## Smoothing splines with random effects

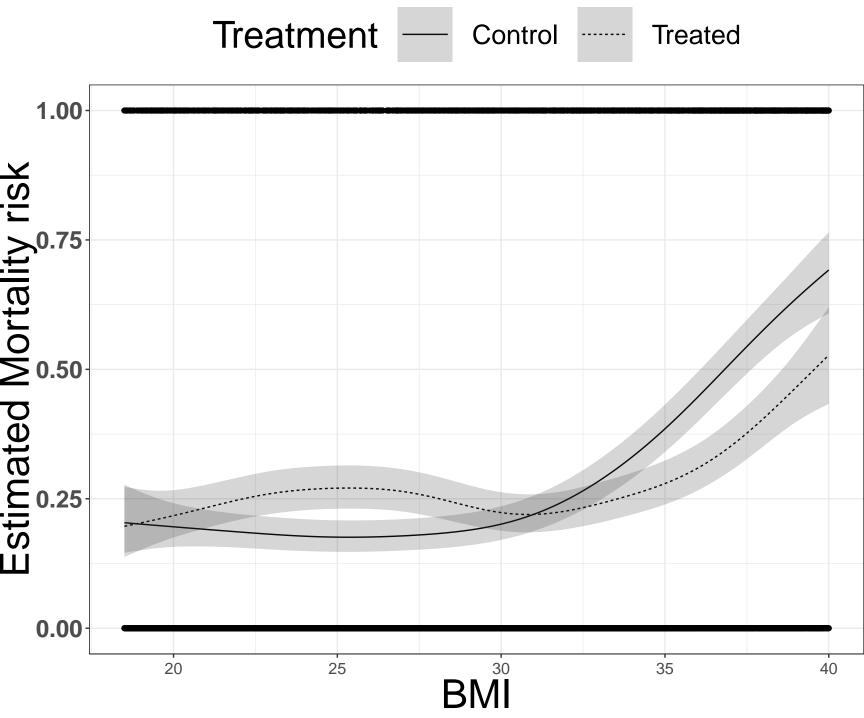


Figure 3.