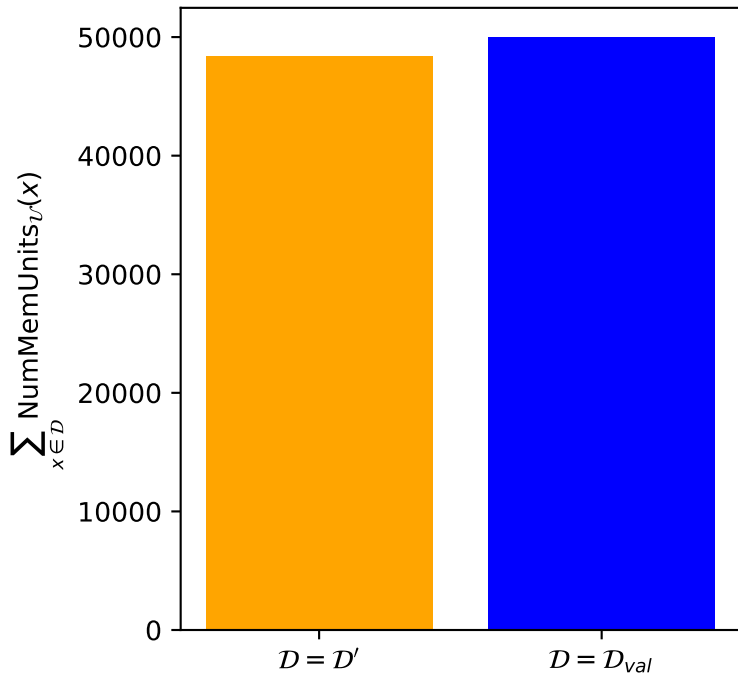


NumMemUnits over all Units



NumMemUnits for top 10%ile Units

