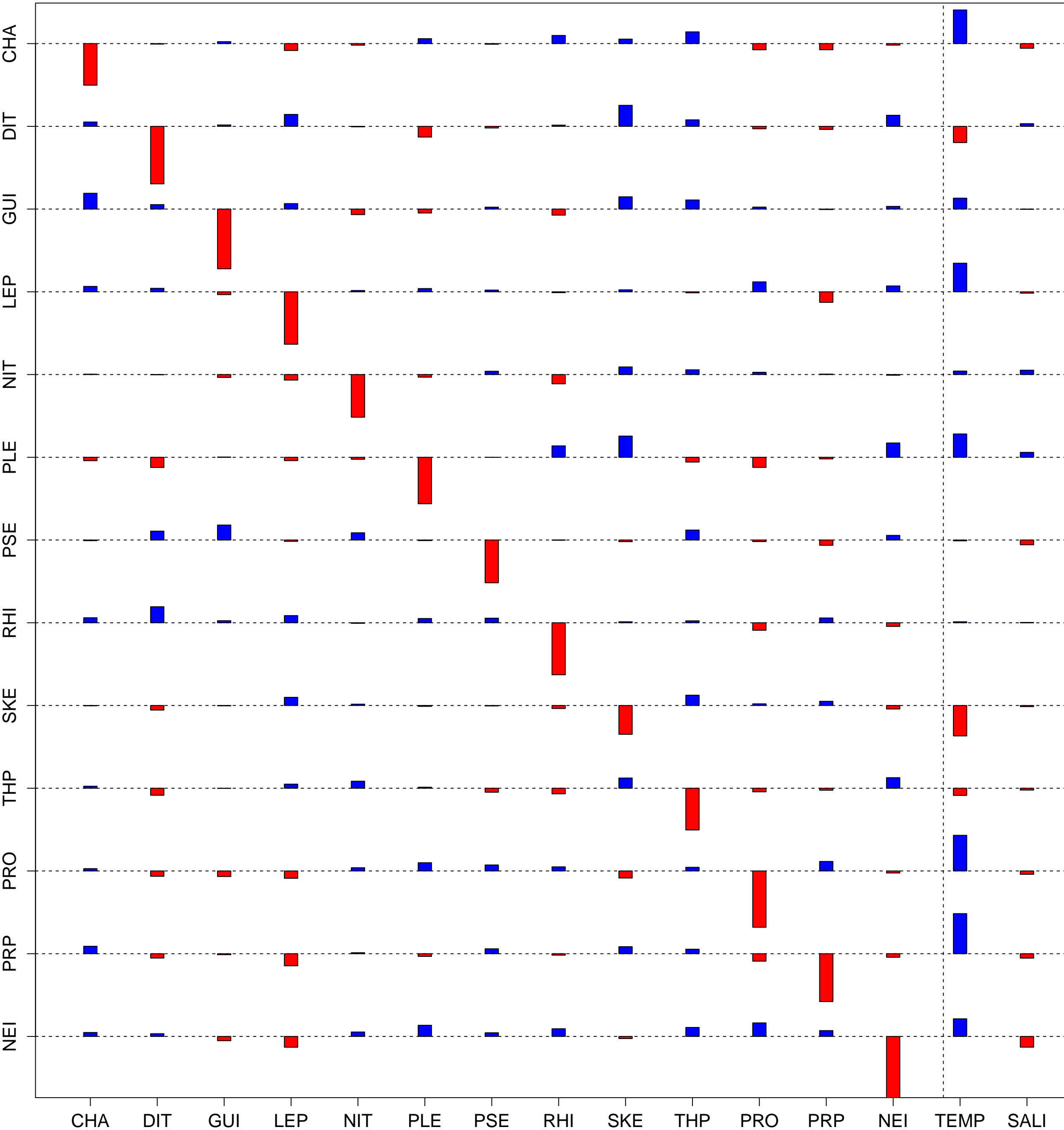


unconstrained_sp



0.54 interaction >0 / 0.46 interaction <0