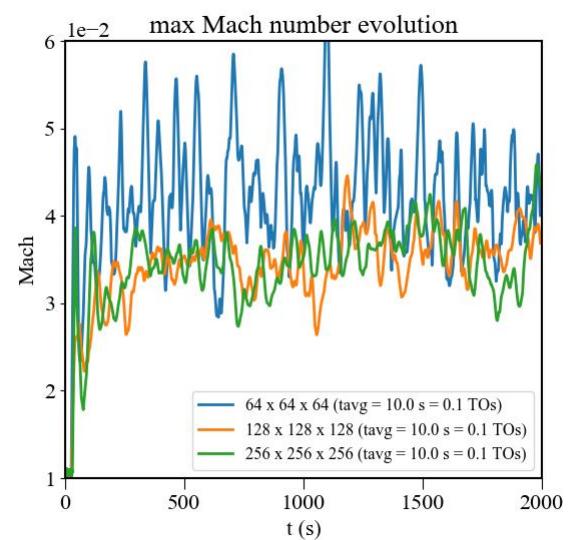
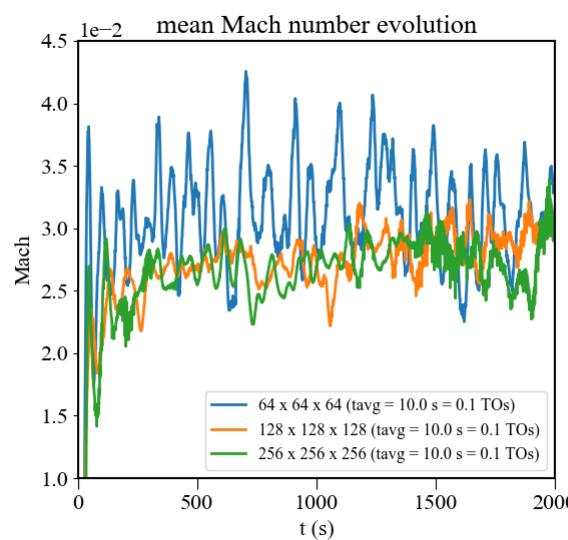
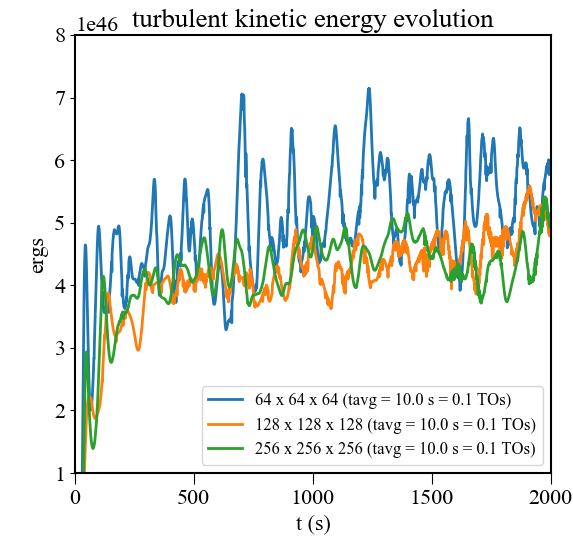
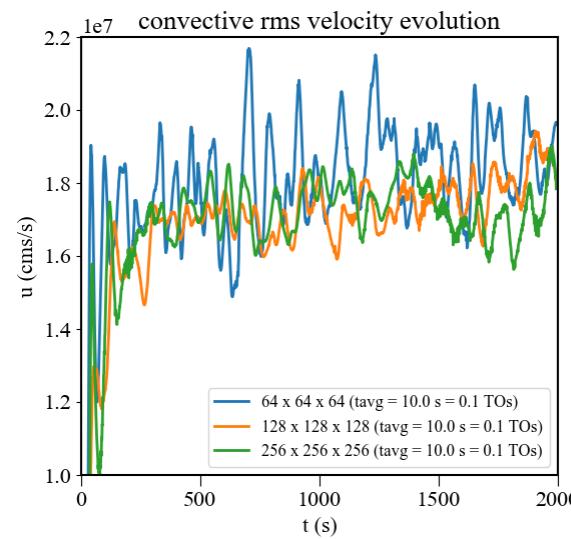
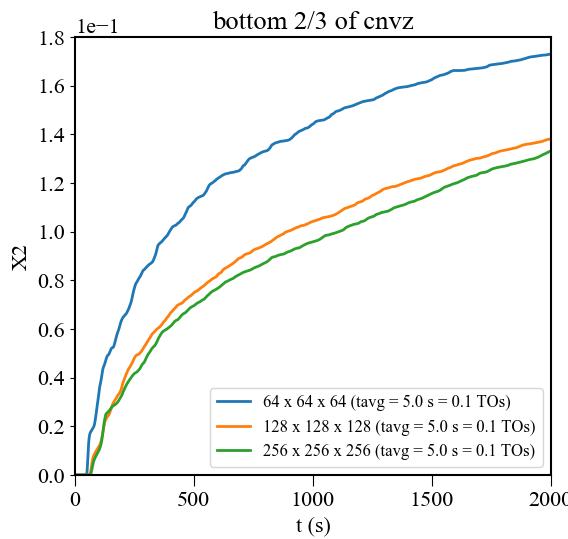


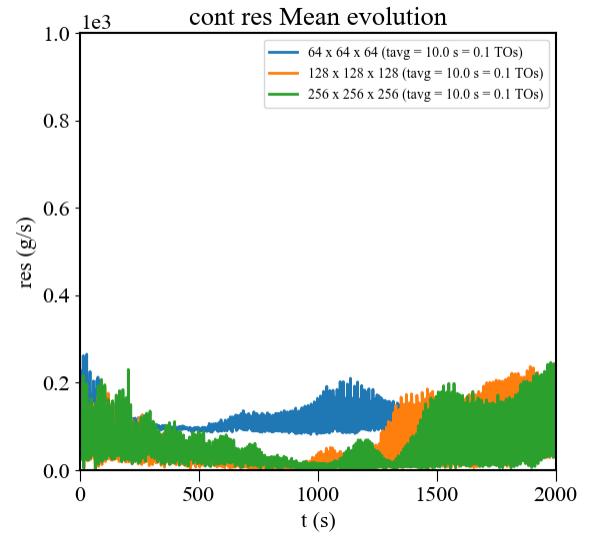
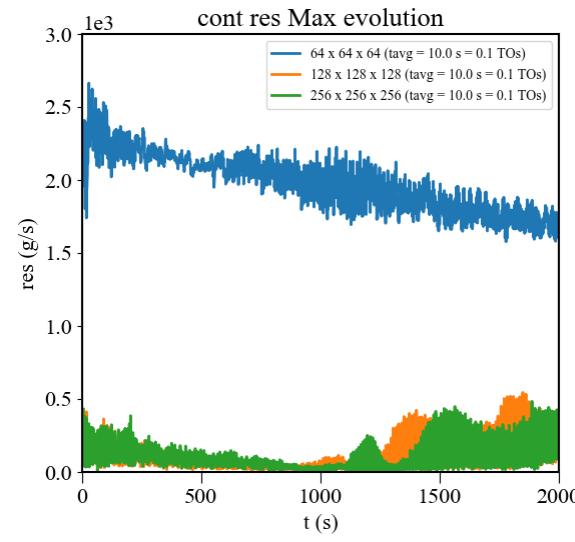
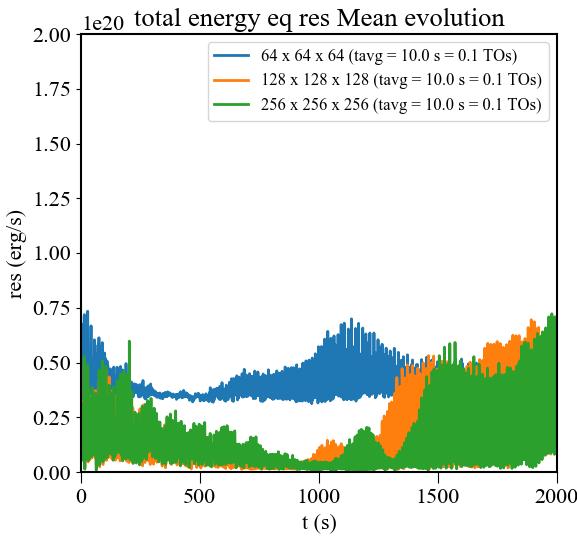
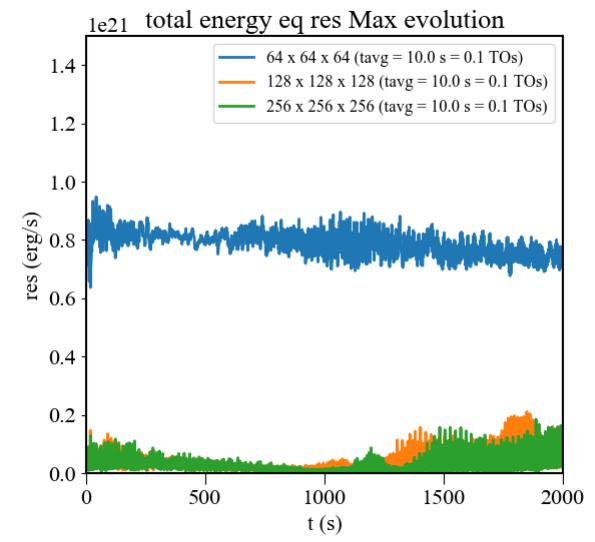
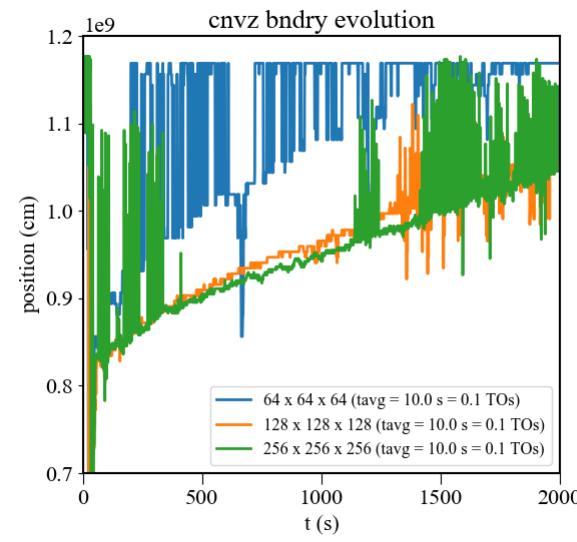
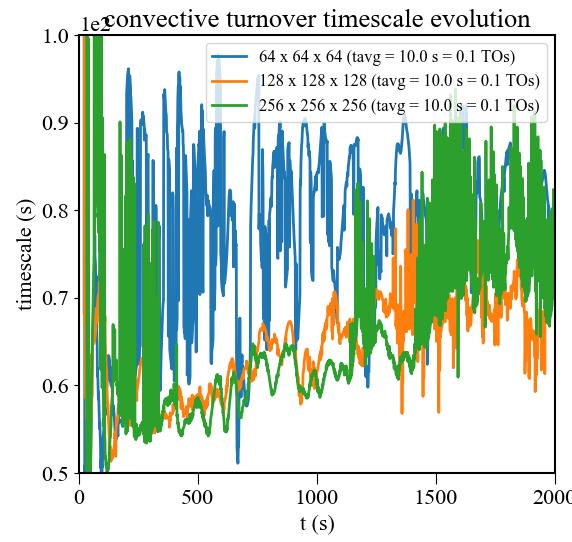
**Code Comparison Project – two-layer setup 3D simulation 256cubed (temporal evolution) Averaging 5 seconds == 0.1 TO**



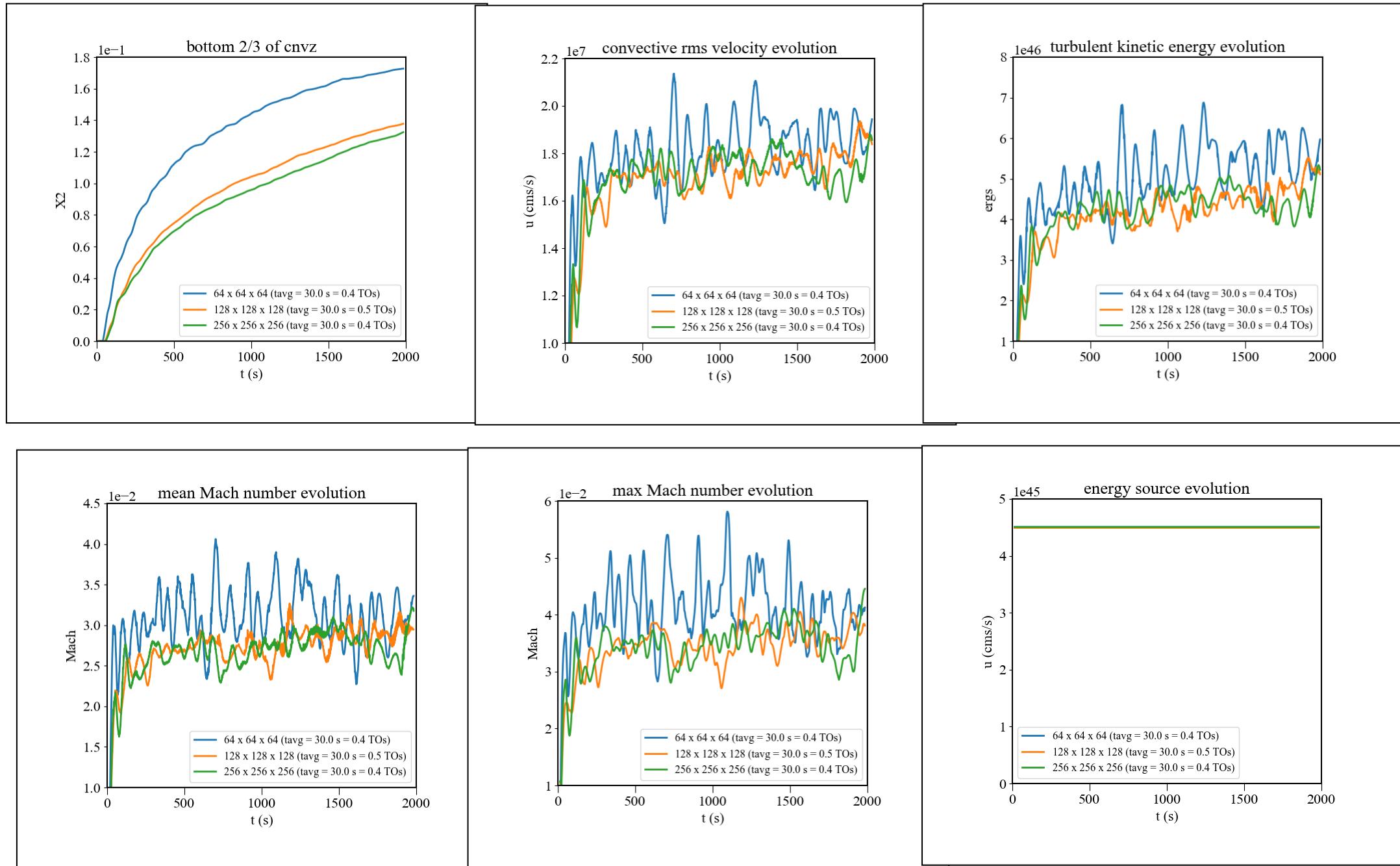


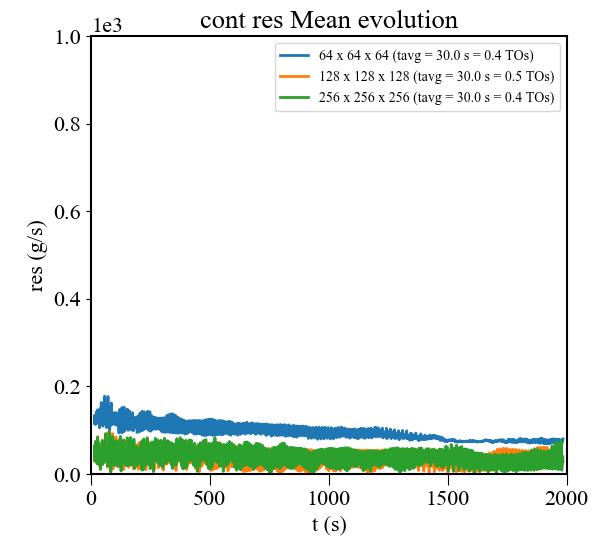
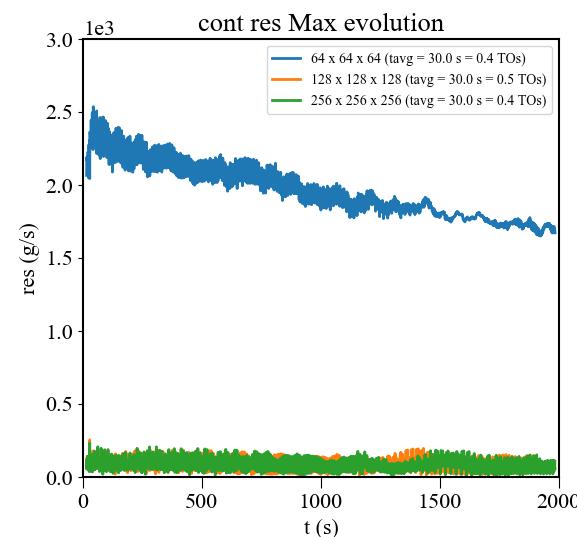
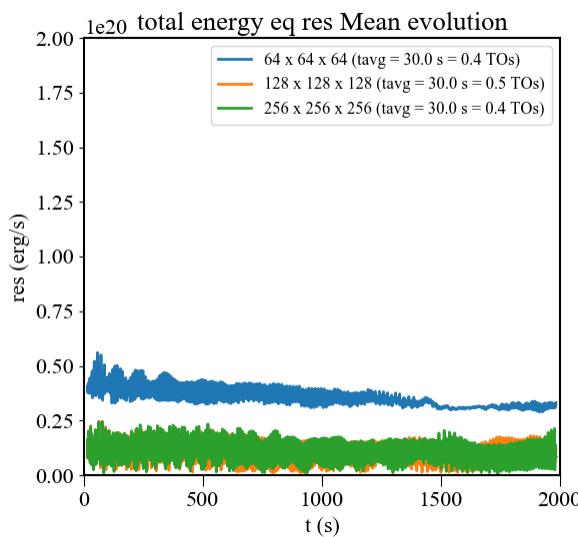
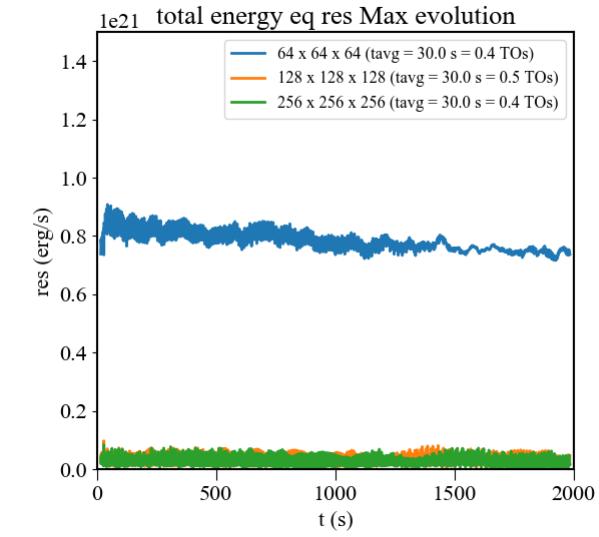
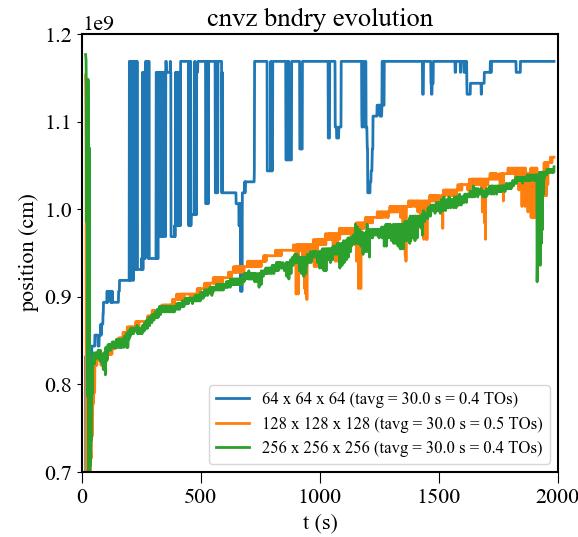
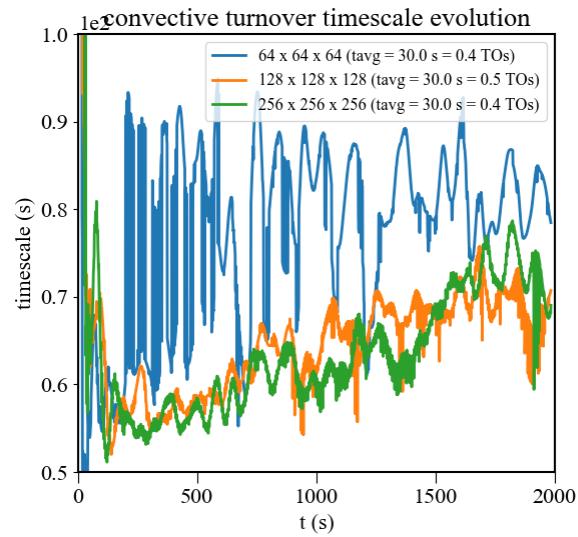
## Averaging 10 seconds



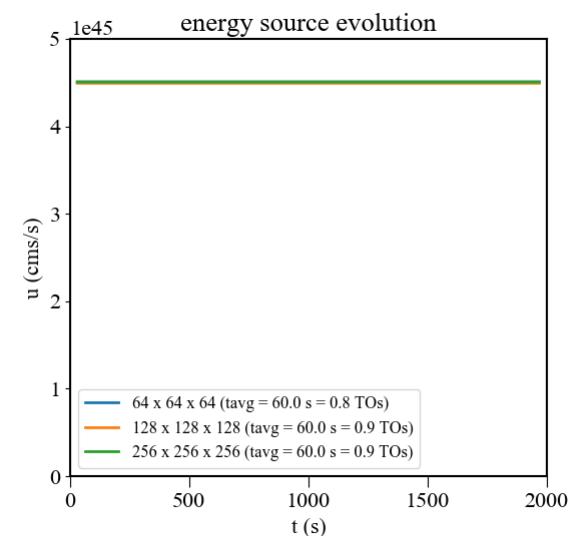
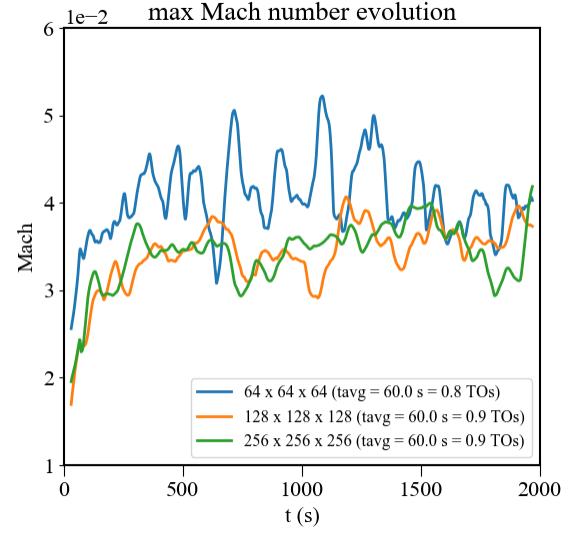
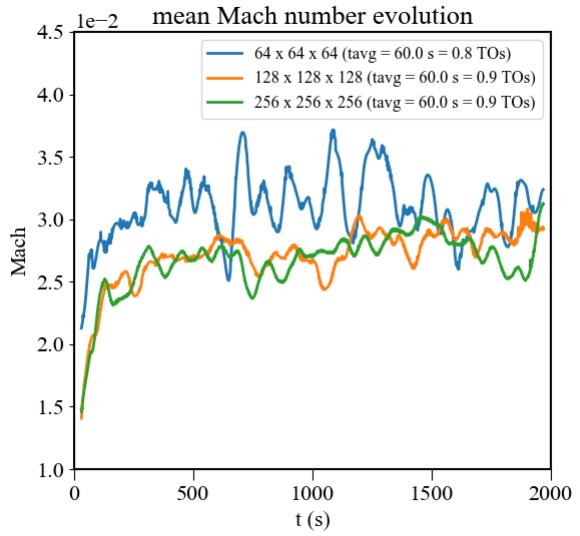
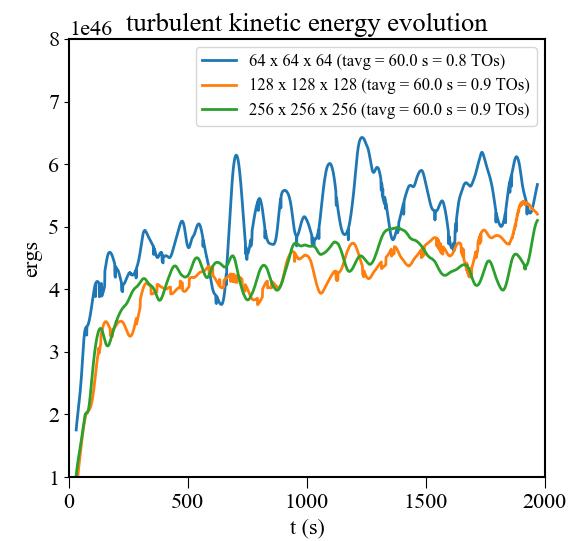
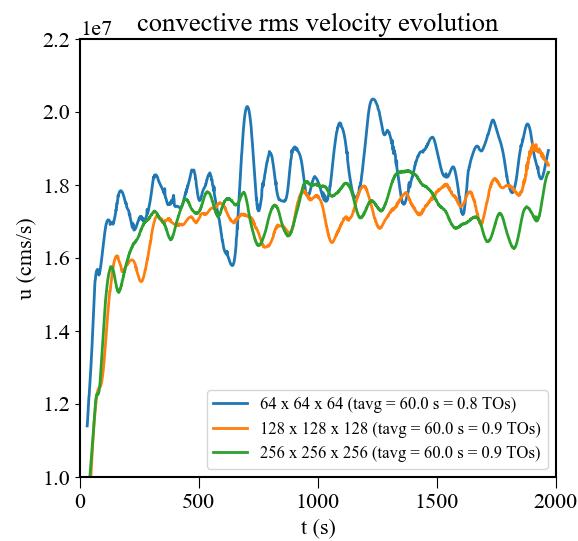
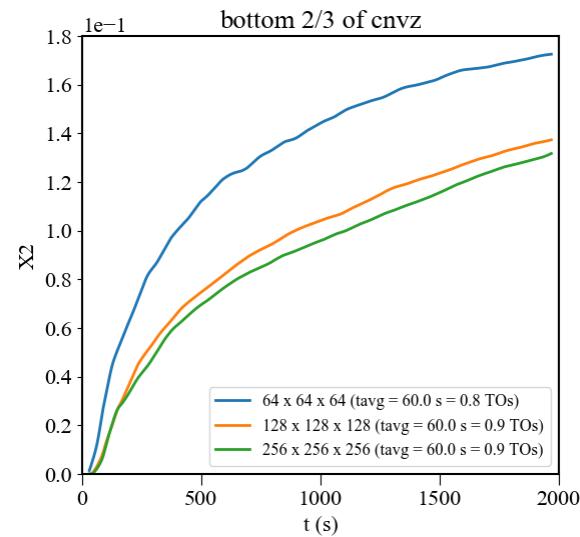


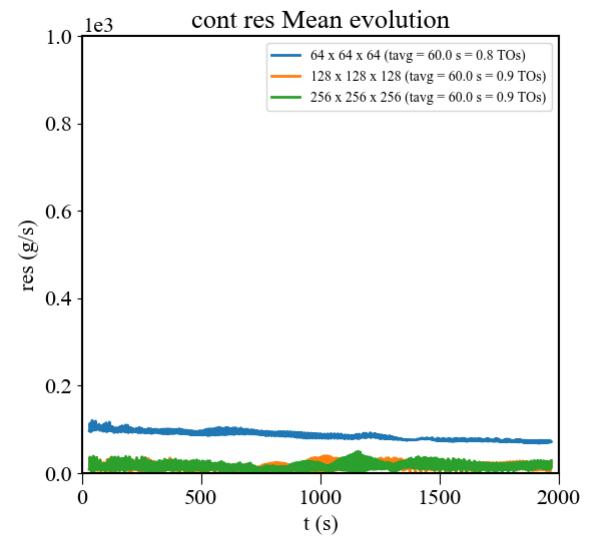
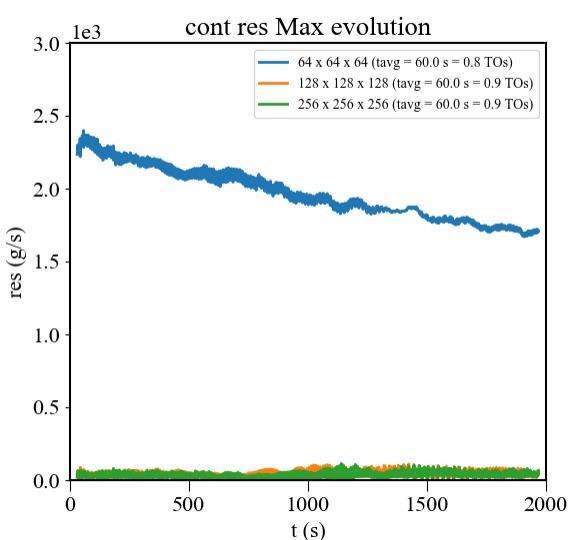
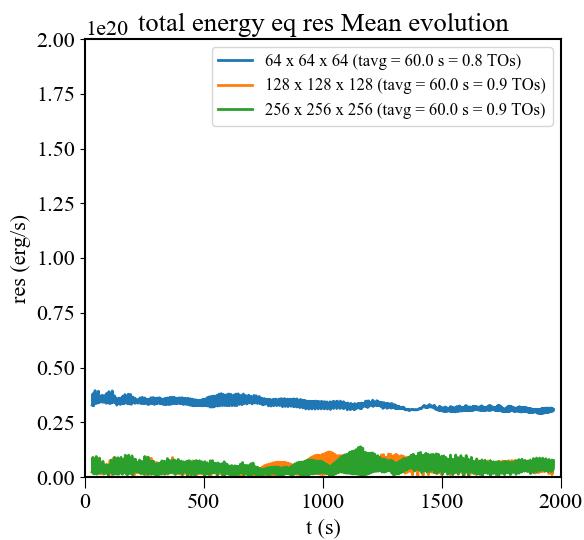
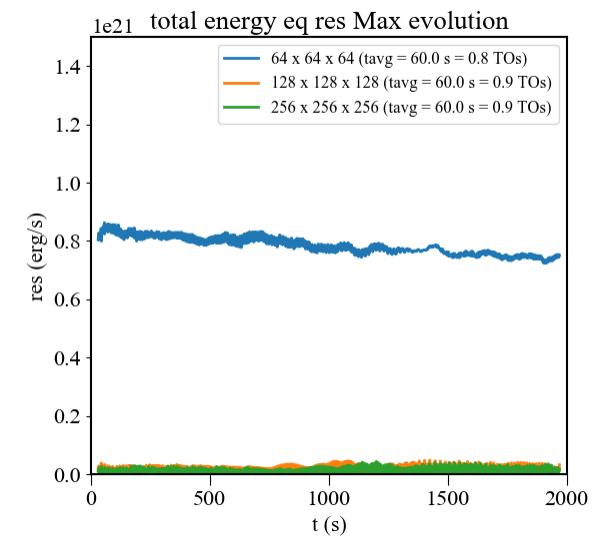
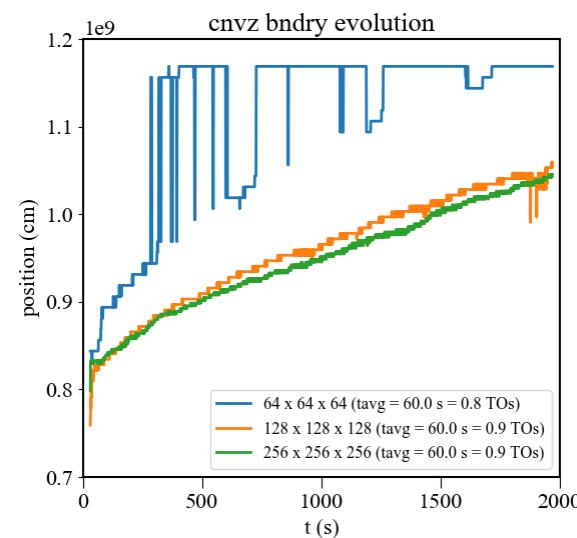
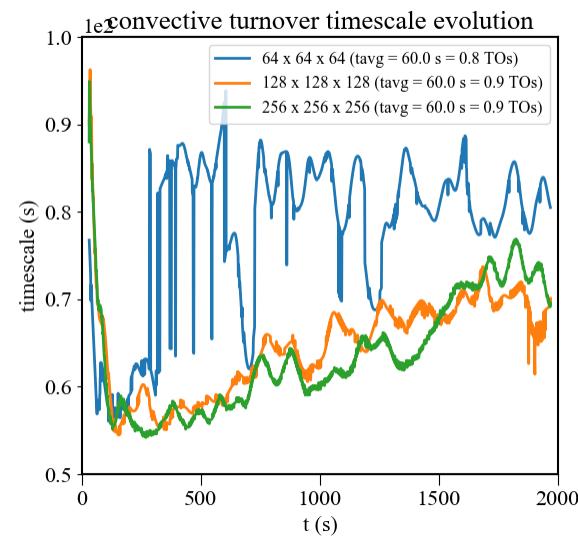
## Averaging 30 seconds



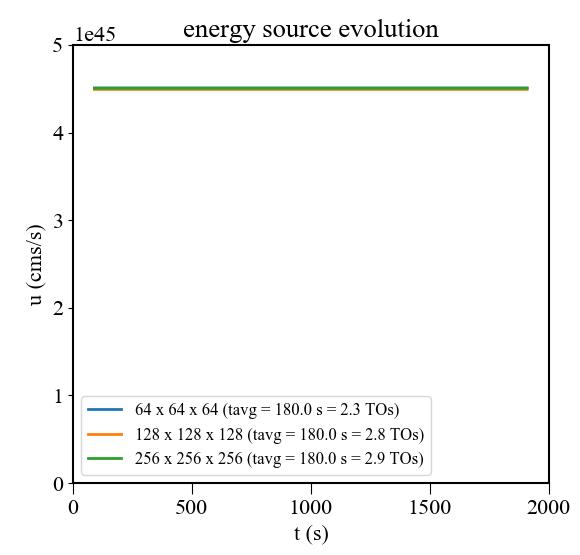
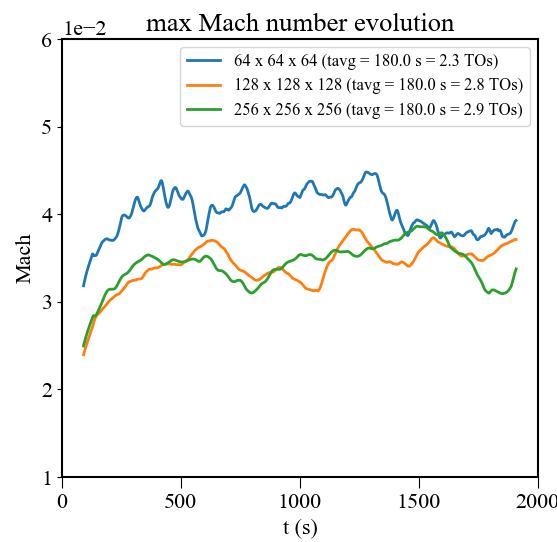
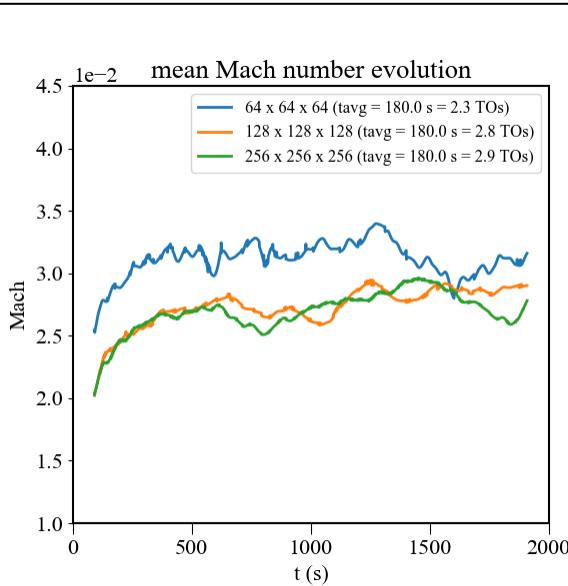
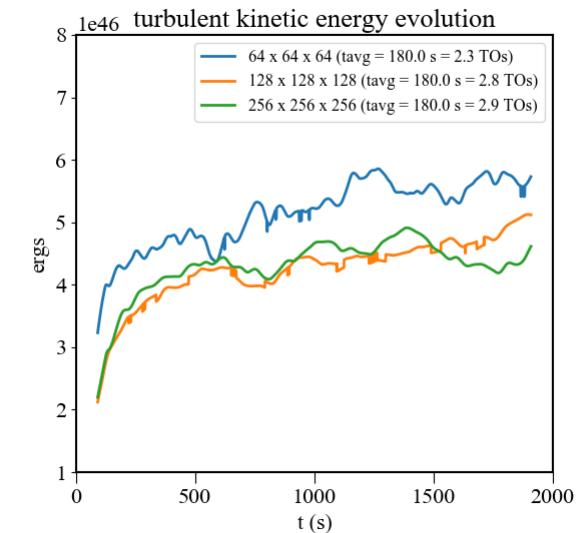
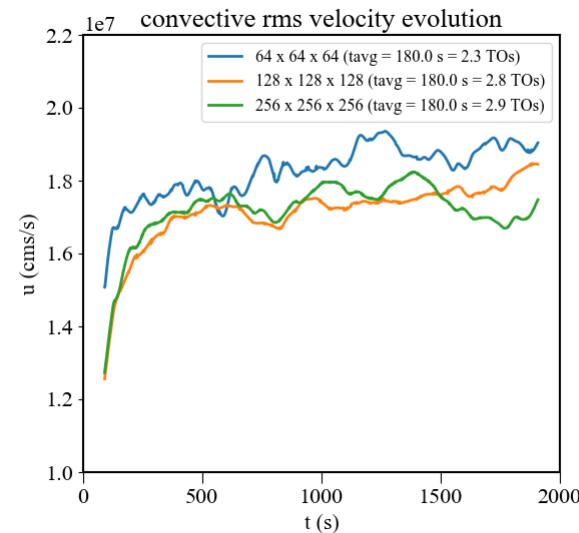
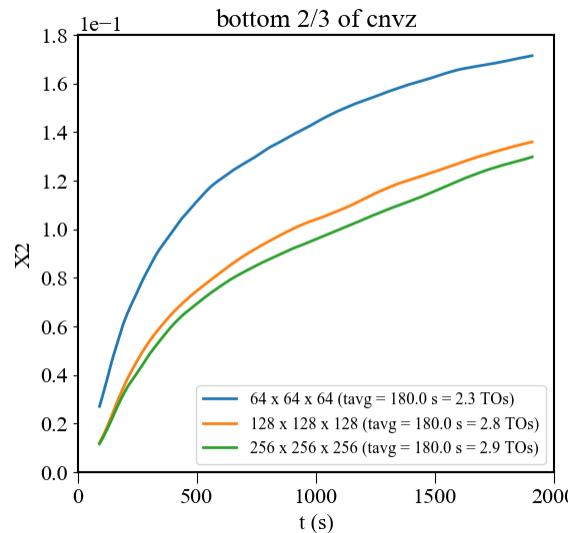


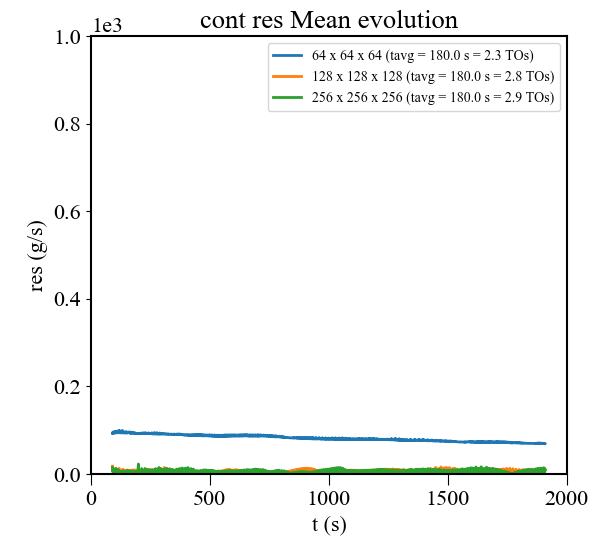
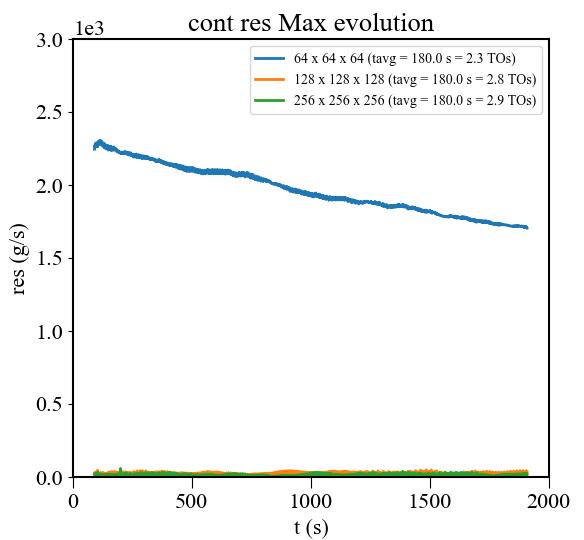
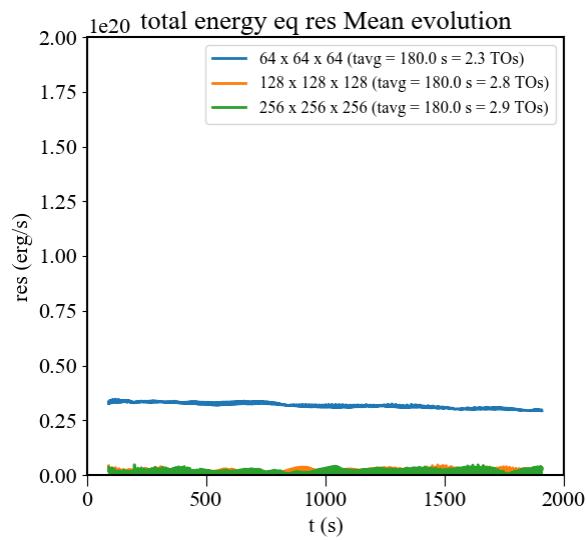
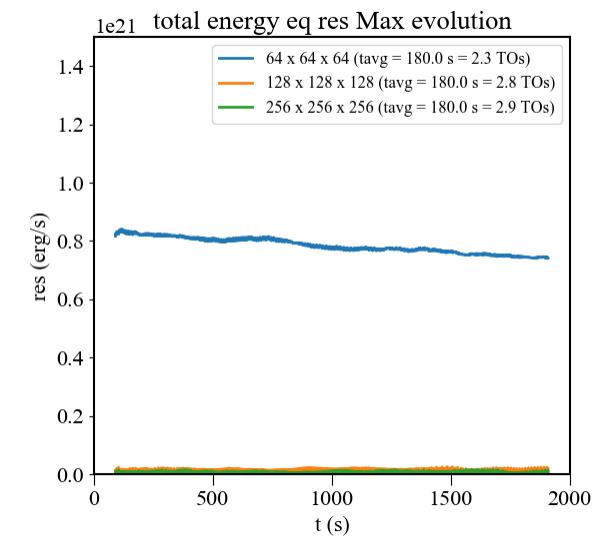
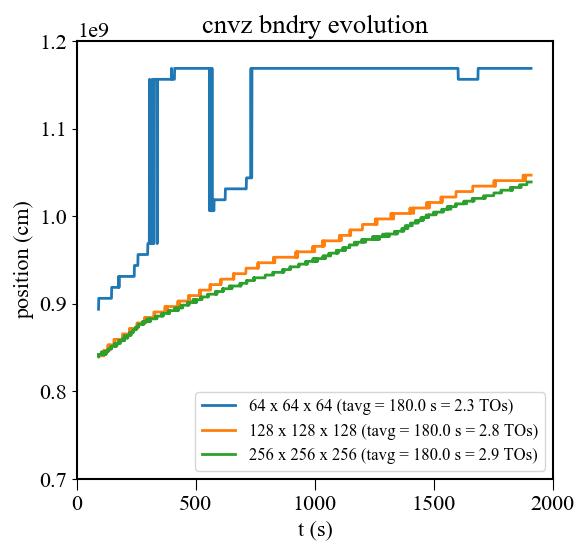
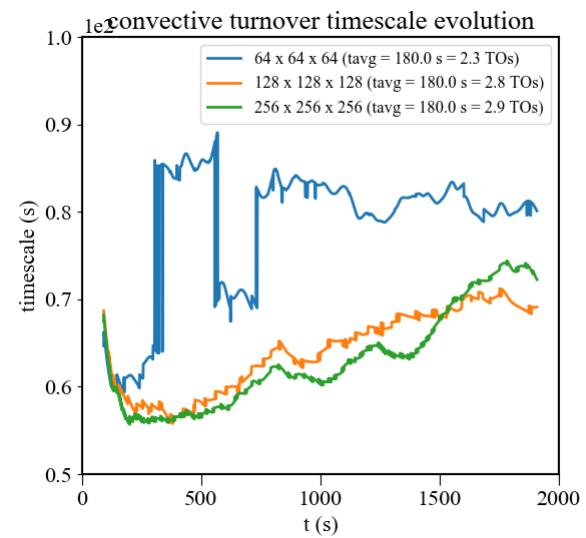
## Averaging 60 seconds



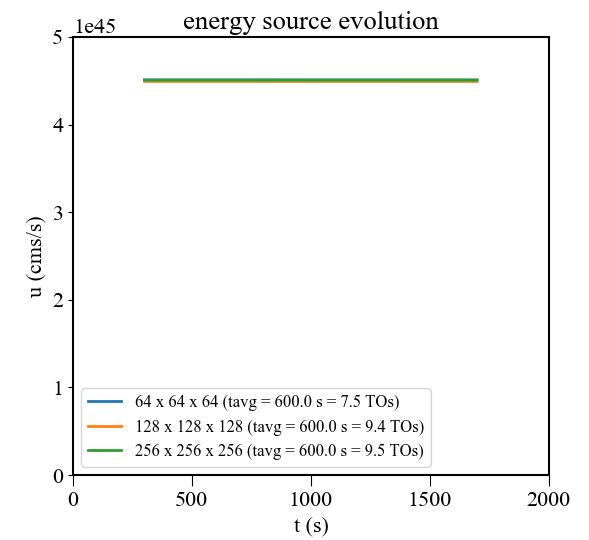
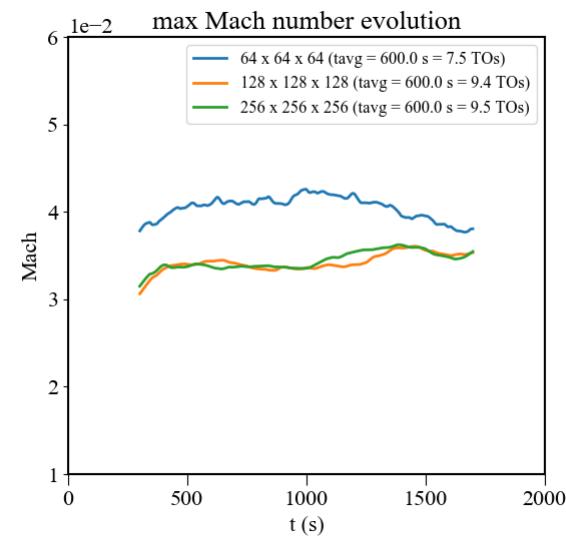
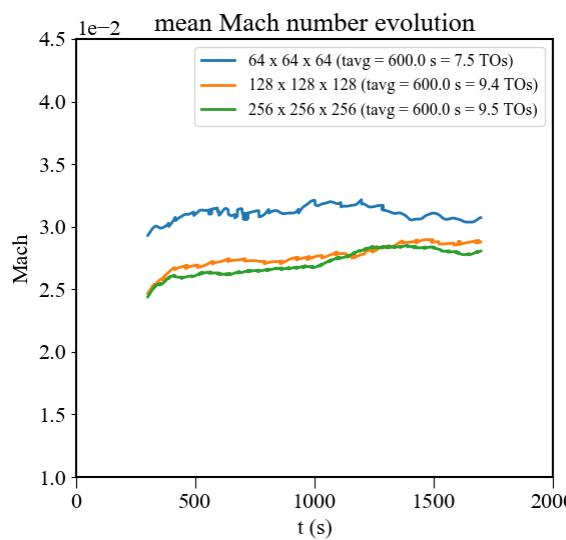
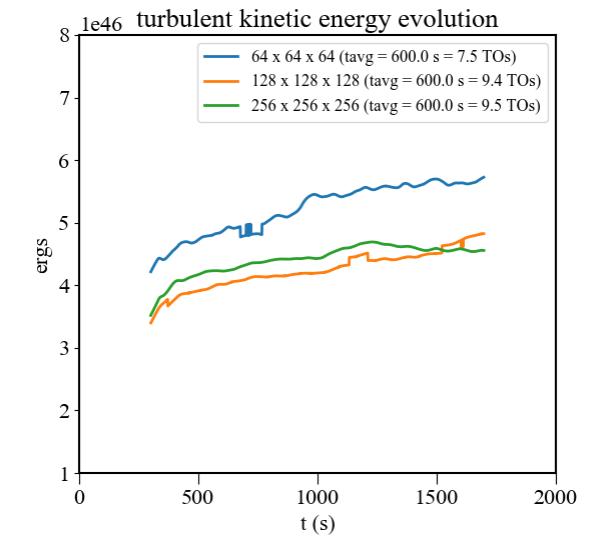
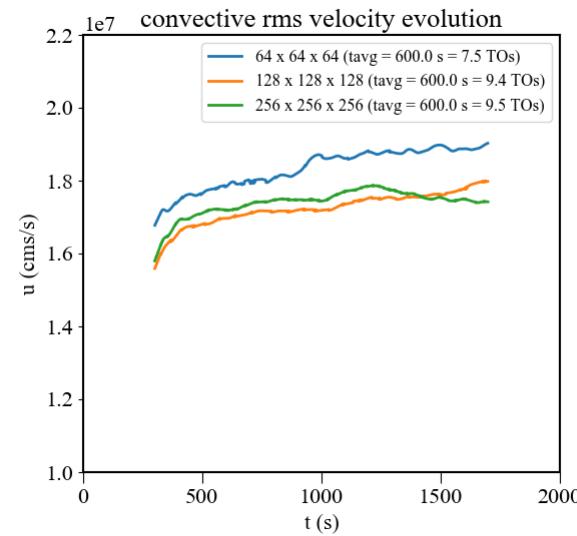
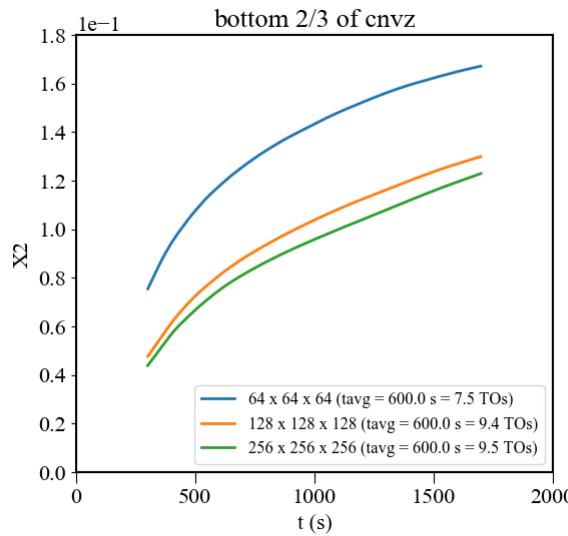


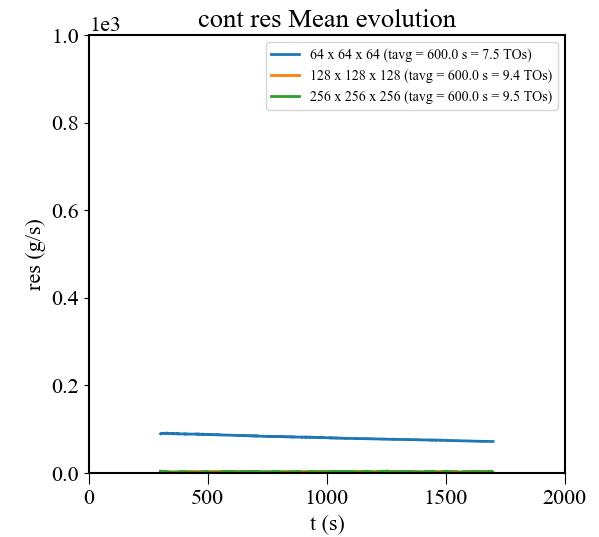
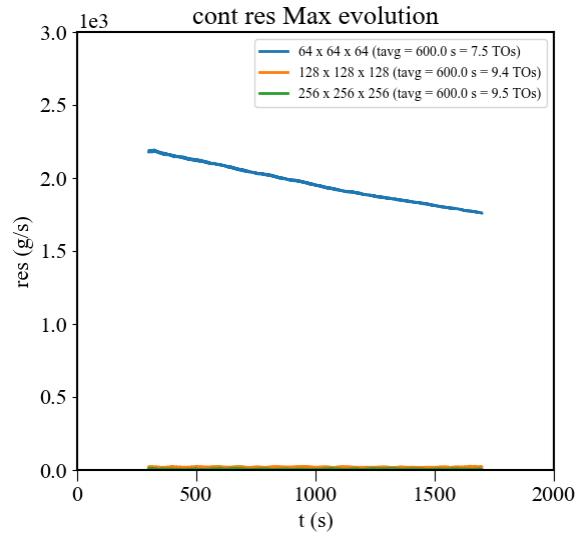
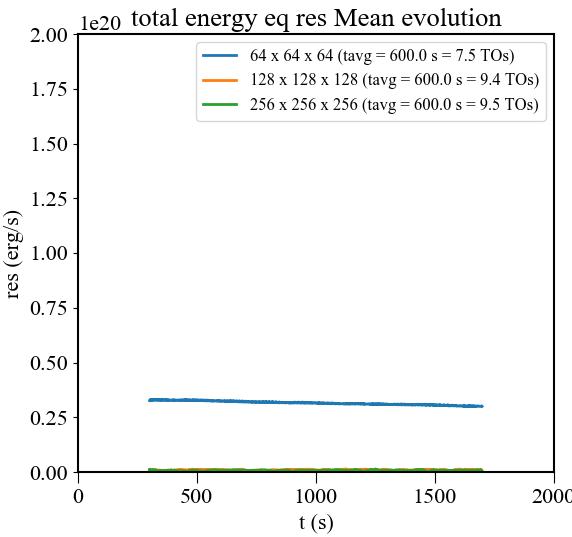
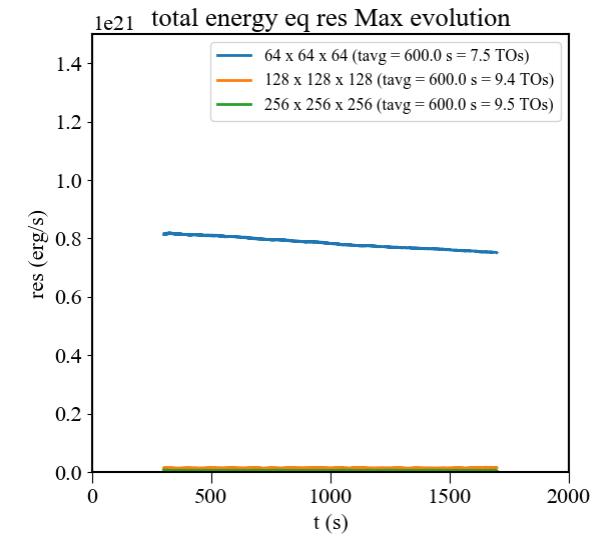
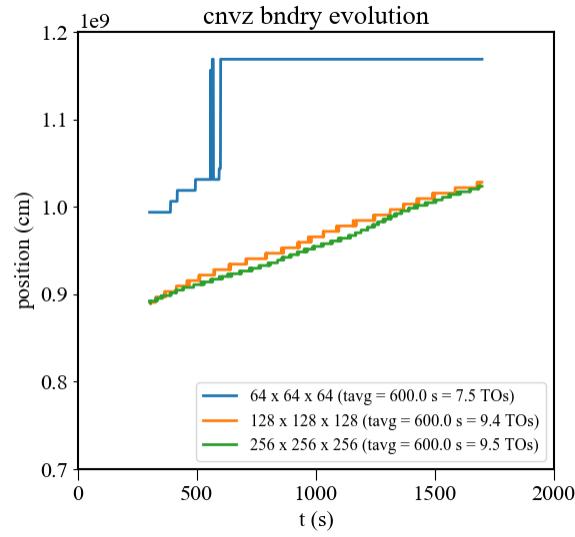
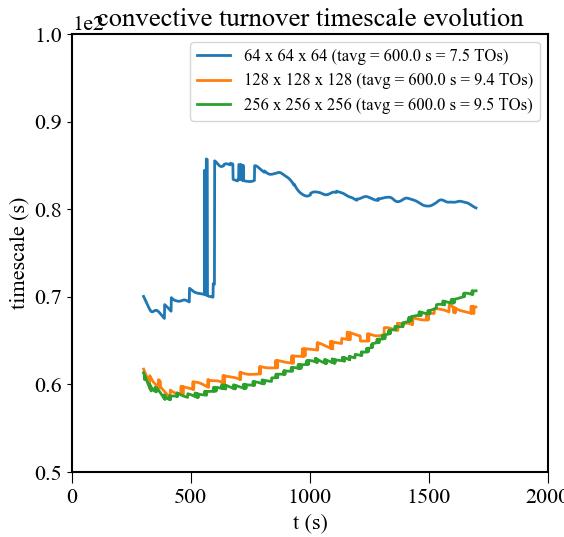
## Averaging 180 seconds



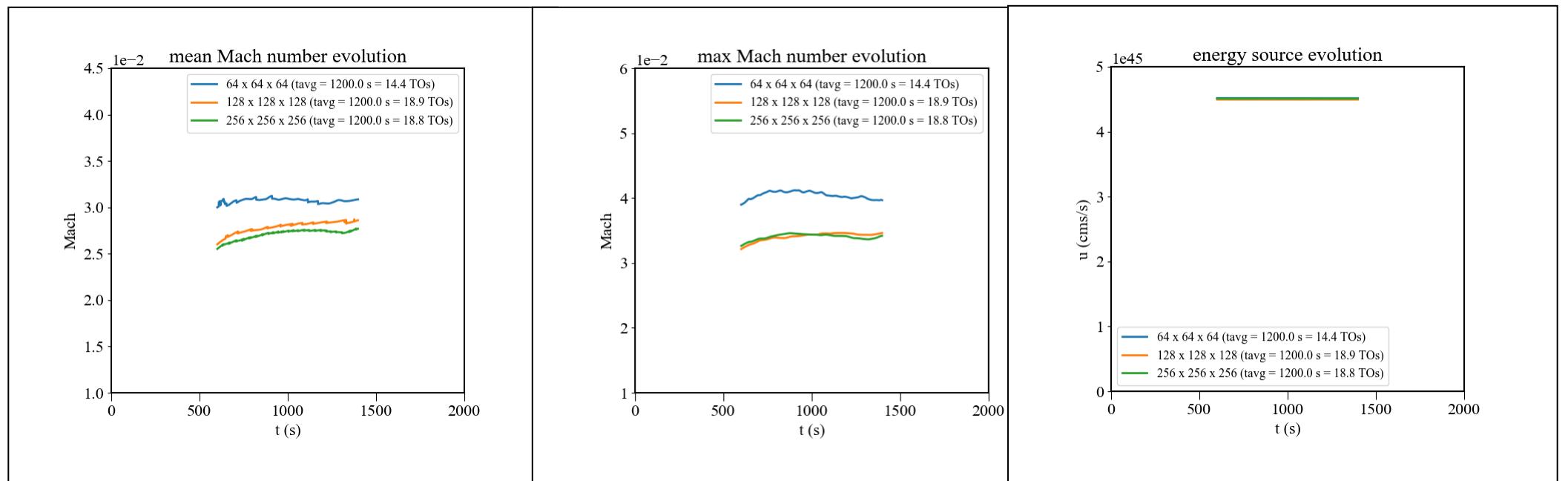
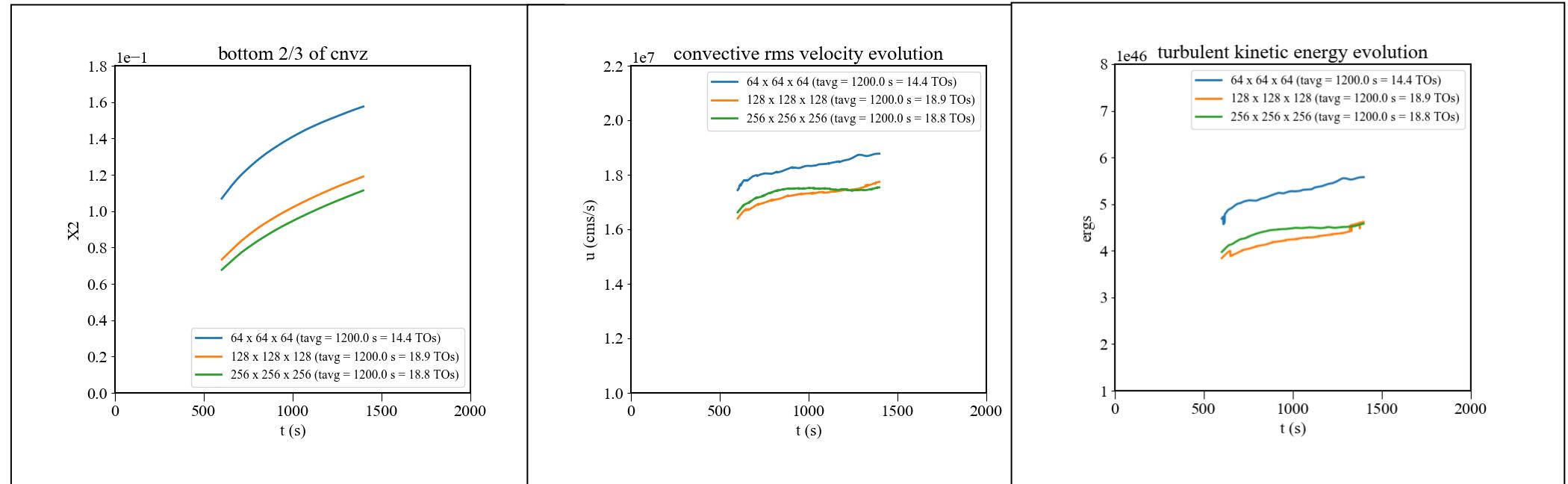


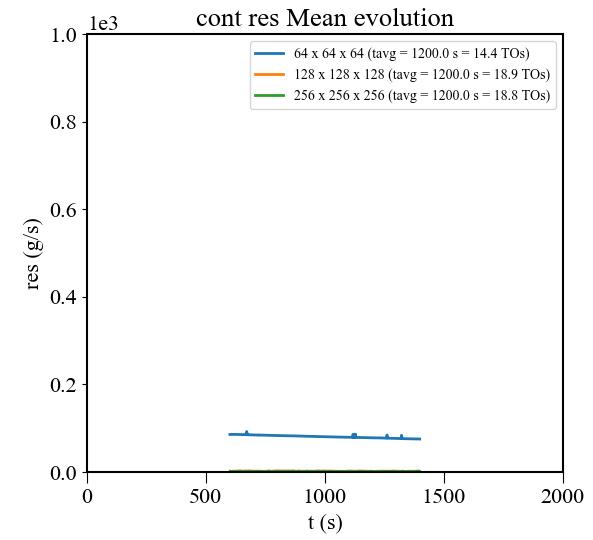
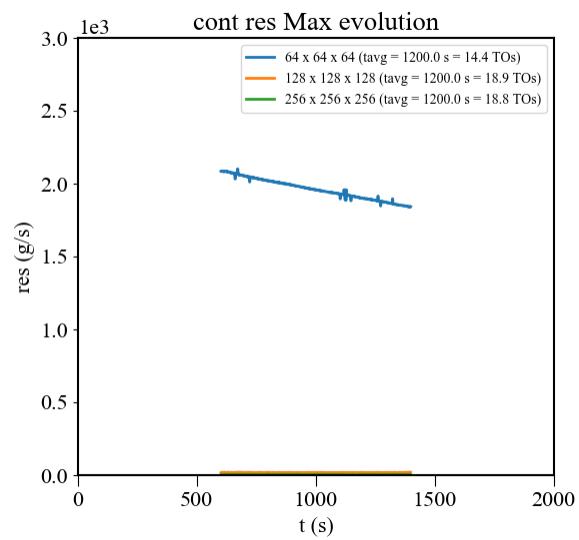
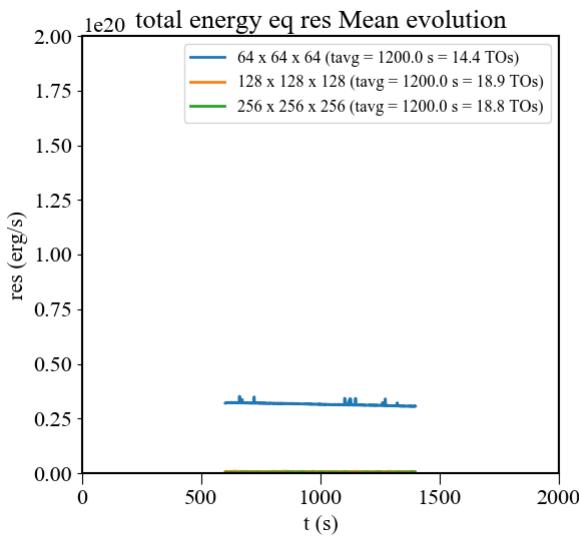
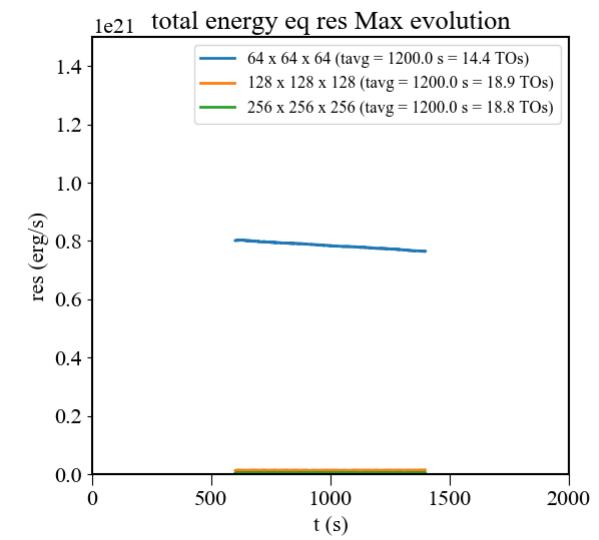
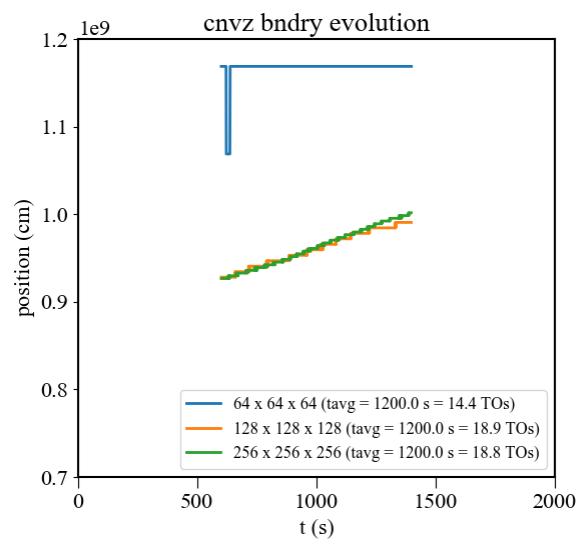
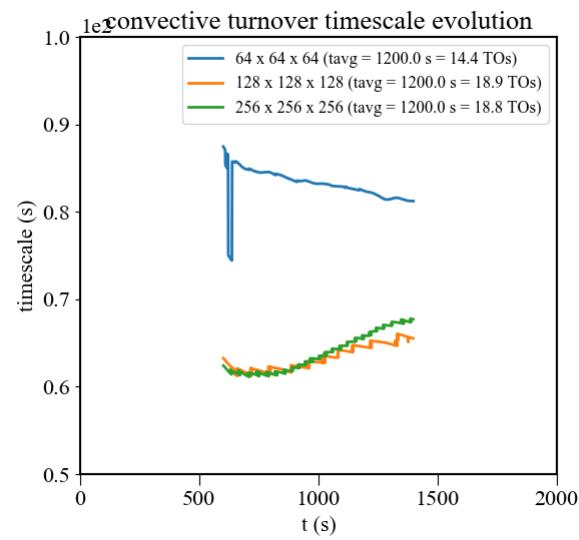
## Averaging 600 seconds



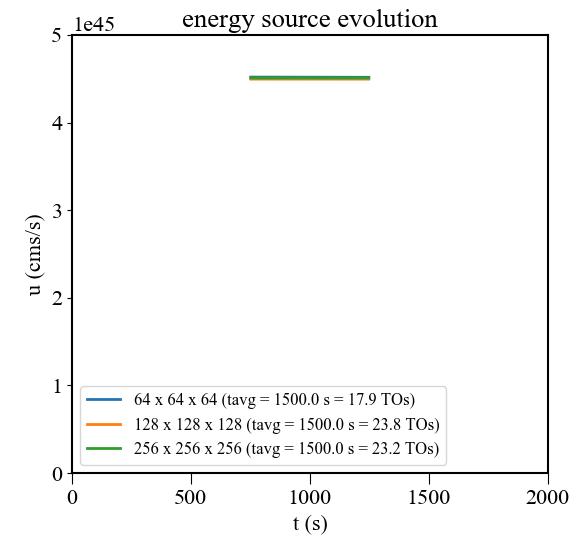
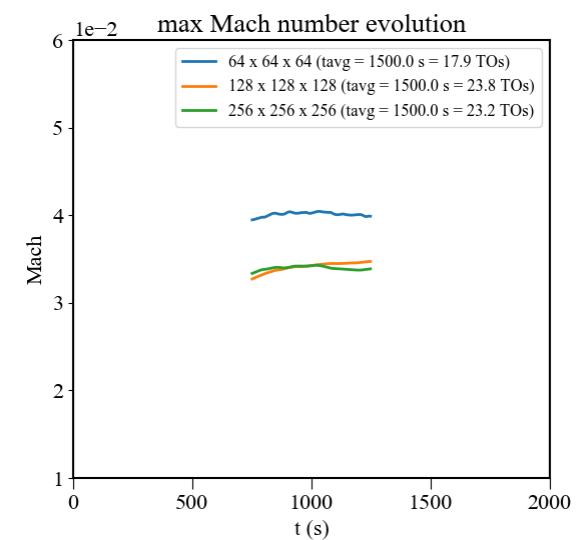
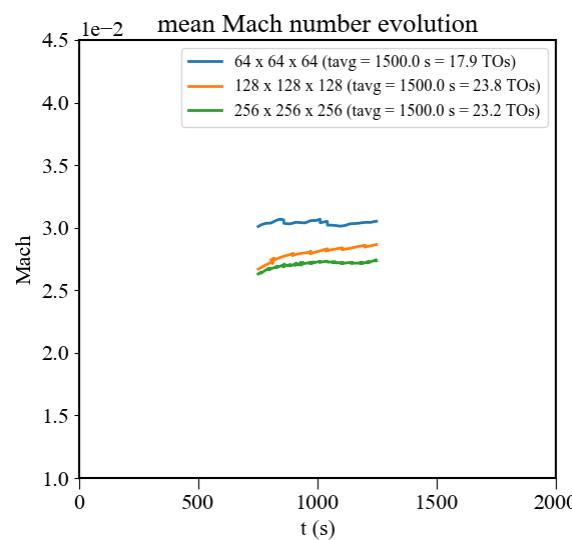
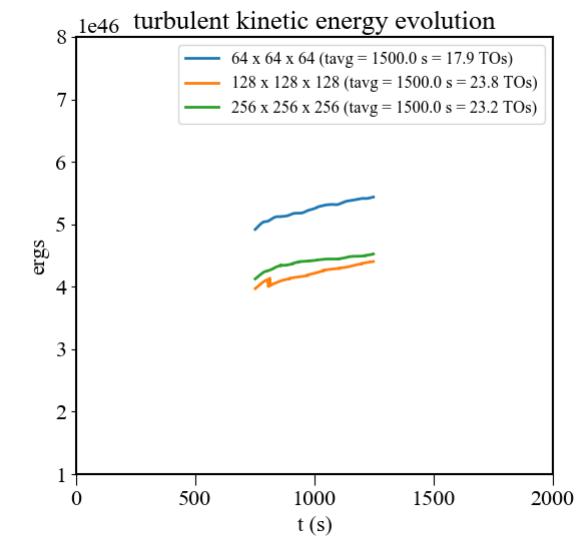
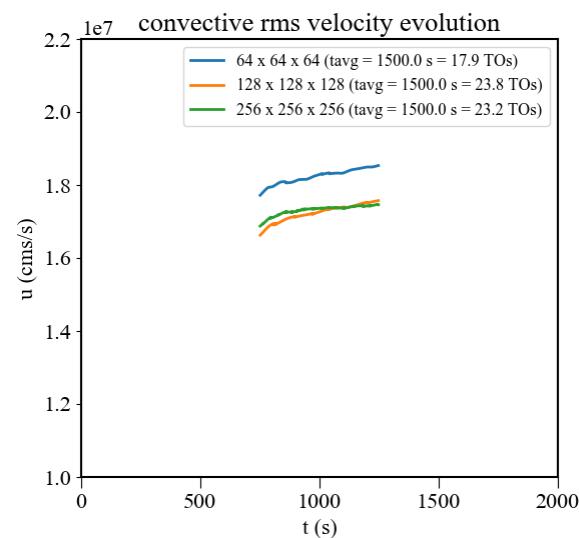
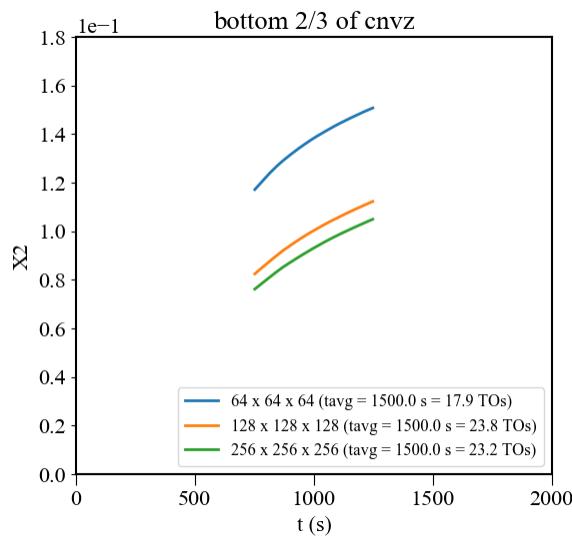


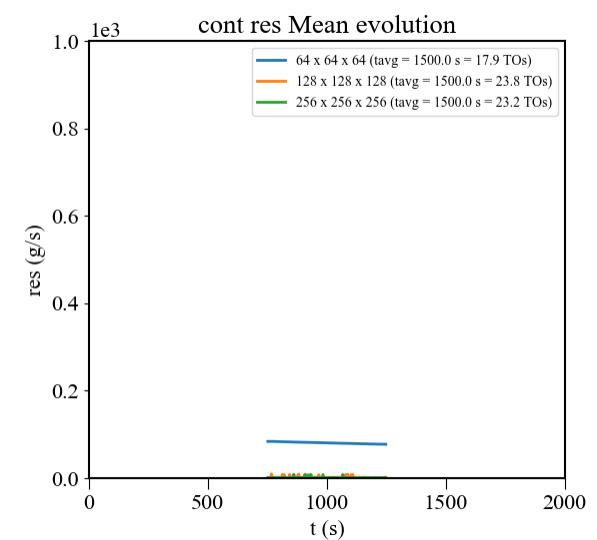
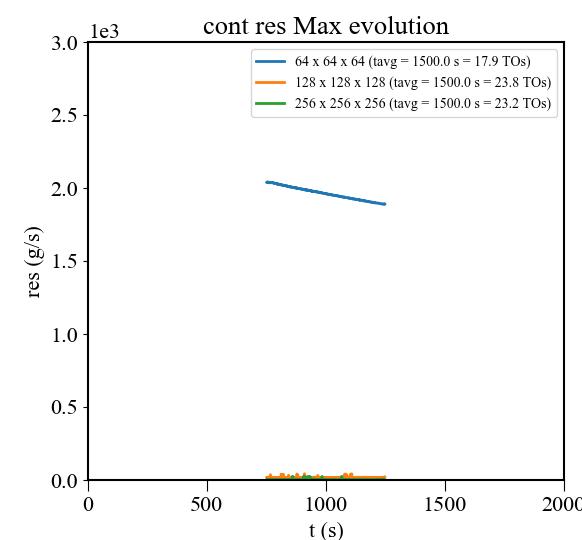
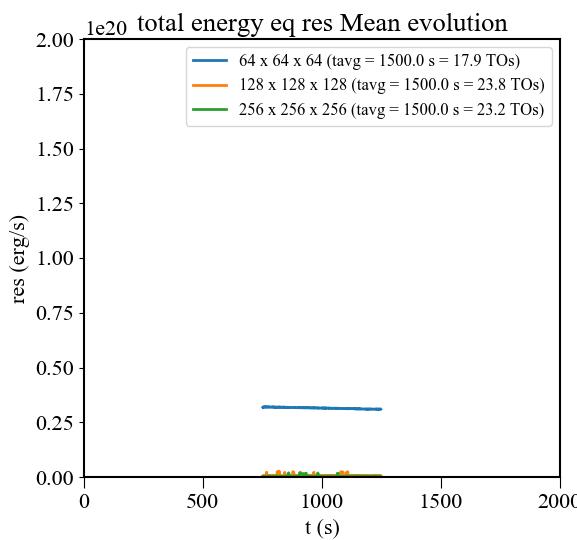
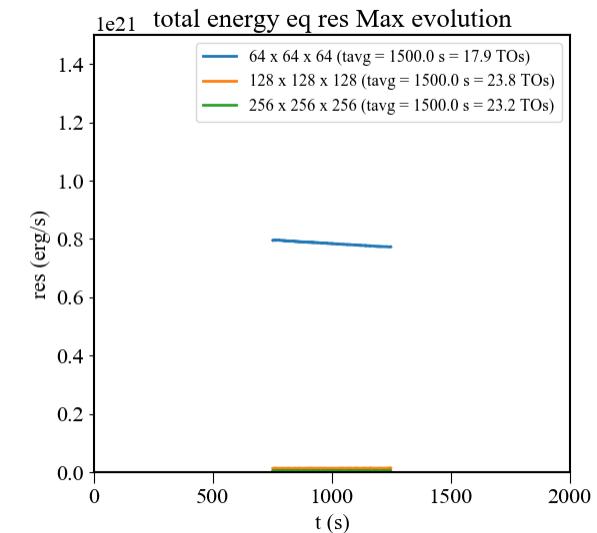
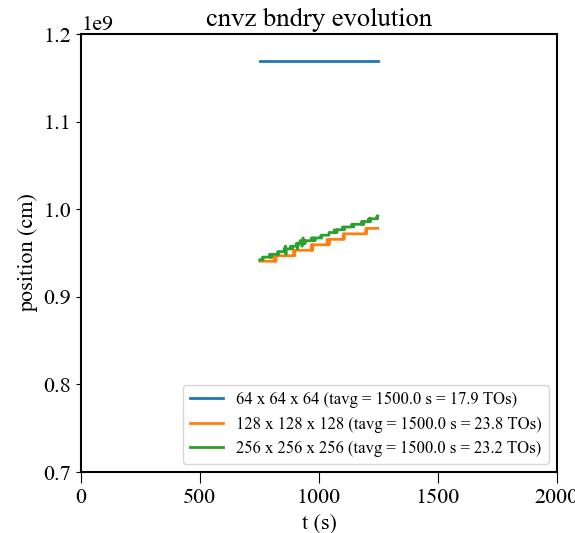
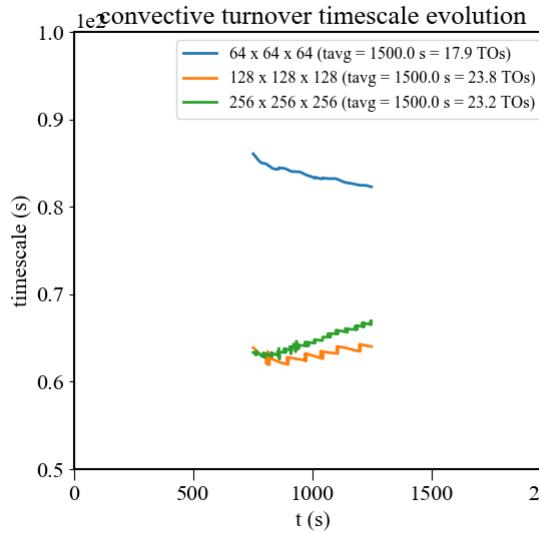
## Averaging 1200 seconds



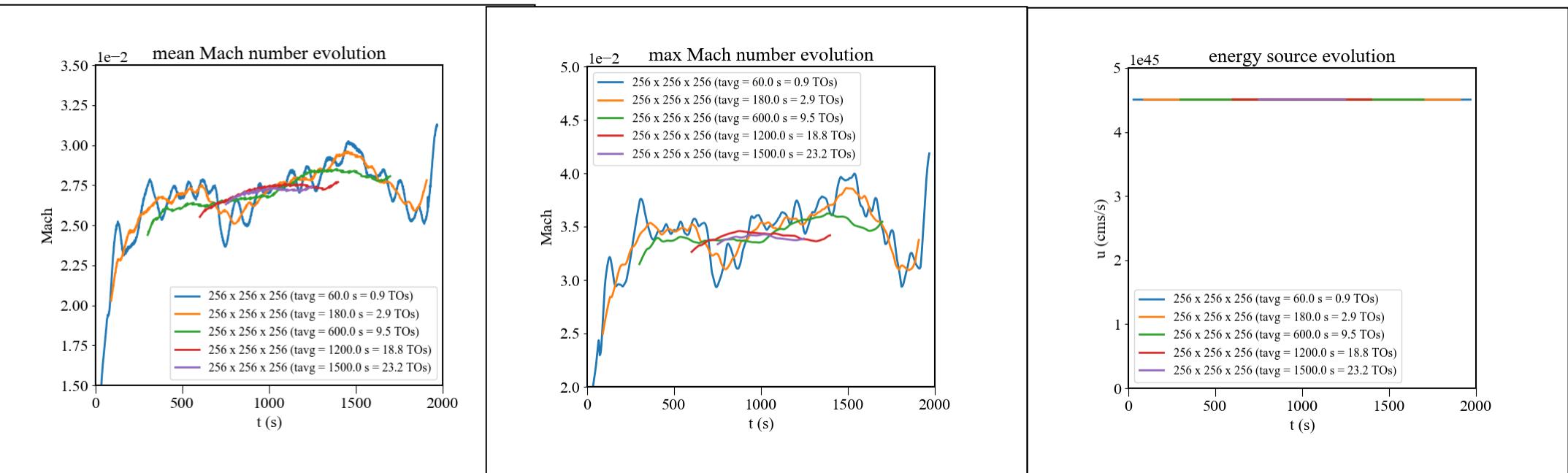
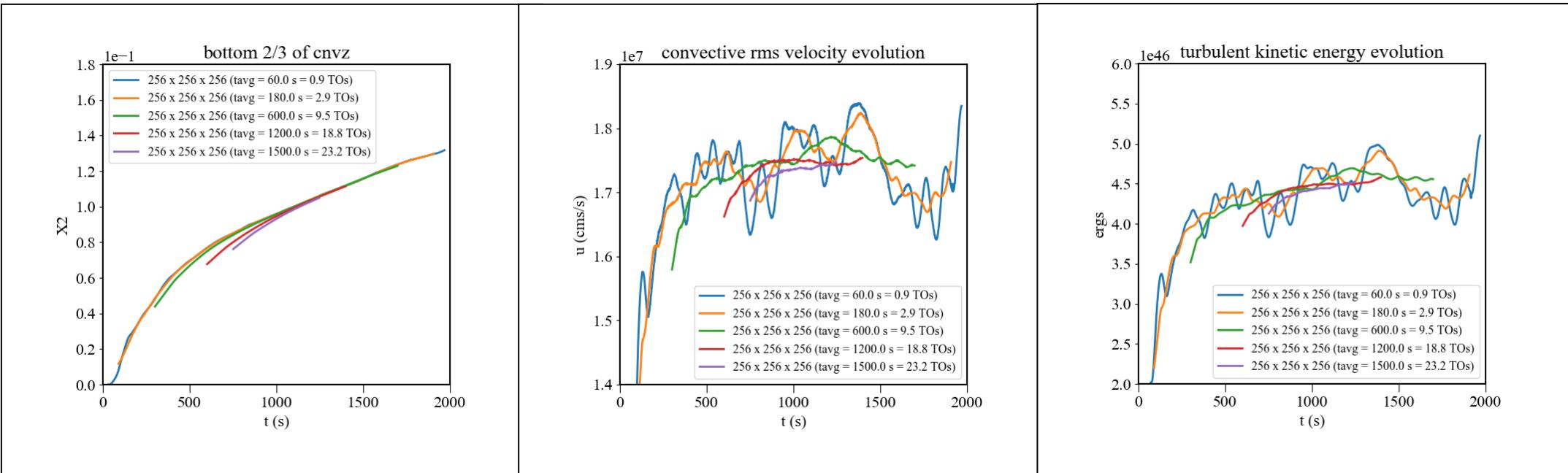


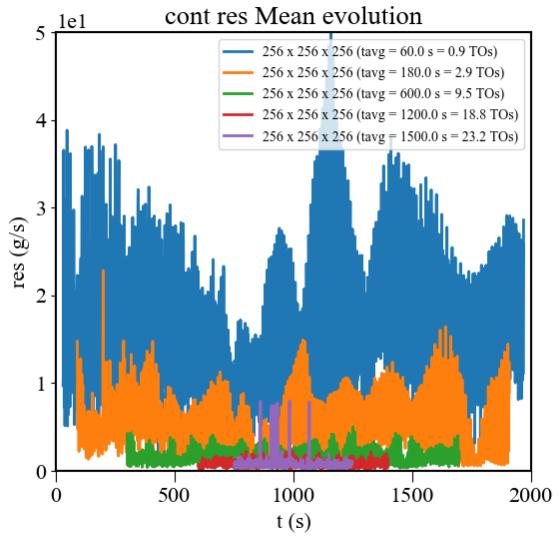
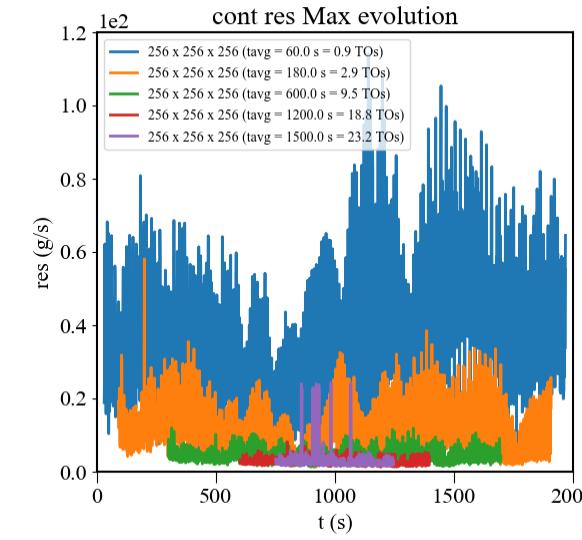
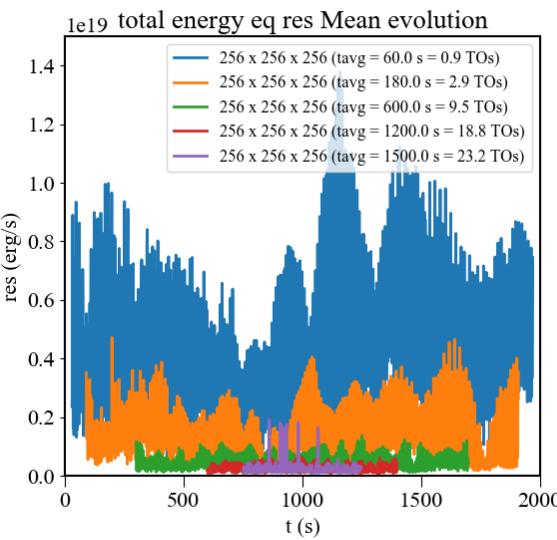
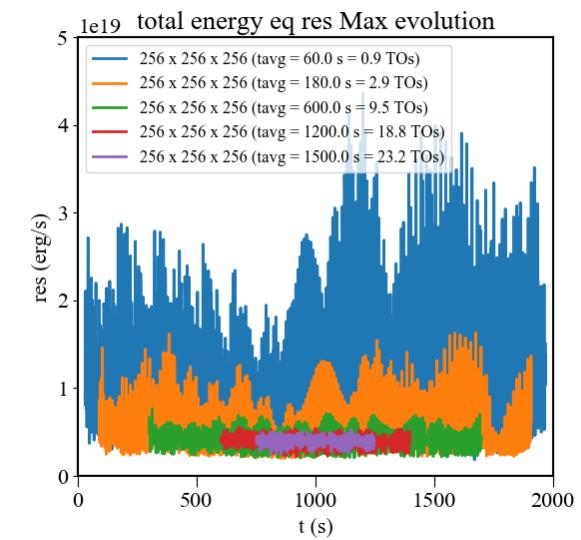
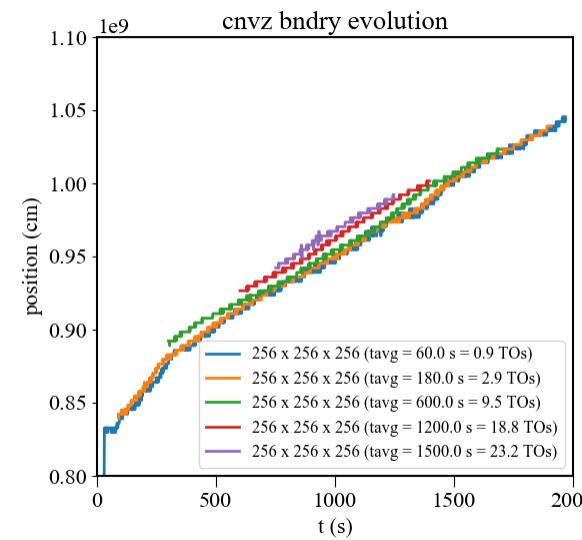
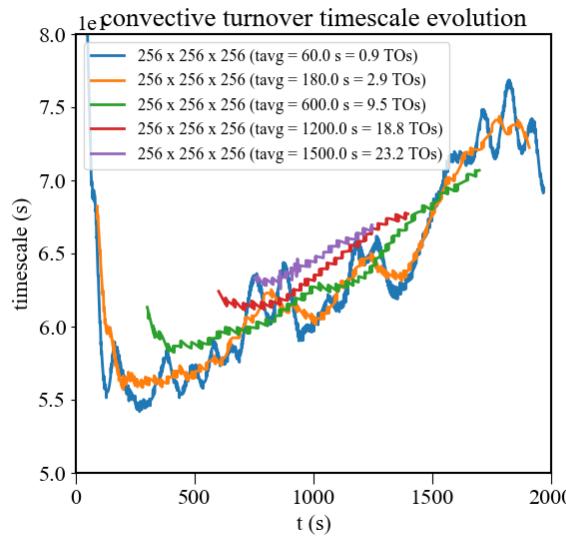
## Averaging 1500 seconds





## 256cubed – different time-averaging tavg window





Comparision of a 256<sup>3</sup> run with buggy update of mean molecular weight BLUE and 256<sup>3</sup> run with fixed stuff (the cosma run) ORANGE

