

# *B-splines with random effects (different range da*

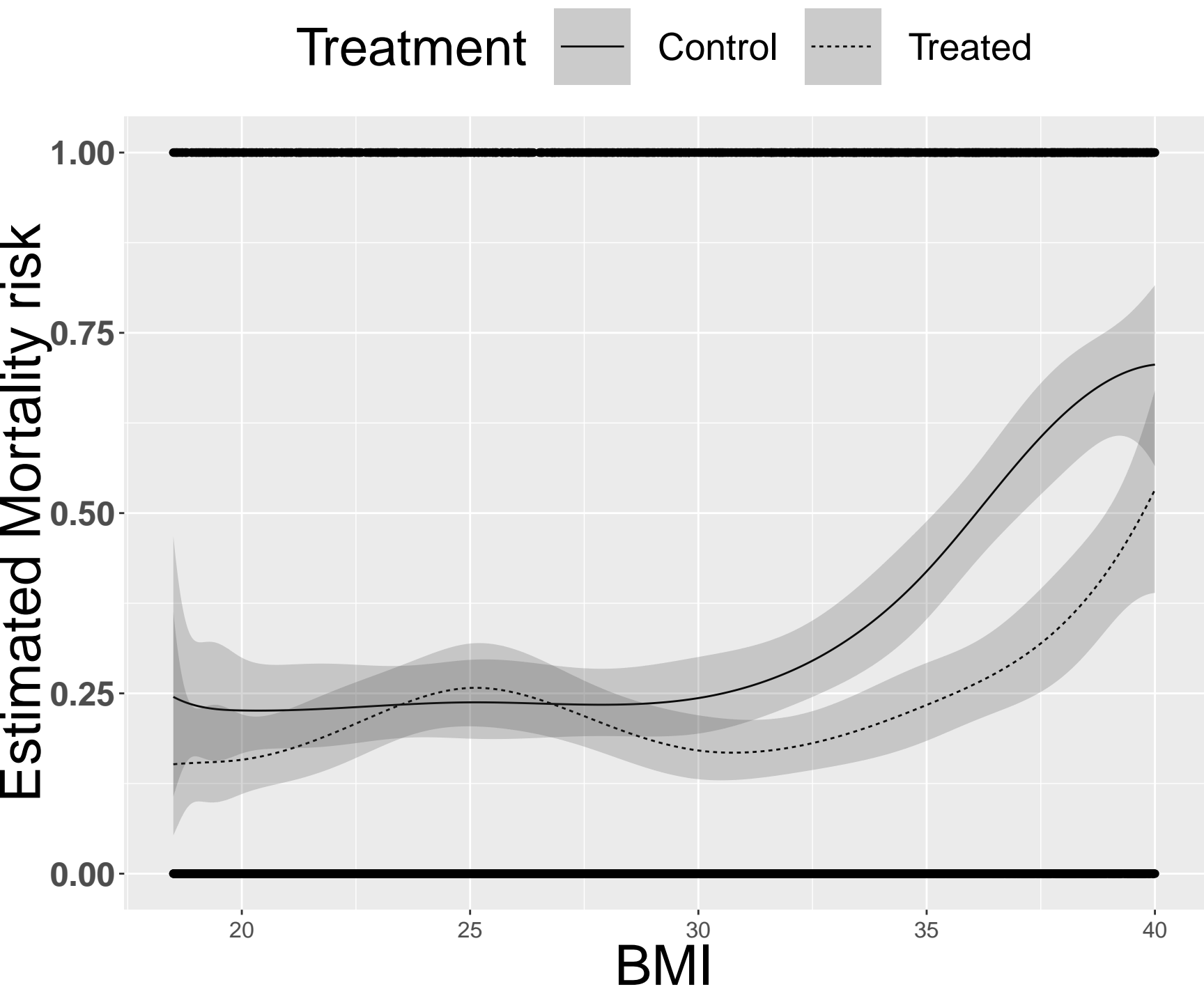


Figure 3.