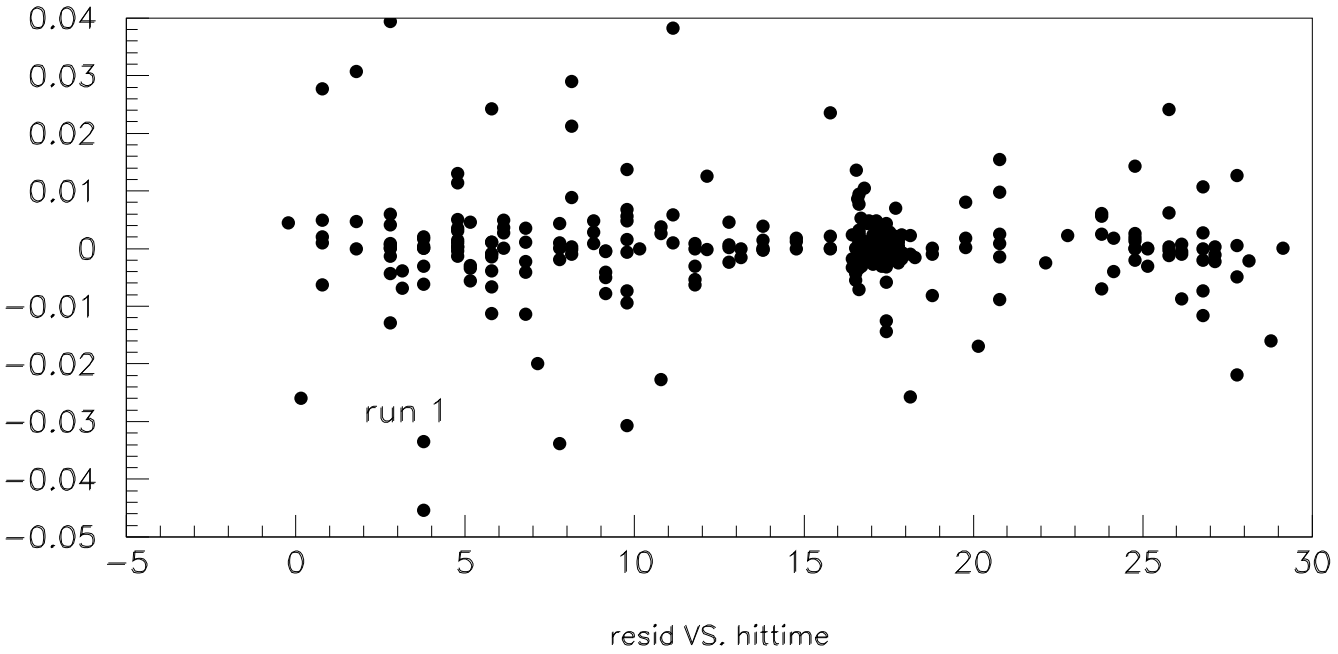
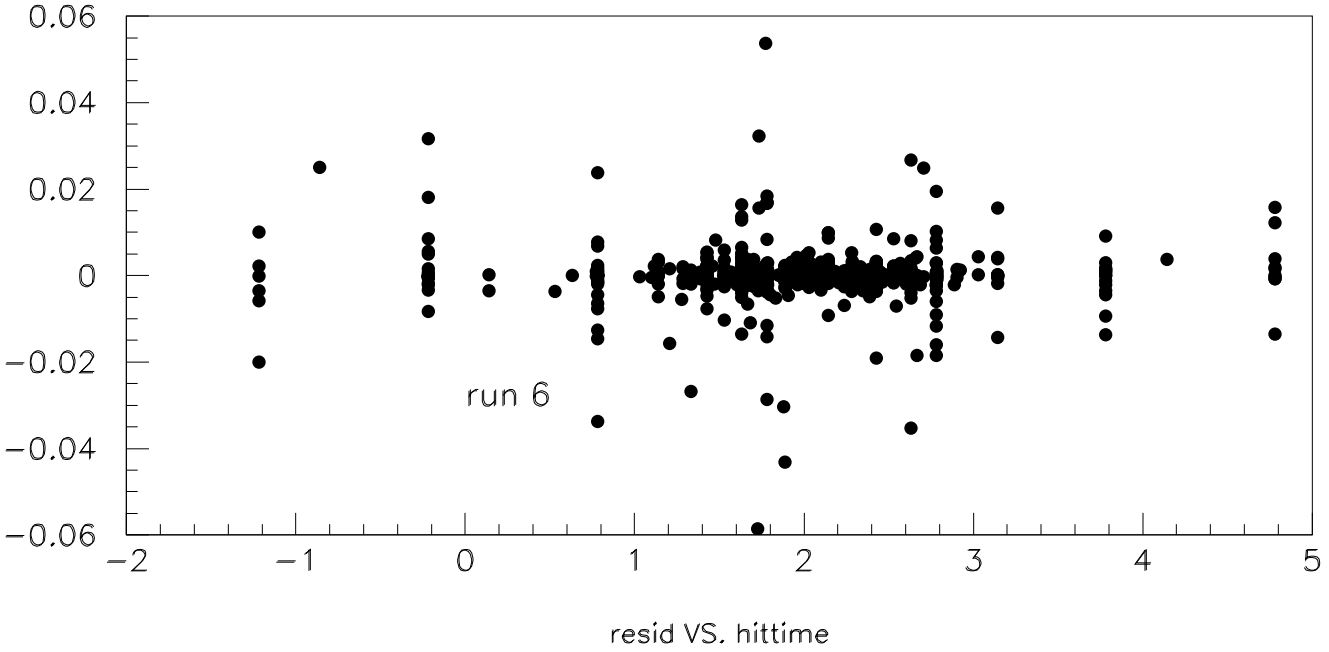

0.04
0.03
0.02
0.01
0
−0.01
−0.02
−0.03
−0.04
−0.05
−5
0
5
10
15
20
25
30
run 1
resid VS. hittime


0.06
0.04
0.02
0
−0.02
−0.04
−0.06
−2
−1
0
1
2
3
4
5
run 6
resid VS. hittime