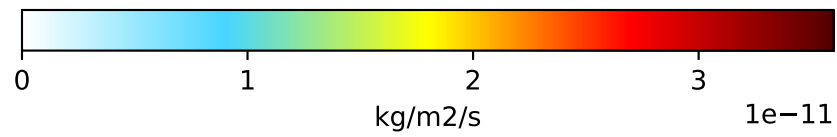
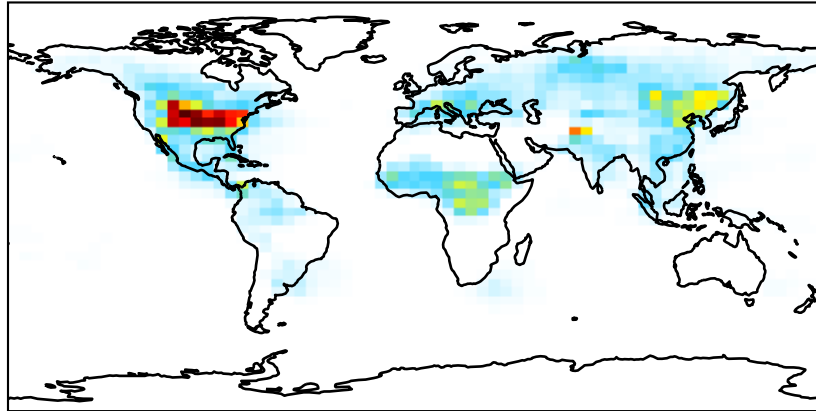
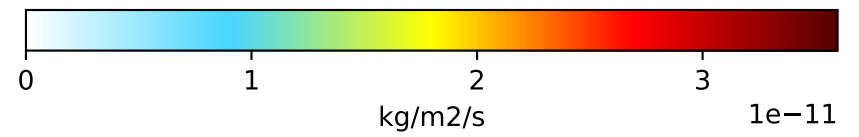
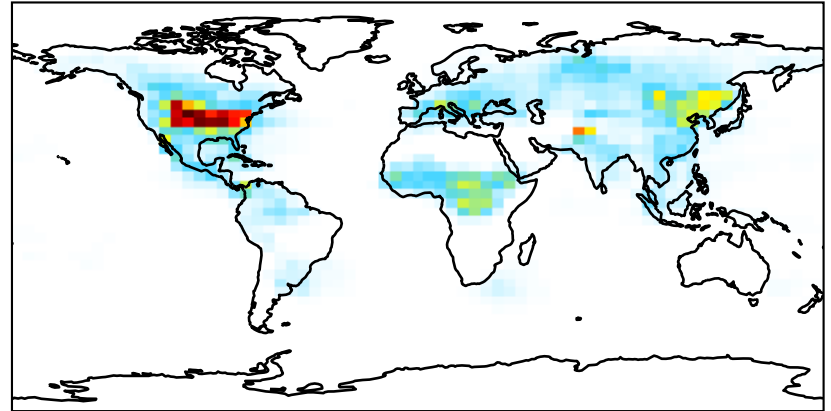


# EmisNO\_Lightning

GCC\_ref (Ref)  
4.0x5.0



GCC\_dev (Dev)  
4.0x5.0



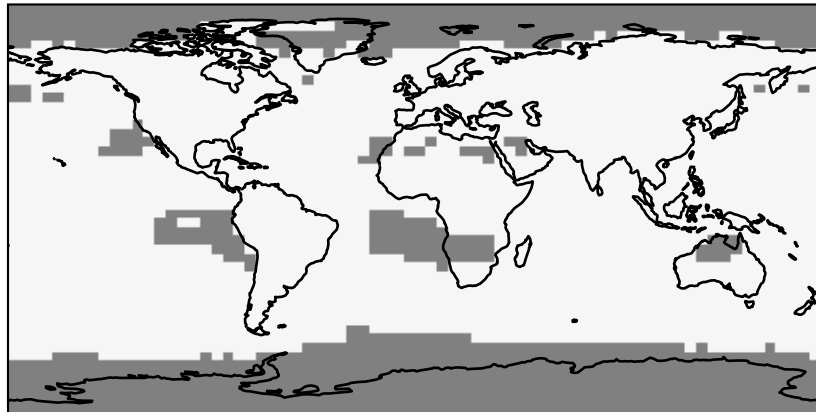
Difference  
Dev - Ref, Dynamic Range



Difference  
Dev - Ref, Restricted Range [5%,95%]



Ratio  
Dev/Ref, Dynamic Range



Ratio  
Dev/Ref, Fixed Range

