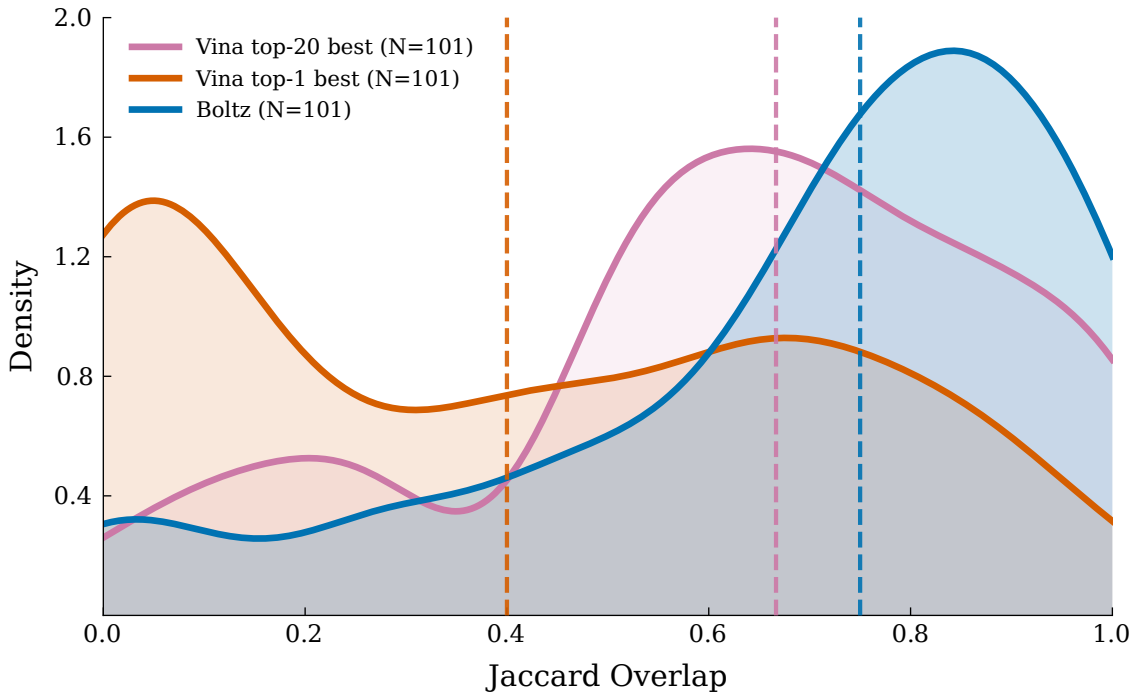


# Headgroup Environment Overlap



# Headgroup Typed Interaction Overlap

