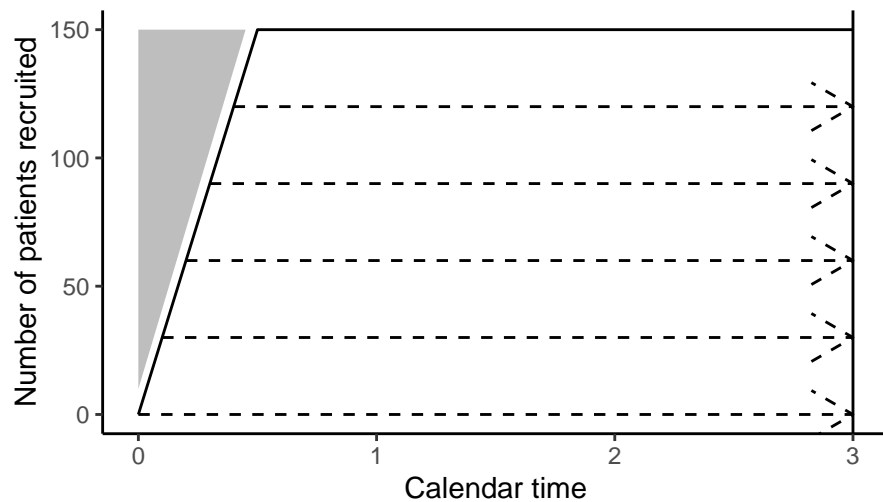
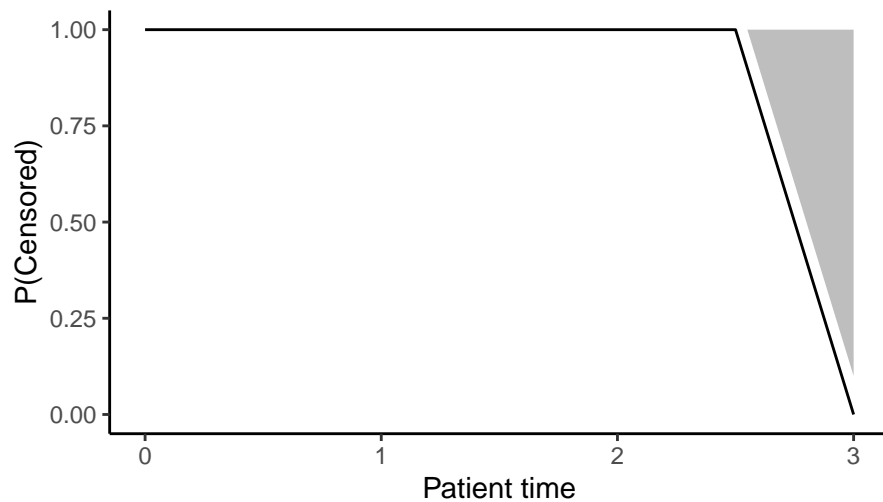


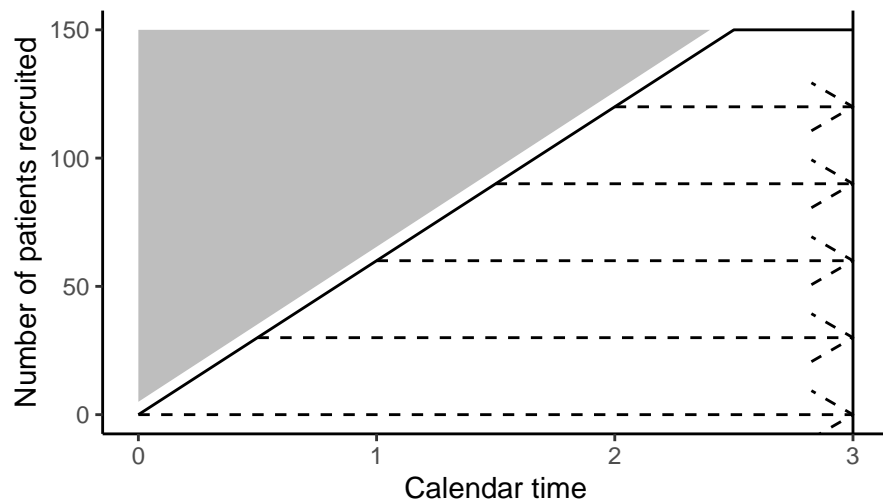
Fast recruitment



Light censoring



Slow recruitment



Heavy censoring

