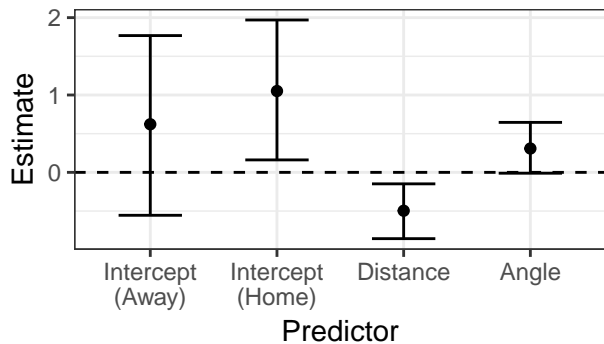
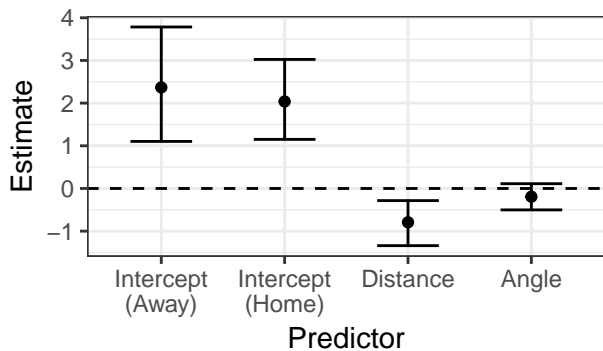


# GLM Posterior Parameters

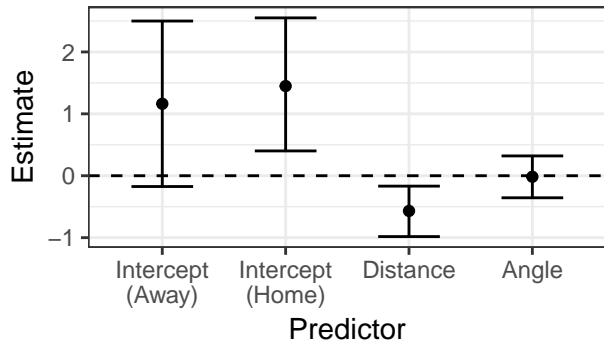
## Player 1



## Player 2



## Player 3



## Player 4

