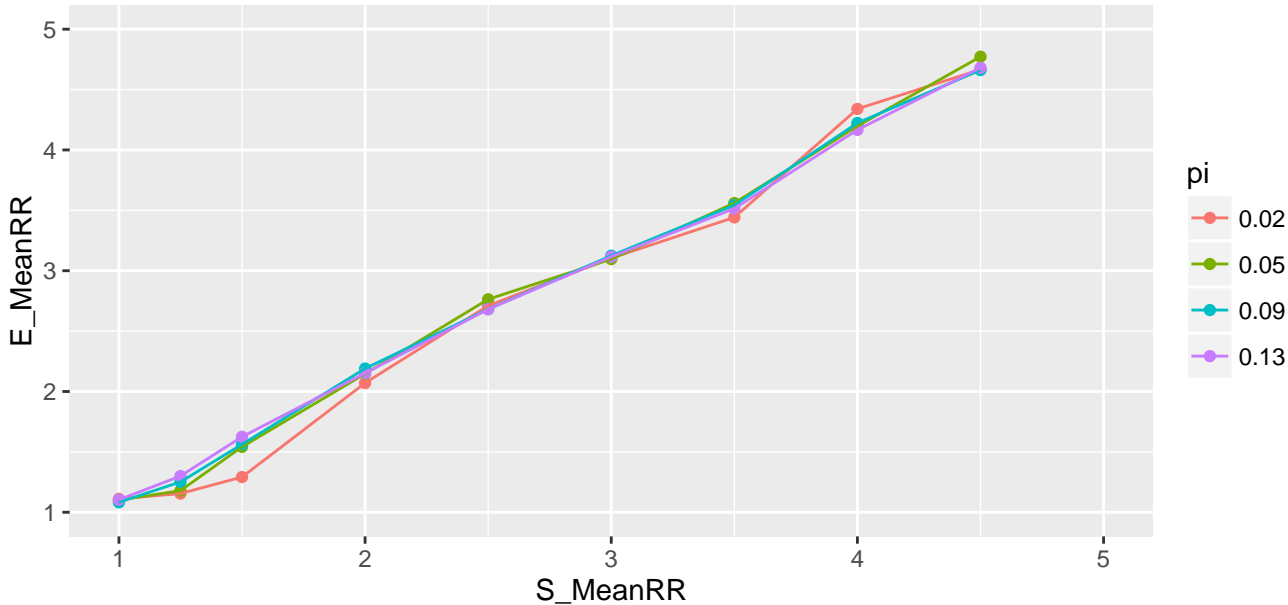


Spearman cor = 1



Spearman cor = 0.8

