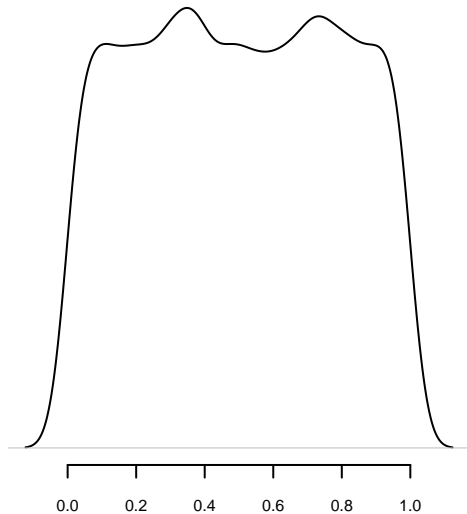
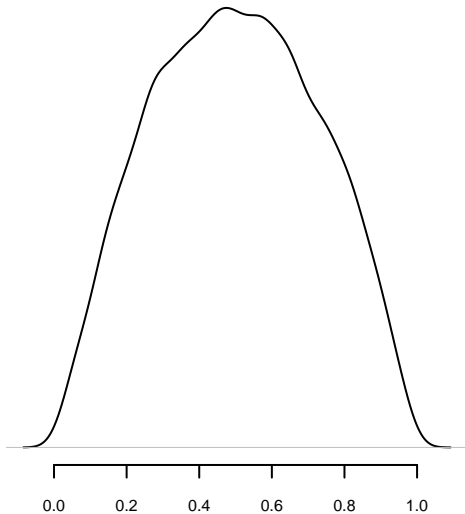


Uniform (0,1)



Beta (2,1)



Cauchy (0,30)

