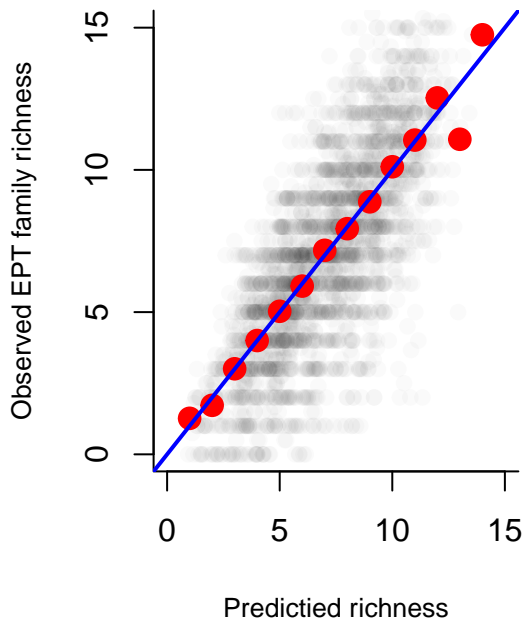


(a)

Riffle

Deviance explained = 0.51



(b)

Edge

Deviance explained = 0.49

