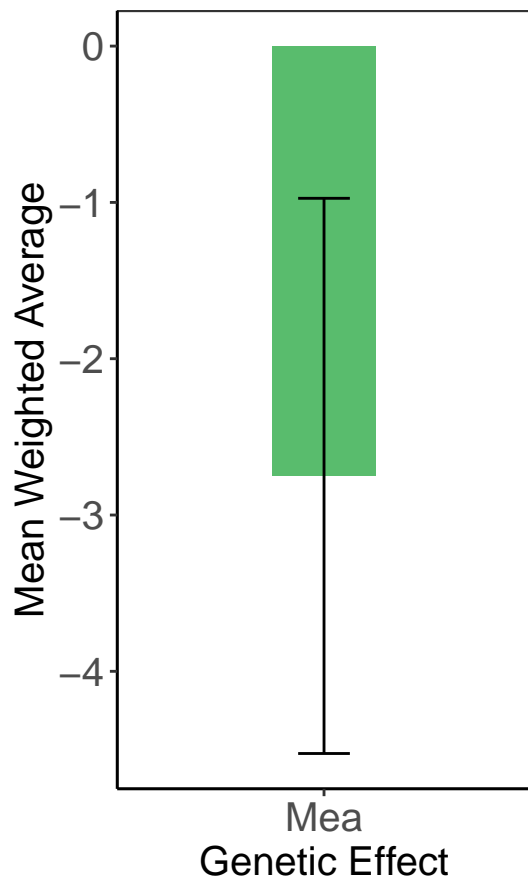


Perimeter



Variable Importance

