

smoothing splines with random effects (different range)

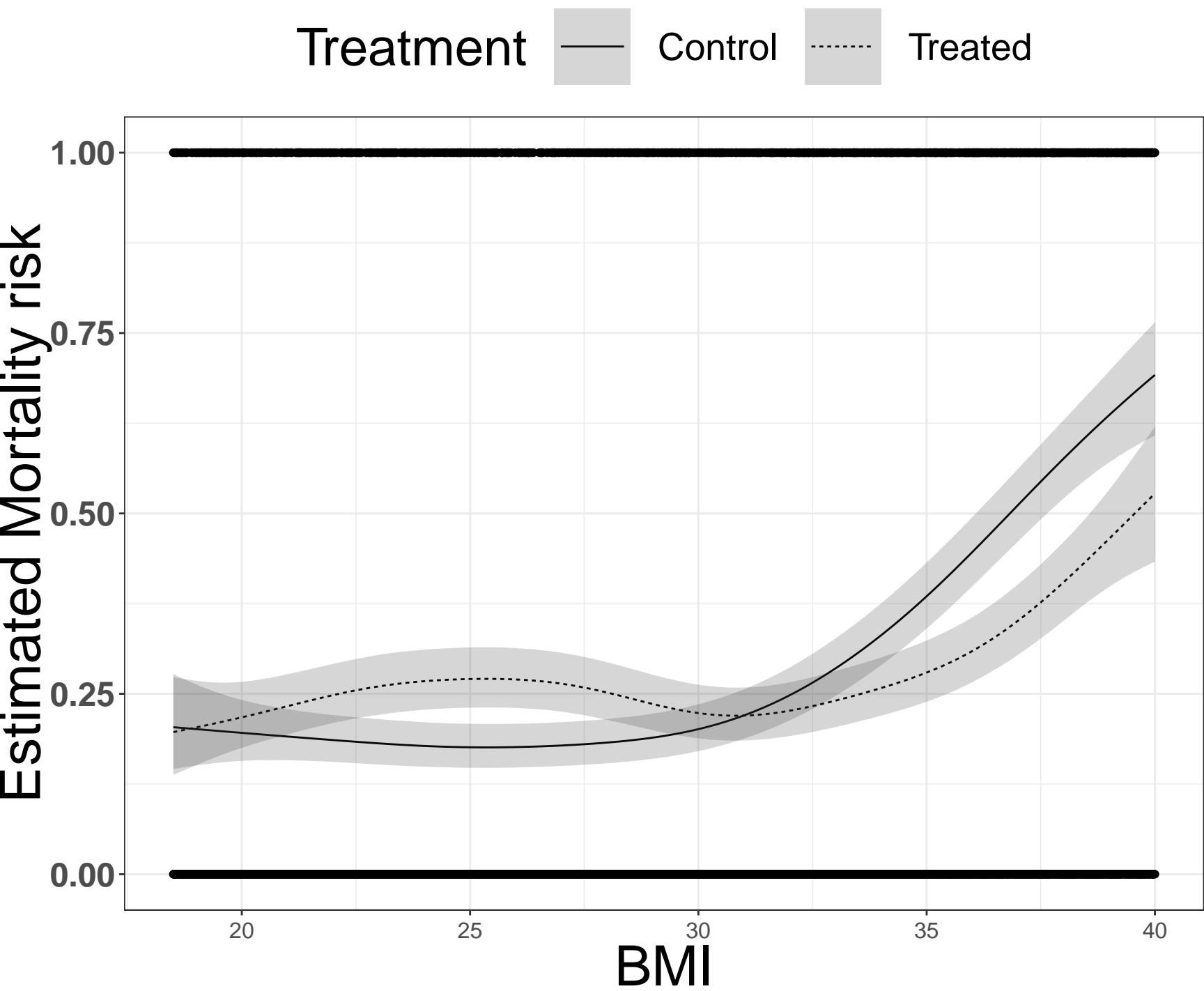


Figure 3.