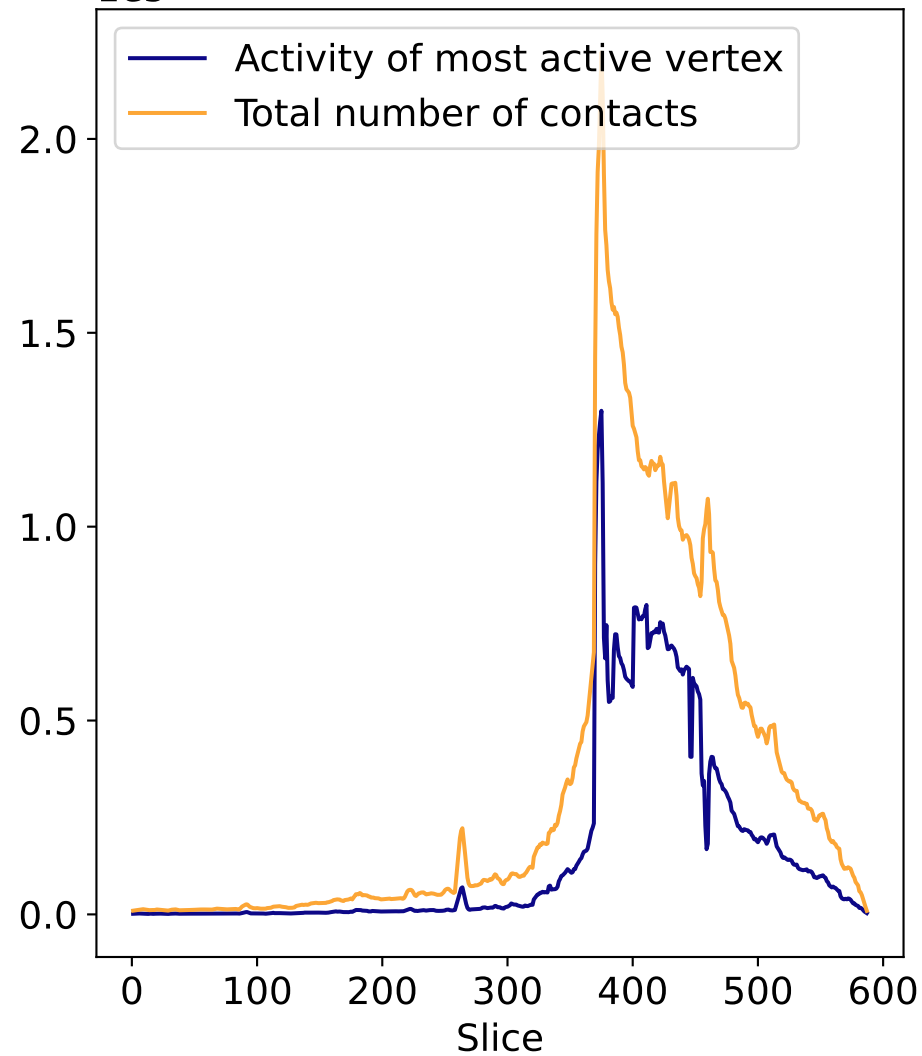


Cut off = mean + 3std

1e5



% Most active vertices

10%

