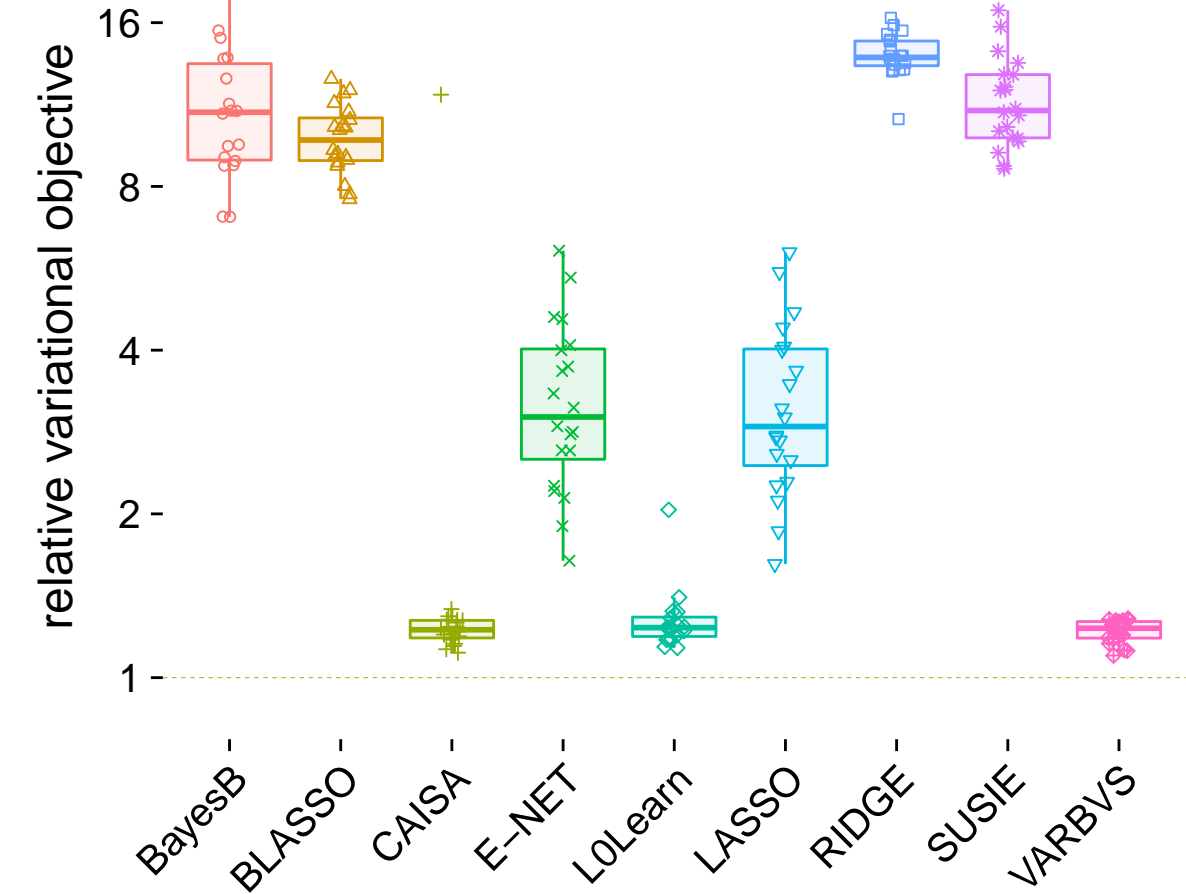
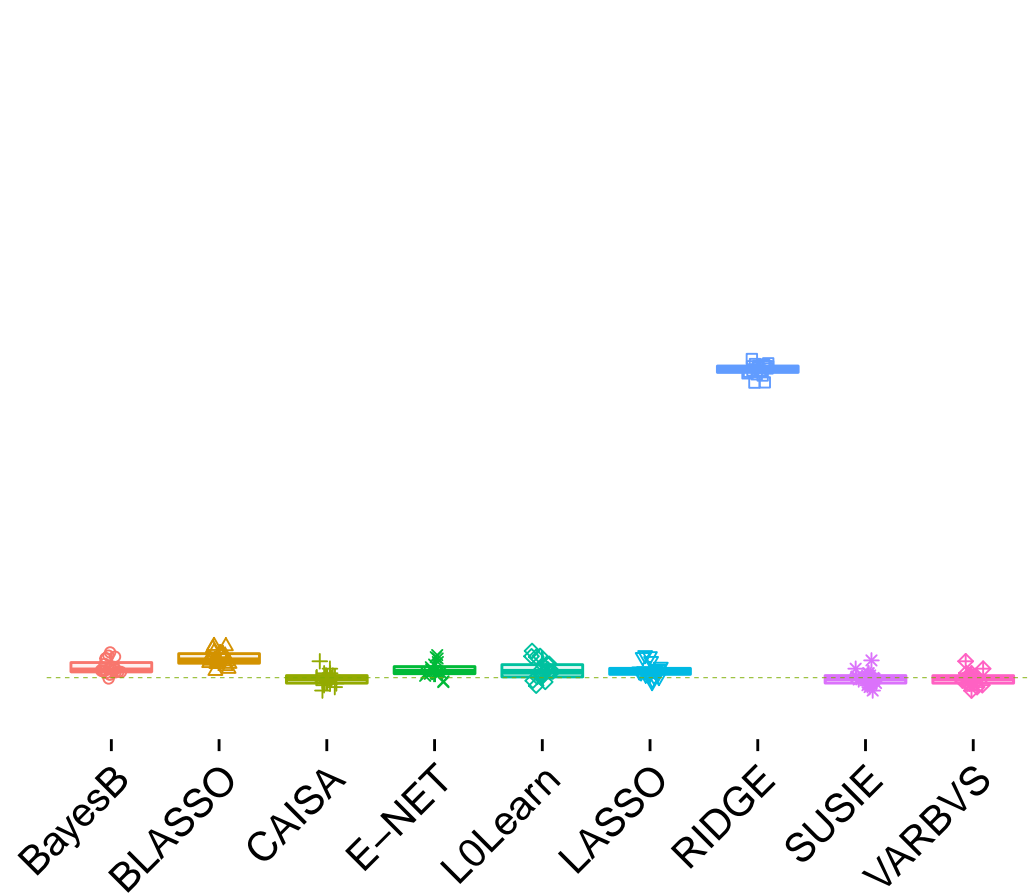


# EquiCorrGauss + SparseNormal



# EquiCorrGauss + SingleEffect



# EquiCorrGauss + Polygenic

