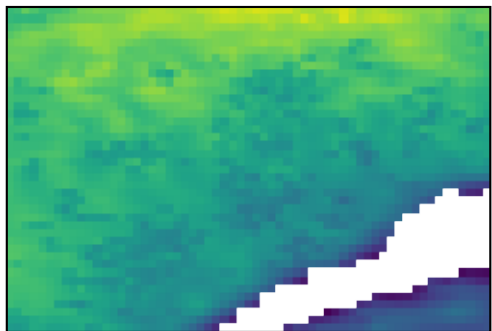


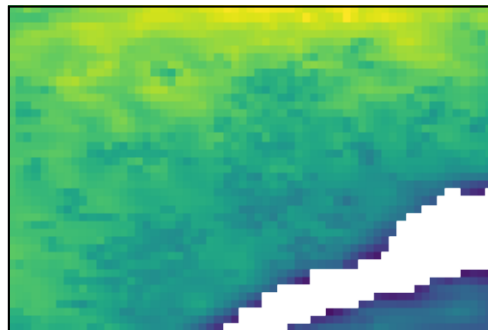
Reference



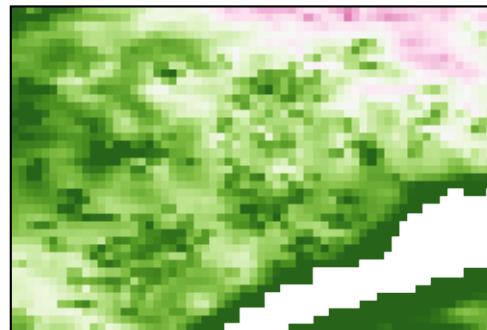
Raw simulation



Bias-adjusted



Raw simulation



Bias-adjusted

