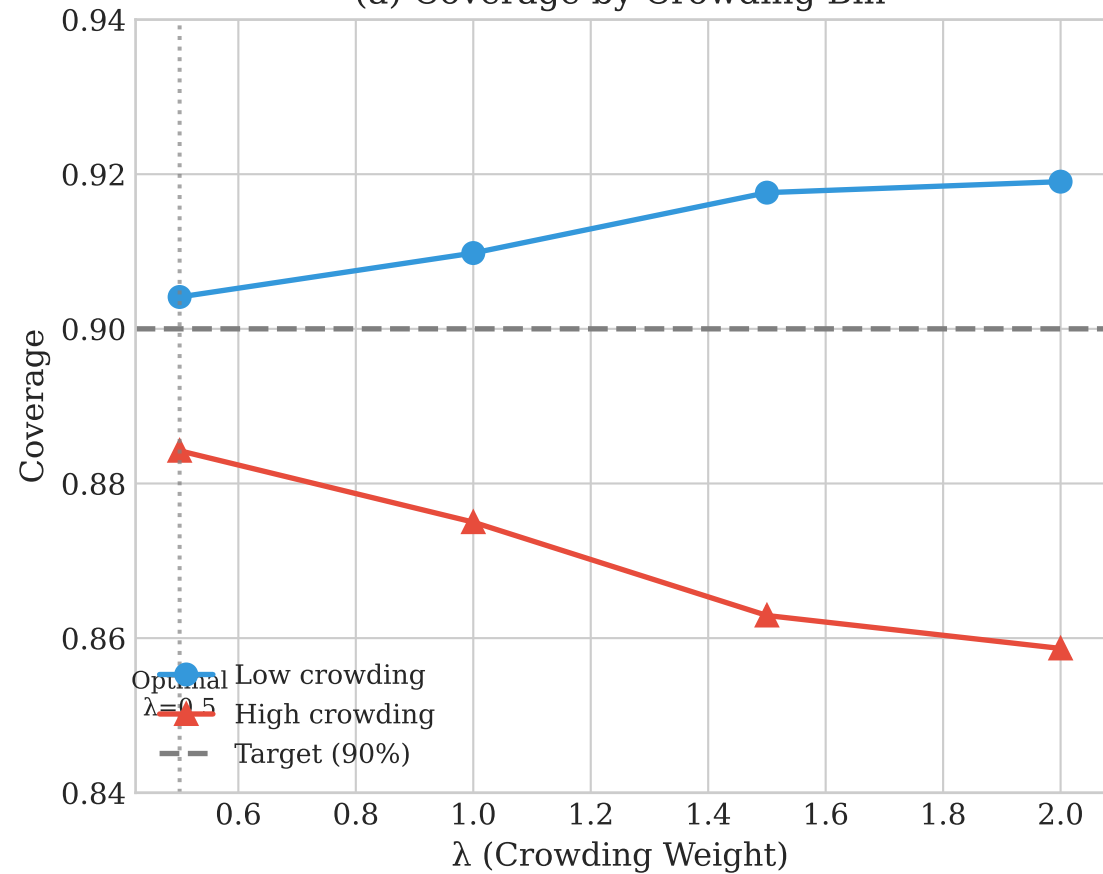


(a) Coverage by Crowding Bin



(b) Coverage Uniformity

