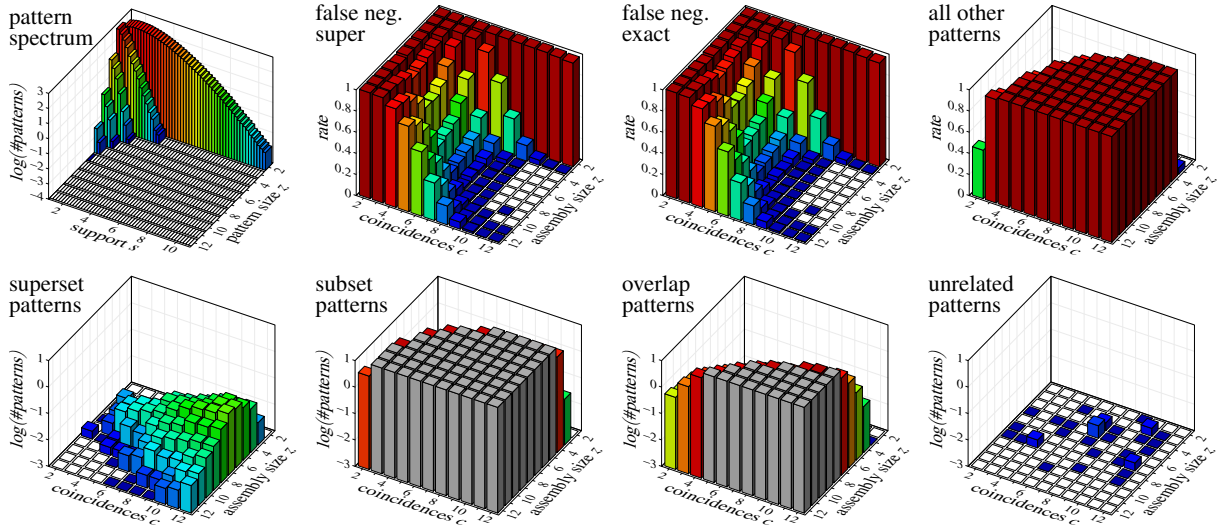
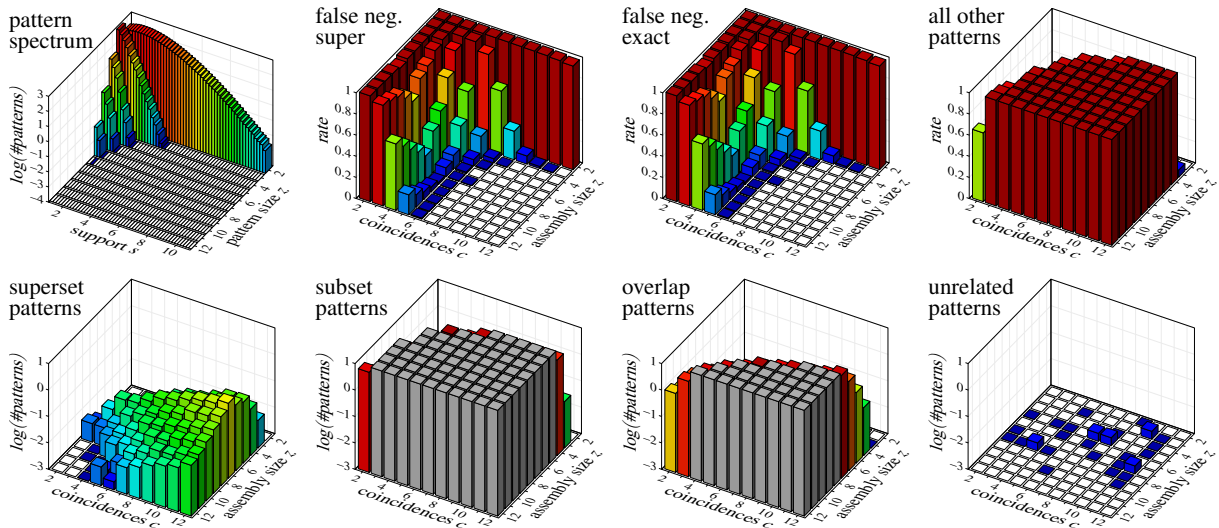


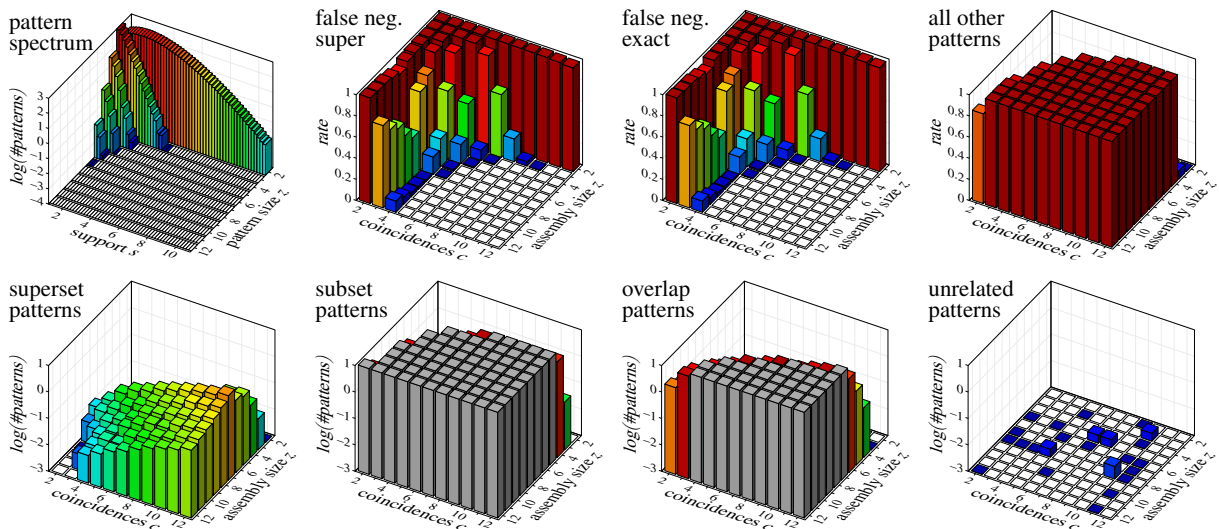
2.0ms jitter, 2.0ms windows, filtered with surrogate data



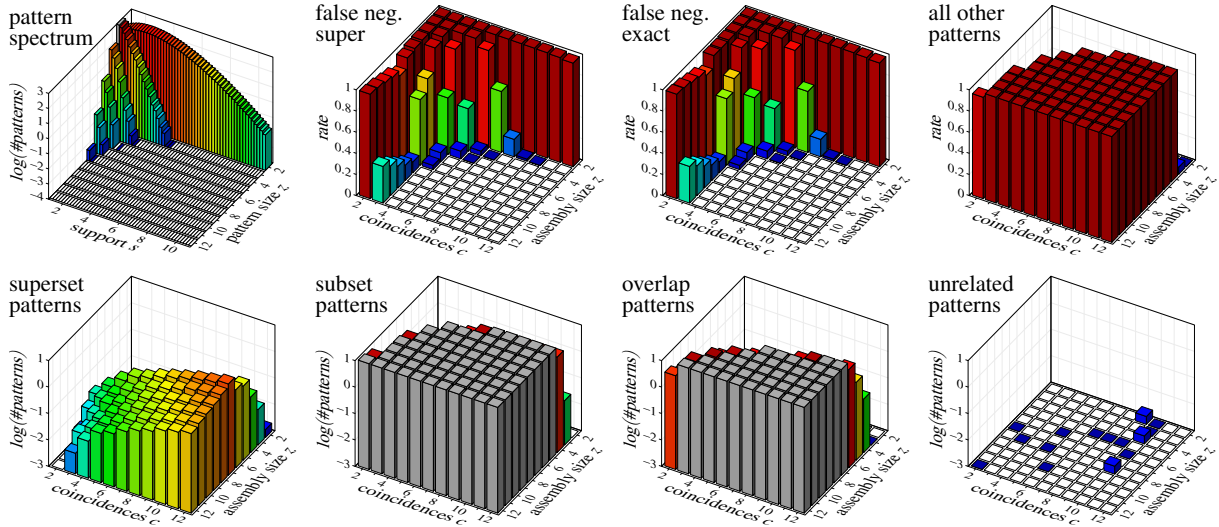
2.0ms jitter, 2.2ms windows, filtered with surrogate data



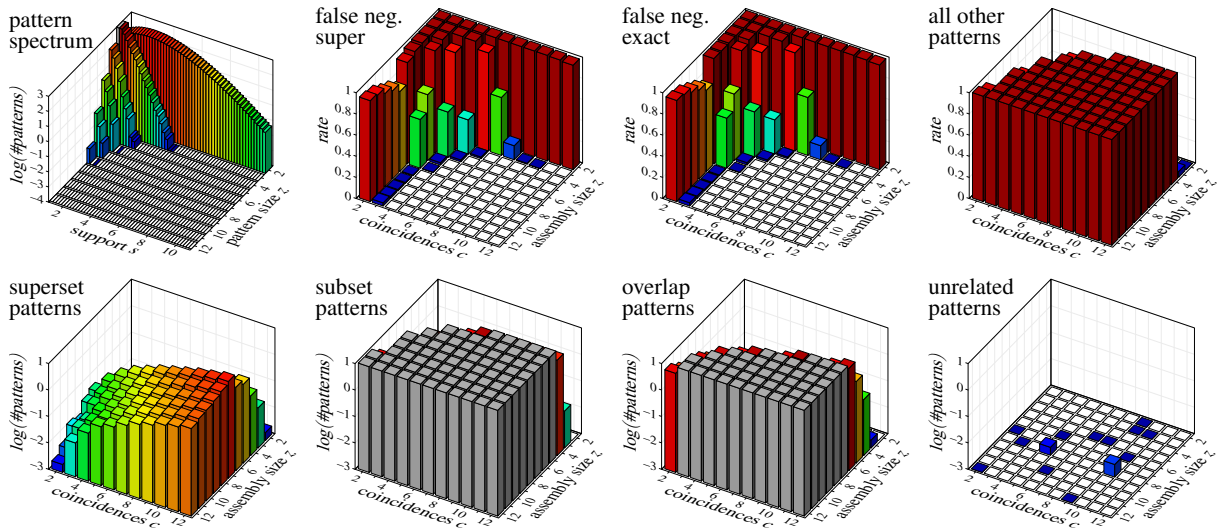
2.0ms jitter, 2.4ms windows, filtered with surrogate data



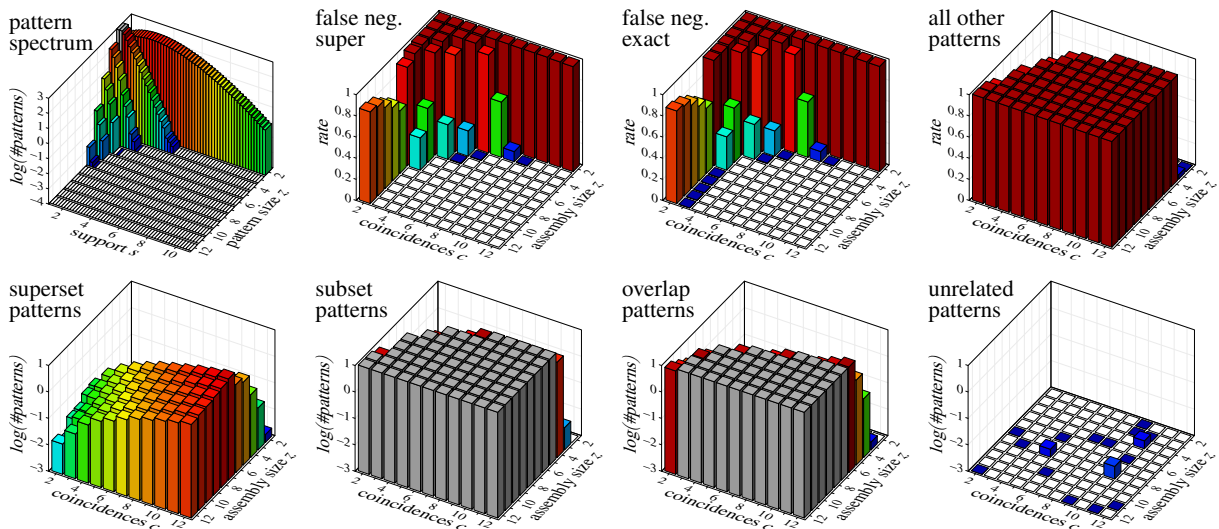
2.0ms jitter, 2.6ms windows, filtered with surrogate data



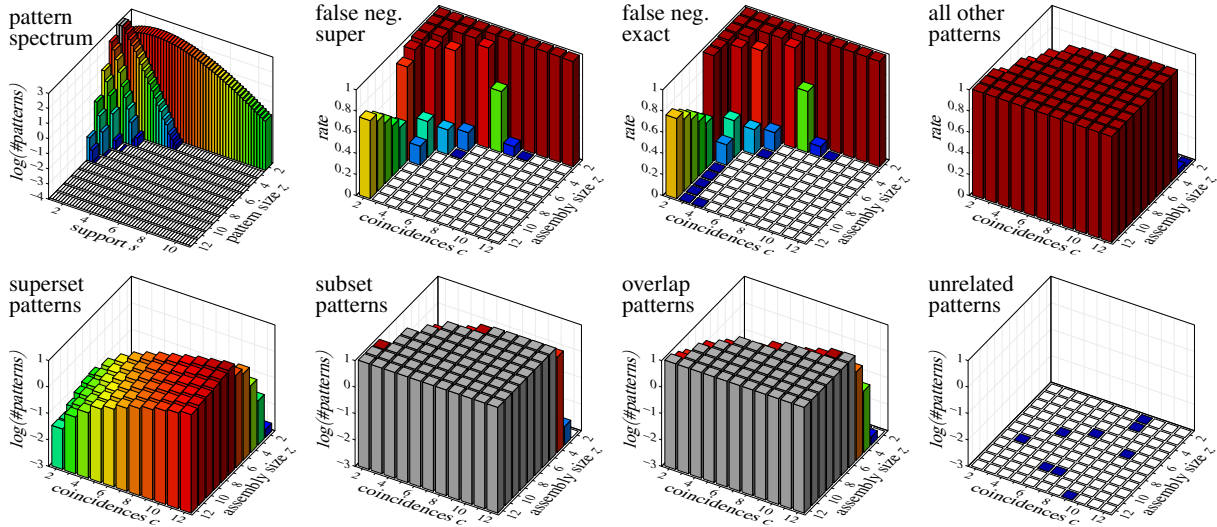
2.0ms jitter, 2.8ms windows, filtered with surrogate data



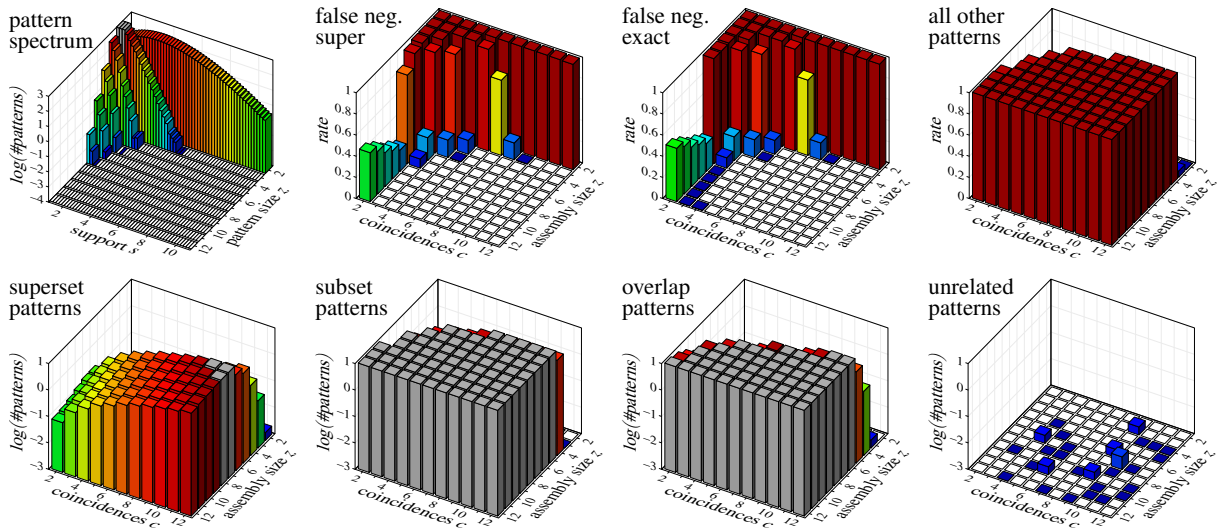
2.0ms jitter, 3.0ms windows, filtered with surrogate data



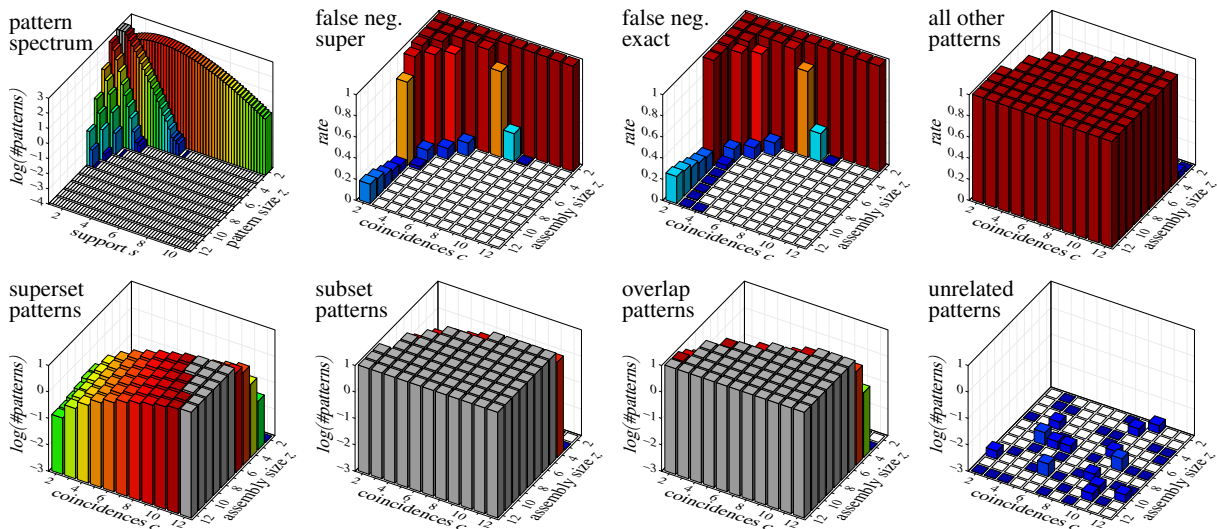
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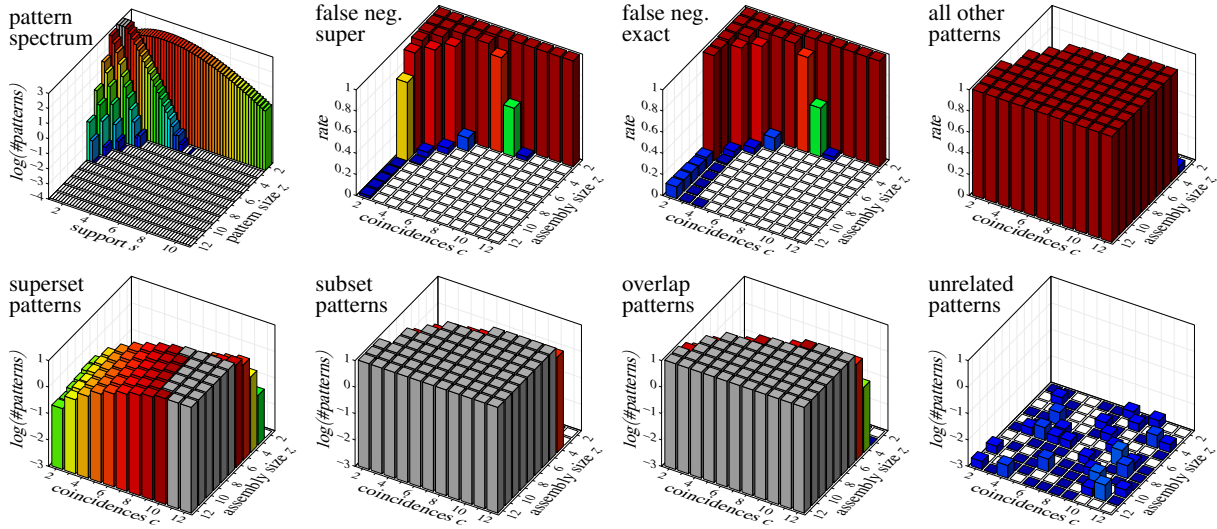
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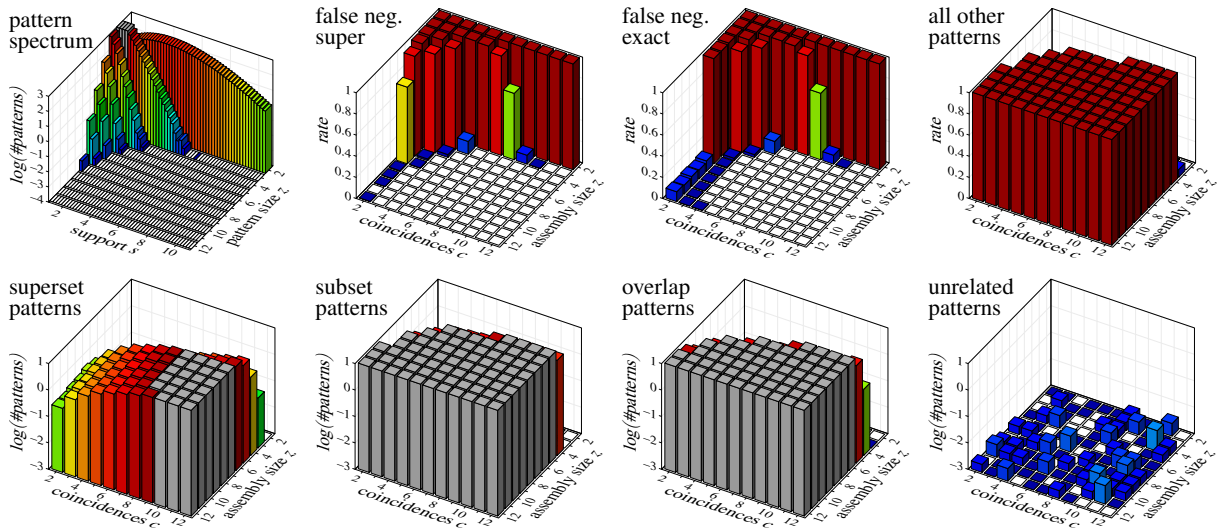
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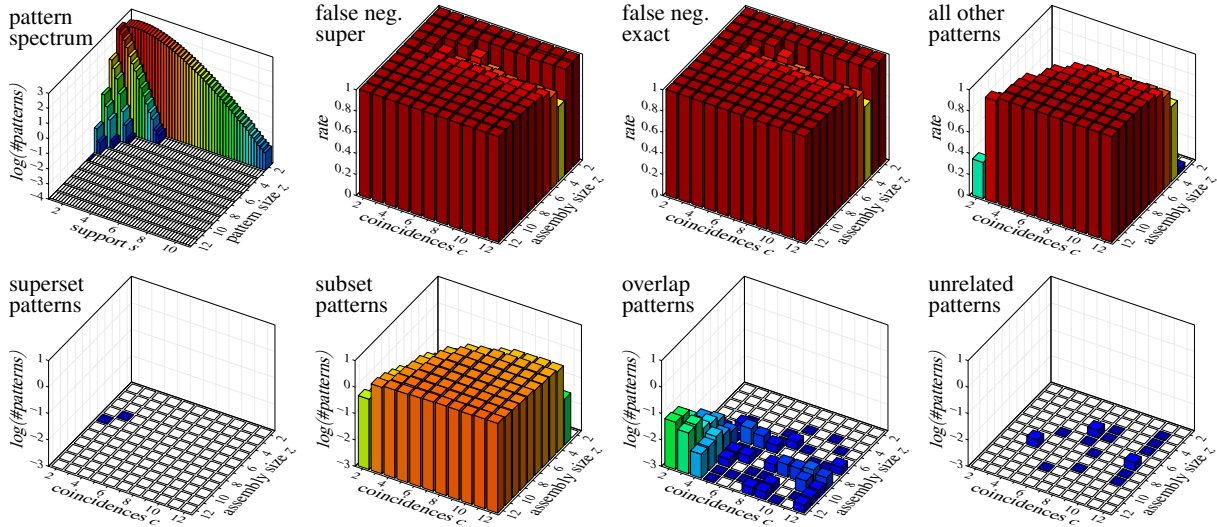
2.0ms jitter, 3.8ms windows, filtered with surrogate data



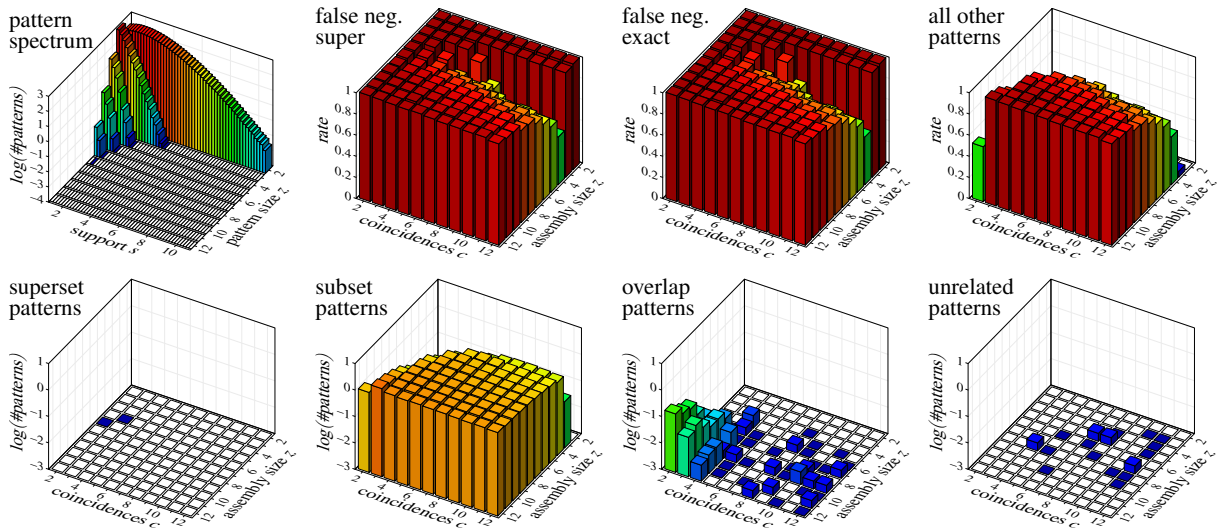
2.0ms jitter, 4.0ms windows, filtered with surrogate data



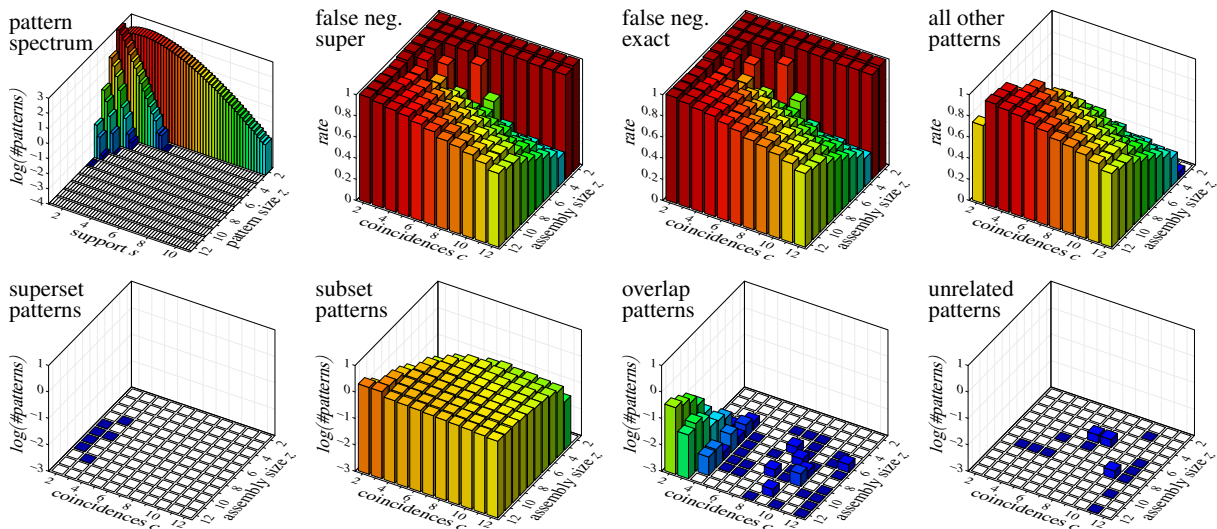
2.0ms jitter, 2.0ms windows, reduced with $z \cdot c$



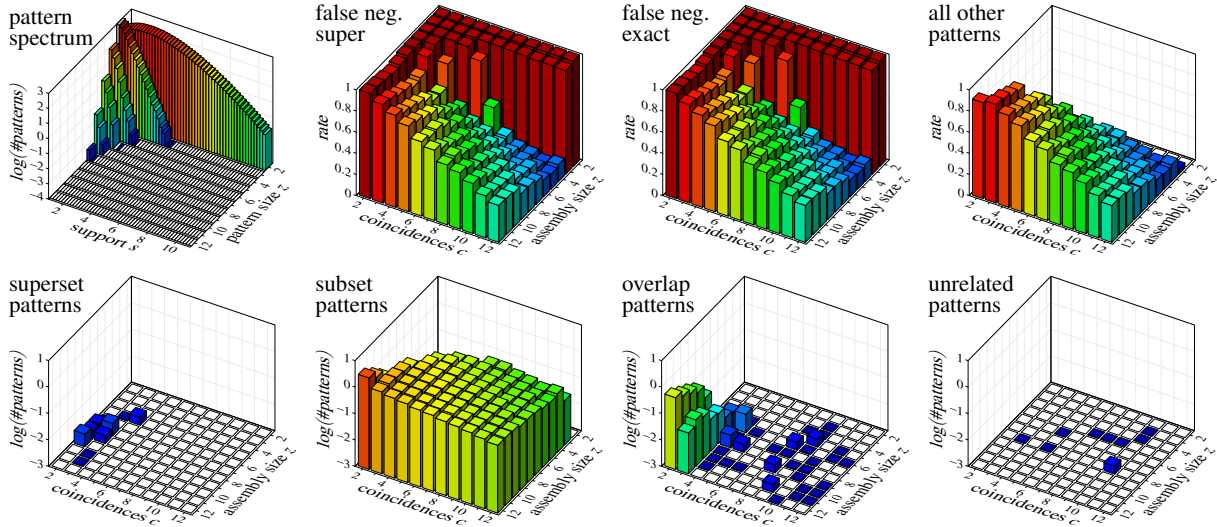
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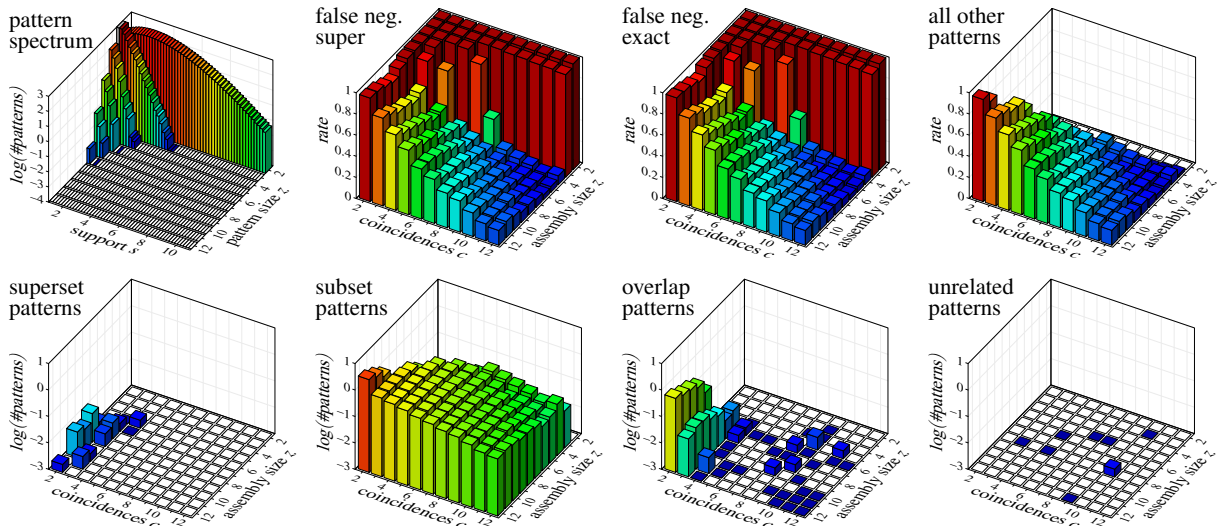
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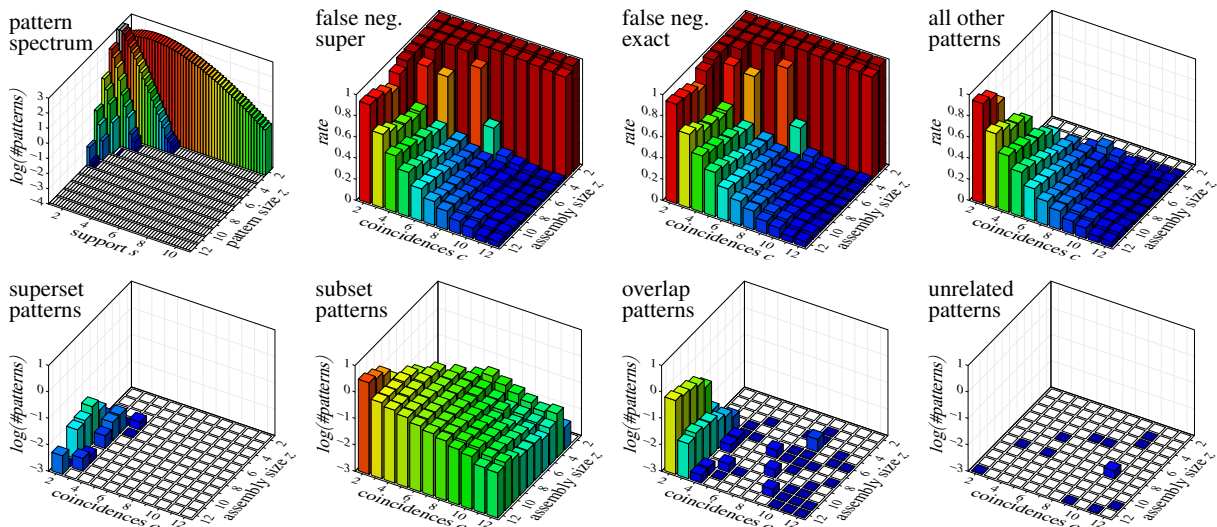
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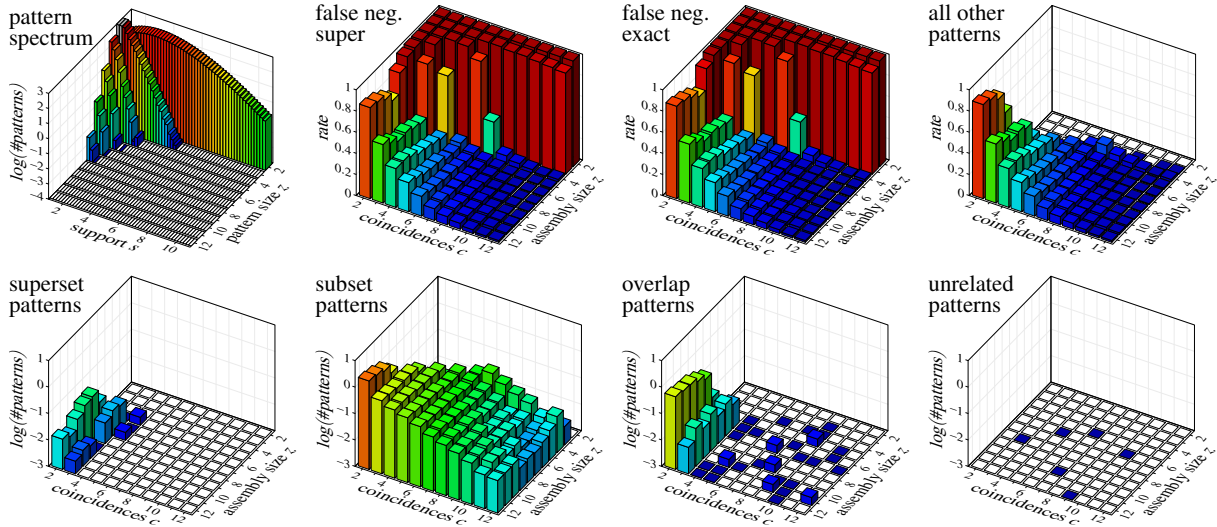
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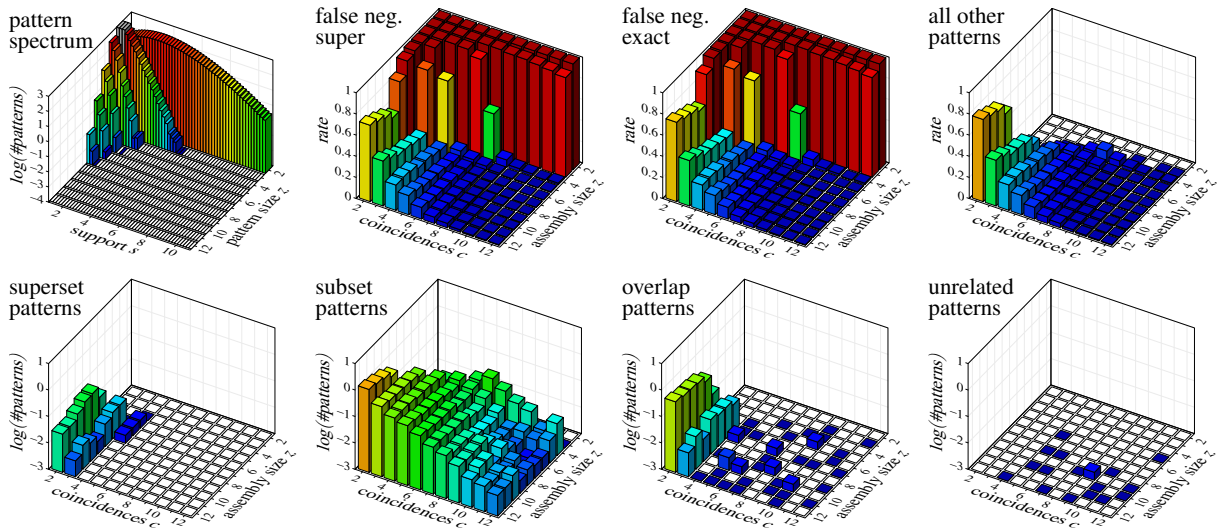
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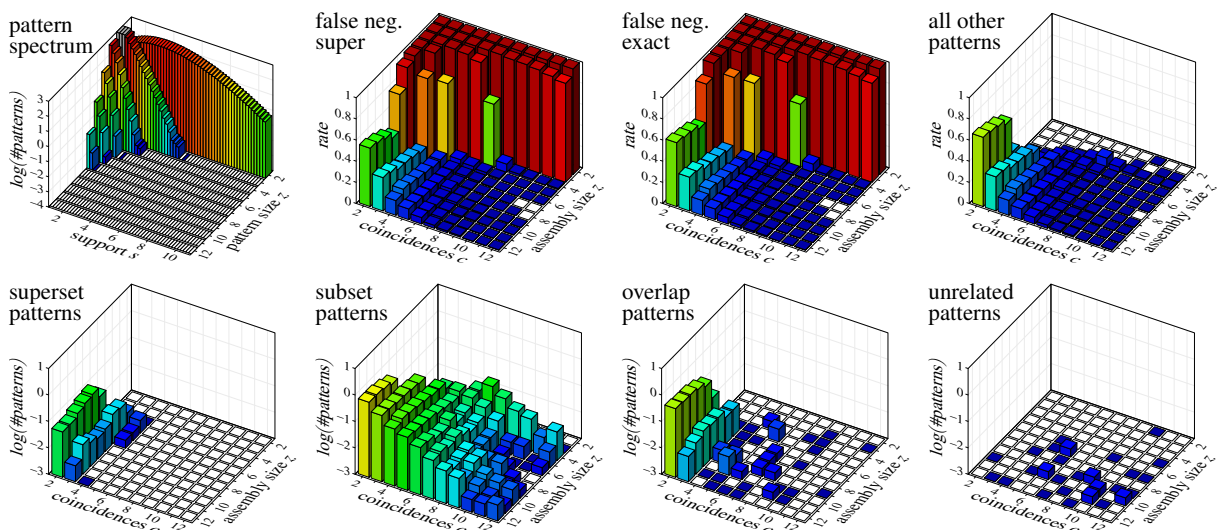
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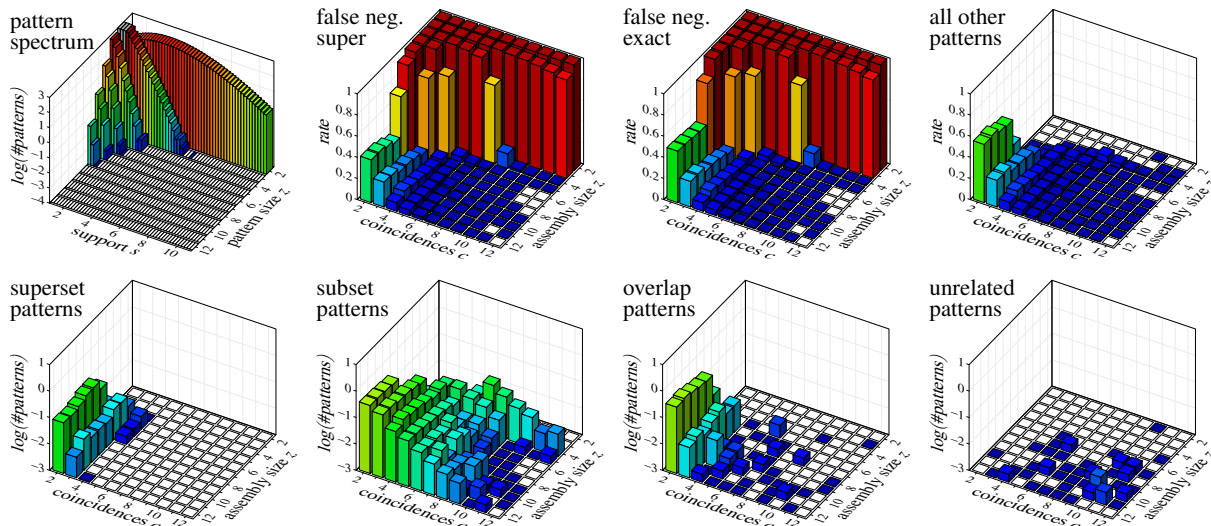
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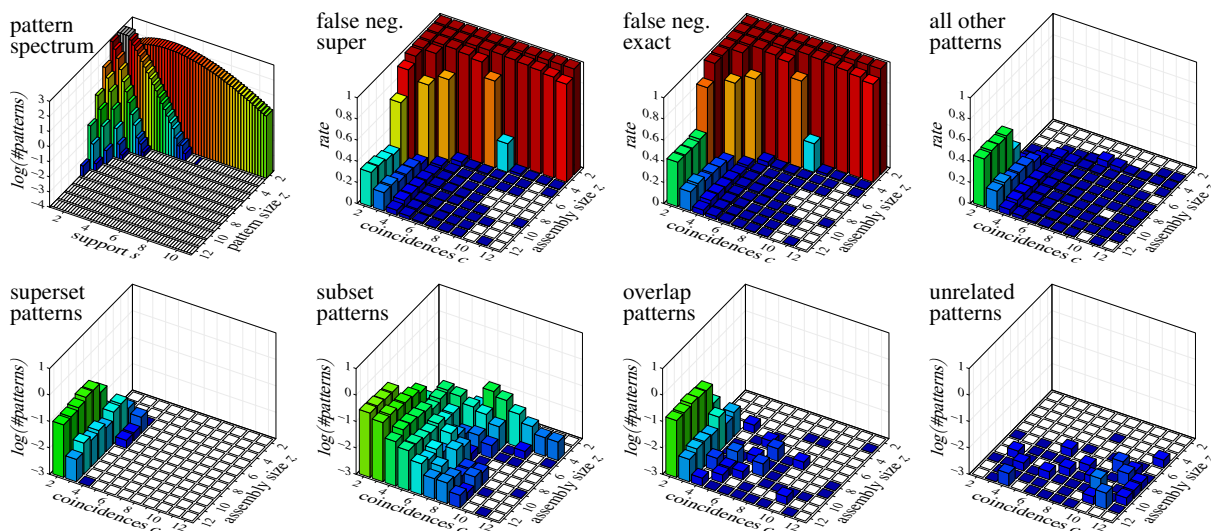
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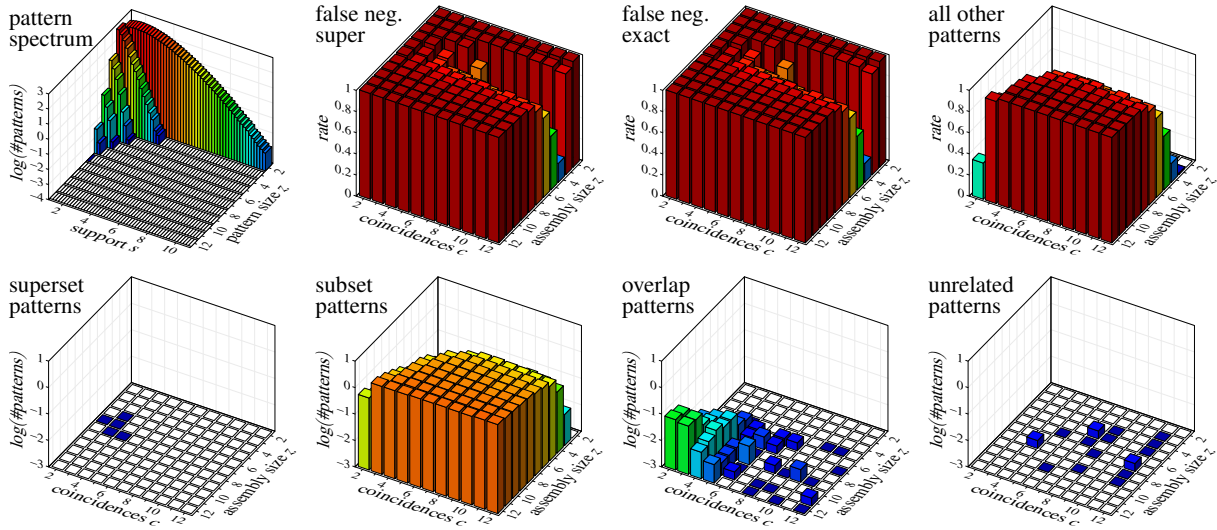
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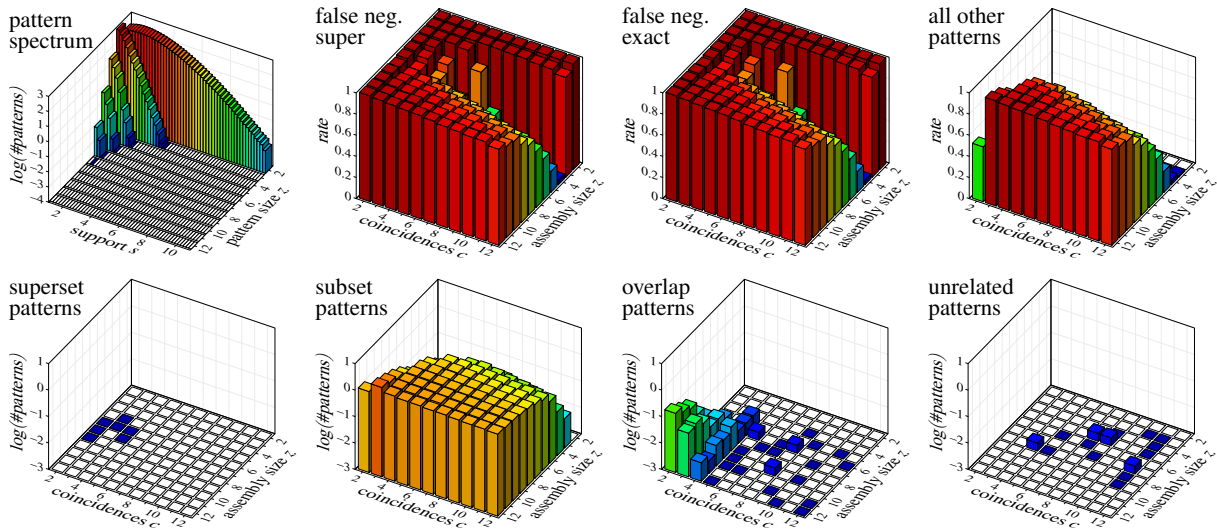
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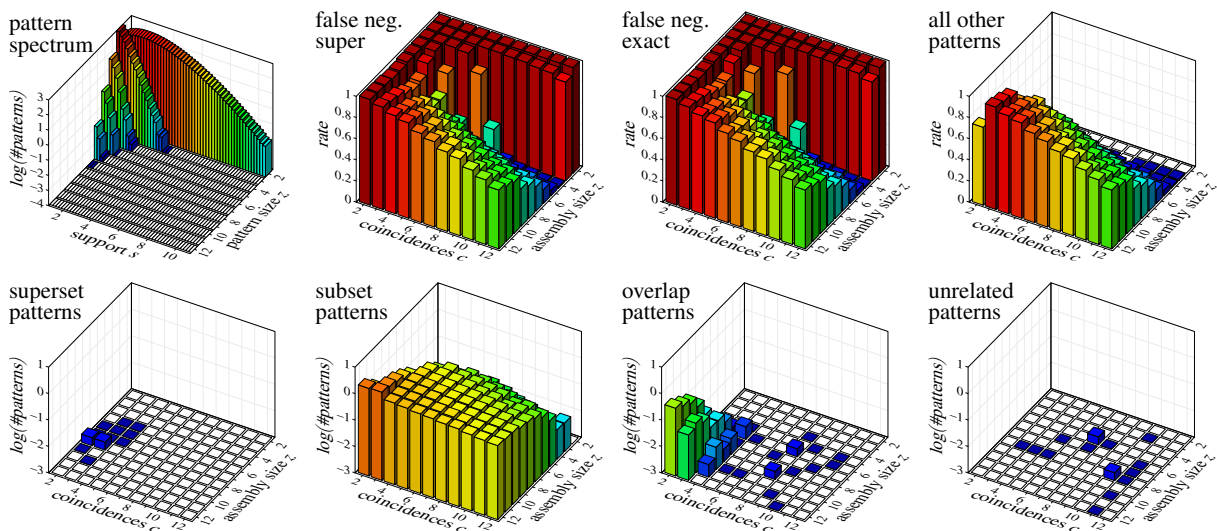
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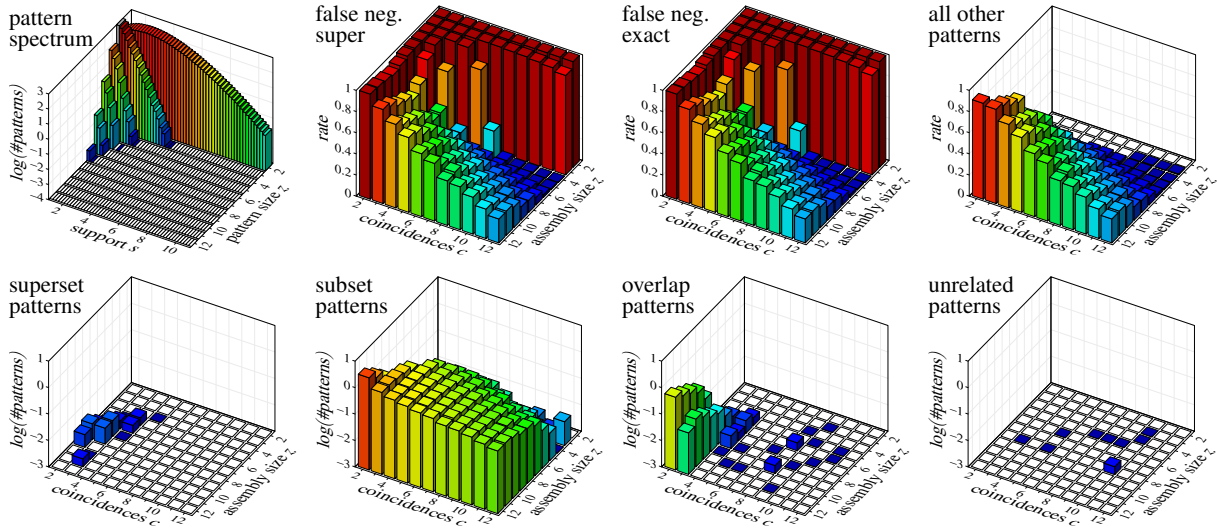
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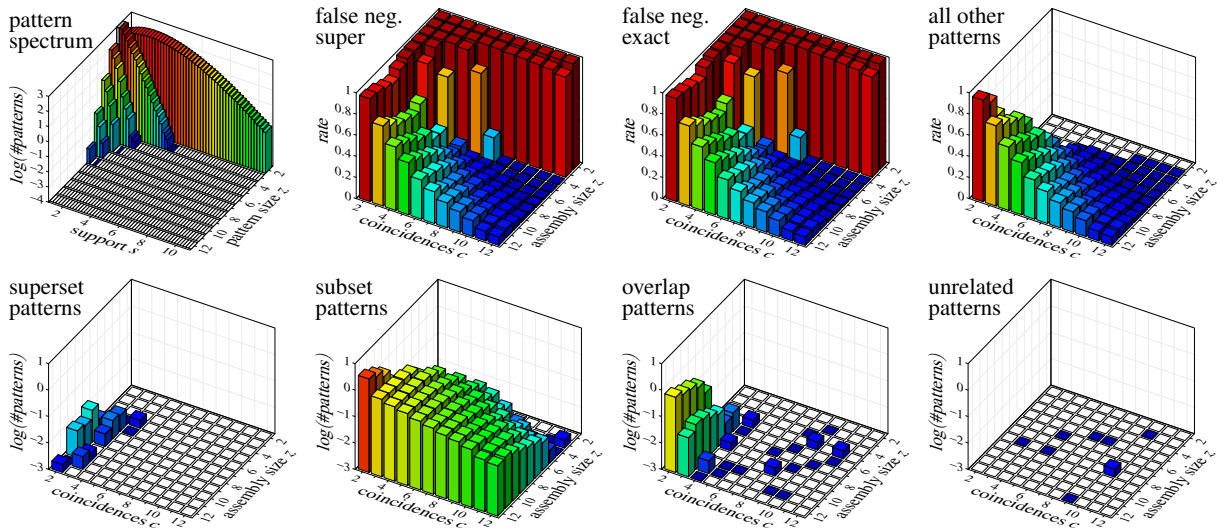
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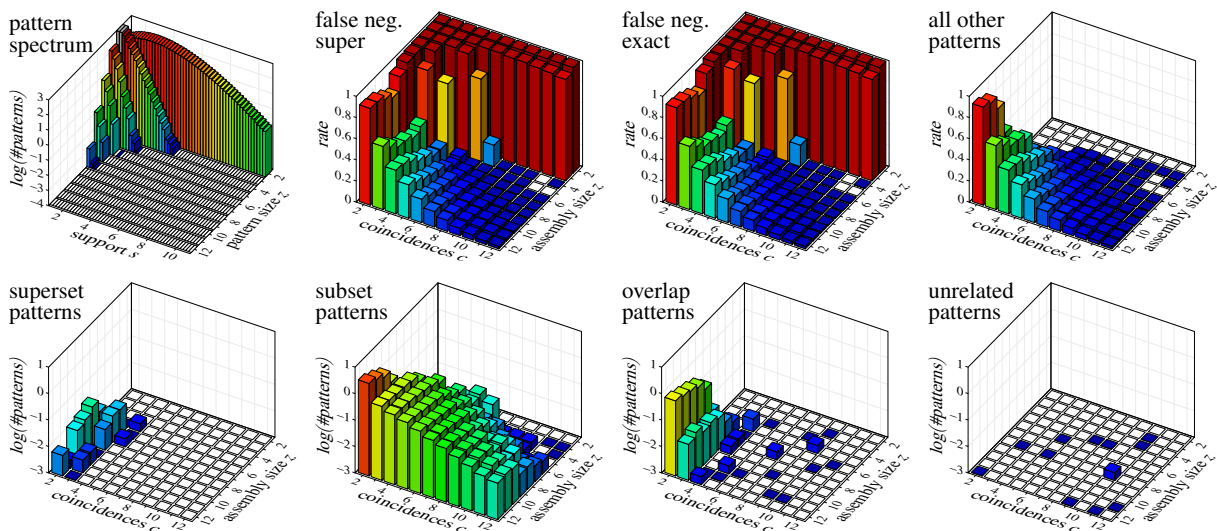
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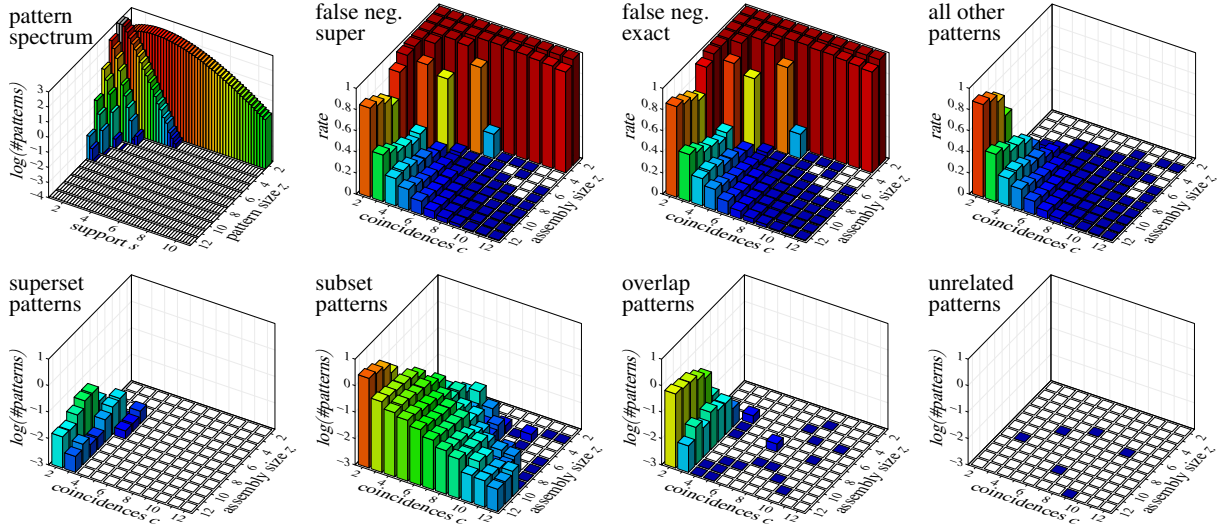
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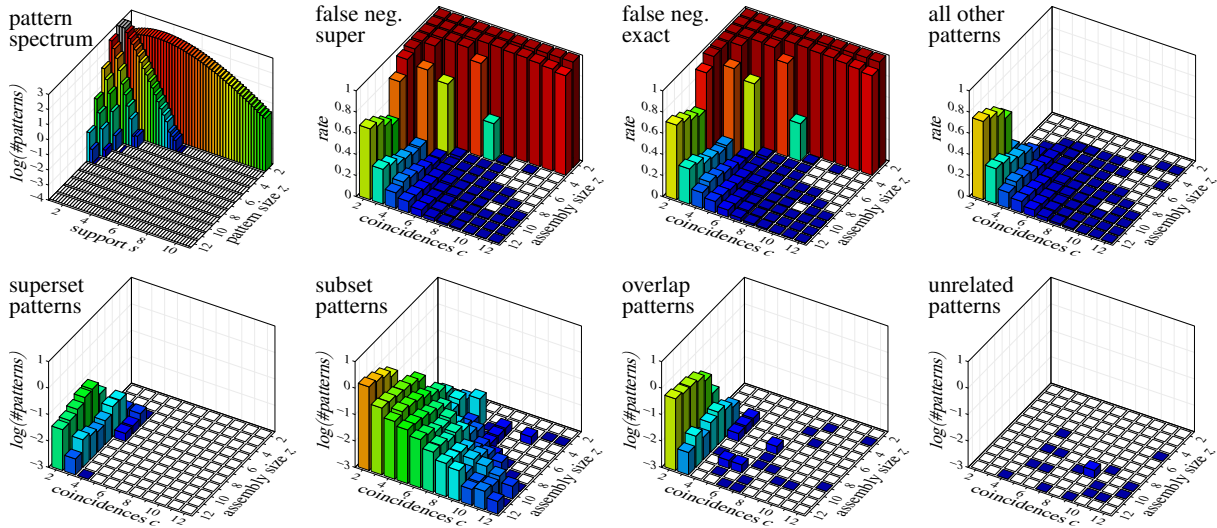
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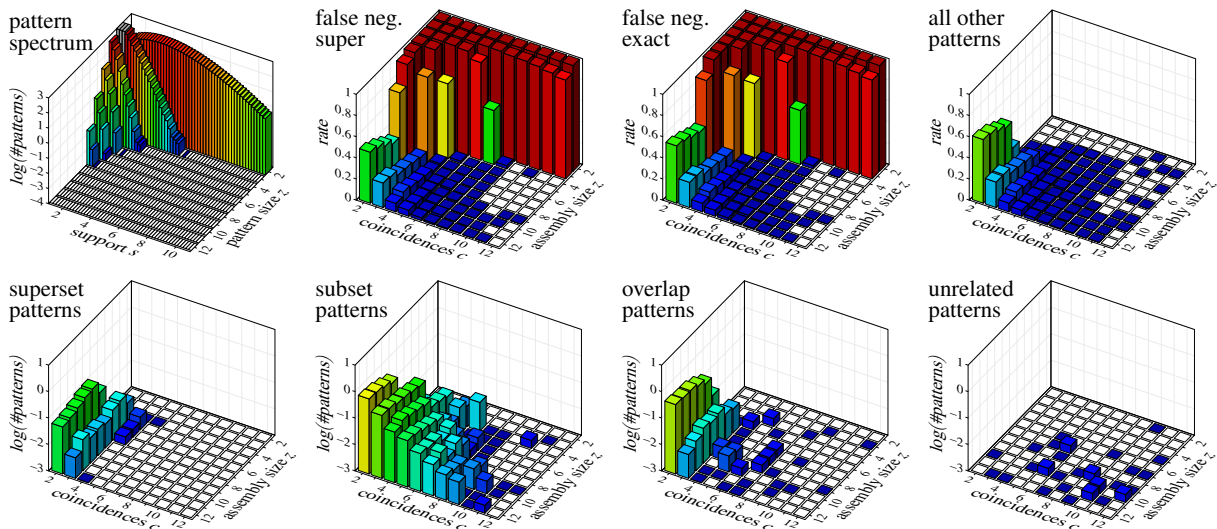
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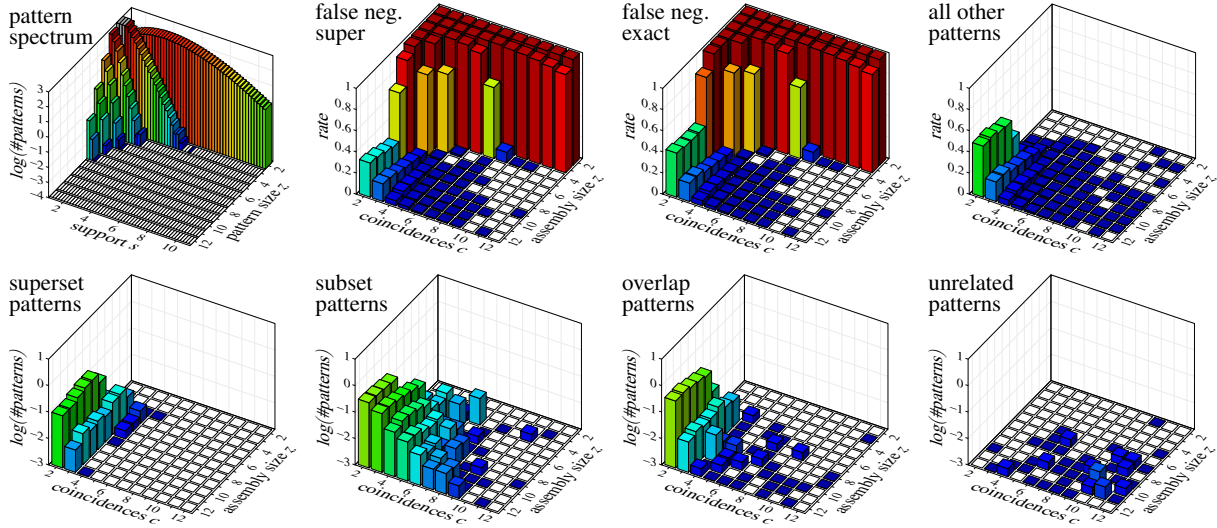
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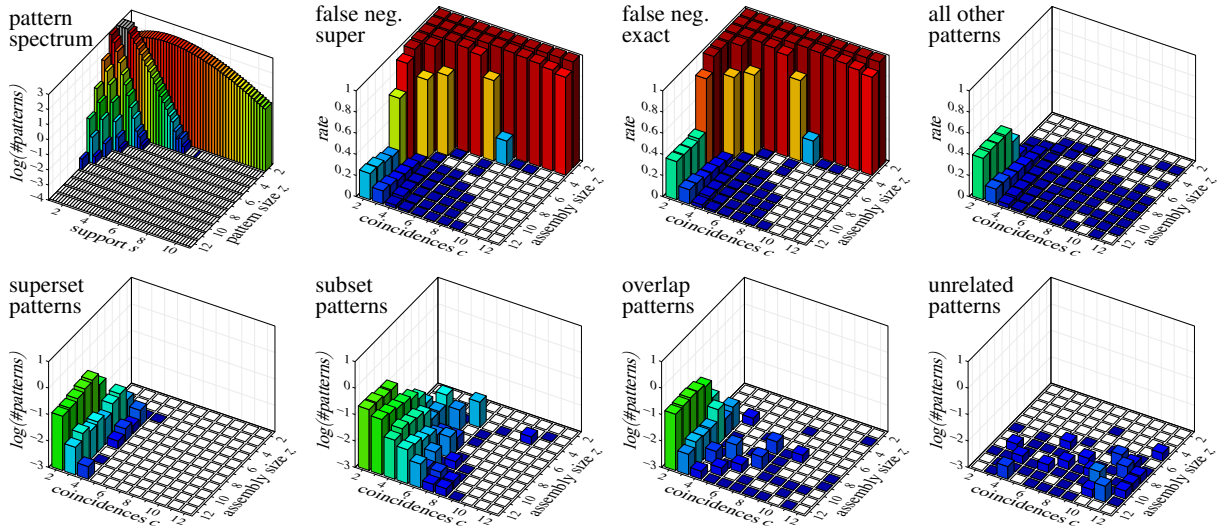
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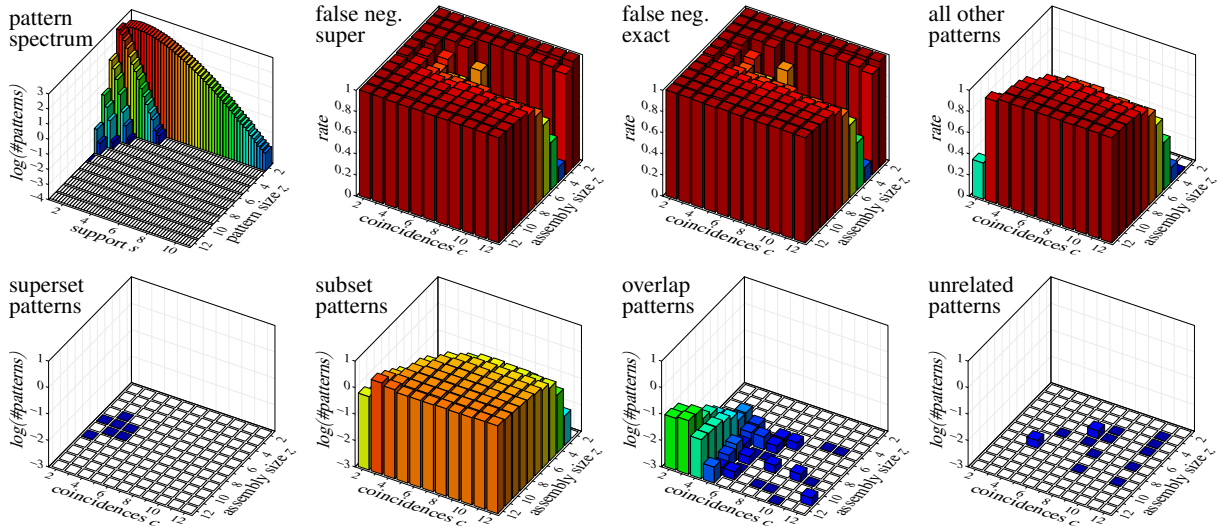
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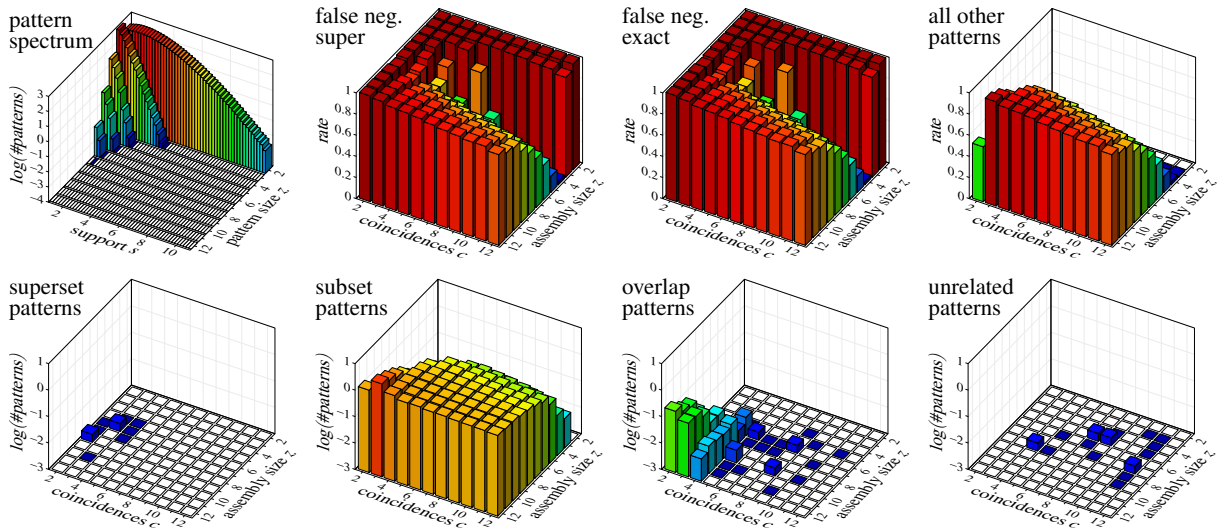
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot c$



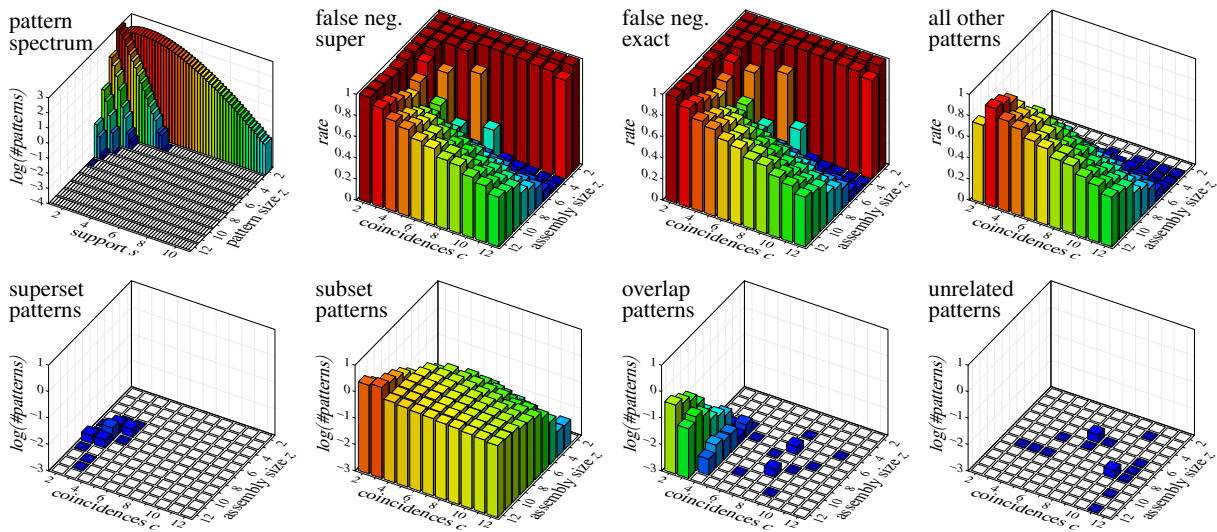
2.0ms jitter, 2.0ms windows, reduced with $(z - 1) \cdot (c + 0.2)$



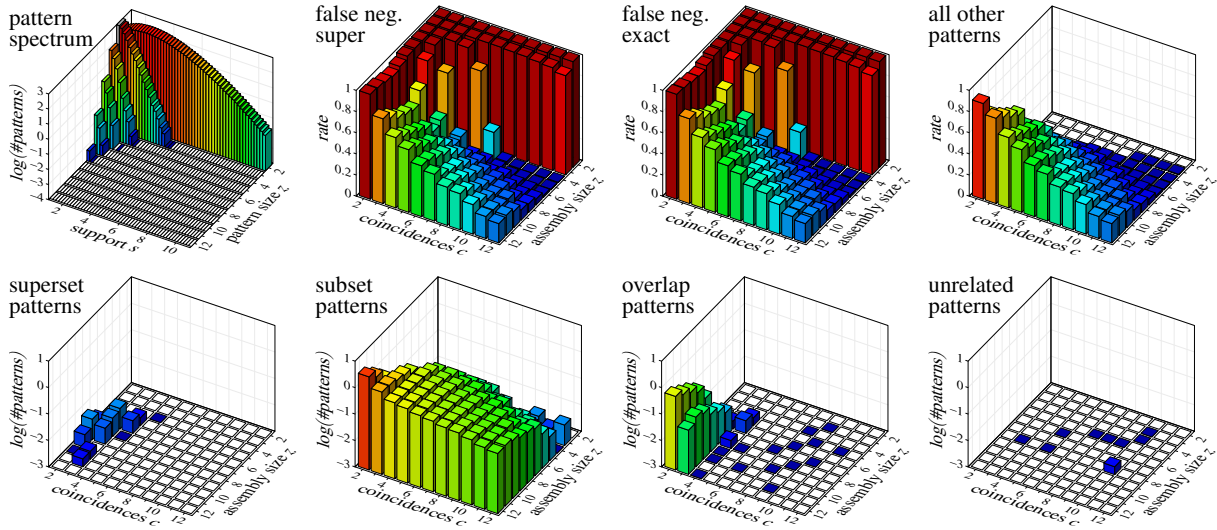
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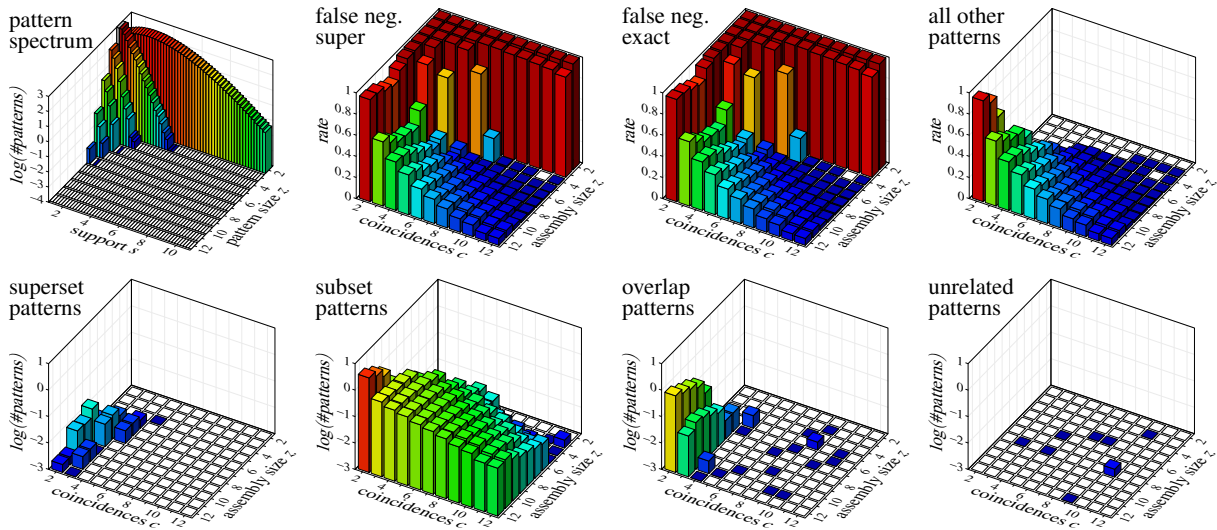
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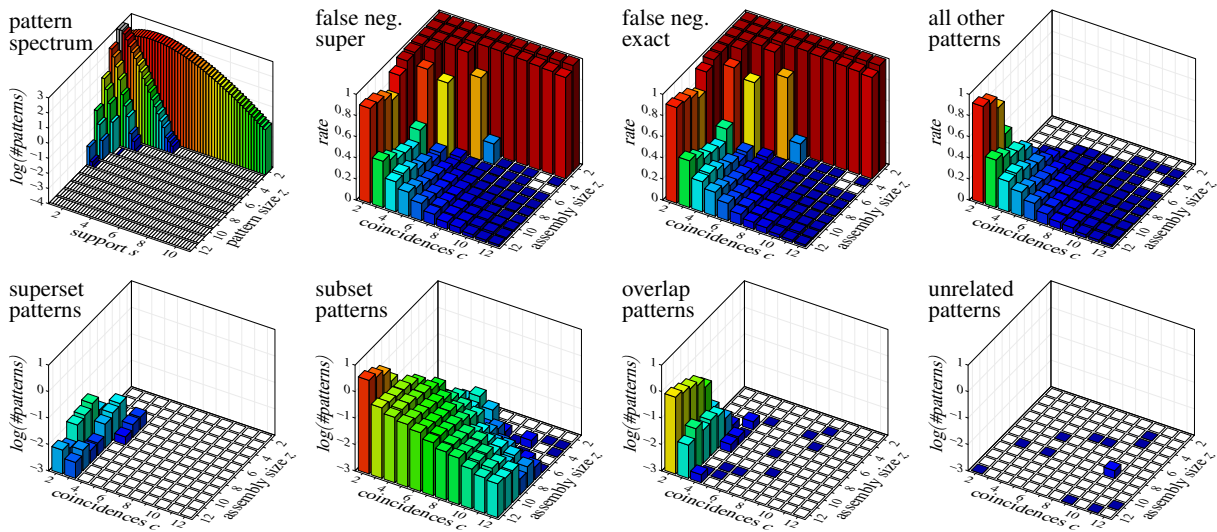
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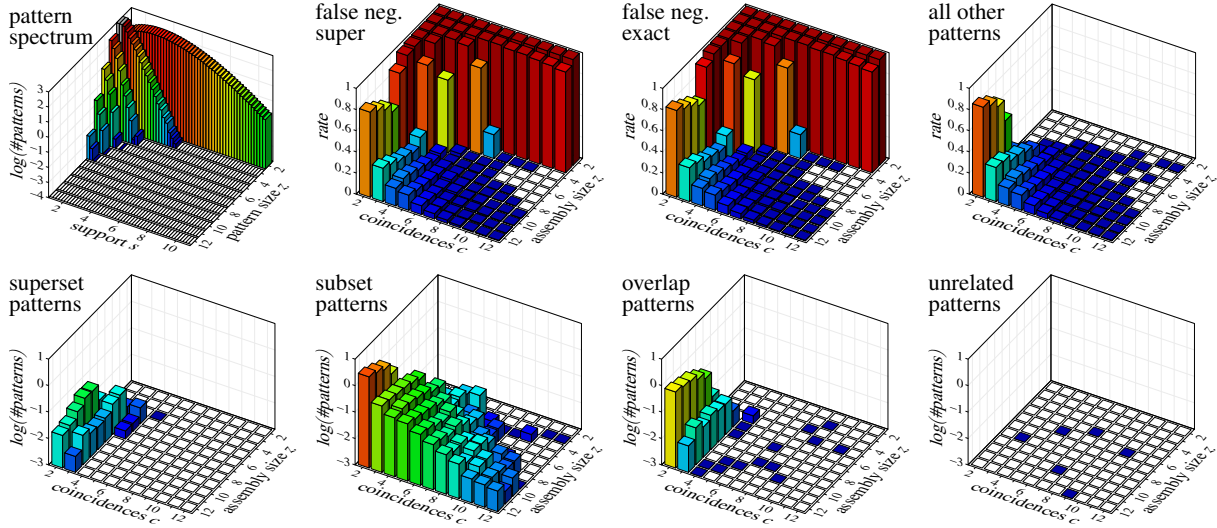
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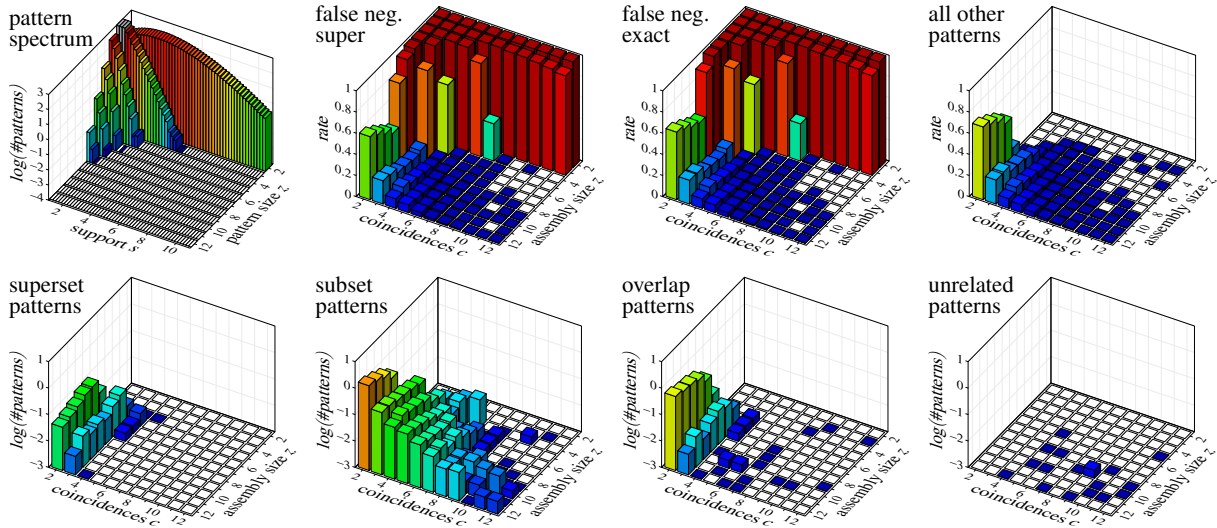
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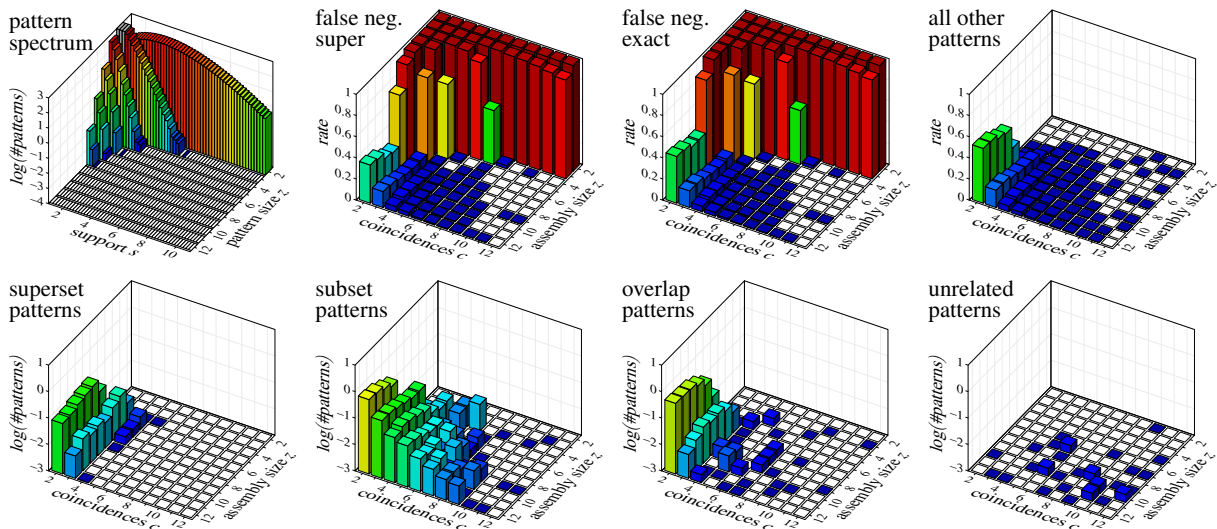
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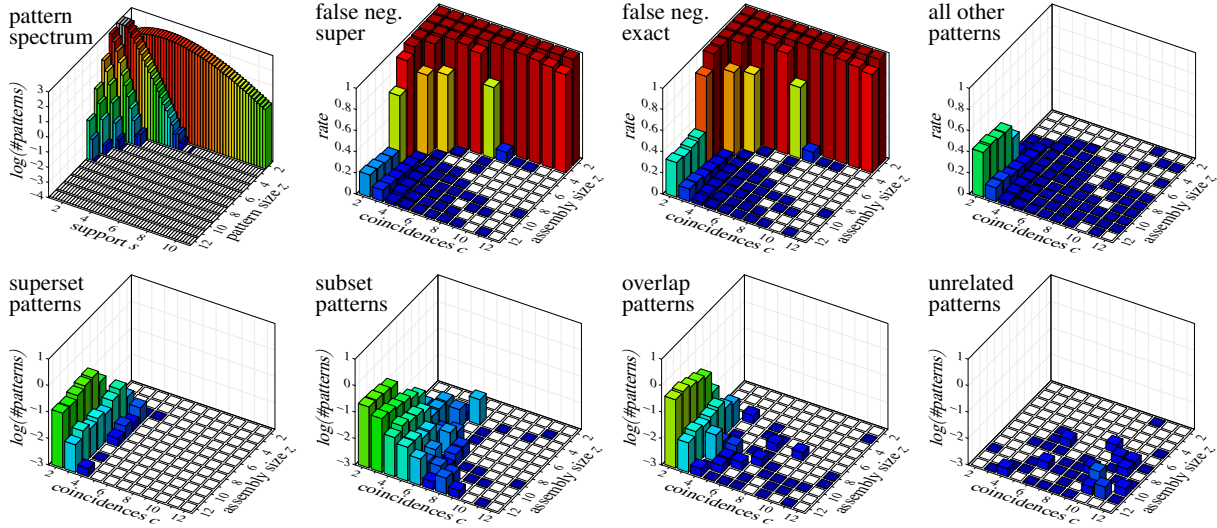
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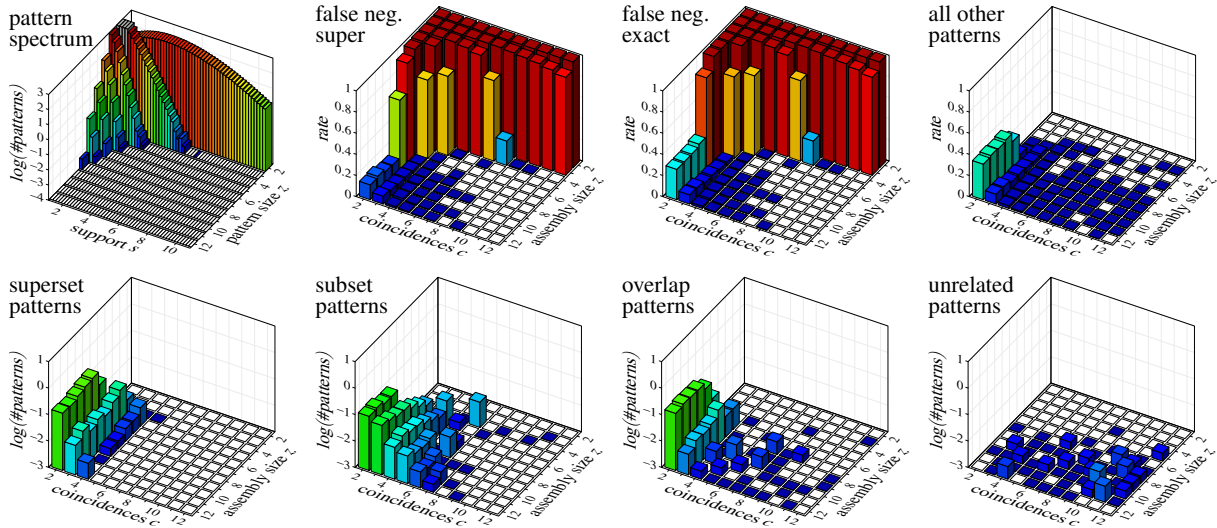
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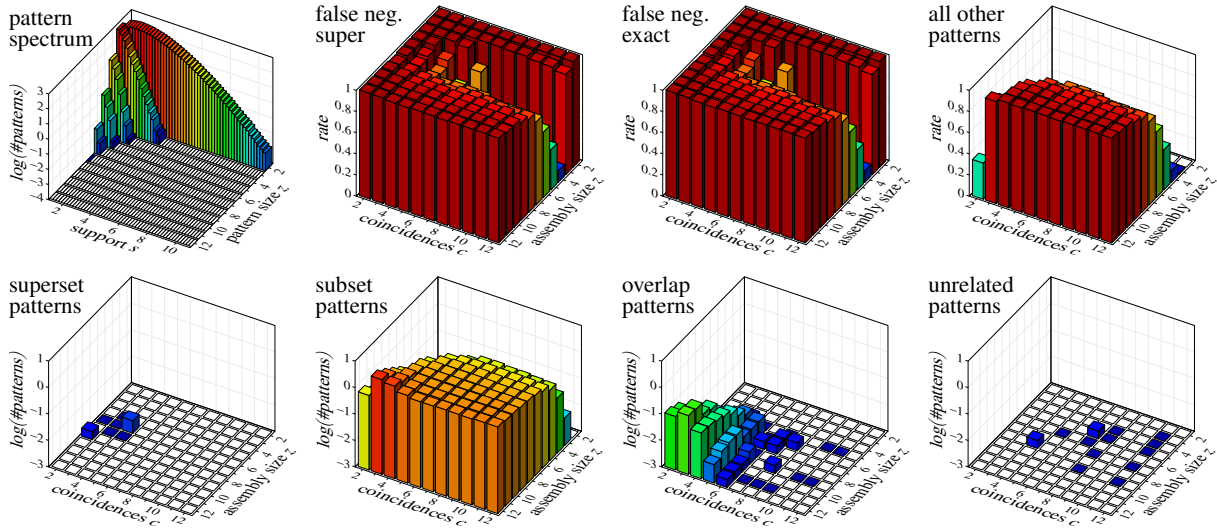
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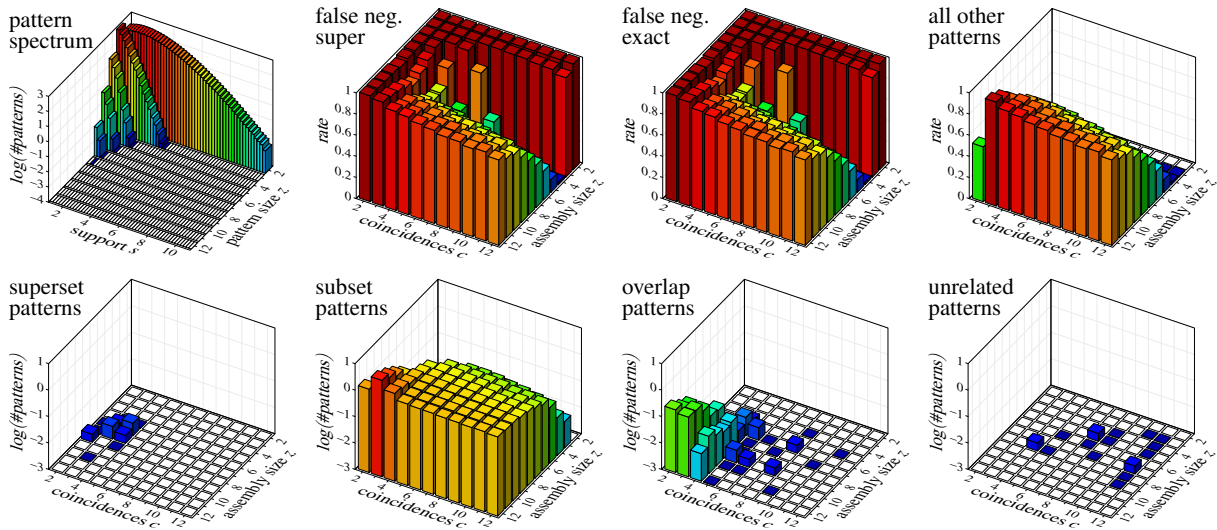
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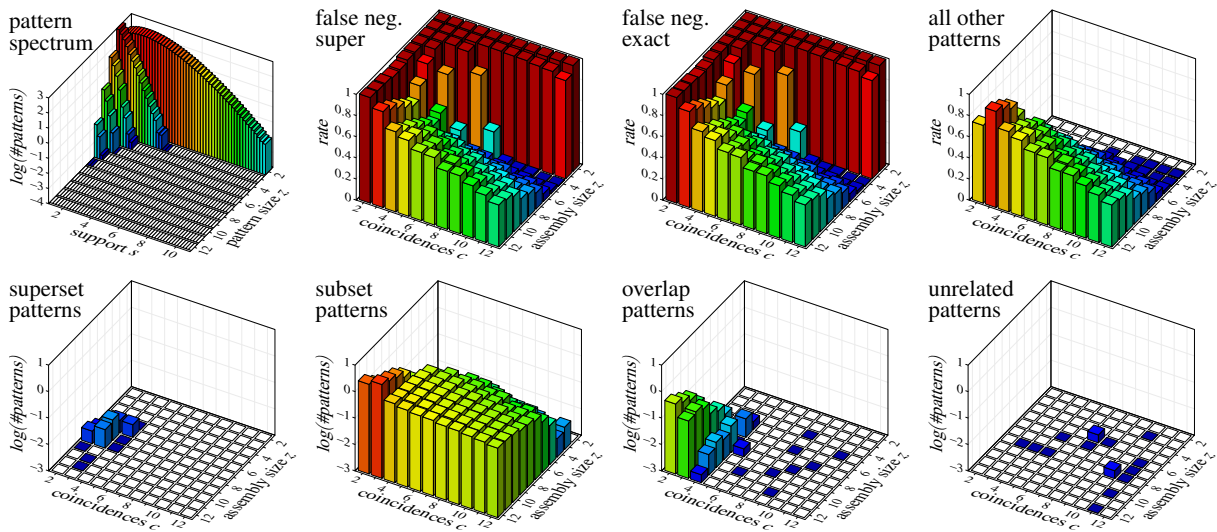
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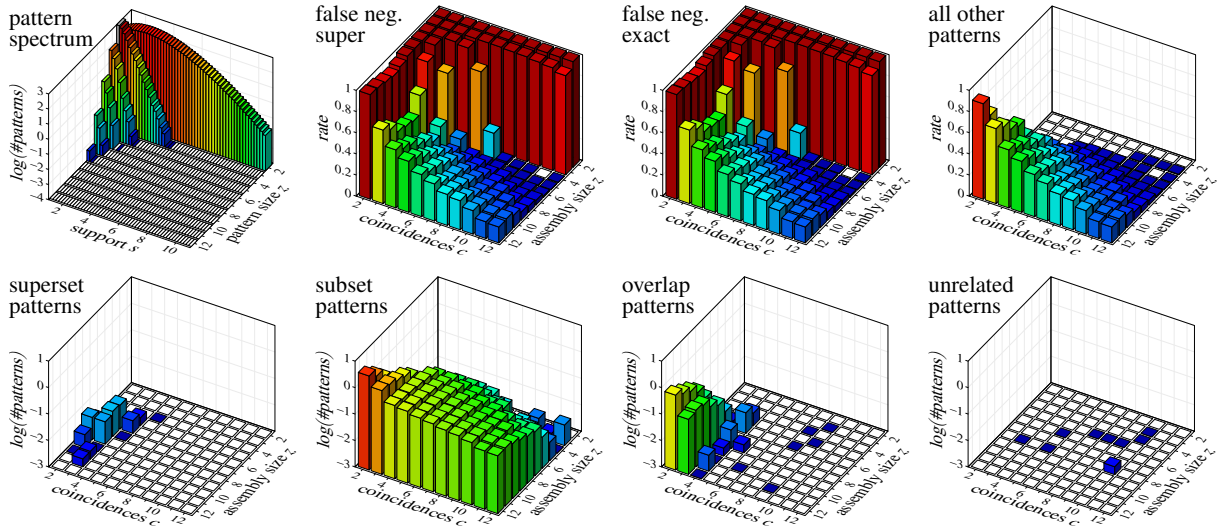
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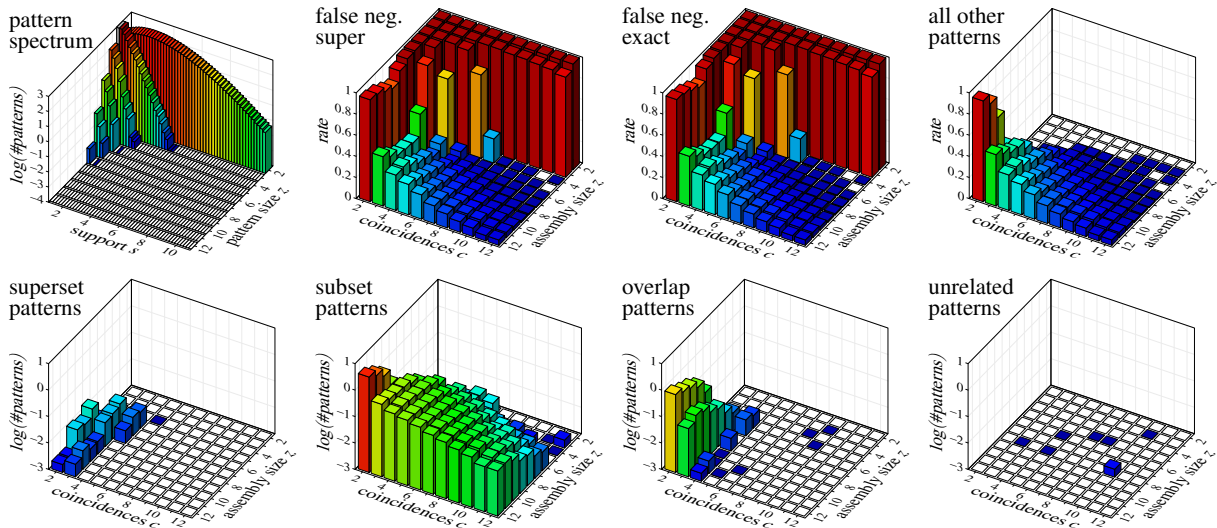
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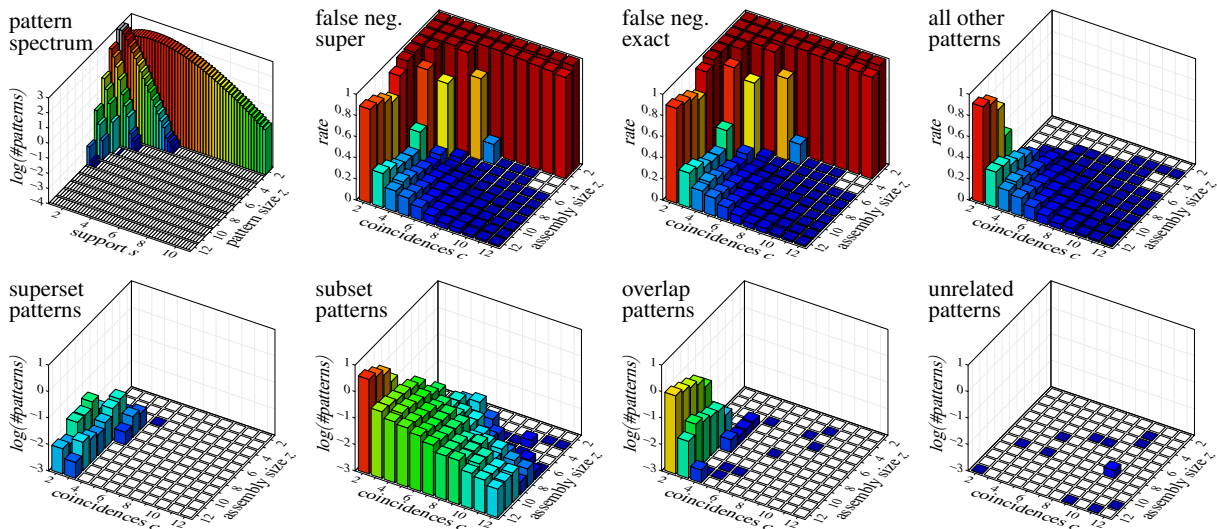
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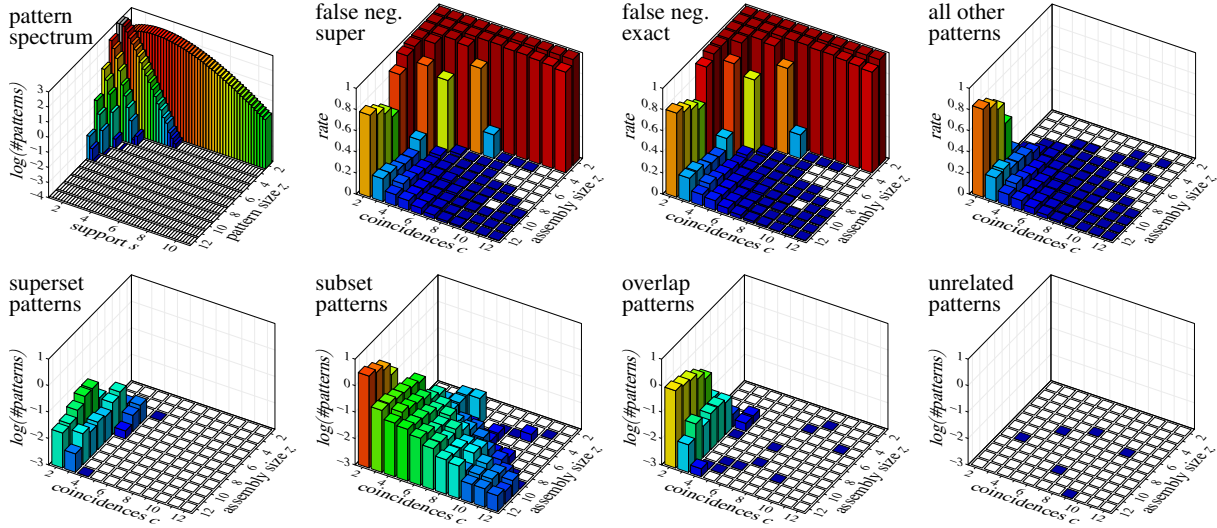
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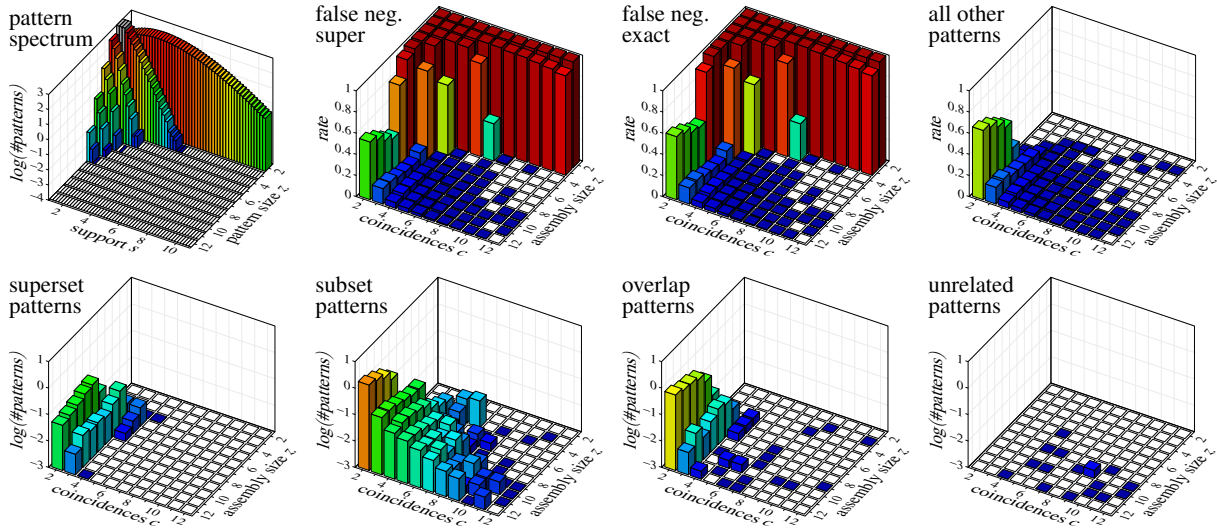
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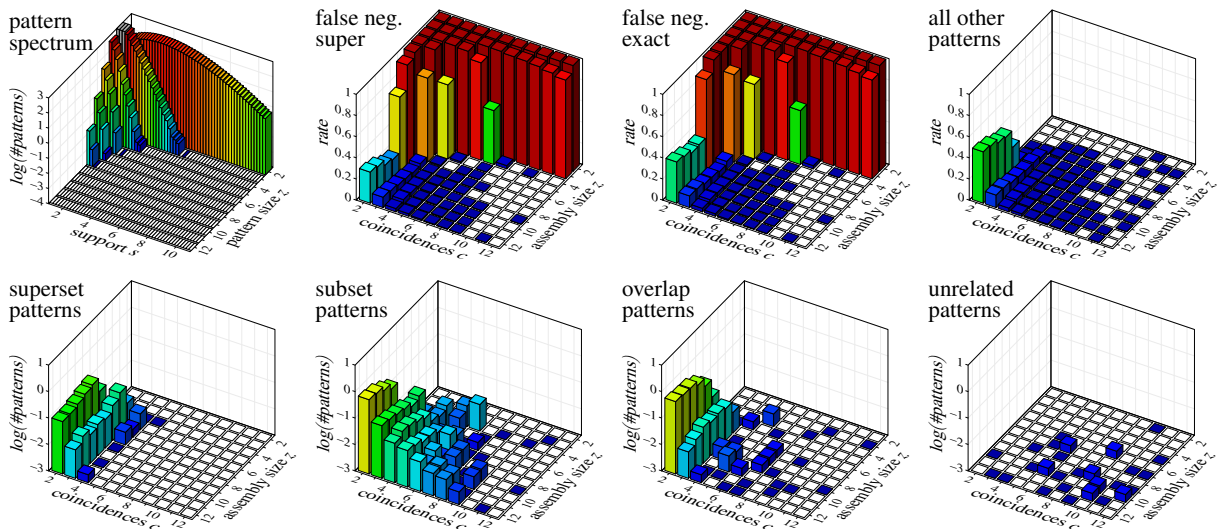
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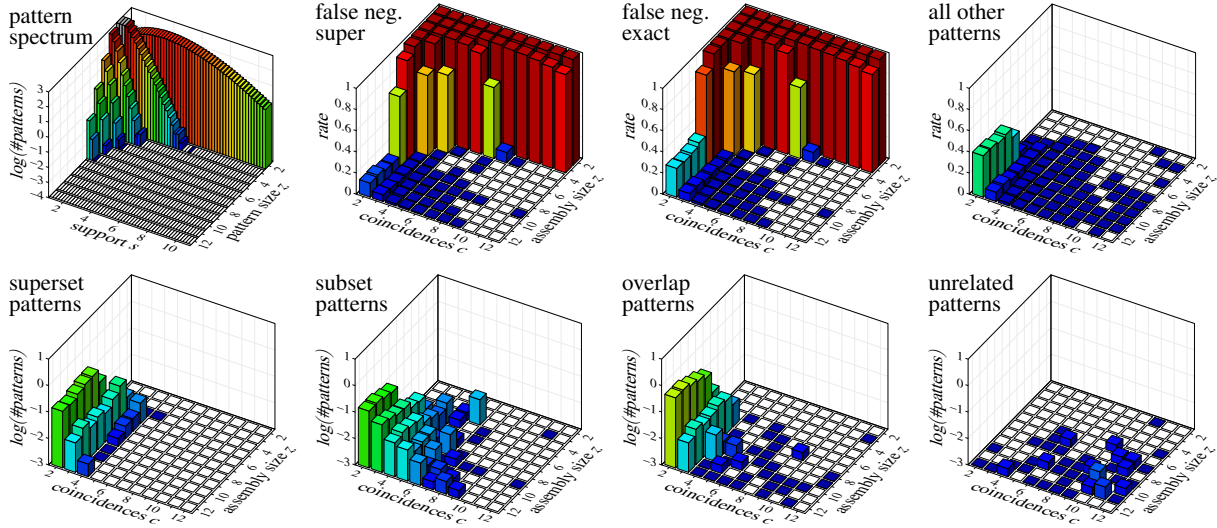
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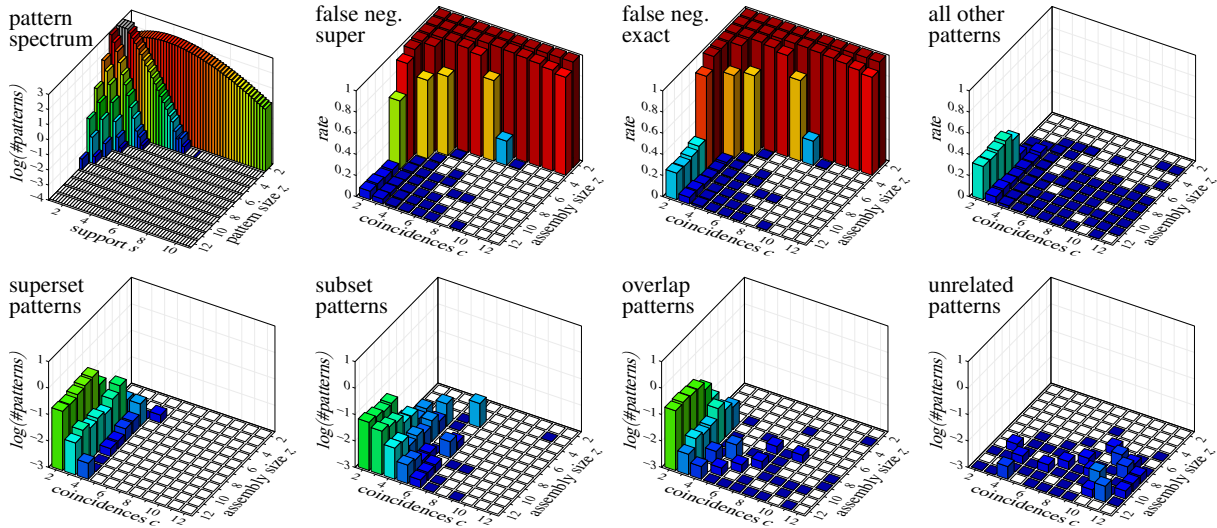
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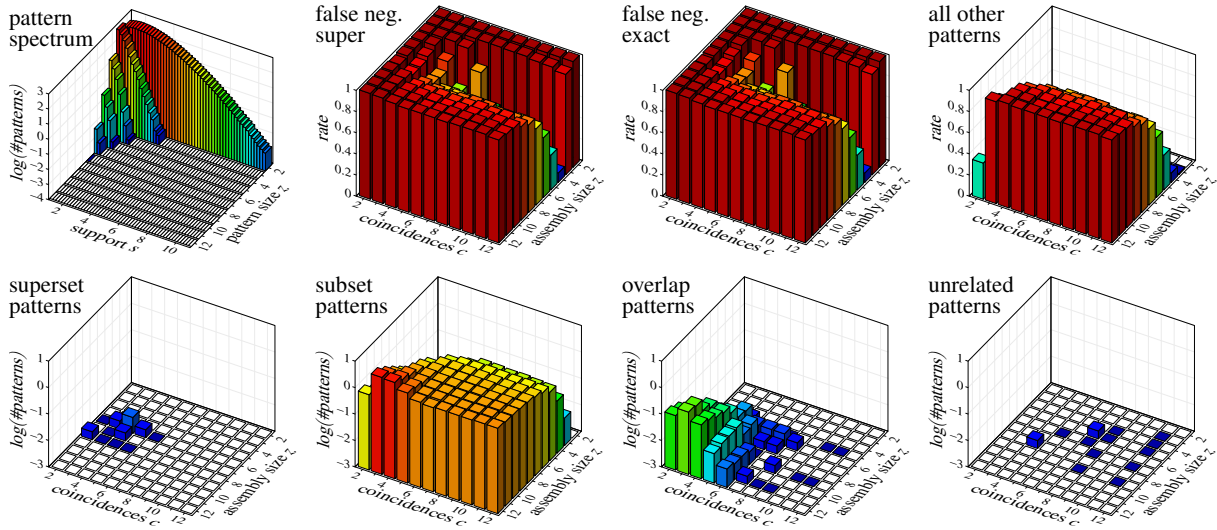
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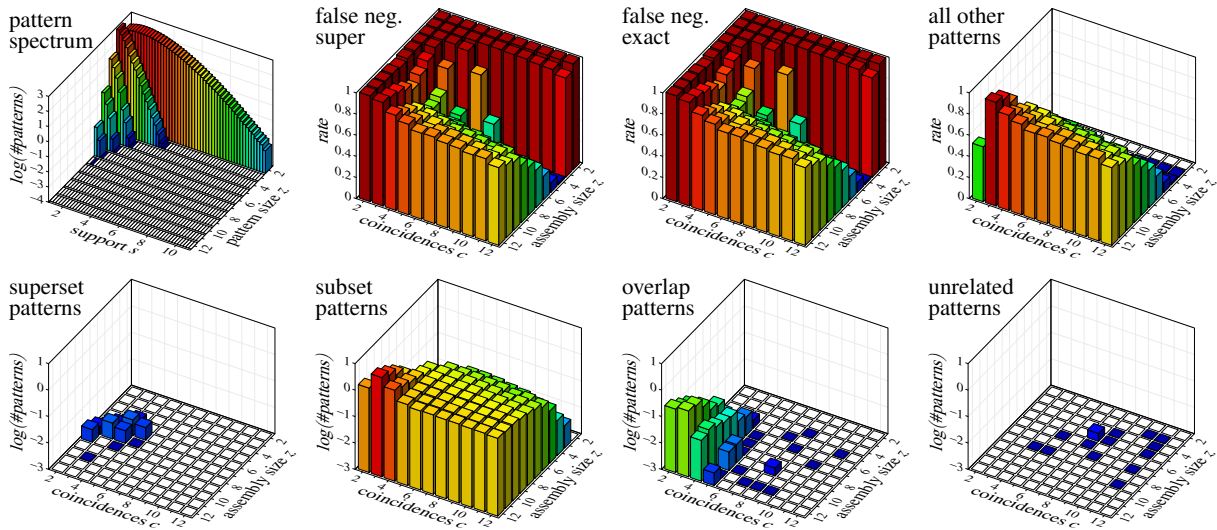
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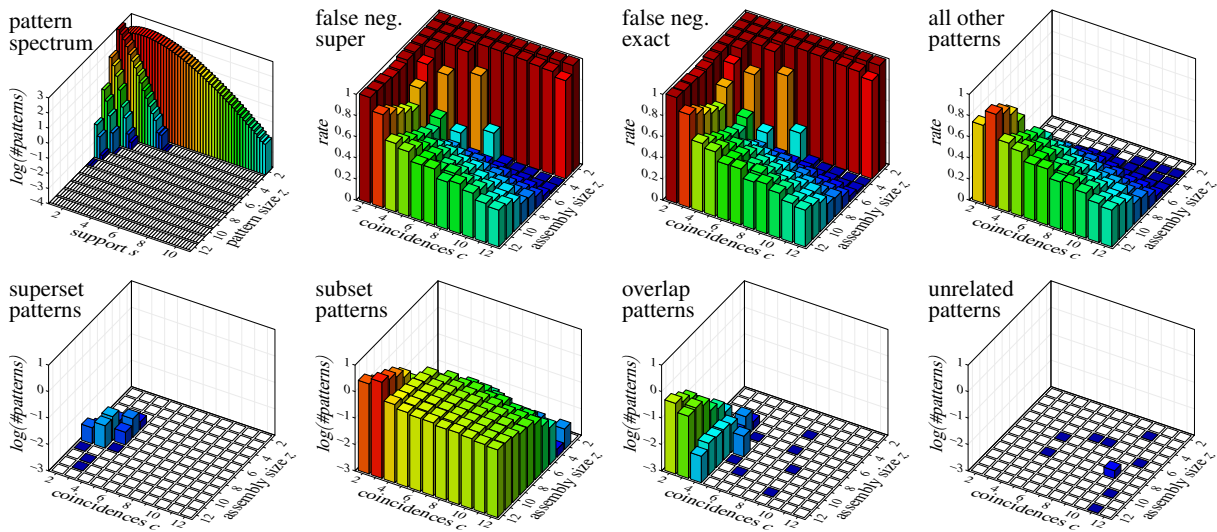
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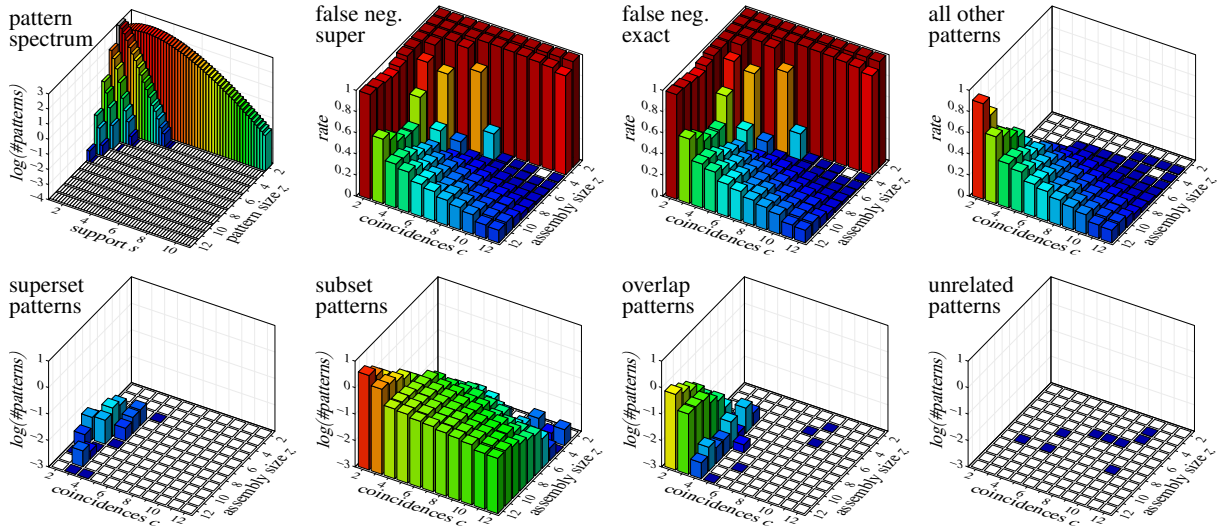
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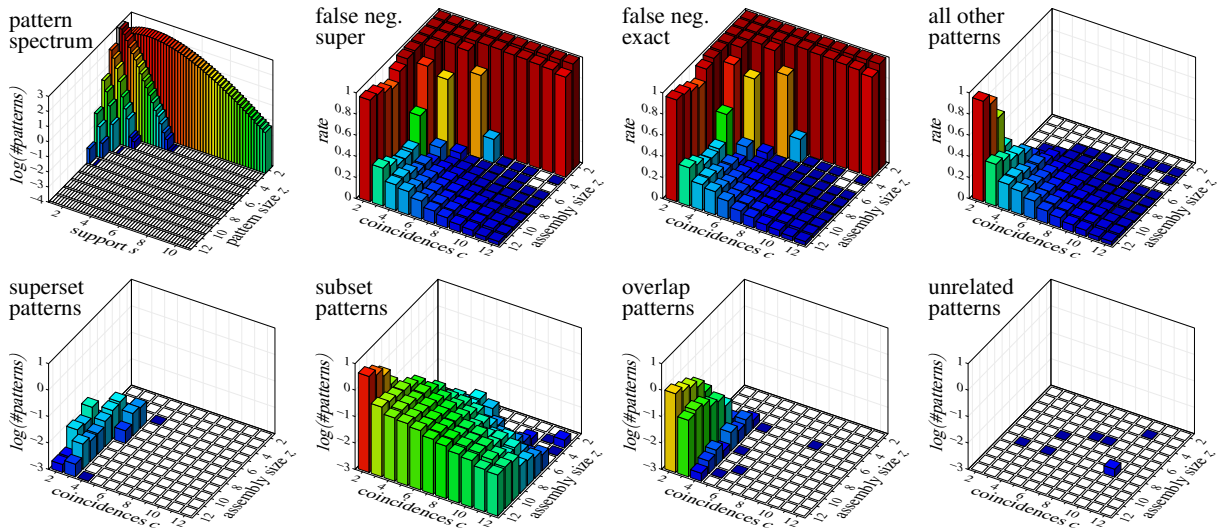
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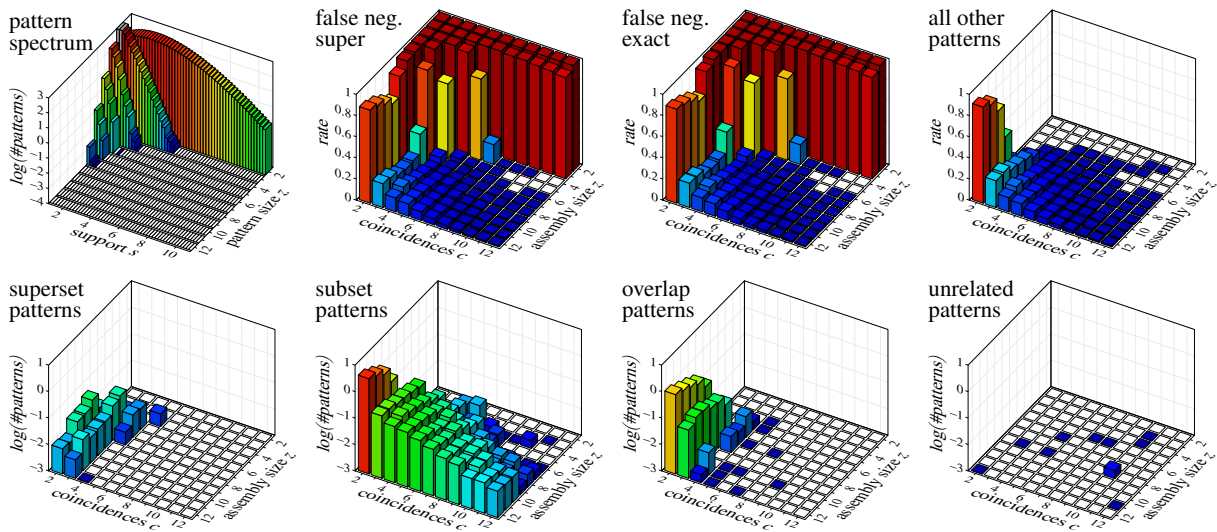
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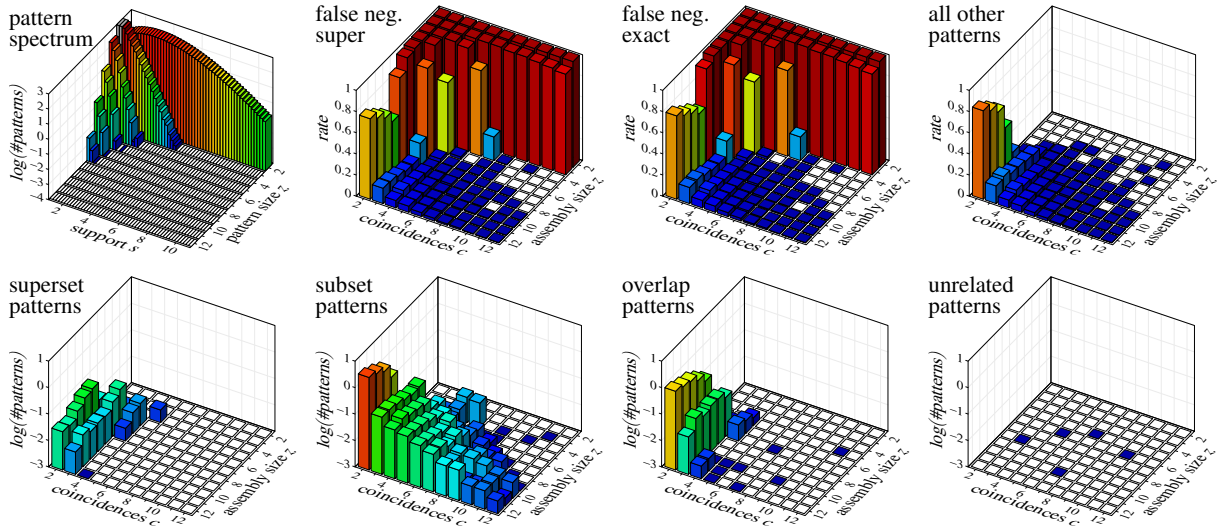
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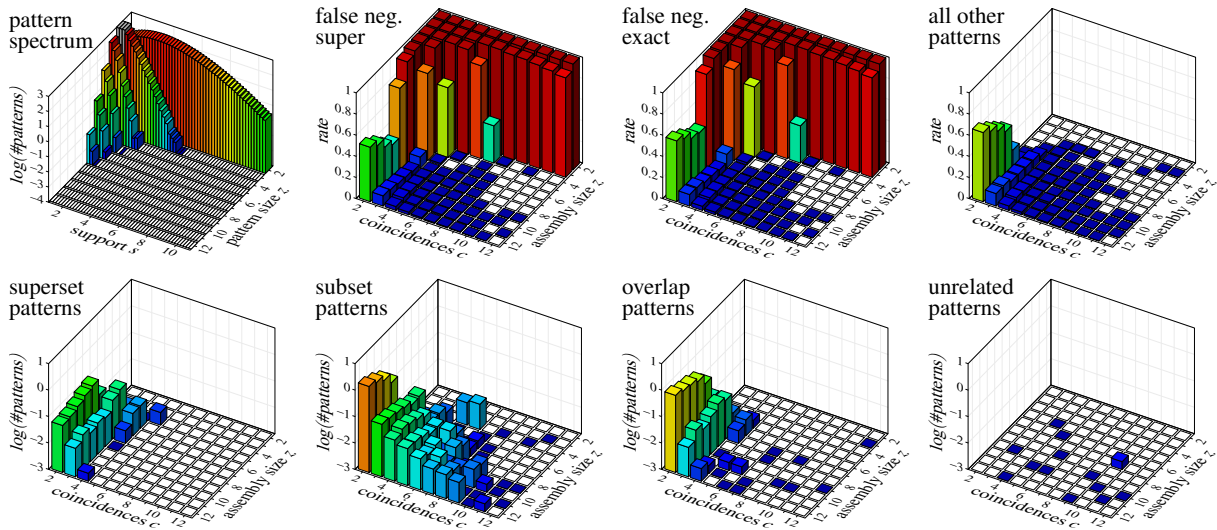
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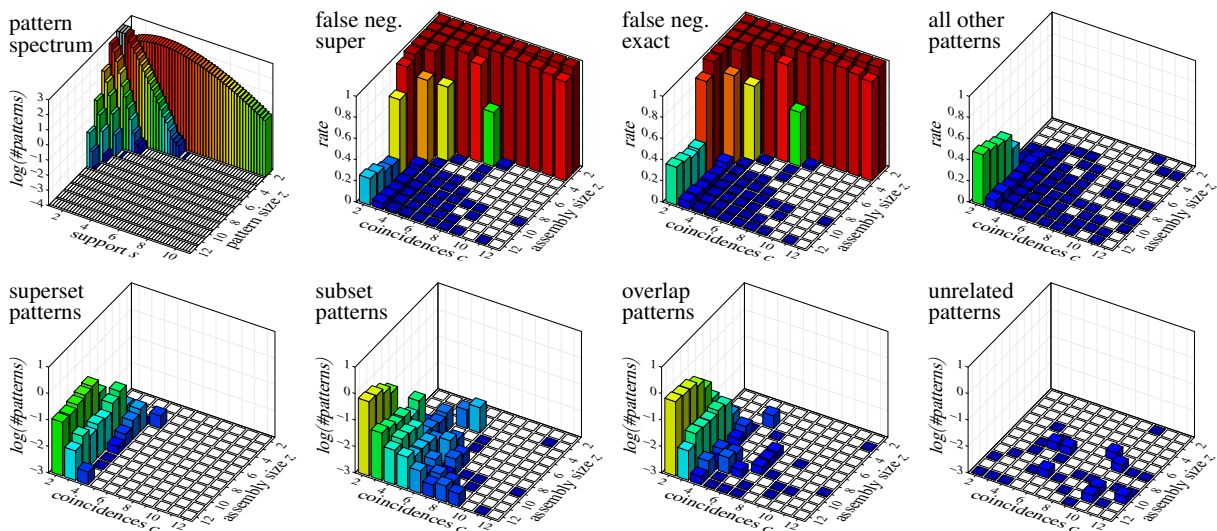
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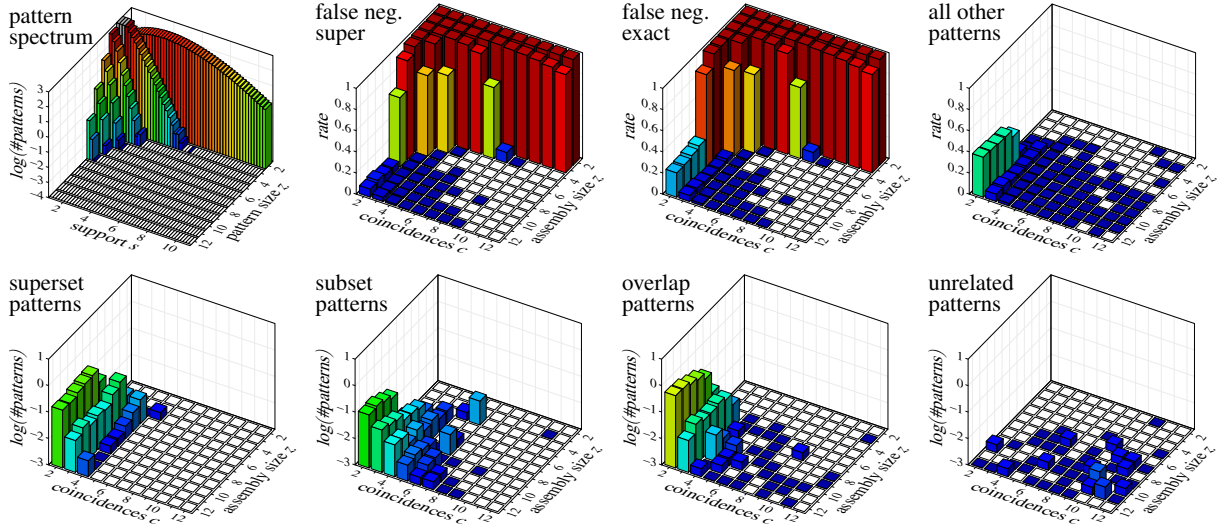
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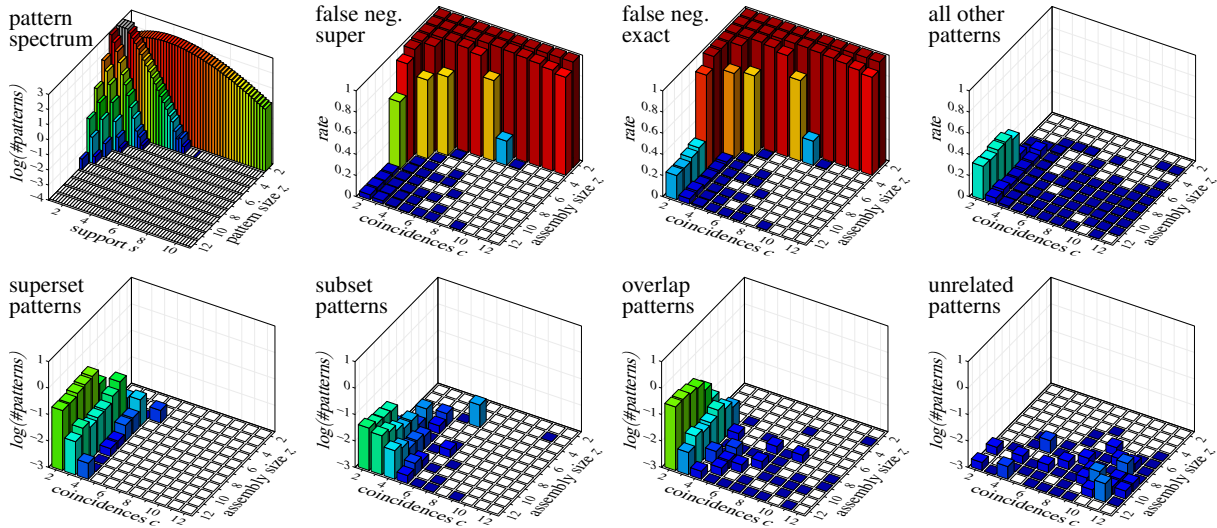
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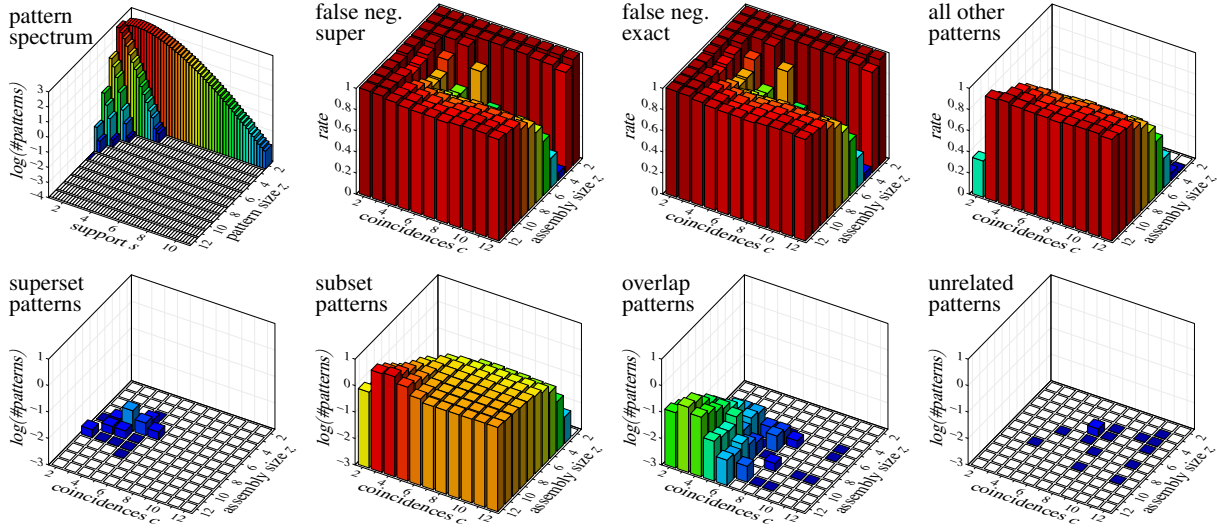
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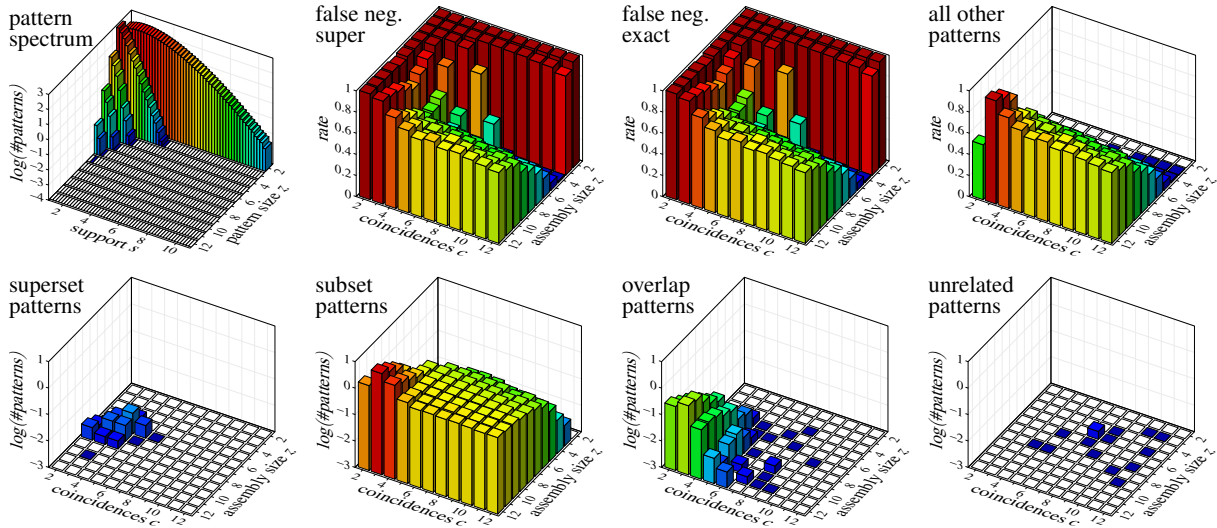
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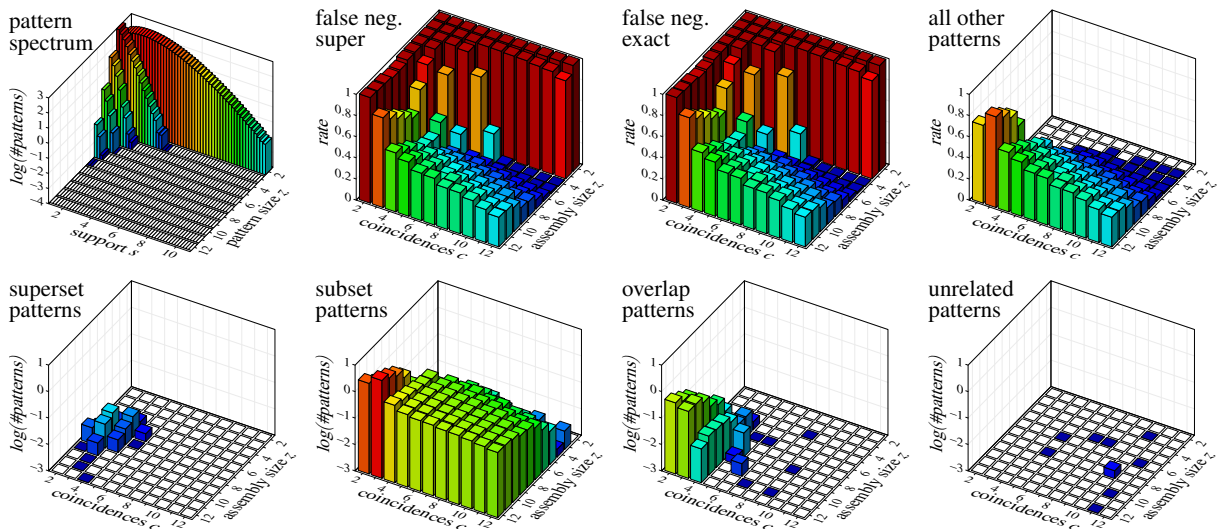
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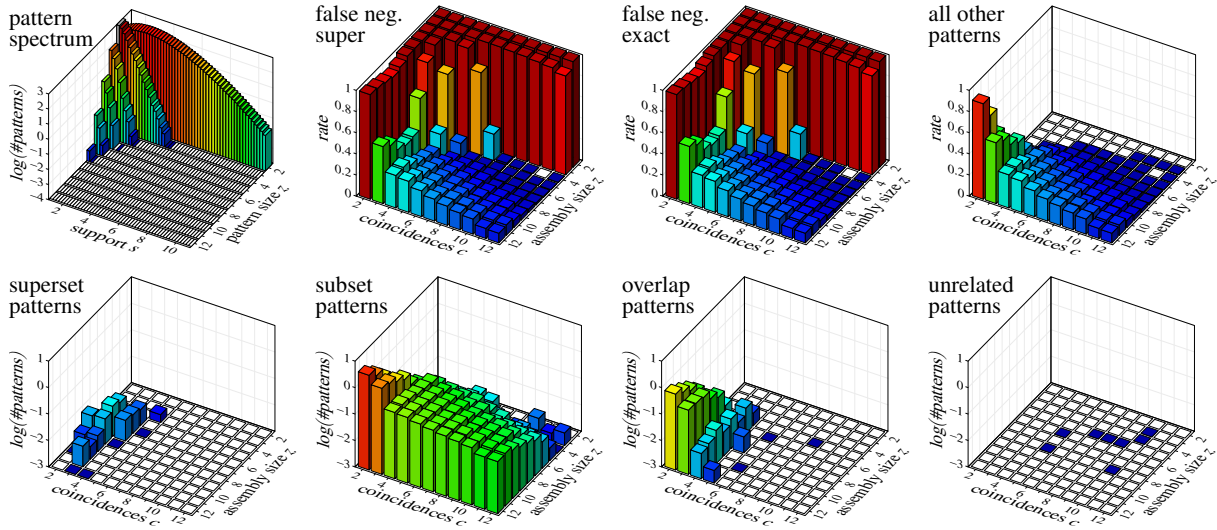
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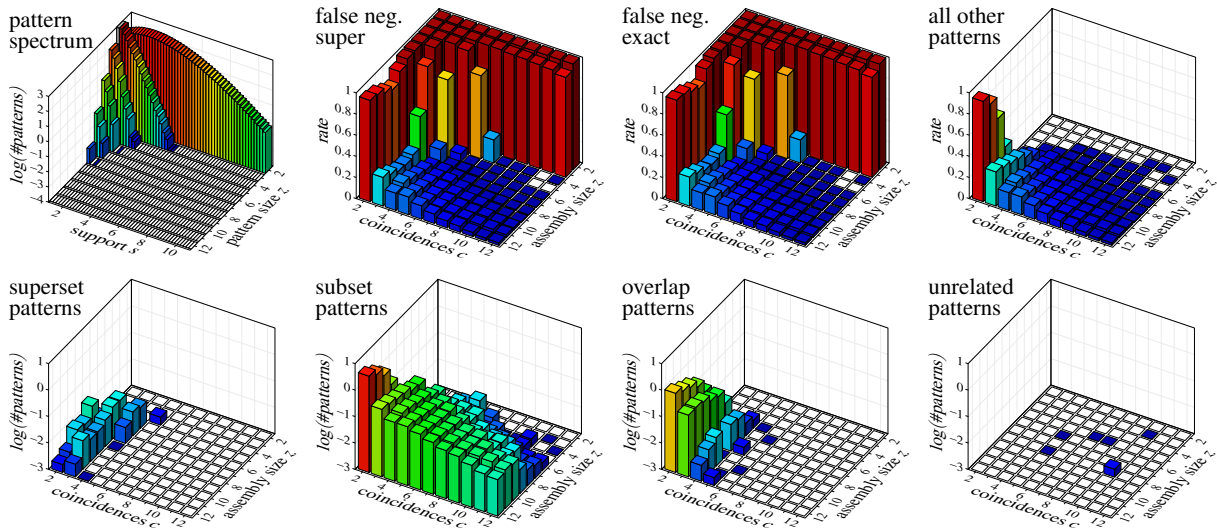
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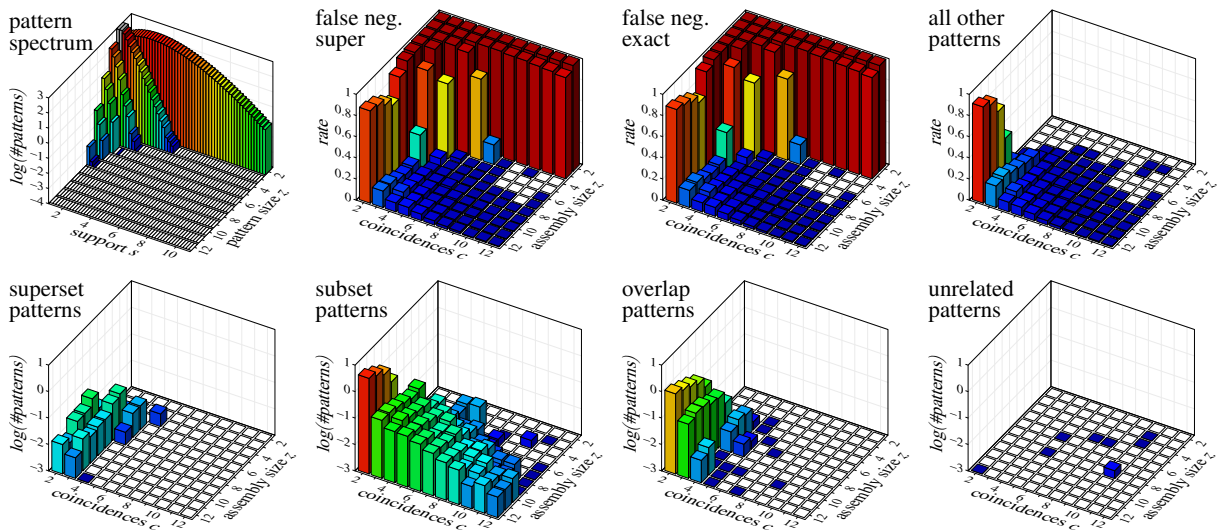
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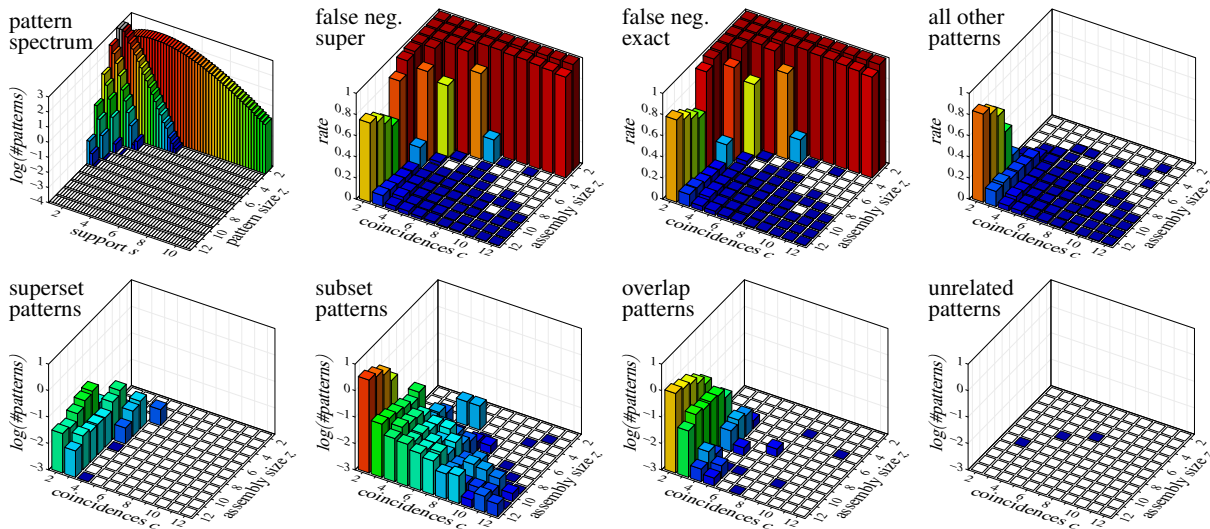
2.0ms jitter, 2.8ms windows, reduced with $(z - 1) \cdot (c + 0.8)$



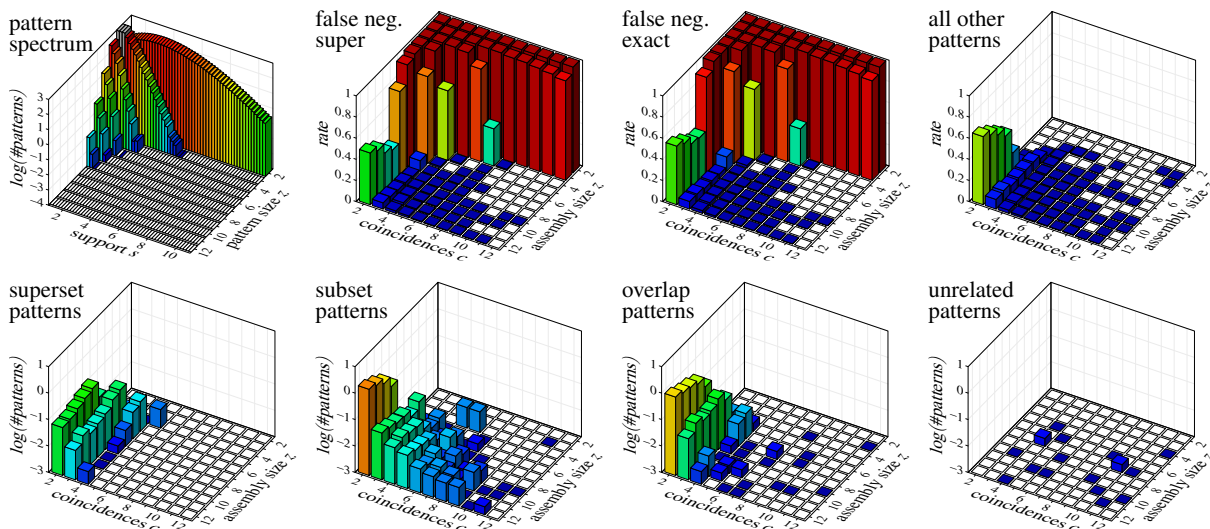
2.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 0.8)$



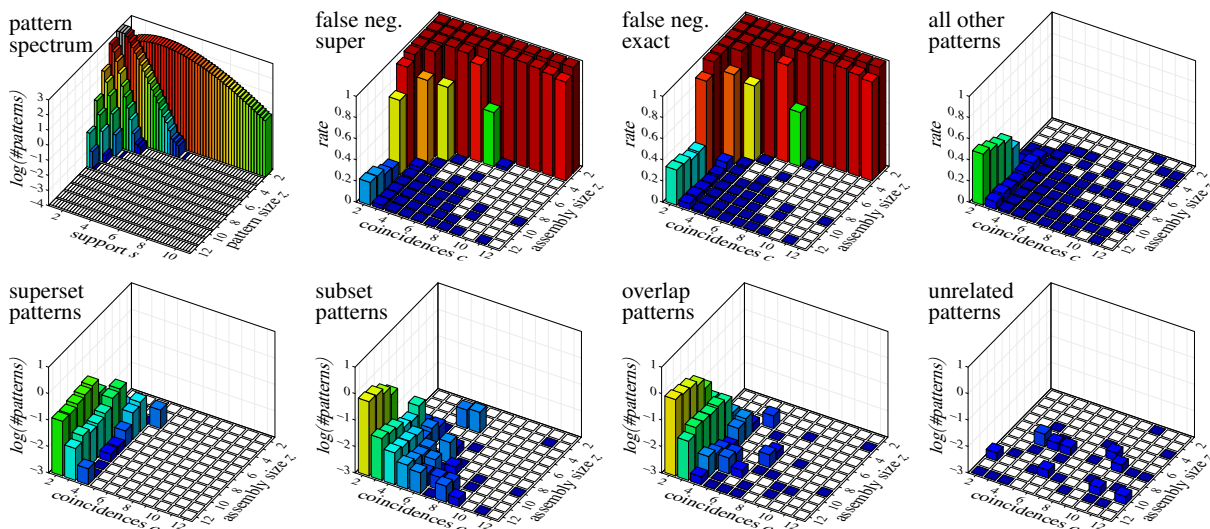
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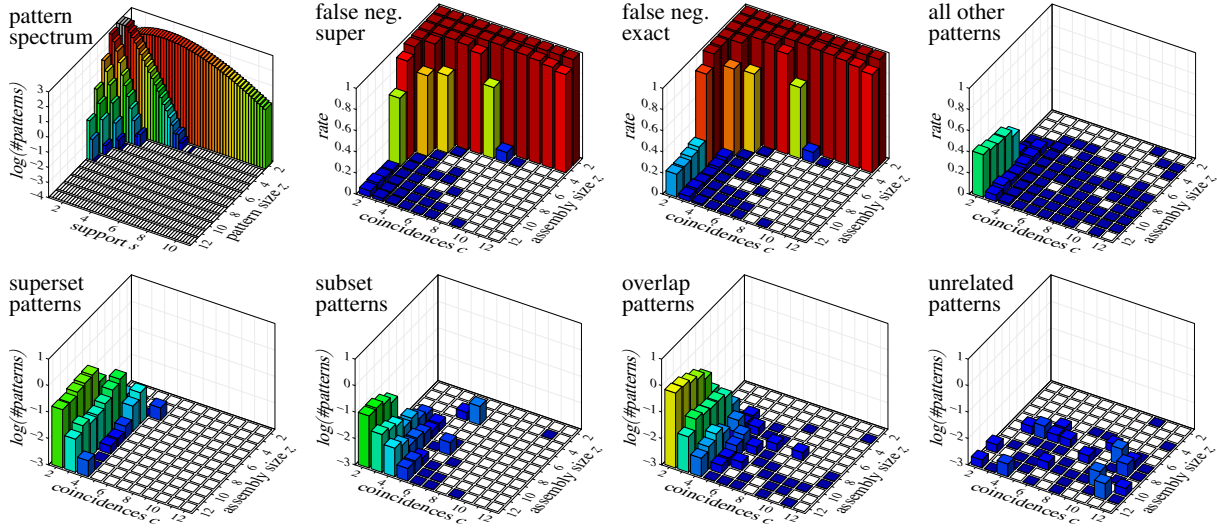
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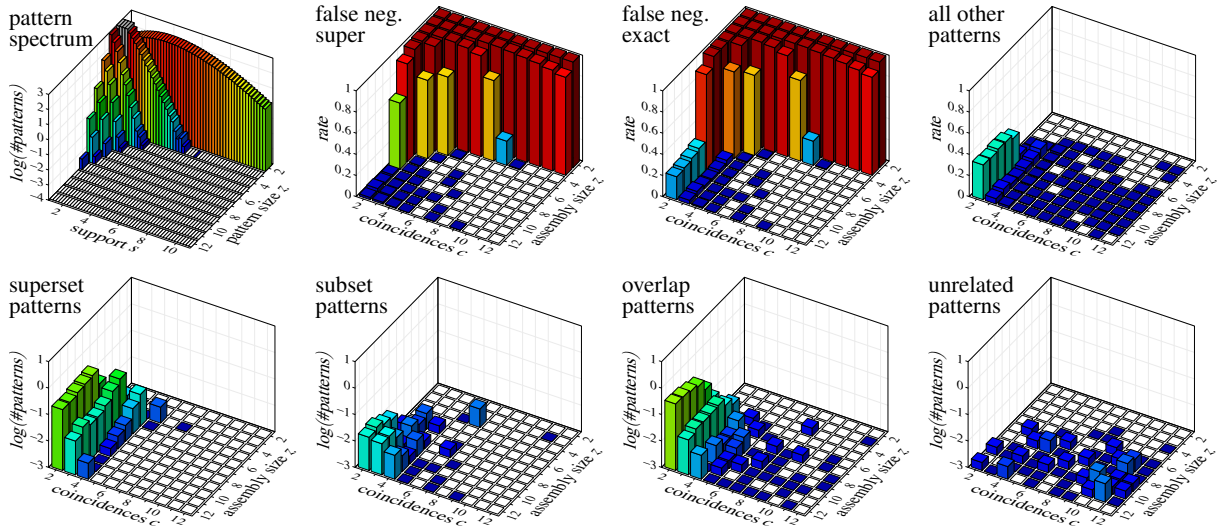
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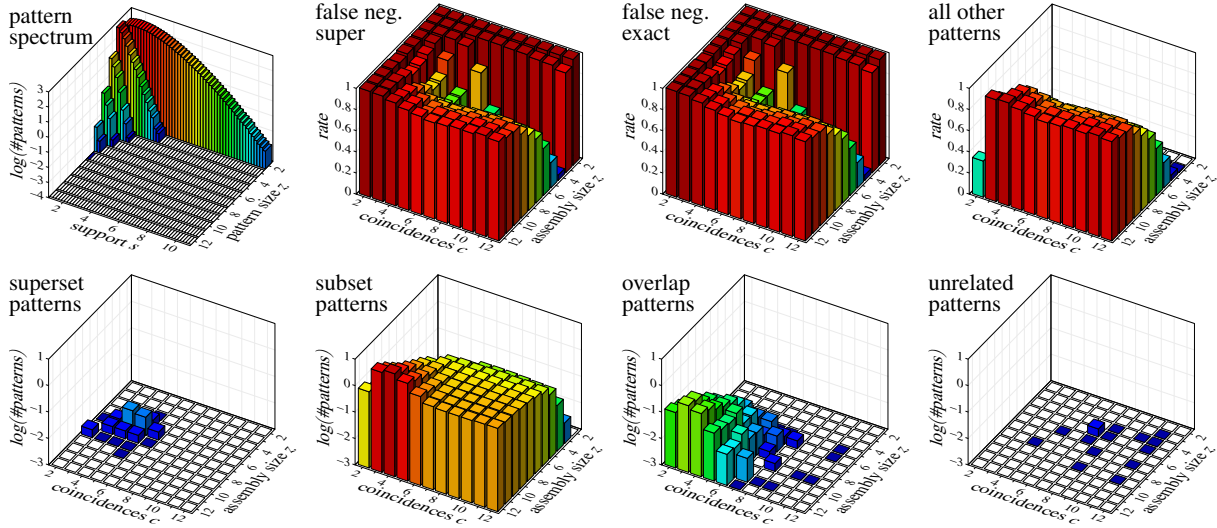
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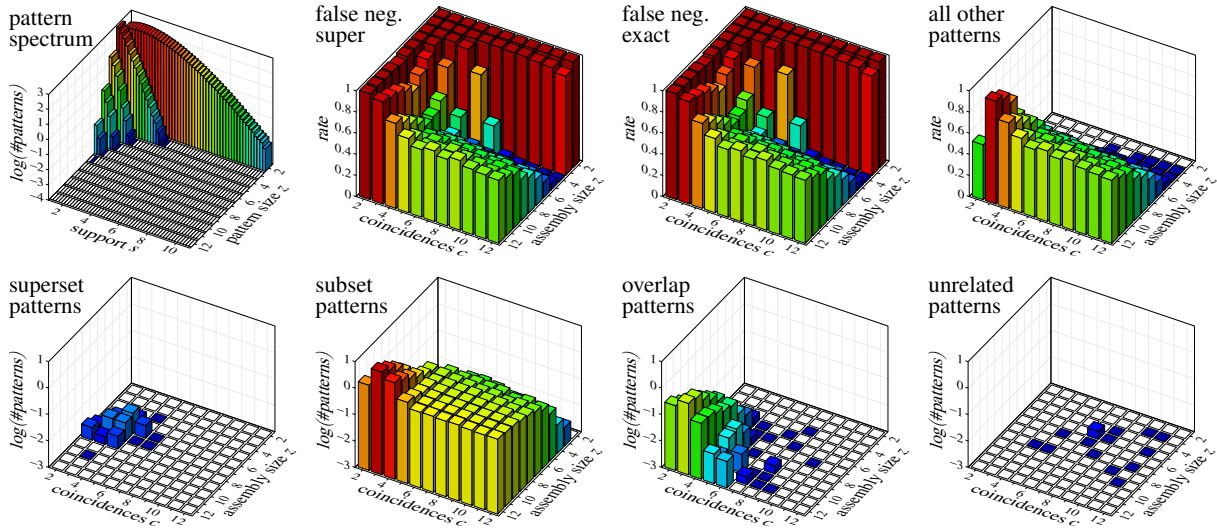
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.8)$



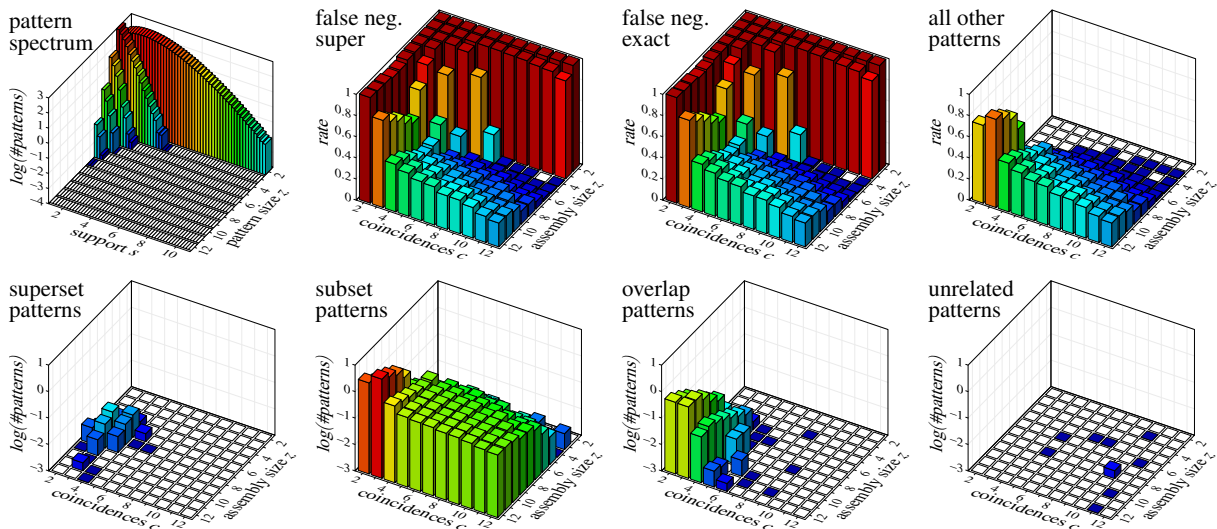
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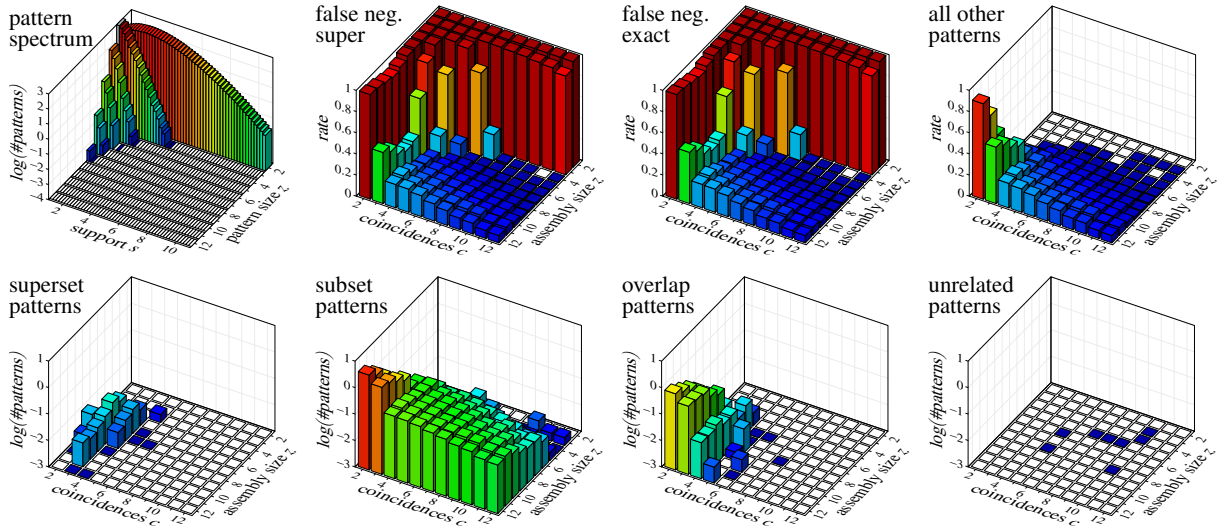
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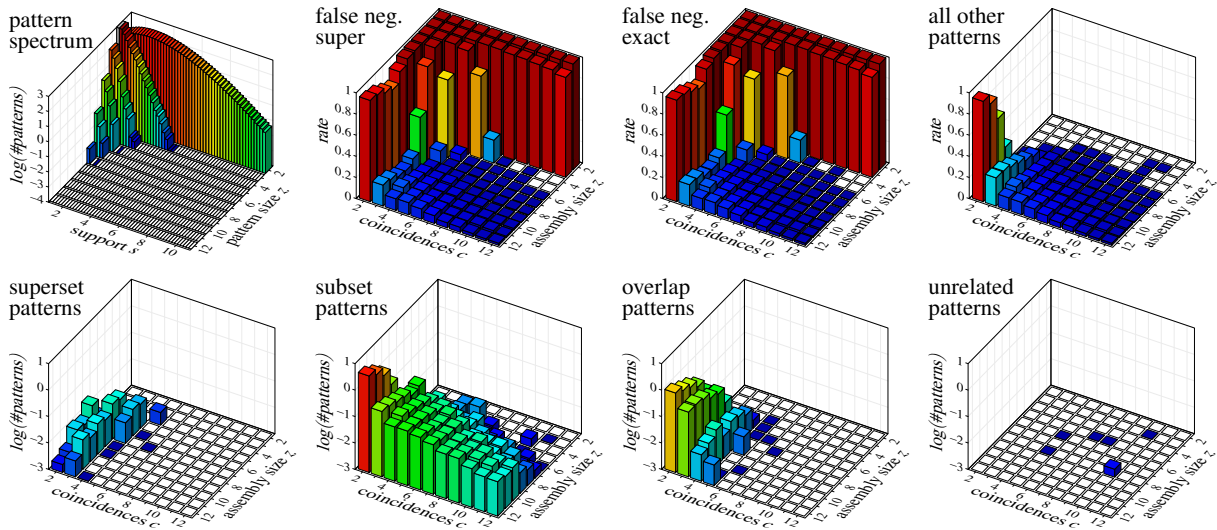
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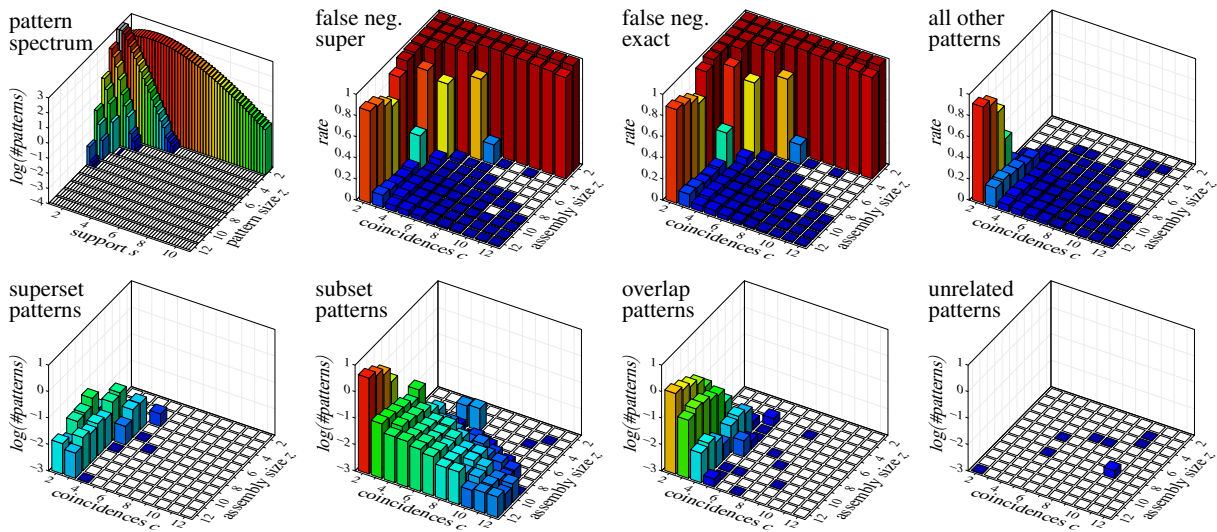
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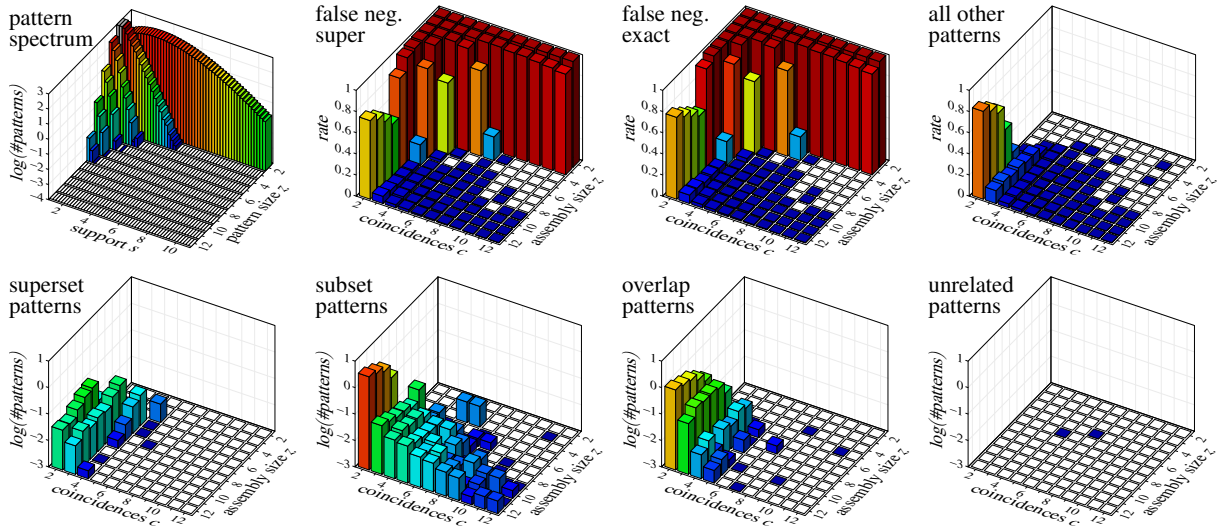
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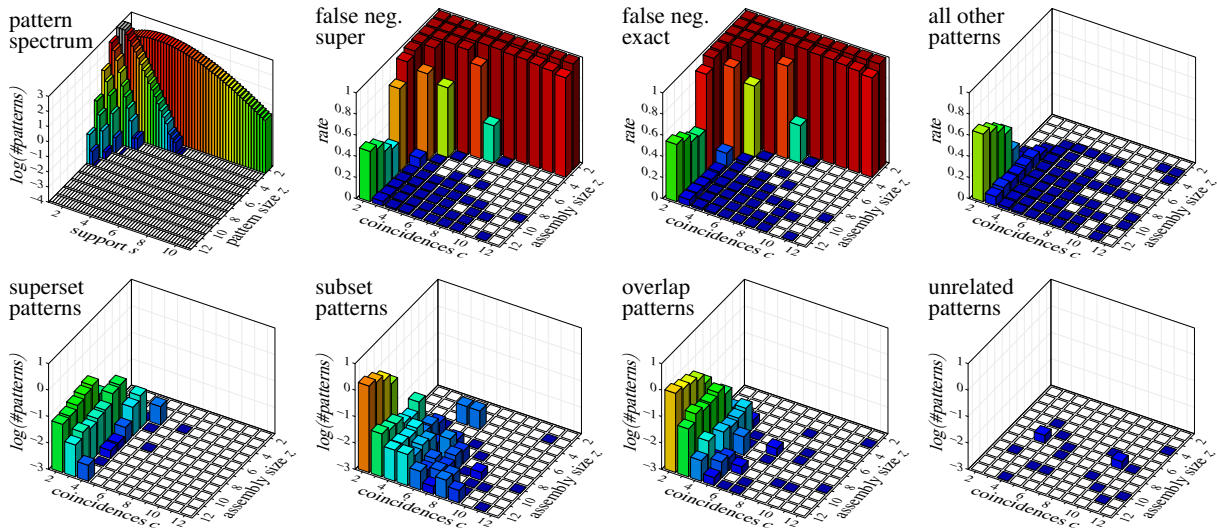
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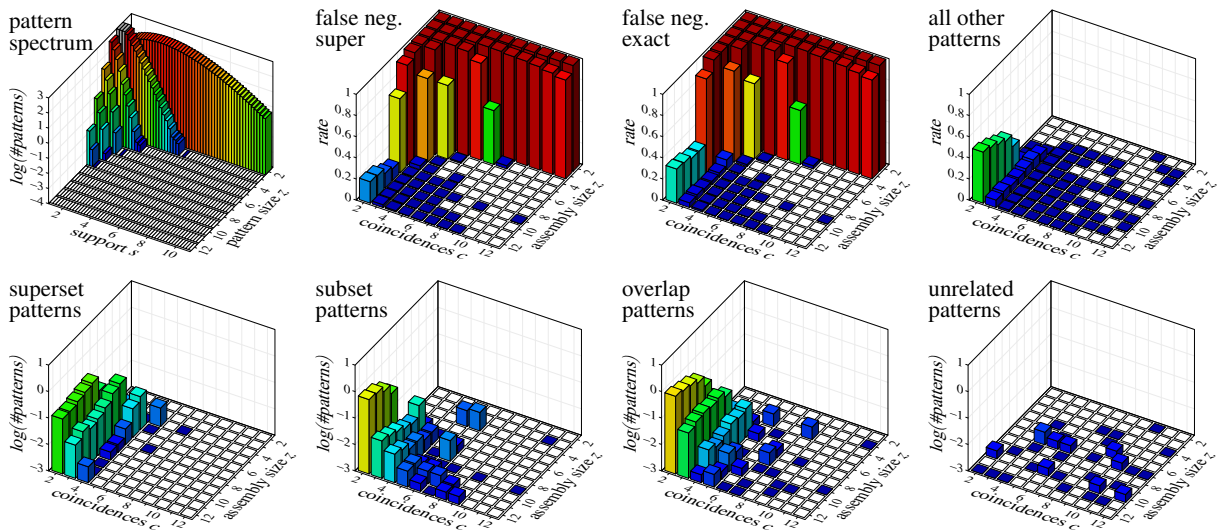
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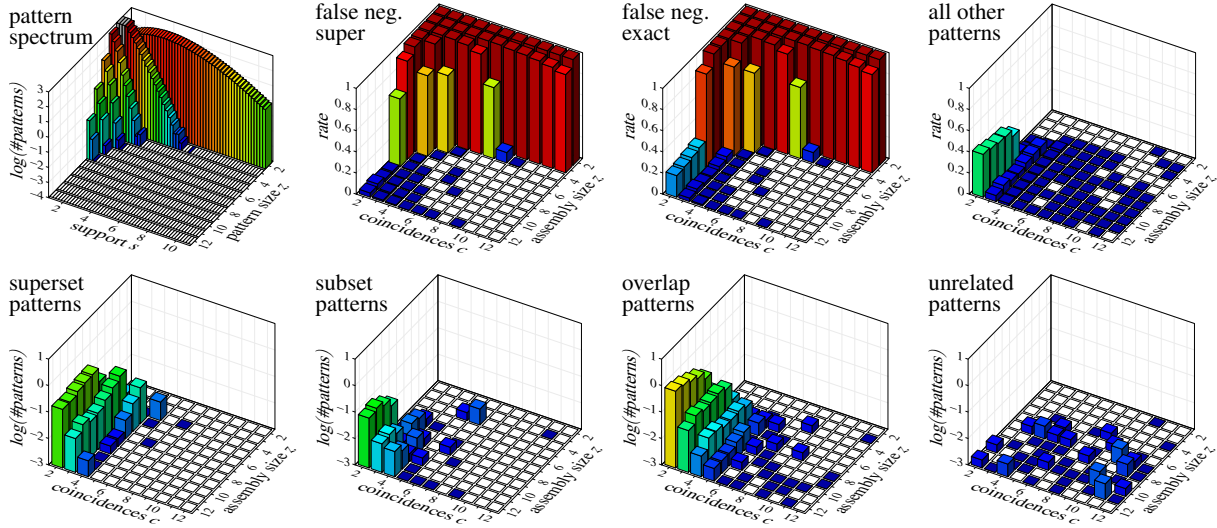
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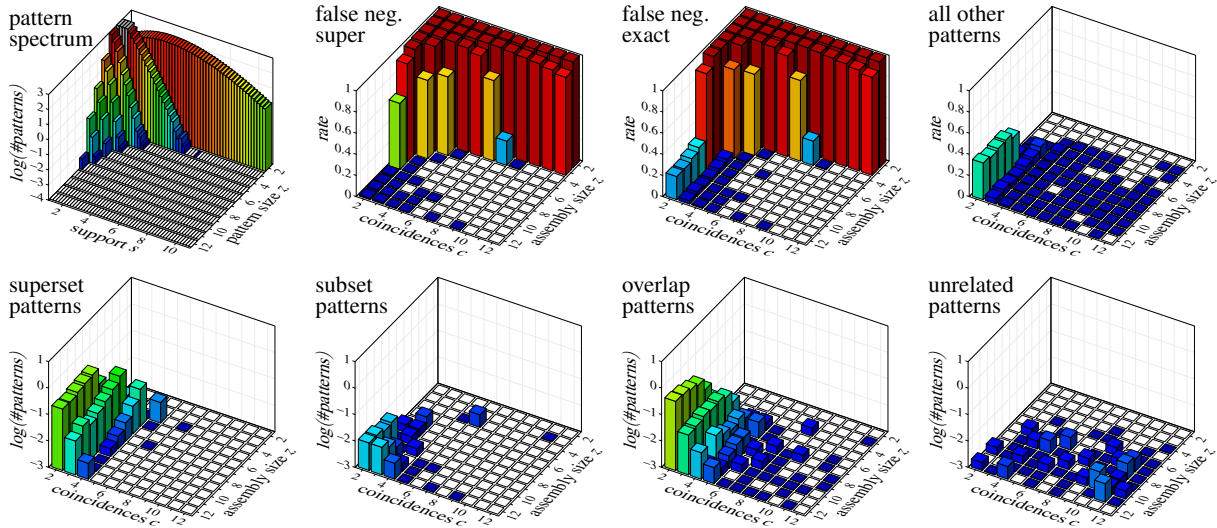
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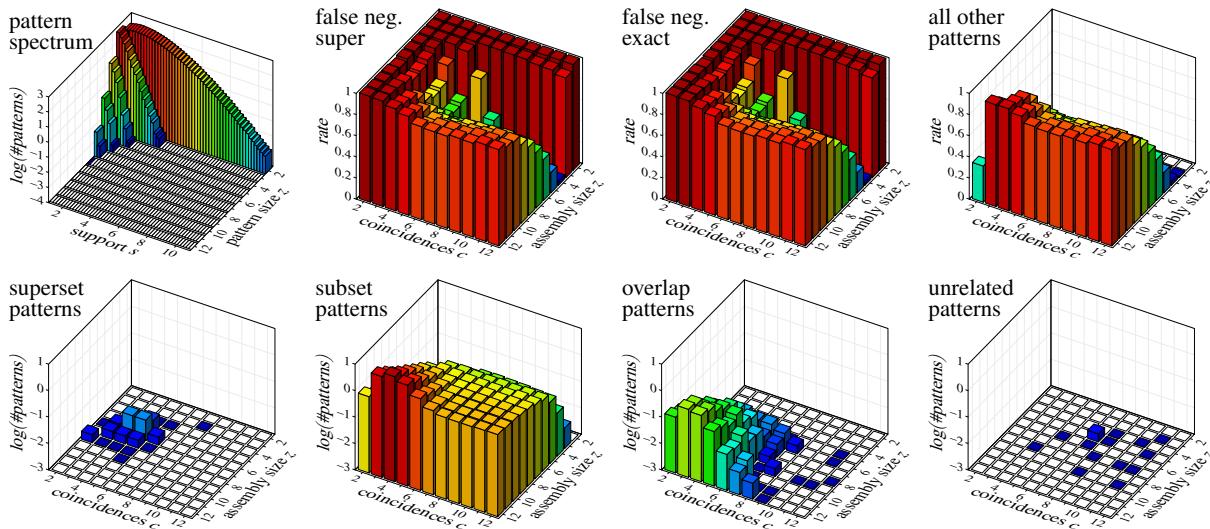
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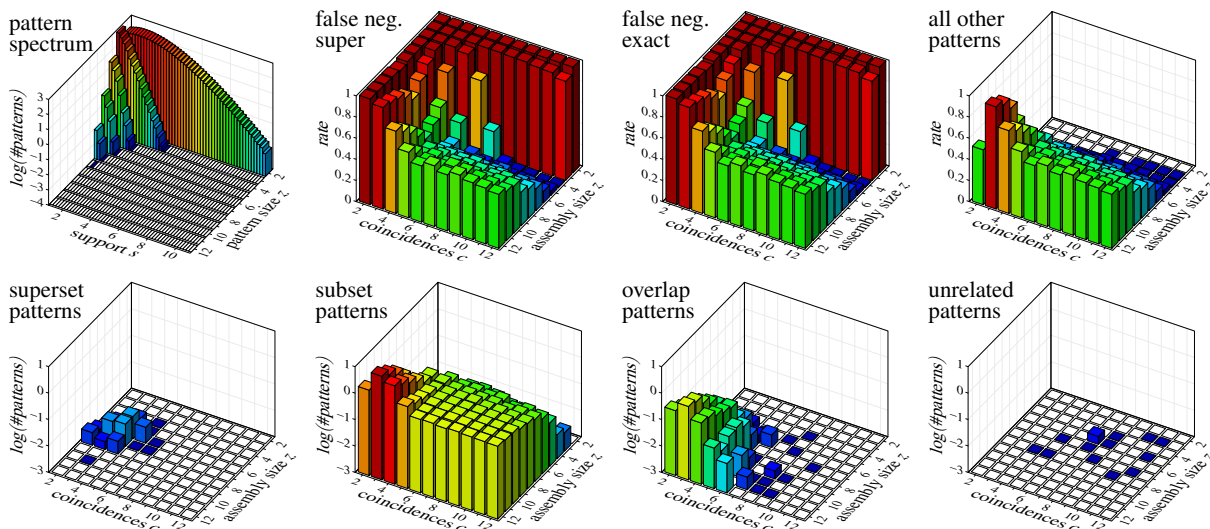
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 1.0)$



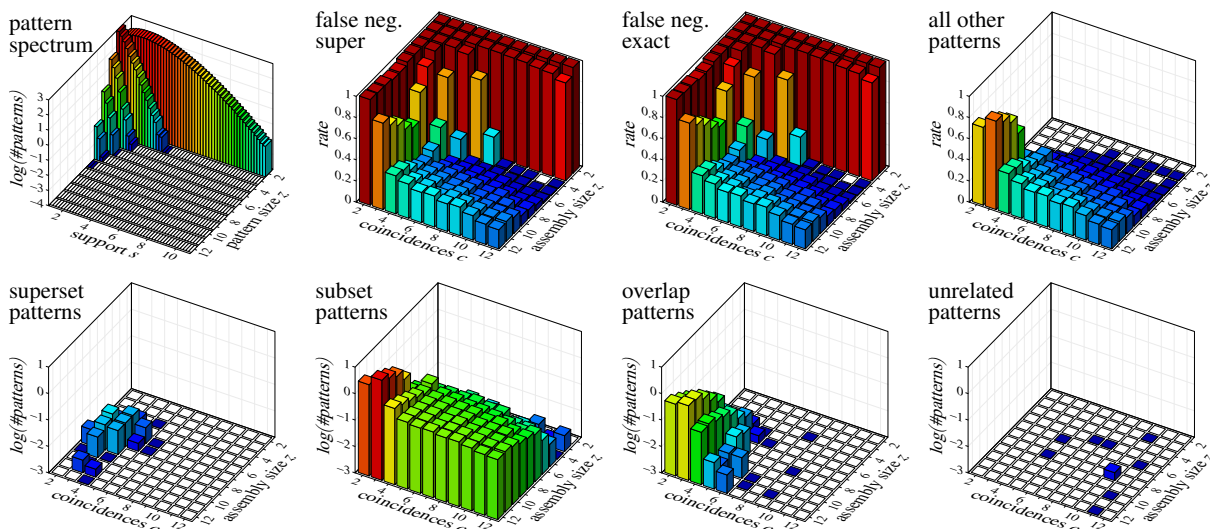
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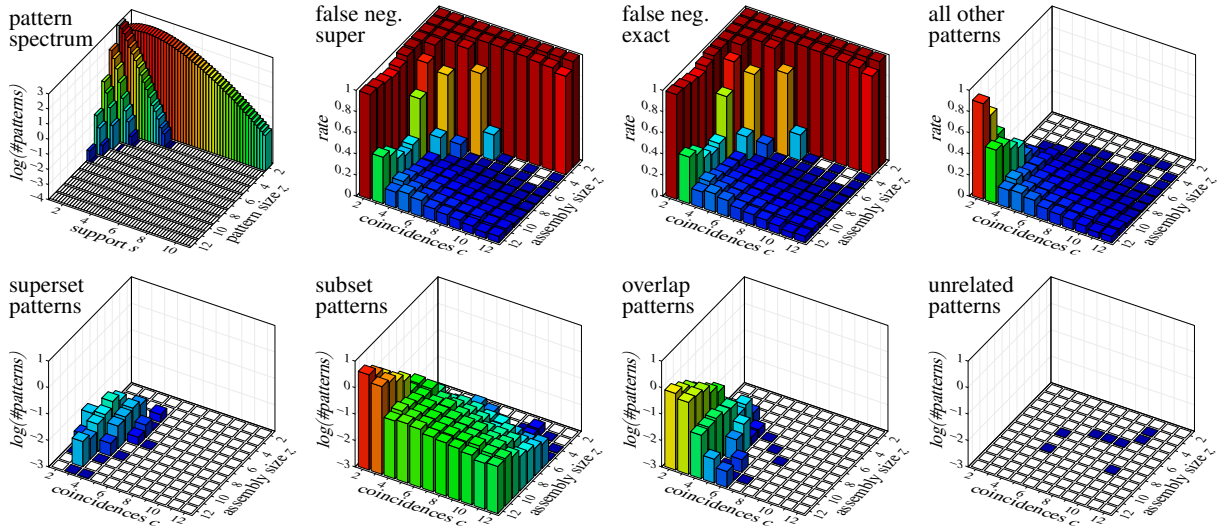
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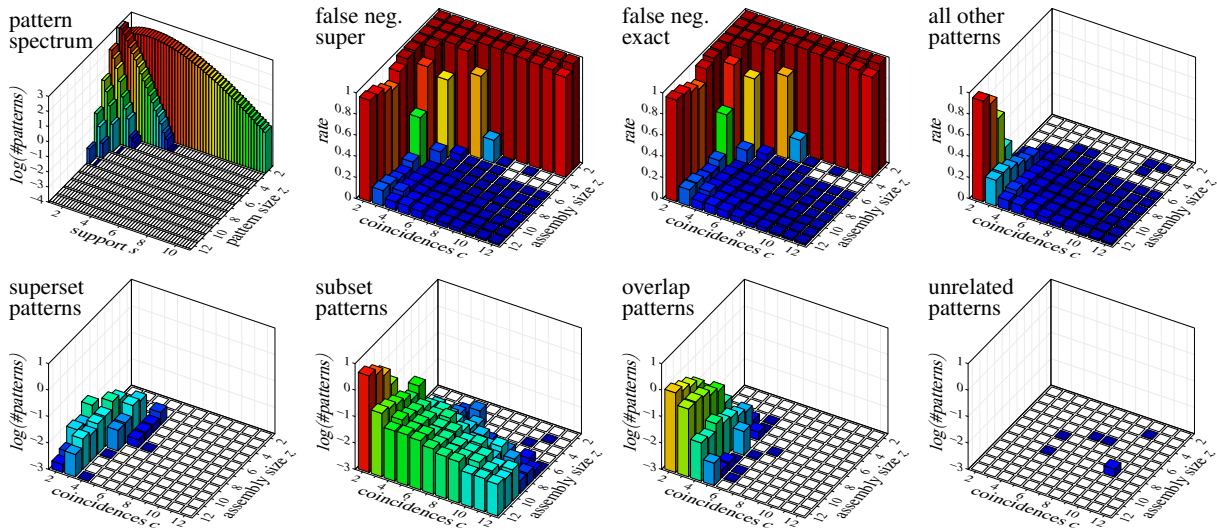
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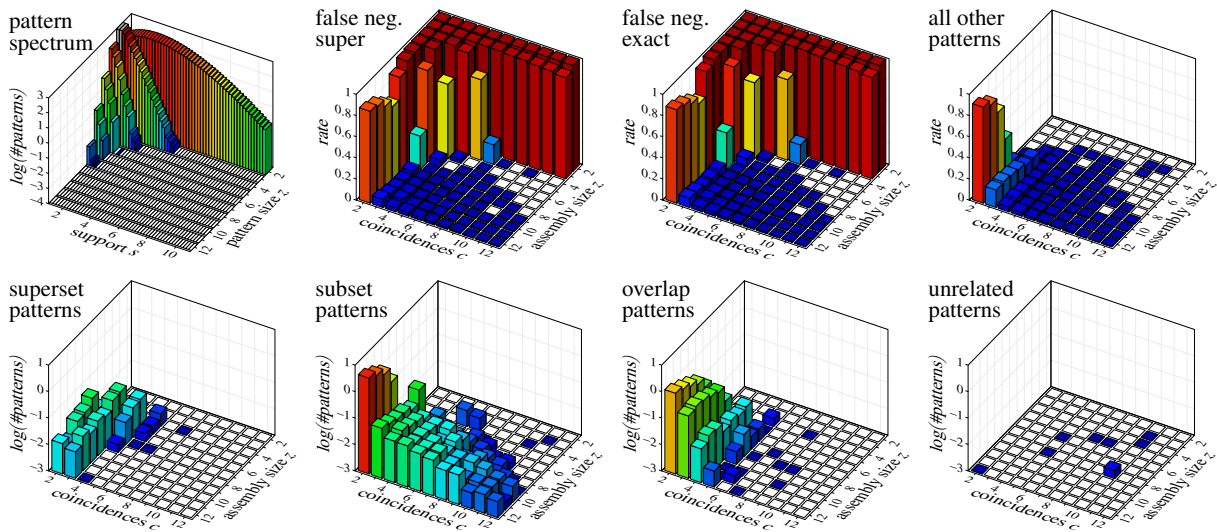
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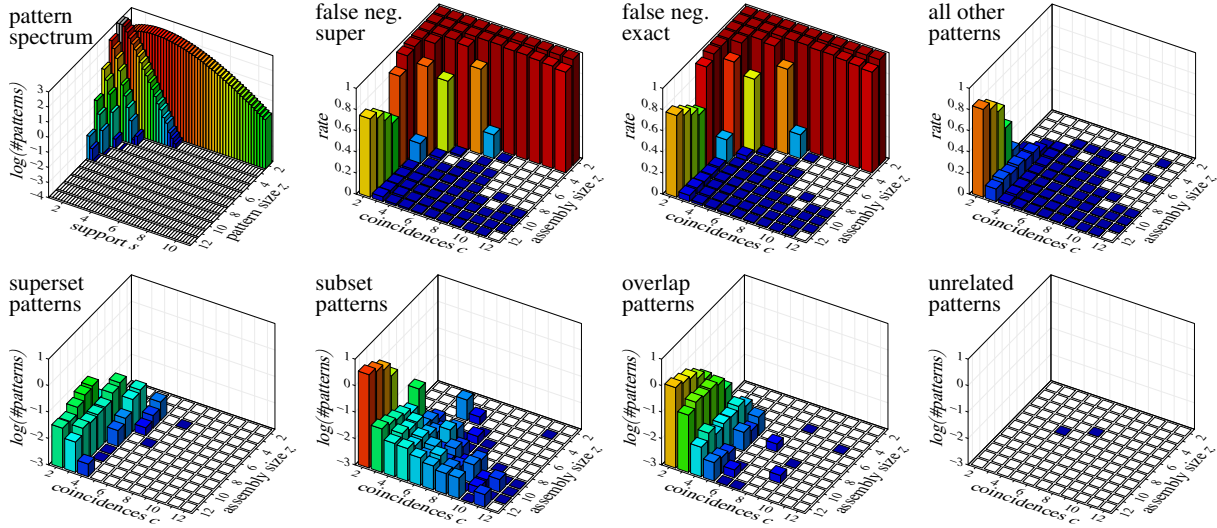
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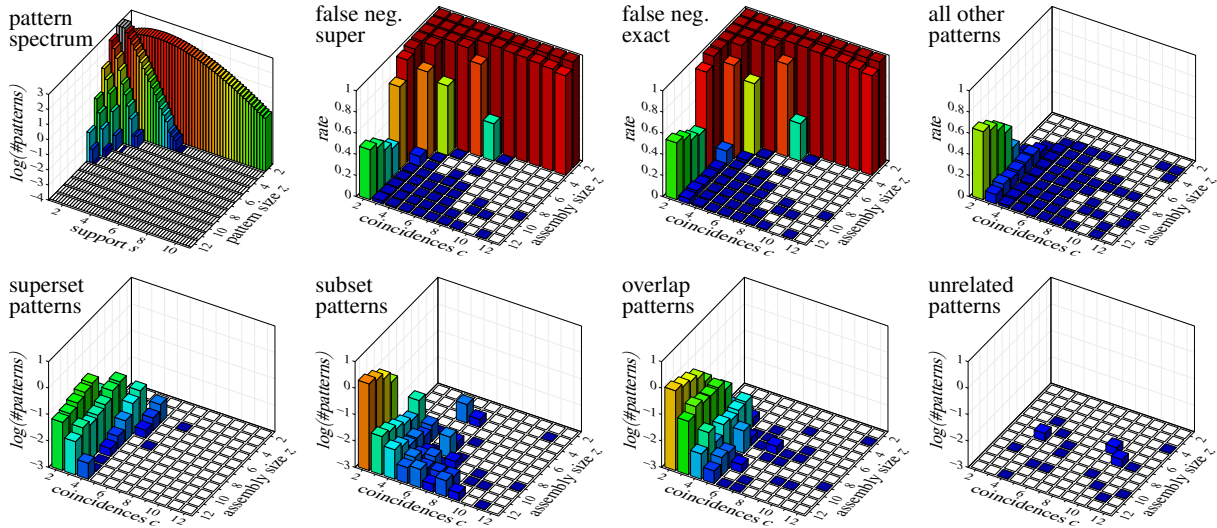
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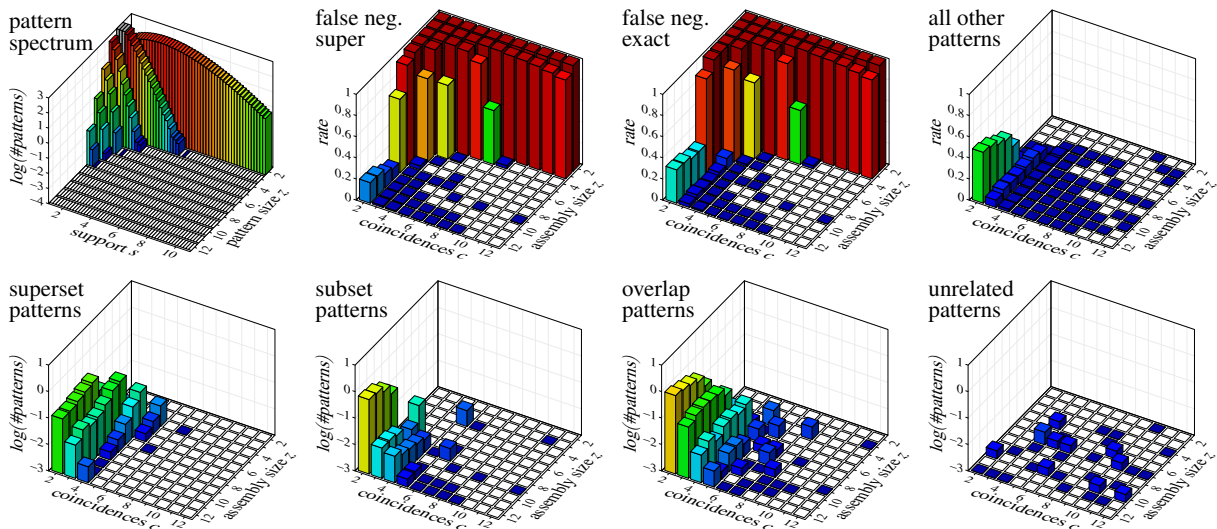
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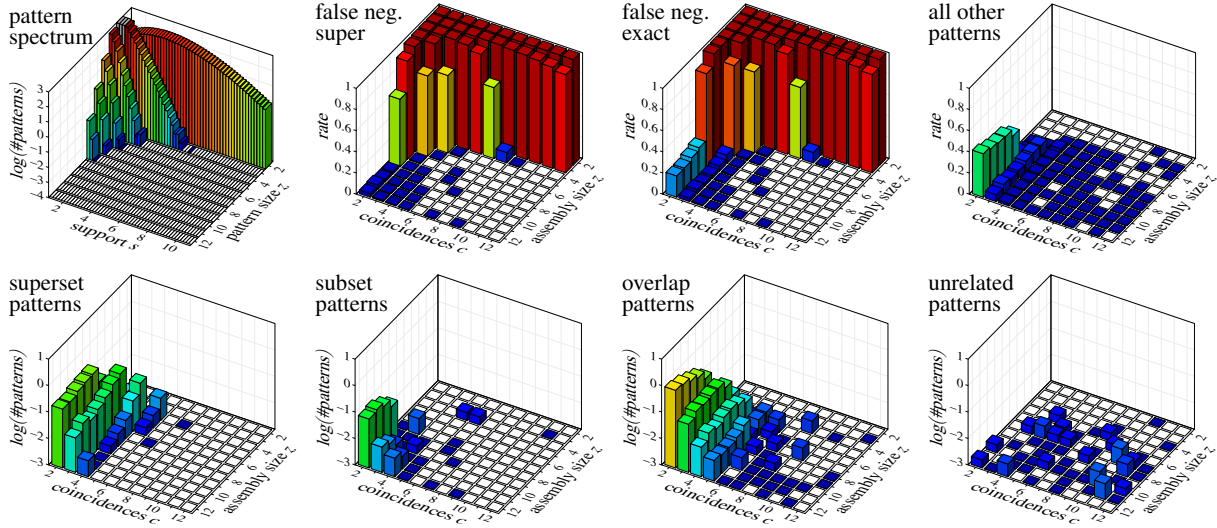
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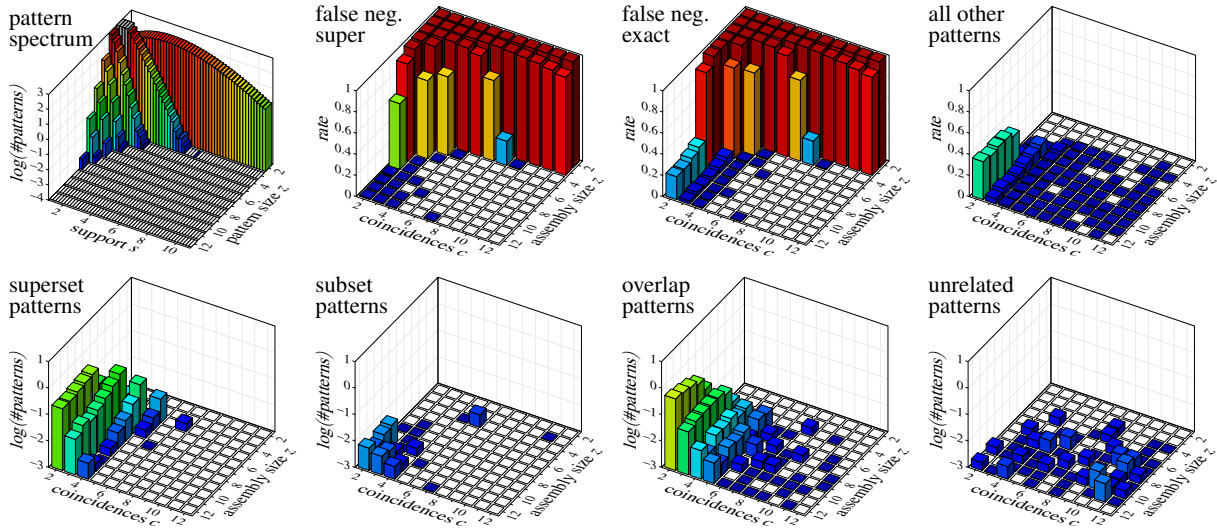
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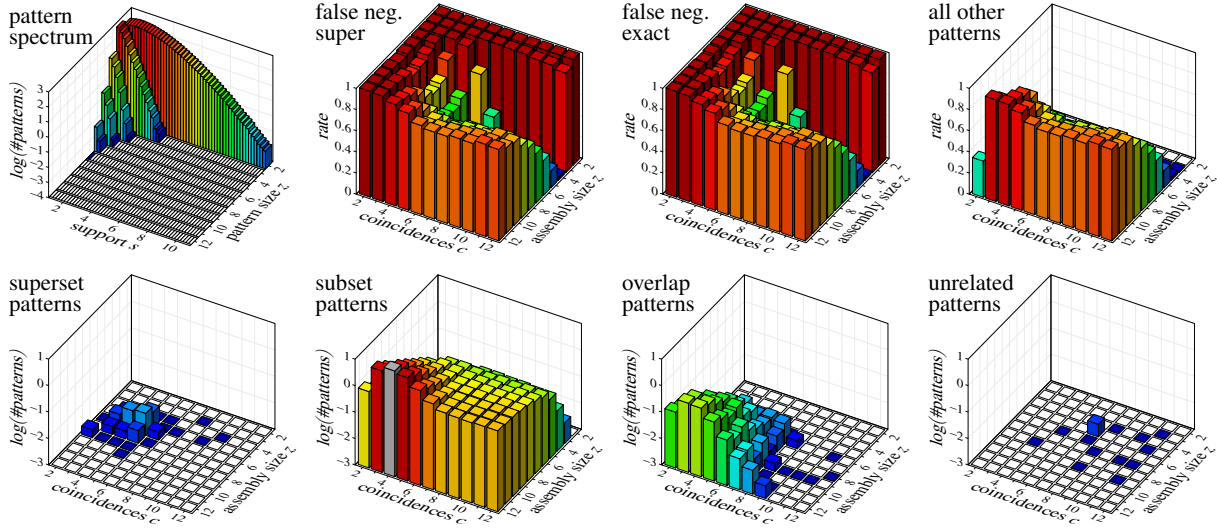
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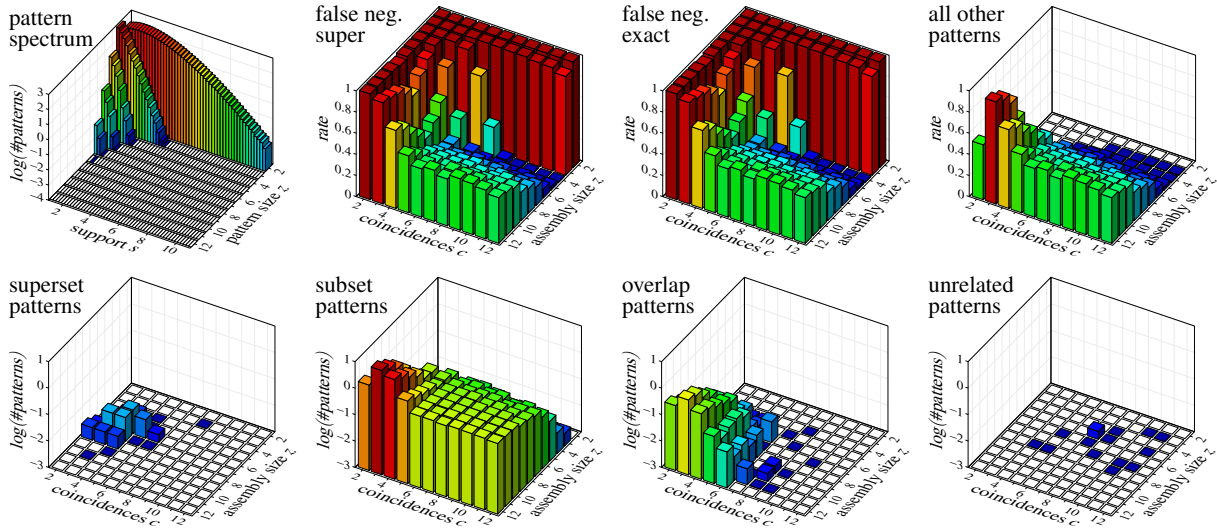
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 1.2)$



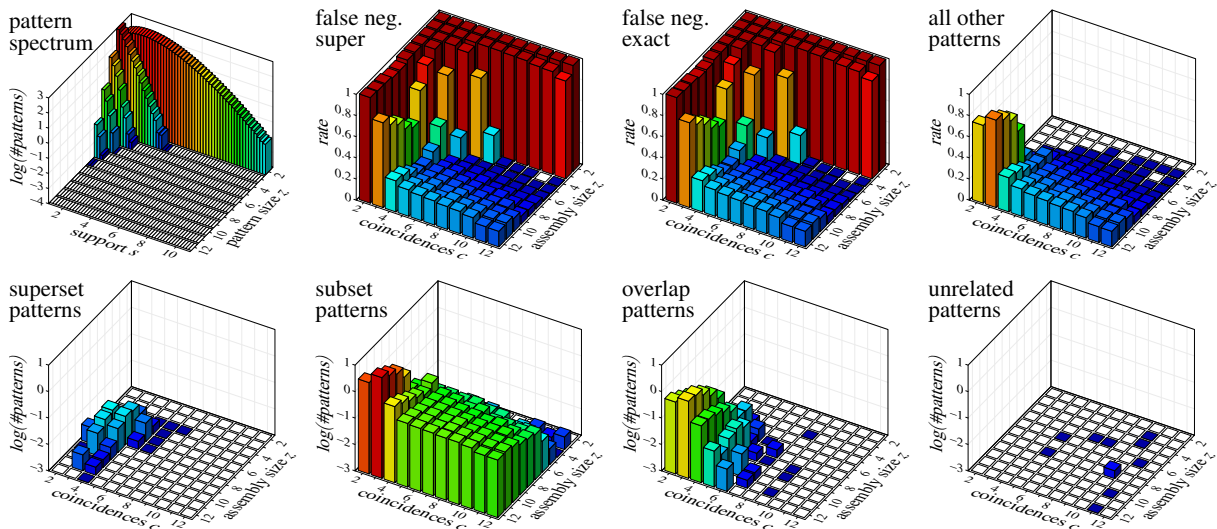
2.0ms jitter, 2.0ms windows, reduced with $(z - 1) \cdot (c + 1.4)$



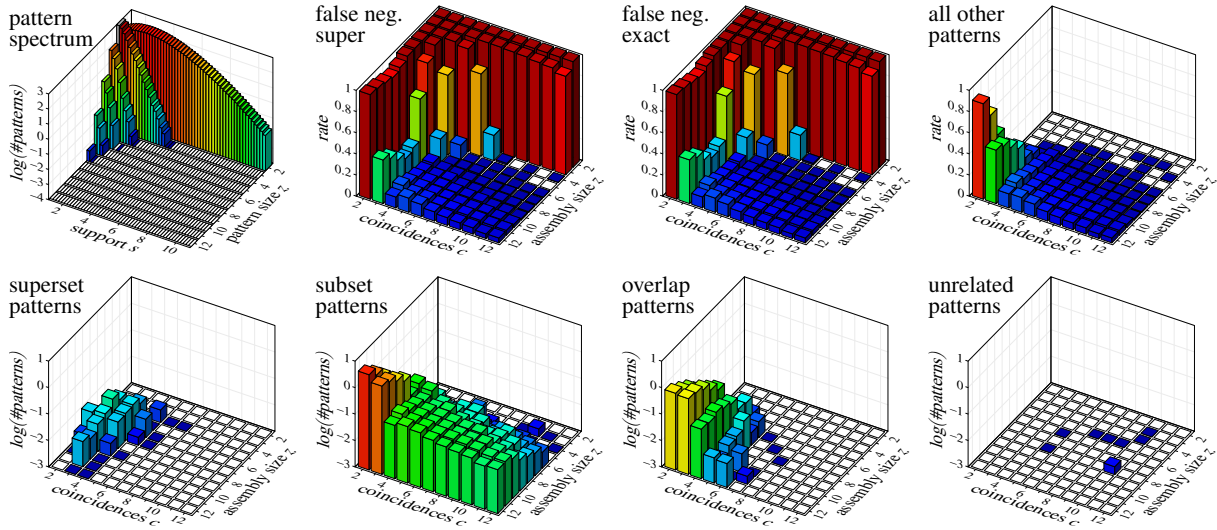
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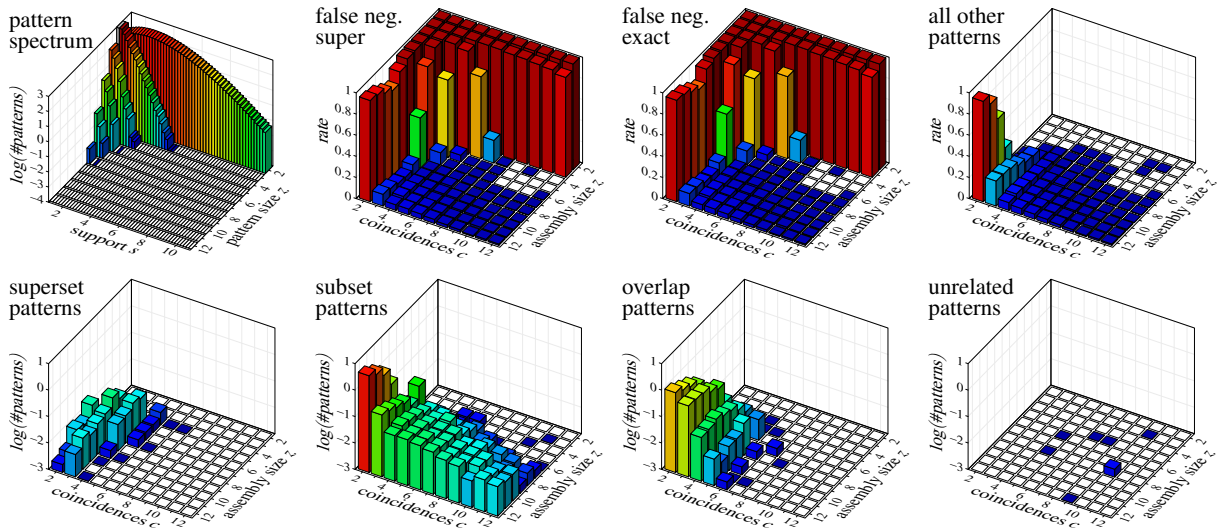
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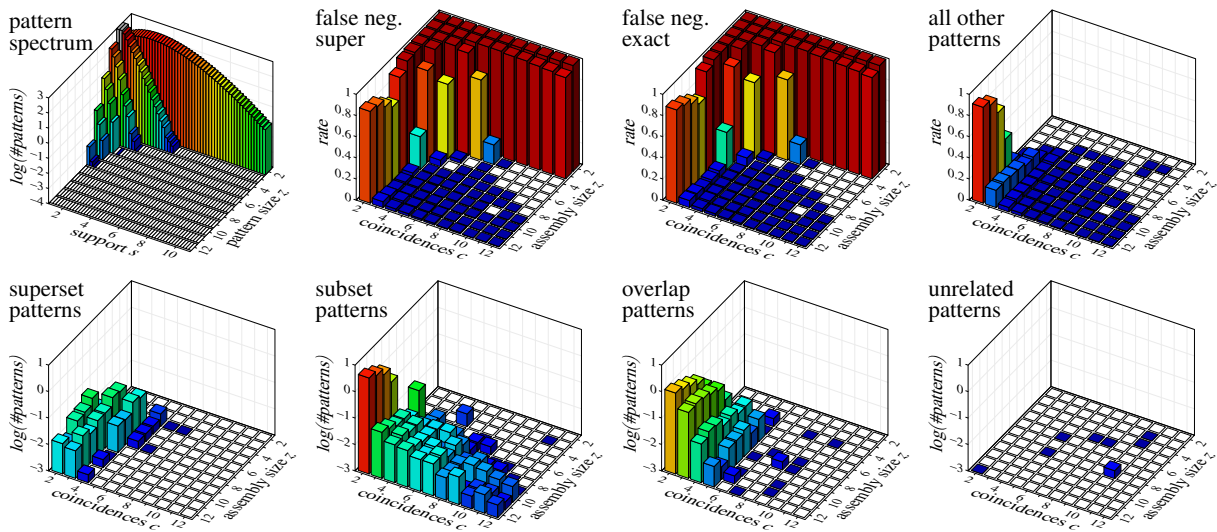
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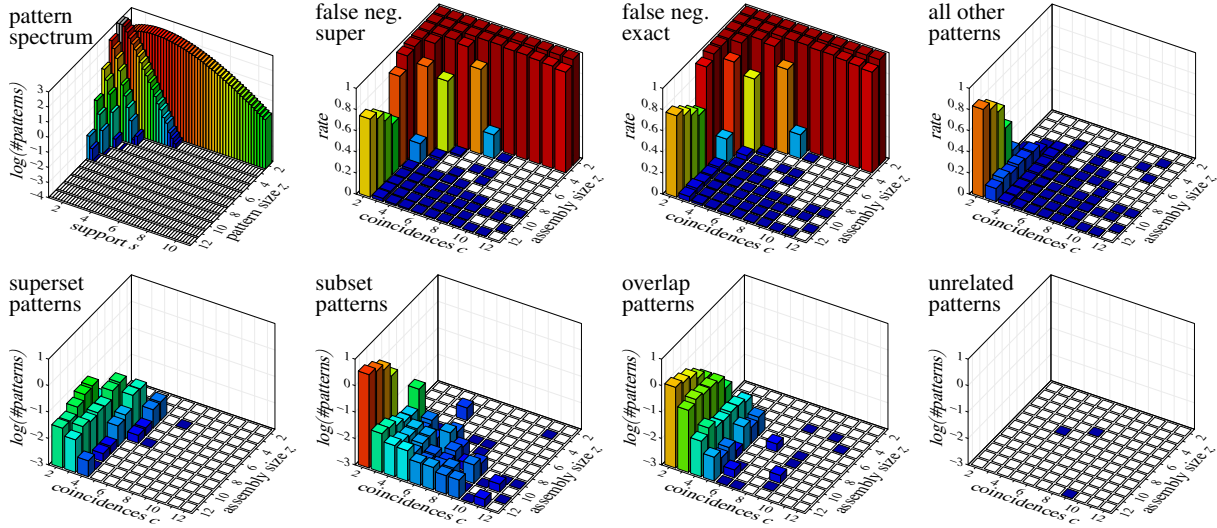
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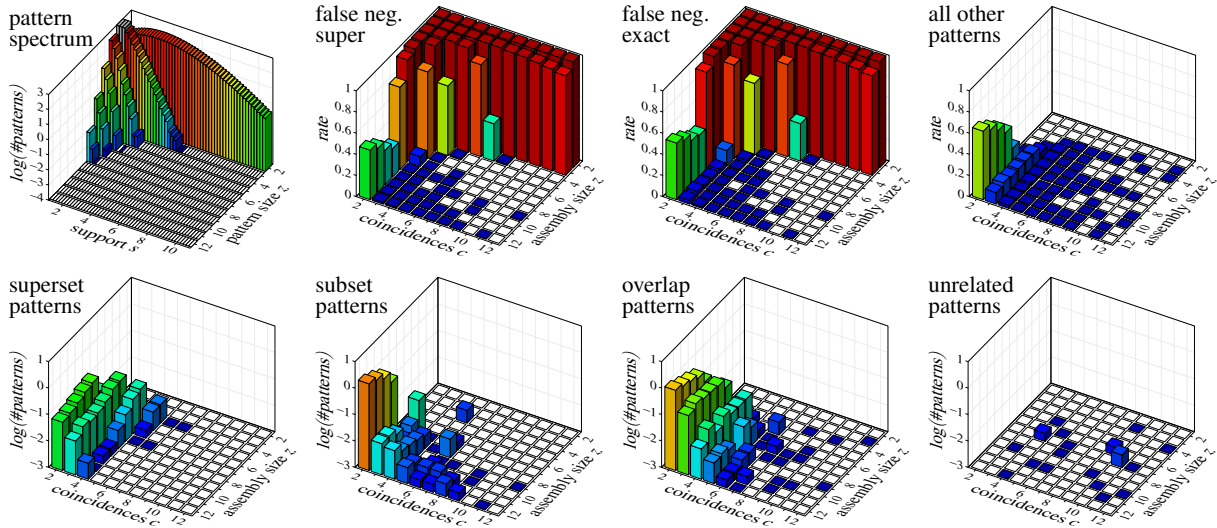
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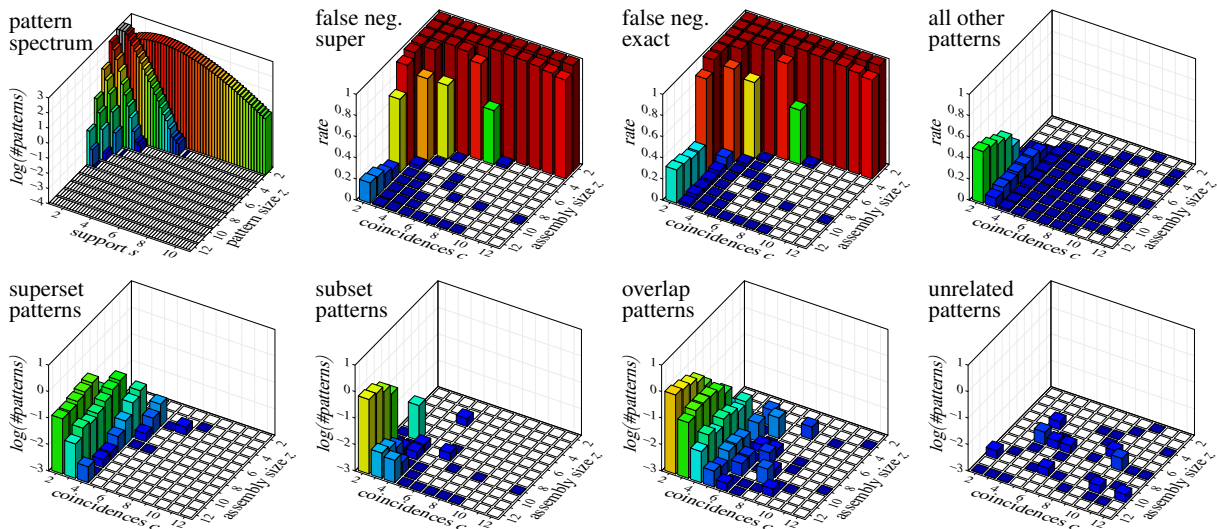
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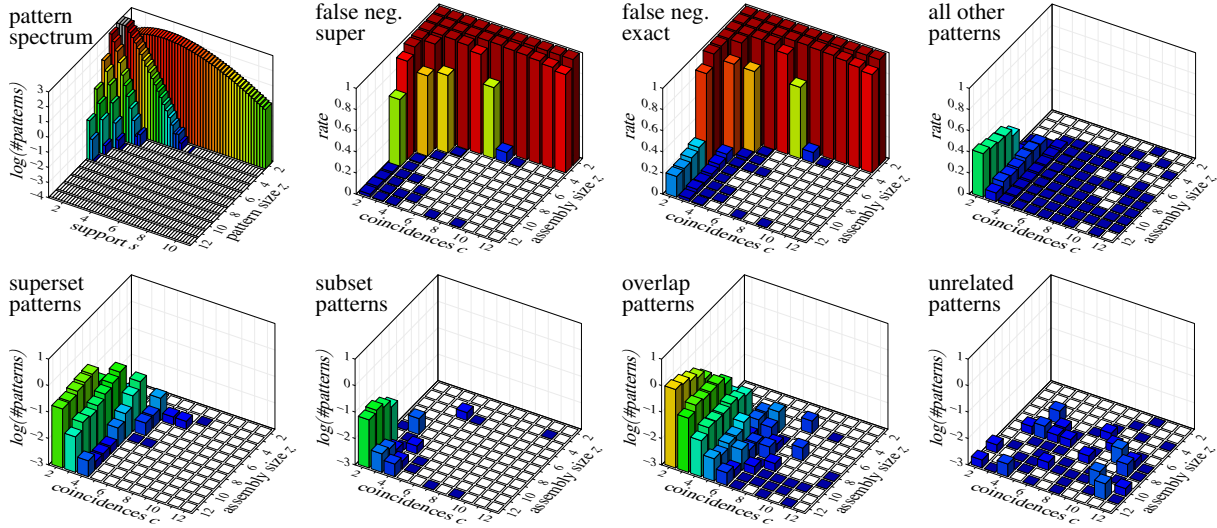
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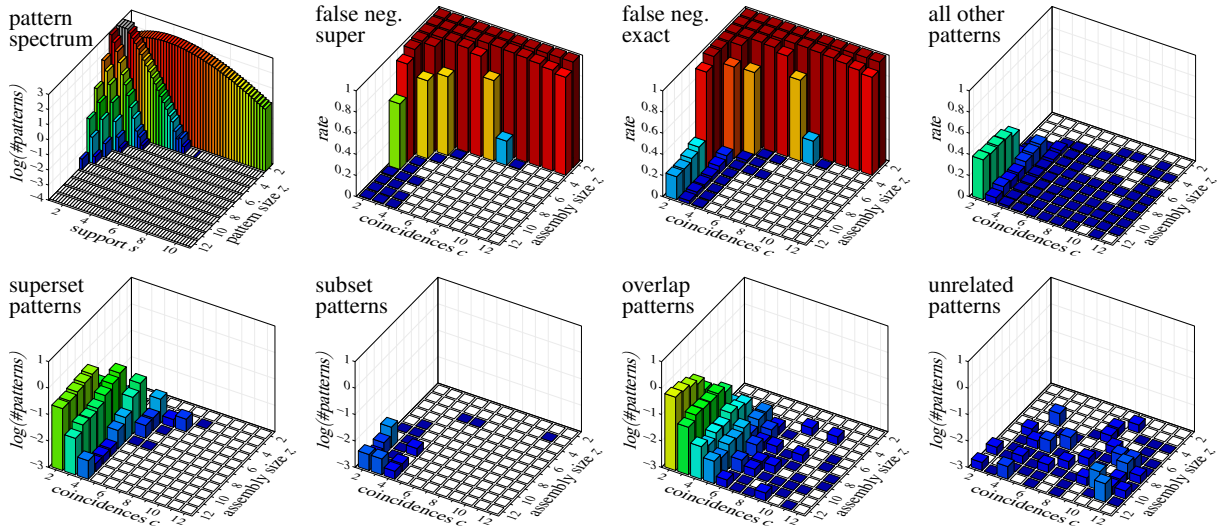
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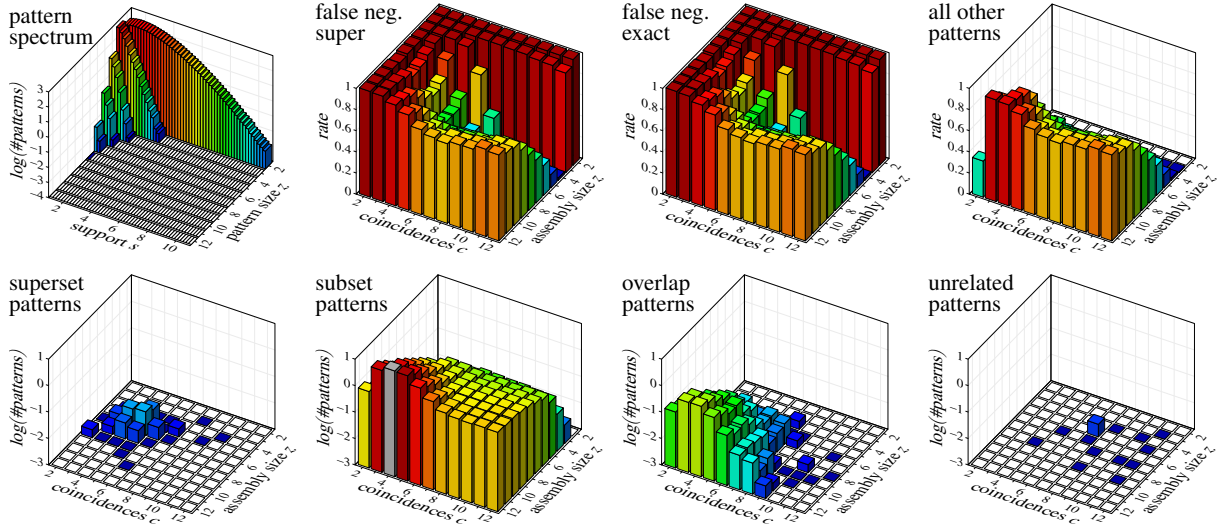
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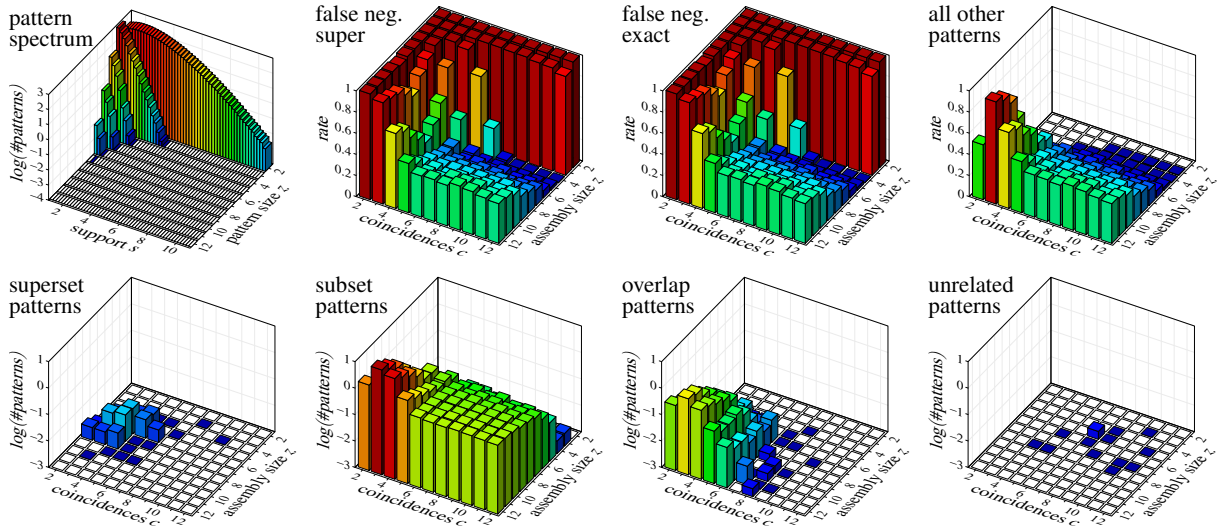
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 1.4)$



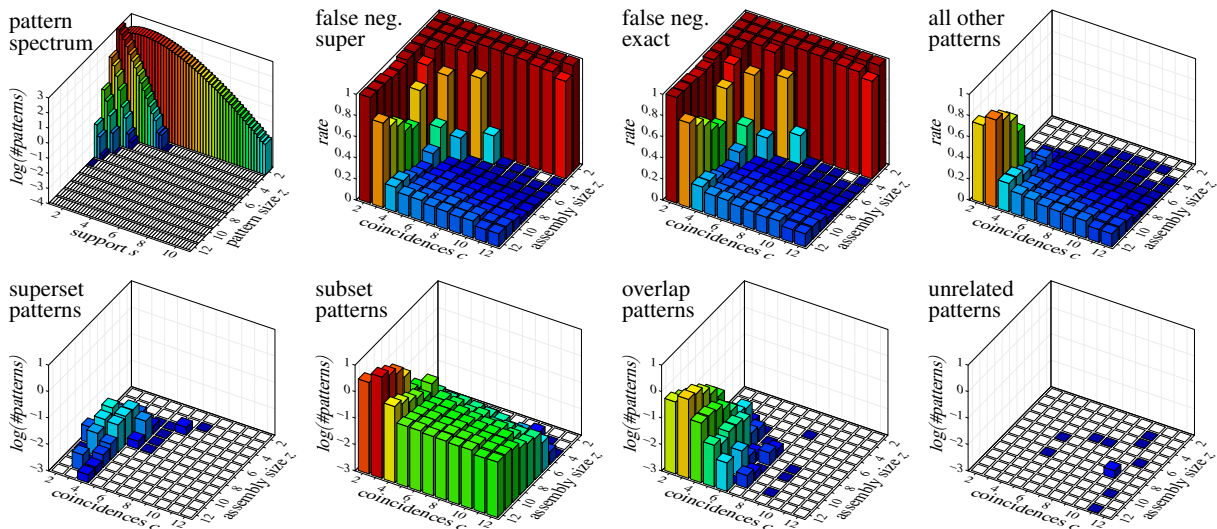
2.0ms jitter, 2.0ms windows, reduced with $(z - 1) \cdot (c + 1.6)$



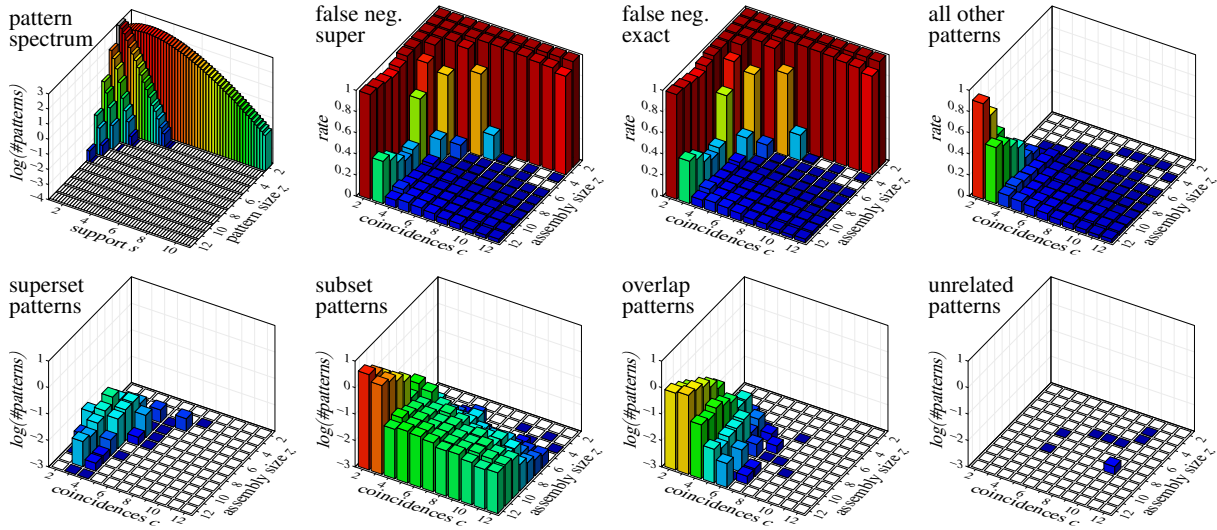
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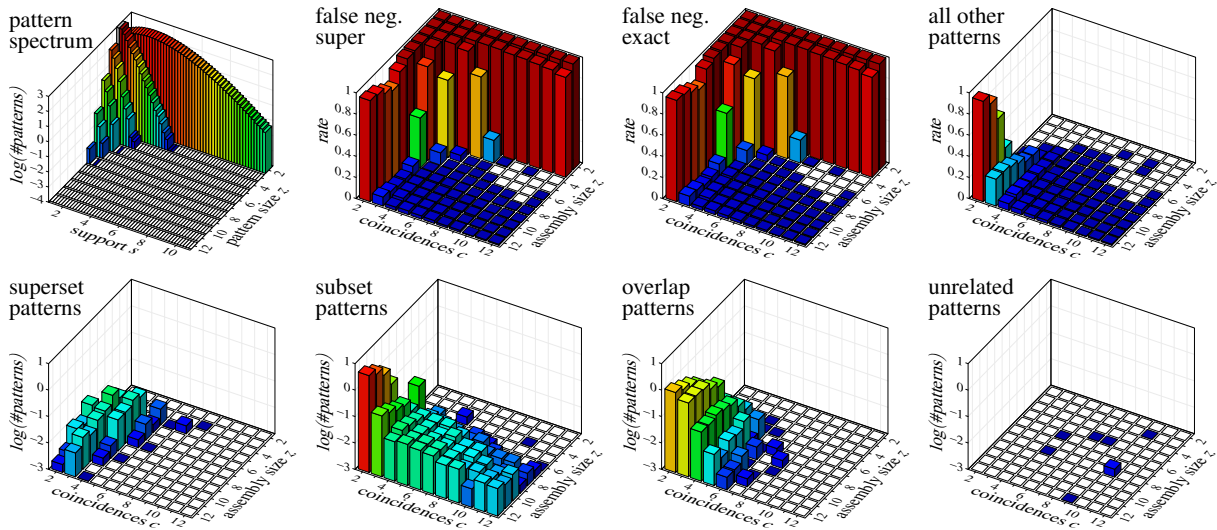
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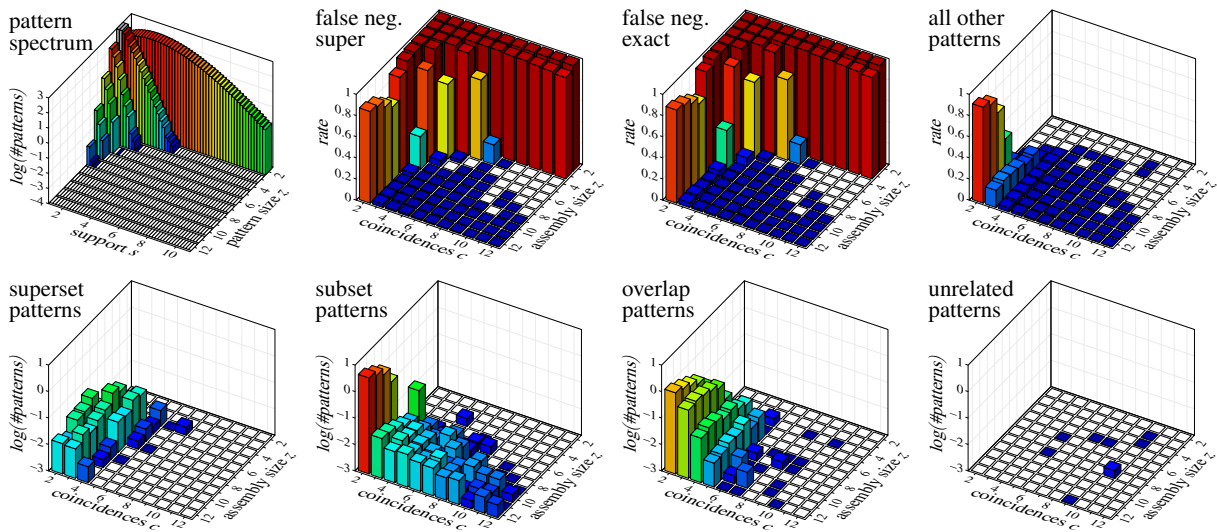
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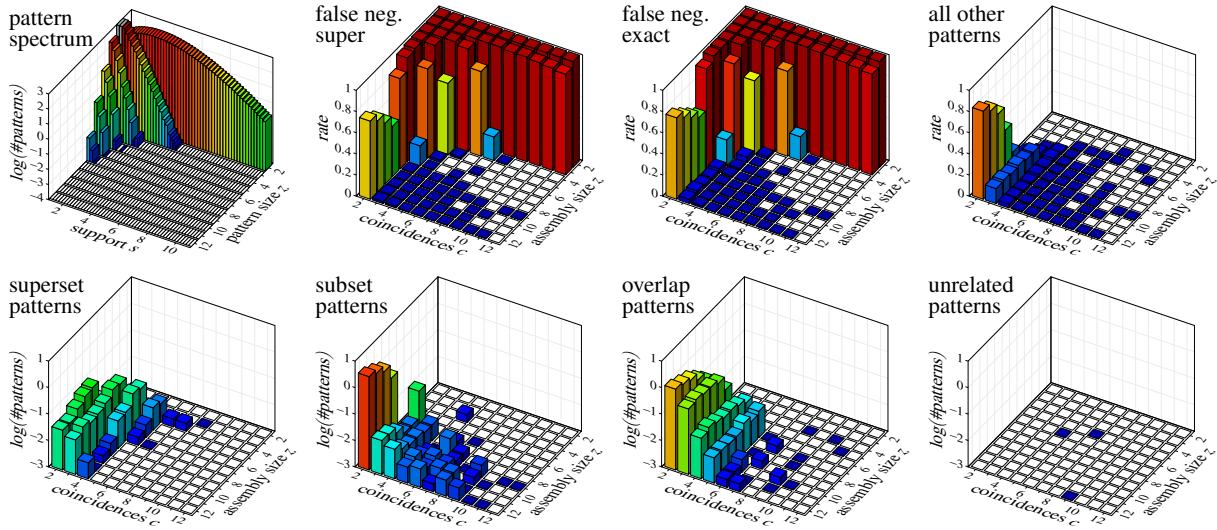
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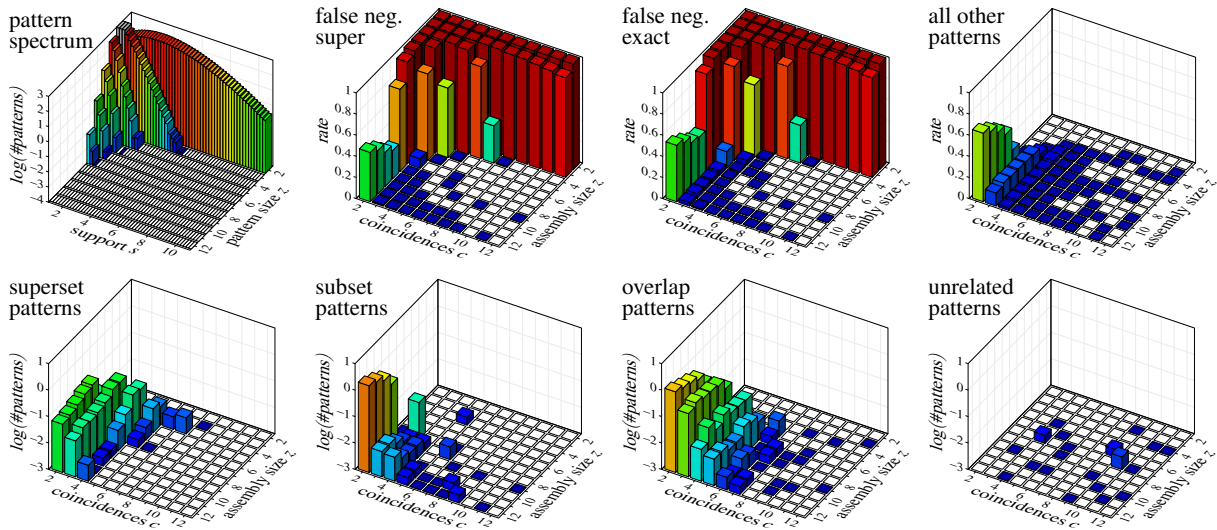
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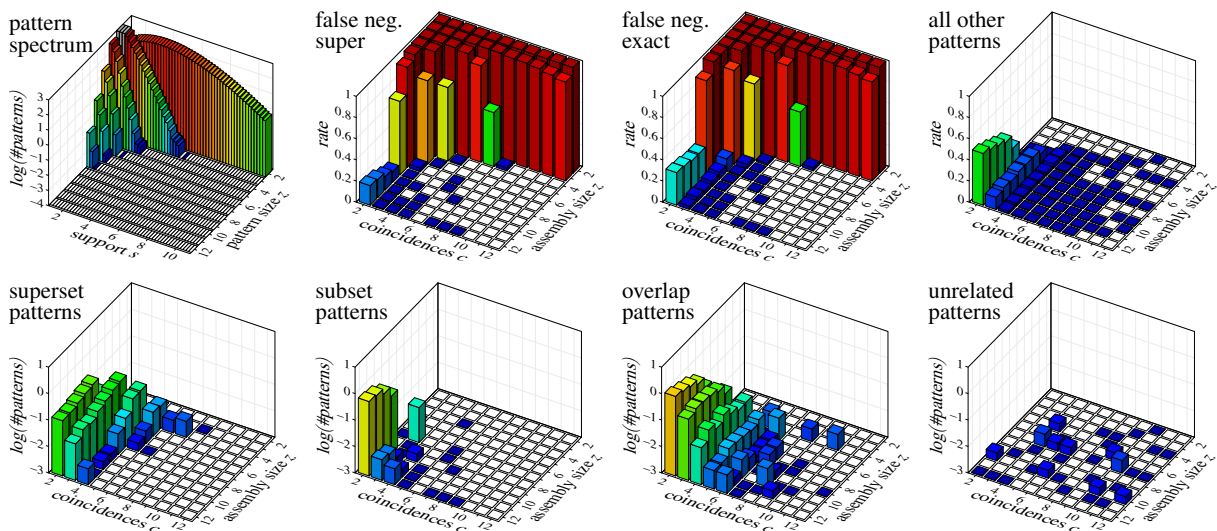
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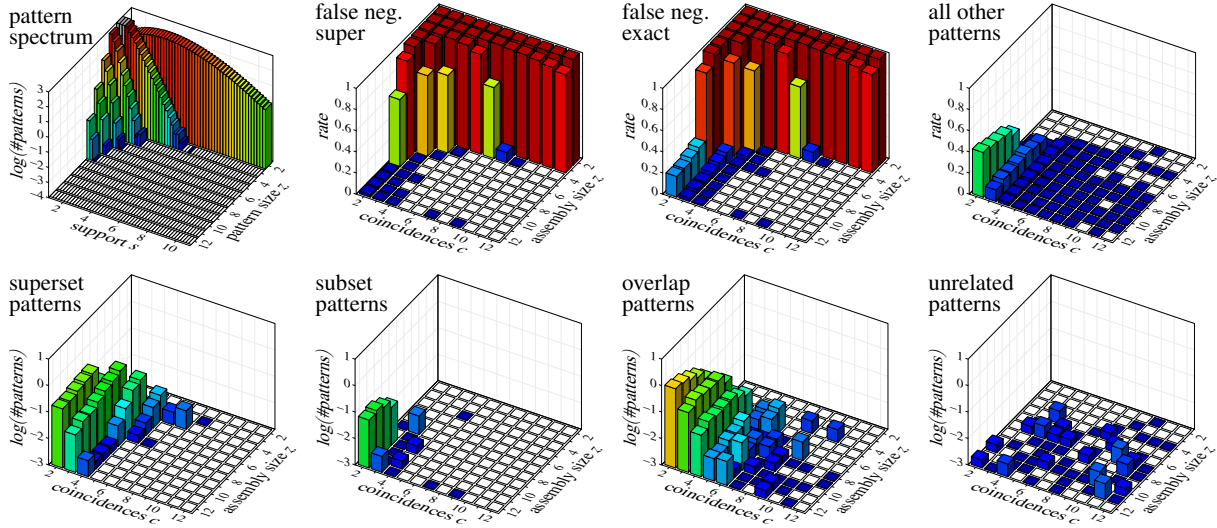
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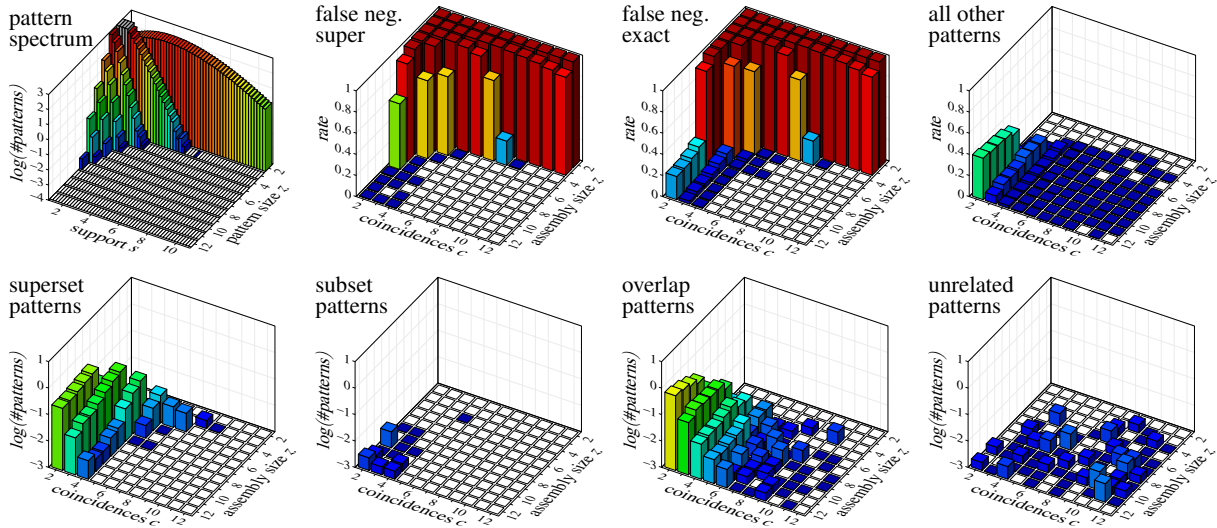
2.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 1.6)$



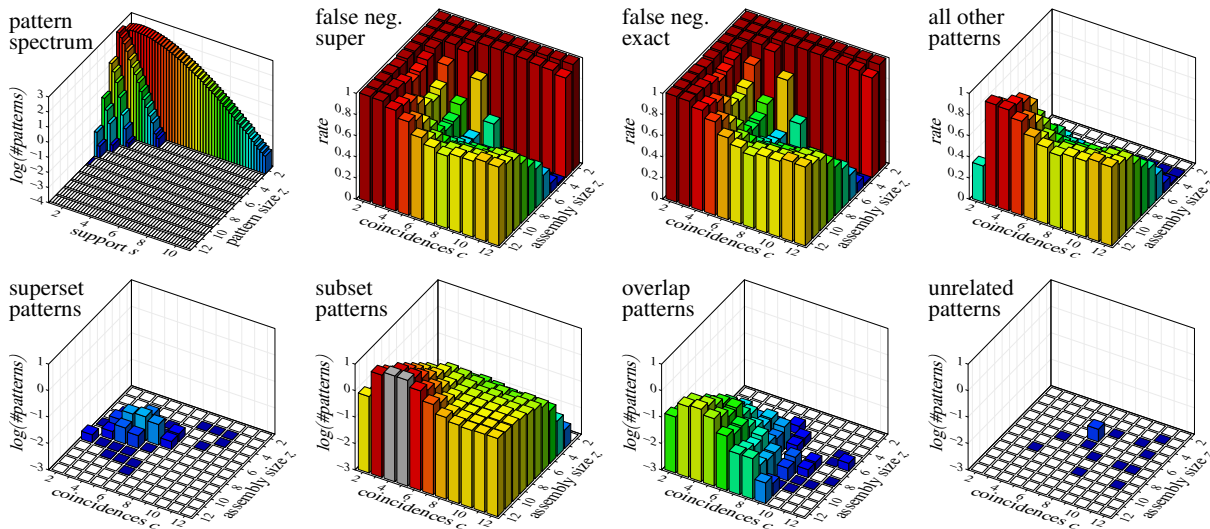
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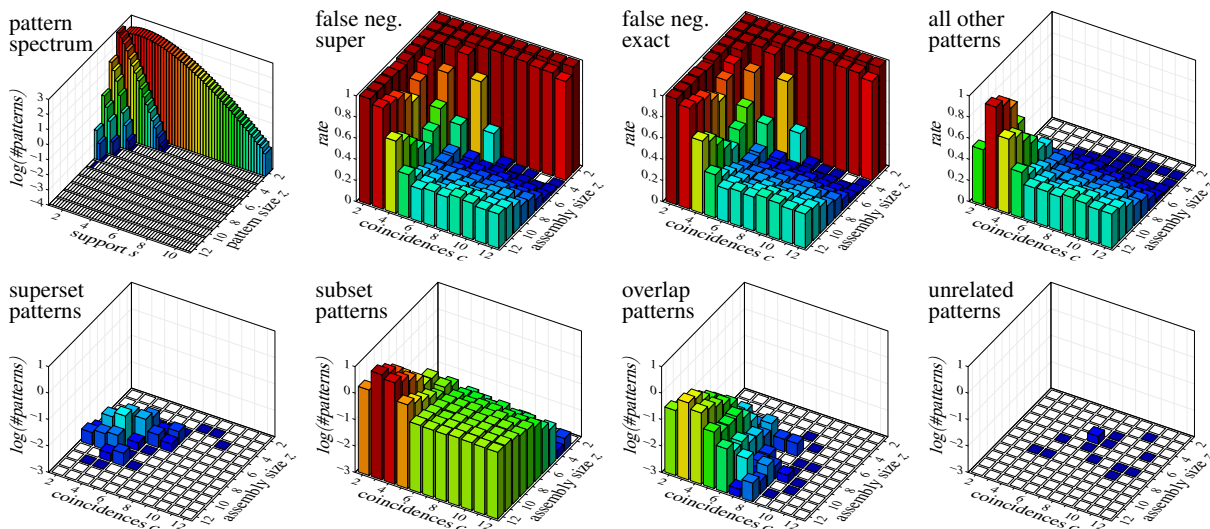
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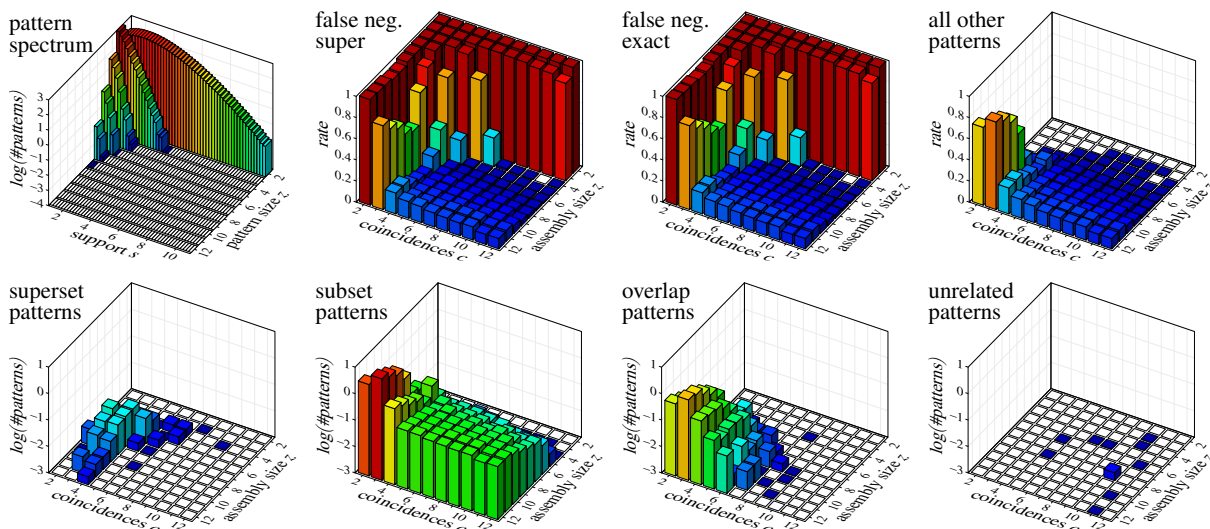
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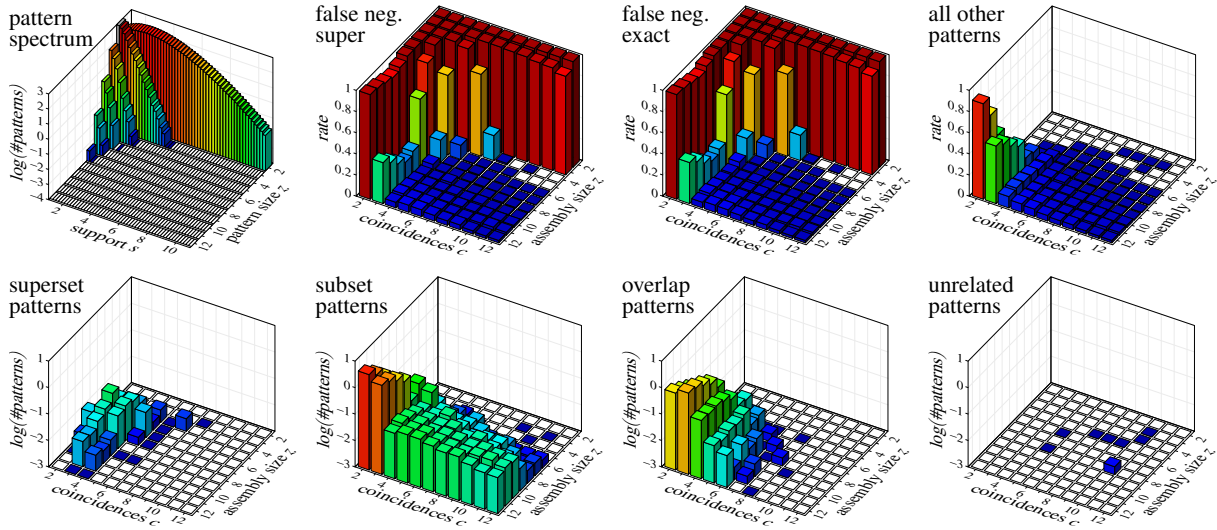
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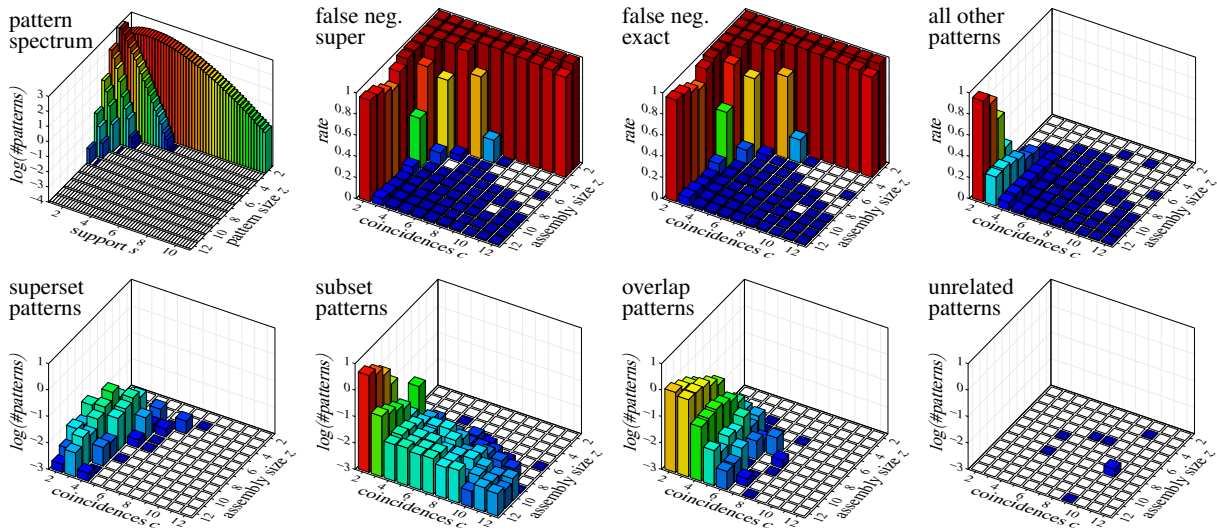
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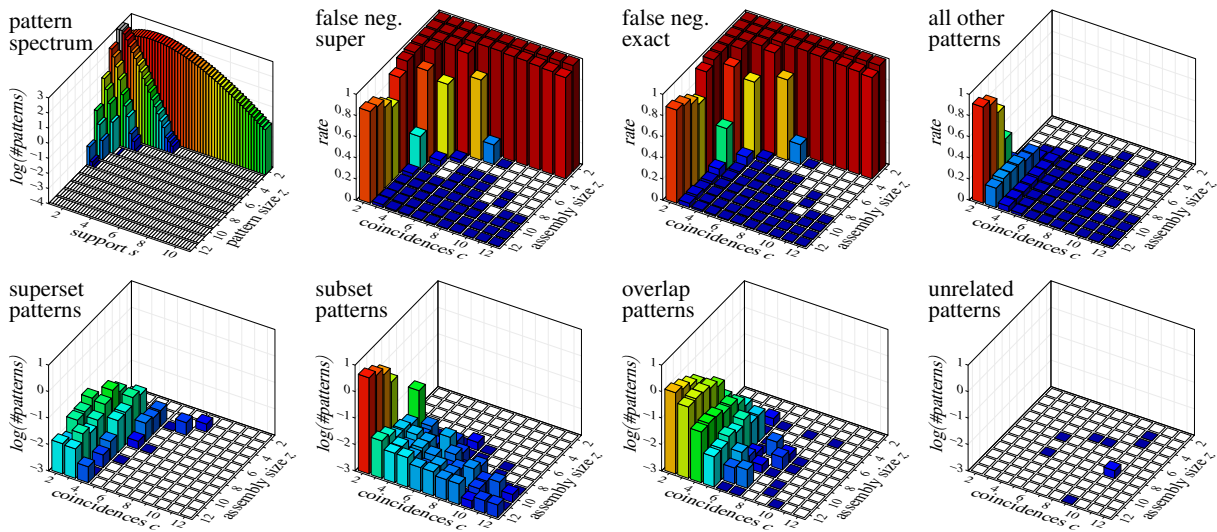
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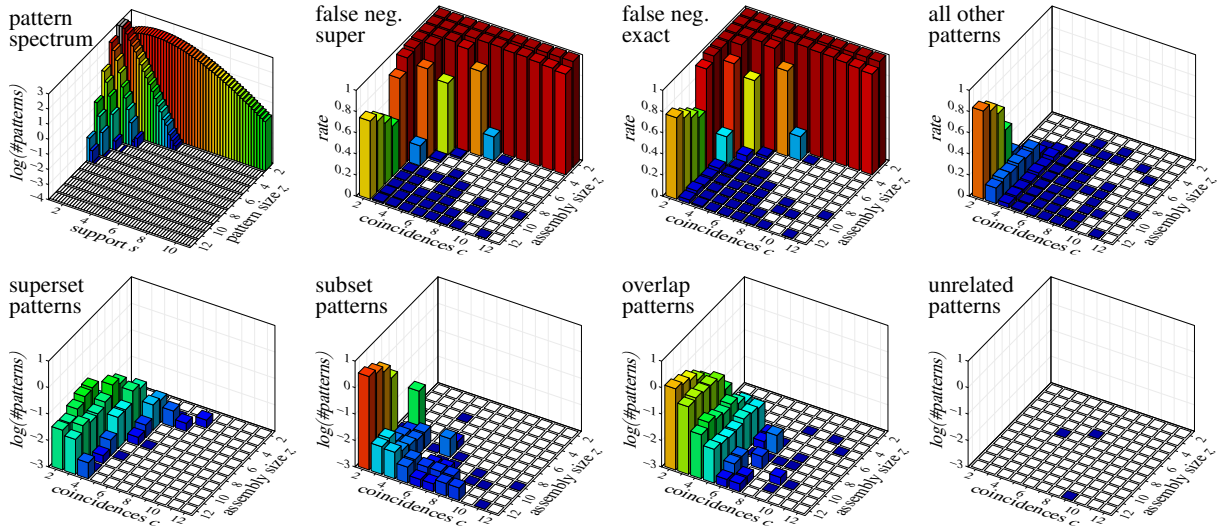
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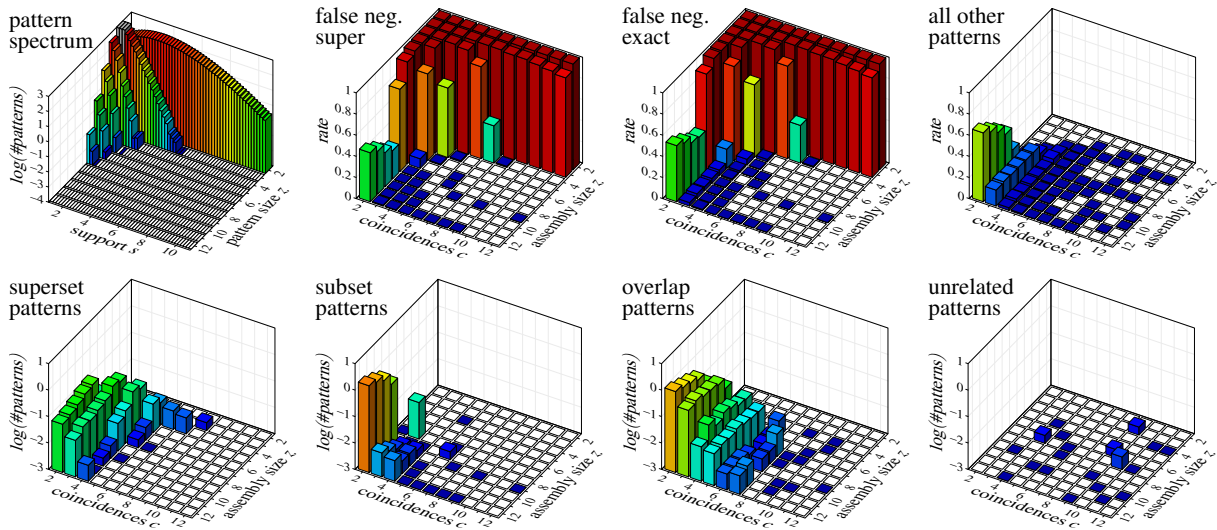
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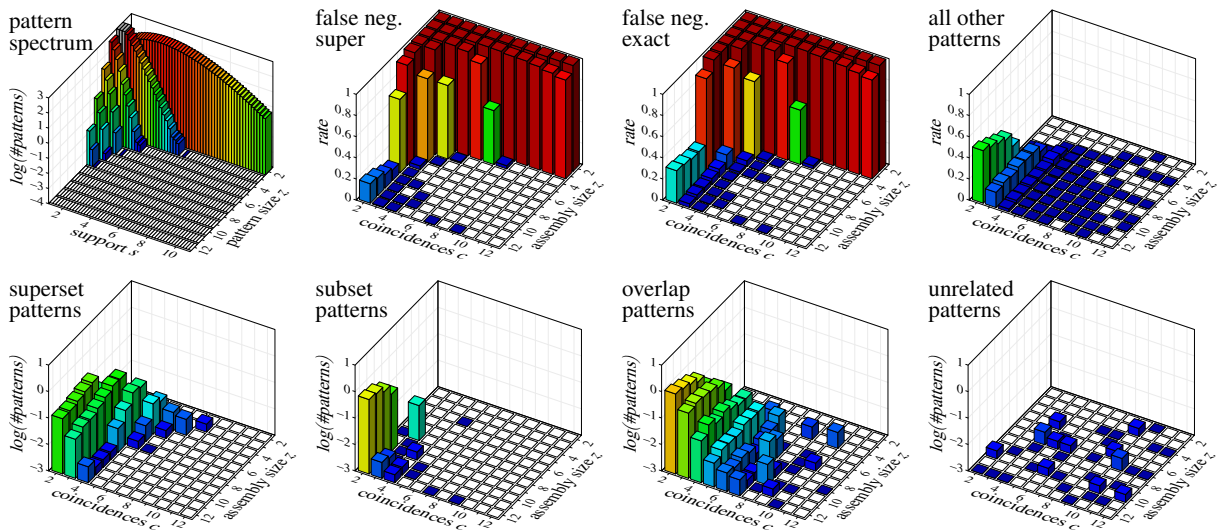
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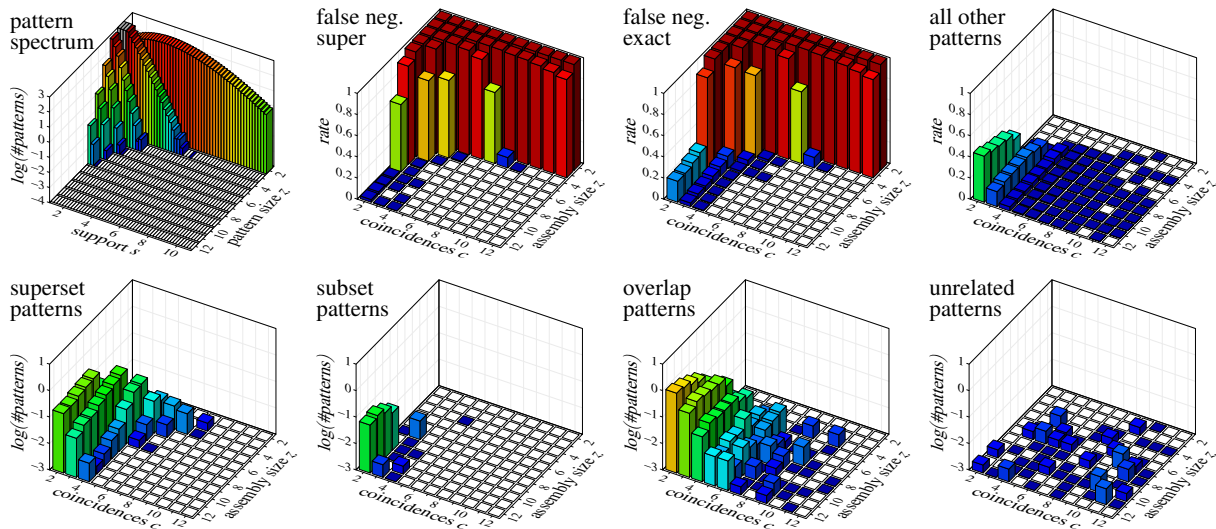
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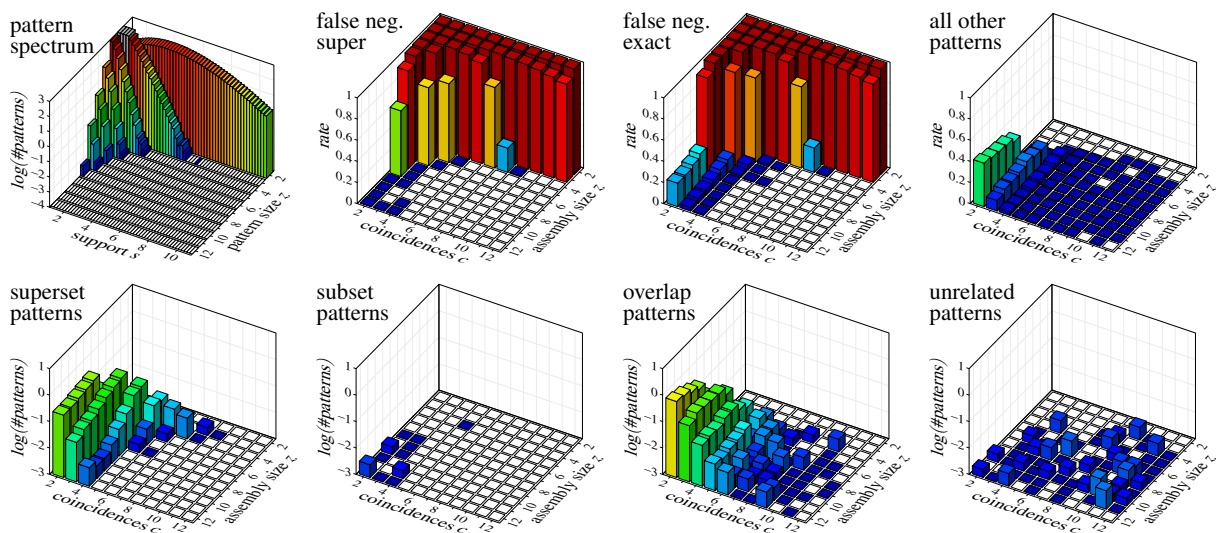
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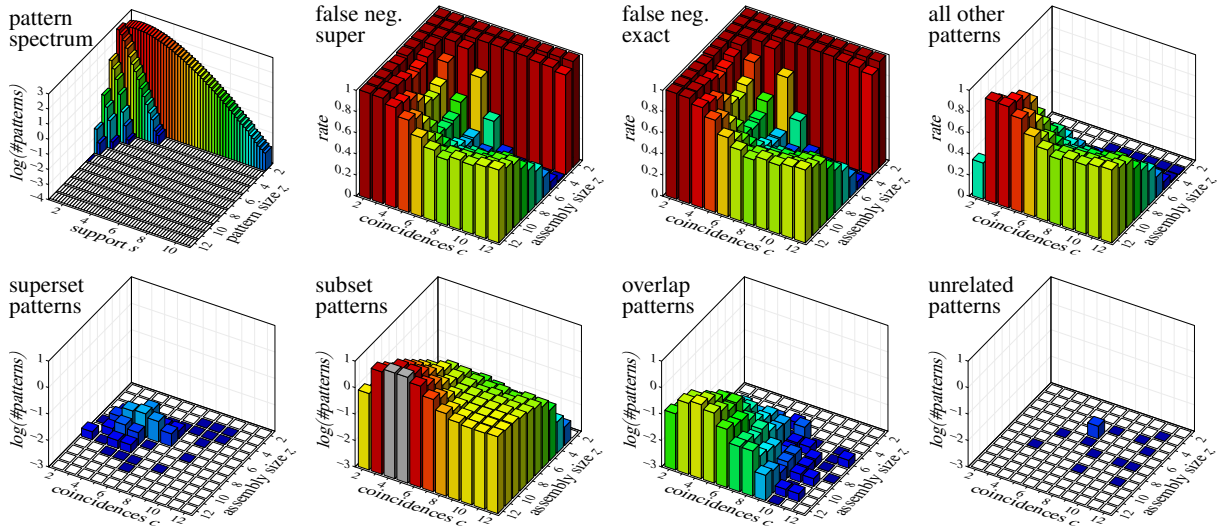
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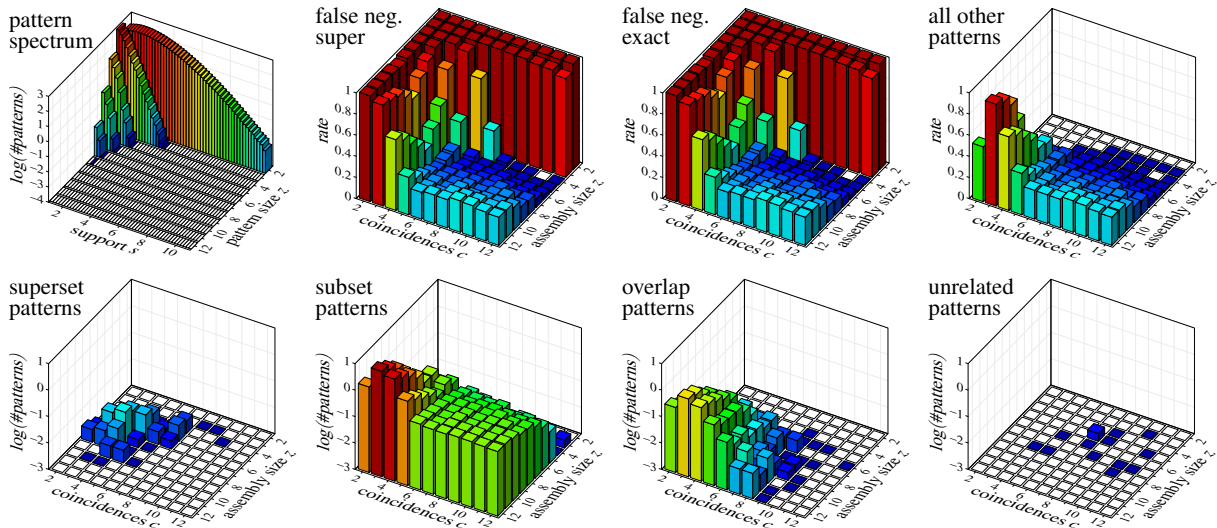
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



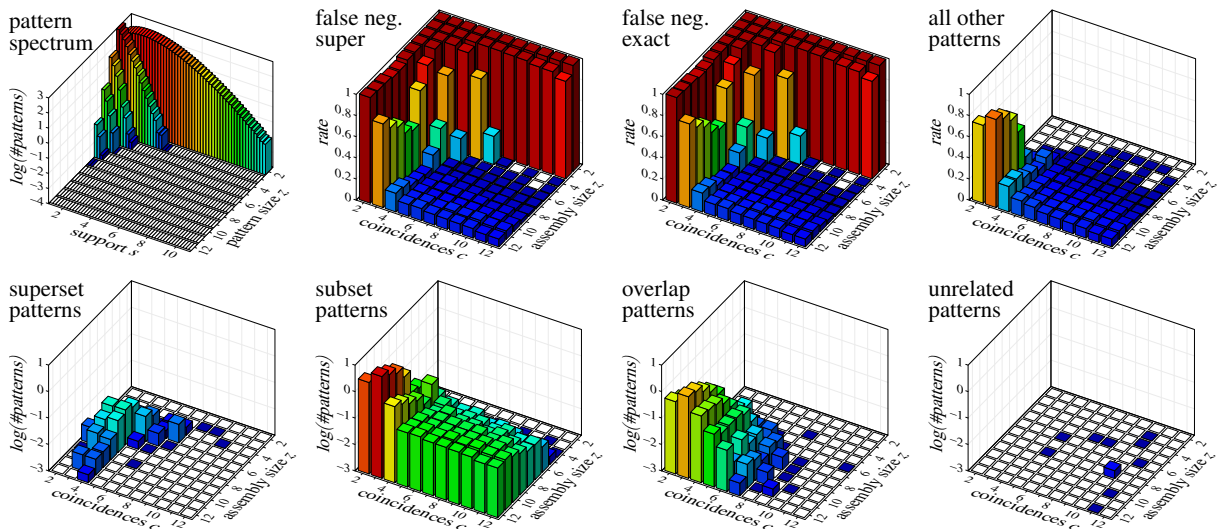
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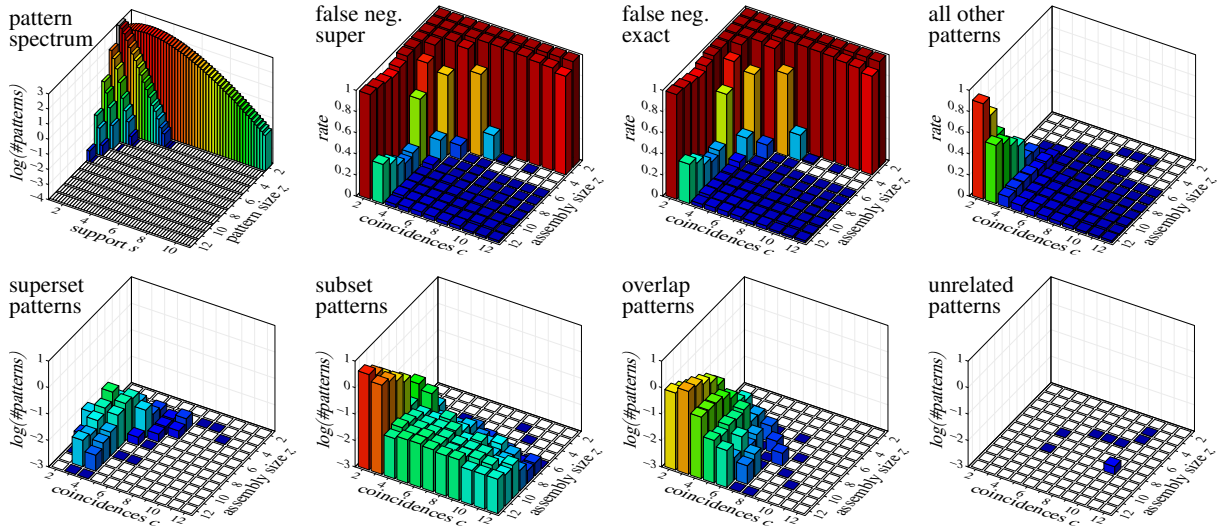
2.0ms jitter, 2.2ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



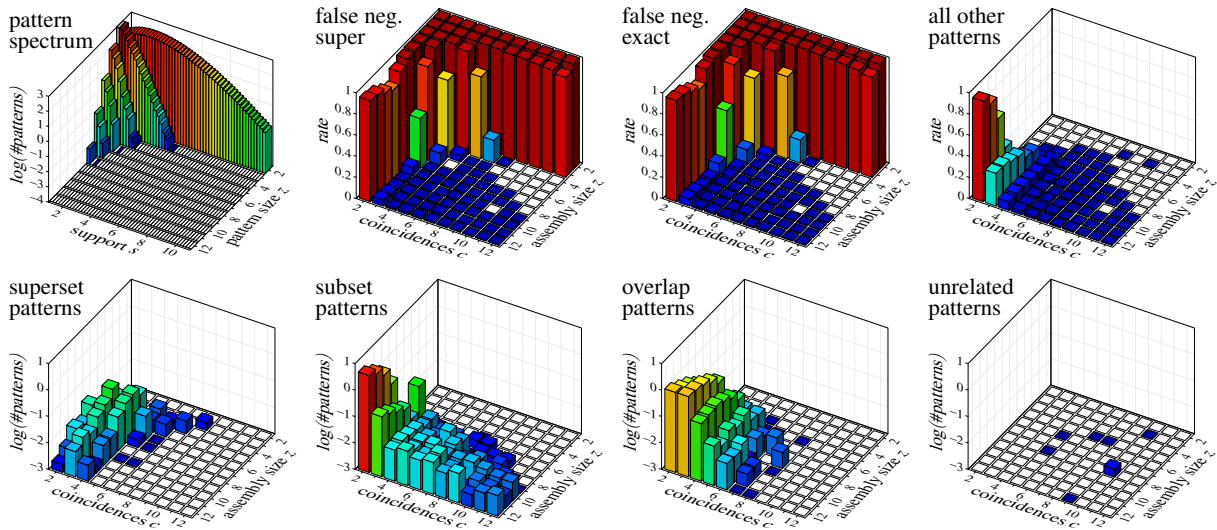
2.0ms jitter, 2.4ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



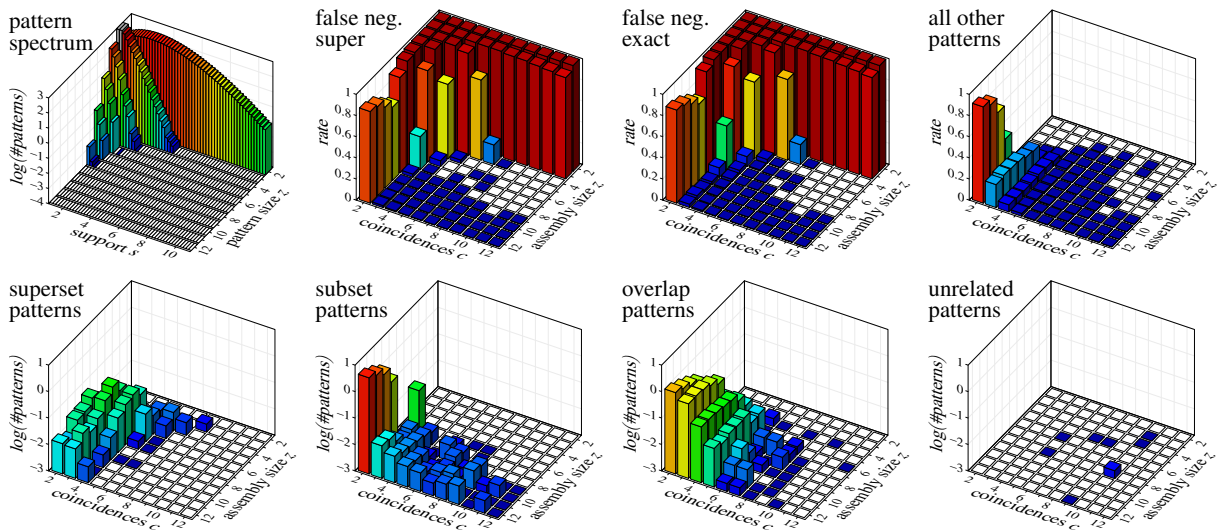
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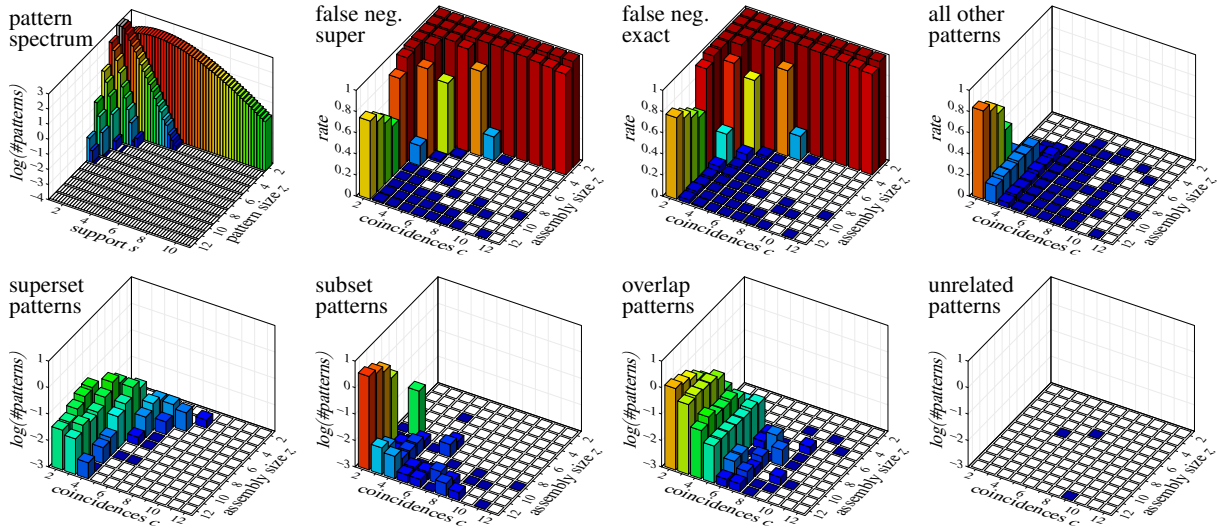
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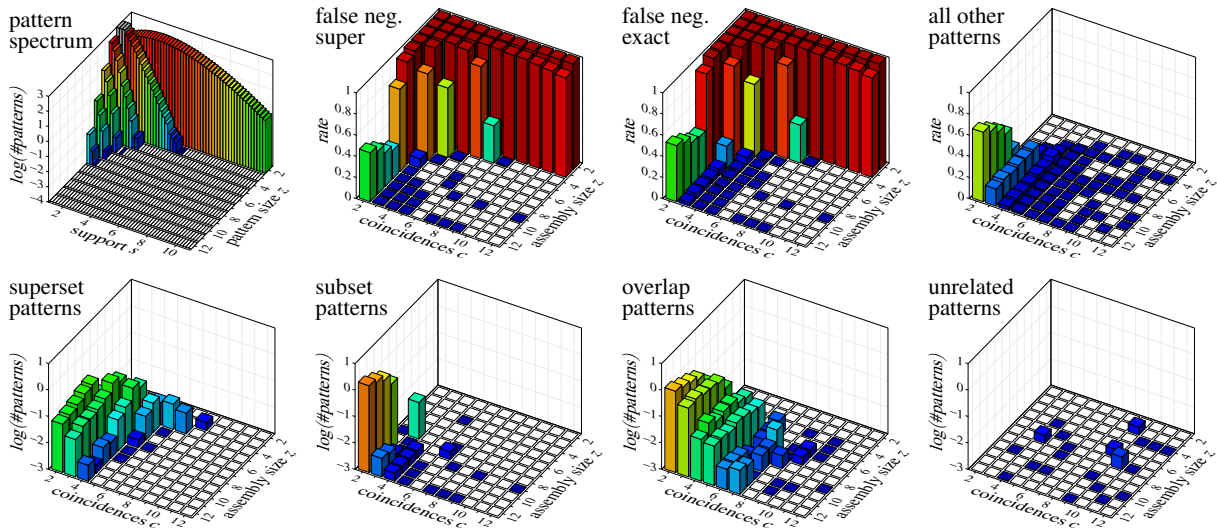
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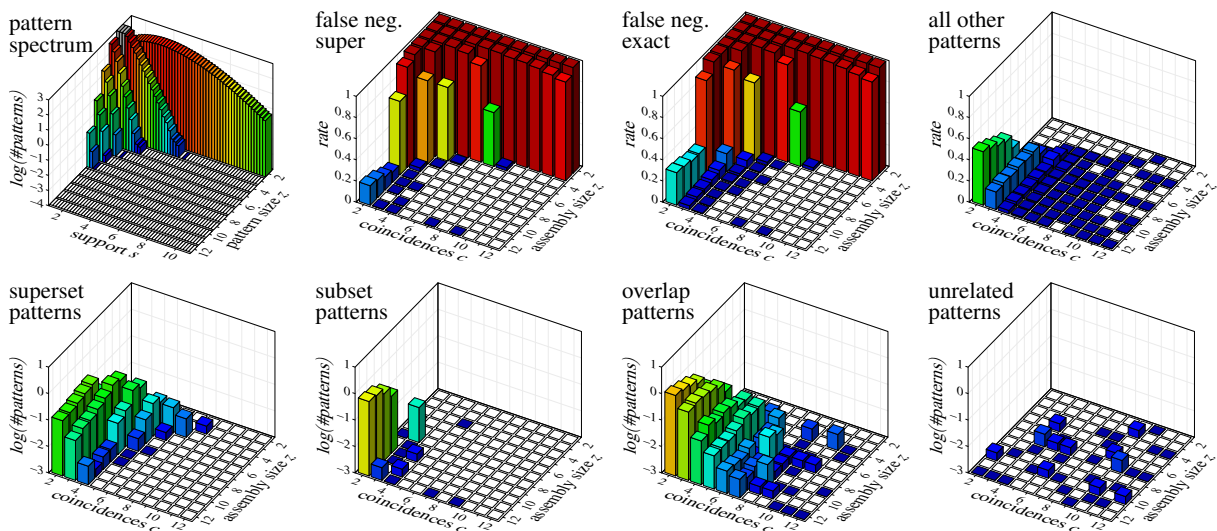
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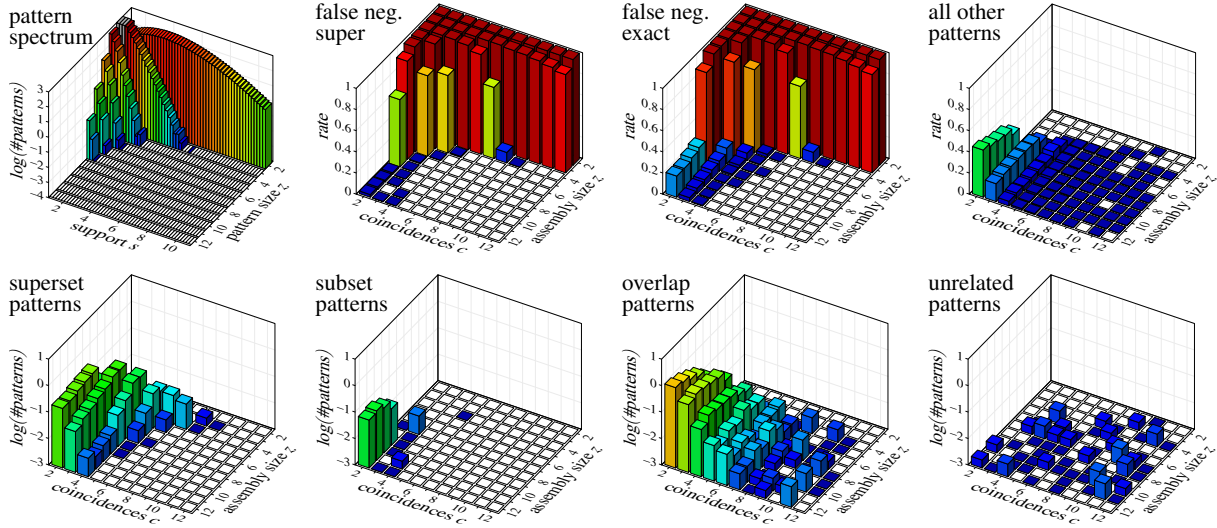
2.0ms jitter, 3.4ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



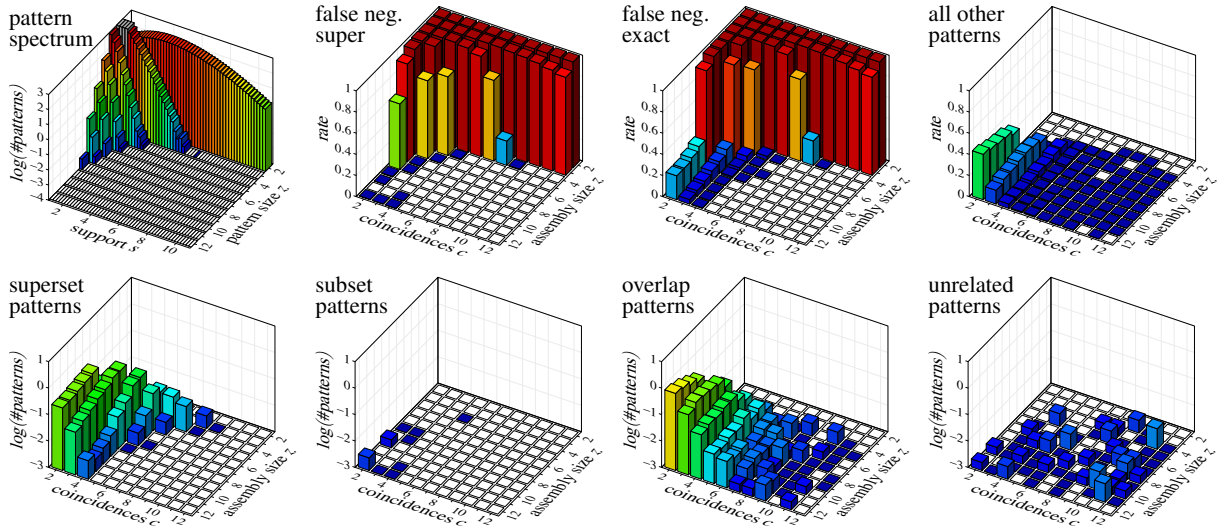
2.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



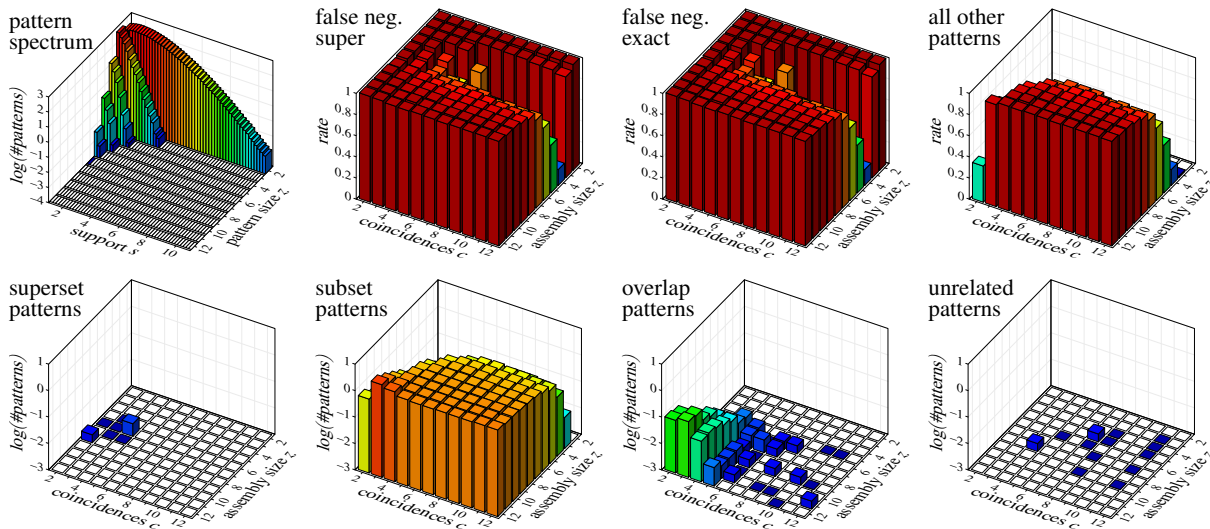
2.0ms jitter, 3.8ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



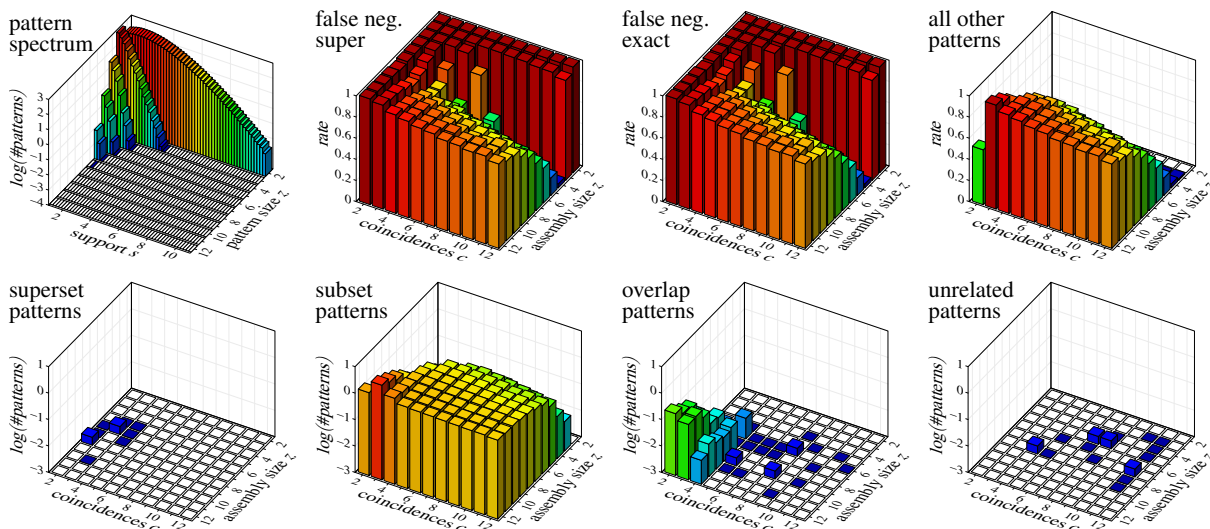
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



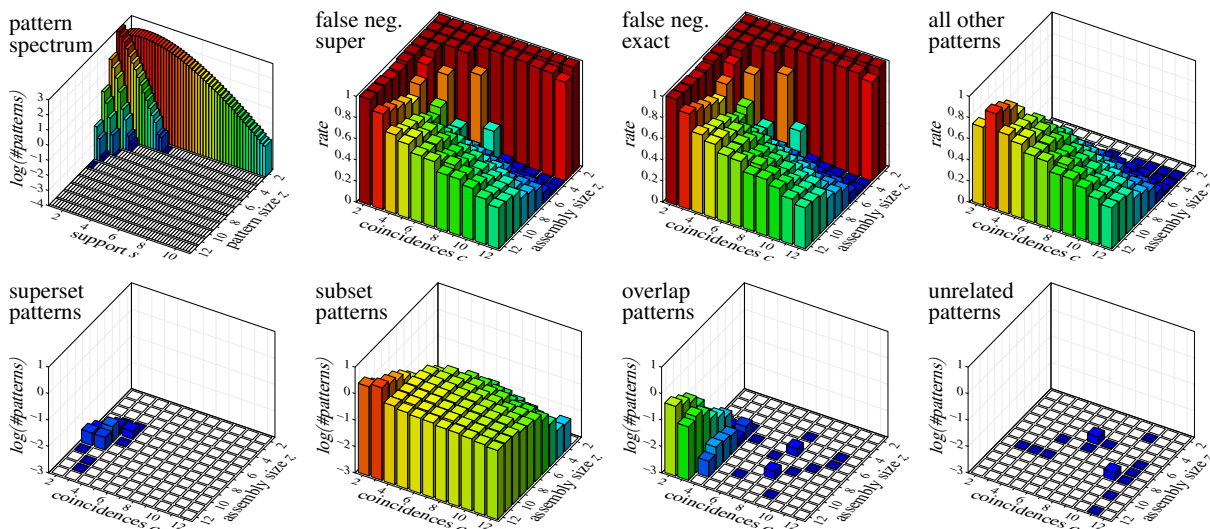
2.0ms jitter, 2.0ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



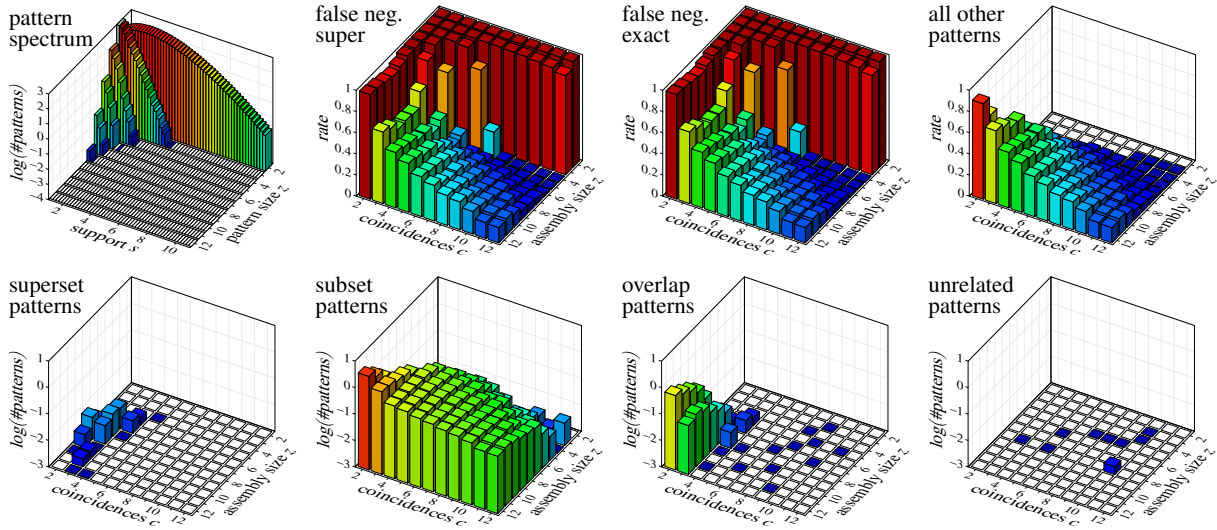
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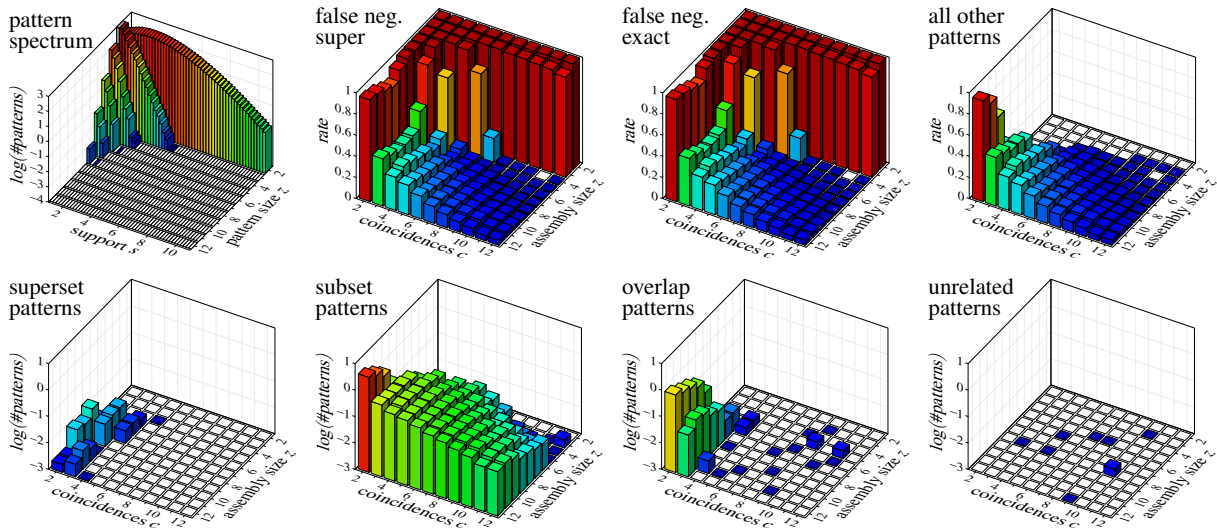
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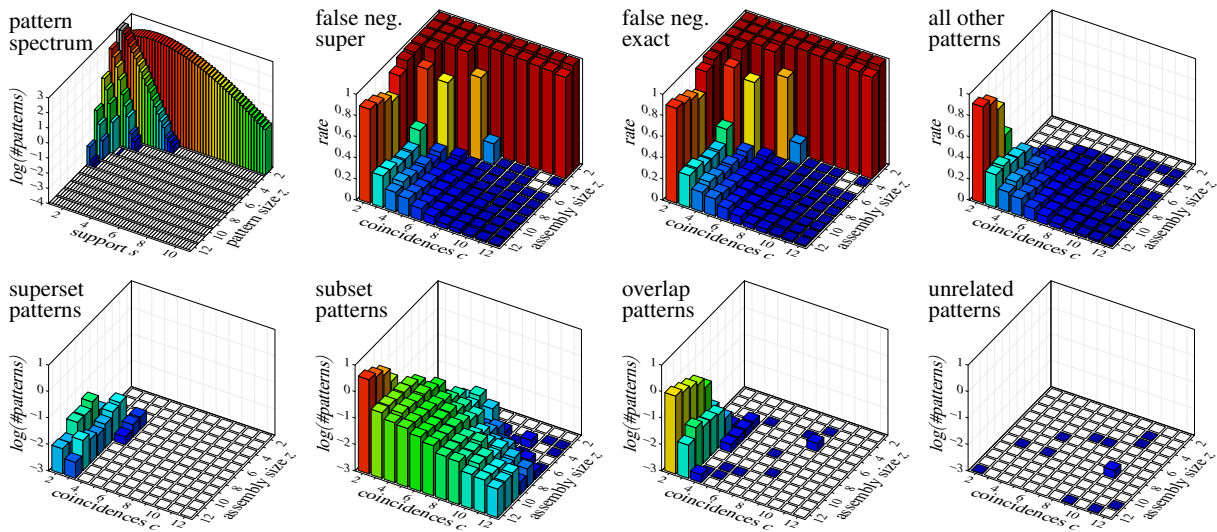
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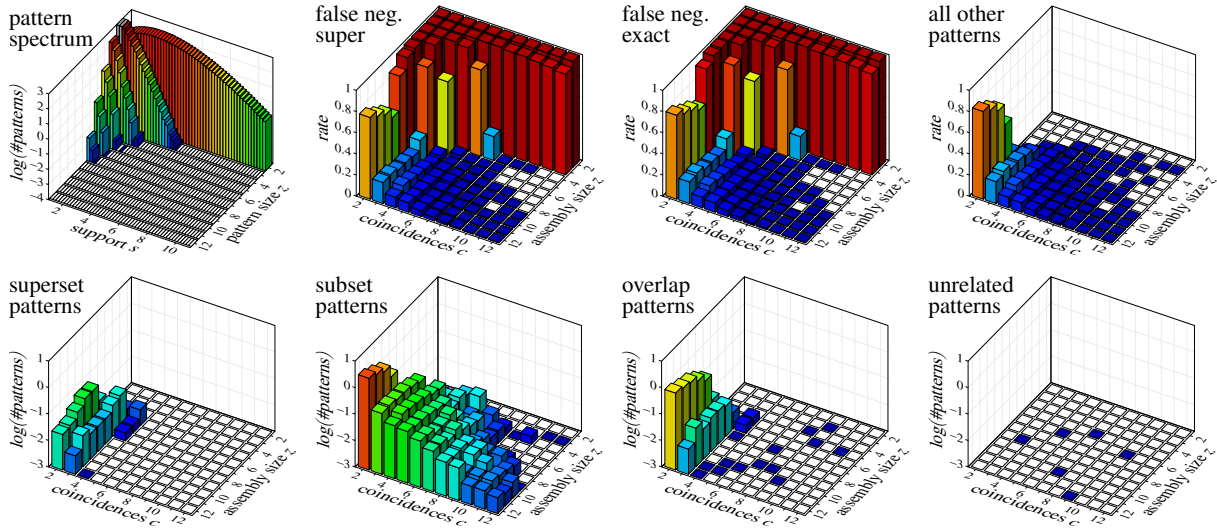
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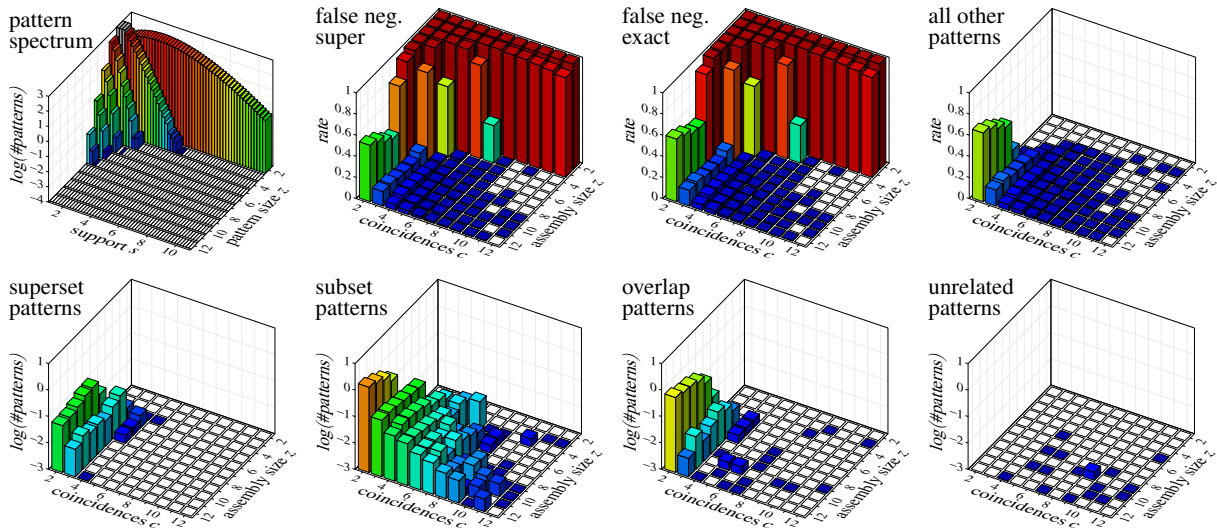
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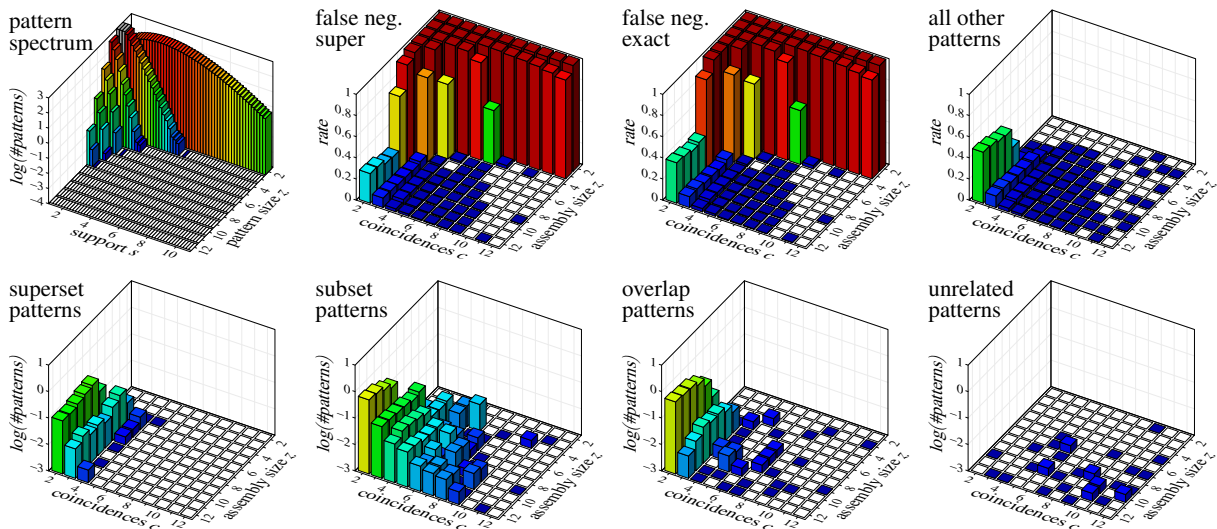
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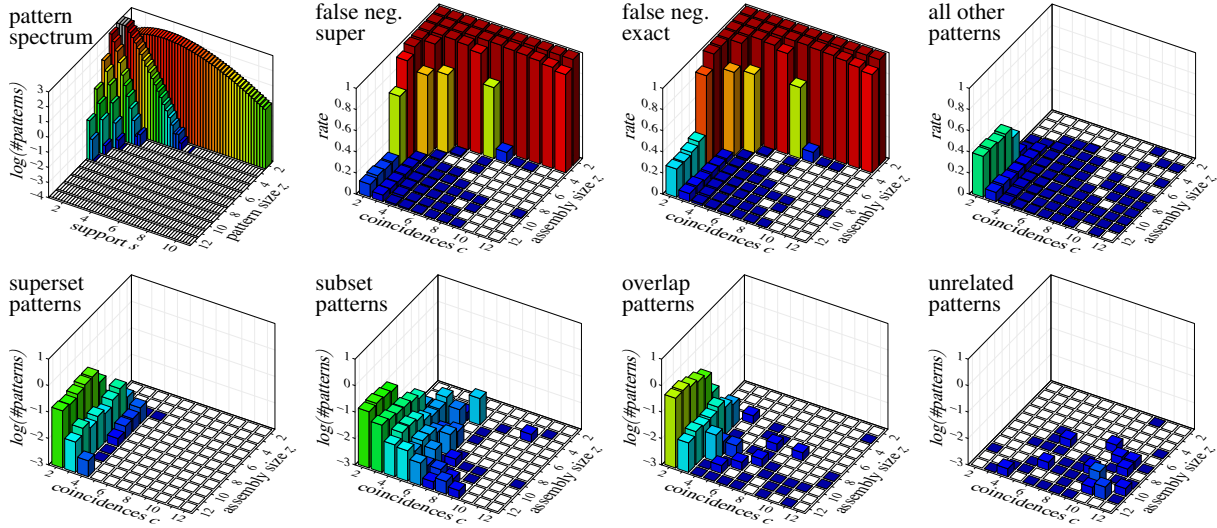
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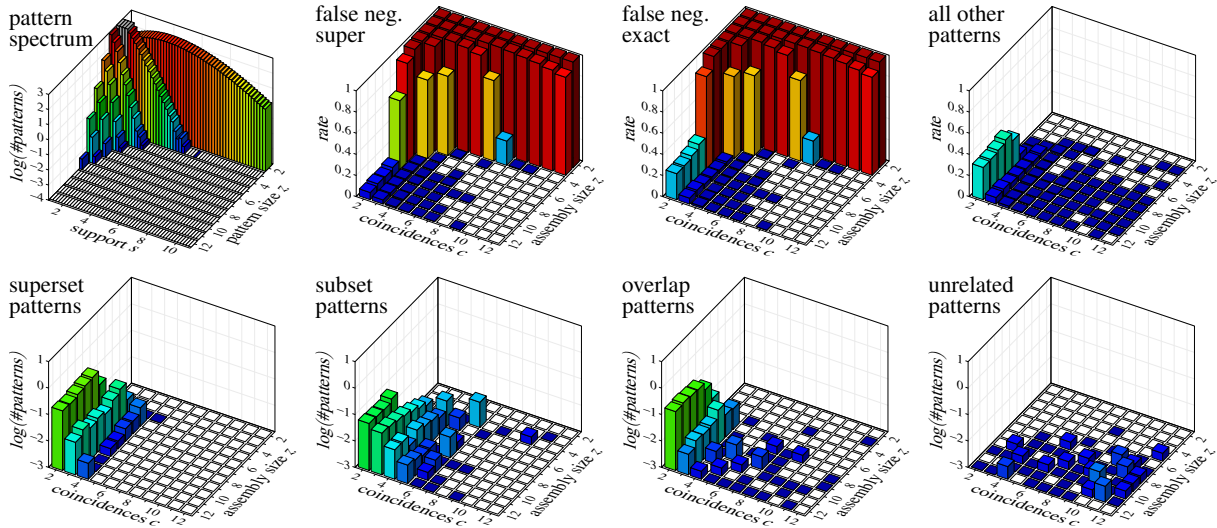
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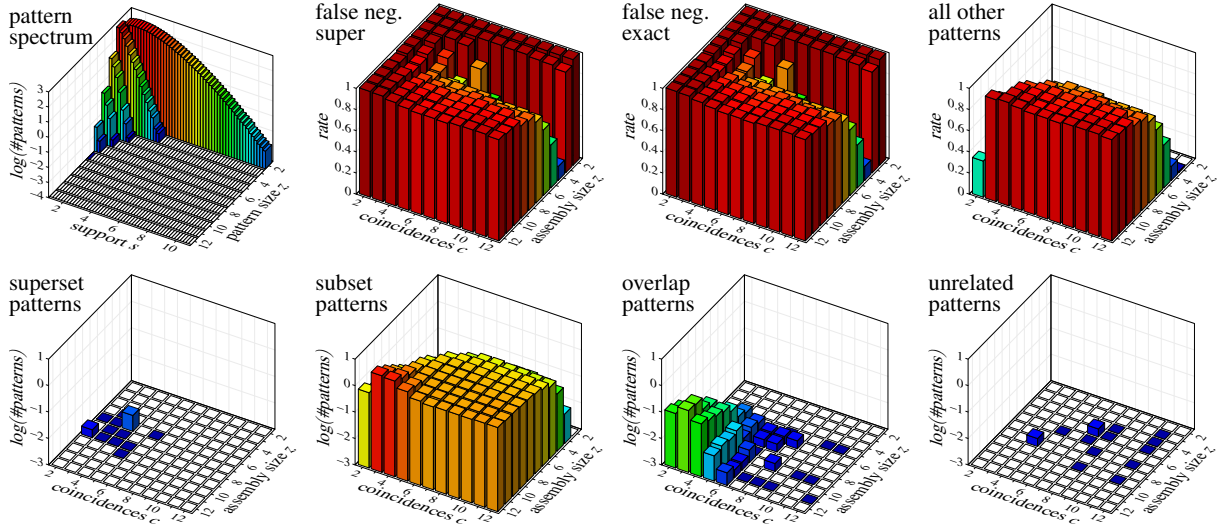
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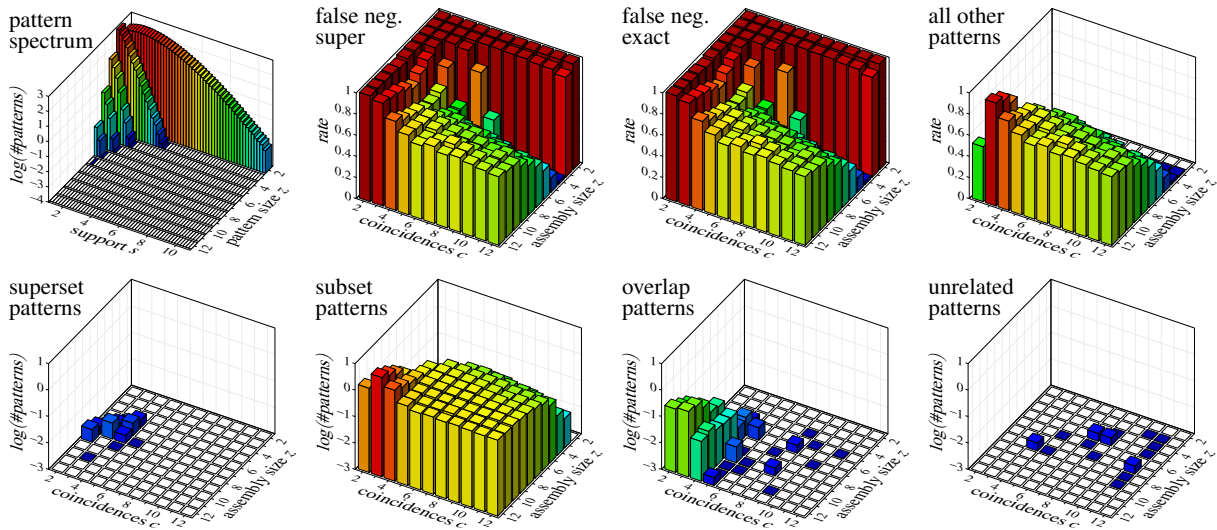
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



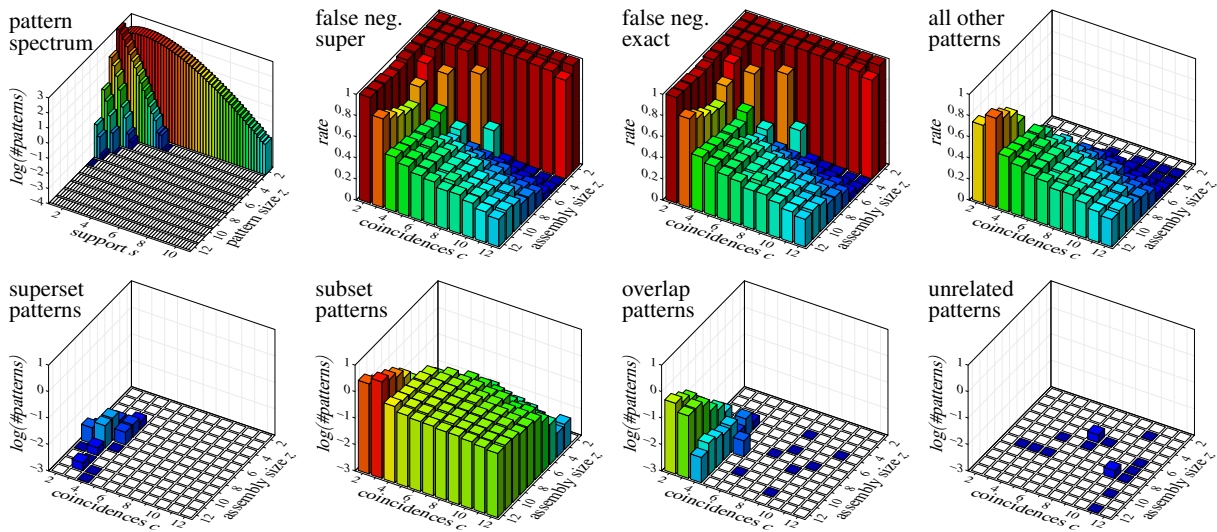
2.0ms jitter, 2.0ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



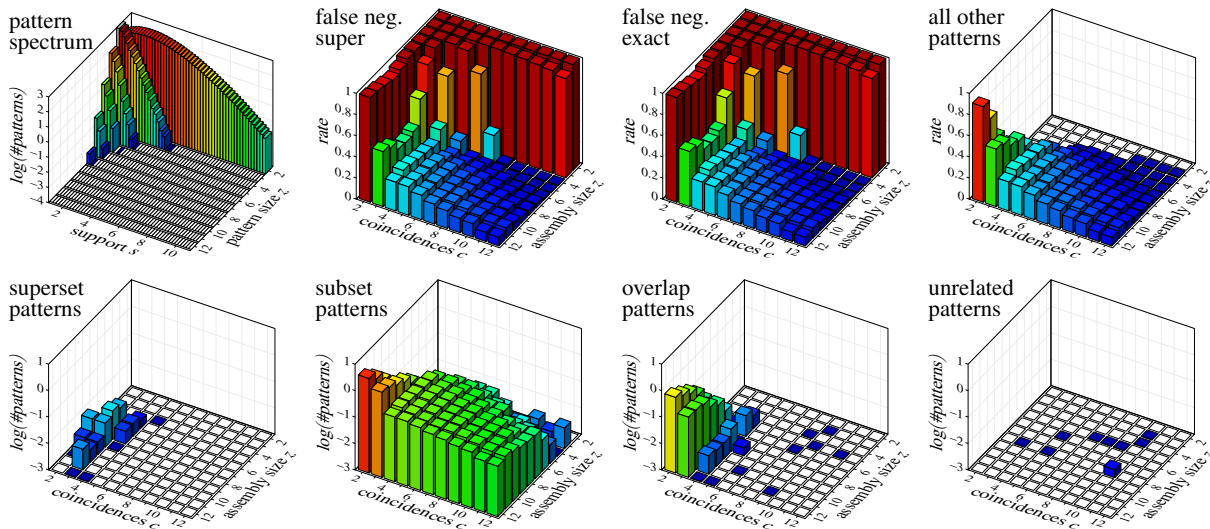
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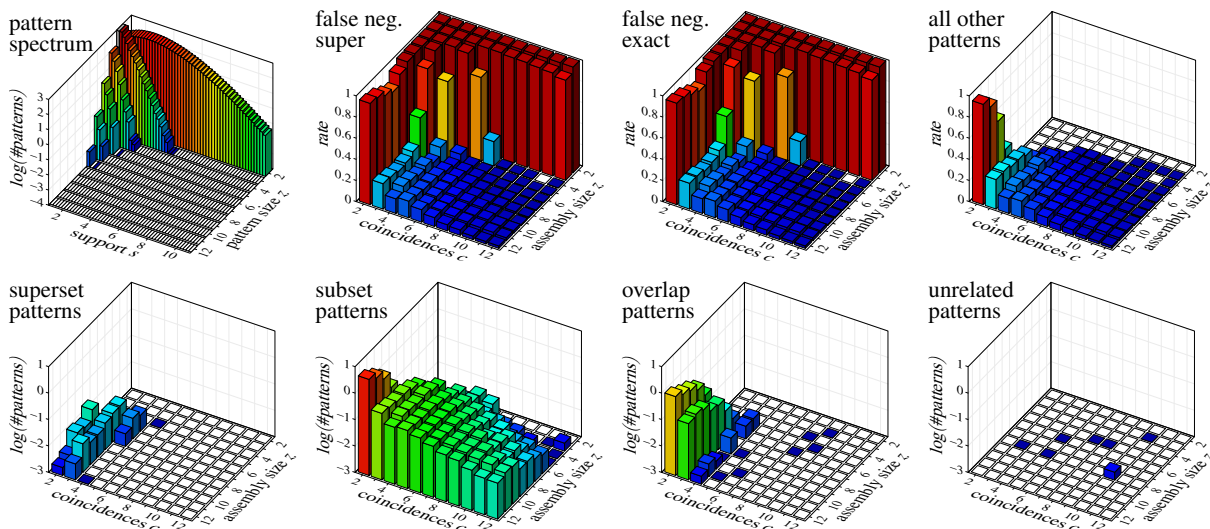
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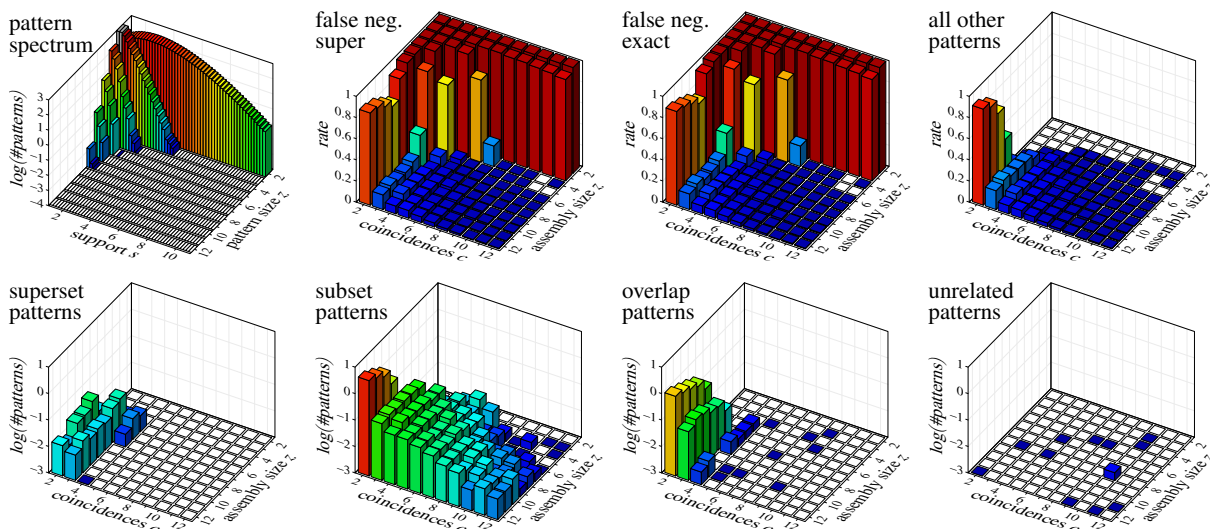
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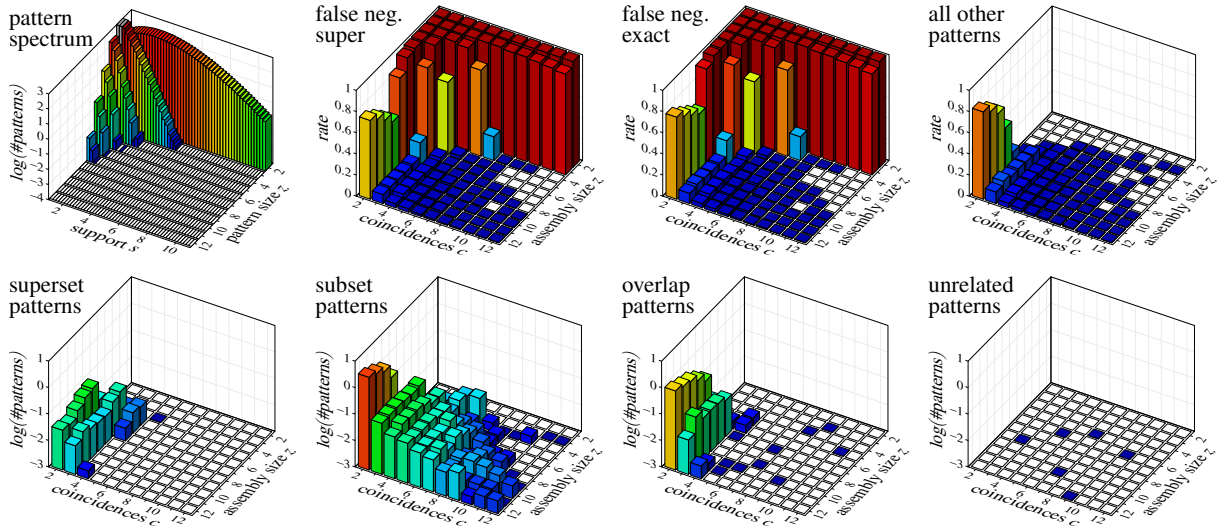
2.0ms jitter, 2.8ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



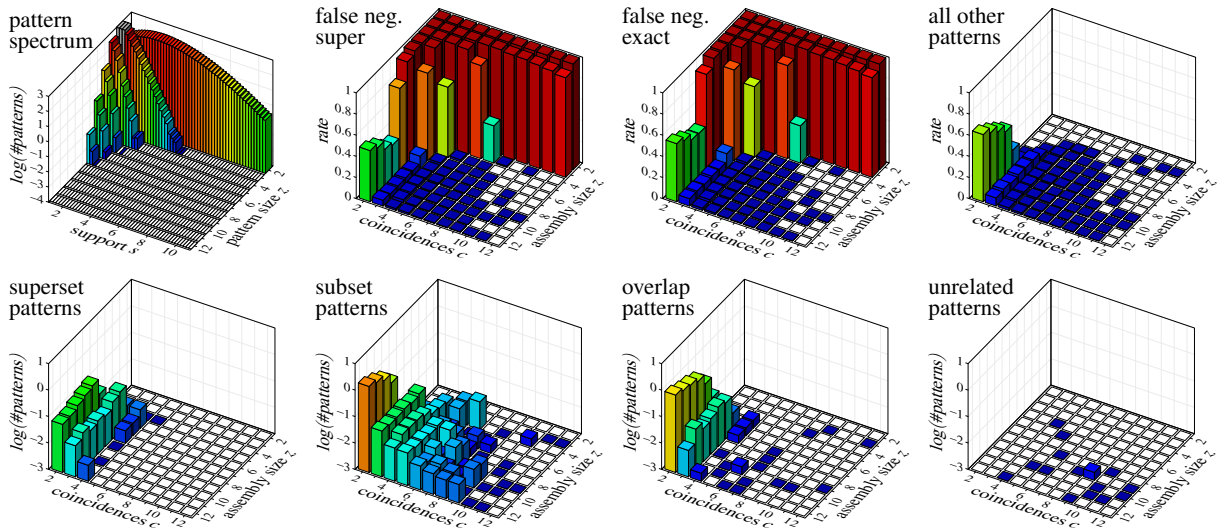
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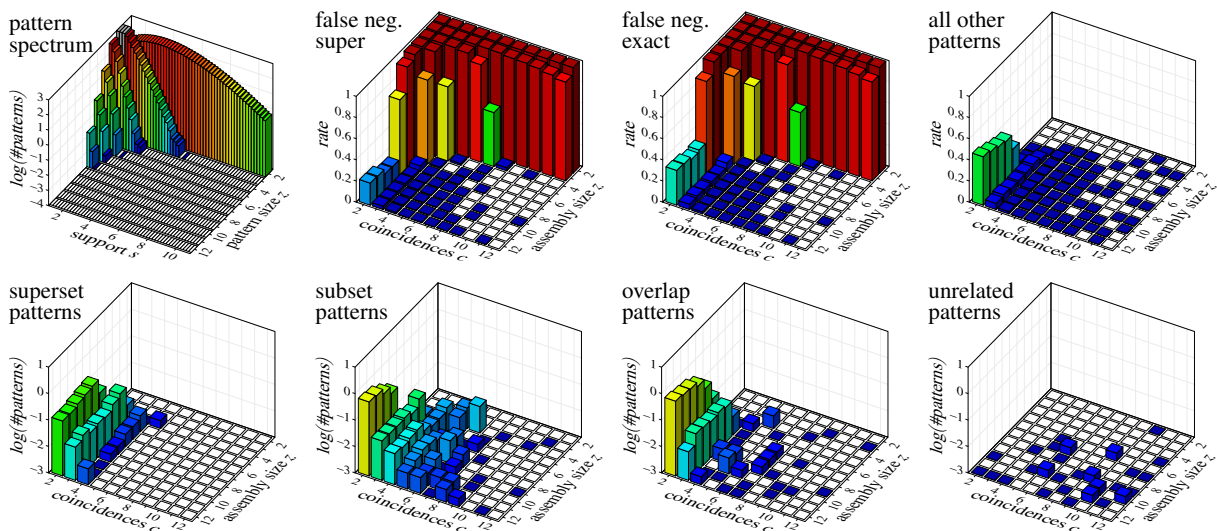
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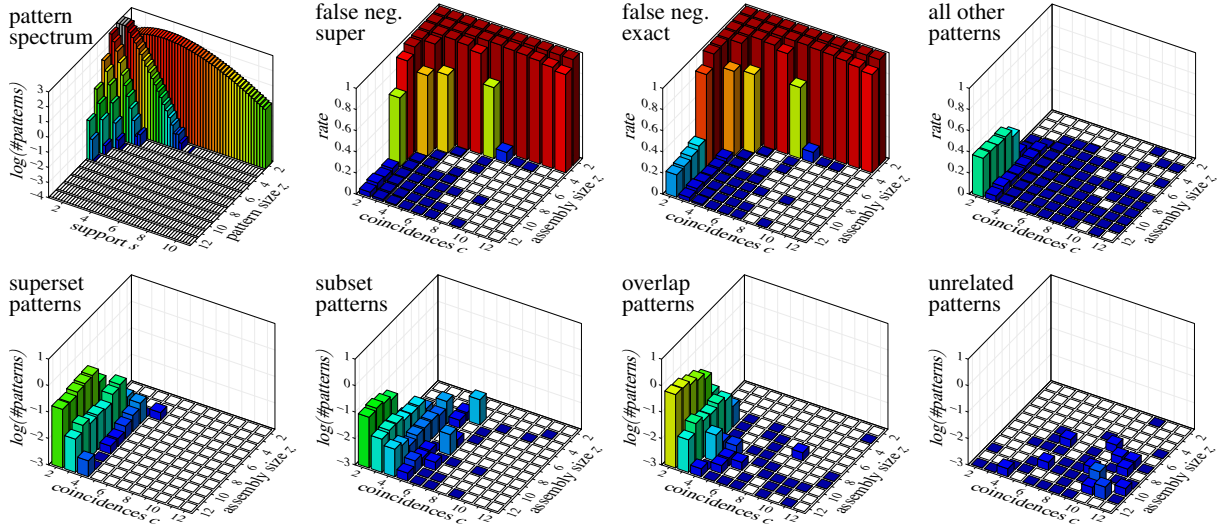
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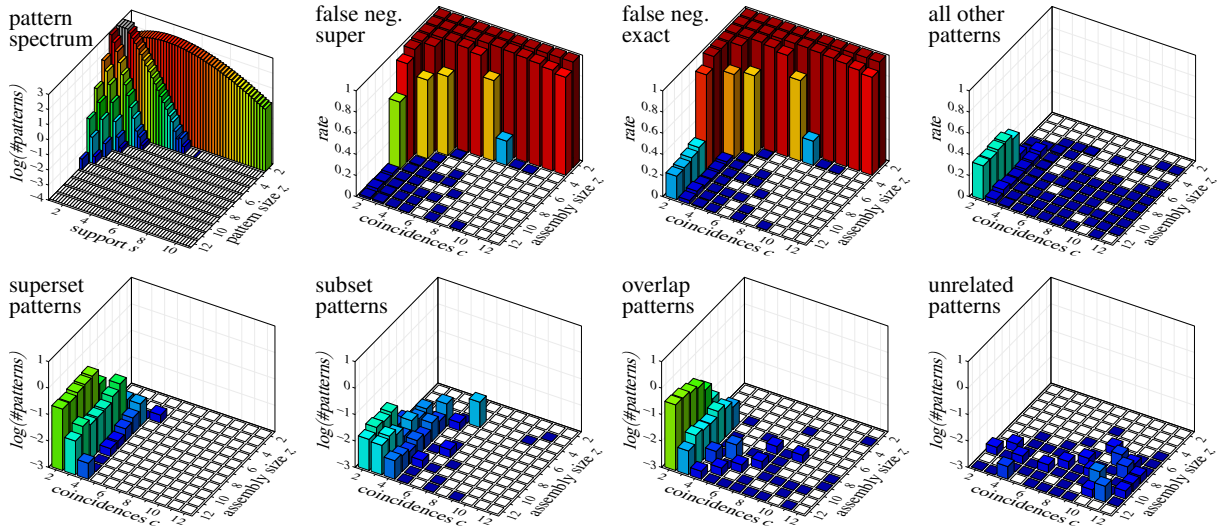
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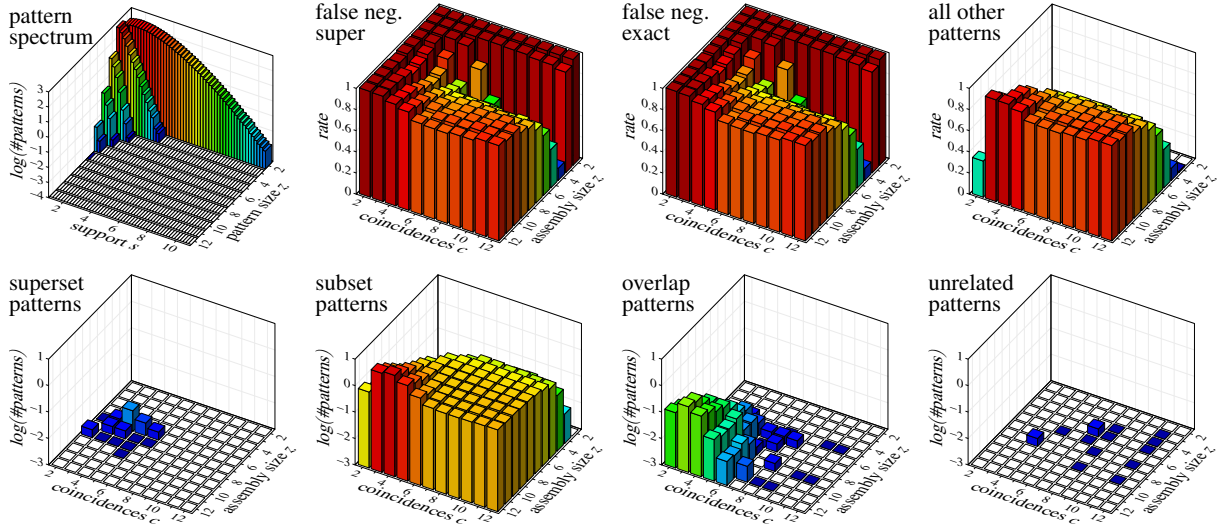
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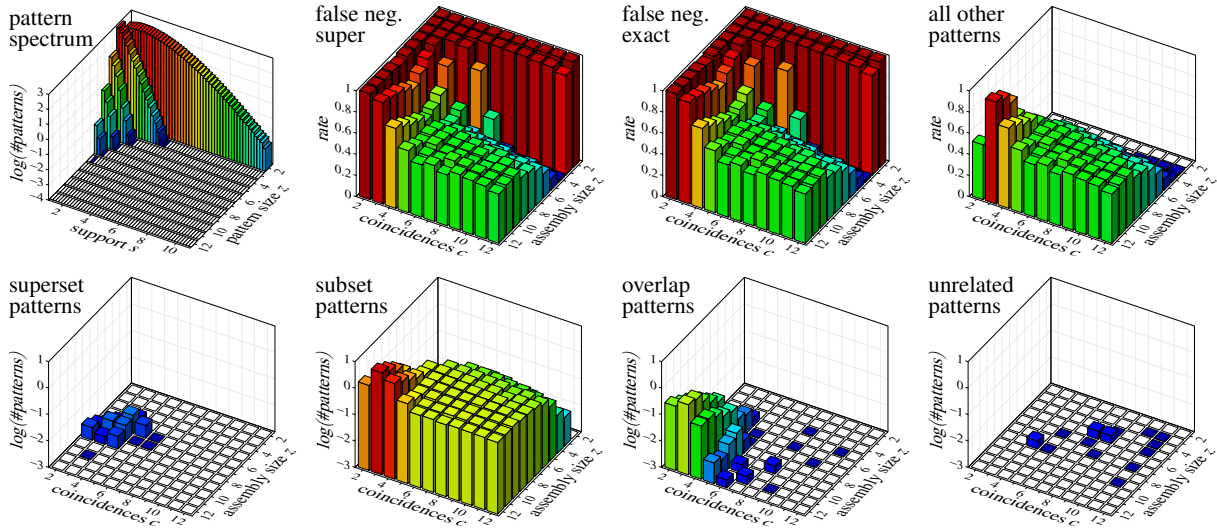
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



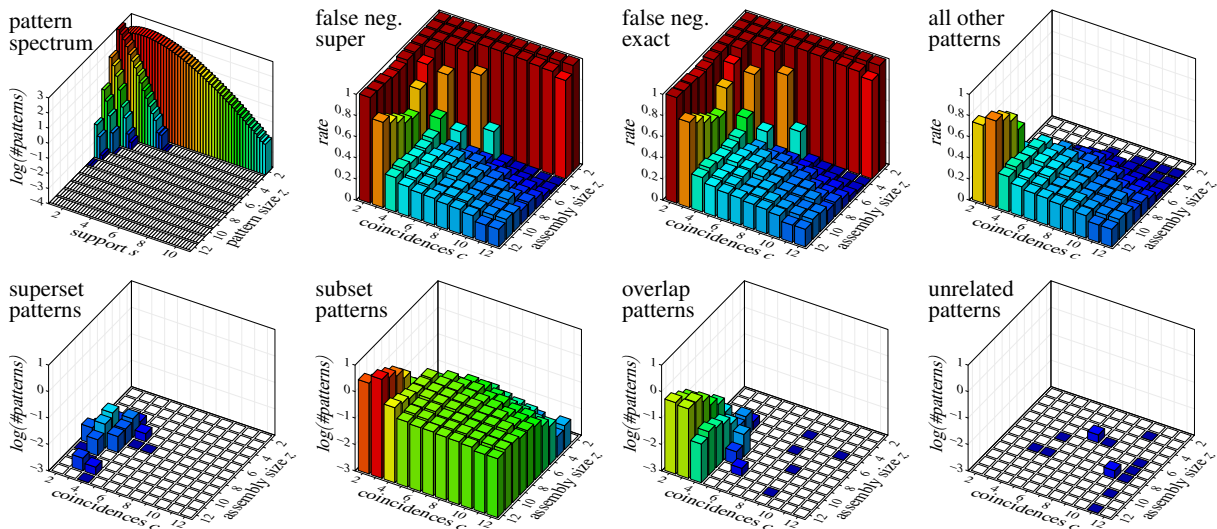
2.0ms jitter, 2.0ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



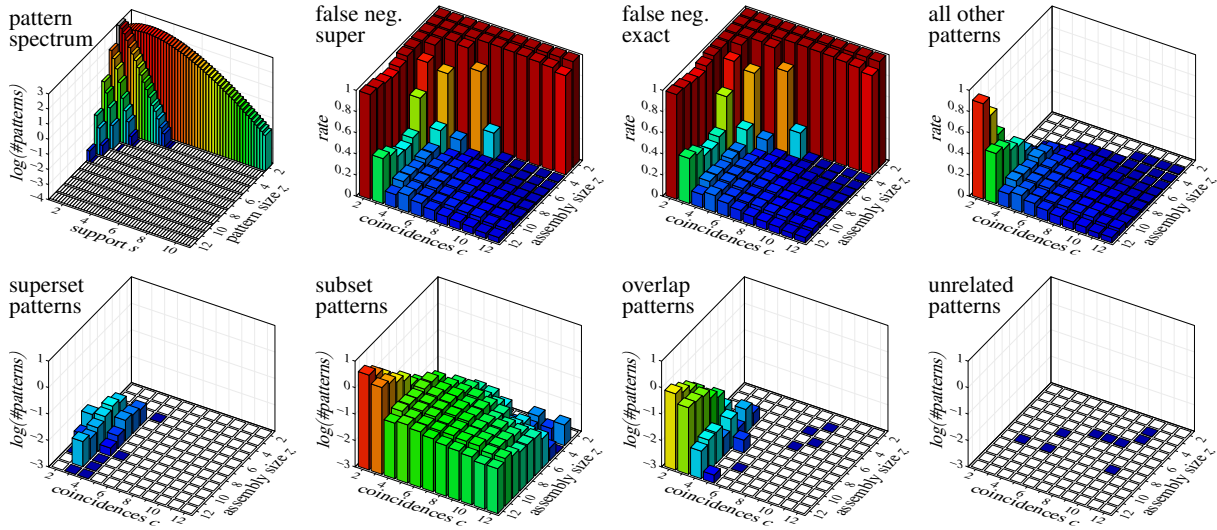
2.0ms jitter, 2.2ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



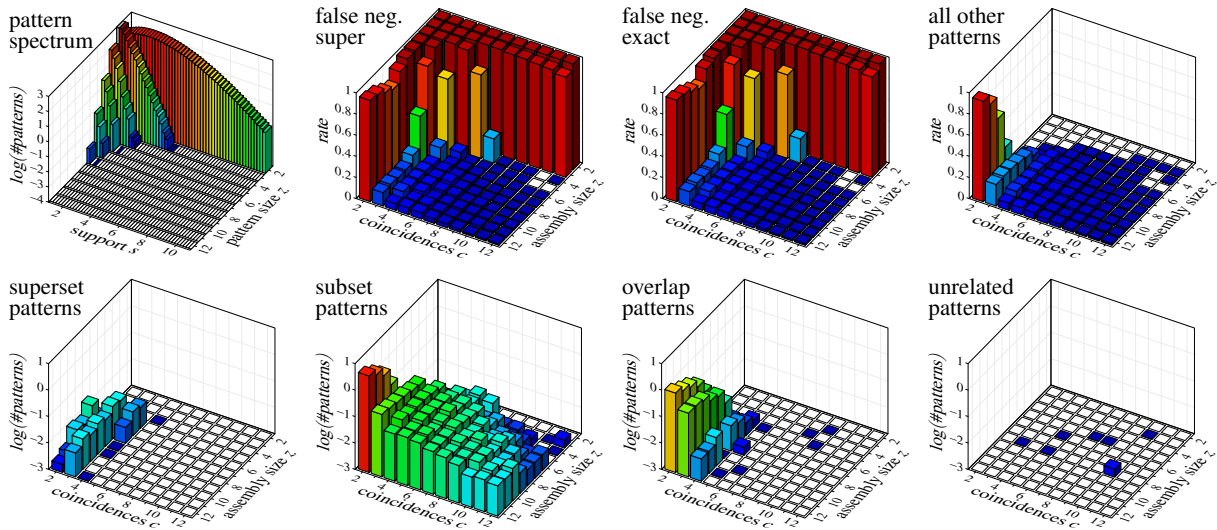
2.0ms jitter, 2.4ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



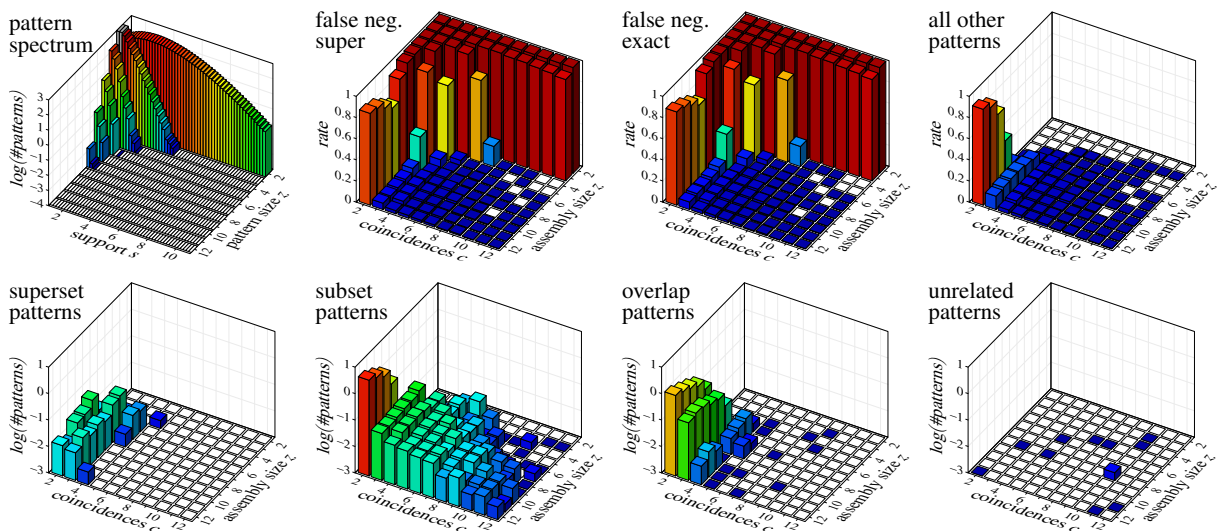
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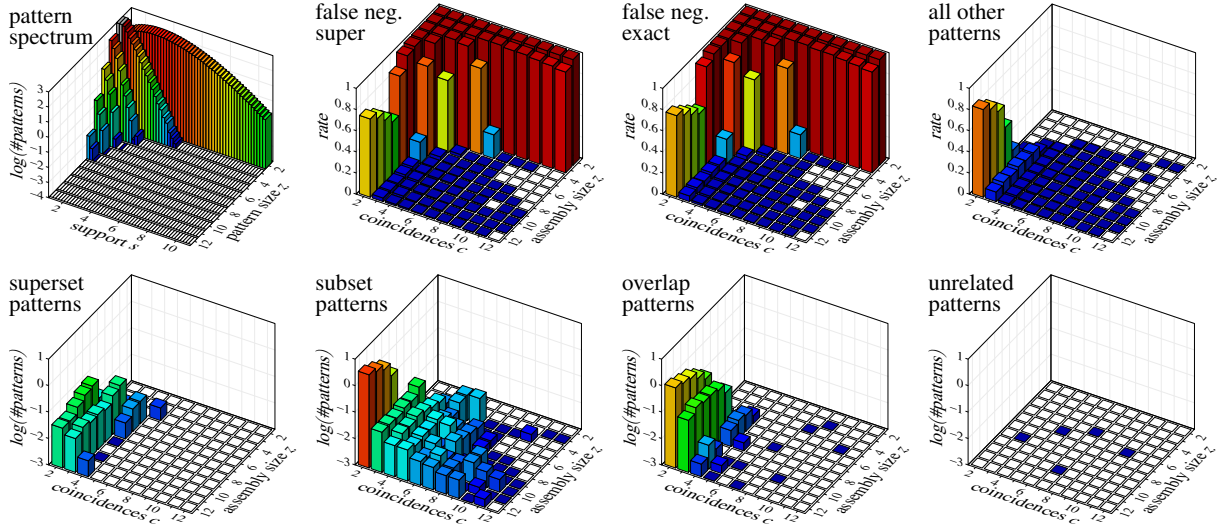
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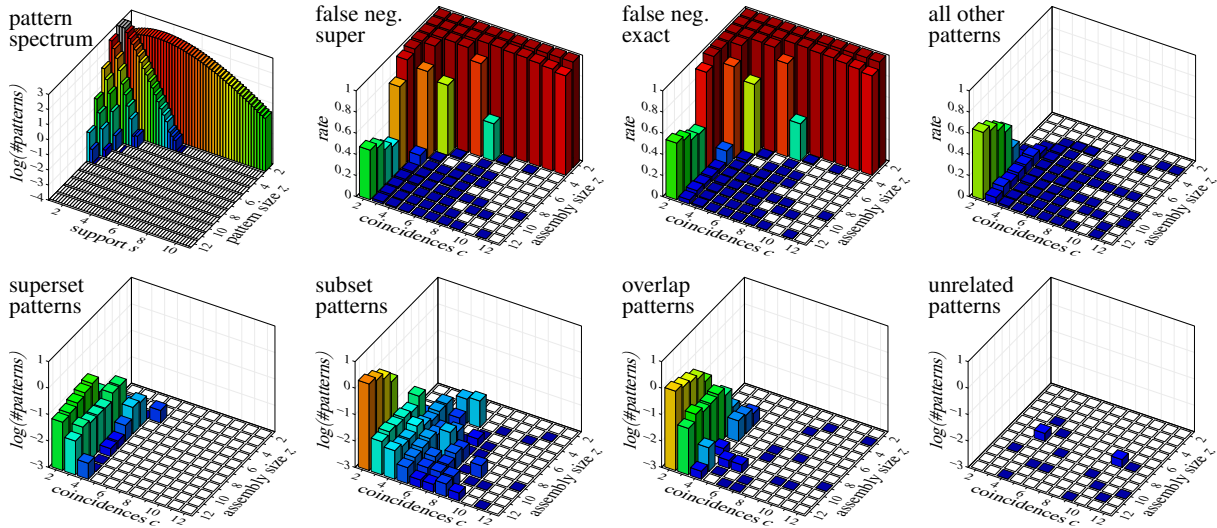
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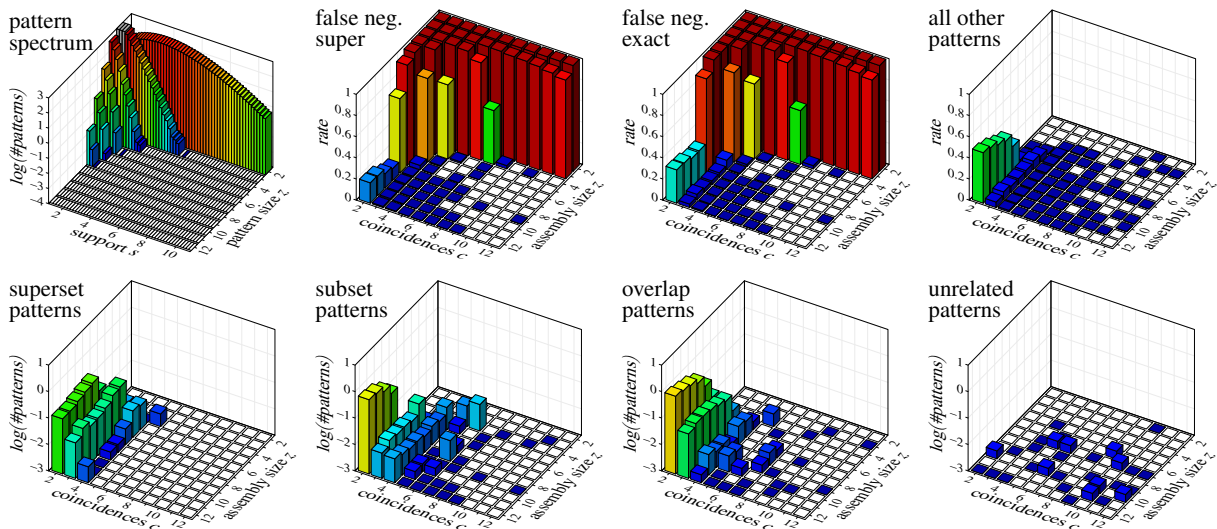
2.0ms jitter, 3.2ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



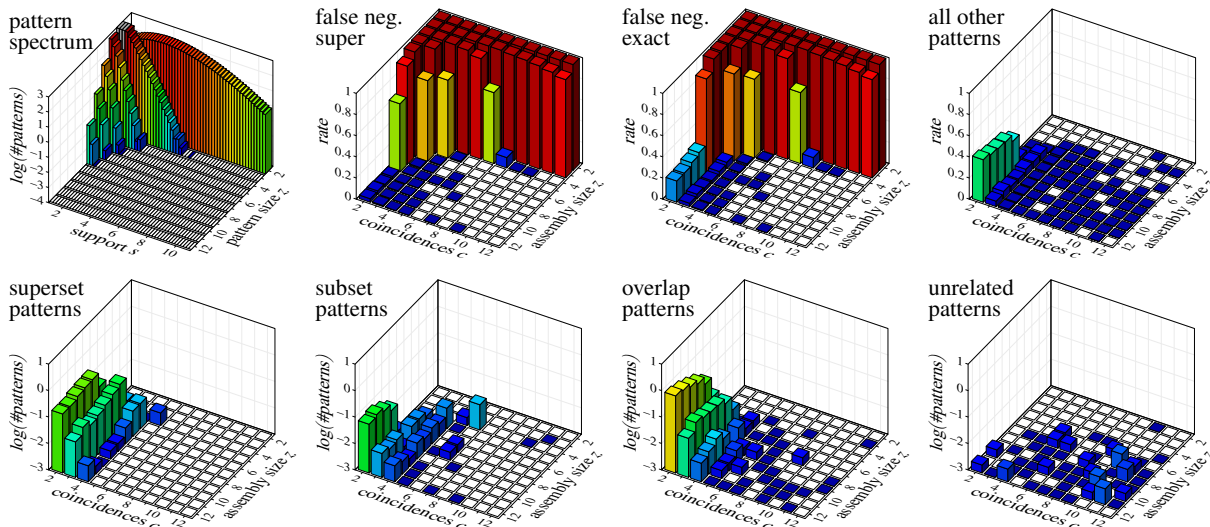
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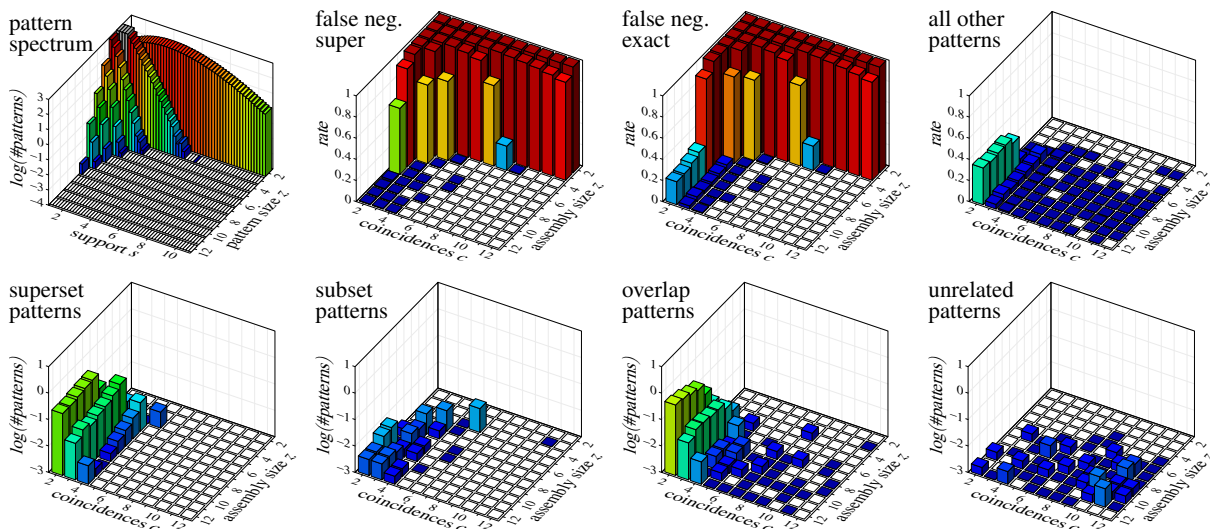
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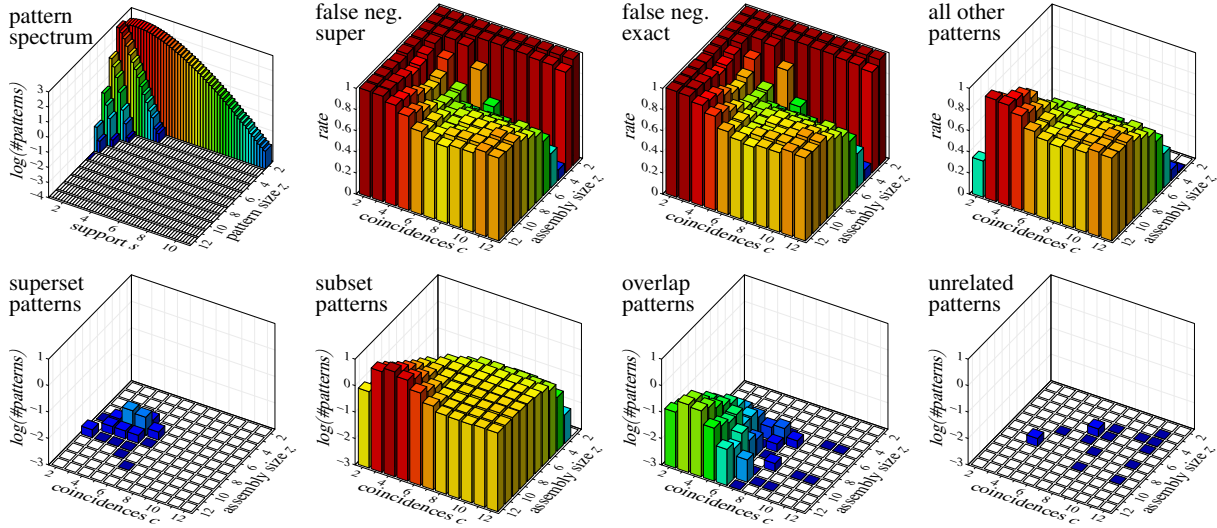
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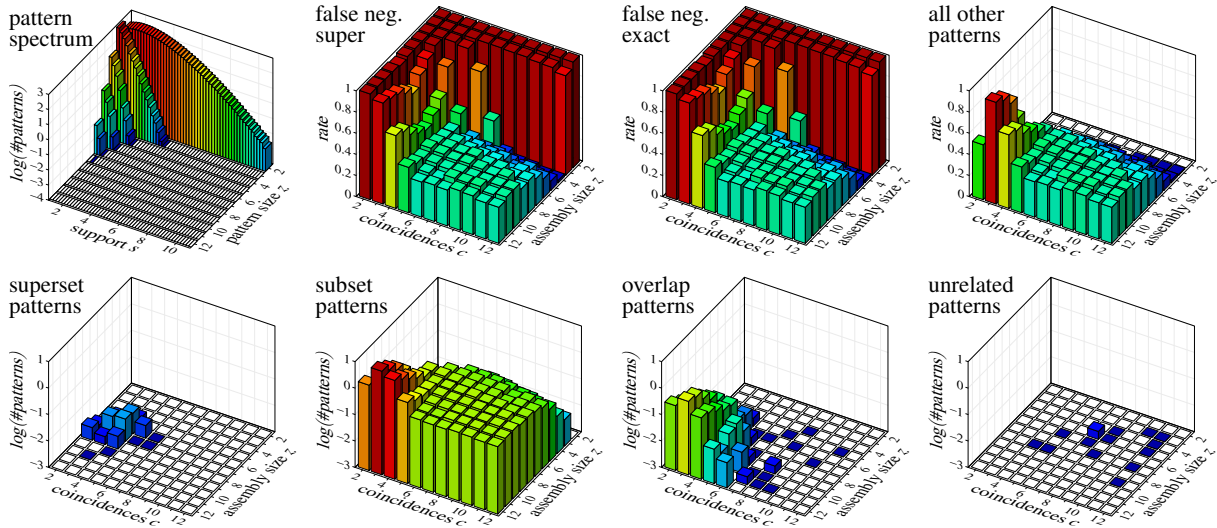
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



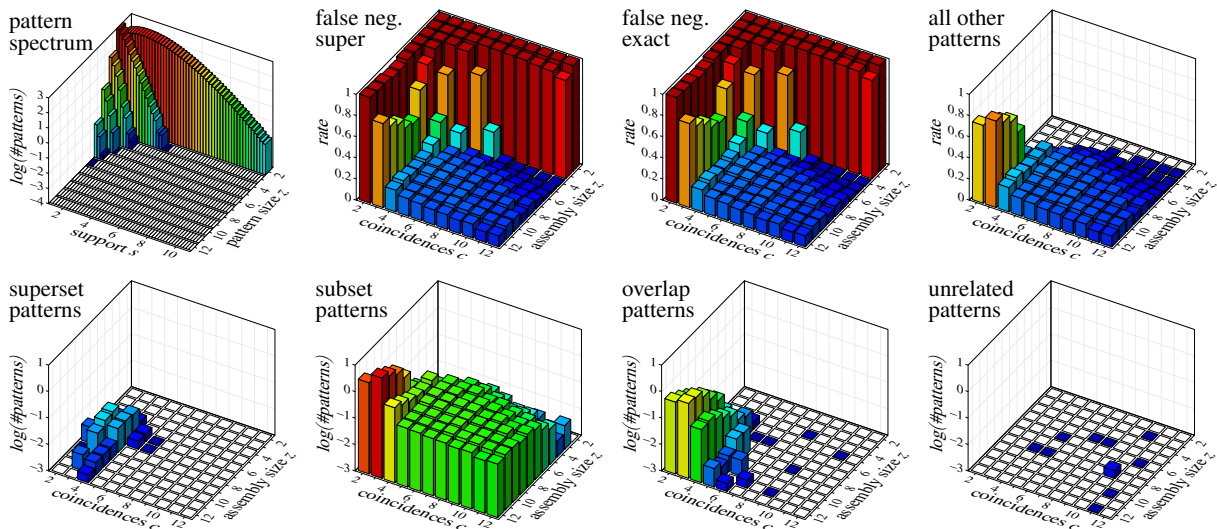
2.0ms jitter, 2.0ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



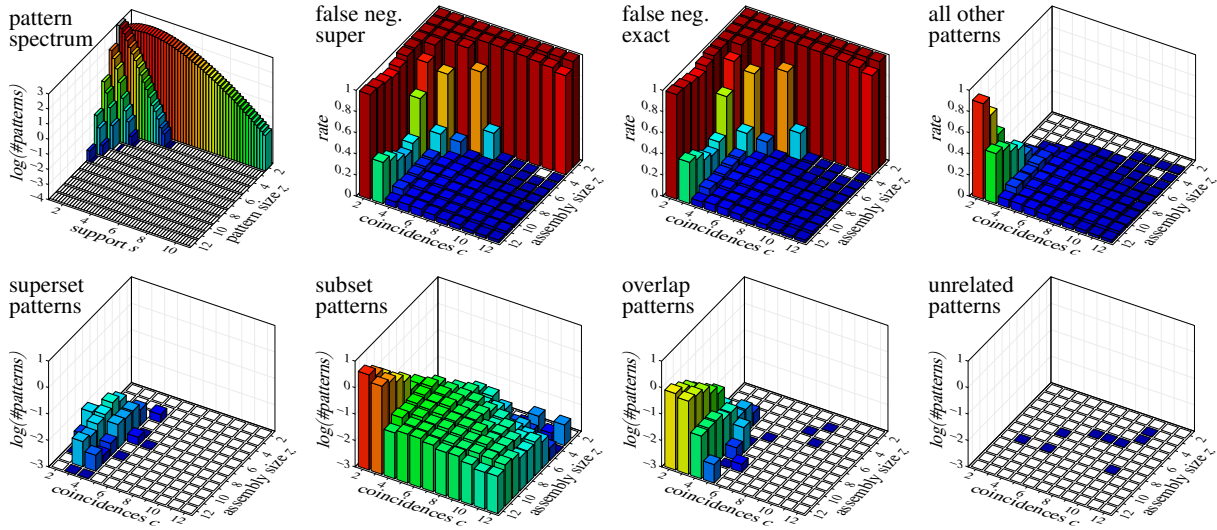
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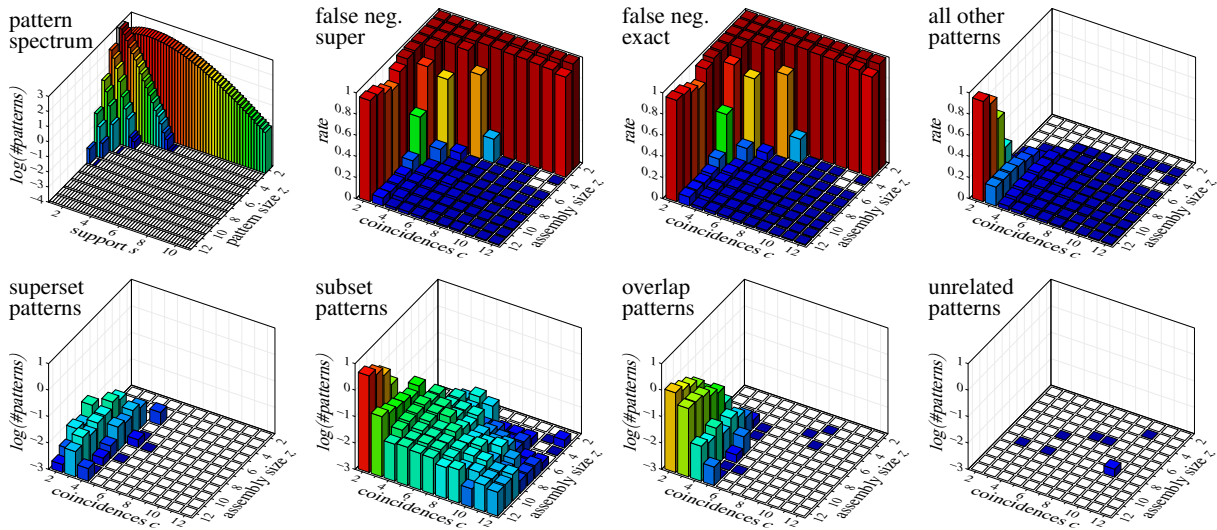
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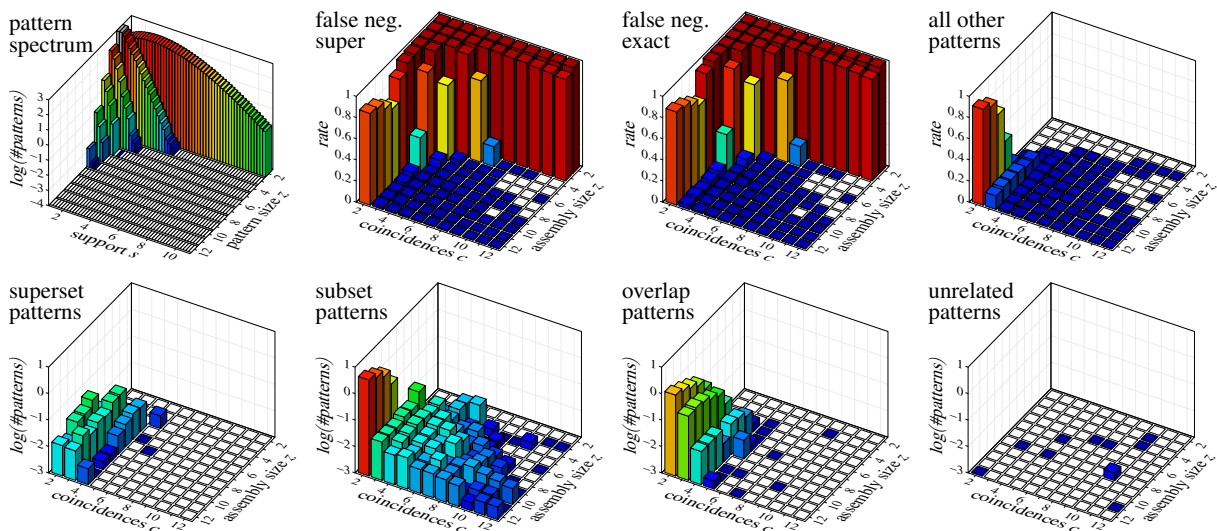
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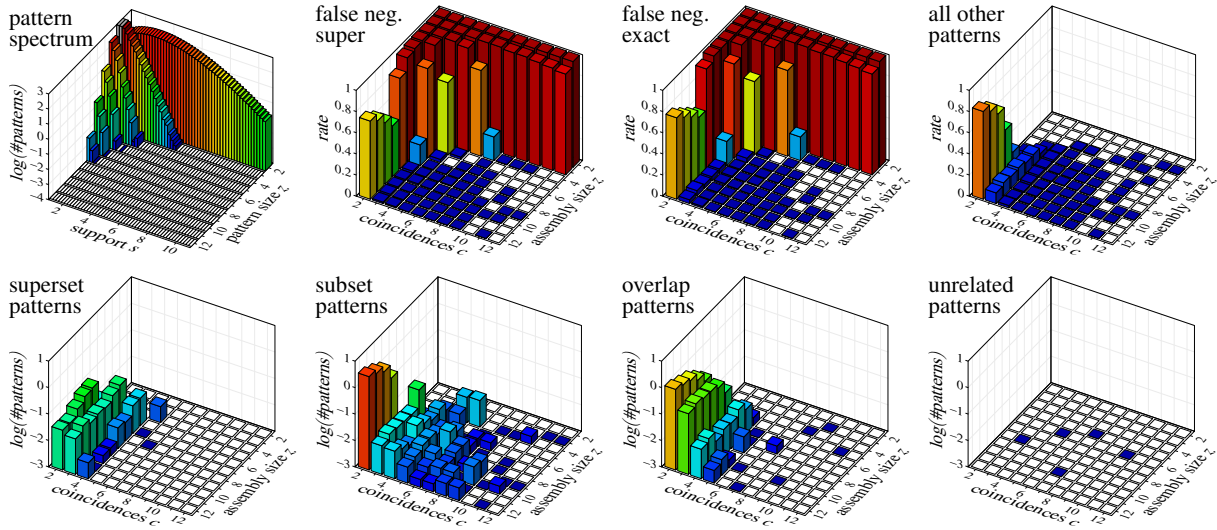
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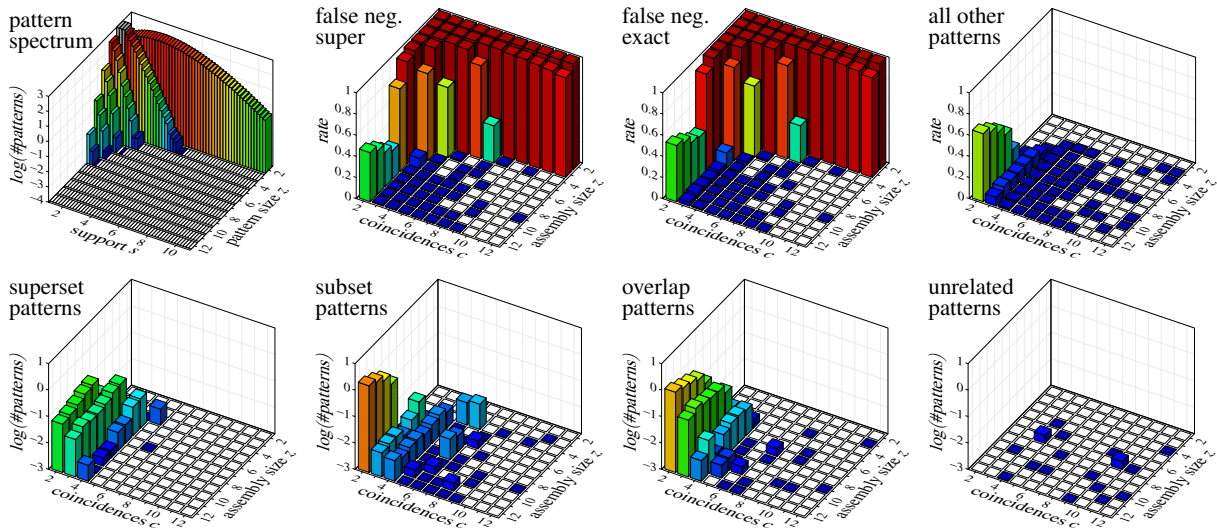
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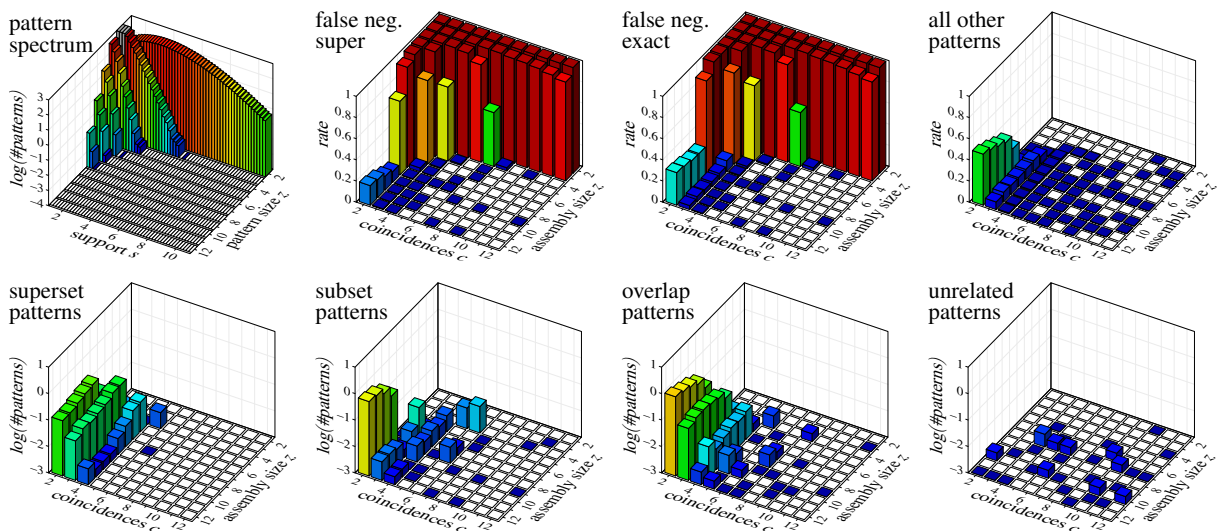
2.0ms jitter, 3.2ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



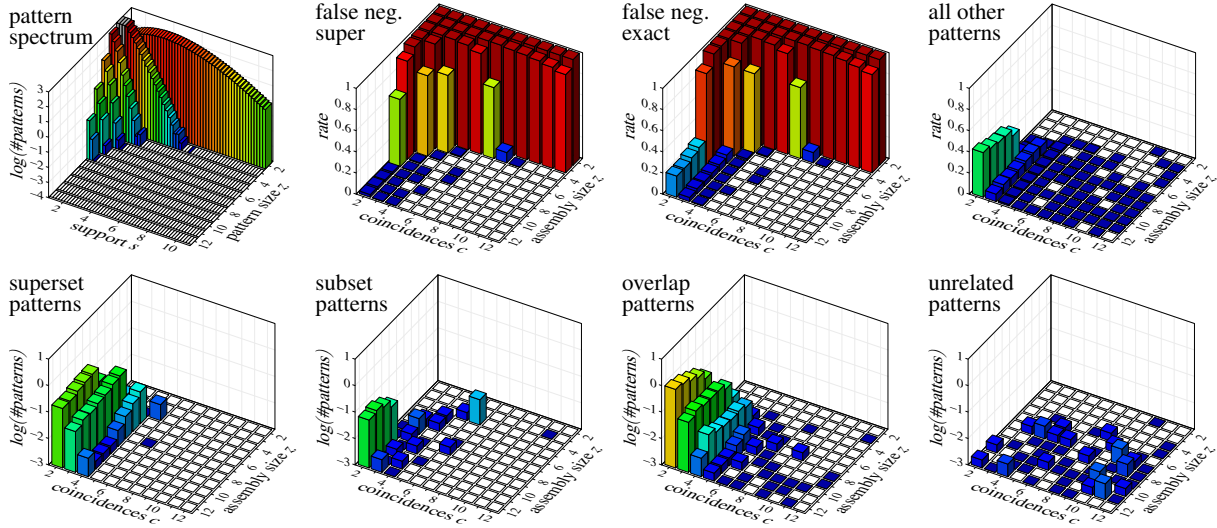
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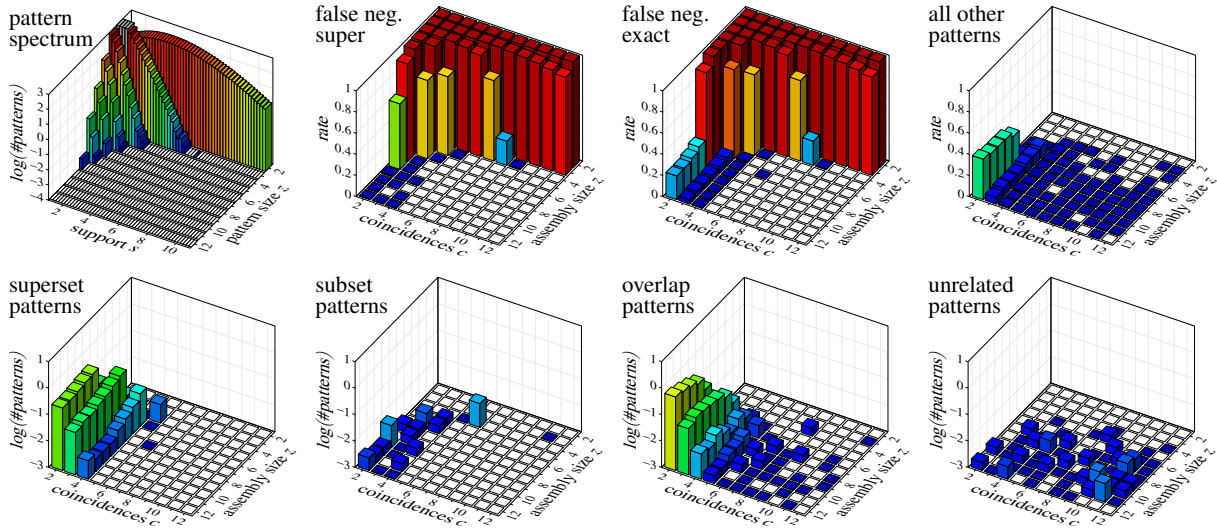
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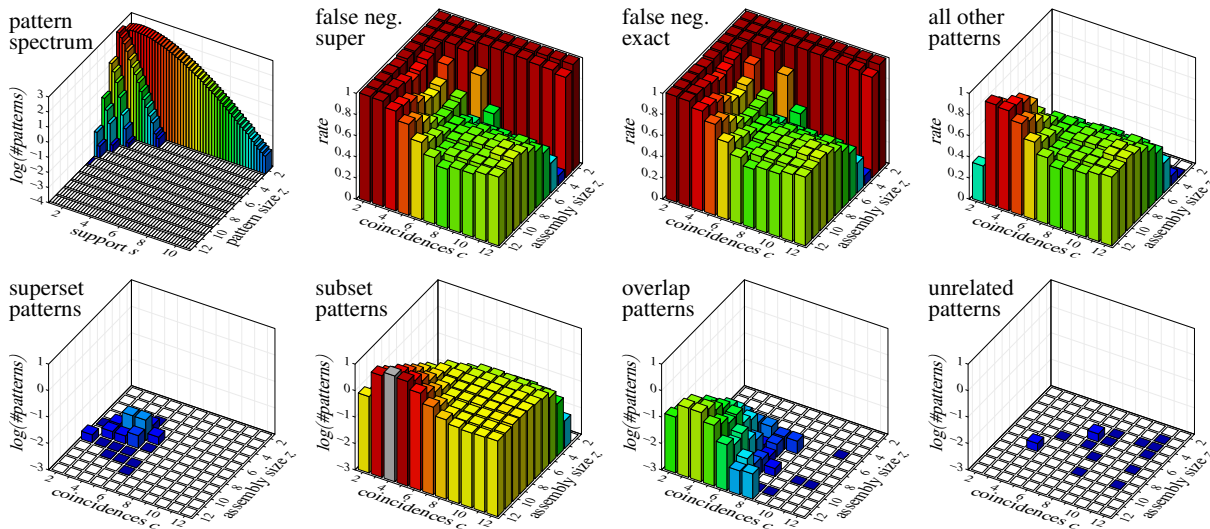
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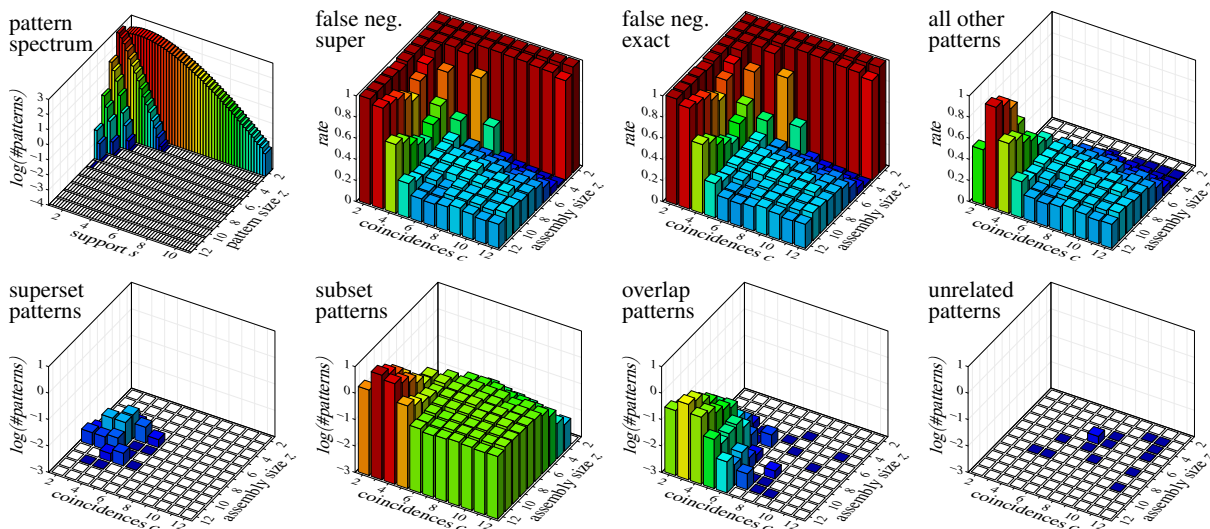
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



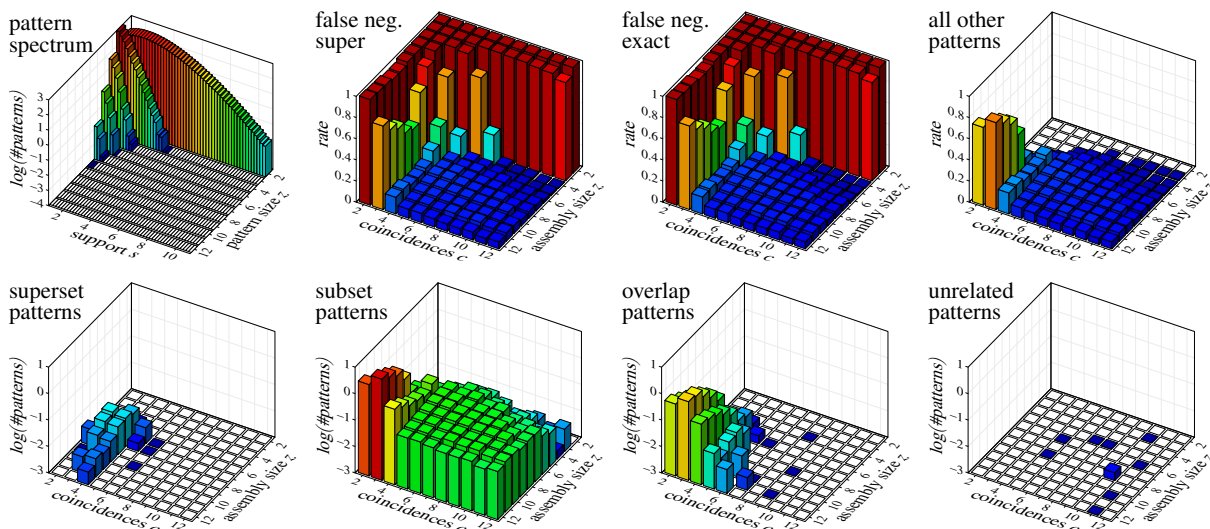
2.0ms jitter, 2.0ms windows, reduced with $(z - 1) \cdot (c + 0.10z)$



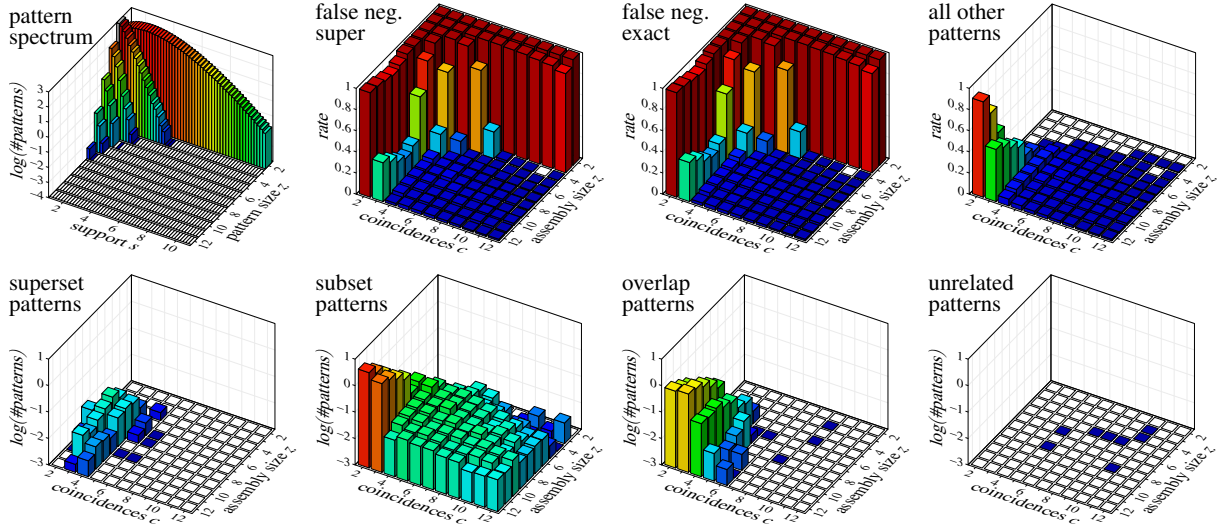
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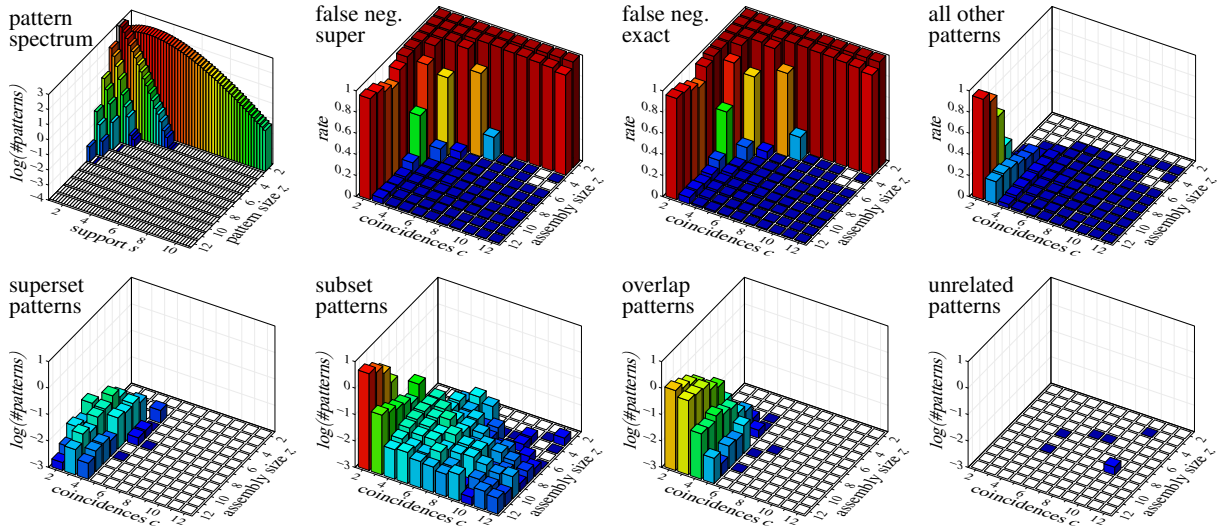
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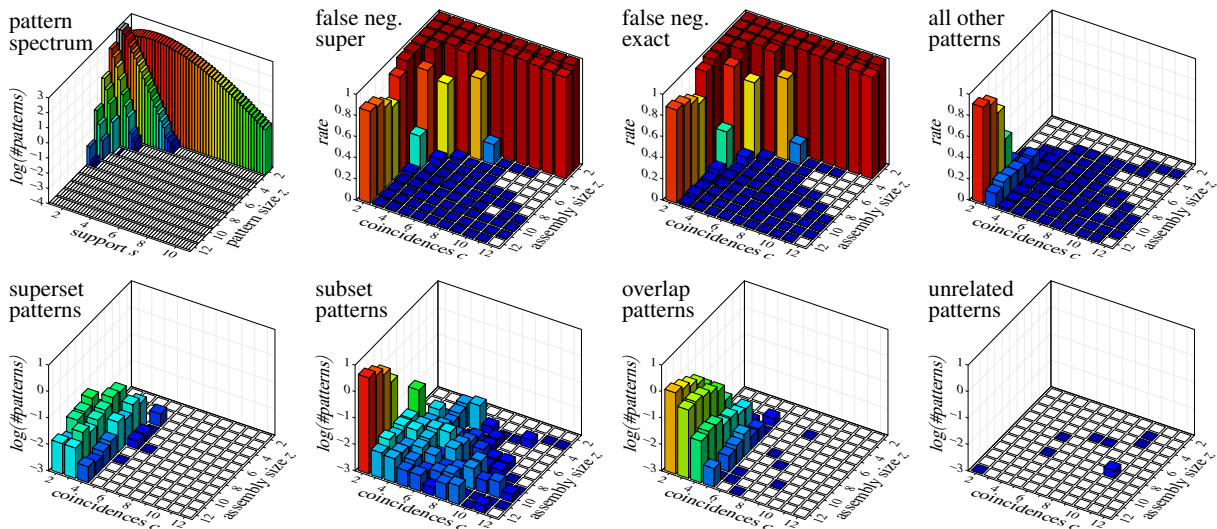
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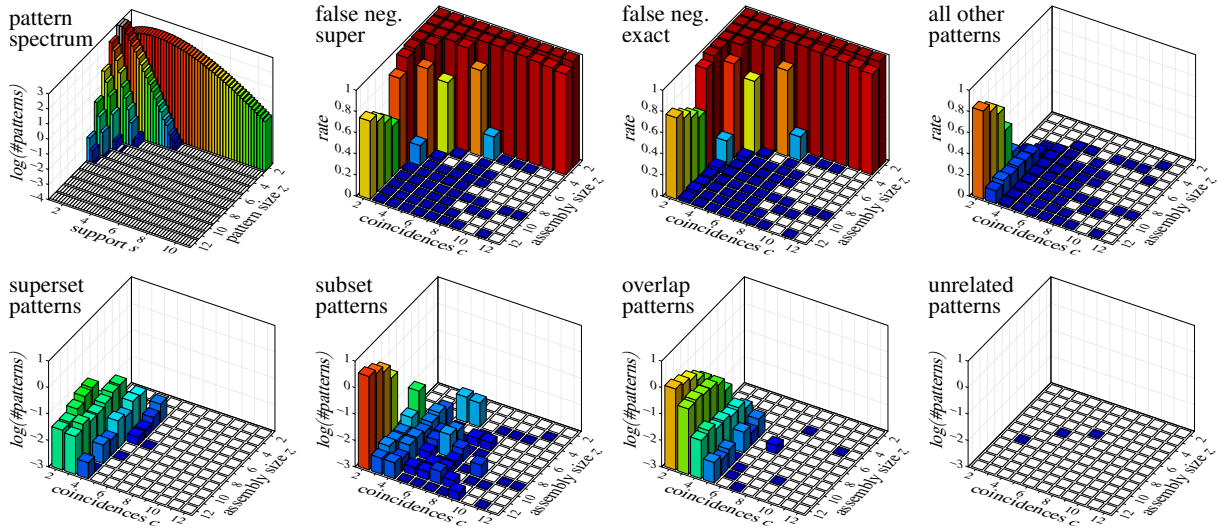
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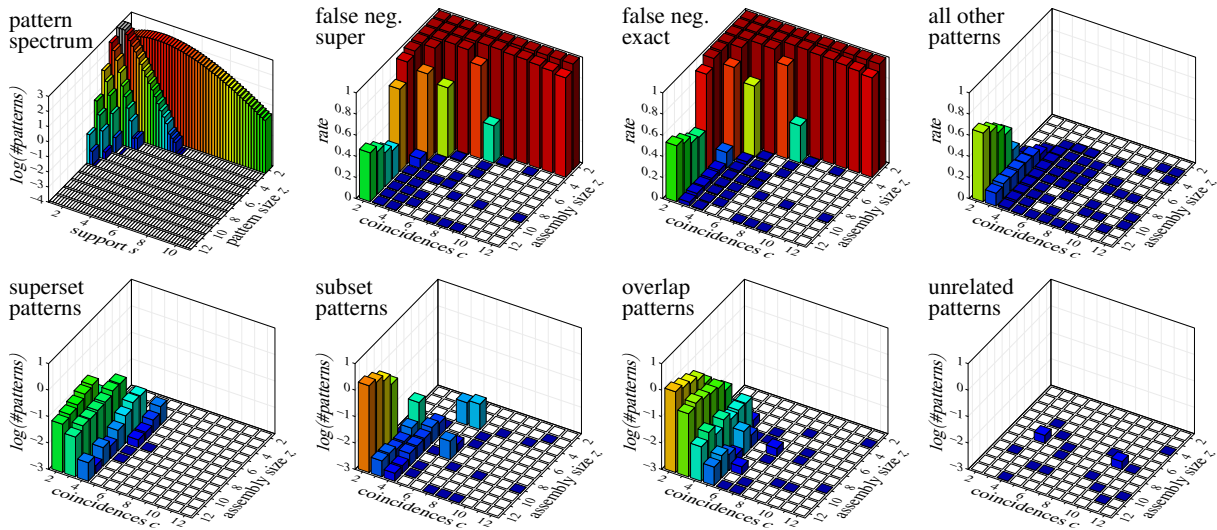
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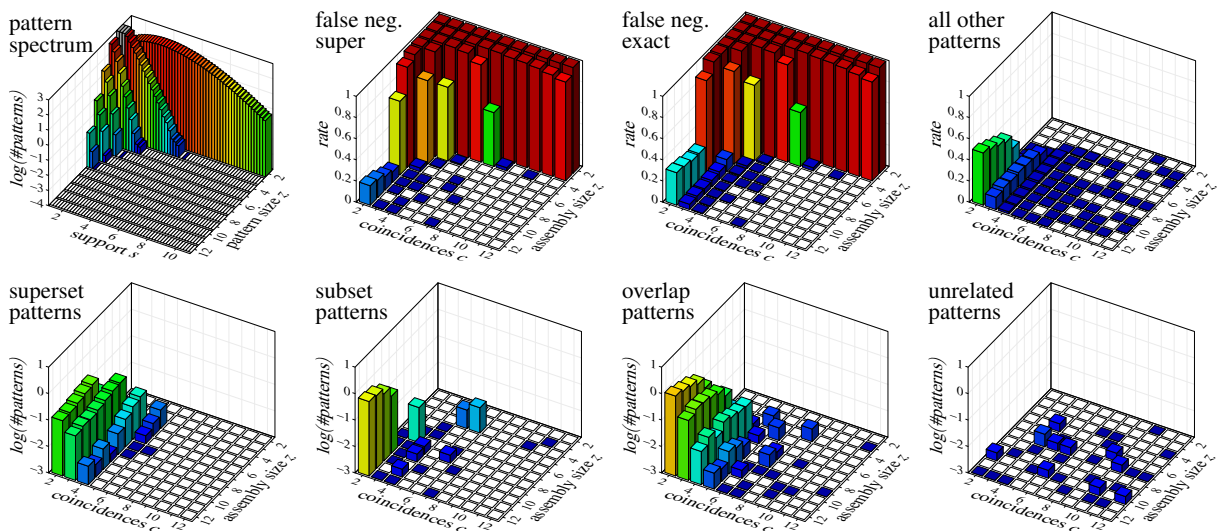
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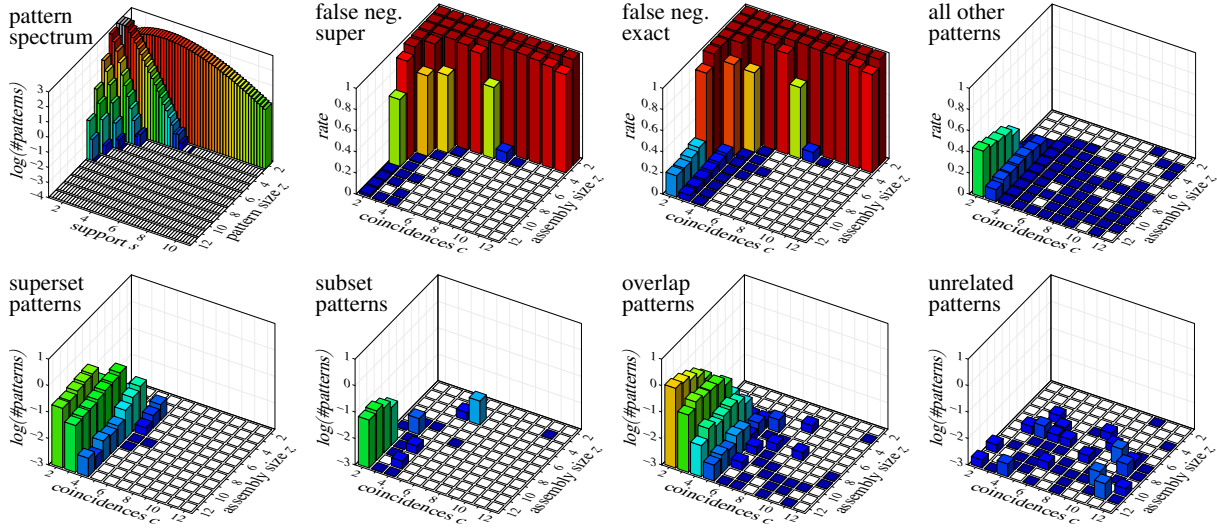
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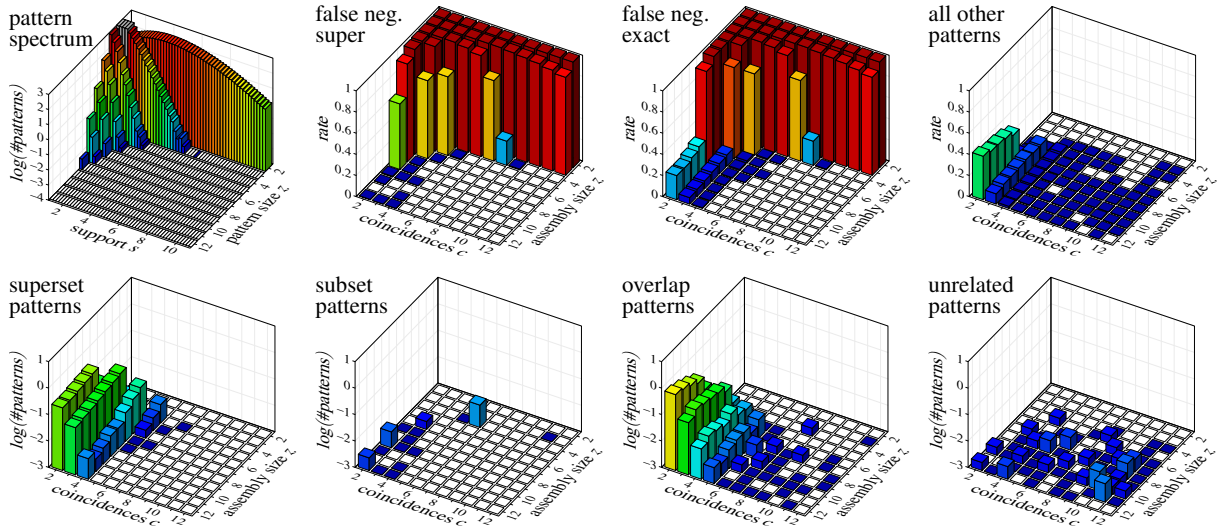
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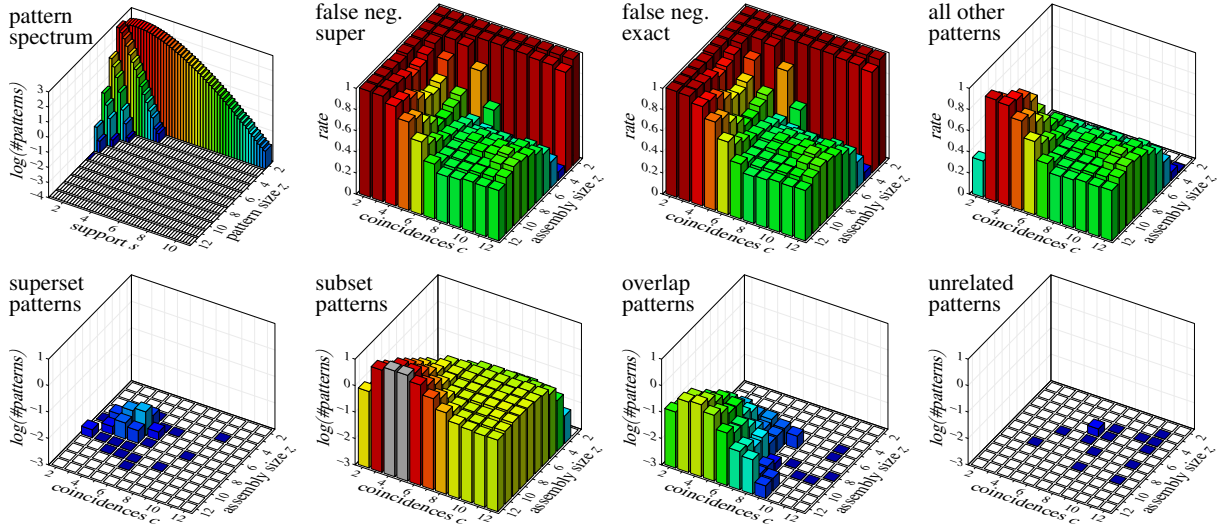
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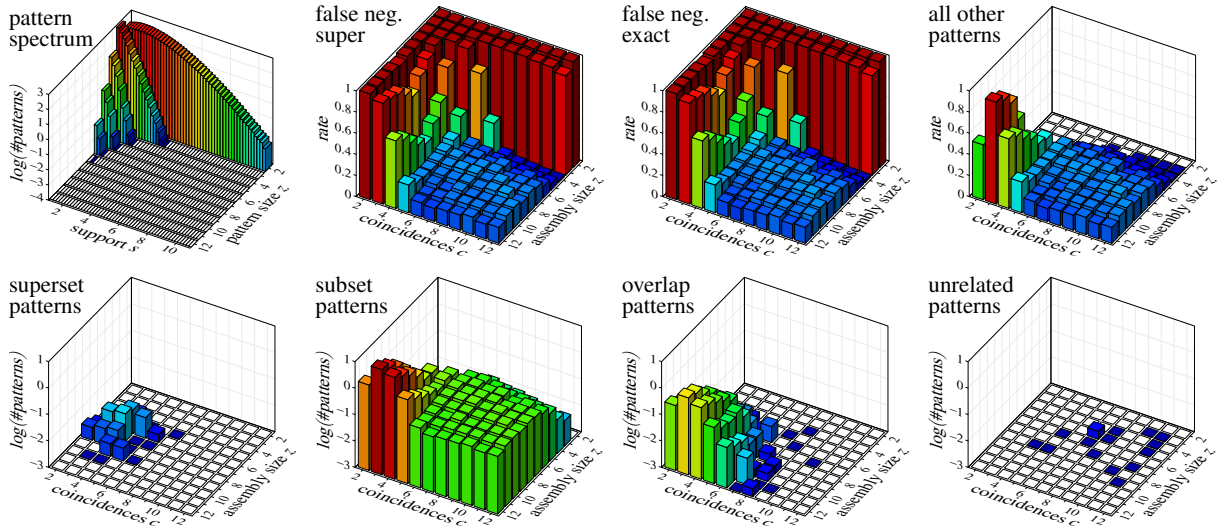
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.10z)$



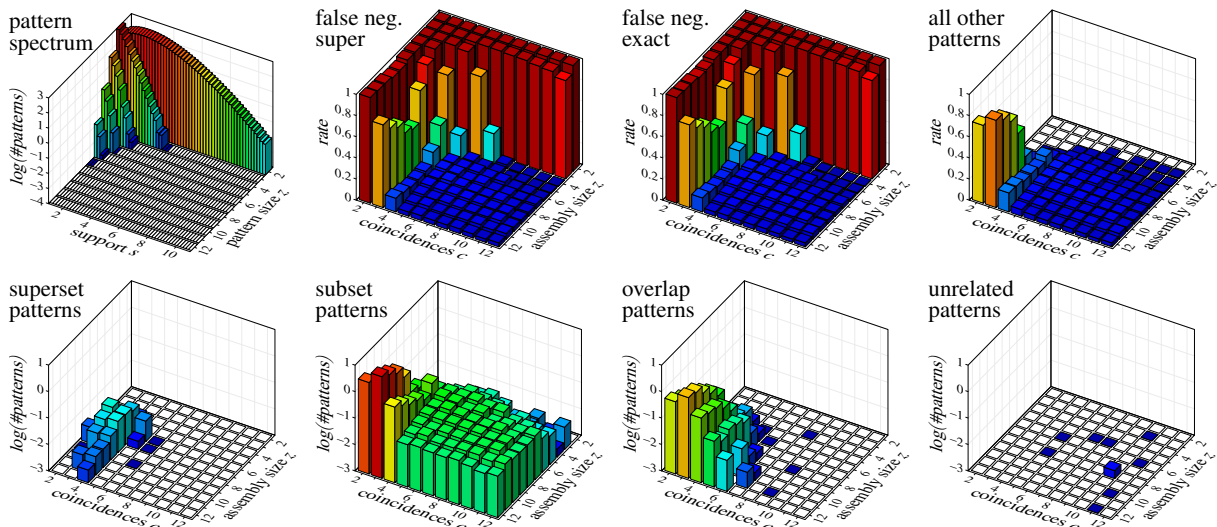
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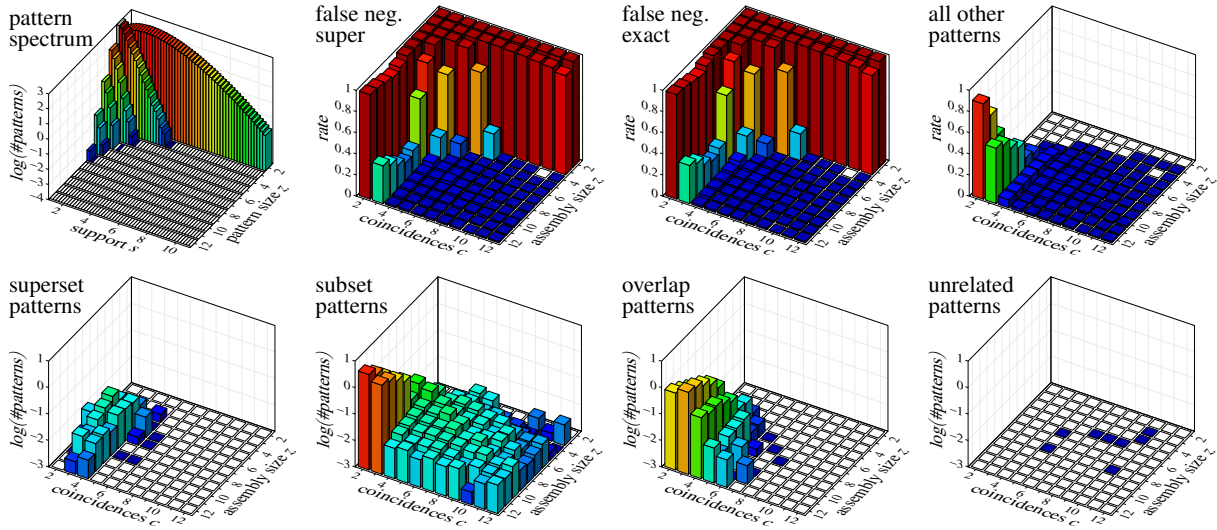
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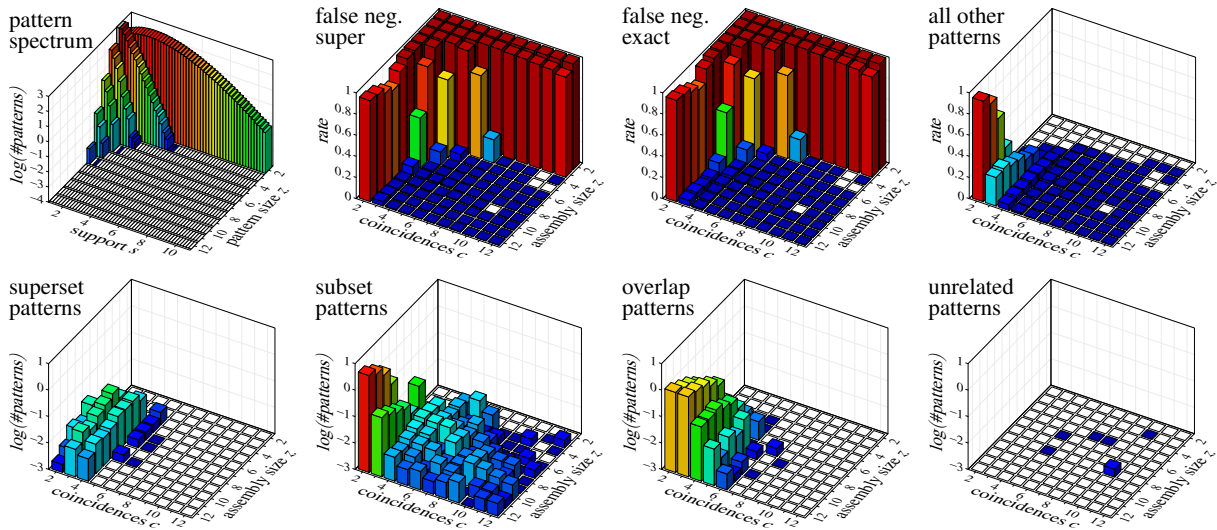
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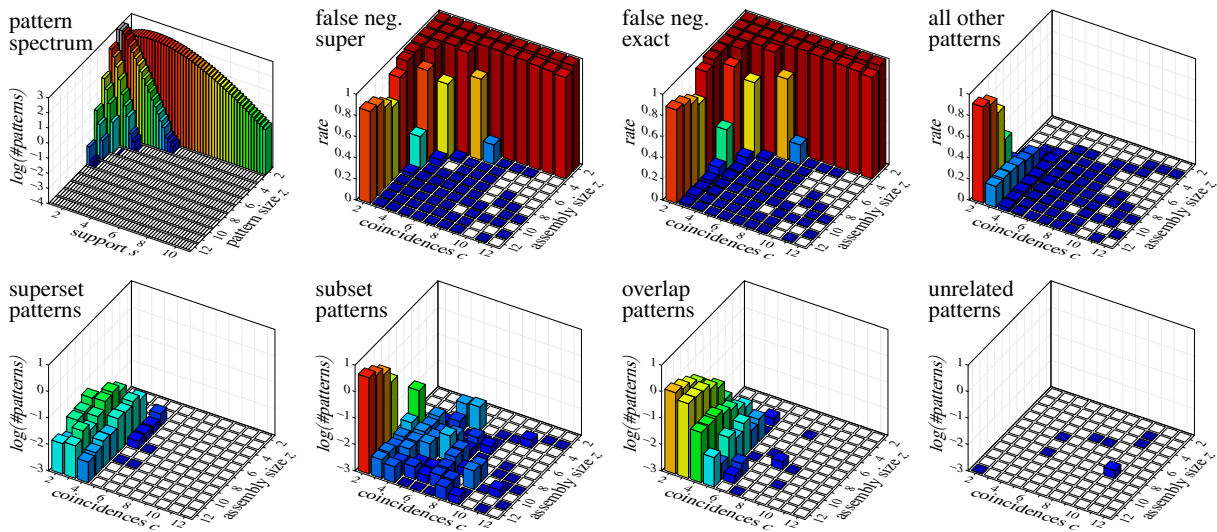
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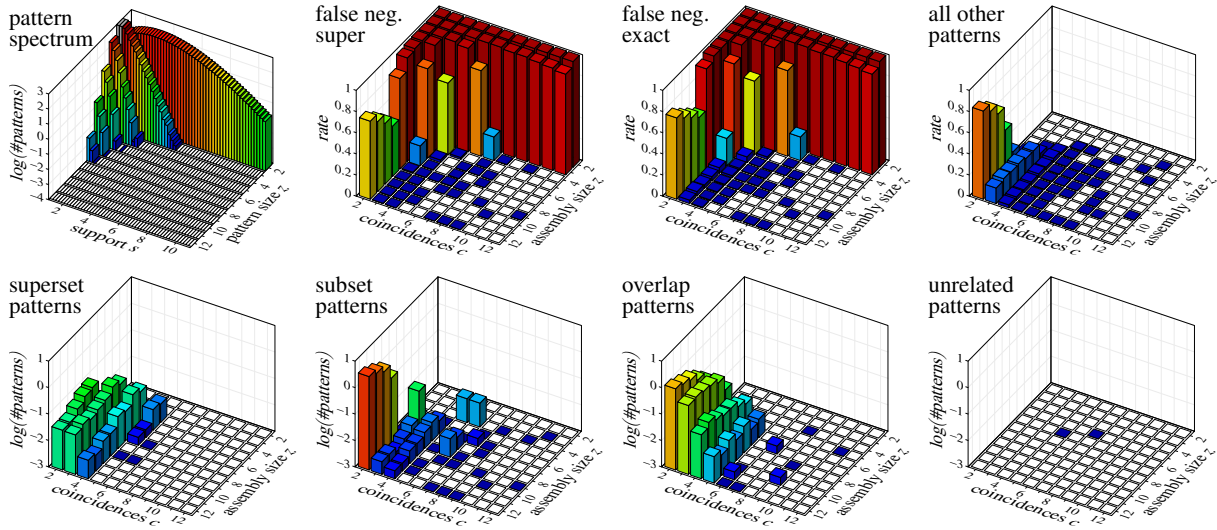
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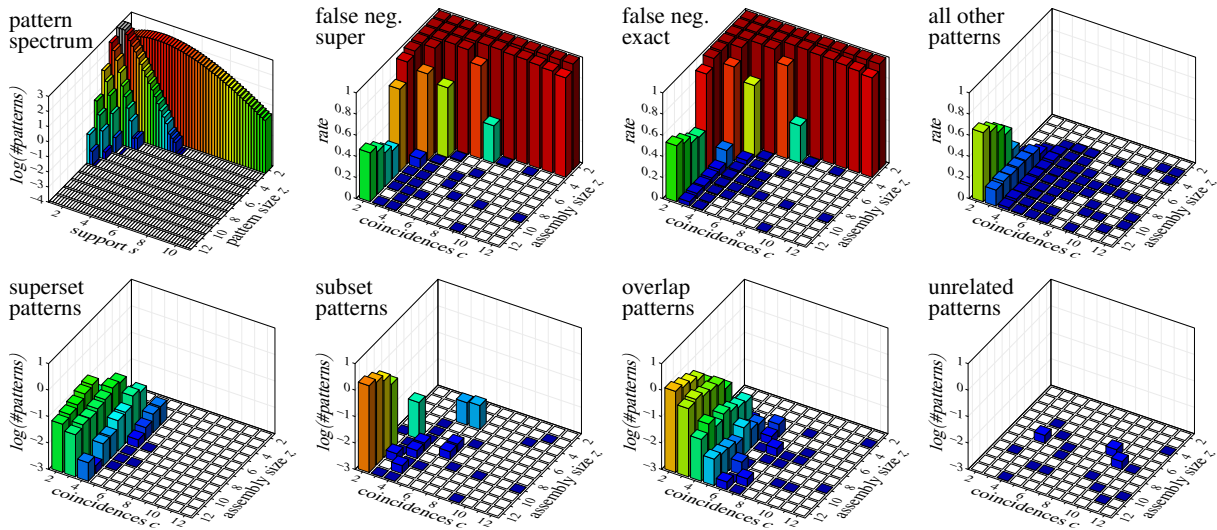
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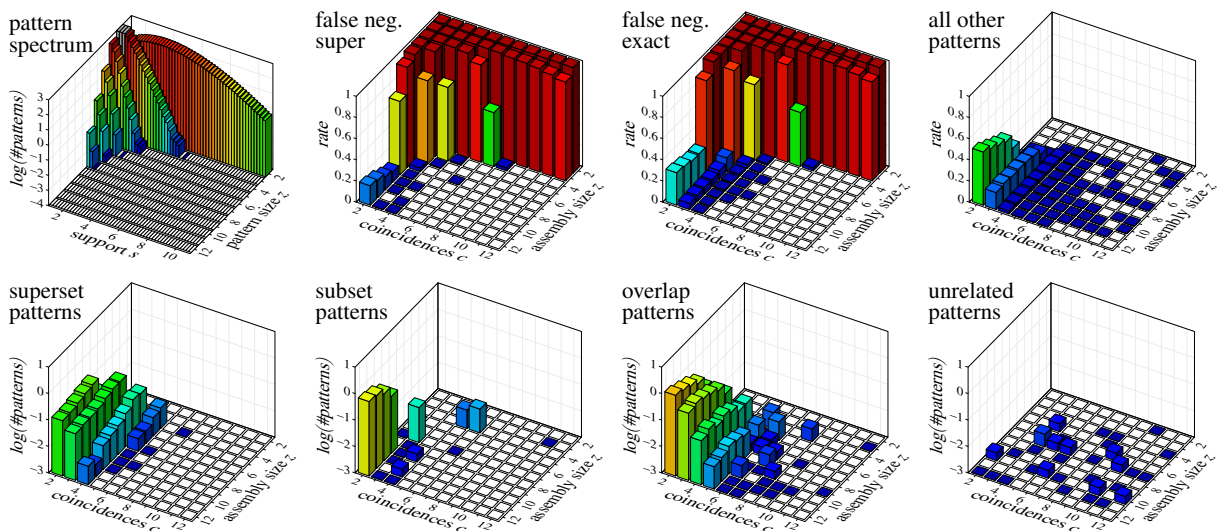
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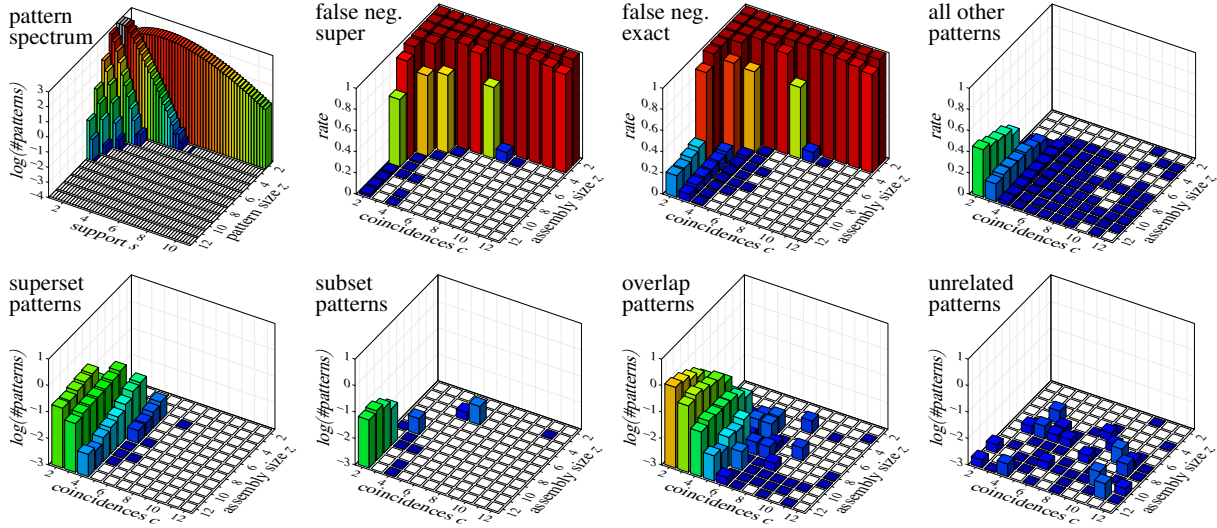
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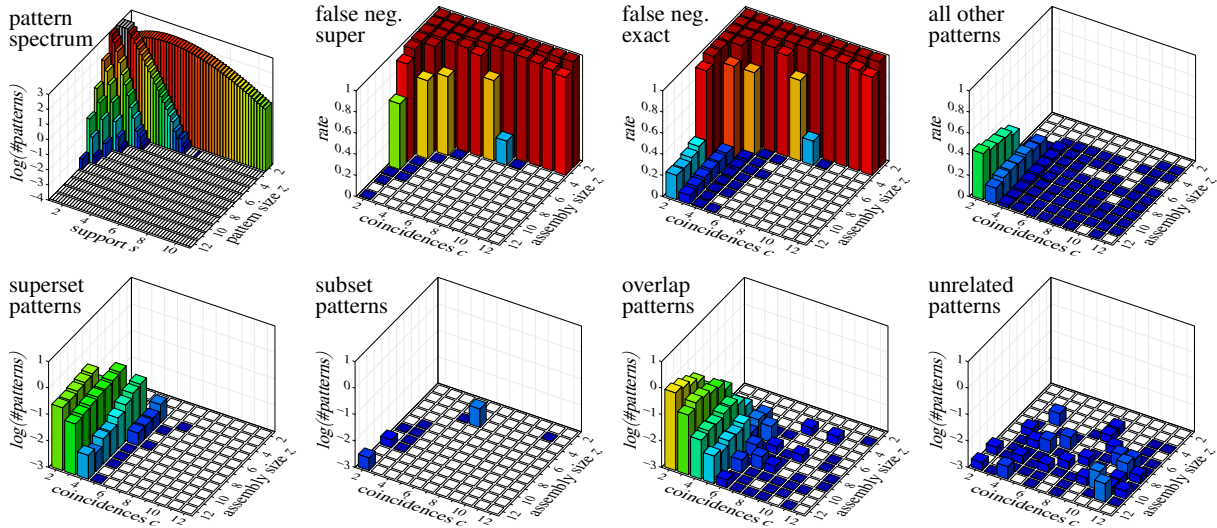
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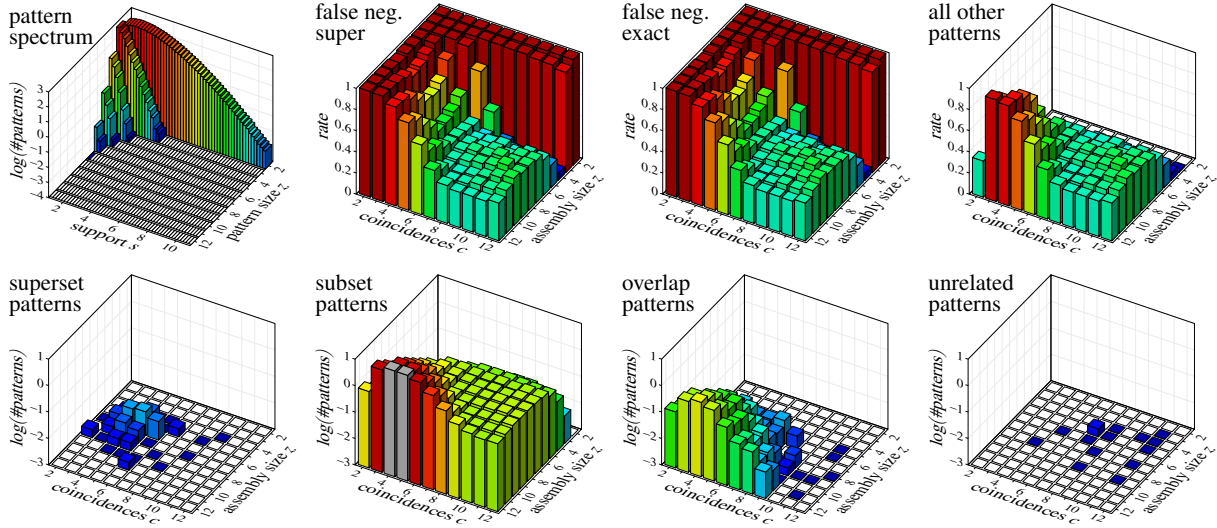
2.0ms jitter, 3.8ms windows, reduced with $(z - 1) \cdot (c + 0.12z)$



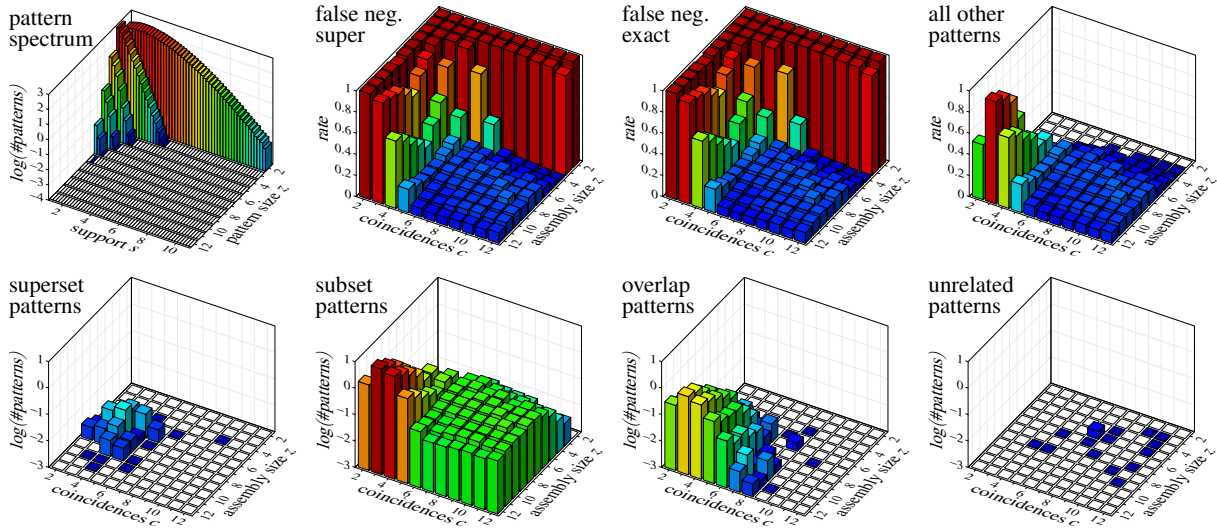
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.12z)$



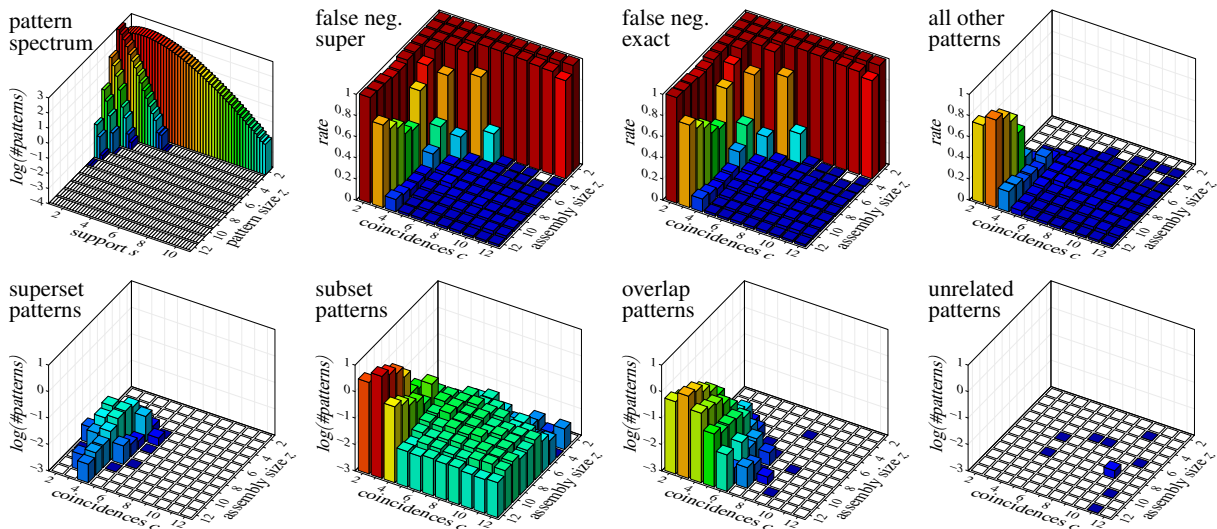
2.0ms jitter, 2.0ms windows, reduced with $(z - 1) \cdot (c + 0.14z)$



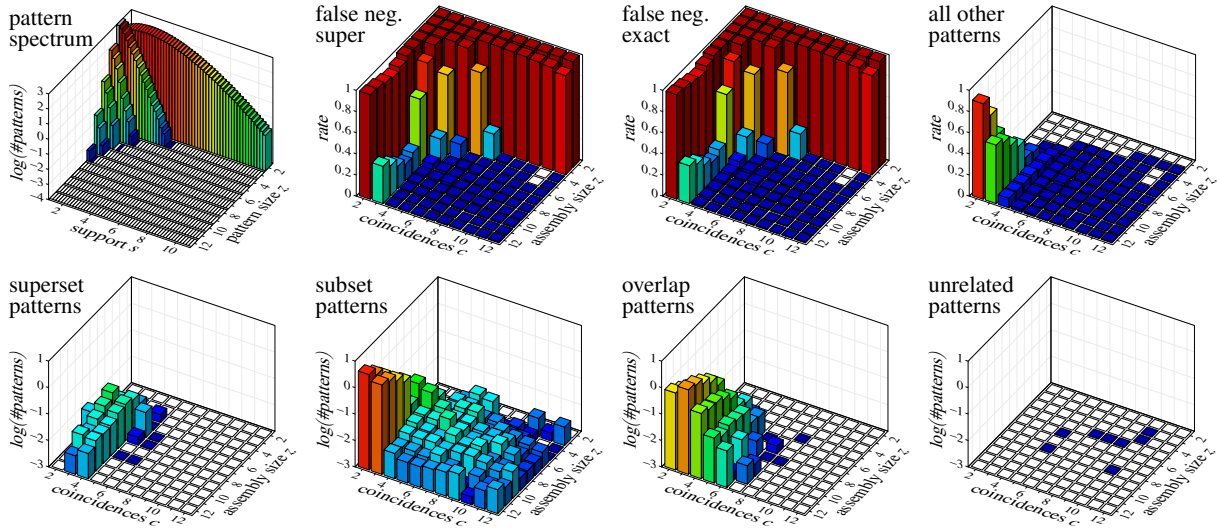
2.0ms jitter, 2.2ms windows, reduced with $(z - 1) \cdot (c + 0.14z)$



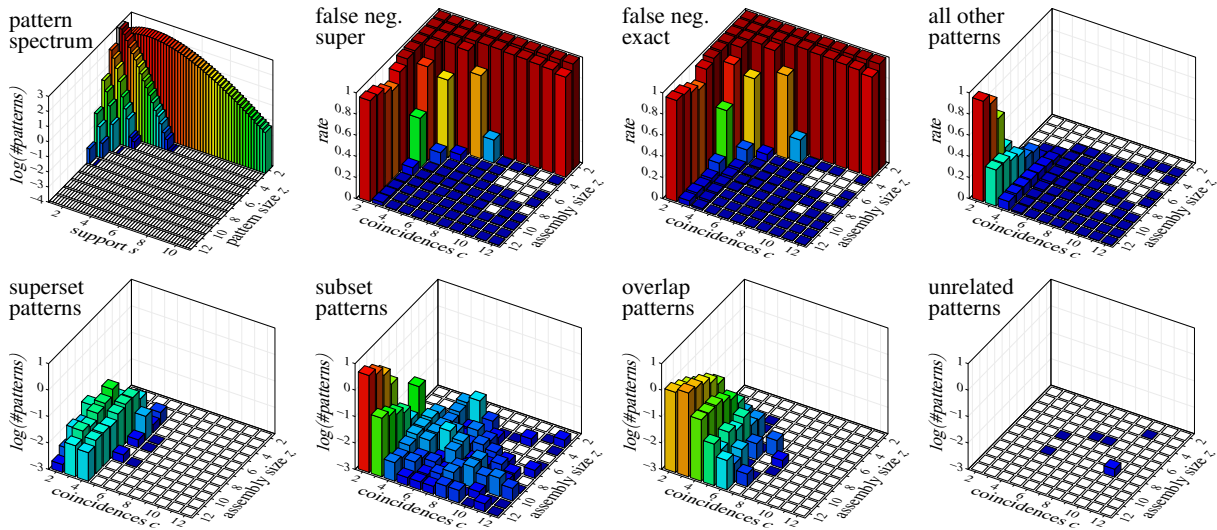
2.0ms jitter, 2.4ms windows, reduced with $(z - 1) \cdot (c + 0.14z)$



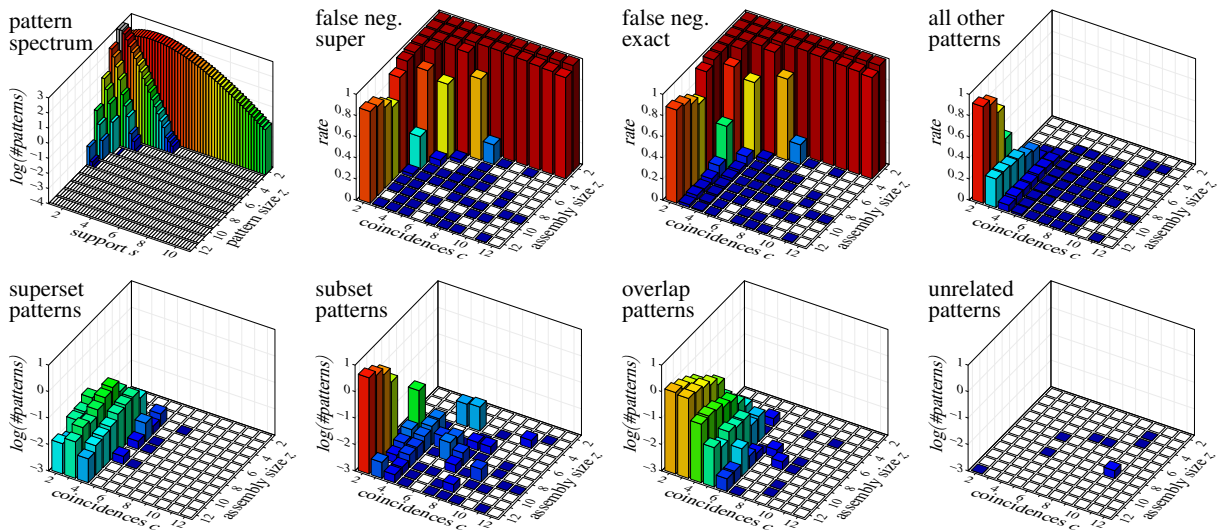
2.0ms jitter, 2.6ms windows, reduced with $(z - 1) \cdot (c + 0.14z)$



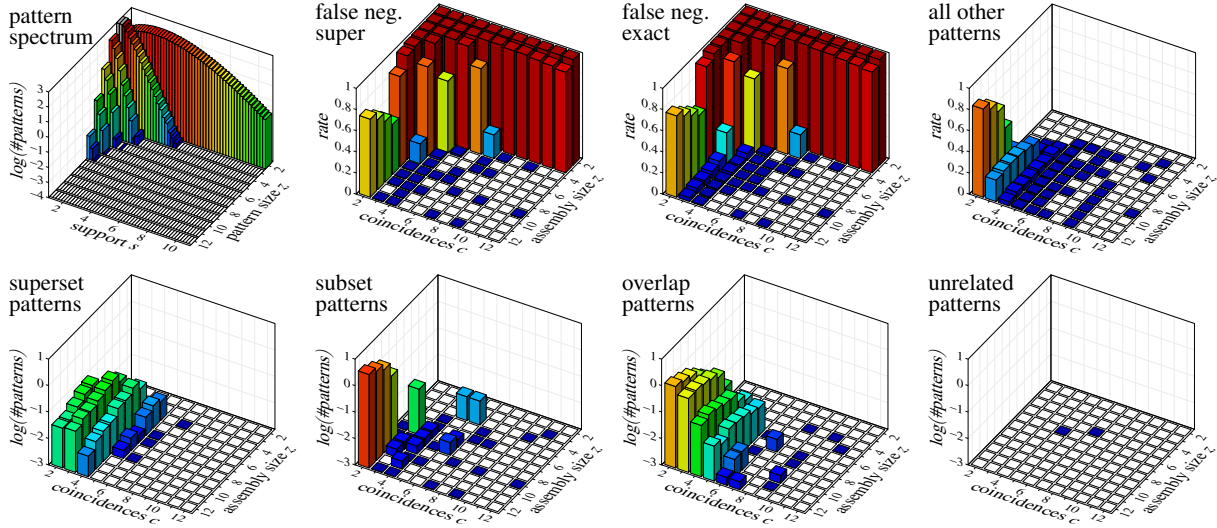
2.0ms jitter, 2.8ms windows, reduced with $(z - 1) \cdot (c + 0.14z)$



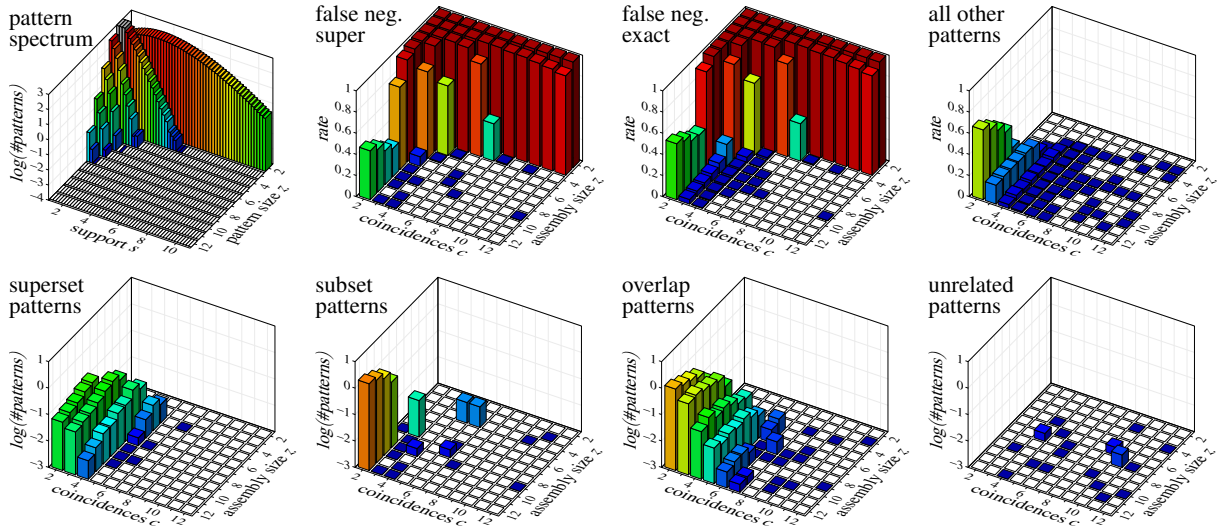
2.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 0.14z)$



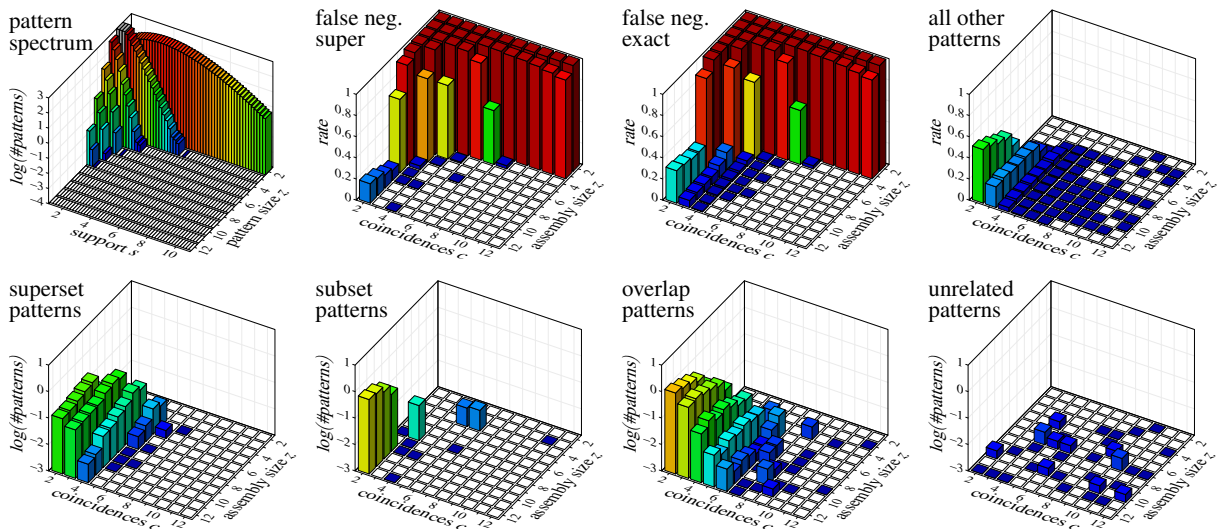
2.0ms jitter, 3.2ms windows, reduced with $(z - 1) \cdot (c + 0.14z)$



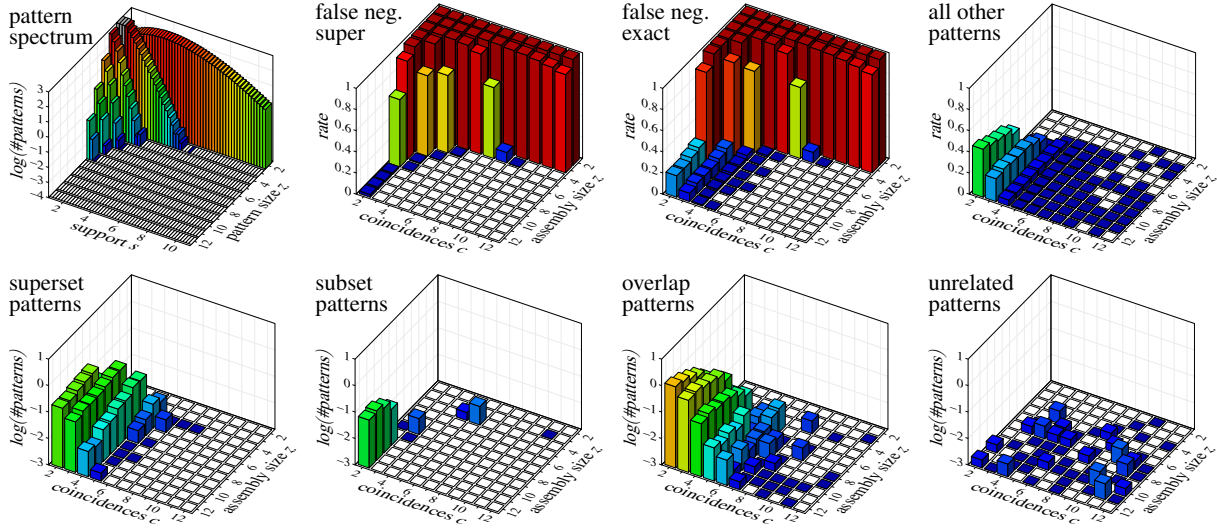
2.0ms jitter, 3.4ms windows, reduced with $(z - 1) \cdot (c + 0.14z)$



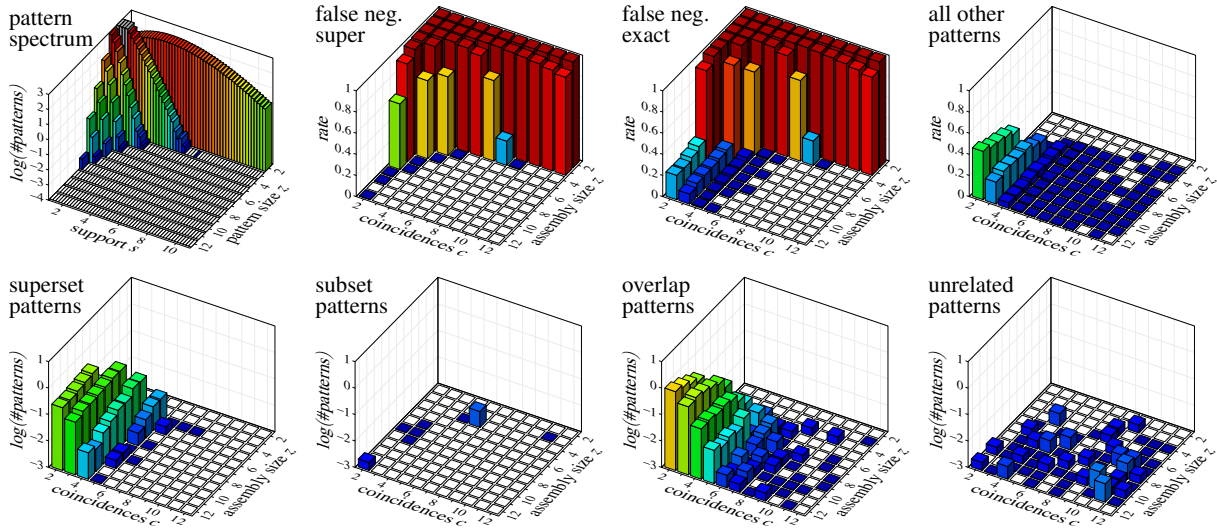
2.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 0.14z)$



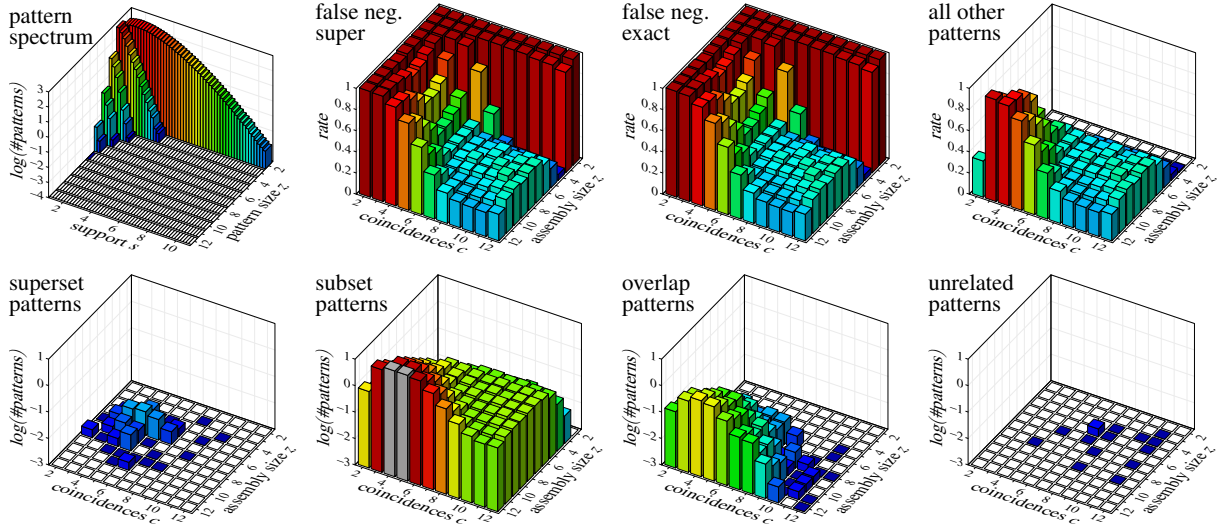
2.0ms jitter, 3.8ms windows, reduced with $(z - 1) \cdot (c + 0.14z)$



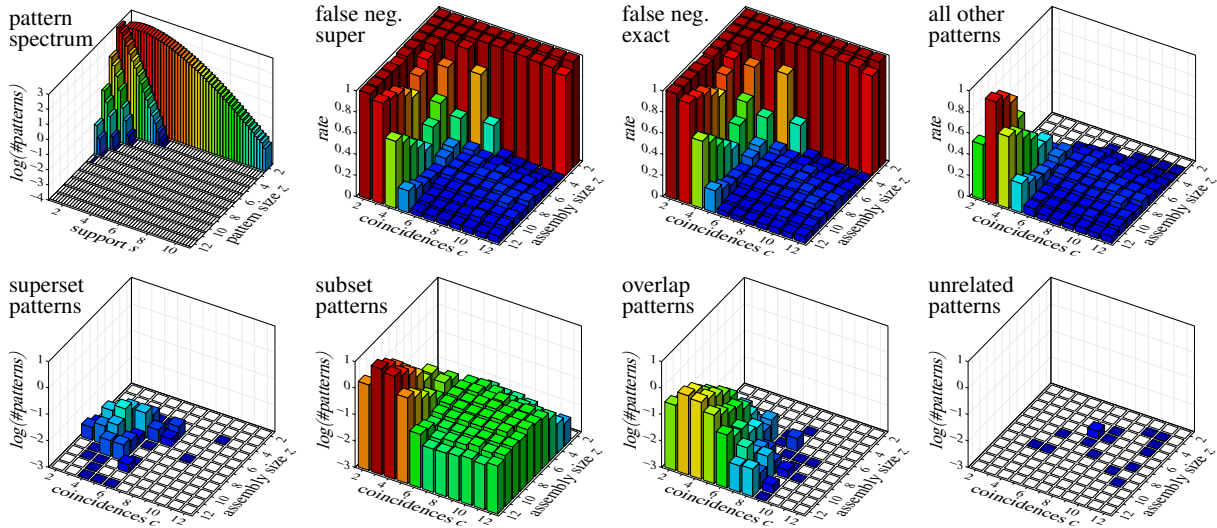
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.14z)$



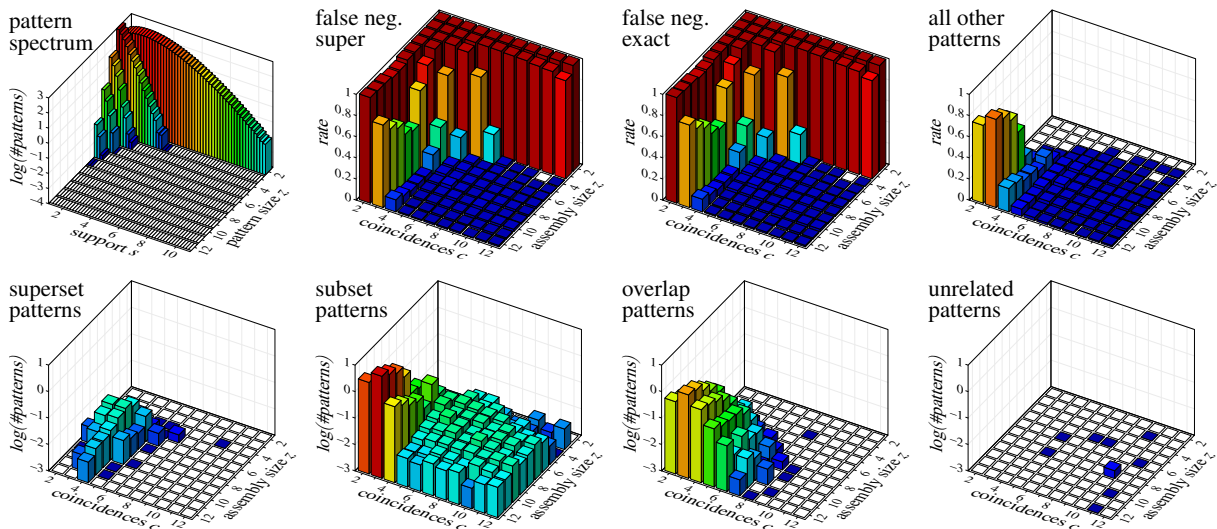
2.0ms jitter, 2.0ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



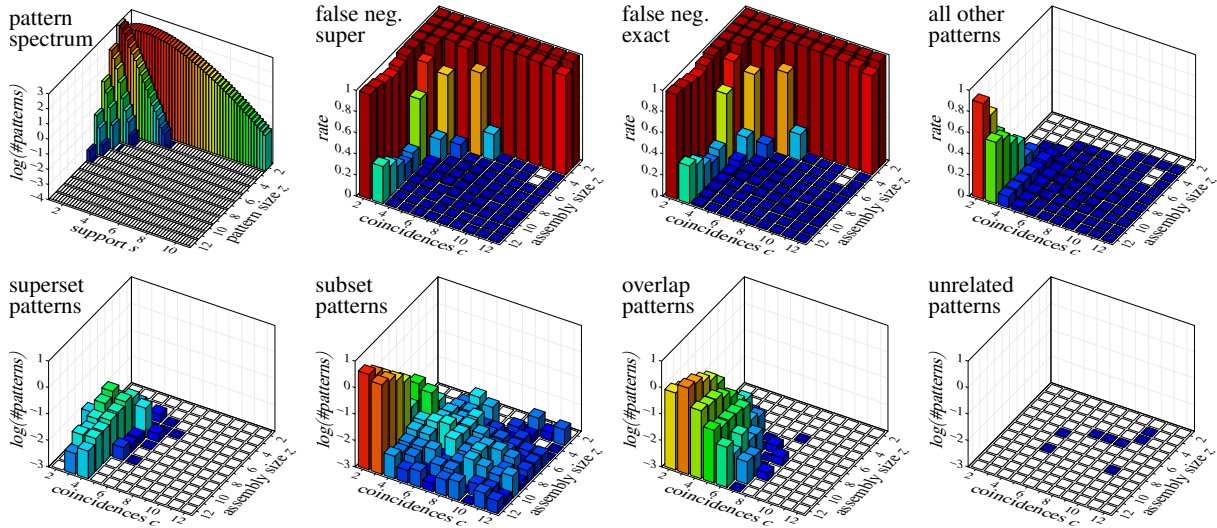
2.0ms jitter, 2.2ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



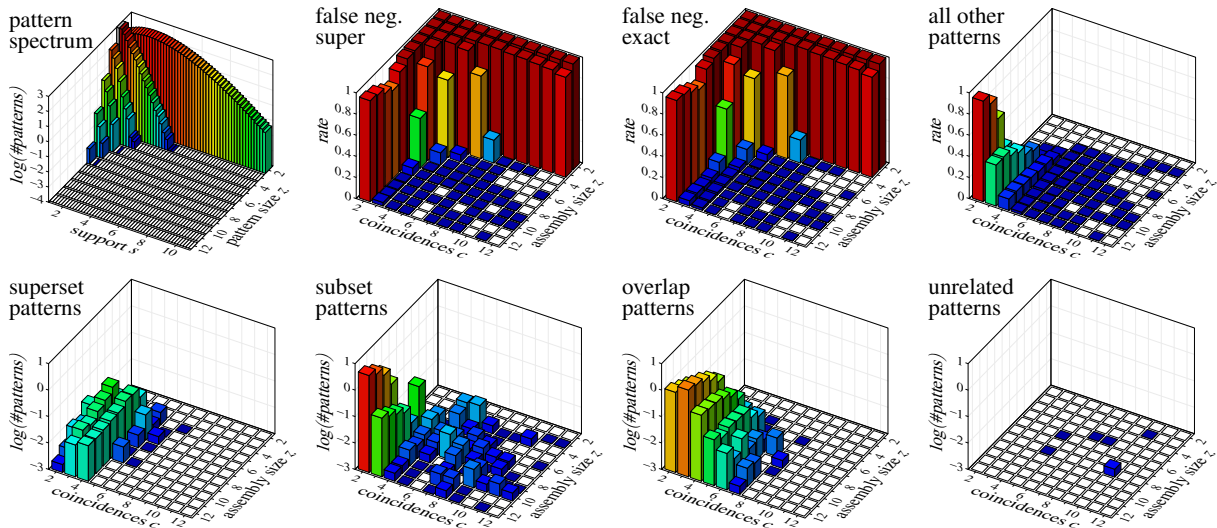
2.0ms jitter, 2.4ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



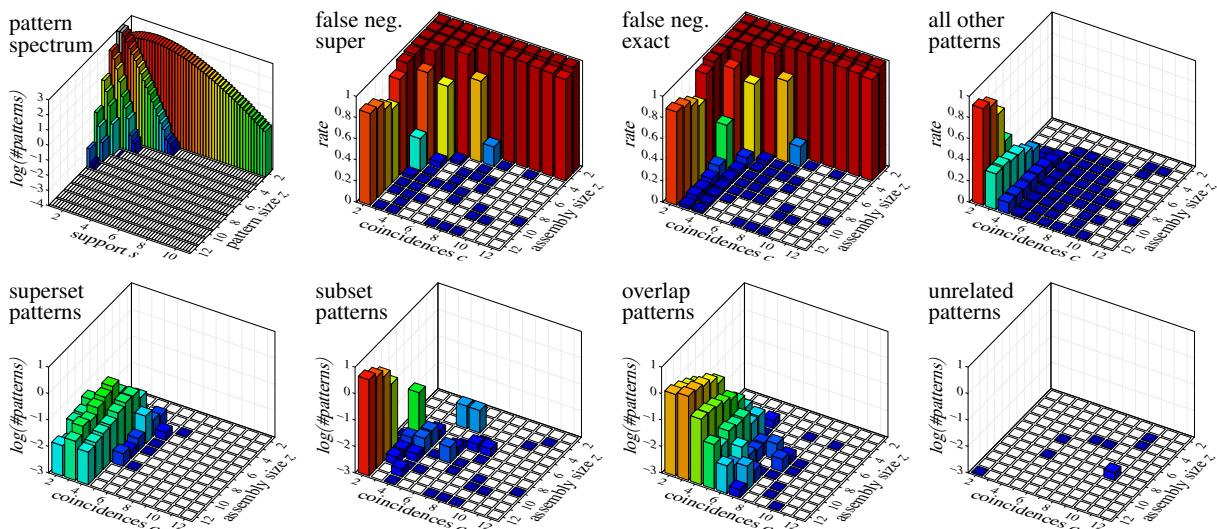
2.0ms jitter, 2.6ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



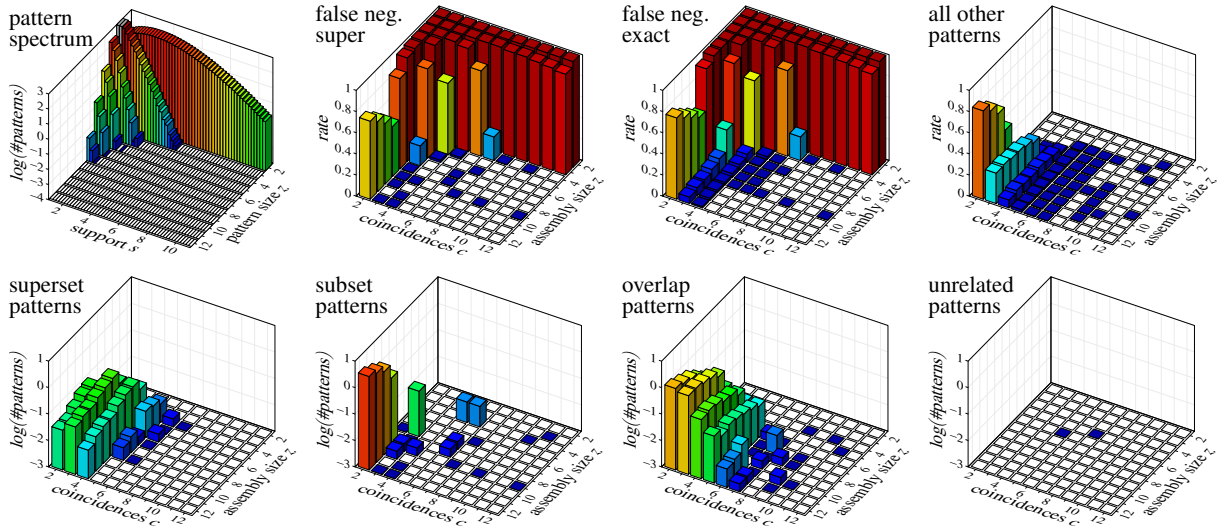
2.0ms jitter, 2.8ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



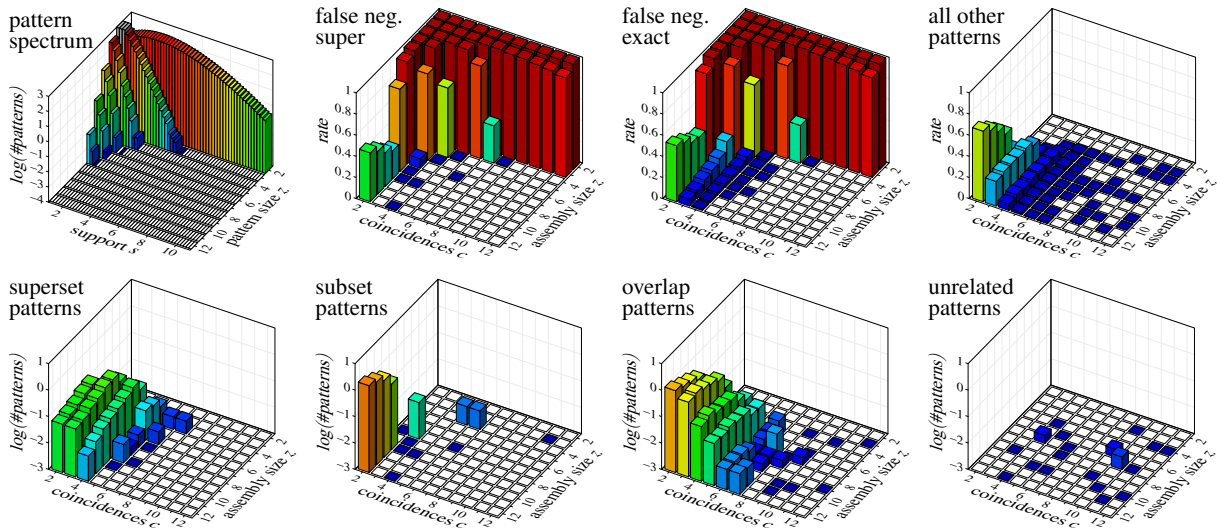
2.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



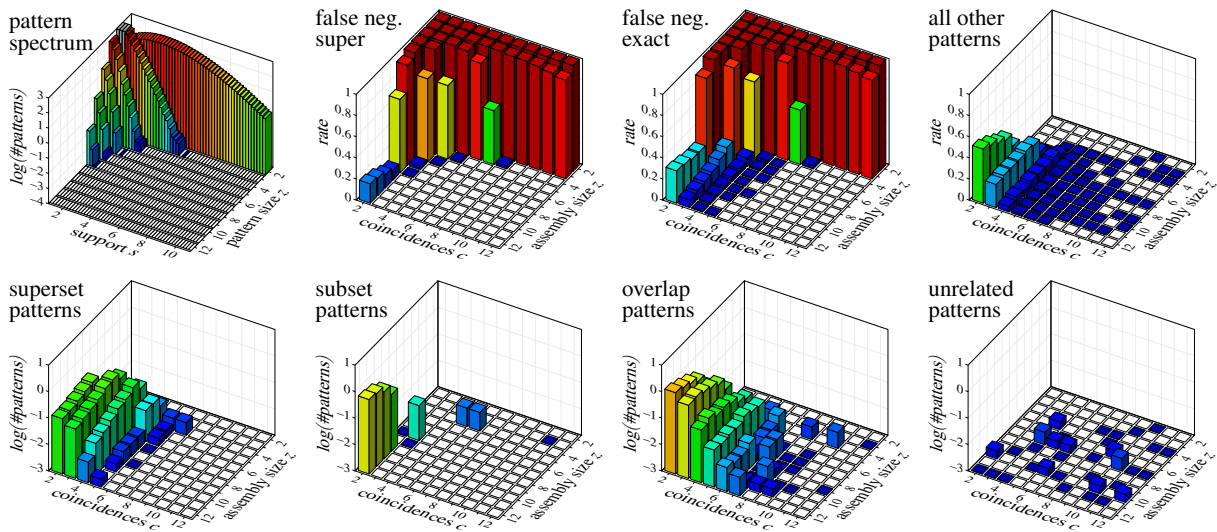
2.0ms jitter, 3.2ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



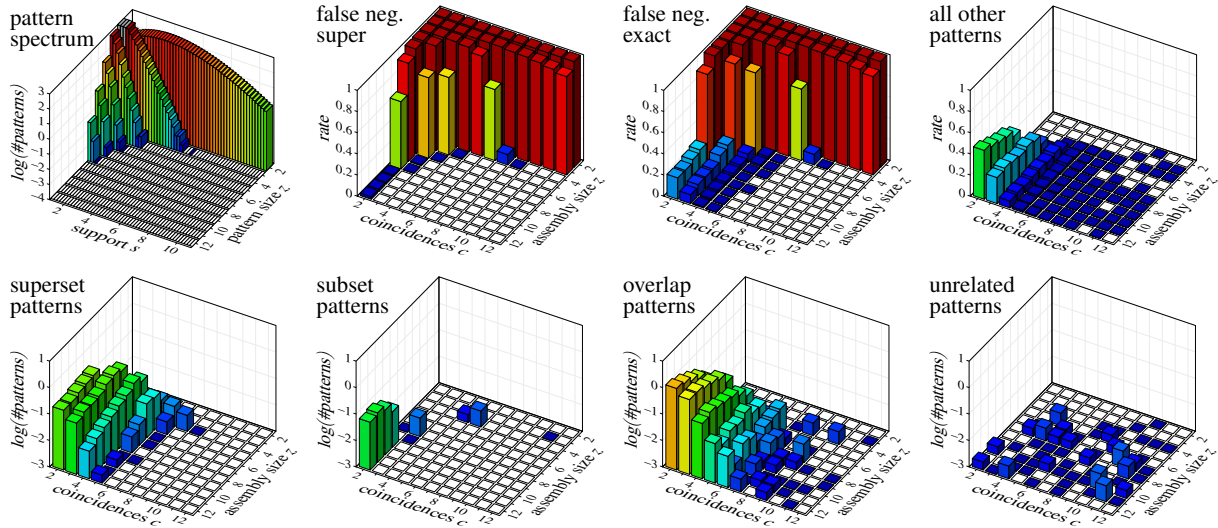
2.0ms jitter, 3.4ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



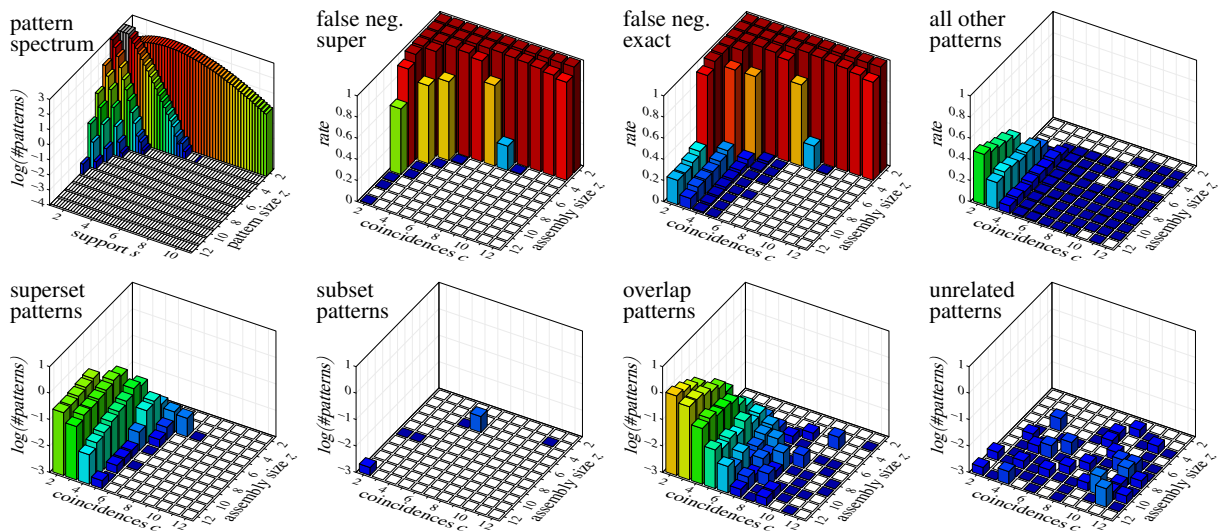
2.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



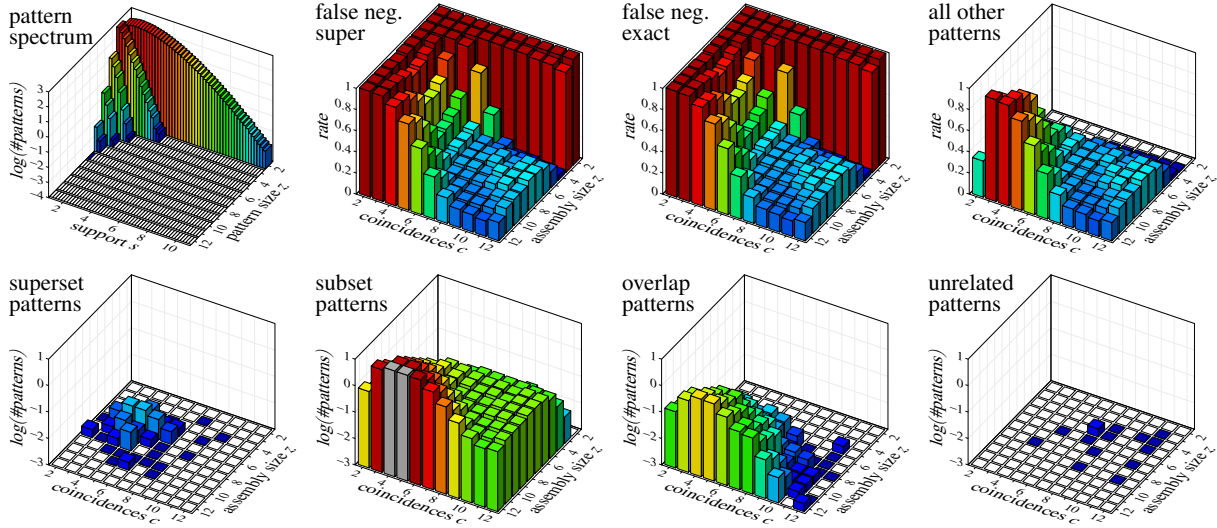
2.0ms jitter, 3.8ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



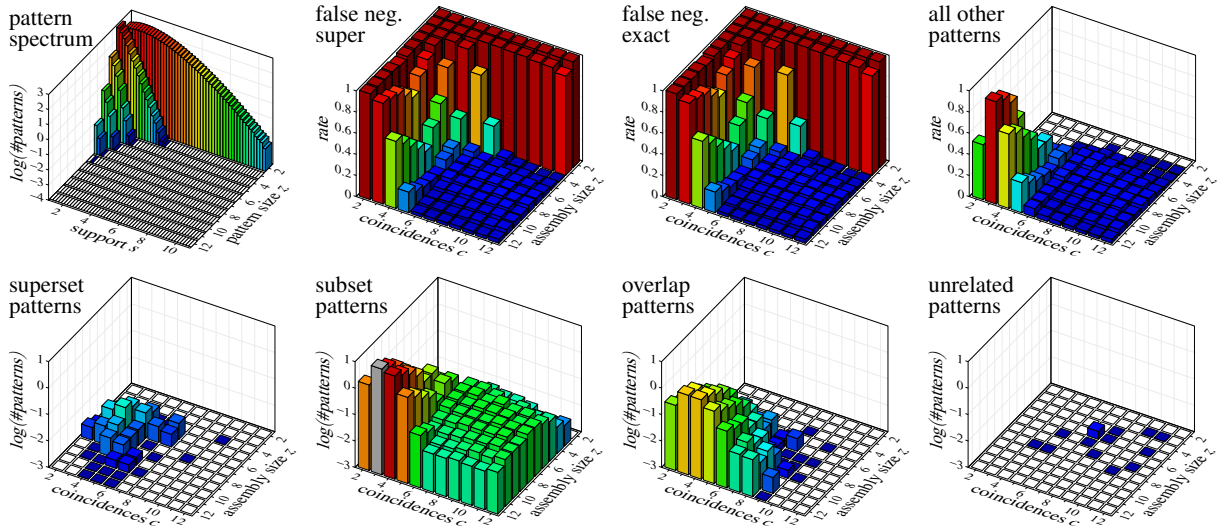
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



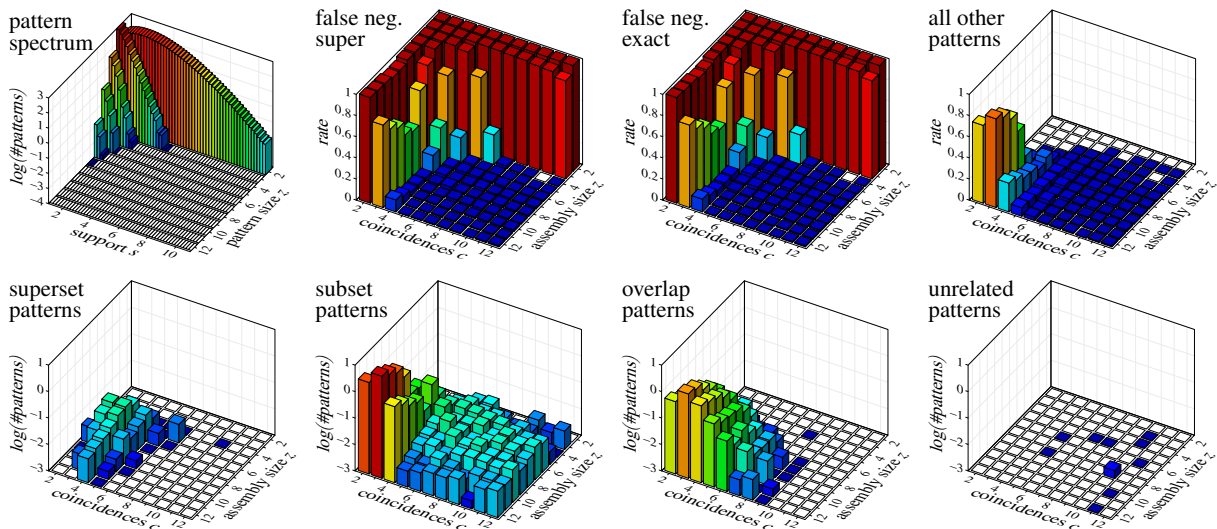
2.0ms jitter, 2.0ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



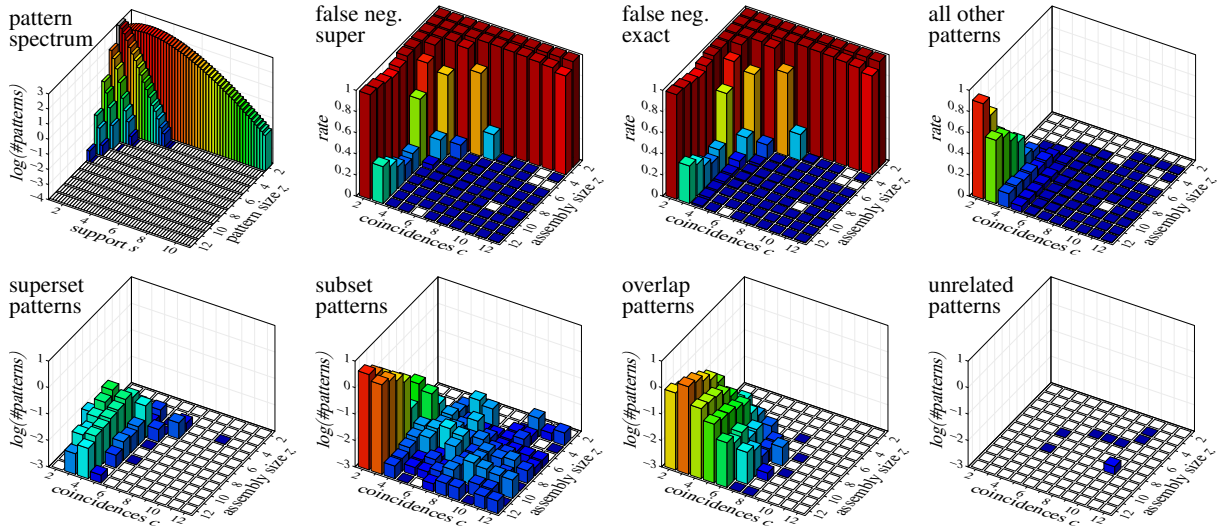
2.0ms jitter, 2.2ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



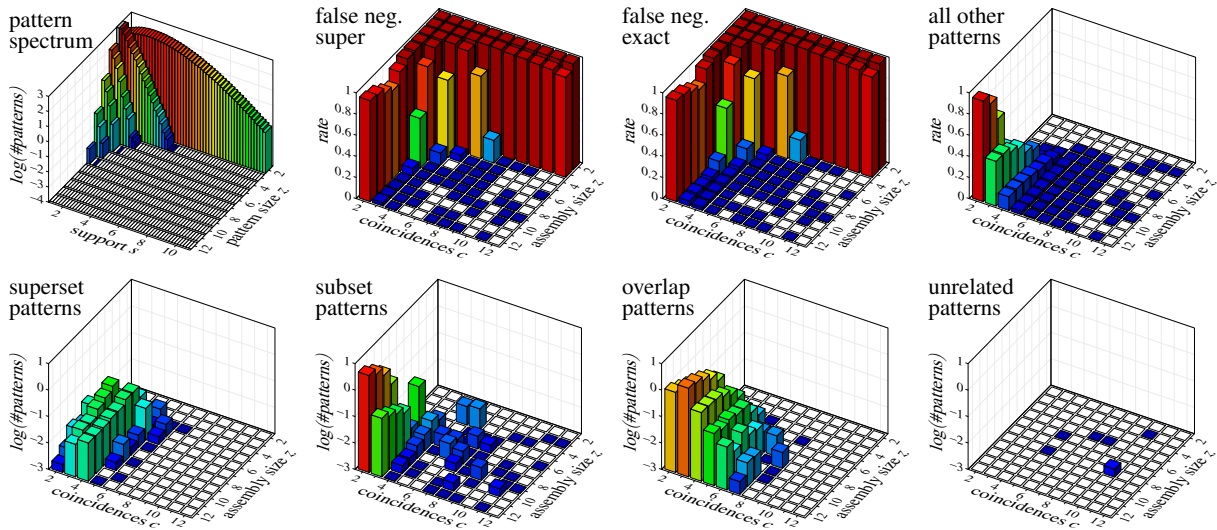
2.0ms jitter, 2.4ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



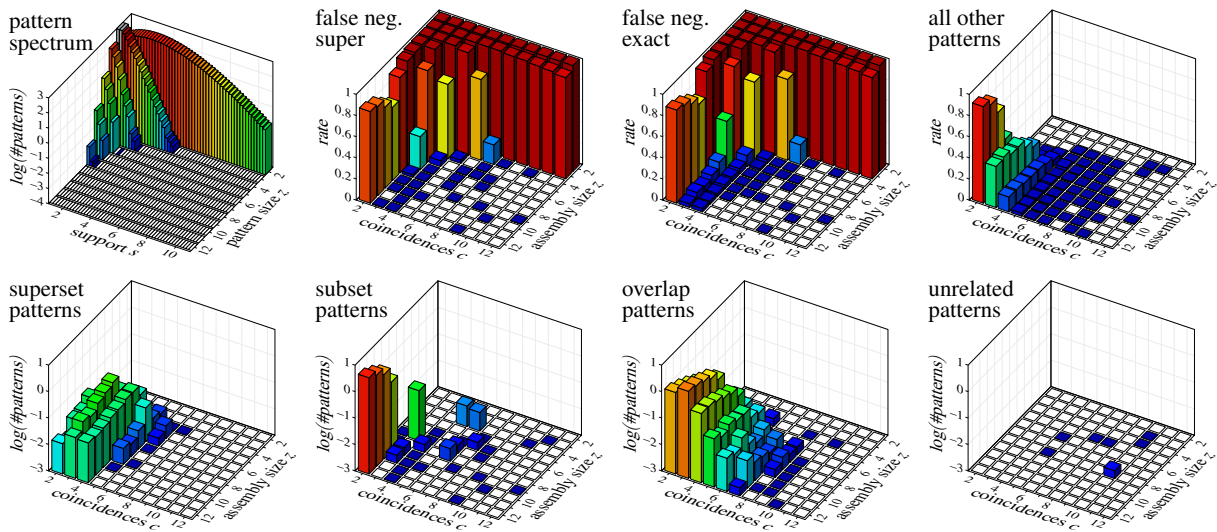
2.0ms jitter, 2.6ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



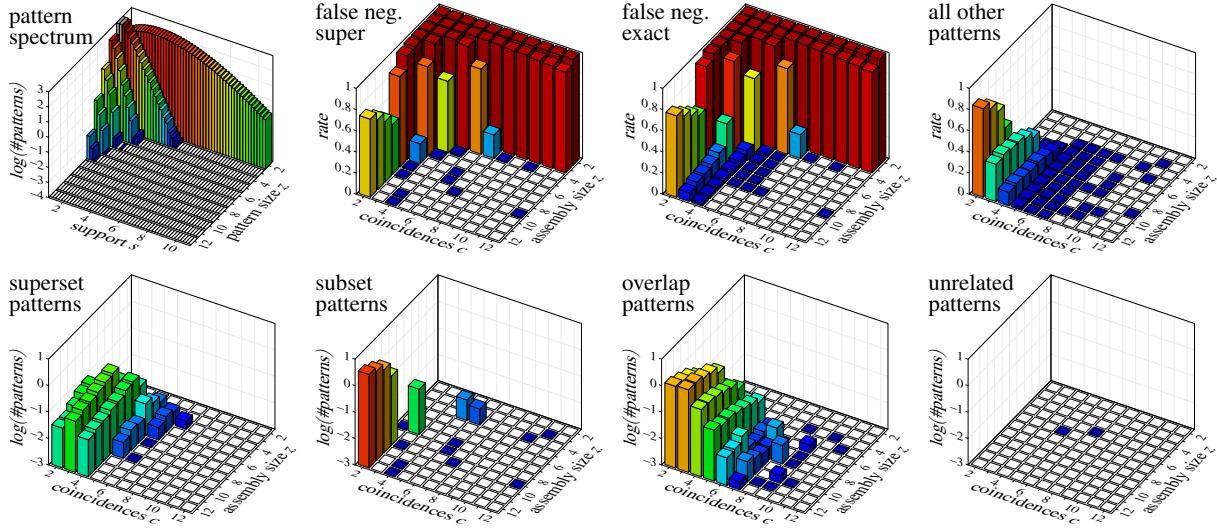
2.0ms jitter, 2.8ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



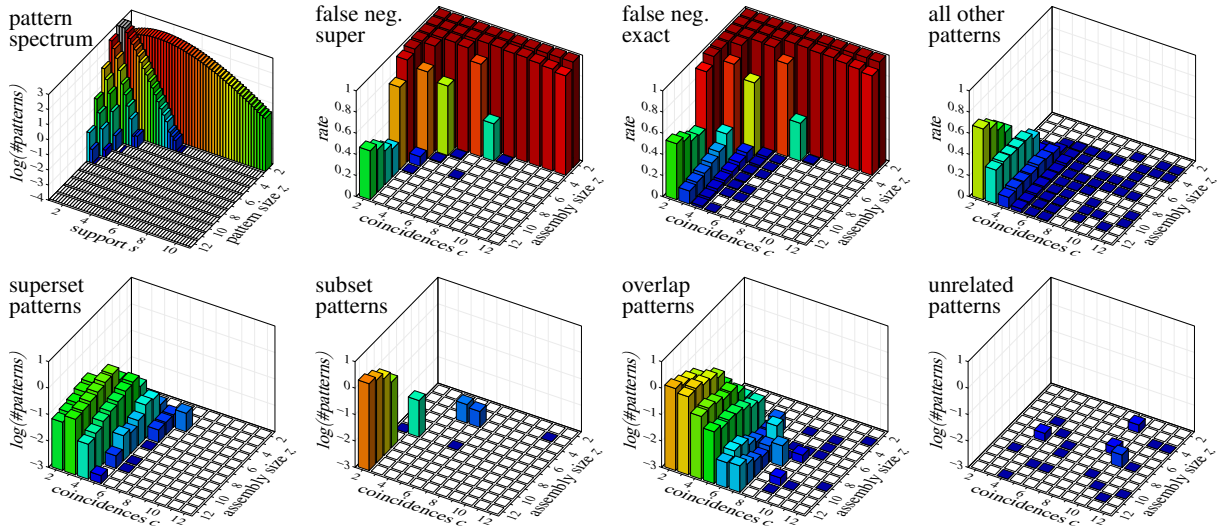
2.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



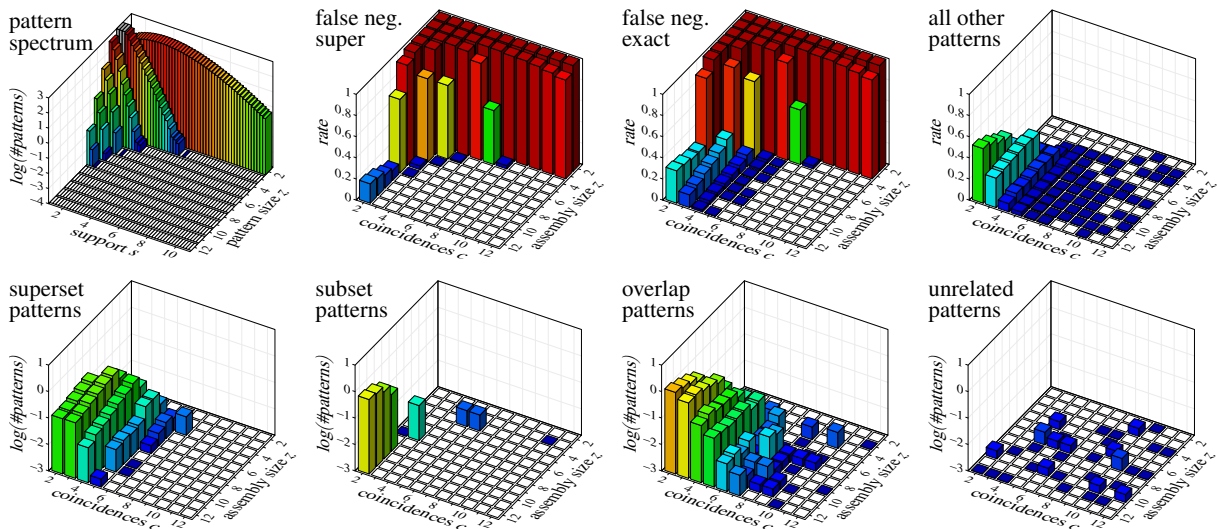
2.0ms jitter, 3.2ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



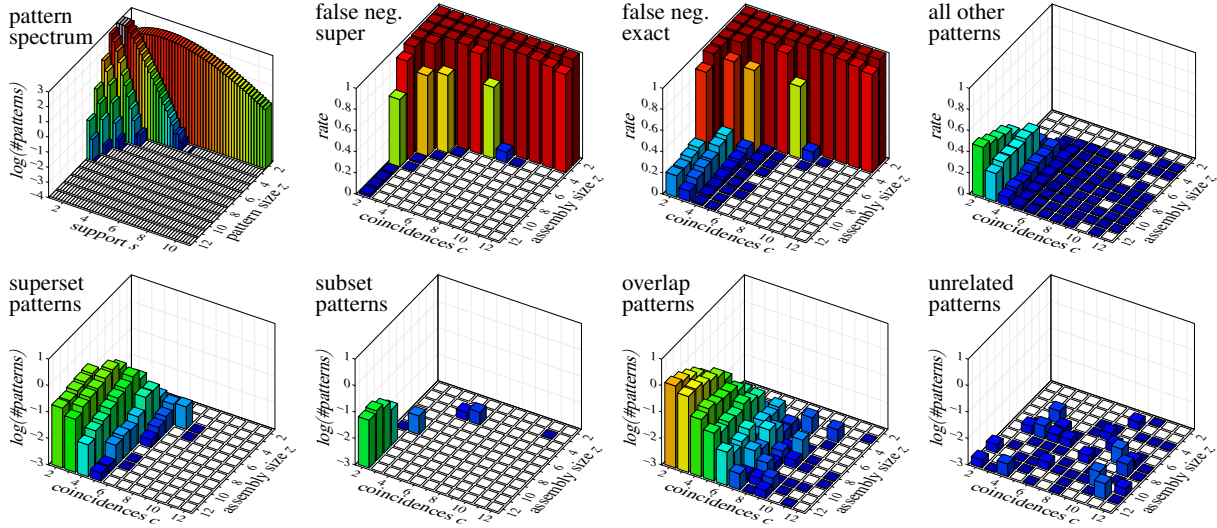
2.0ms jitter, 3.4ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



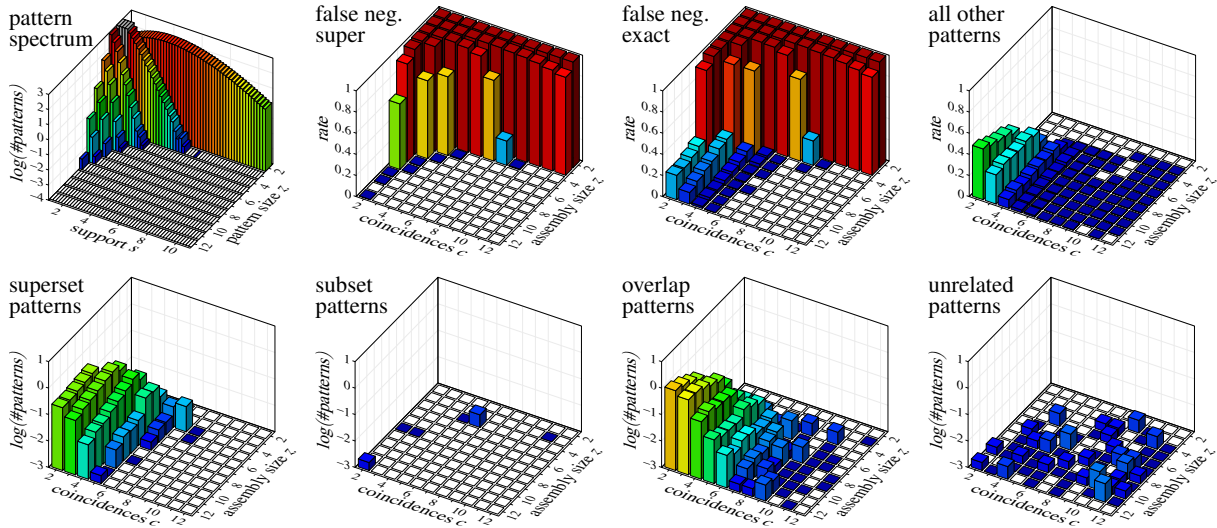
2.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



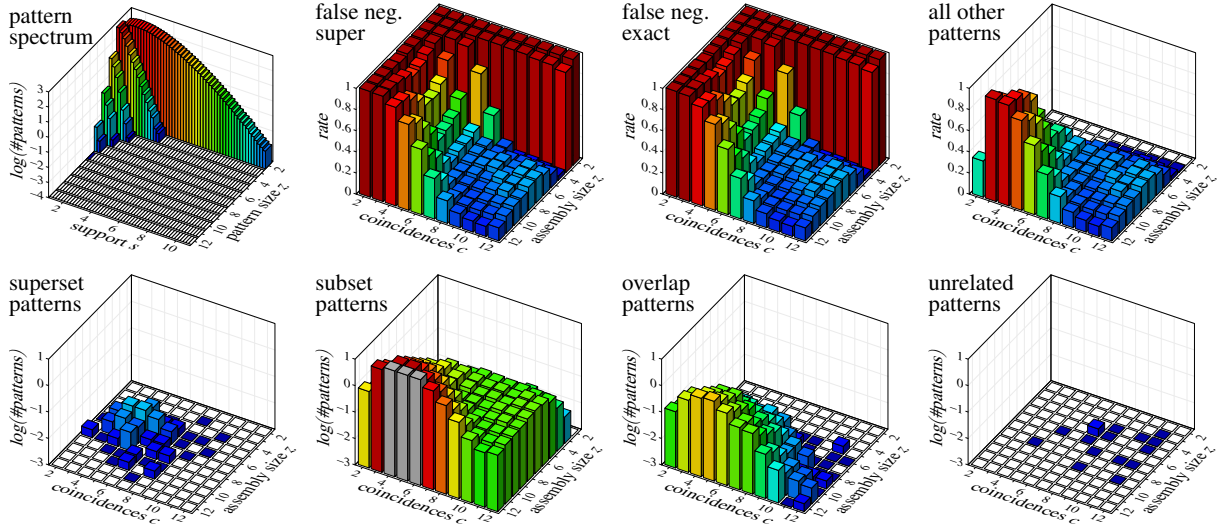
2.0ms jitter, 3.8ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



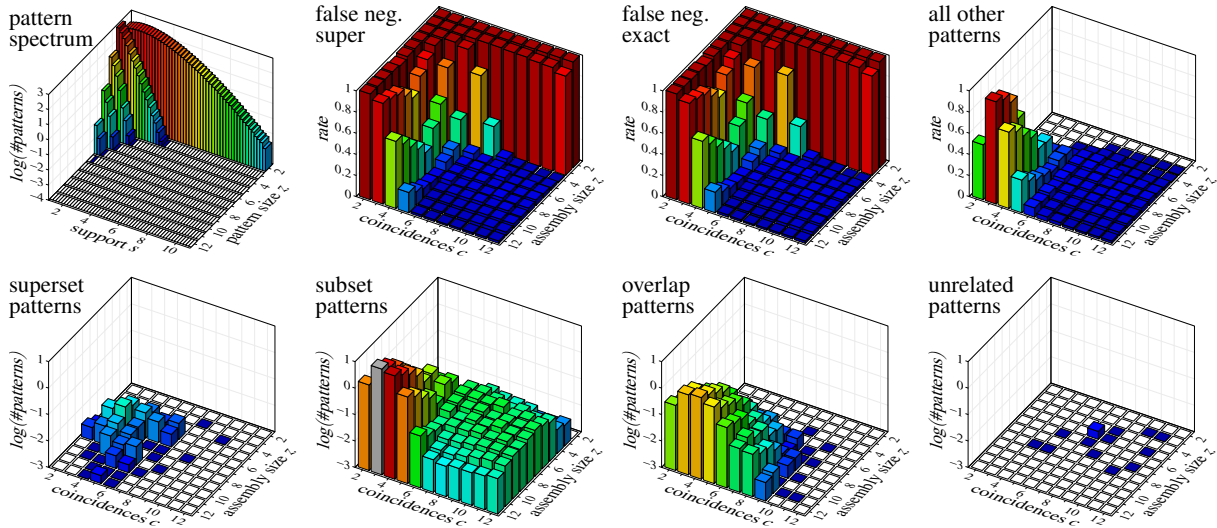
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



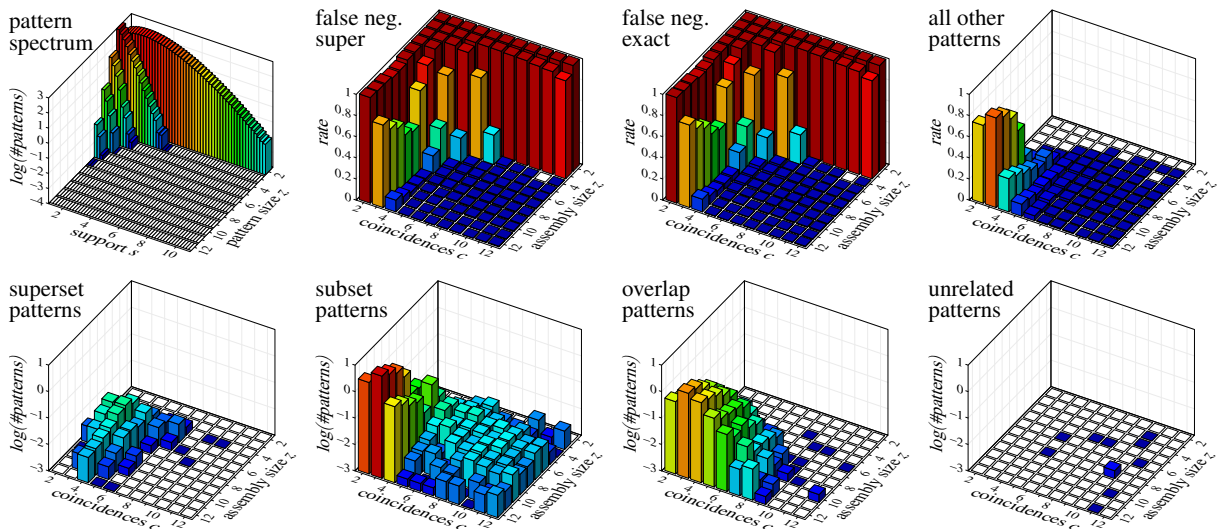
2.0ms jitter, 2.0ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



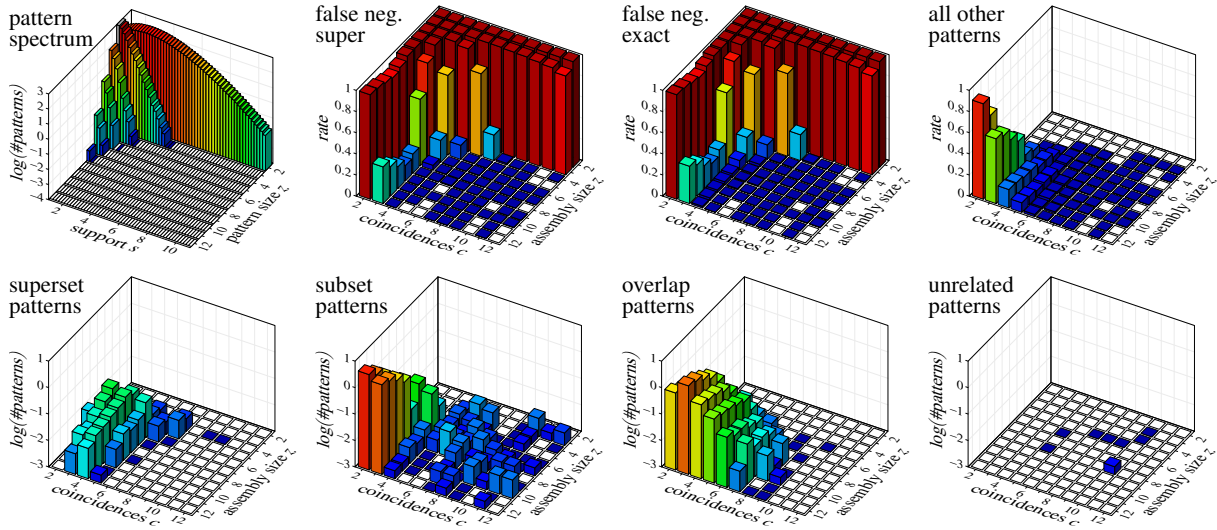
2.0ms jitter, 2.2ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



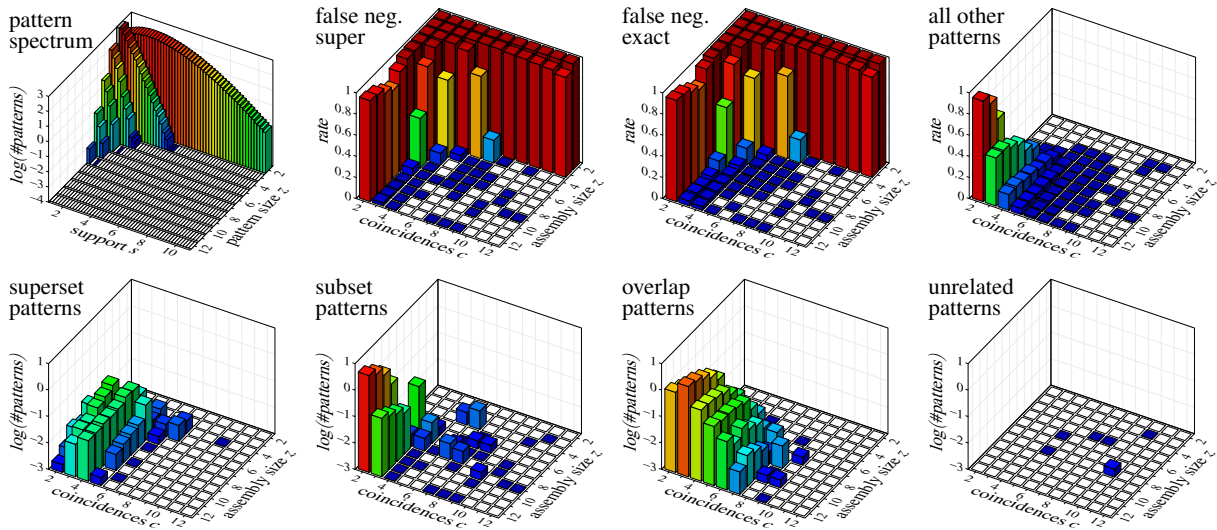
2.0ms jitter, 2.4ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



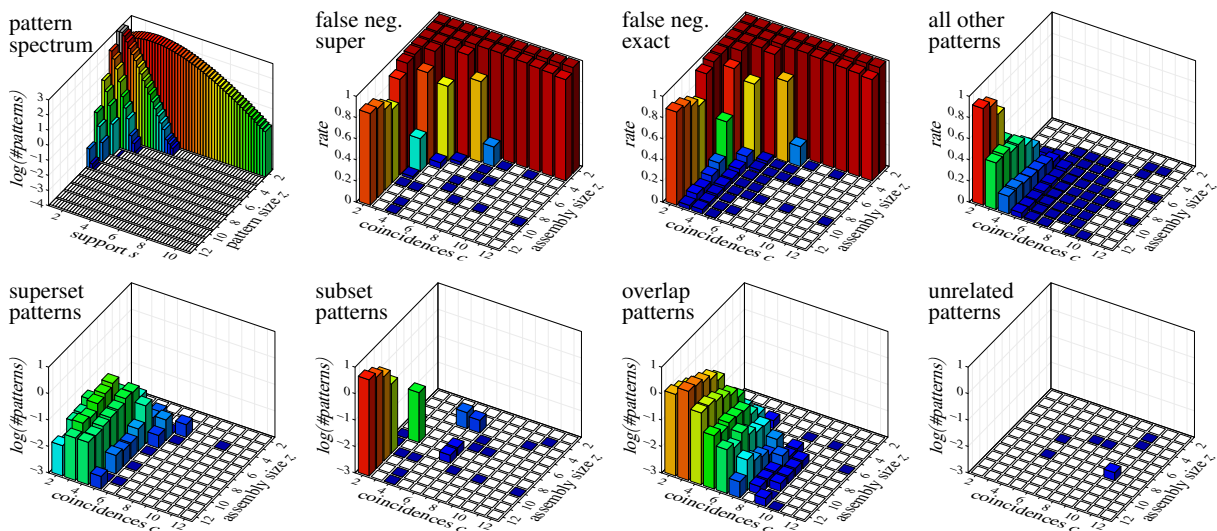
2.0ms jitter, 2.6ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



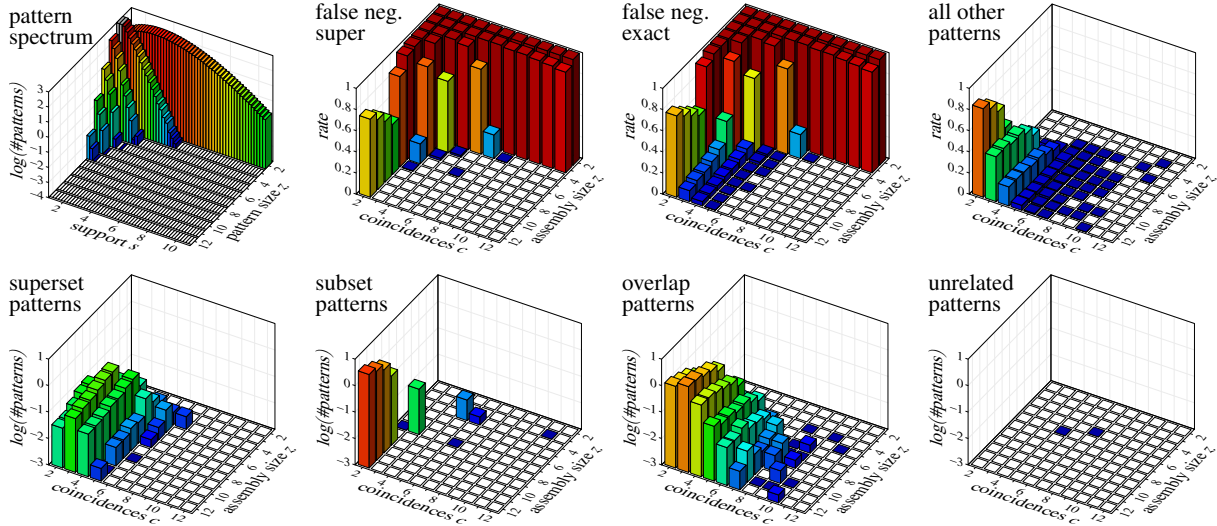
2.0ms jitter, 2.8ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



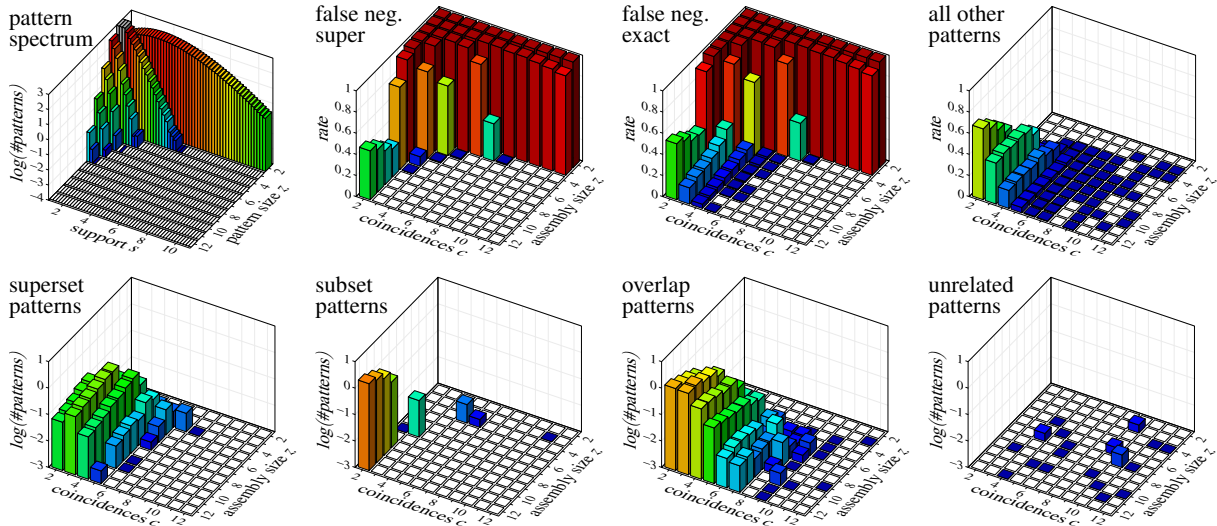
2.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



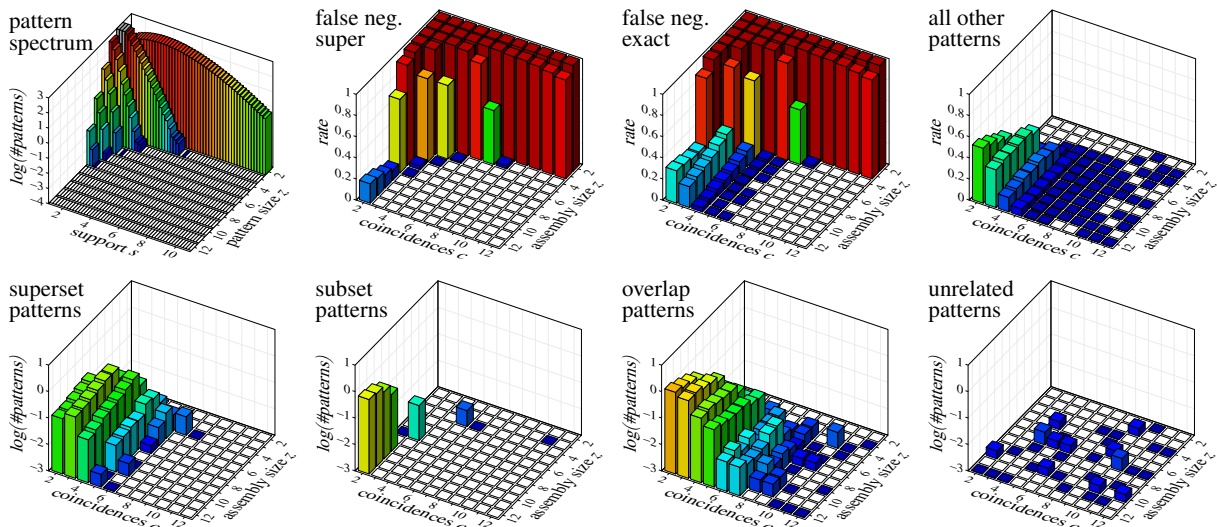
2.0ms jitter, 3.2ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



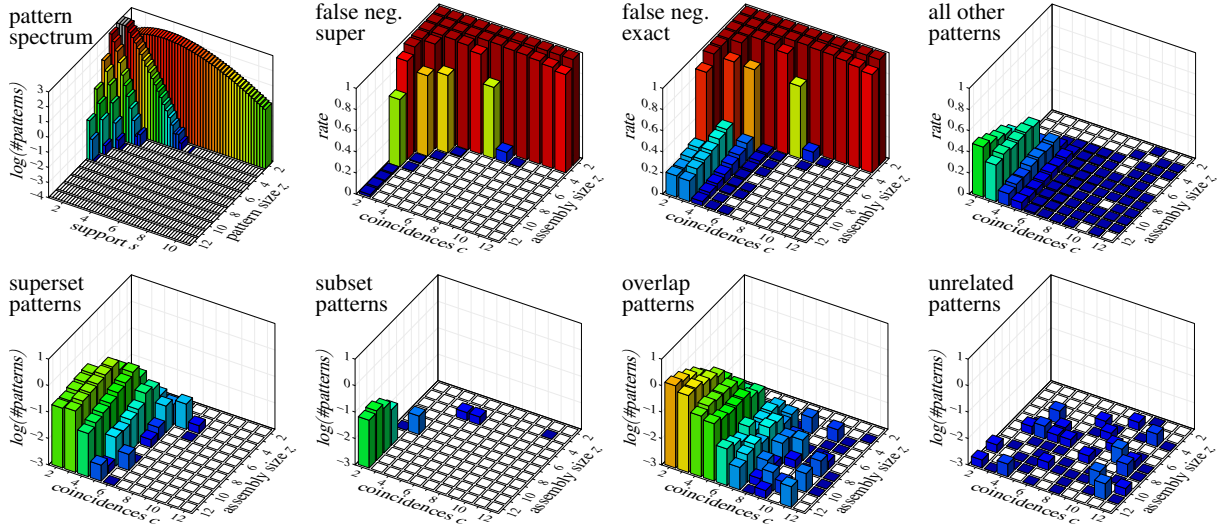
2.0ms jitter, 3.4ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



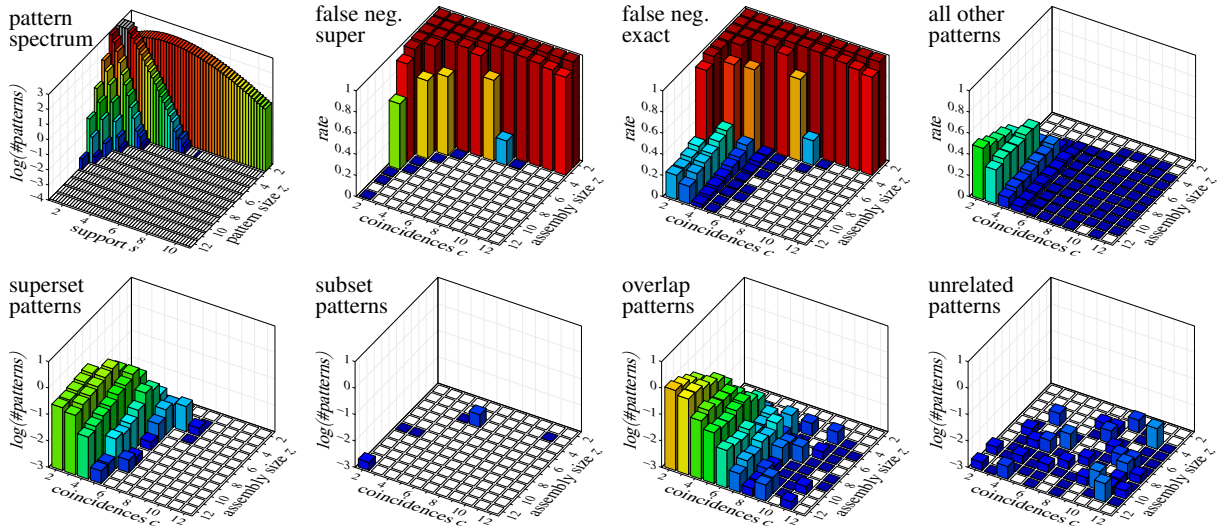
2.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



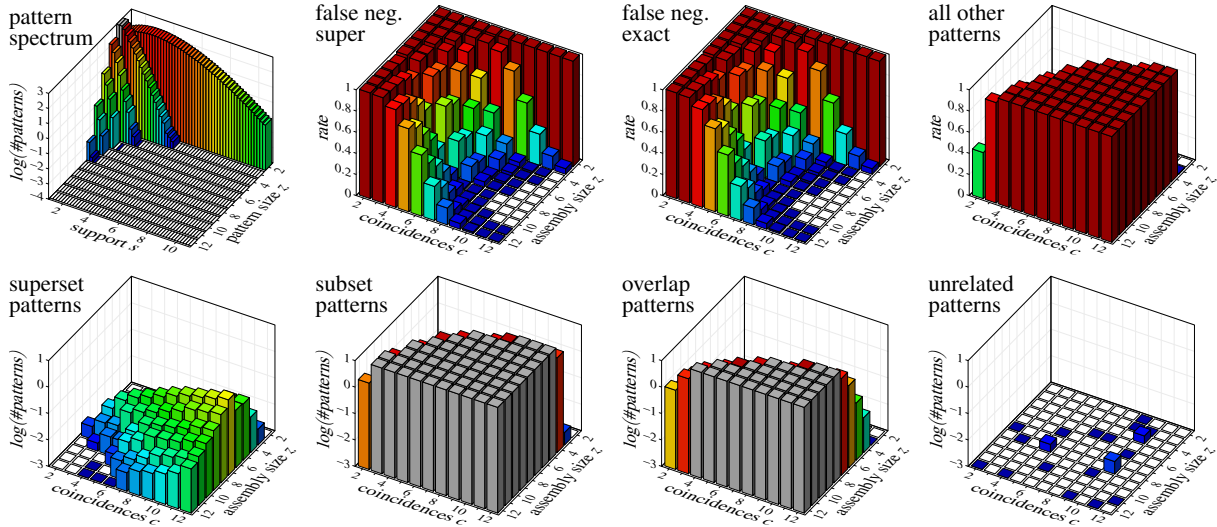
2.0ms jitter, 3.8ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



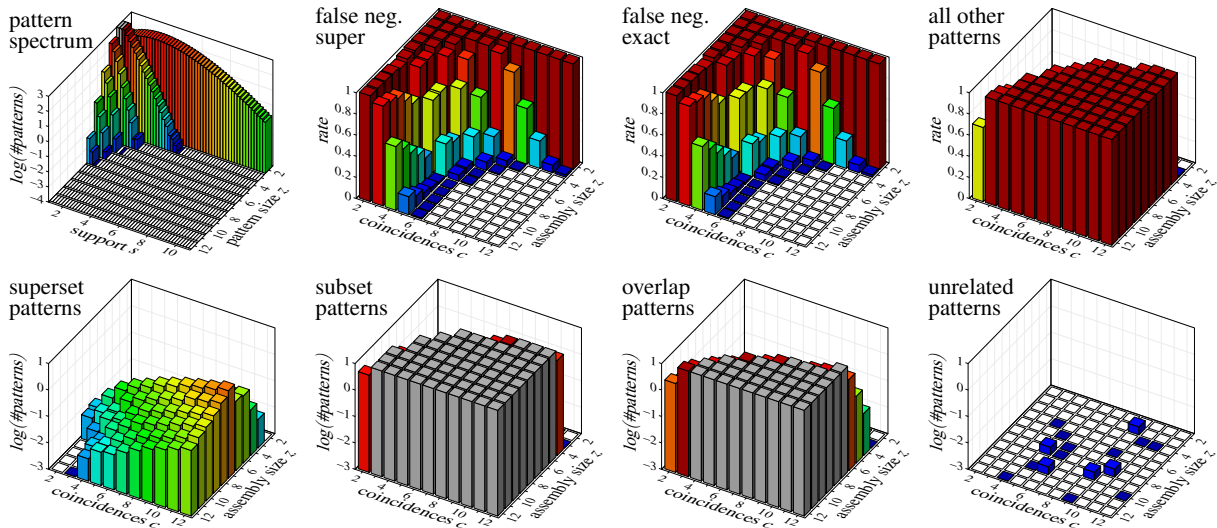
2.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



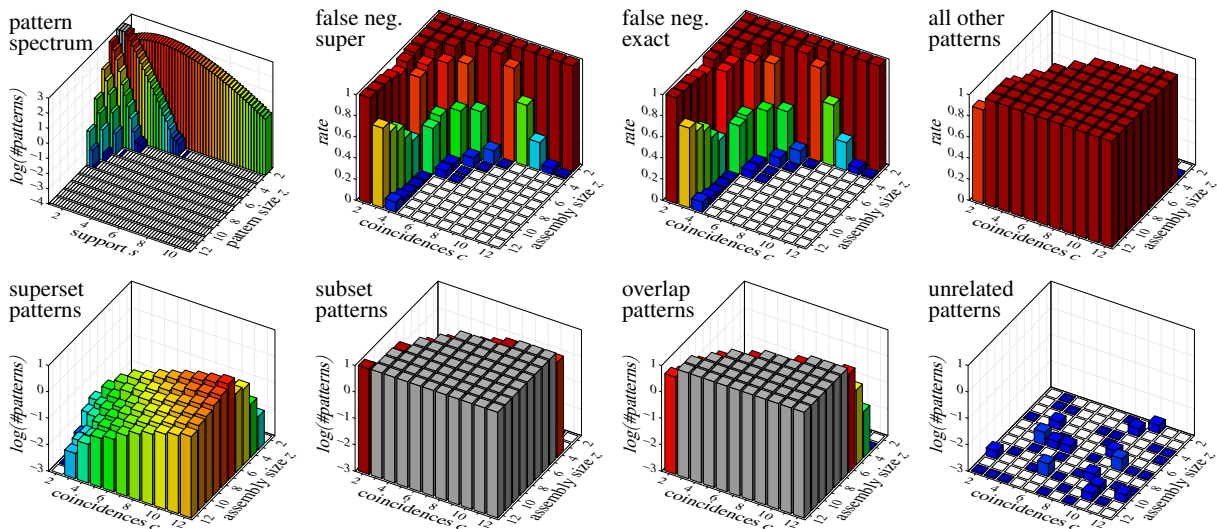
3.0ms jitter, 3.0ms windows, filtered with surrogate data



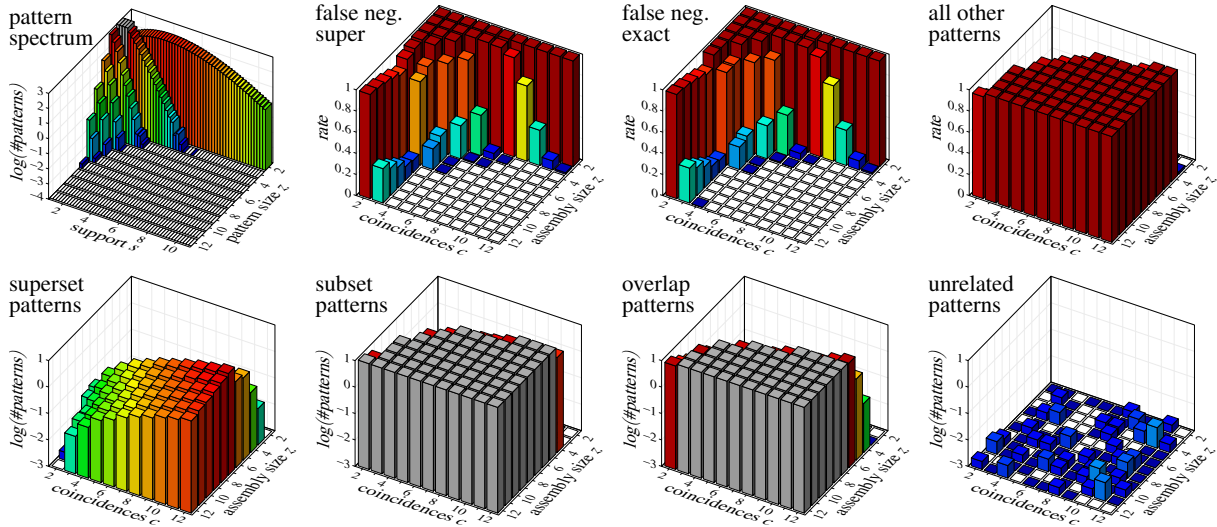
3.0ms jitter, 3.3ms windows, filtered with surrogate data



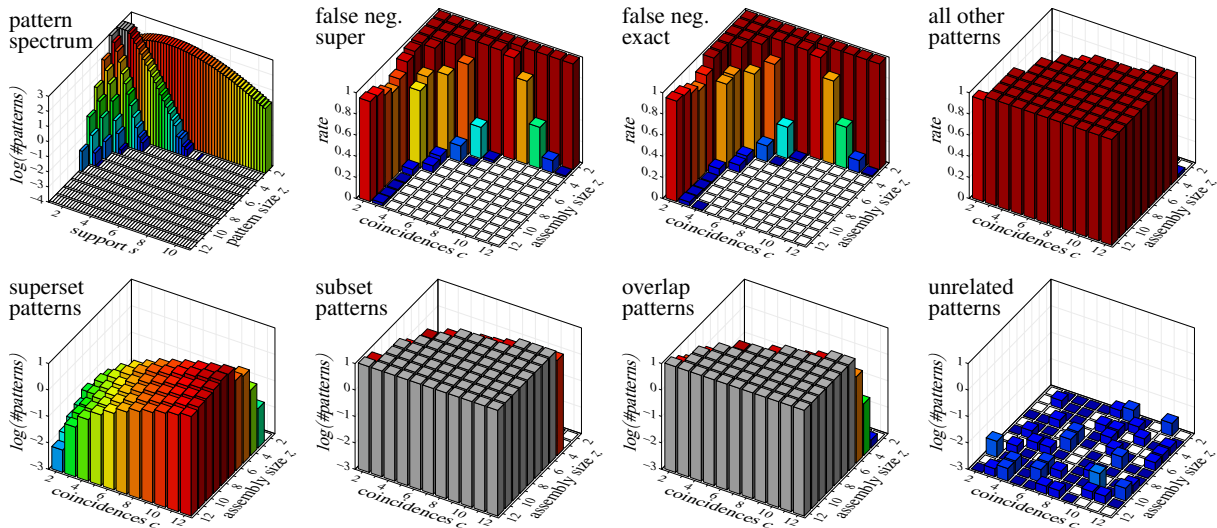
3.0ms jitter, 3.6ms windows, filtered with surrogate data



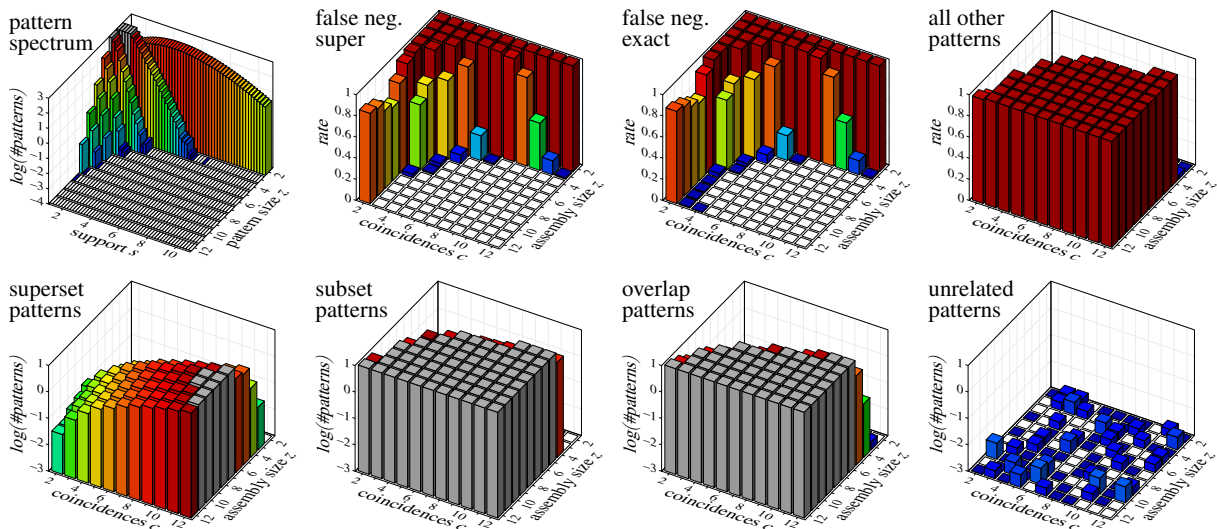
3.0ms jitter, 3.9ms windows, filtered with surrogate data



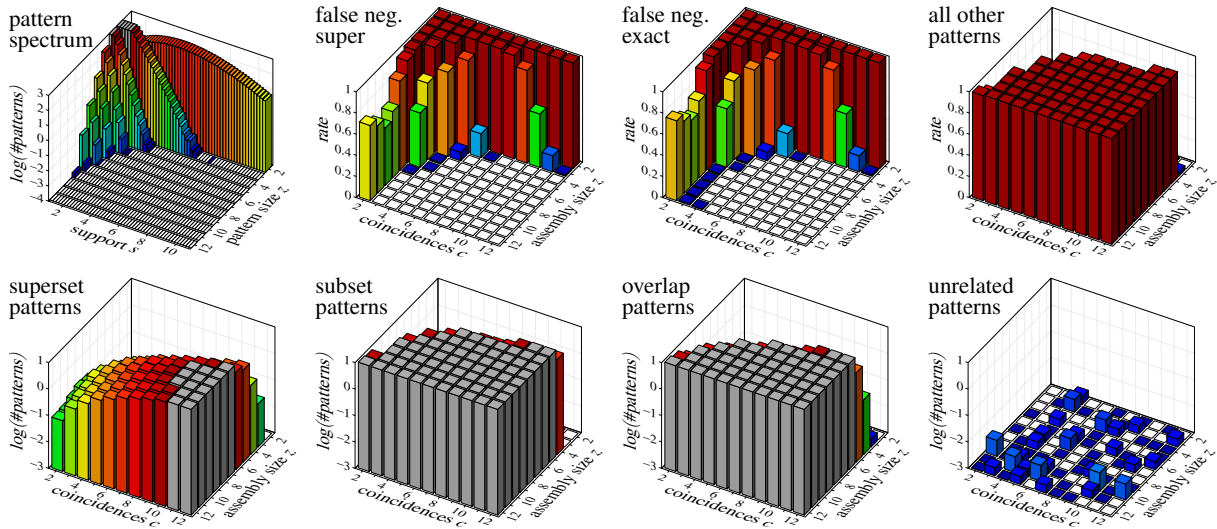
3.0ms jitter, 4.2ms windows, filtered with surrogate data



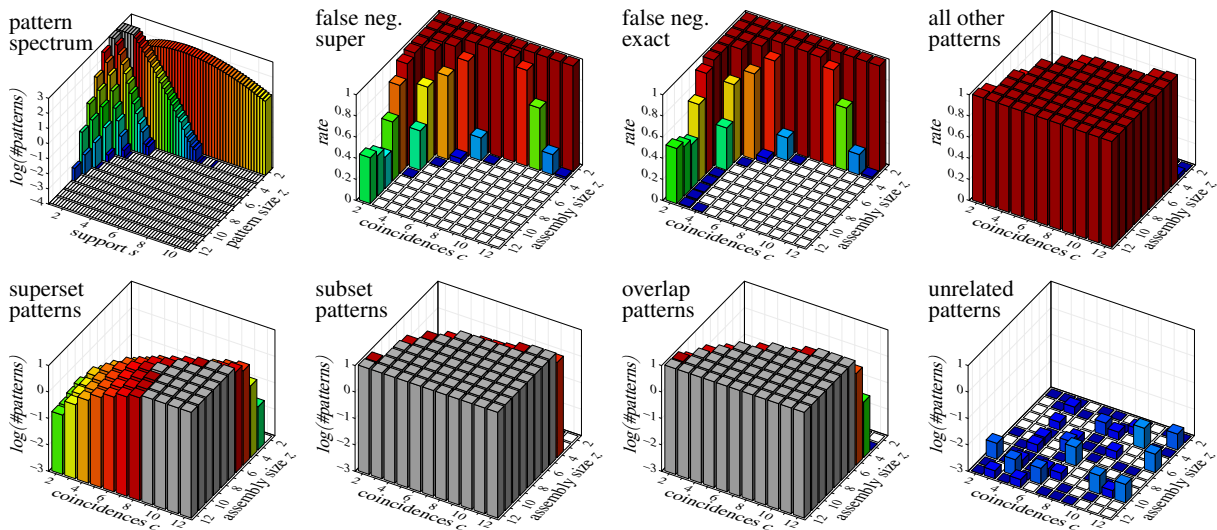
3.0ms jitter, 4.5ms windows, filtered with surrogate data



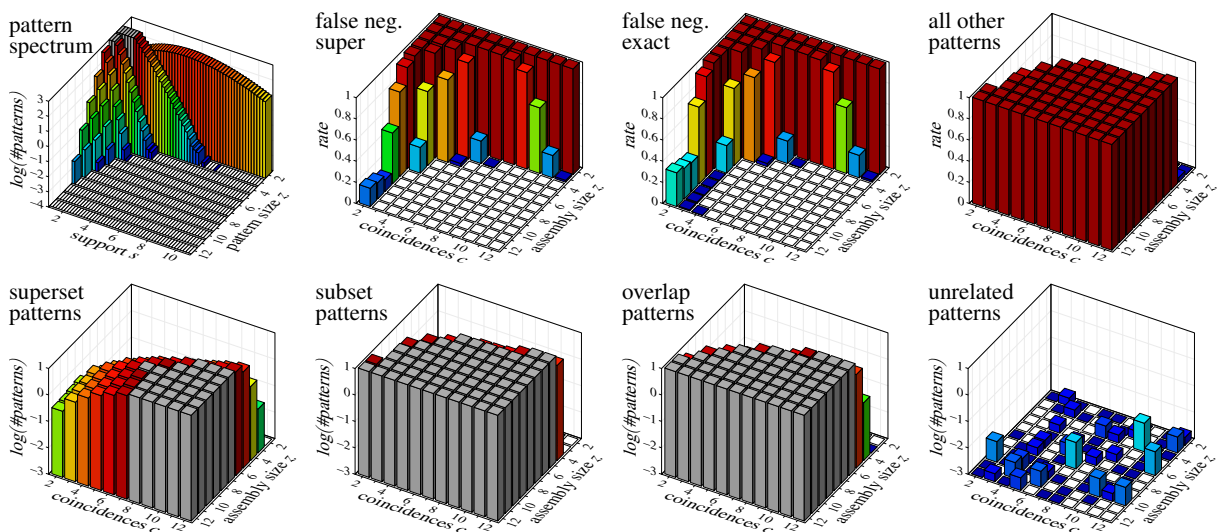
3.0ms jitter, 4.8ms windows, filtered with surrogate data



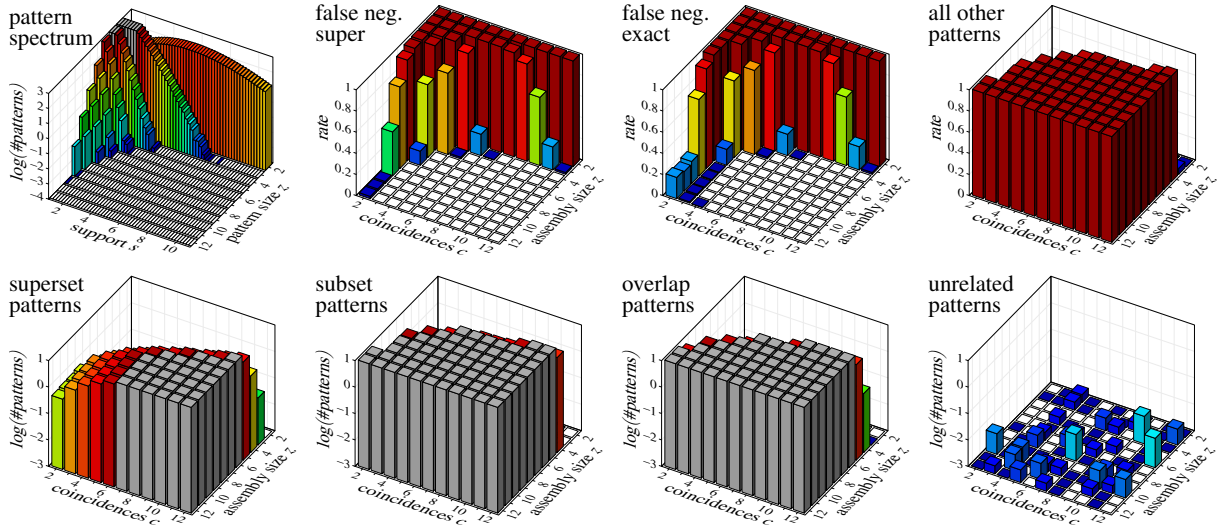
3.0ms jitter, 5.1ms windows, filtered with surrogate data



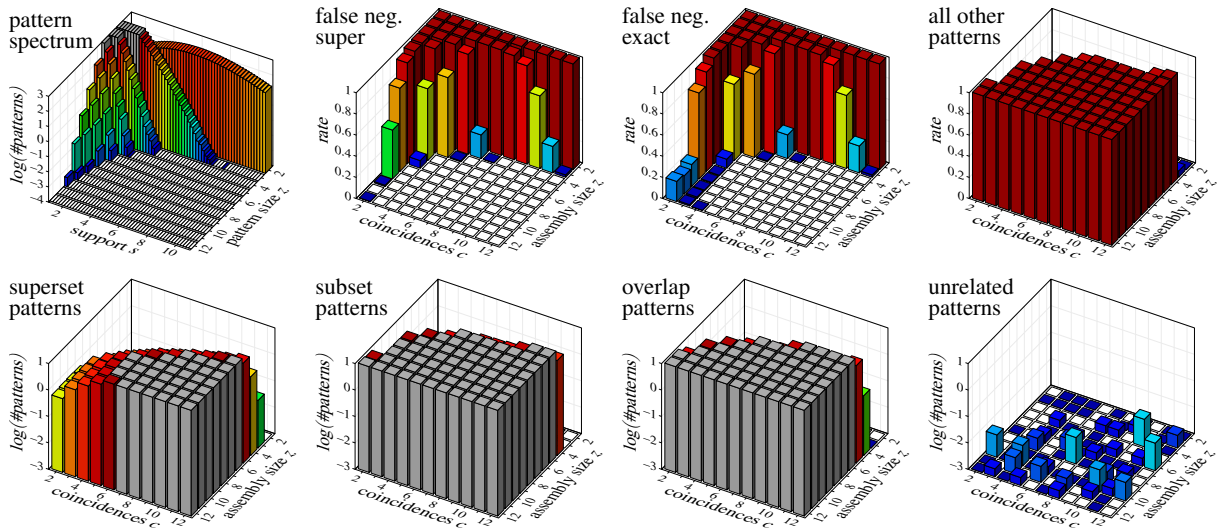
3.0ms jitter, 5.4ms windows, filtered with surrogate data



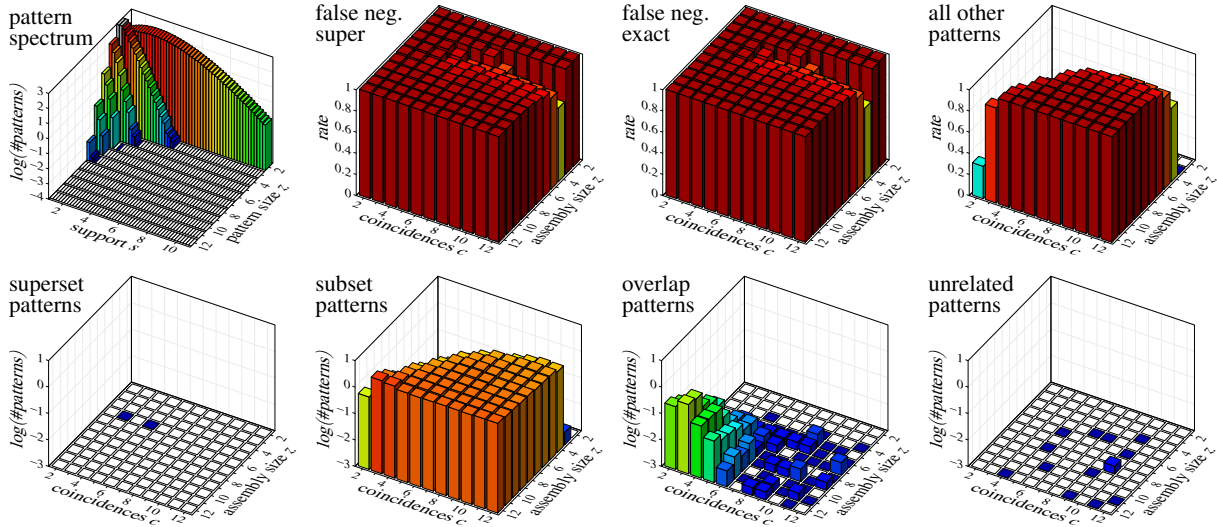
3.0ms jitter, 5.7ms windows, filtered with surrogate data



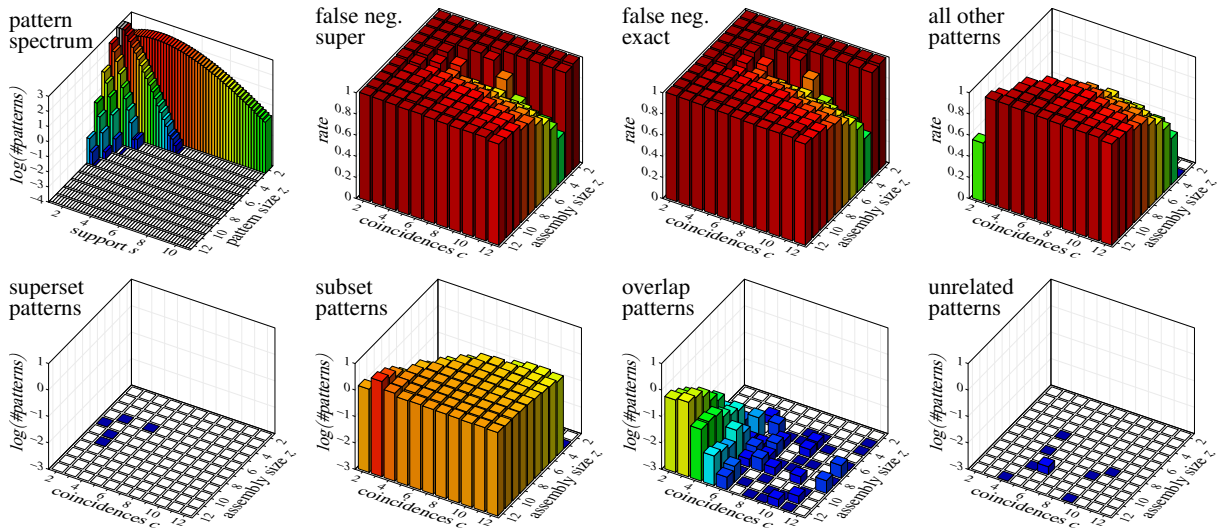
3.0ms jitter, 6.0ms windows, filtered with surrogate data



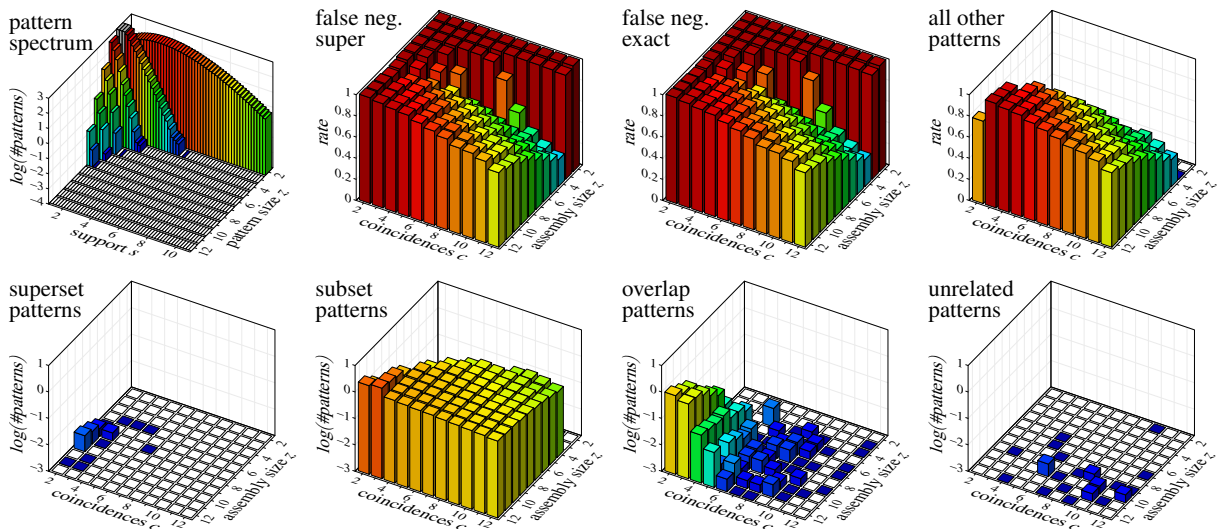
3.0ms jitter, 3.0ms windows, reduced with $z \cdot c$



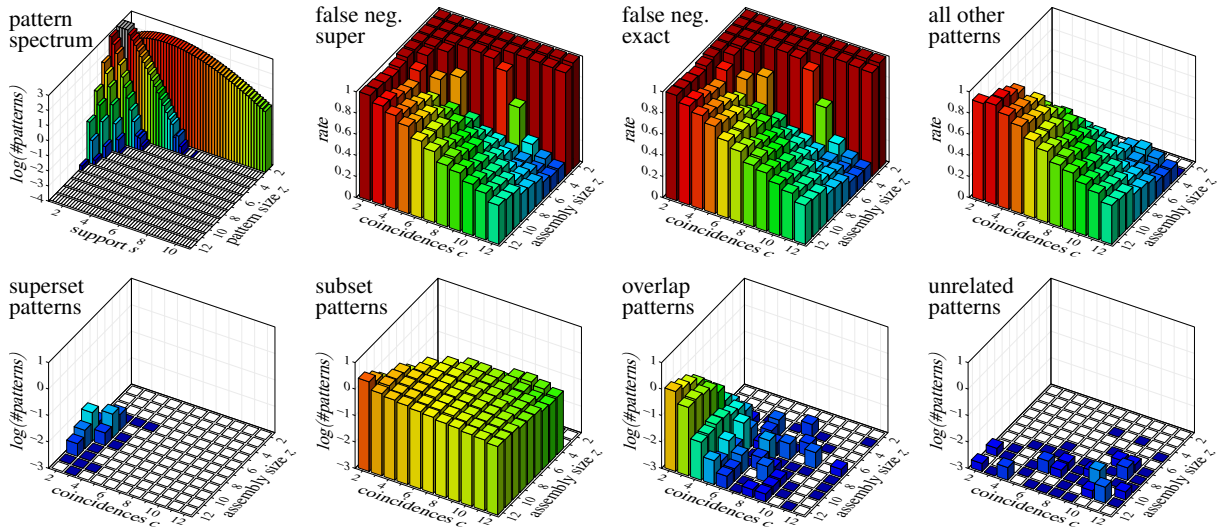
3.0ms jitter, 3.3ms windows, reduced with $z \cdot c$



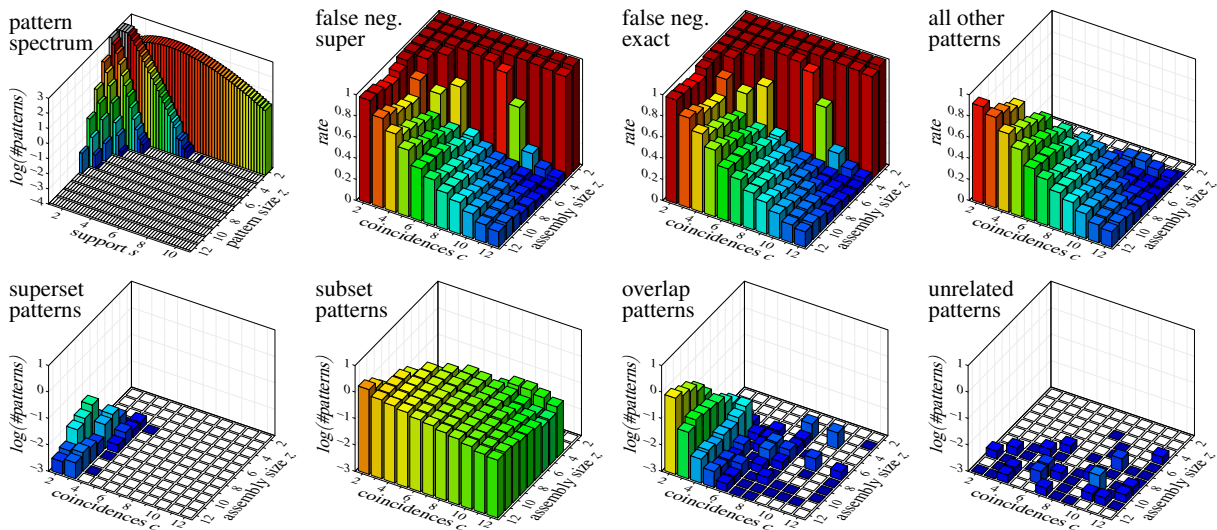
3.0ms jitter, 3.6ms windows, reduced with $z \cdot c$



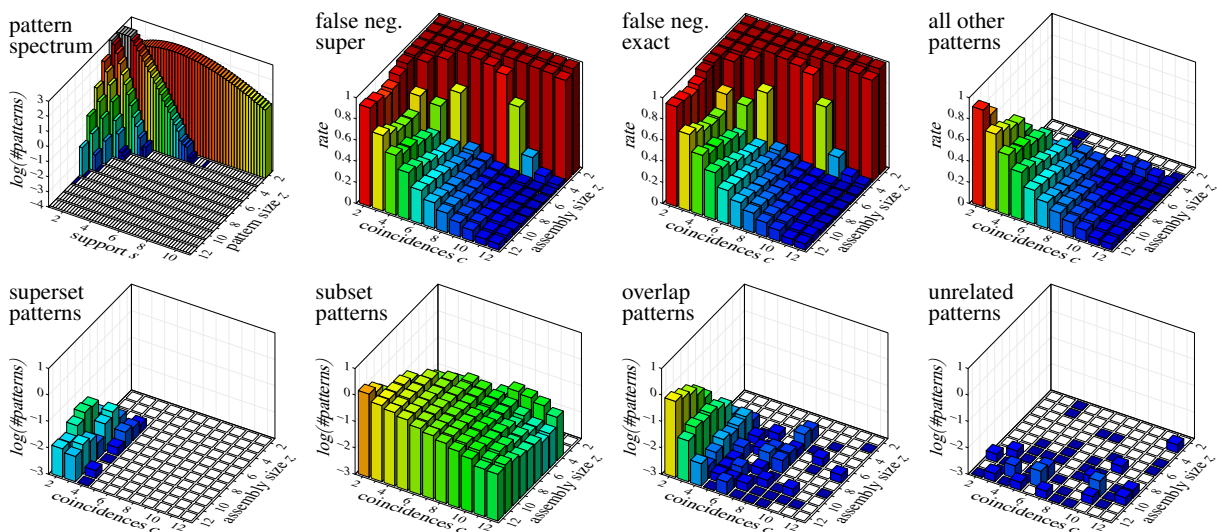
3.0ms jitter, 3.9ms windows, reduced with $z \cdot c$



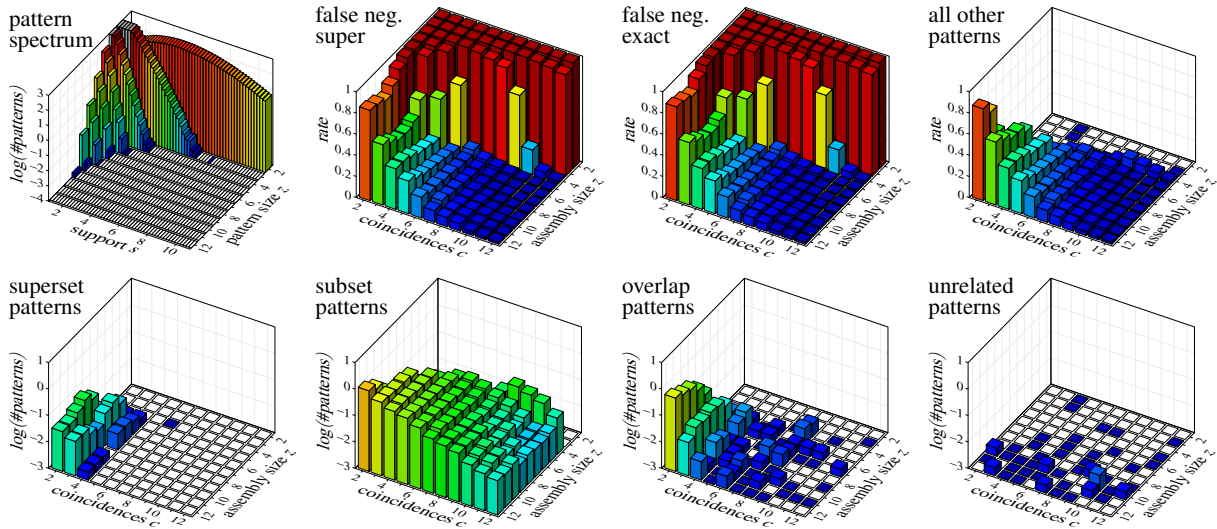
3.0ms jitter, 4.2ms windows, reduced with $z \cdot c$



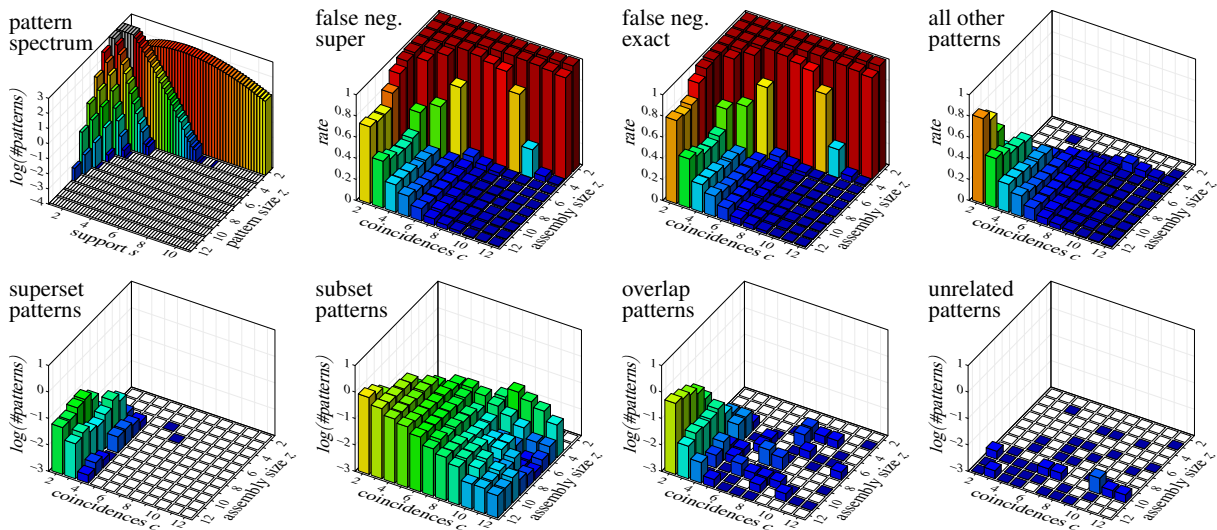
3.0ms jitter, 4.5ms windows, reduced with $z \cdot c$



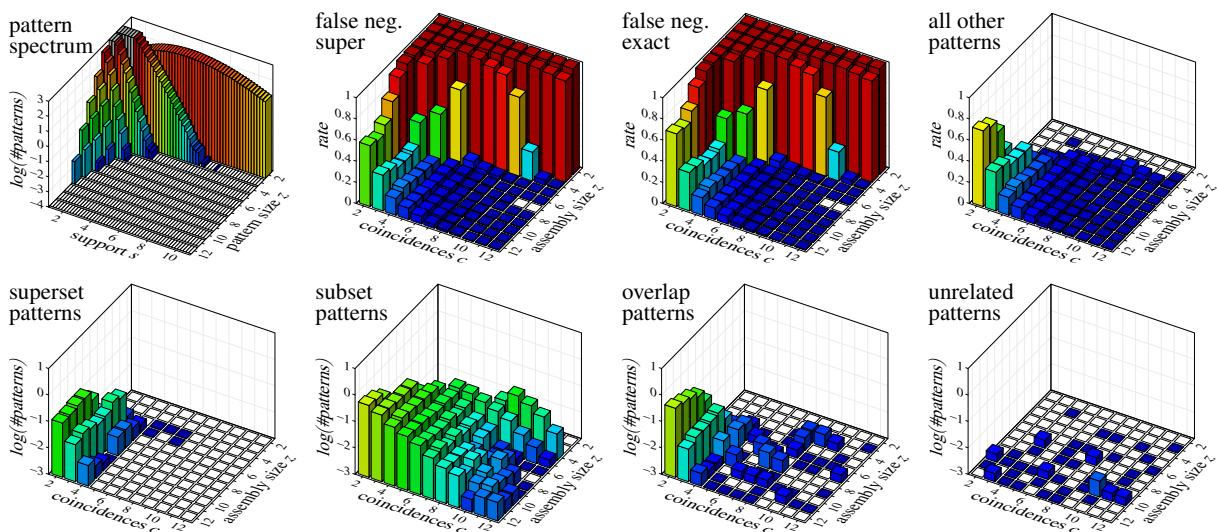
3.0ms jitter, 4.8ms windows, reduced with $z \cdot c$



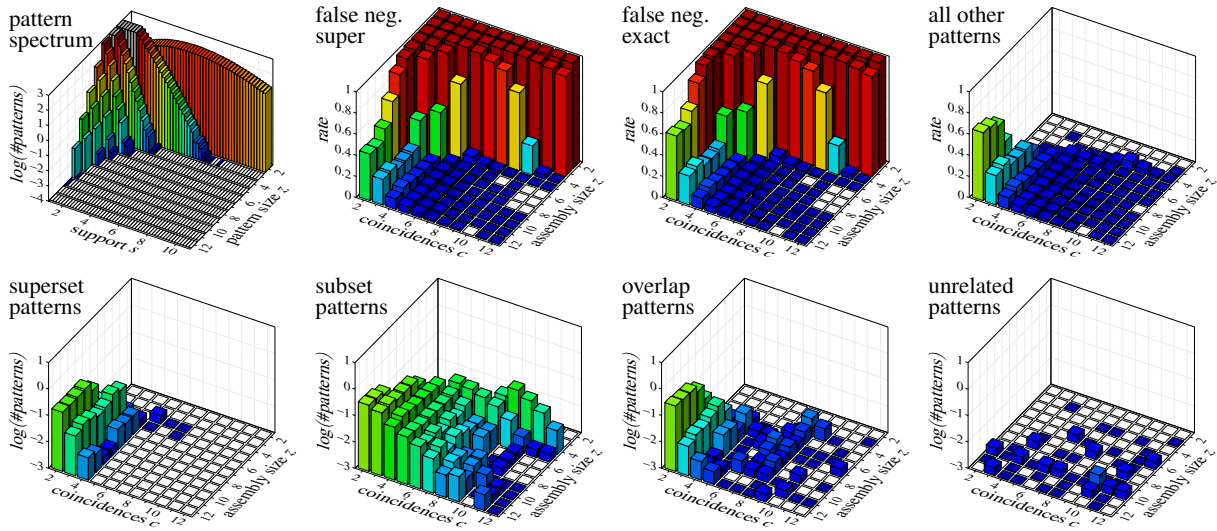
3.0ms jitter, 5.1ms windows, reduced with $z \cdot c$



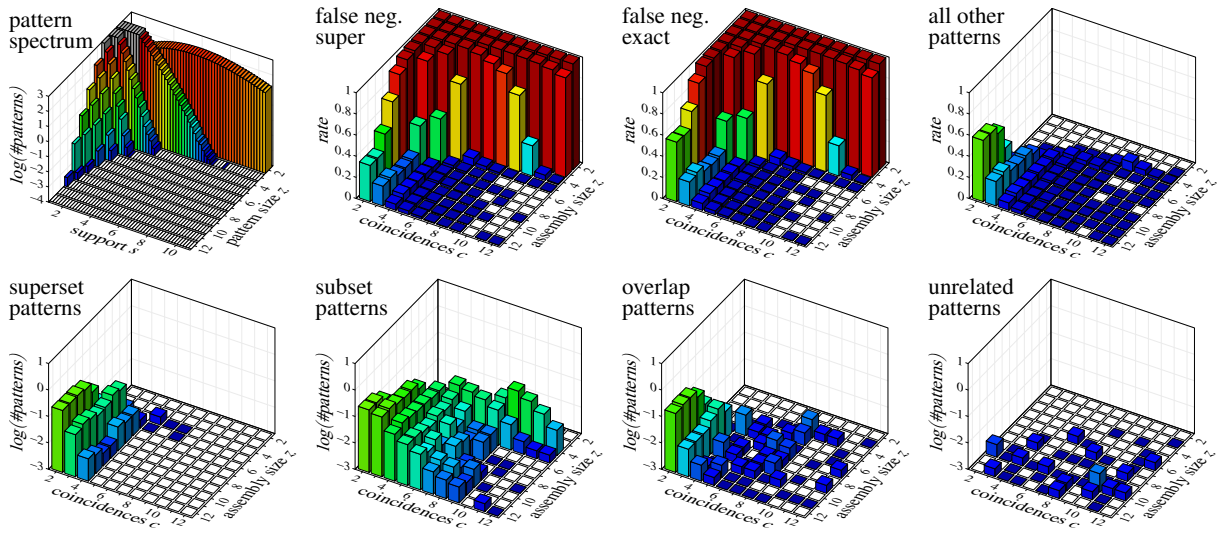
3.0ms jitter, 5.4ms windows, reduced with $z \cdot c$



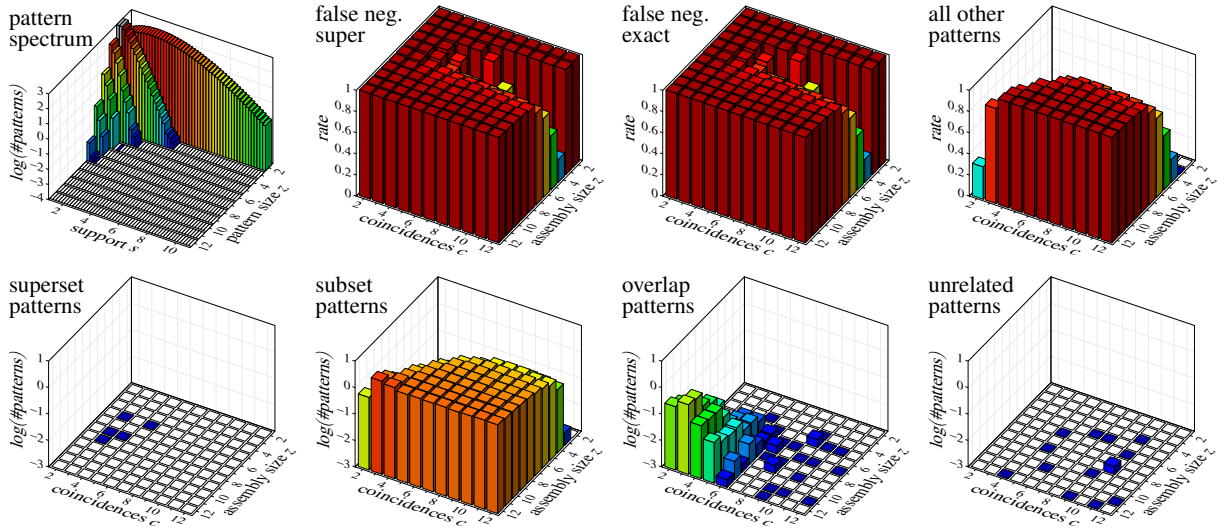
3.0ms jitter, 5.7ms windows, reduced with $z \cdot c$



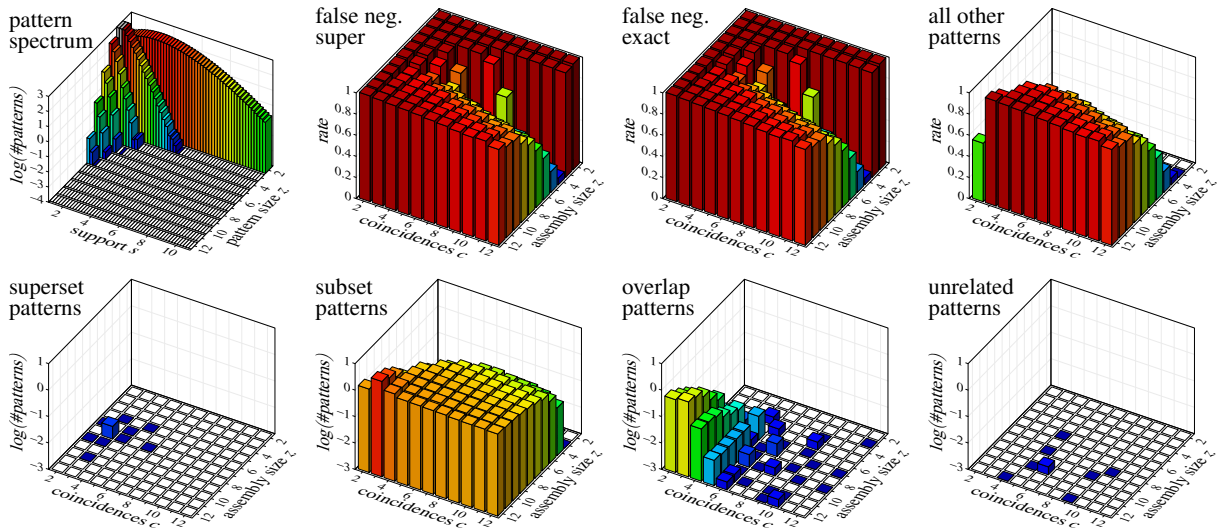
3.0ms jitter, 6.0ms windows, reduced with $z \cdot c$



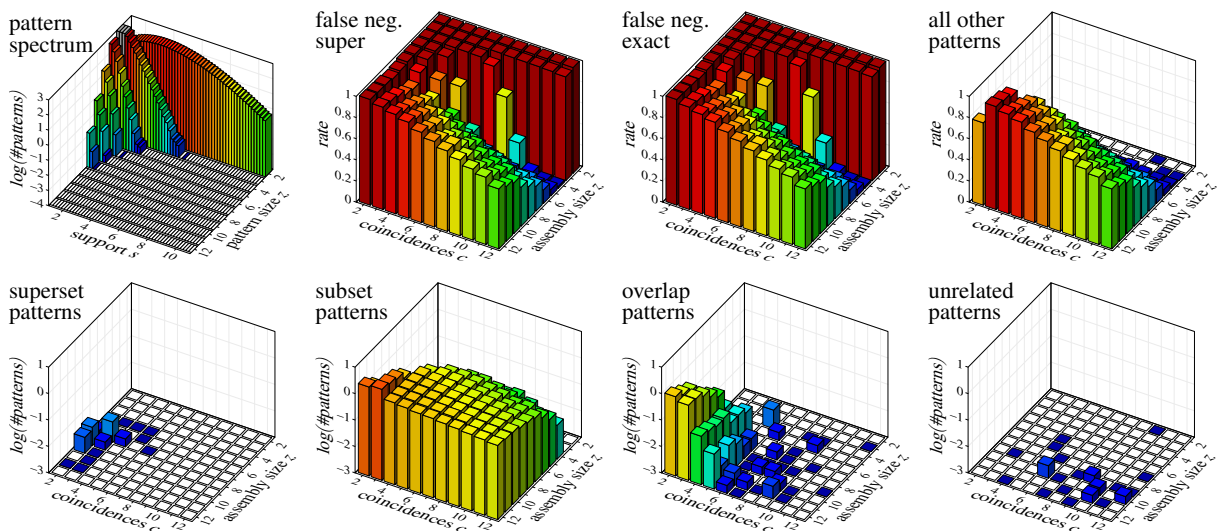
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot c$



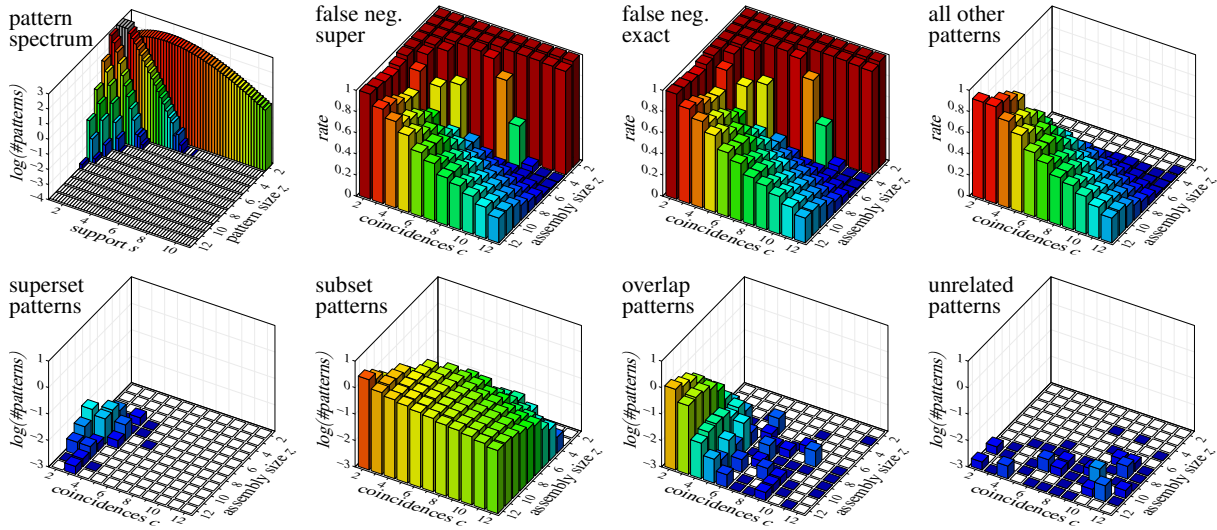
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot c$



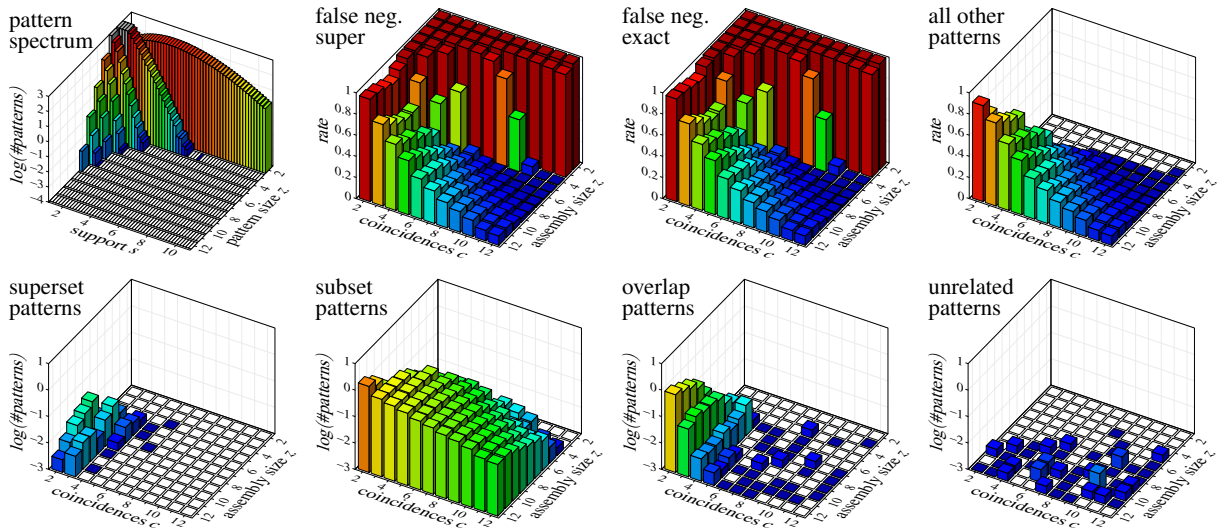
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot c$



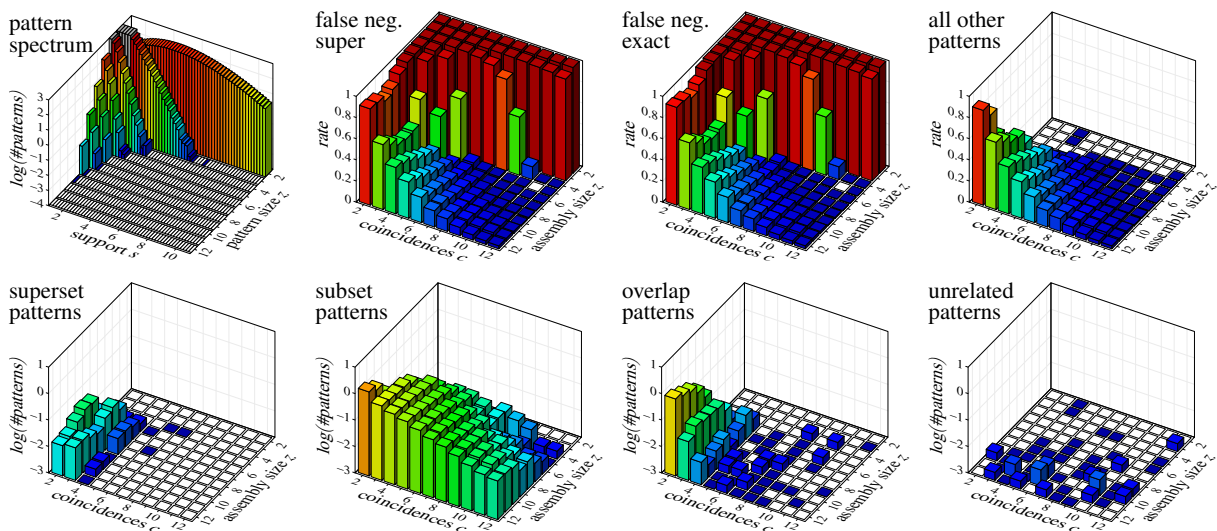
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot c$



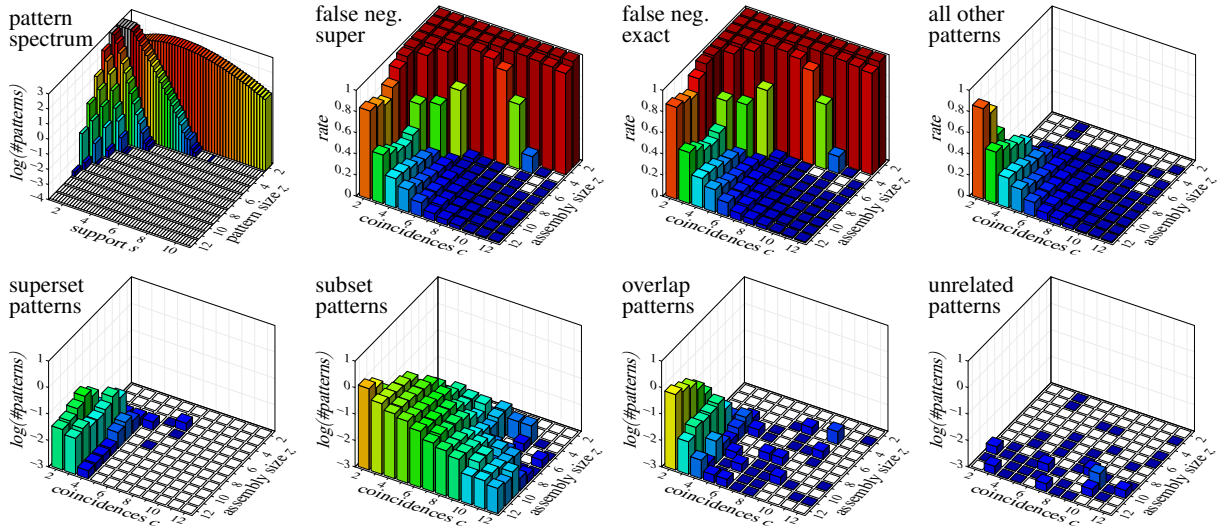
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot c$



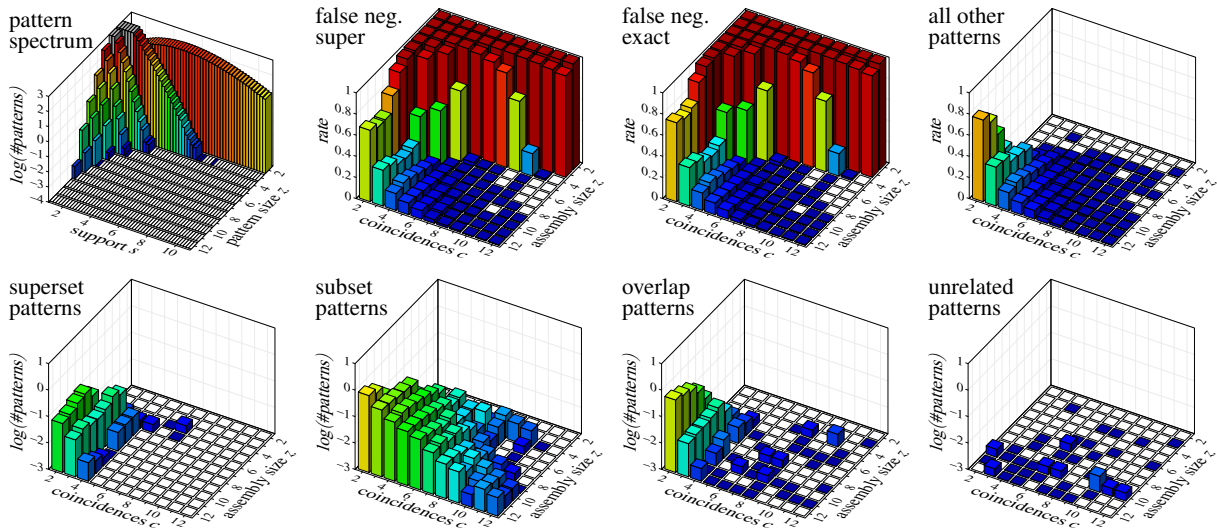
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot c$



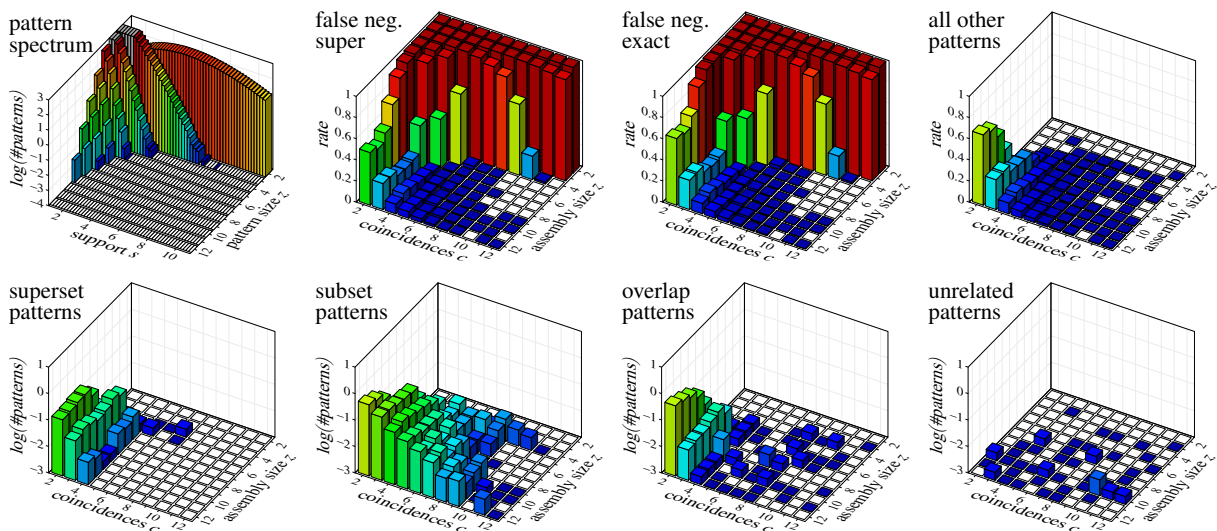
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot c$



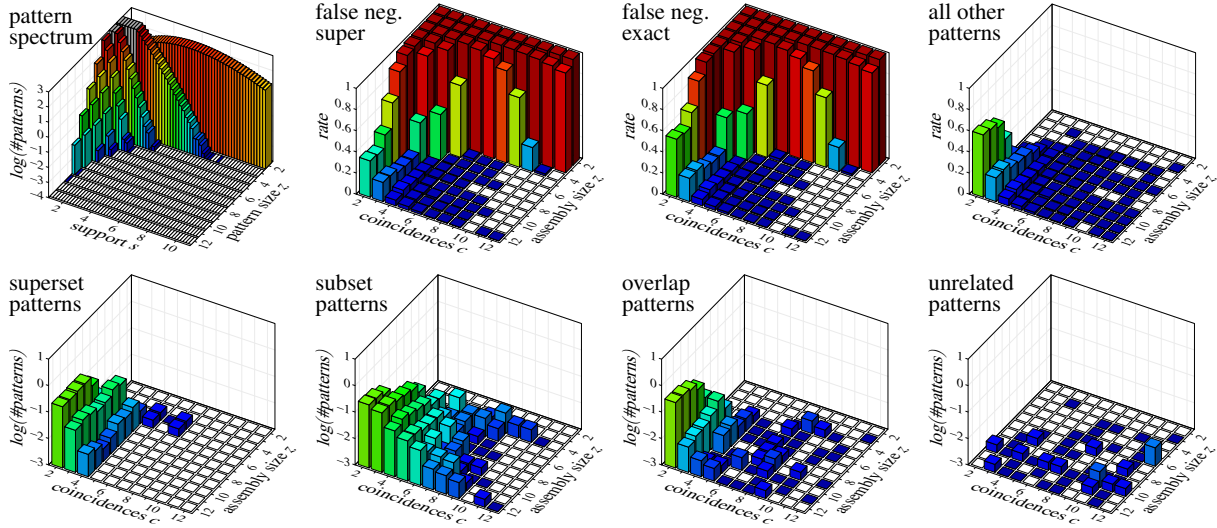
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot c$



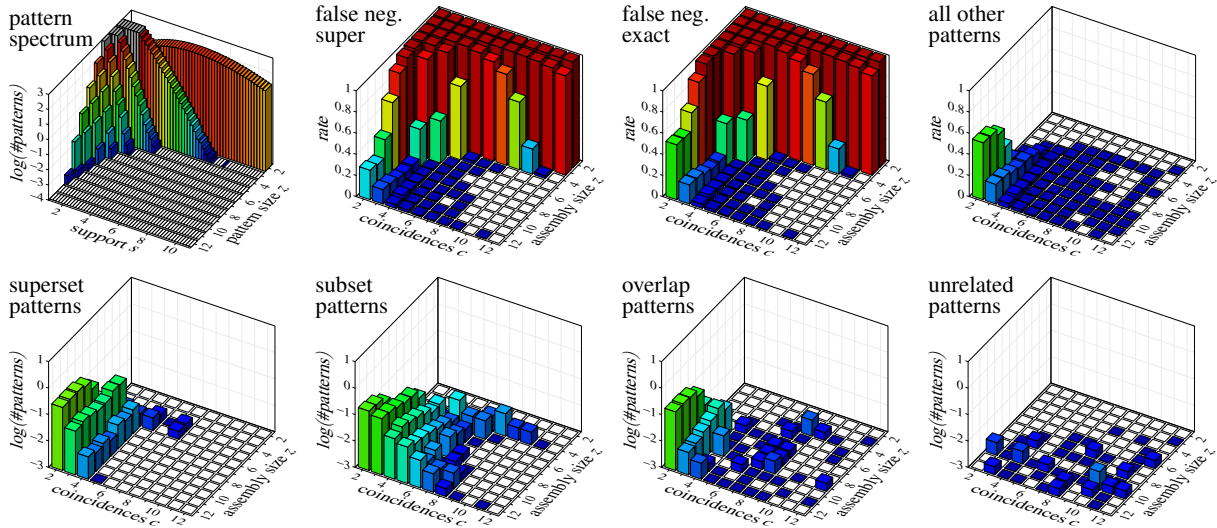
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot c$



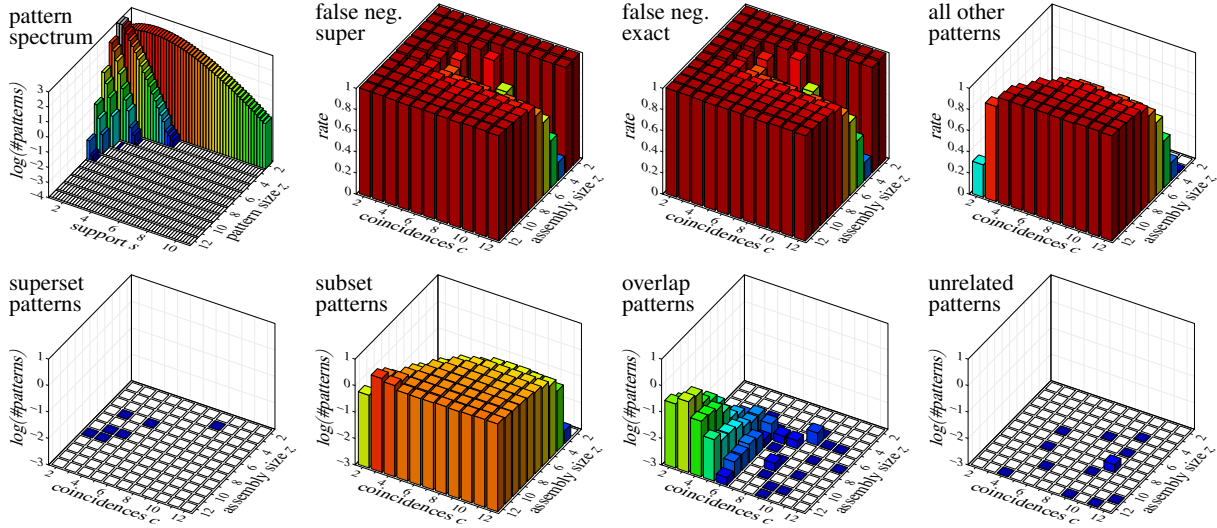
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot c$



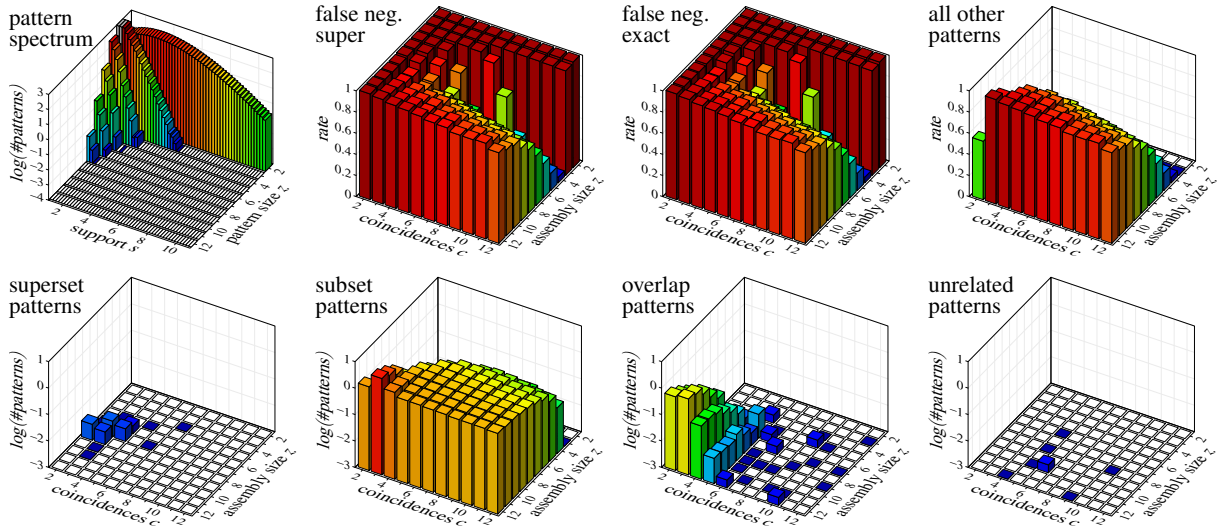
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot c$



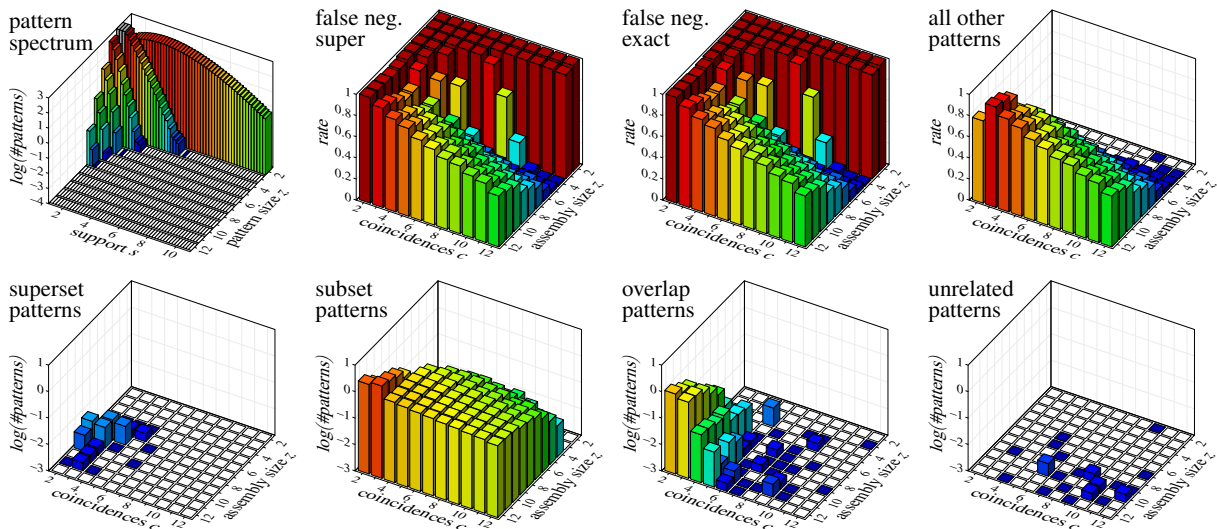
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 0.2)$



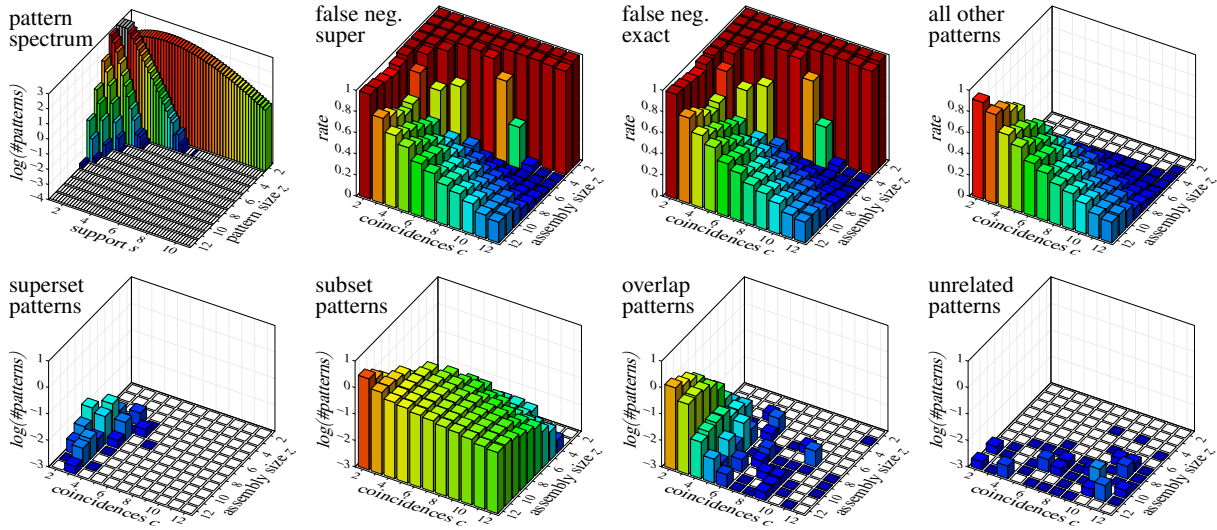
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 0.2)$



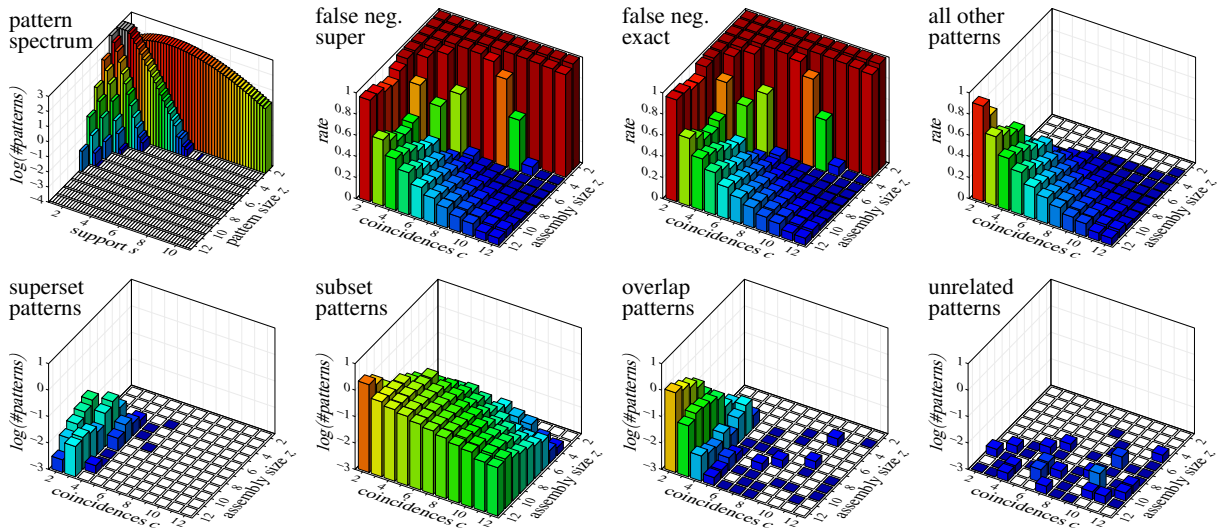
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 0.2)$



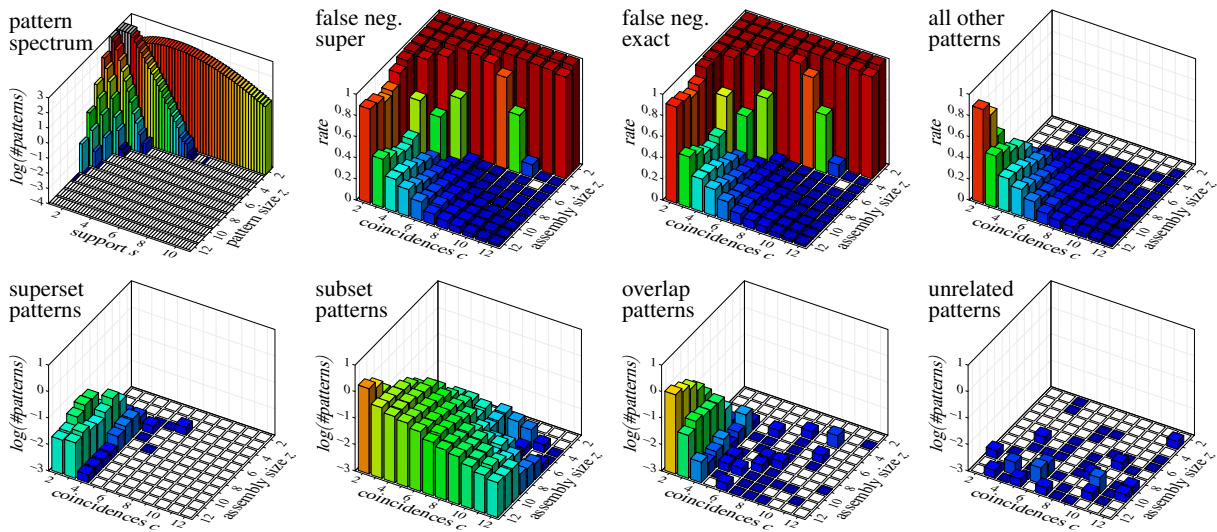
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 0.2)$



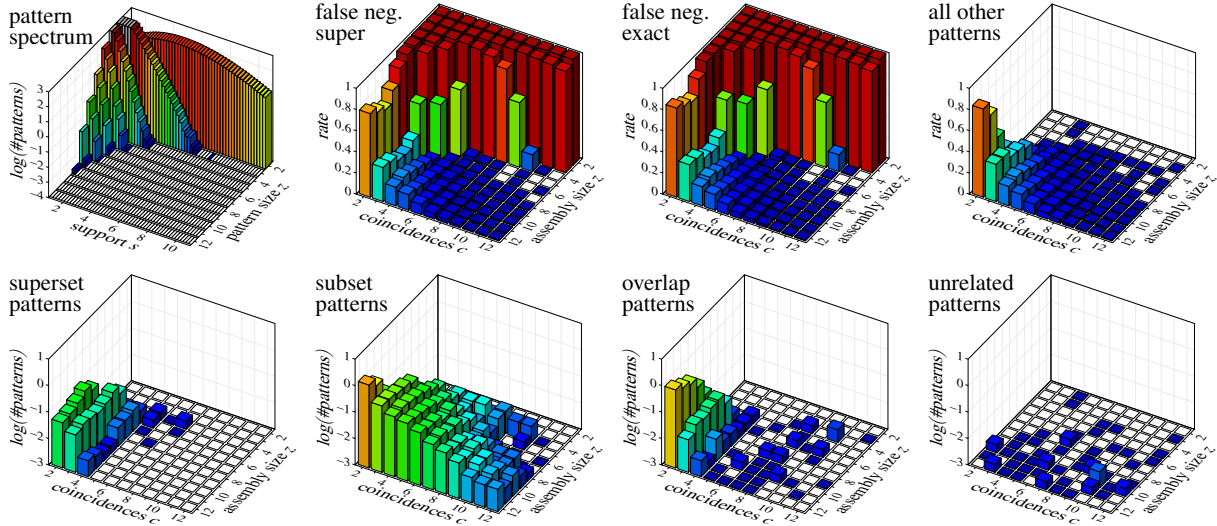
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 0.2)$



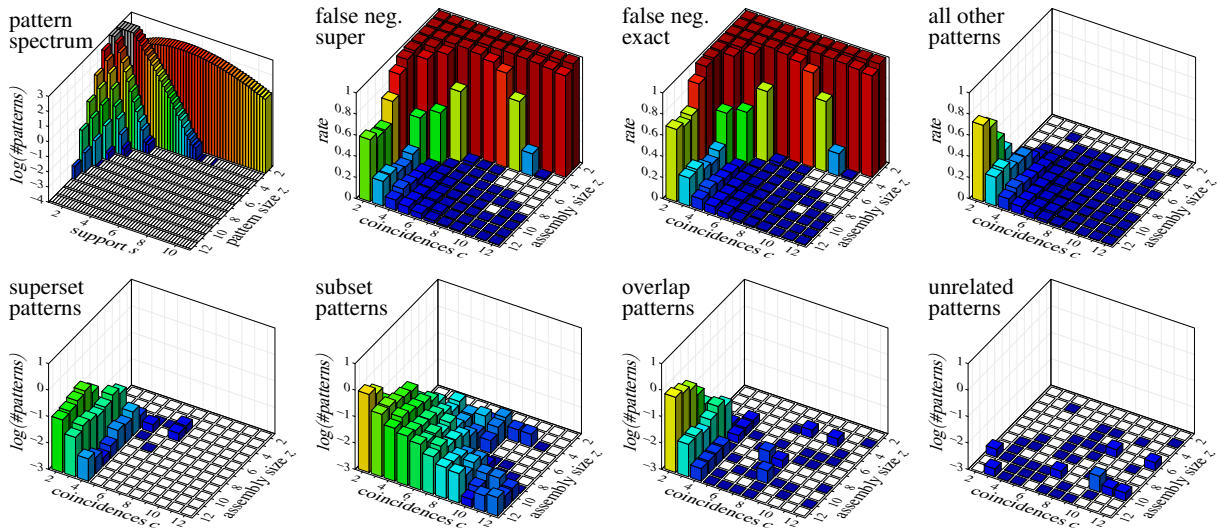
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot (c + 0.2)$



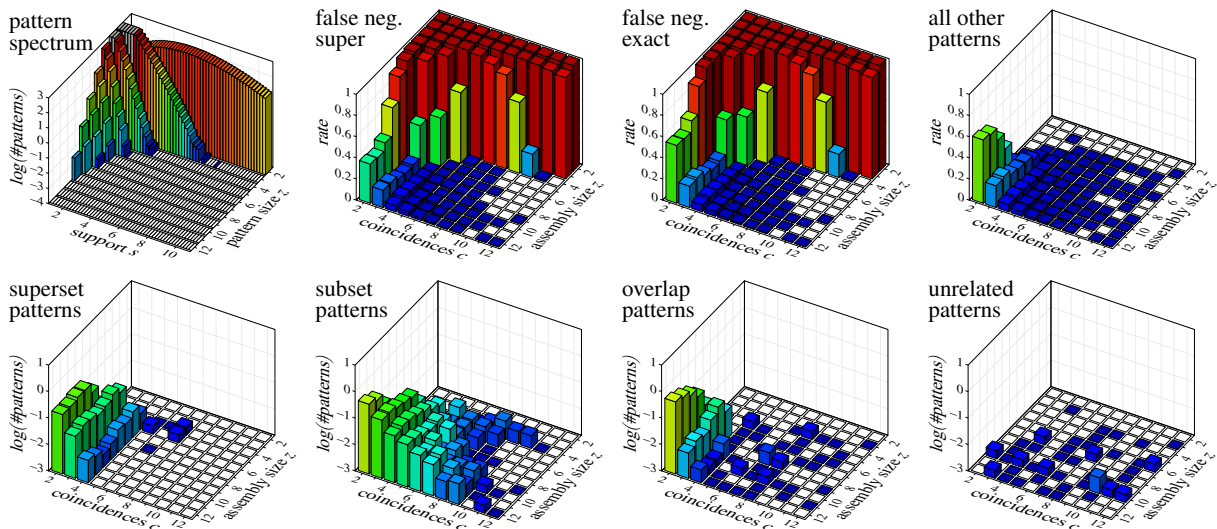
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 0.2)$



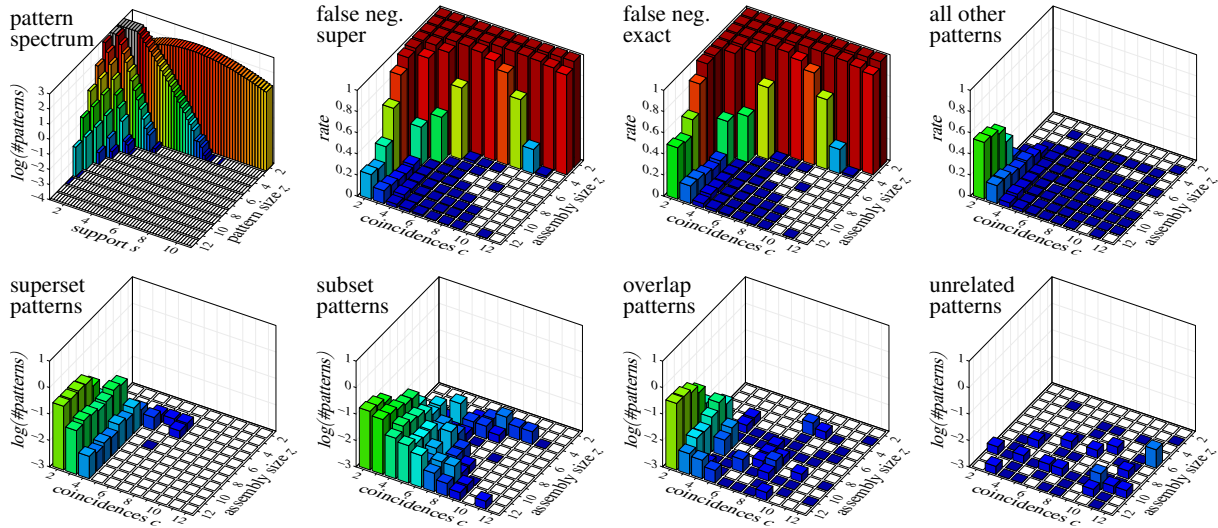
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 0.2)$



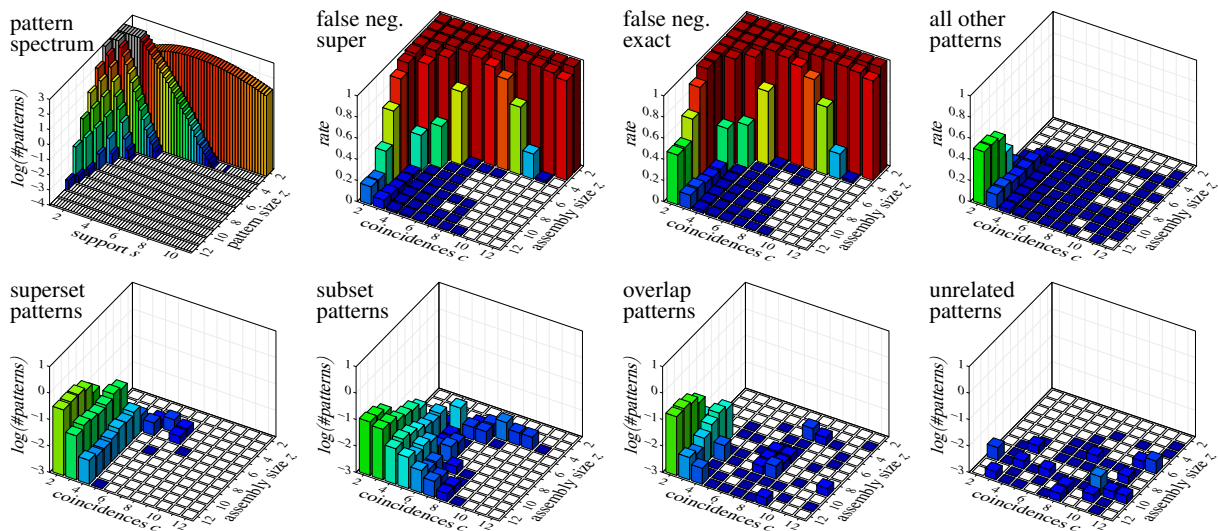
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 0.2)$



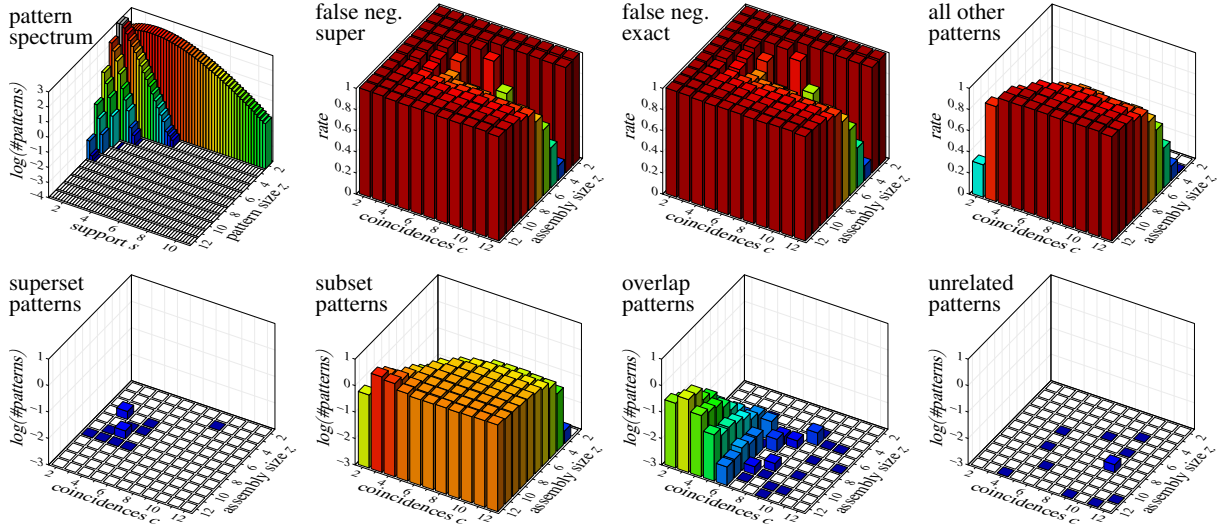
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 0.2)$



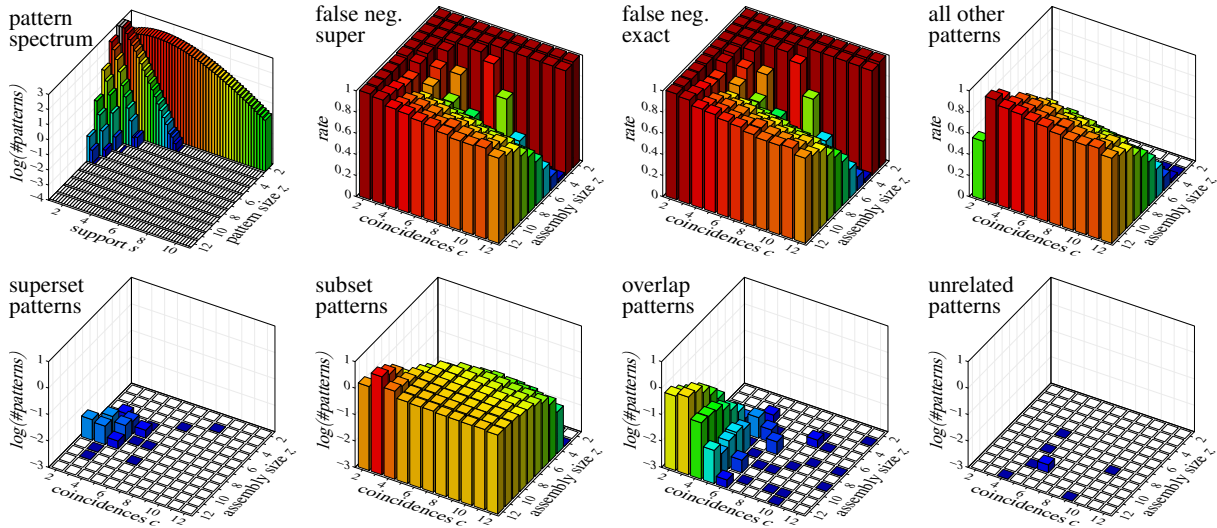
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 0.2)$



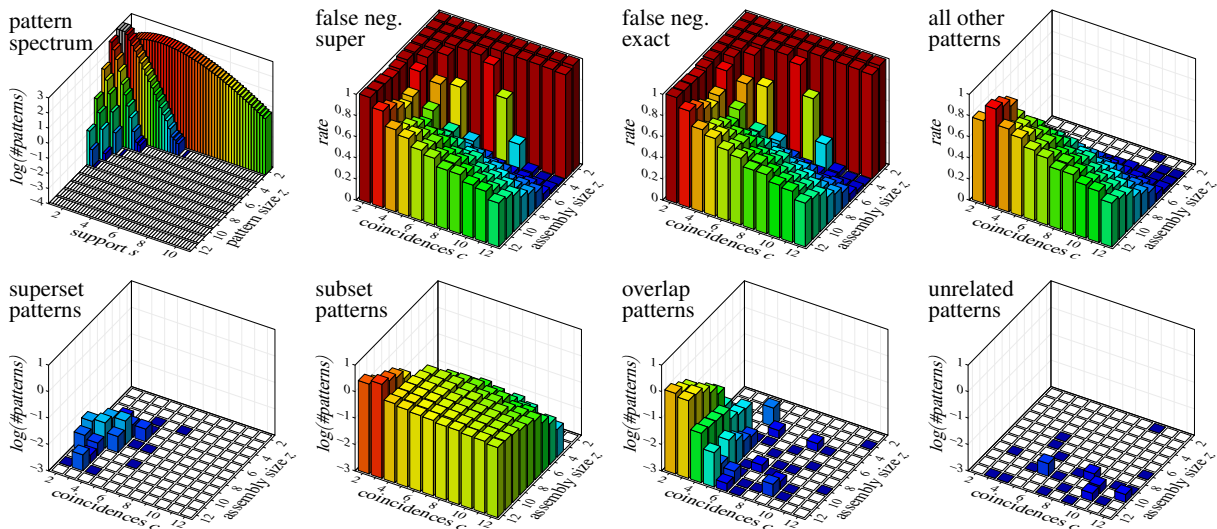
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 0.4)$



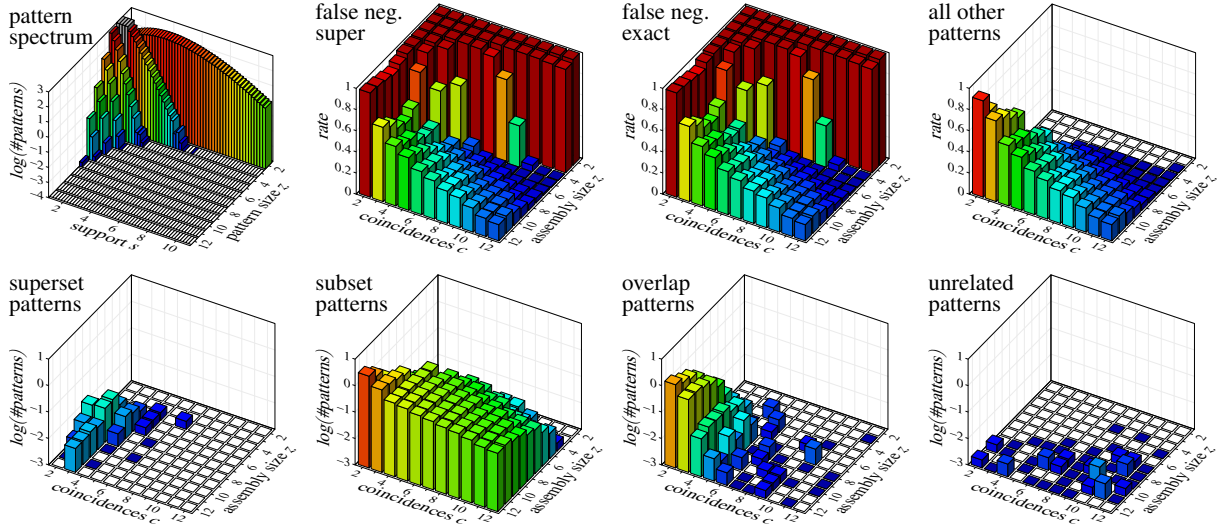
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 0.4)$



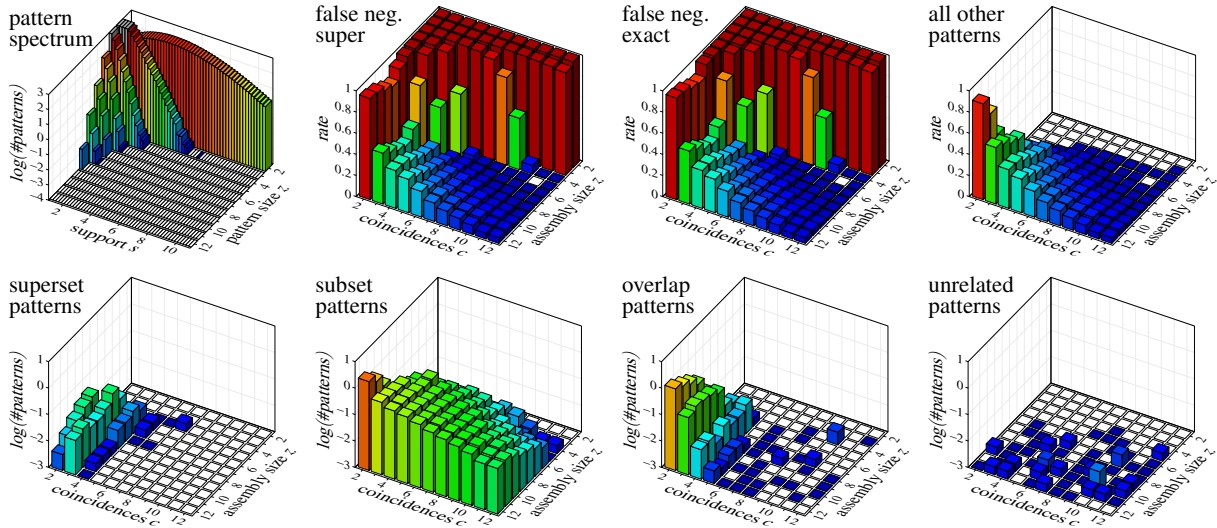
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 0.4)$



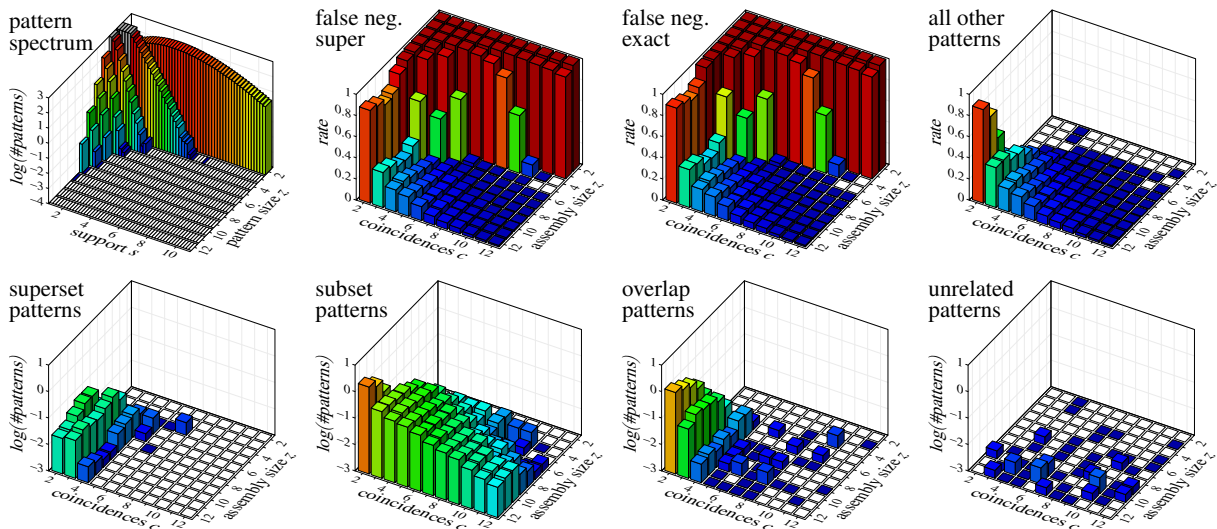
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 0.4)$



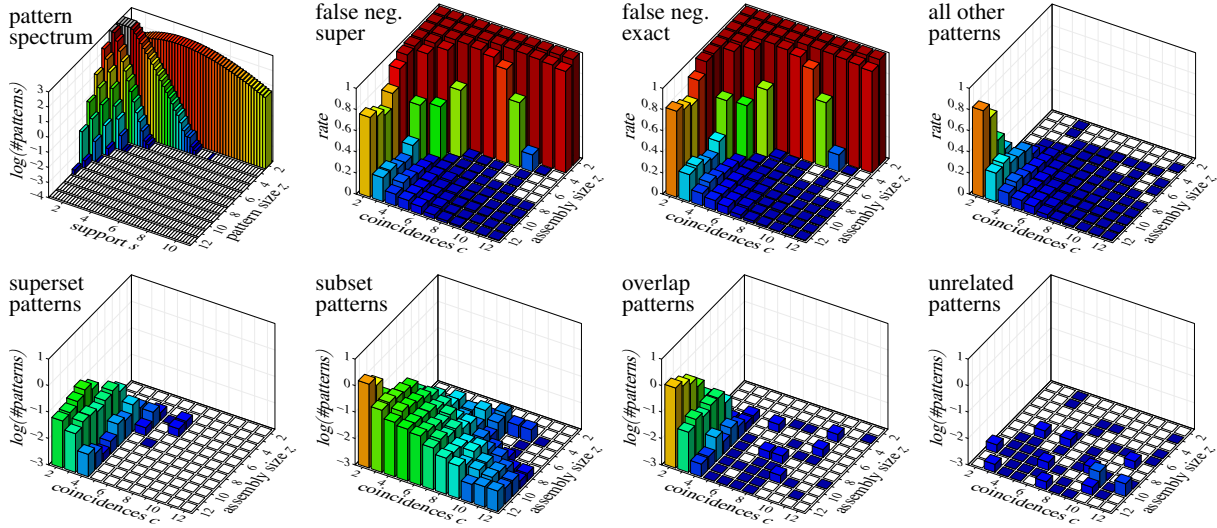
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 0.4)$



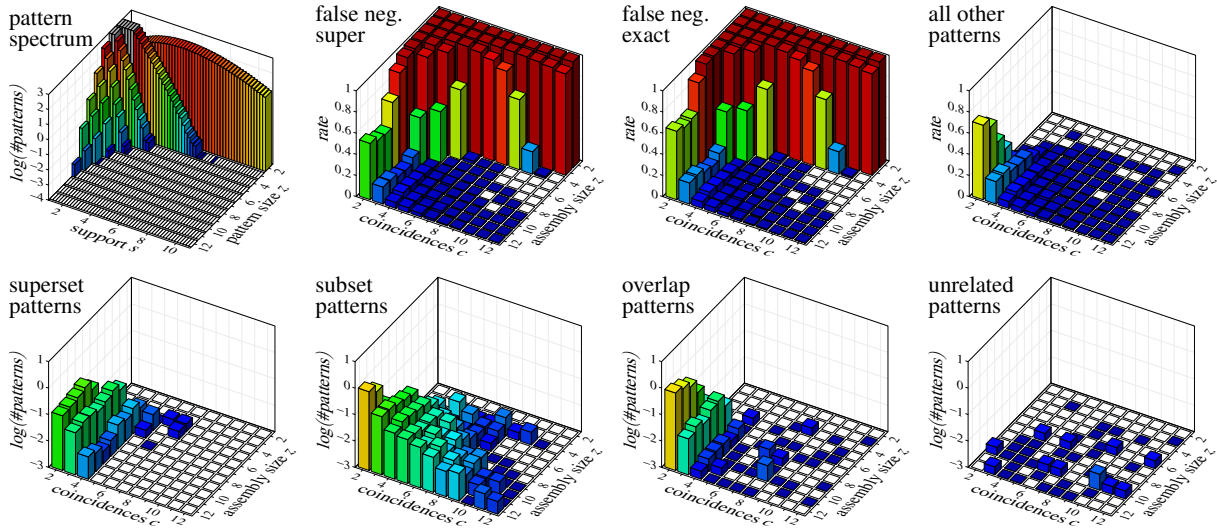
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot (c + 0.4)$



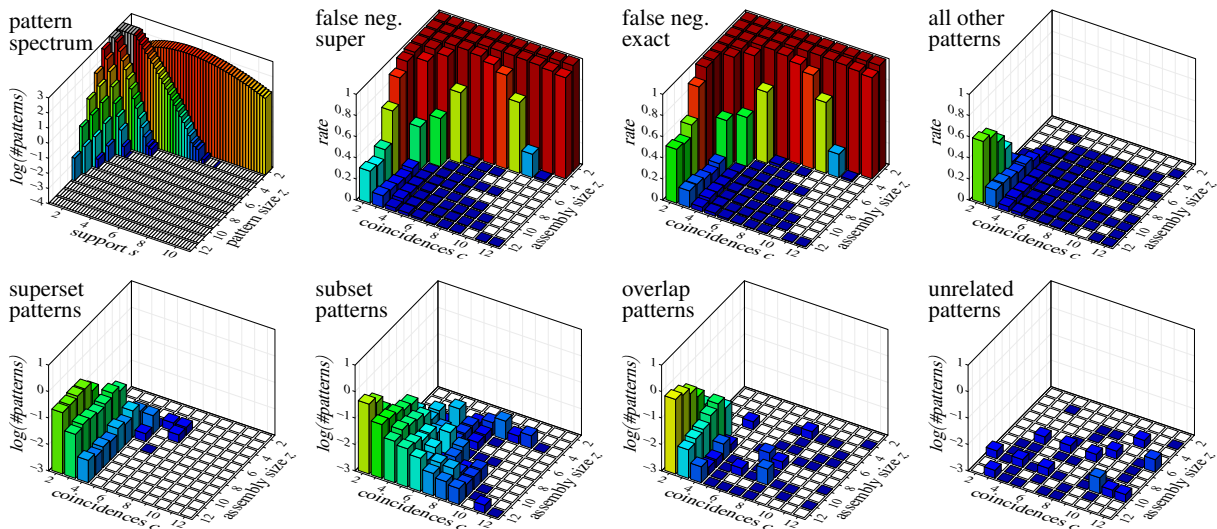
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 0.4)$



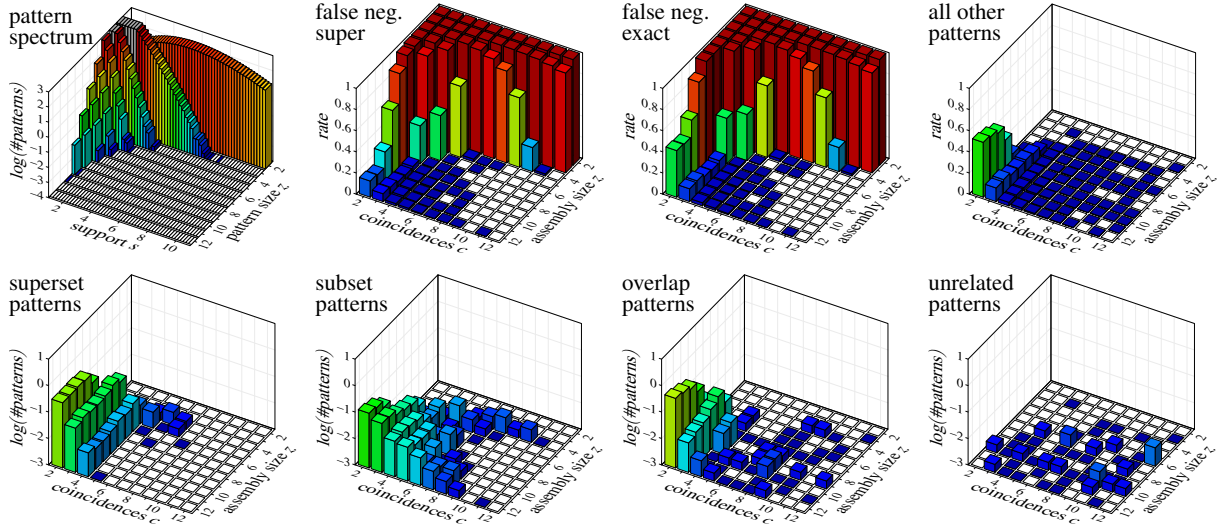
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 0.4)$



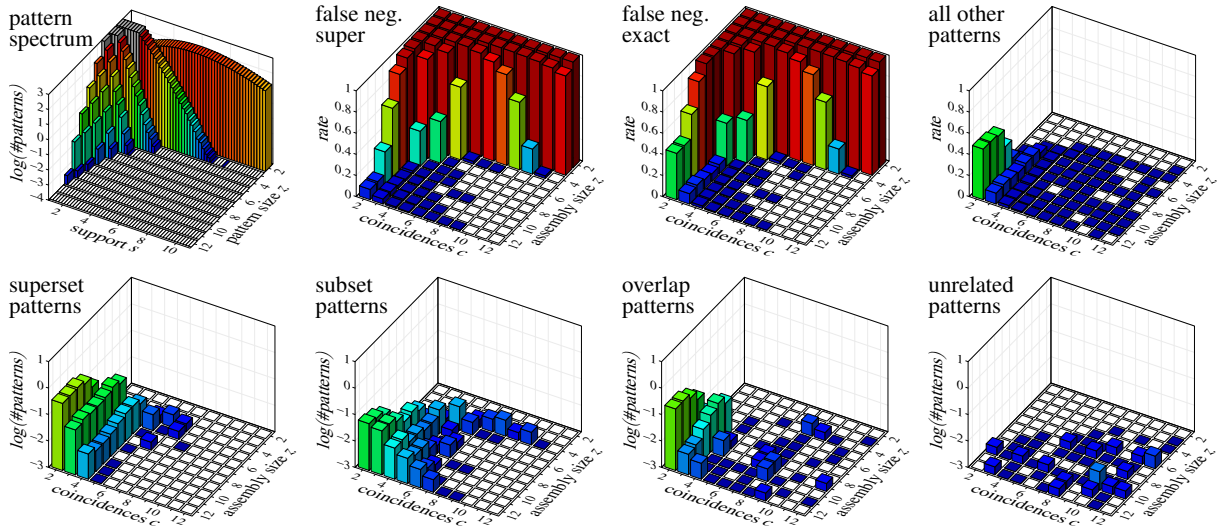
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 0.4)$



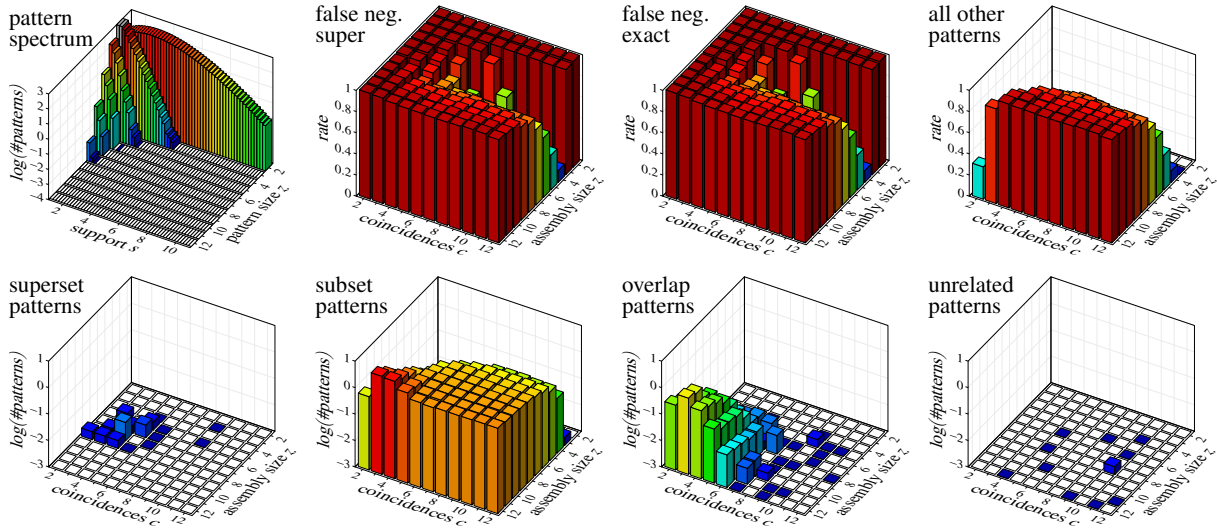
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 0.4)$



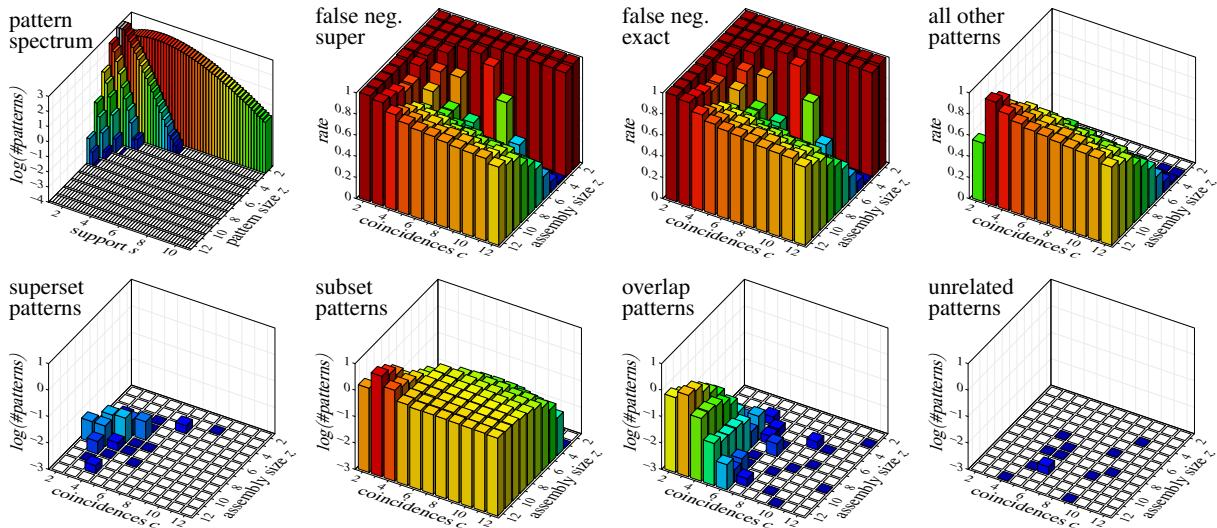
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 0.4)$



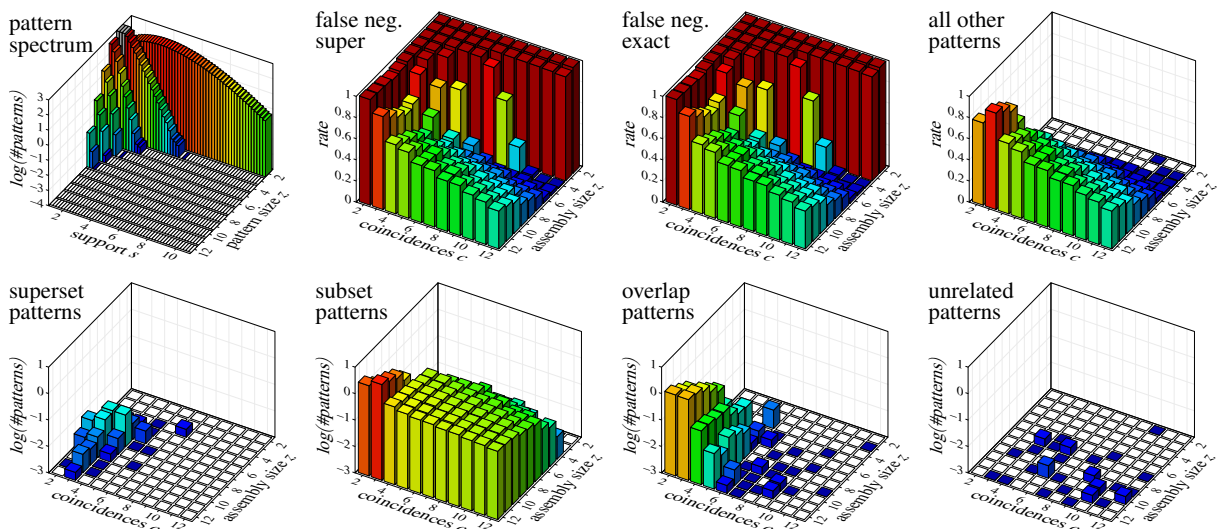
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 0.6)$



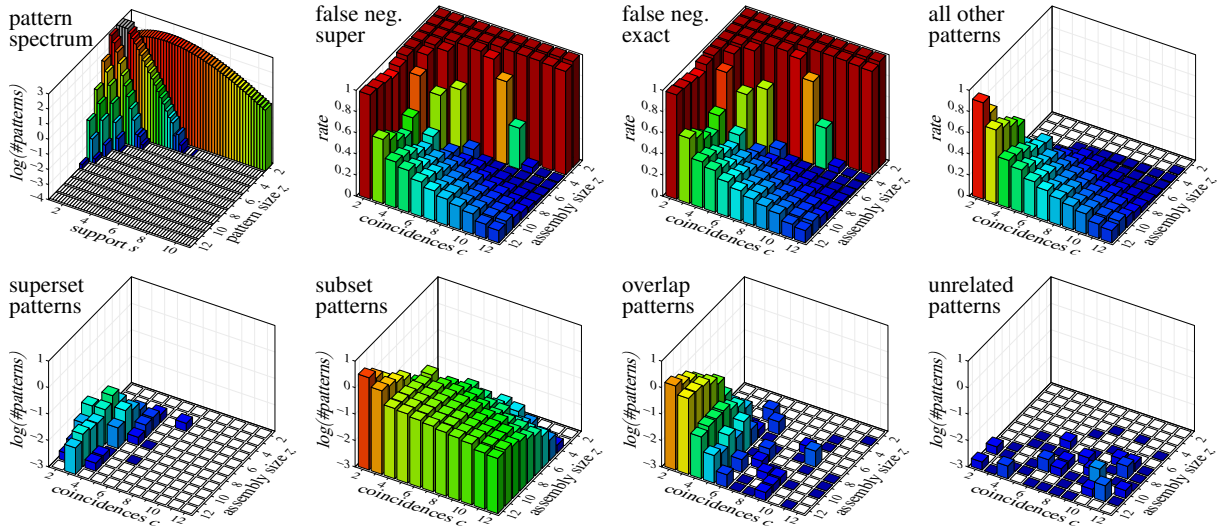
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 0.6)$



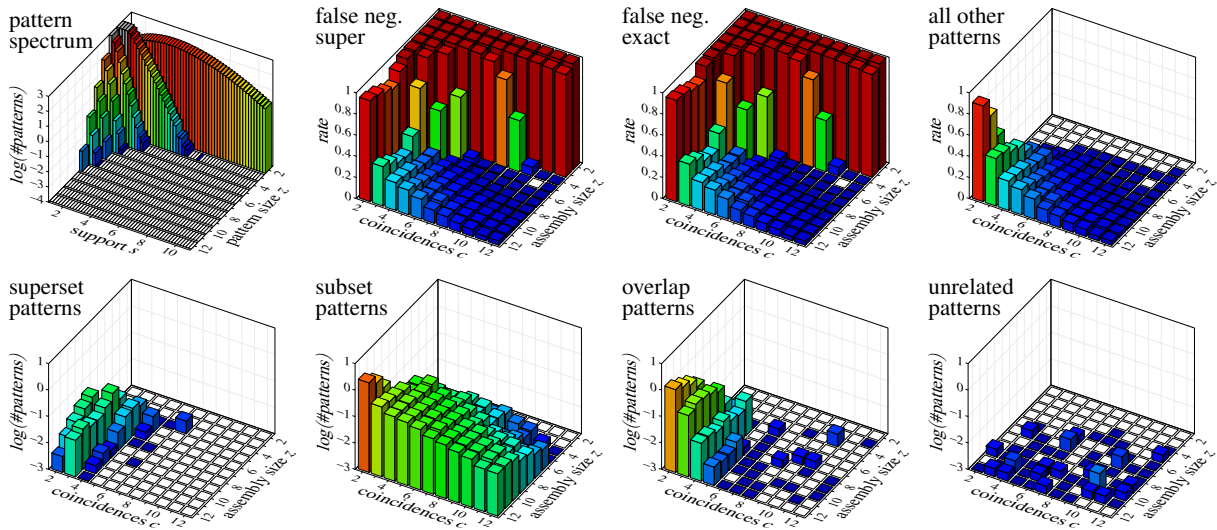
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 0.6)$



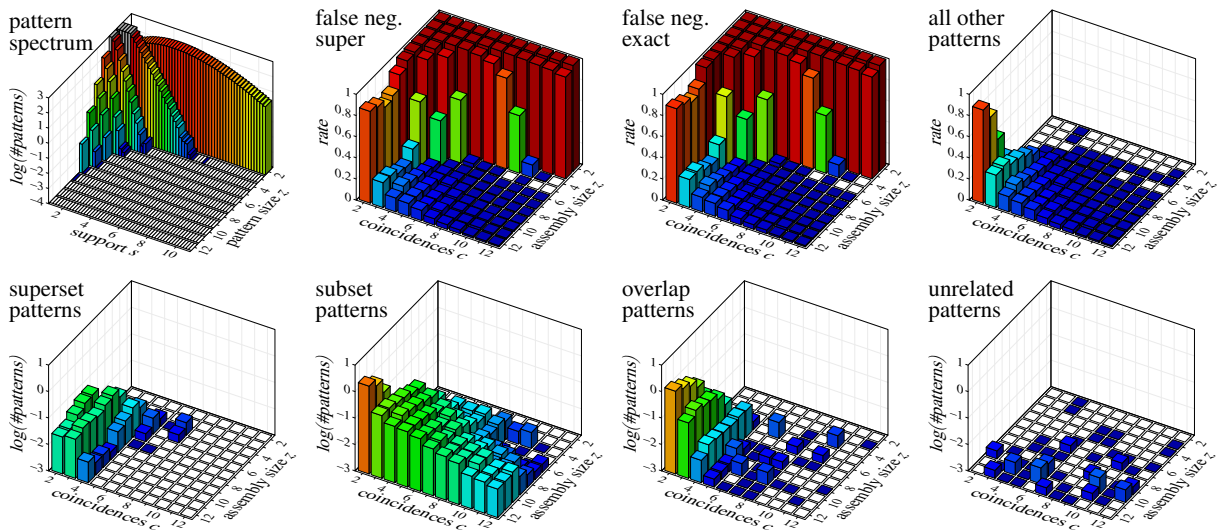
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 0.6)$



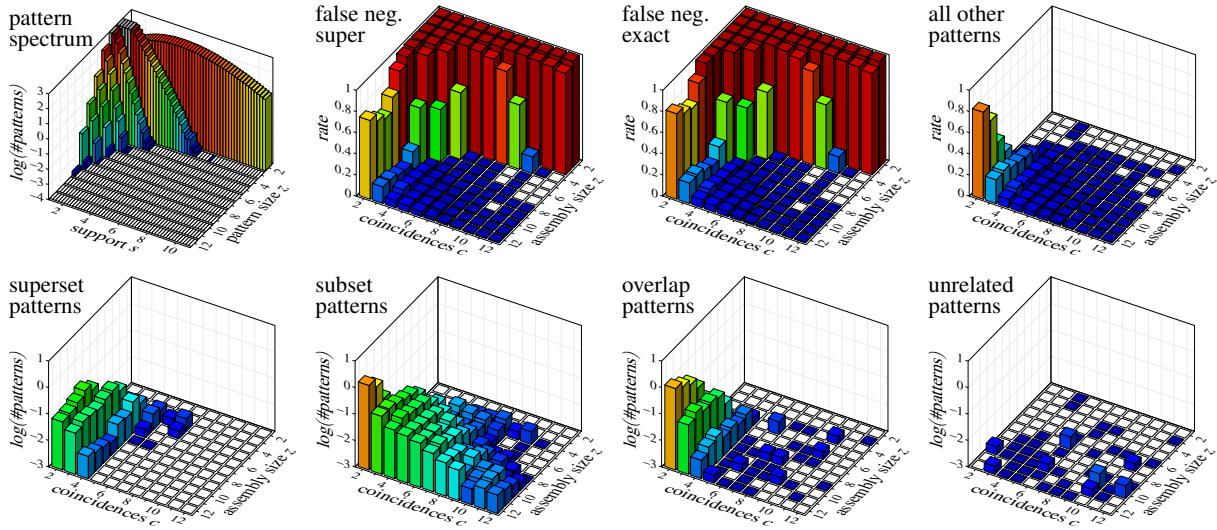
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 0.6)$



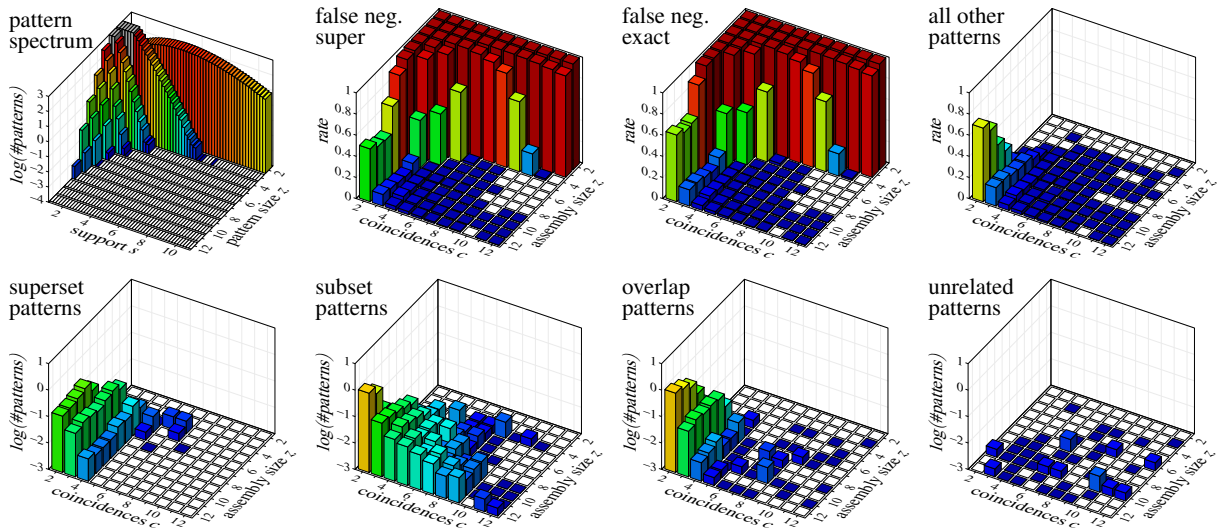
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot (c + 0.6)$



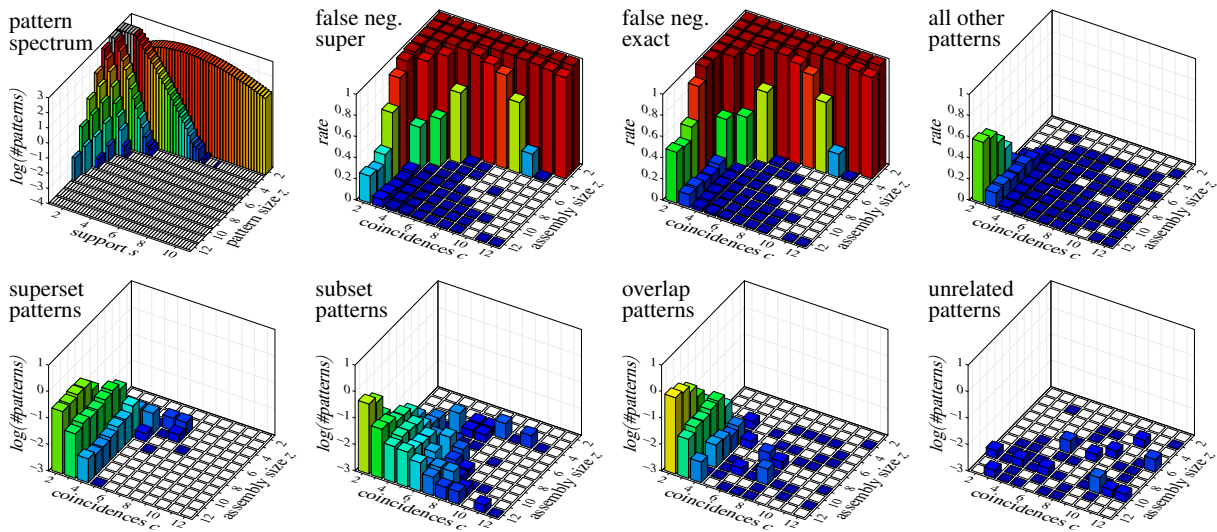
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 0.6)$



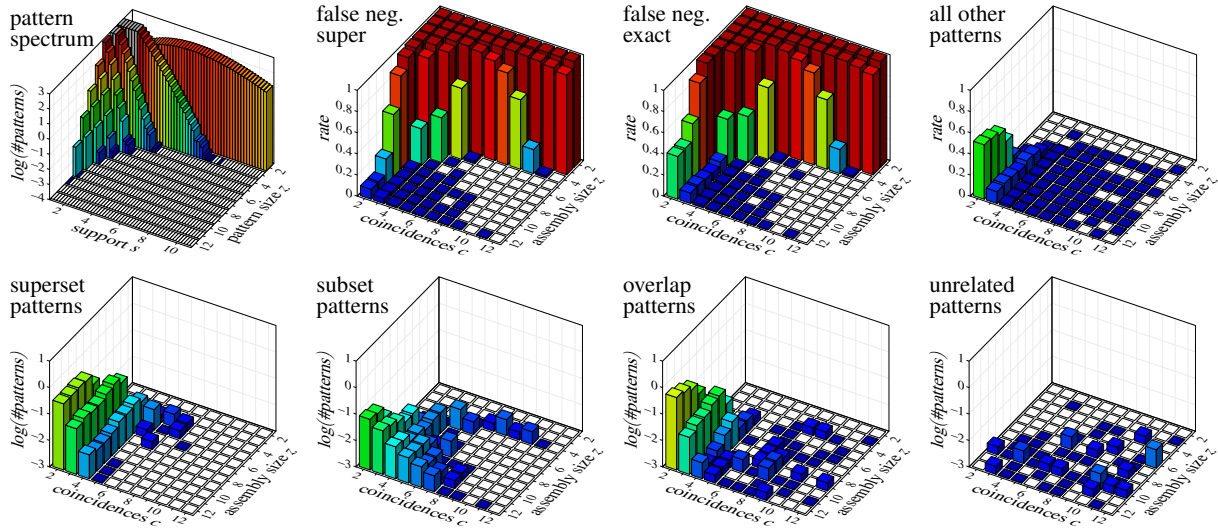
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 0.6)$



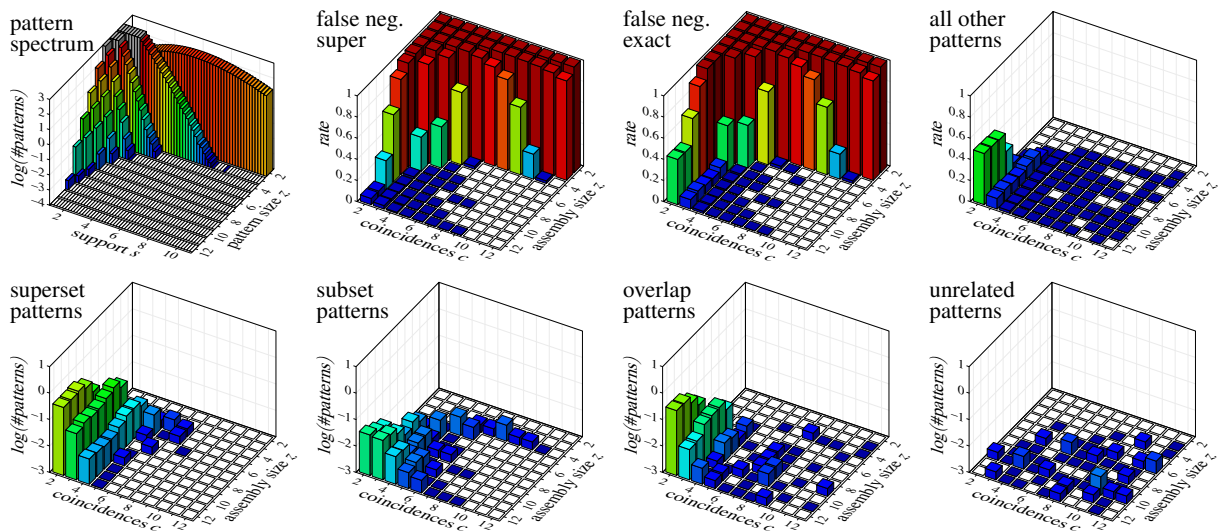
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 0.6)$



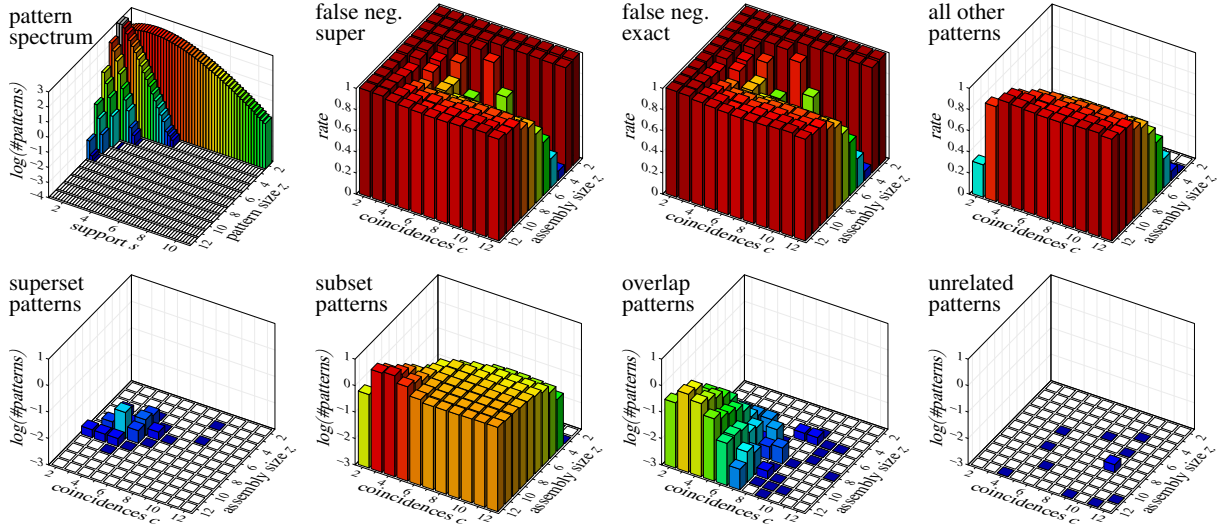
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 0.6)$



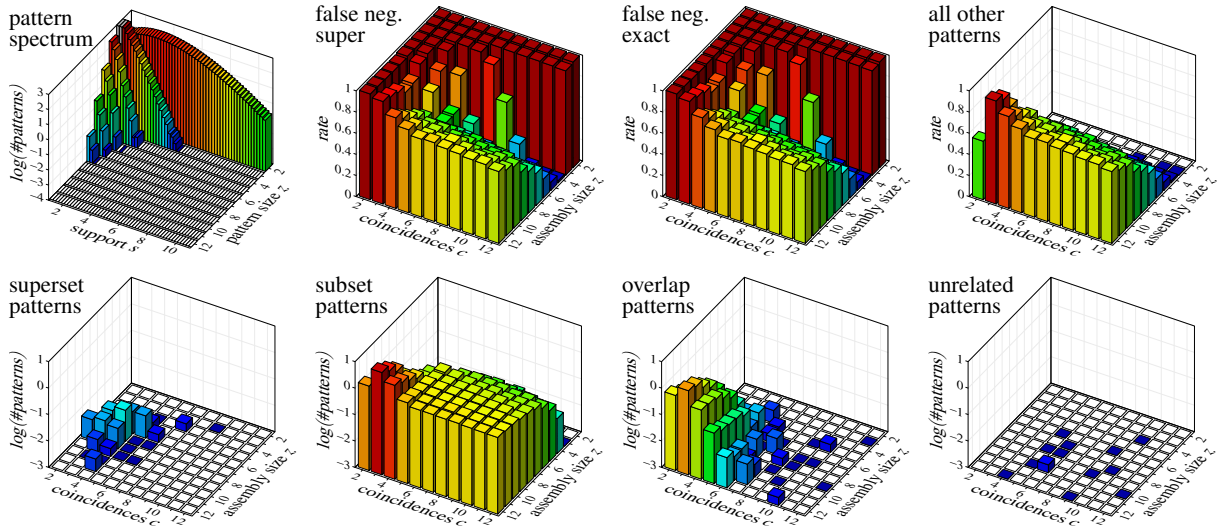
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 0.6)$



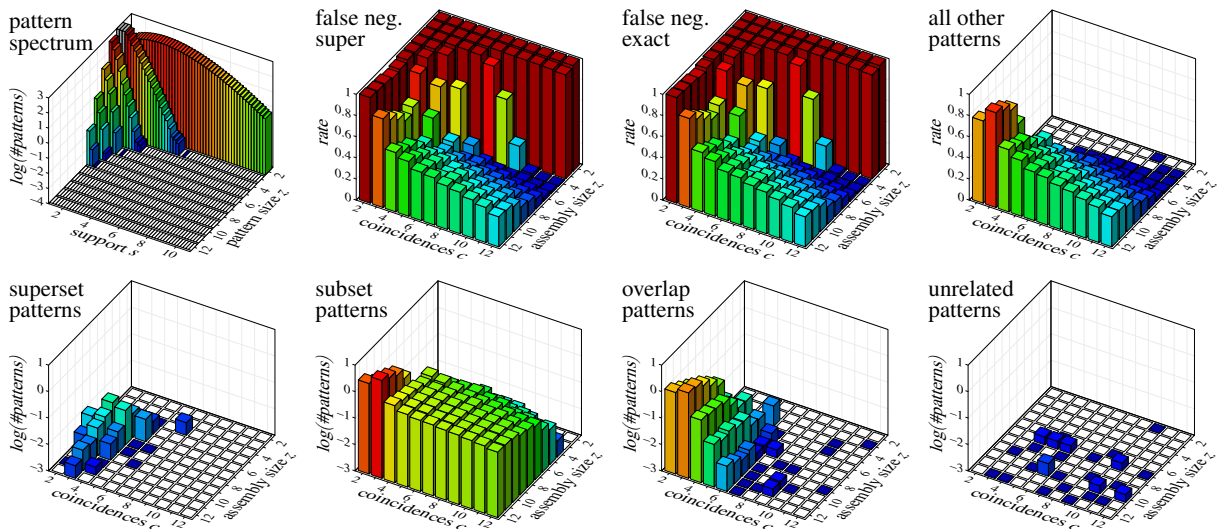
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 0.8)$



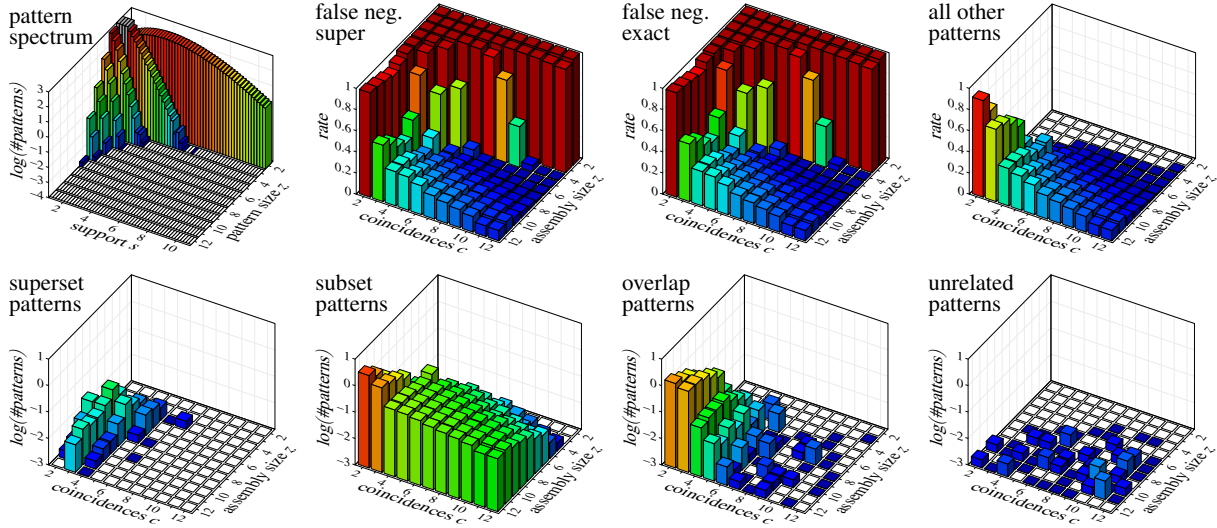
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 0.8)$



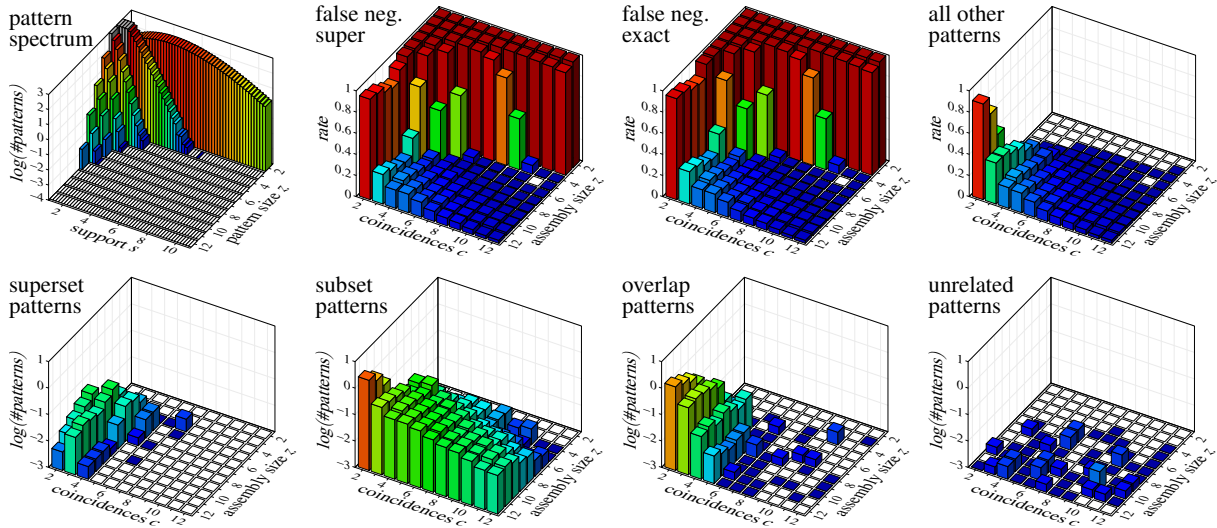
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 0.8)$



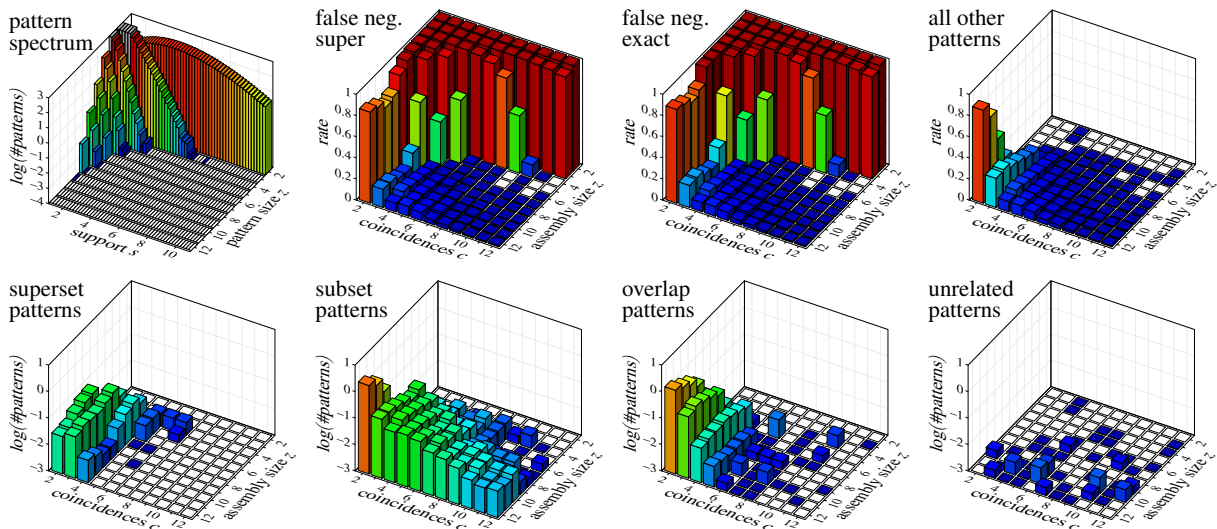
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 0.8)$



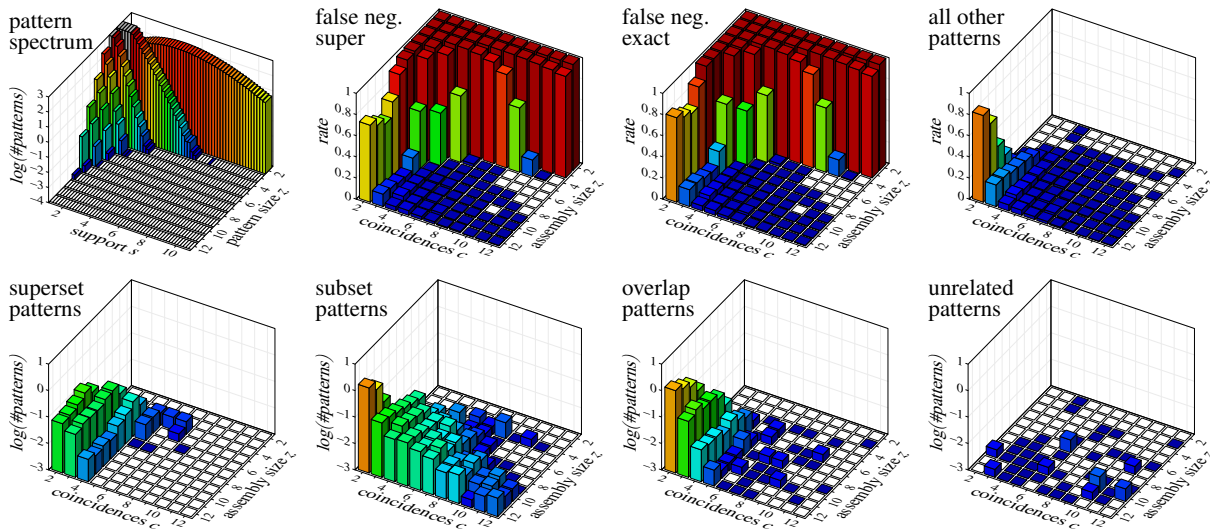
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 0.8)$



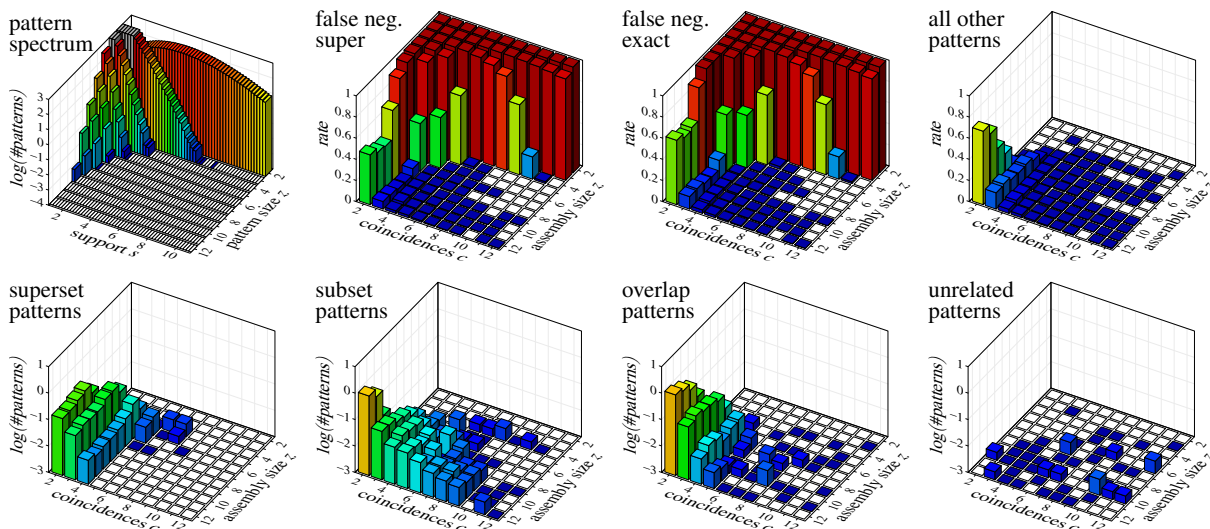
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot (c + 0.8)$



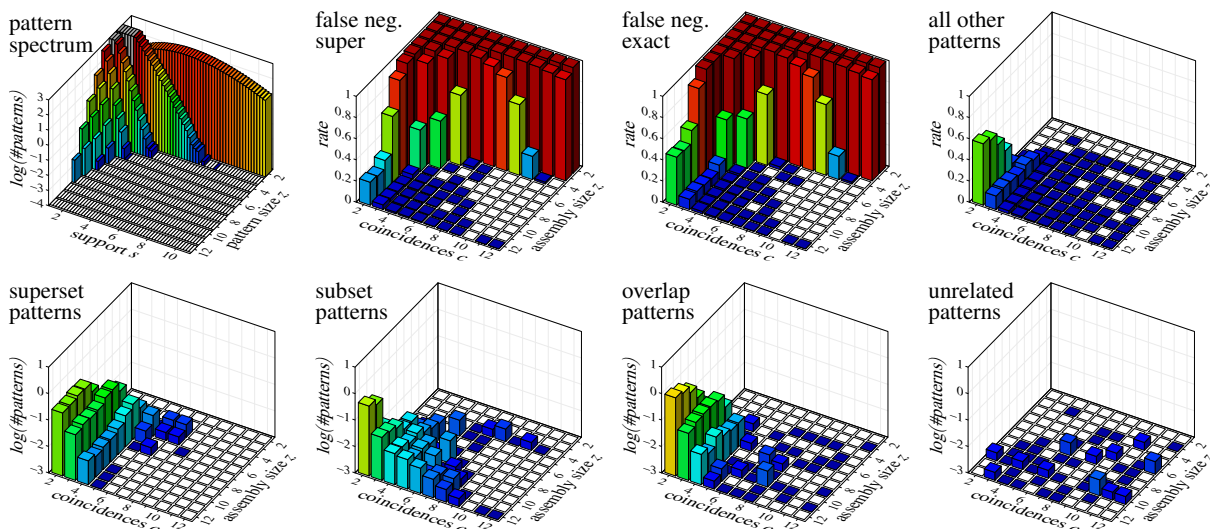
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 0.8)$



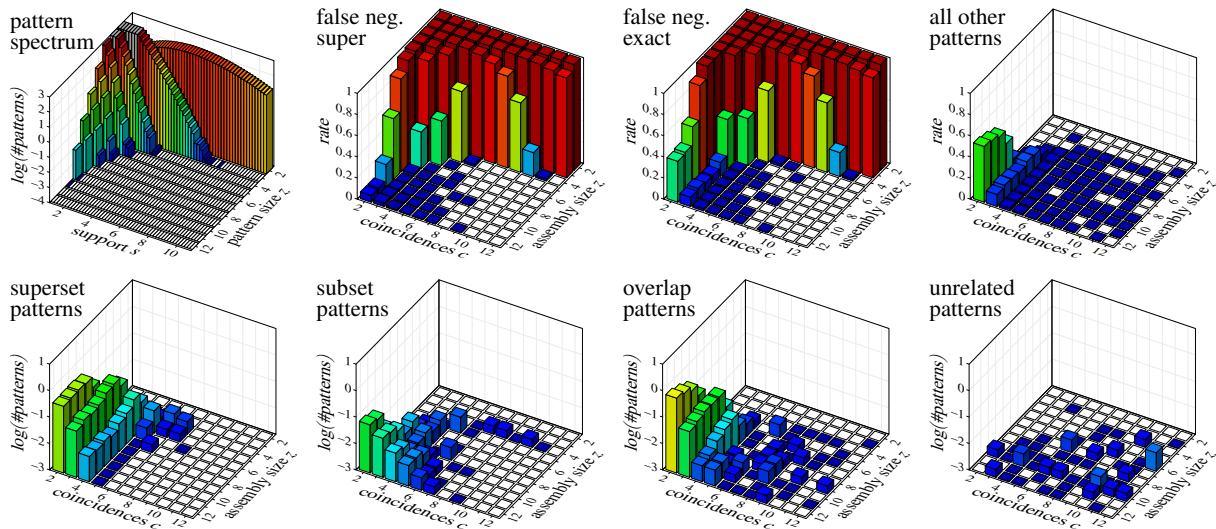
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 0.8)$



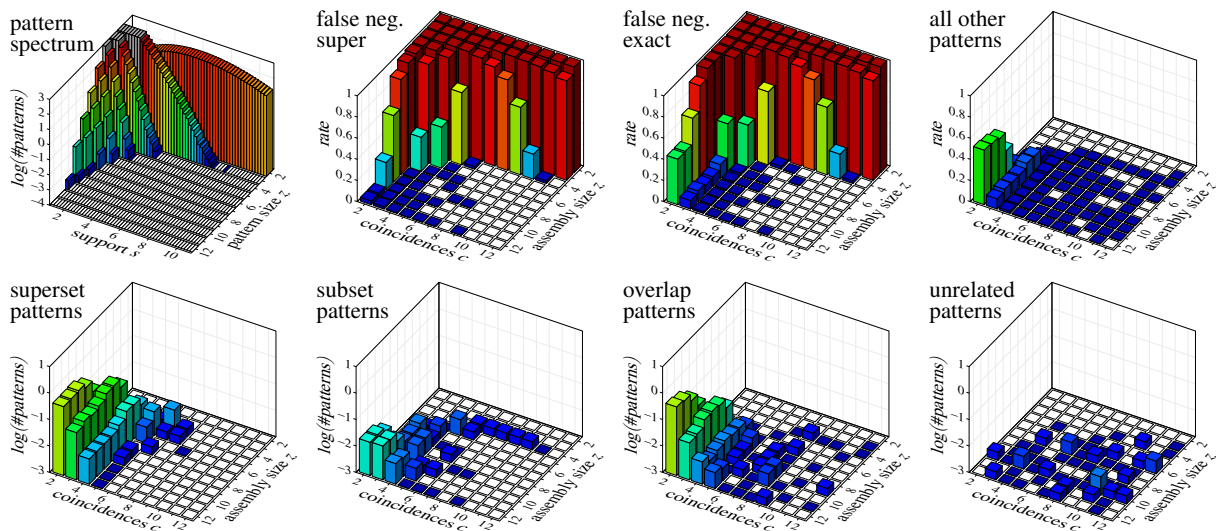
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 0.8)$



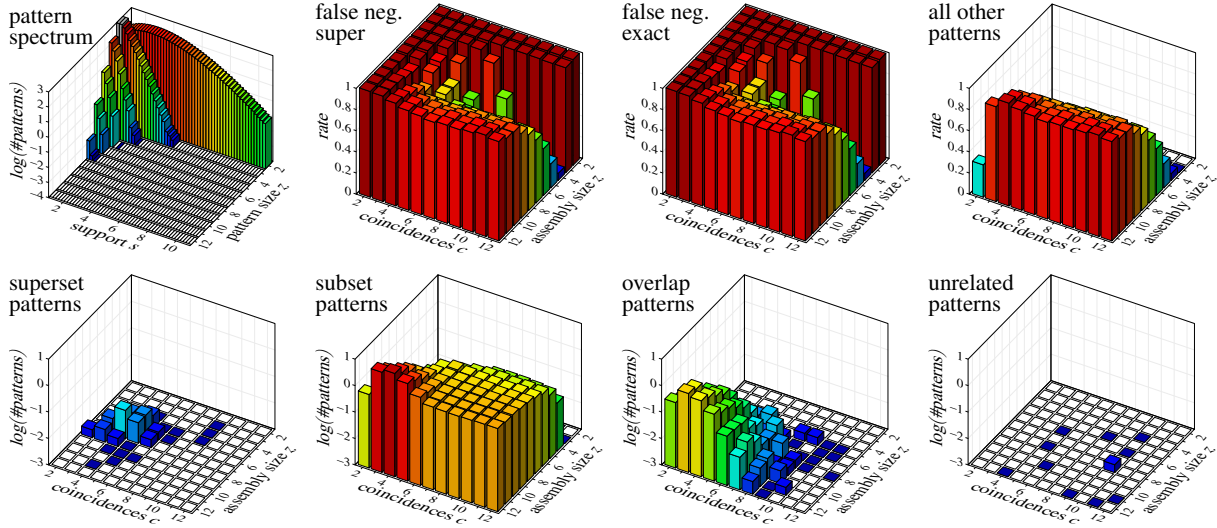
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 0.8)$



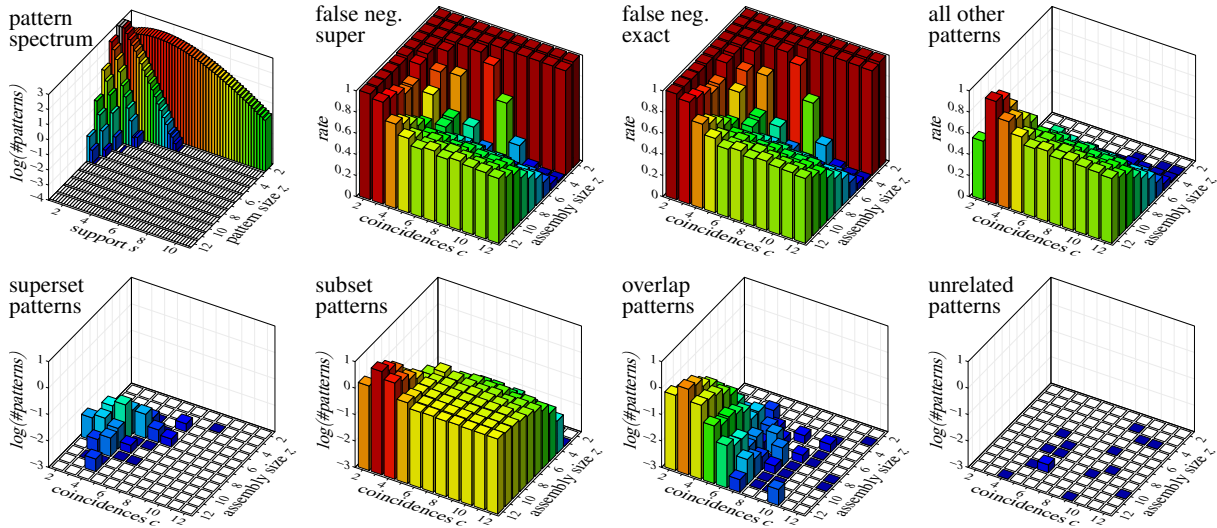
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 0.8)$



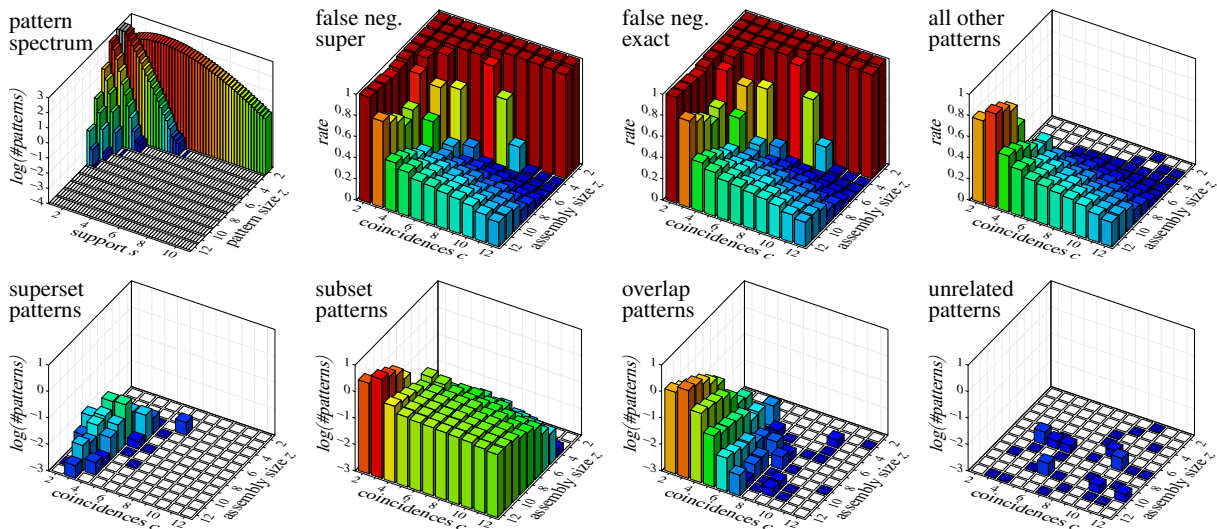
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 1.0)$



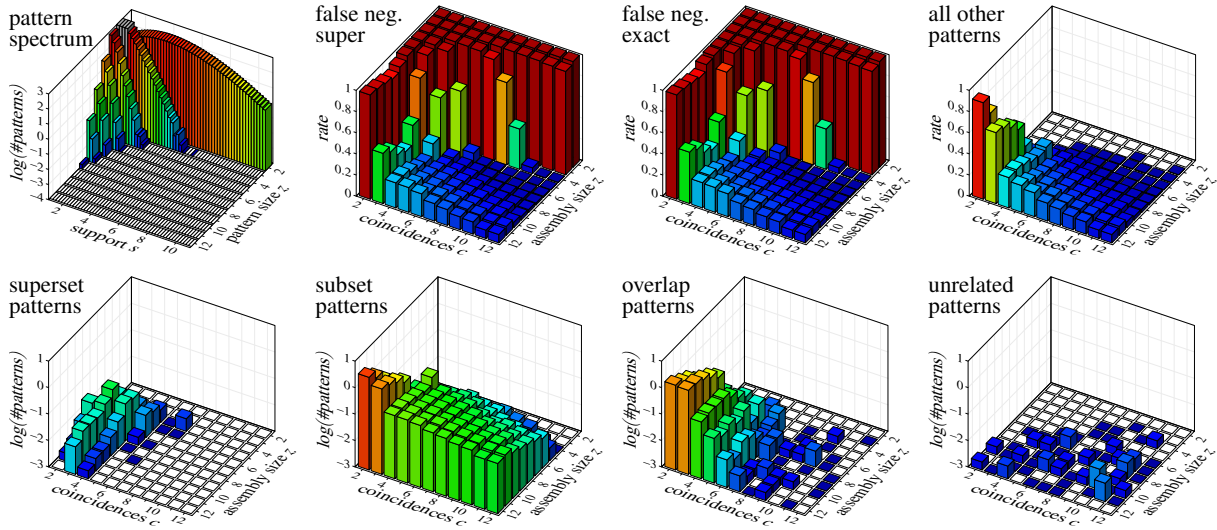
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 1.0)$



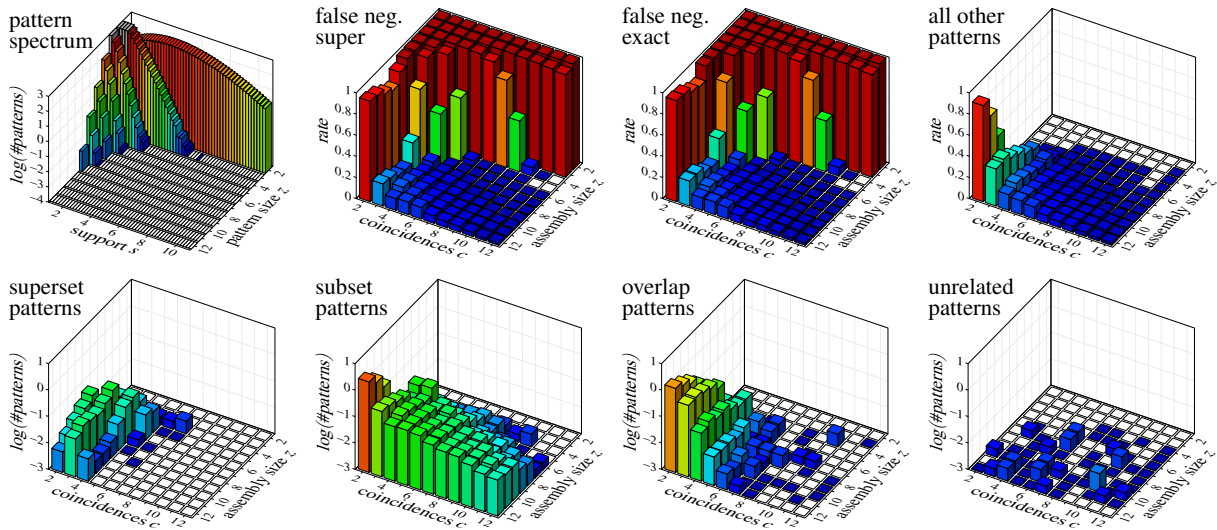
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 1.0)$



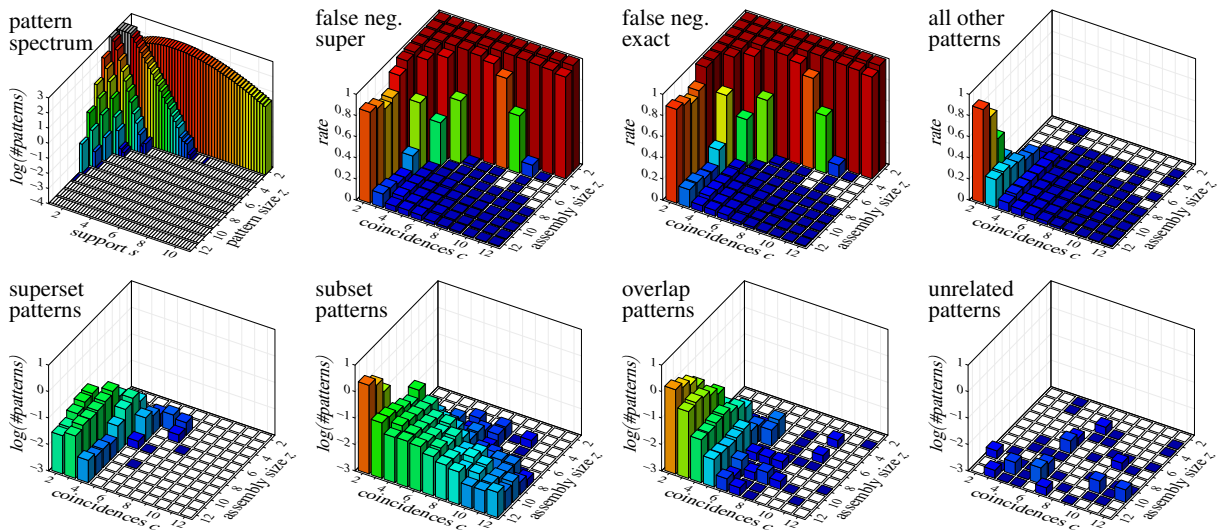
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 1.0)$



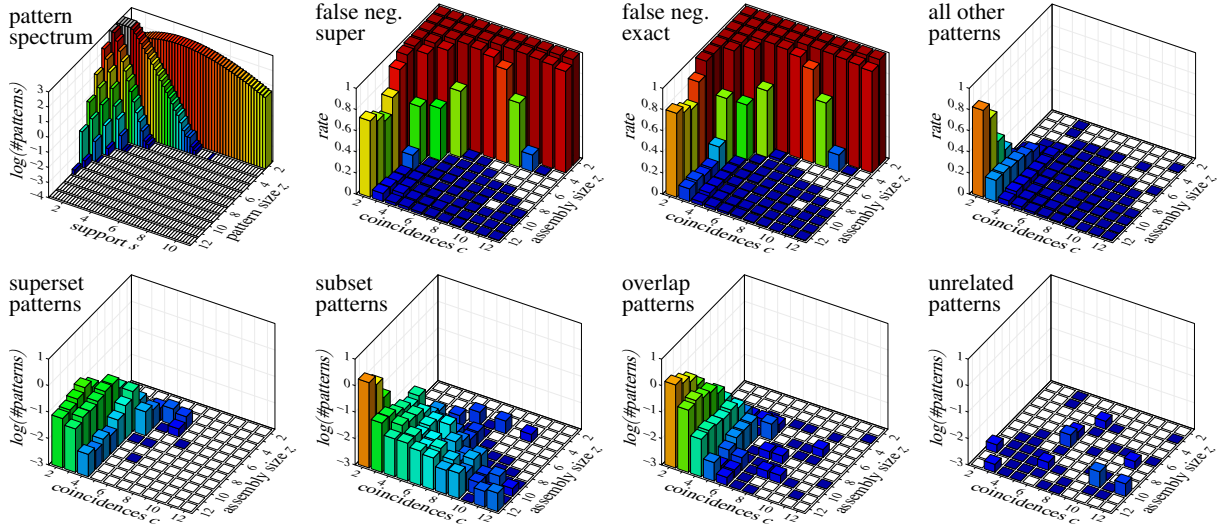
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 1.0)$



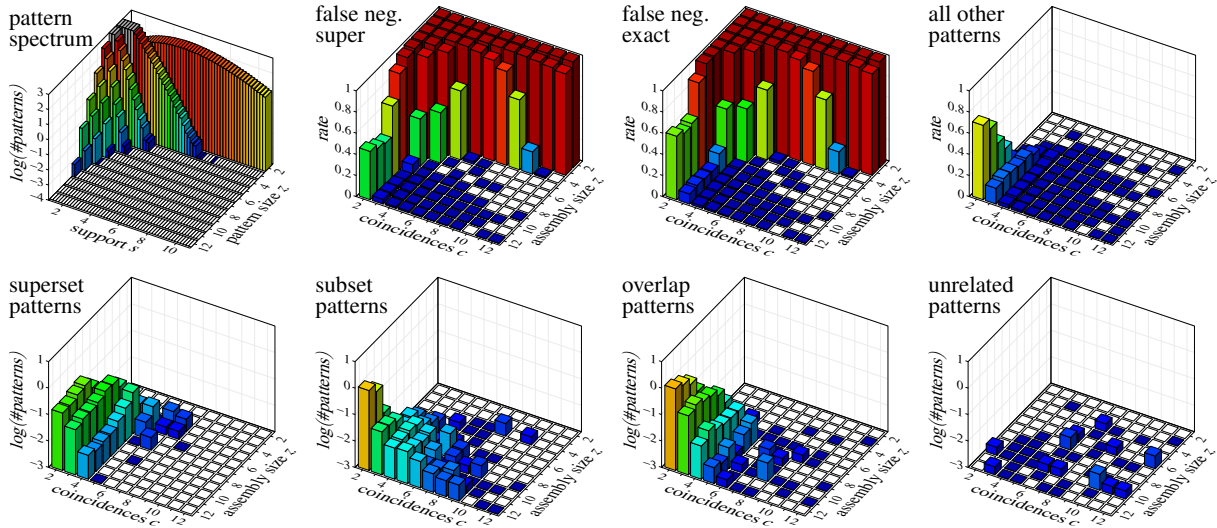
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot (c + 1.0)$



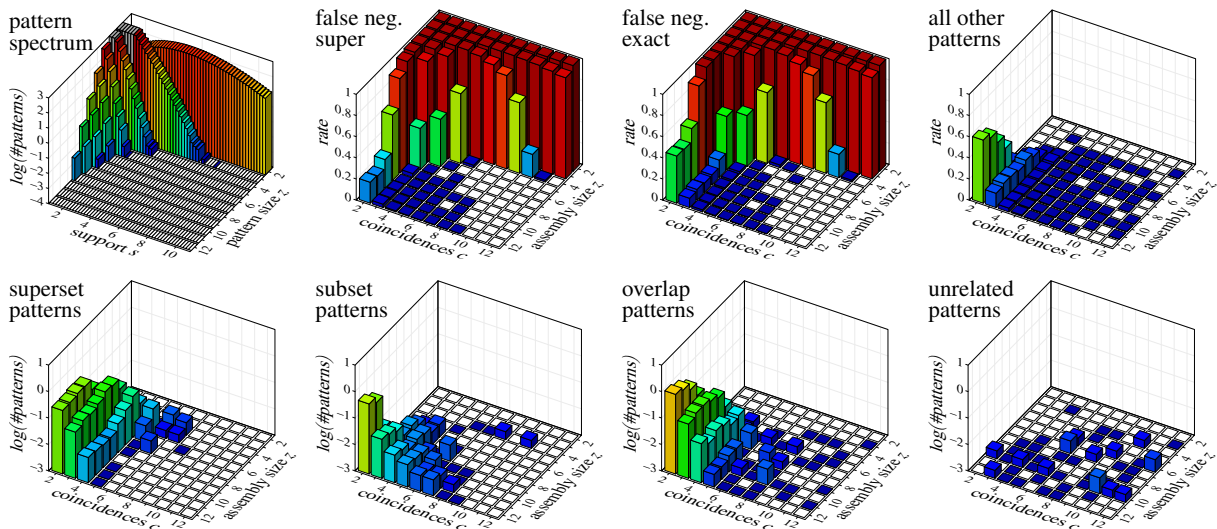
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 1.0)$



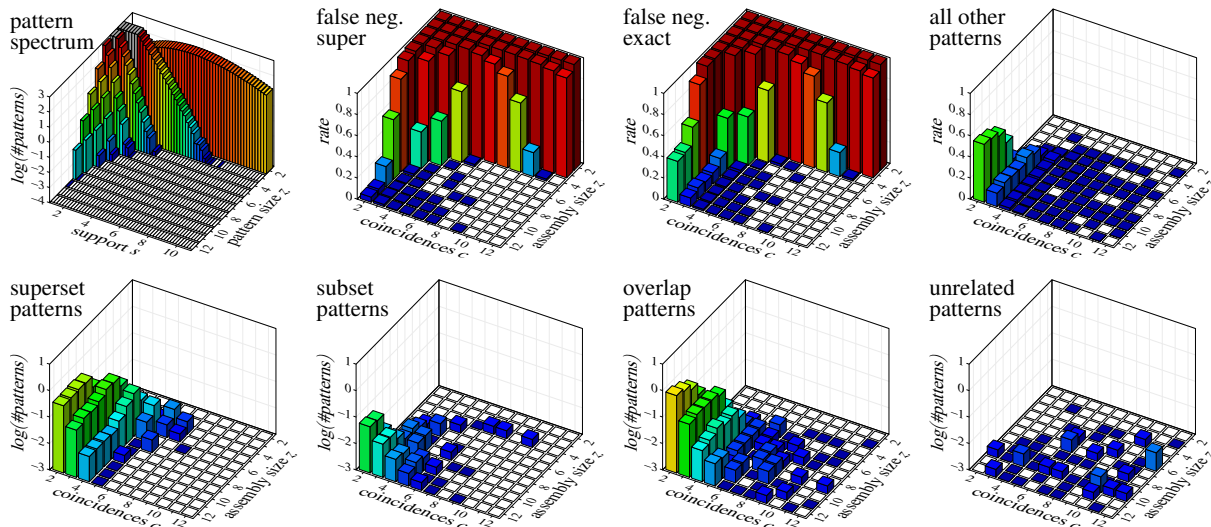
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 1.0)$



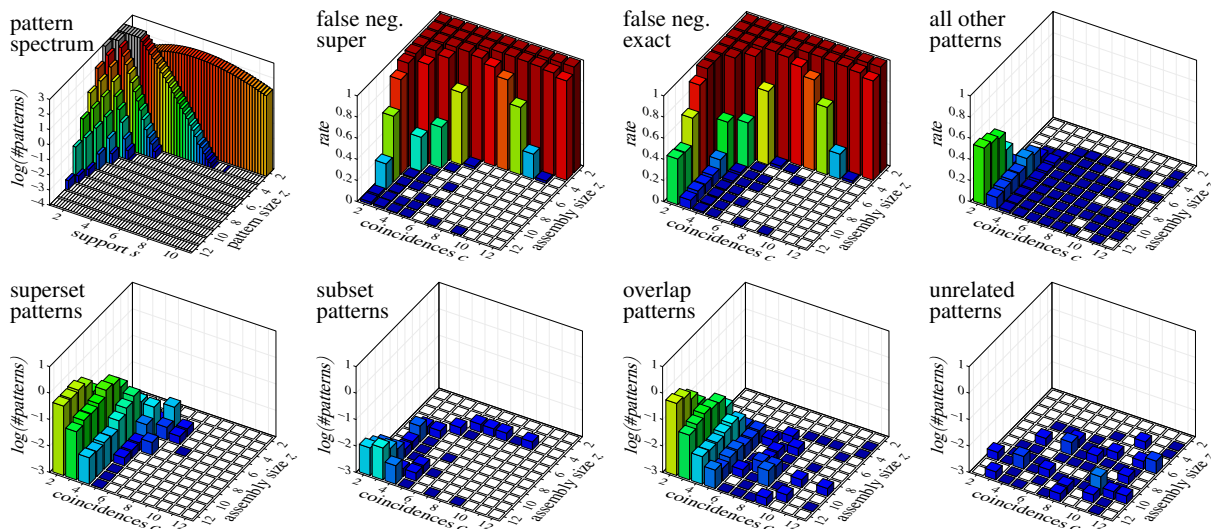
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 1.0)$



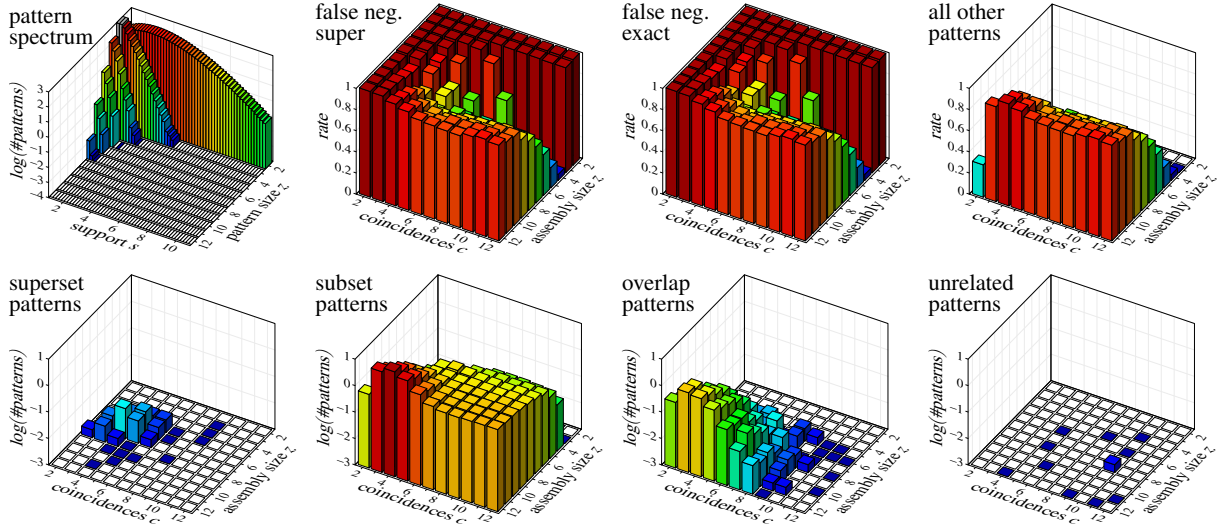
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 1.0)$



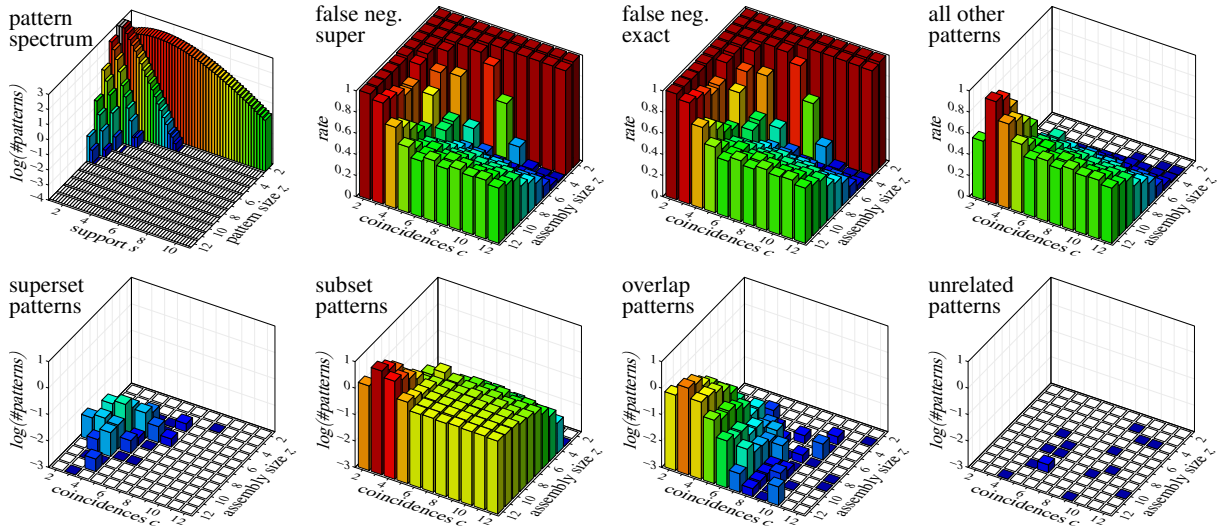
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 1.0)$



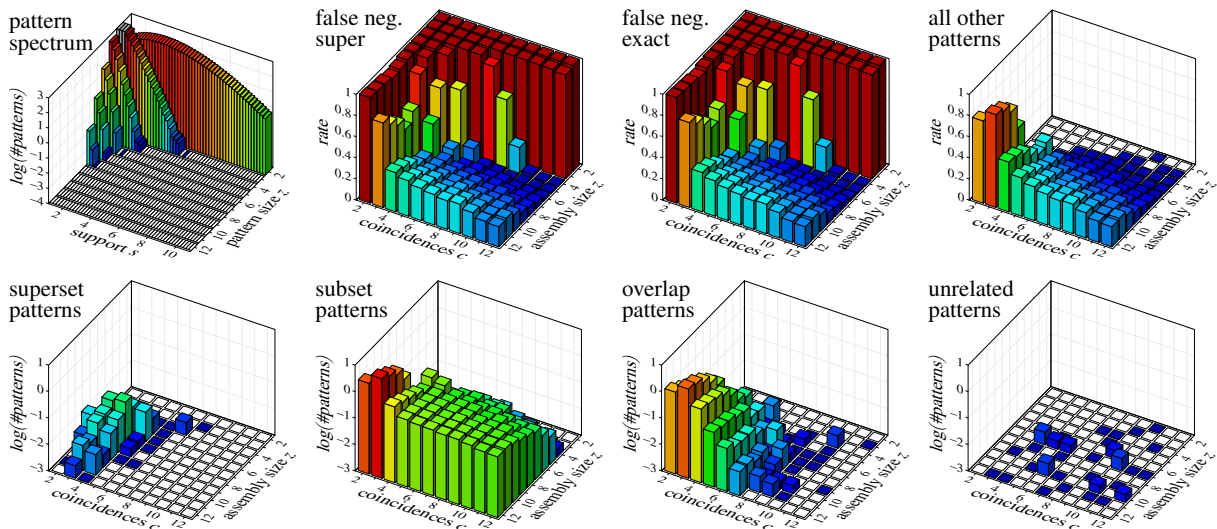
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 1.2)$



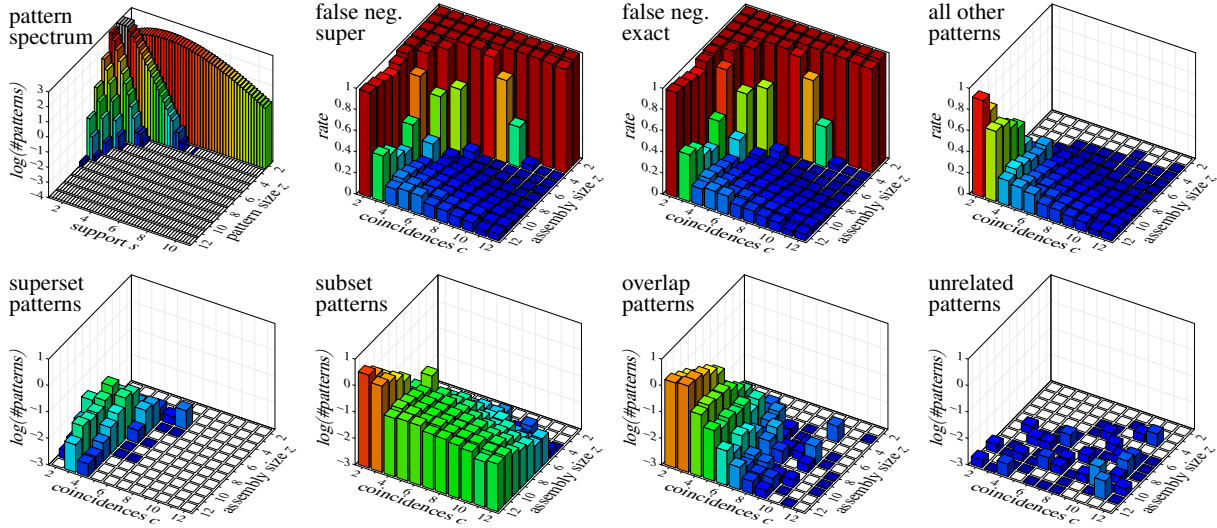
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 1.2)$



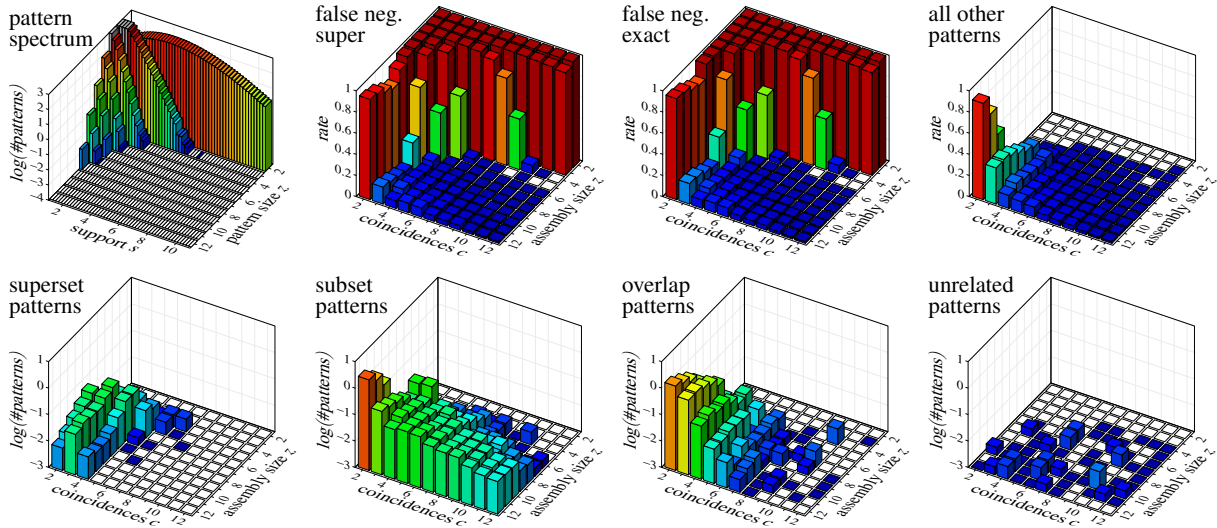
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 1.2)$



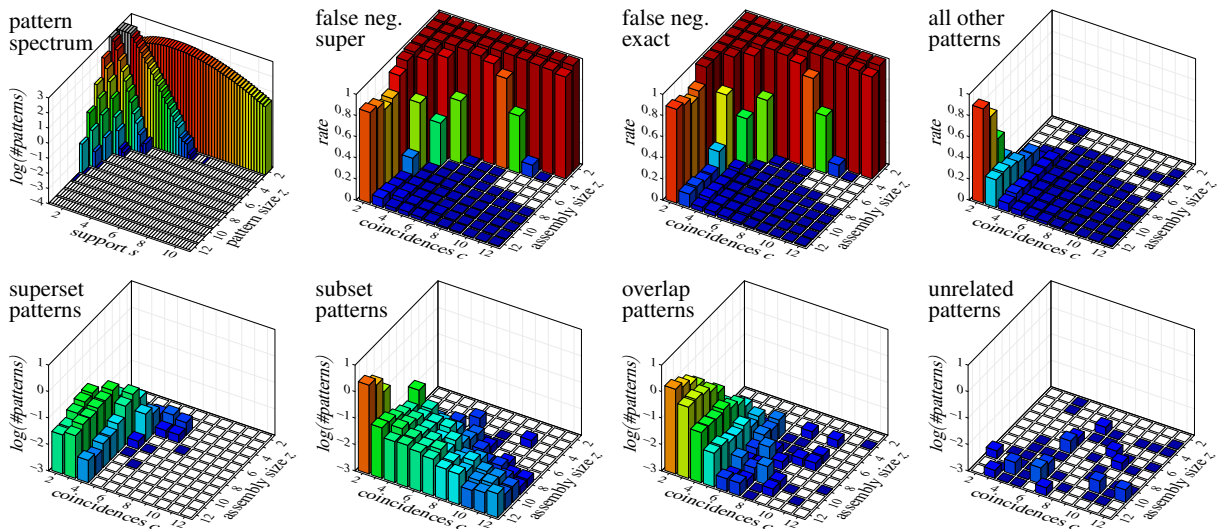
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 1.2)$



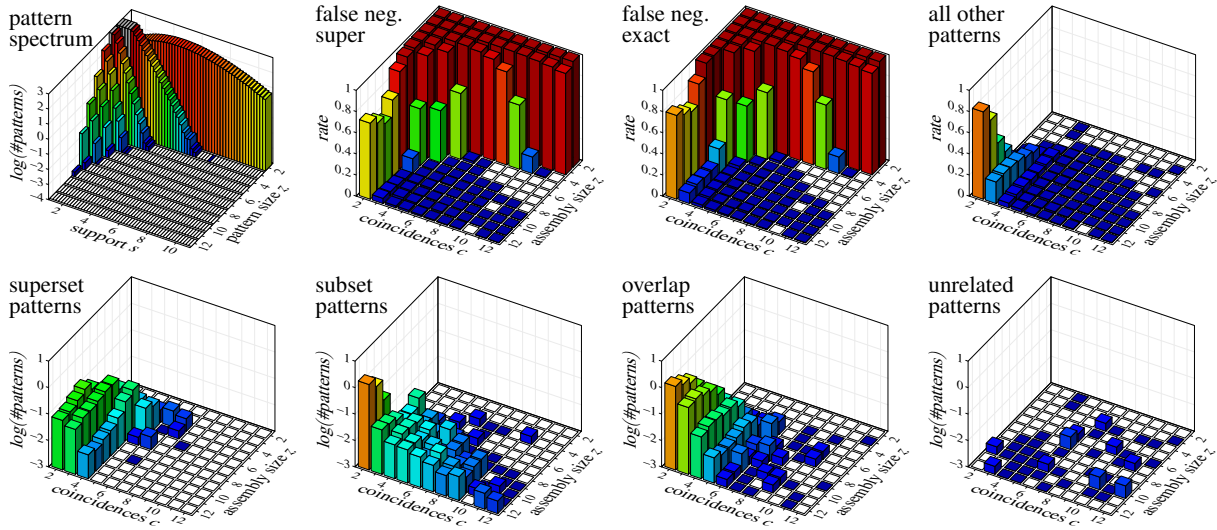
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 1.2)$



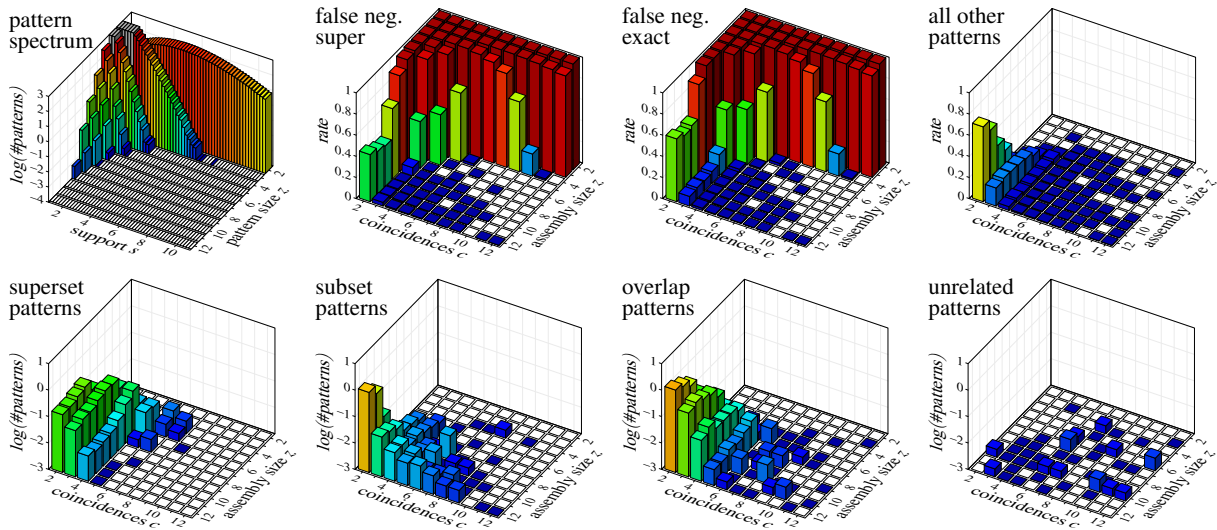
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot (c + 1.2)$



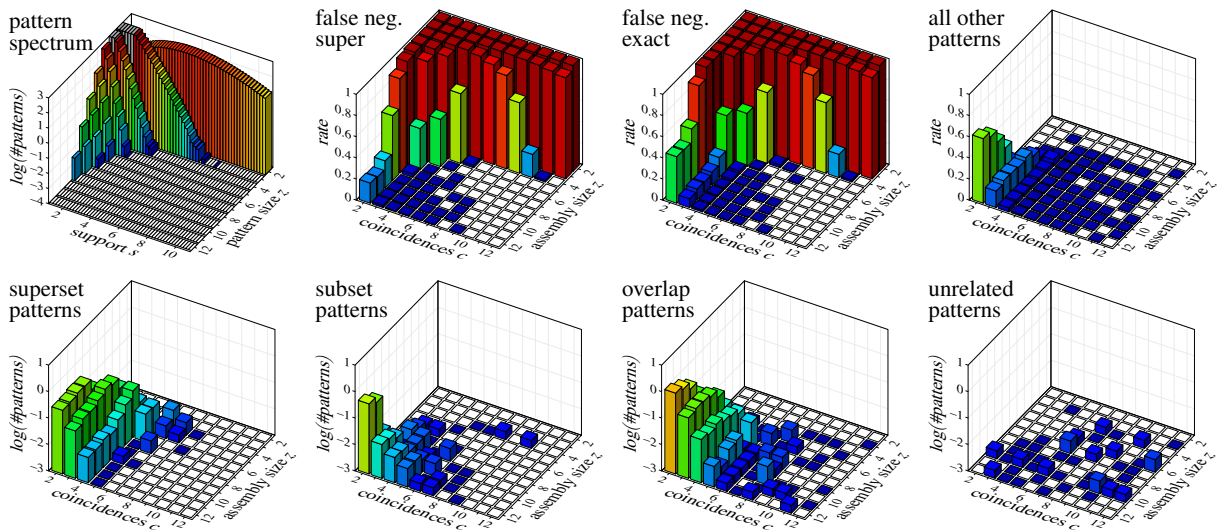
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 1.2)$



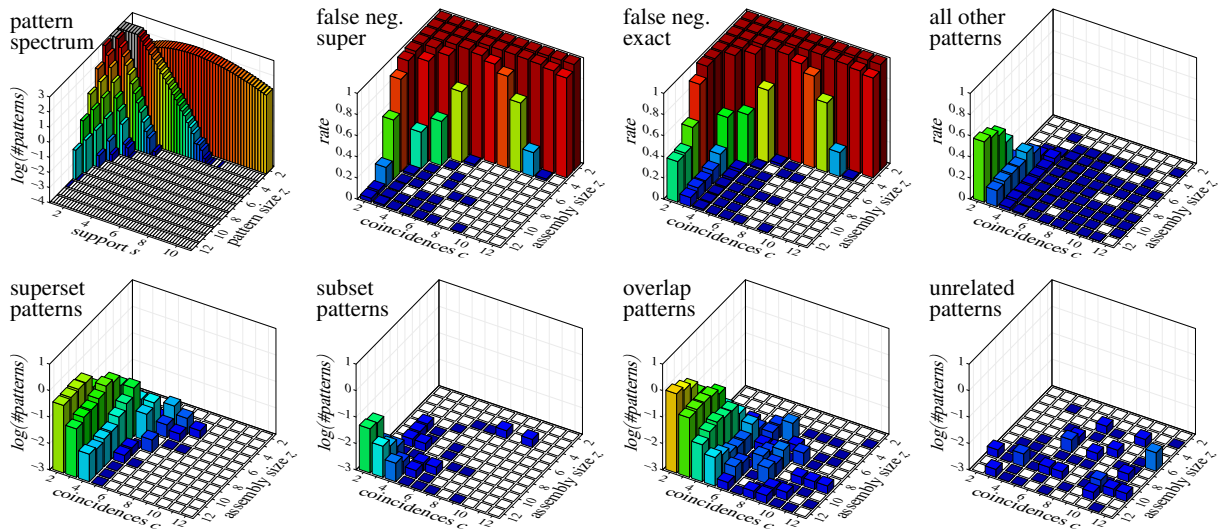
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 1.2)$



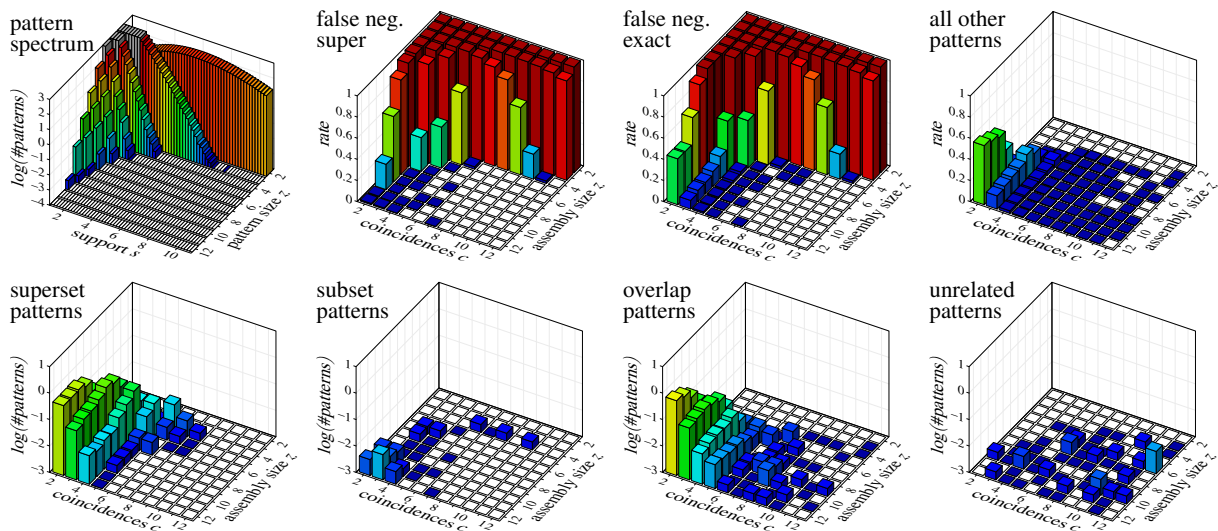
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 1.2)$



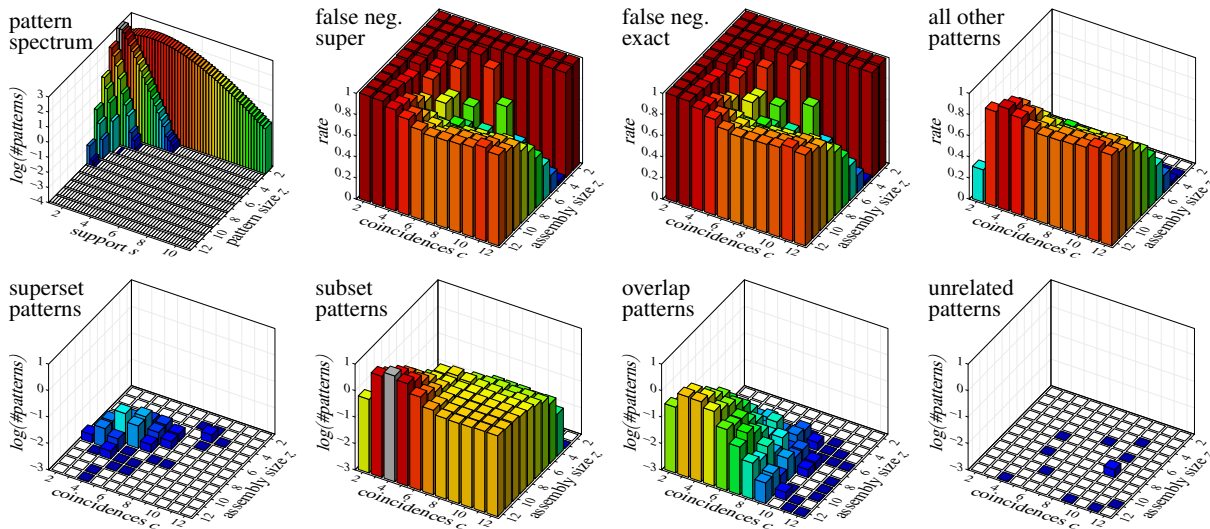
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 1.2)$



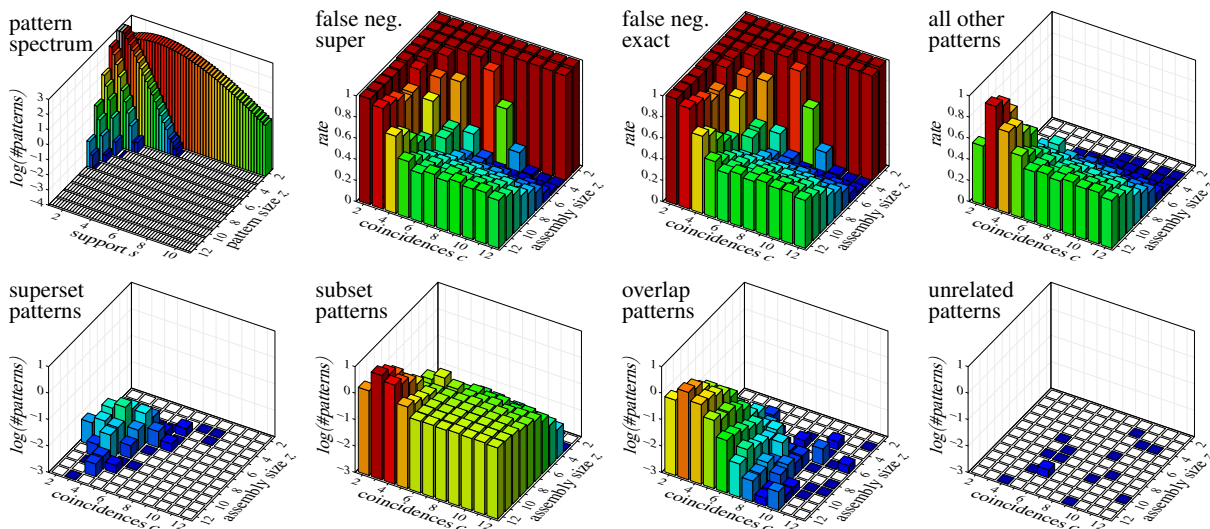
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 1.2)$



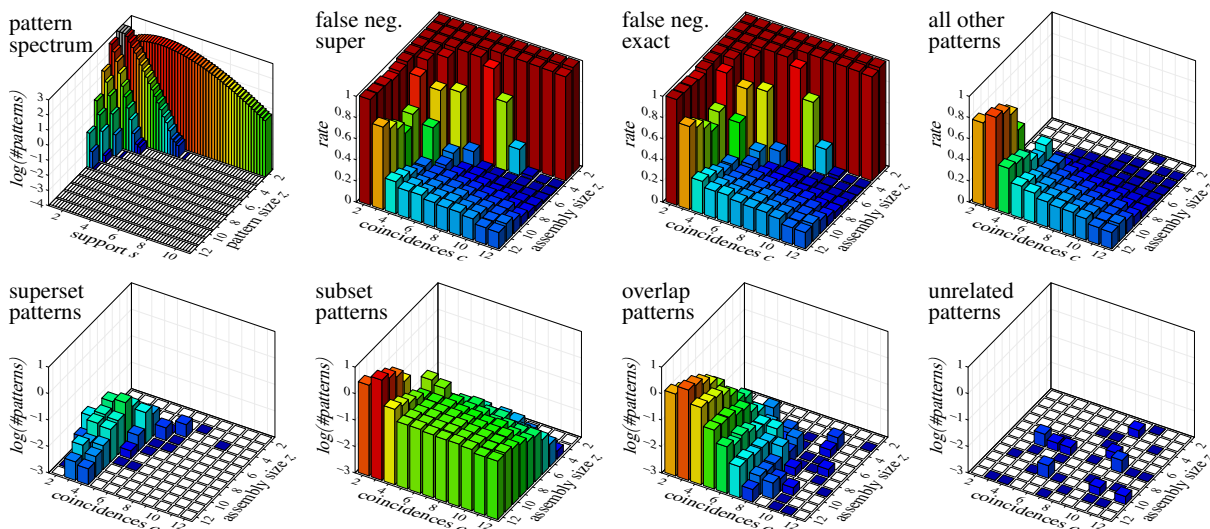
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 1.4)$



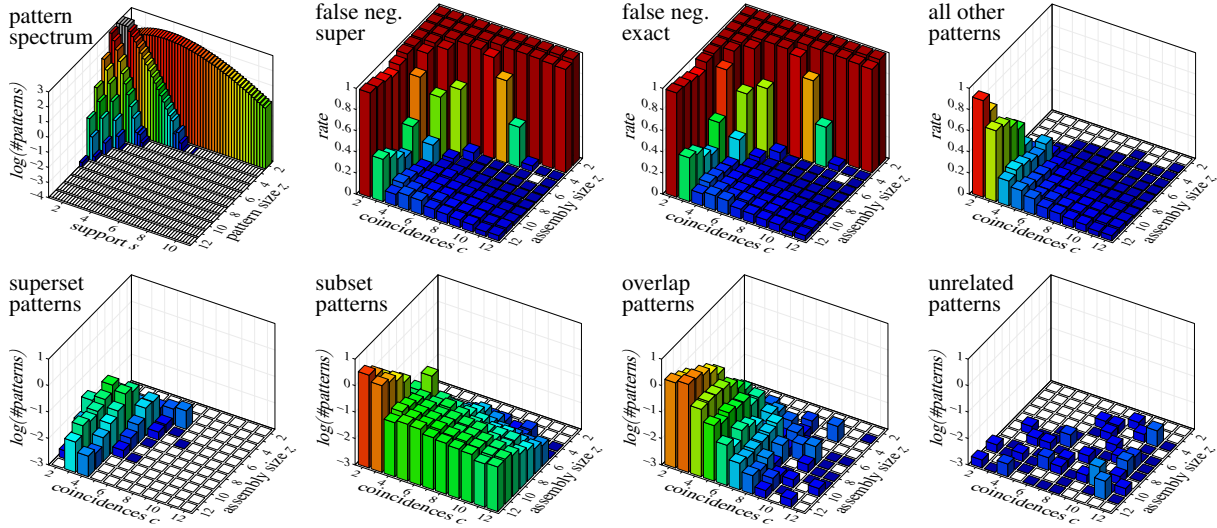
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 1.4)$



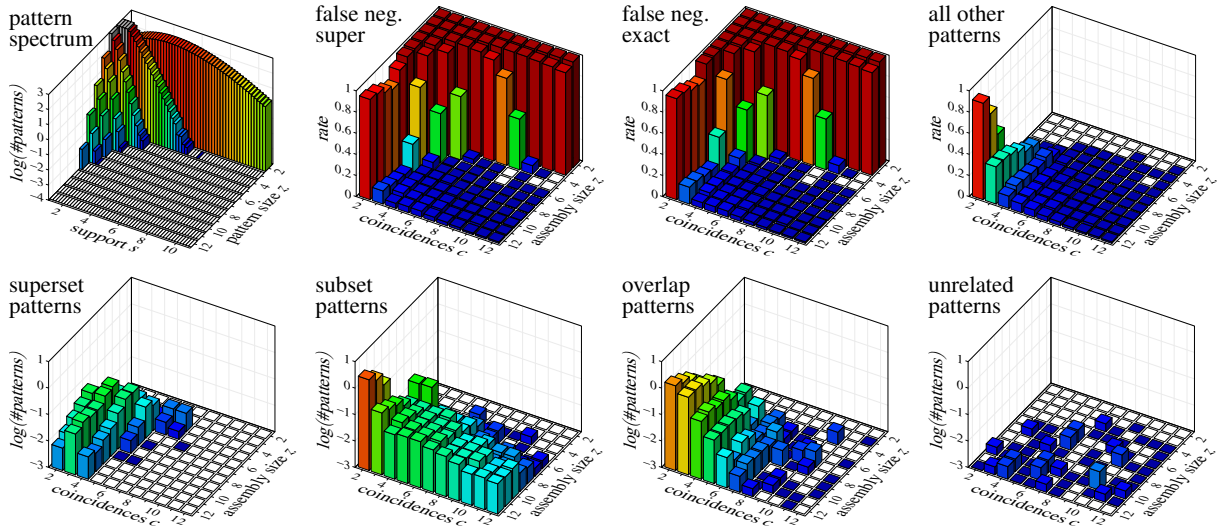
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 1.4)$



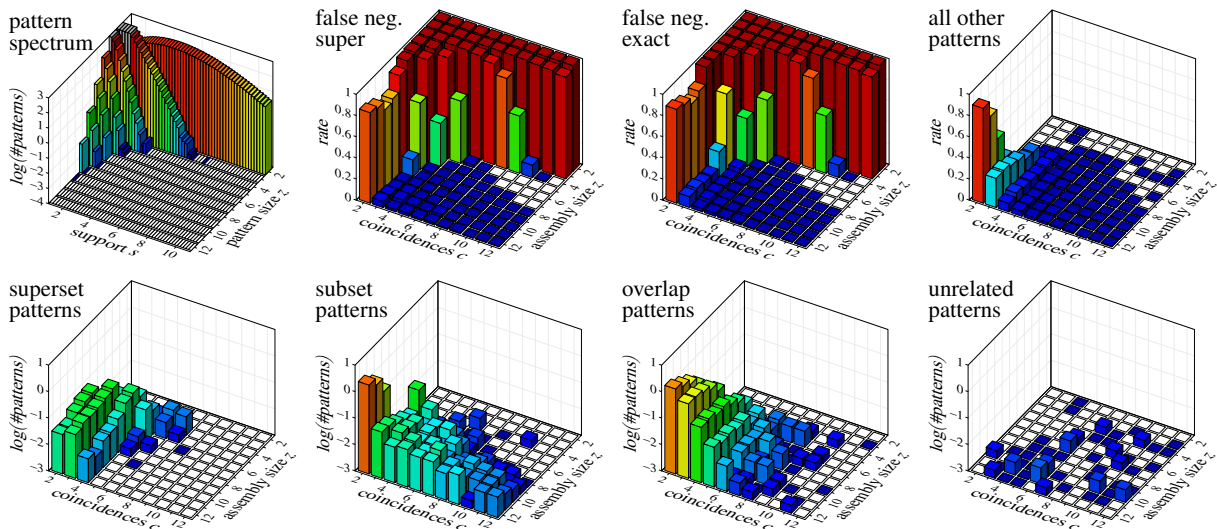
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 1.4)$



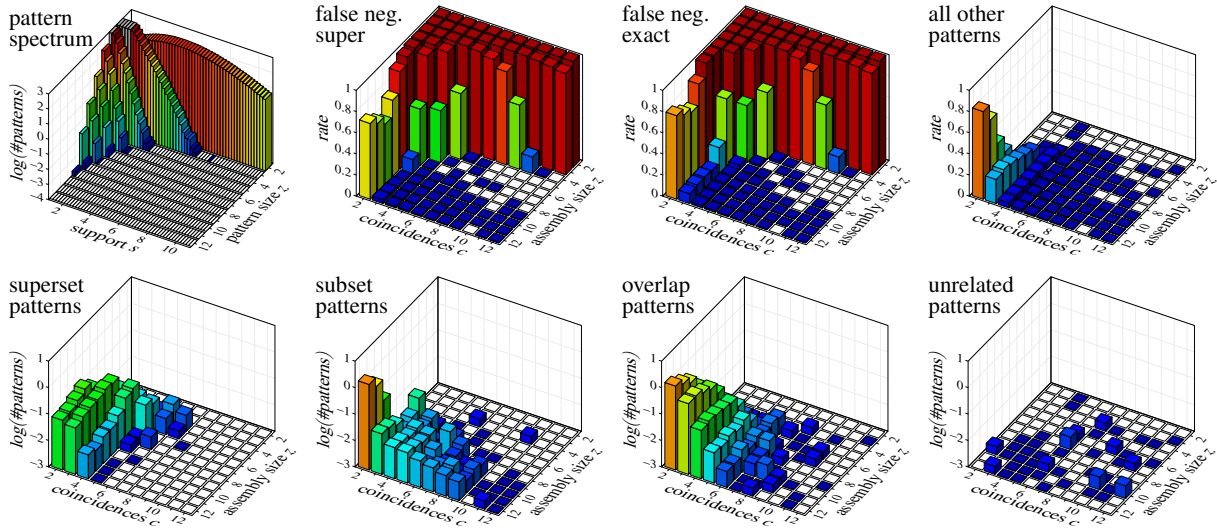
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 1.4)$



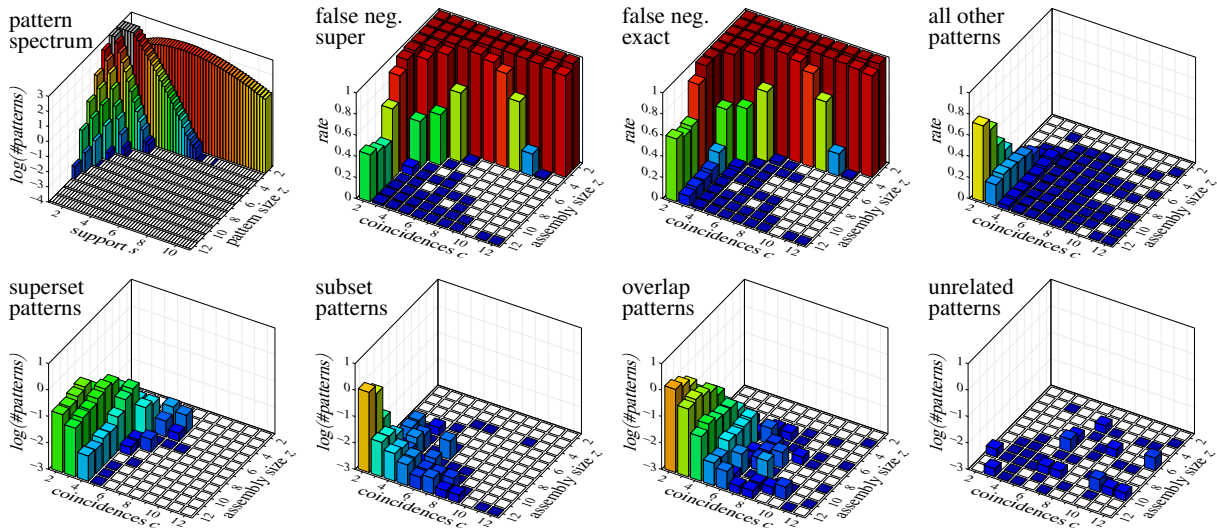
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot (c + 1.4)$



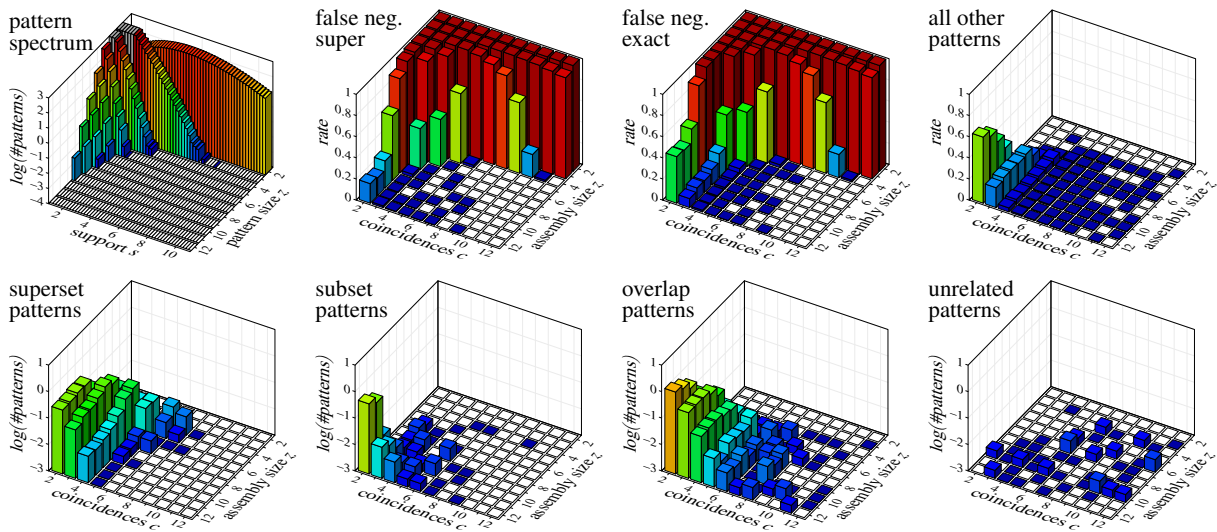
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 1.4)$



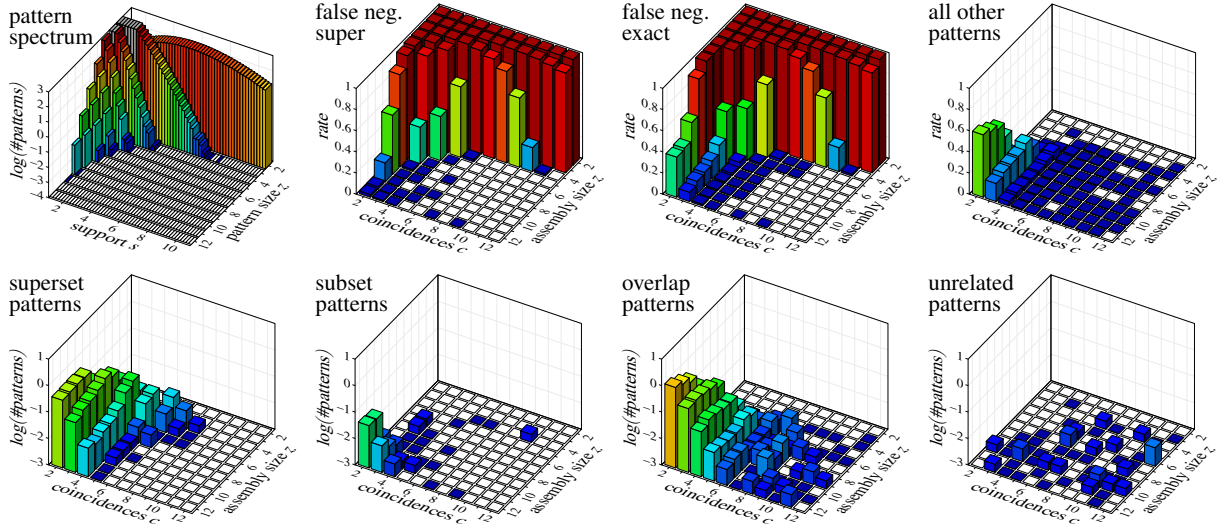
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 1.4)$



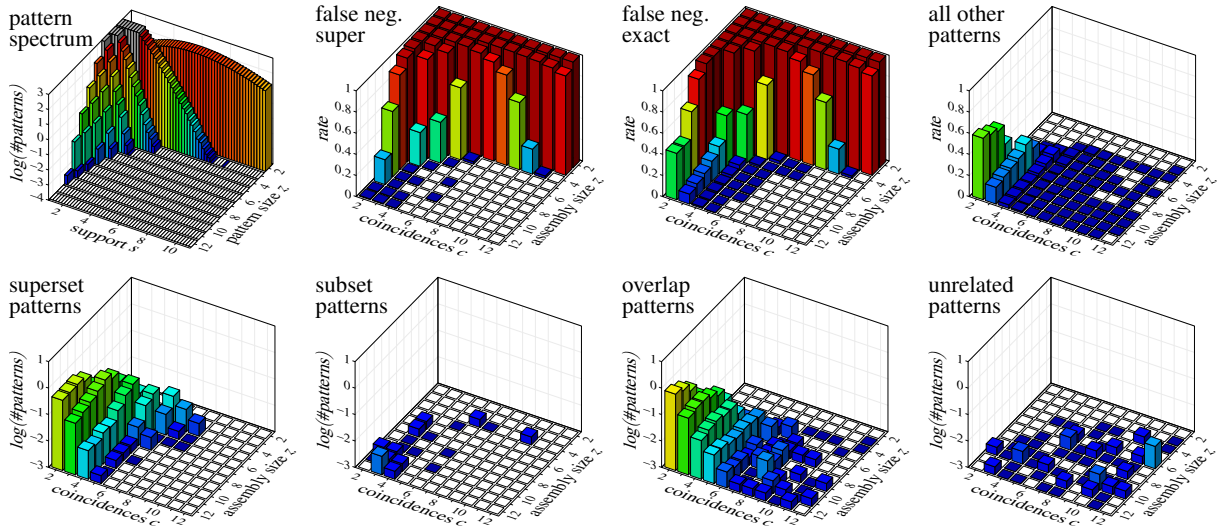
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 1.4)$



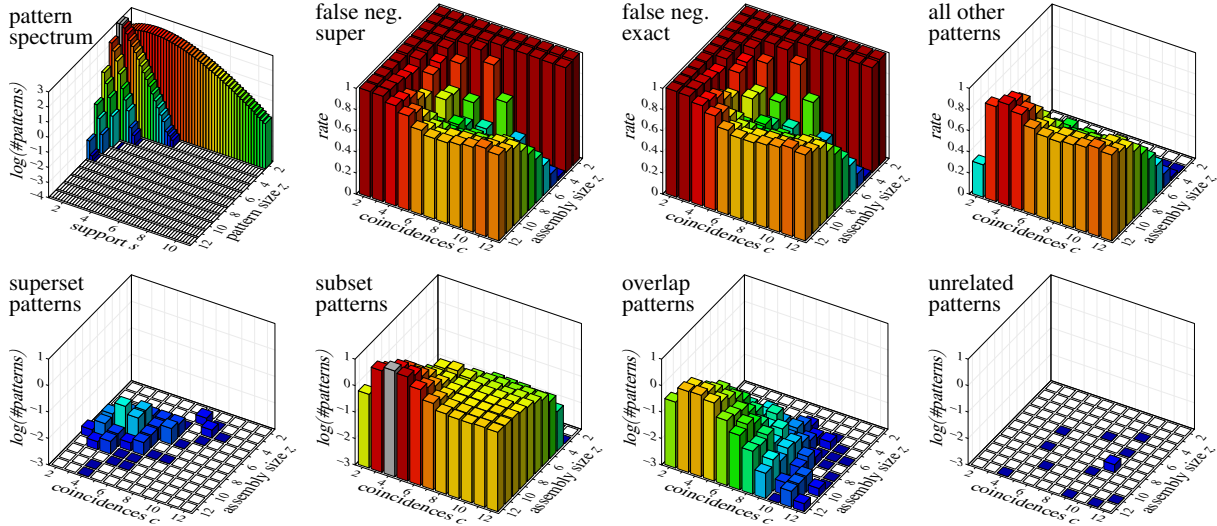
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 1.4)$



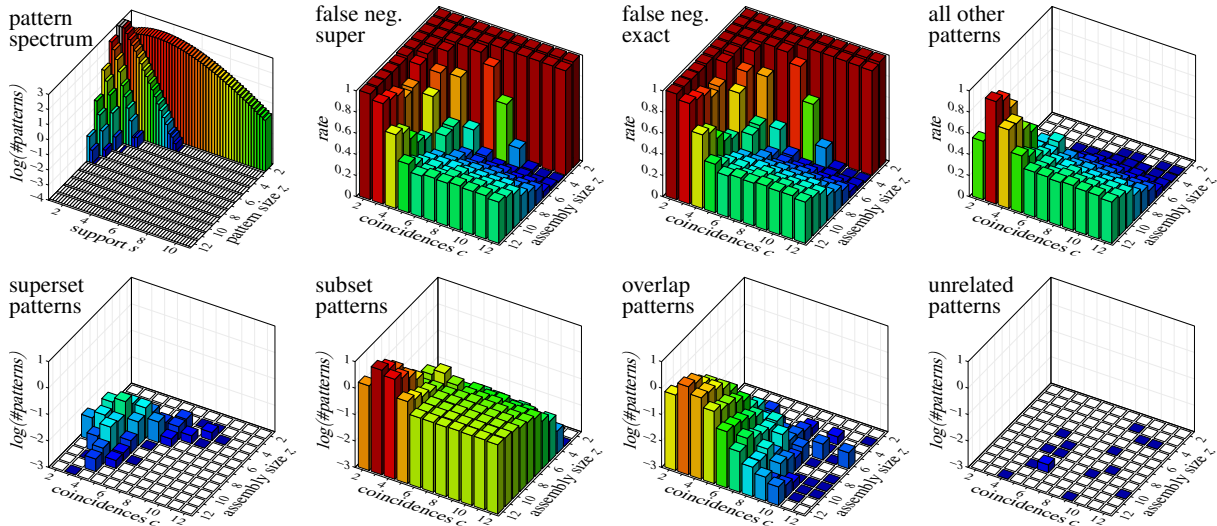
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 1.4)$



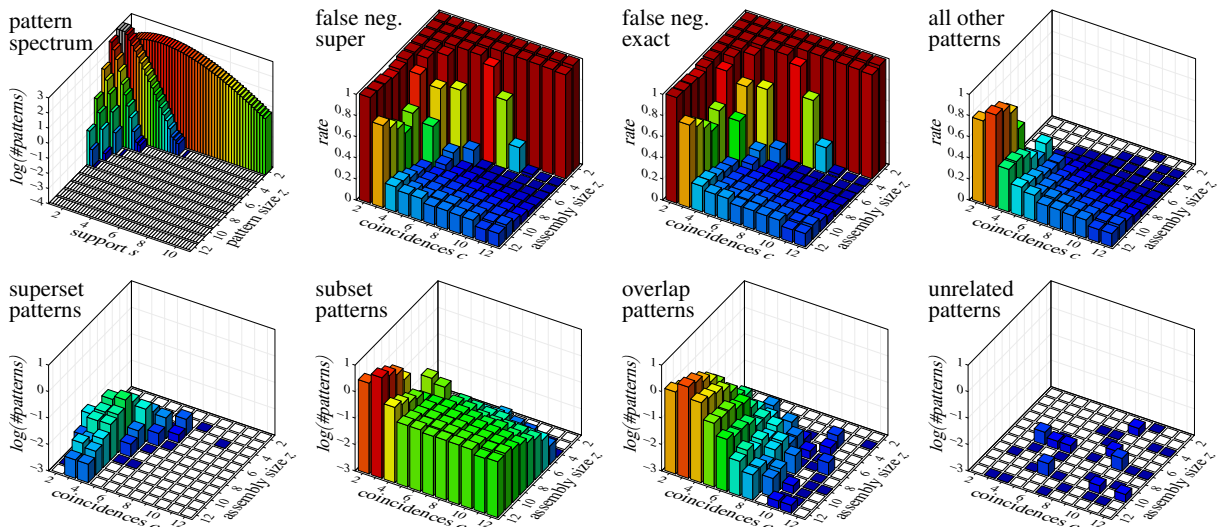
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 1.6)$



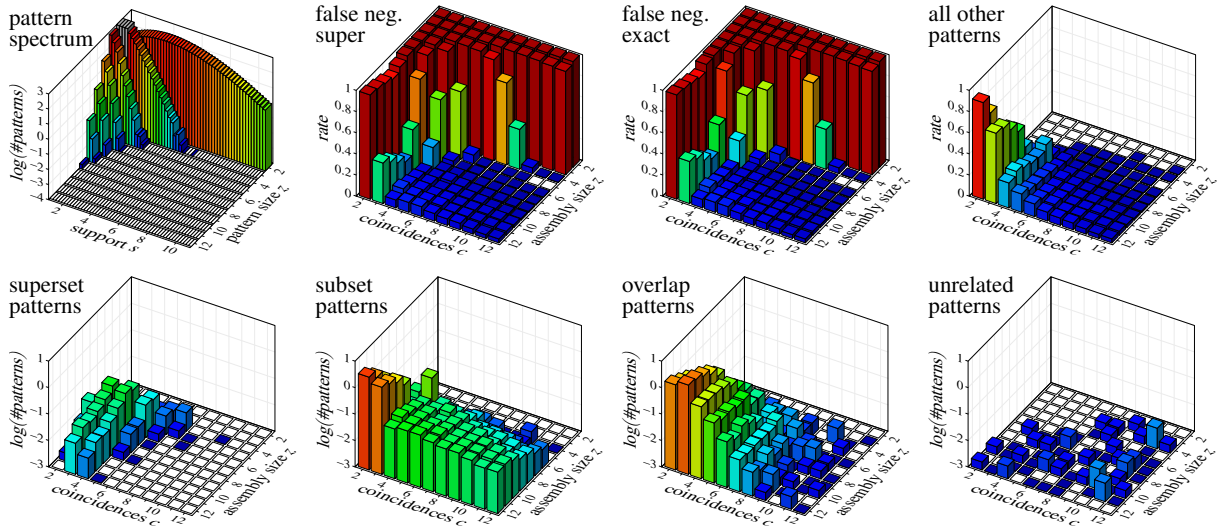
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 1.6)$



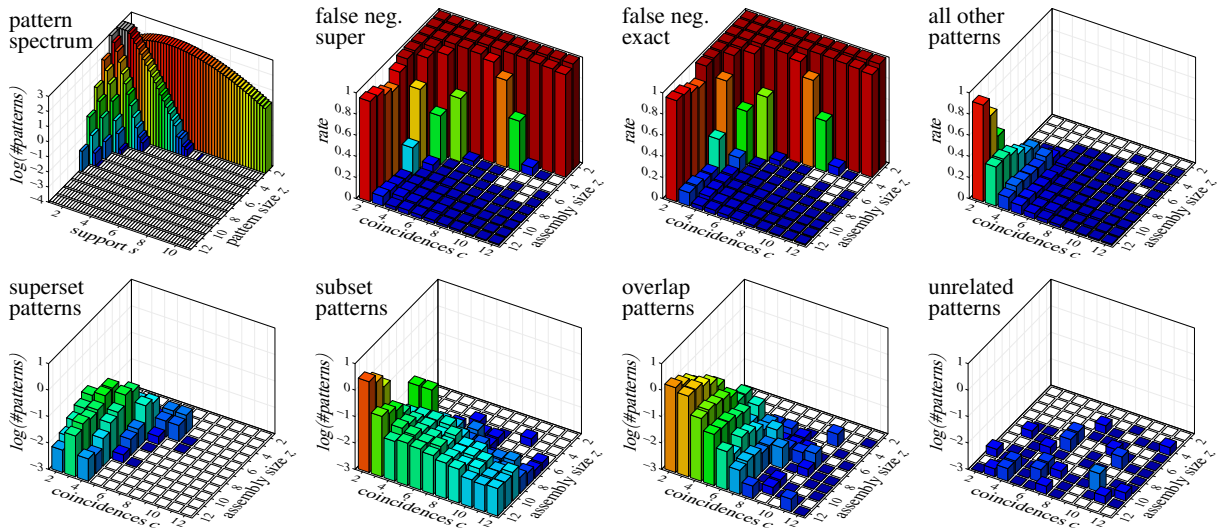
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 1.6)$



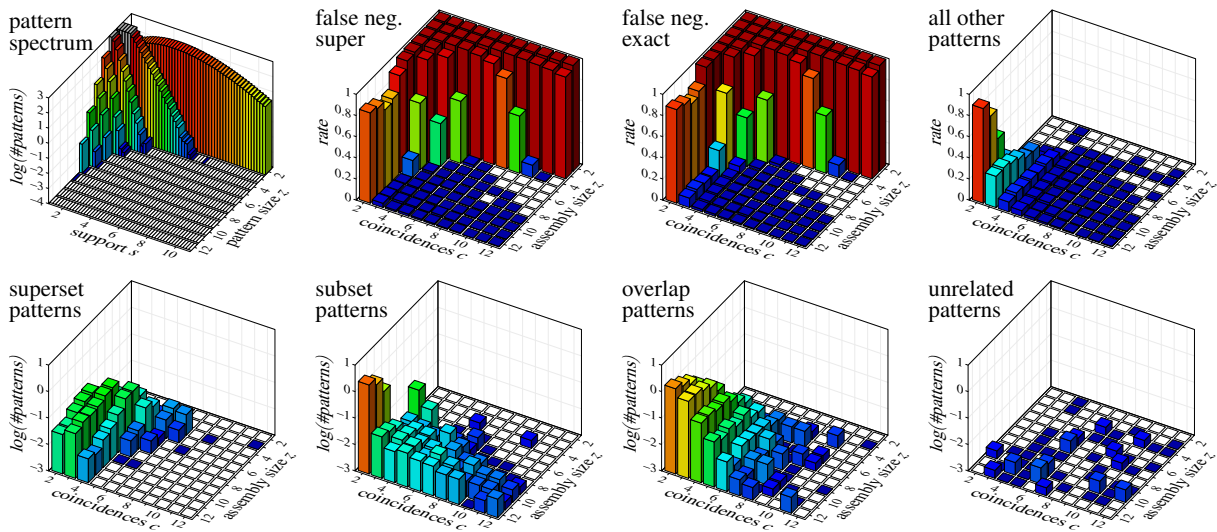
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 1.6)$



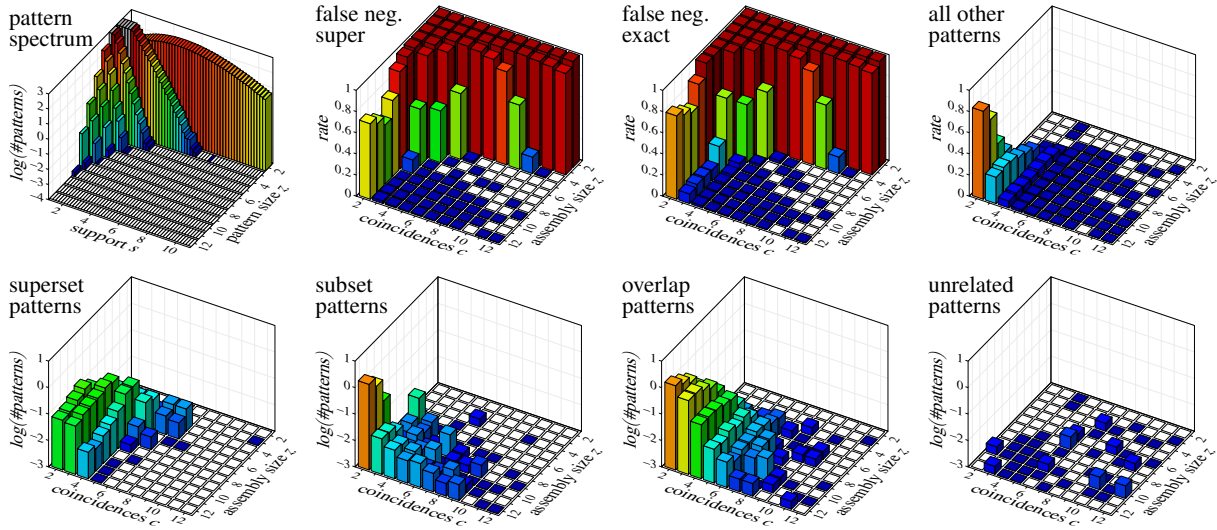
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 1.6)$



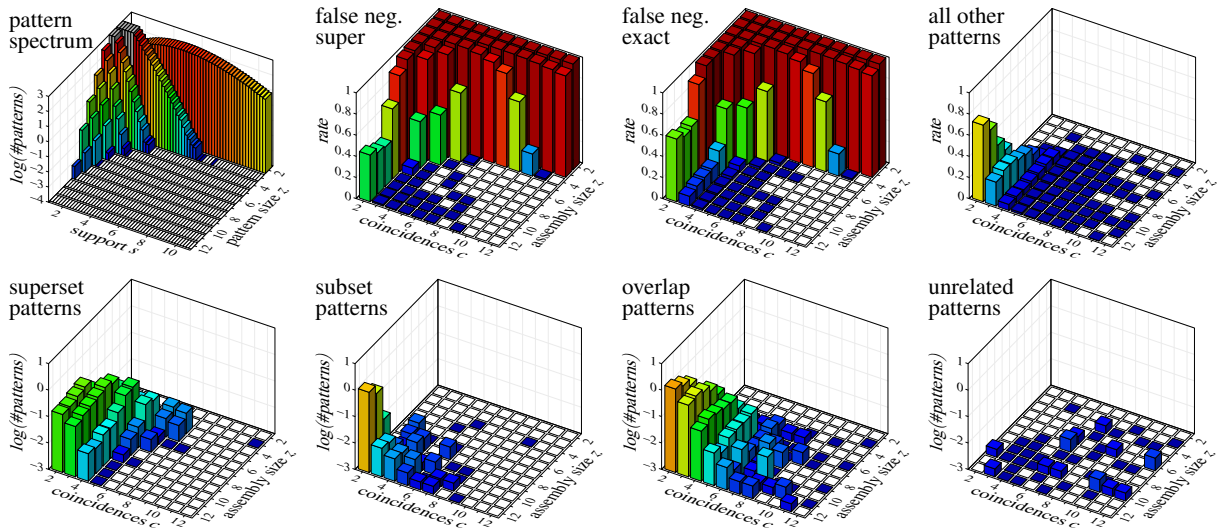
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot (c + 1.6)$



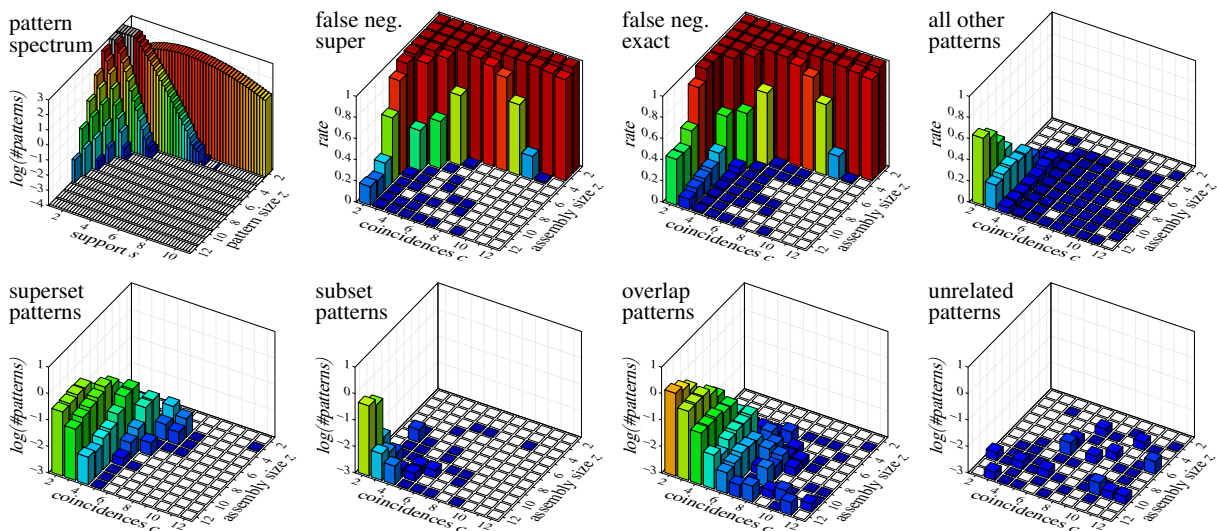
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 1.6)$



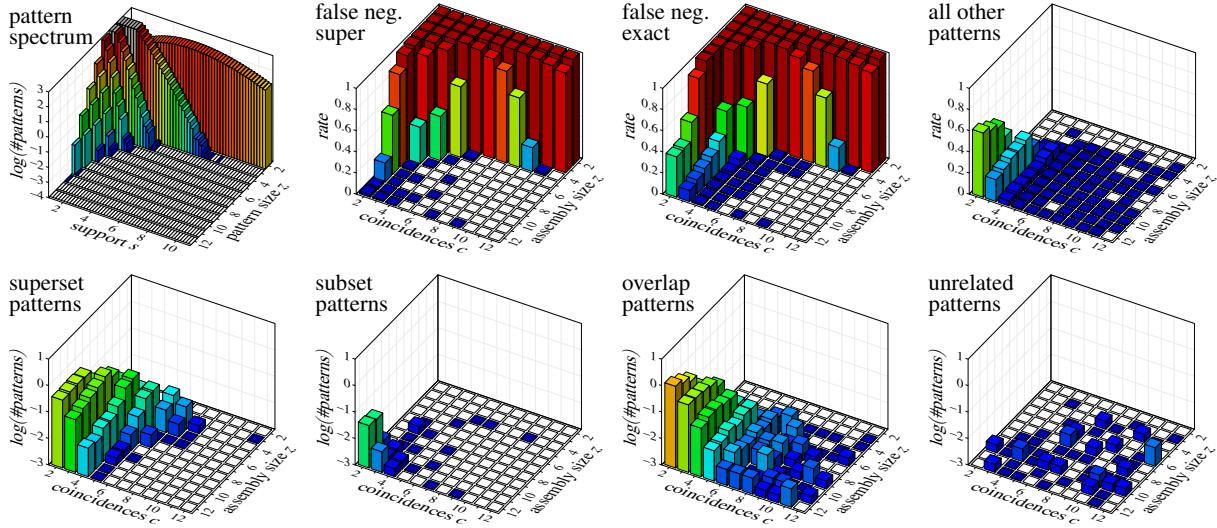
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 1.6)$



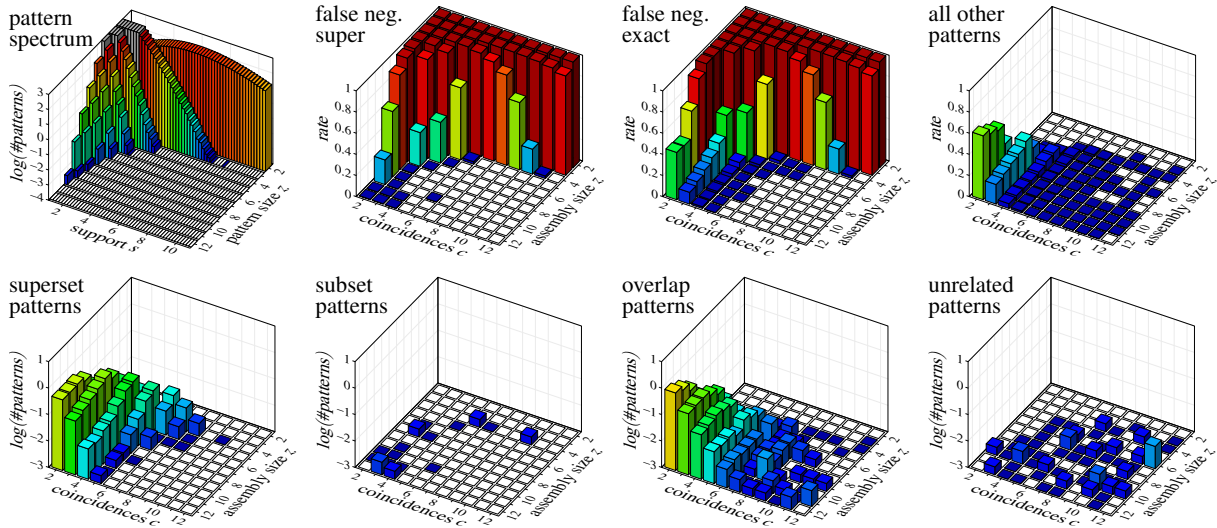
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 1.6)$



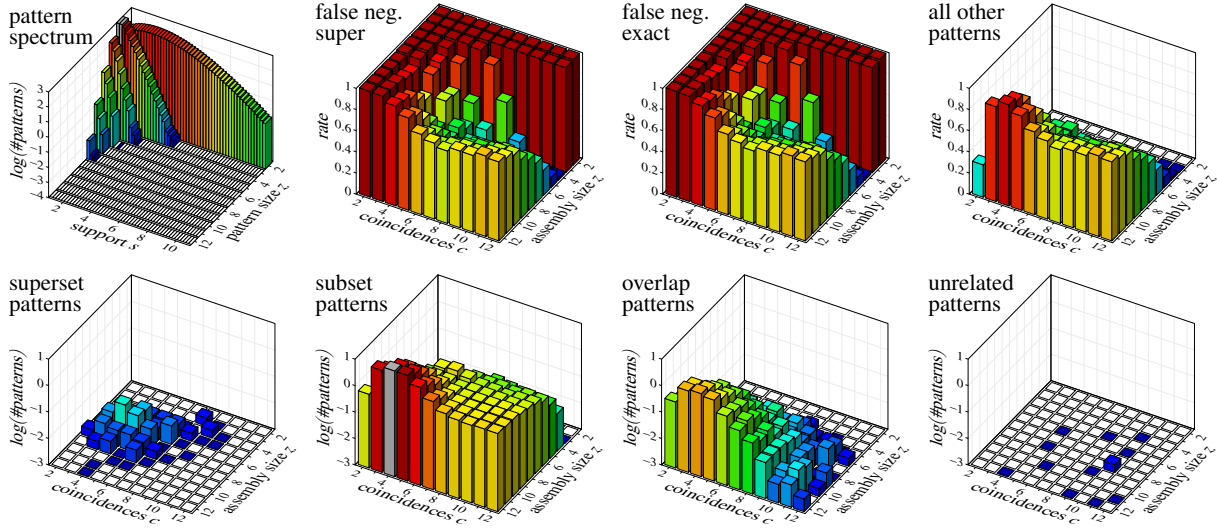
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 1.6)$



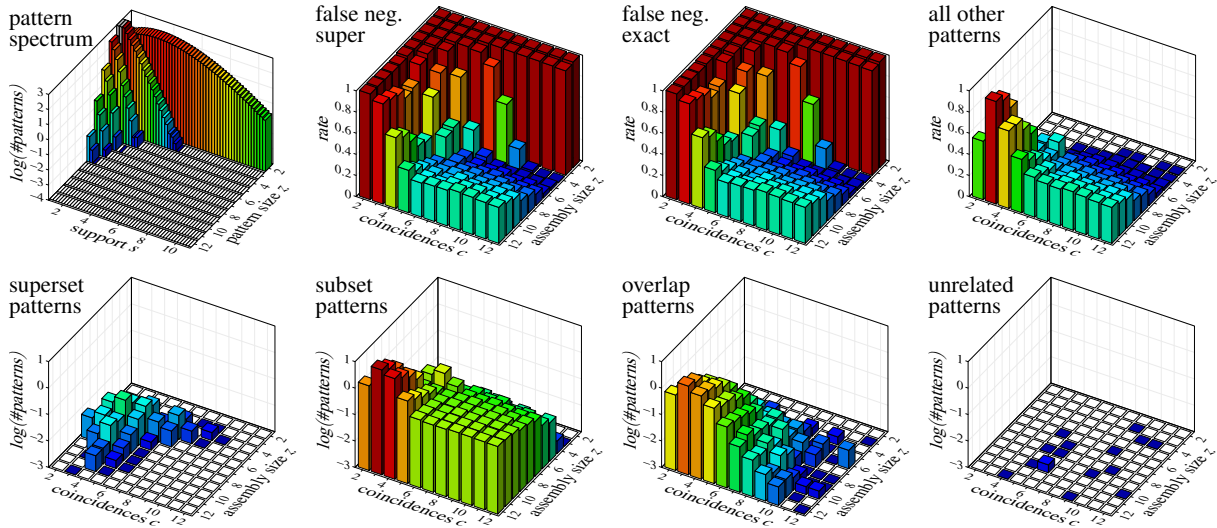
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 1.6)$



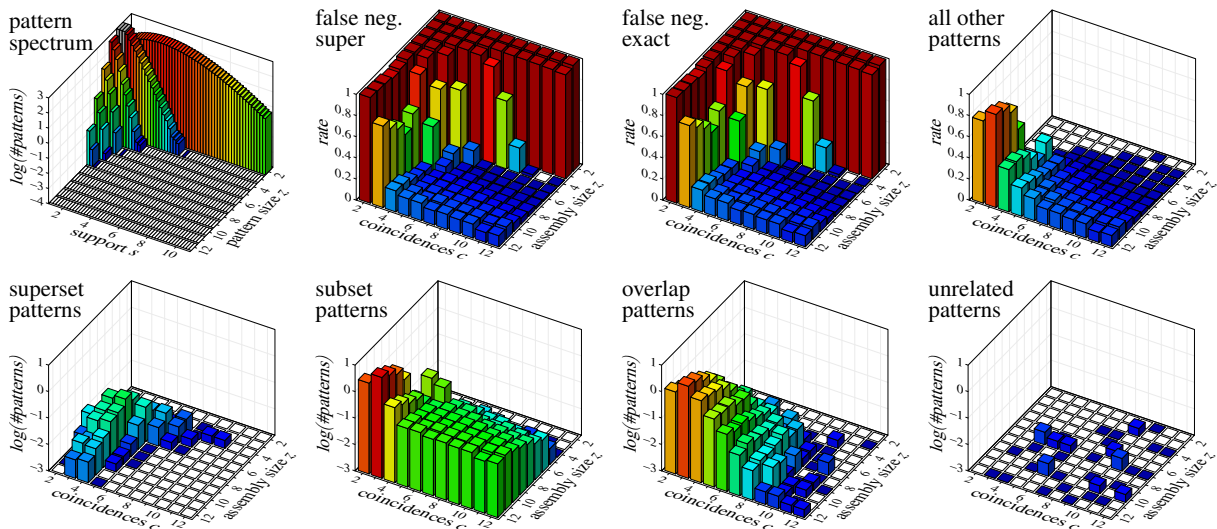
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



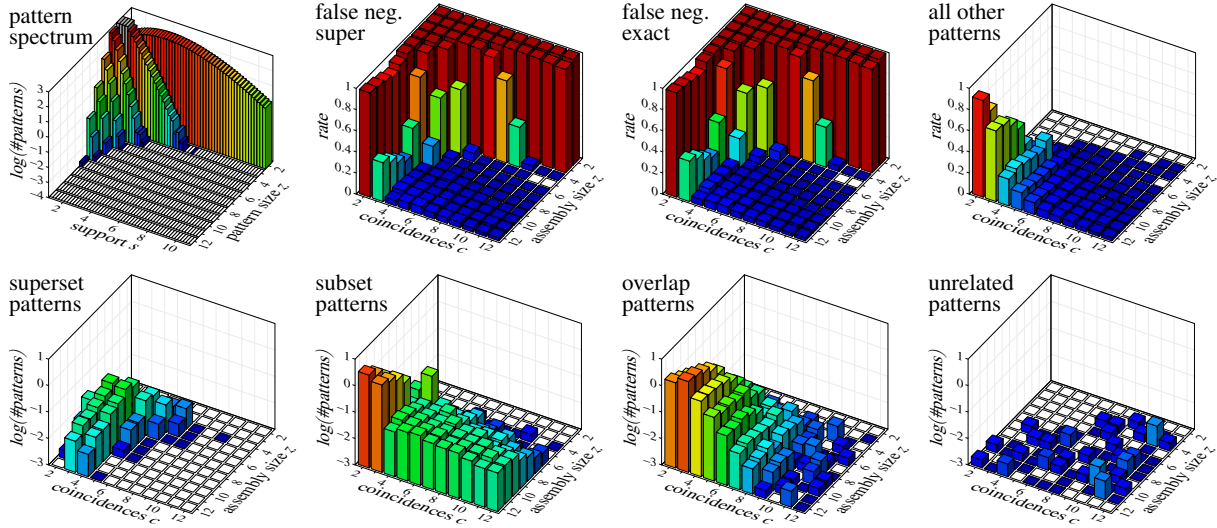
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



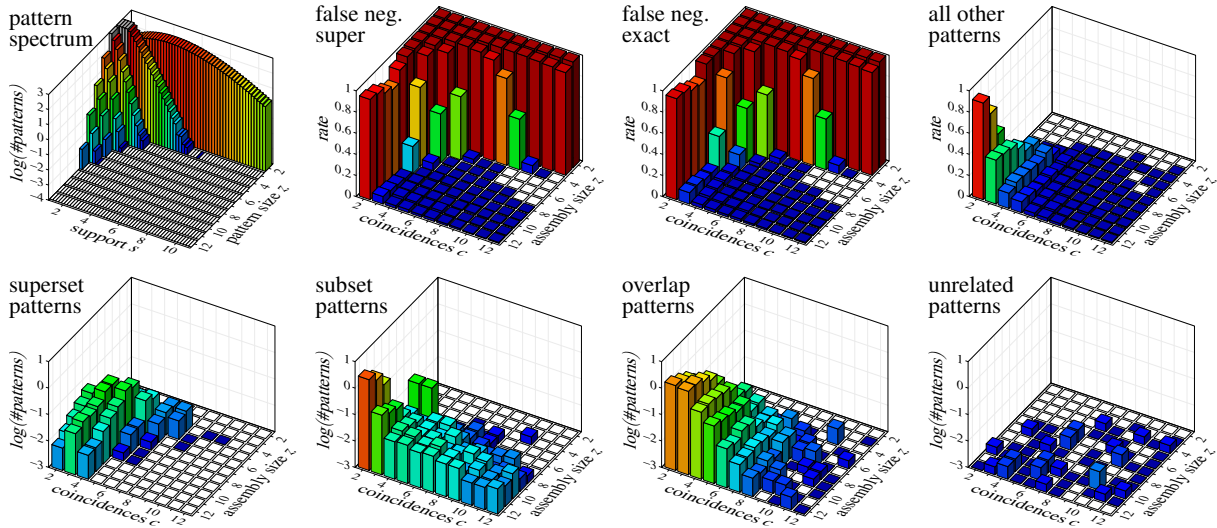
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



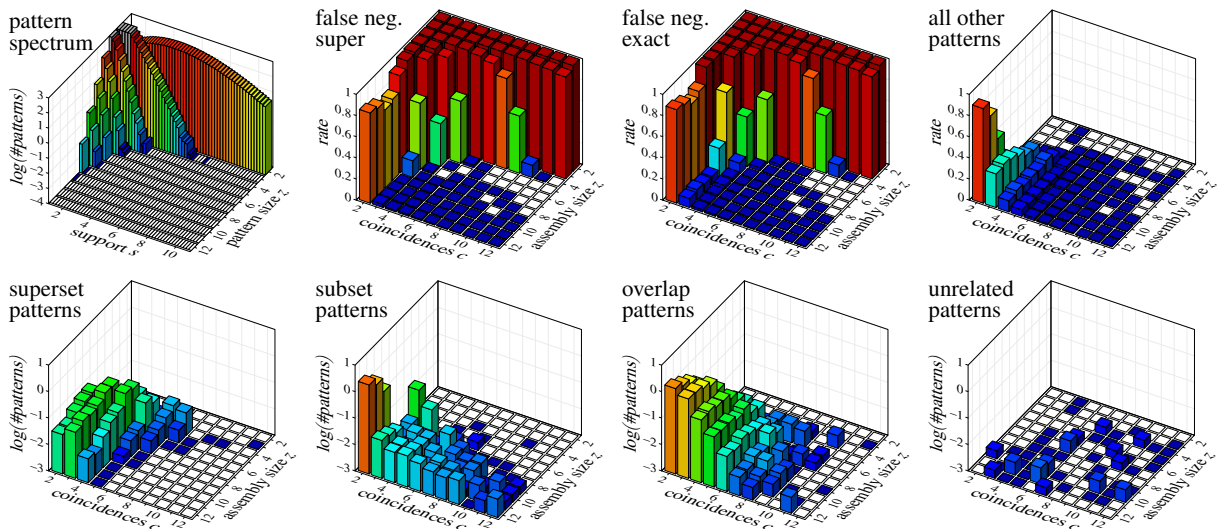
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



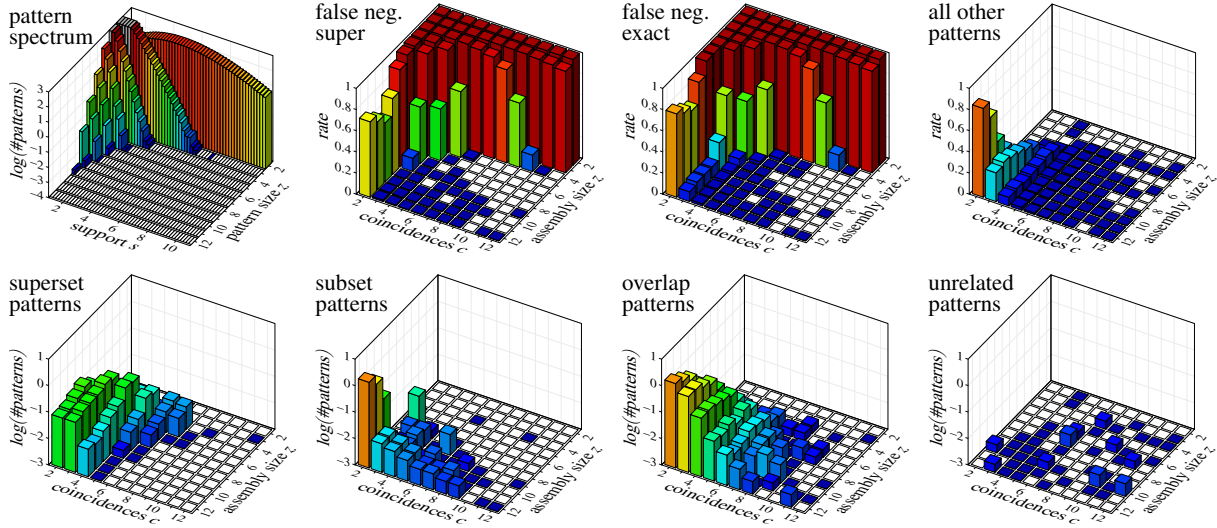
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



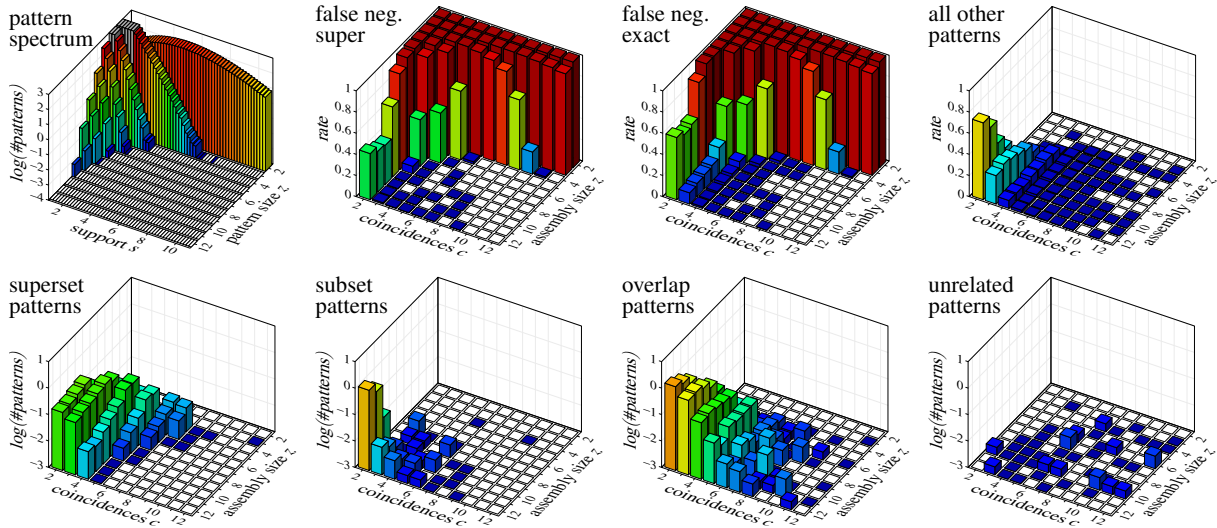
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



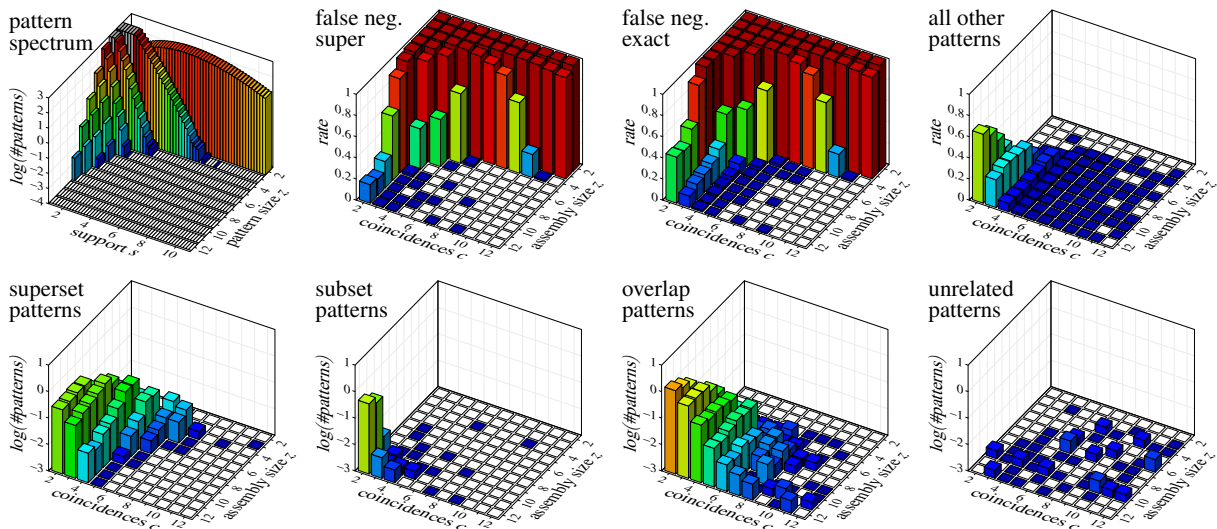
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



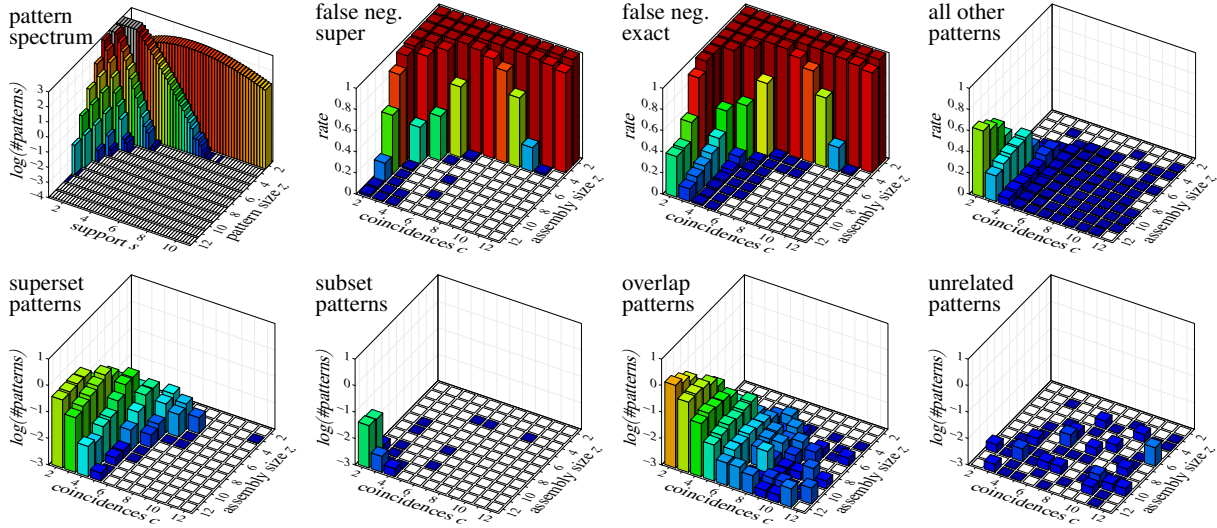
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



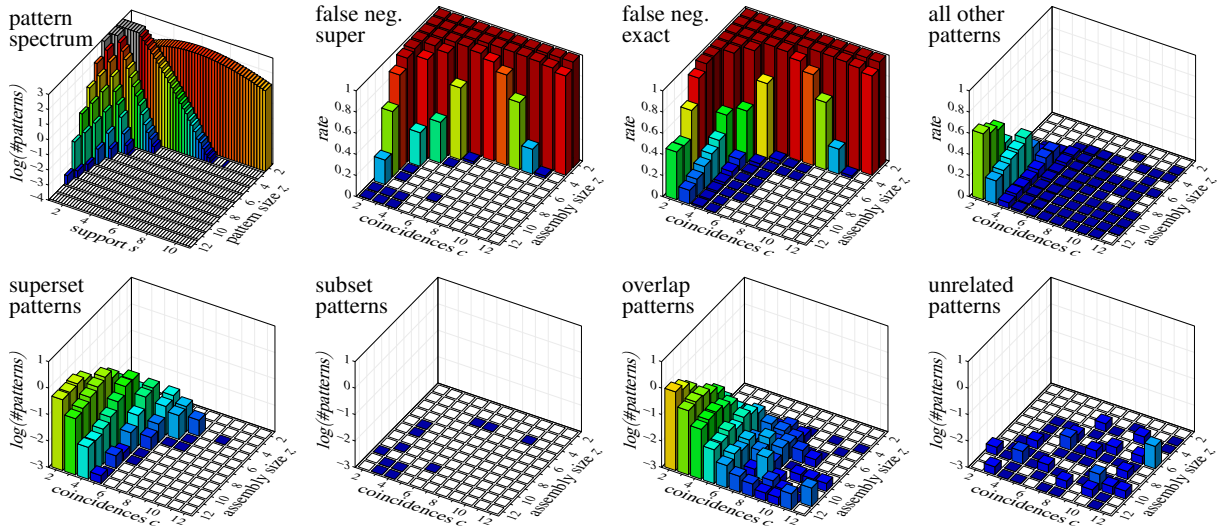
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



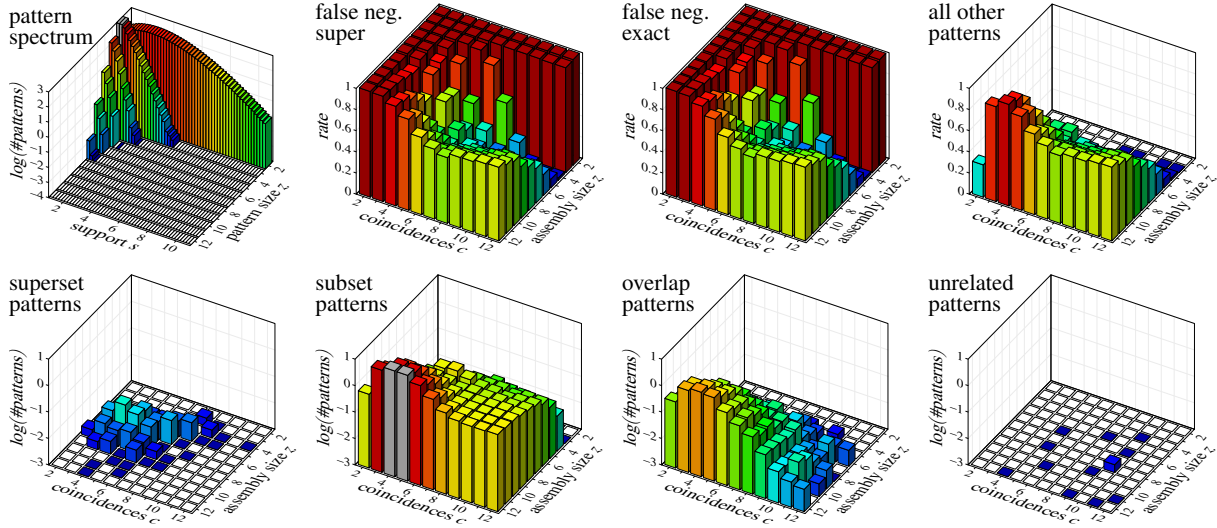
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



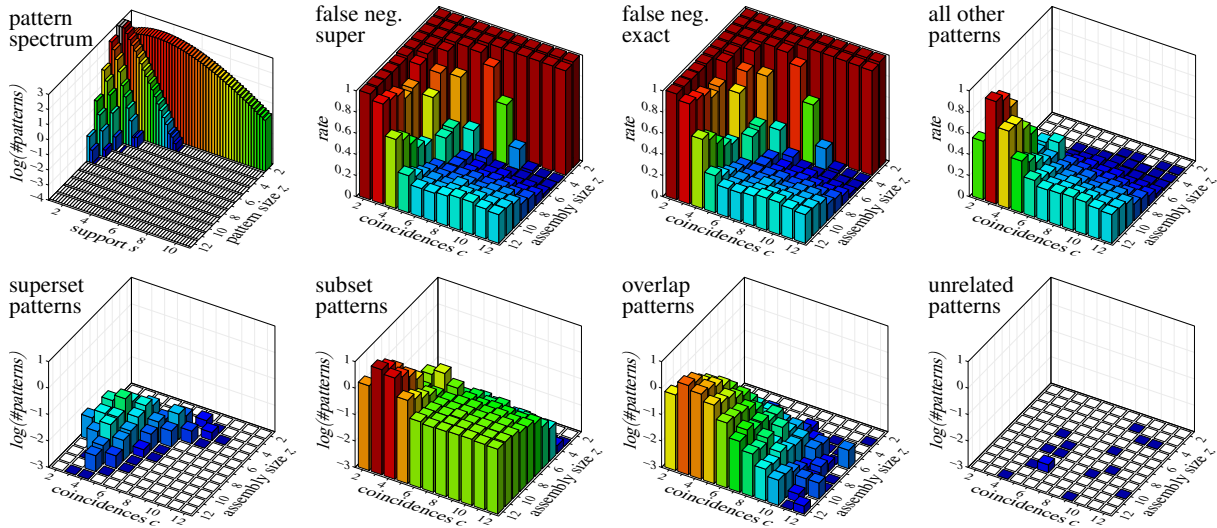
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



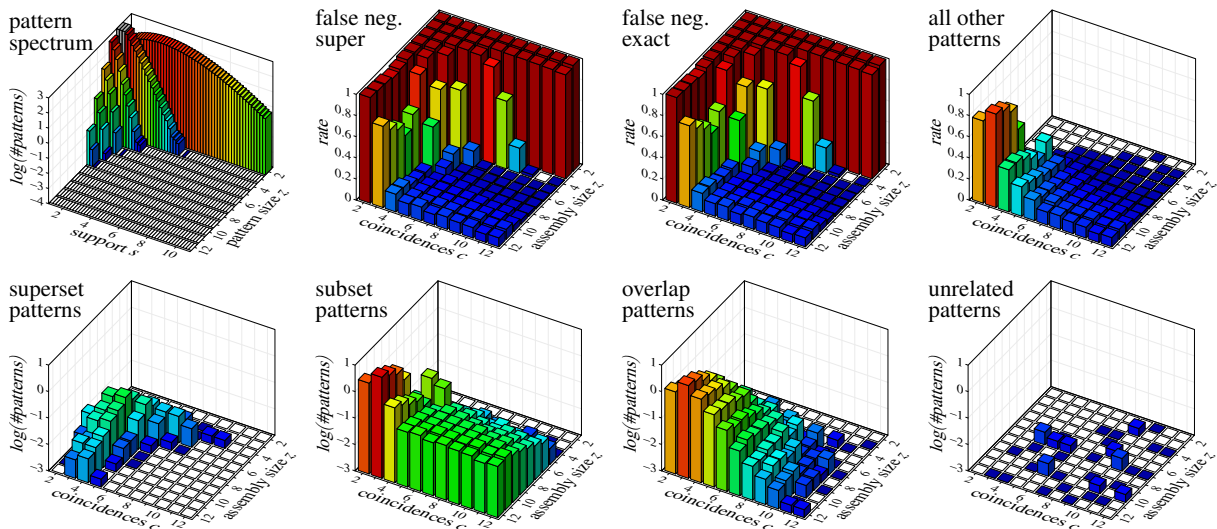
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



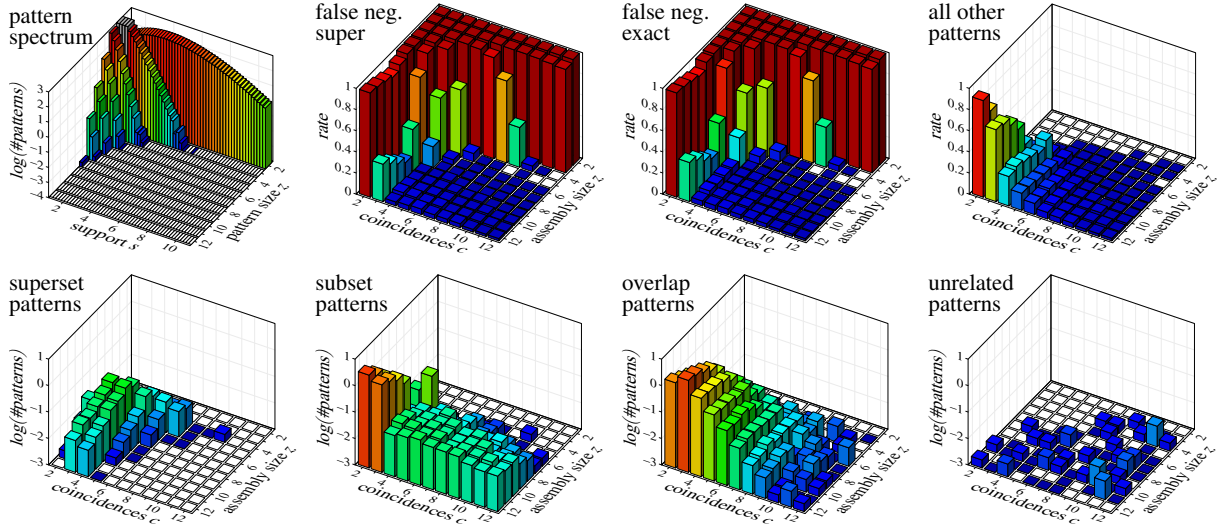
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



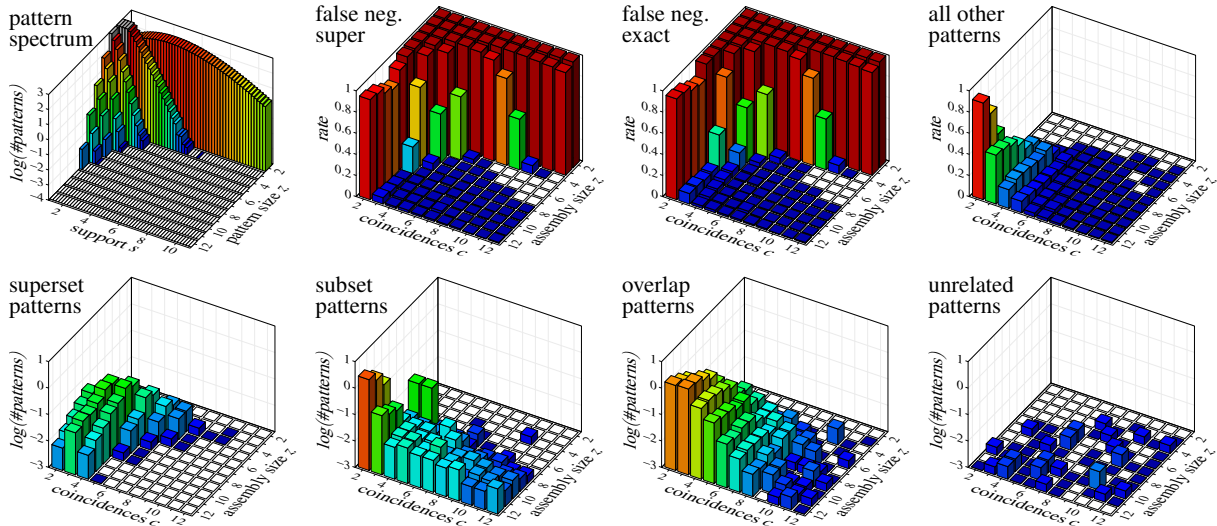
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



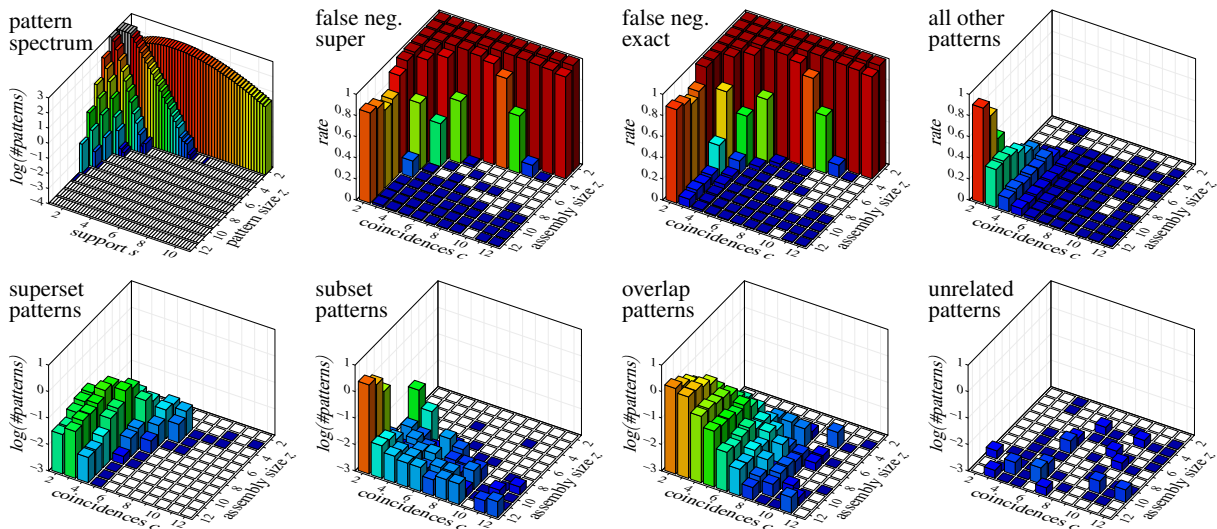
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



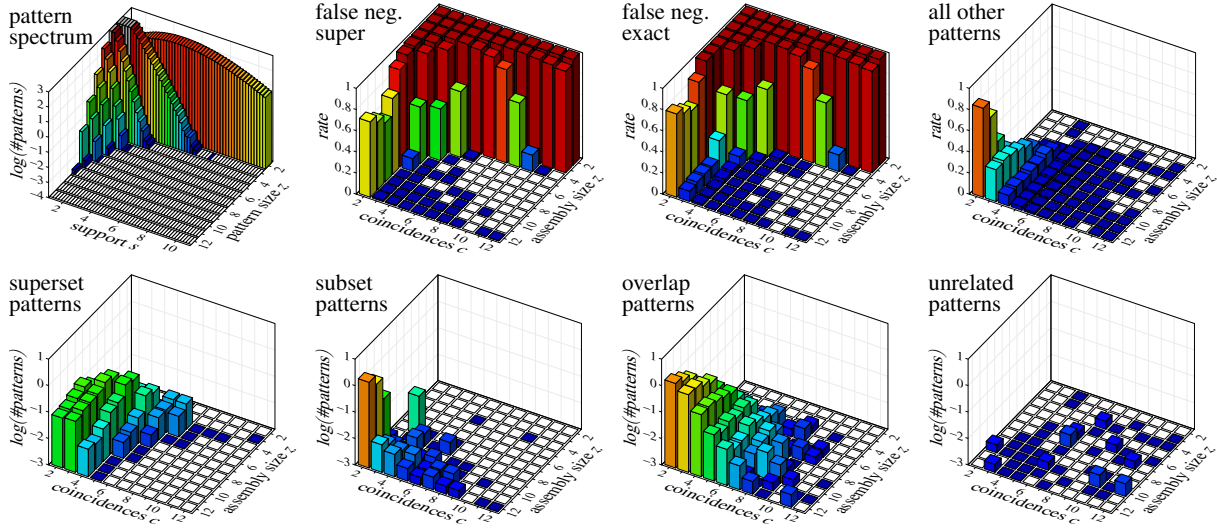
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



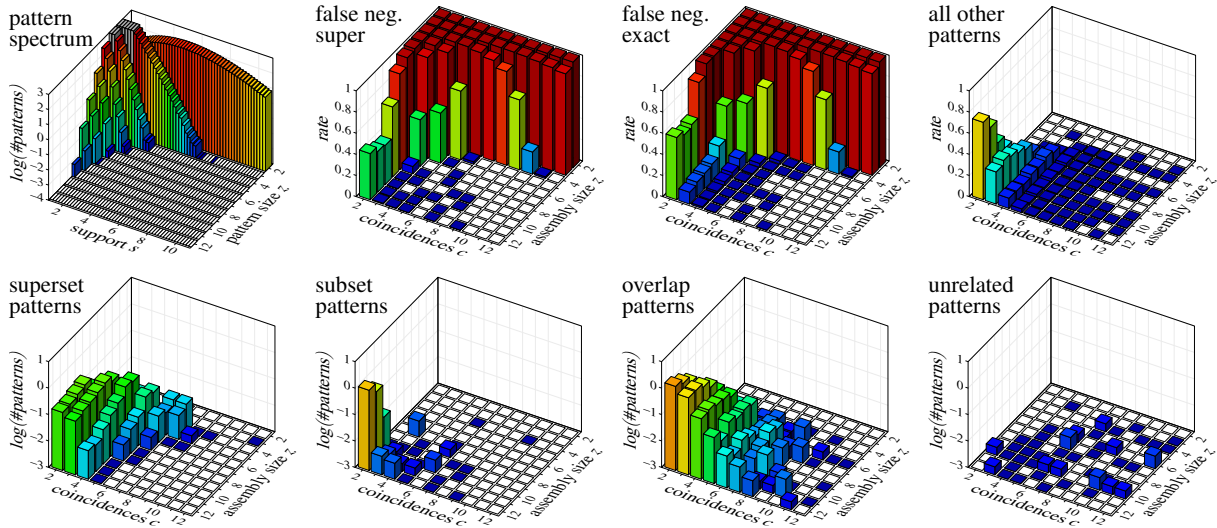
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



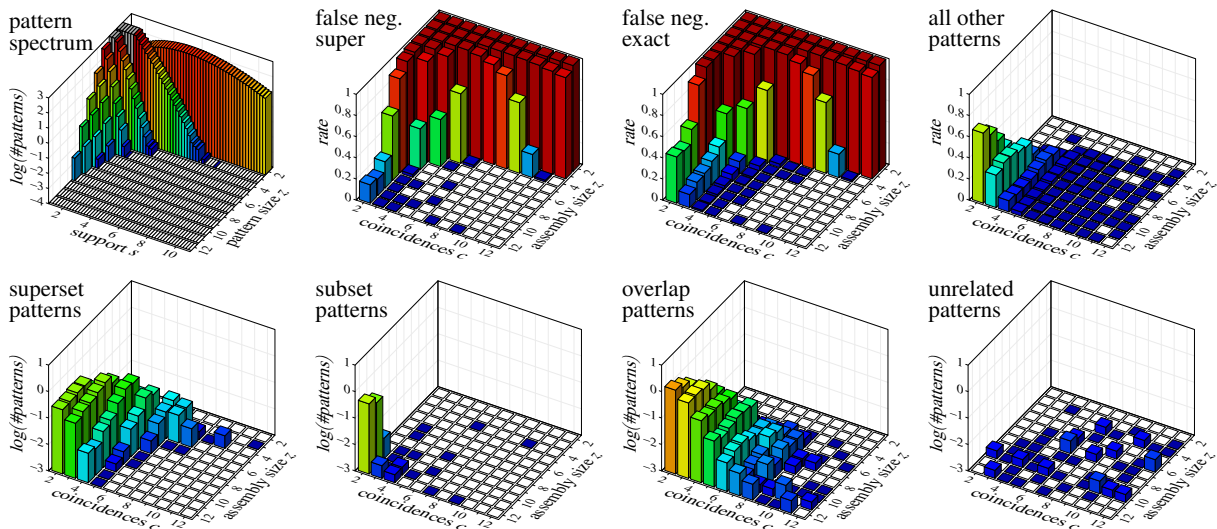
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



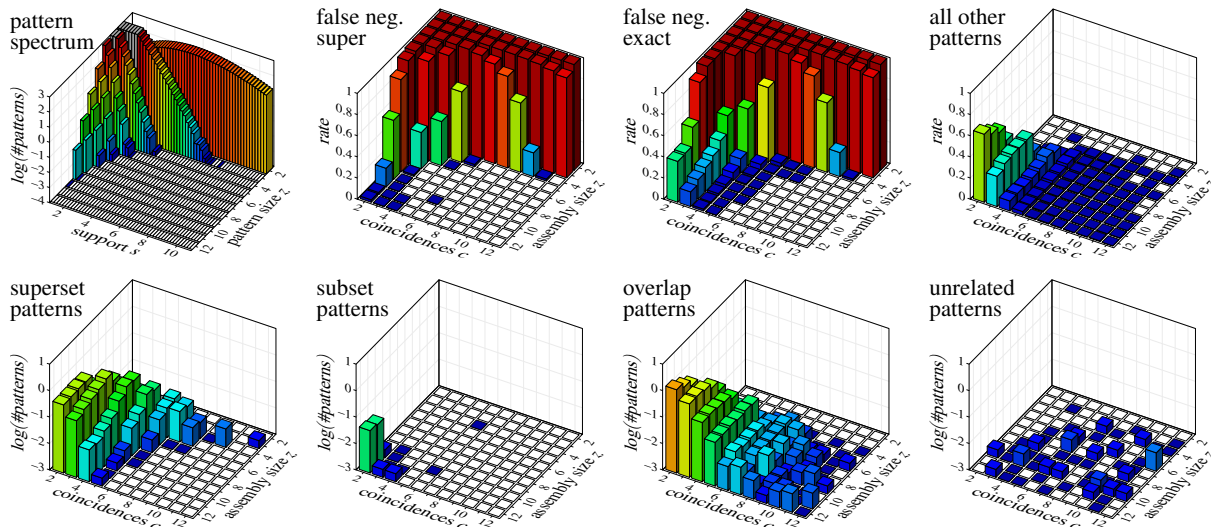
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



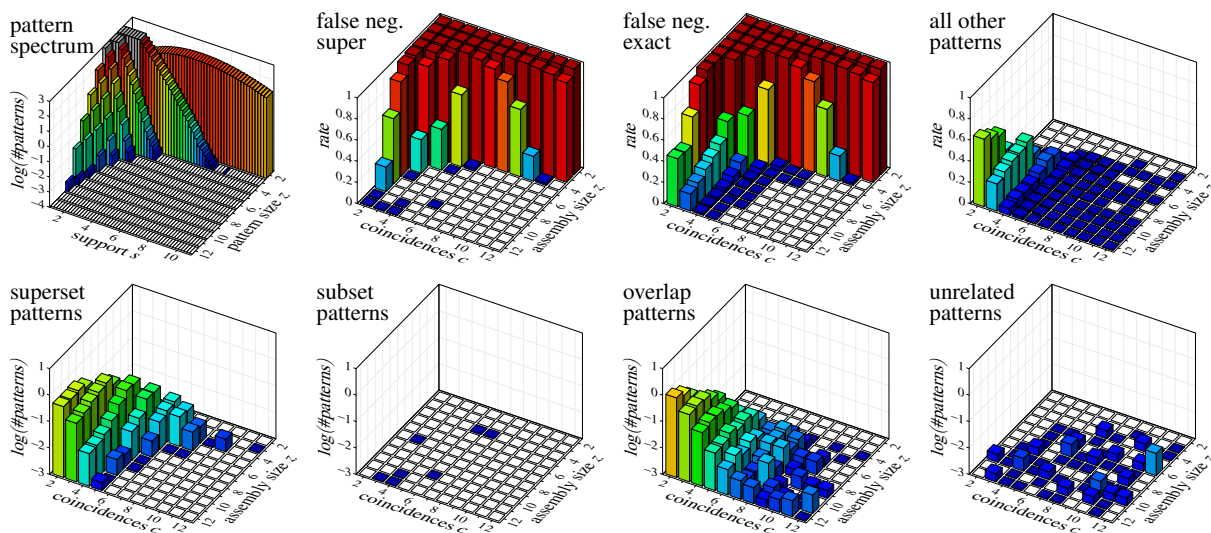
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



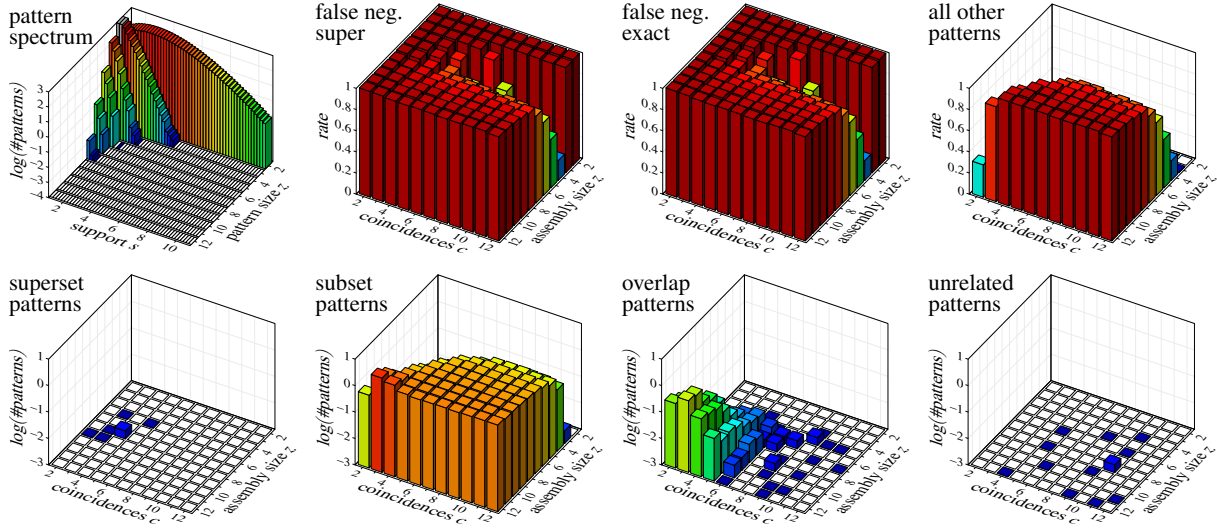
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



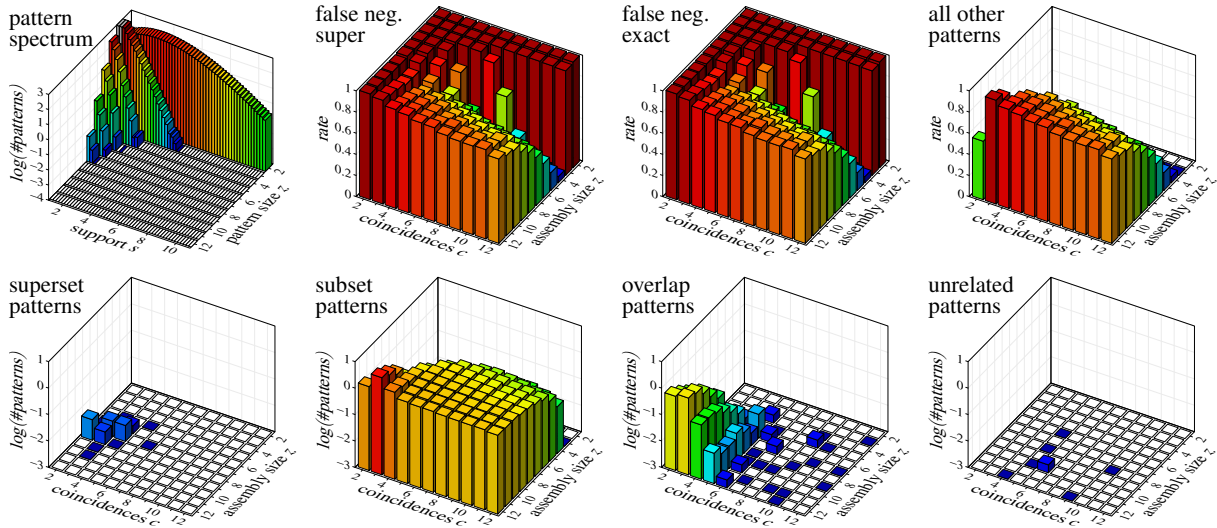
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



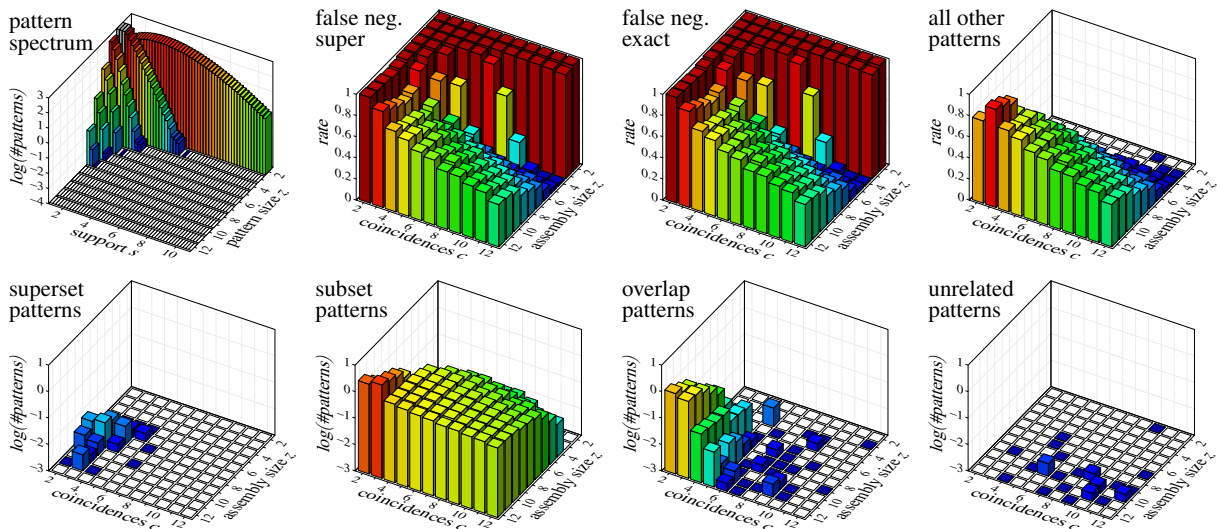
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



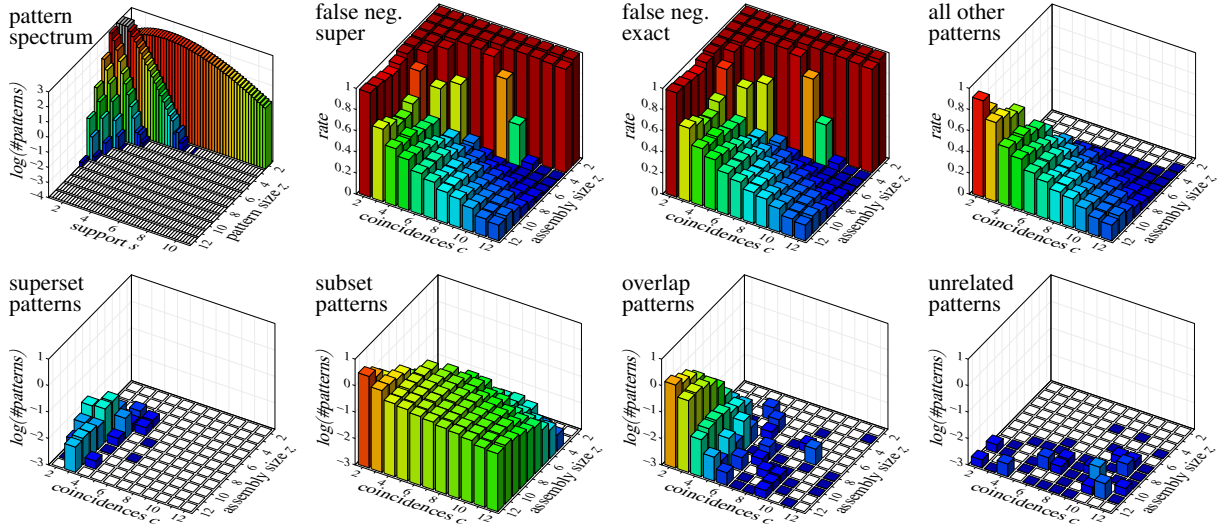
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



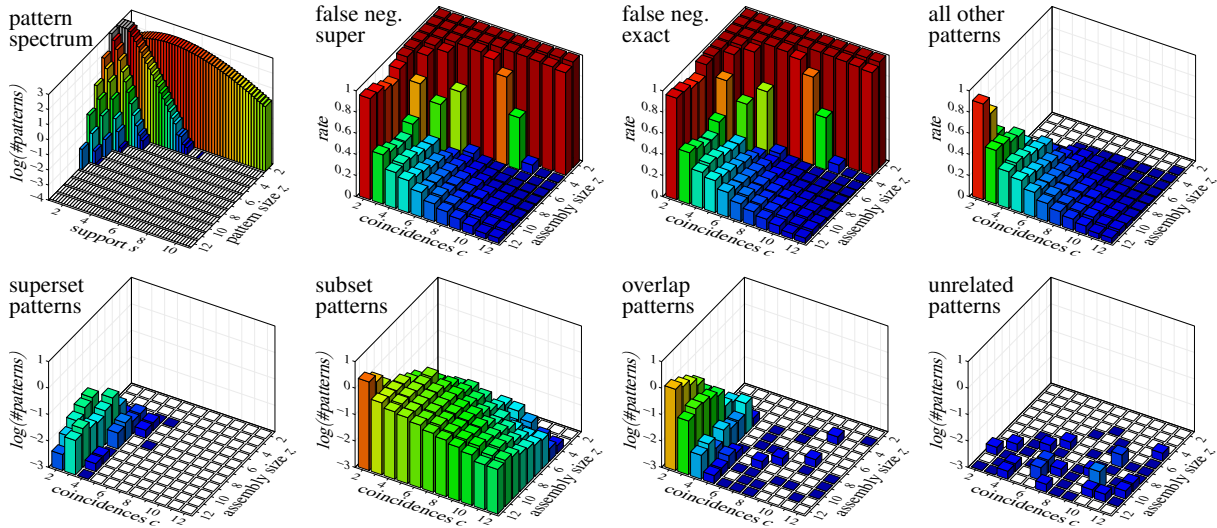
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



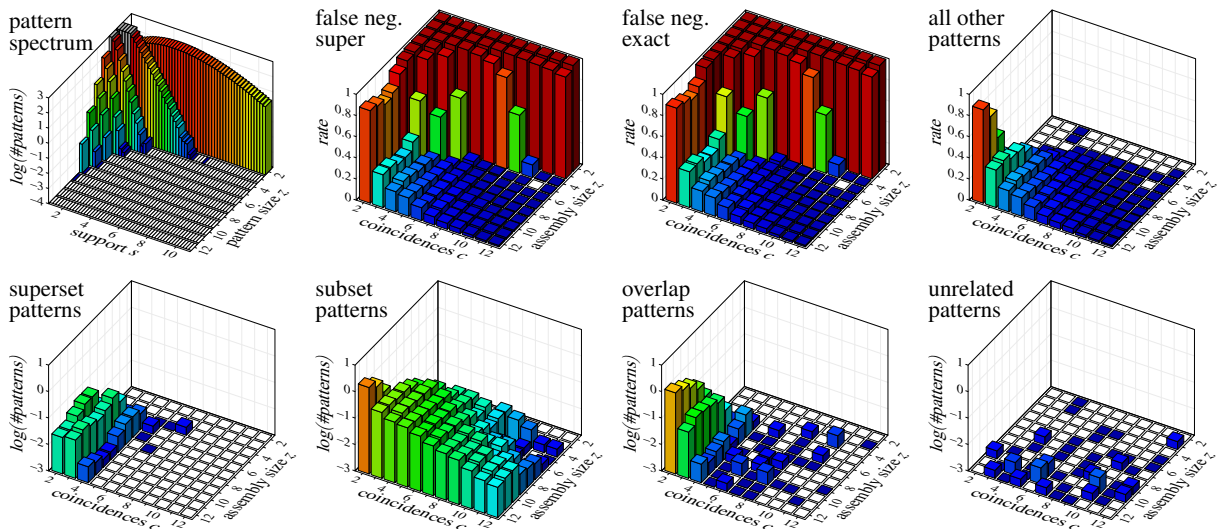
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



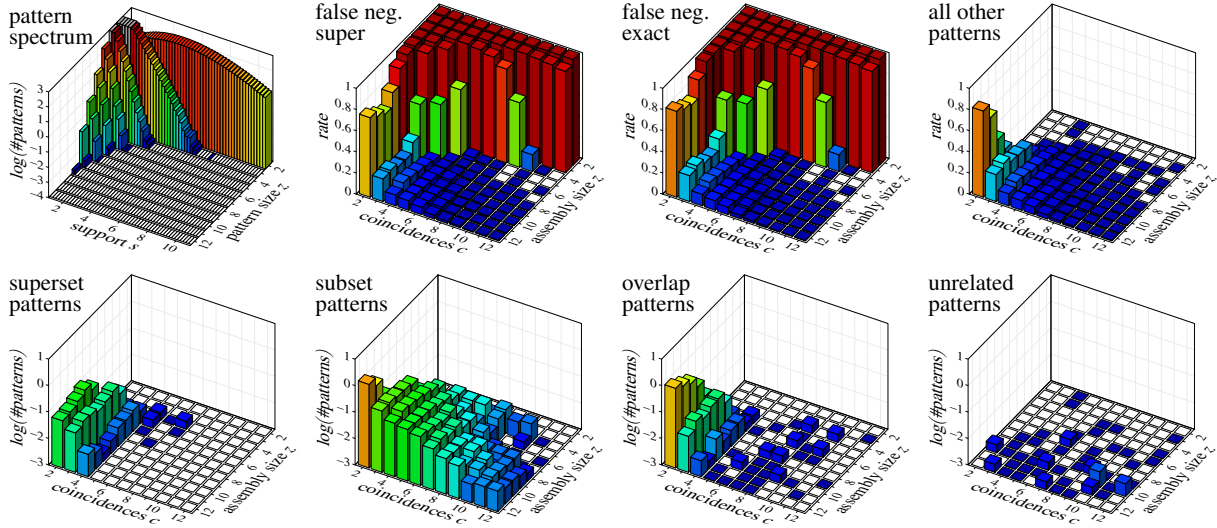
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



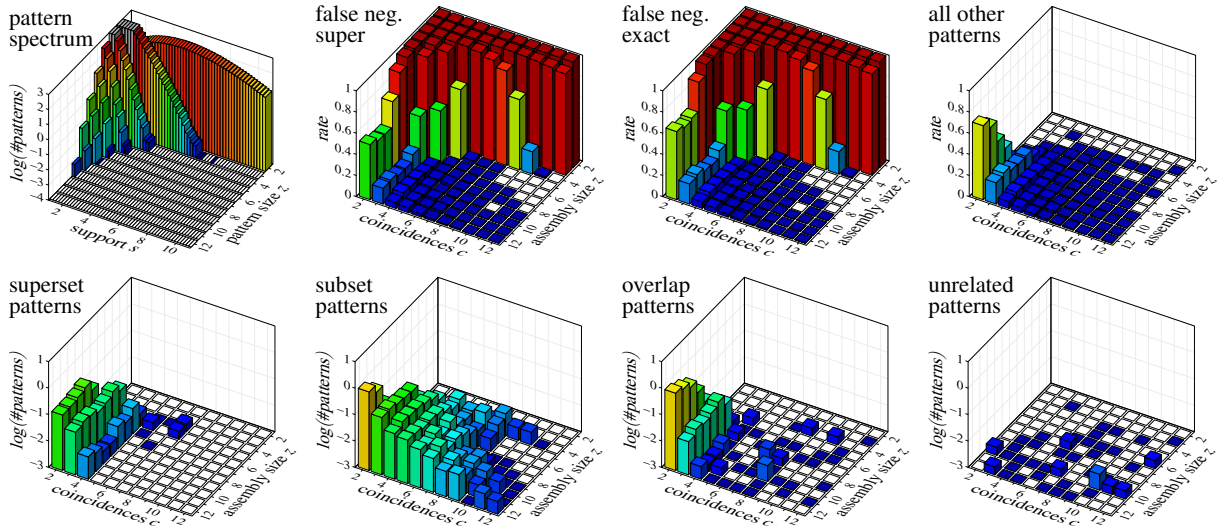
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



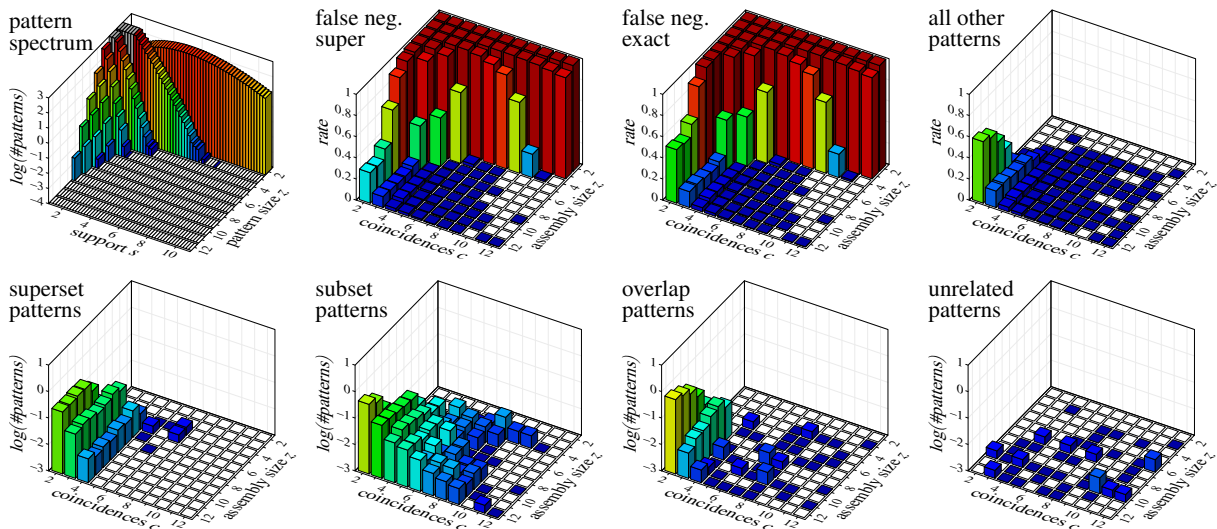
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



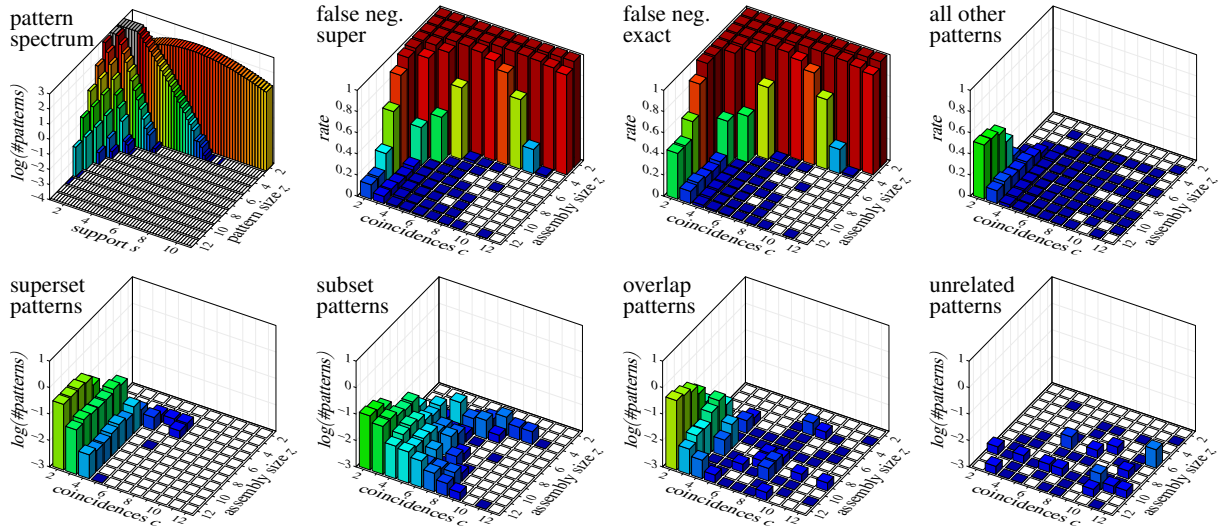
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



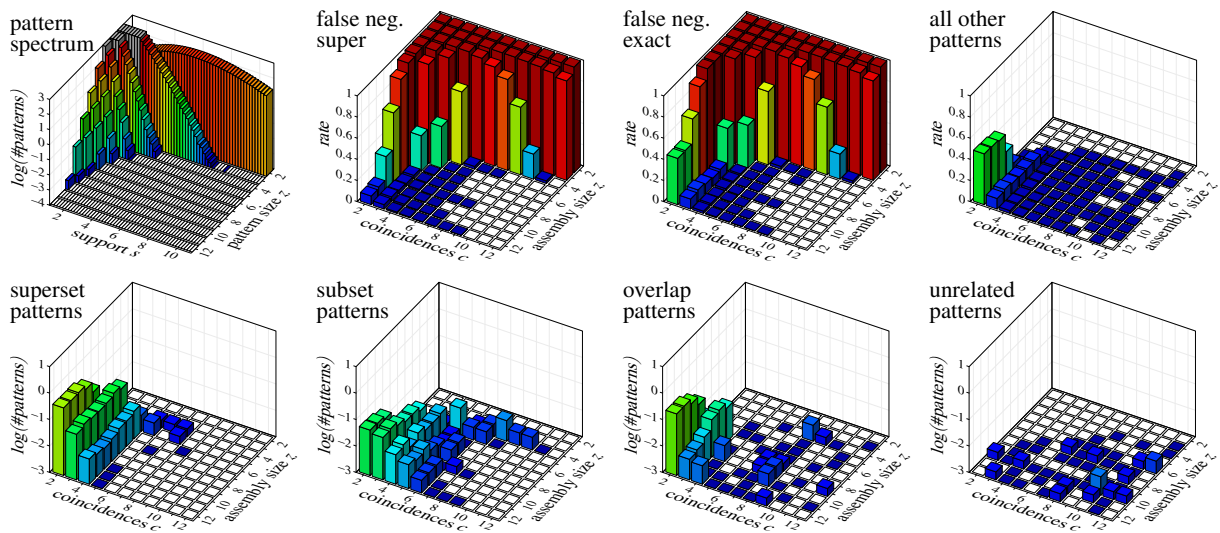
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



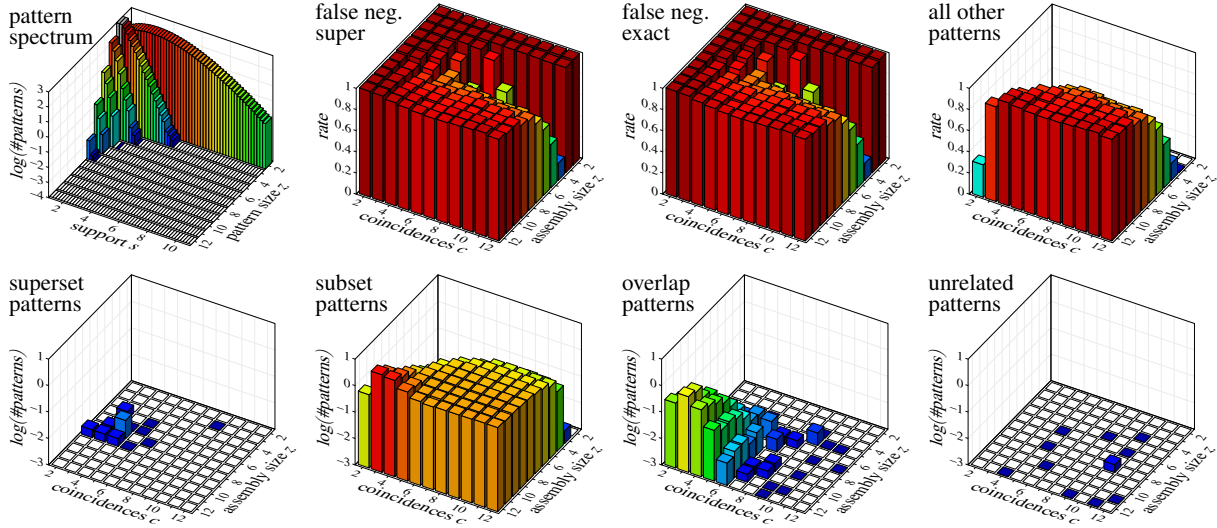
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



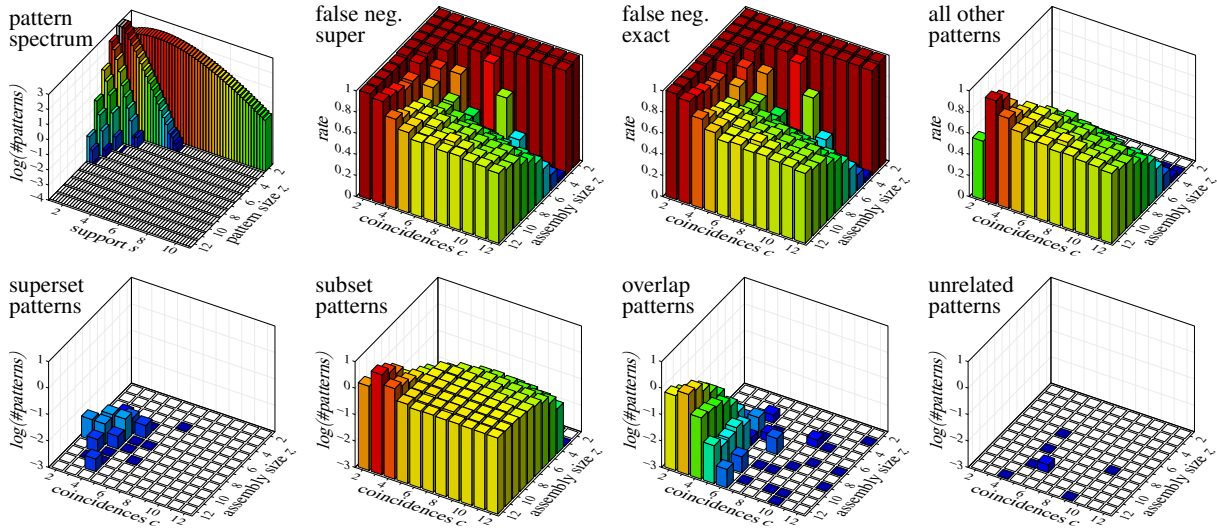
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



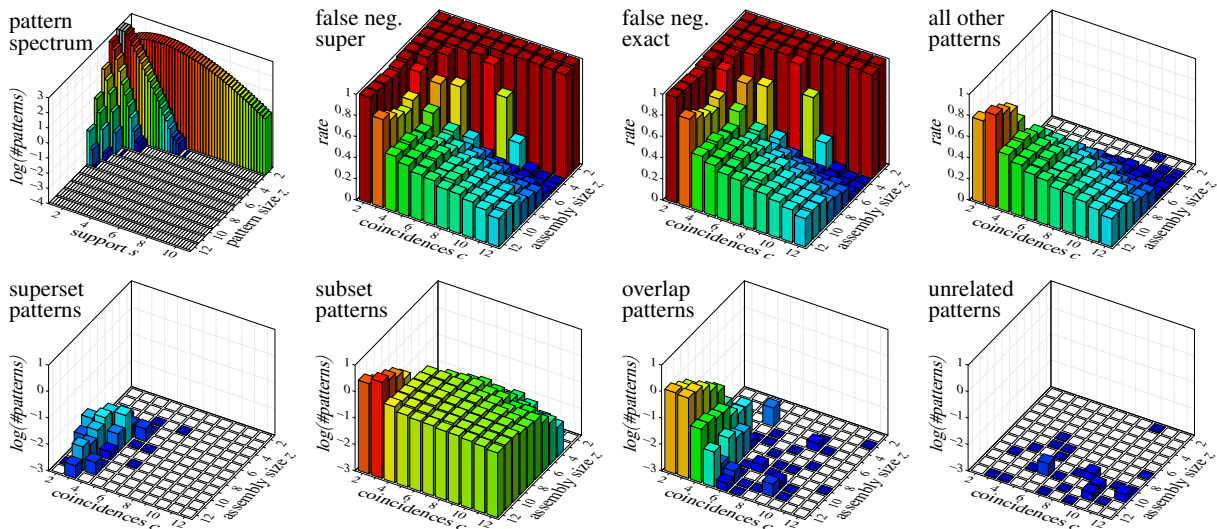
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



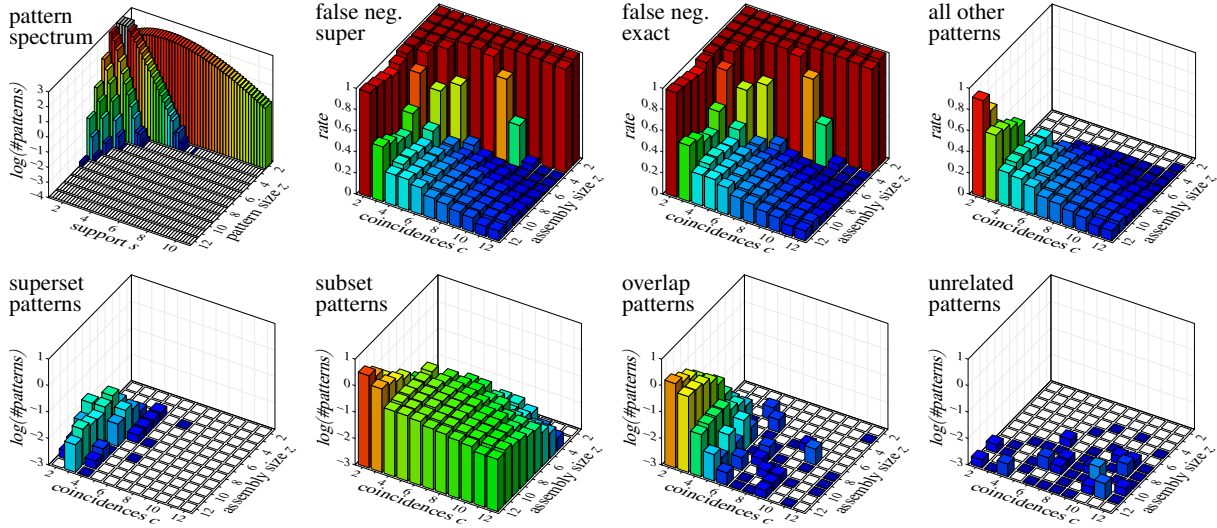
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



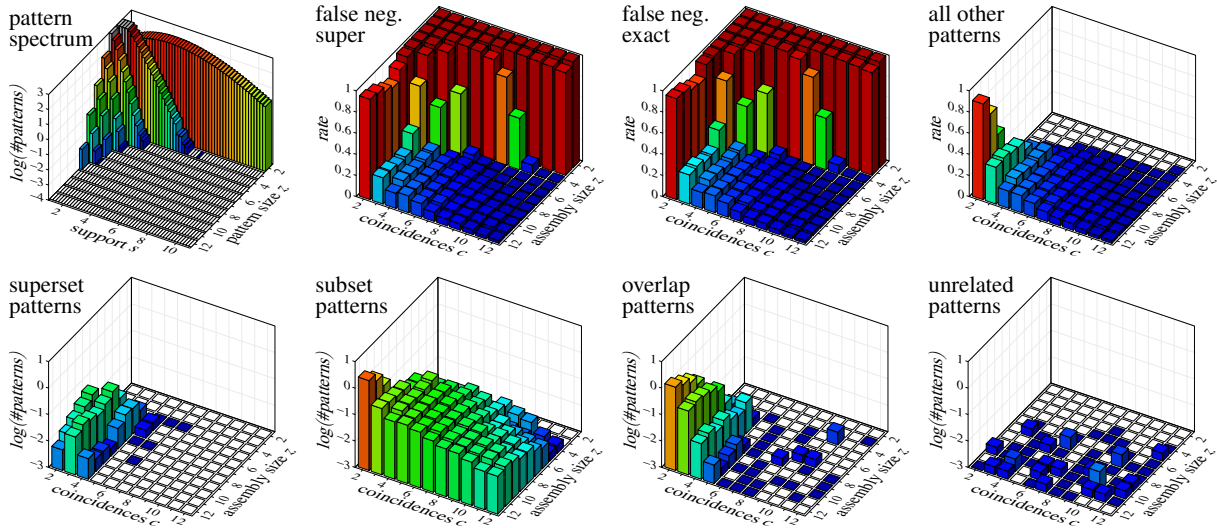
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



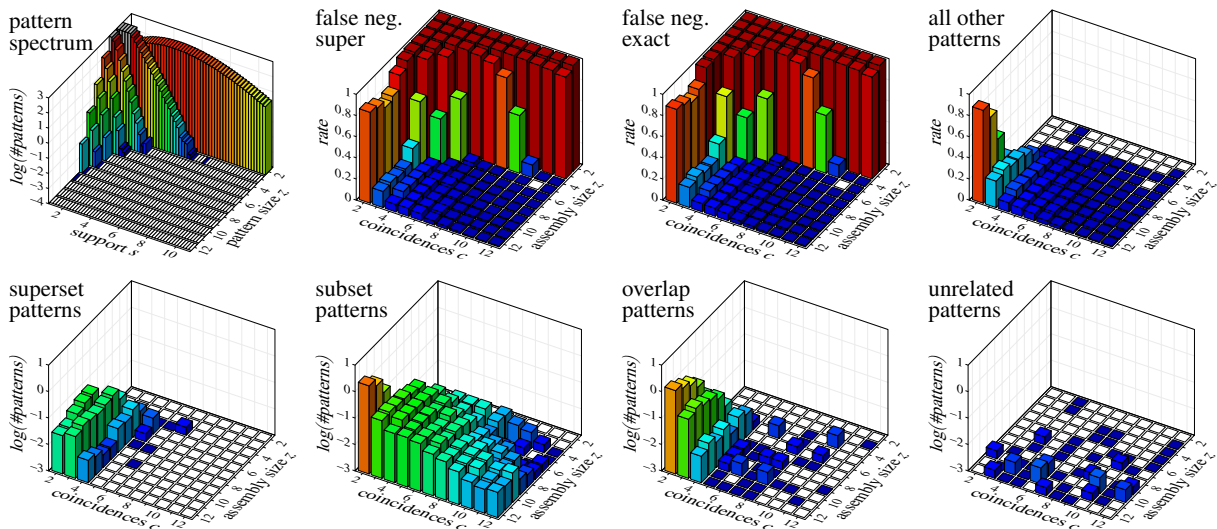
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



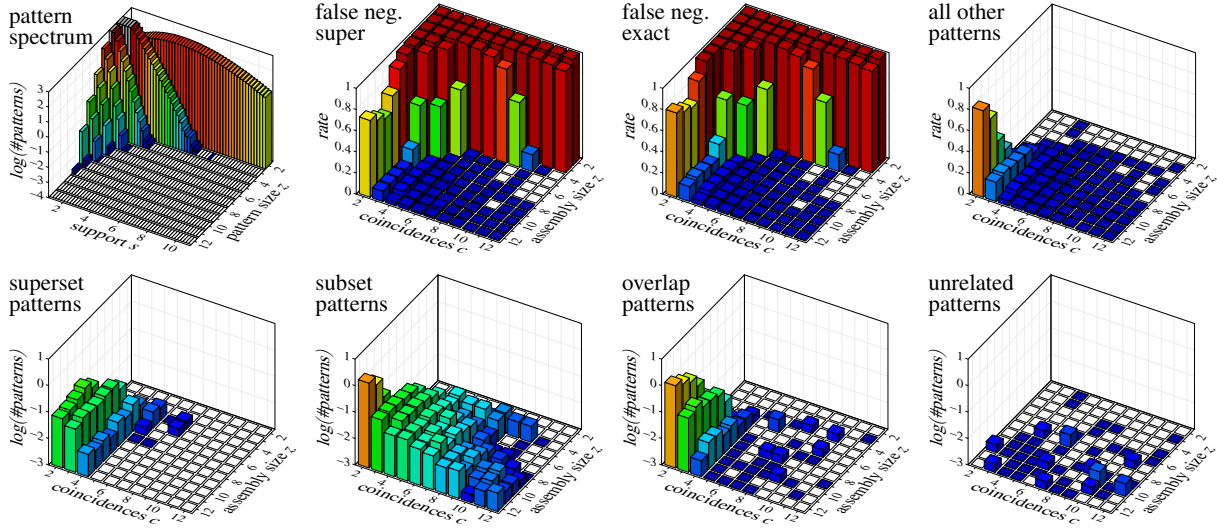
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



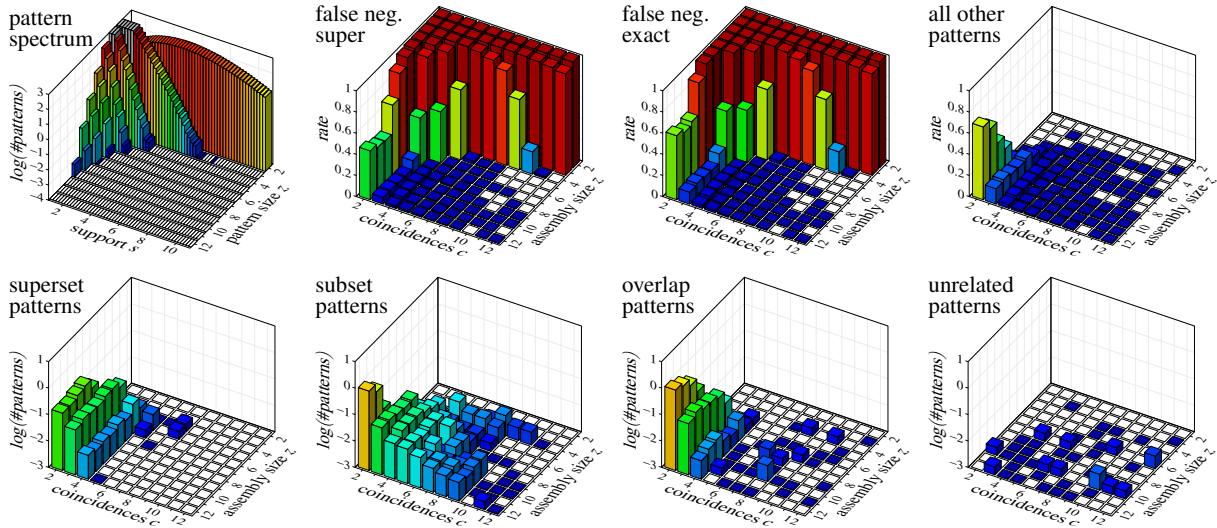
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



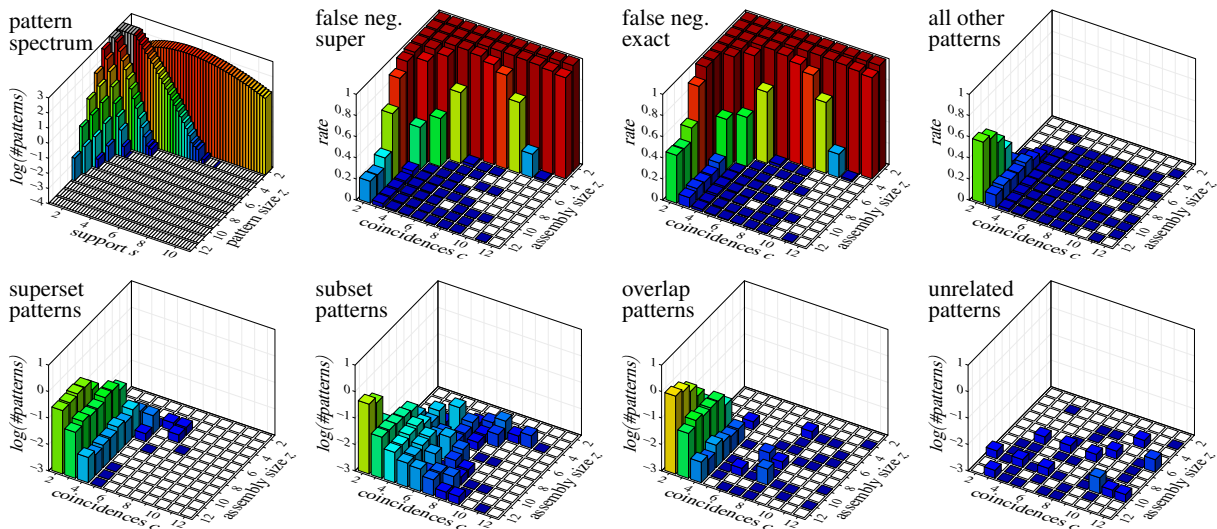
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



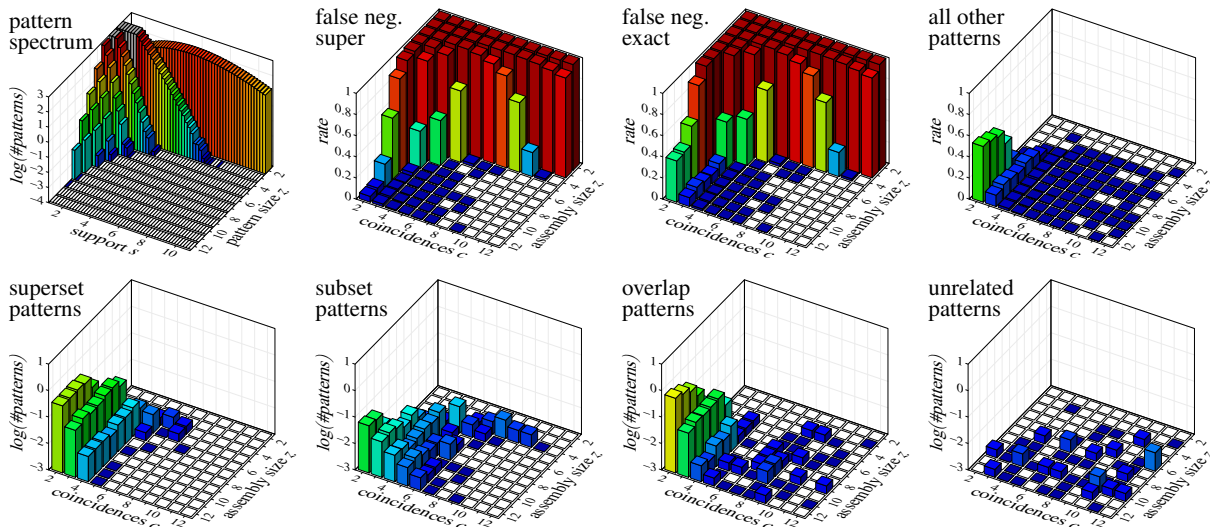
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



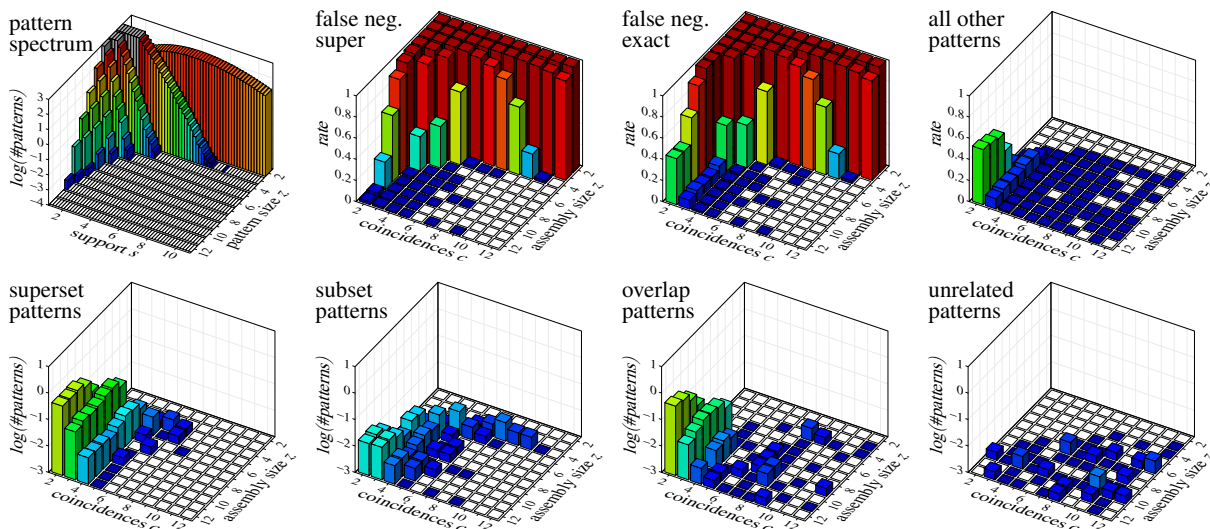
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



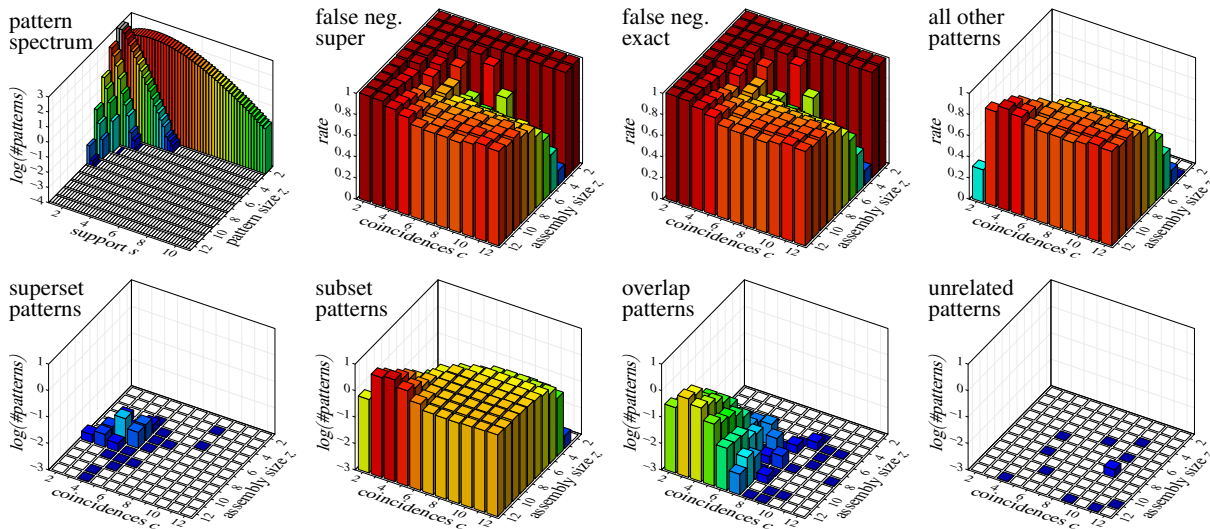
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



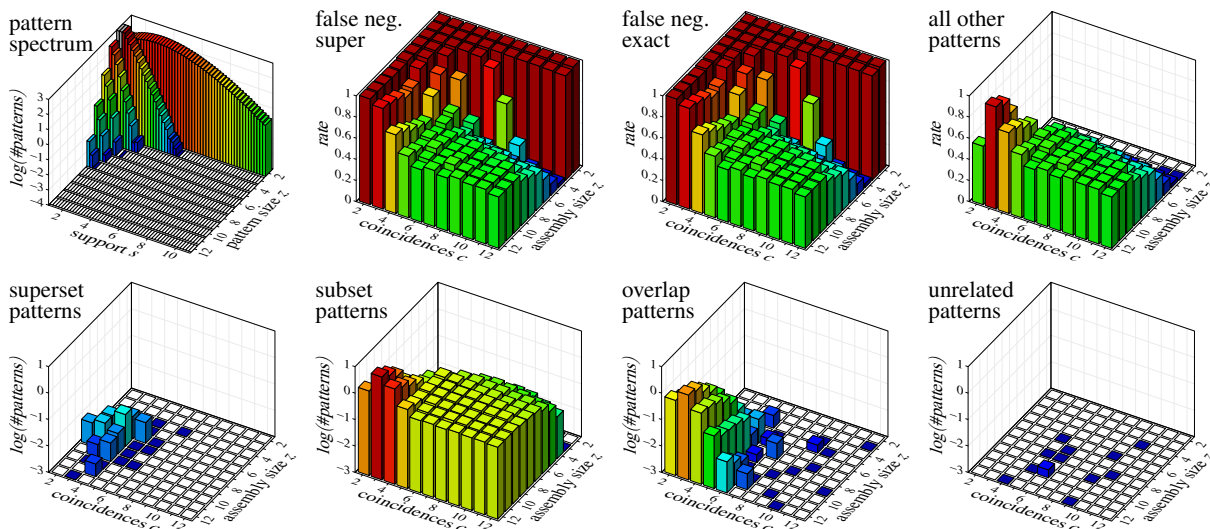
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



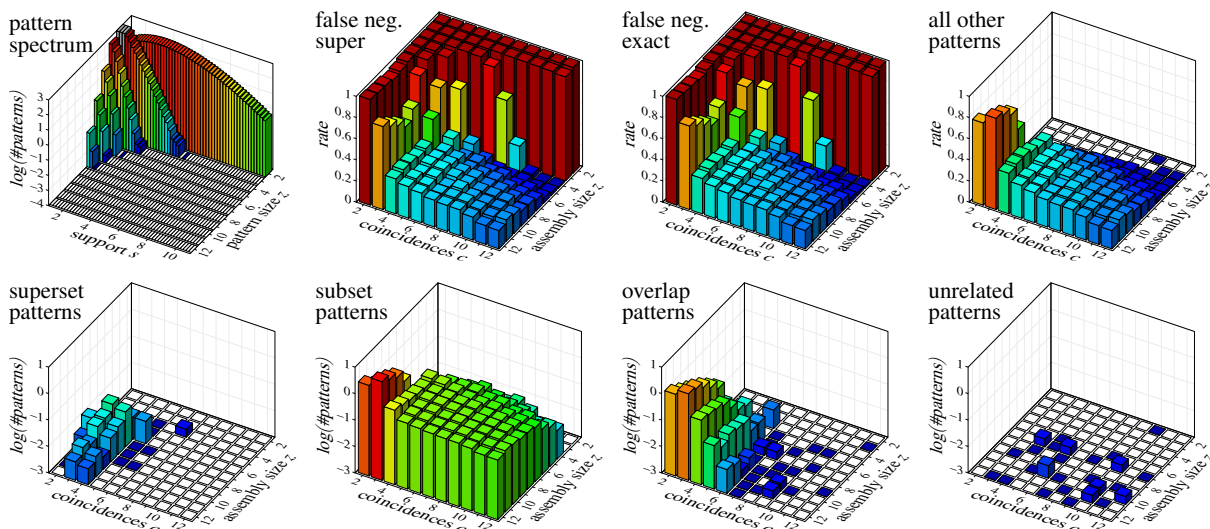
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



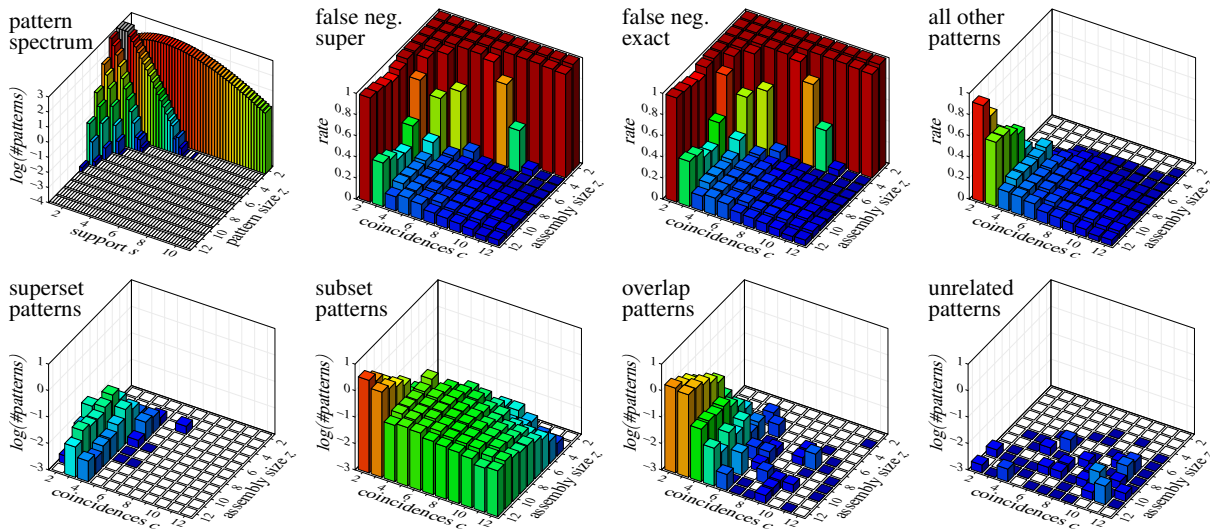
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



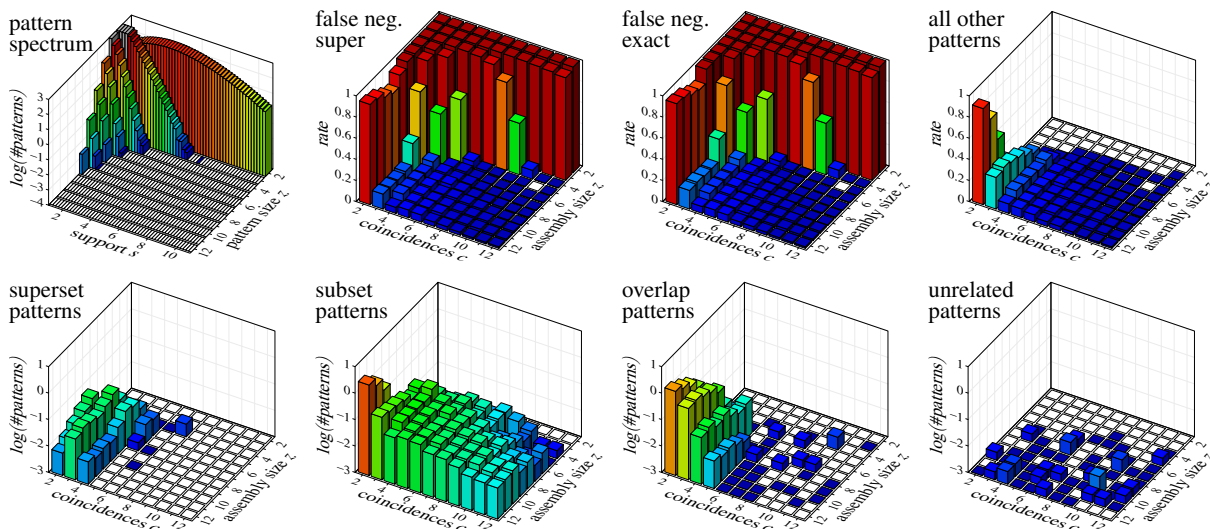
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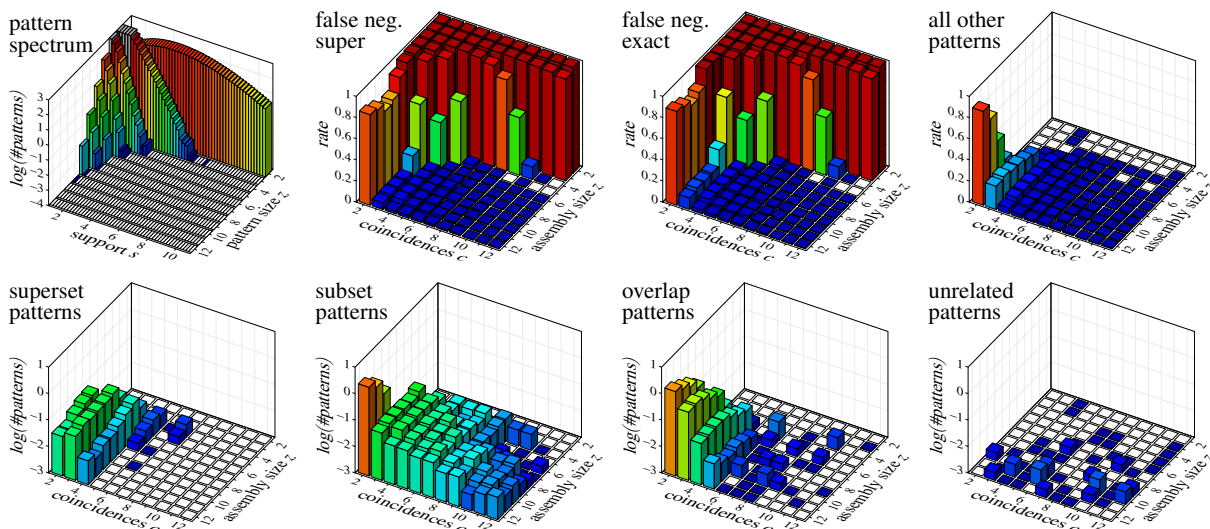
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



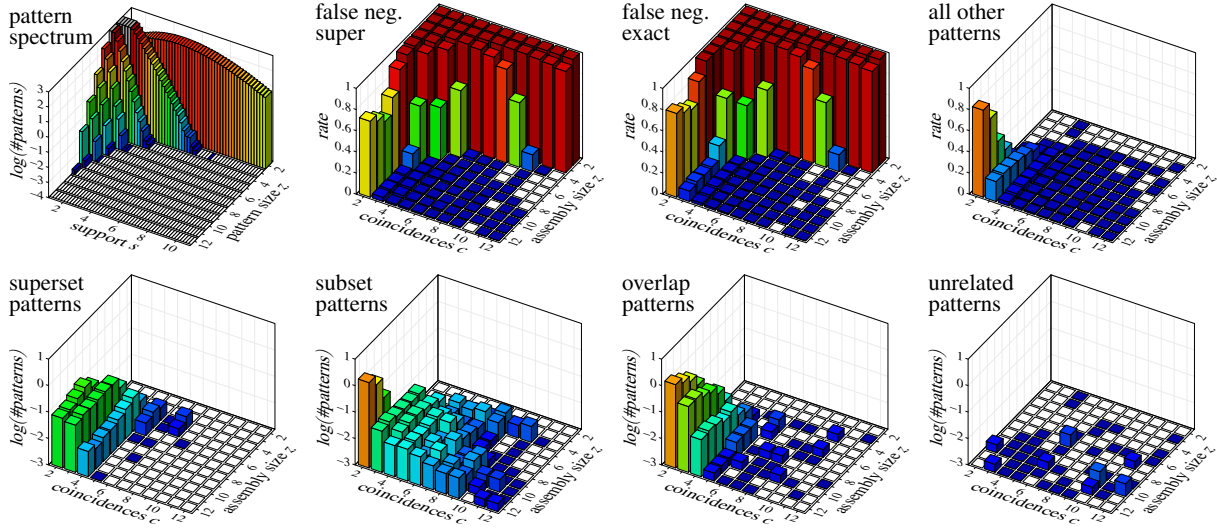
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



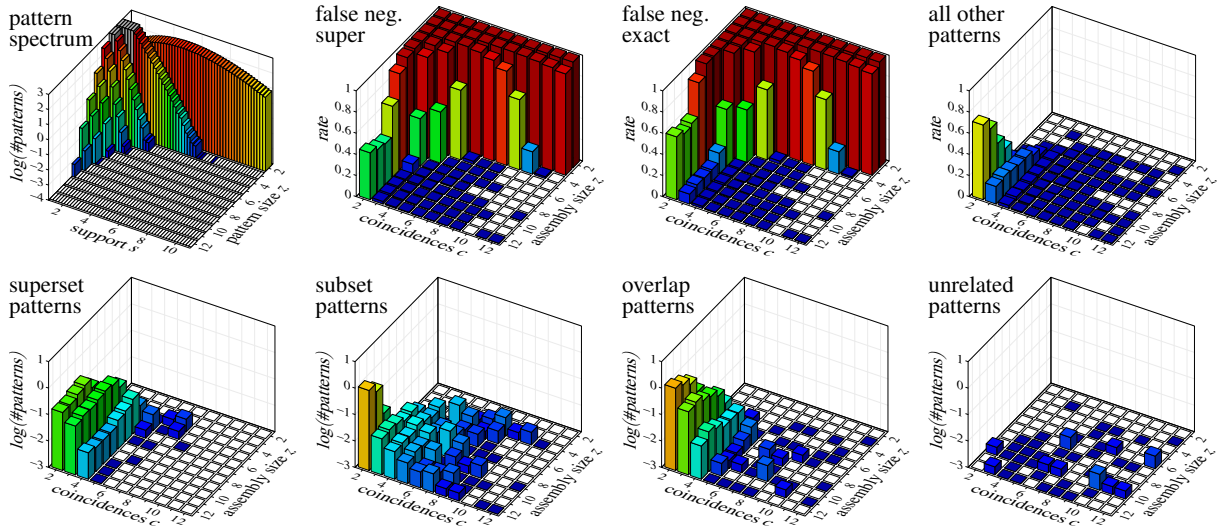
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



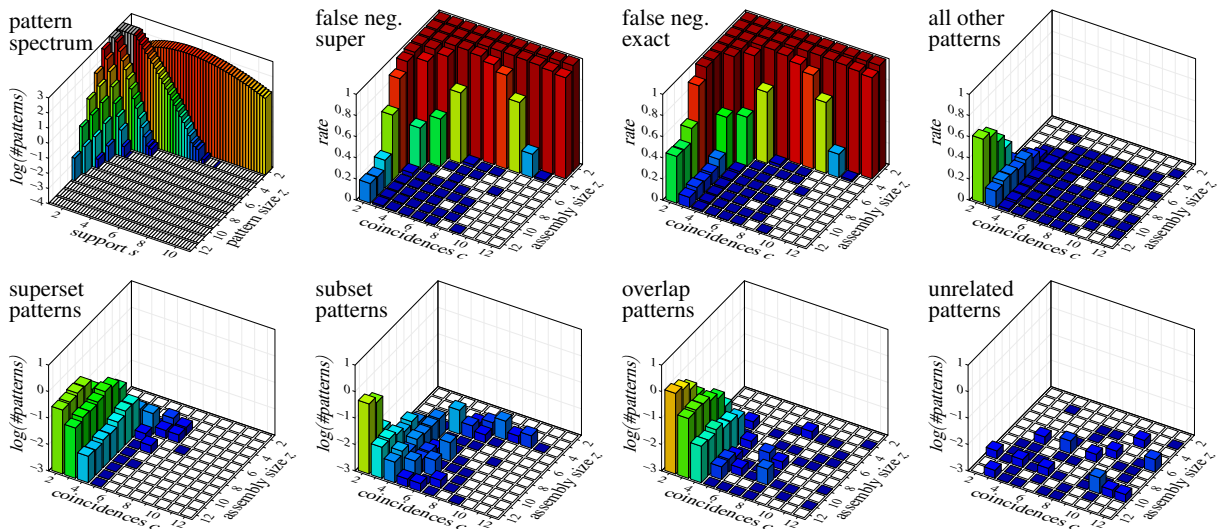
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



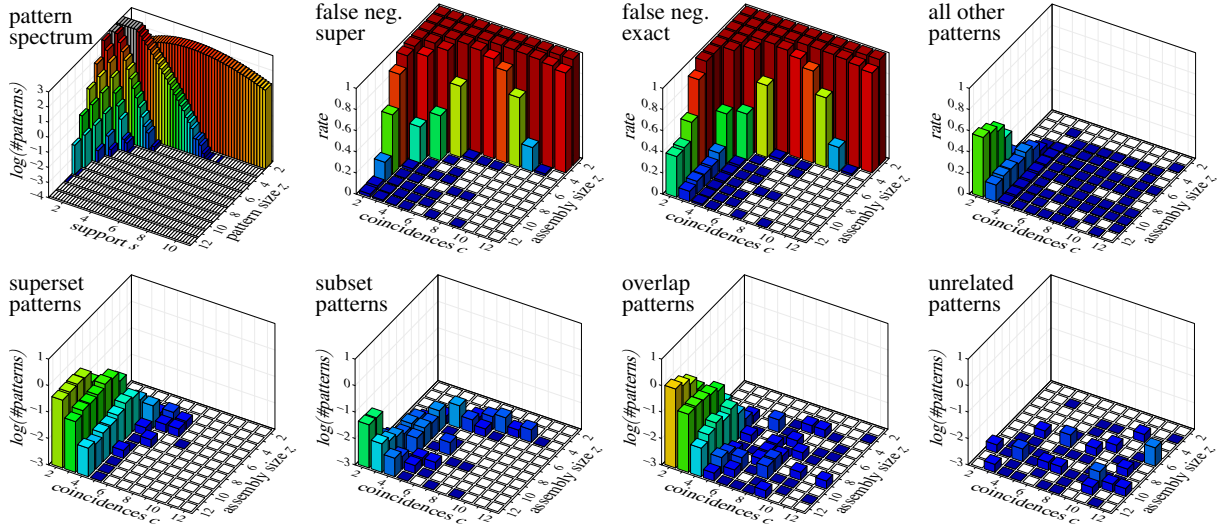
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



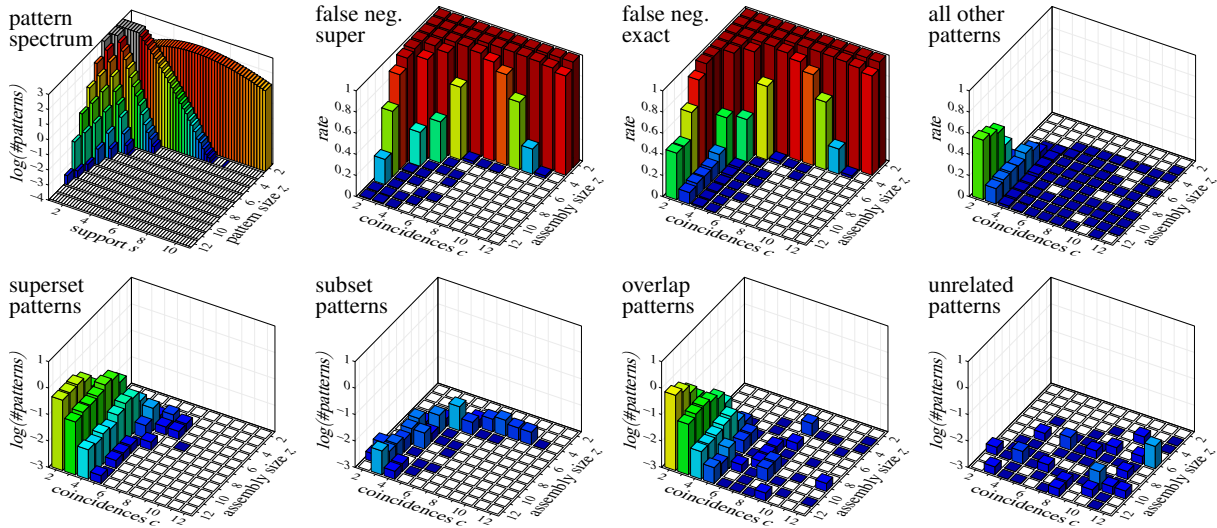
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



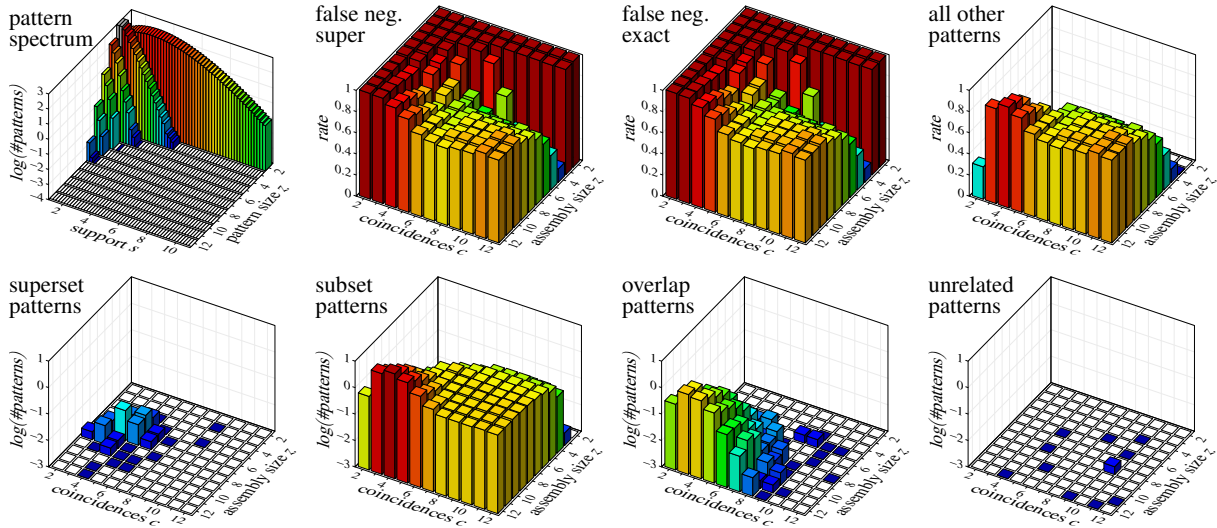
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



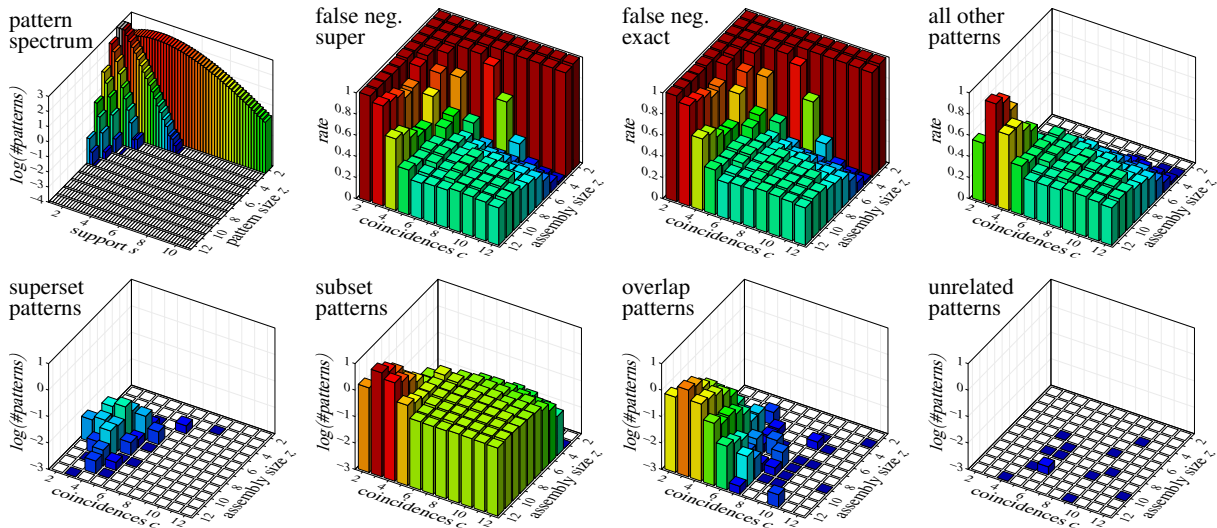
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



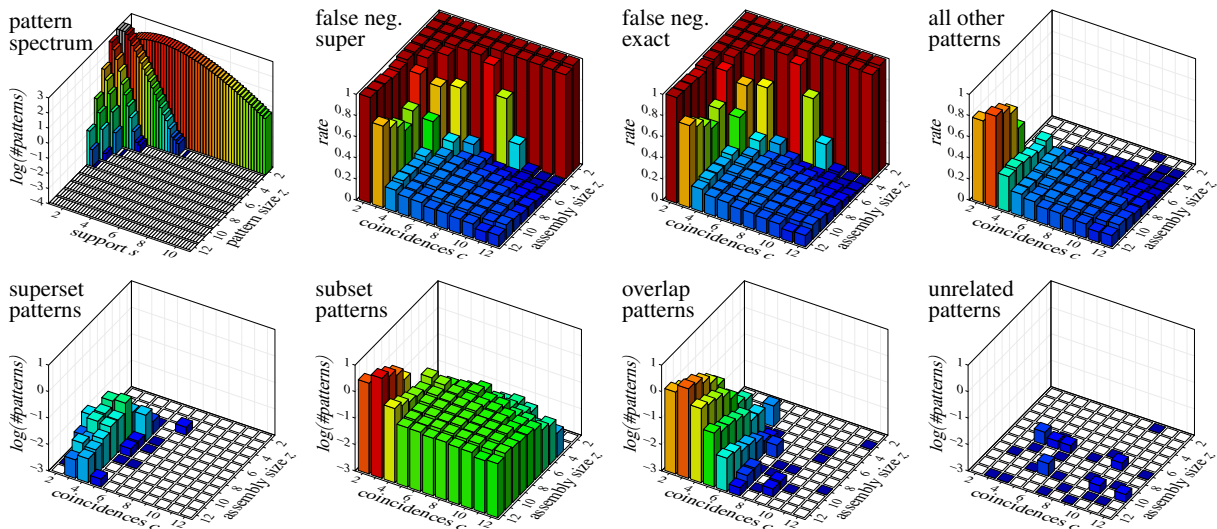
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



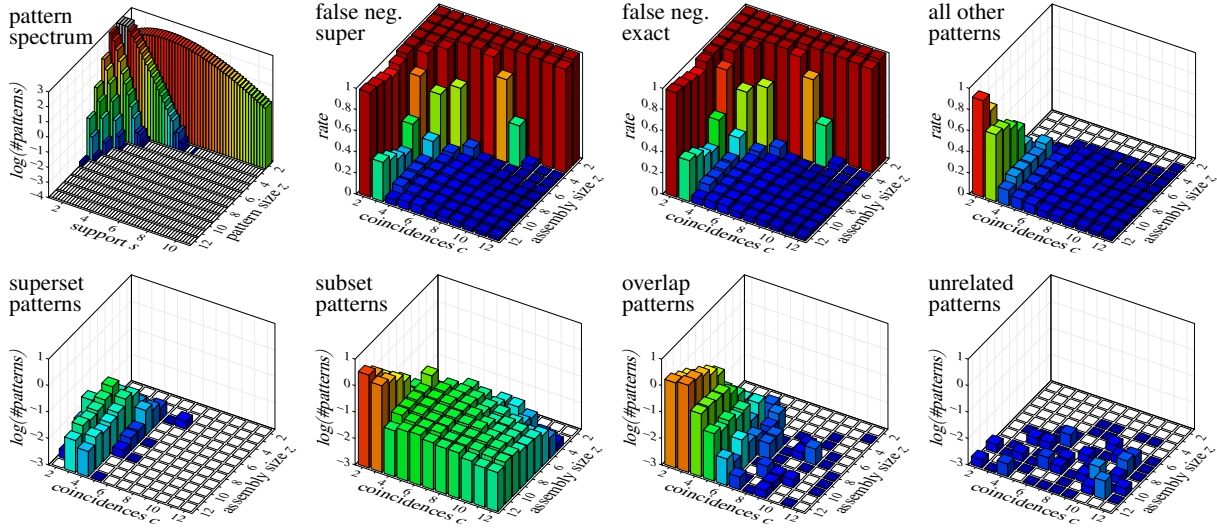
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



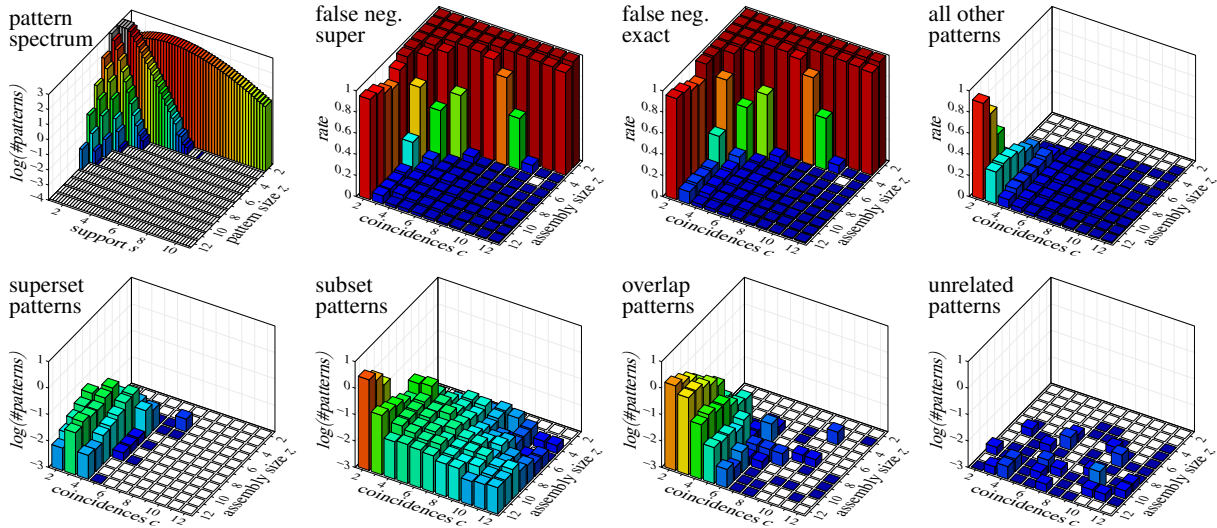
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



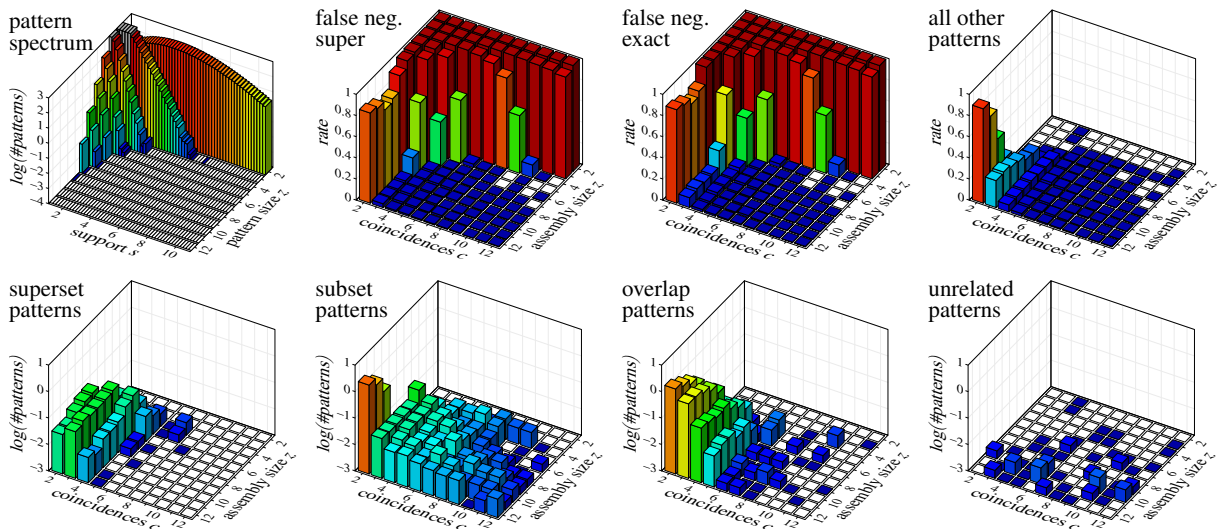
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



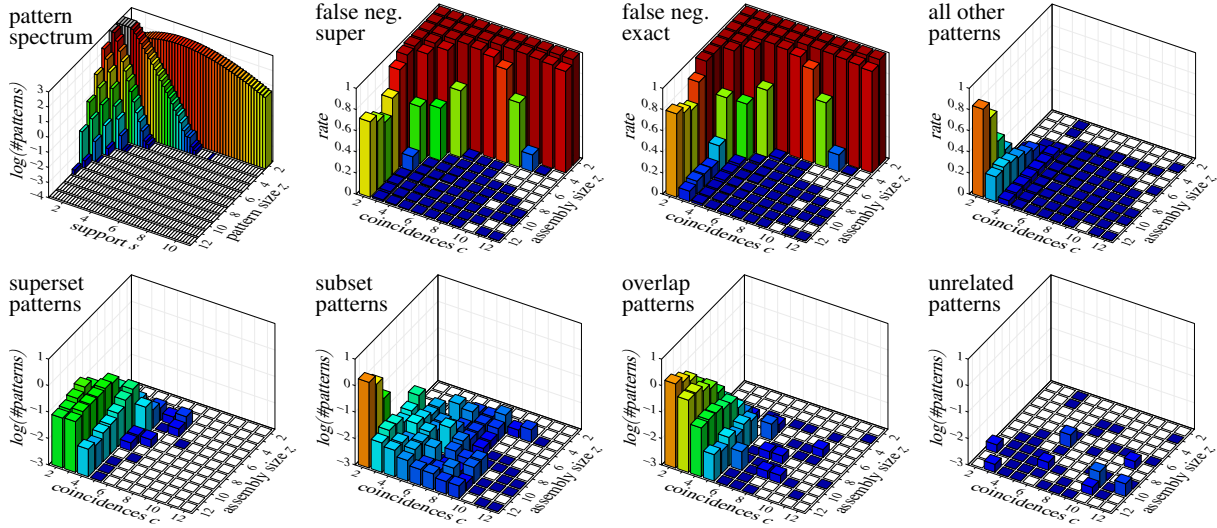
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



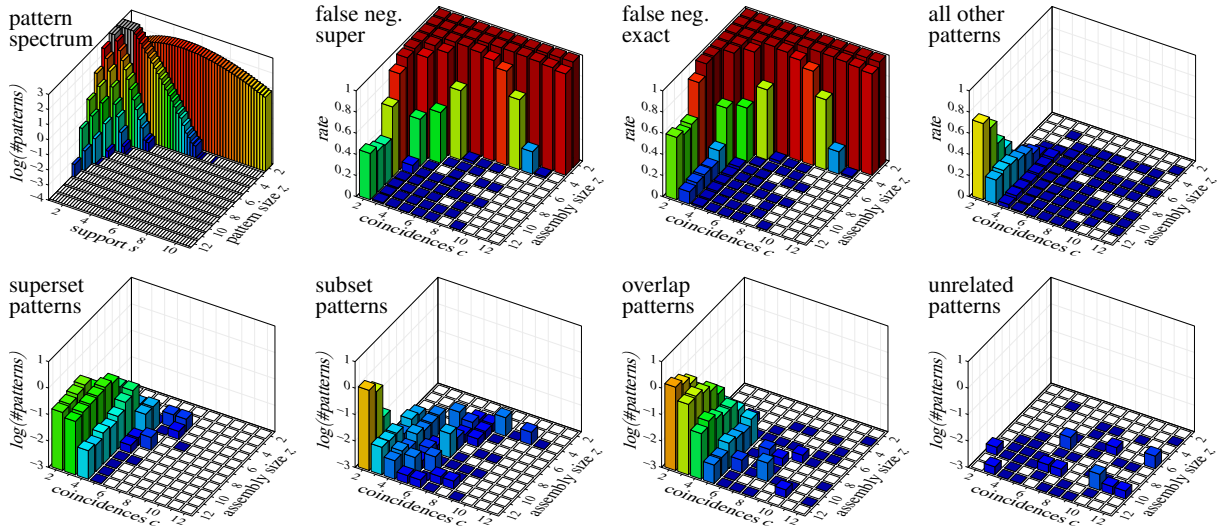
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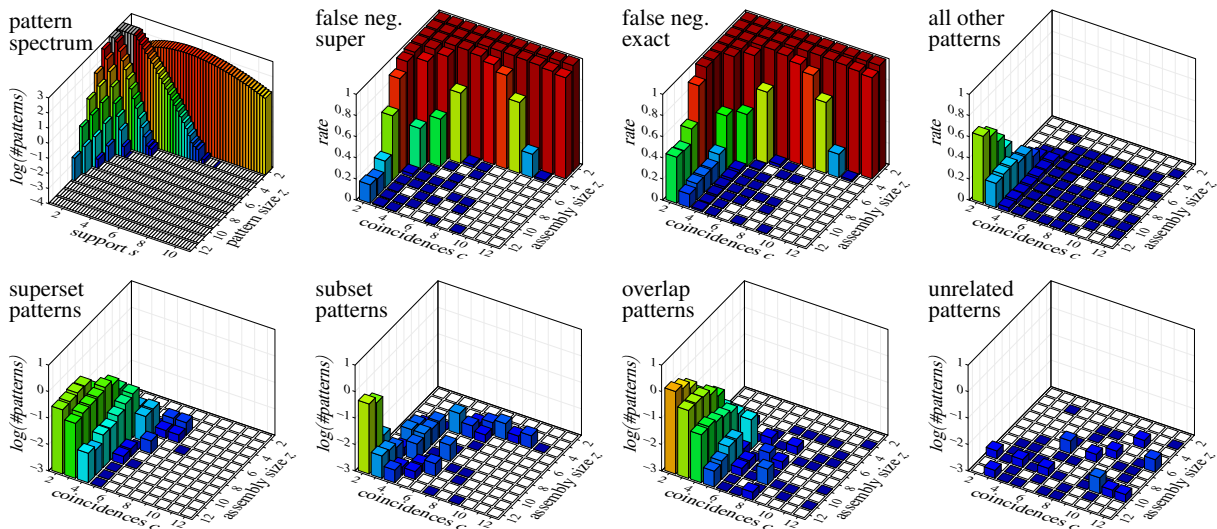
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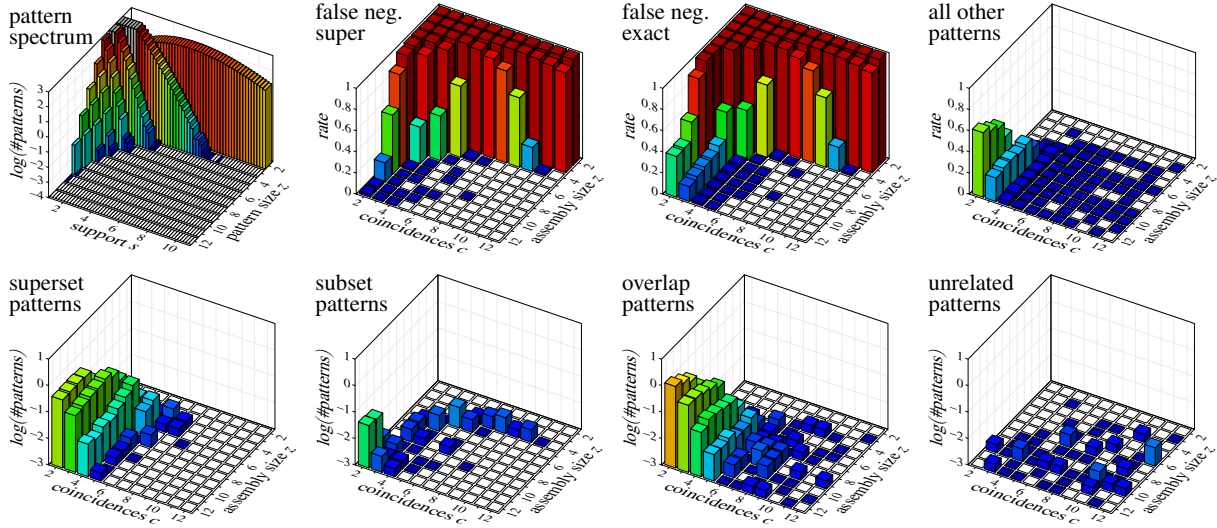
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



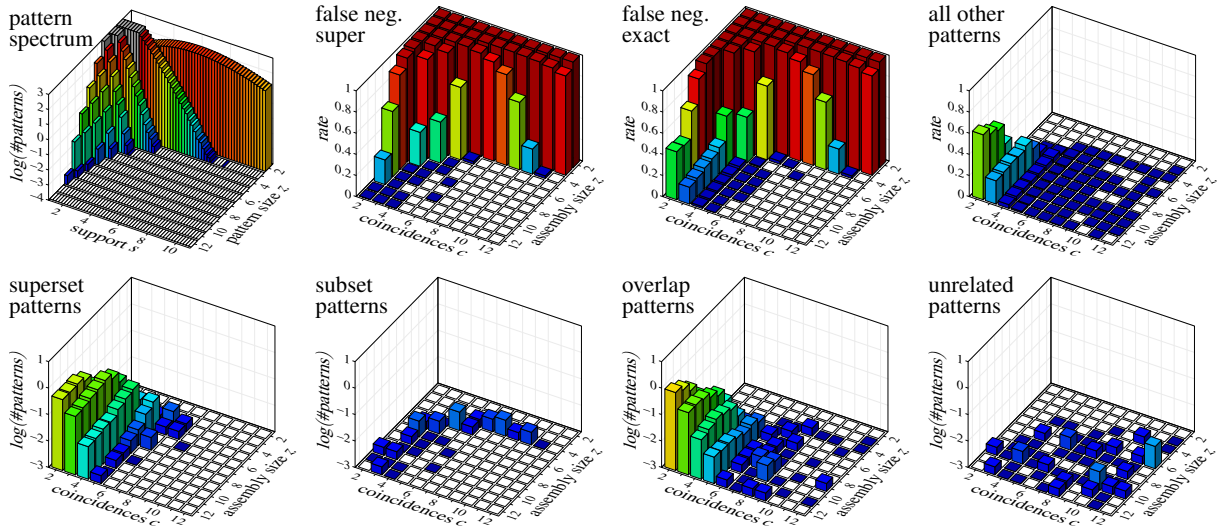
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



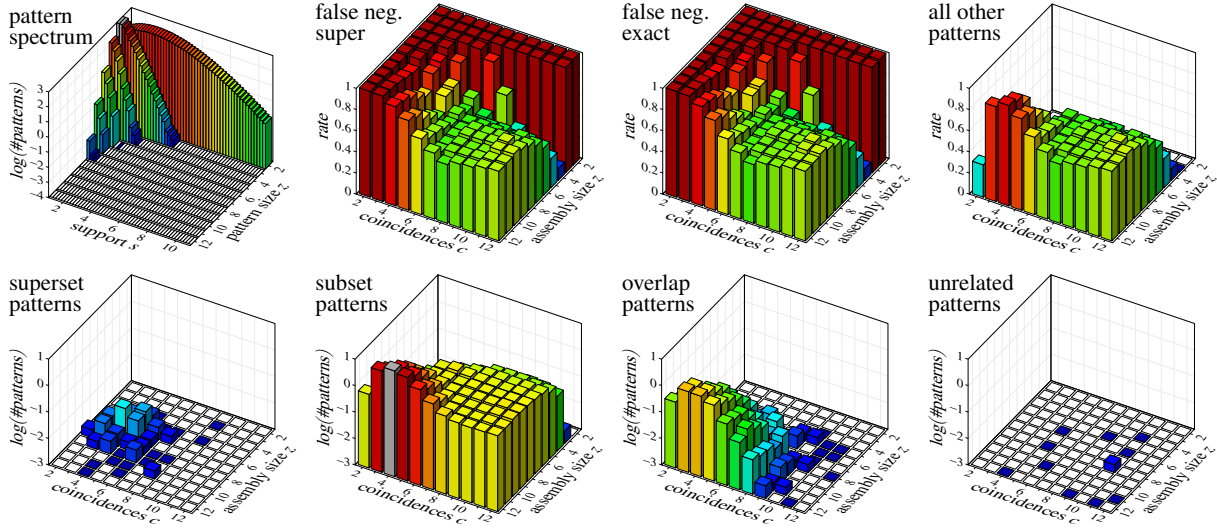
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



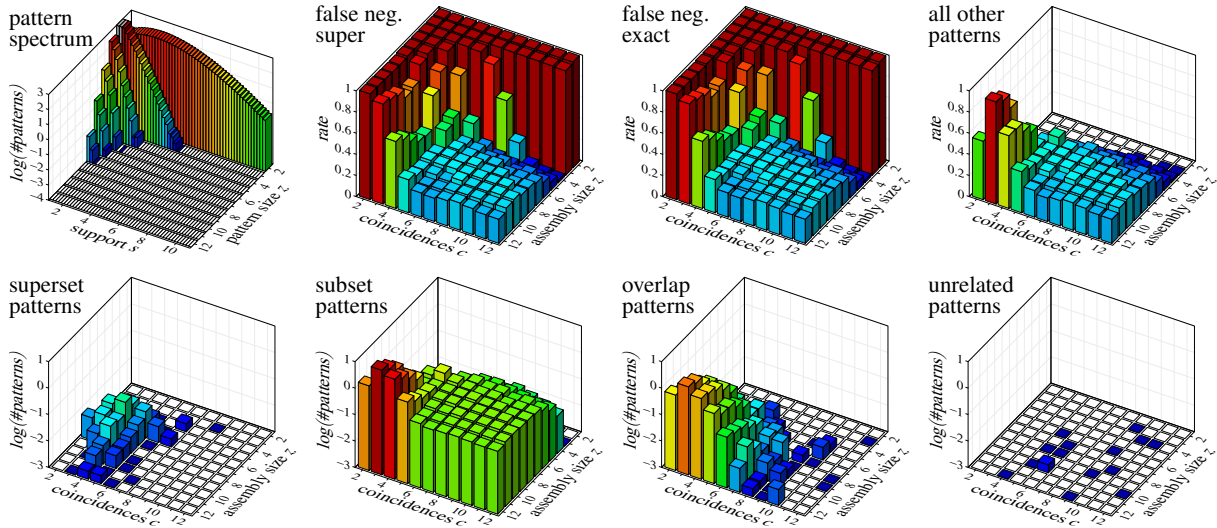
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



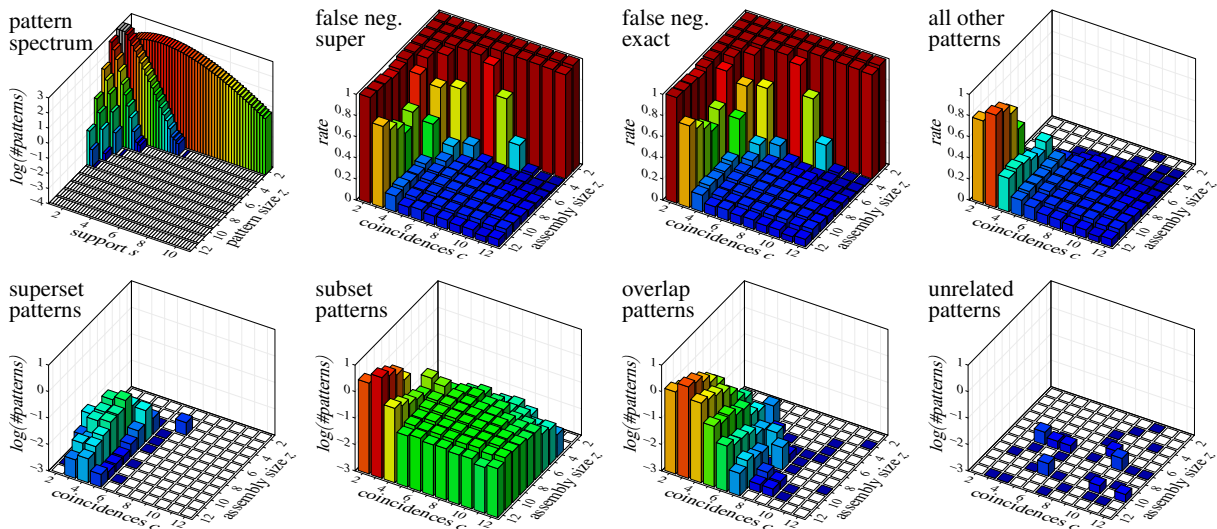
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 0.10z)$



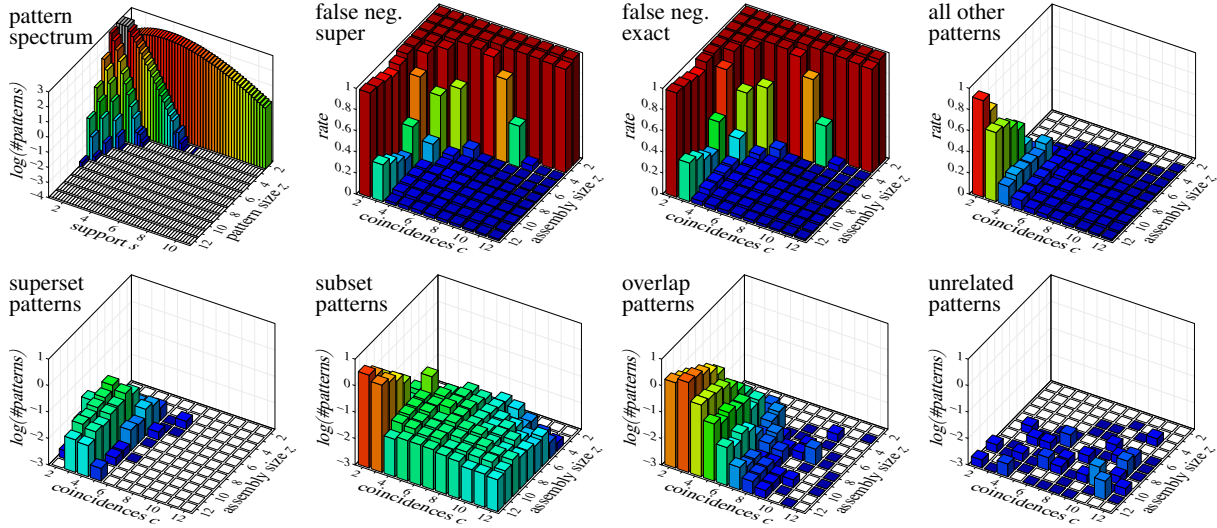
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 0.10z)$



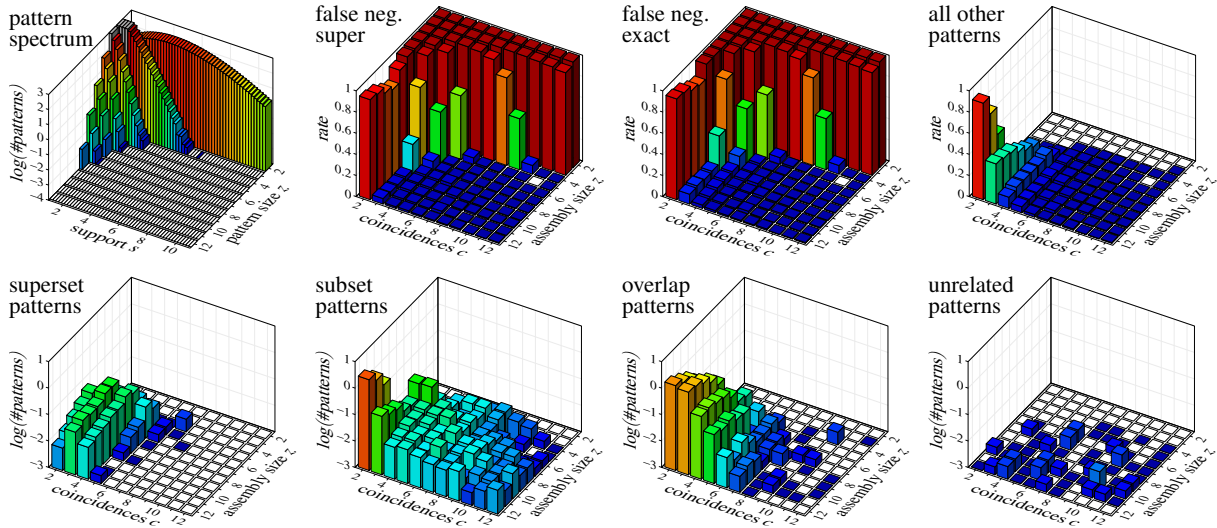
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 0.10z)$



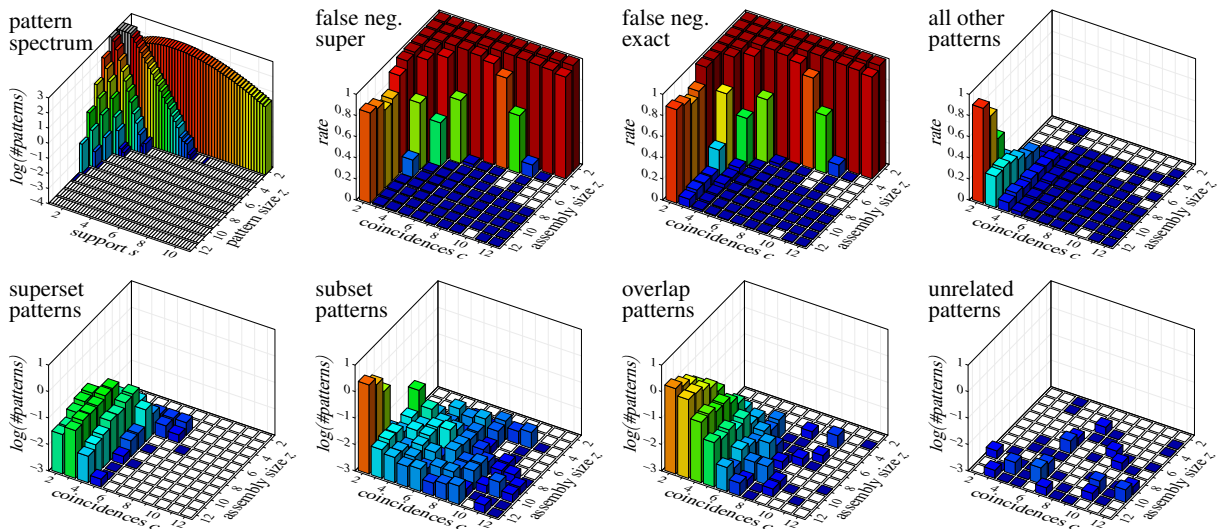
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 0.10z)$



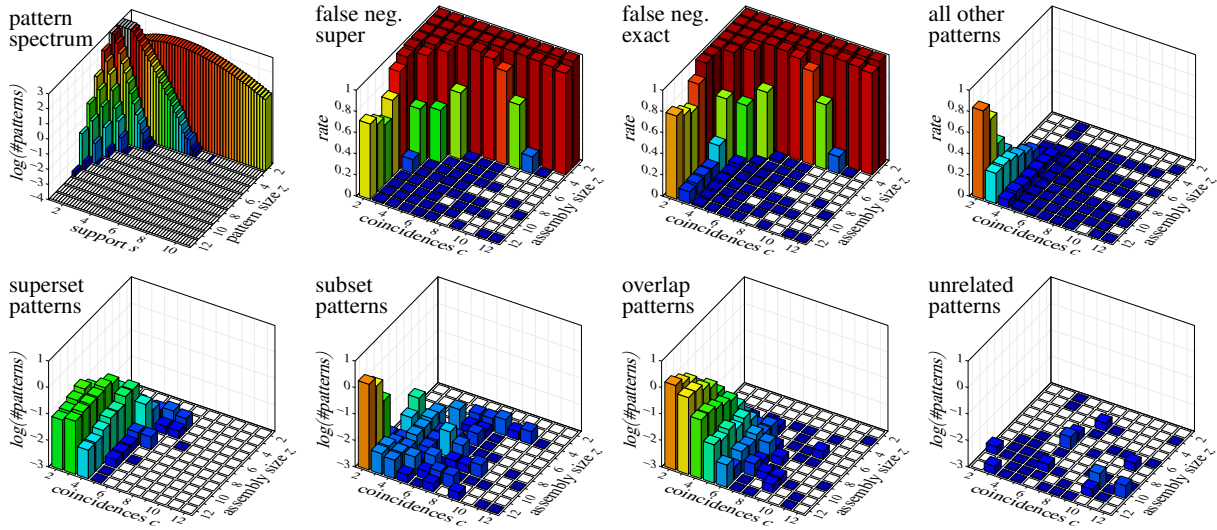
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 0.10z)$



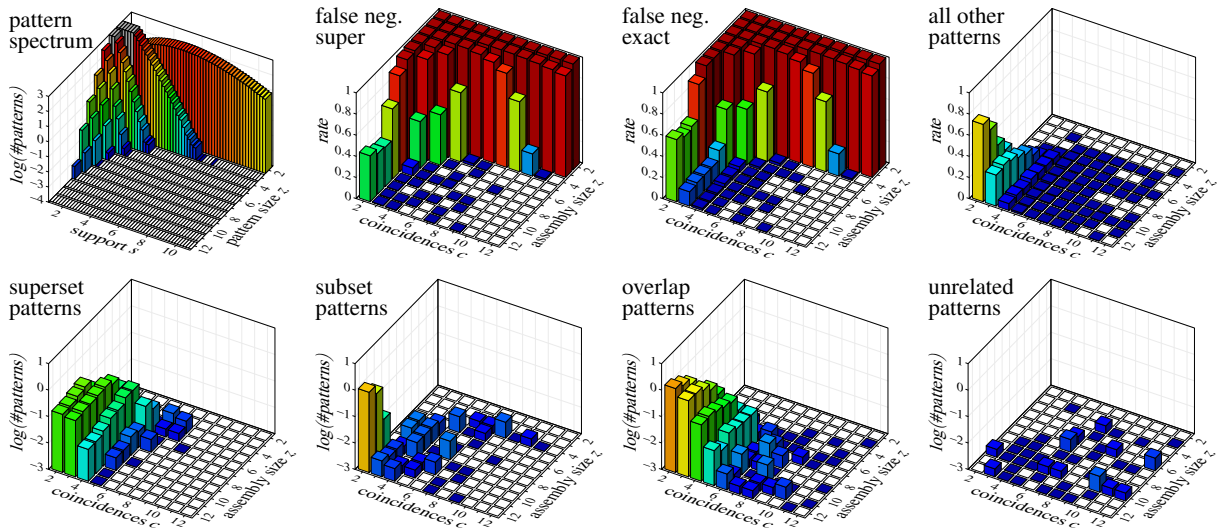
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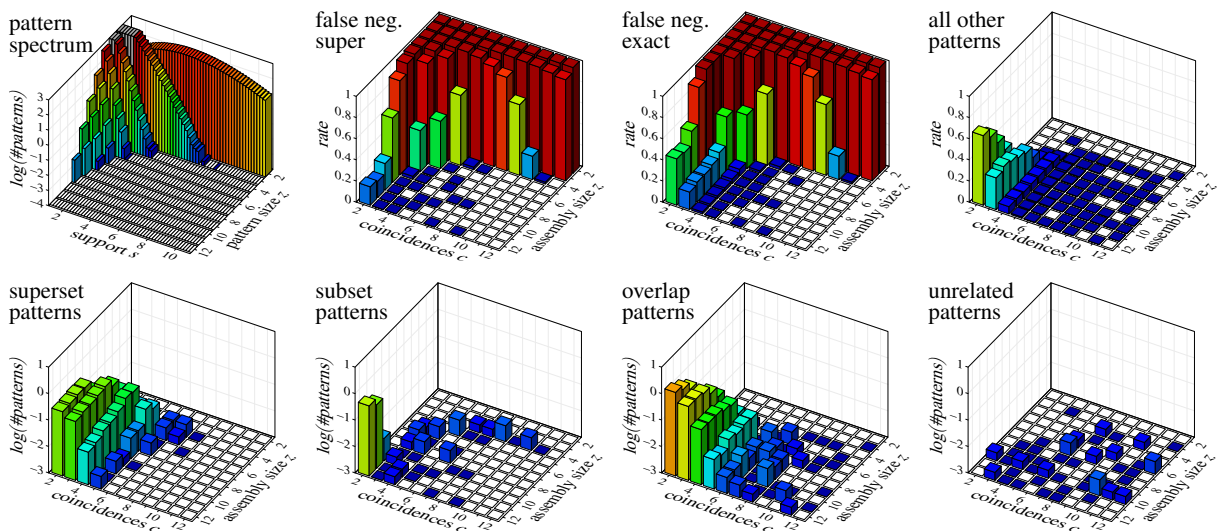
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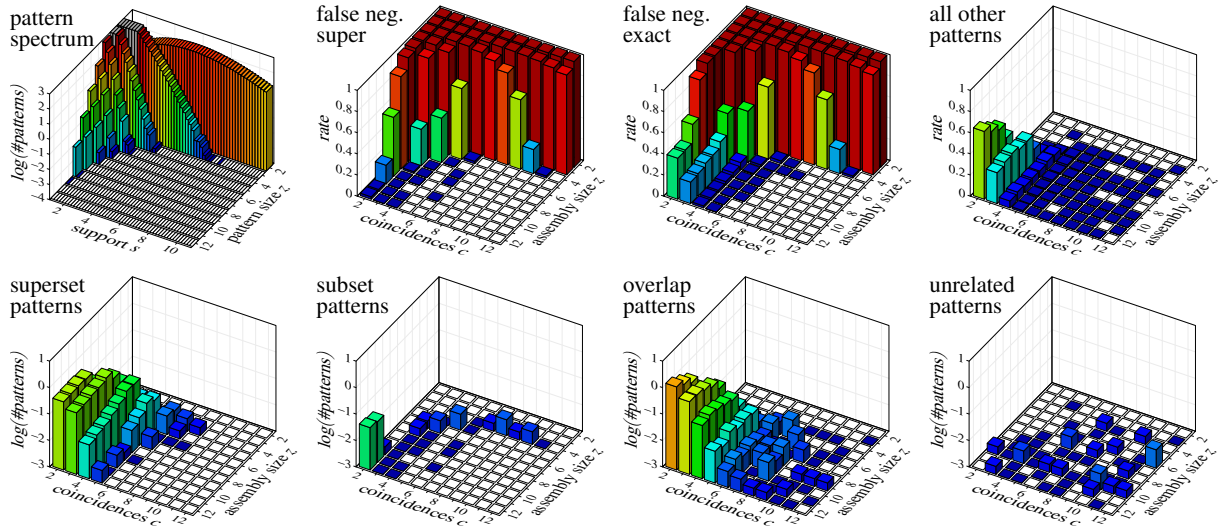
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 0.10z)$



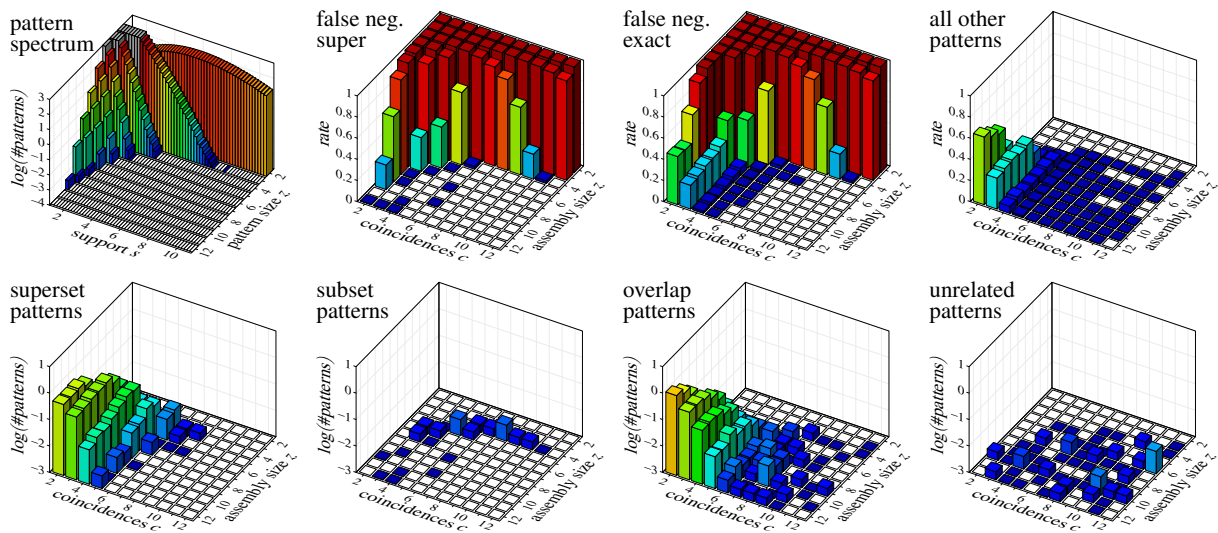
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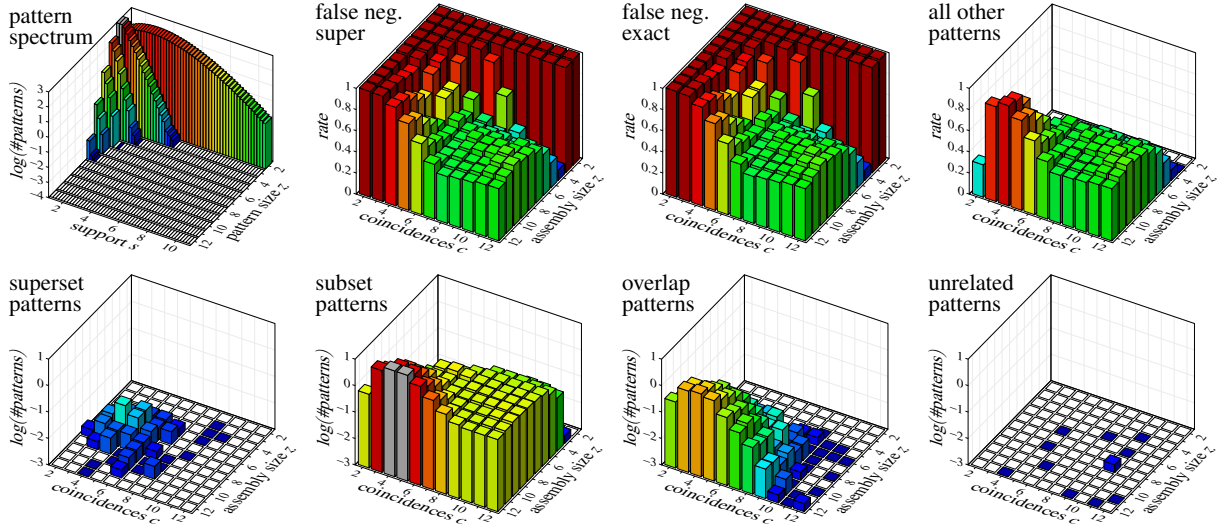
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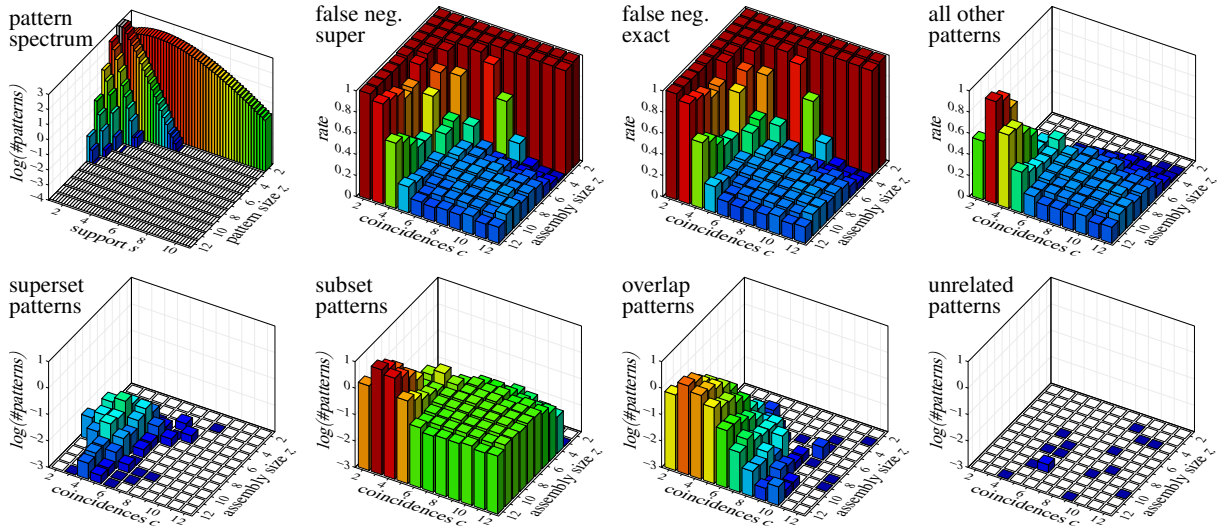
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 0.10z)$



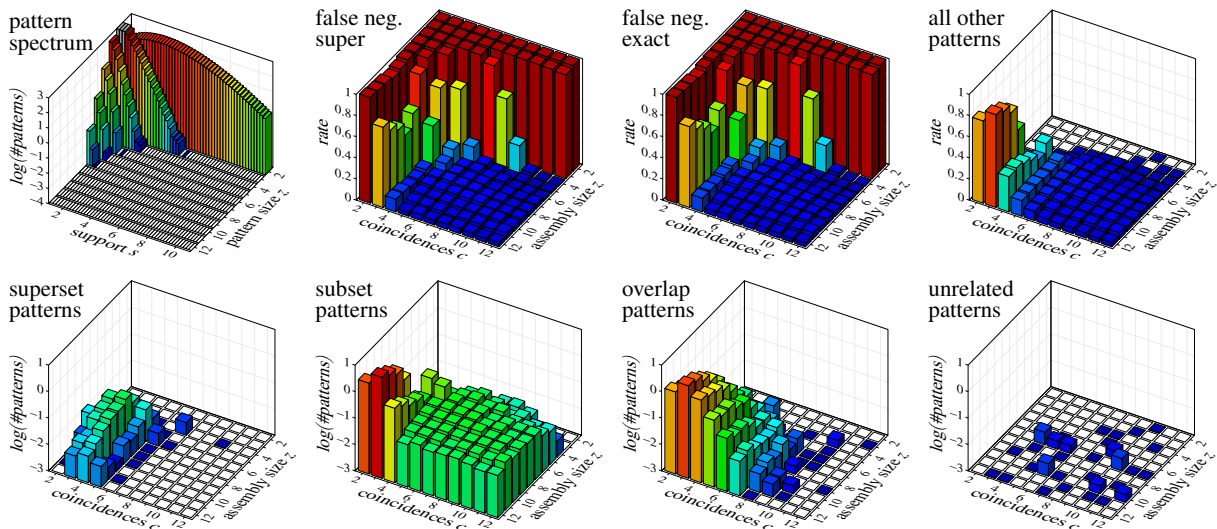
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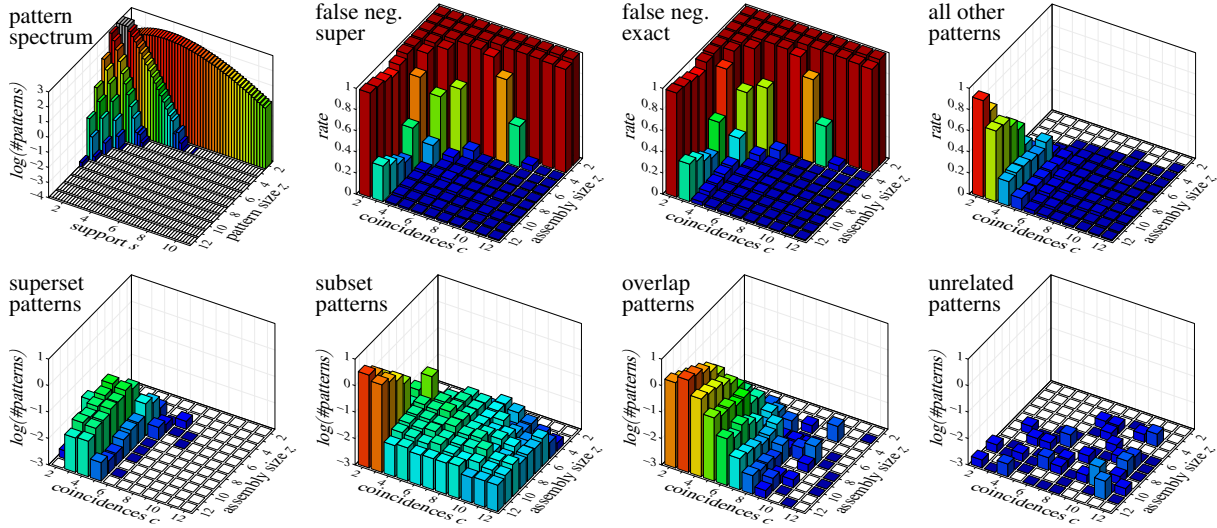
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 0.12z)$



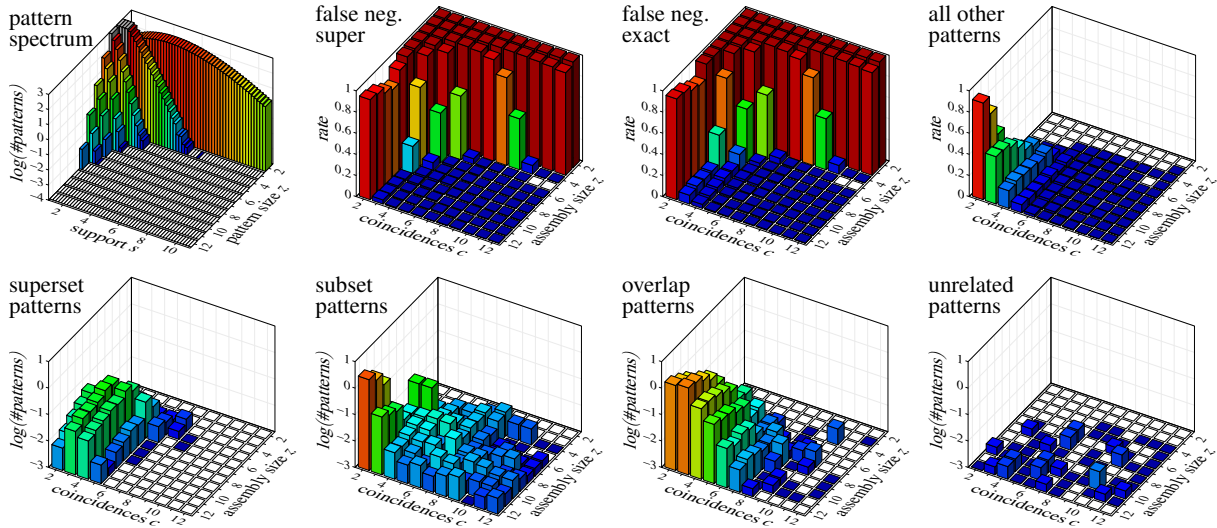
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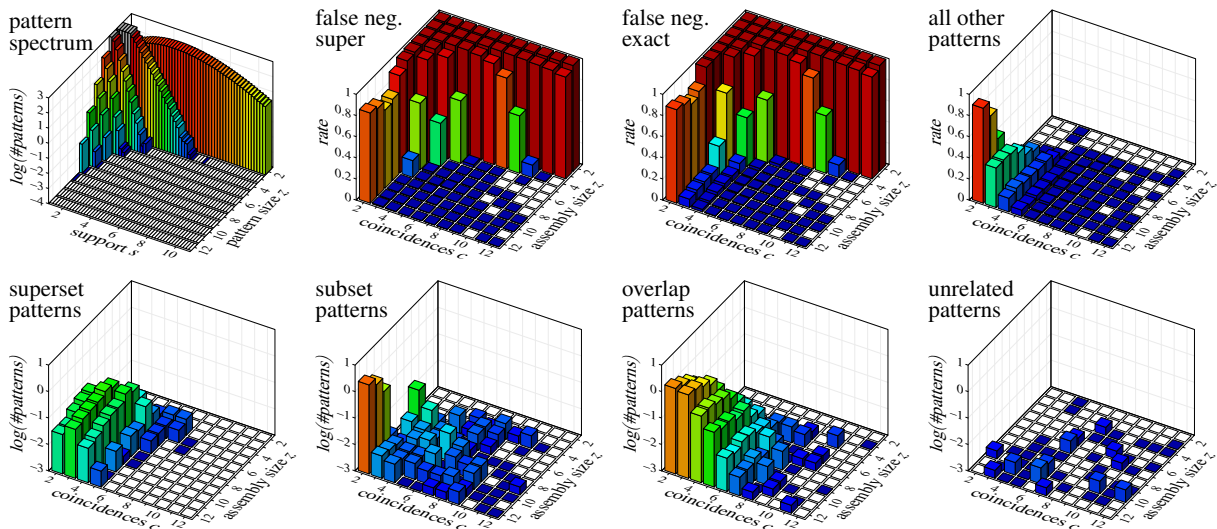
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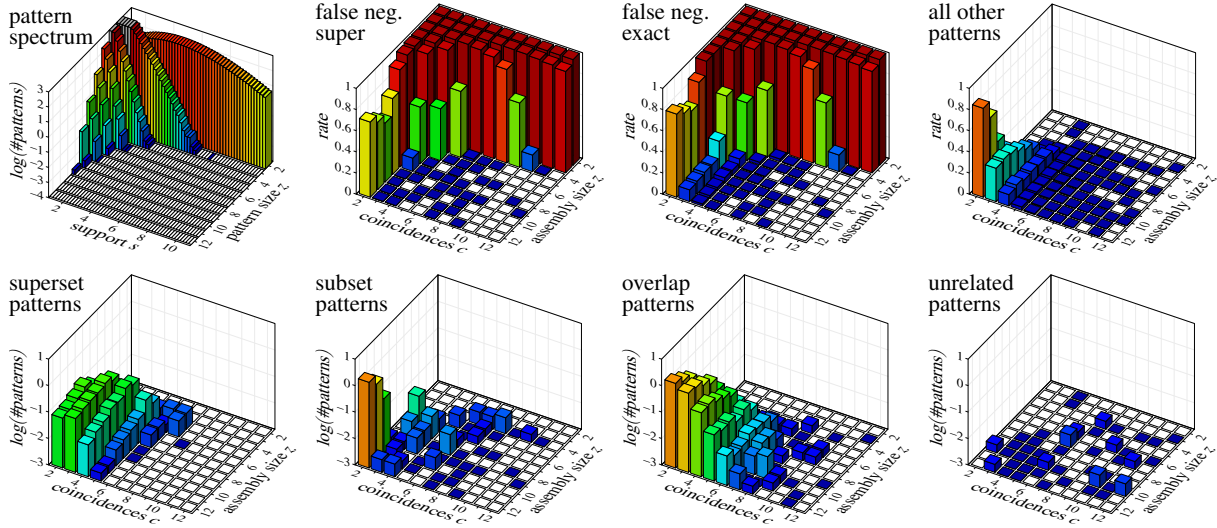
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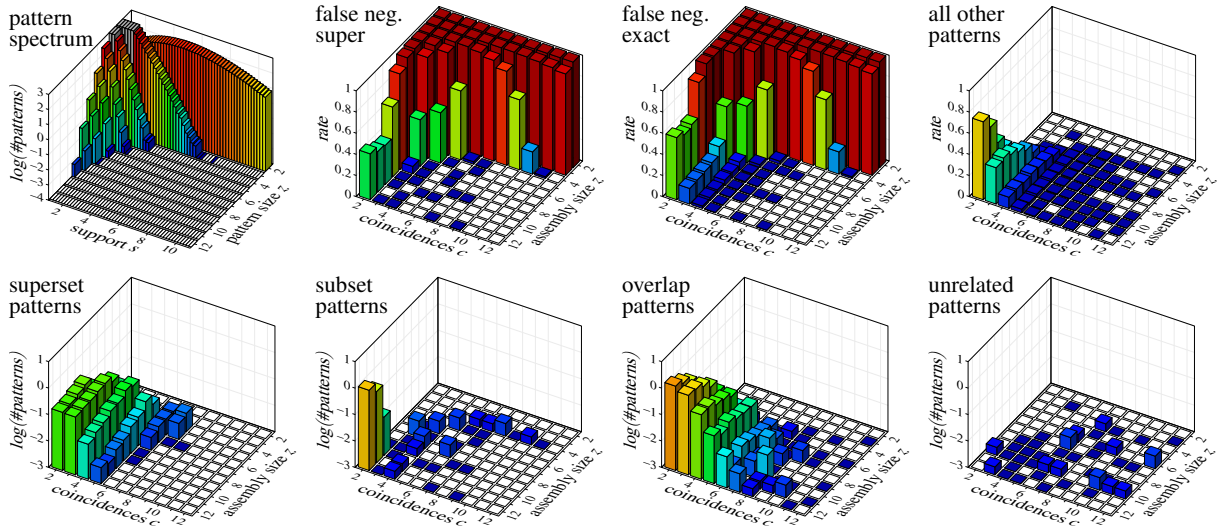
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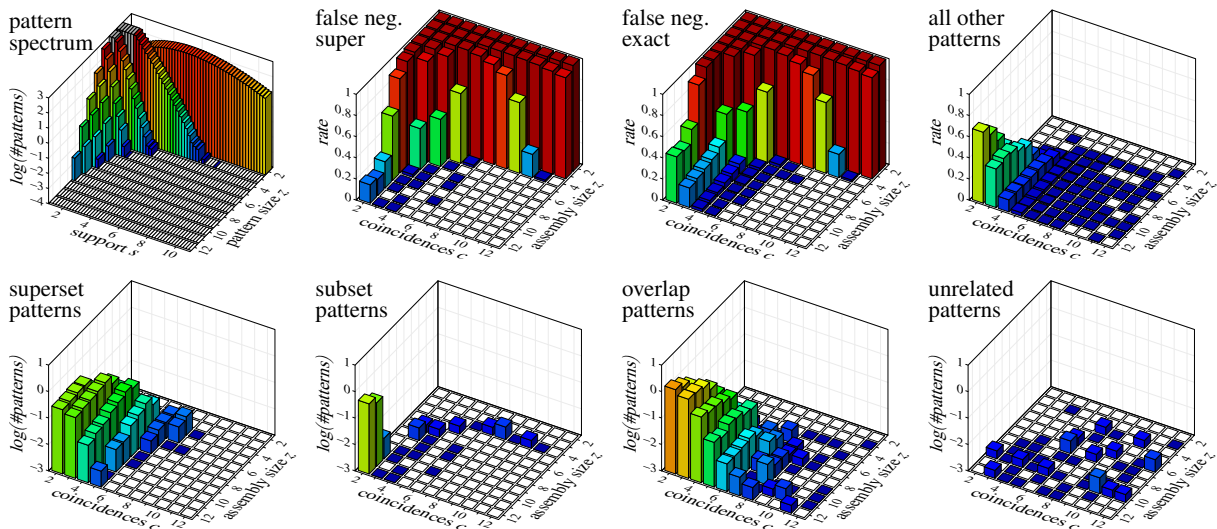
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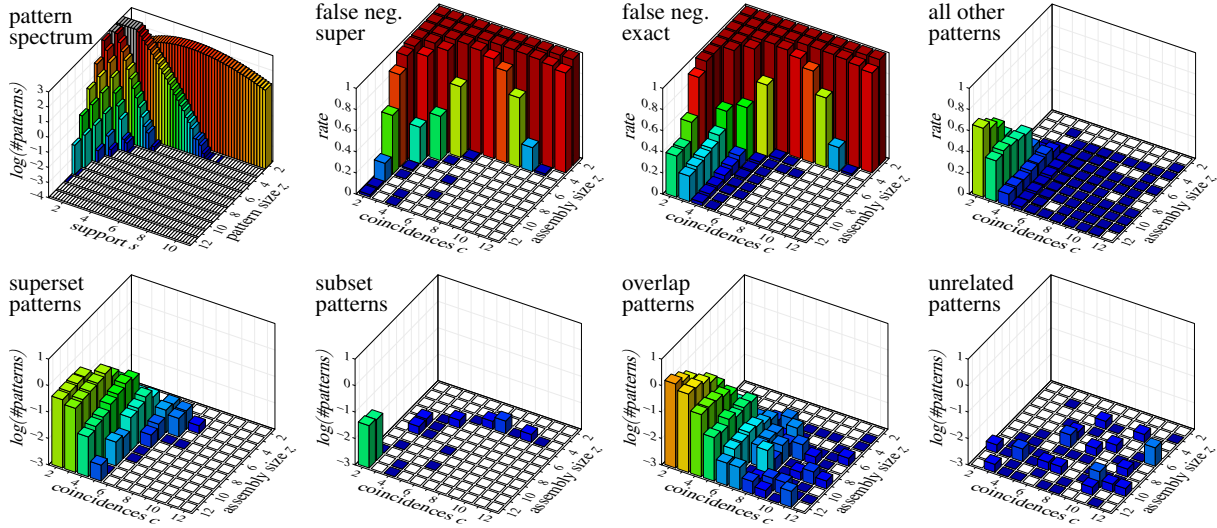
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 0.12z)$



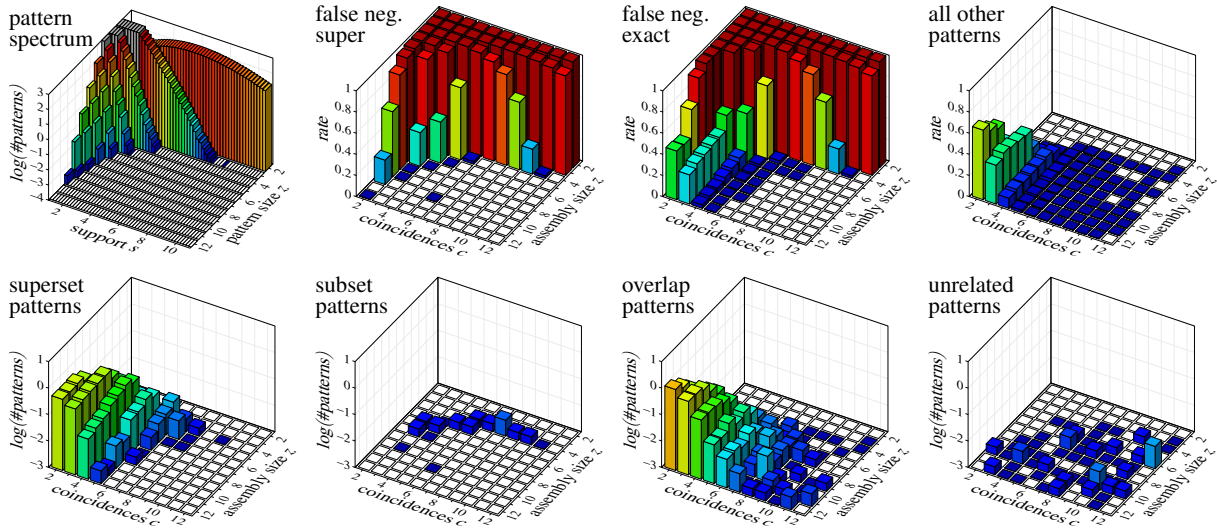
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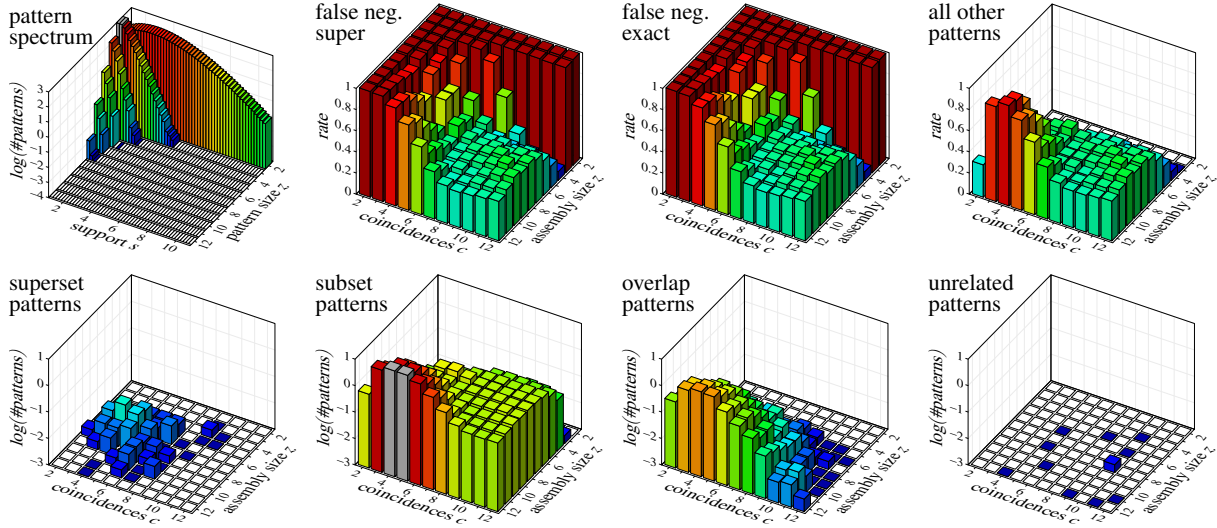
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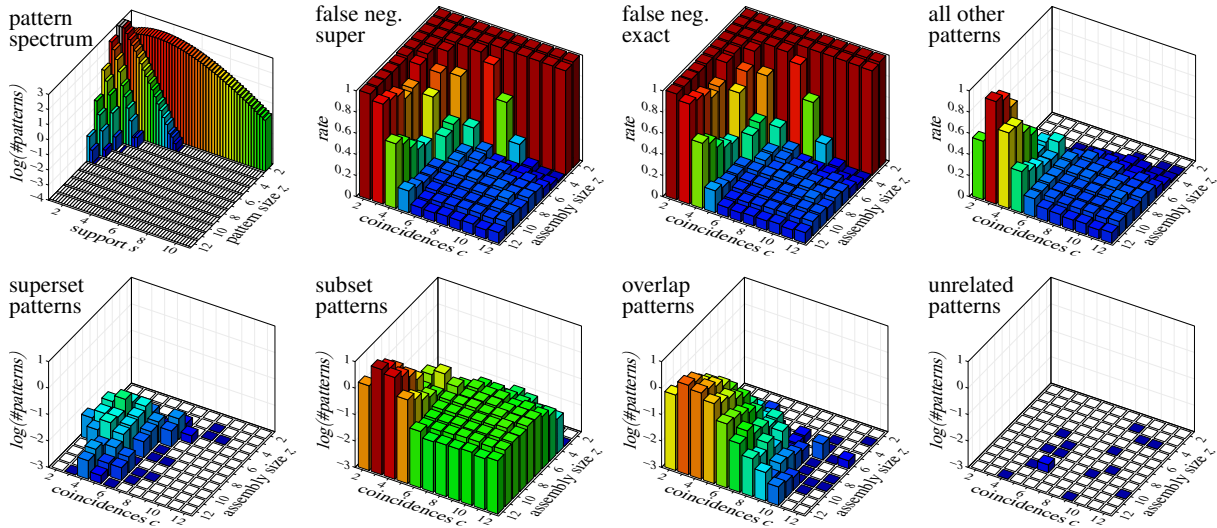
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 0.12z)$



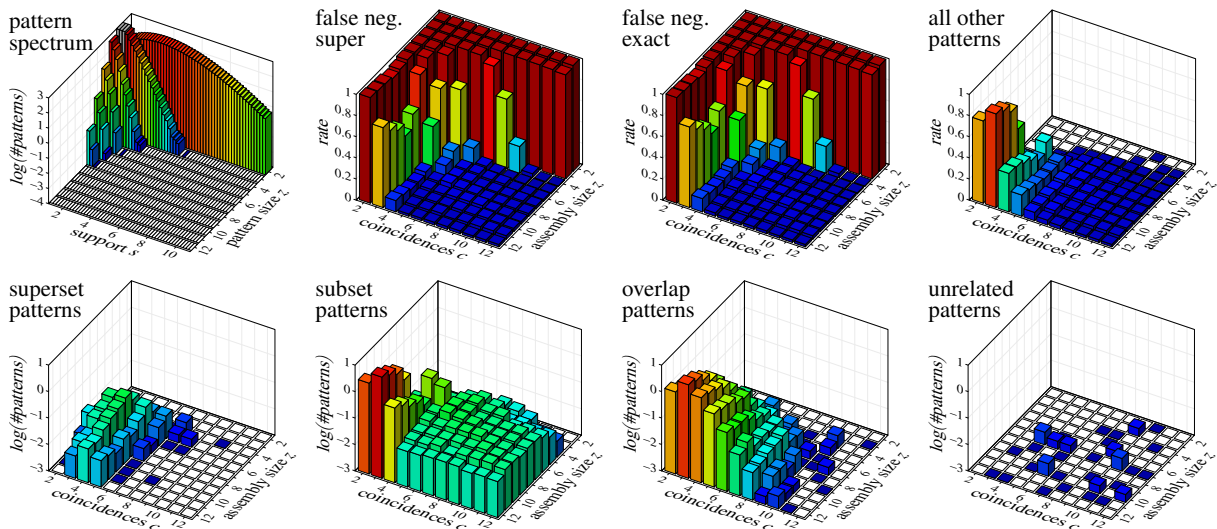
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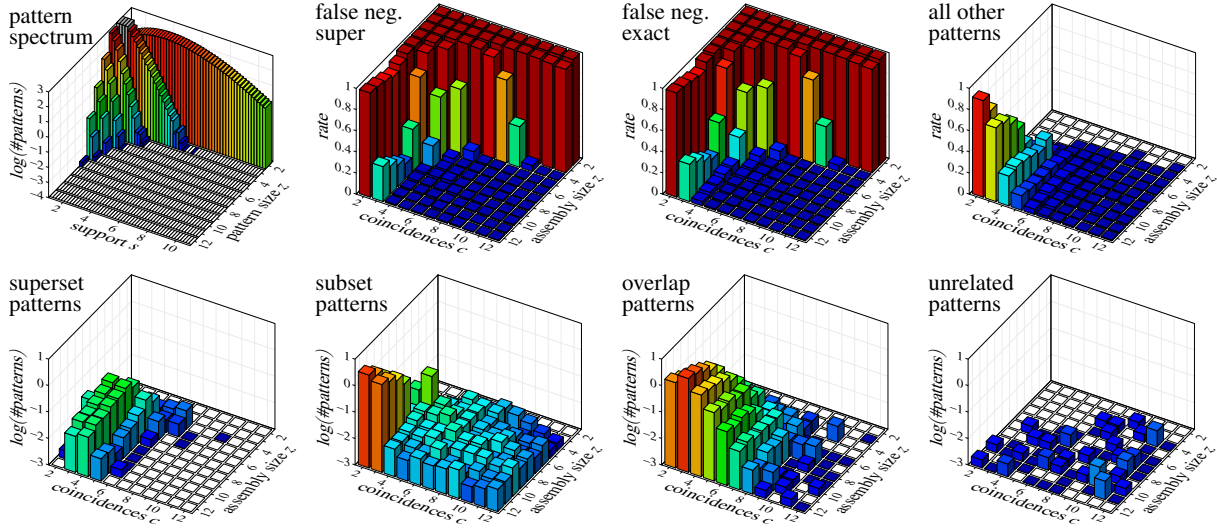
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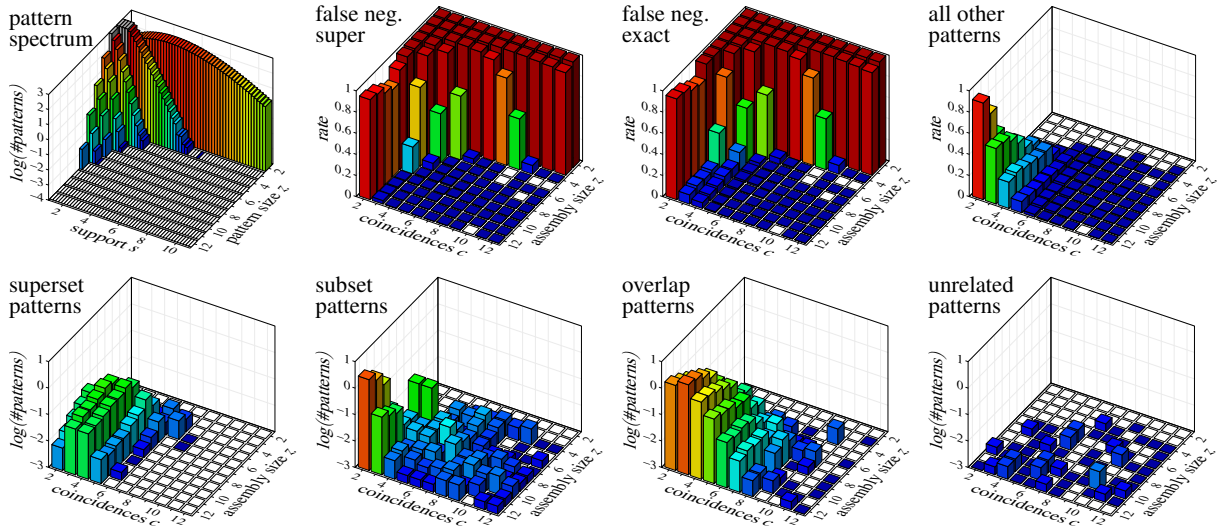
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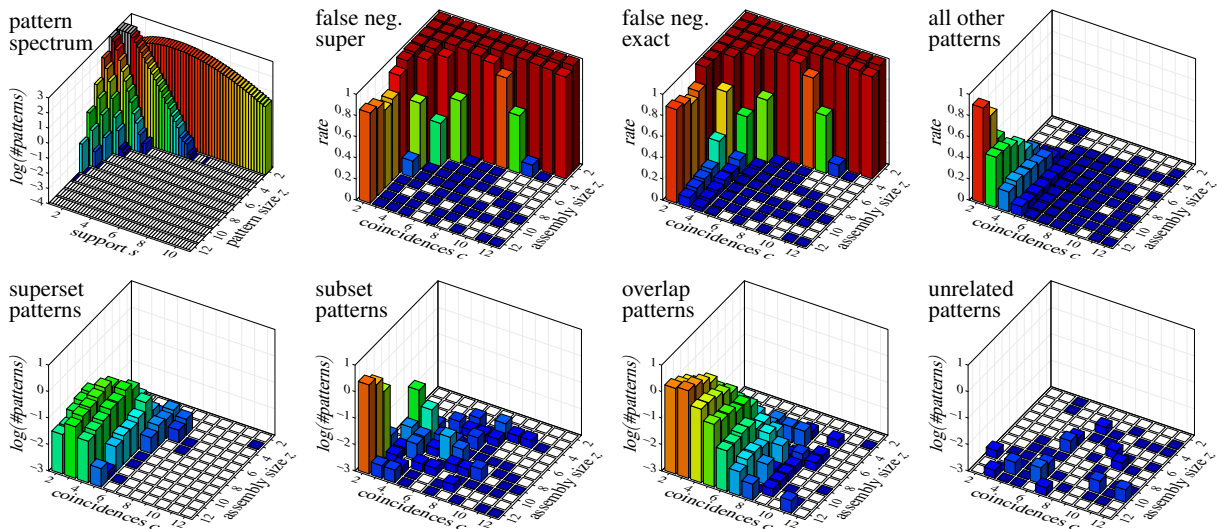
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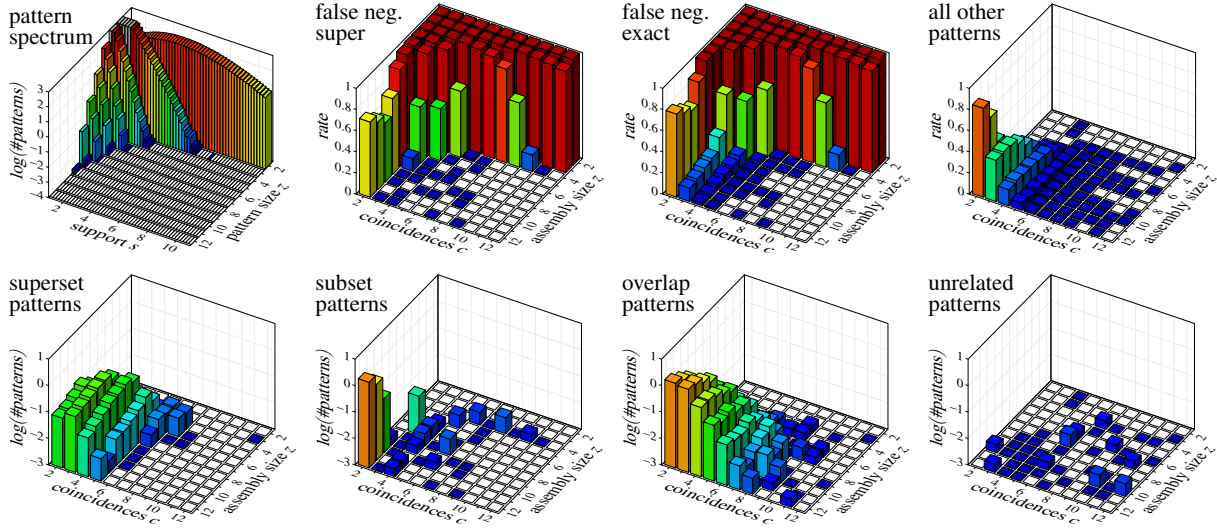
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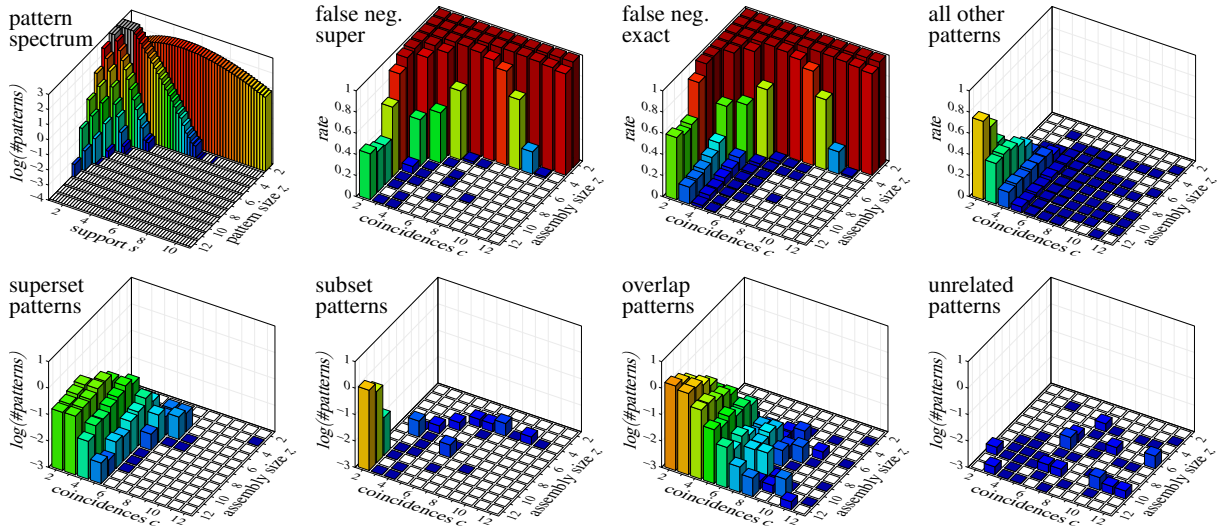
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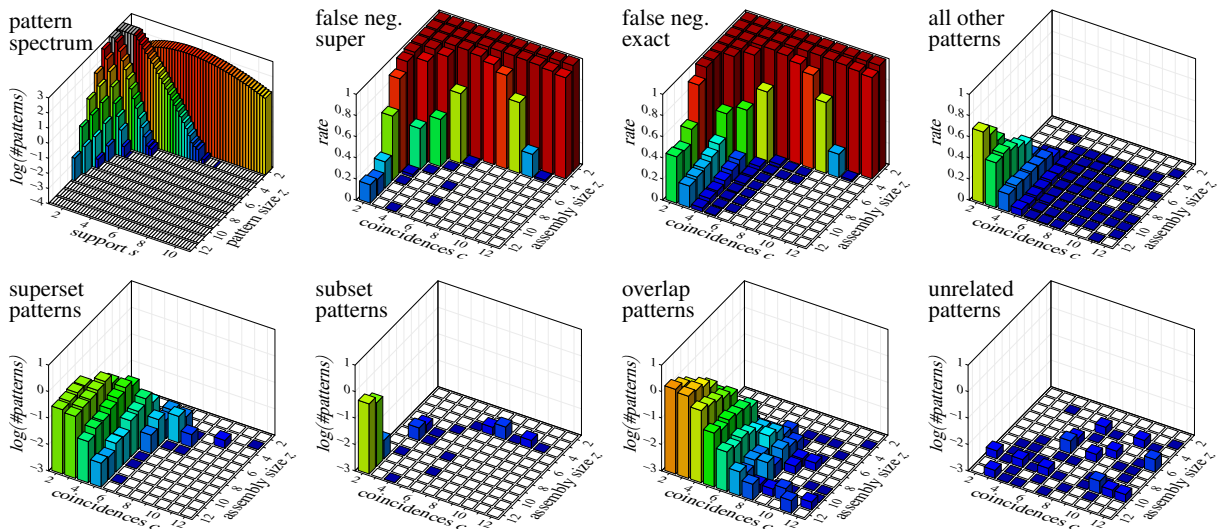
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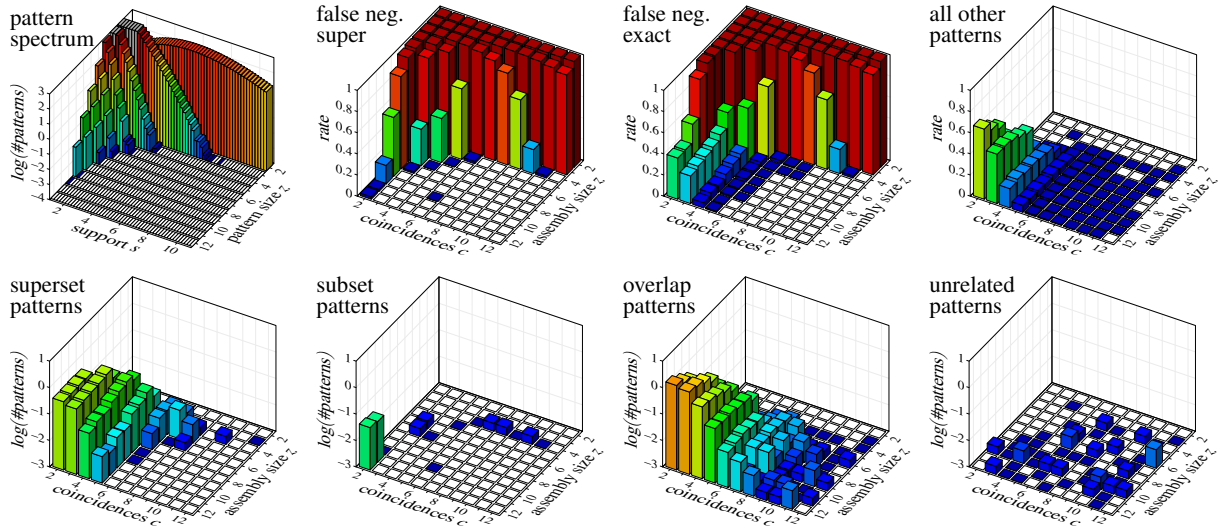
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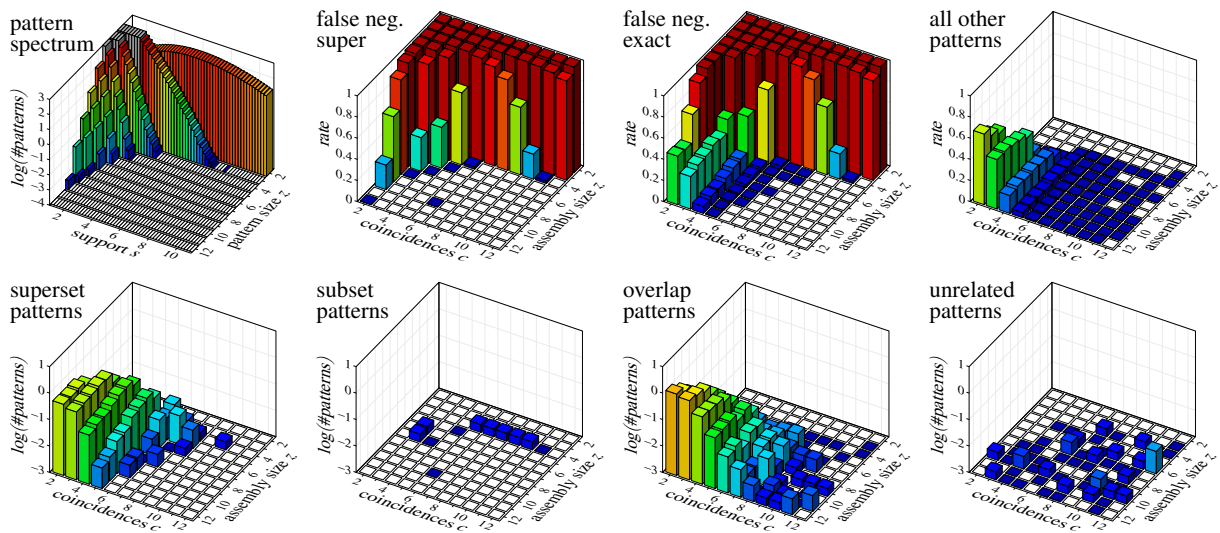
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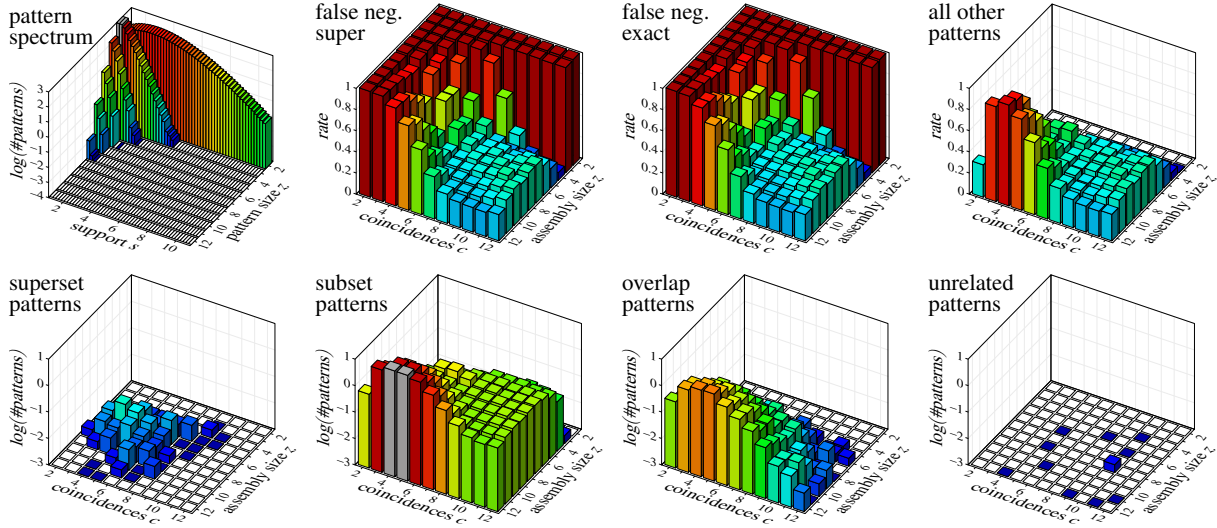
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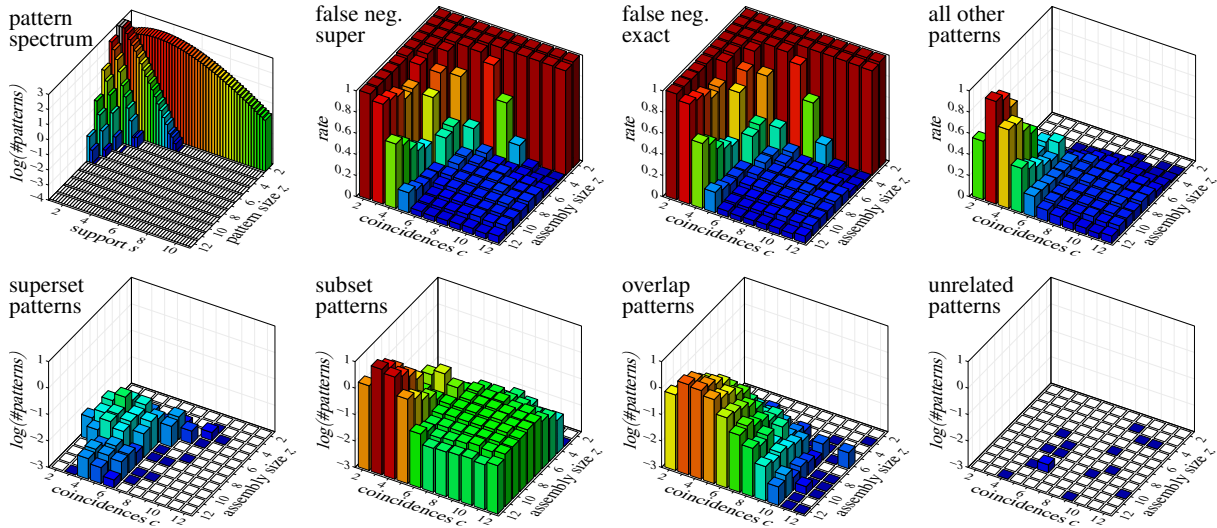
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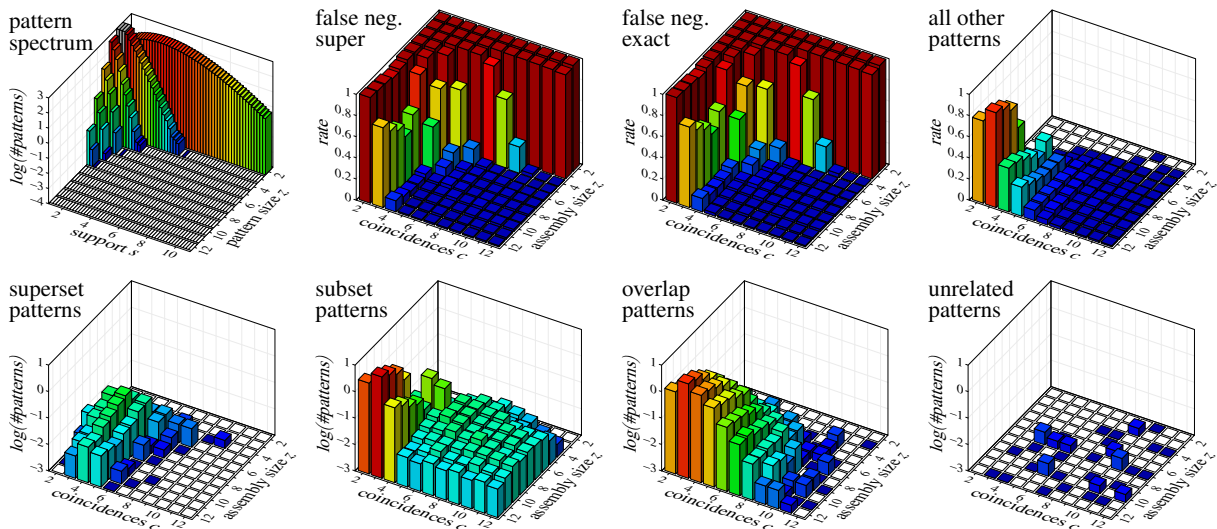
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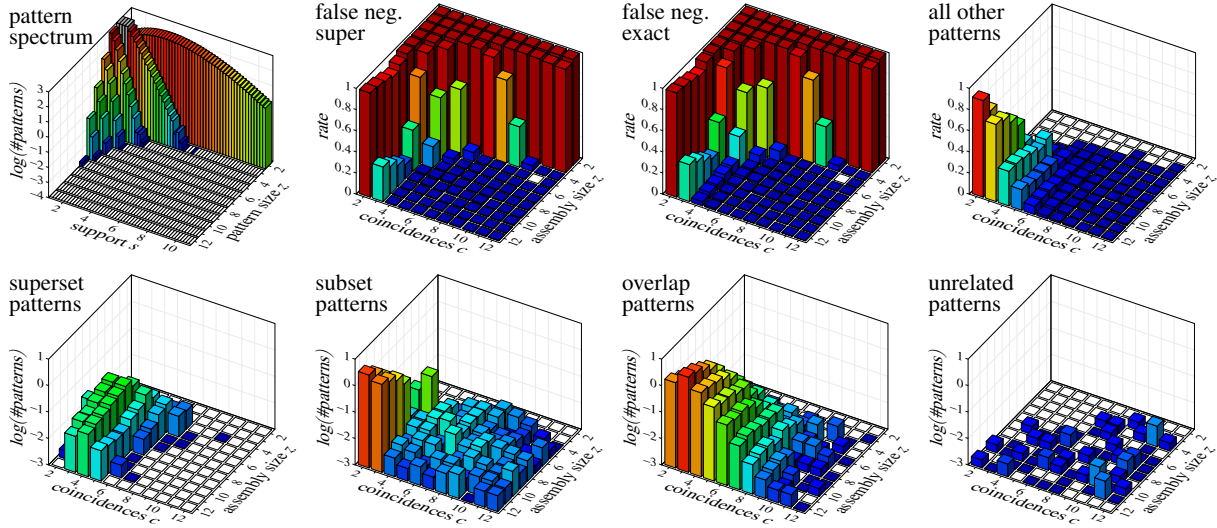
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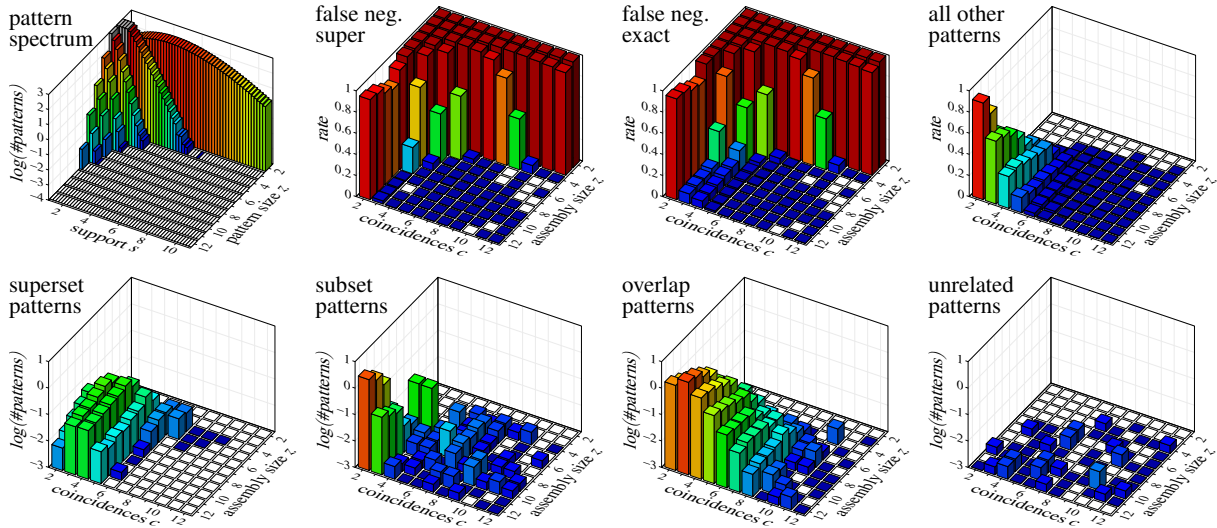
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



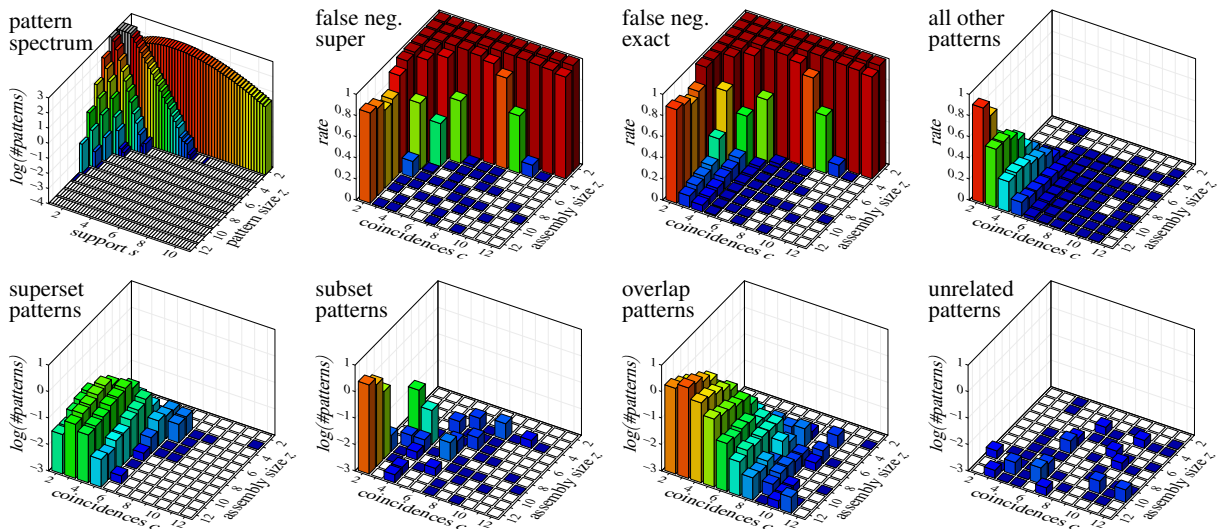
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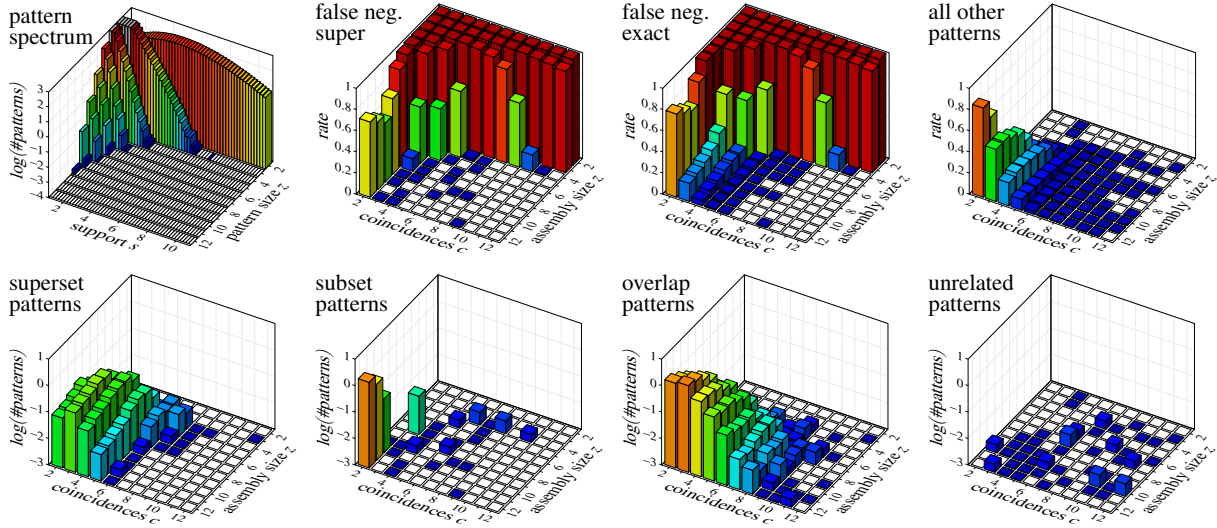
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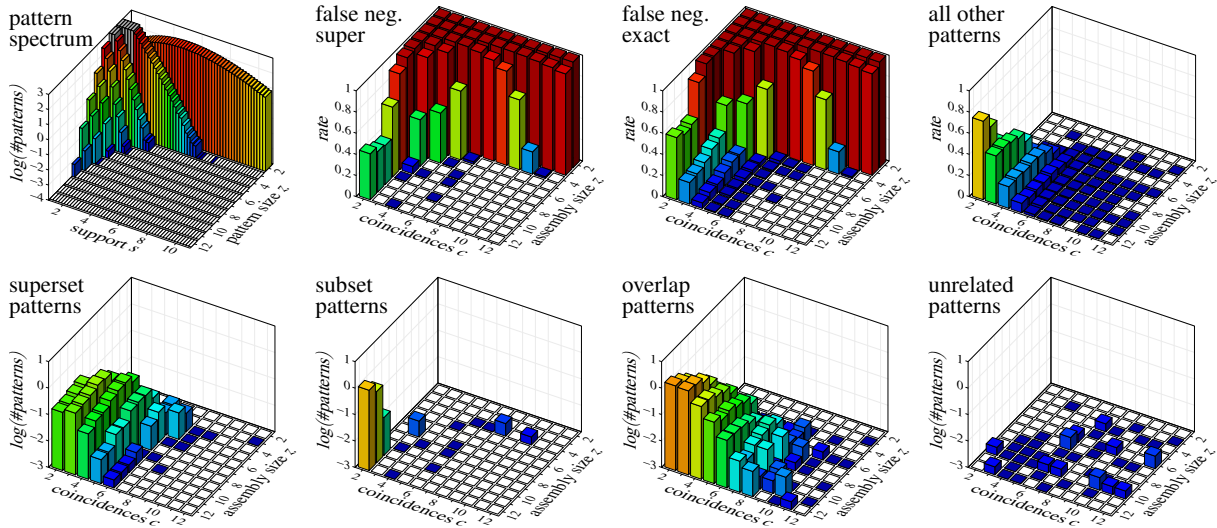
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



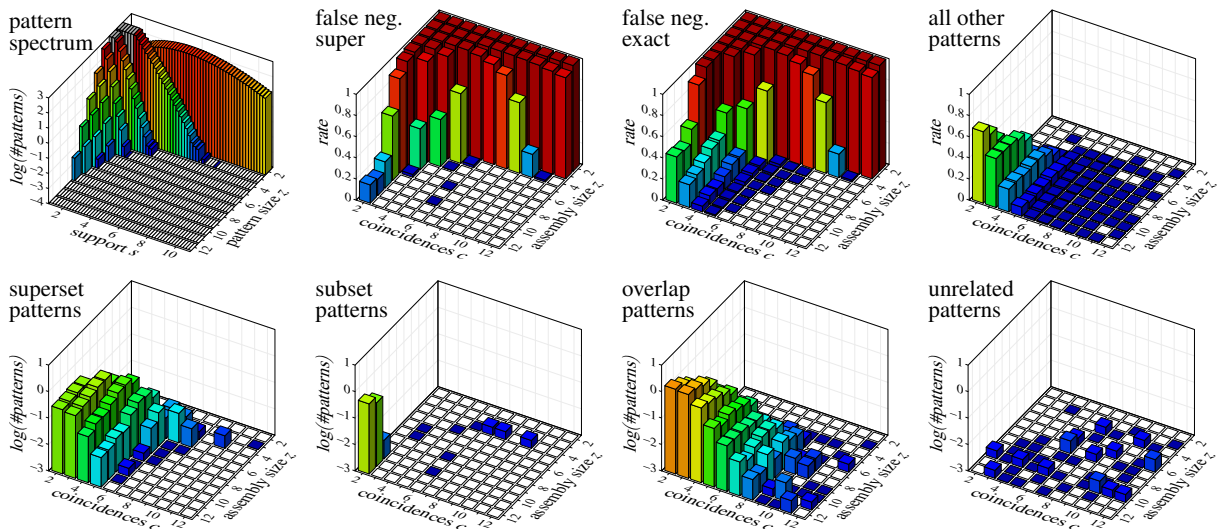
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



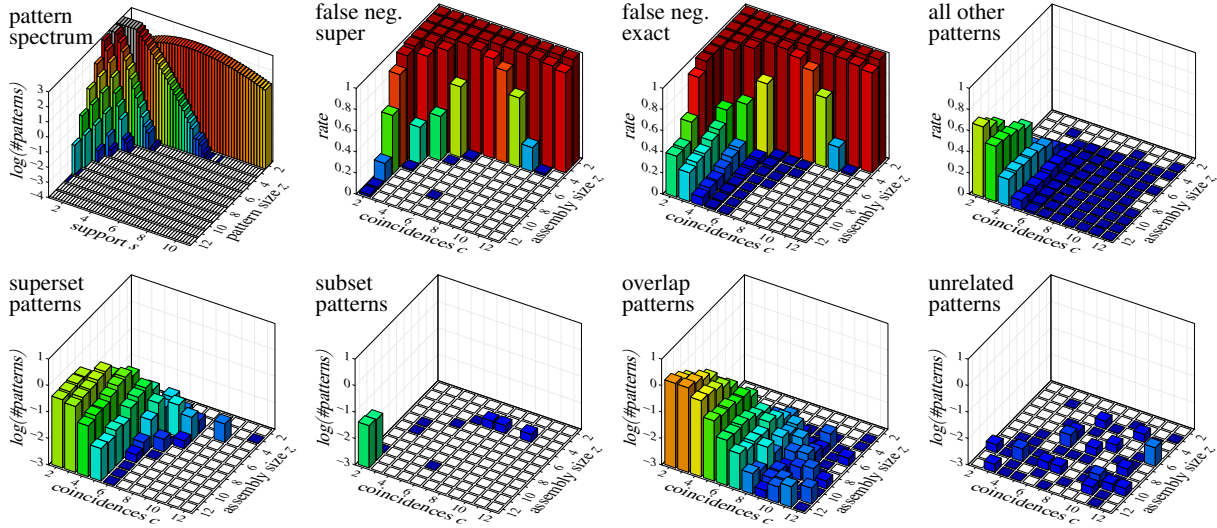
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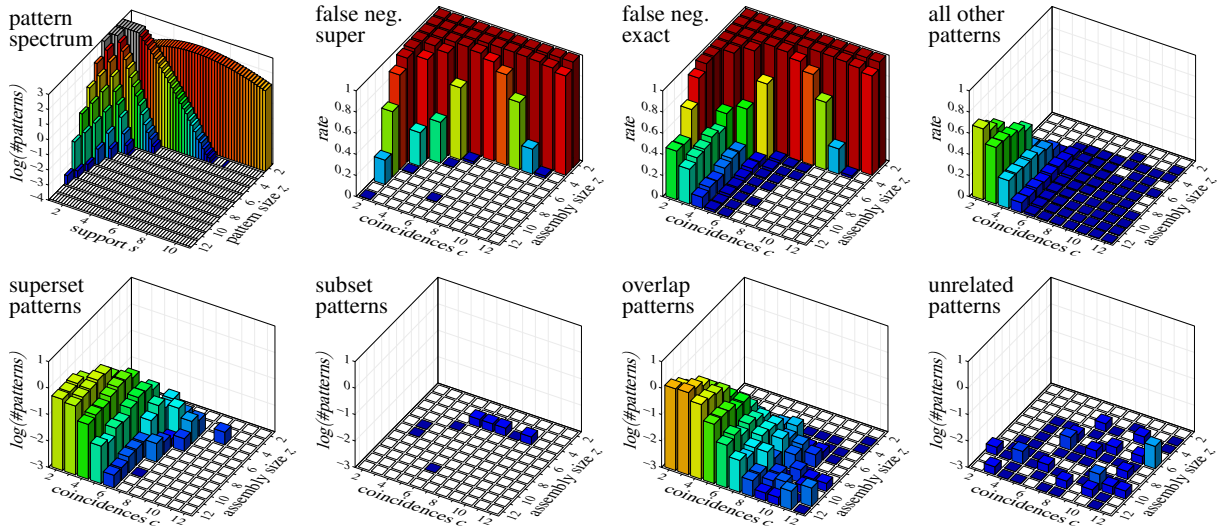
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



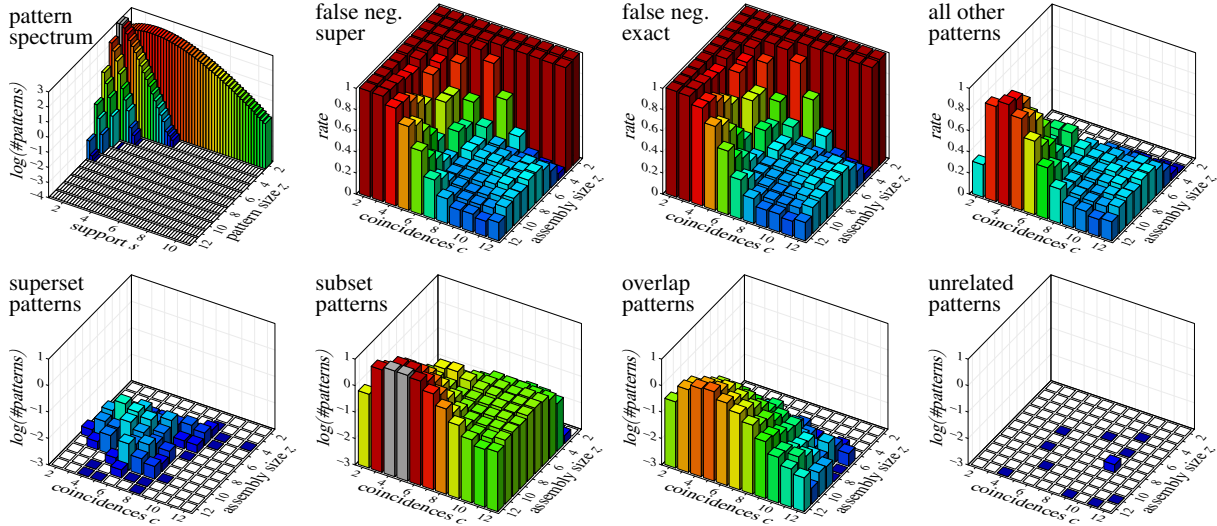
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



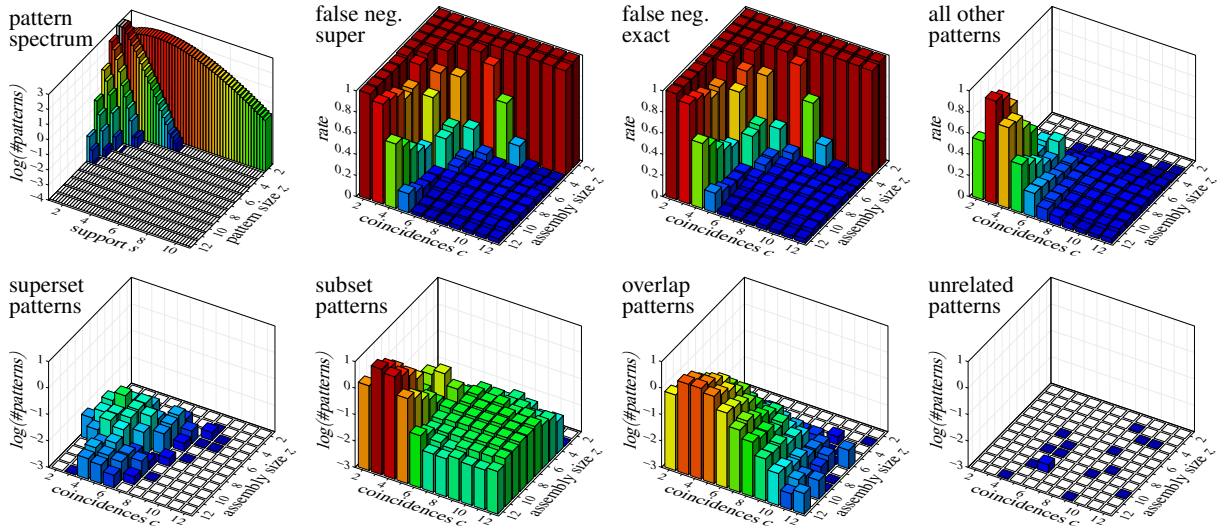
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



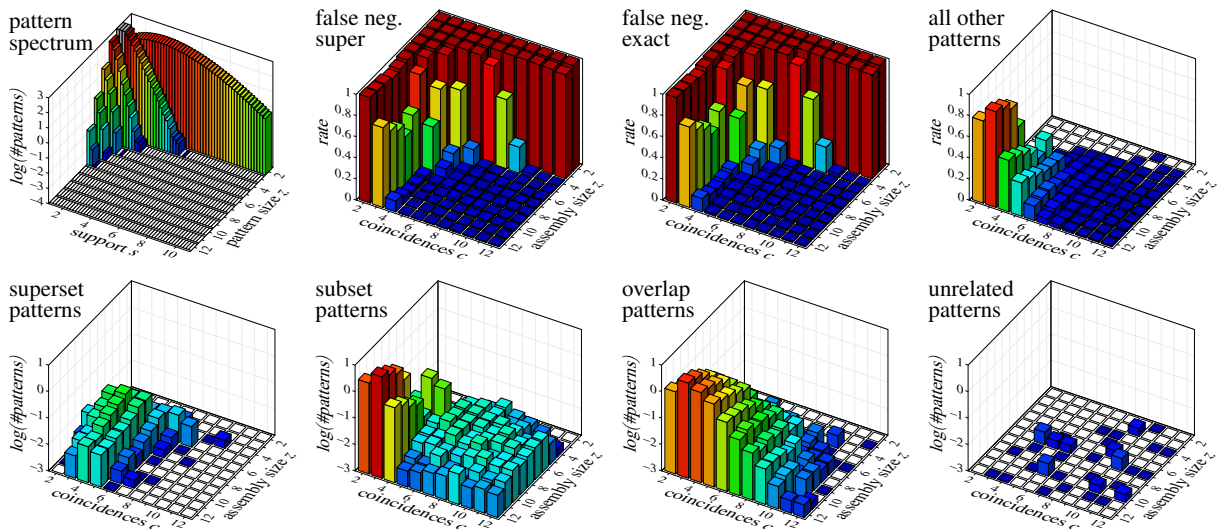
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



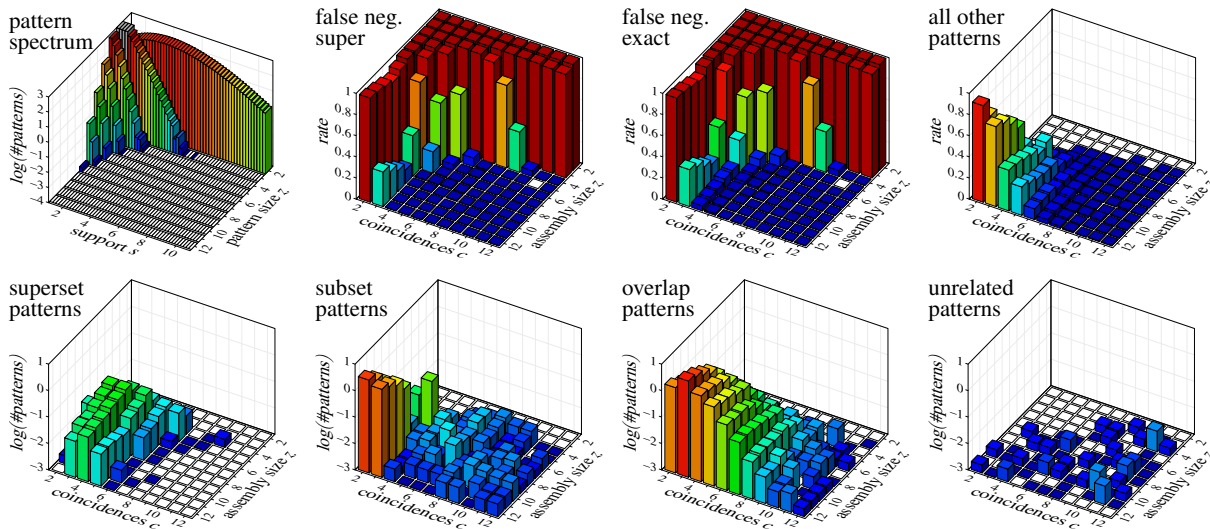
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



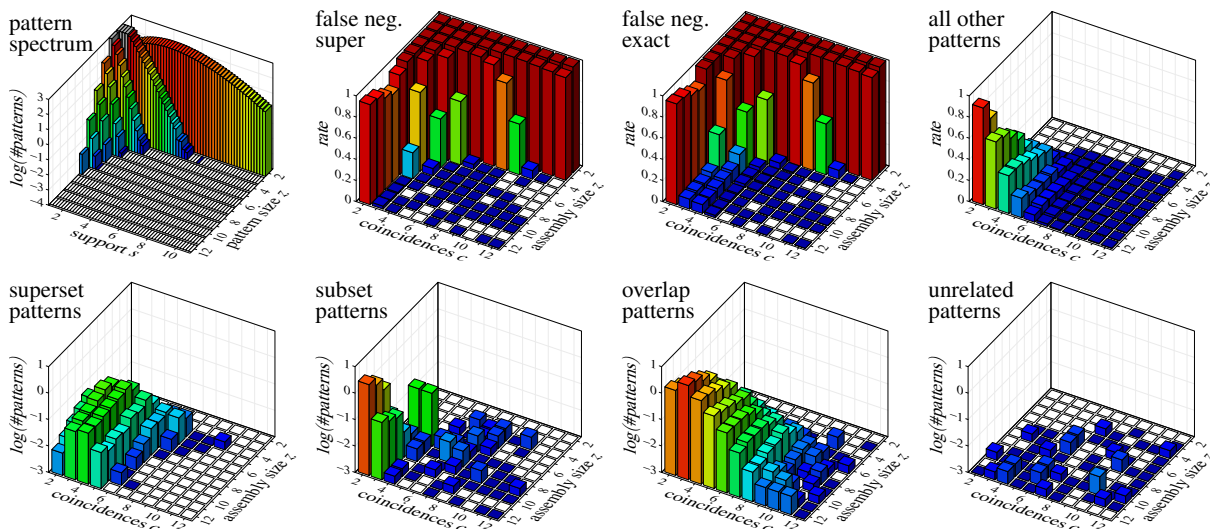
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



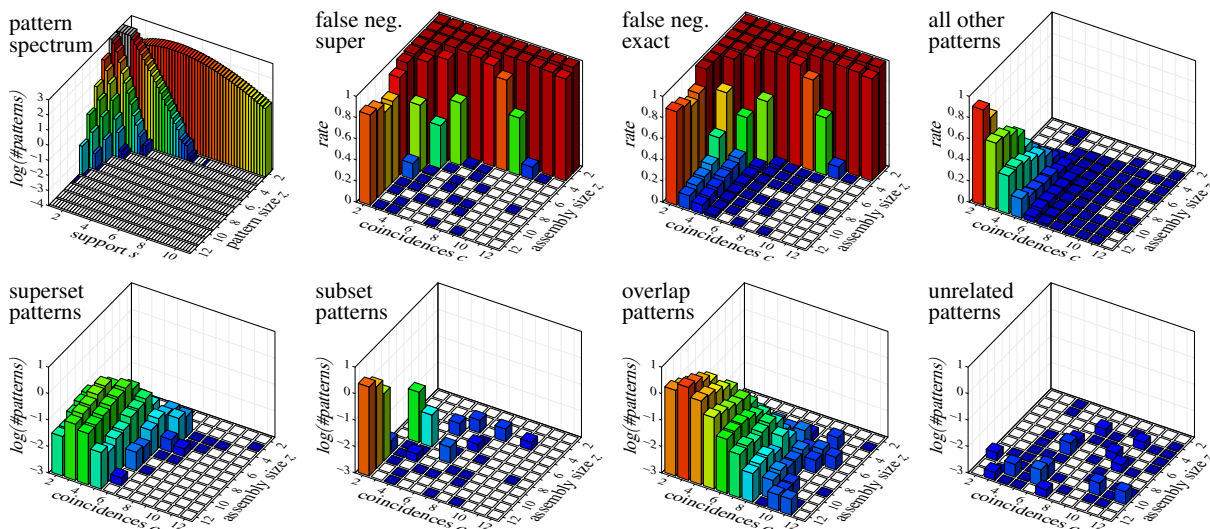
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



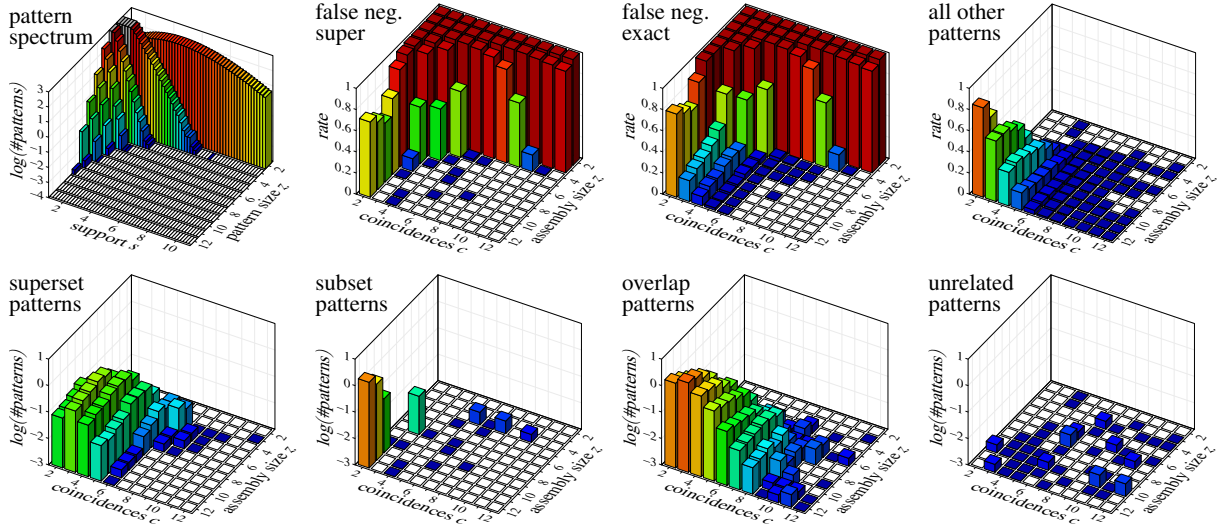
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



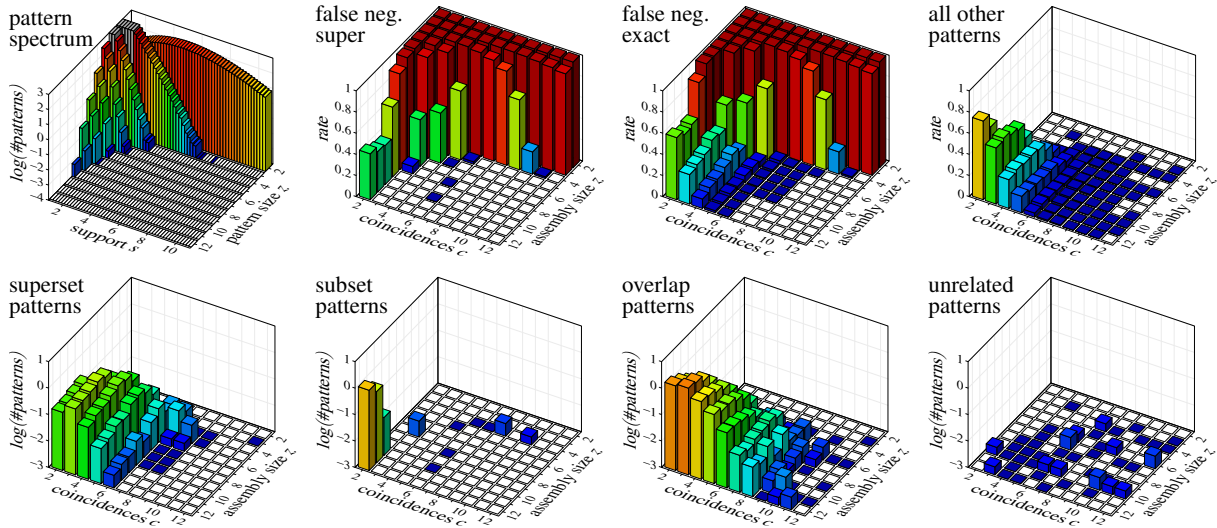
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



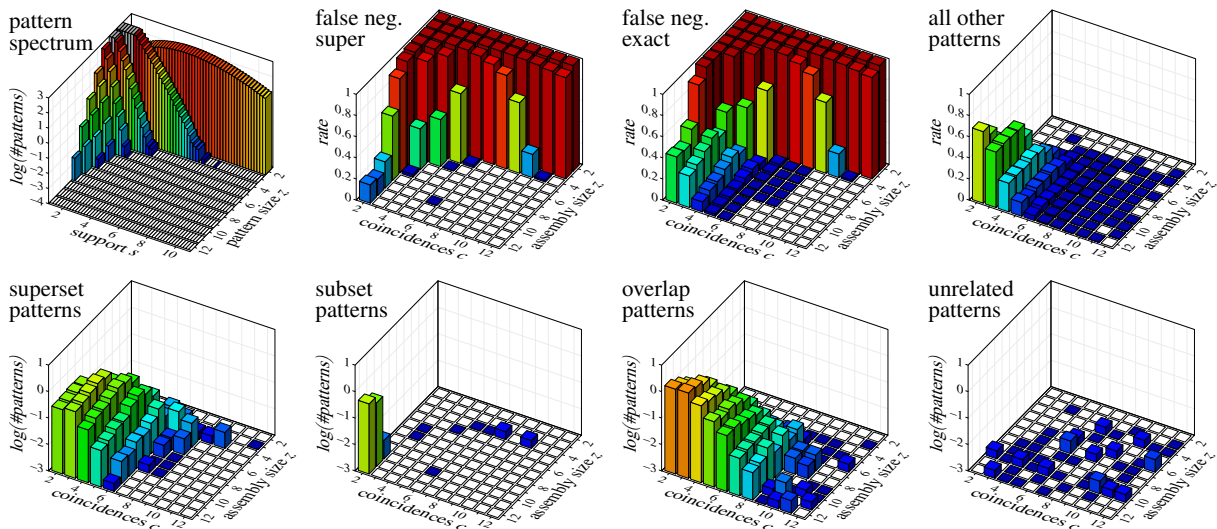
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



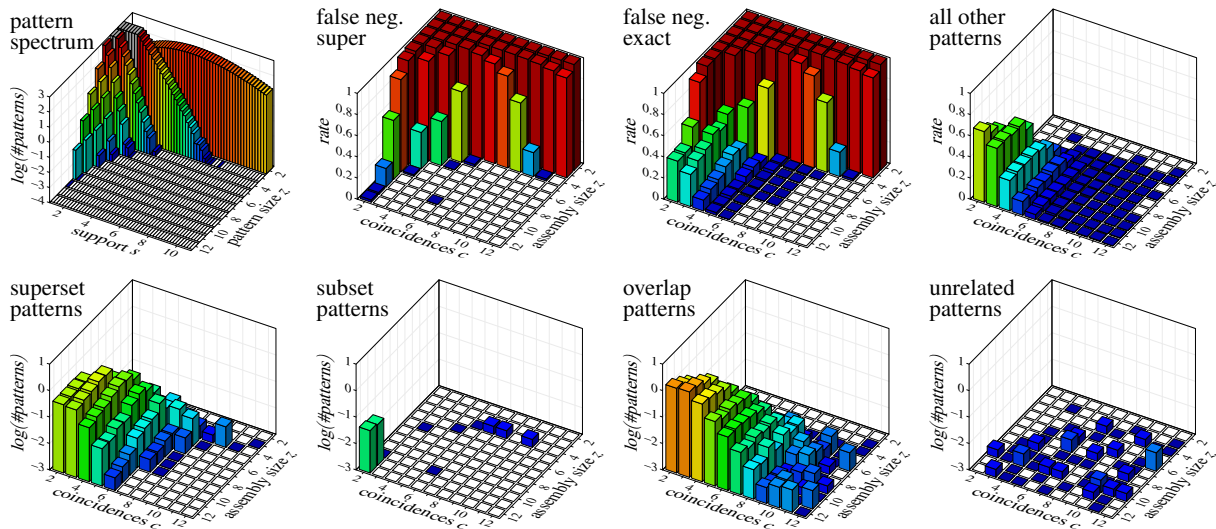
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



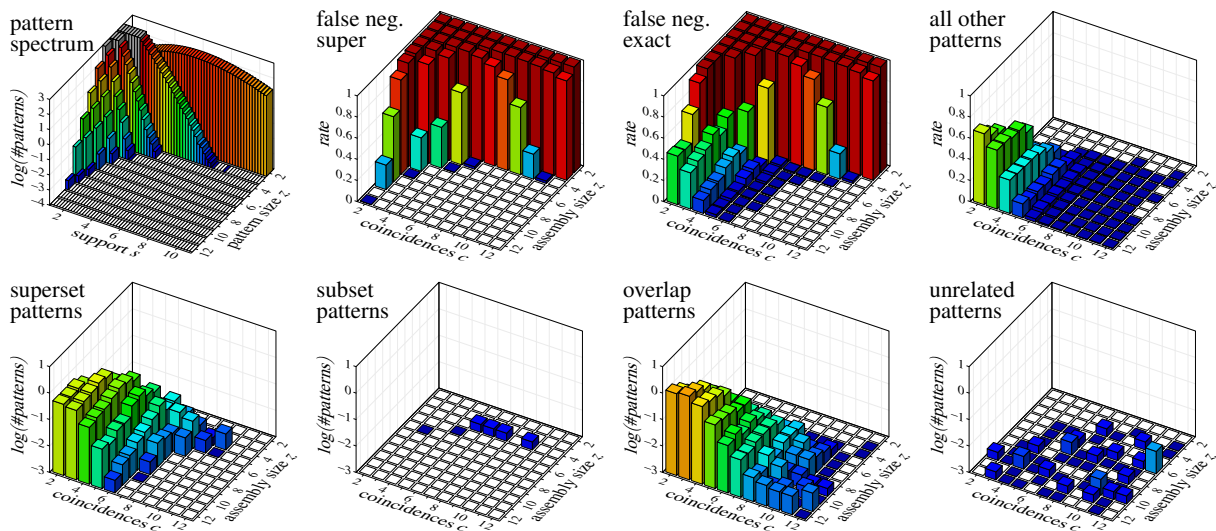
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



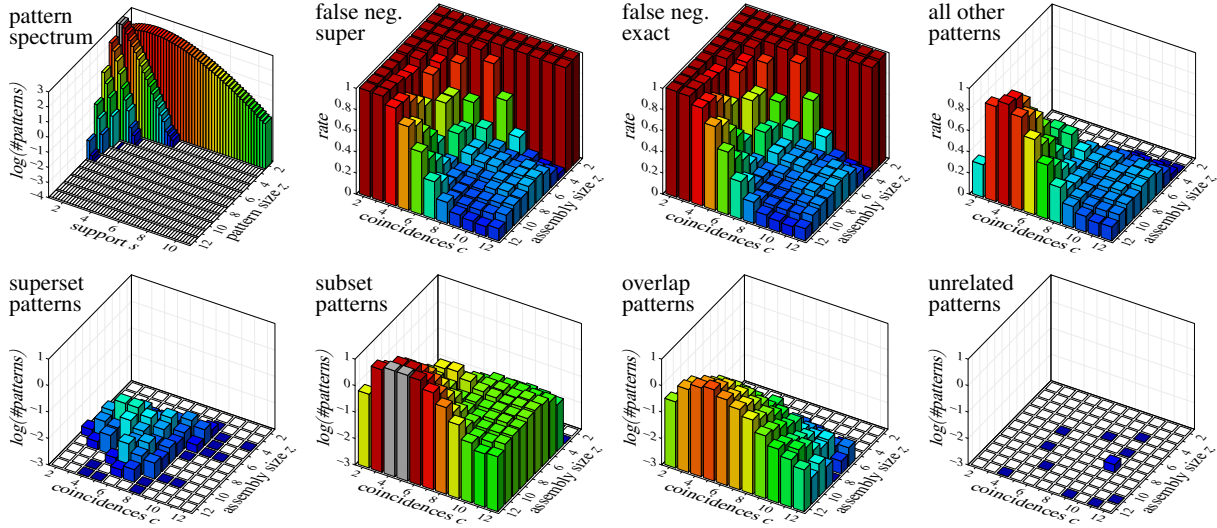
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



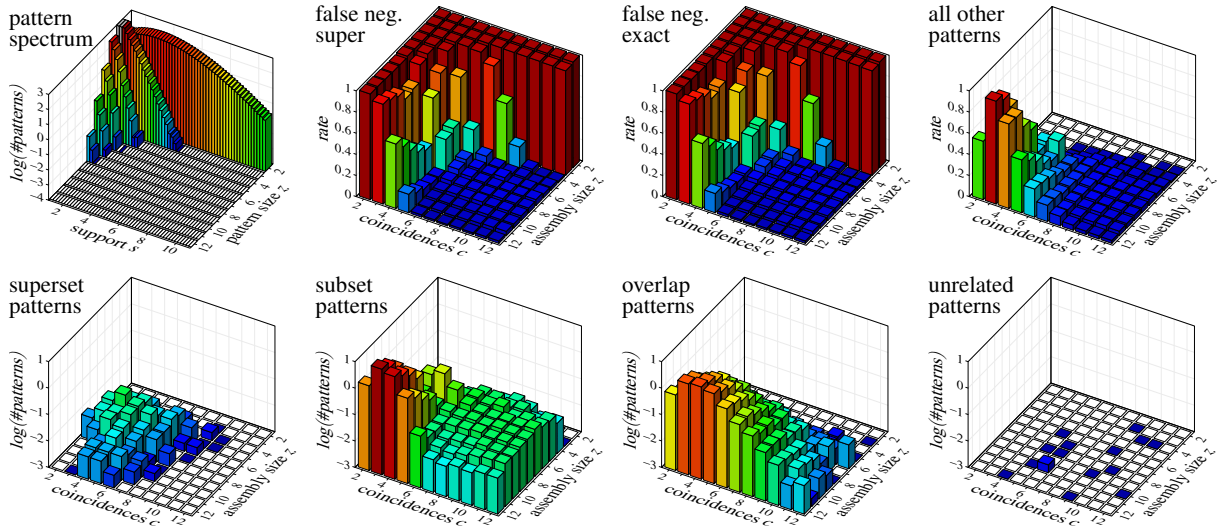
3.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



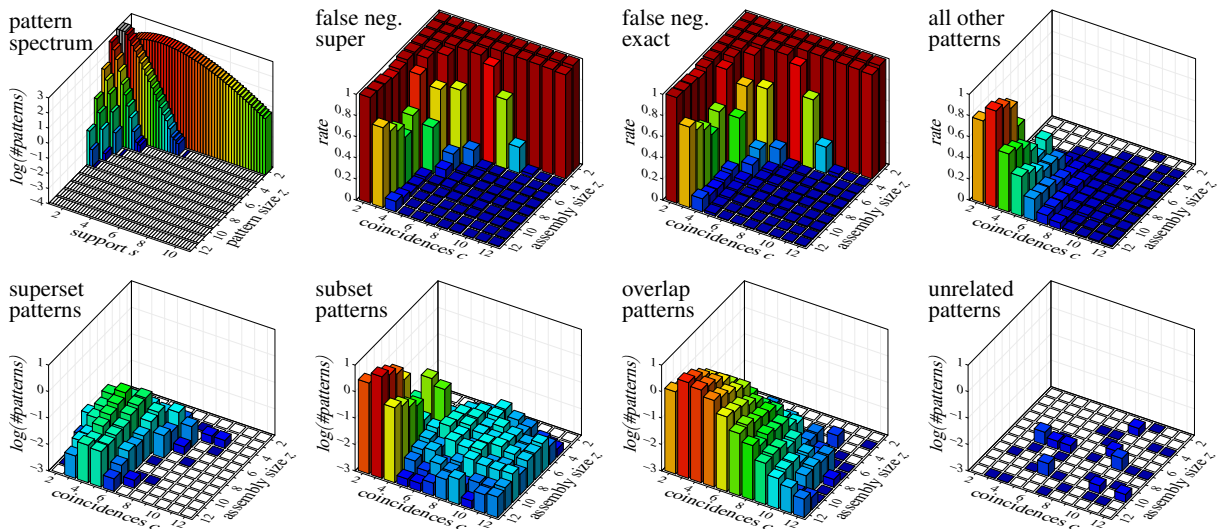
3.0ms jitter, 3.0ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



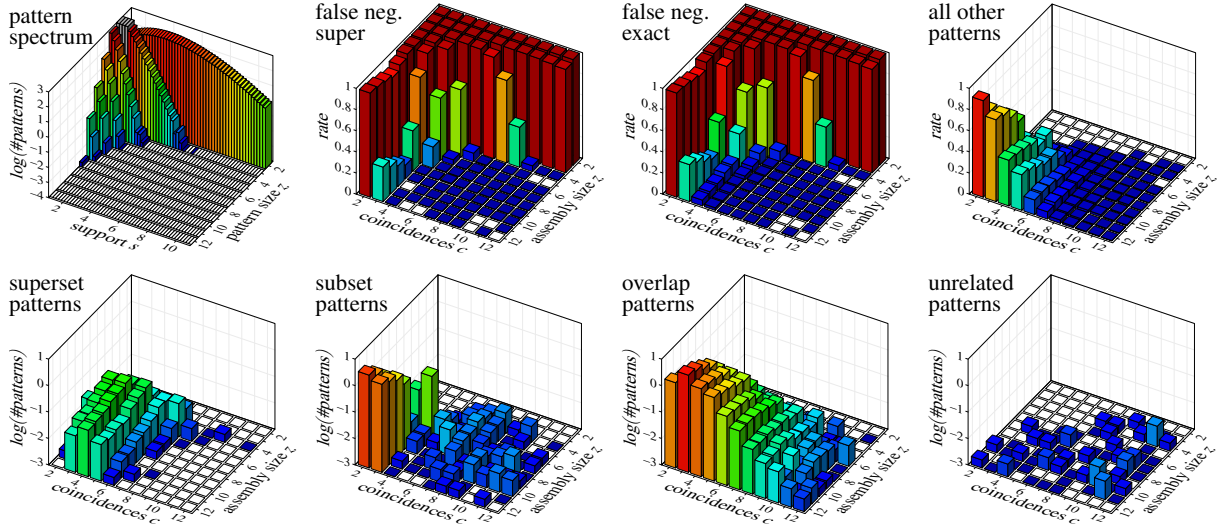
3.0ms jitter, 3.3ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



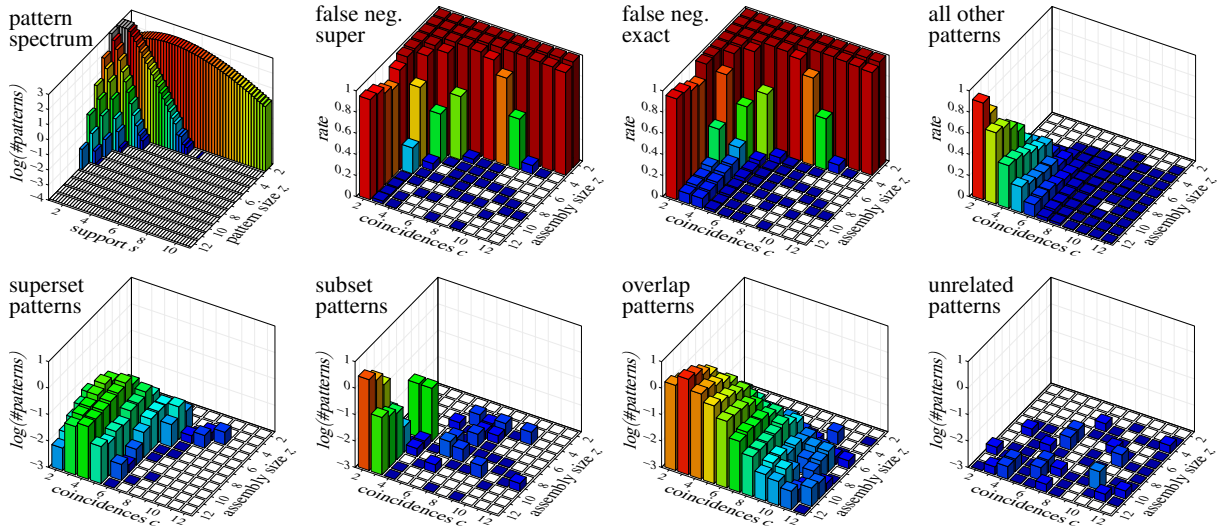
3.0ms jitter, 3.6ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



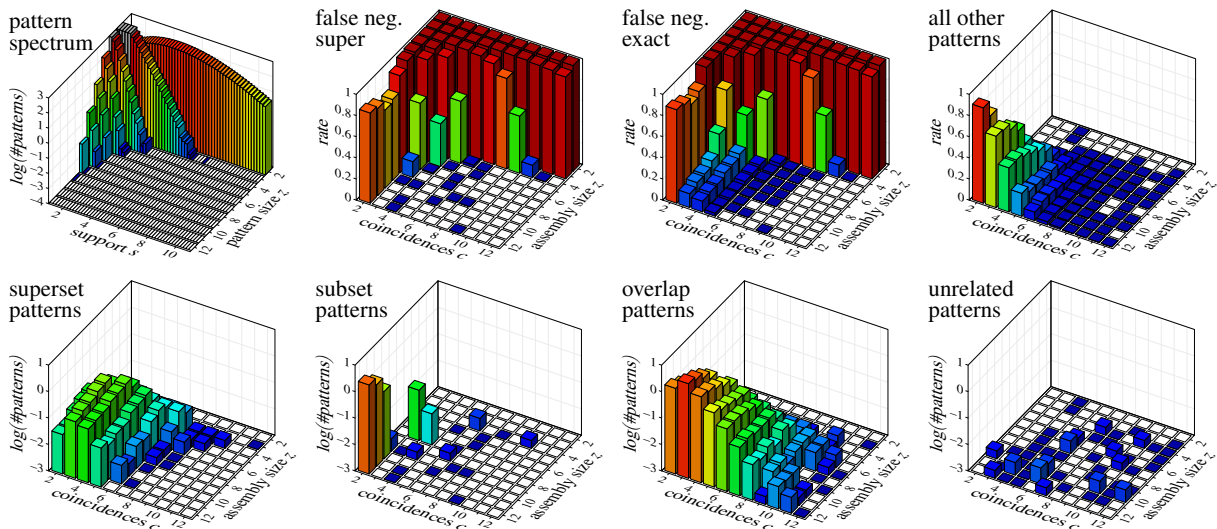
3.0ms jitter, 3.9ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



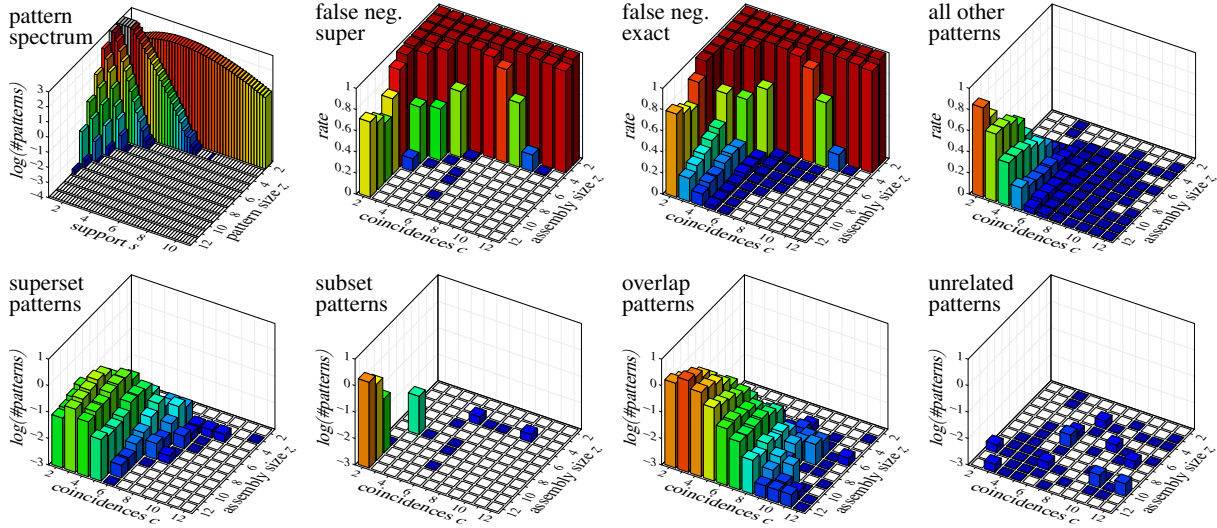
3.0ms jitter, 4.2ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



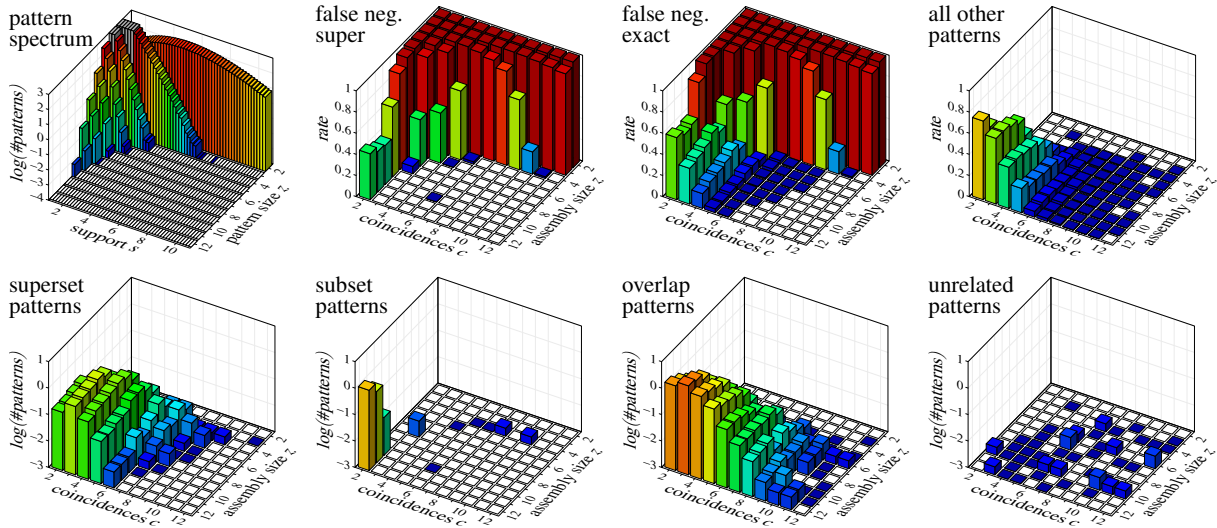
3.0ms jitter, 4.5ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



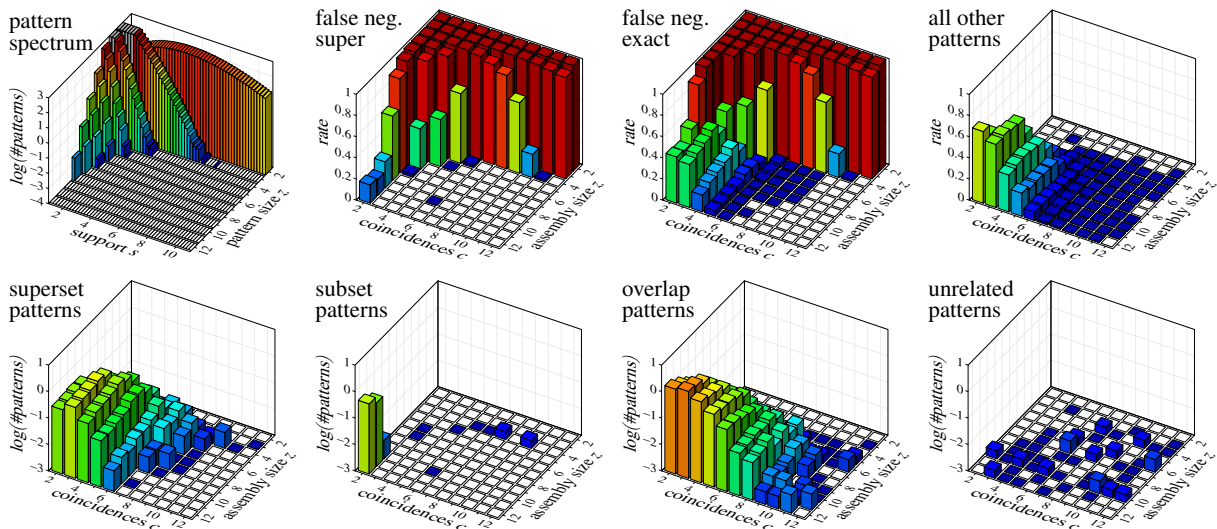
3.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



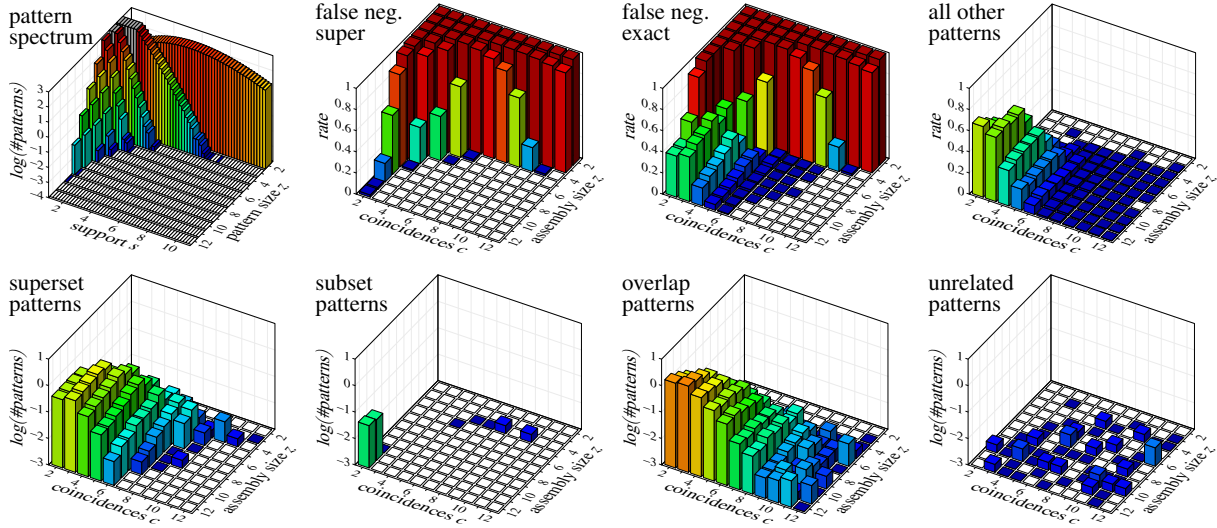
3.0ms jitter, 5.1ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



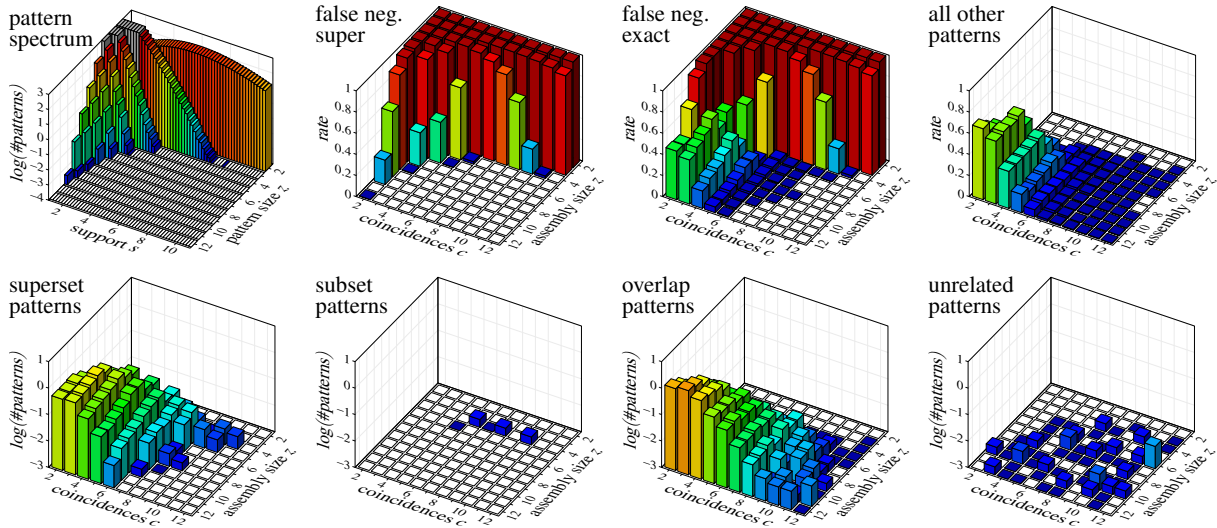
3.0ms jitter, 5.4ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



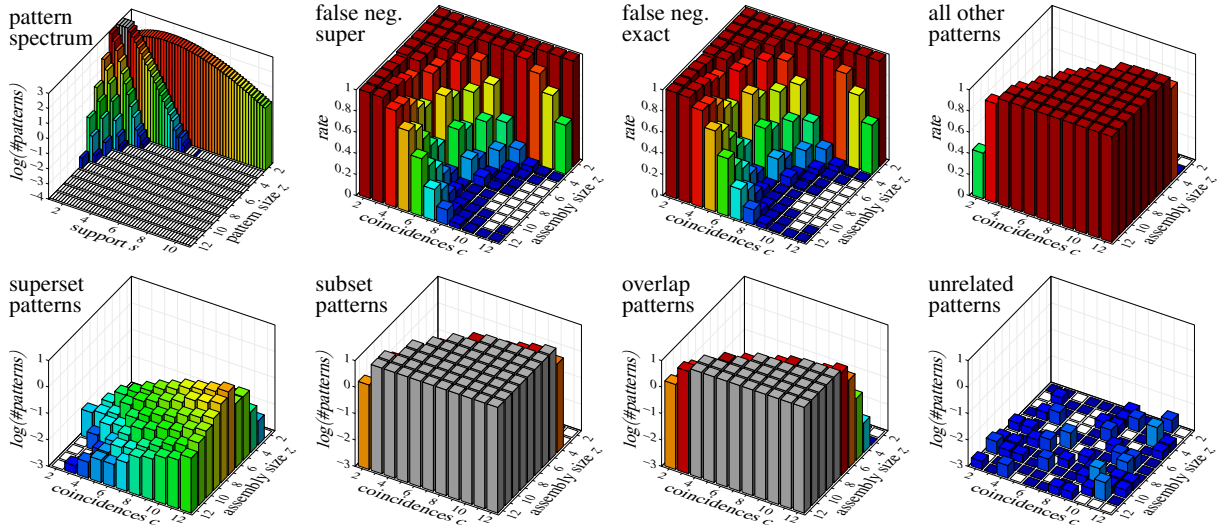
3.0ms jitter, 5.7ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



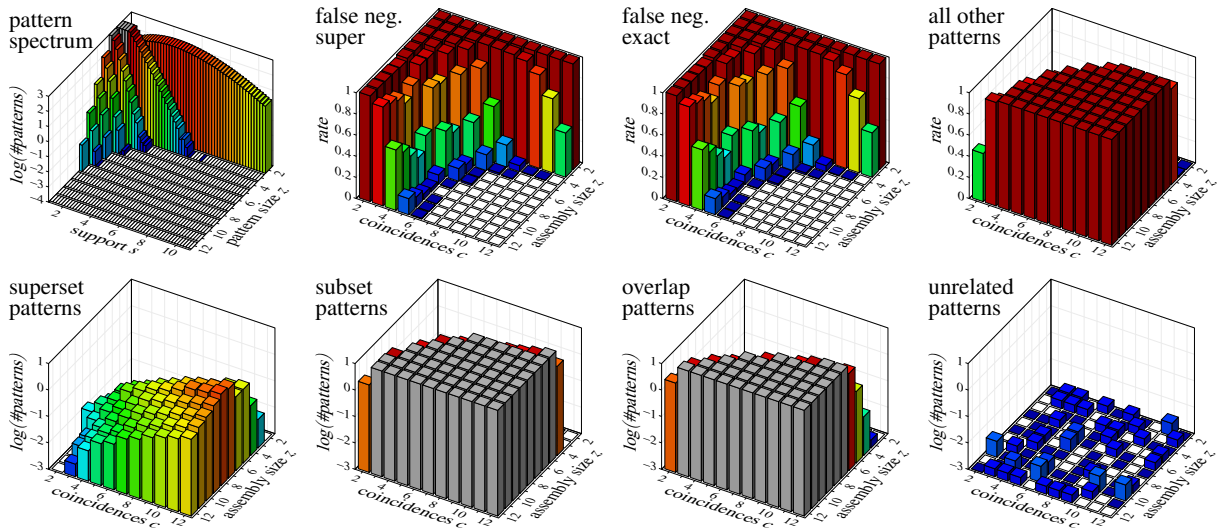
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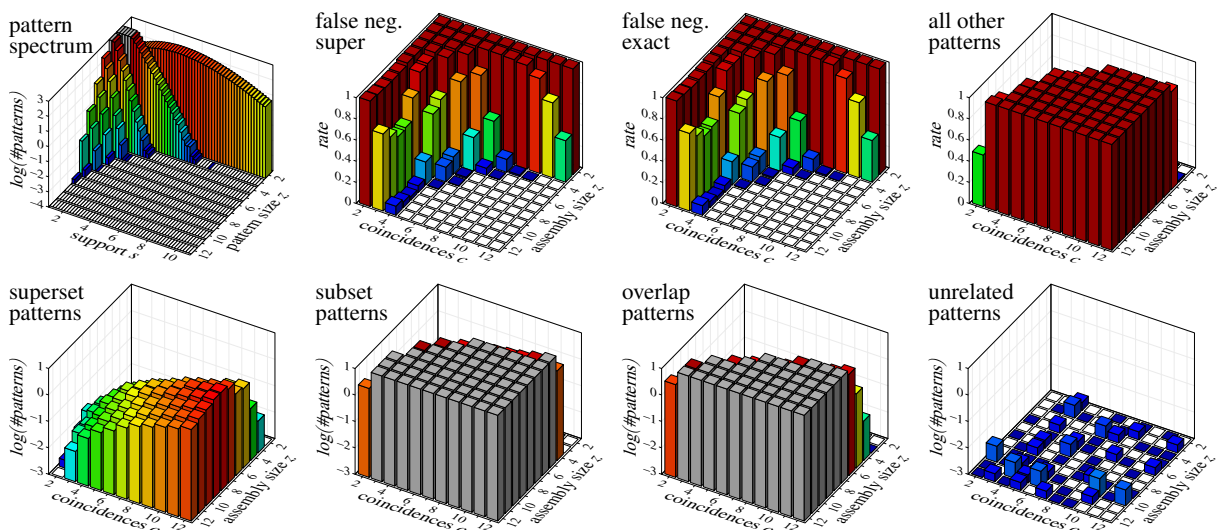
4.0ms jitter, 4.0ms windows, filtered with surrogate data



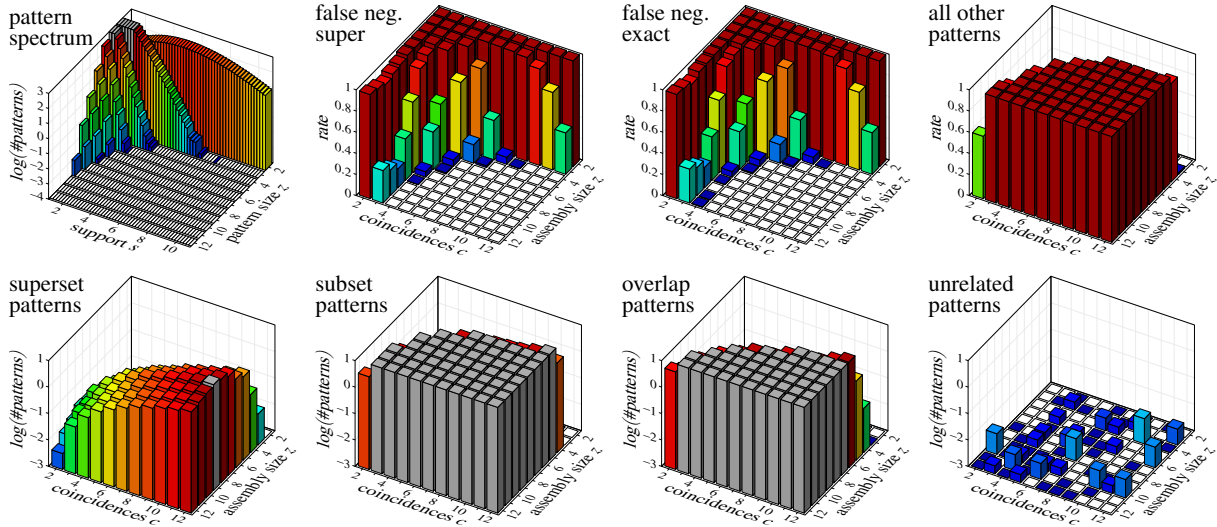
4.0ms jitter, 4.4ms windows, filtered with surrogate data



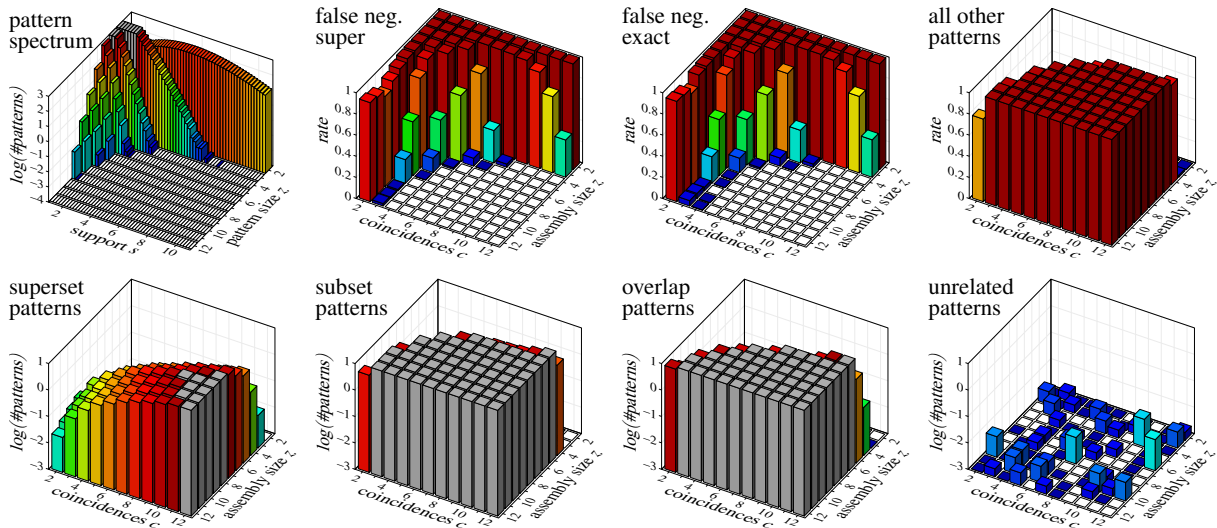
4.0ms jitter, 4.8ms windows, filtered with surrogate data



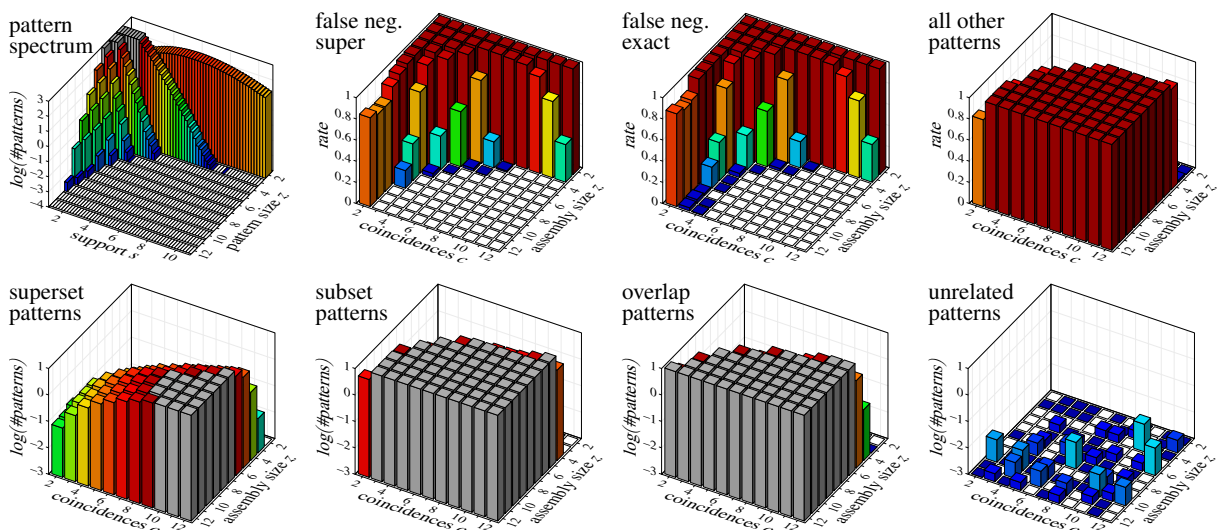
4.0ms jitter, 5.2ms windows, filtered with surrogate data



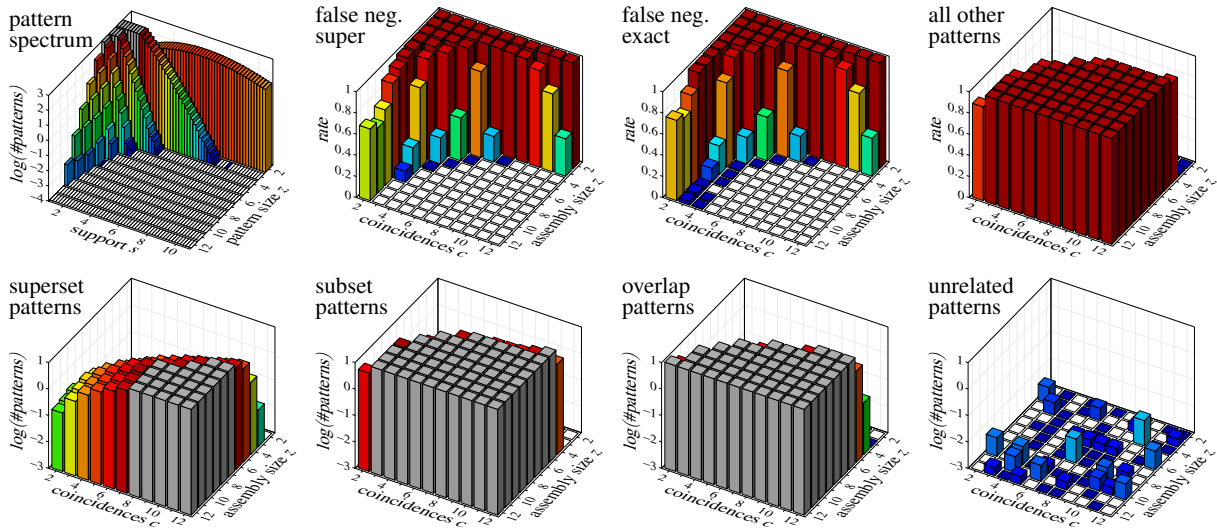
4.0ms jitter, 5.6ms windows, filtered with surrogate data



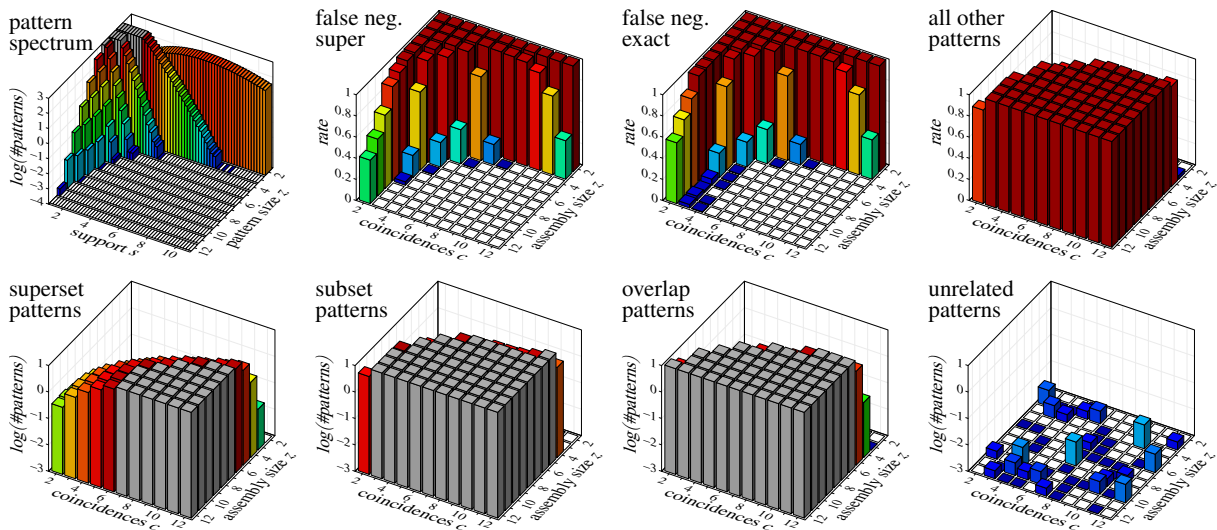
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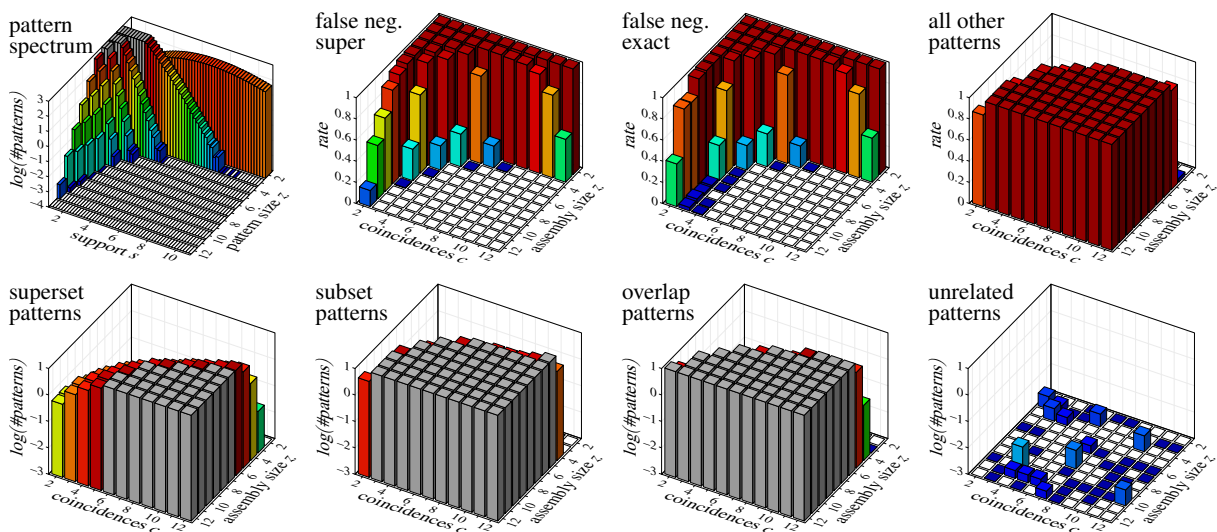
4.0ms jitter, 6.4ms windows, filtered with surrogate data



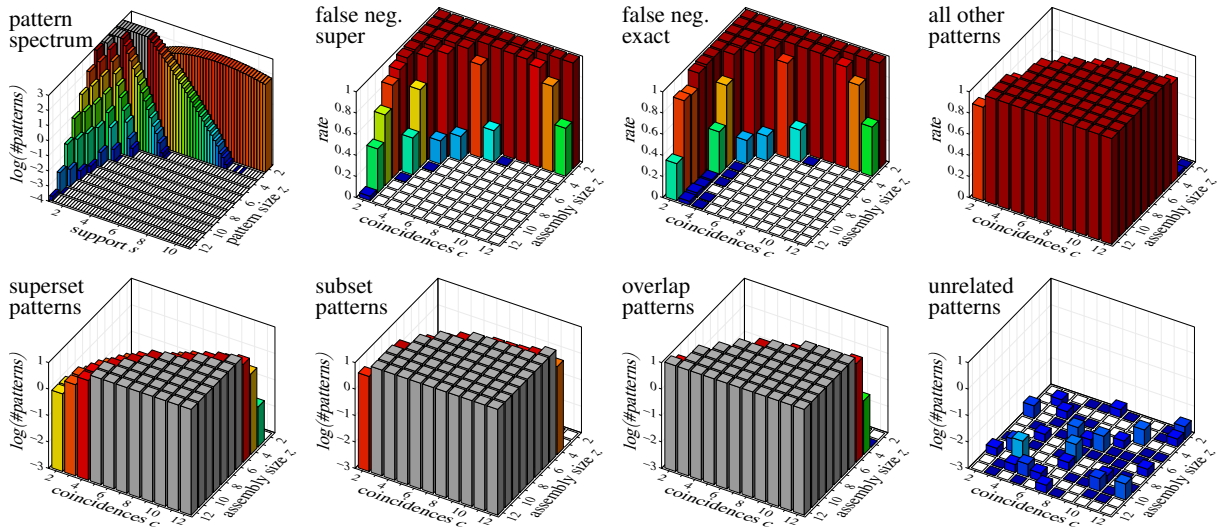
4.0ms jitter, 6.8ms windows, filtered with surrogate data



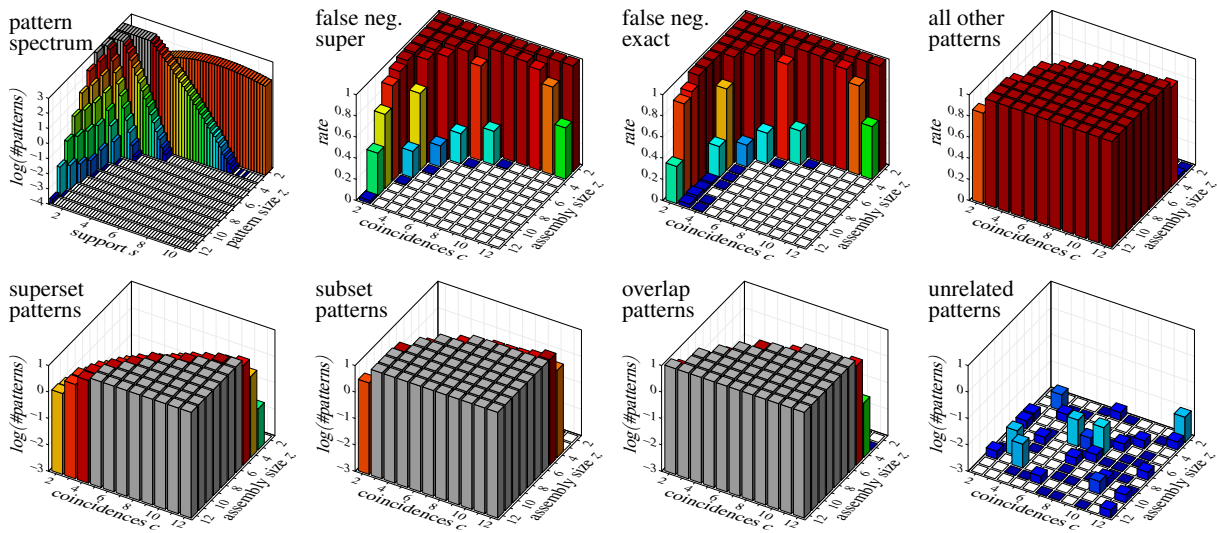
4.0ms jitter, 7.2ms windows, filtered with surrogate data



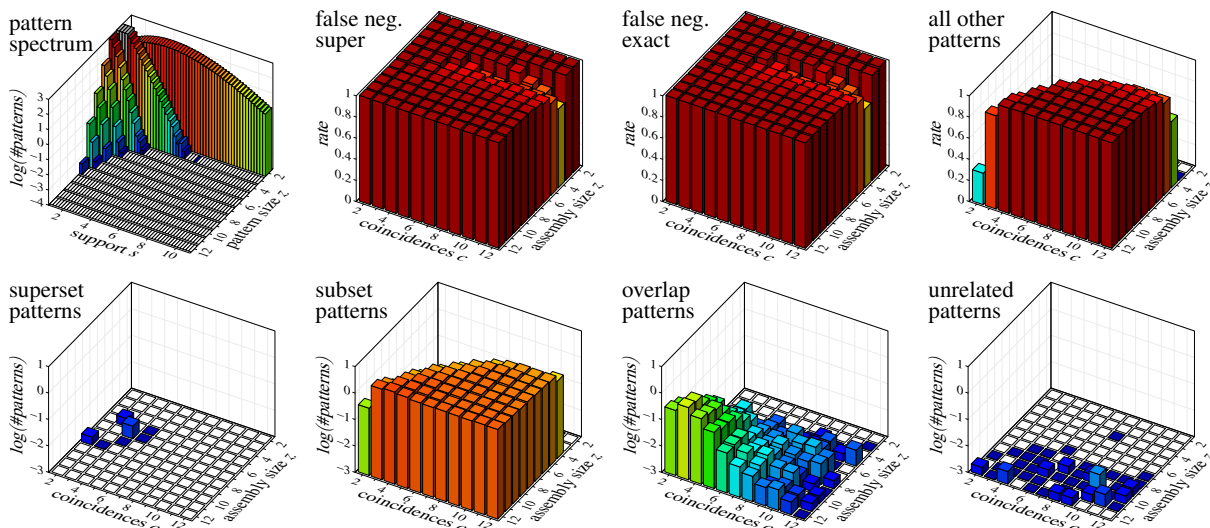
4.0ms jitter, 7.6ms windows, filtered with surrogate data



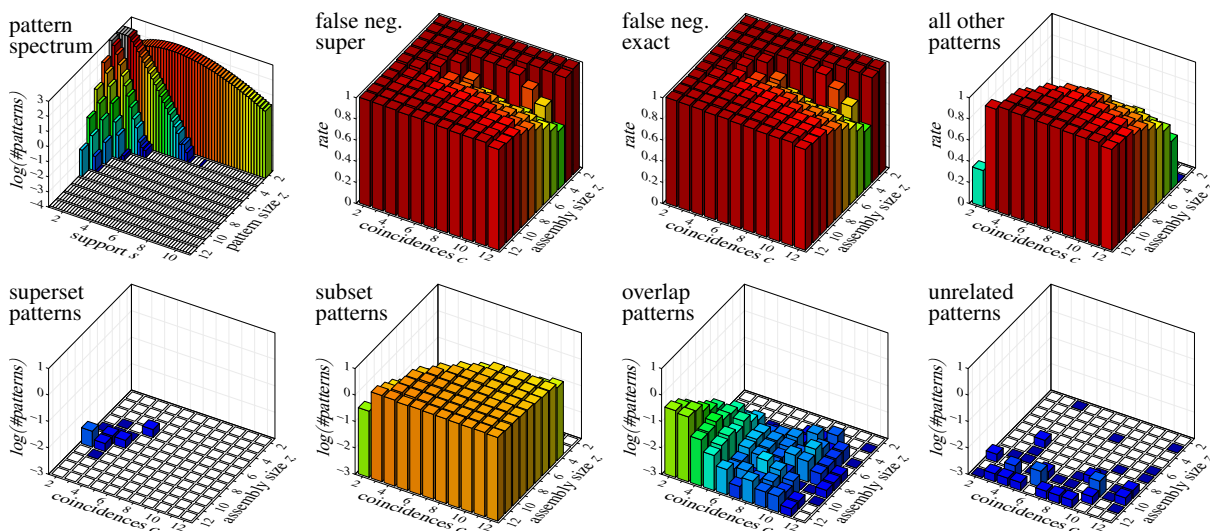
4.0ms jitter, 8.0ms windows, filtered with surrogate data



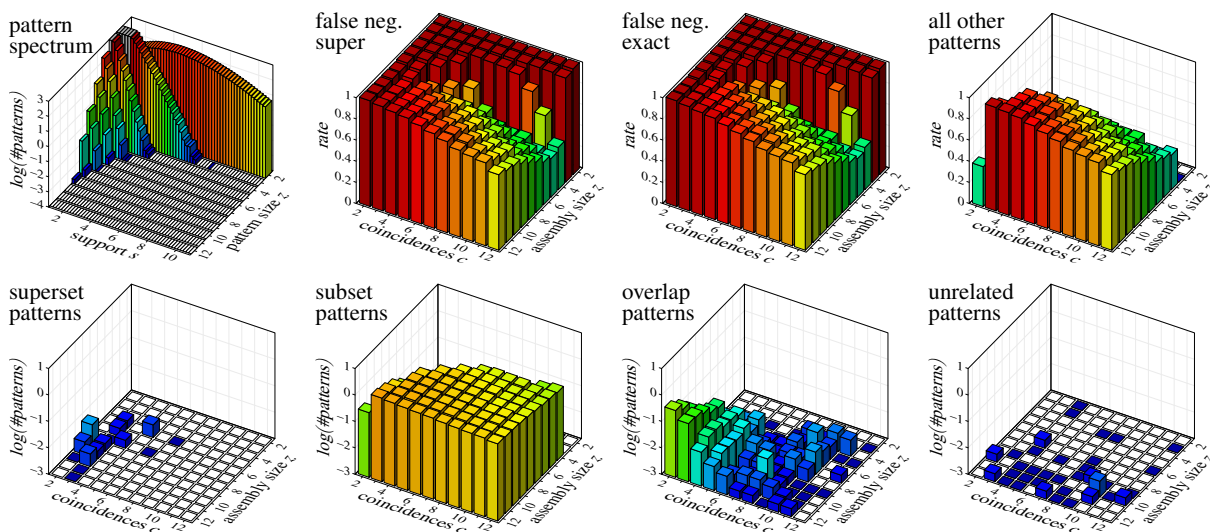
4.0ms jitter, 4.0ms windows, reduced with $z \cdot c$



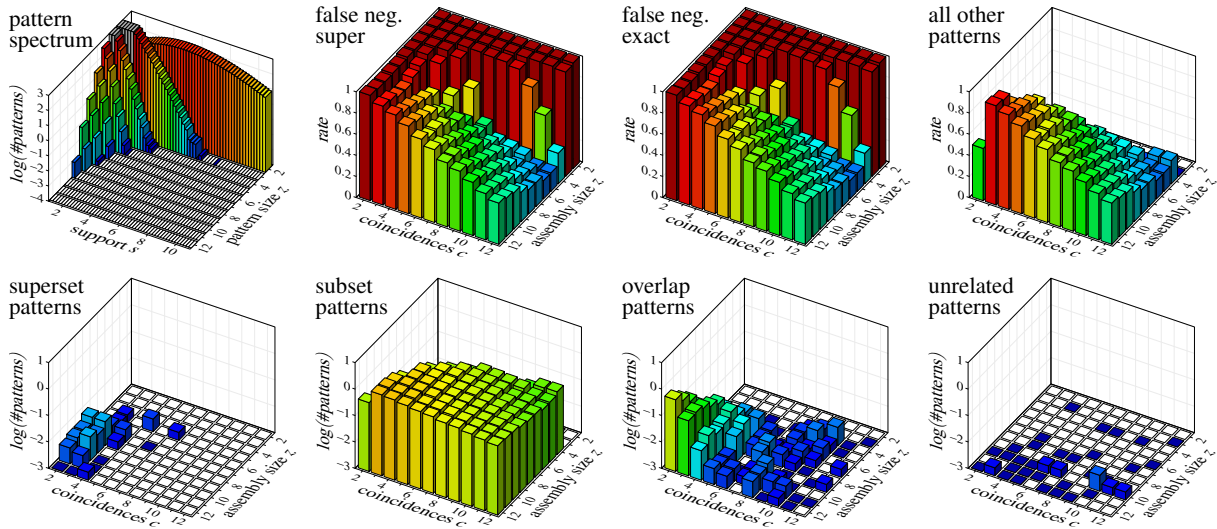
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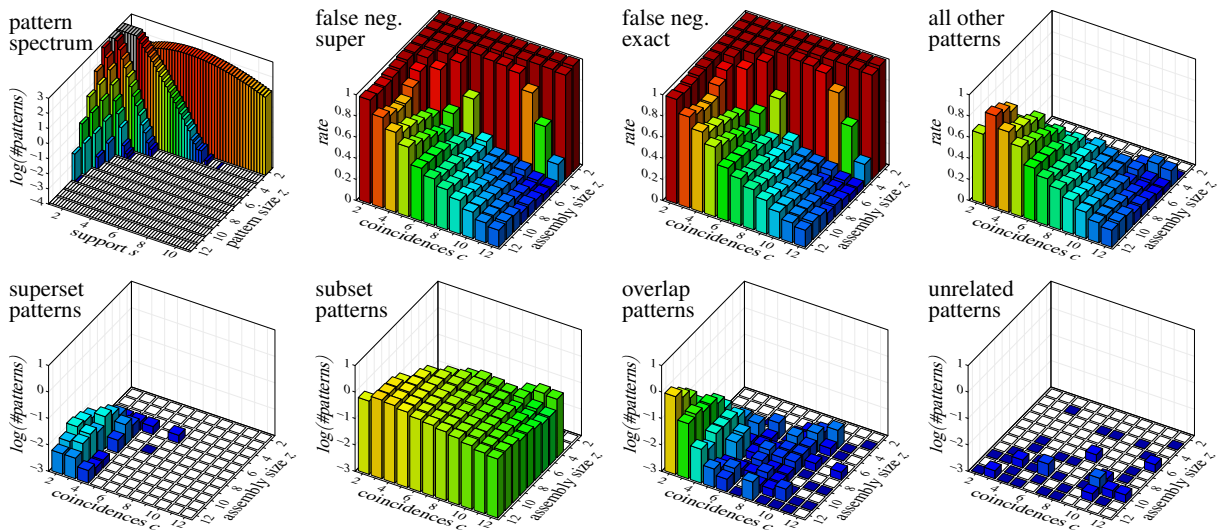
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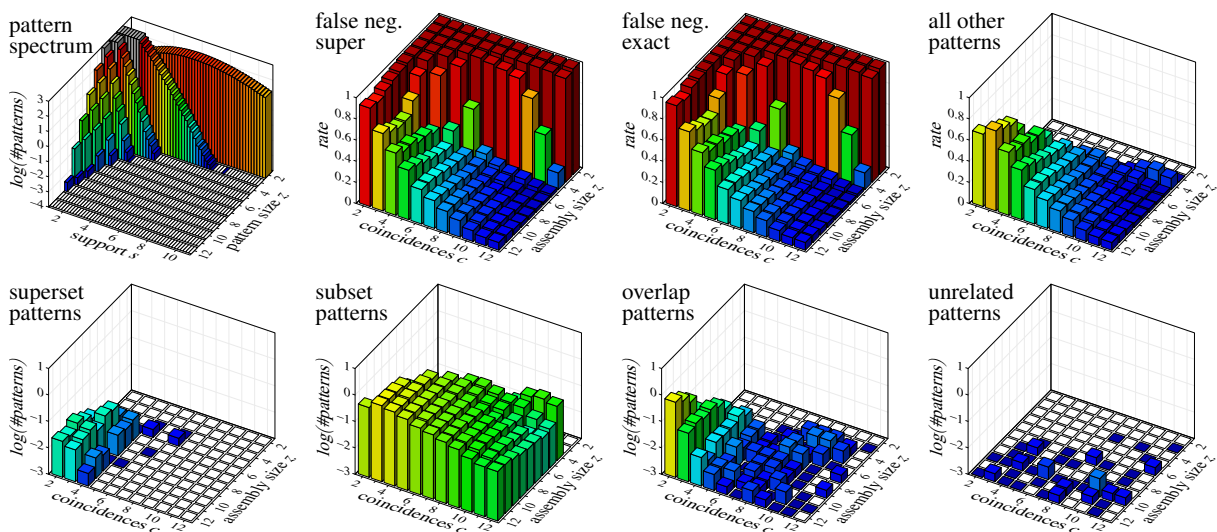
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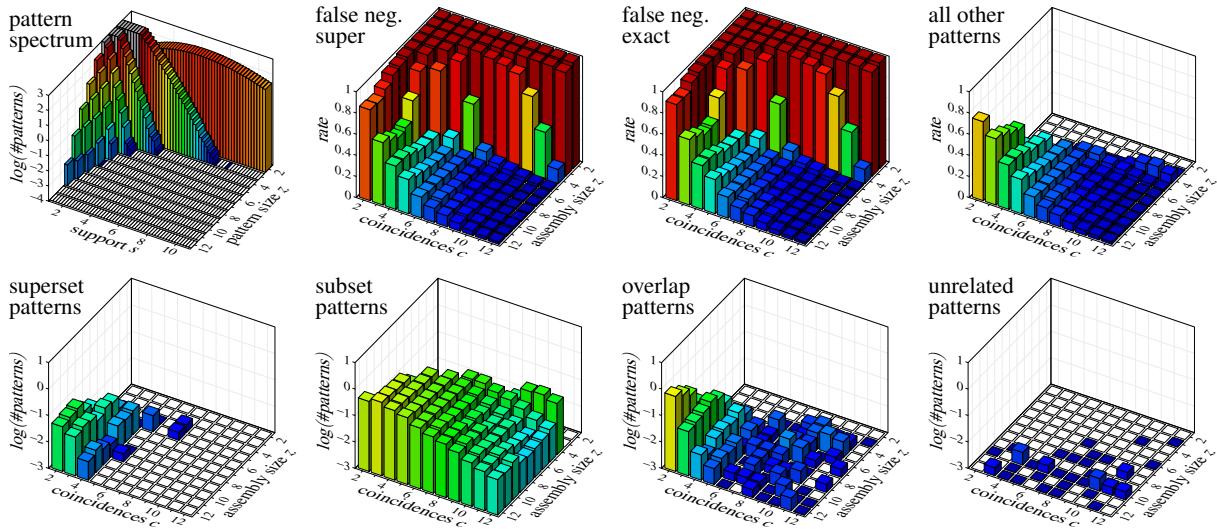
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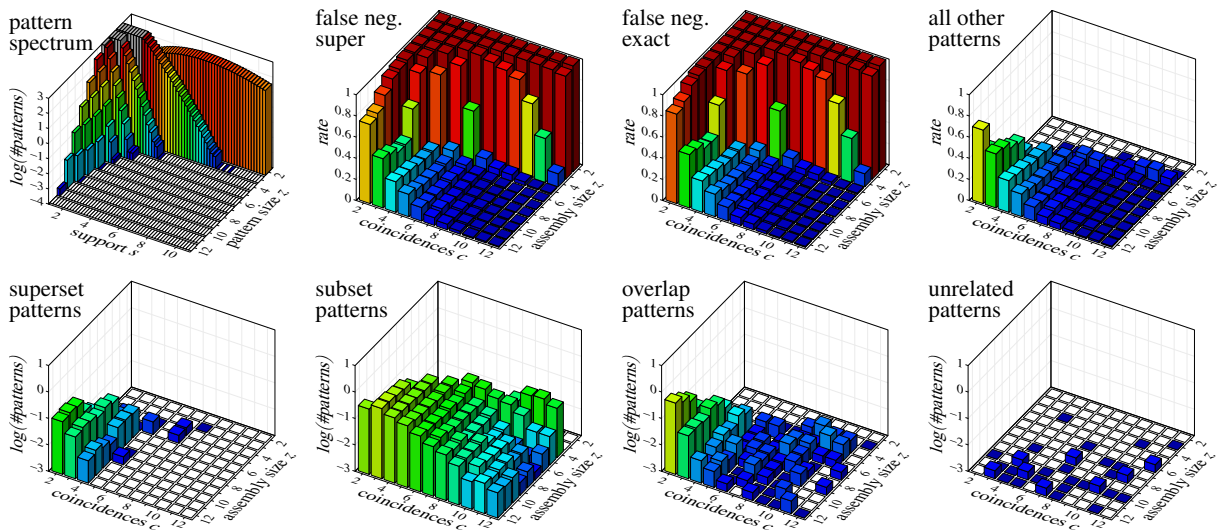
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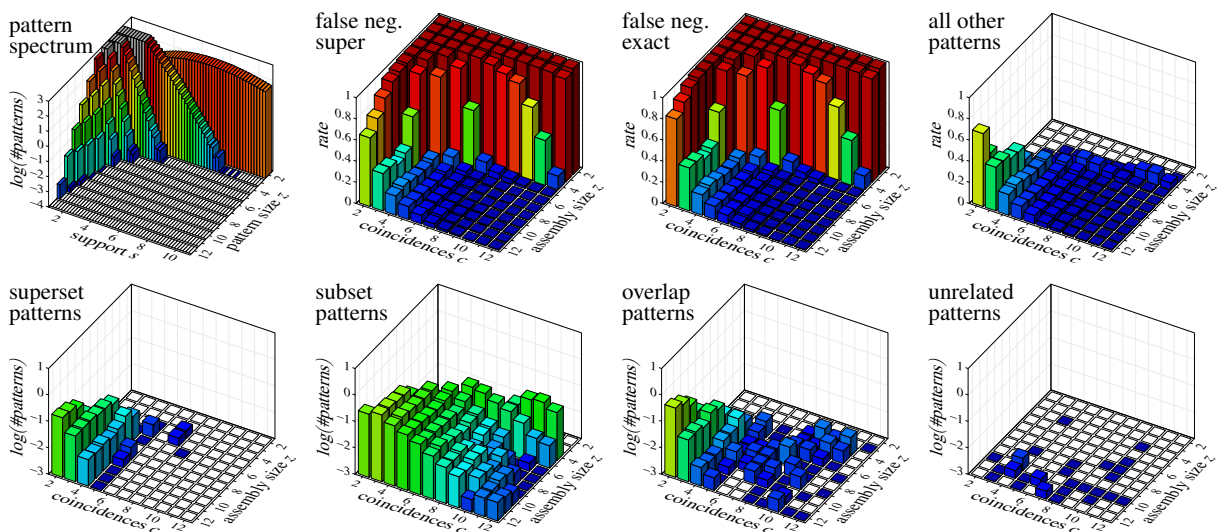
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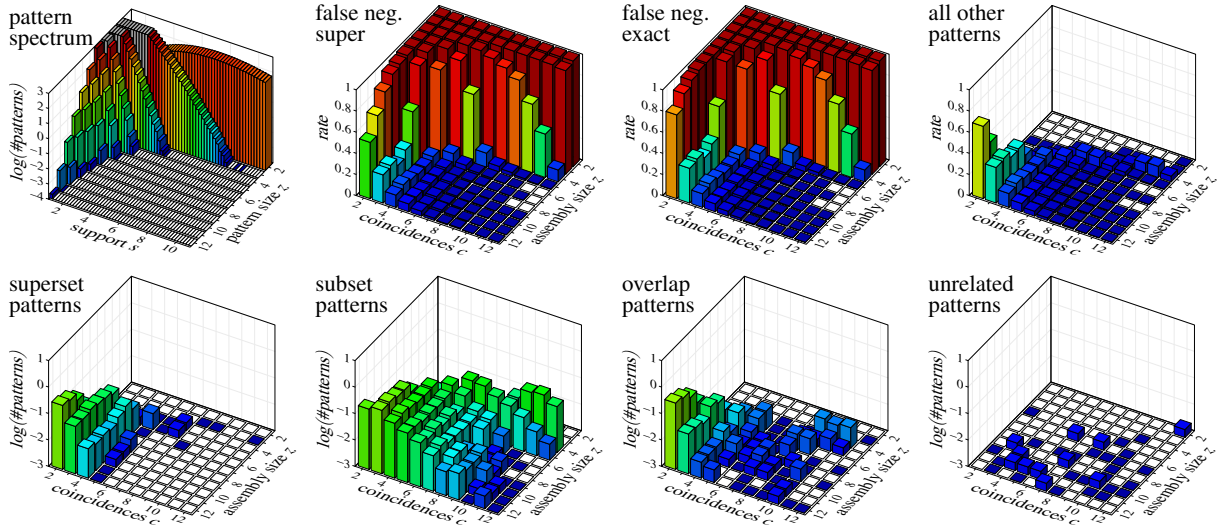
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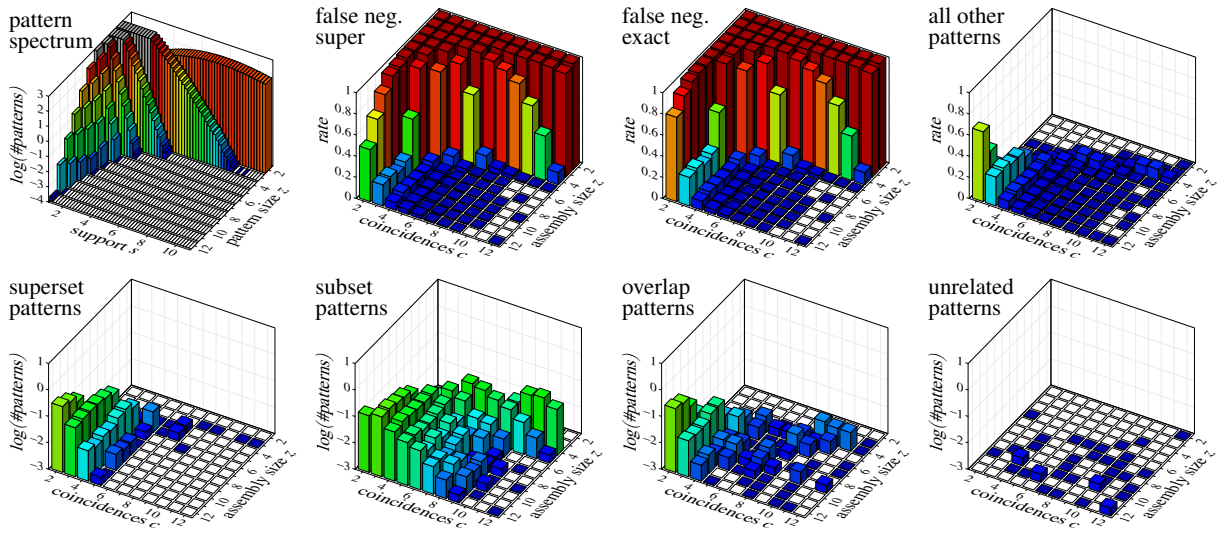
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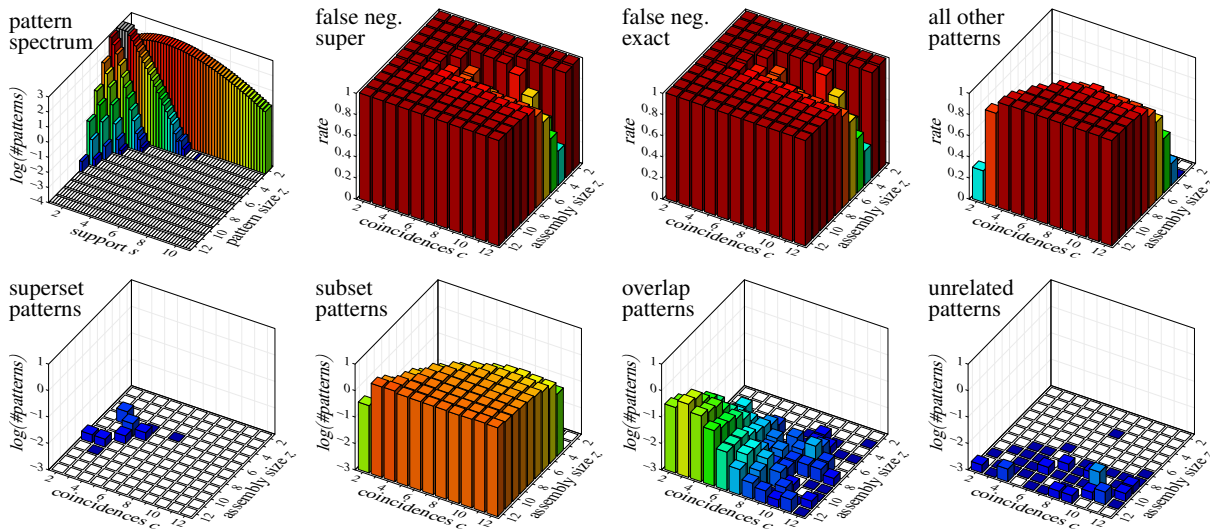
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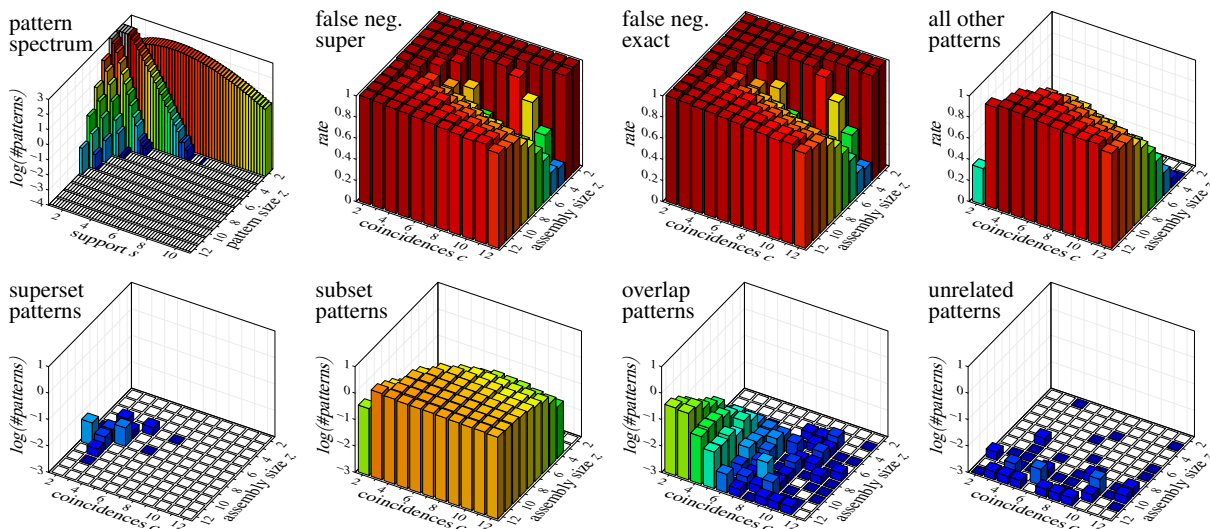
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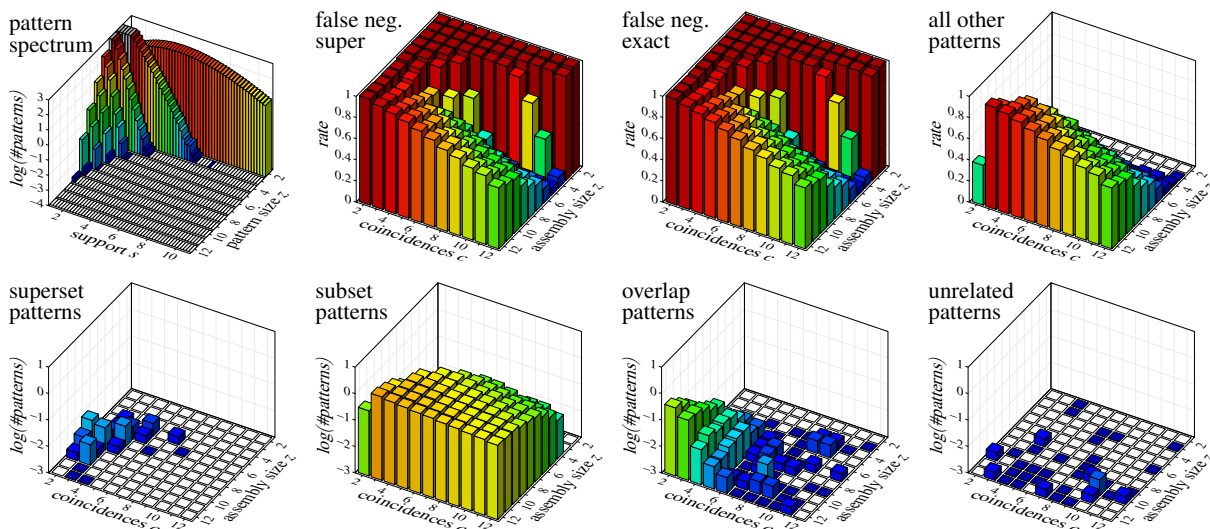
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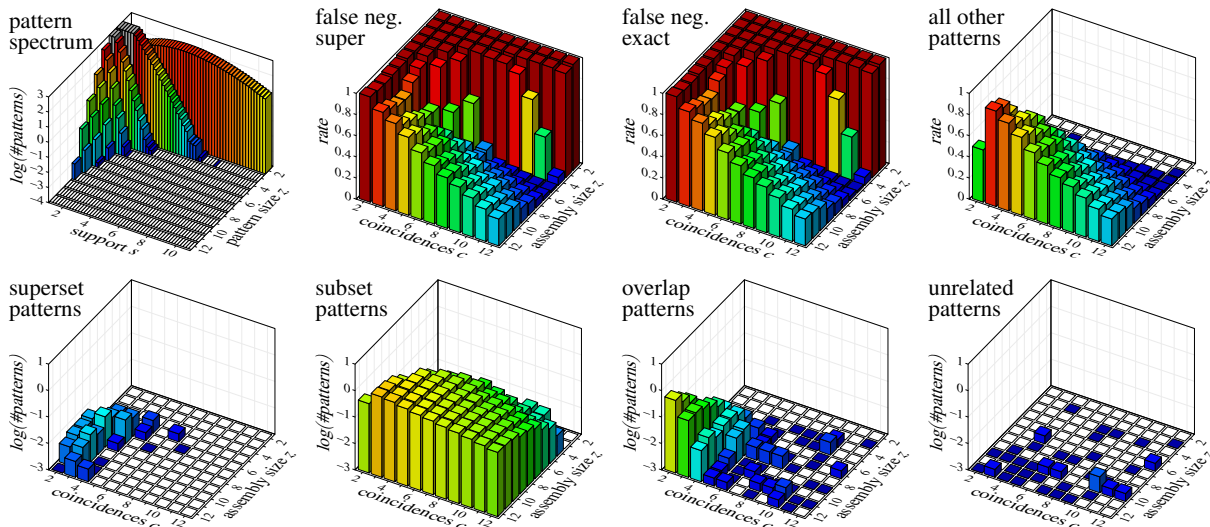
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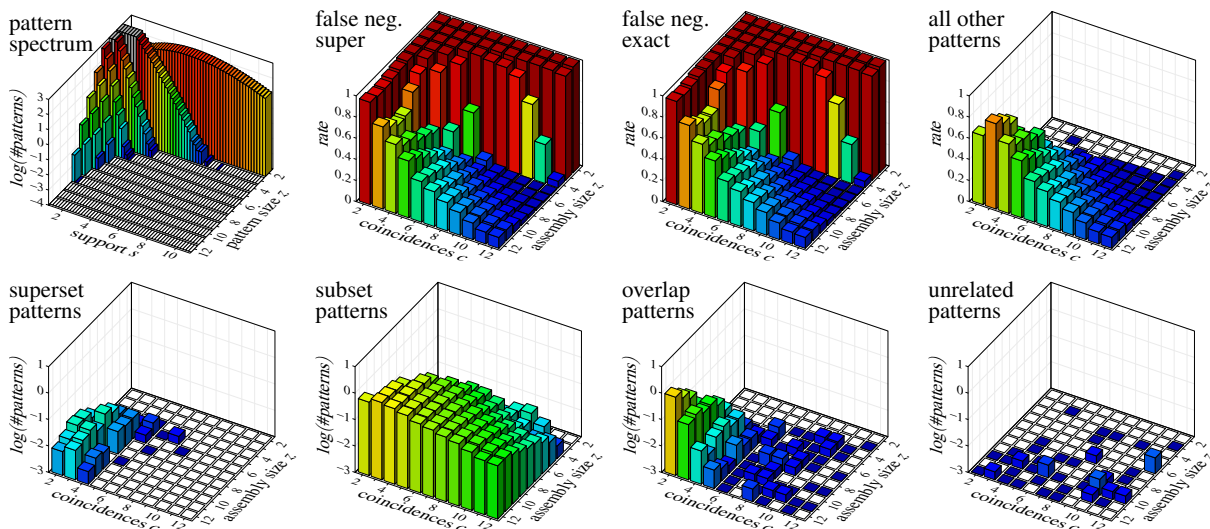
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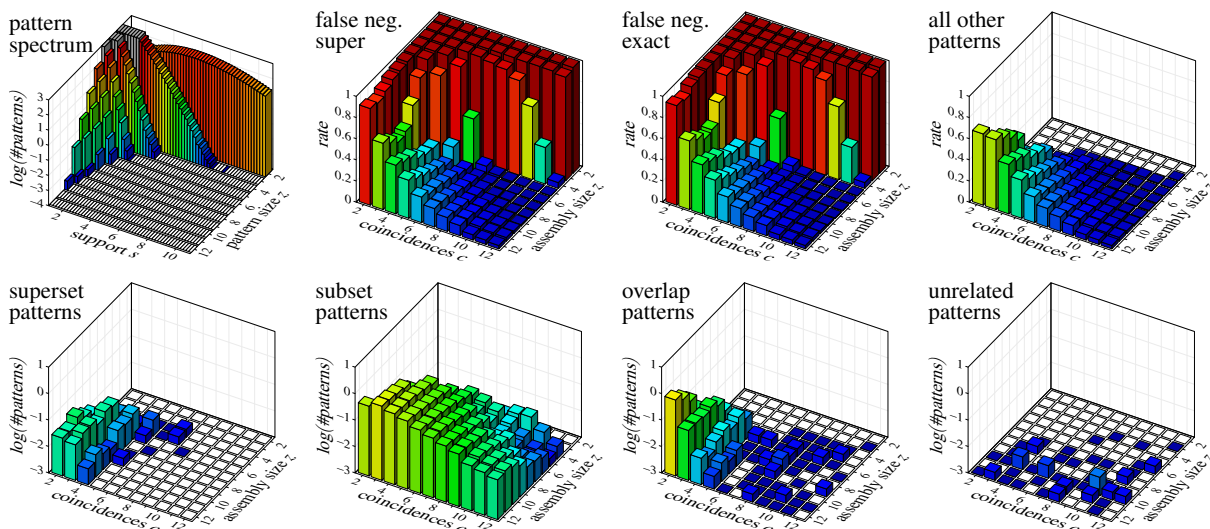
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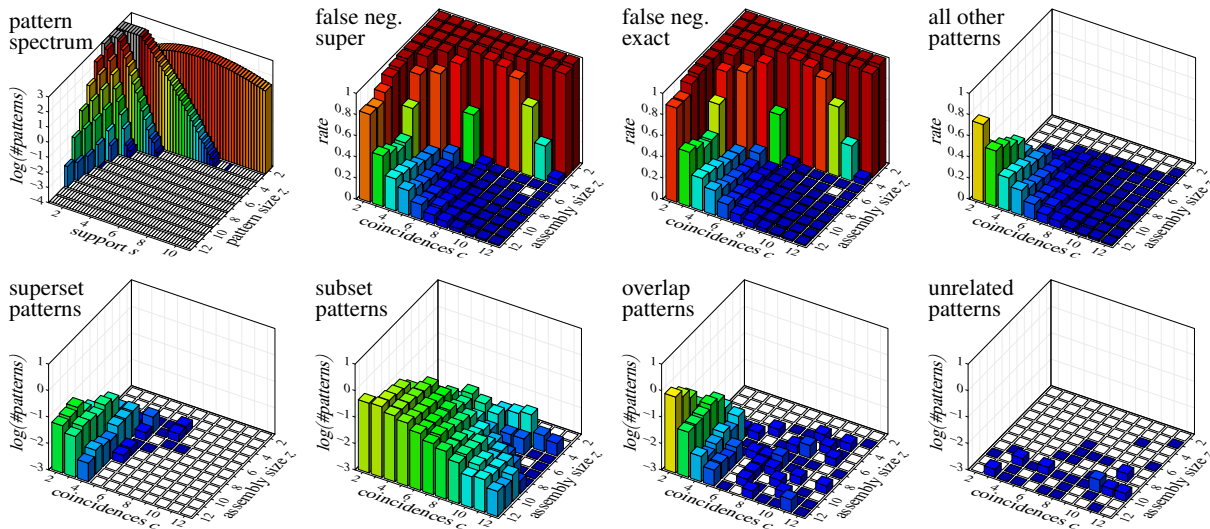
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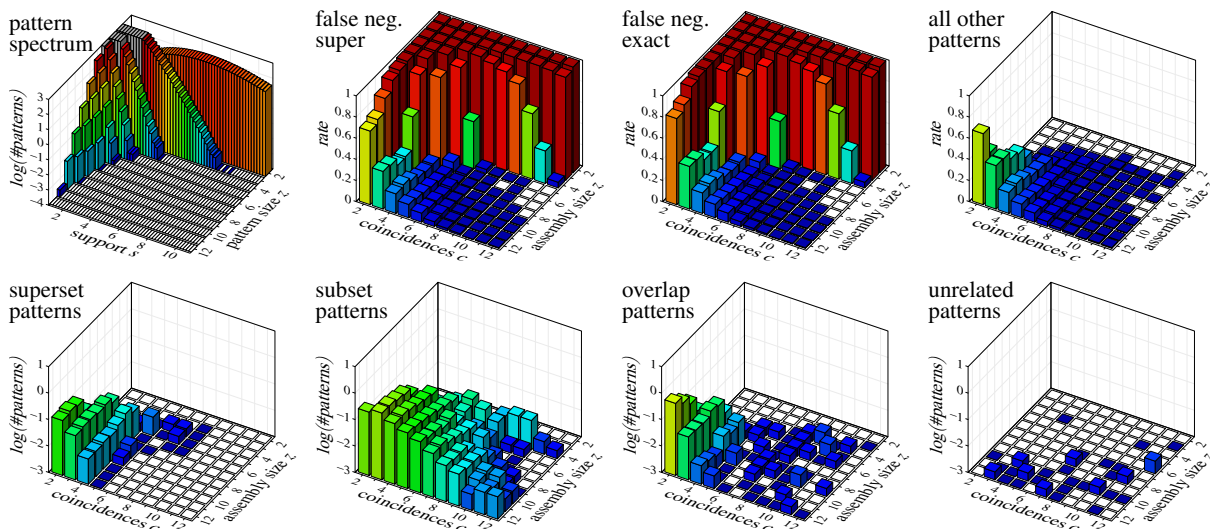
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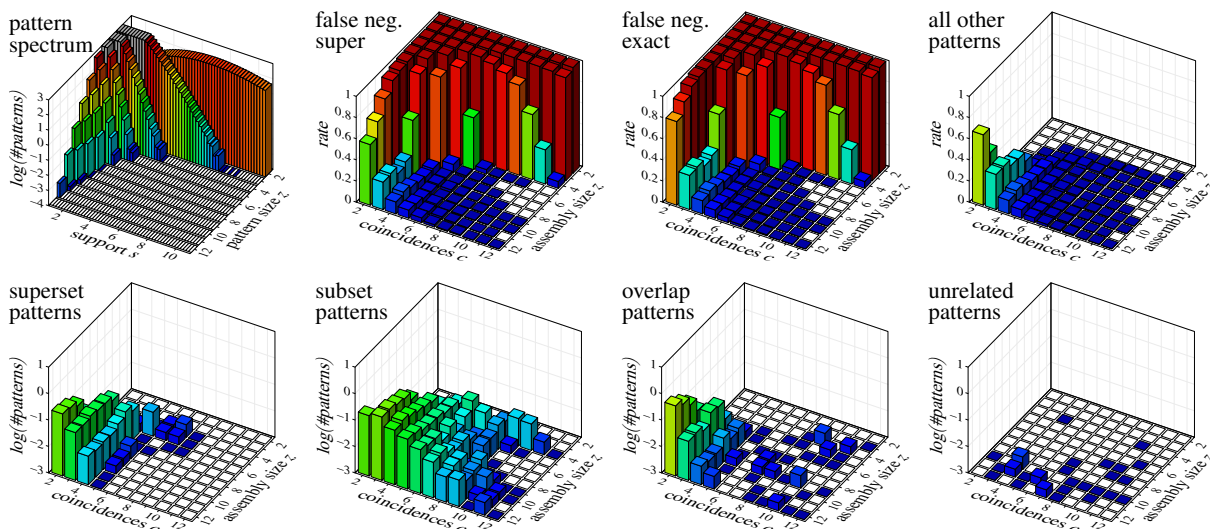
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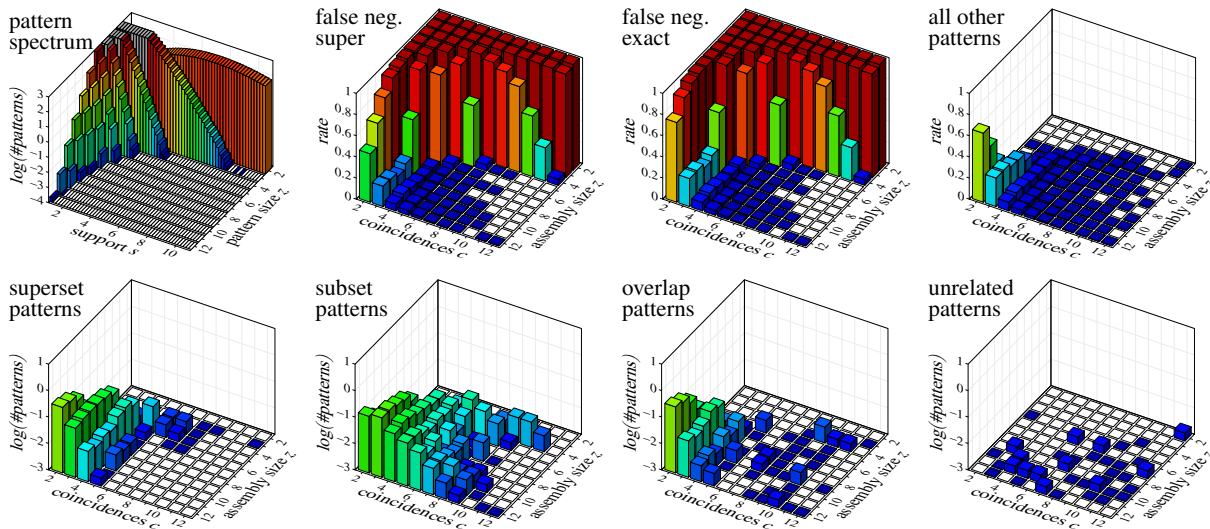
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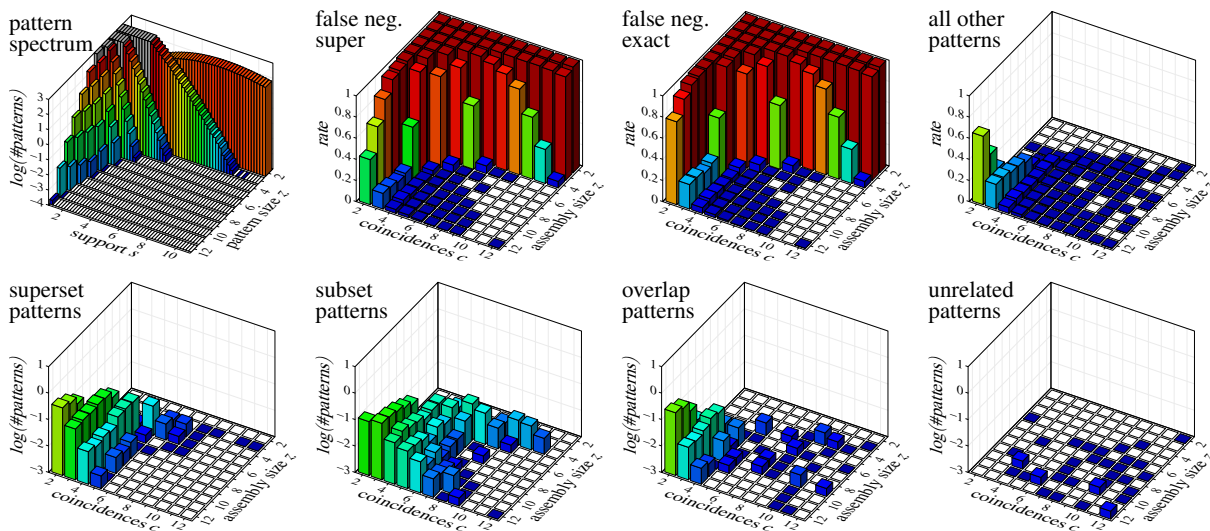
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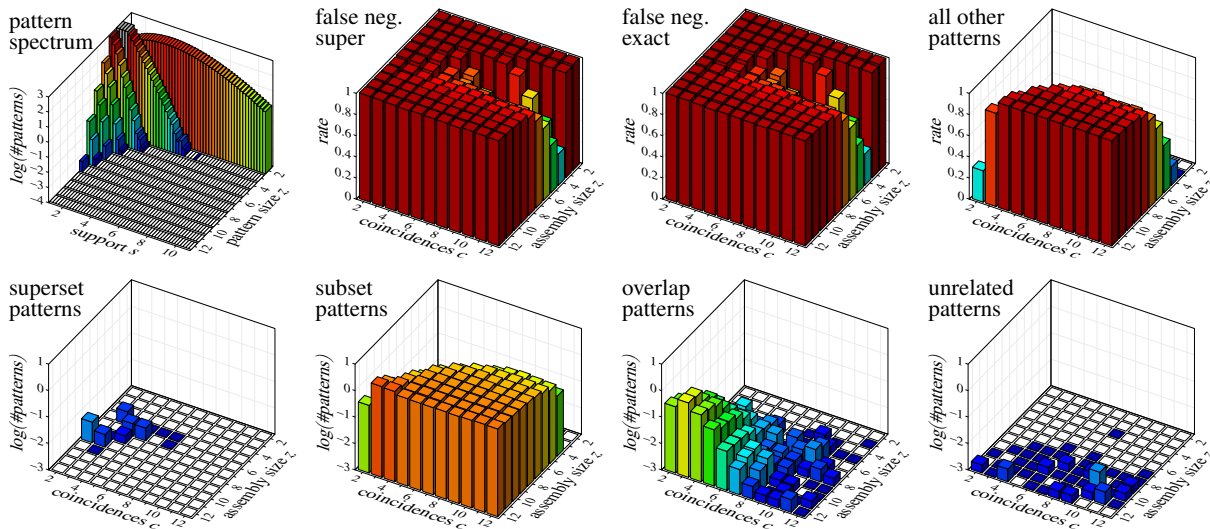
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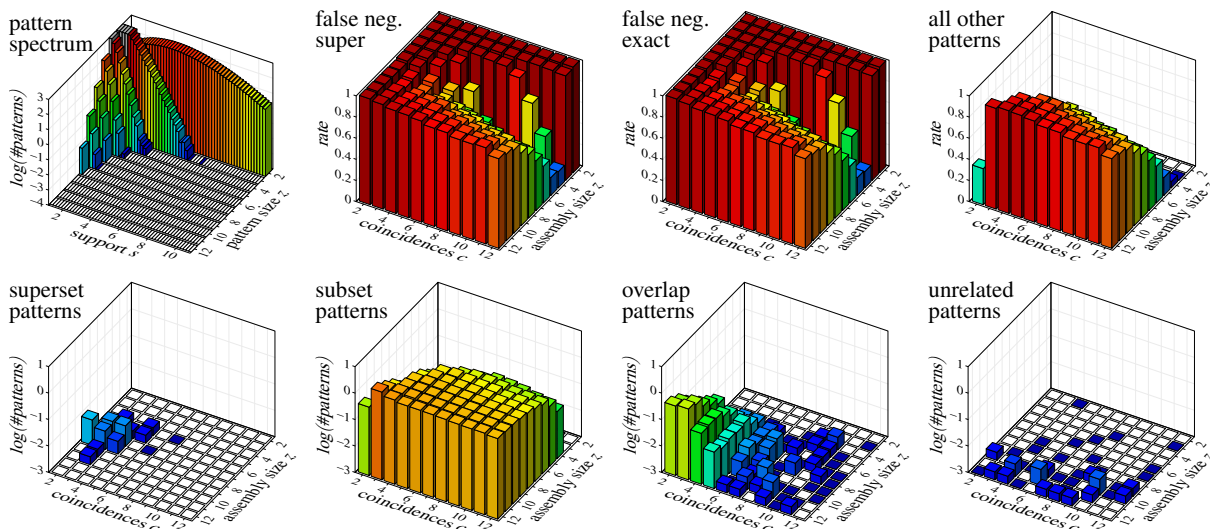
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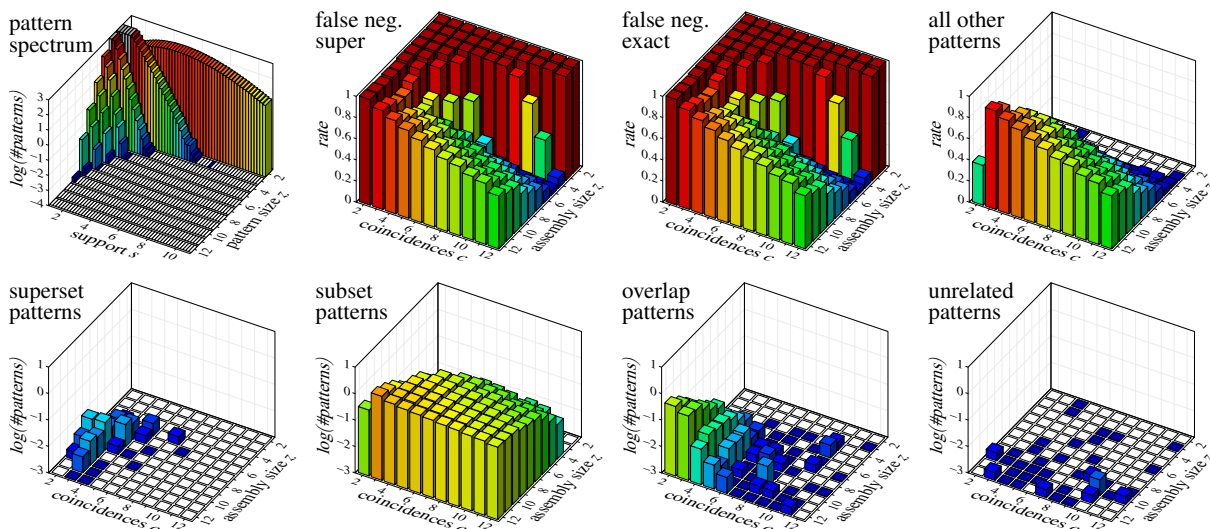
4.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.2)$



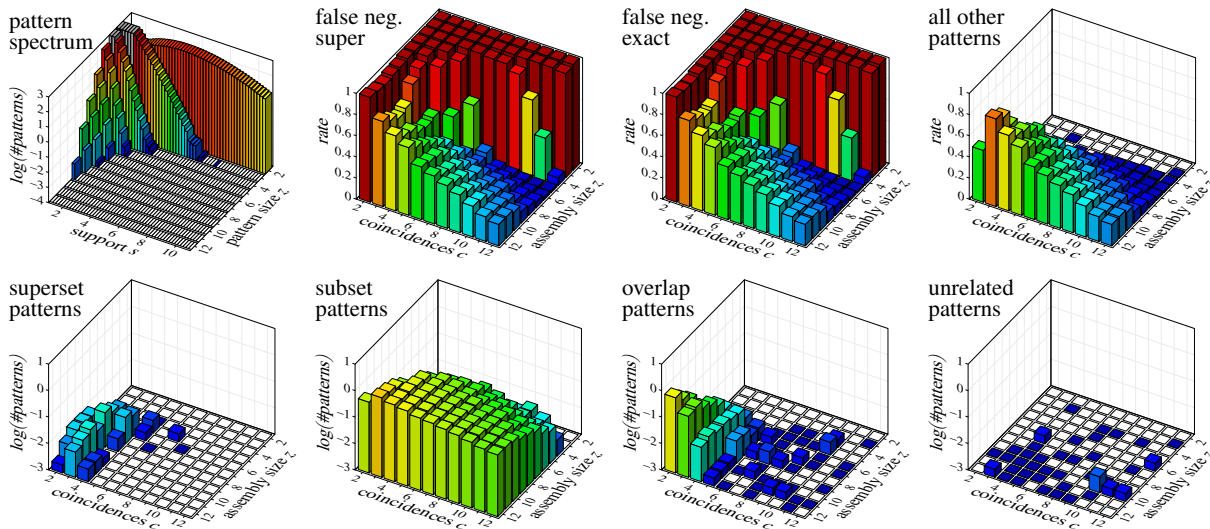
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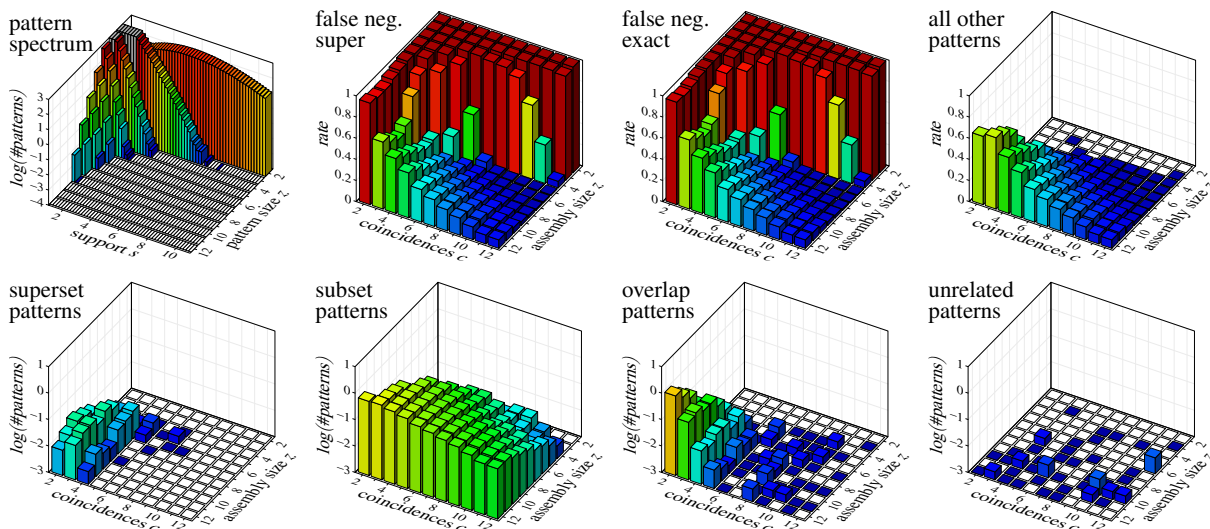
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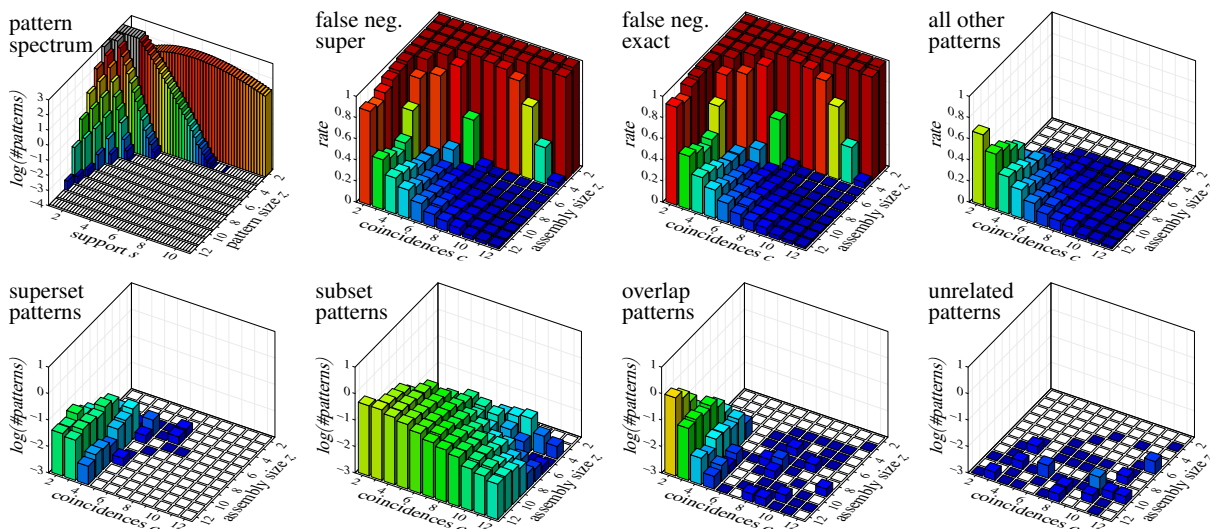
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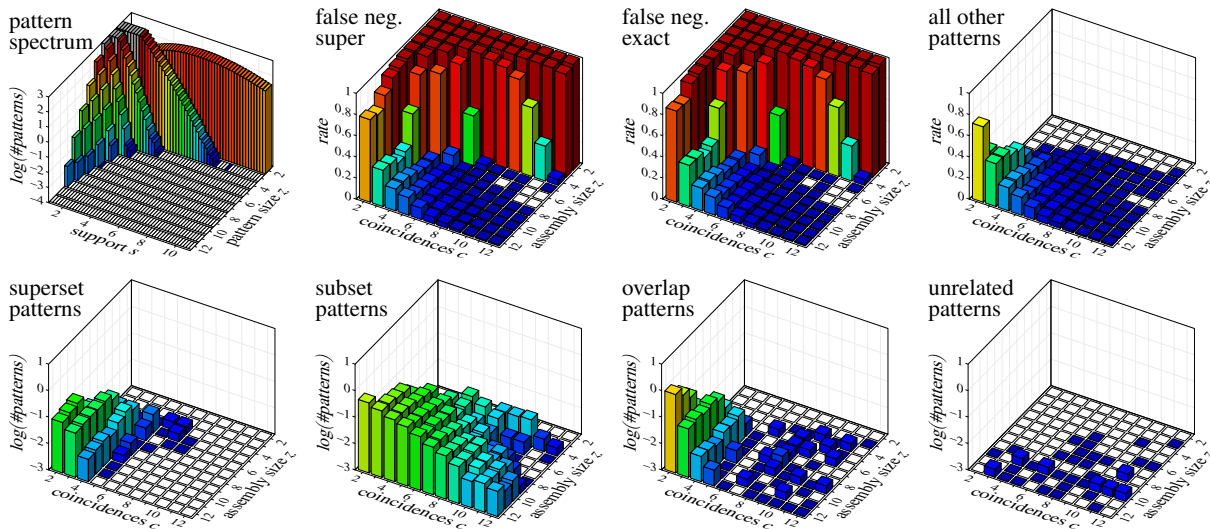
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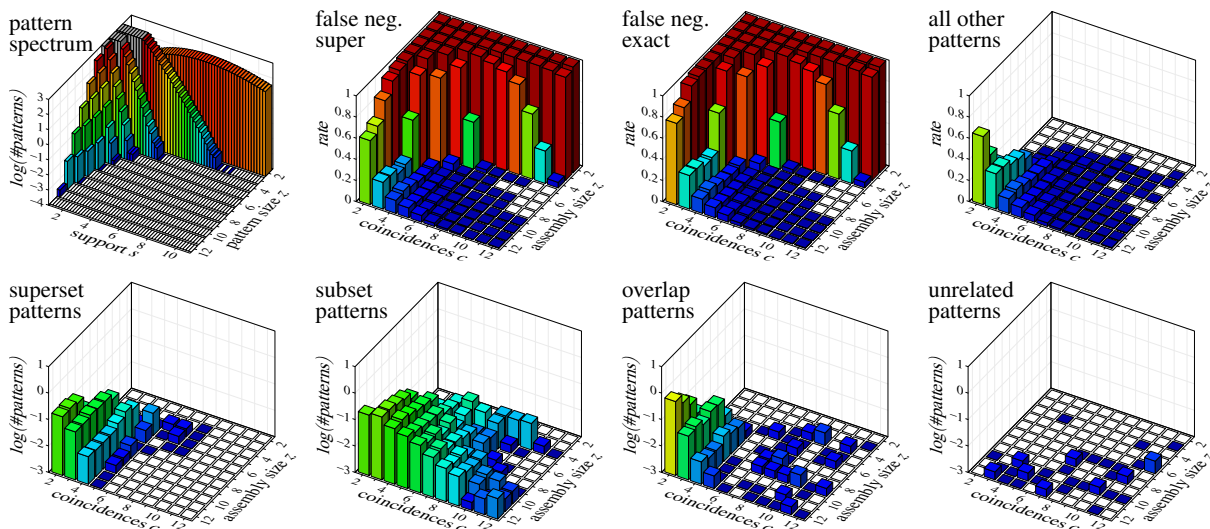
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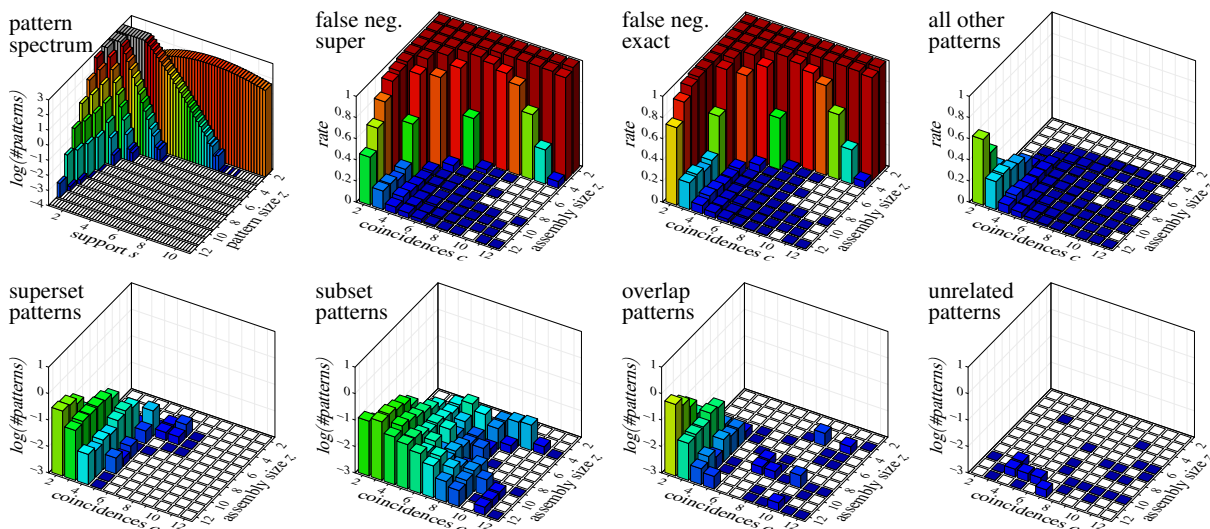
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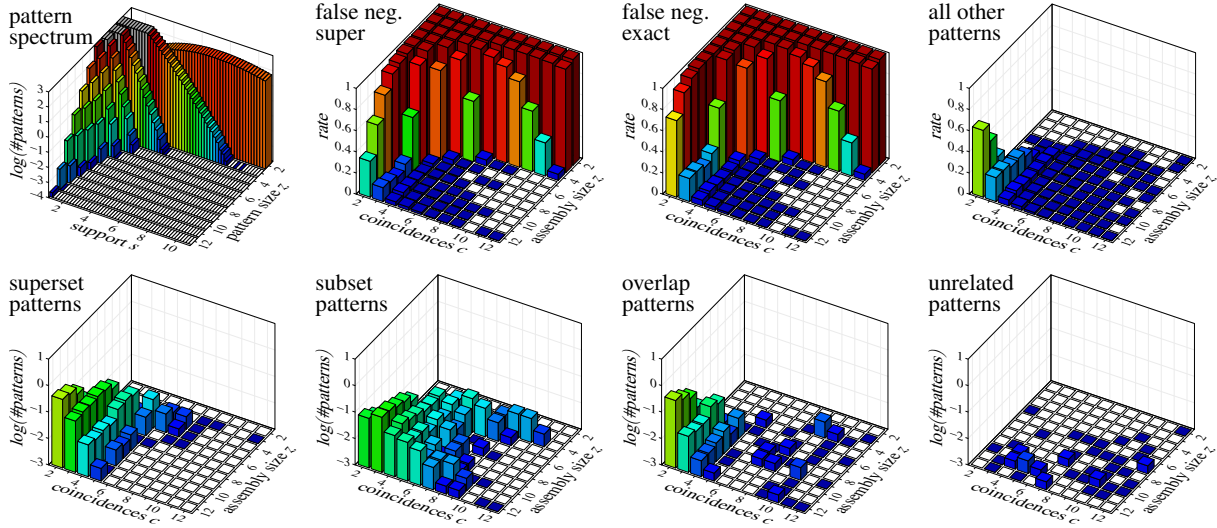
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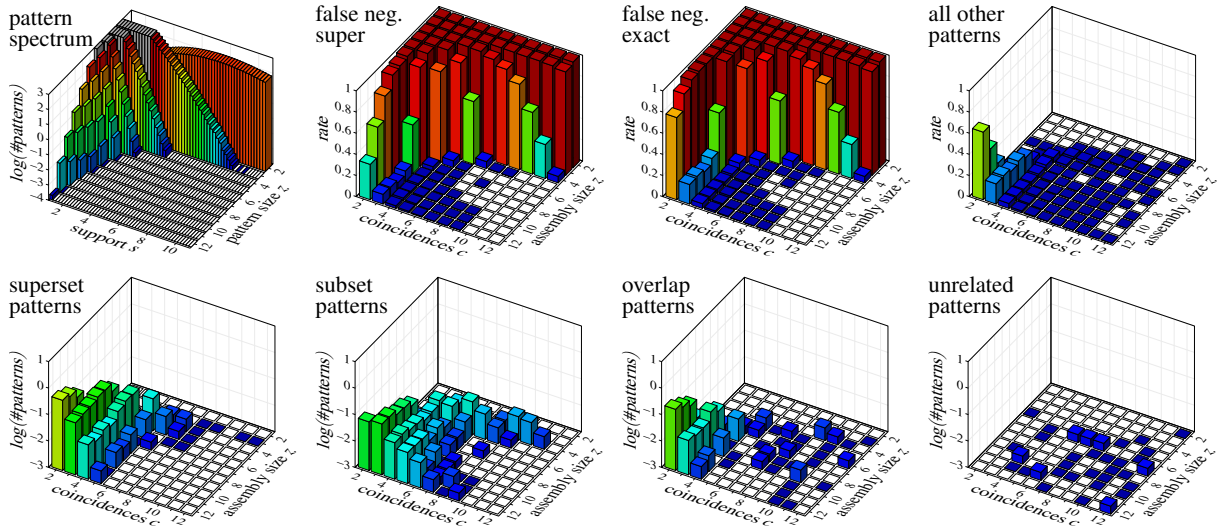
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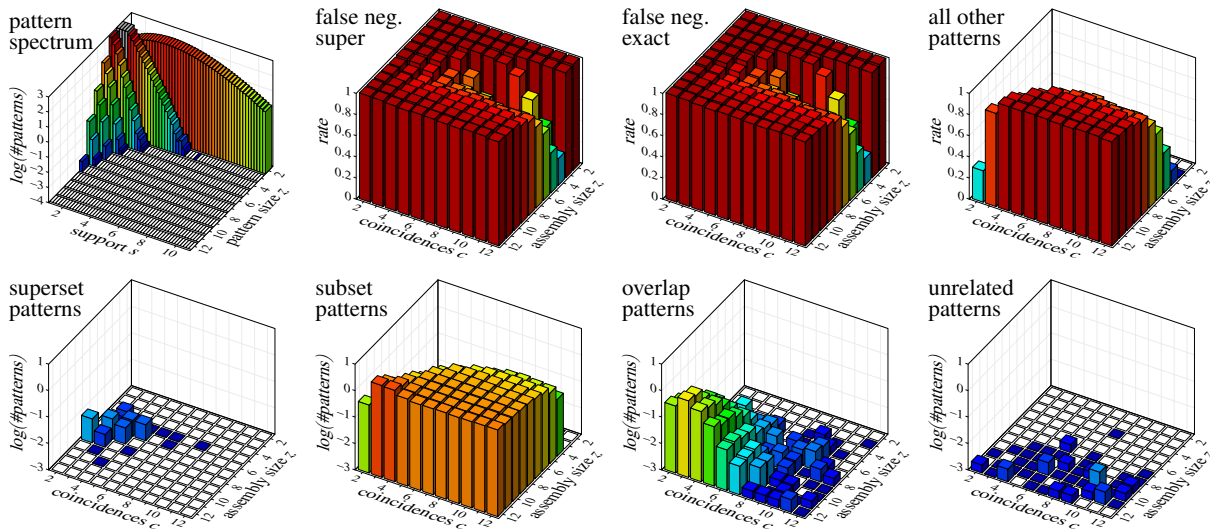
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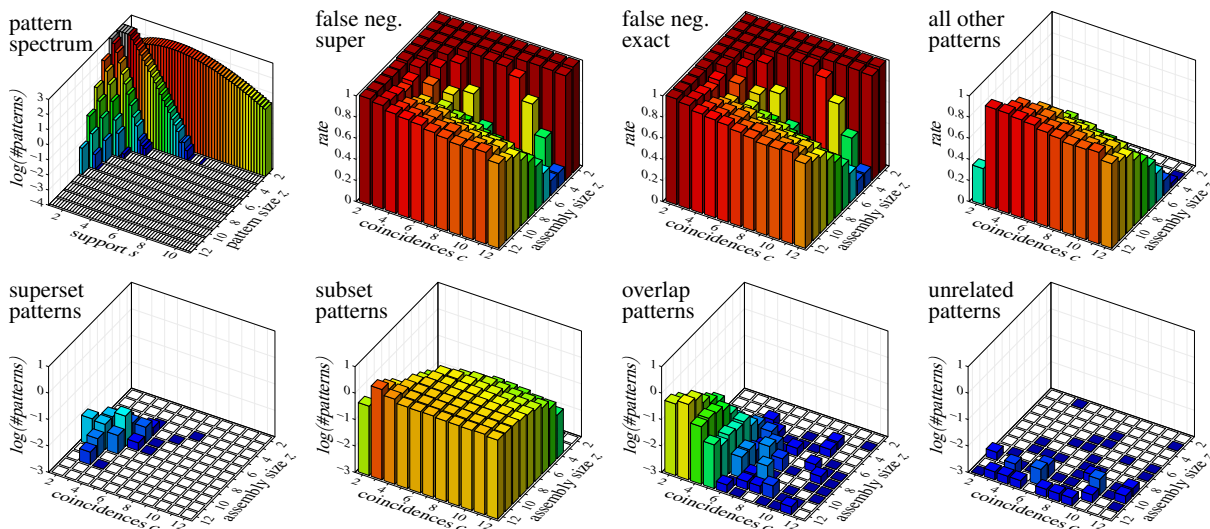
4.0ms jitter, 8.0ms windows, reduced with $(z - 1) \cdot (c + 0.2)$



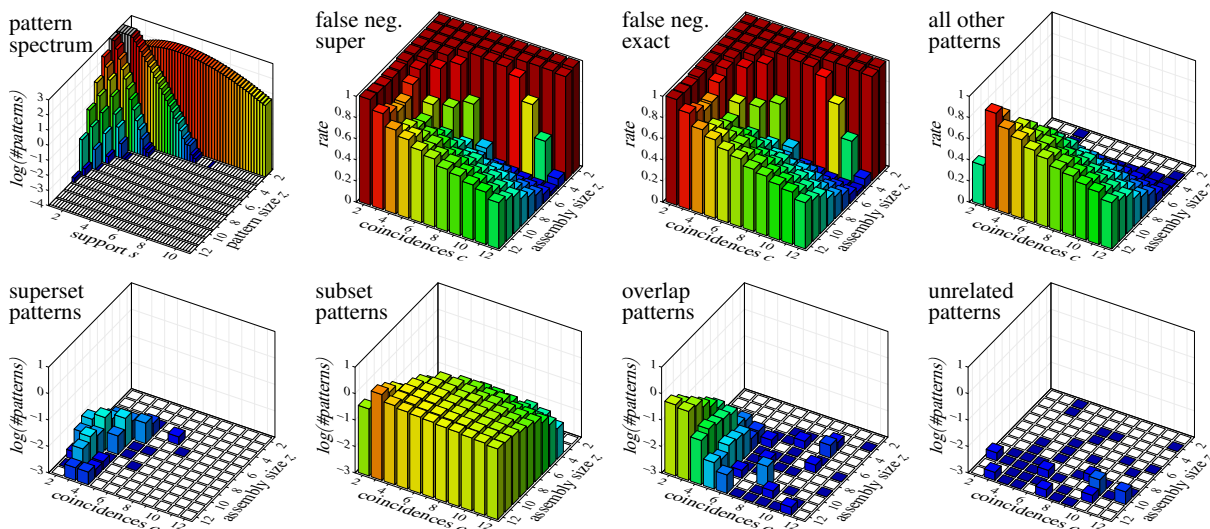
4.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.4)$



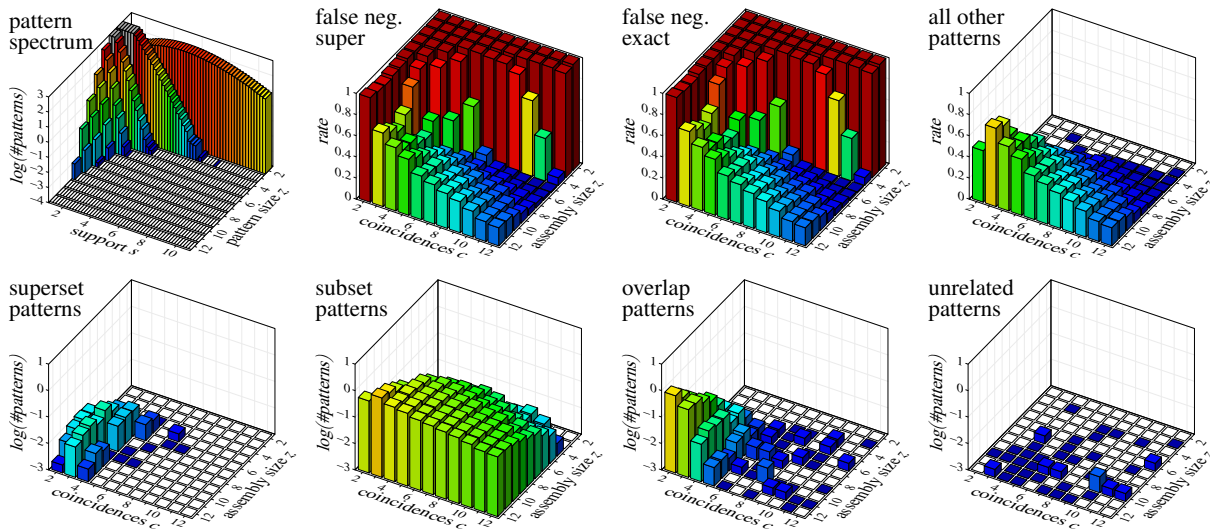
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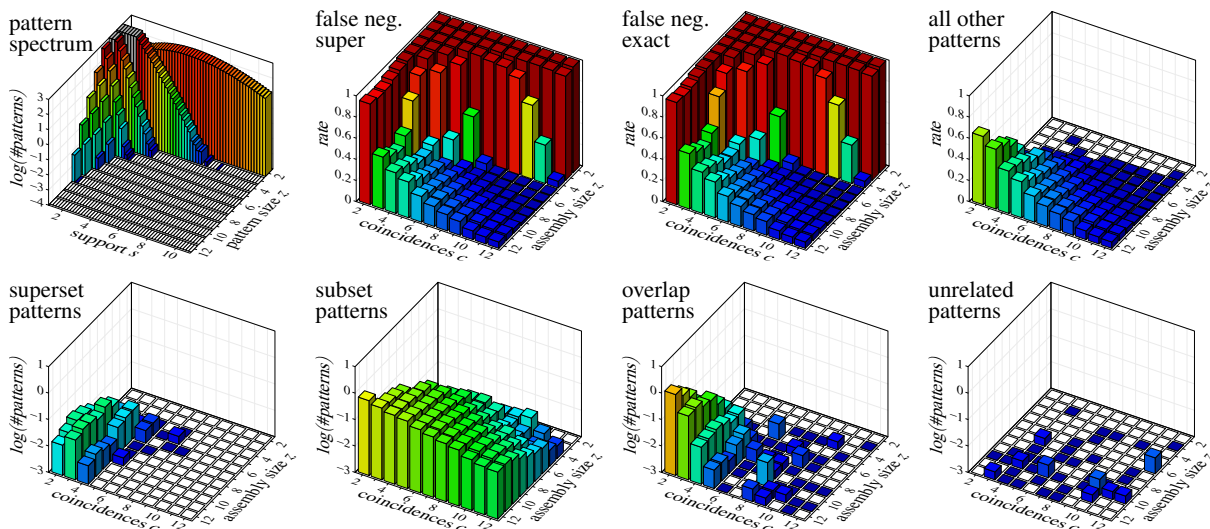
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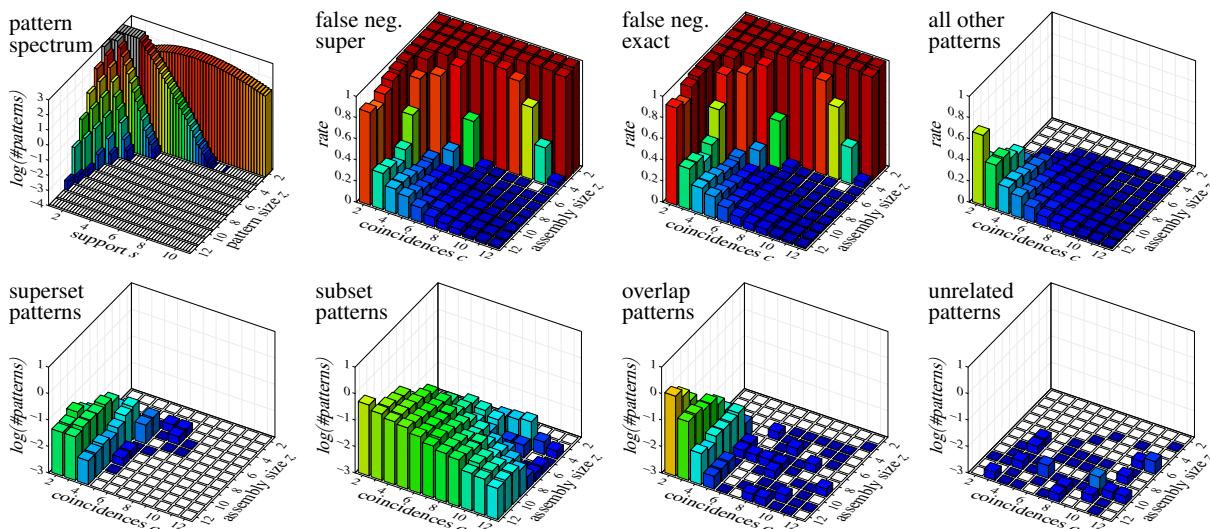
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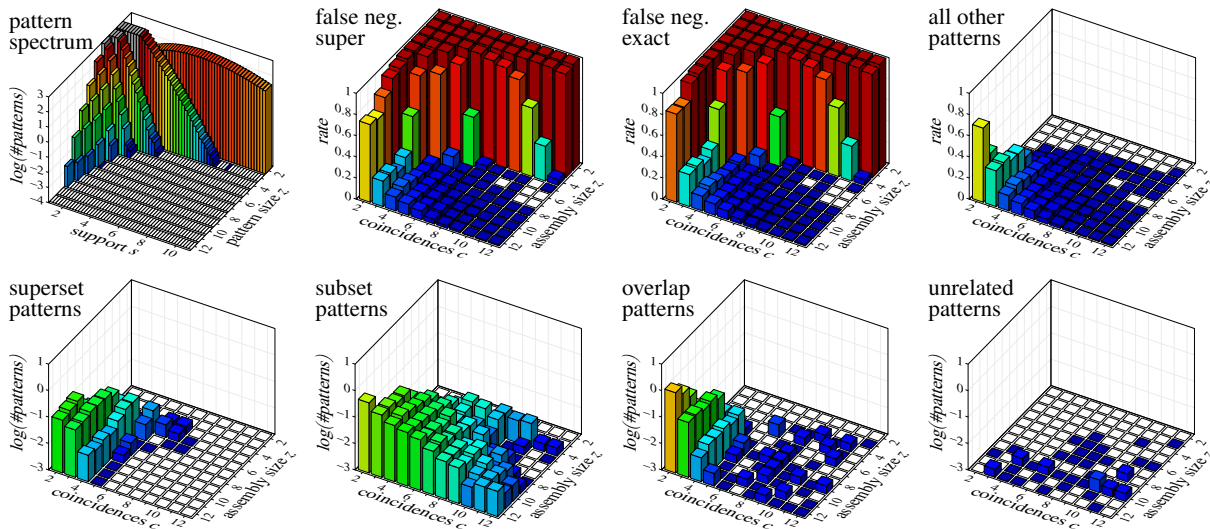
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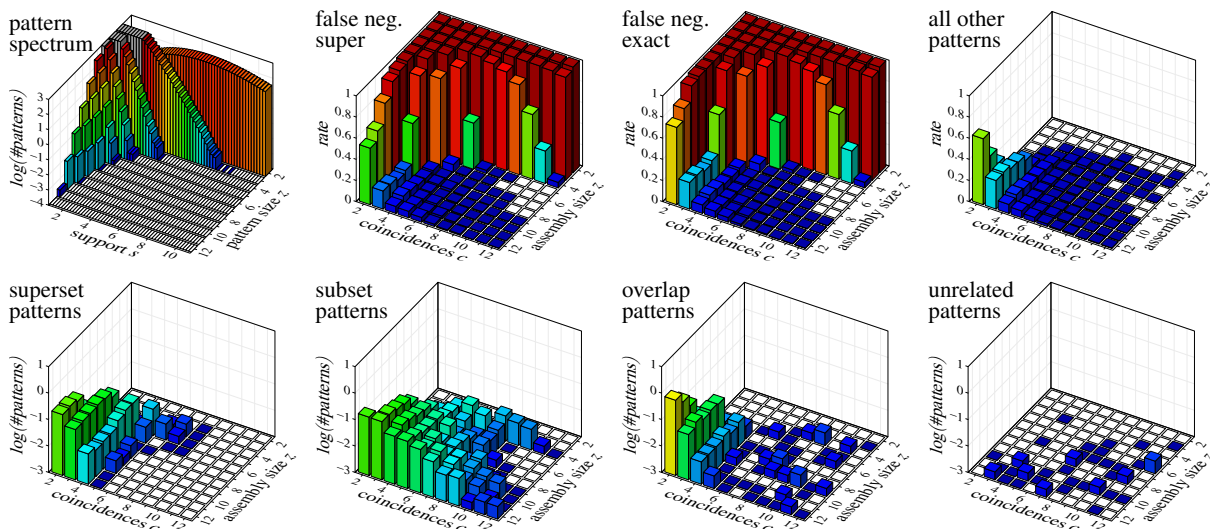
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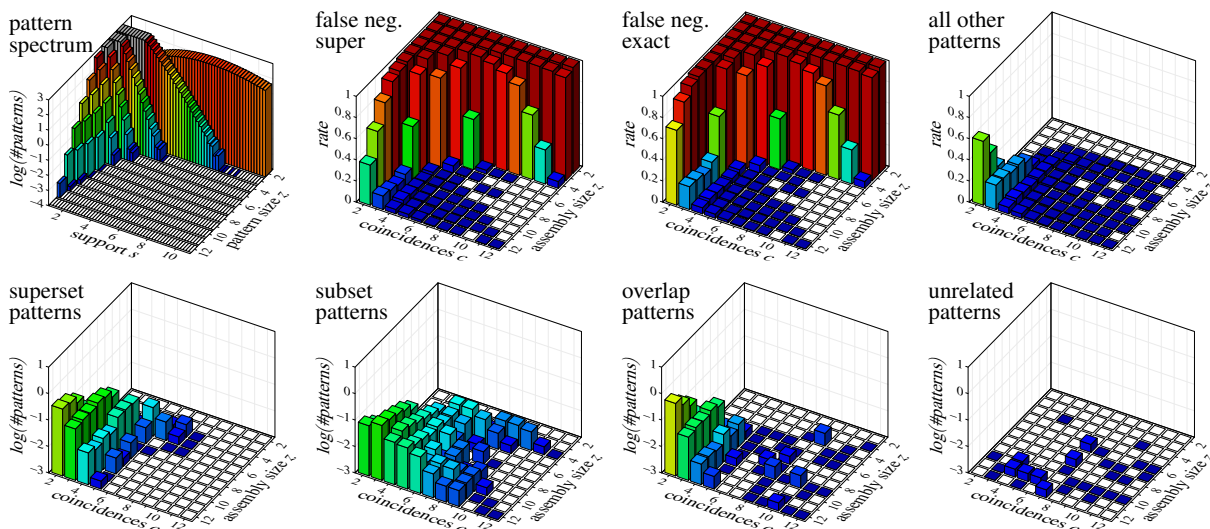
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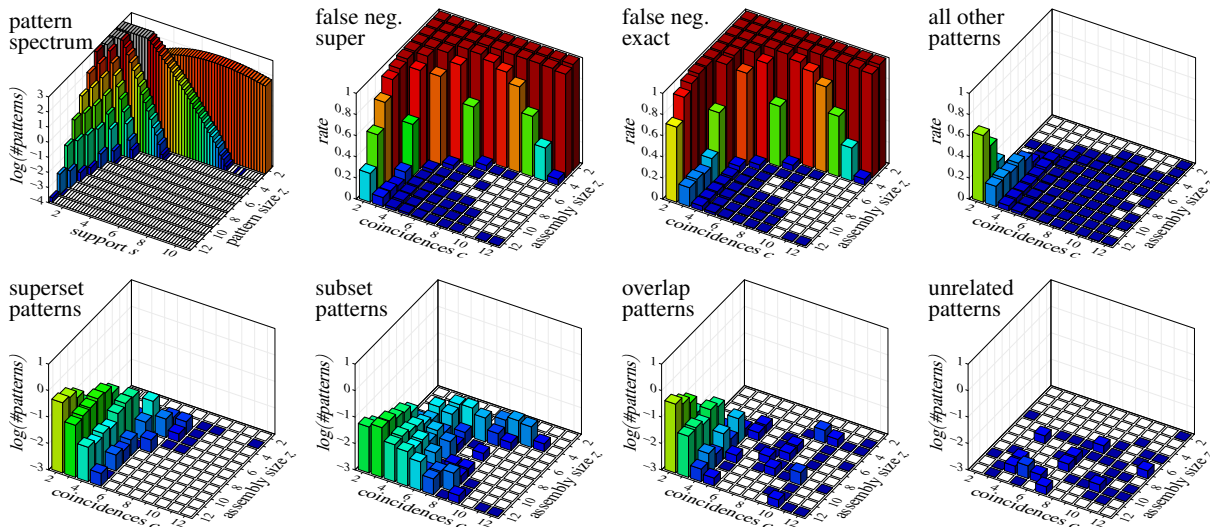
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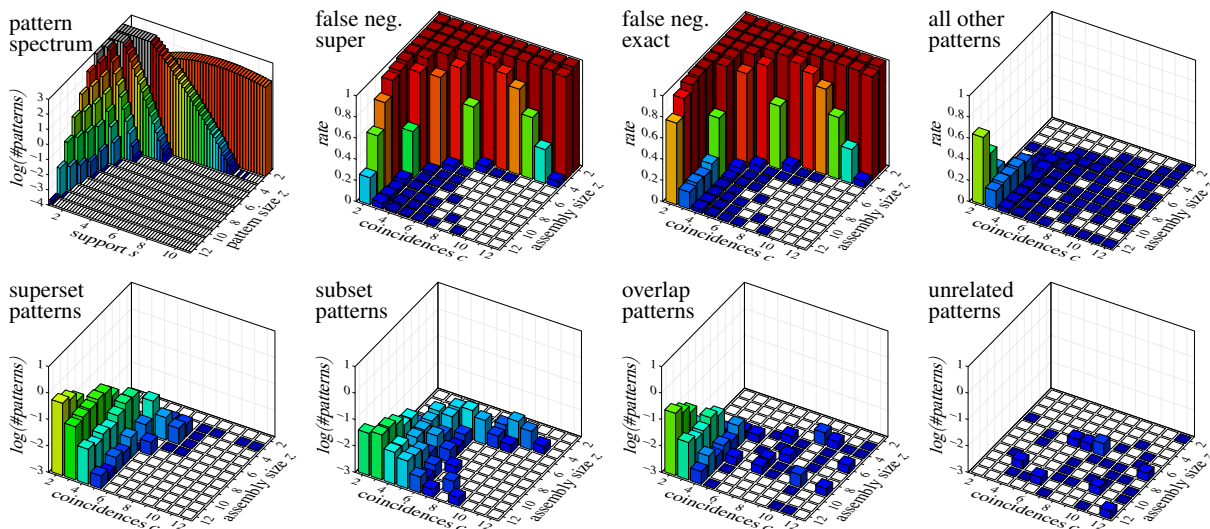
4.0ms jitter, 7.2ms windows, reduced with $(z - 1) \cdot (c + 0.4)$



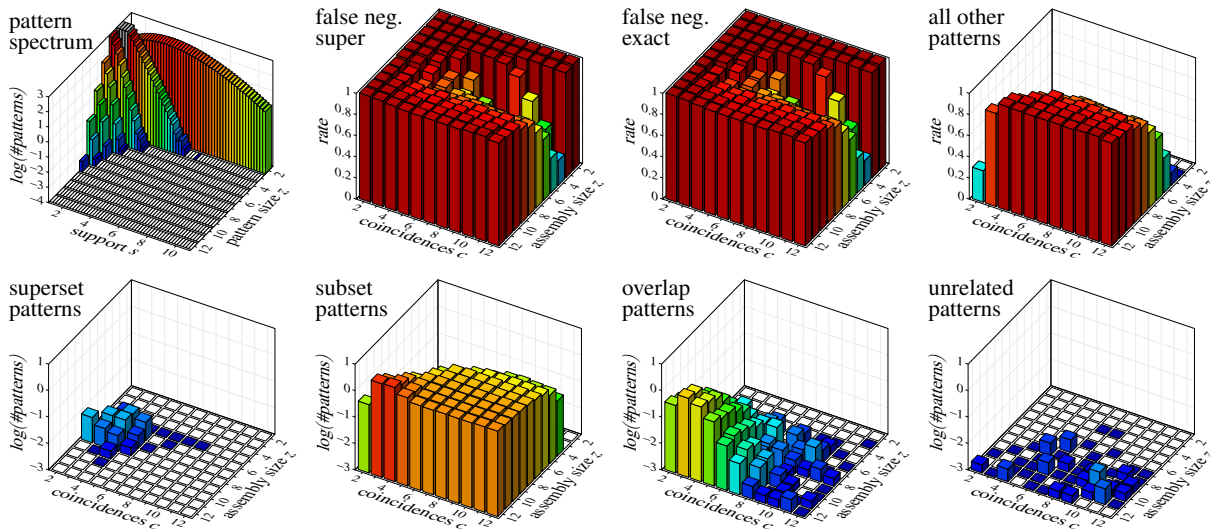
4.0ms jitter, 7.6ms windows, reduced with $(z - 1) \cdot (c + 0.4)$



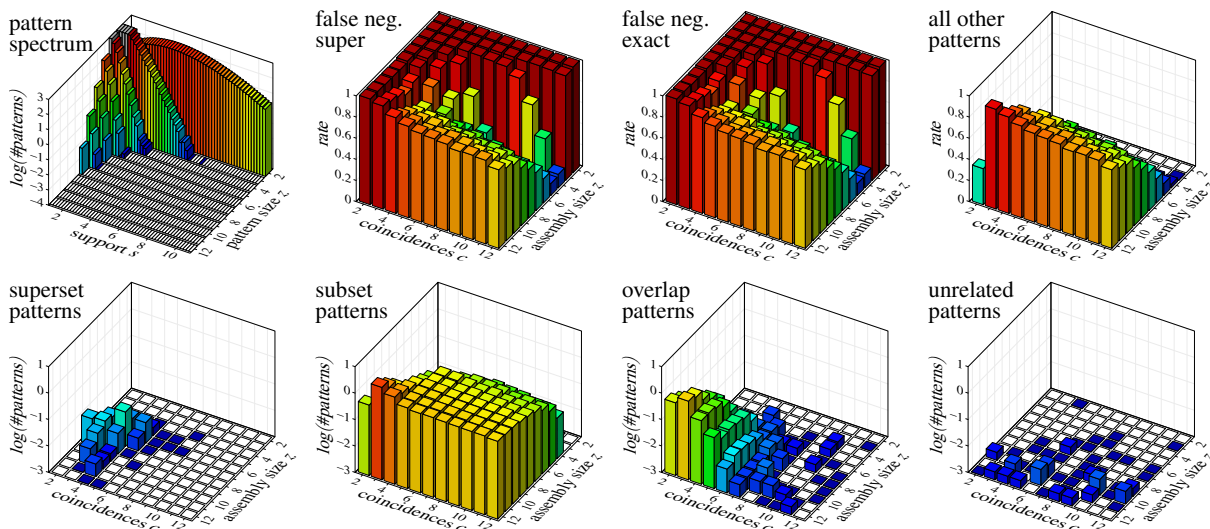
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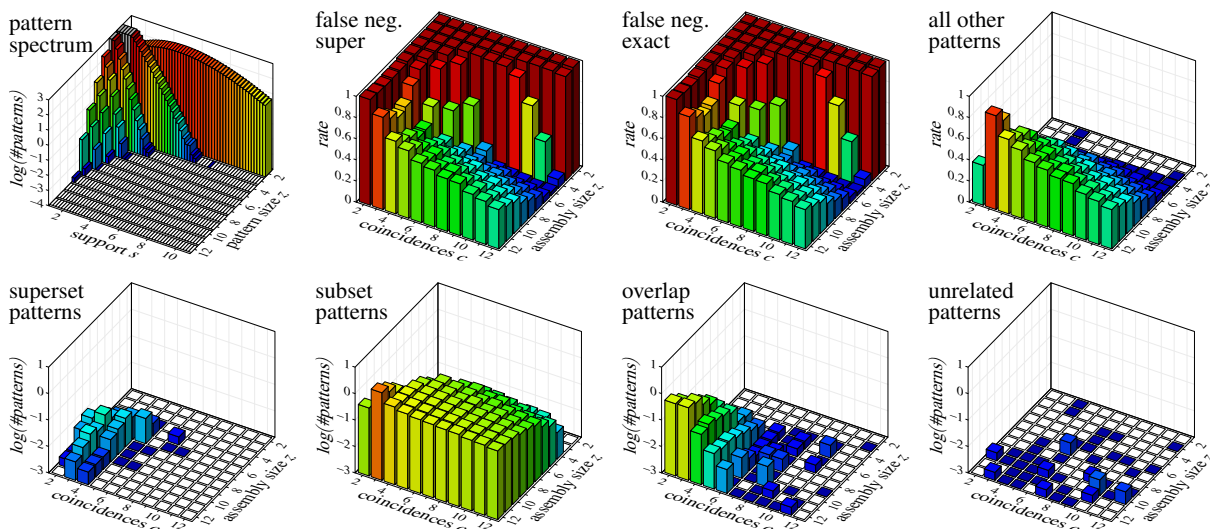
4.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.6)$



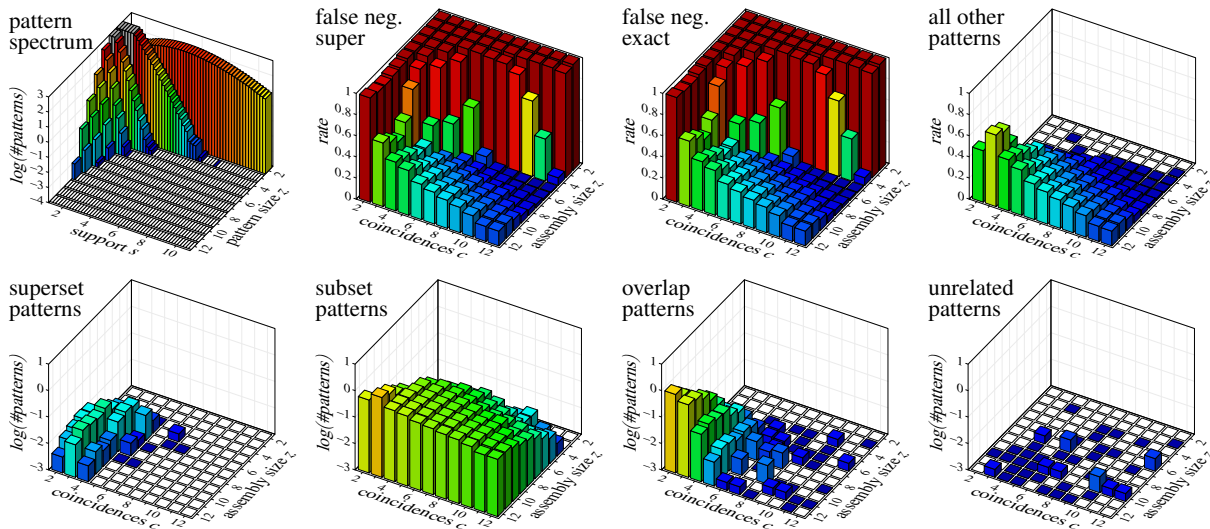
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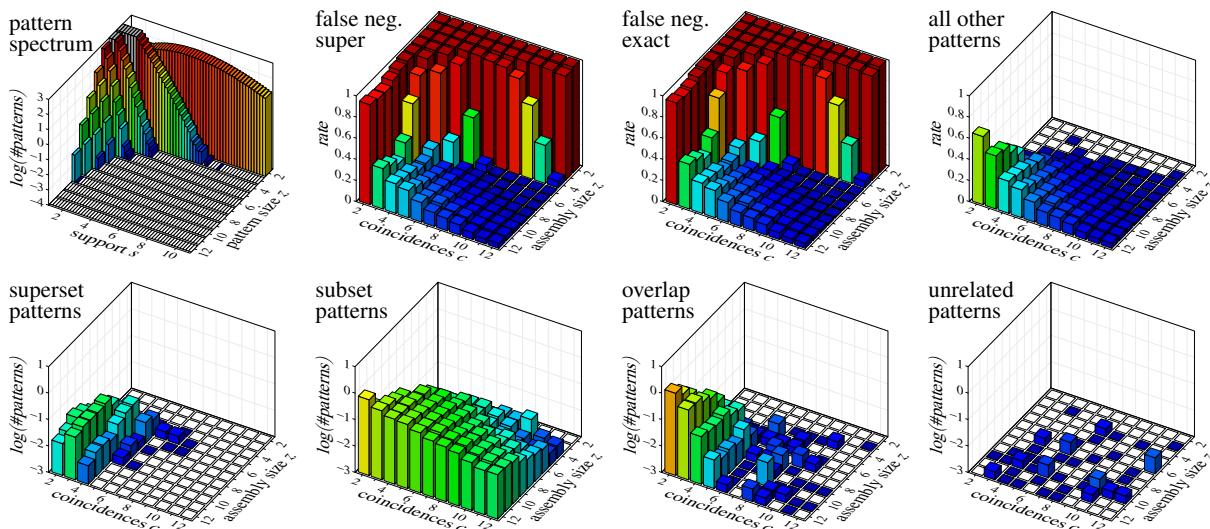
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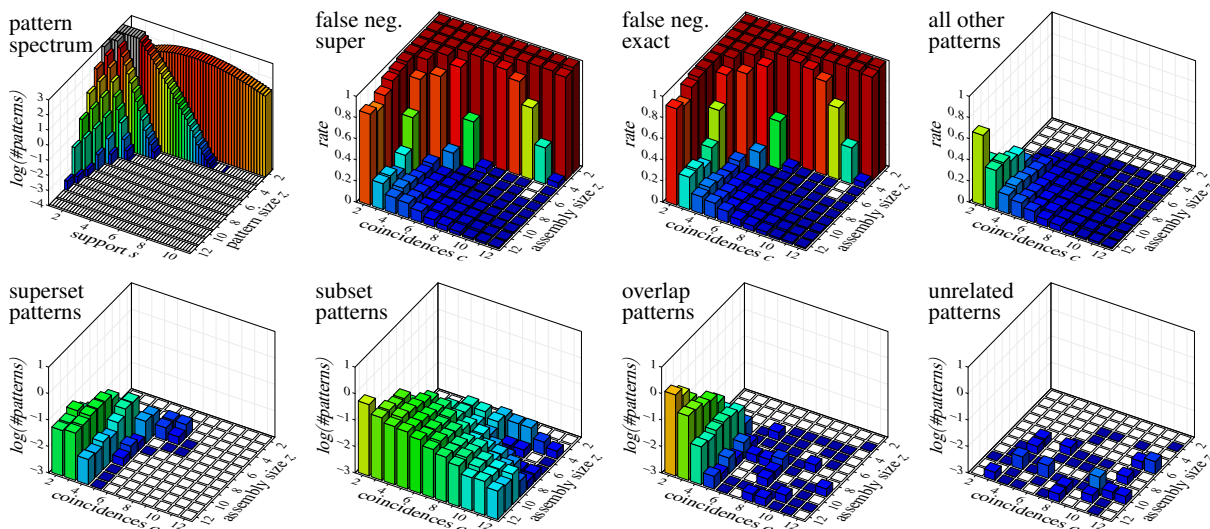
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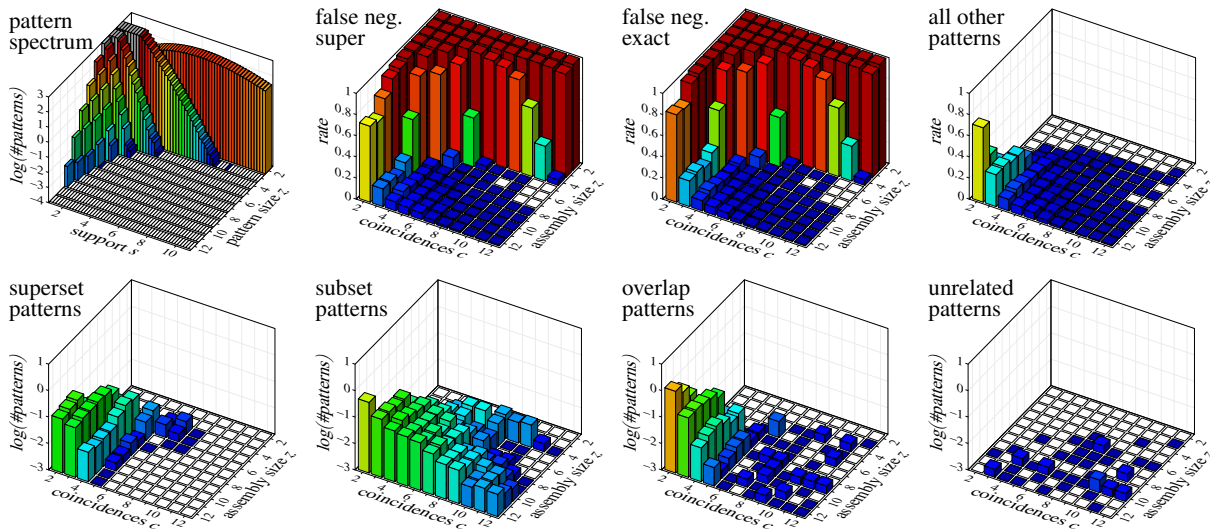
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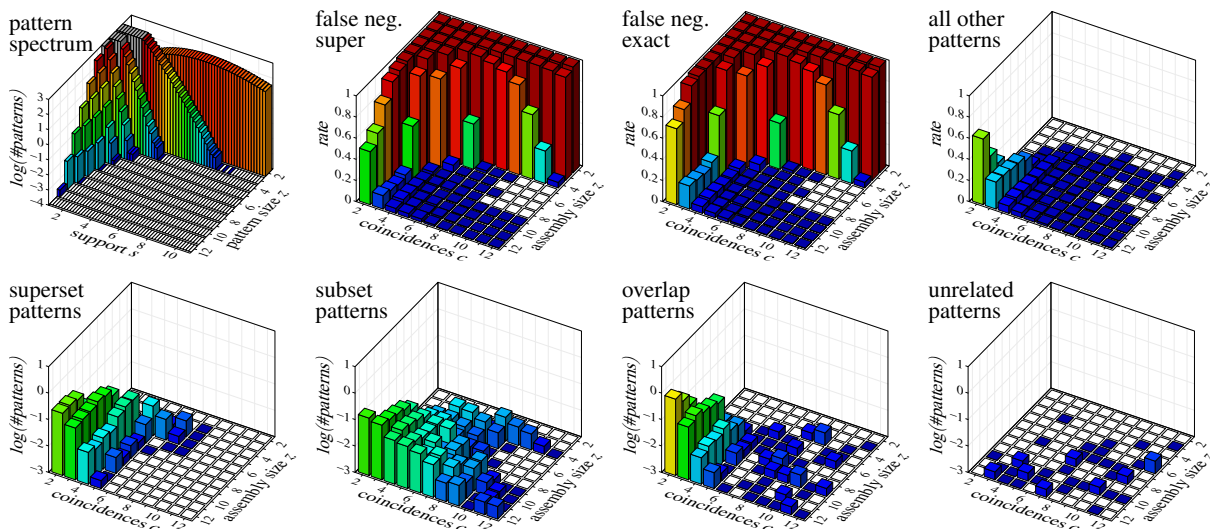
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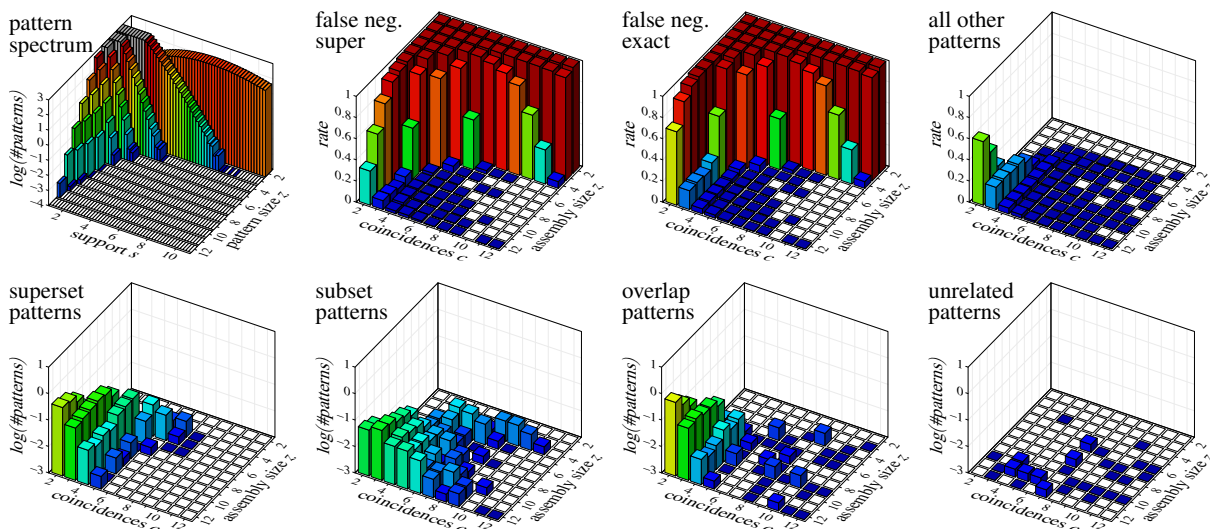
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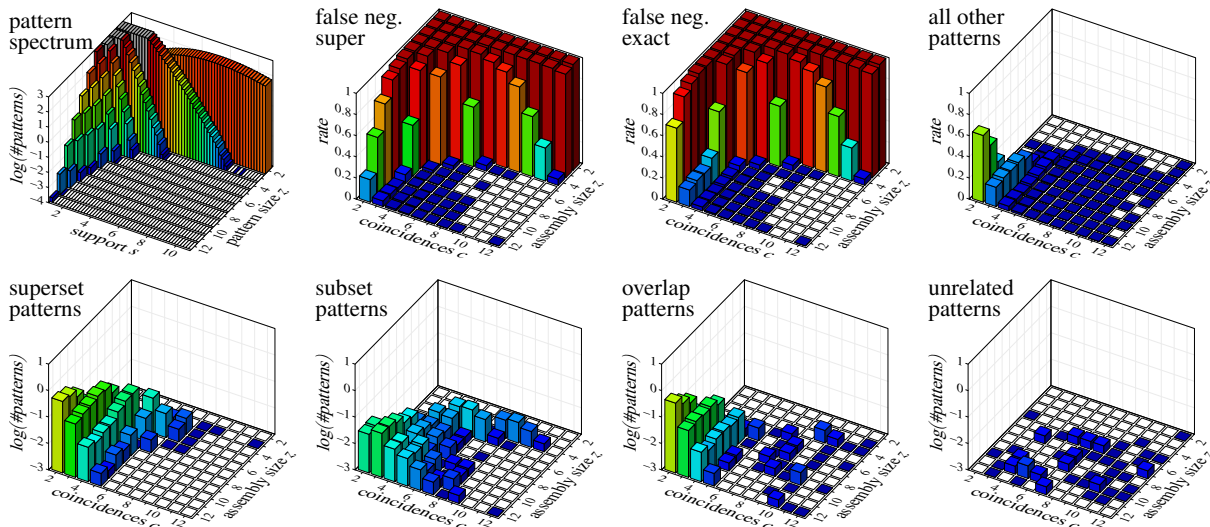
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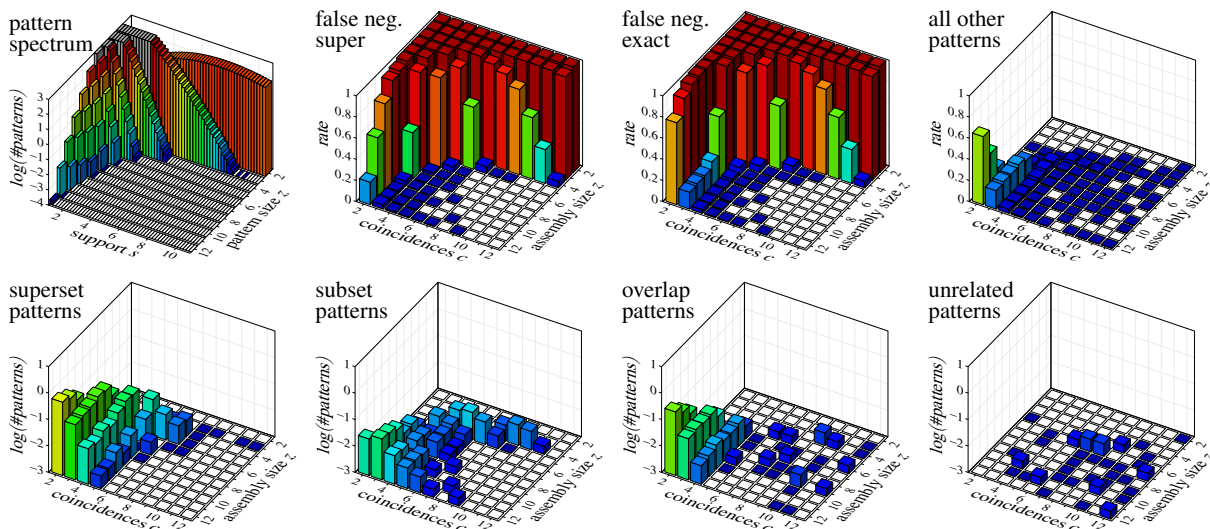
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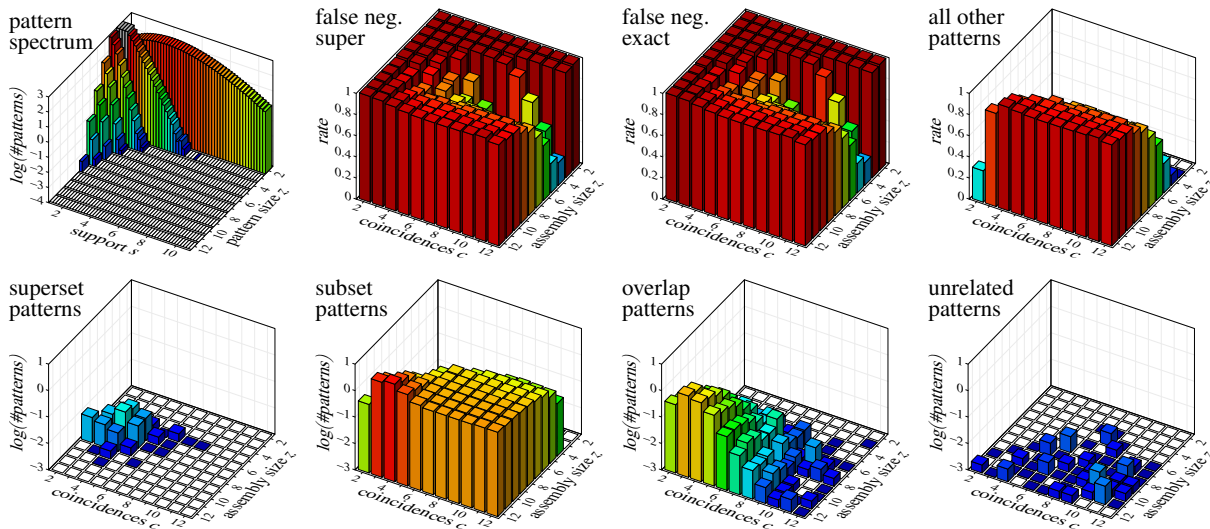
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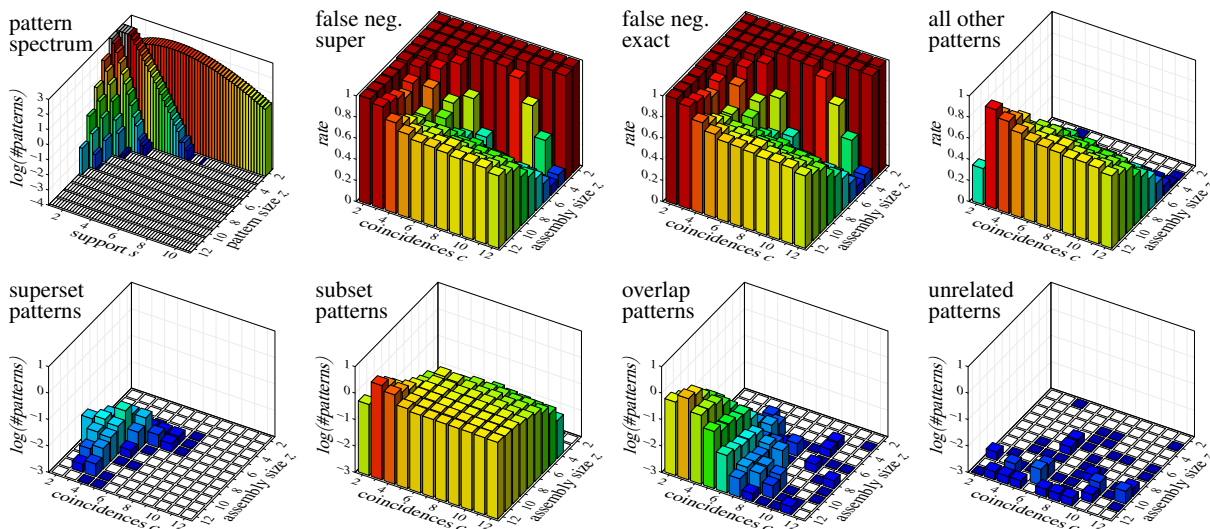
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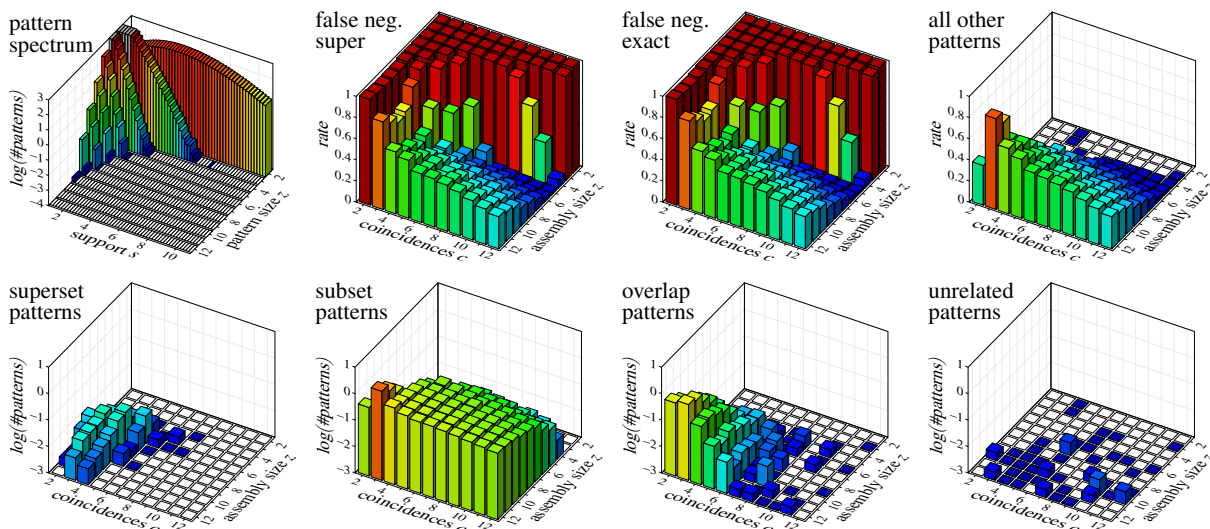
4.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.8)$



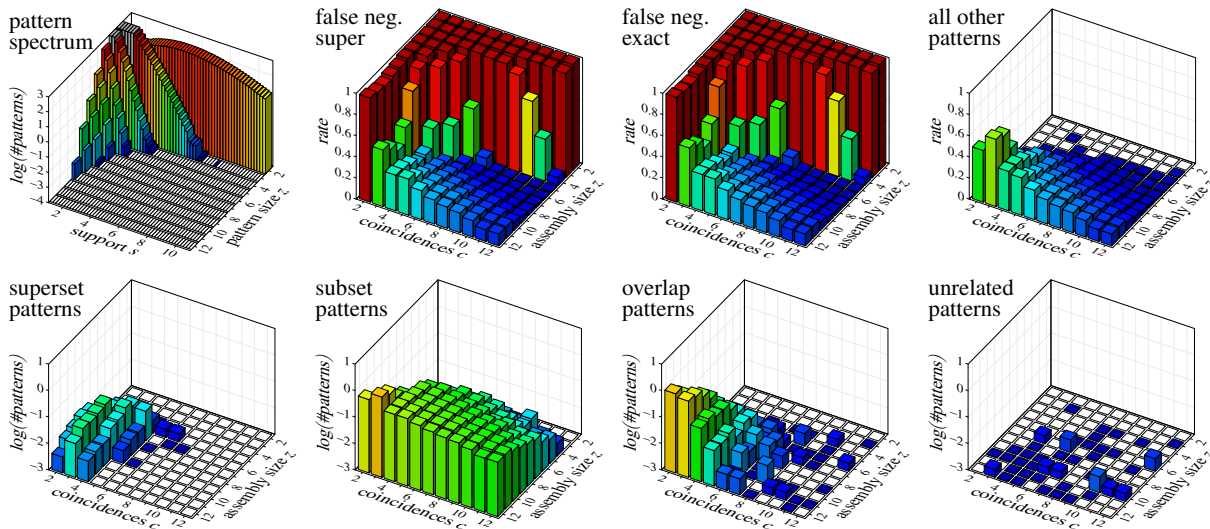
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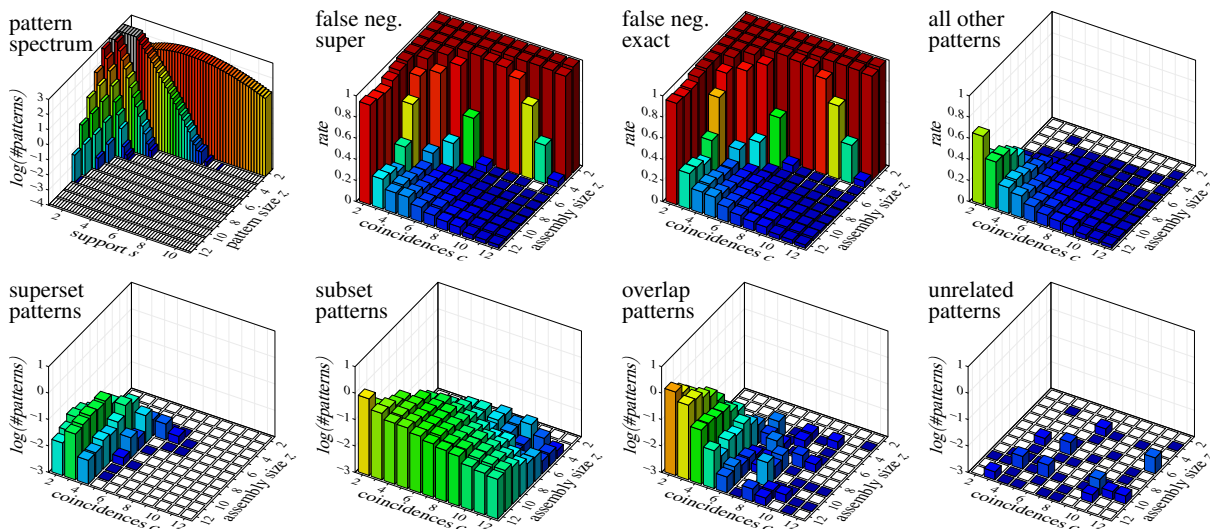
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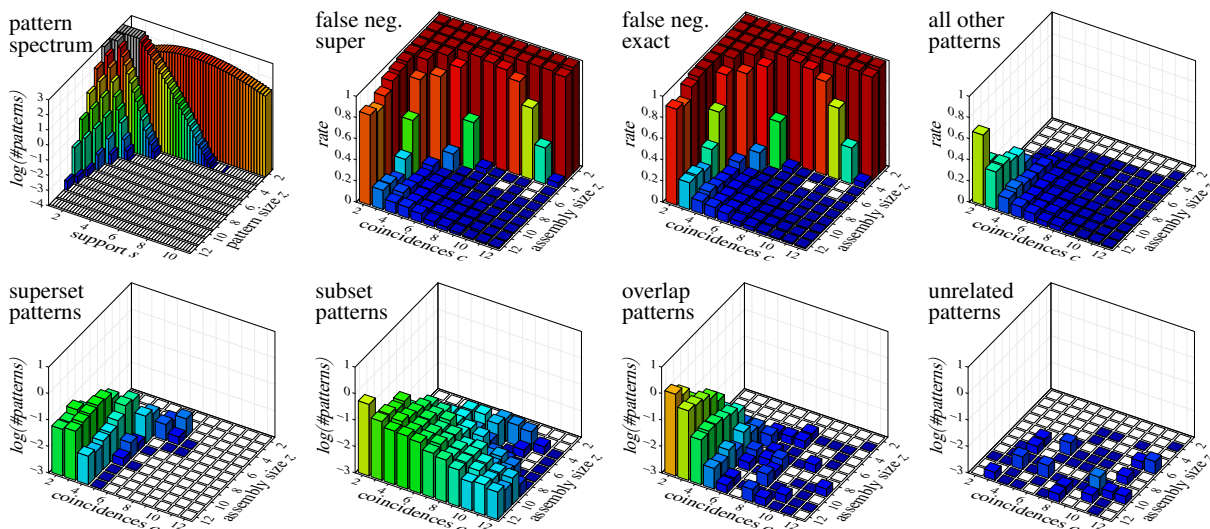
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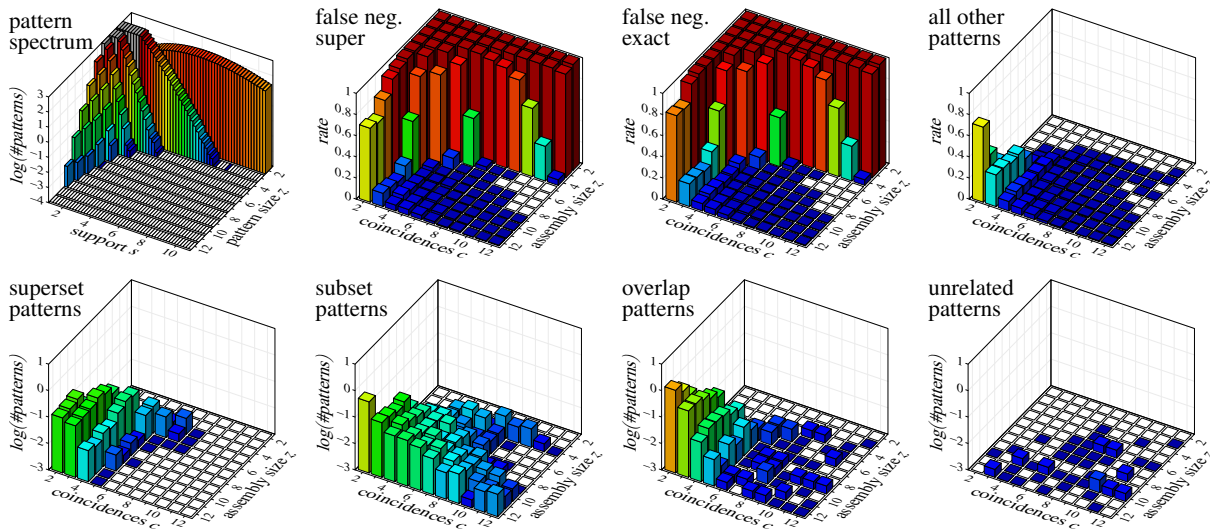
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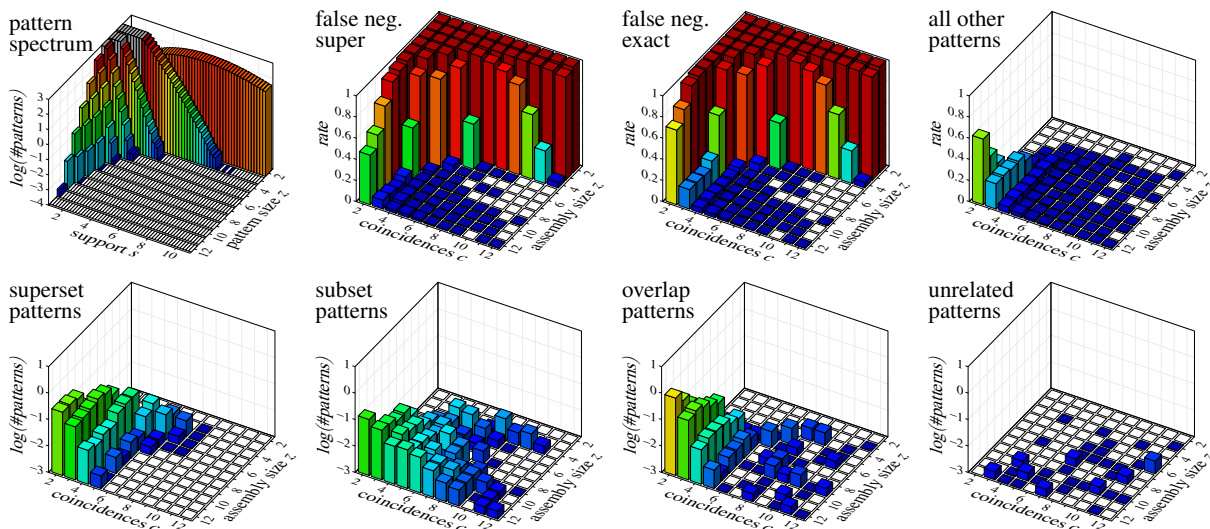
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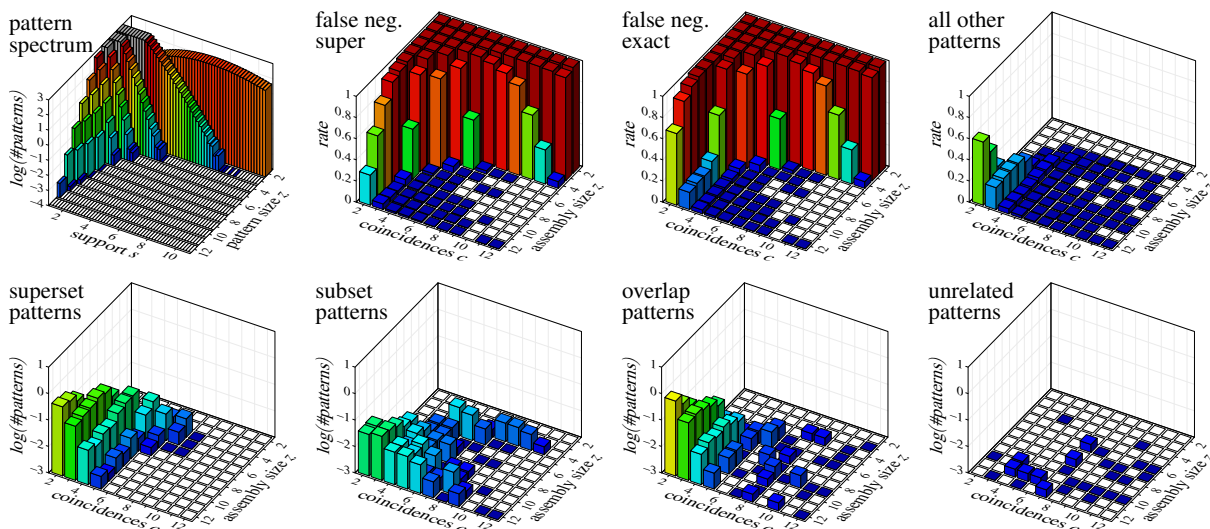
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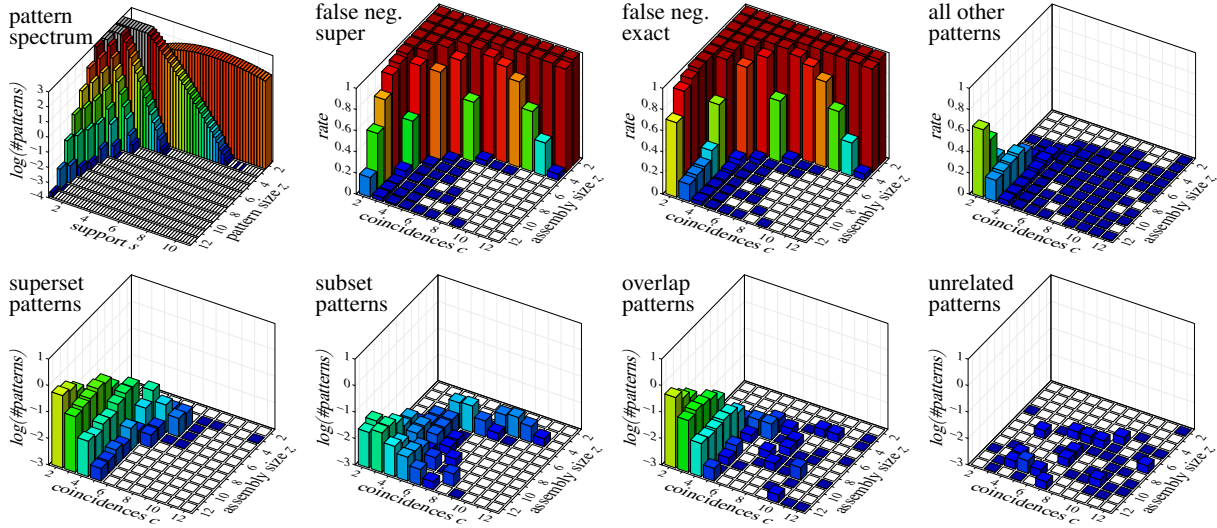
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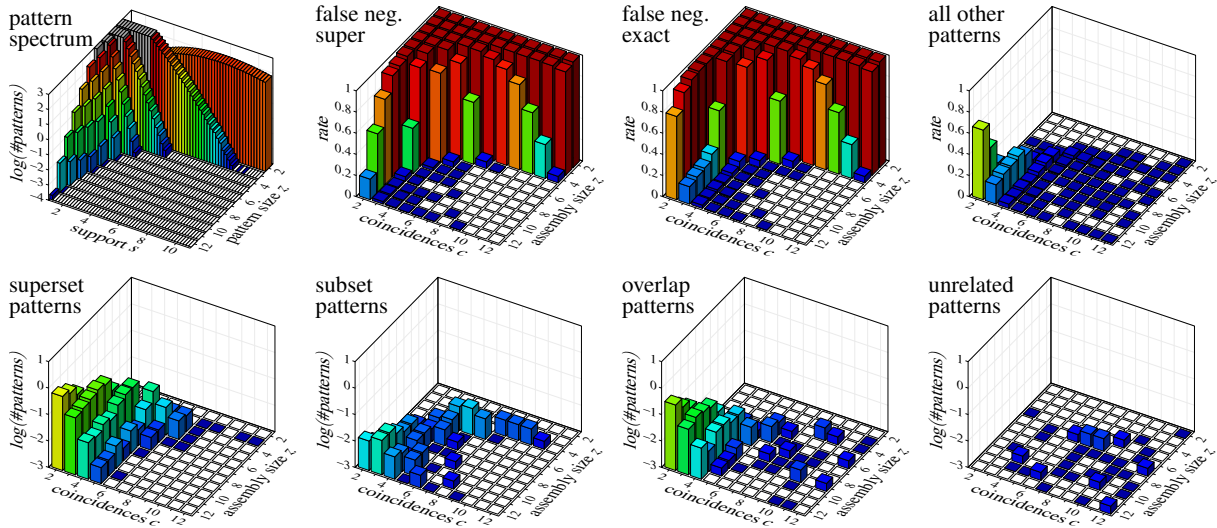
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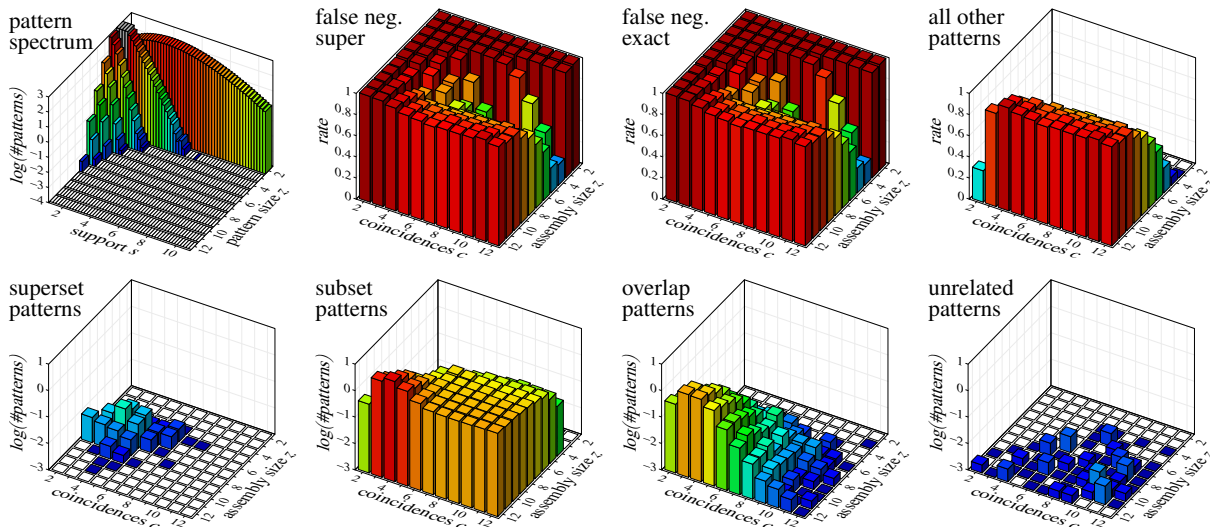
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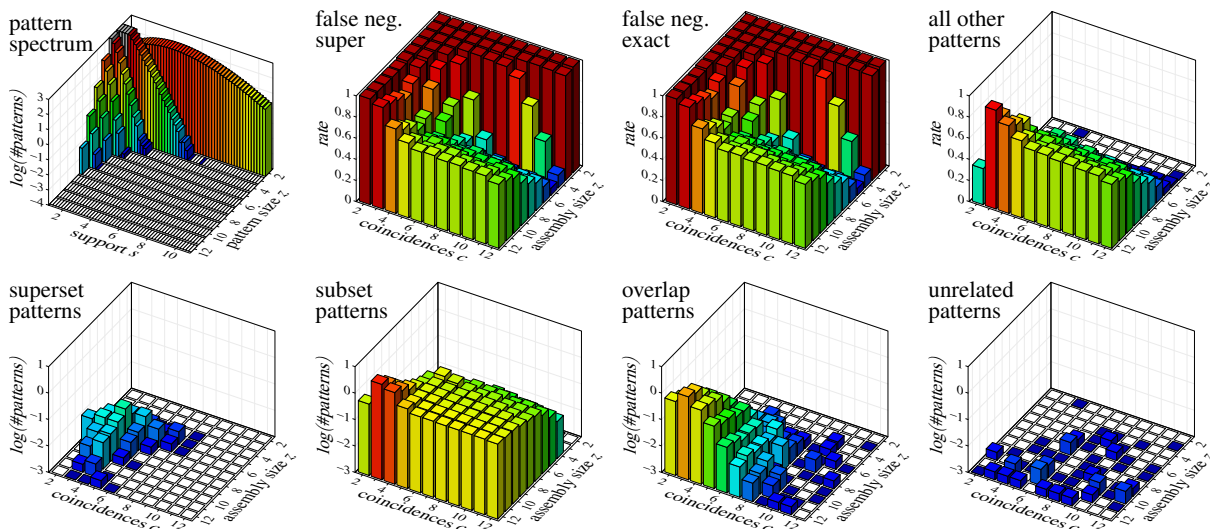
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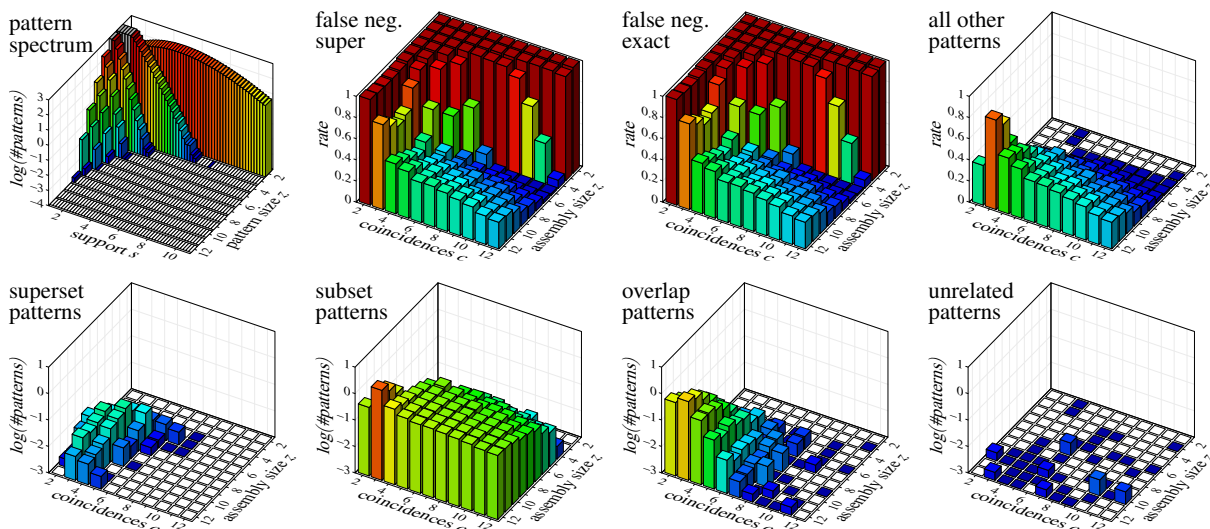
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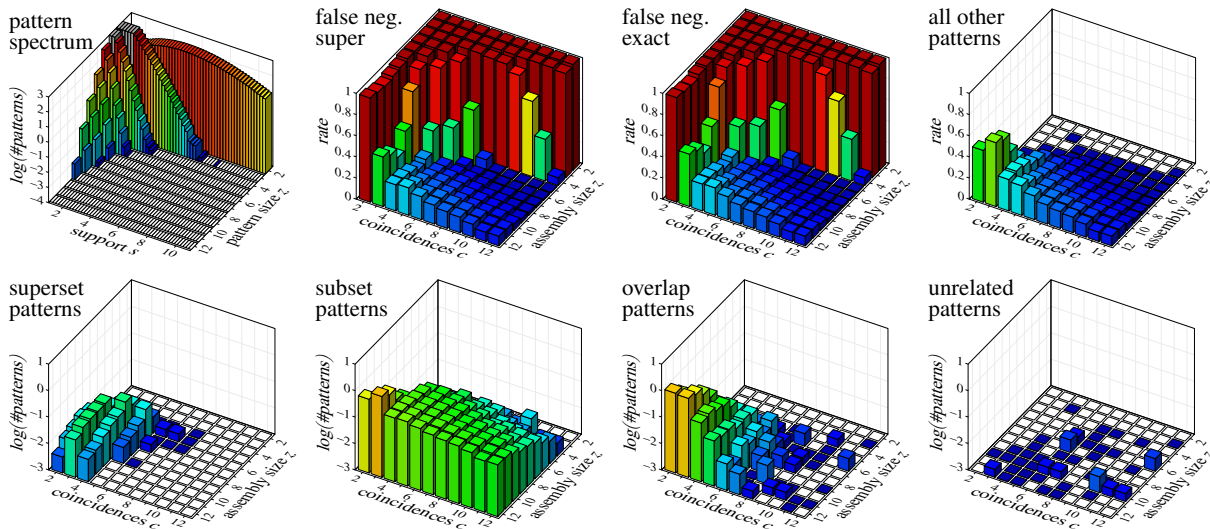
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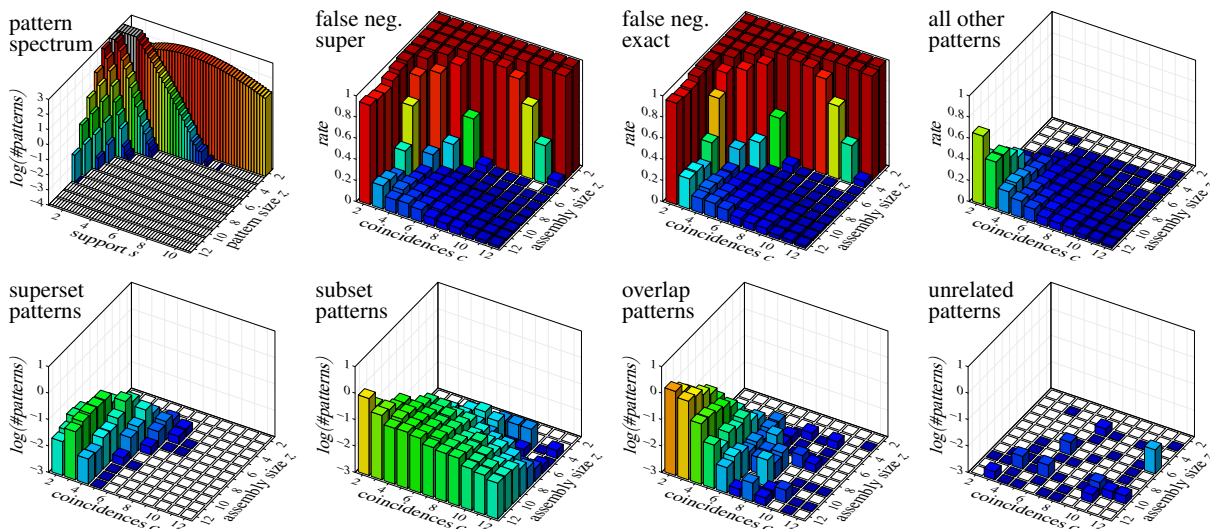
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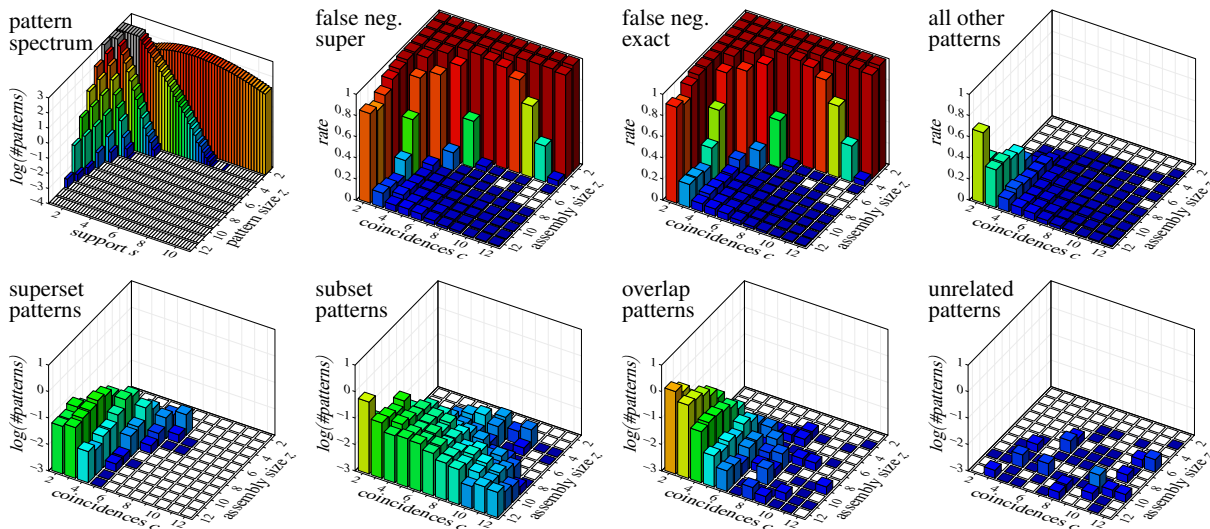
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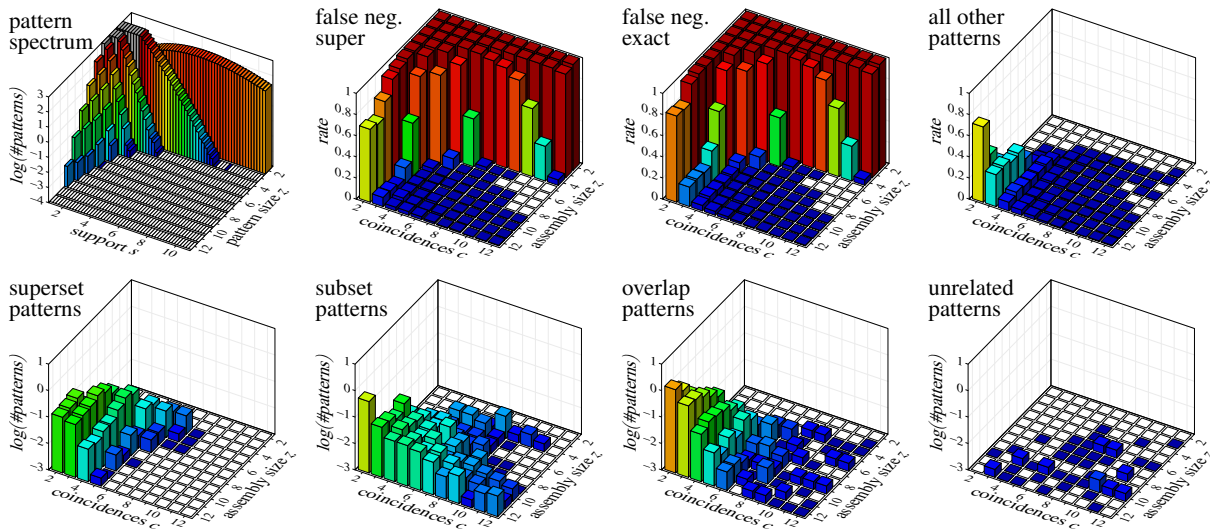
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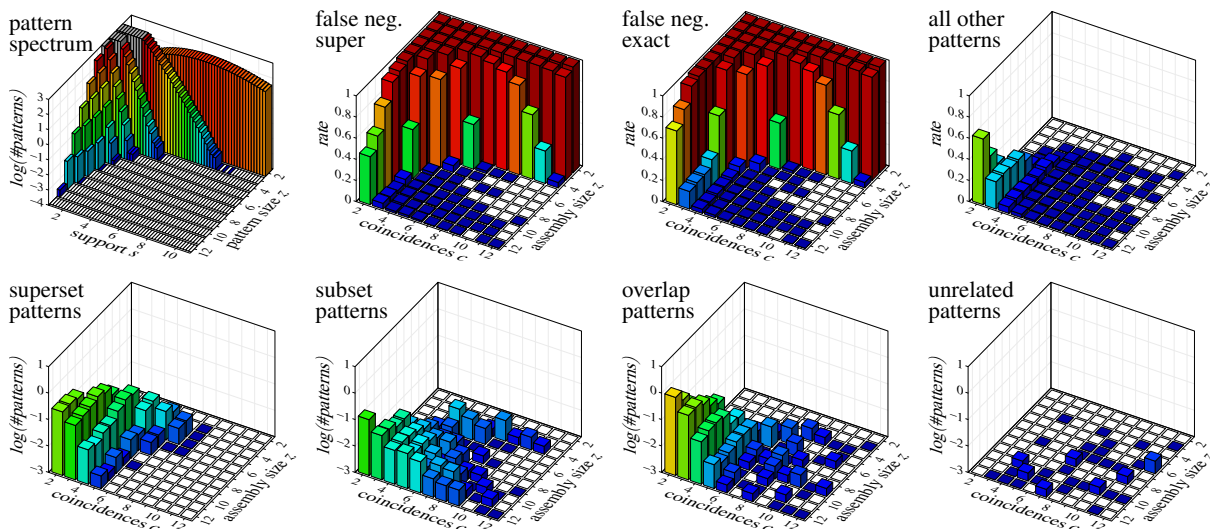
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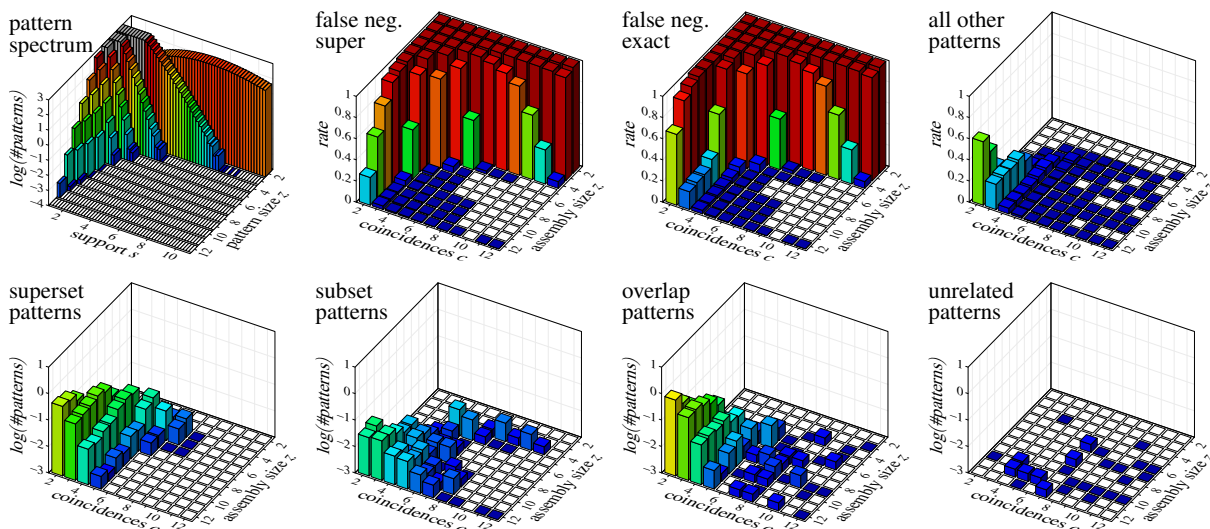
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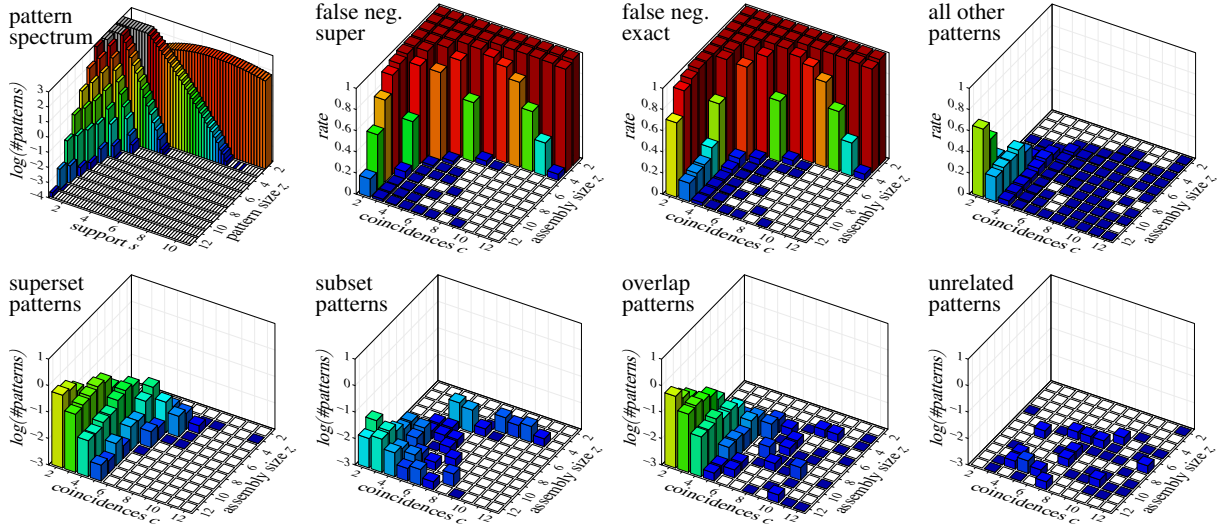
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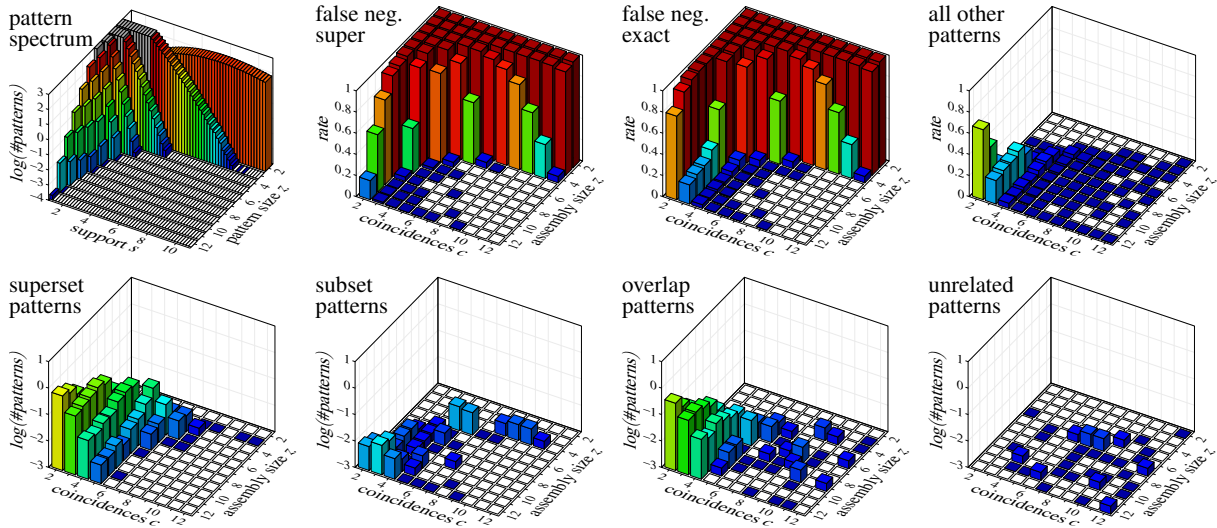
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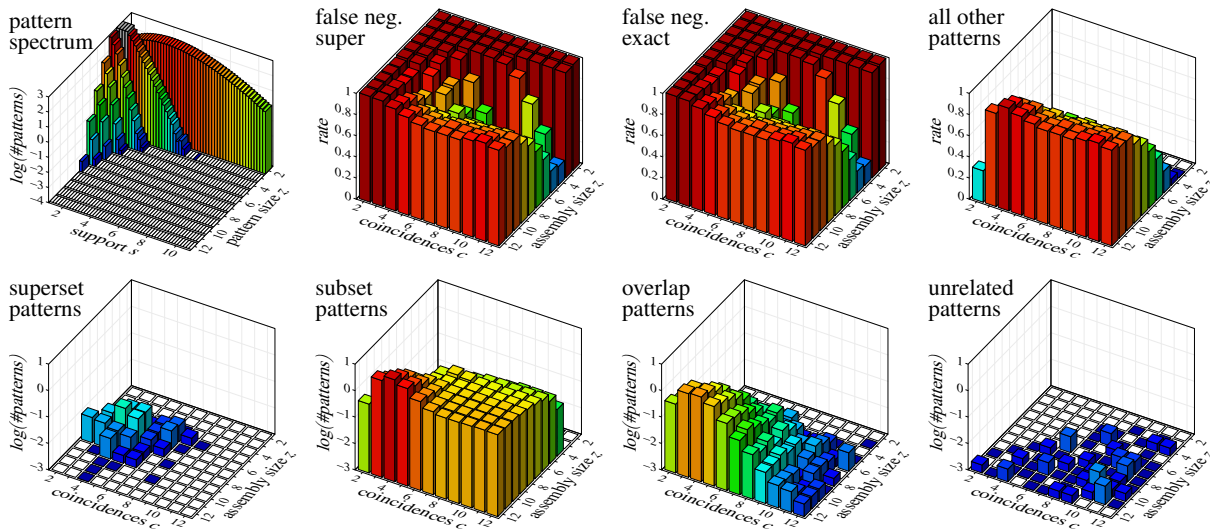
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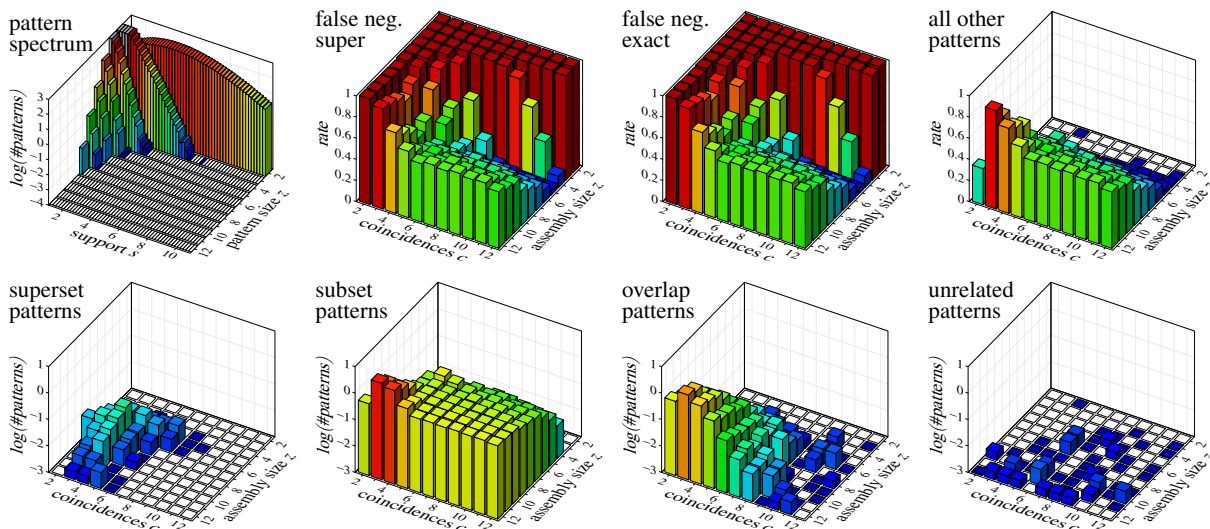
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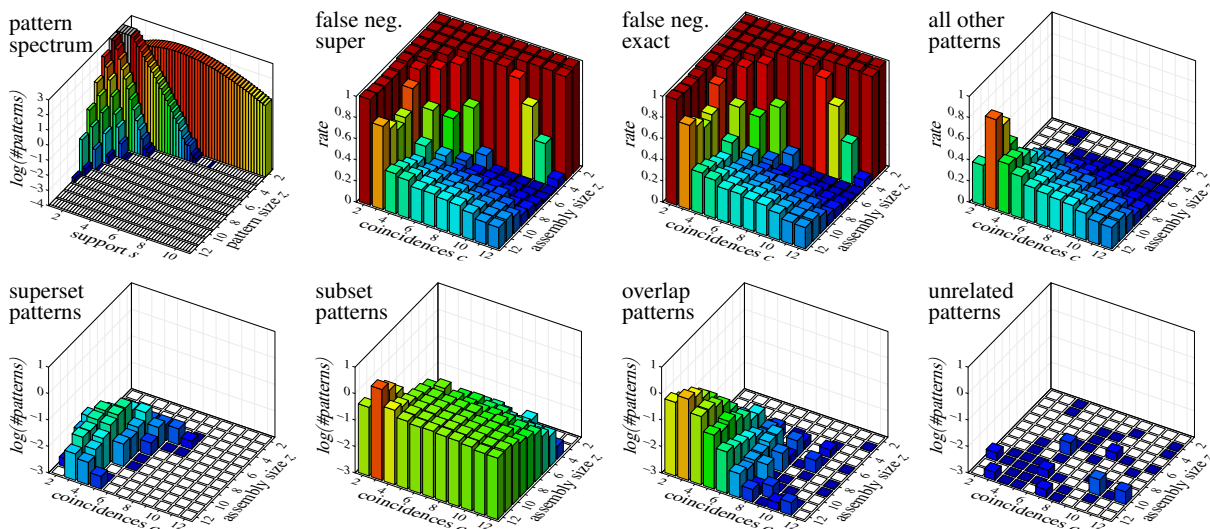
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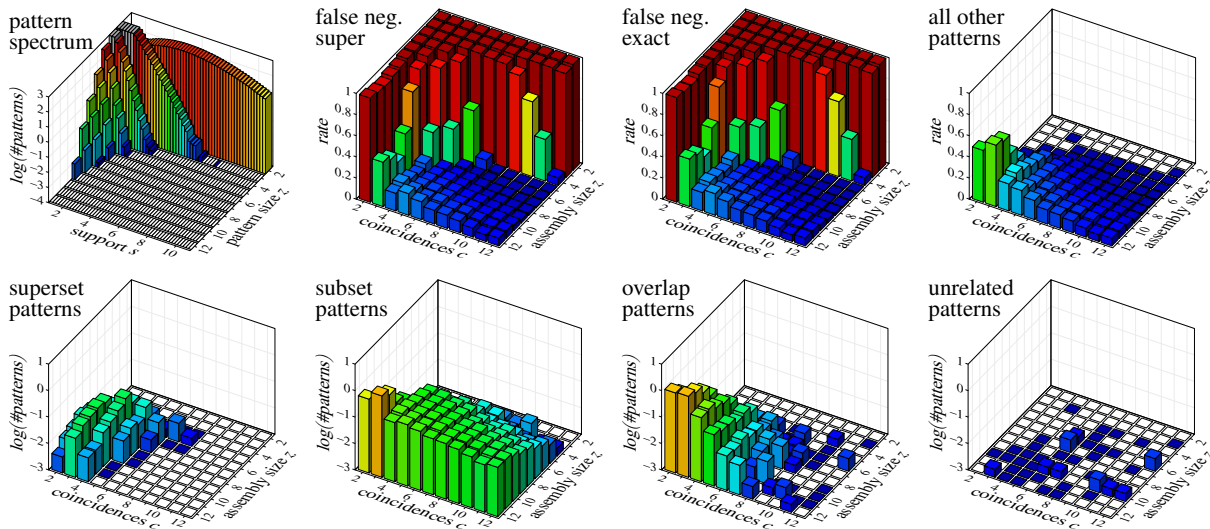
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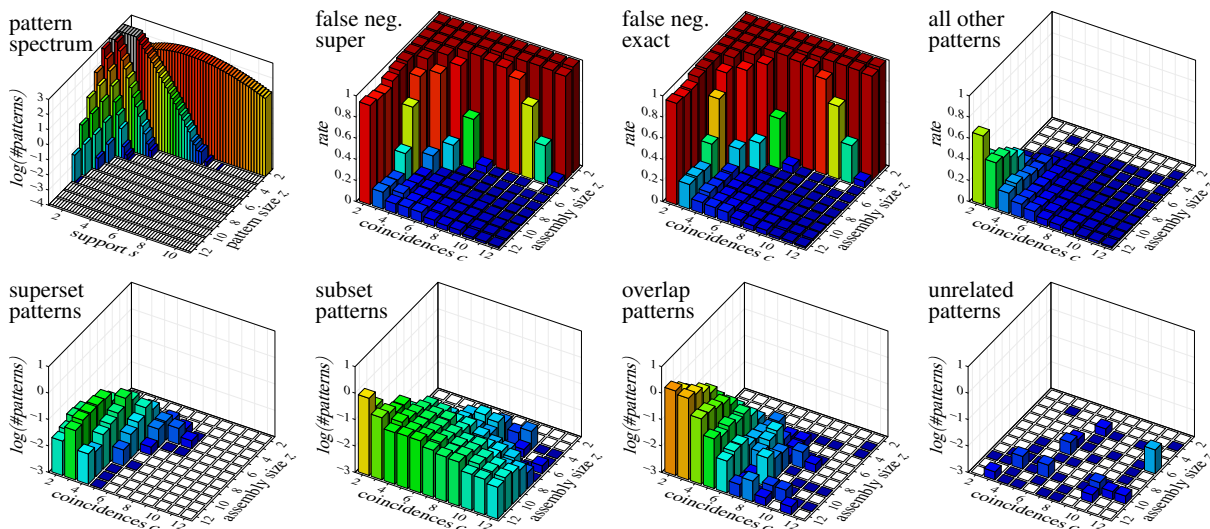
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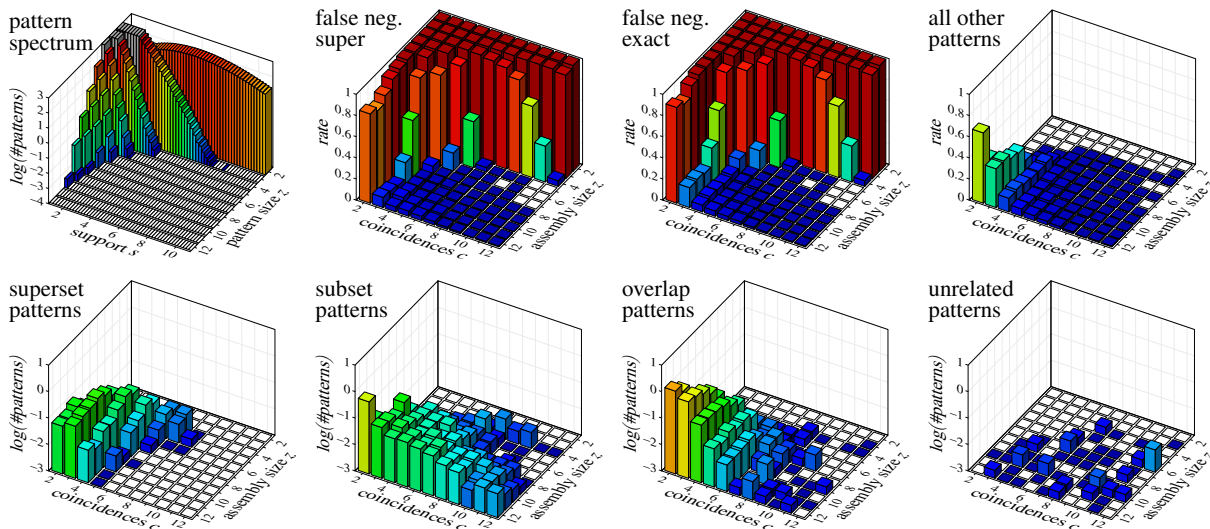
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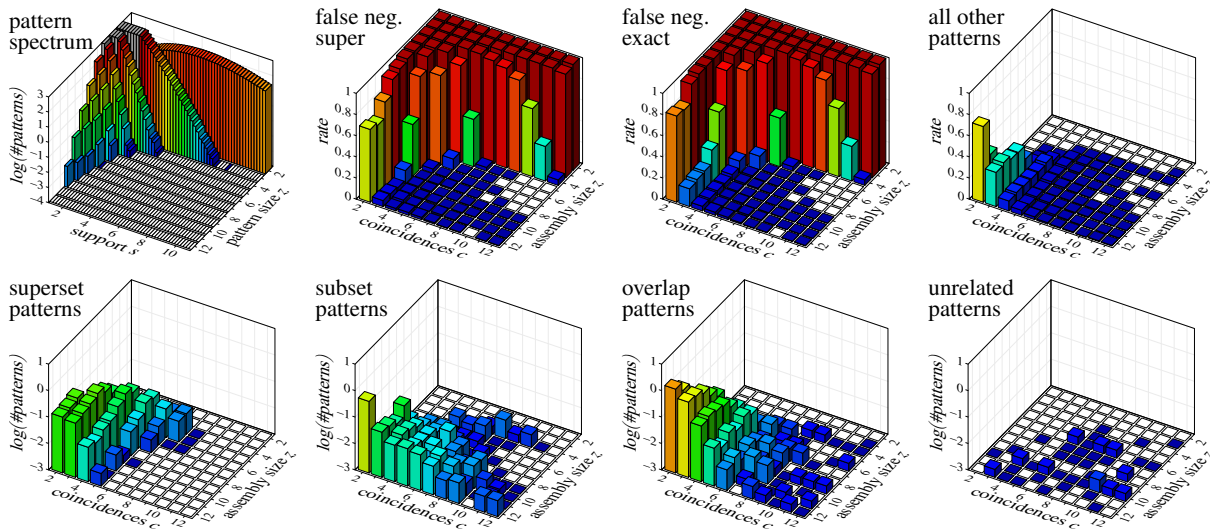
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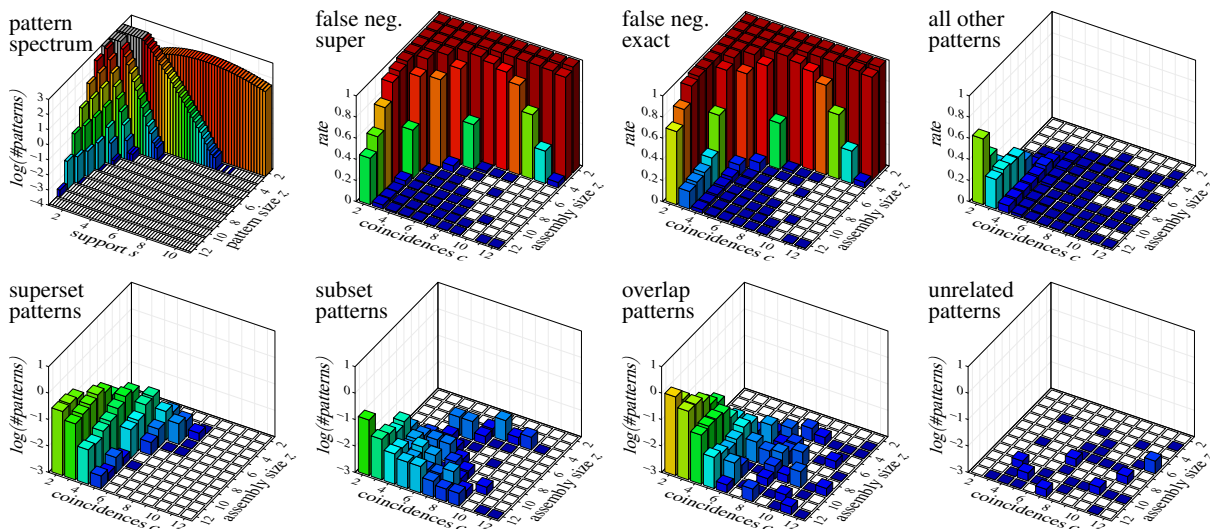
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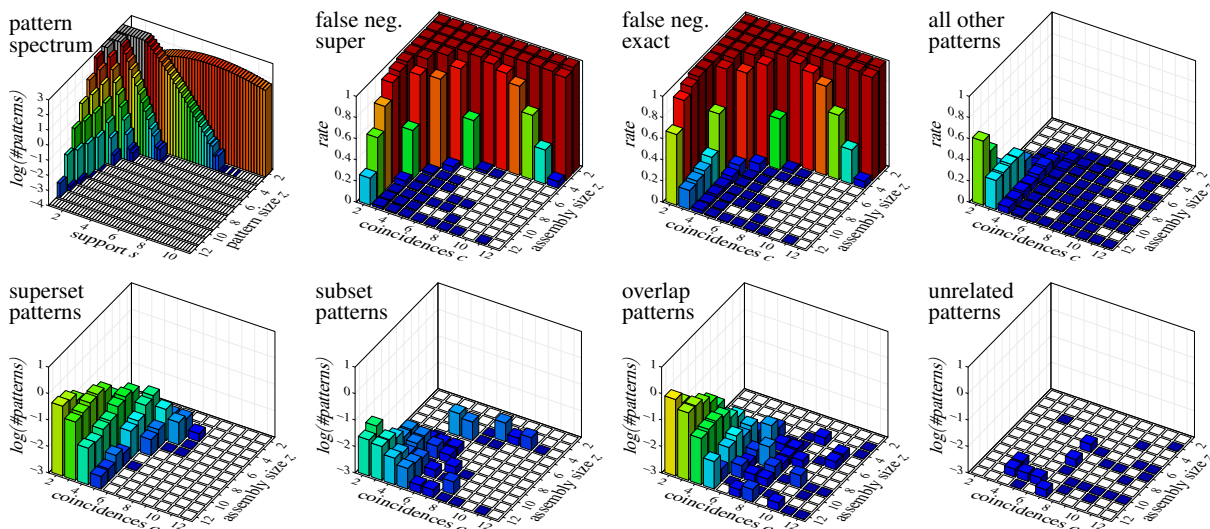
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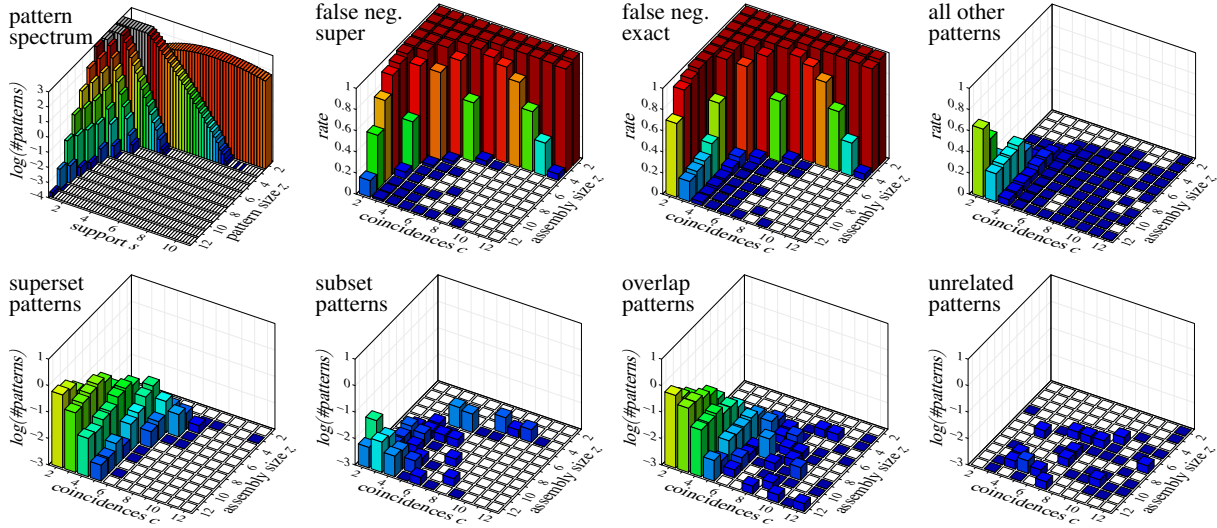
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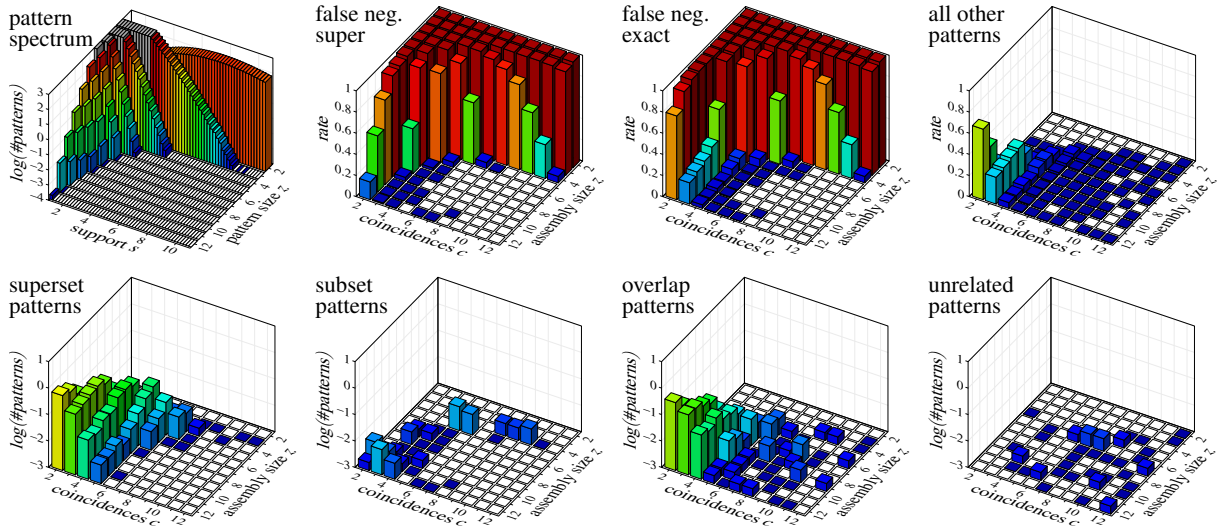
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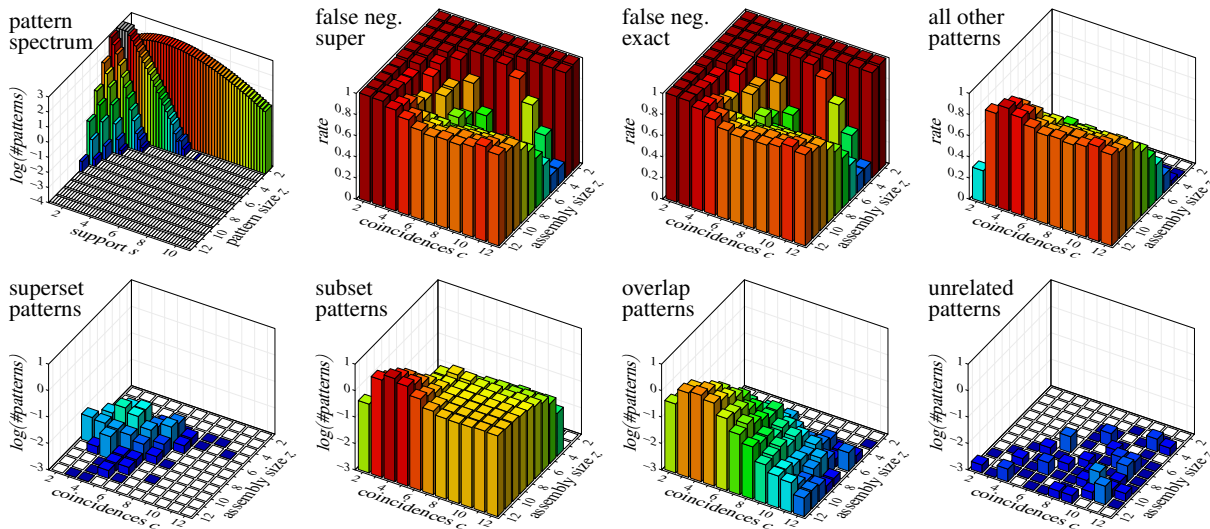
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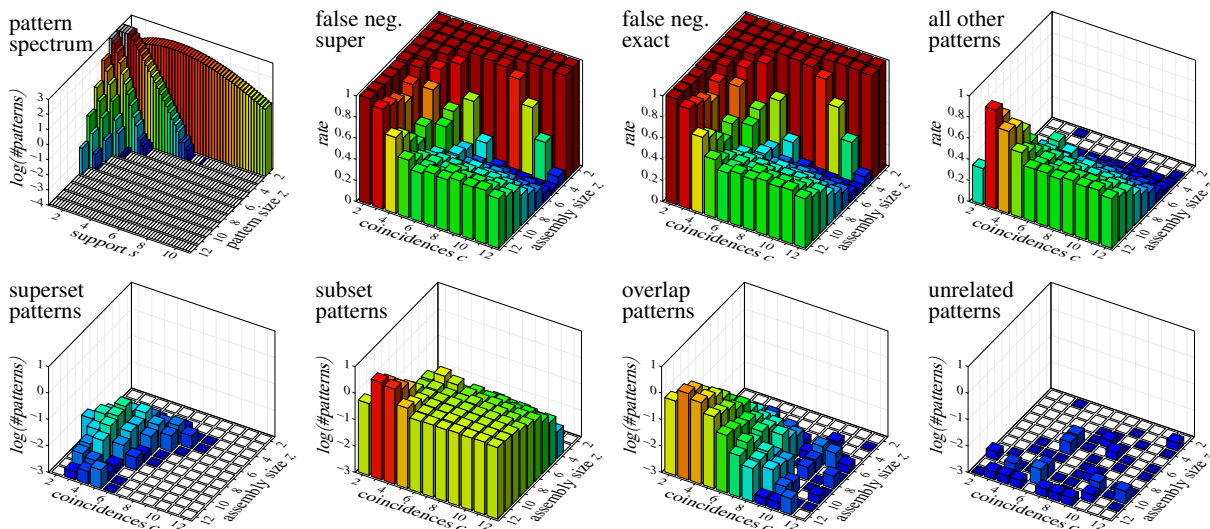
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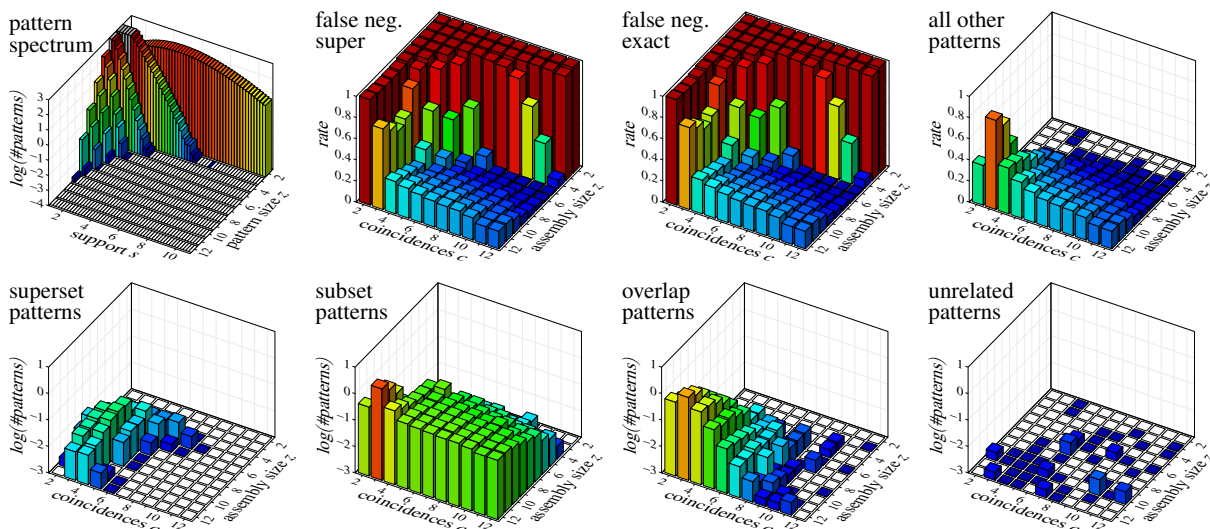
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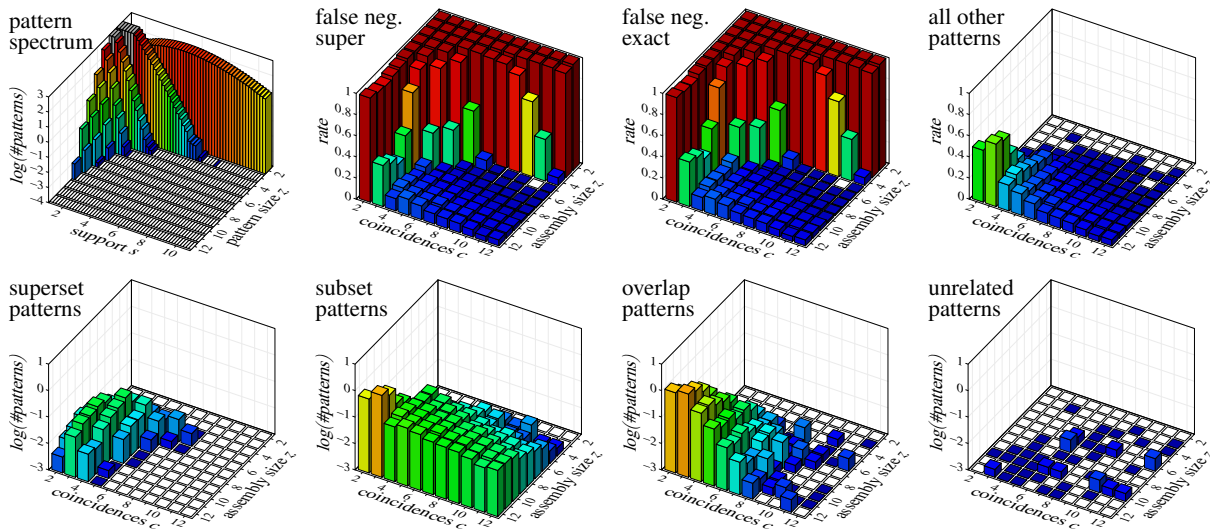
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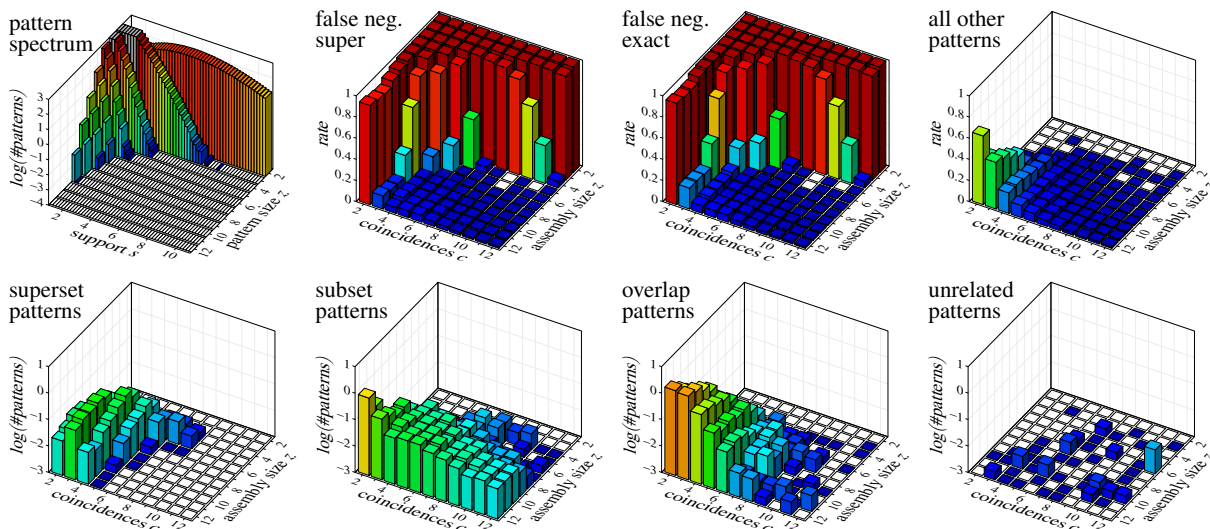
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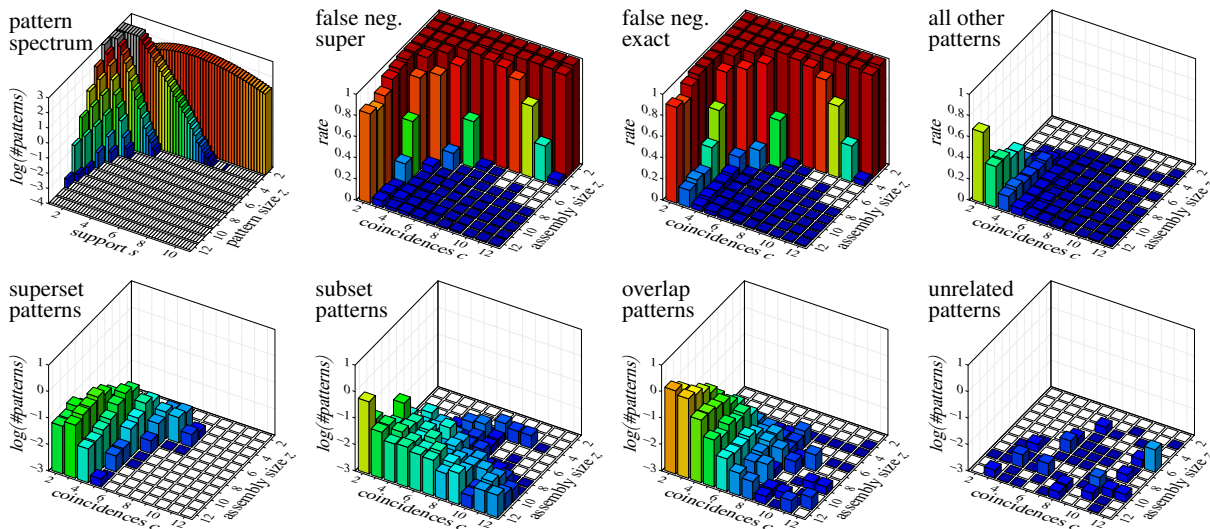
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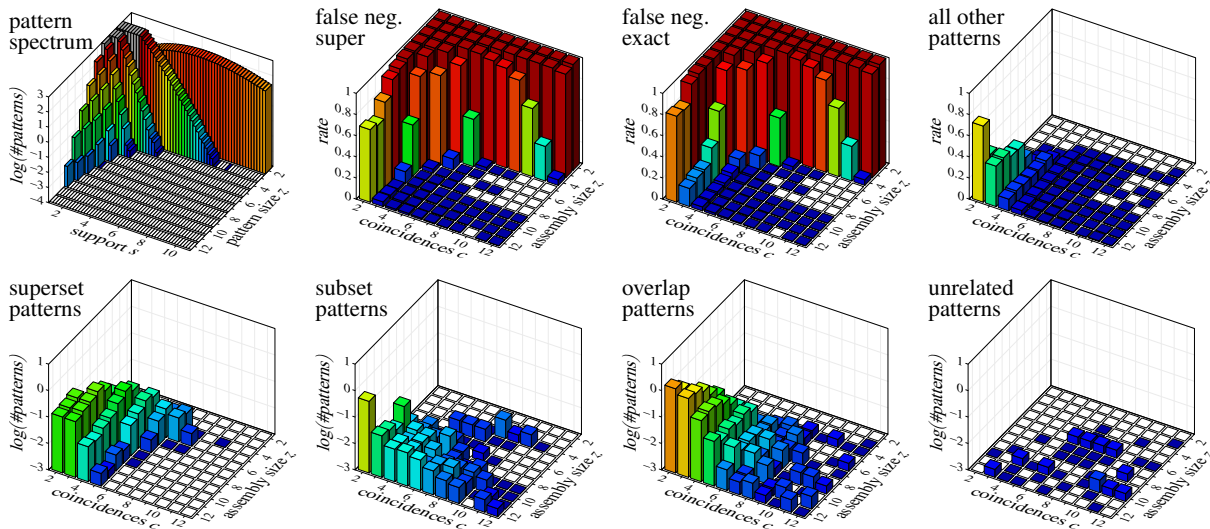
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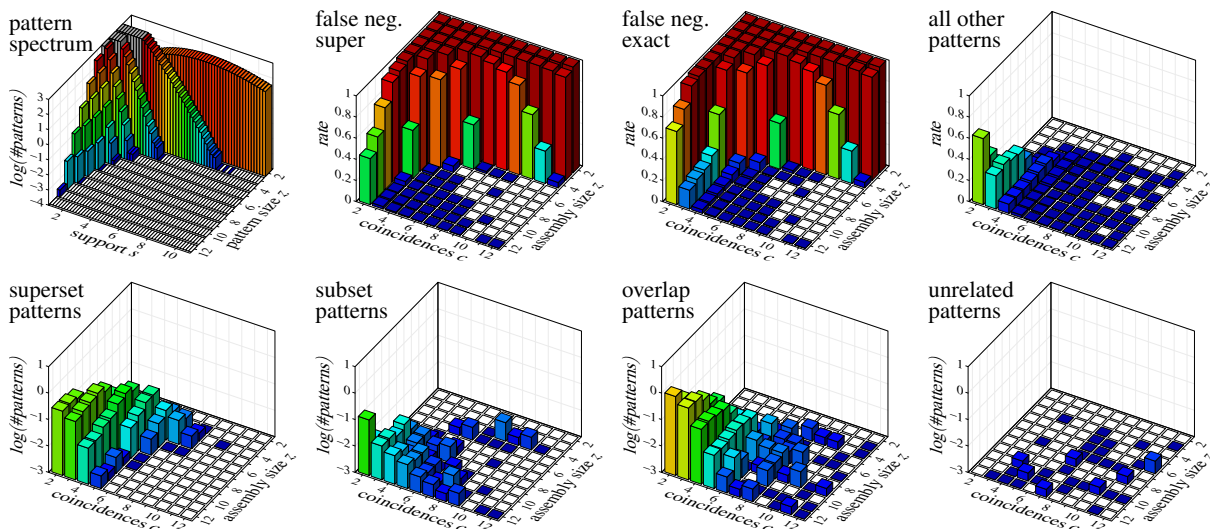
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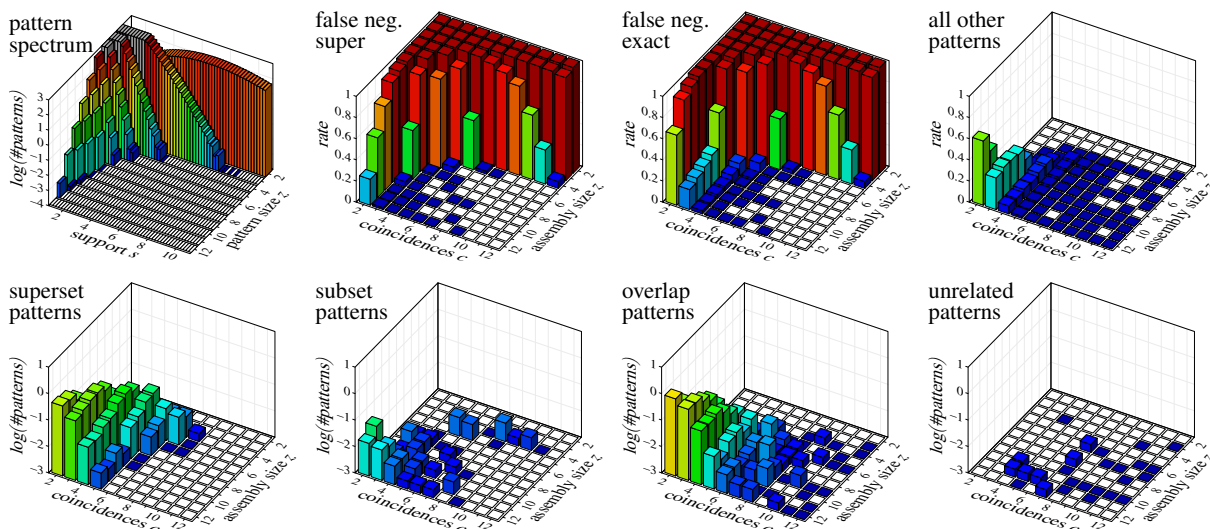
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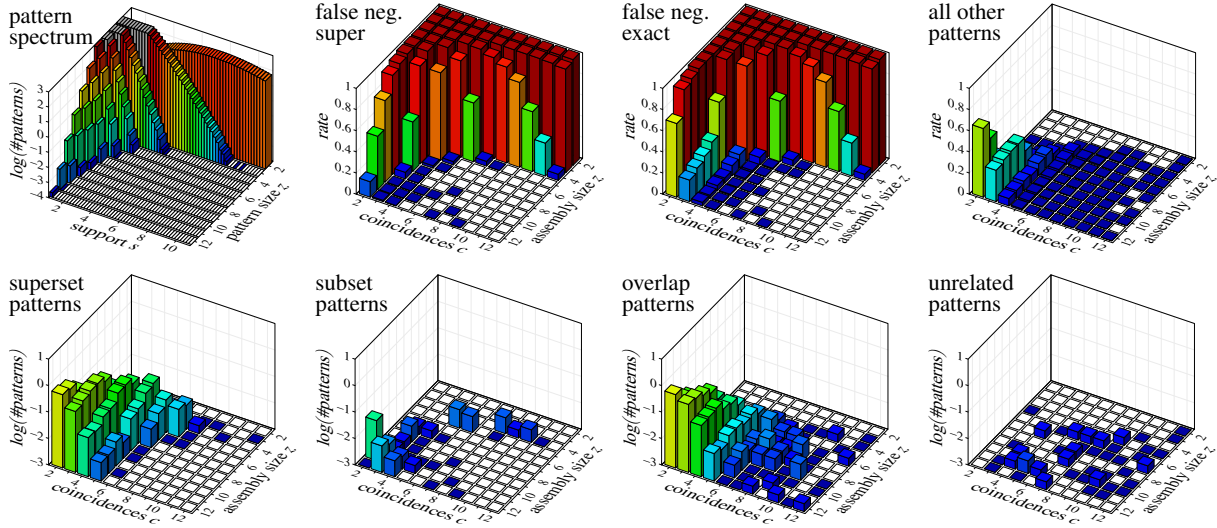
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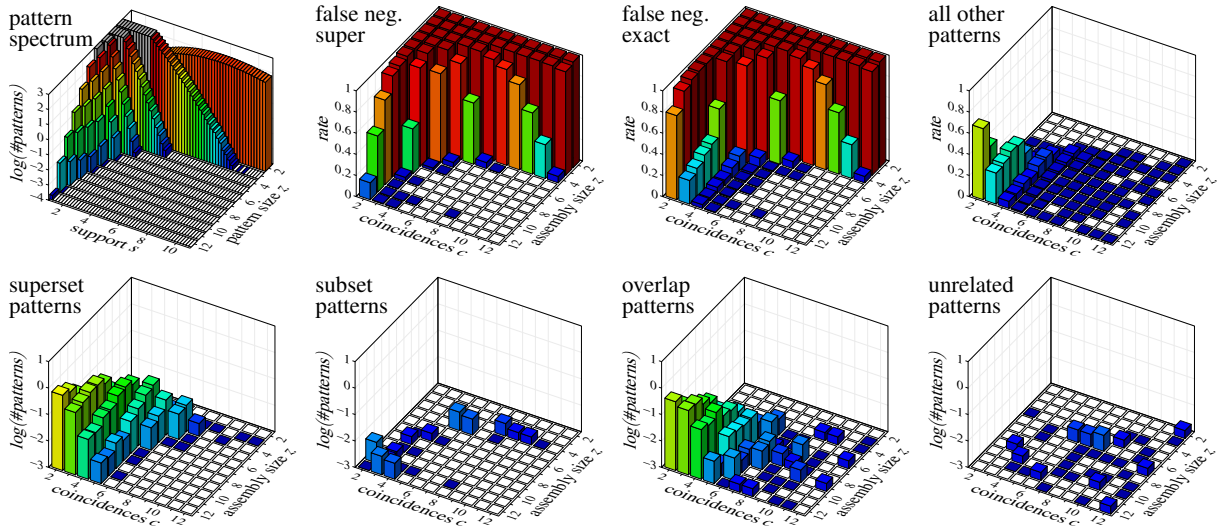
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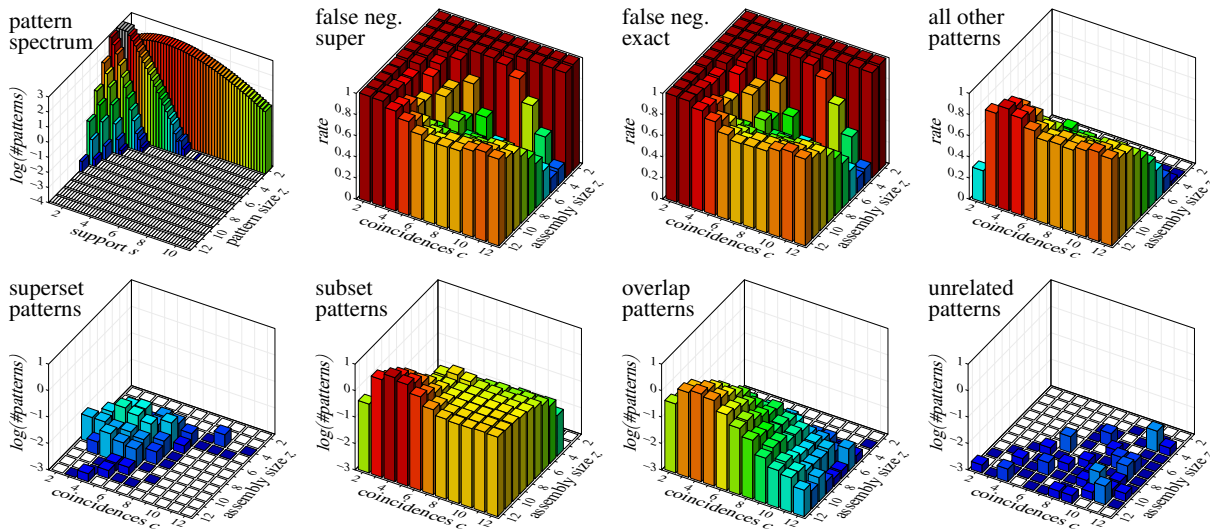
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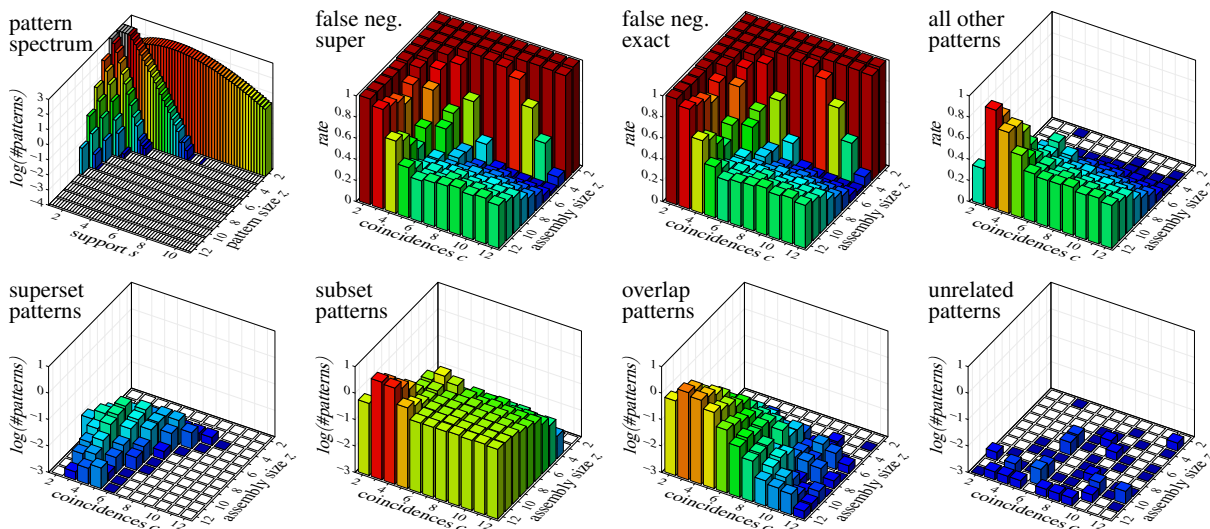
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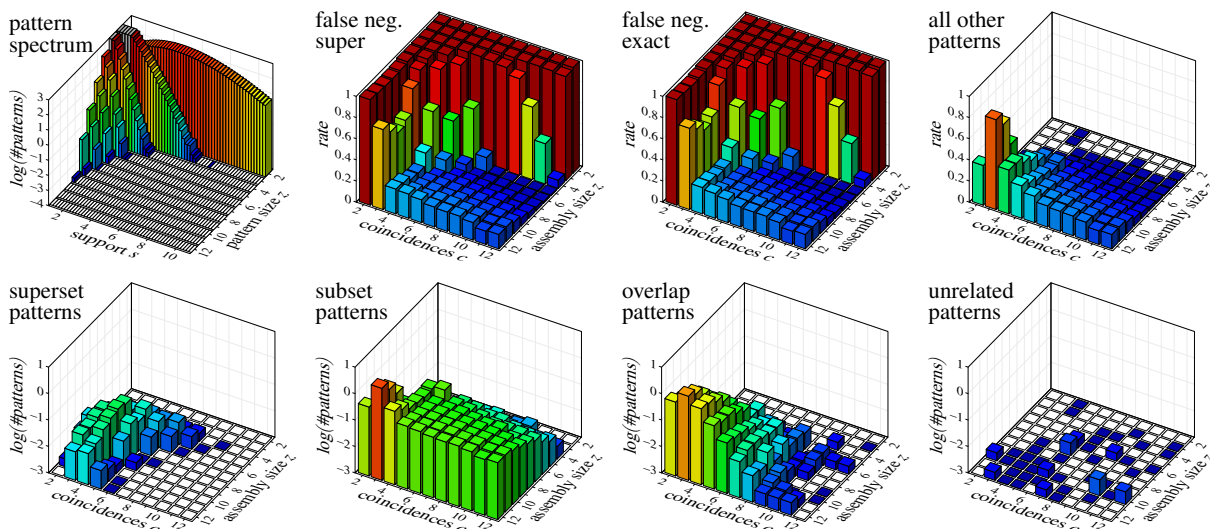
4.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 1.6)$



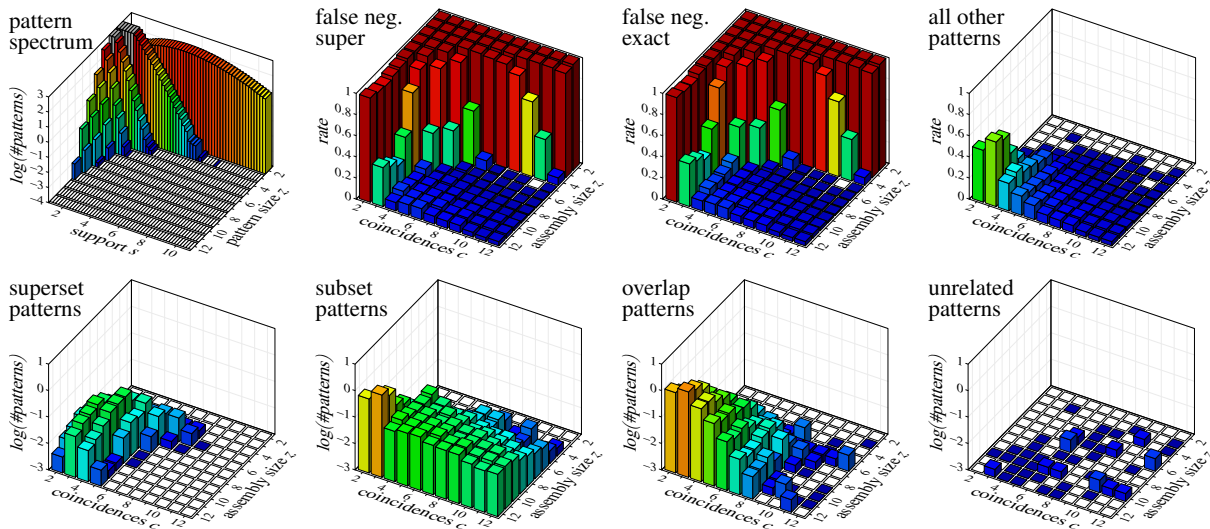
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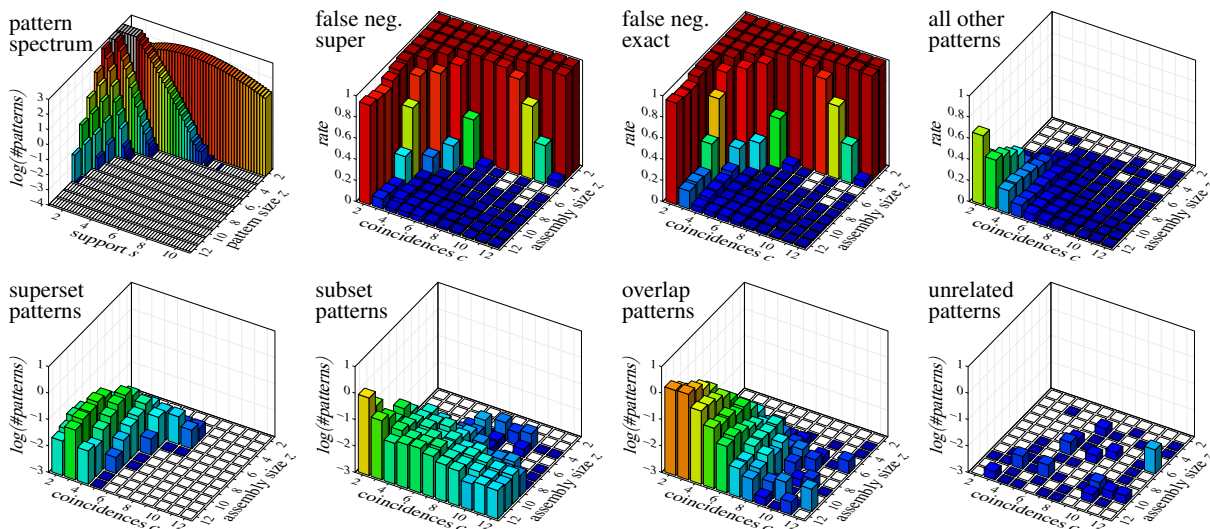
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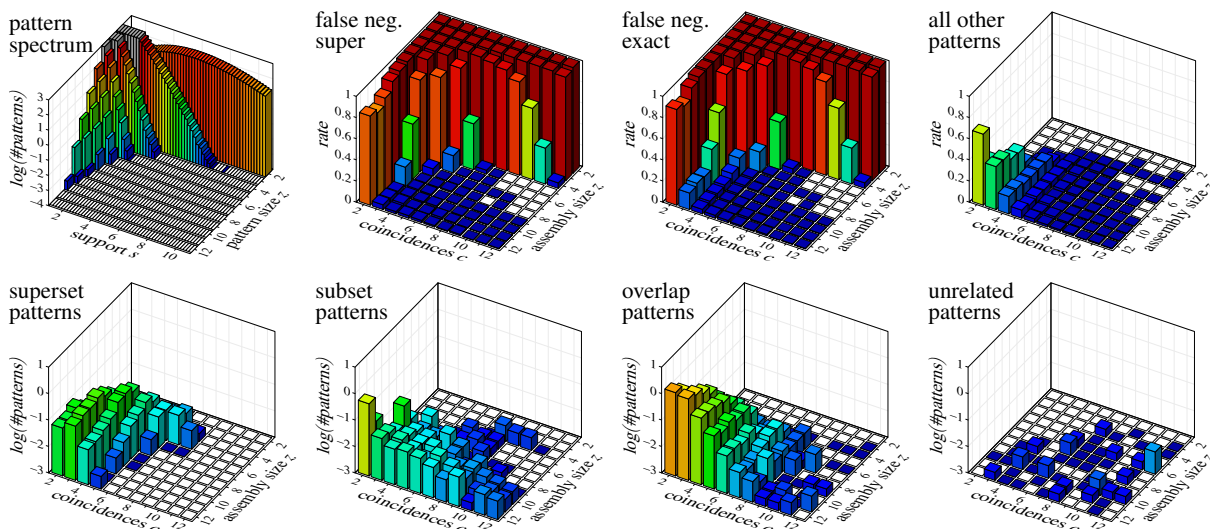
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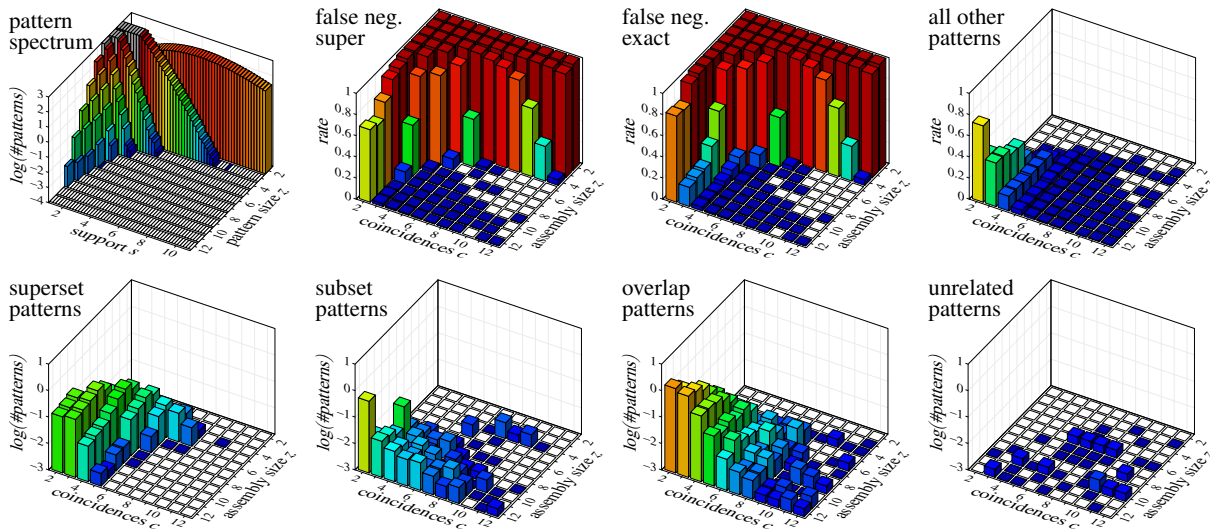
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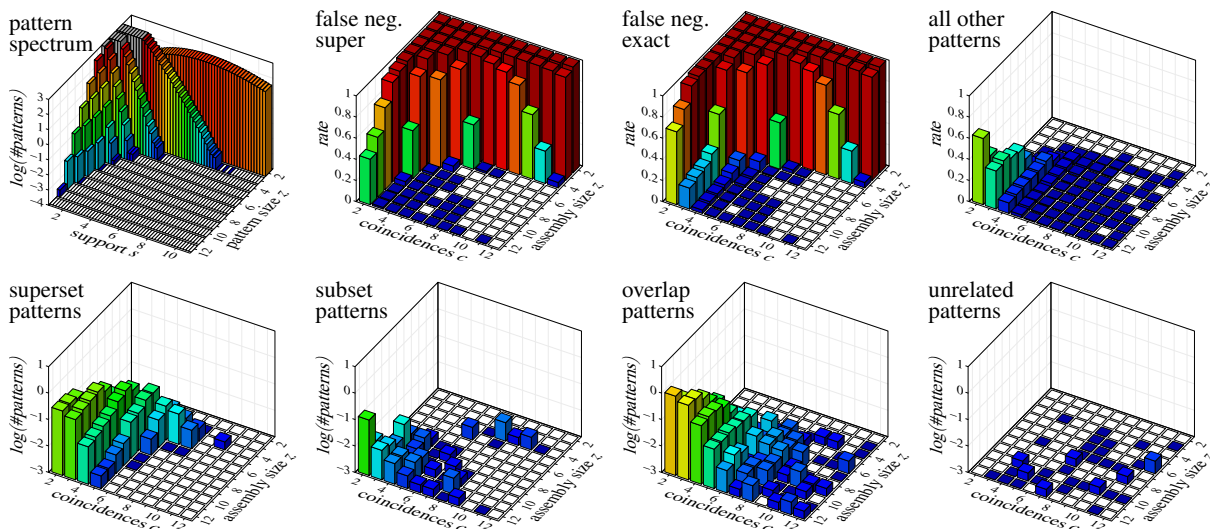
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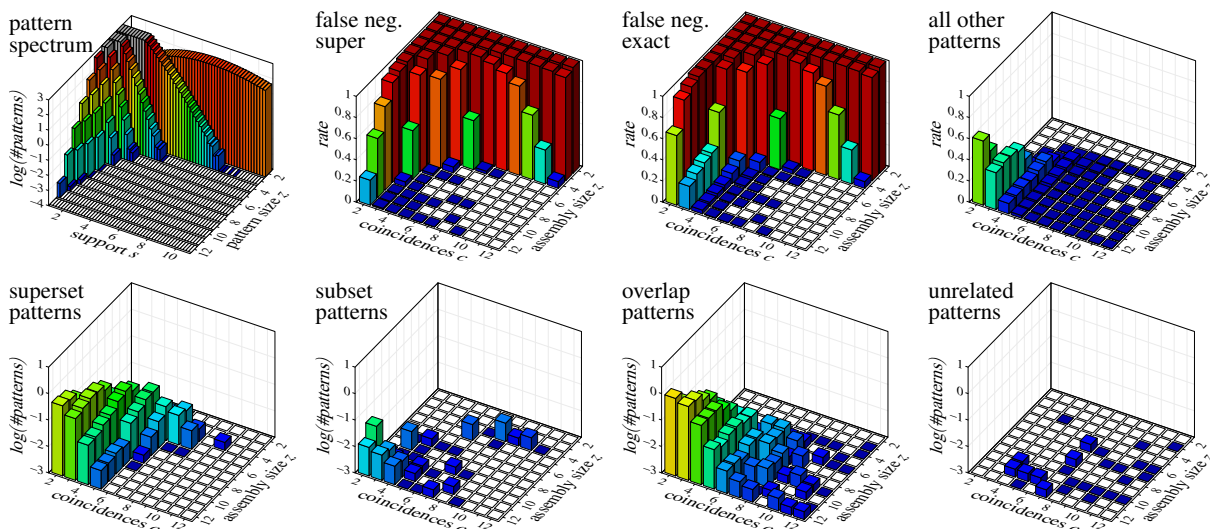
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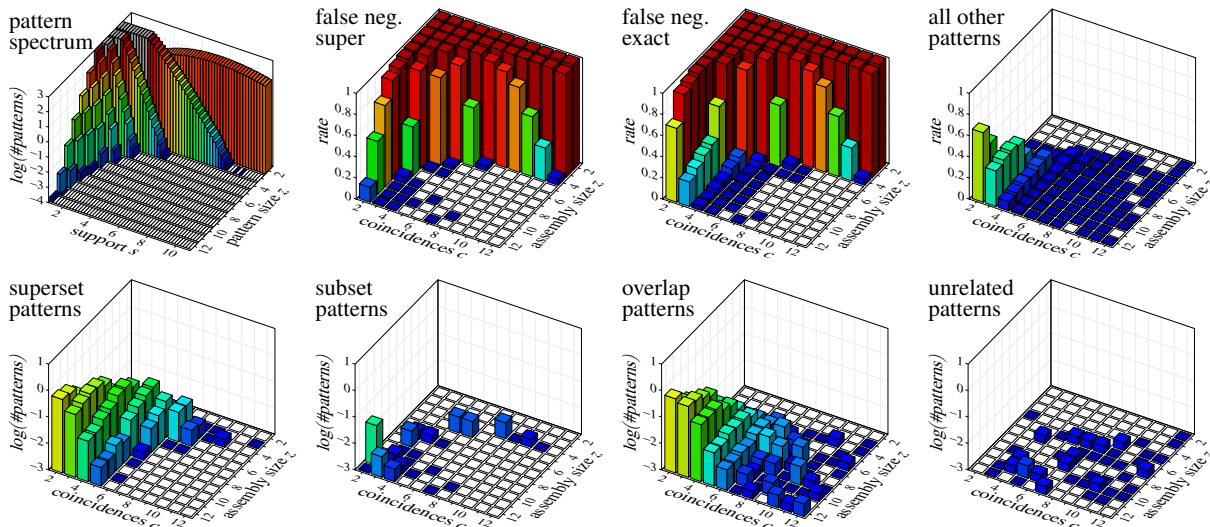
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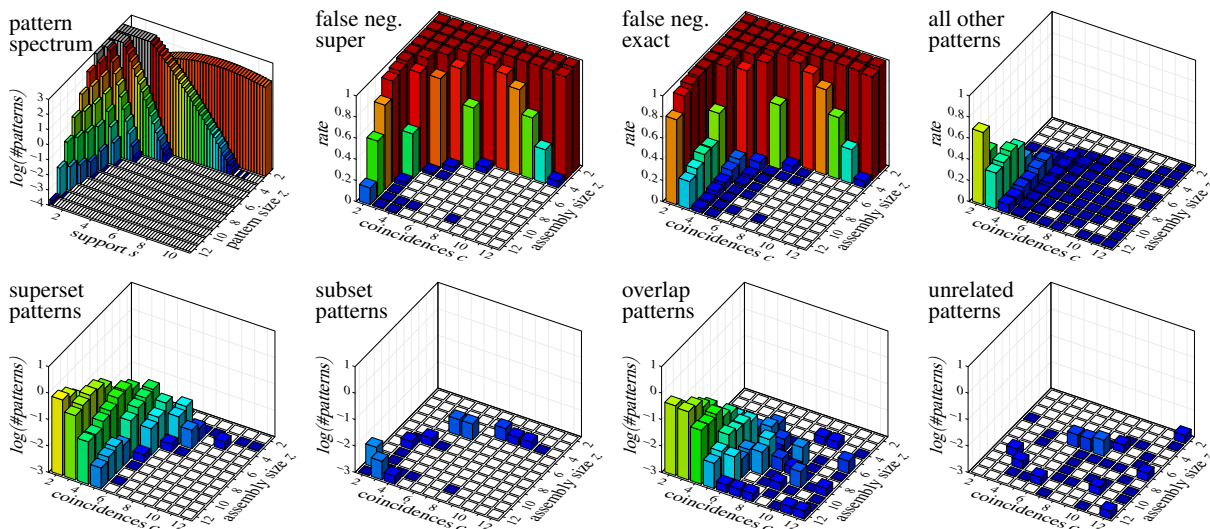
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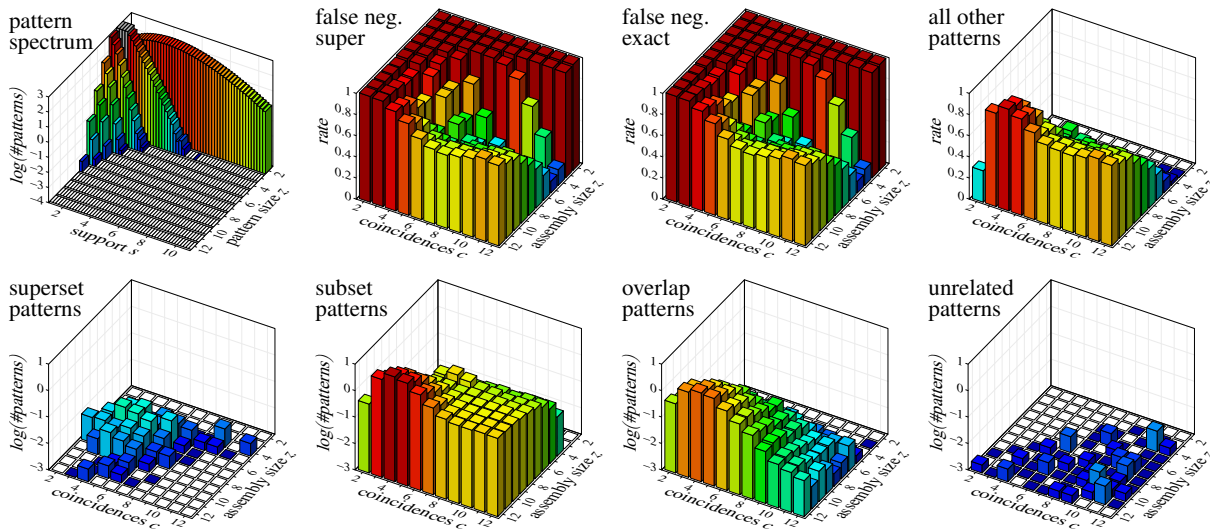
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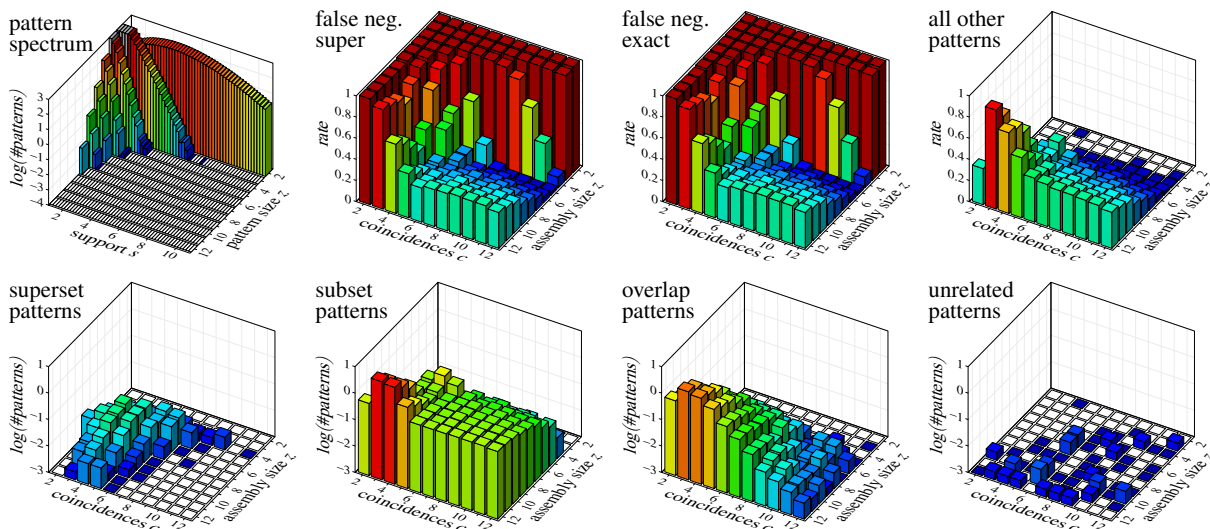
4.0ms jitter, 8.0ms windows, reduced with $(z - 1) \cdot (c + 1.6)$



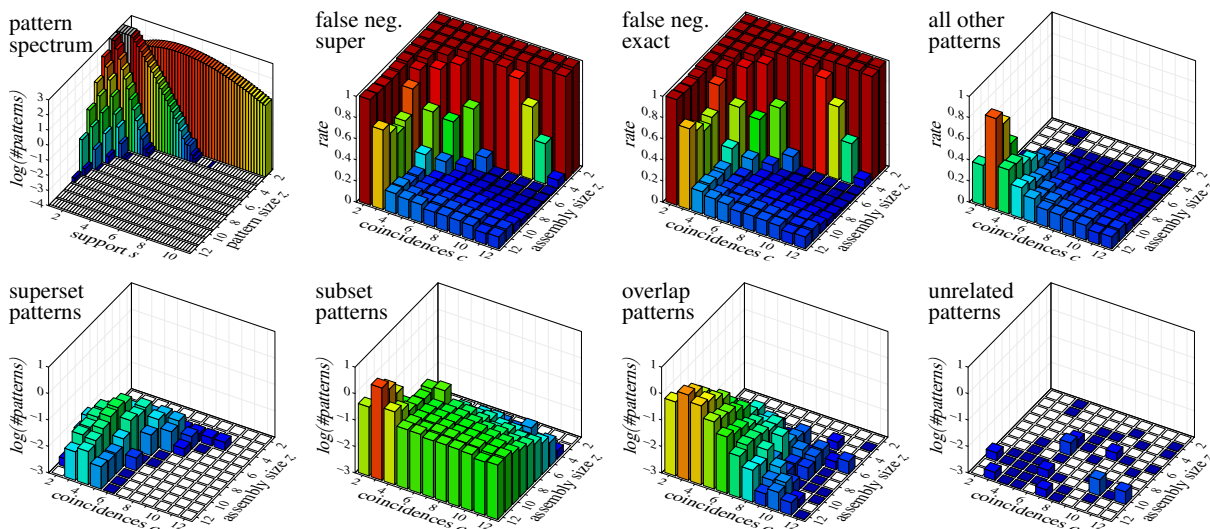
4.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



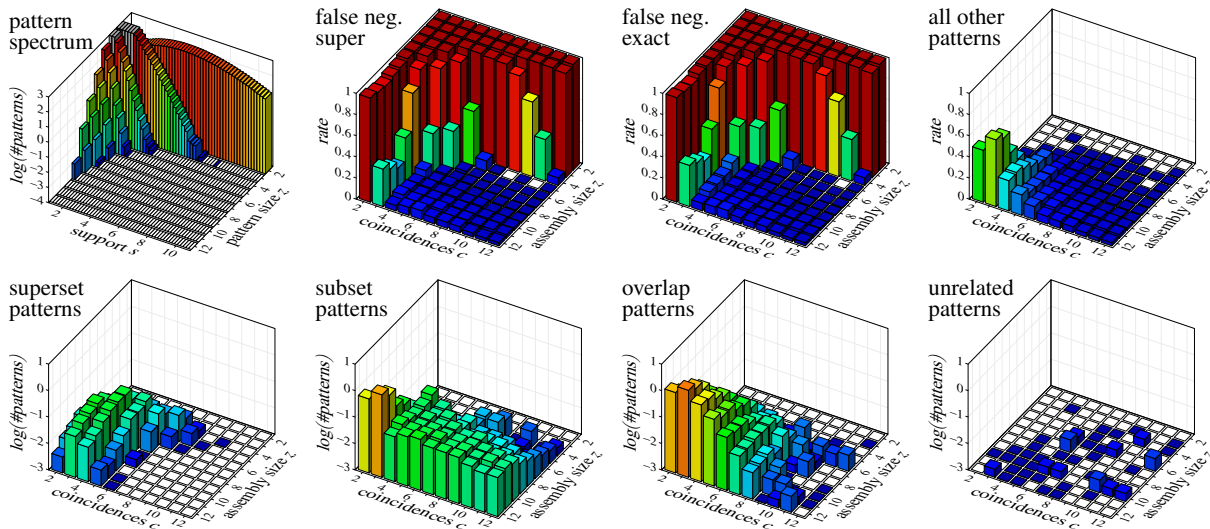
4.0ms jitter, 4.4ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



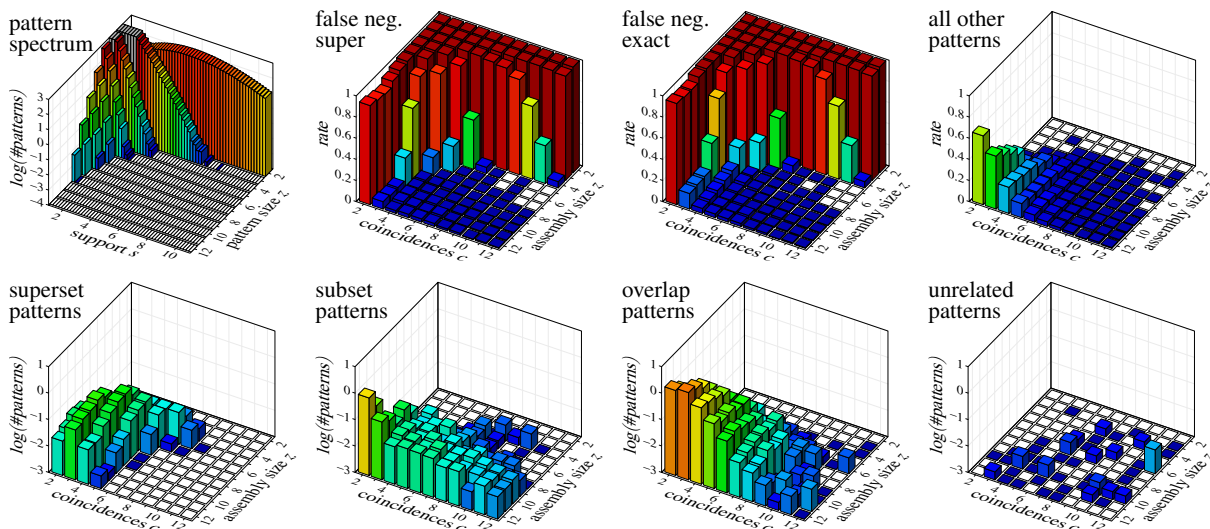
4.0ms jitter, 4.8ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



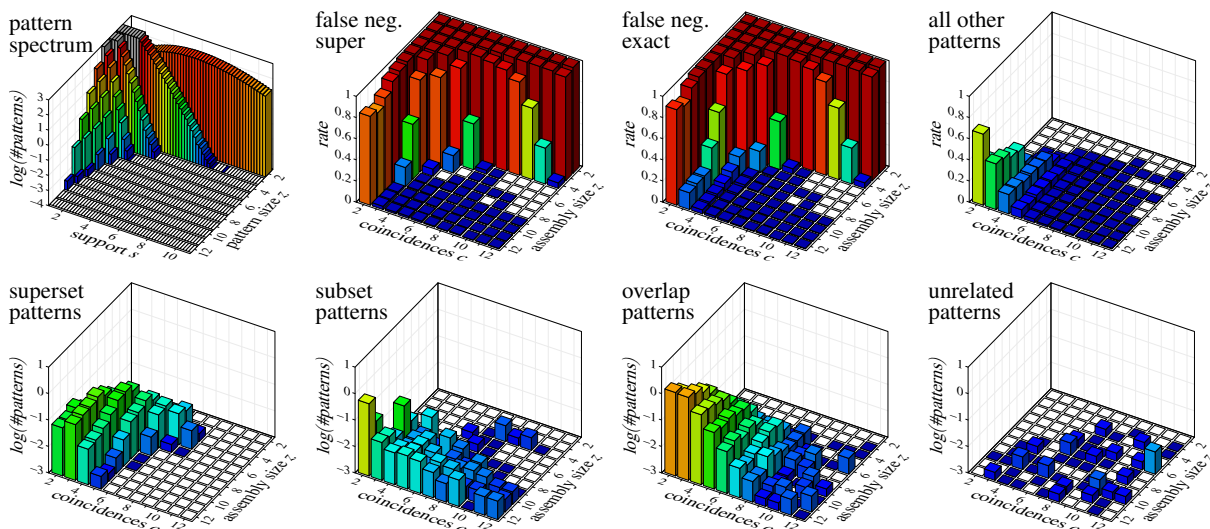
4.0ms jitter, 5.2ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



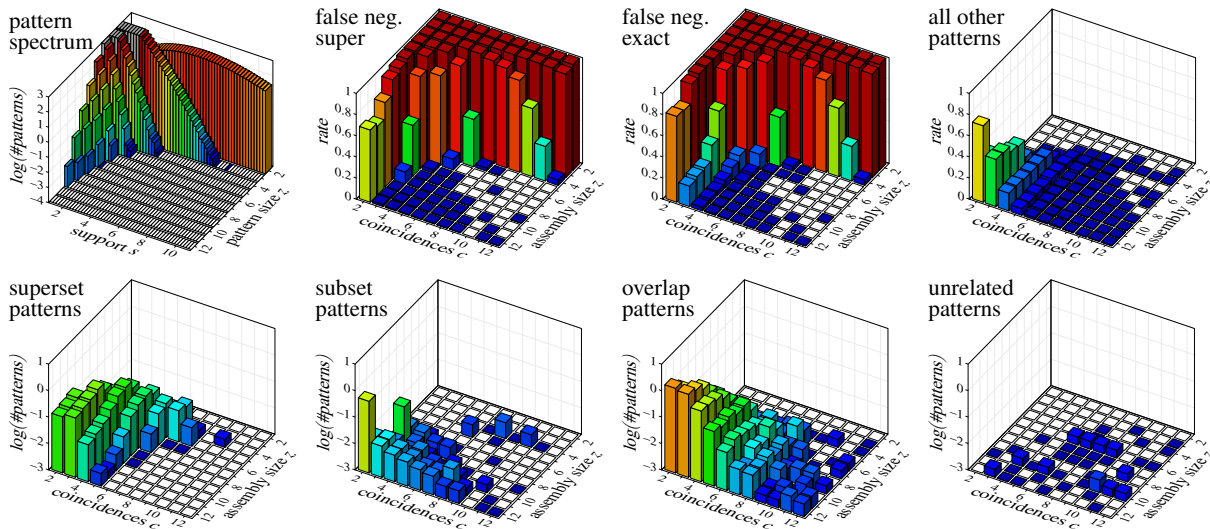
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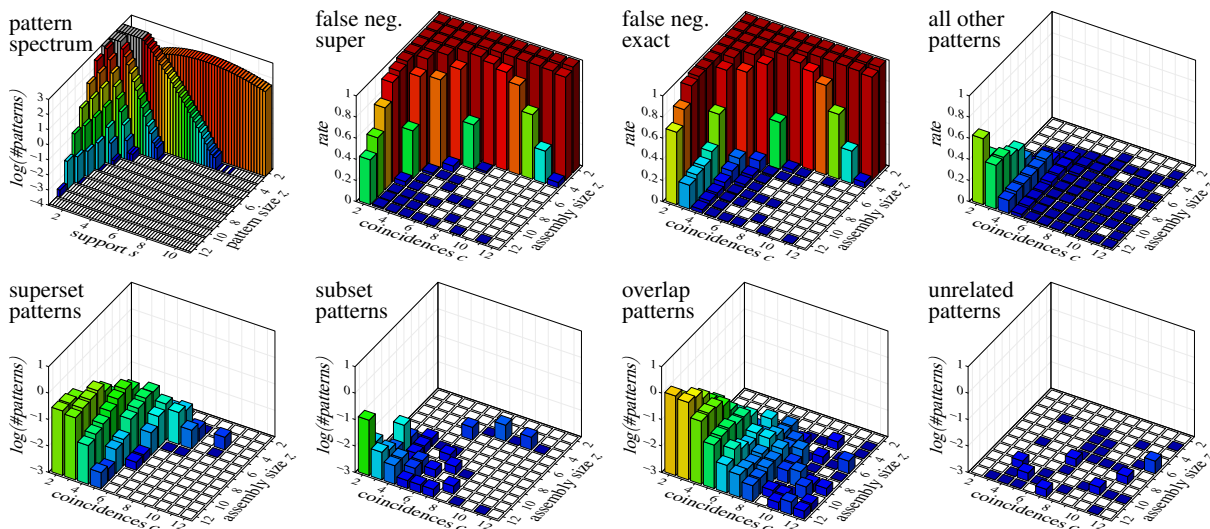
4.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



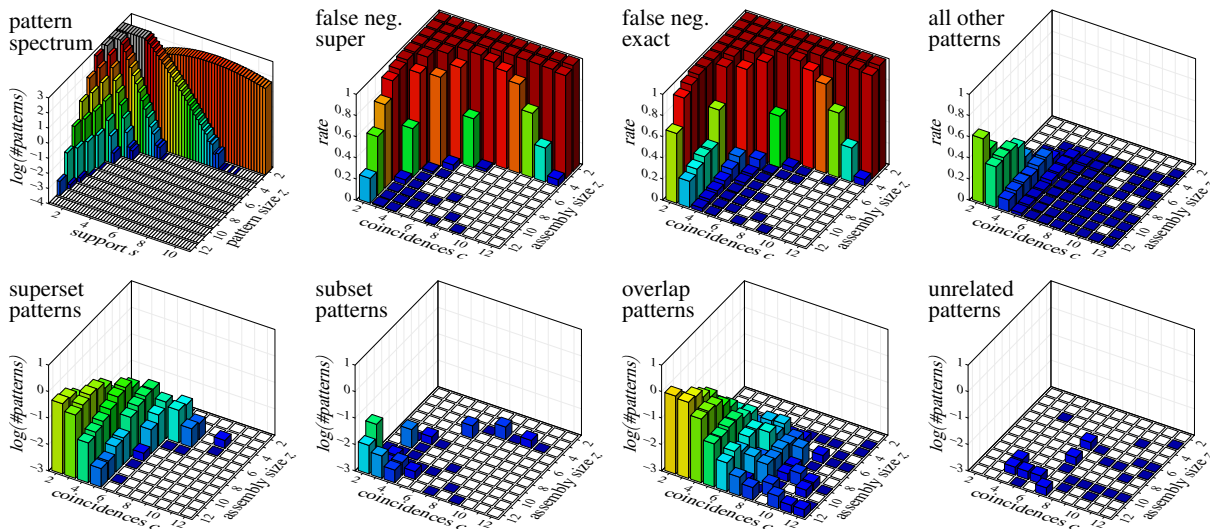
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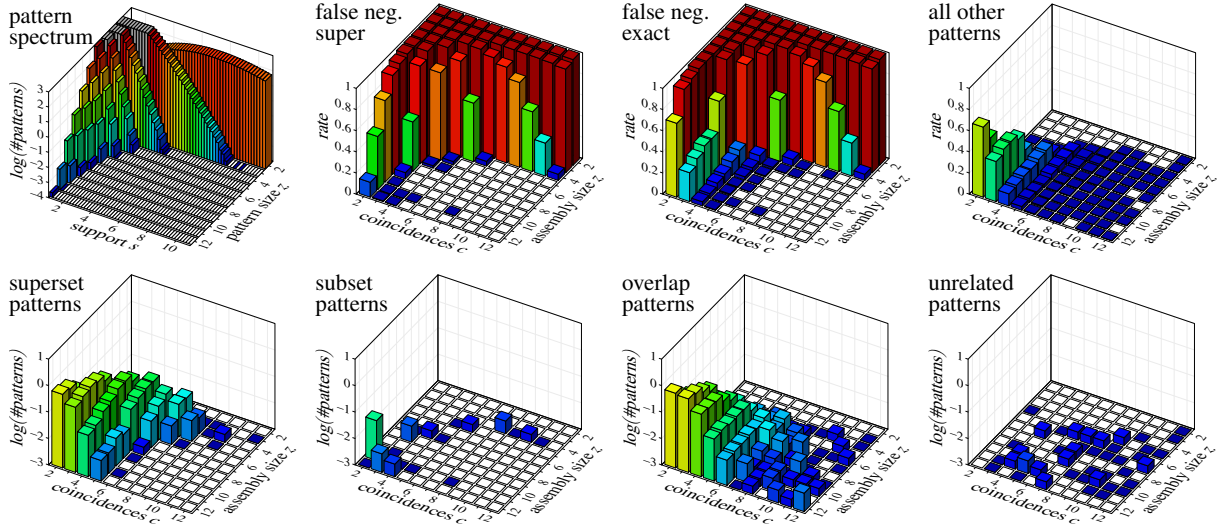
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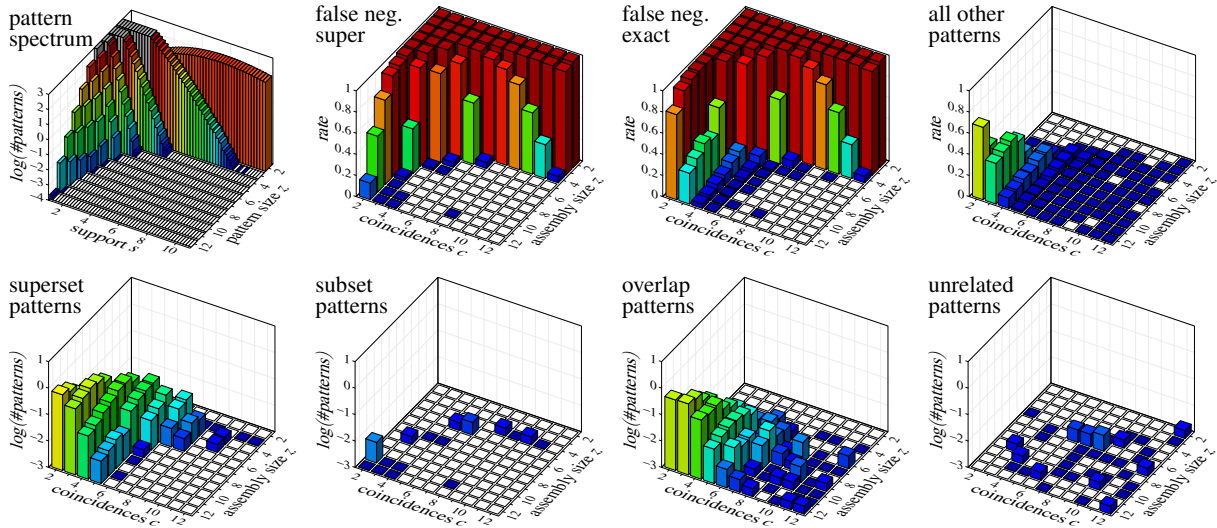
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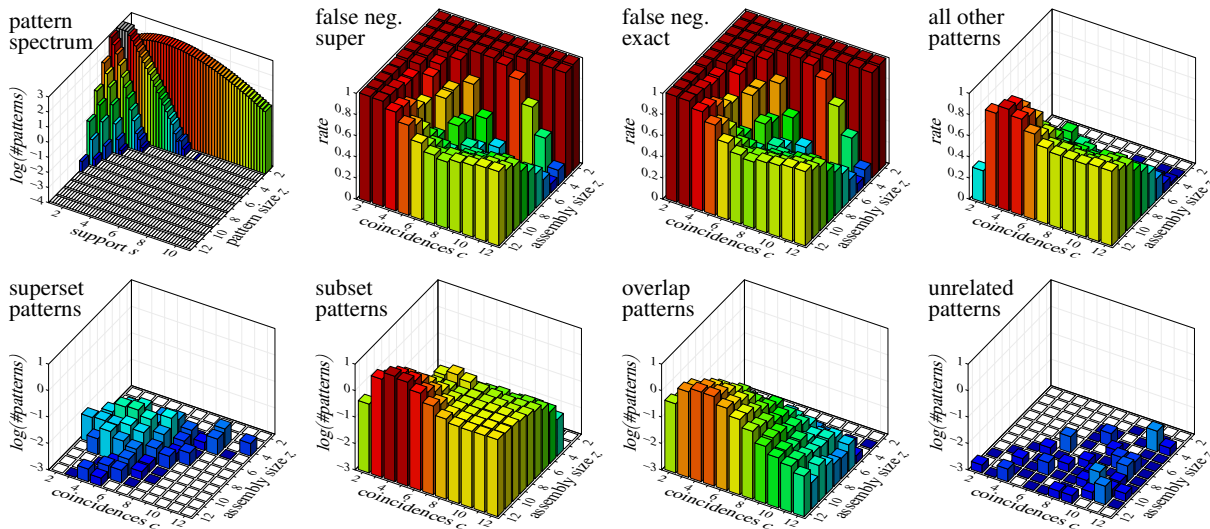
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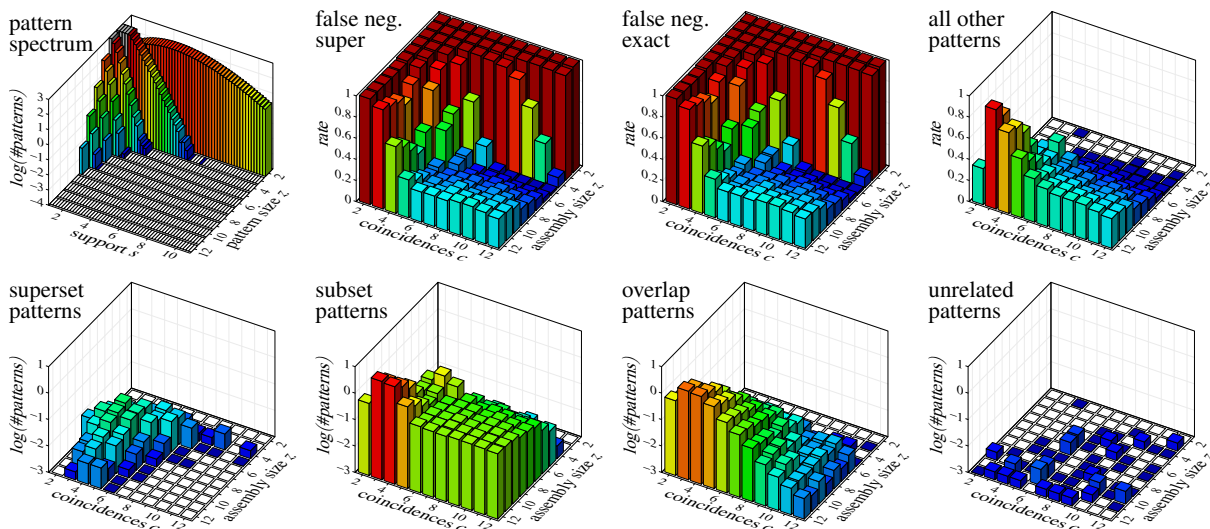
4.0ms jitter, 8.0ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



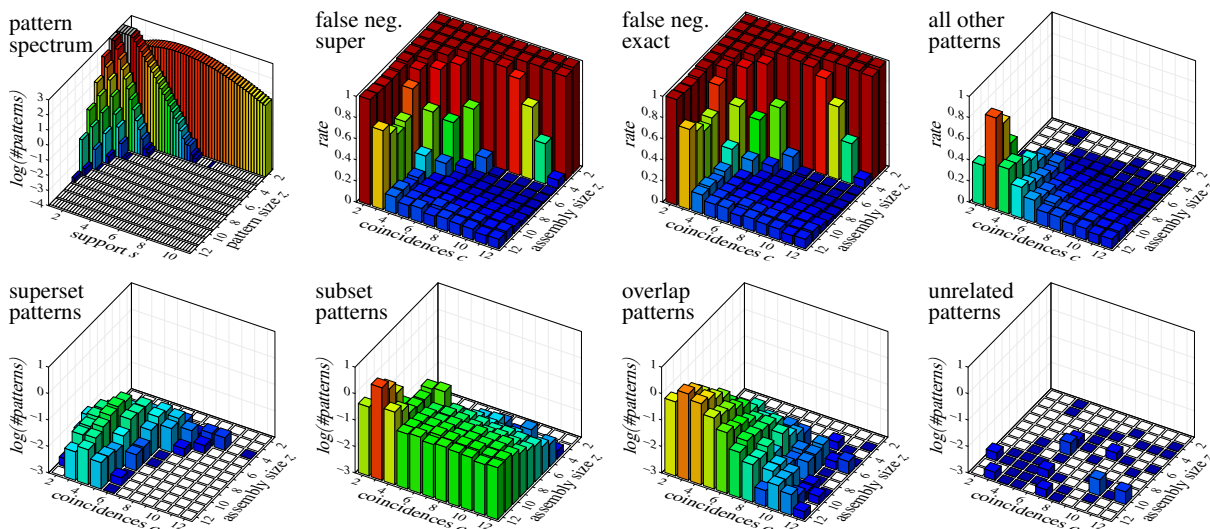
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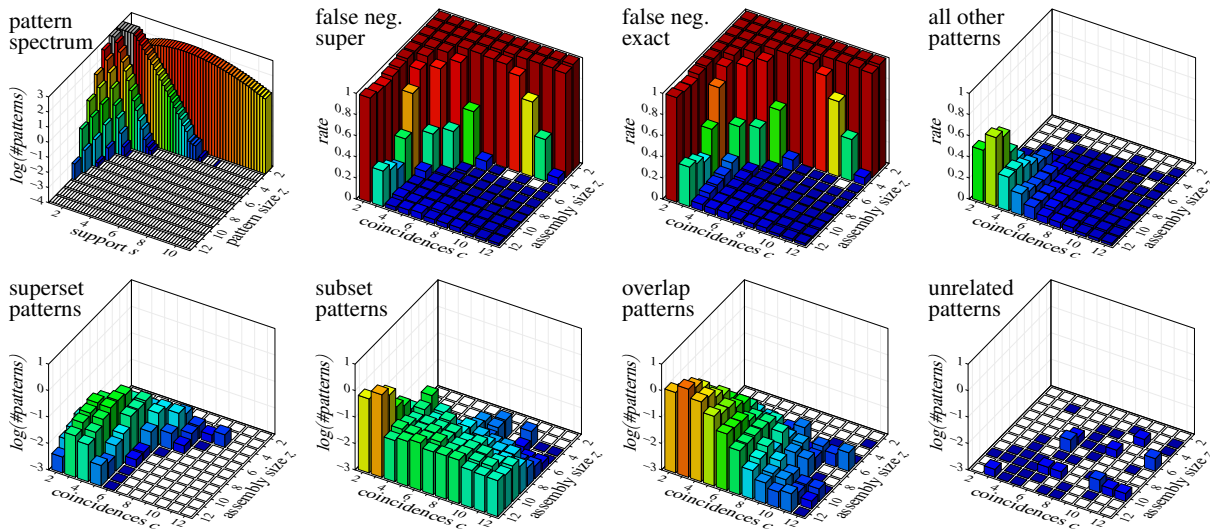
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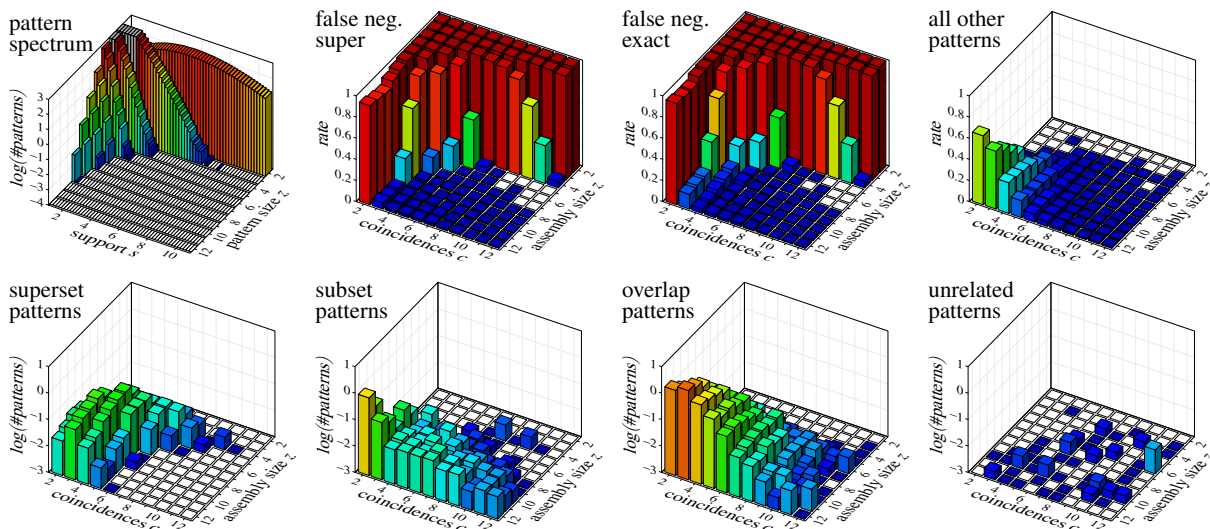
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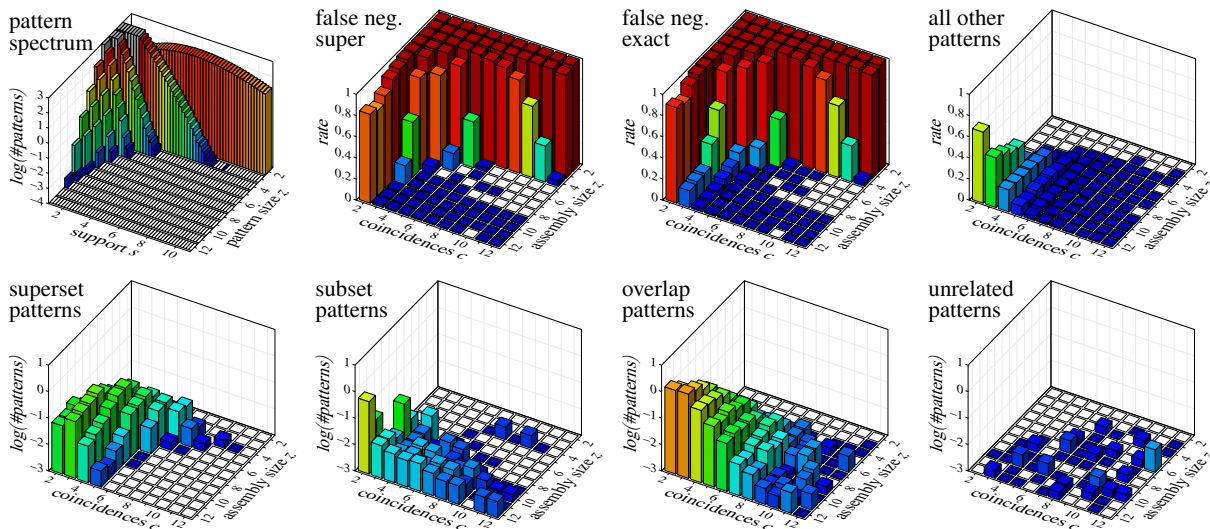
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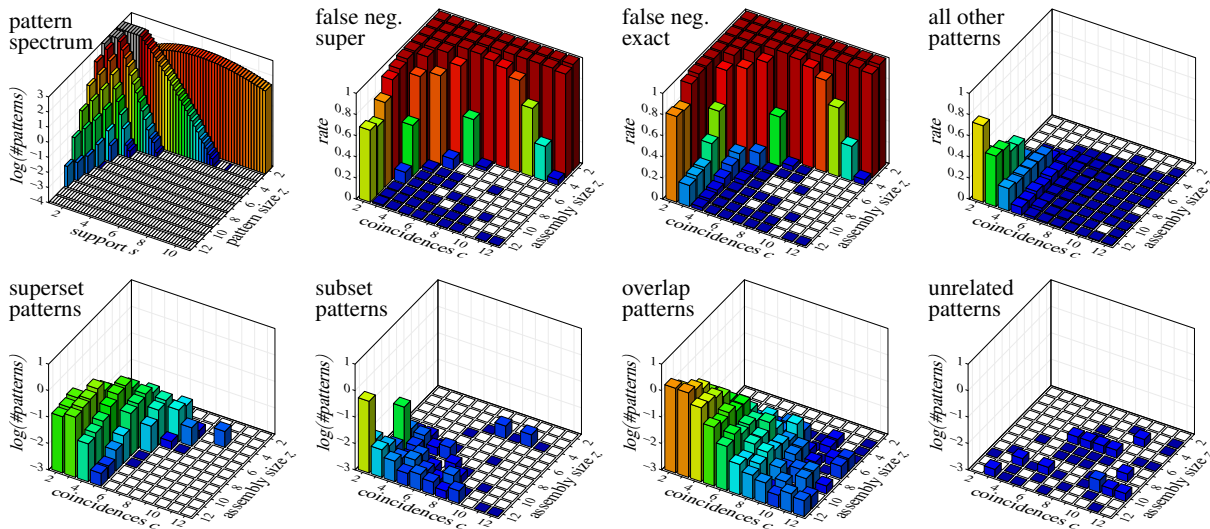
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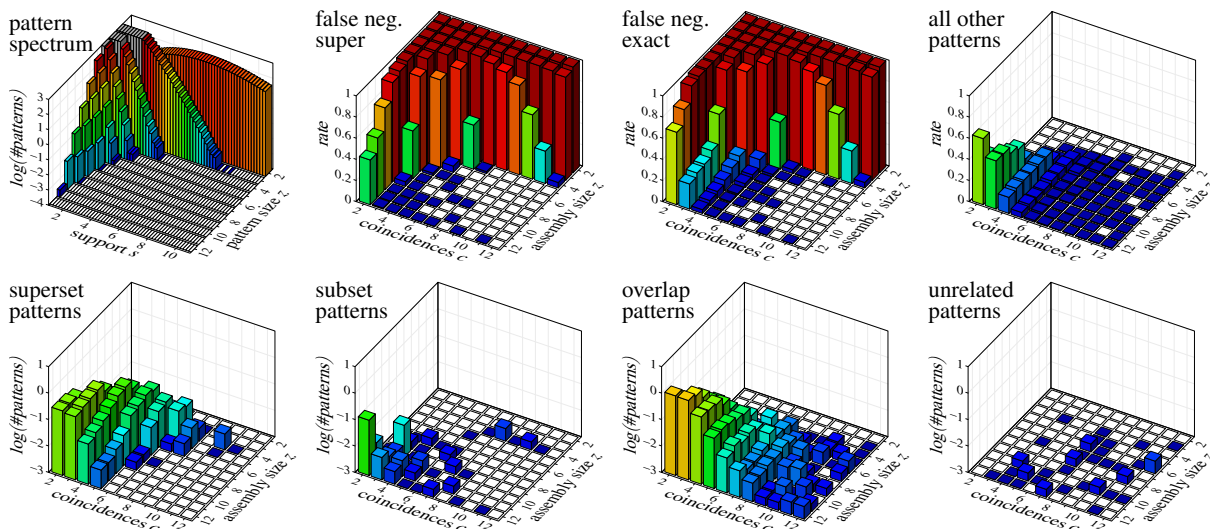
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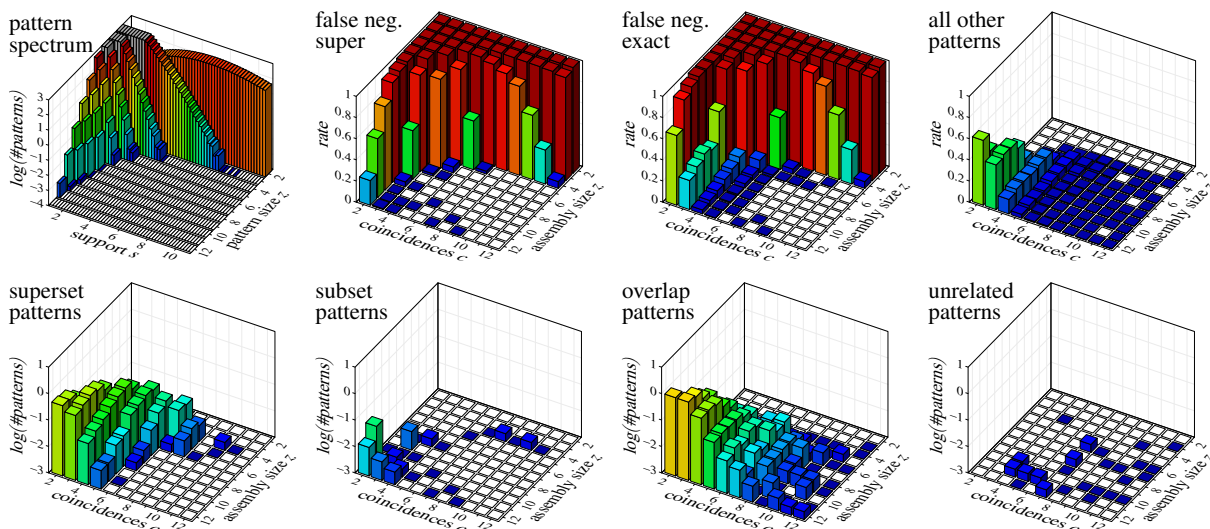
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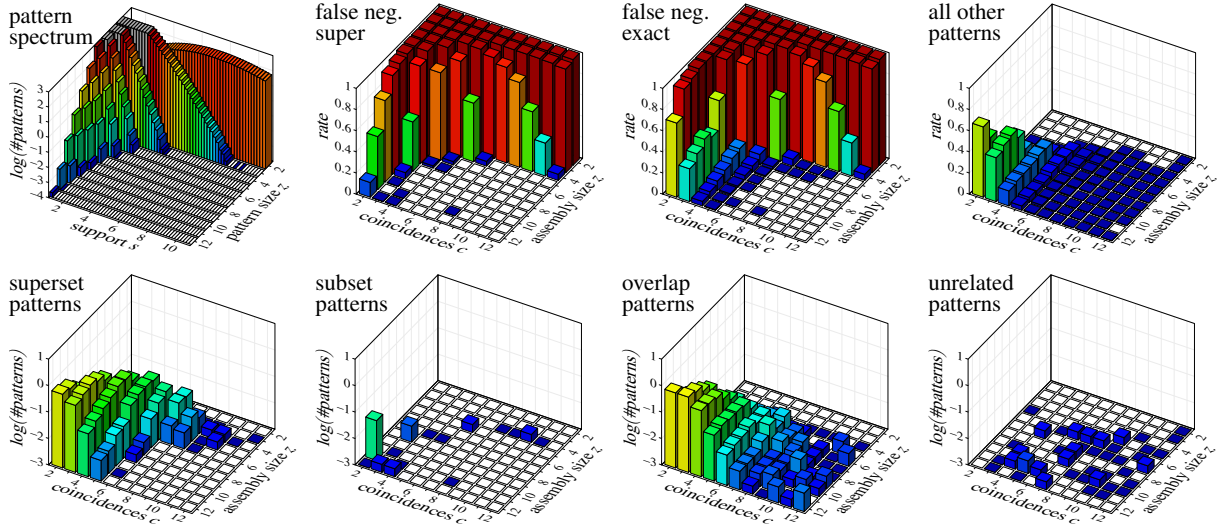
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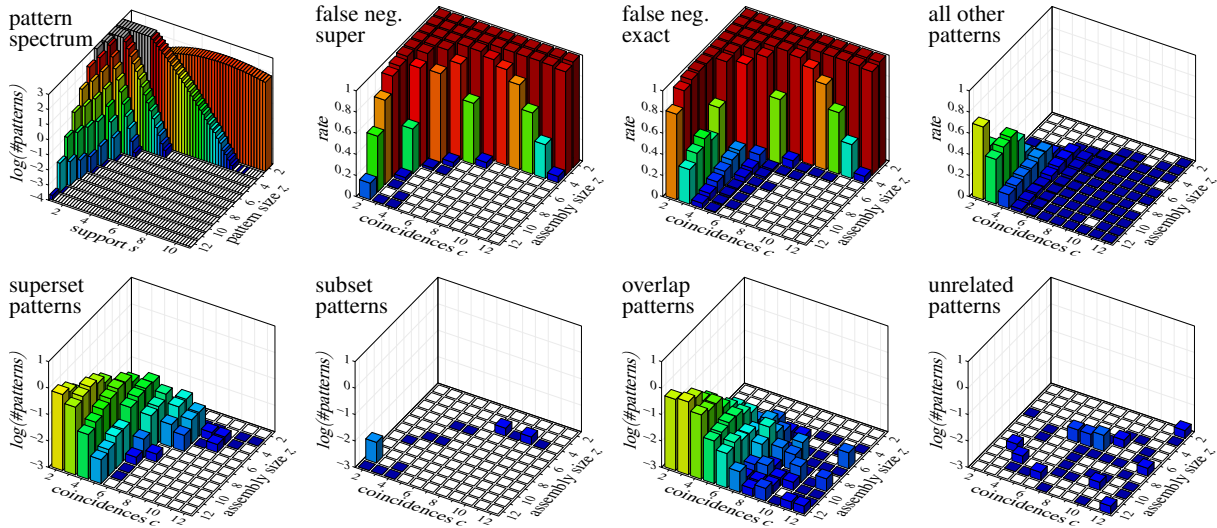
4.0ms jitter, 7.2ms windows, reduced with $(z - 1) \cdot (c + 2.0)$



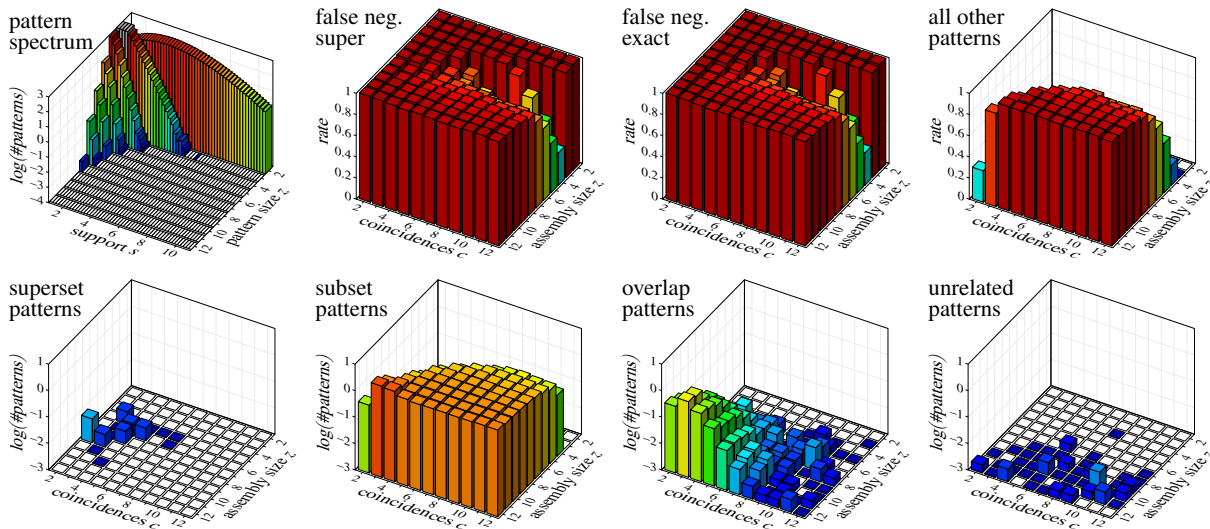
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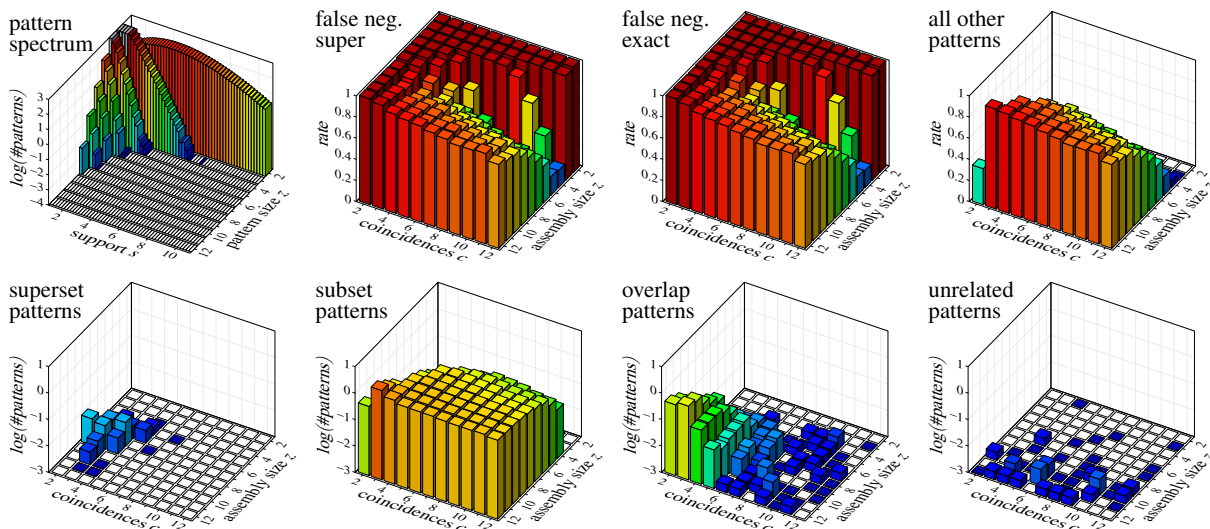
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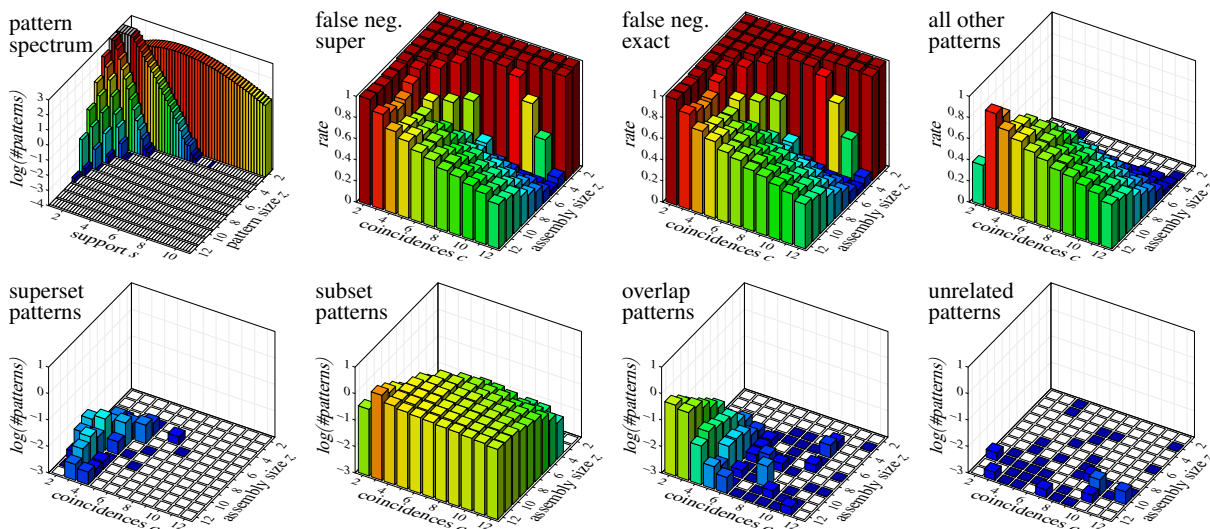
4.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



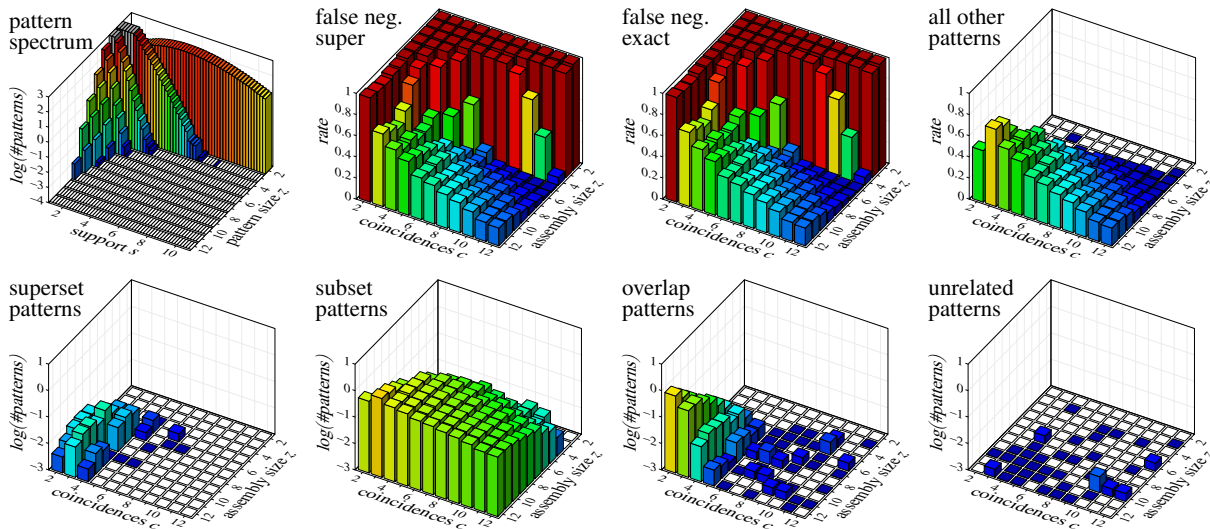
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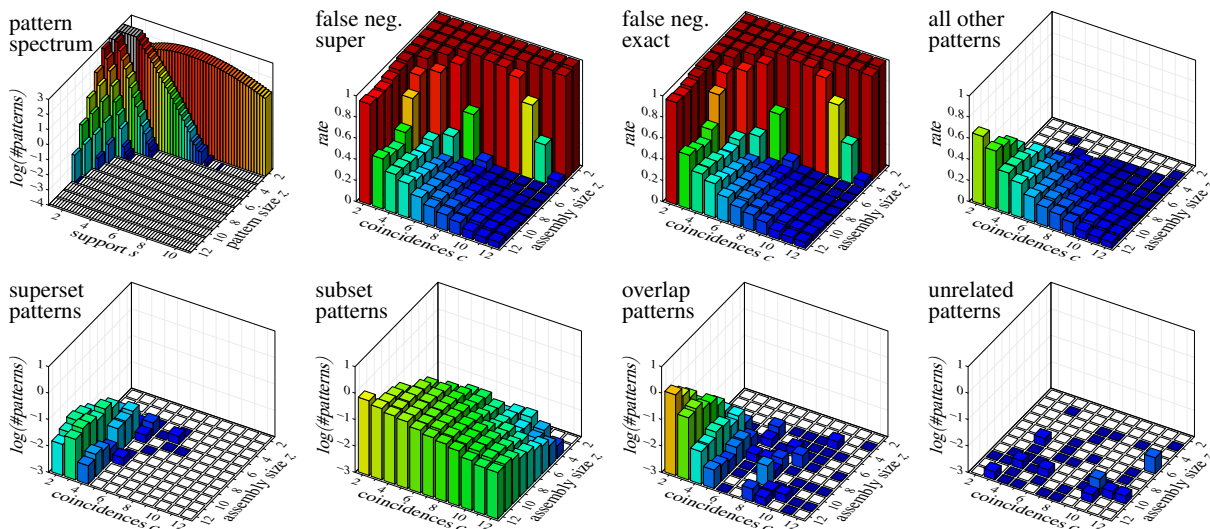
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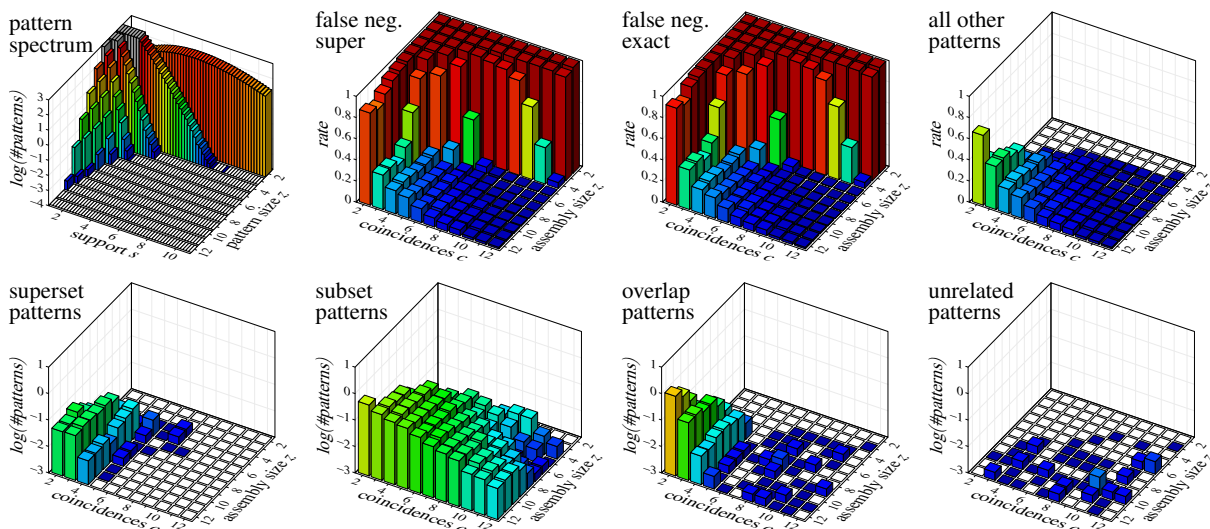
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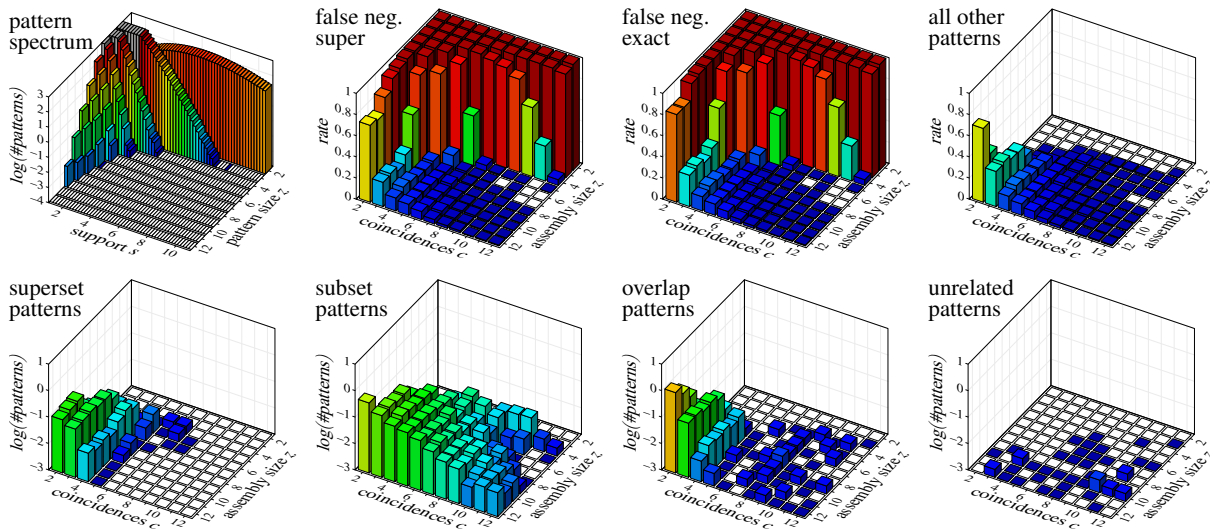
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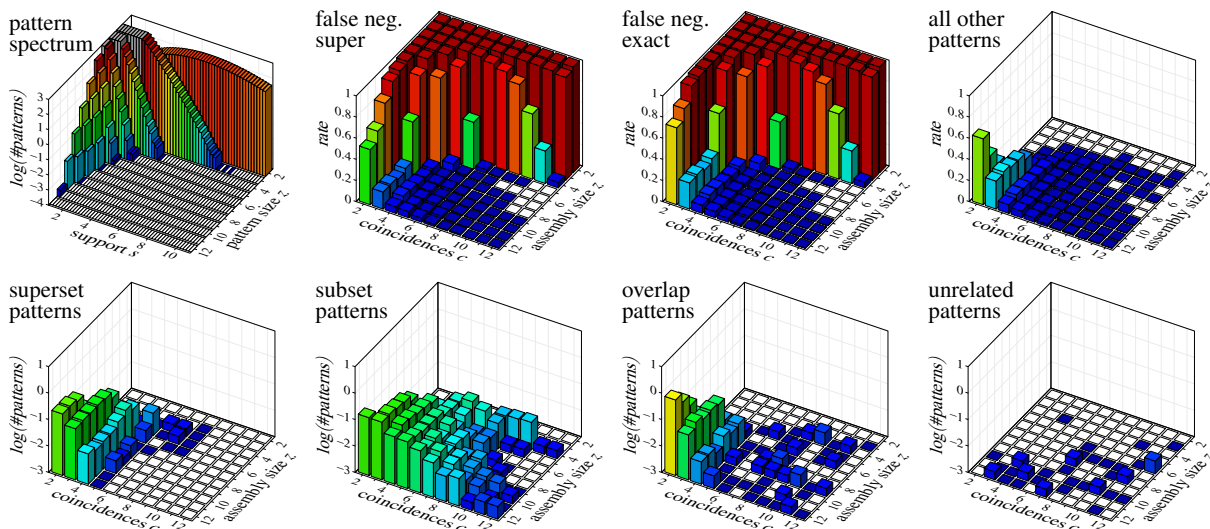
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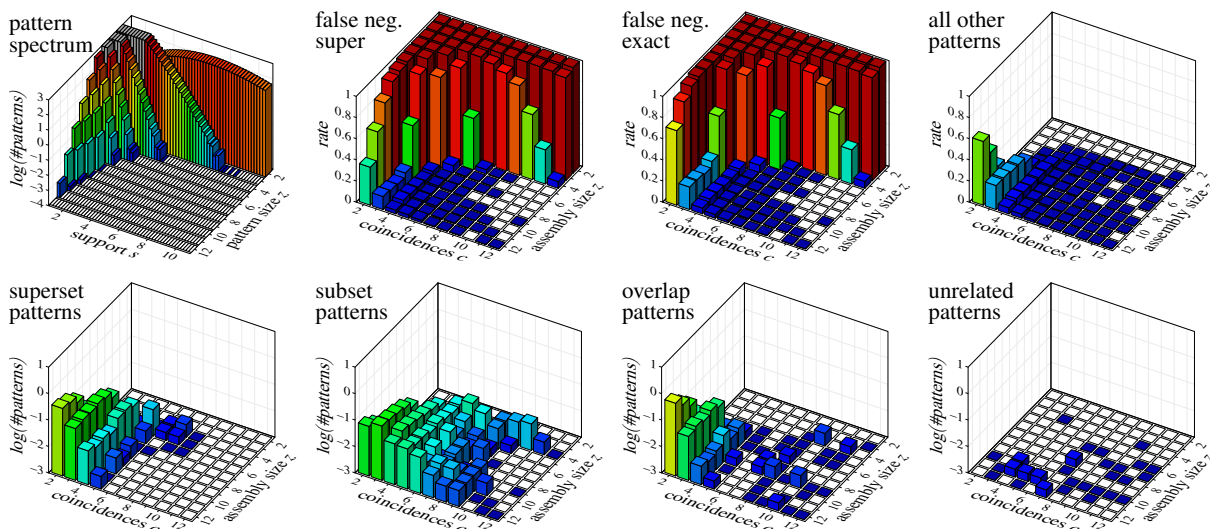
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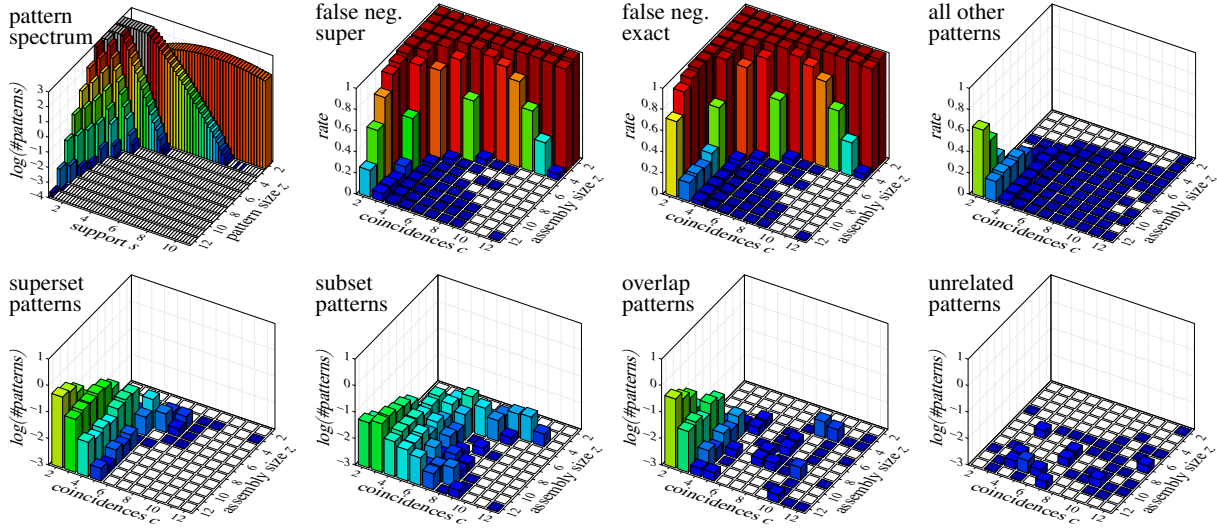
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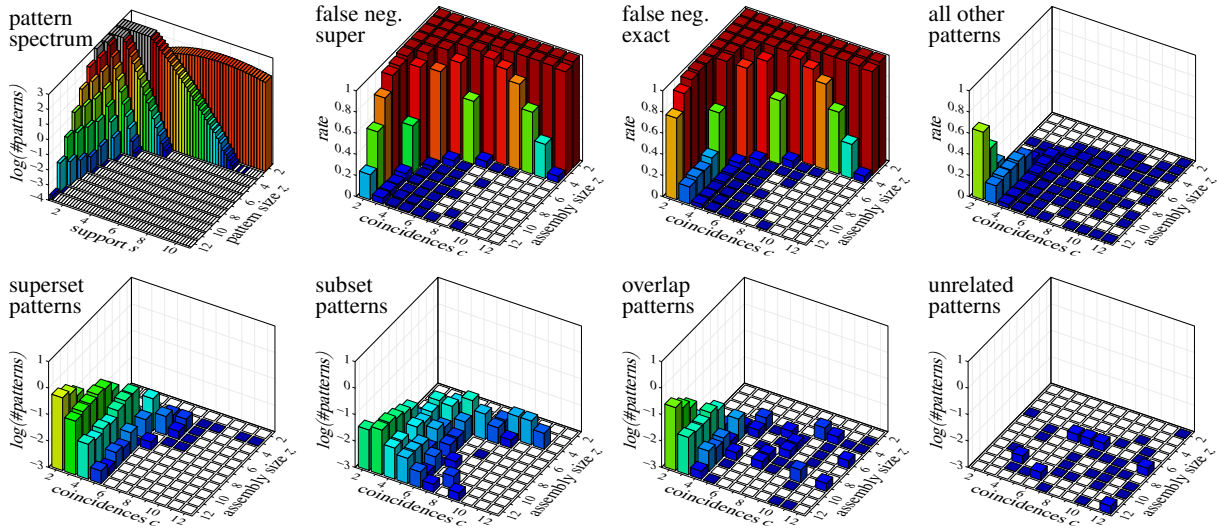
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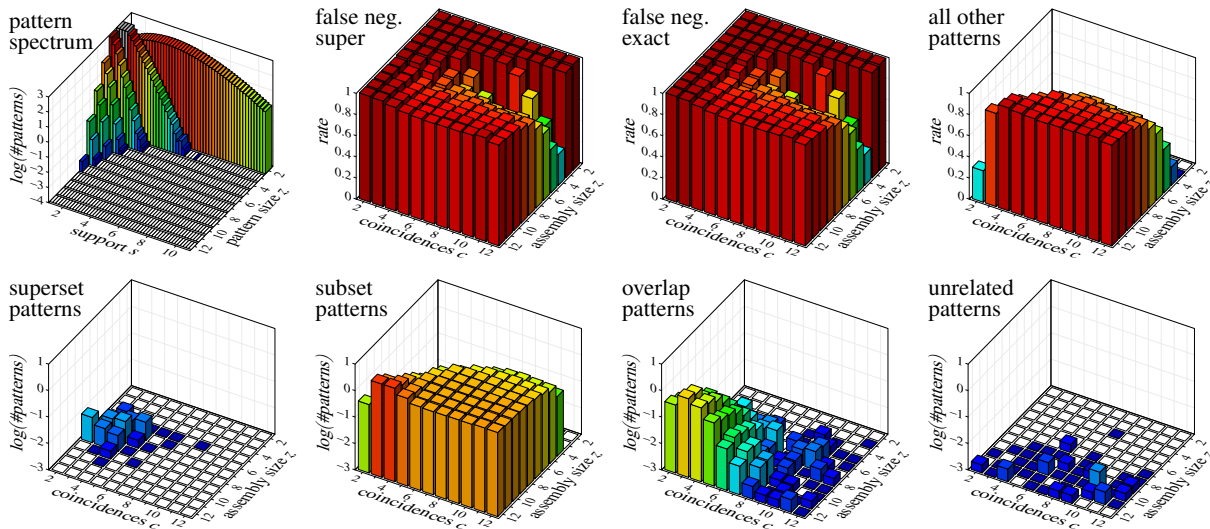
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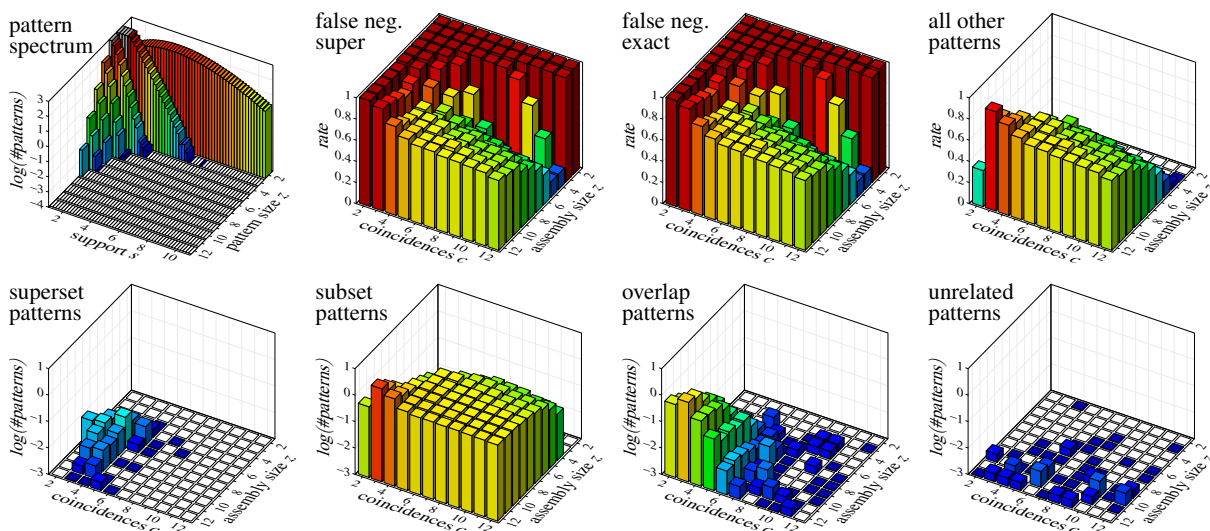
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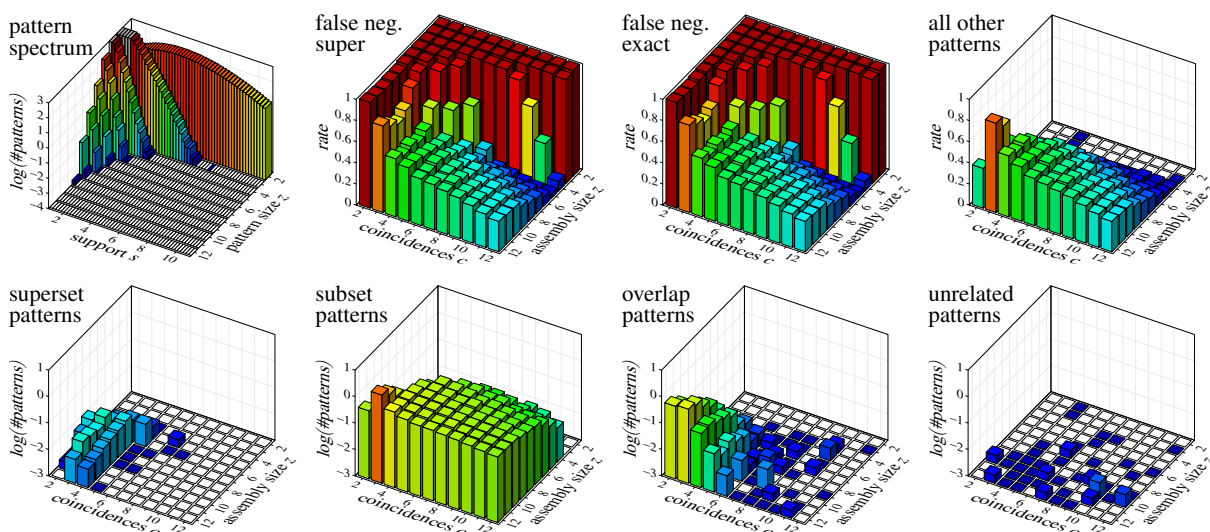
4.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



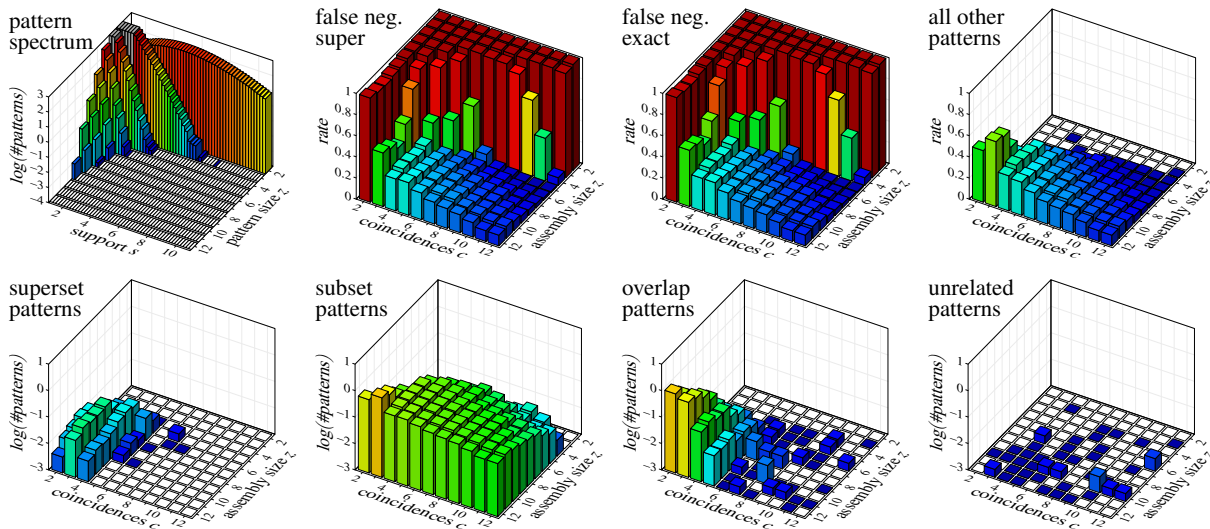
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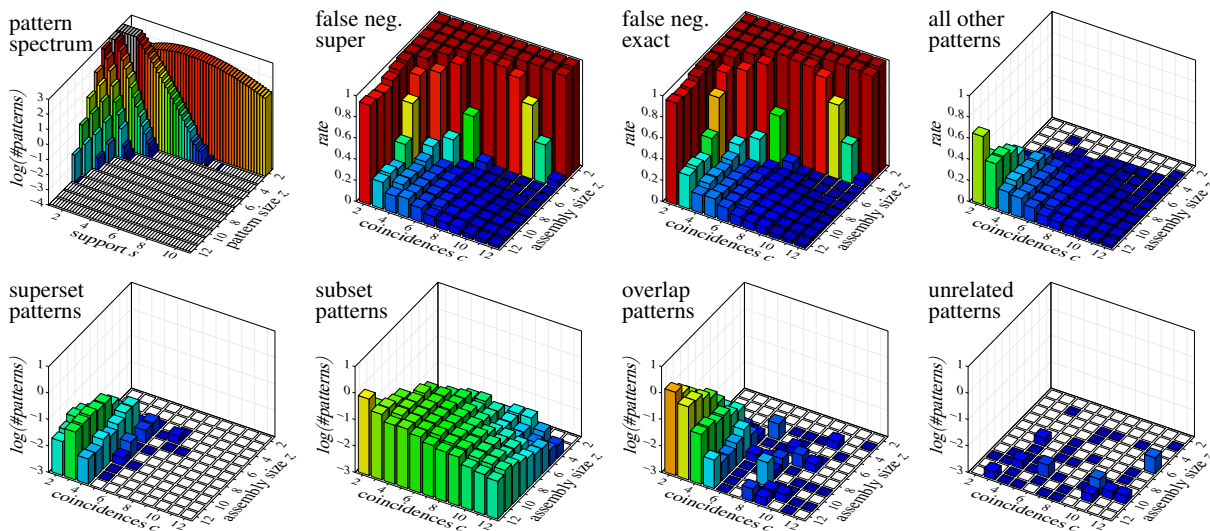
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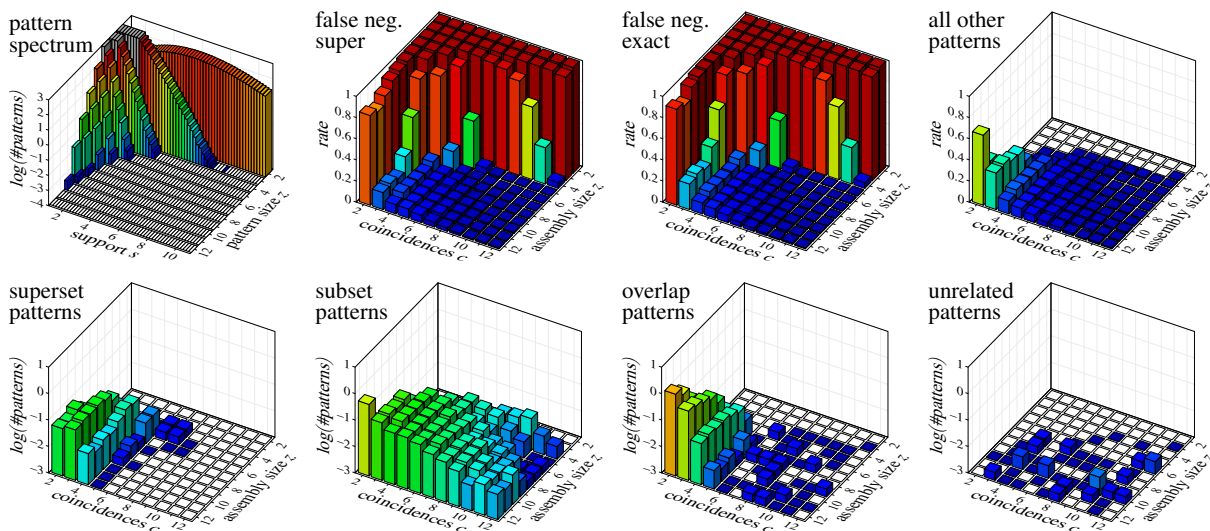
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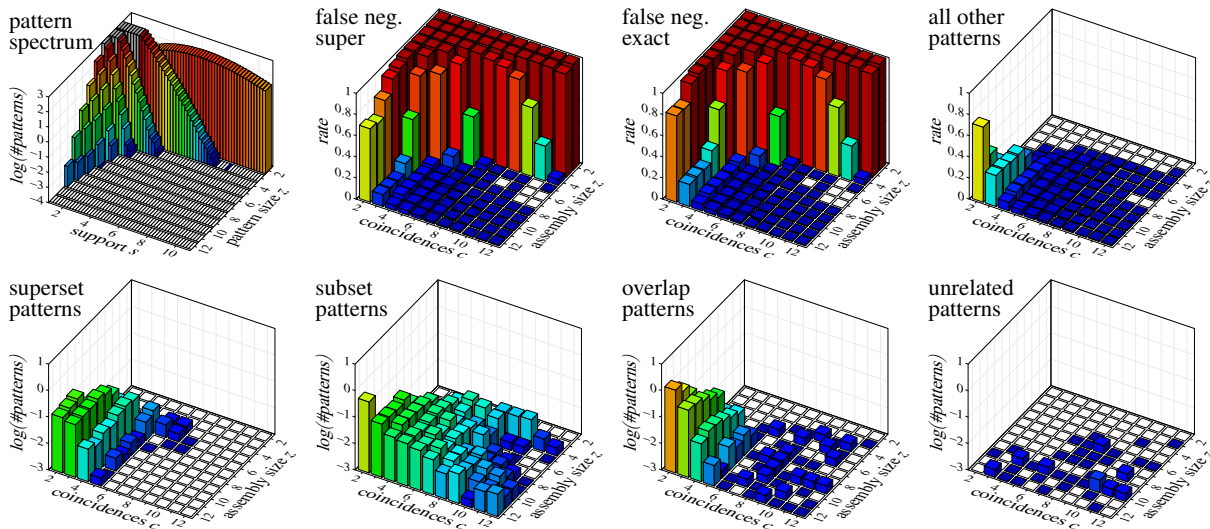
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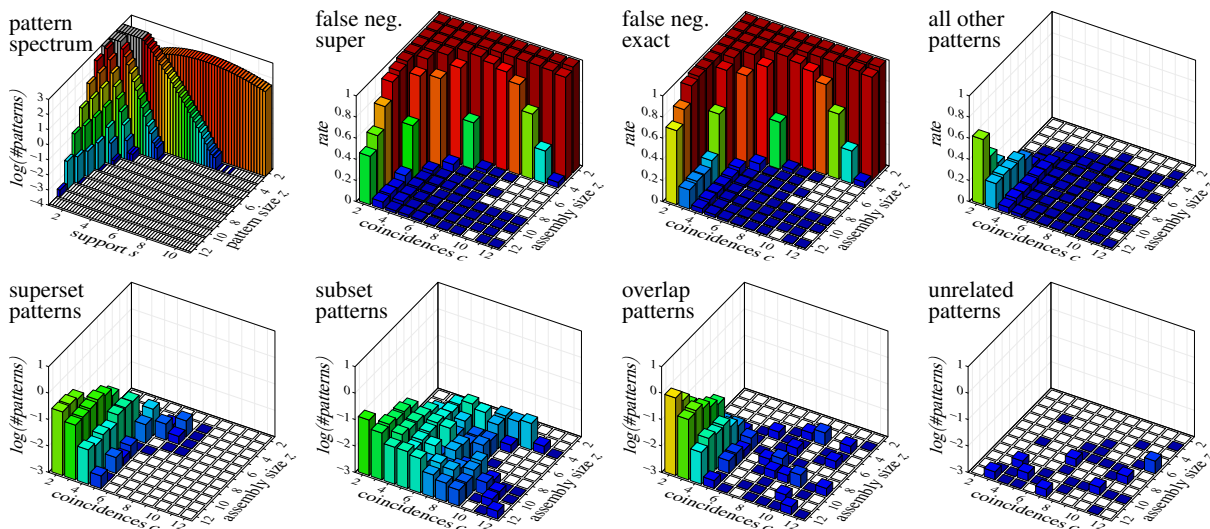
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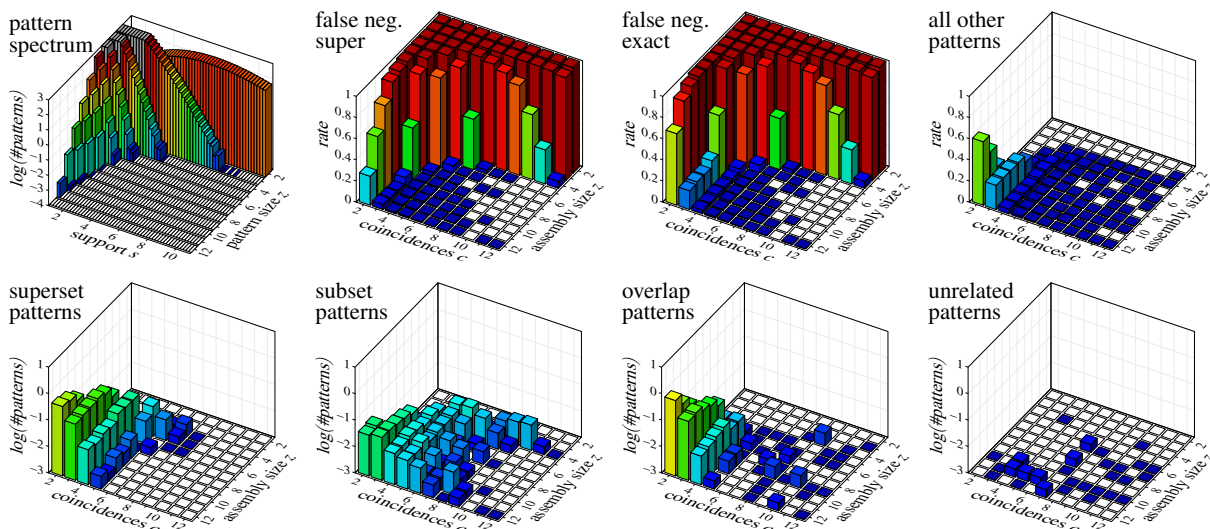
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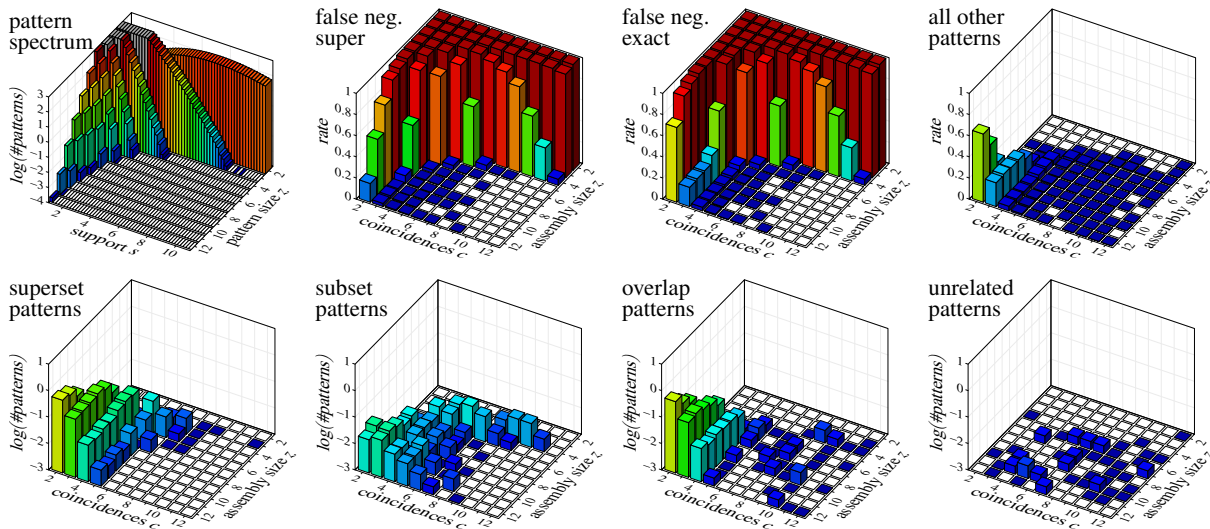
4.0ms jitter, 6.8ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



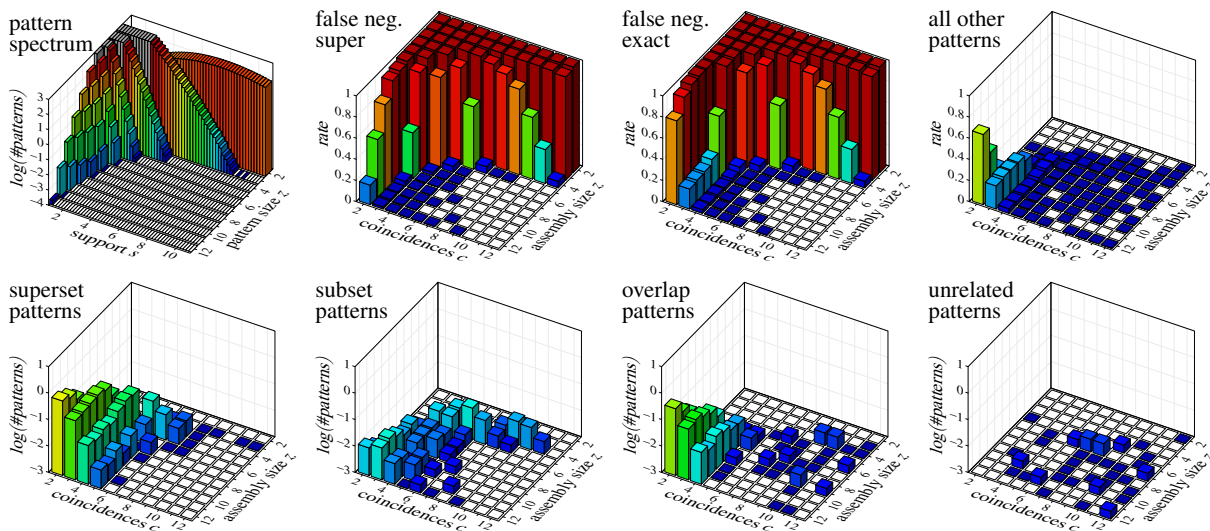
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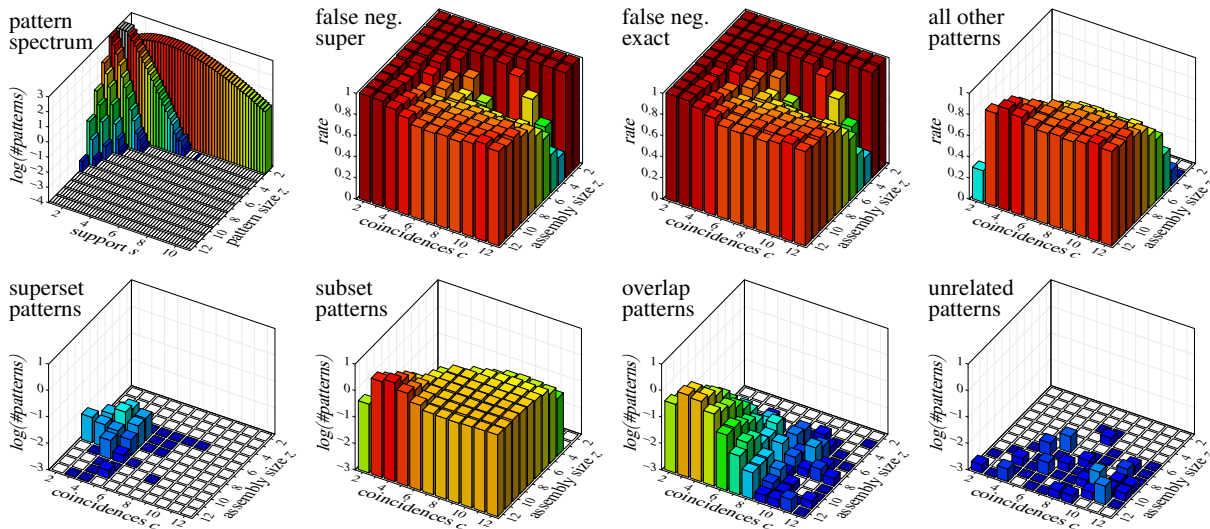
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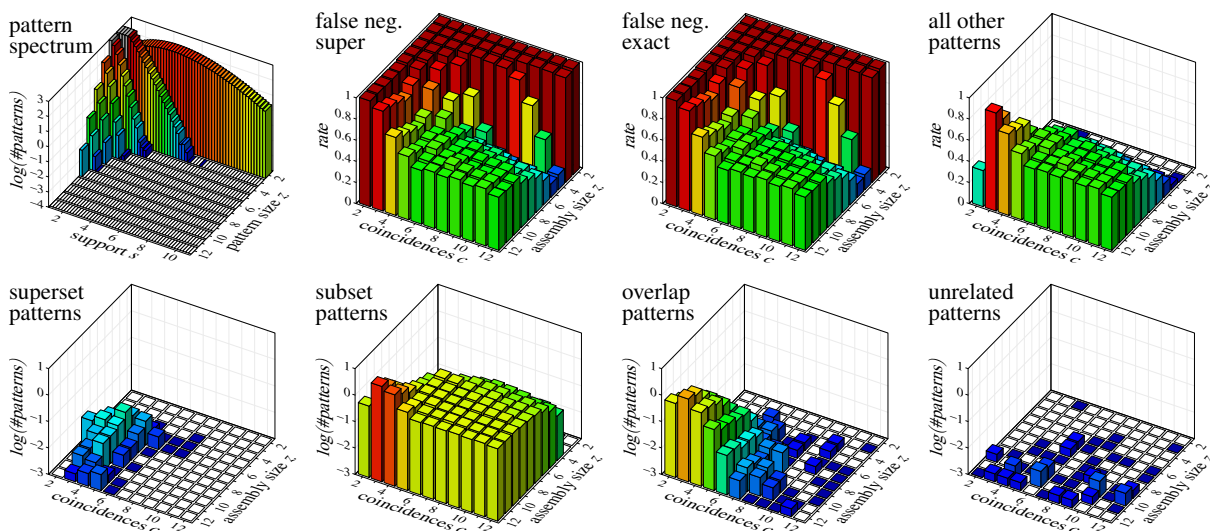
4.0ms jitter, 8.0ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



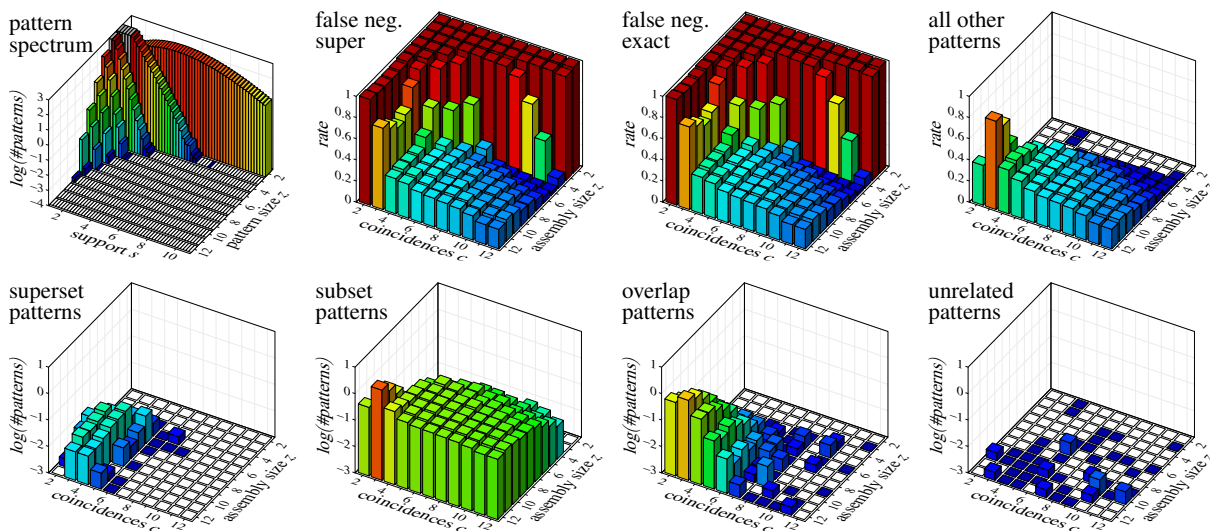
4.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



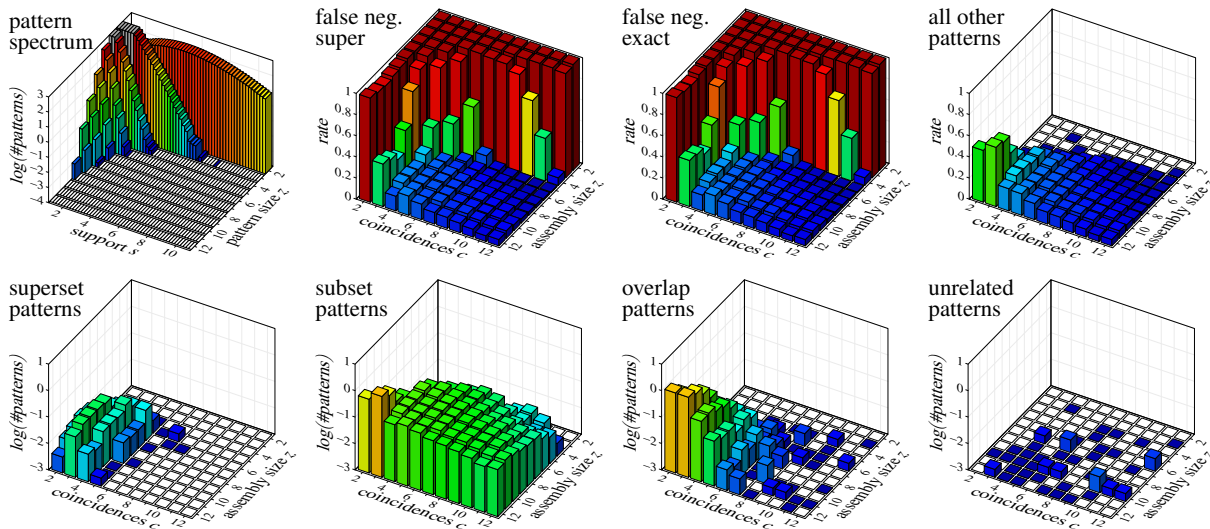
4.0ms jitter, 4.4ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



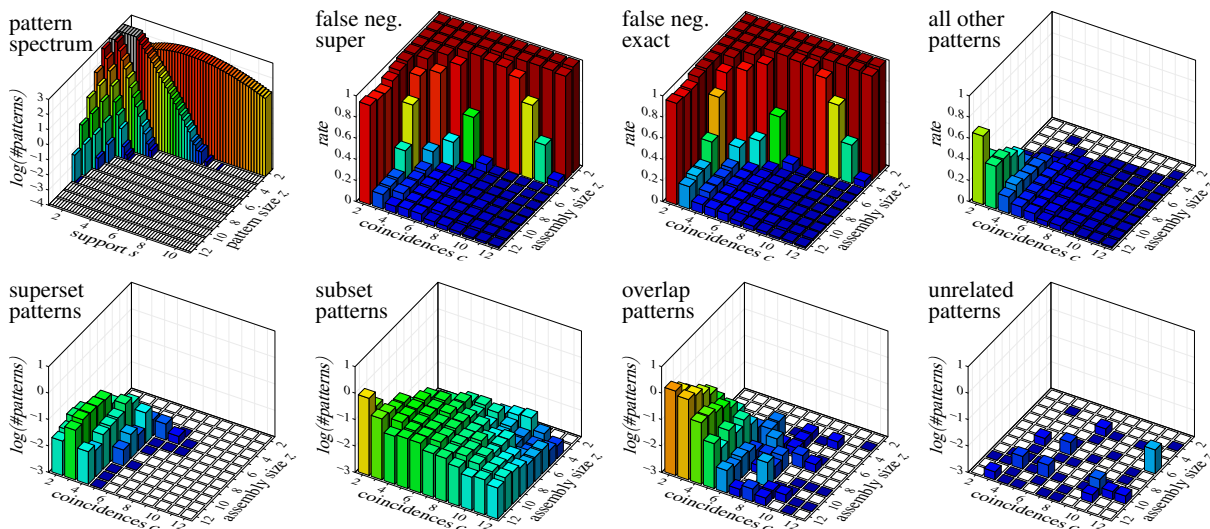
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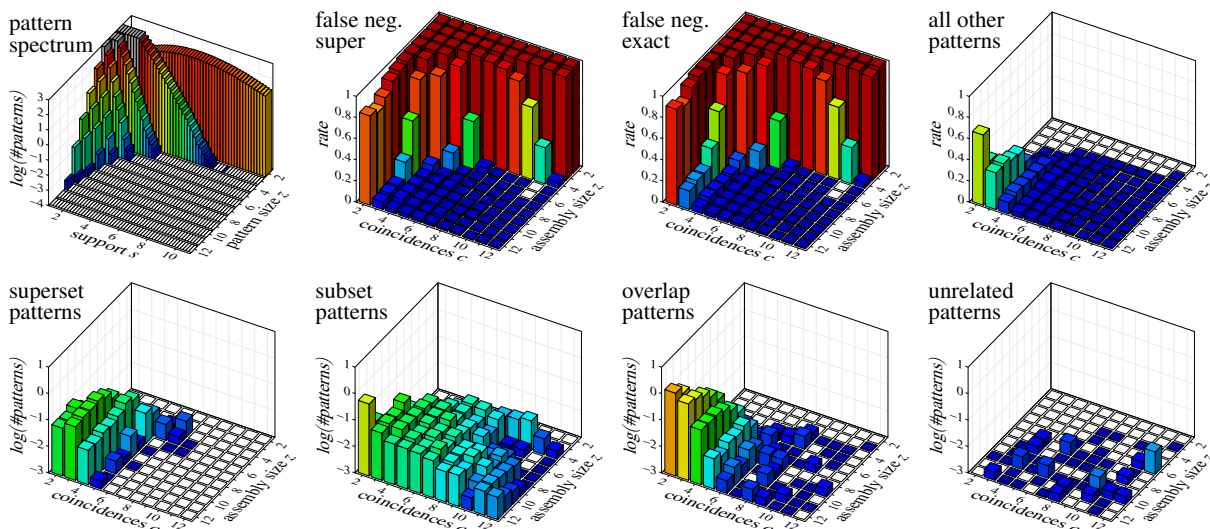
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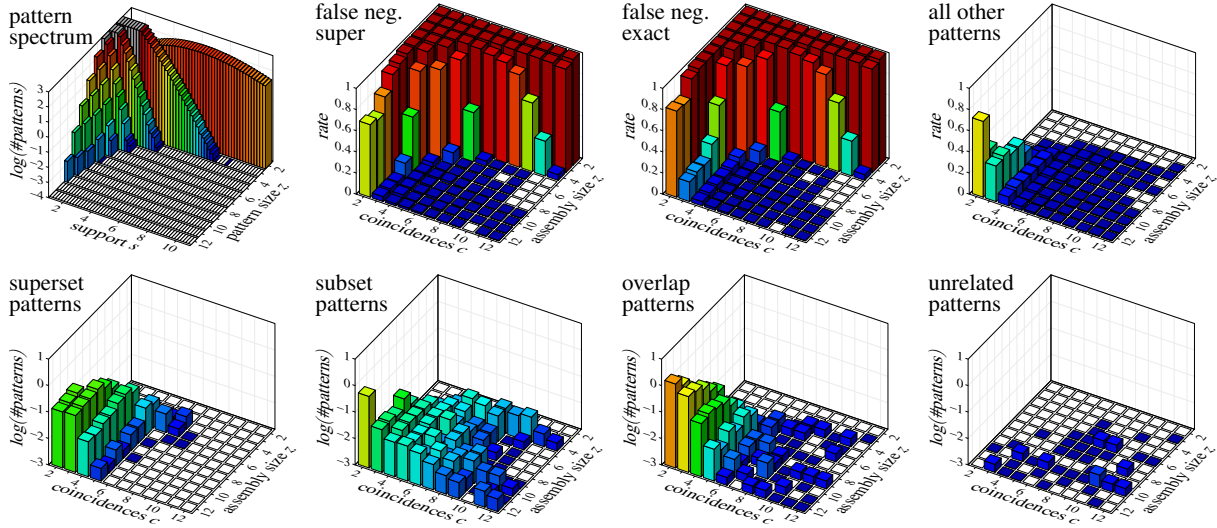
4.0ms jitter, 5.6ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



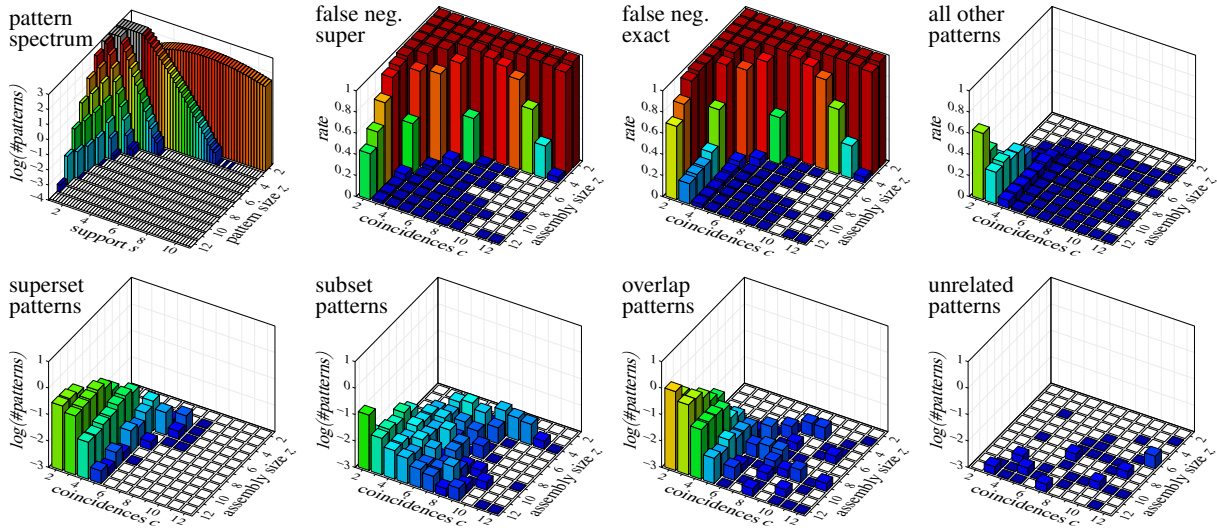
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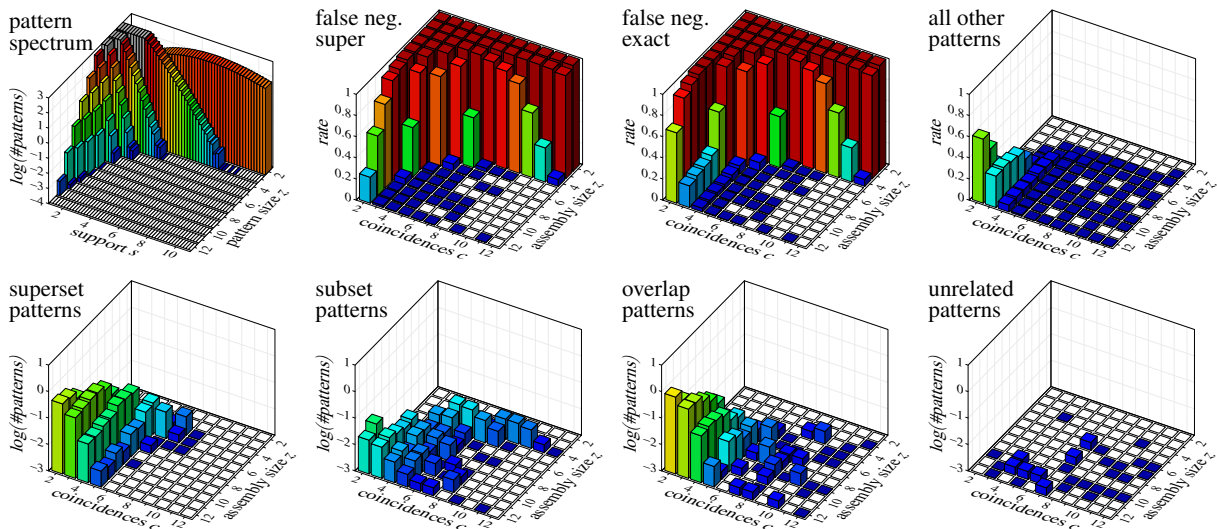
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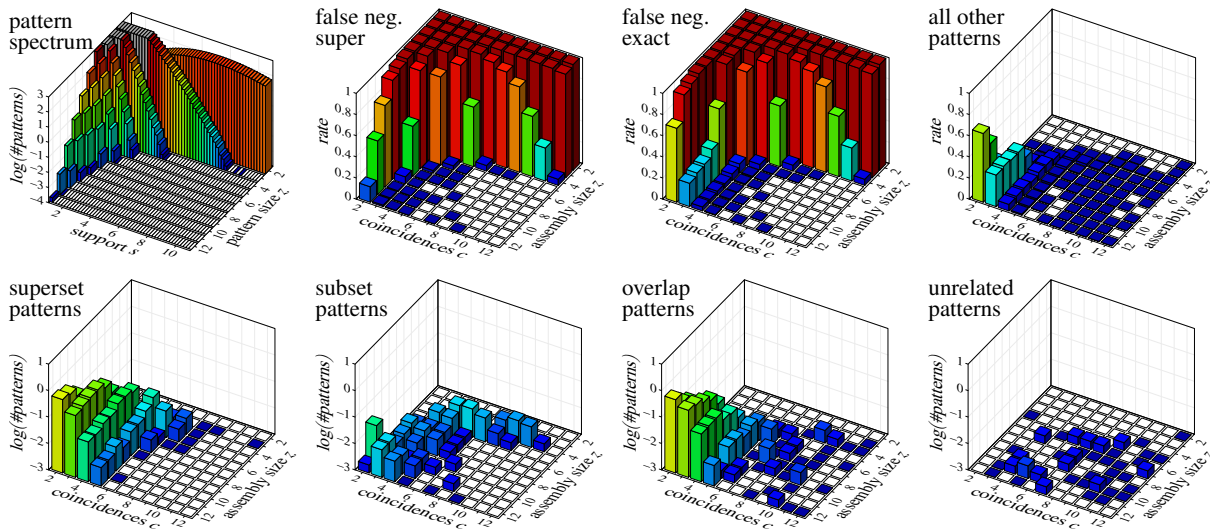
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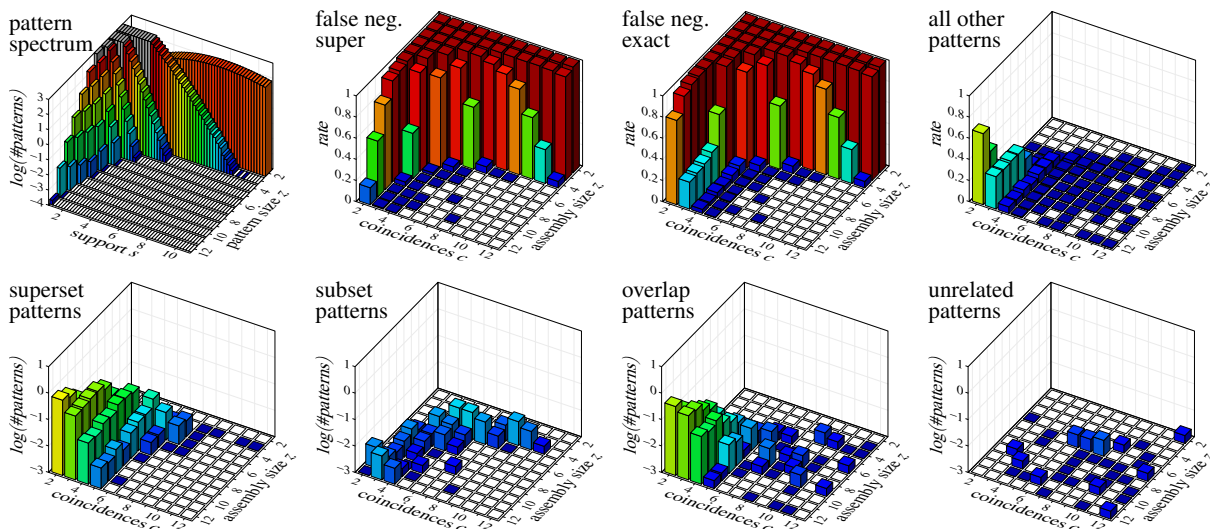
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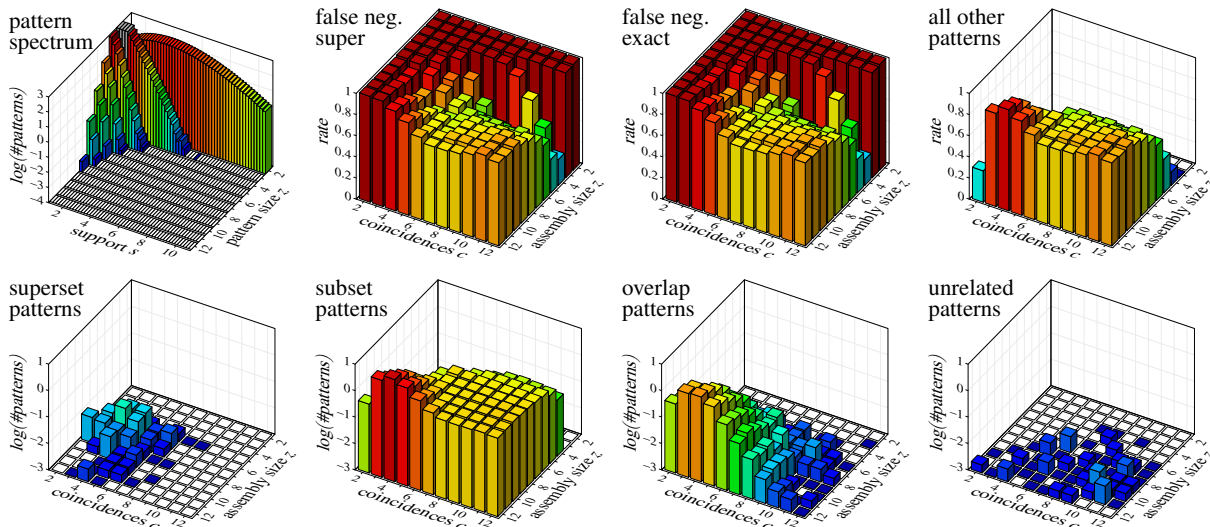
4.0ms jitter, 7.6ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



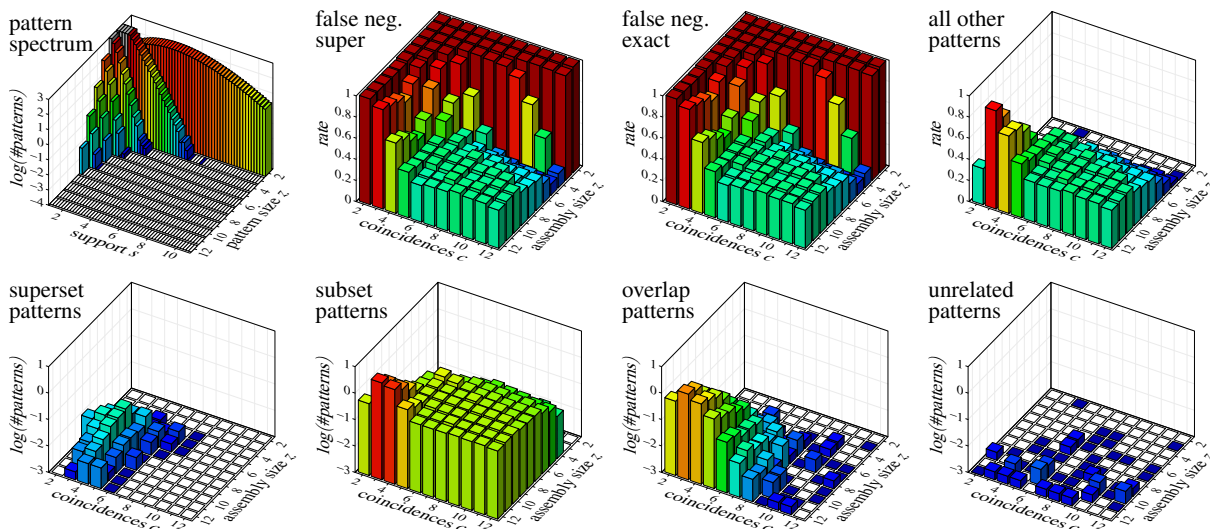
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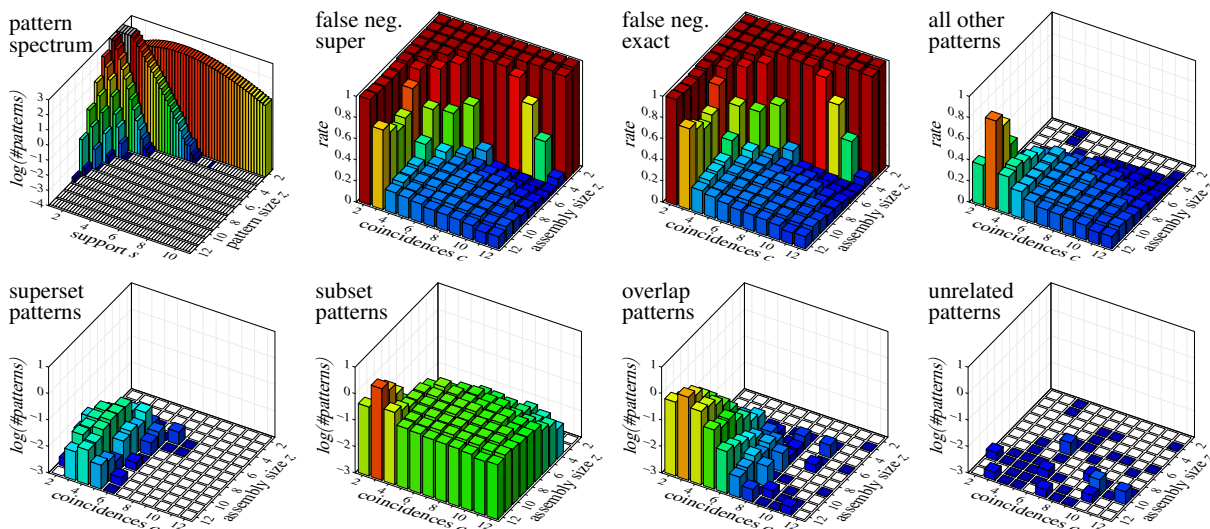
4.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



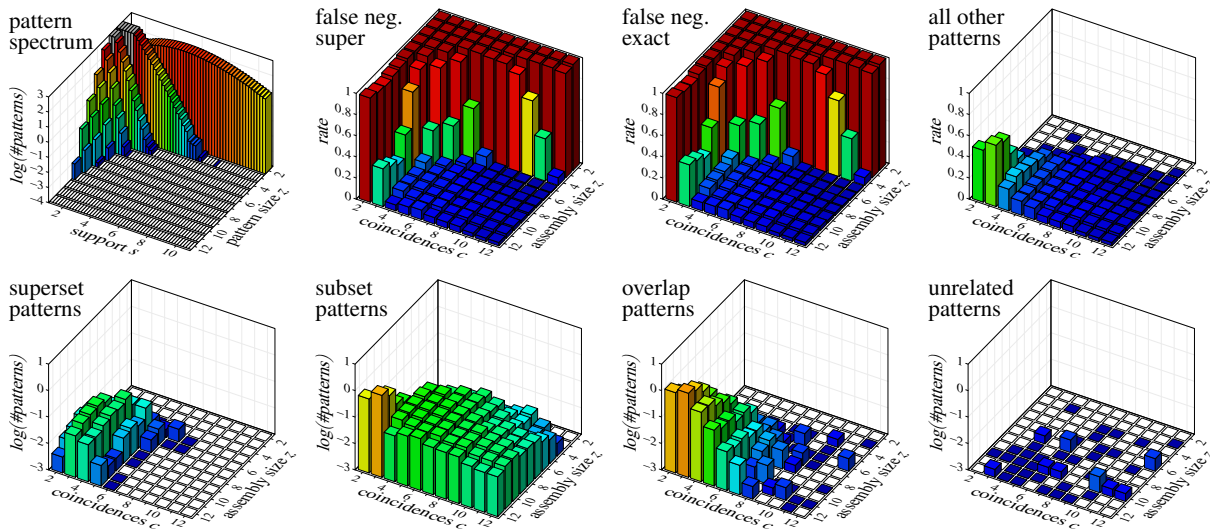
4.0ms jitter, 4.4ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



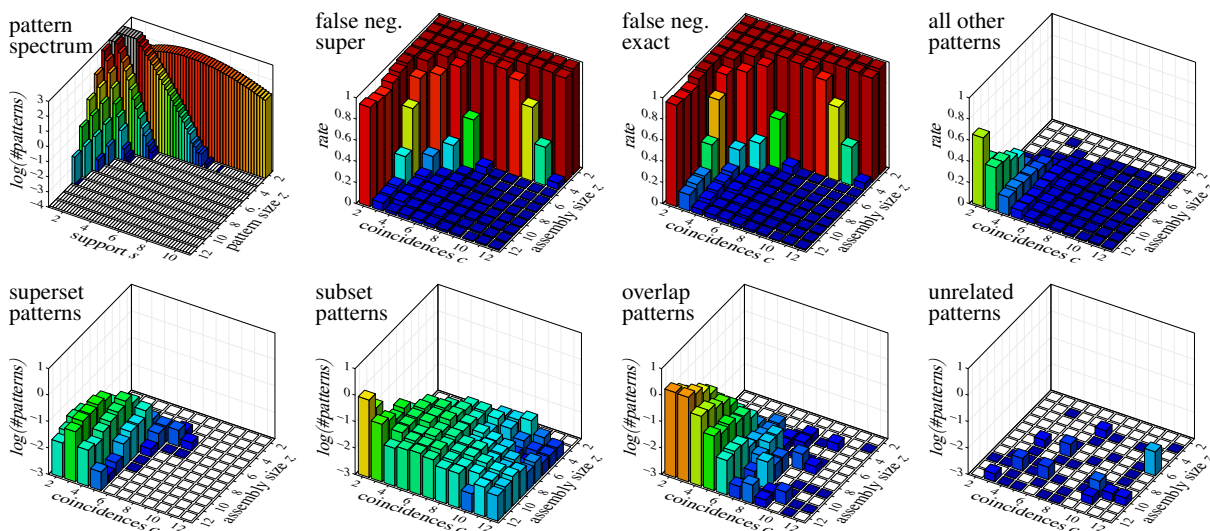
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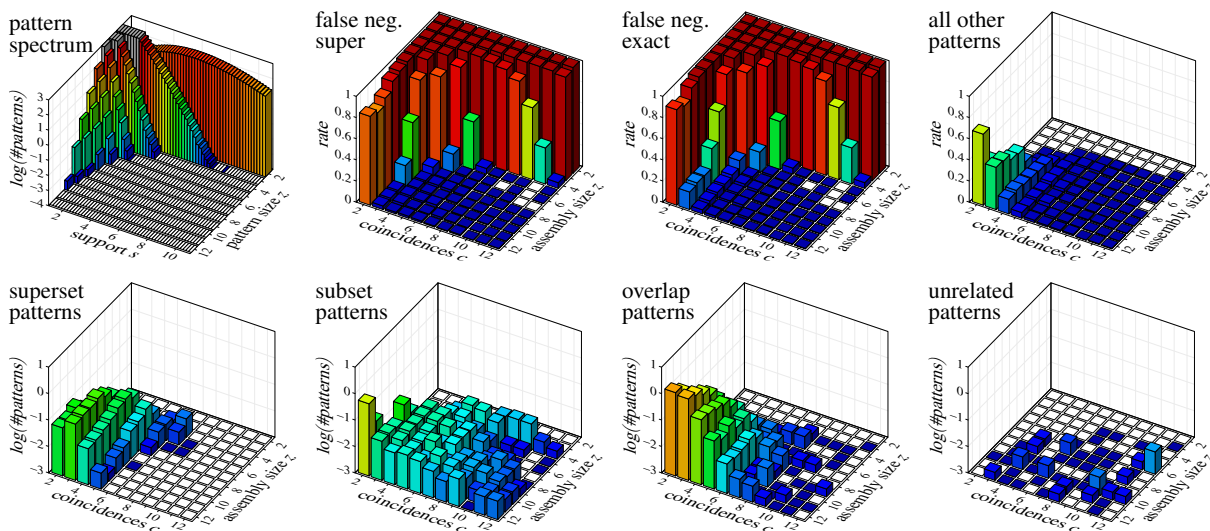
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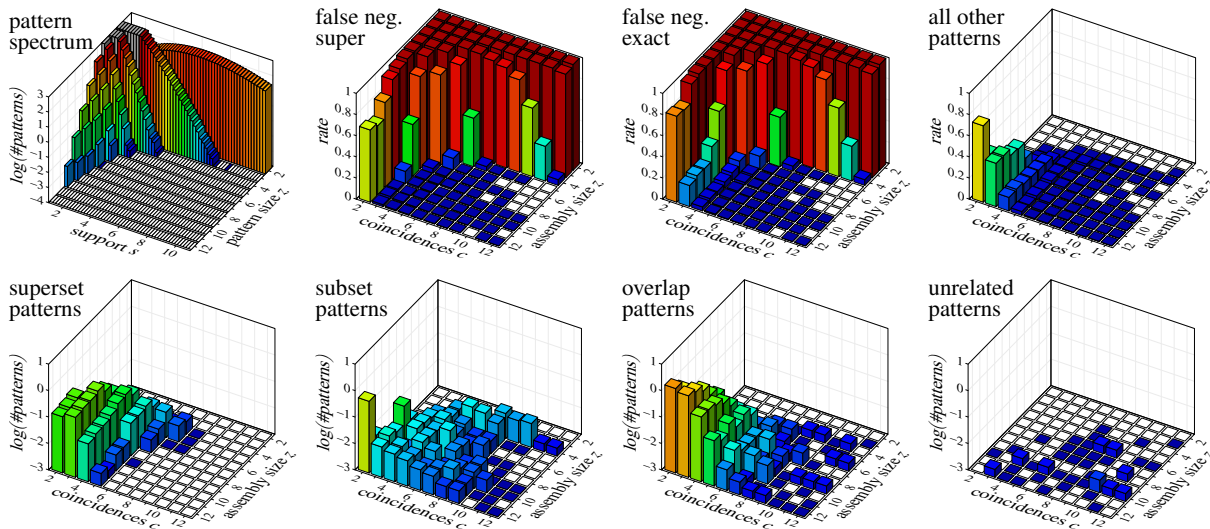
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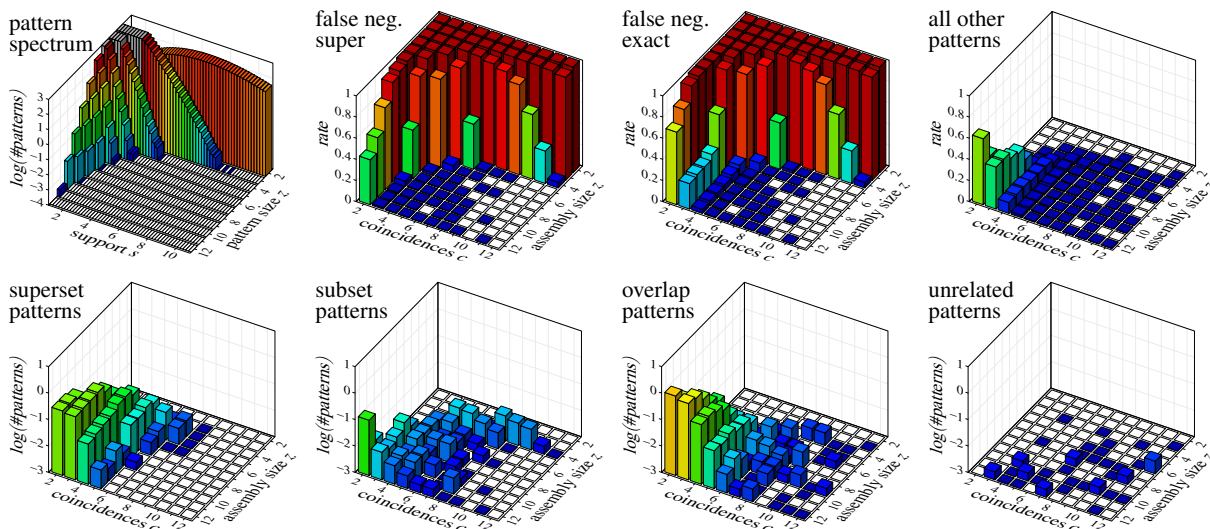
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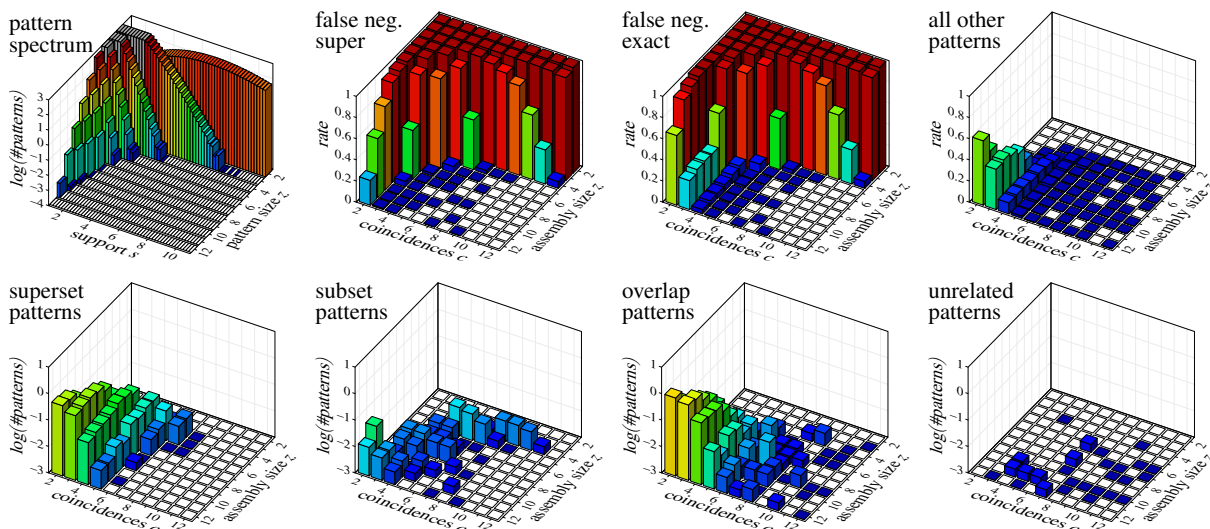
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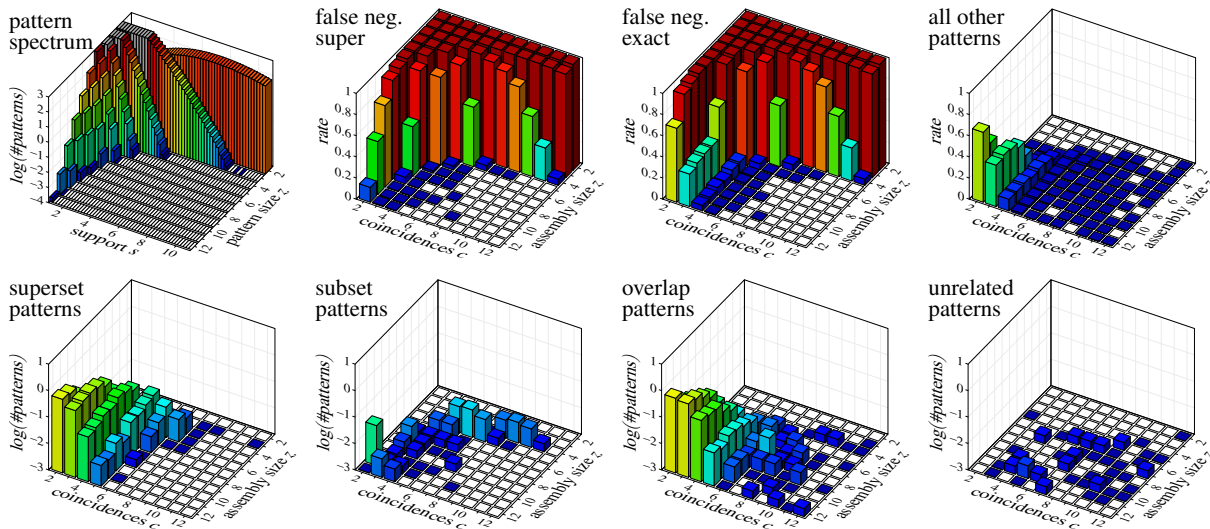
4.0ms jitter, 6.8ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



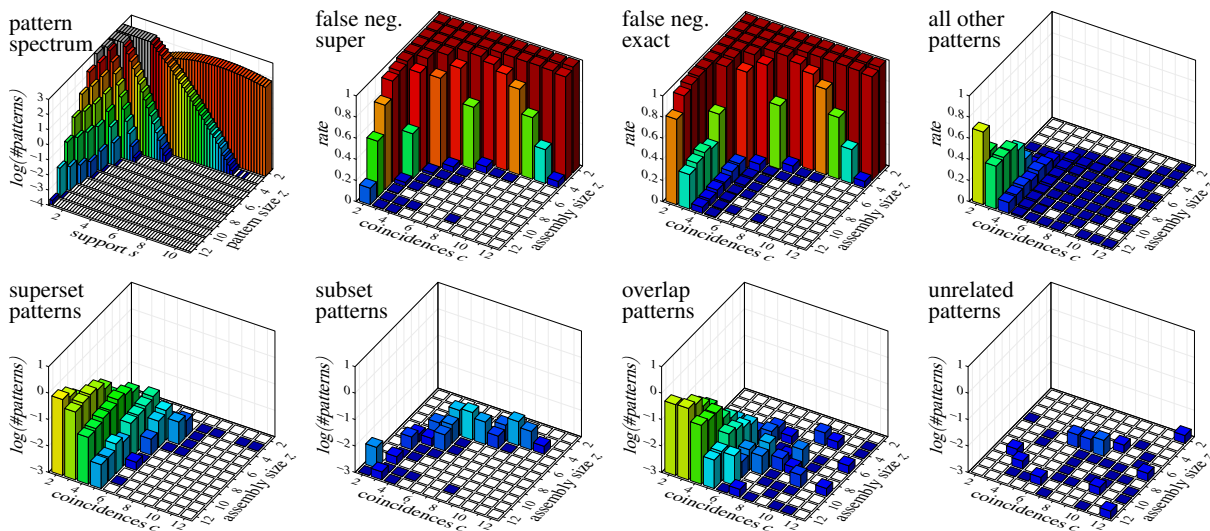
4.0ms jitter, 7.2ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



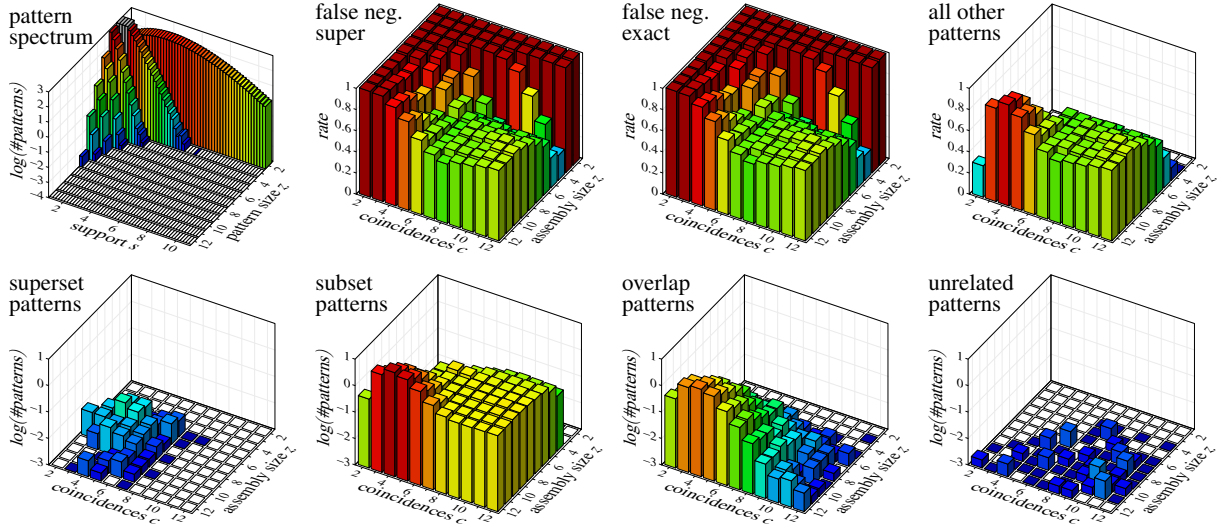
4.0ms jitter, 7.6ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



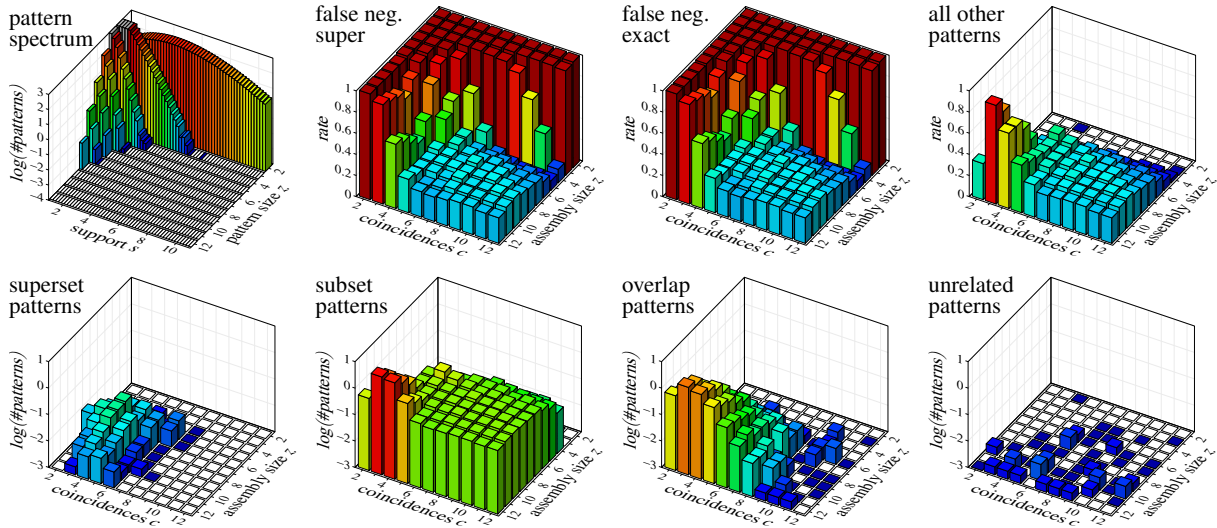
4.0ms jitter, 8.0ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



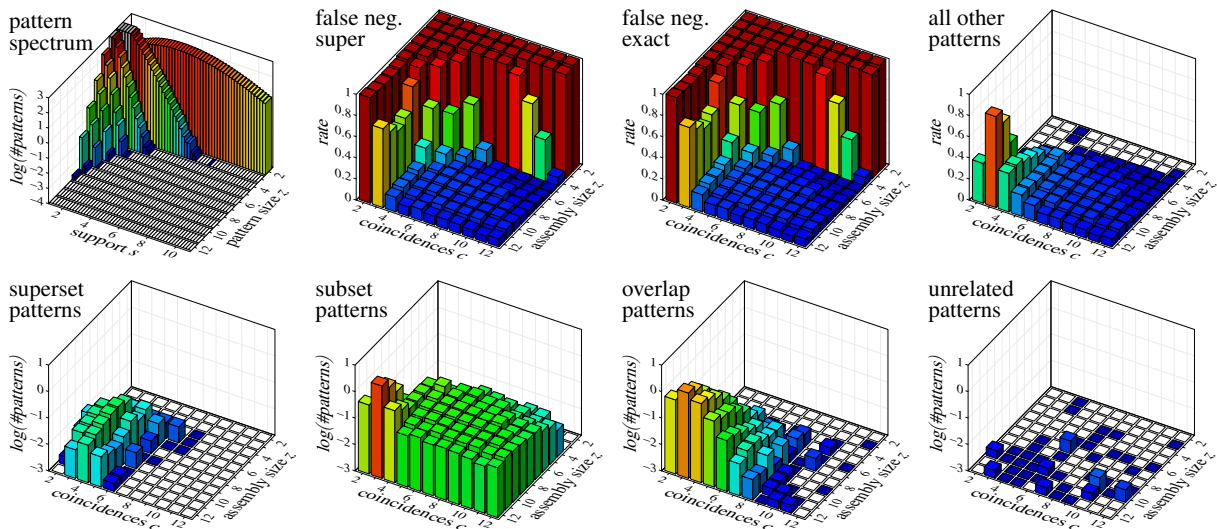
4.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.10z)$



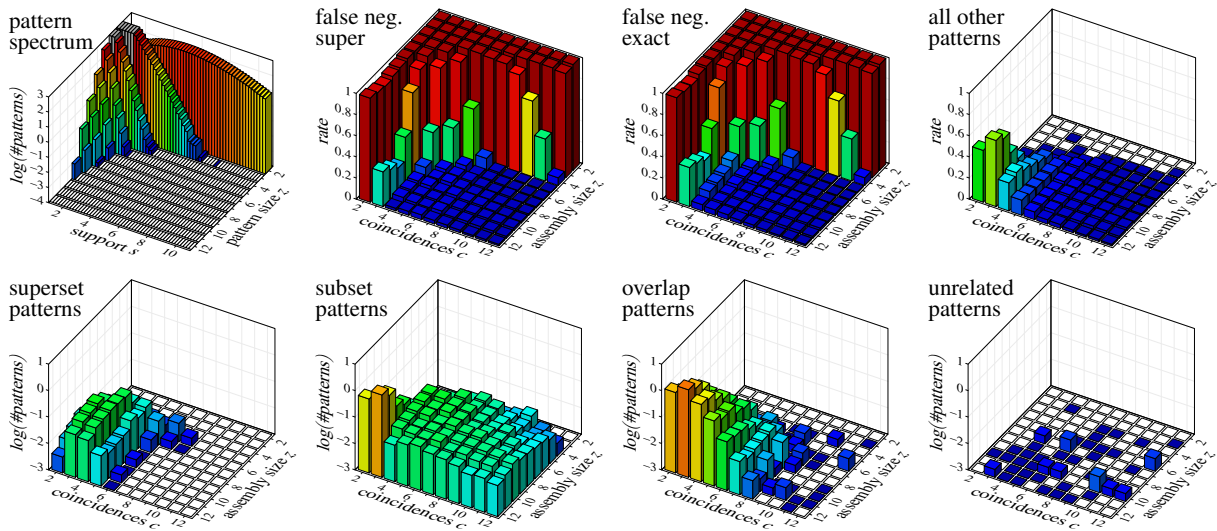
4.0ms jitter, 4.4ms windows, reduced with $(z - 1) \cdot (c + 0.10z)$



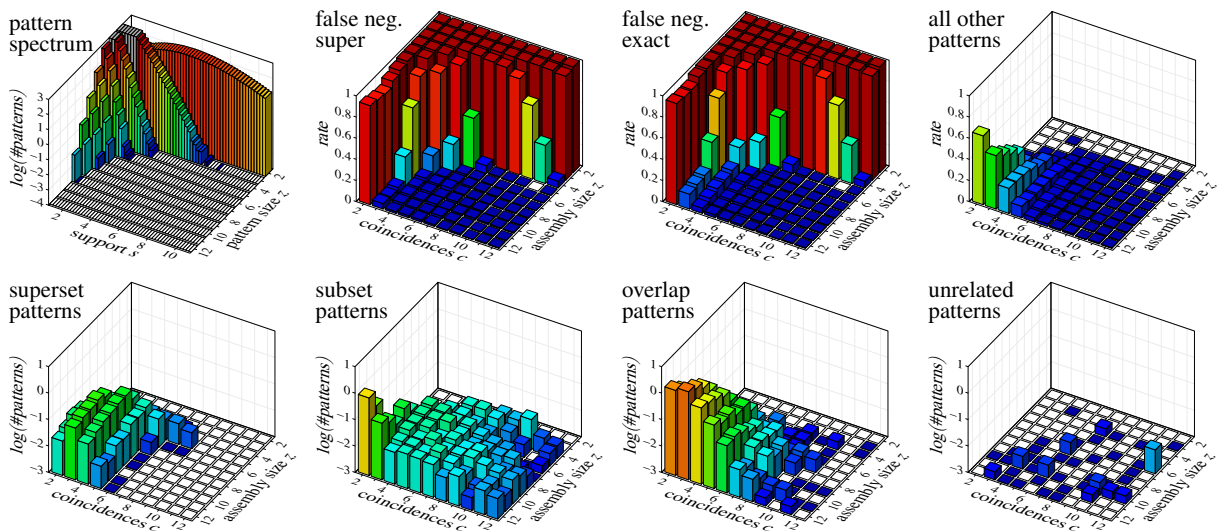
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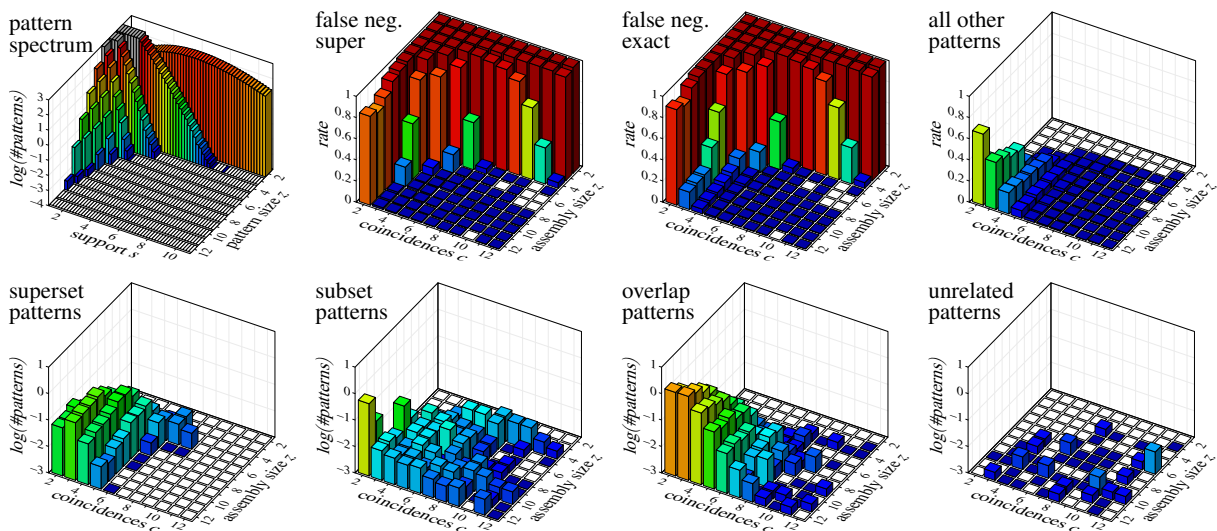
4.0ms jitter, 5.2ms windows, reduced with $(z - 1) \cdot (c + 0.10z)$



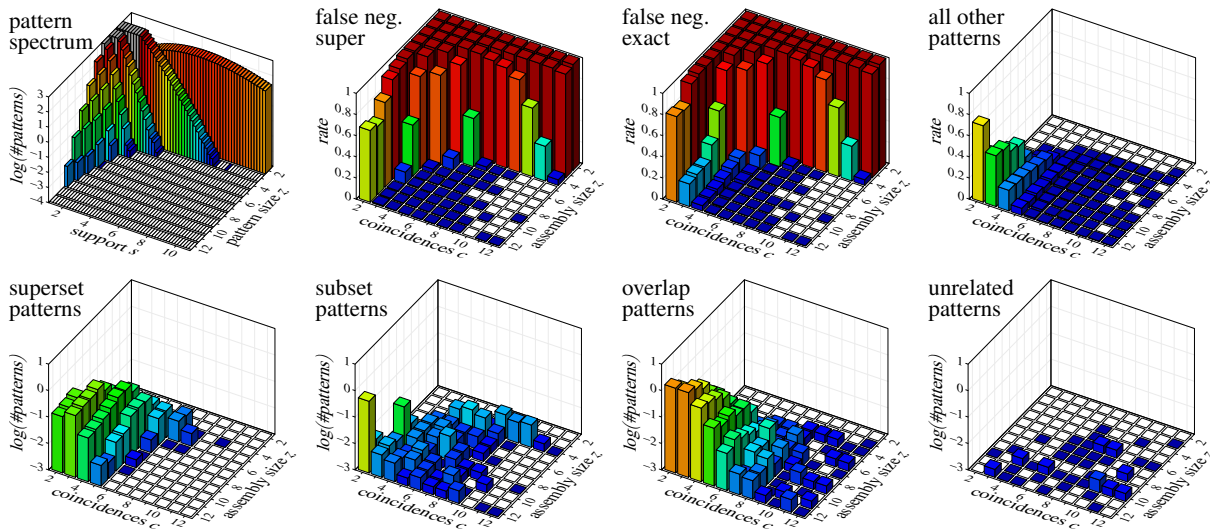
4.0ms jitter, 5.6ms windows, reduced with $(z - 1) \cdot (c + 0.10z)$



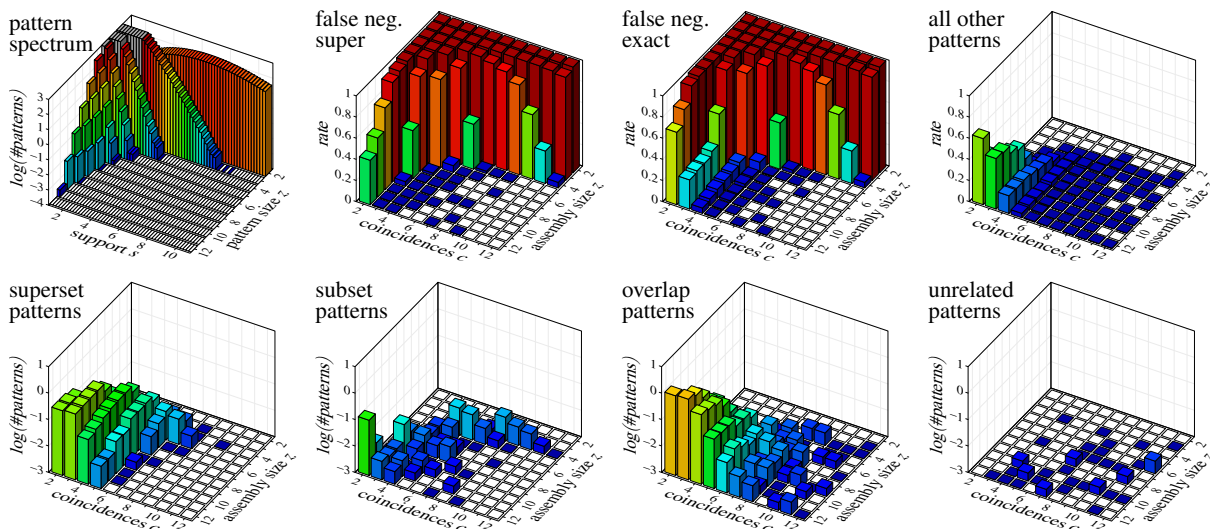
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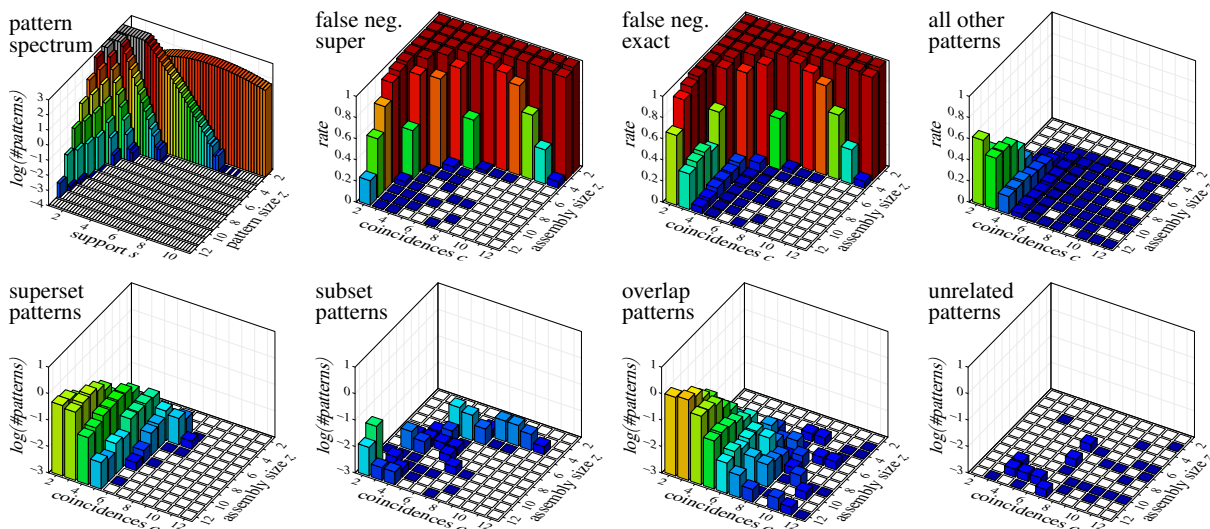
4.0ms jitter, 6.4ms windows, reduced with $(z - 1) \cdot (c + 0.10z)$



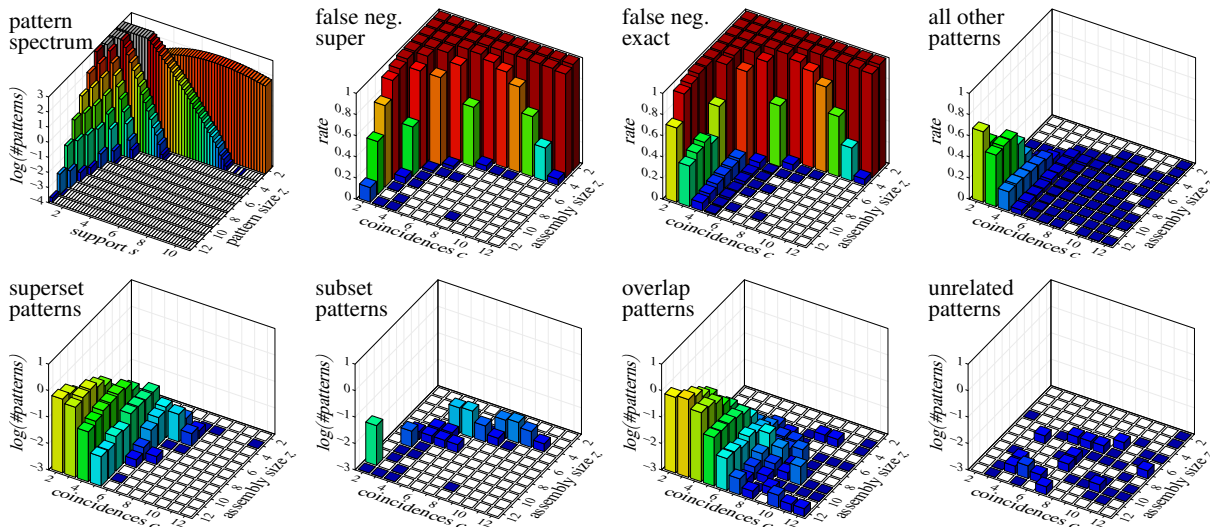
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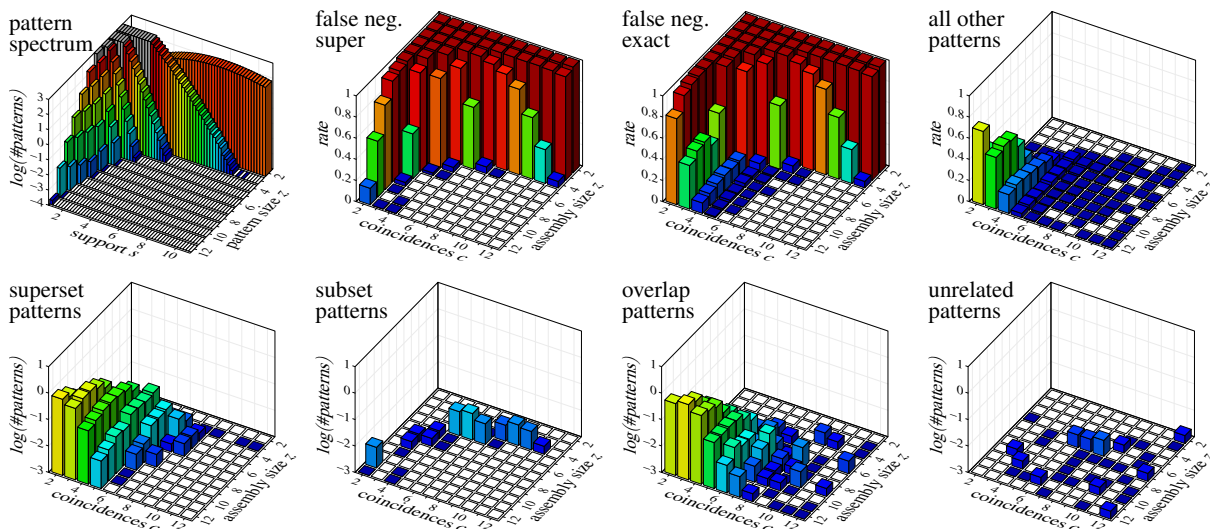
4.0ms jitter, 7.2ms windows, reduced with $(z - 1) \cdot (c + 0.10z)$



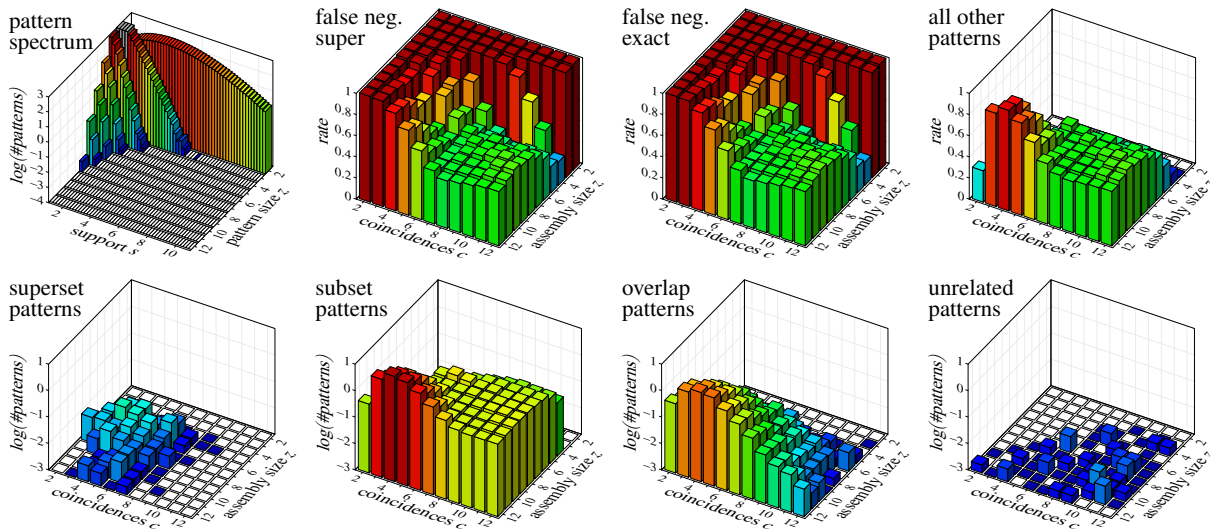
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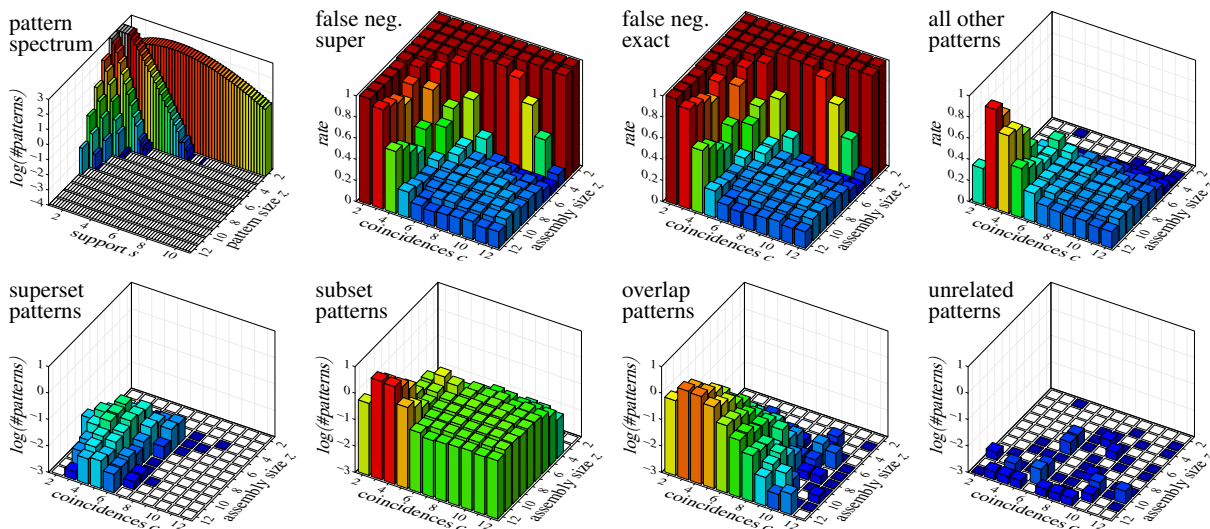
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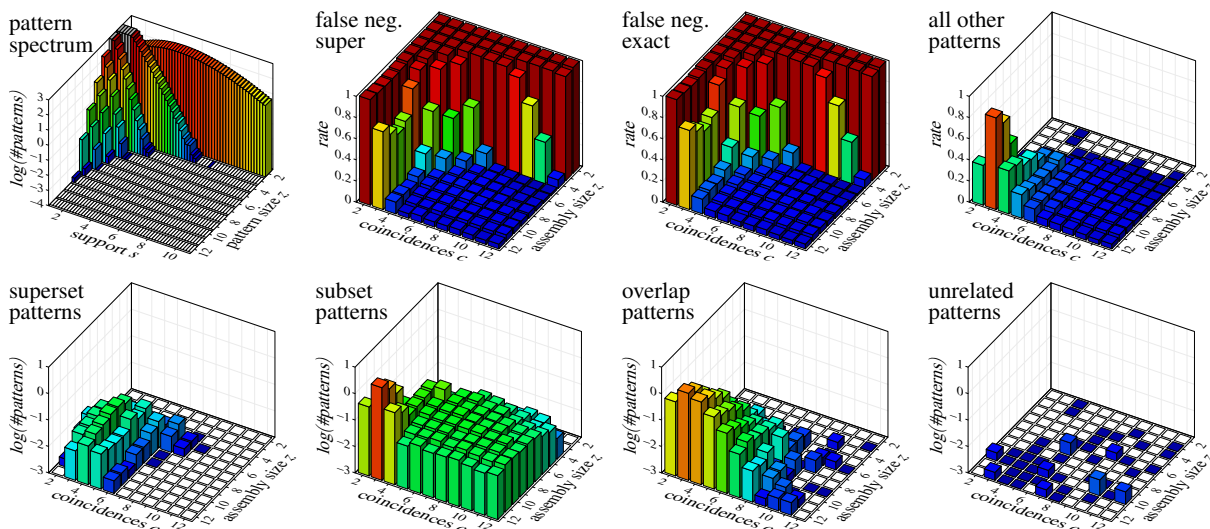
4.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.12z)$



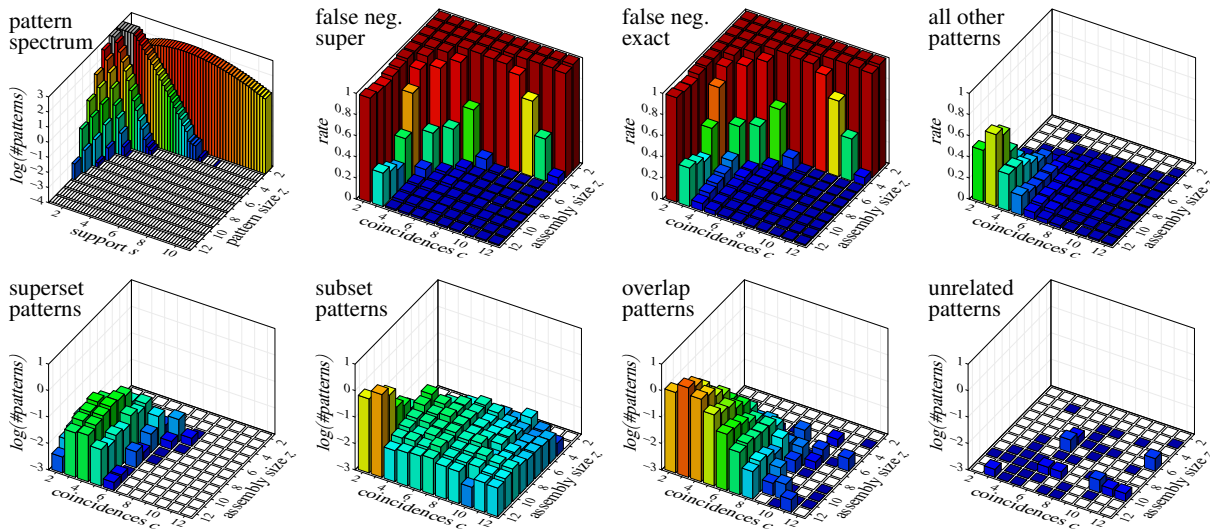
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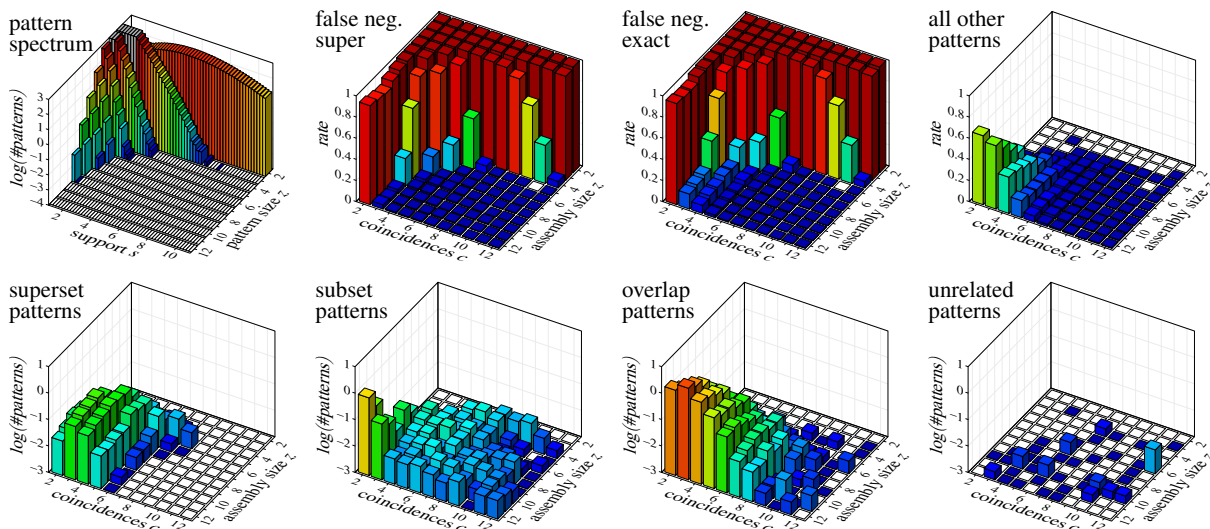
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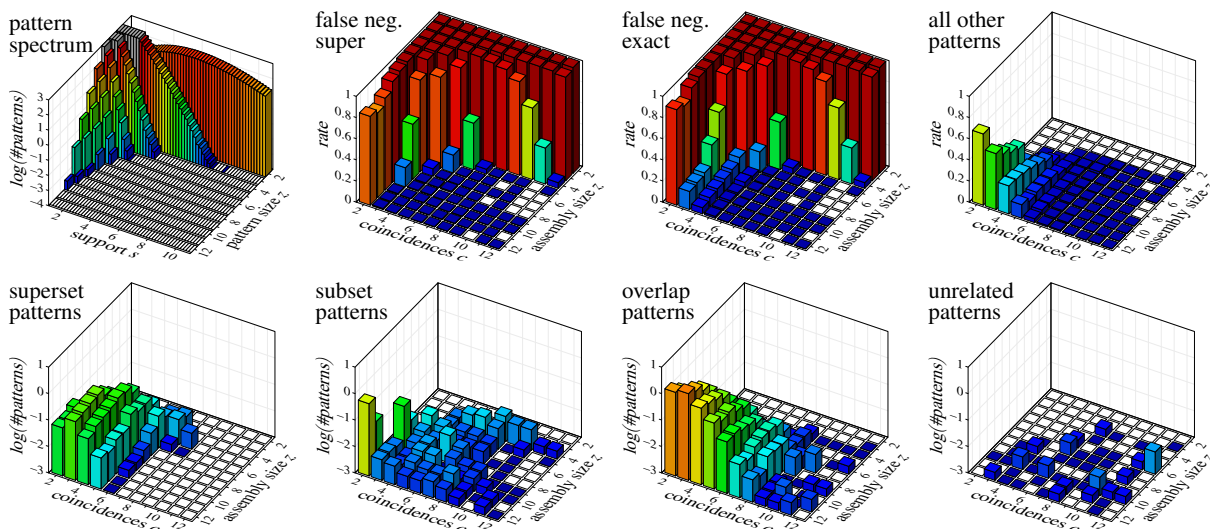
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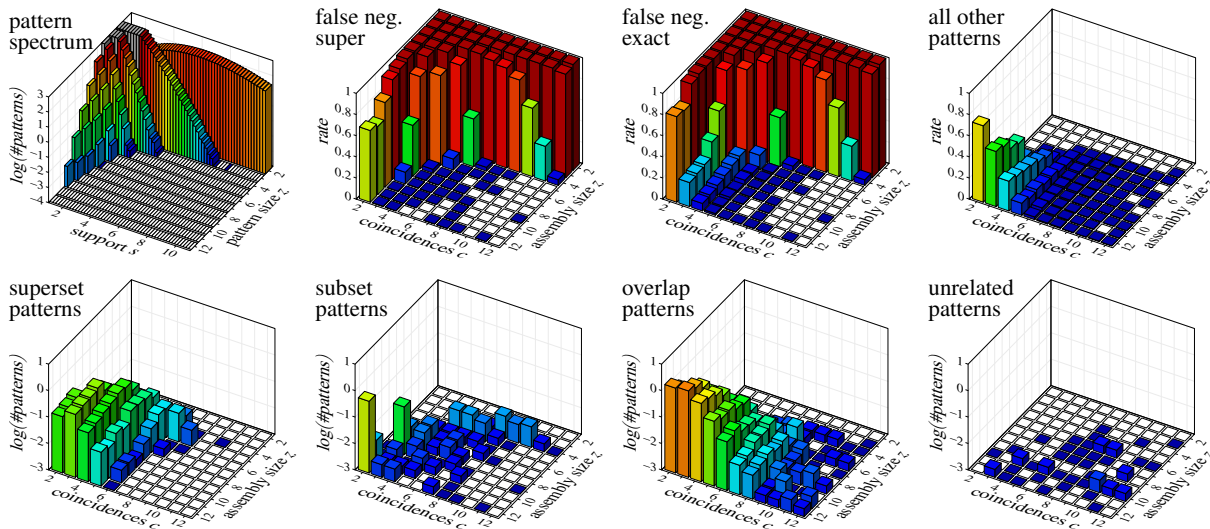
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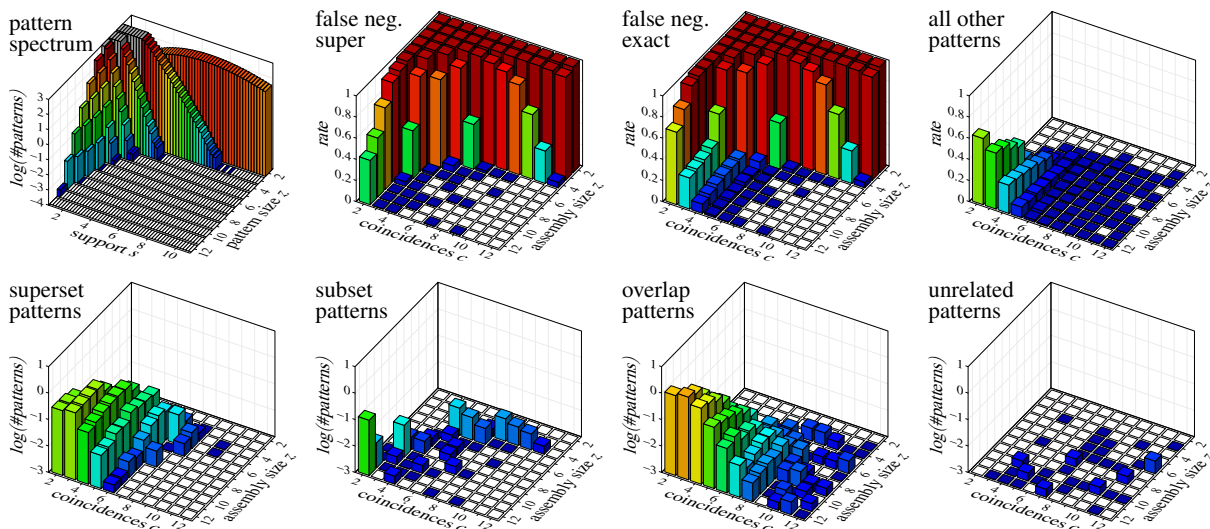
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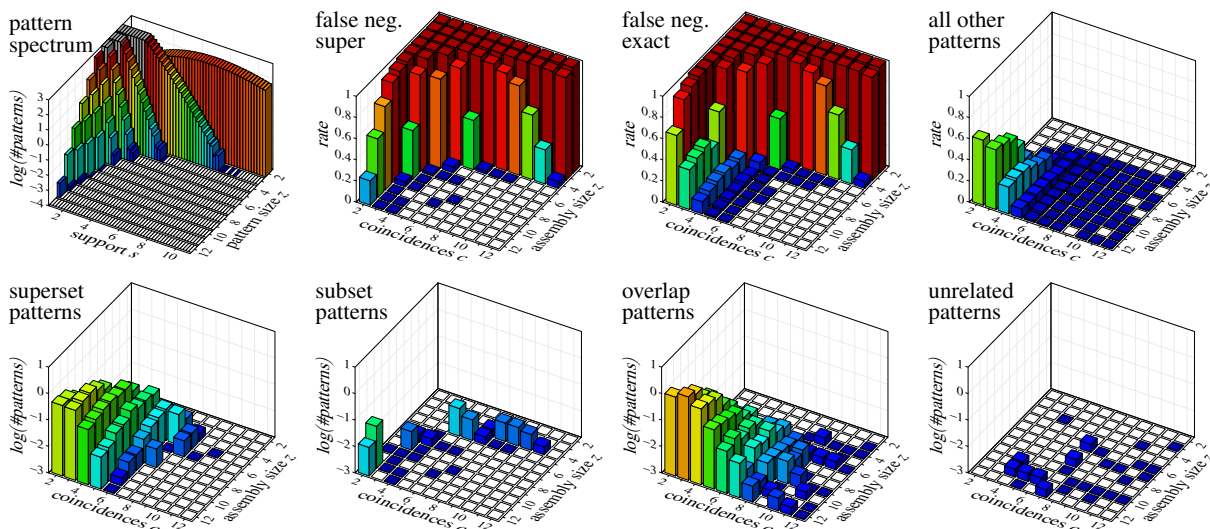
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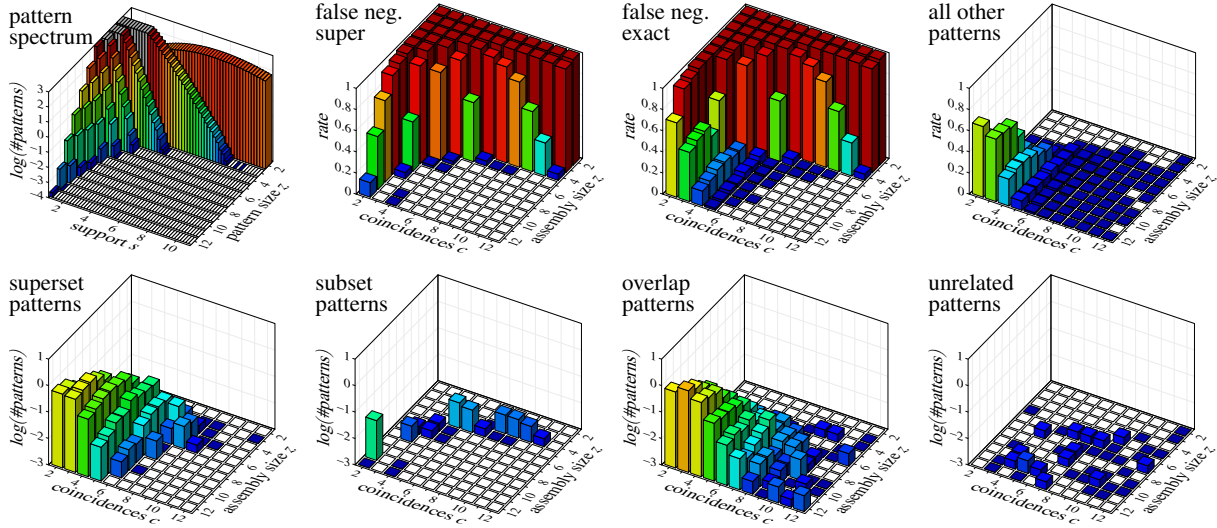
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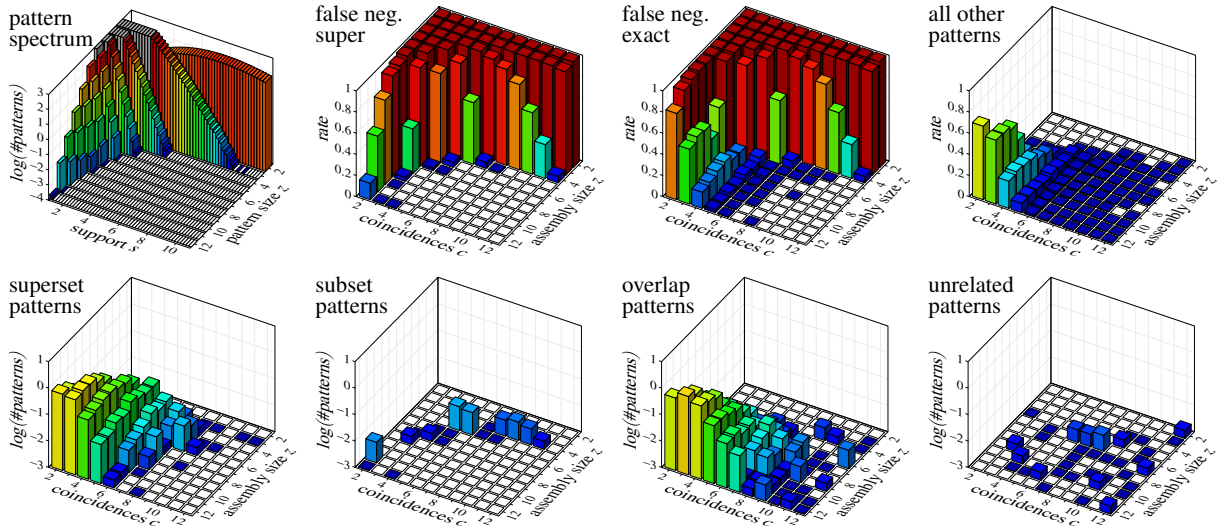
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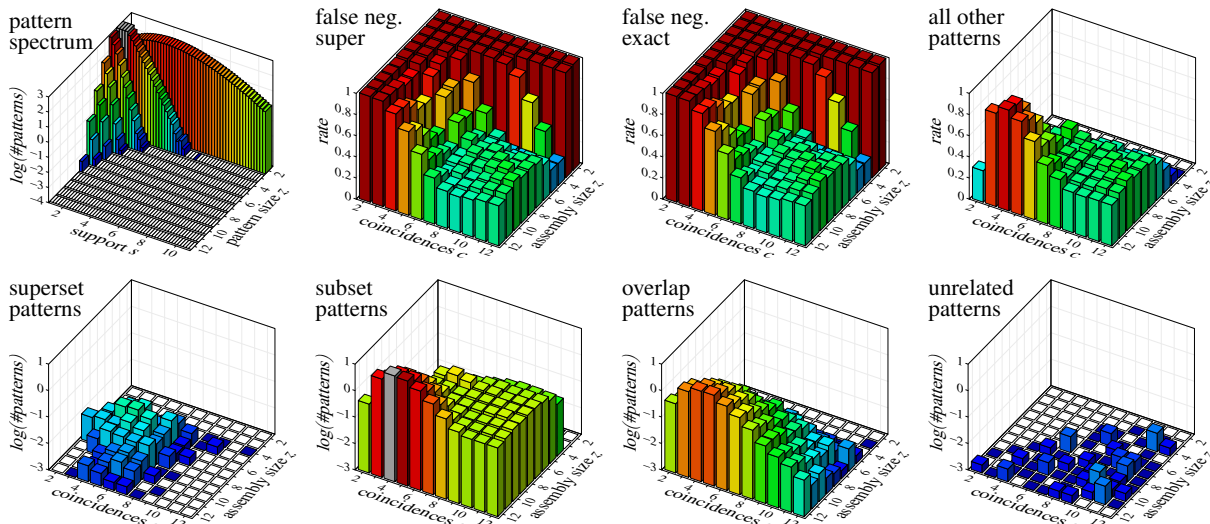
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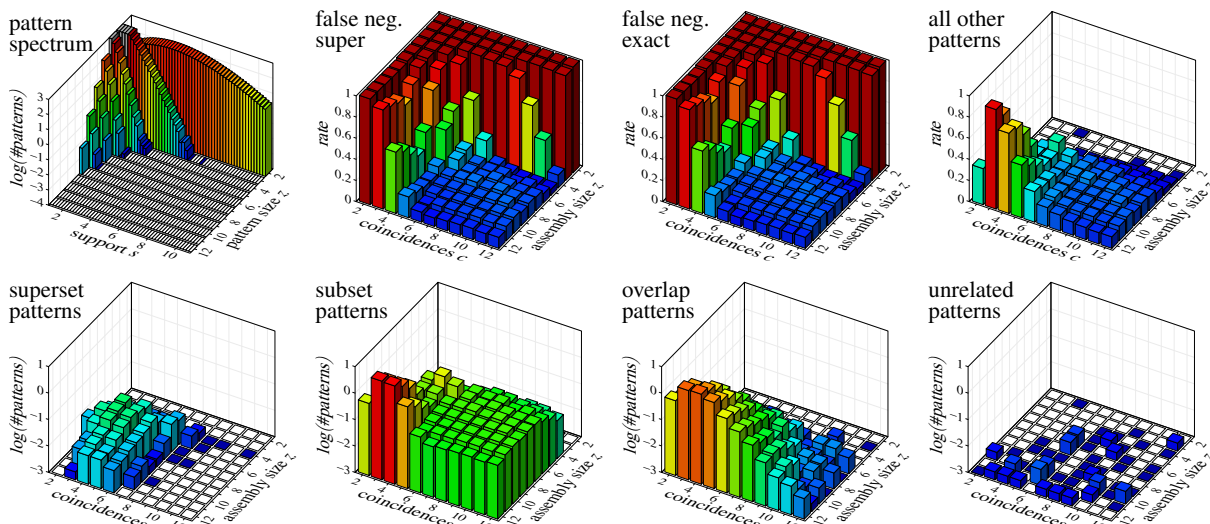
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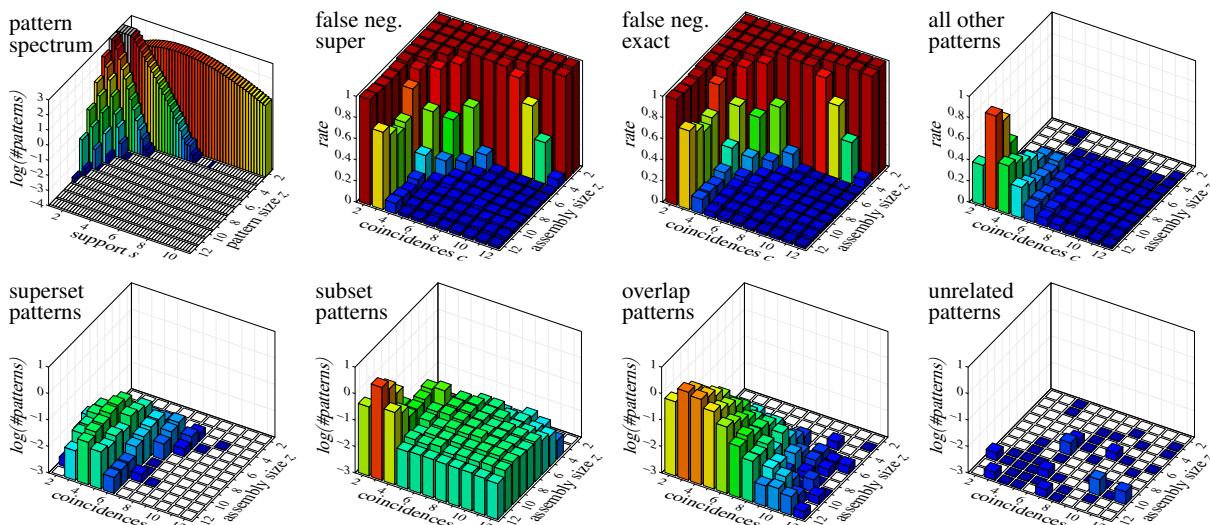
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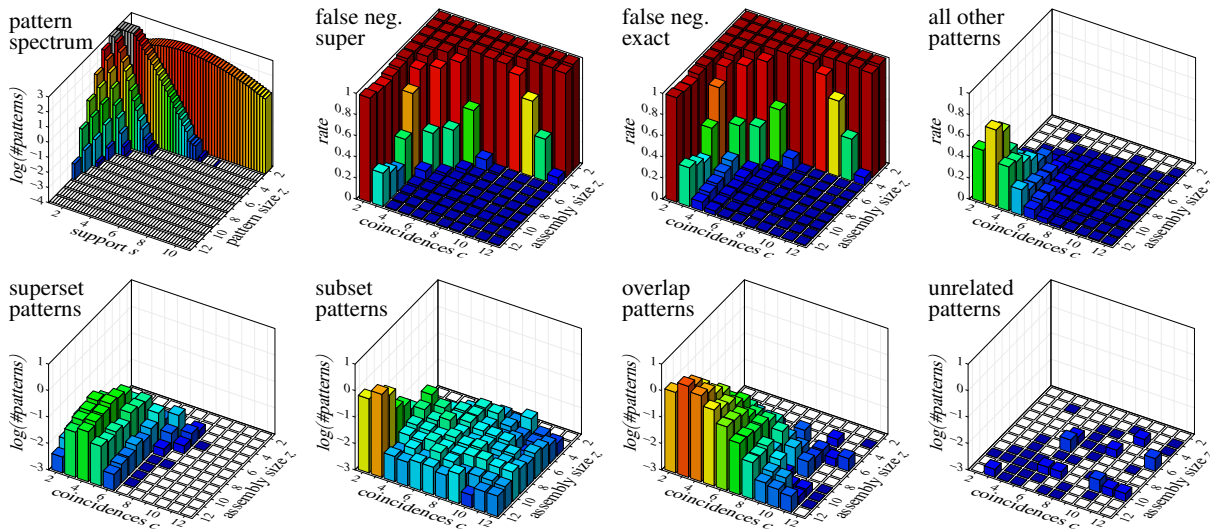
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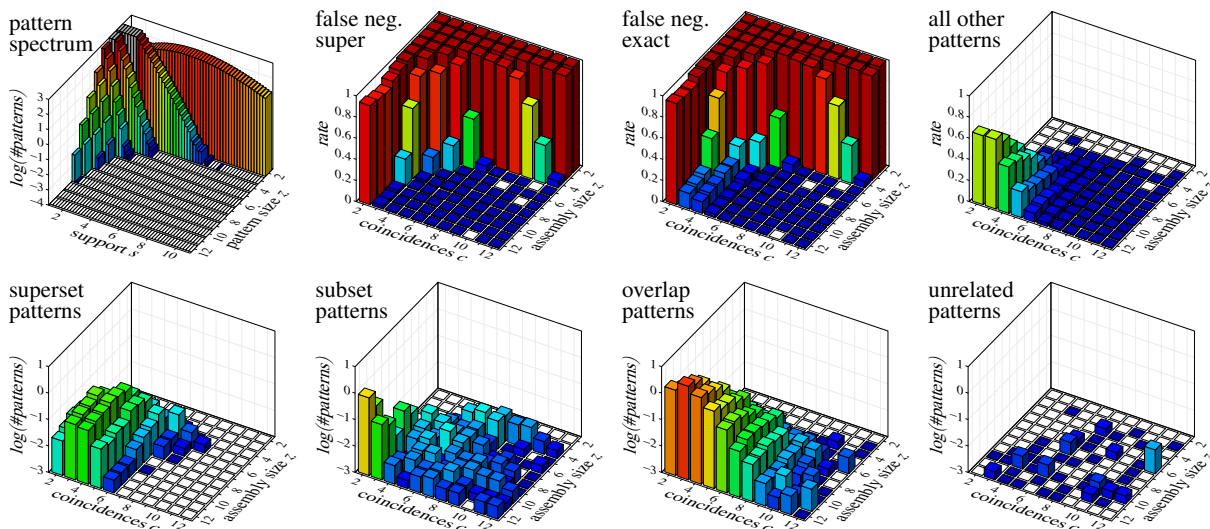
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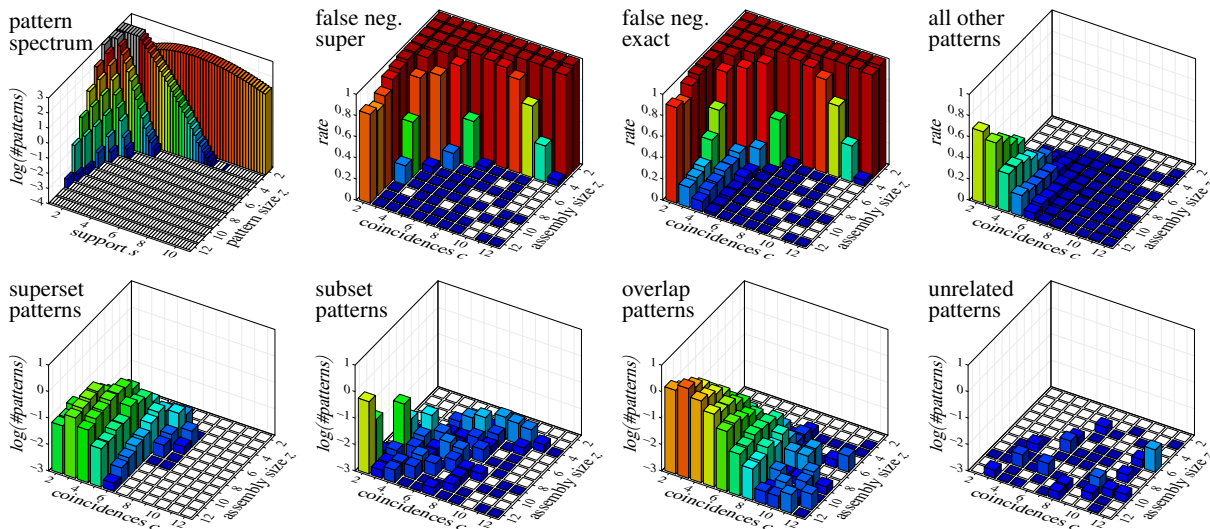
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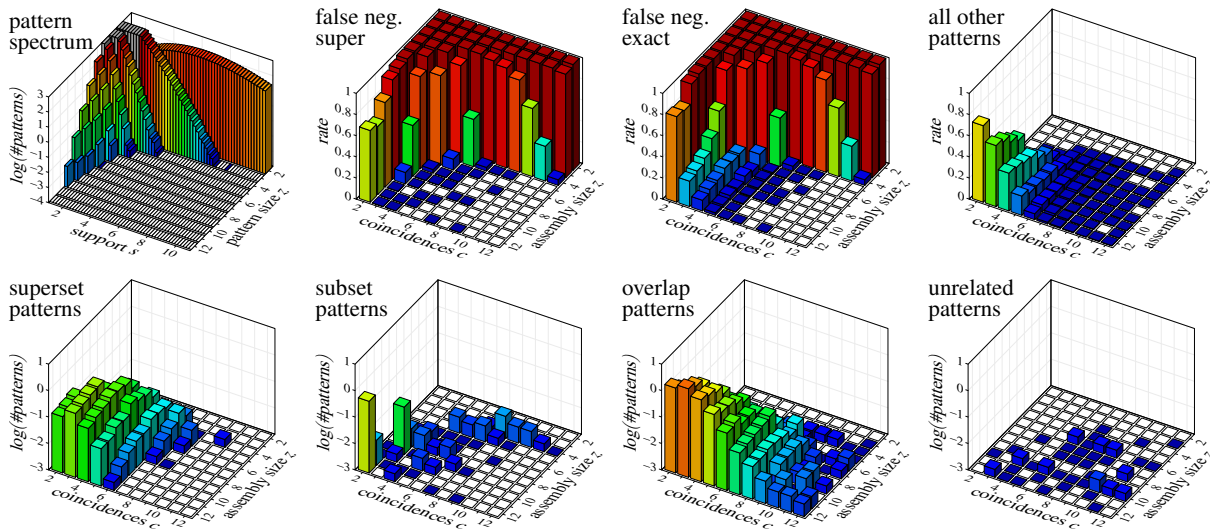
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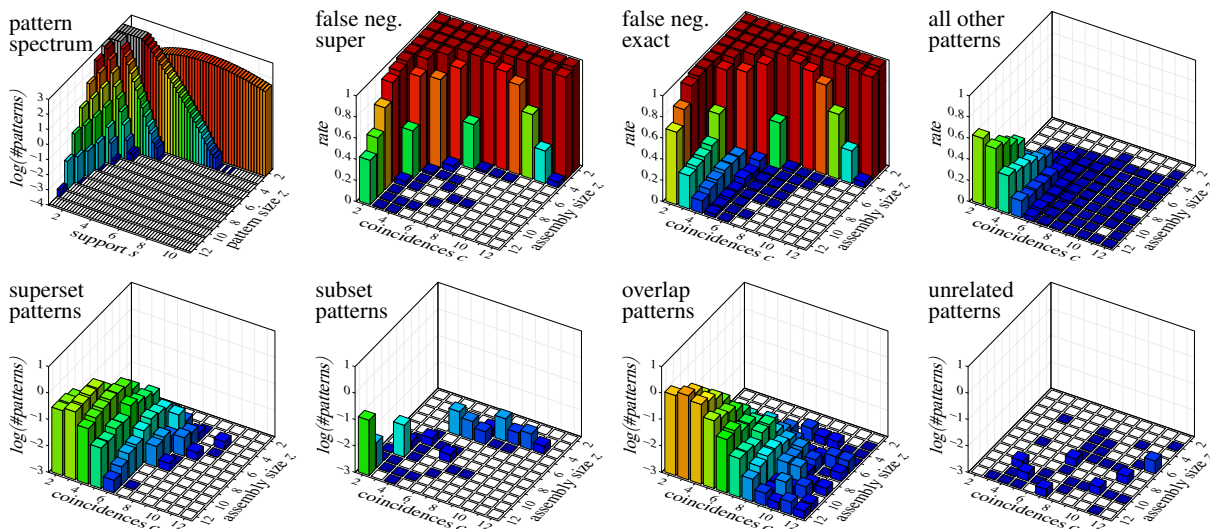
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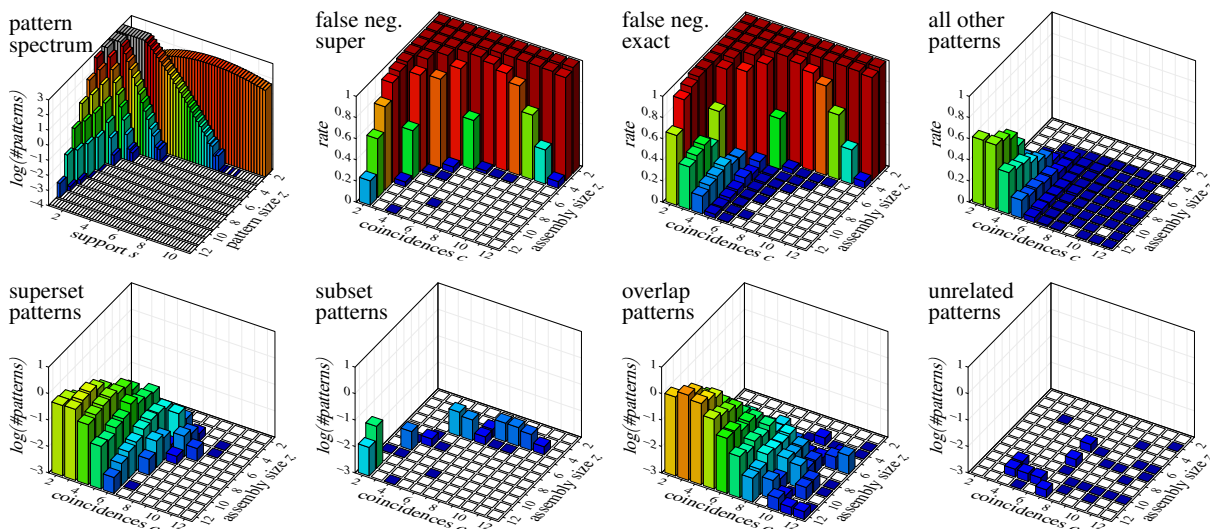
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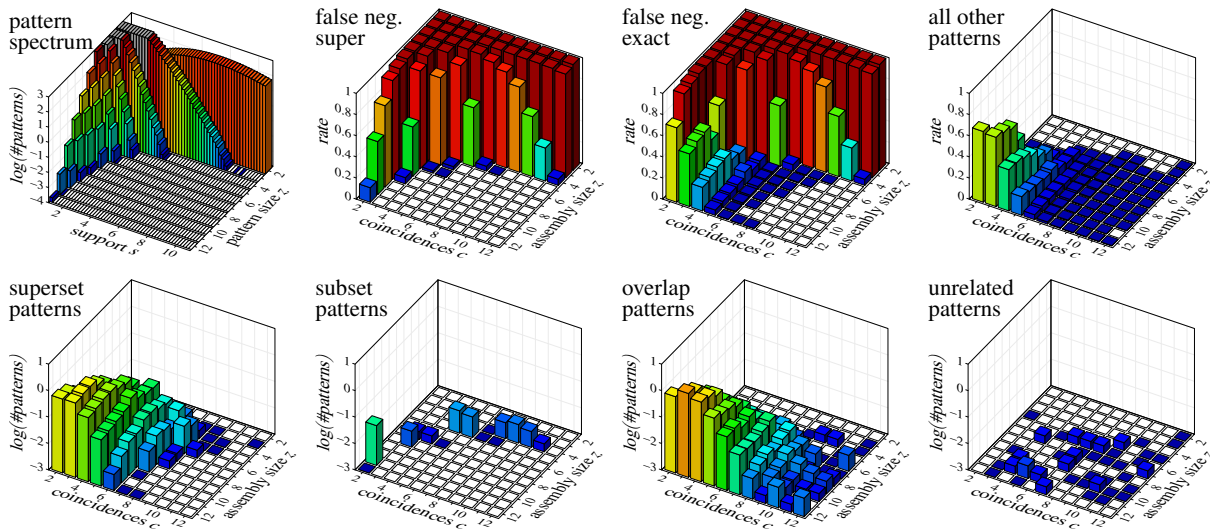
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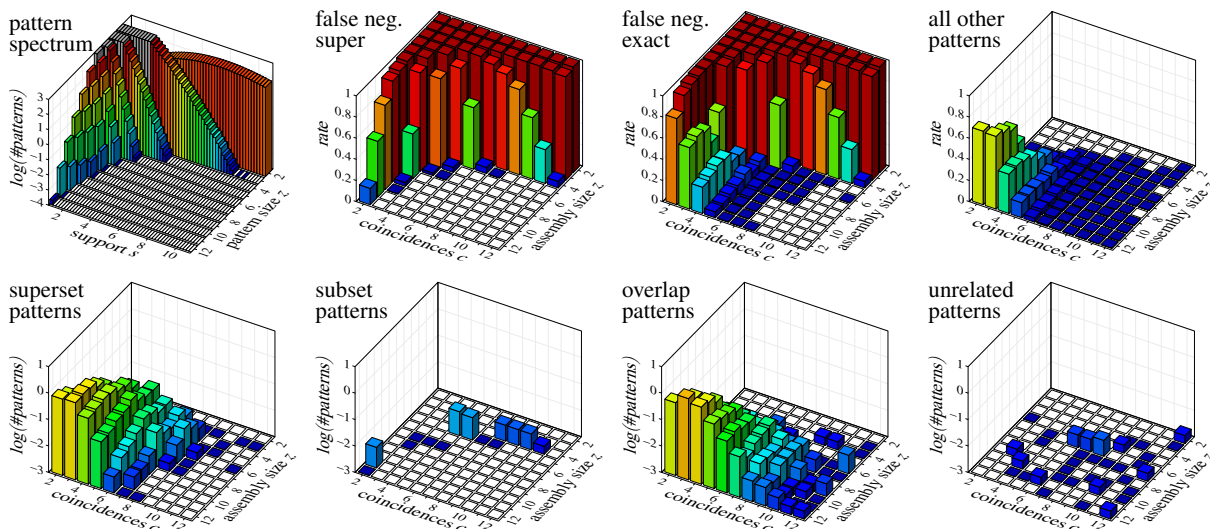
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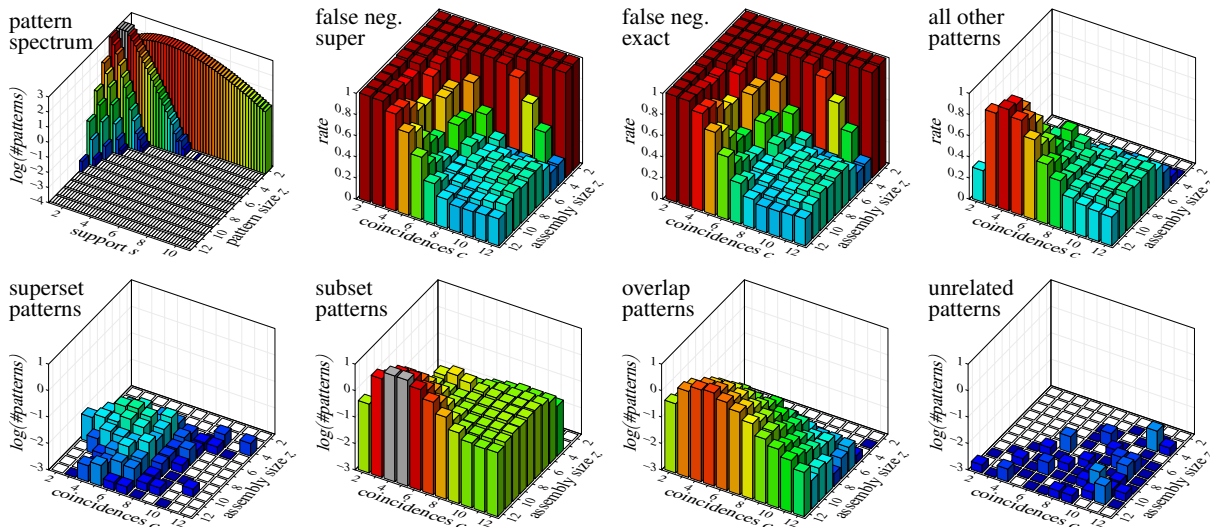
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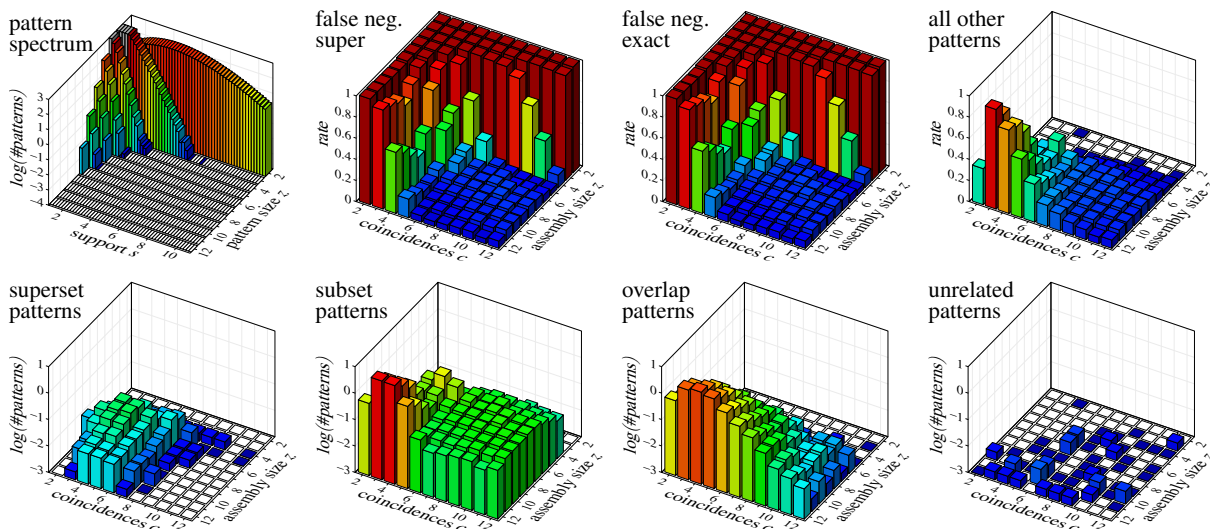
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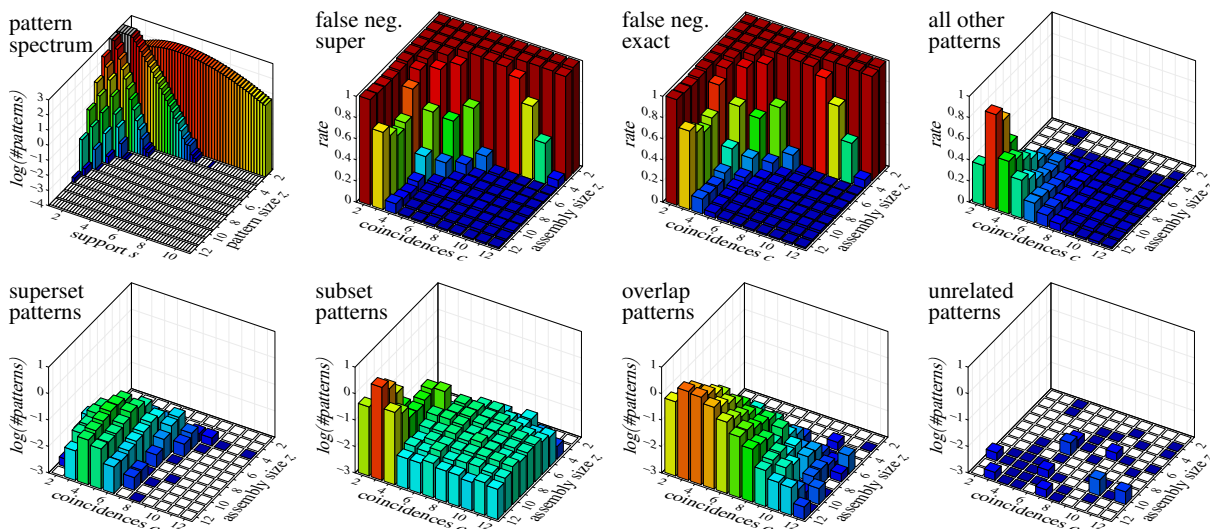
4.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



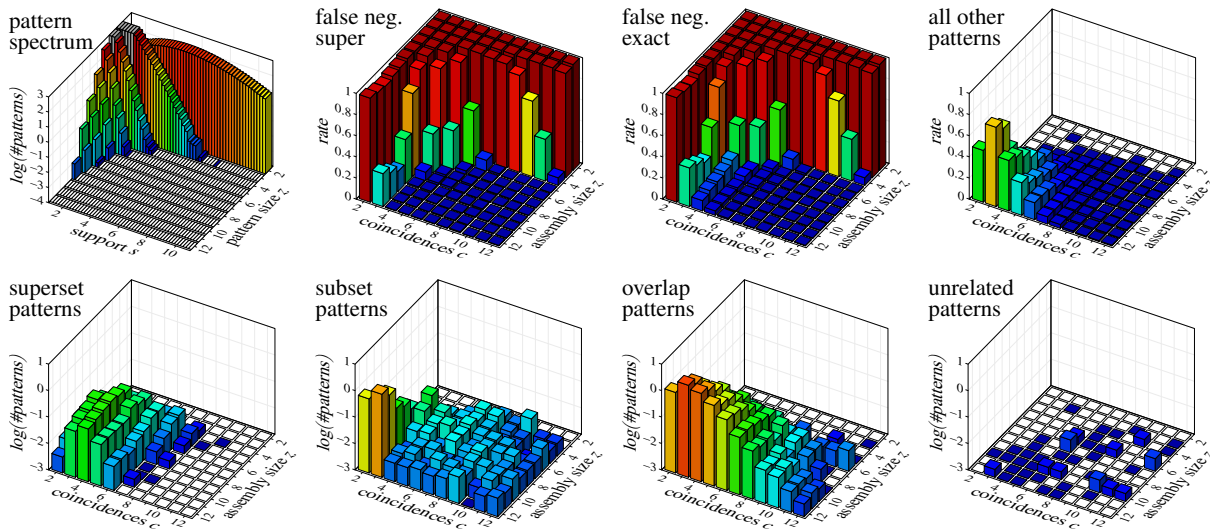
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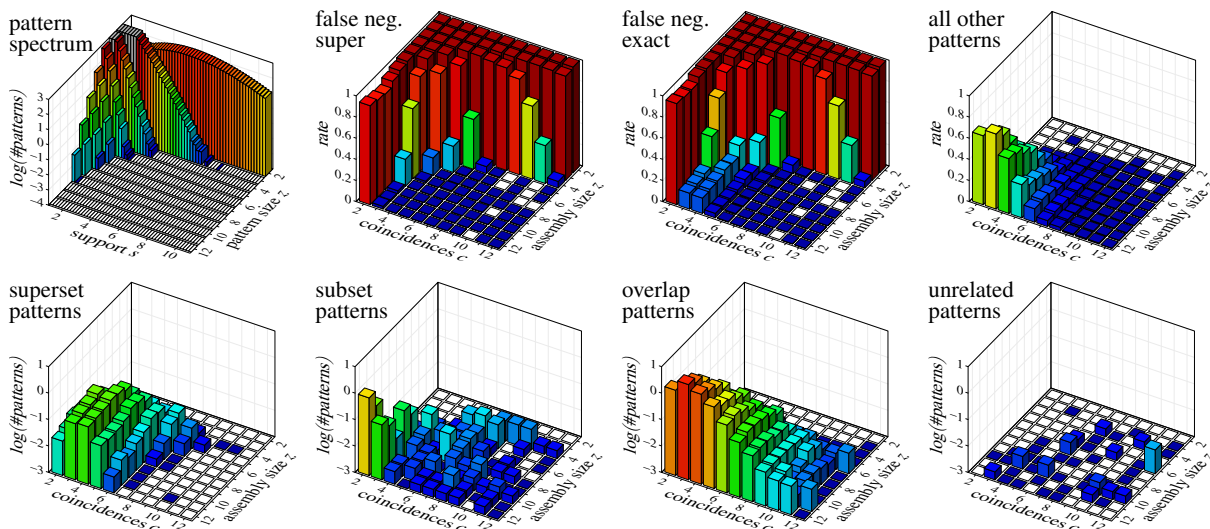
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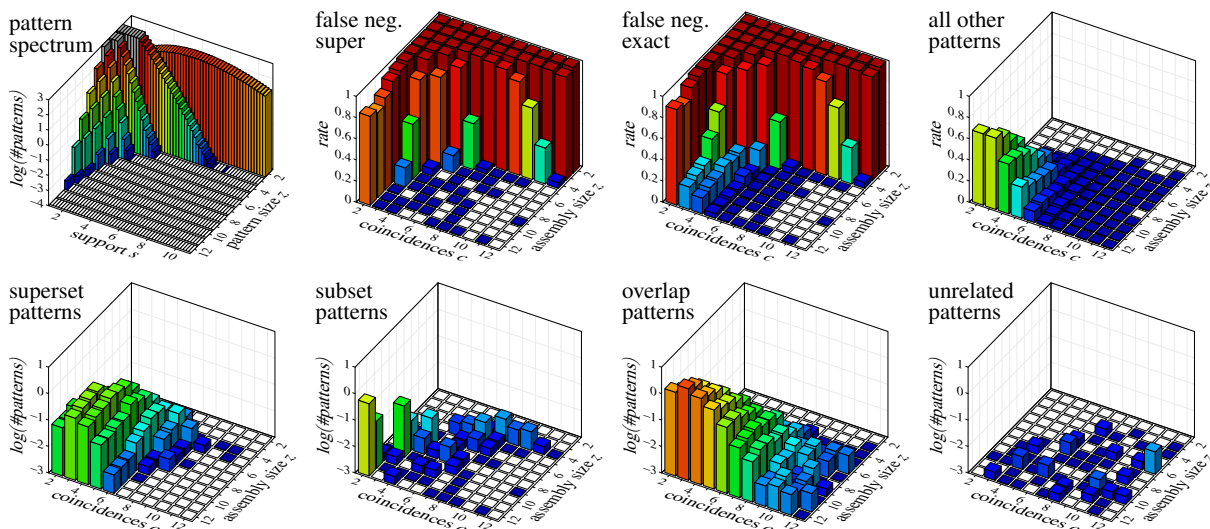
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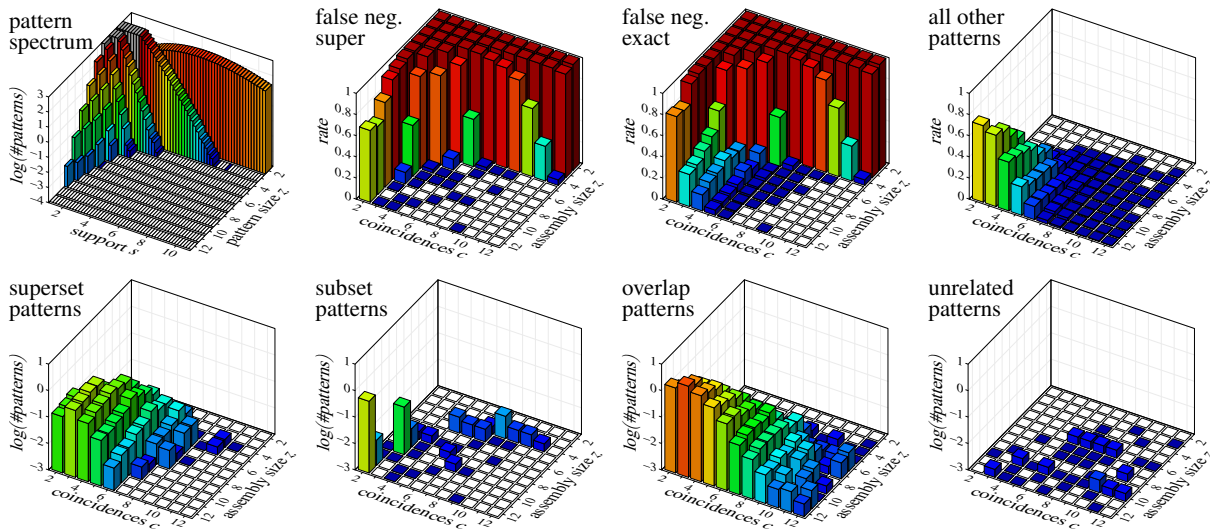
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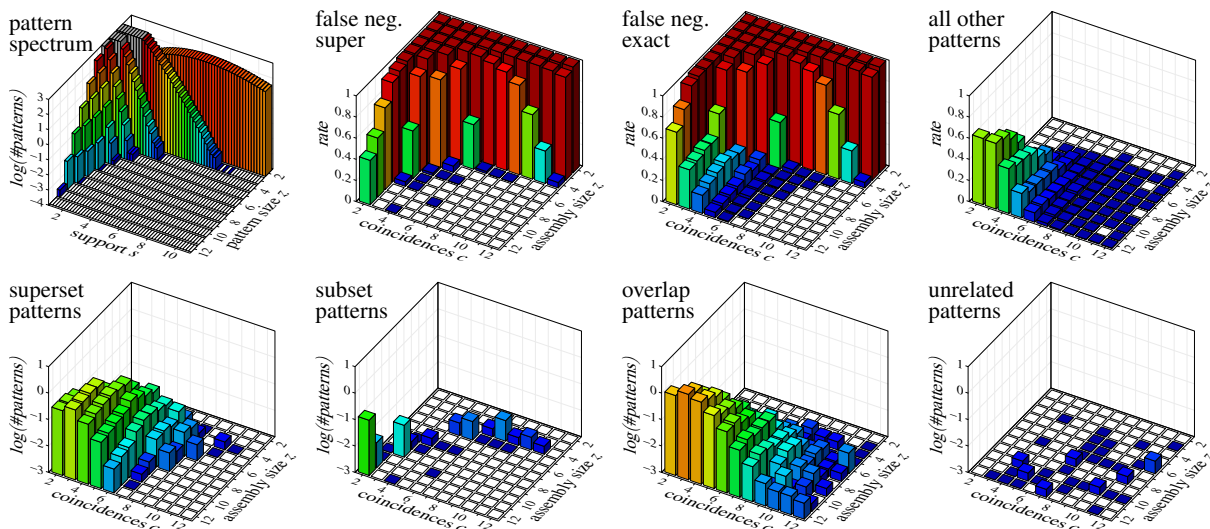
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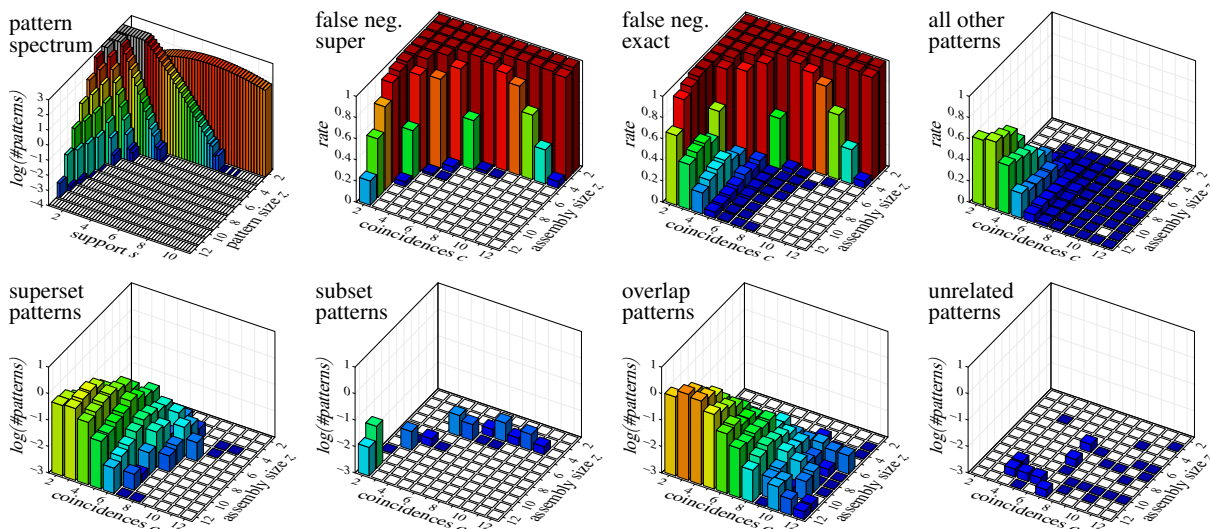
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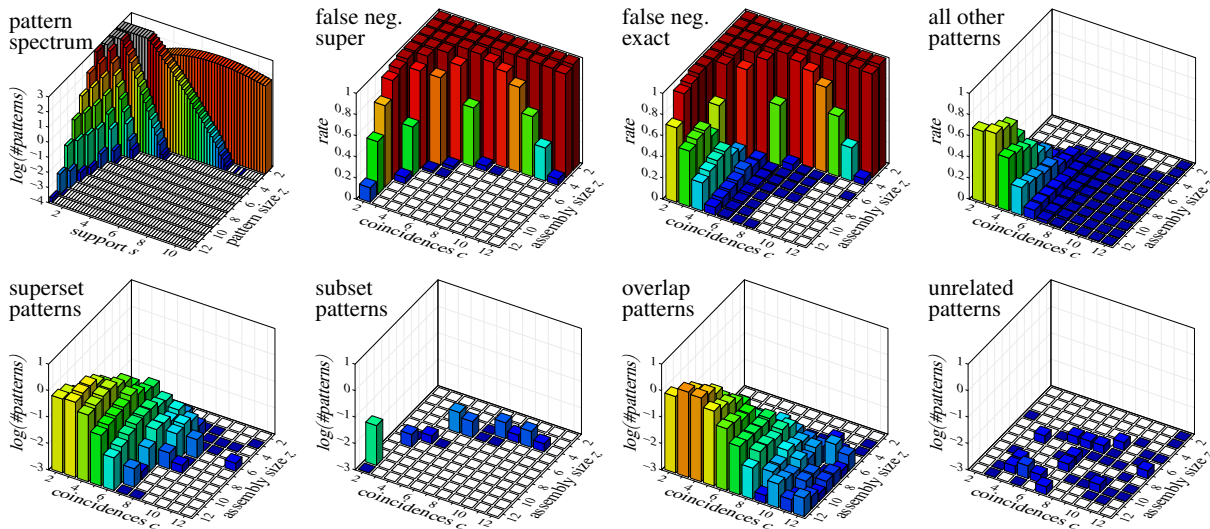
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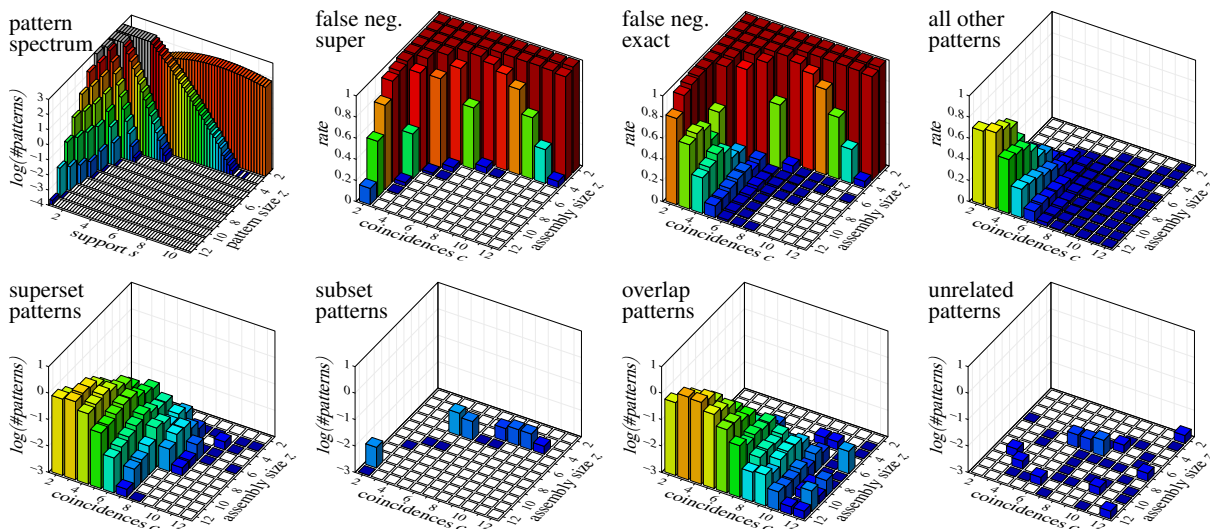
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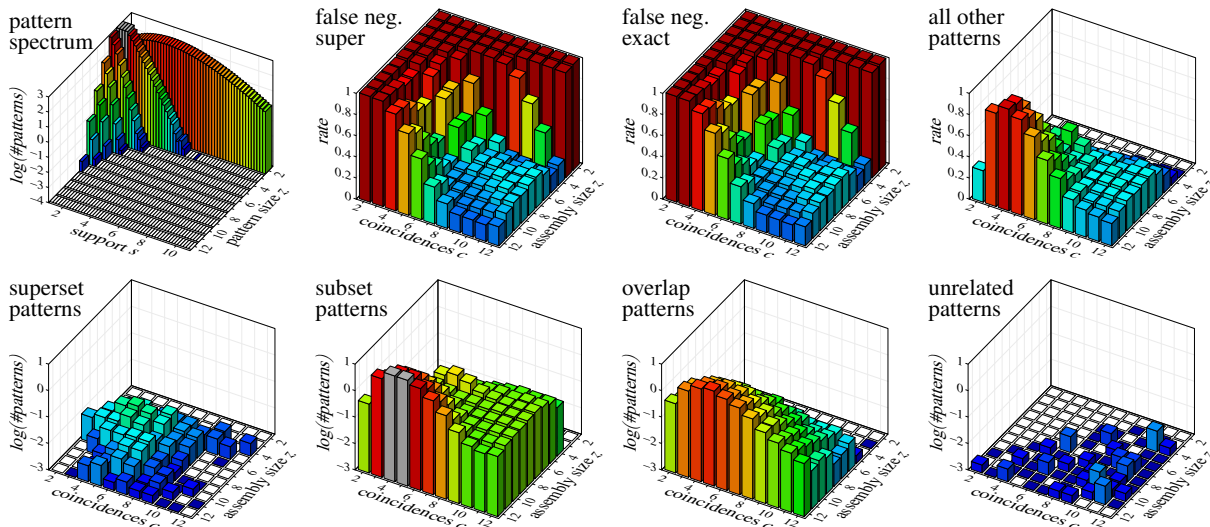
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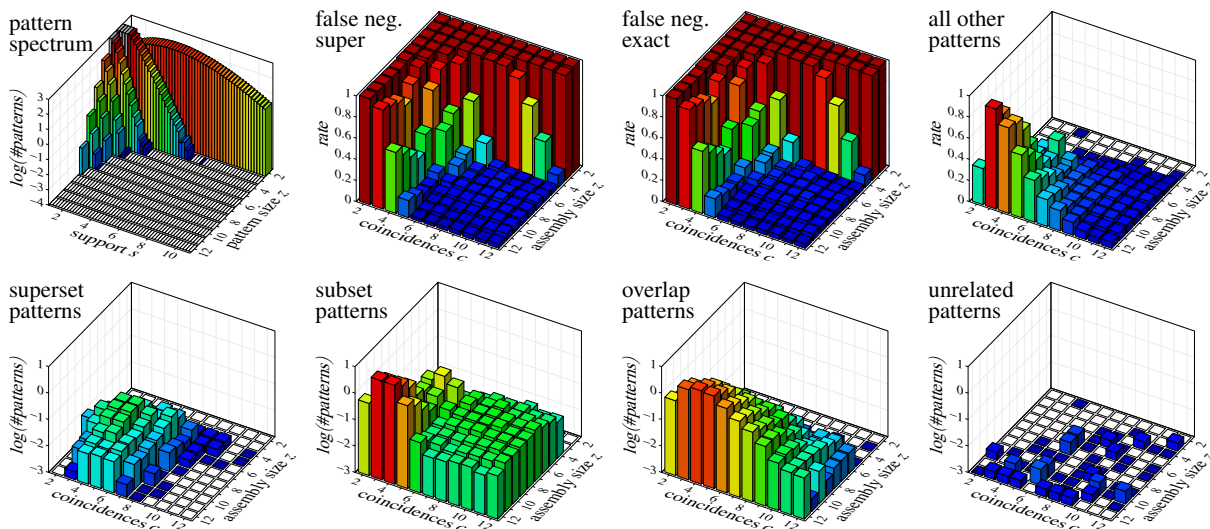
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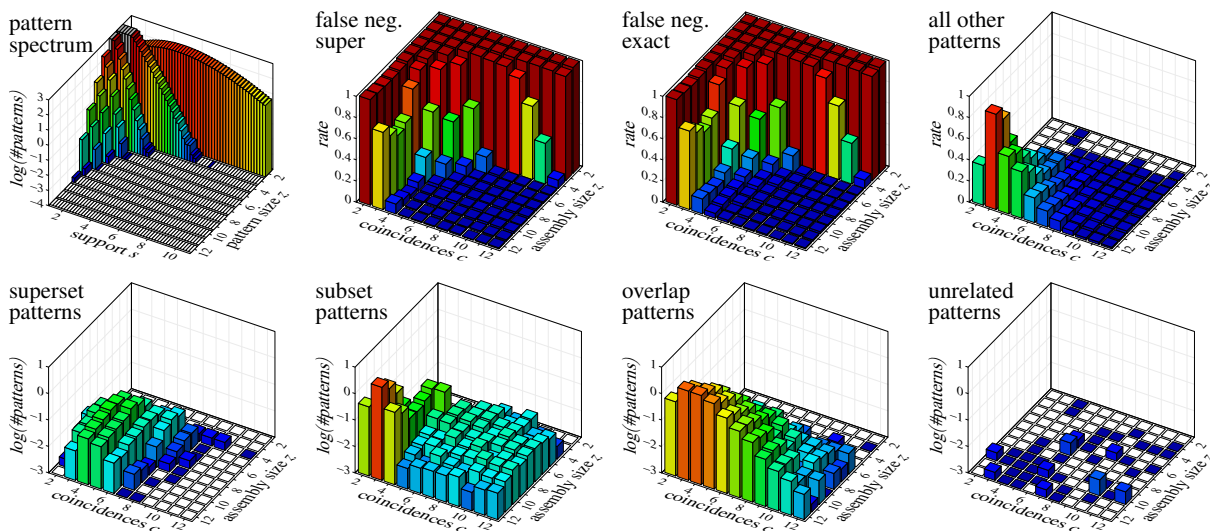
4.0ms jitter, 4.0ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



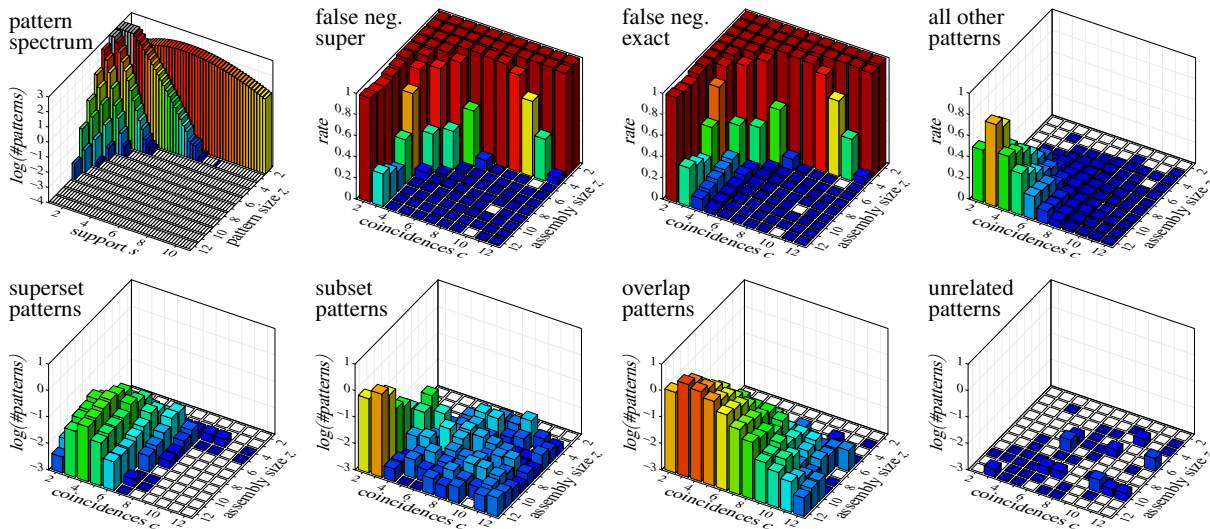
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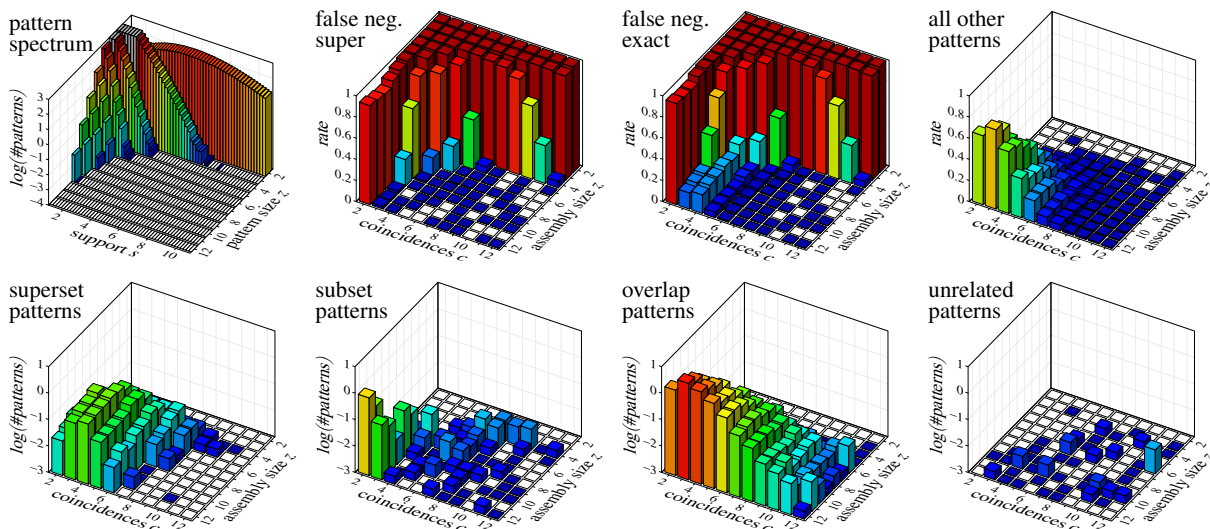
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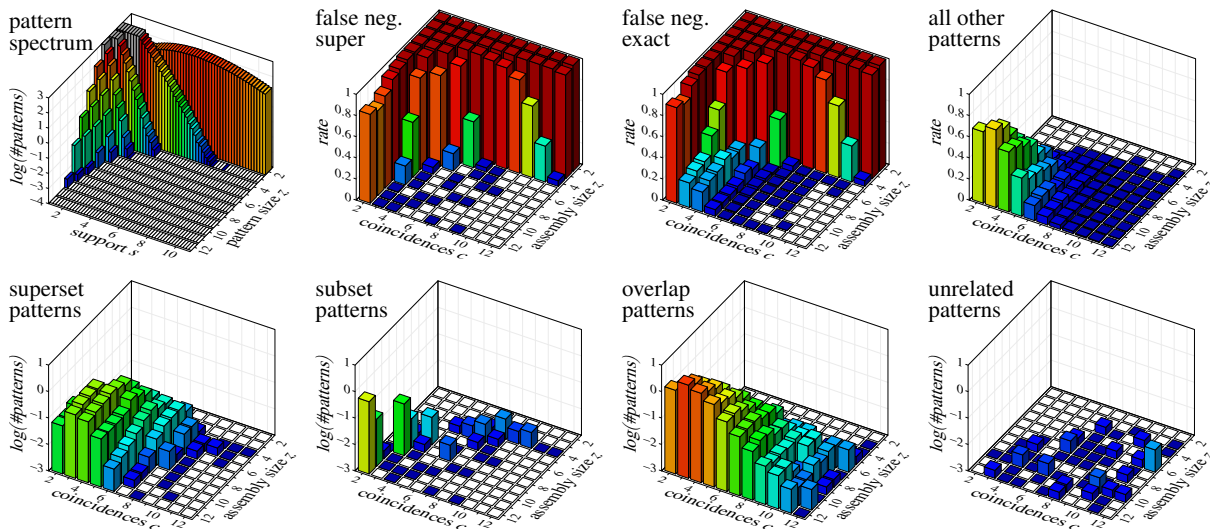
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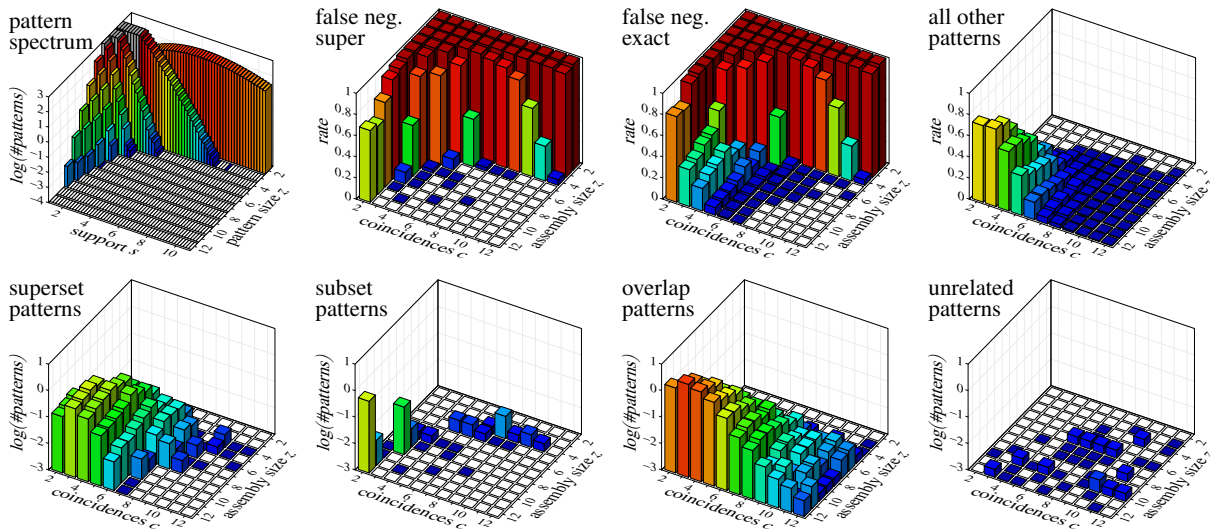
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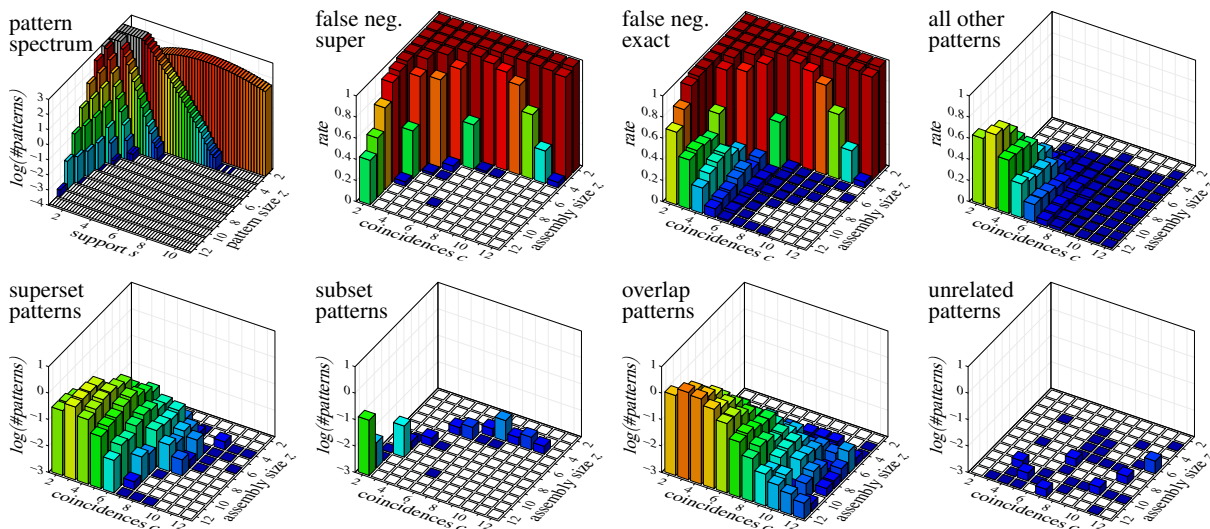
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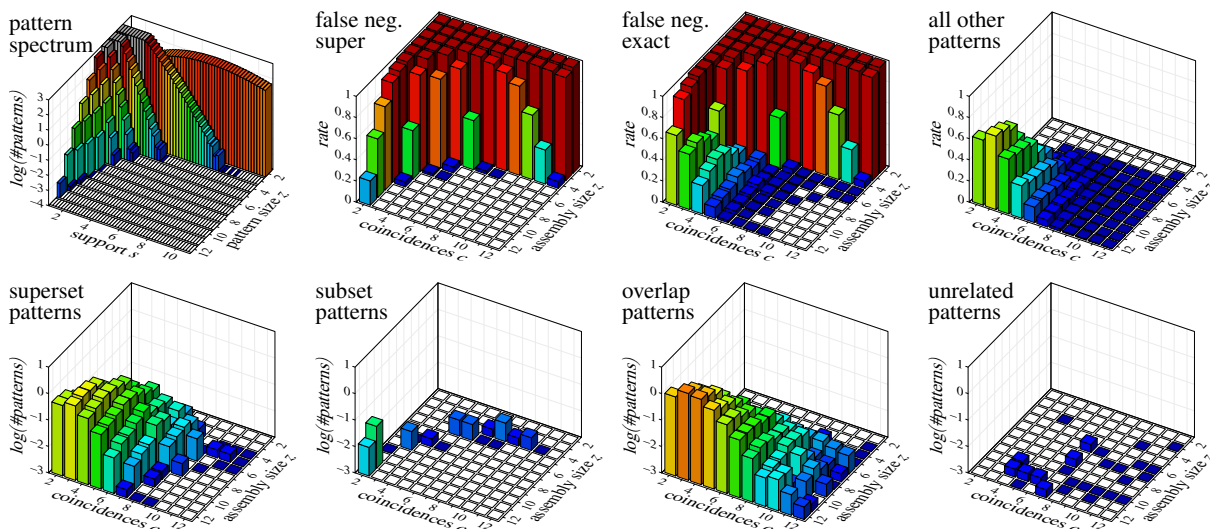
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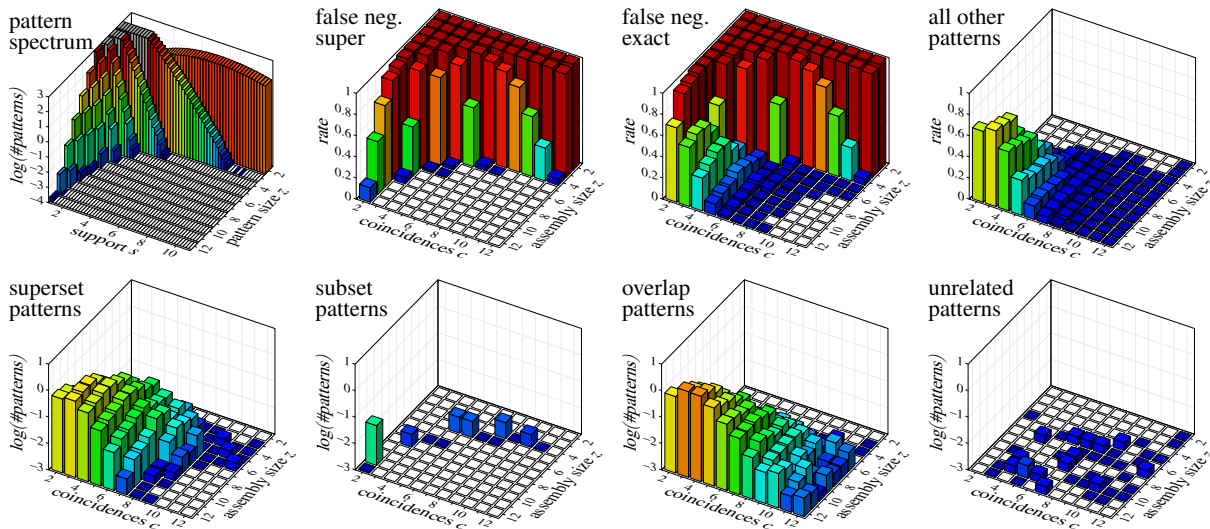
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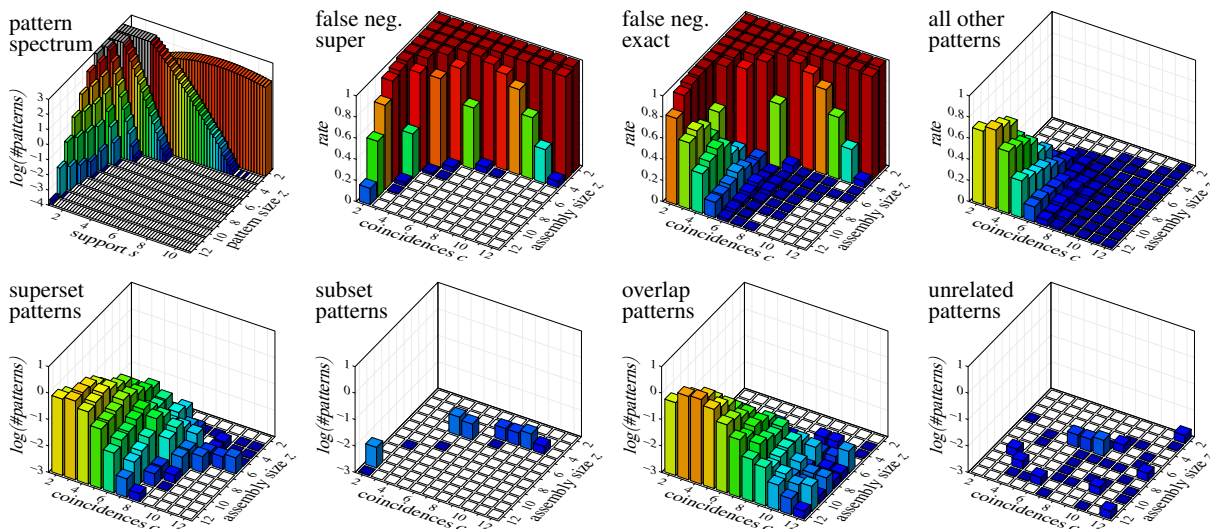
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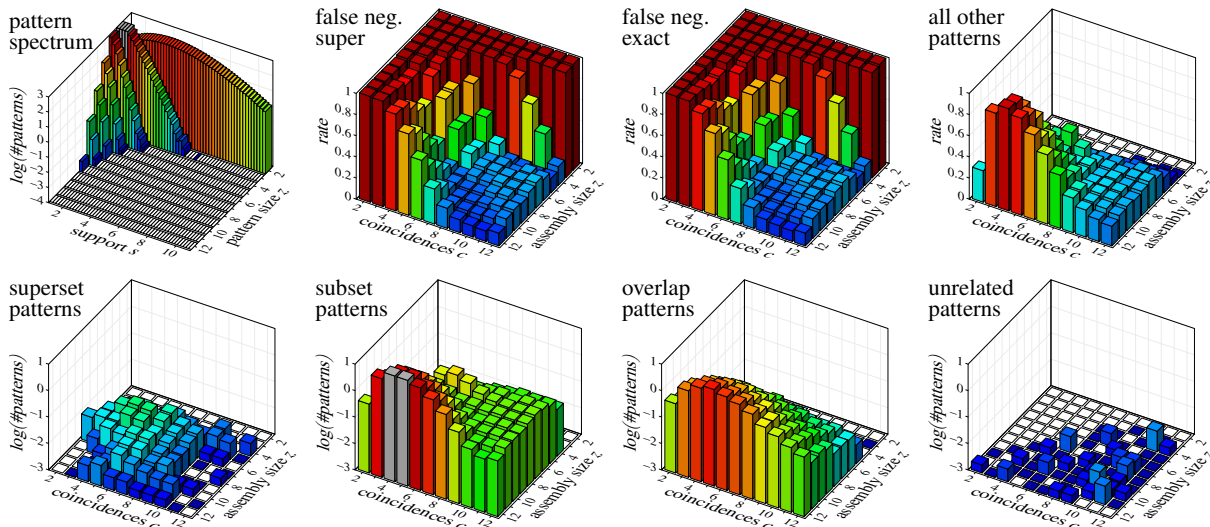
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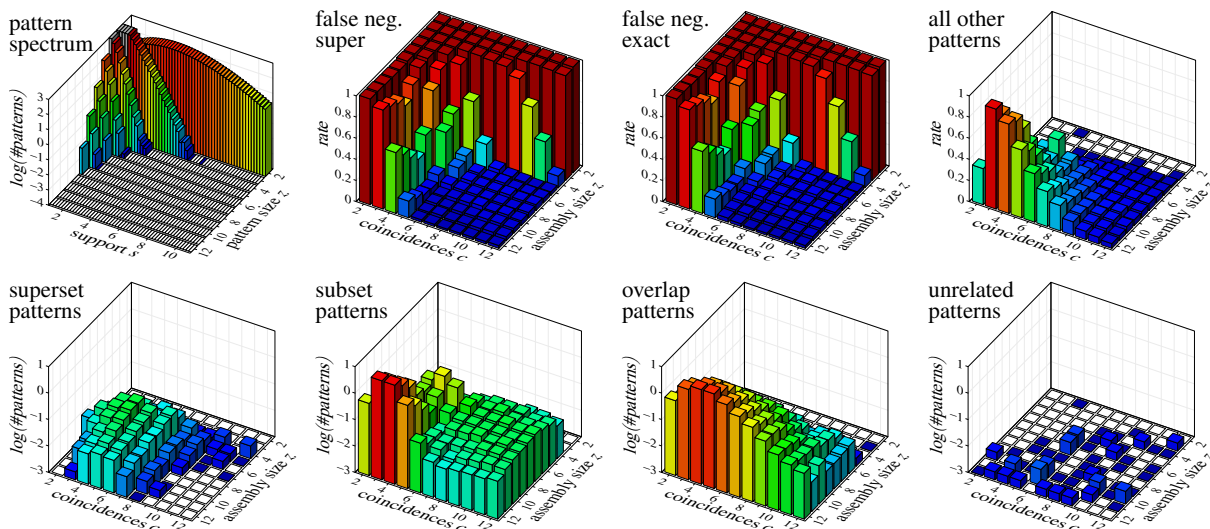
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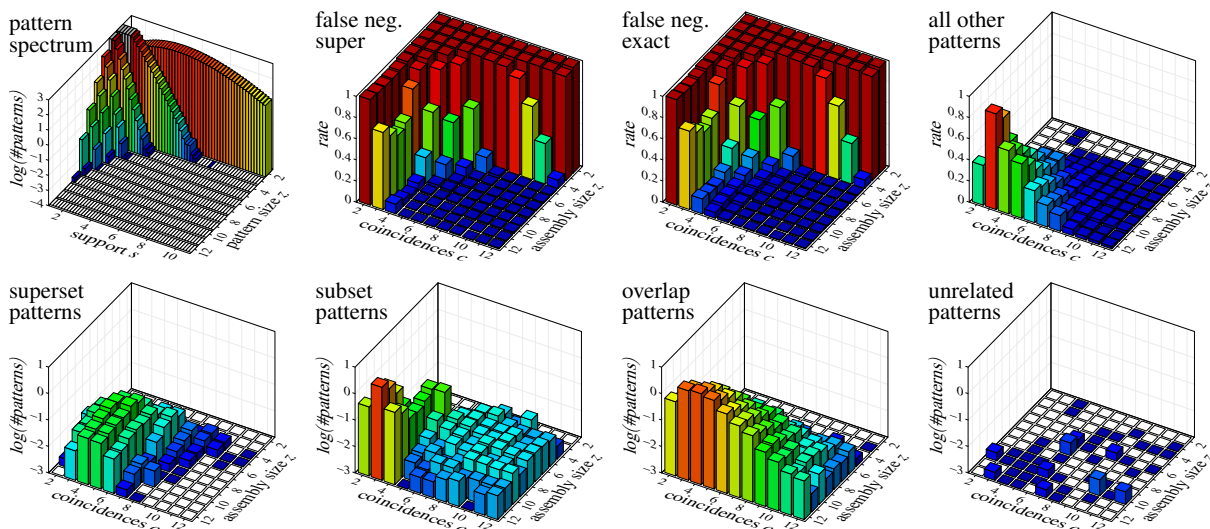
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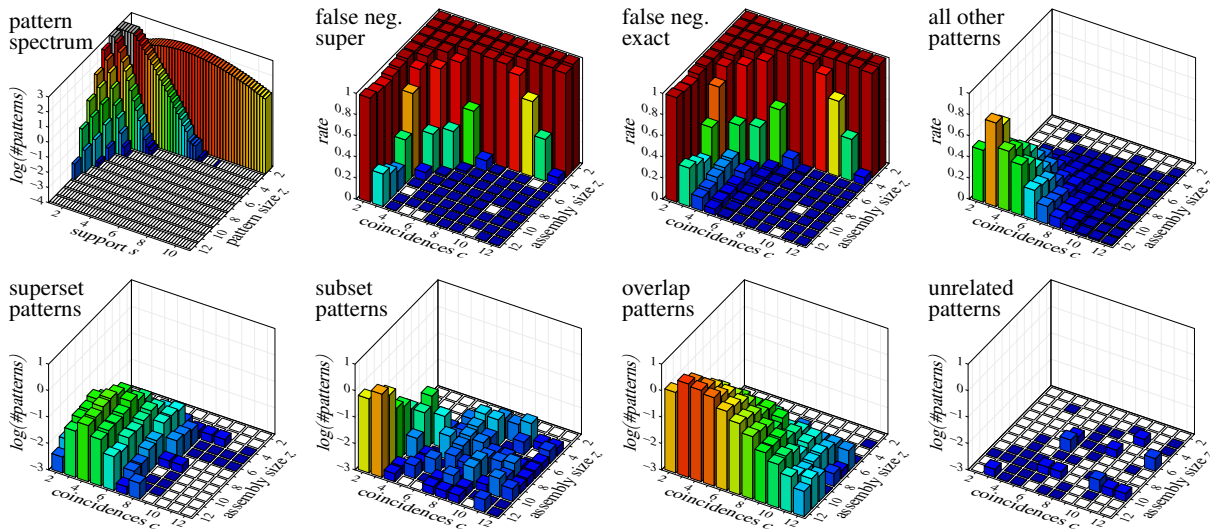
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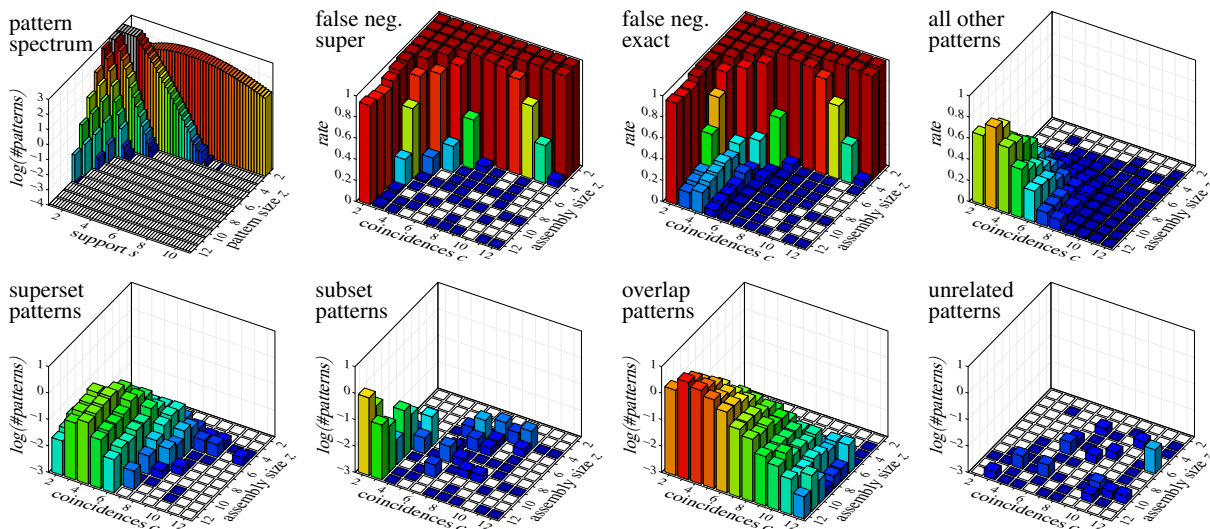
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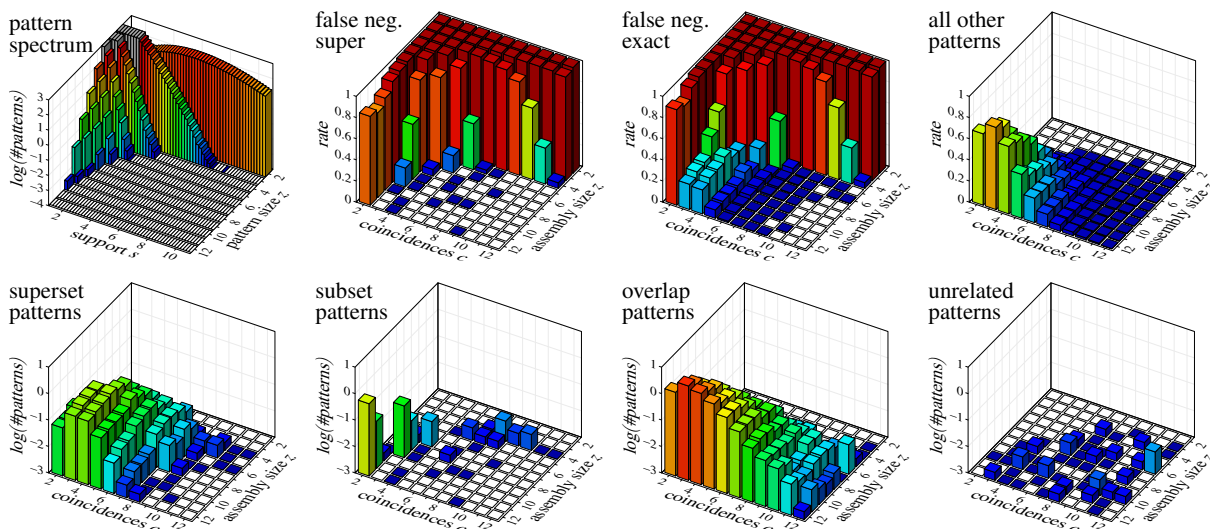
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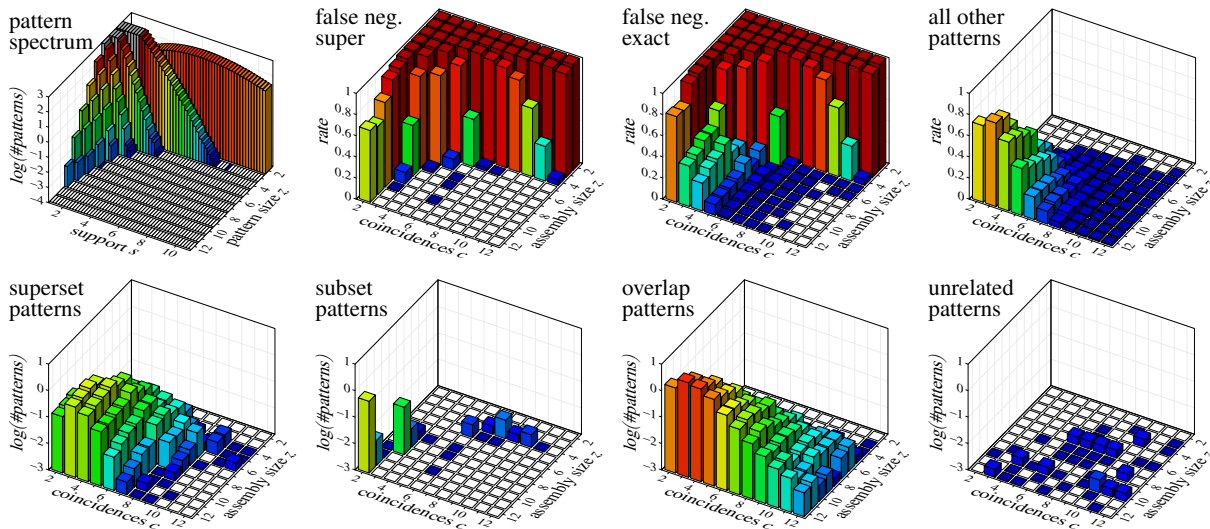
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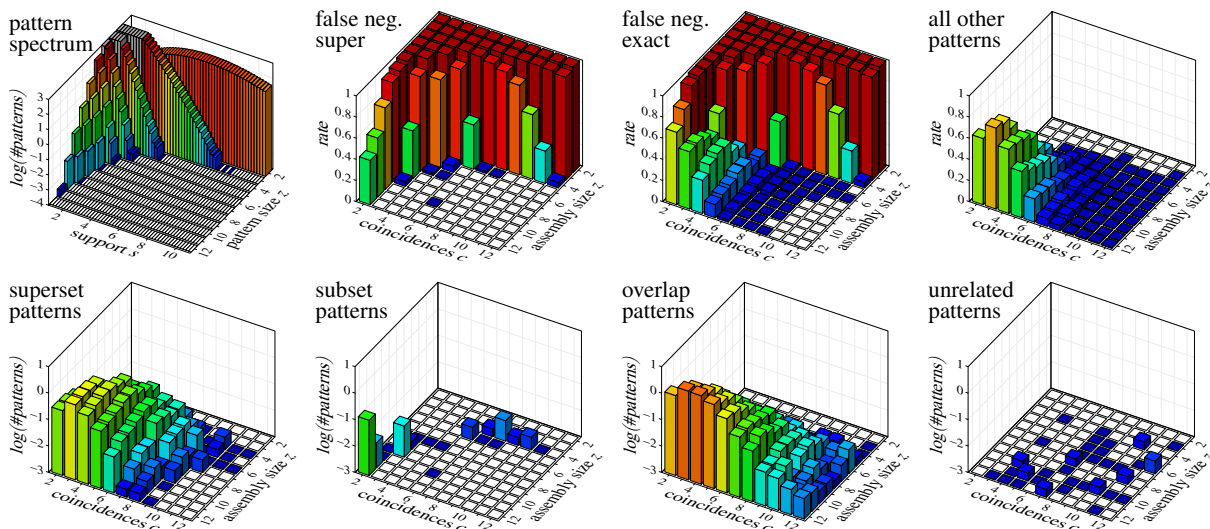
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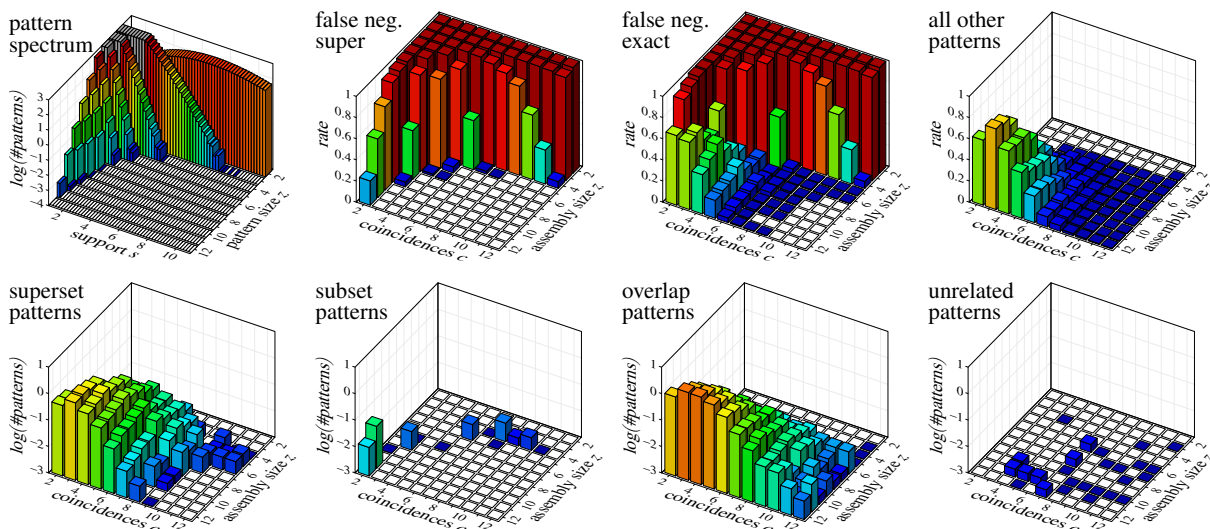
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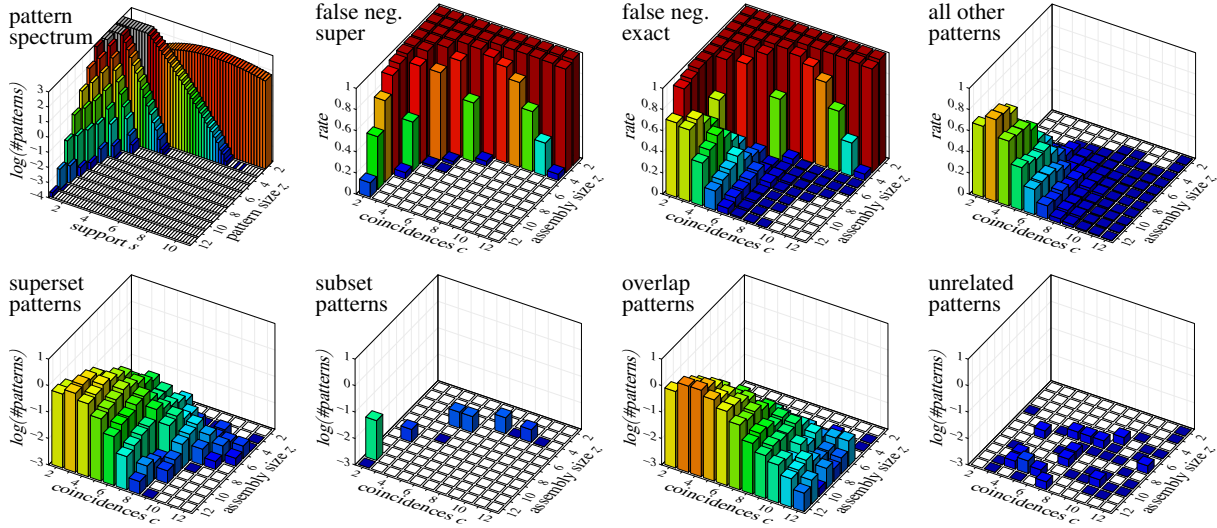
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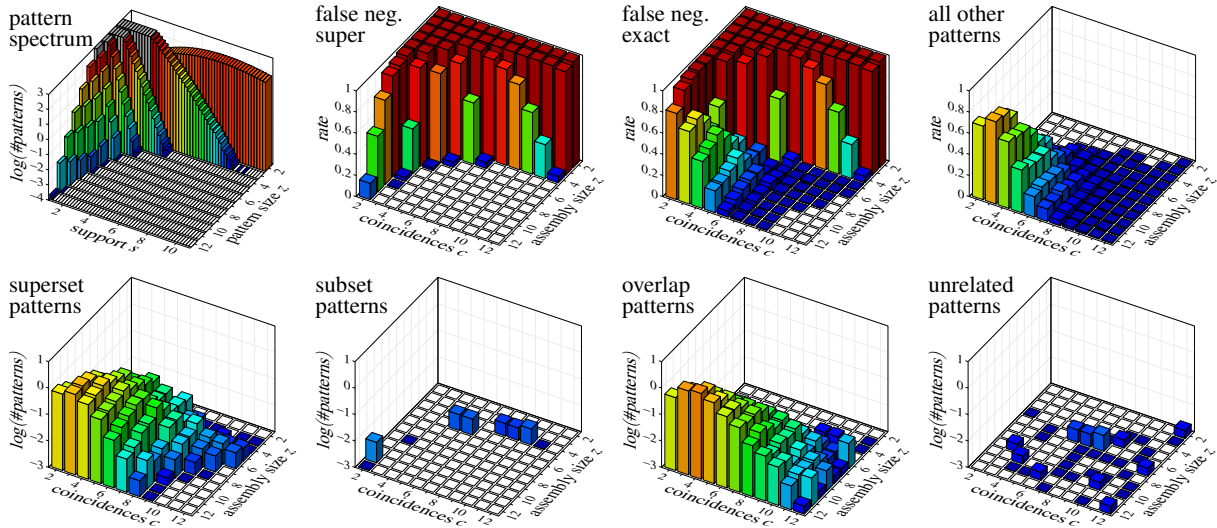
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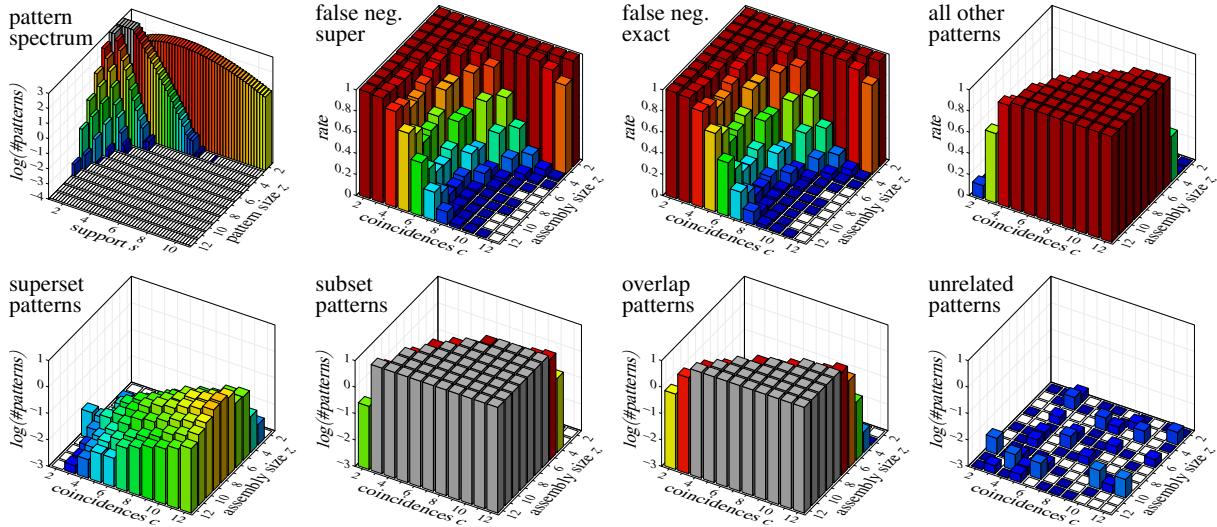
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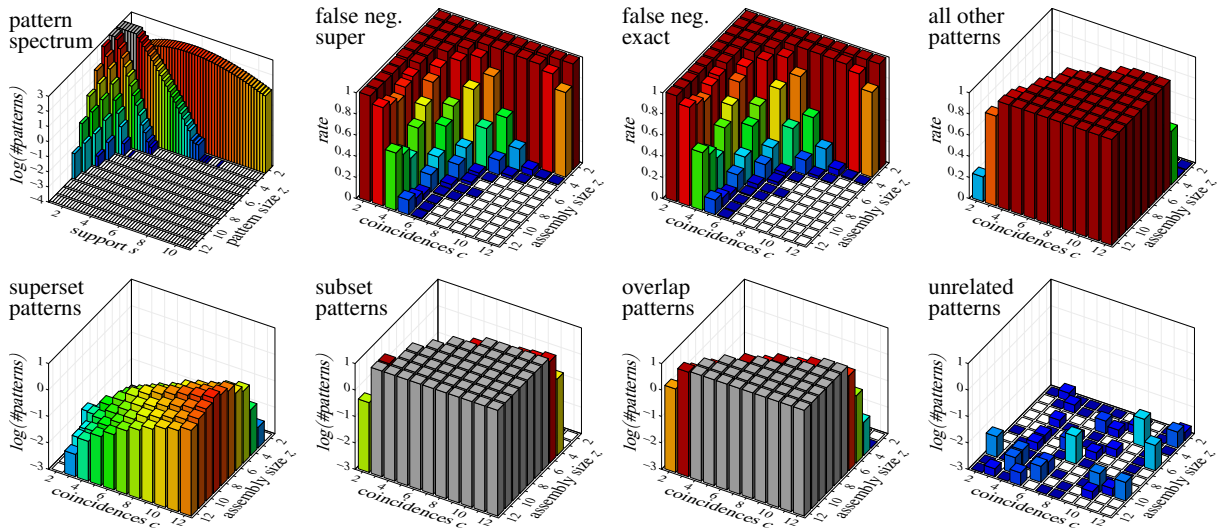
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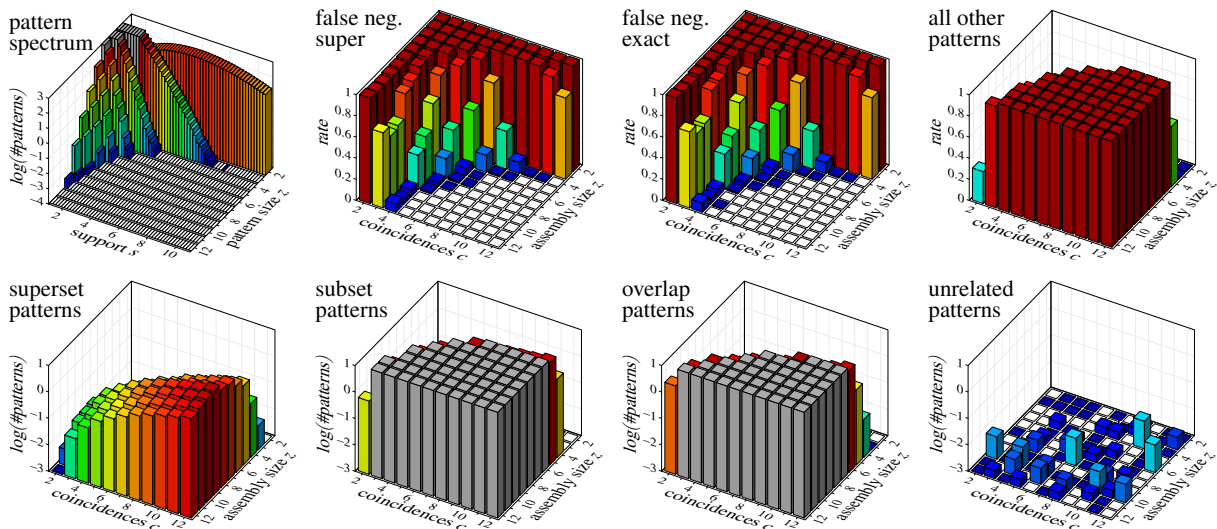
5.0ms jitter, 5.0ms windows, filtered with surrogate data



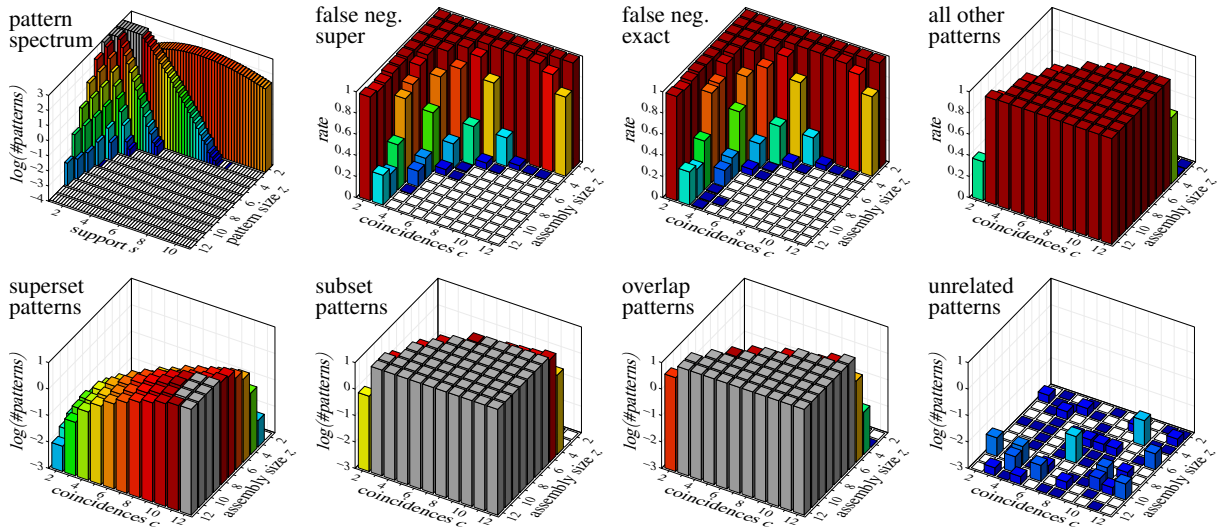
5.0ms jitter, 5.5ms windows, filtered with surrogate data



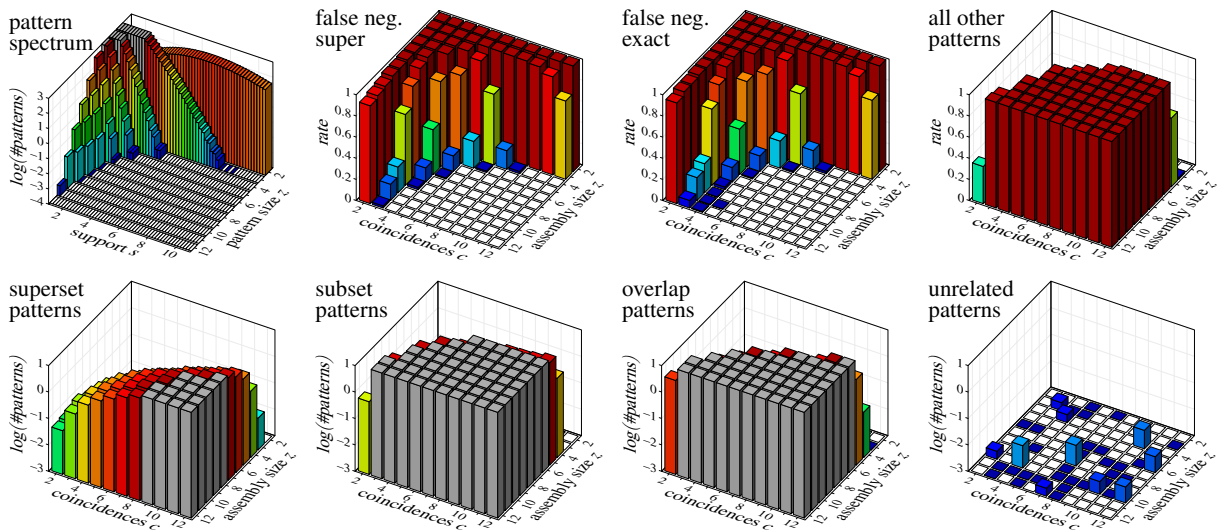
5.0ms jitter, 6.0ms windows, filtered with surrogate data



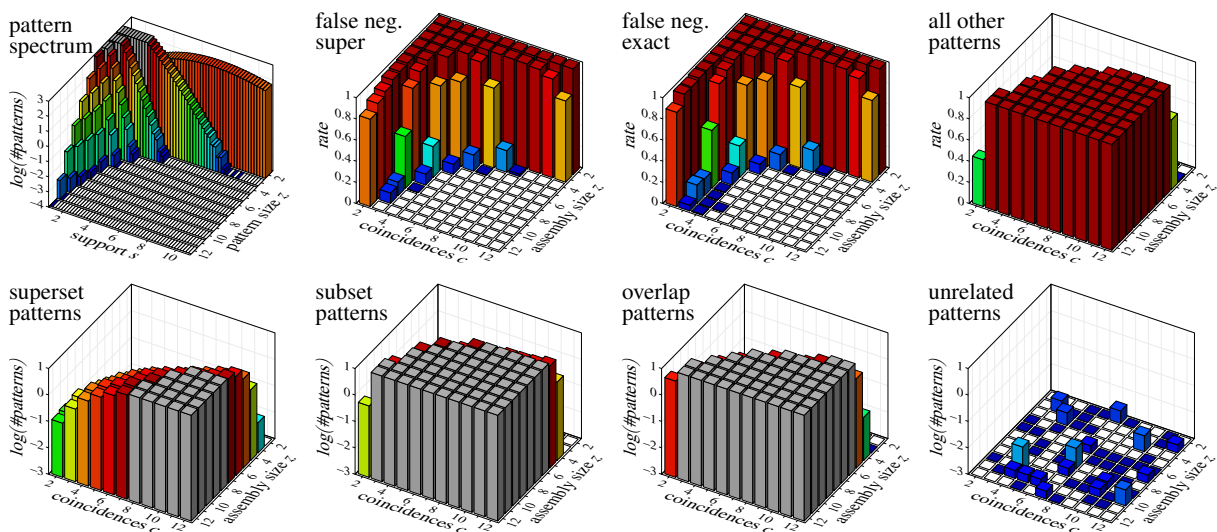
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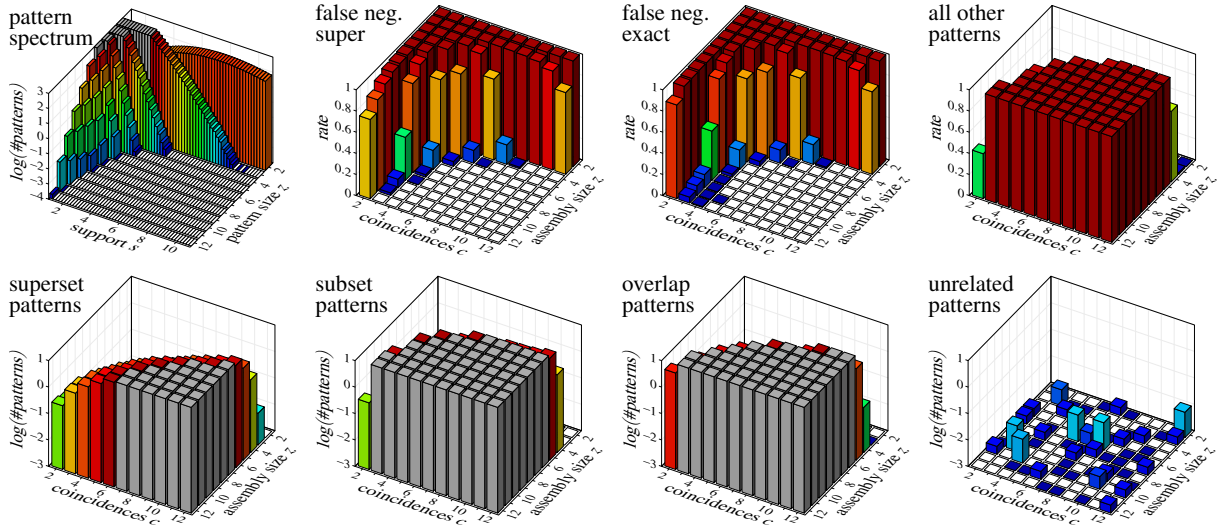
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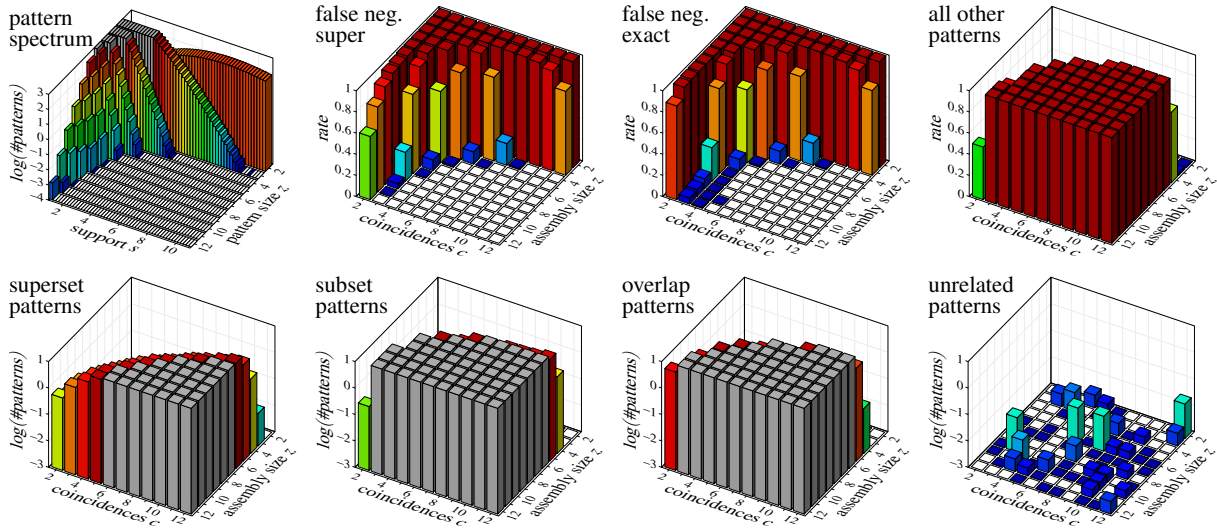
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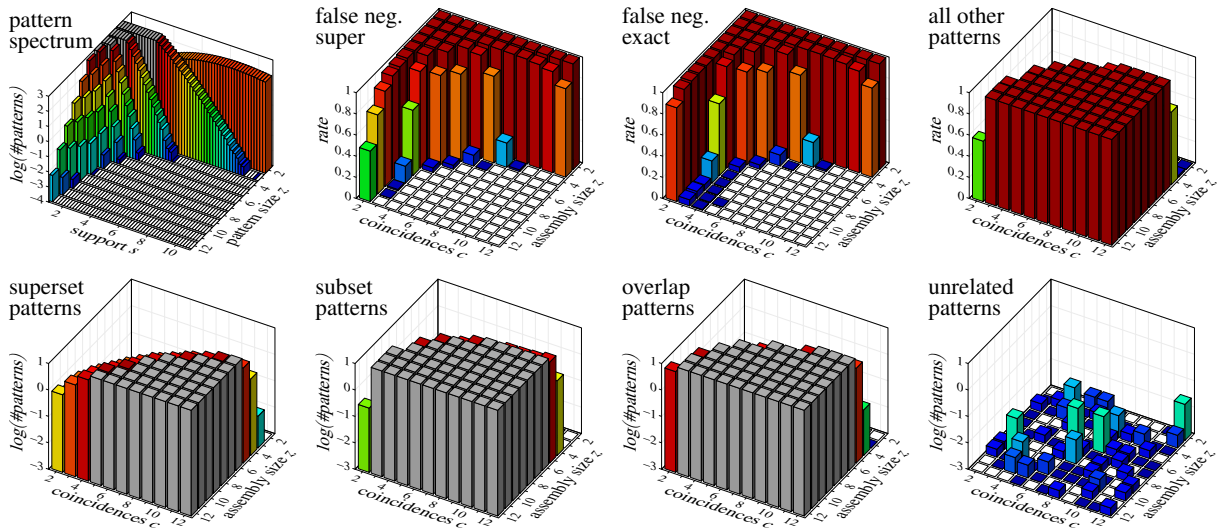
5.0ms jitter, 8.0ms windows, filtered with surrogate data



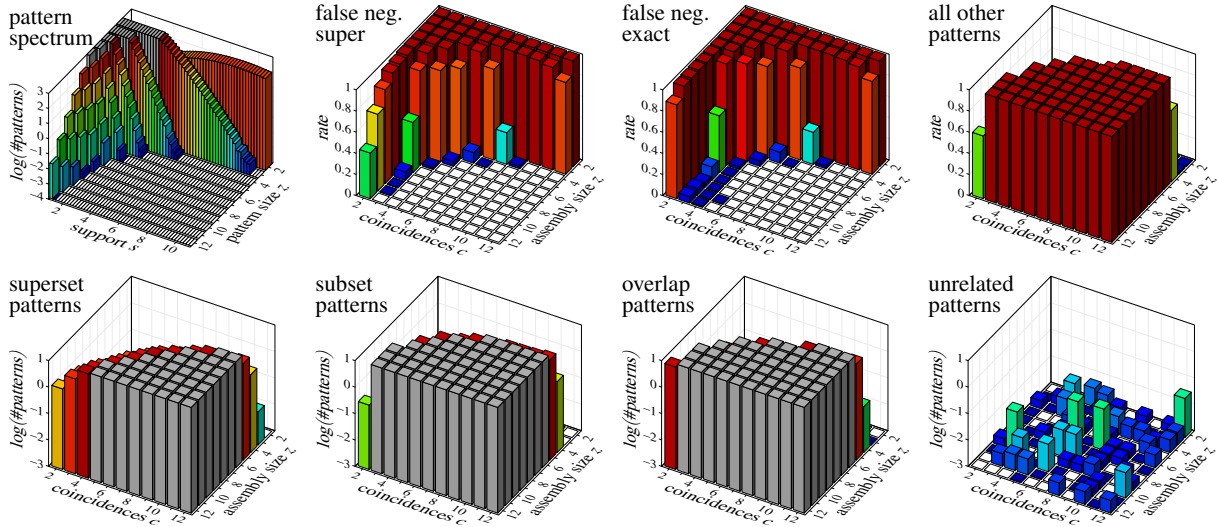
5.0ms jitter, 8.5ms windows, filtered with surrogate data



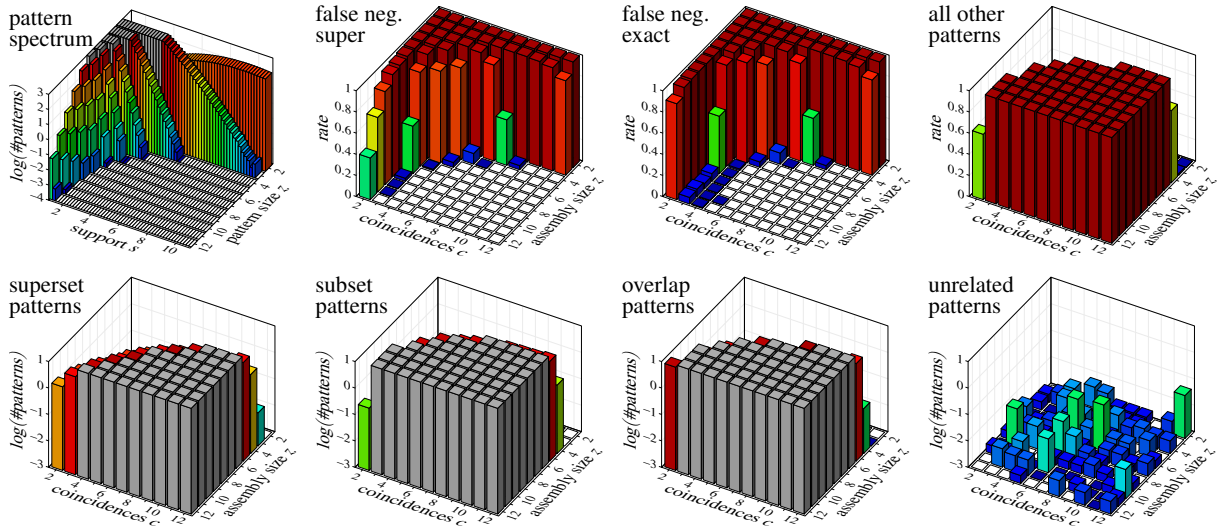
5.0ms jitter, 9.0ms windows, filtered with surrogate data



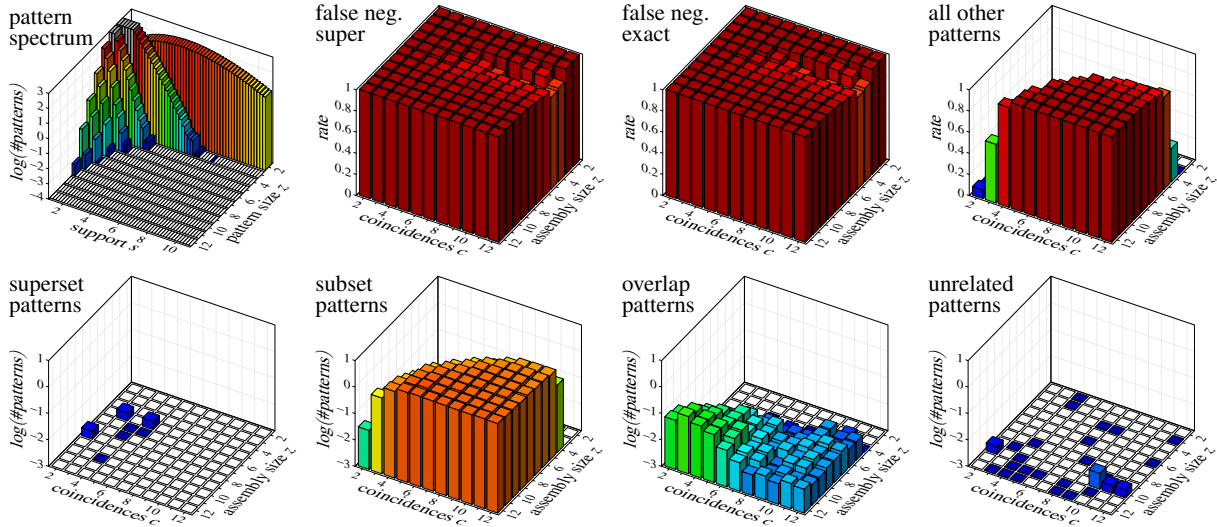
5.0ms jitter, 9.5ms windows, filtered with surrogate data



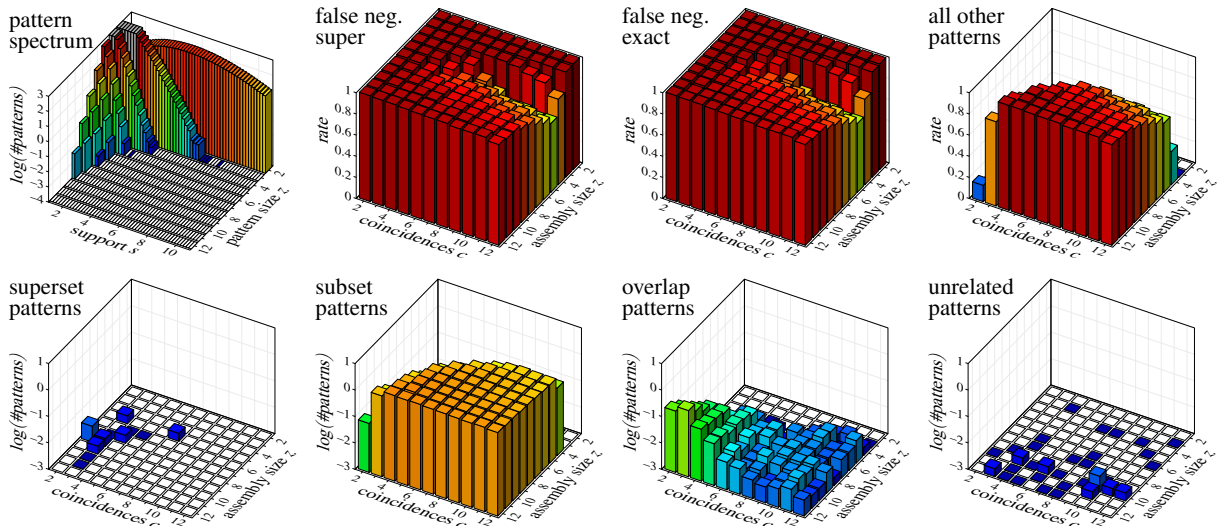
5.0ms jitter, 10.0ms windows, filtered with surrogate data



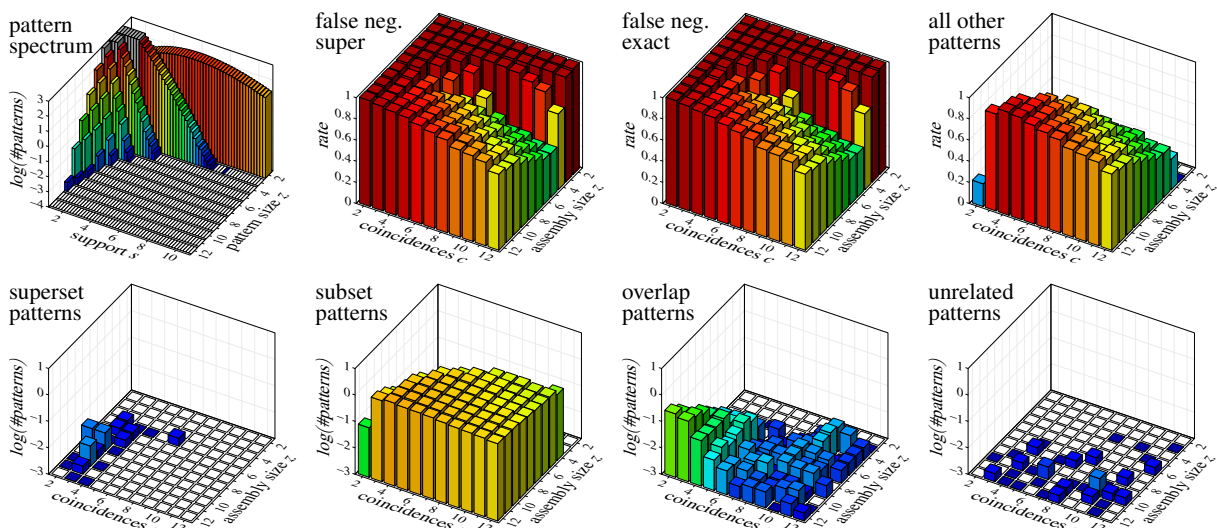
5.0ms jitter, 5.0ms windows, reduced with $z \cdot c$



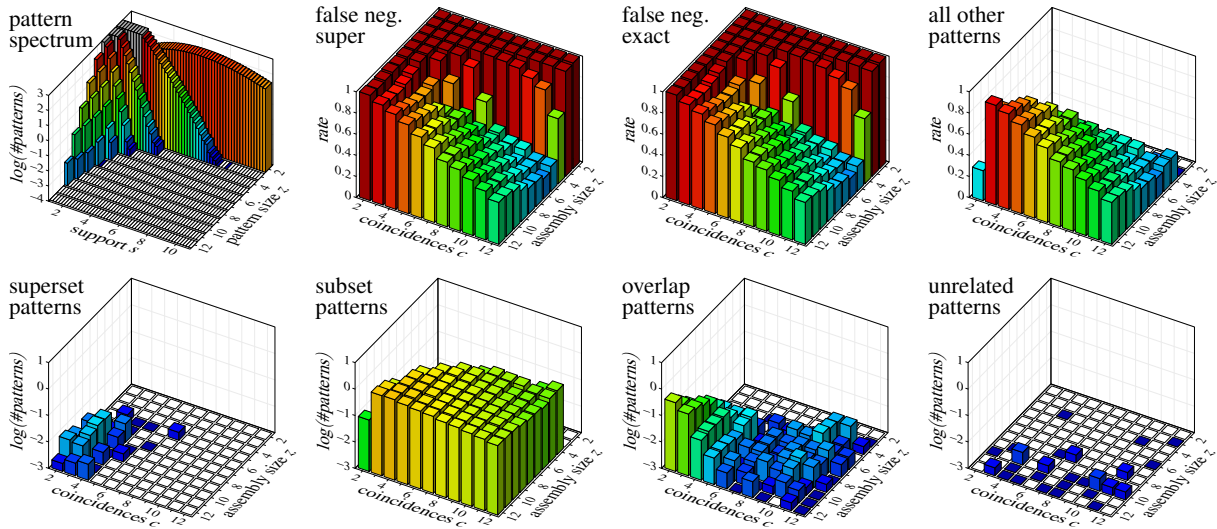
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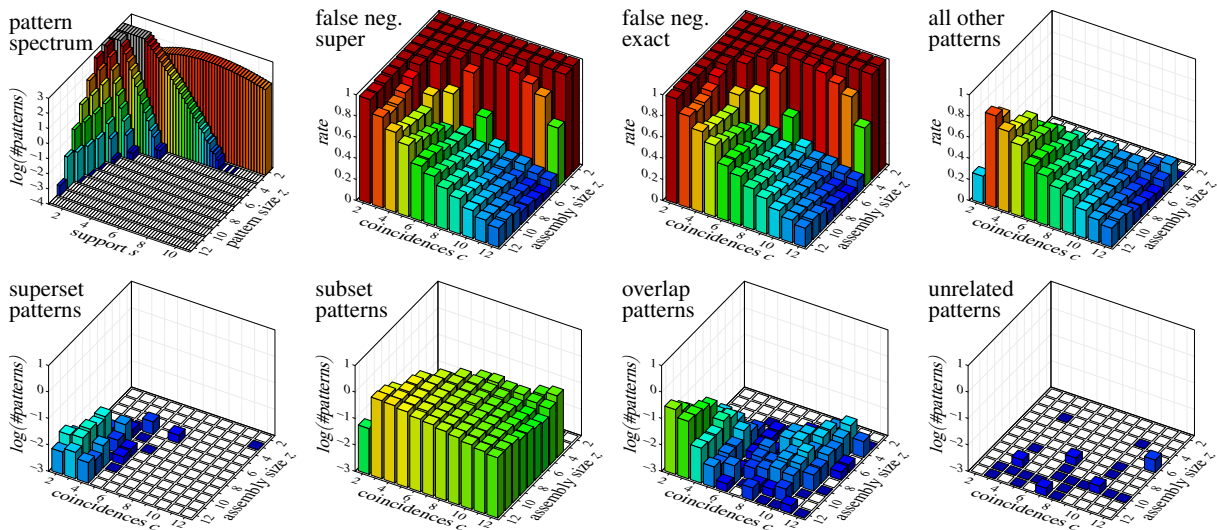
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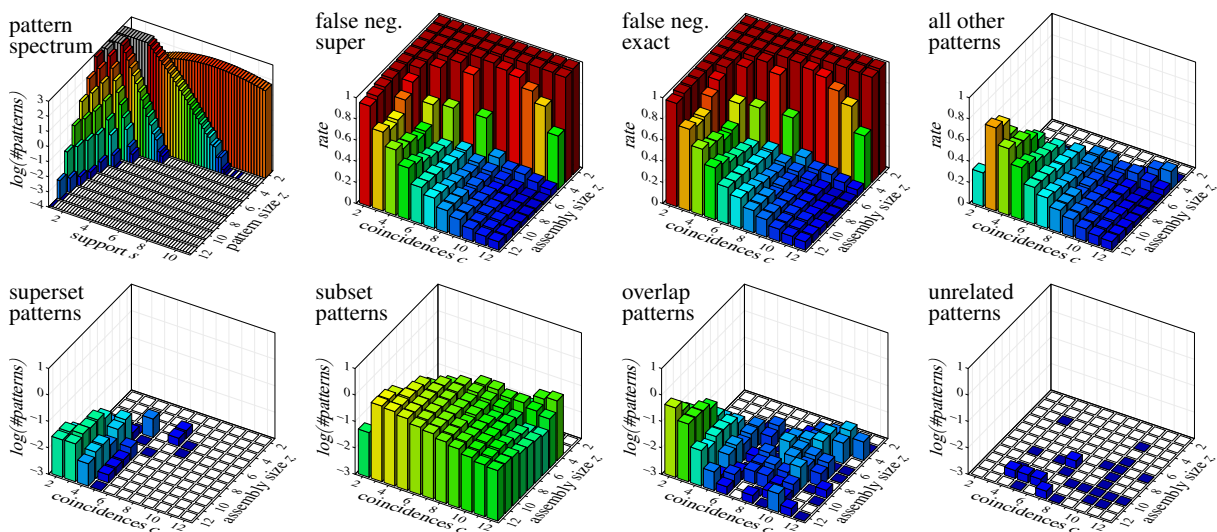
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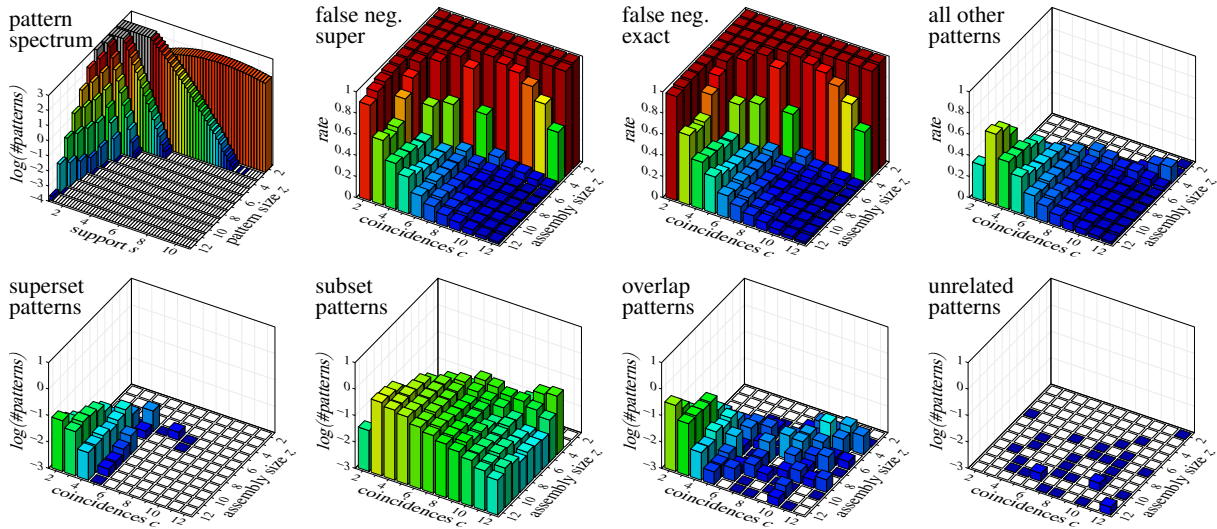
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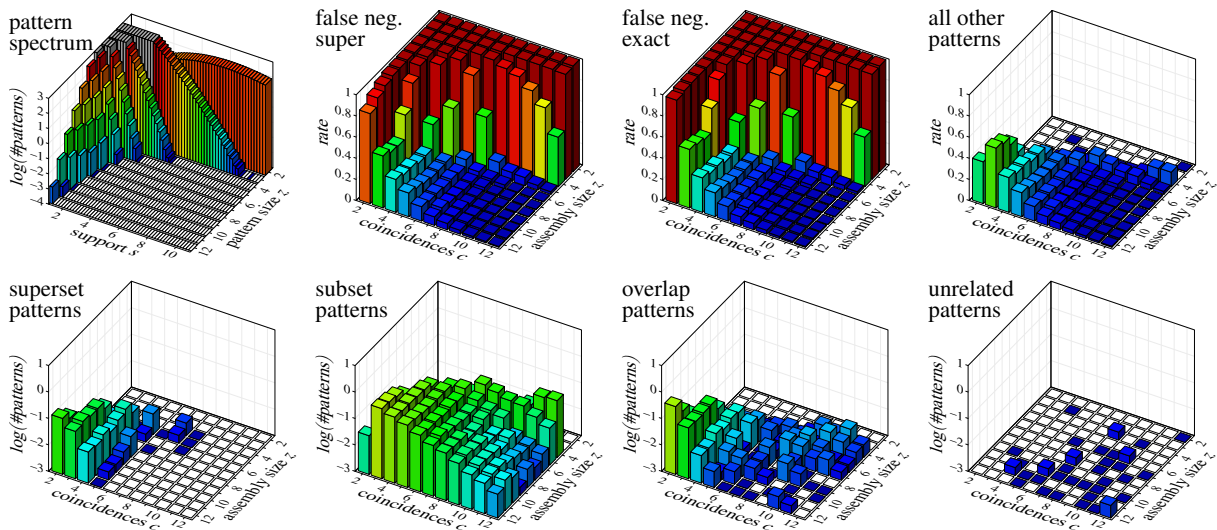
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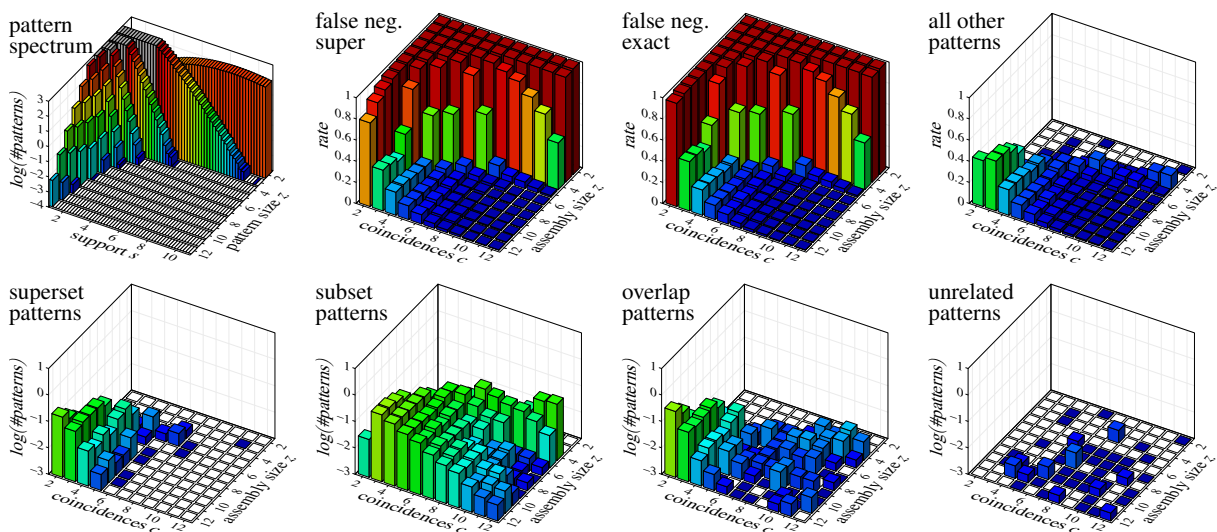
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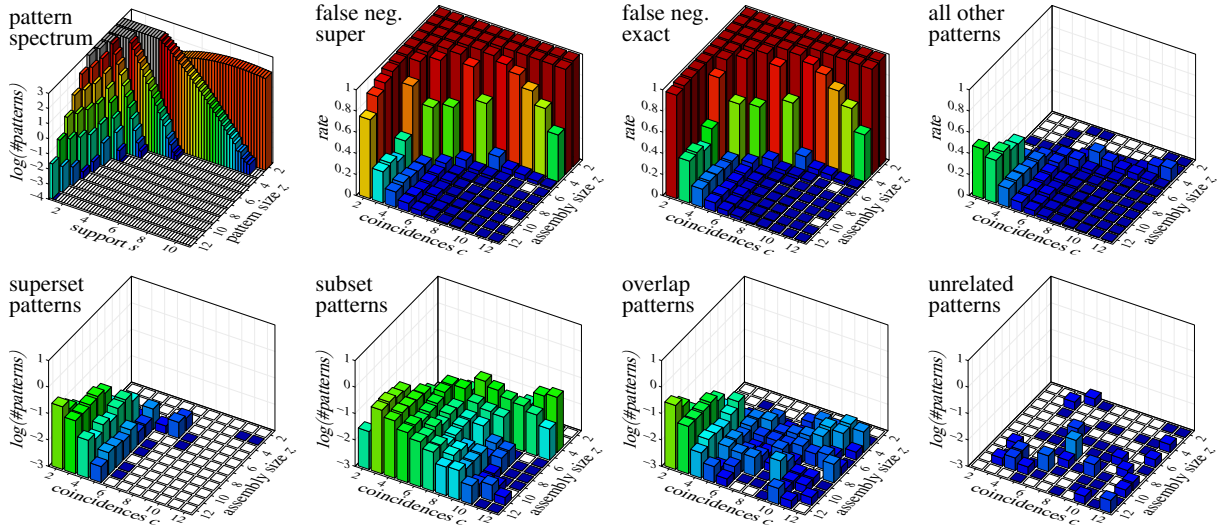
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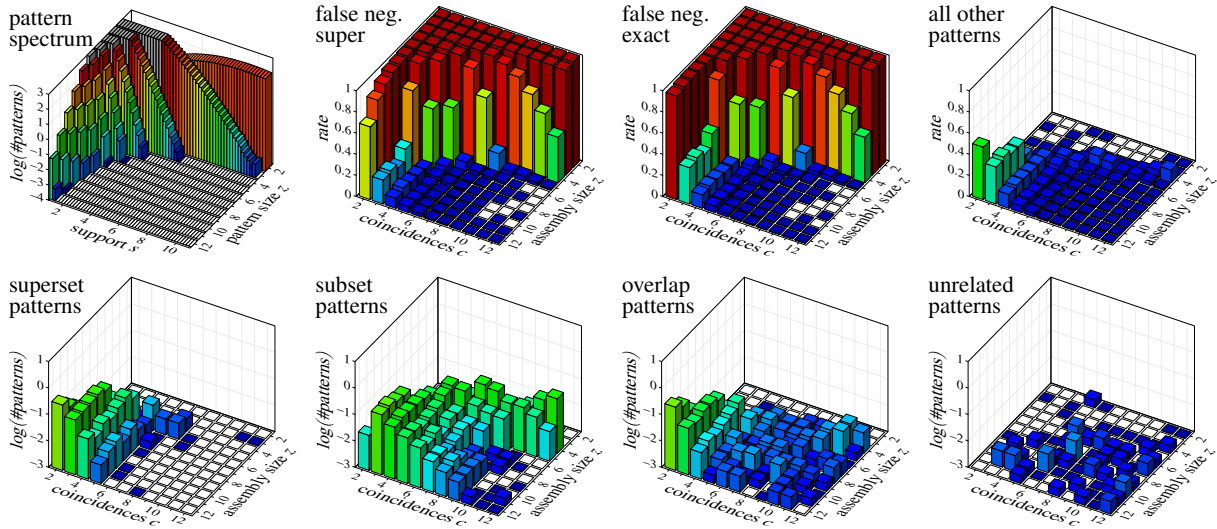
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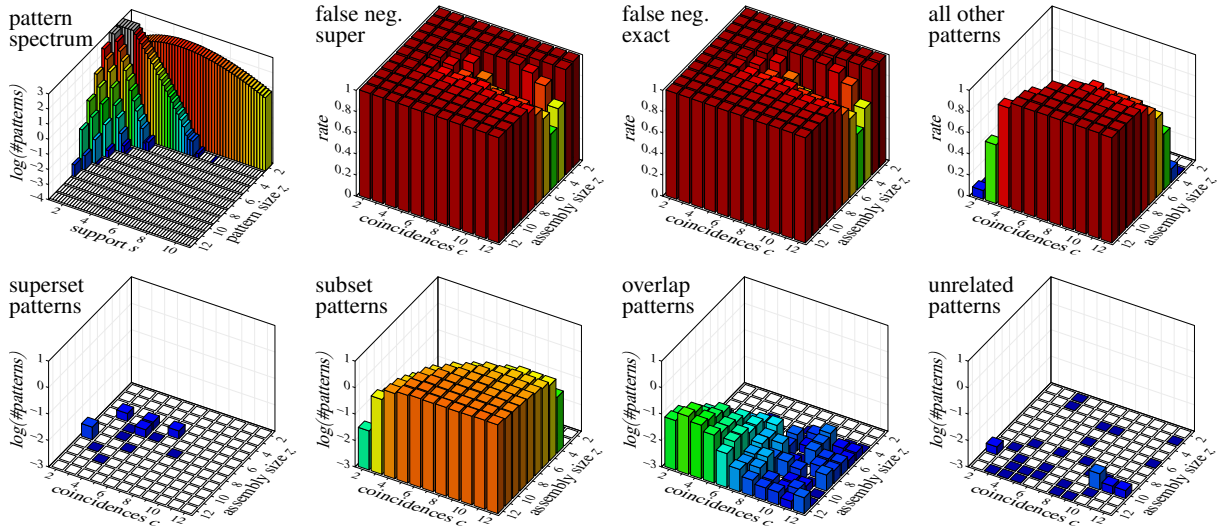
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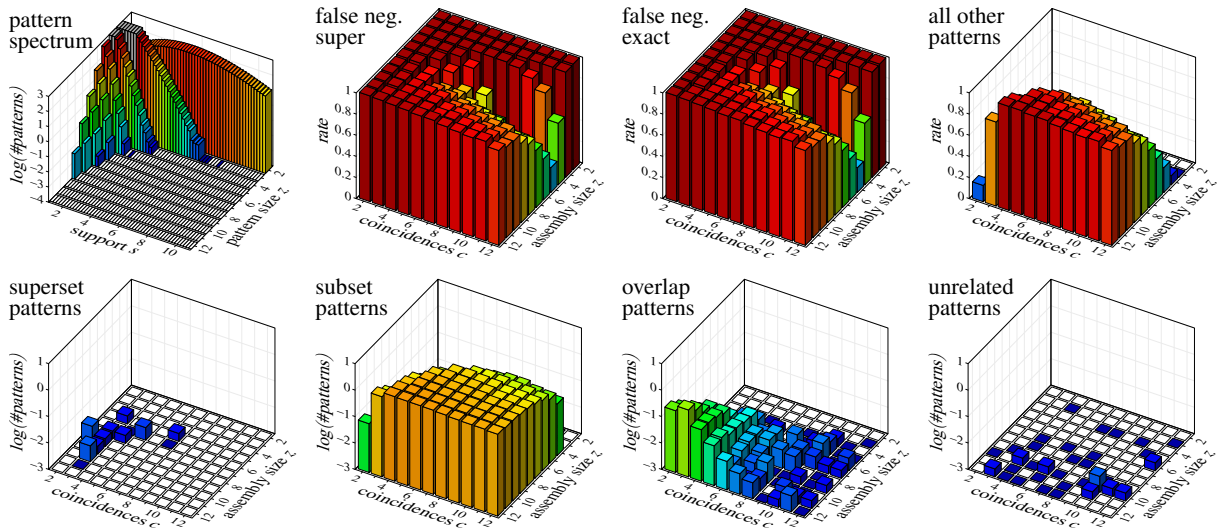
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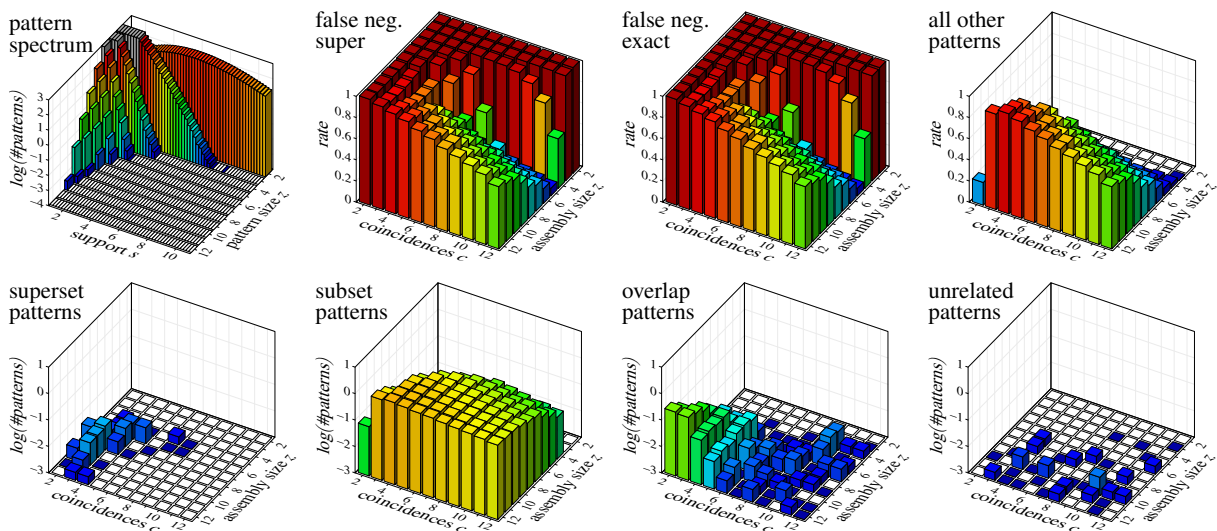
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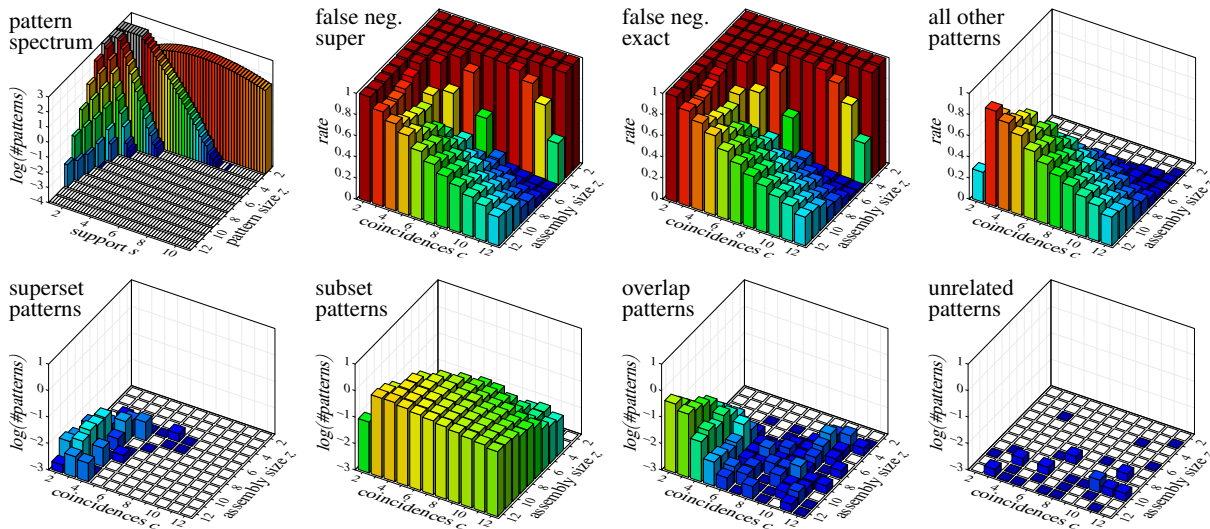
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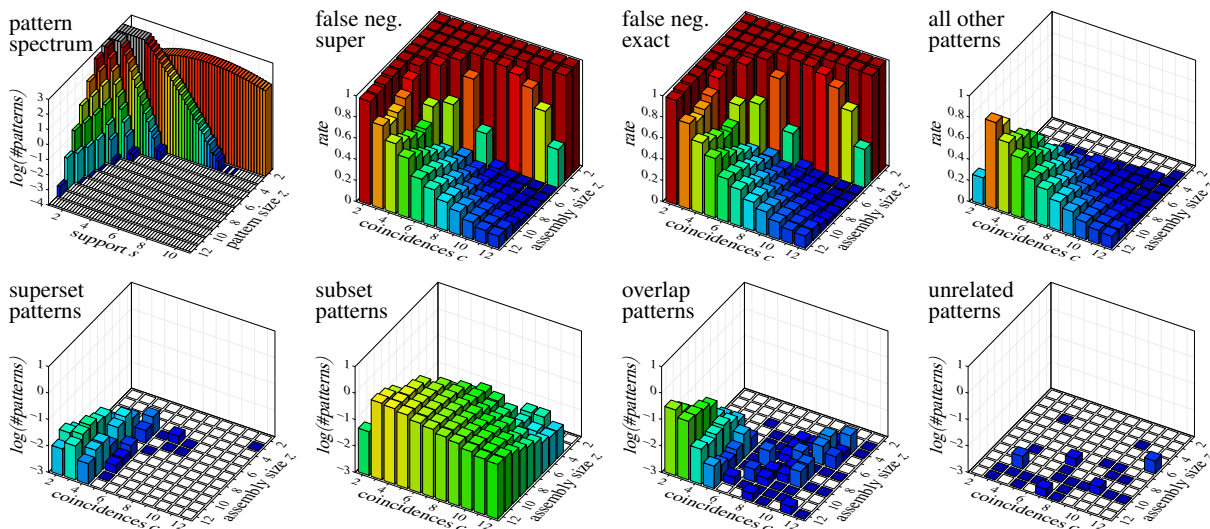
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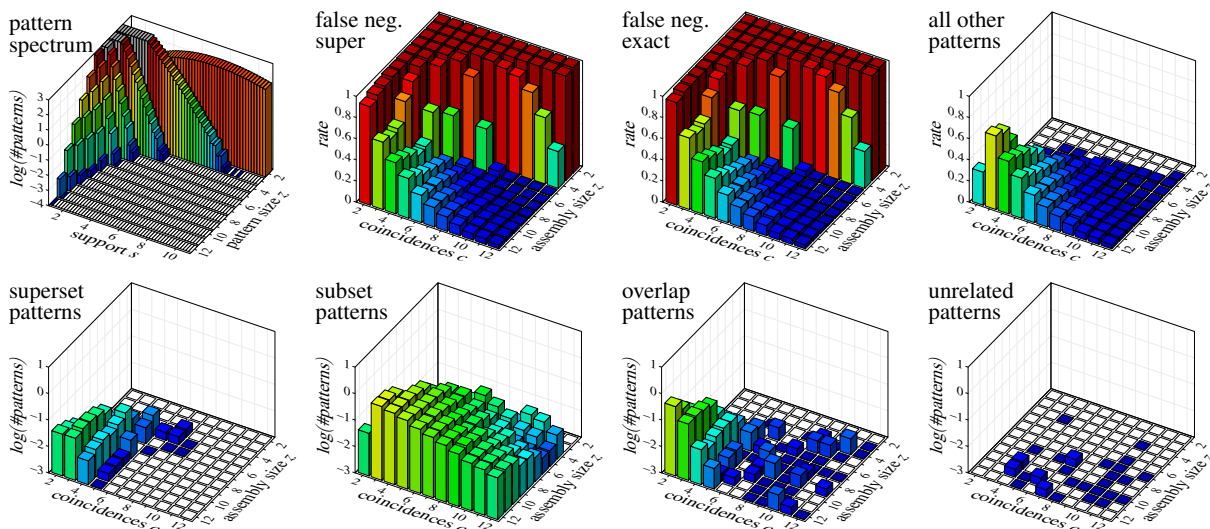
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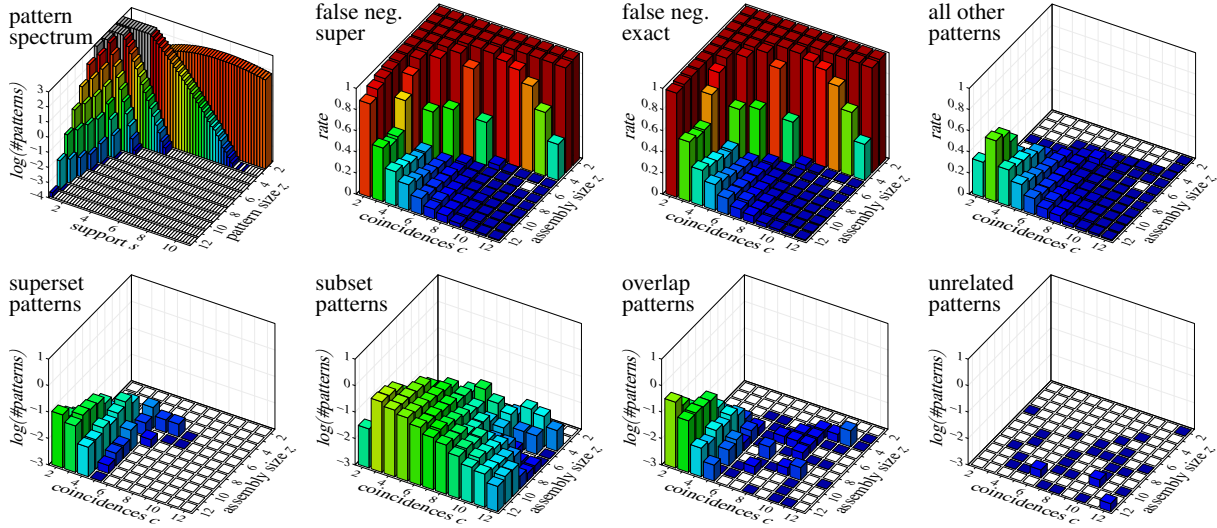
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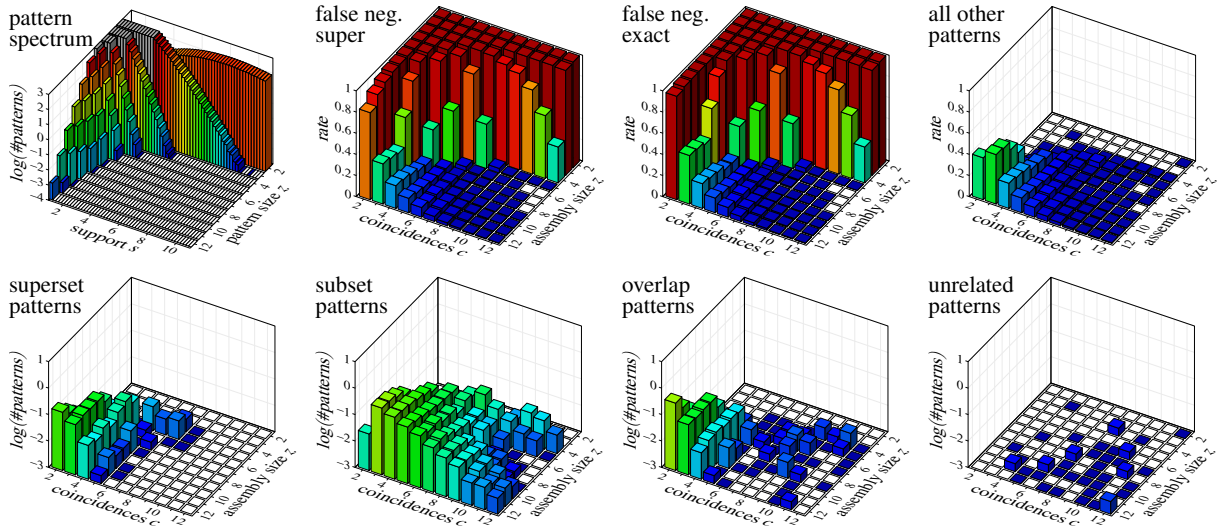
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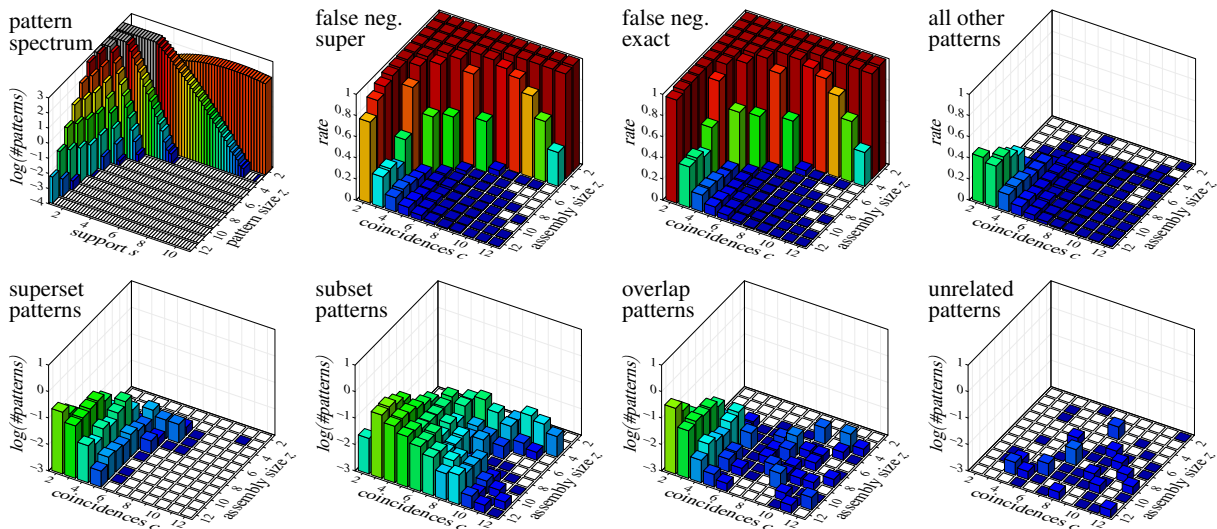
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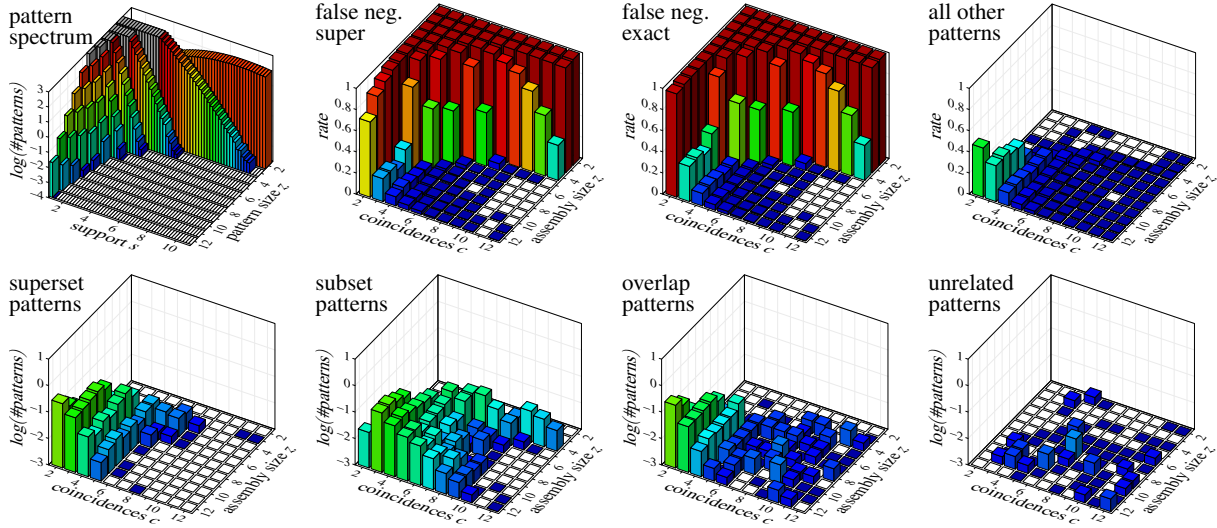
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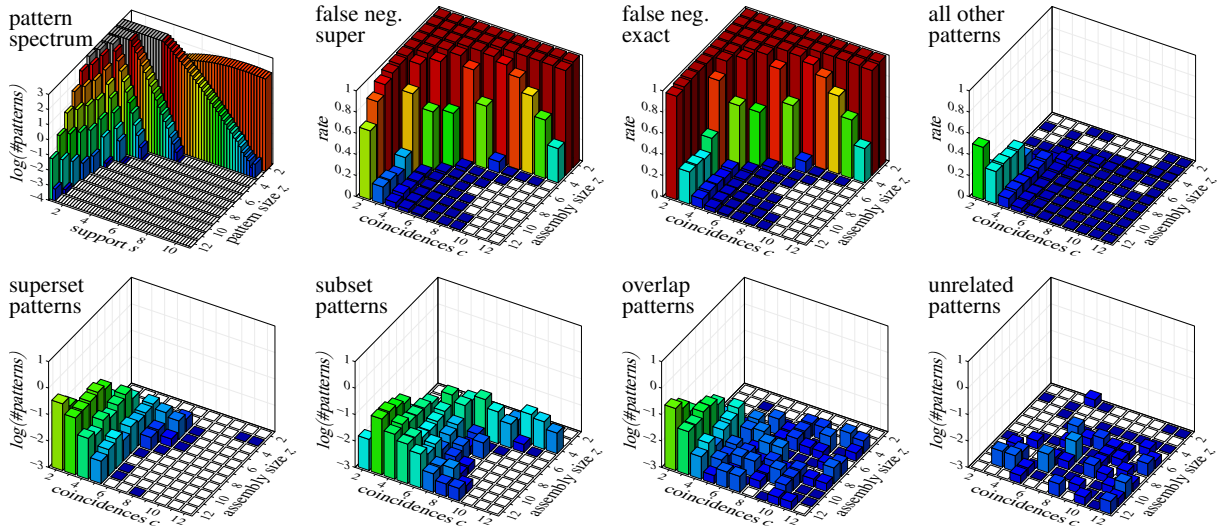
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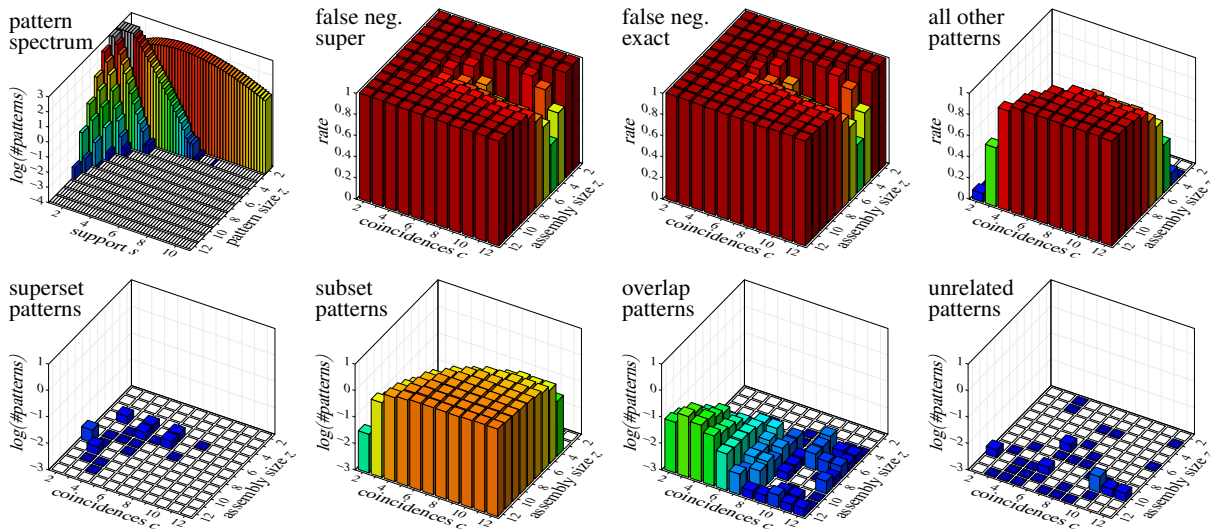
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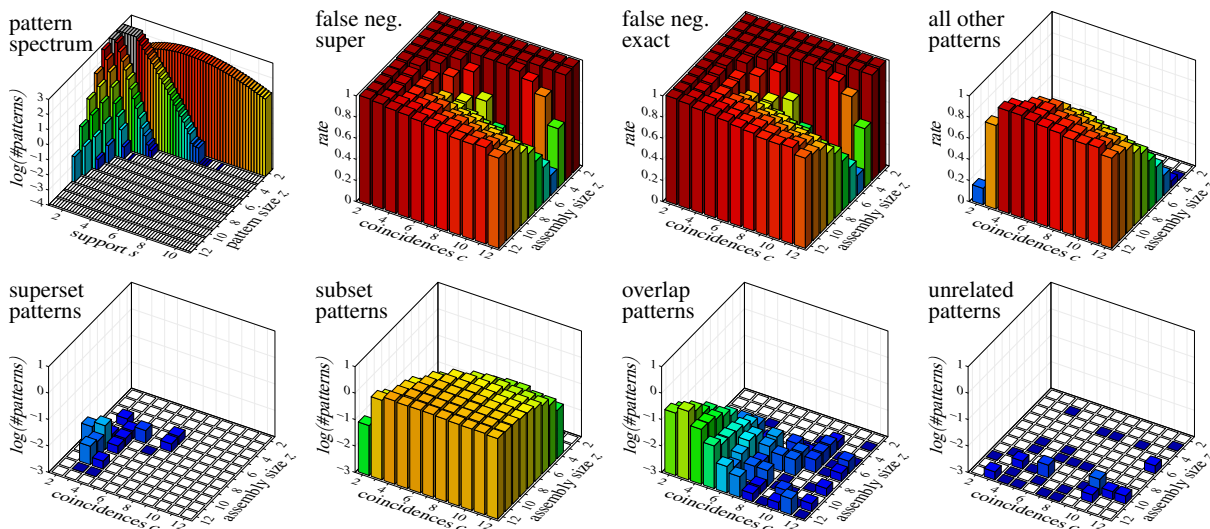
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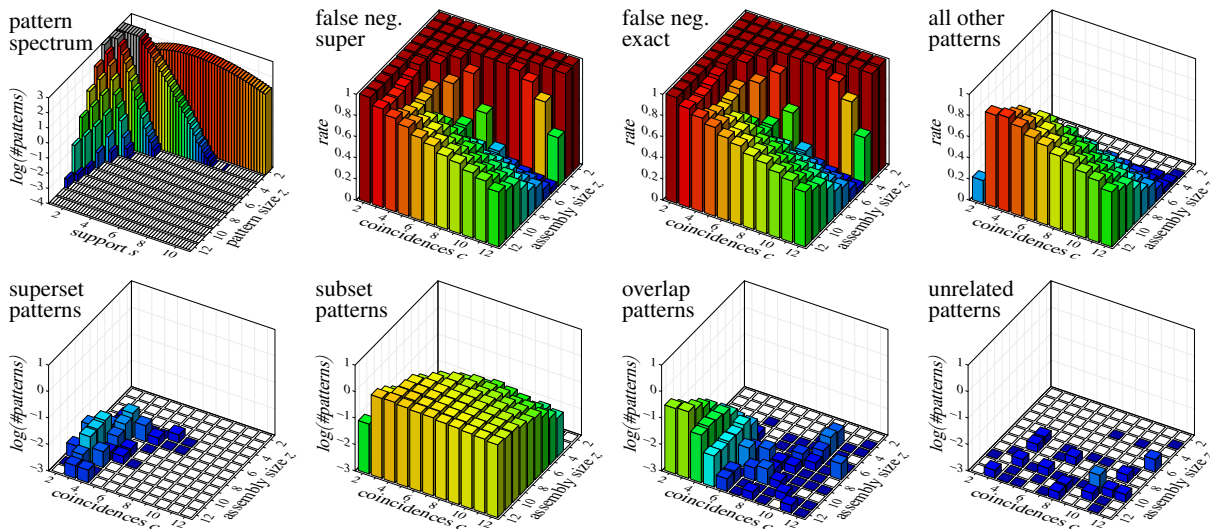
5.0ms jitter, 5.0ms windows, reduced with $(z - 1) \cdot (c + 0.2)$



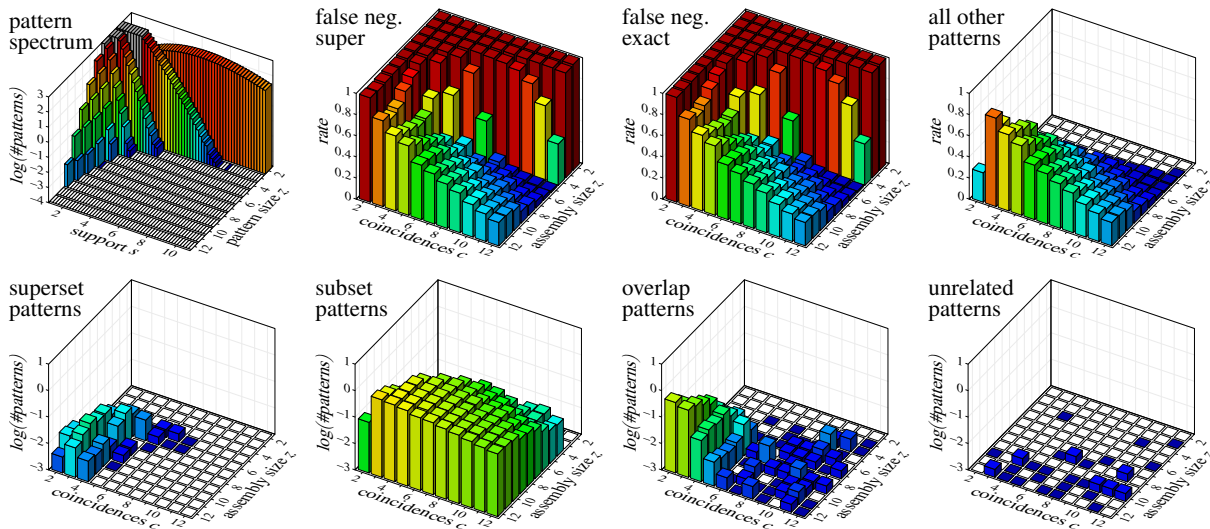
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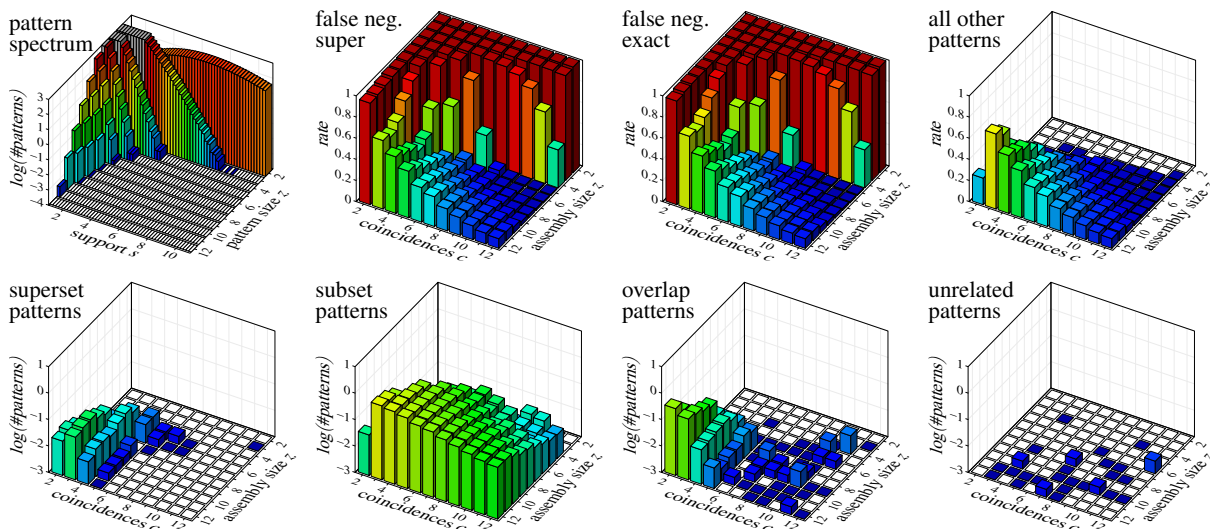
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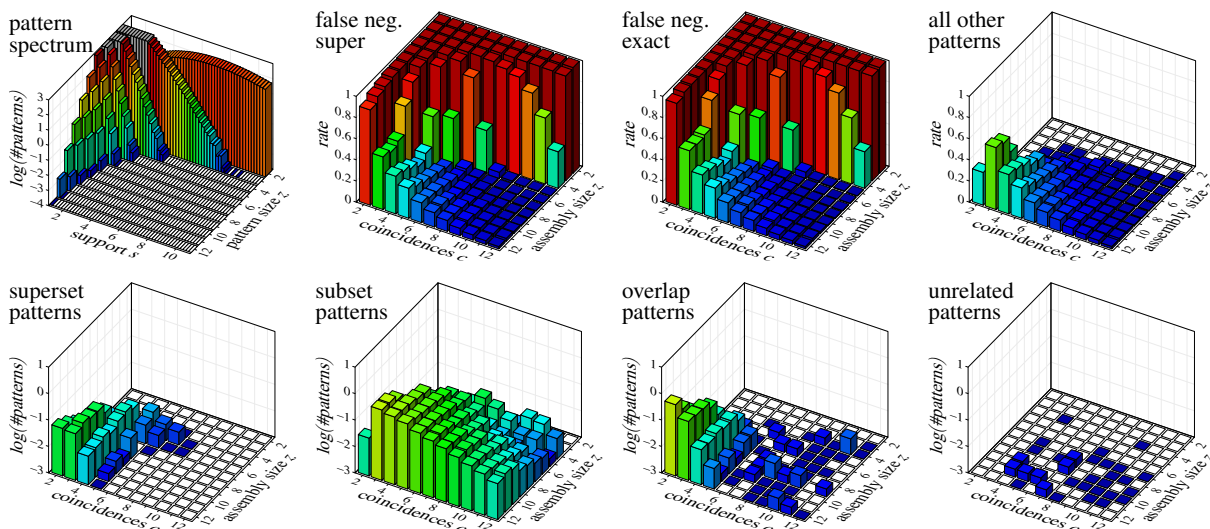
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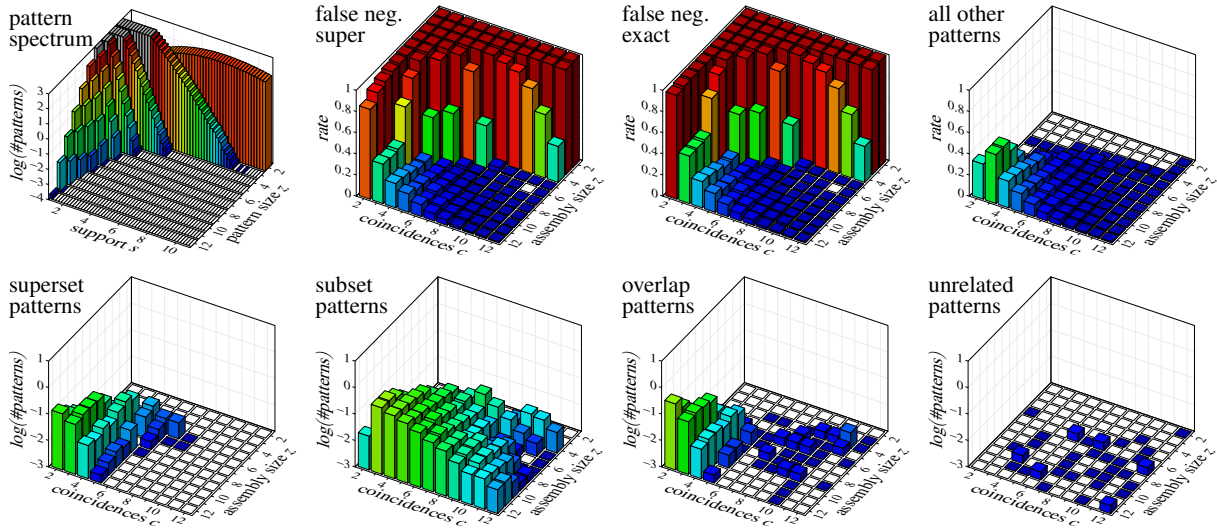
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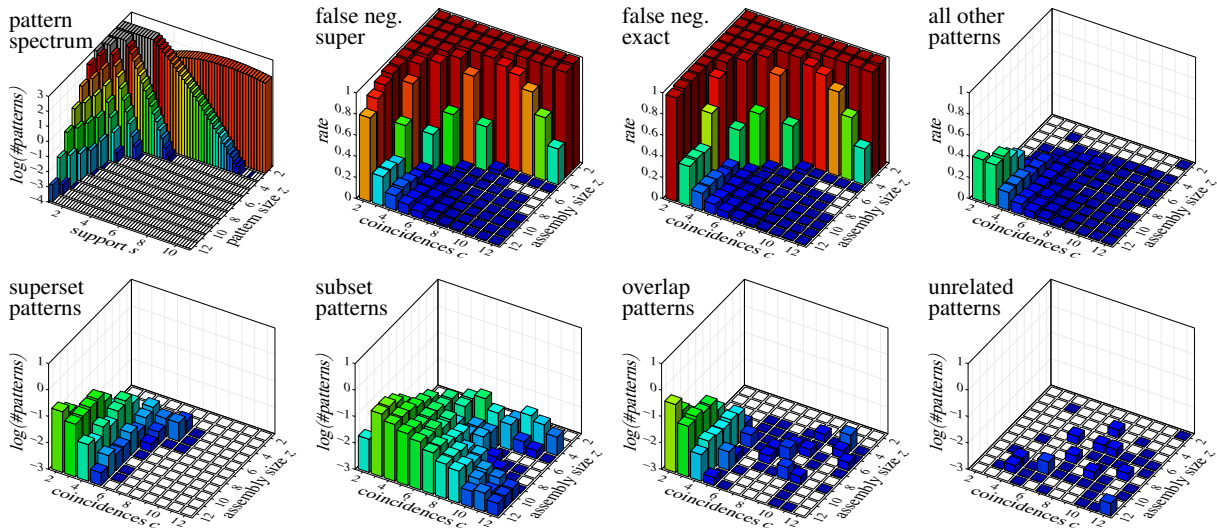
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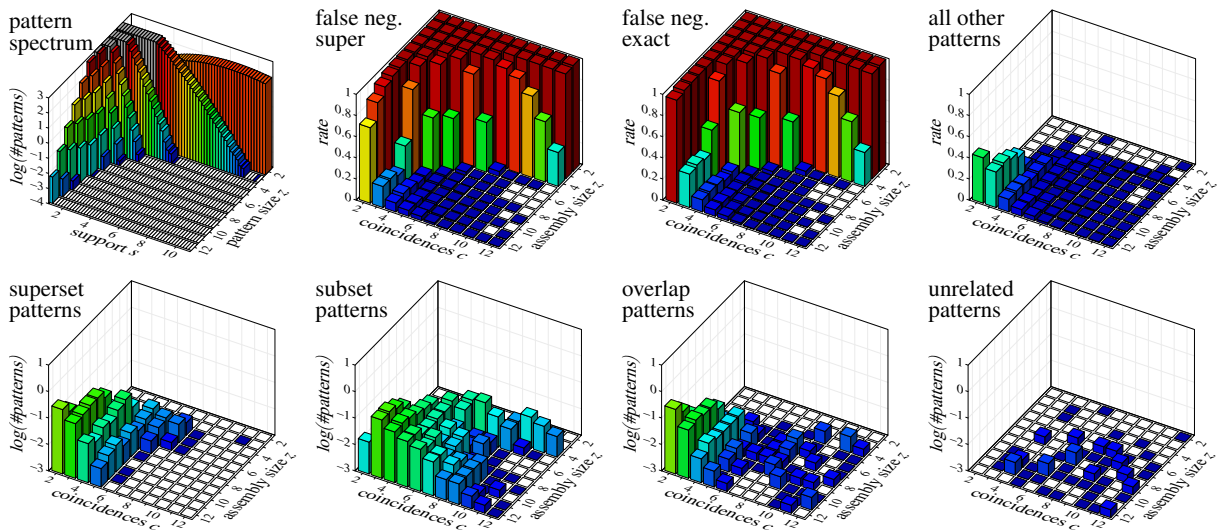
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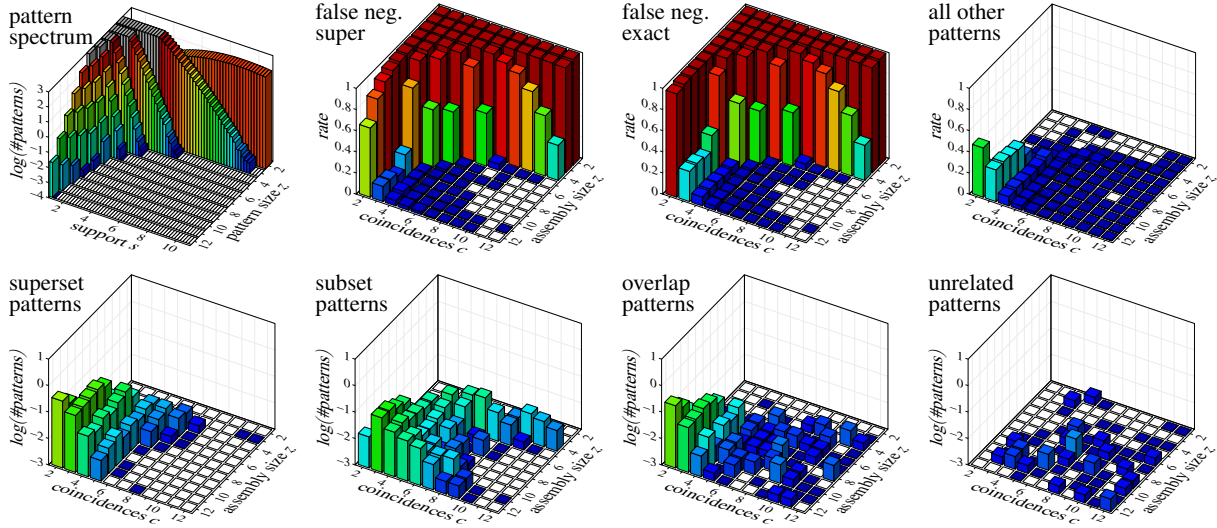
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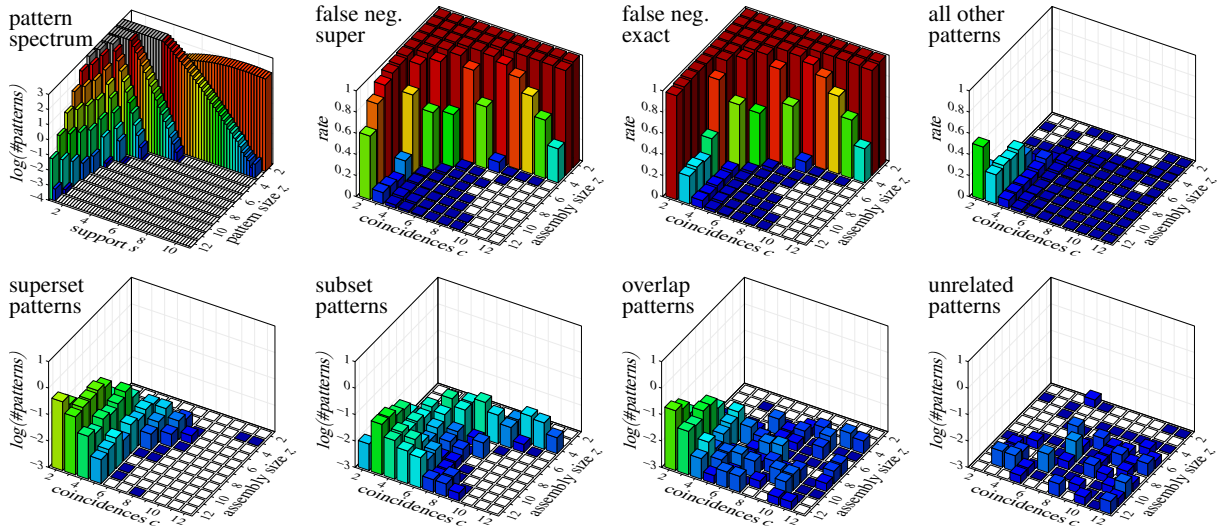
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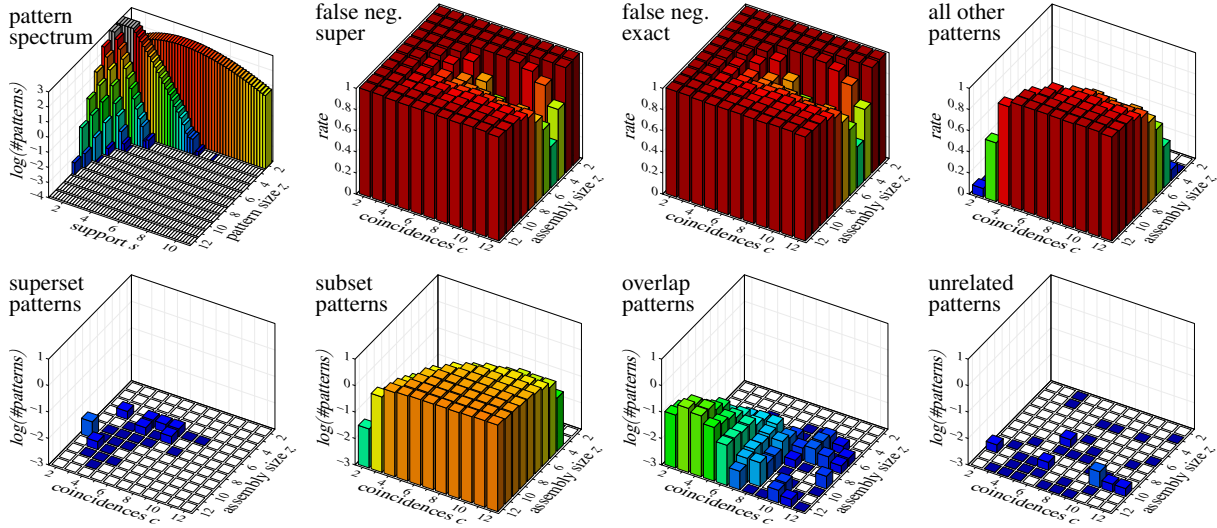
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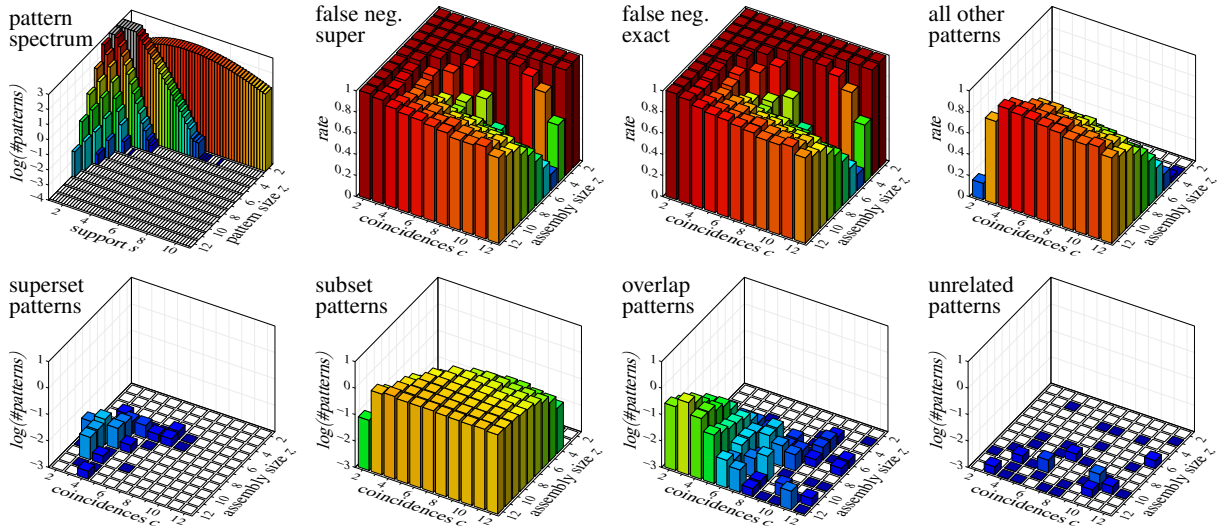
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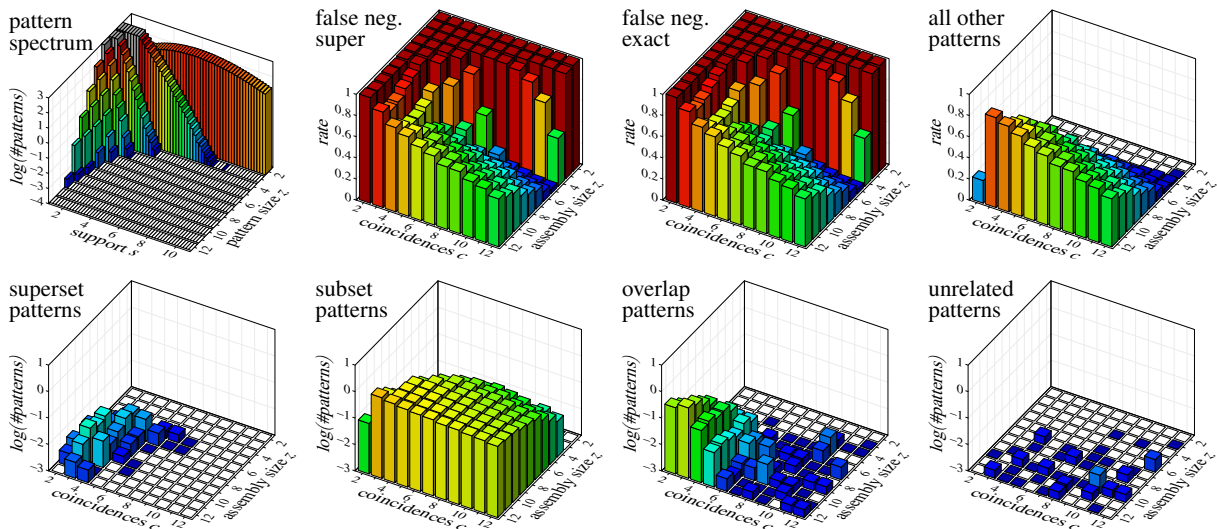
5.0ms jitter, 5.0ms windows, reduced with $(z - 1) \cdot (c + 0.4)$



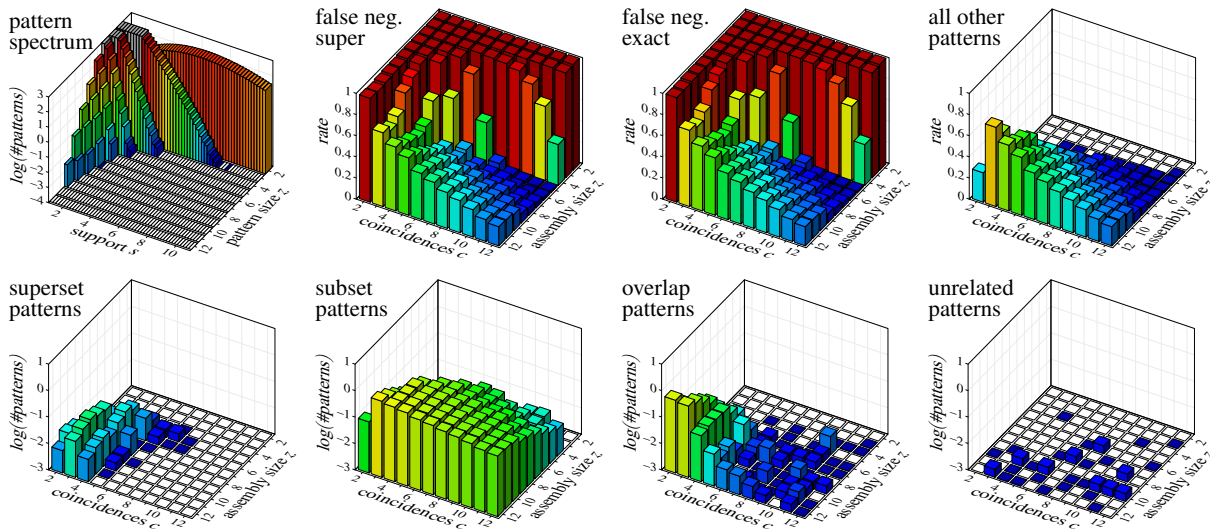
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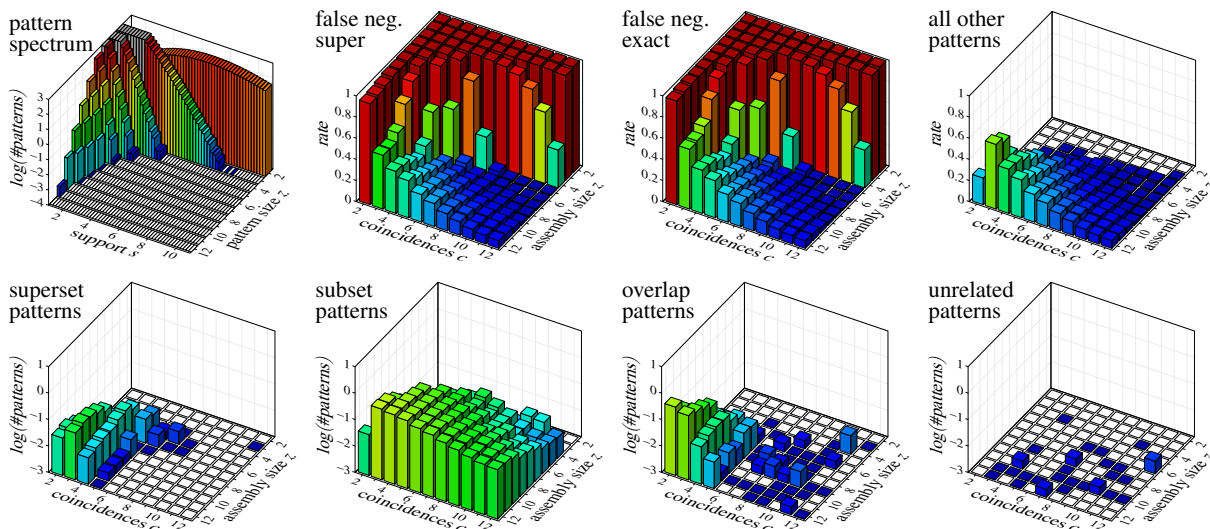
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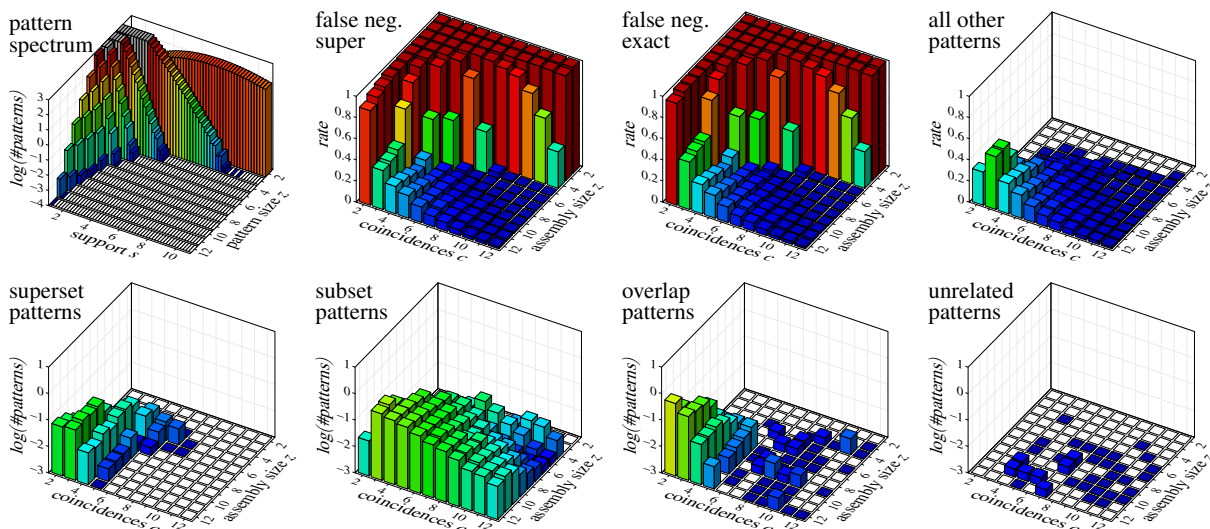
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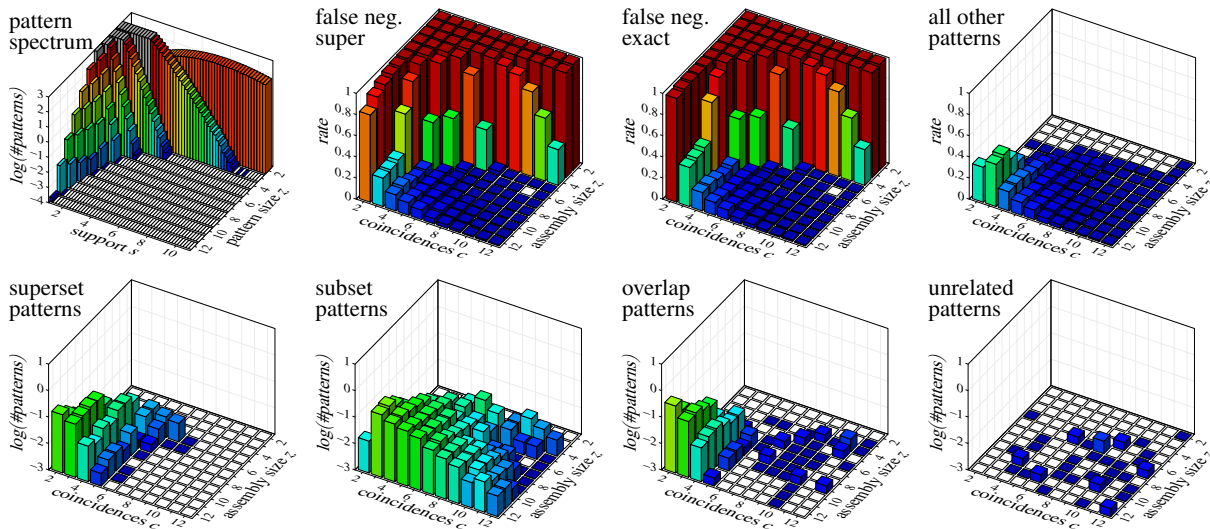
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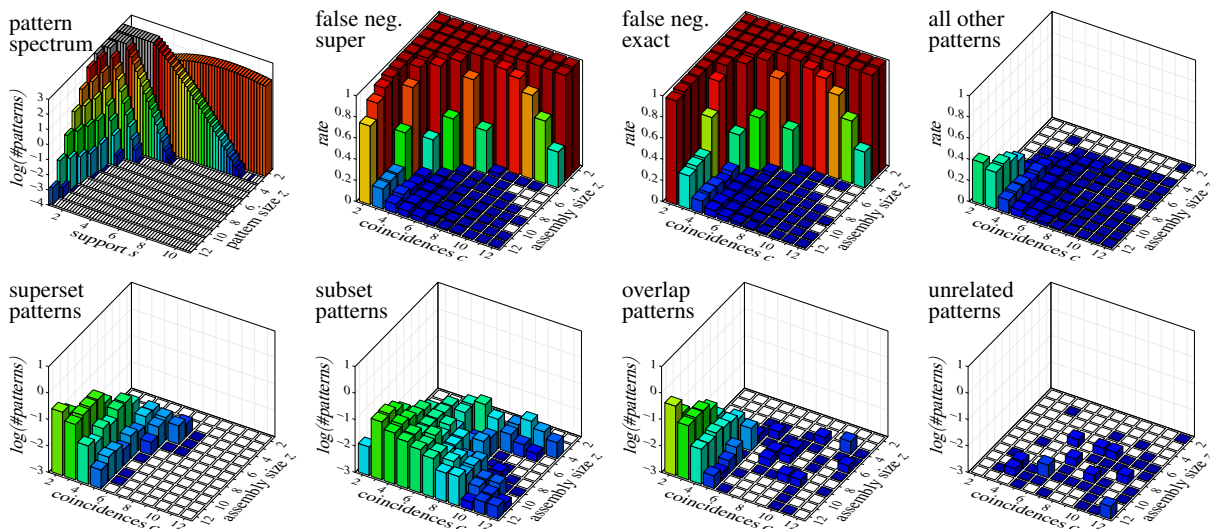
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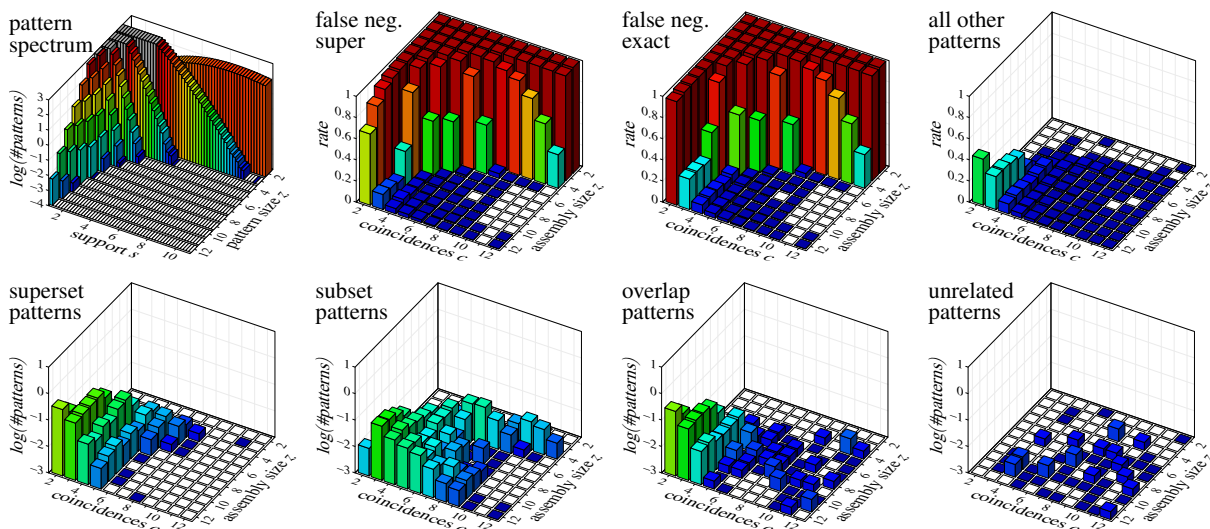
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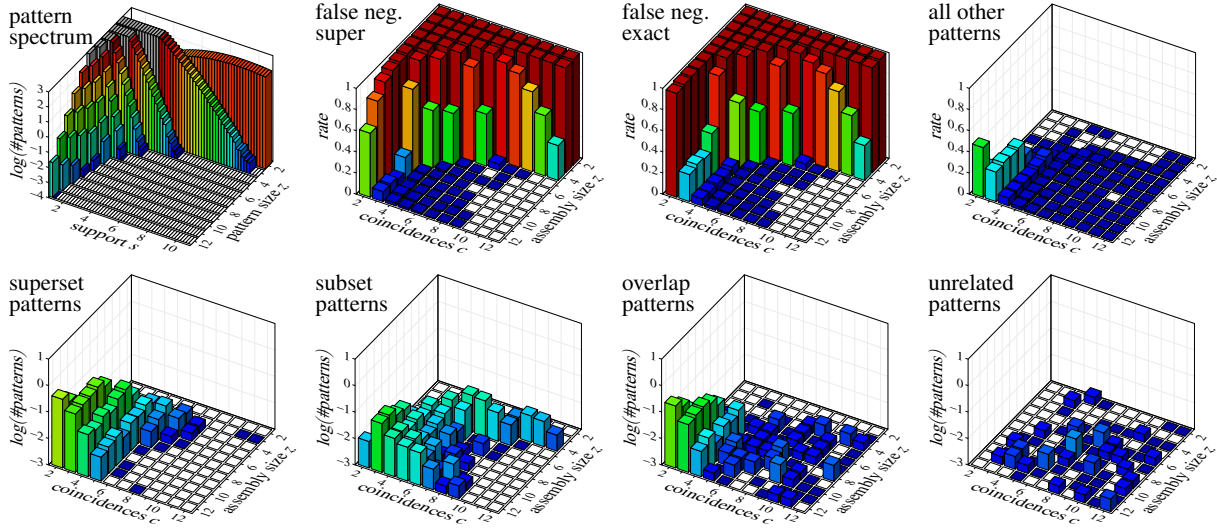
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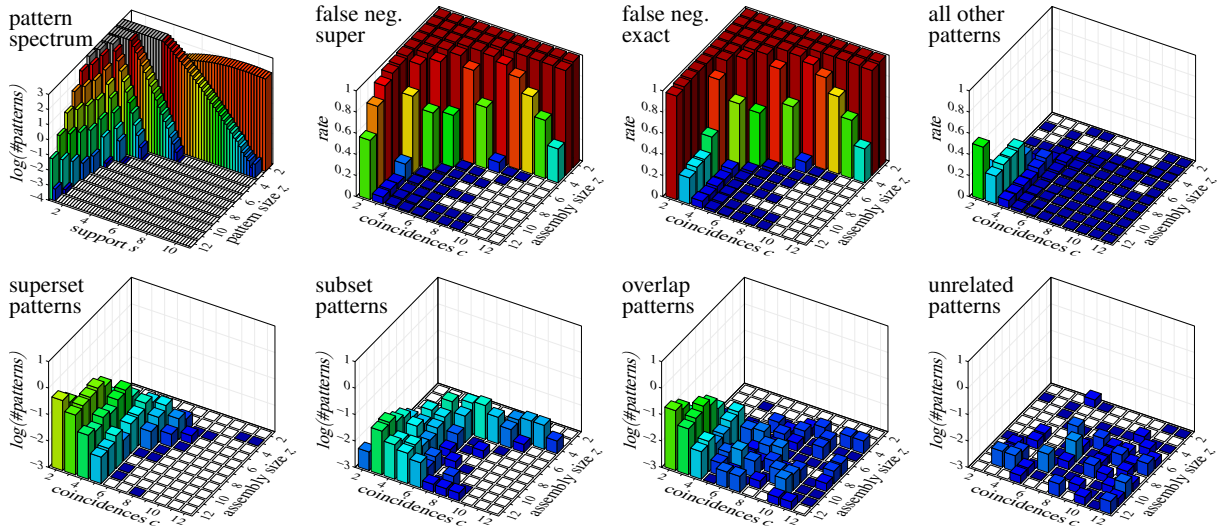
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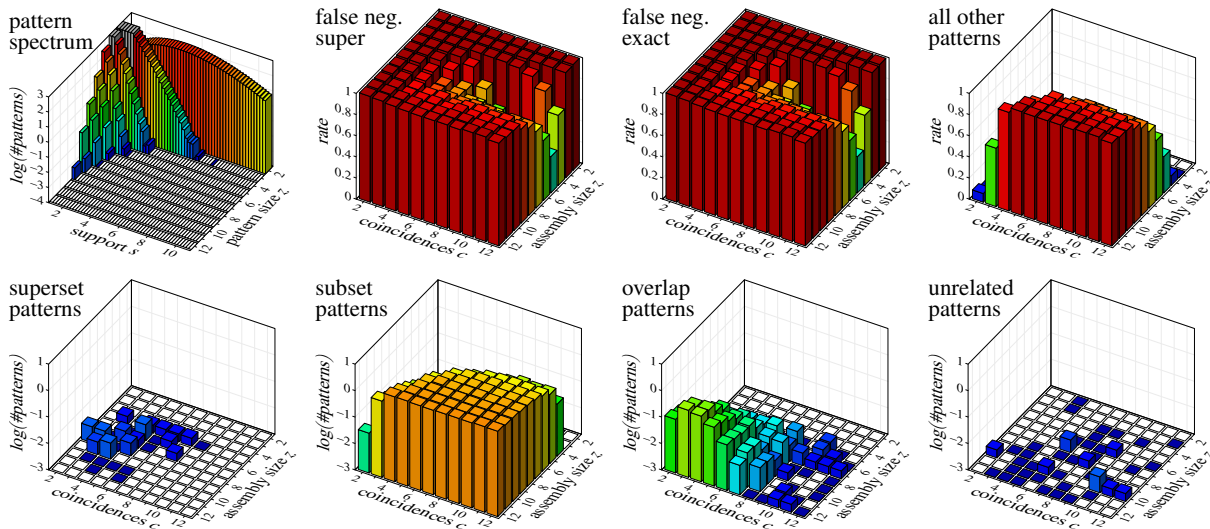
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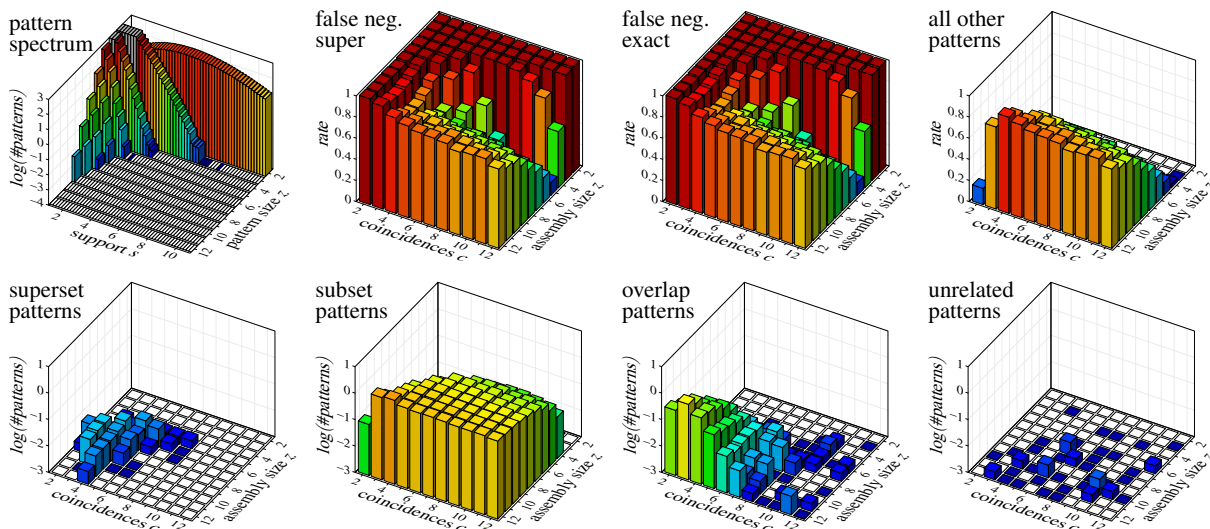
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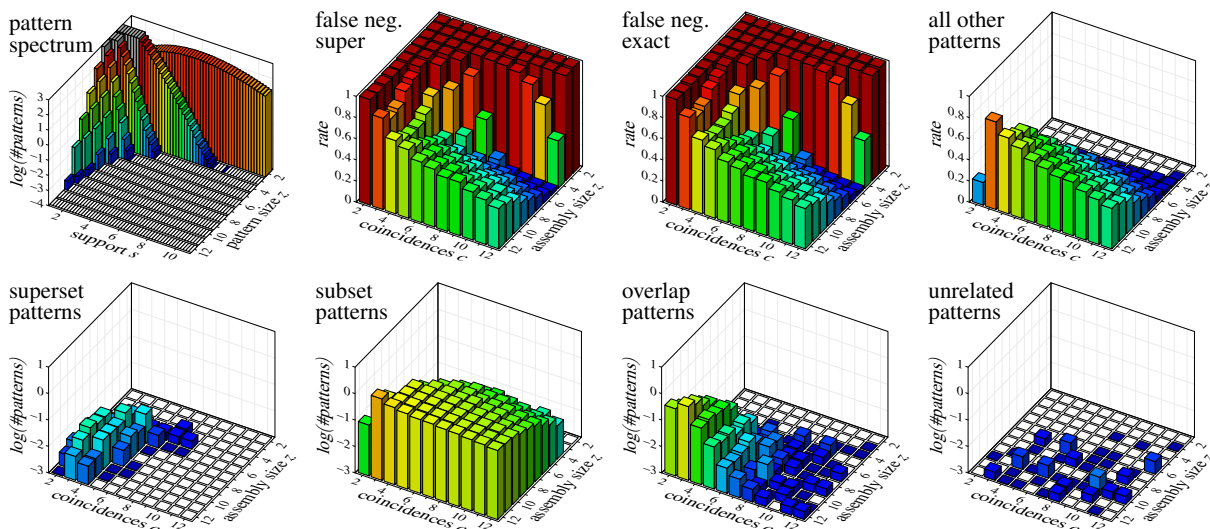
5.0ms jitter, 5.0ms windows, reduced with $(z - 1) \cdot (c + 0.6)$



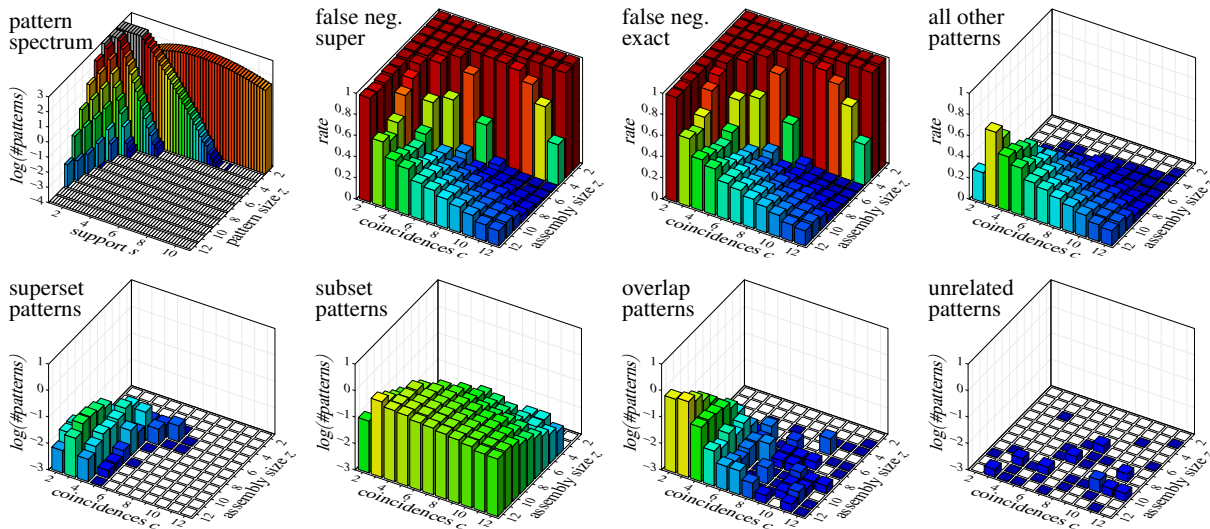
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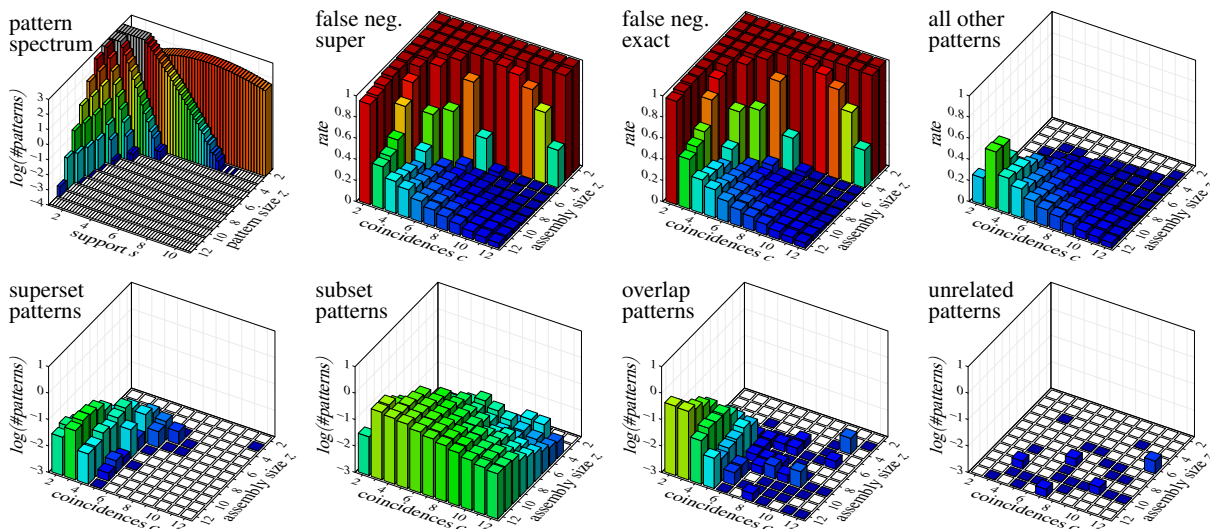
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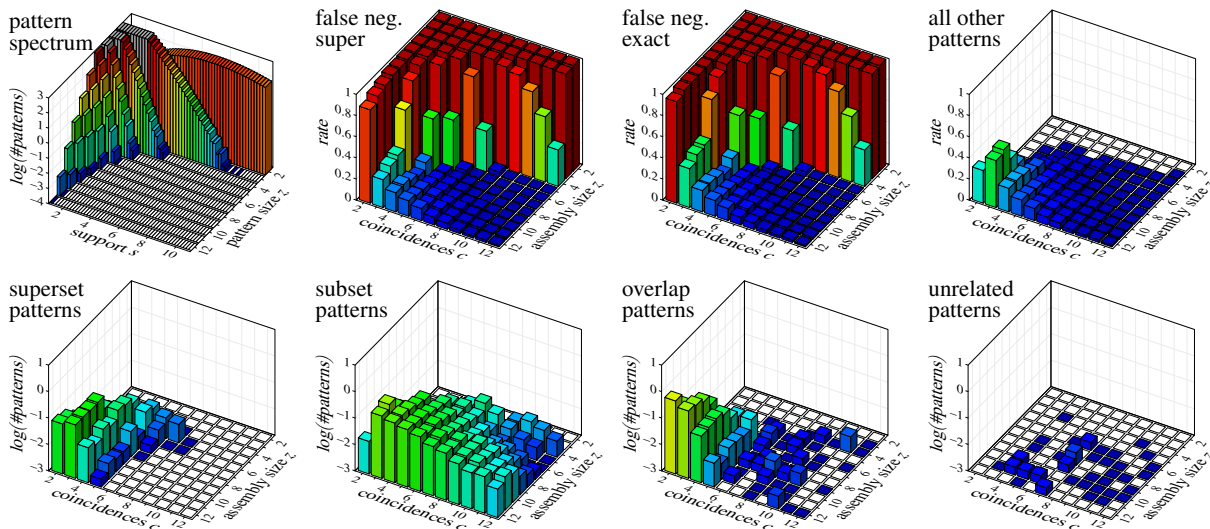
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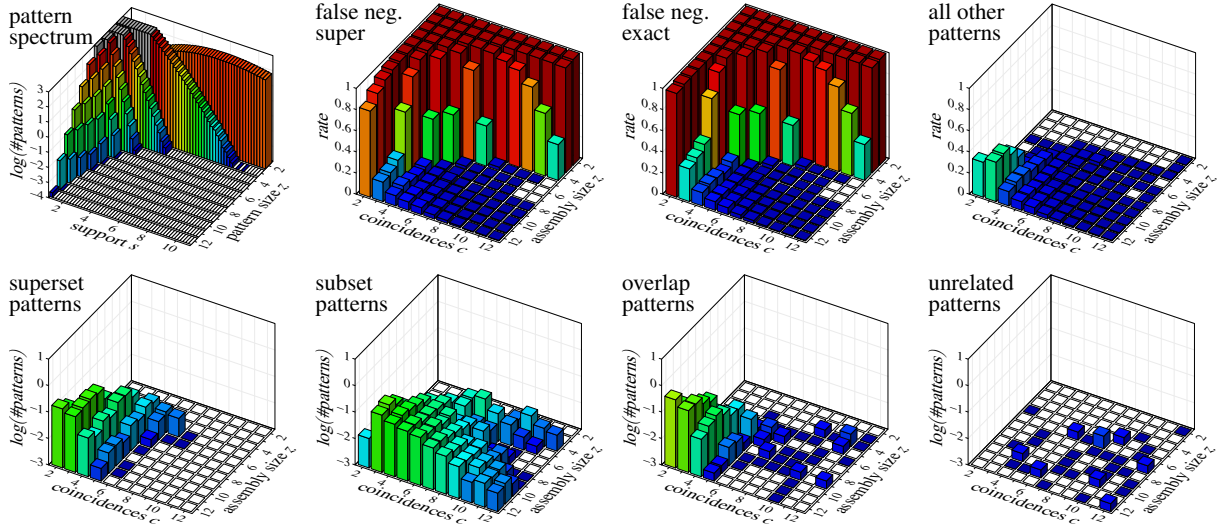
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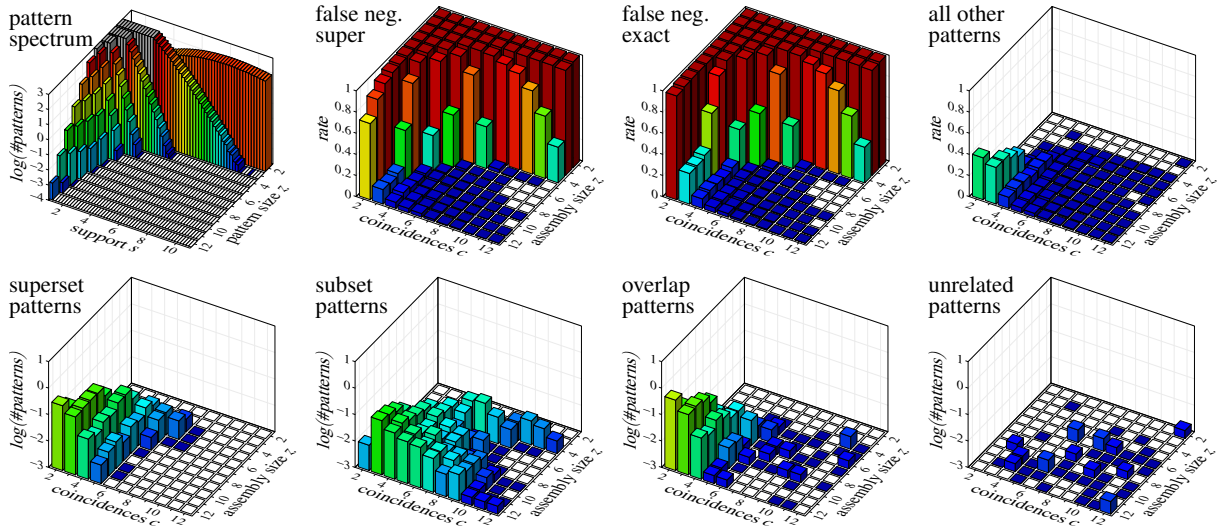
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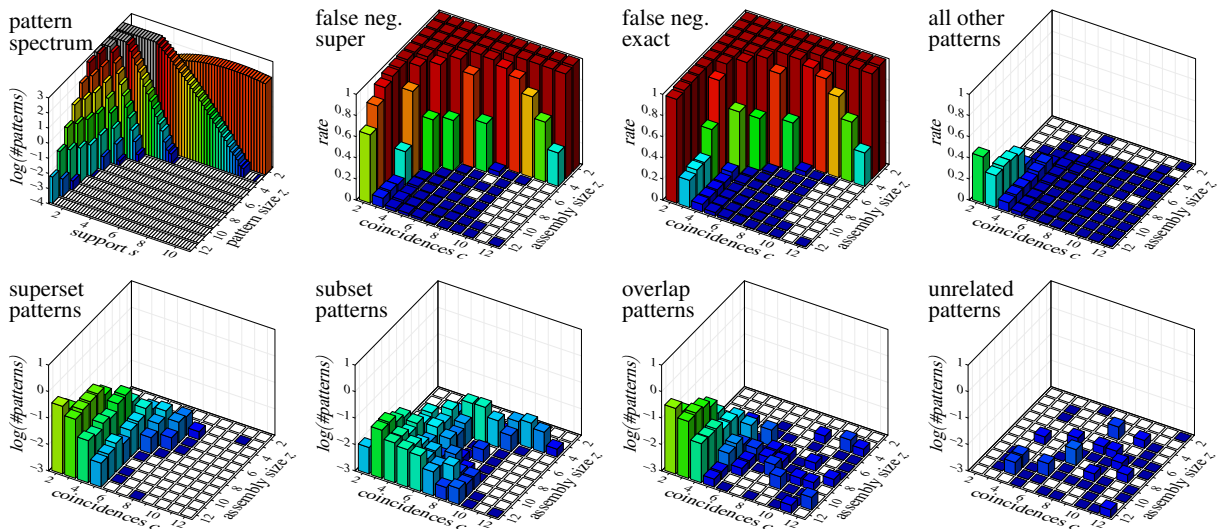
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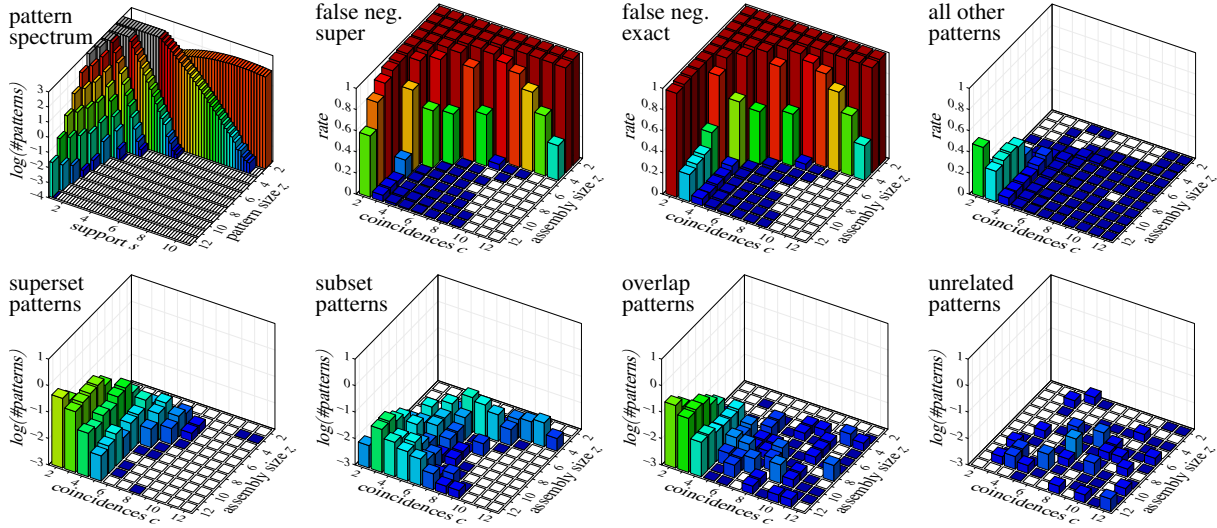
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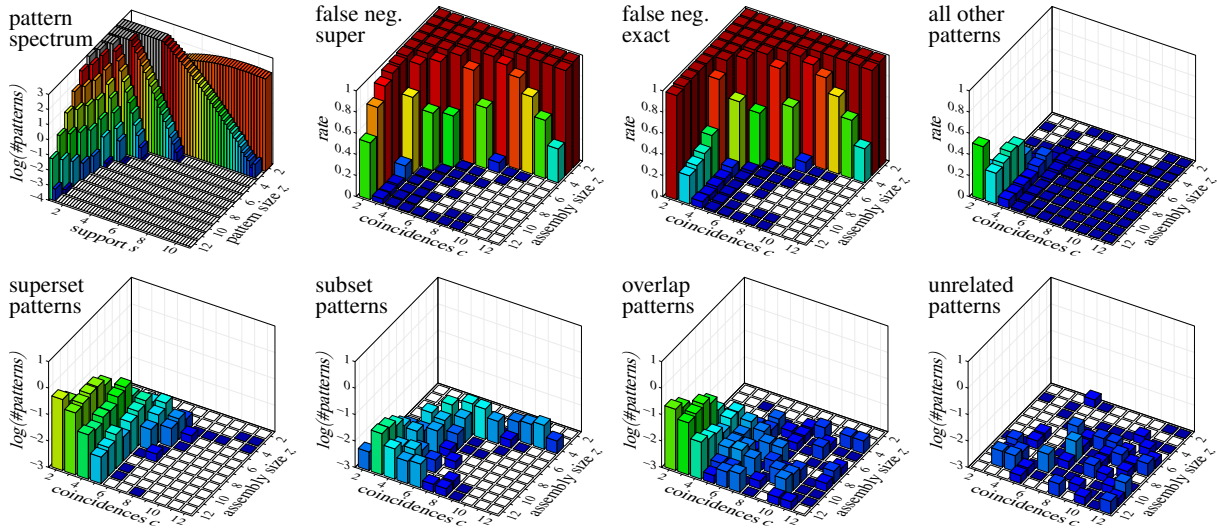
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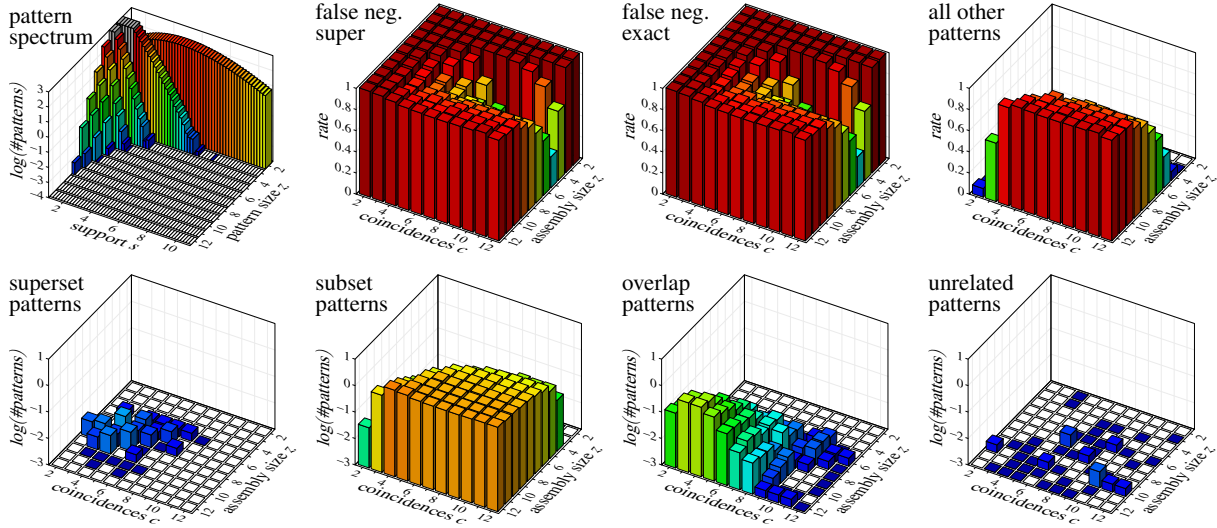
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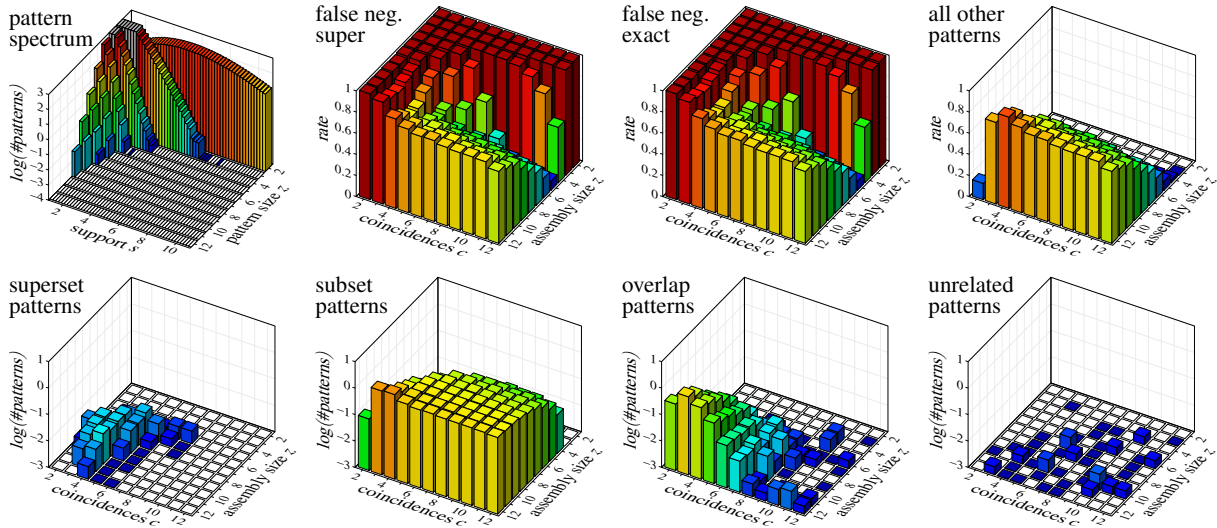
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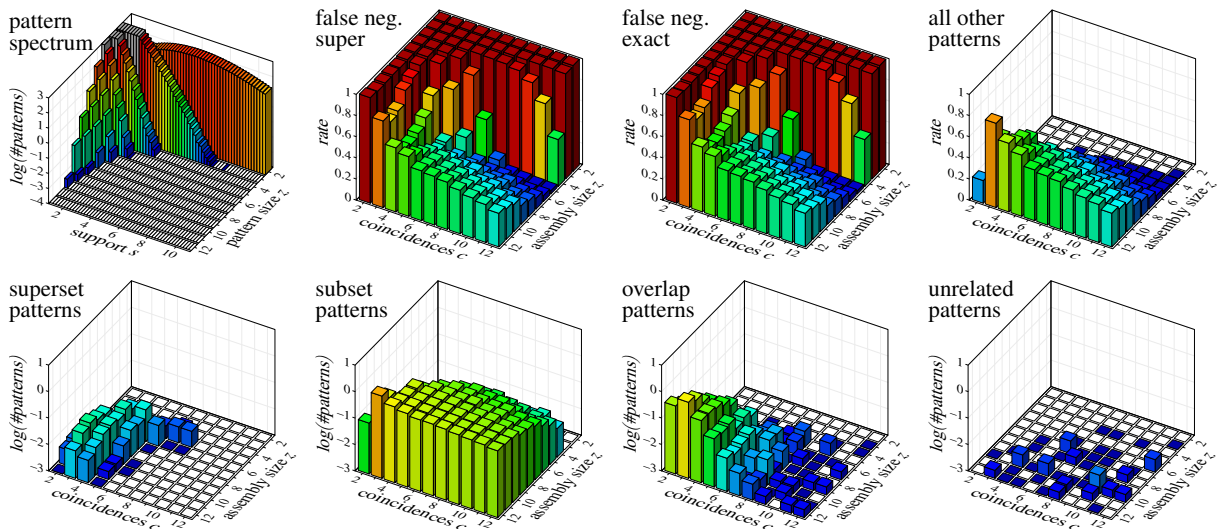
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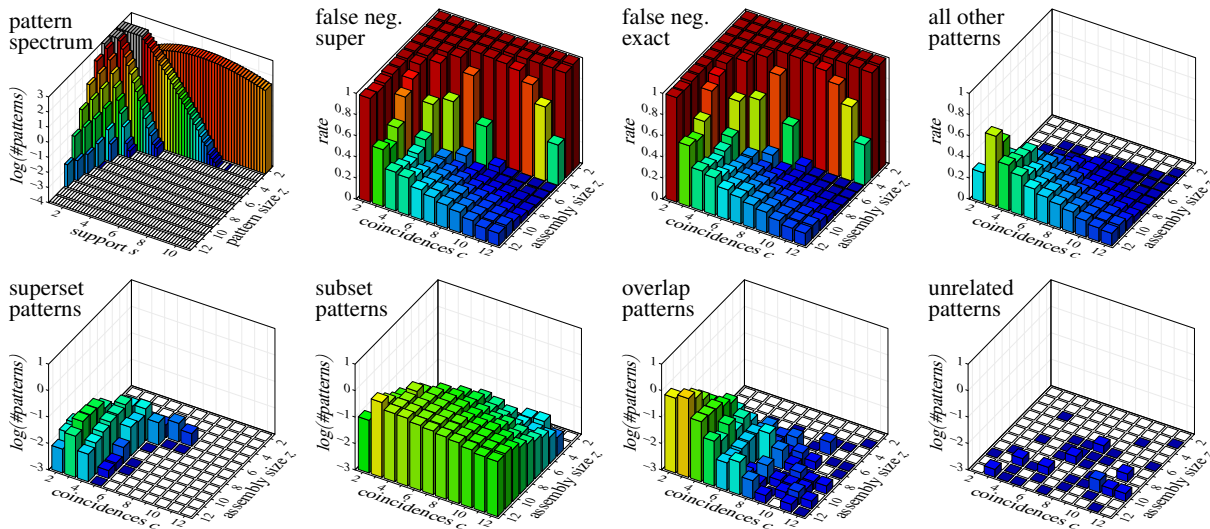
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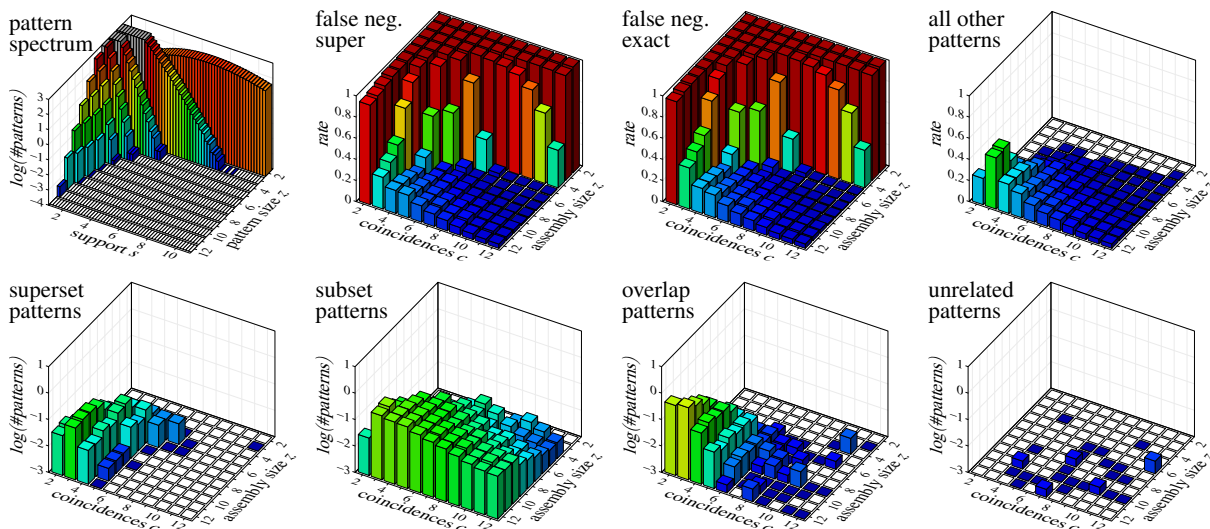
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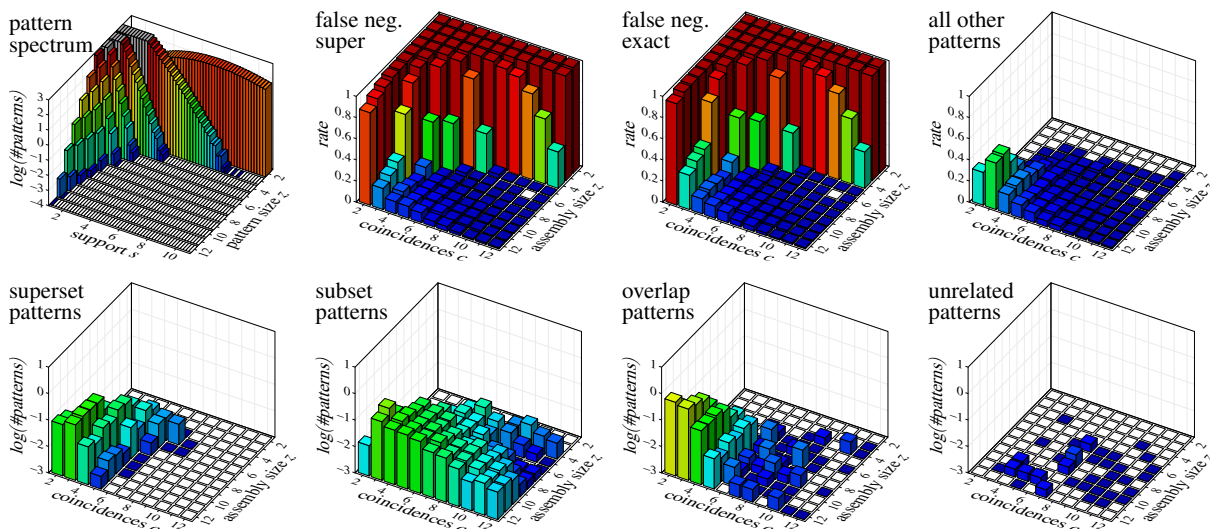
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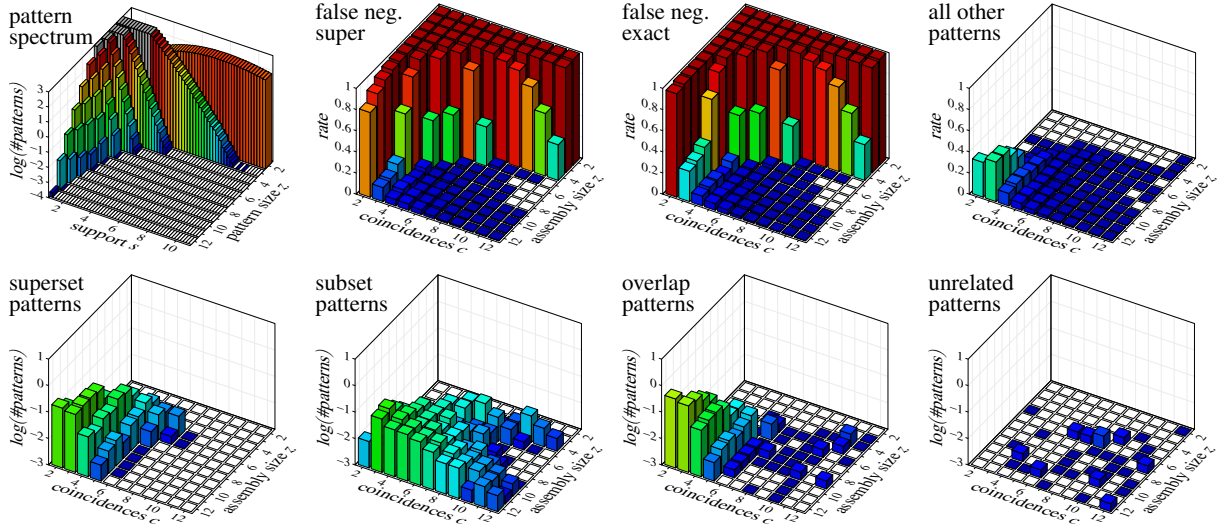
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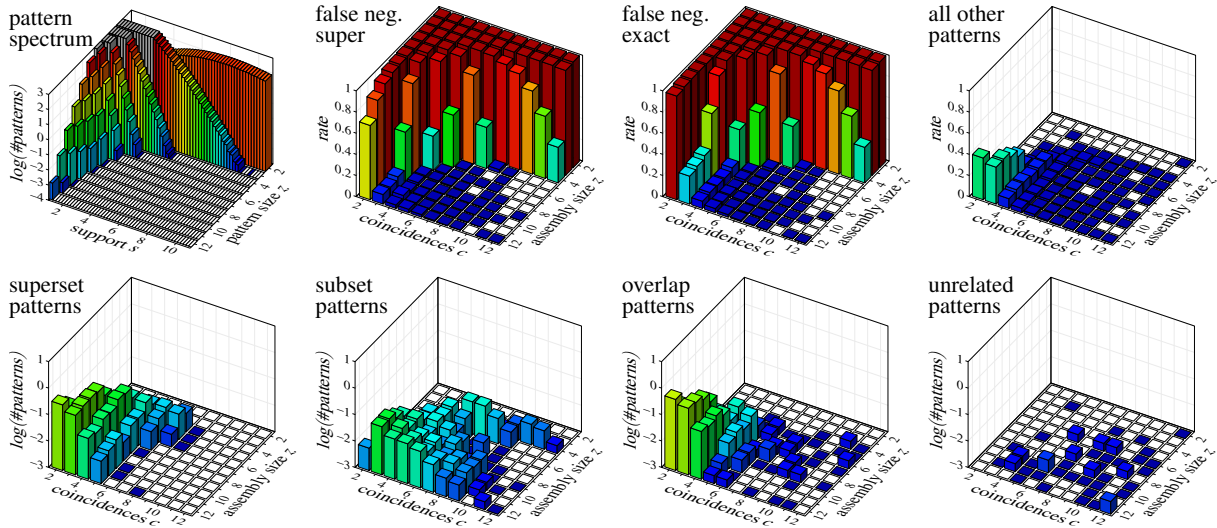
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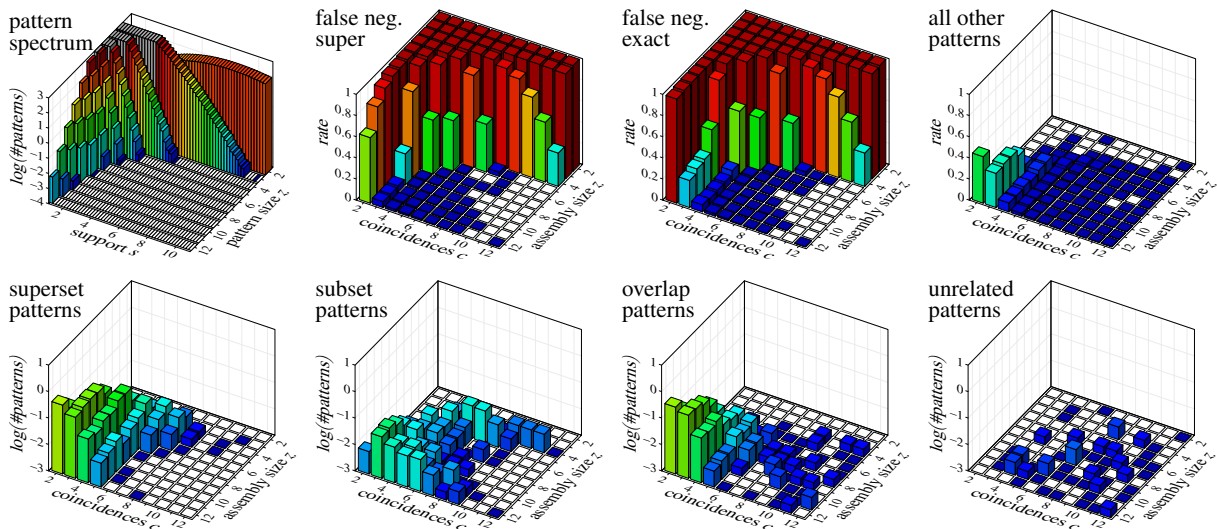
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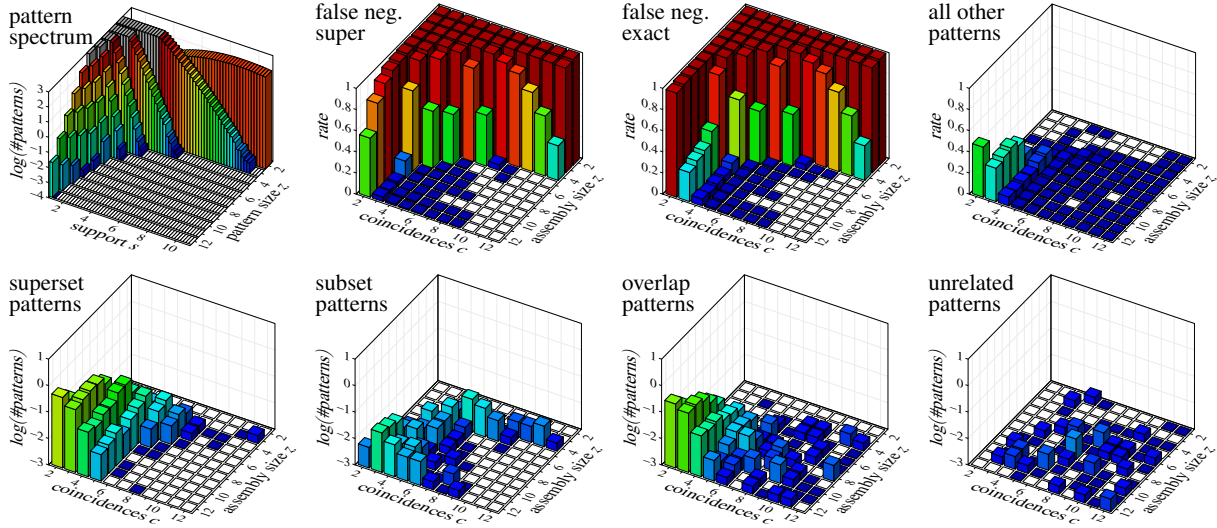
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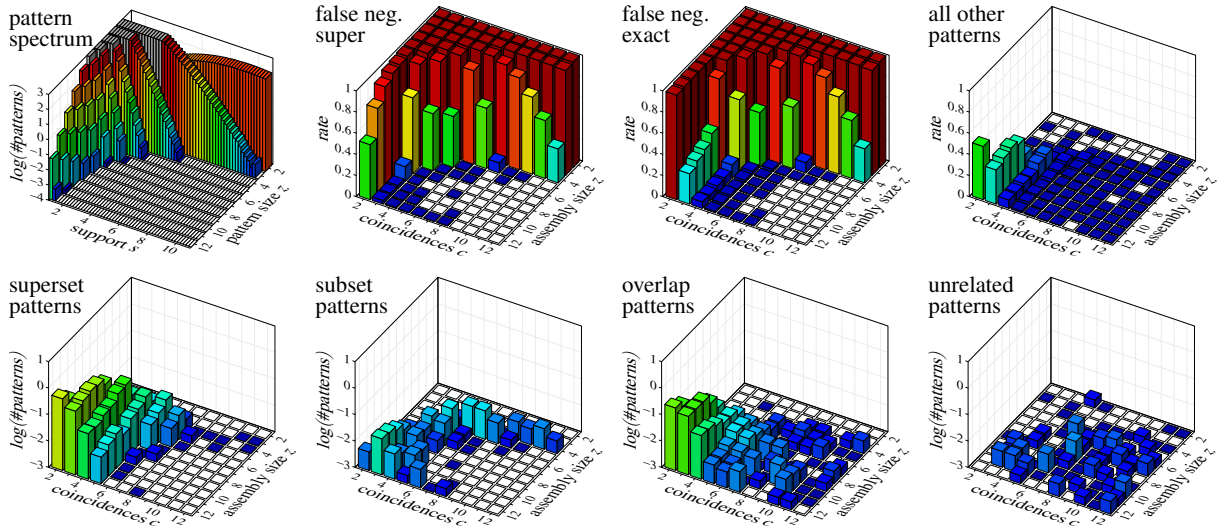
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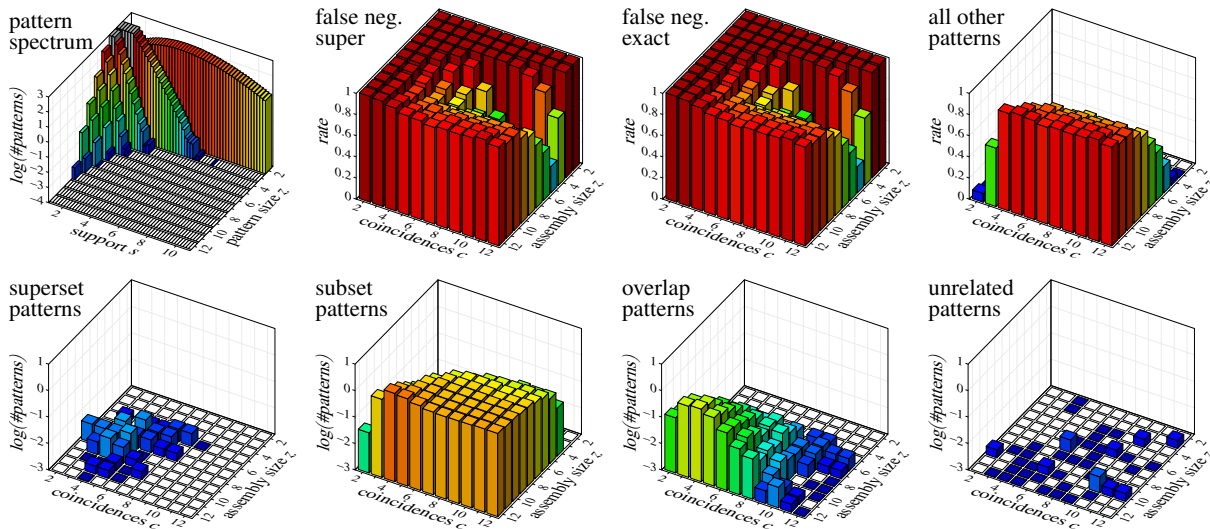
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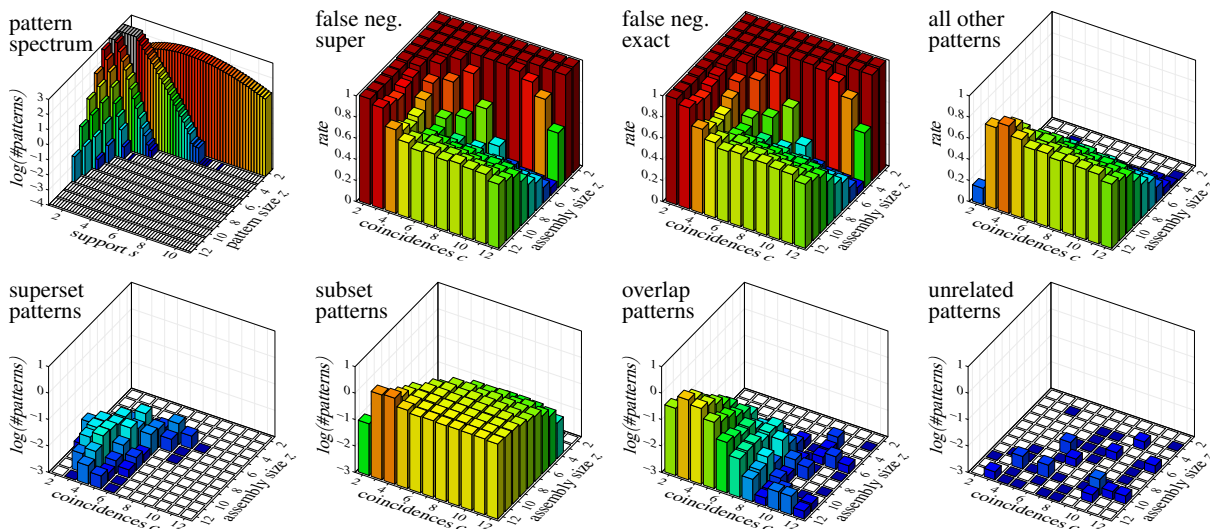
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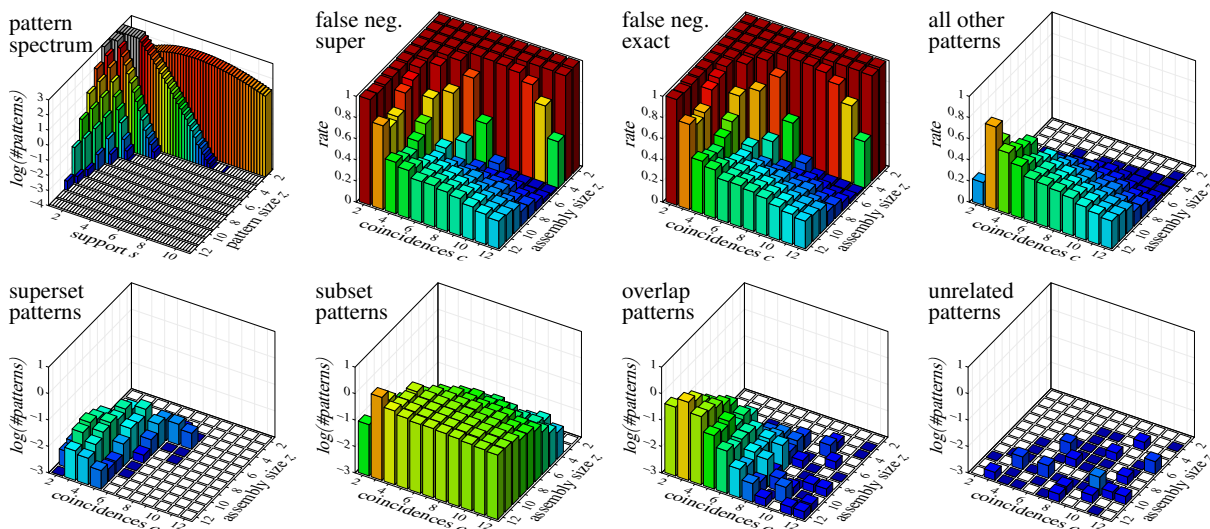
5.0ms jitter, 5.0ms windows, reduced with $(z - 1) \cdot (c + 1.0)$



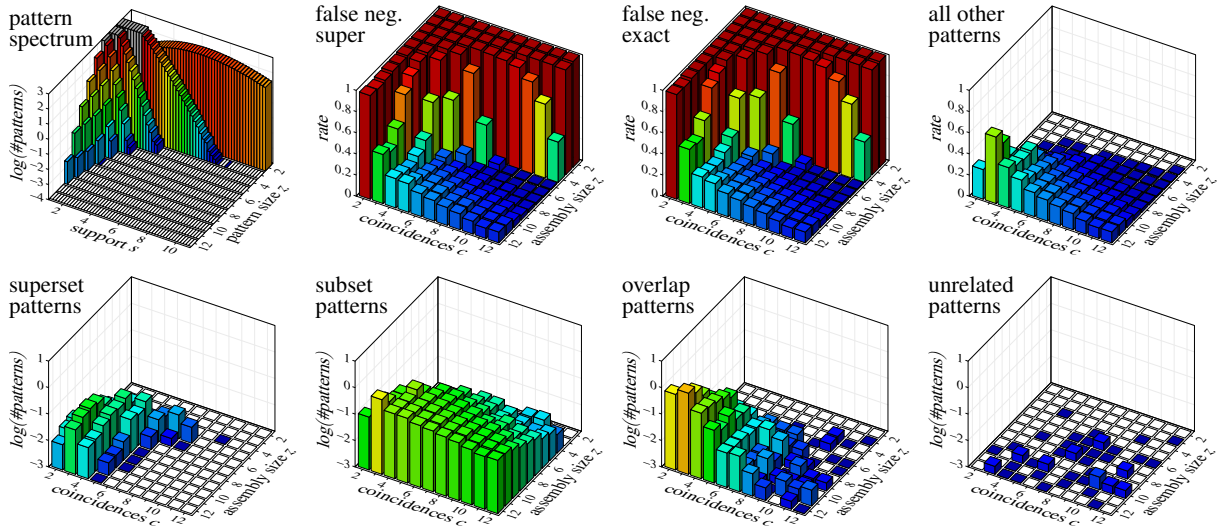
5.0ms jitter, 5.5ms windows, reduced with $(z - 1) \cdot (c + 1.0)$



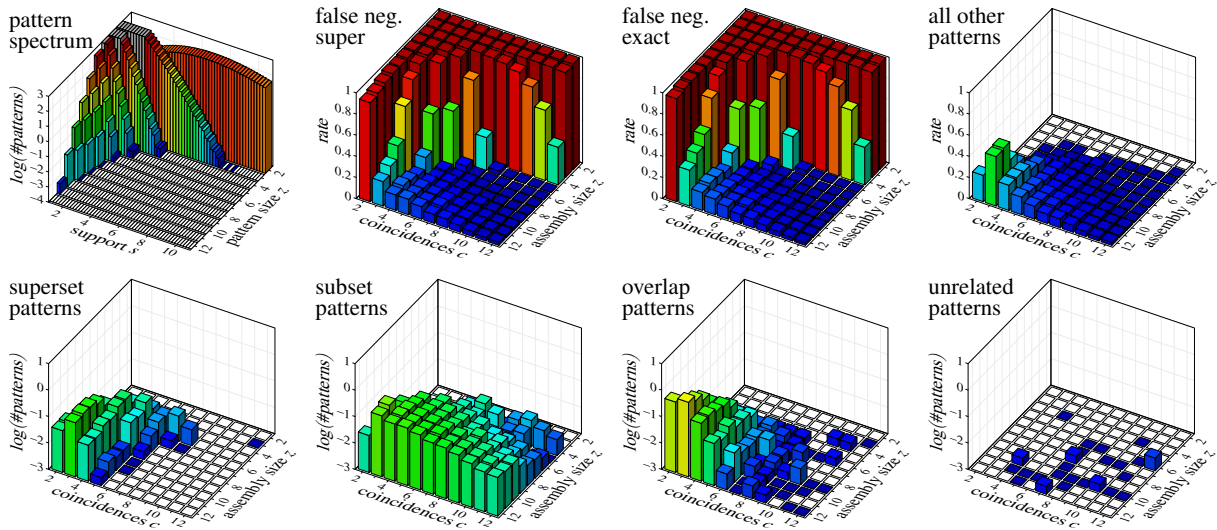
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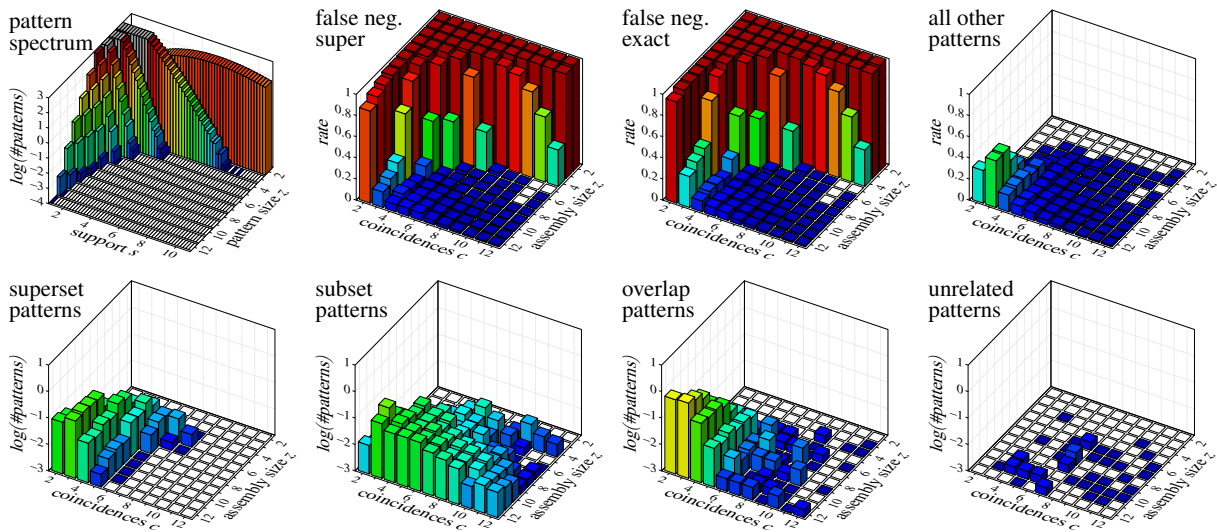
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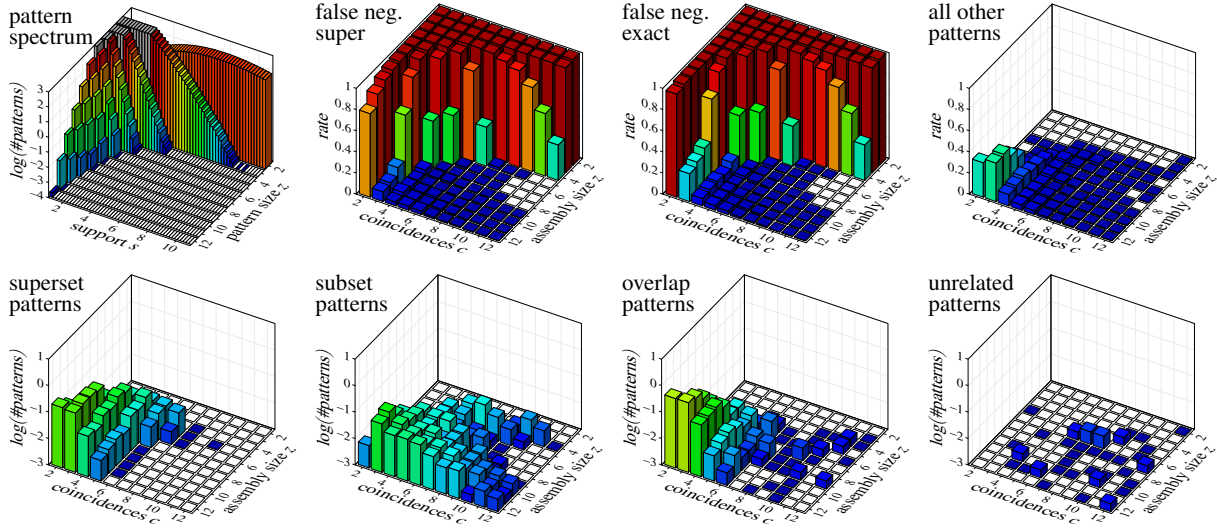
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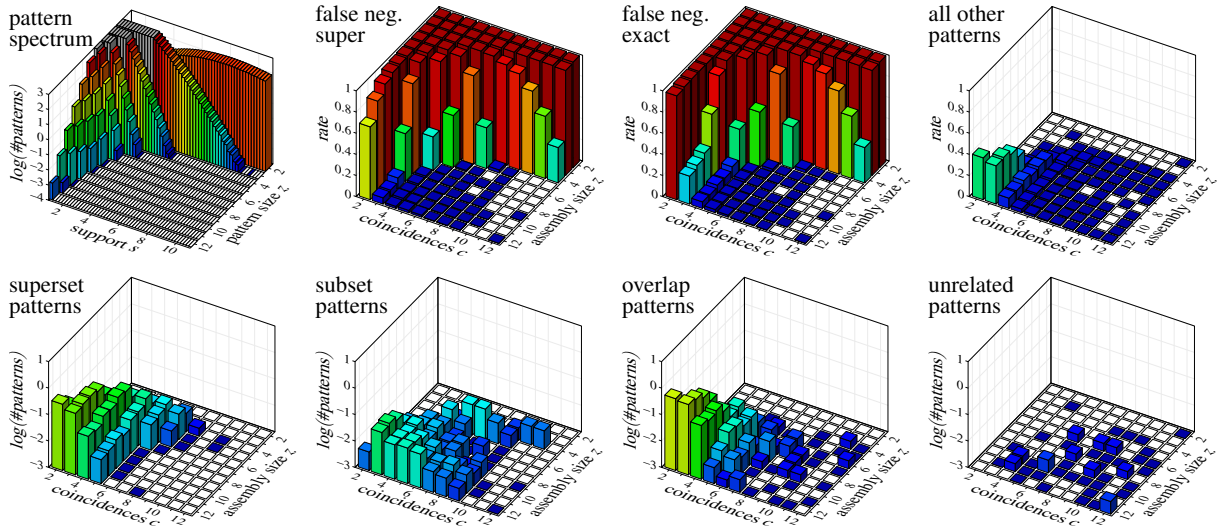
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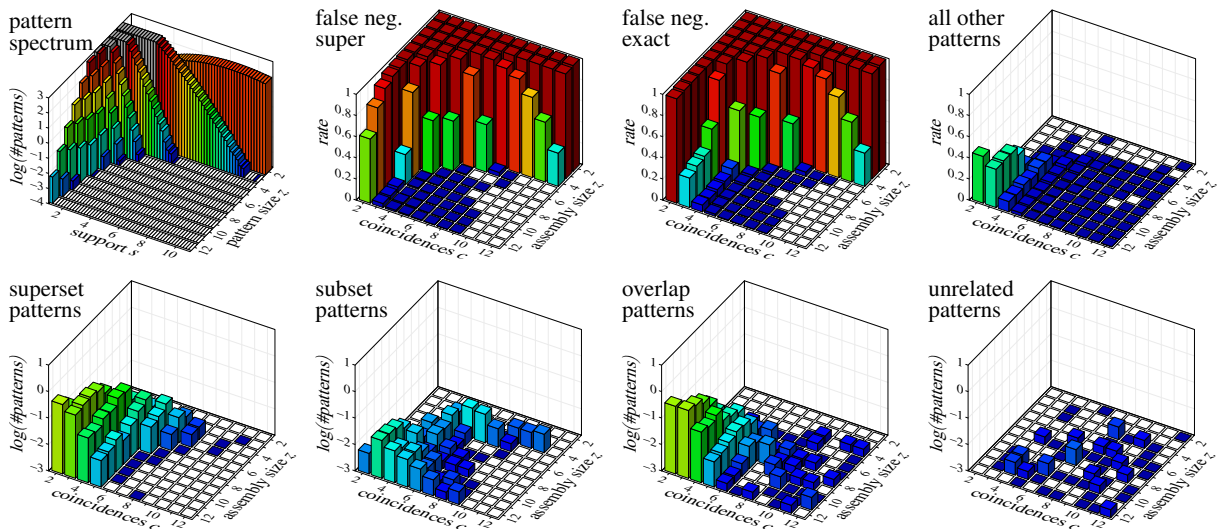
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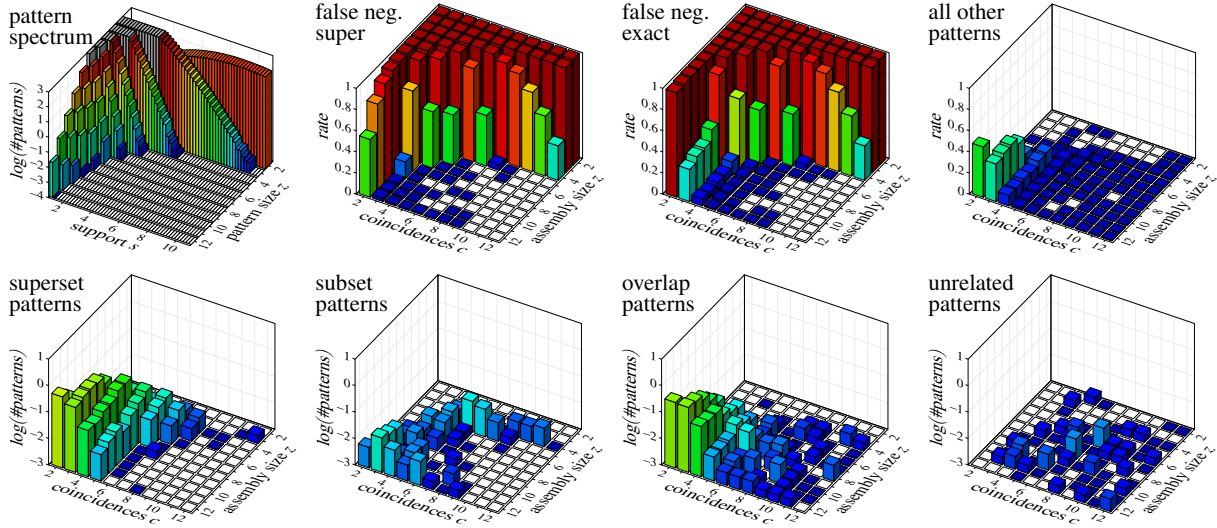
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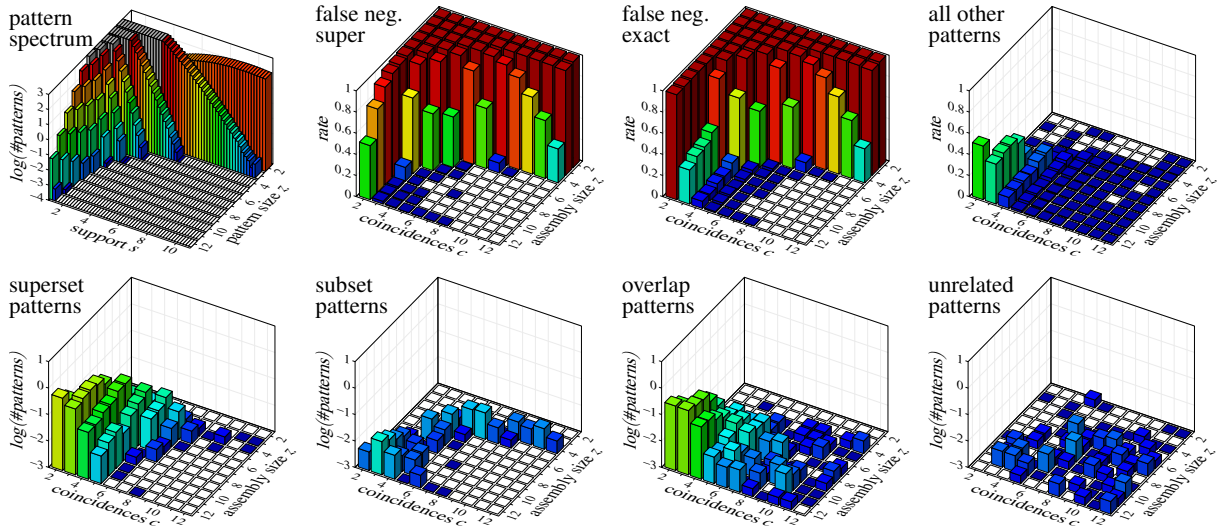
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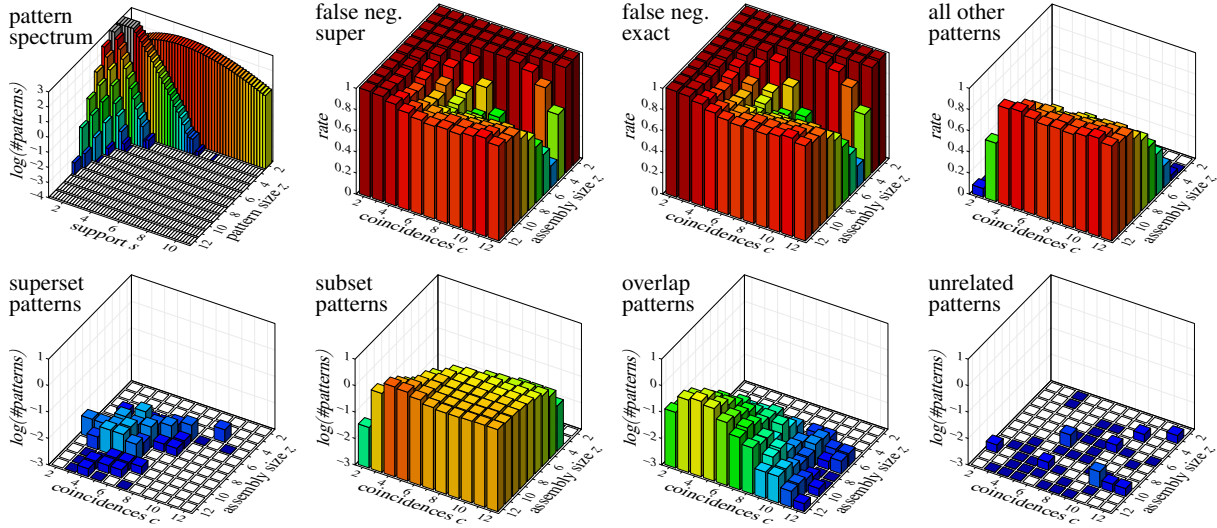
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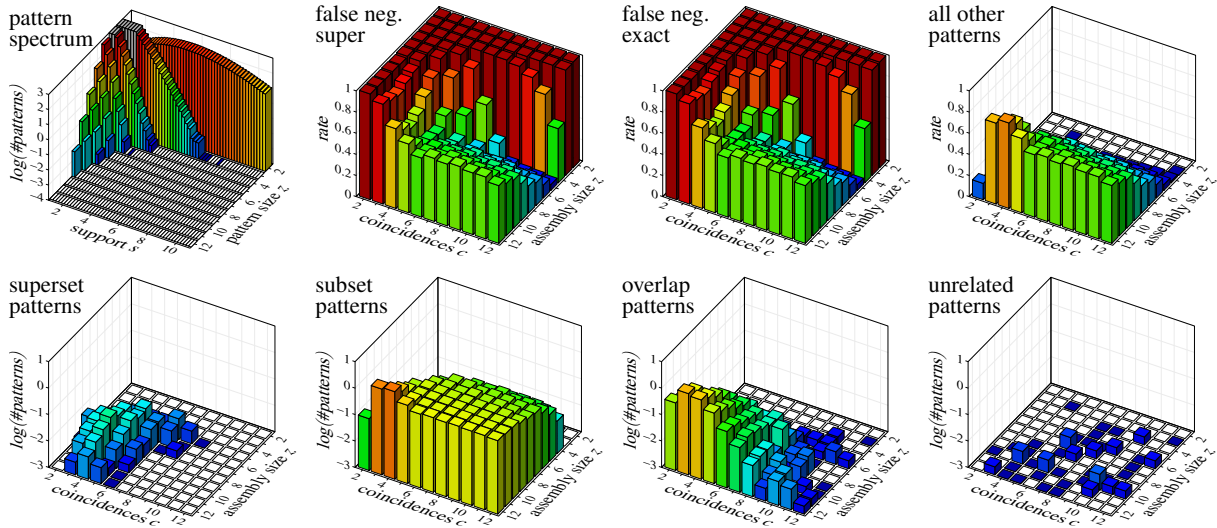
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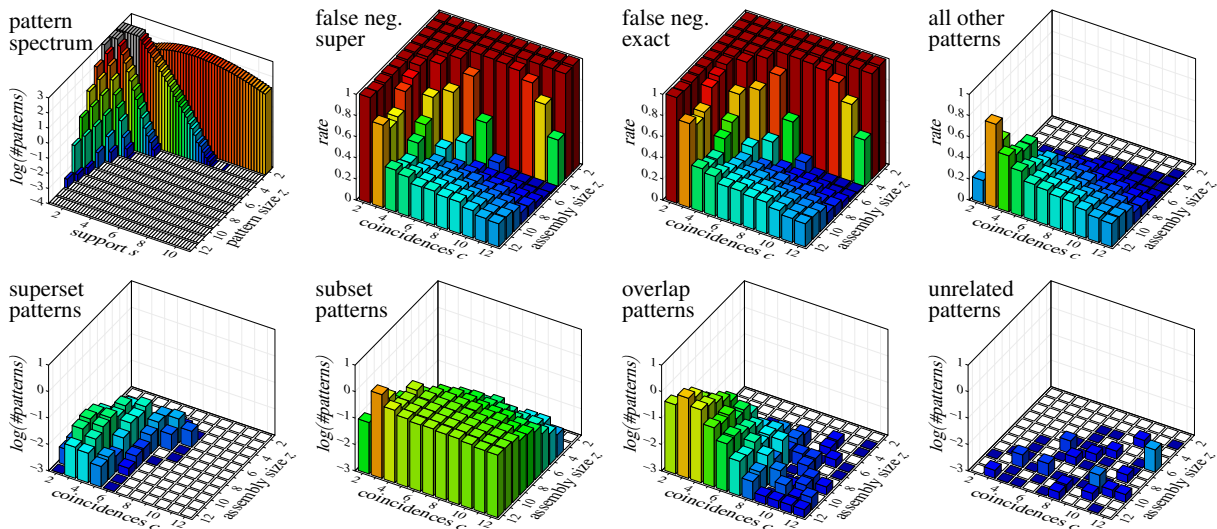
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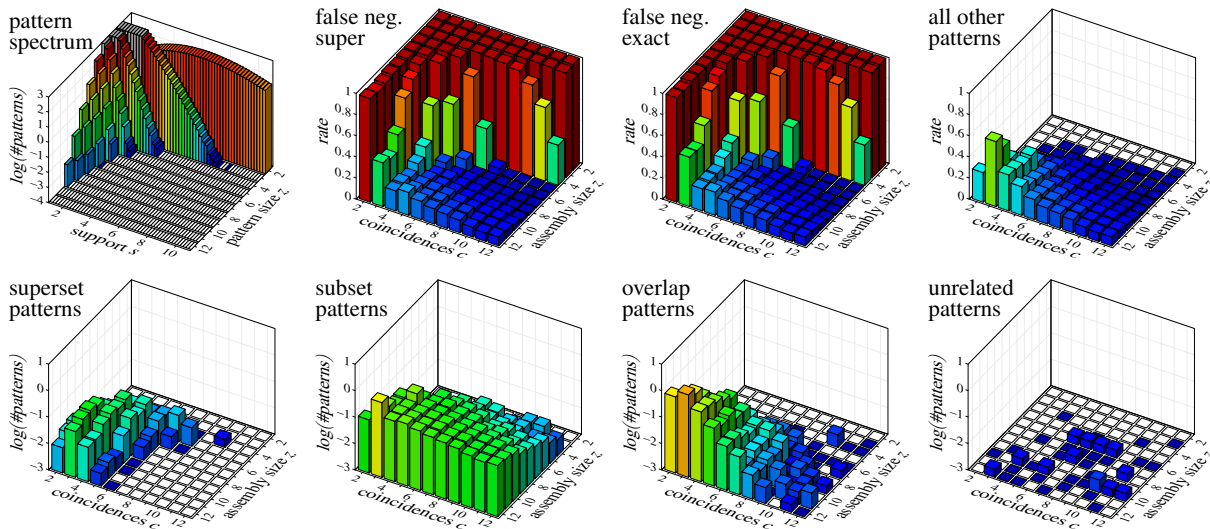
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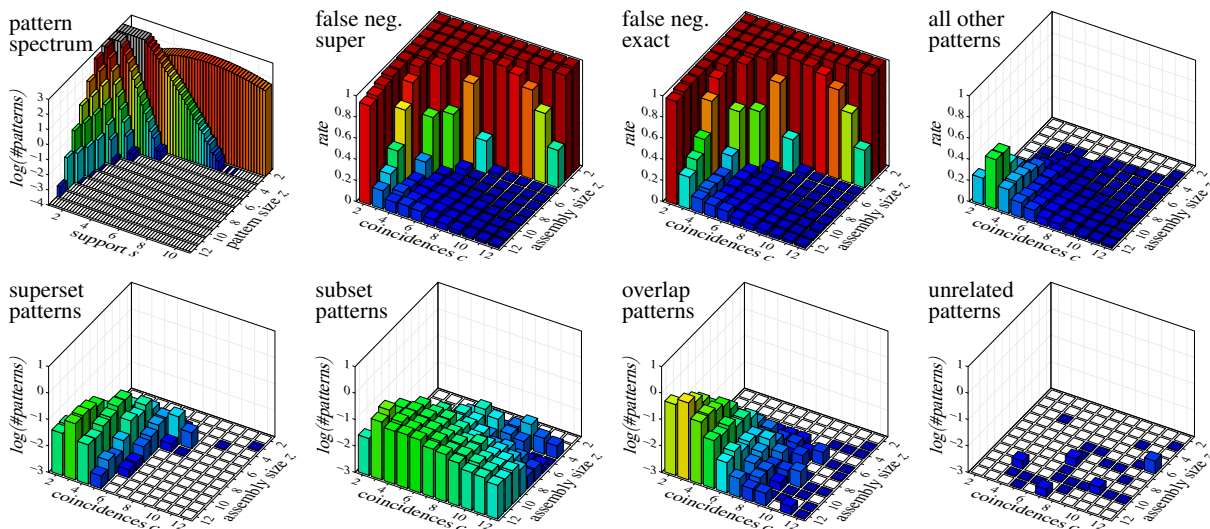
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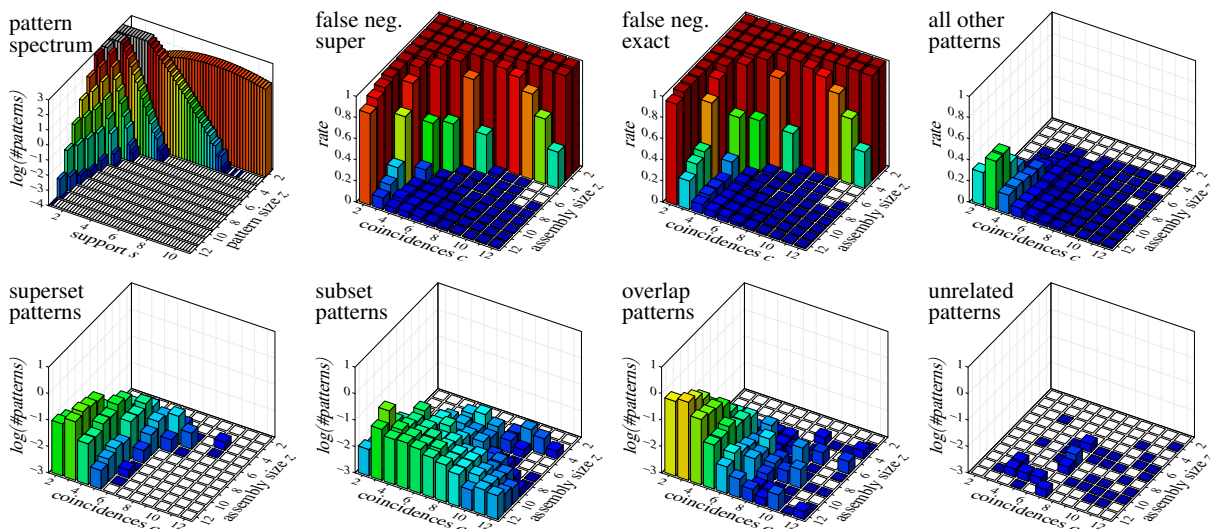
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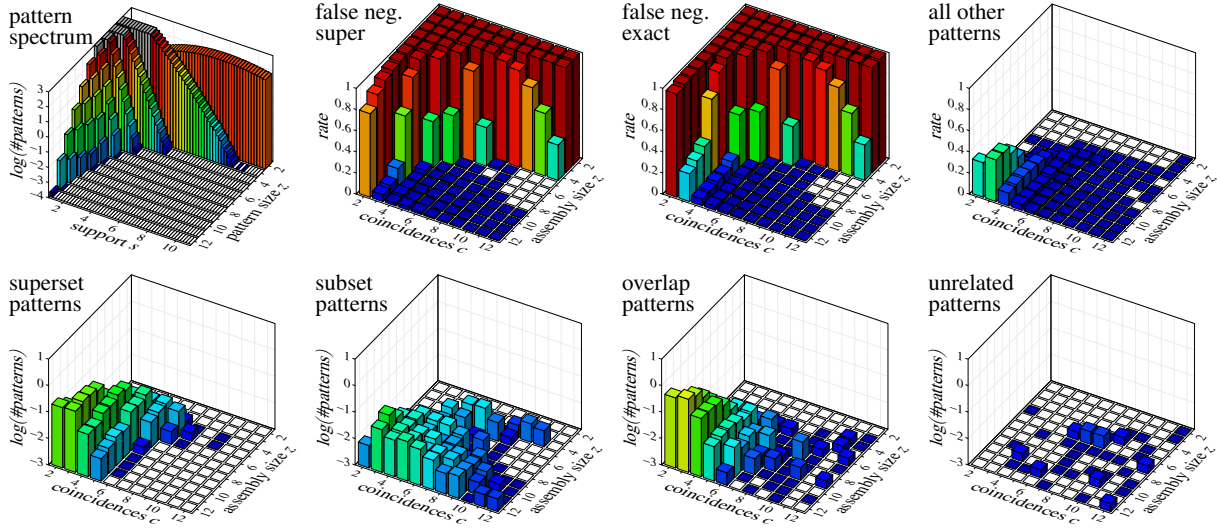
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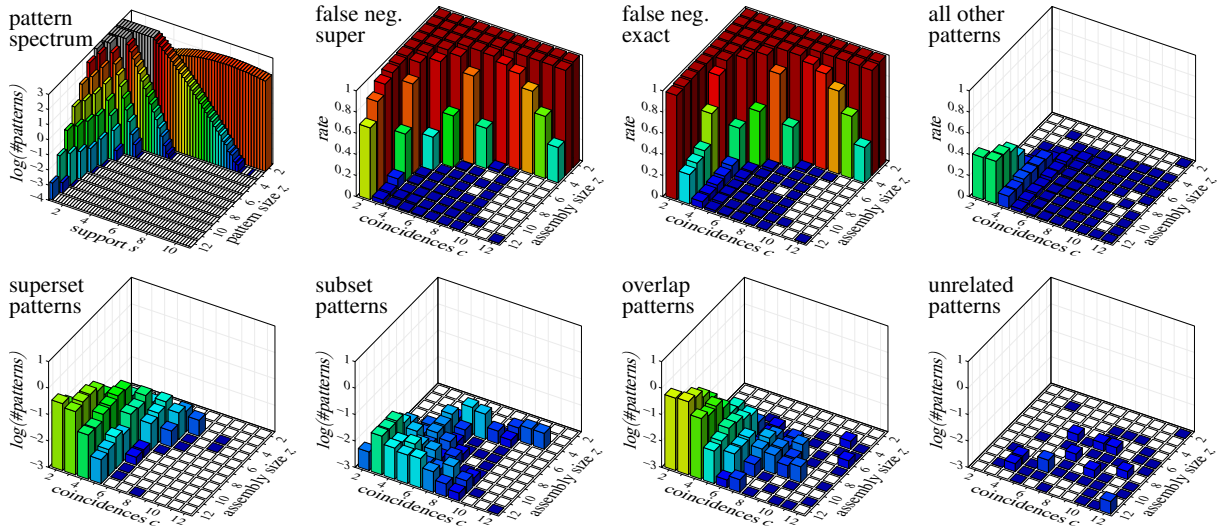
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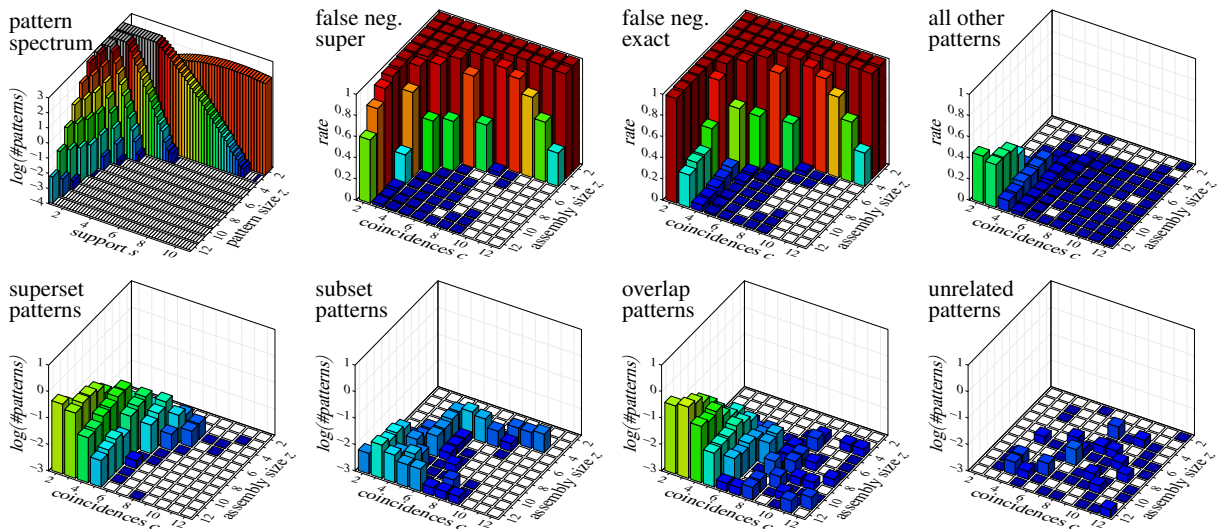
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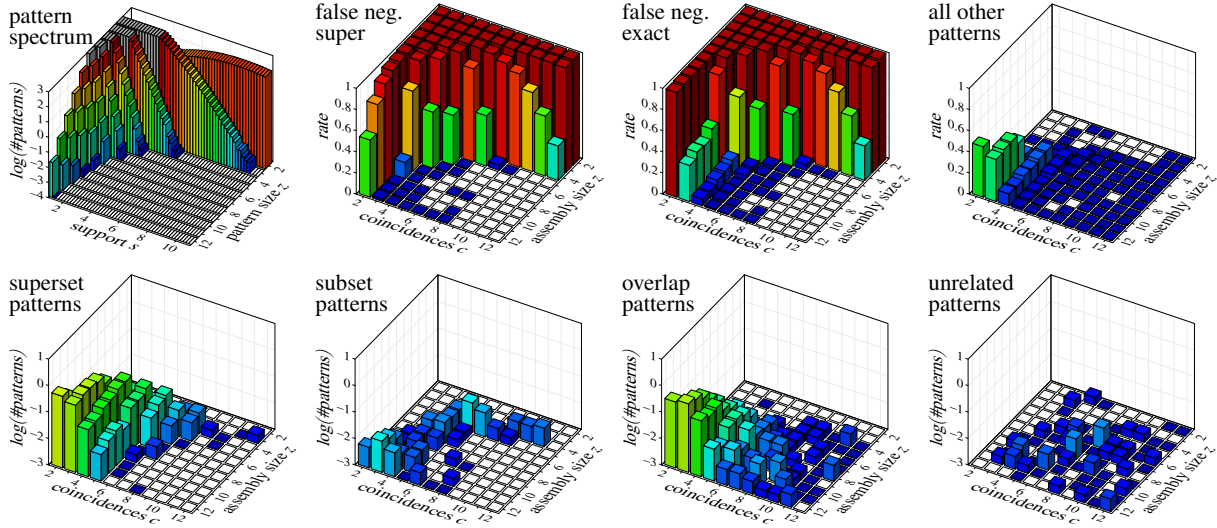
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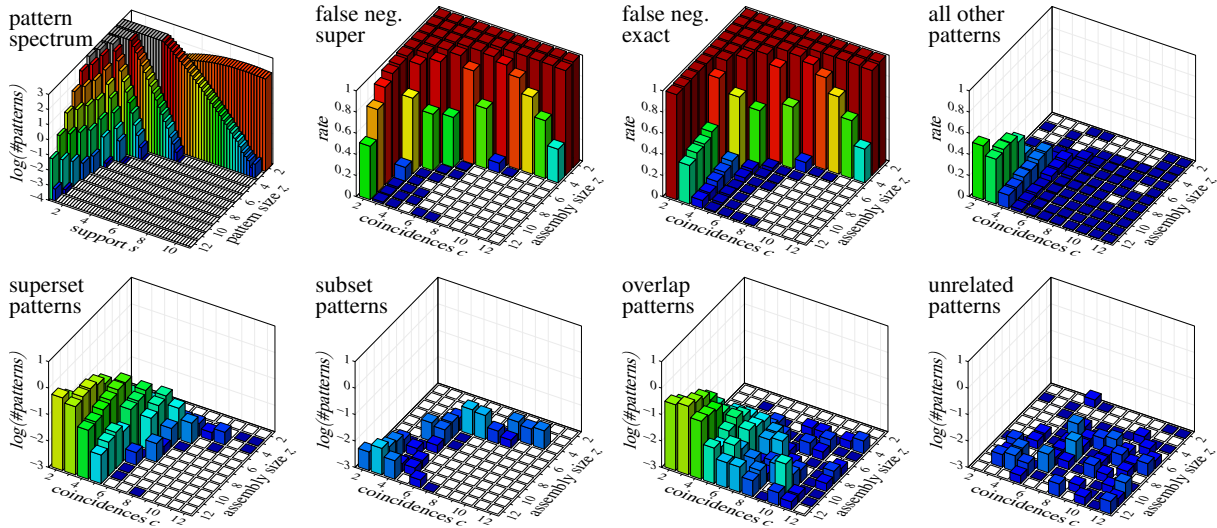
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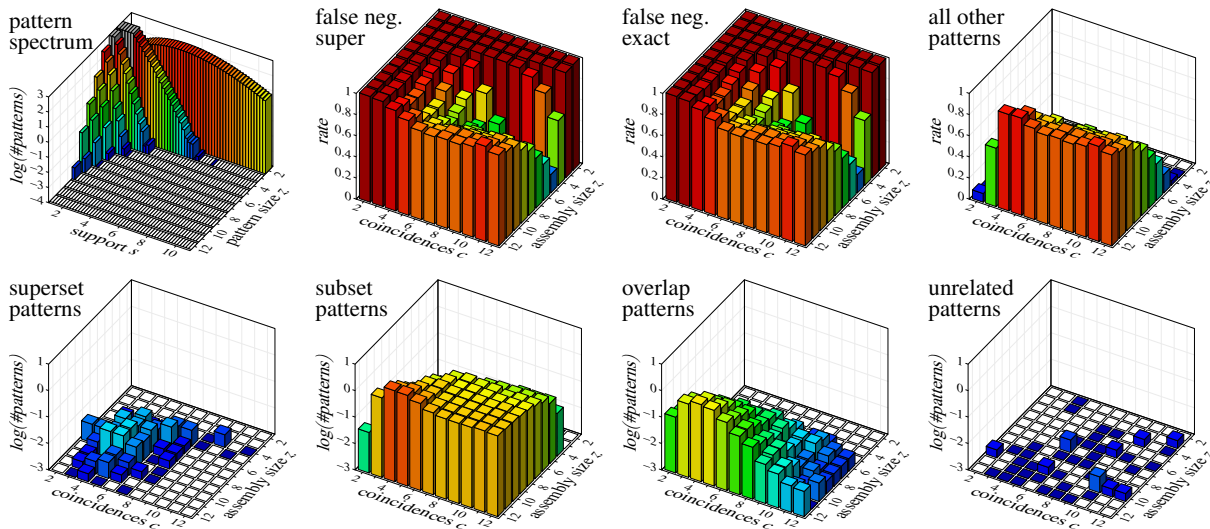
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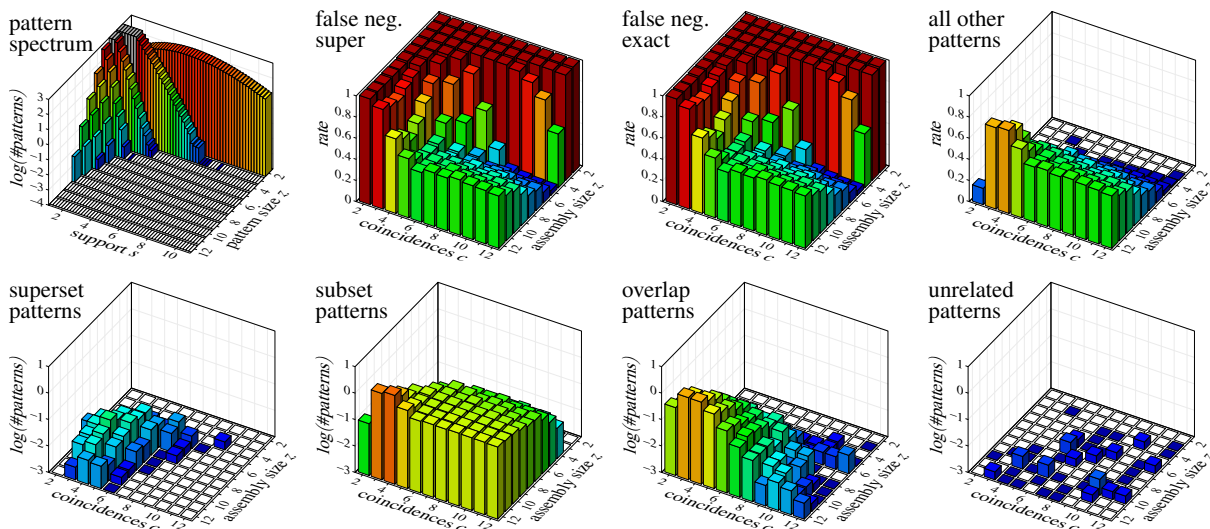
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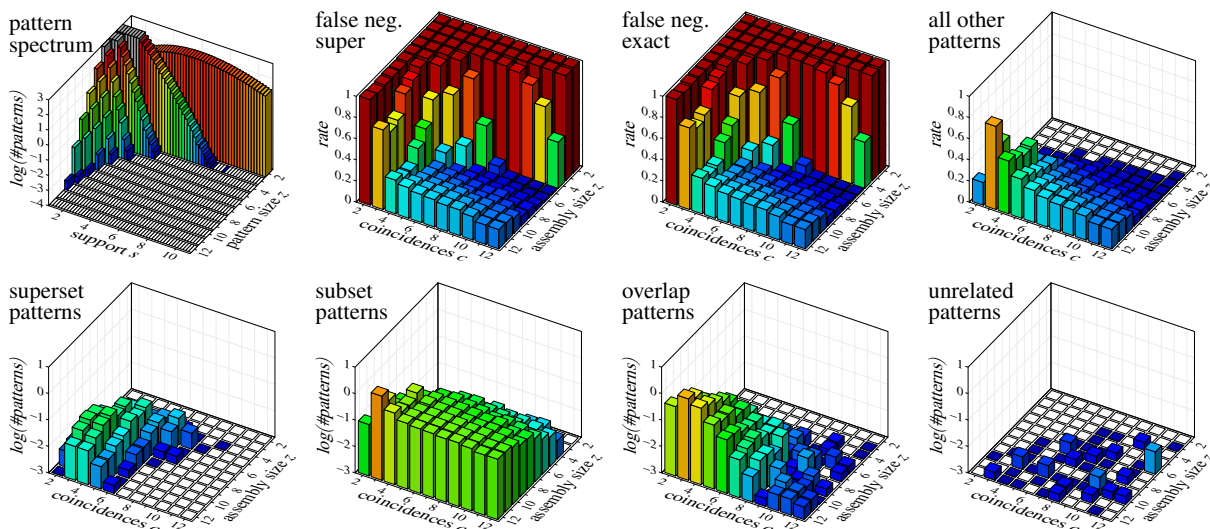
5.0ms jitter, 5.0ms windows, reduced with $(z - 1) \cdot (c + 1.4)$



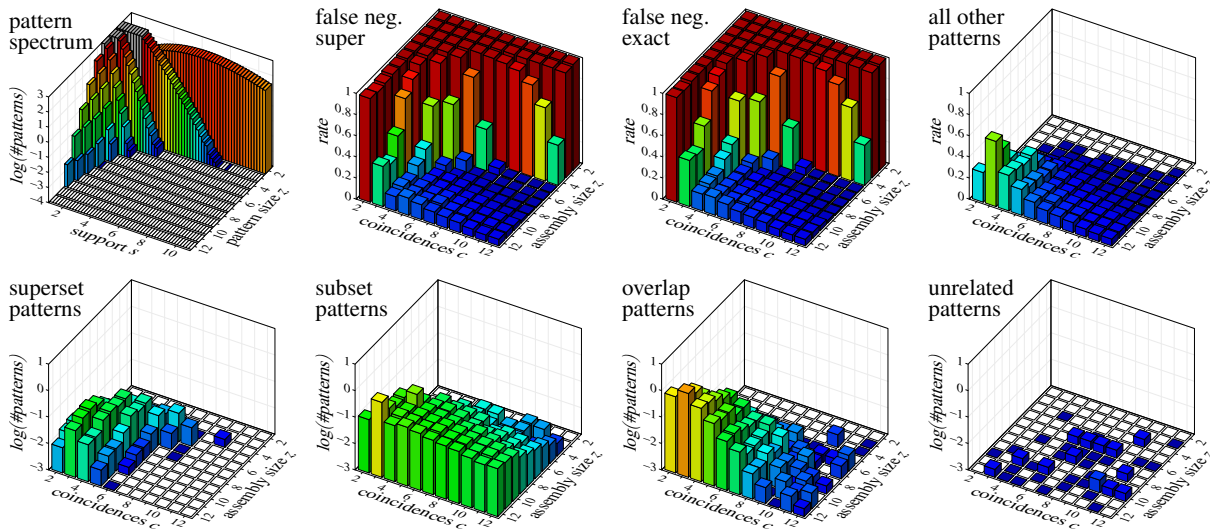
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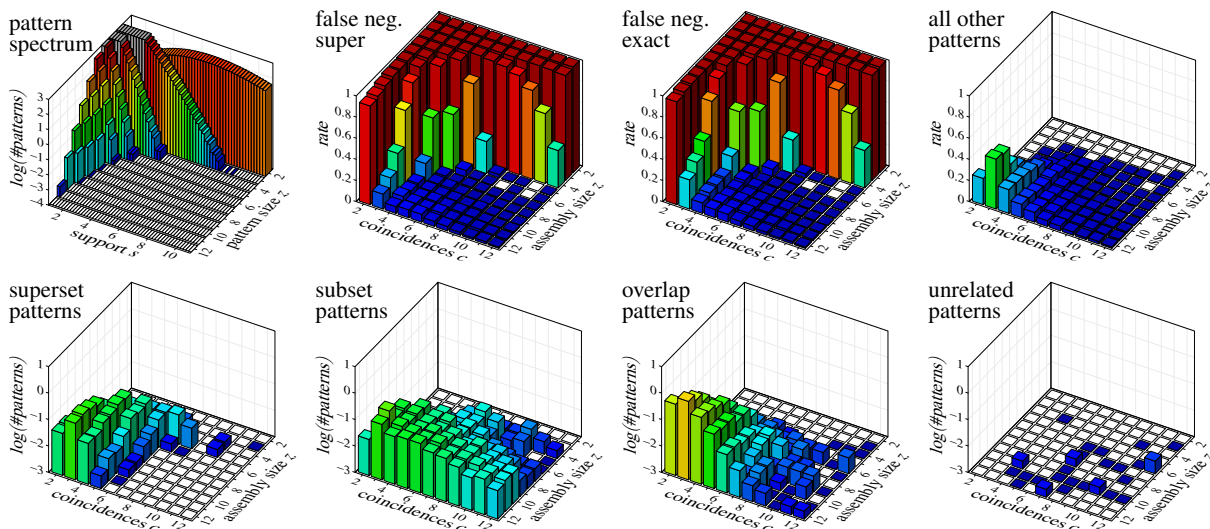
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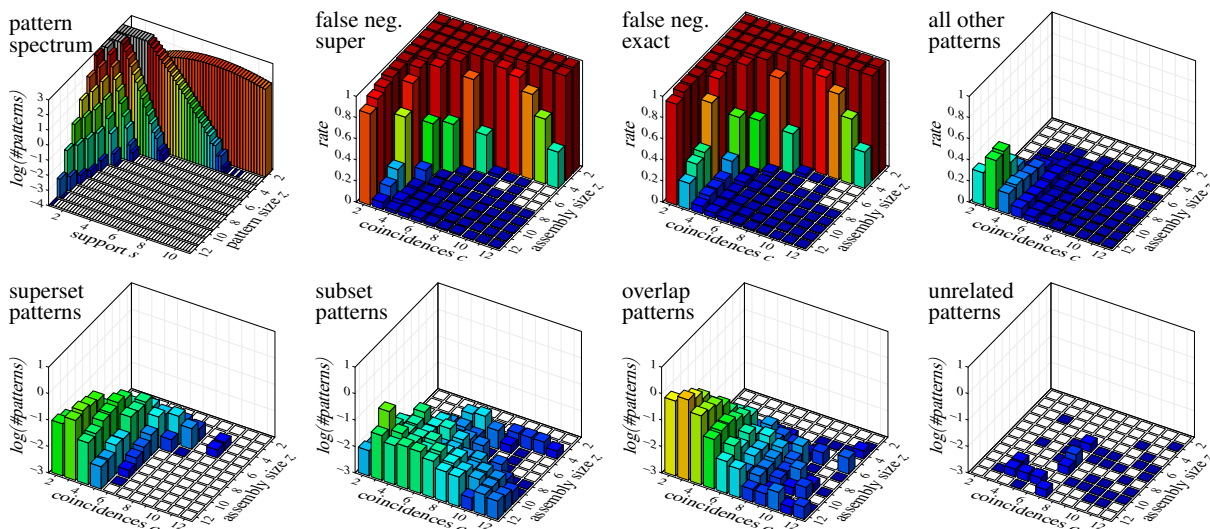
5.0ms jitter, 6.5ms windows, reduced with $(z - 1) \cdot (c + 1.4)$



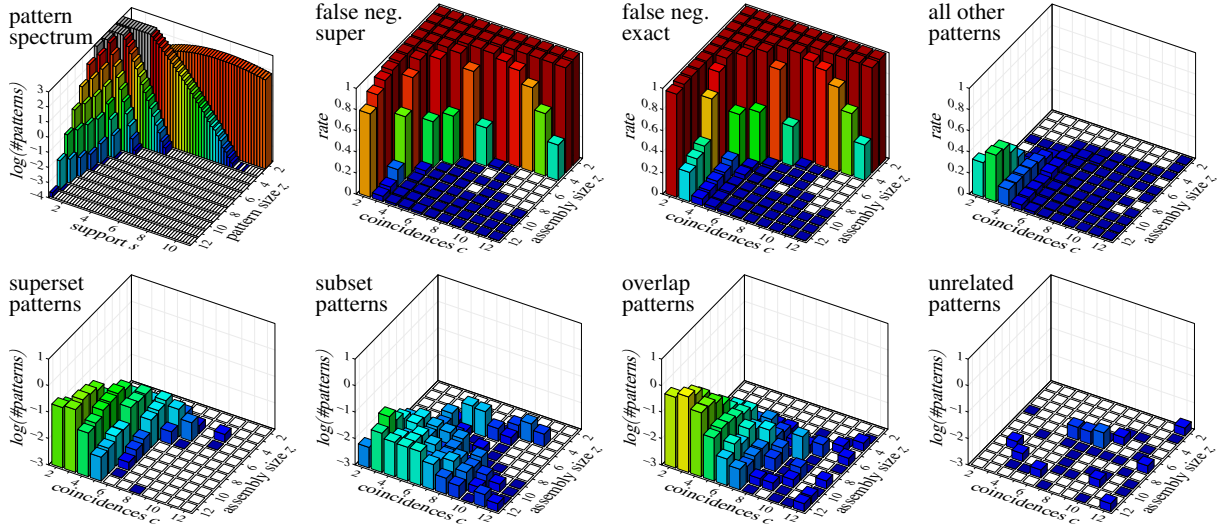
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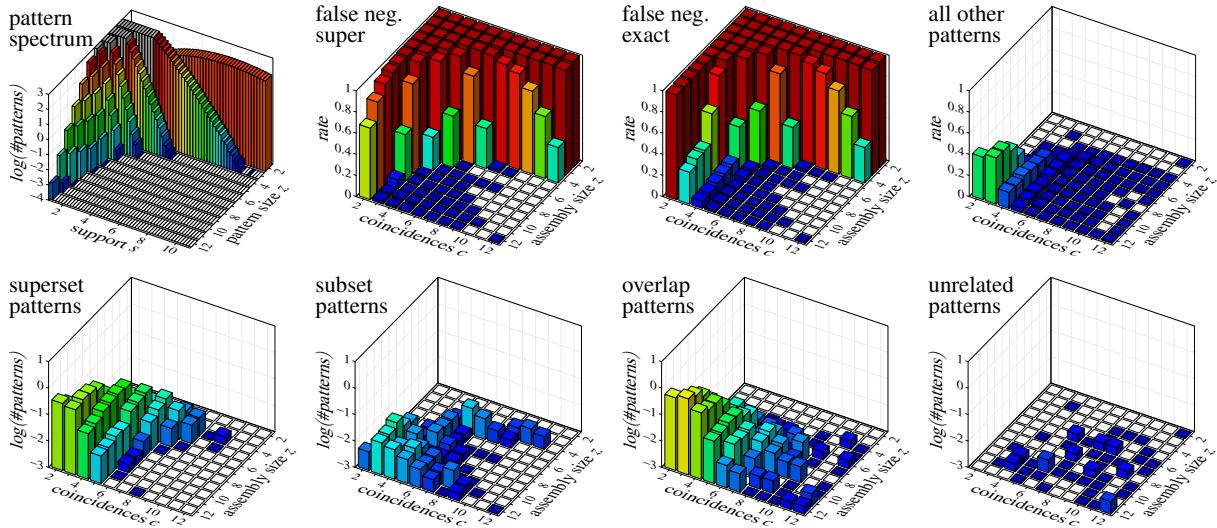
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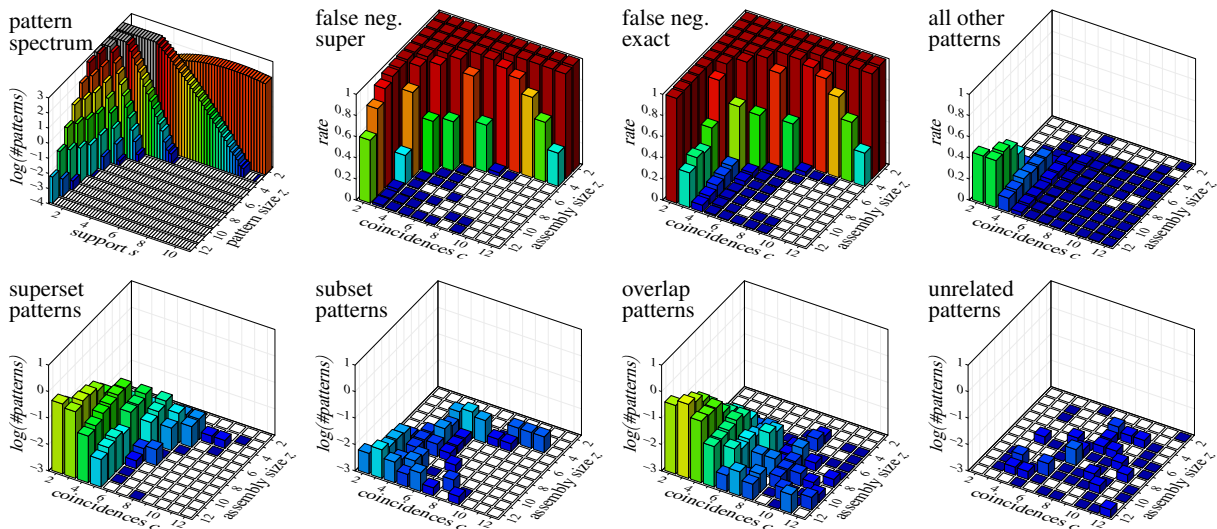
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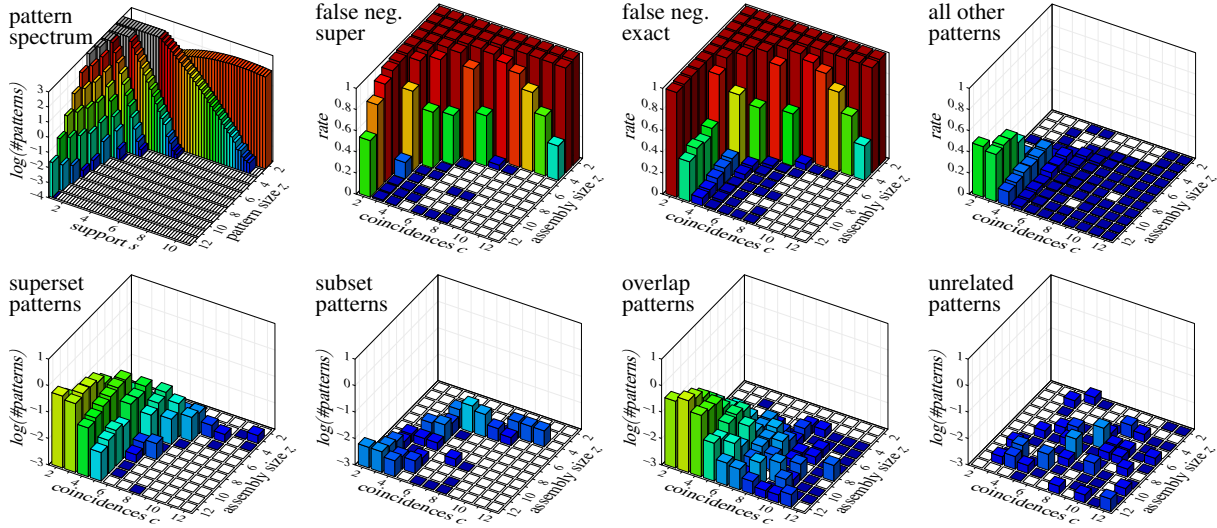
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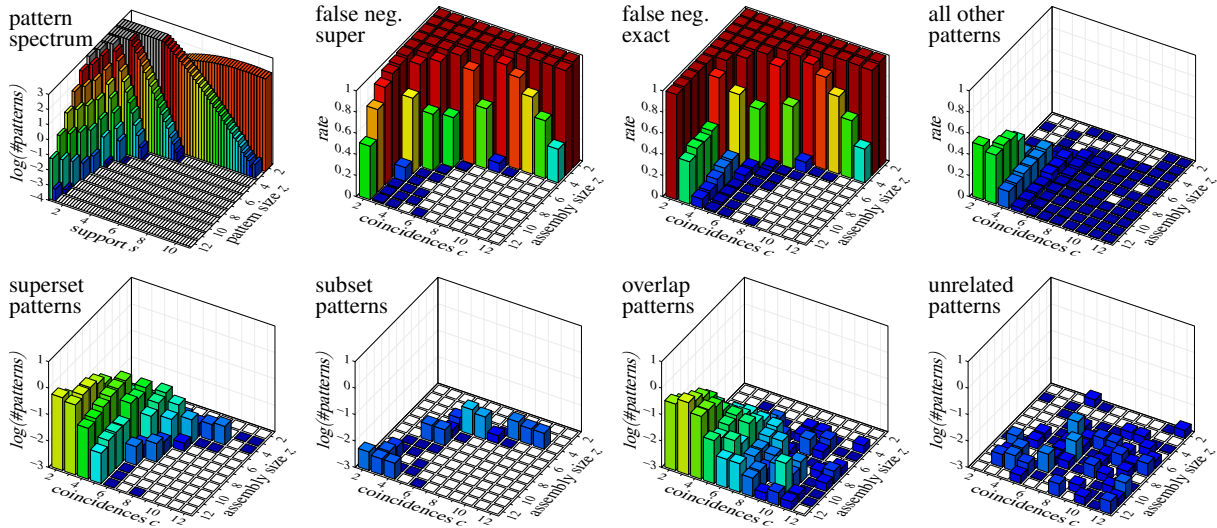
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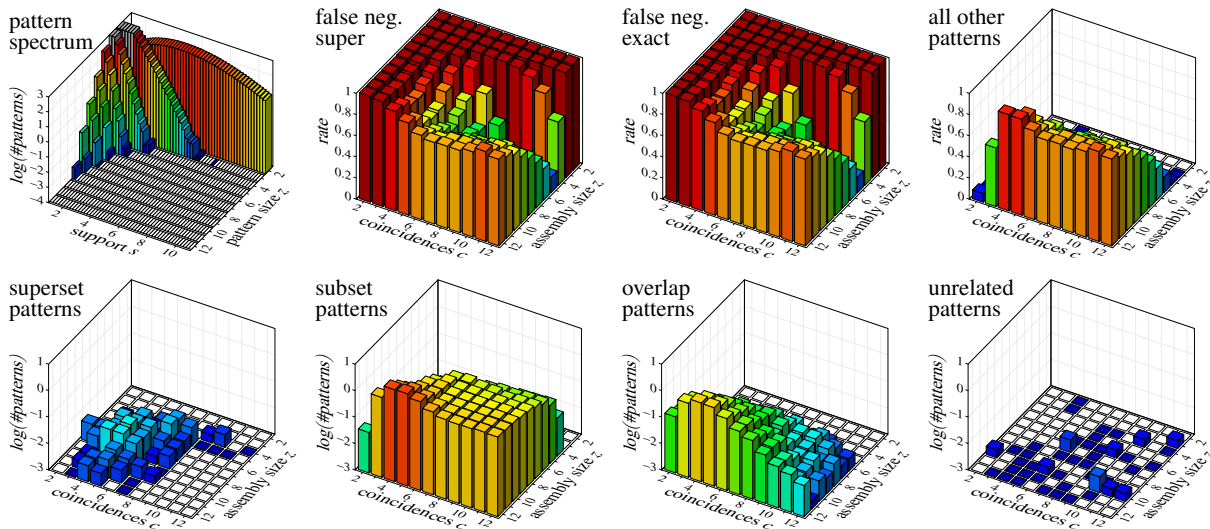
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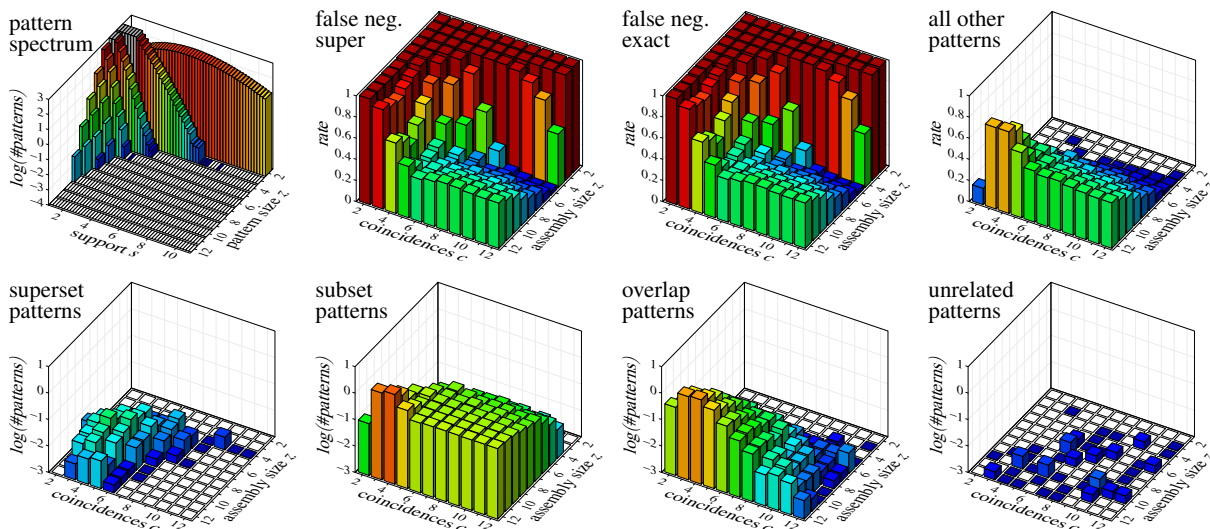
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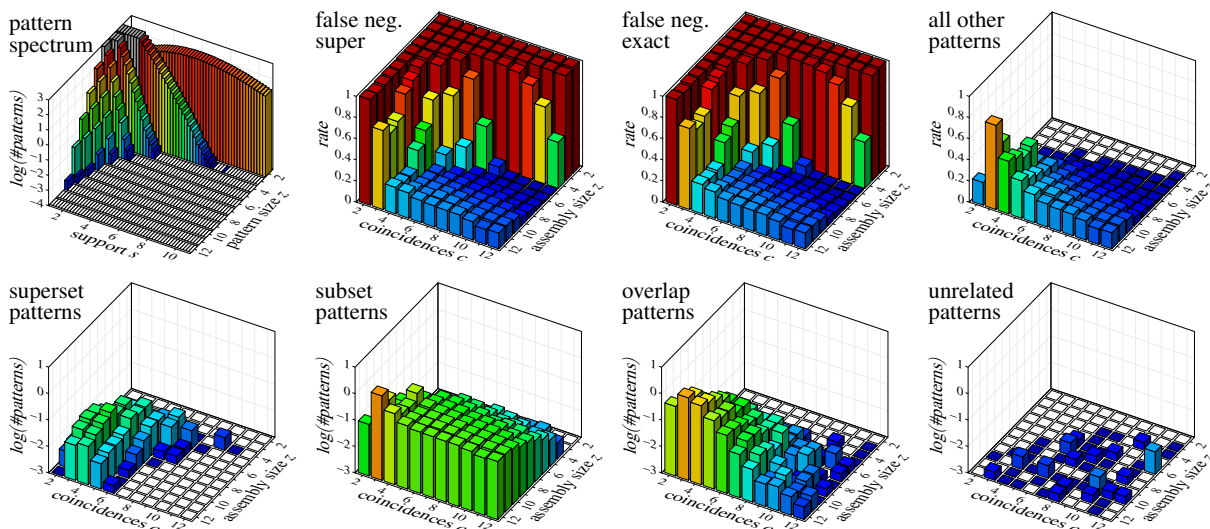
5.0ms jitter, 5.0ms windows, reduced with $(z - 1) \cdot (c + 1.6)$



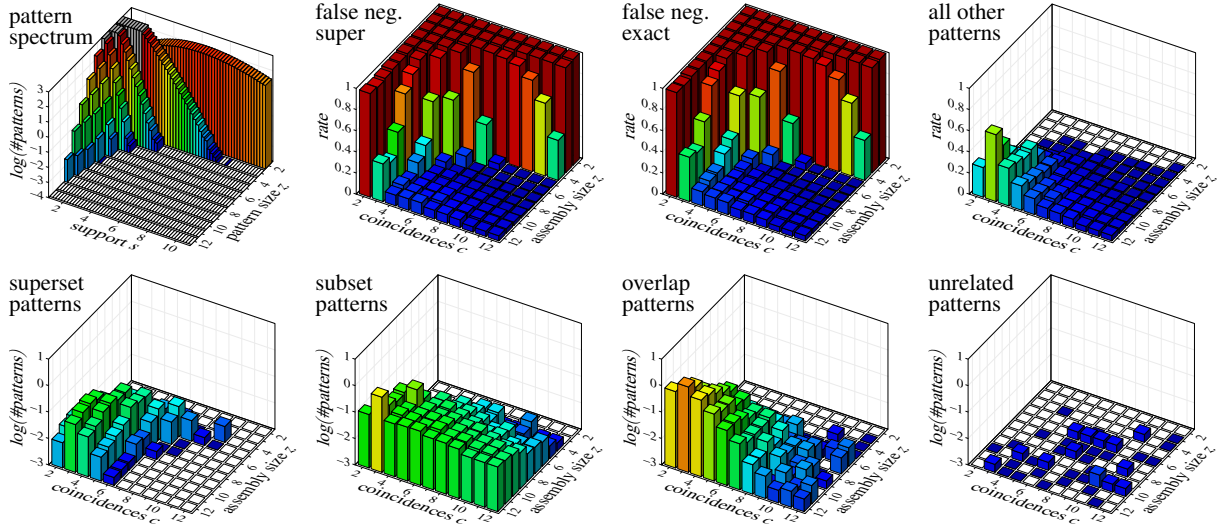
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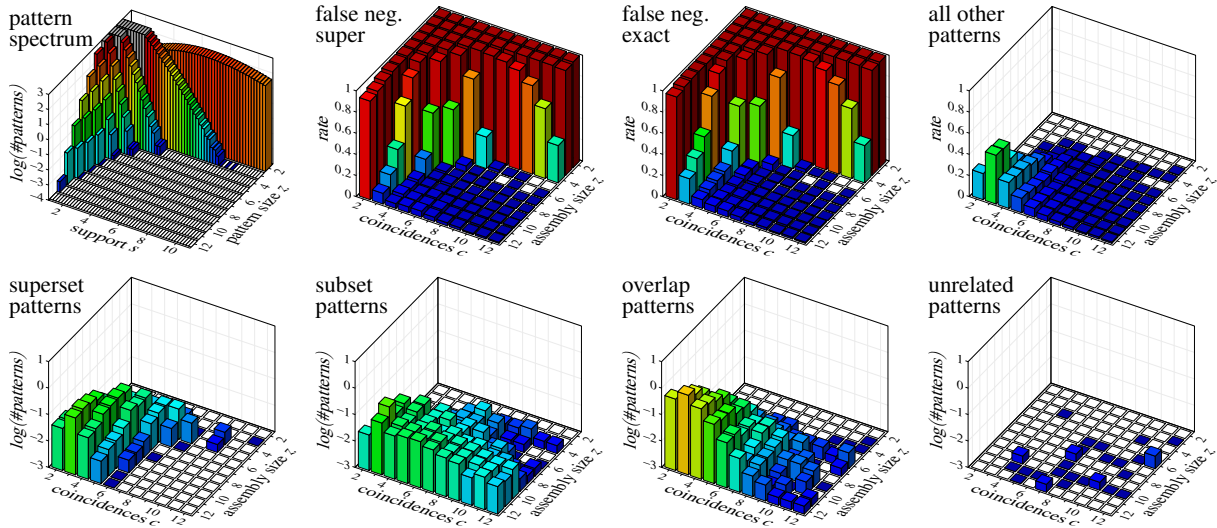
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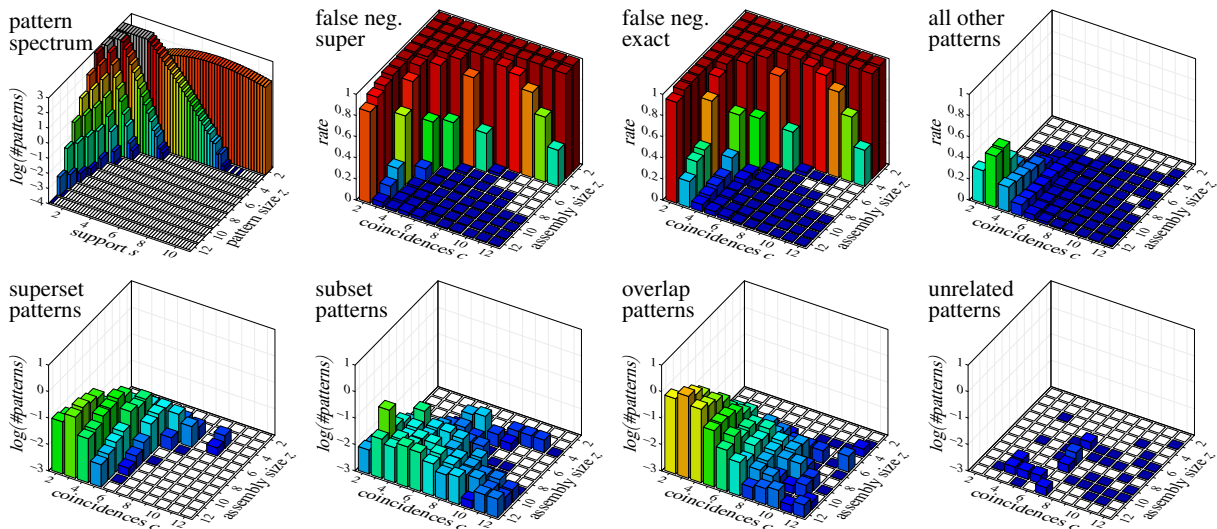
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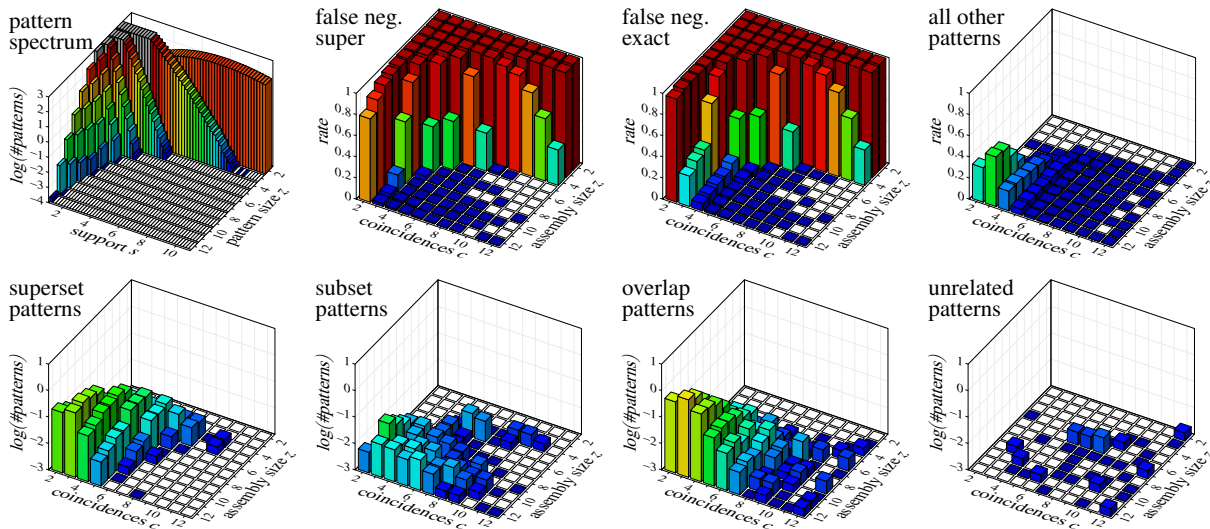
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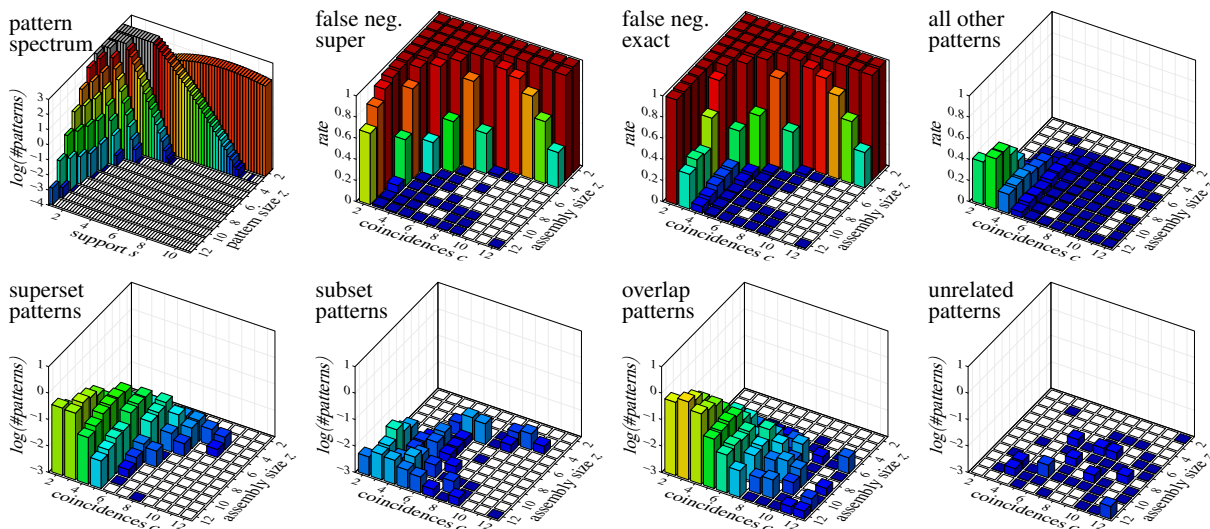
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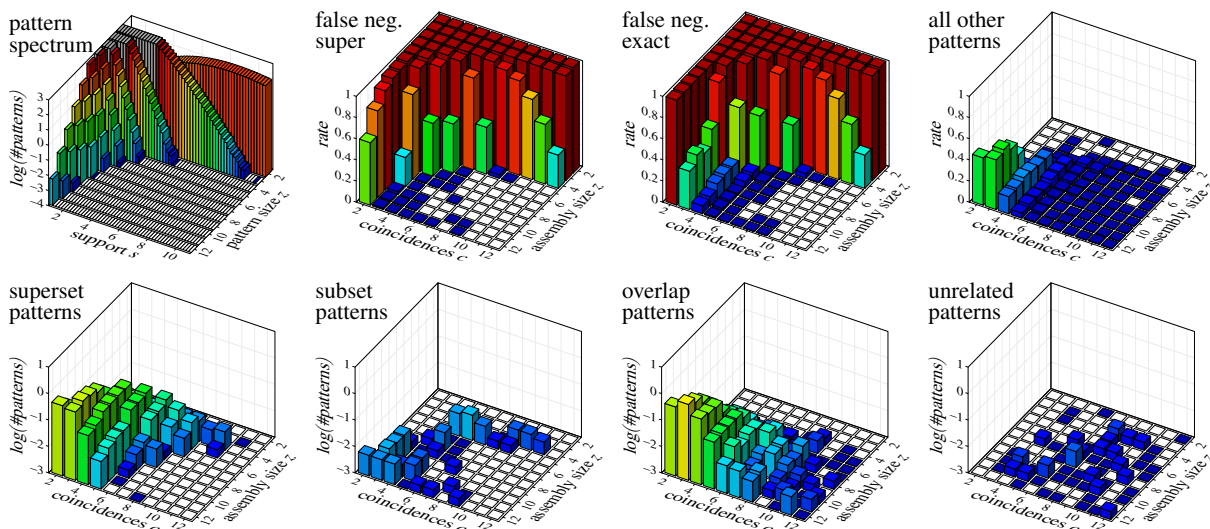
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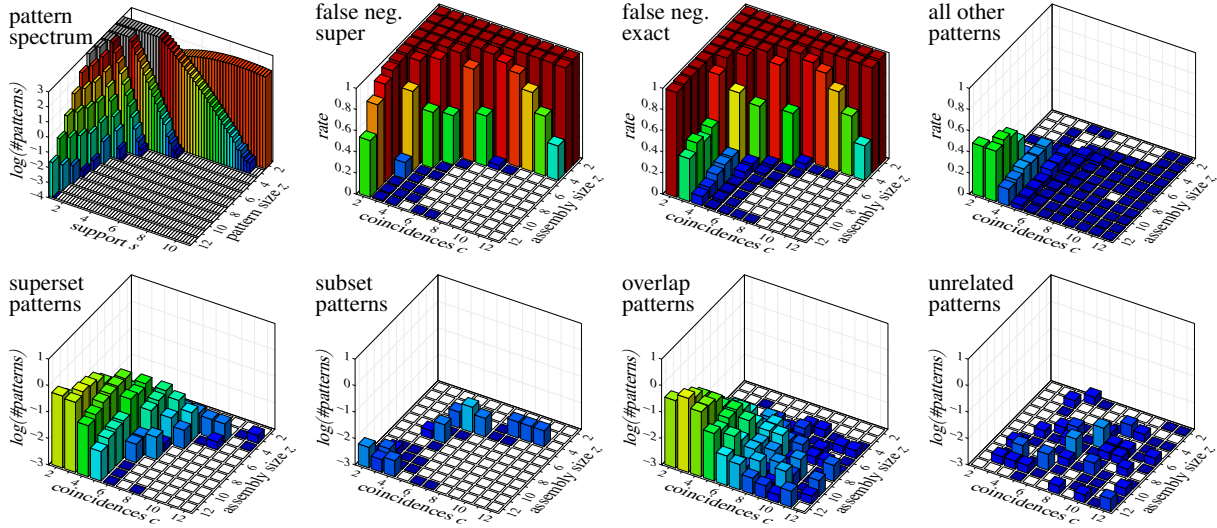
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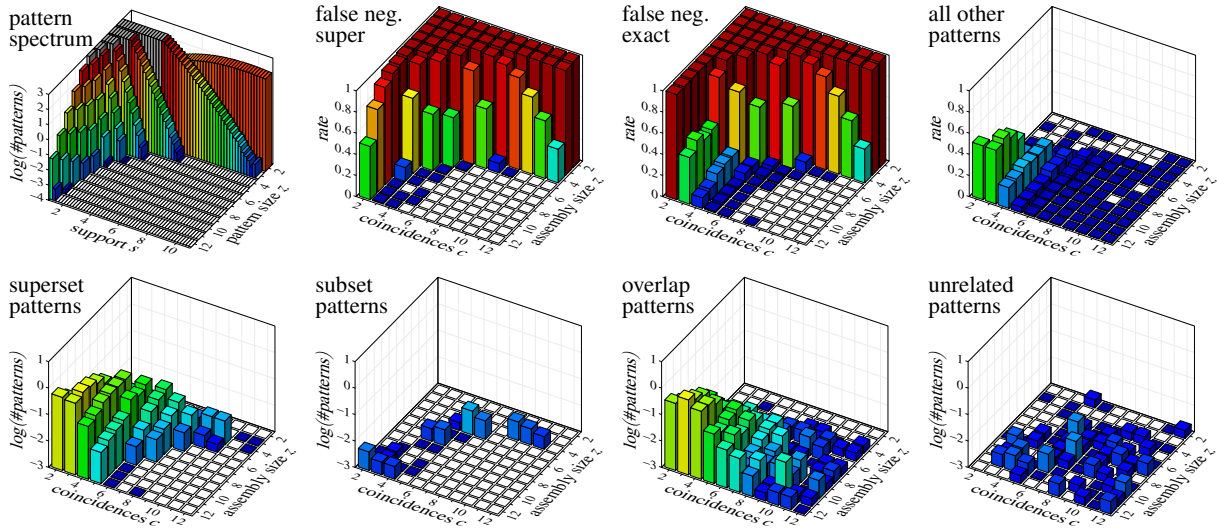
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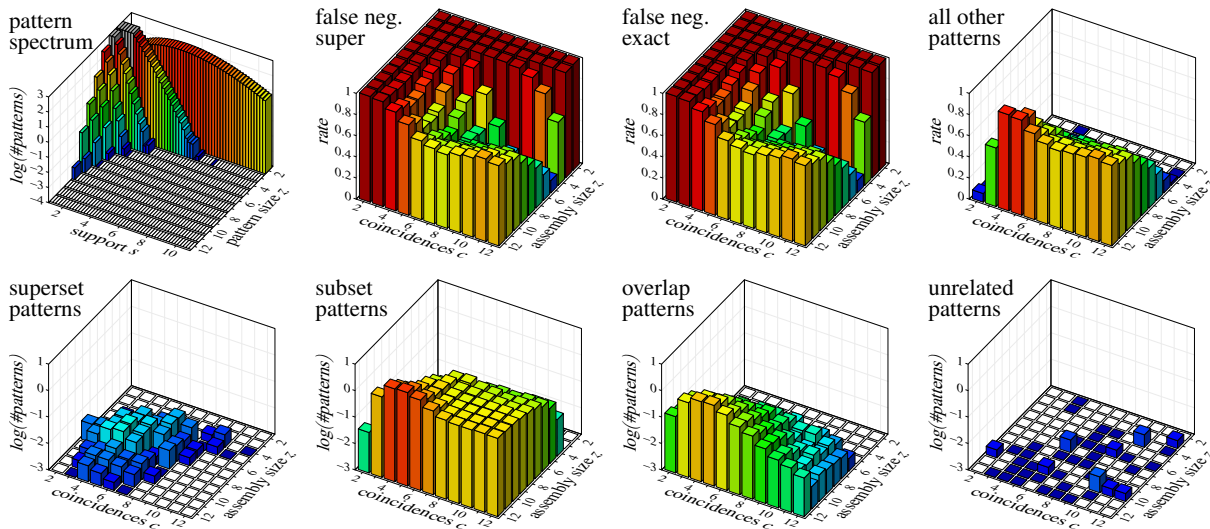
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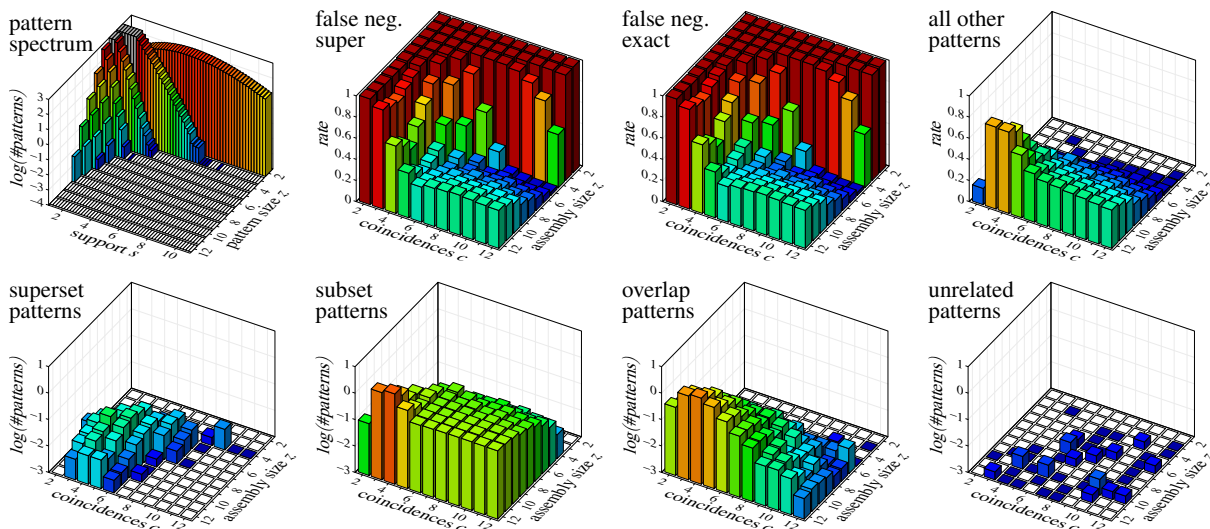
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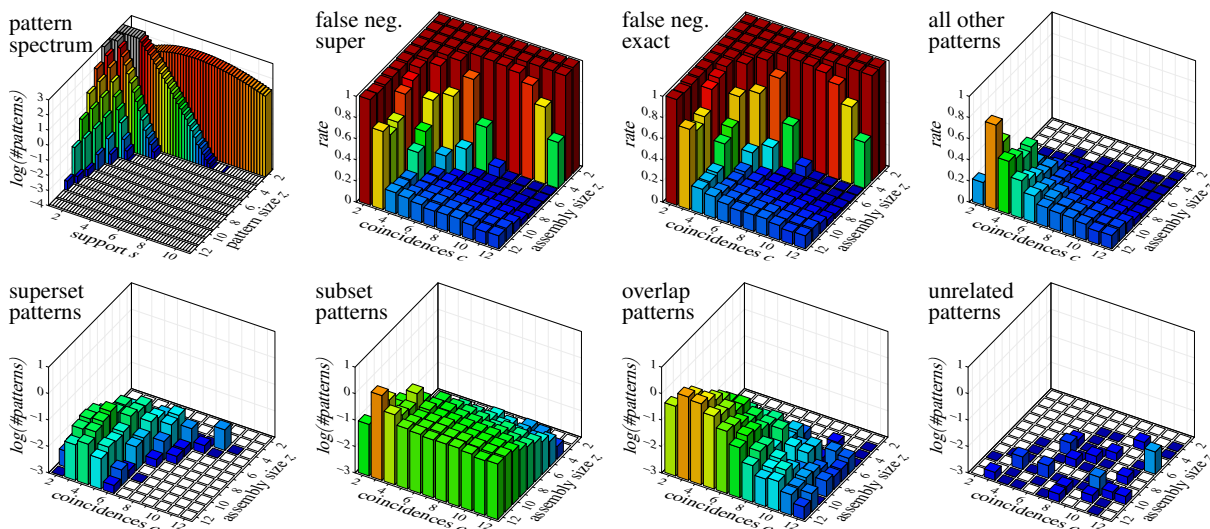
5.0ms jitter, 5.0ms windows, reduced with $(z - 1) \cdot (c + 1.8)$



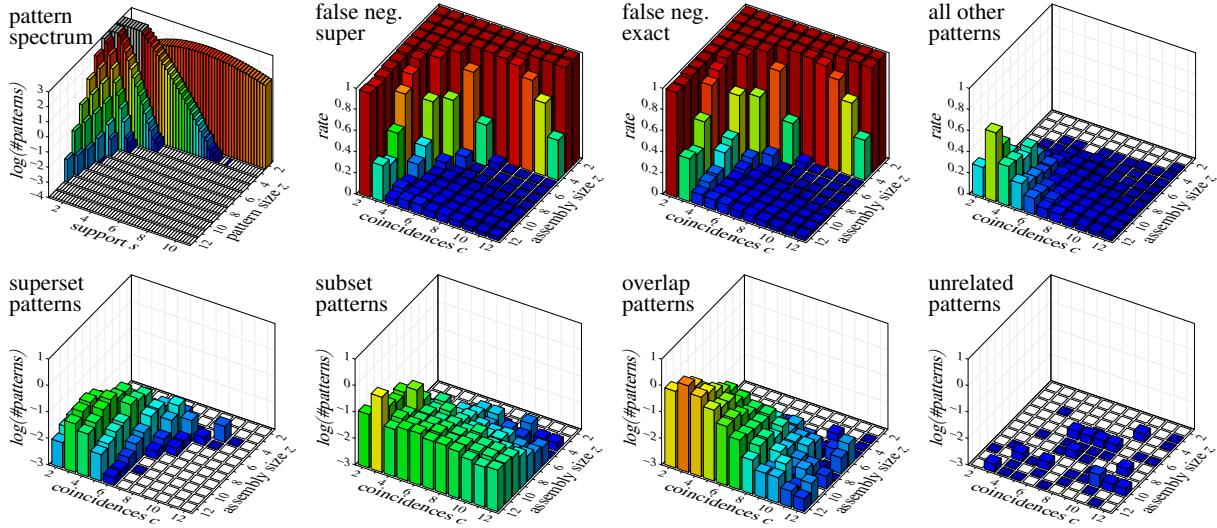
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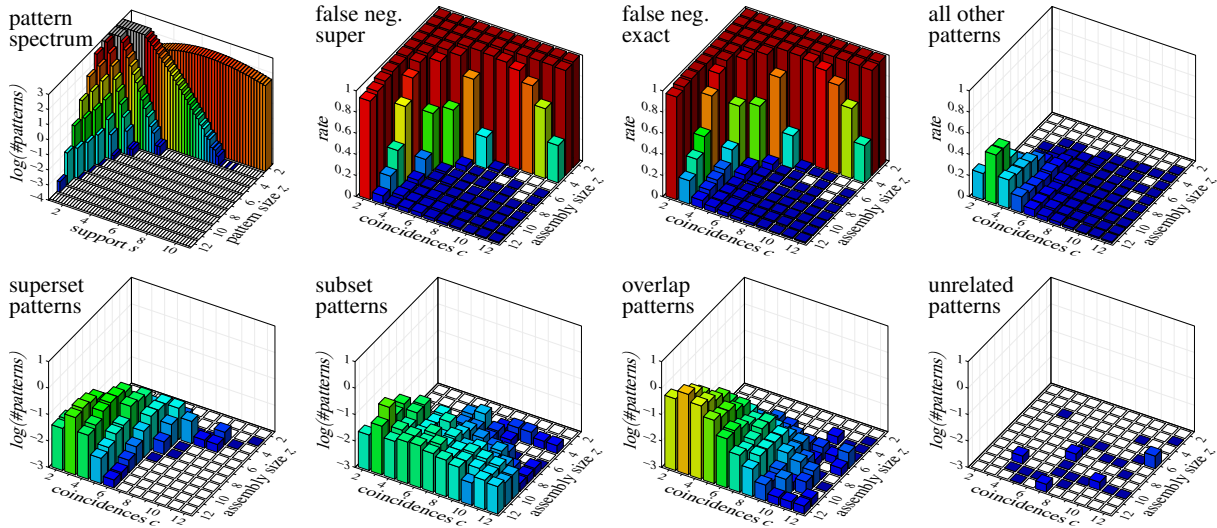
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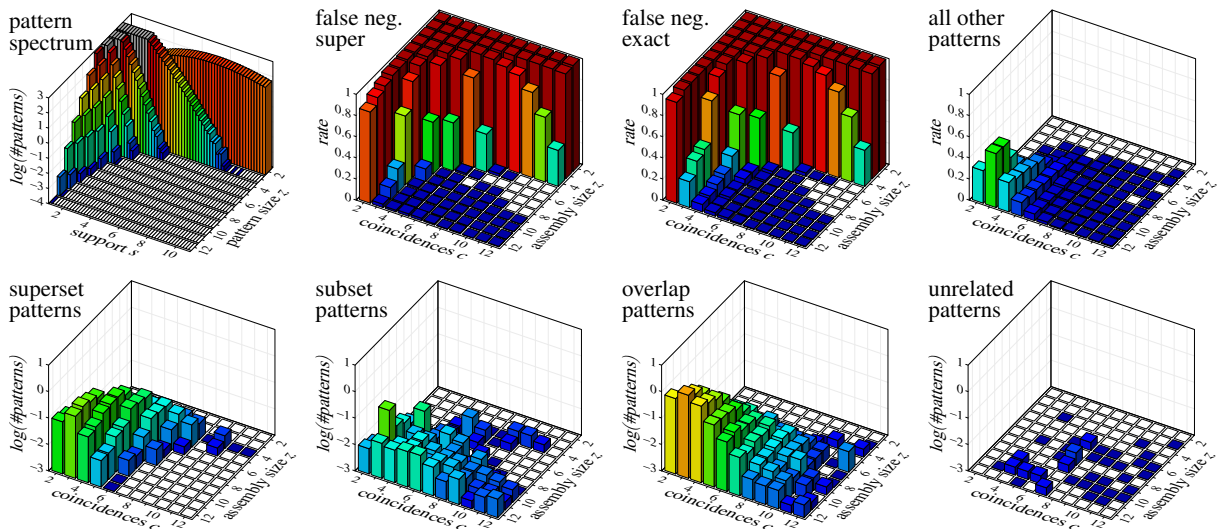
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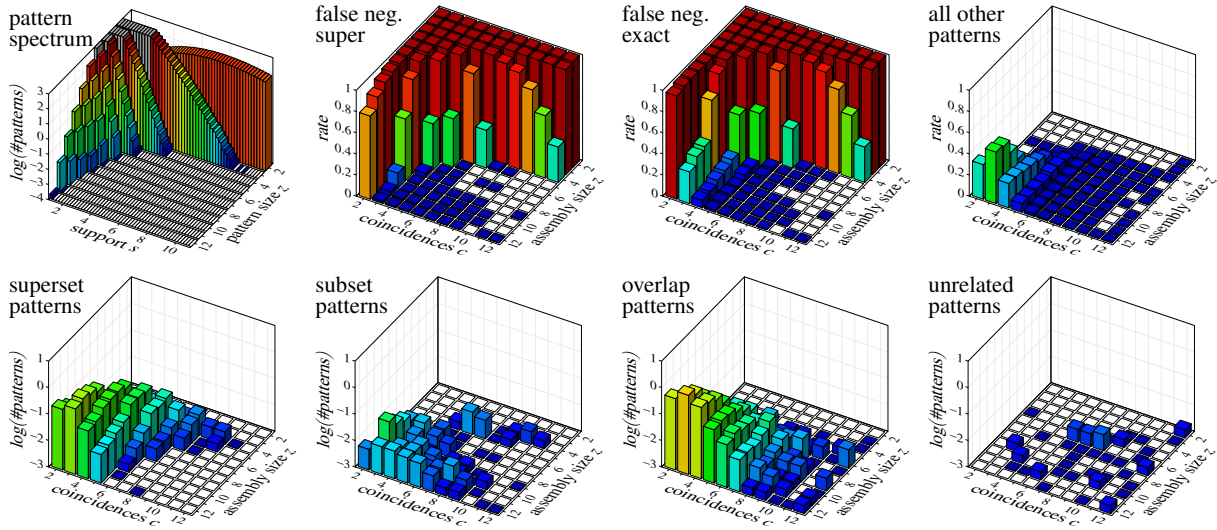
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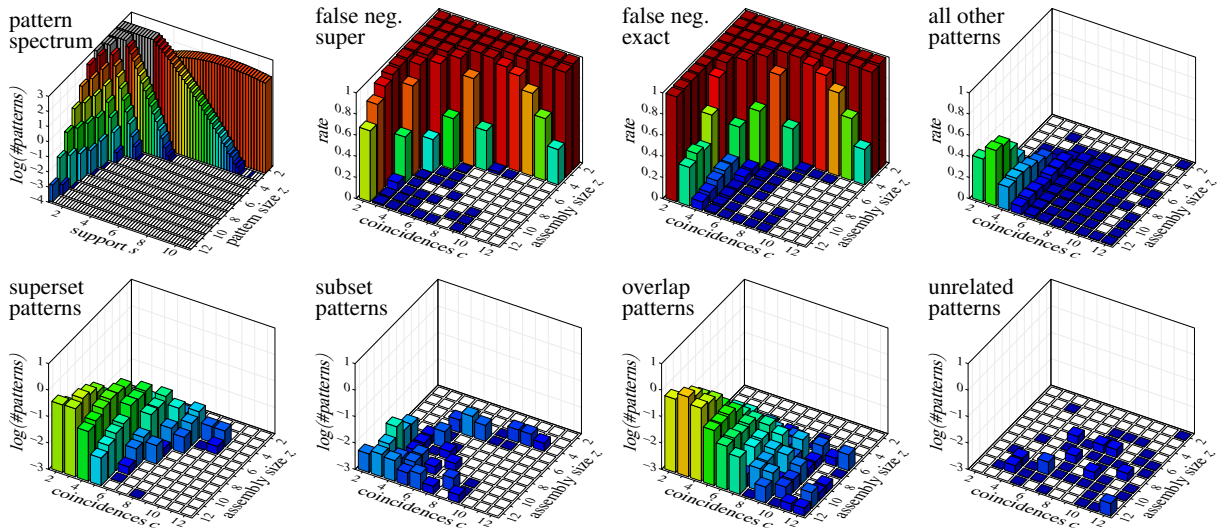
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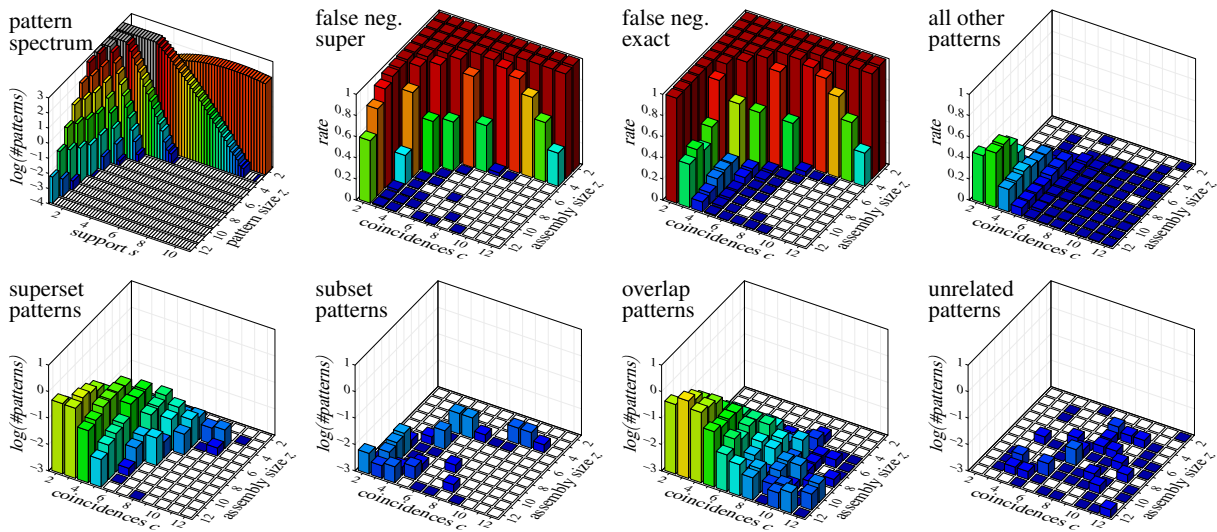
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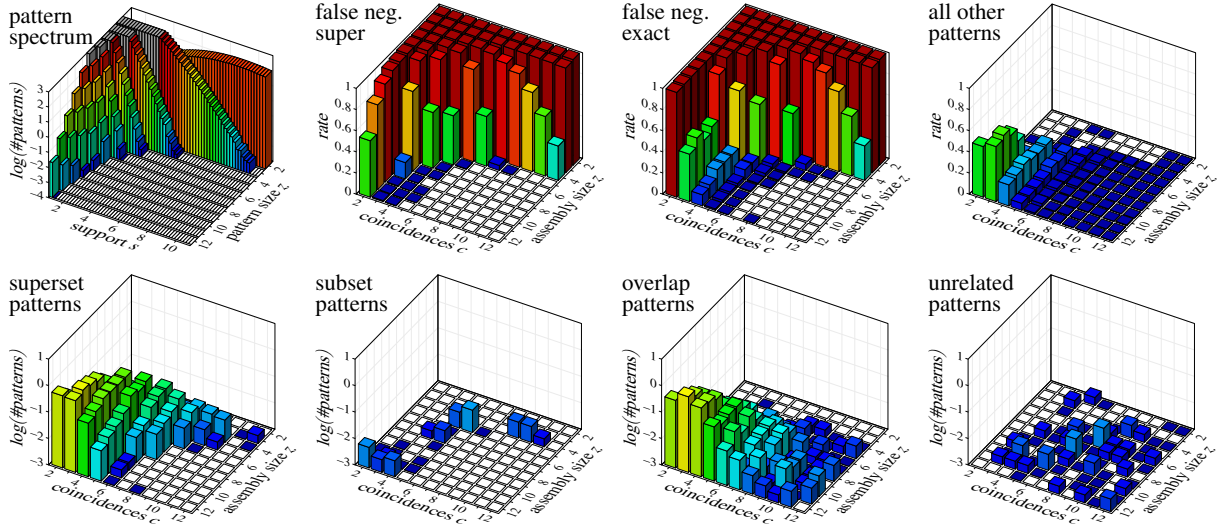
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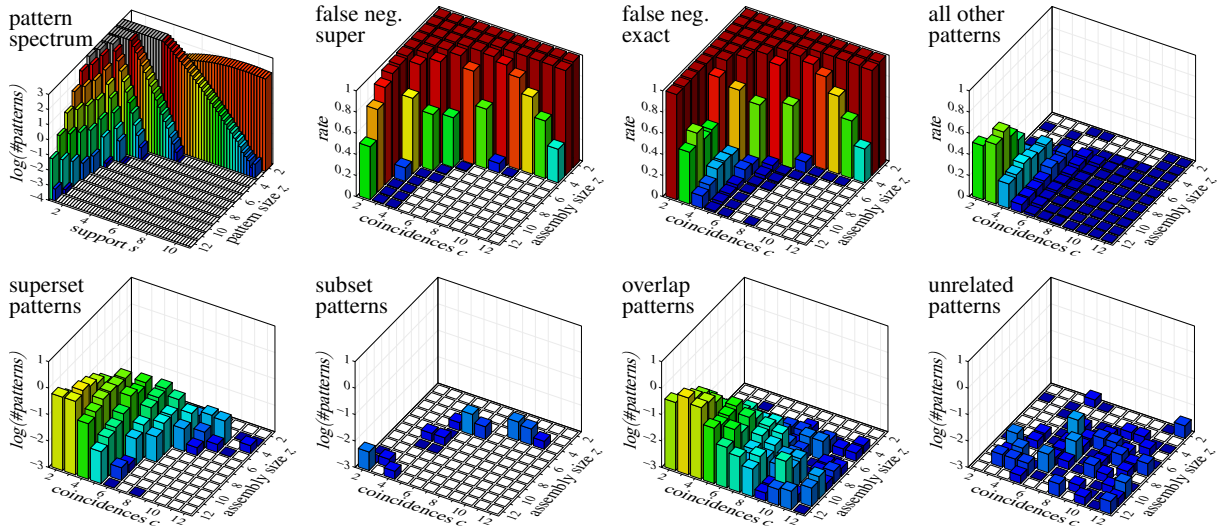
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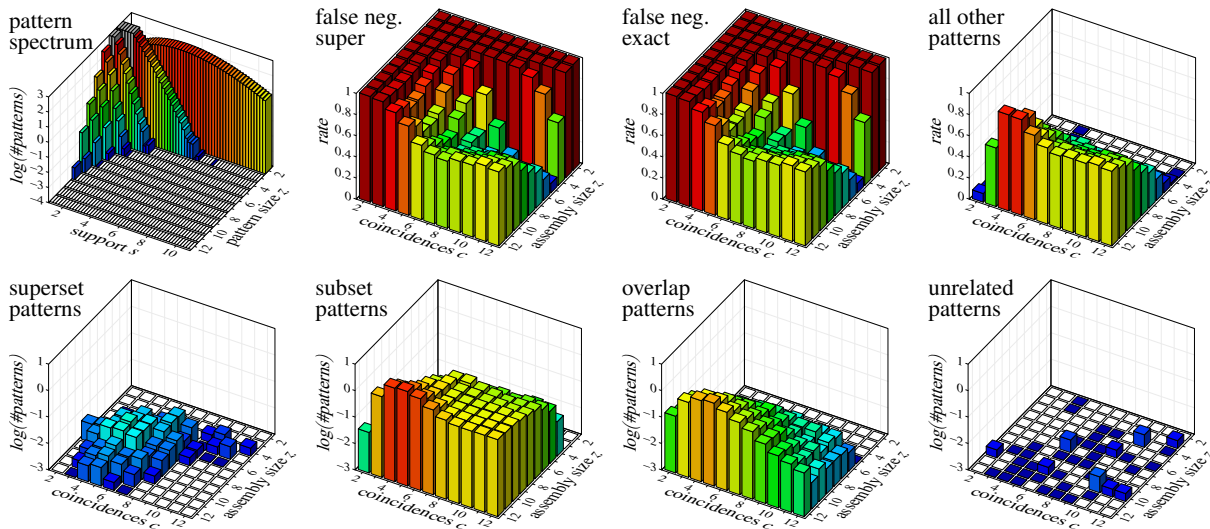
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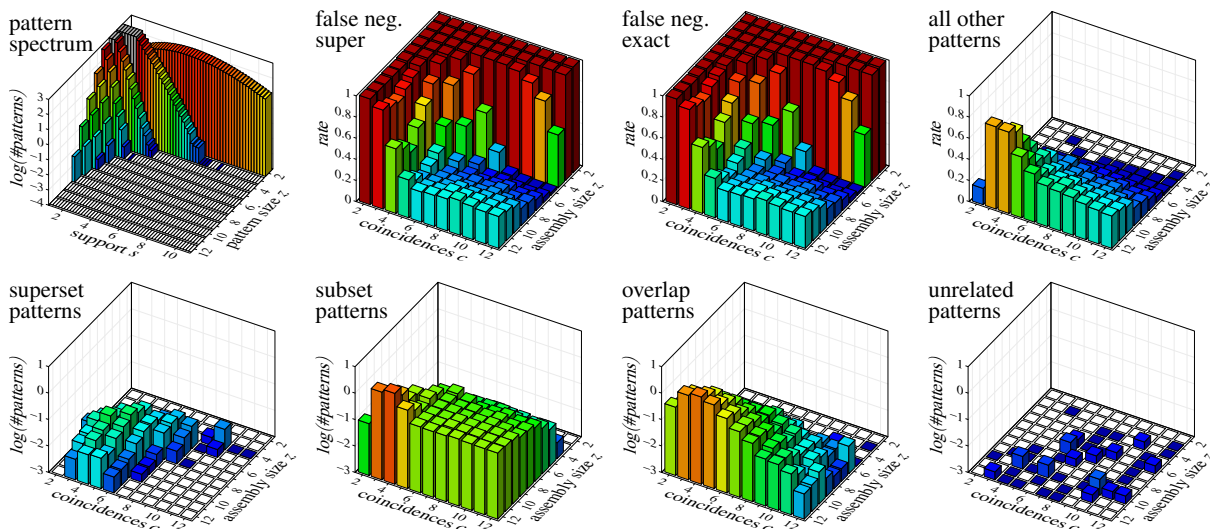
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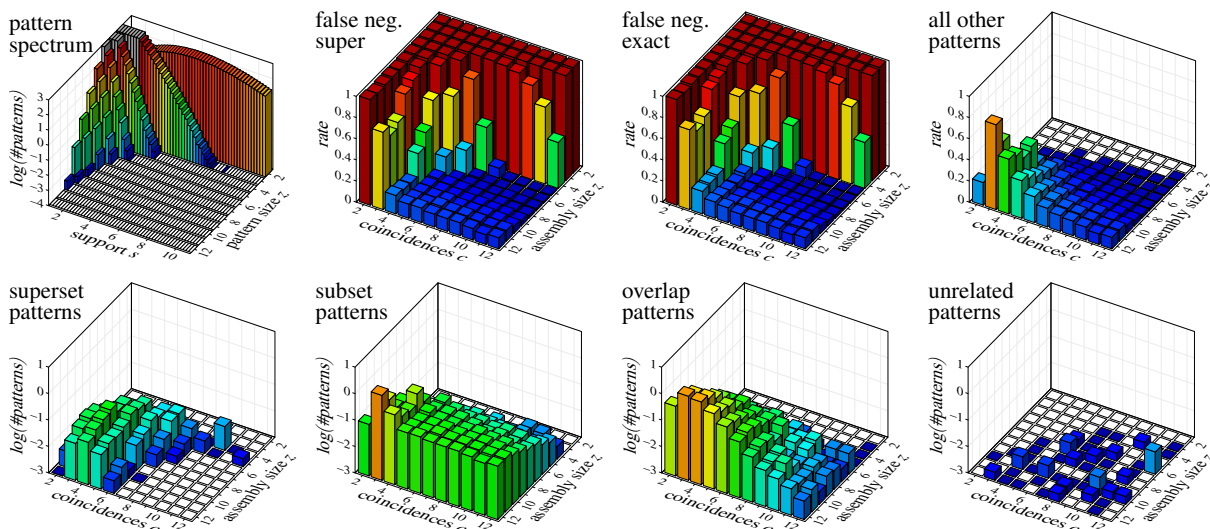
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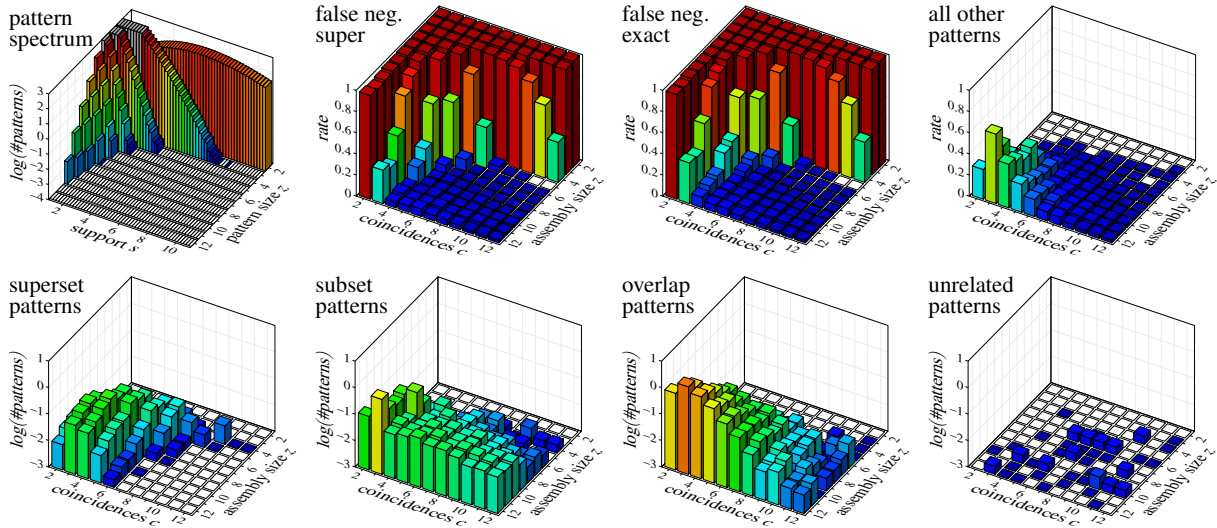
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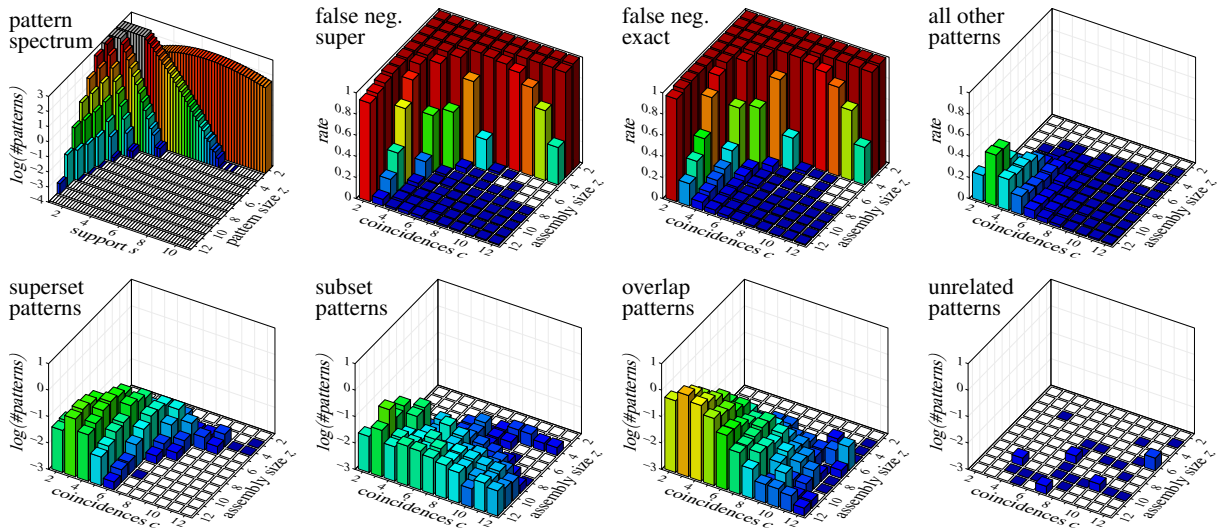
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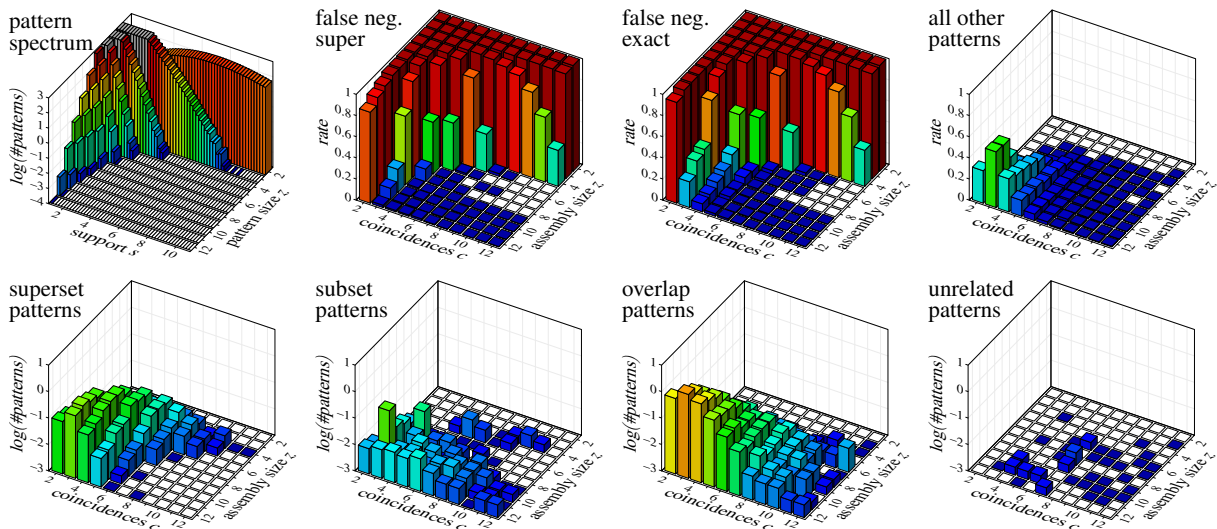
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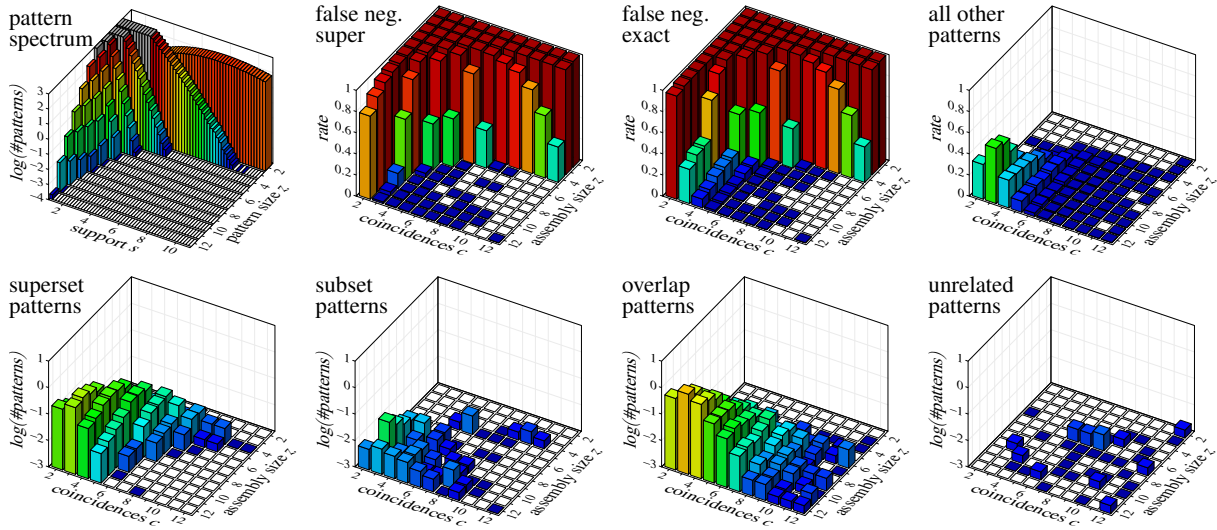
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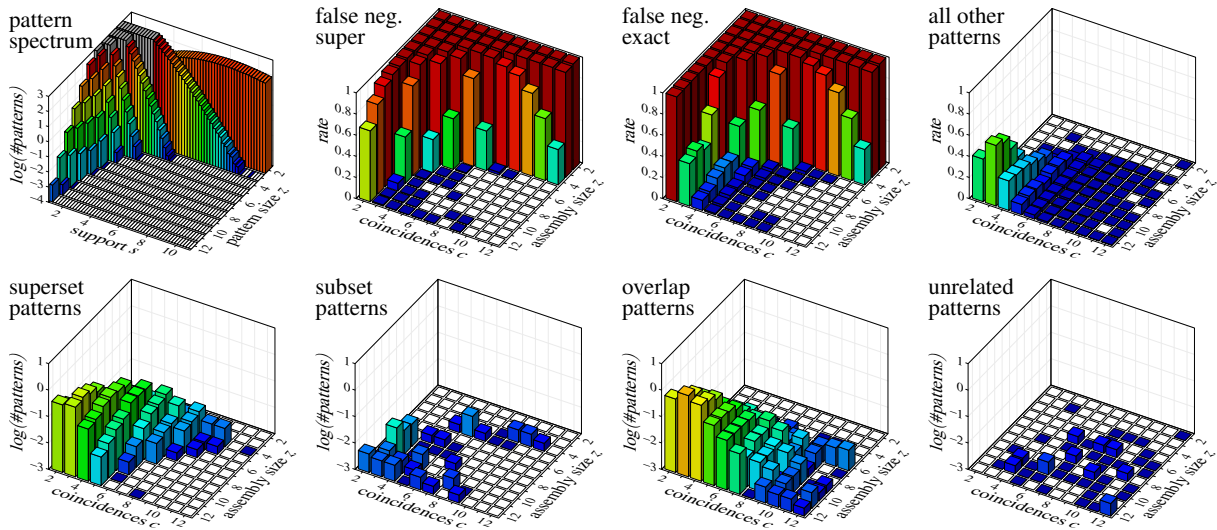
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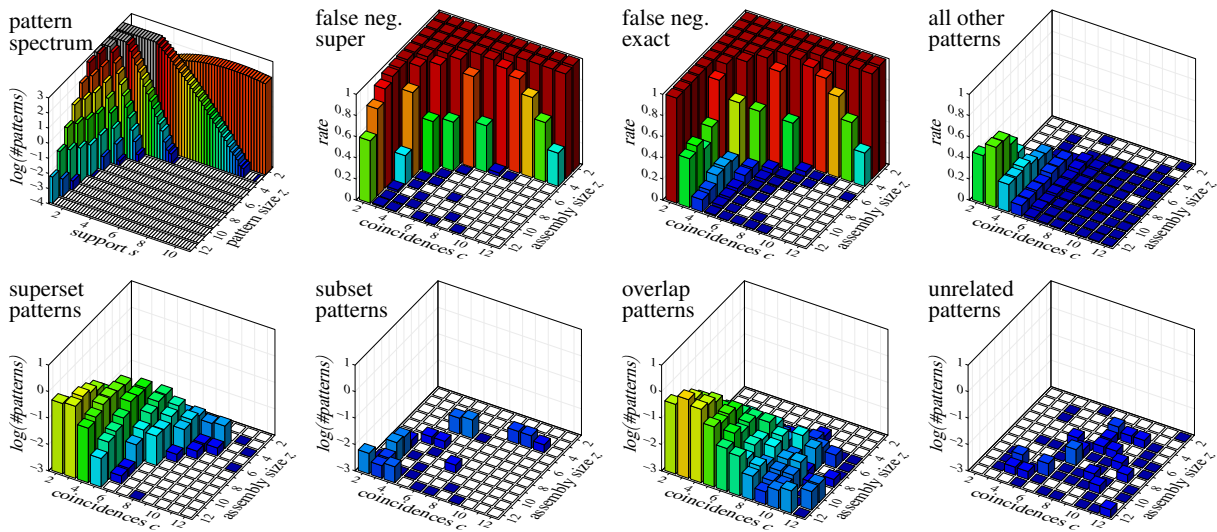
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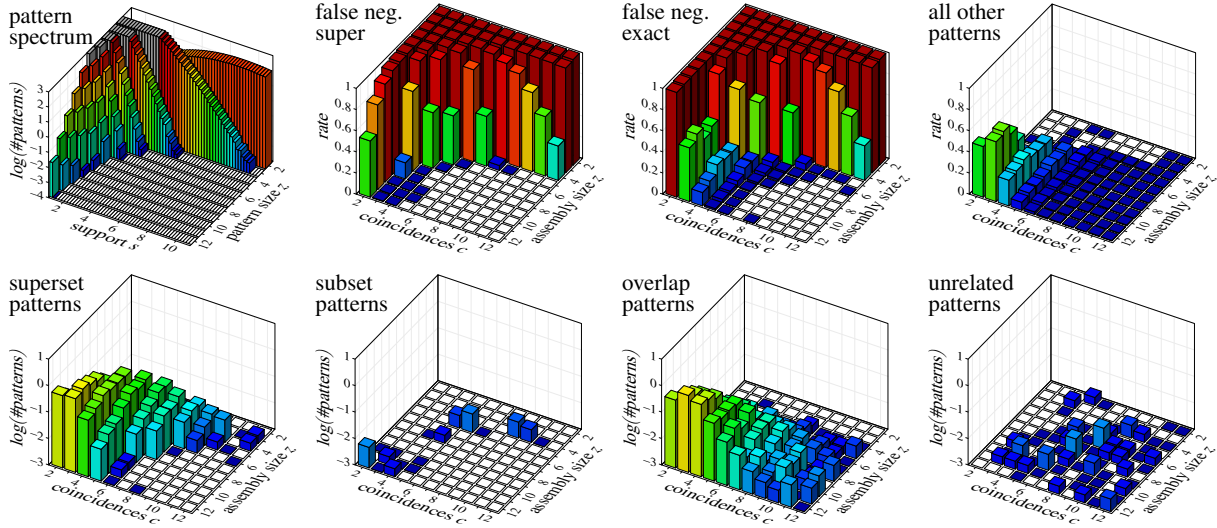
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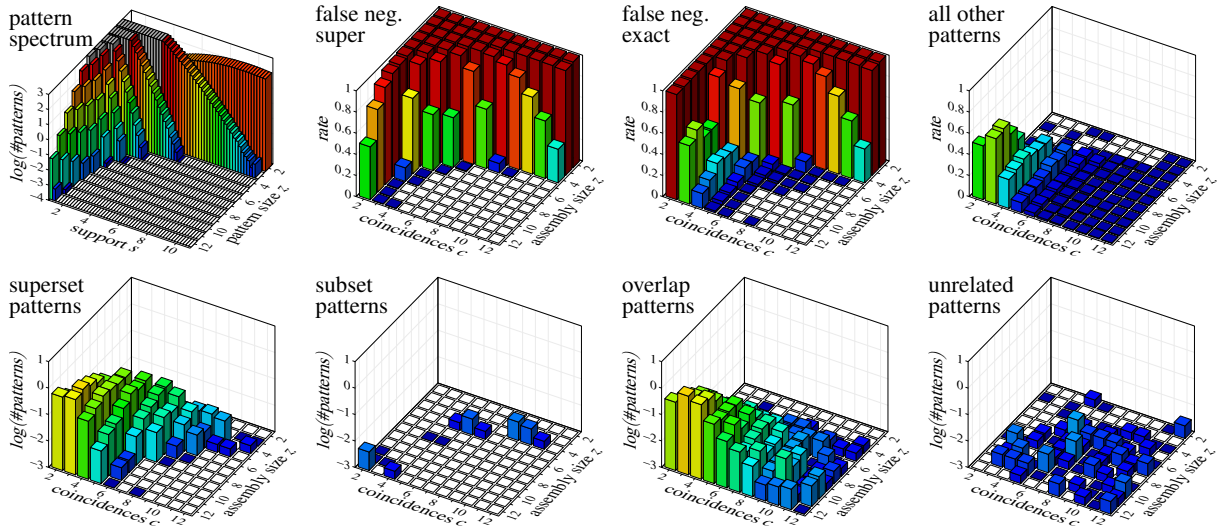
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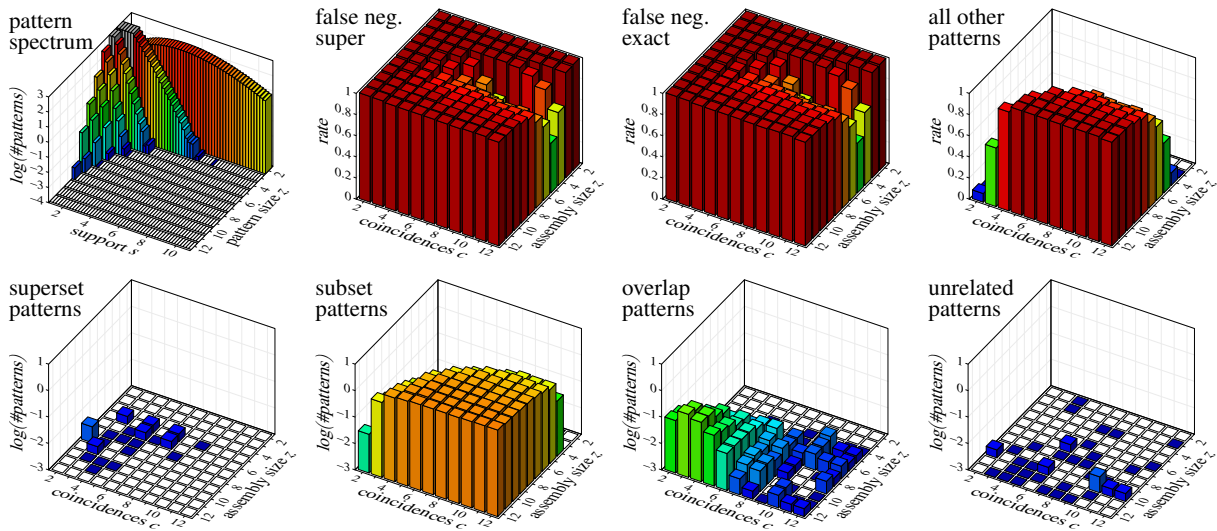
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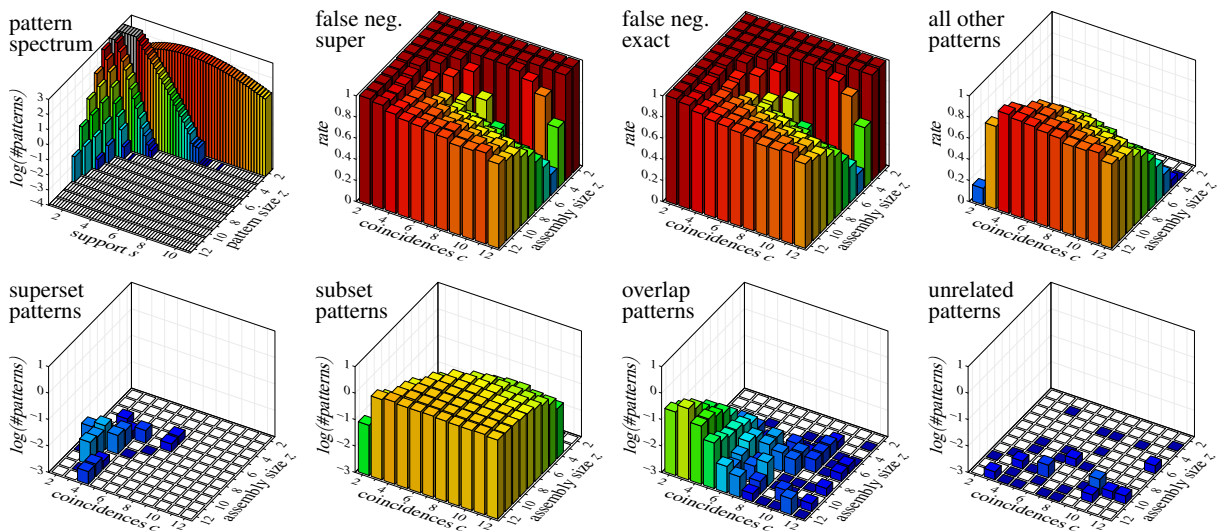
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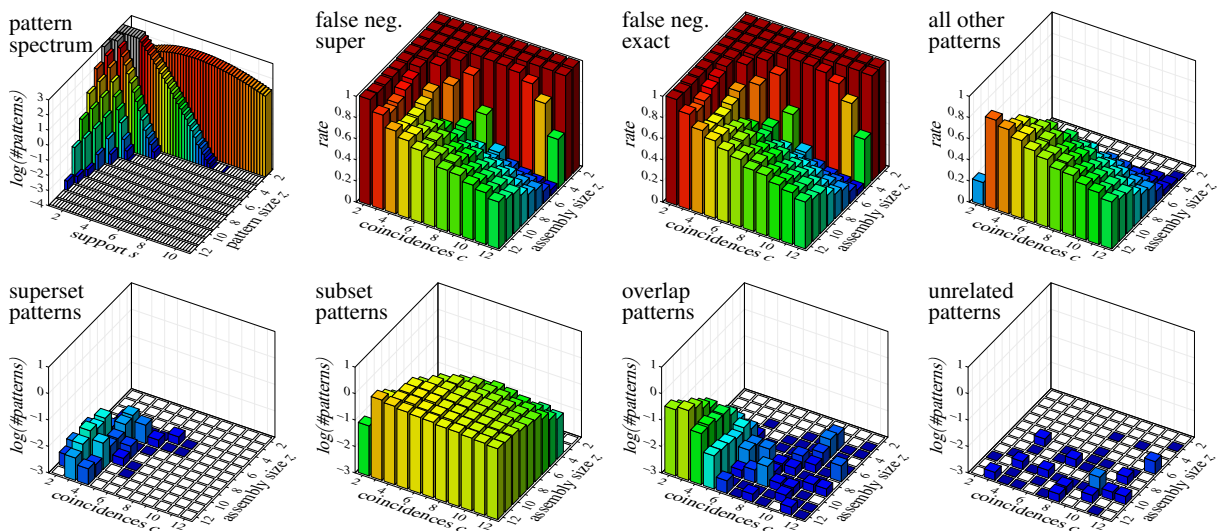
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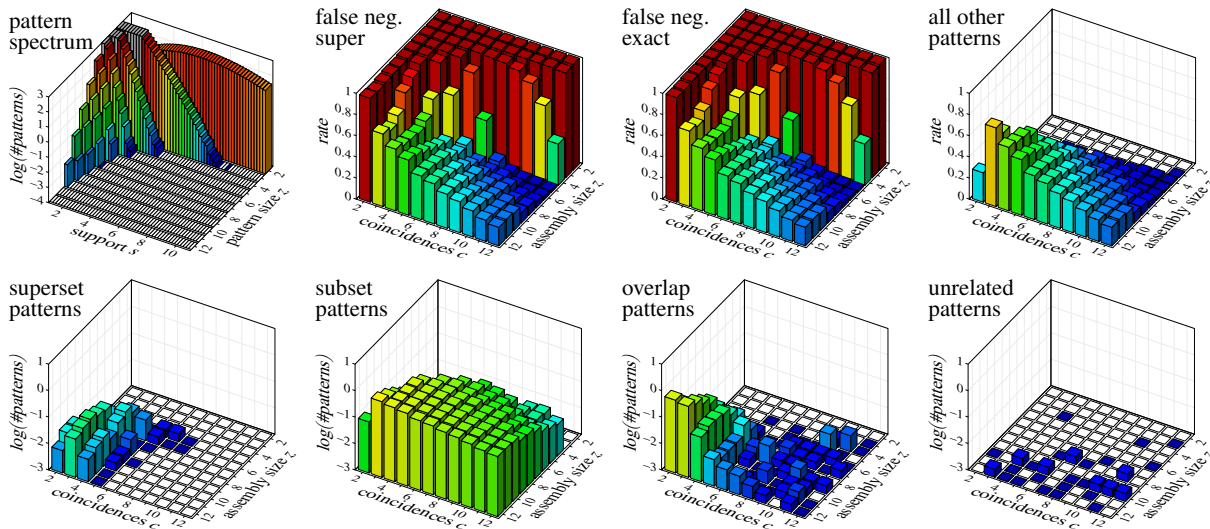
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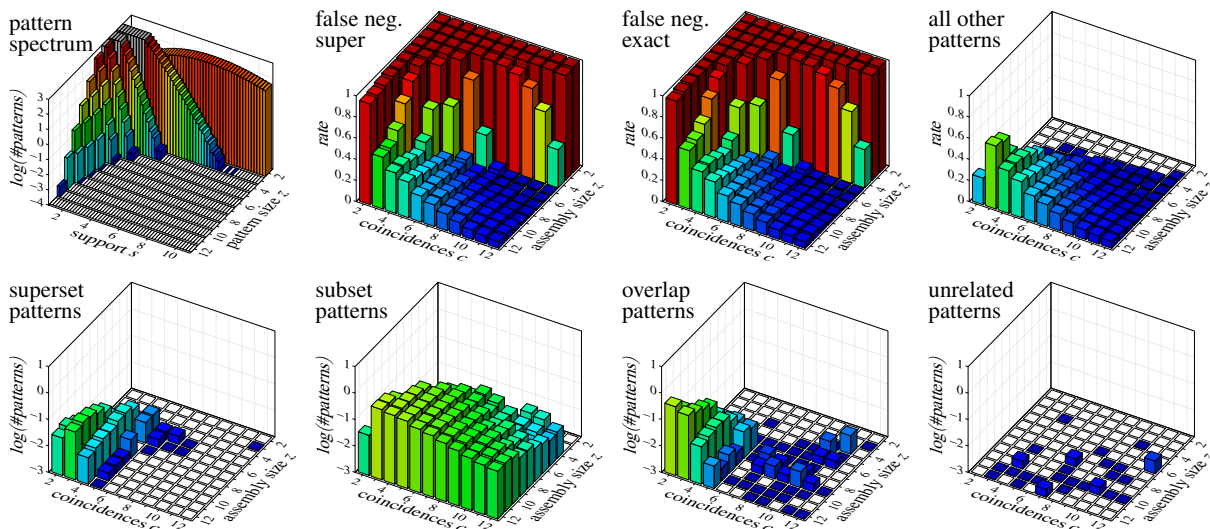
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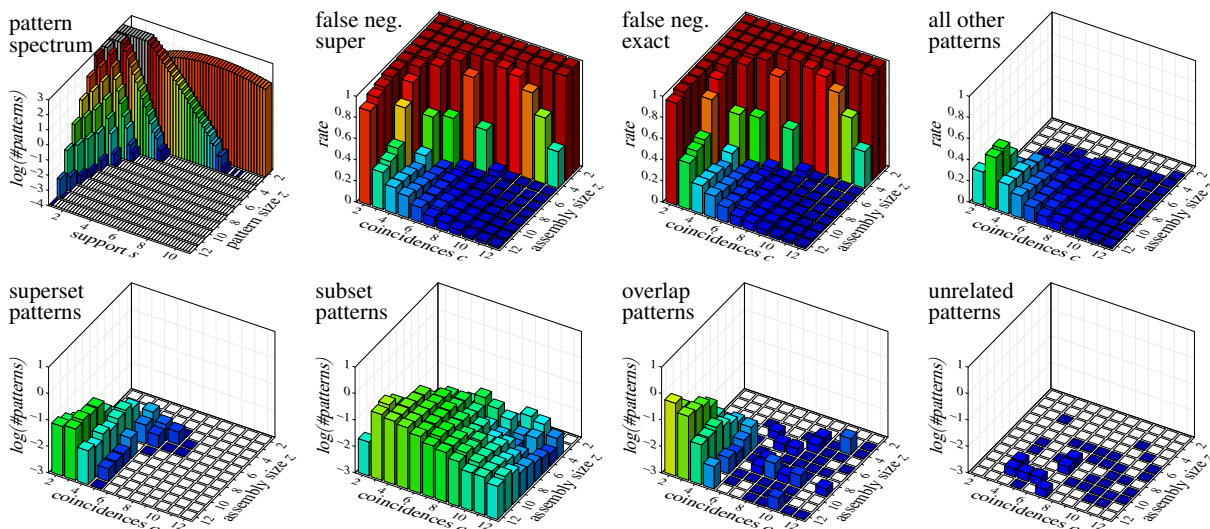
5.0ms jitter, 6.5ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



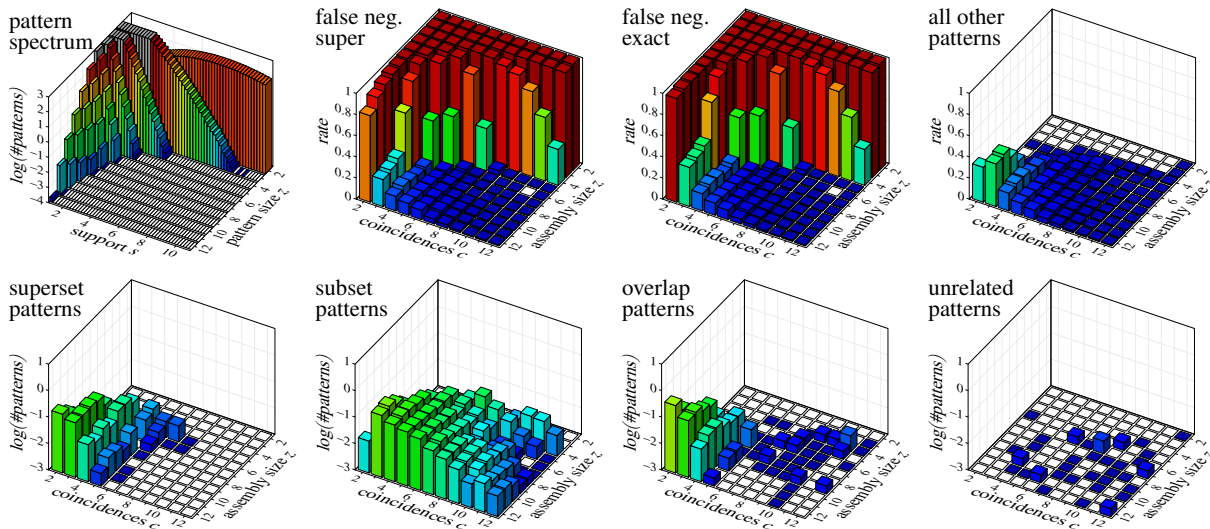
5.0ms jitter, 7.0ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



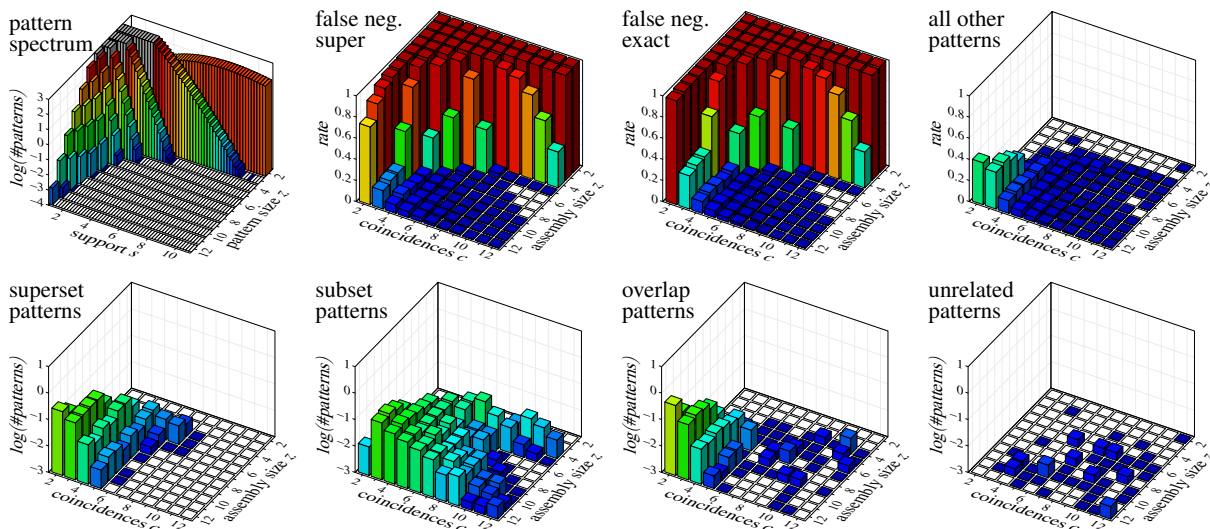
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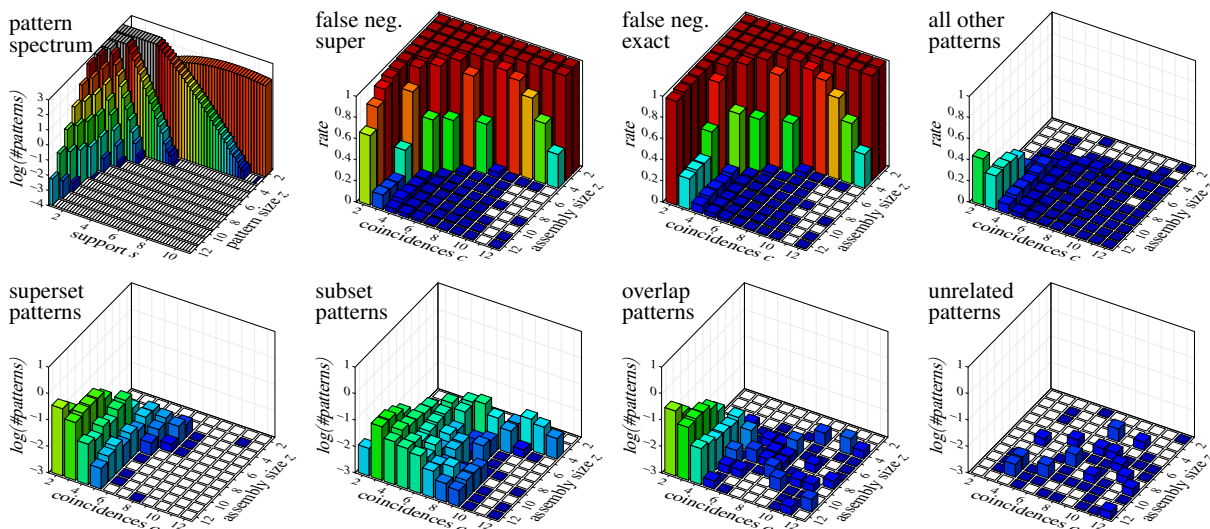
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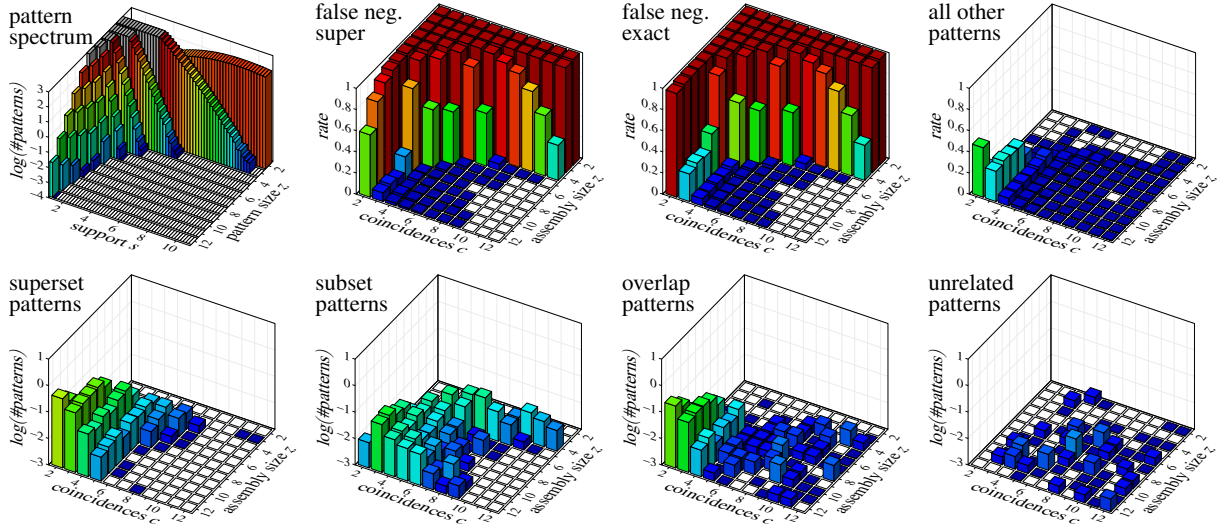
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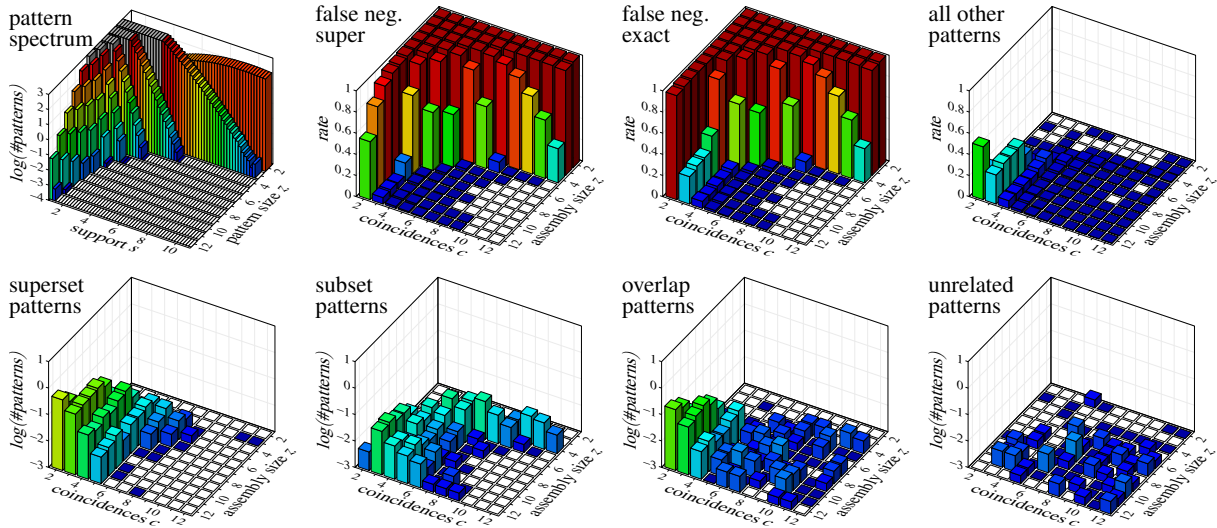
5.0ms jitter, 9.0ms windows, reduced with $(z - 1) \cdot (c + 0.02z)$



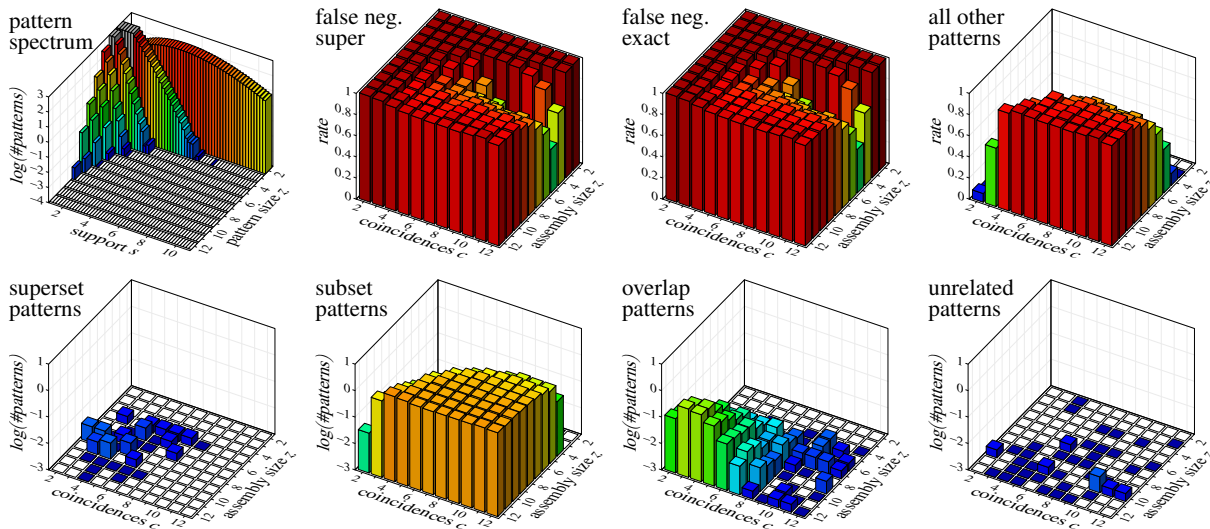
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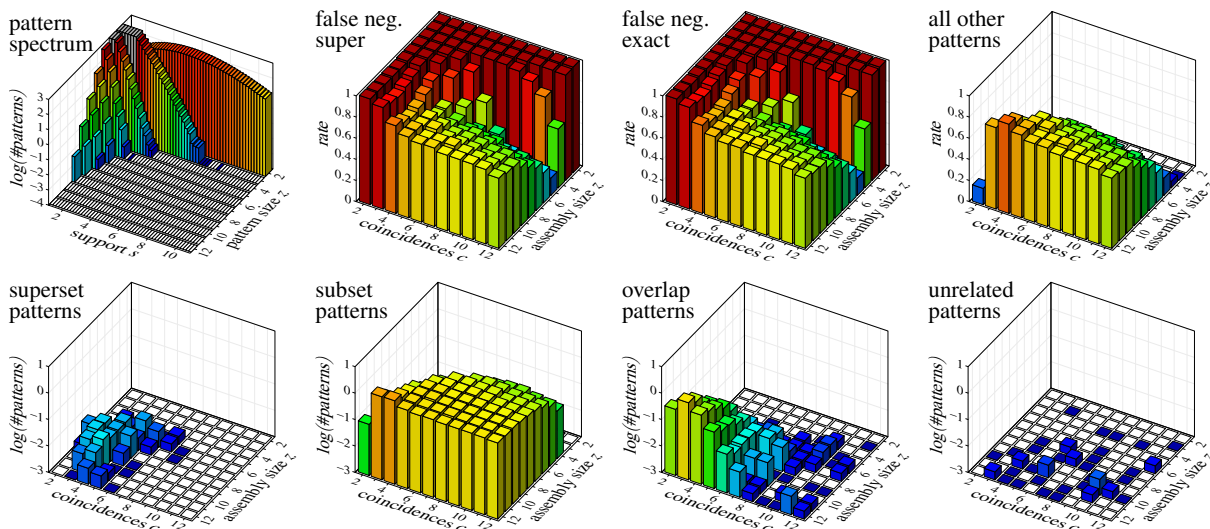
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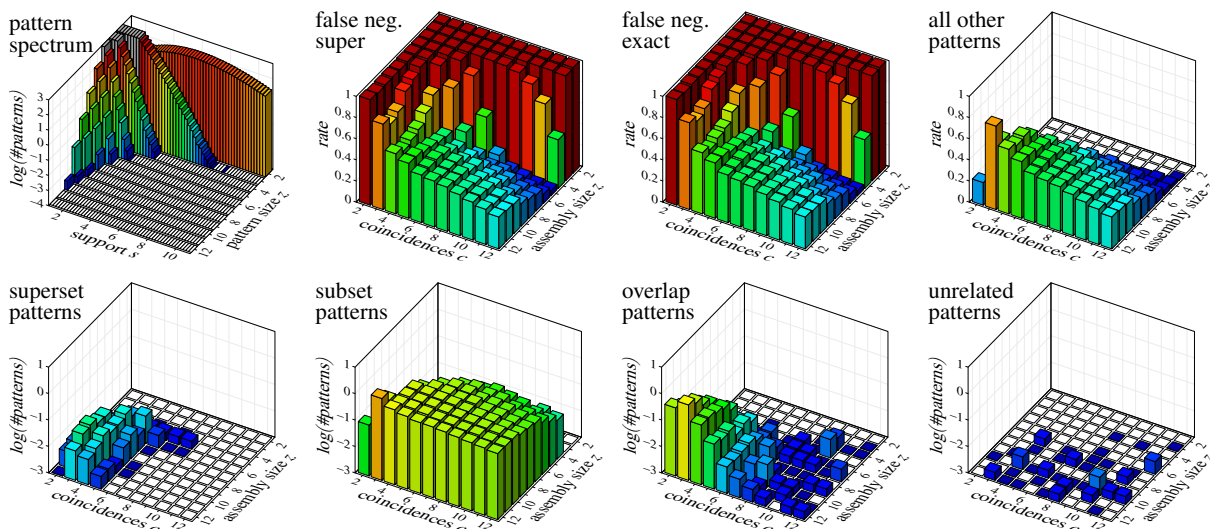
5.0ms jitter, 5.0ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



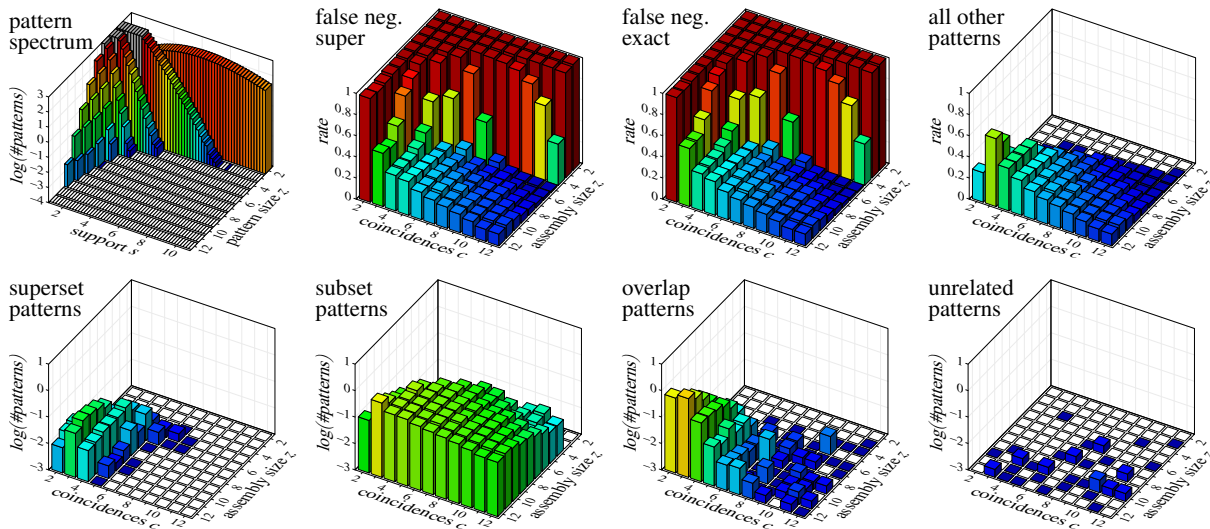
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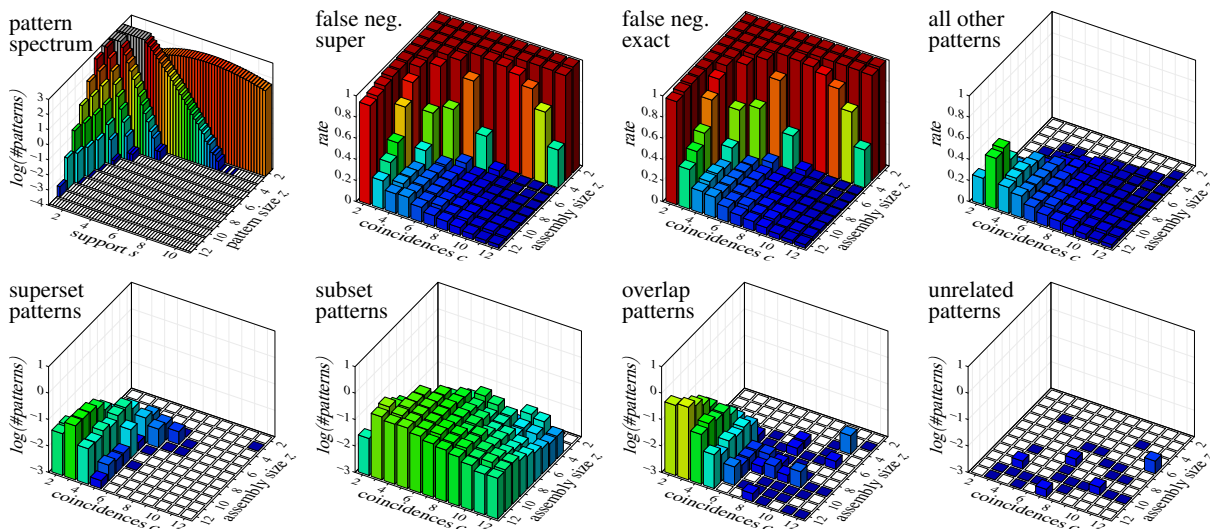
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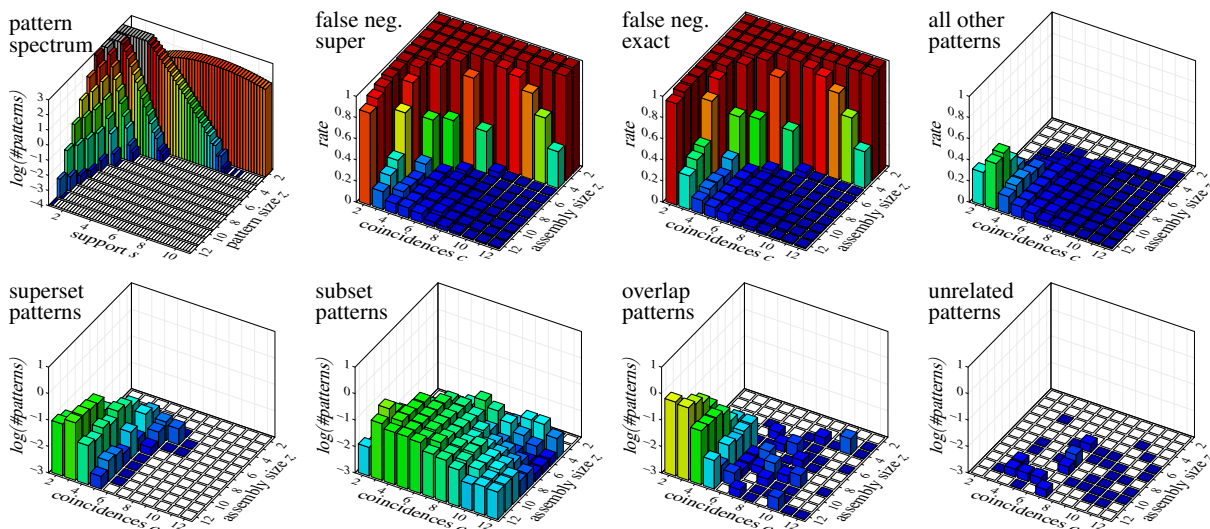
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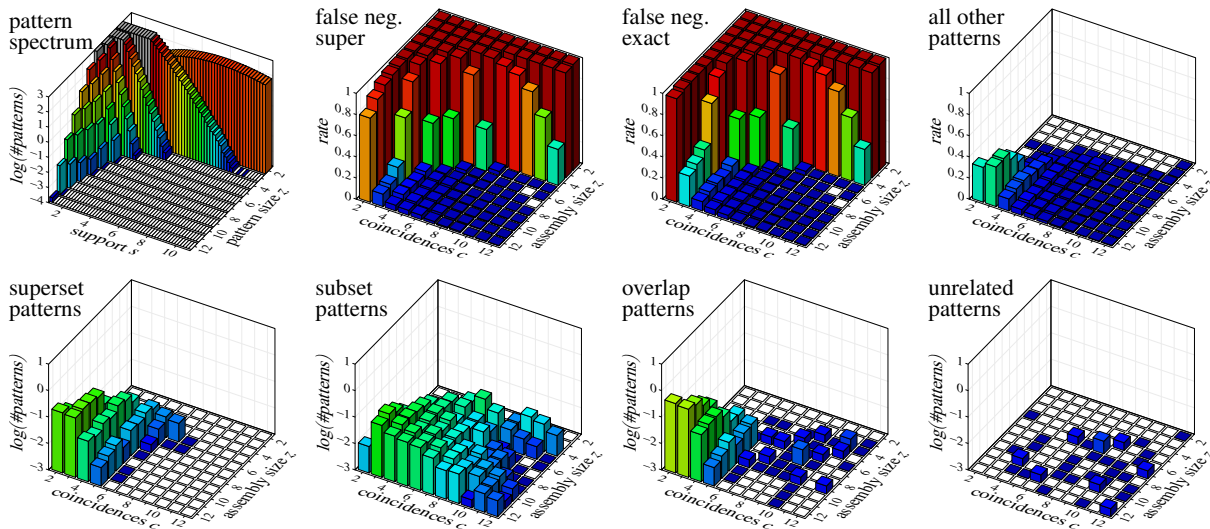
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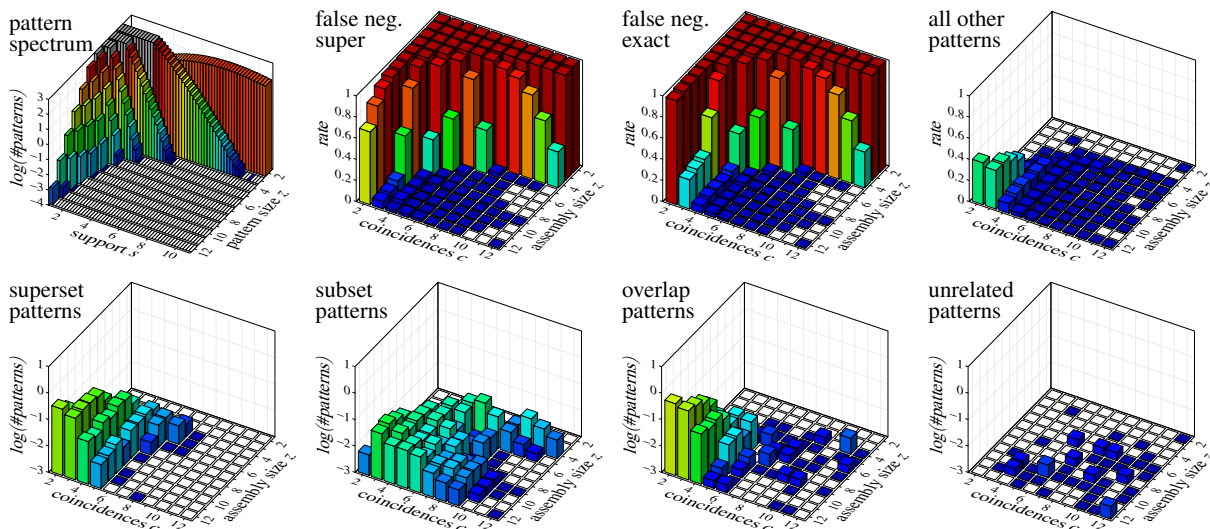
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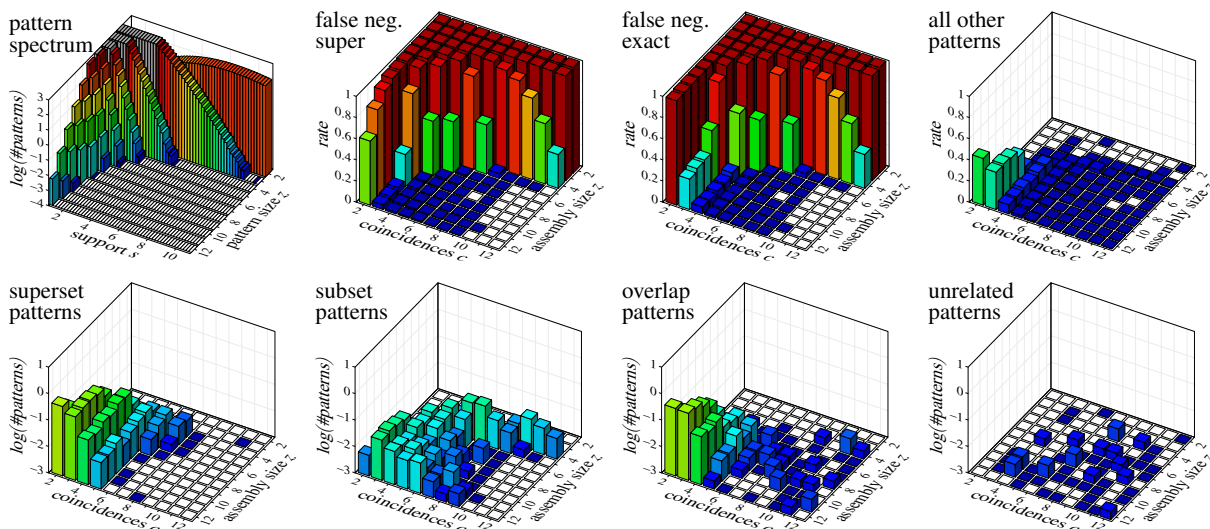
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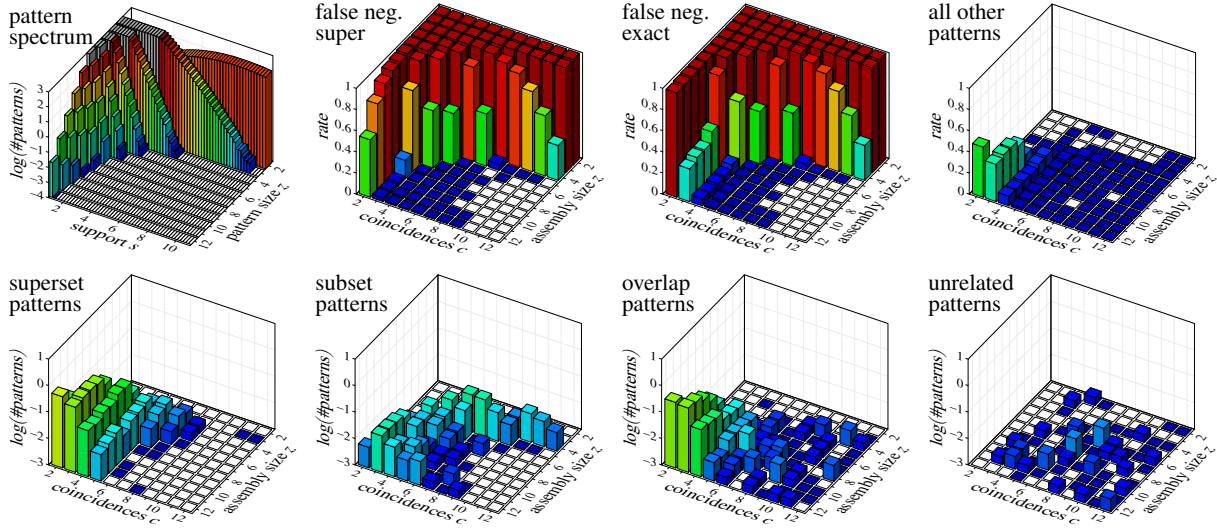
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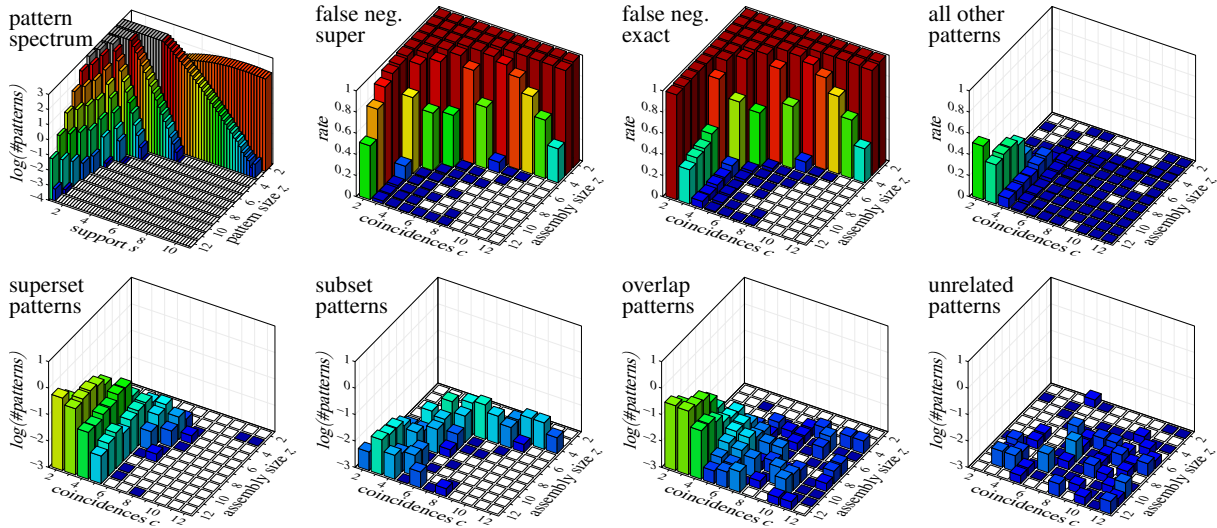
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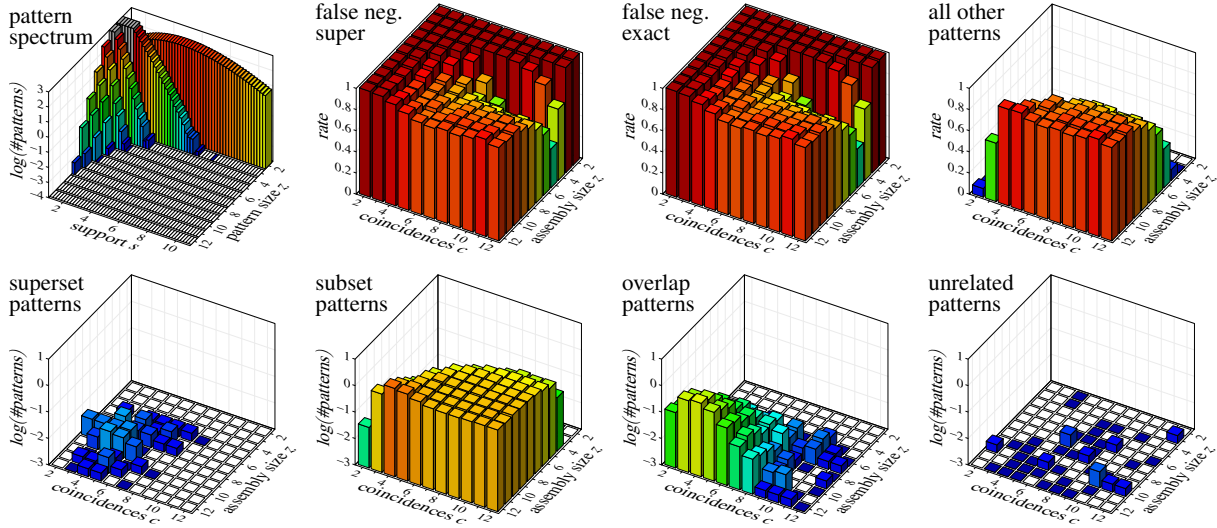
5.0ms jitter, 9.5ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



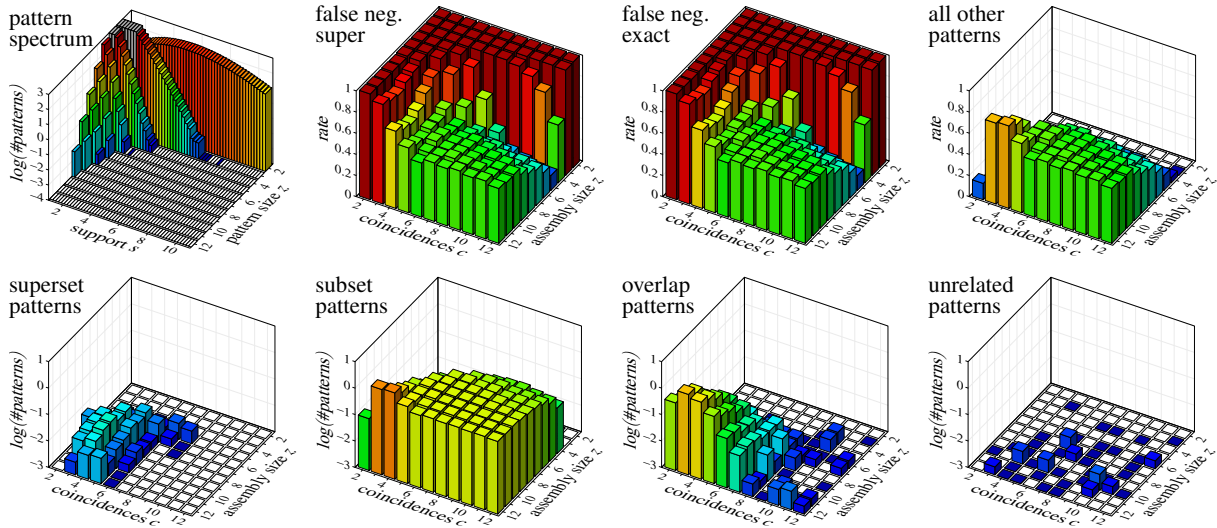
5.0ms jitter, 10.0ms windows, reduced with $(z - 1) \cdot (c + 0.04z)$



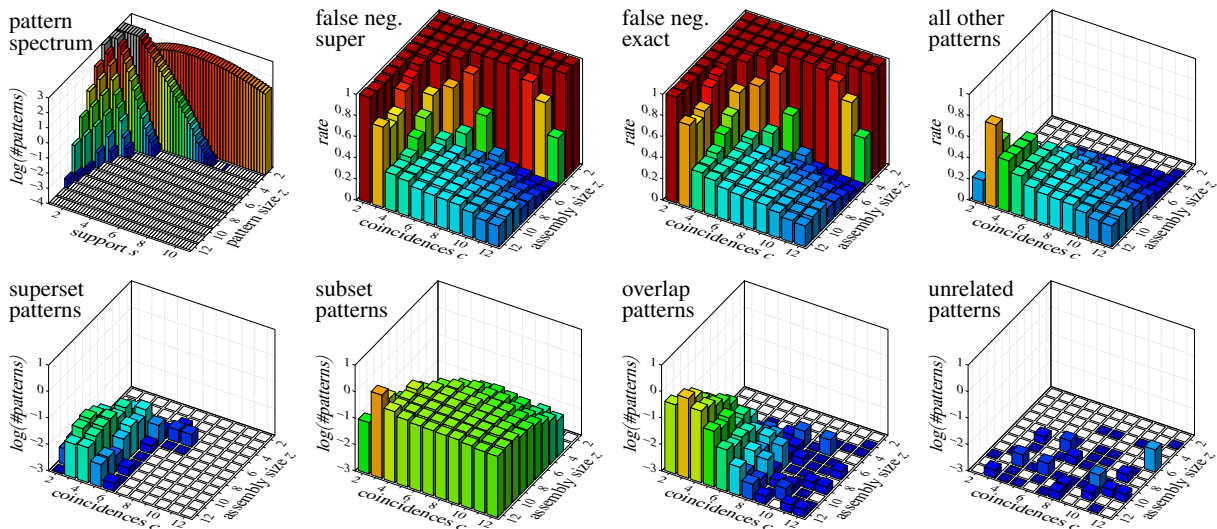
5.0ms jitter, 5.0ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



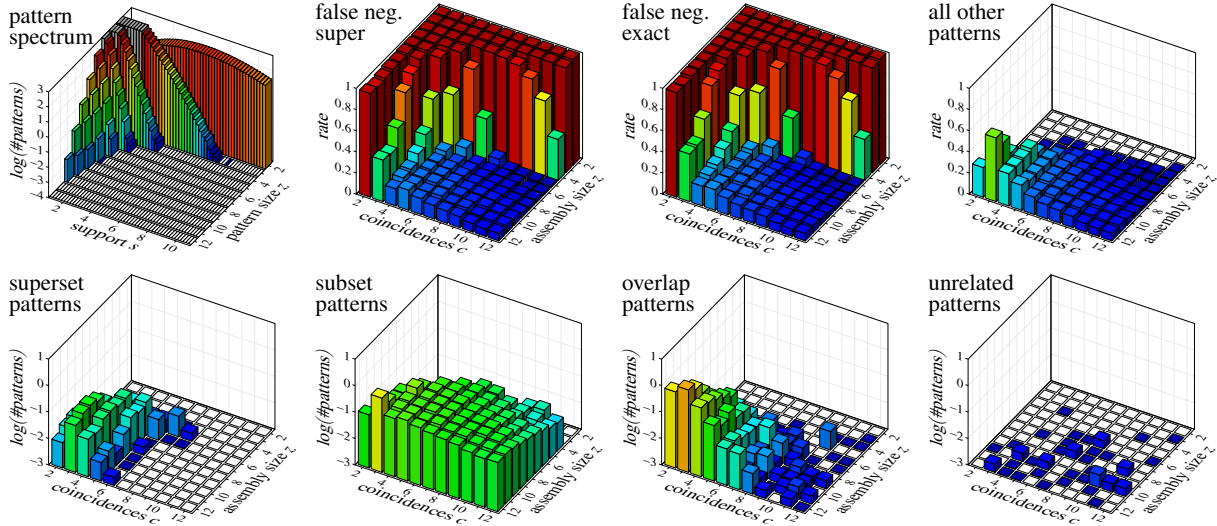
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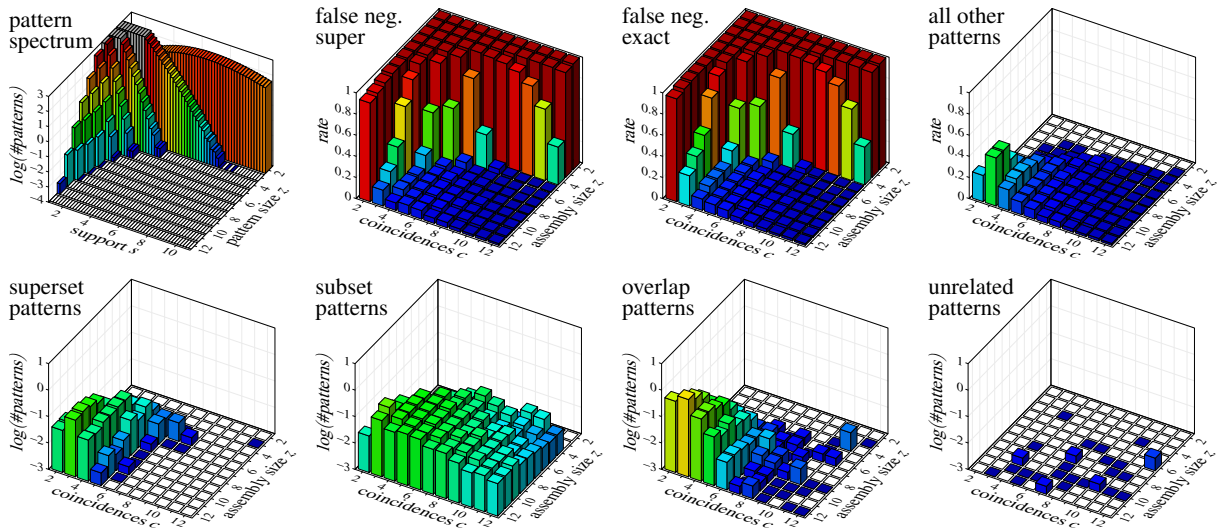
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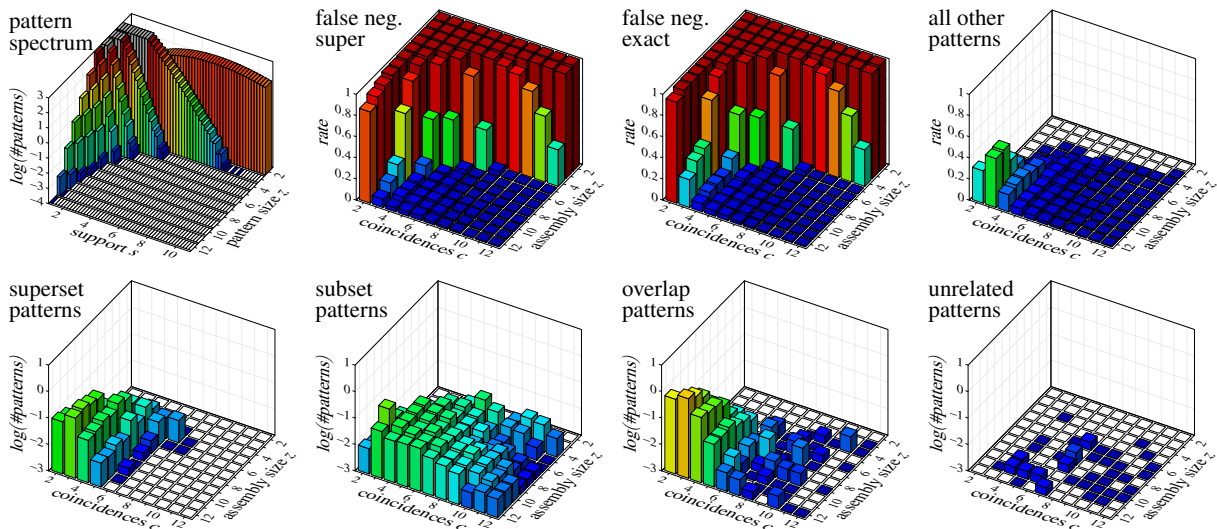
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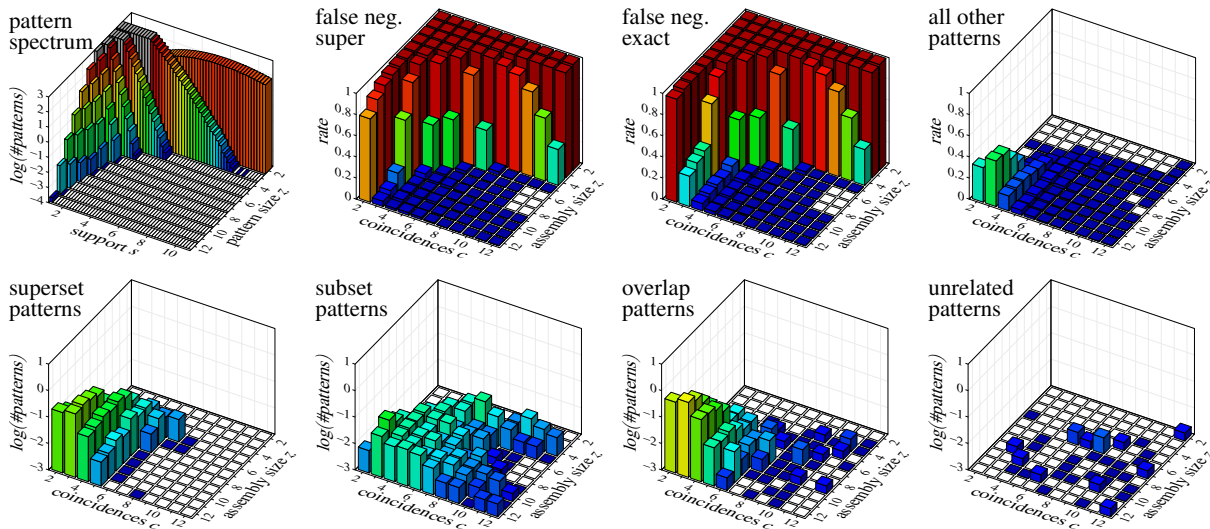
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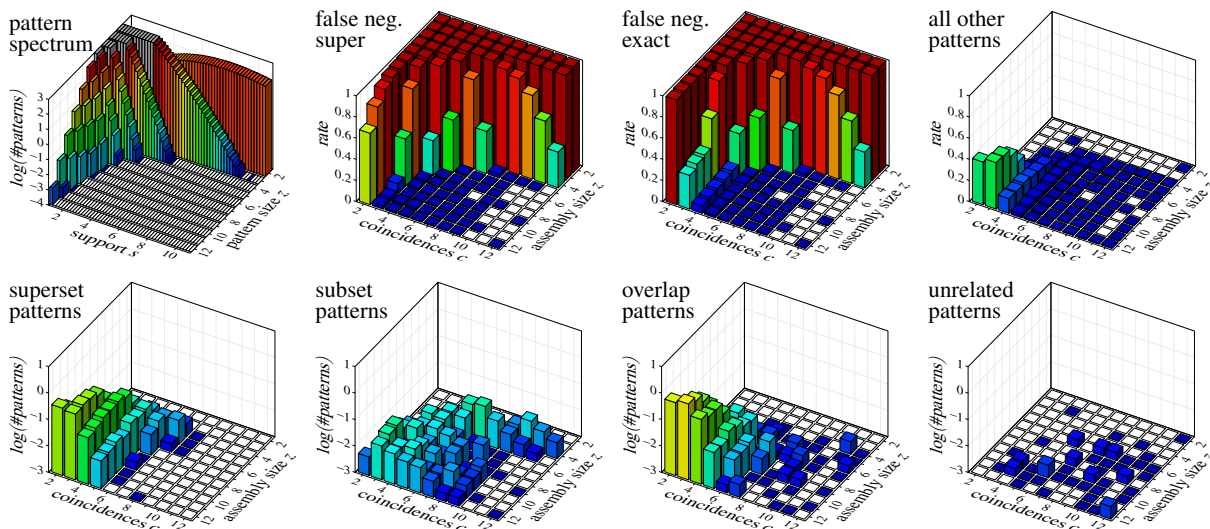
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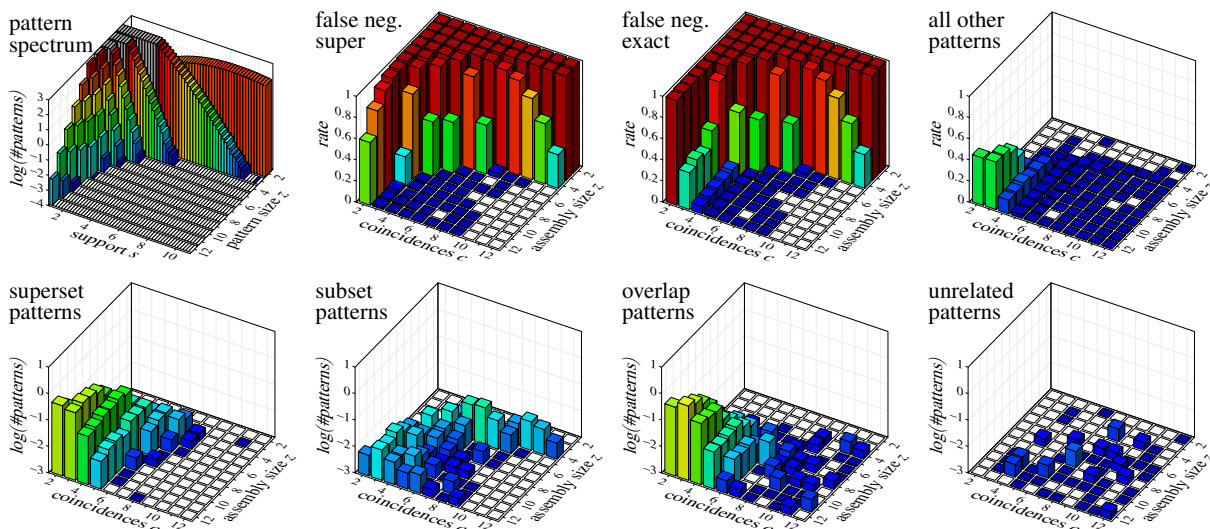
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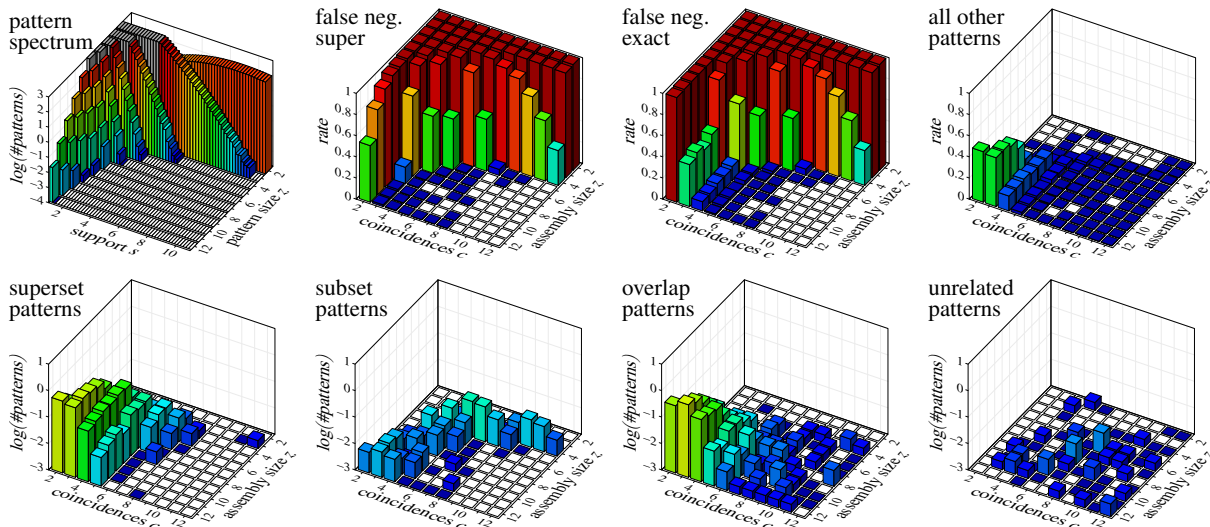
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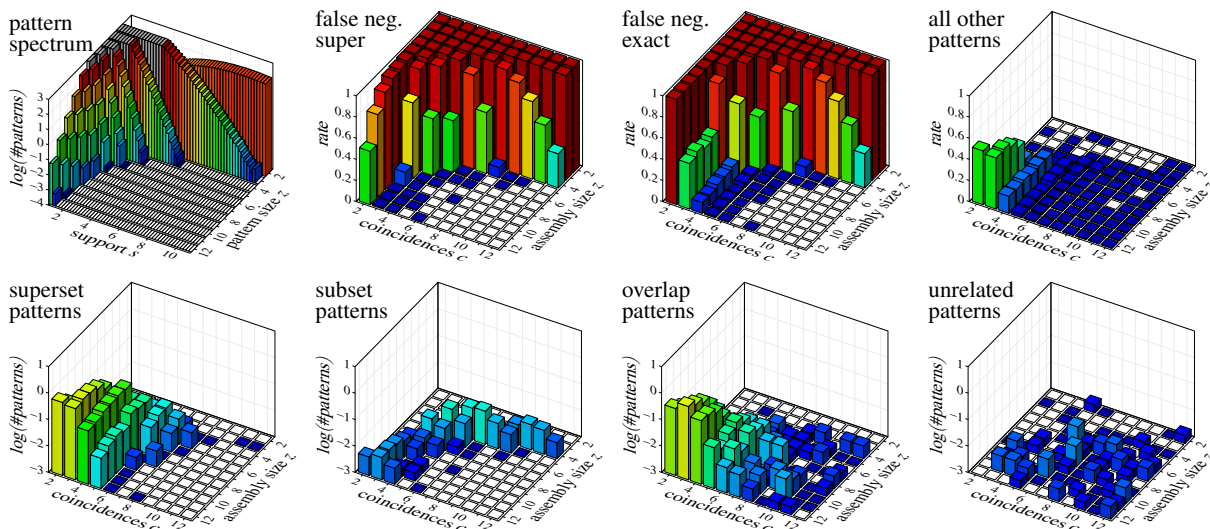
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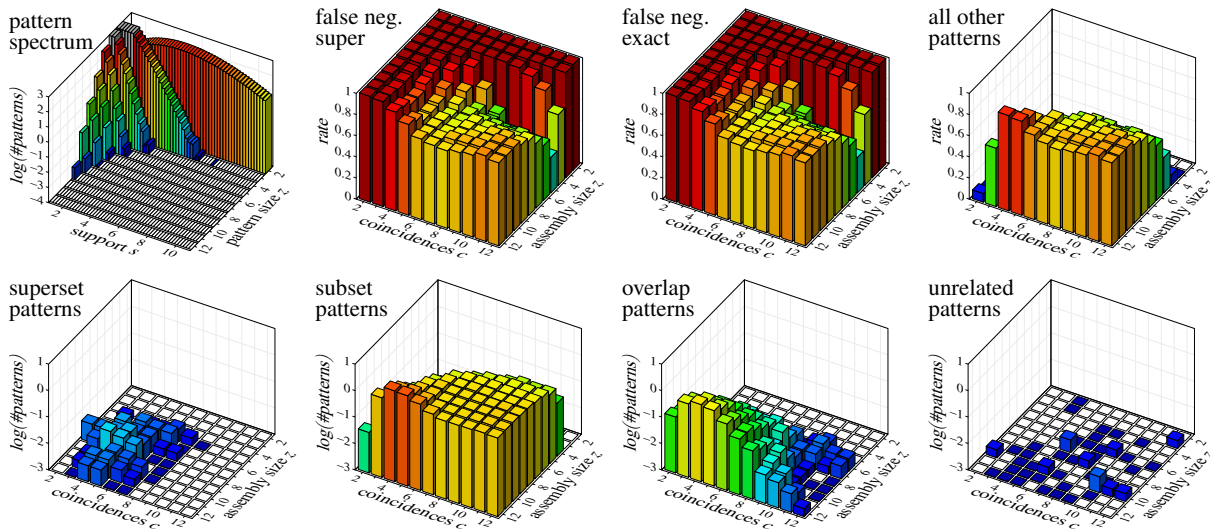
5.0ms jitter, 9.5ms windows, reduced with $(z - 1) \cdot (c + 0.06z)$



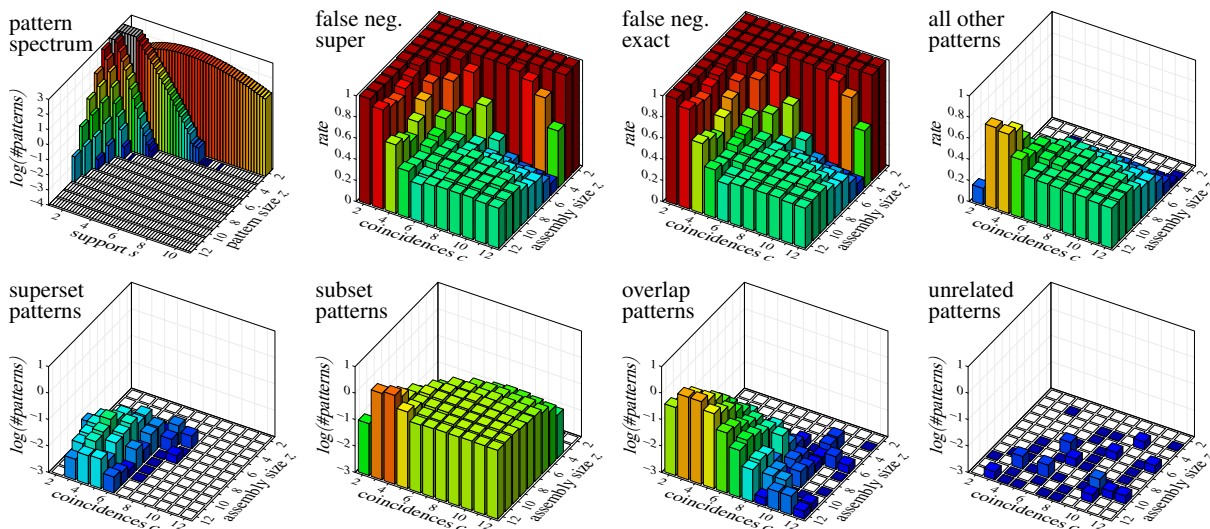
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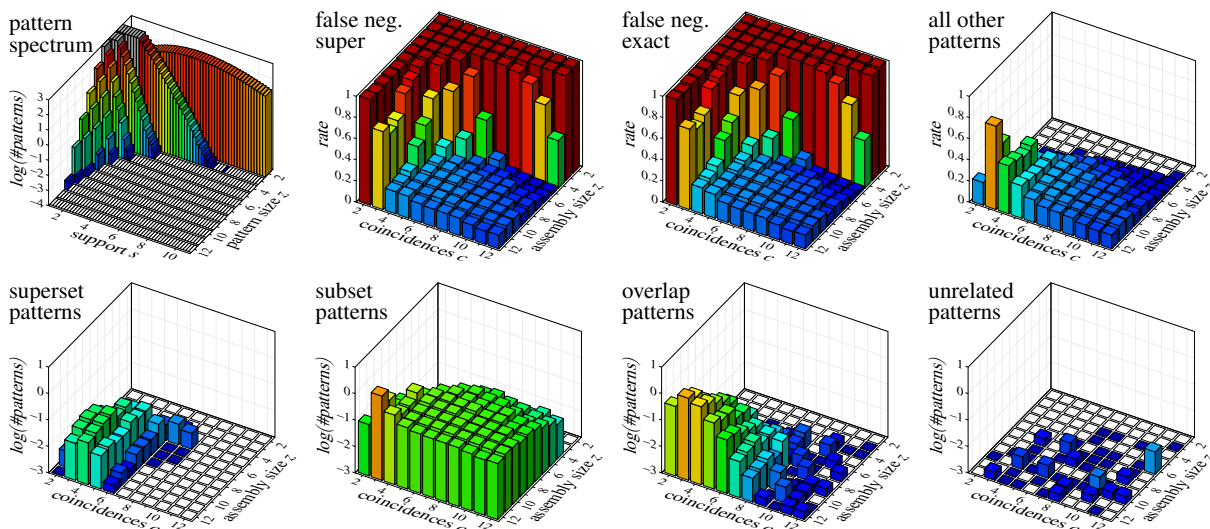
5.0ms jitter, 5.0ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



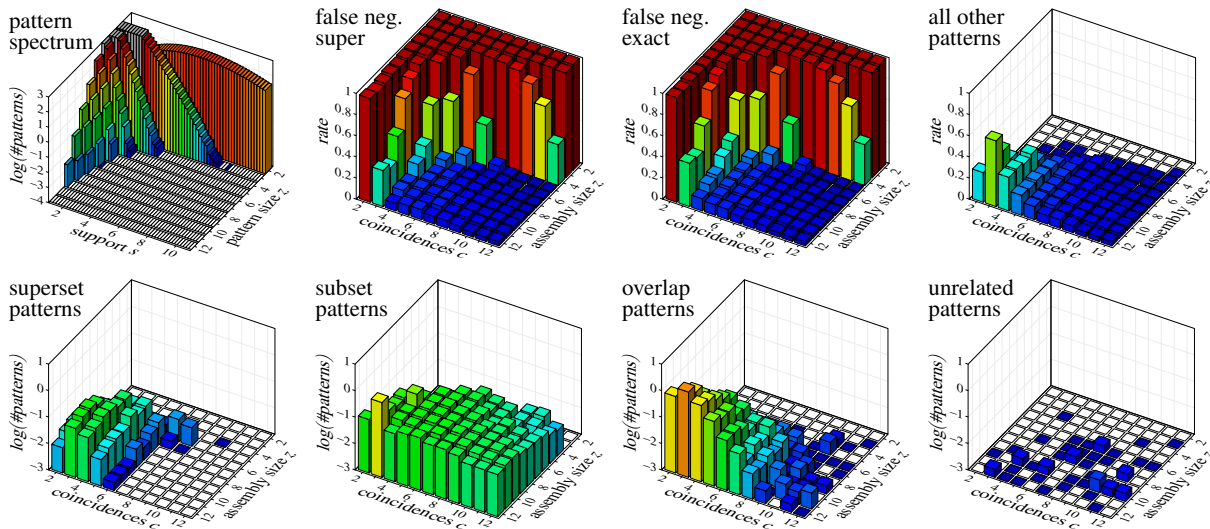
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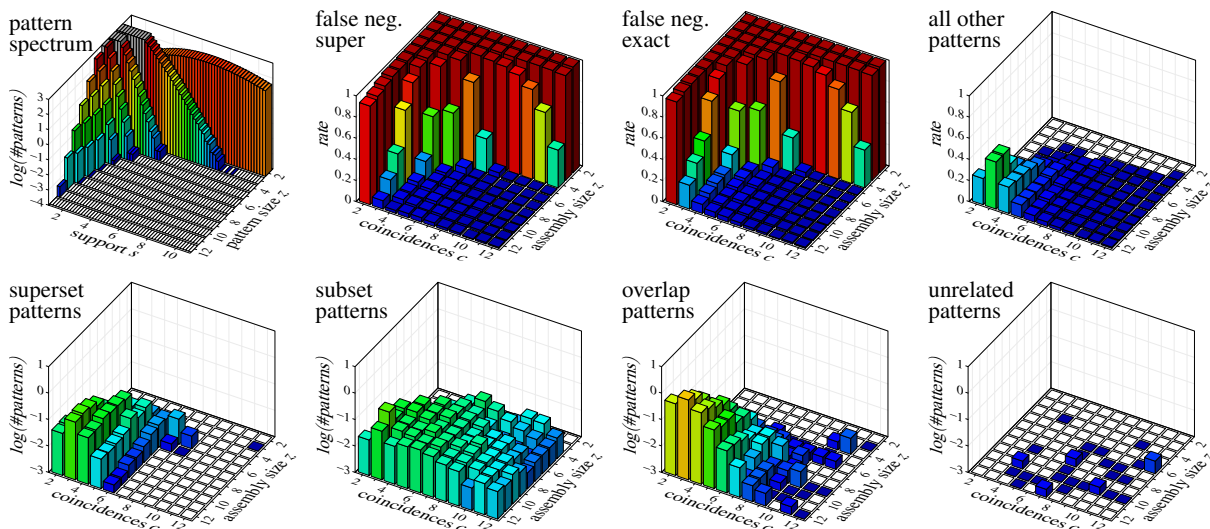
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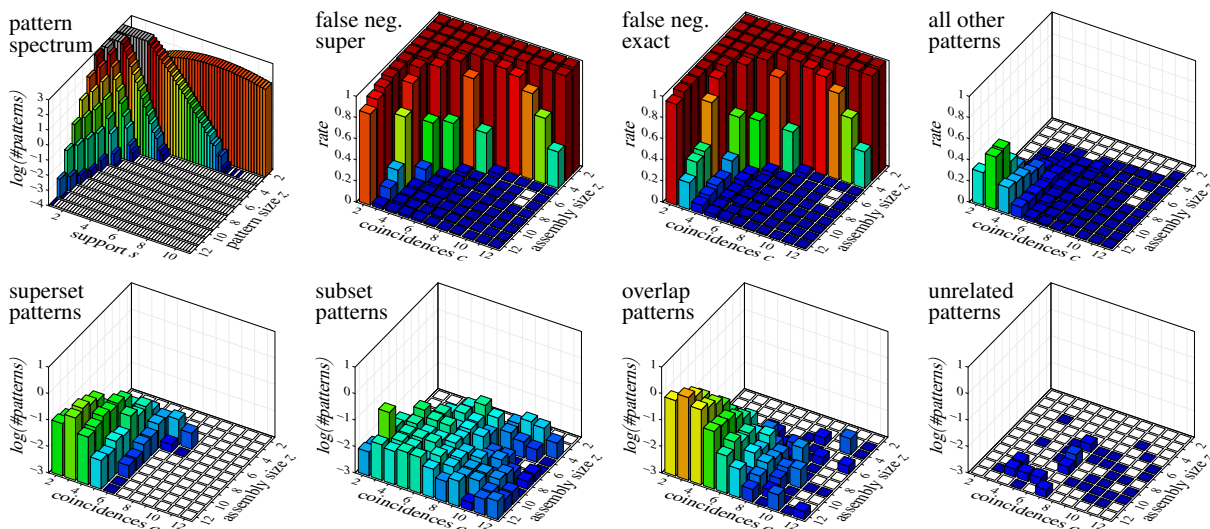
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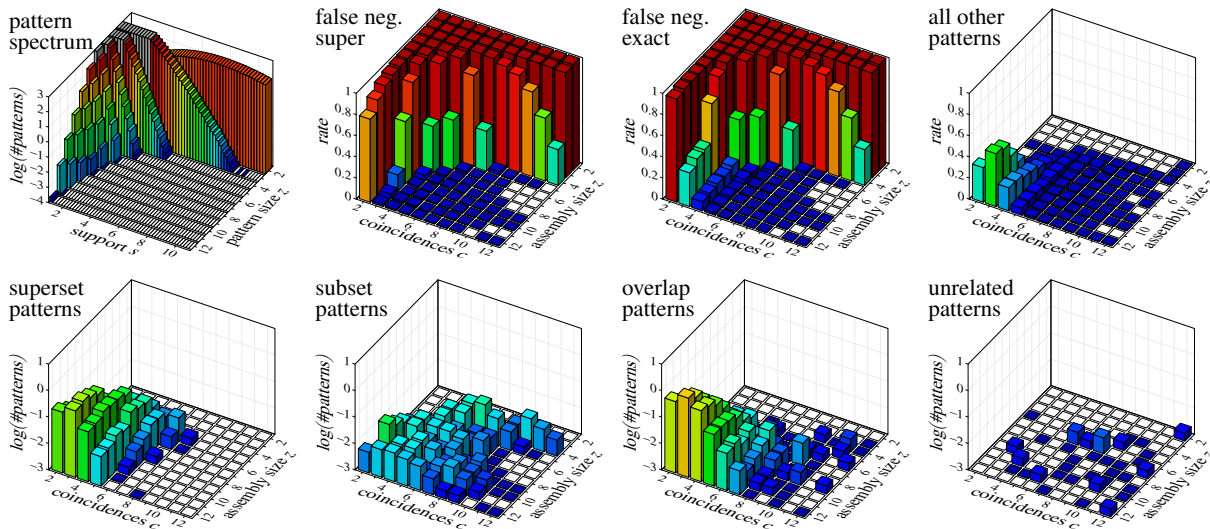
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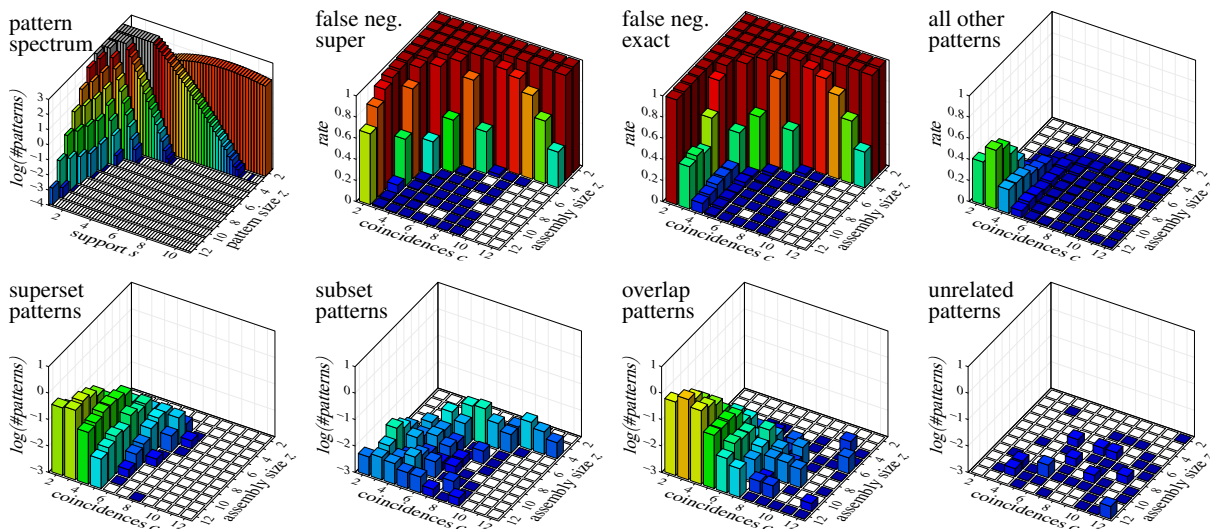
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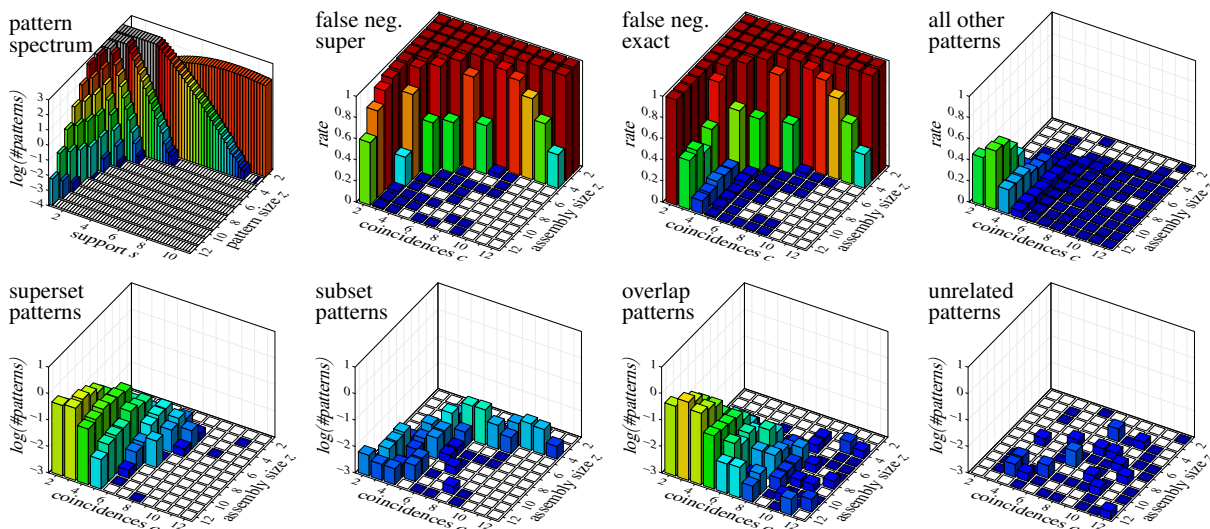
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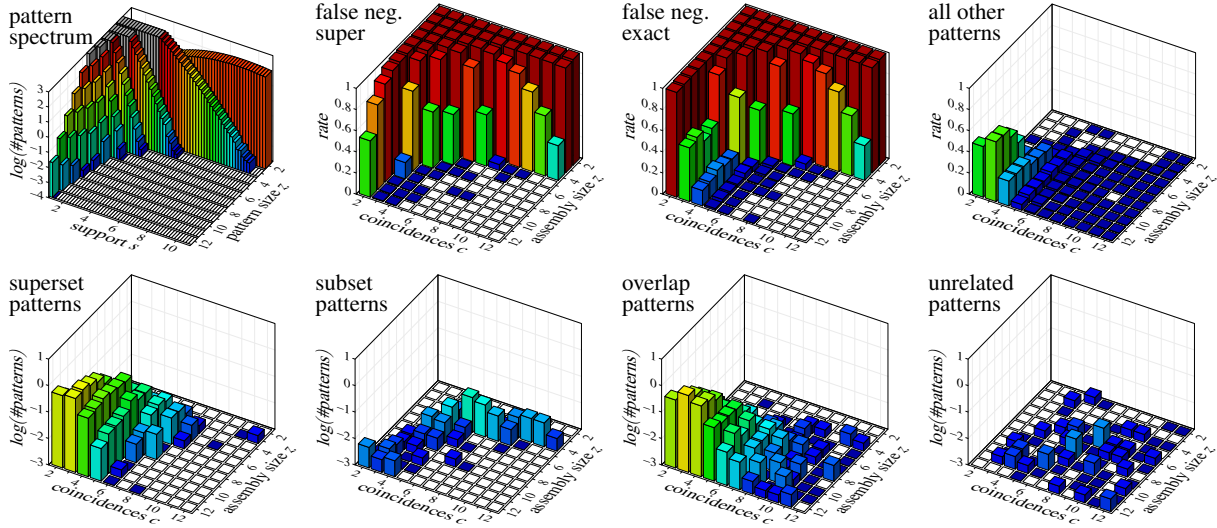
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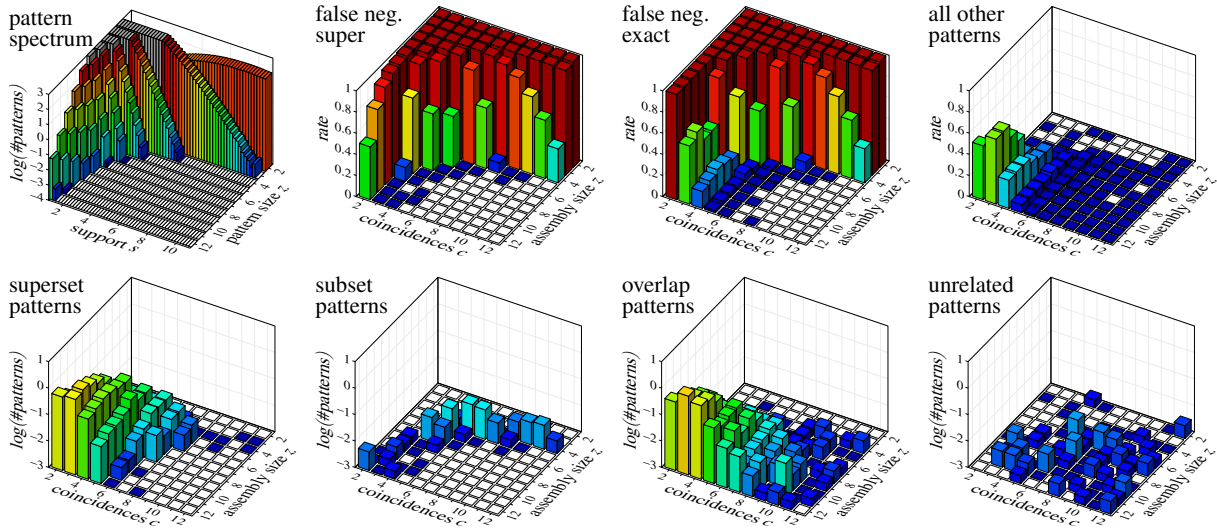
5.0ms jitter, 9.0ms windows, reduced with $(z - 1) \cdot (c + 0.08z)$



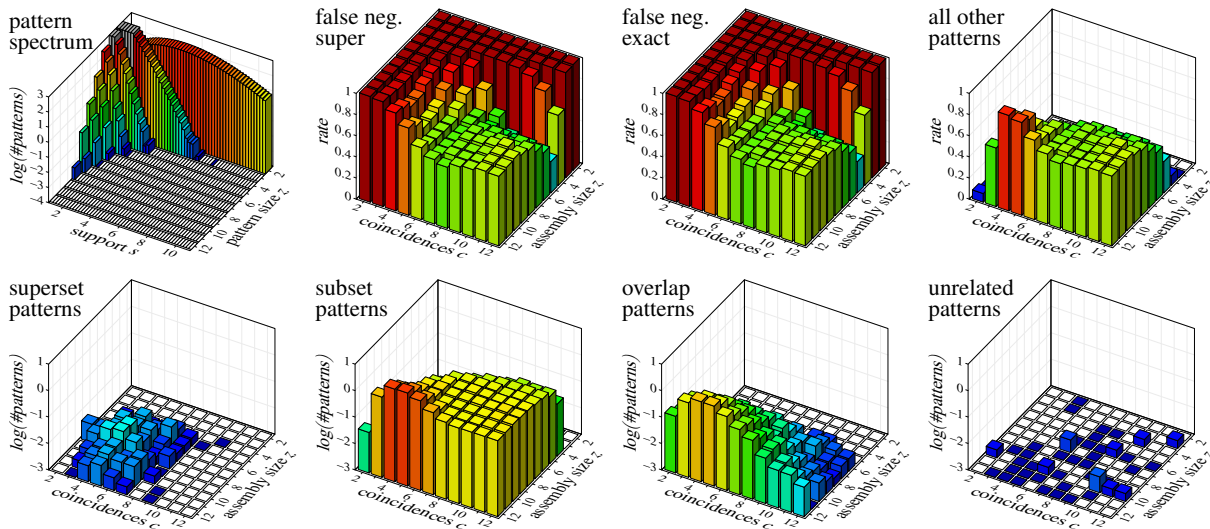
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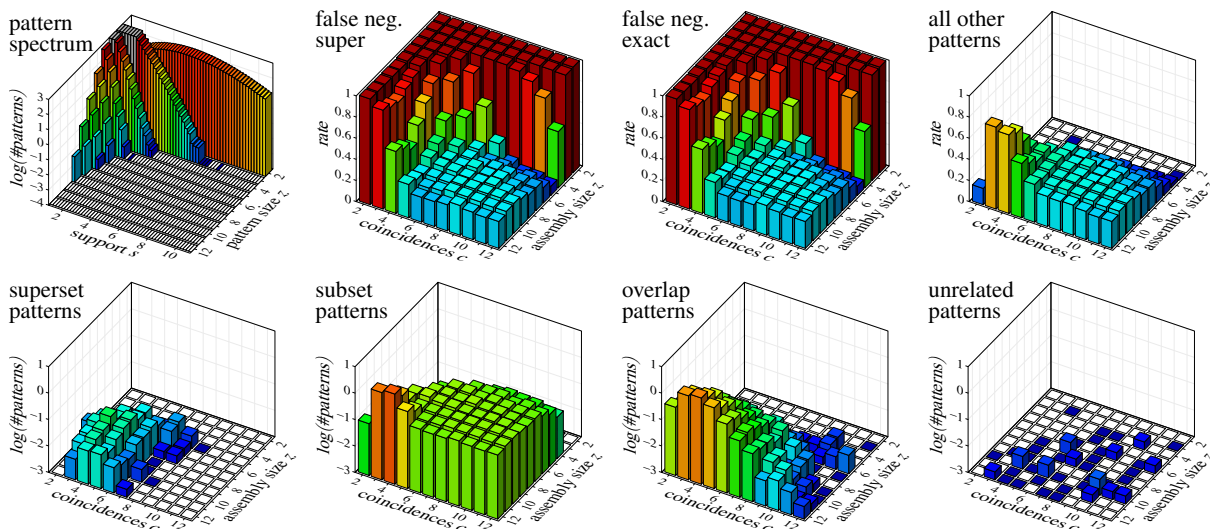
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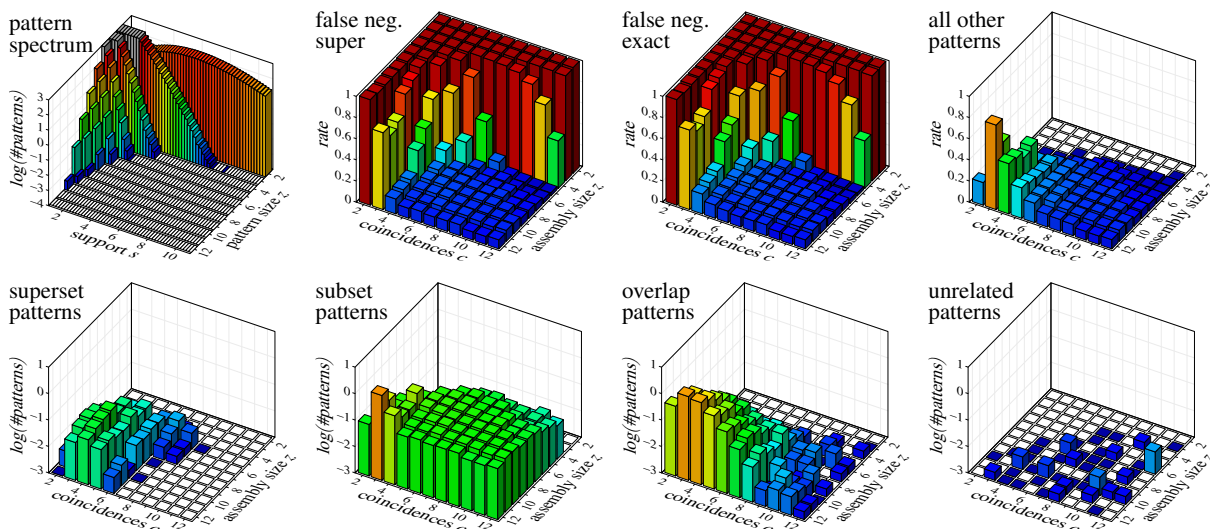
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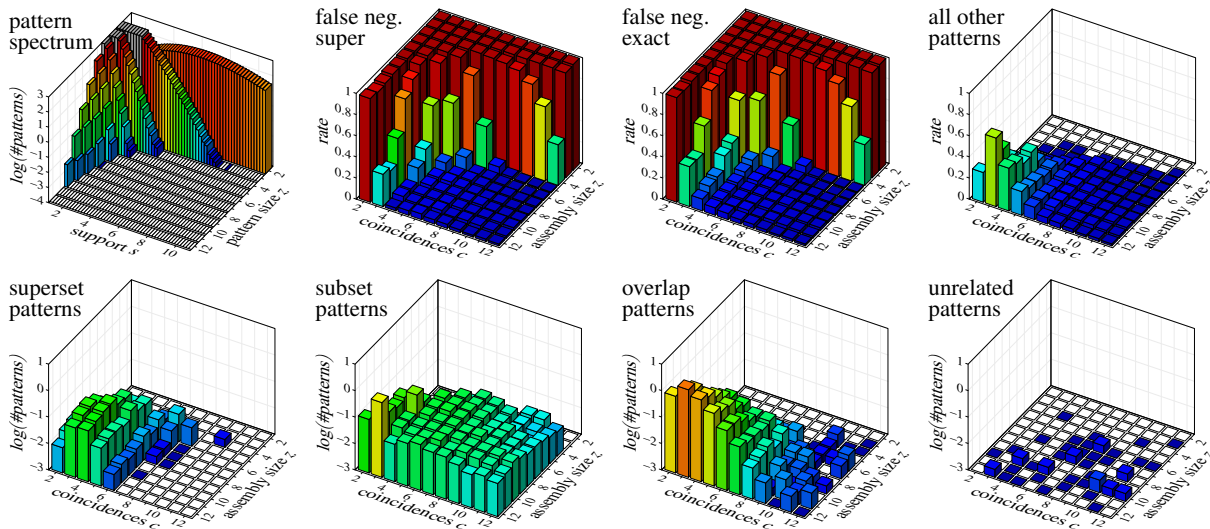
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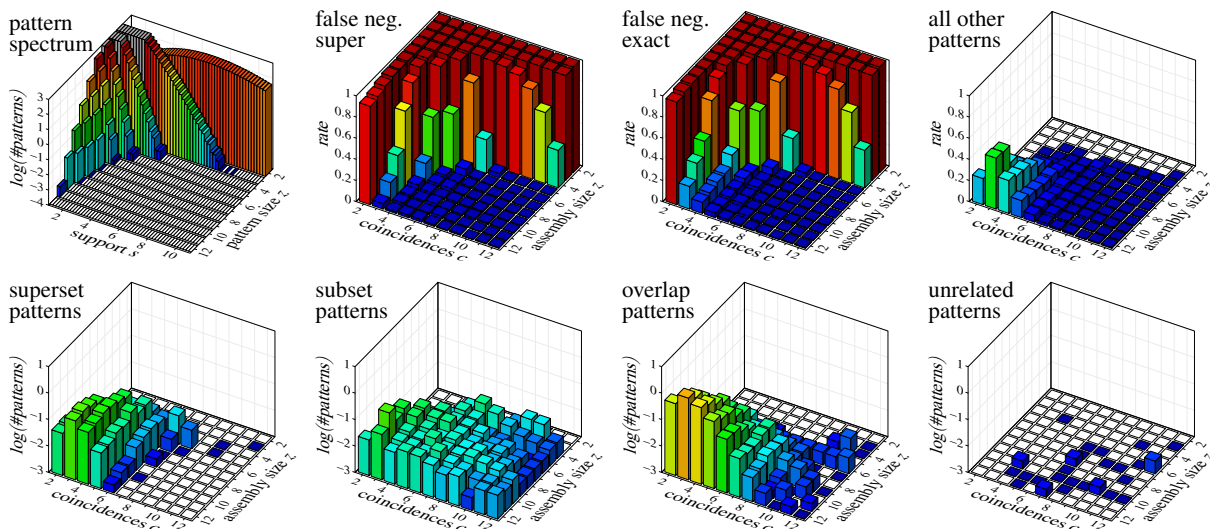
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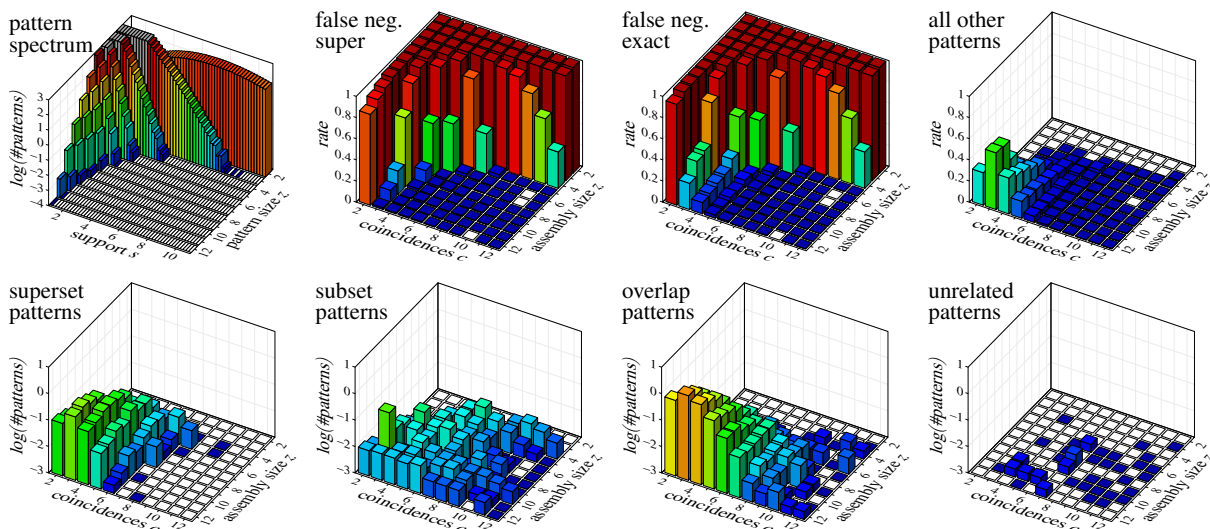
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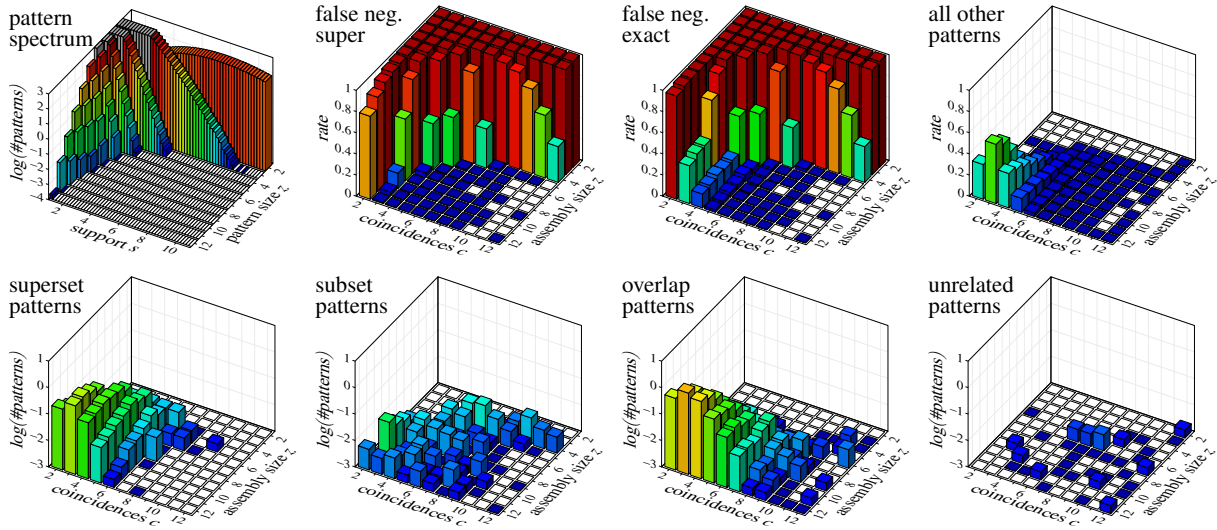
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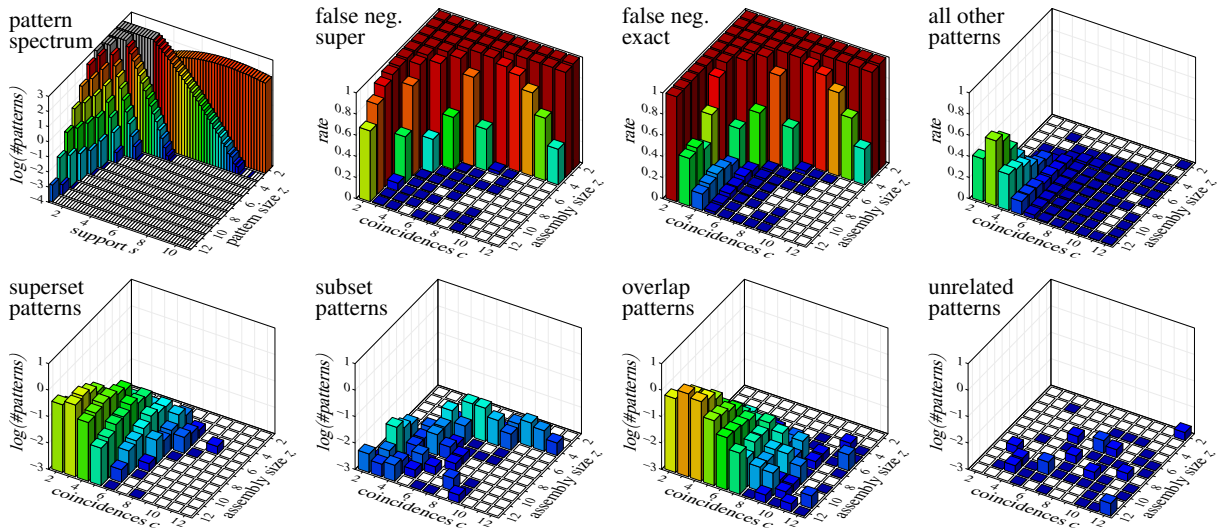
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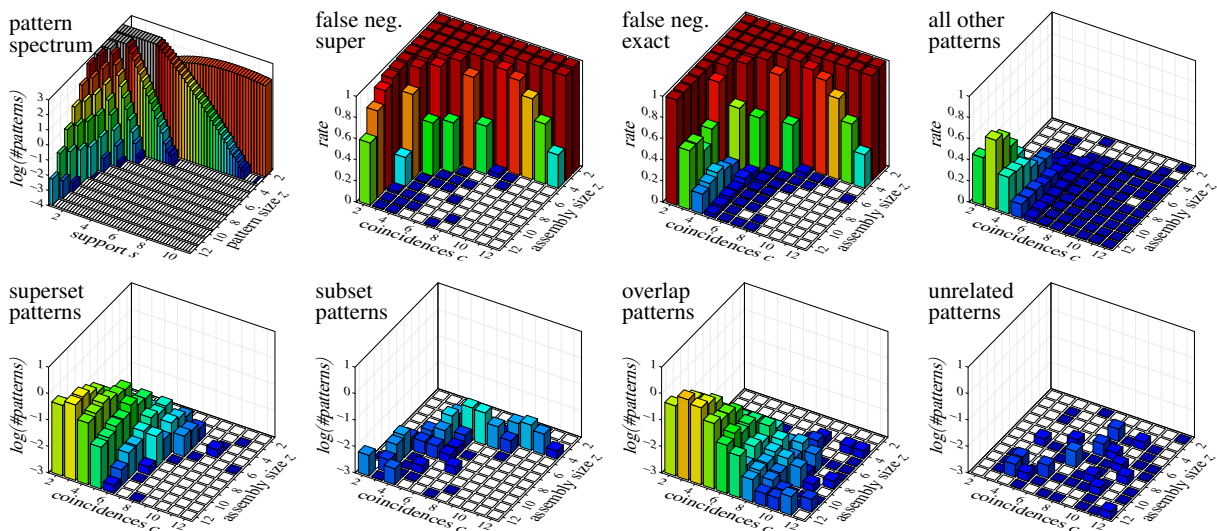
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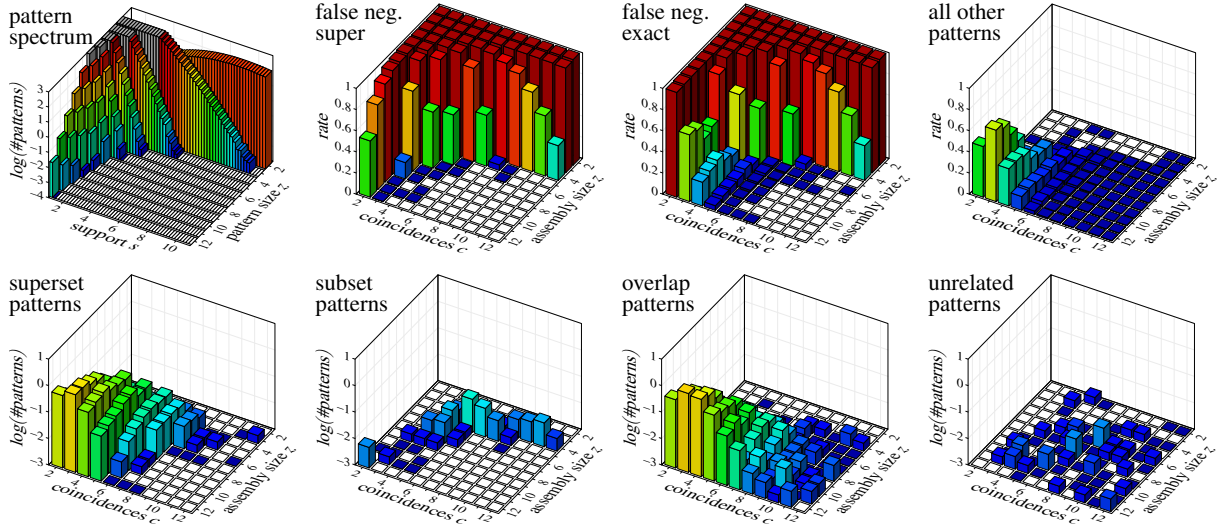
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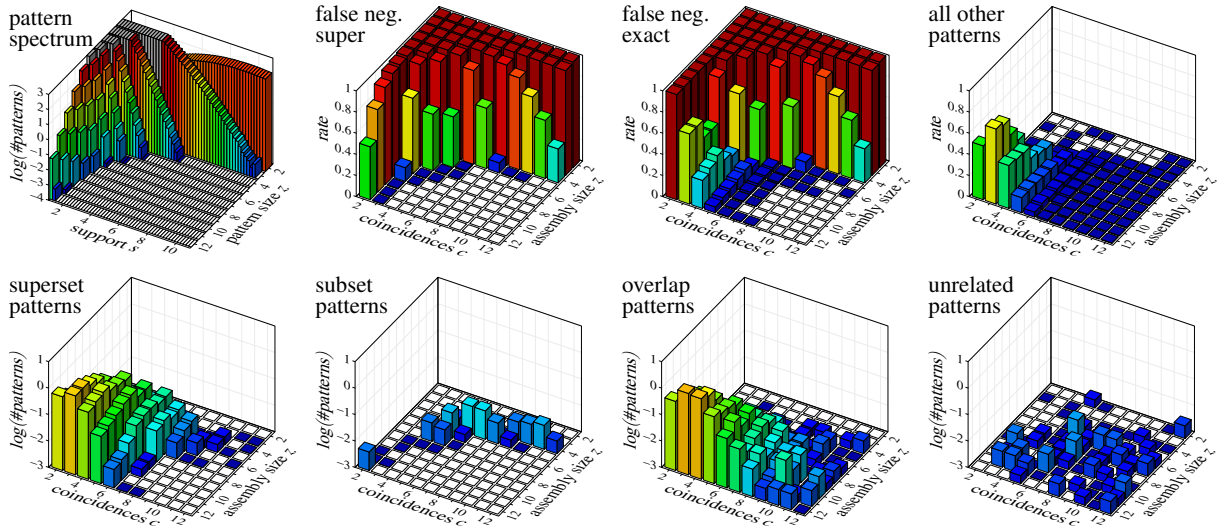
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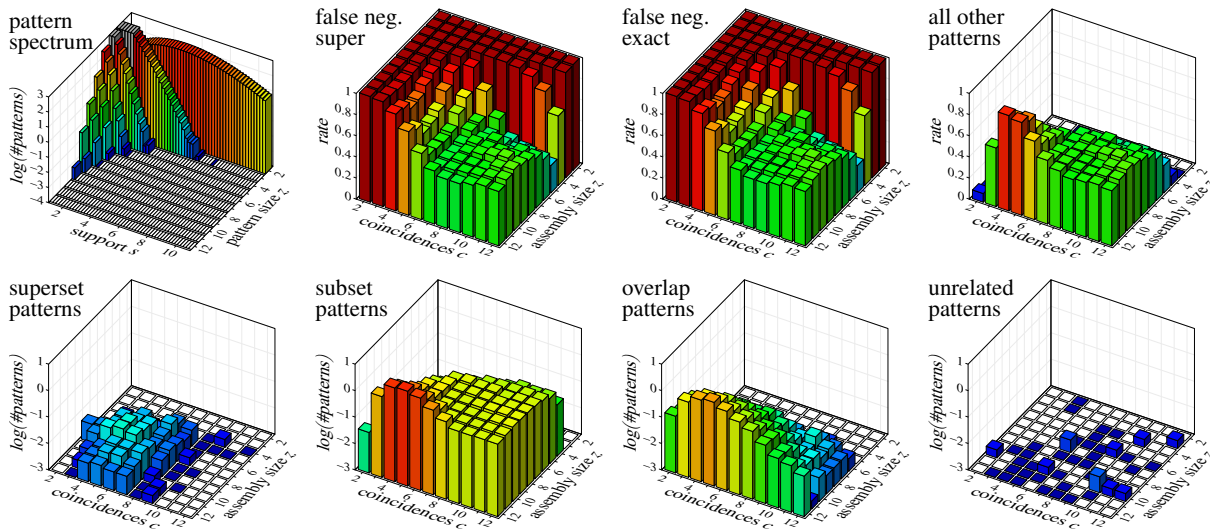
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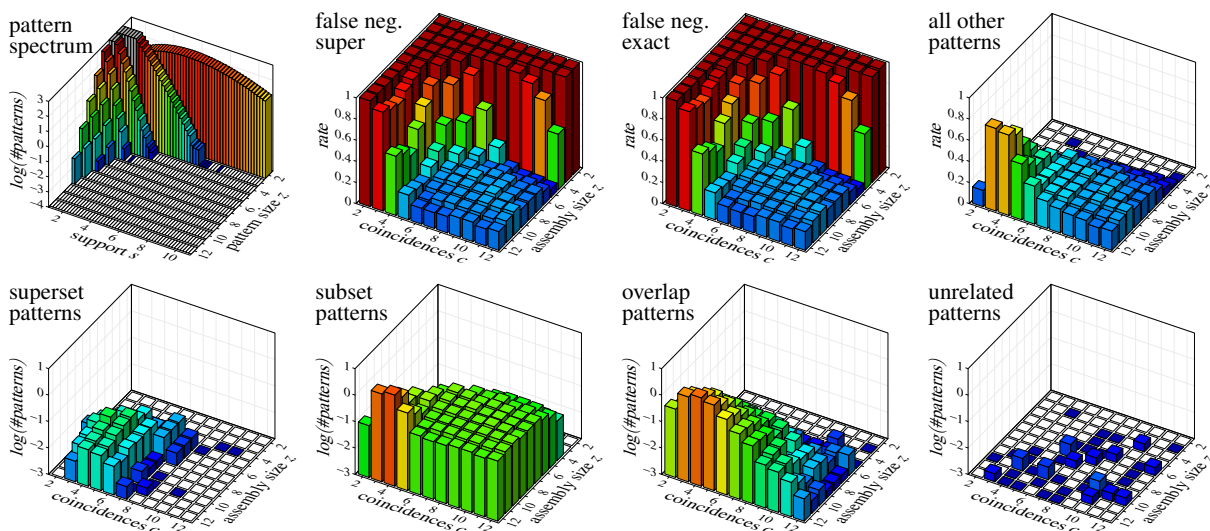
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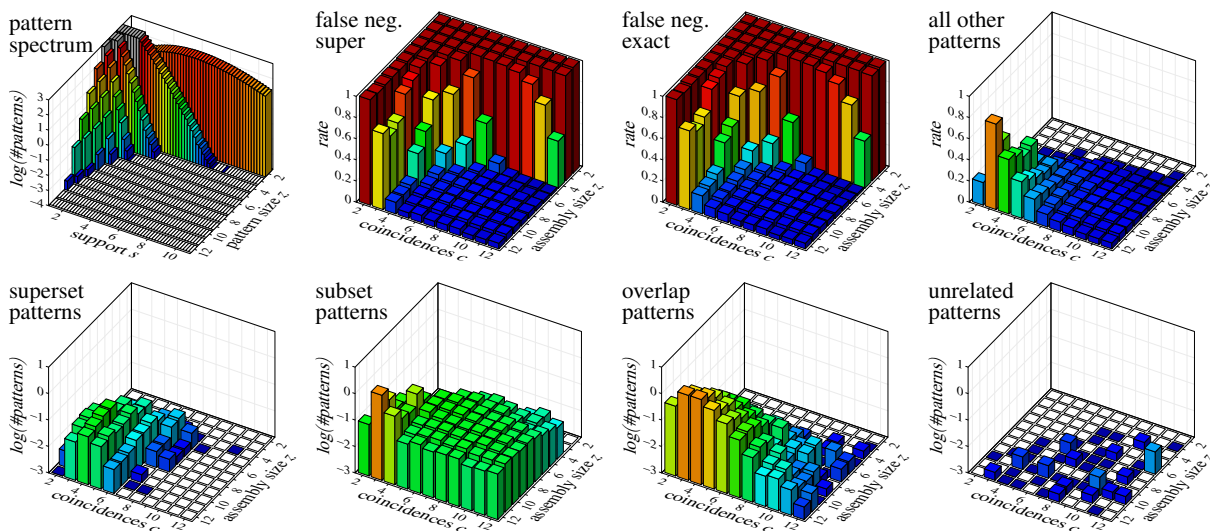
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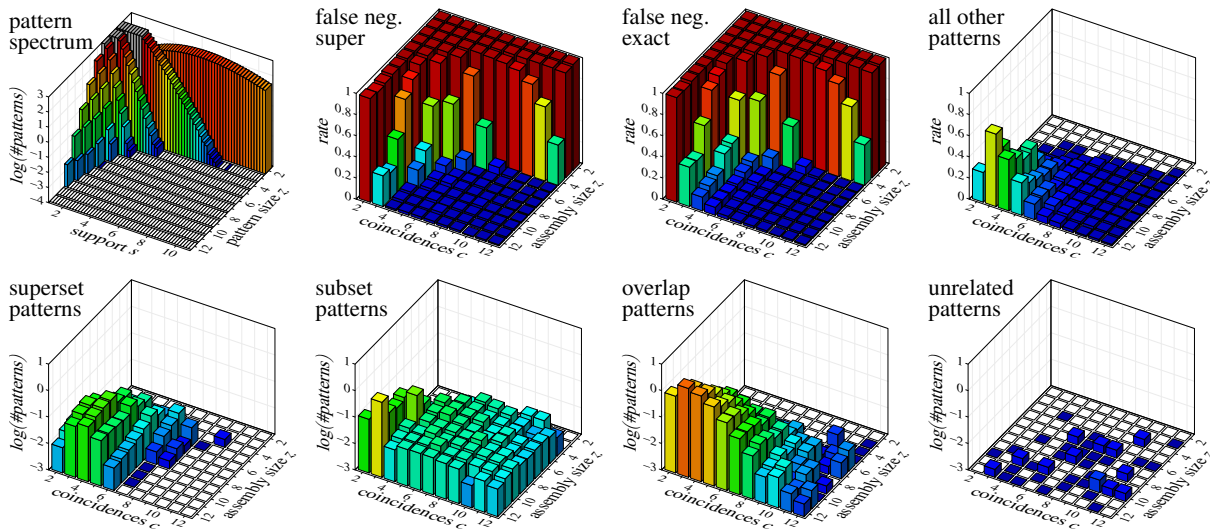
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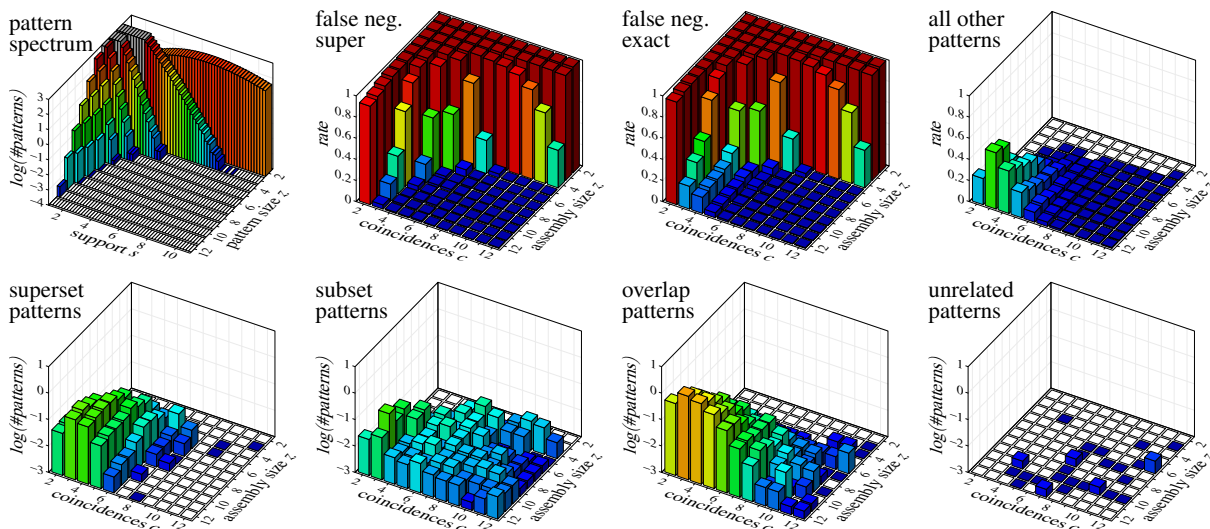
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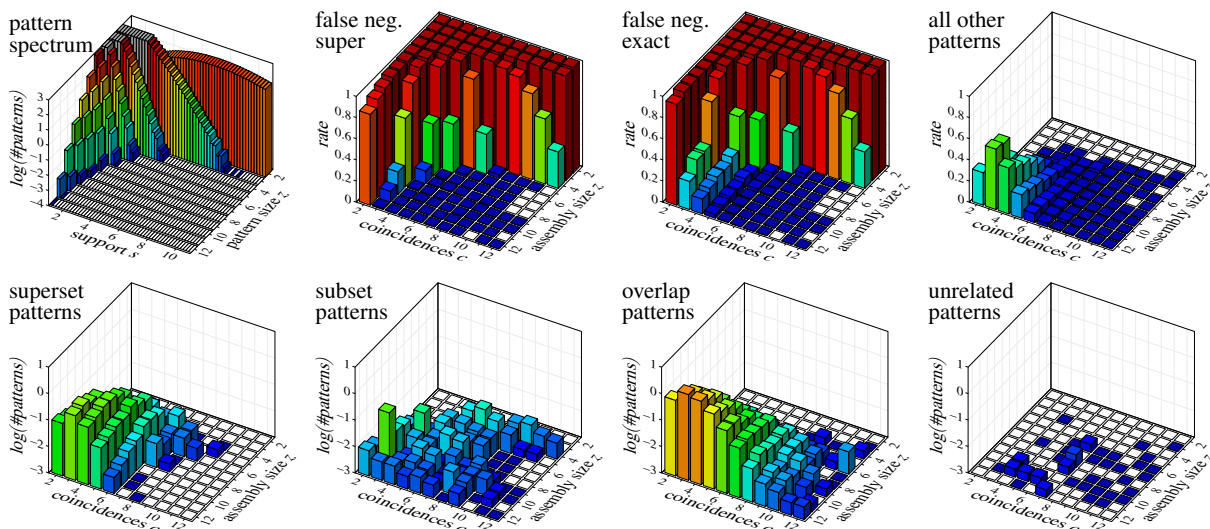
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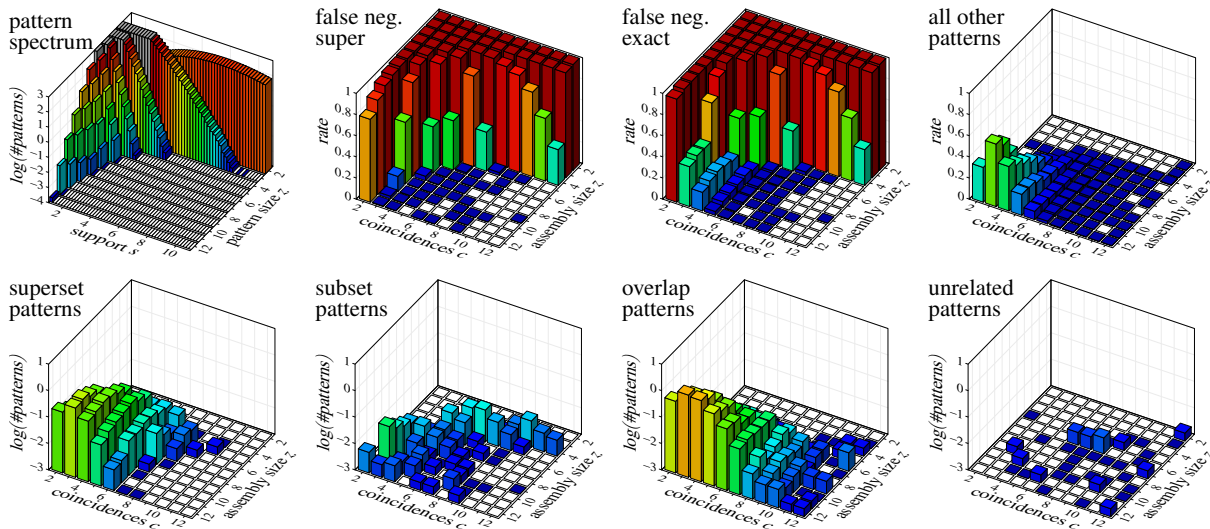
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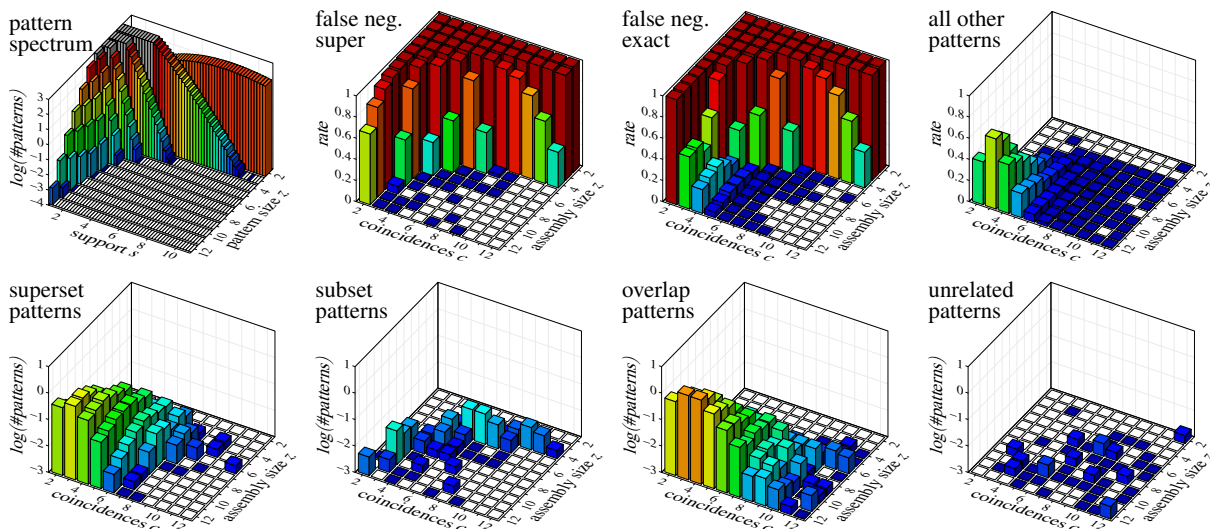
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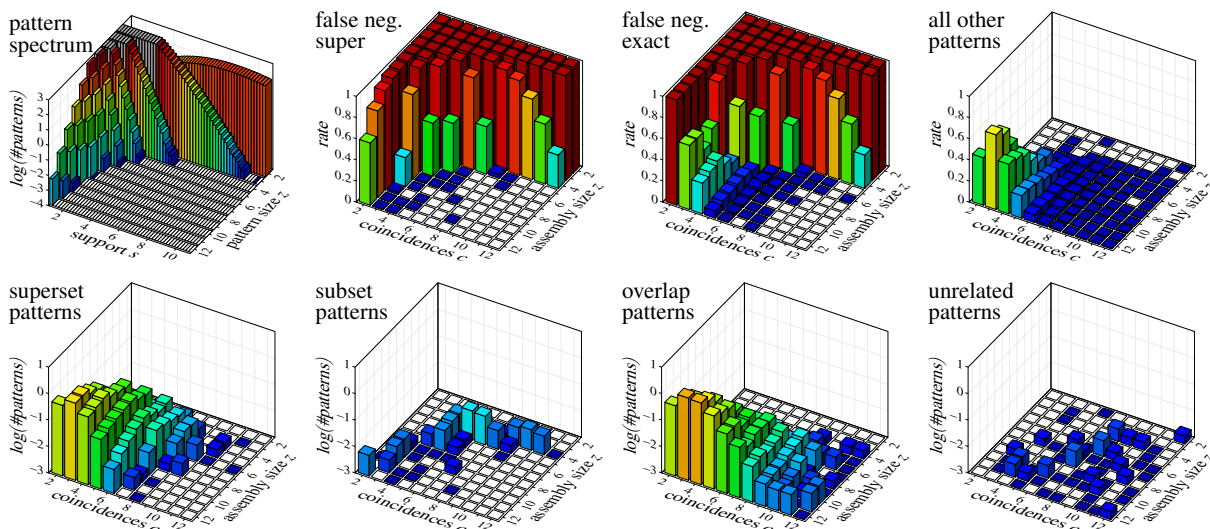
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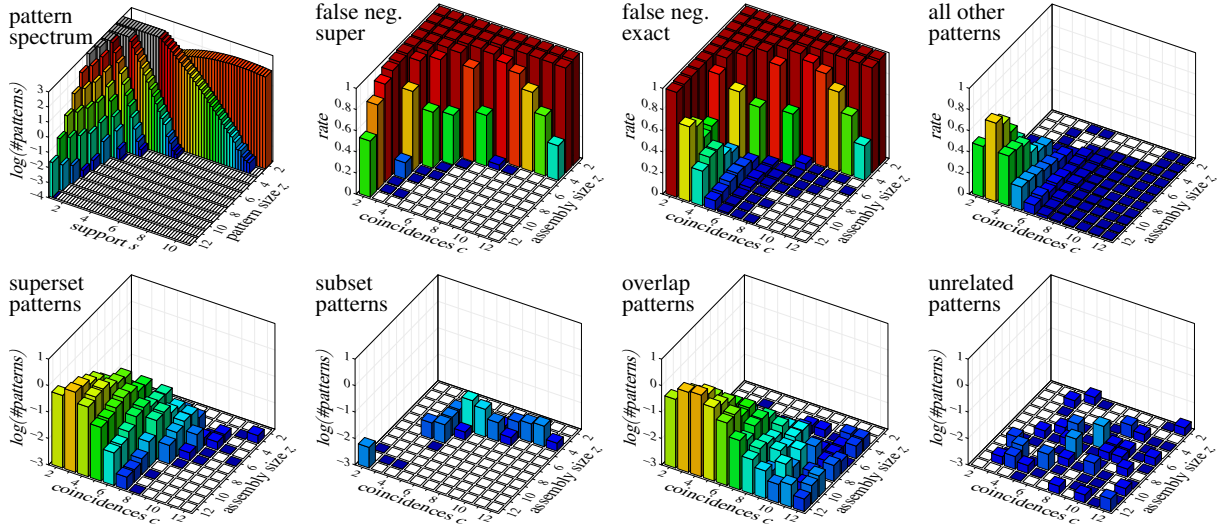
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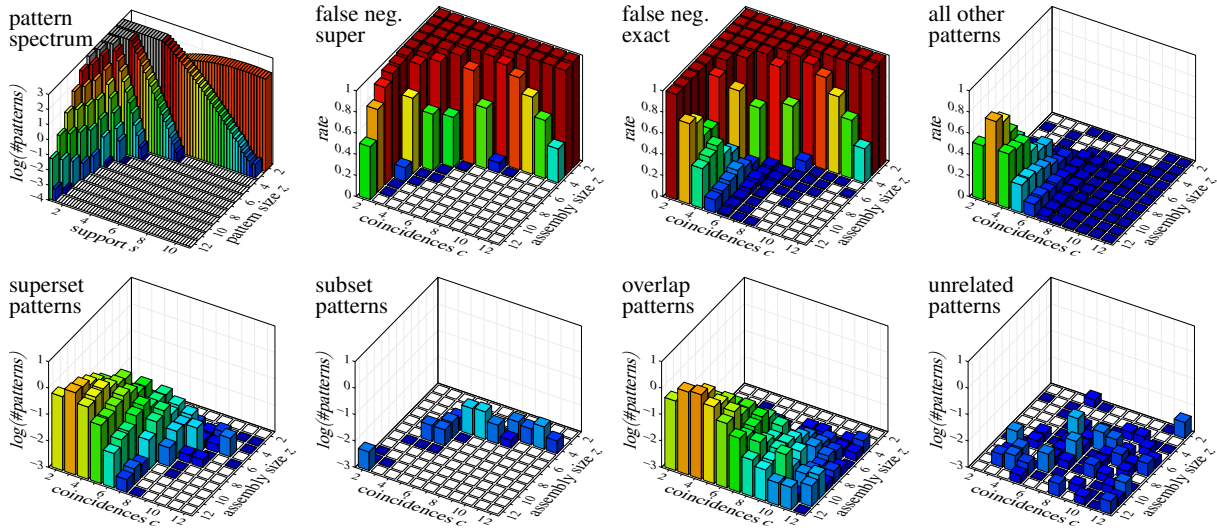
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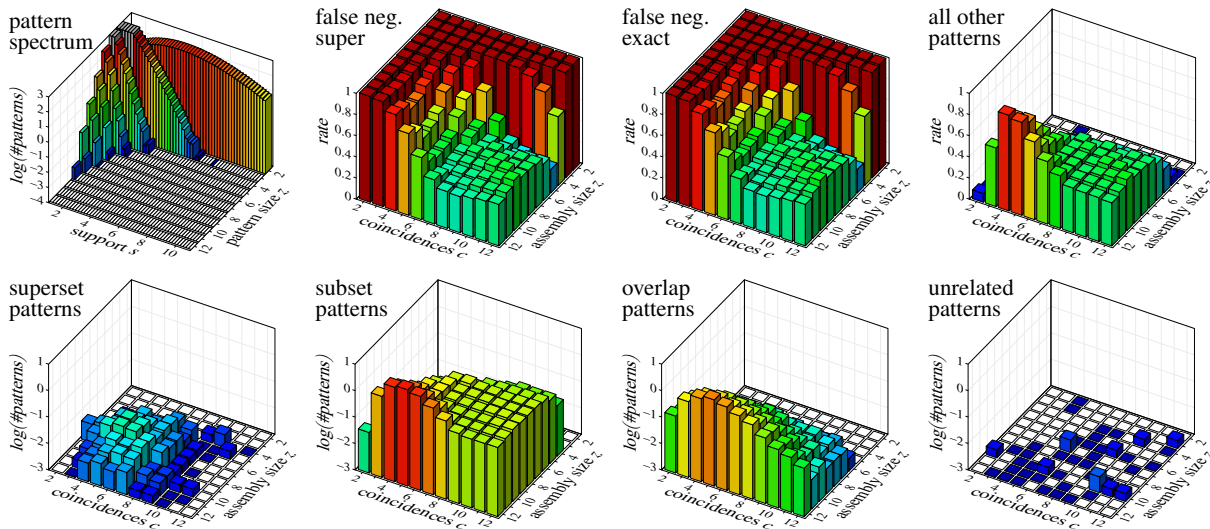
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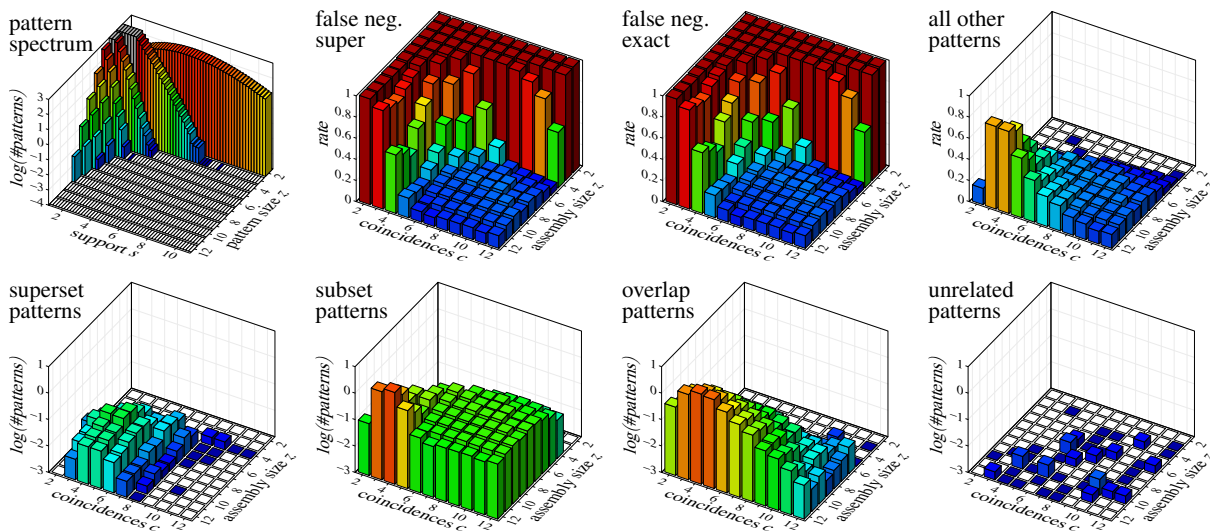
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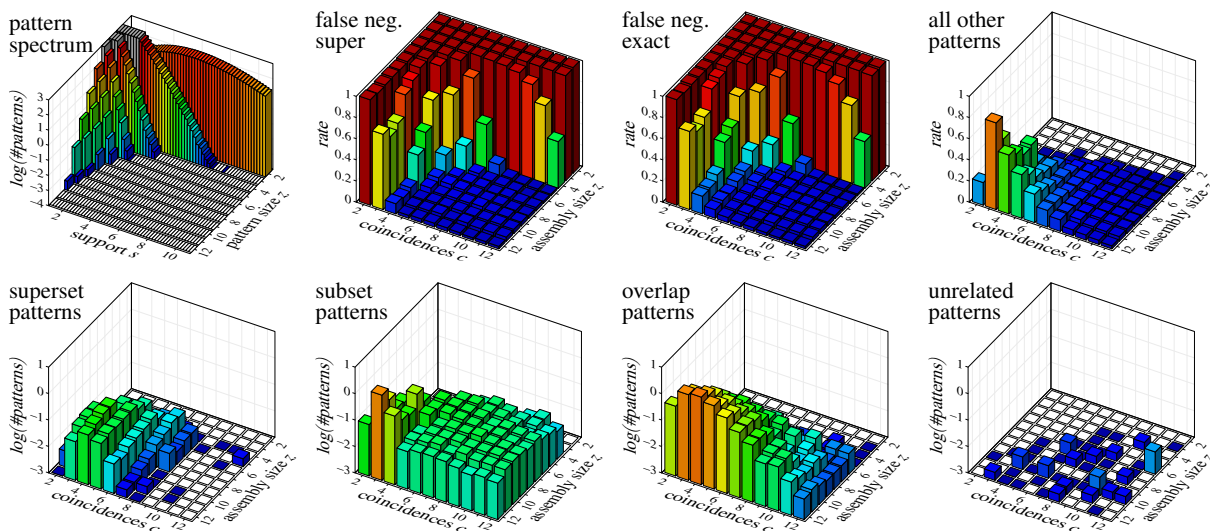
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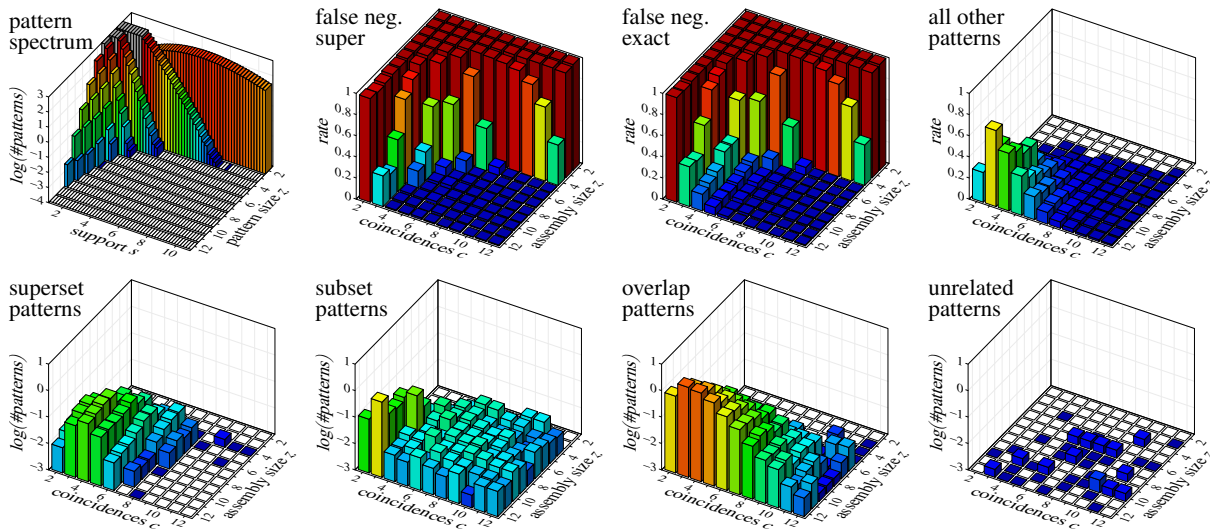
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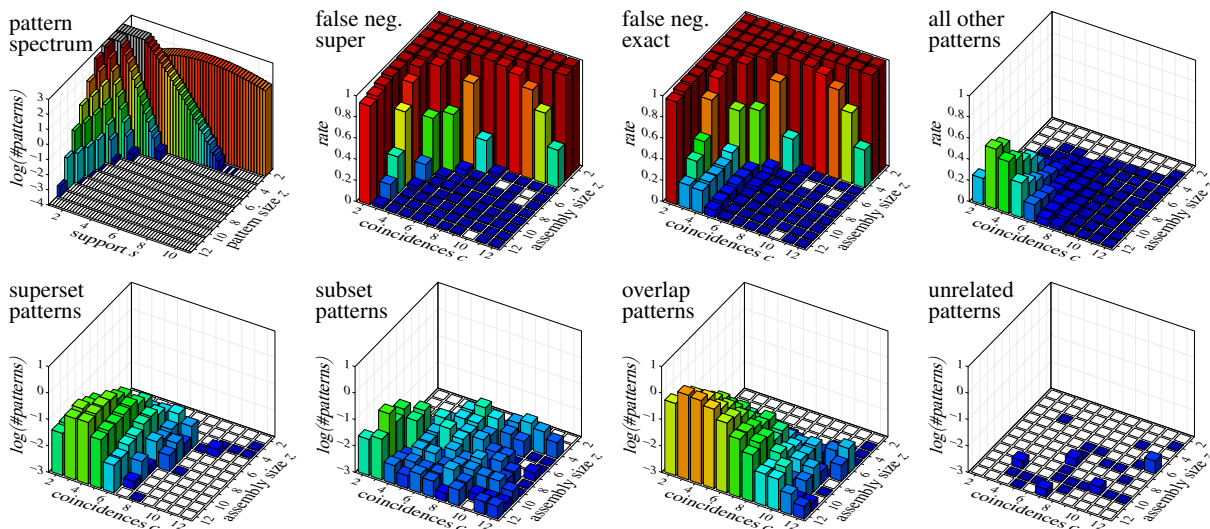
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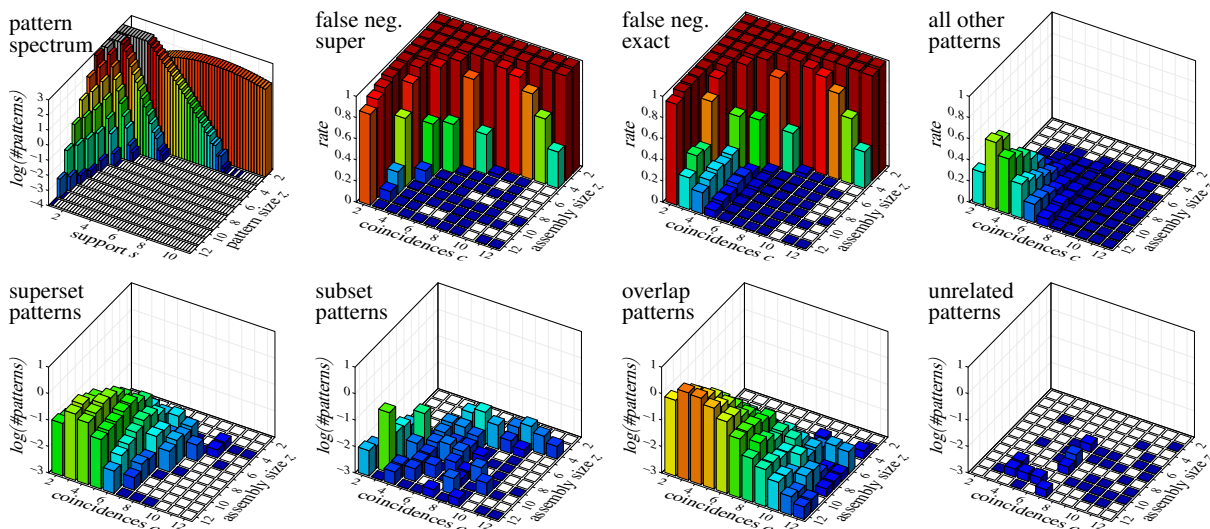
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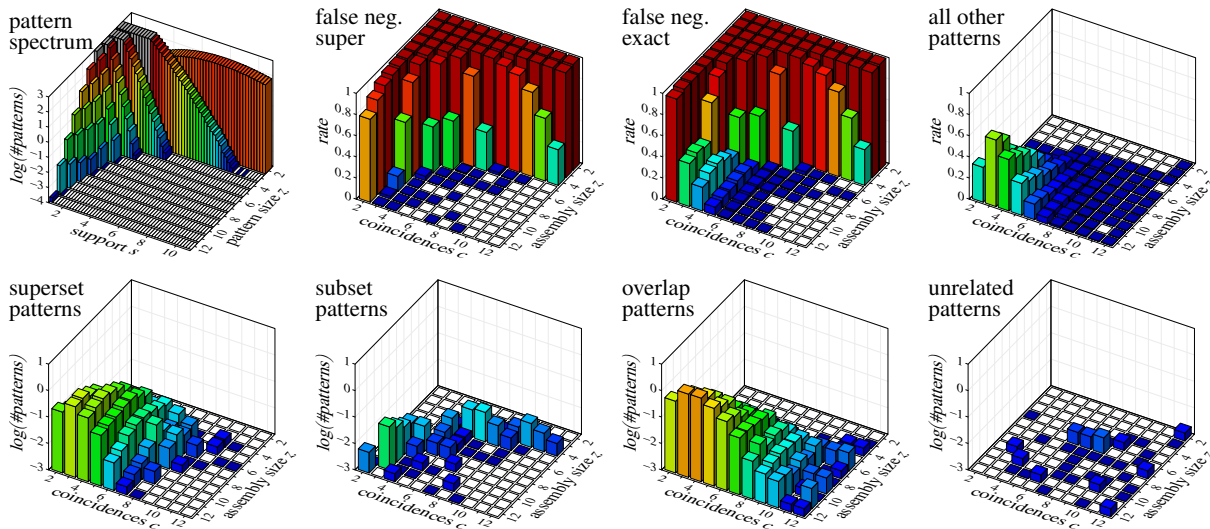
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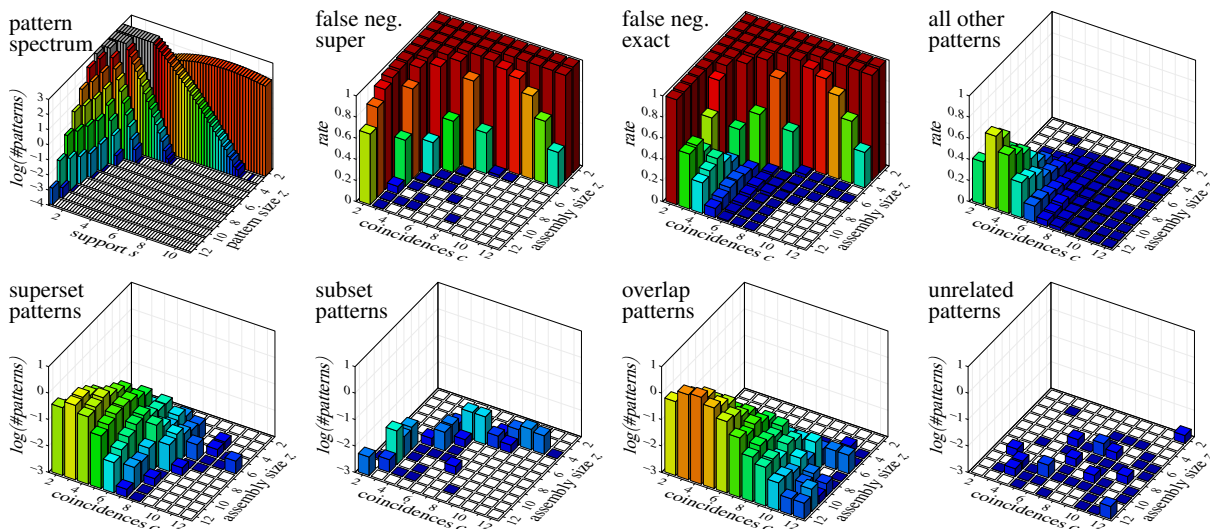
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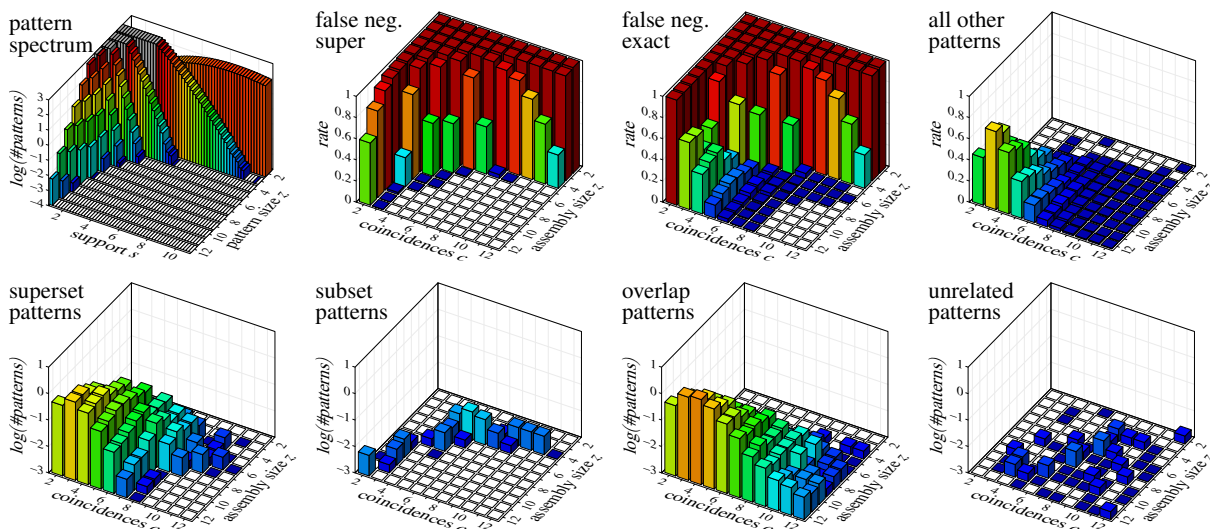
5.0ms jitter, 8.0ms windows, reduced with $(z - 1) \cdot (c + 0.14z)$



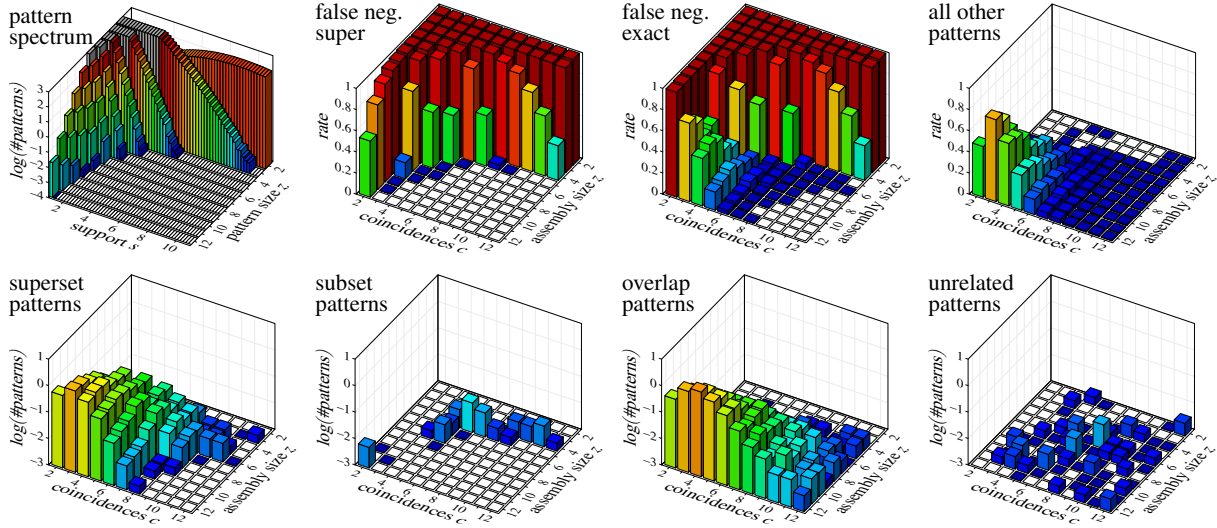
5.0ms jitter, 8.5ms windows, reduced with $(z - 1) \cdot (c + 0.14z)$



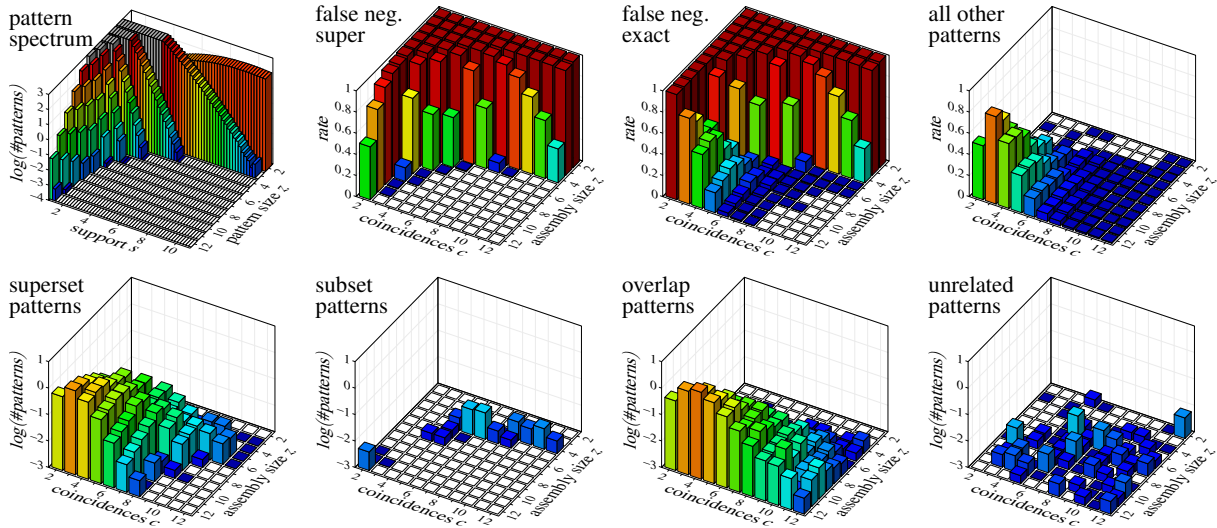
5.0ms jitter, 9.0ms windows, reduced with $(z - 1) \cdot (c + 0.14z)$



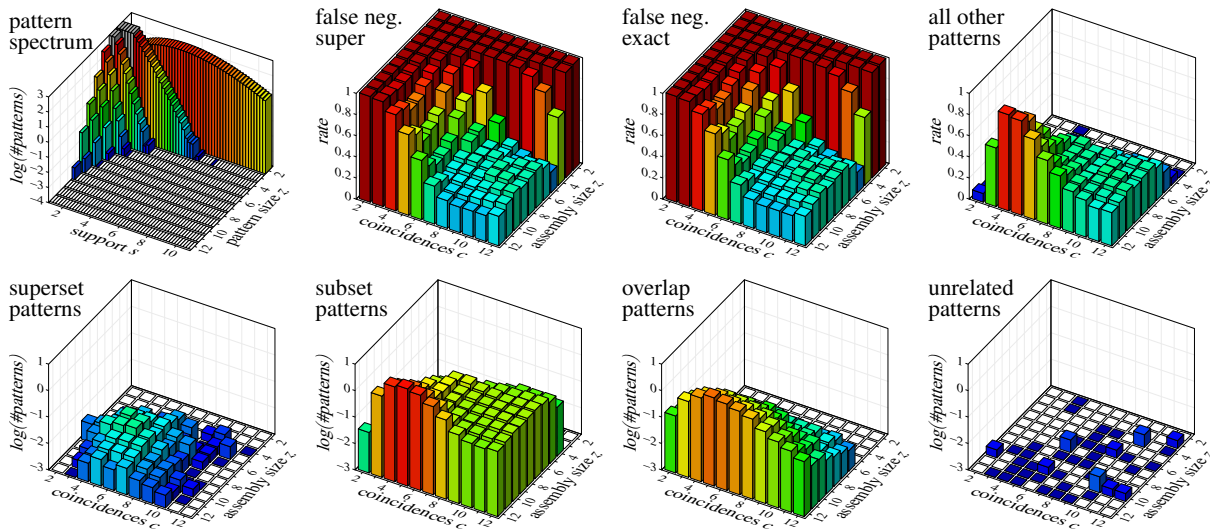
5.0ms jitter, 9.5ms windows, reduced with $(z - 1) \cdot (c + 0.14z)$



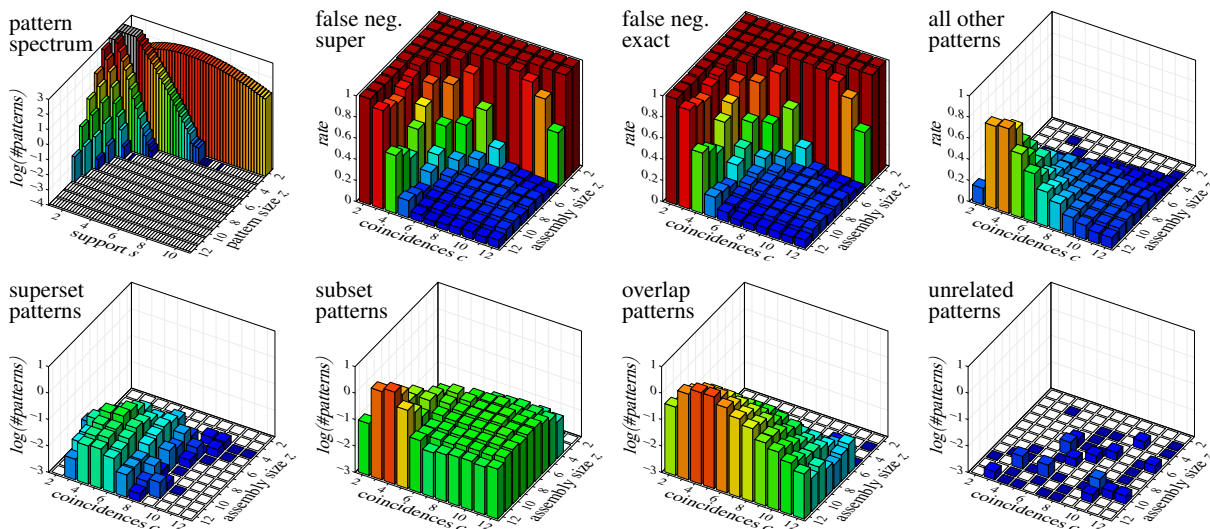
5.0ms jitter, 10.0ms windows, reduced with $(z - 1) \cdot (c + 0.14z)$



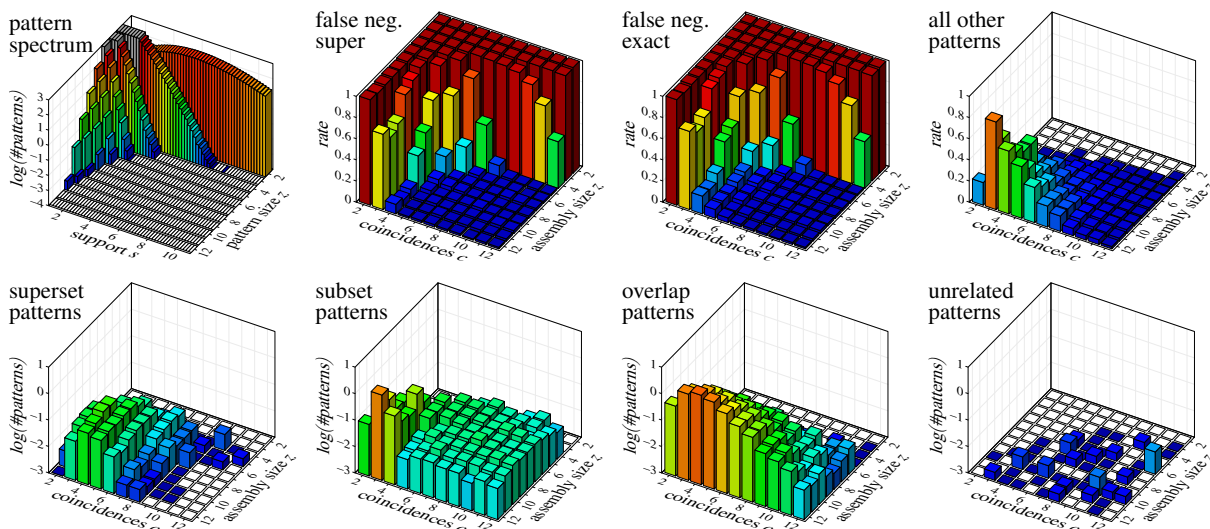
5.0ms jitter, 5.0ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



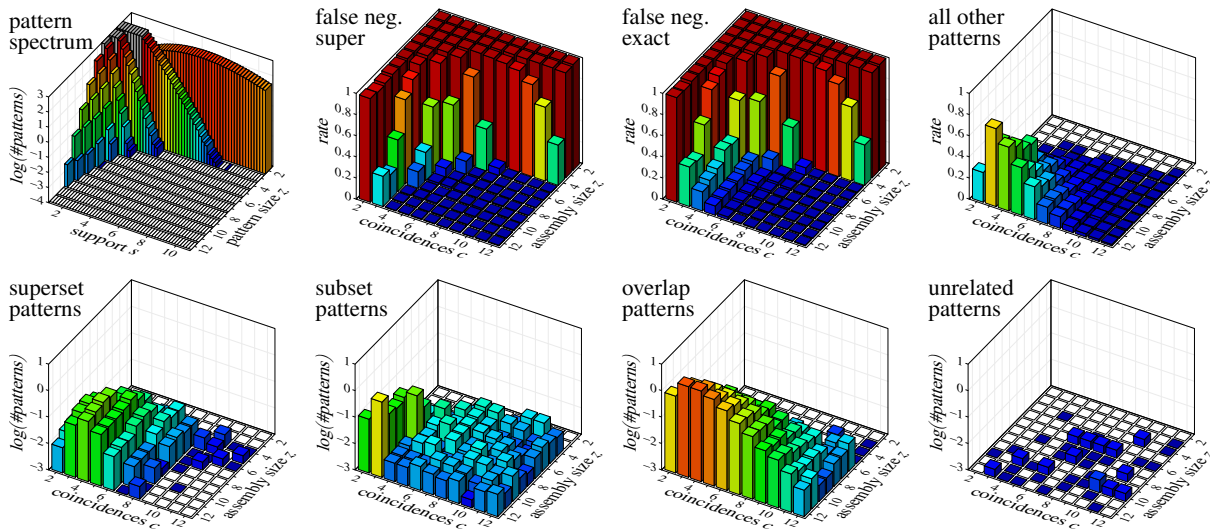
5.0ms jitter, 5.5ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



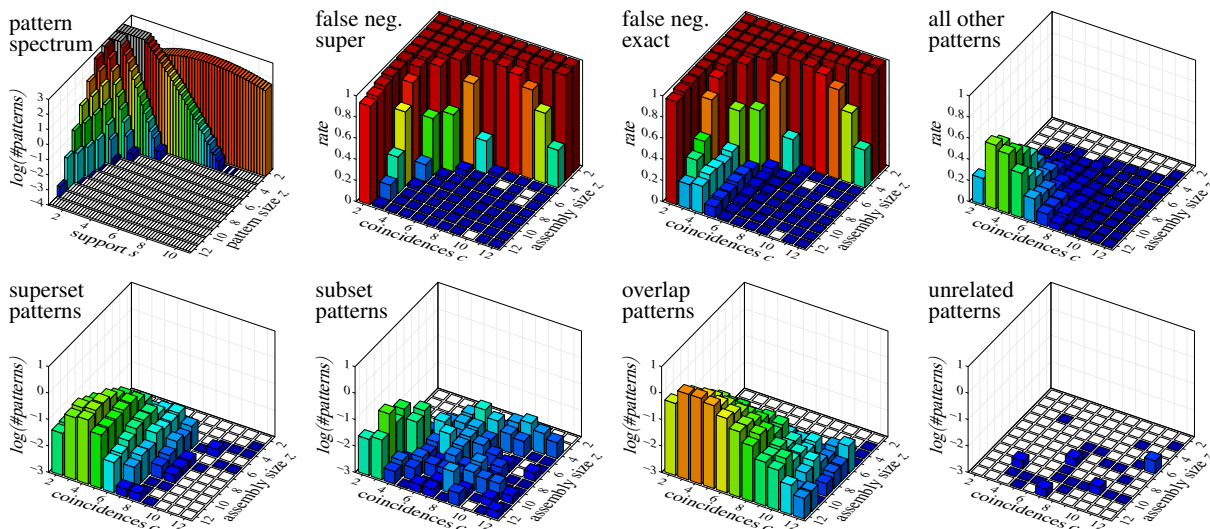
5.0ms jitter, 6.0ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



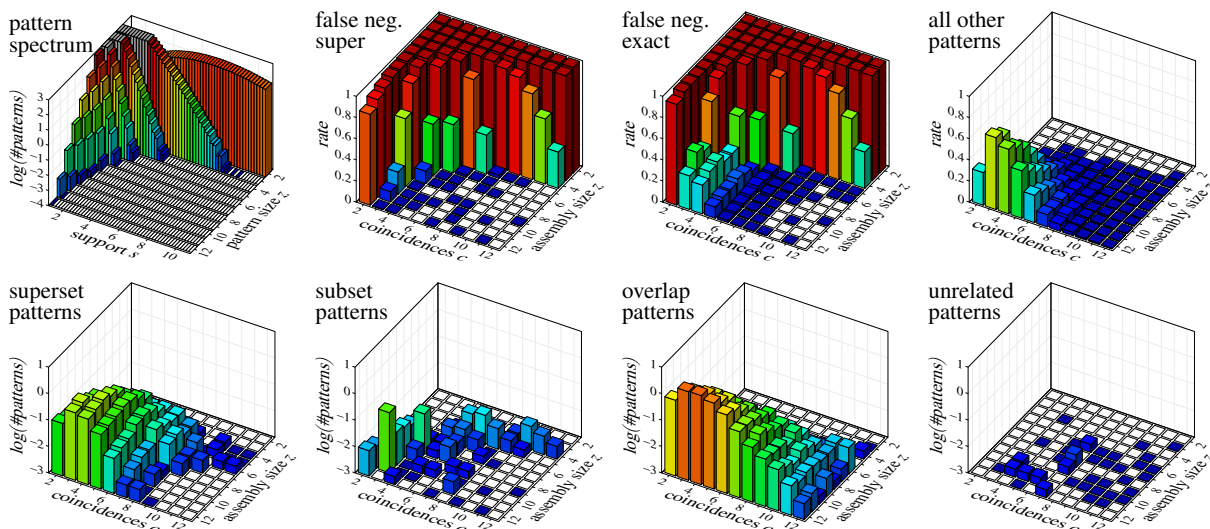
5.0ms jitter, 6.5ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



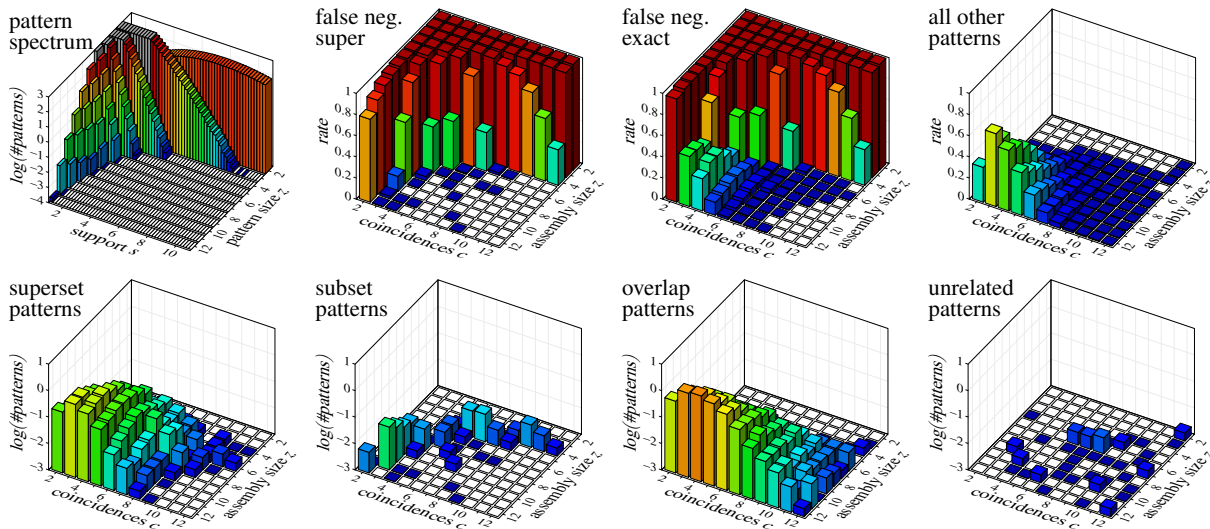
5.0ms jitter, 7.0ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



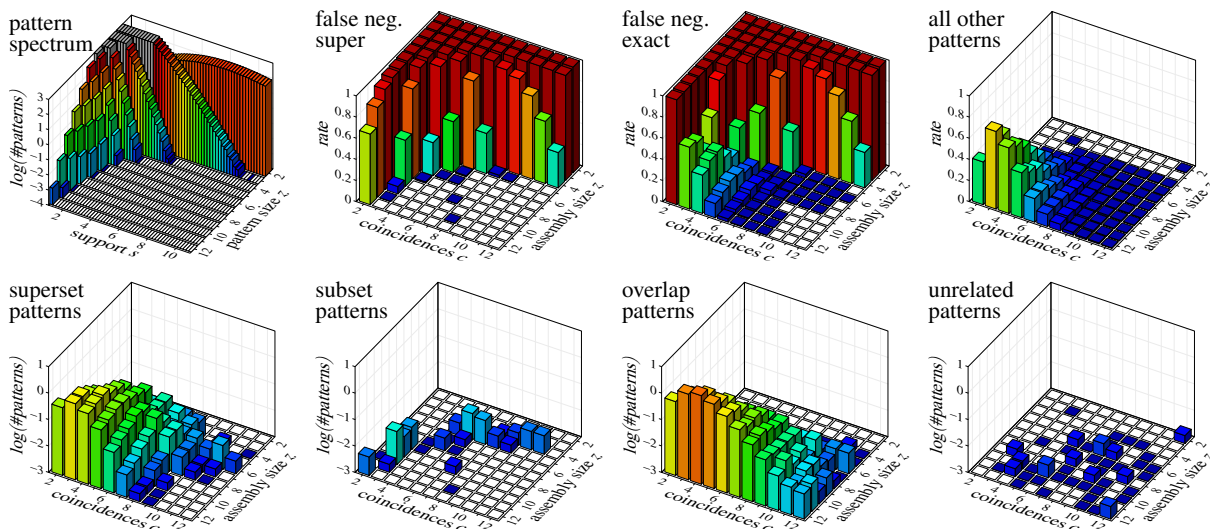
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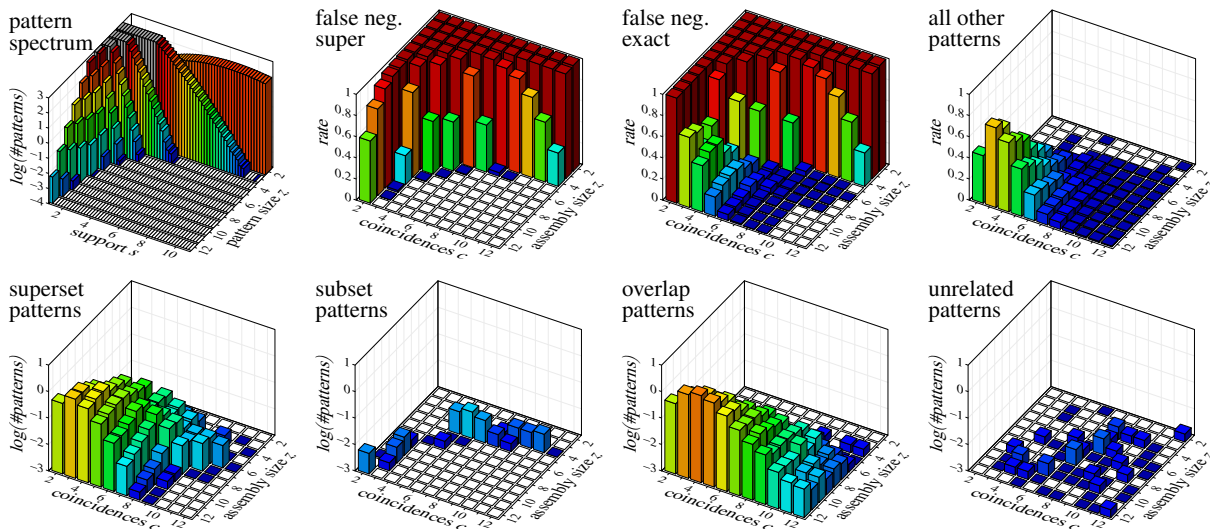
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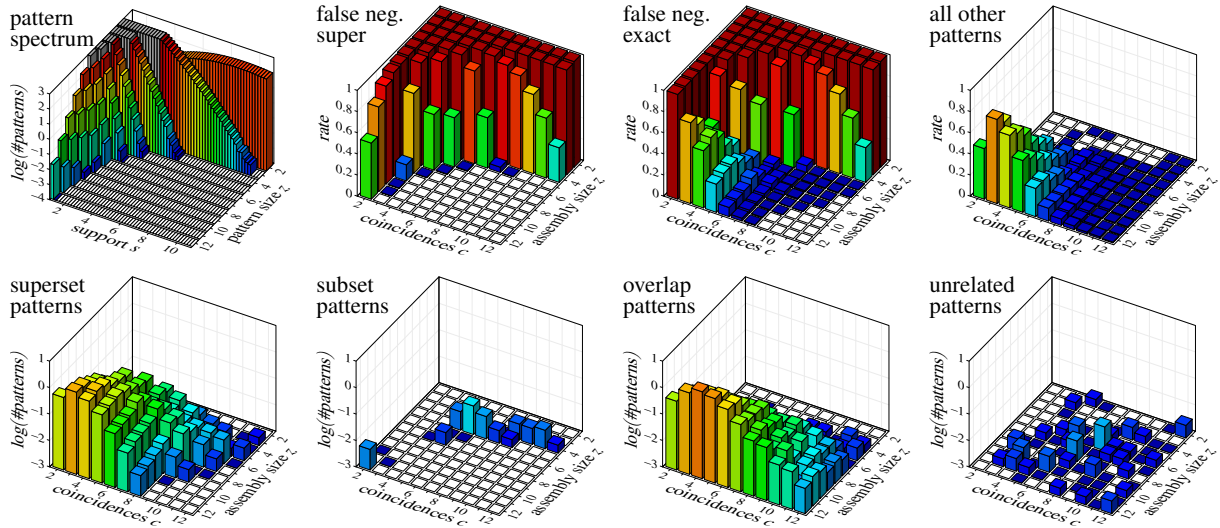
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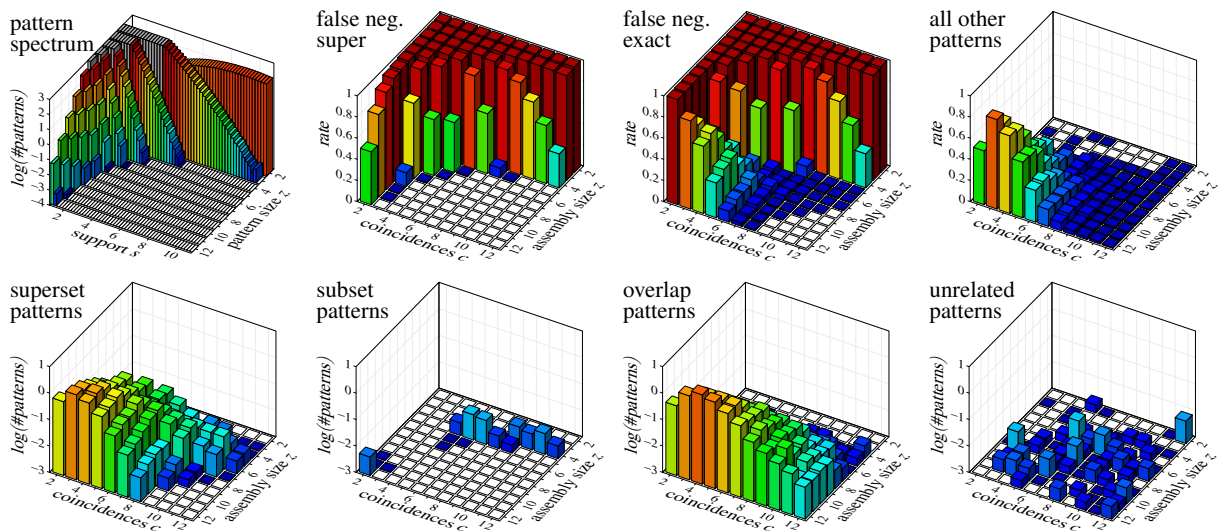
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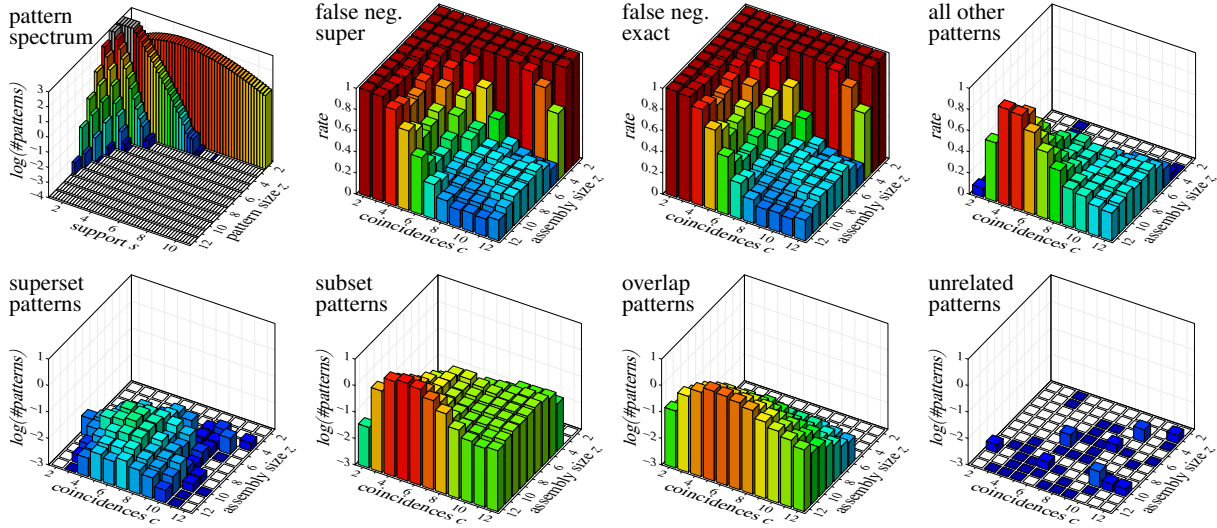
5.0ms jitter, 9.5ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



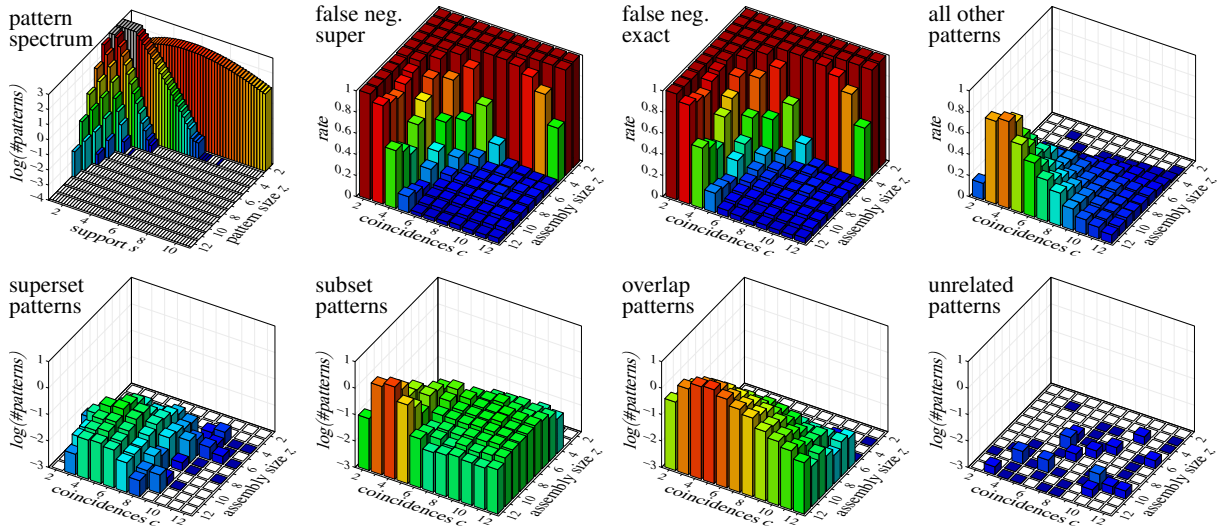
5.0ms jitter, 10.0ms windows, reduced with $(z - 1) \cdot (c + 0.16z)$



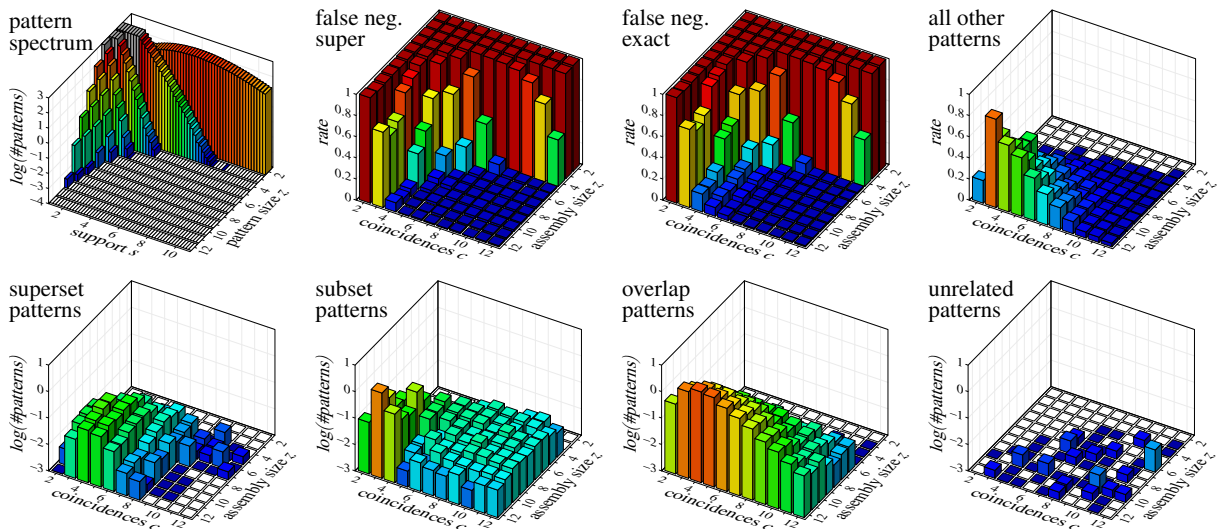
5.0ms jitter, 5.0ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



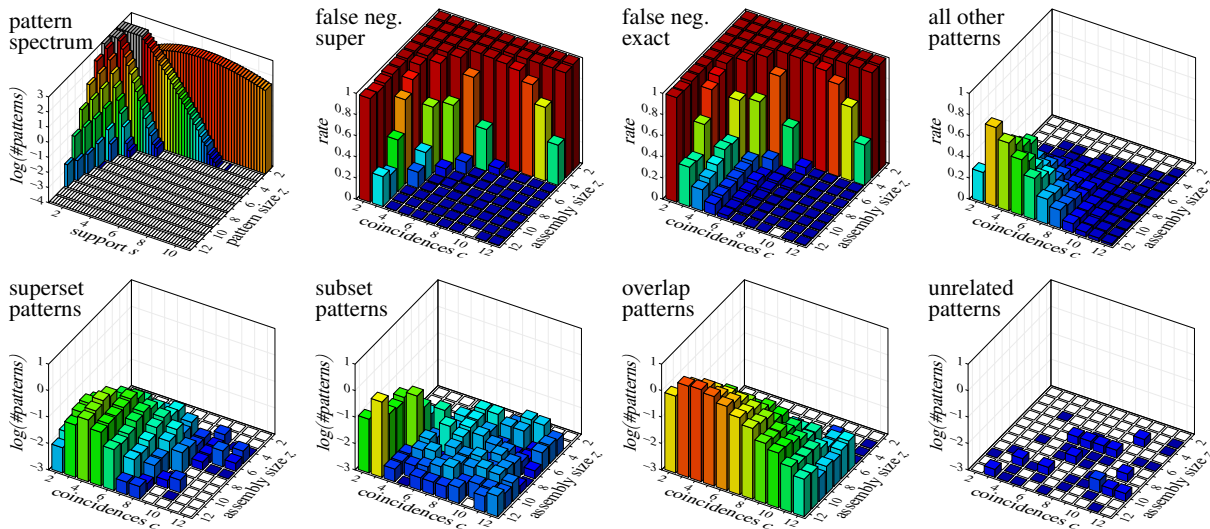
5.0ms jitter, 5.5ms windows, reduced with $(z - 1) \cdot (c + 0.18z)$



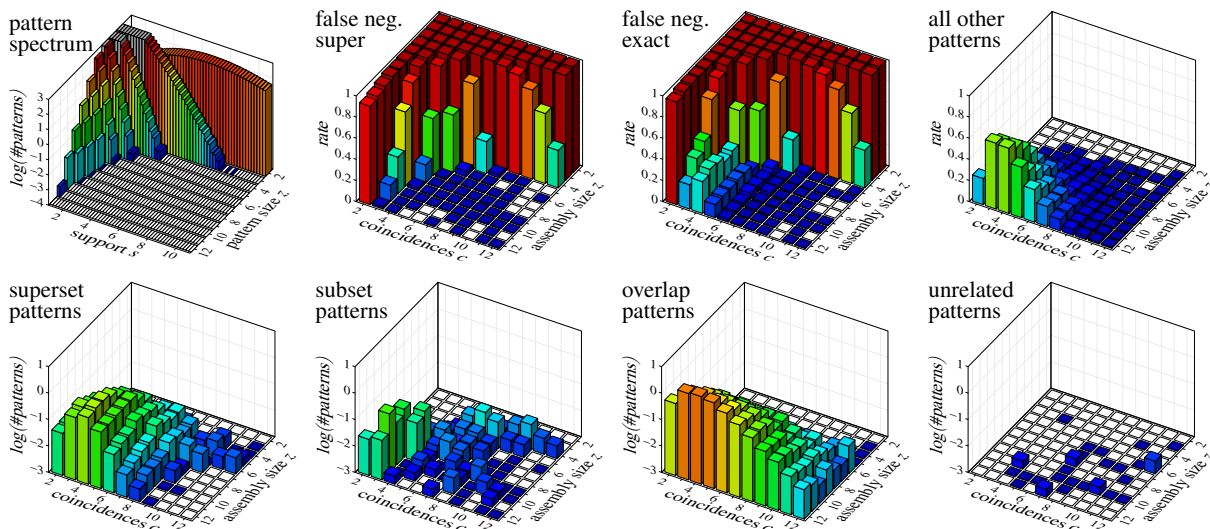
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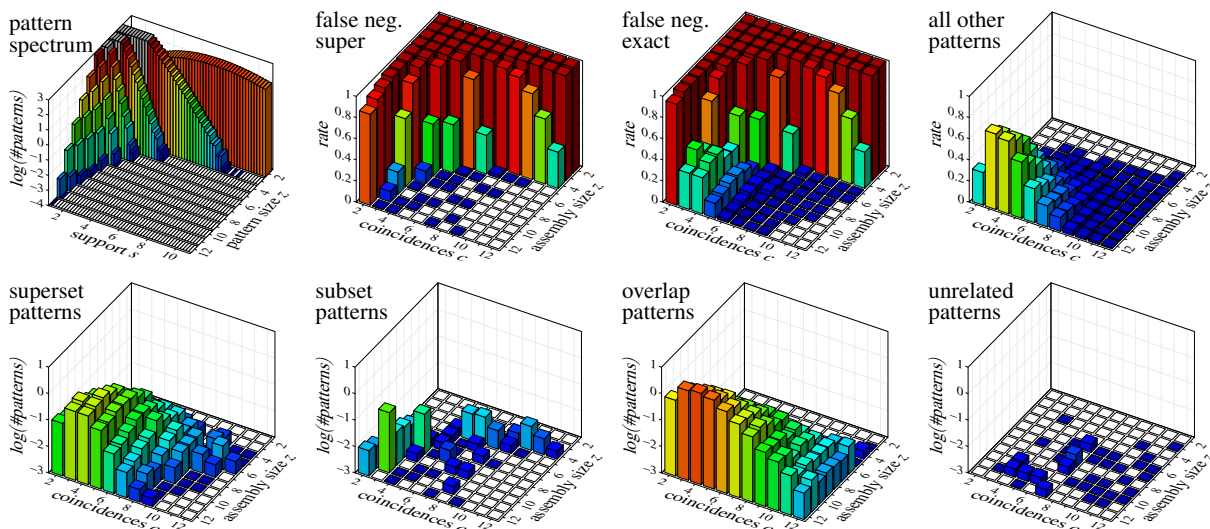
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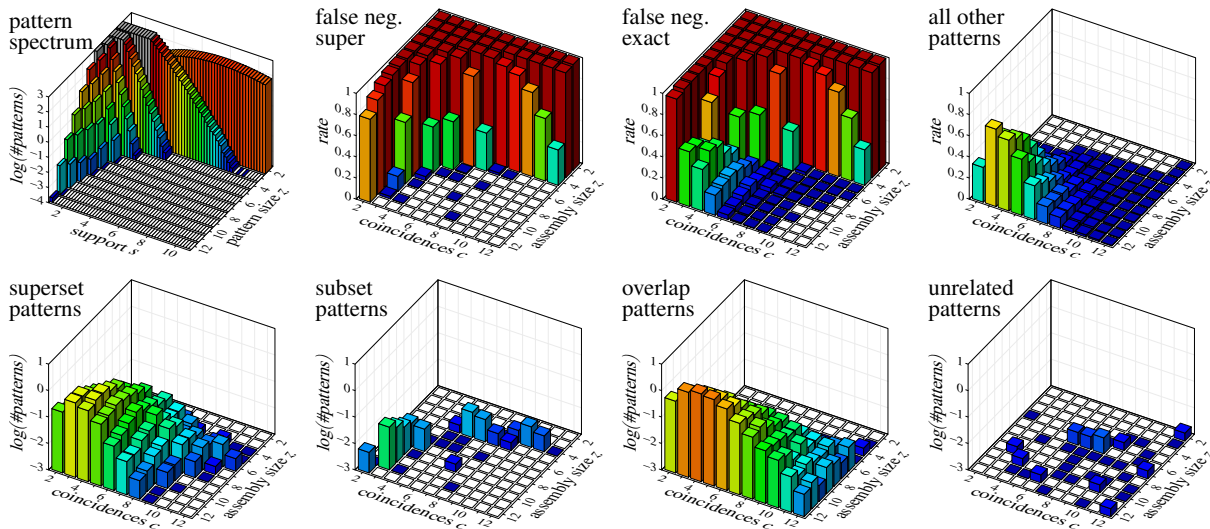
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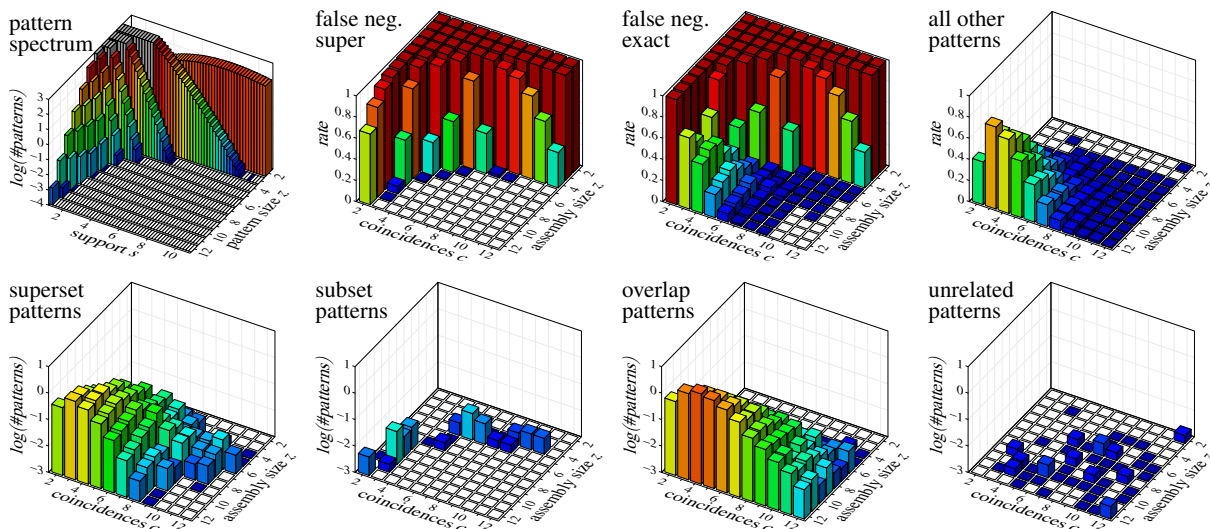
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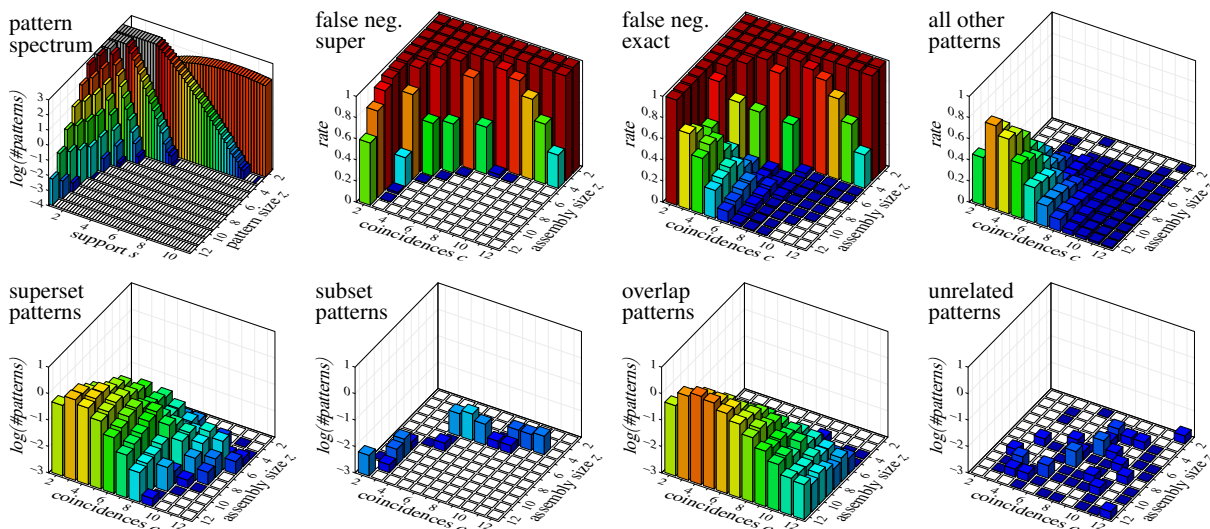
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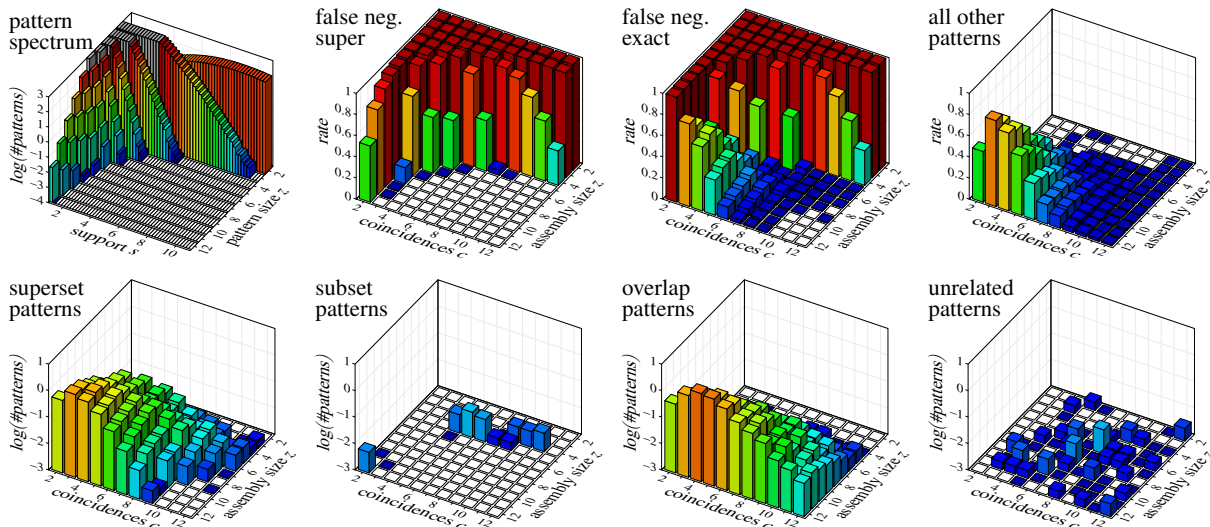
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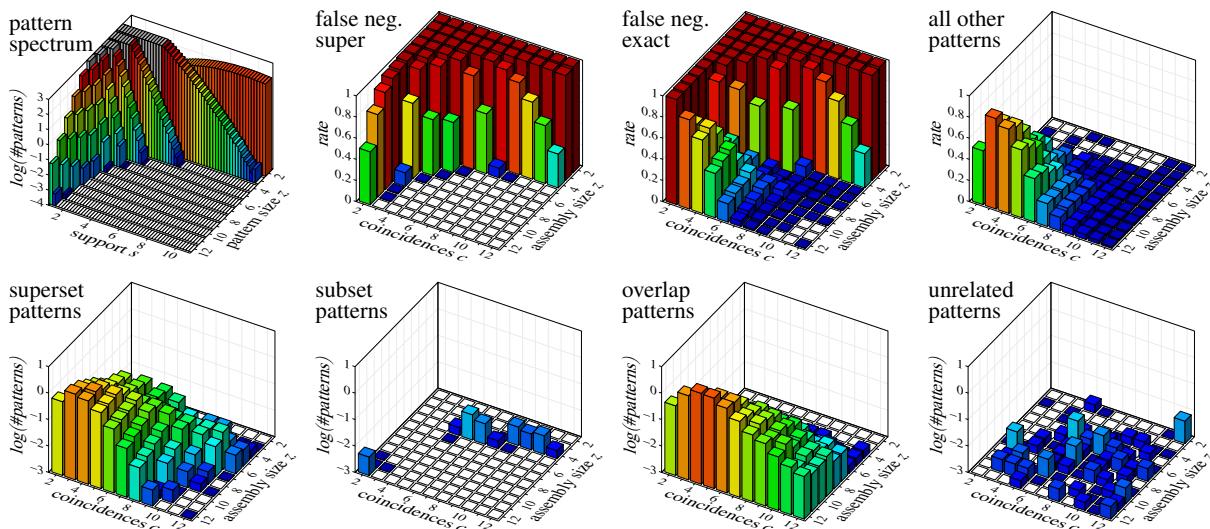
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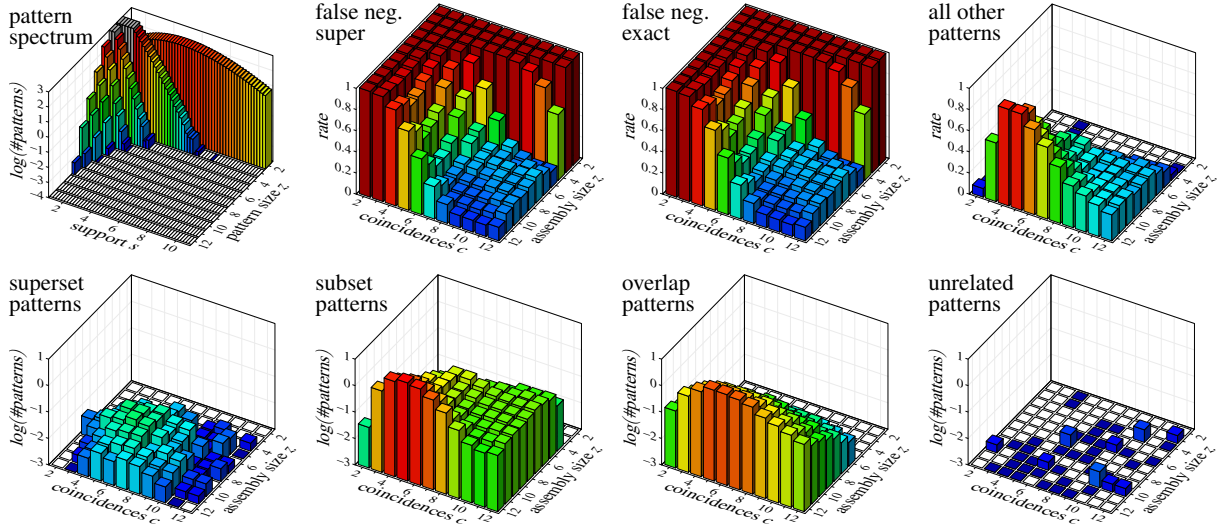
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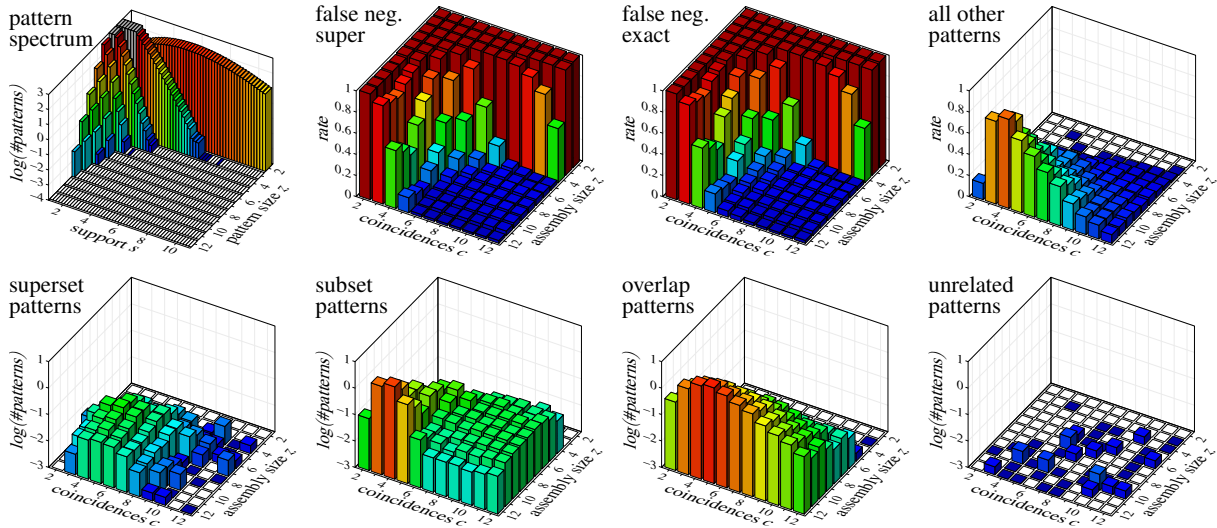
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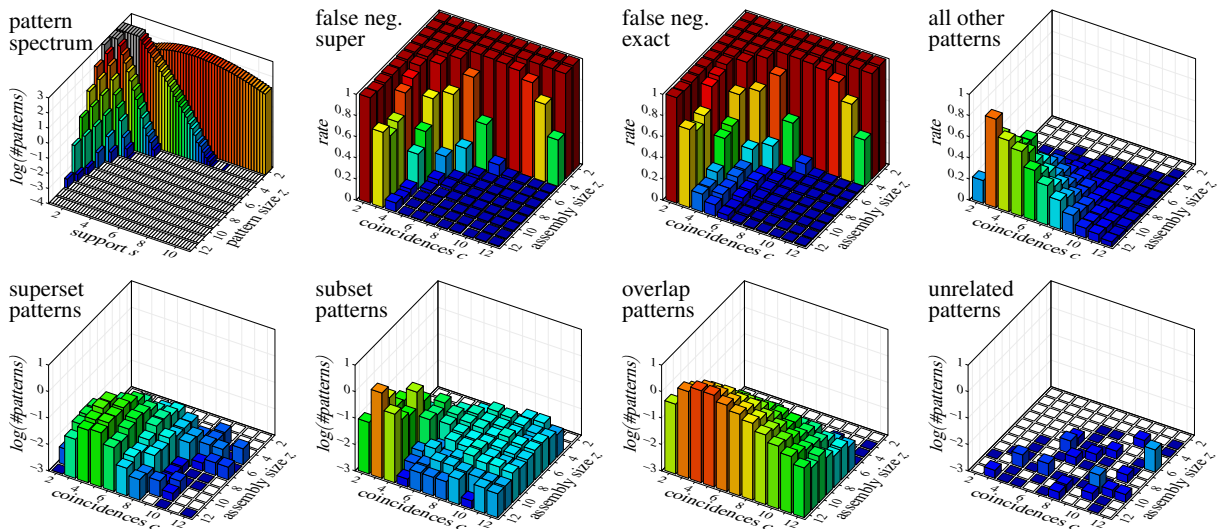
5.0ms jitter, 5.0ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



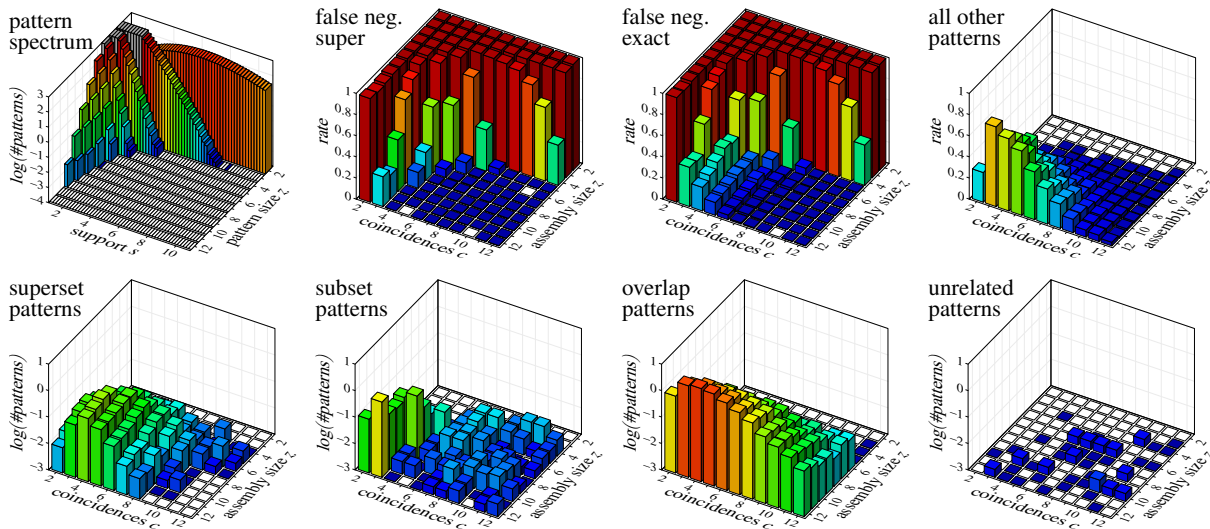
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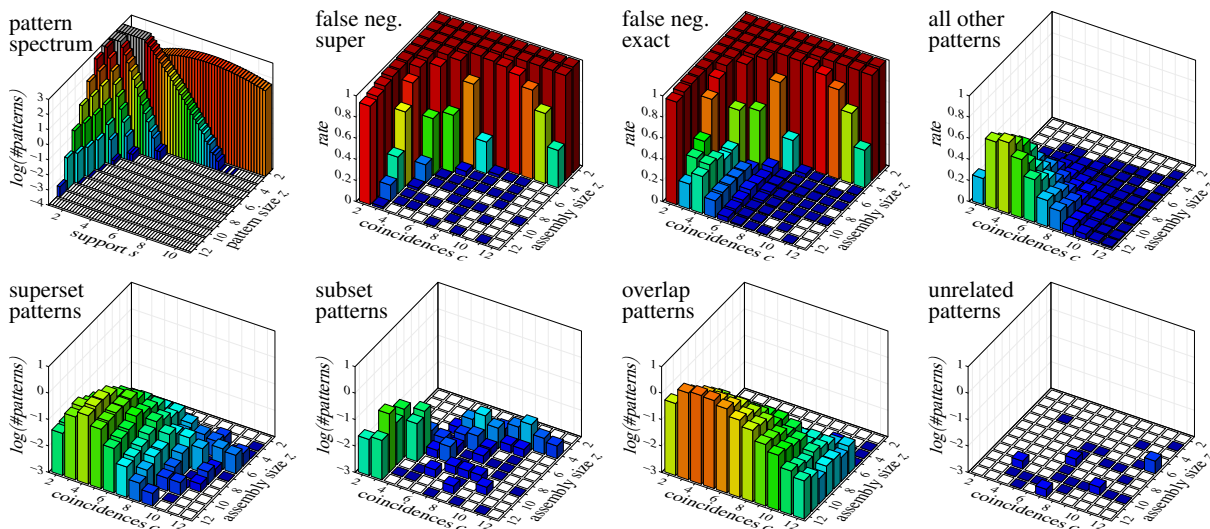
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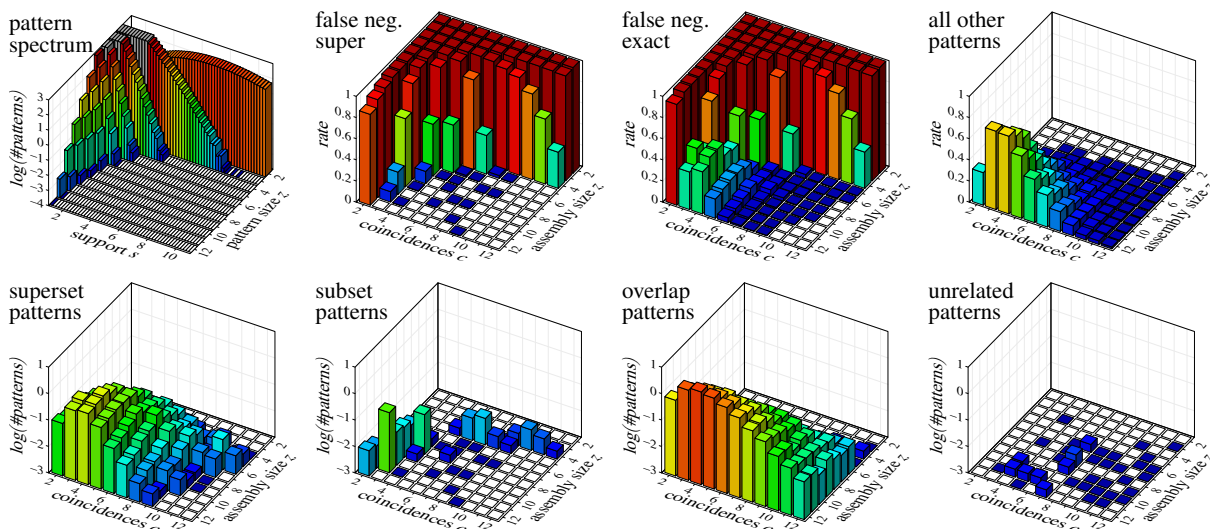
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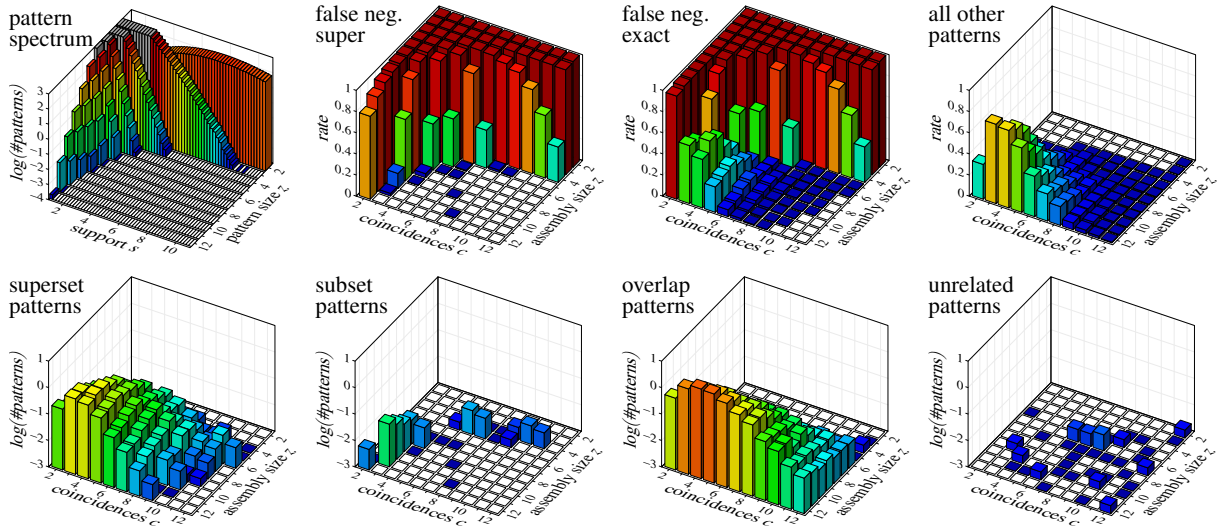
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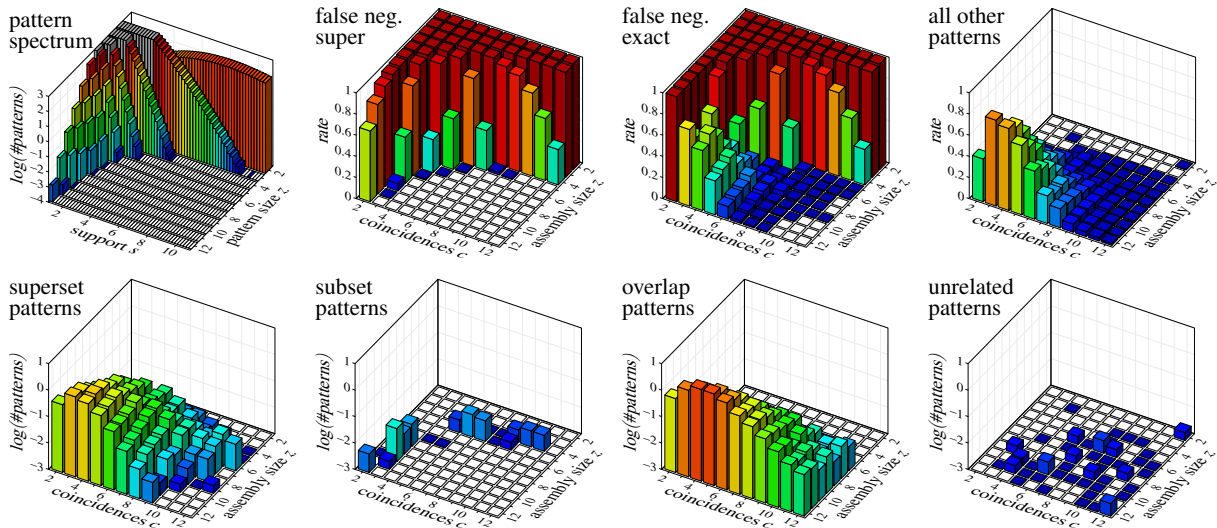
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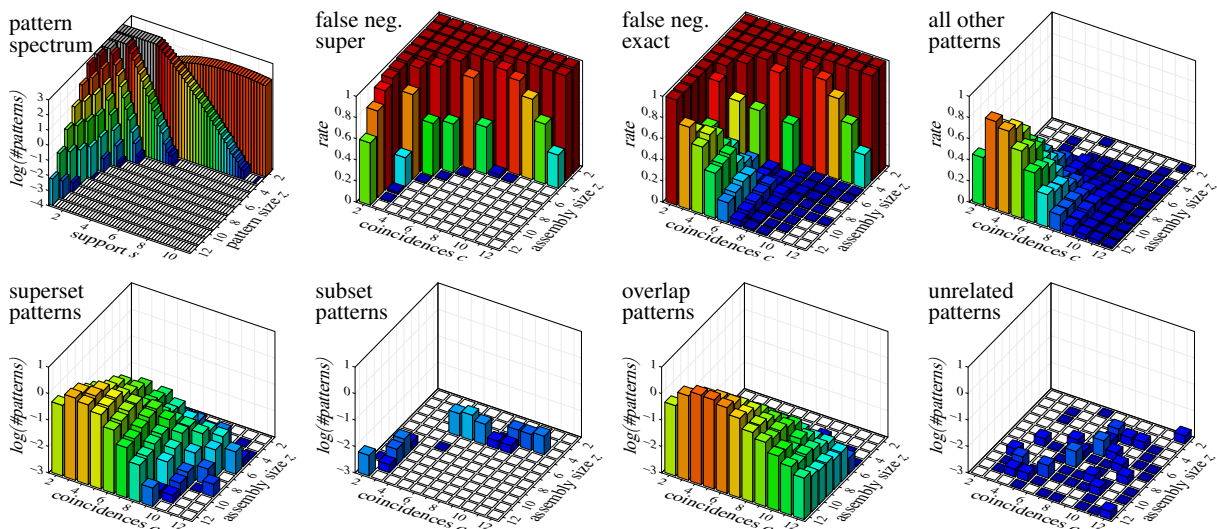
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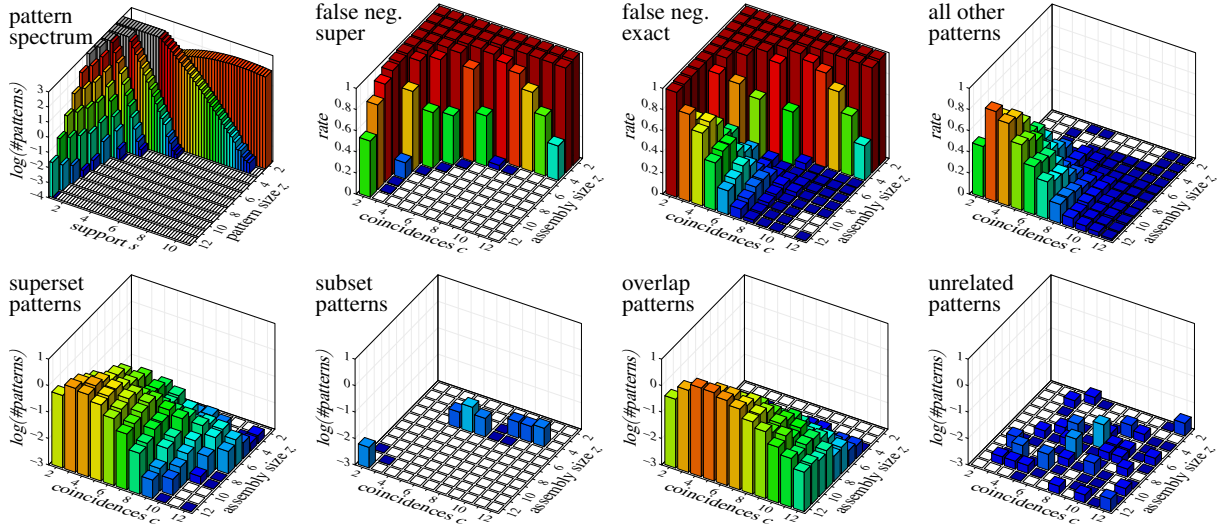
5.0ms jitter, 8.5ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



5.0ms jitter, 9.0ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



5.0ms jitter, 9.5ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$



5.0ms jitter, 10.0ms windows, reduced with $(z - 1) \cdot (c + 0.20z)$

