0.0

0.2

0.4

0.6

standard v deviant bad_122a bad_117a bad_119a bad_116a 0.6 -0.6 -0.4 -0.4 -0.0 0.6 0.6 0.6 bad_123a bad_124a bad_125a bad_127a 0.6 -0.4 -0.2 0.2 0.4 0.6 0.6 0.4 0.6 bad_128a bad_130a bad_131a bad_208a 0.6 -0.6 -0.4 -0.4 -0.0 0.2 0.4 0.6 0.6 0.2 0.4 0.6 0.2 0.6 0.4 0.4 bad_209a bad_211a bad_215a bad_217 0.6 -0.4 -0.2 0.4 0.6 0.2 0.4 0.6 0.2 0.4 0.6 0.2 0.6 bad_218a bad_220a bad_223a bad_224a 0.6 -0.4 -0.2 0.0 0.2 0.6 0.6 0.4 bad_225a bad_228a bad_229a bad_301a 0.6 -0.4 -0.4 -0.2 -0.4 0.6 0.6 0.0 0.6 0.6 bad_310a bad_309a 0.6 -0.6 -0.2 -0.0 0.0 0.0 0.6 0.0 0.2 0.4 0.6 0.2 0.4 0.6 0.2 0.4 0.6 0.4 bad_311a bad_312a bad_314a bad_921a 0.6 -0.6 0.6 -0.4 -0.2 0.6 bad_925a 0.6 --- chance score

Time (s)