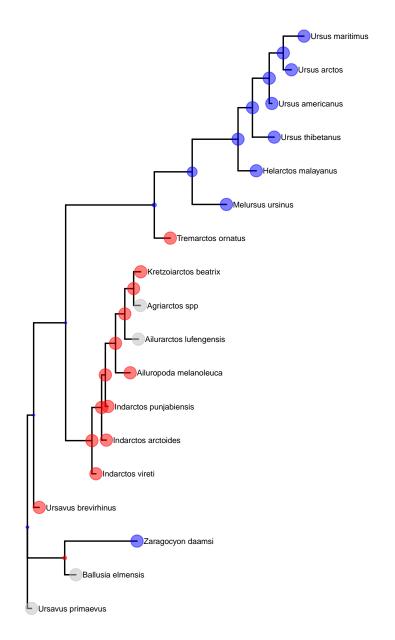
# mk\_simple.char\_1.ase



- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present
- Missing

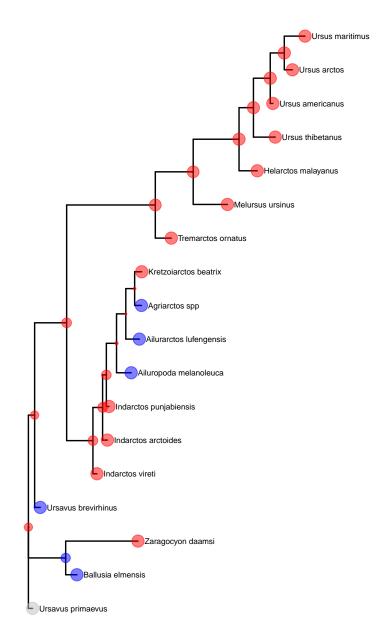


## mk\_simple.char\_2.ase



- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present
- Missing



## mk\_simple.char\_3.ase

State

Absent

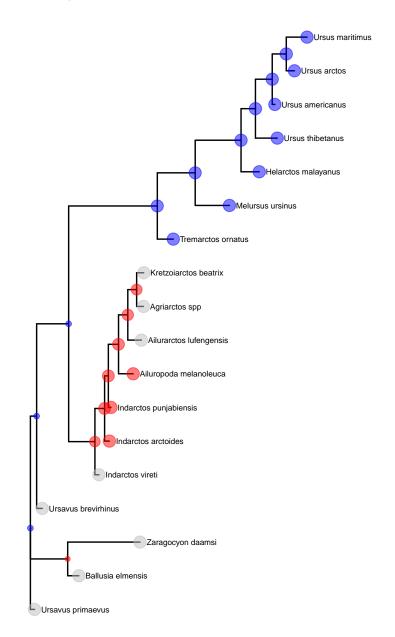
Present

Missing

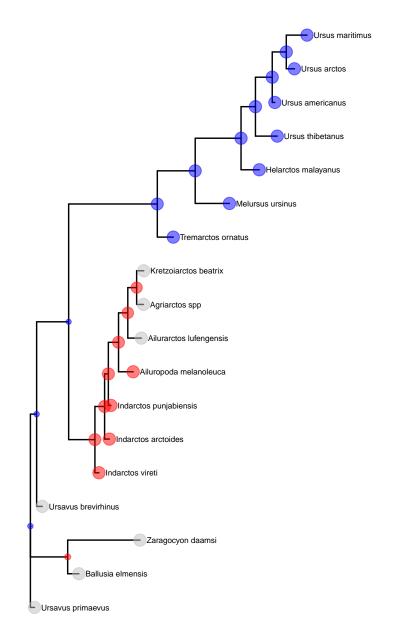
0.7

0.8

1.0



# mk\_simple.char\_4.ase

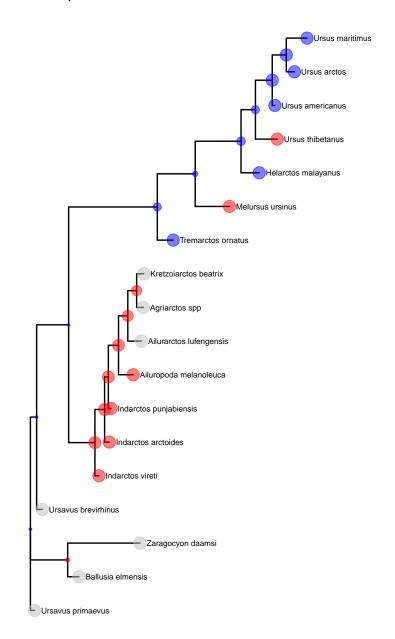


### State

- Absent
- Present
- Missing

- **0.7**
- 0.8
- 0.9
- 1.0

# mk\_simple.char\_5.ase



#### State

- Absent
- Present
- Missing

- 0.6
- 0.7
- 0.8
- 0.9

# mk\_simple.char\_6.ase

State

Absent

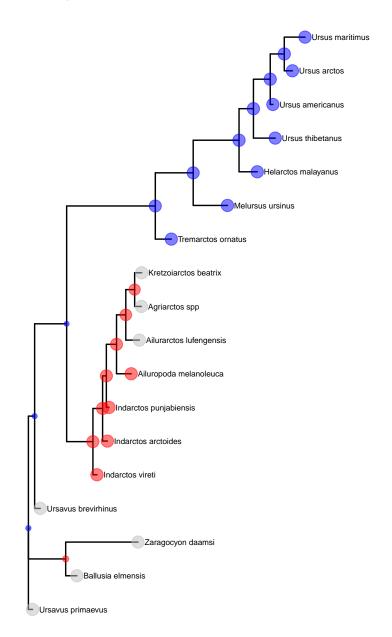
Present

Missing

0.7

0.8

1.0



## mk\_simple.char\_7.ase

State

Absent

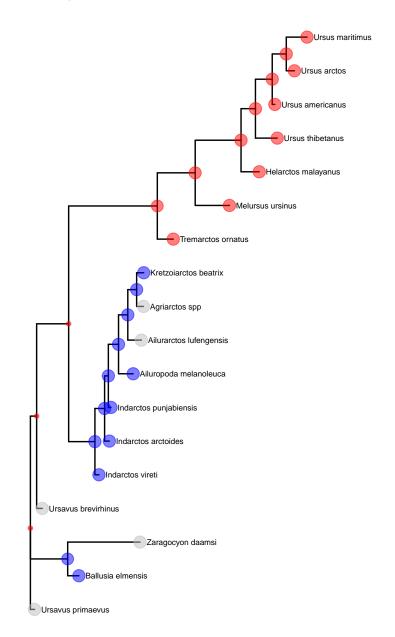
Present

Missing

0.7

0.8

1.0

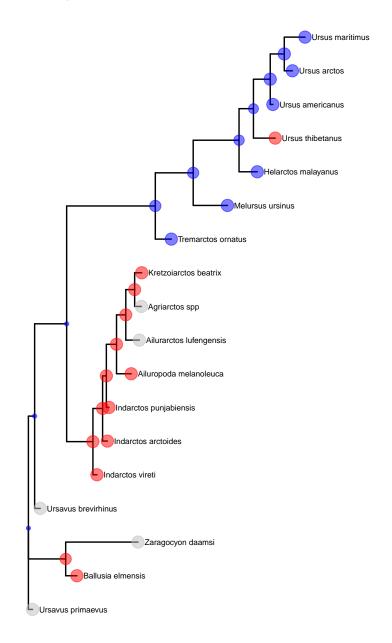


## mk\_simple.char\_8.ase

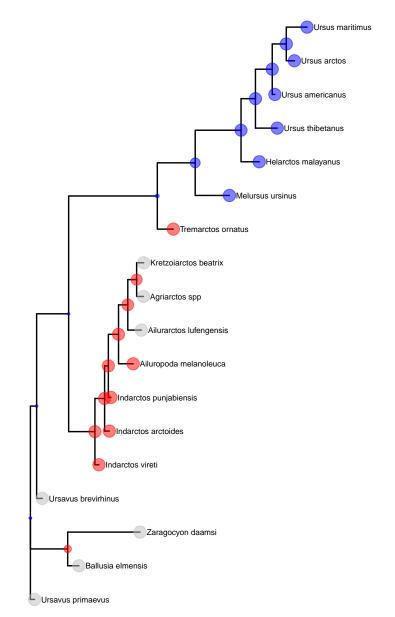


- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present
- Missing



## mk\_simple.char\_9.ase

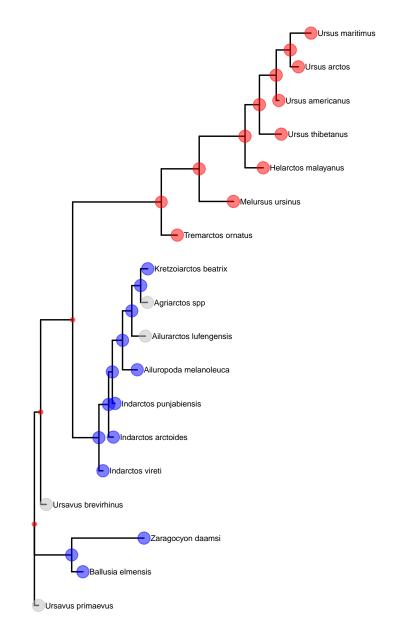


### Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present
- Missing

## mk\_simple.char\_10.ase

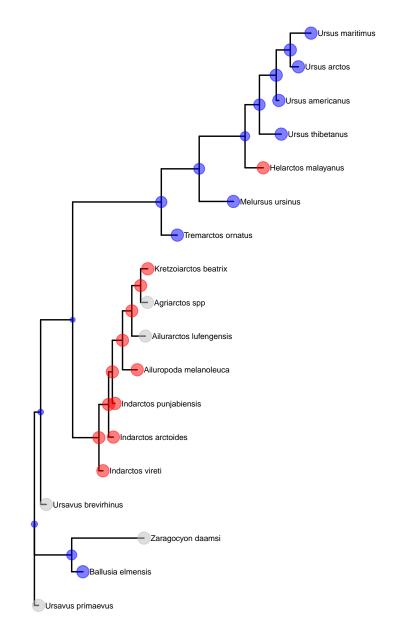


### State

- Absent
- Present
- Missing

- **0.7**
- 0.8
- 0.9
- 1.0

## mk\_simple.char\_11.ase



### State

- Absent
- Present
- Missing

- 0.7
- 0.8
- 0.9

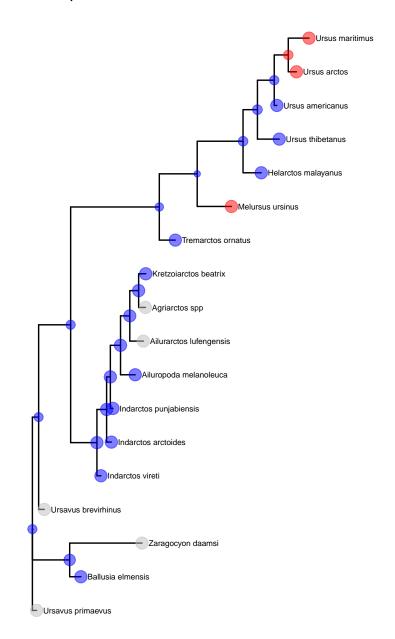
## mk\_simple.char\_12.ase

State

Absent

Present Missing

0.8

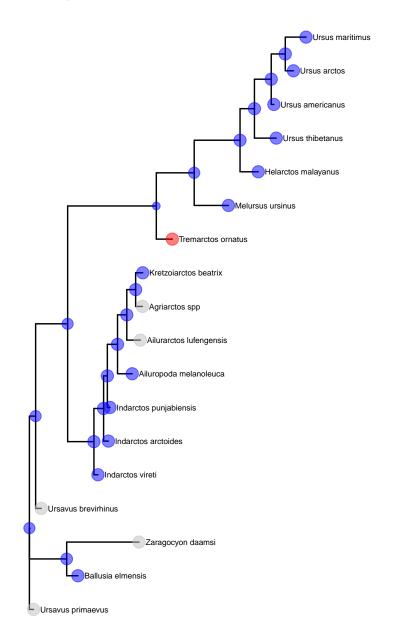


## mk\_simple.char\_13.ase

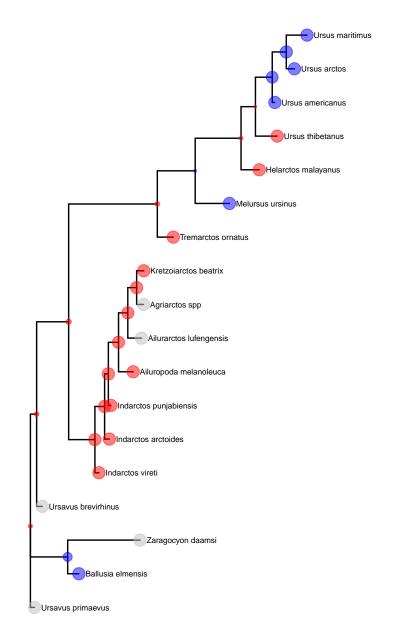


- Absent
- Present
- Missing

- 0.80
- 0.85
- 0.90
- 0.95
- **1.00**



## mk\_simple.char\_14.ase

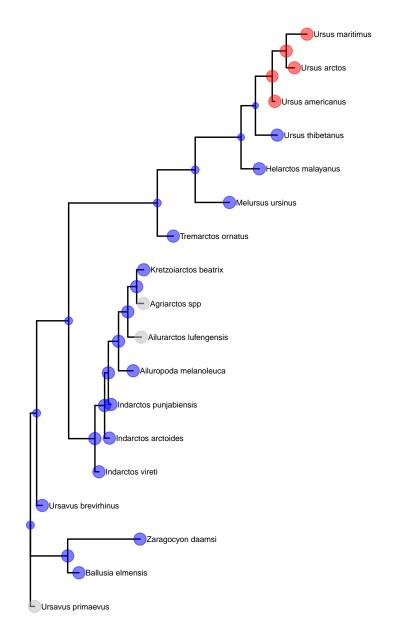


### State

- Absent
- Present
- Missing

- 0.6
- 0.7
- 0.8
- 0.9

## mk\_simple.char\_15.ase

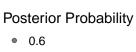


### State

- Absent
- Present
- Missing

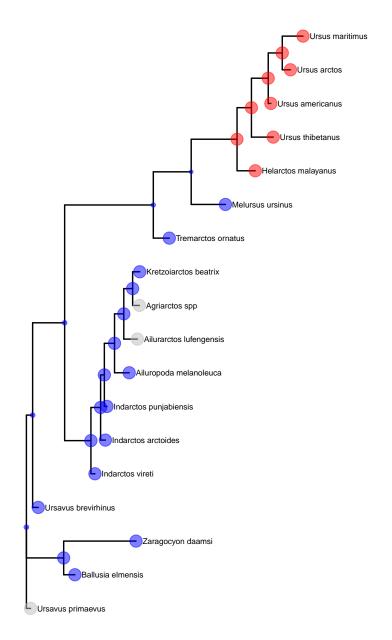
- **0.7**
- 0.8
- 0.9
- 1.0

## mk\_simple.char\_16.ase



- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present
- Missing

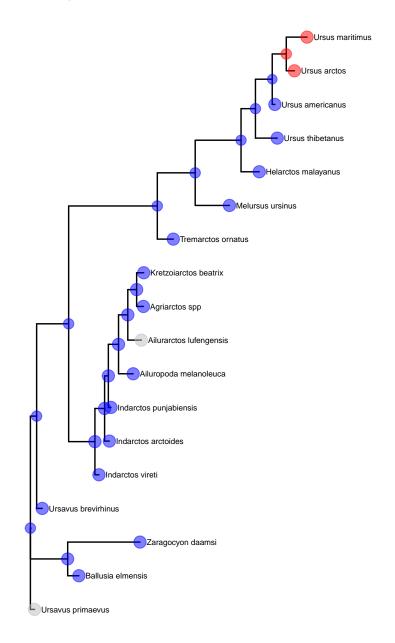


## mk\_simple.char\_17.ase

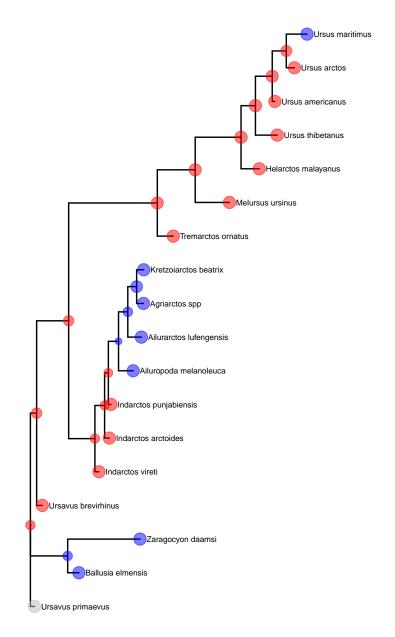


- Absent
- Present
- Missing

- 0.875
- 0.900
- 0.925
- 0.950
- 0.975
- 1.000



## mk\_simple.char\_18.ase



### State

- Absent
- Present
- Missing

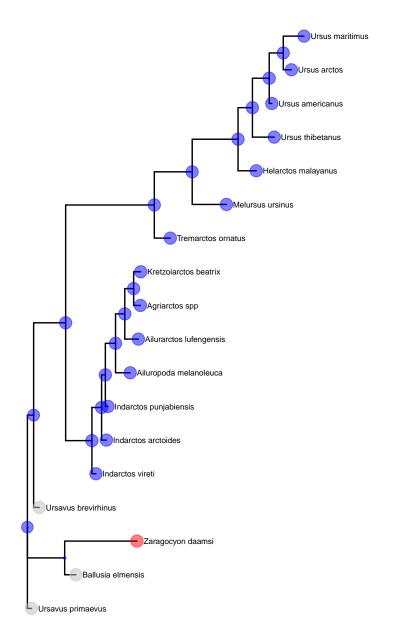
- 0.8
- 0.9

## mk\_simple.char\_19.ase

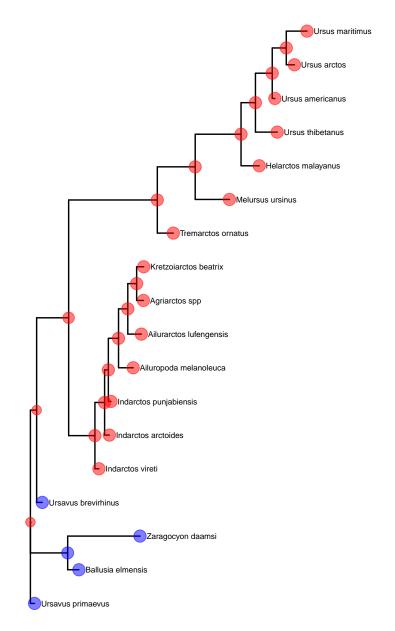


- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present
- Missing



## mk\_simple.char\_20.ase



### State

- Absent
- Present

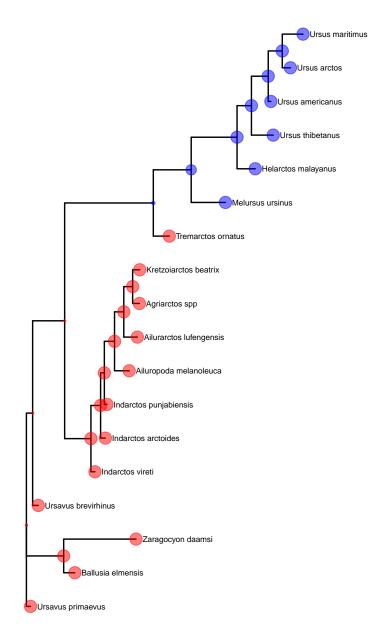
- 0.90
- 0.95
- 1.00

## mk\_simple.char\_21.ase

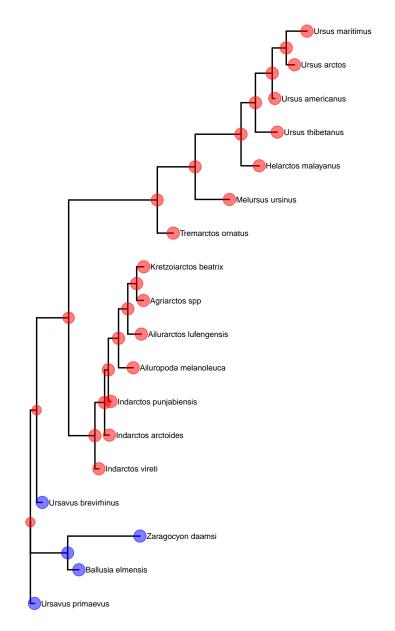


- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present



## mk\_simple.char\_22.ase



### State

- Absent
- Present

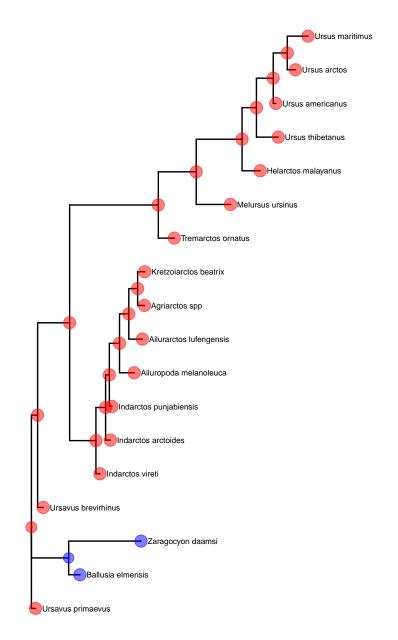
- 0.90
- 0.95
- 1.00

## mk\_simple.char\_23.ase



- Absent
- Present

- 0.92
- 0.94
- 0.96
- 0.98
- 1.00

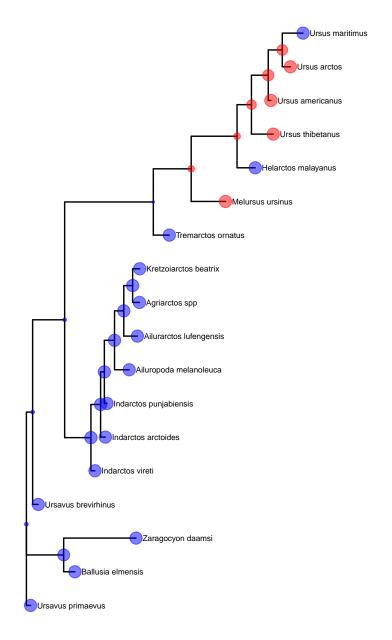


## mk\_simple.char\_24.ase



- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present



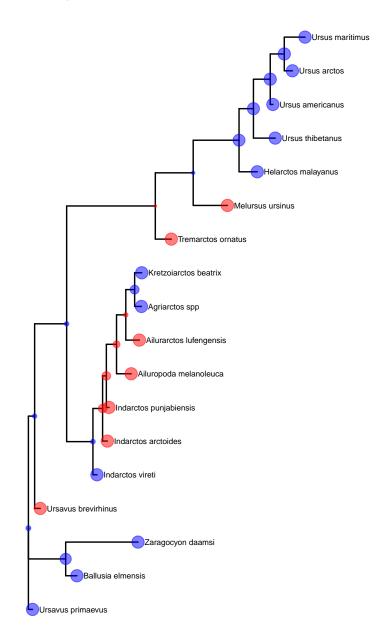
## mk\_simple.char\_25.ase

State

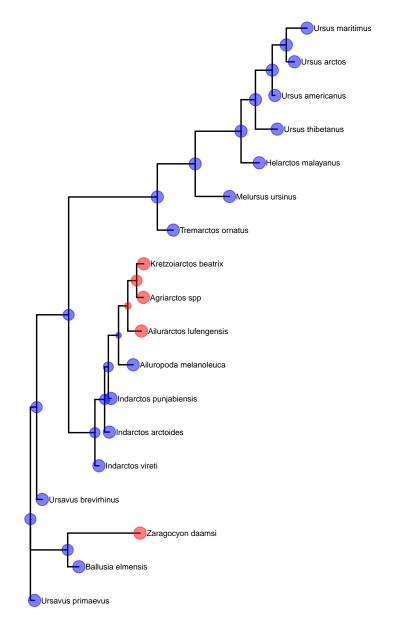
Absent Present

0.6

0.9



## mk\_simple.char\_26.ase

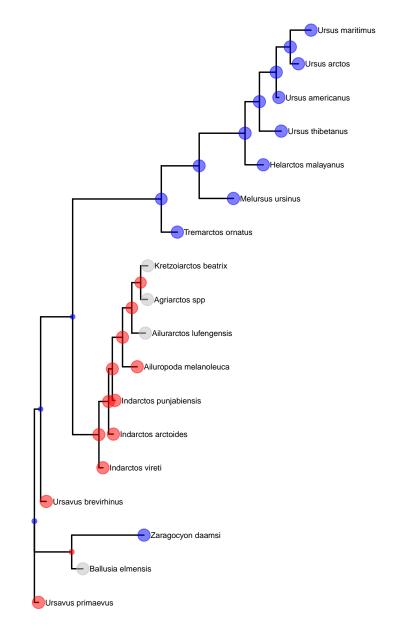


### State

- Absent
- Present

- 0.7
- 0.8
- 0.9
- 1.0

# mk\_simple.char\_27.ase



### State

- Absent
- Present
- Missing

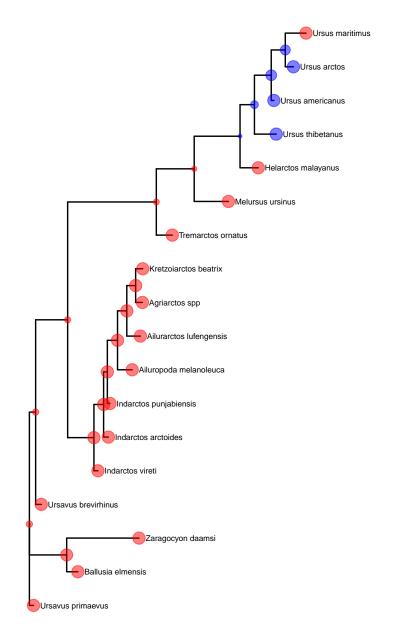
- **0.7**
- 0.8
- 0.9
- 1.0

## mk\_simple.char\_28.ase



- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present

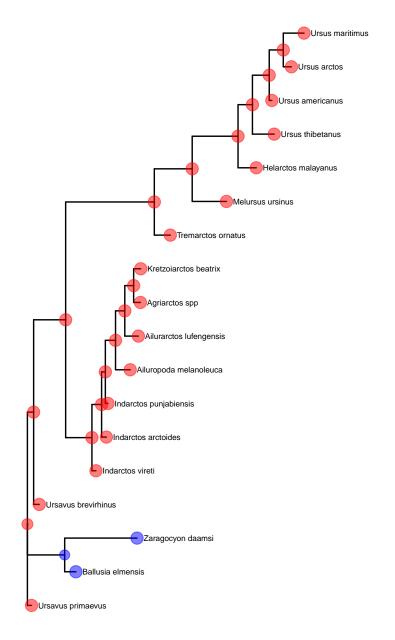


## mk\_simple.char\_29.ase

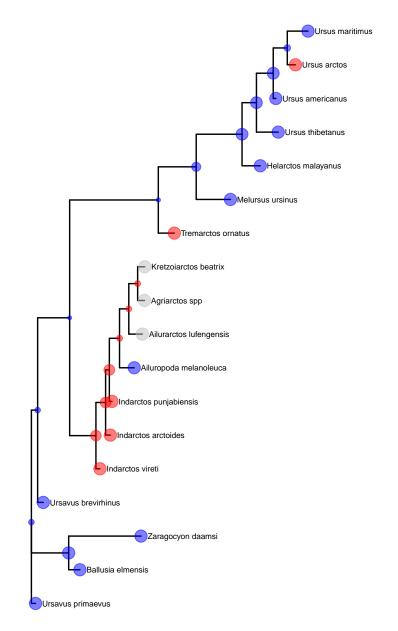


- 0.900
- 0.925
- 0.950
- 0.975
- 1.000

- Absent
- Present



## mk\_simple.char\_30.ase



#### State

- Absent
- Present
- Missing

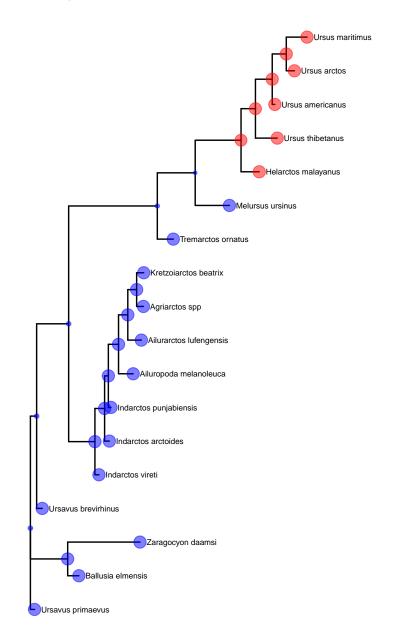
- 0.6
- 0.7
- 0.8
- 0.9

## mk\_simple.char\_31.ase



- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present

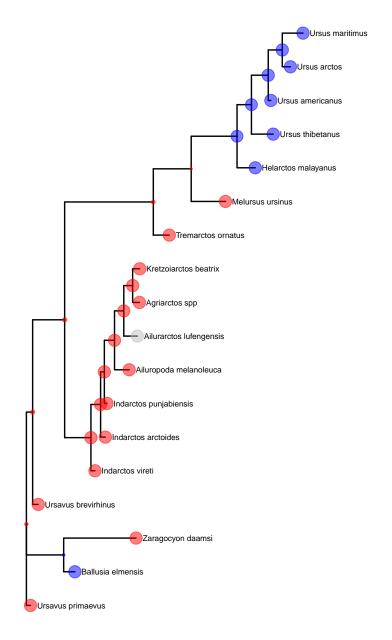


## mk\_simple.char\_32.ase

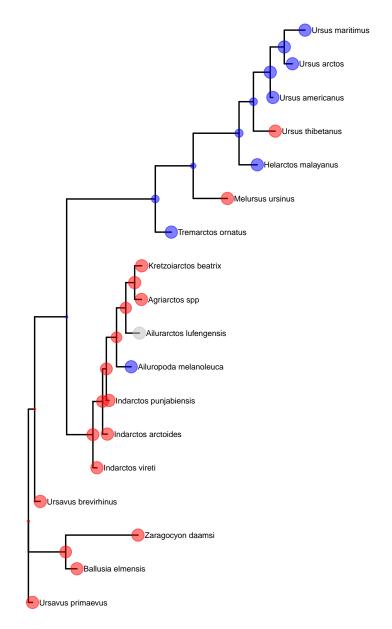


- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present
- Missing



## mk\_simple.char\_33.ase

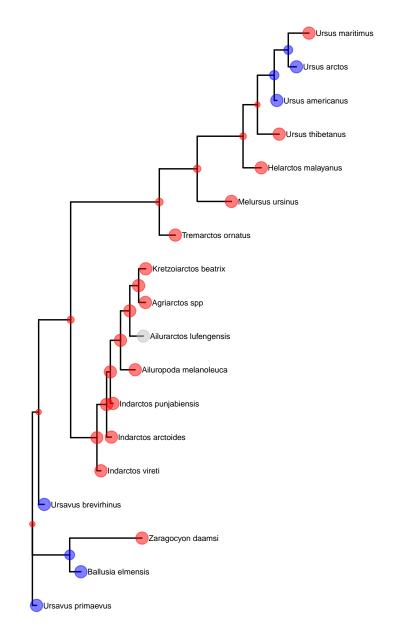


### State

- Absent
- Present
- Missing

- 0.6
- 0.7
- 0.8
- 0.9

## mk\_simple.char\_34.ase



### State

- Absent
- Present
- Missing

- 0.7
- 0.8
- 0.9

# mk\_simple.char\_35.ase

State

Absent

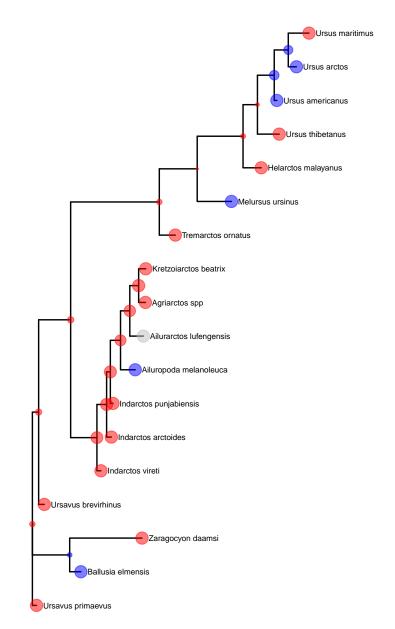
Present

Missing

0.6

0.7

0.9

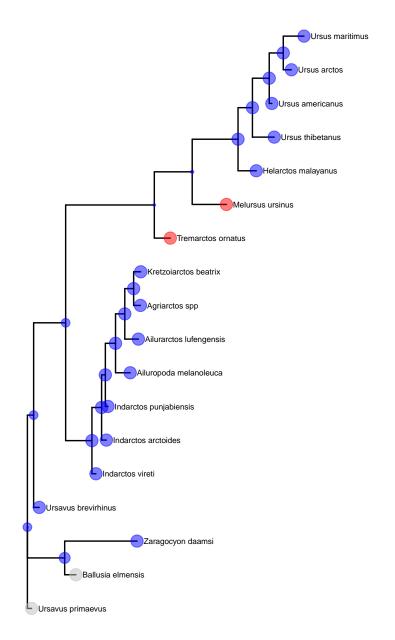


## mk\_simple.char\_36.ase



- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present
- Missing

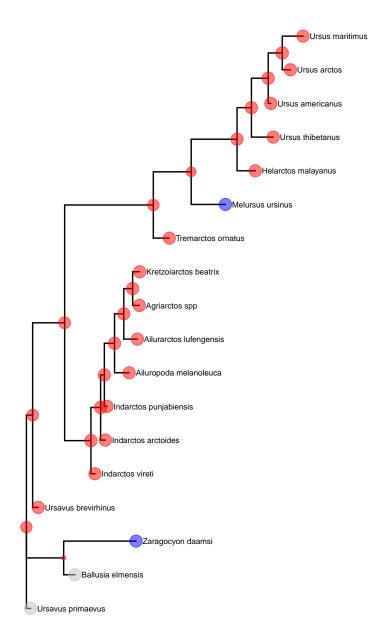


# mk\_simple.char\_37.ase

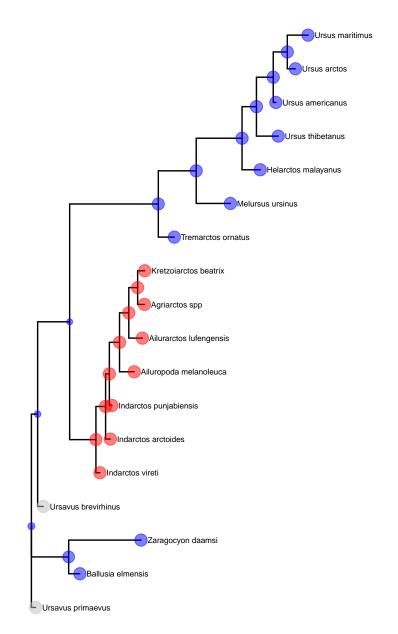


- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present
- Missing



# mk\_simple.char\_38.ase

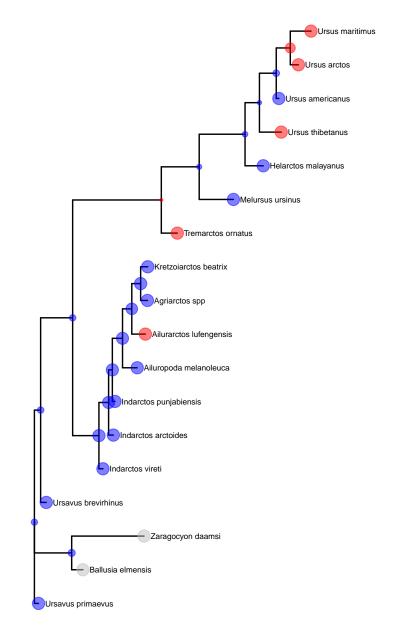


#### State

- Absent
- Present
- Missing

- **0.7**
- 0.8
- 0.9
- 1.0

# mk\_simple.char\_39.ase



#### State

- Absent
- Present
- Missing

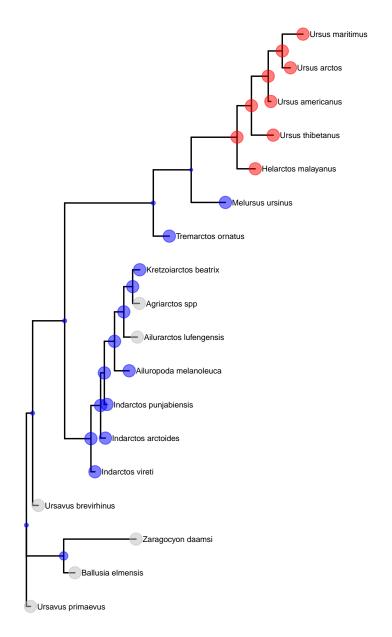
- 0.6
- 0.7
- 0.8
- 0.9

# mk\_simple.char\_40.ase



- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present
- Missing

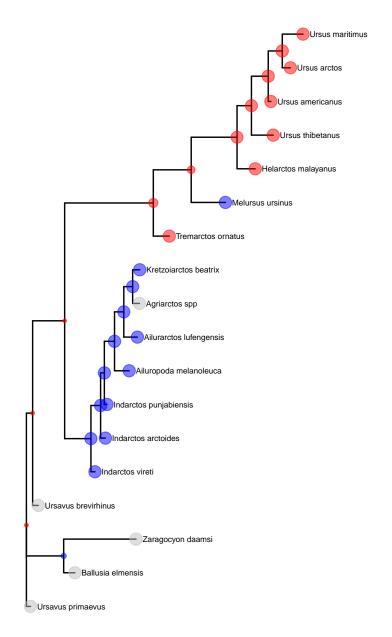


# mk\_simple.char\_41.ase



- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present
- Missing



# mk\_simple.char\_42.ase

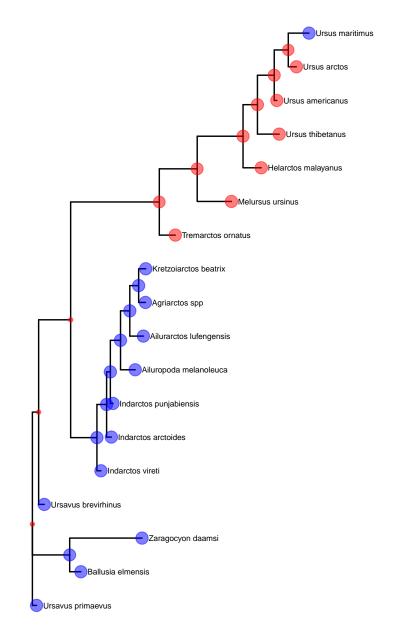
State

Absent Present

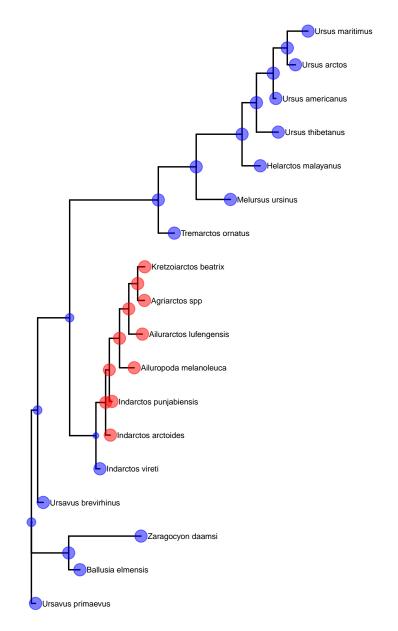
0.7

0.9

1.0



# mk\_simple.char\_43.ase



### State

- Absent
- Present

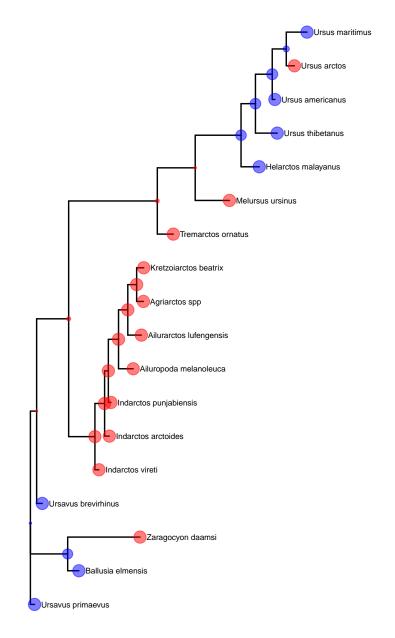
- 0.7
- 0.8
- 0.9
- 1.0

# mk\_simple.char\_44.ase

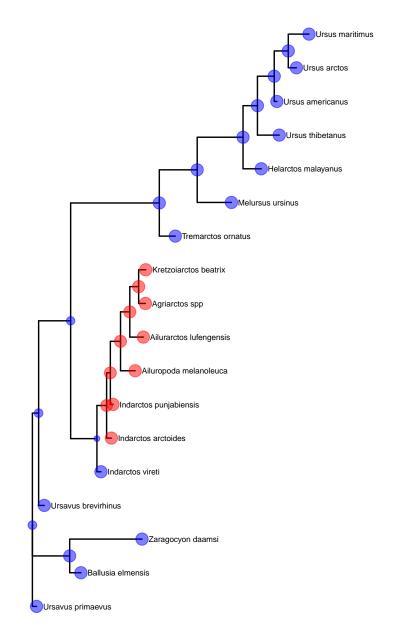


- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present



# mk\_simple.char\_45.ase



#### State

- Absent
- Present

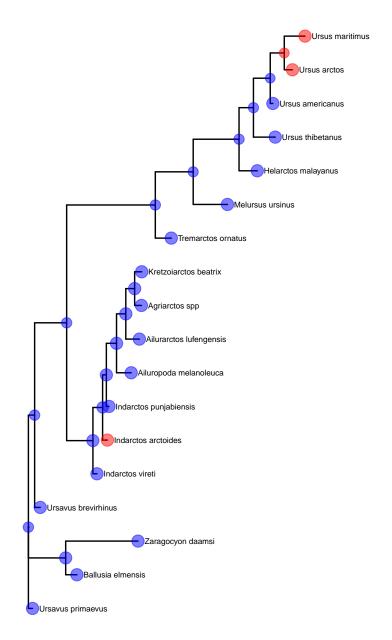
- **0.7**
- 0.8
- 0.9
- 1.0

# mk\_simple.char\_46.ase



- Absent
- Present

- 0.875
- 0.900
- 0.925
- 0.950
- 0.975
- 1.000

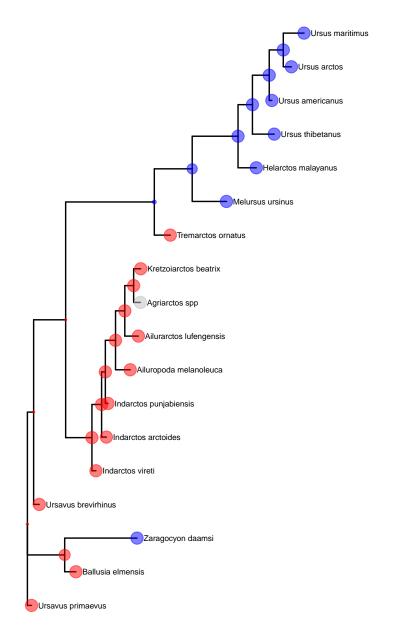


# mk\_simple.char\_47.ase

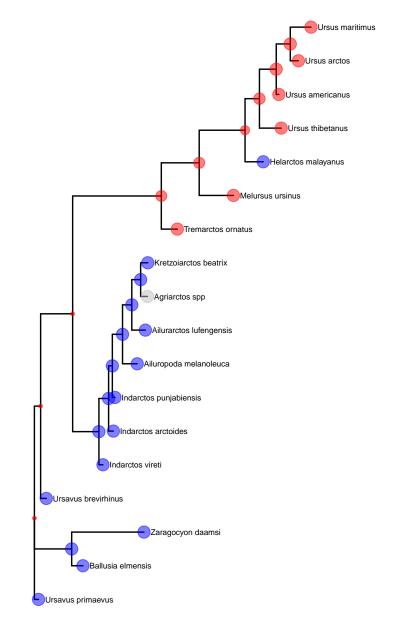


- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

- Absent
- Present
- Missing



# mk\_simple.char\_48.ase



#### State

- Absent
- Present
- Missing

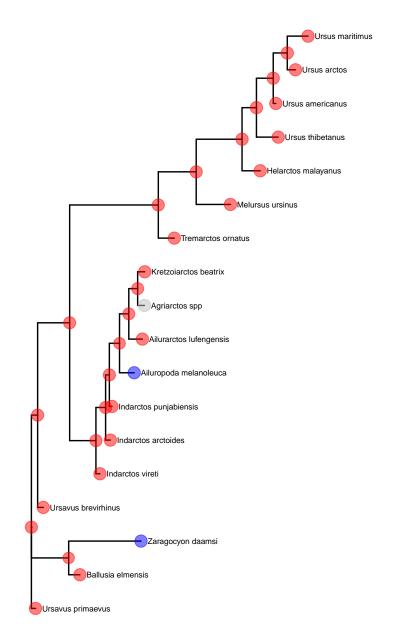
- 0.6
- 0.7
- 0.8
- 0.9

# mk\_simple.char\_49.ase

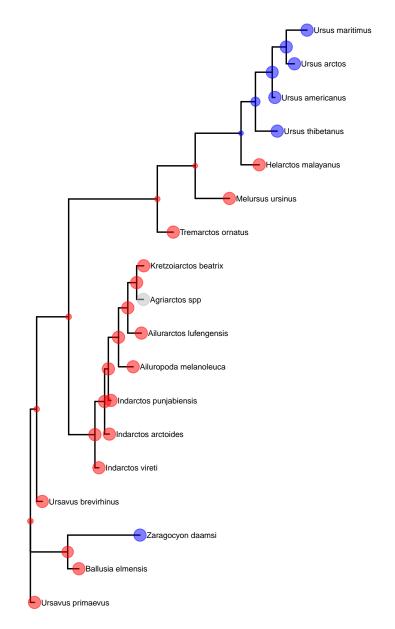


- Absent
- Present
- Missing

- 0.96
- 0.97
- 0.98
- 0.99
- 1.00



# mk\_simple.char\_50.ase

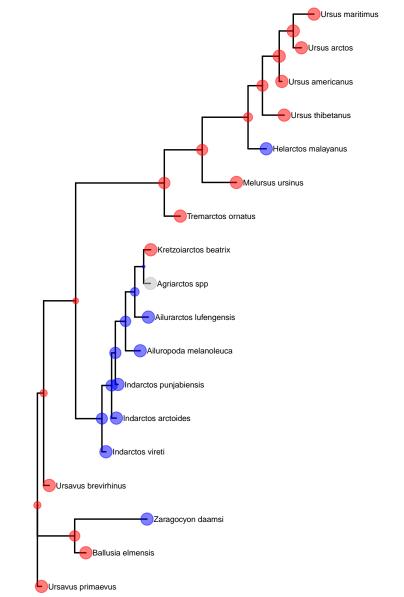


#### State

- Absent
- Present
- Missing

- **0.7**
- 0.8
- 0.9
- 1.0

# mk\_simple.char\_51.ase



## State

- Absent
- Present
- Missing

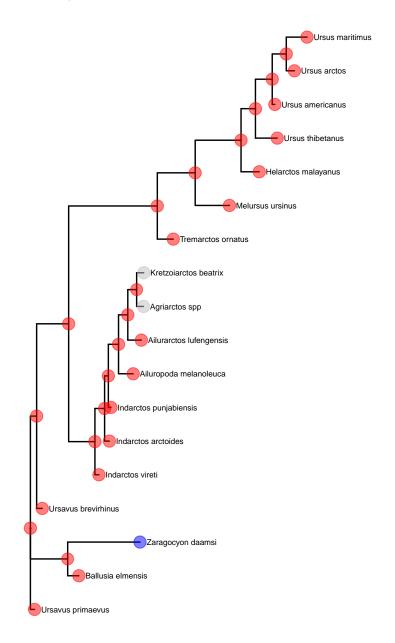
- 0.6
- 0.7
- 0.8
- 0.9

# mk\_simple.char\_52.ase



- Absent
- Present
- Missing

- 0.985
- 0.990
- 0.995
- 1.000

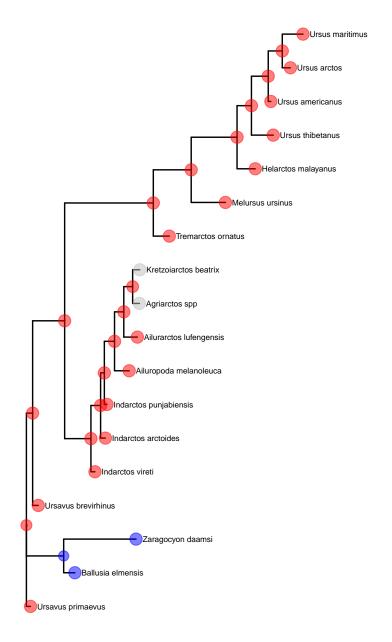


# mk\_simple.char\_53.ase



- 0.900
- 0.925
- 0.950
- 0.975
- 1.000

- Absent
- Present
- Missing

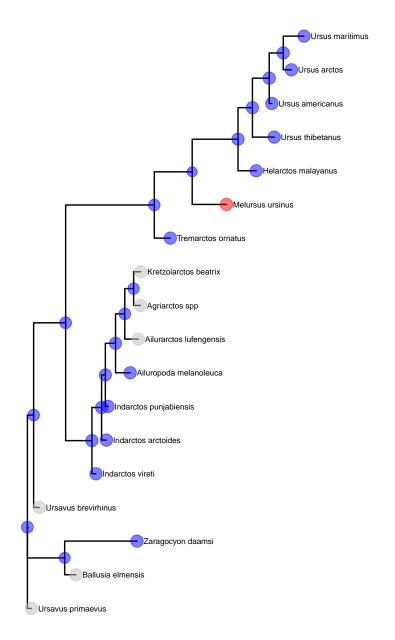


# mk\_simple.char\_54.ase

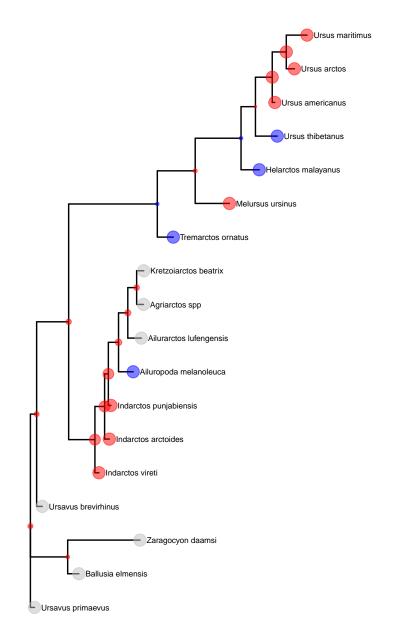


- 0.900
- 0.925
- 0.950
- 0.975
- **1.000**

- Absent
- Present
- Missing



# mk\_simple.char\_55.ase

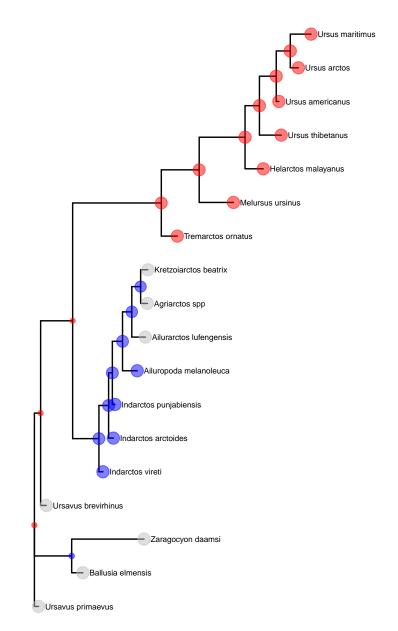


#### State

- Absent
- Present
- Missing

- 0.6
- 0.7
- 0.8
- 0.9

# mk\_simple.char\_56.ase



#### State

- Absent
- Present
- Missing

- **0.7**
- 0.8
- 0.9
- 1.0

# mk\_simple.char\_57.ase

State

Absent

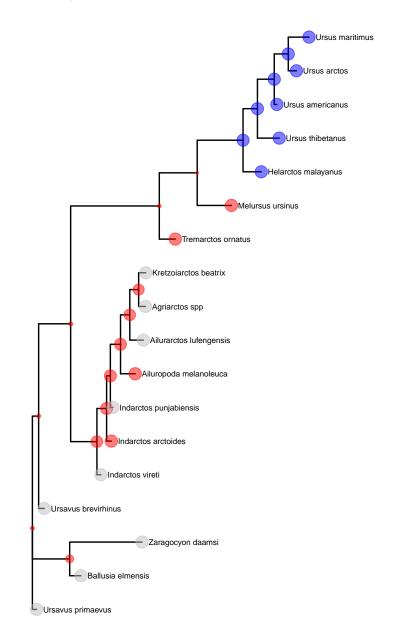
Present

Missing

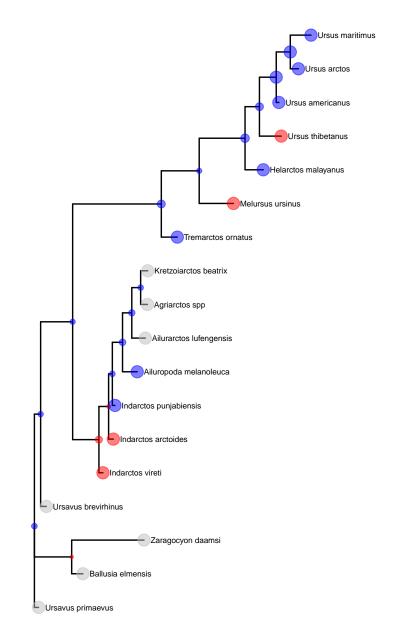
0.6

0.7

0.9



# mk\_simple.char\_58.ase

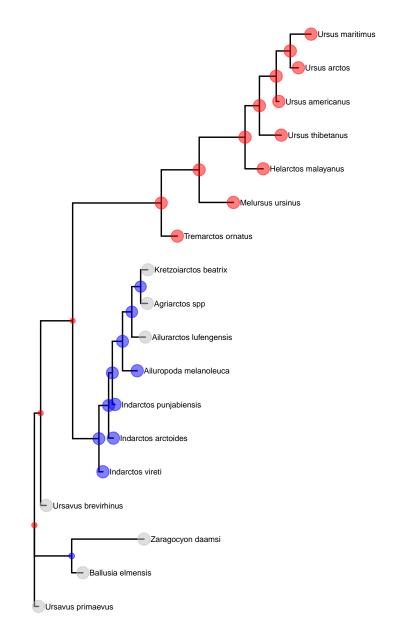


#### State

- Absent
- Present
- Missing

- 0.6
- 0.7
- 0.8
- 0.9

# mk\_simple.char\_59.ase

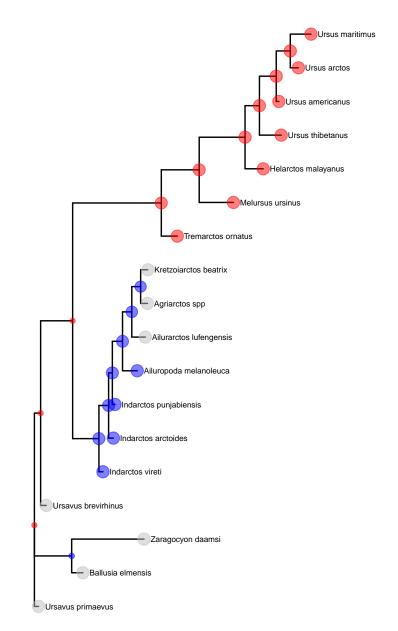


#### State

- Absent
- Present
- Missing

- **0.7**
- 0.8
- 0.9
- 1.0

# mk\_simple.char\_60.ase

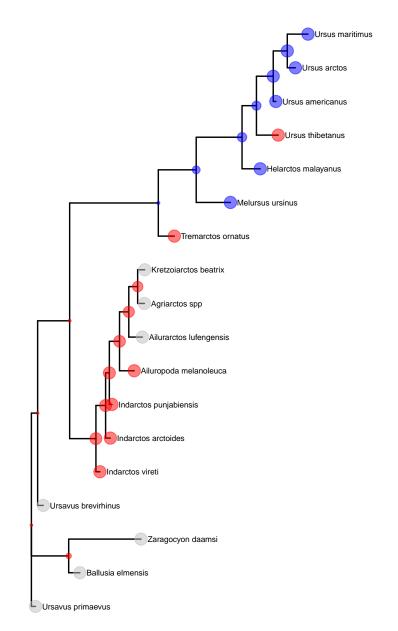


#### State

- Absent
- Present
- Missing

- **0.7**
- 0.8
- 0.9
- 1.0

# mk\_simple.char\_61.ase

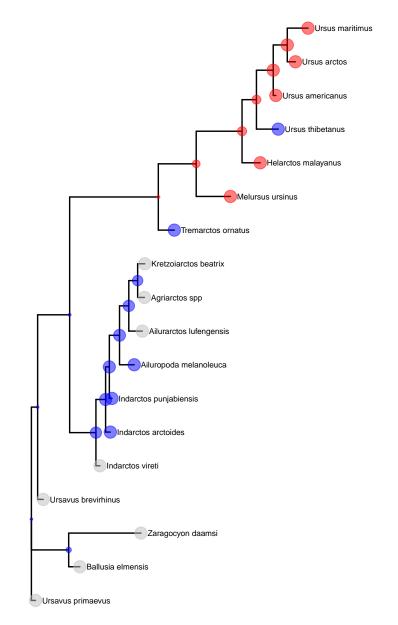


#### State

- Absent
- Present
- Missing

- 0.6
- 0.7
- 0.8
- 0.9

# mk\_simple.char\_62.ase



#### State

- Absent
- Present
- Missing

- 0.6
- 0.7
- 0.8
- 0.9