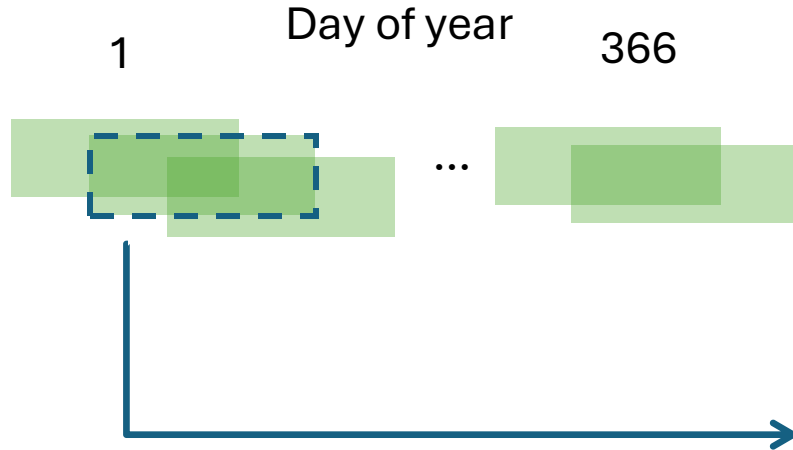
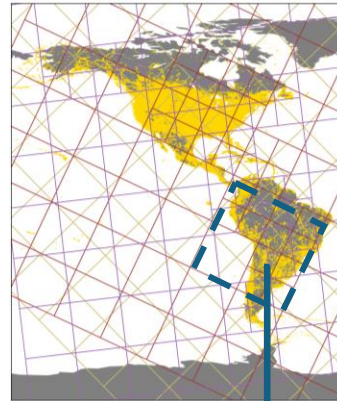


Modeling



2. Quadtree spatial gridding



3. Modeling occurrence probability

