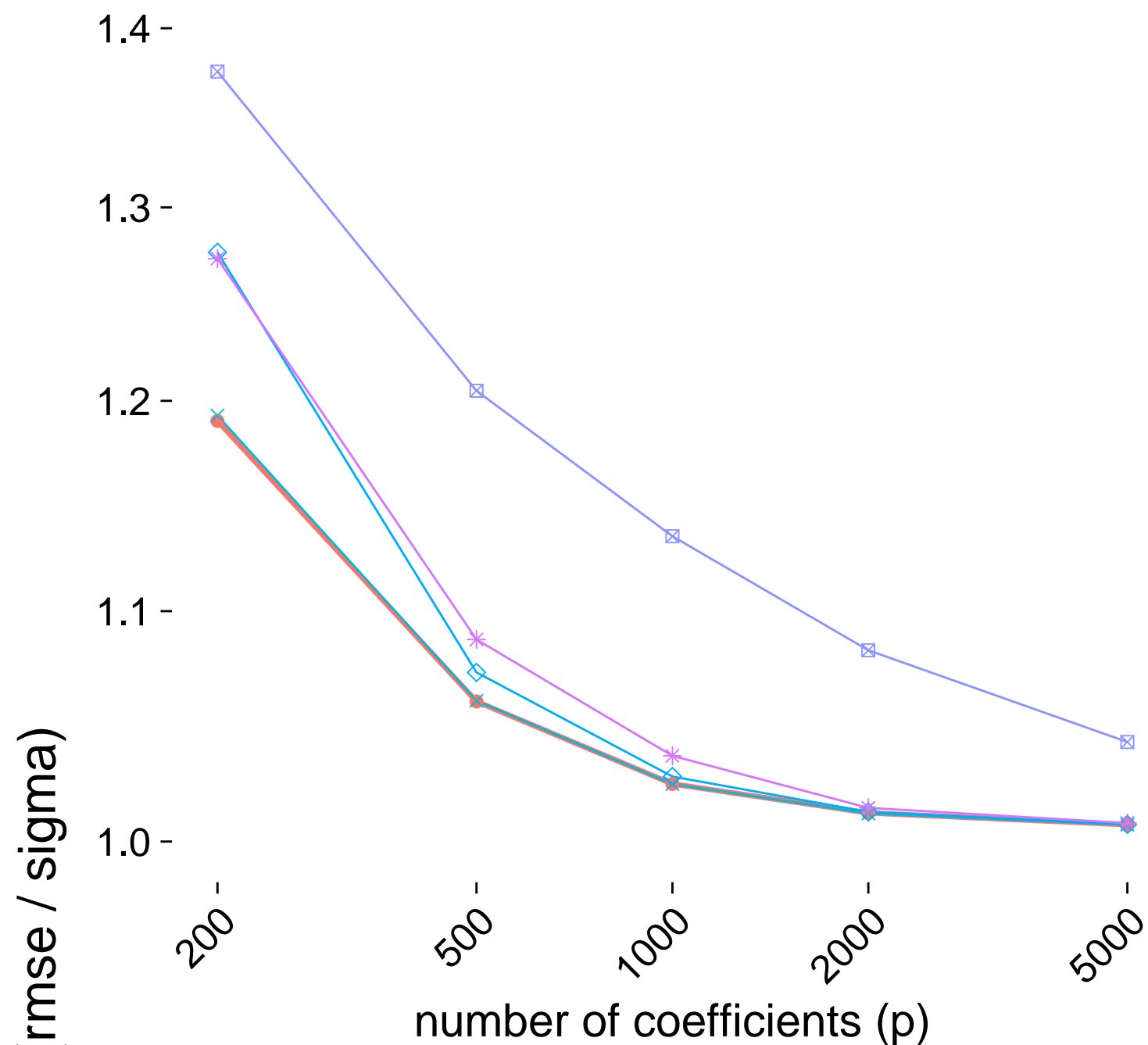
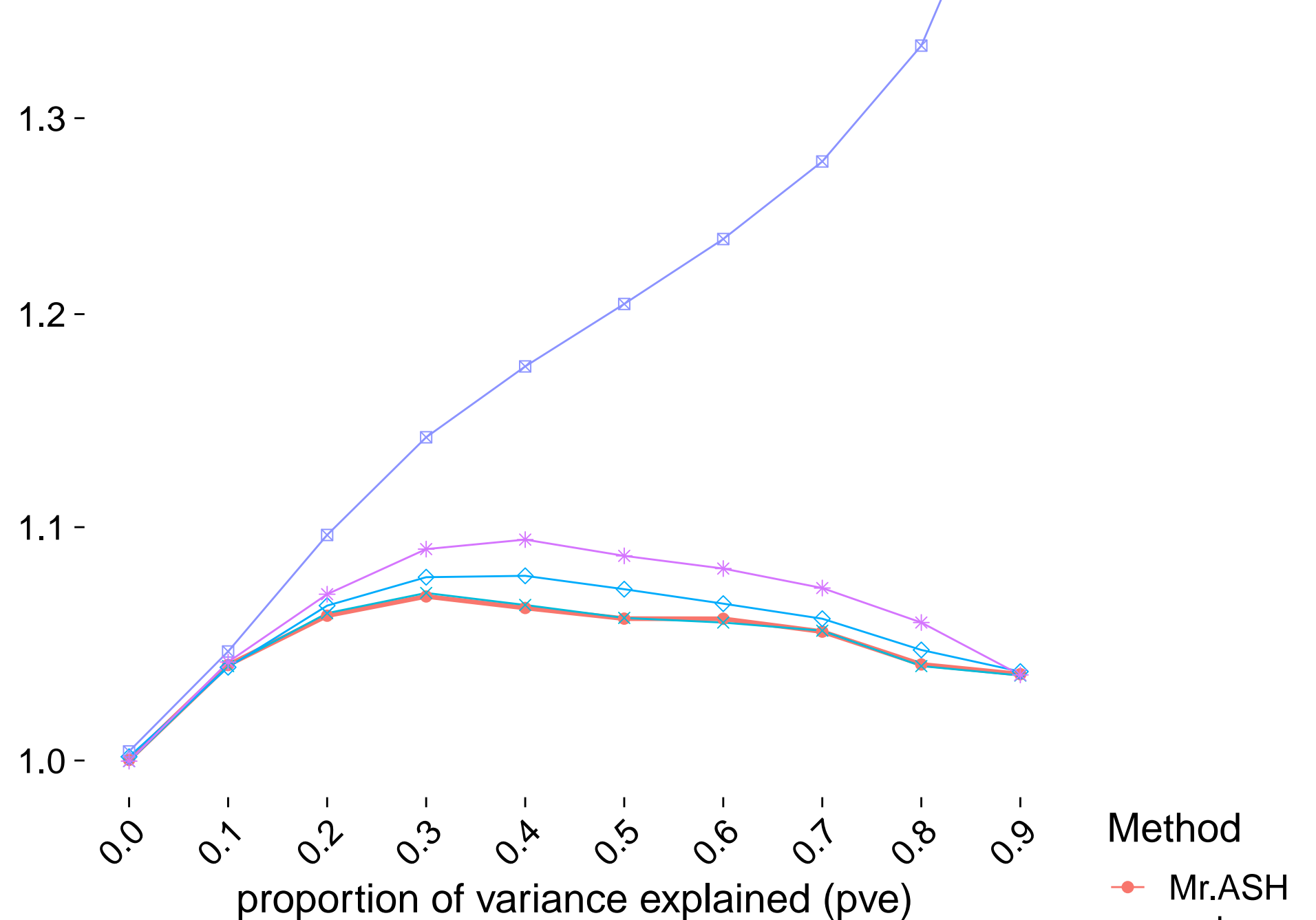


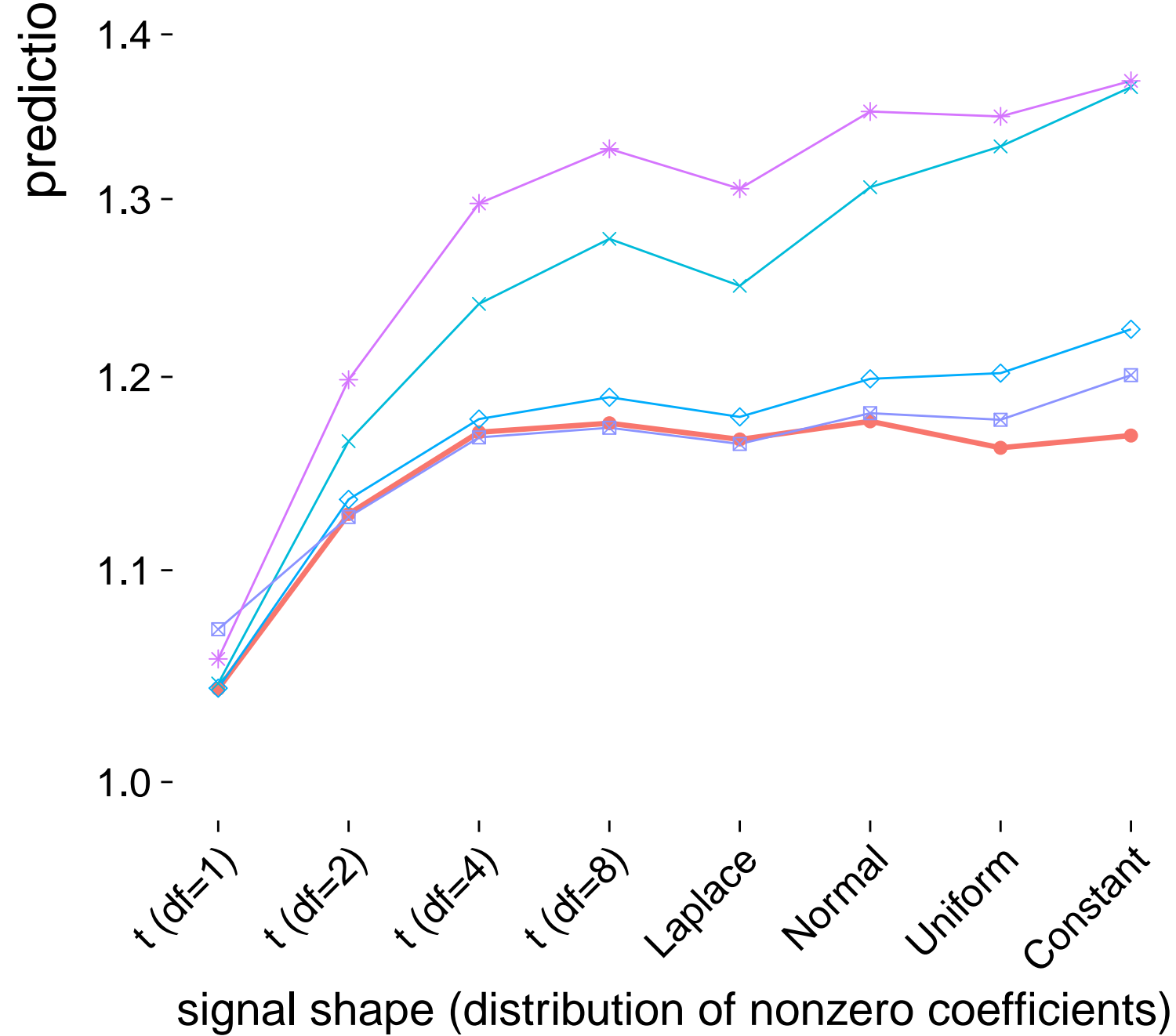
Varying n (Scenario 7)



Varying PVE / Signal-to-Noise Ratio (Scenario 8)



Varying Signal Shape, Dense Signal (Scenario 9)



Varying Signal Shape, Sparse Signal (Scenario 10)

