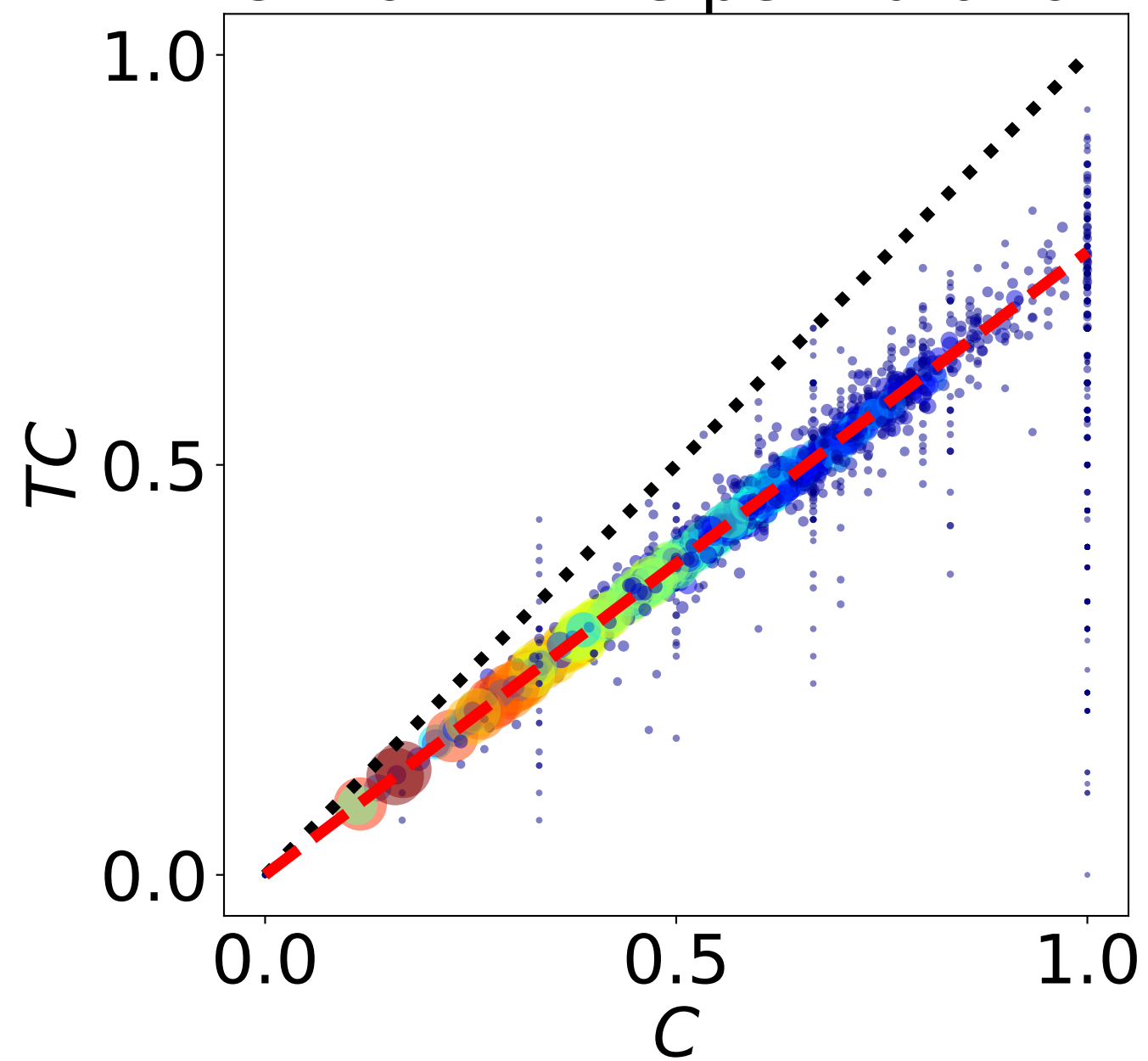


Uniform time permutation



Weighted time permutation

