

Figure 1. Raw Input

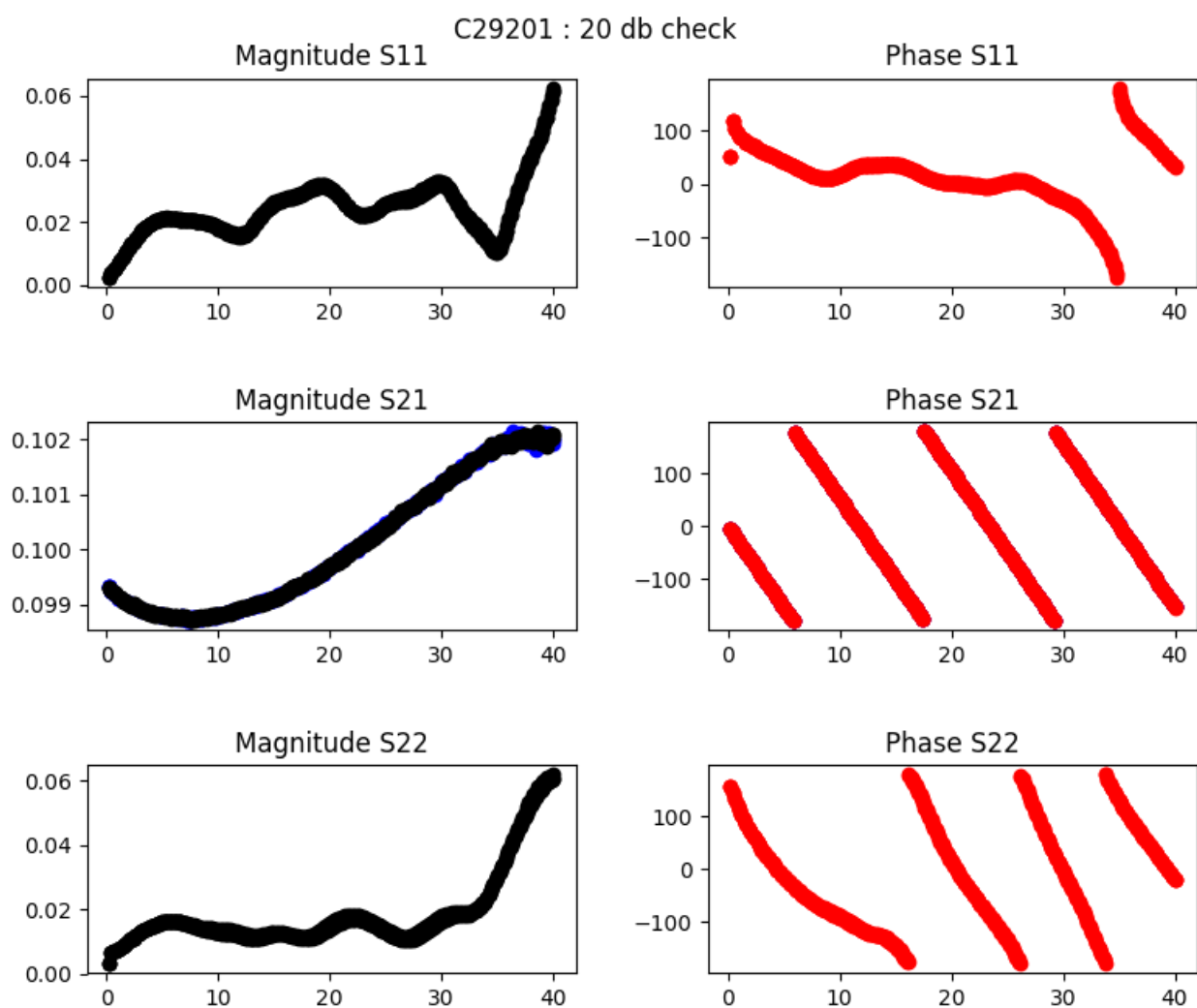


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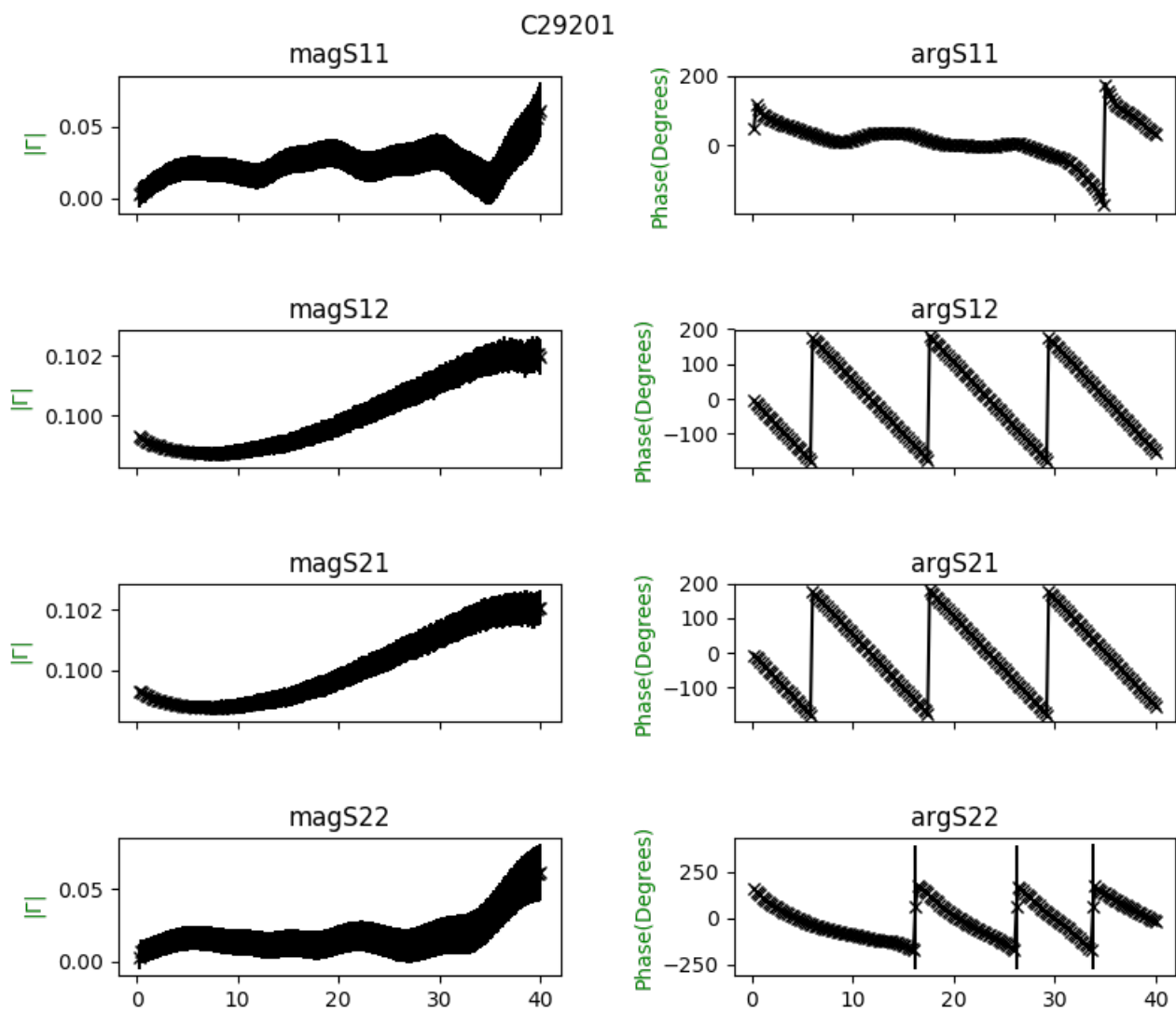


Figure 2. Calrep Input