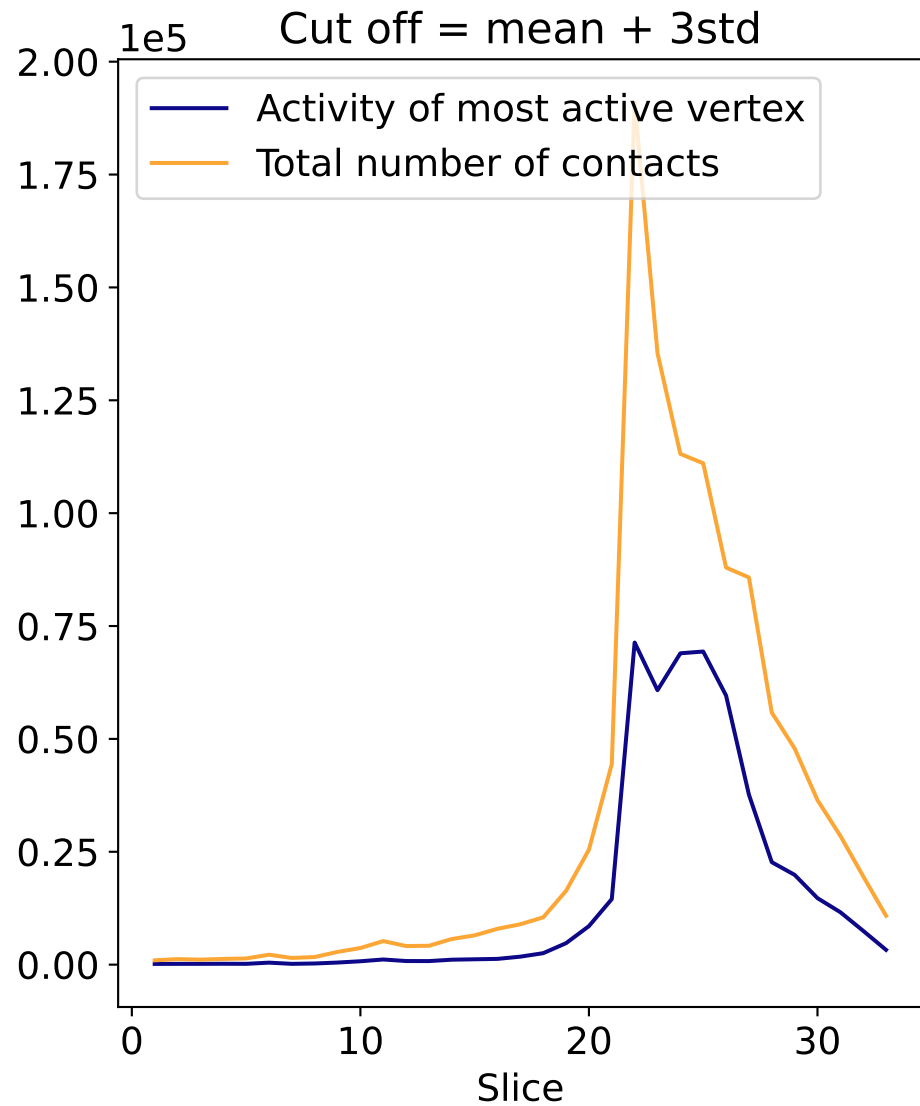


Cut off = mean + 3std



% Most active vertices

