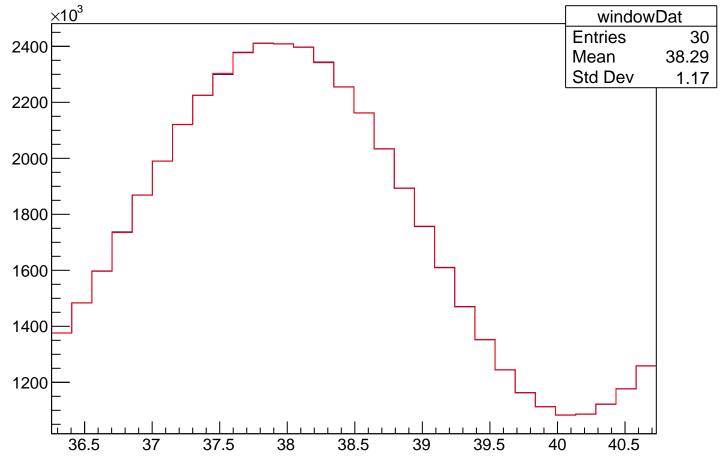
FFT of Residuals FFT of Residuals **Entries** Mean 2.131e+06 6.421e+05 Std Dev Frequency (Hz)

windowDat ×10<sup>3</sup> windowDat **Entries** 30 2600 Mean 32.75 1.261 Std Dev 2400 2200 2000 1800 1600 1400 1200 30.5 31 31.5 32 32.5 33 33.5 34.5 34

FFT of Residuals **Entries** Mean 1.978e+06 Std Dev 7.526e+05 0, 

Frequency (Hz)

window Dat



FFT of Residuals **Entries** Mean 1.897e+06 Std Dev 7.898e+05 Frequency (Hz)

windowDat  $\times 10^3$ windowDat **Entries** 30 2200 Mean 44.43 Std Dev 1.426 2000 1800 1600 1400 1200 1000 42.5 43.5 44.5 45 45.5 46.5

46

44

43

FFT of Residuals FFT of Residuals **Entries** Mean 1.747e+06 12000 Std Dev 9.196e+05 10000 8000 6000 4000 2000 500 1000 1500 2000 2500 3000 Frequency (Hz)

windowDat  $\times 10^3$ windowDat Entries 51.13 Mean Std Dev 1.55 

FFT of Residuals 16000F **Entries** Mean 1.645e+06 14000 8.648e+05 Std Dev 12000 10000 8000 6000 4000 2000 500 1000 1500 2000 2500 3000 Frequency (Hz)

windowDat  $\times 10^3$ windowDat Entries 40 57.06 Mean 1800 Std Dev 1.834 1600 1400 1200 1000 800 ₺ 55 56 57 58 59 60

FFT of Residuals FFT of Residuals Power (arb. units) **Entries** 12000 Mean 1.618e+06 9.683e+05 Std Dev 10000 8000 6000 4000 2000 0, 2500 500 1000 1500 2000 3000 Frequency (Hz)

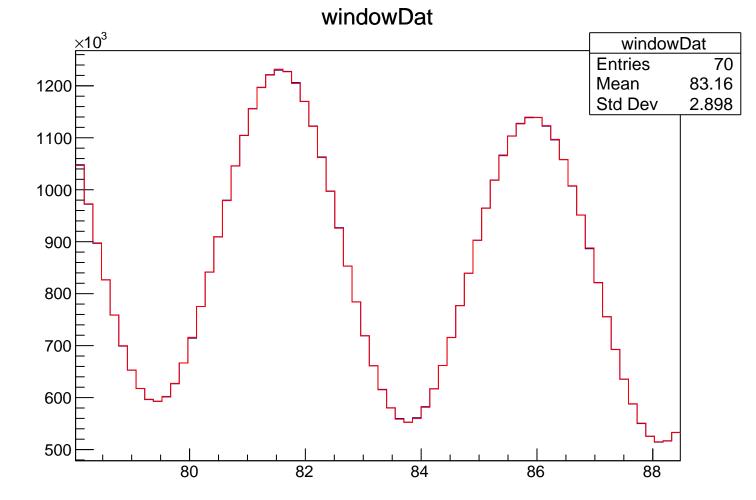
windowDat ×10<sup>3</sup> windowDat **Entries** 63.71 Mean Std Dev 2.099 

FFT of Residuals FFT of Residuals **Entries** Mean 1.78e+06 8.713e+05 Std Dev Frequency (Hz)

windowDat  $\times 10^3$ windowDat **Entries** 73.66 Mean Std Dev 2.622 

600 ⊑

FFT of Residuals FFT of Residuals **Entries** 1.668e+06 Mean 9.877e+05 Std Dev Frequency (Hz)



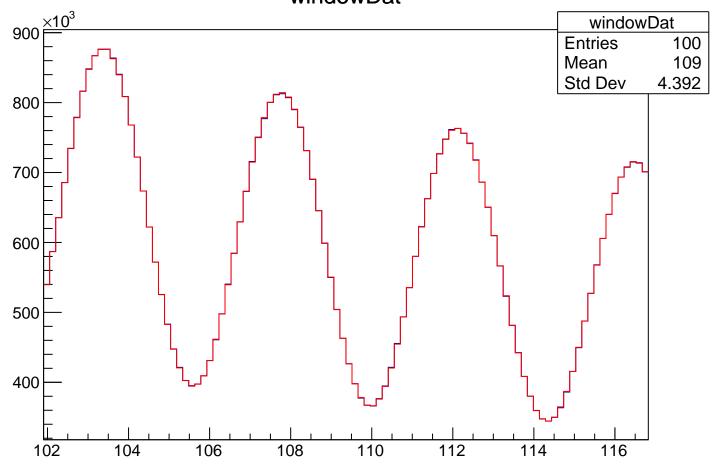
FFT of Residuals FFT of Residuals Power (arb. units) **Entries** 1.641e+06 Mean 9.721e+05 Std Dev 

Frequency (Hz)

windowDat windowDat 1100 f Entries 95.56 Mean Std Dev 3.423 

FFT of Residuals FFT of Residuals Power (arb. units) **Entries** Mean 1.561e+06 9.335e+05 Std Dev Frequency (Hz)

window Dat



FFT of Residuals FFT of Residuals **Entries** Mean 1.604e+06 9.373e+05 Std Dev Frequency (Hz)

windowDat

