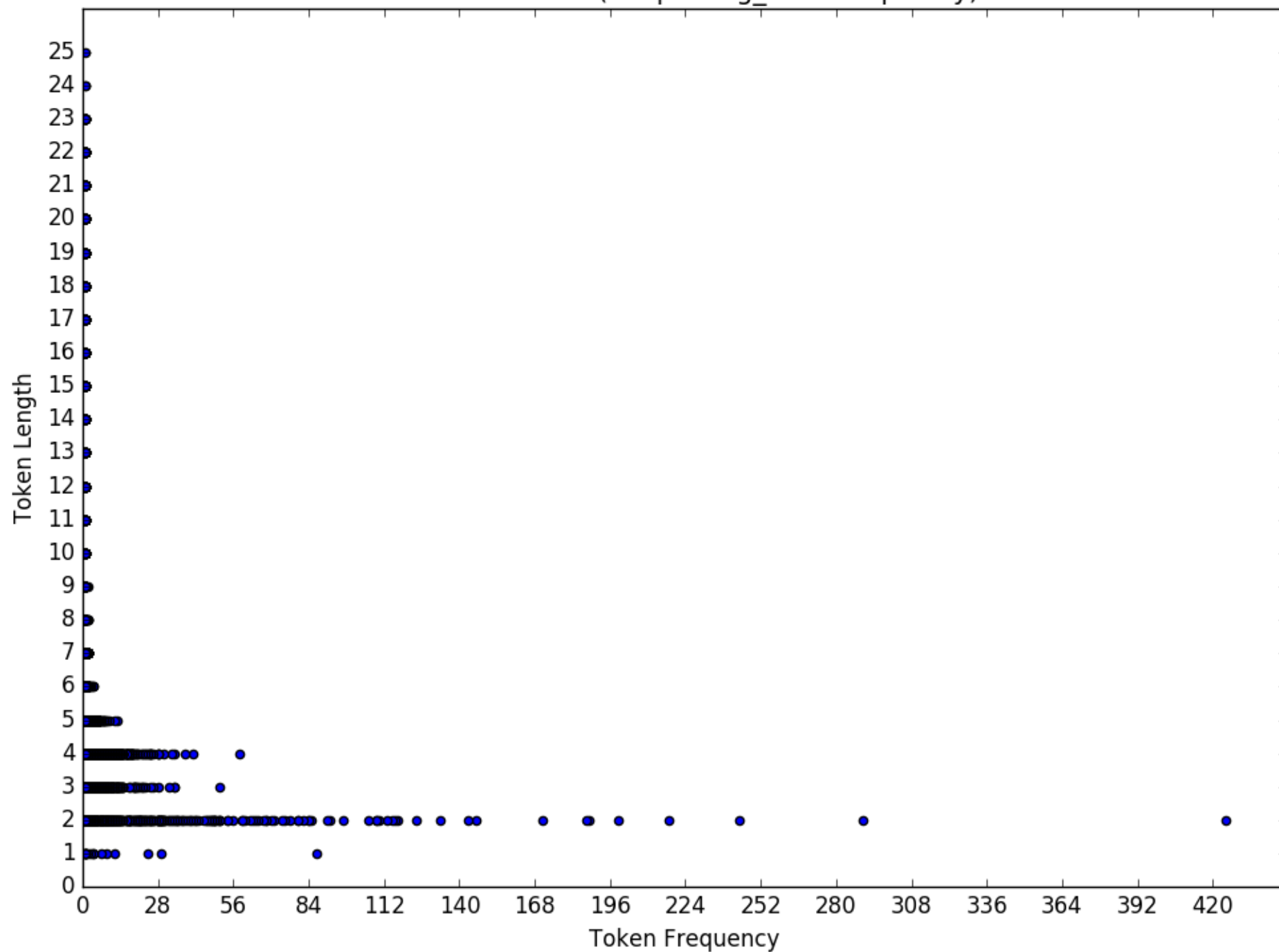
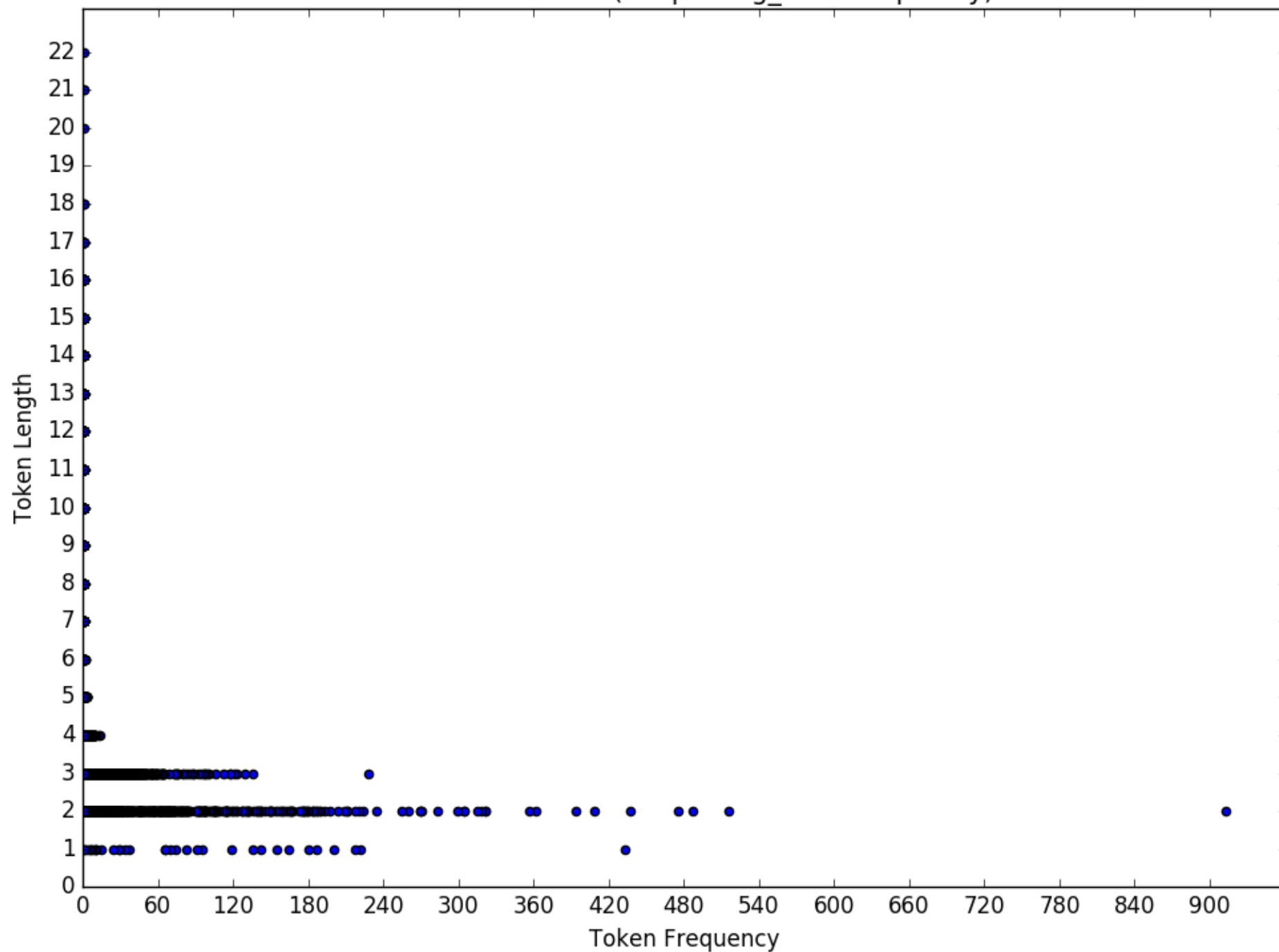


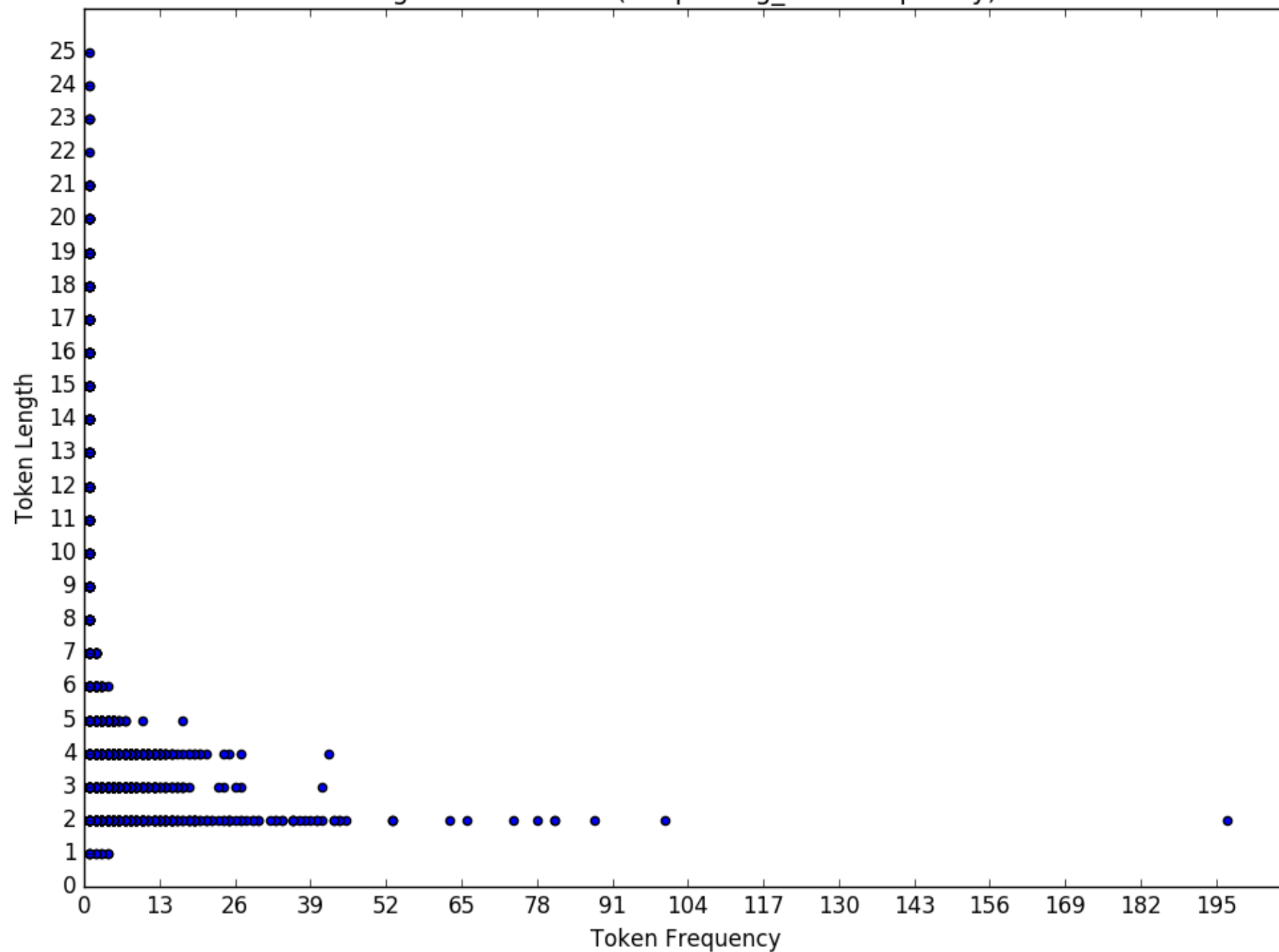
Achuar random(keeps long_char frequency)



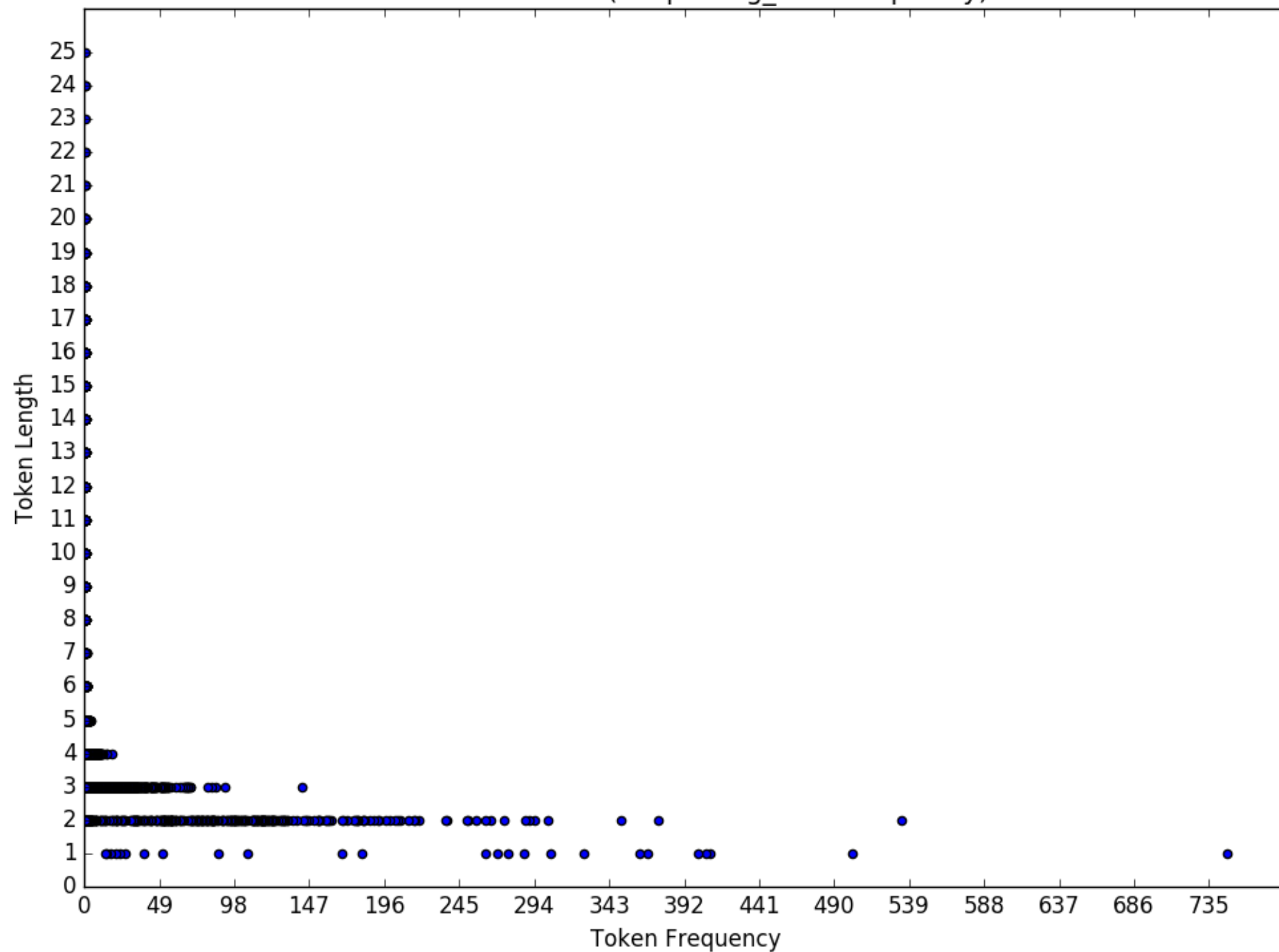
Afrikaans random(keeps long_char frequency)



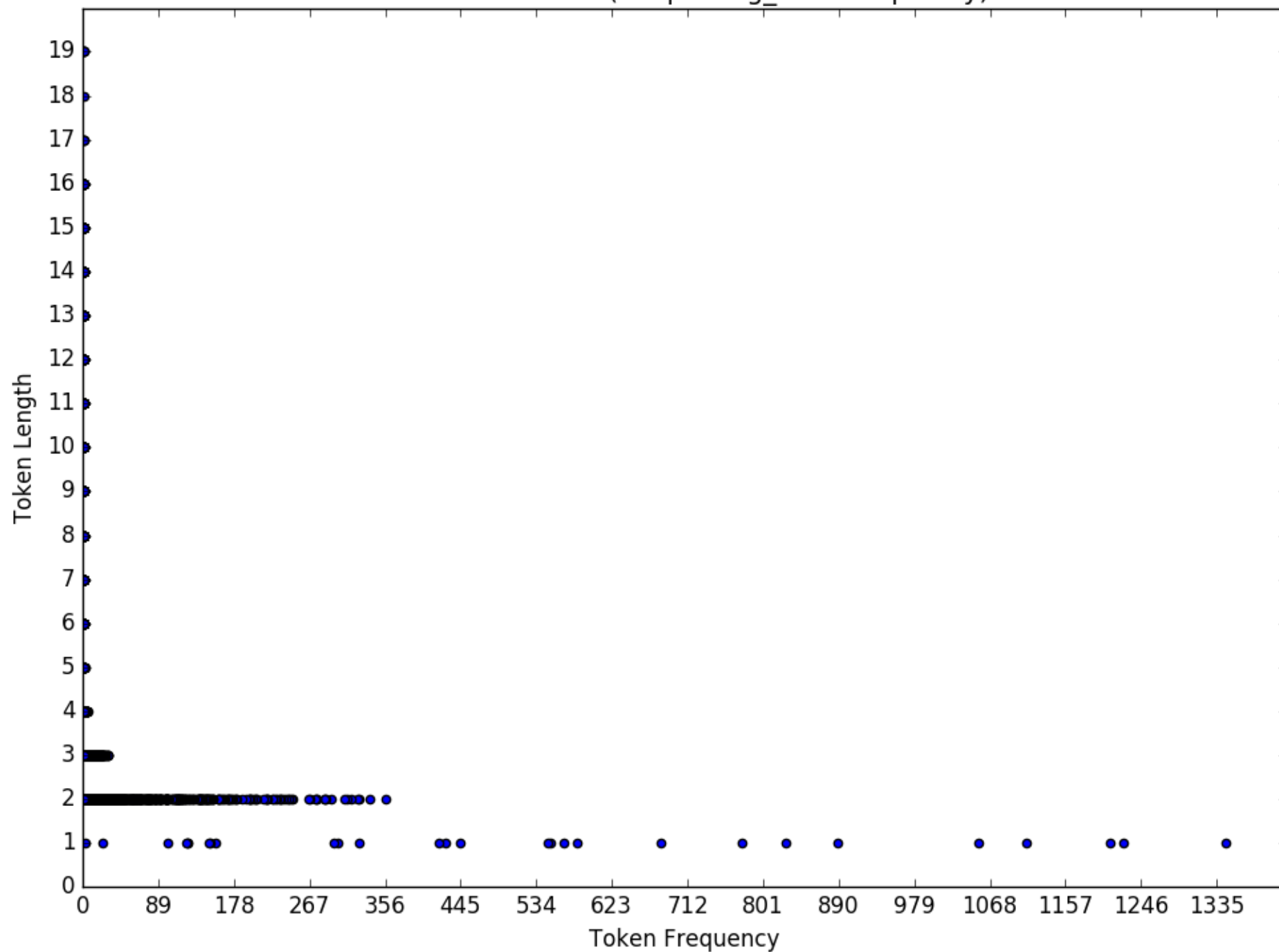
Aguaruna random(keeps long_char frequency)

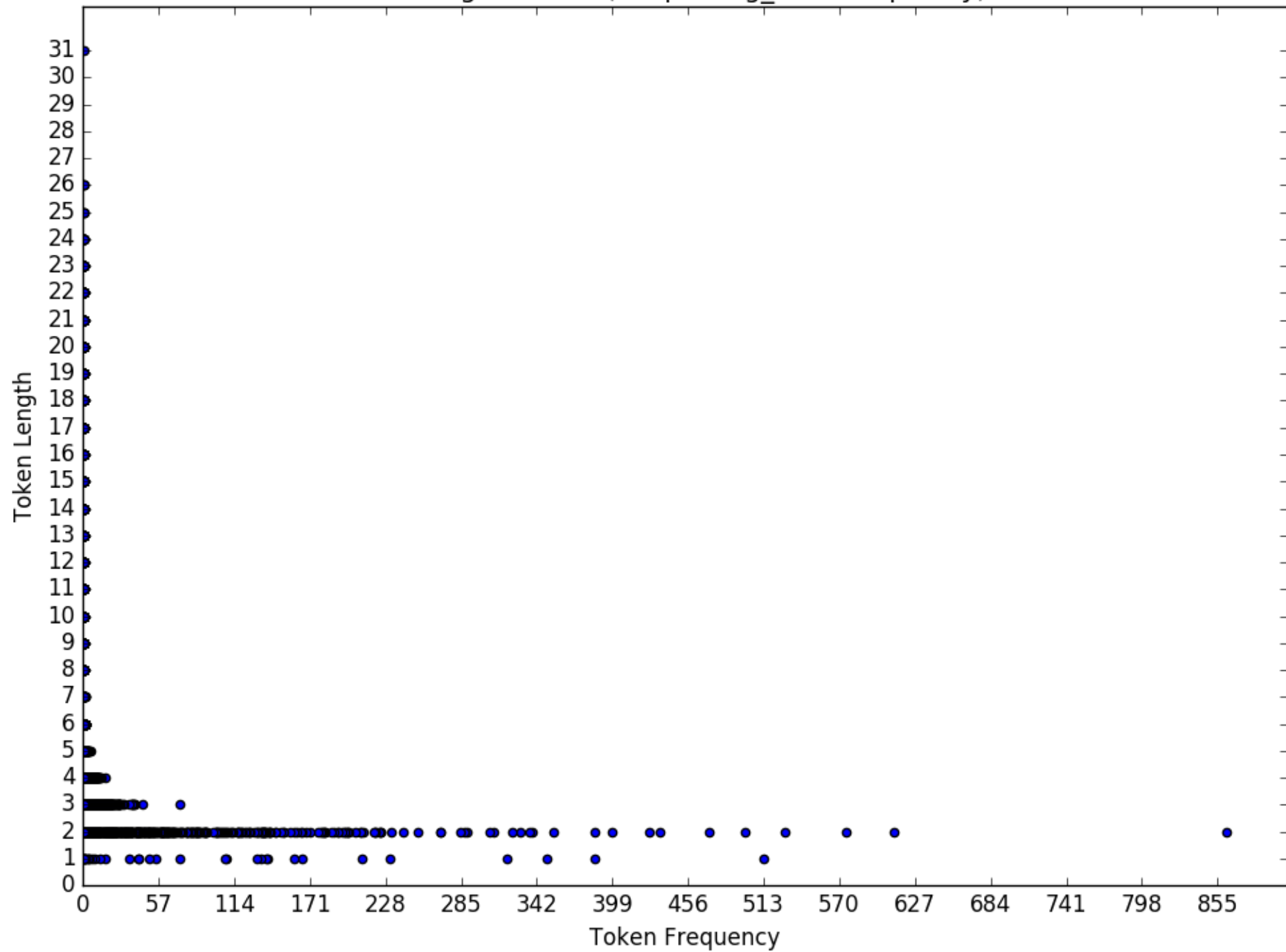


Akawaio random(keeps long_char frequency)

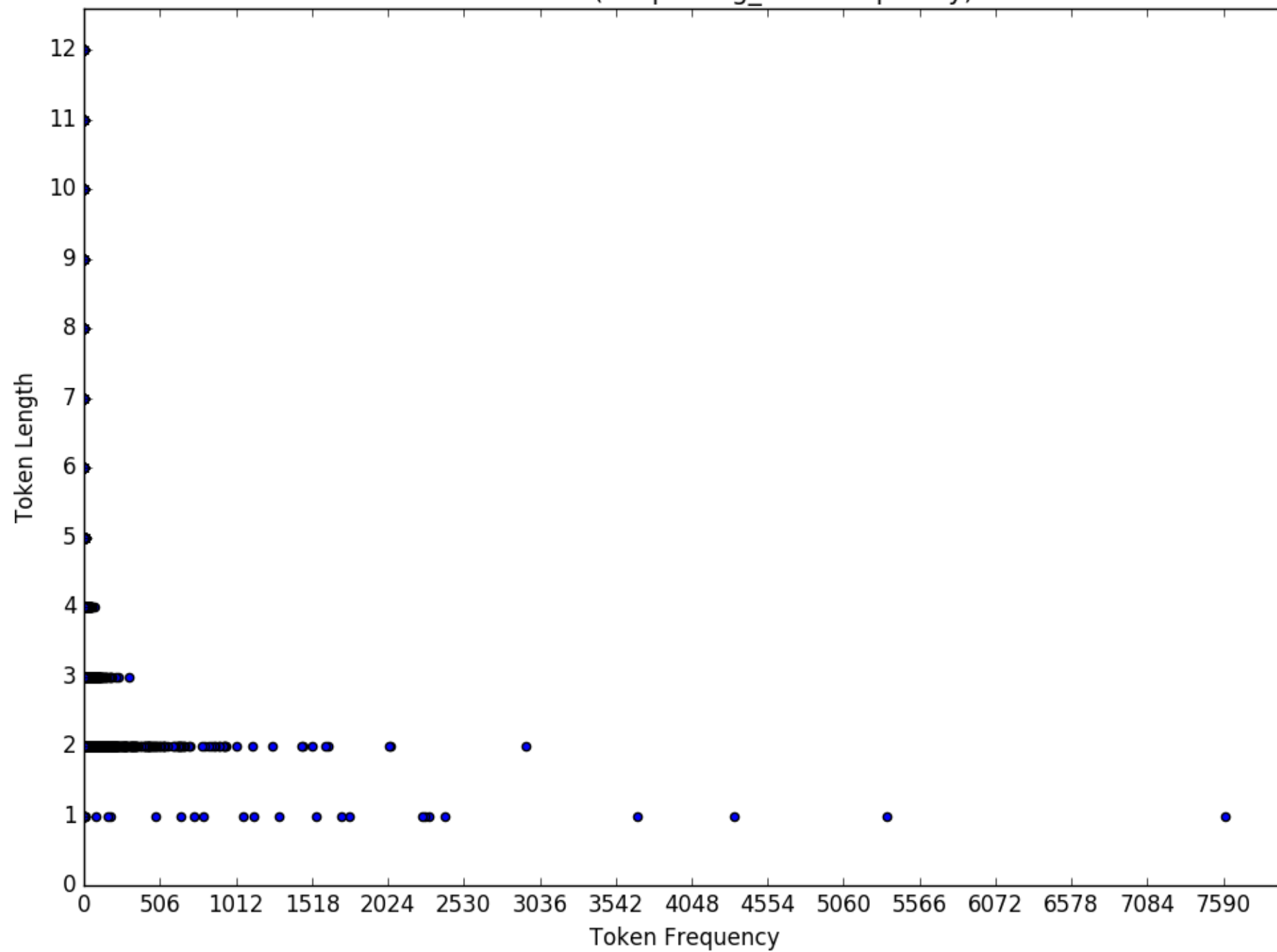


Albanian random(keeps long_char frequency)

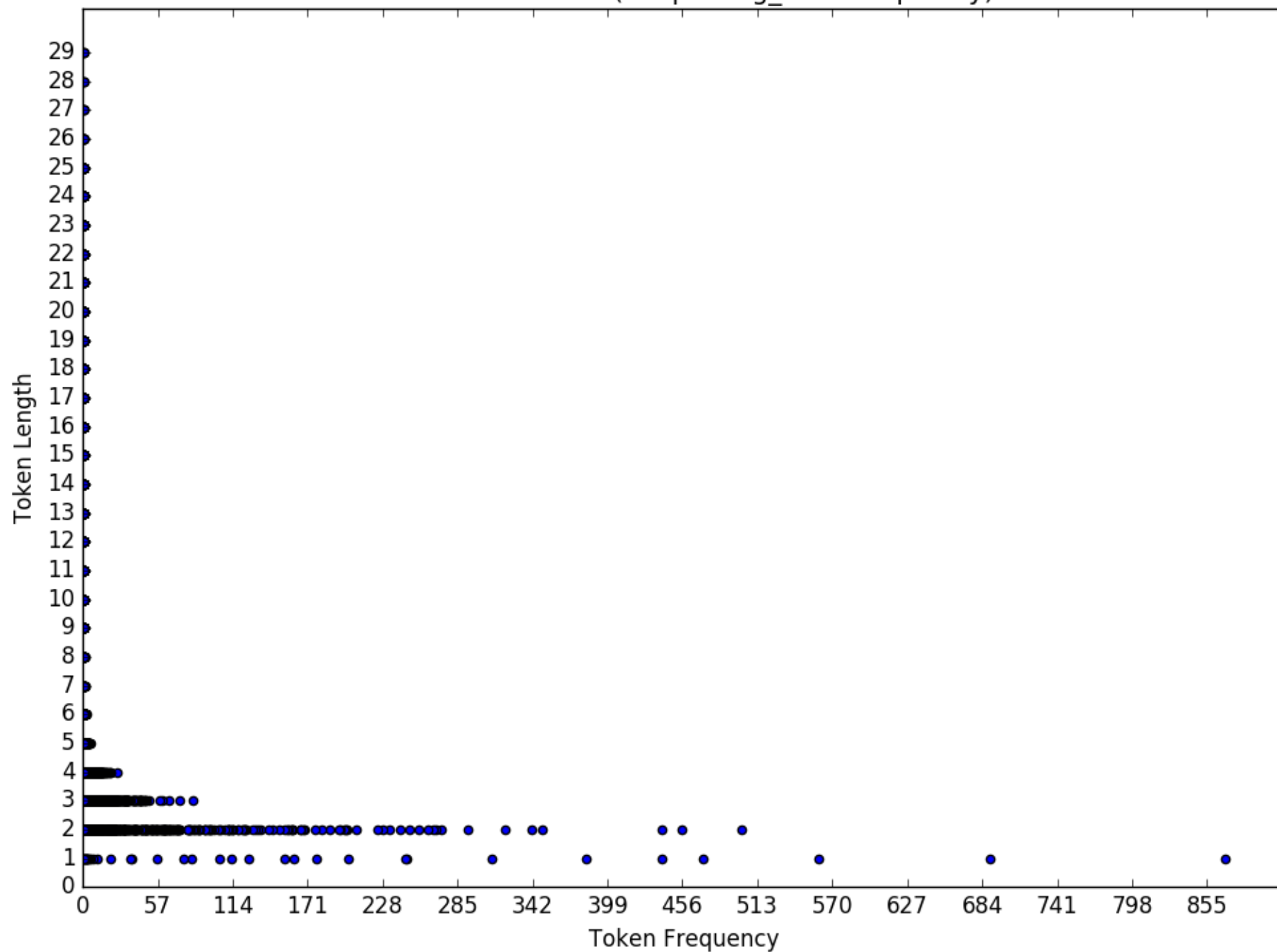


[illegible]

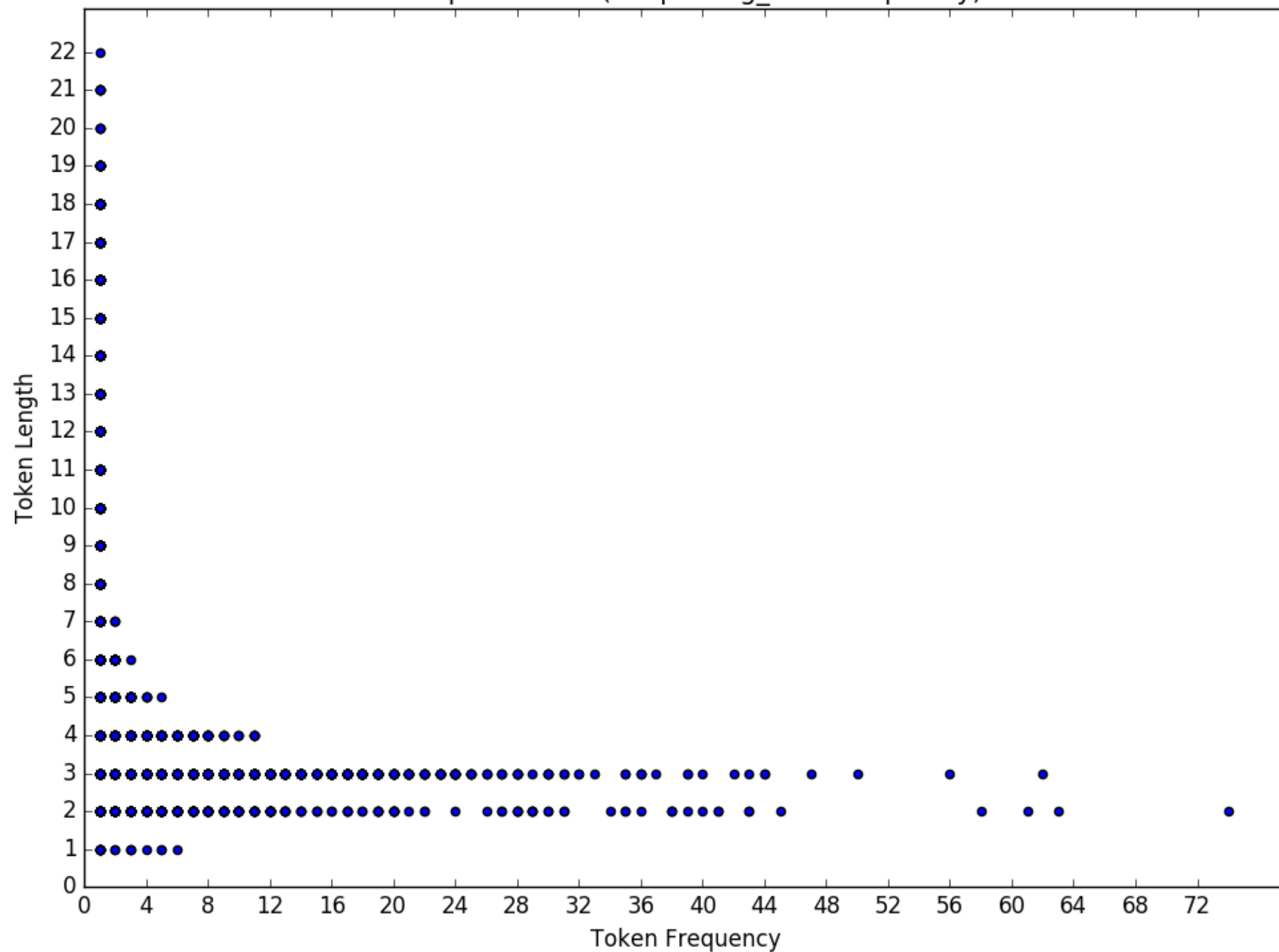
Aukan random(keeps long_char frequency)



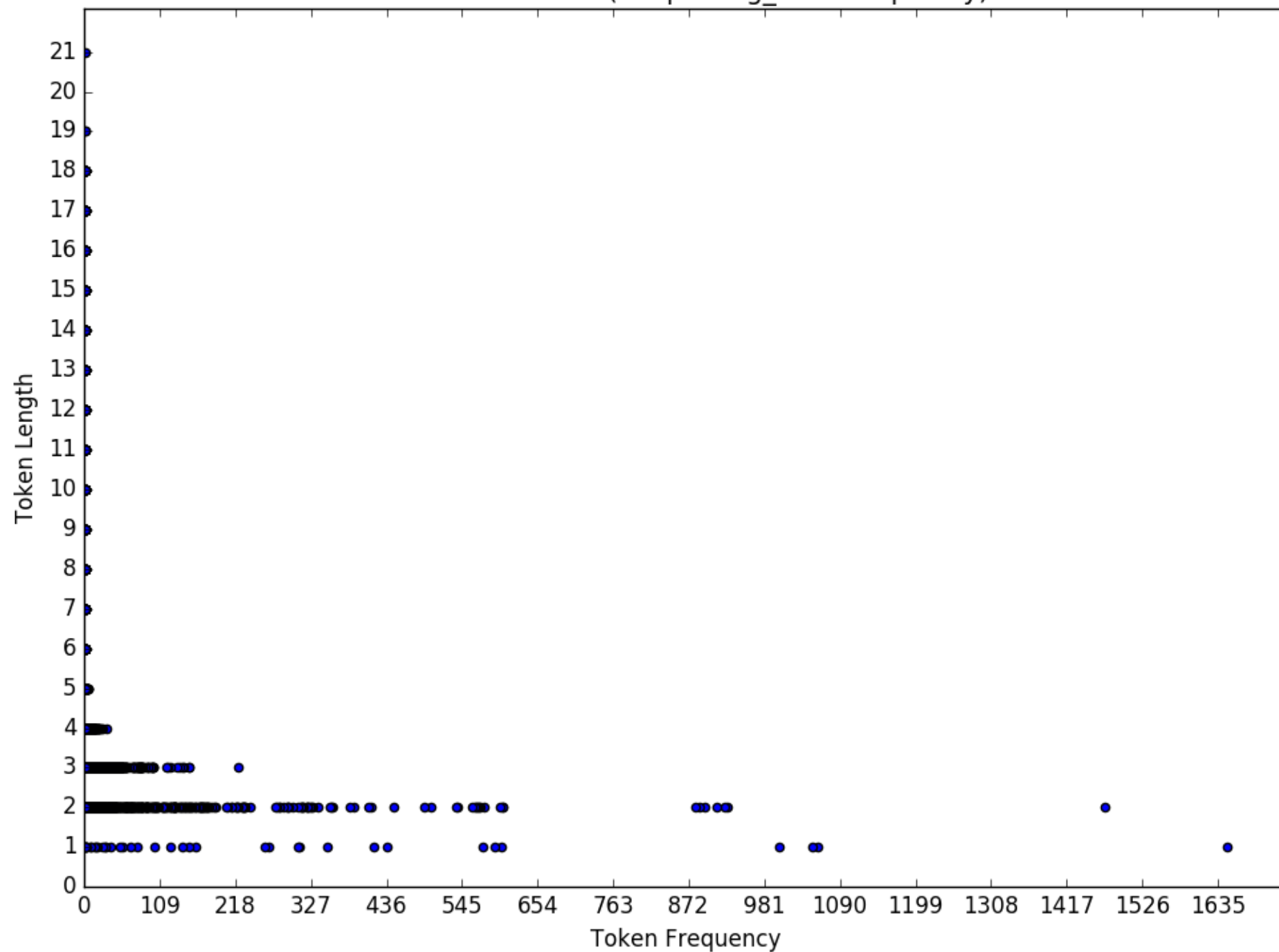
Barasana random(keeps long_char frequency)

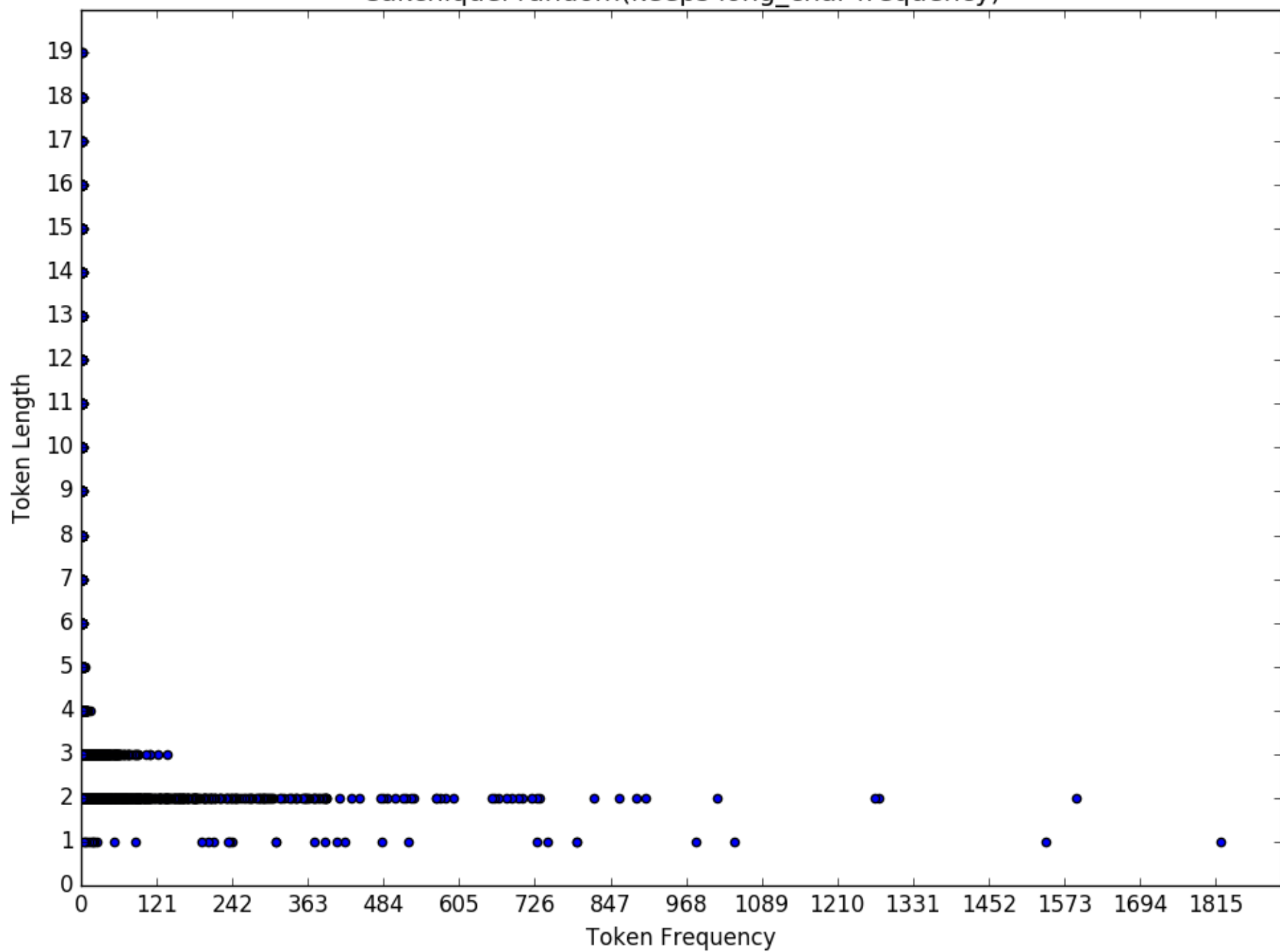


Basque random(keeps long_char frequency)

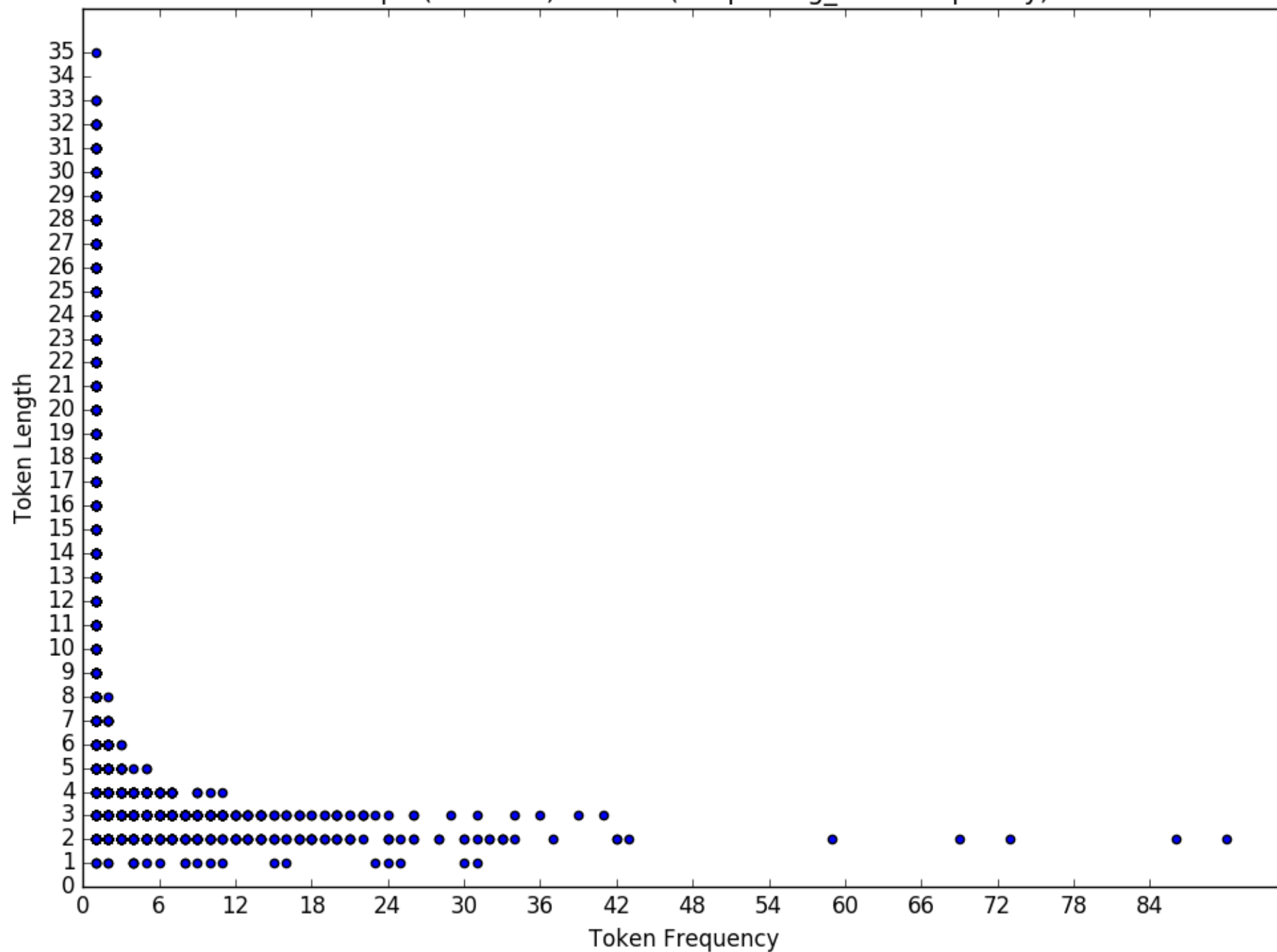


Cabecar random(keeps long_char frequency)

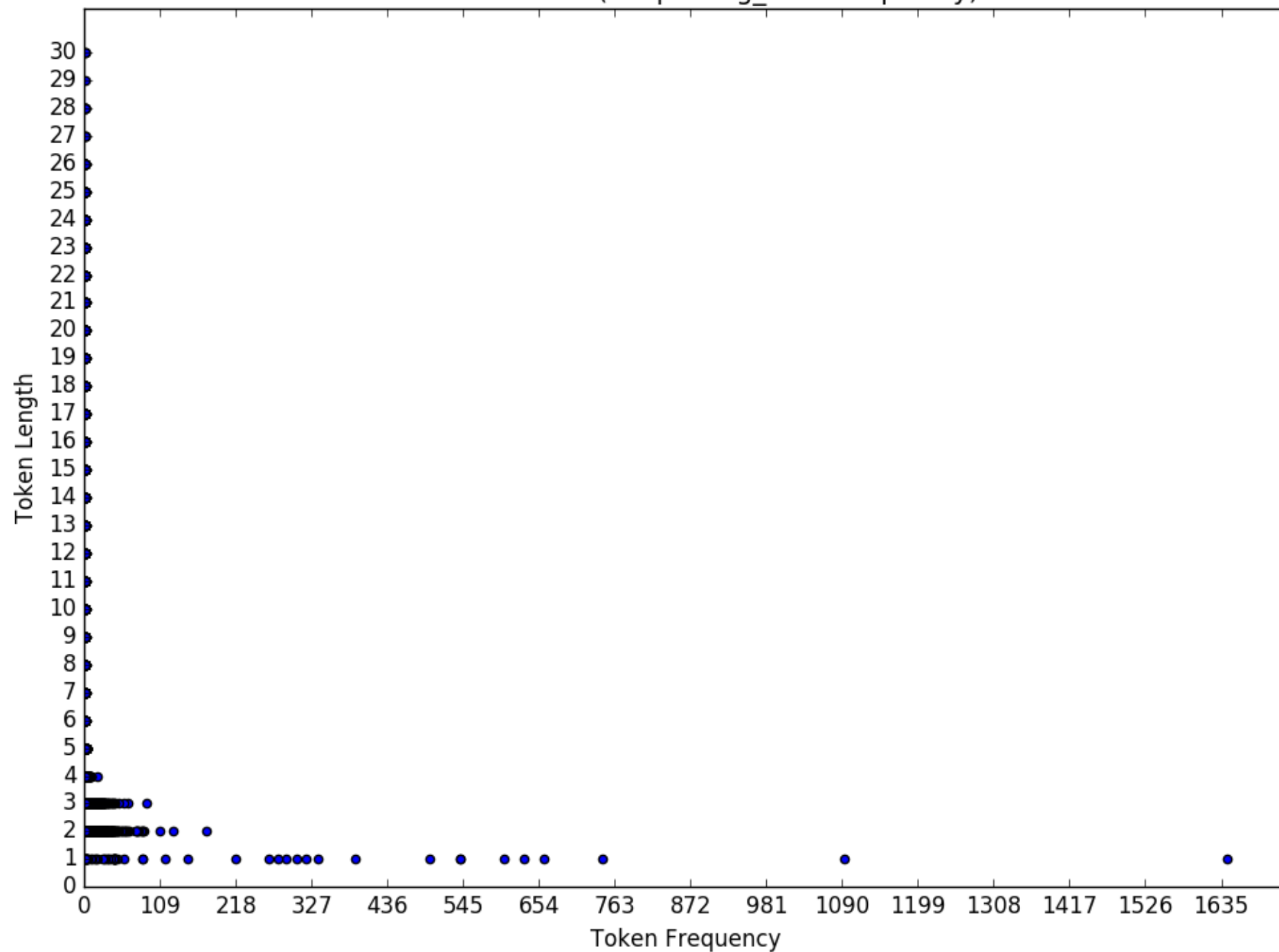




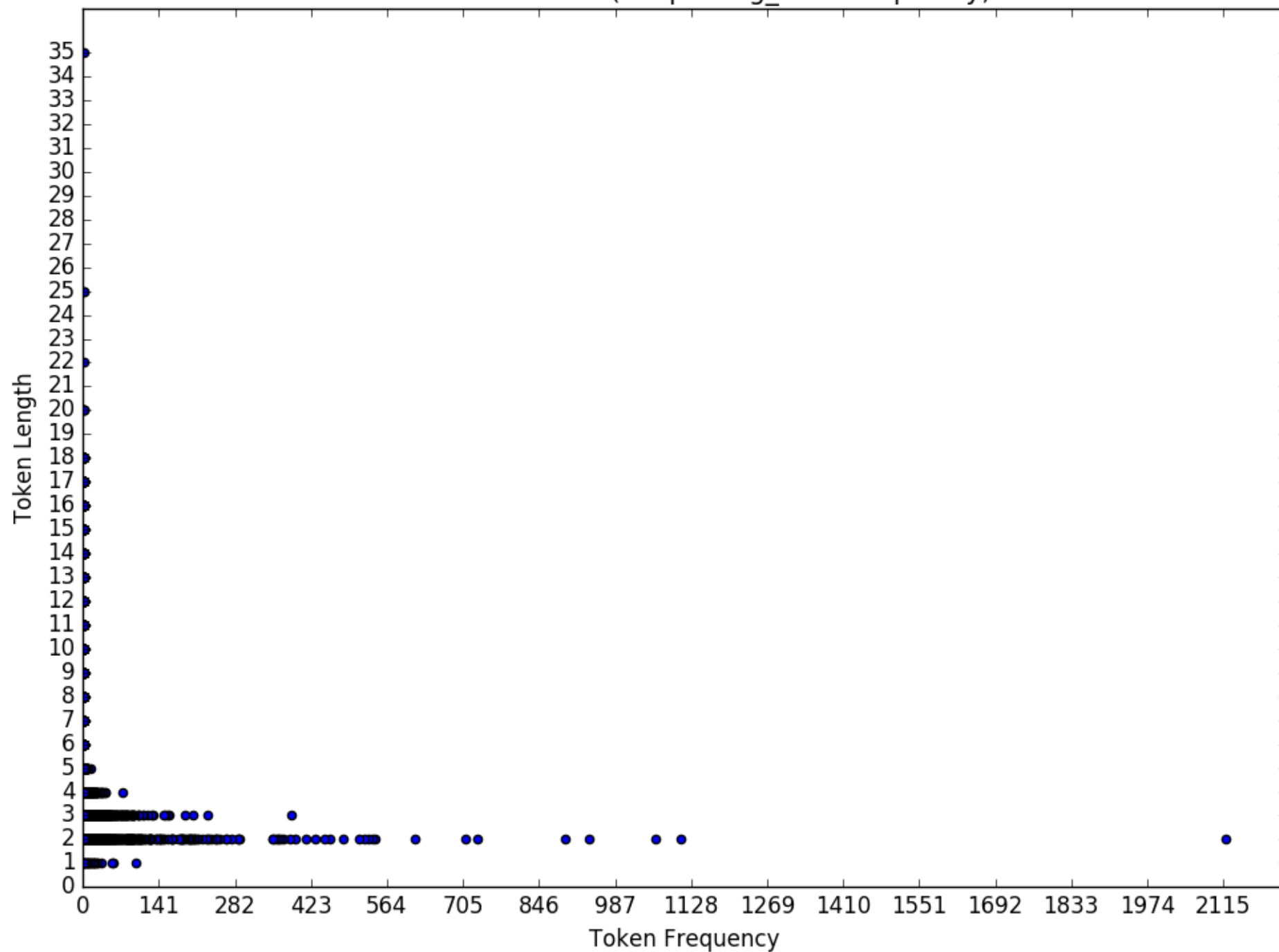
Campa (Axininca) random(keeps long_char frequency)



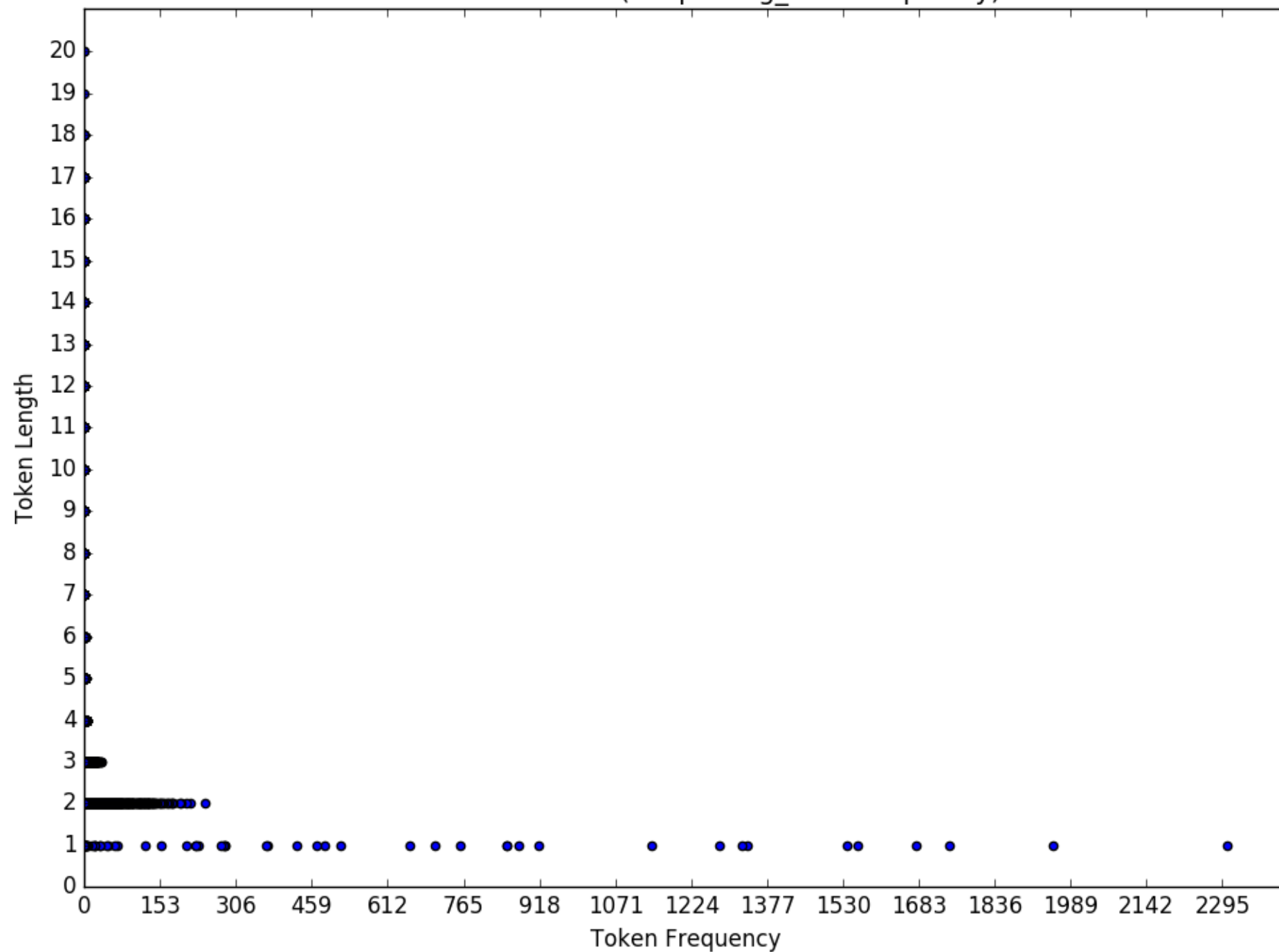
Camsa random(keeps long_char frequency)



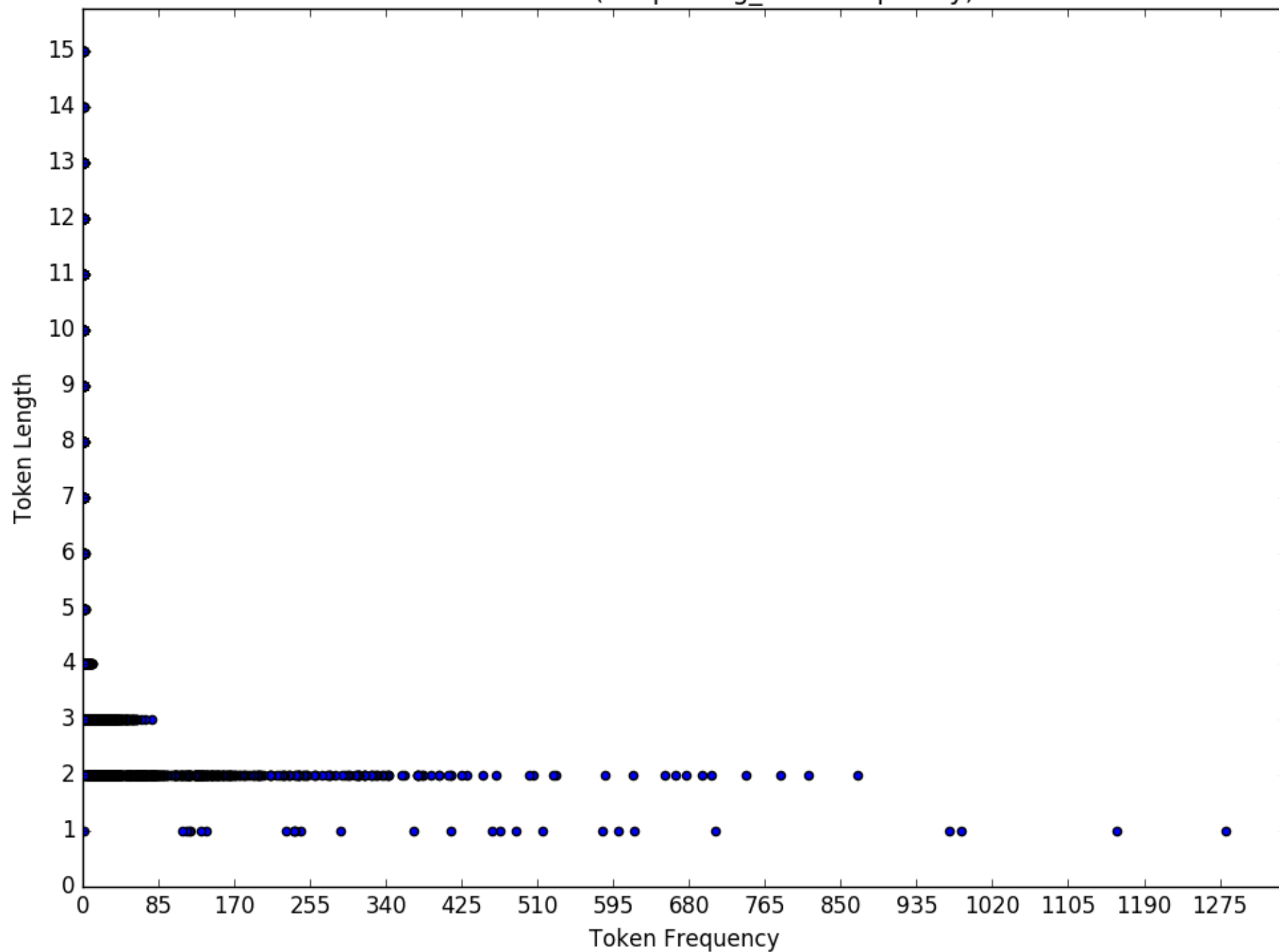
Cebuano random(keeps long_char frequency)



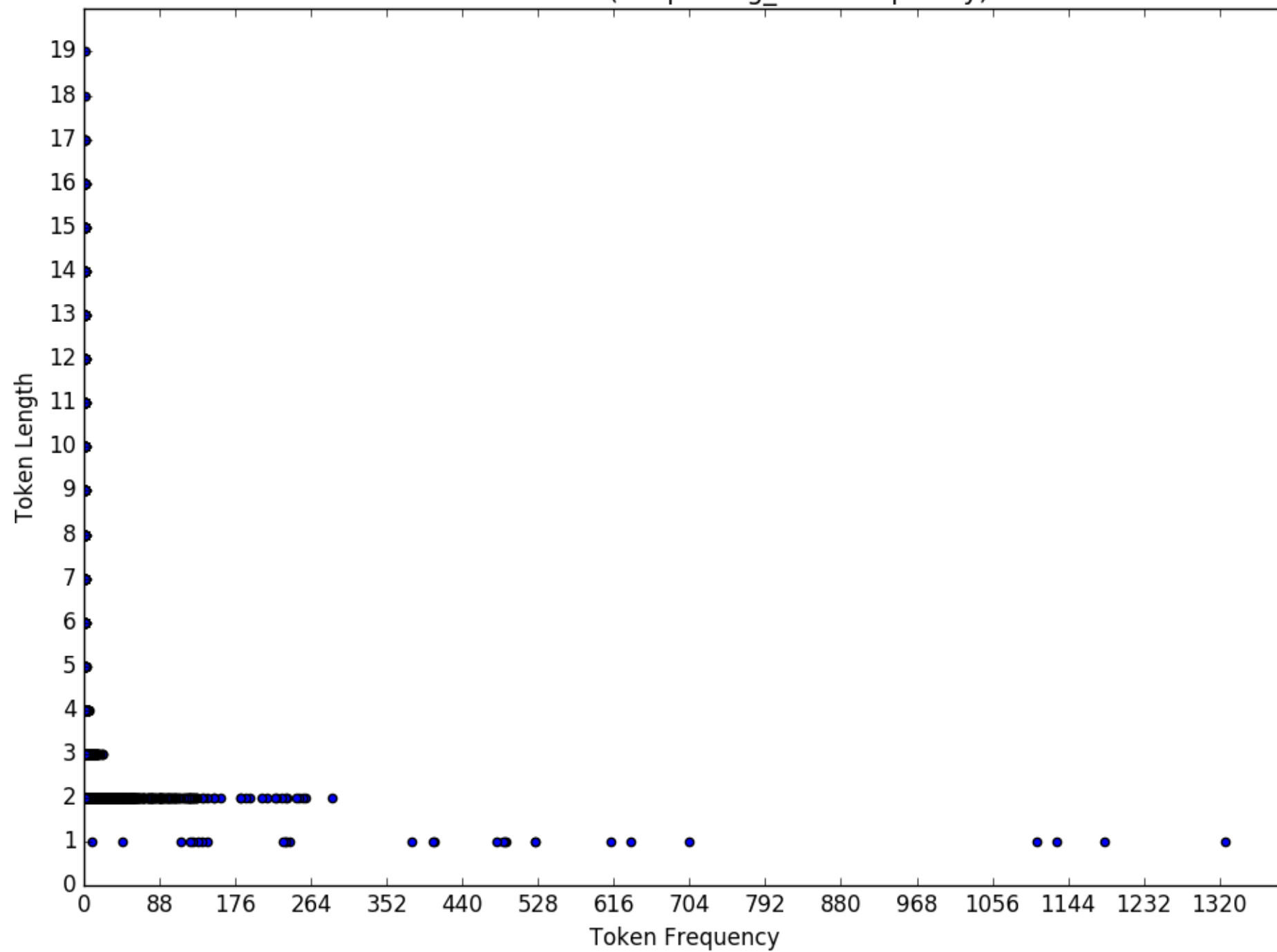
Chinantec random(keeps long_char frequency)



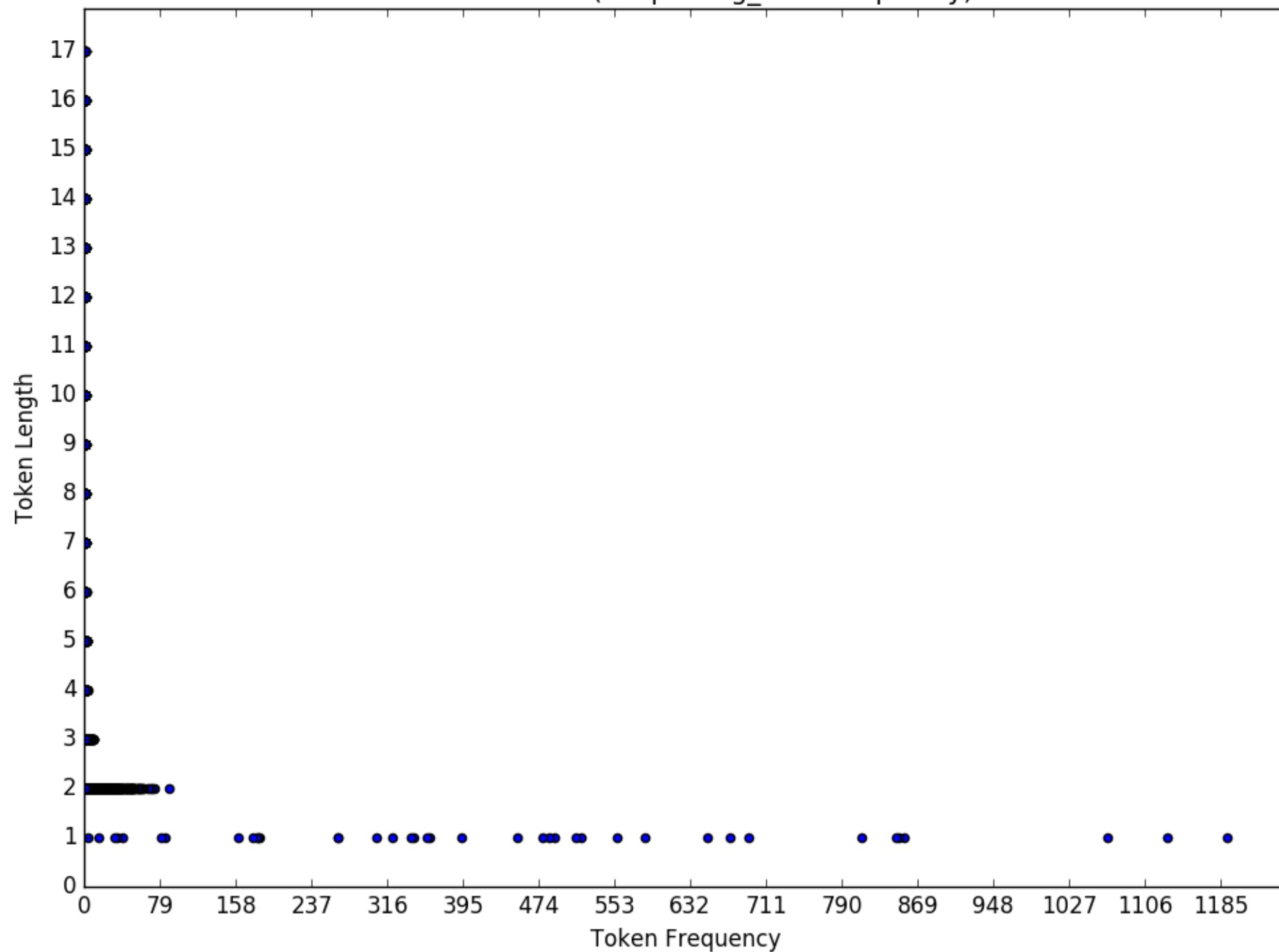
Creole random(keeps long_char frequency)



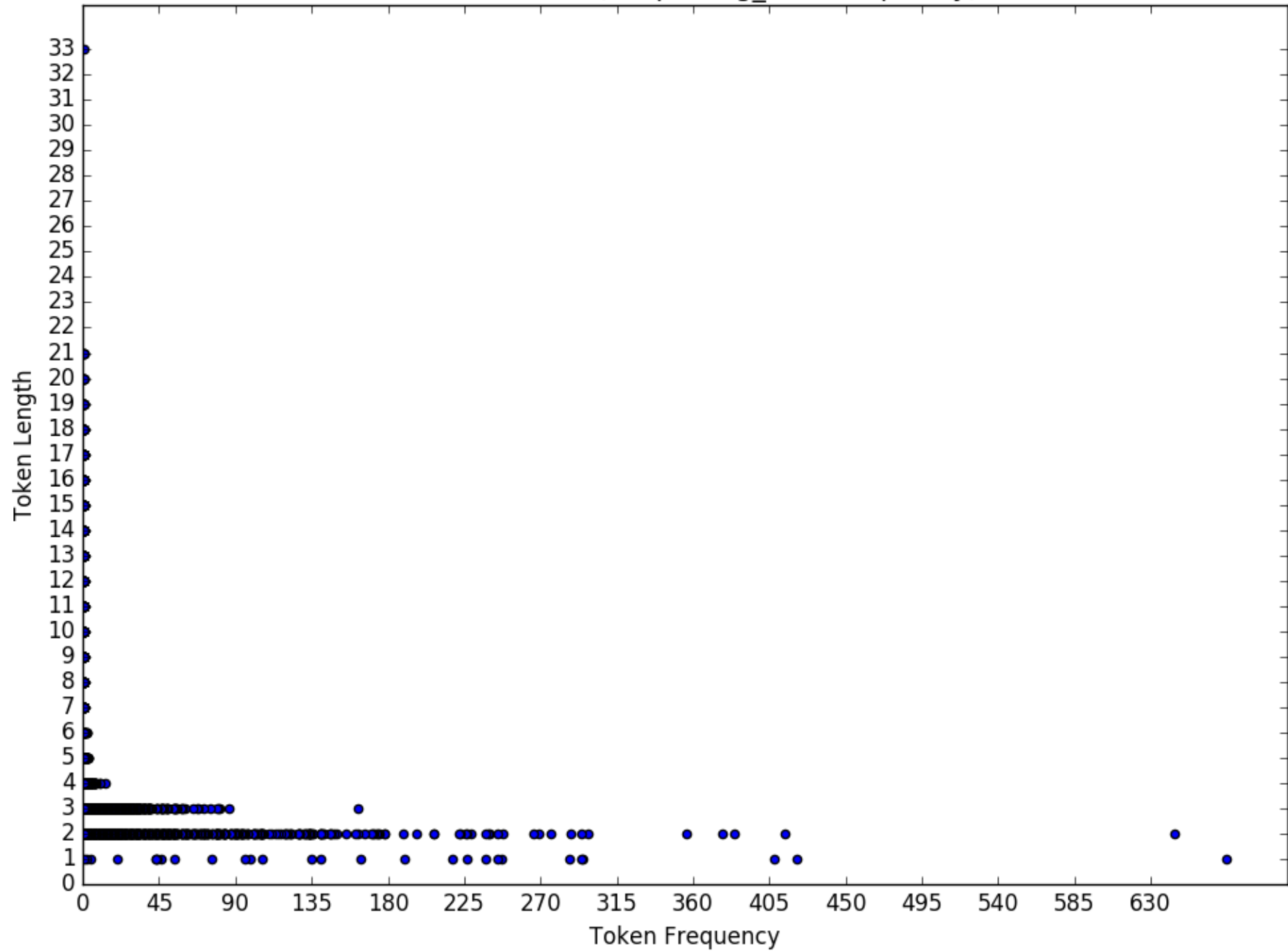
Croatian random(keeps long_char frequency)



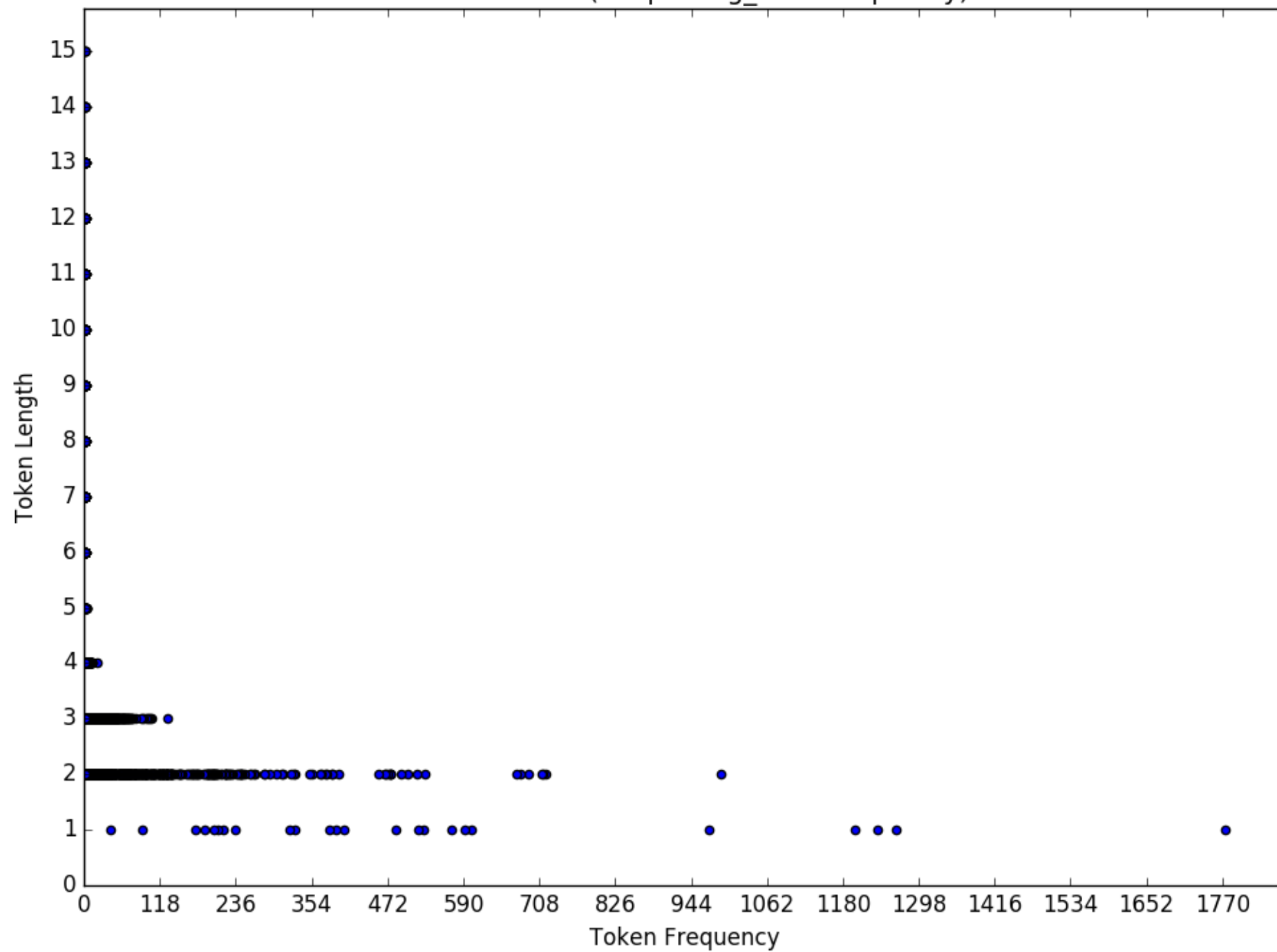
Czech random(keeps long_char frequency)



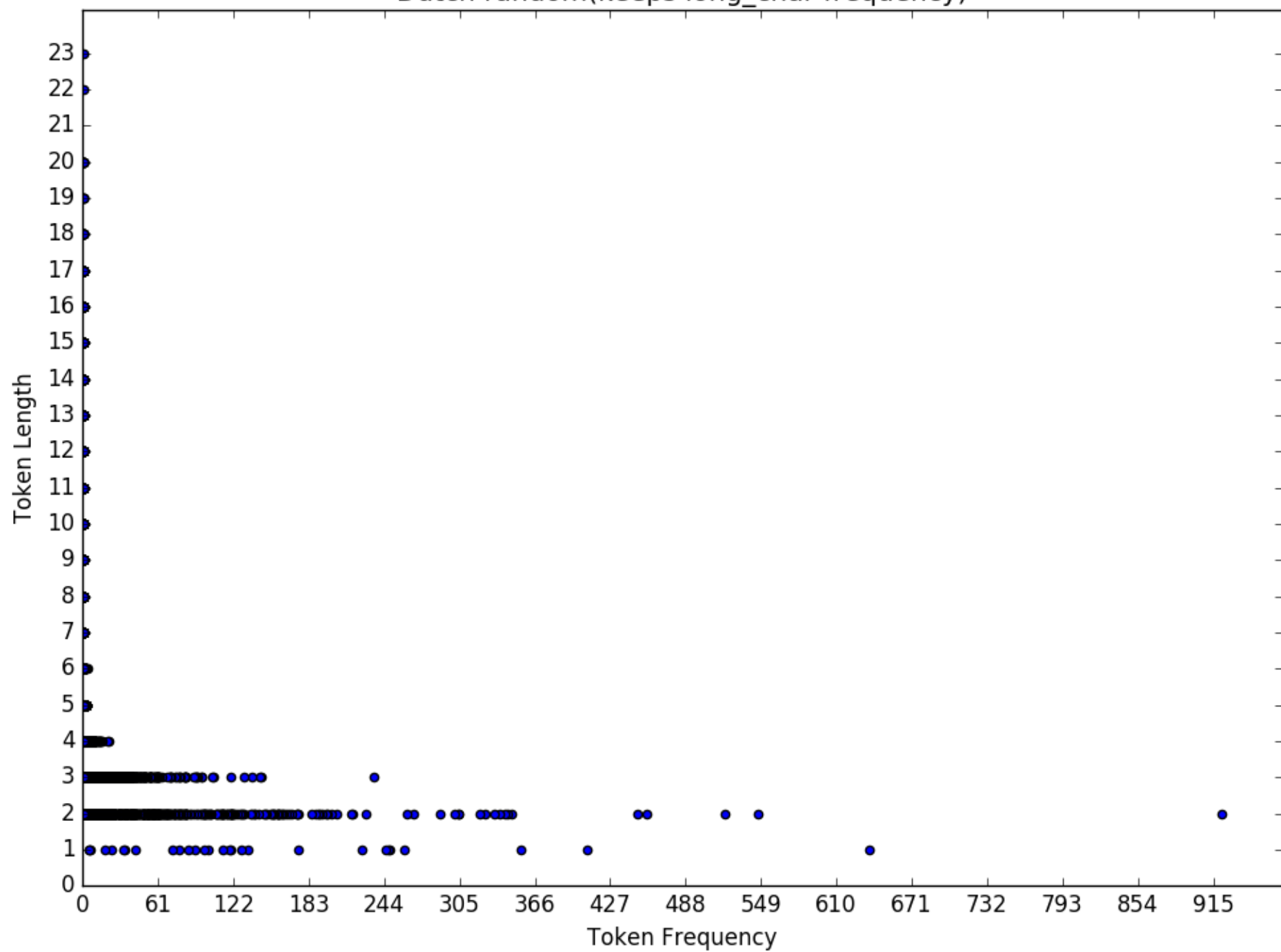
Danish random(keeps long_char frequency)



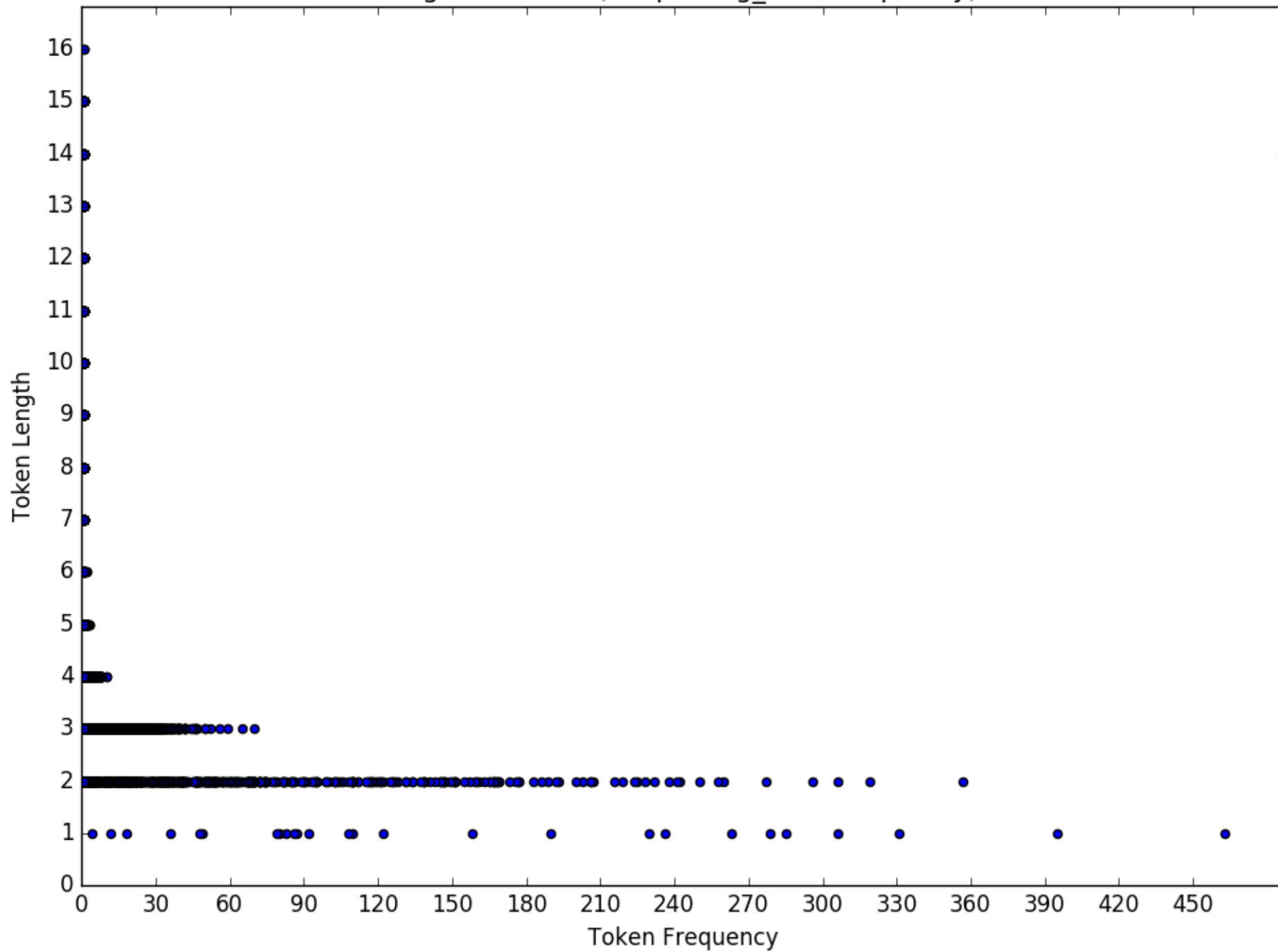
Dinka random(keeps long_char frequency)



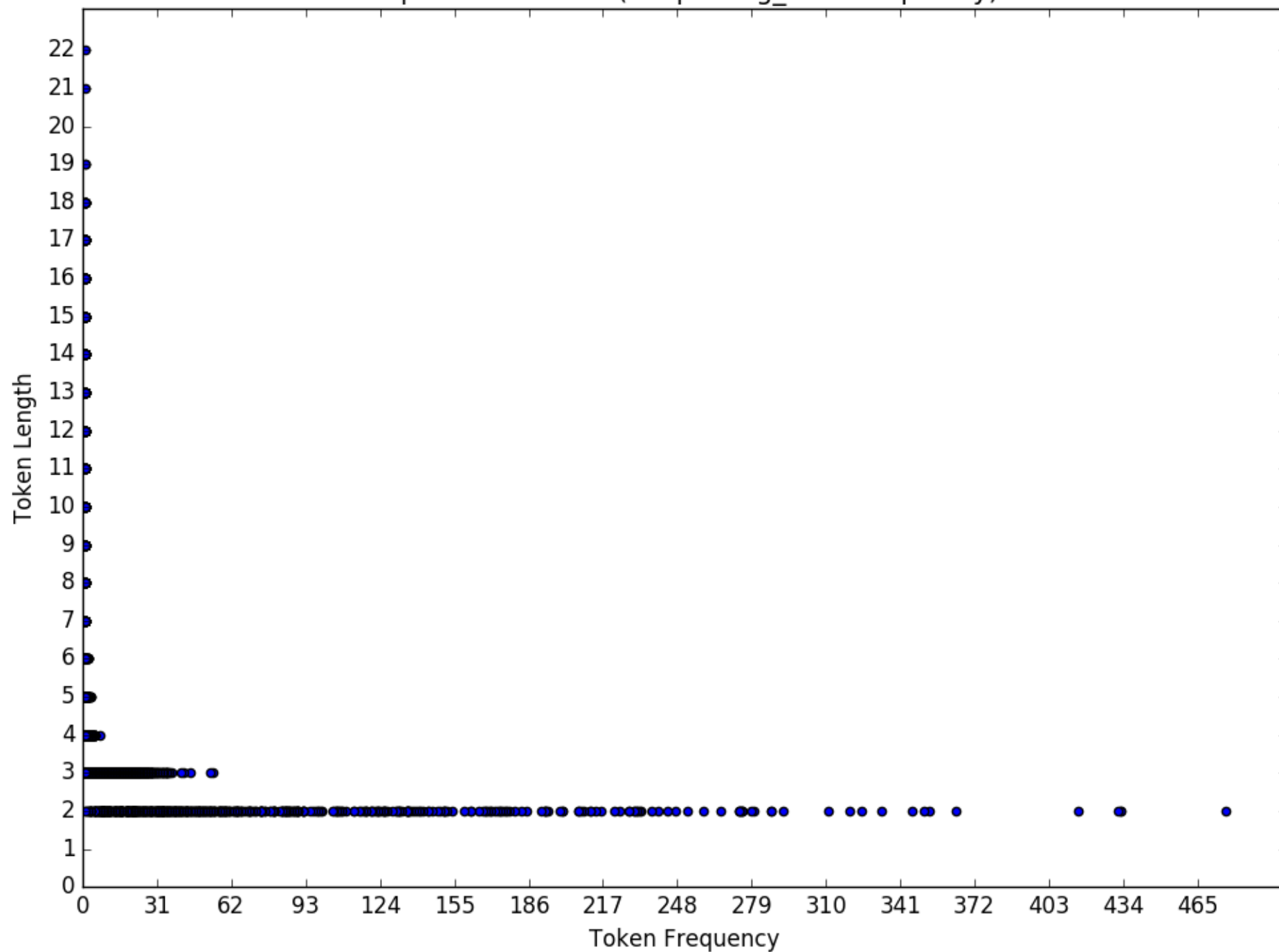
The scatter plot displays the relationship between the number of non-zero elements in the first matrix (x-axis) and the number of non-zero elements in the product matrix (y-axis). The x-axis ranges from 0 to 100, and the y-axis ranges from 0 to 100. The data points are concentrated at the origin (0,0), with a few points scattered at higher values, particularly along the x-axis and y-axis, suggesting that the product of two sparse matrices is often zero or has a small number of non-zero elements.



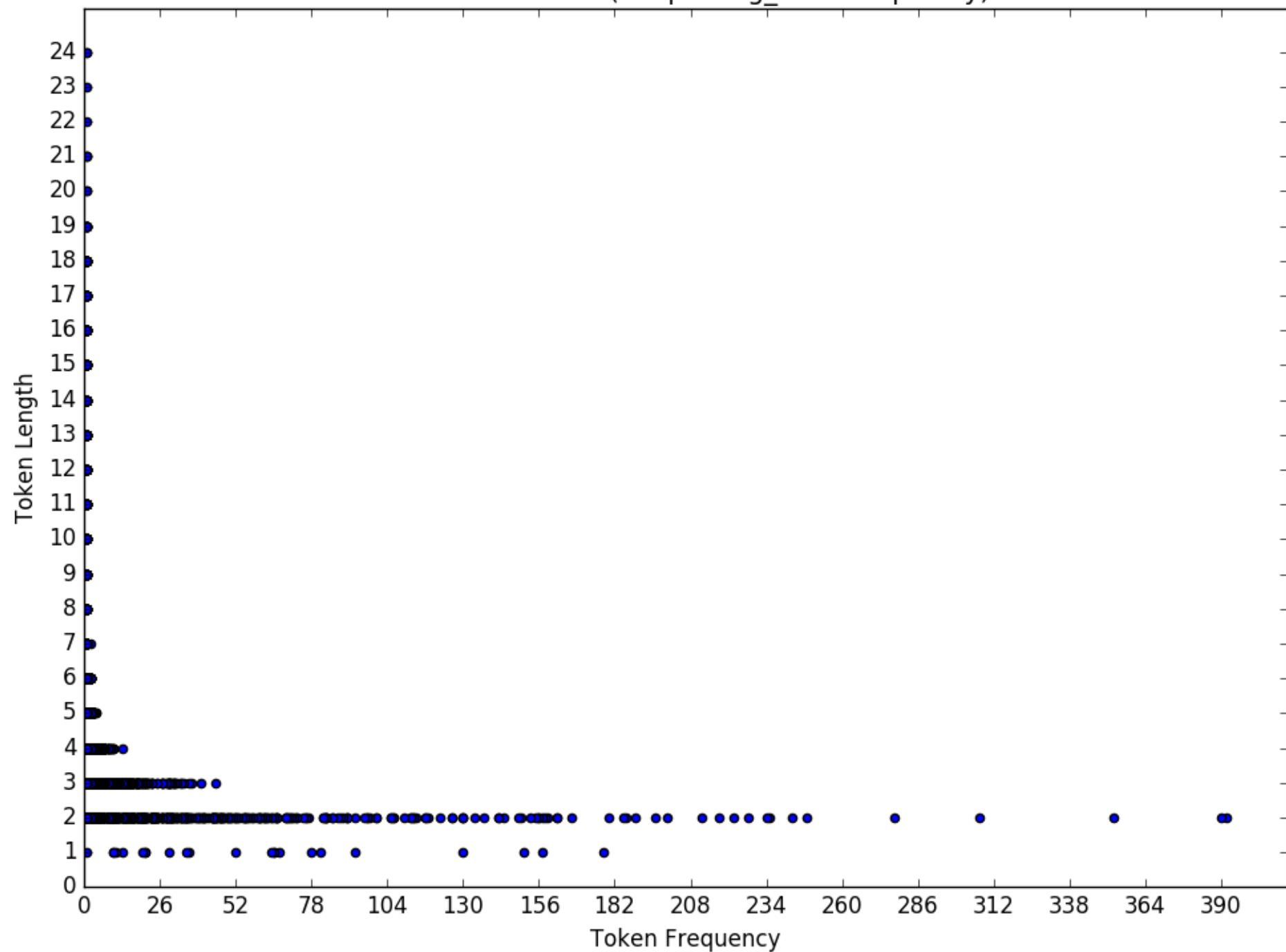
The scatter plot displays the number of iterations (Y-axis, 0 to 100) against the number of nodes (X-axis, 0 to 20). The data points are blue circles with black outlines. The iterations start at approximately 10 for 0 nodes, rise sharply to about 90 for 1 node, and then continue to rise to a peak of approximately 100 for 10 nodes. After 10 nodes, the number of iterations decreases, reaching about 80 for 15 nodes and approximately 60 for 20 nodes.



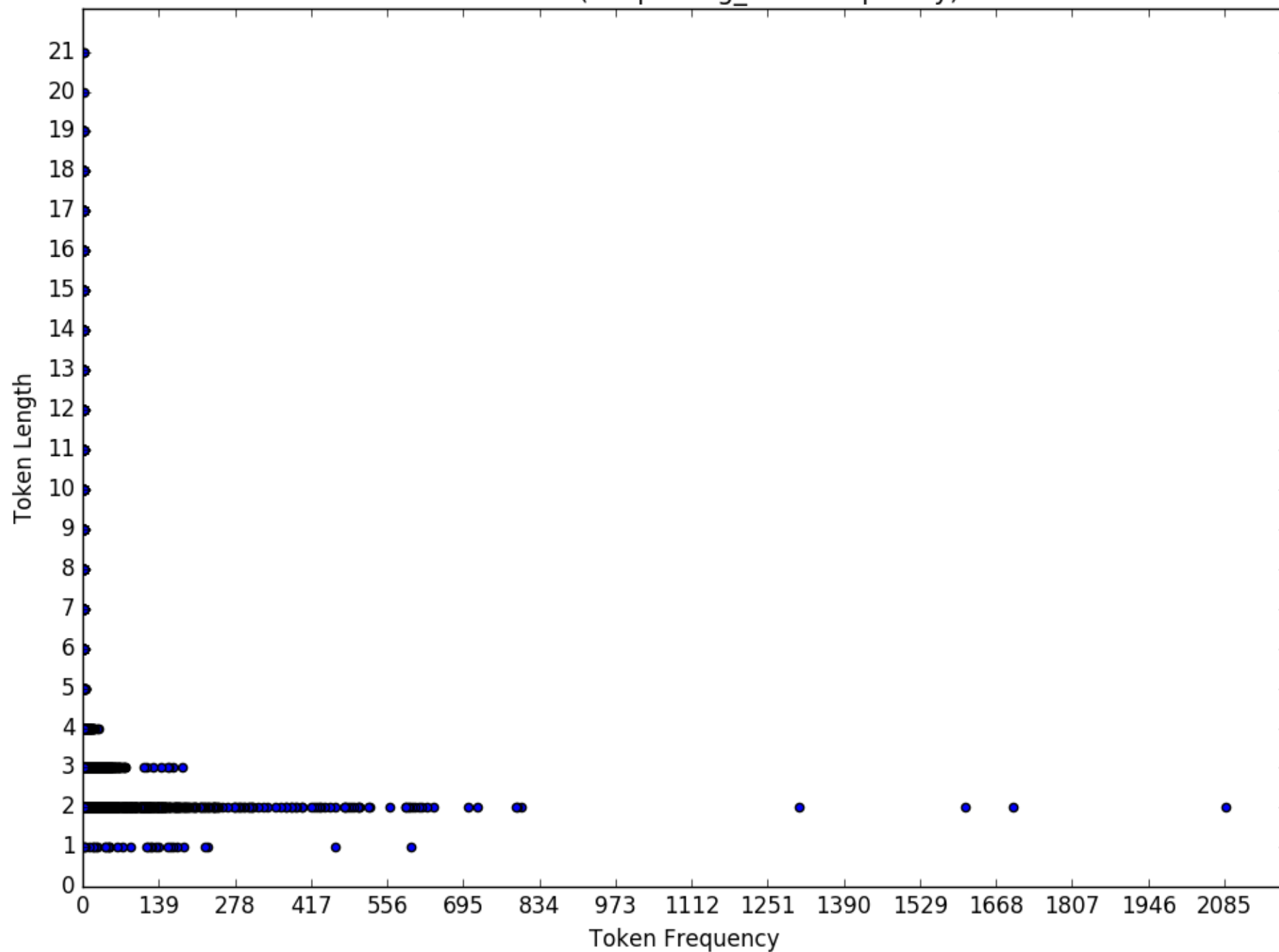
Esperanto random(keeps long_char frequency)



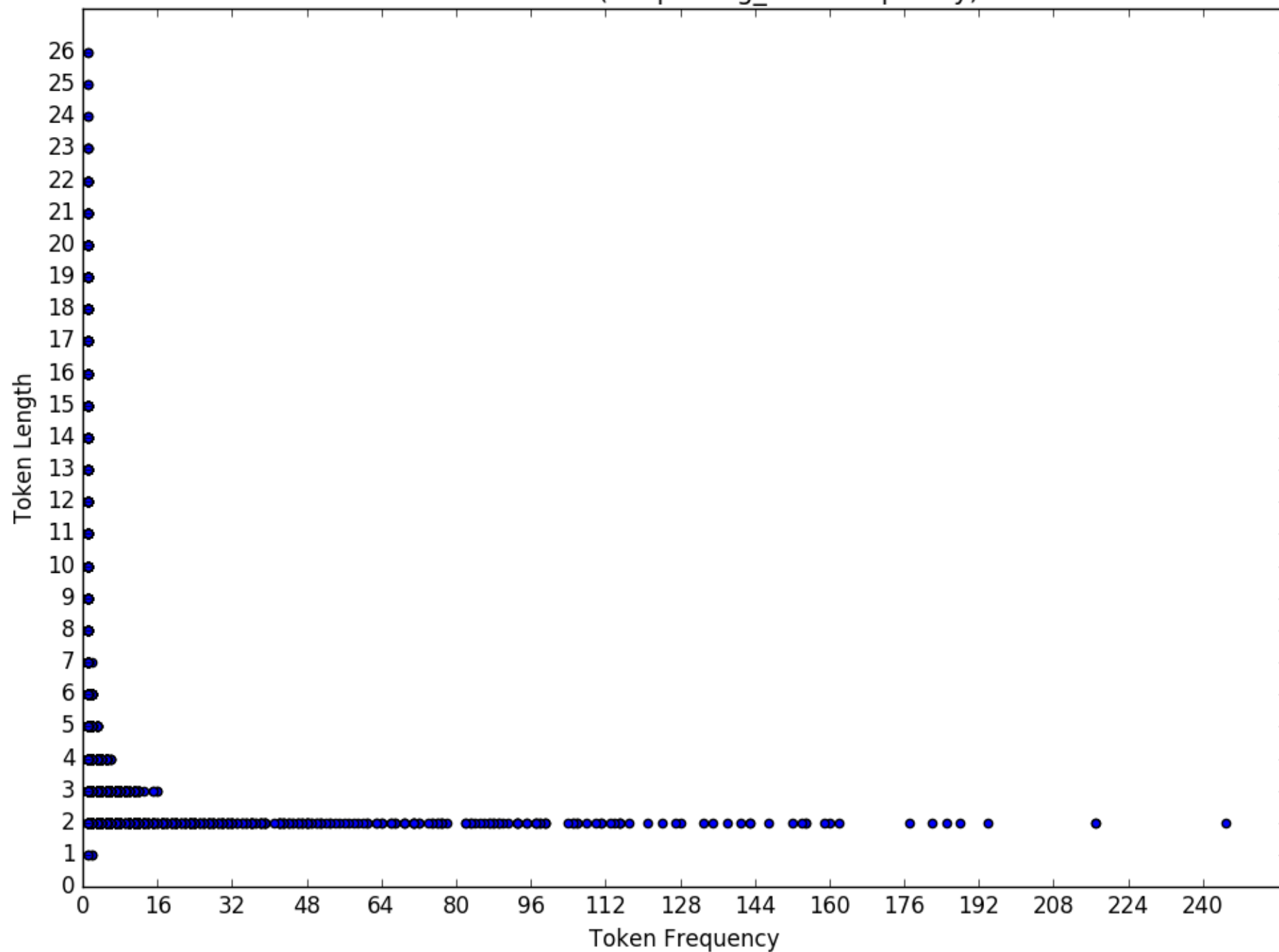
Estonian random(keeps long_char frequency)



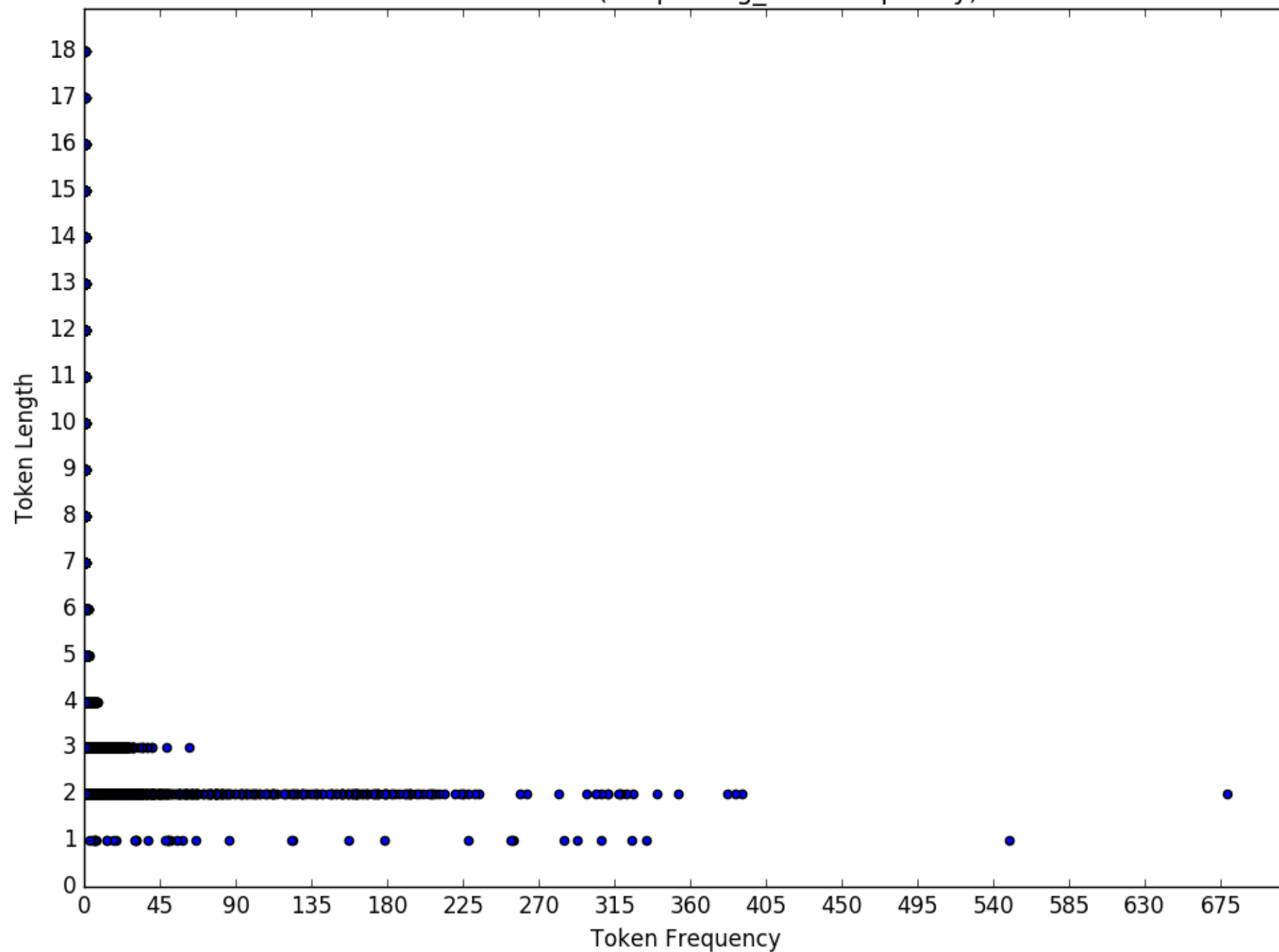
Ewe random(keeps long_char frequency)



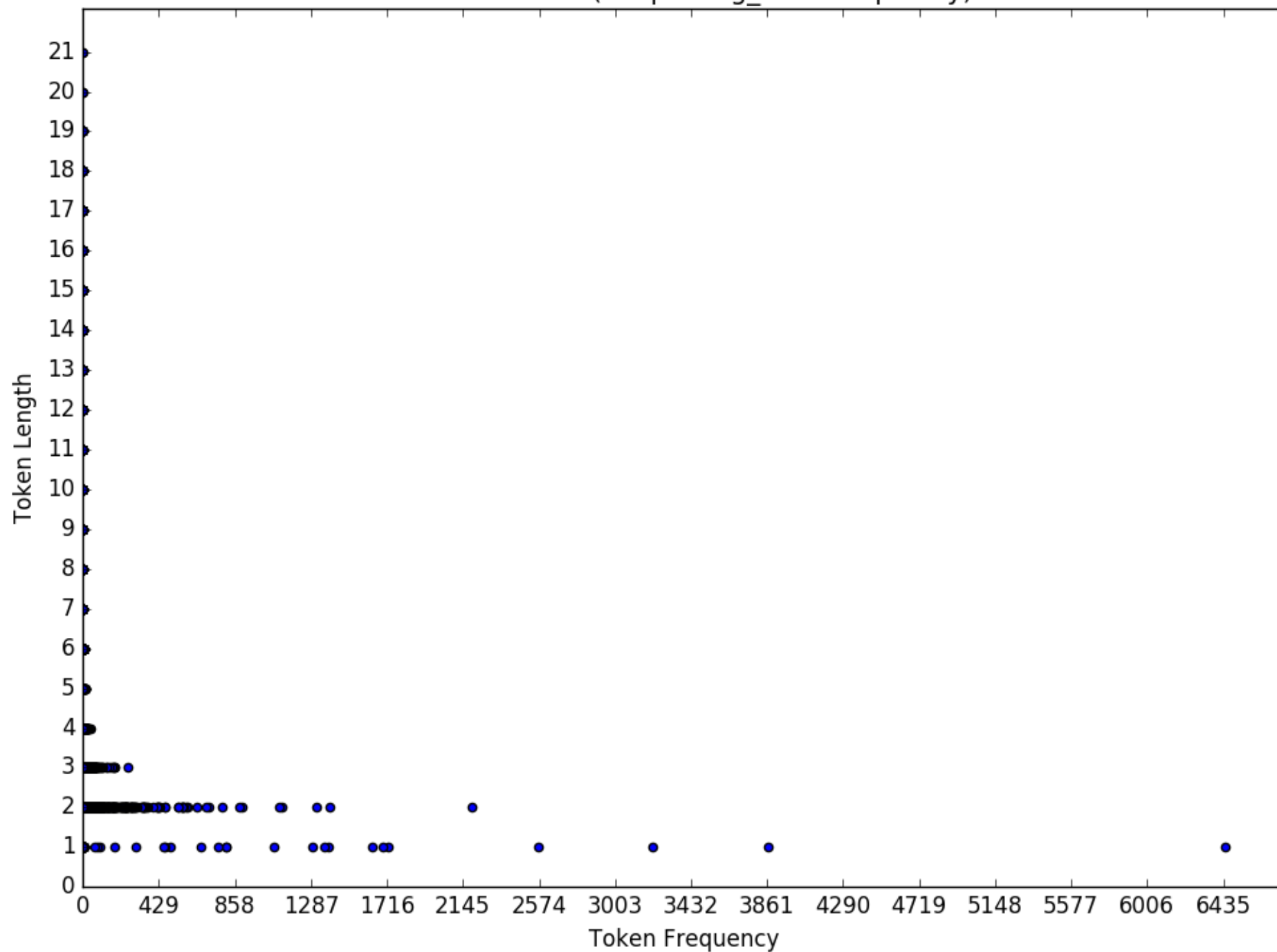
Finnish random(keeps long_char frequency)



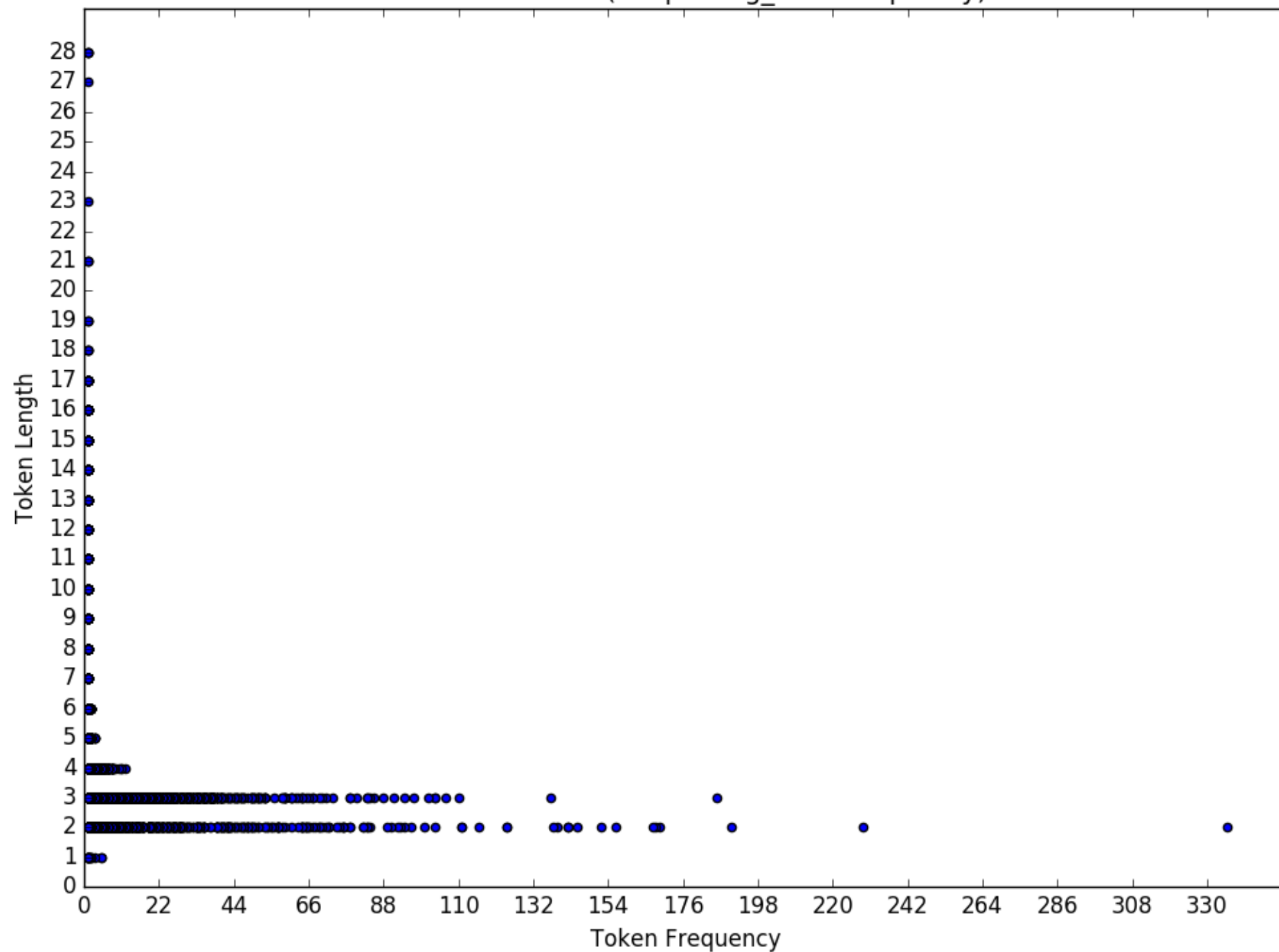
French random(keeps long_char frequency)



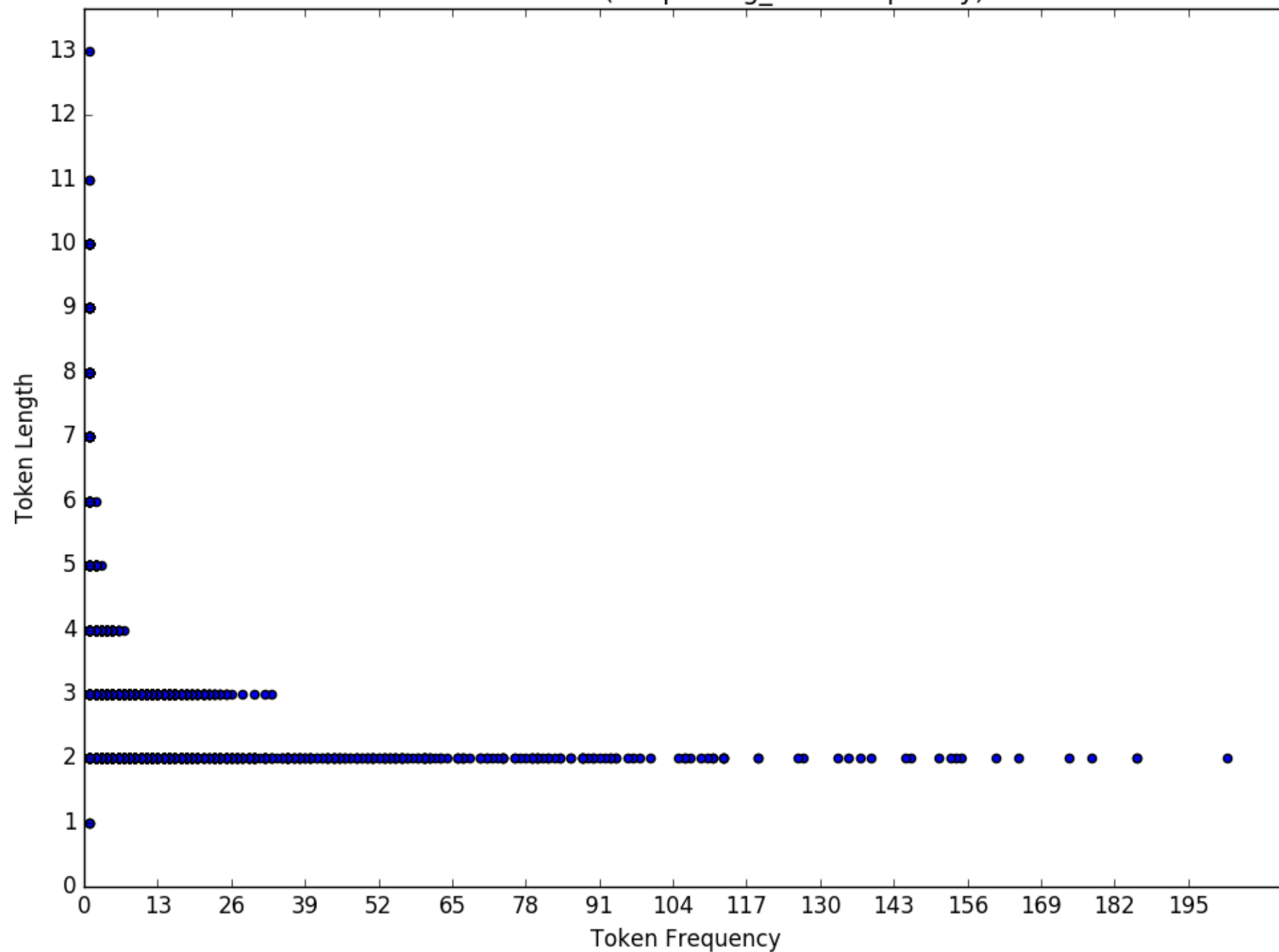
Galela random(keeps long_char frequency)



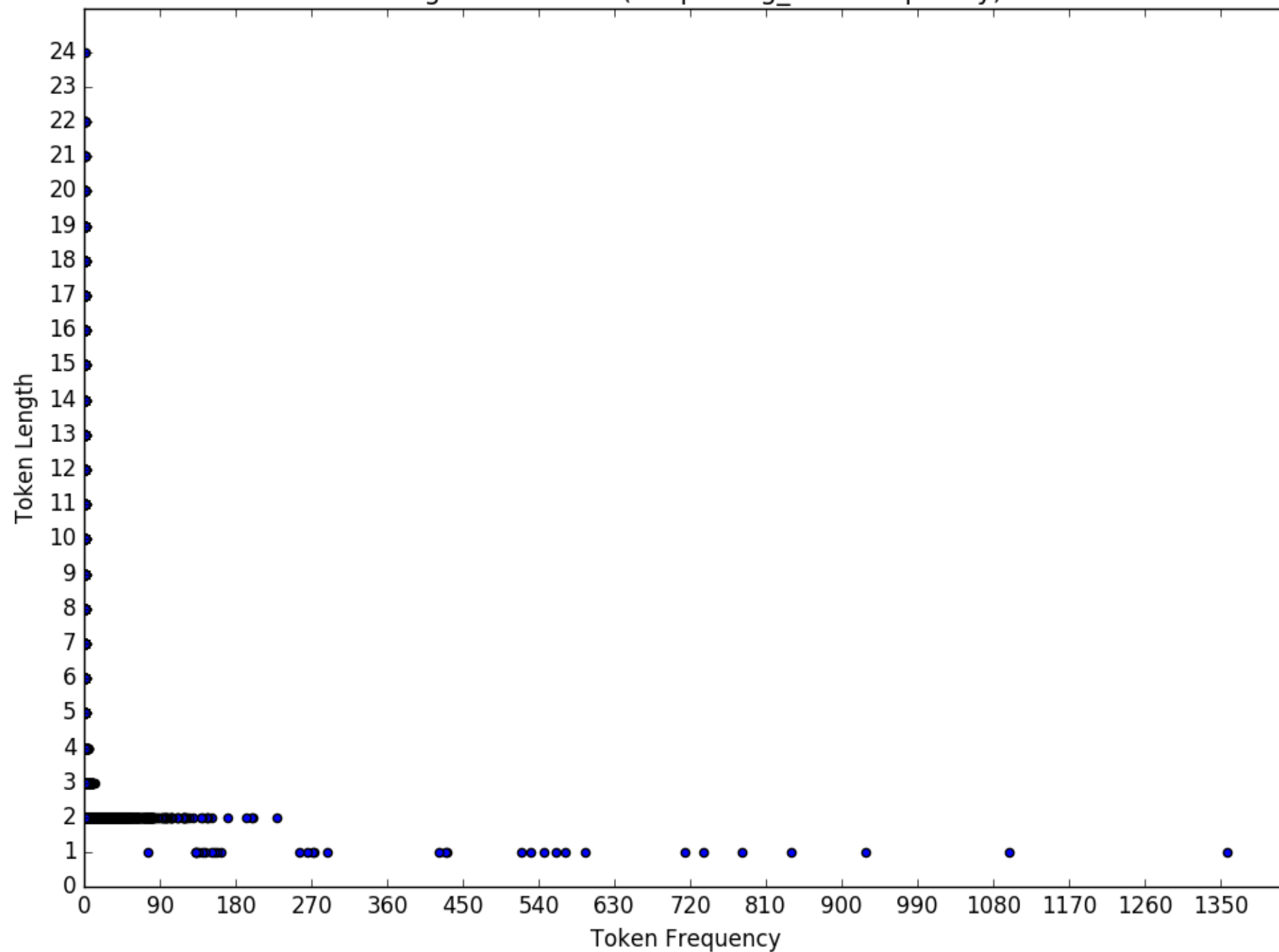
German random(keeps long_char frequency)



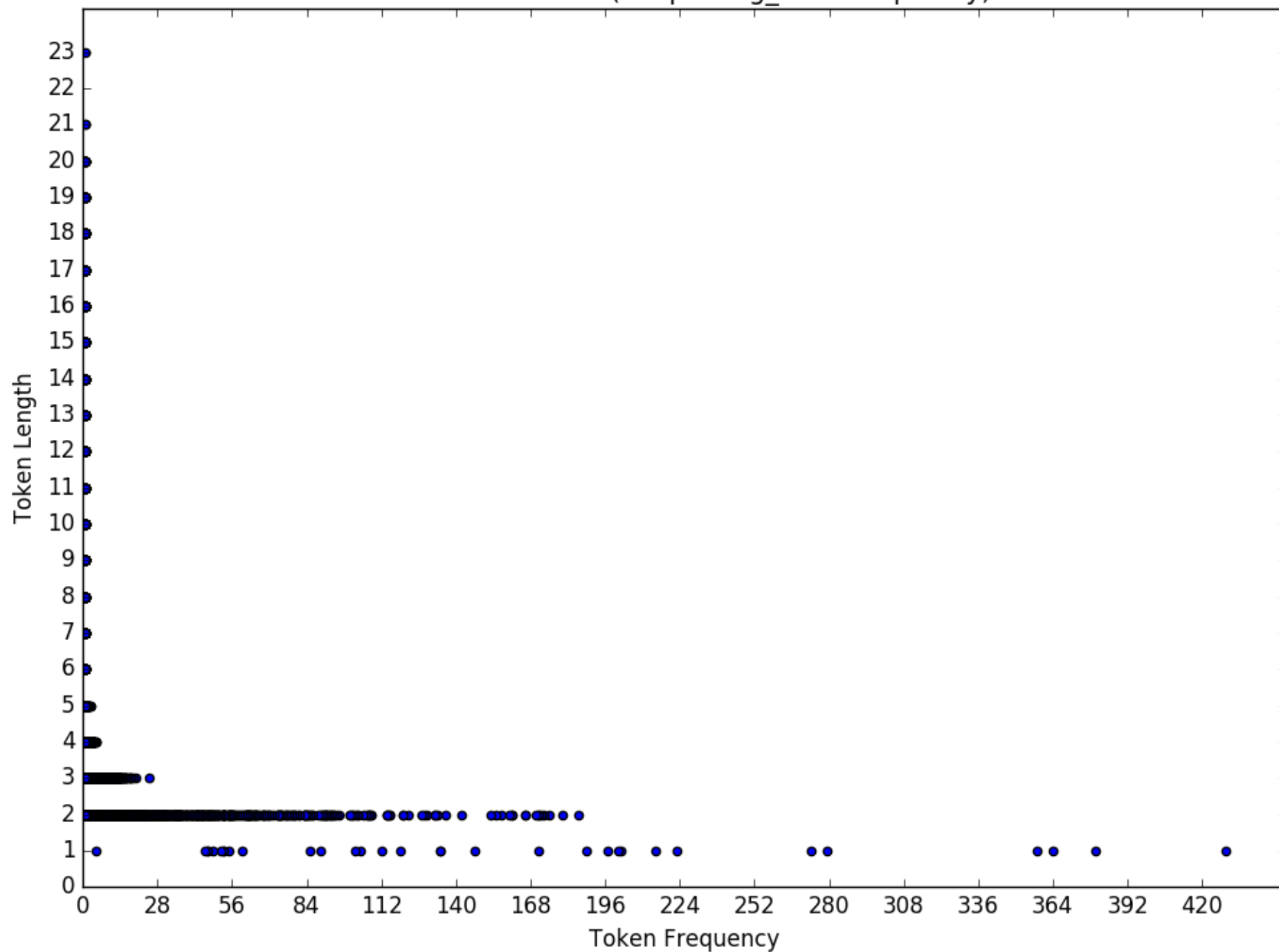
Hebrew random(keeps long_char frequency)



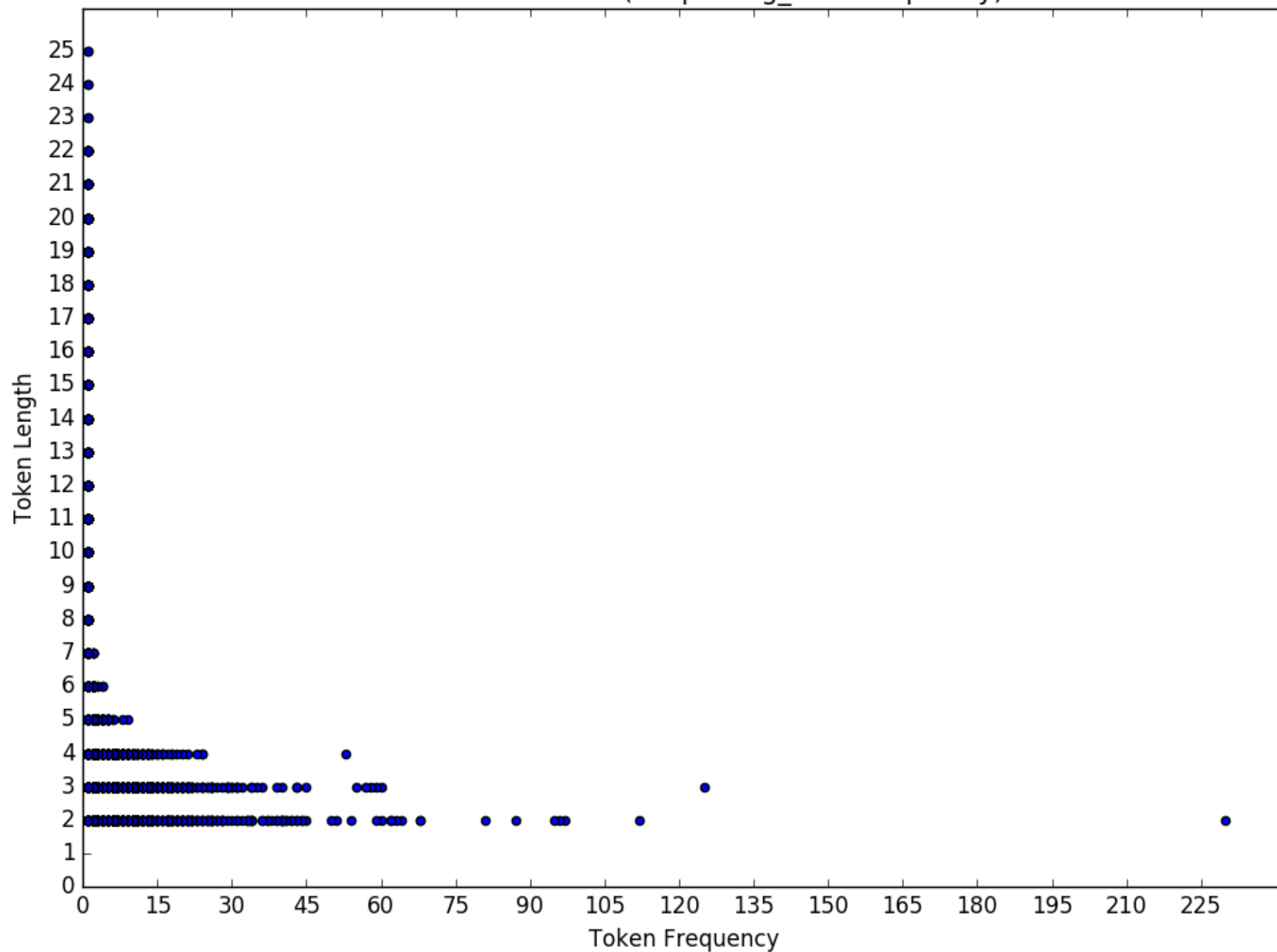
Hungarian random(keeps long_char frequency)



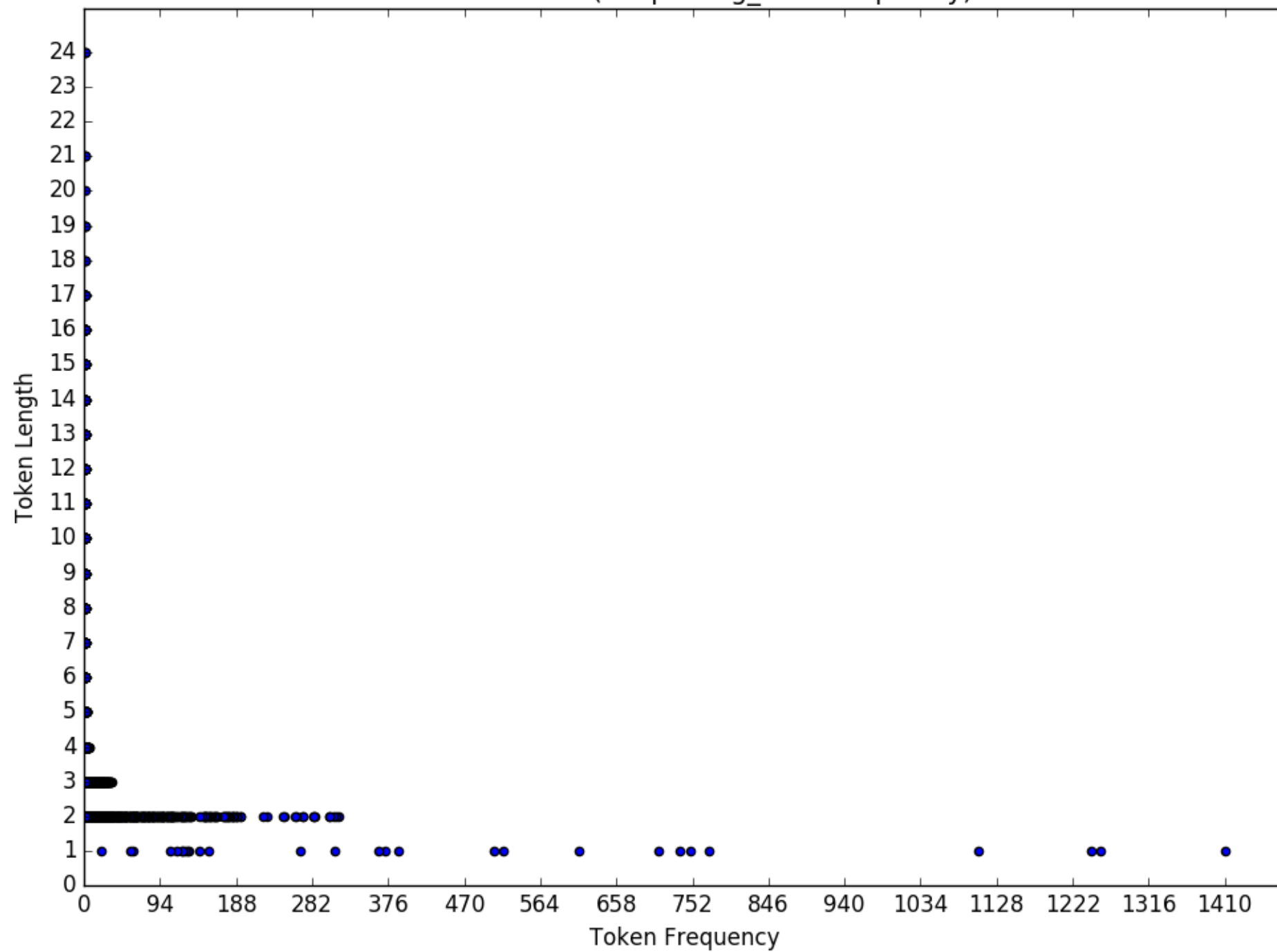
Icelandic random(keeps long_char frequency)



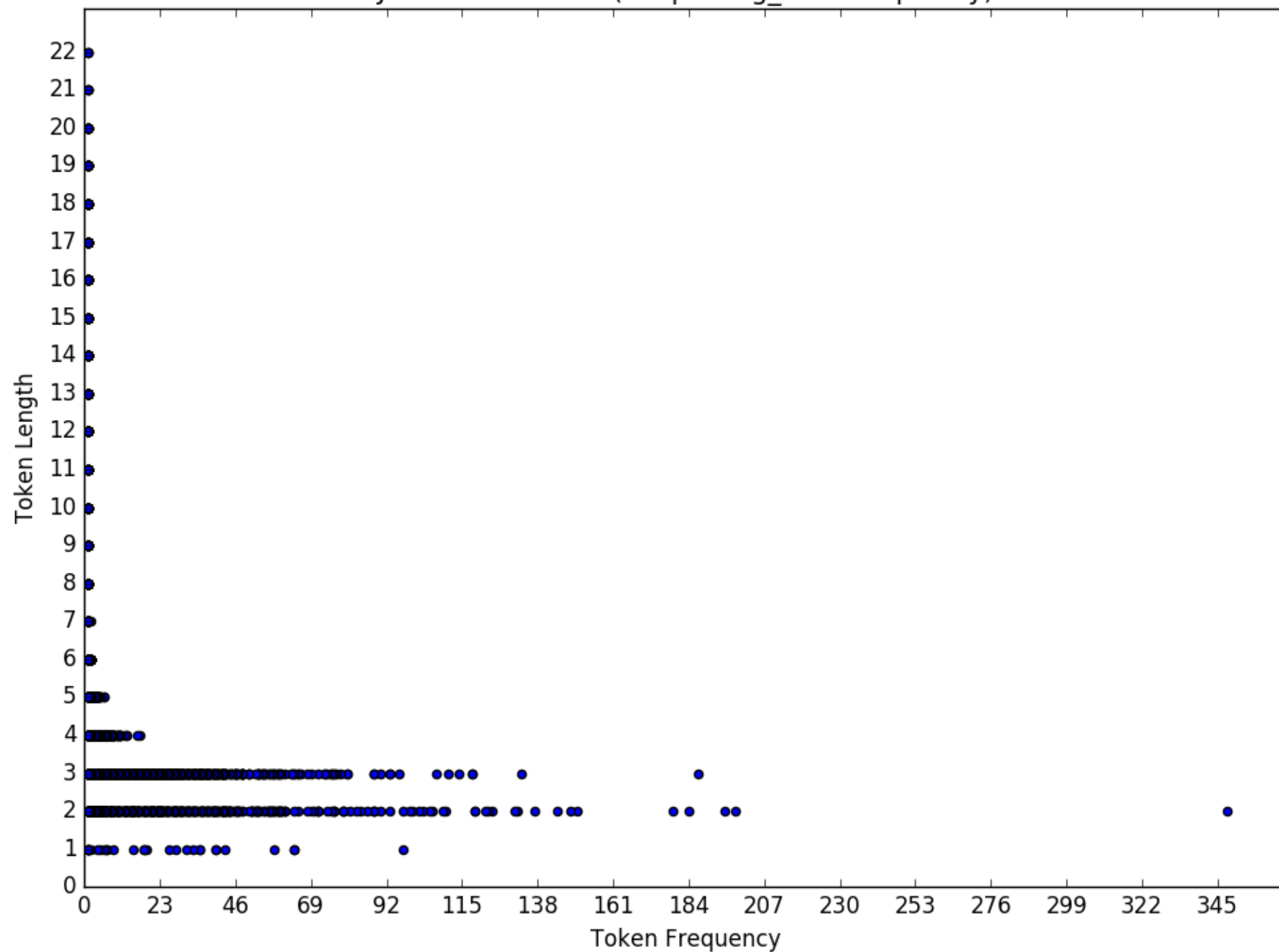
Indonesian random(keeps long_char frequency)



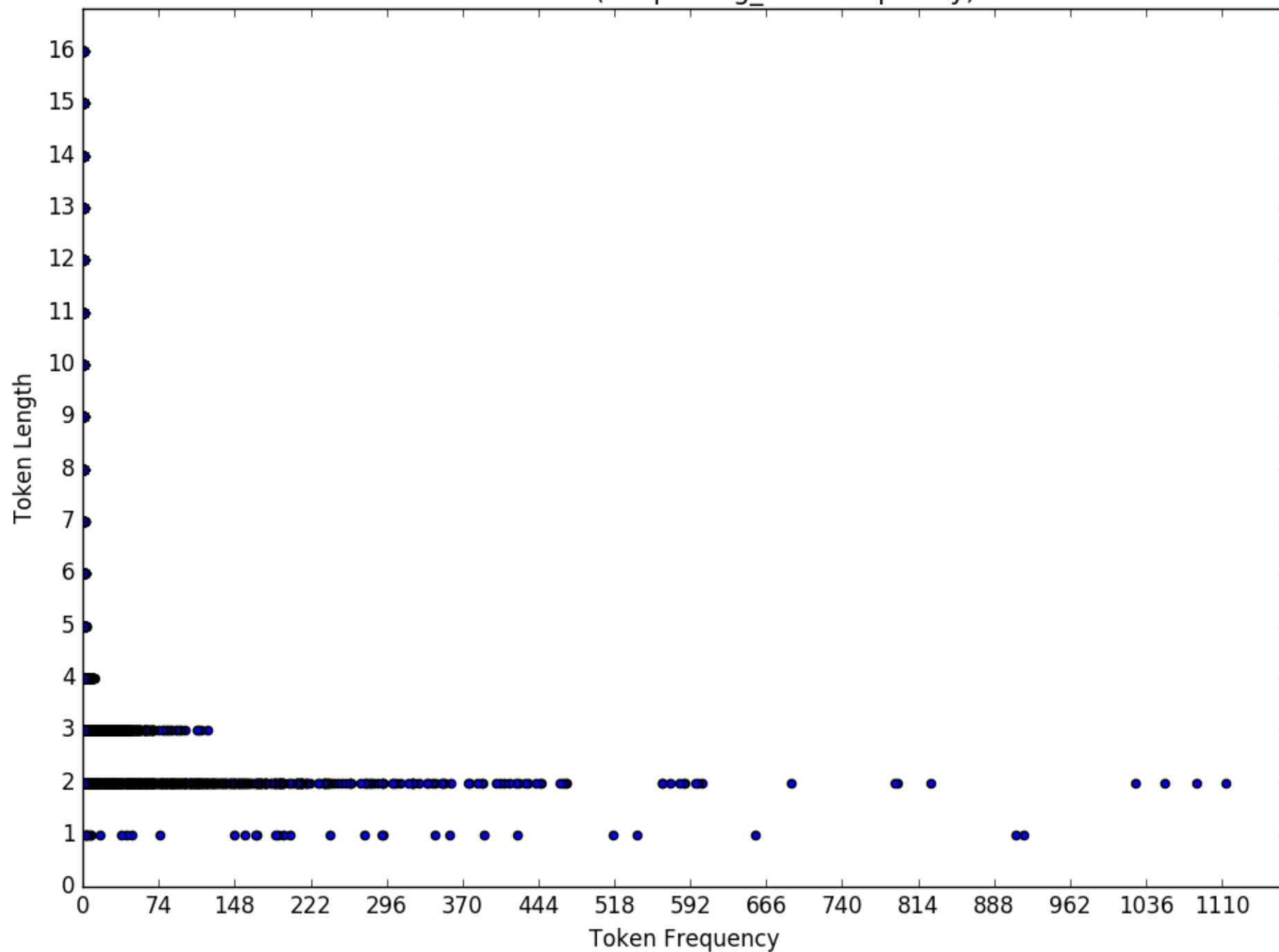
Italian random(keeps long_char frequency)



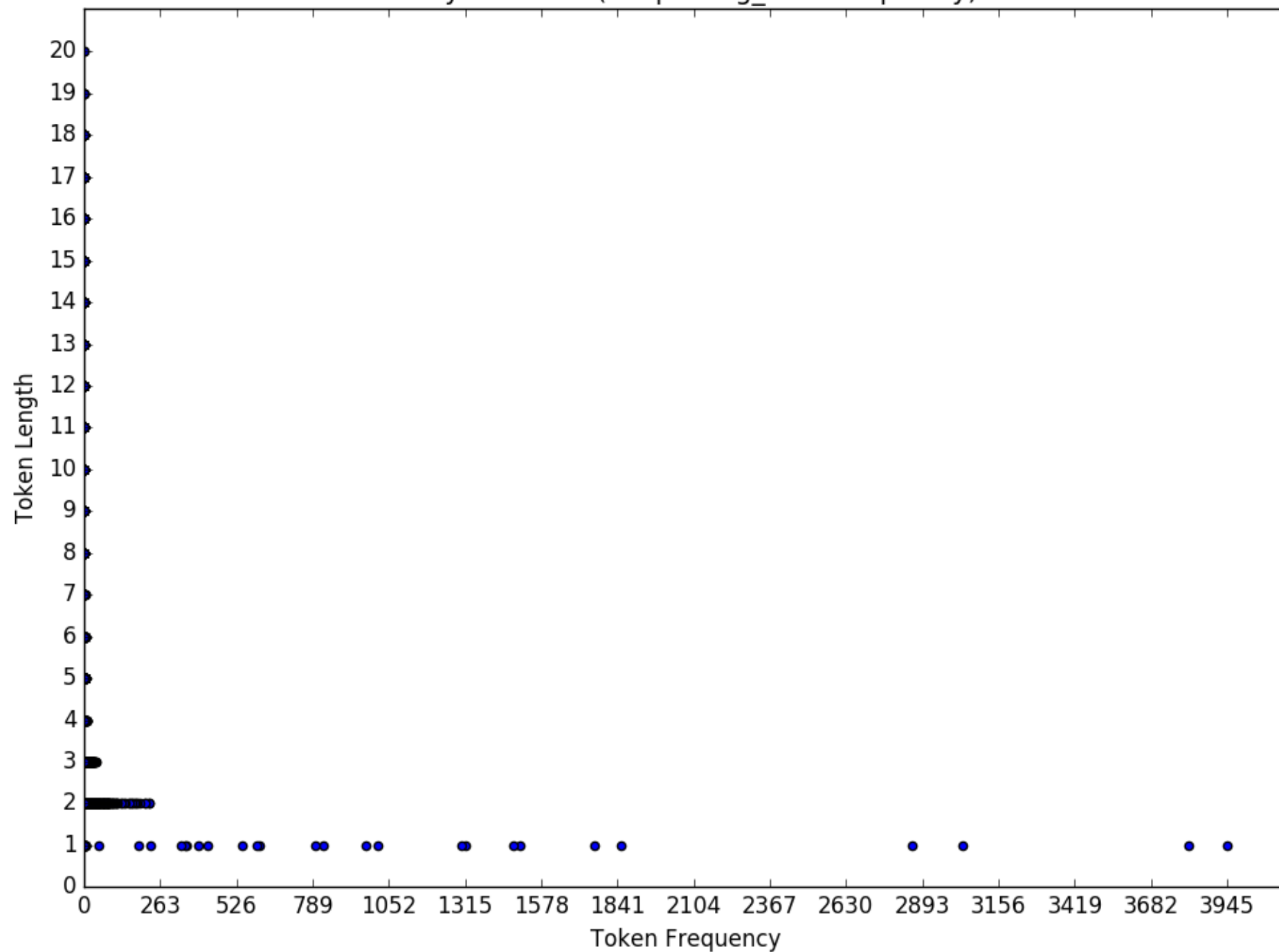
Jakalteko random(keeps long_char frequency)



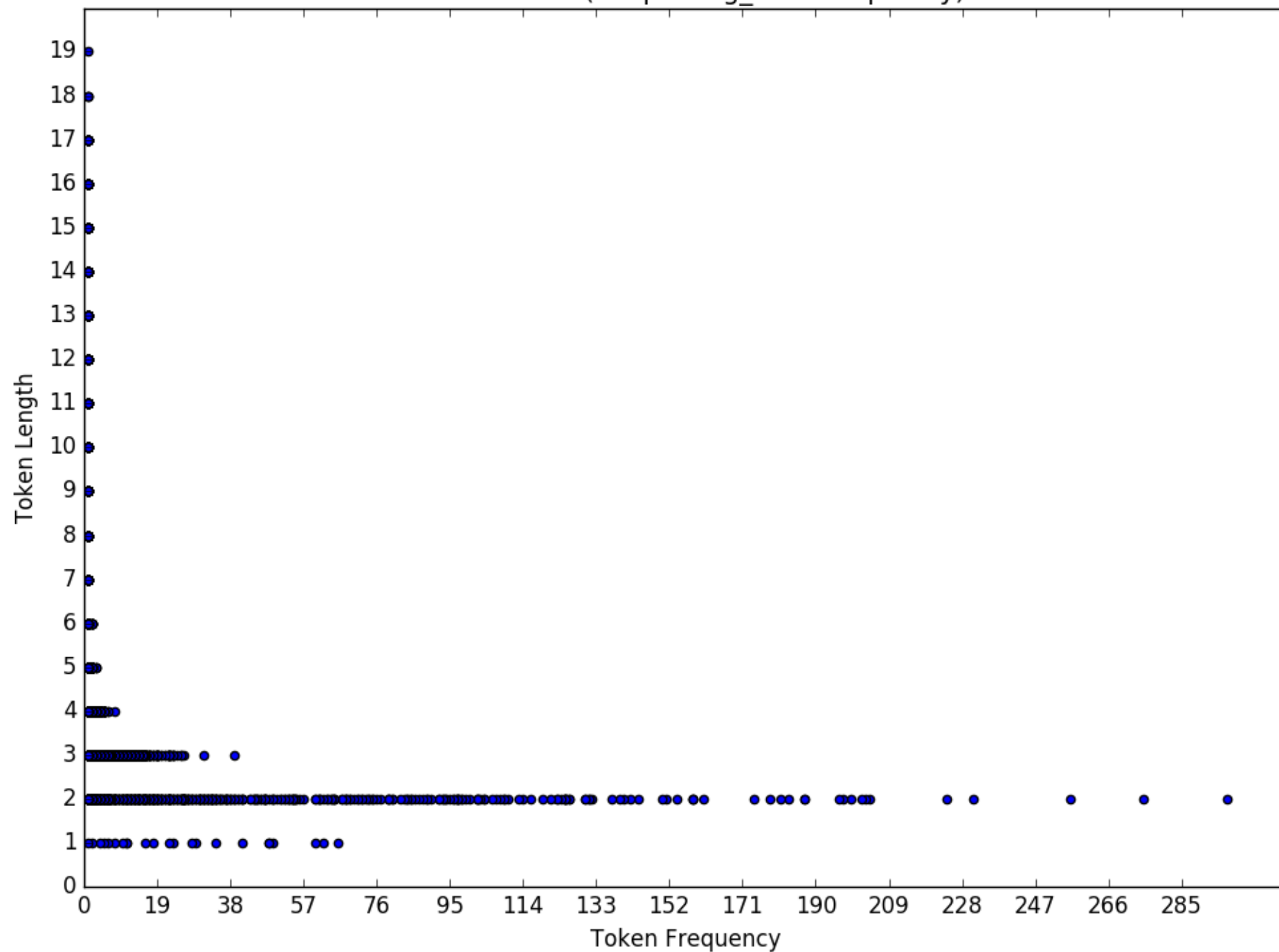
K'iche' random(keeps long_char frequency)



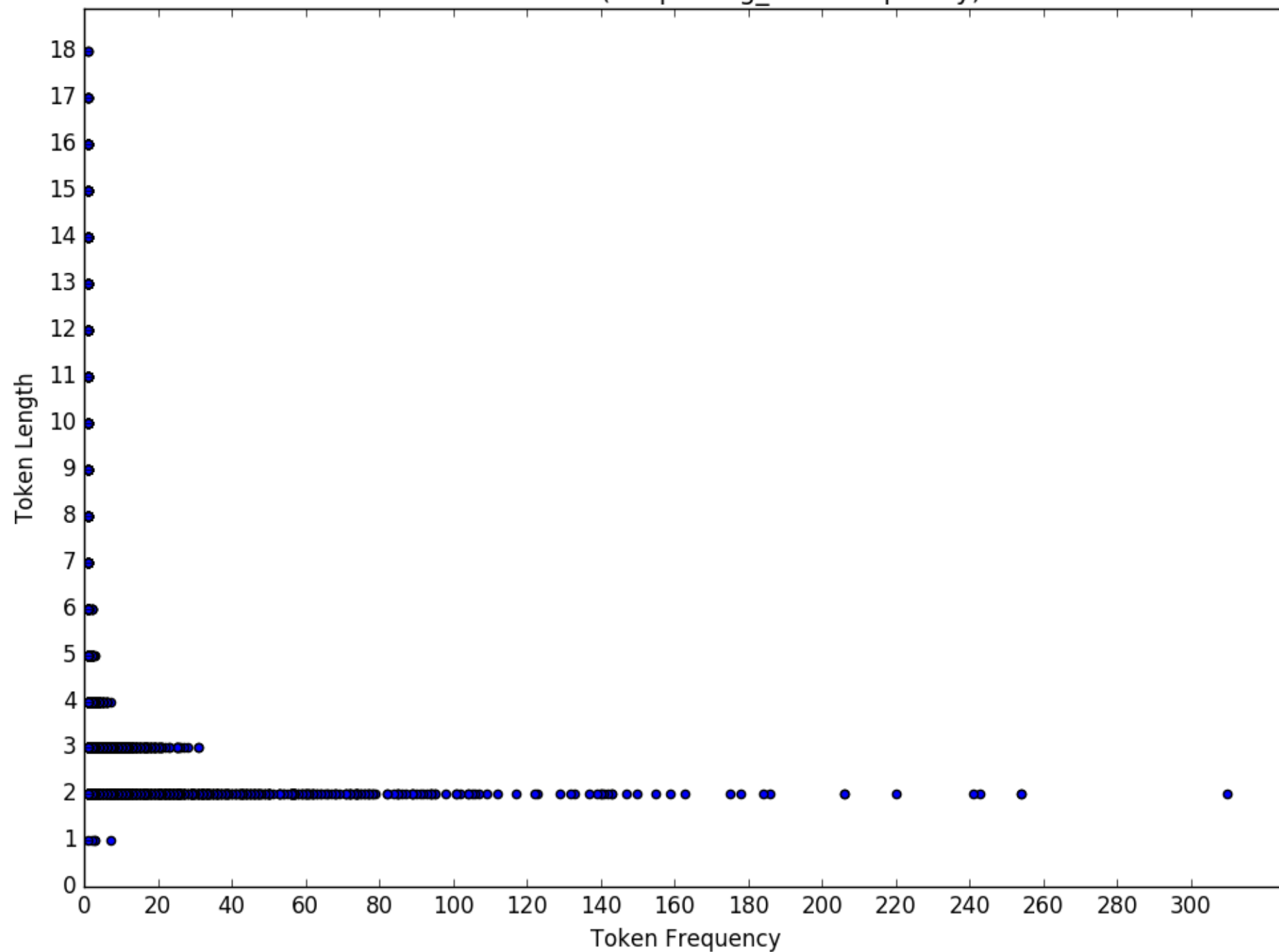
Kabyle random(keeps long_char frequency)



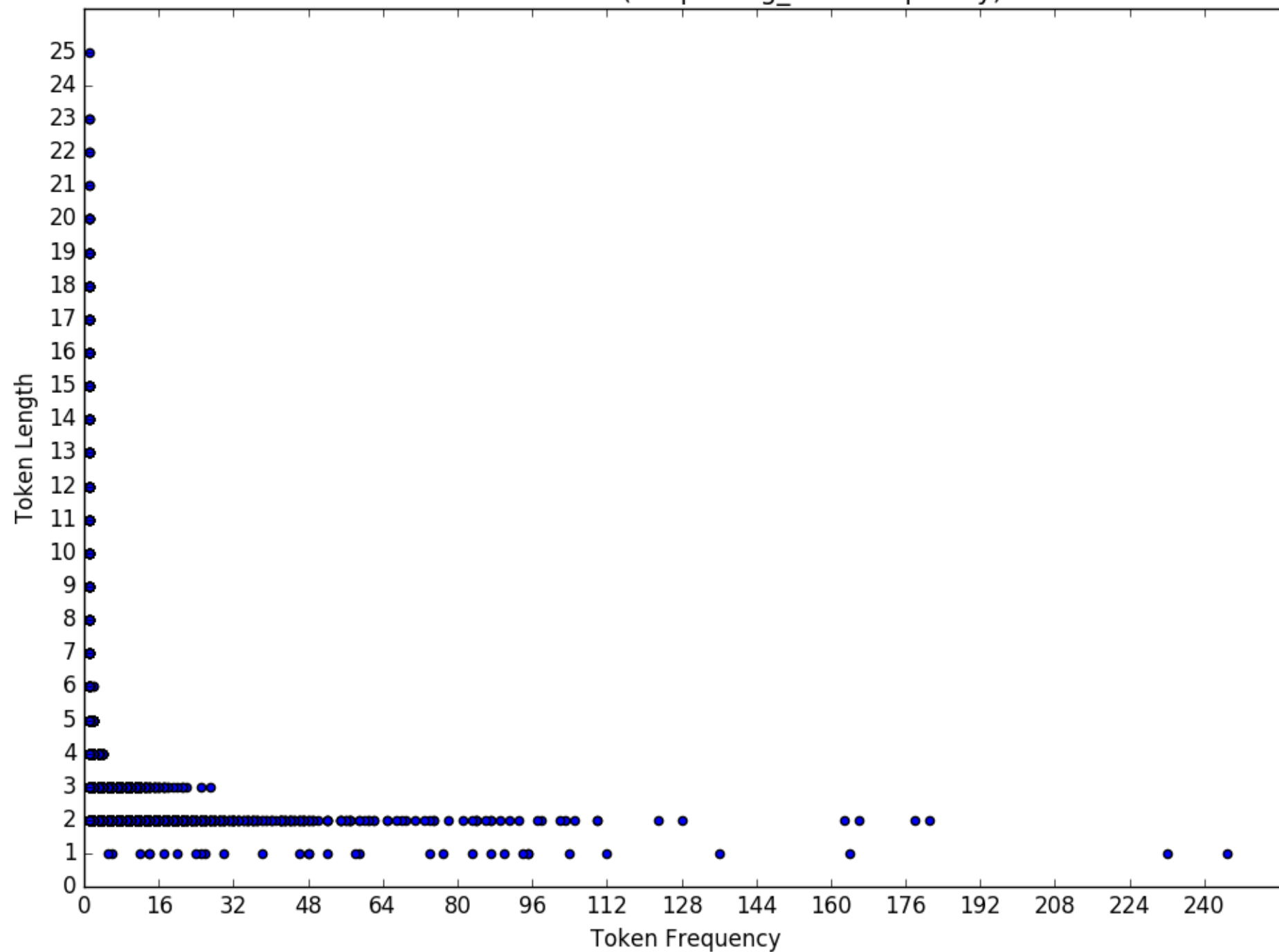
Latin random(keeps long_char frequency)

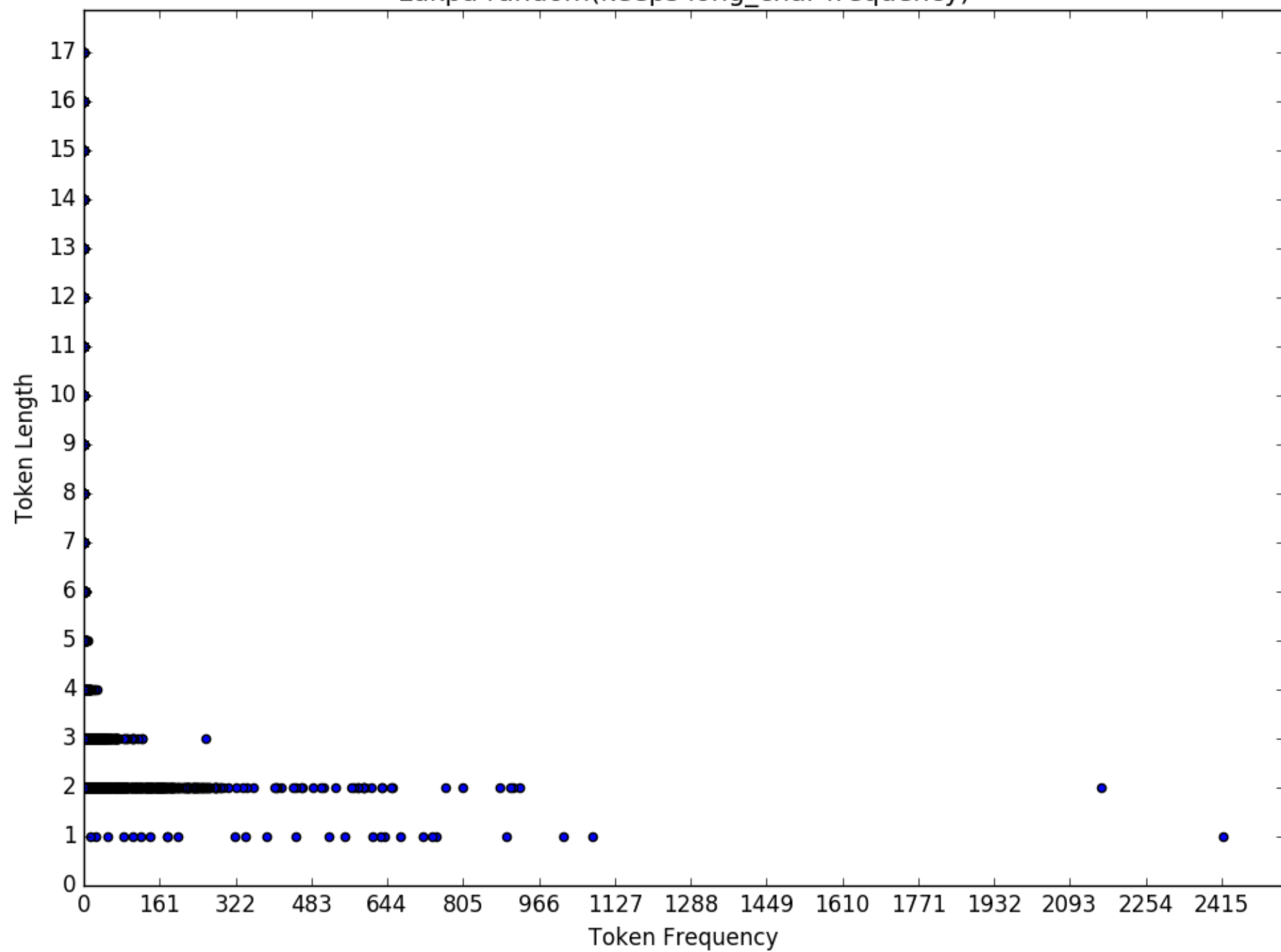


Latvian random(keeps long_char frequency)

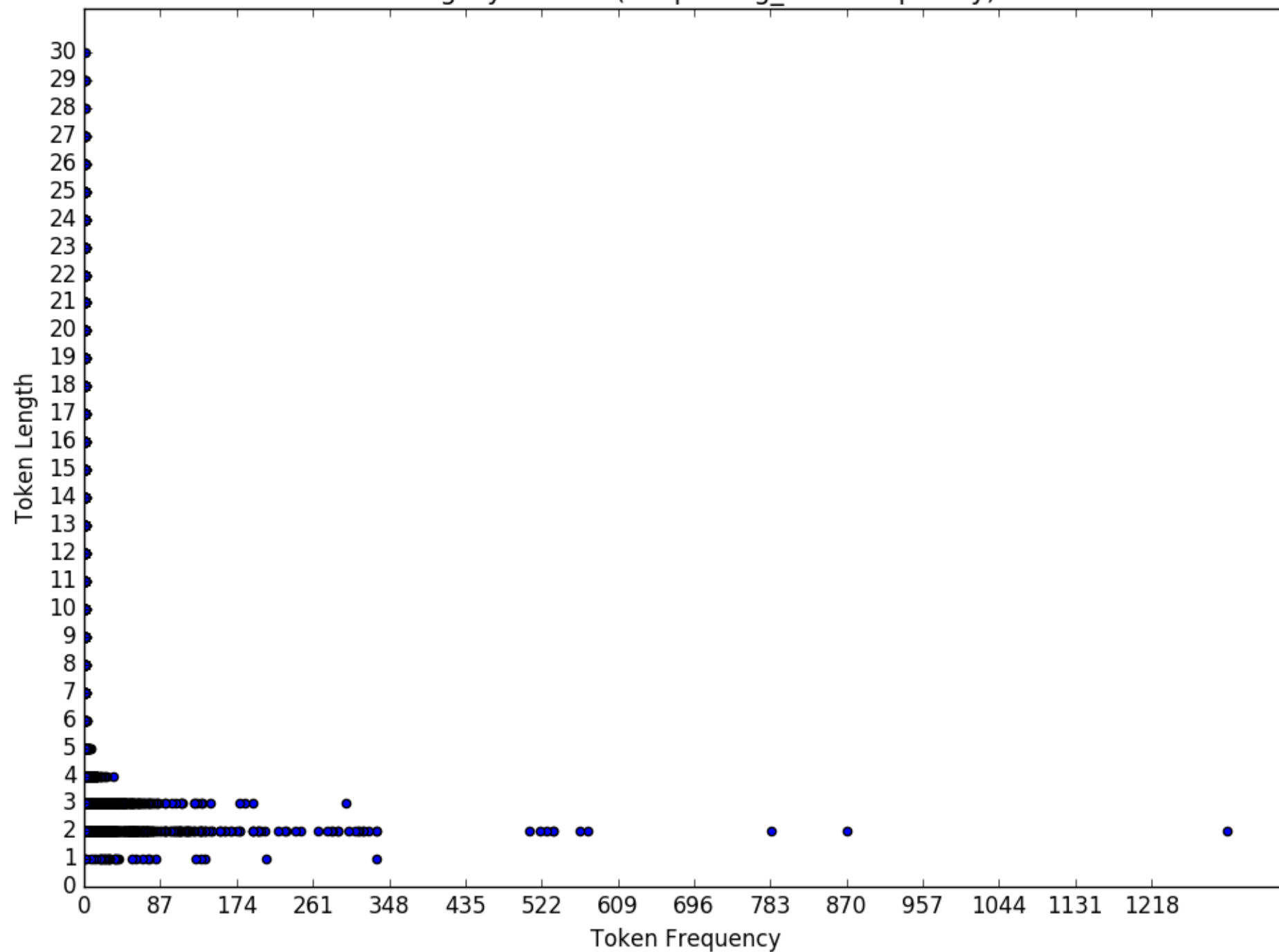


Lithuanian random(keeps long char frequency)

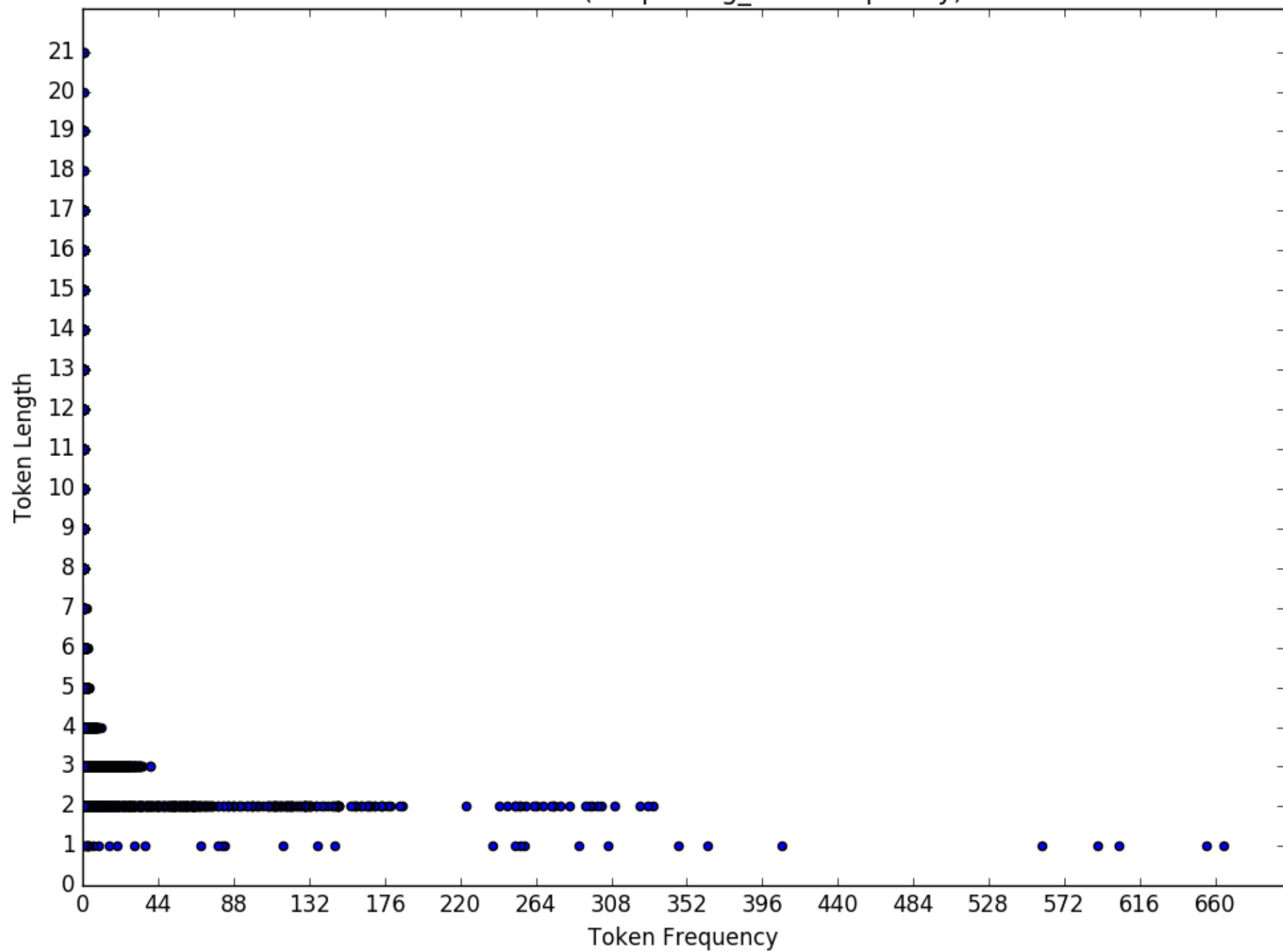




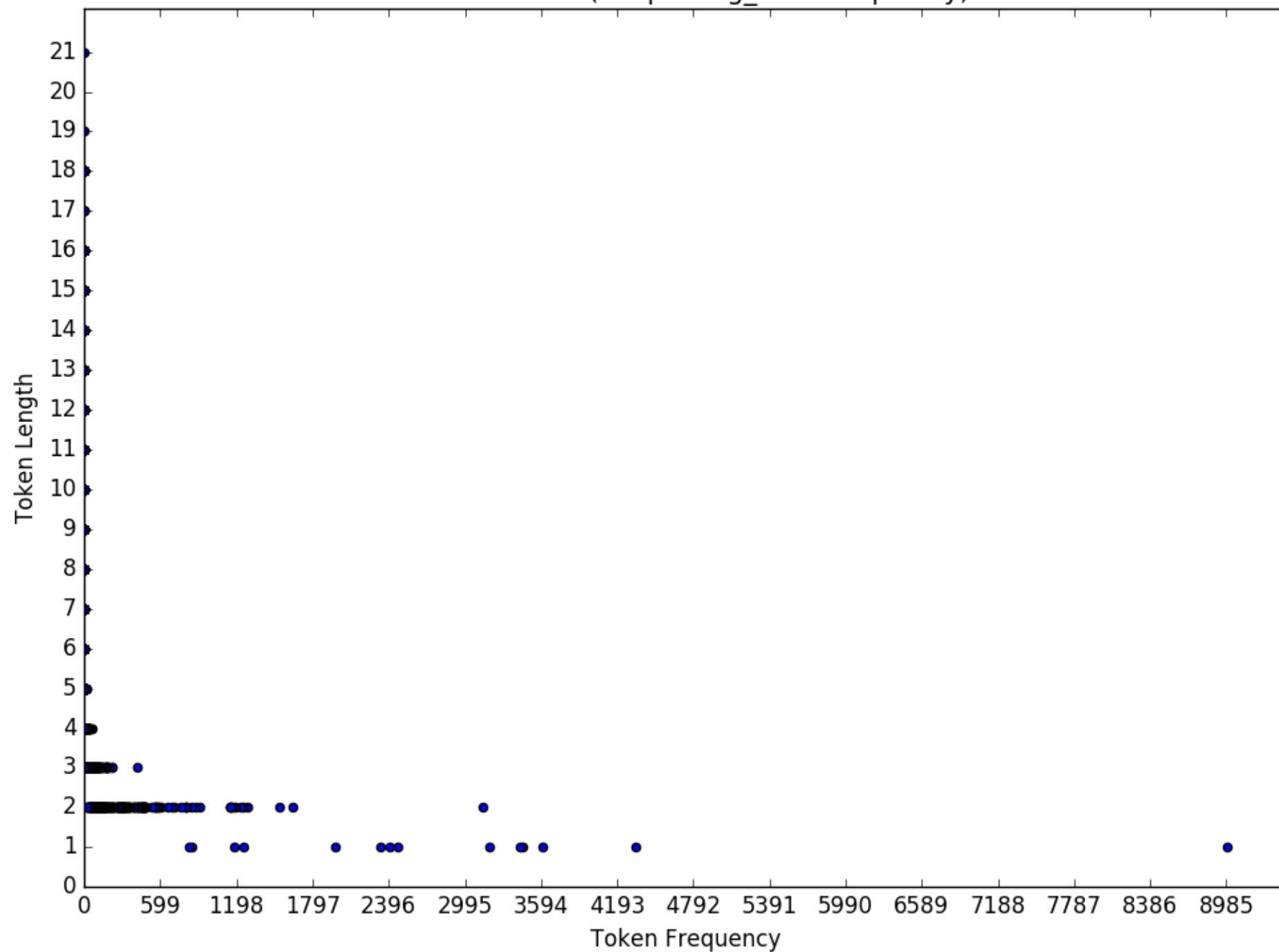
Malagasy random(keeps long_char frequency)



Mam random(keeps long_char frequency)



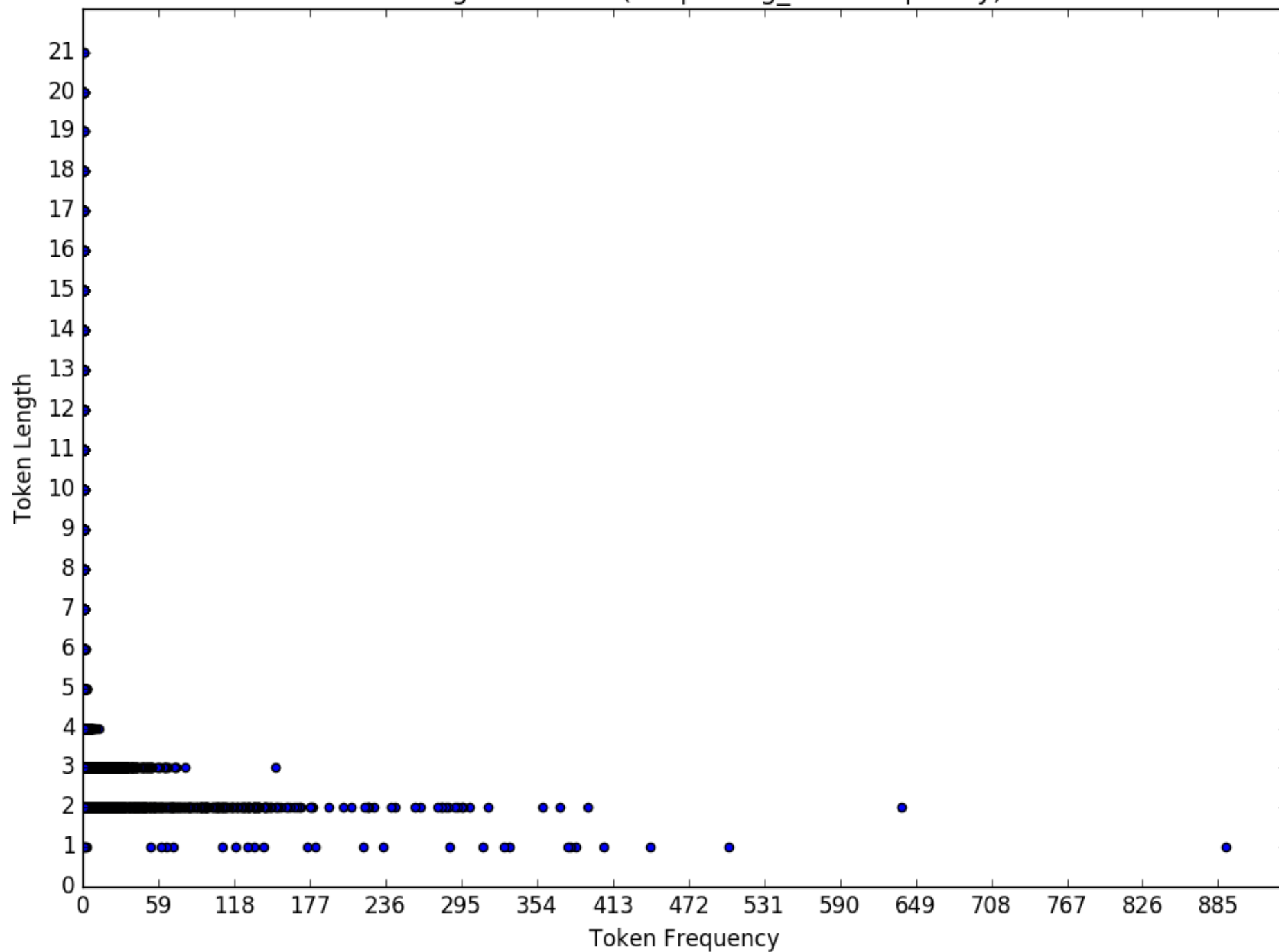
Maori random(keeps long_char frequency)



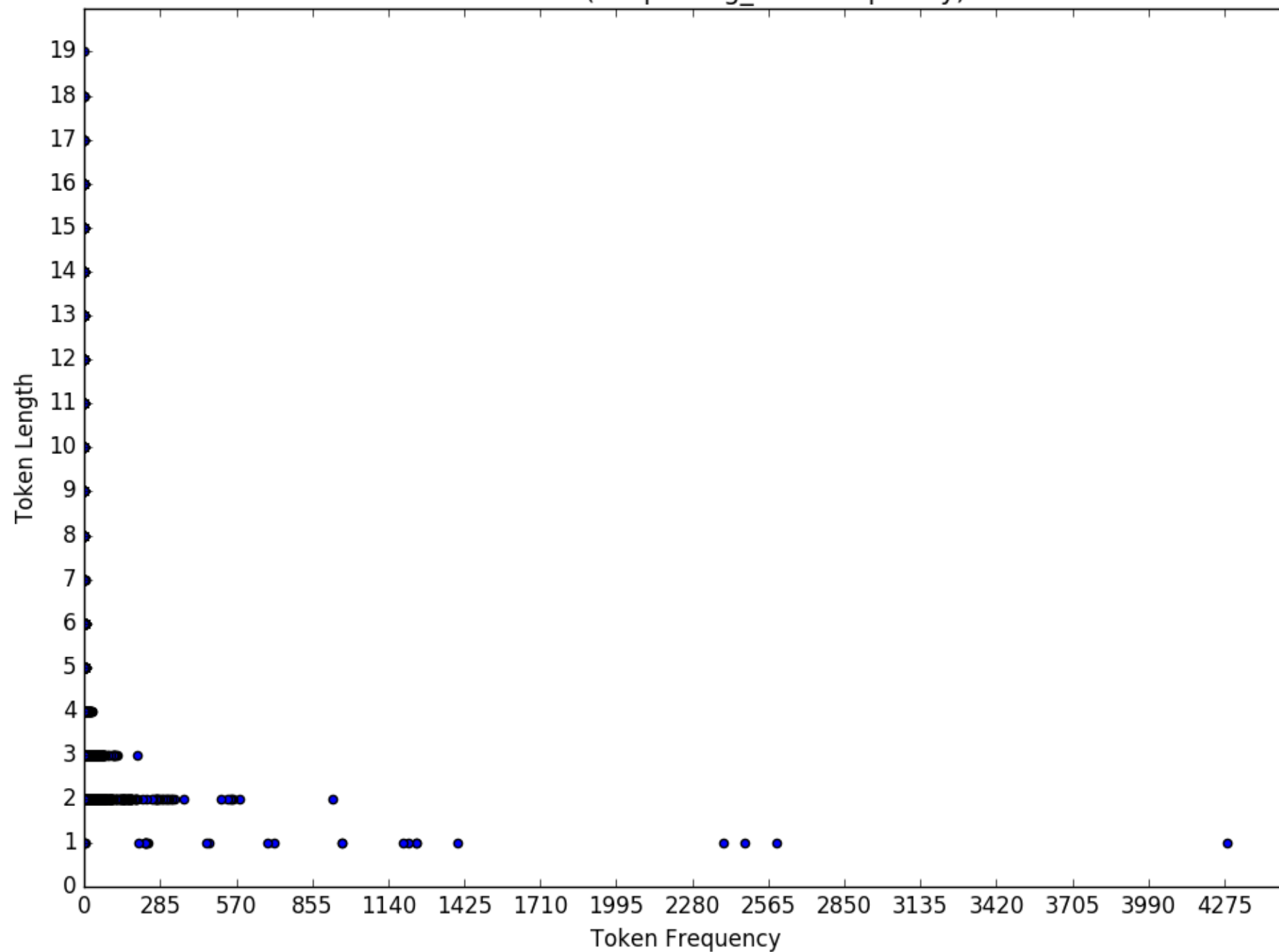
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

0	25	50	75	100	125	150	175	200	225	250	275	300	325	350	375
---	----	----	----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

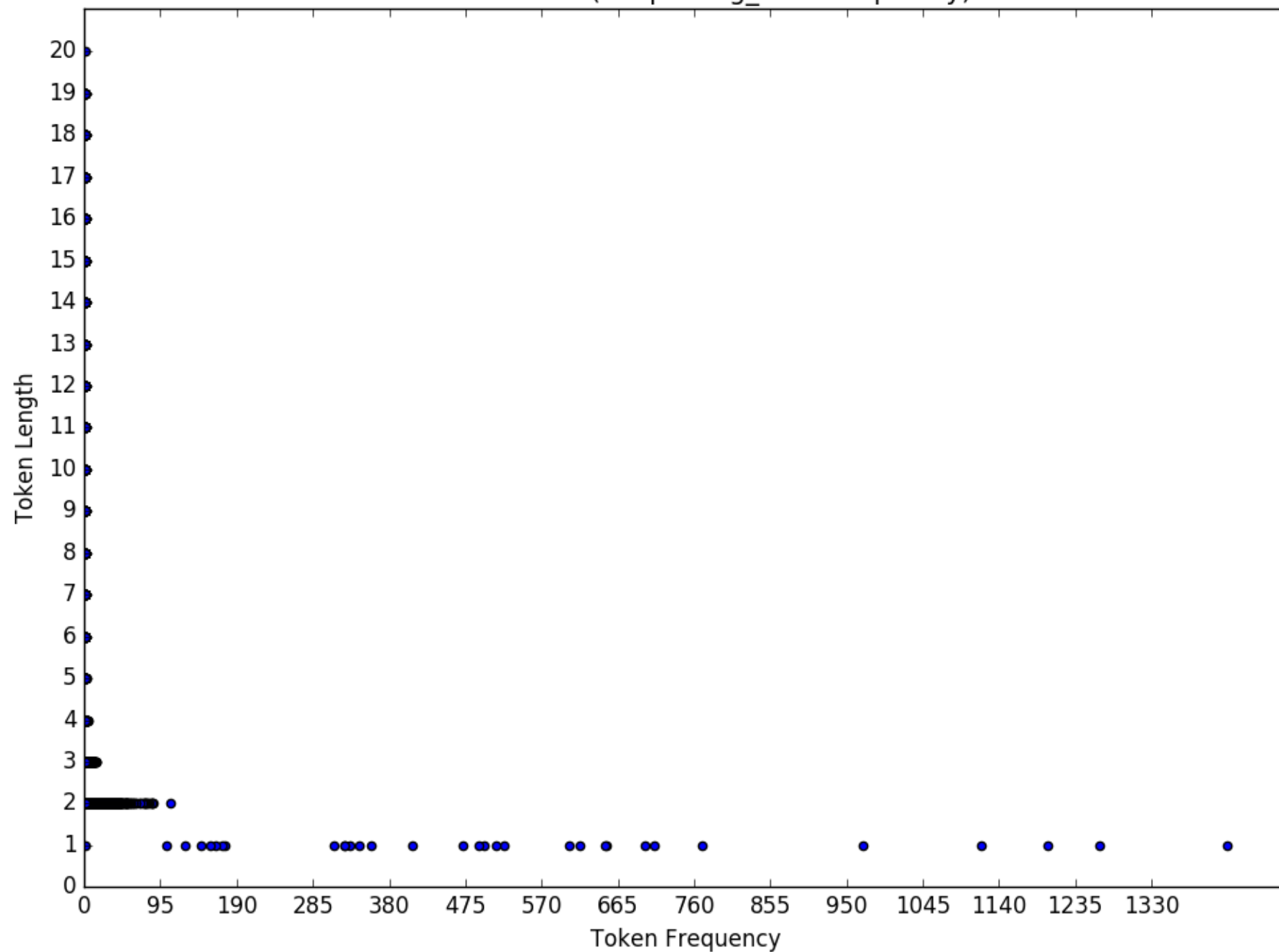
Norwegian random(keeps long_char frequency)



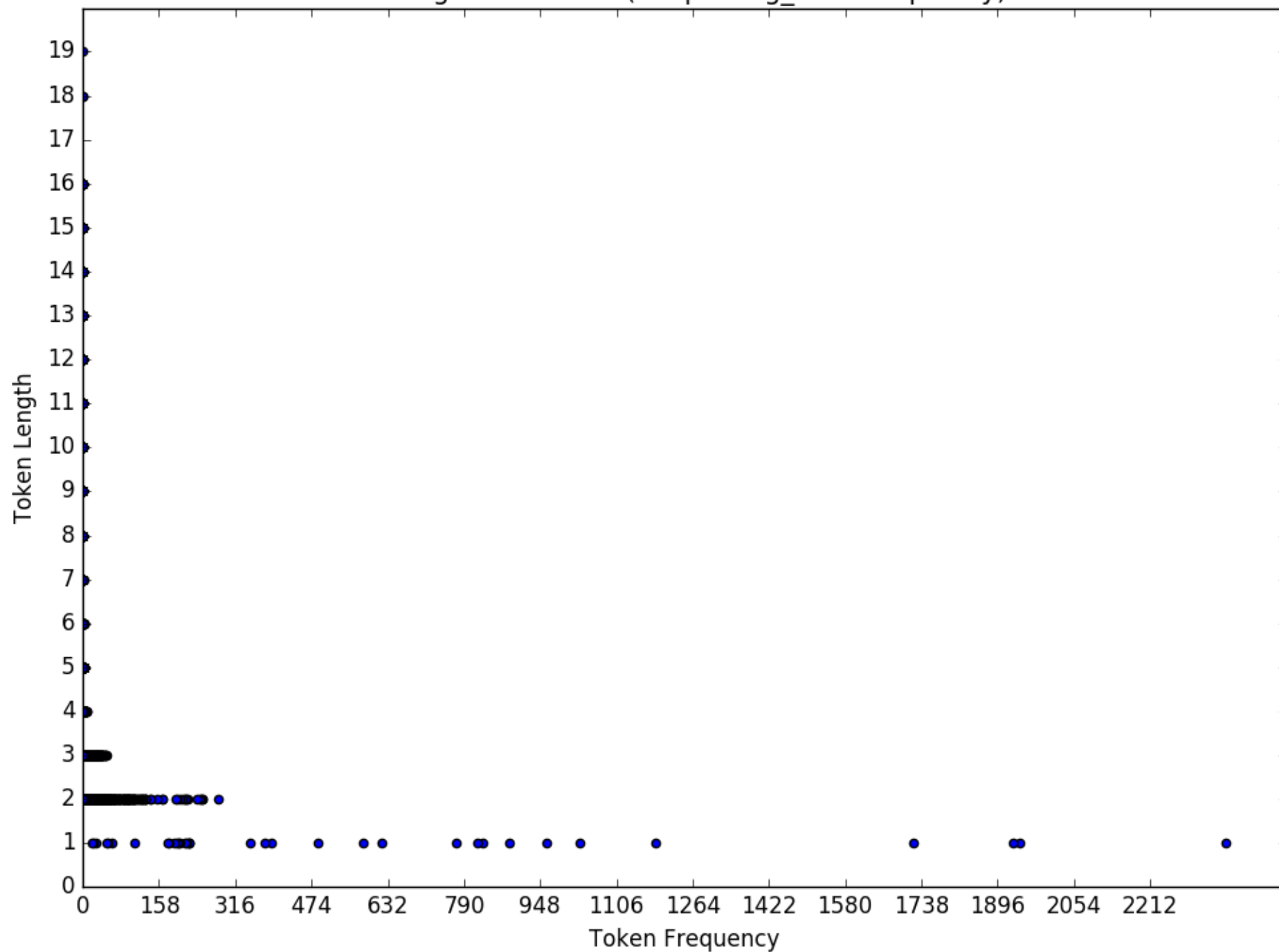
Paite random(keeps long_char frequency)



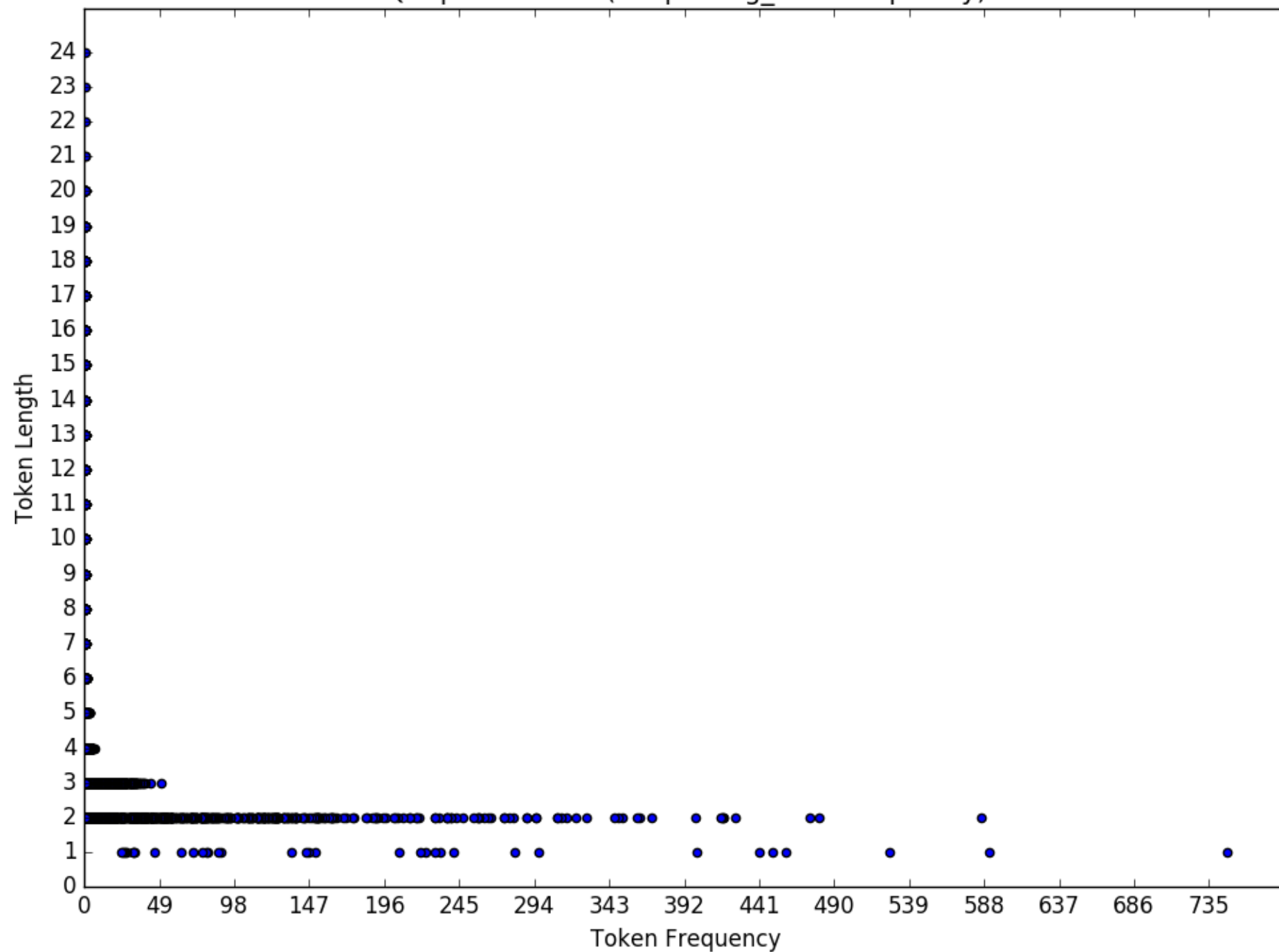
Polish random(keeps long_char frequency)



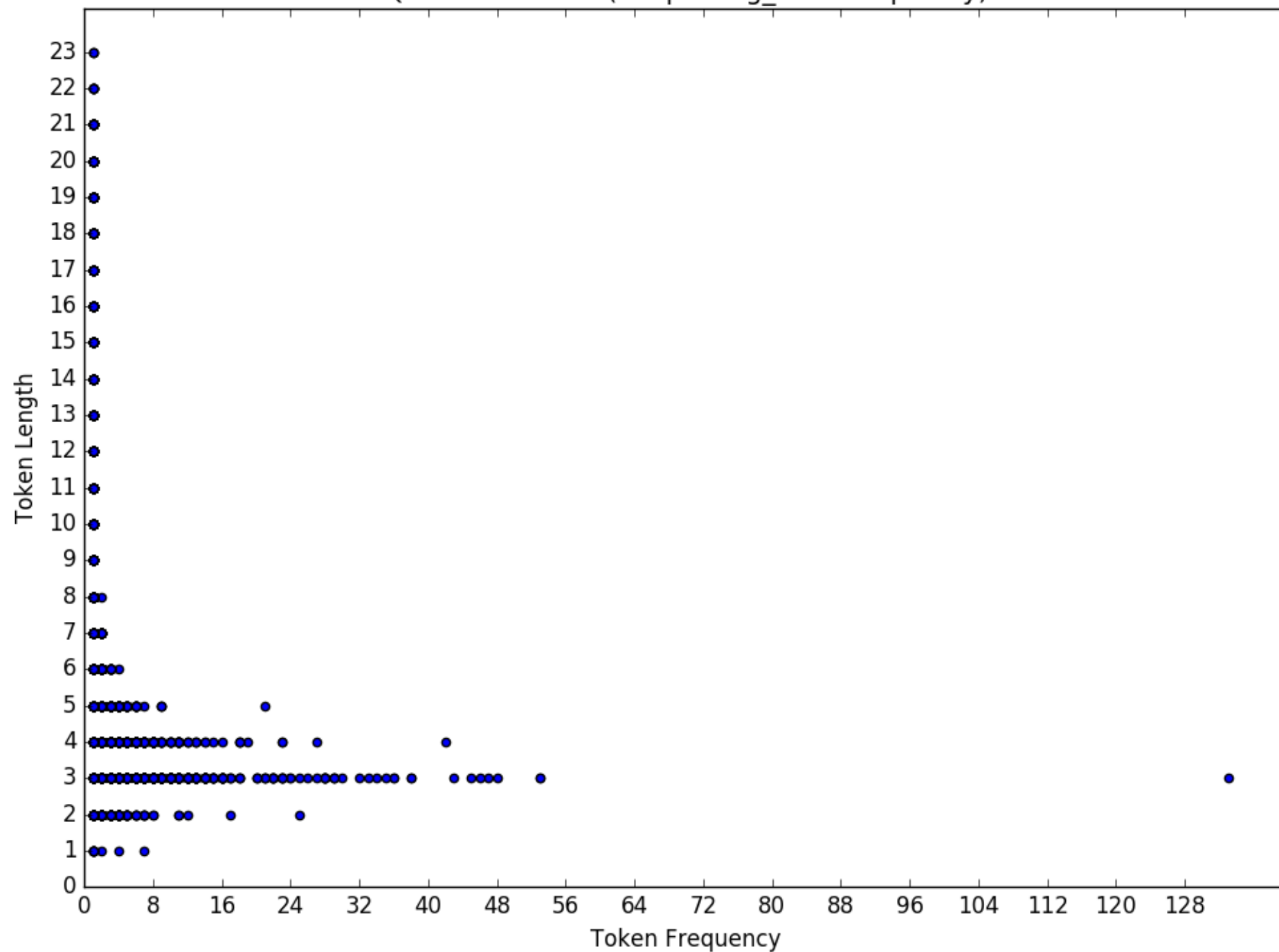
Portuguese random(keeps long_char frequency)



Q'eqchi' random(keeps long_char frequency)



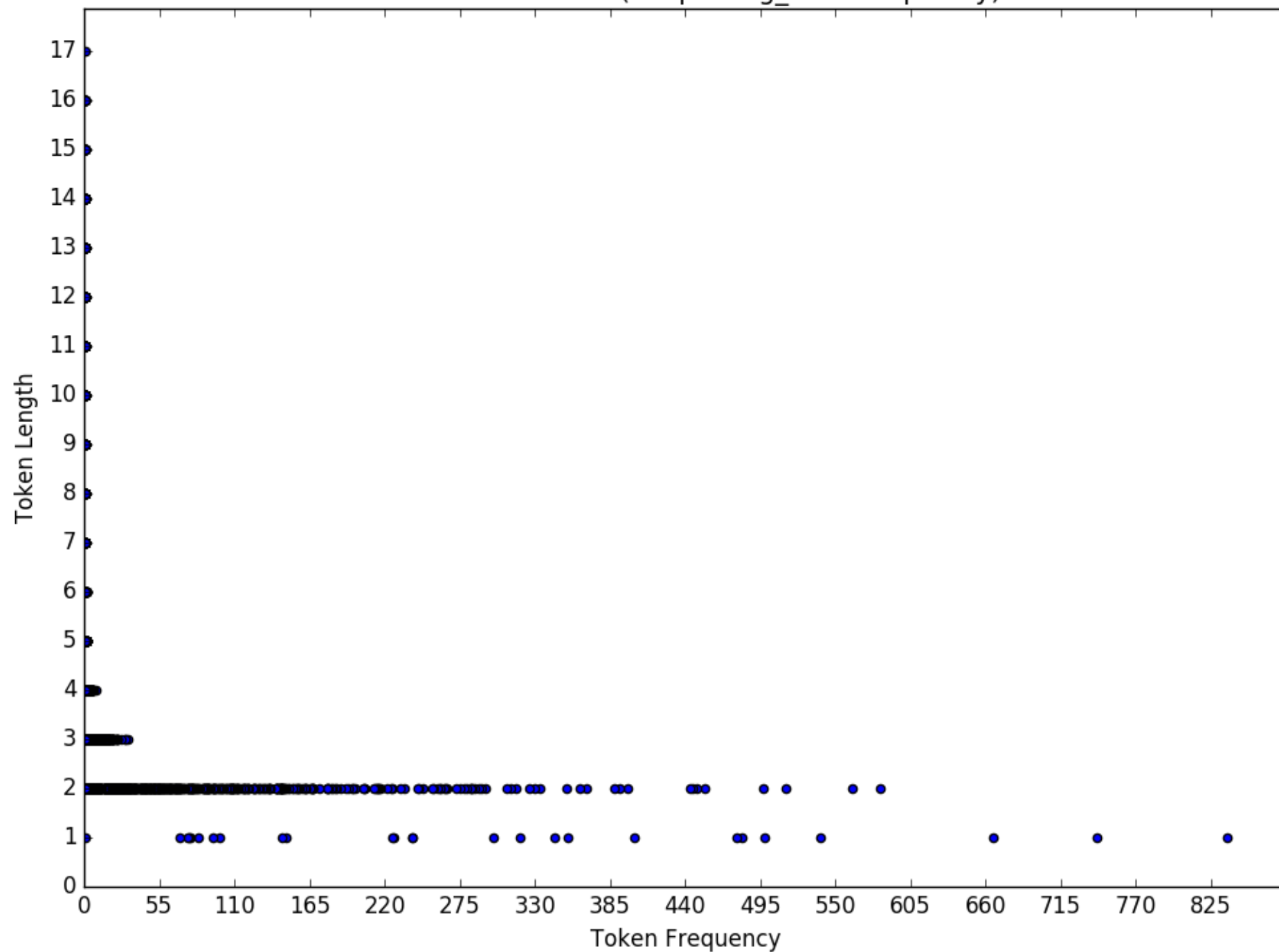
Quichua random(keeps long_char frequency)



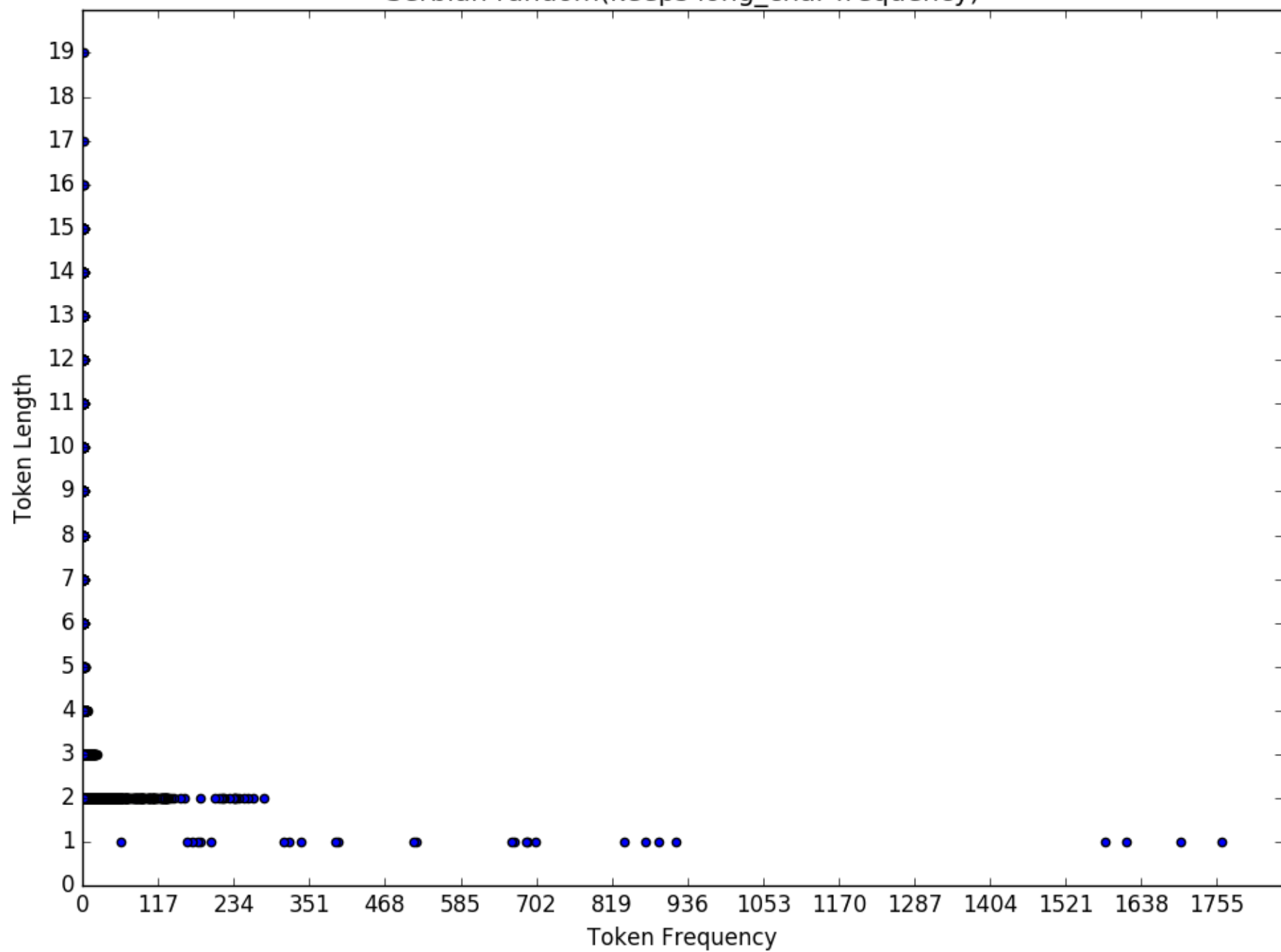
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

0	107	214	321	428	535	642	749	856	963	1070	1177	1284	1391	1498	1605
---	-----	-----	-----	-----	-----	-----	-----	-----	-----	------	------	------	------	------	------

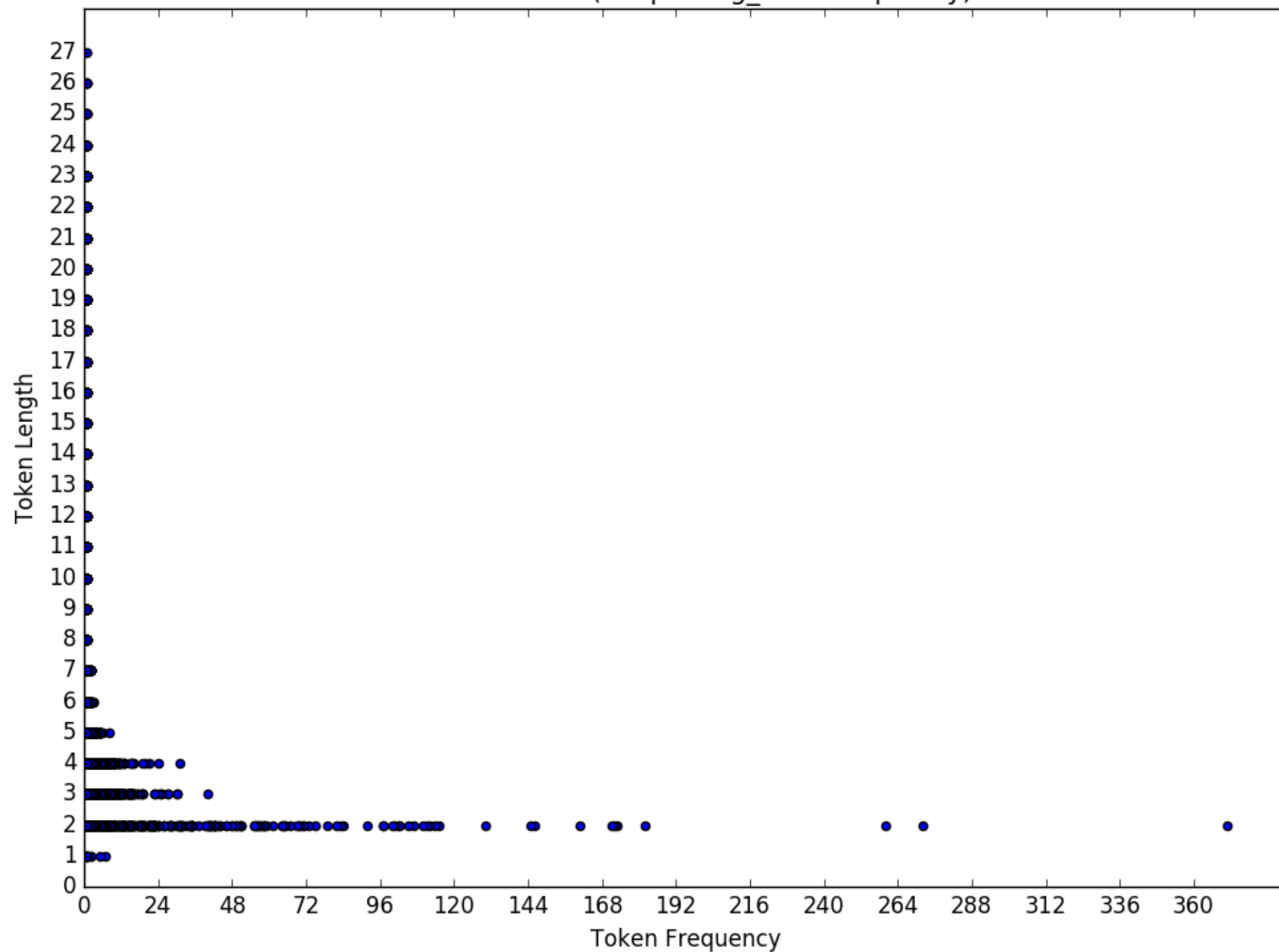
Romanian random(keeps long_char frequency)



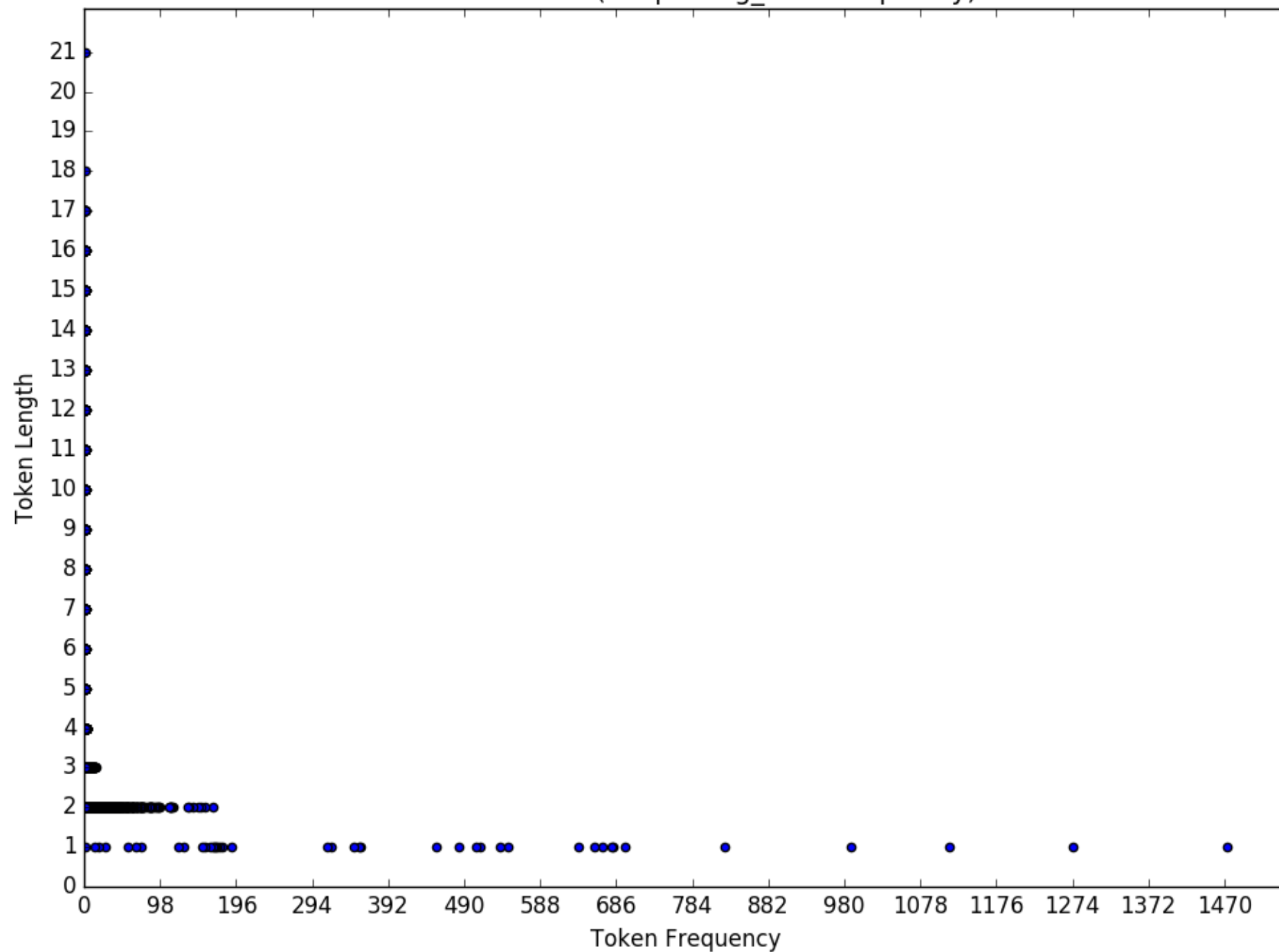
The scatter plot displays a distribution of data points. The x-axis is labeled from 0 to 100 in increments of 10. The y-axis is labeled from 0 to 100 in increments of 10. The data points are primarily concentrated along the y-axis (where x=0) and along the x-axis (where y=0). There are also a few points scattered in the lower right quadrant, specifically at (80, 5), (85, 5), (90, 5), and (95, 5).



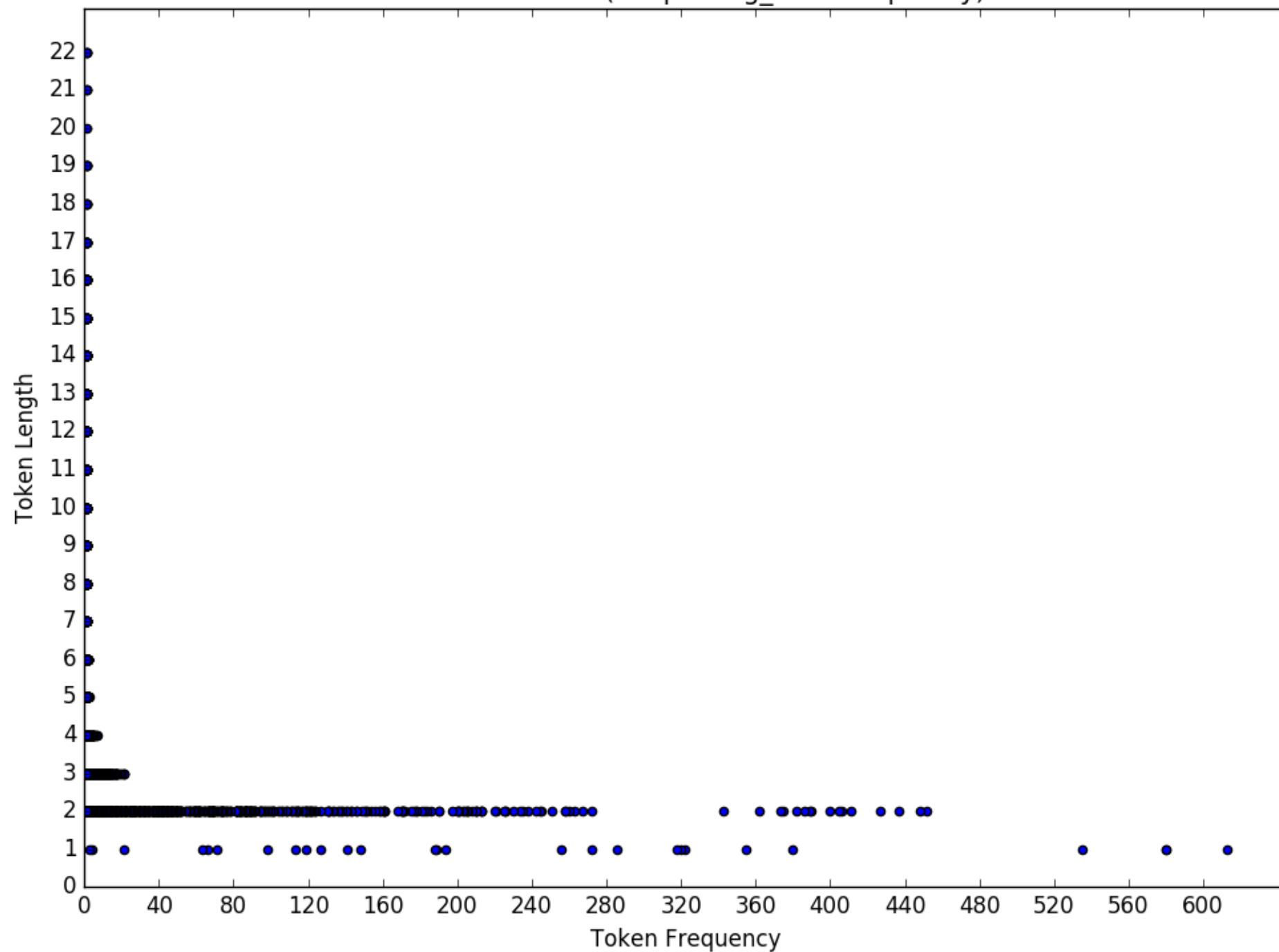
Shuar random(keeps long_char frequency)



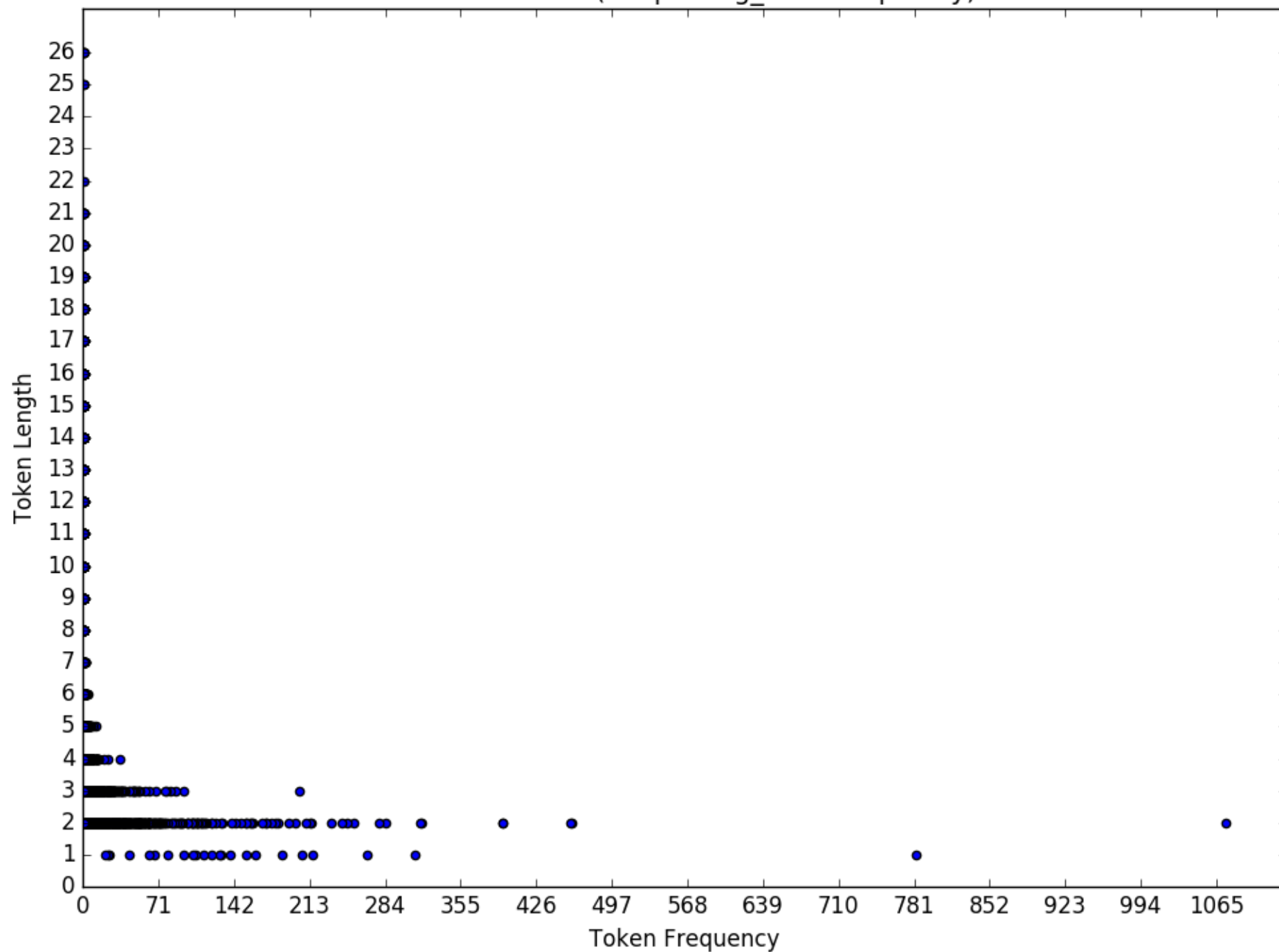
Slovak random(keeps long_char frequency)



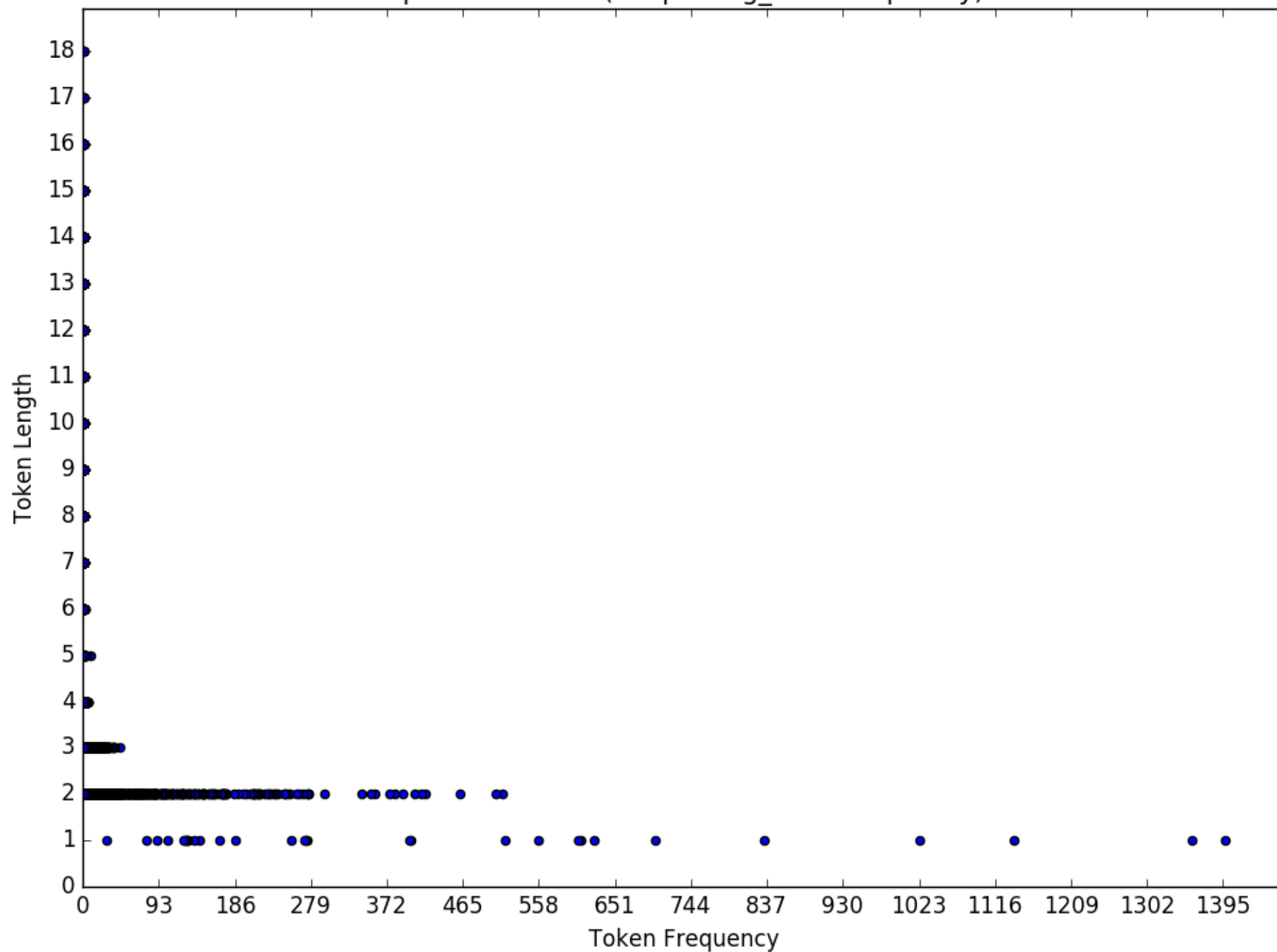
Slovene random(keeps long_char frequency)



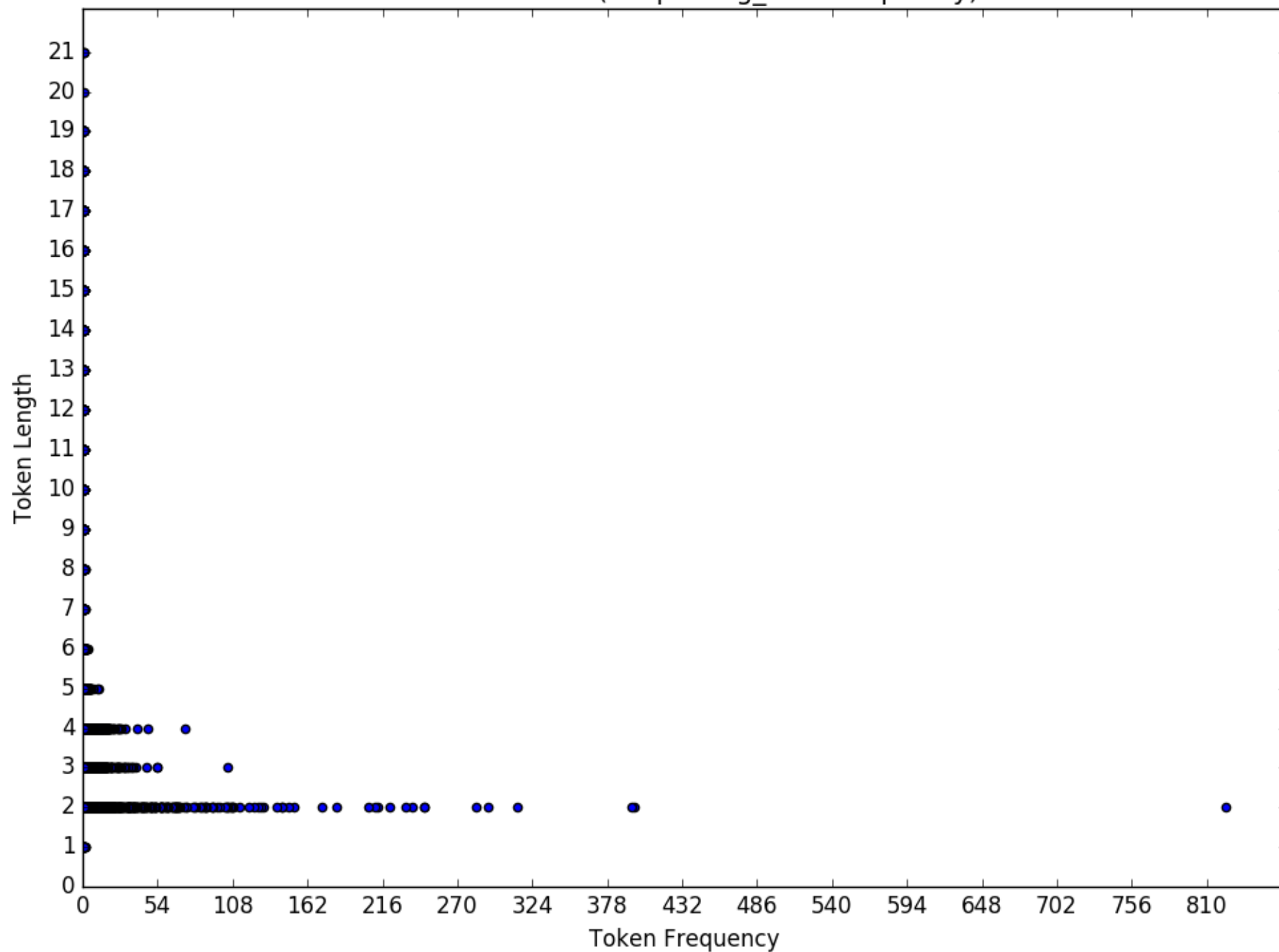
Somali random(keeps long_char frequency)



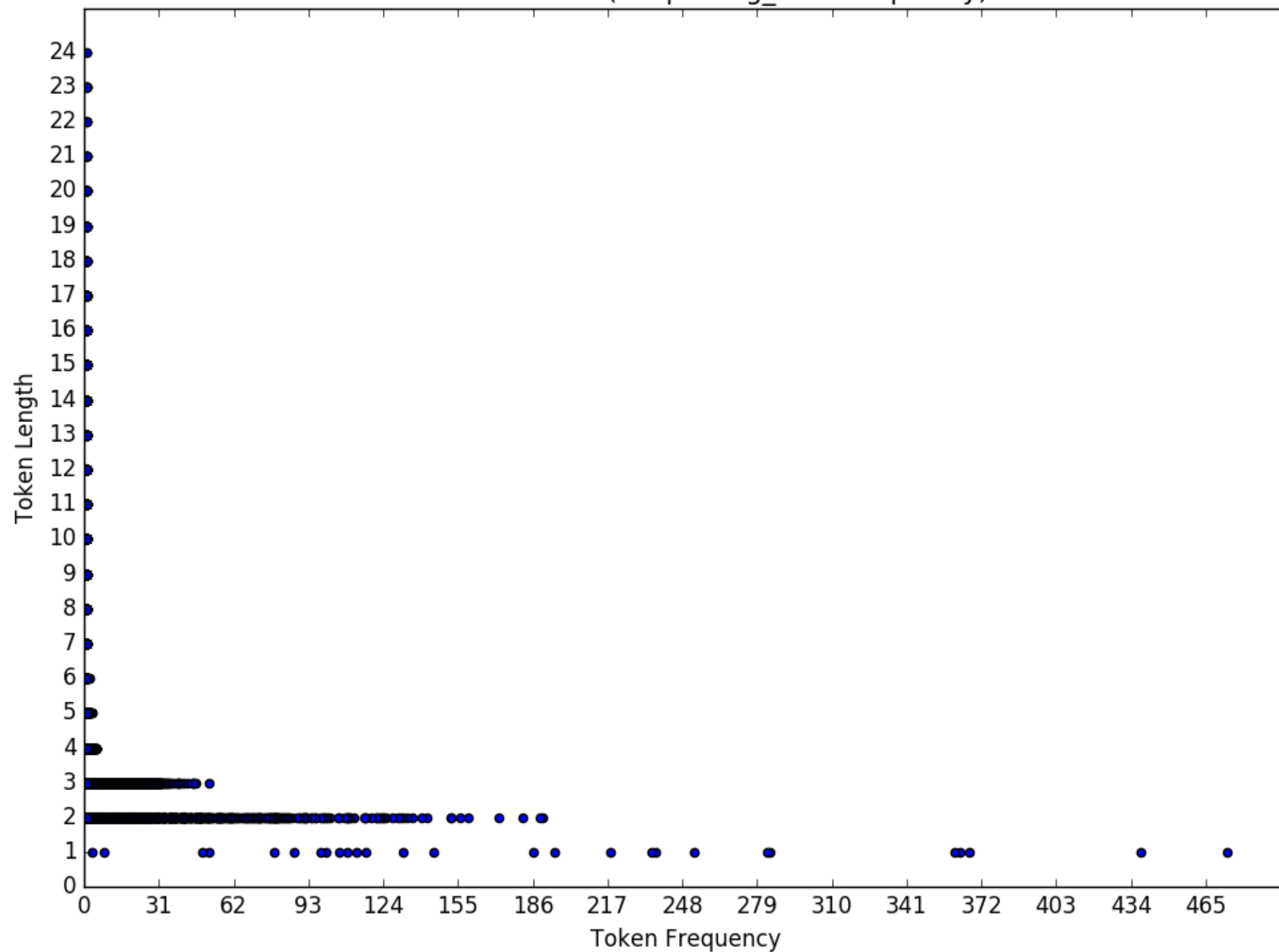
Spanish random(keeps long_char frequency)



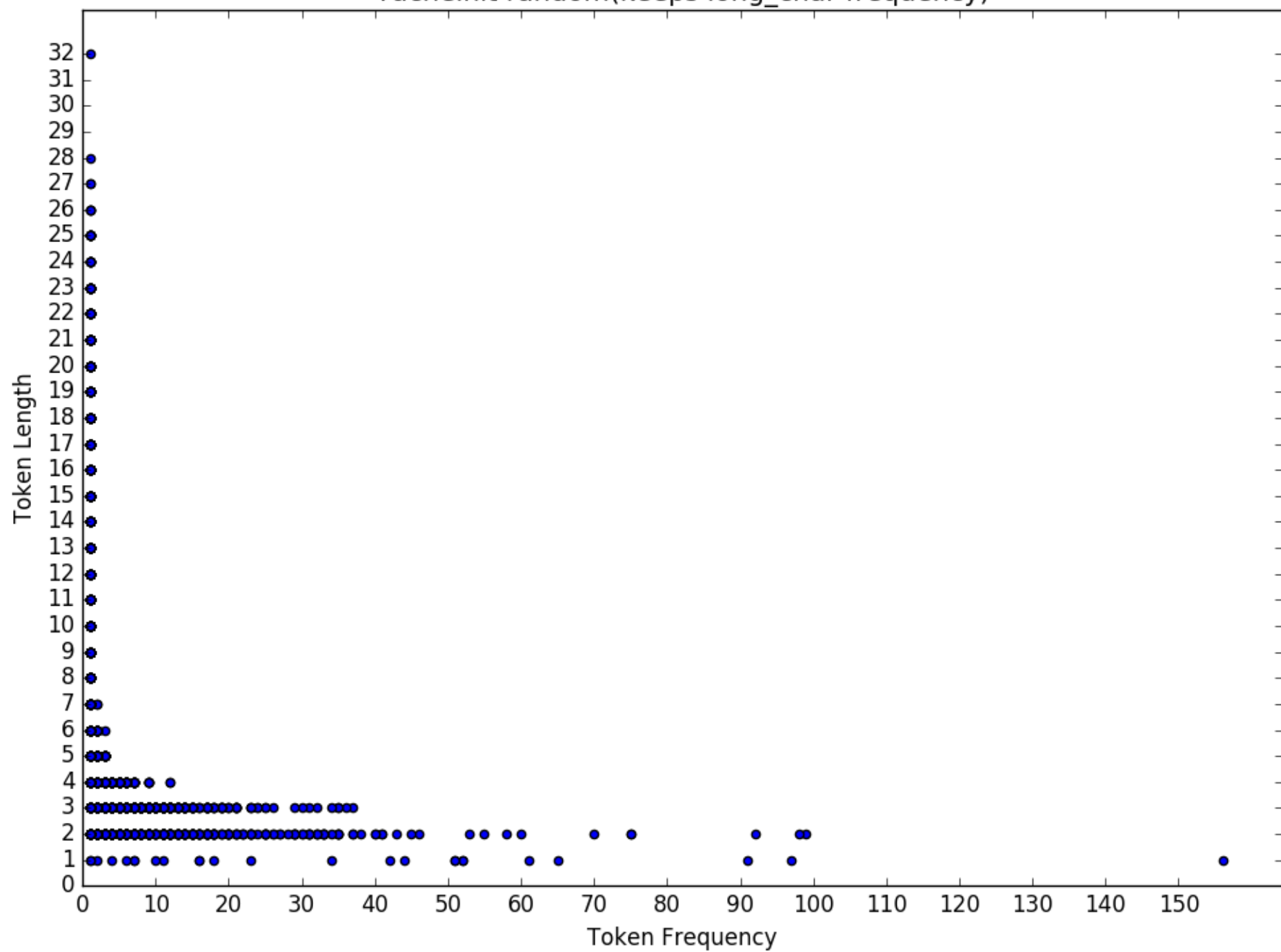
Swahili random(keeps long_char frequency)



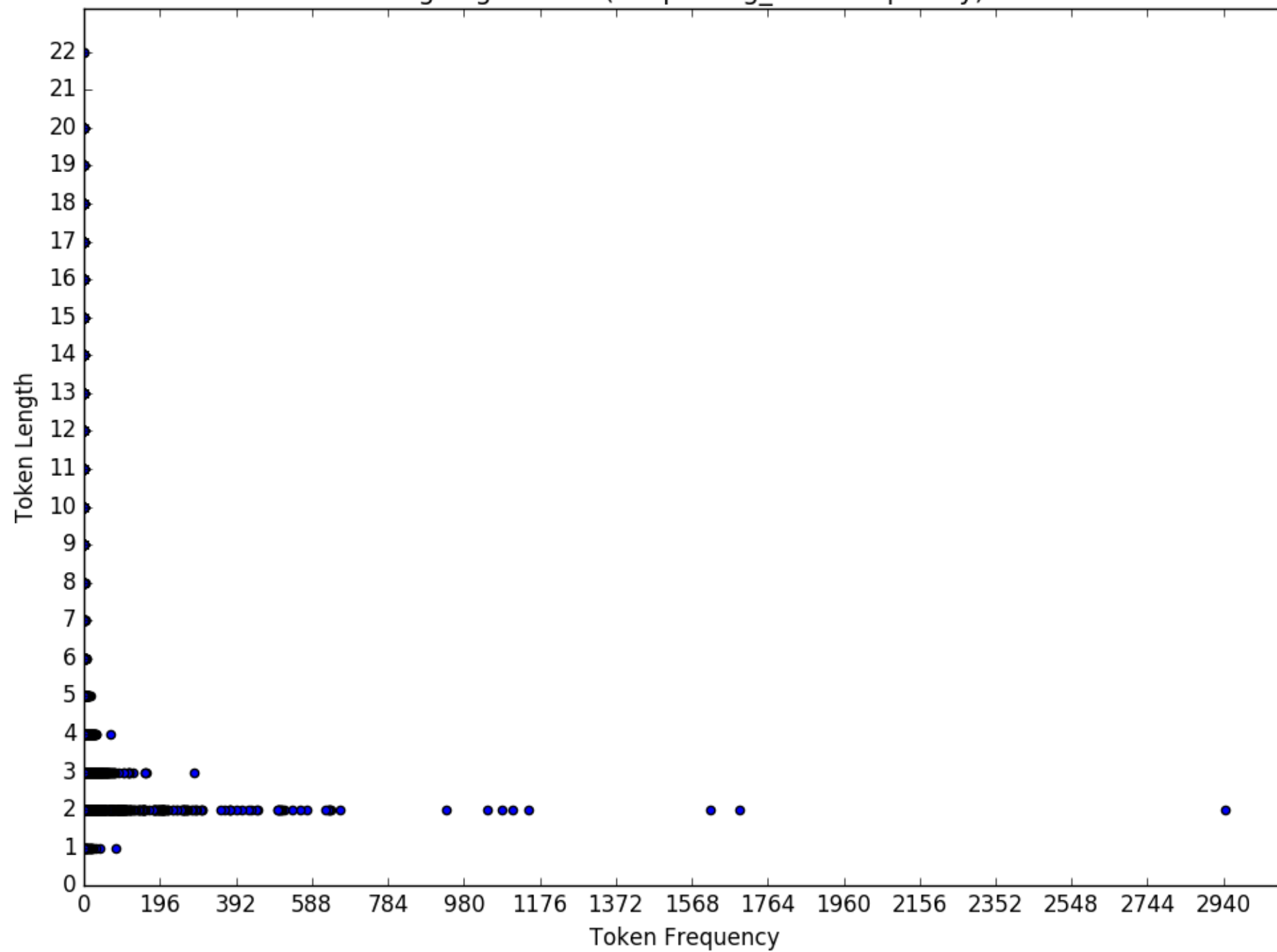
Swedish random(keeps long_char frequency)



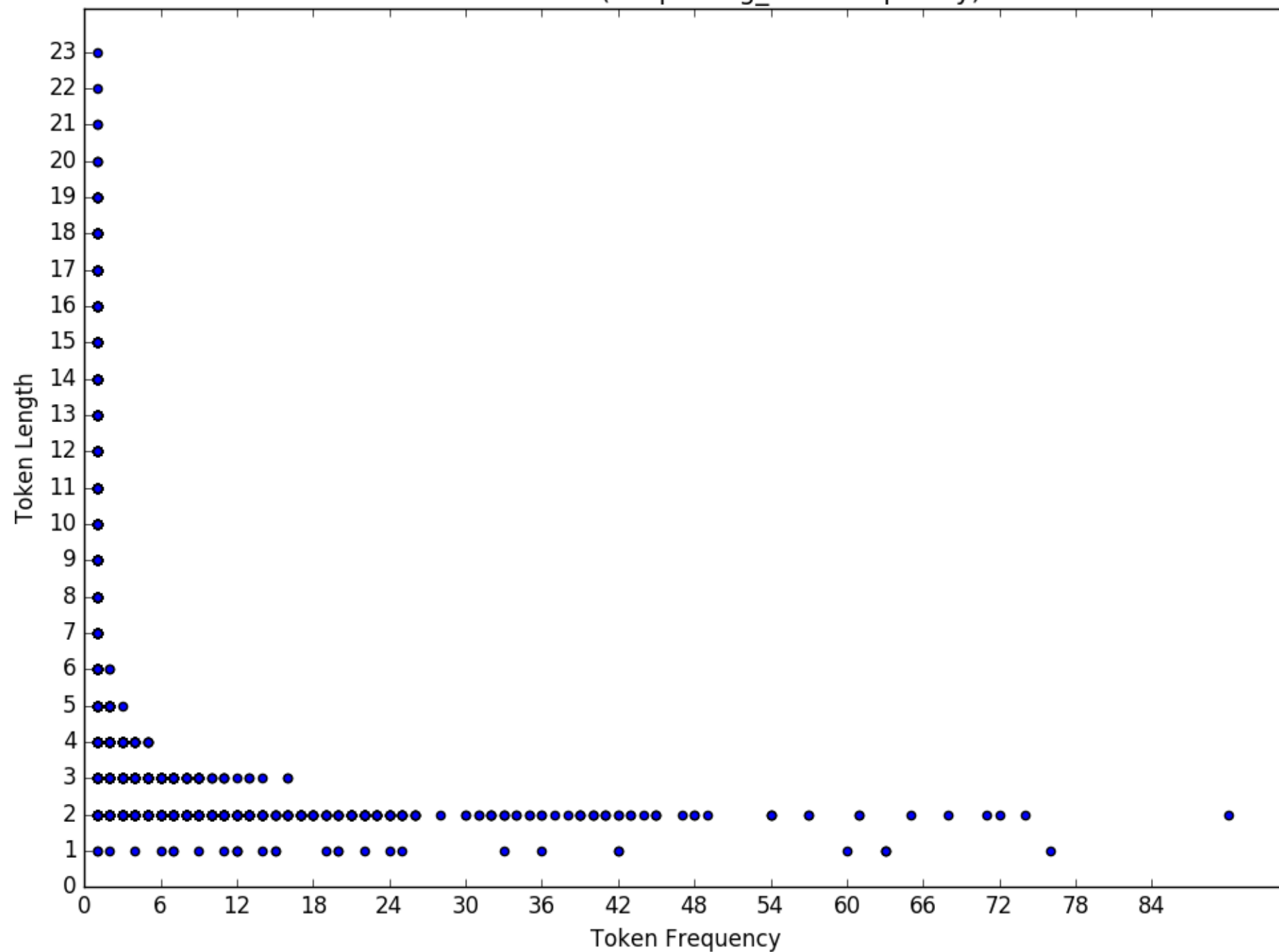
The scatter plot displays the relationship between the number of non-zero elements in the first matrix (x-axis) and the number of non-zero elements in the product matrix (y-axis). The data points are concentrated at low values, with a few points extending to higher values, reaching up to 100 on the y-axis and 10 on the x-axis. The points are represented by blue dots with black outlines.



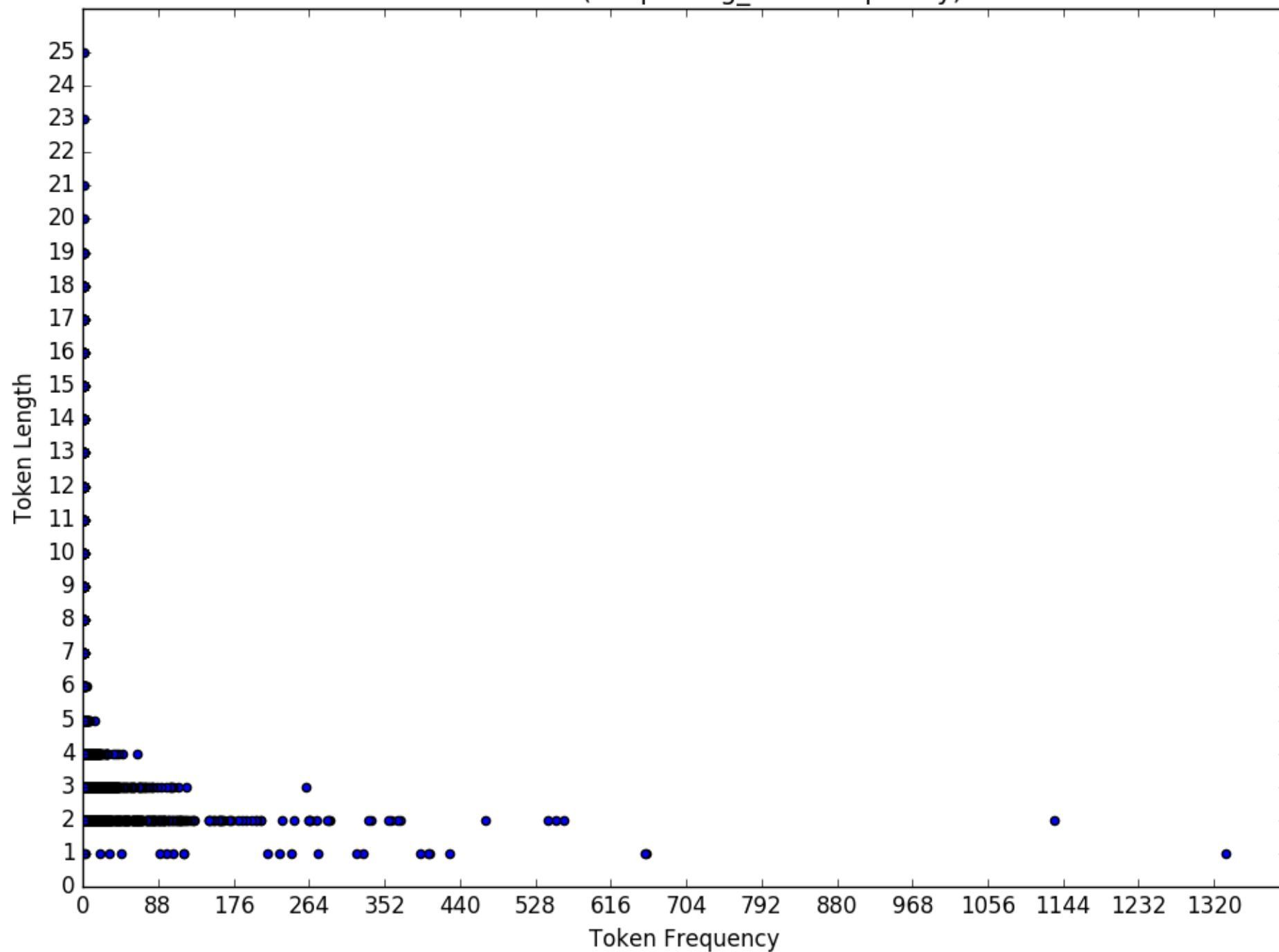
Tagalog random(keeps long_char frequency)



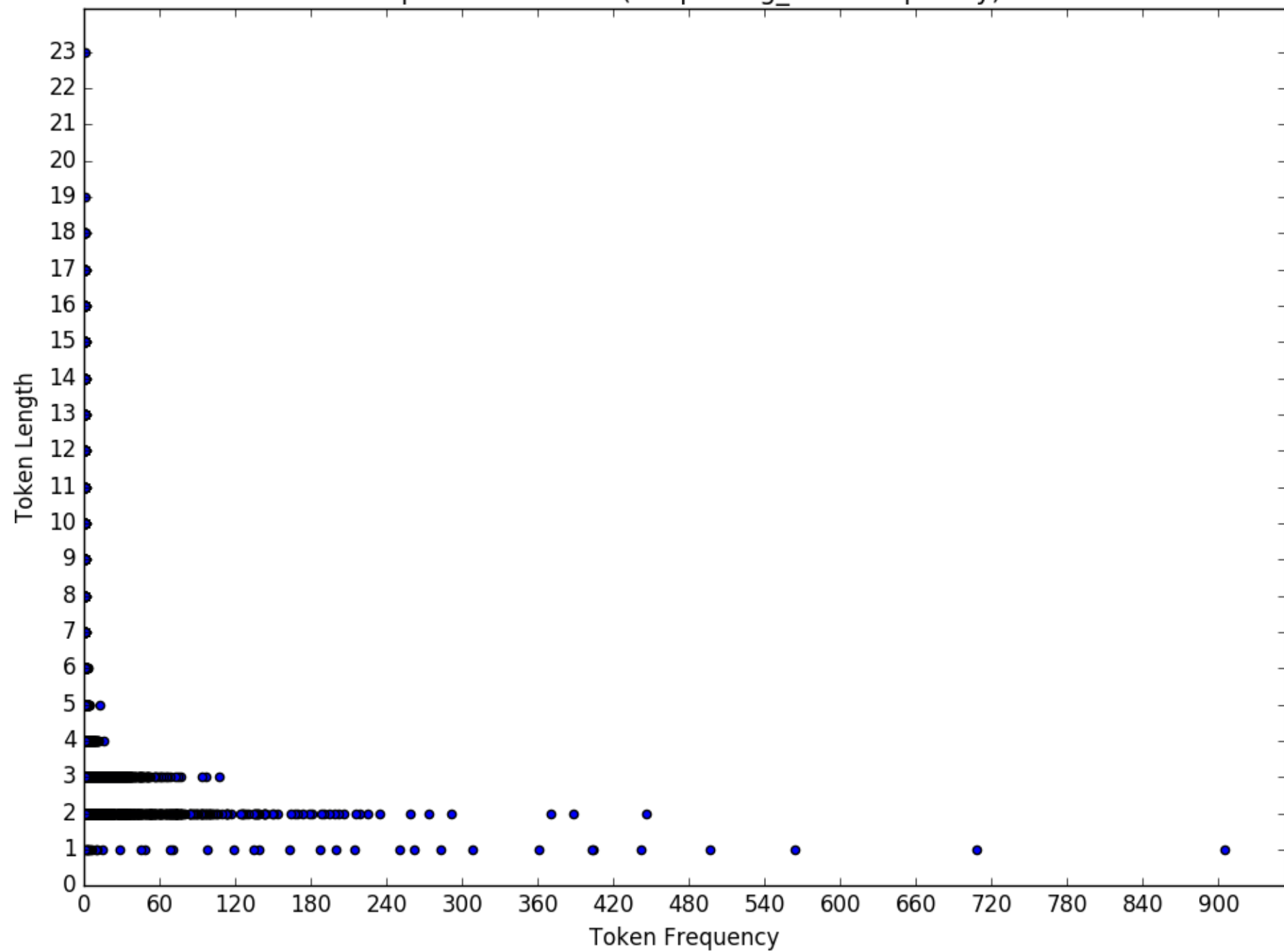
Turkish random(keeps long_char frequency)



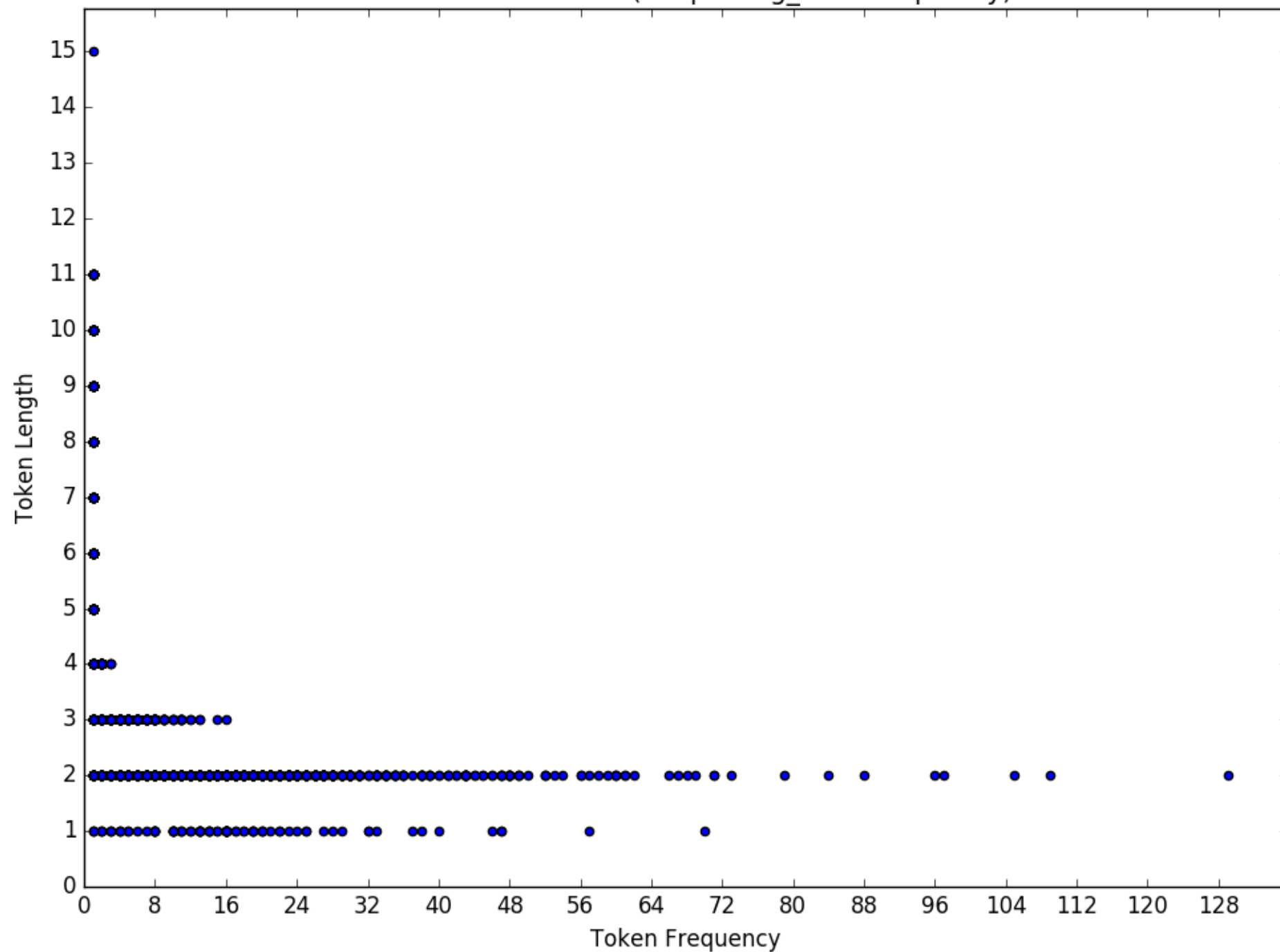
Uma random(keeps long_char frequency)



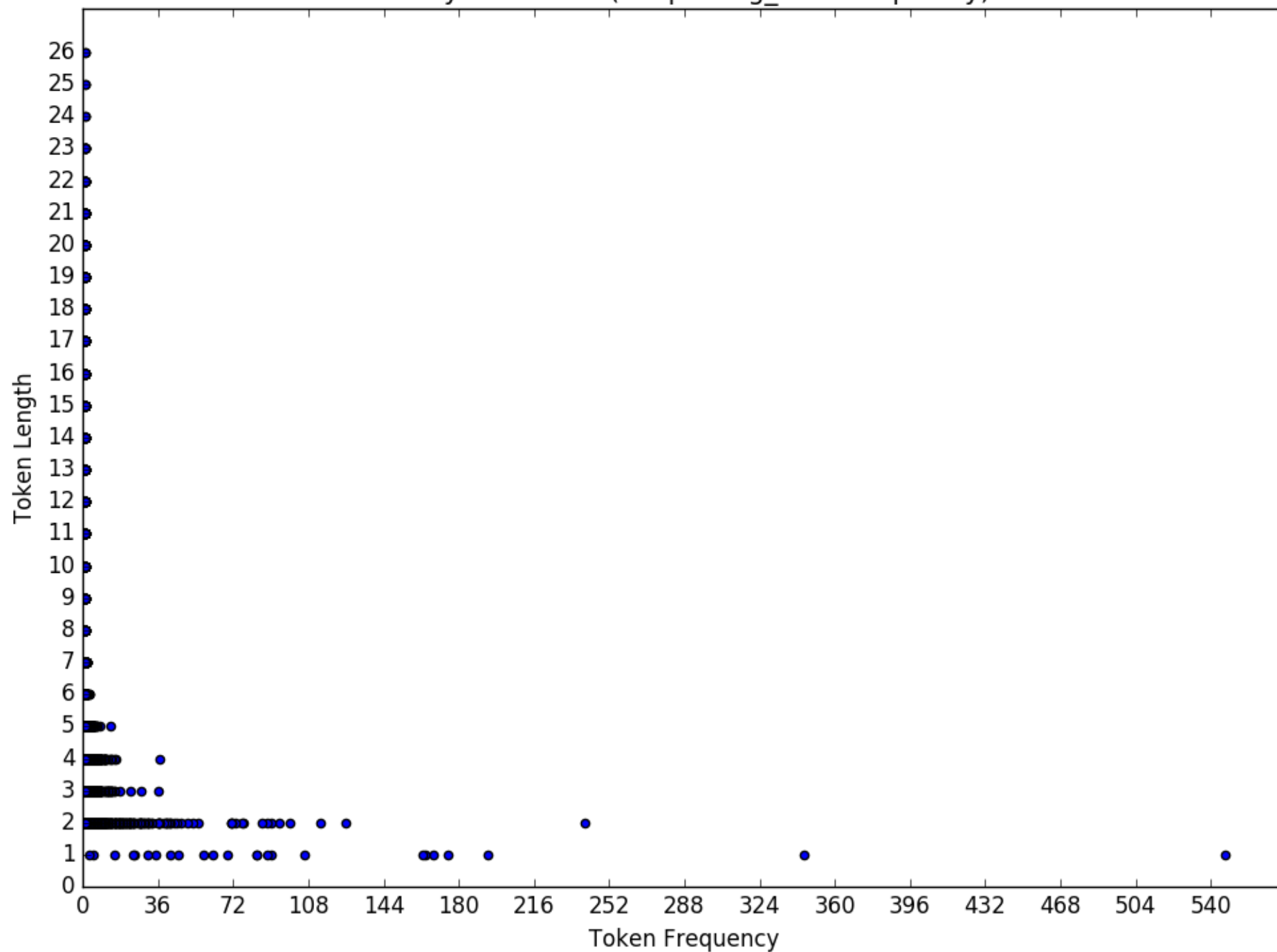
Uspanteco random(keeps long_char frequency)



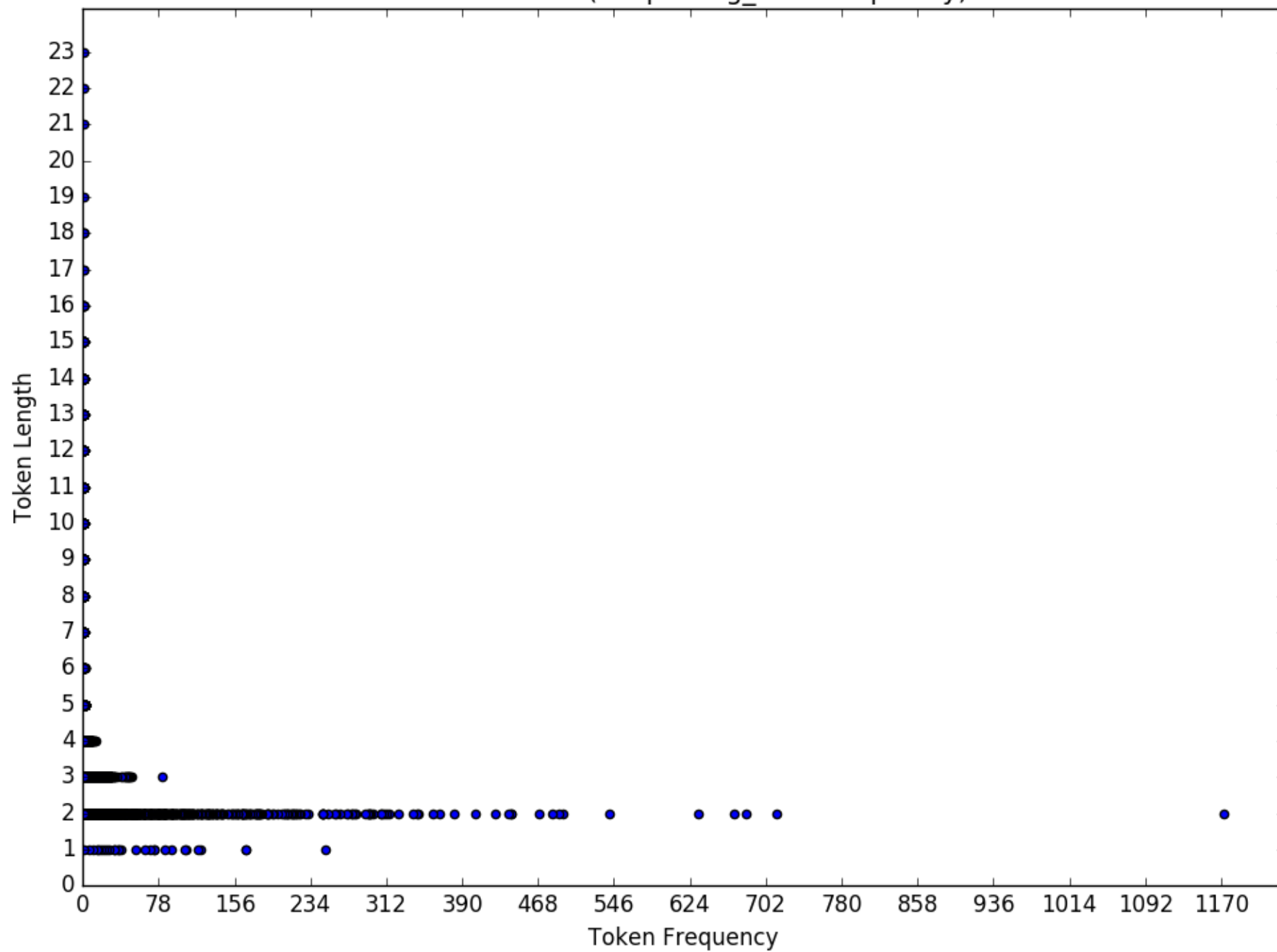
Vietnamese random(keeps long_char frequency)



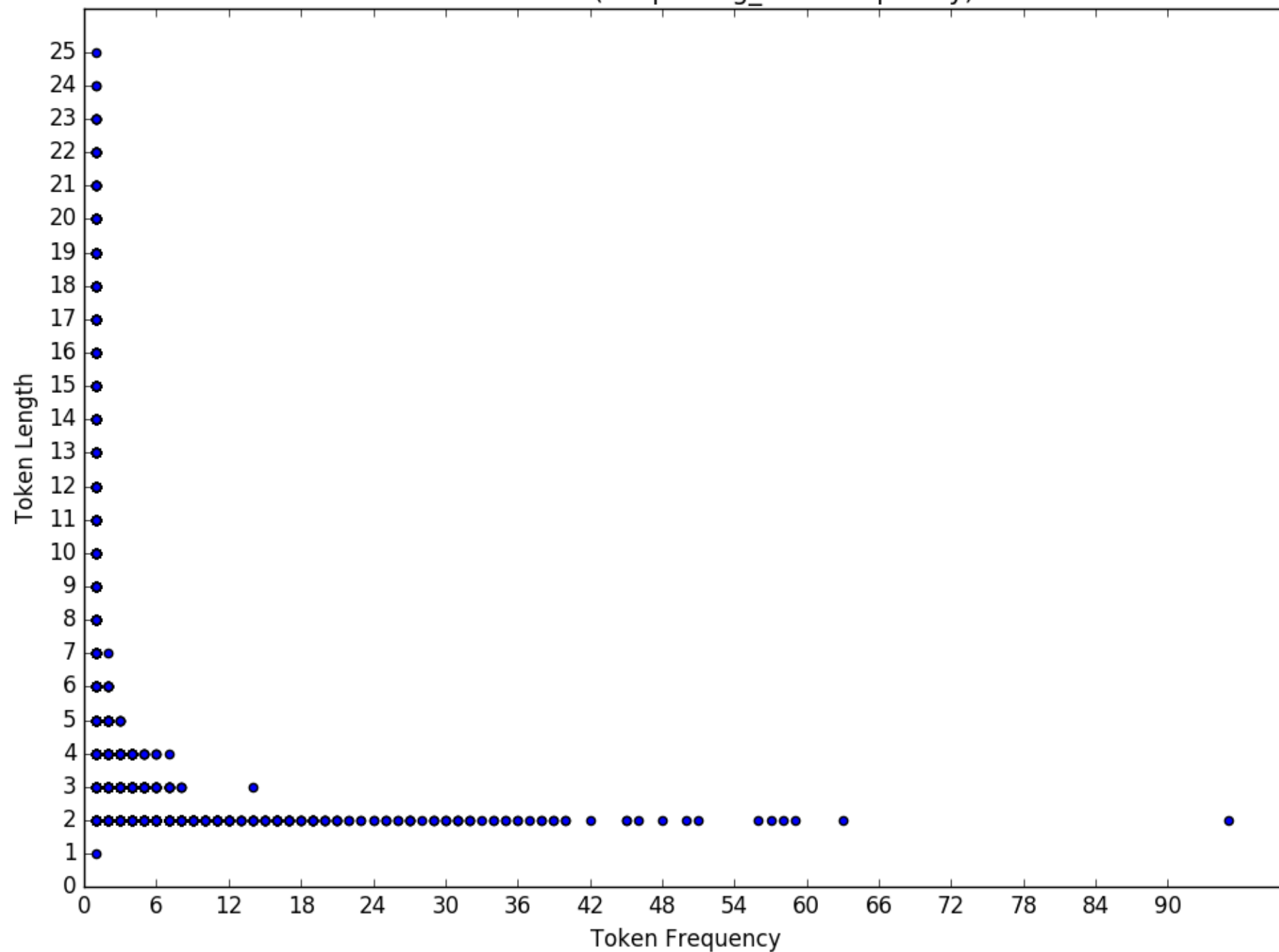
Wolaytta random(keeps long_char frequency)



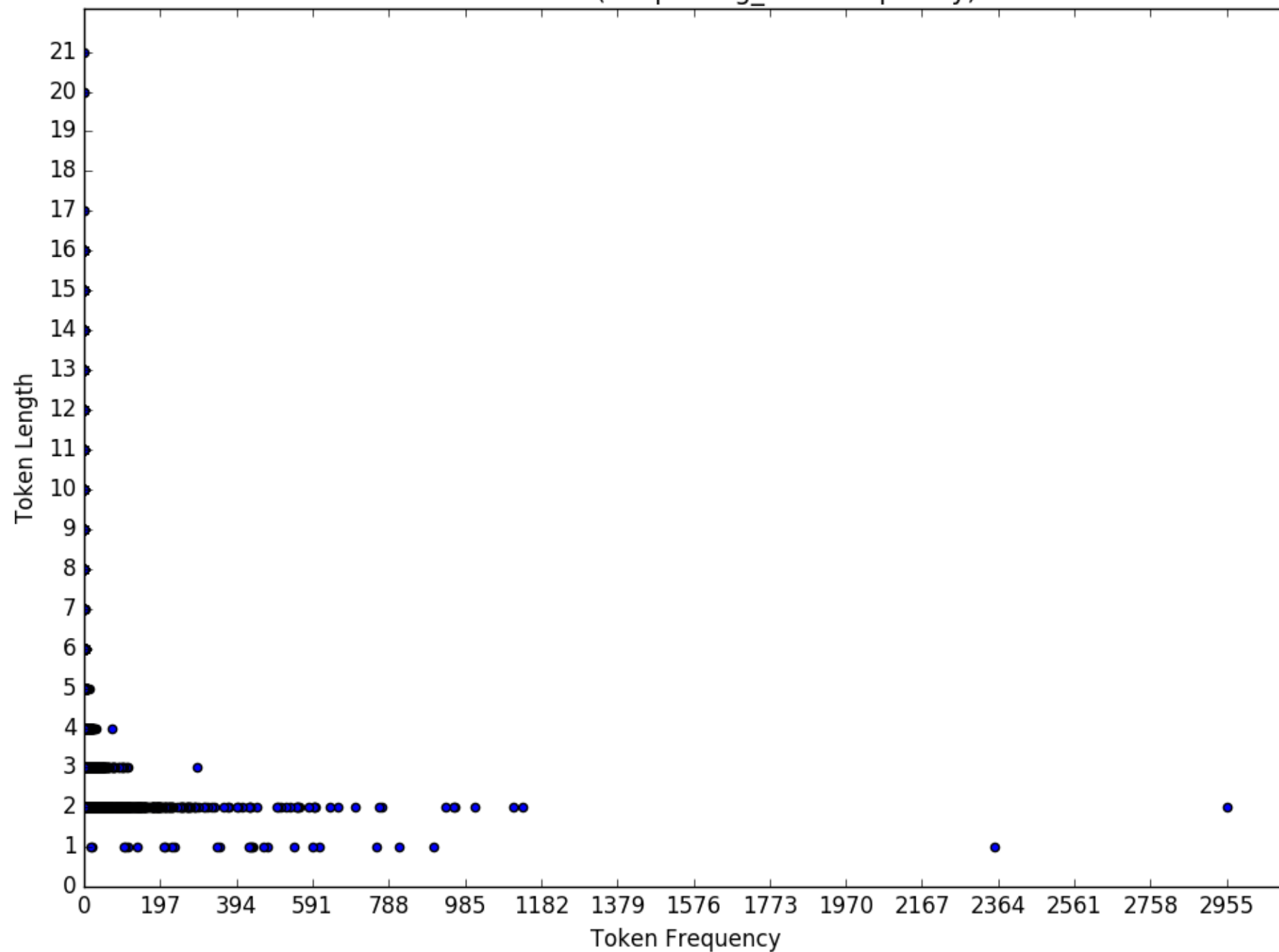
Wolof random(keeps long_char frequency)



Xhosa random(keeps long_char frequency)



Zarma random(keeps long_char frequency)



Zulu random(keeps long_char frequency)

