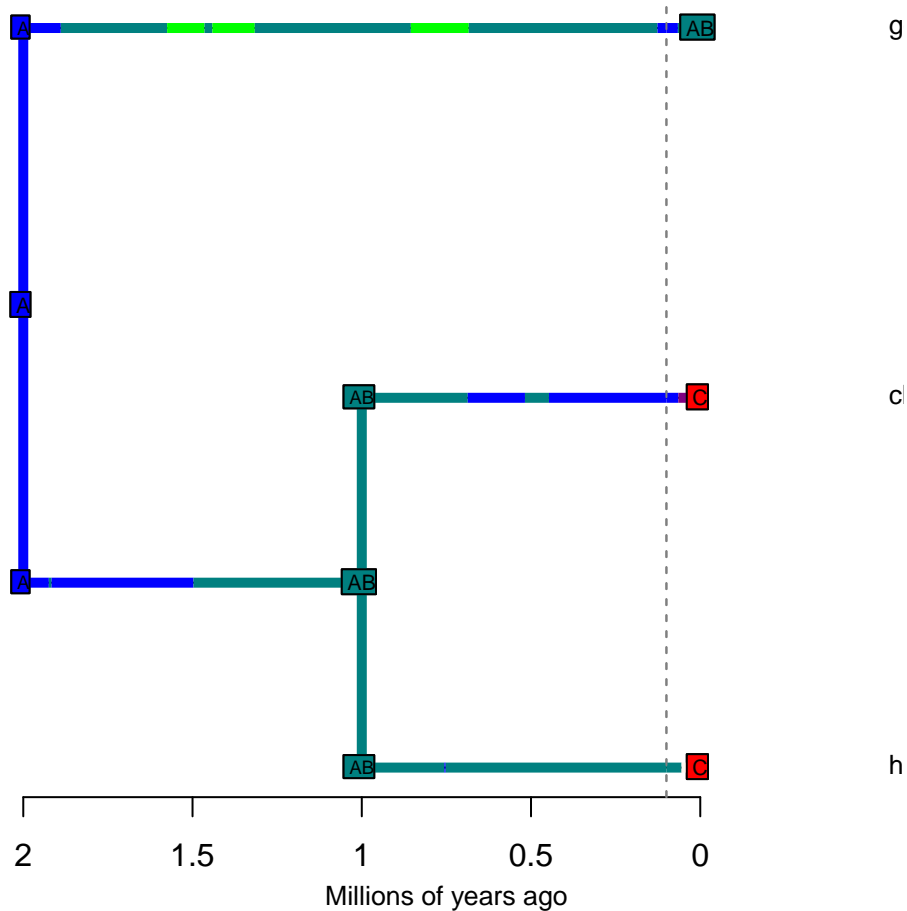
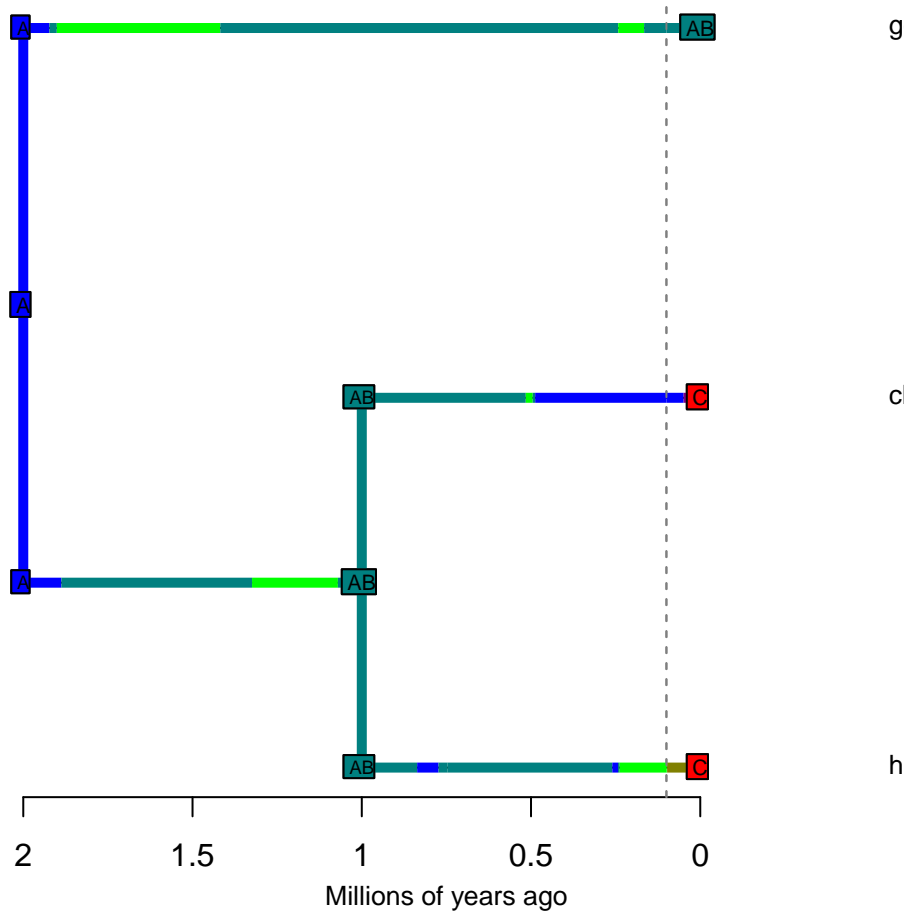


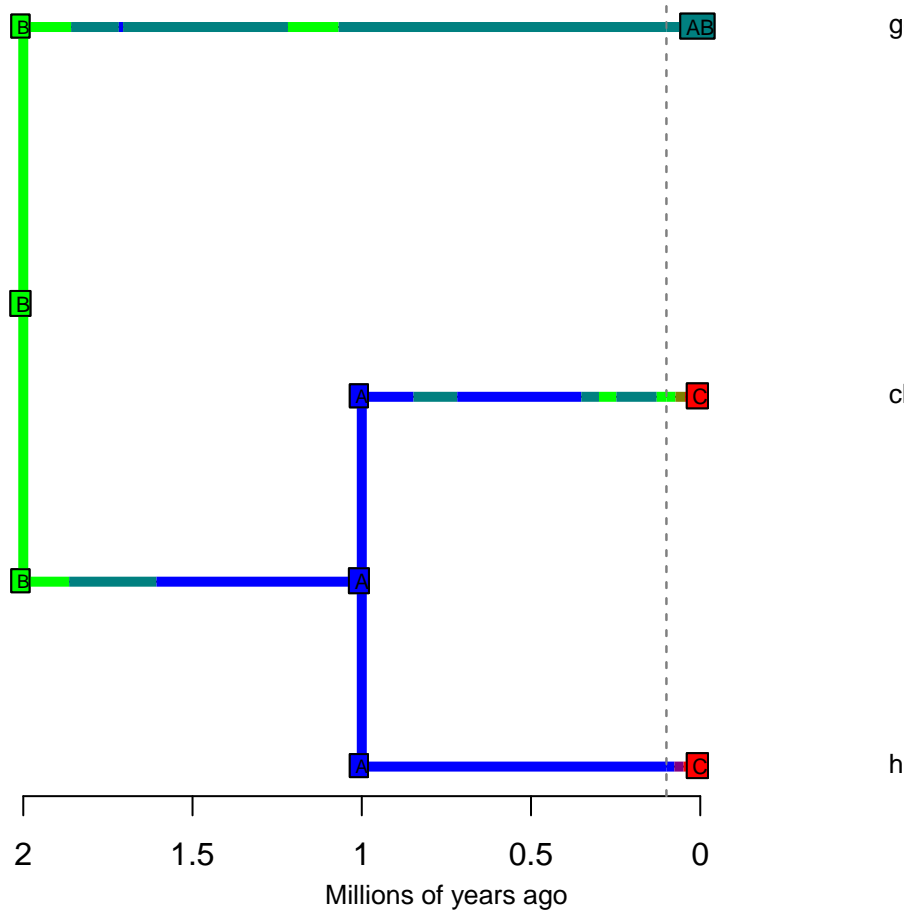
BAYAREALIKE – Stochastic Map #1/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



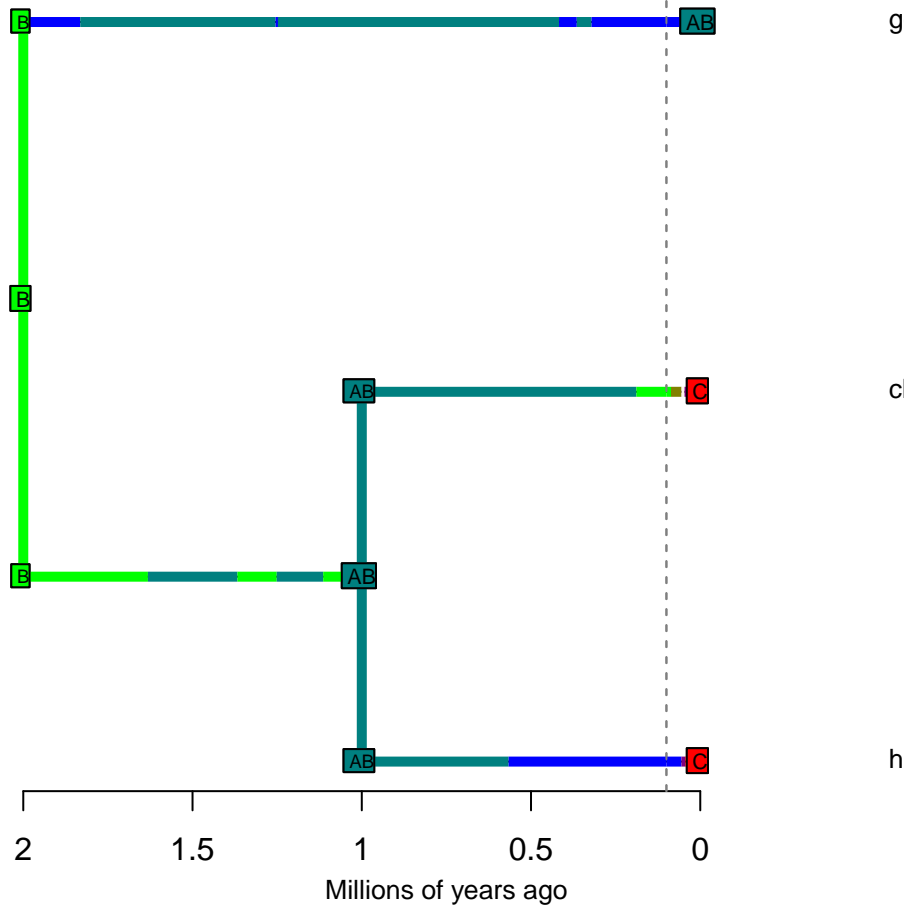
BAYAREALIKE – Stochastic Map #2/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



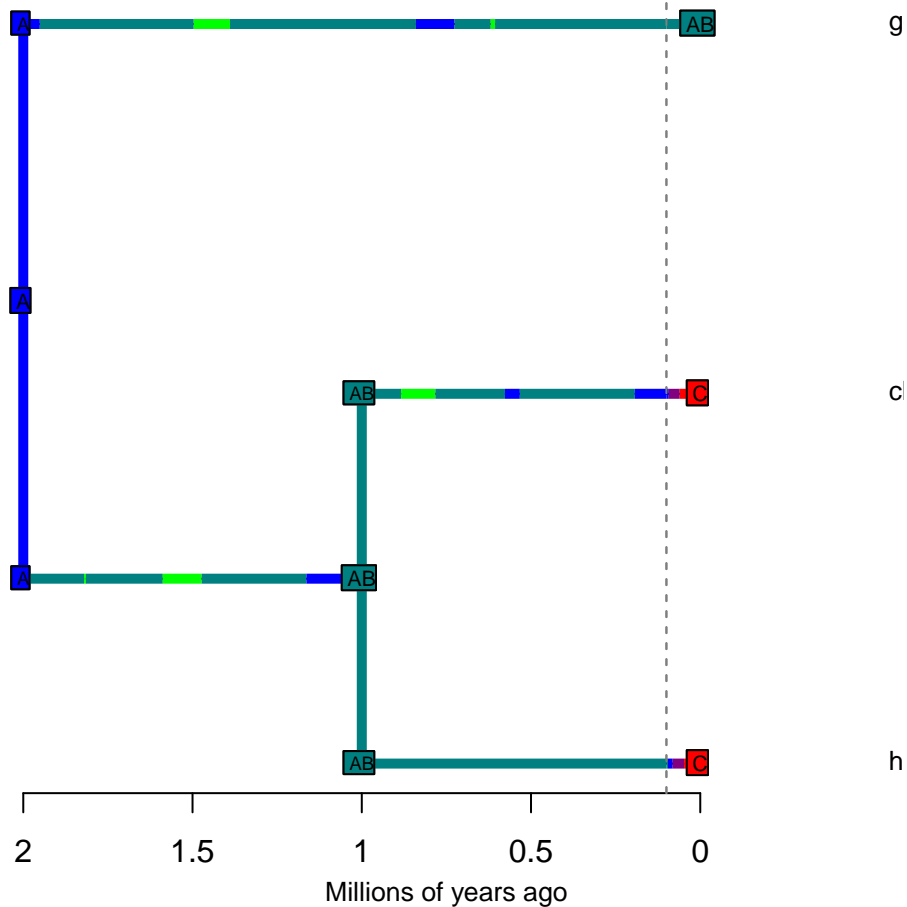
BAYAREALIKE – Stochastic Map #3/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



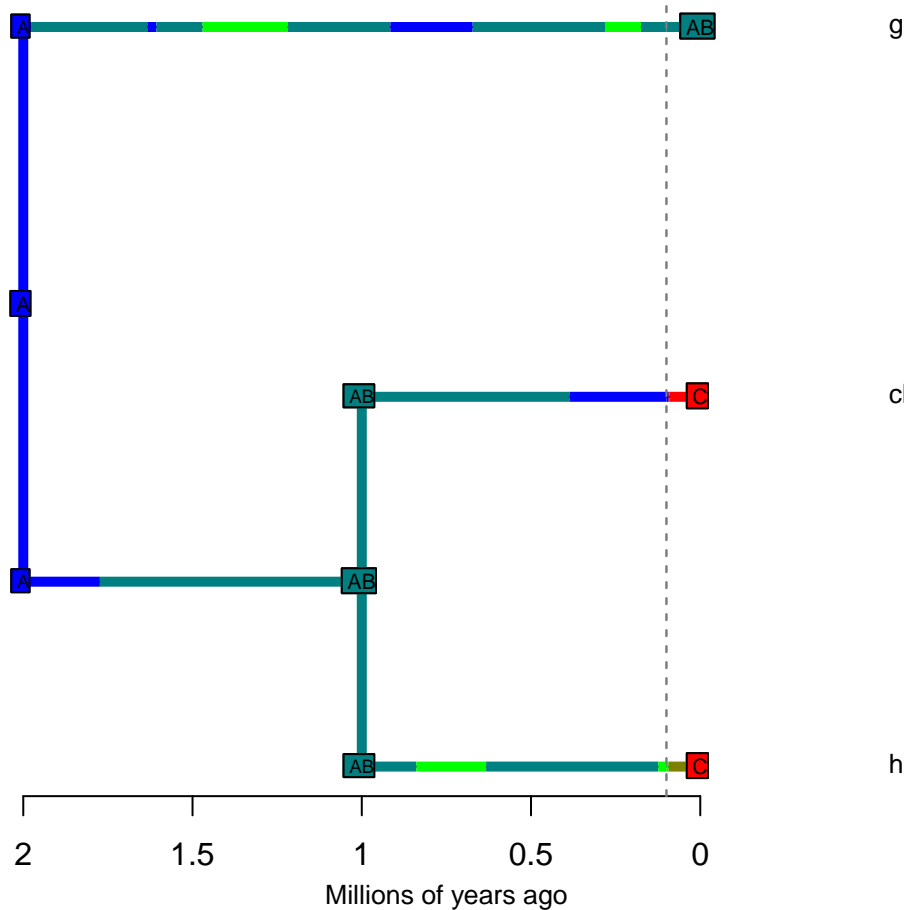
BAYAREALIKE – Stochastic Map #4/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



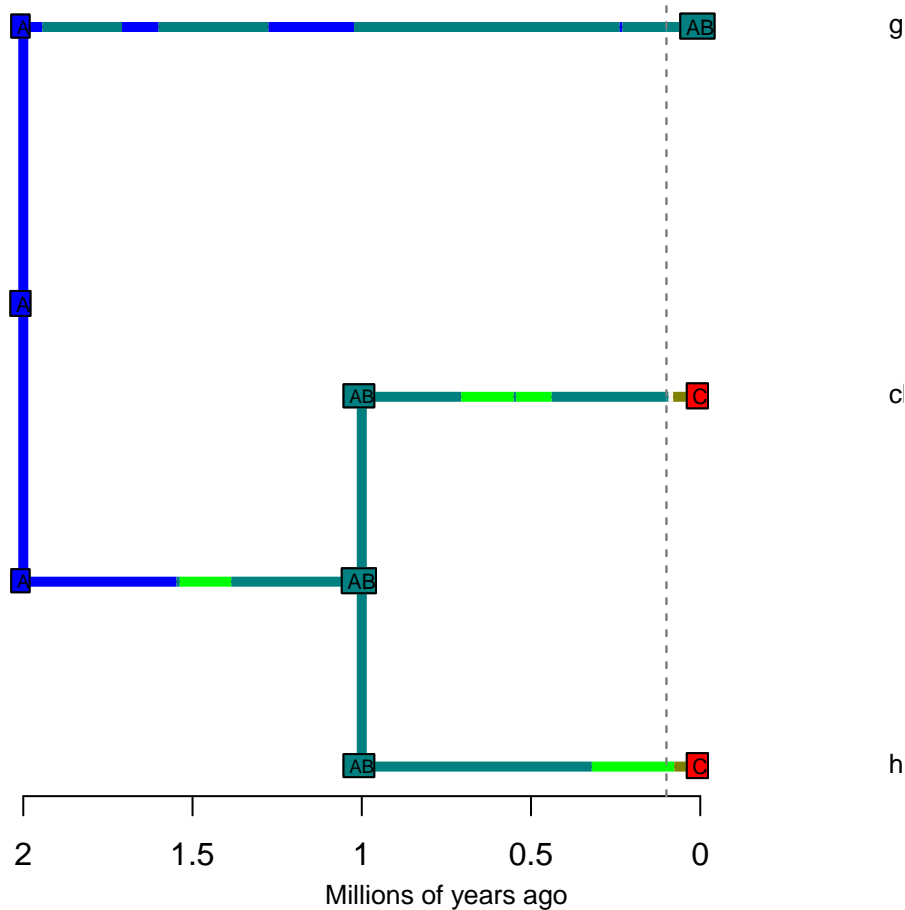
BAYAREALIKE – Stochastic Map #5/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



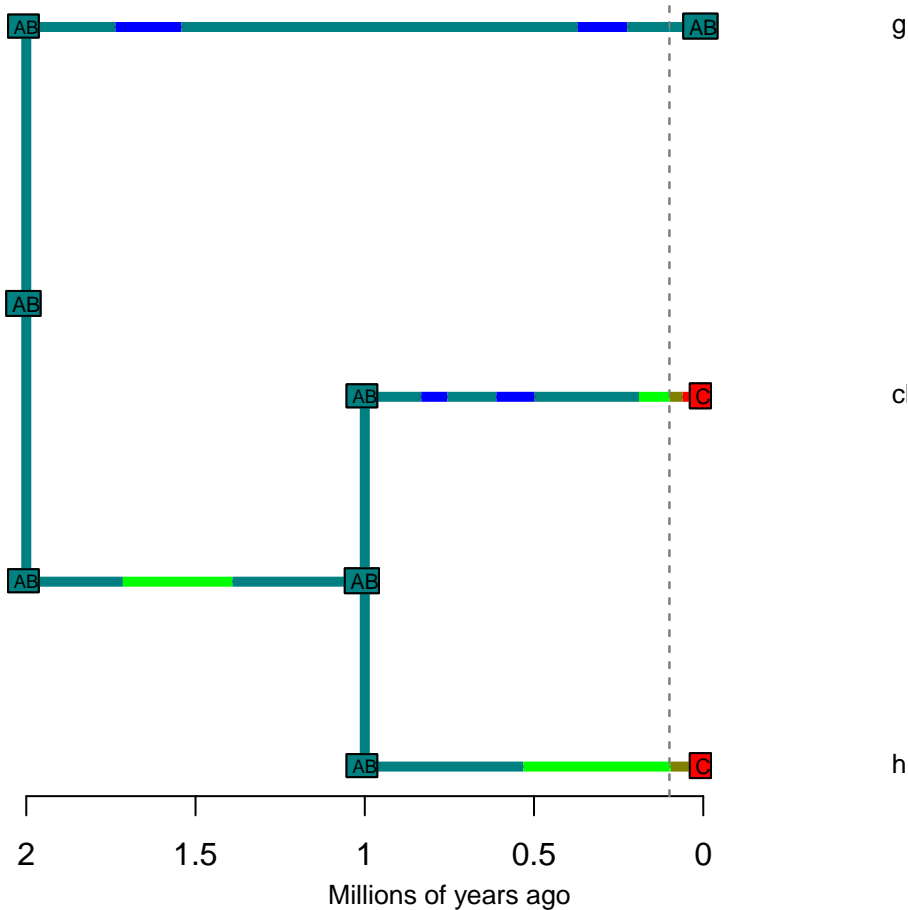
BAYAREALIKE – Stochastic Map #6/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



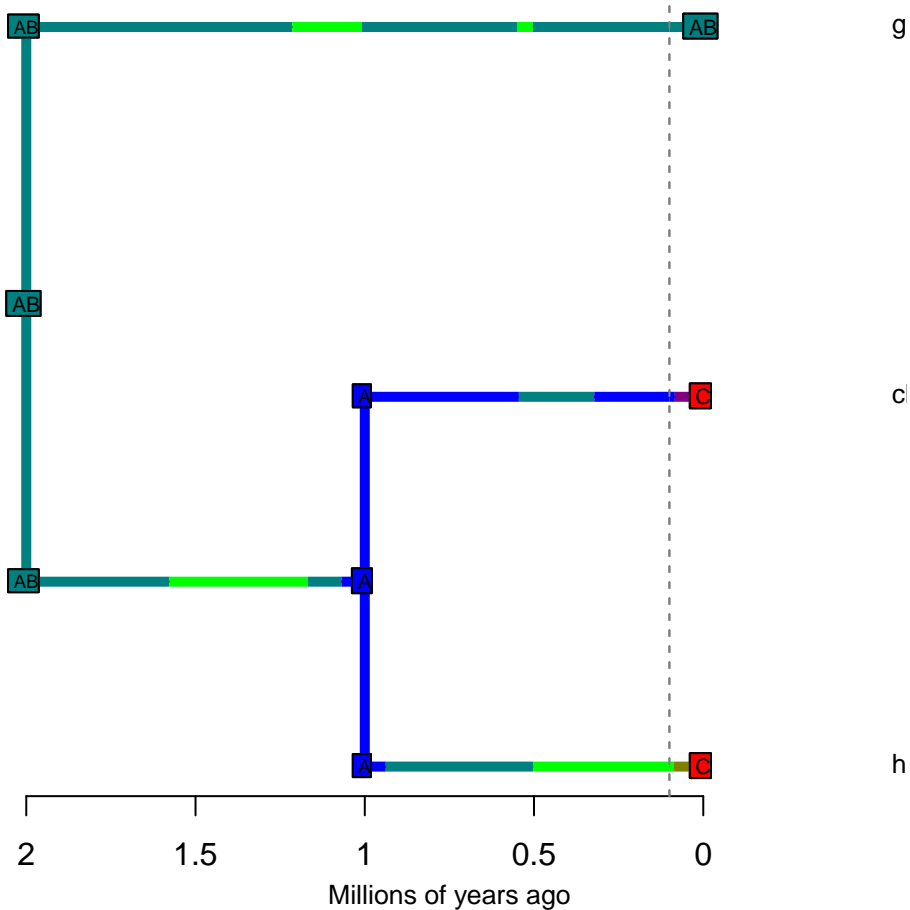
BAYAREALIKE – Stochastic Map #7/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



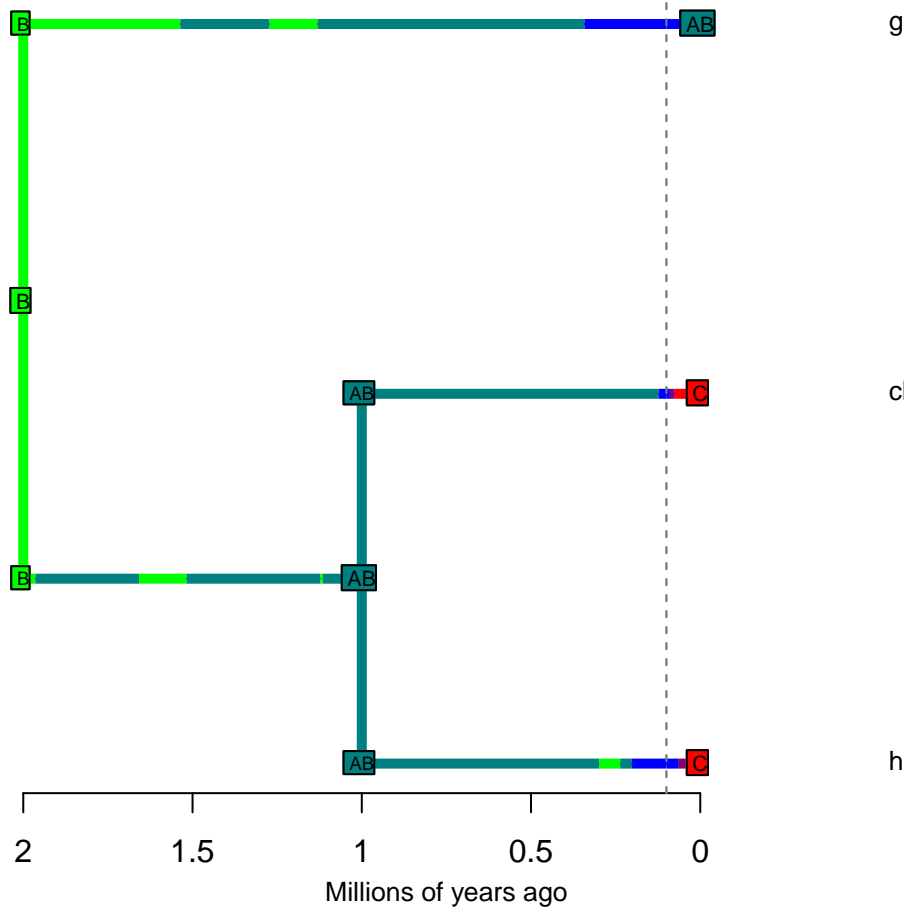
BAYAREALIKE – Stochastic Map #8/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



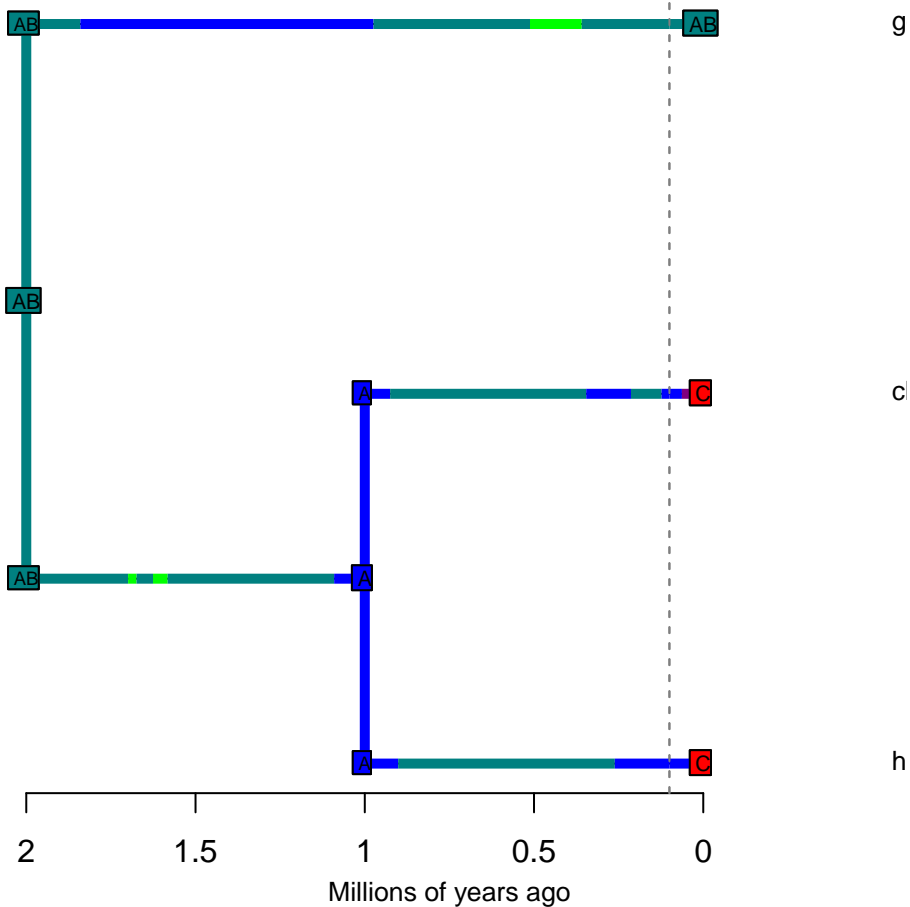
BAYAREALIKE – Stochastic Map #9/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



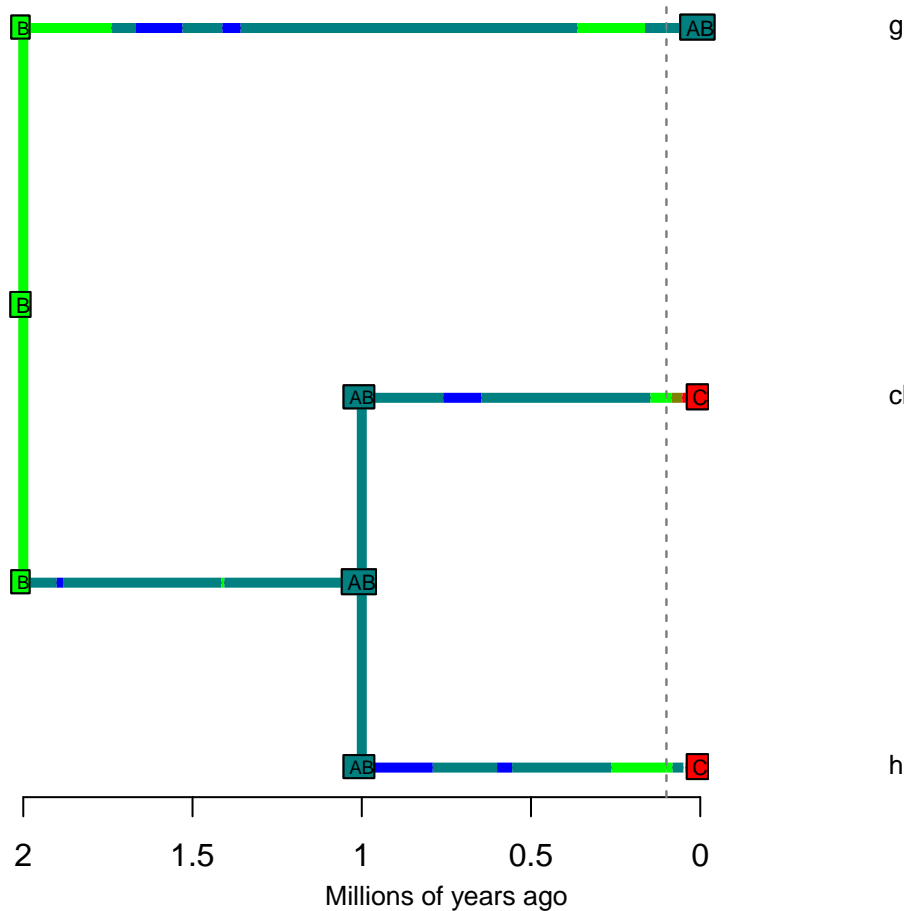
BAYAREALIKE – Stochastic Map #10/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



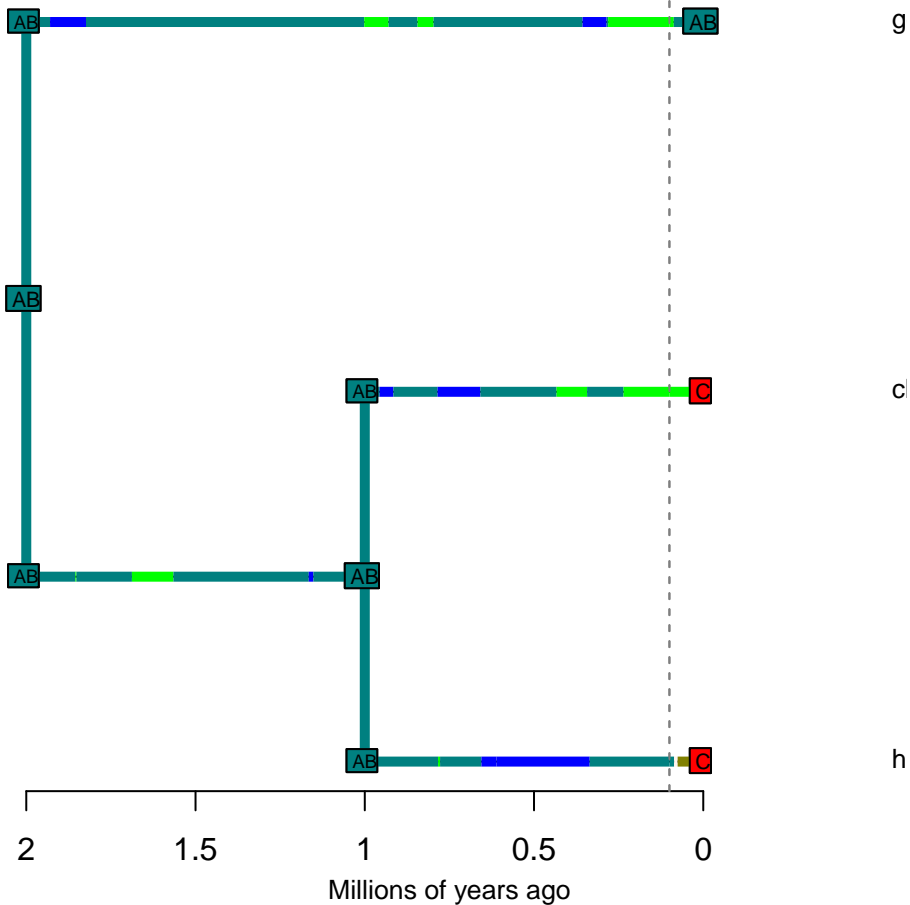
BAYAREALIKE – Stochastic Map #11/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



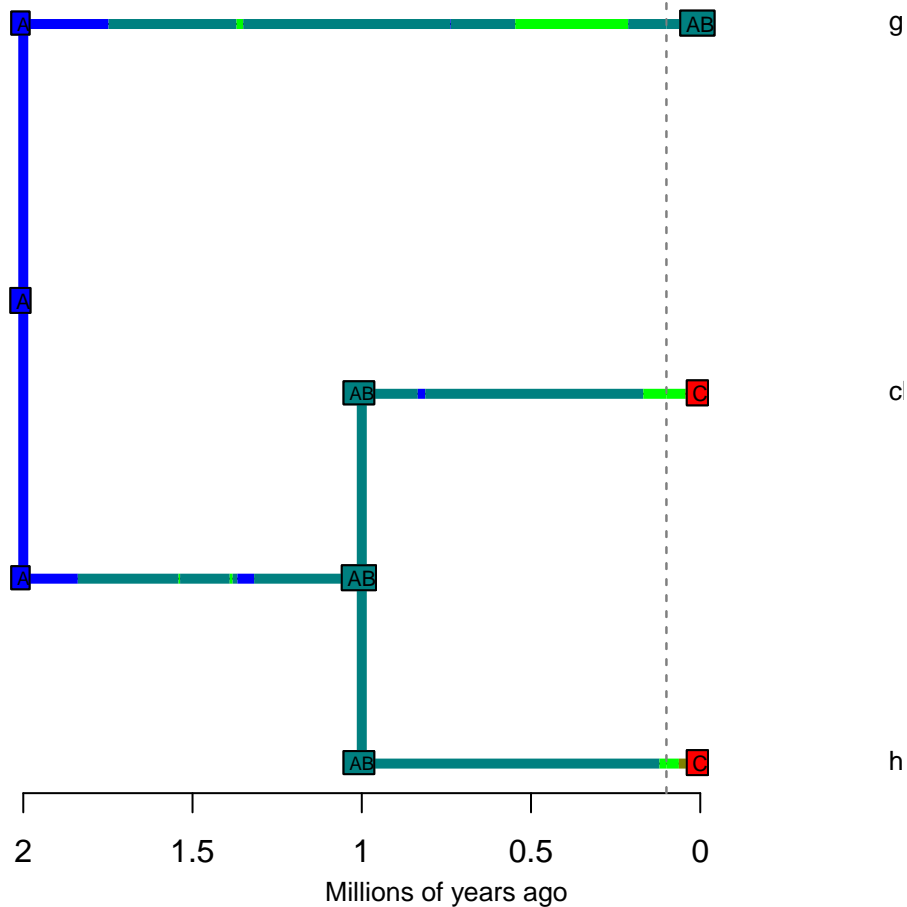
BAYAREALIKE – Stochastic Map #12/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



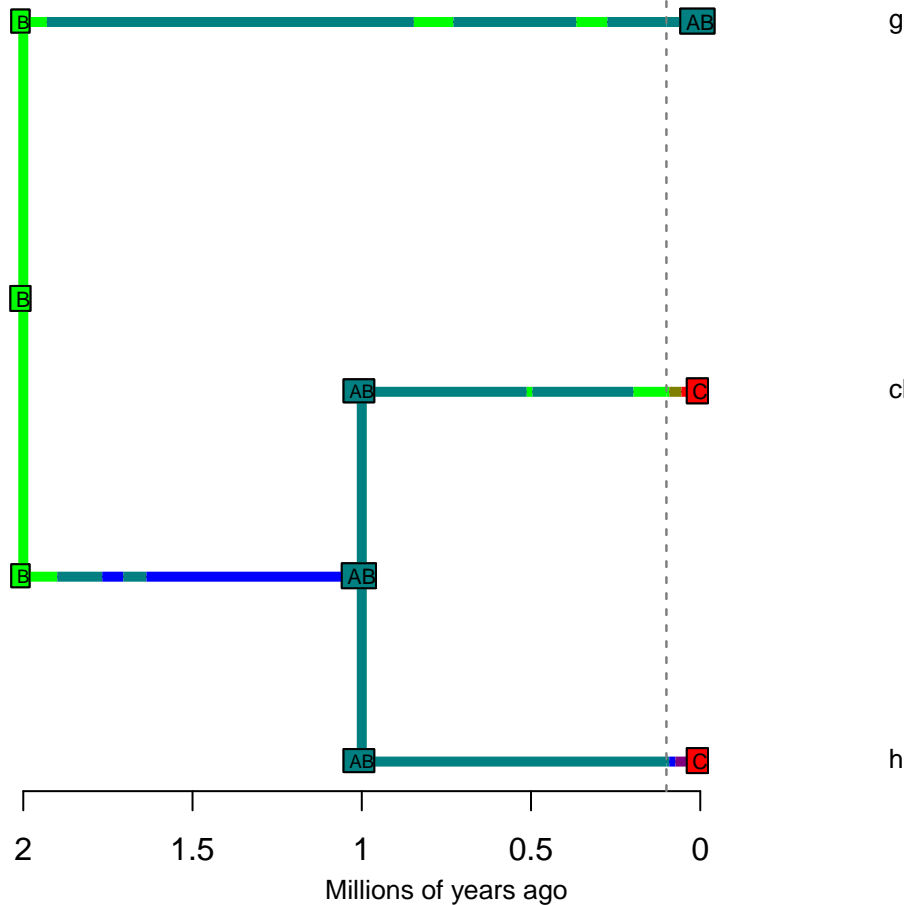
BAYAREALIKE – Stochastic Map #13/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



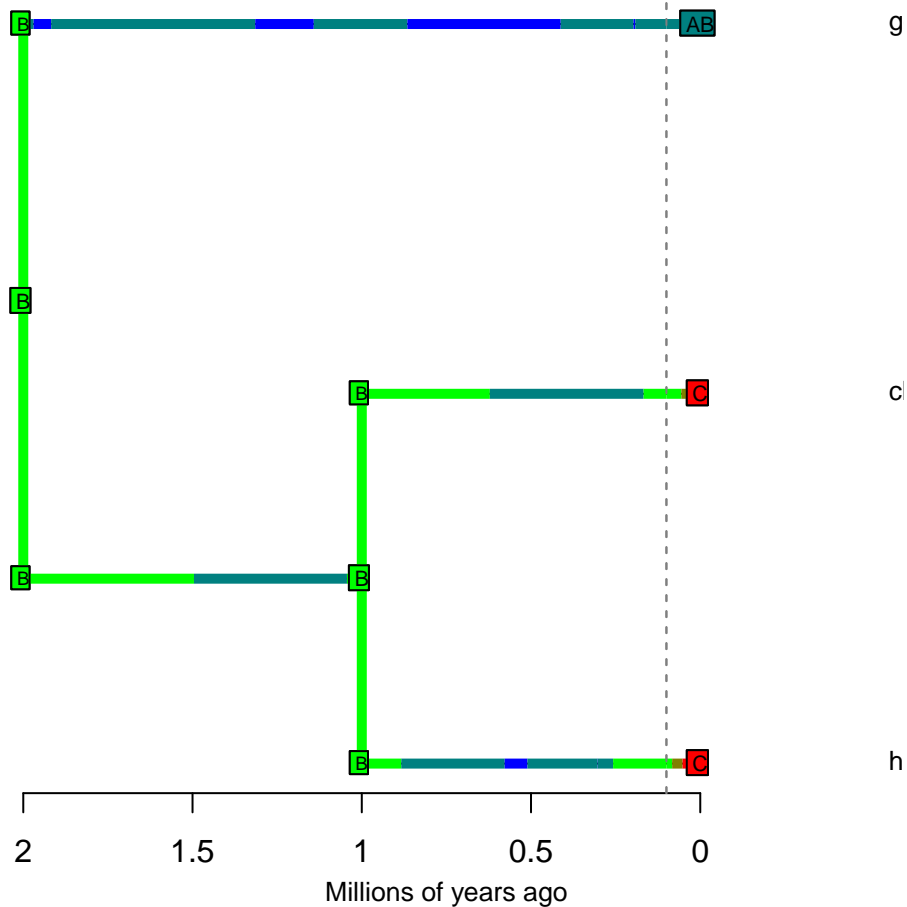
BAYAREALIKE – Stochastic Map #14/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



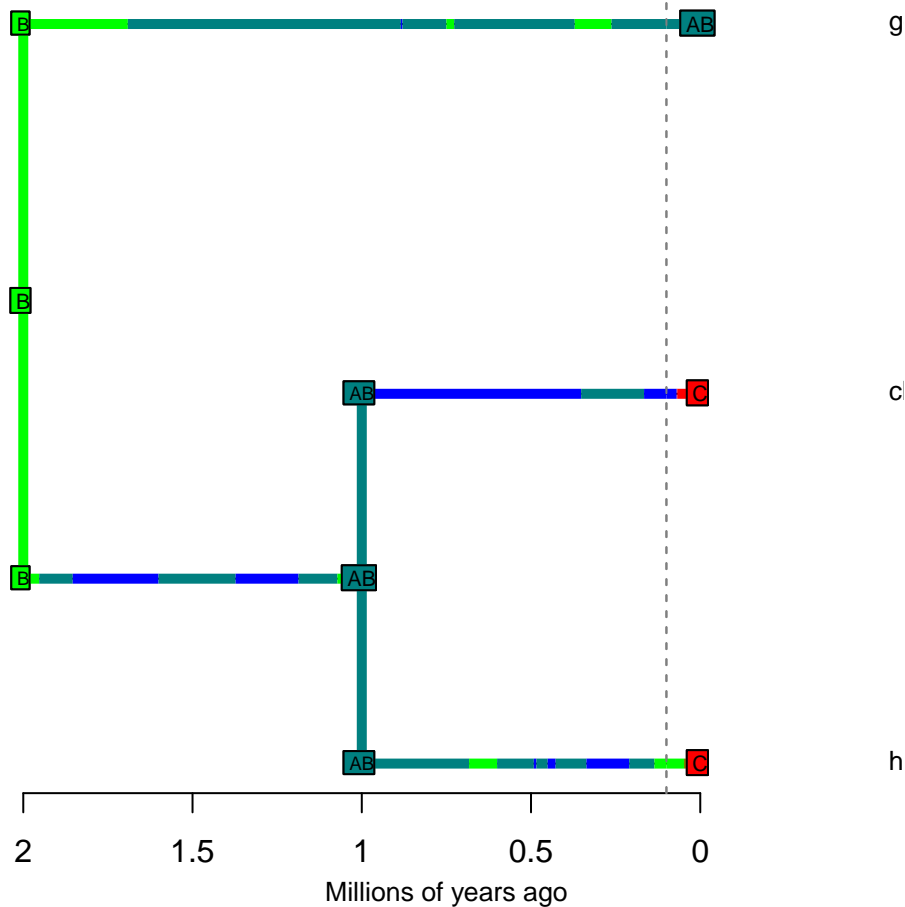
BAYAREALIKE – Stochastic Map #15/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



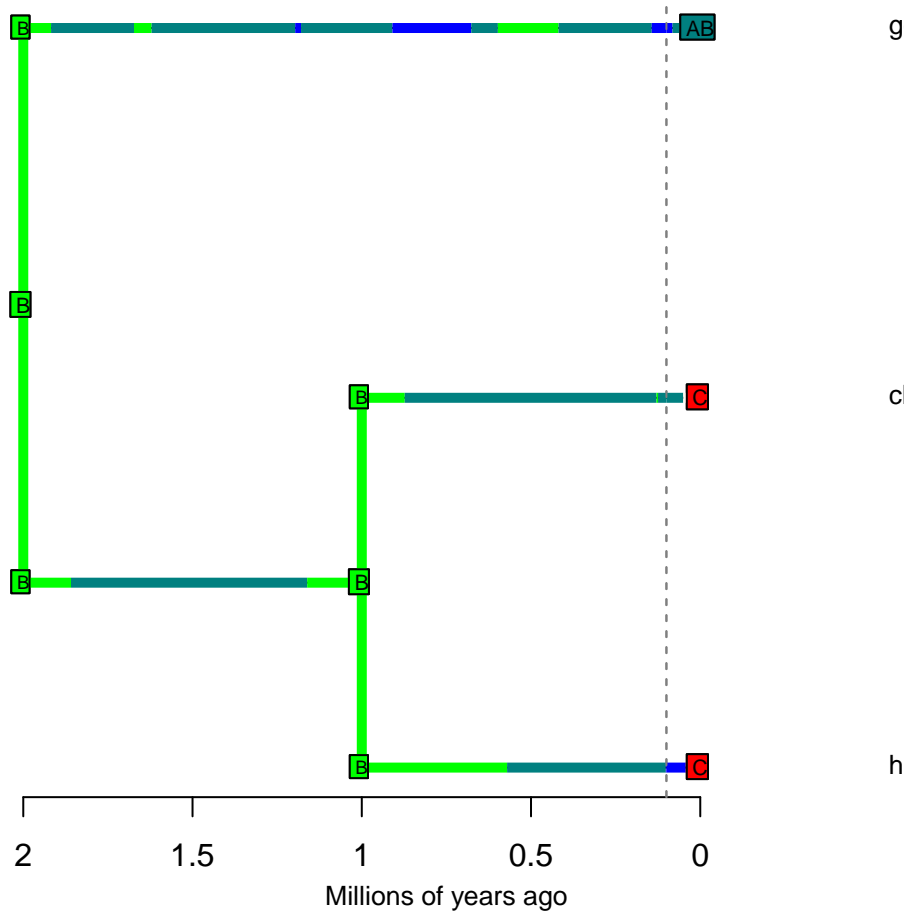
BAYAREALIKE – Stochastic Map #16/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



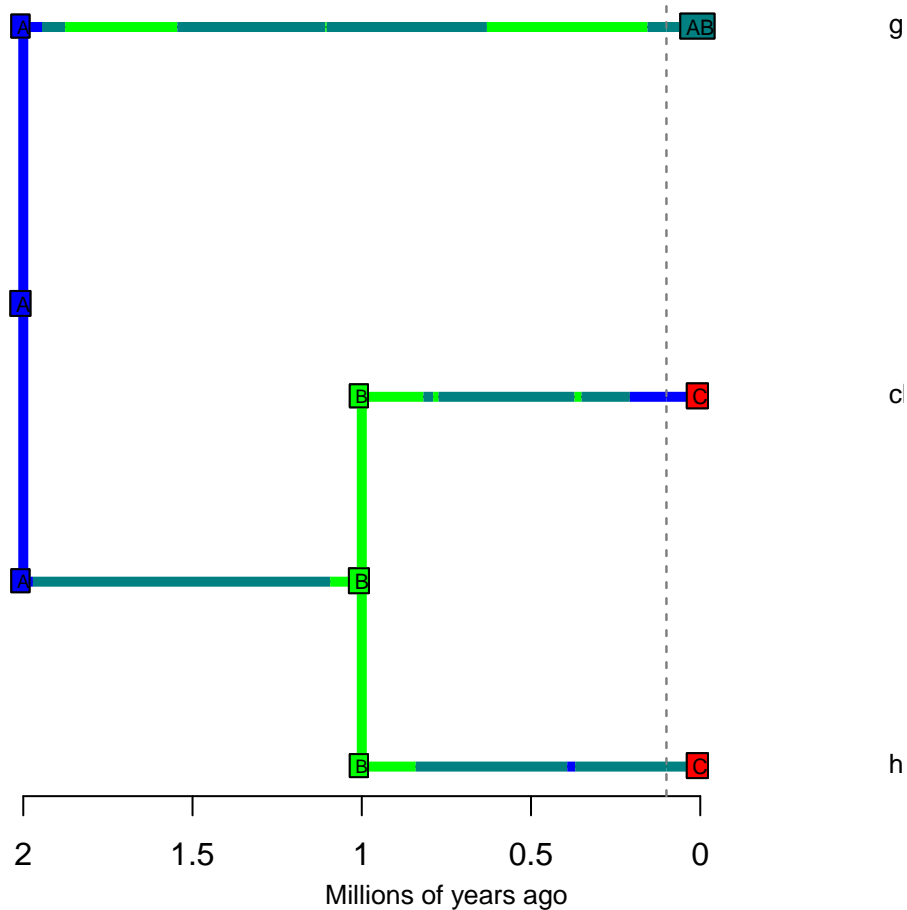
BAYAREALIKE – Stochastic Map #17/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



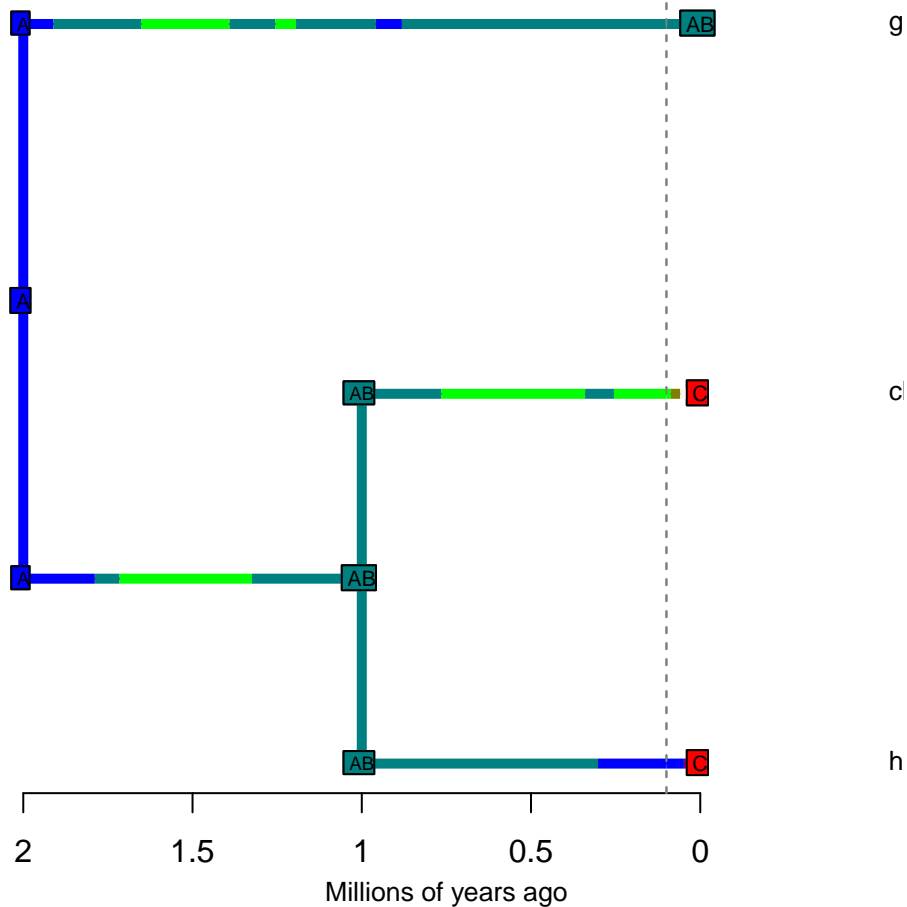
BAYAREALIKE – Stochastic Map #18/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



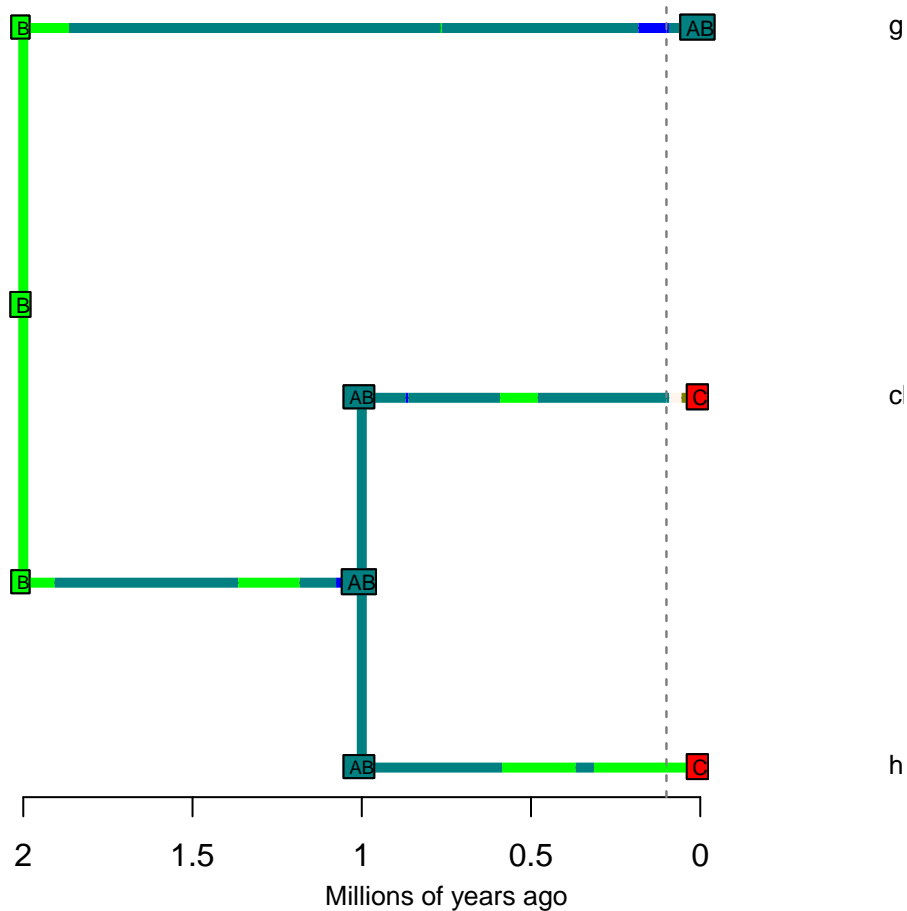
BAYAREALIKE – Stochastic Map #19/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



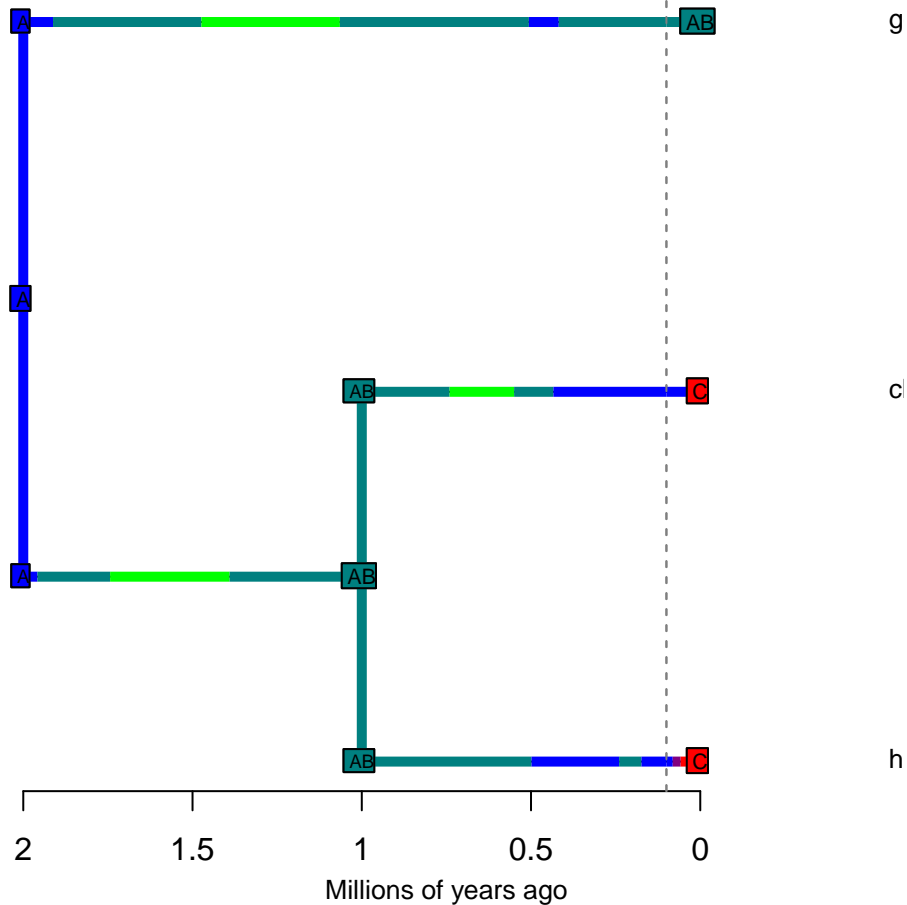
BAYAREALIKE – Stochastic Map #20/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



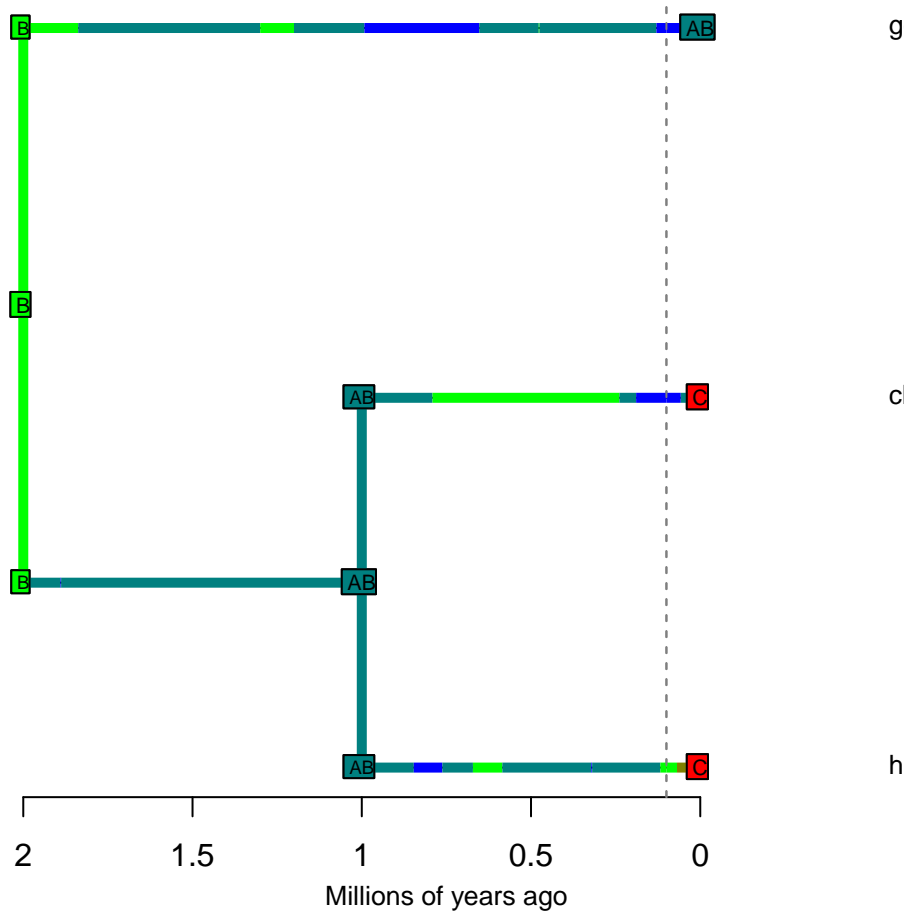
BAYAREALIKE – Stochastic Map #21/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



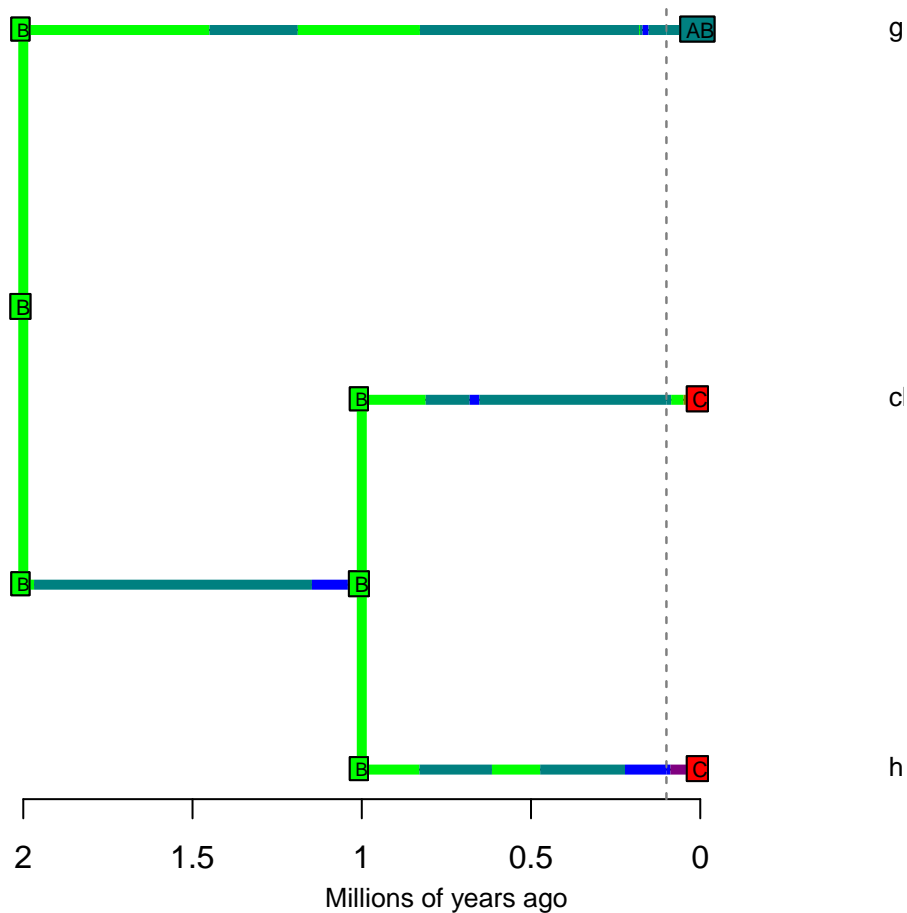
BAYAREALIKE – Stochastic Map #22/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



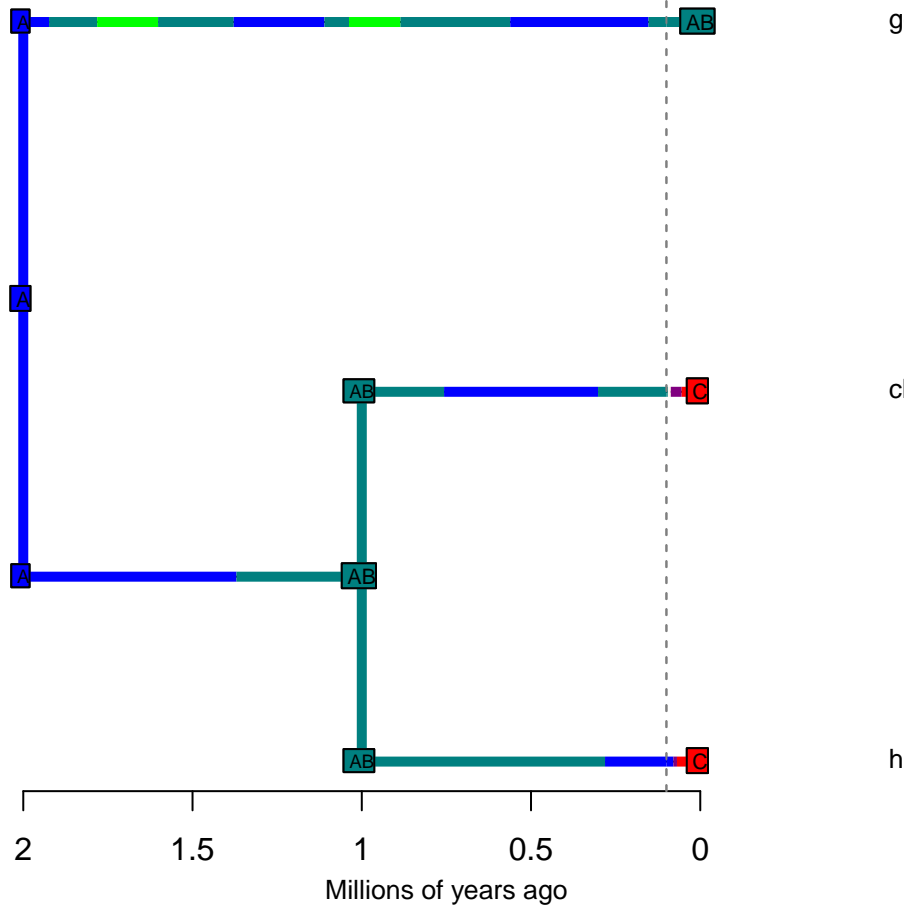
BAYAREALIKE – Stochastic Map #23/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



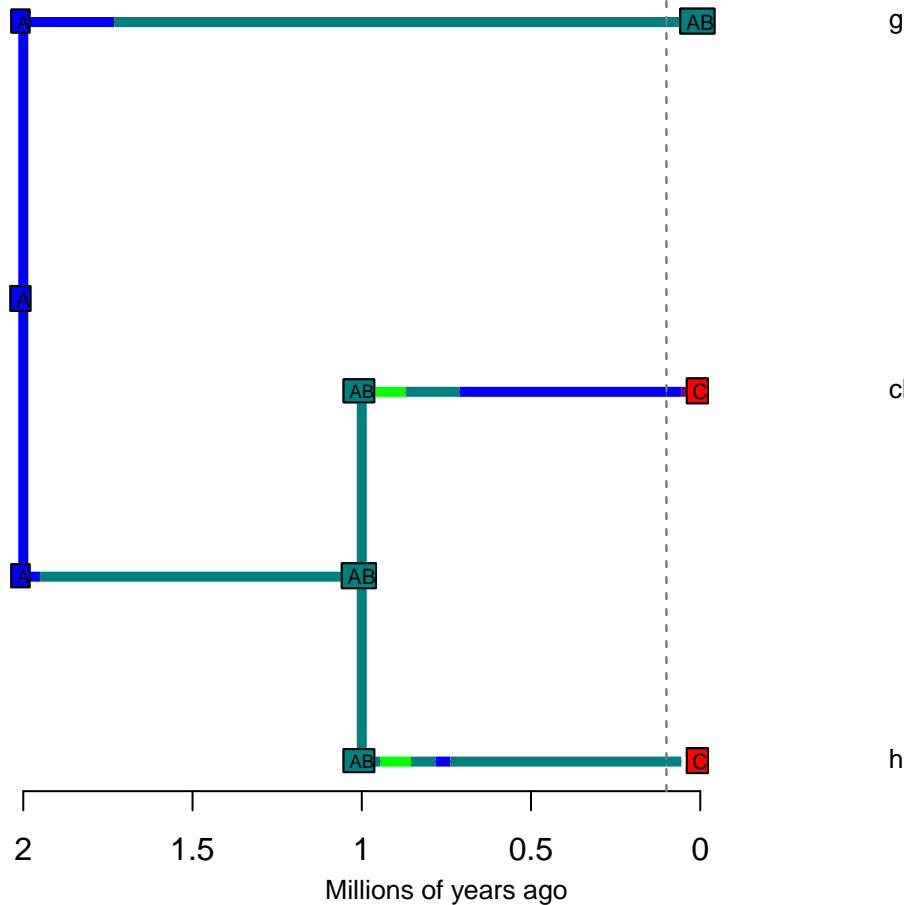
BAYAREALIKE – Stochastic Map #24/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



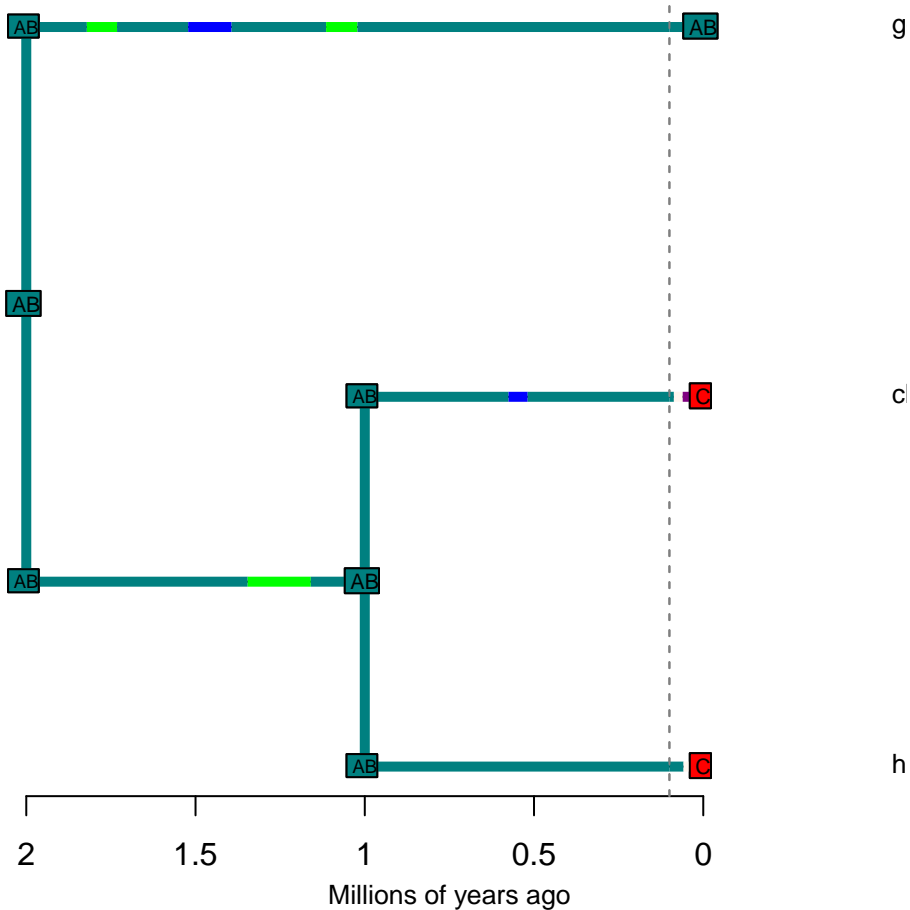
BAYAREALIKE – Stochastic Map #25/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



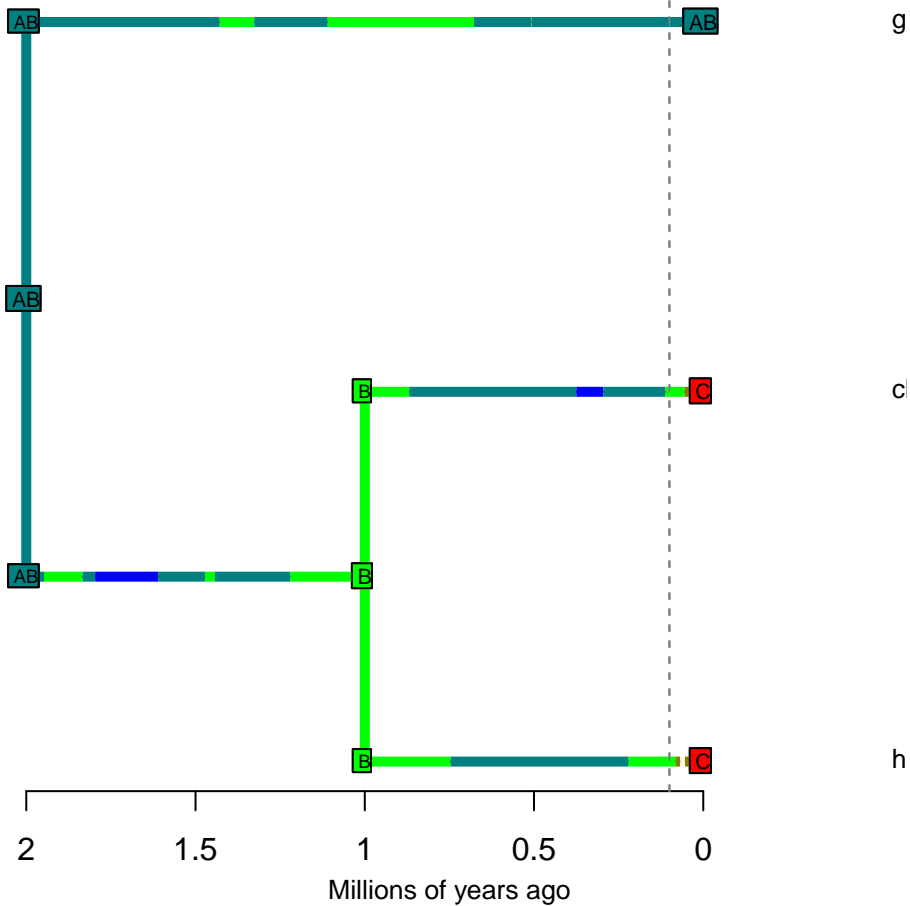
BAYAREALIKE – Stochastic Map #26/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



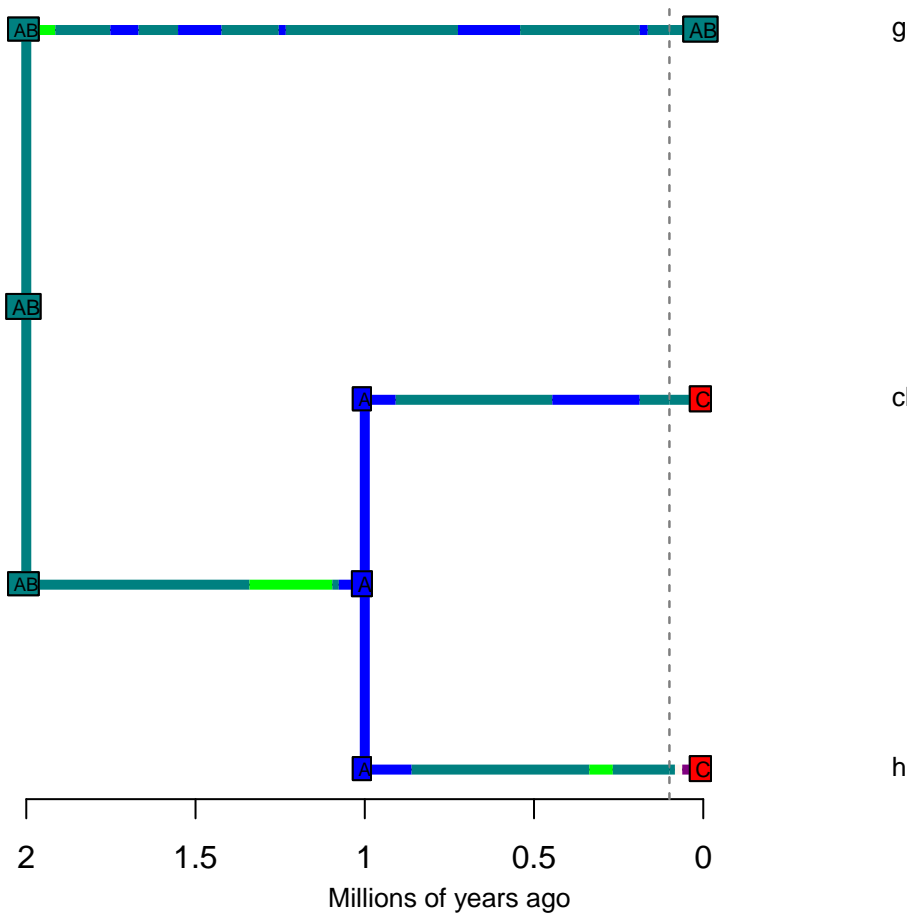
BAYAREALIKE – Stochastic Map #27/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



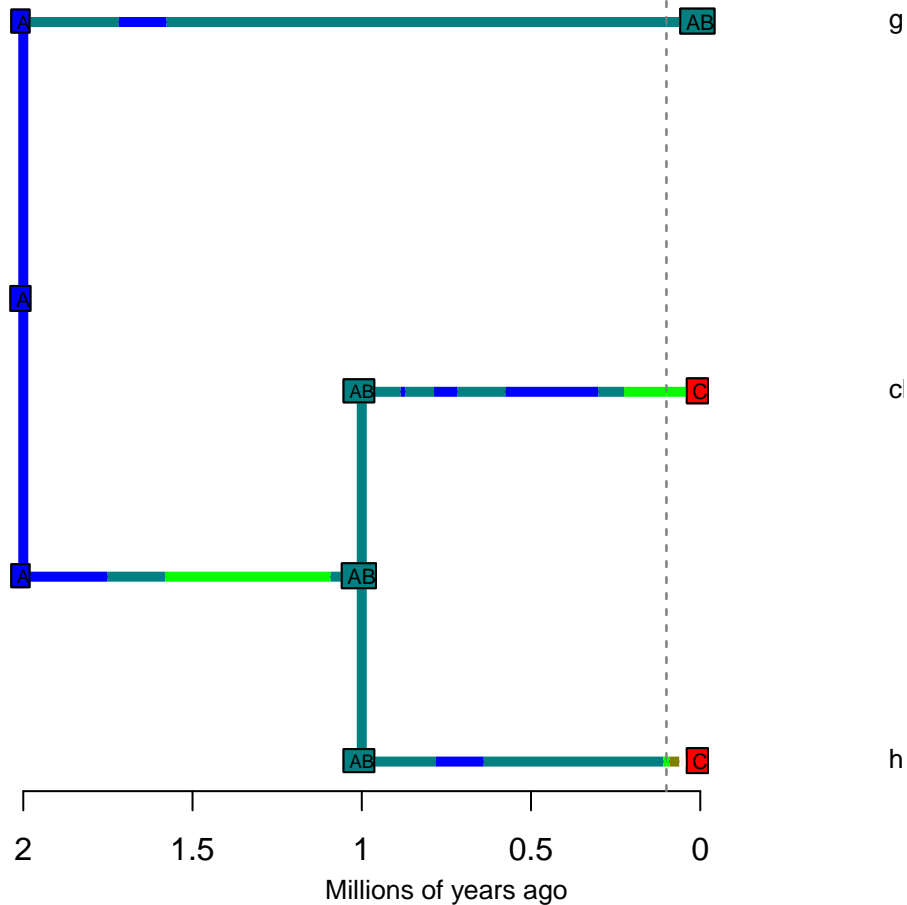
BAYAREALIKE – Stochastic Map #28/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



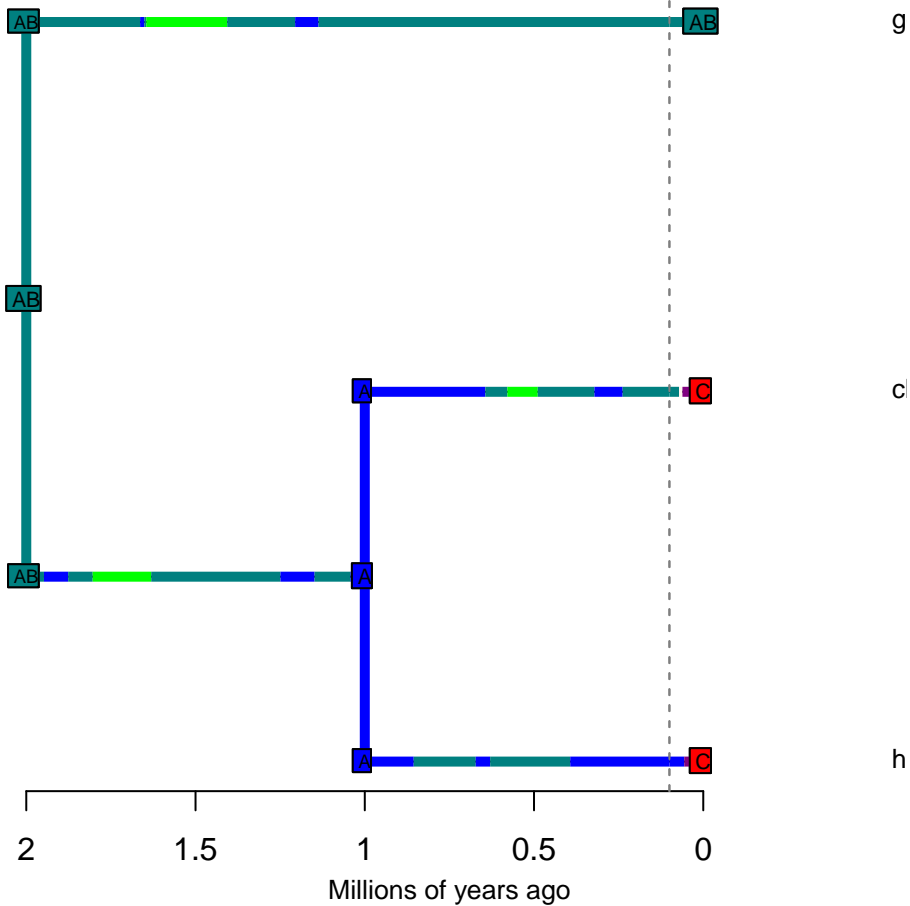
BAYAREALIKE – Stochastic Map #29/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



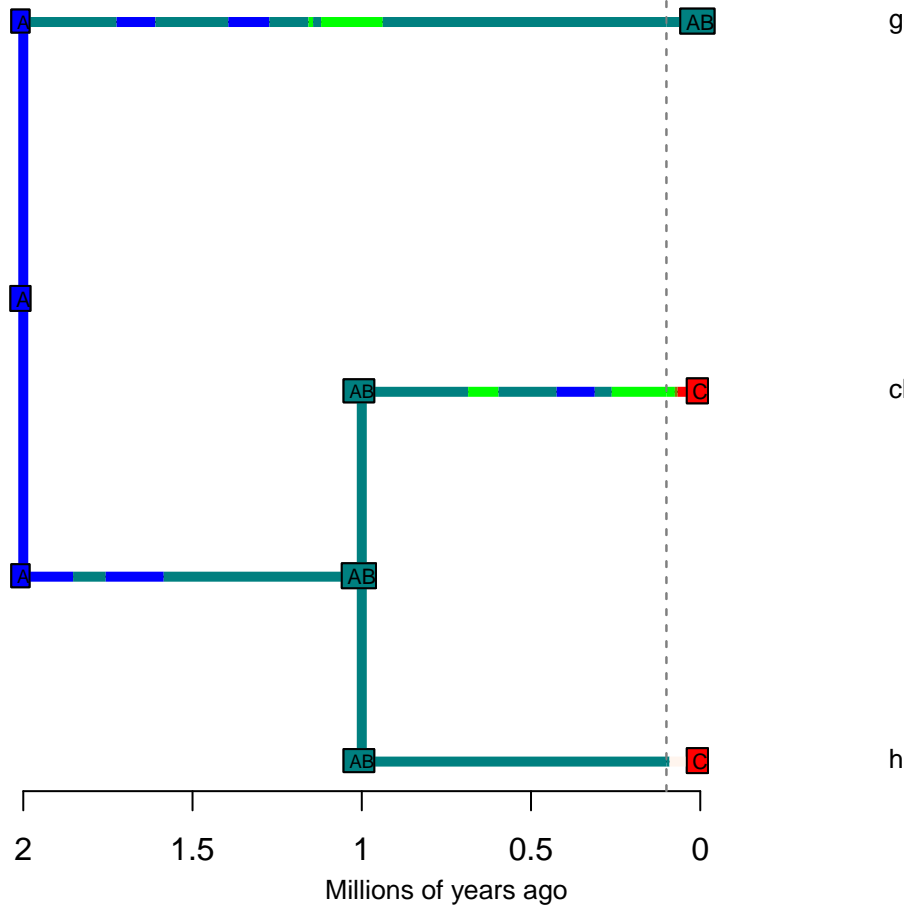
BAYAREALIKE – Stochastic Map #30/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



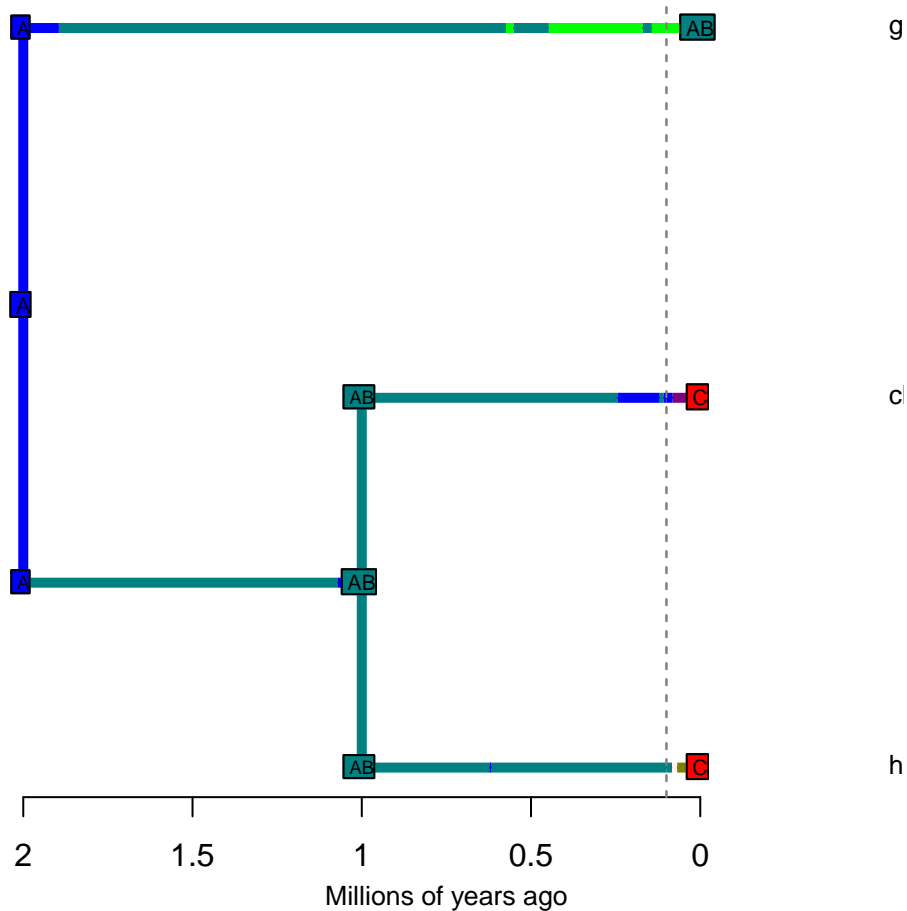
BAYAREALIKE – Stochastic Map #31/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



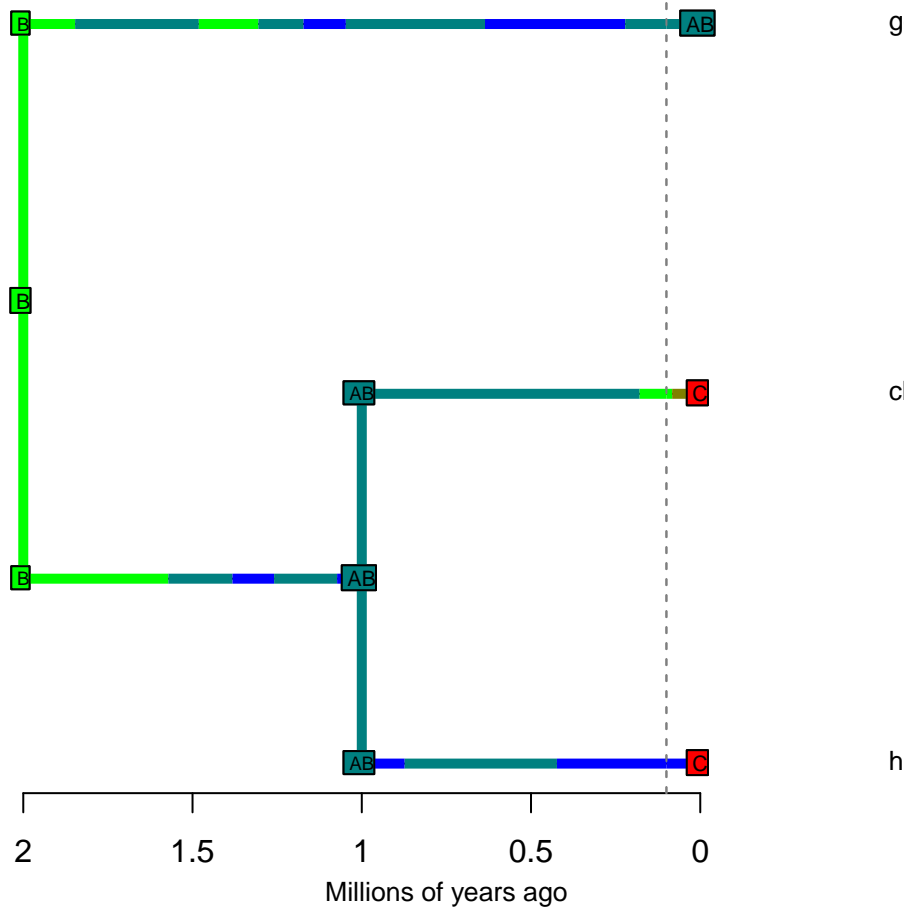
BAYAREALIKE – Stochastic Map #32/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



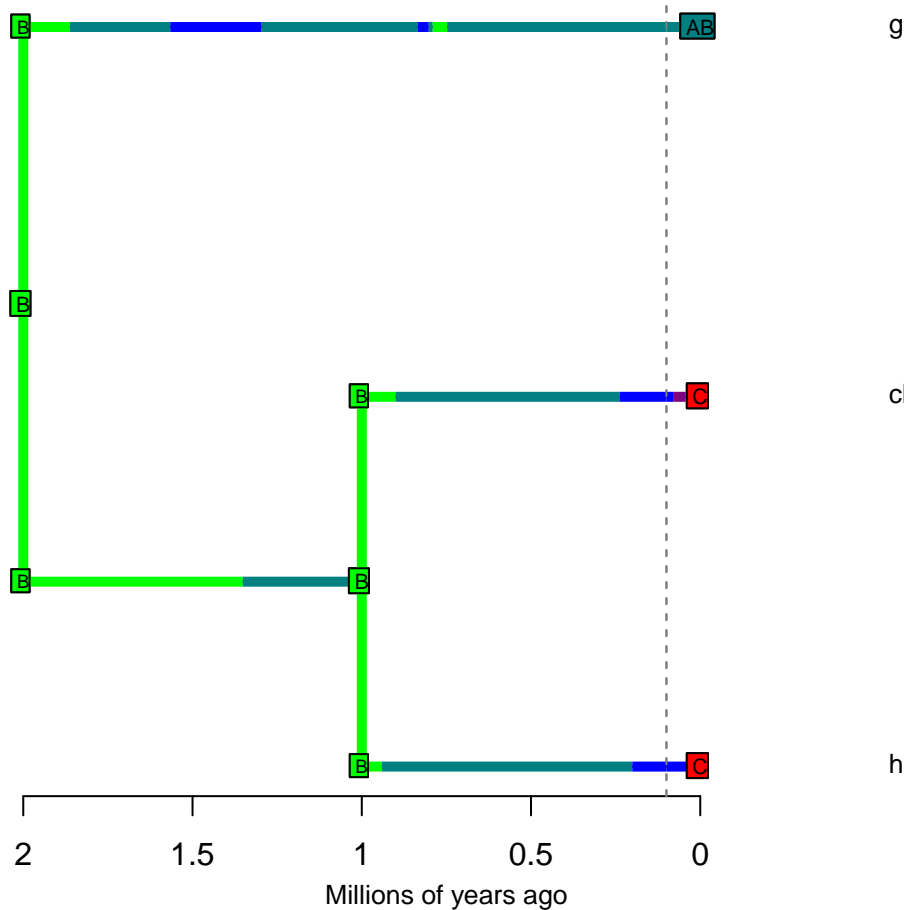
BAYAREALIKE – Stochastic Map #33/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



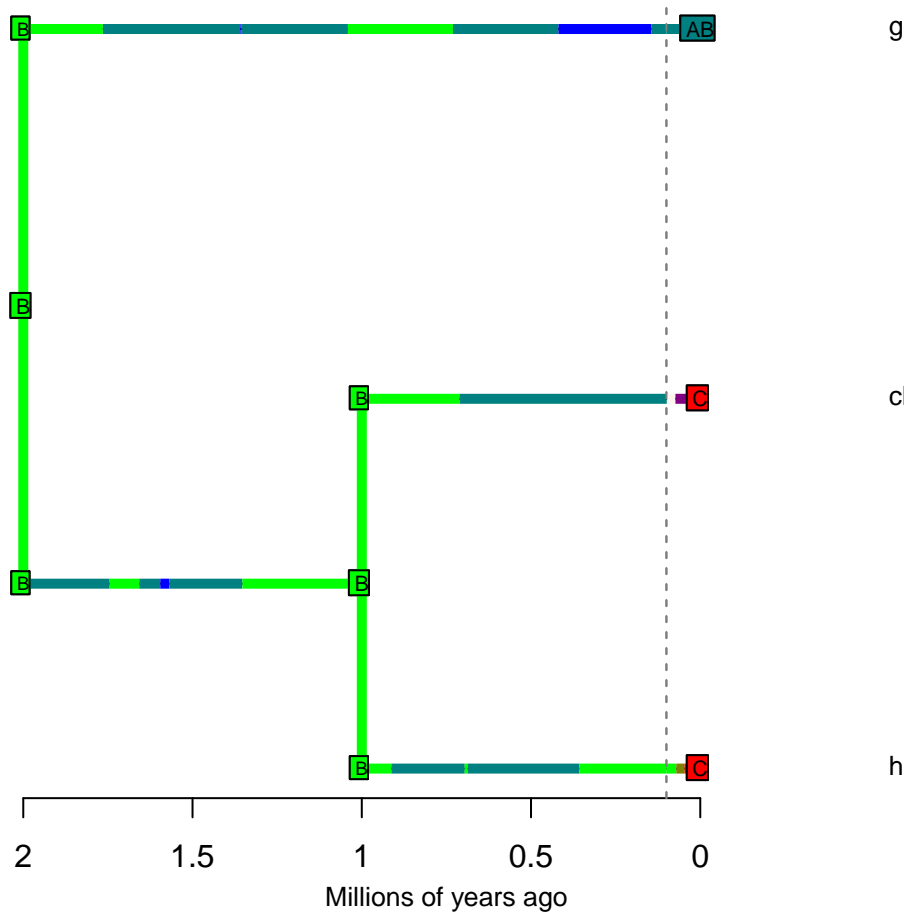
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



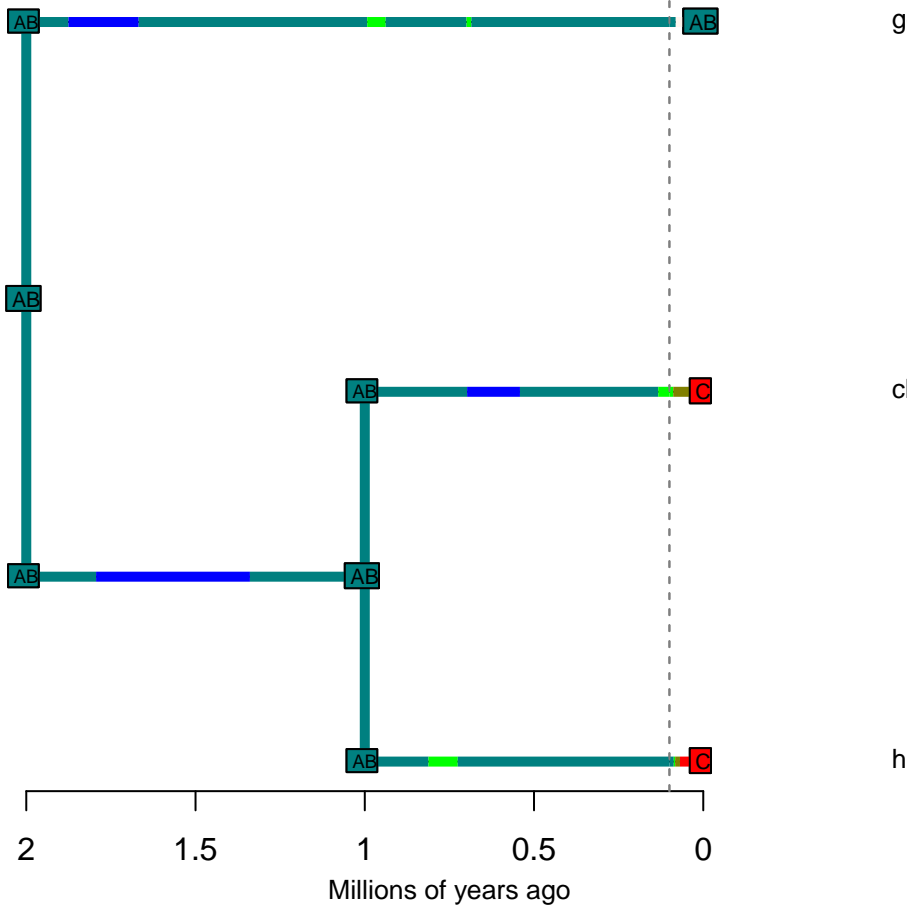
BAYAREALIKE – Stochastic Map #35/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



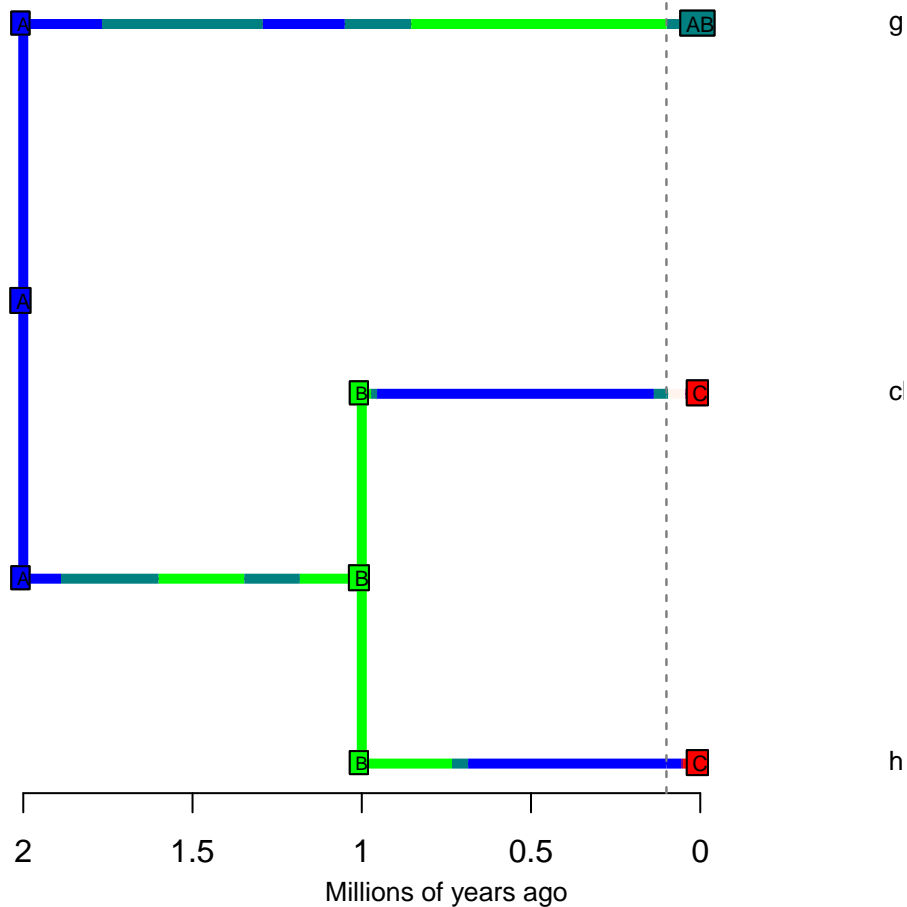
BAYAREALIKE – Stochastic Map #36/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



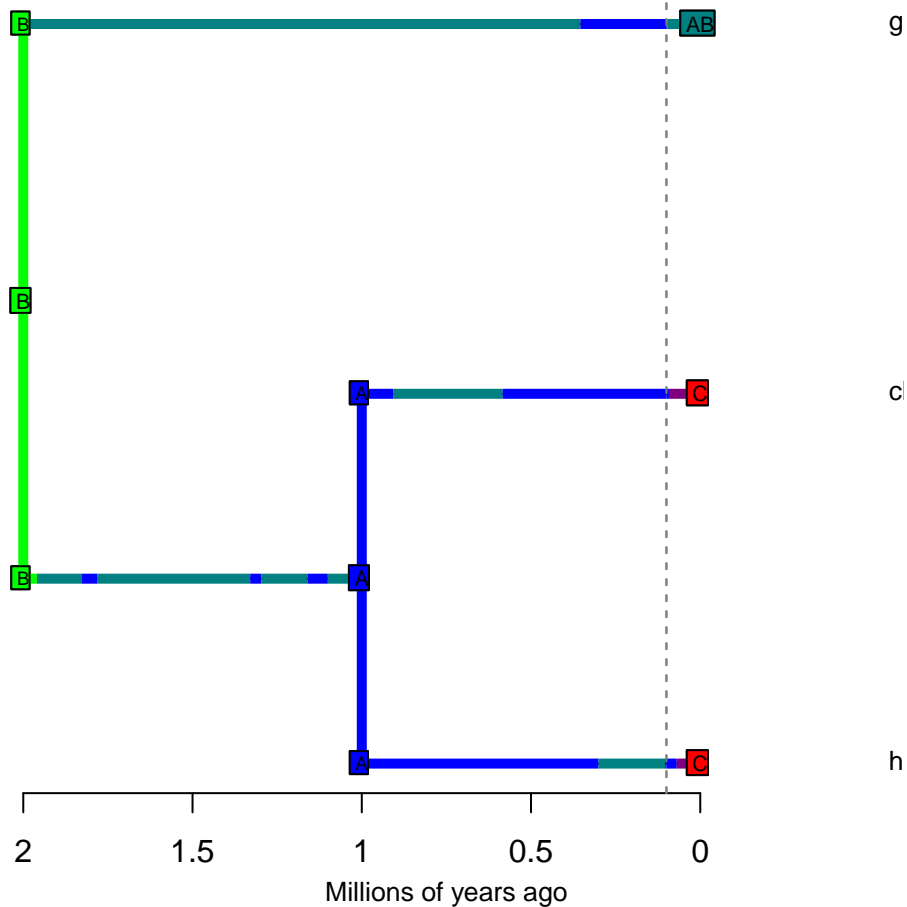
BAYAREALIKE – Stochastic Map #37/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



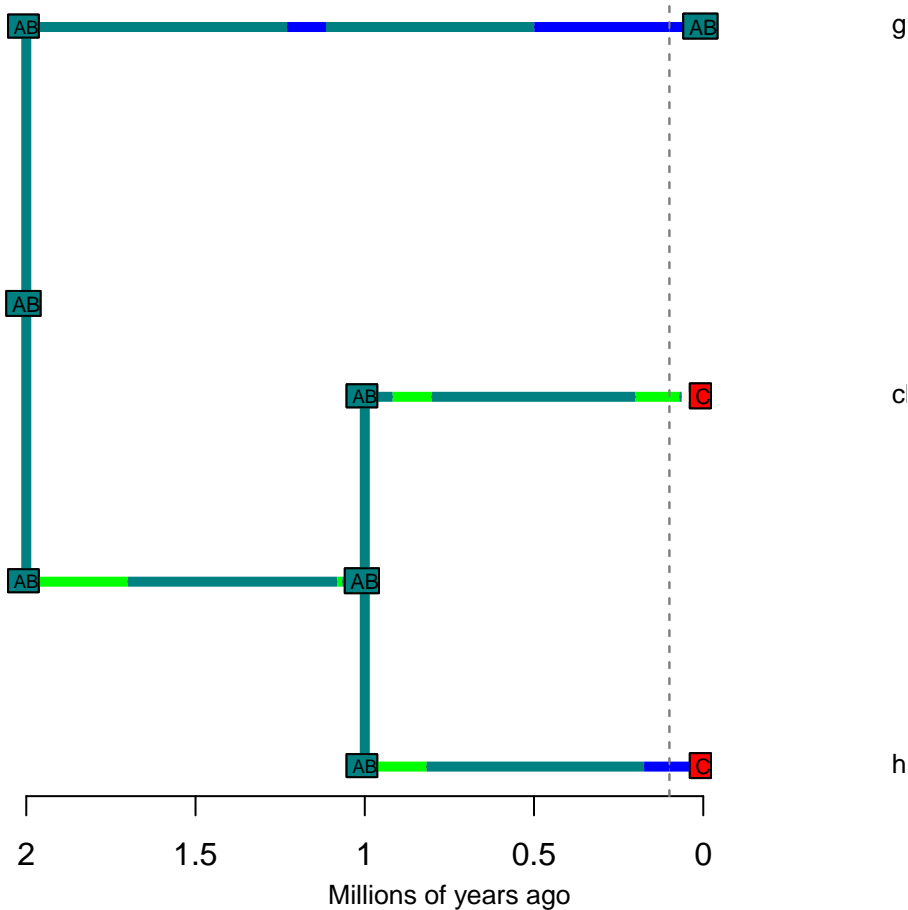
BAYAREALIKE – Stochastic Map #38/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



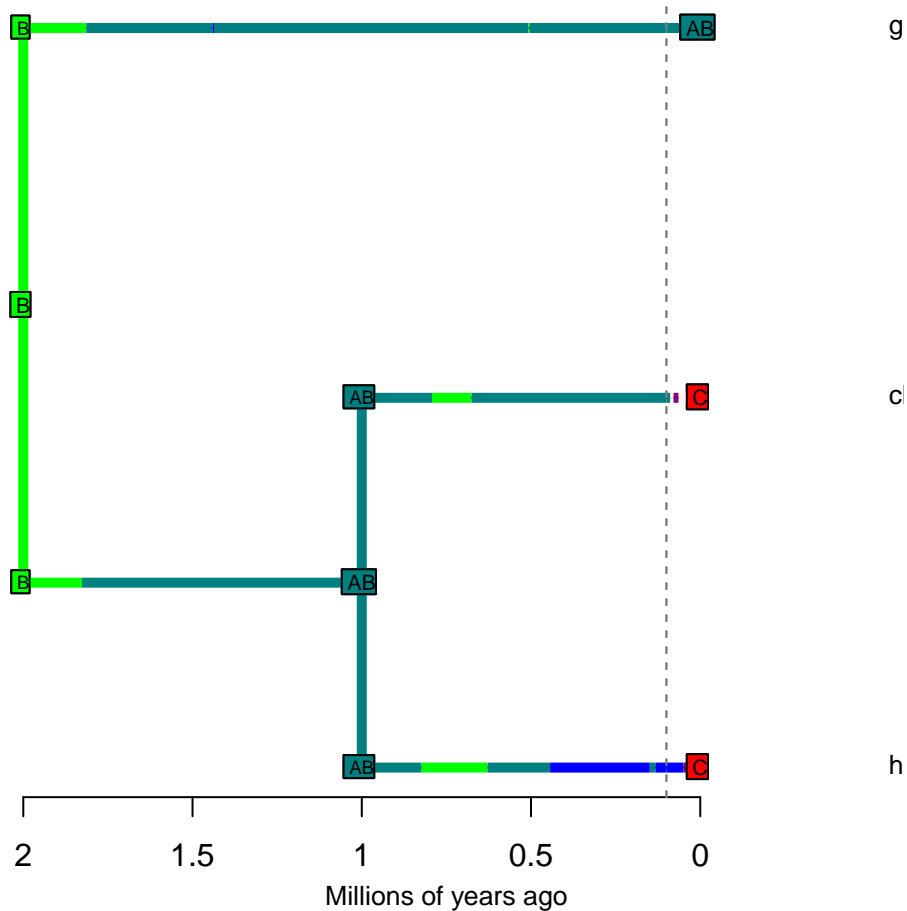
BAYAREALIKE – Stochastic Map #39/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



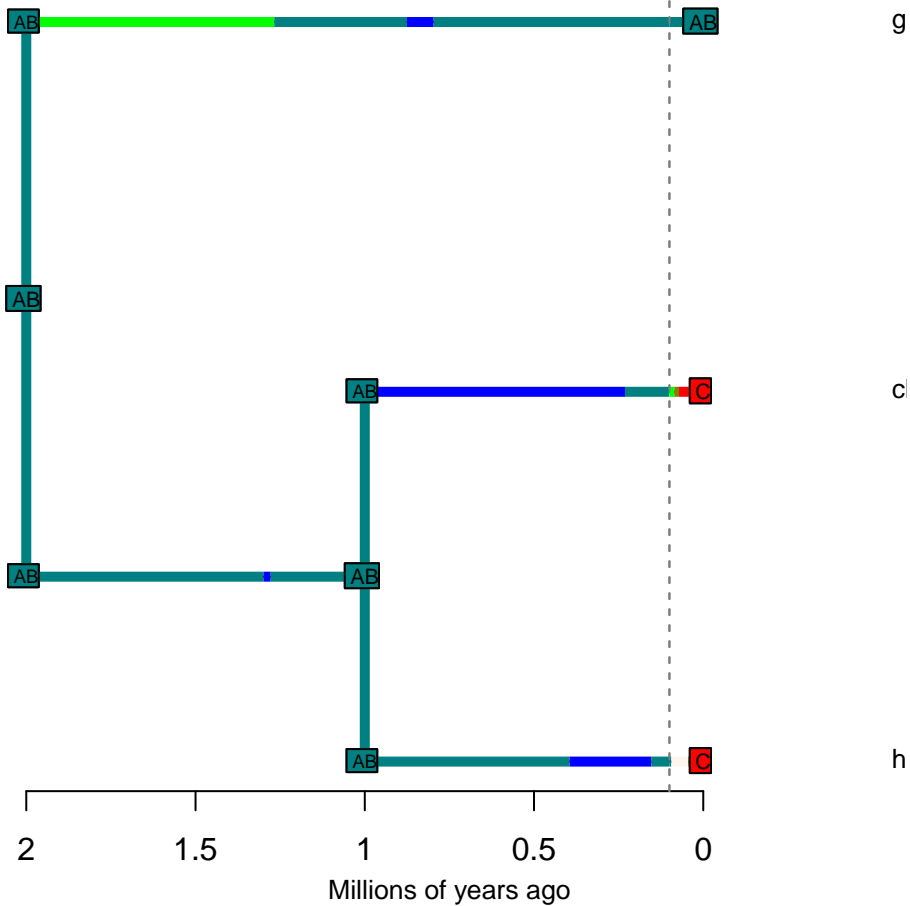
BAYAREALIKE – Stochastic Map #40/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



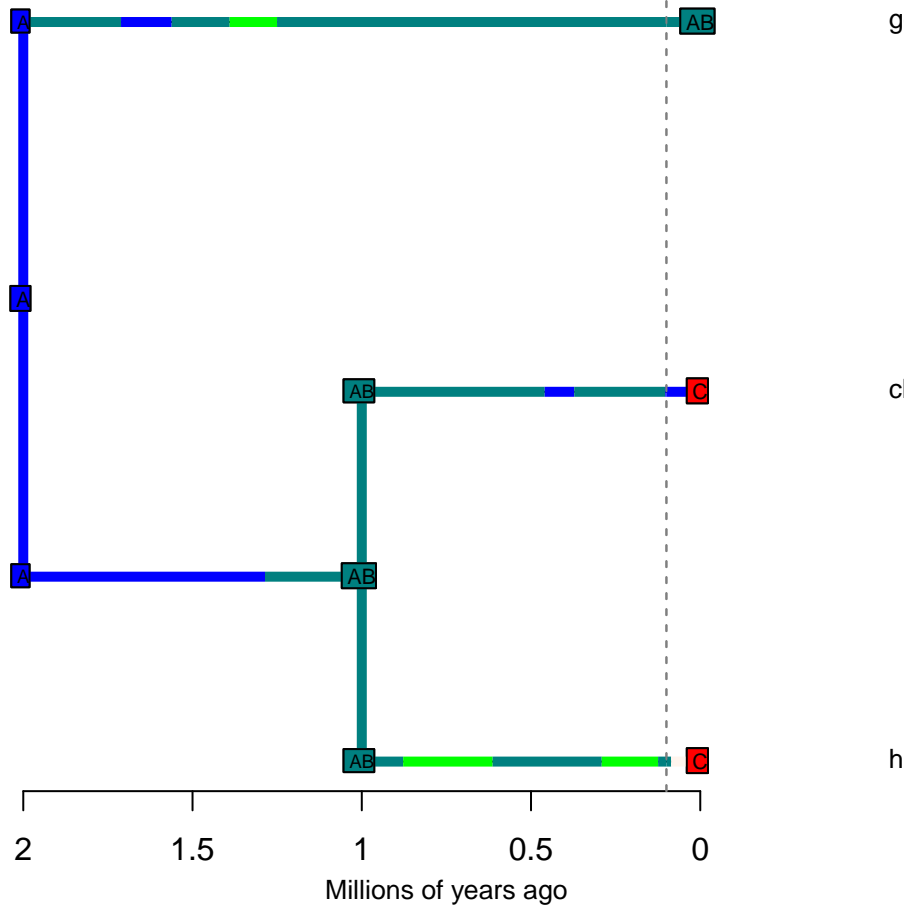
BAYAREALIKE – Stochastic Map #41/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



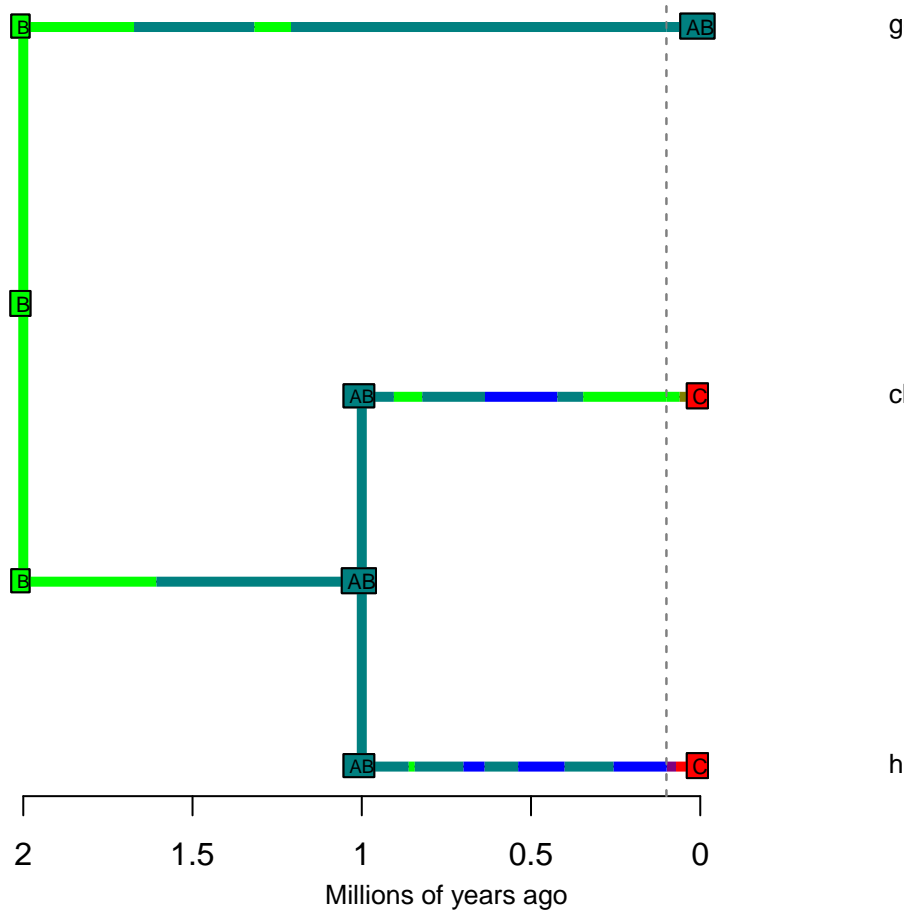
BAYAREALIKE – Stochastic Map #42/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



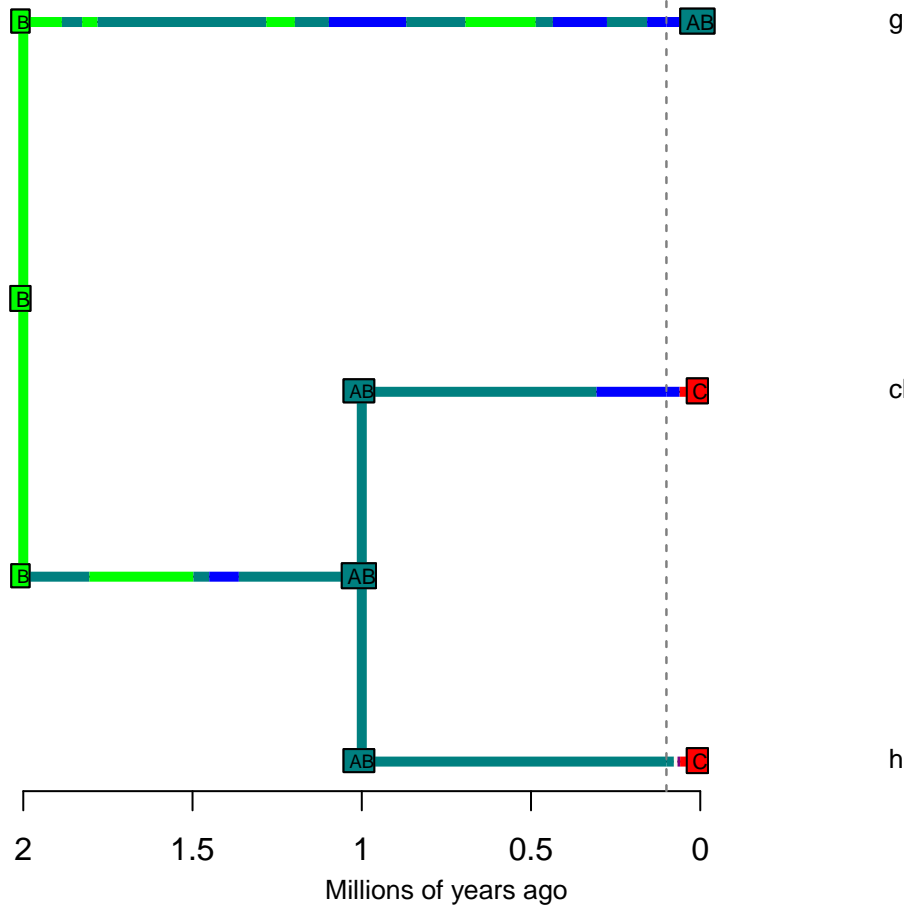
BAYAREALIKE – Stochastic Map #43/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



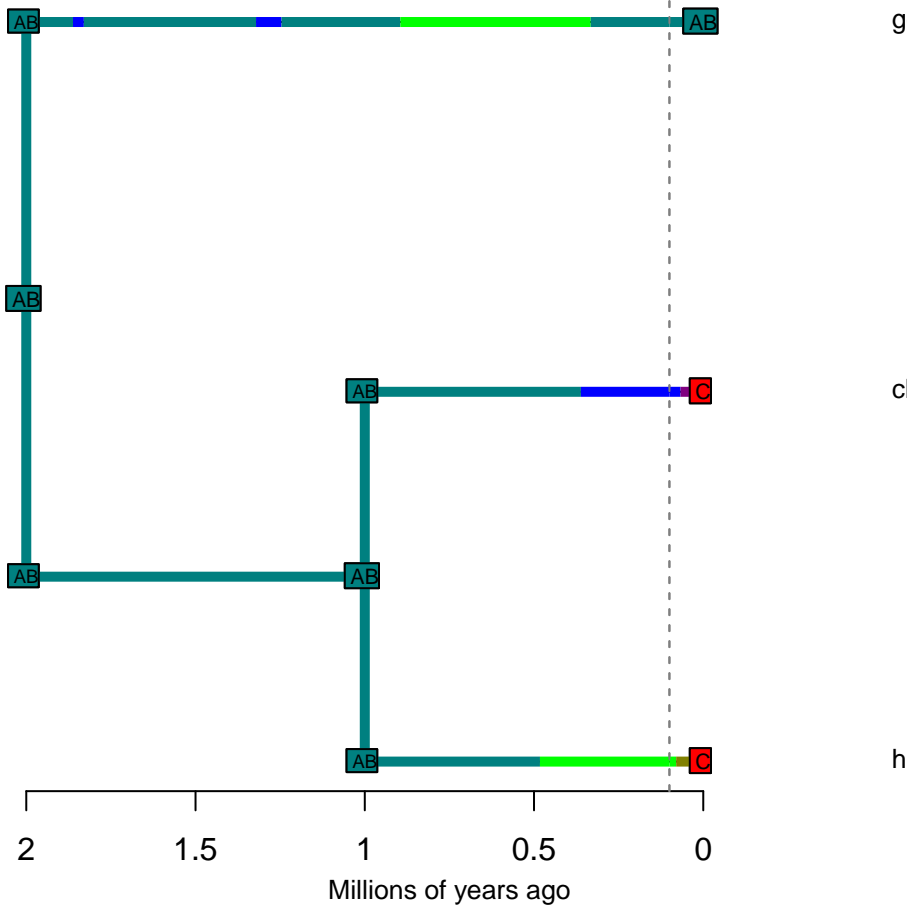
BAYAREALIKE – Stochastic Map #44/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



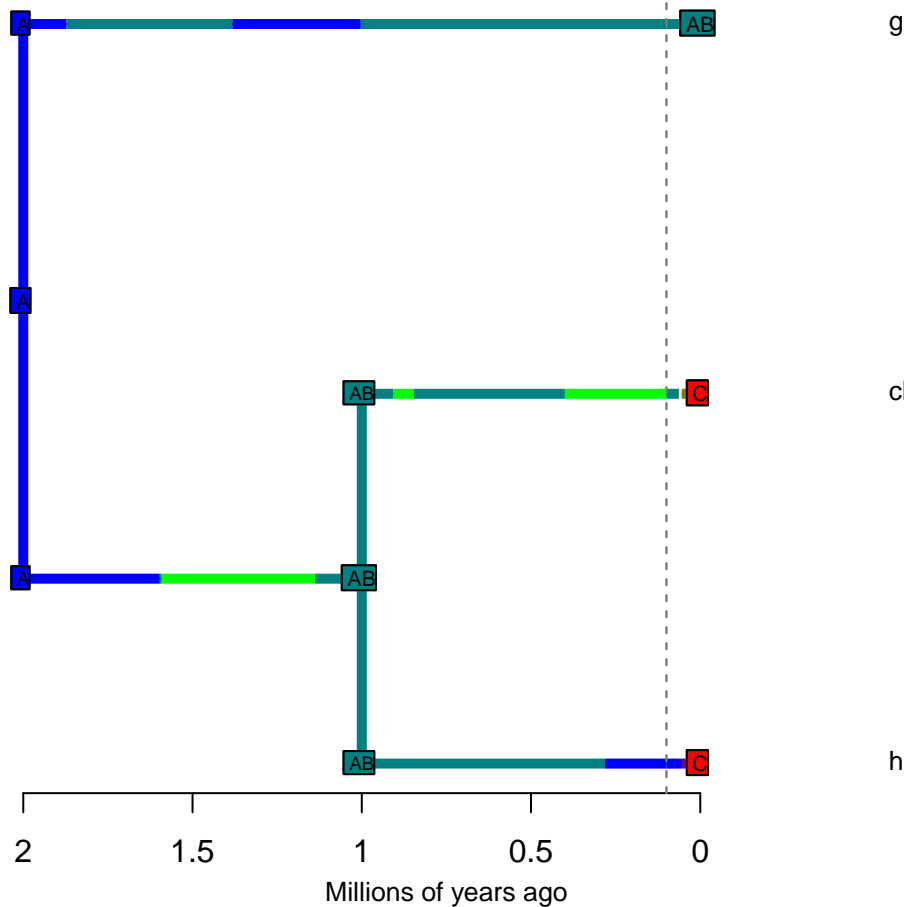
BAYAREALIKE – Stochastic Map #45/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



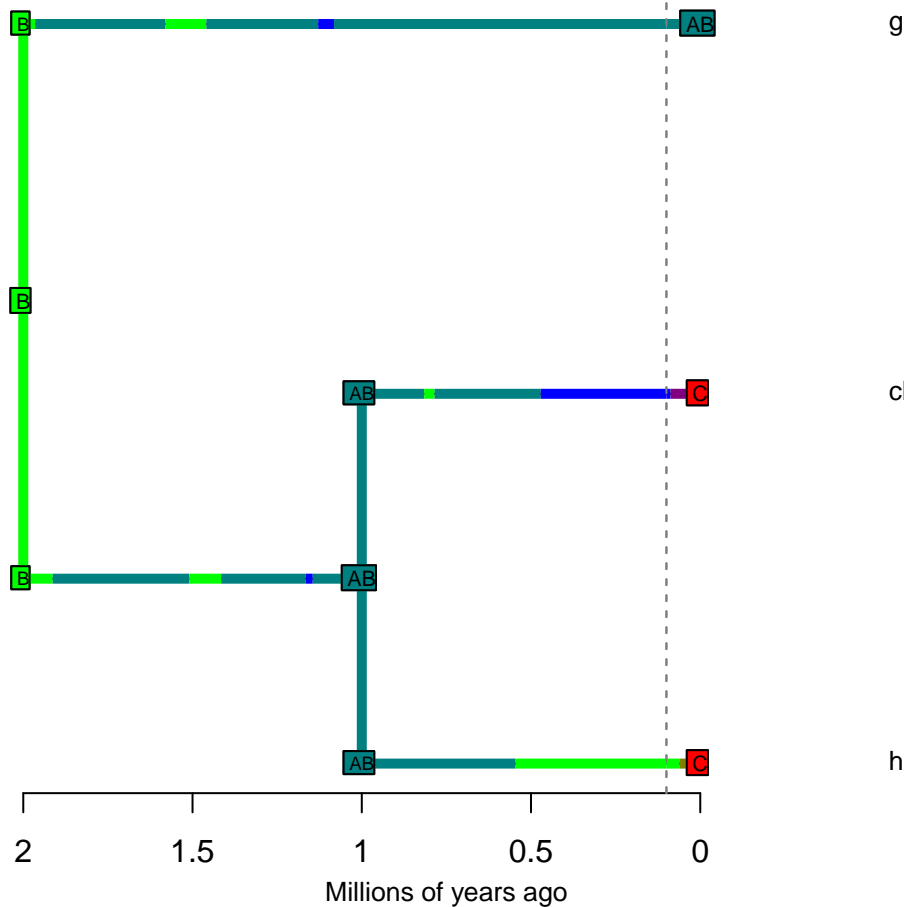
BAYAREALIKE – Stochastic Map #46/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



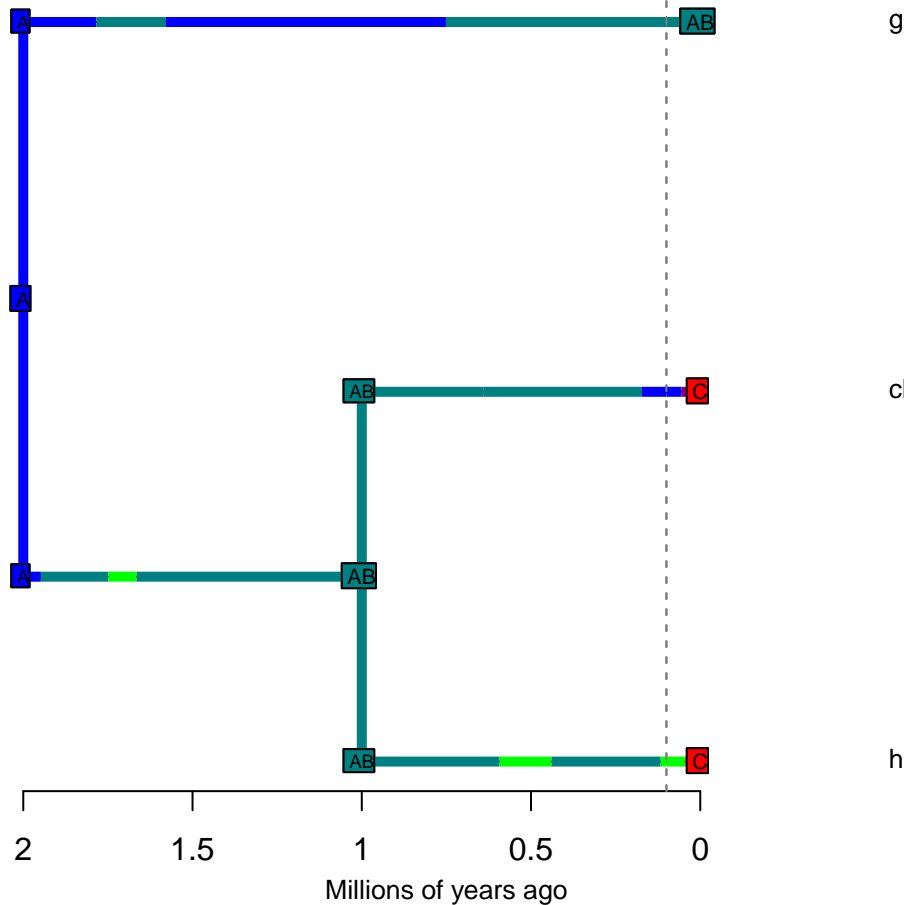
BAYAREALIKE – Stochastic Map #47/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



BAYAREALIKE – Stochastic Map #48/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



BAYAREALIKE – Stochastic Map #49/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58



BAYAREALIKE – Stochastic Map #50/50
ancstates: global optim, 3 areas max. d=5; e=1.2439; j=0; LnL=-12.58

