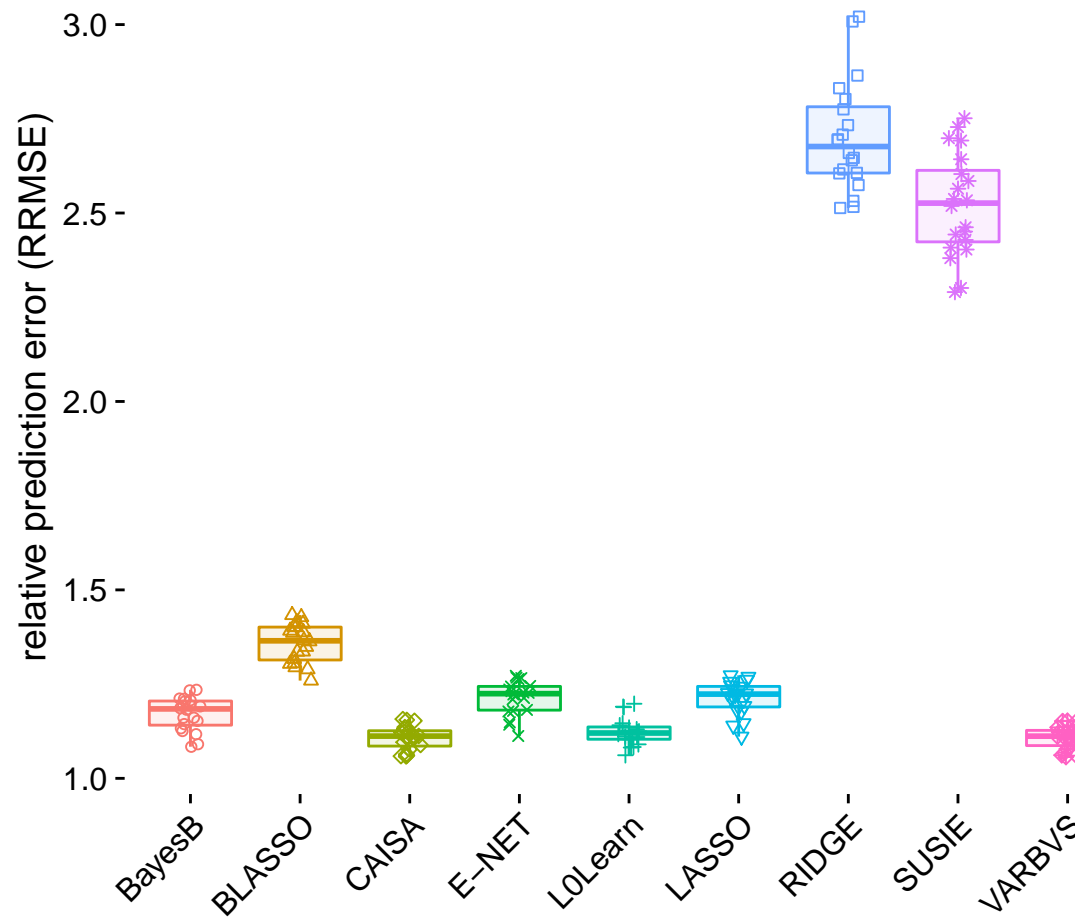
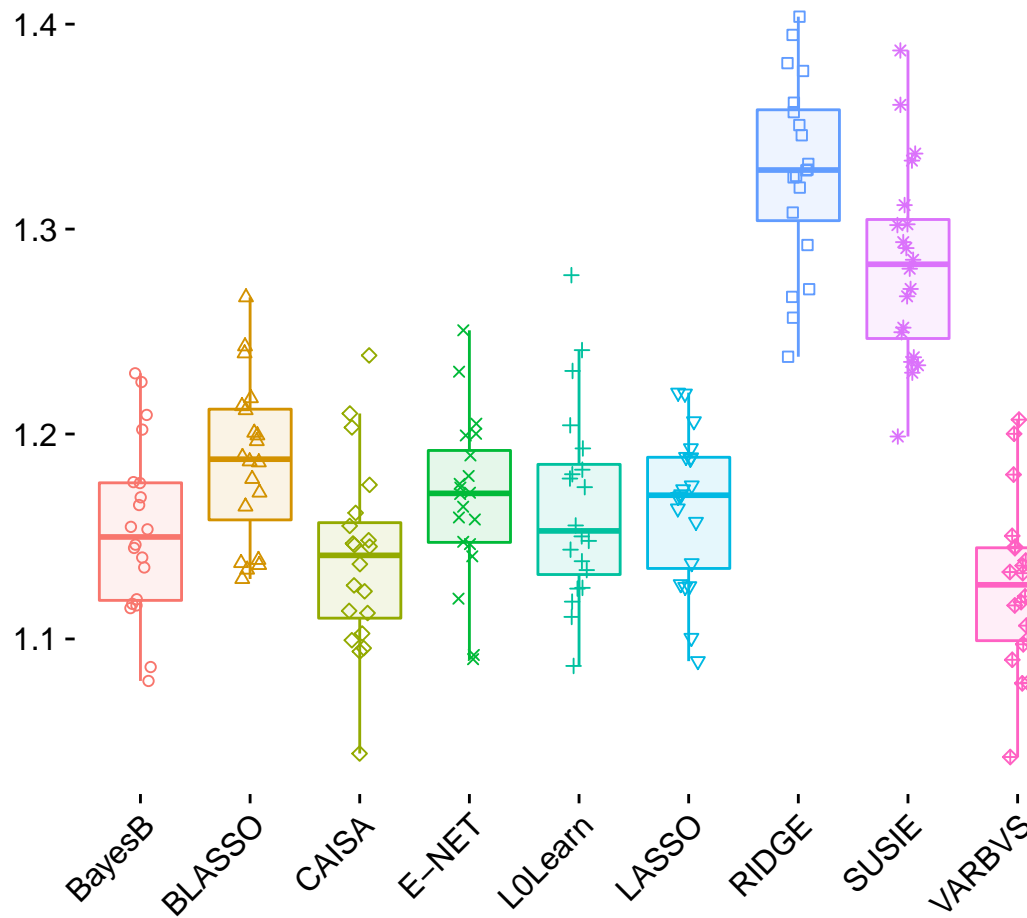


# IndepLowdimGauss + SparseNormal

PVE = 0.9



PVE = 0.5



PVE = 0.1

