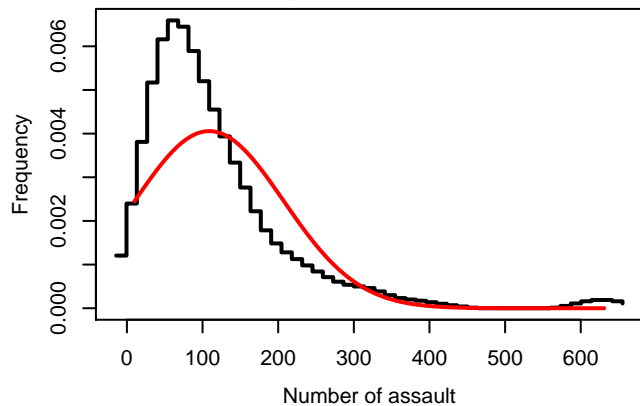


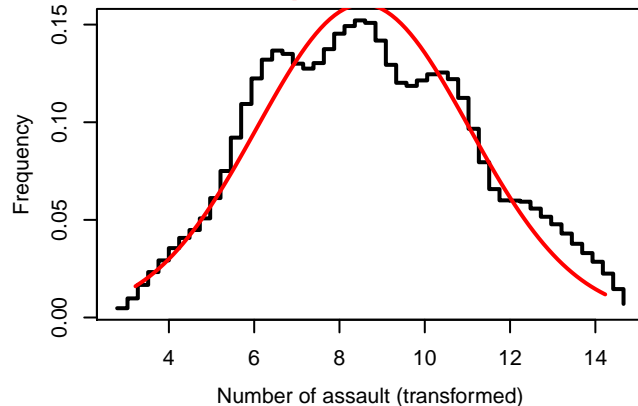
assault (original)

p-value = 0



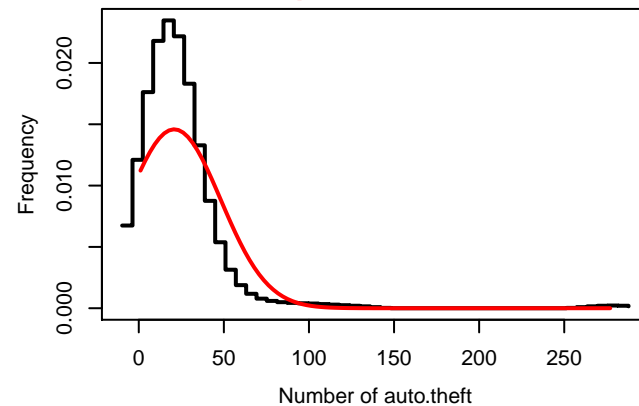
assault (transformed)

p-value = 0



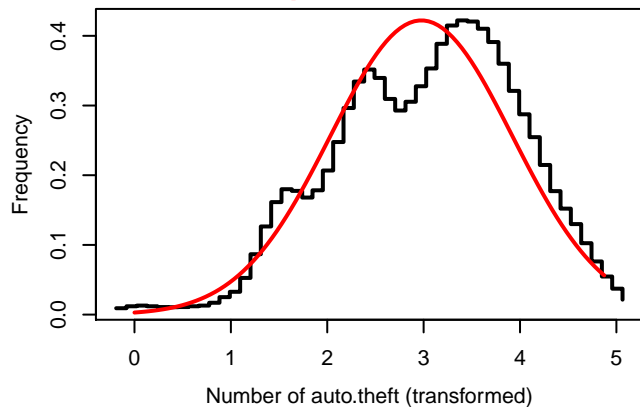
auto.theft (original)

p-value = 0



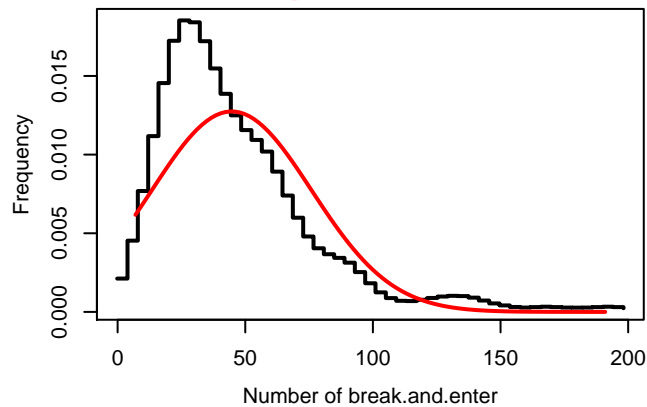
auto.theft (transformed)

p-value = 0



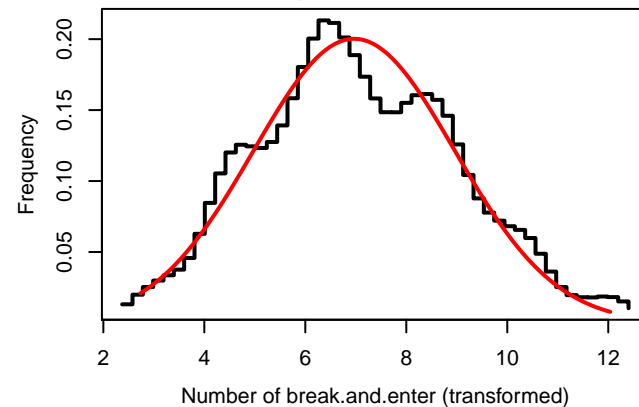
break.and.enter (original)

p-value = 0



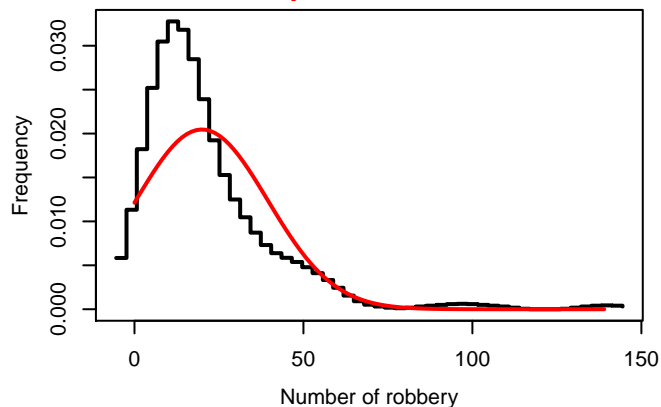
break.and.enter (transformed)

p-value = 0



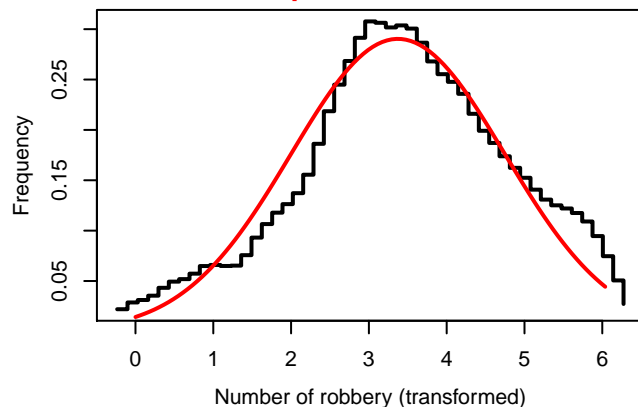
robbery (original)

p-value = 0



robbery (transformed)

p-value = 0



theft.over (original)

p-value = 0

