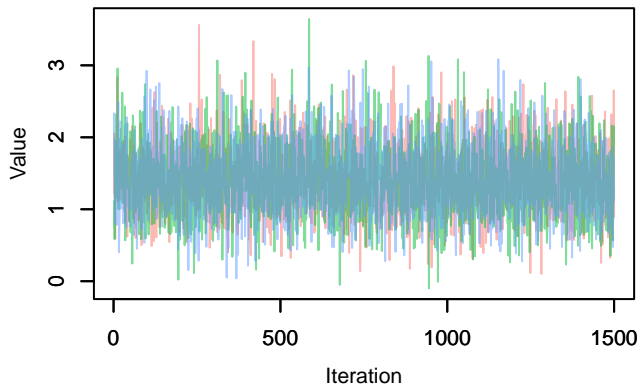
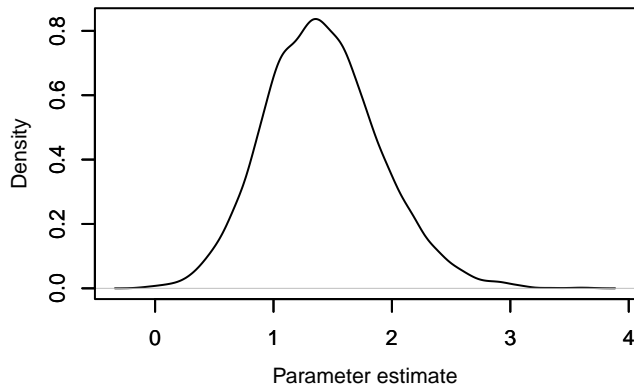
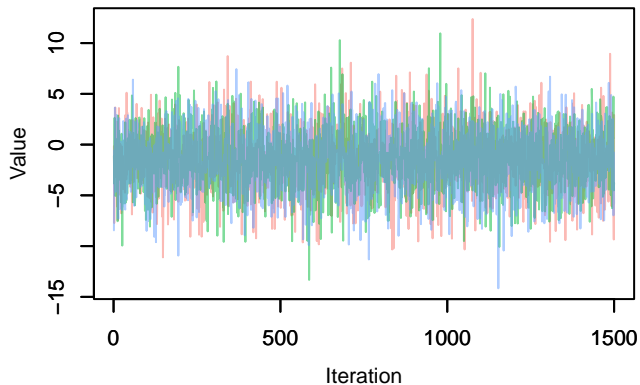
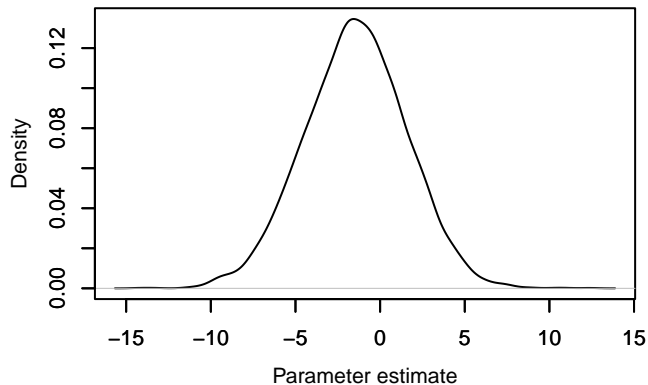
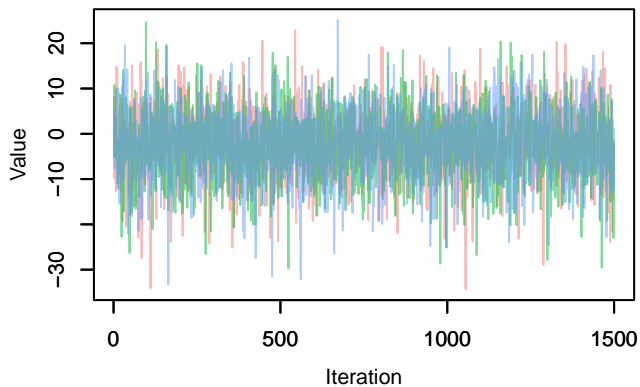
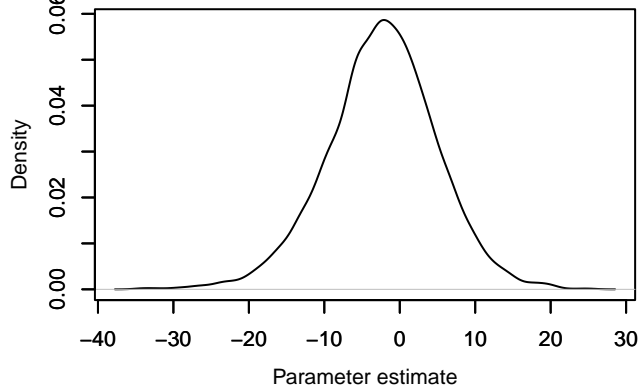
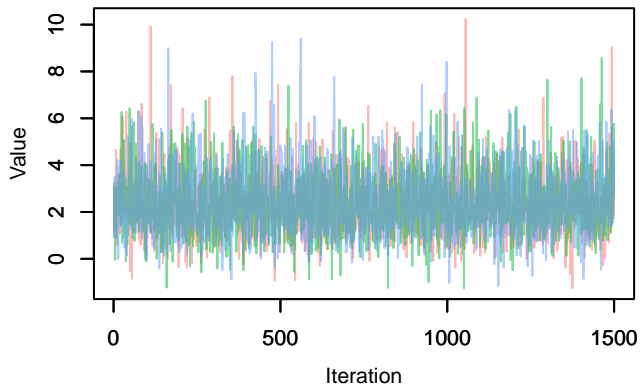
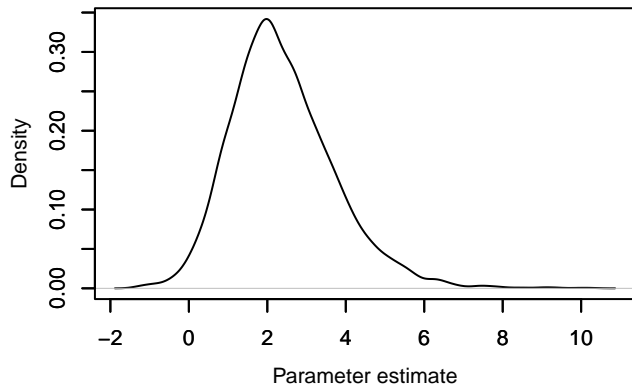


Trace – b0**Density – b0****Trace – b_damage****Density – b_damage****Trace – b_interaction****Density – b_interaction**

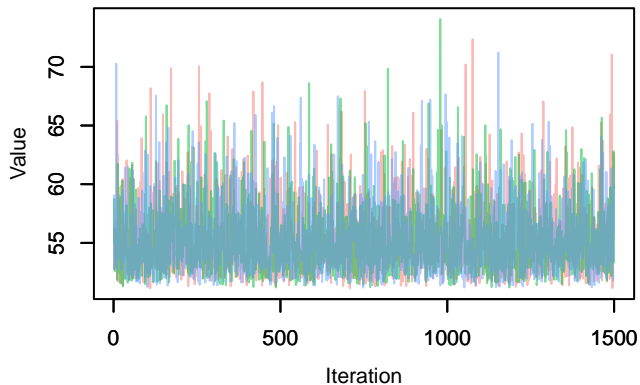
Trace – b_light



Density – b_light



Trace – deviance



Density – deviance

