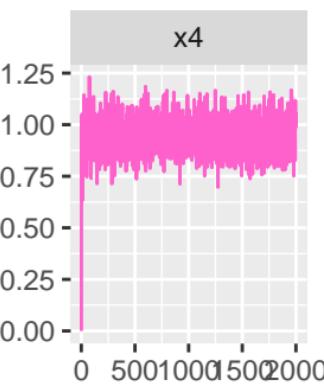
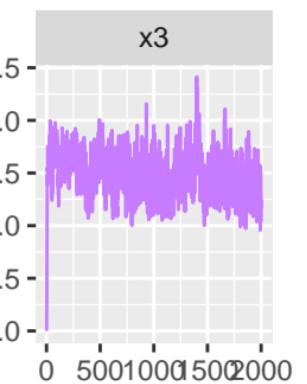
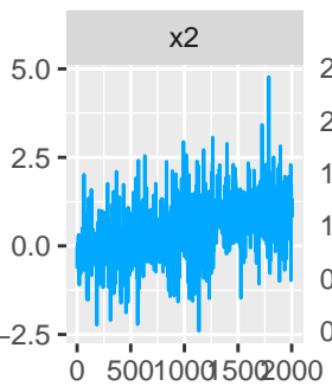
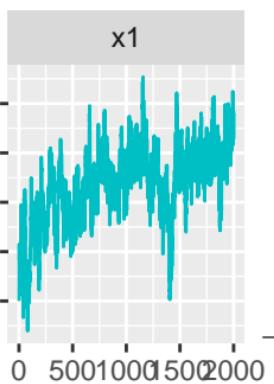
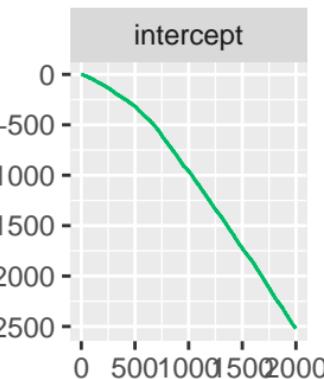
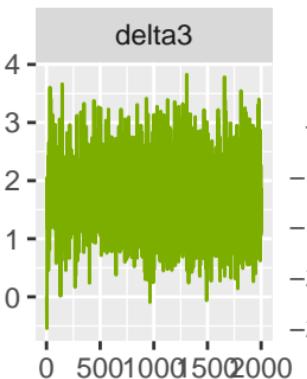
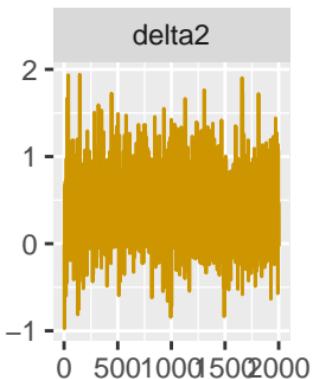
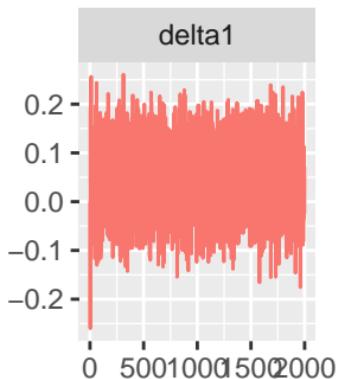


val



var

delta1

delta2

delta3

intercept

x1

x2

x3

x4