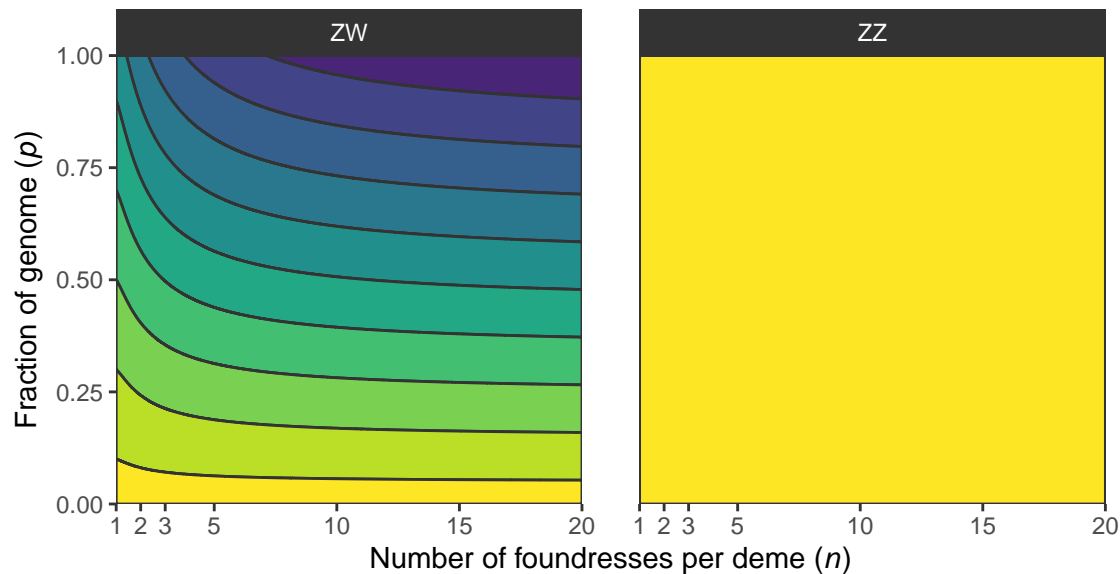


Trait unity (U_z)



Fitness unity (U_w)

