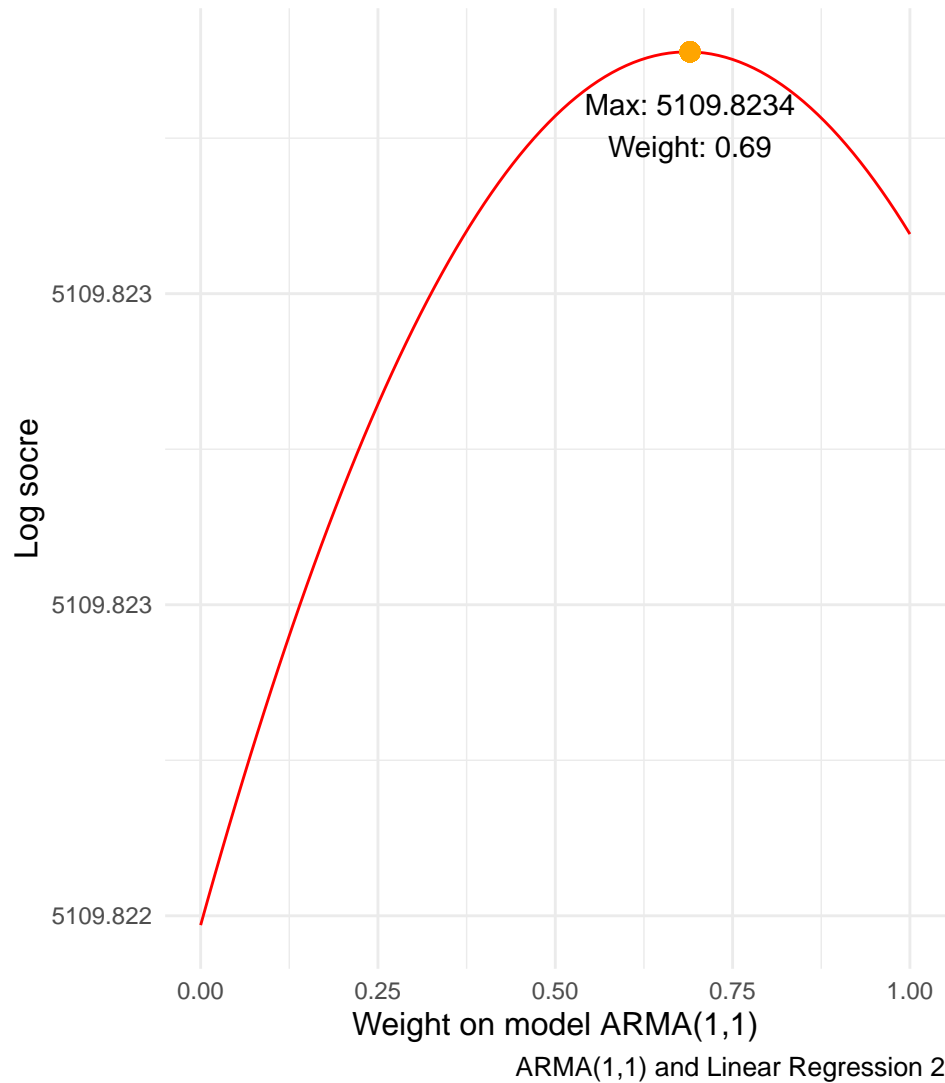


P(ARMA, LR2; 0.69)



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