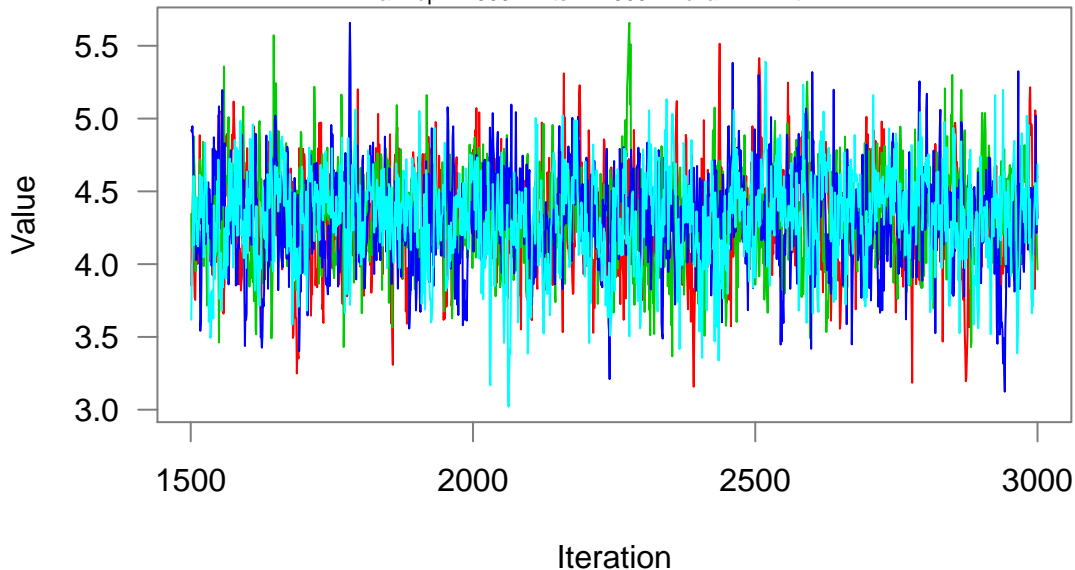


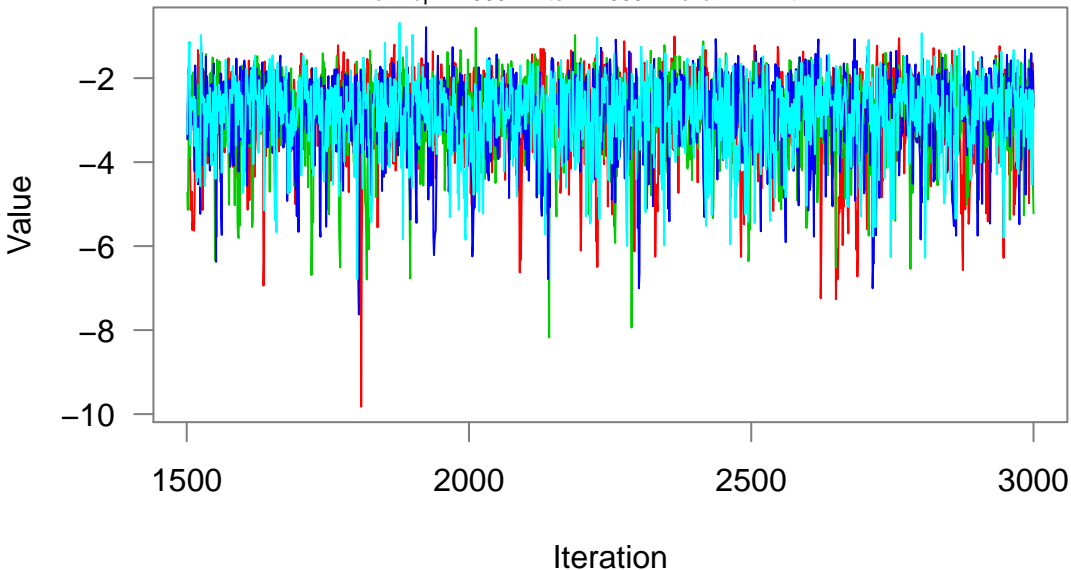
## b\_Intercept

warmup = 1500   niter = 1500   nchain = 4   thin = 1



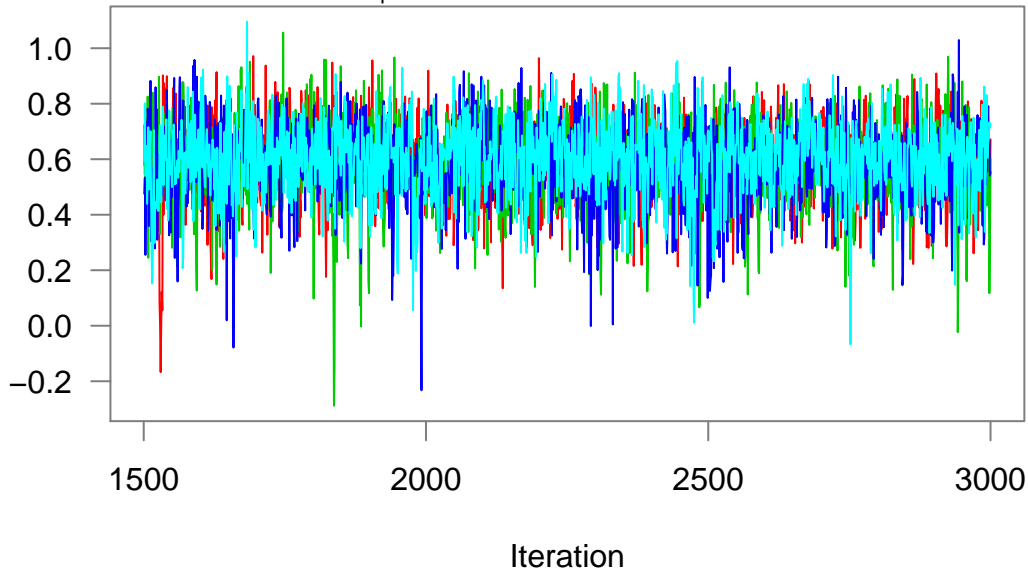
## b\_zi\_Intercept

warmup = 1500 niter = 1500 nchain = 4 thin = 1



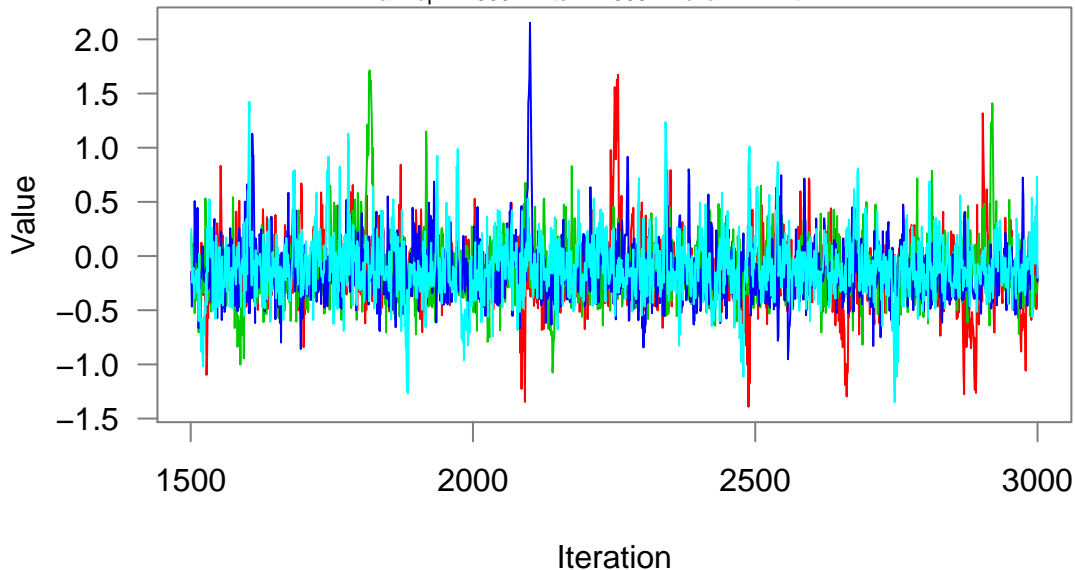
# bs\_sjulan\_1

warmup = 1500   niter = 1500   nchain = 4   thin = 1



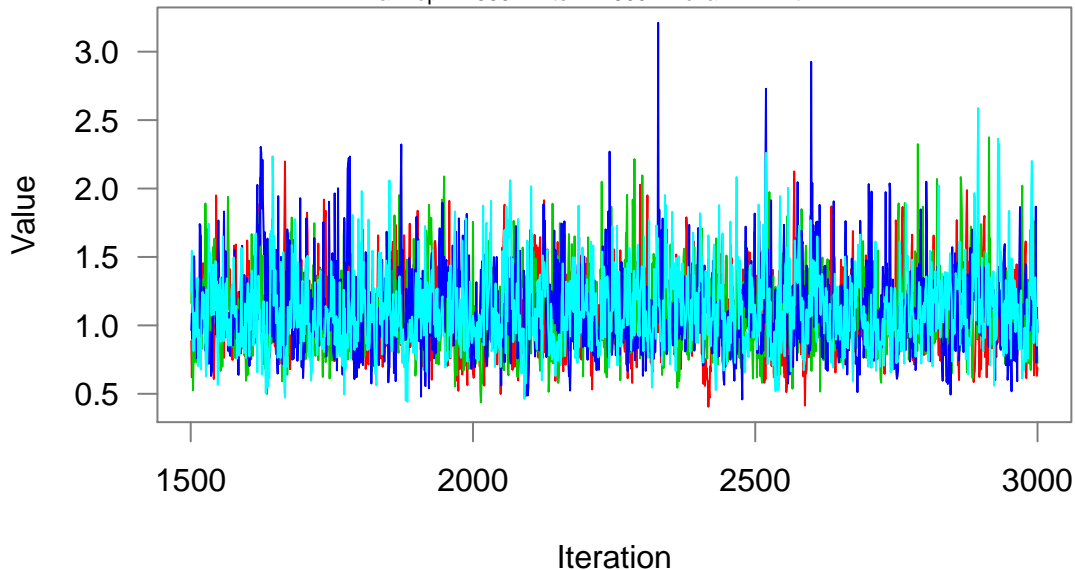
# bs\_zi\_sjulan\_1

warmup = 1500   niter = 1500   nchain = 4   thin = 1



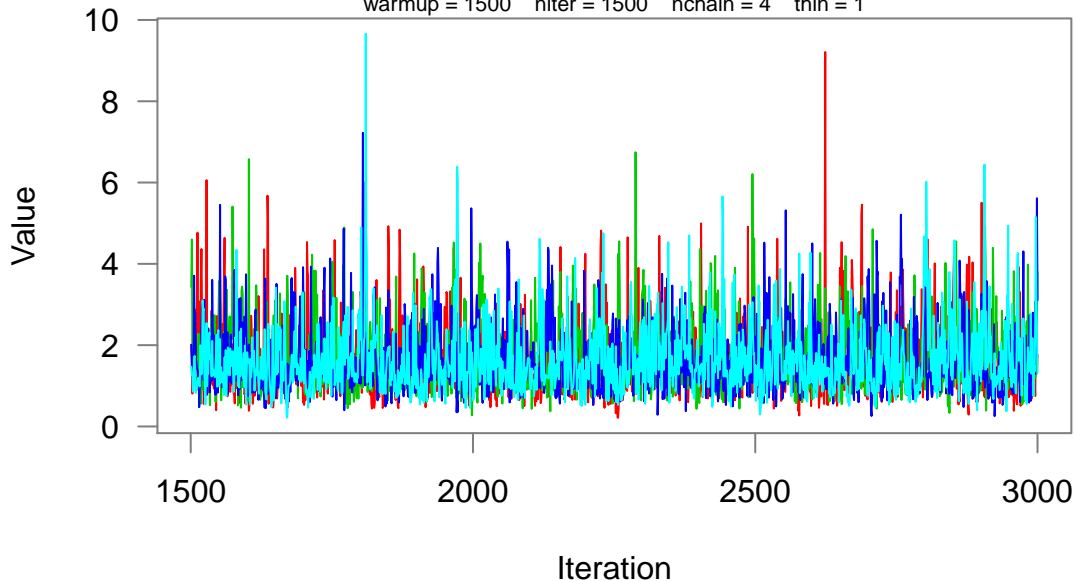
# sd\_bay\_fac\_\_Intercept

warmup = 1500 niter = 1500 nchain = 4 thin = 1



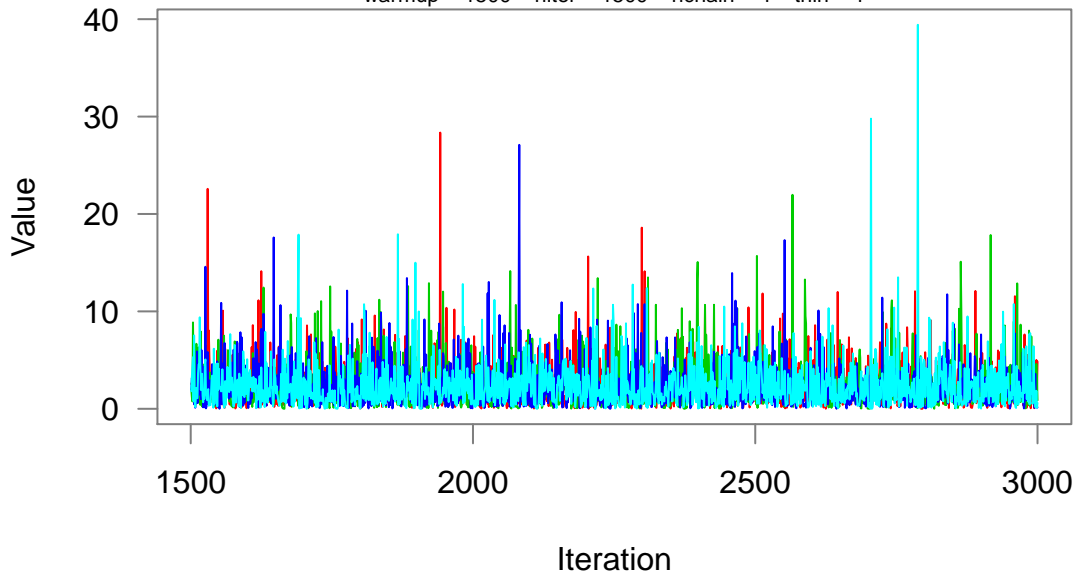
# sd\_bay\_fac\_\_zi\_Intercept

warmup = 1500 niter = 1500 nchain = 4 thin = 1



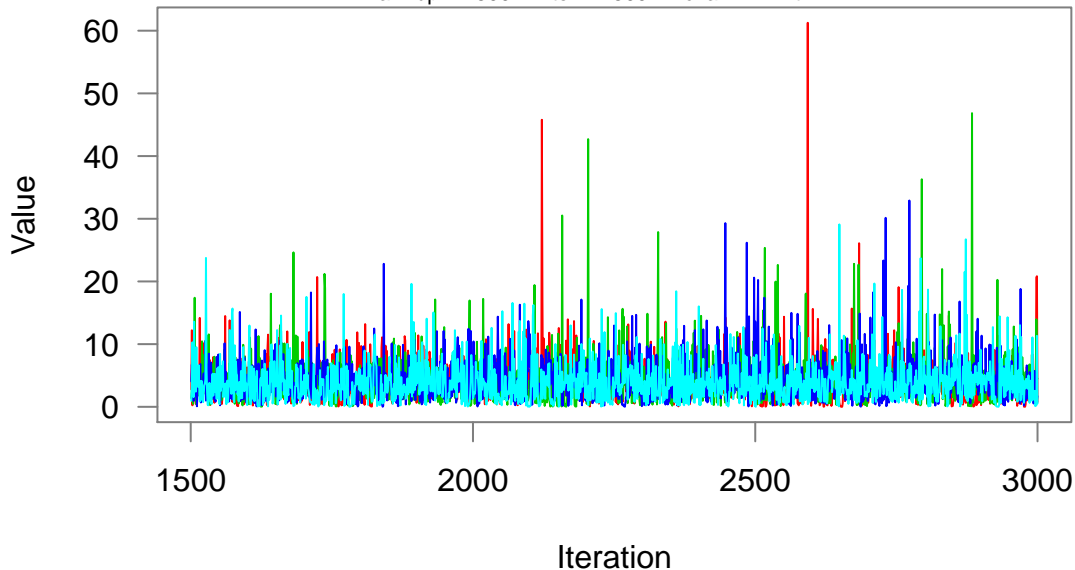
# sds\_sjulan\_1

warmup = 1500 niter = 1500 nchain = 4 thin = 1



# sds\_zi\_sjulan\_1

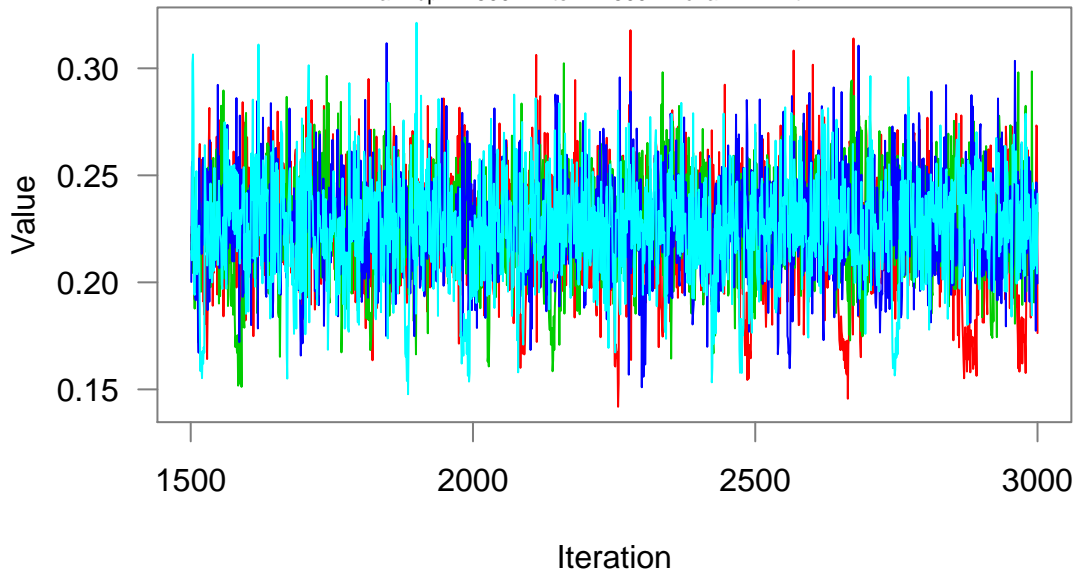
warmup = 1500 niter = 1500 nchain = 4 thin = 1





# shape

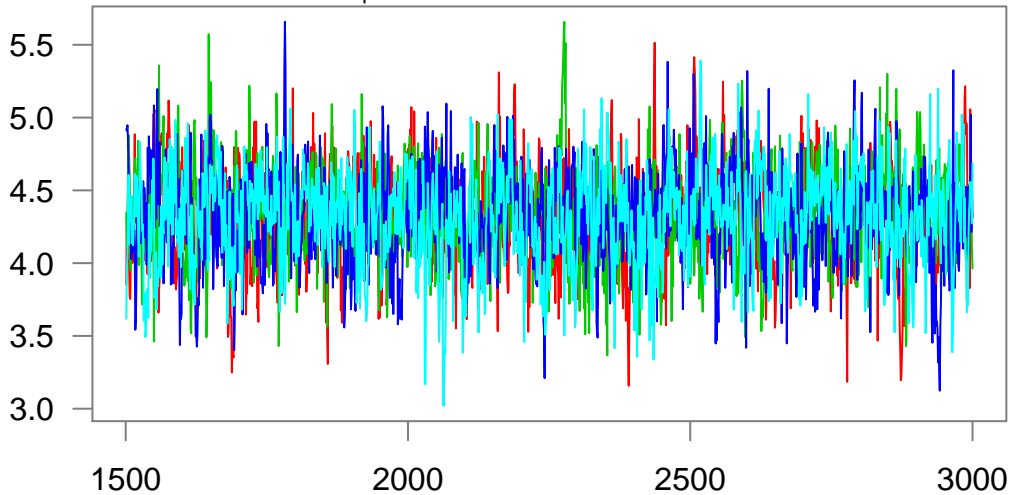
warmup = 1500   niter = 1500   nchain = 4   thin = 1



# Intercept

warmup = 1500   niter = 1500   nchain = 4   thin = 1

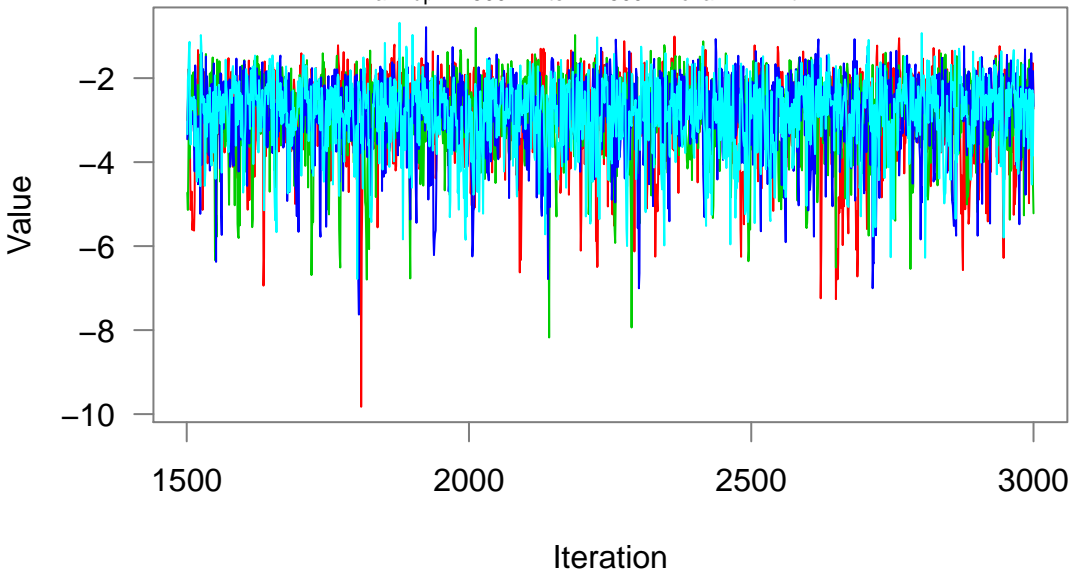
Value



Iteration

# Intercept\_zi

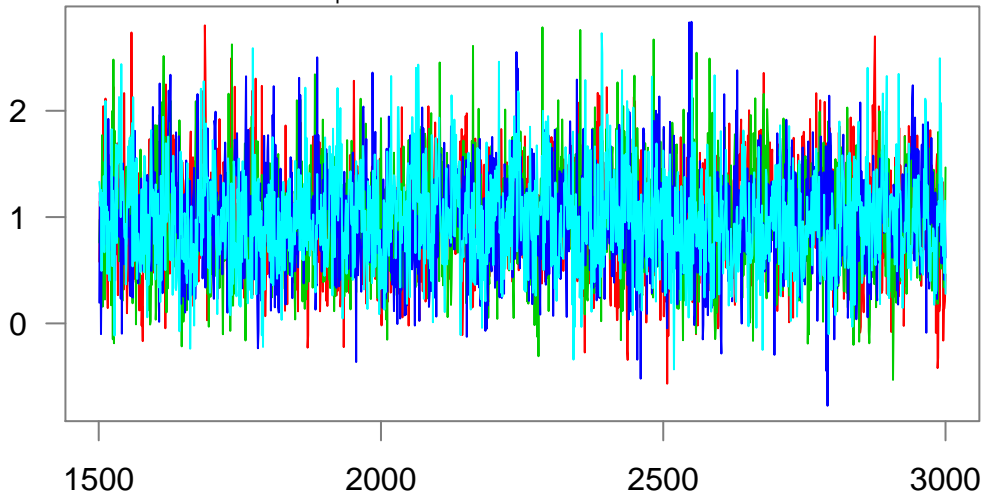
warmup = 1500 niter = 1500 nchain = 4 thin = 1



# r\_bay\_fac[Agripina,Intercept]

warmup = 1500 niter = 1500 nchain = 4 thin = 1

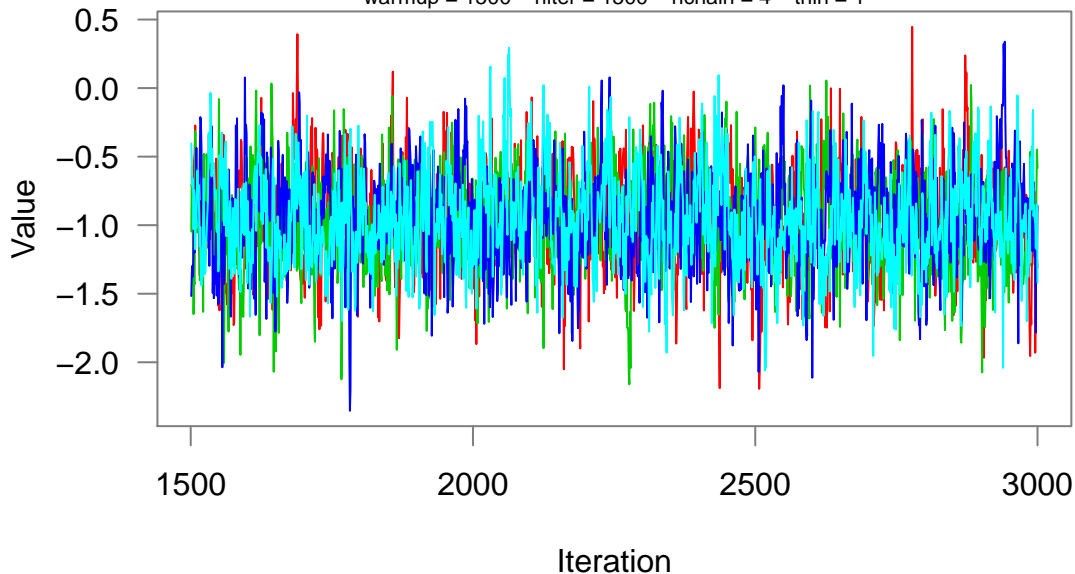
Value



Iteration

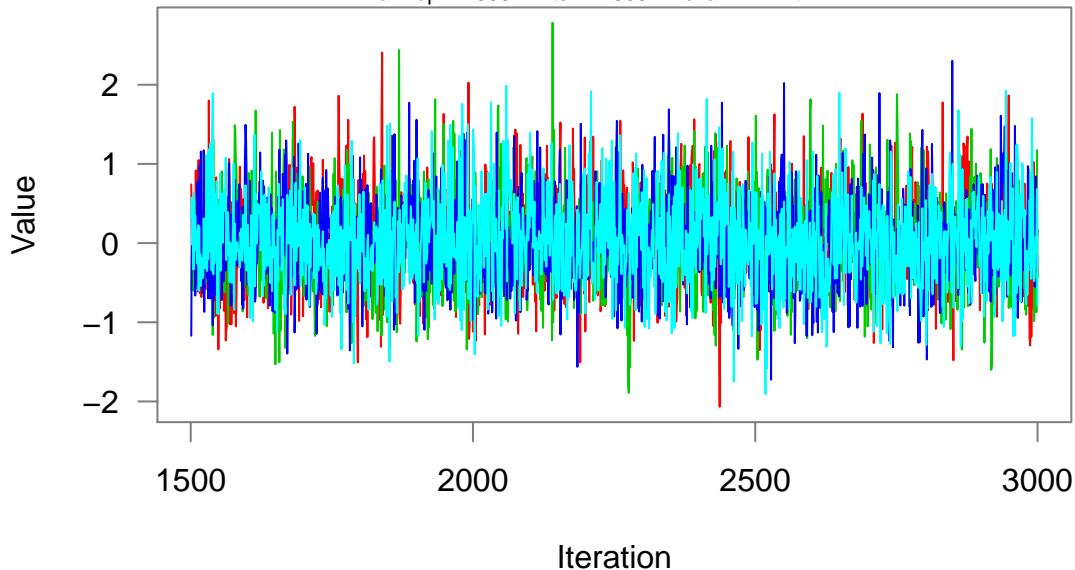
# r\_bay\_fac[Anton.Larson.Bay,Intercept]

warmup = 1500 niter = 1500 nchain = 4 thin = 1



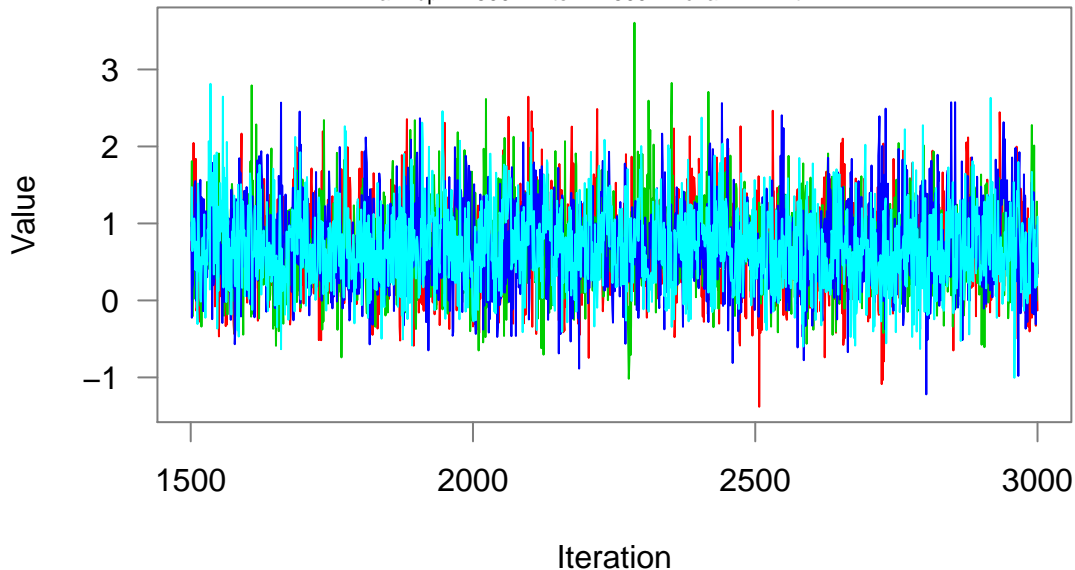
## r\_bay\_fac[Balboa,Intercept]

warmup = 1500 niter = 1500 nchain = 4 thin = 1



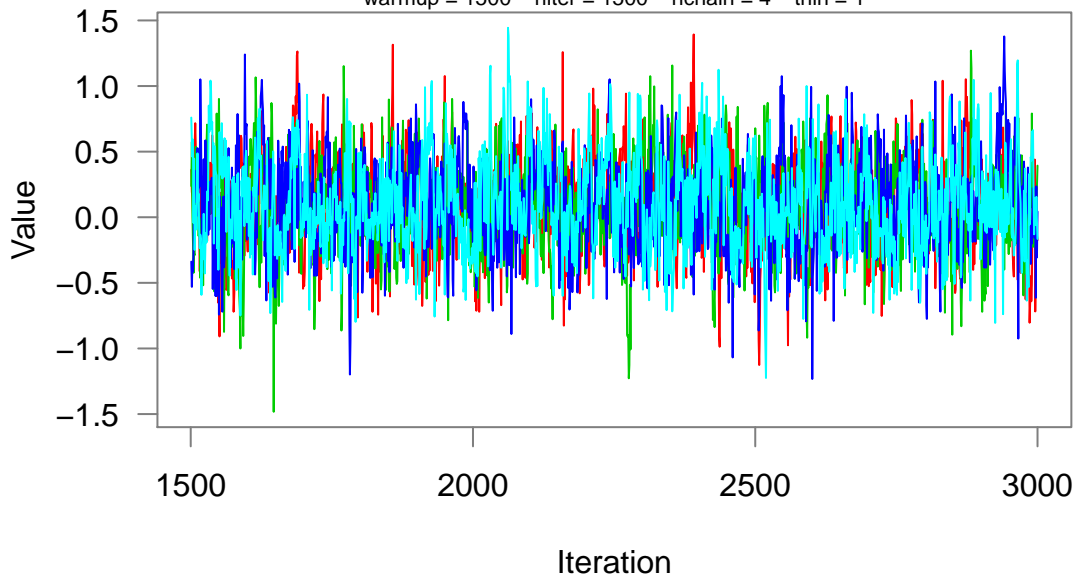
## r\_bay\_fac[Baralof,Intercept]

warmup = 1500 niter = 1500 nchain = 4 thin = 1



# **r\_bay\_fac[Cook.Bay,Intercept]**

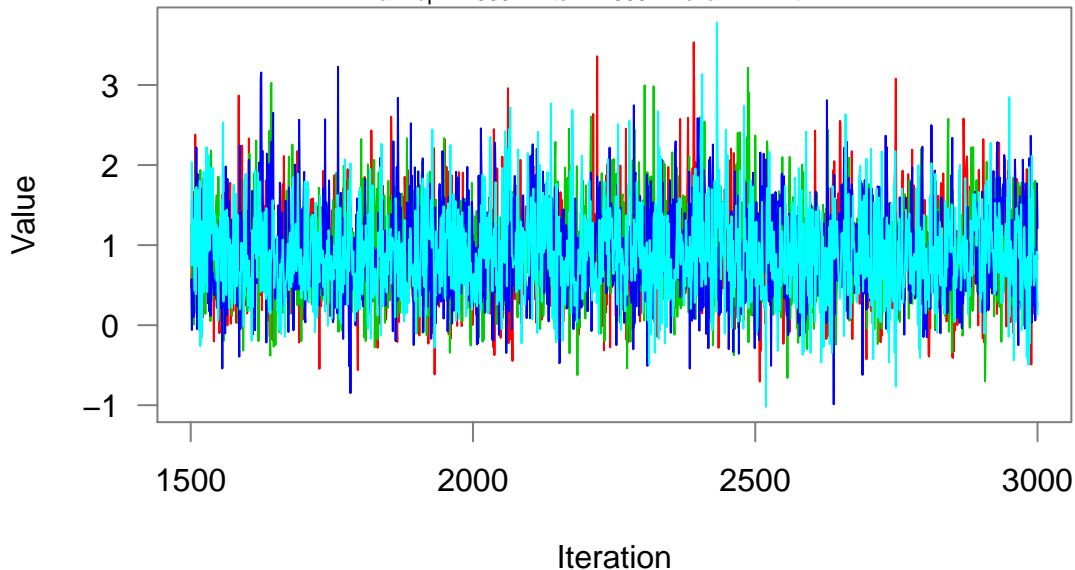
warmup = 1500   niter = 1500   nchain = 4   thin = 1





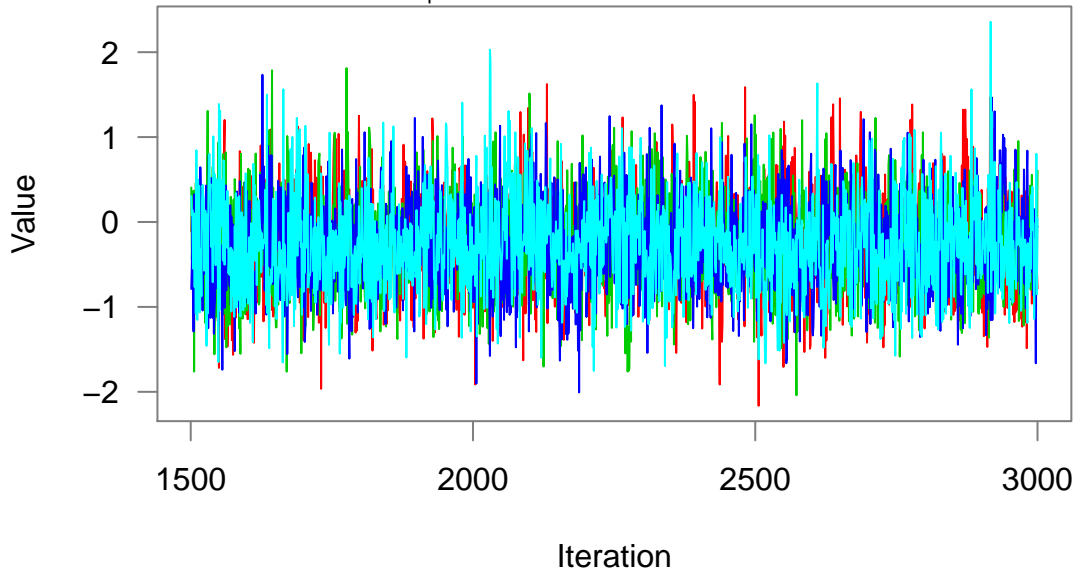
# r\_bay\_fac[Falmouth,Intercept]

warmup = 1500 niter = 1500 nchain = 4 thin = 1



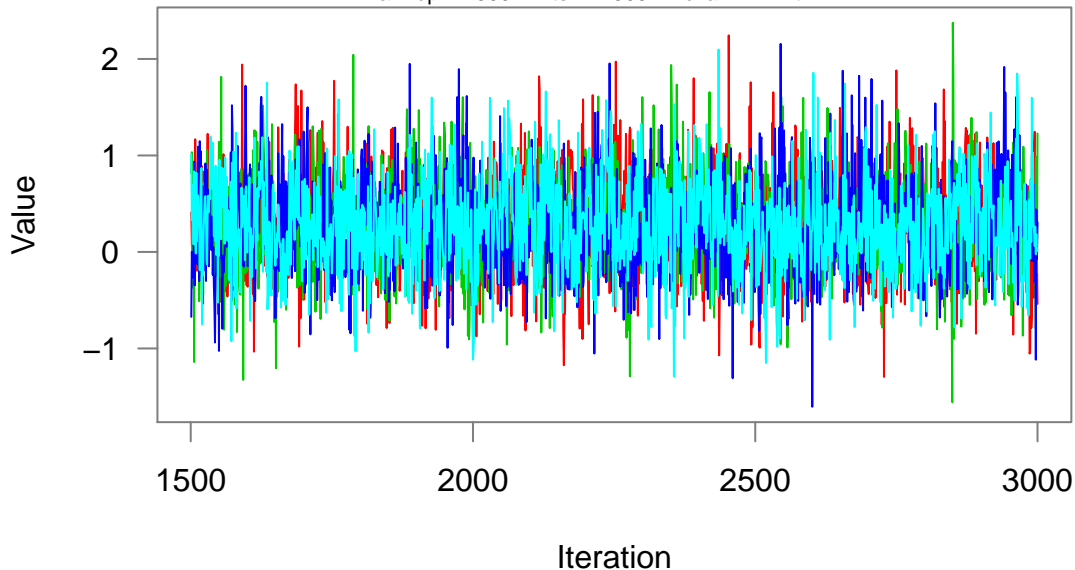
## r\_bay\_fac[Fox,Intercept]

warmup = 1500 niter = 1500 nchain = 4 thin = 1



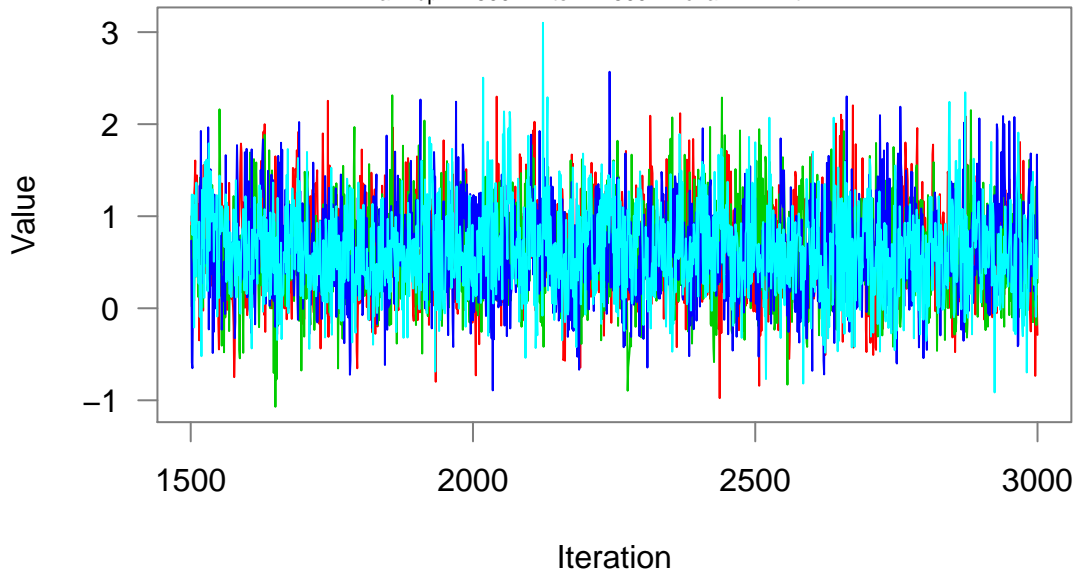
## r\_bay\_fac[Japanese,Intercept]

warmup = 1500 niter = 1500 nchain = 4 thin = 1



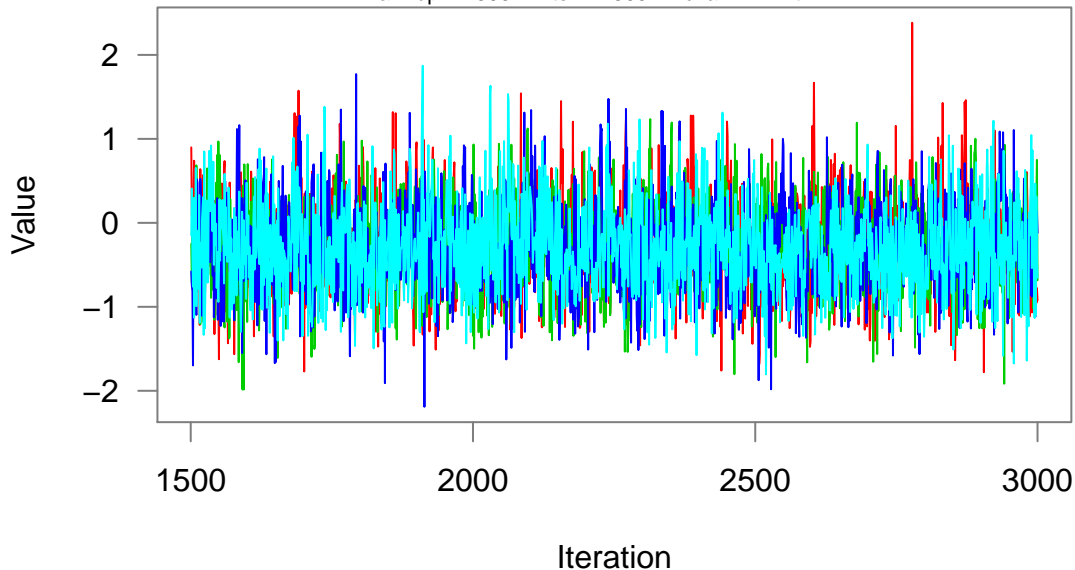
# r\_bay\_fac[Kaiugnak,Intercept]

warmup = 1500 niter = 1500 nchain = 4 thin = 1



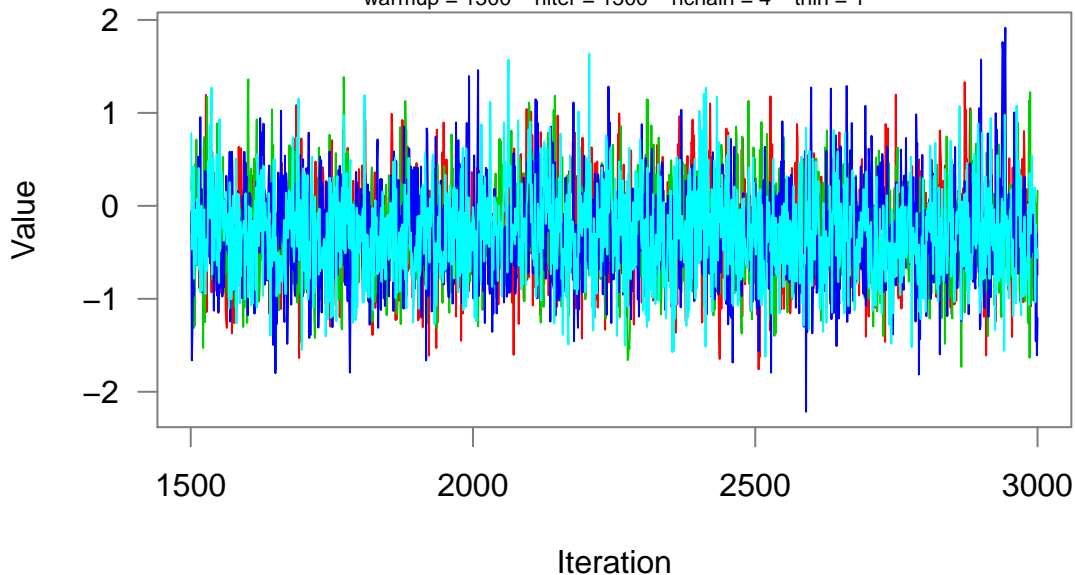
## r\_bay\_fac[Kiluida,Intercept]

warmup = 1500 niter = 1500 nchain = 4 thin = 1



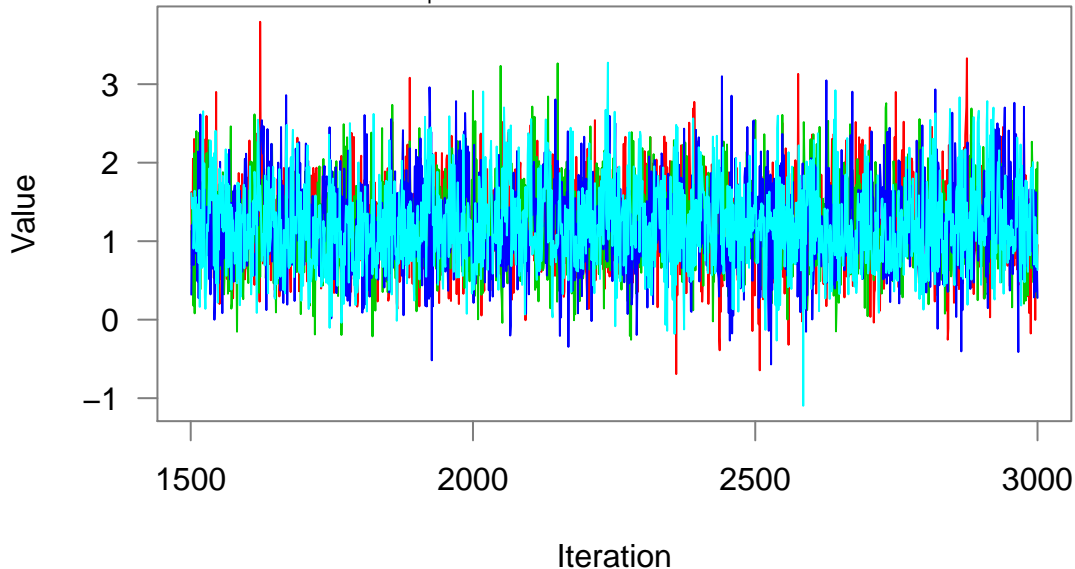
# r\_bay\_fac[Mitrofania,Intercept]

warmup = 1500 niter = 1500 nchain = 4 thin = 1



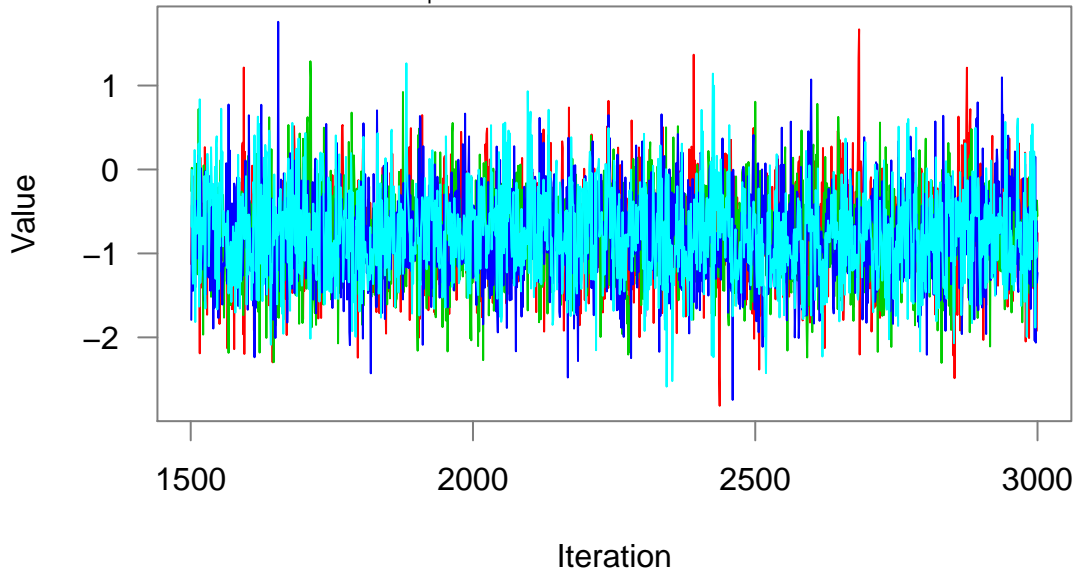
# r\_bay\_fac[Port.Wrangell,Intercept]

warmup = 1500 niter = 1500 nchain = 4 thin = 1



# **r\_bay\_fac[Rodman.Reach,Intercept]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

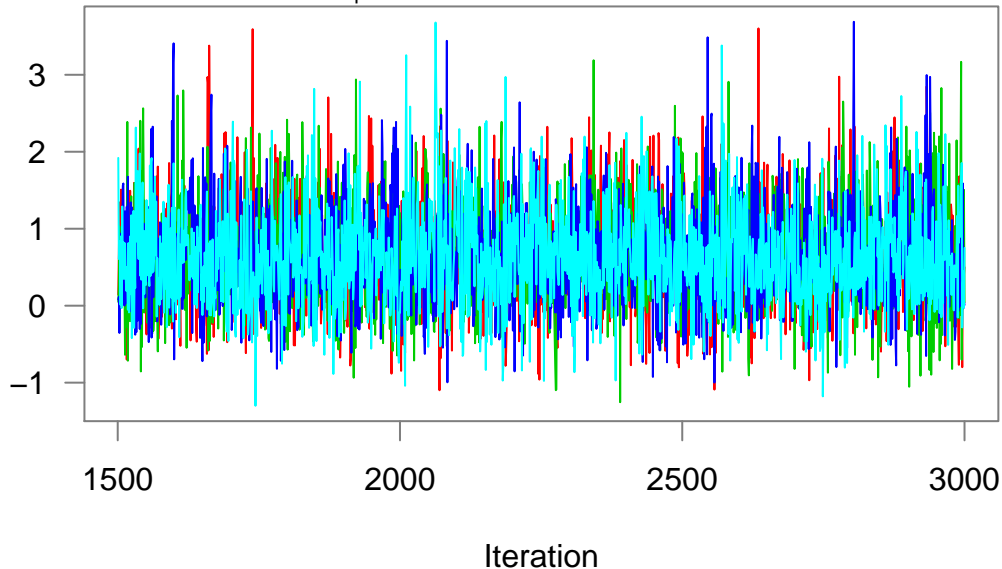




# r\_bay\_fac[Sand.Point,Intercept]

warmup = 1500 niter = 1500 nchain = 4 thin = 1

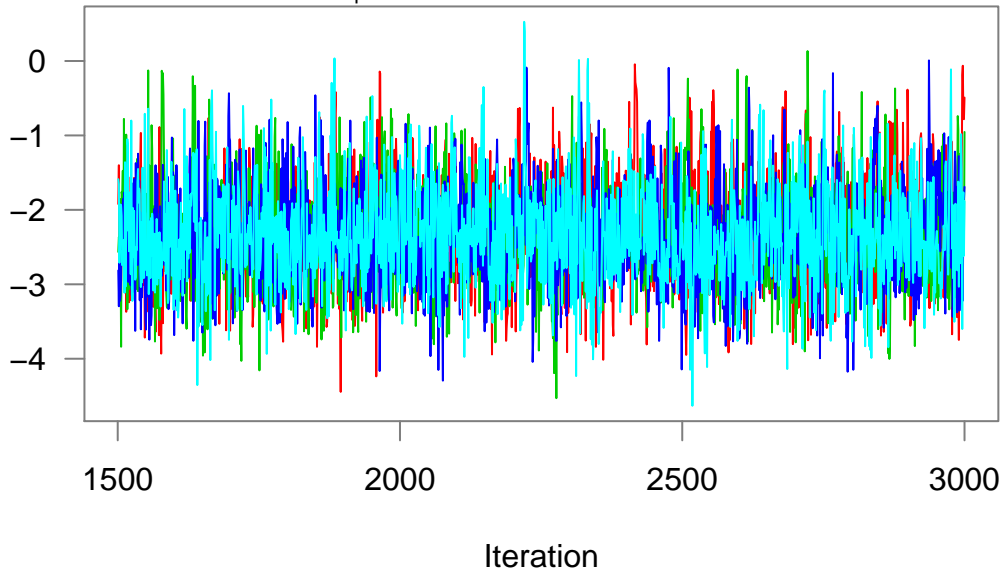
Value



# r\_bay\_fac[Ugak,Intercept]

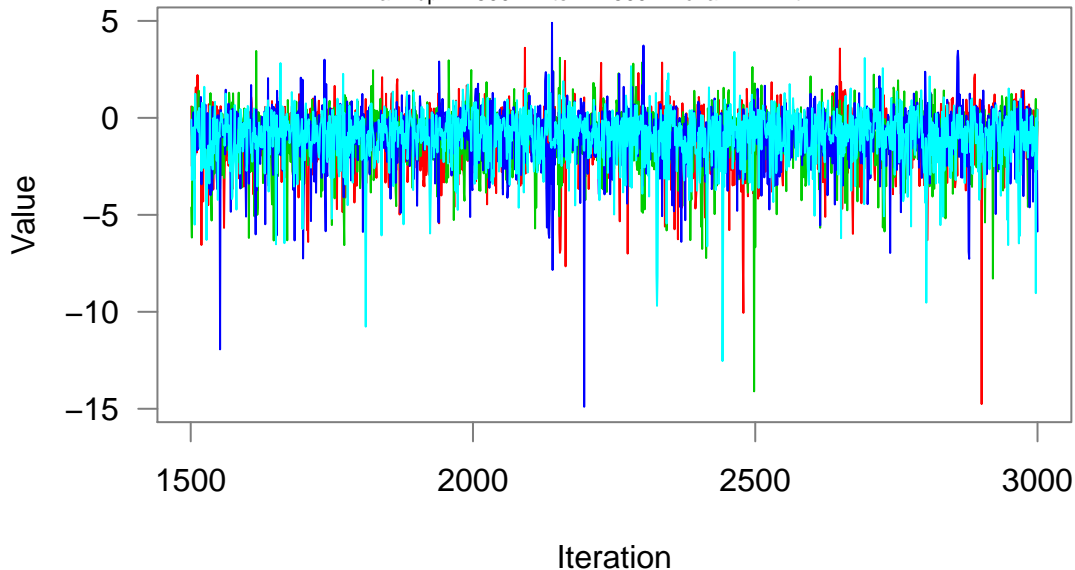
warmup = 1500 niter = 1500 nchain = 4 thin = 1

Value



# r\_bay\_fac\_\_zi[Agripina,Intercept]

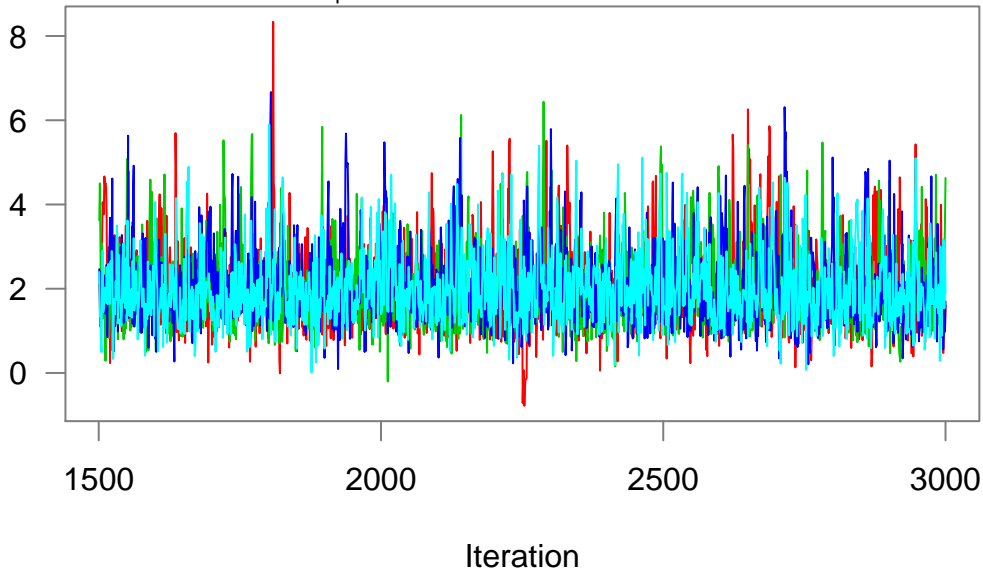
warmup = 1500 niter = 1500 nchain = 4 thin = 1



# `r_bay_fac__zi[Anton.Larson.Bay,Intercept]`

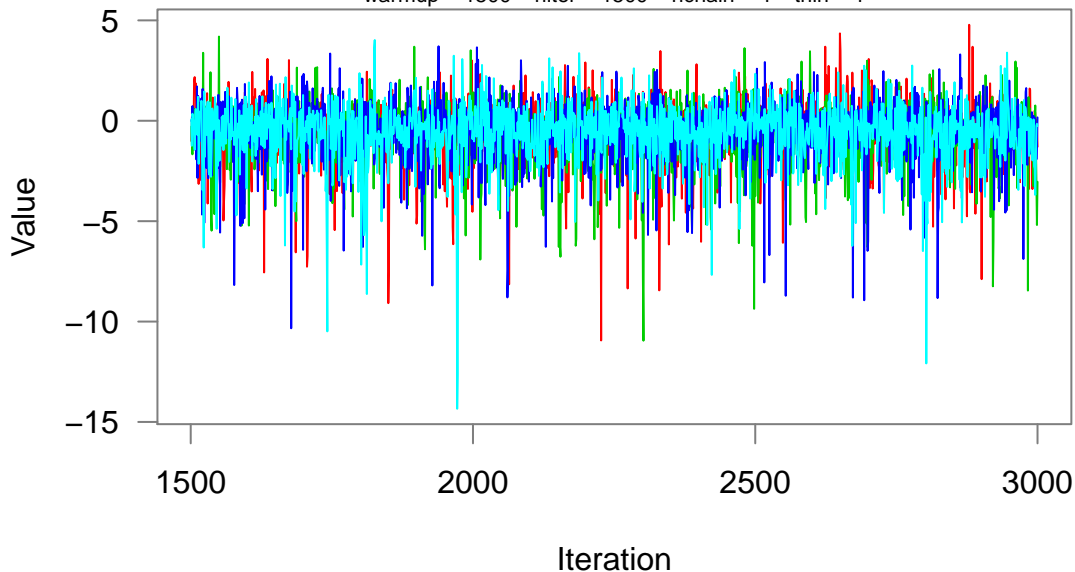
warmup = 1500 niter = 1500 nchain = 4 thin = 1

Value



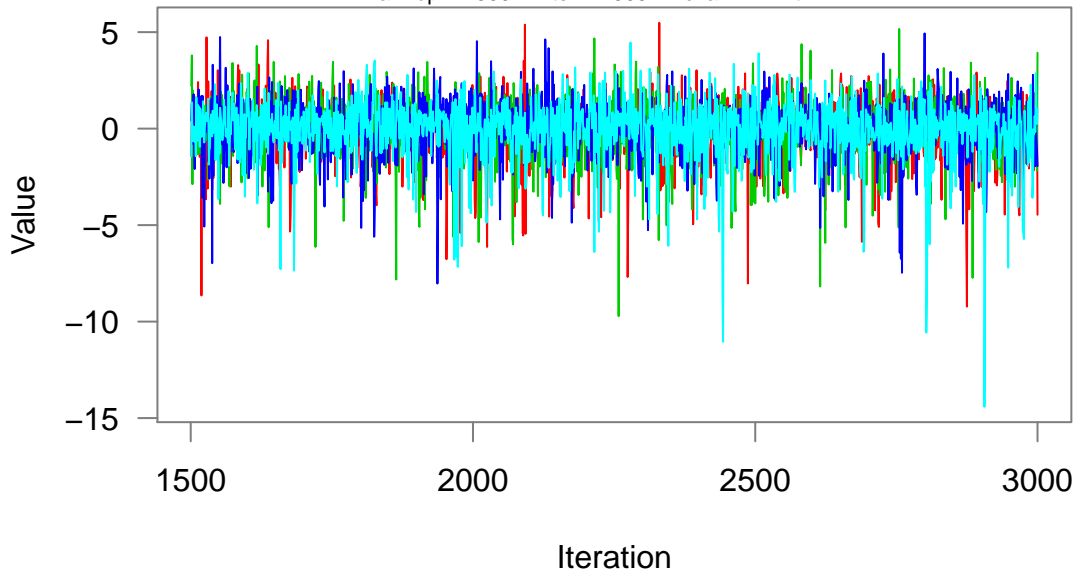
# r\_bay\_fac\_\_zi[Balboa,Intercept]

warmup = 1500 niter = 1500 nchain = 4 thin = 1



# r\_bay\_fac\_\_zi[Baralof,Intercept]

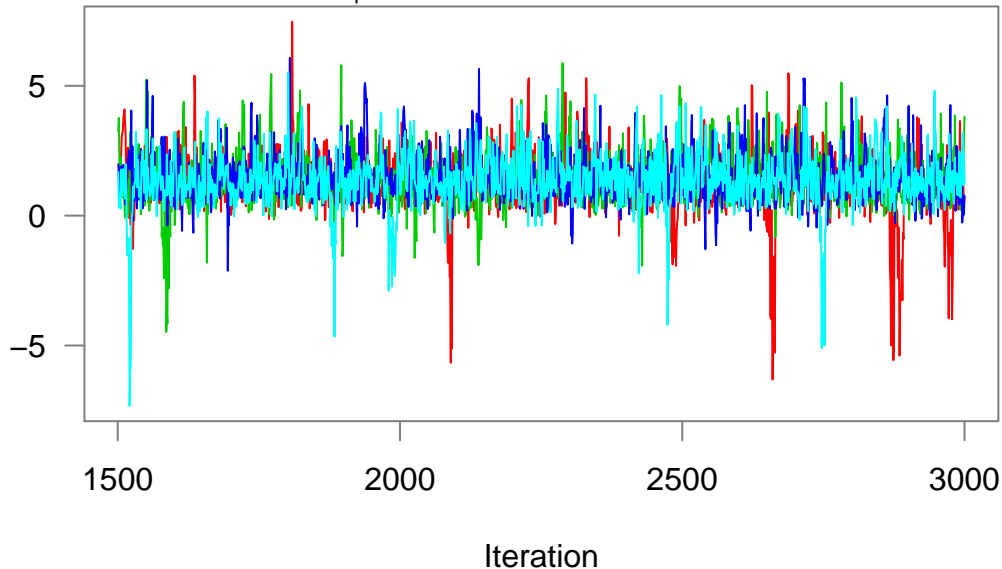
warmup = 1500 niter = 1500 nchain = 4 thin = 1



# **r\_bay\_fac\_\_zi[Cook.Bay,Intercept]**

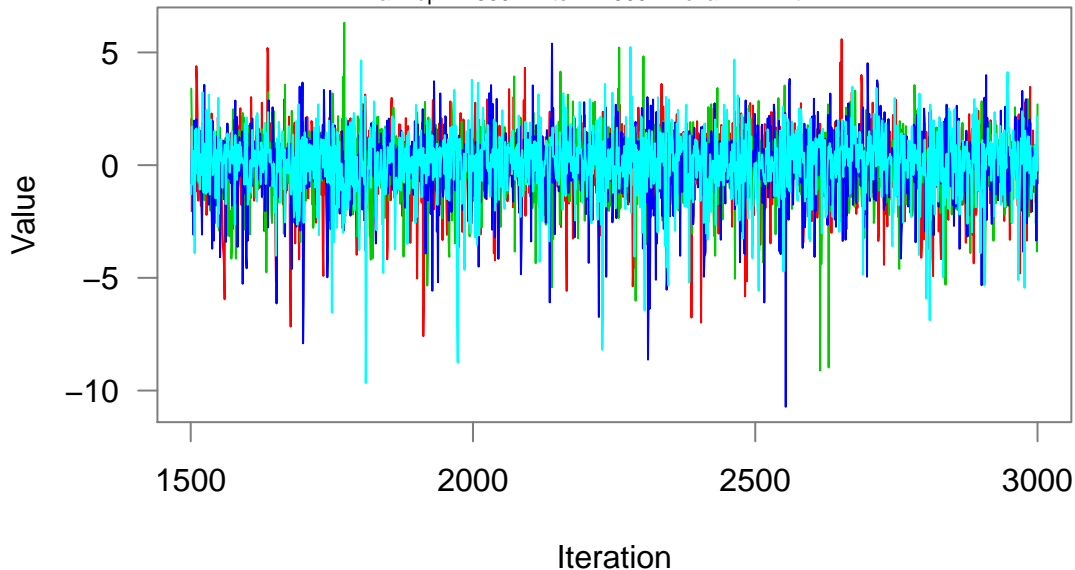
warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value



# **r\_bay\_fac\_\_zi[Falmouth,Intercept]**

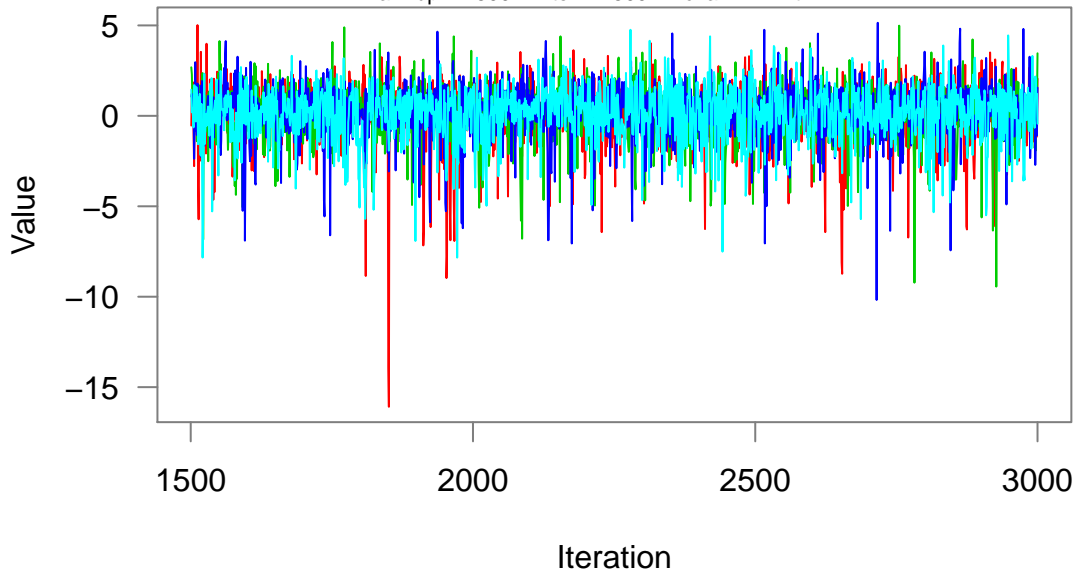
warmup = 1500   niter = 1500   nchain = 4   thin = 1





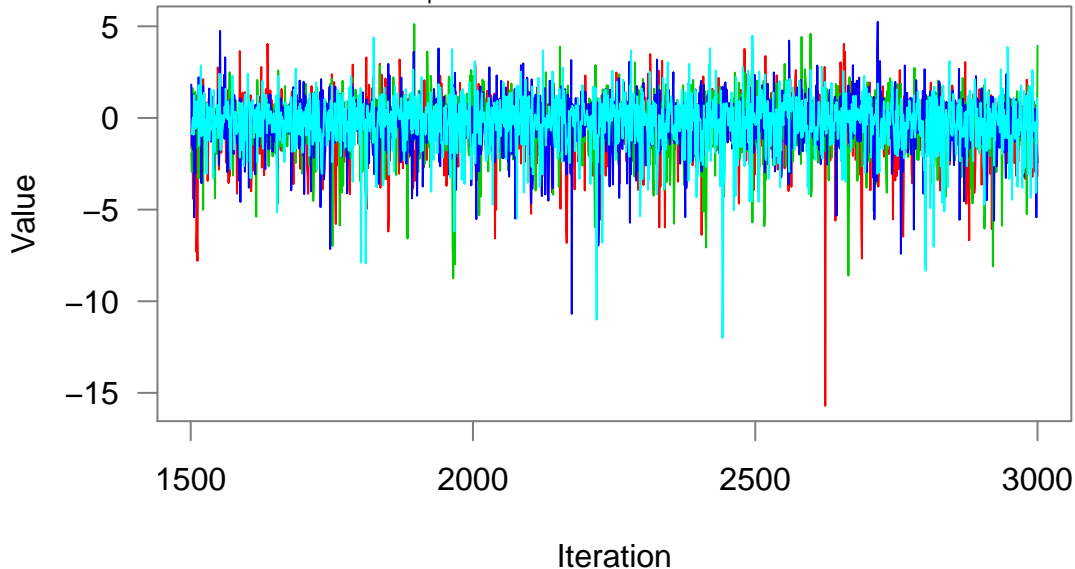
# **r\_bay\_fac\_\_zi[Fox,Intercept]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1



# r\_bay\_fac\_\_zi[Japanese,Intercept]

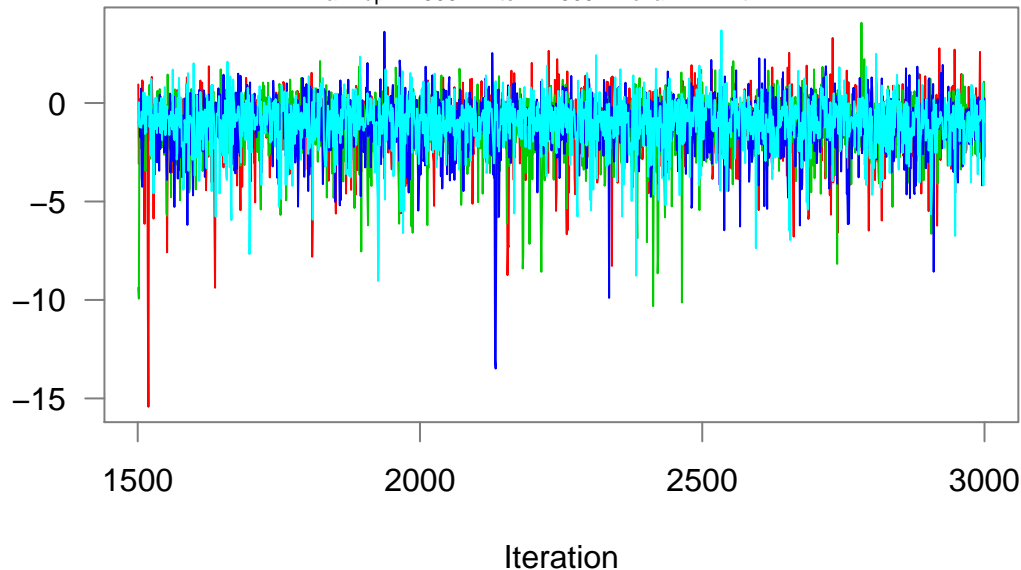
warmup = 1500 niter = 1500 nchain = 4 thin = 1



# **r\_bay\_fac\_\_zi[Kaiugnak,Intercept]**

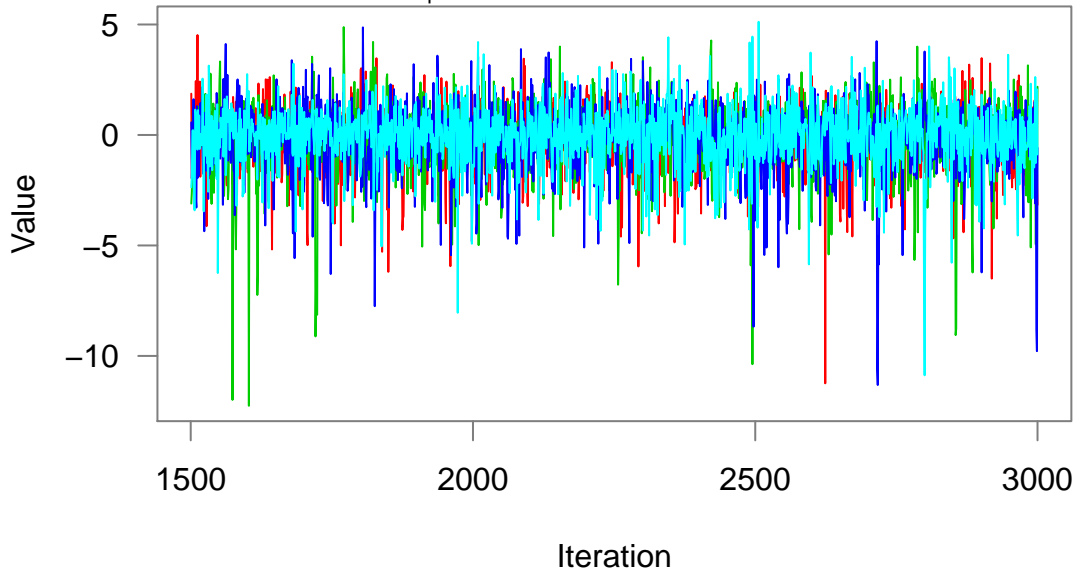
warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value



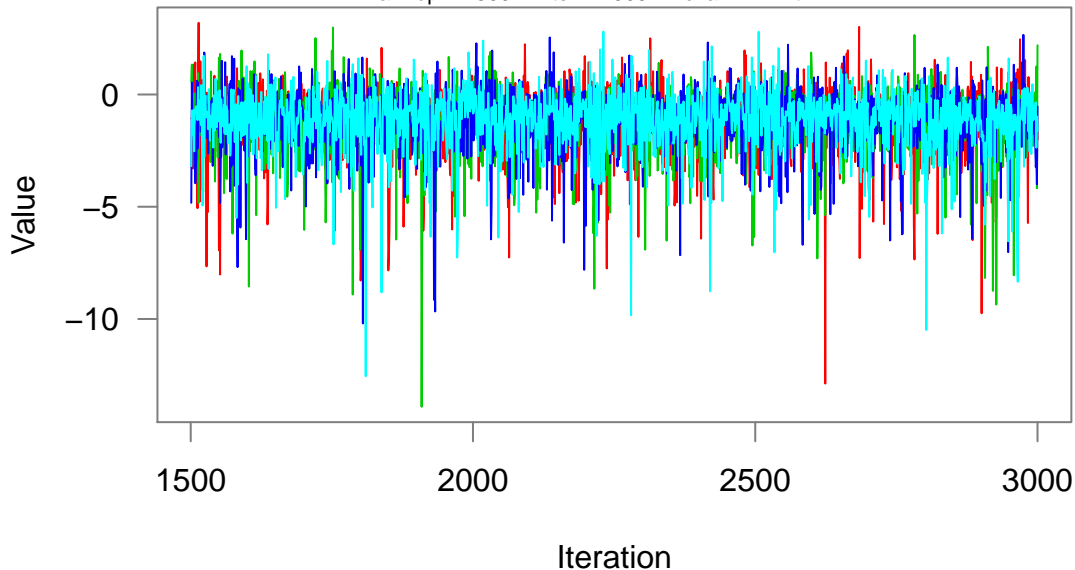
# r\_bay\_fac\_\_zi[Kiluida,Intercept]

warmup = 1500 niter = 1500 nchain = 4 thin = 1



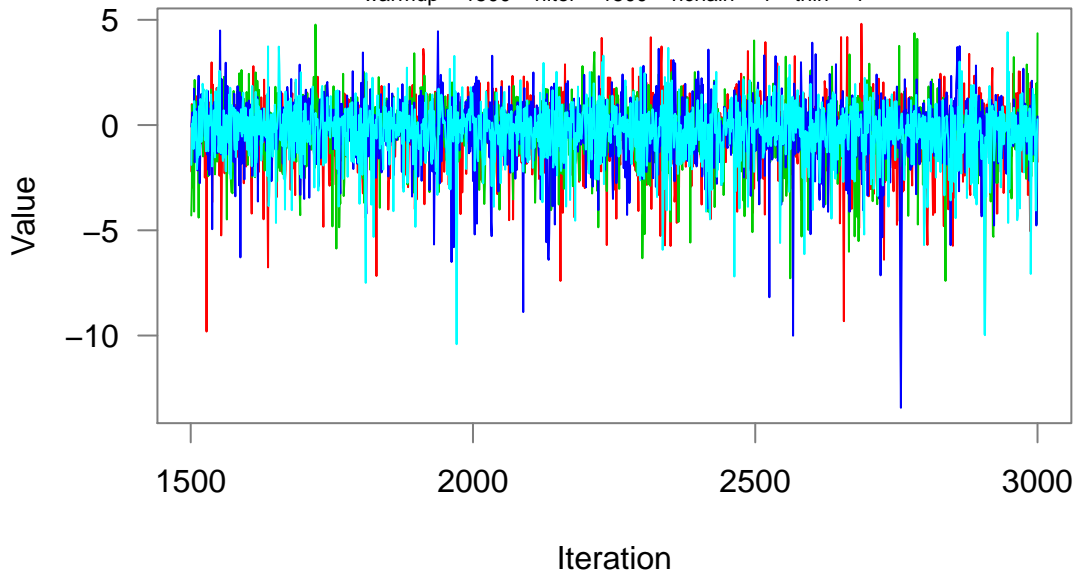
# **r\_bay\_fac\_\_zi[Mitrofania,Intercept]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1



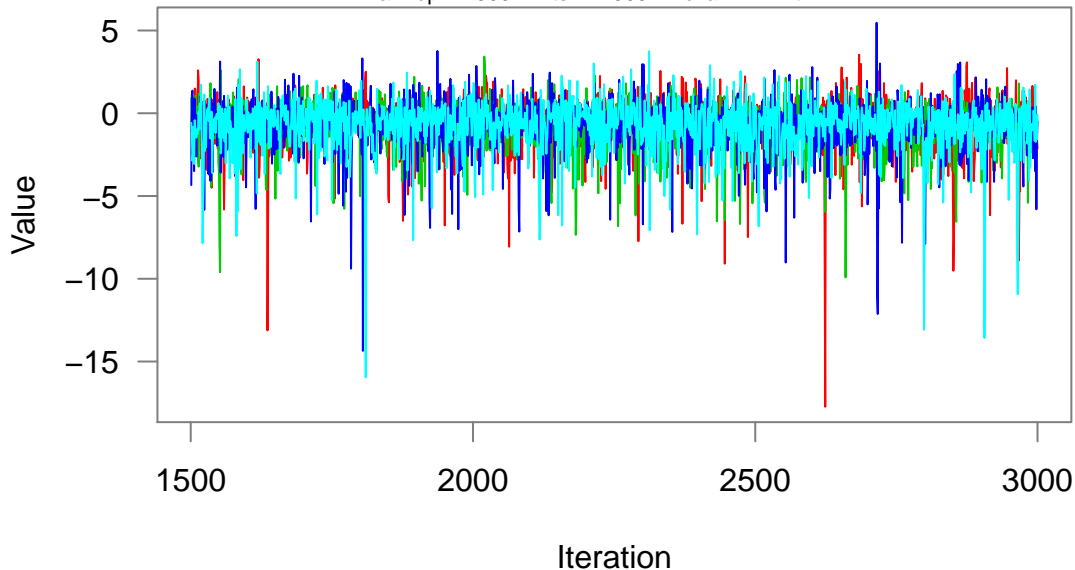
# **r\_bay\_fac\_\_zi[Port.Wrangell,Intercept]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1



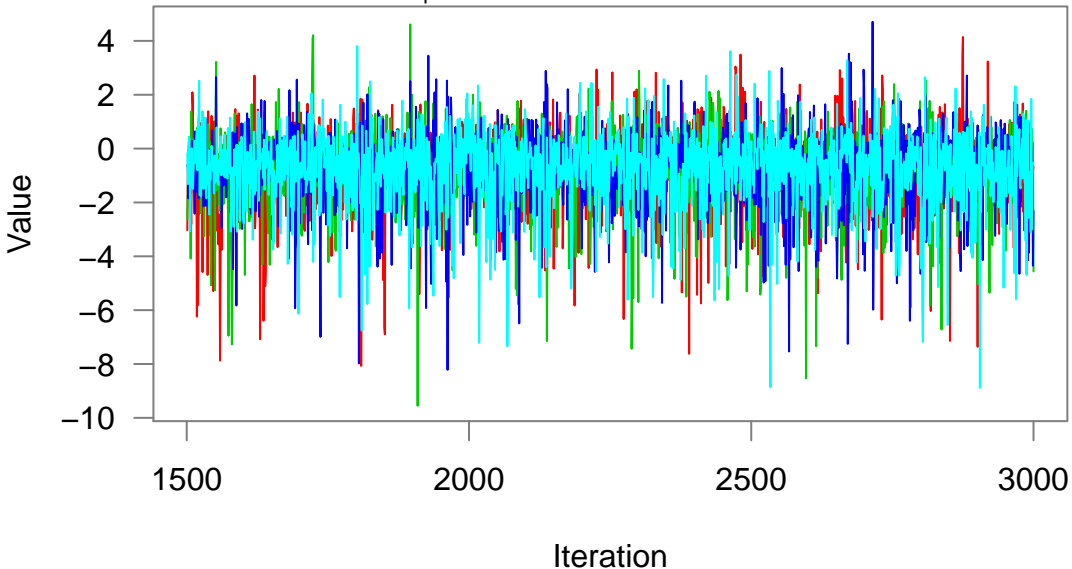
# r\_bay\_fac\_\_zi[Rodman.Reach,Intercept]

warmup = 1500 niter = 1500 nchain = 4 thin = 1



# **r\_bay\_fac\_\_zi[Sand.Point,Intercept]**

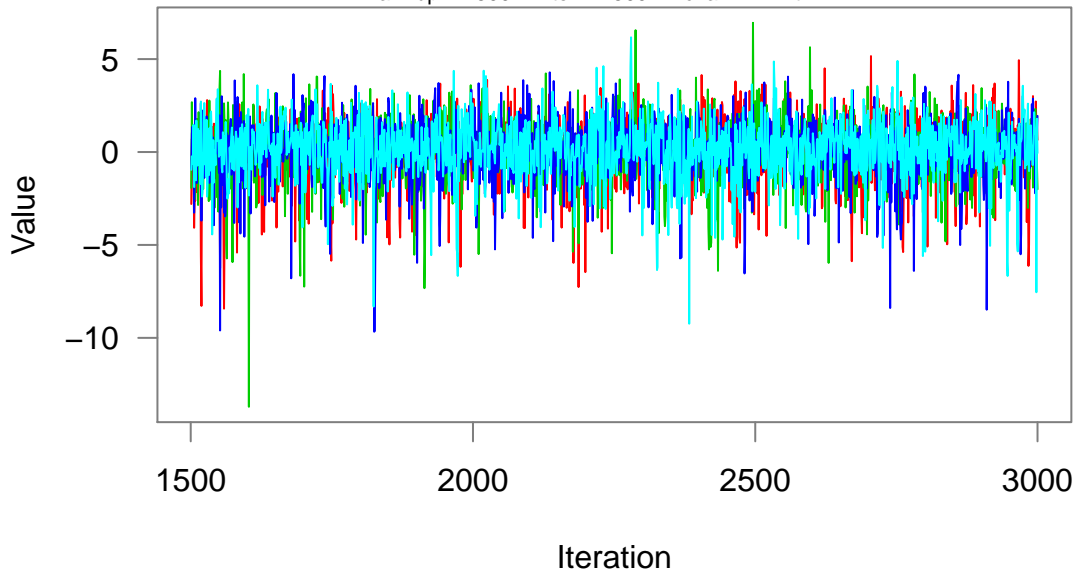
warmup = 1500   niter = 1500   nchain = 4   thin = 1





# **r\_bay\_fac\_\_zi[Ugak,Intercept]**

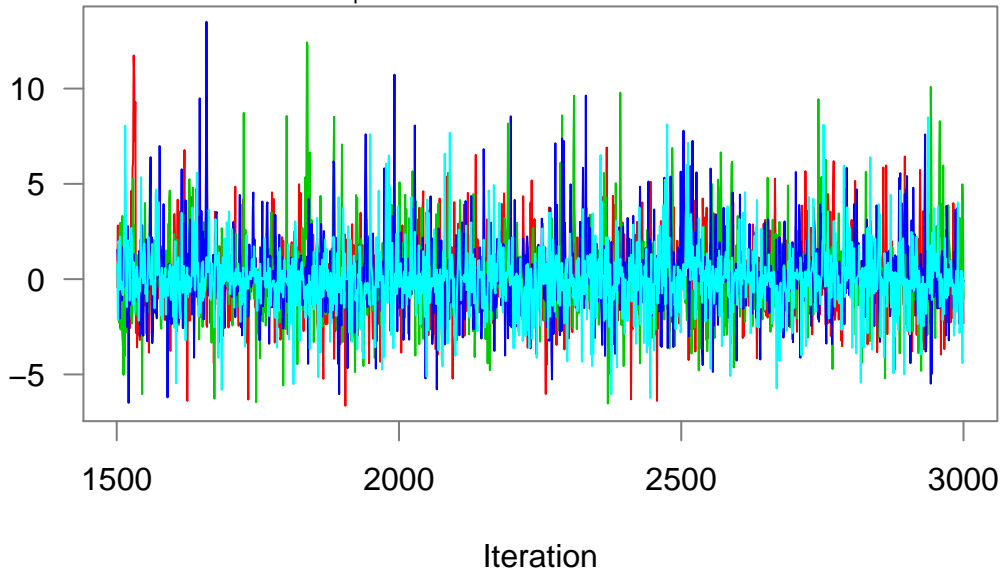
warmup = 1500   niter = 1500   nchain = 4   thin = 1



# s\_sjulan\_1[1]

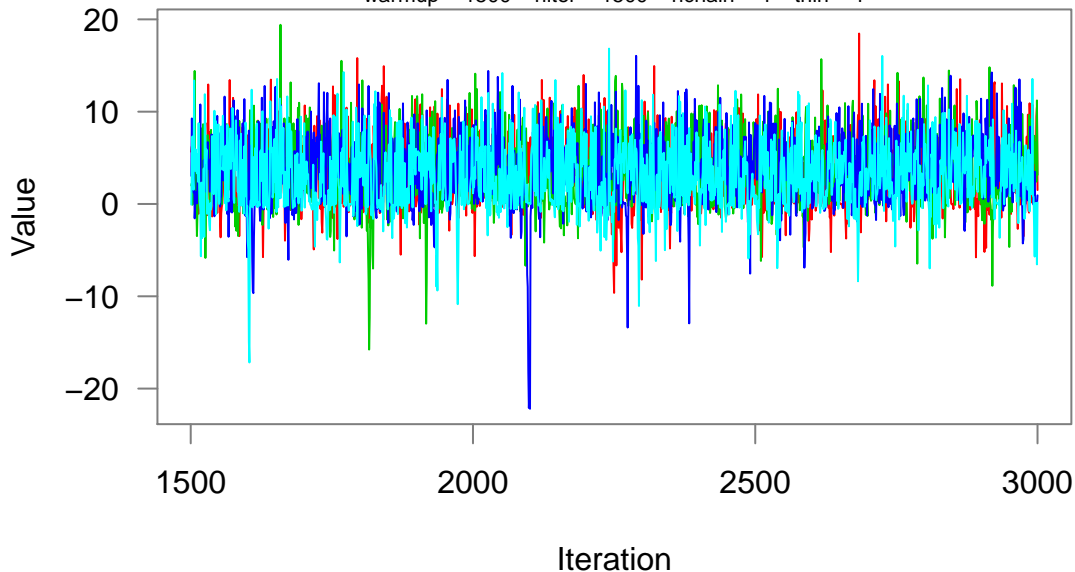
warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value



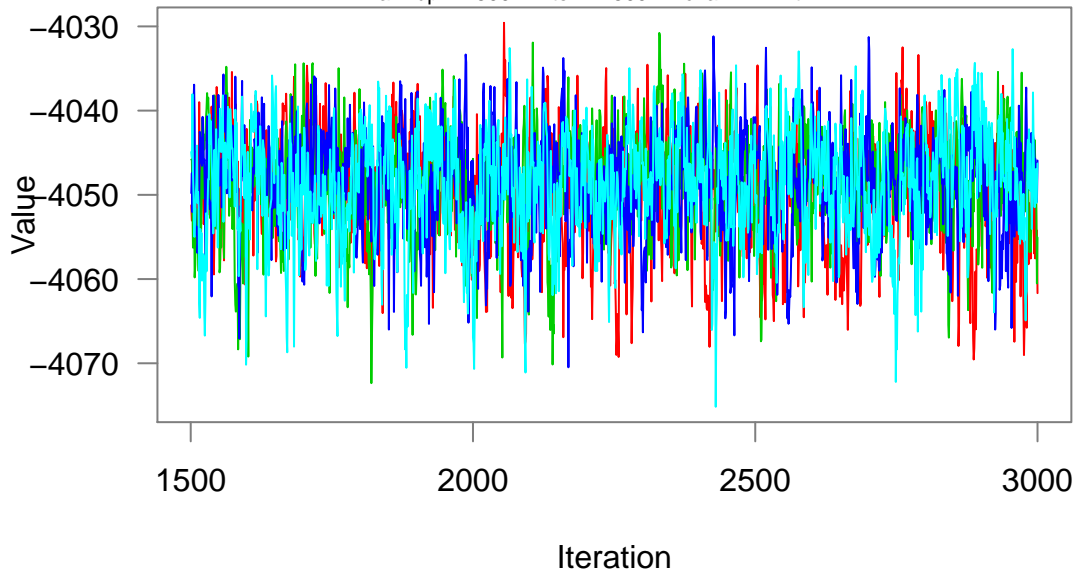
# s\_zi\_sjulan\_1[1]

warmup = 1500   niter = 1500   nchain = 4   thin = 1



lp\_\_

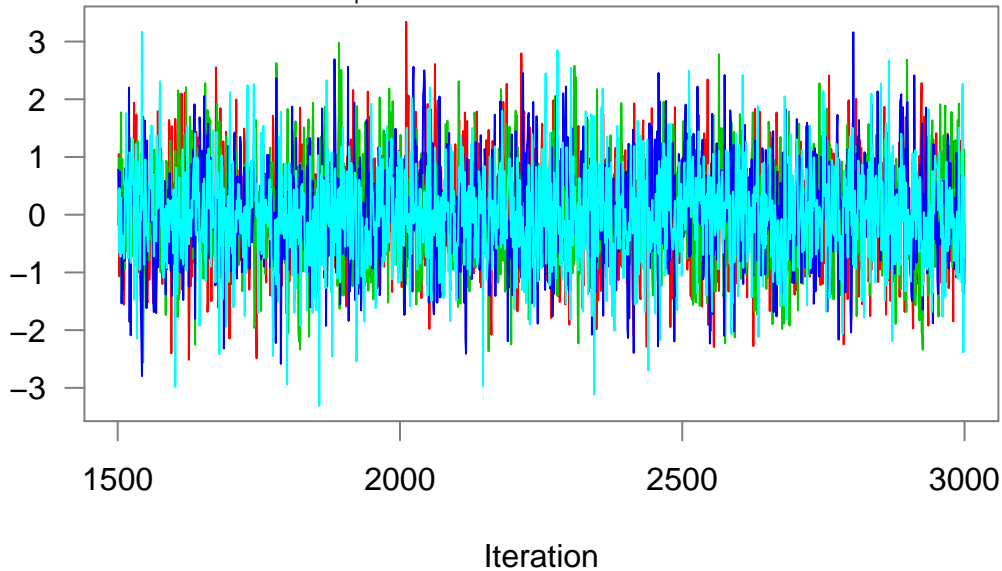
warmup = 1500 niter = 1500 nchain = 4 thin = 1



**zs\_1\_1[1]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

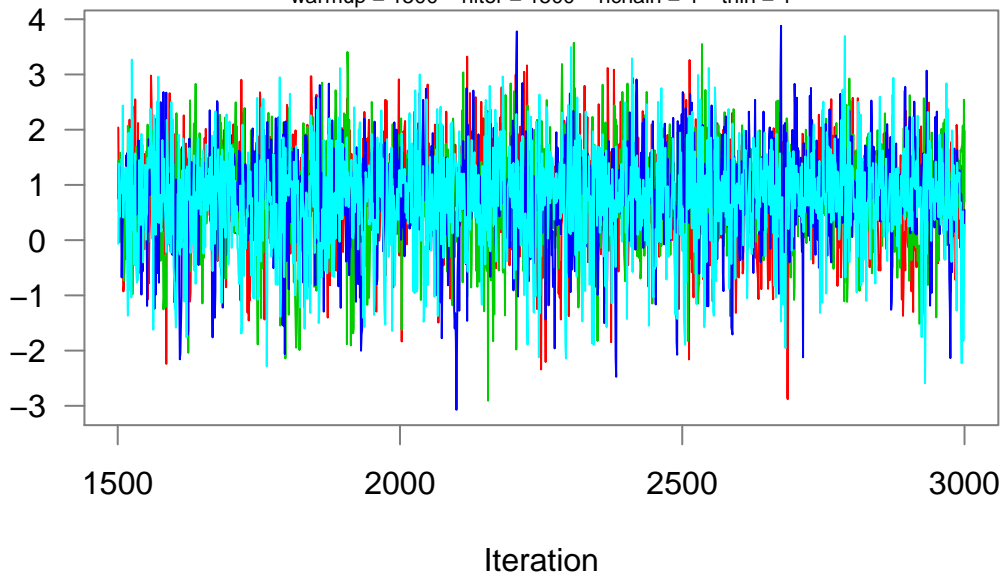
Value



**zs\_zi\_1\_1[1]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

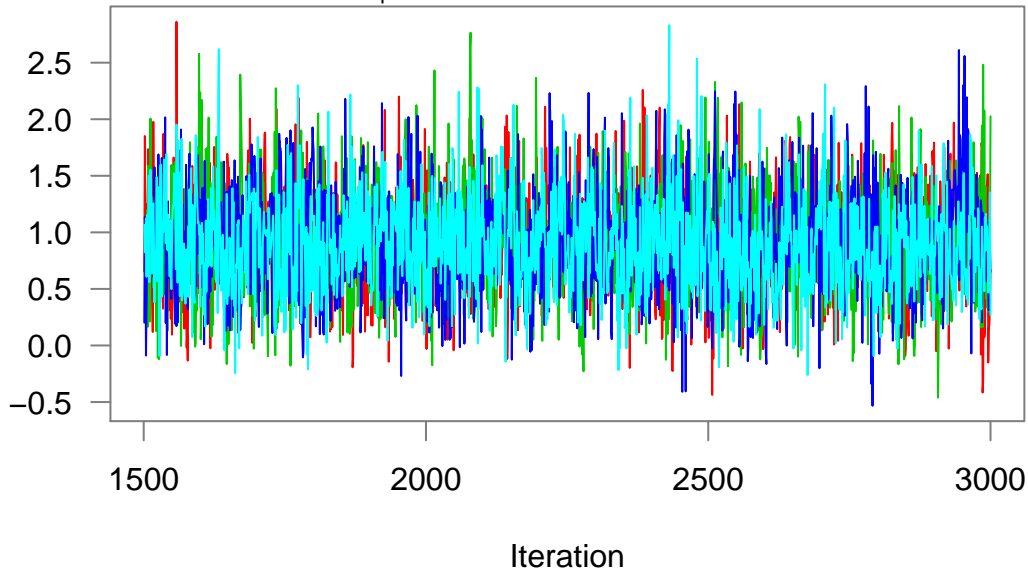
Value



**z\_1[1,1]**

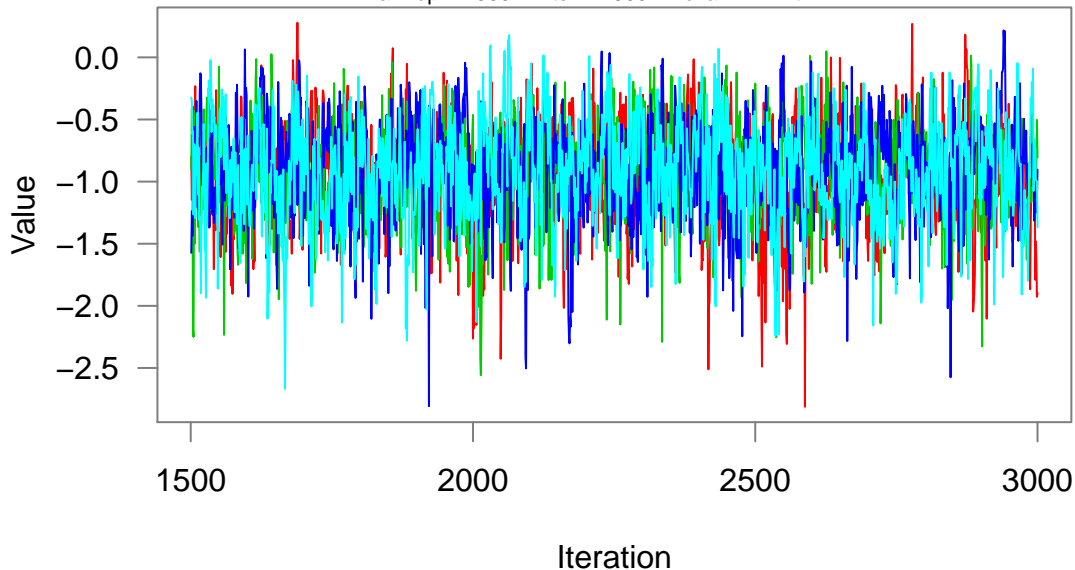
warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value



**z\_1[1,2]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

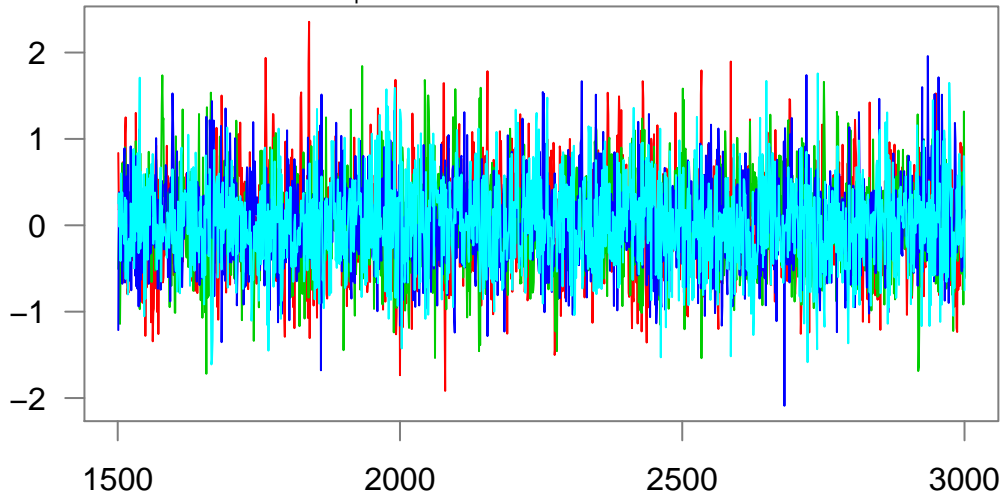




**z\_1[1,3]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value

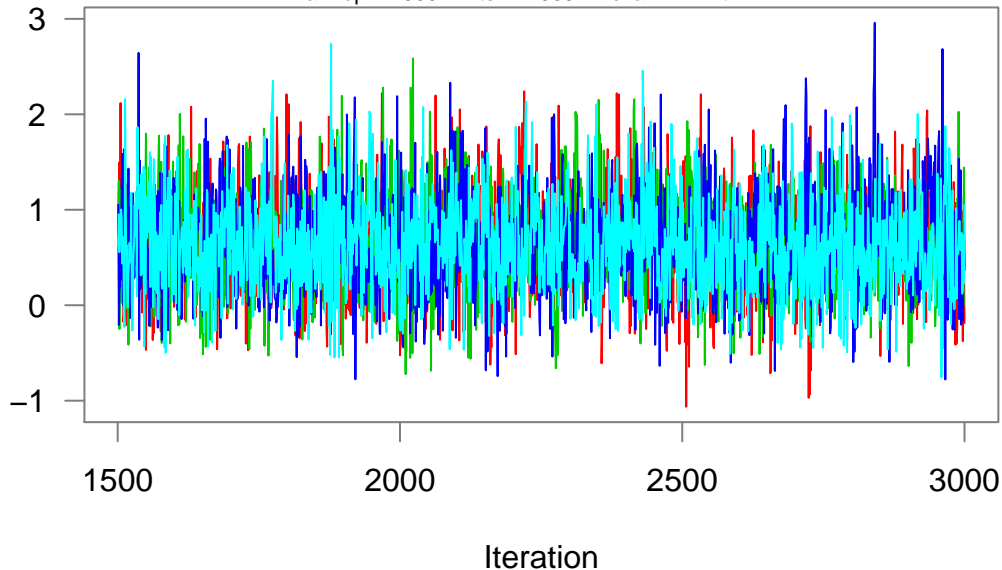


Iteration

**z\_1[1,4]**

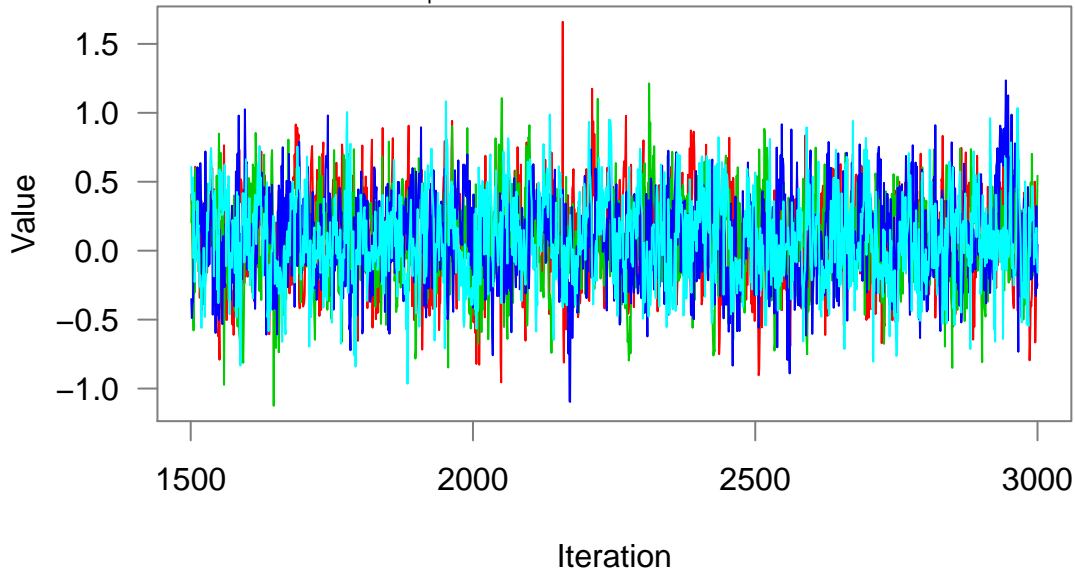
warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value



**z\_1[1,5]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1



**z\_1[1,6]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value

3  
2  
1  
0

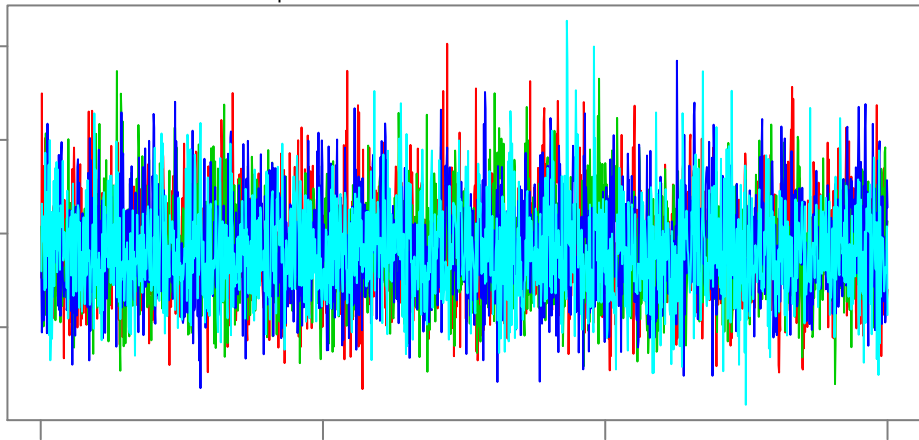
1500

2000

2500

3000

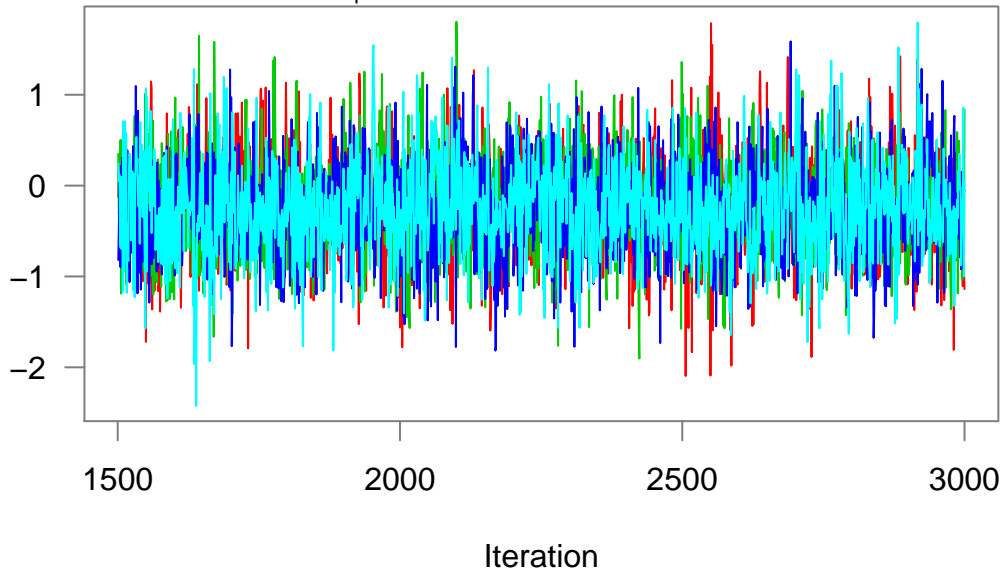
Iteration



**z\_1[1,7]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

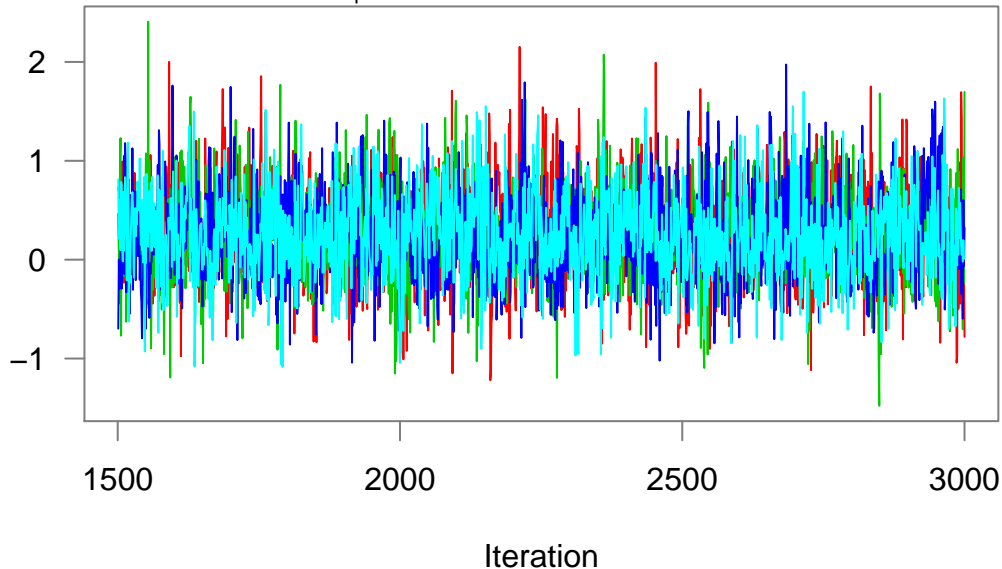
Value



**z\_1[1,8]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

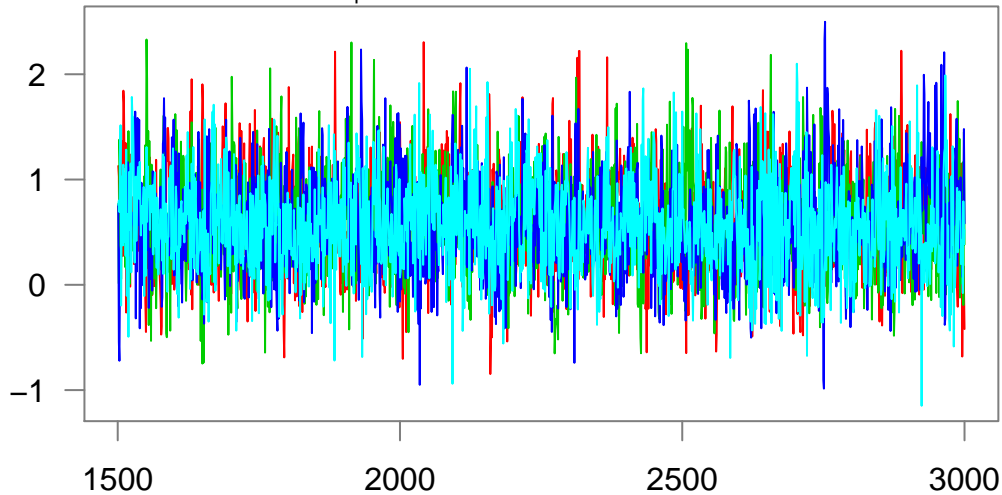
Value



**z\_1[1,9]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value

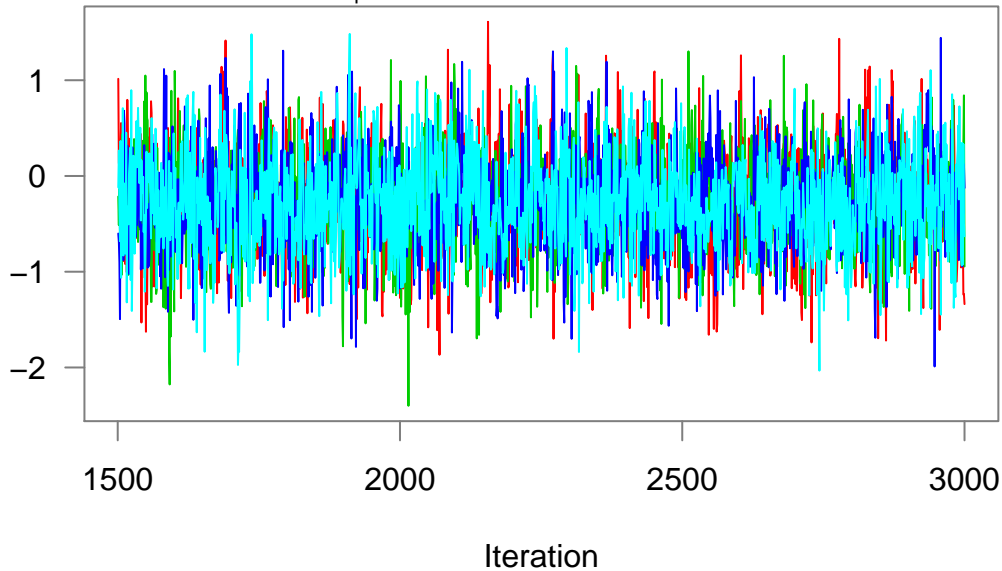


Iteration

**z\_1[1,10]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value

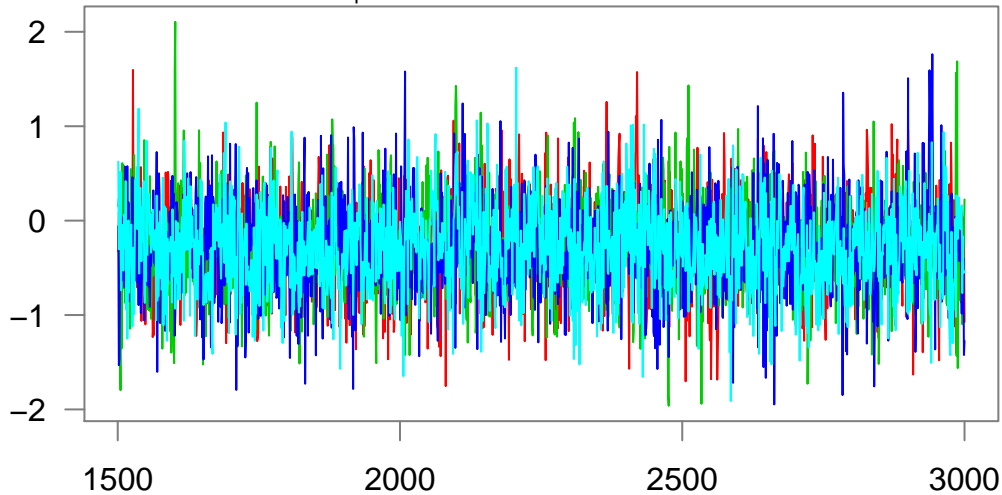




**z\_1[1,11]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value

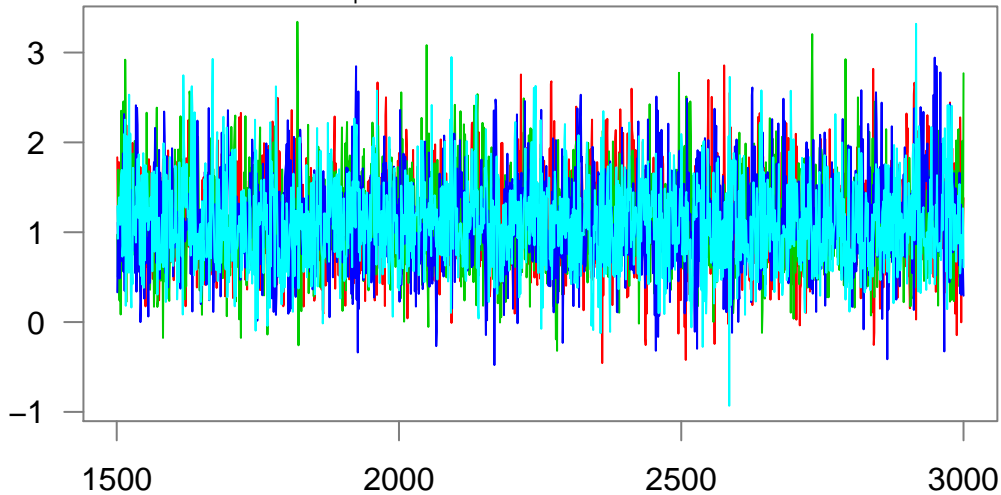


Iteration

**z\_1[1,12]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value

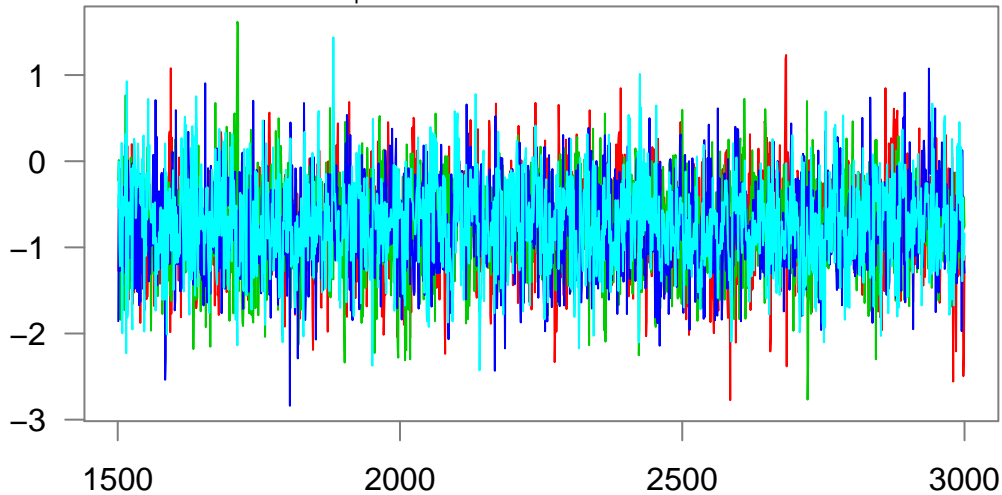


Iteration

**z\_1[1,13]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value

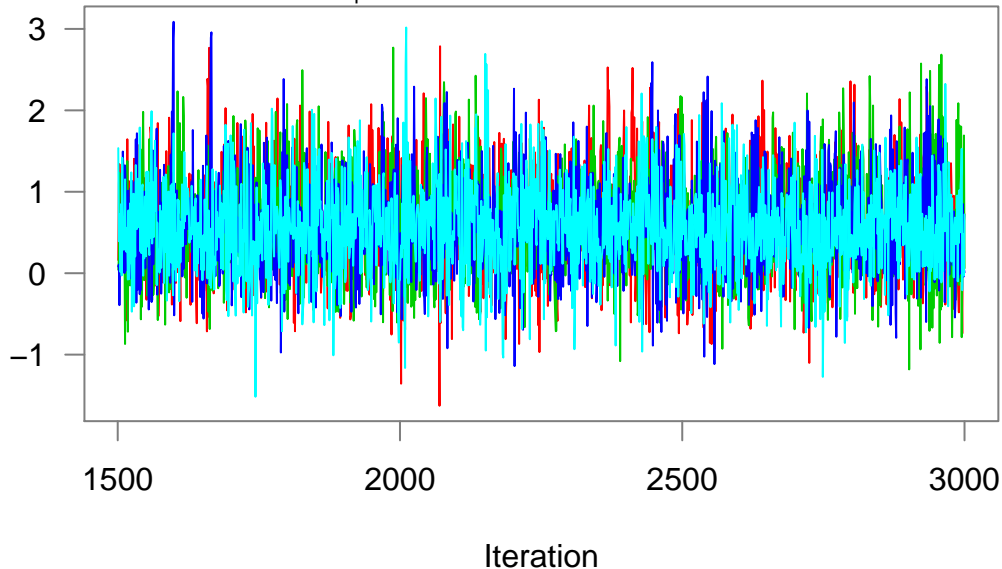


Iteration

**z\_1[1,14]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

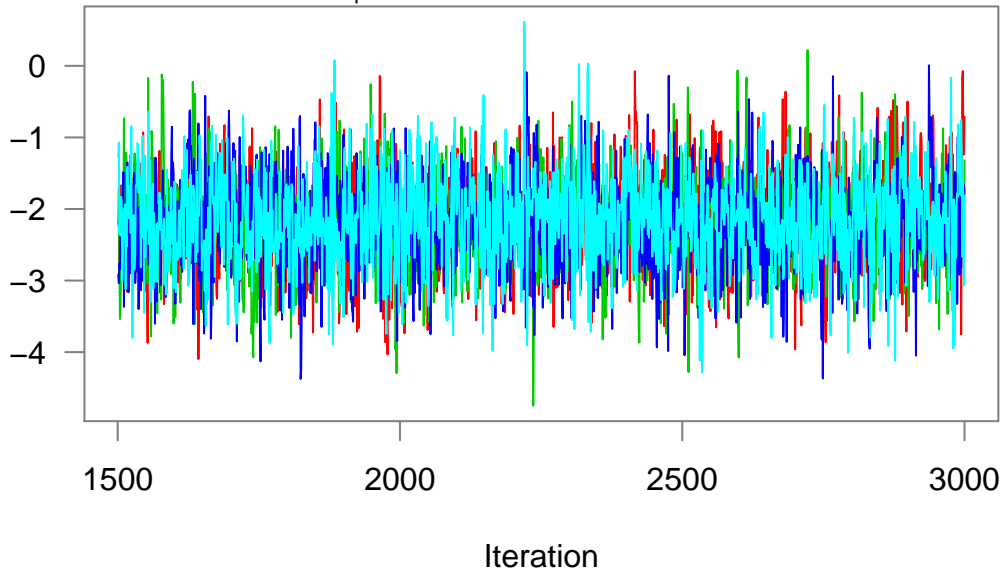
Value



**z\_1[1,15]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

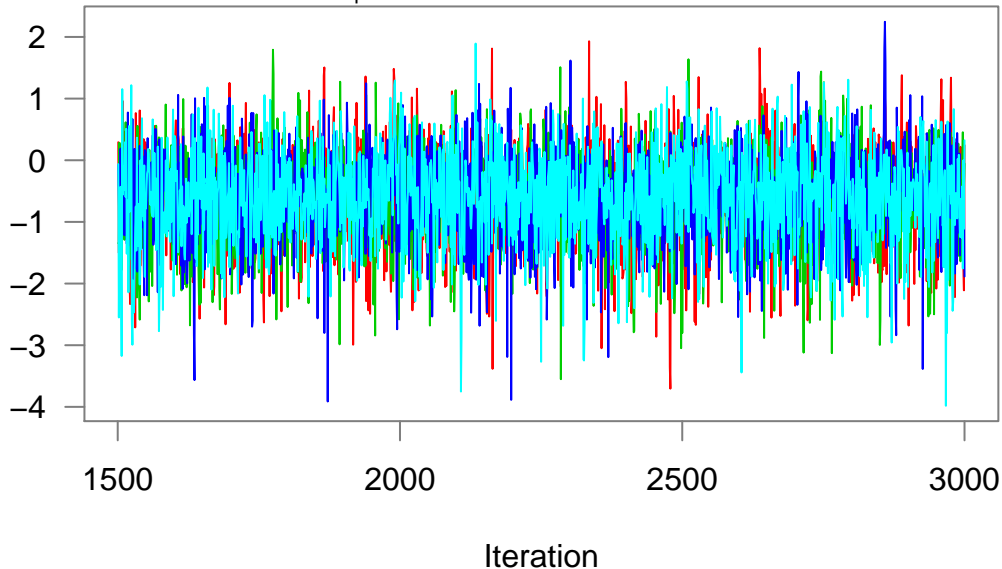
Value



**z\_2[1,1]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

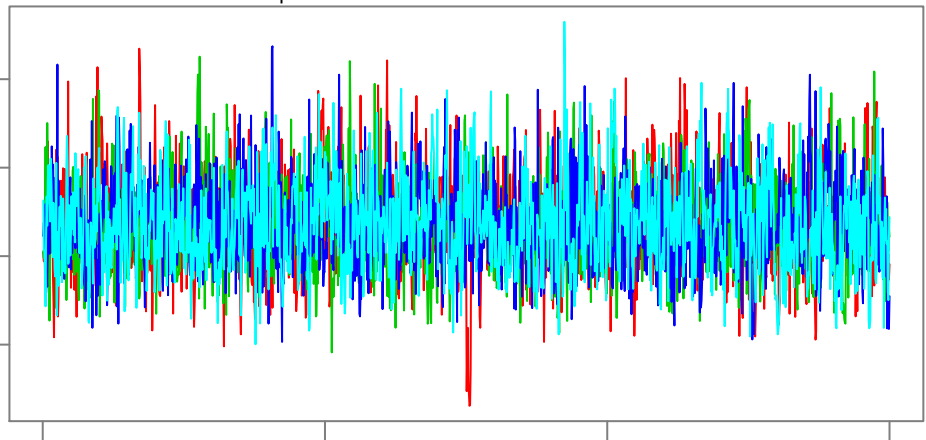
Value



**$z\_2[1,2]$**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value



1500

2000

2500

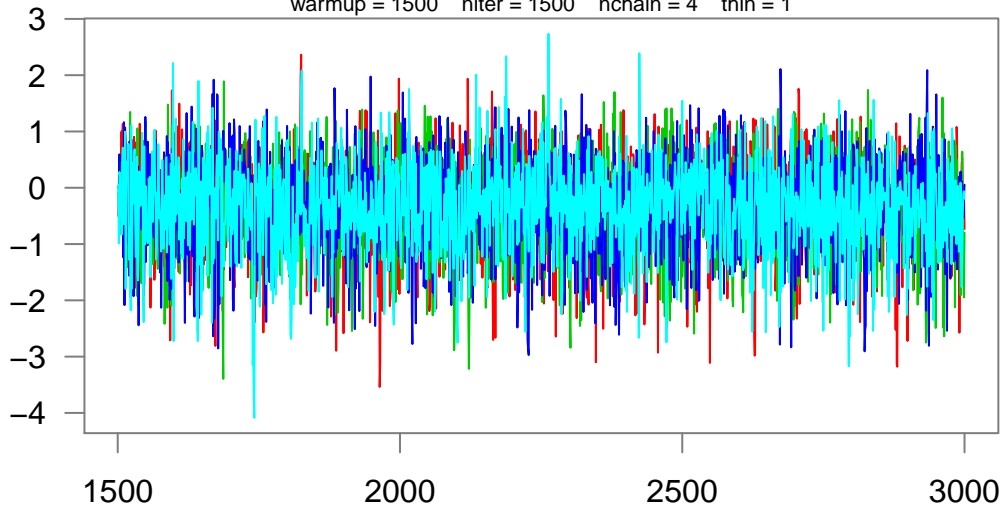
3000

Iteration

**z\_2[1,3]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value

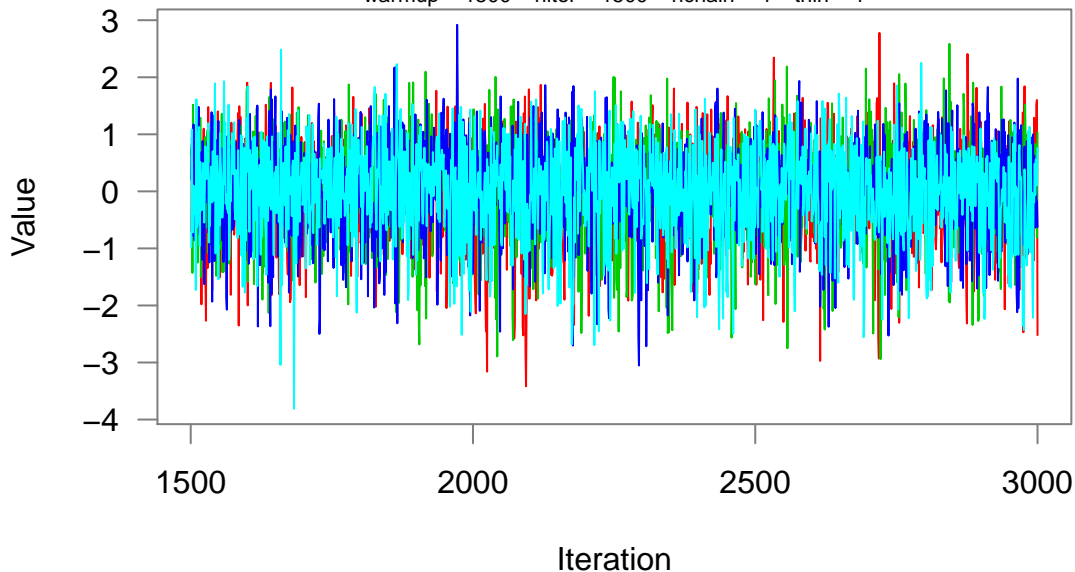


Iteration



**z\_2[1,4]**

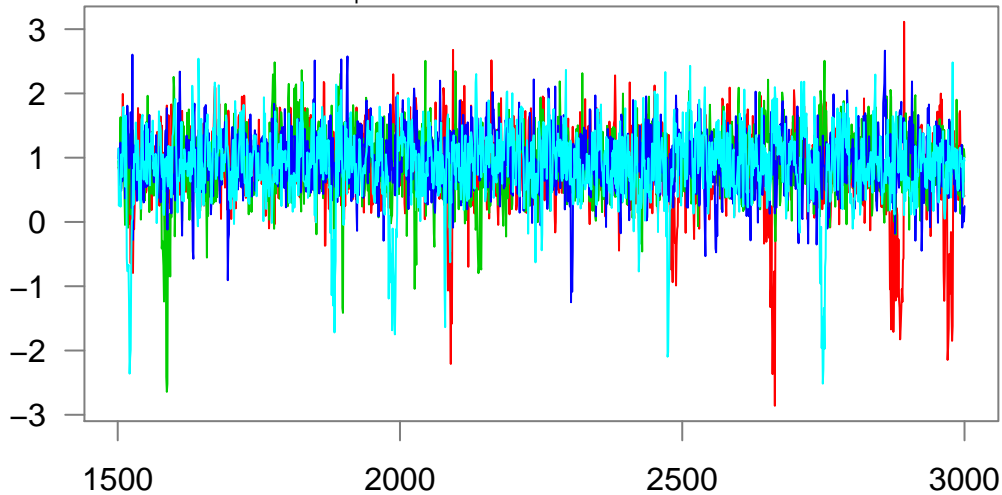
warmup = 1500   niter = 1500   nchain = 4   thin = 1



**z\_2[1,5]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value

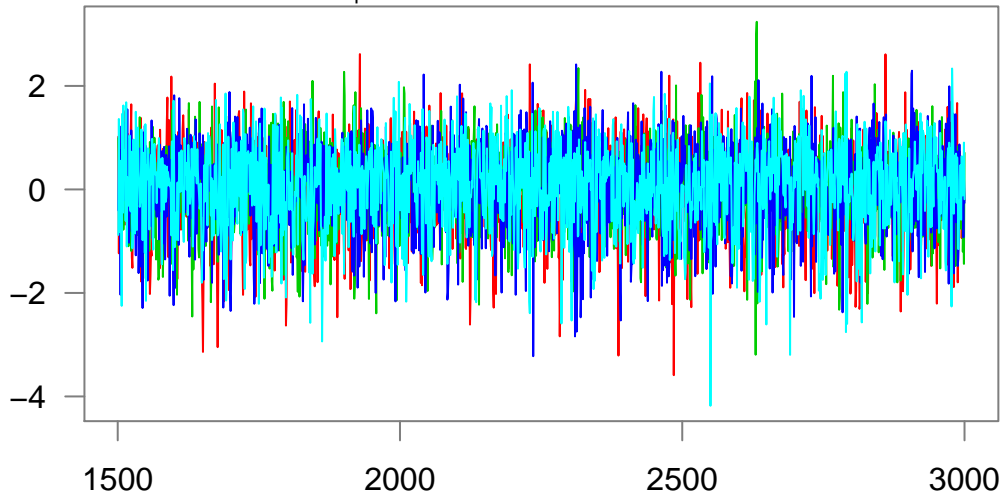


Iteration

**z\_2[1,6]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value

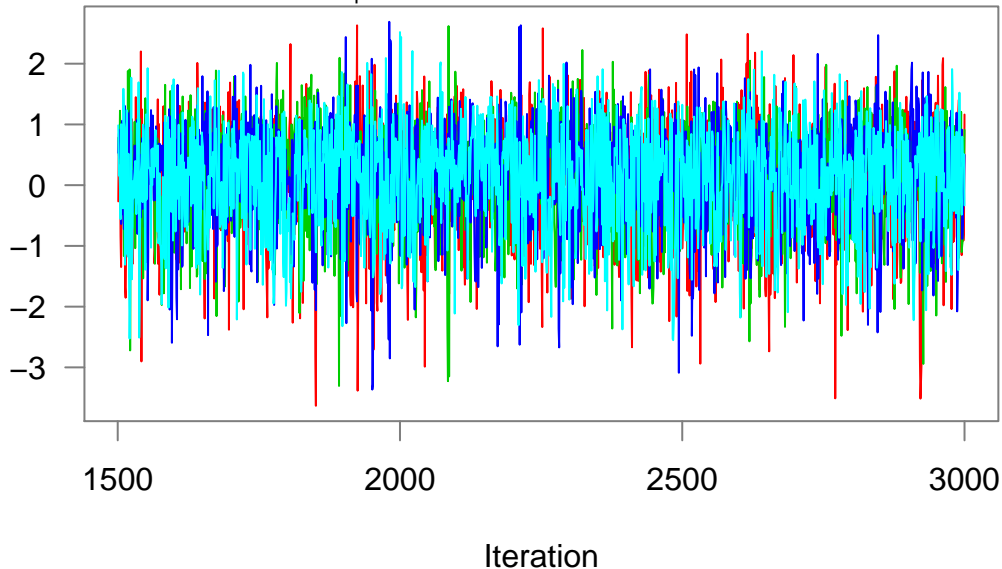


Iteration

**z\_2[1,7]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

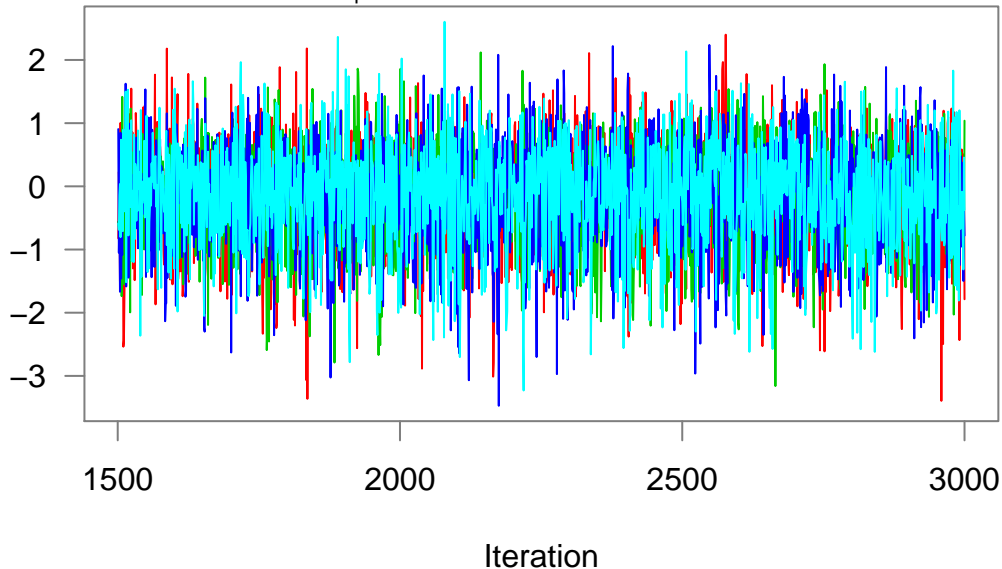
Value



**z\_2[1,8]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

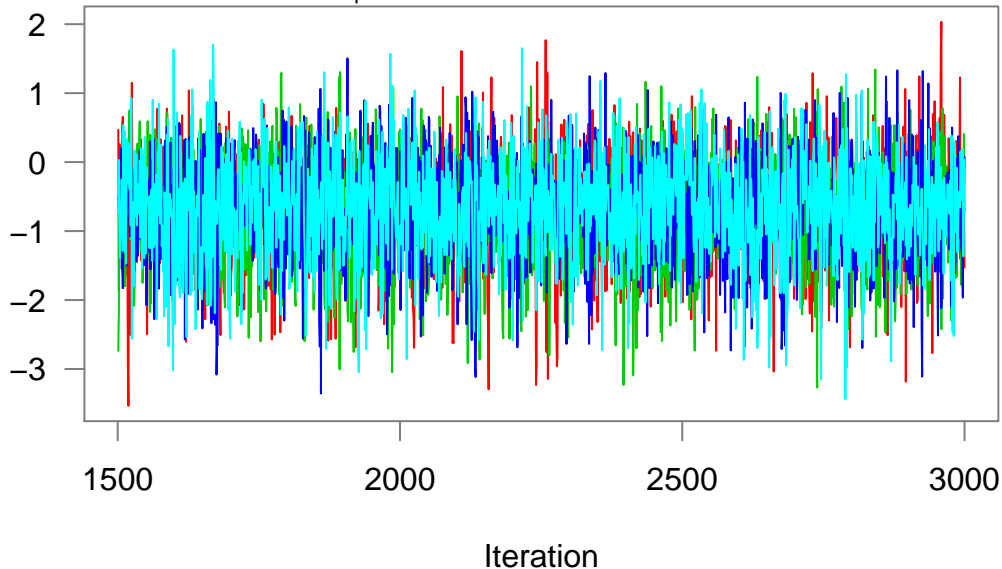
Value



**z\_2[1,9]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

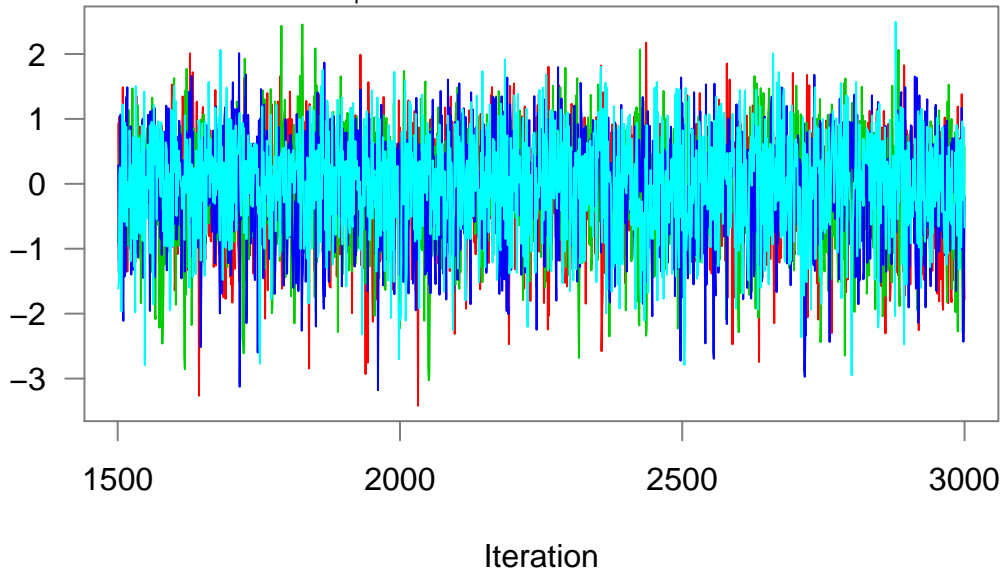
Value



**z\_2[1,10]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

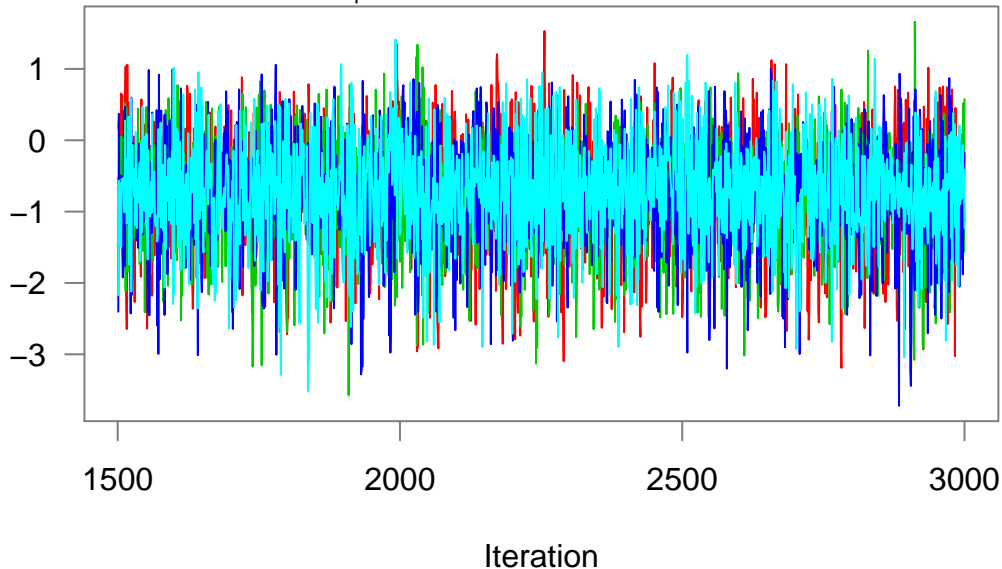
Value



**z\_2[1,11]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value

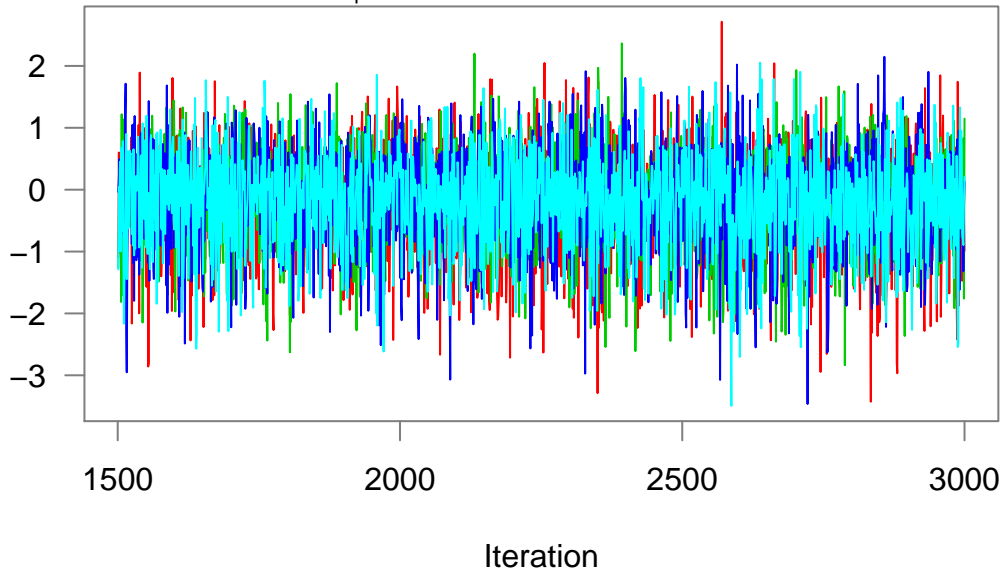




**z\_2[1,12]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

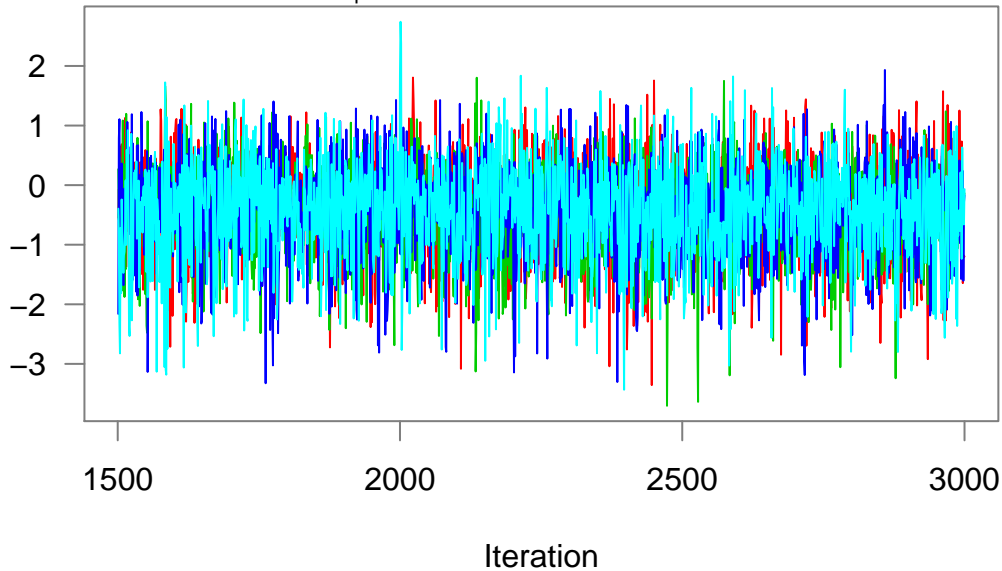
Value



**z\_2[1,13]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

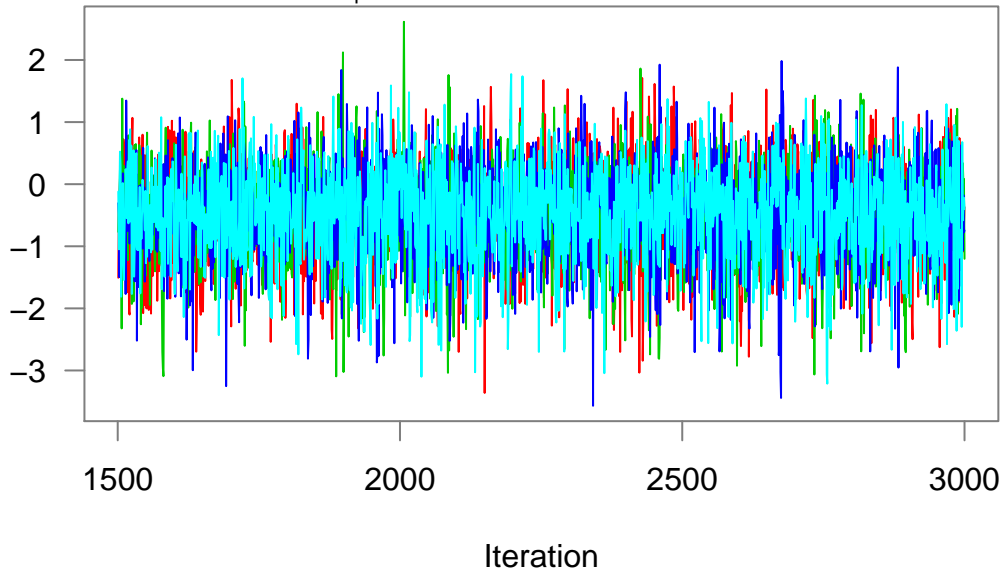
Value



**z\_2[1,14]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value



**z\_2[1,15]**

warmup = 1500   niter = 1500   nchain = 4   thin = 1

Value

