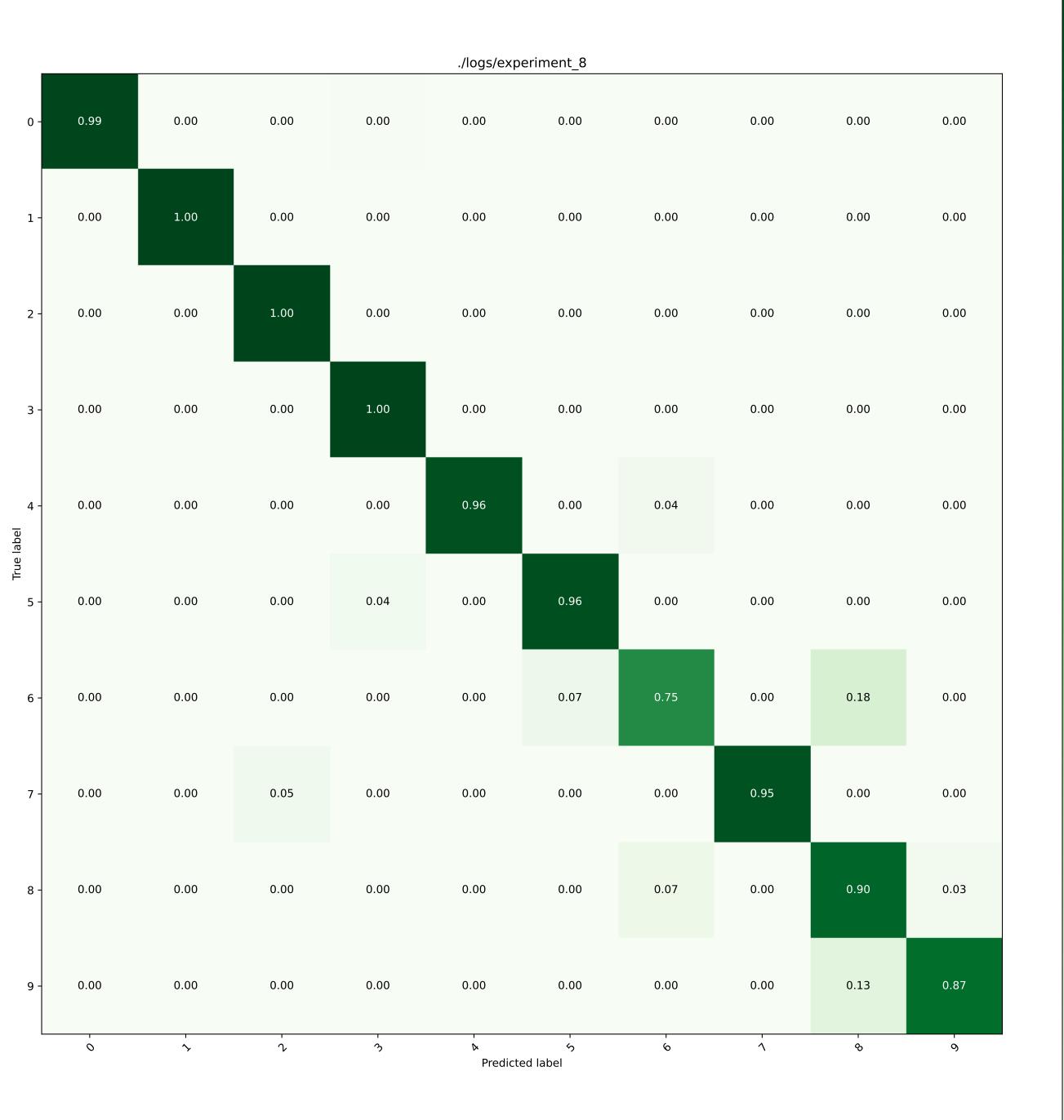
- 0.8



- 0.6

- 0.4

0.2

⊥ 0.0