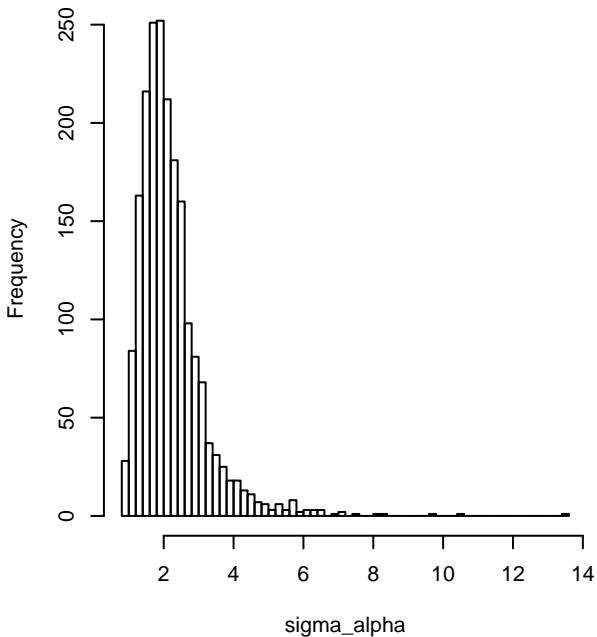
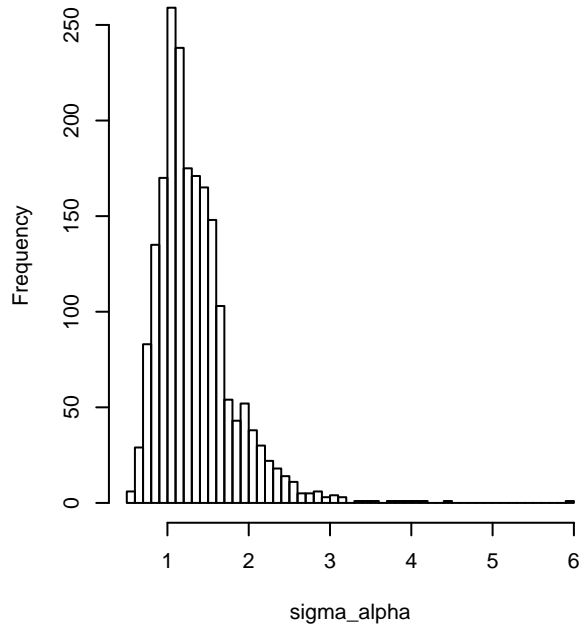


**Improper Uniform Prior**



**InvGamma(1, 1) Prior**



**Unif(0, 10000) Prior**

