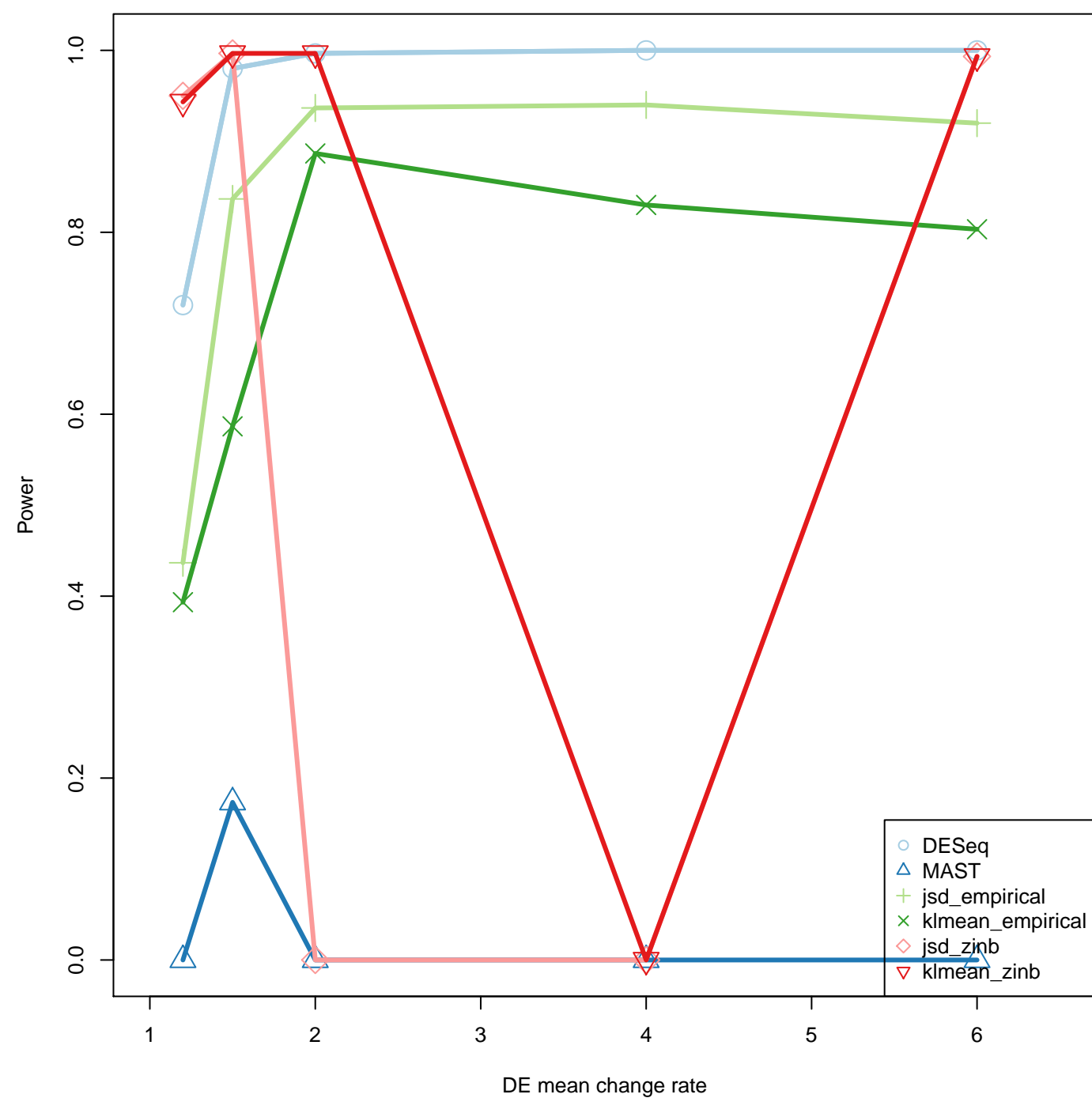
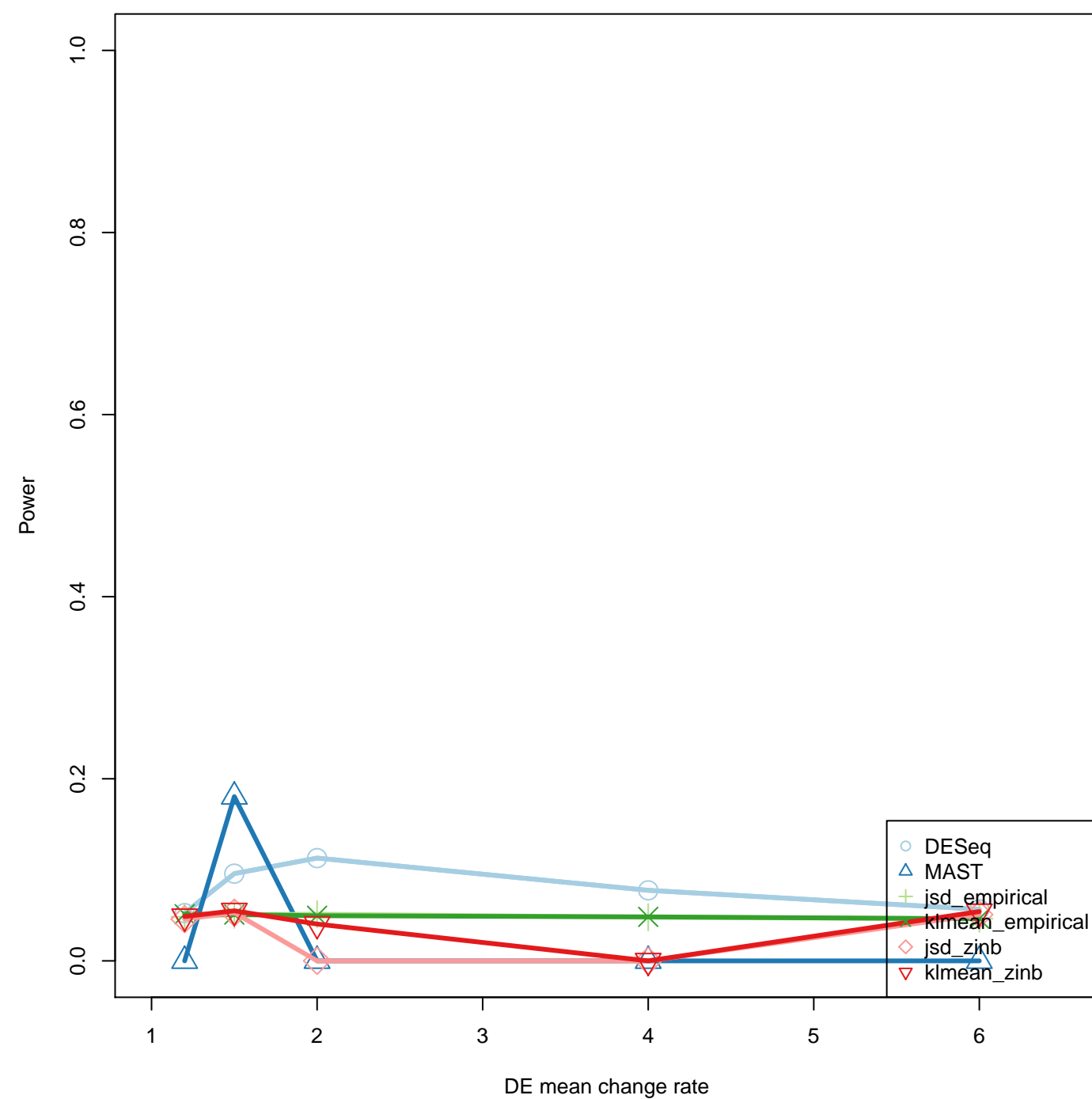


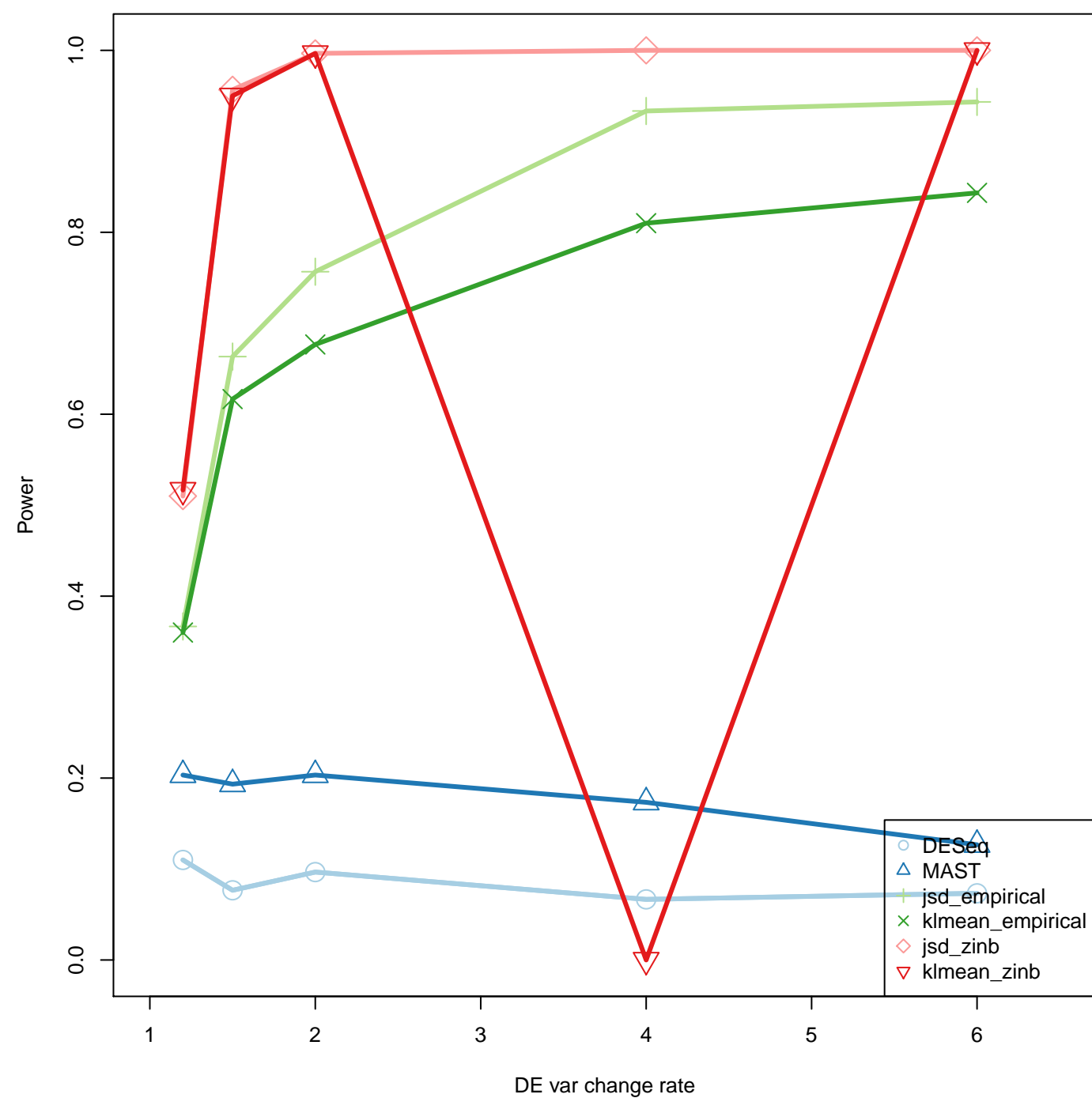
power of mean_diff, for zinb.naive, rep 1



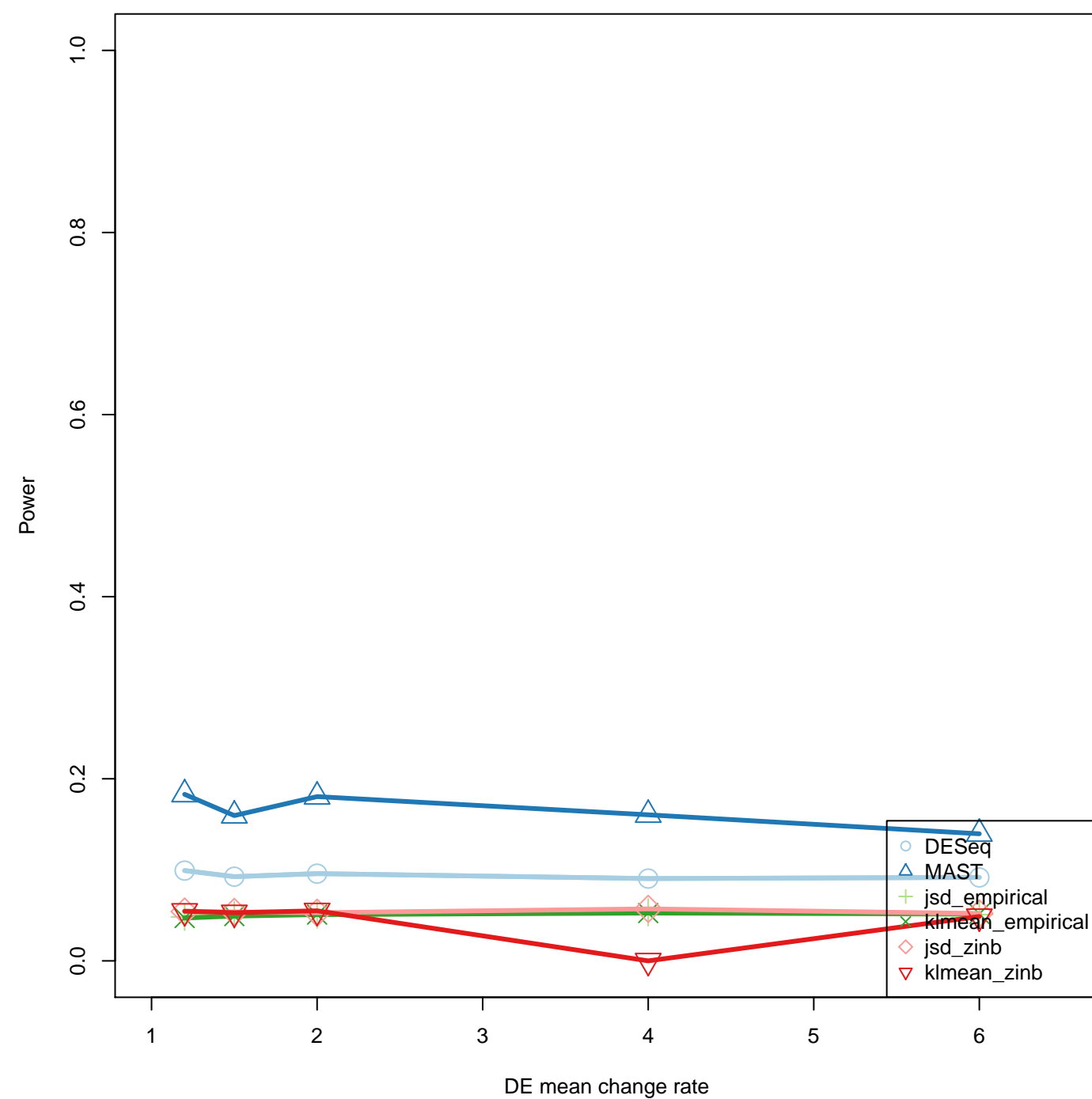
power of control(FDR), for zinb.naive, rep 1



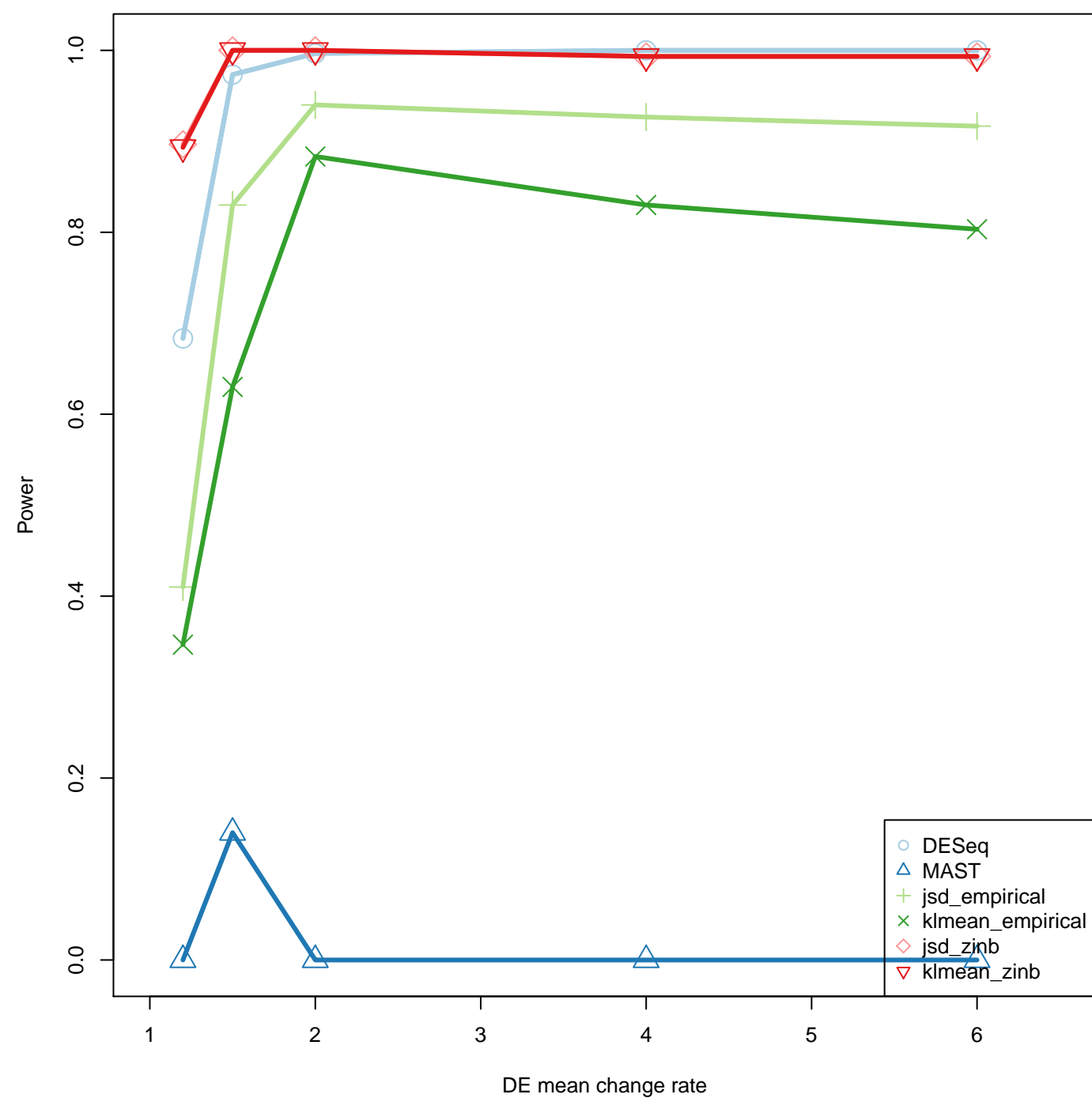
power of var_diff, for zinb.naive, rep 1



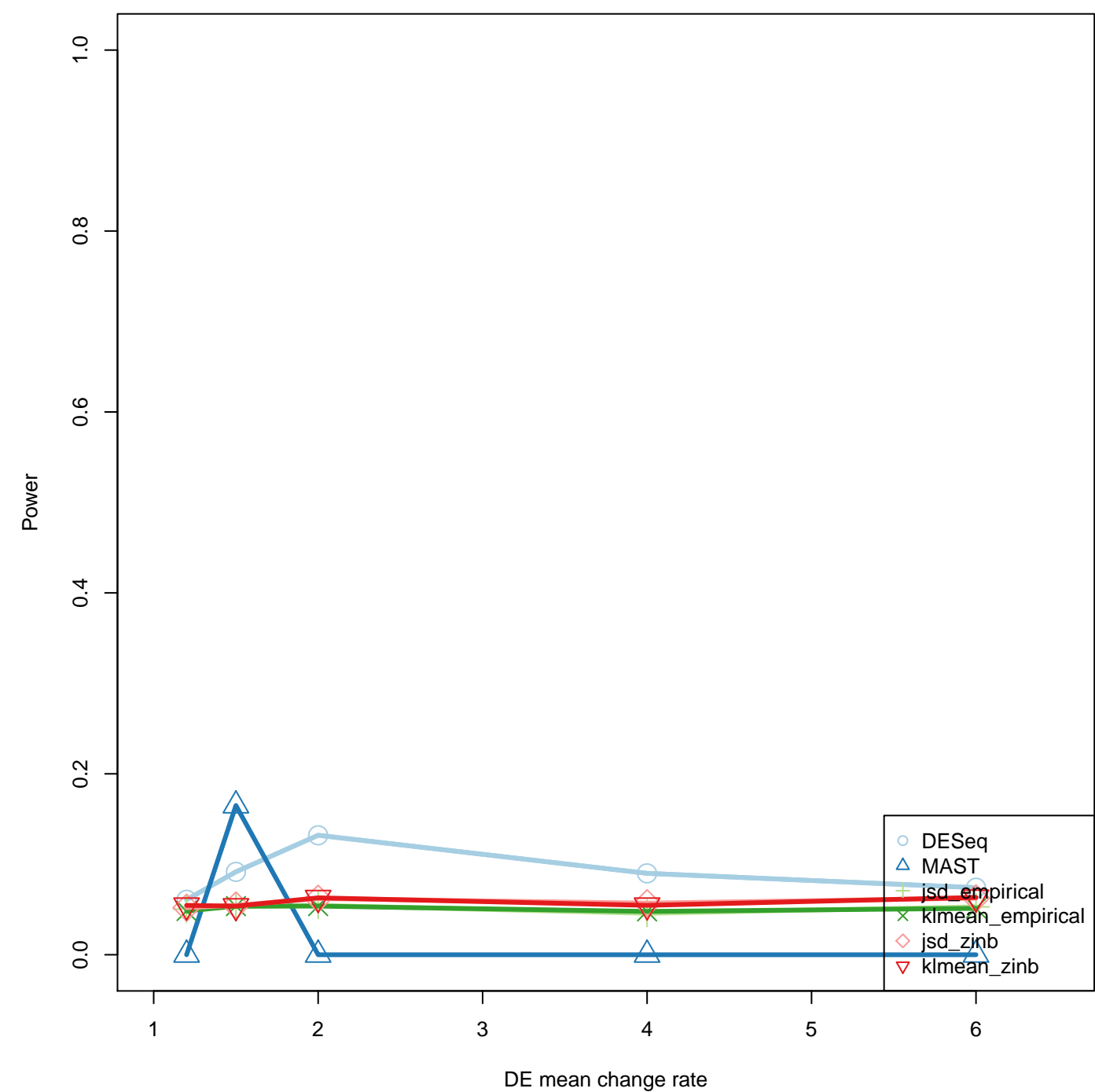
power of control(FDR), for zinb.naive, rep 1



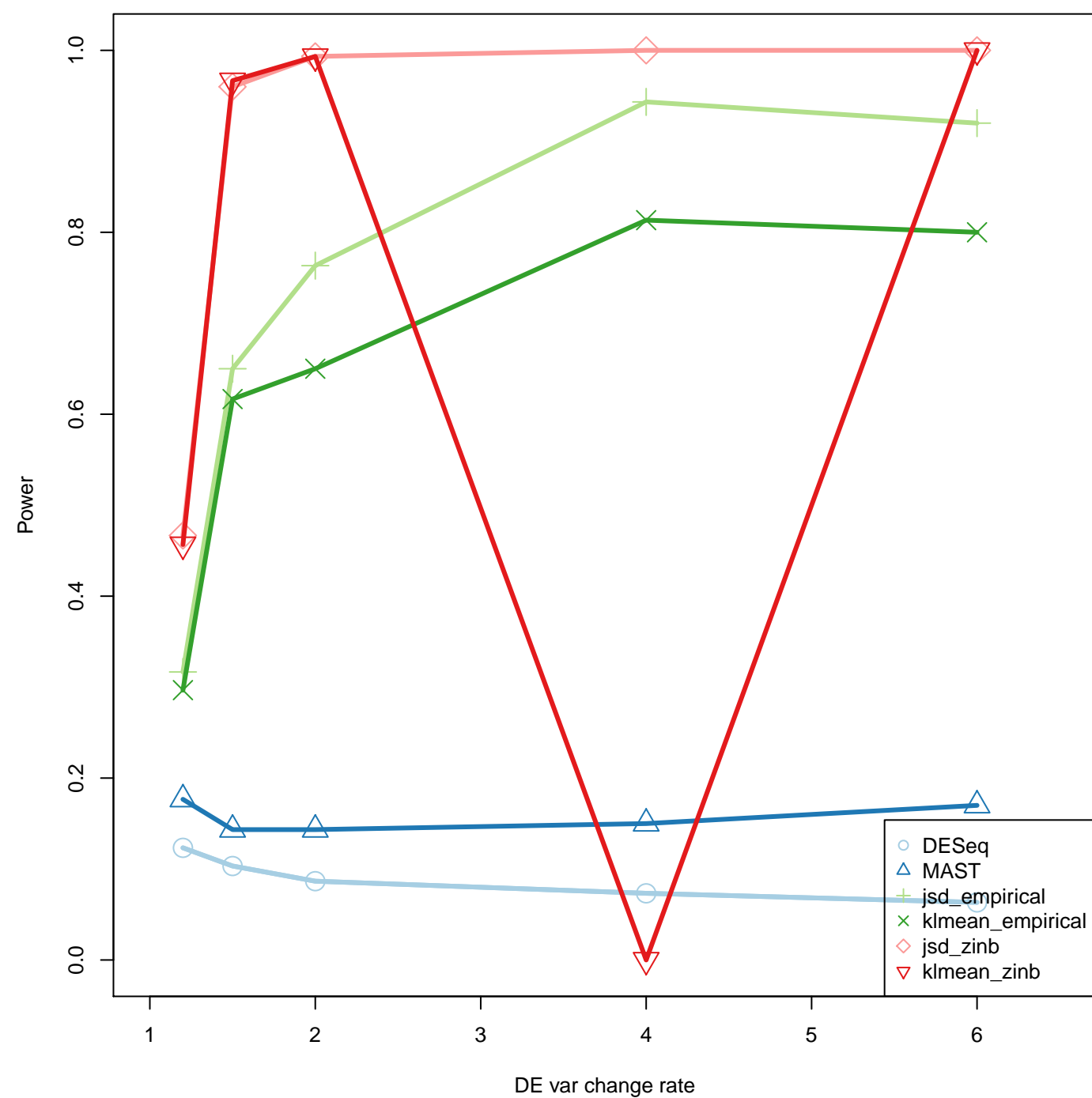
power of mean_diff, for zinb.naive, rep 2



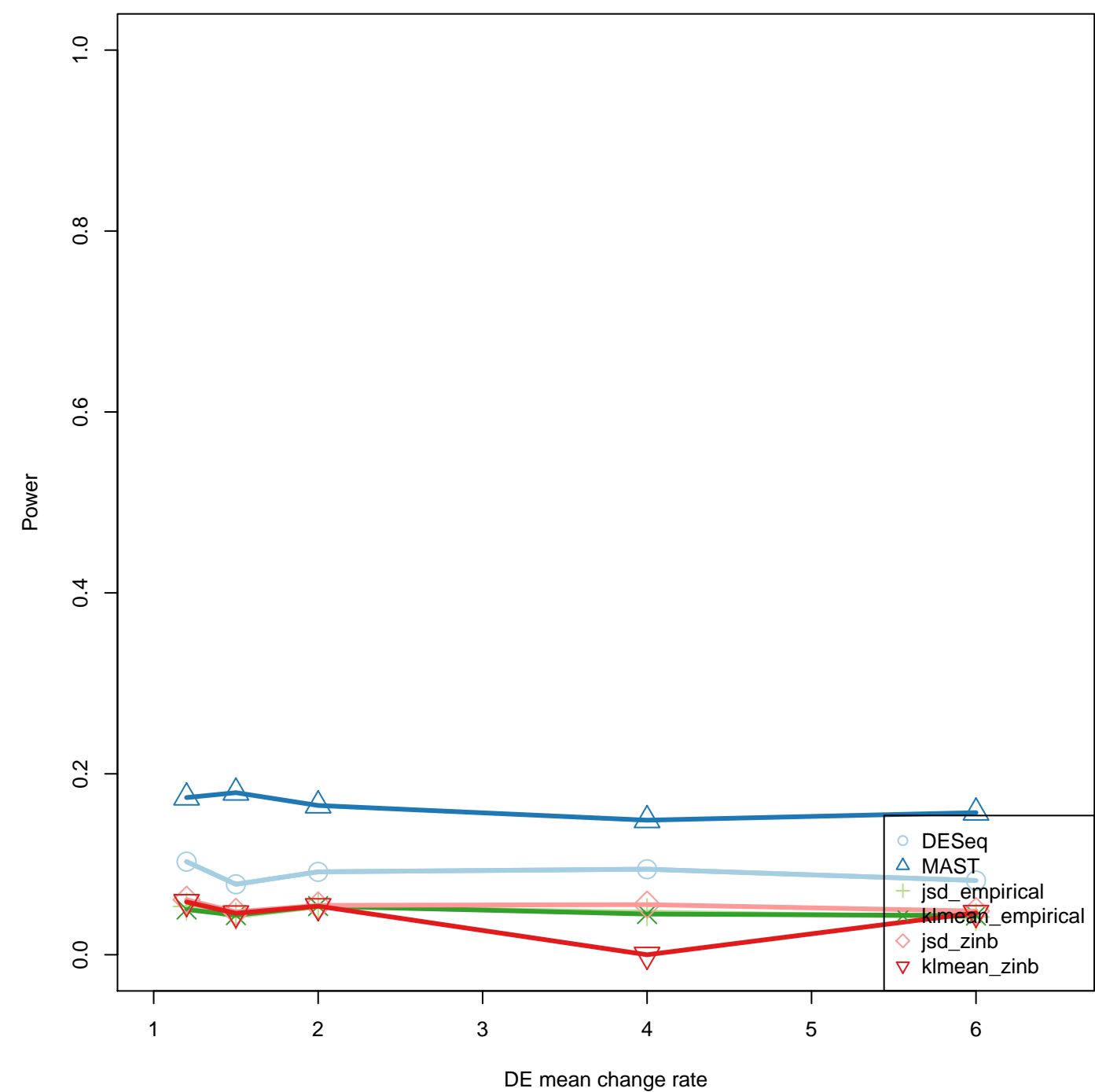
power of control(FDR), for zinb.naive, rep 2



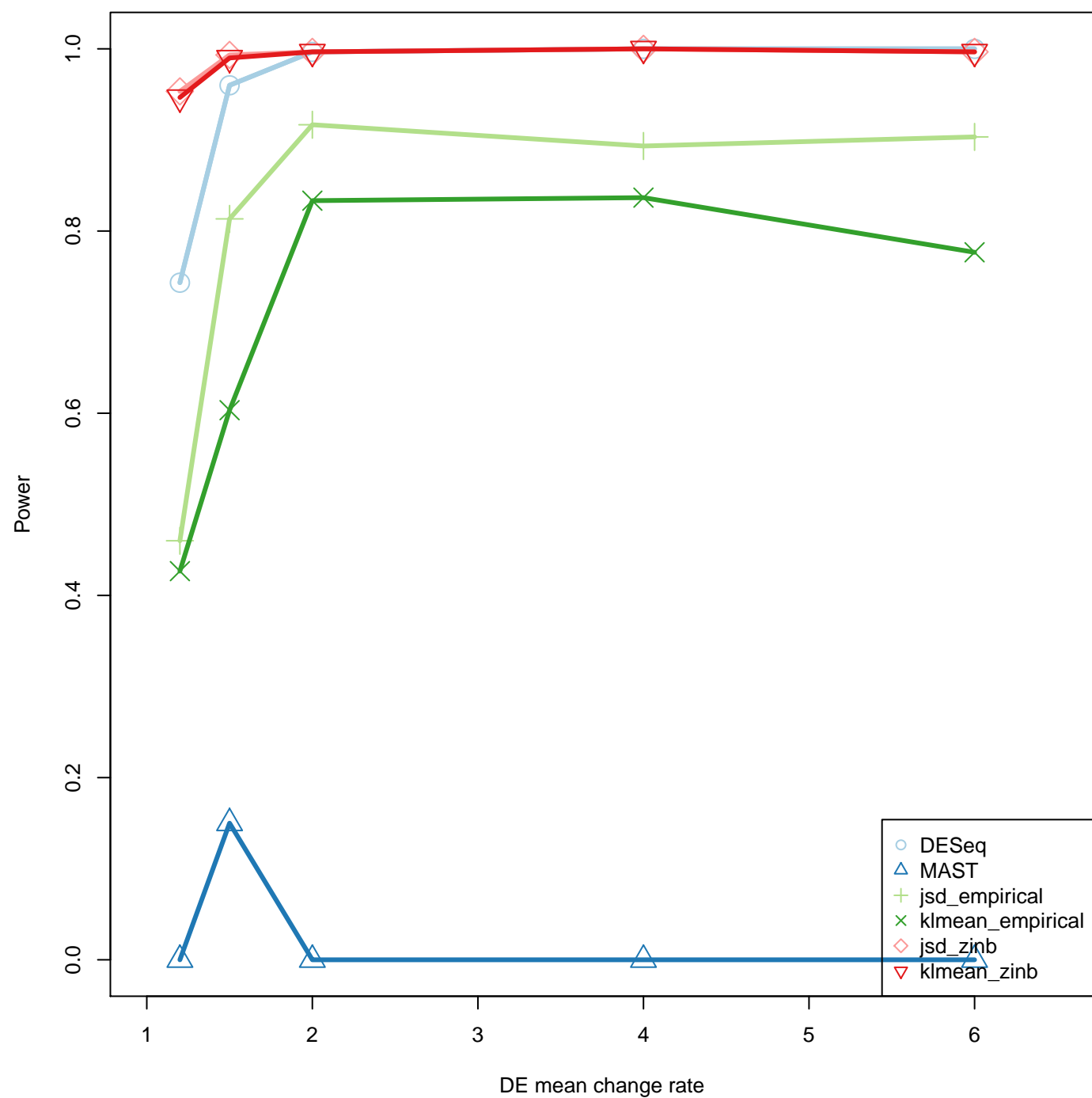
power of var_diff, for zinb.naive, rep 2



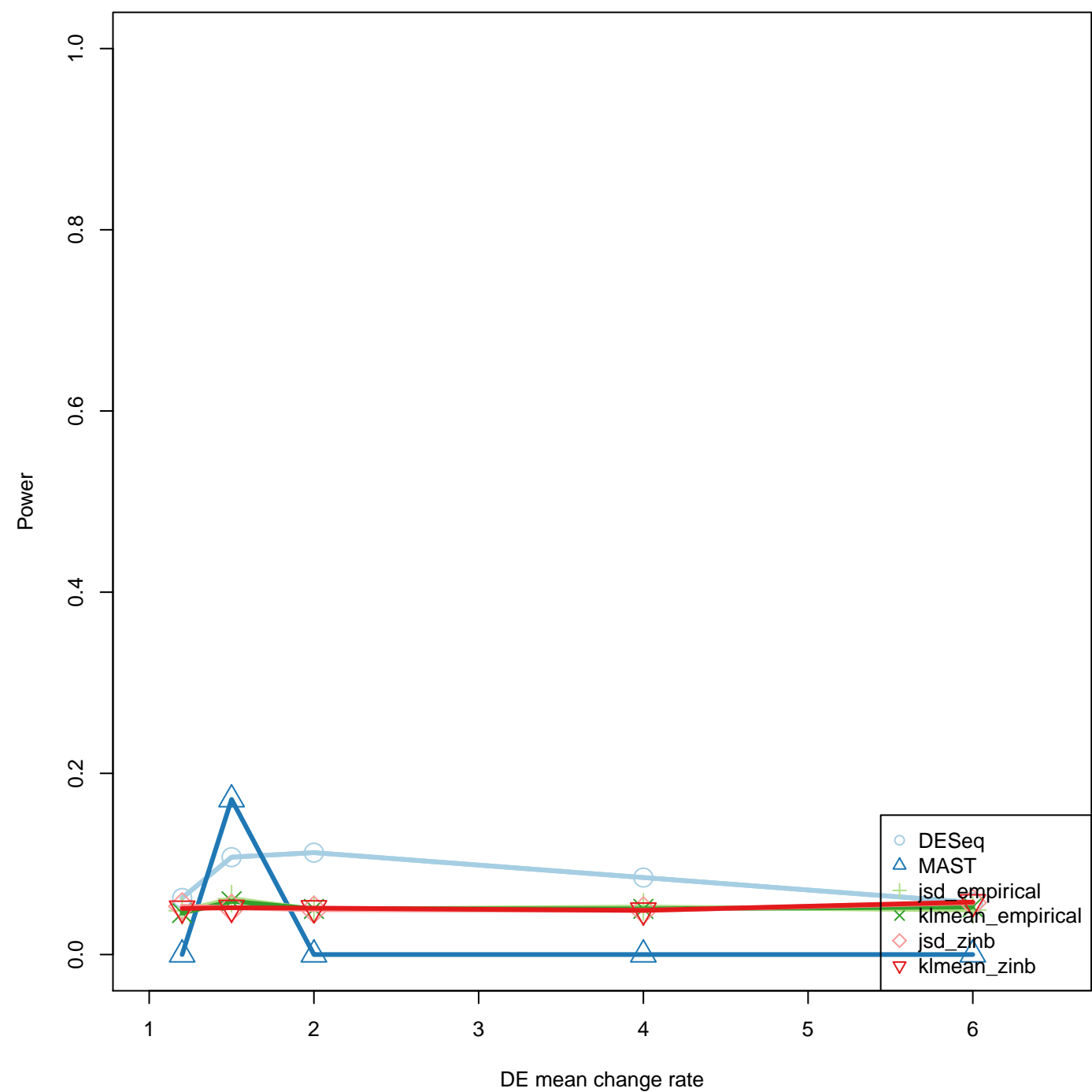
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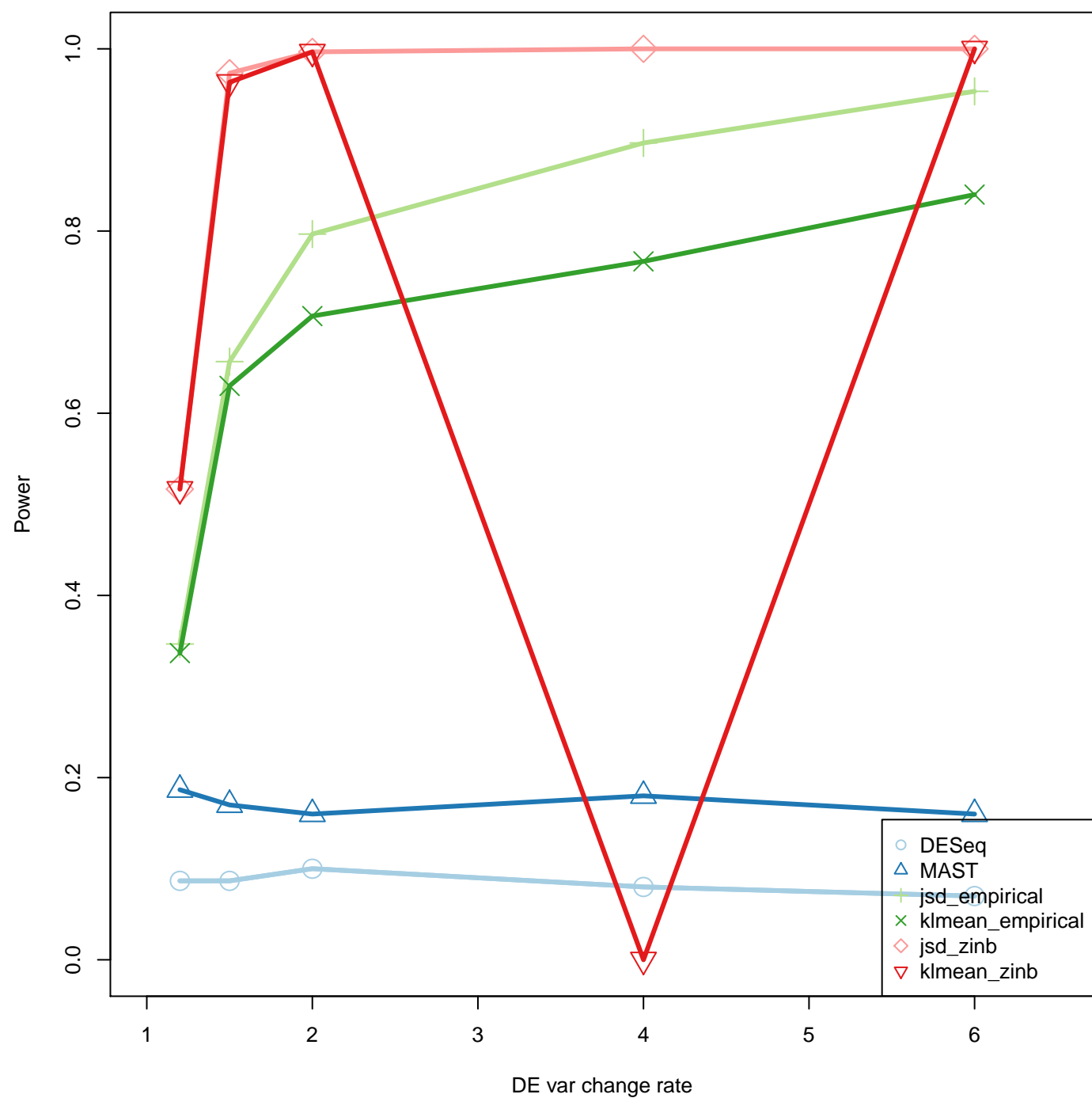
power of mean_diff, for zinb.naive, rep 3



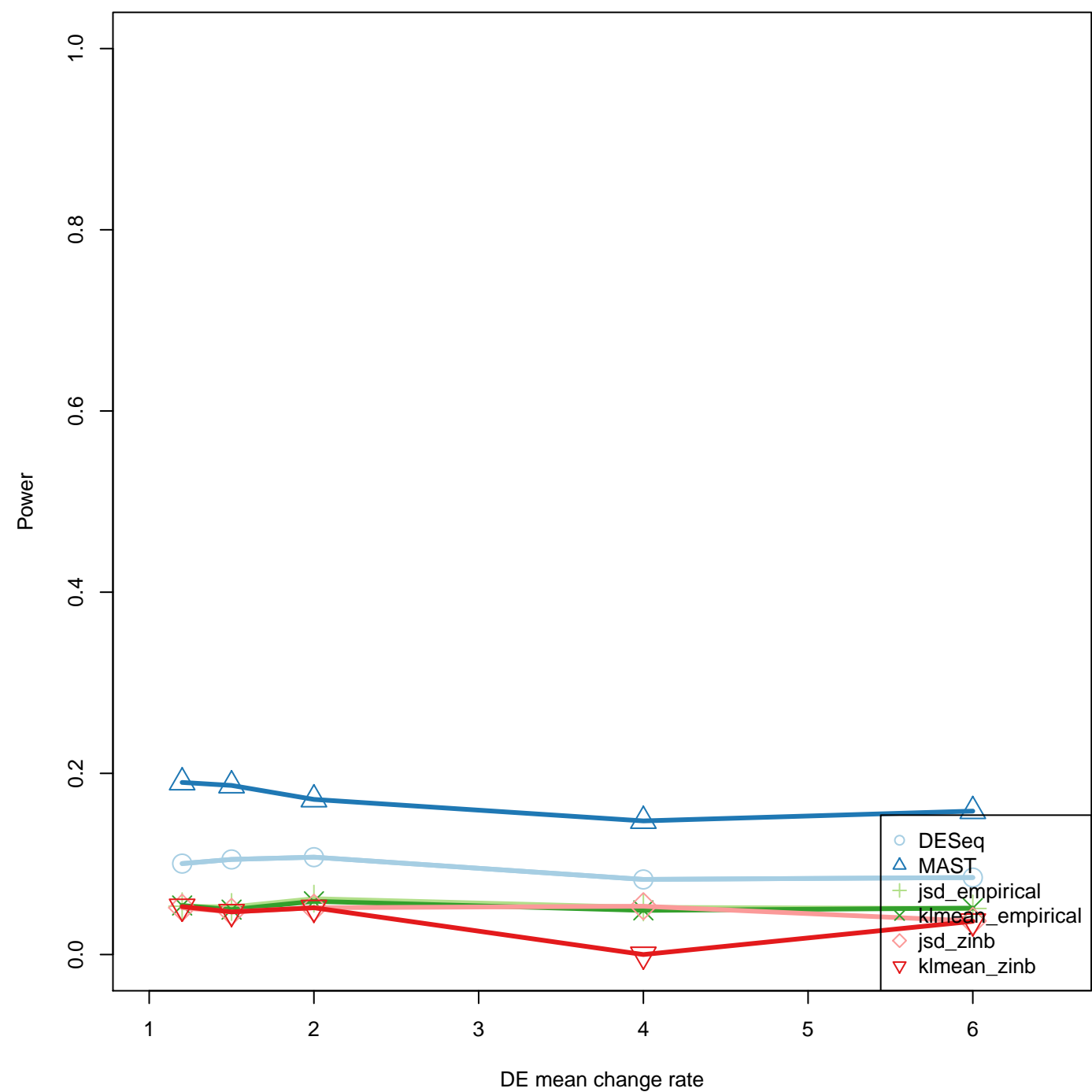
power of control(FDR), for zinb.naive, rep 3



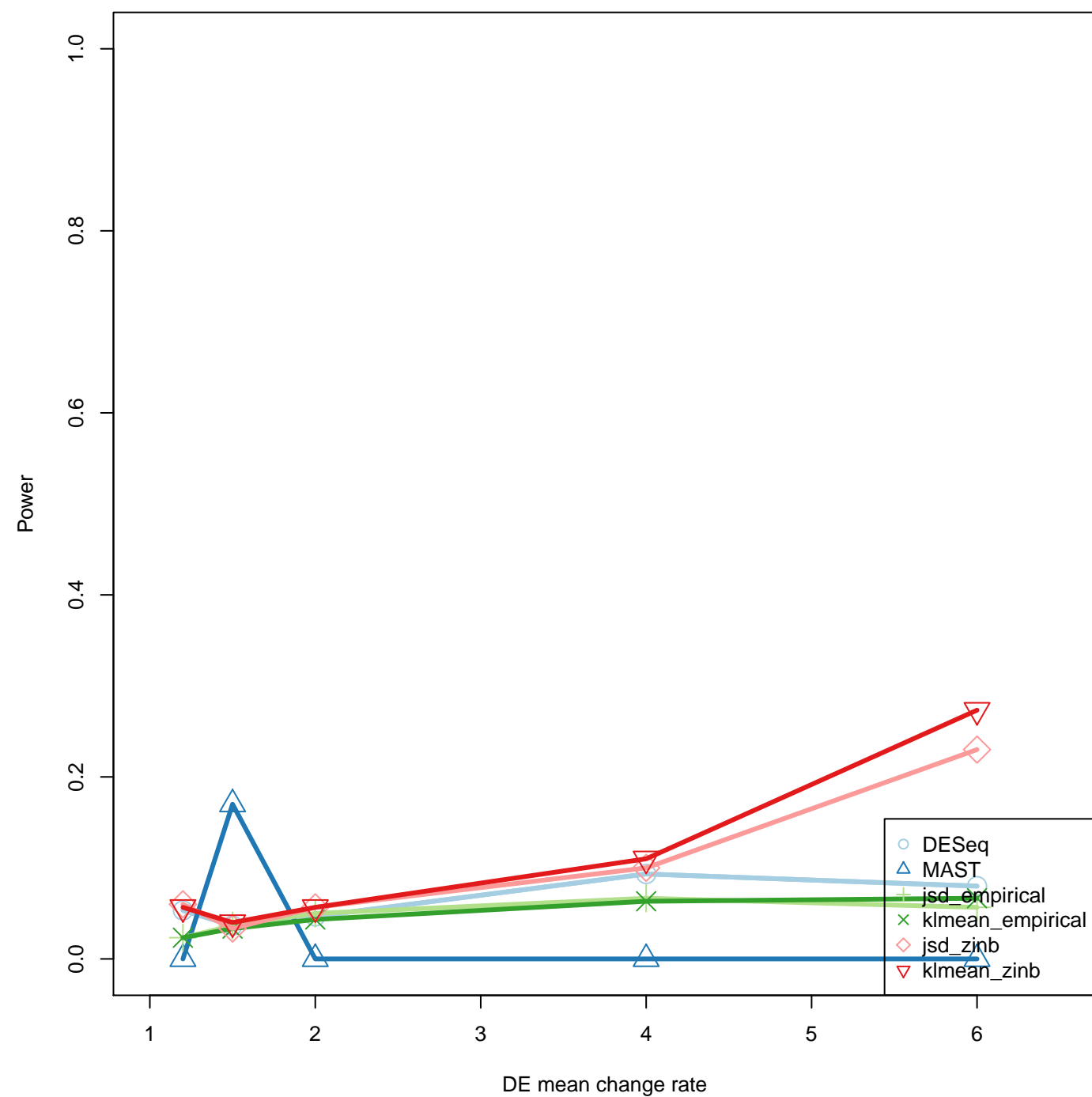
power of var_diff, for zinb.naive, rep 3



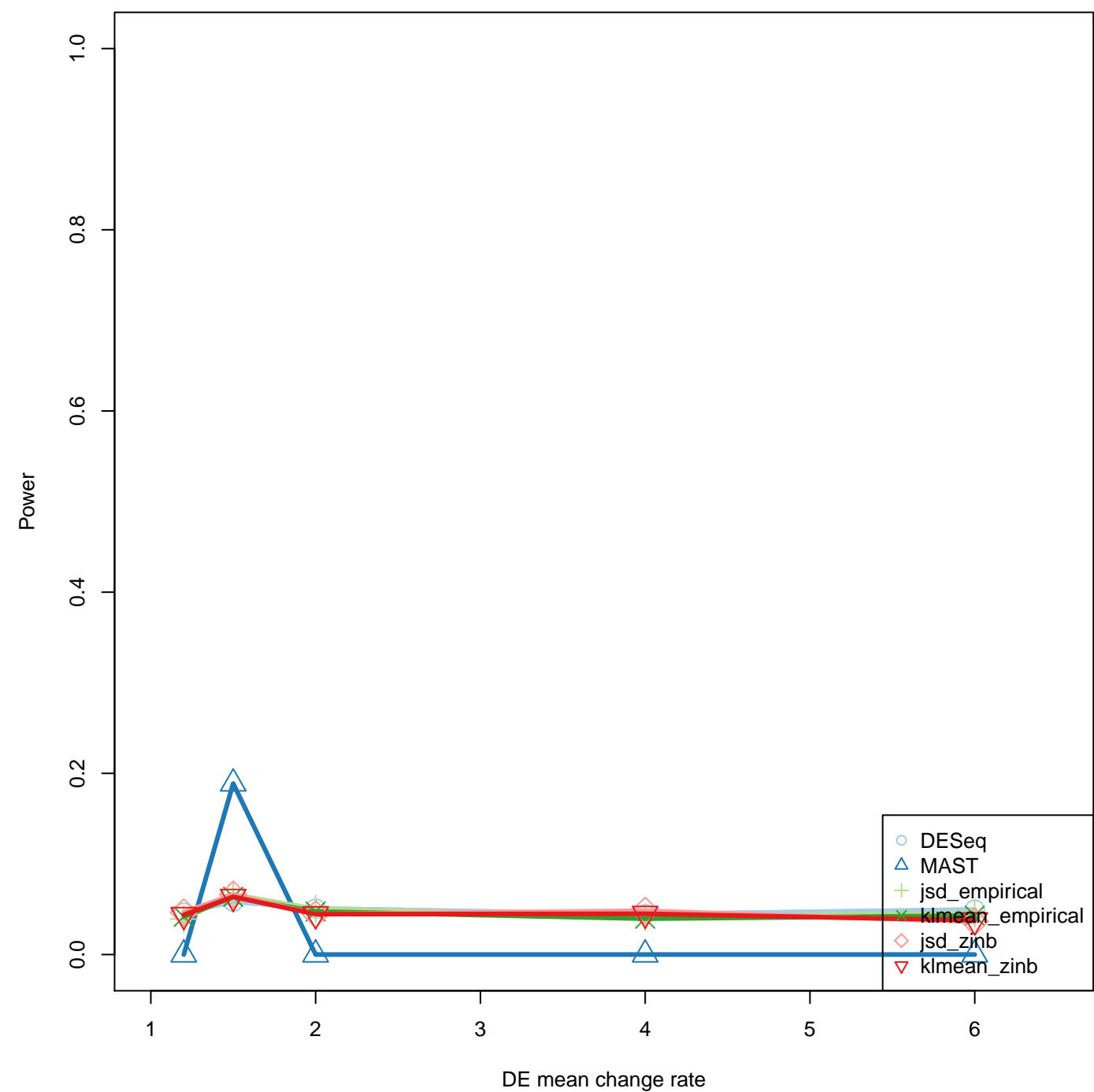
power of control(FDR), for zinb.naive, rep 3



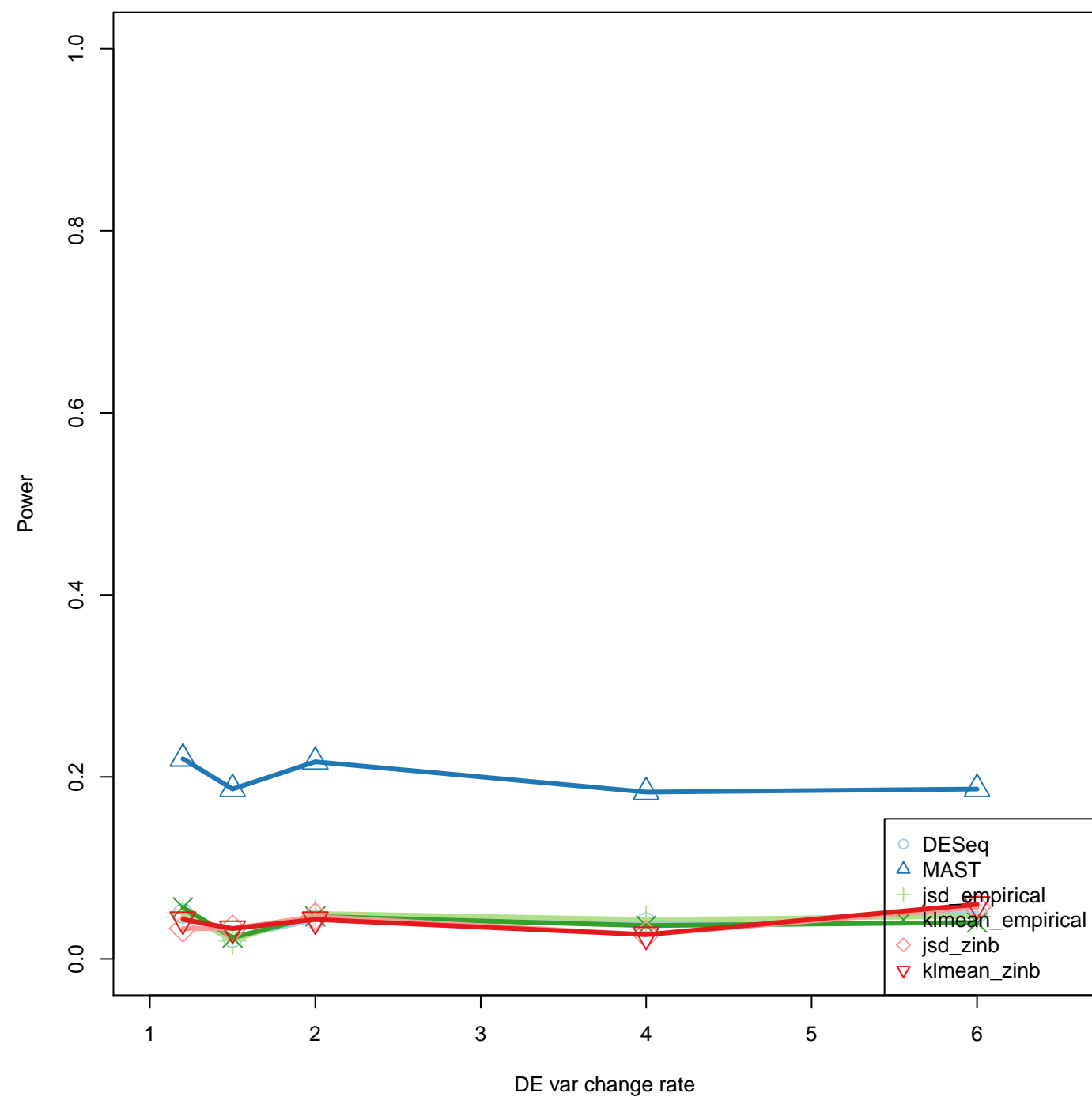
power of mean_diff, for splat.org, rep 1



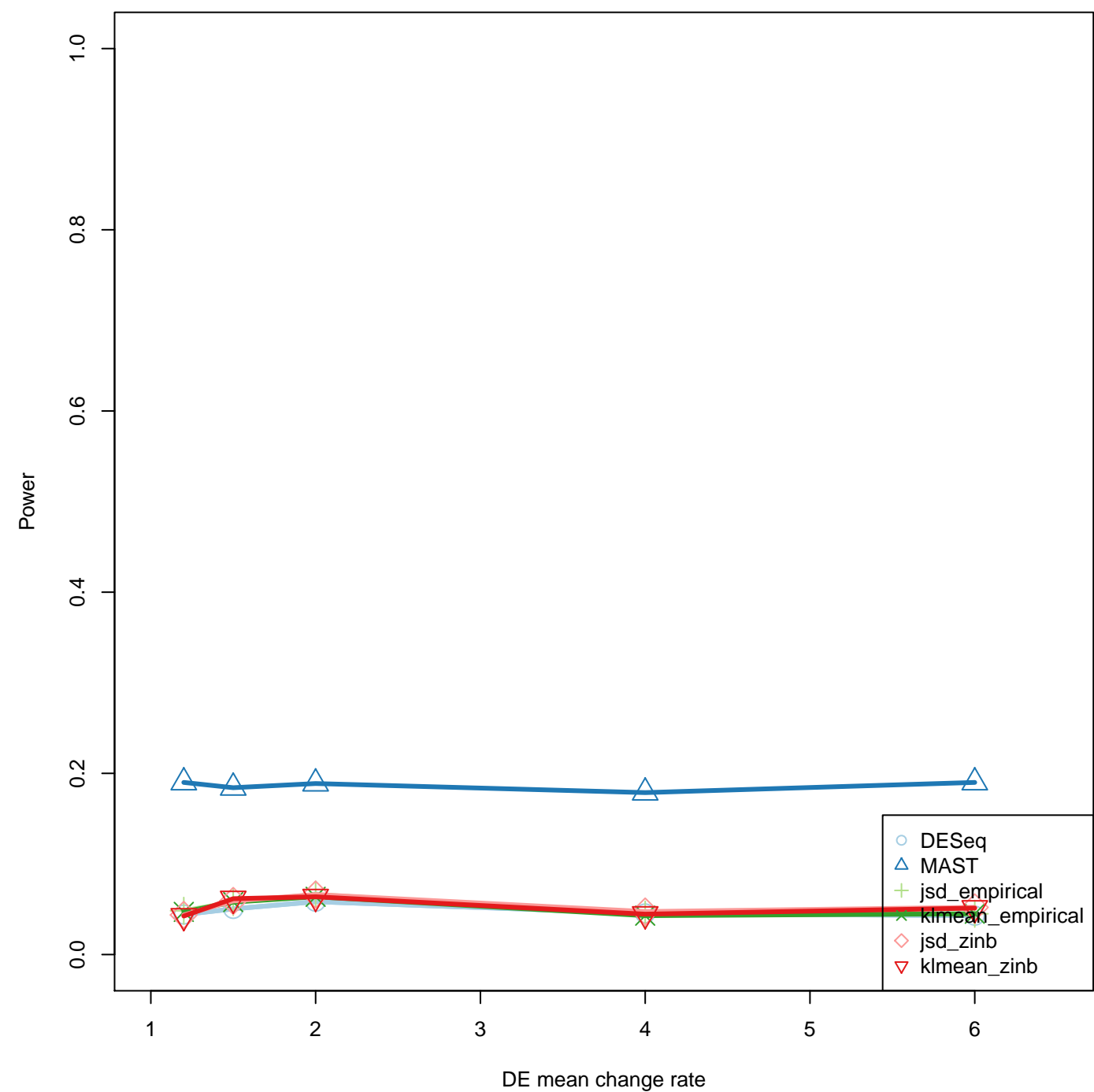
power of control(FDR), for splat.org, rep 1



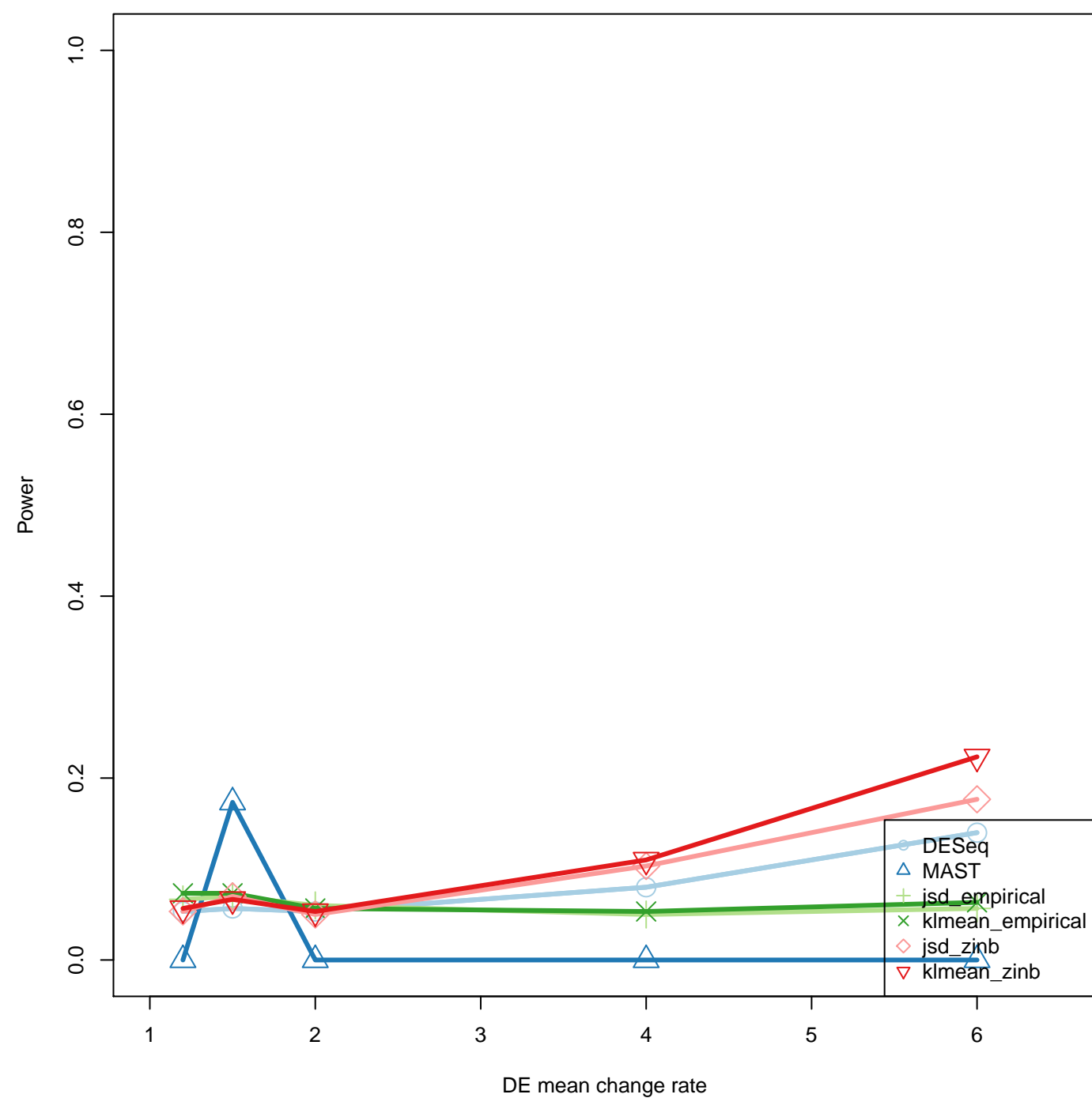
power of var_diff, for splat.org, rep 1



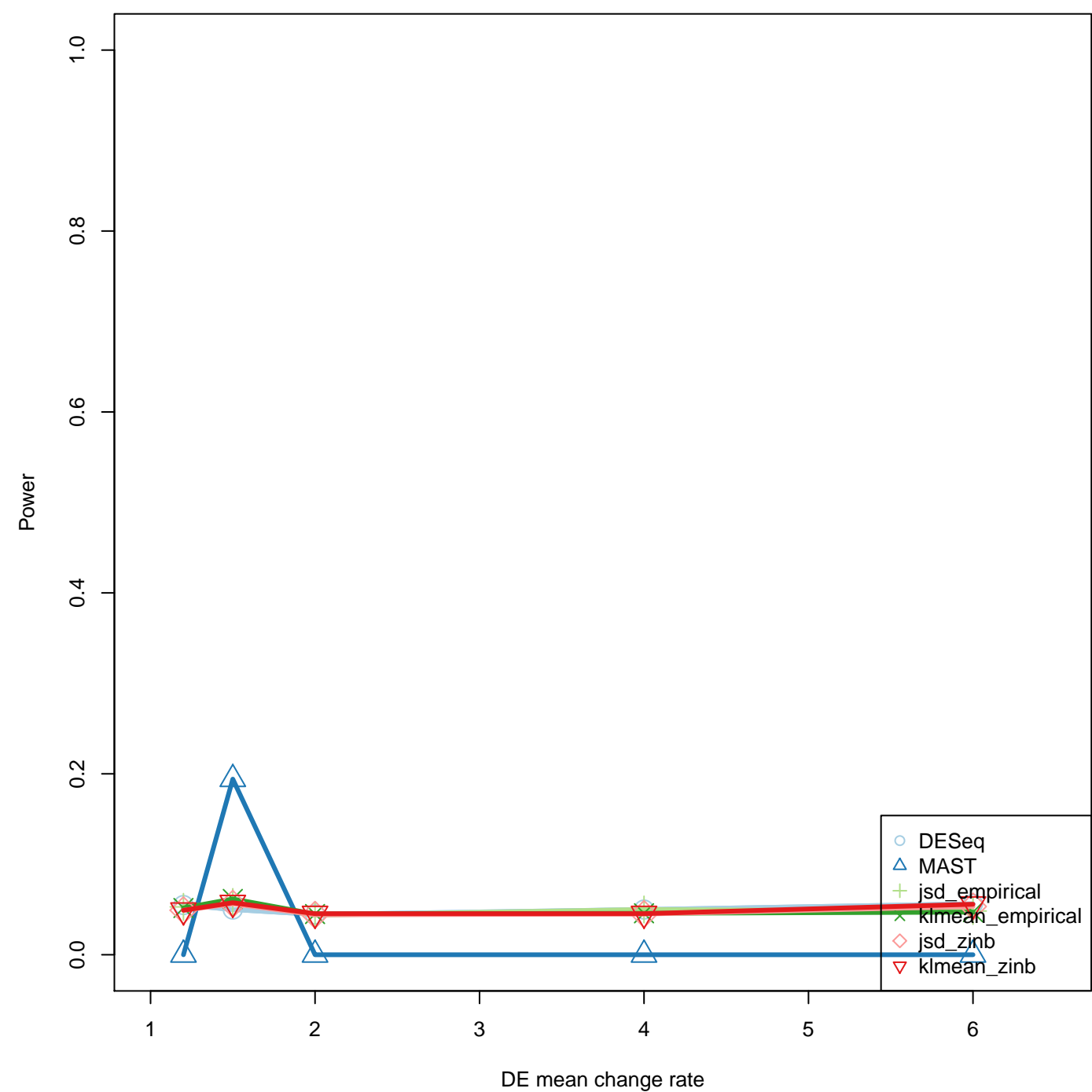
power of control(FDR), for splat.org, rep 1



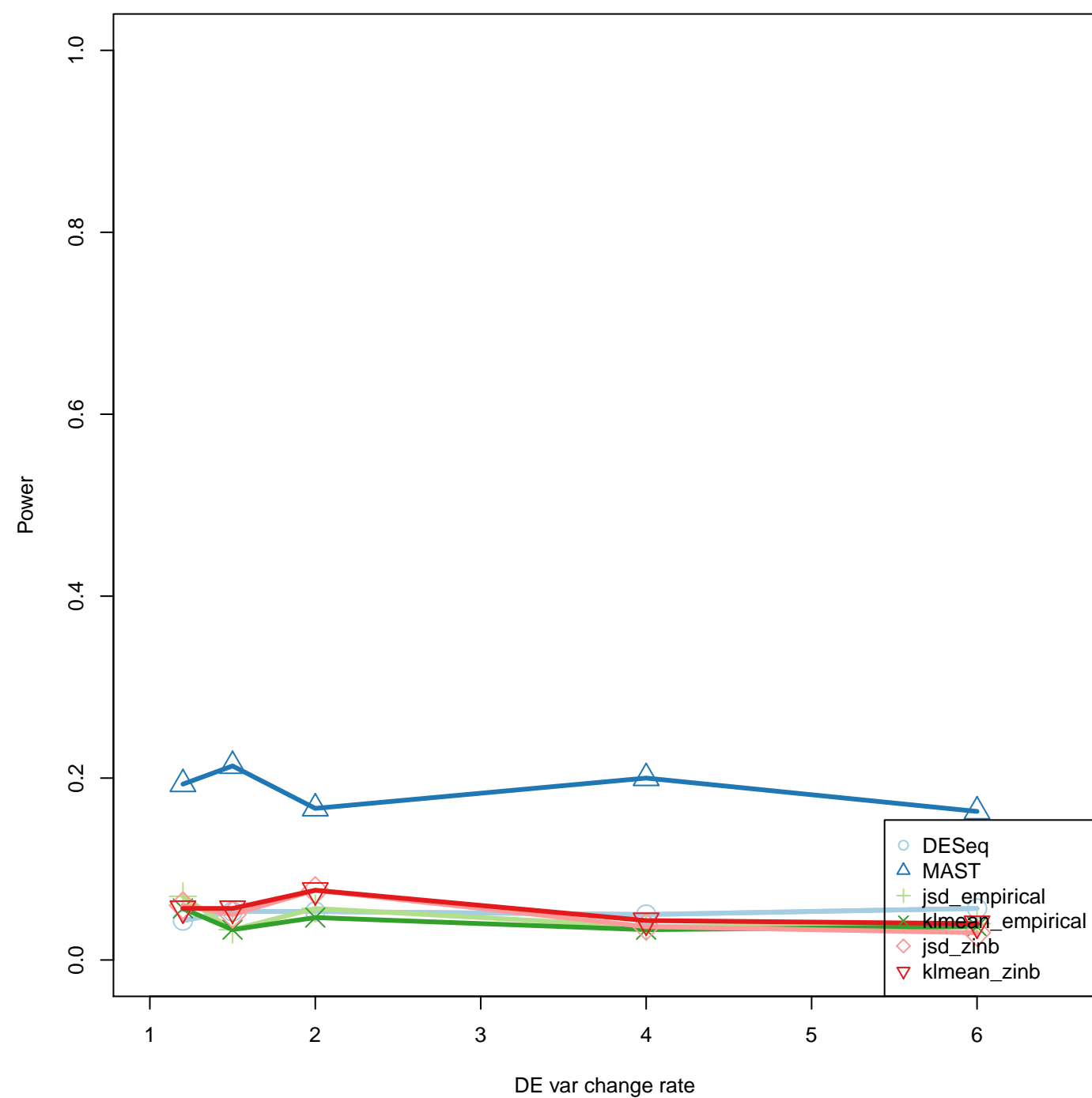
power of mean_diff, for splat.org, rep 2



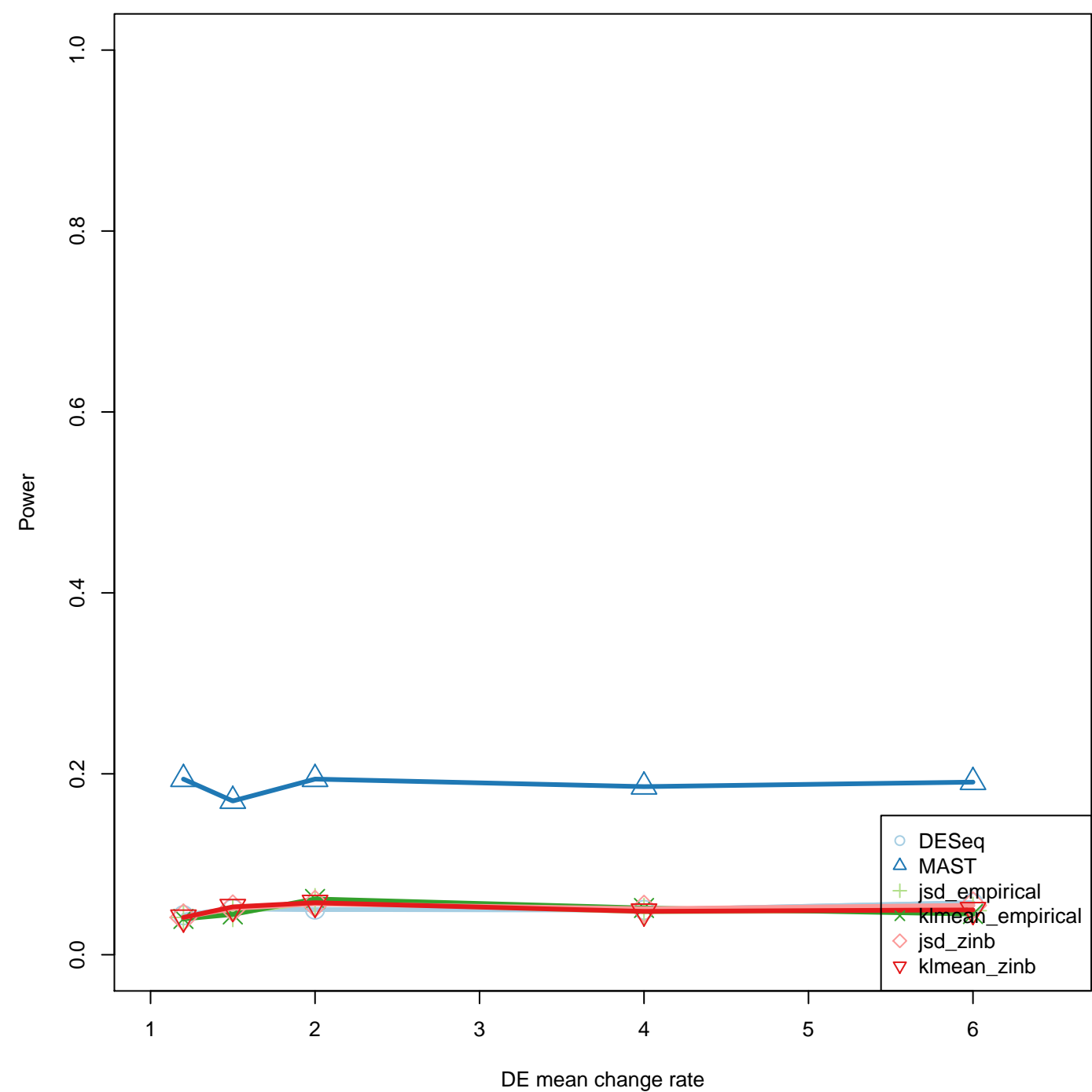
power of control(FDR), for splat.org, rep 2



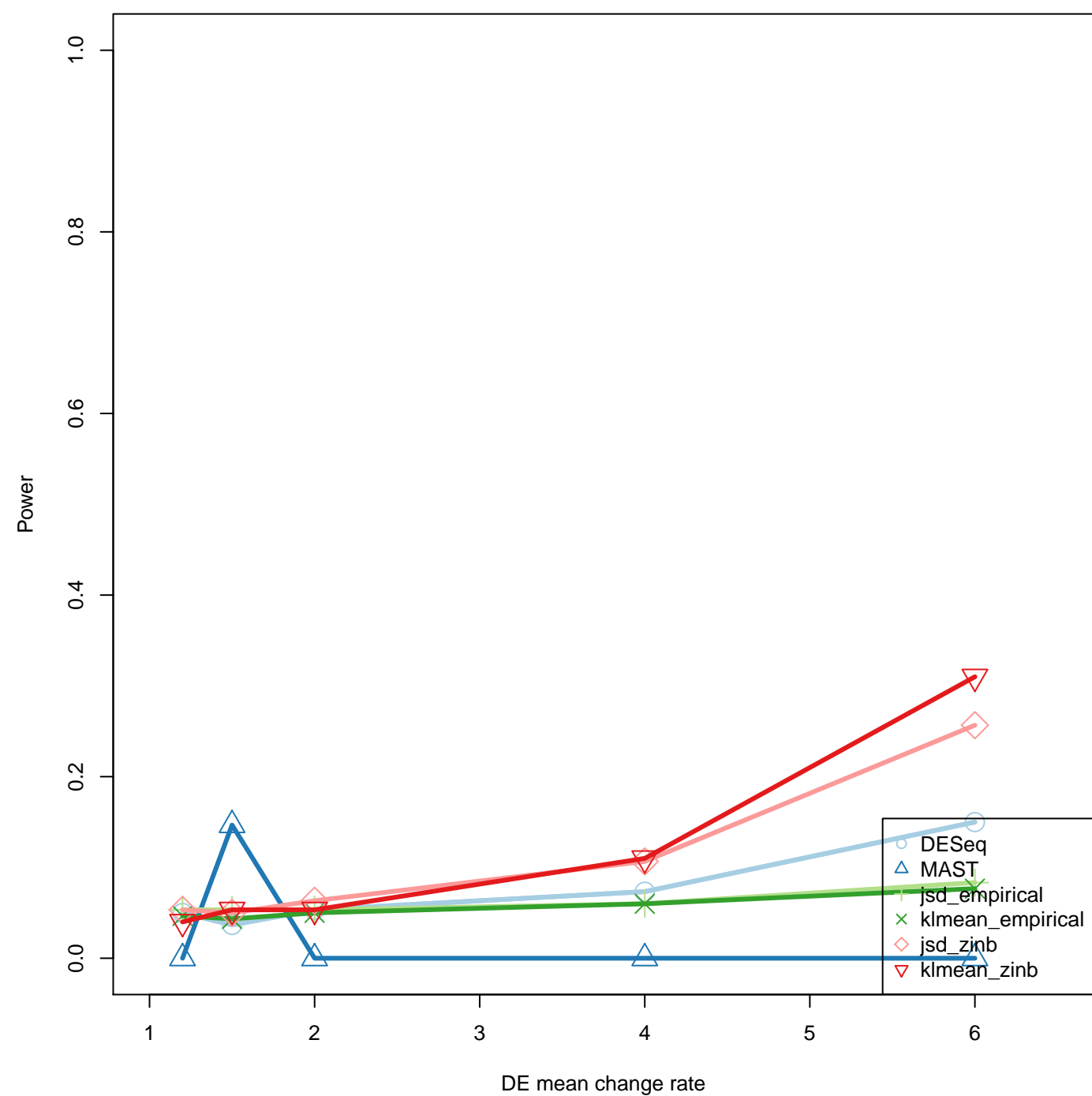
power of var_diff, for splat.org, rep 2



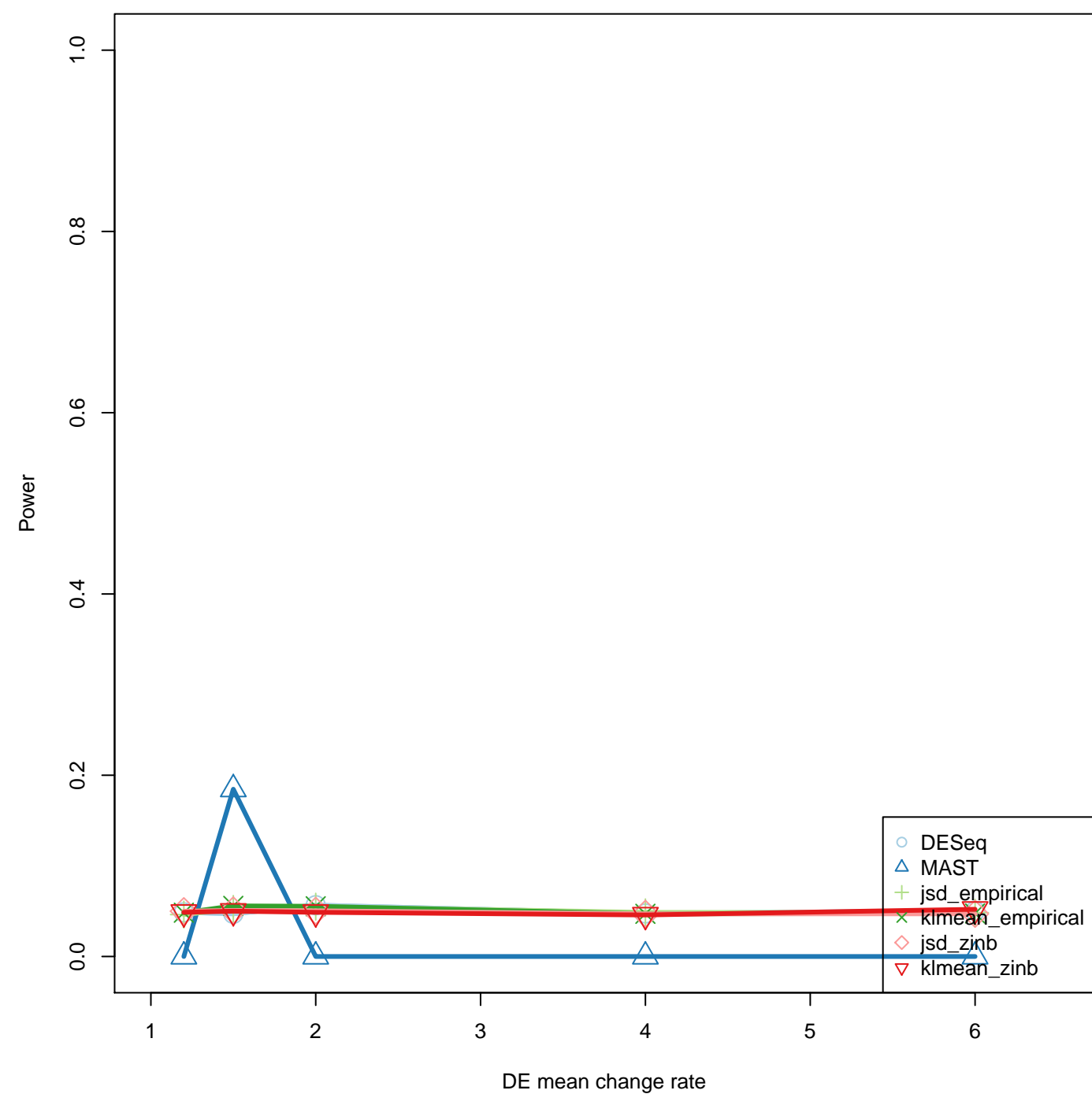
power of control(FDR), for splat.org, rep 2



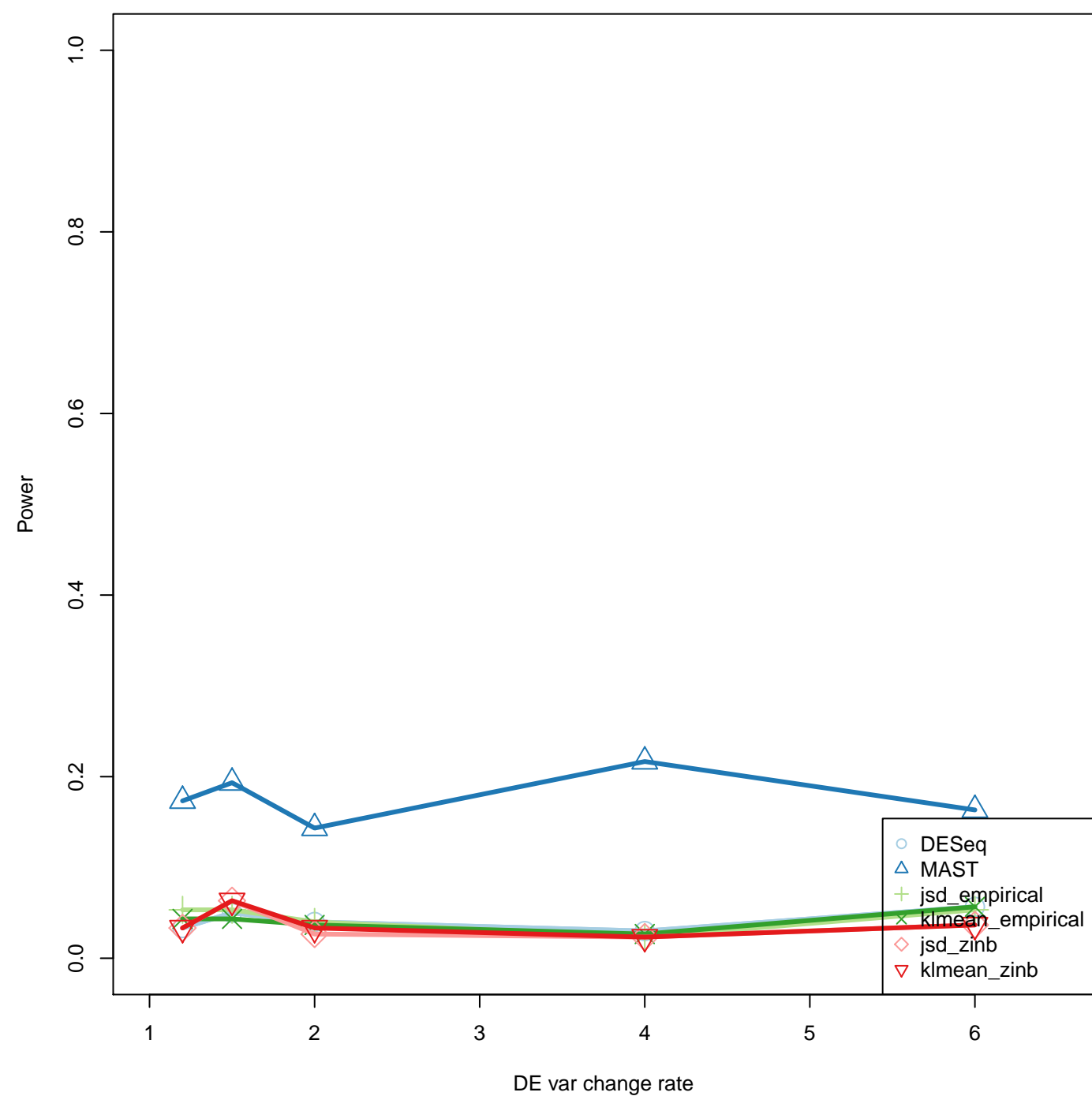
power of mean_diff, for splat.org, rep 3



power of control(FDR), for splat.org, rep 3



power of var_diff, for splat.org, rep 3



power of control(FDR), for splat.org, rep 3

