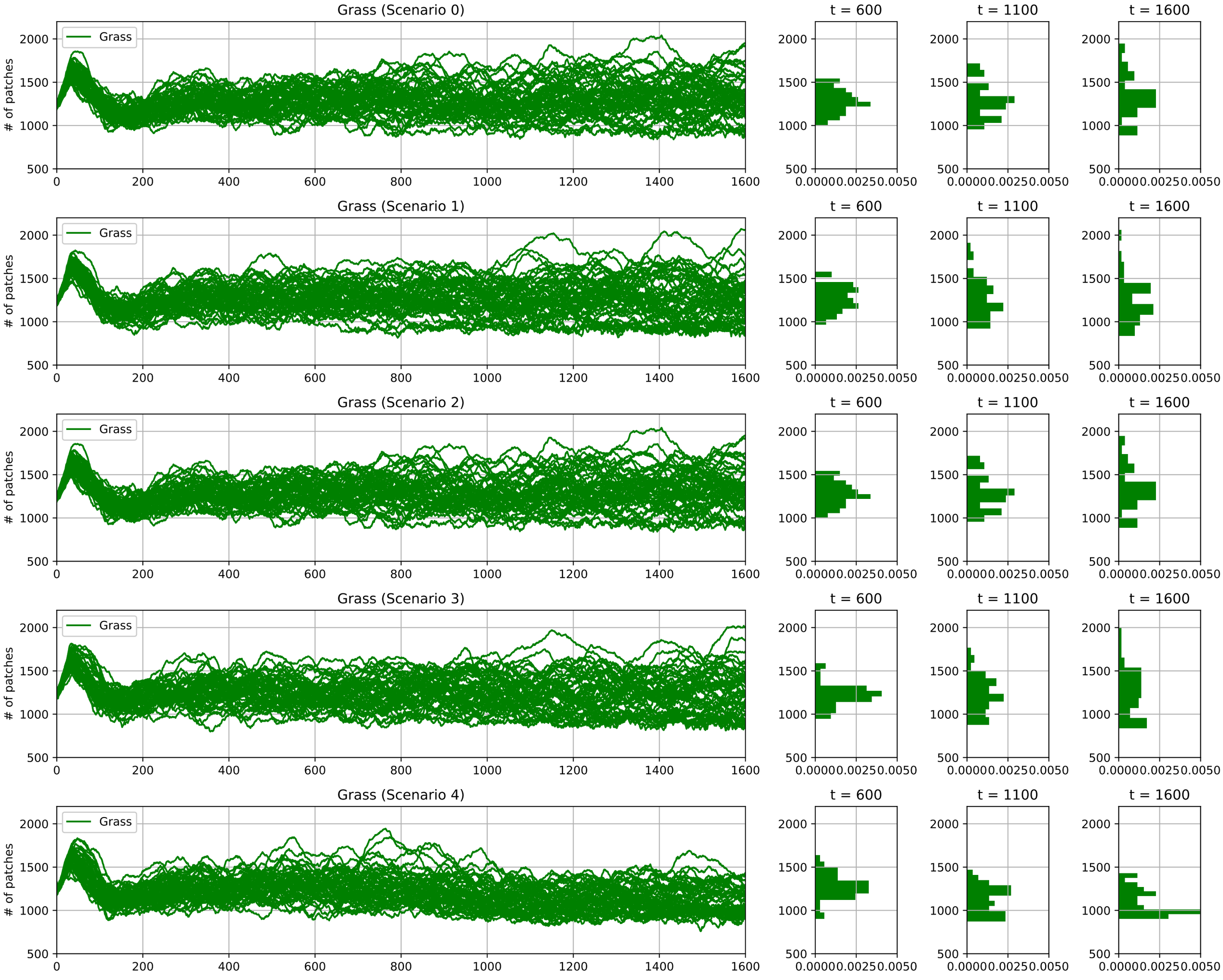
Grass (Scenario 0)
Grass (Scenario 1)
Grass (Scenario 2)
Grass (Scenario 3)
Grass (Scenario 4)
Grass
# of patches
t = 600
t = 1100
t = 1600
0
200
400
600
800
1000
1200
1400
1600
500
1000
1500
2000
0.0000
0.0025
0.0050