

UNIT 2 Non-linear population models

Outline

Introduction

Population Examples

Continuous-time regulation

A simple, continuous-time model

Simulating model behaviour

Equilibria and time scales

Delayed regulation

Discrete-time regulation

A simple, discrete-time model

Simulating this system

Interpreting complex behaviour

Small populations and stochasticity

Allee effects

Stochastic effects

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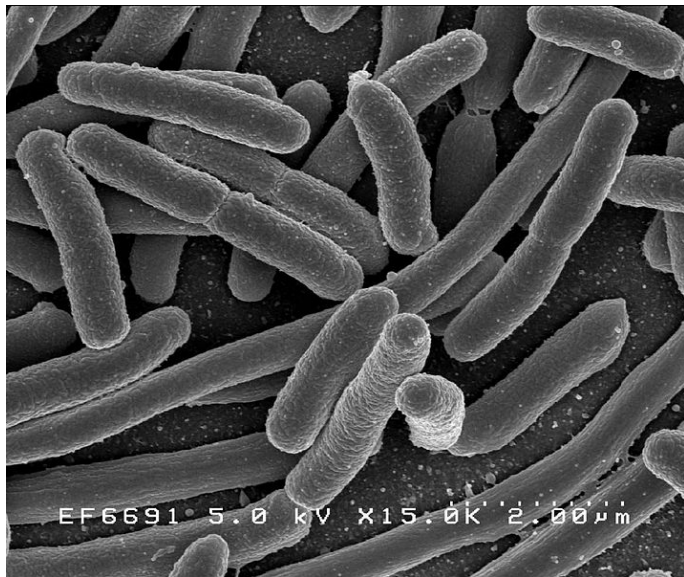
The second law of population dynamics

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Crowding



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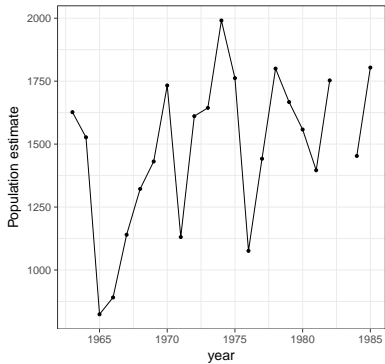
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Subsection 1

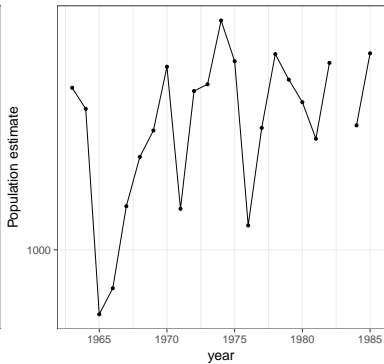
Population Examples

Elk

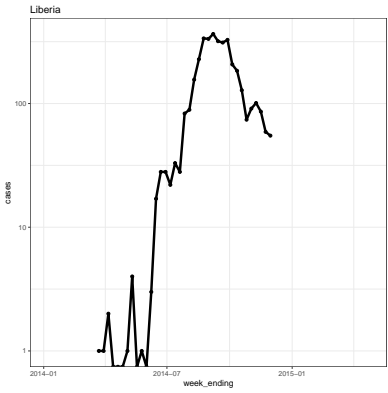
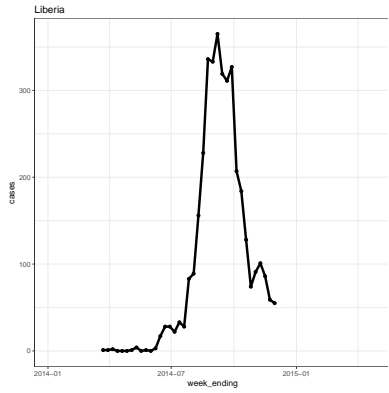
Elks in Grand Teton



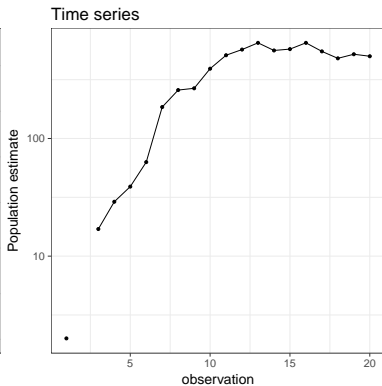
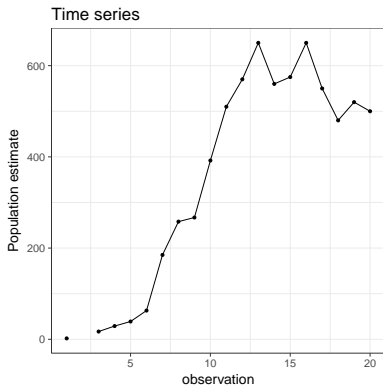
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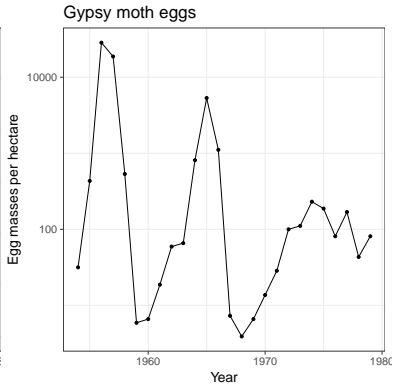
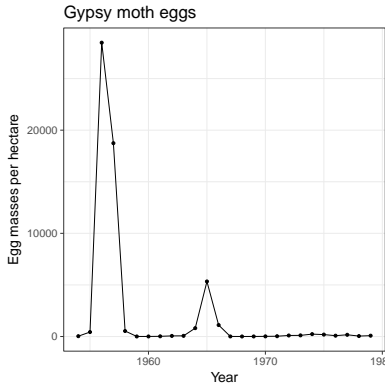
Ebola



Paramecia



Gypsy moths



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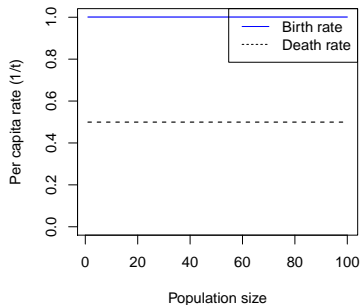
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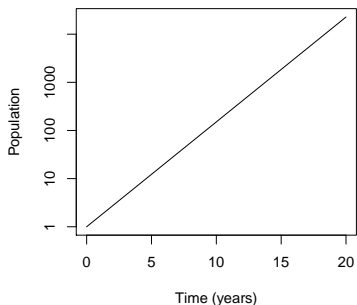
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Individual perspective

Constant rates

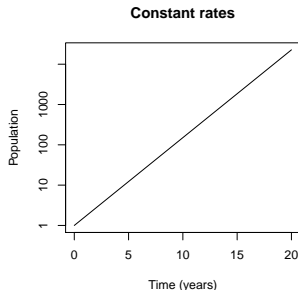
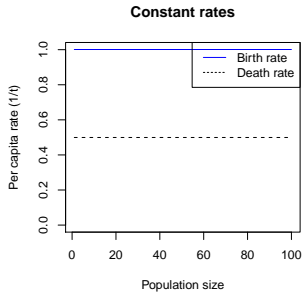


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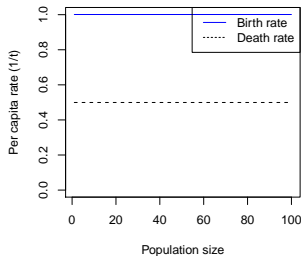
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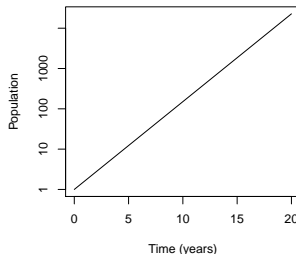
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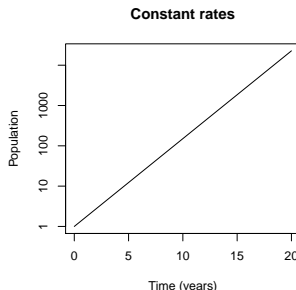
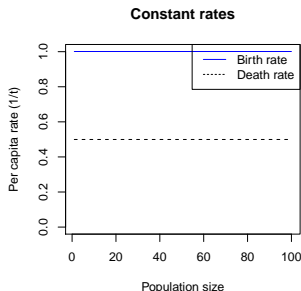


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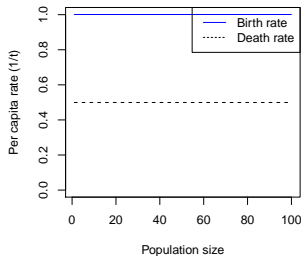
- ▶ Per capita rate shows birth and death per individual
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 - ▶ On the log scale we see *multiplicative or proportional change*



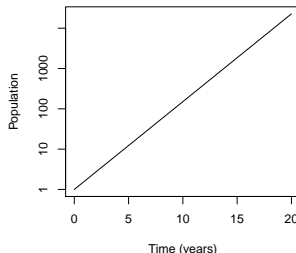
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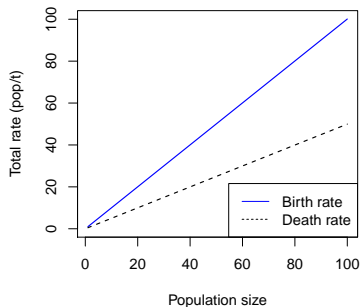


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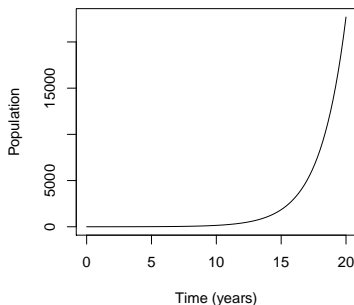


Population perspective

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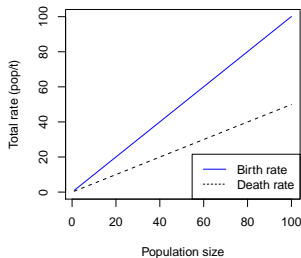
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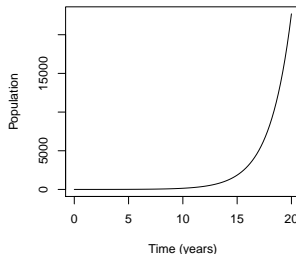
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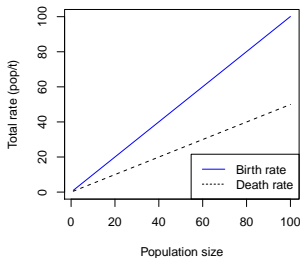
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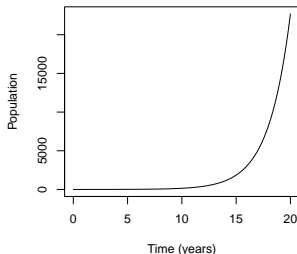
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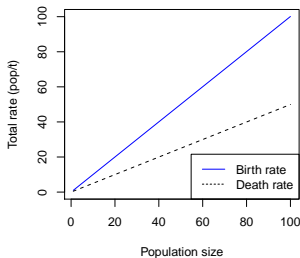
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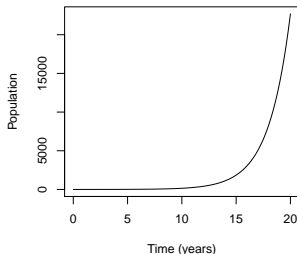
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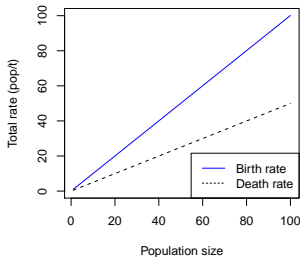
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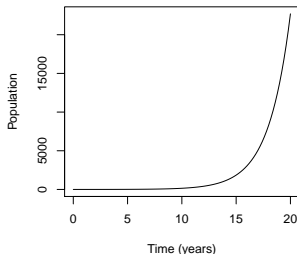
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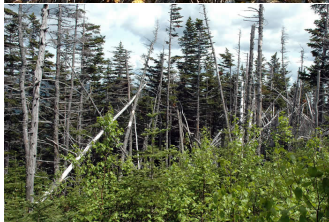
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Recruitment

- ▶ **Recruitment** is when an organism moves from one life stage to another:
 - ▶ Seed → seedling → sapling → tree
 - ▶ Egg → larva → pupa → moth
- ▶ In simple continuous-time population models, recruitment is included in birth:
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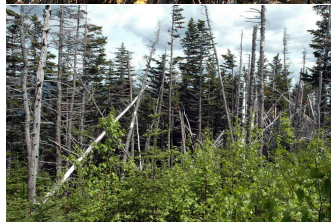
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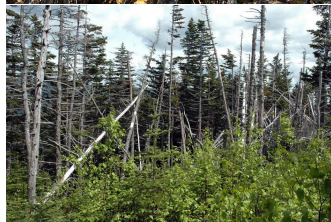
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Subsection 1

A simple, continuous-time model

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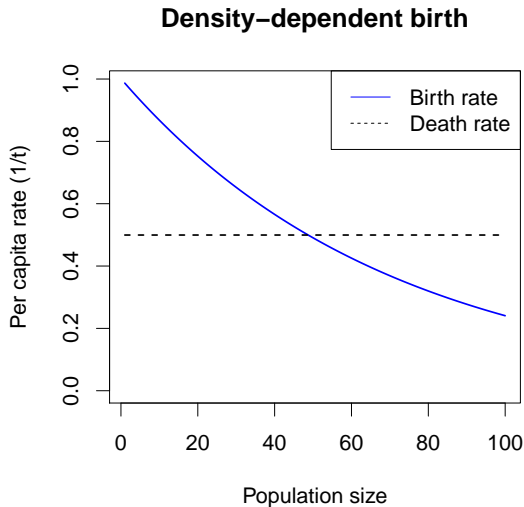
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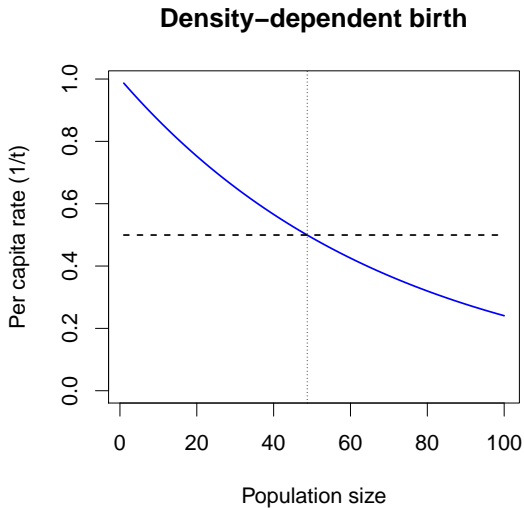
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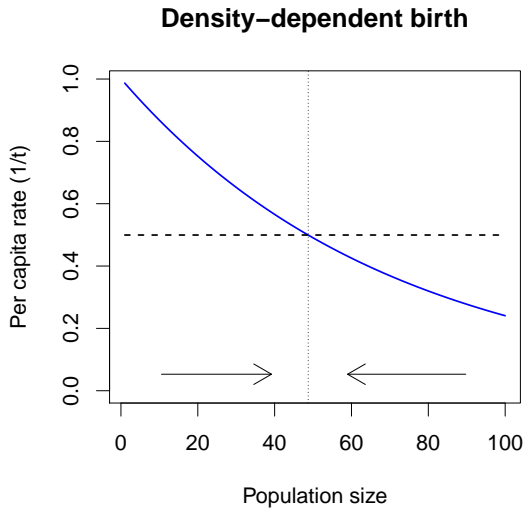
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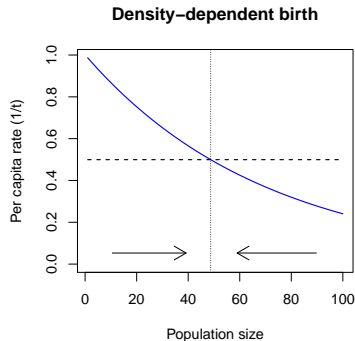
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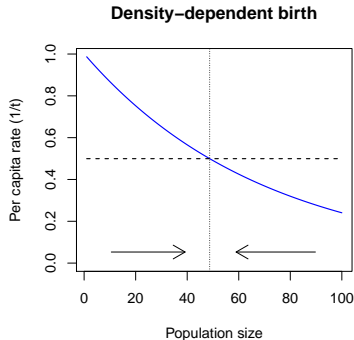


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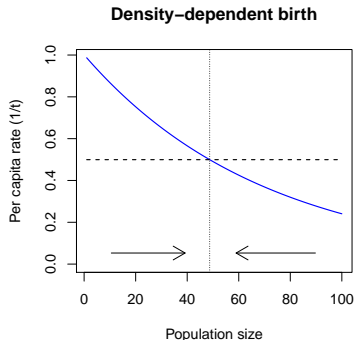
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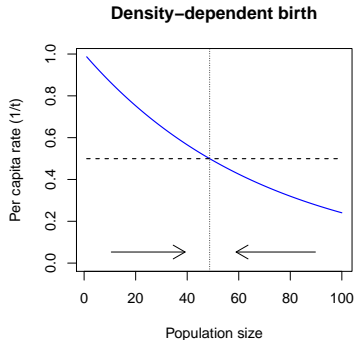
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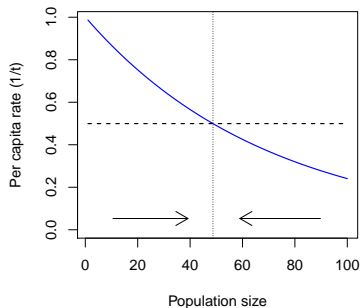
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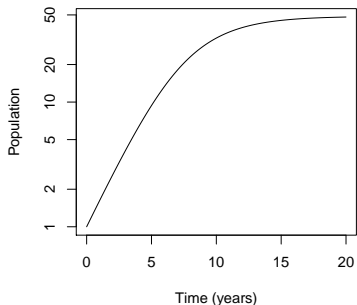
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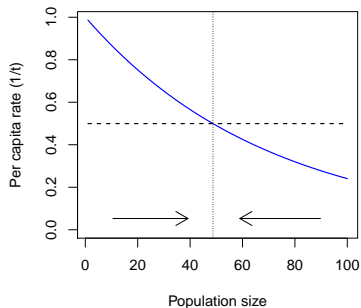


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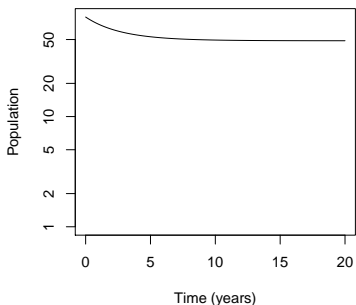


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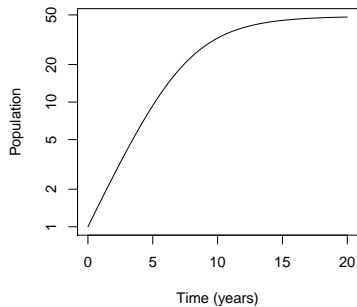


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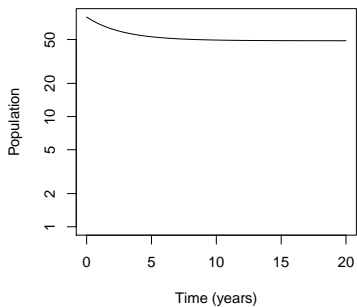


Examples

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Subsection 2

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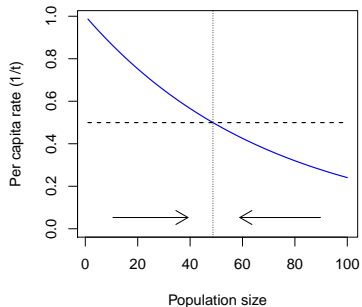
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Individual-scale pictures

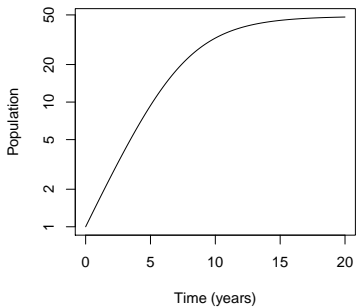
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Density-dependent birth



Density-dependent birth



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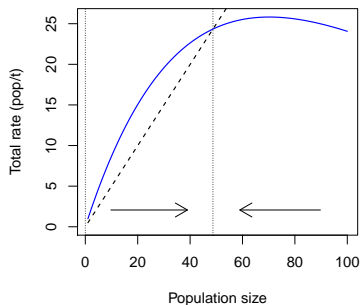
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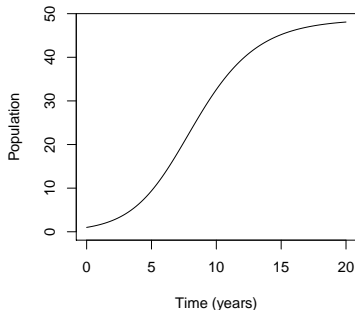
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Population perspective picture

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Density-dependent birth



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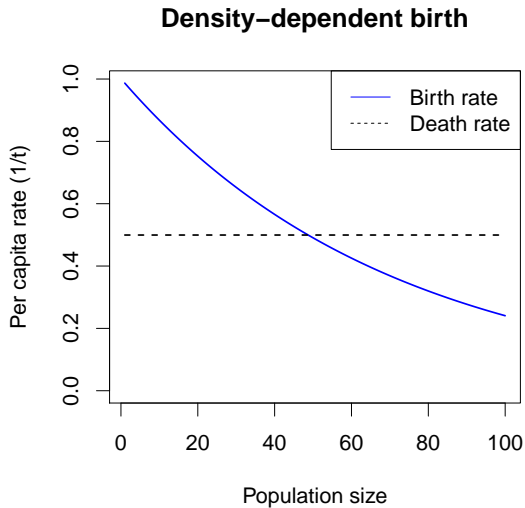


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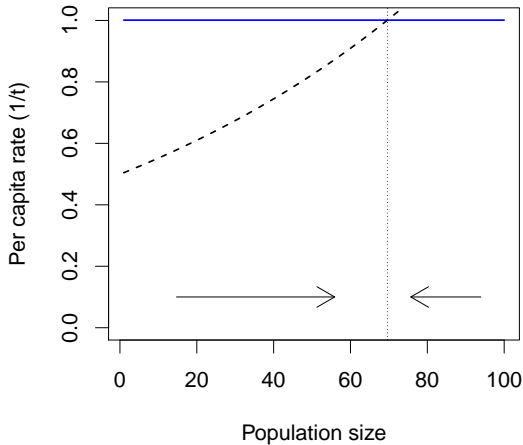


Decreasing birth rates



Increasing death rates

Density-dependent death



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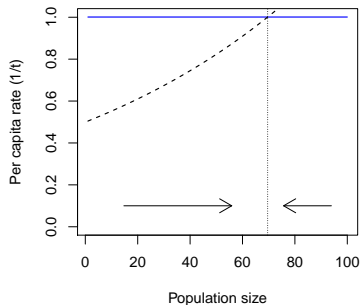
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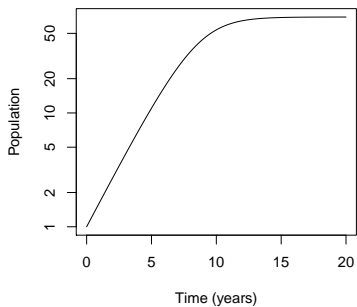


Individual perspective

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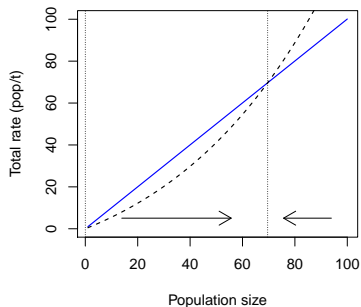


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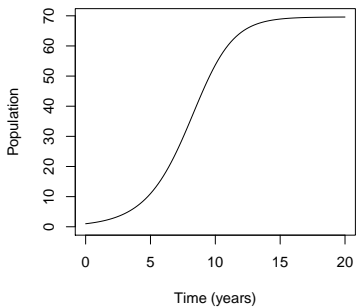


Population perspective

Density-dependent death



Density-dependent death



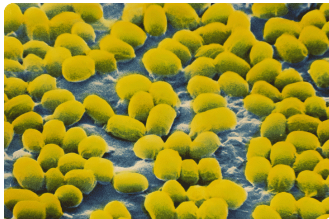
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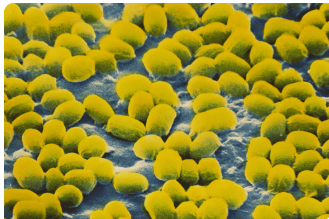
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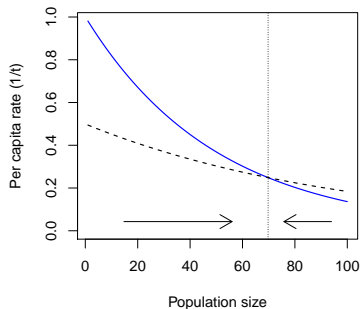
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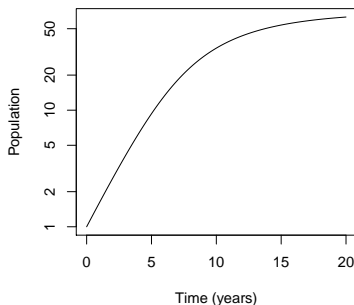


Individual perspective

Density dependence and slowing down

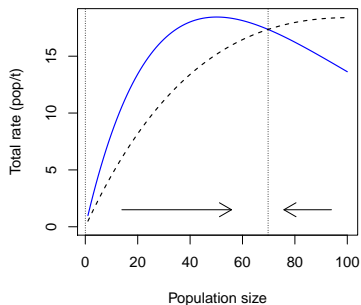


Density dependence and slowing down

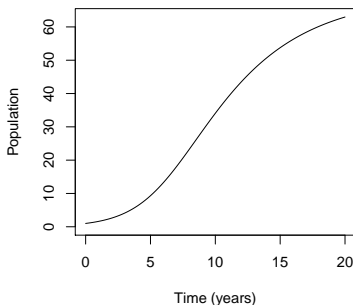


Population perspective

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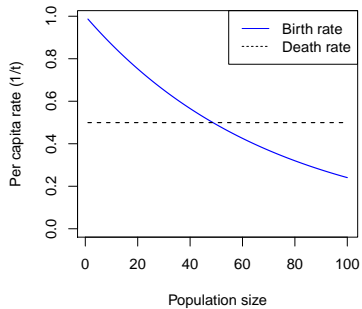
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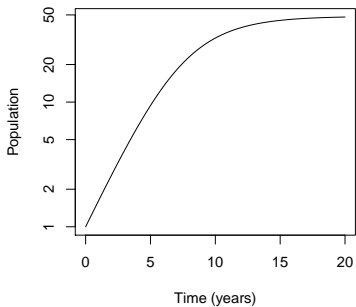
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Individual perspective

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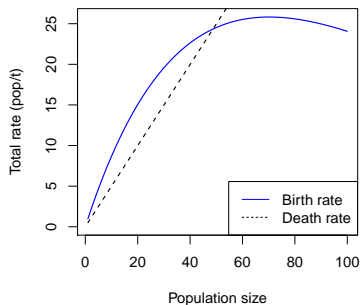


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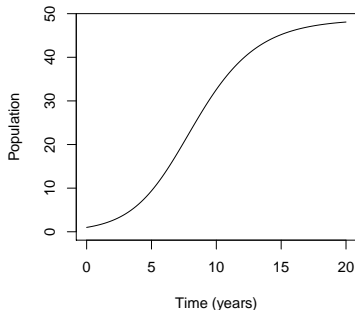


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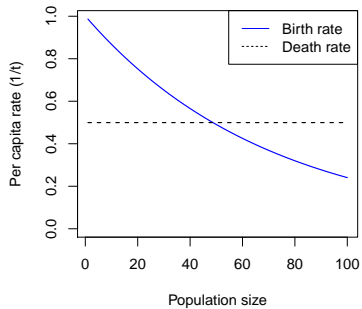
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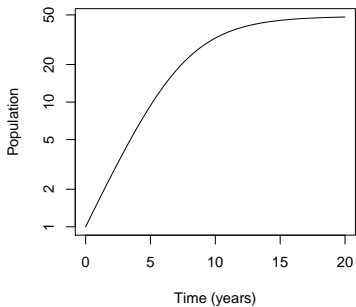
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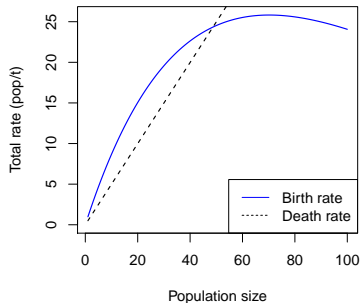


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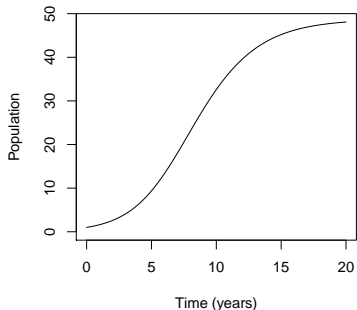


Population perspective

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Subsection 3

Equilibria and time scales

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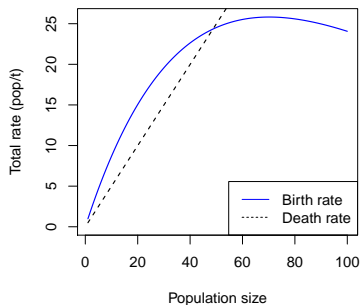
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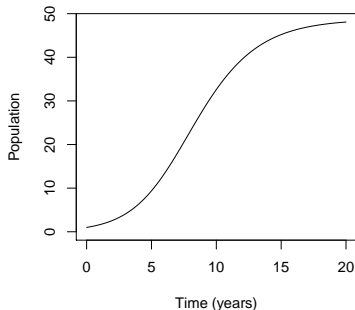
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Population perspective

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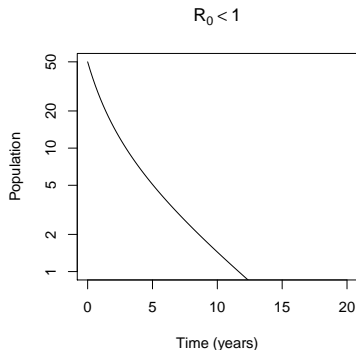
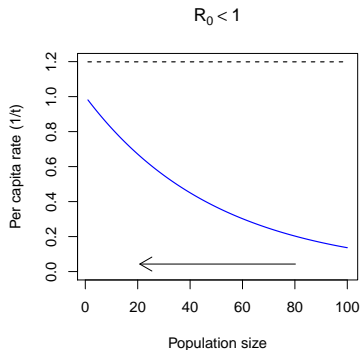
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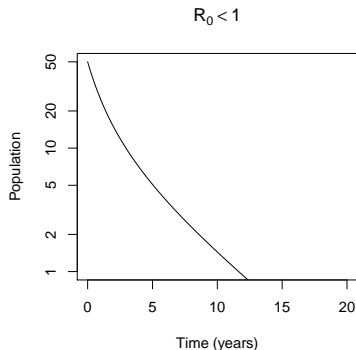
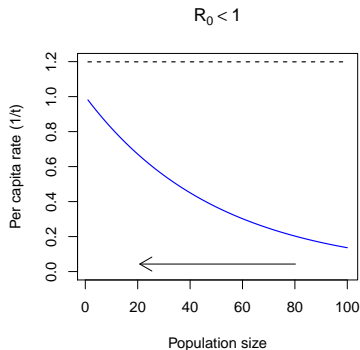
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Individual perspective



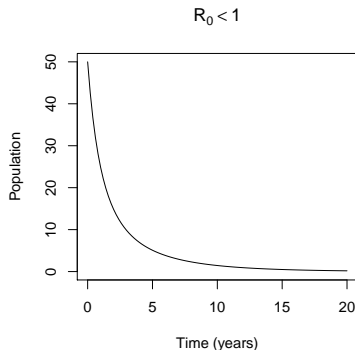
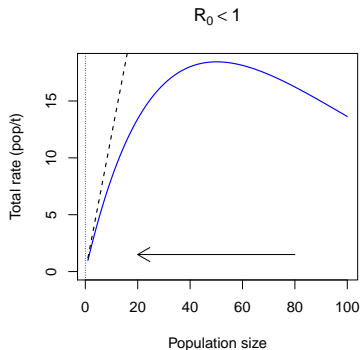
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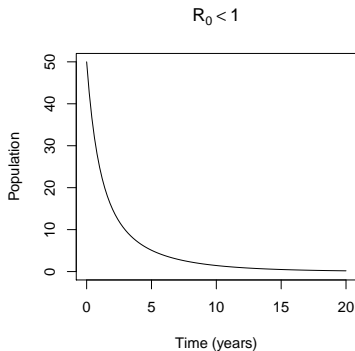
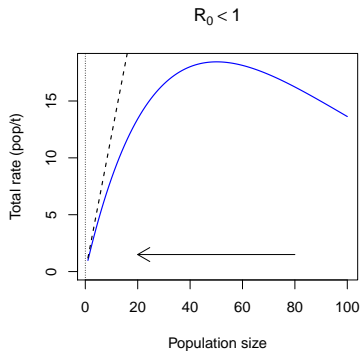
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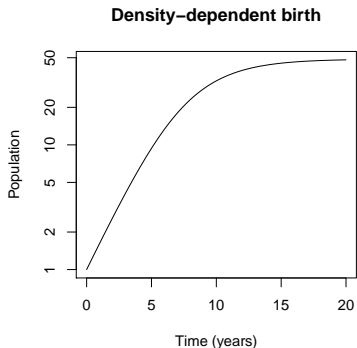
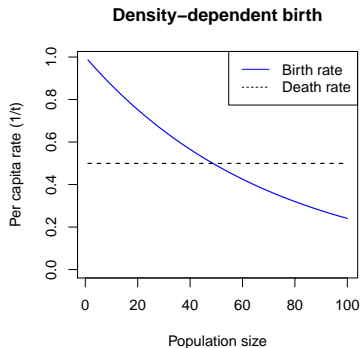
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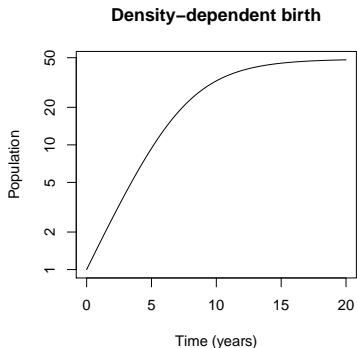
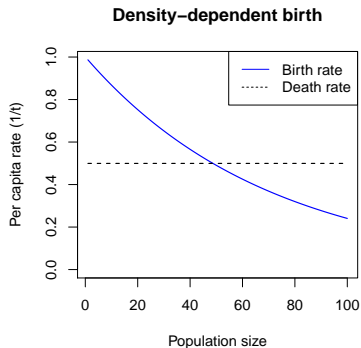
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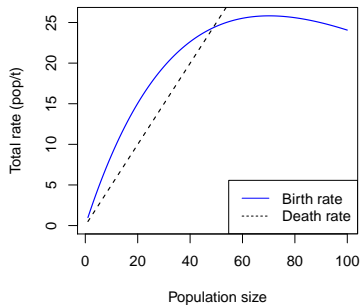
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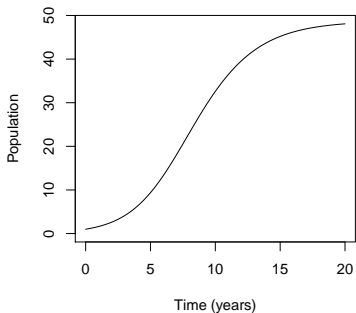
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Population perspective

Density-dependent birth



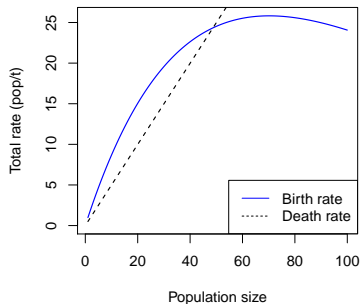
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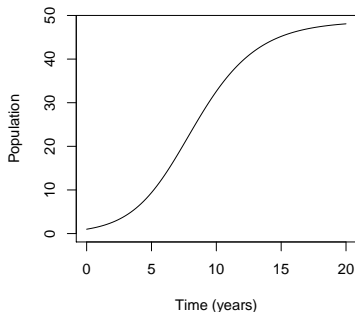
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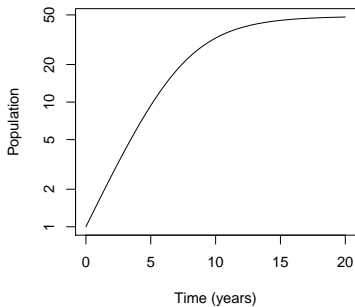
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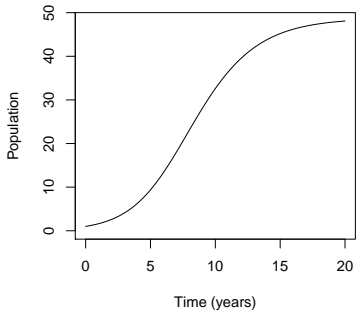
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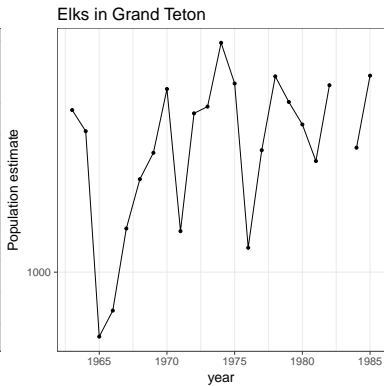
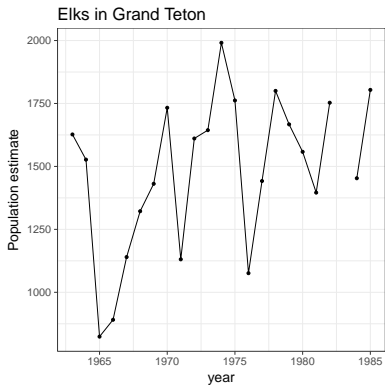
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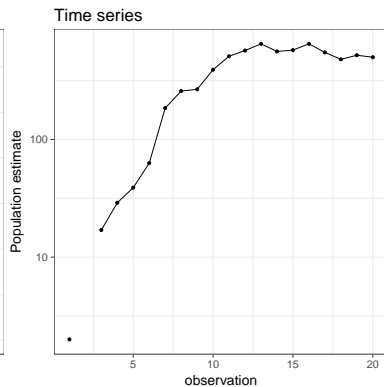
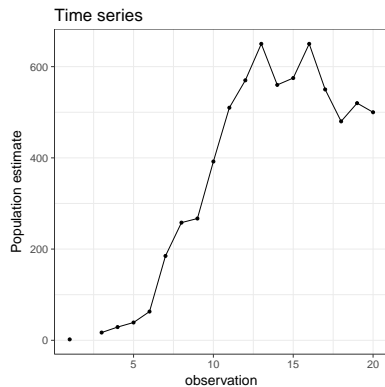
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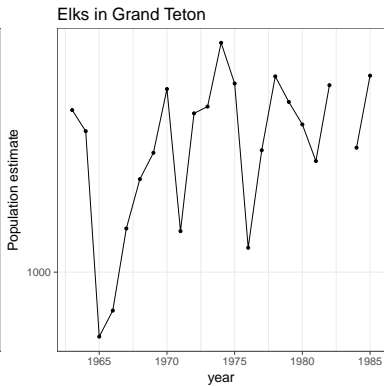
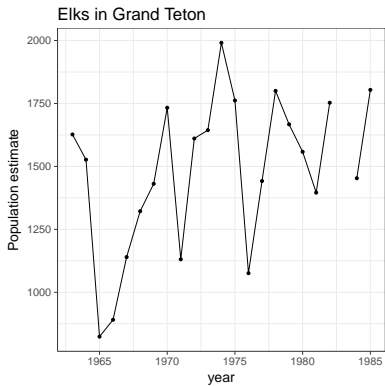
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Outline

Introduction

- Population Examples

Continuous-time regulation

- A simple, continuous-time model

- Simulating model behaviour

- Equilibria and time scales

Delayed regulation

Discrete-time regulation

- A simple, discrete-time model

- Simulating this system

- Interpreting complex behaviour

Small populations and stochasticity

- Allee effects

- Stochastic effects

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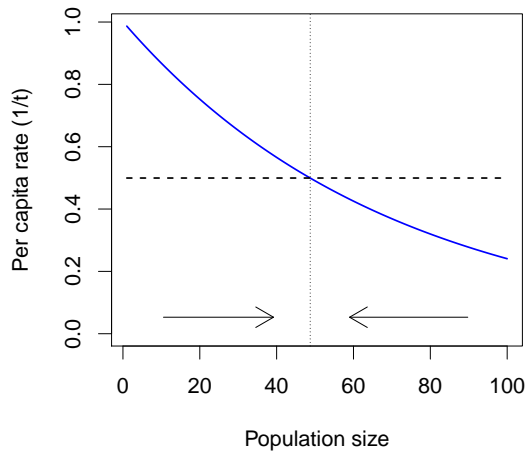
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Arrows with time delay

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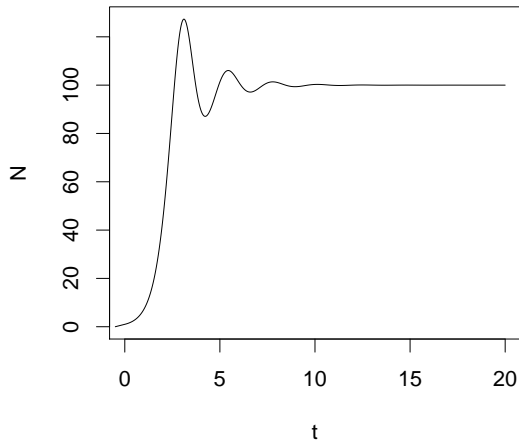
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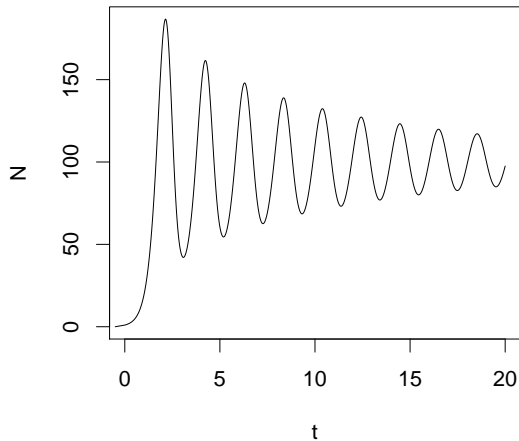
Time-delayed dynamics

Unitless delay 1

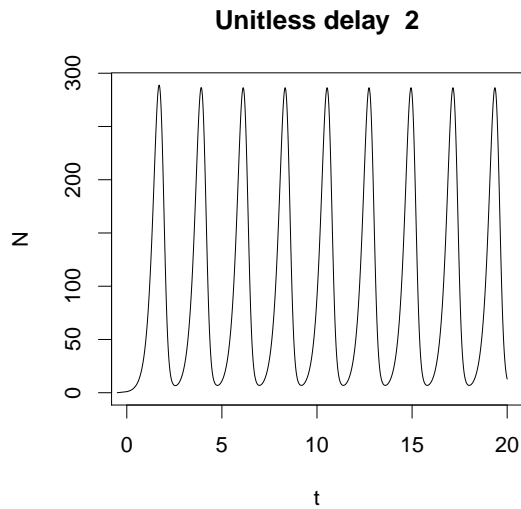


Time-delayed dynamics

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 - ▶ Damped when delay is short ...
 - ▶ Persistent when delay is long ...
- ▶ ... compared to characteristic time of approach to equilibrium

Outline

Introduction

- Population Examples

Continuous-time regulation

- A simple, continuous-time model

- Simulating model behaviour

- Equilibria and time scales

Delayed regulation

Discrete-time regulation

- A simple, discrete-time model

- Simulating this system

- Interpreting complex behaviour

Small populations and stochasticity

- Allee effects

- Stochastic effects

Subsection 1

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Subsection 2

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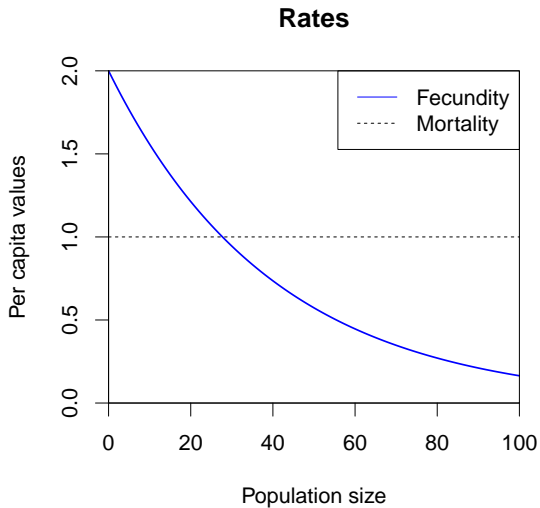
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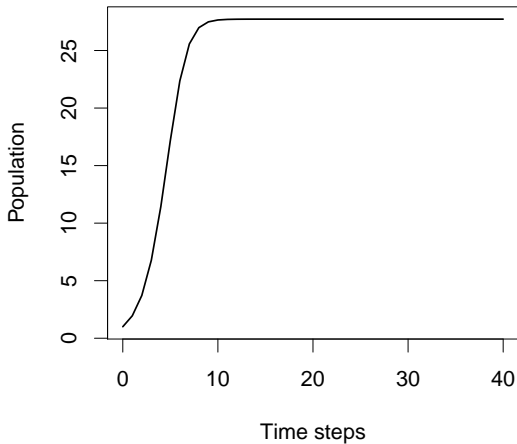
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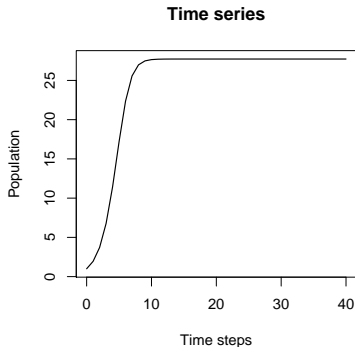
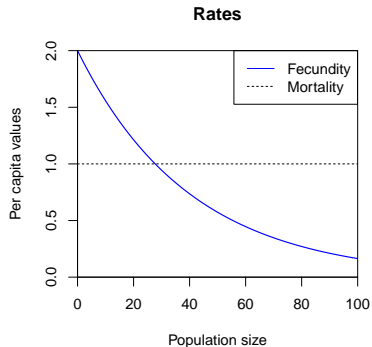


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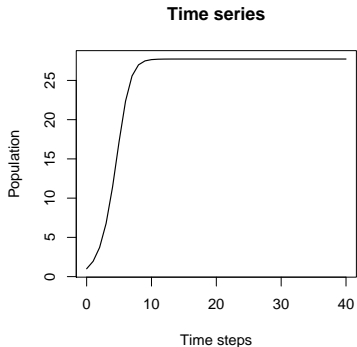
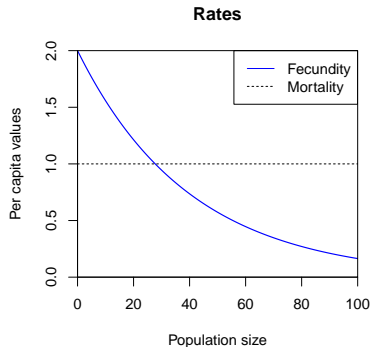


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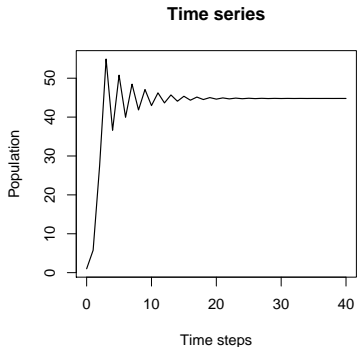
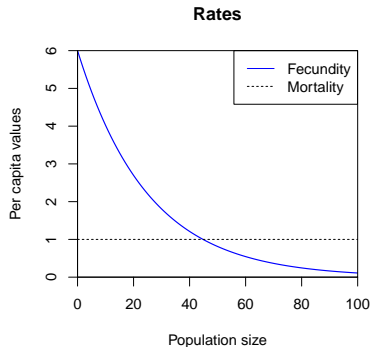


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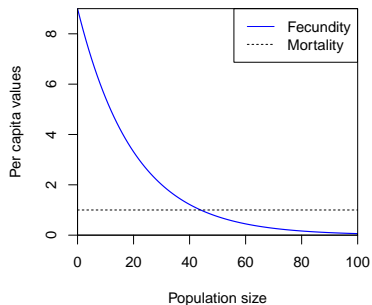


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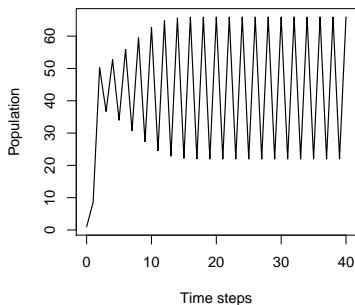


Persistent oscillations

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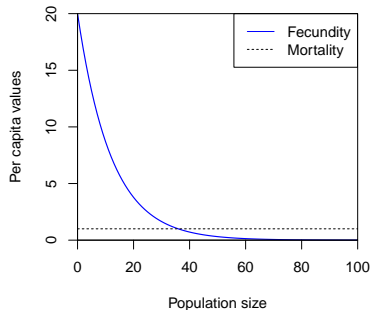


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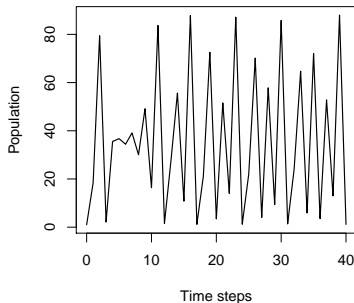


Lots of other behaviours

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Time series

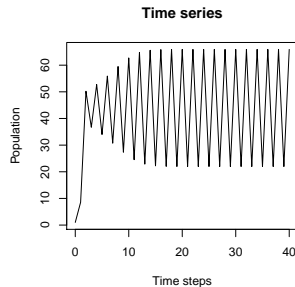
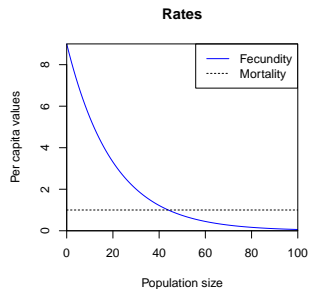


Subsection 3

Interpreting complex behaviour

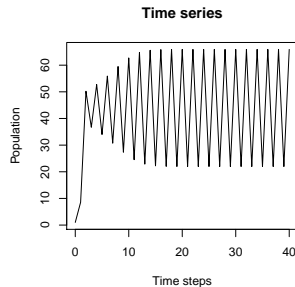
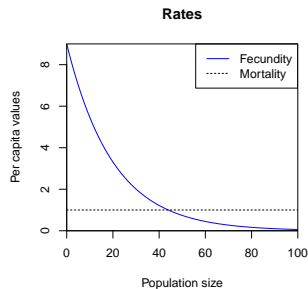
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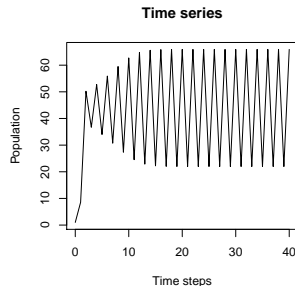
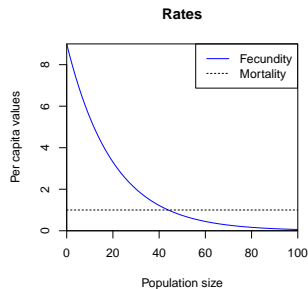
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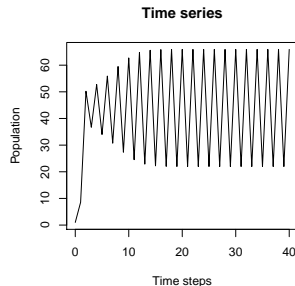
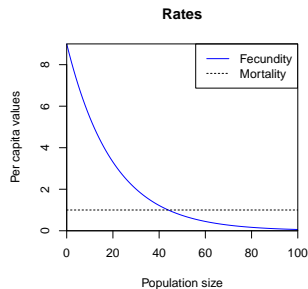
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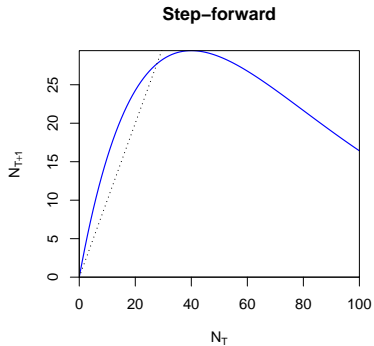
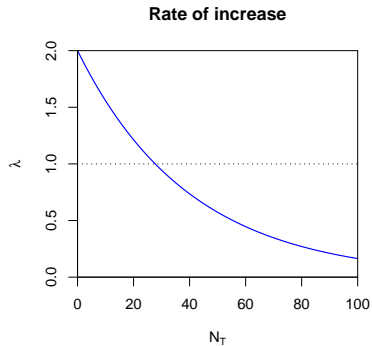
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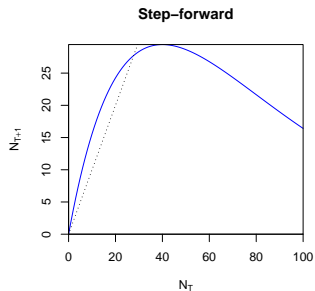
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Response to population increase



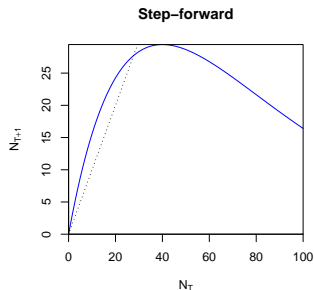
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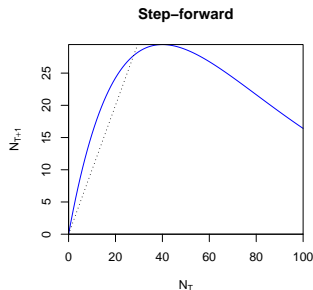
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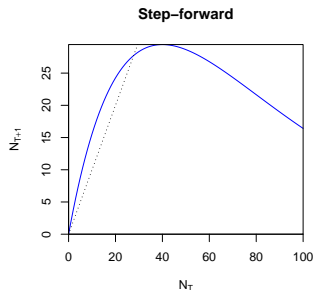
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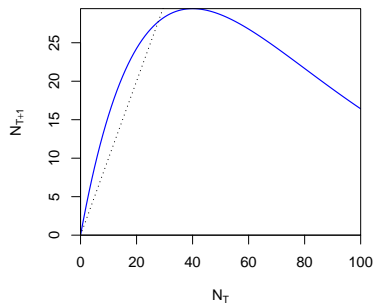
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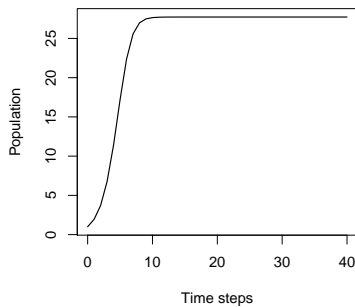


Simple dynamics

Step-forward

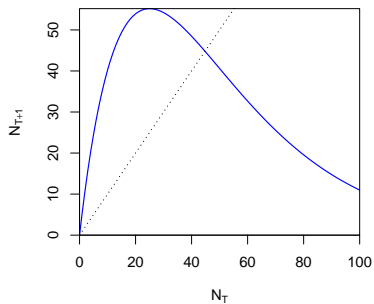


Time series

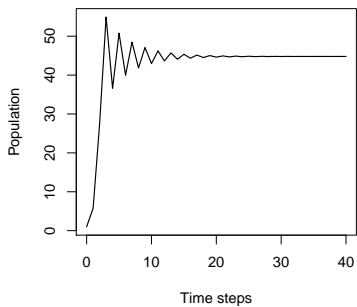


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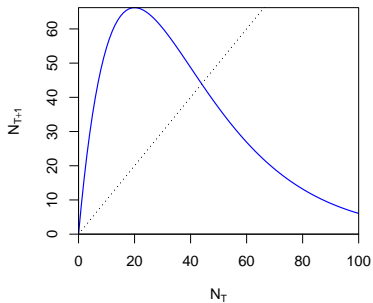


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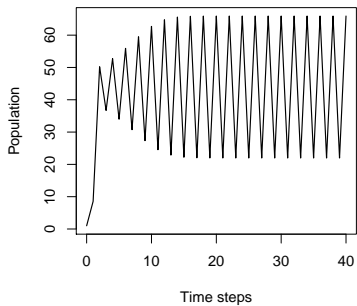


Persistent oscillations

Step-forward



Time series



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 - ▶ * When effects of competition are immediate
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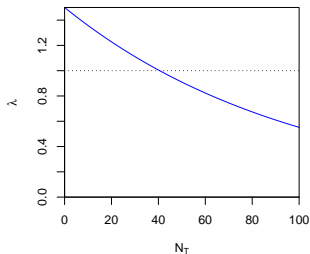
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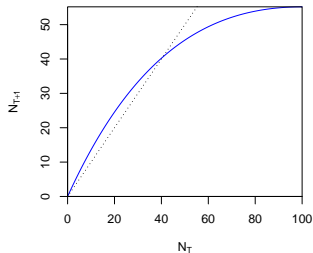
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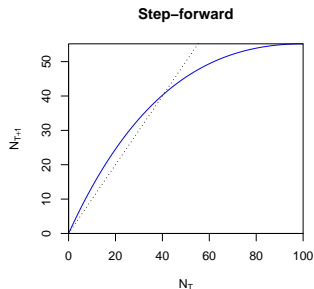
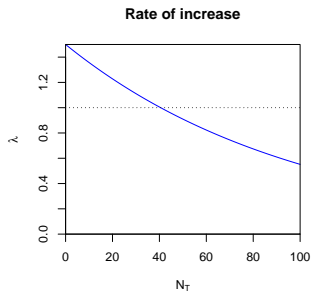


Step-forward



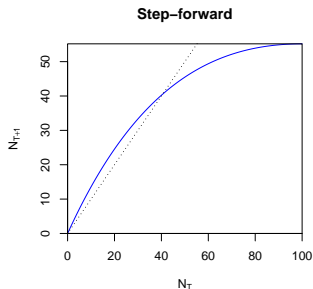
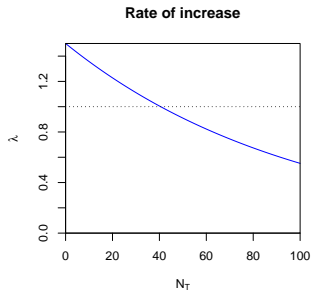
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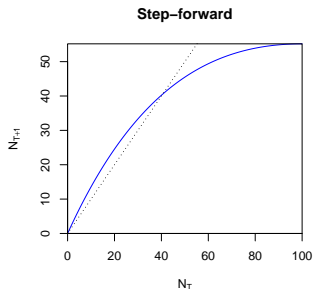
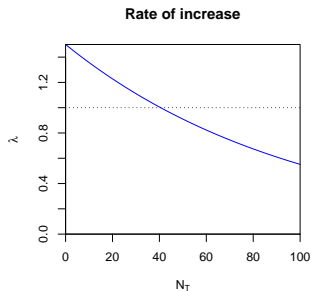
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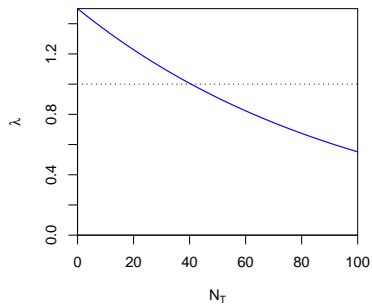
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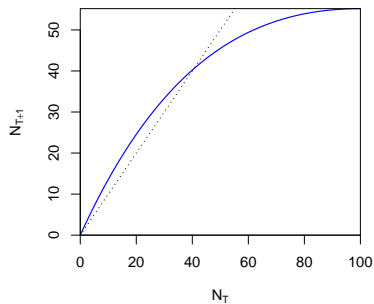


Contest regulation

Rate of increase



Step-forward



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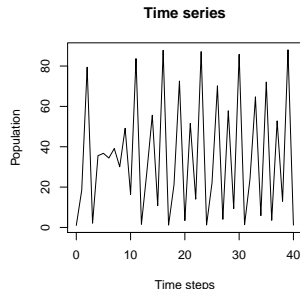
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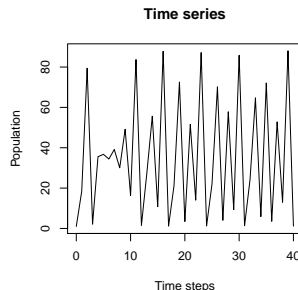
Complex behaviour from a simple model

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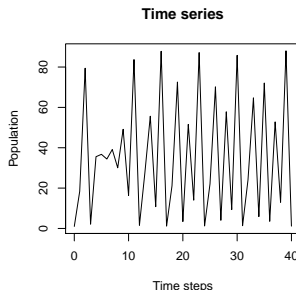
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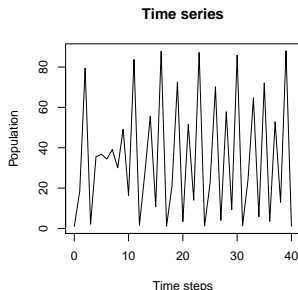
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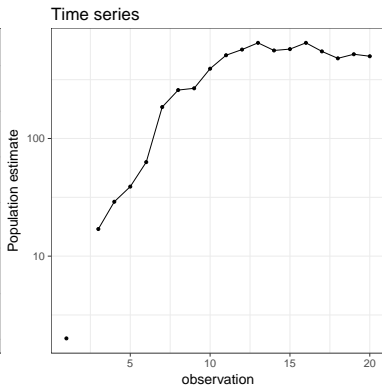
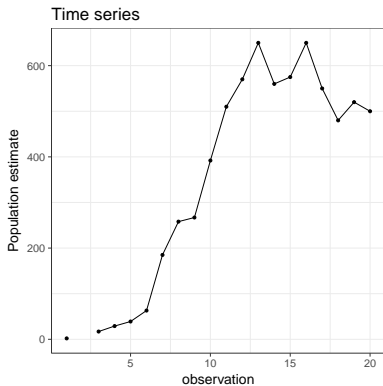
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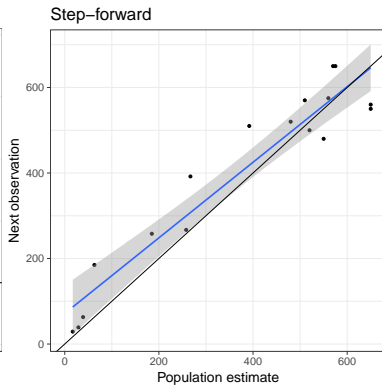
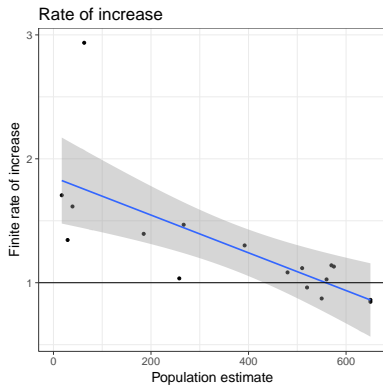
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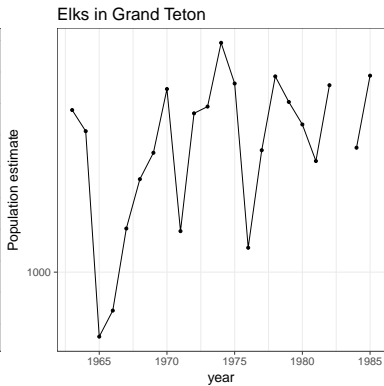
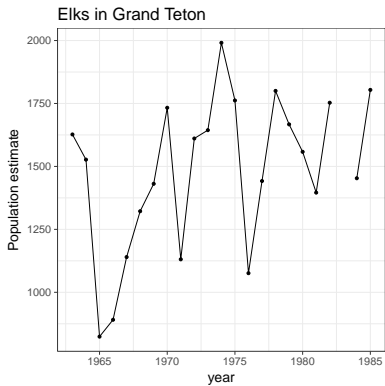
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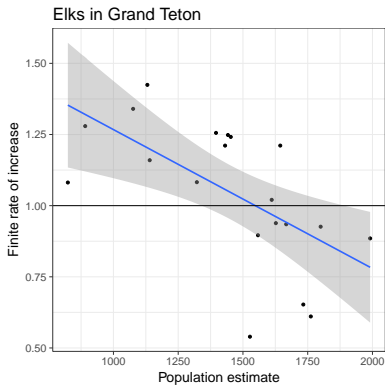


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Elk



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Outline

Introduction

- Population Examples

Continuous-time regulation

- A simple, continuous-time model

- Simulating model behaviour

- Equilibria and time scales

Delayed regulation

Discrete-time regulation

- A simple, discrete-time model

- Simulating this system

- Interpreting complex behaviour

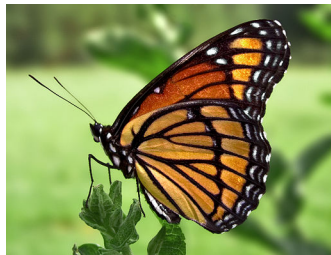
Small populations and stochasticity

- Allee effects

- Stochastic effects

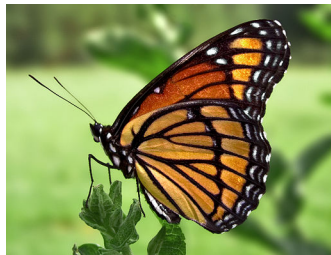
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Subsection 1

Allee effects

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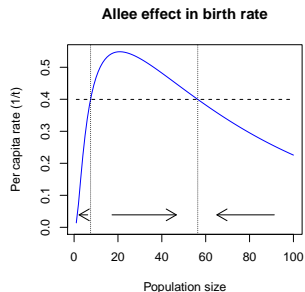
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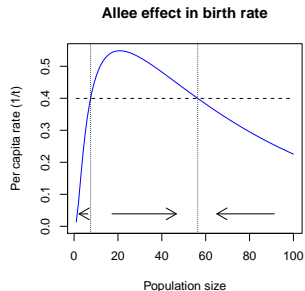
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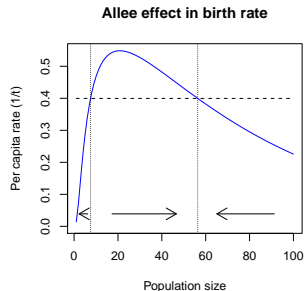
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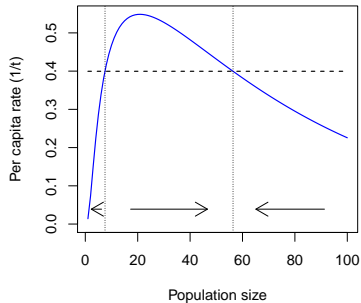
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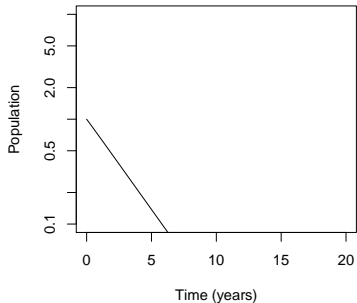


Individual perspective

Allee effect in birth rate

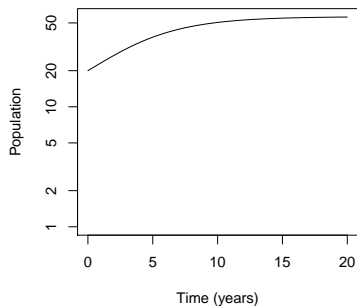


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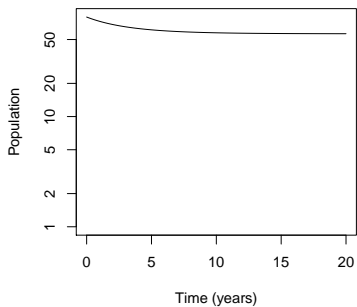


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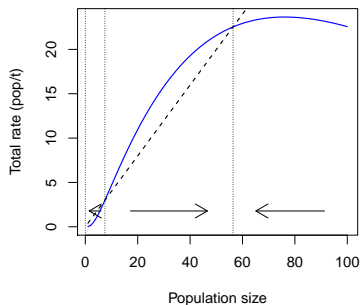


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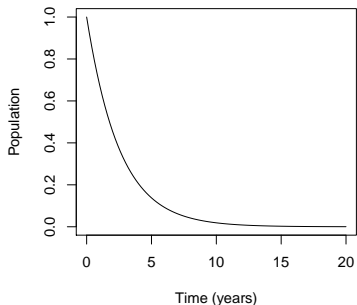


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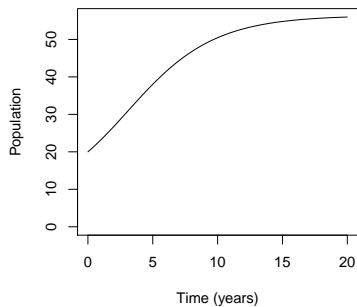


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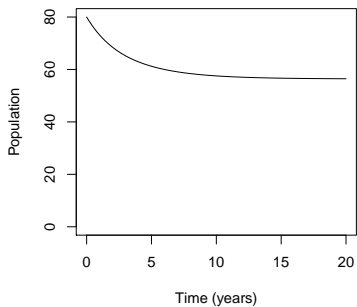


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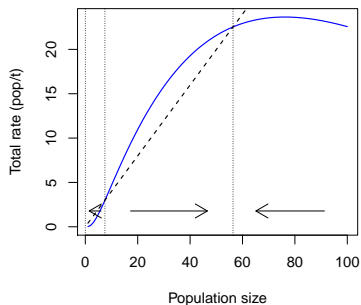


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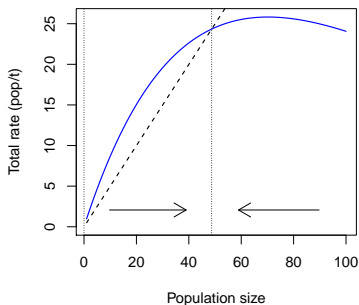


Population comparison

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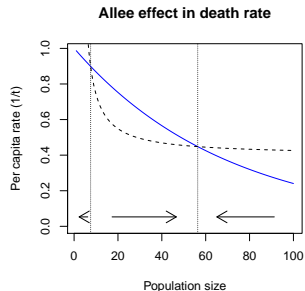


Density-dependent birth



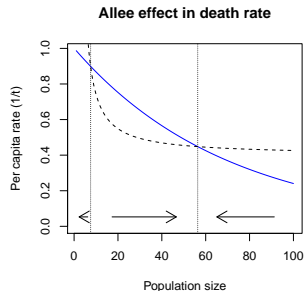
Allee effect in death rate

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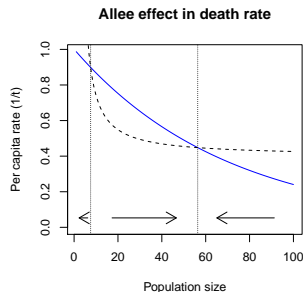
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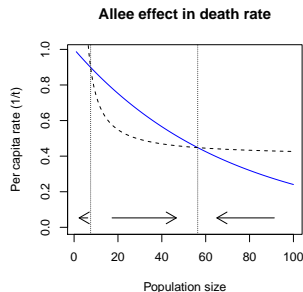
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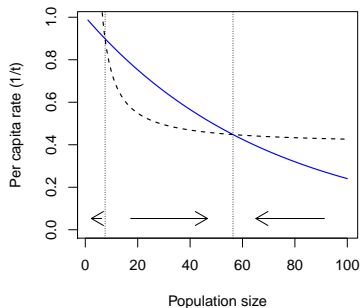
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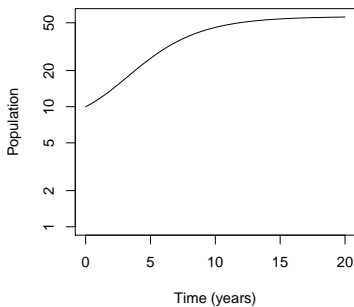


Individual perspective

Allee effect in death rate



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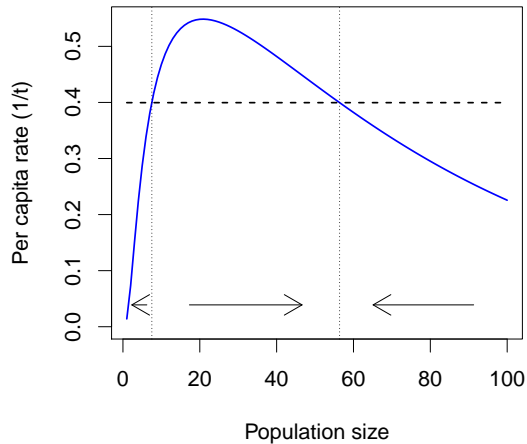
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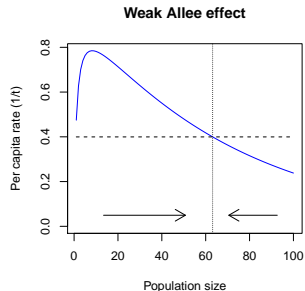
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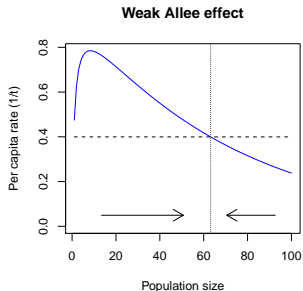
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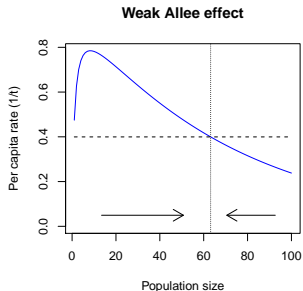
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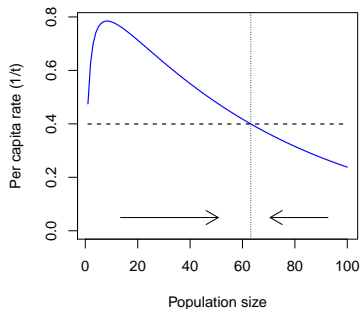
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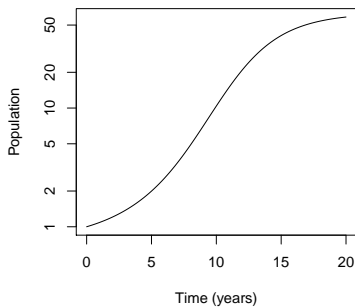


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Subsection 2

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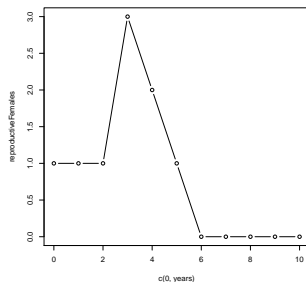
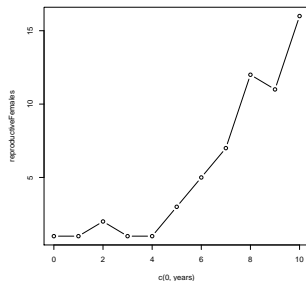
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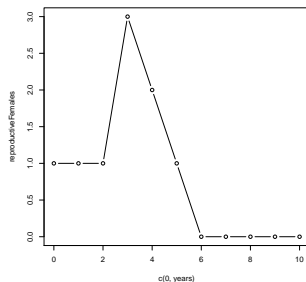
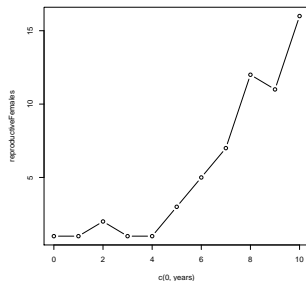
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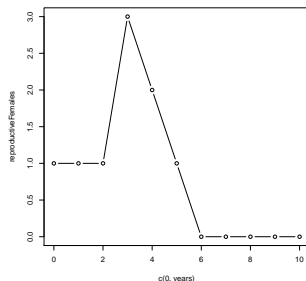
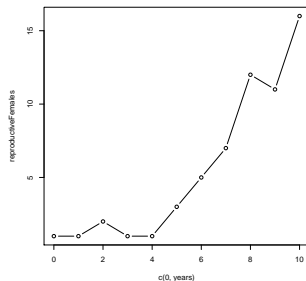
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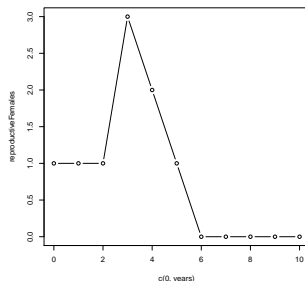
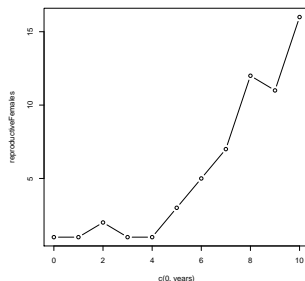
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