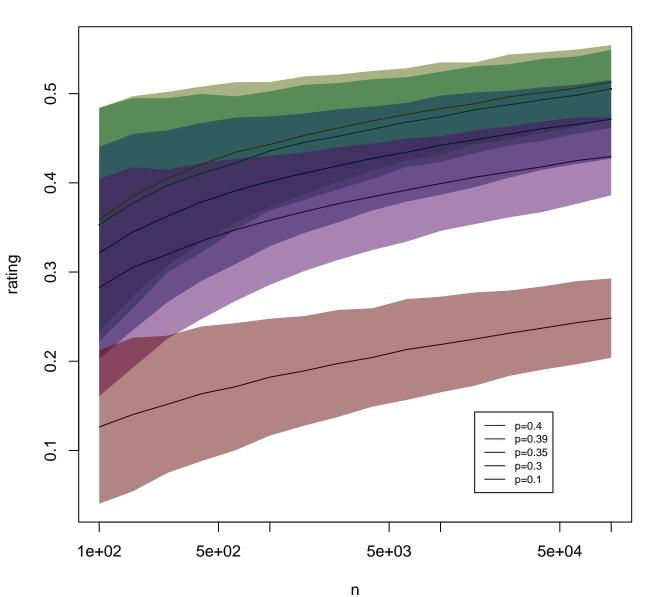
weighted avg



error bars are 3 * st. dev