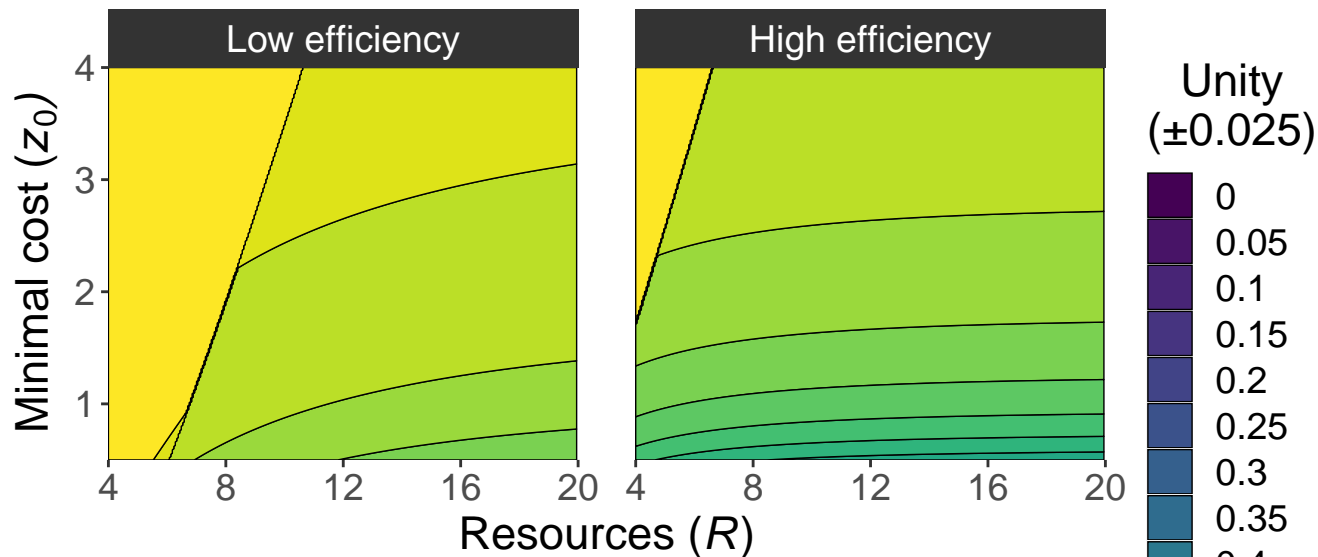


# Trait unity ( $U_z$ )



# Fitness unity ( $U_w$ )

