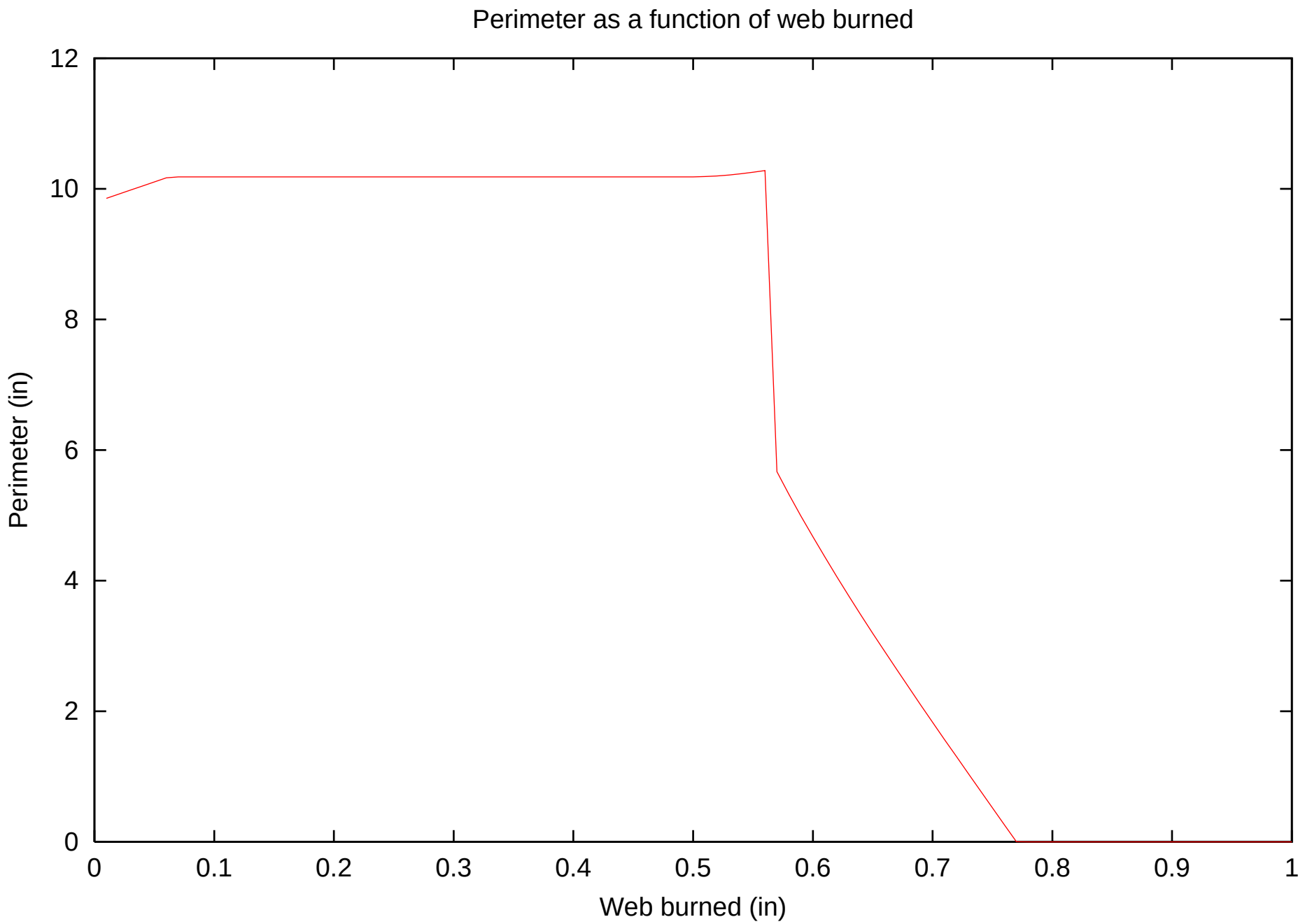
Perimeter as a function of web burned
Perimeter (in)
Web burned (in)
0
2
4
6
8
10
12
0
0.1
0.2
0.3
0.4
0.5
0.6
0.7
0.8
0.9
1