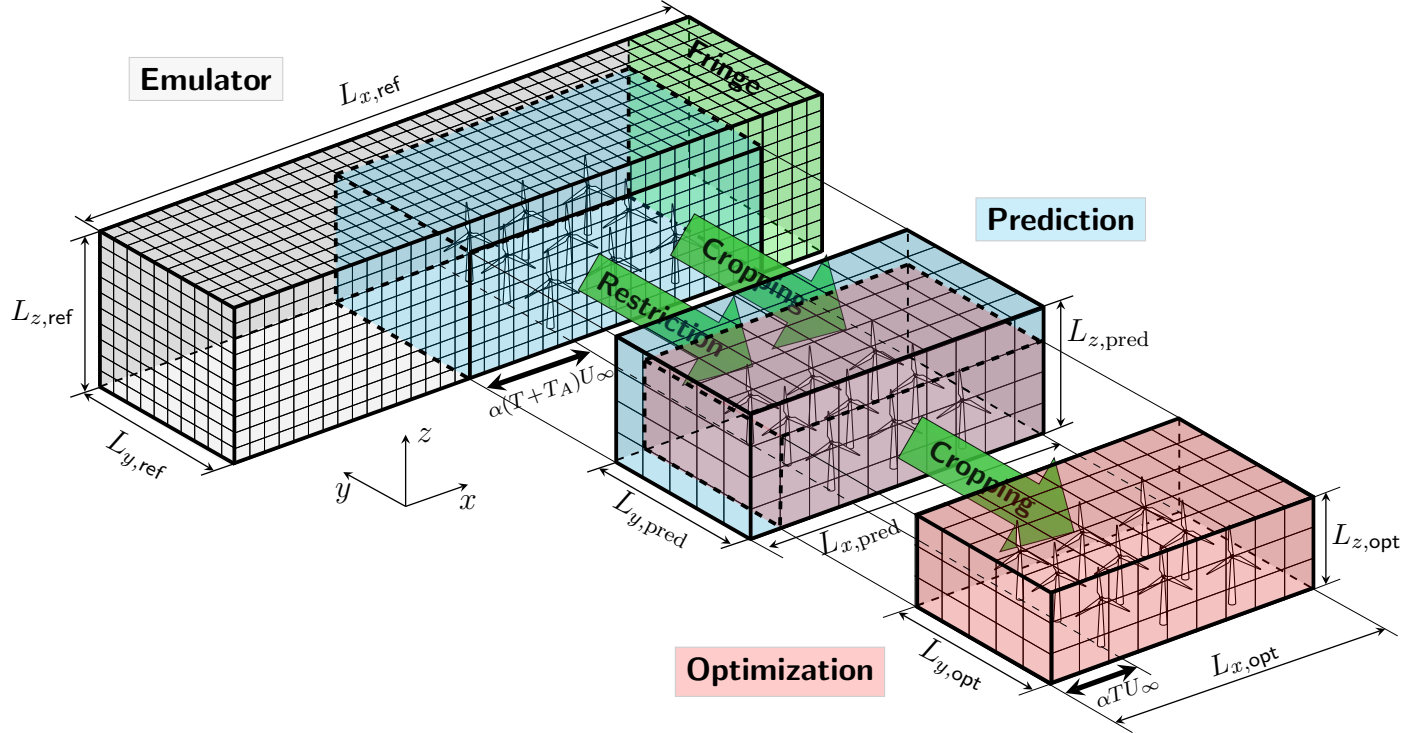
Emulator
$L_{x,\text{ref}}$
Fringe
$L_{z,\text{ref}}$
$L_{y,\text{ref}}$
Prediction
Cropping
Restriction
$L_{z,\text{pred}}$
$\alpha(T+T_A)U_\infty$
$L_{y,\text{pred}}$
$L_{x,\text{pred}}$
Cropping
$L_{z,\text{opt}}$
$L_{y,\text{opt}}$
$L_{x,\text{opt}}$
$\alpha T U_\infty$
Optimization
z
y
x