True surface (β_0)   True surface (β_1)   True surface (β_2)
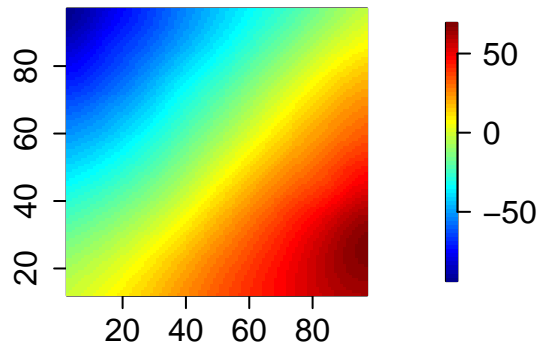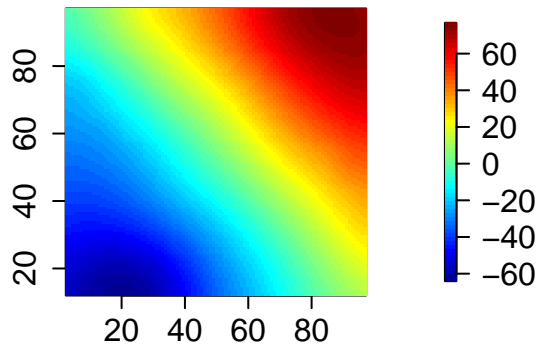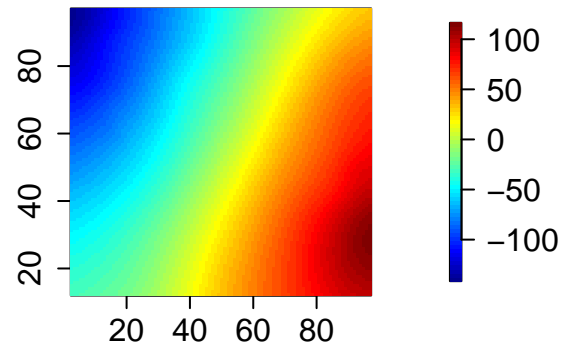
Scenarios 1–10