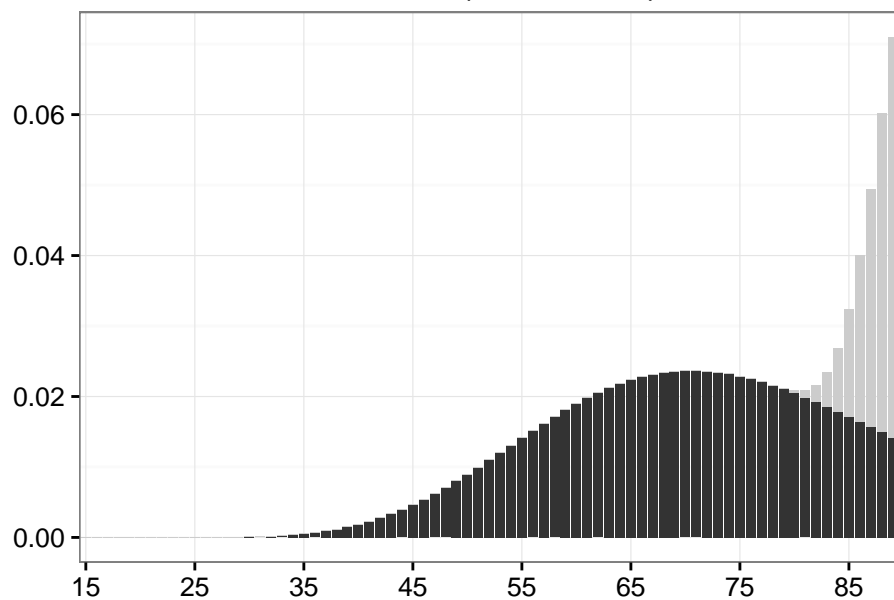
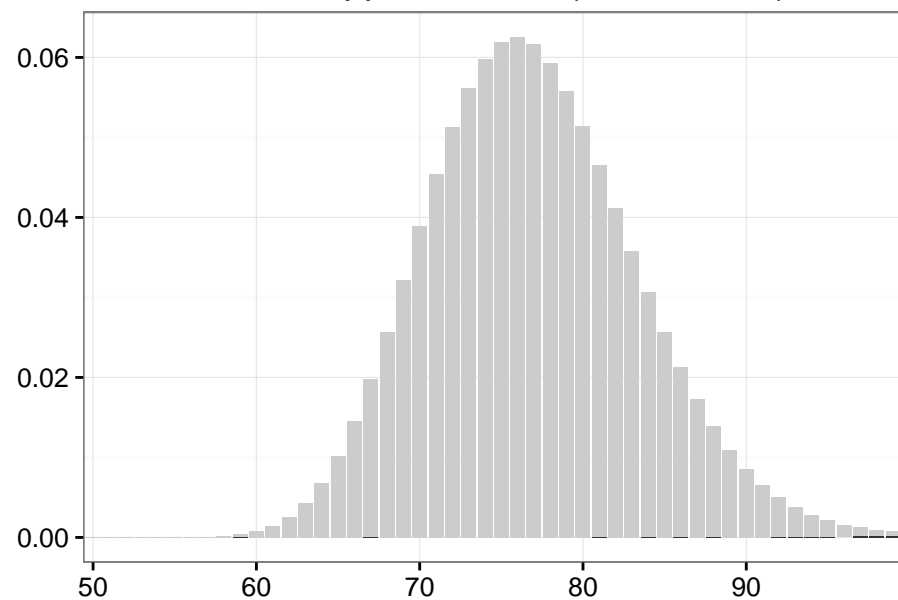


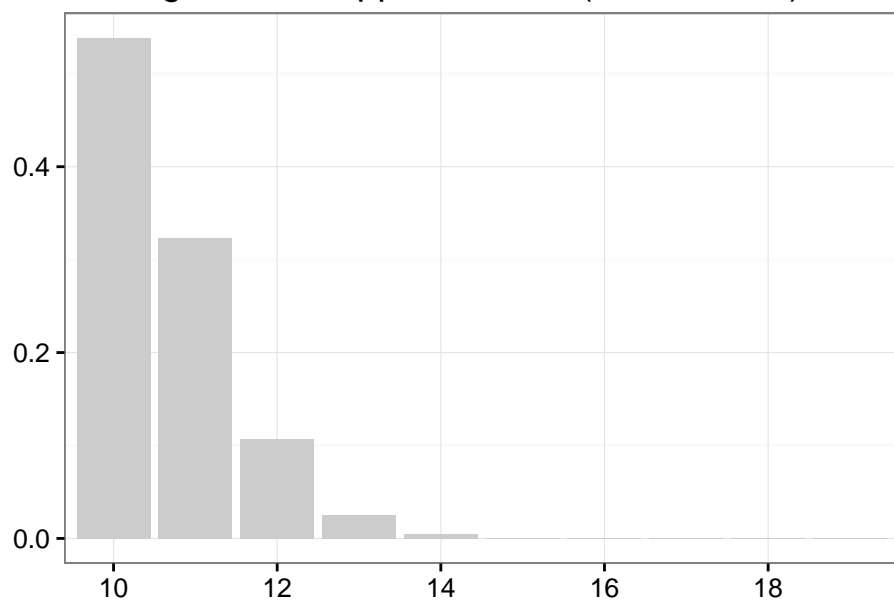
bimodal (0.2, 15, 75)



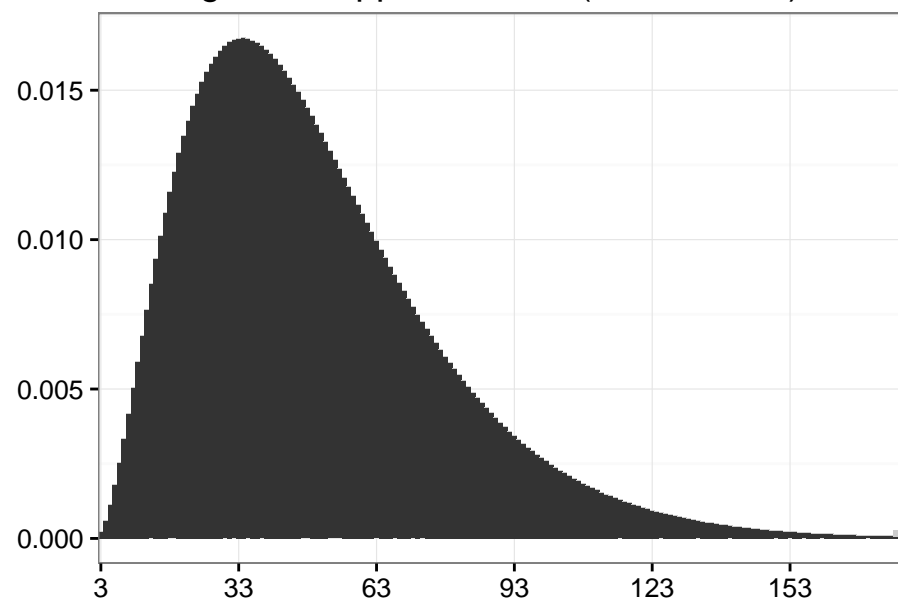
normal approximation (0.35, 50, 50)



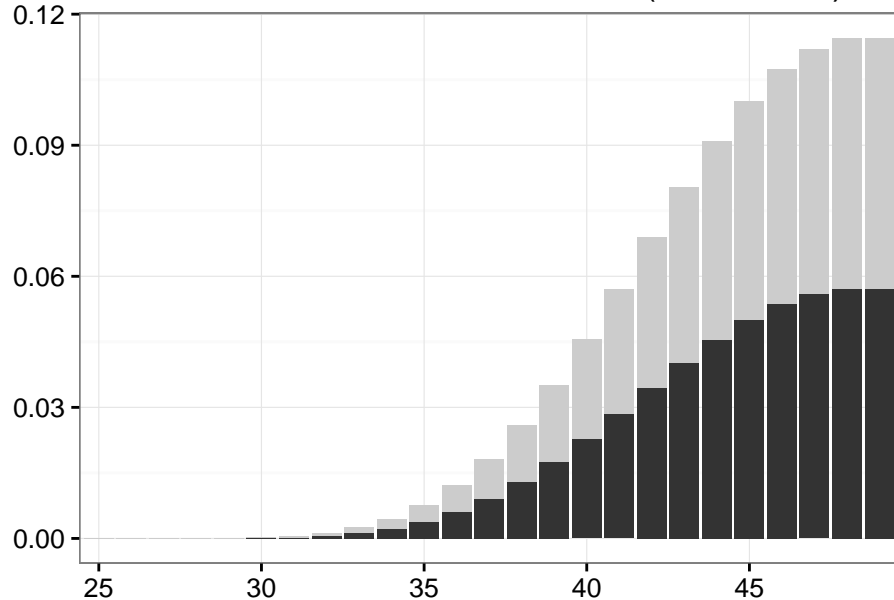
geometric approximation (0.06, 10, 10)



gamma approximation (0.06, 3, 175)



lower half normal / riff-shuffle (0.5, 25, 25)



riff-shuffle (0.45, 25, 25)

