











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

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













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





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

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

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









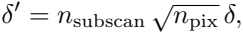




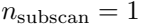


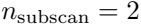


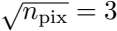
[illegible]



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





















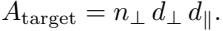
0123456789abcdefghijklmnopqrstuvwxyz



Algorithm







Adagio



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

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



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

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

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

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, black and white graphic of the number 9. The number is composed of a grid of squares, with the top loop and the vertical stem being solid black, and the bottom curve and the tail being a lighter gray. The overall style is reminiscent of early digital art or a low-resolution scan.

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 'e' 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 1 edge". The letters are thick and blocky, with a jagged, pixelated outline. The "N" and "O" are large and stylized, while "1" is a simple vertical bar. "edge" is in a similar blocky font. The entire text is rendered in a high-contrast, pixelated style.

advent









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

$$\text{degree} = \sqrt[n]{\text{priz}} = \sqrt[n]{\text{priz}} = \sqrt[n]{\text{priz}}$$

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

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

At present
in
edge
mark

7 min
edge

= 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 $_1$ '



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



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

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

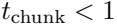
$$\eta_{\text{edge}} = \frac{1}{1 + \frac{d_{\text{edge}}}{a n_{\perp} d_{\perp}}} \cdot$$

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 video game titles.





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

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

Pixelated

Pixel
animation

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

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

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







