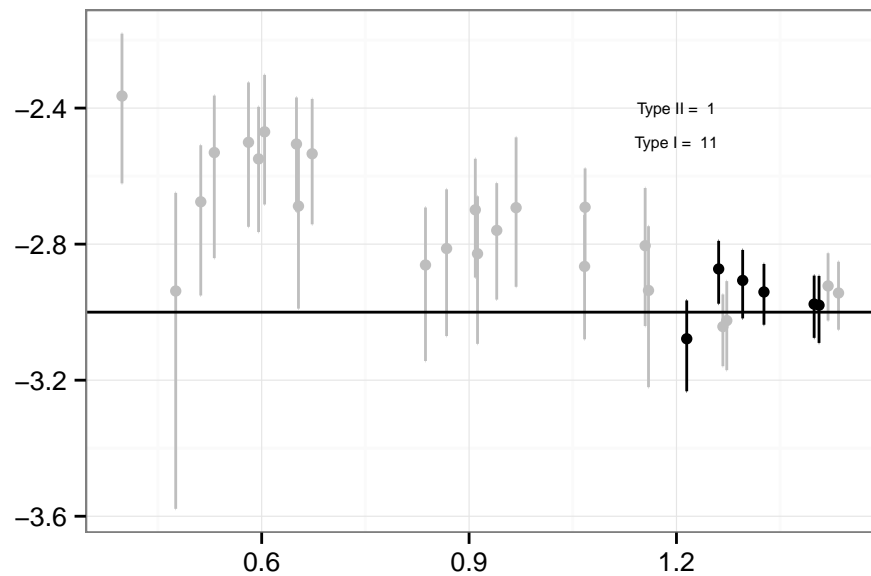
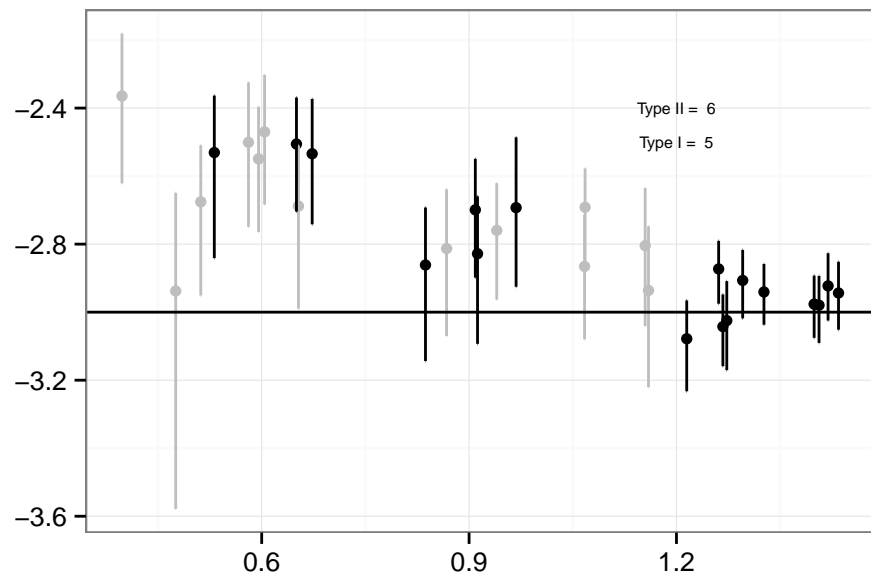
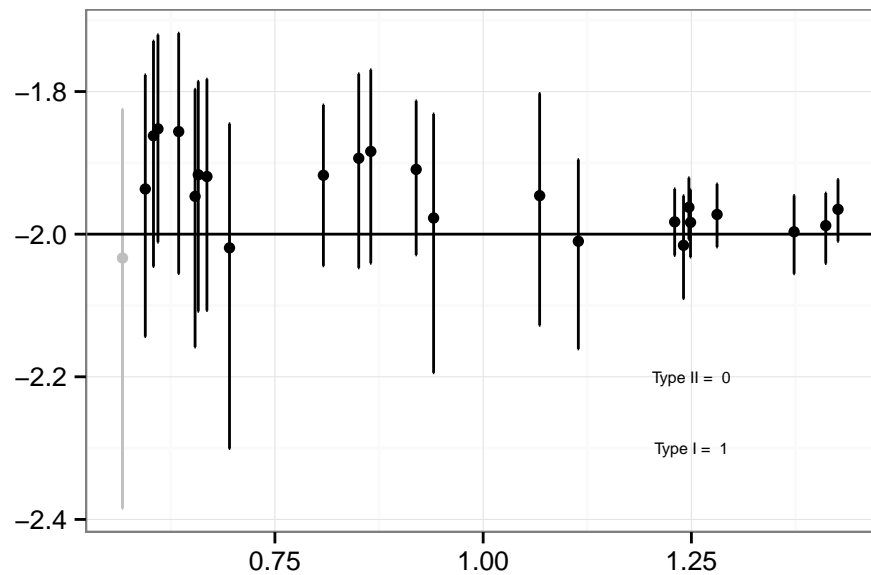
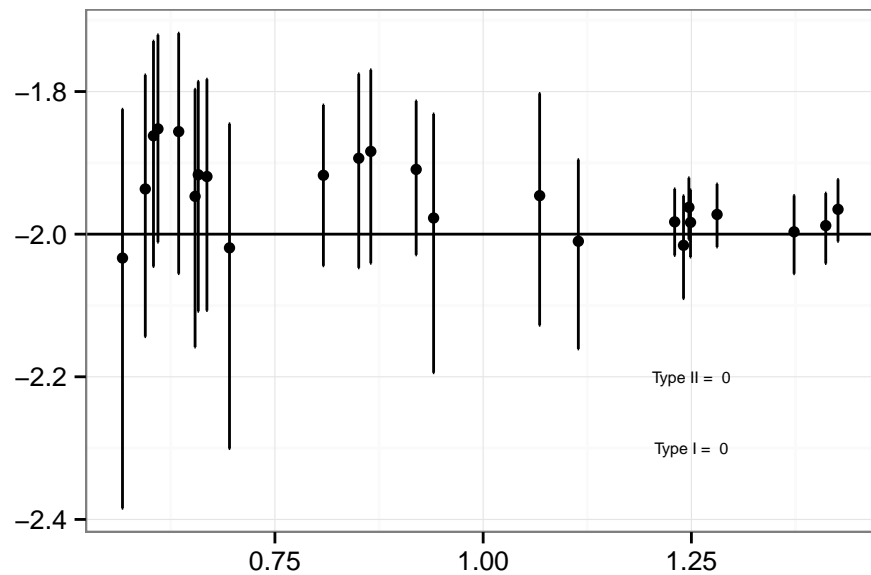


# Simulations with strict clock



# Simulations with high rate variation

