











$$\sigma_{\text{psw}}^{\text{track}} = \frac{2 T_{\text{sys}}}{\eta_{\text{spec}} \sqrt{d\nu} n_{\text{pol}} \eta_{\text{tel}} t_{\text{tel}}}, \quad \text{and} \quad \sigma_{\text{fsw}}^{\text{track}} = \frac{\sqrt{2} T_{\text{sys}}}{\eta_{\text{spec}} \sqrt{d\nu} n_{\text{pol}} \eta_{\text{tel}} t_{\text{tel}}}.$$

$$\sigma_{\text{psw}}^{\text{otf}} = \frac{(\sqrt{n_{\text{beam}}} + \sqrt{n_{\text{submap}}}) T_{\text{sys}}}{\eta_{\text{spec}} \sqrt{d\nu} n_{\text{pol}} \eta_{\text{tel}} t_{\text{tel}}}, \quad \text{and} \quad \sigma_{\text{fsw}}^{\text{otf}} = \frac{\sqrt{2} n_{\text{beam}} T_{\text{sys}}}{\eta_{\text{spec}} \sqrt{d\nu} n_{\text{pol}} \eta_{\text{tel}} t_{\text{tel}}}.$$













$$T_{sys} = \frac{(1 + G_{im}) \exp \{ \tau_s A \}}{F_{eff}} [F_{eff} T_{atm} (1 - \exp \{ -\tau_s A \}) + (1 - F_{eff}) T_{cab} + T_{rec}],$$





Adrianus











$$n_{\text{beam}} = \frac{A_{\text{map}}}{A_{\text{beam}}} \quad \text{with} \quad A_{\text{beam}} = \frac{\eta_{\text{grid}} \pi \theta^2}{4 \ln(2)}.$$

1000

1990

01234



www.fox.com

$$n_{\text{submap}} = \frac{A_{\text{map}}}{A_{\text{submap}}} \quad \text{with} \quad A_{\text{submap}} = \frac{\theta}{2.5} v_{\text{linear}} t_{\text{stable}}$$



spiral









199

W = 102

$$\frac{n_{\text{pol}} n_{\text{pix}}}{T_{\text{sys}}^2} = \sum_{i=1, n_{\text{pol}}, j=1, n_{\text{pix}}} \frac{1}{T_{\text{sys}_{ij}}^2} .$$

$$\sigma_{\text{psw}}^{\text{track}} = \frac{2 \overline{T}_{\text{sys}}}{\eta_{\text{spec}} \sqrt{d\nu} n_{\text{pol}} \eta_{\text{tel}} t_{\text{tel}}}, \quad \text{and} \quad \sigma_{\text{fsw}}^{\text{track}} = \frac{\sqrt{2} \overline{T}_{\text{sys}}}{\eta_{\text{spec}} \sqrt{d\nu} n_{\text{pol}} \eta_{\text{tel}} t_{\text{tel}}}.$$









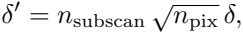




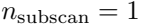


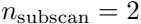


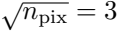
0 = 1



$$\tan \alpha = \frac{1}{n_{\text{subscan}} \sqrt{n_{\text{pix}}}}.$$



















A pixelated, grayscale image of the letters 'E' and 'O'. The 'E' is on the left and the 'O' is on the right. Both letters are composed of a grid of squares in various shades of gray, creating a dithered or pixelated effect. The background is white.

A pixelated, grayscale image of the number 12345. The digits are rendered in a blocky, low-resolution style using various shades of gray and black. The number 1 is on the left, followed by 2, 3, 4, and 5 on the right. The background is white.

0123456789abcdefghijklmnopqrstuvwxyz



Algorithm





Adagio



degree = $\sqrt{\text{price}^2 + \text{cost}^2}$

$$\text{degree} = \sqrt[n]{\text{price}} - 1 \quad \sqrt[n]{\text{price}} + \sqrt[n]{\text{price}} - 1$$



$$\eta_{\text{edge}} = \frac{A_{\text{target}}}{A_{\text{target}} + A_{\text{edge}}}, \quad \text{with} \quad A_{\text{edge}} = n_{\perp} d_{\perp} d_{\text{edge}}.$$

$$\eta_{\text{edge}} = \frac{1}{1 + \frac{d_{\text{edge}}}{d_{\parallel}}} = \frac{1}{1 + \frac{d_{\text{edge}}}{a n_{\perp} d_{\perp}}}.$$

$$a = \frac{d_{\parallel}}{n_{\perp} d_{\perp}} \text{ with } a > 1 \text{ and } n_{\perp} \text{ integer.}$$

1991



$$v_1 d_1(d_1 + d_{edge}) = A_{chunk} v_{itb} A_{chunk} = v_{linear} d_1 t_{chunk}$$



$$n_{\perp}^2 + n_{\perp} \frac{d_{\text{edge}}}{ad_{\perp}} - \frac{A_{\text{chunk}}}{ad_{\perp}^2} = 0.$$

$$n_{\perp} = \frac{1}{2} \frac{d_{\text{edge}}}{a d_{\perp}} \left[\sqrt{1 + \frac{4a A_{\text{chunk}}}{d_{\text{edge}}^2}} - 1 \right].$$

$$\eta_{\text{edge}} = \frac{1}{1 + \frac{2}{\sqrt{1 + \frac{4a}{d_{\text{edge}}^2} A_{\text{chunk}} - 1}}}$$

with $\frac{a A_{\text{chunk}}}{d_{\text{edge}}^2} = \frac{\theta}{4\delta} \frac{a f_{\text{dump}} t_{\text{chunk}}}{\left[\left(\sqrt{n_{\text{subscan}} n_{\text{pix}}} - \frac{1}{\sqrt{n_{\text{subscan}} n_{\text{pix}}}} \right) - \left(\sqrt{n_{\text{subscan}}} - \frac{1}{\sqrt{n_{\text{subscan}}}} \right) \right]^2}.$

A pixelated, grayscale image of a large, stylized letter 'Q'. The letter is composed of many small squares, giving it a blocky, digital appearance. It is positioned on the right side of the image, with its tail extending towards the bottom right corner. The background is white, and the letter itself is rendered in various shades of gray, with the darkest areas forming the main body of the letter.

A pixelated, black and white graphic of the word "Aurora". The letters are thick and blocky, with a jagged, pixelated edge. The 'A' is on the left, followed by 'u', 'r', 'o', 'a', and 'a' on the right. The overall style is reminiscent of early digital art or a low-resolution font.

A pixelated, black and white graphic of the text "No. 2 ed 9e". The characters are rendered in a blocky, digital font style. The "No." is in a larger size than the "2 ed 9e". The entire graphic is set against a white background.

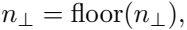
advent











$$Q = \frac{A_{\text{chunk}}}{(n_{\perp} d_{\perp})^2} - \frac{d_{\text{edge}}}{n_{\perp} d_{\perp}}.$$

$$\text{degree} = \sqrt[n]{\text{price}} - \sqrt[n-1]{\text{price}}$$

$t_{\text{DSW chunk}} = 2 \text{ minutes}$ and $t_{\text{DSW chunk}} = 10 \text{ minutes}$.

$$A_{\text{chunk}} = \frac{\theta}{4} f_{\text{dump}} \frac{d_{\perp}}{n_{\text{subscan}}} t_{\text{chunk}}.$$

Apart from
mini
Aston

7 min ago

= 0.9



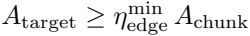
$$n_{\perp} = \text{floor} \left[\frac{\sqrt{A_{\text{target}}}}{d_{\perp}} \right],$$



if $_1 = 0$, then send an error message 'Area too small, raise $_1$ '



$$a = \frac{A_{\text{target}}}{(r_{\perp} d_{\perp})^2}.$$



$$n_{\perp} = \text{floor} \left\{ \frac{1}{2} \frac{d_{\text{edge}}}{d_{\perp}} \left[\sqrt{1 + \frac{4A_{\text{chunk}}}{d_{\text{edge}}^2}} - 1 \right] \right\},$$

$$Q = \frac{A_{\text{chunk}}}{(n_{\perp} d_{\perp})^2} - \frac{d_{\text{edge}}}{n_{\perp} d_{\perp}}.$$

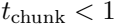
$$\eta_{\text{edge}} = \frac{1}{1 + \frac{d_{\text{edge}}}{a n_{\perp} d_{\perp}}} \cdot$$

Apart from
mini
A class

$$A_{\text{new chunk}} = \frac{A_{\text{target}}}{\eta_{\text{edge}}} ;$$

$$t_{\text{chunk}}^{\text{new}} = t_{\text{chunk}} \frac{A_{\text{chunk}}^{\text{new}}}{A_{\text{chunk}}} ;$$

Achank - Achank - Achank - Achank





$$\text{redge}(A_{\text{map}}) + \text{redge}(A_{\text{map}}) = A_{\text{map}}$$

A pixelated, black and white graphic of the text "Amp / redies". The text is rendered in a stylized, blocky font with a dithered or pixelated appearance. The "A" is large and prominent, followed by "mp", then a forward slash, and finally "redies". The overall style is reminiscent of early digital art or low-resolution computer graphics.





$$A_{\text{map}}^{\text{pix}} = \frac{A_{\text{map}} / n_{\text{edge}}}{n_{\text{pix}}} \cdot$$

$$\sigma_{\text{psw}}^{\text{otf}} = \frac{\left(\sqrt{n_{\text{beam}}^{\text{pix}}} + \sqrt{n_{\text{submap}}^{\text{pix}}} \right) \overline{T}_{\text{sys}}}{\eta_{\text{spec}} \sqrt{d\nu} n_{\text{pol}} \eta_{\text{tel}} t_{\text{tel}}}, \quad \text{and} \quad \sigma_{\text{fsw}}^{\text{otf}} = \frac{\sqrt{2 n_{\text{beam}}^{\text{pix}}} \overline{T}_{\text{sys}}}{\eta_{\text{spec}} \sqrt{d\nu} n_{\text{pol}} \eta_{\text{tel}} t_{\text{tel}}},$$

Pixelated

Pixel
art

$$n_{\text{beam}}^{\text{pix}} = \frac{A_{\text{map}}}{\eta_{\text{edge}} n_{\text{pix}} A_{\text{beam}}} \quad \text{and} \quad n_{\text{submap}}^{\text{pix}} = \frac{A_{\text{map}}}{\eta_{\text{edge}} n_{\text{pix}} A_{\text{submap}}^{\text{pix}}}$$

$$v_{\text{ith}} A_{\text{submap}}^{\text{pix}} = v_{\text{area}}^{\text{pix}} t_{\text{stable}} \text{ and } v_{\text{area}}^{\text{pix}} = \delta v_{\text{linear}}.$$

$$t_{\text{onoff}}^{\text{pix}} = \eta_{\text{edge}} \eta_{\text{tel}} t_{\text{tel}}^{\text{pix}} \text{ and } t_{\text{edge}}^{\text{pix}} = (1 - \eta_{\text{edge}}) \eta_{\text{tel}} t_{\text{tel}}.$$







