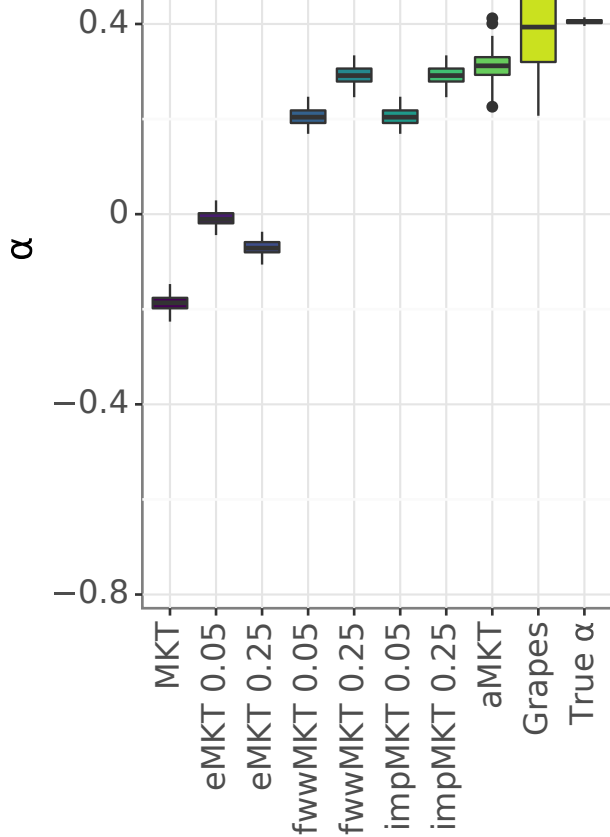


Base simulation + weak adaptation



Base simulation + weak adaptation + BGS

