Smoothing splines with random effects
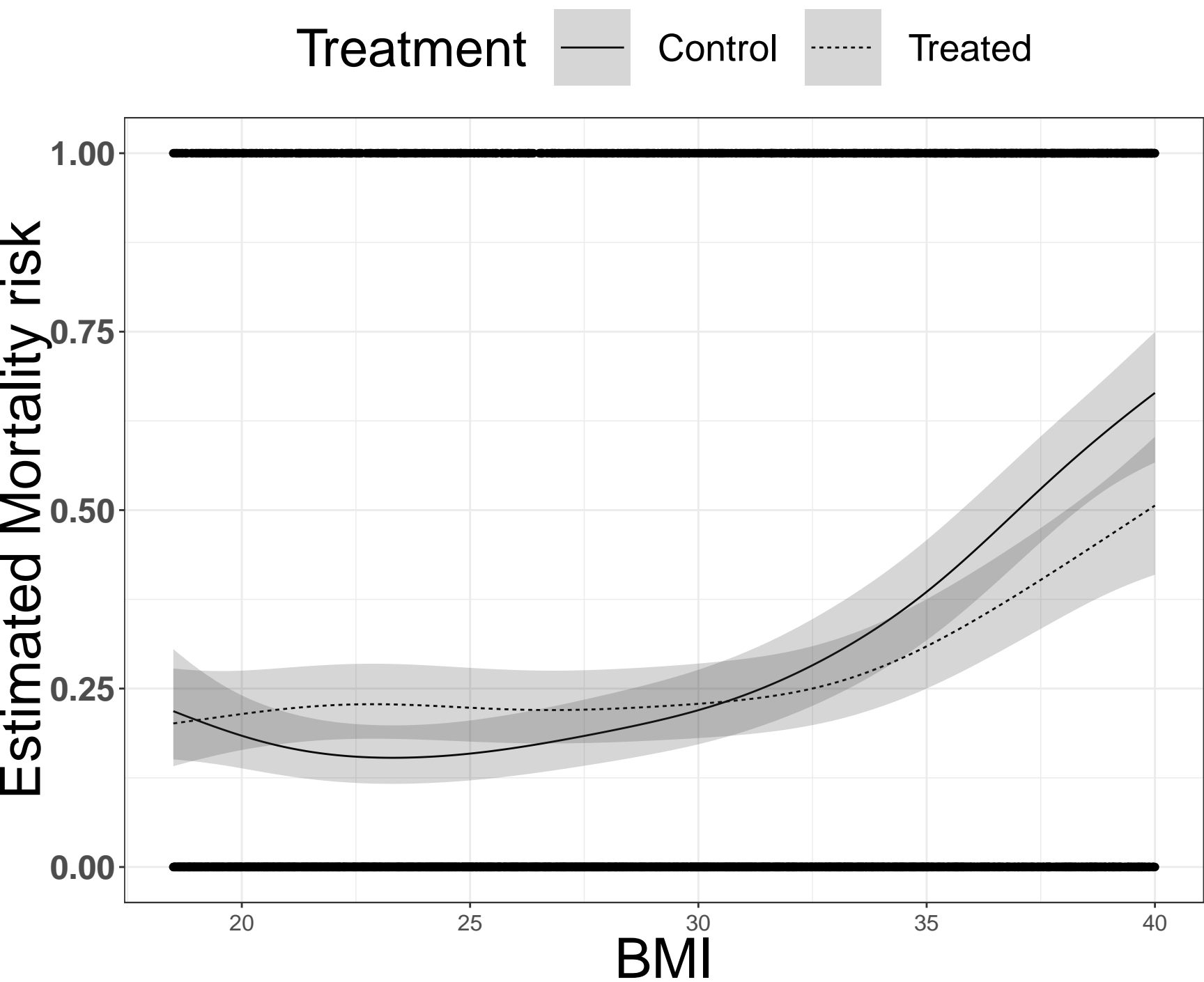

Figure 3.