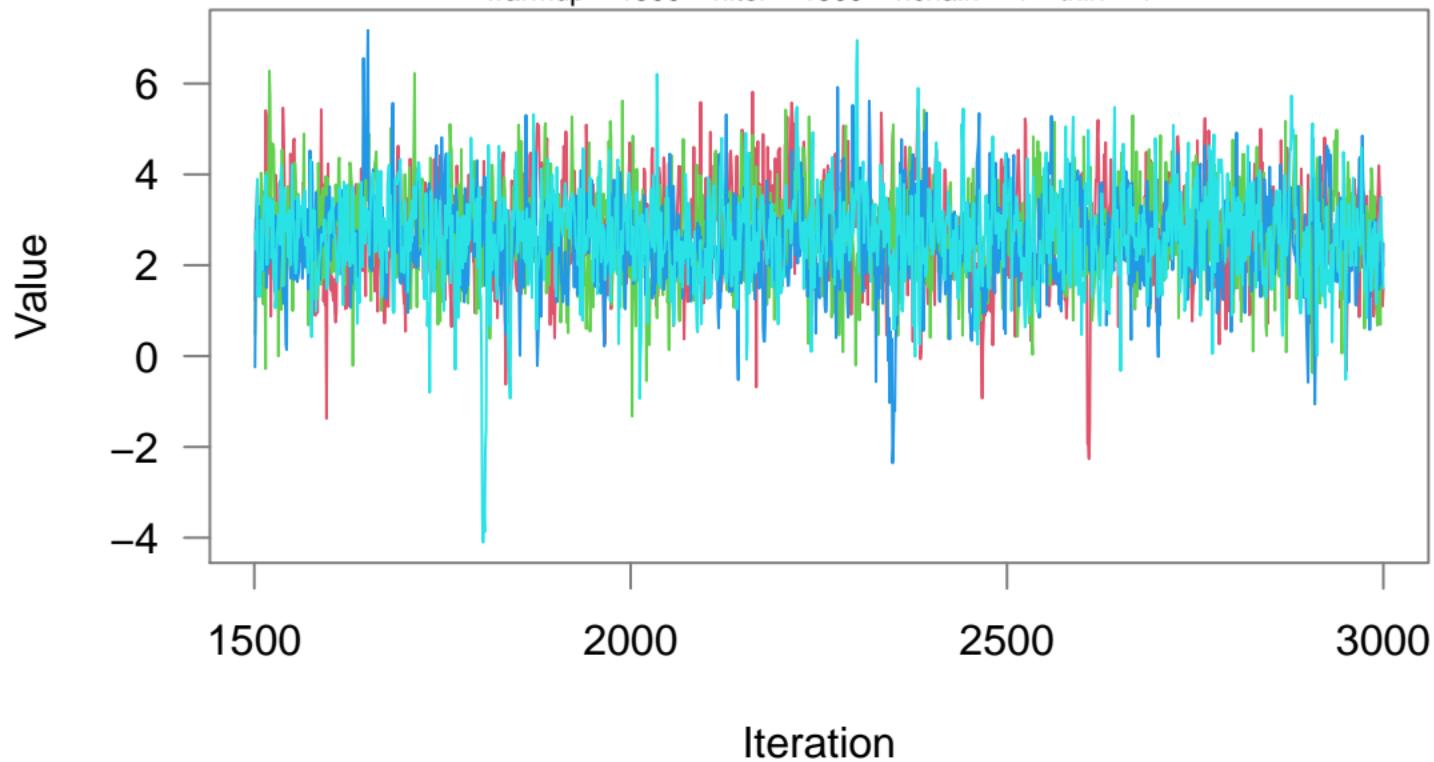


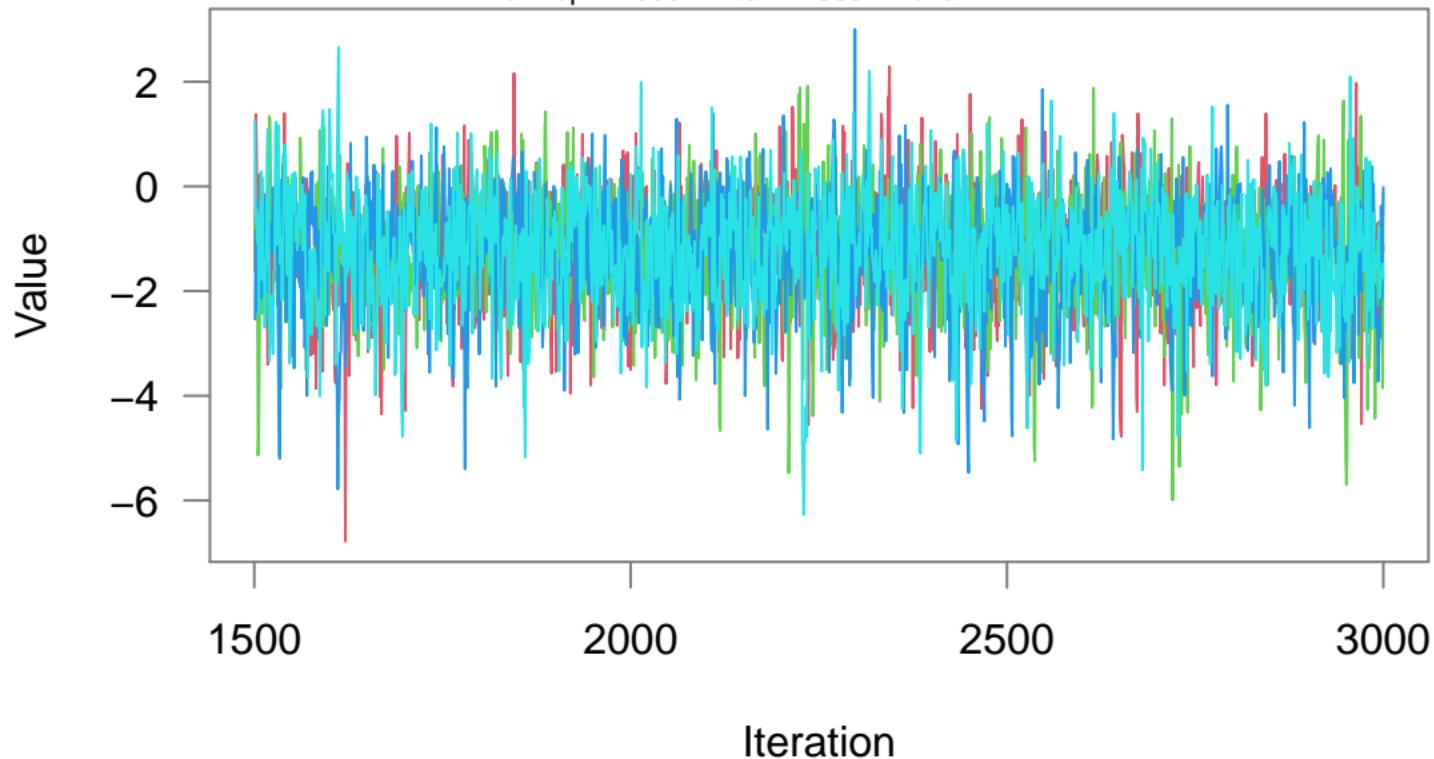
## b\_Intercept

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



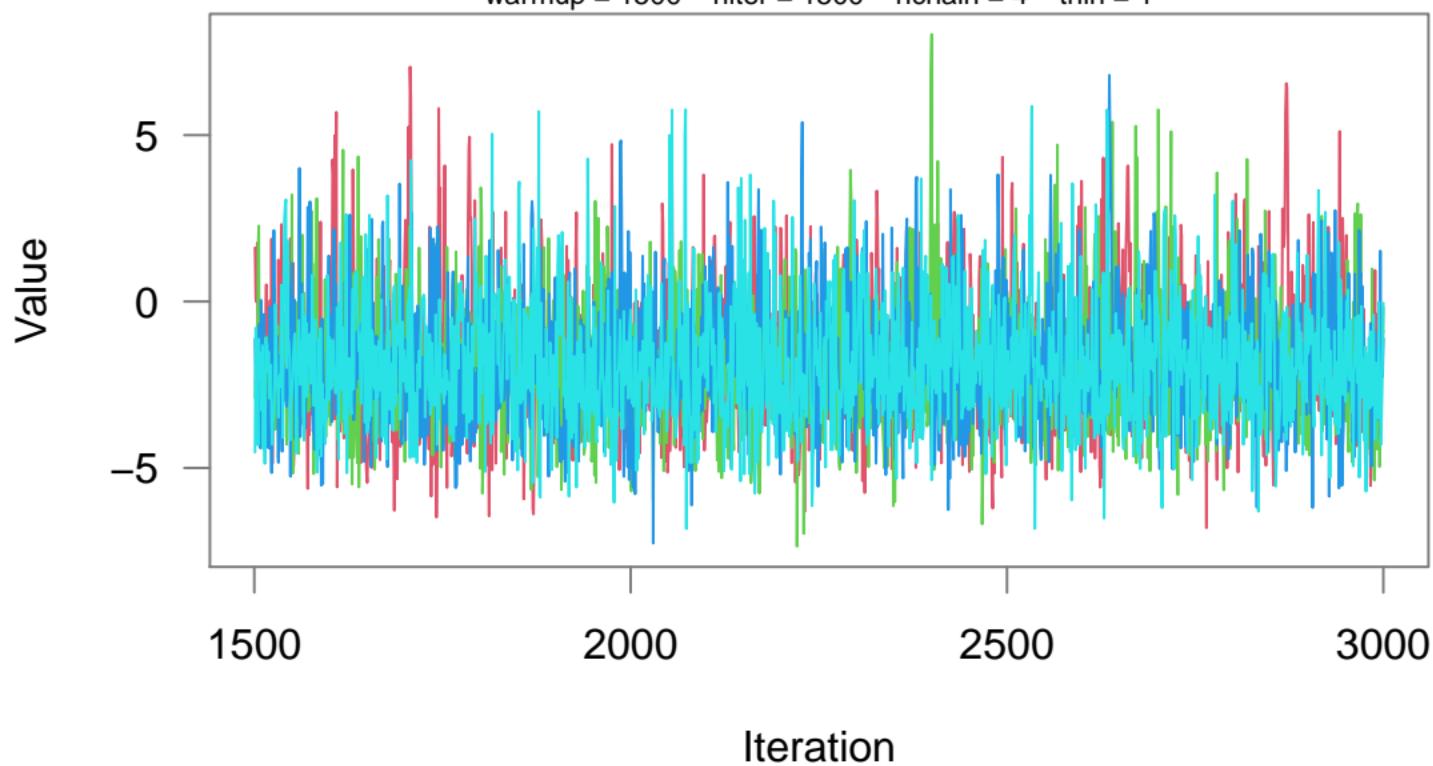
## b\_zi\_Intercept

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



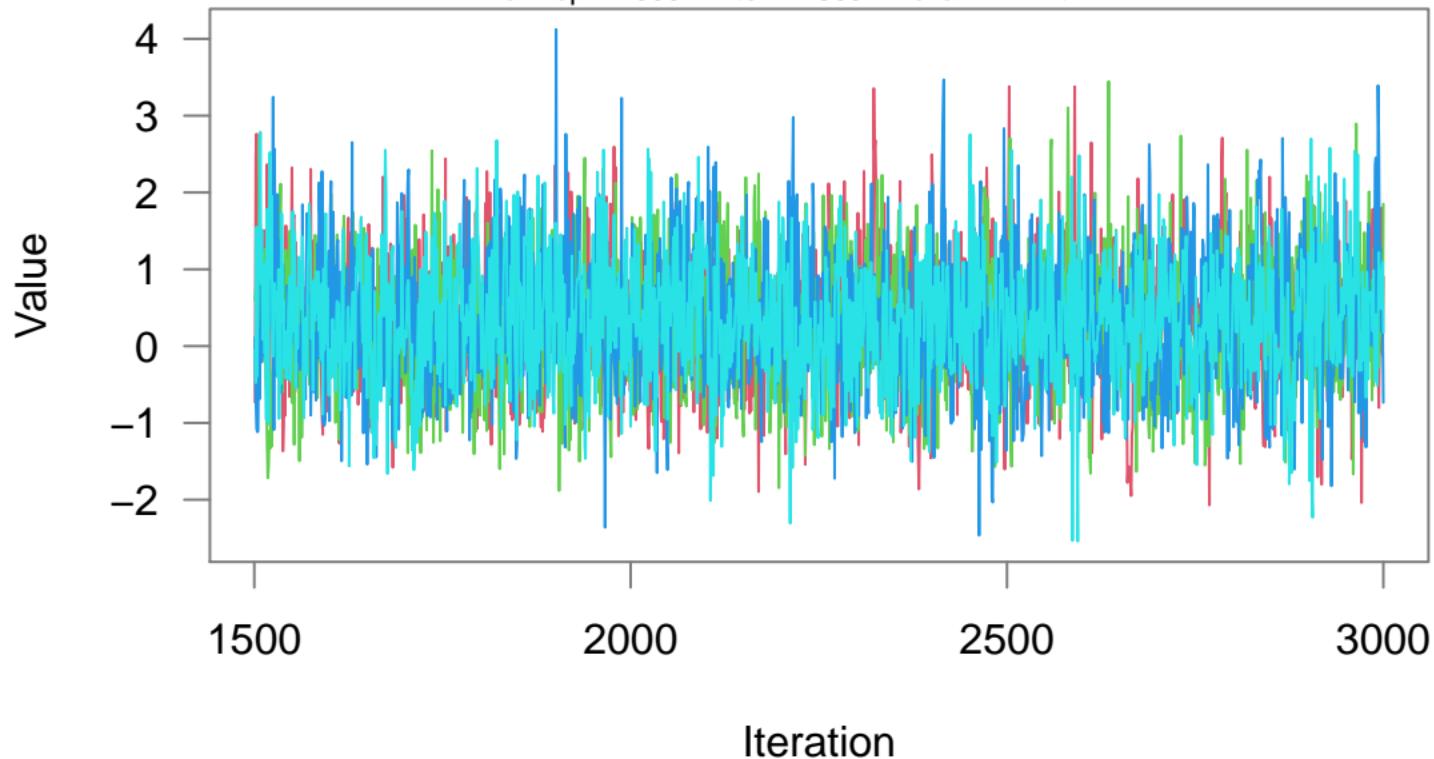
# b\_year\_fac2007

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



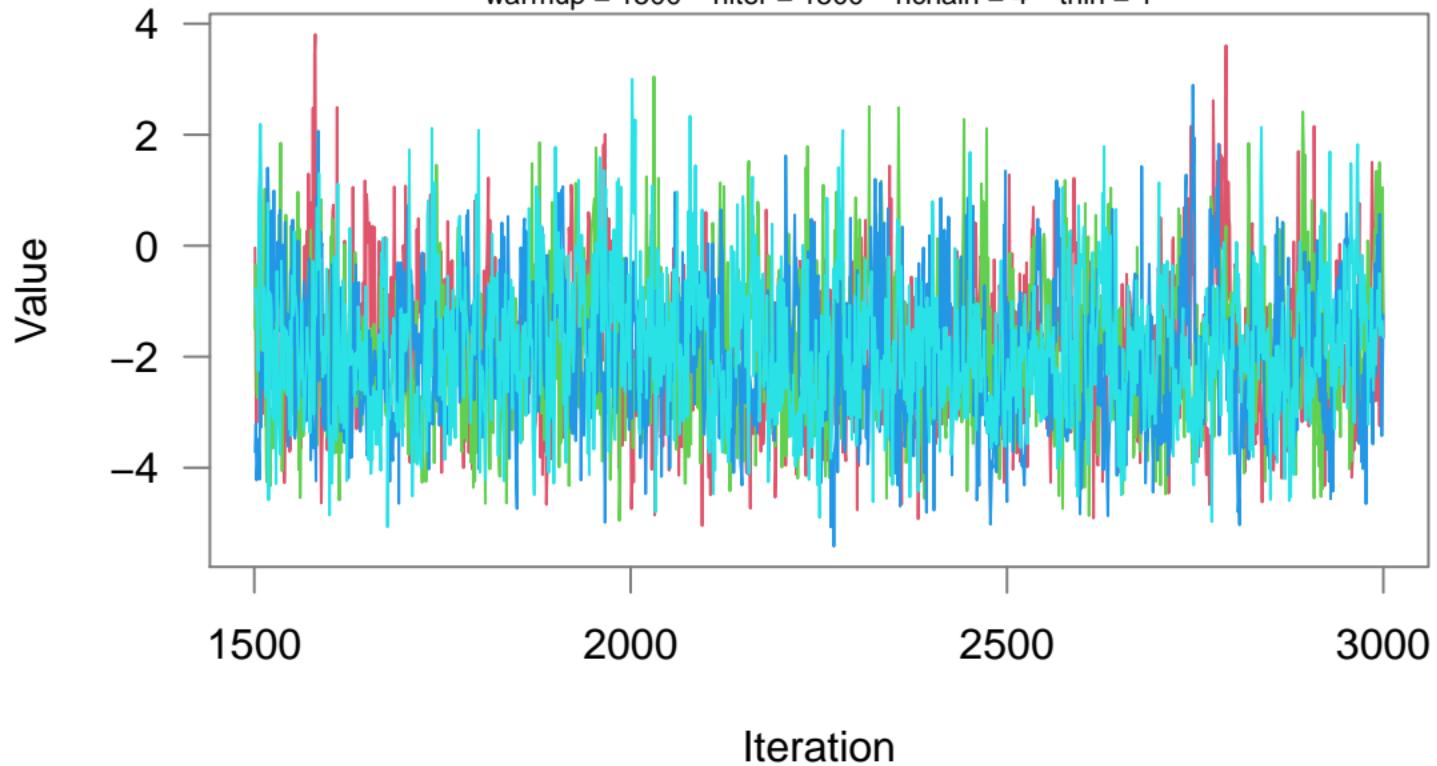
# b\_year\_fac2008

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



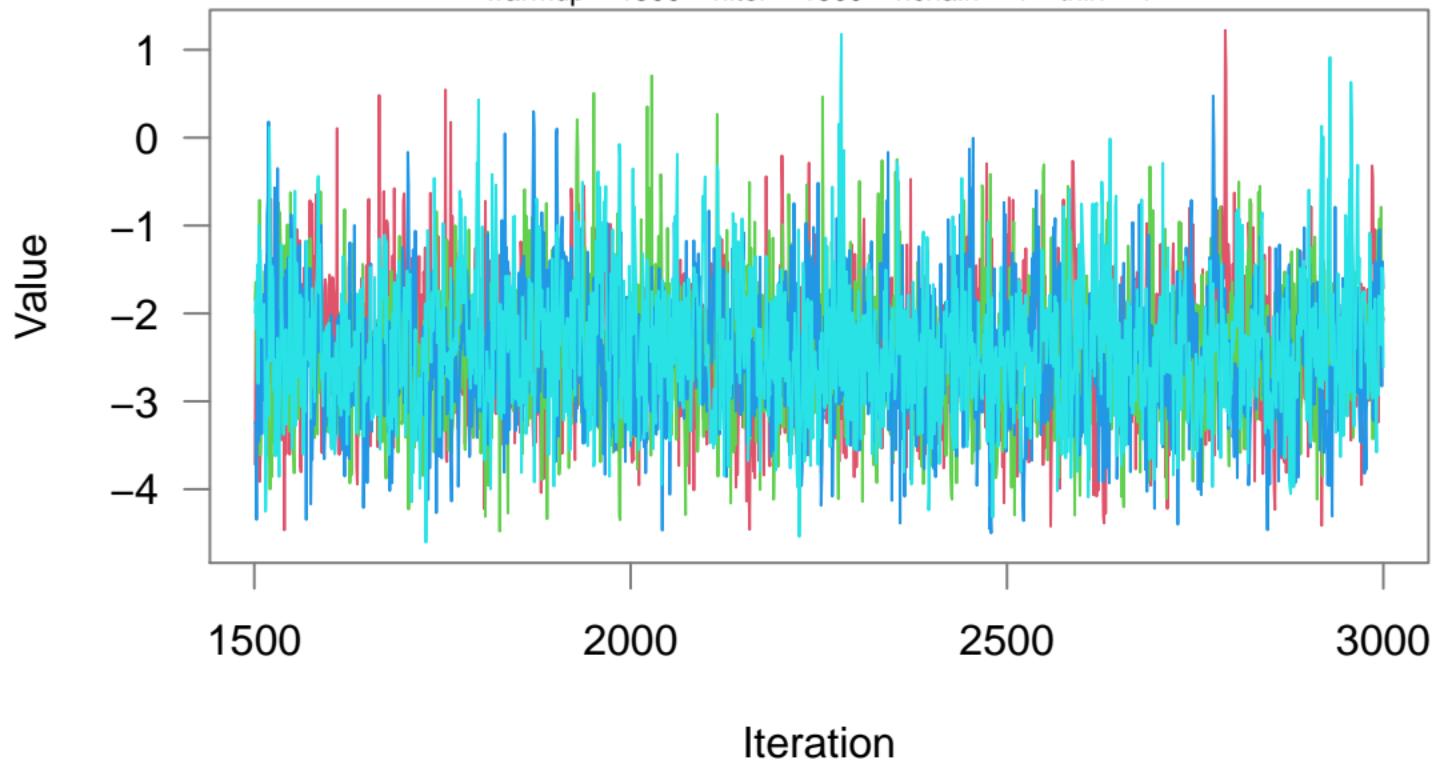
# b\_year\_fac2009

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



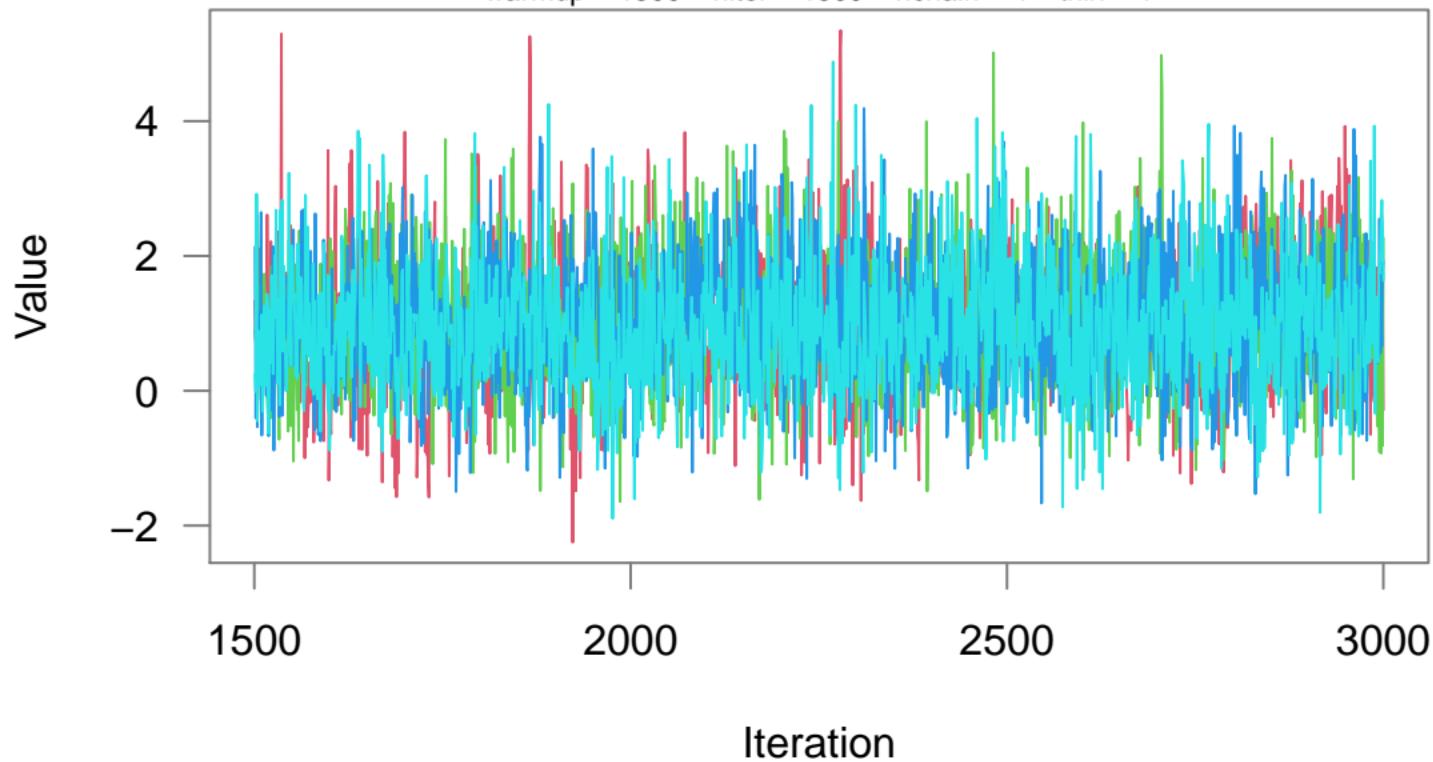
# b\_year\_fac2010

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



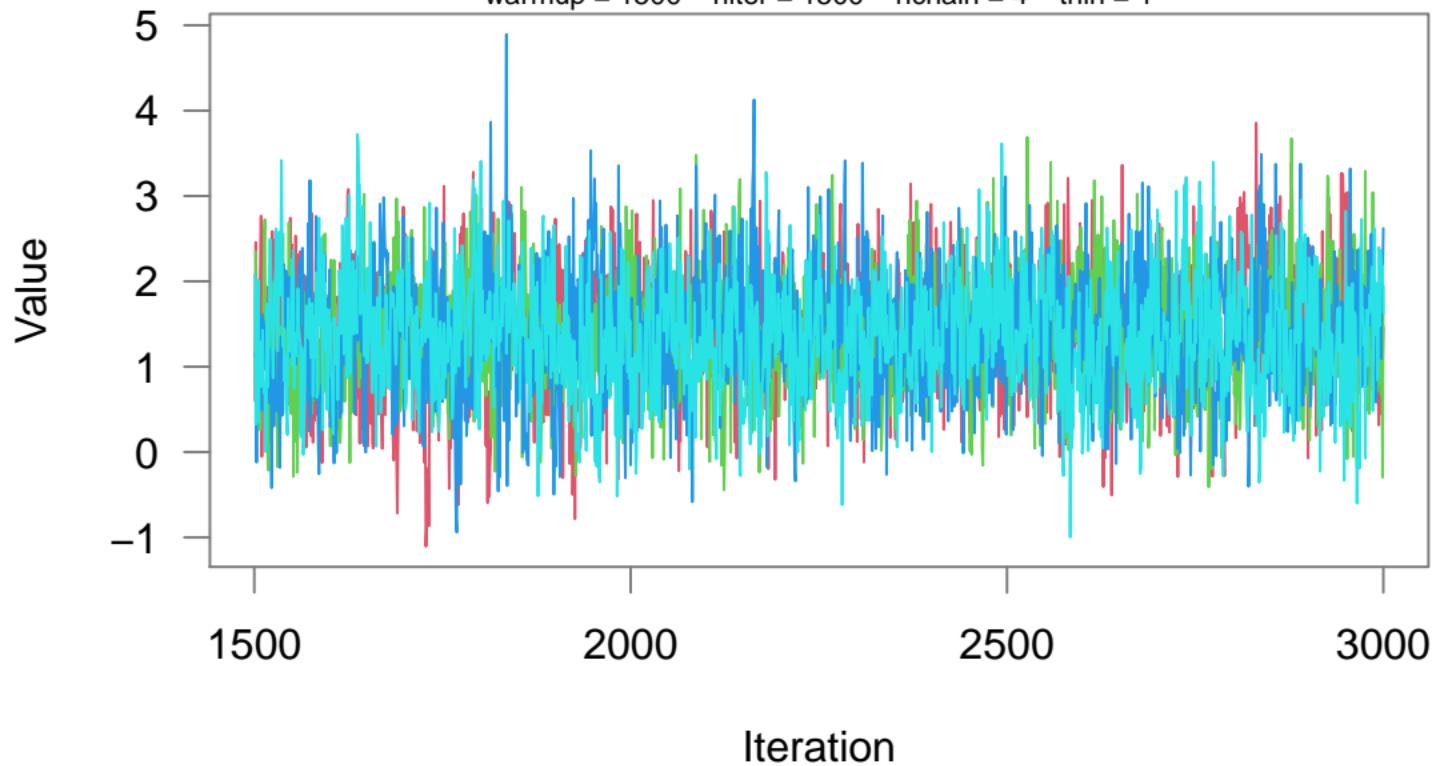
# b\_year\_fac2011

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



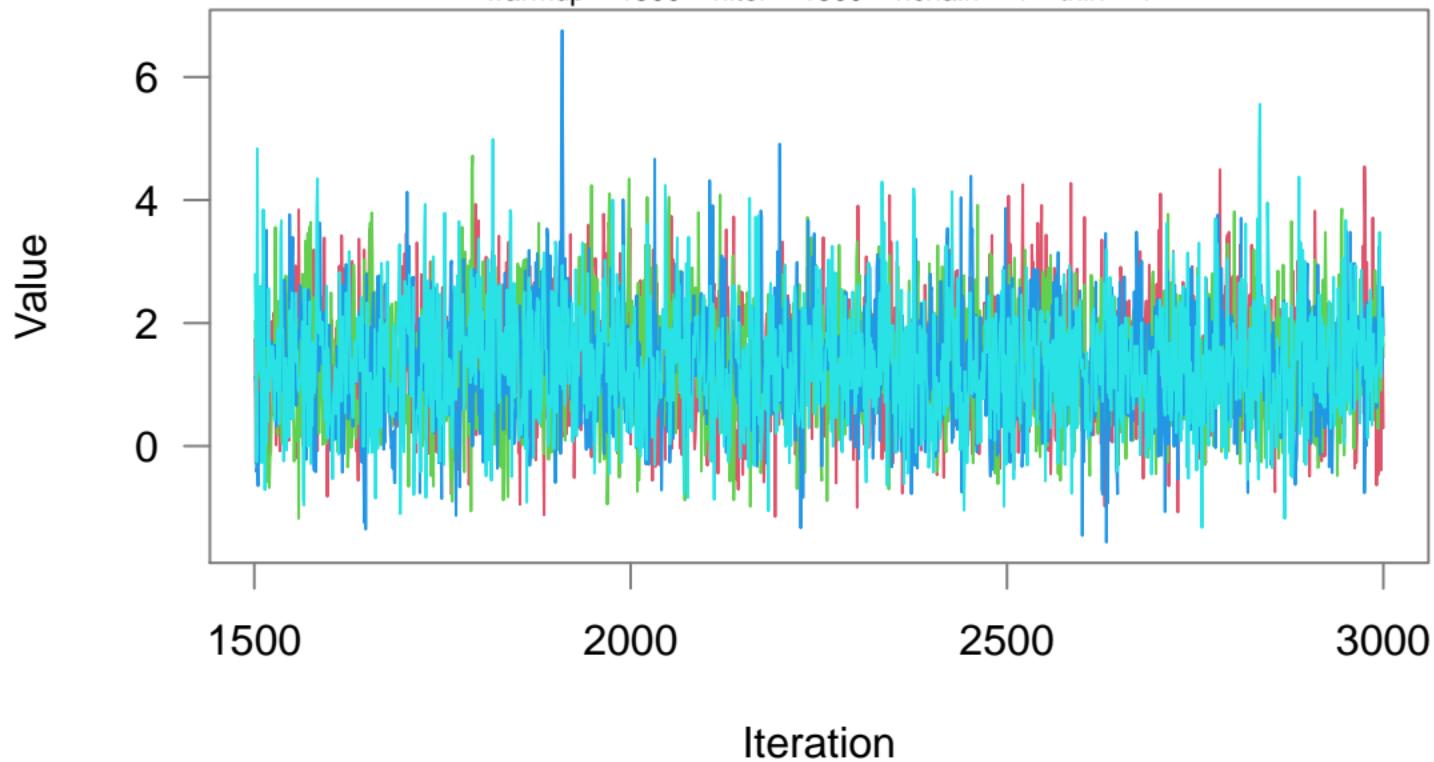
# b\_year\_fac2012

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



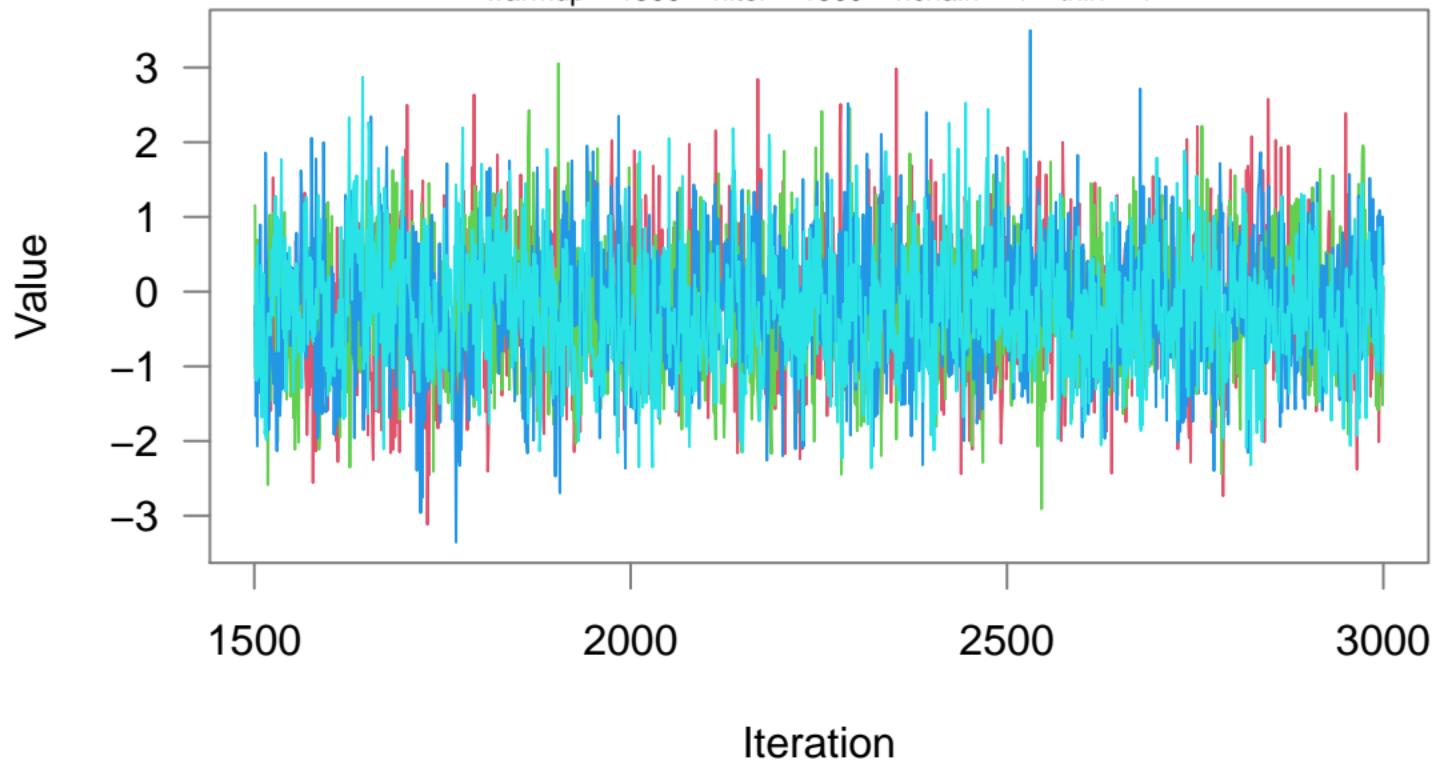
# b\_year\_fac2013

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



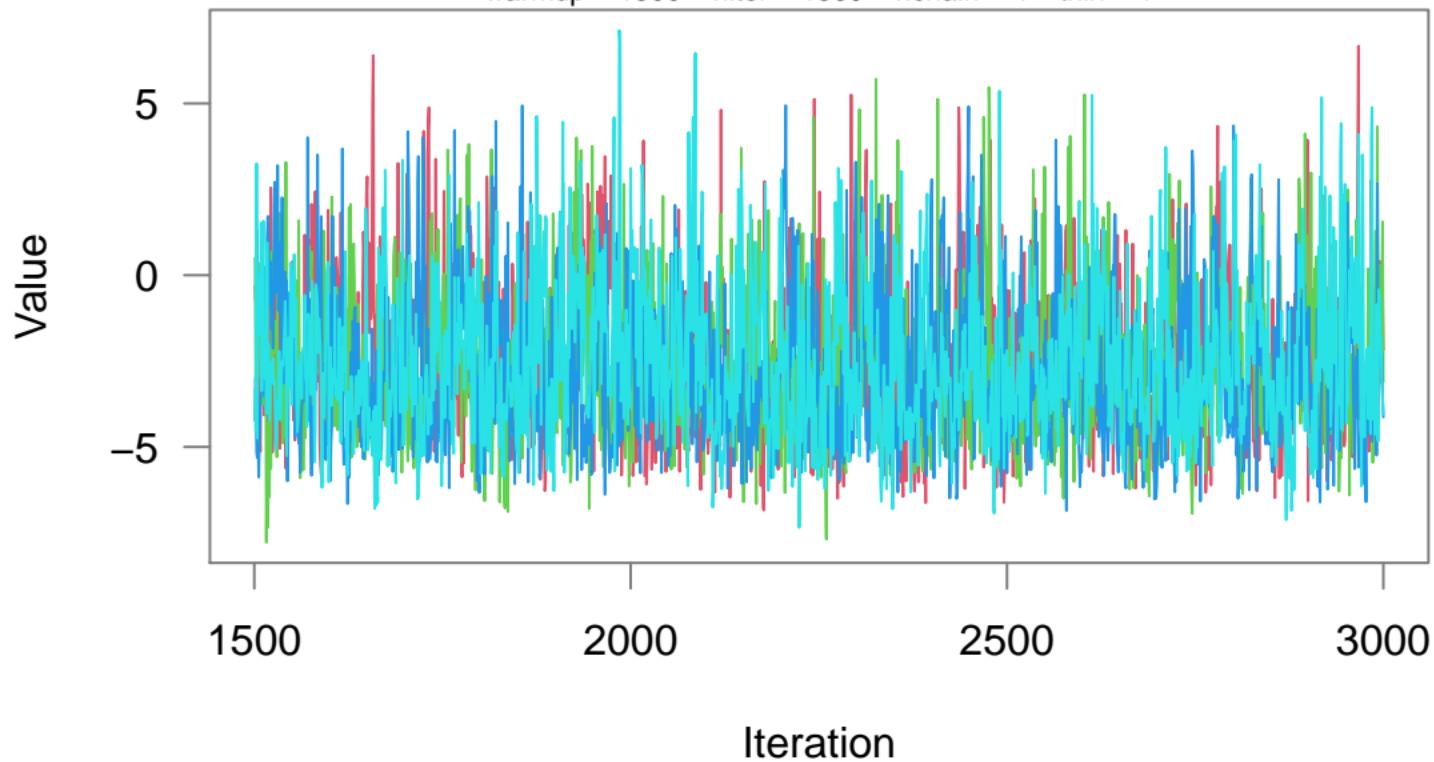
# b\_year\_fac2014

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



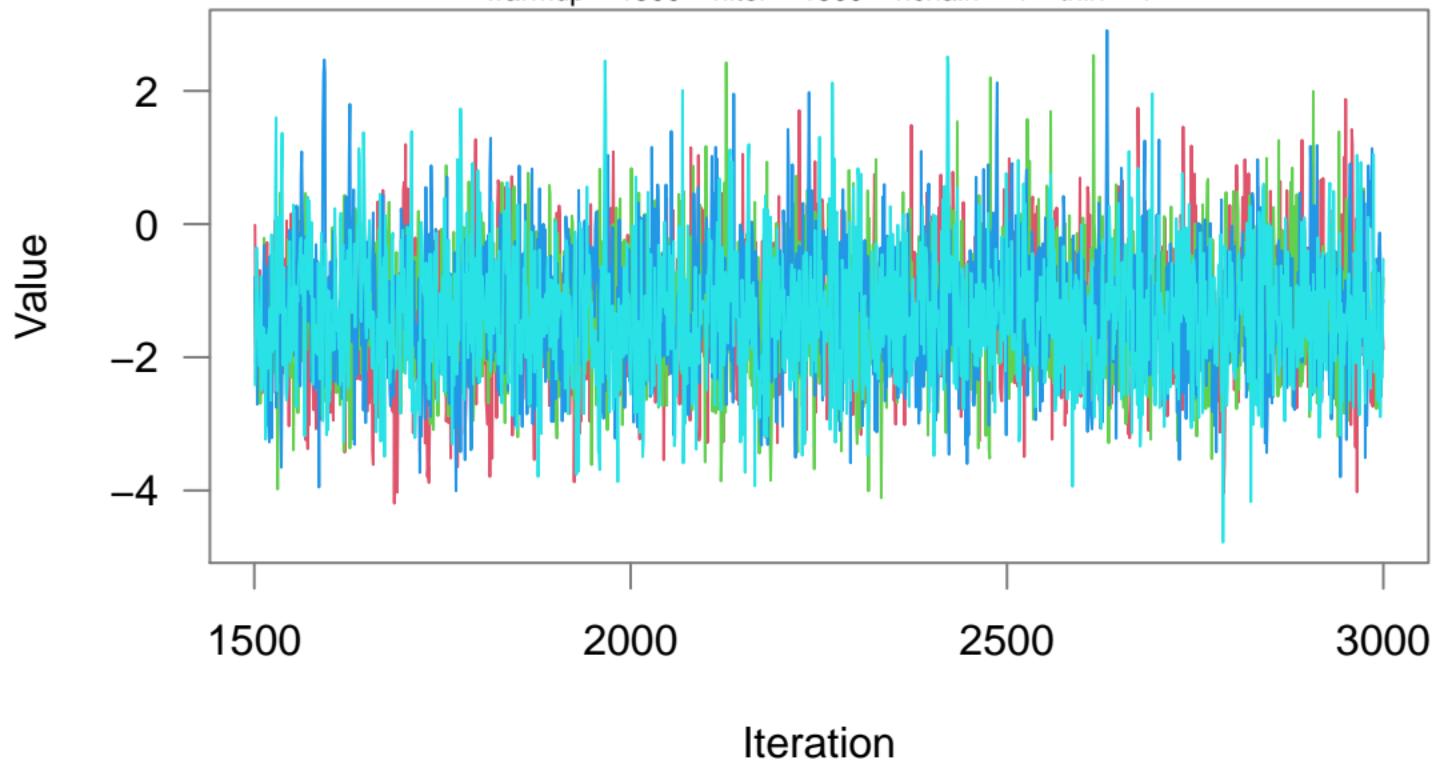
# b\_year\_fac2015

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



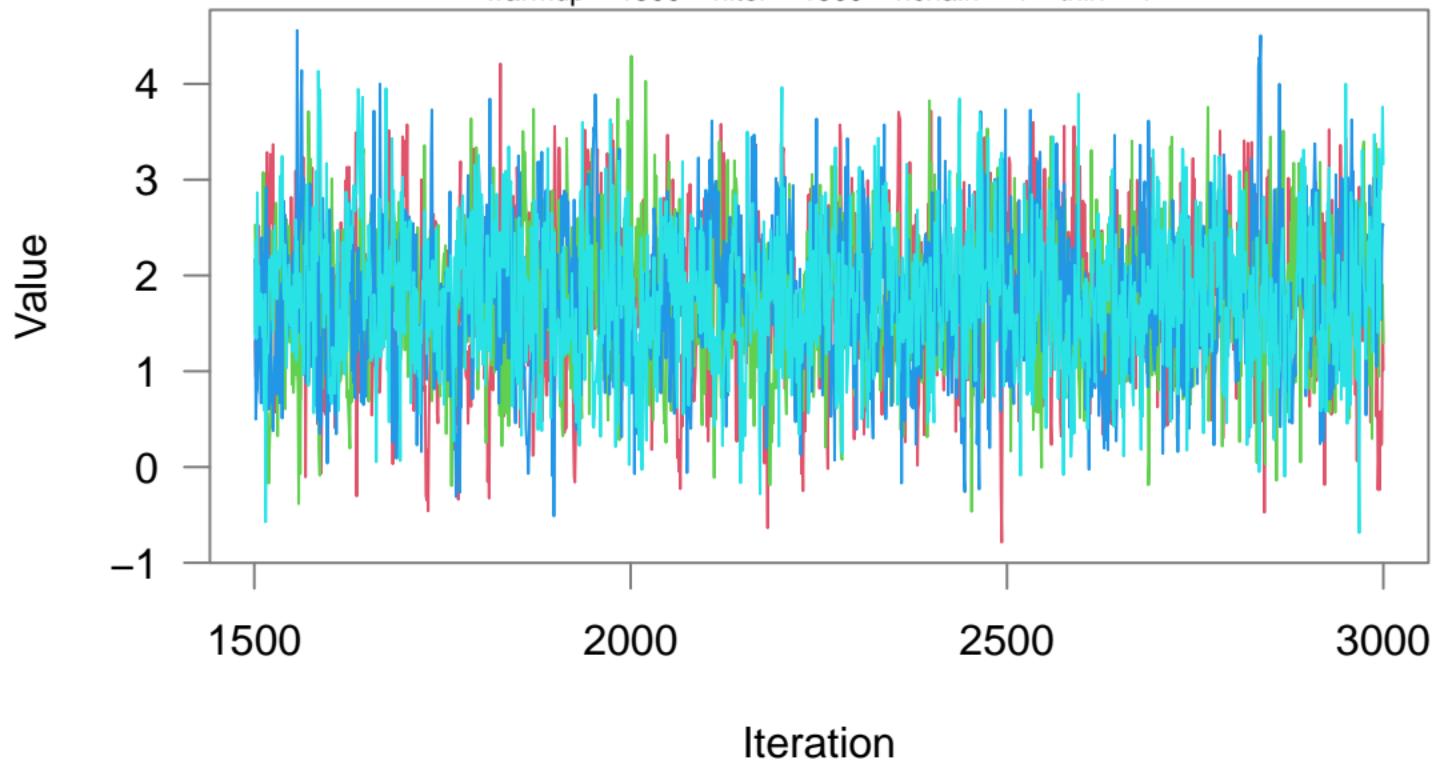
# b\_year\_fac2016

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



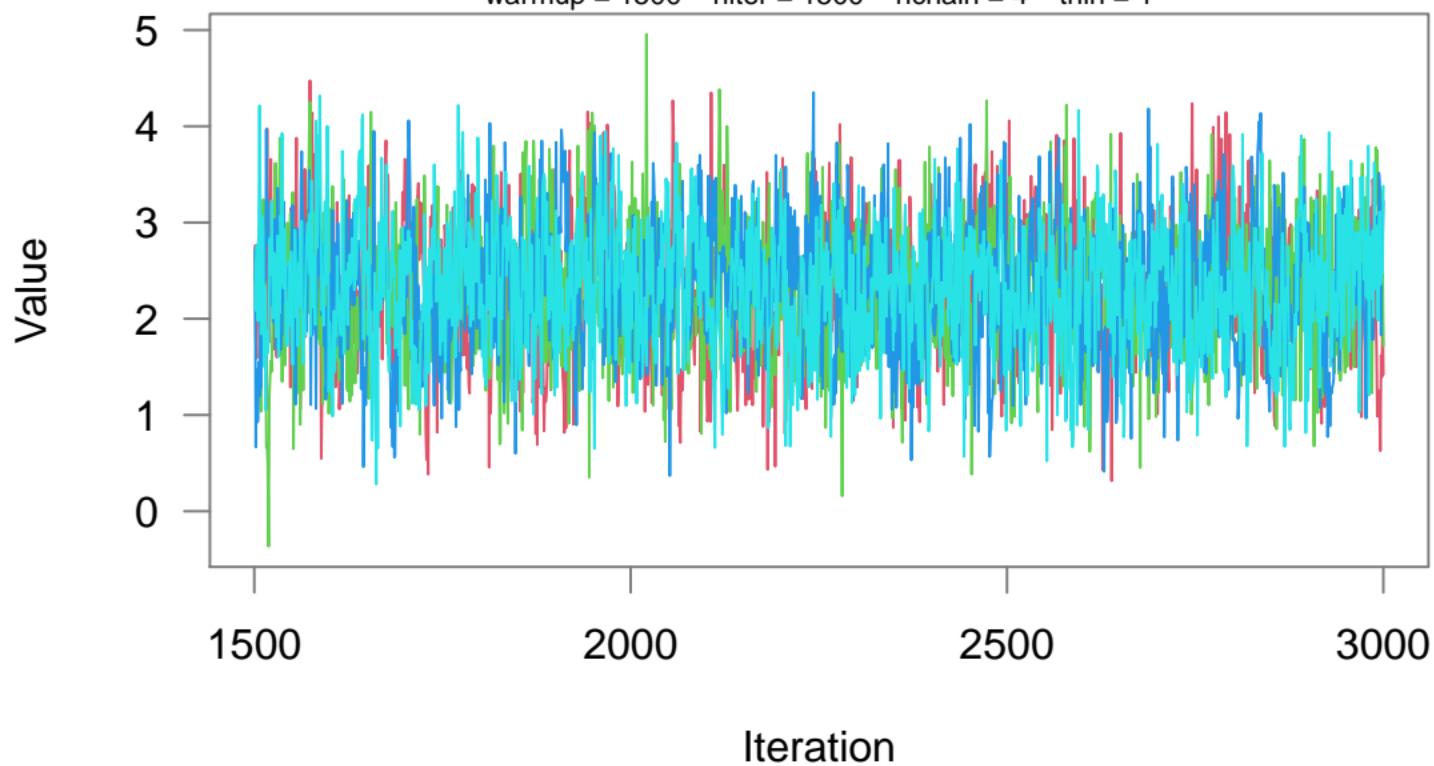
# b\_year\_fac2017

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



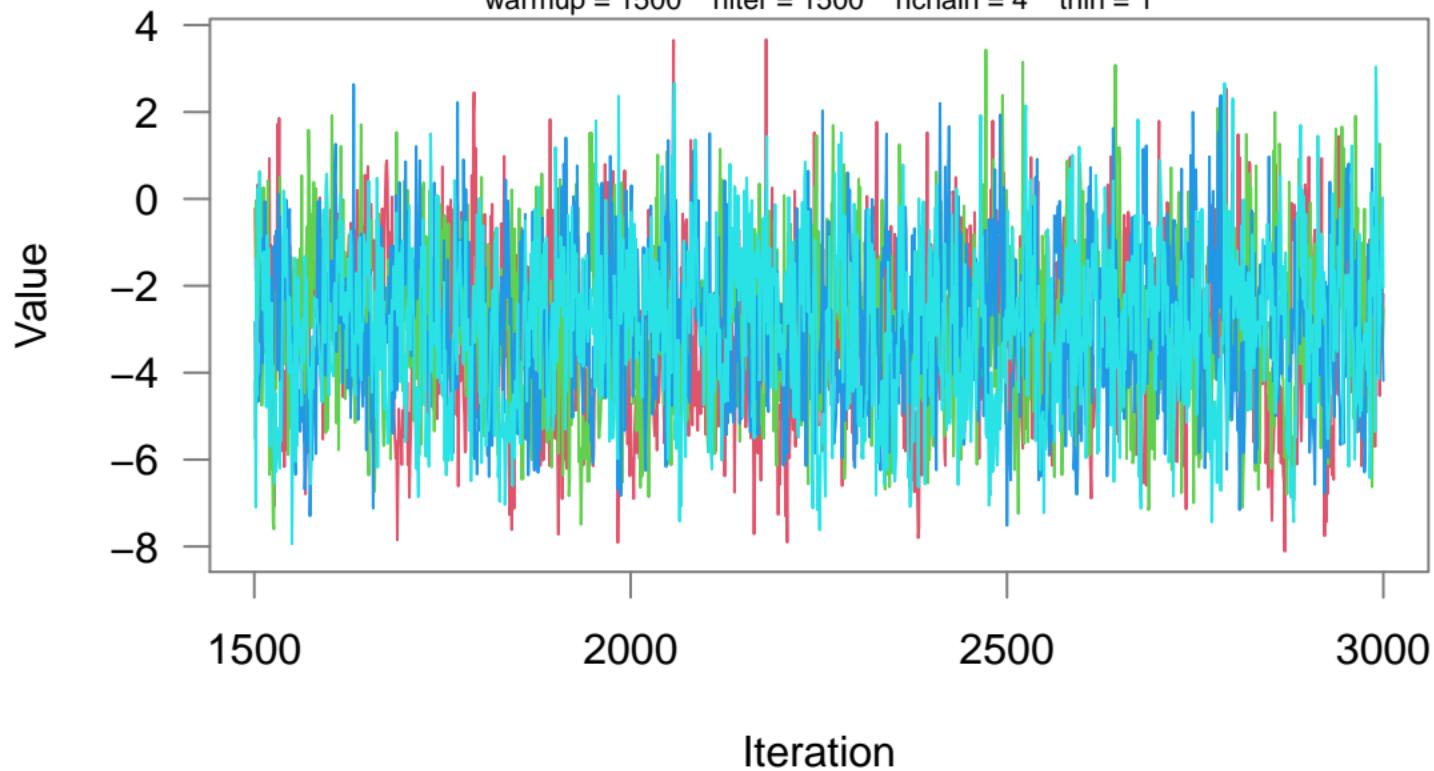
# b\_year\_fac2018

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



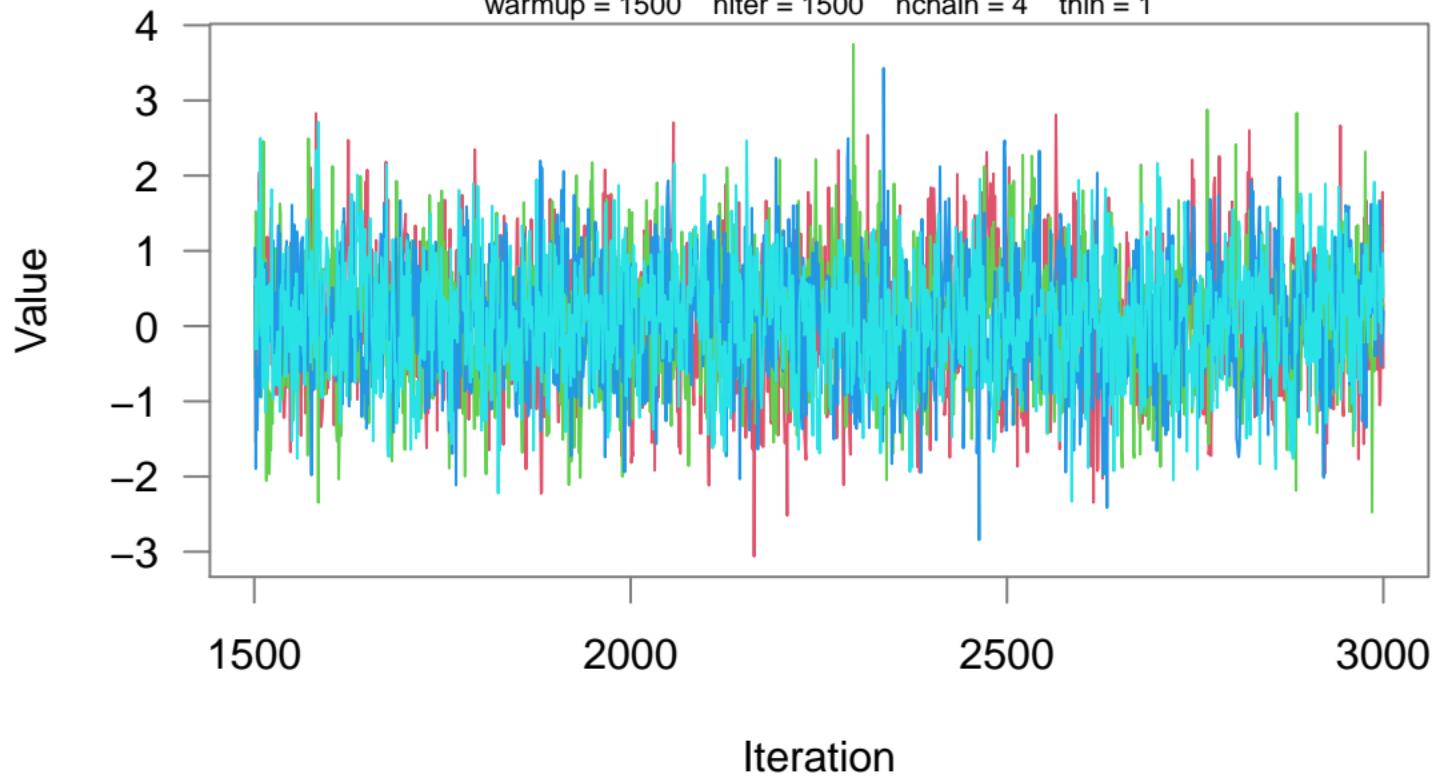
# b\_year\_fac2019

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



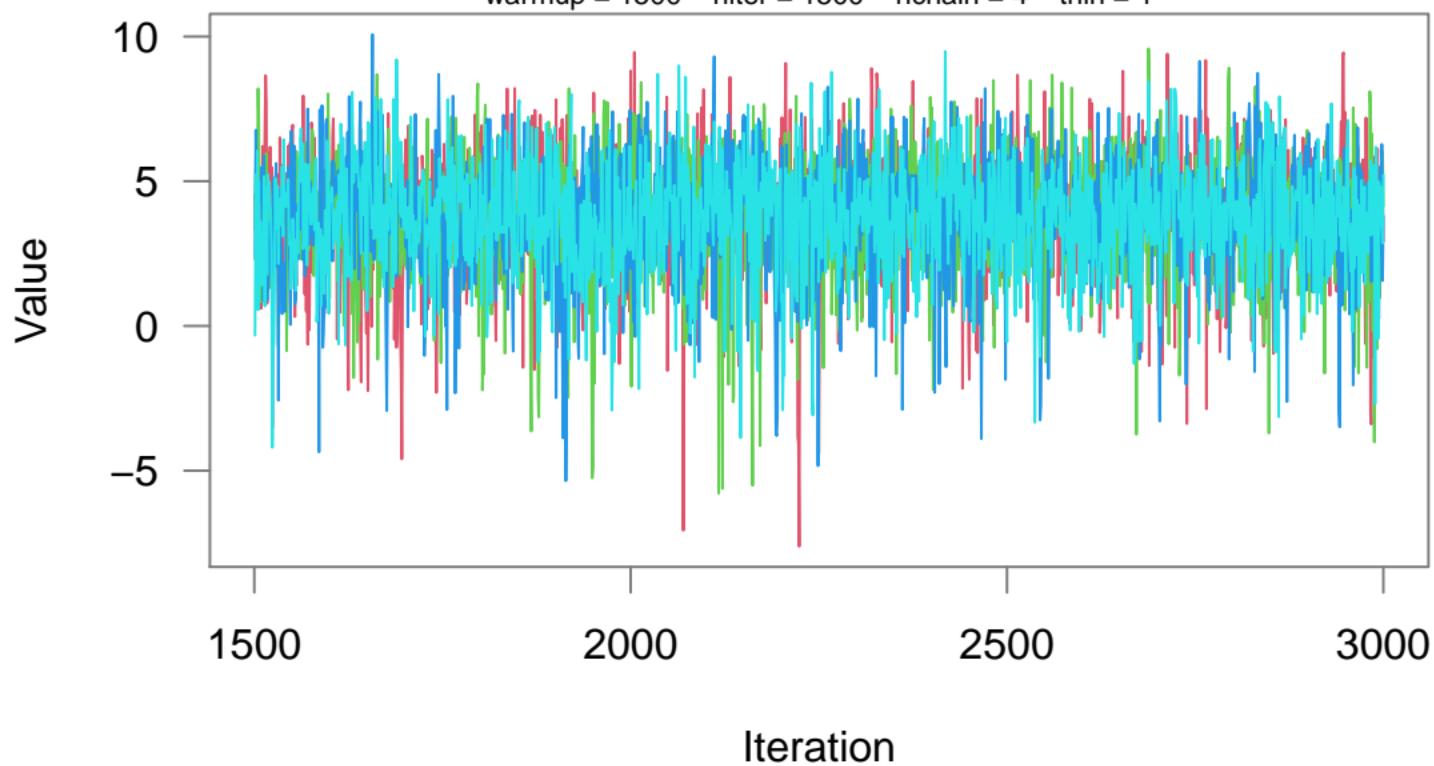
# b\_year\_fac2020

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



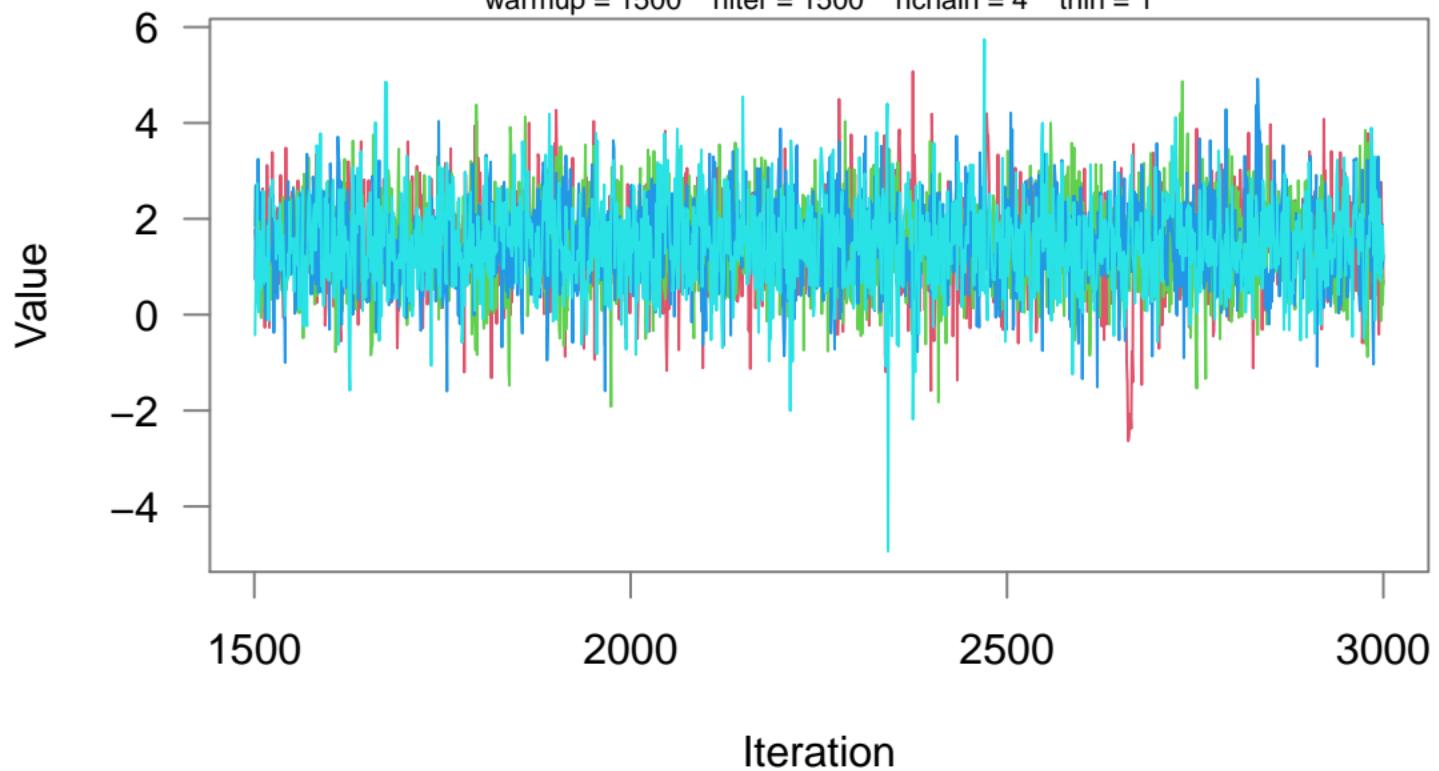
# **b\_zi\_year\_fac2007**

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



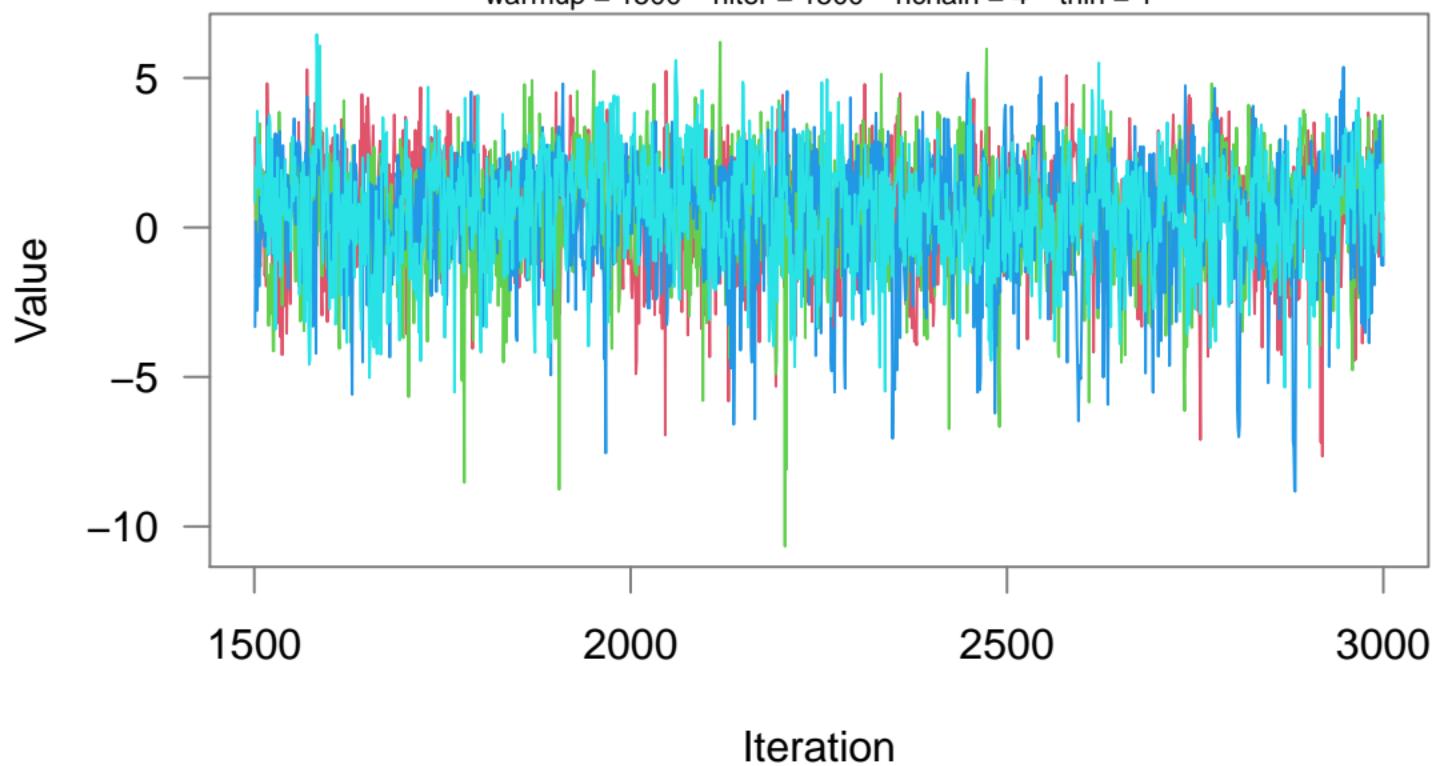
## b\_zi\_year\_fac2008

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



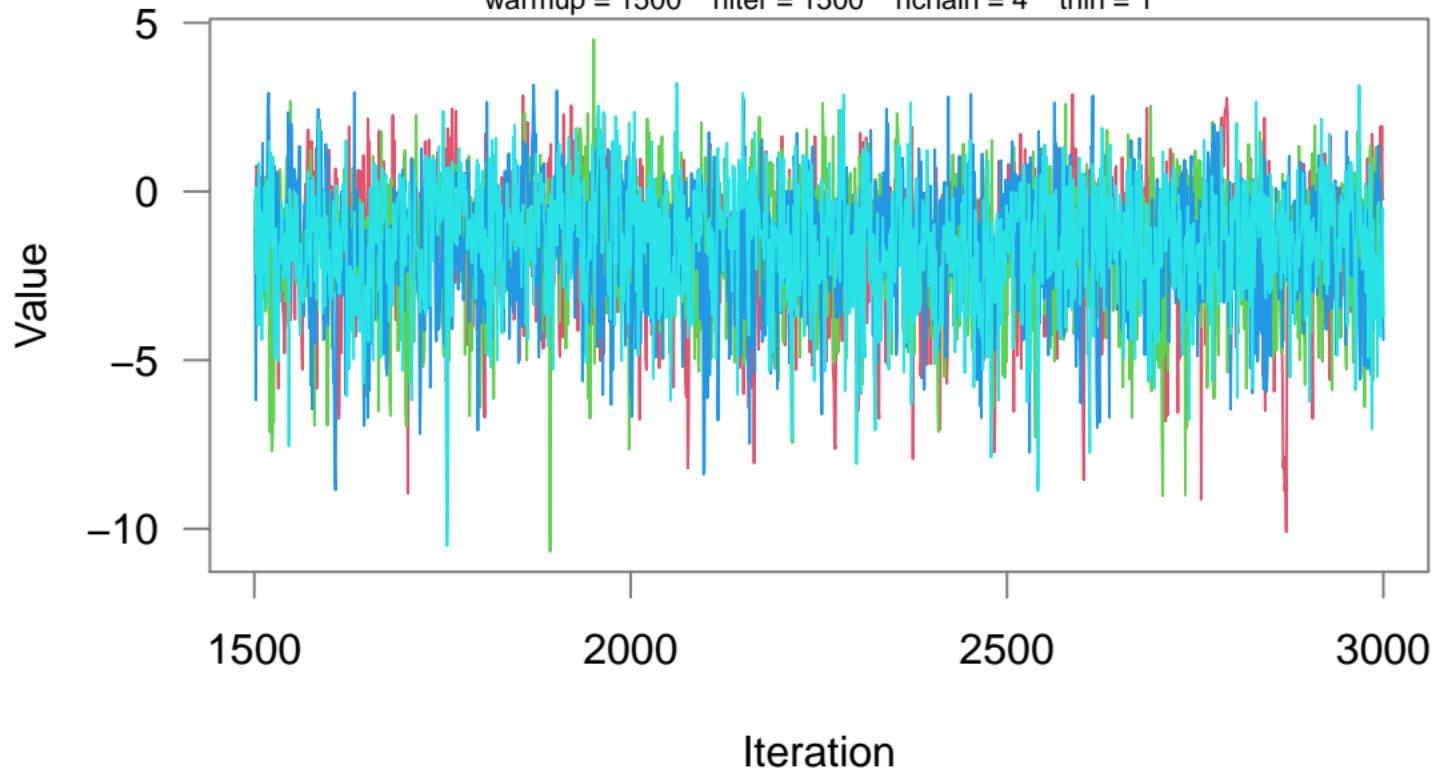
# **b\_zi\_year\_fac2009**

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



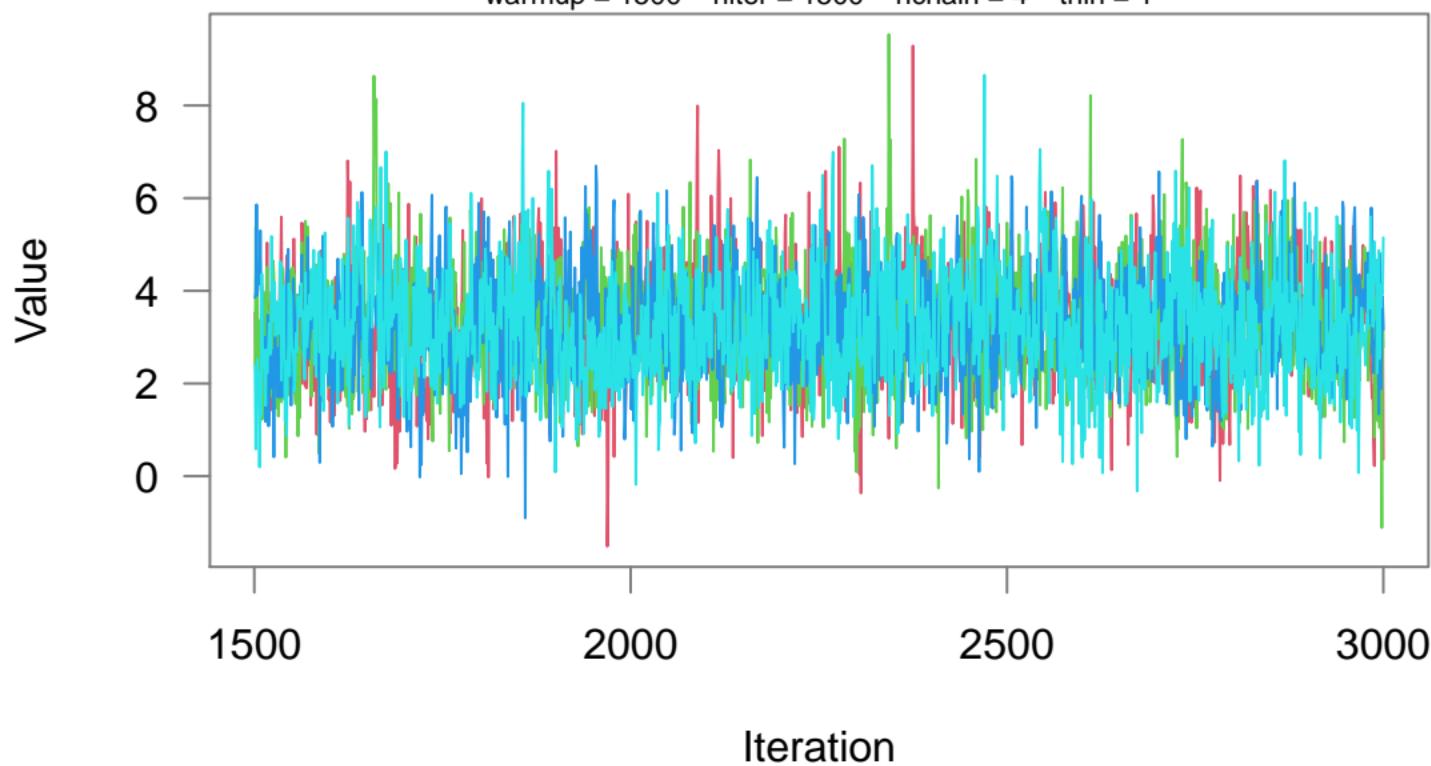
# b\_zi\_year\_fac2010

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



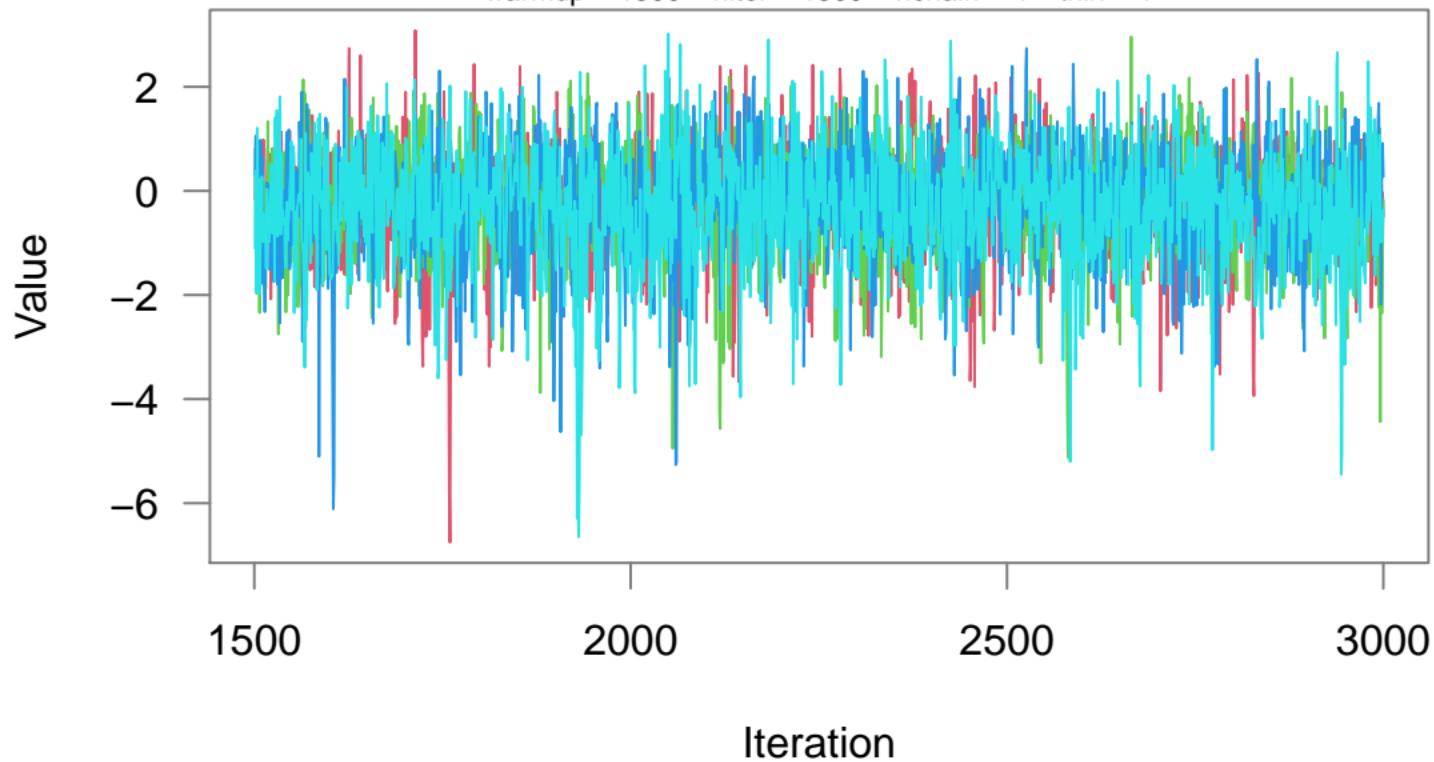
# b\_zi\_year\_fac2011

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



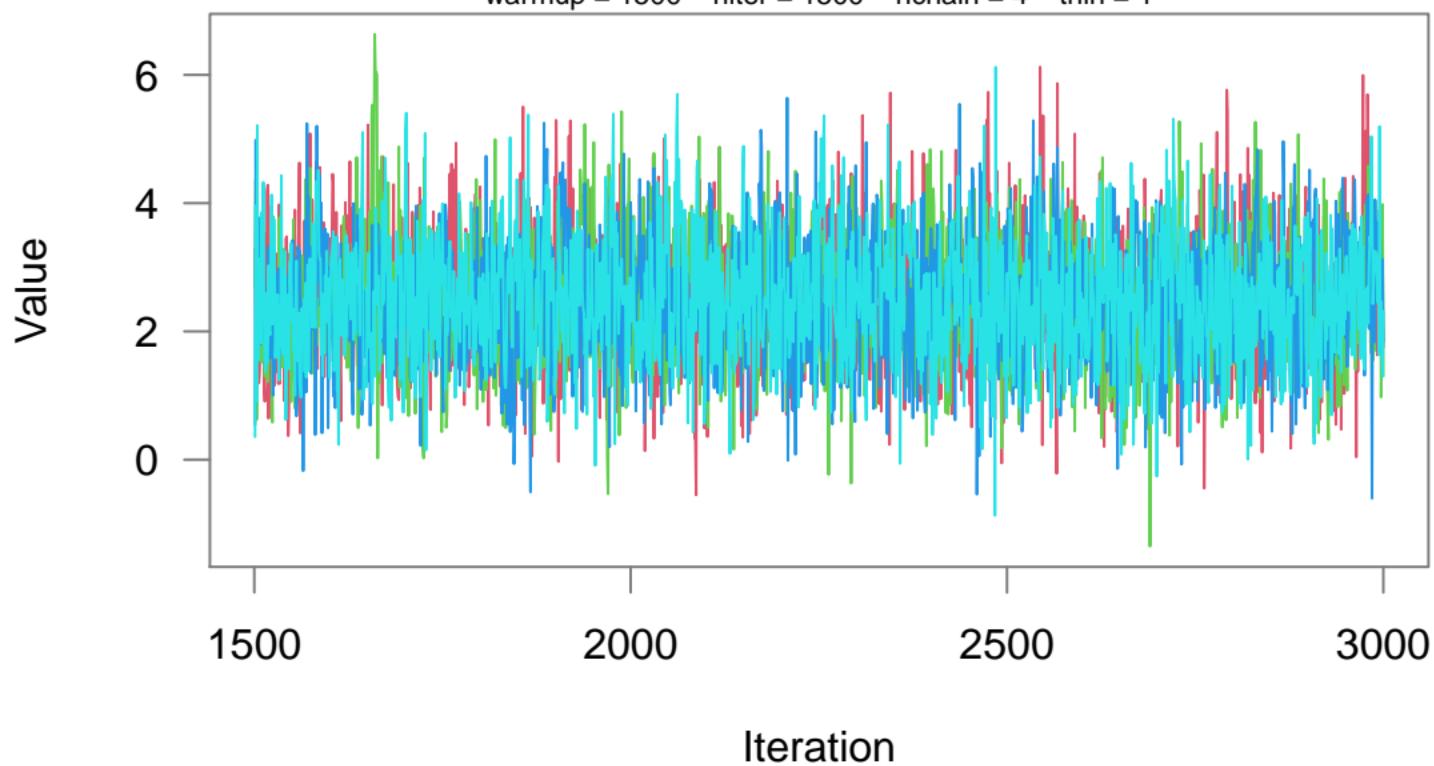
## b\_zi\_year\_fac2012

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



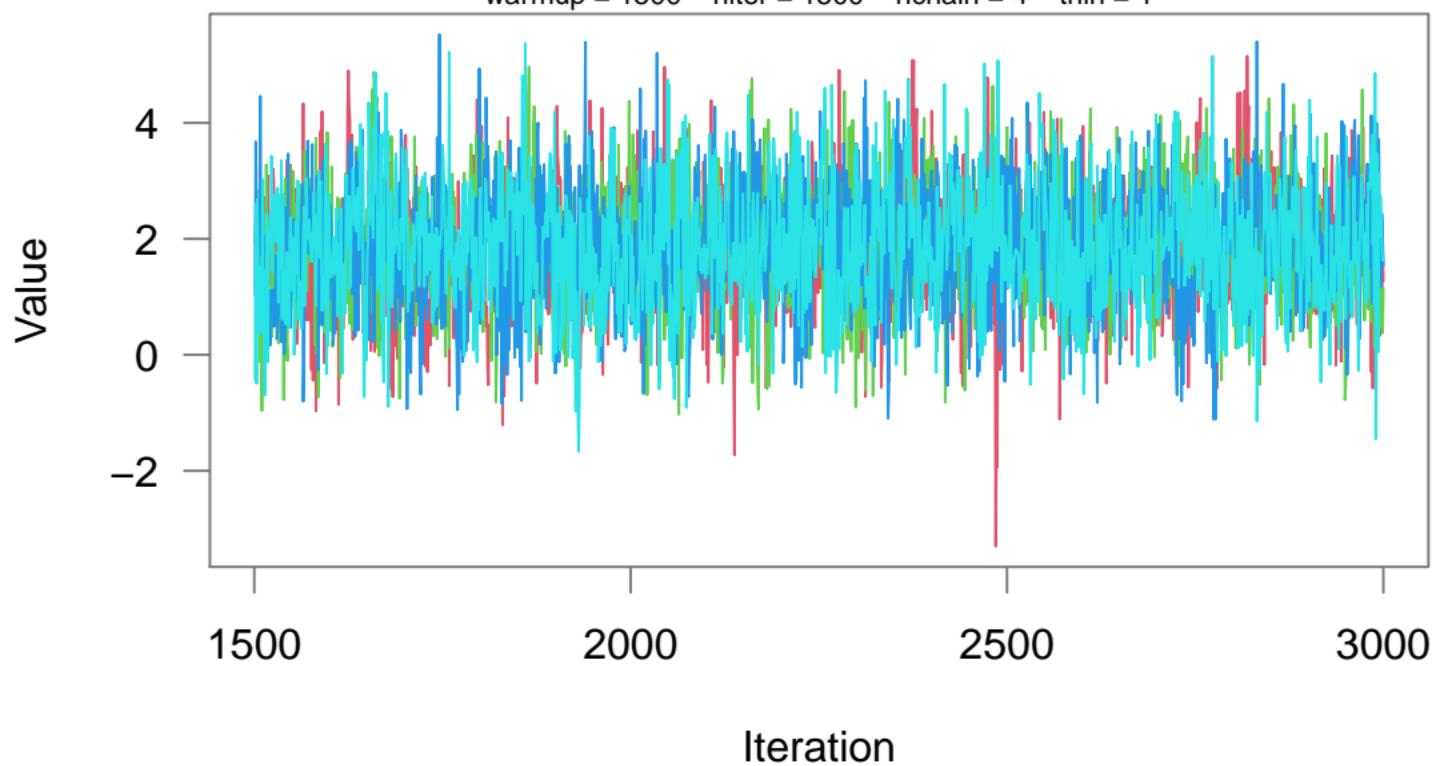
# b\_zi\_year\_fac2013

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



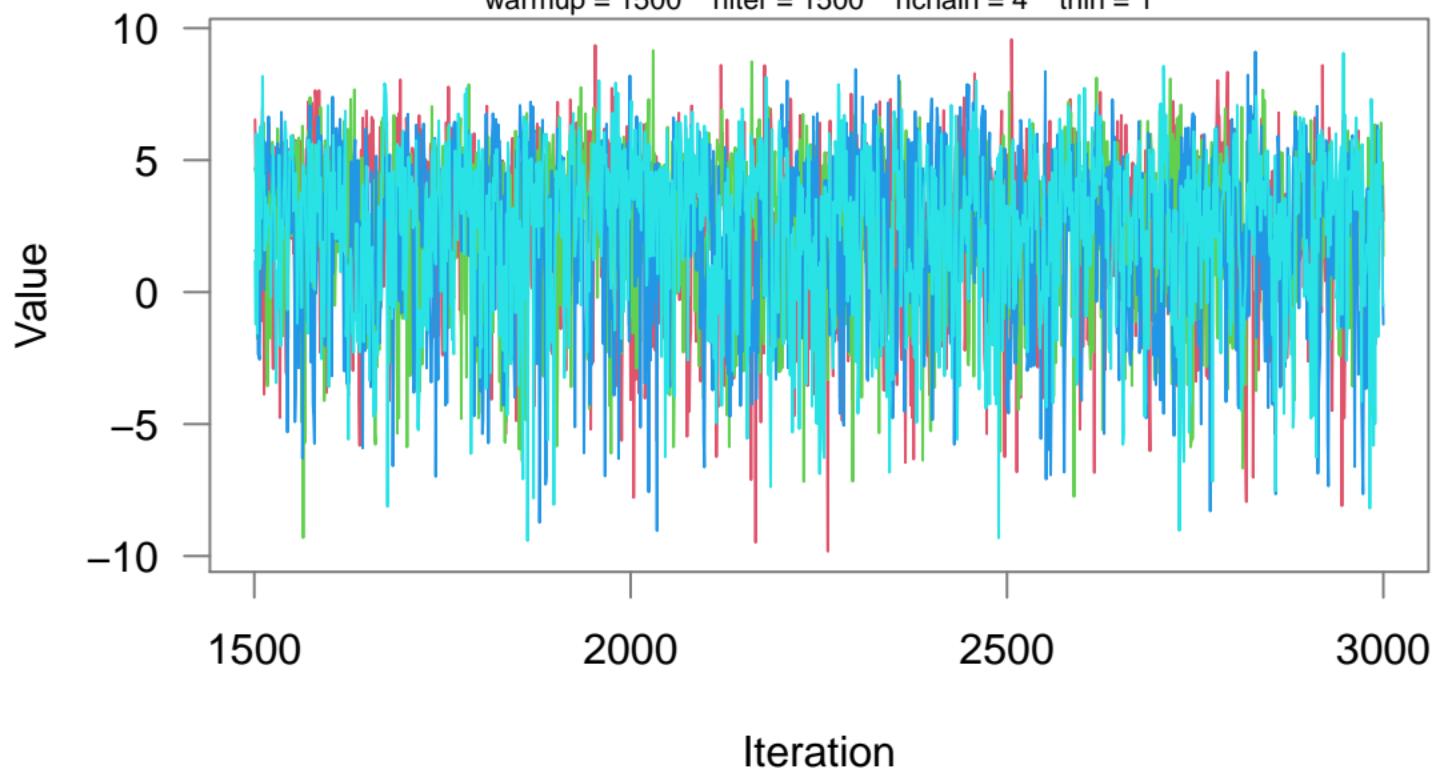
# b\_zi\_year\_fac2014

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



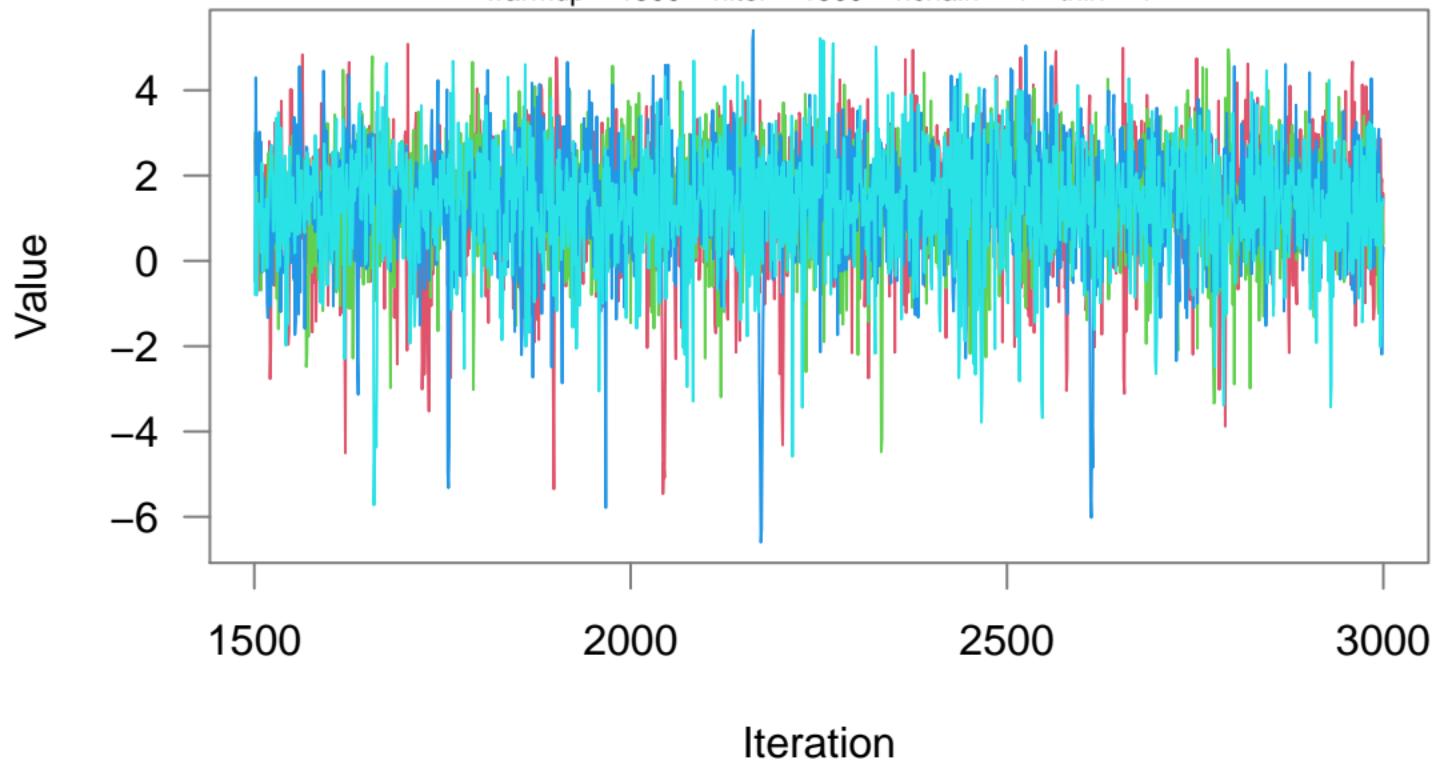
## b\_zi\_year\_fac2015

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



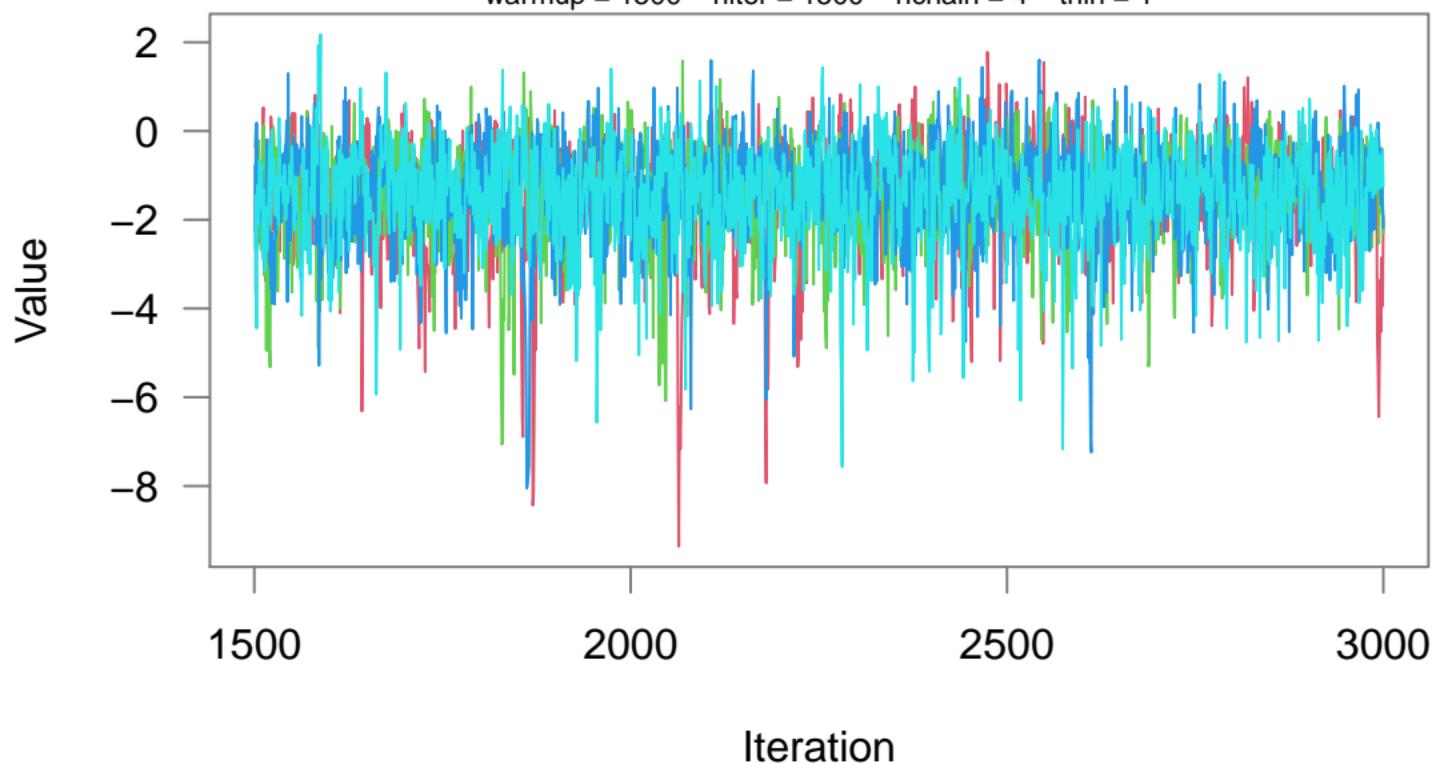
# b\_zi\_year\_fac2016

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



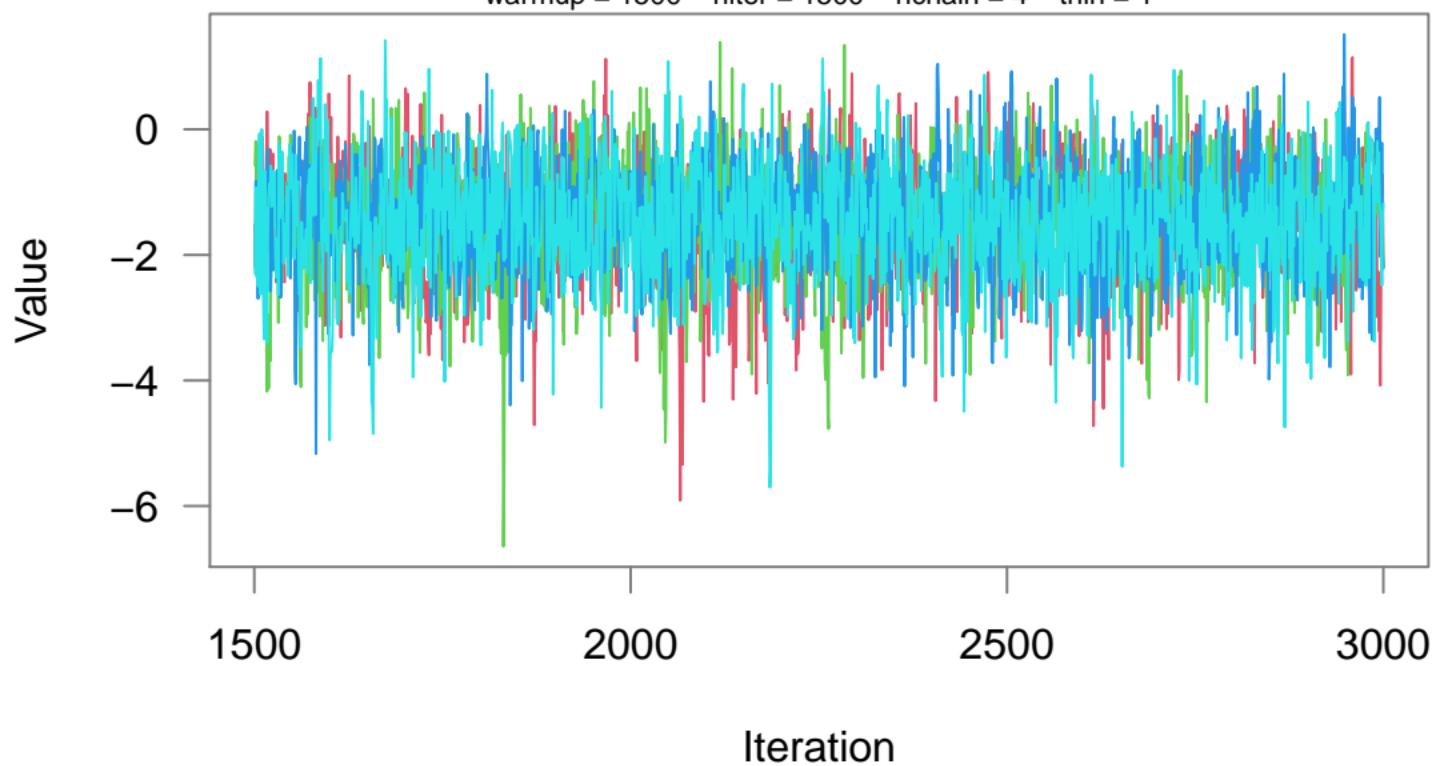
# b\_zi\_year\_fac2017

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



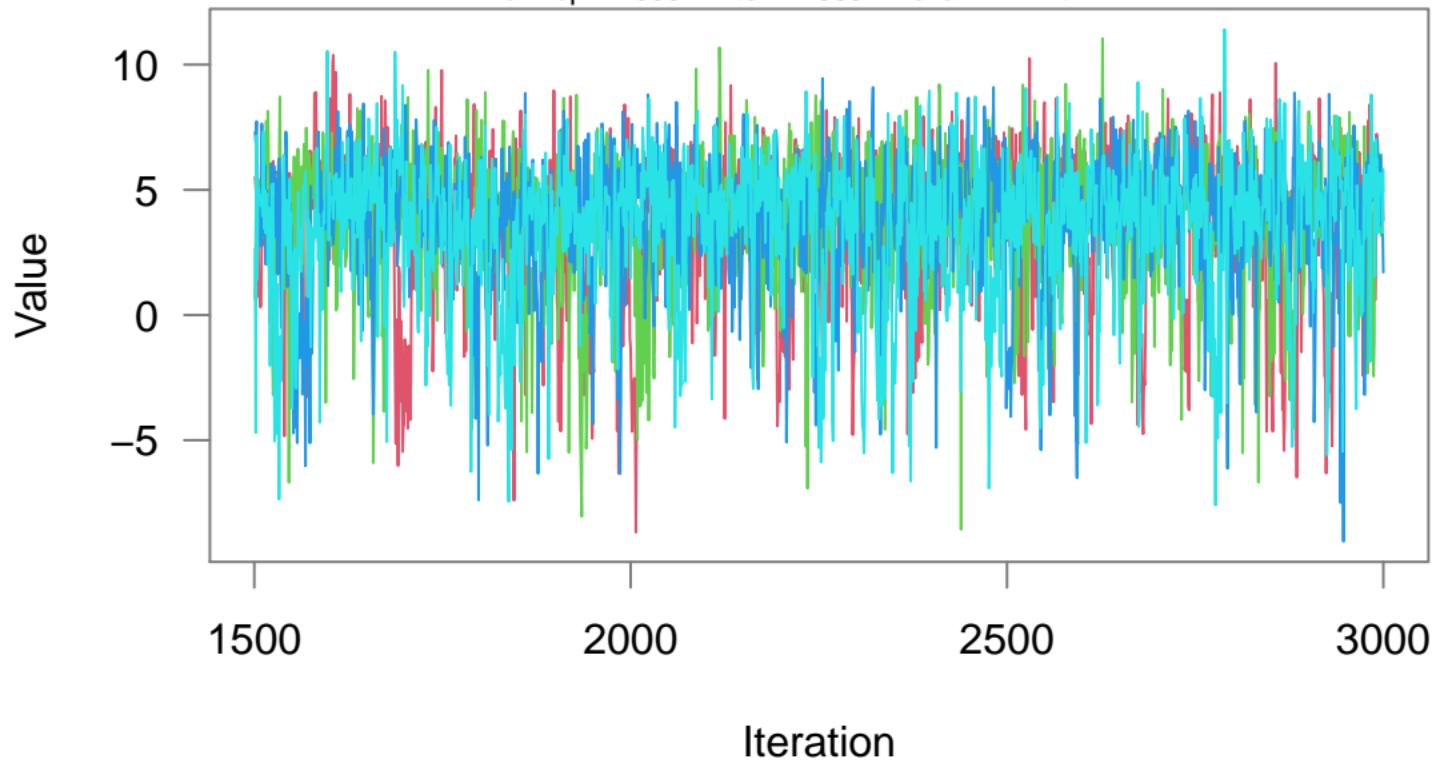
# b\_zi\_year\_fac2018

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



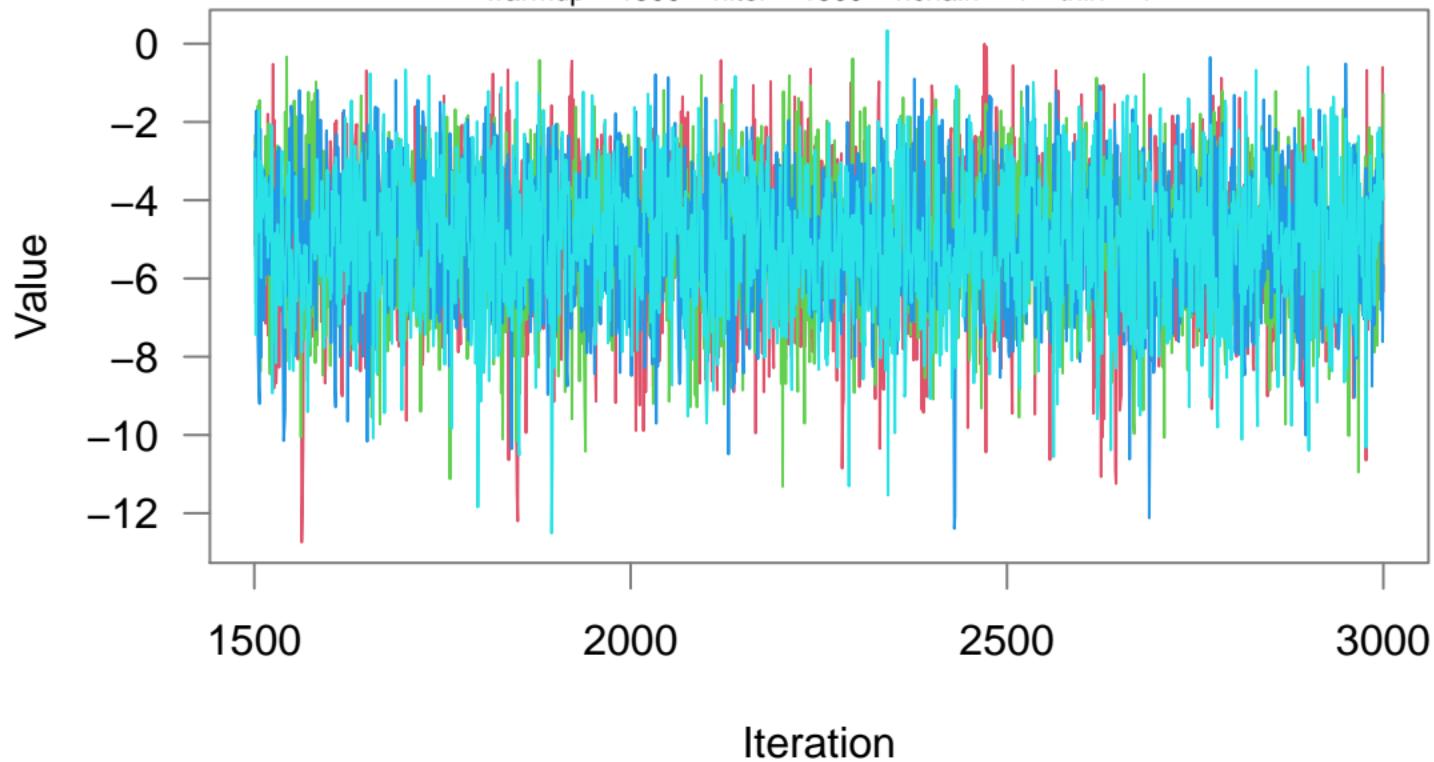
# b\_zi\_year\_fac2019

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



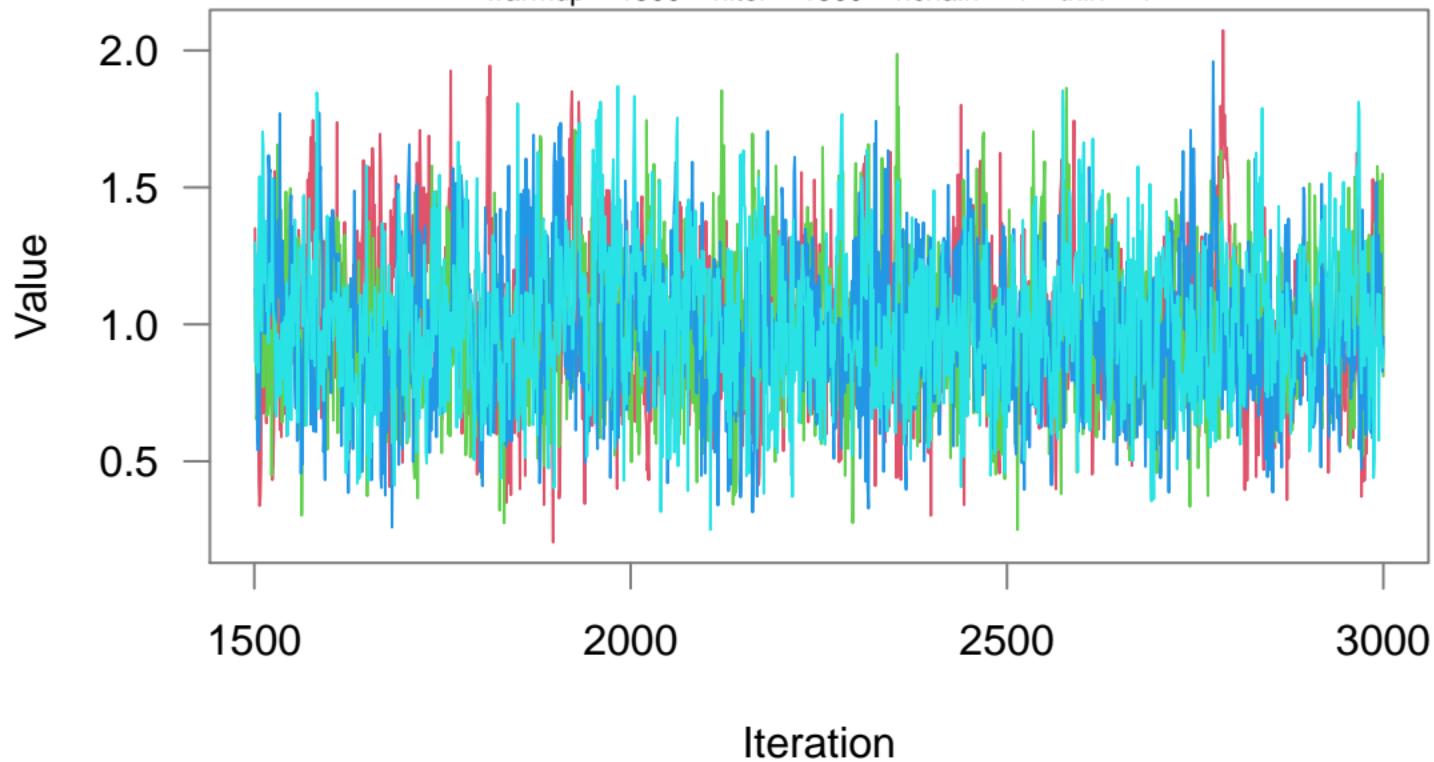
# b\_zi\_year\_fac2020

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



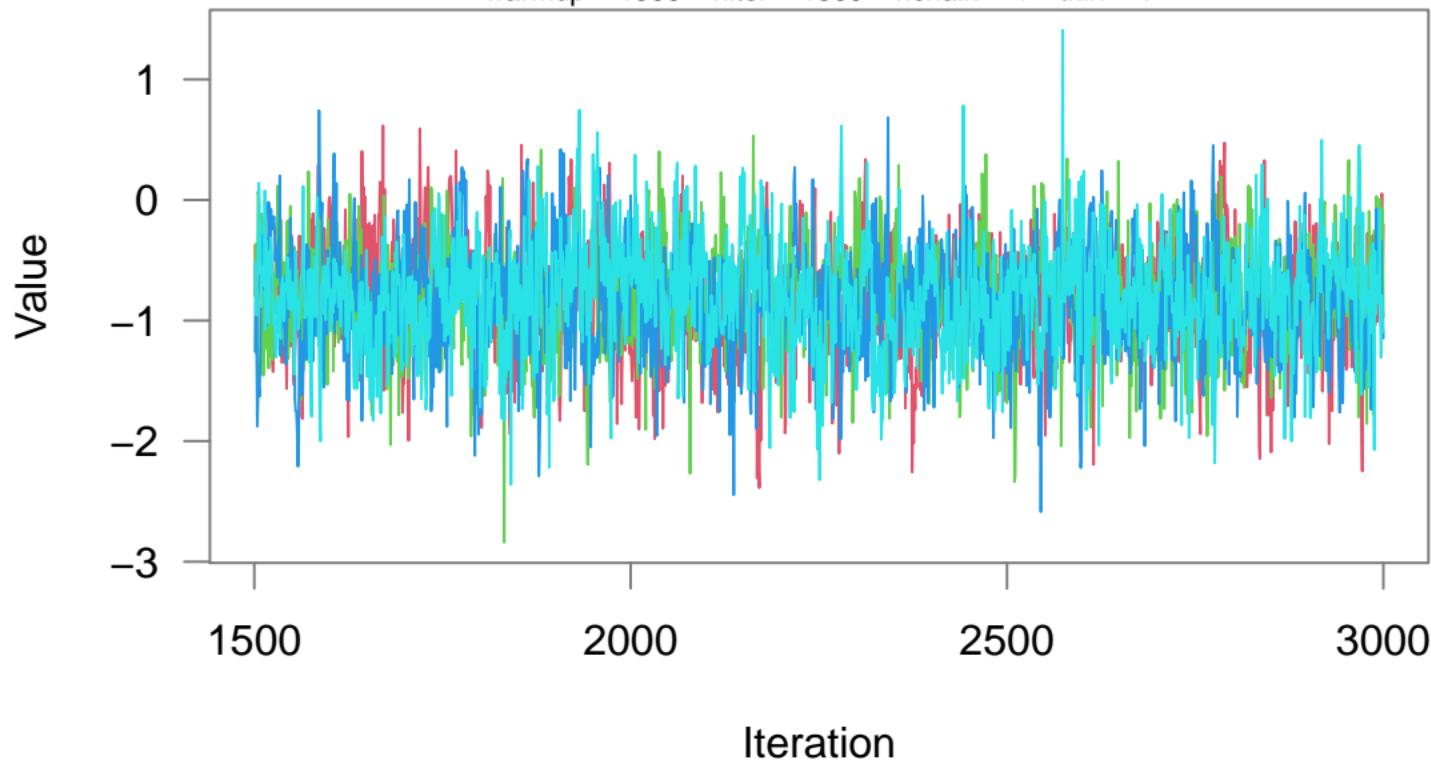
# **bs\_sjulian\_1**

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



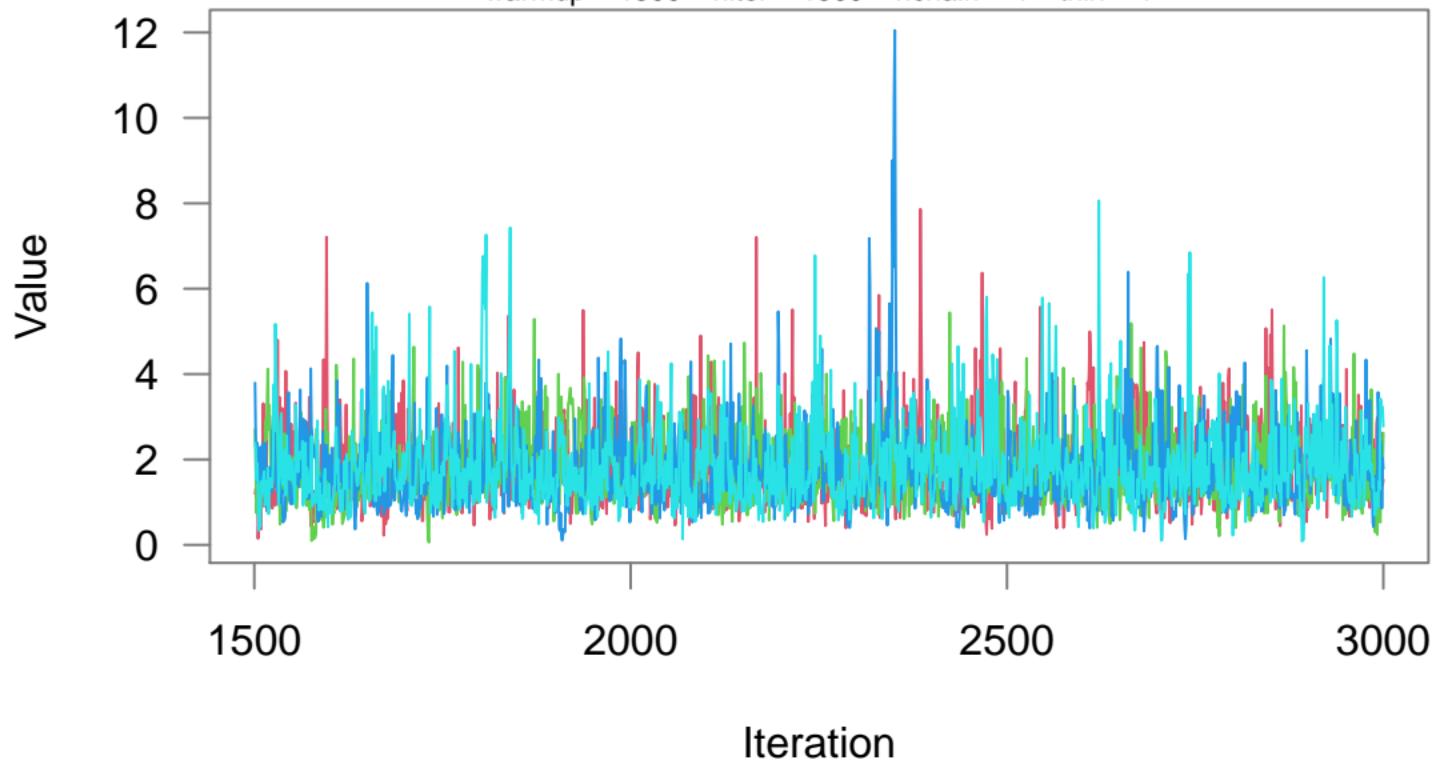
# **bs\_zi\_sjulian\_1**

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



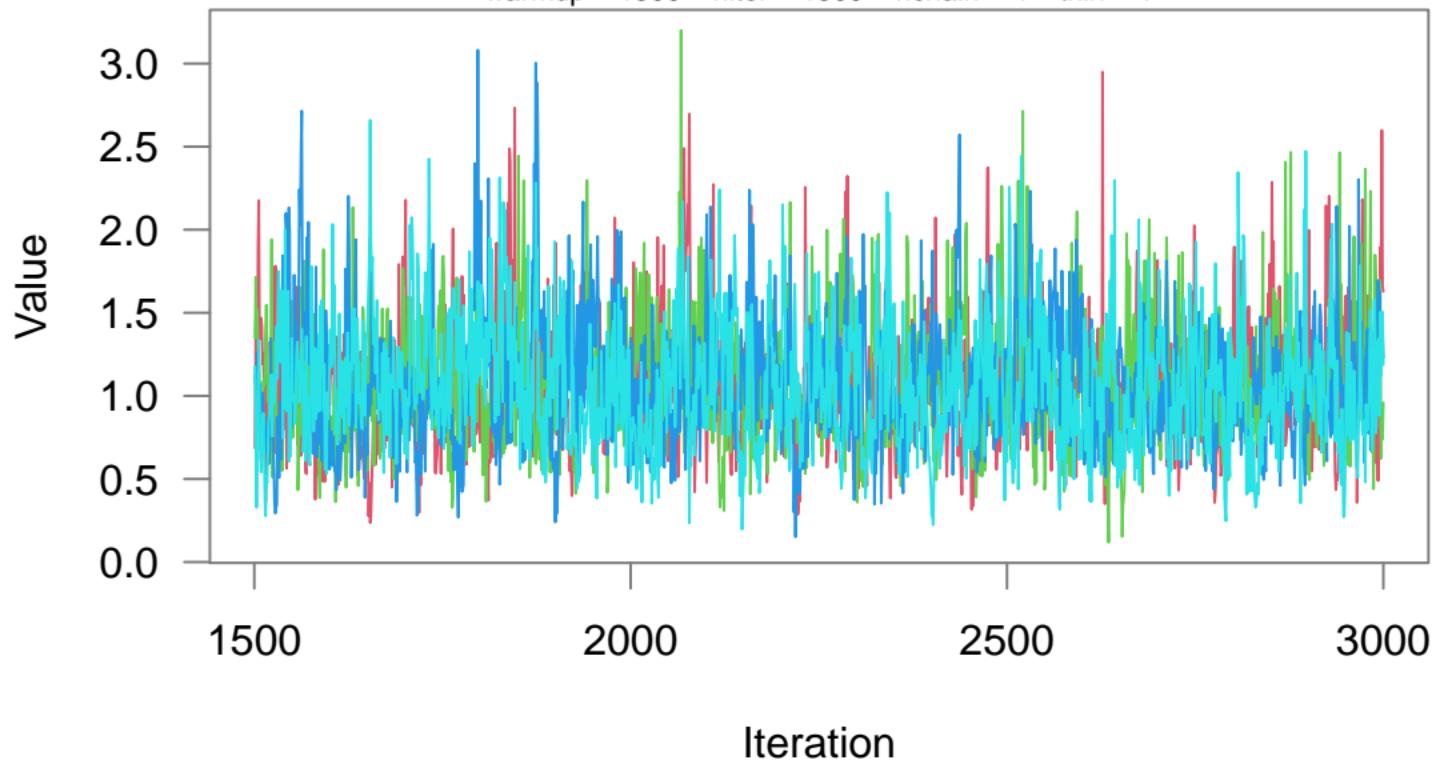
# **sd\_bay\_fac\_Intercept**

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



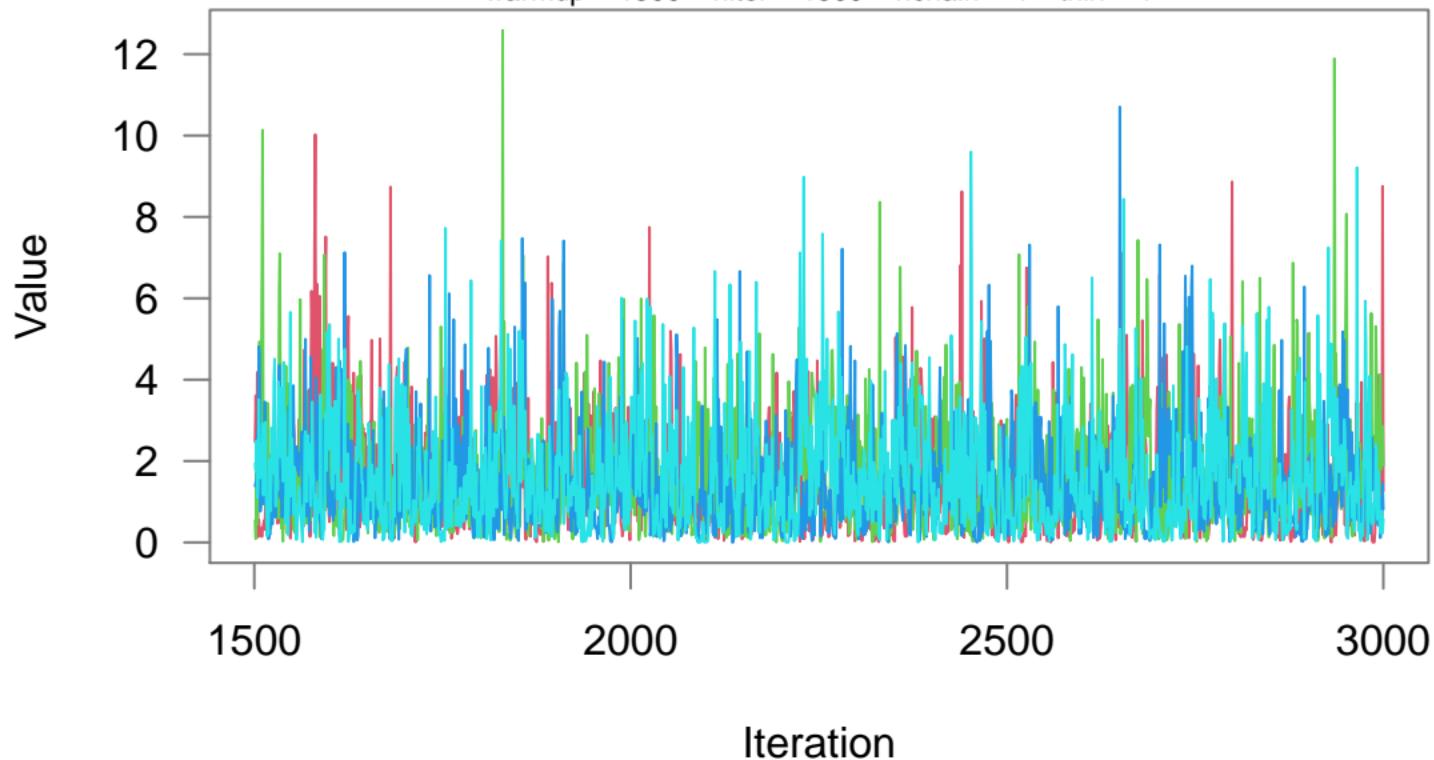
## **sd\_bay\_fac:site\_fac\_\_Intercept**

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



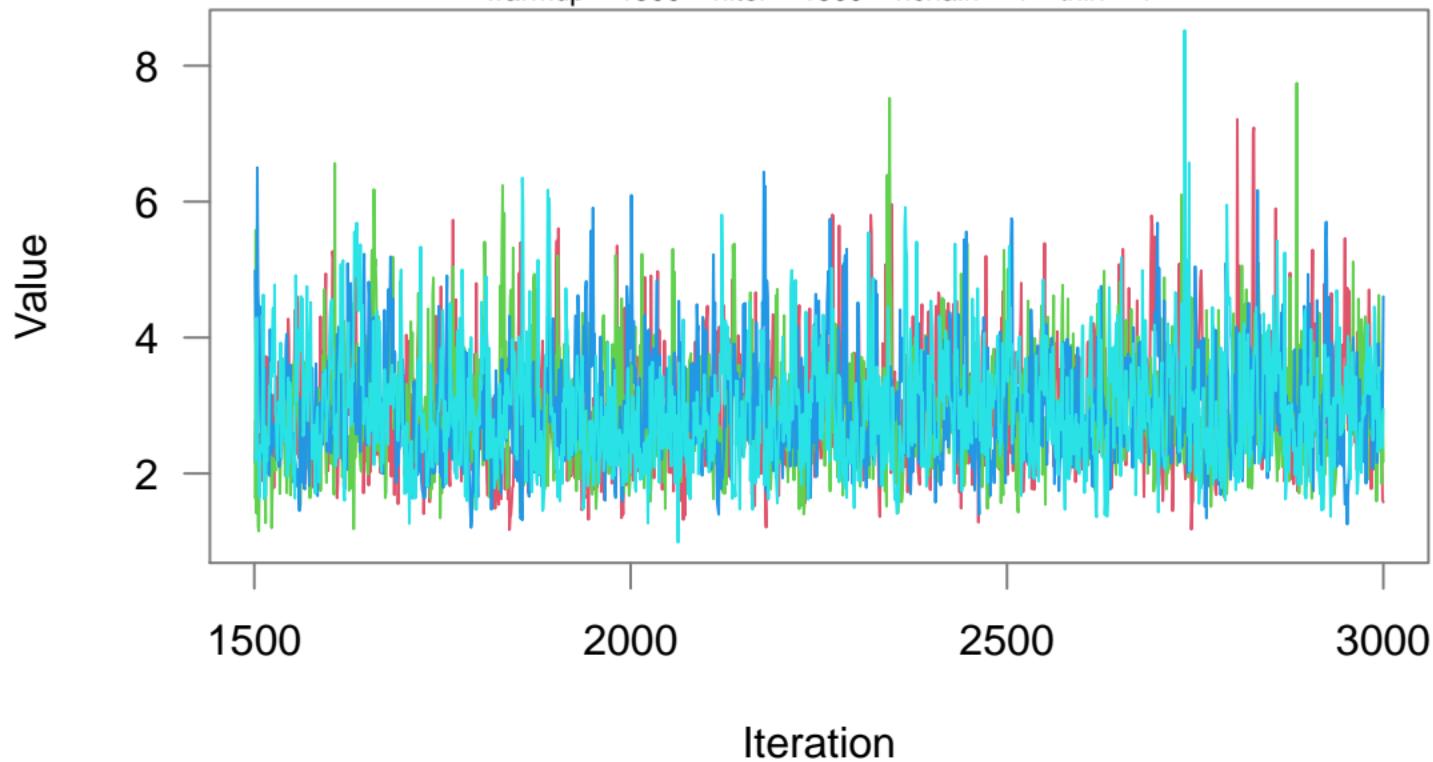
# **sd\_bay\_fac\_zi\_Intercept**

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



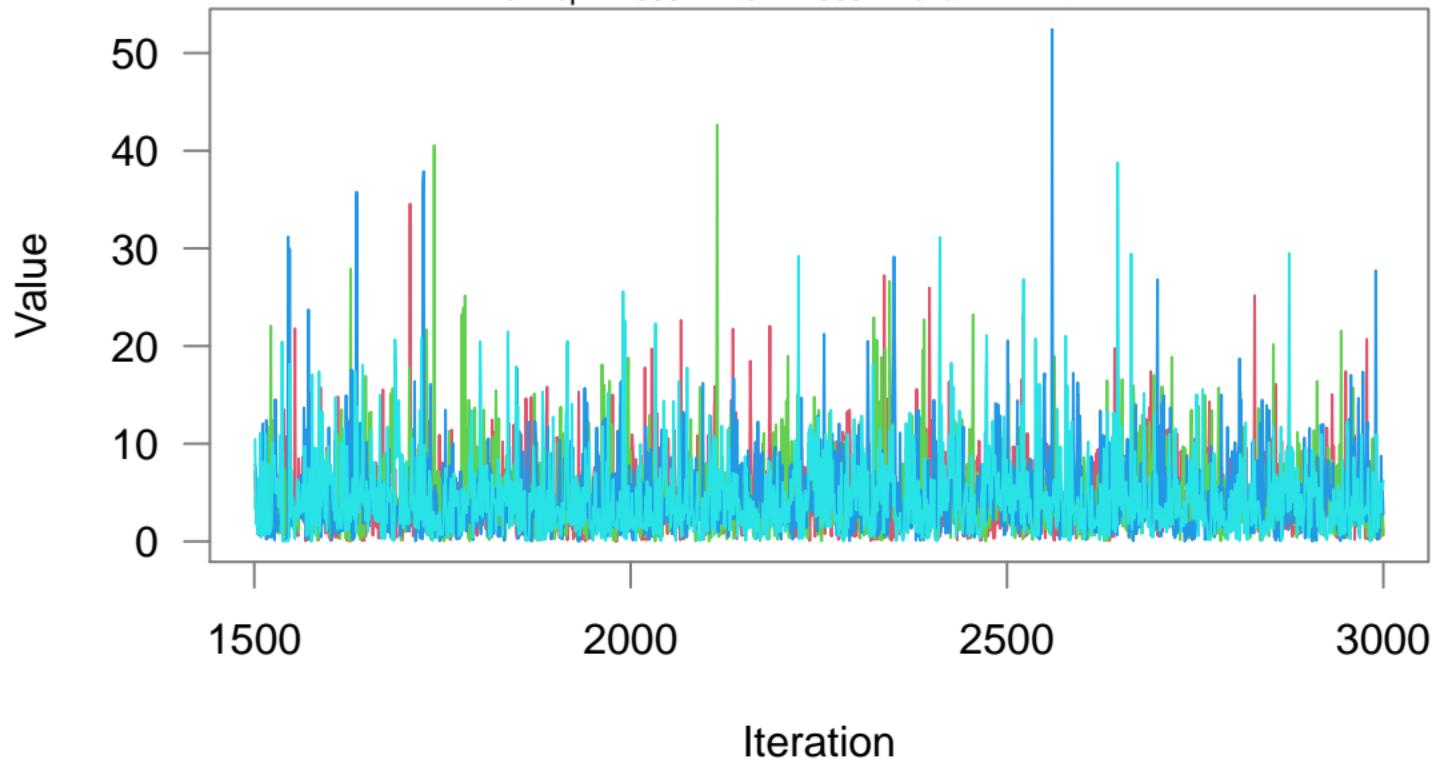
# **sd\_bay\_fac:site\_fac\_\_zi\_Intercept**

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



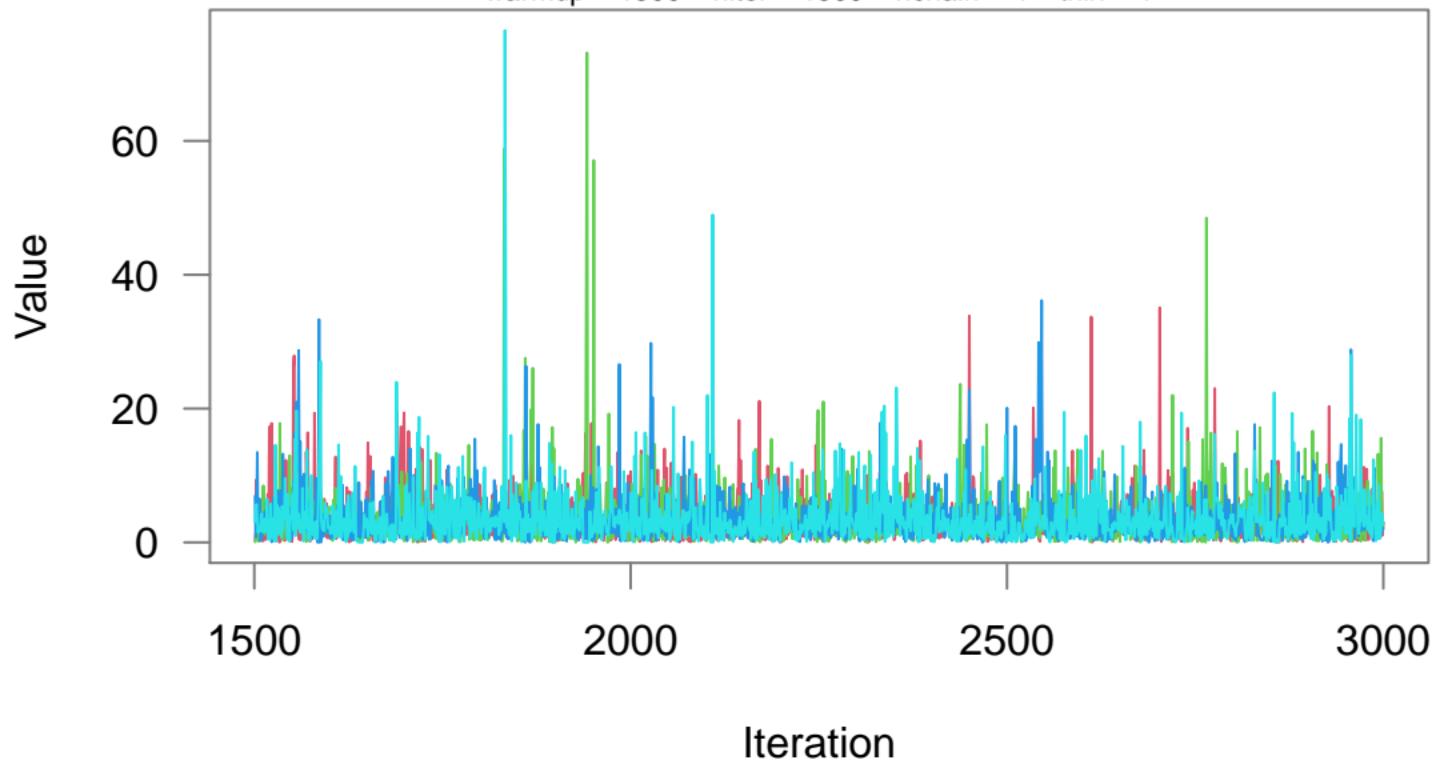
# sds\_sjulian\_1

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



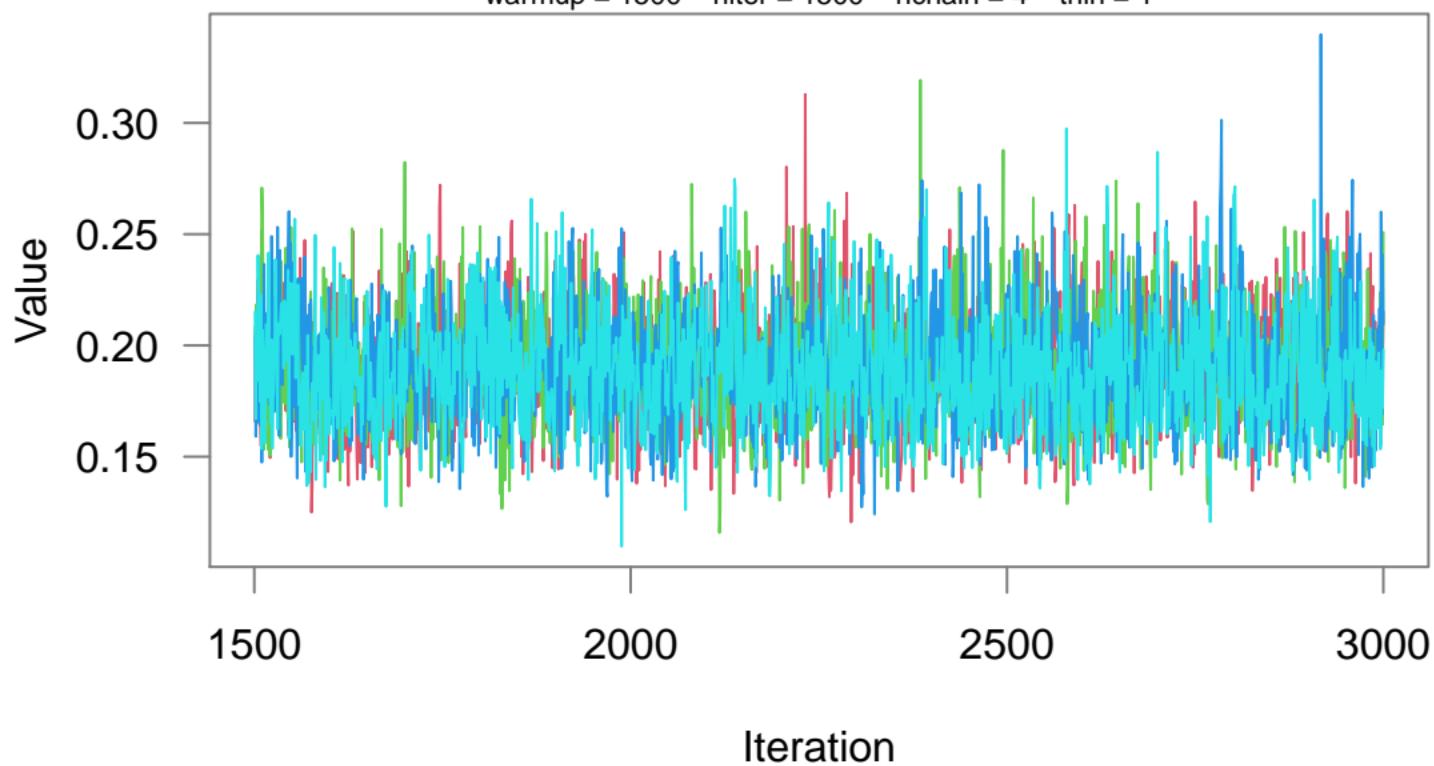
# sds\_zi\_sjulian\_1

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



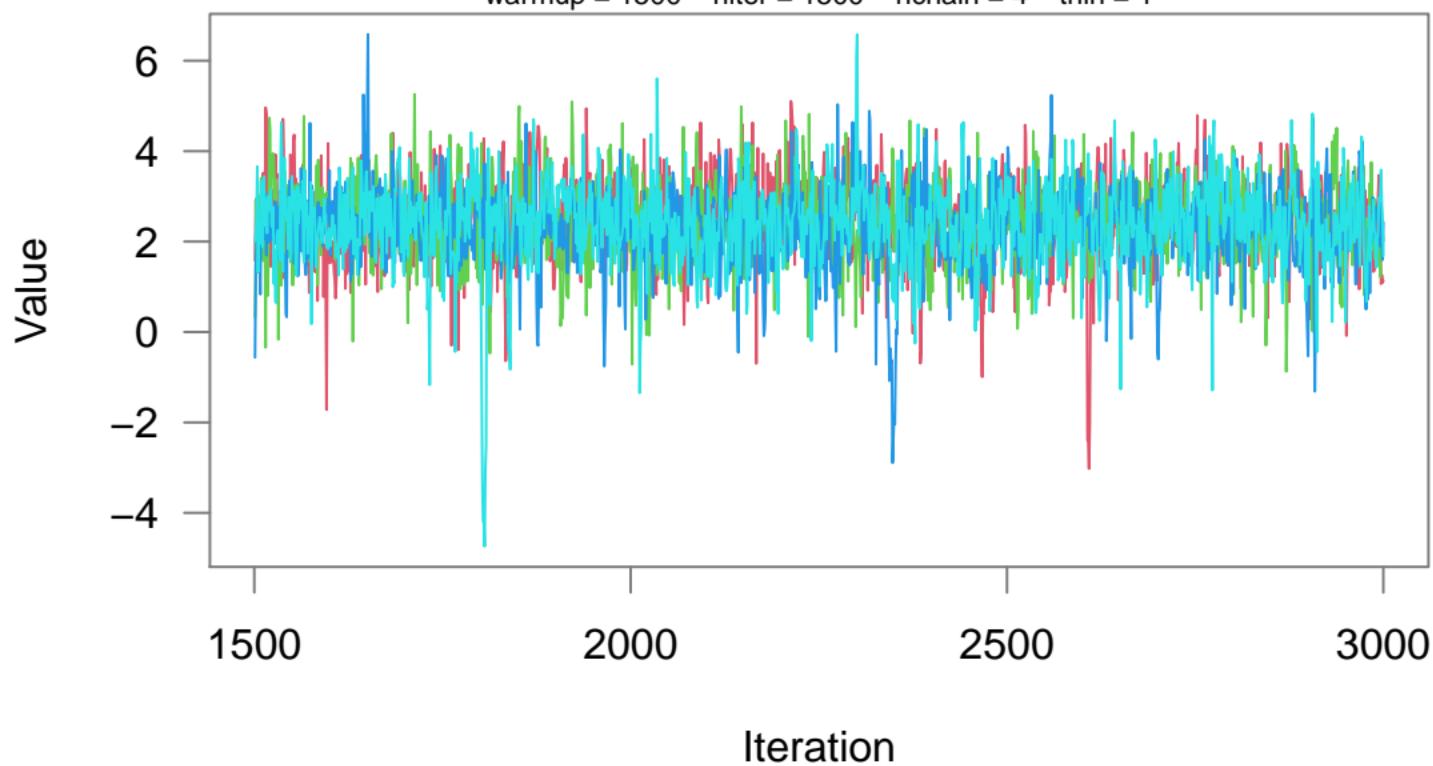
# shape

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



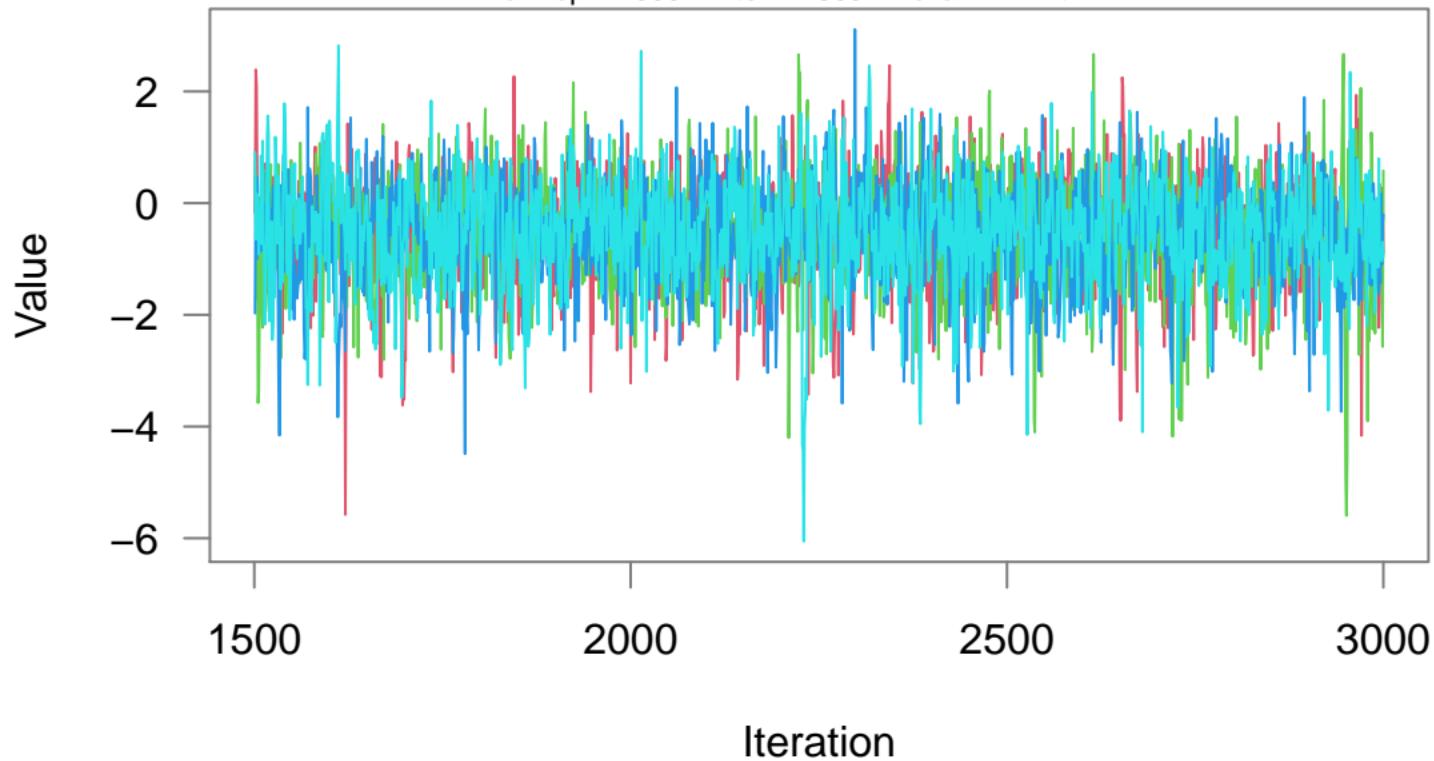
# Intercept

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



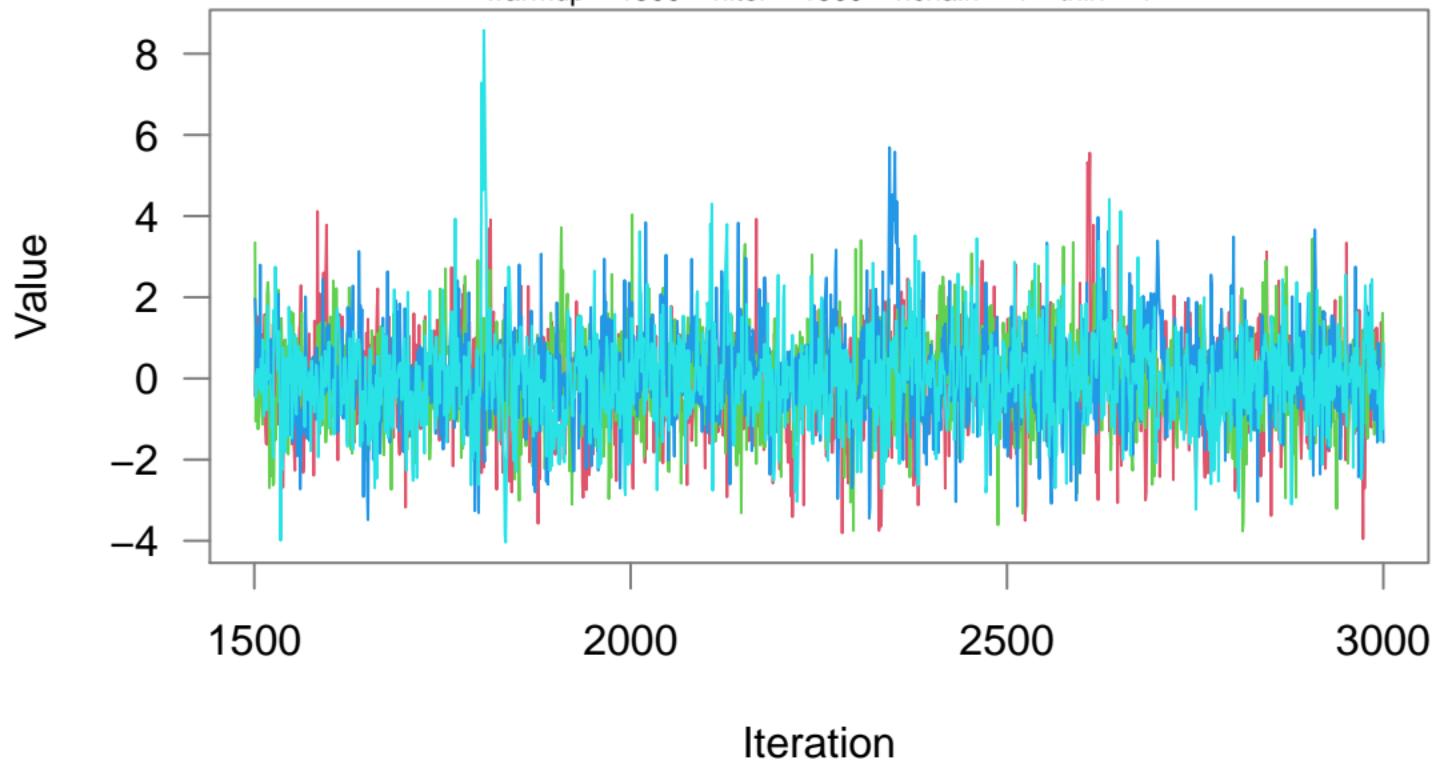
# Intercept\_zi

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

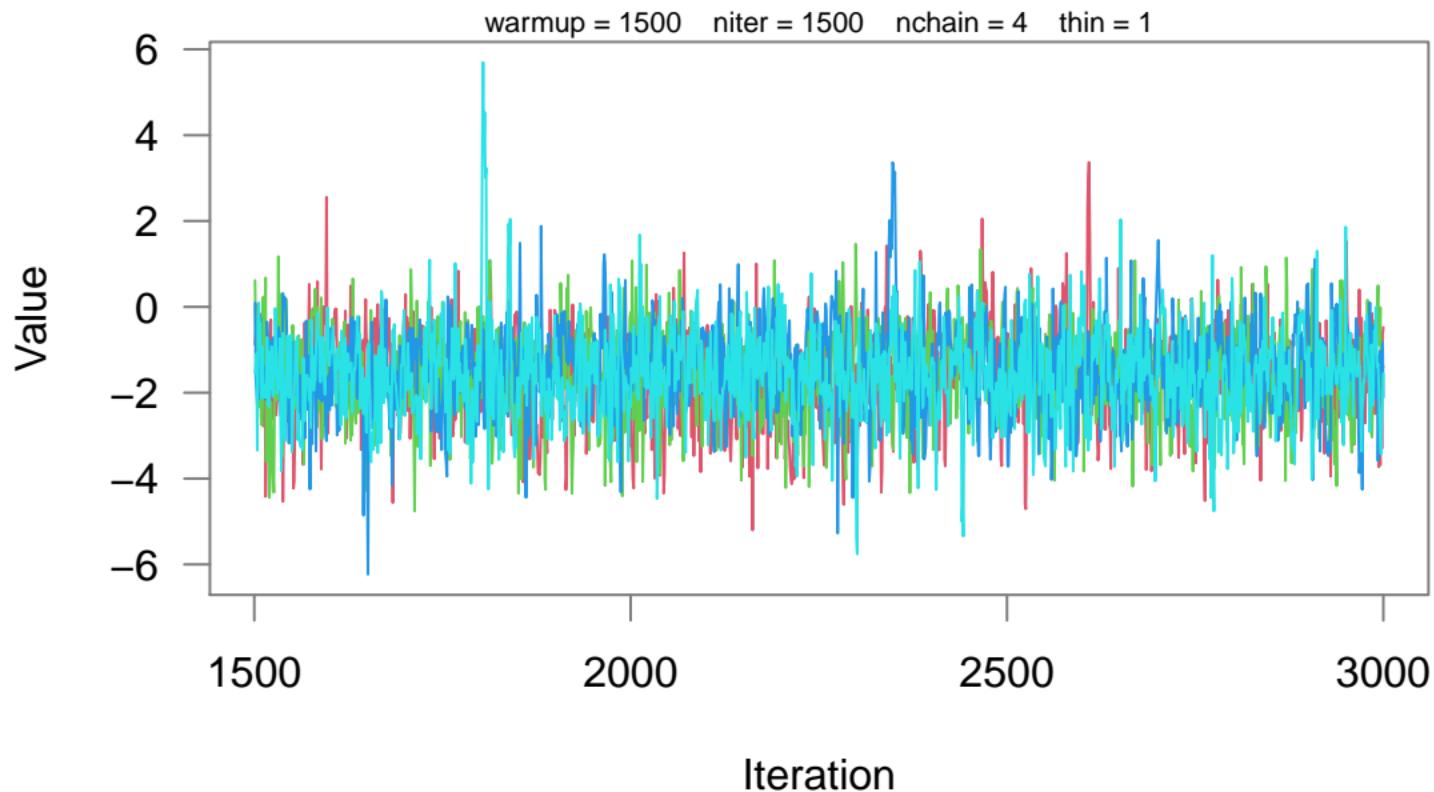


## r\_bay\_fac[Agripina,Intercept]

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

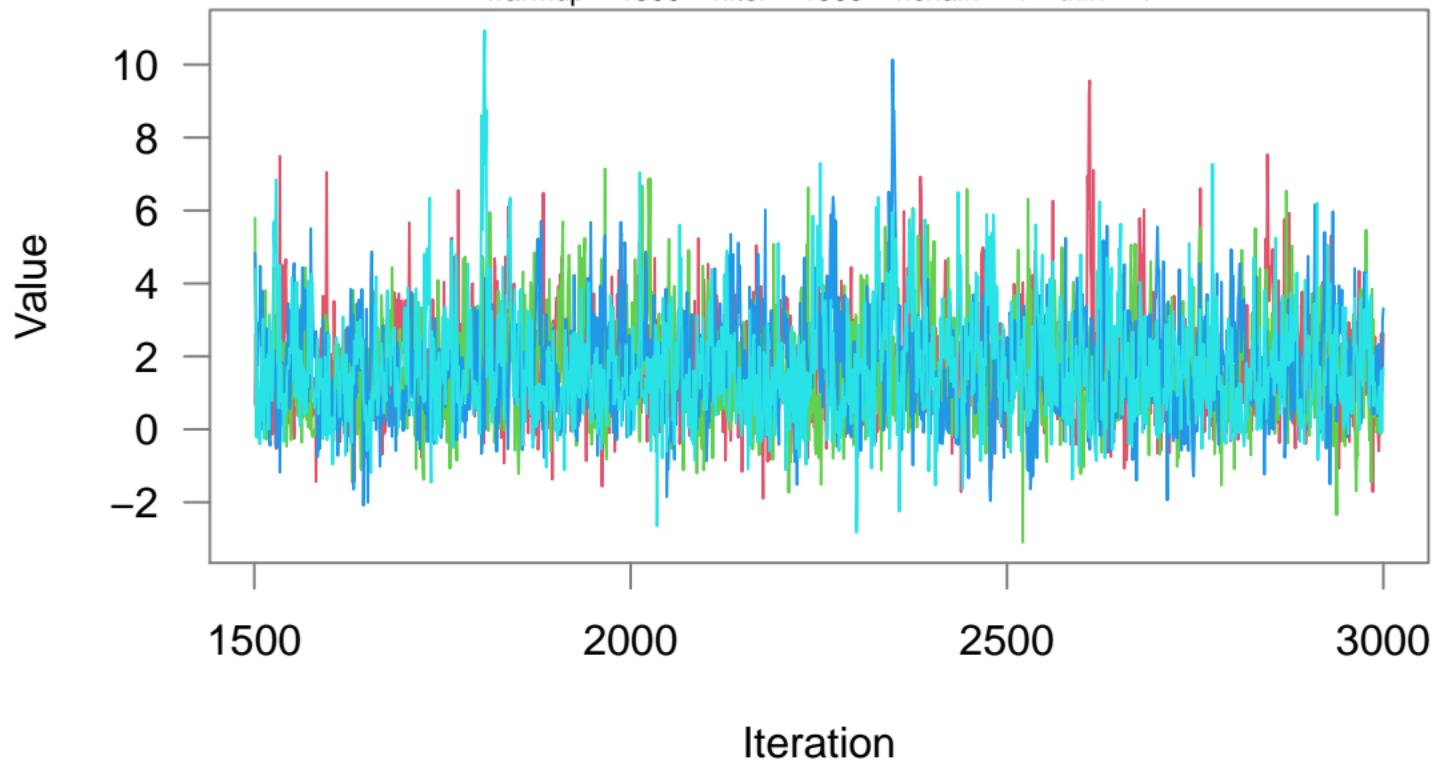


## r\_bay\_fac[Anton.Larson.Bay,Intercept]



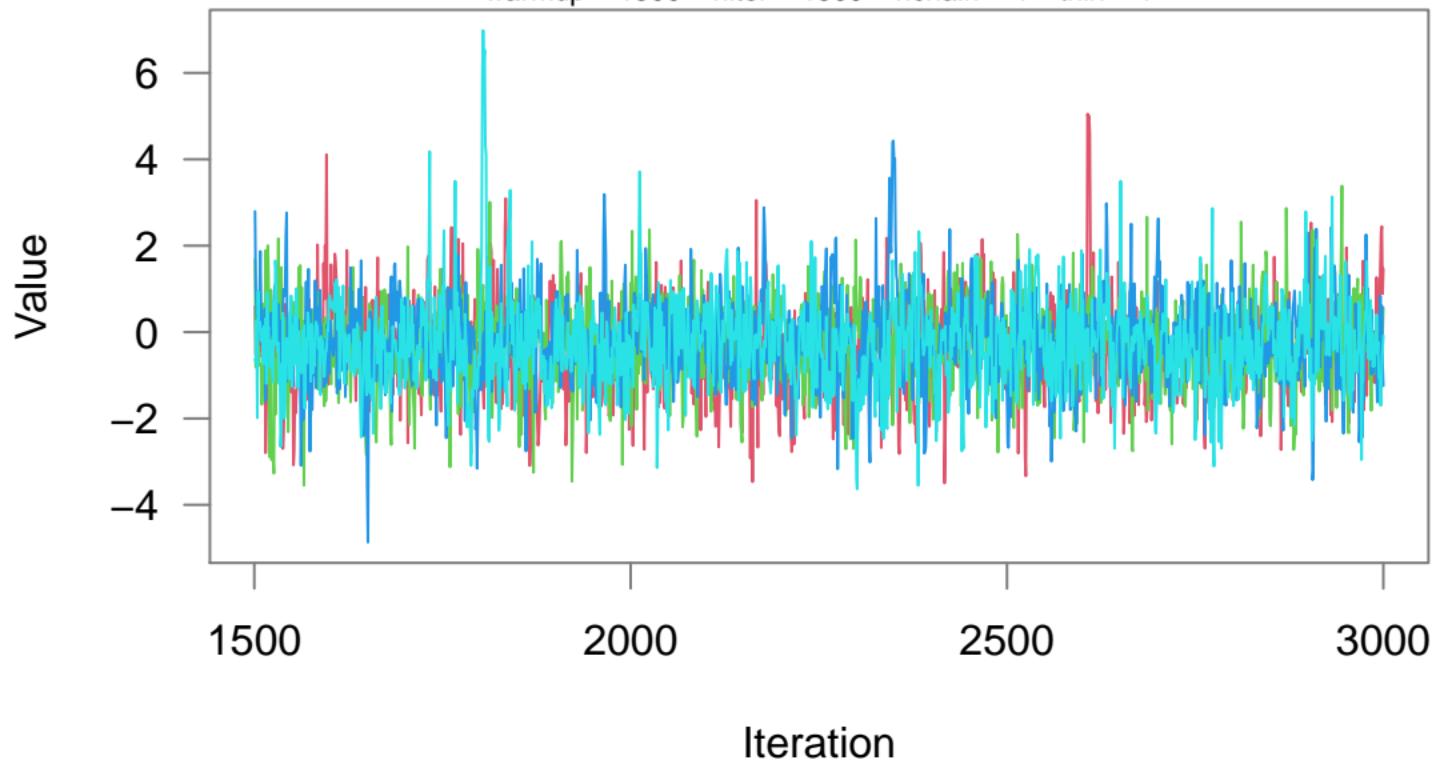
## r\_bay\_fac[Balboa,Intercept]

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



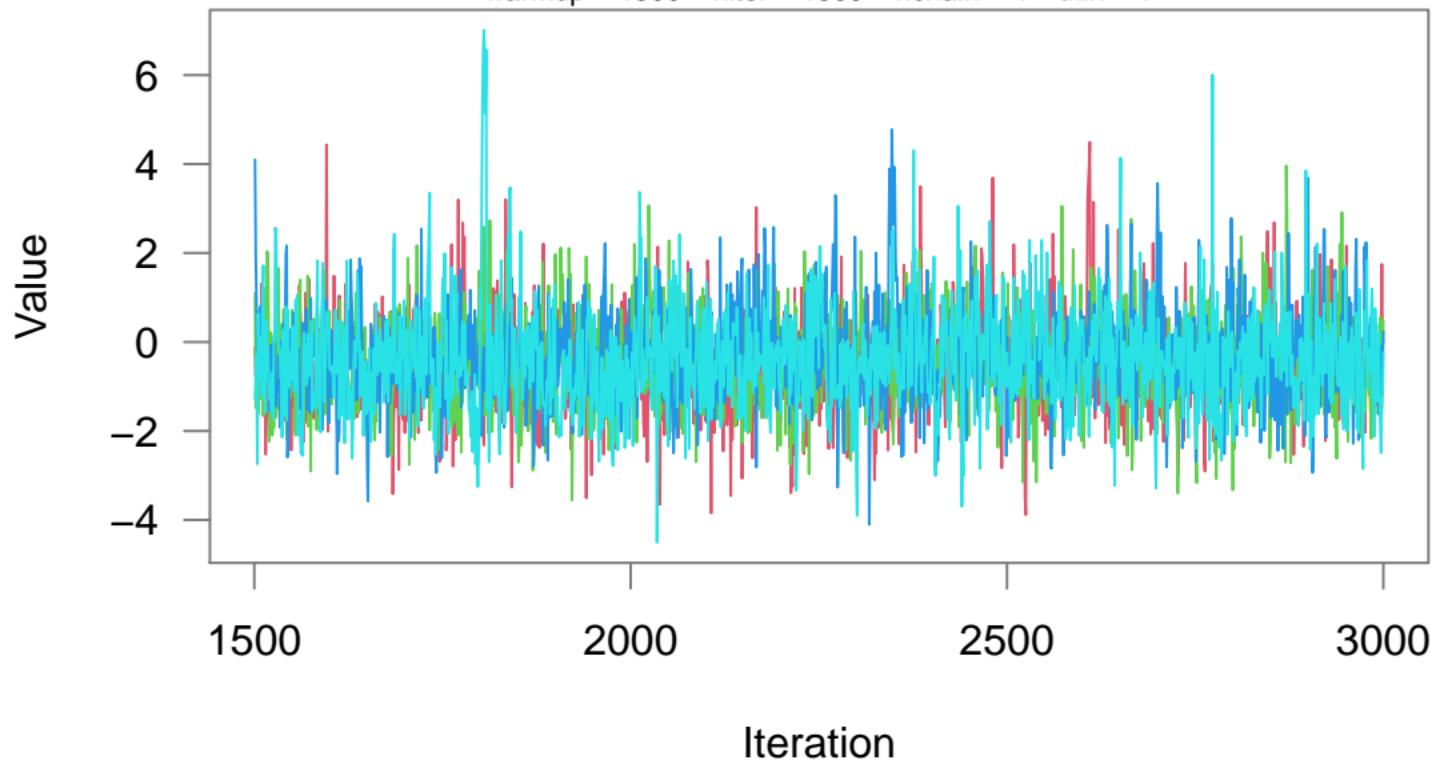
## r\_bay\_fac[Cook.Bay,Intercept]

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



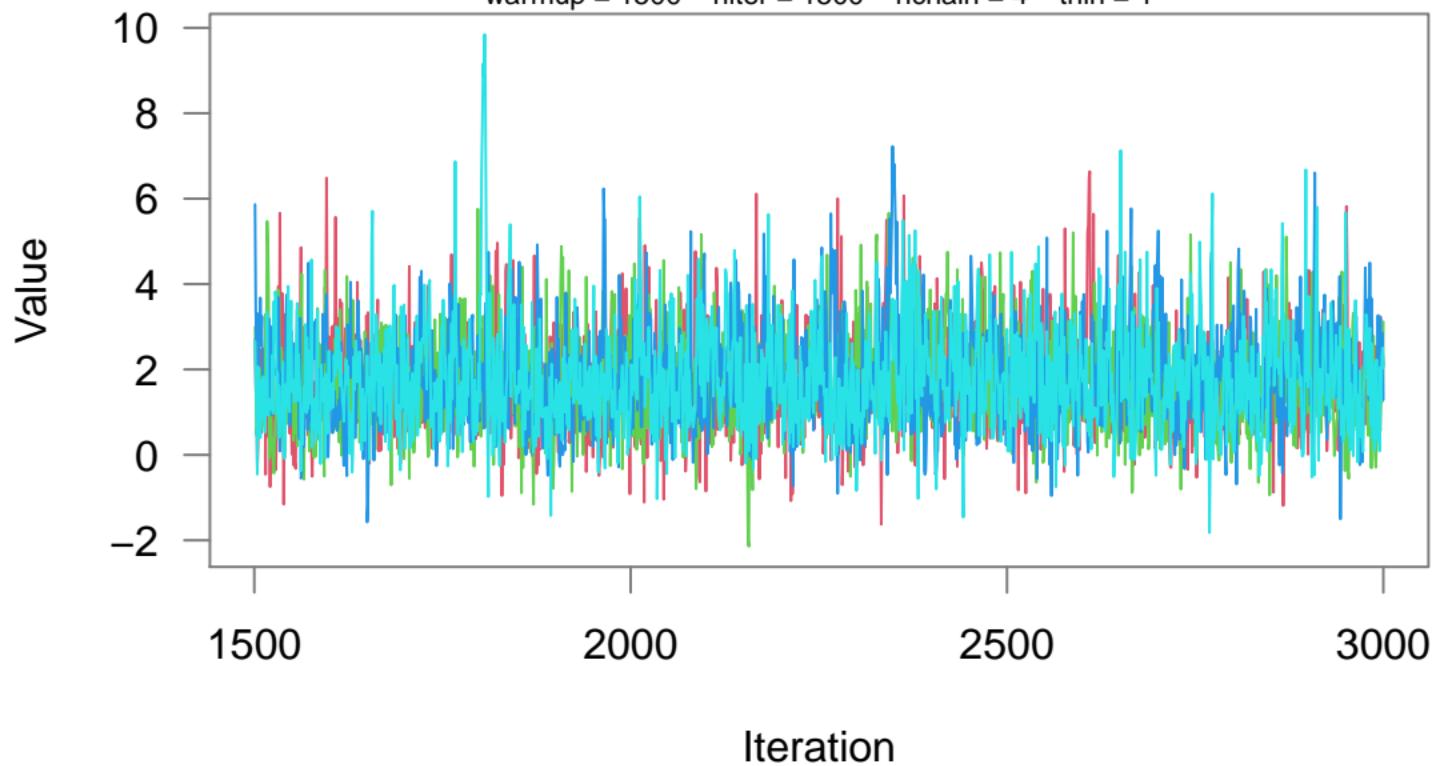
## r\_bay\_fac[Mitrofania,Intercept]

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



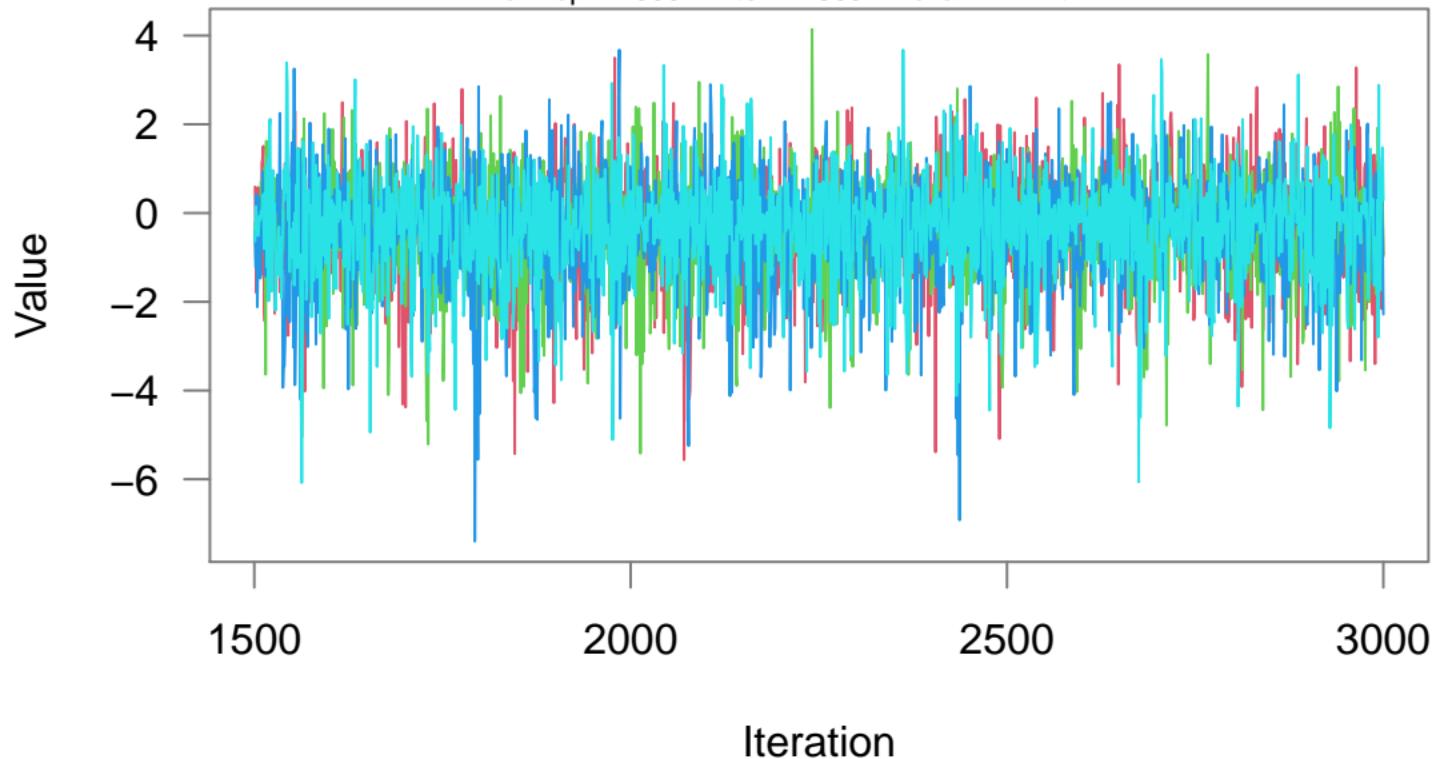
## r\_bay\_fac[Port.Wrangell,Intercept]

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



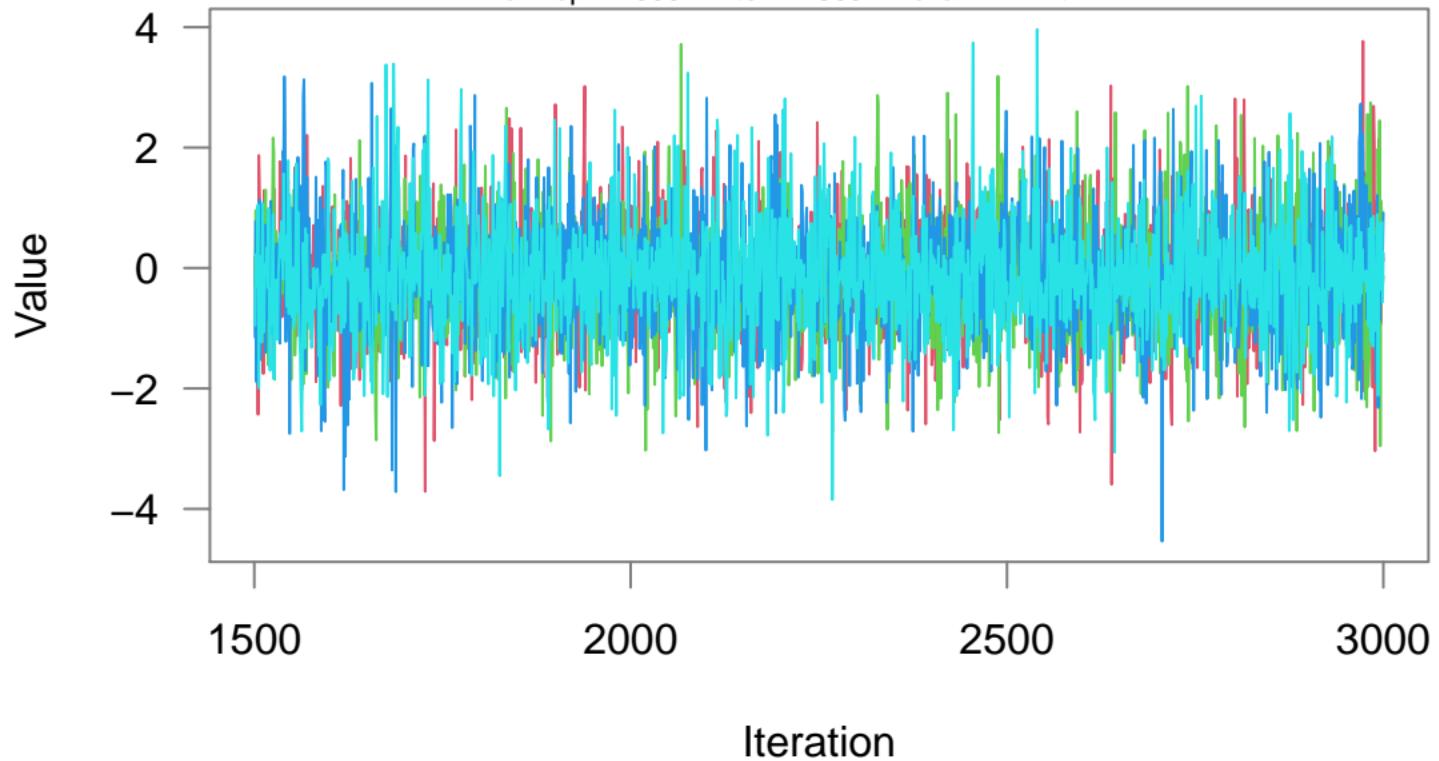
# r\_bay\_fac:site\_fac[Agripina\_AG-1,Intercept]

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



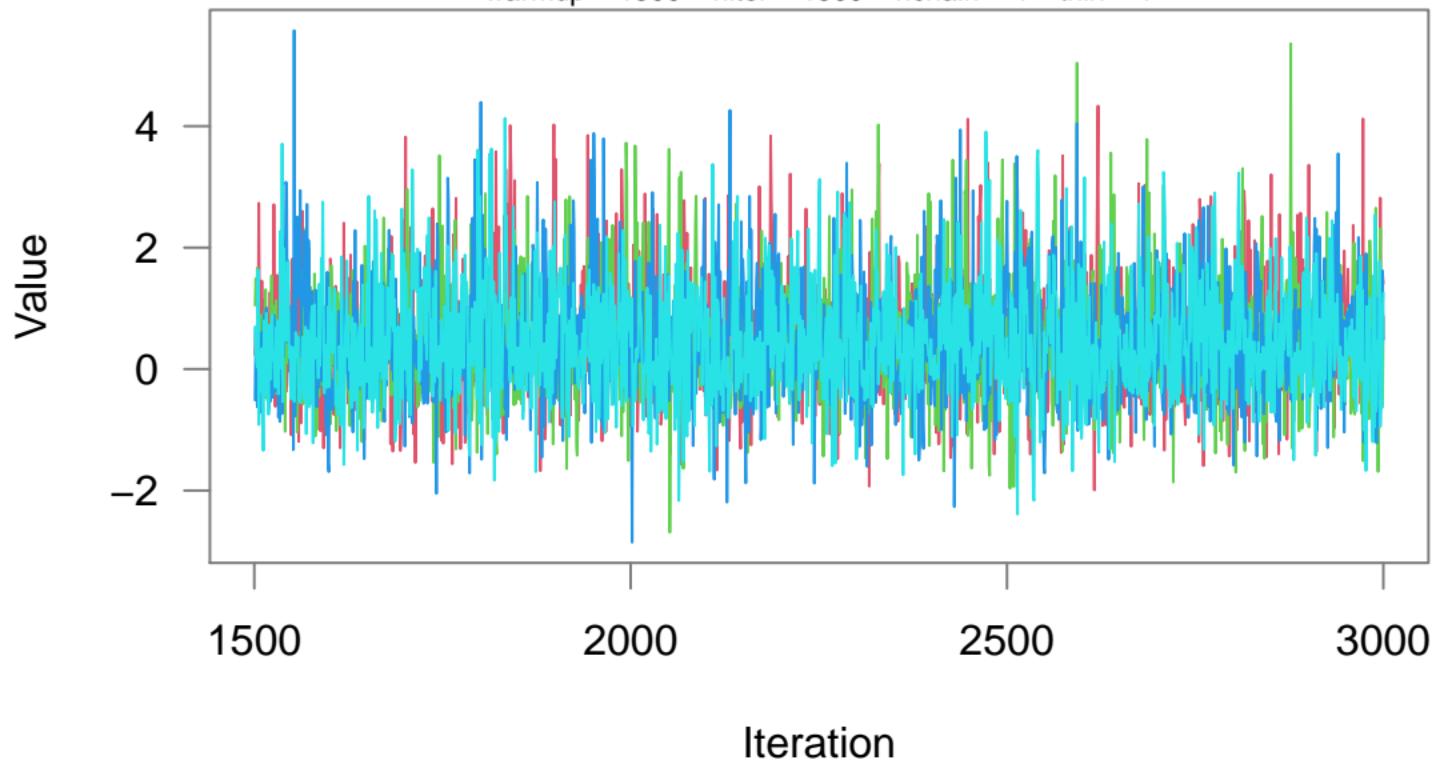
# r\_bay\_fac:site\_fac[Agripina\_AG-2,Intercept]

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

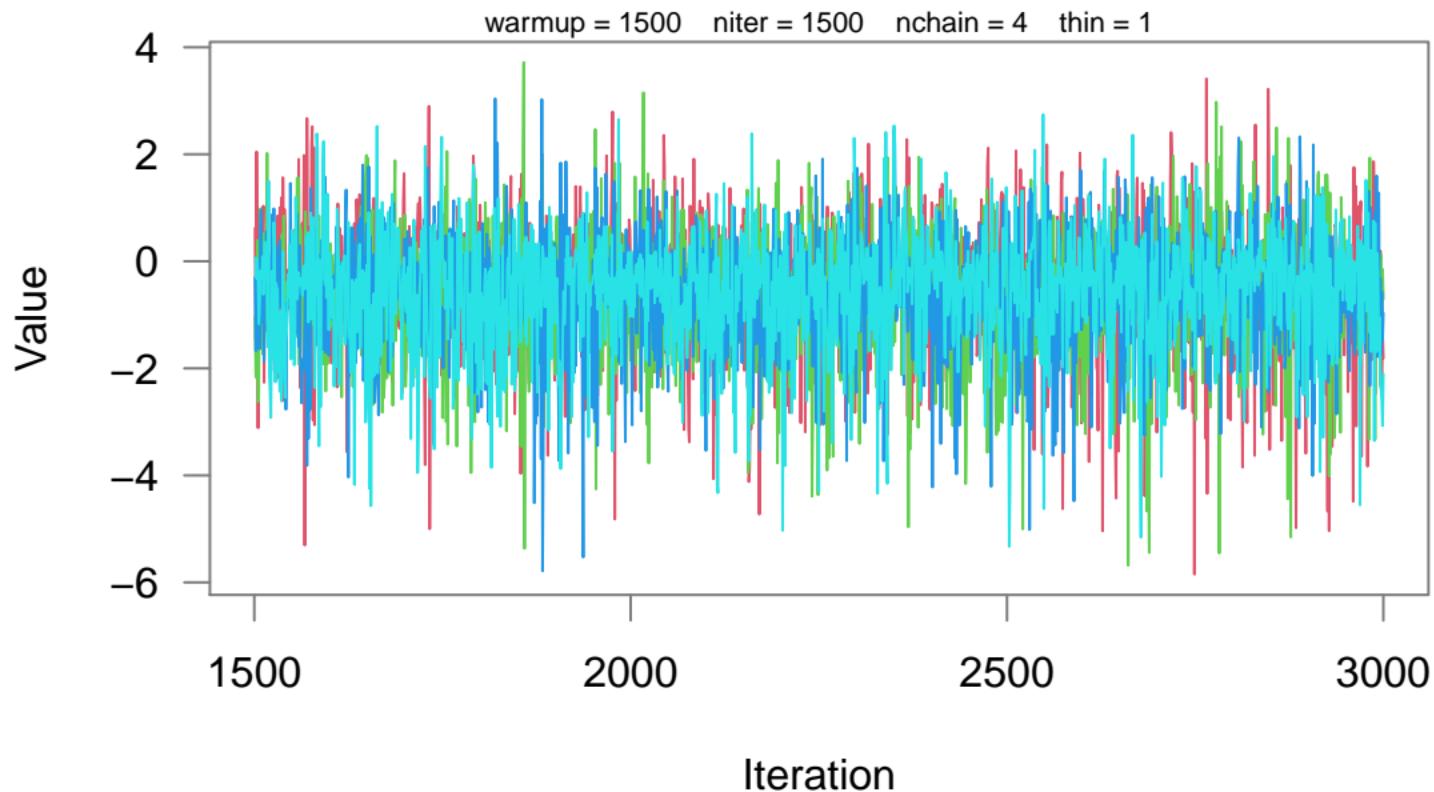


# r\_bay\_fac:site\_fac[Agripina\_AG-3,Intercept]

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

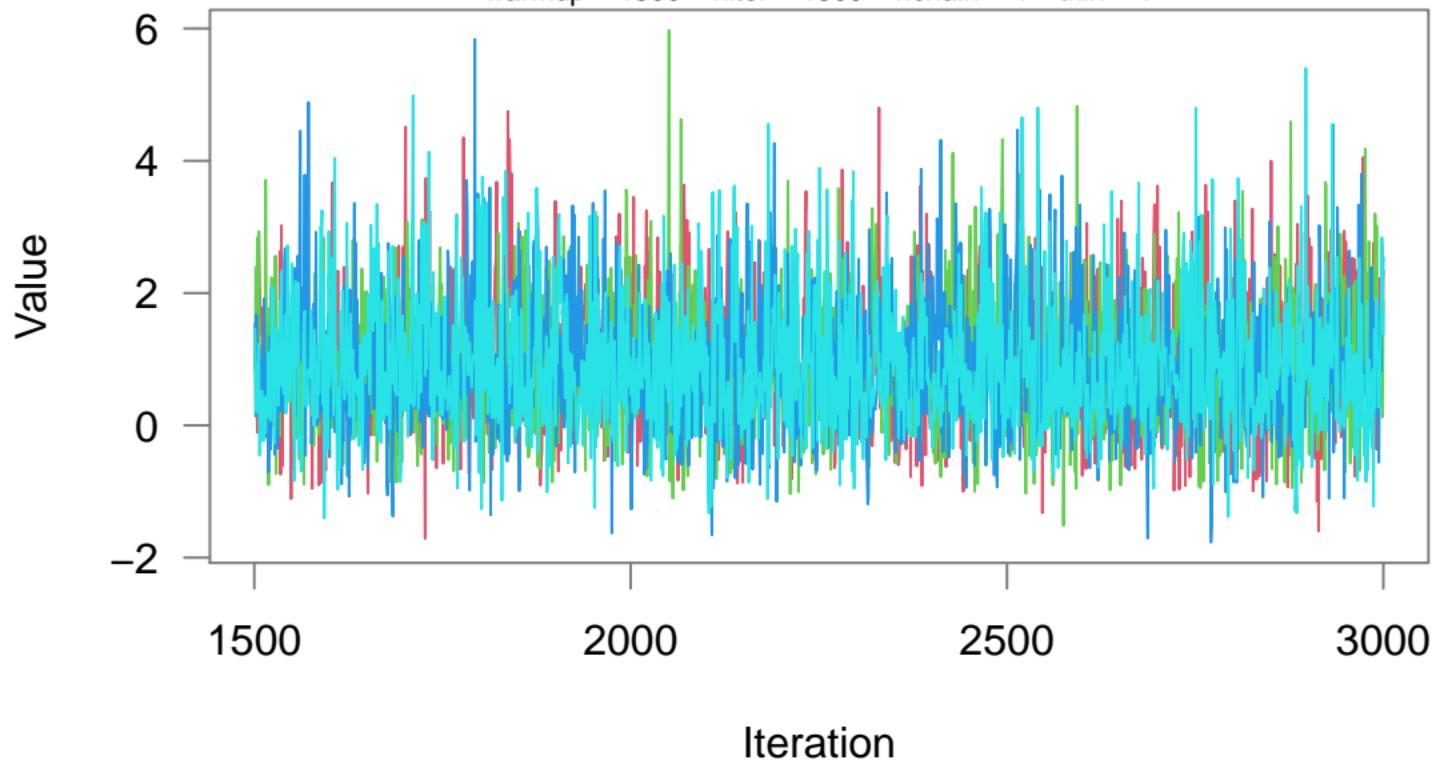


## r\_bay\_fac:site\_fac[Agripina\_AG-4,Intercept]



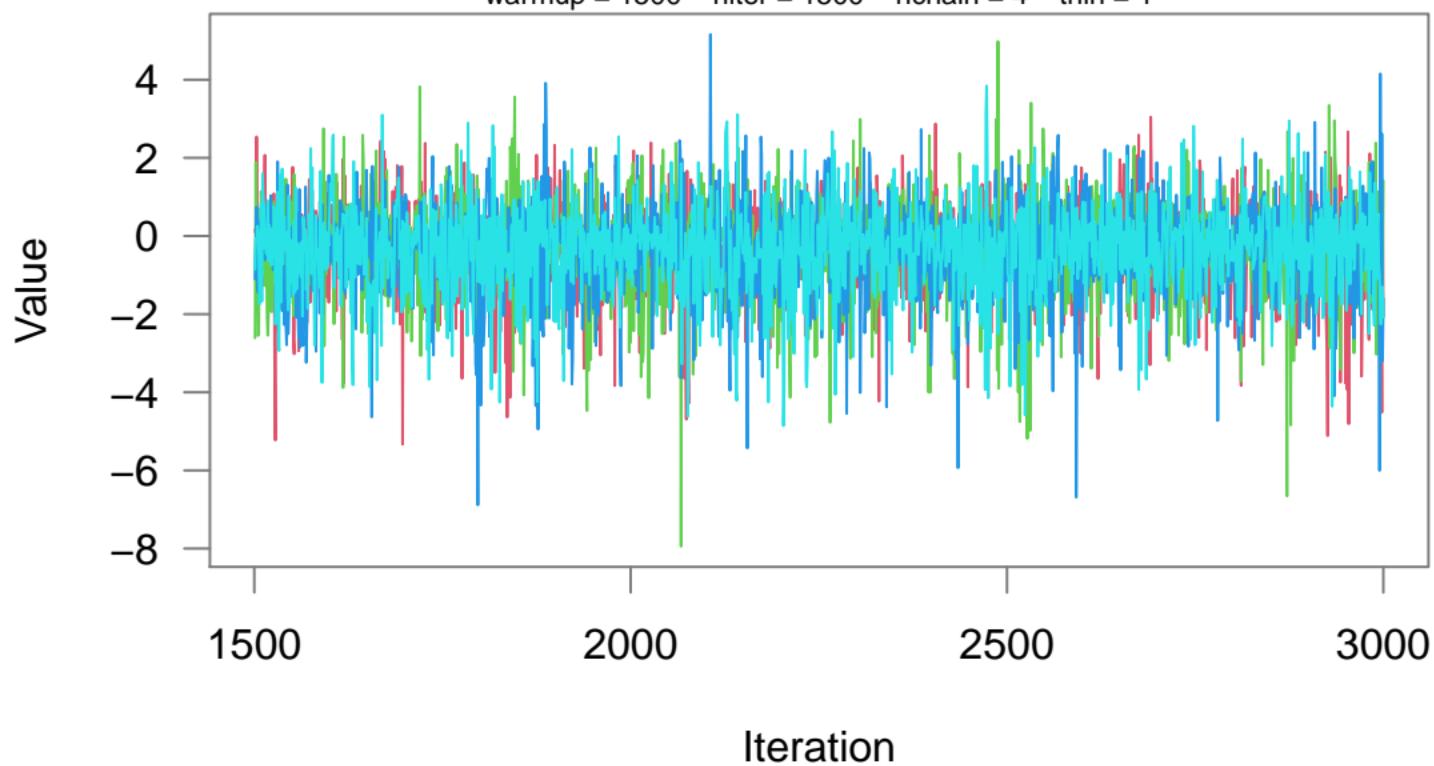
# r\_bay\_fac:site\_fac[Agripina\_AG-5,Intercept]

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



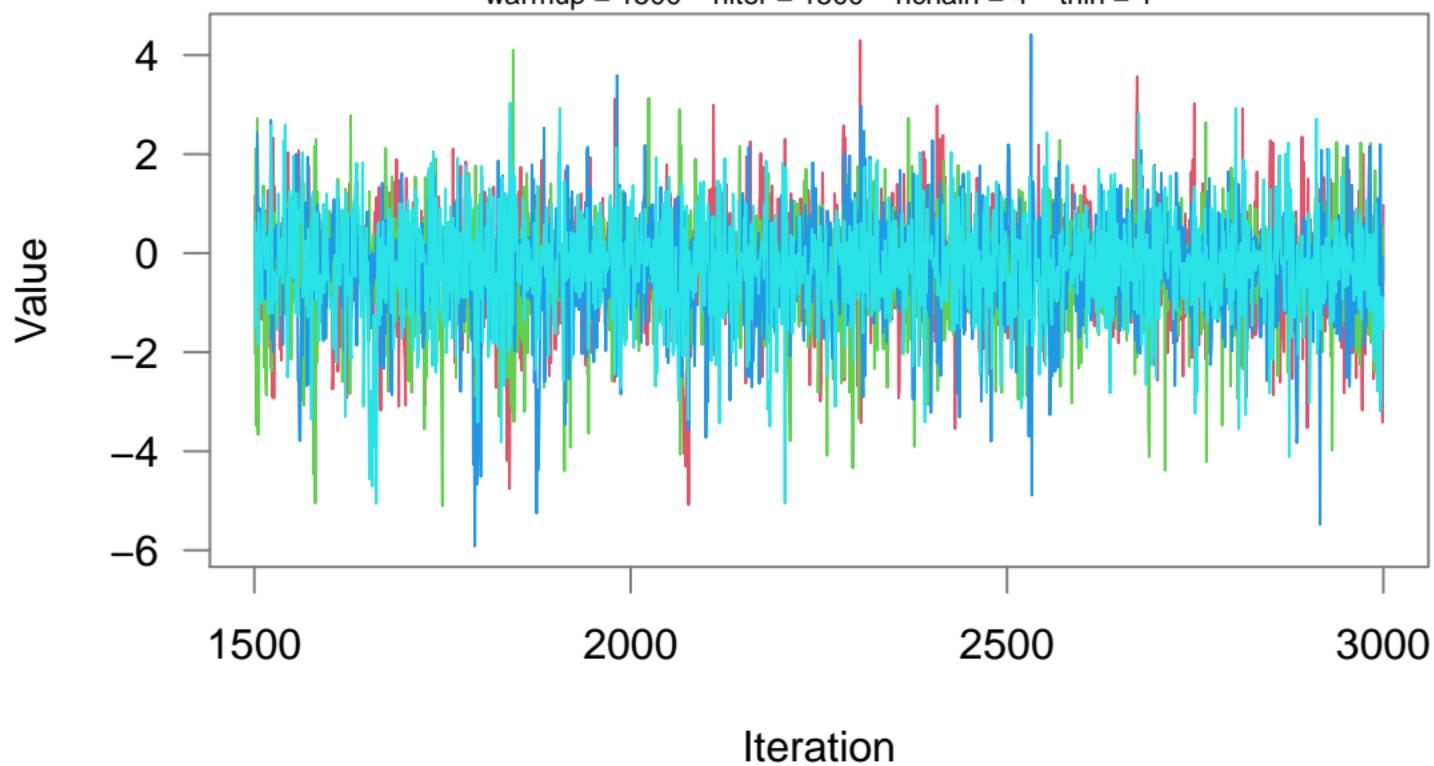
# r\_bay\_fac:site\_fac[Agripina\_AG-6,Intercept]

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



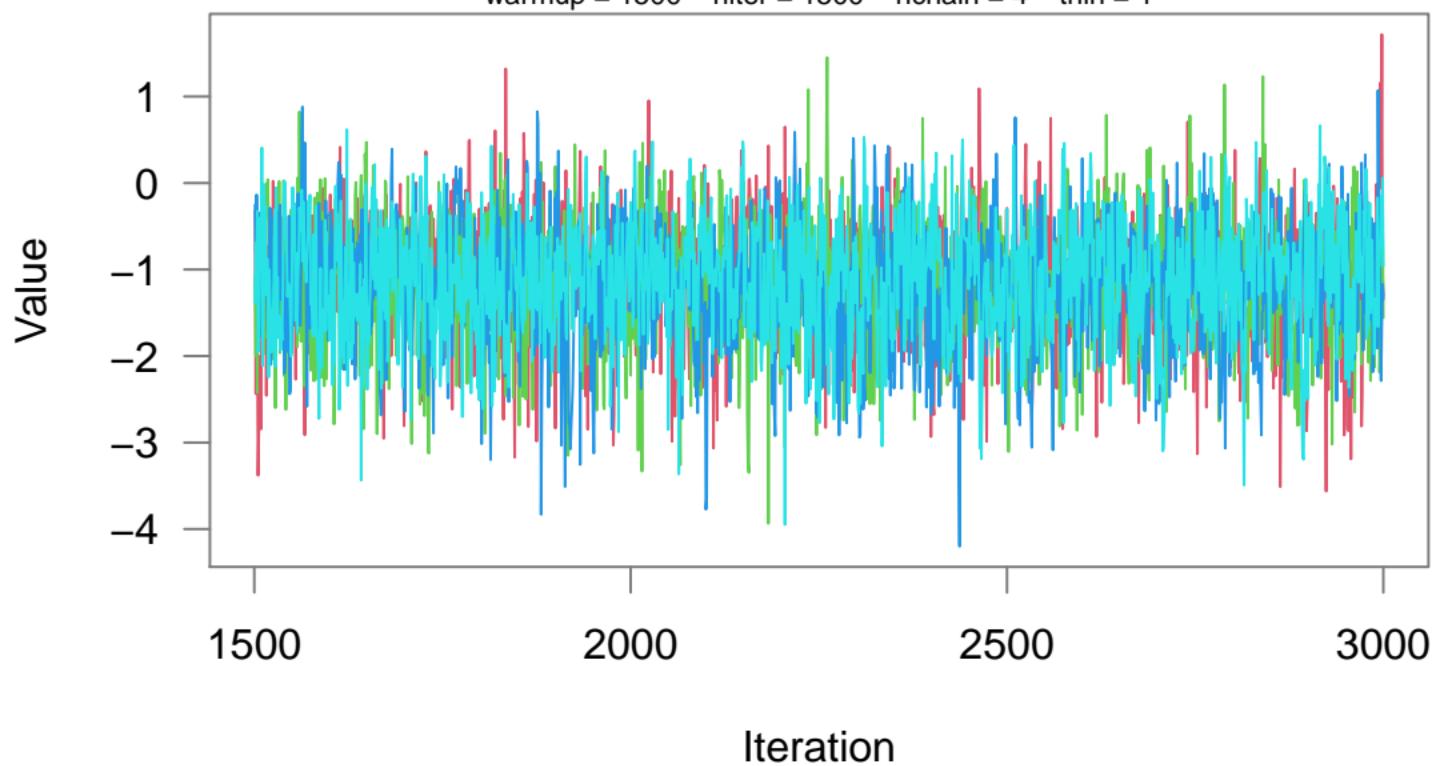
# r\_bay\_fac:site\_fac[Anton.Larson.Bay\_Back.Bay.eelgrass,Interce

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

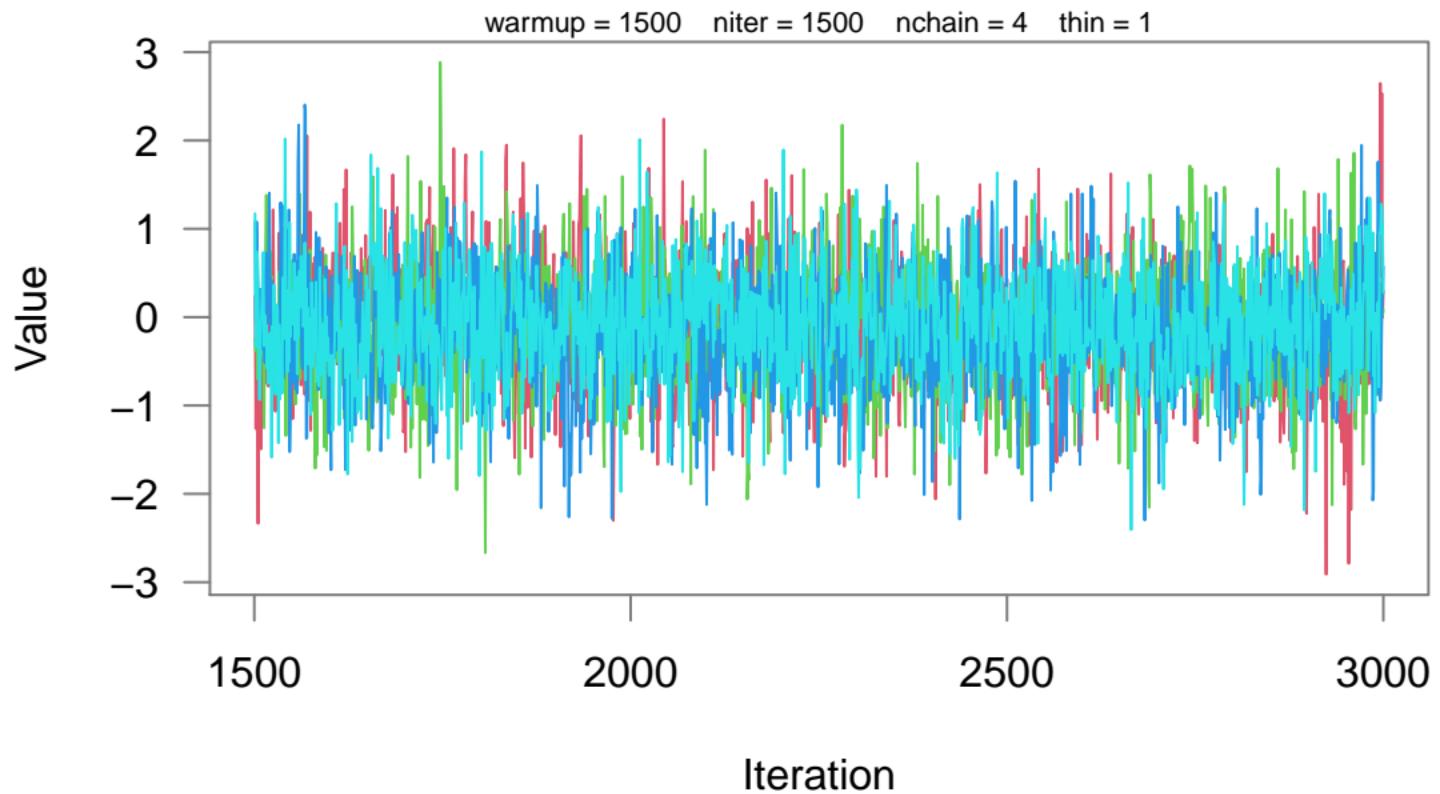


# r\_bay\_fac:site\_fac[Anton.Larson.Bay\_Cobble.point,Intercept]

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

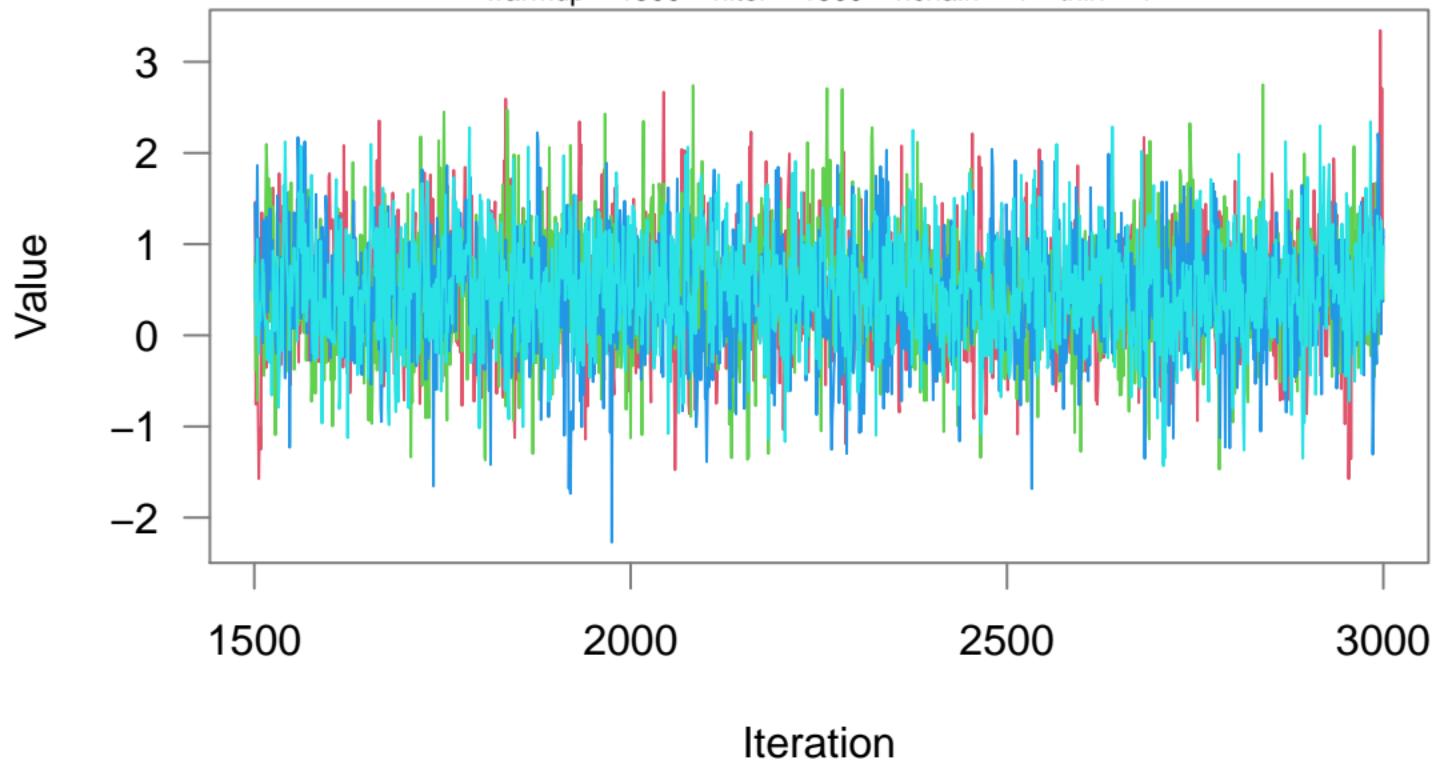


# r\_bay\_fac:site\_fac[Anton.Larson.Bay\_Eelgrass.patches,Intercept]



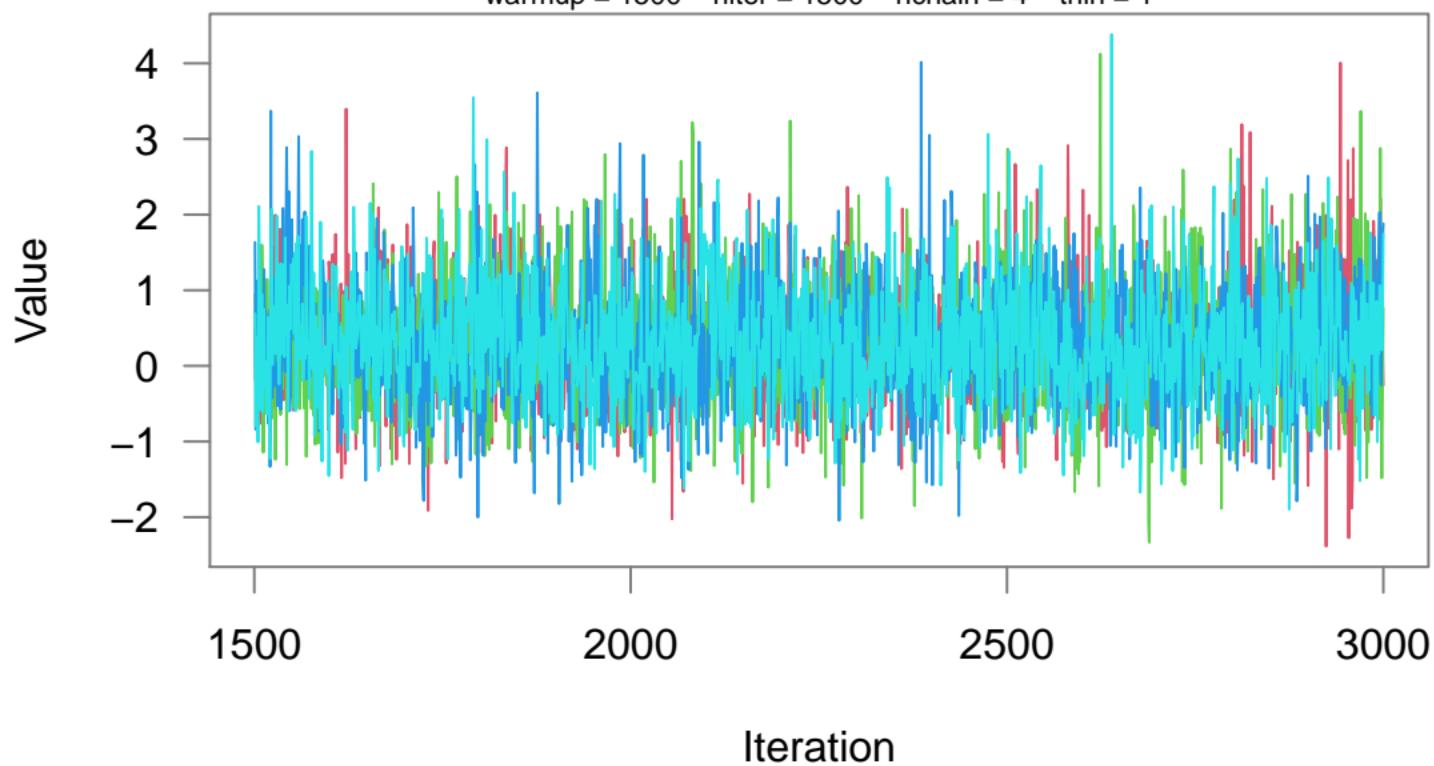
# r\_bay\_fac:site\_fac[Anton.Larson.Bay\_Eelgrass.point,Intercept]

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



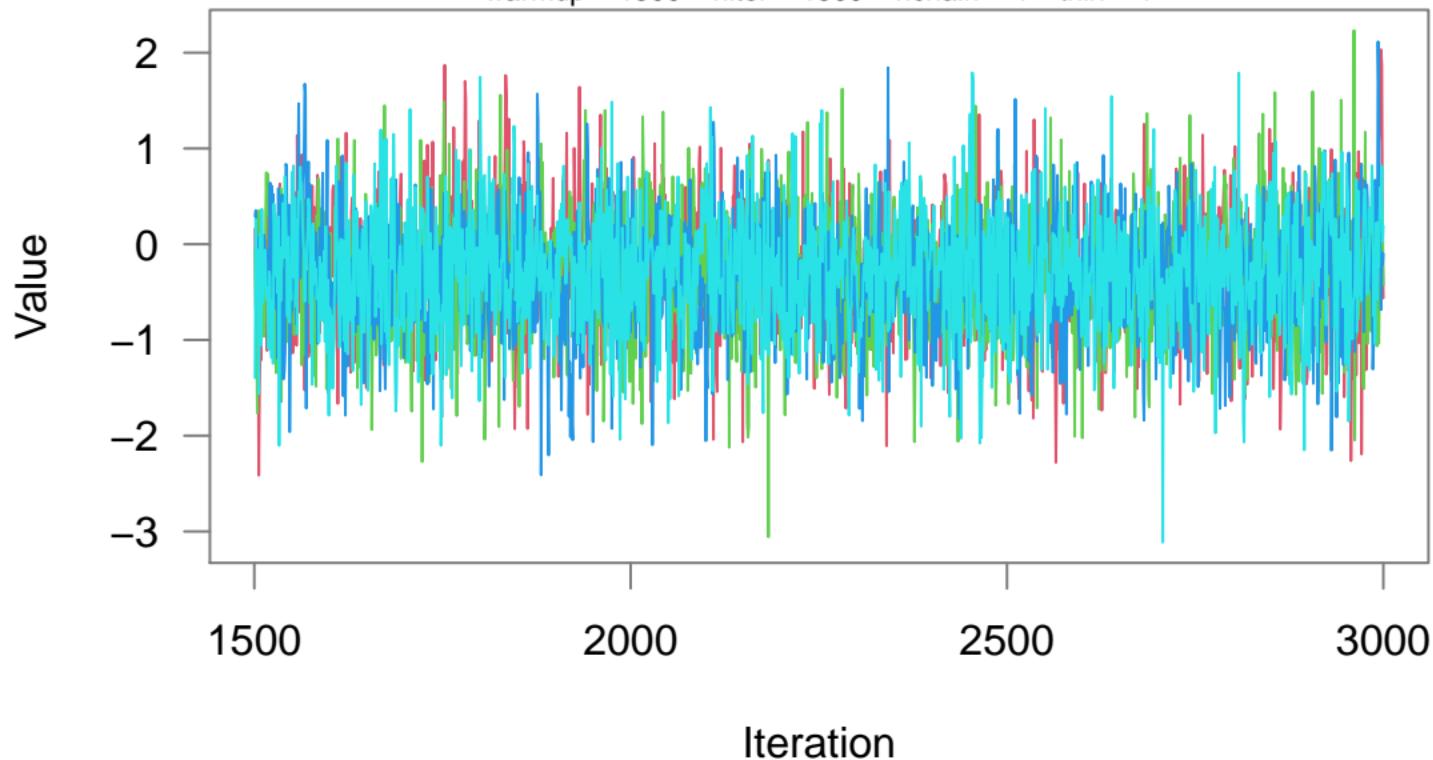
# r\_bay\_fac:site\_fac[Anton.Larson.Bay\_Laminaria.#2,Intercept]

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

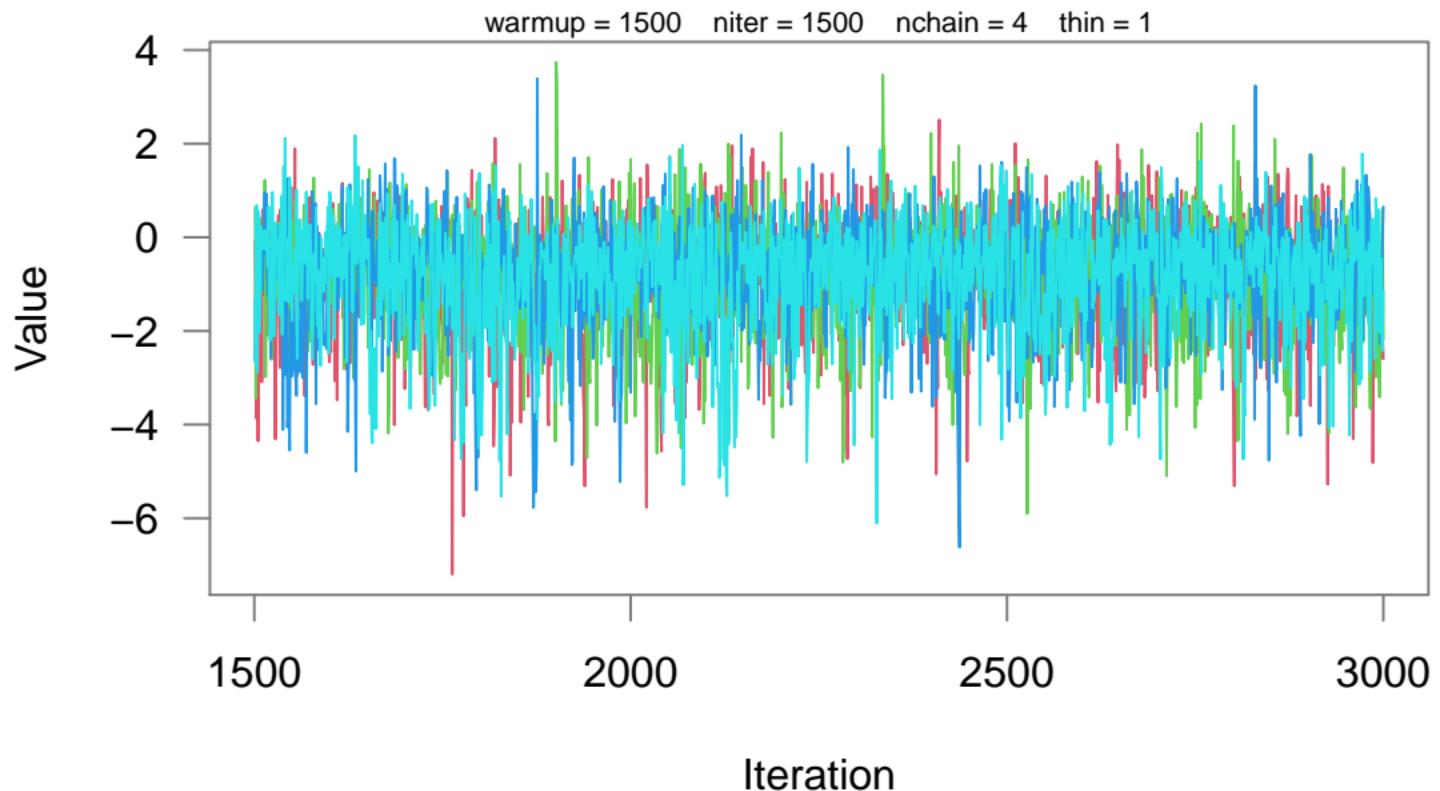


# r\_bay\_fac:site\_fac[Anton.Larson.Bay\_Laminaria.Point,Intercep

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

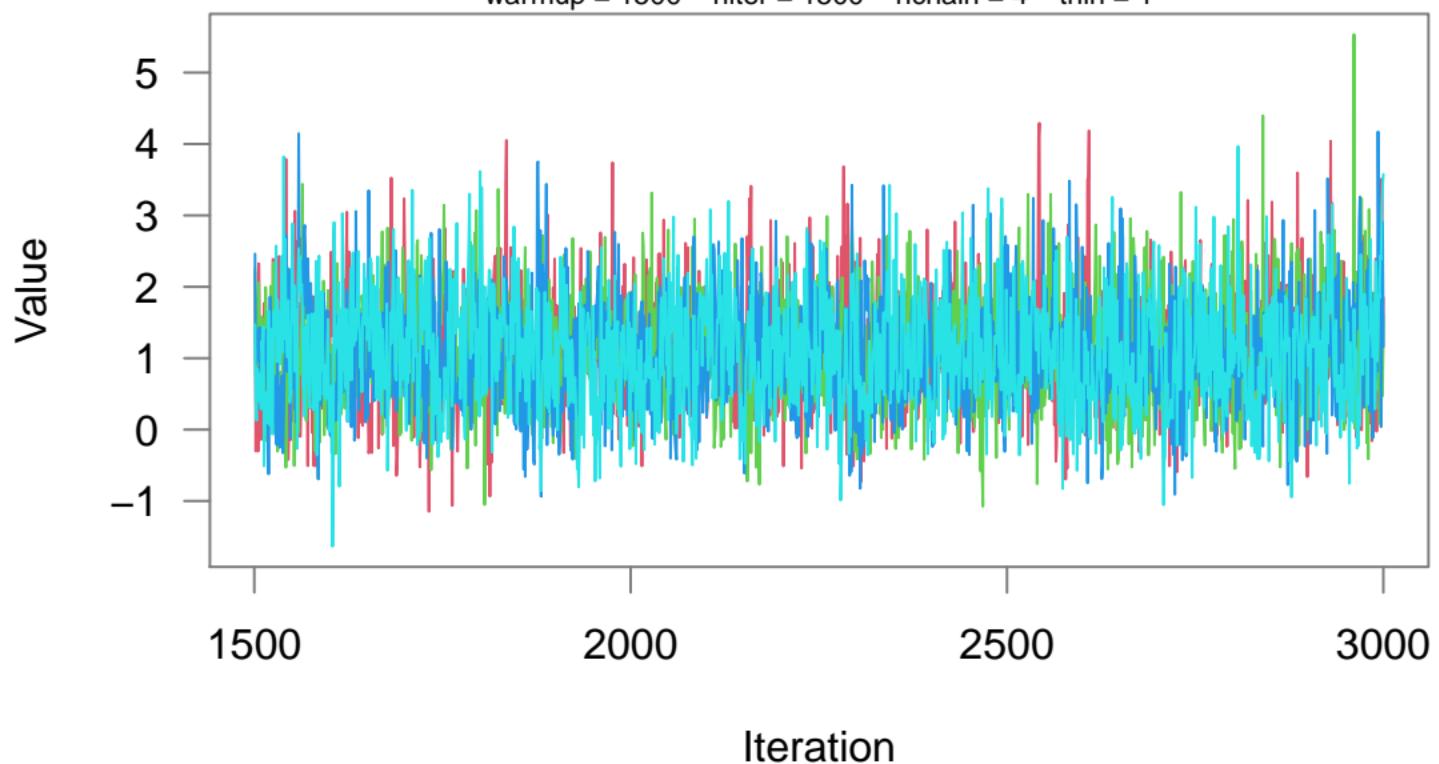


# r\_bay\_fac:site\_fac[Anton.Larson.Bay\_White.rock,Intercept]



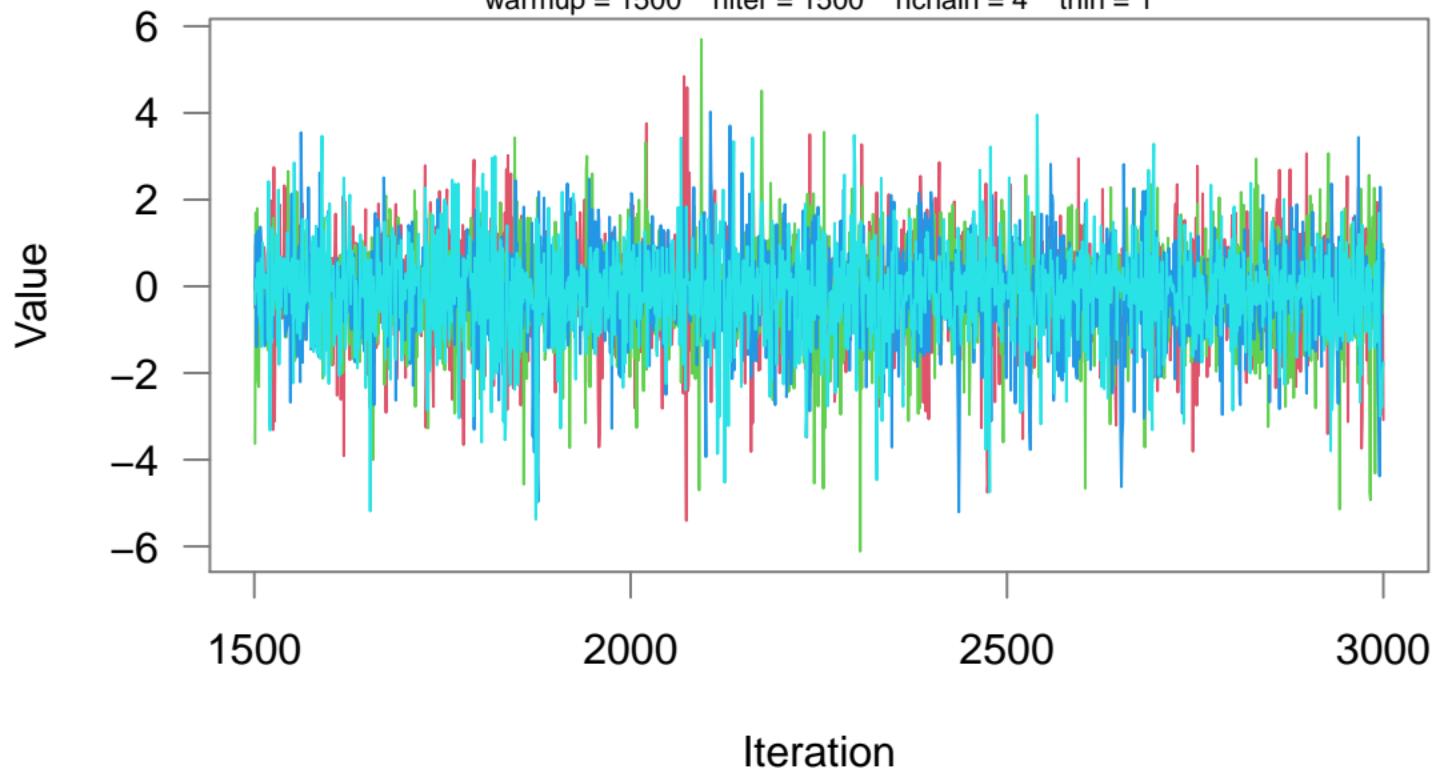
# r\_bay\_fac:site\_fac[Anton.Larson.Bay\_Wooden.boat,Intercept]

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



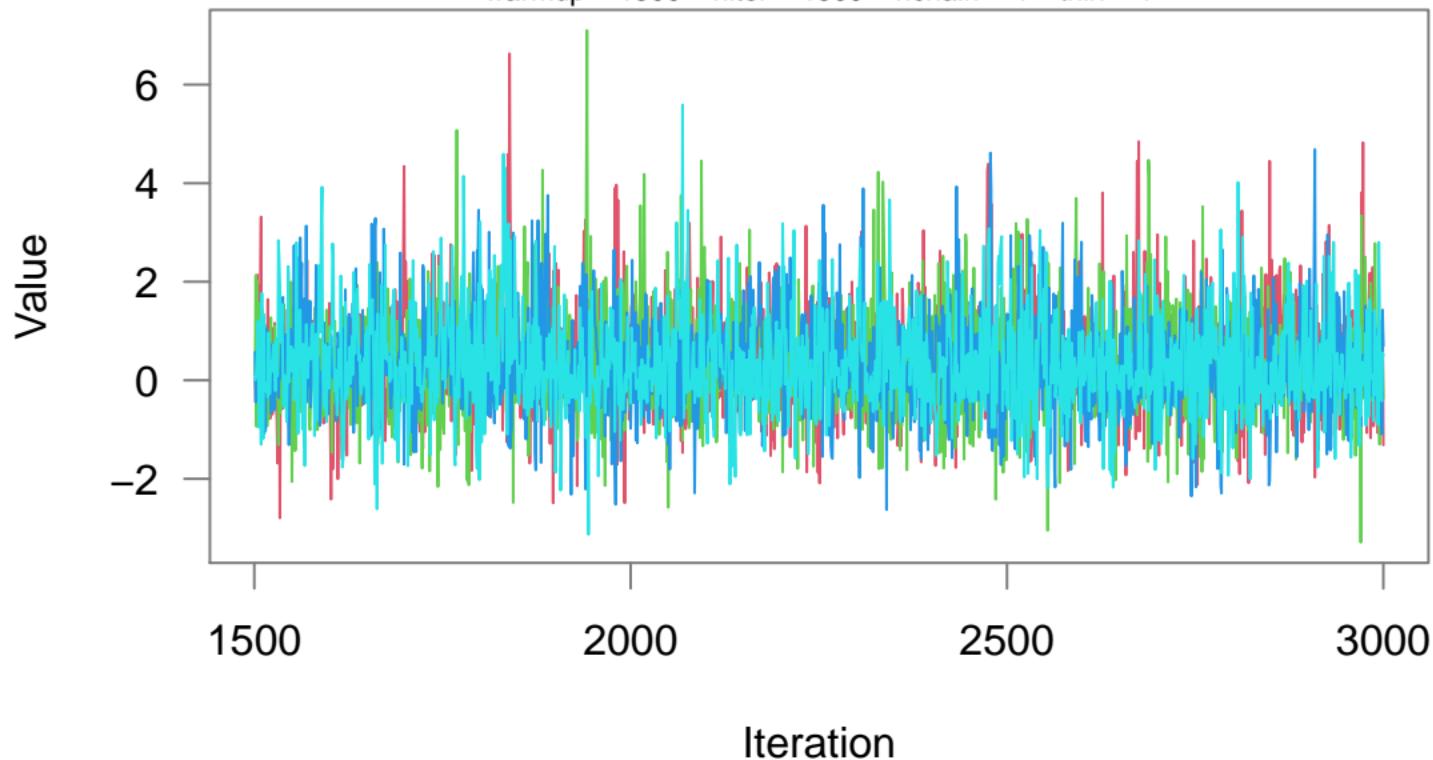
## r\_bay\_fac:site\_fac[Balboa\_BB-1,Intercept]

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



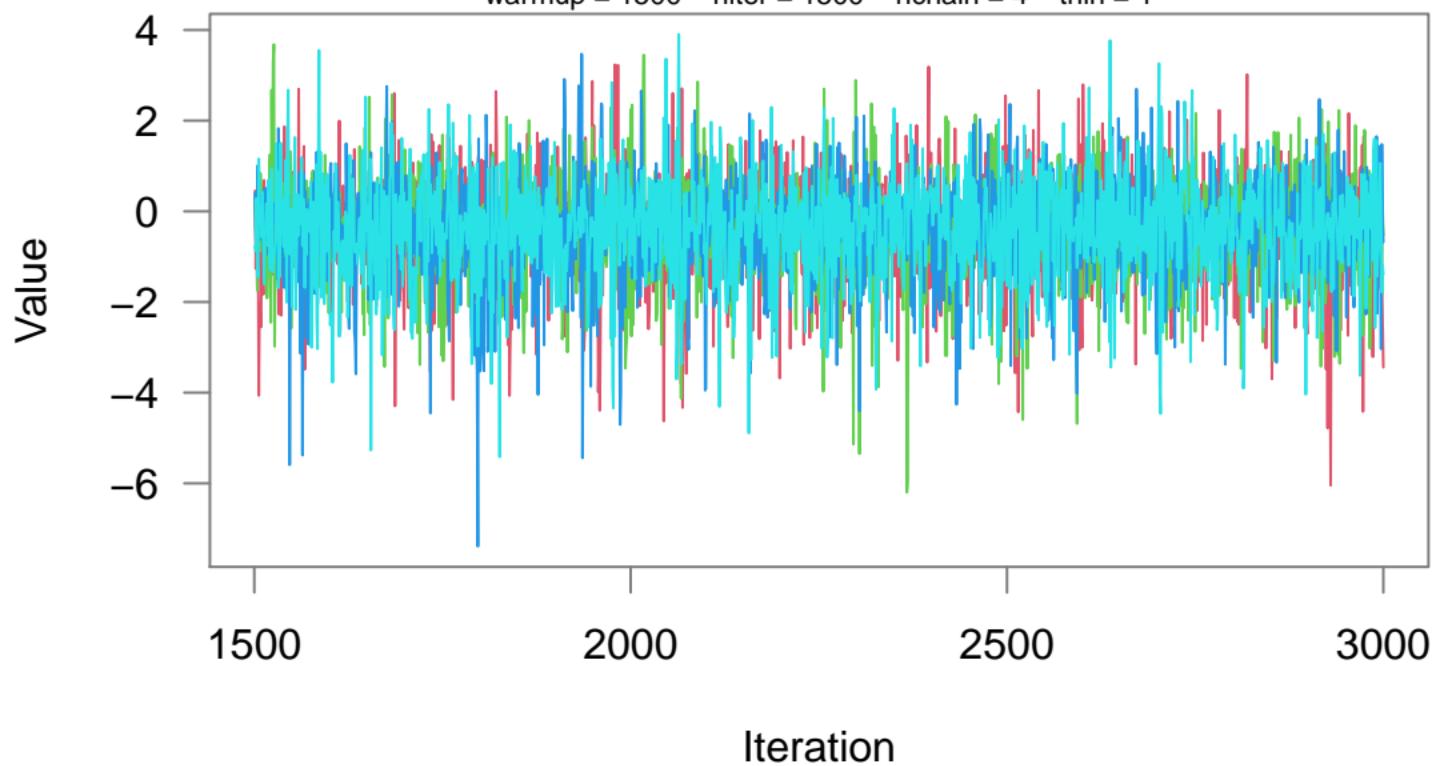
# r\_bay\_fac:site\_fac[Balboa\_BB-2,Intercept]

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



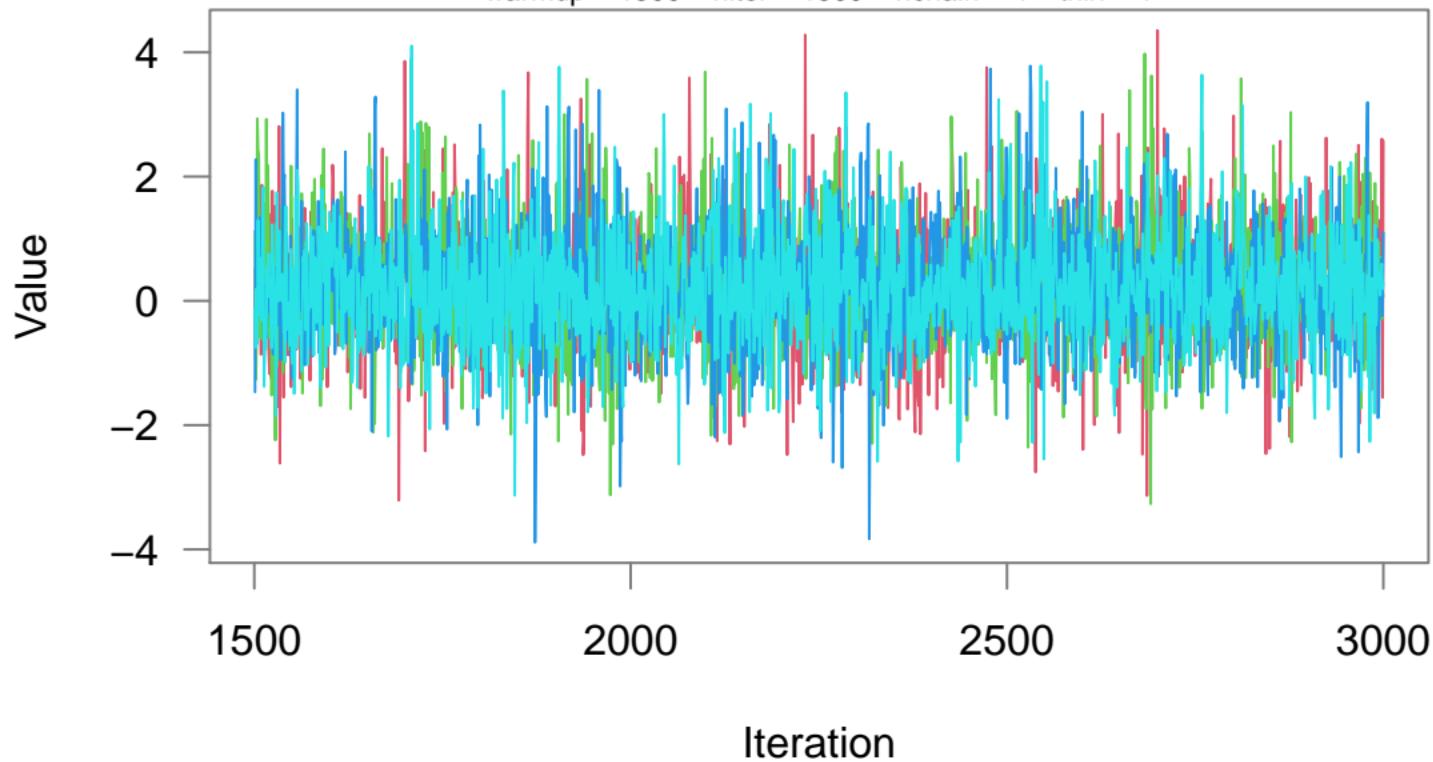
## r\_bay\_fac:site\_fac[Balboa\_BB-3,Intercept]

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



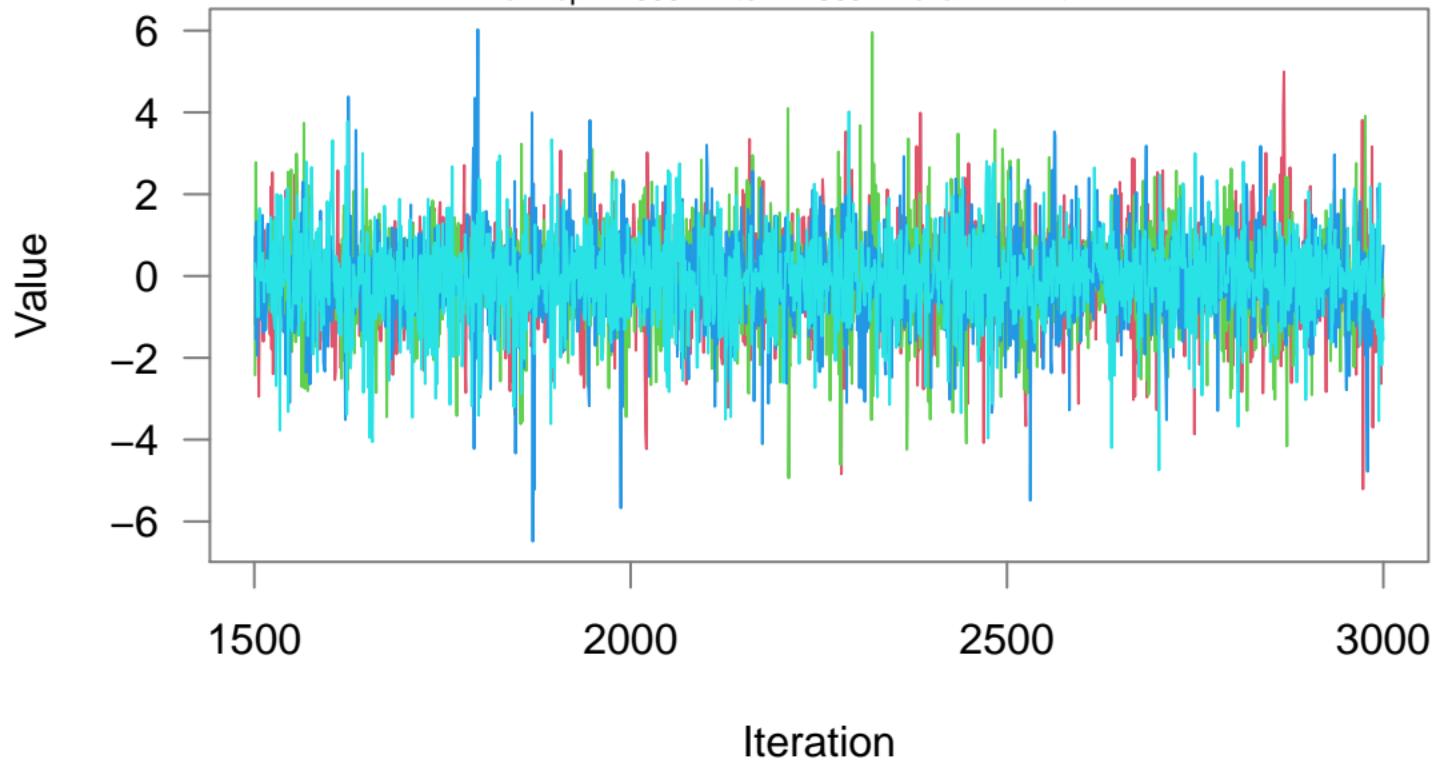
## r\_bay\_fac:site\_fac[Balboa\_BB-4,Intercept]

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



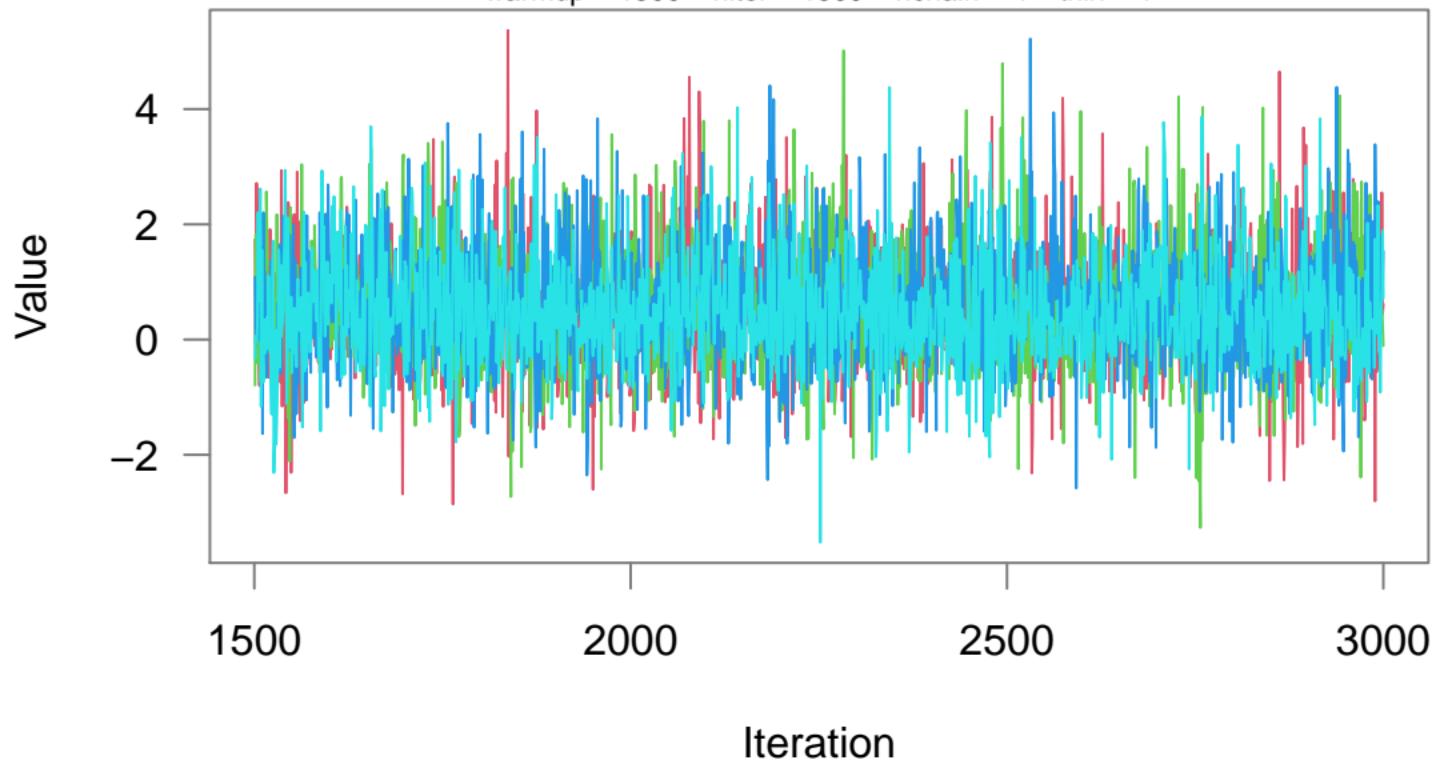
## r\_bay\_fac:site\_fac[Balboa\_BB-5,Intercept]

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



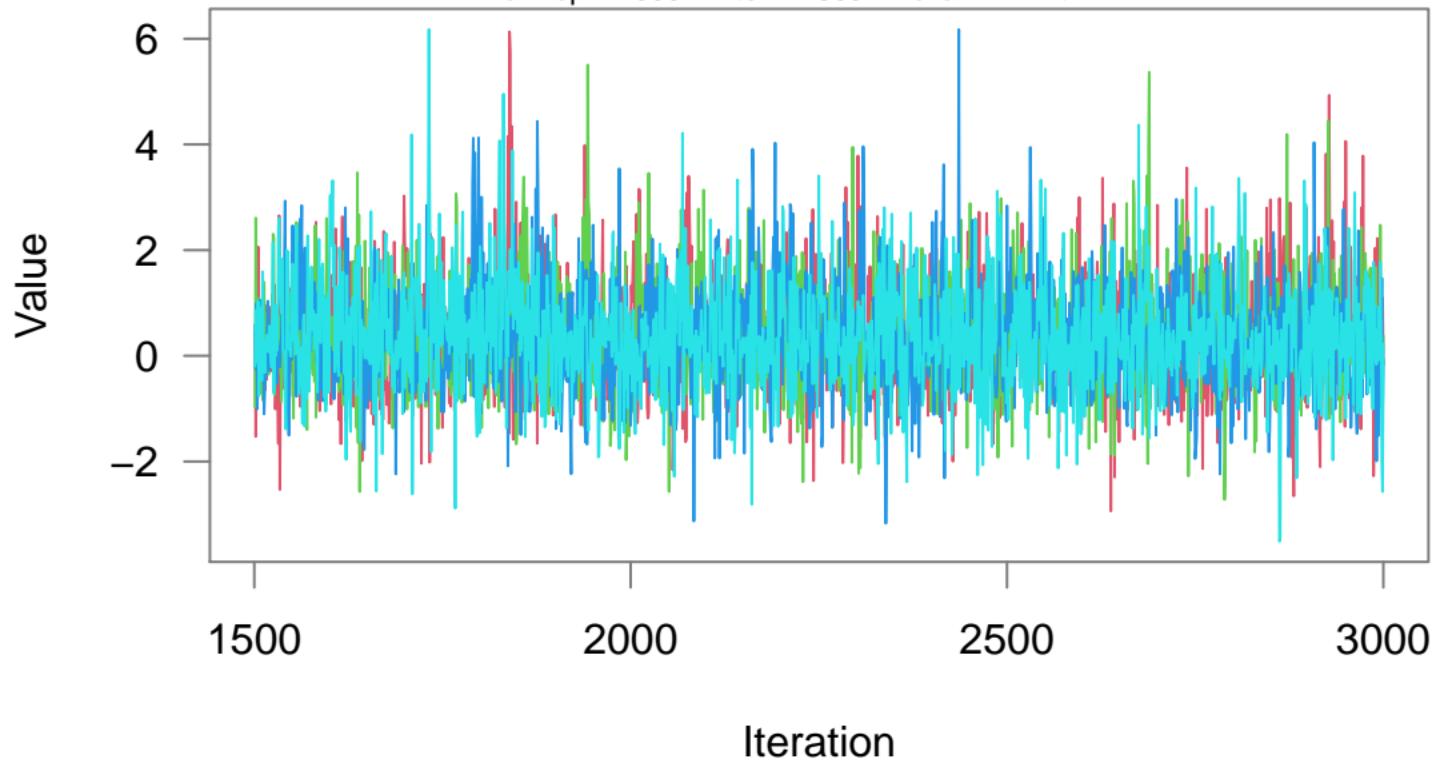
## r\_bay\_fac:site\_fac[Balboa\_BB-6,Intercept]

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



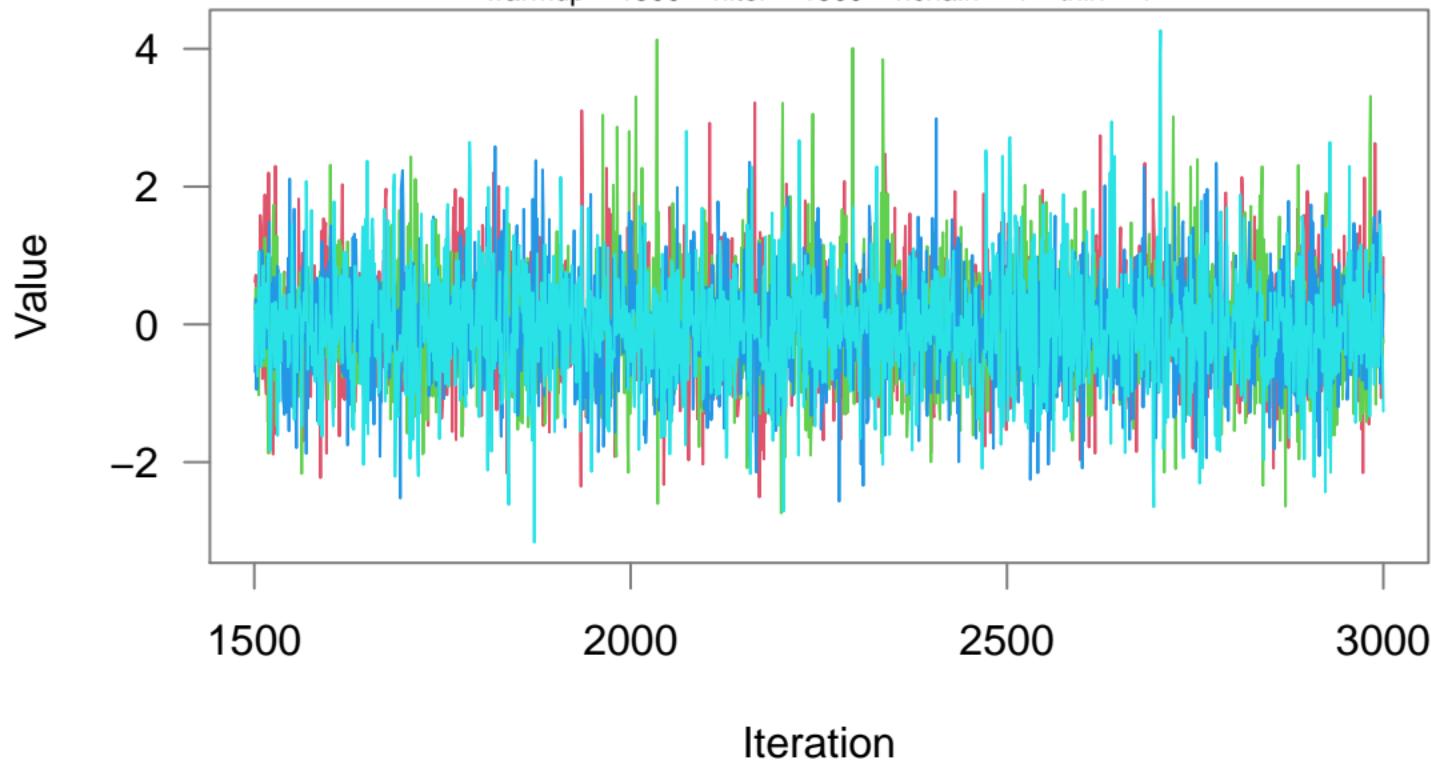
## r\_bay\_fac:site\_fac[Balboa\_BB-7,Intercept]

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



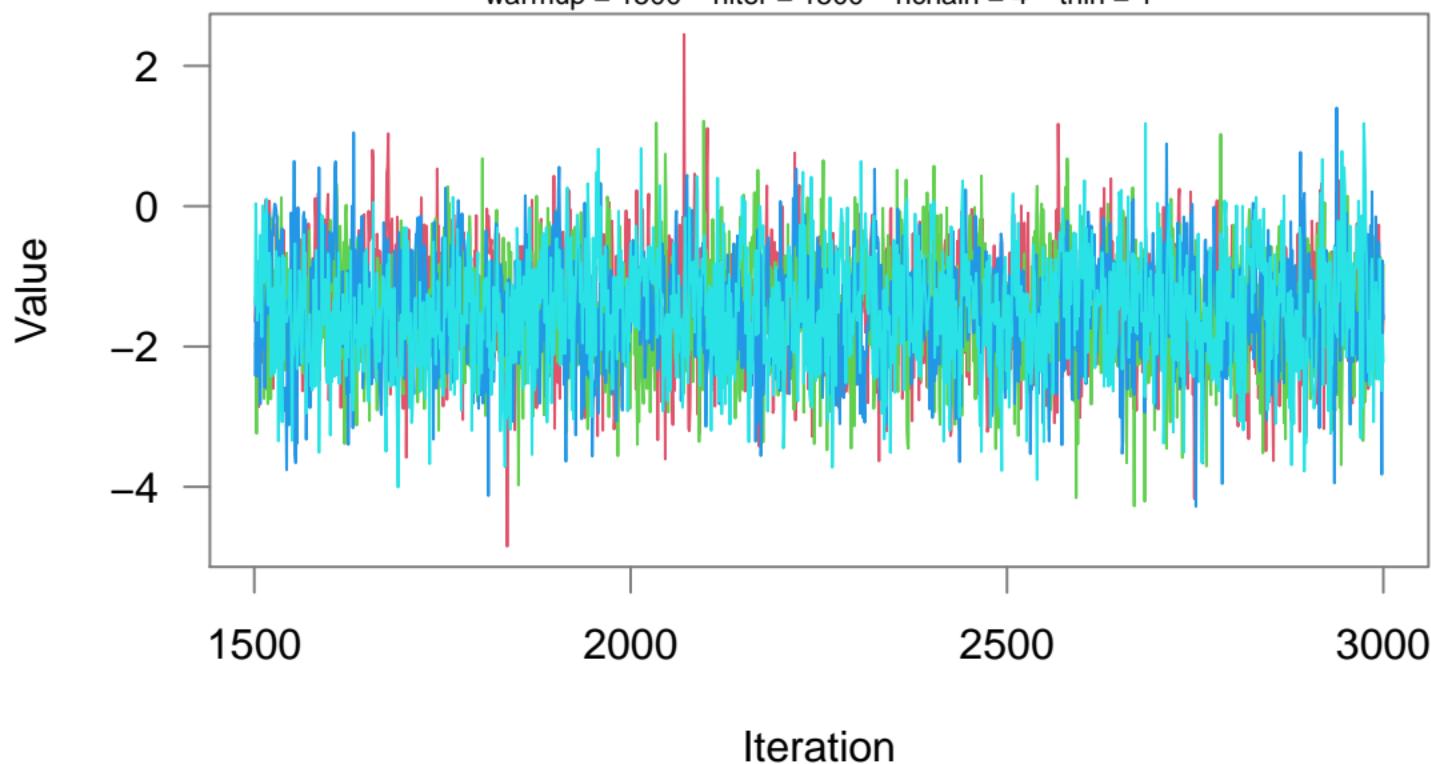
# r\_bay\_fac:site\_fac[Cook.Bay\_Bare.North,Intercept]

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

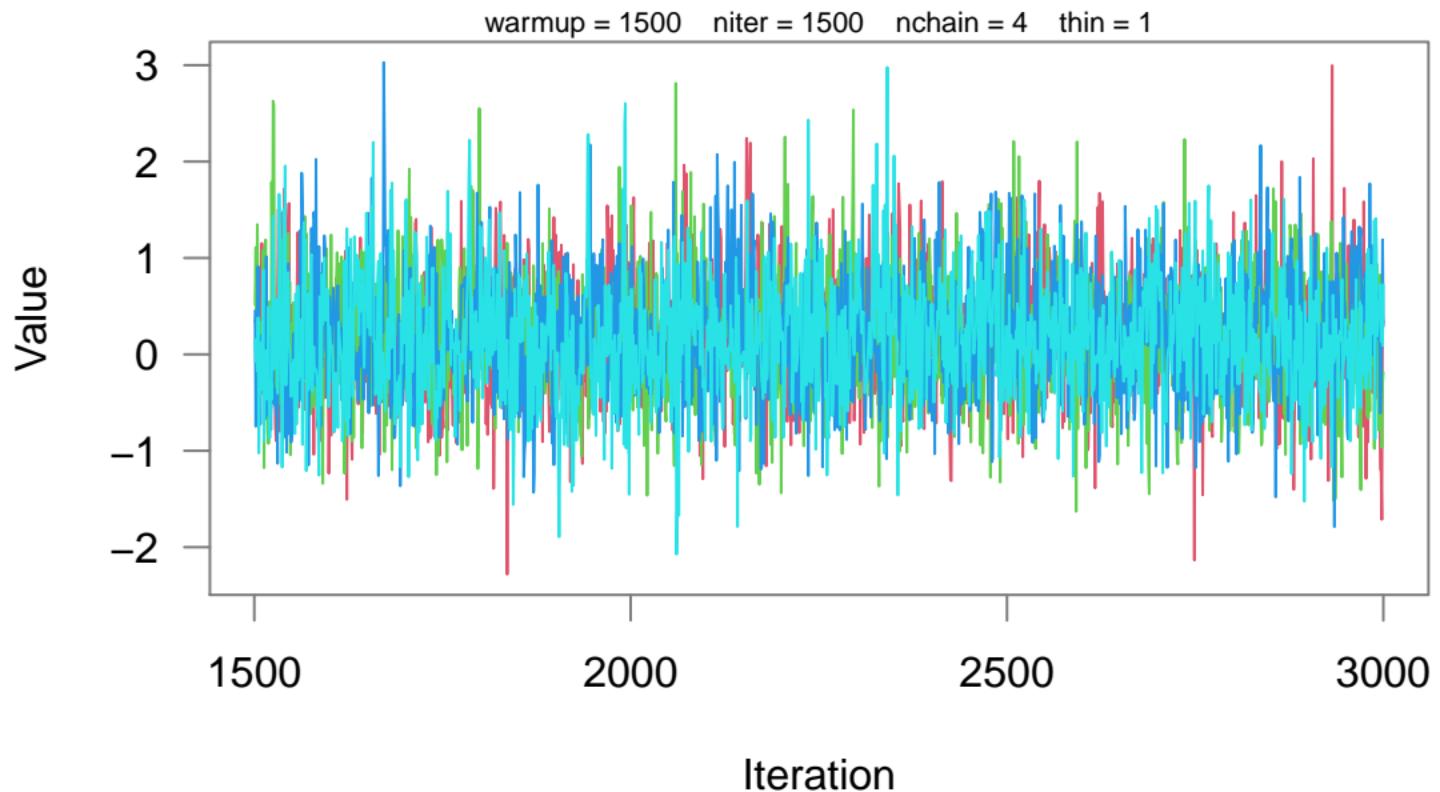


# r\_bay\_fac:site\_fac[Cook.Bay\_Eelgrass.North,Intercept]

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

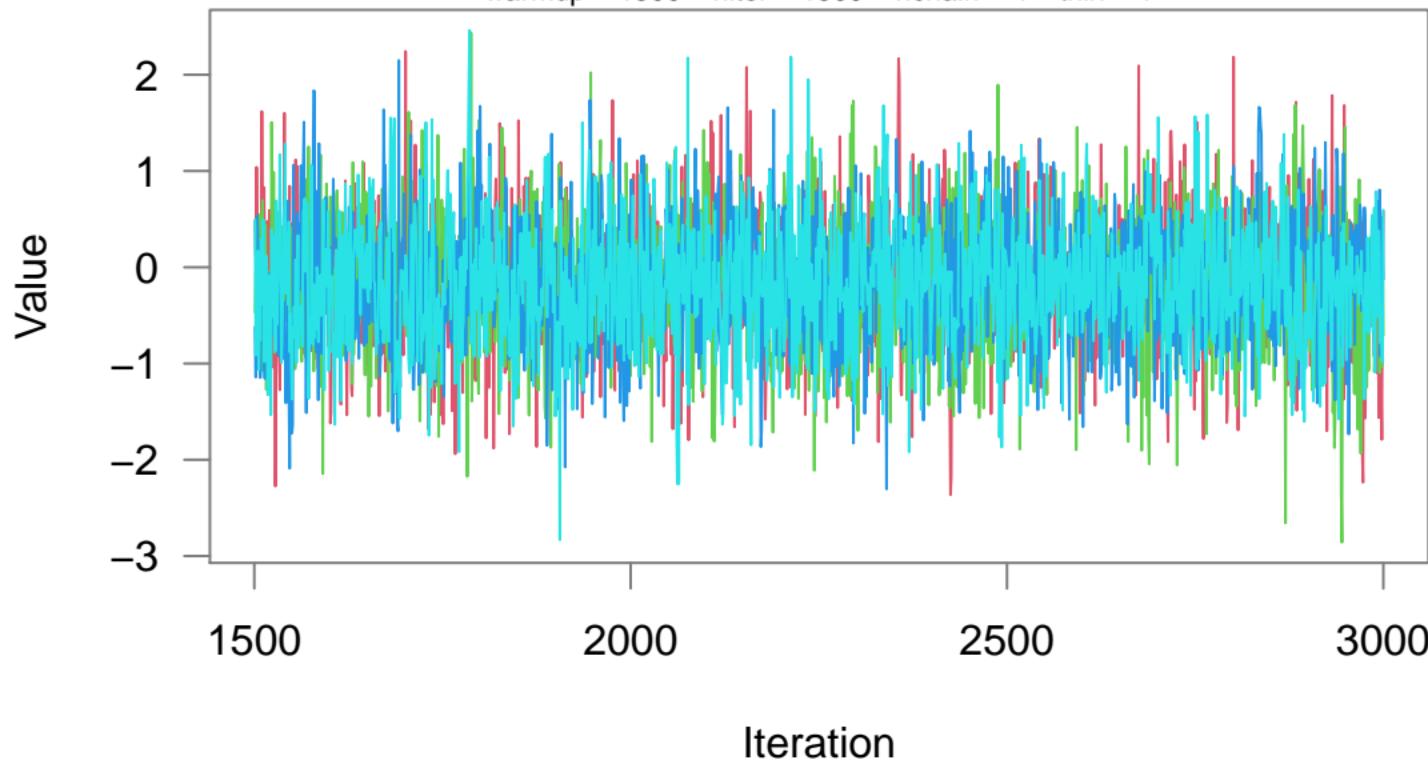


# r\_bay\_fac:site\_fac[Cook.Bay\_Eelgrass.South,Intercept]

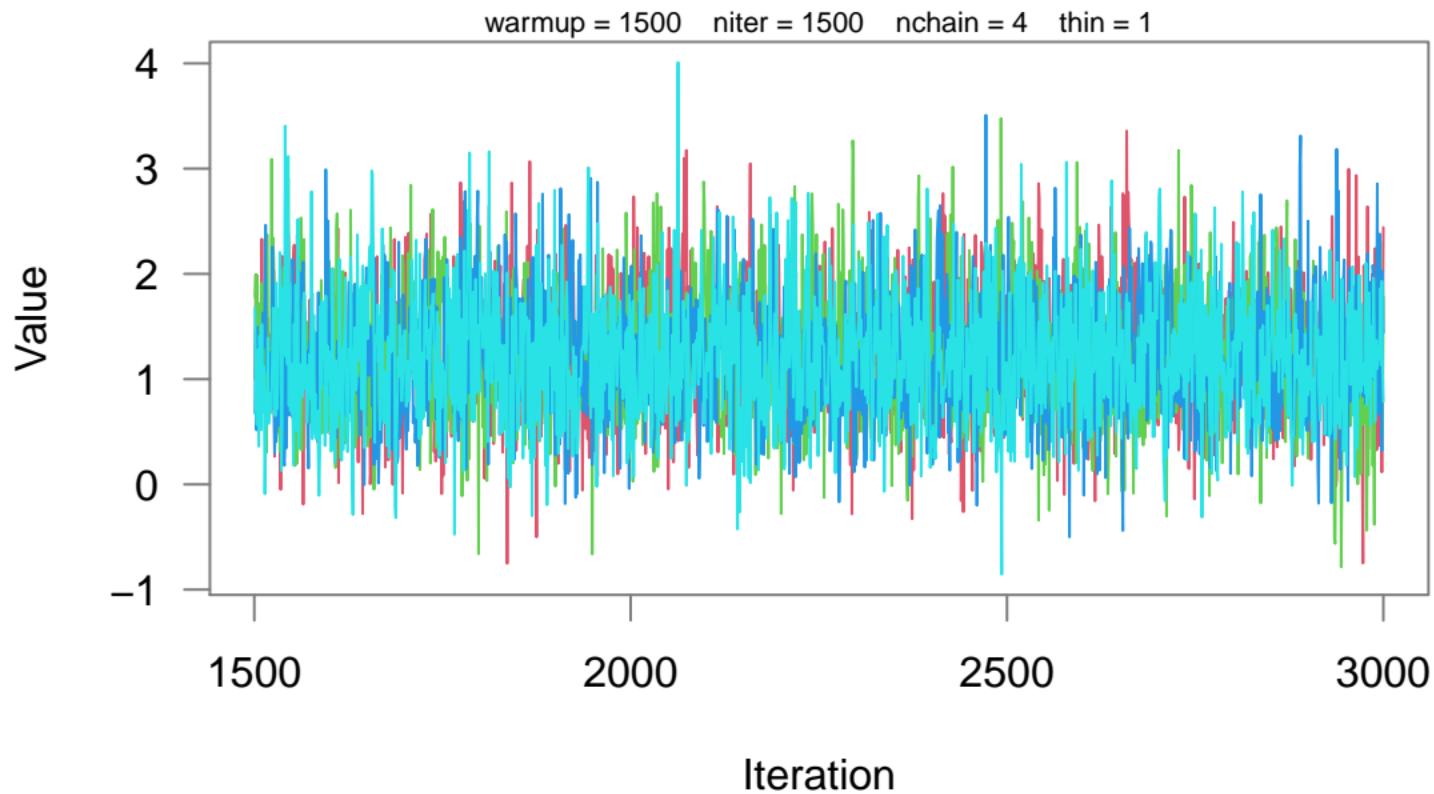


# r\_bay\_fac:site\_fac[Cook.Bay\_Eelgrass.West,Intercept]

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

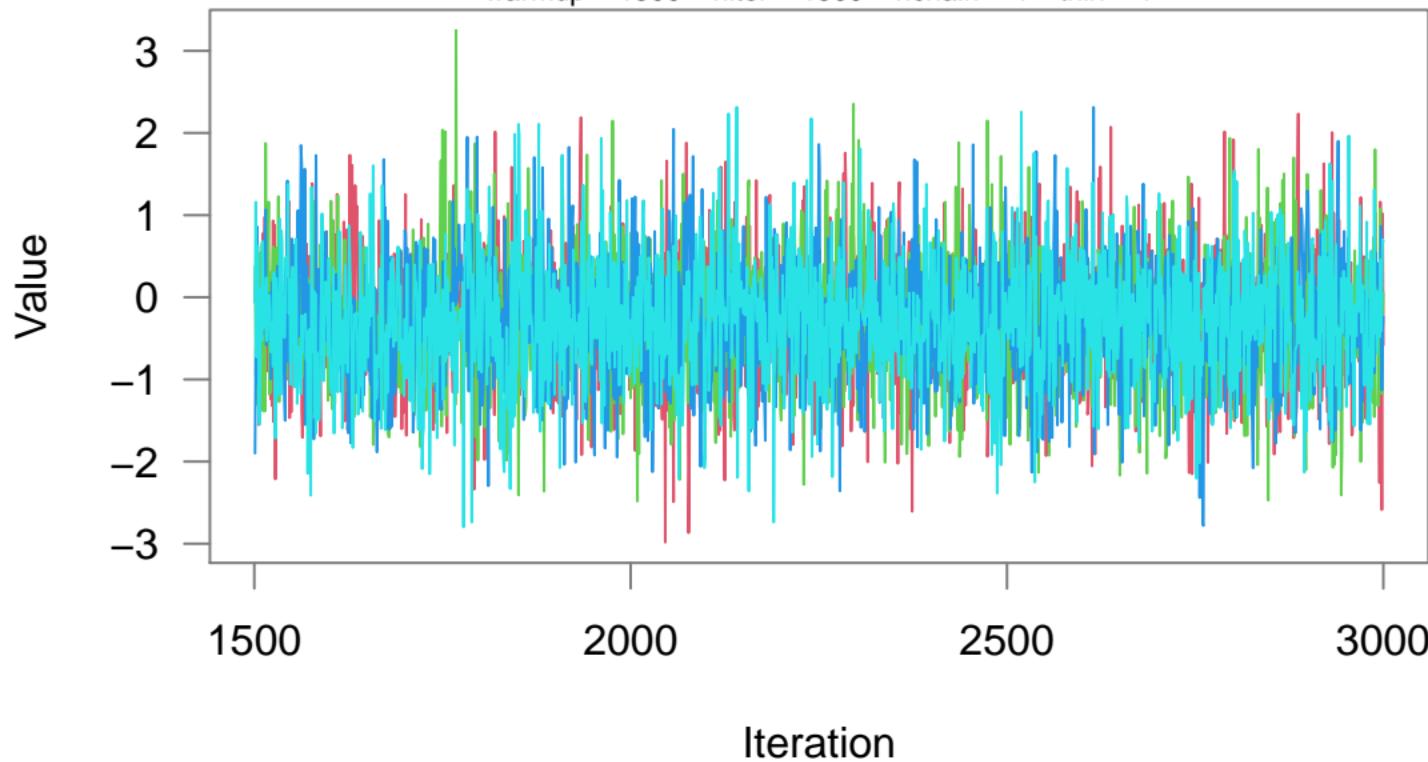


# r\_bay\_fac:site\_fac[Cook.Bay\_Laminaria.East,Intercept]



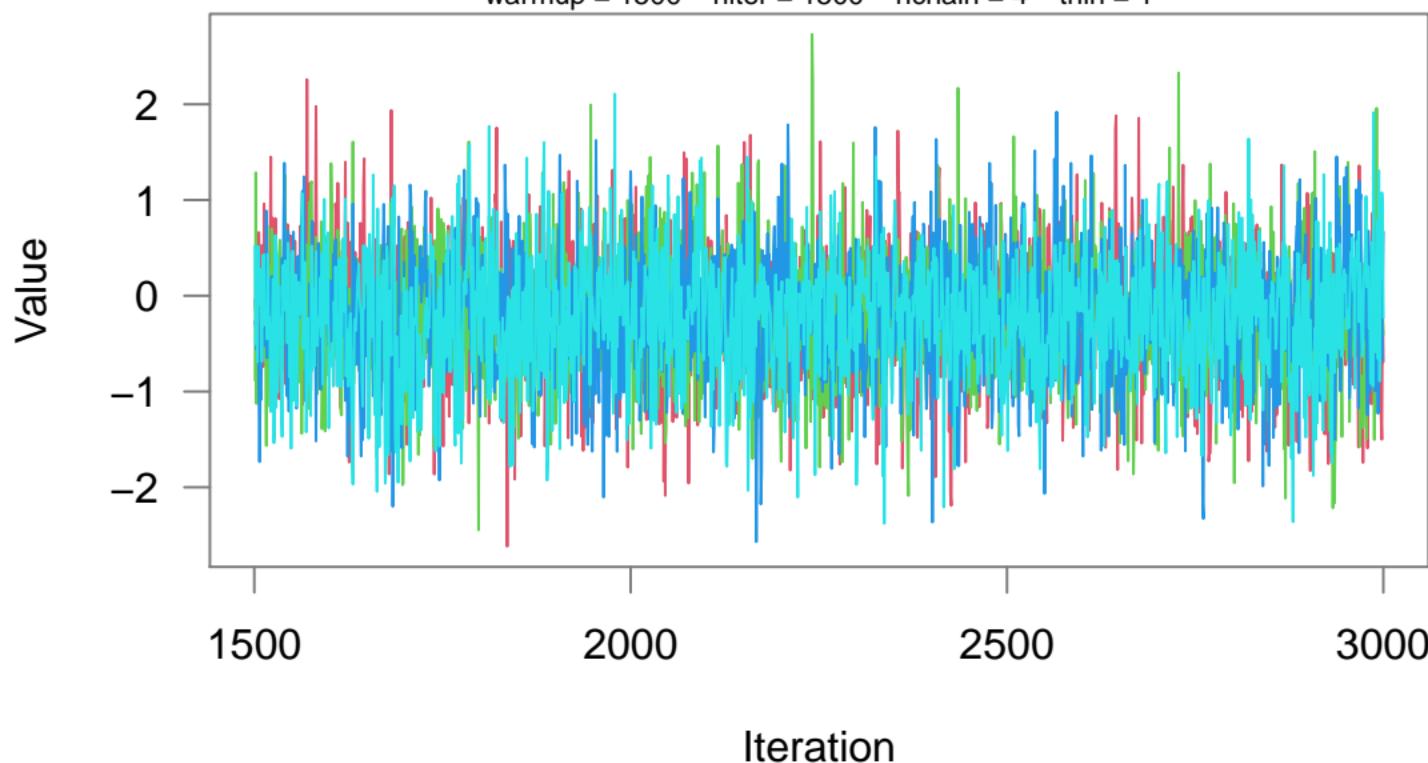
# r\_bay\_fac:site\_fac[Cook.Bay\_Laminaria.North,Intercept]

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



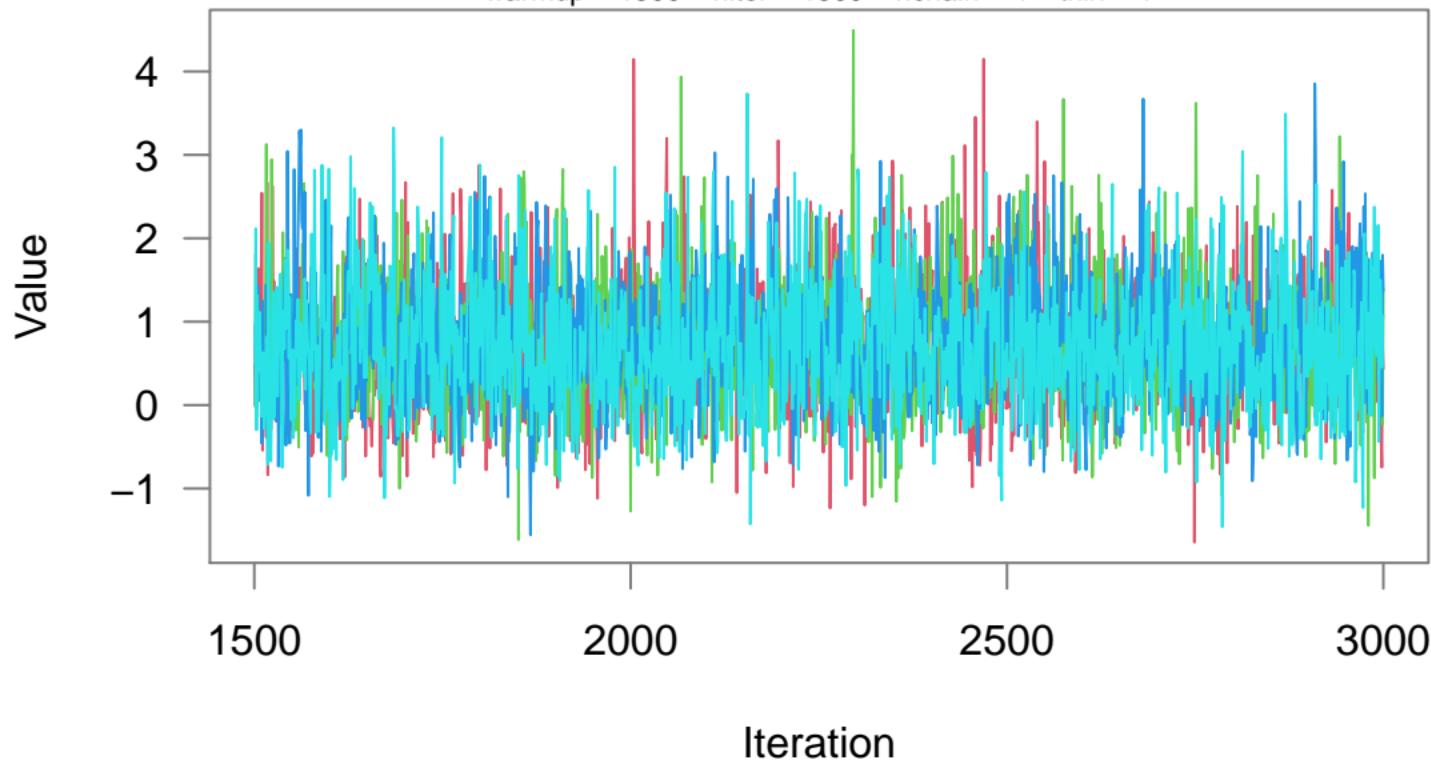
## r\_bay\_fac:site\_fac[Cook.Bay\_Laminaria.South,Intercept]

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



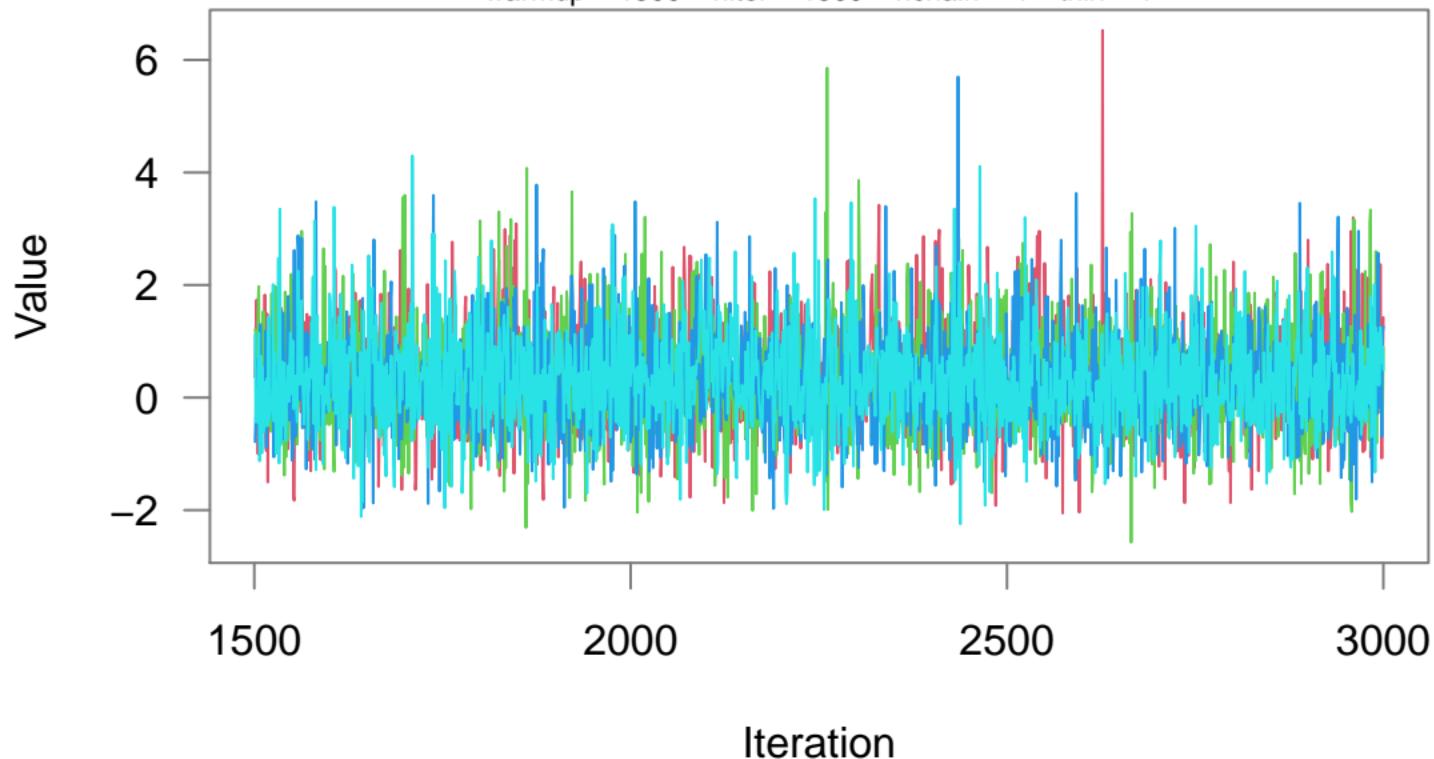
# r\_bay\_fac:site\_fac[Cook.Bay\_Middle.Cove,Intercept]

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



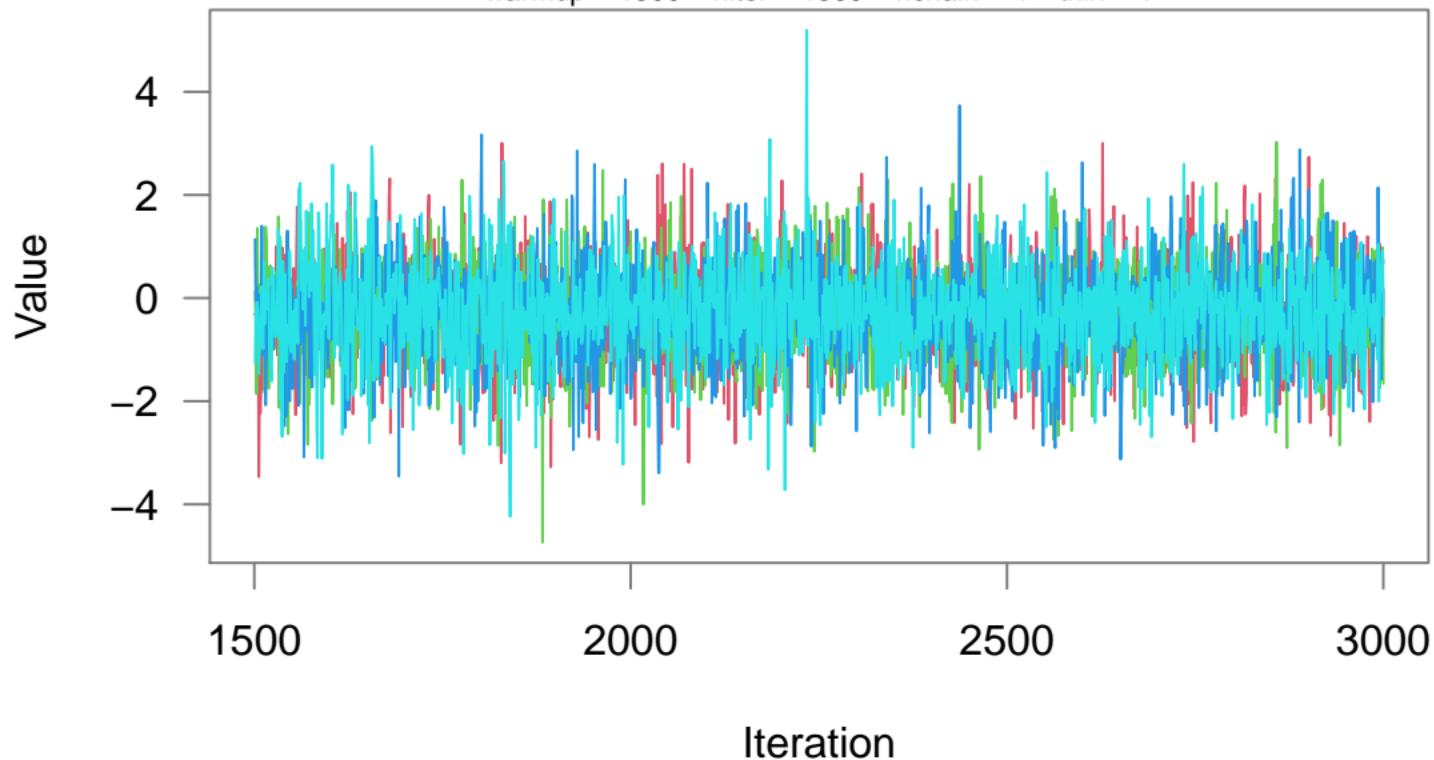
## r\_bay\_fac:site\_fac[Mitrofania\_Mit-1,Intercept]

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



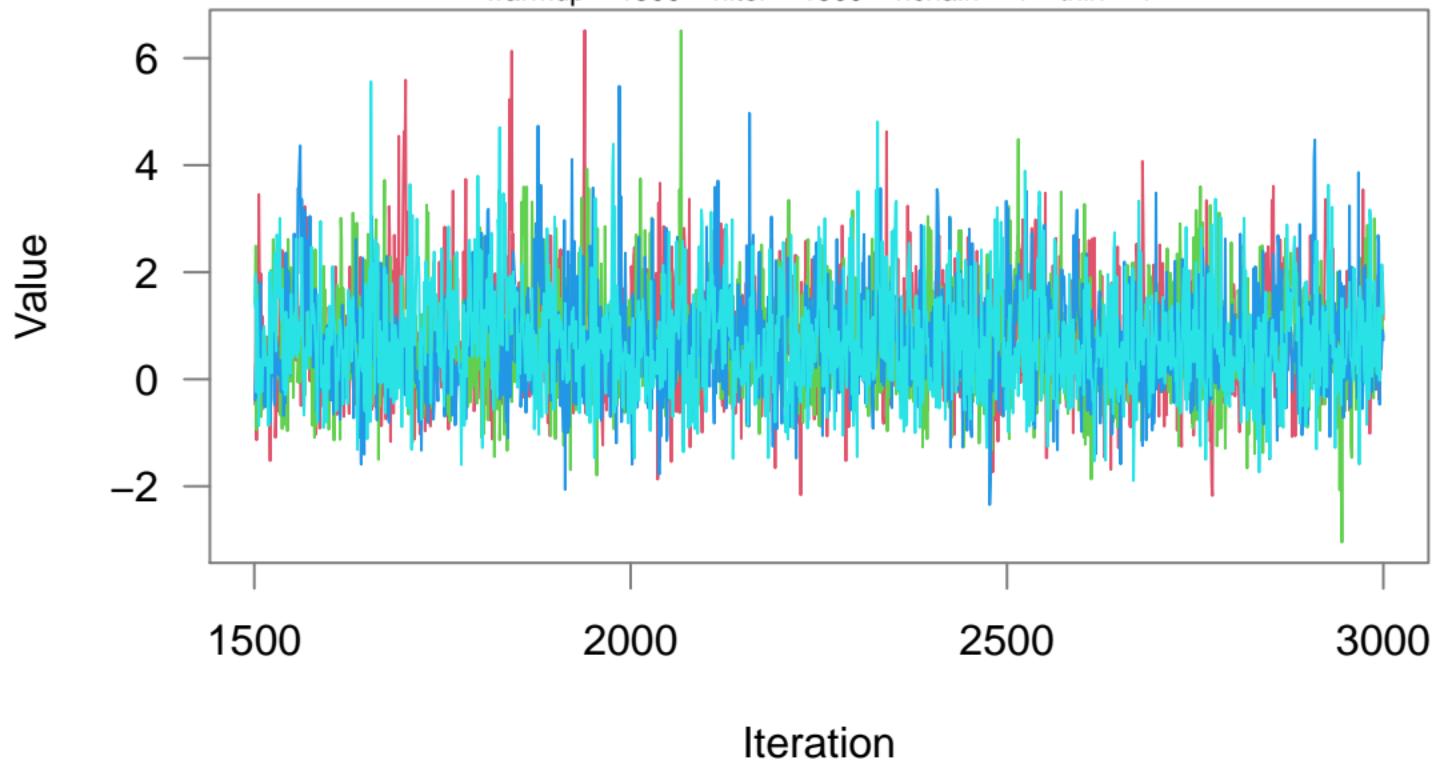
## r\_bay\_fac:site\_fac[Mitrofania\_Mit-2,Intercept]

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



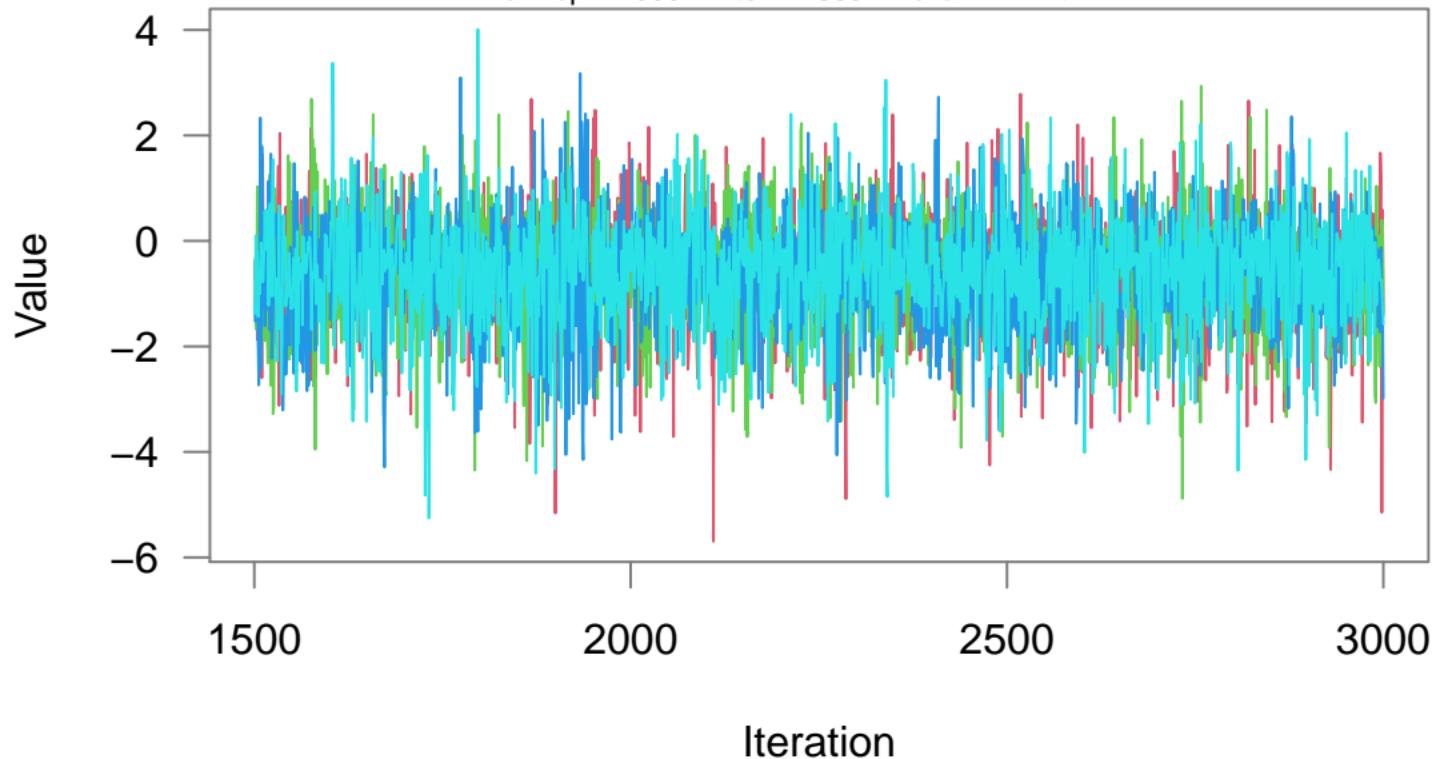
## r\_bay\_fac:site\_fac[Mitrofania\_Mit-3,Intercept]

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



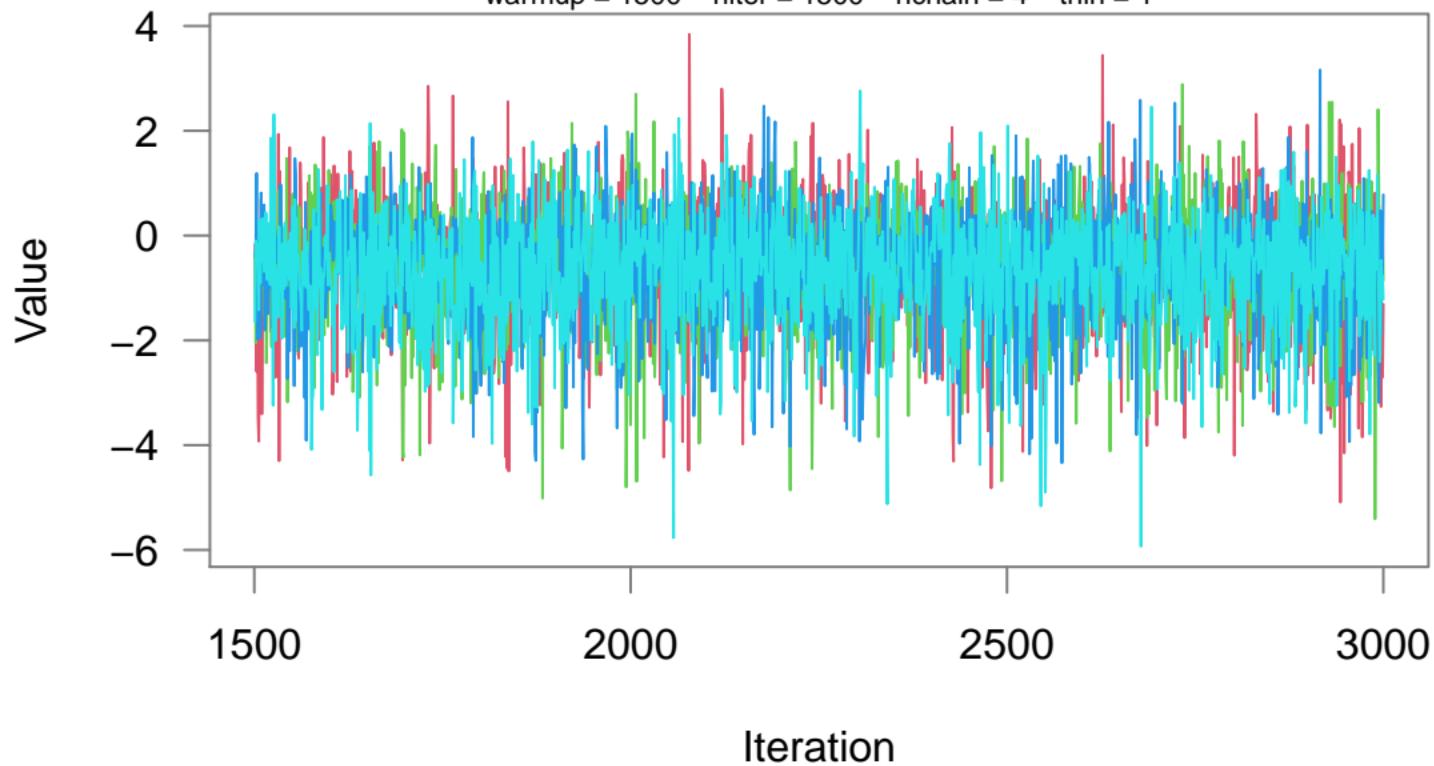
## r\_bay\_fac:site\_fac[Mitrofania\_Mit-4,Intercept]

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



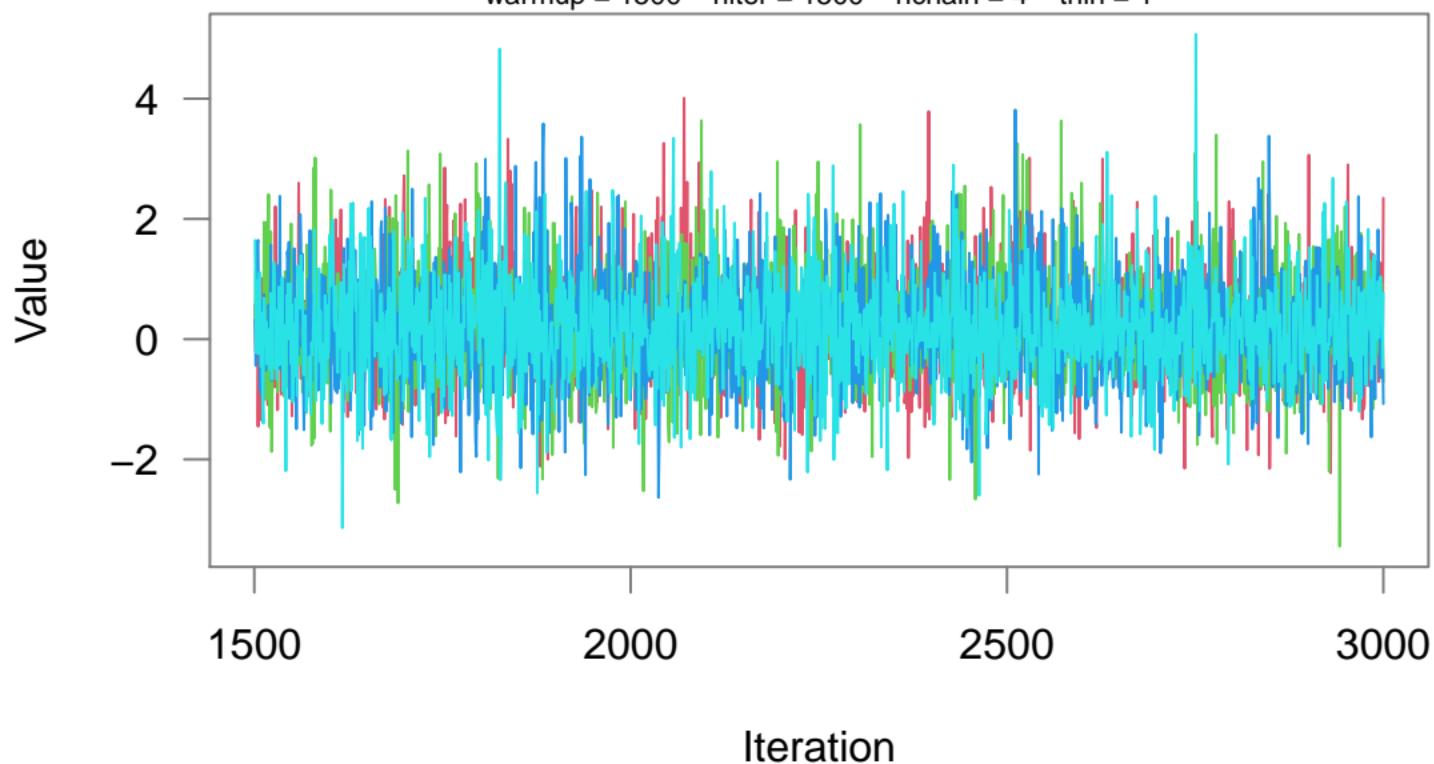
## r\_bay\_fac:site\_fac[Mitrofania\_Mit-5,Intercept]

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



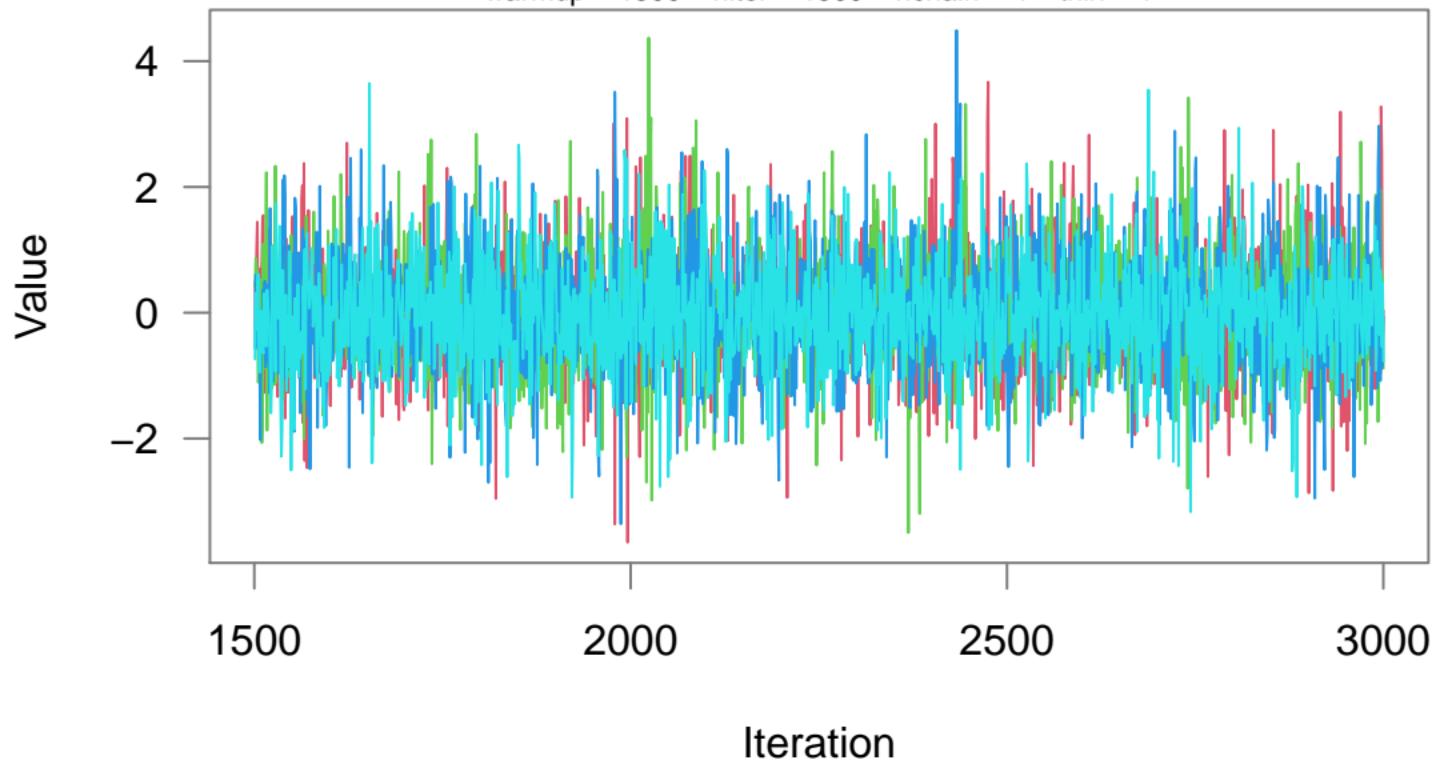
## r\_bay\_fac:site\_fac[Mitrofania\_Mit-6,Intercept]

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



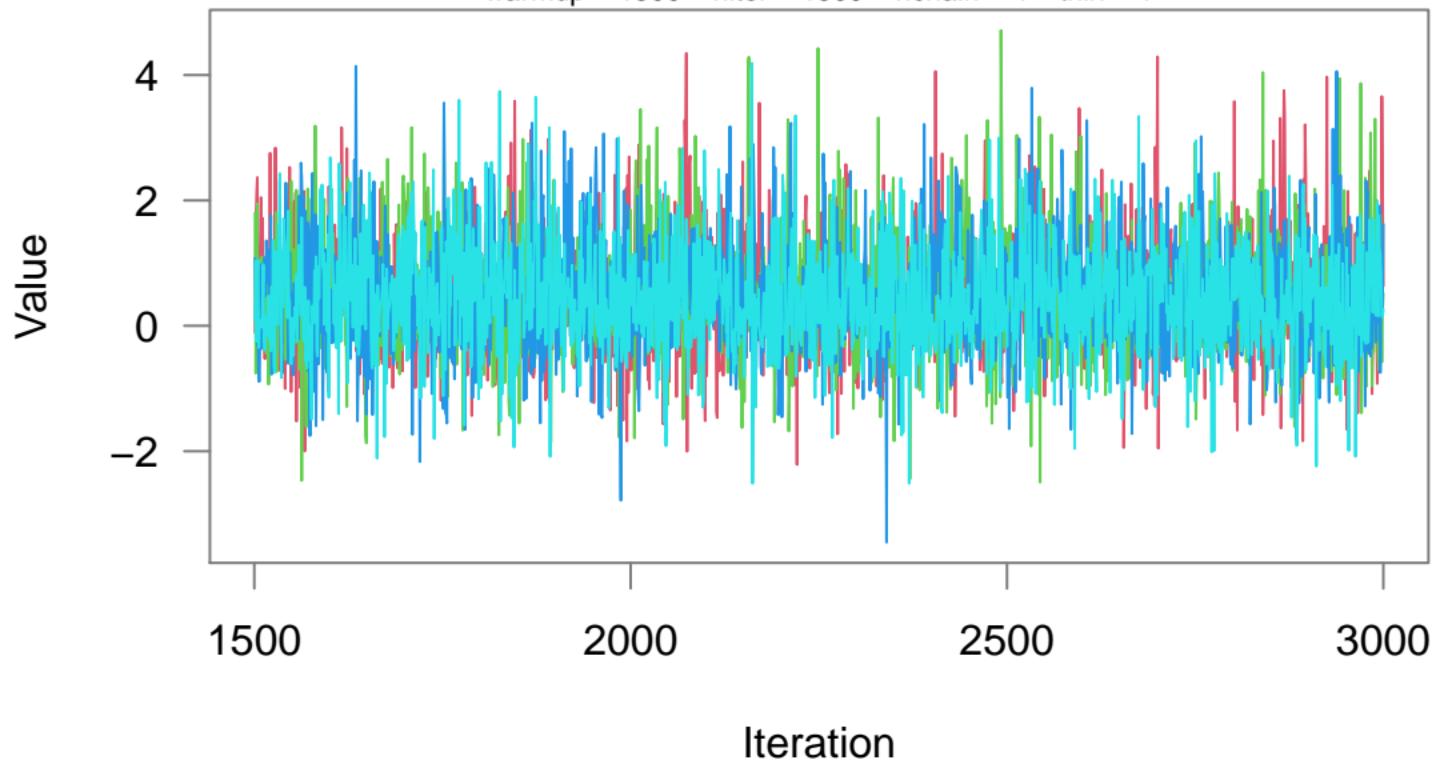
## r\_bay\_fac:site\_fac[Port.Wrangell\_PW-1,Intercept]

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



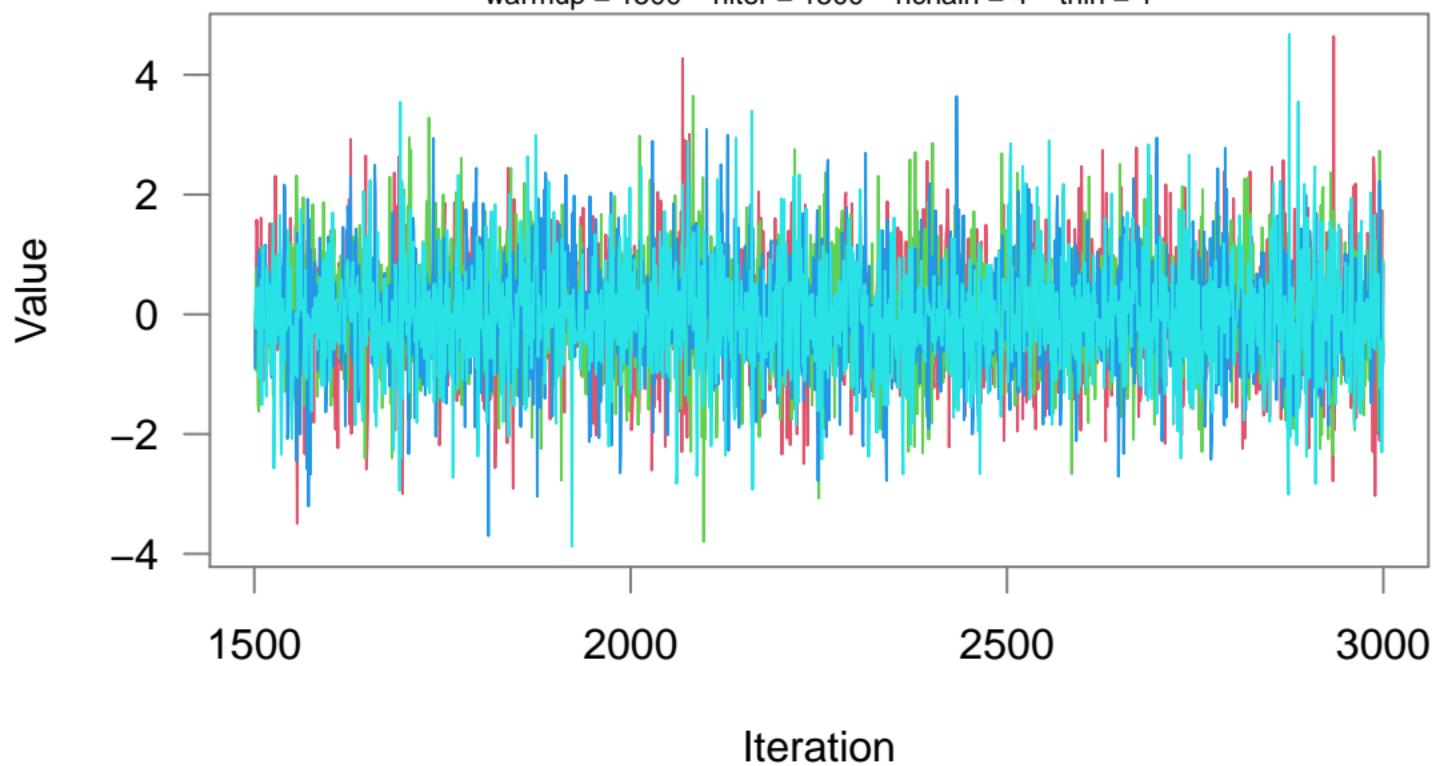
# r\_bay\_fac:site\_fac[Port.Wrangell\_PW-2,Intercept]

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



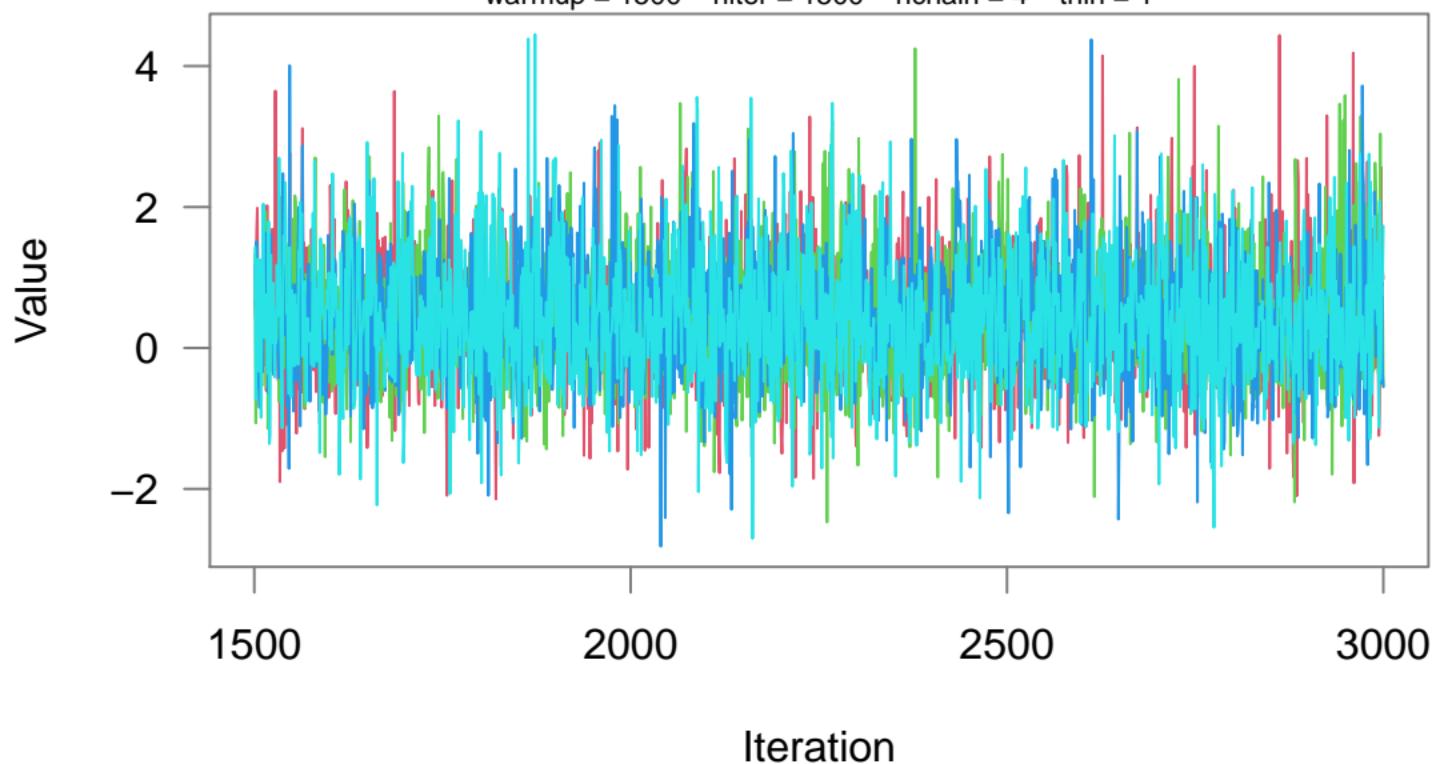
# r\_bay\_fac:site\_fac[Port.Wrangell\_PW-3,Intercept]

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



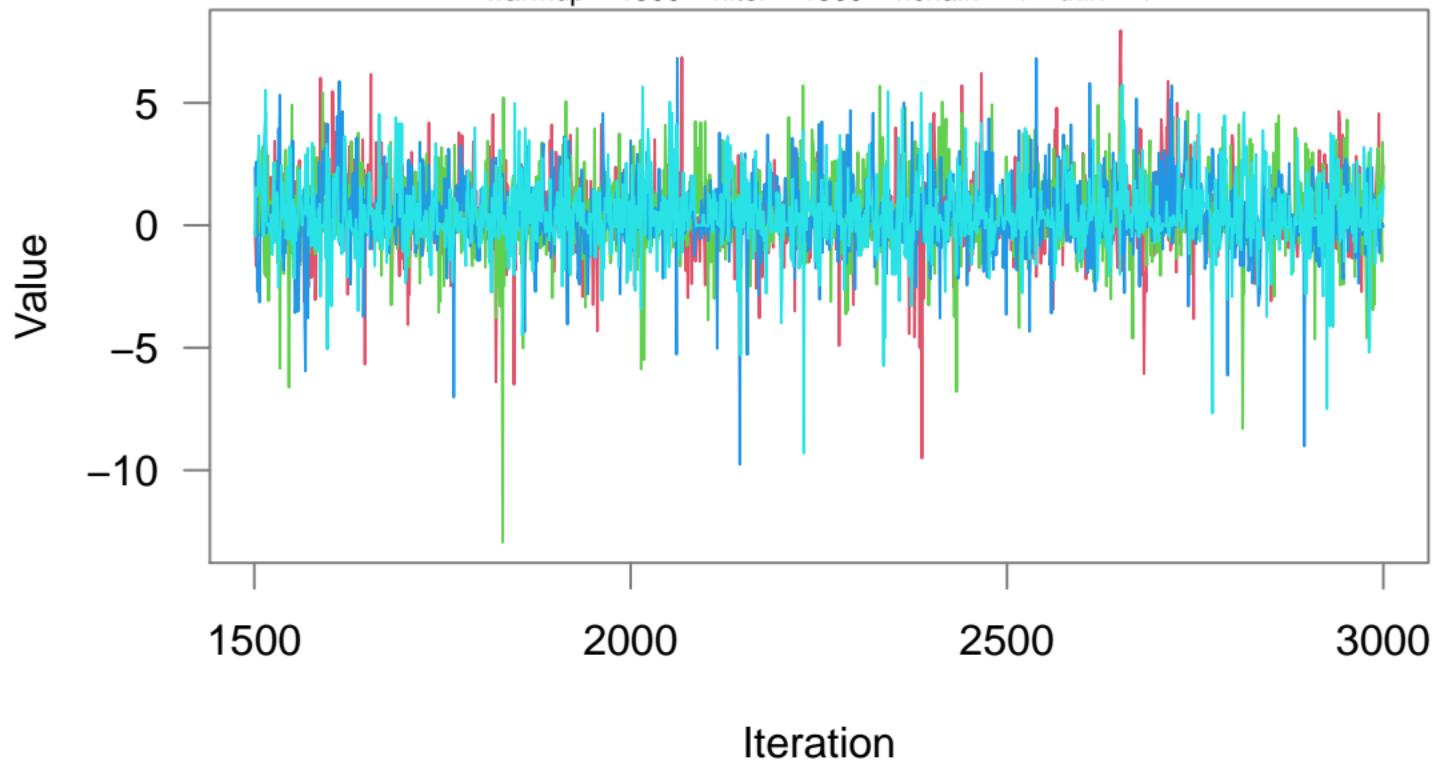
# r\_bay\_fac:site\_fac[Port.Wrangell\_PW-4,Intercept]

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



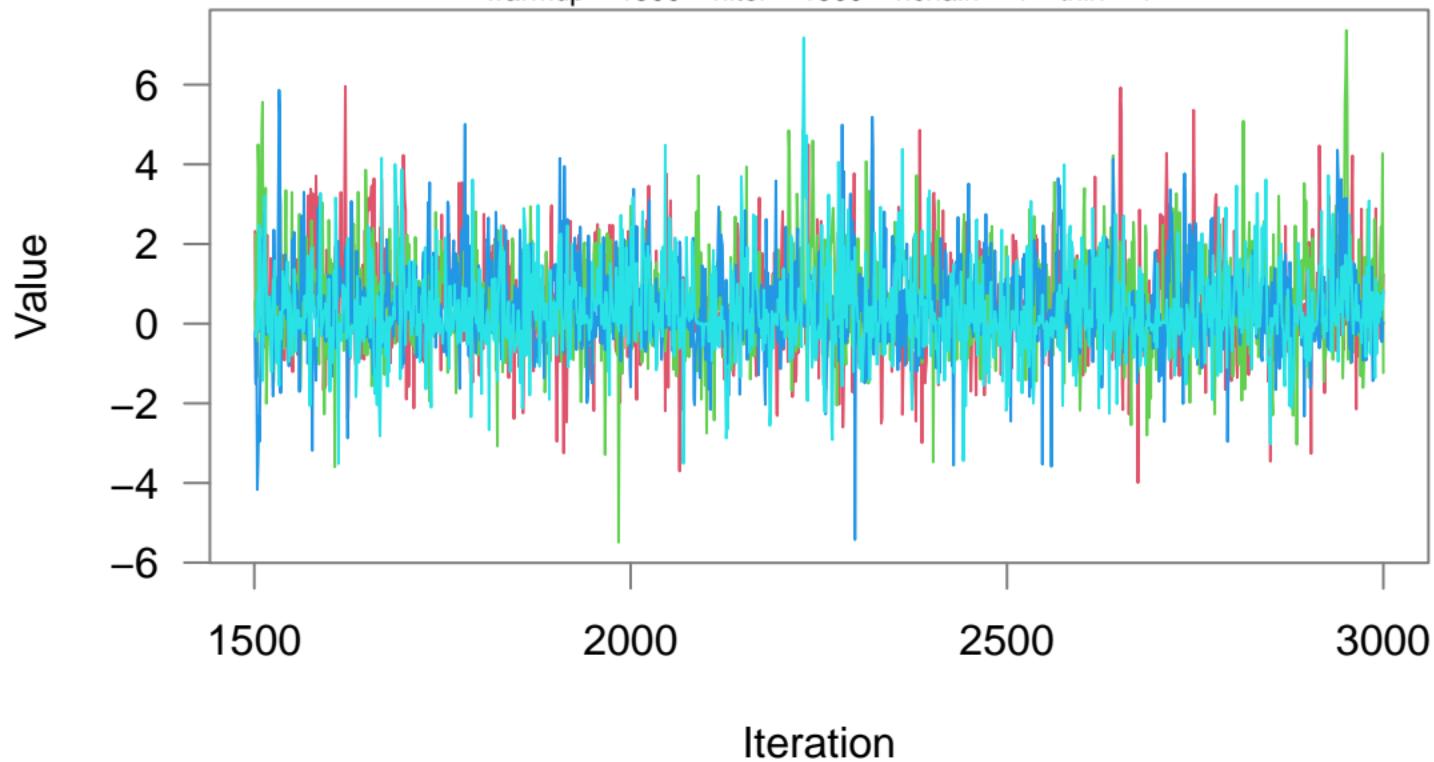
## r\_bay\_fac\_zi[Agripina,Intercept]

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



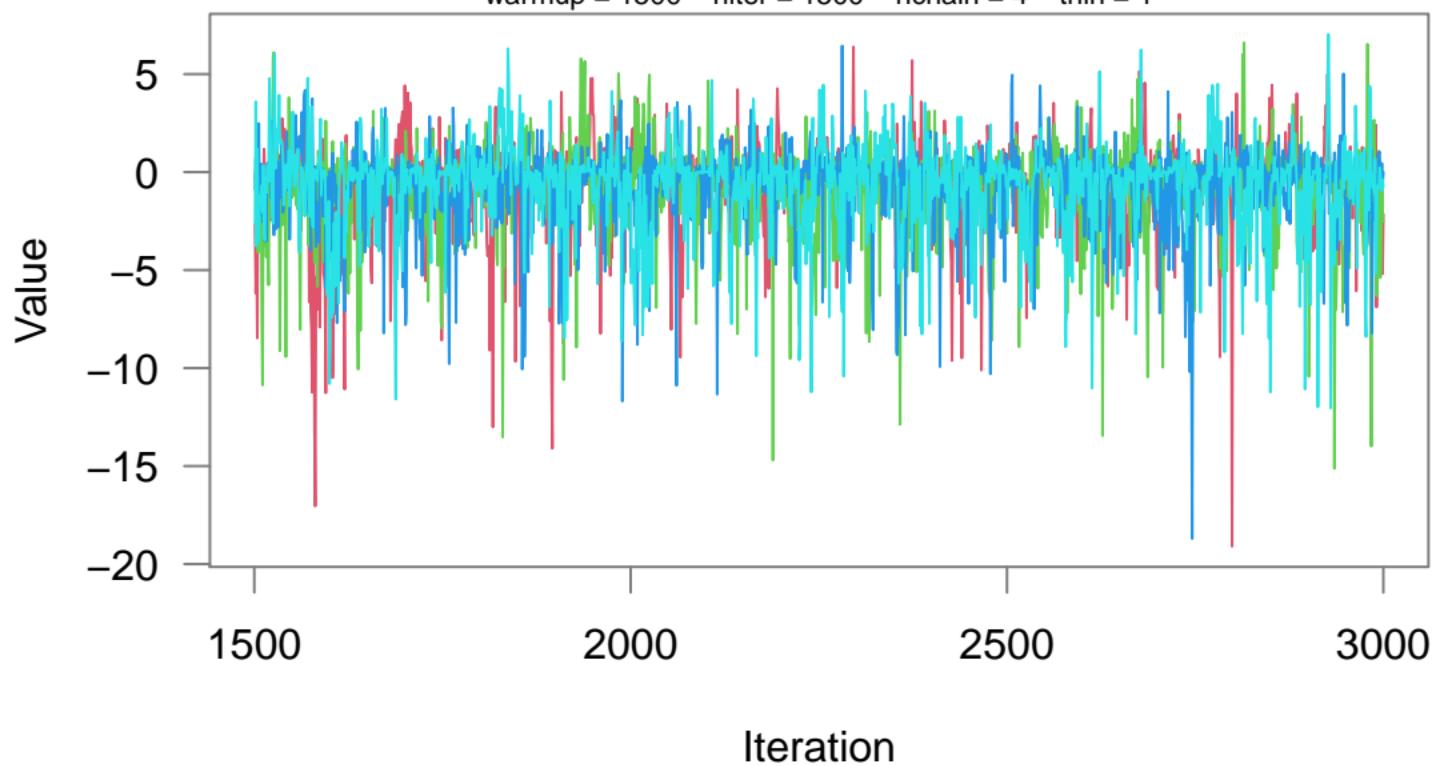
# r\_bay\_fac\_zi[Anton.Larson.Bay,Intercept]

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



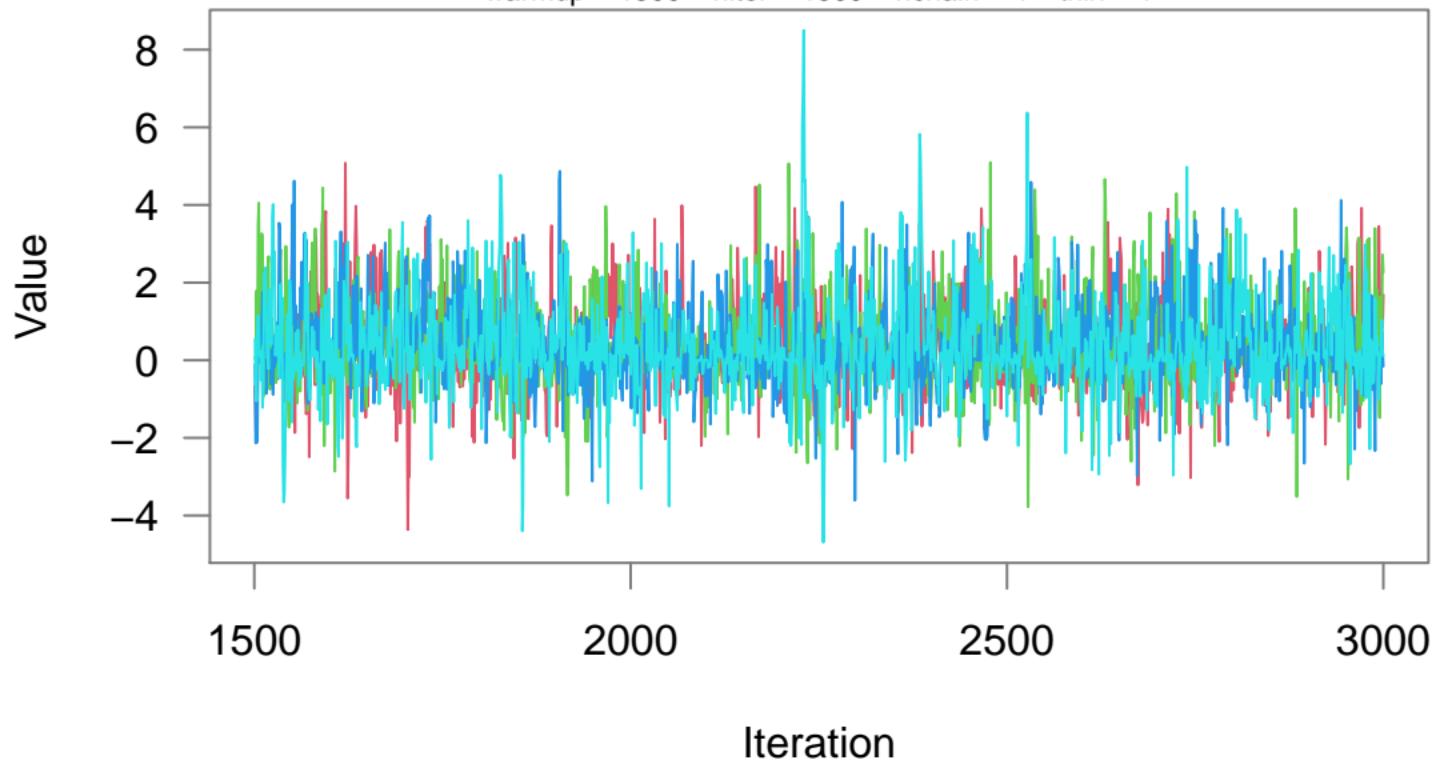
## **r\_bay\_fac\_zi[Balboa,Intercept]**

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



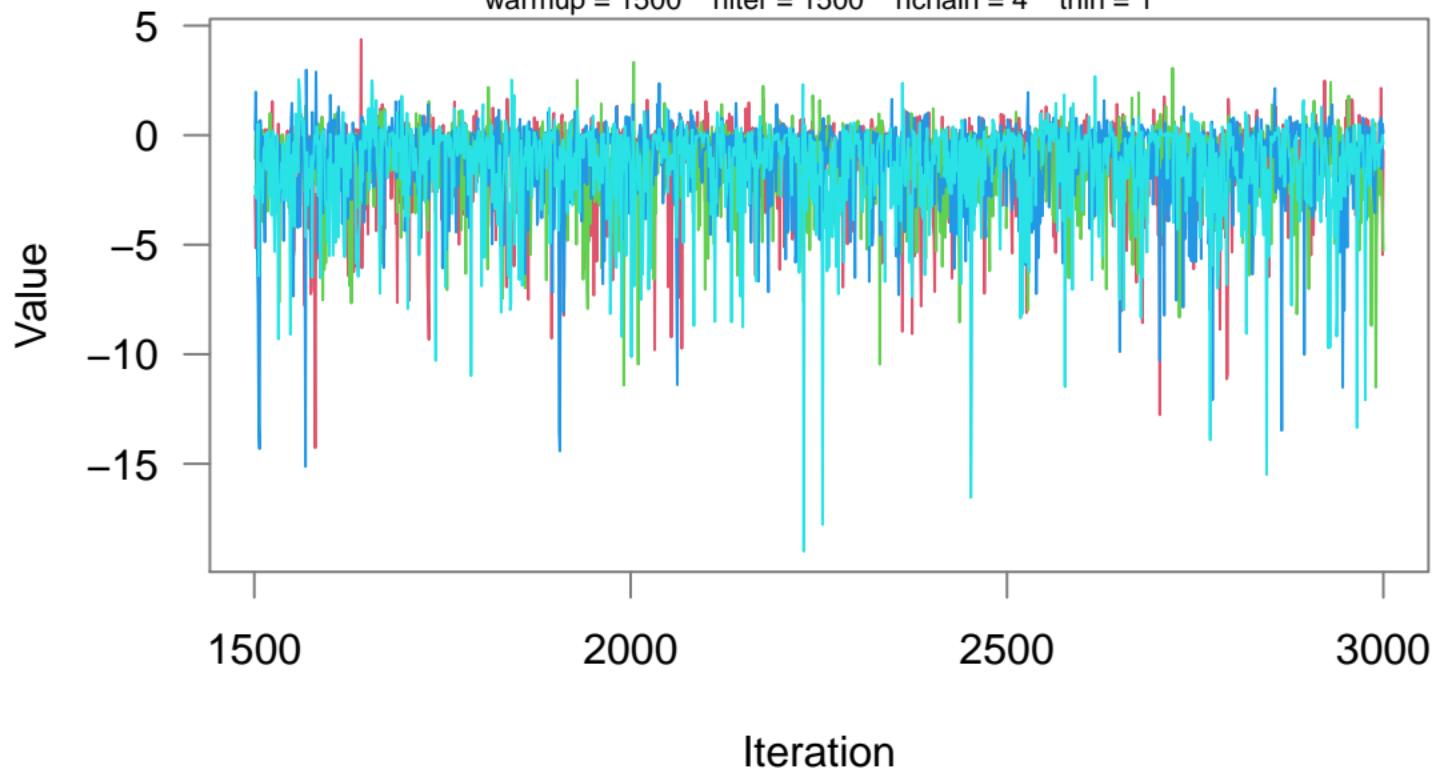
## r\_bay\_fac\_zi[Cook.Bay,Intercept]

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



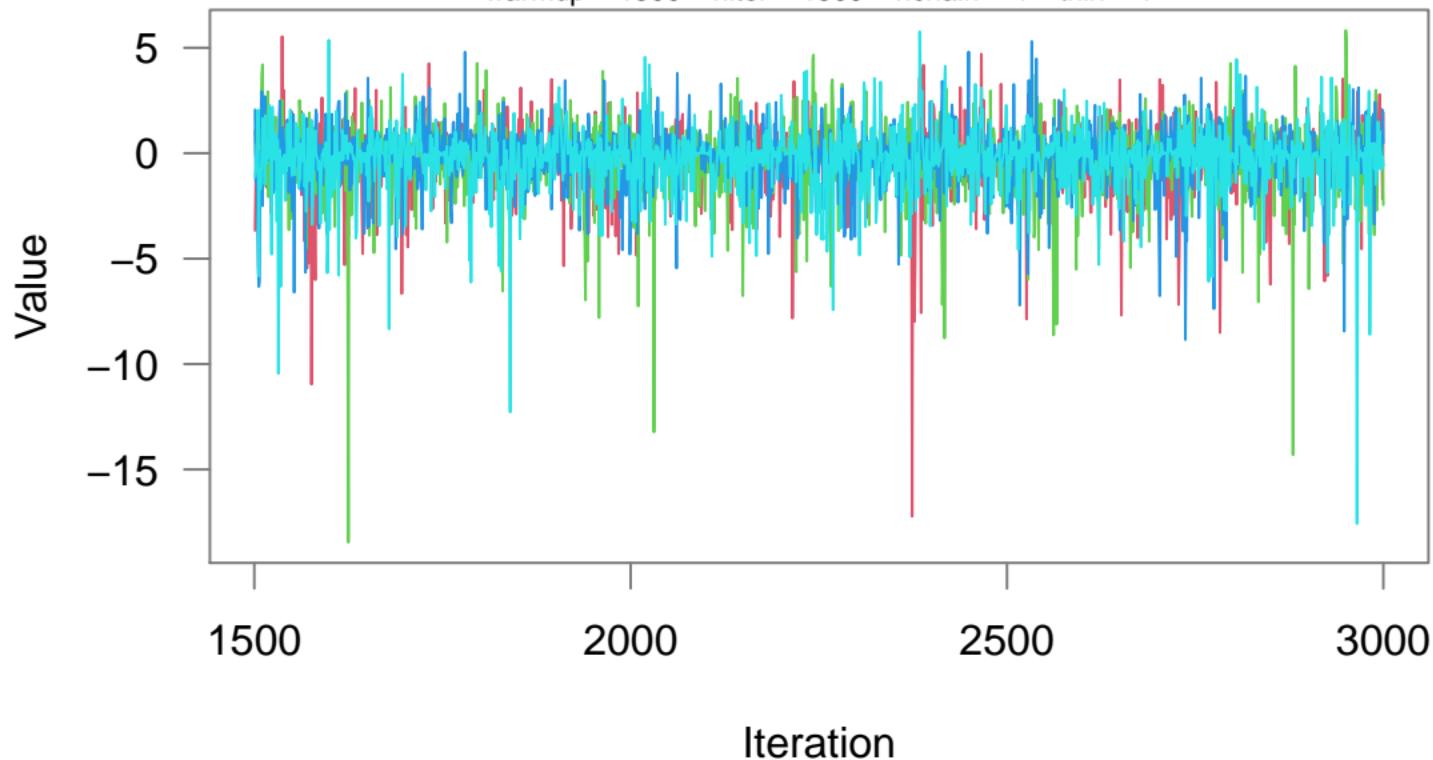
## r\_bay\_fac\_zi[Mitrofania,Intercept]

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



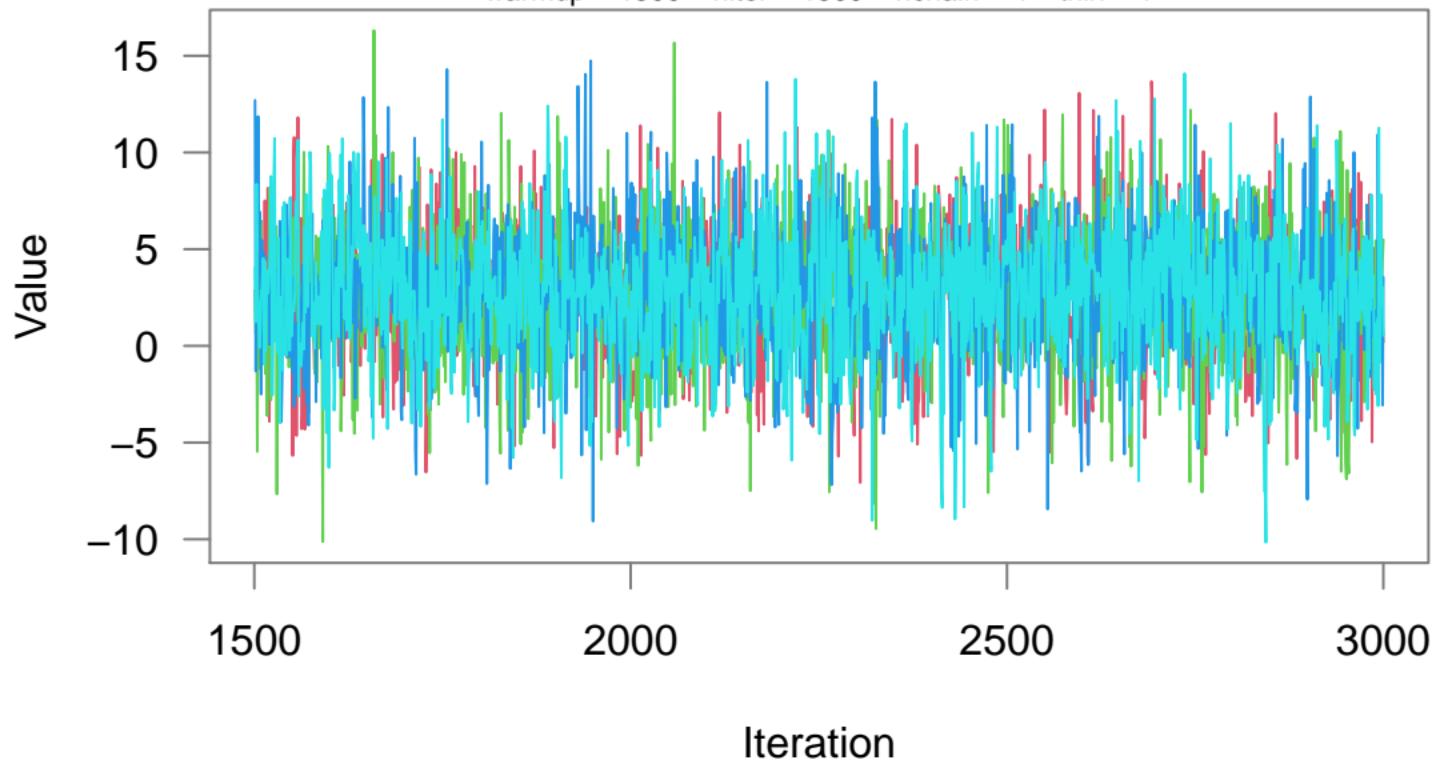
## r\_bay\_fac\_\_zi[Port.Wrangell,Intercept]

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



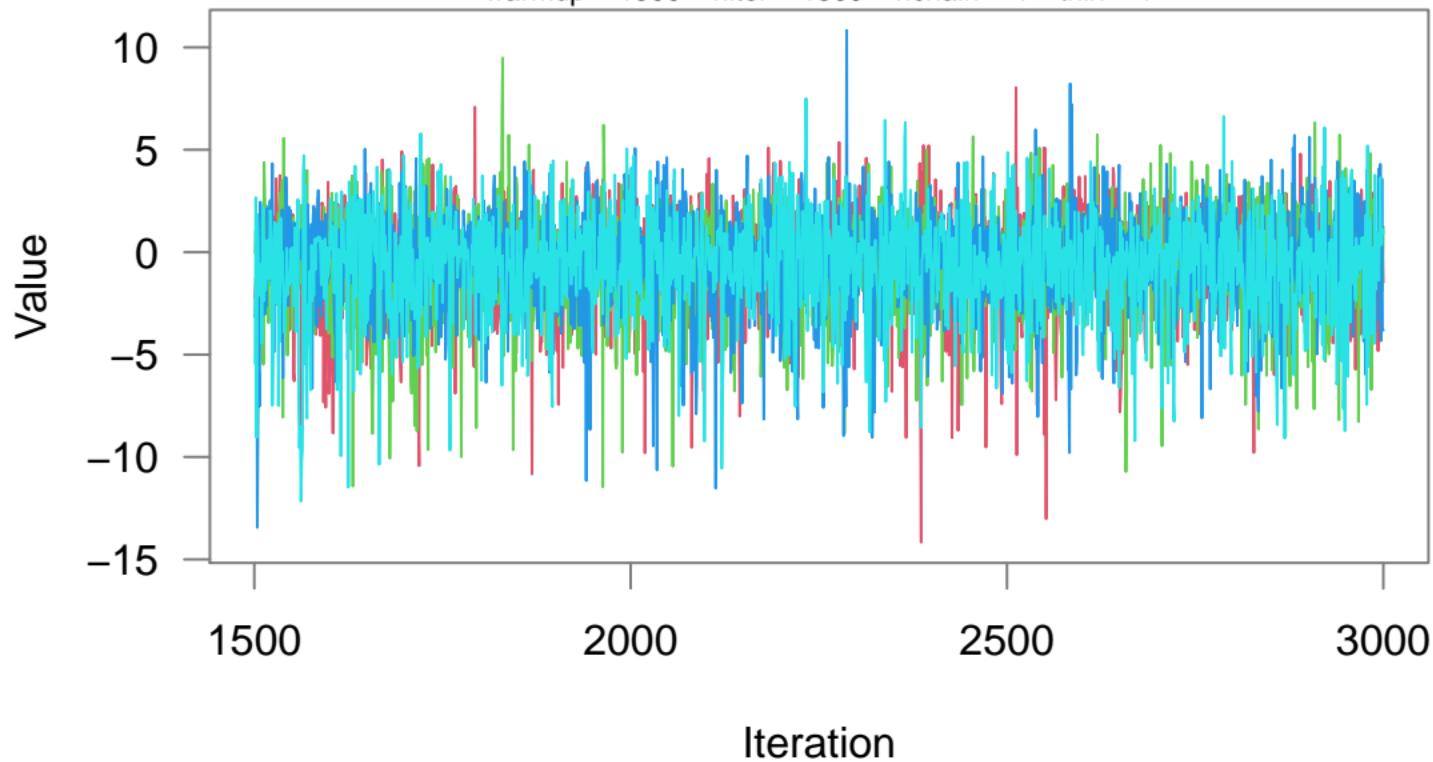
# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-1,Intercept]

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



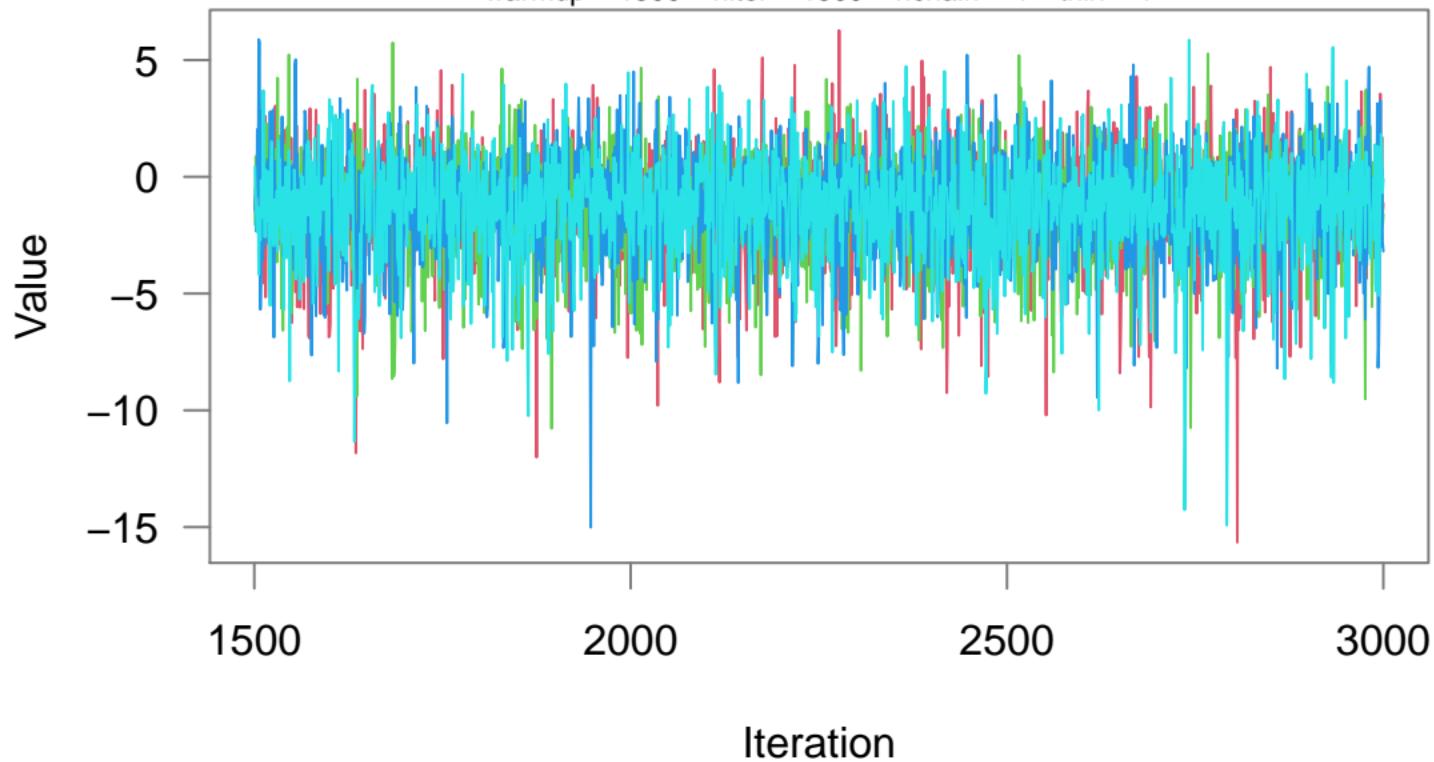
# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-2,Intercept]

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



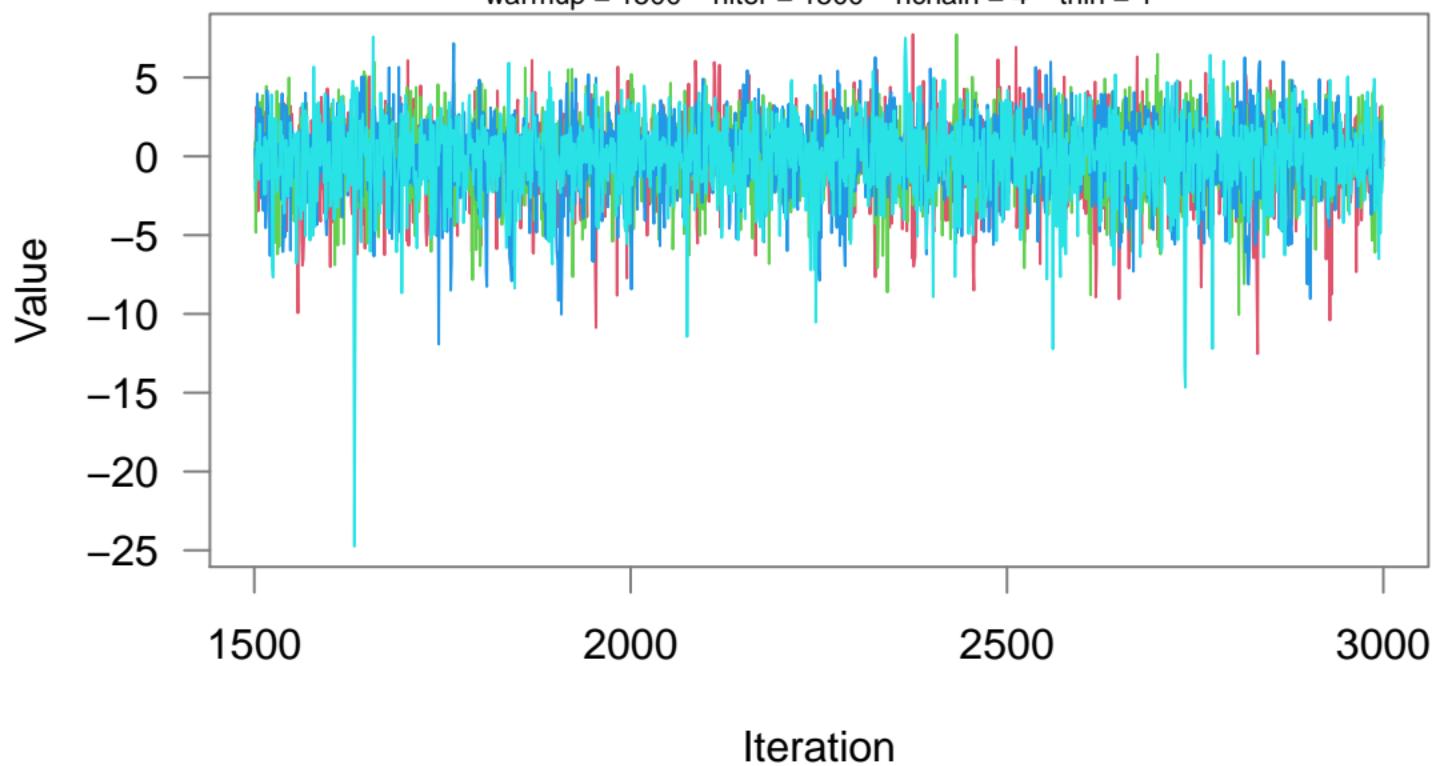
# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-3,Intercept]

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



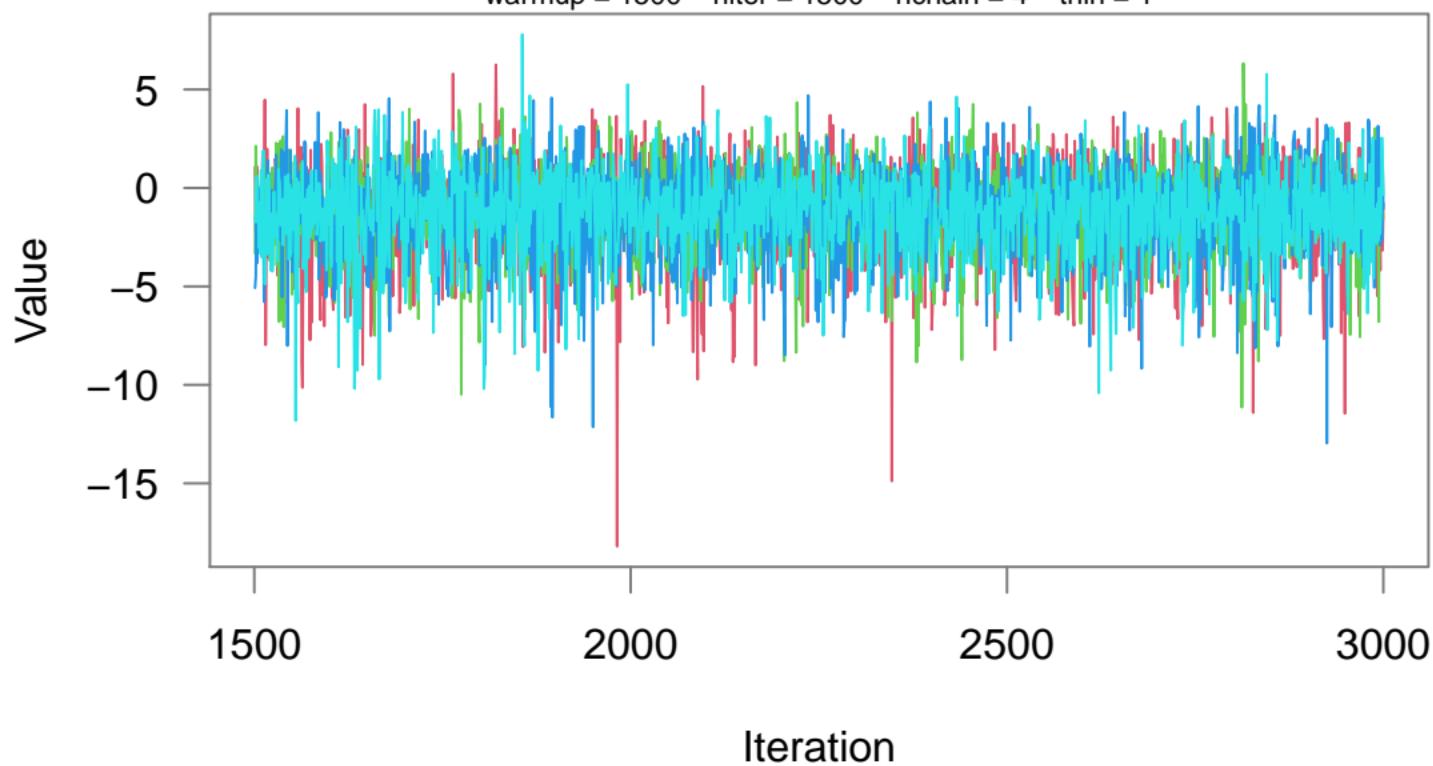
# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-4,Intercept]

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



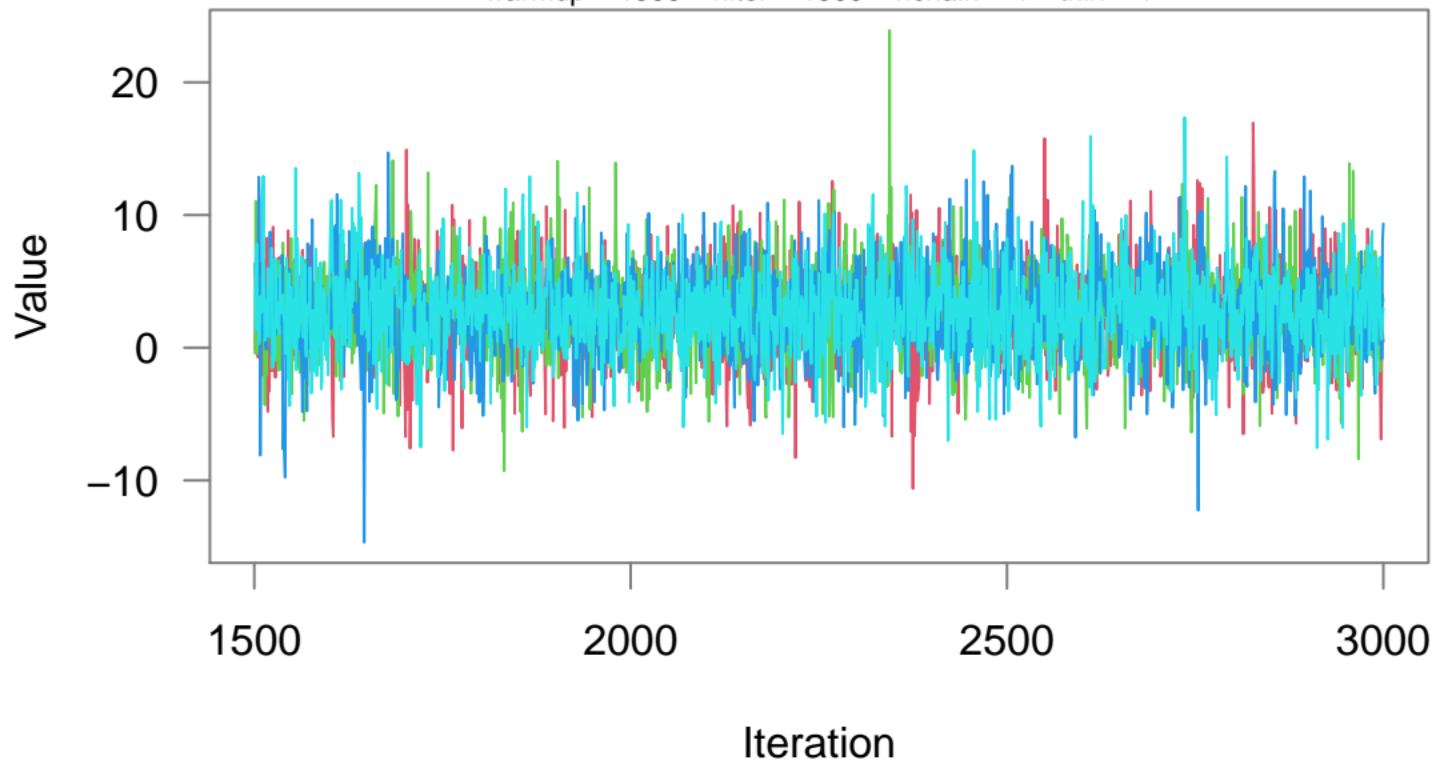
# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-5,Intercept]

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



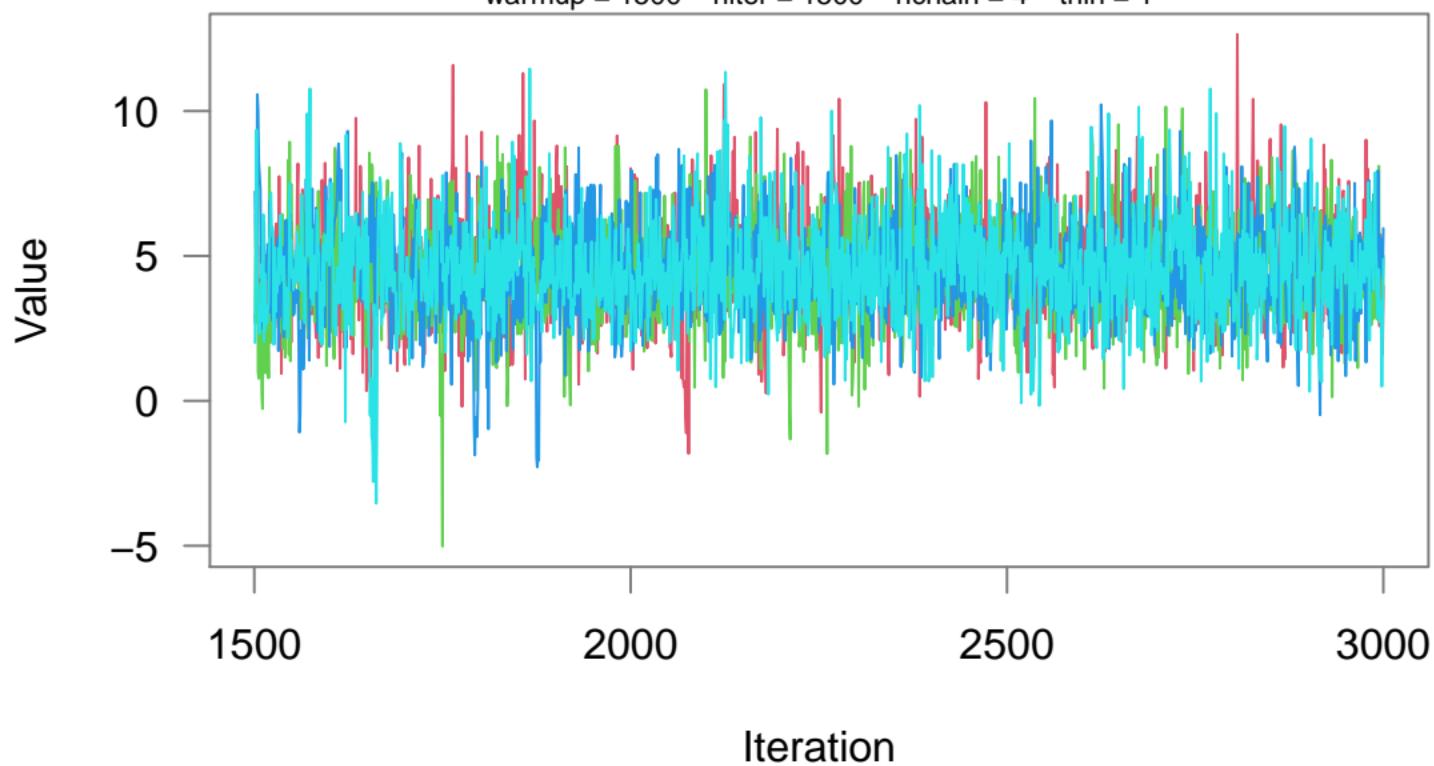
# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-6,Intercept]

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



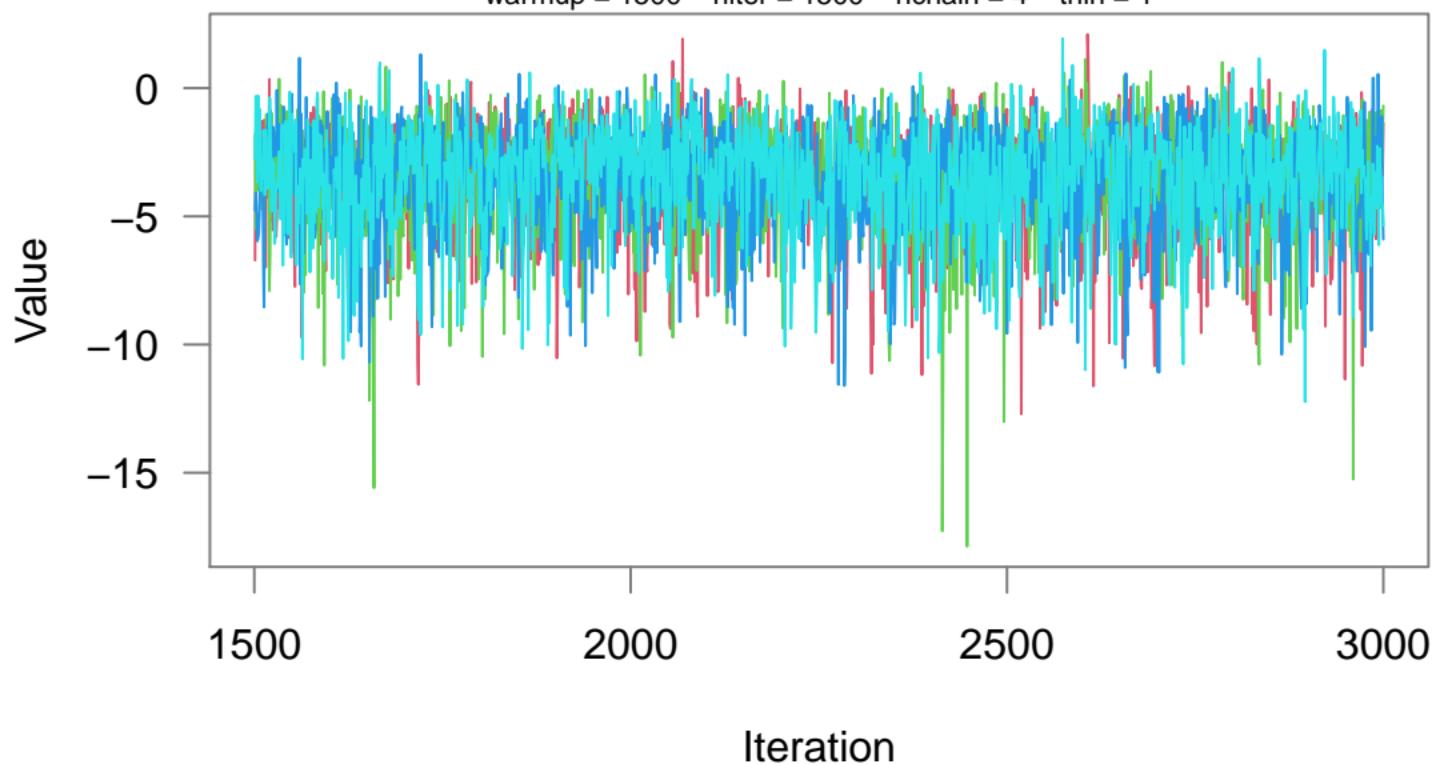
\_bay\_fac:site\_fac\_\_zi[Anton.Larson.Bay\_Back.Bay.eelgrass,Inter

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

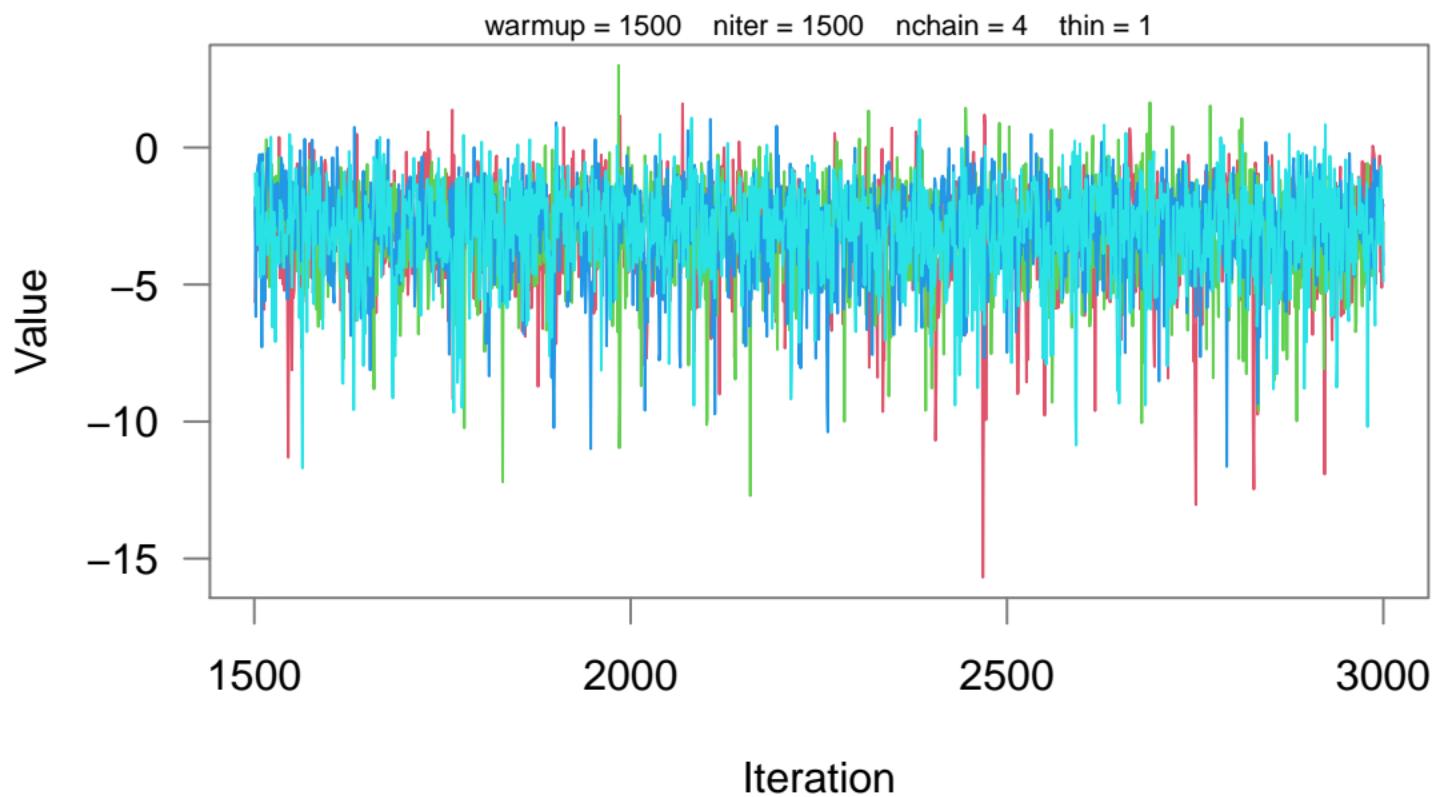


# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson.Bay\_Cobble.point,Intercept]

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

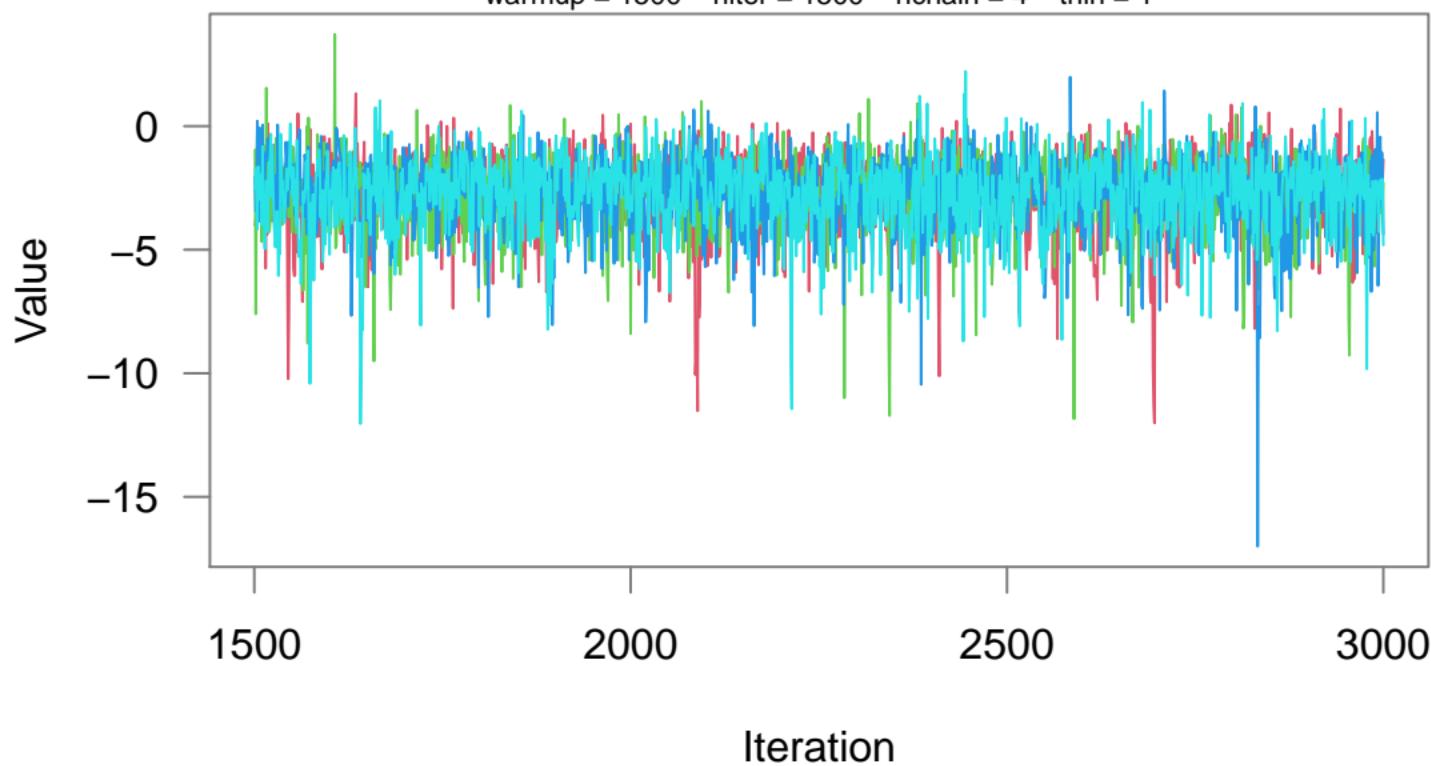


r\_bay\_fac:site\_fac\_\_zi[Anton.Larson.Bay\_Eelgrass.patches,Inter

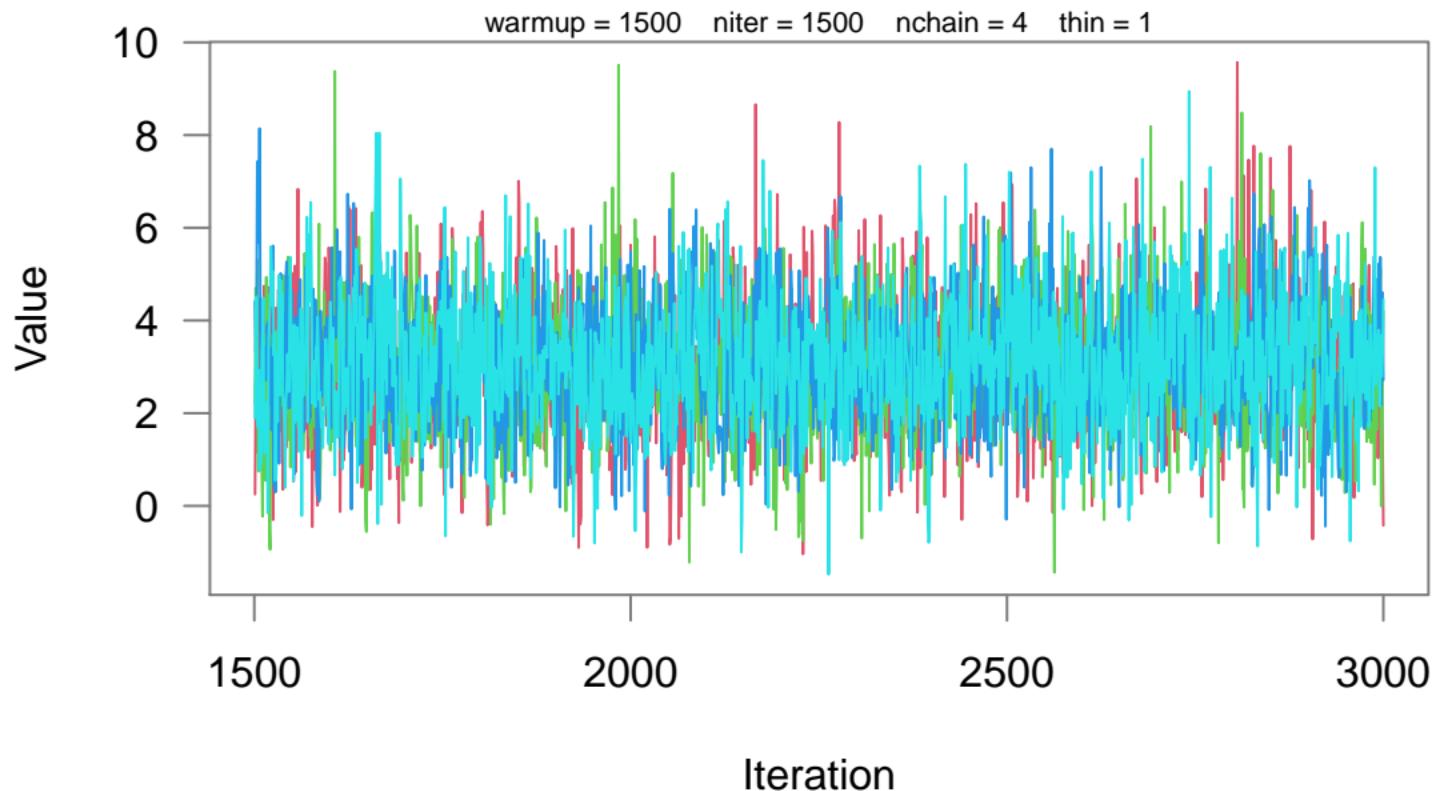


# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson.Bay\_Eelgrass.point,Interce

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

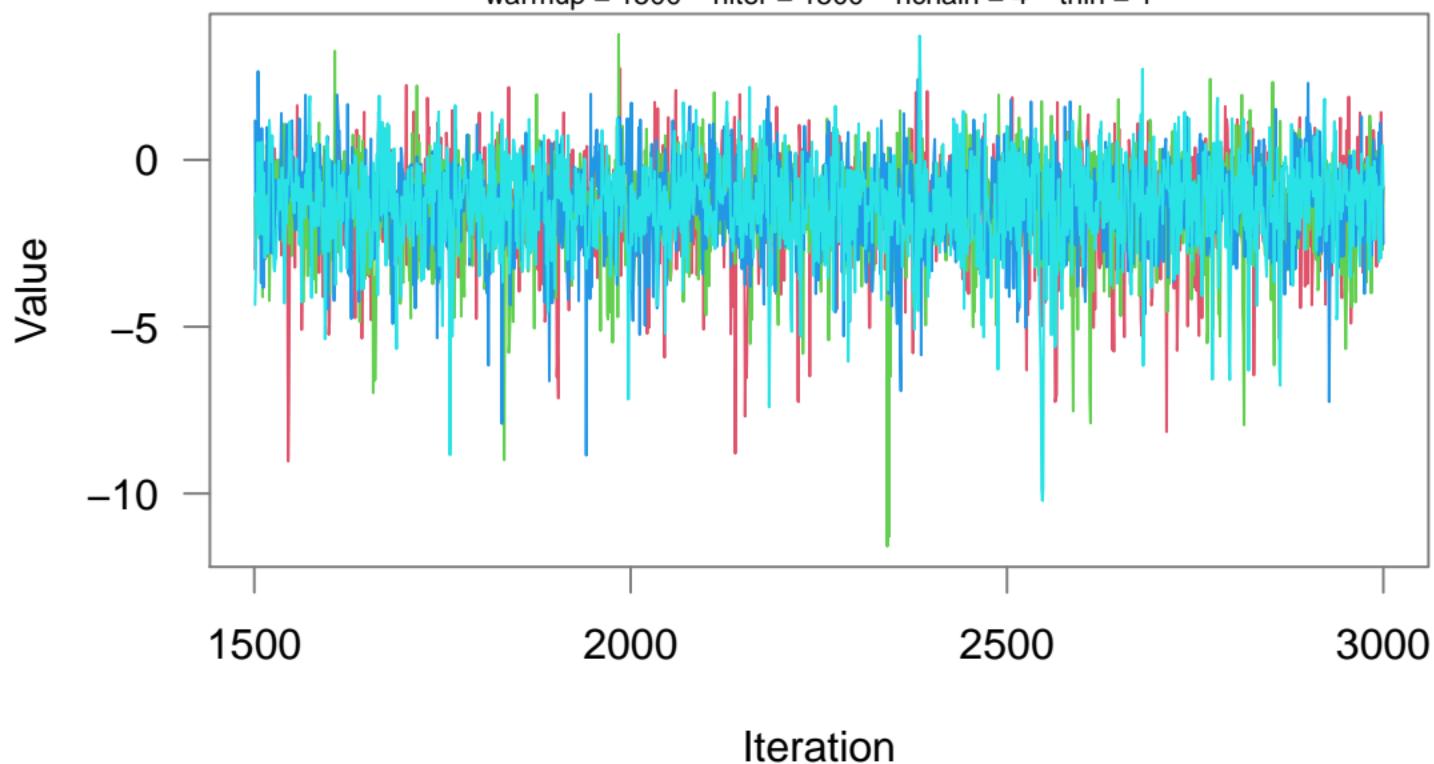


# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson.Bay\_Laminaria.#2,Intercept]



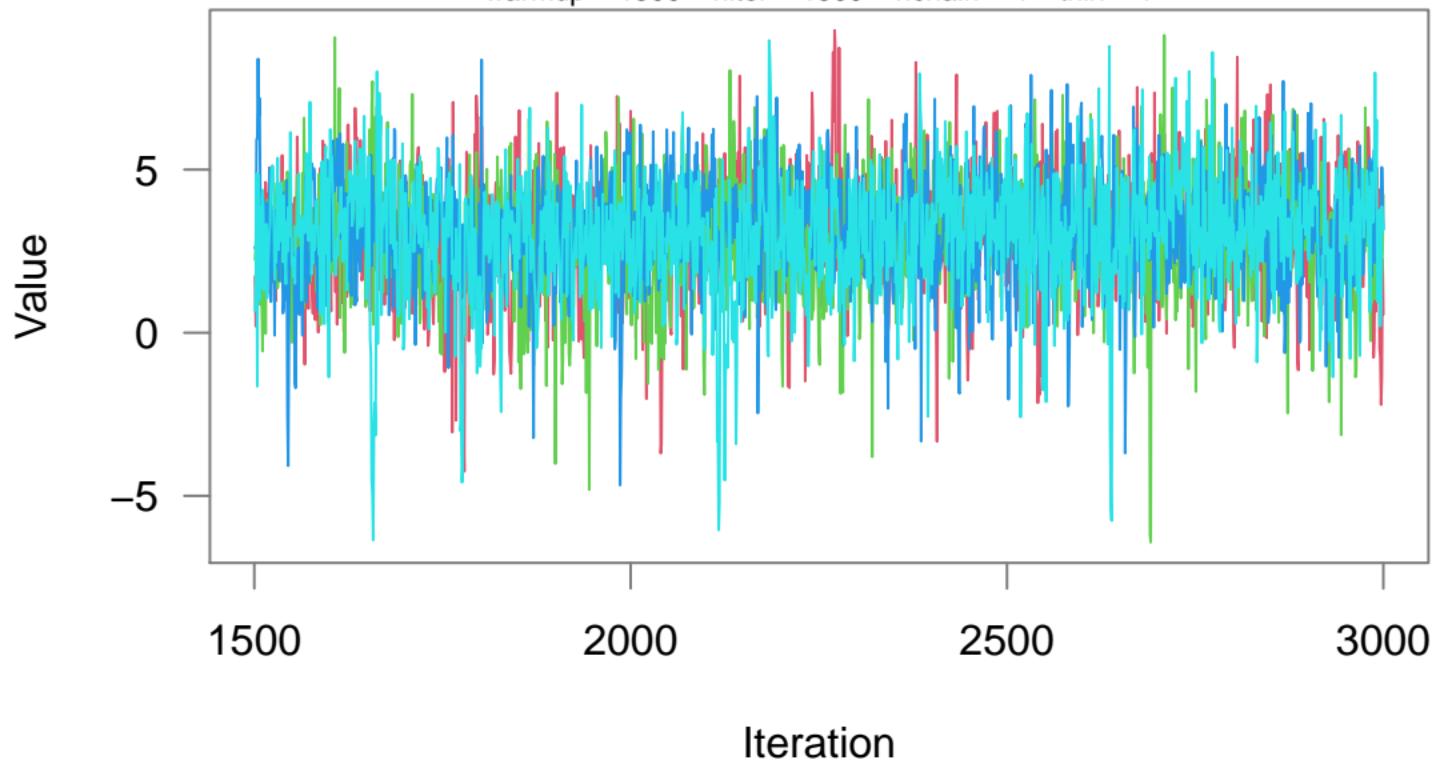
# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson.Bay\_Laminaria.Point,Interc]

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

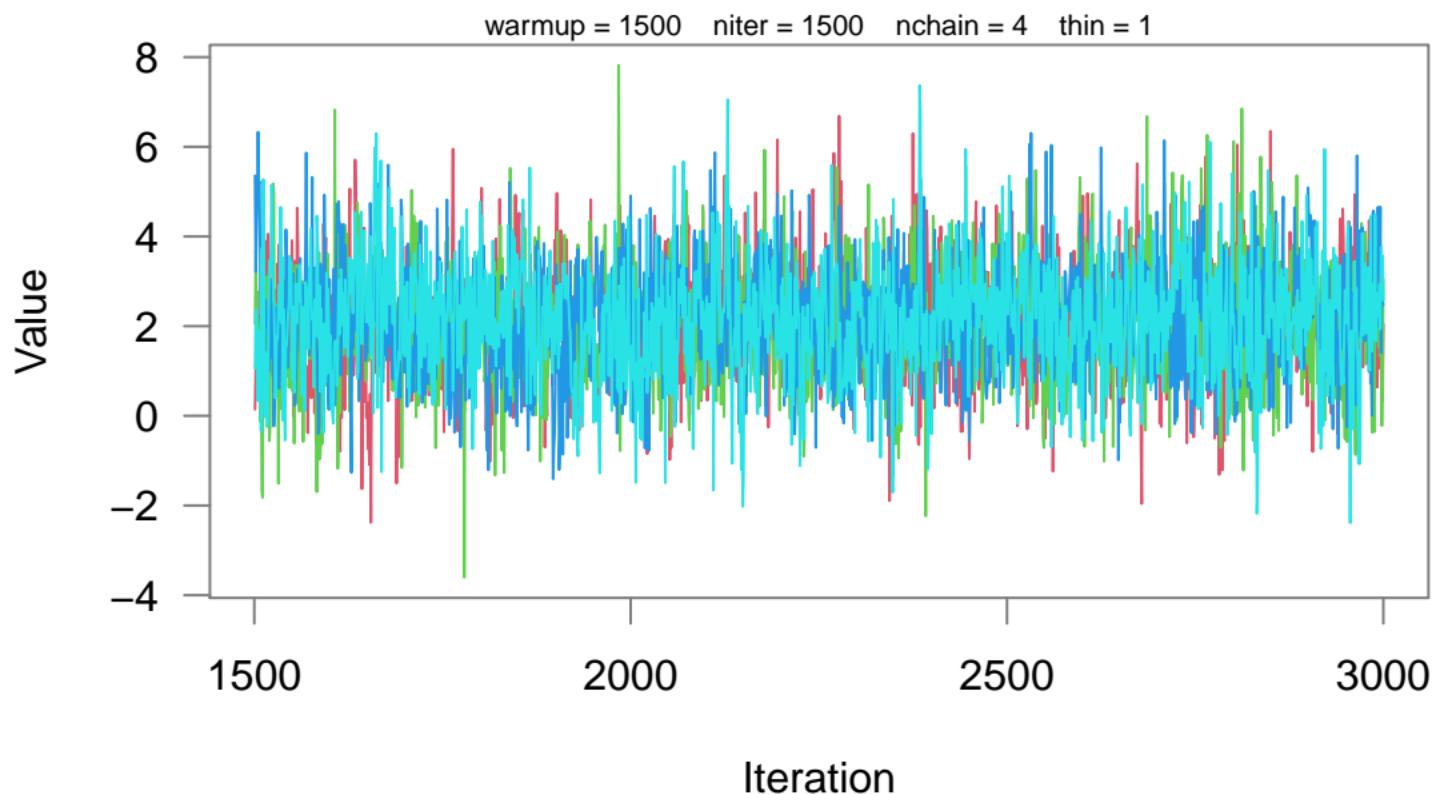


# r\_bay\_fac:site\_fac\_zi[Anton.Larson.Bay\_White.rock,Intercept]

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

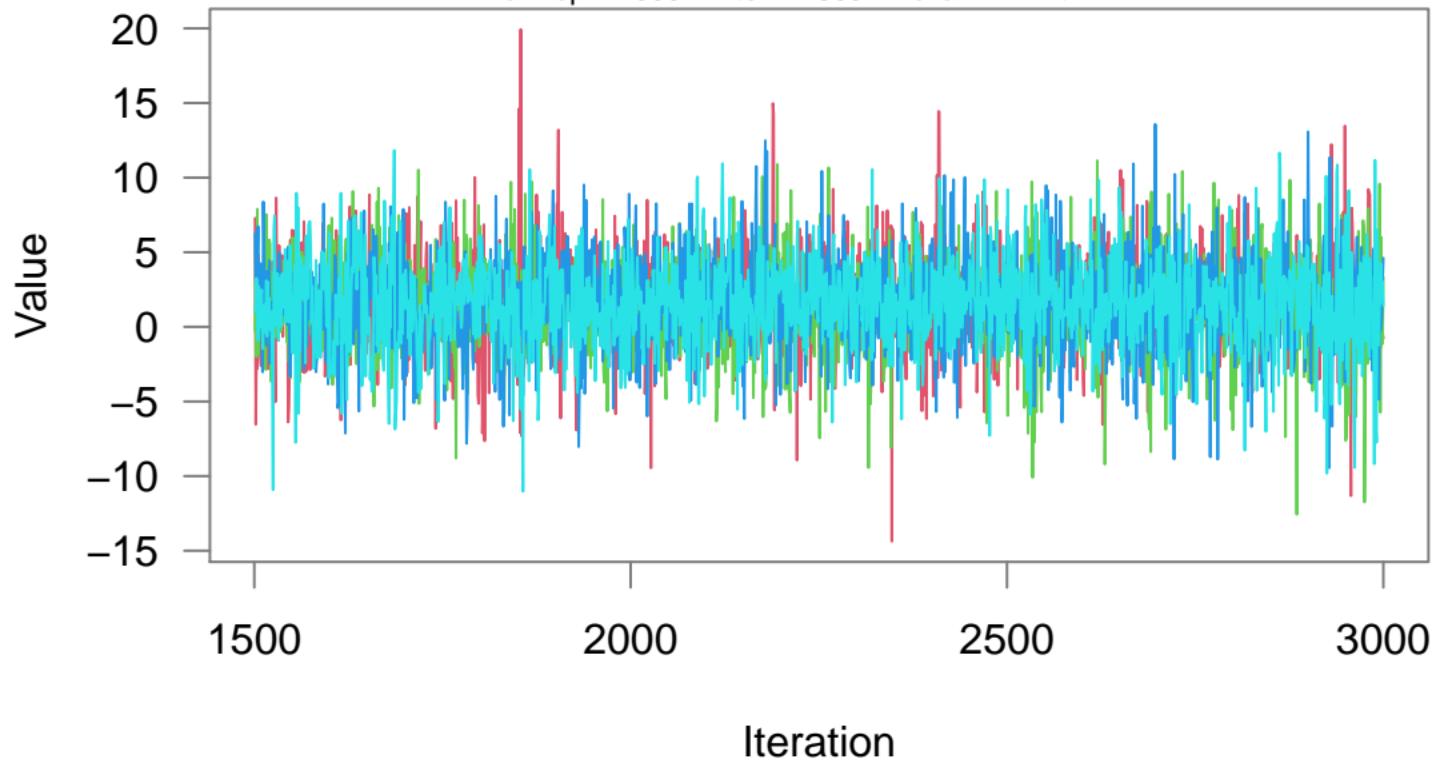


# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson.Bay\_Wooden.boat,Intercept]



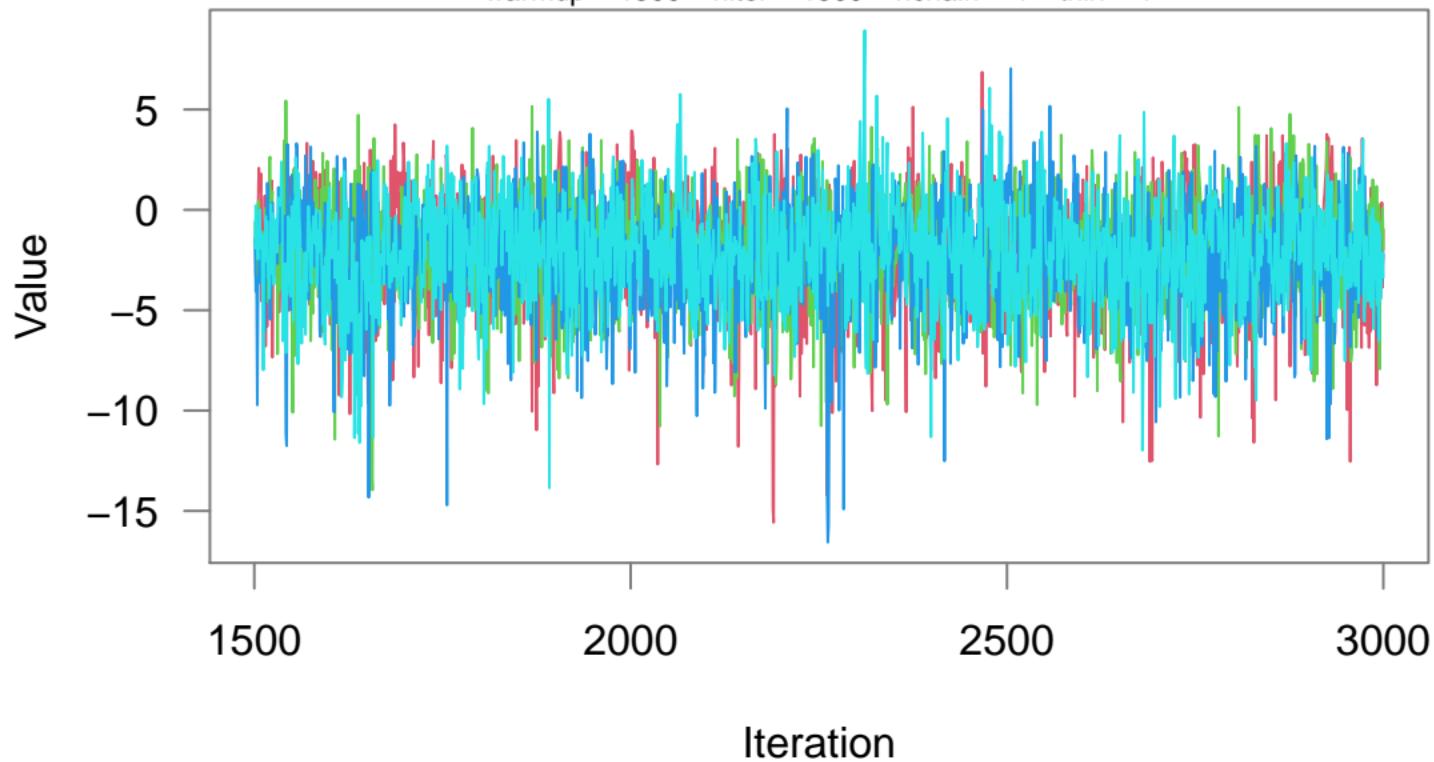
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-1,Intercept]

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



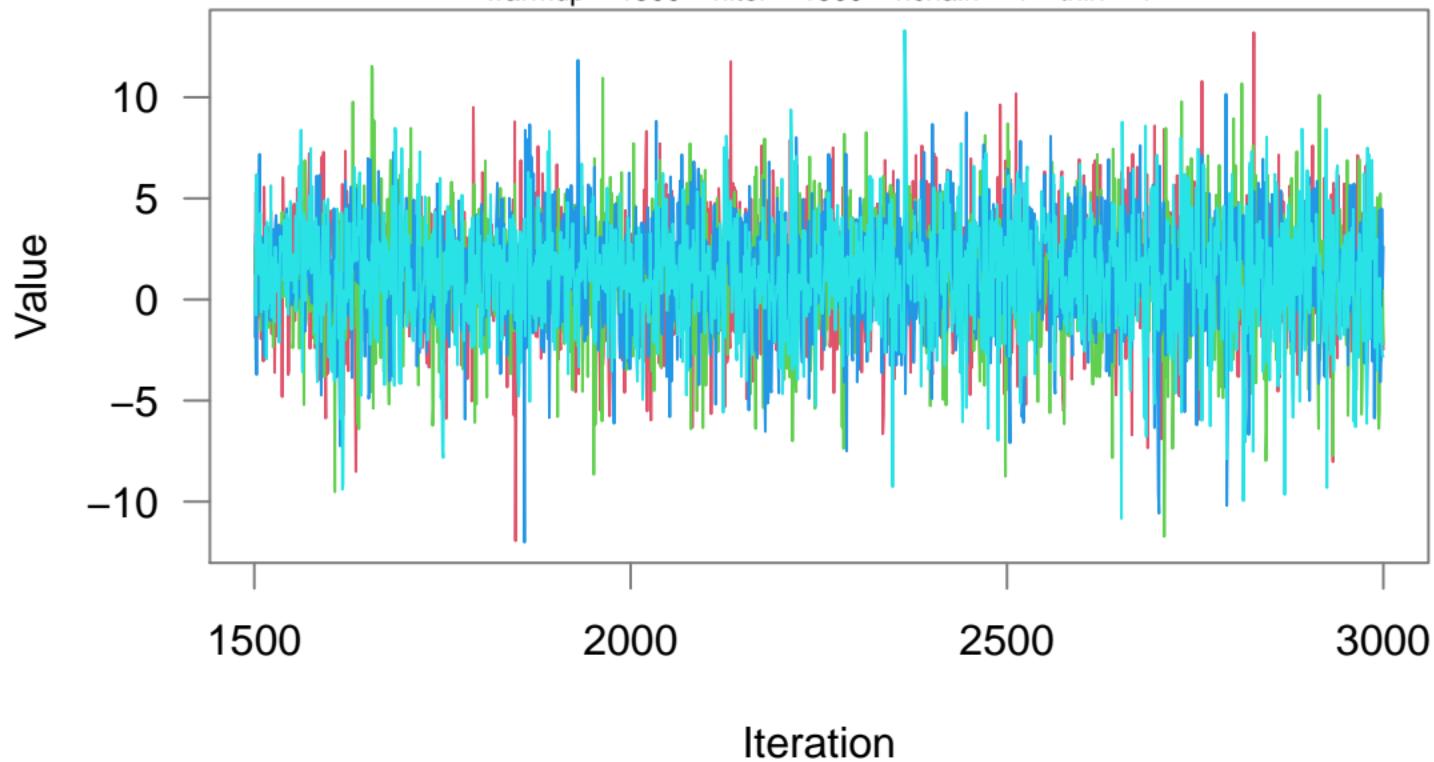
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-2,Intercept]

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



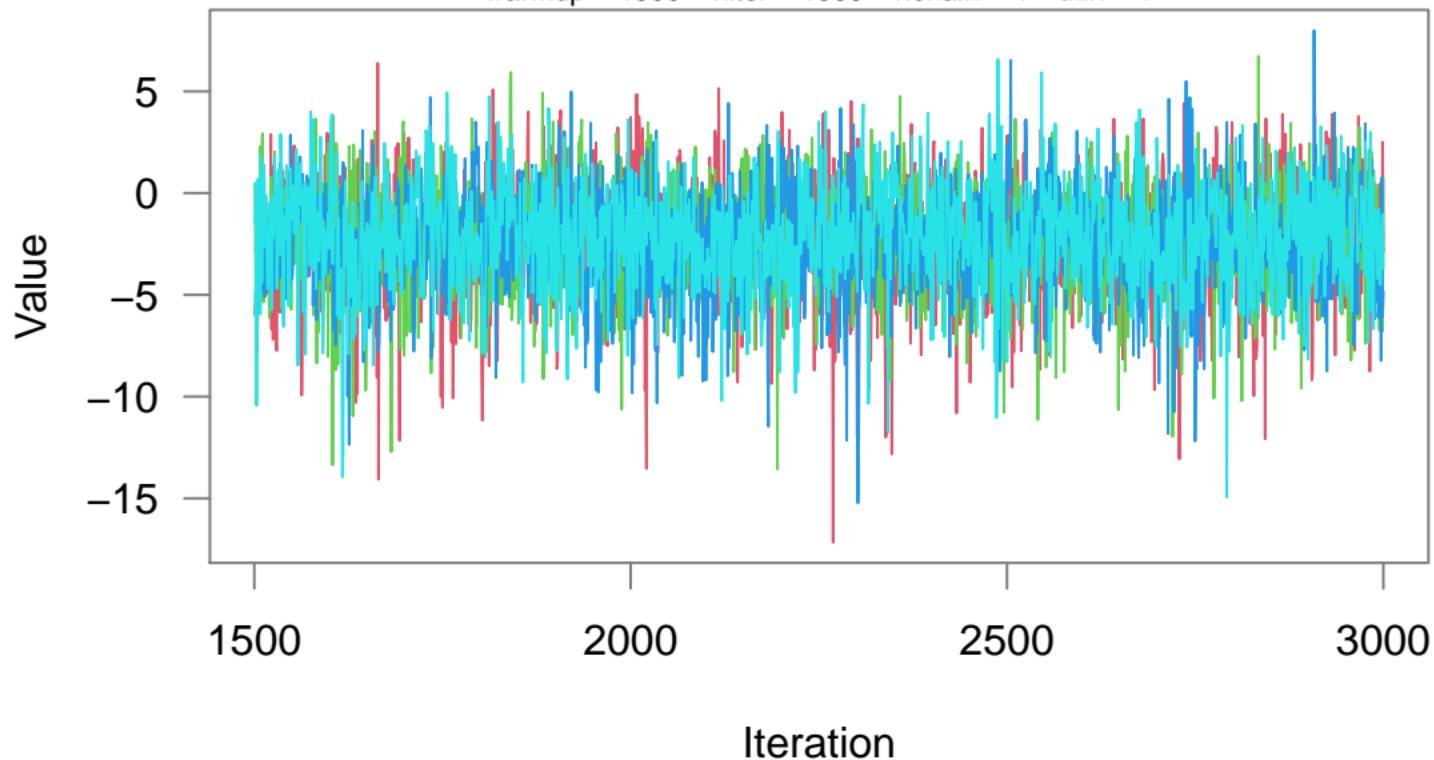
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-3,Intercept]

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



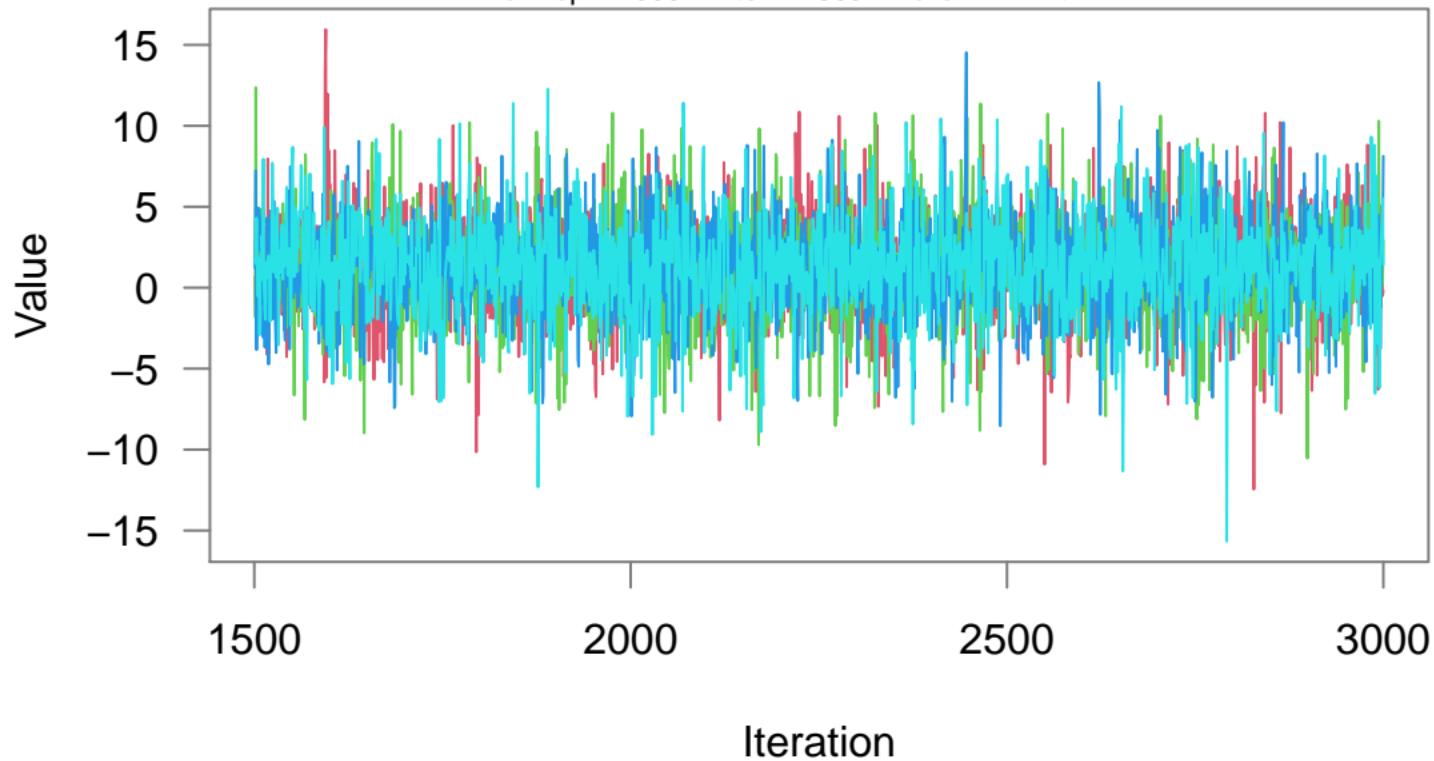
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-4,Intercept]

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



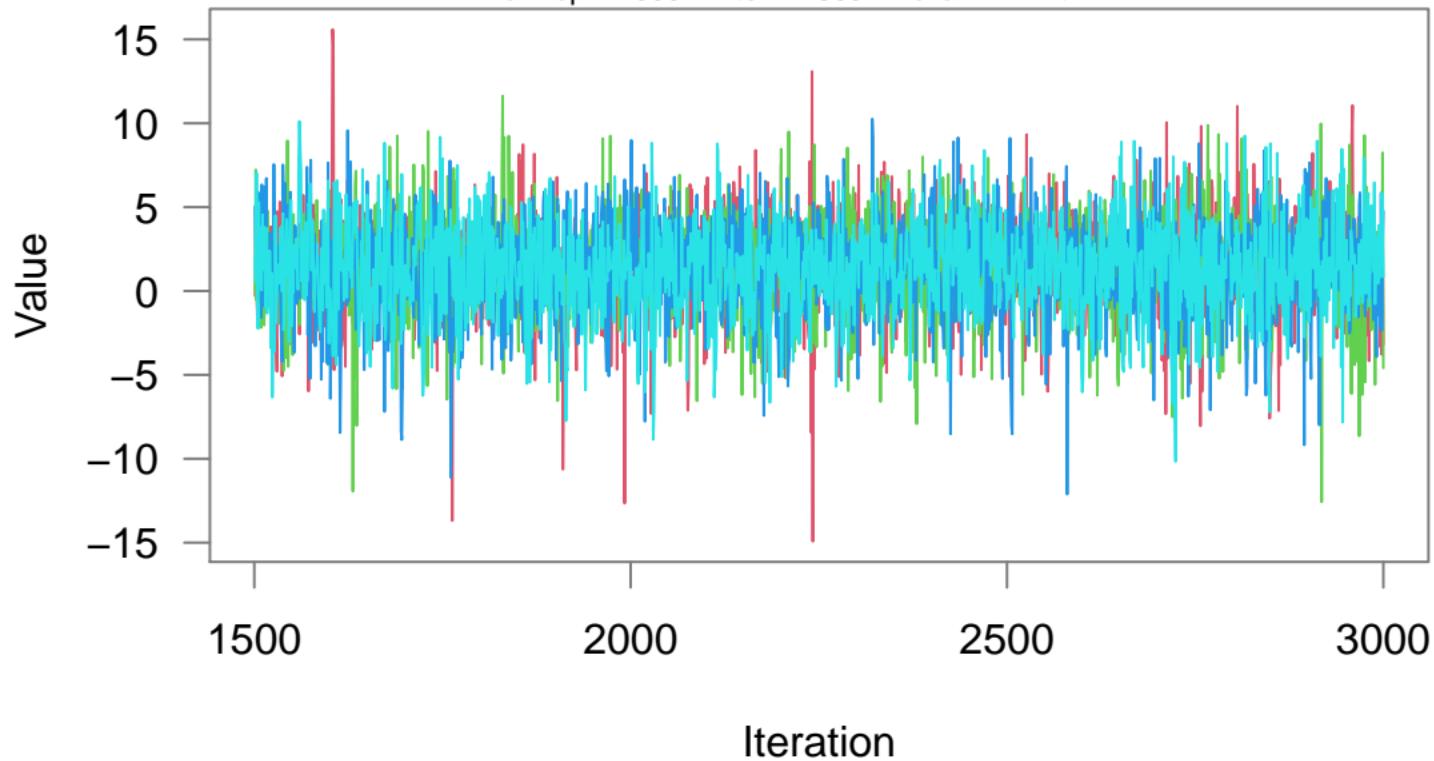
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-5,Intercept]

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



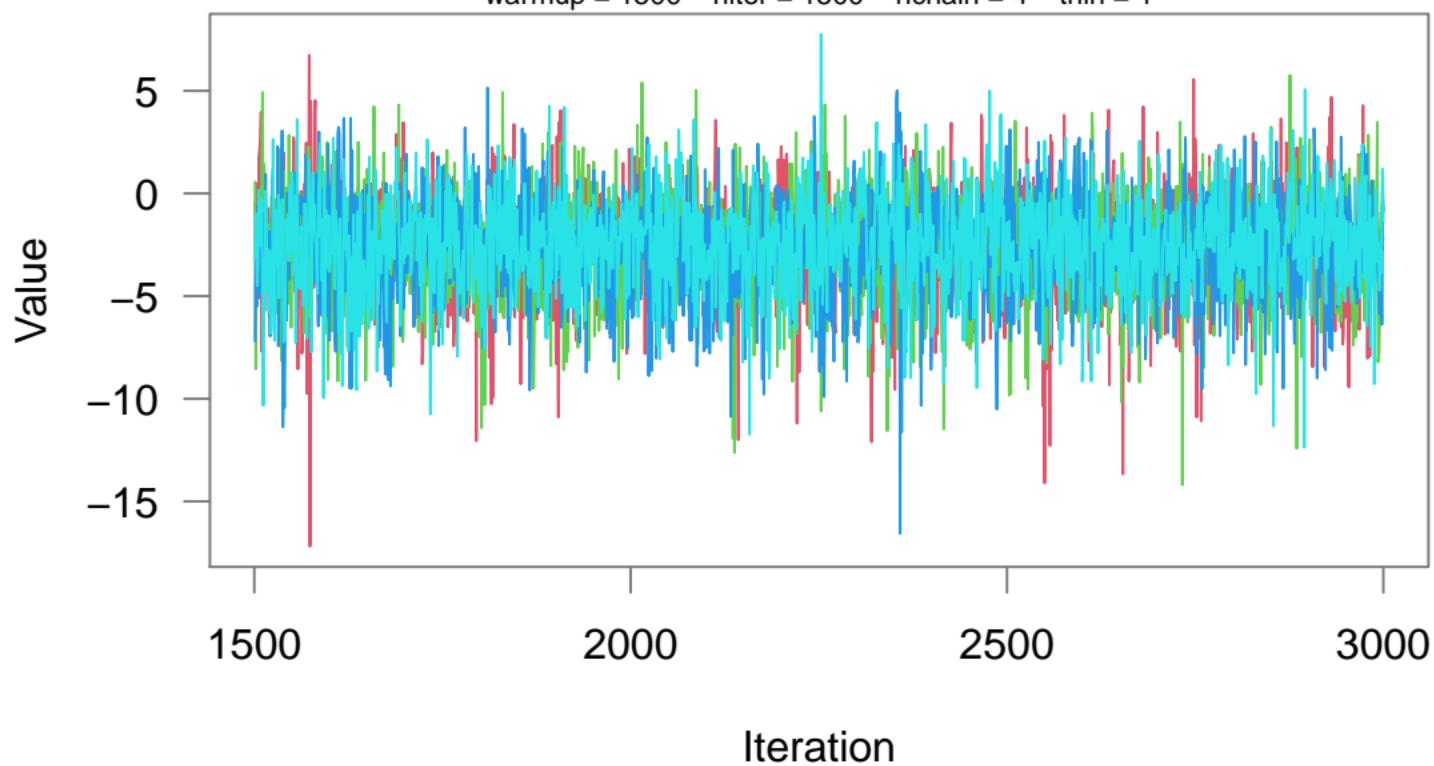
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-6,Intercept]

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



# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-7,Intercept]

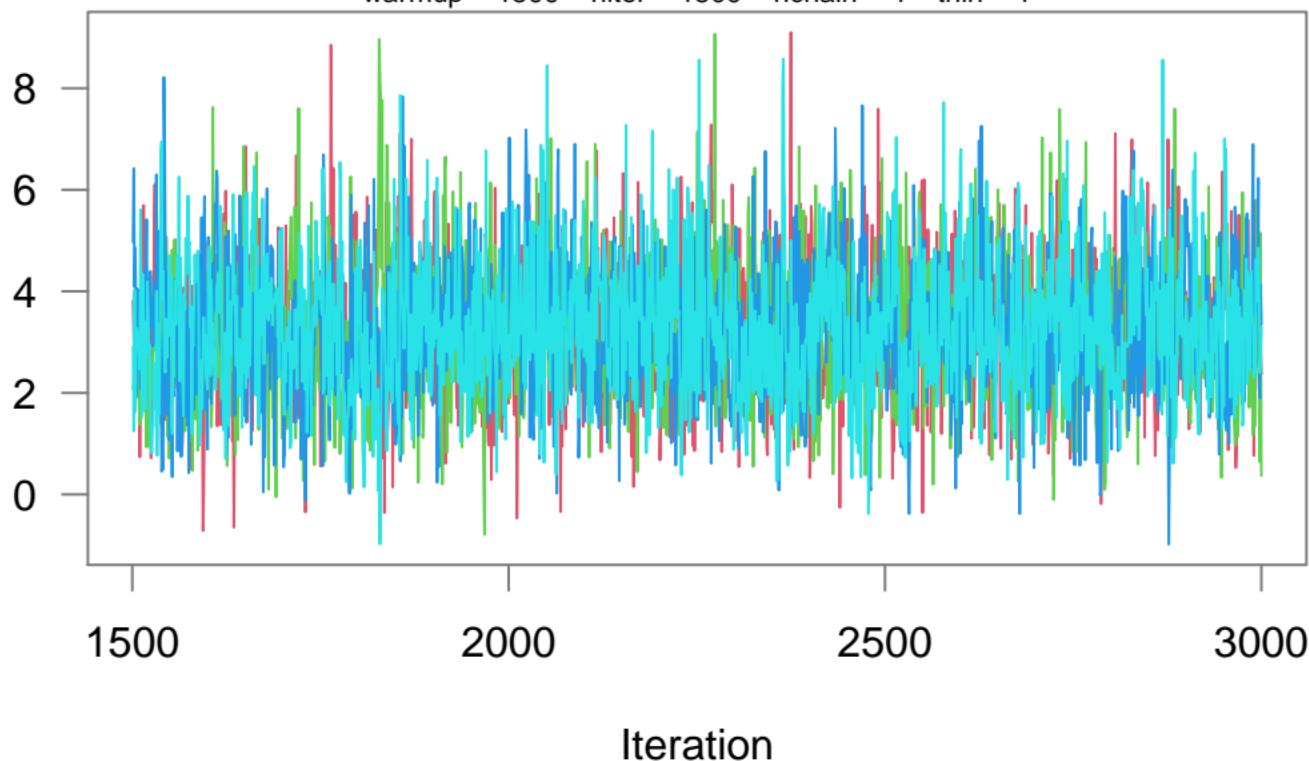
warmup = 1500 niter = 1500 nchain = 4 thin = 1



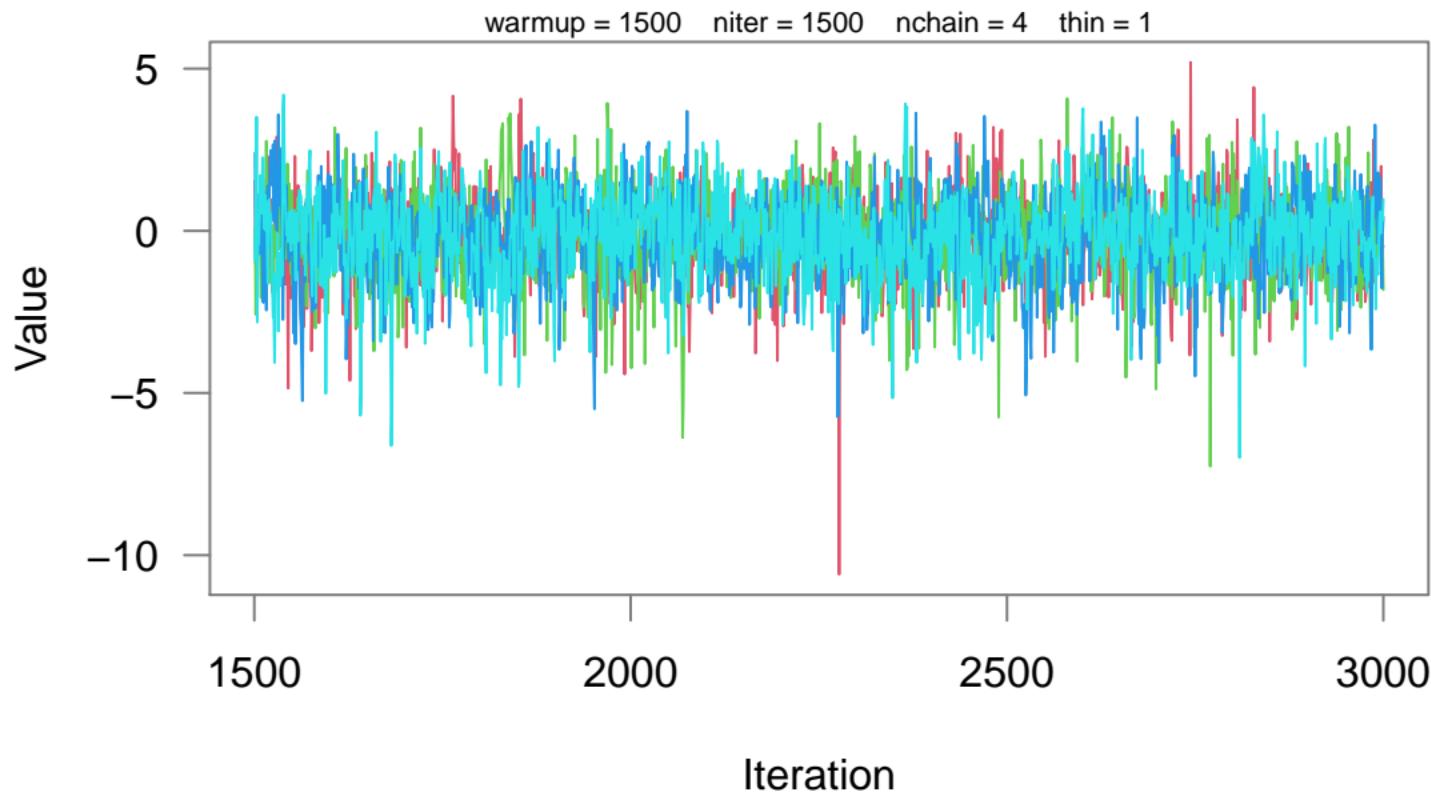
# r\_bay\_fac:site\_fac\_\_zi[Cook.Bay\_Bare.North,Intercept]

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

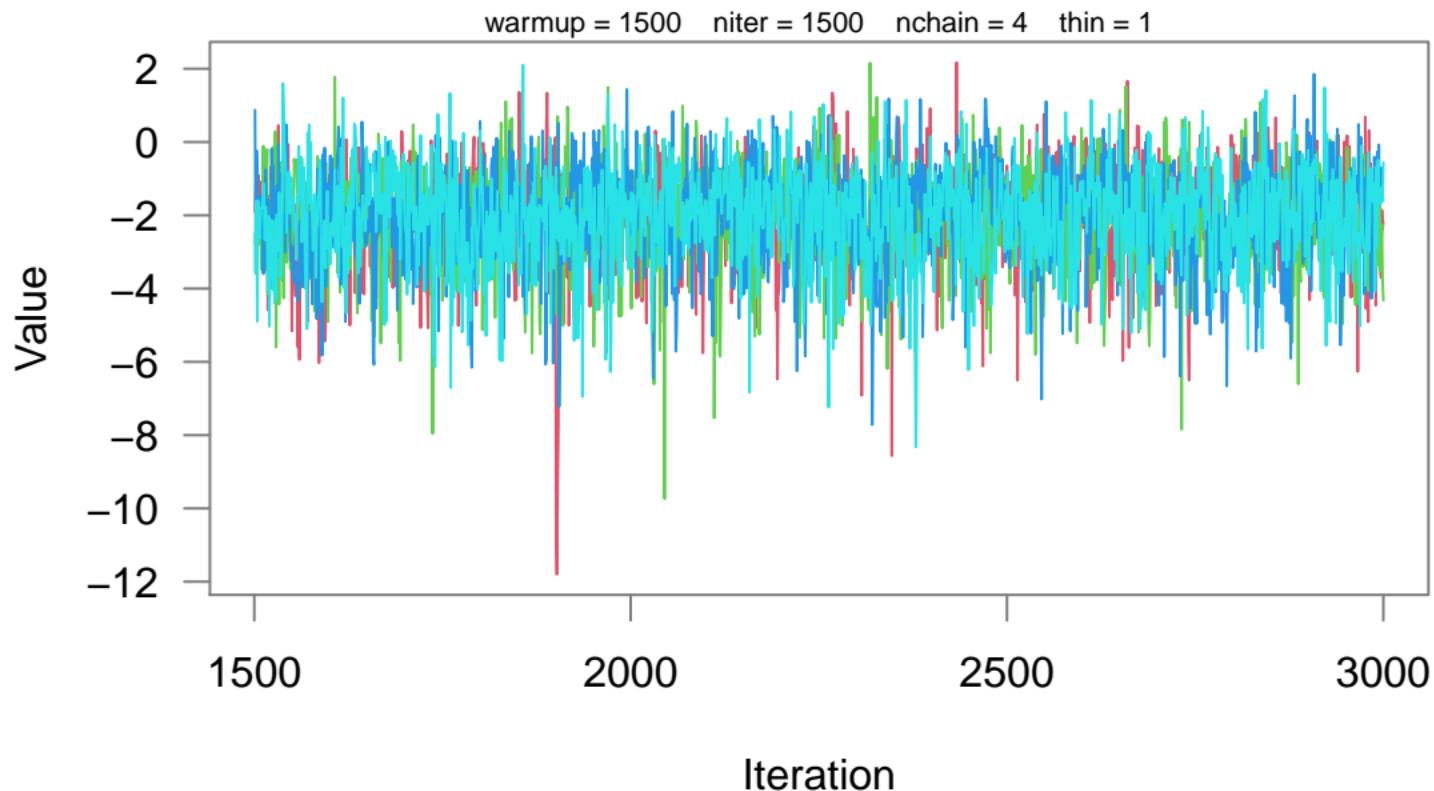
Value



# r\_bay\_fac:site\_fac\_\_zi[Cook.Bay\_Eelgrass.North,Intercept]

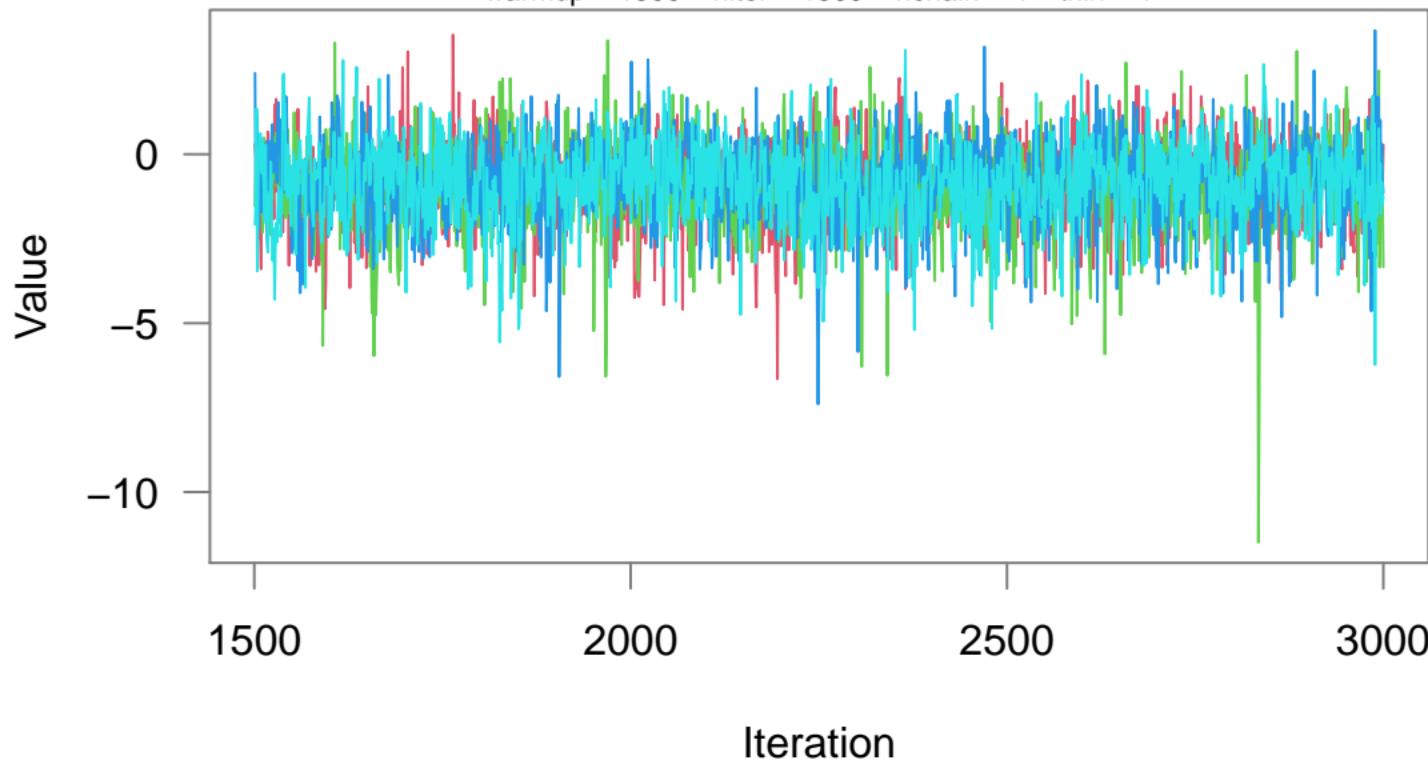


# r\_bay\_fac:site\_fac\_\_zi[Cook.Bay\_Eelgrass.South,Intercept]

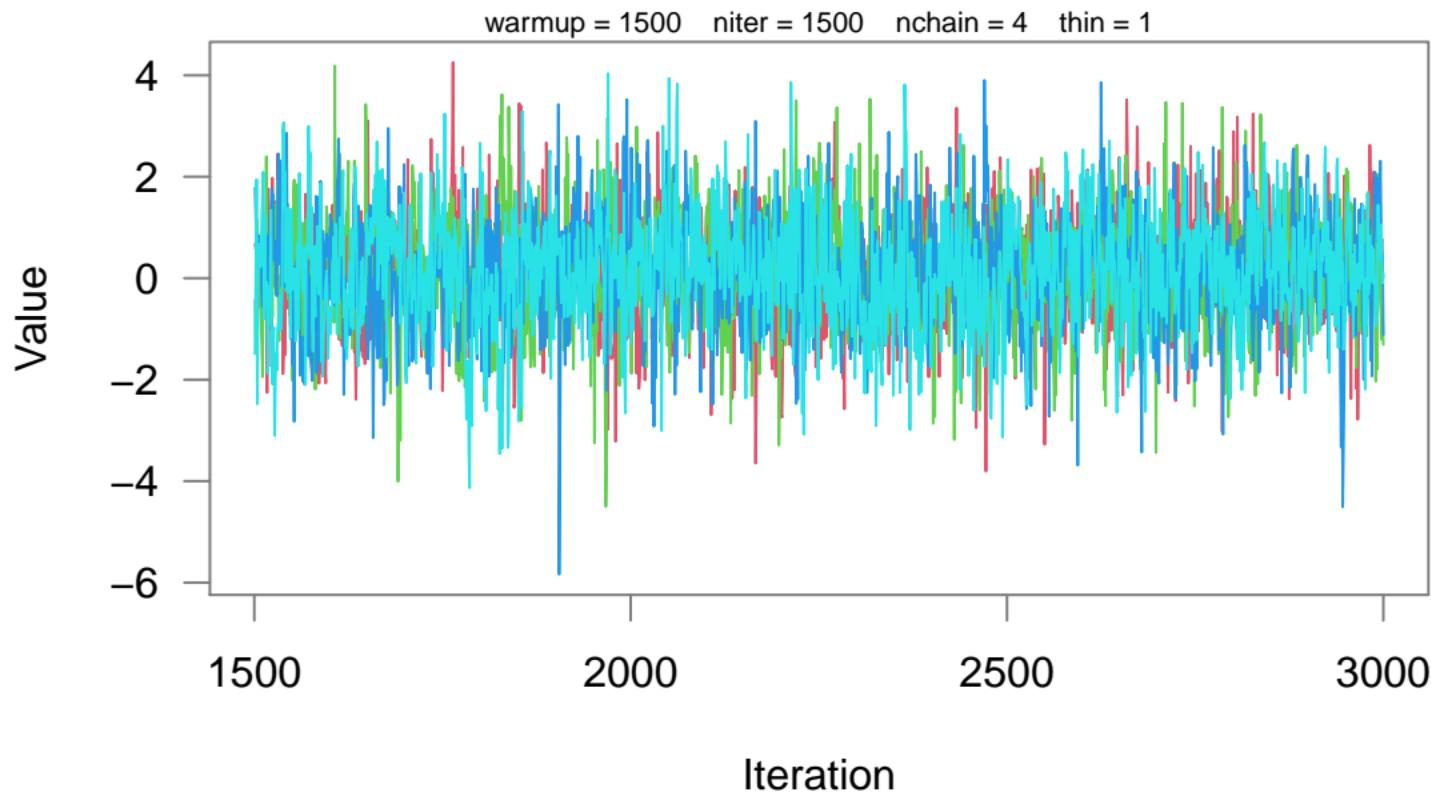


# r\_bay\_fac:site\_fac\_\_zi[Cook.Bay\_Eelgrass.West,Intercept]

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

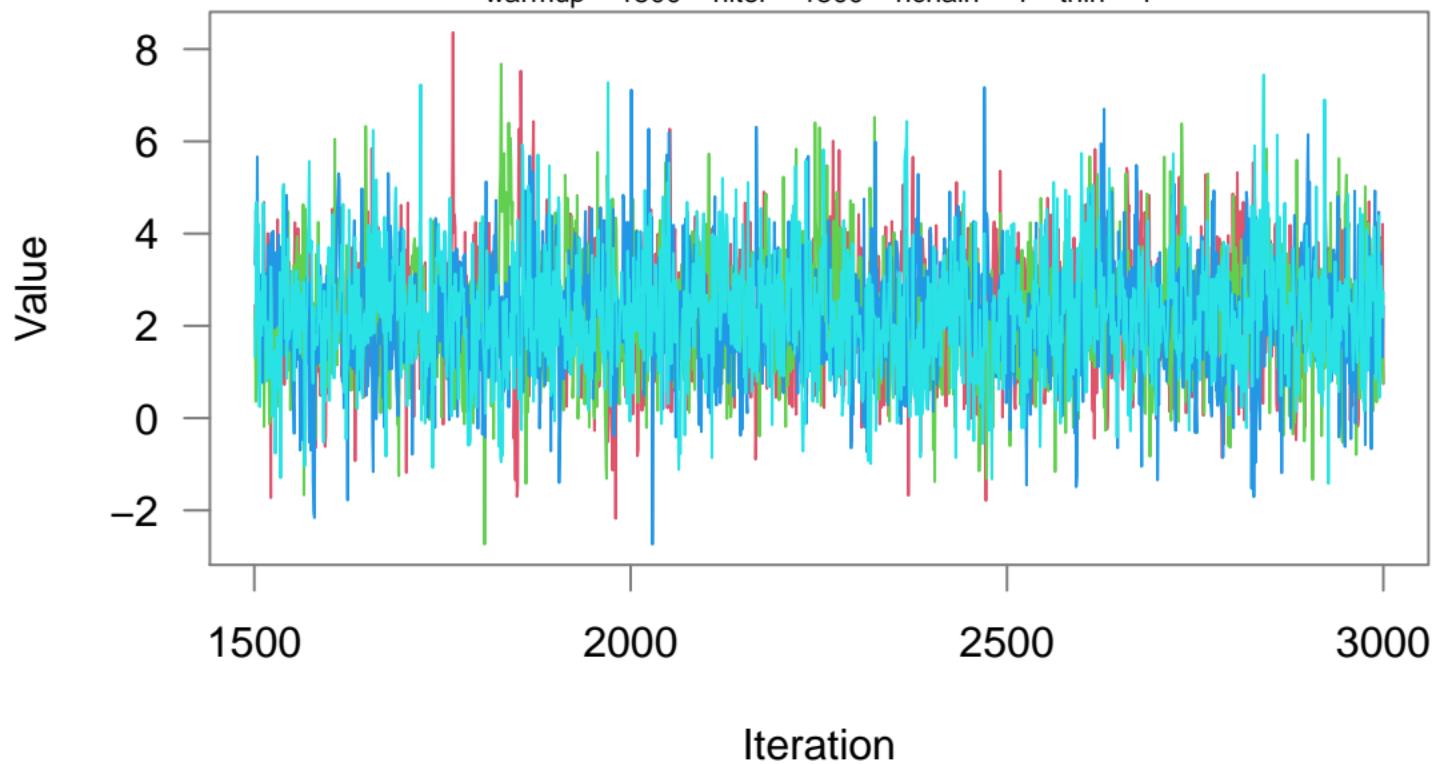


# r\_bay\_fac:site\_fac\_\_zi[Cook.Bay\_Laminaria.East,Intercept]

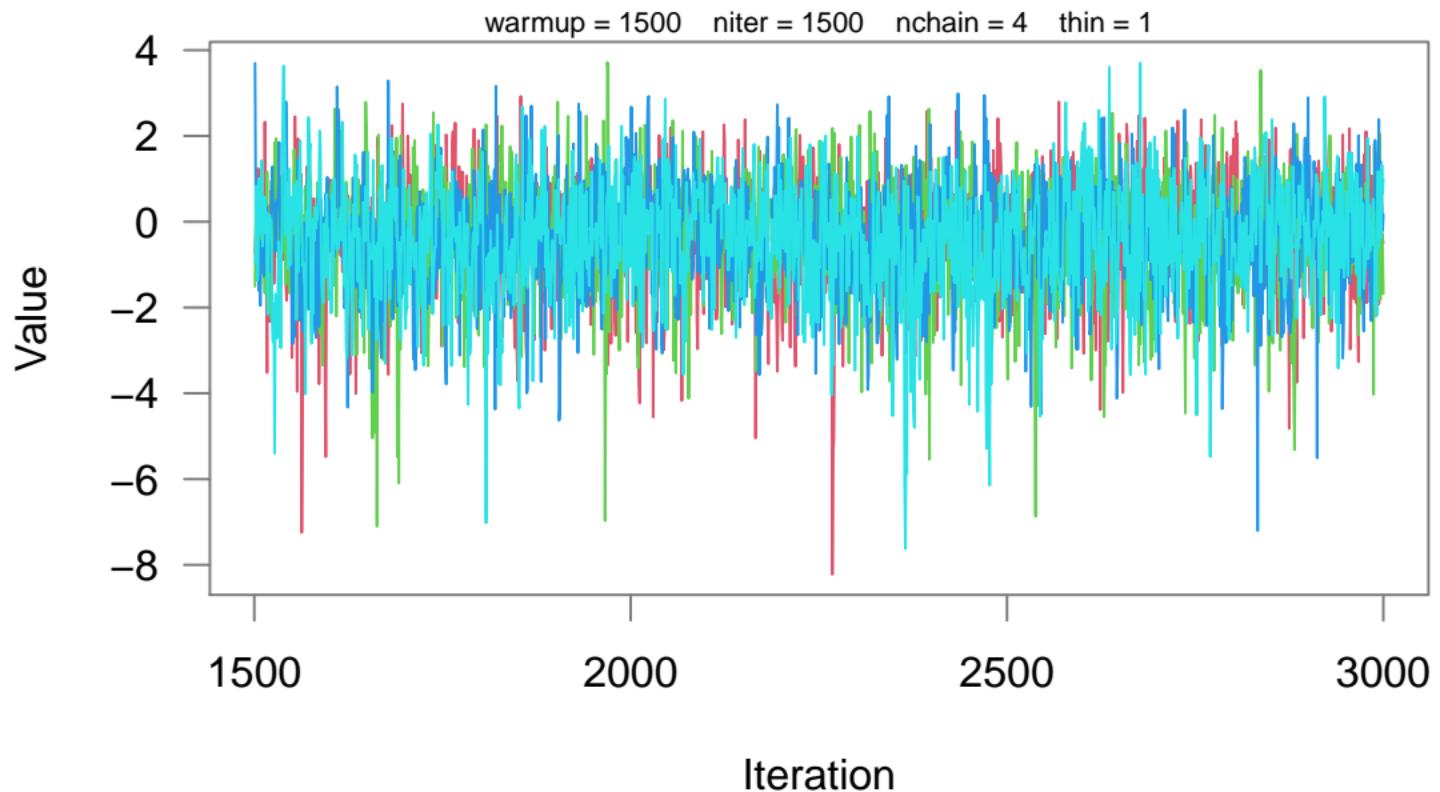


# r\_bay\_fac:site\_fac\_\_zi[Cook.Bay\_Laminaria.North,Intercept]

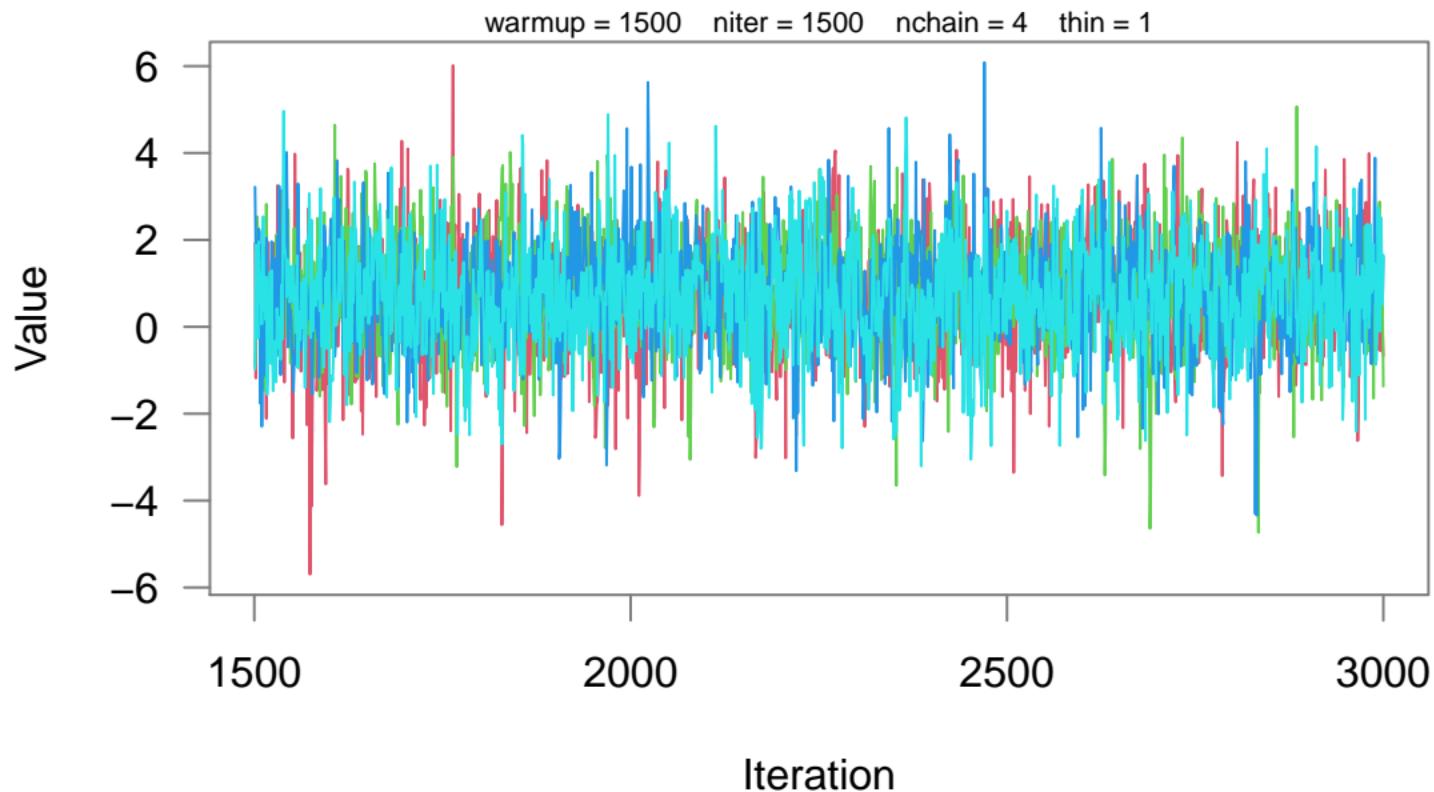
warmup = 1500 niter = 1500 nchain = 4 thin = 1



# r\_bay\_fac:site\_fac\_\_zi[Cook.Bay\_Laminaria.South,Intercept]

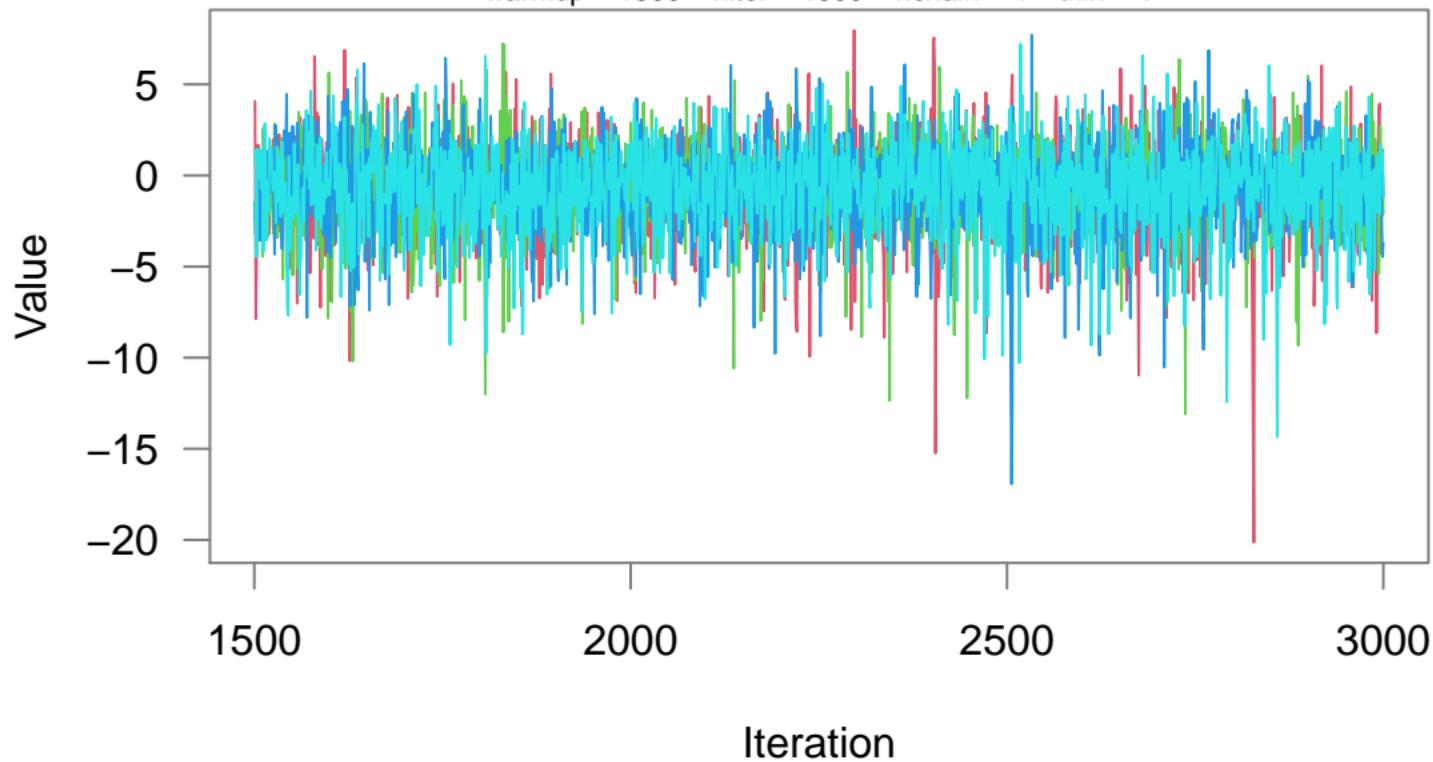


# r\_bay\_fac:site\_fac\_\_zi[Cook.Bay\_Middle.Cove,Intercept]



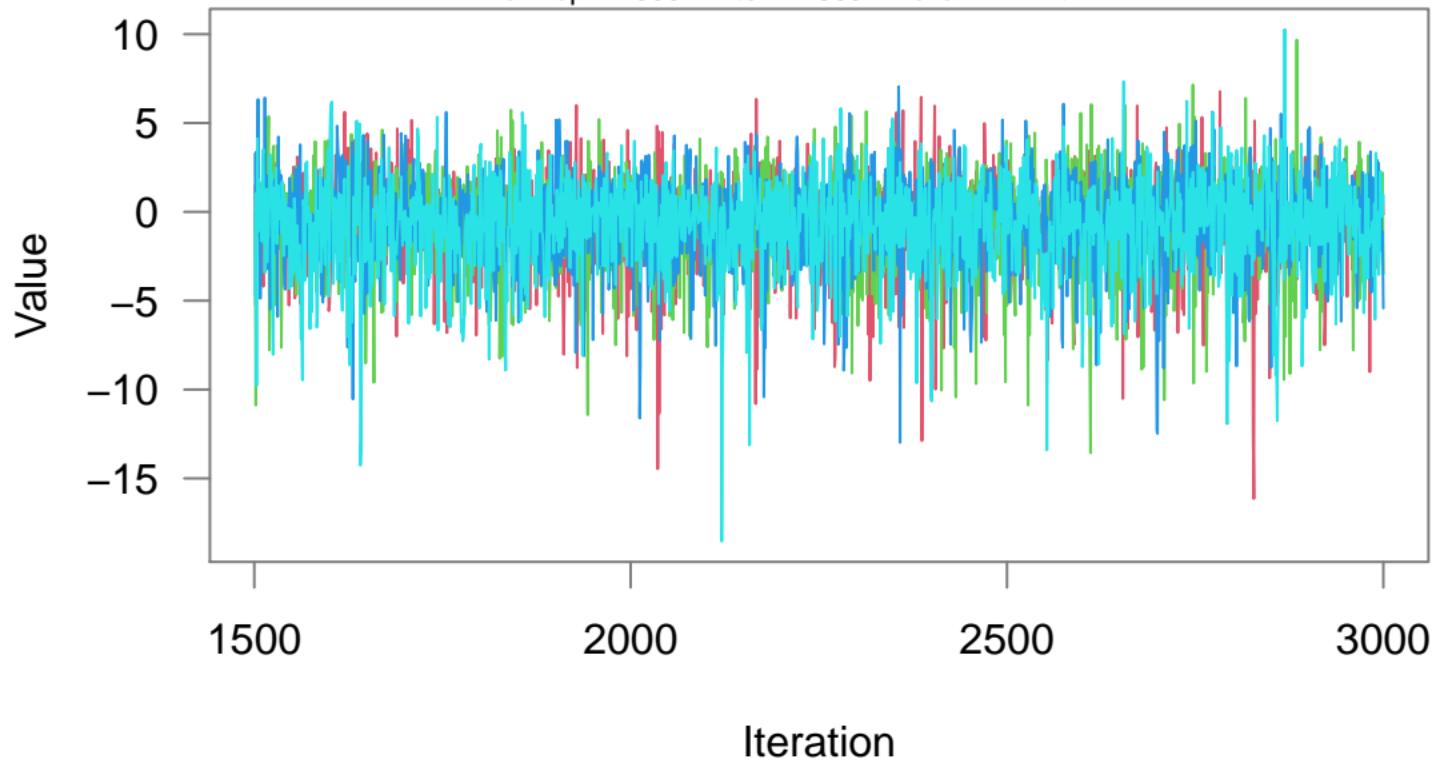
## r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-1,Intercept]

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



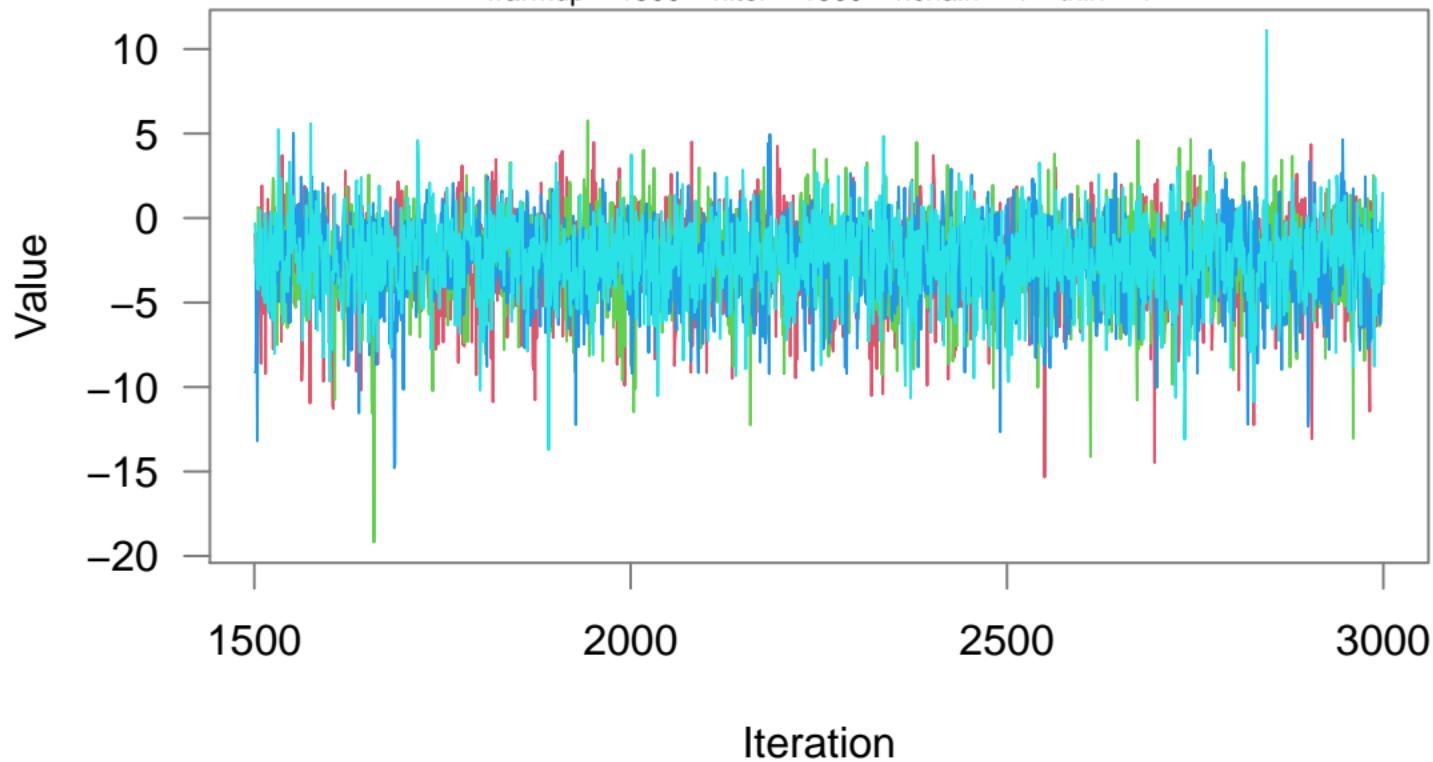
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-2,Intercept]

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



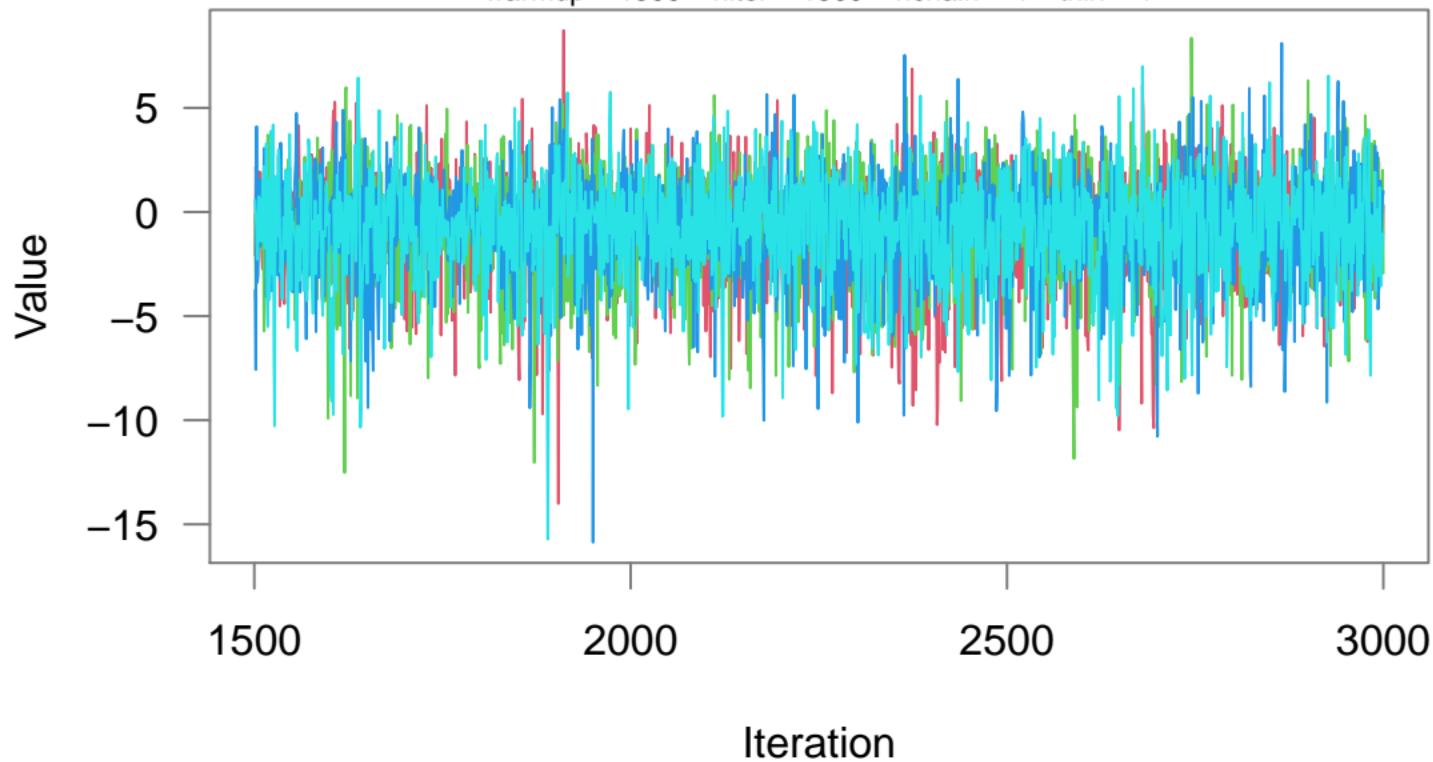
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-3,Intercept]

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



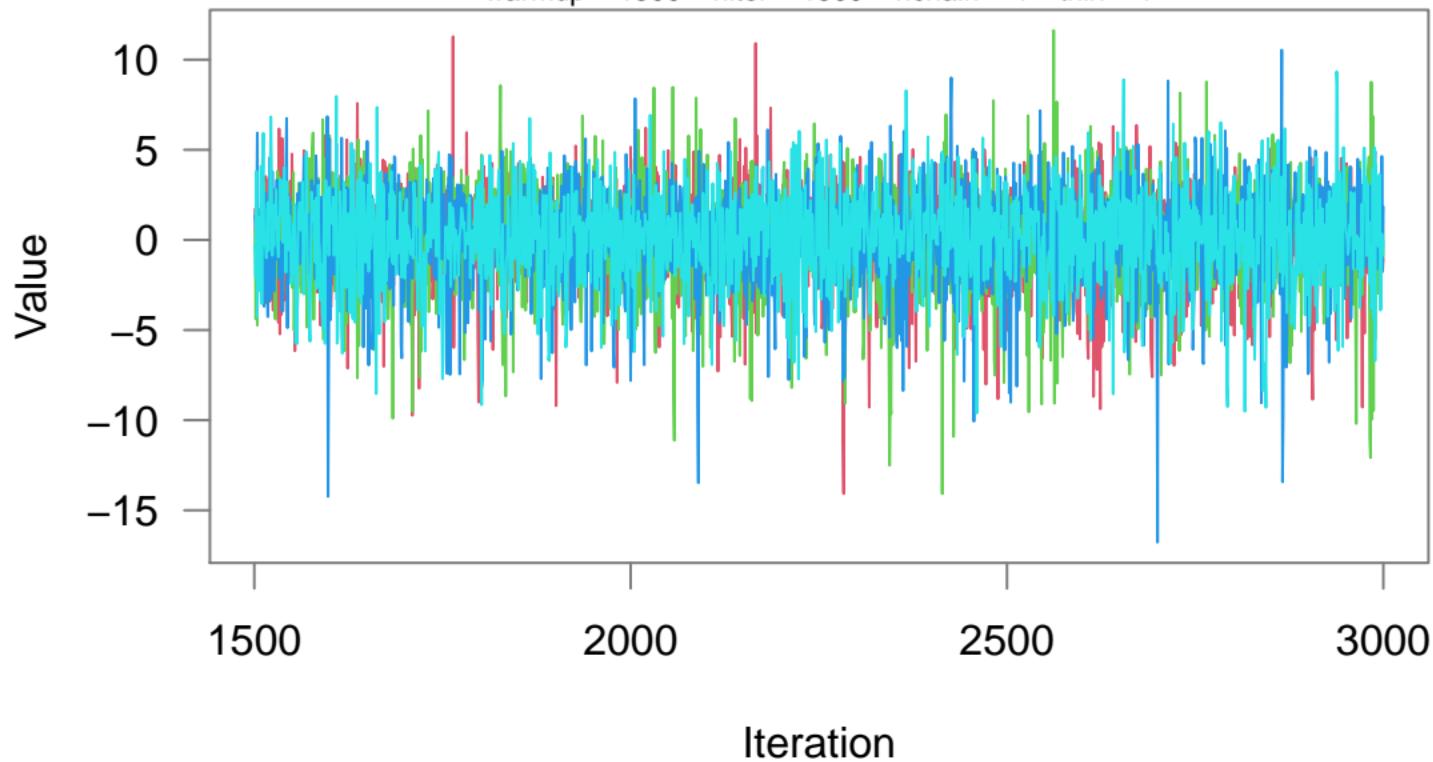
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-4,Intercept]

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



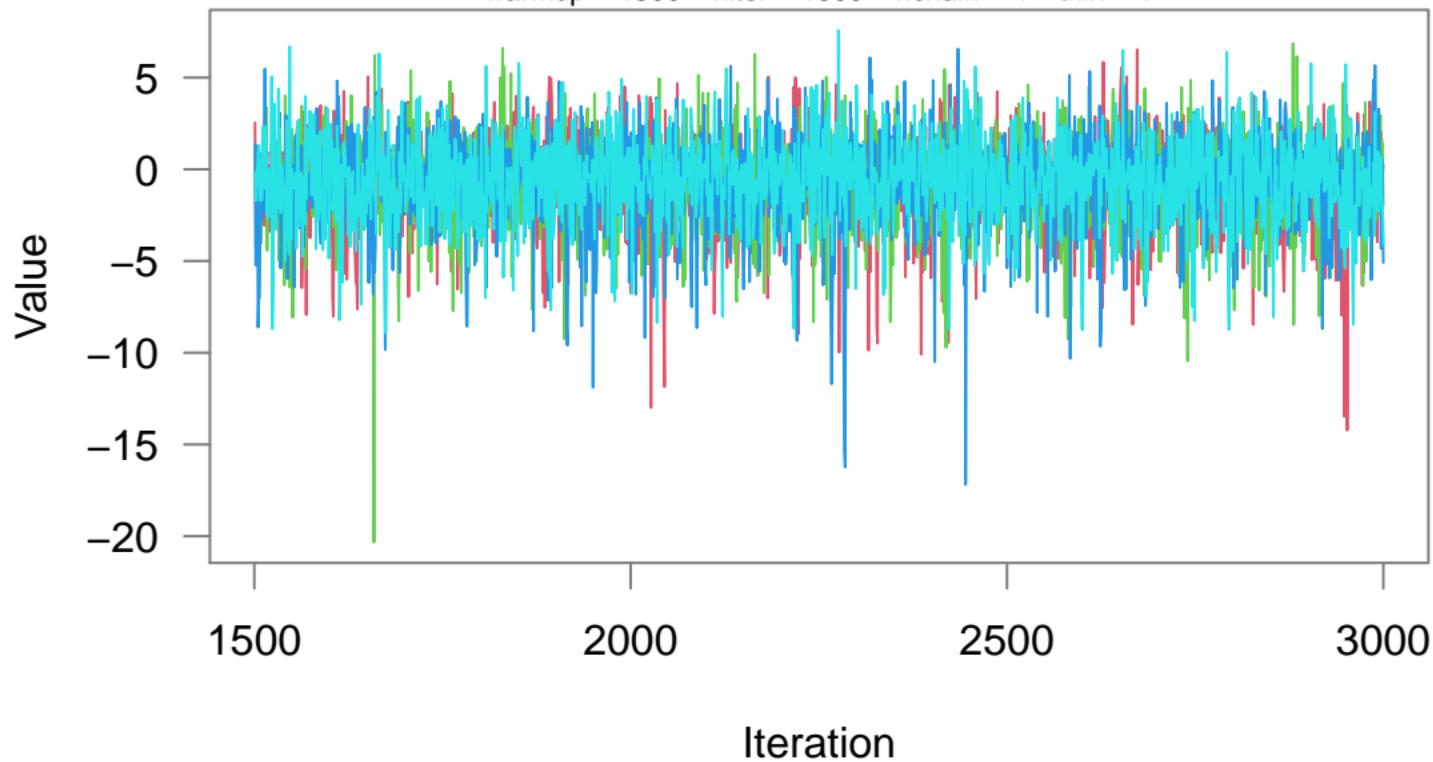
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-5,Intercept]

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



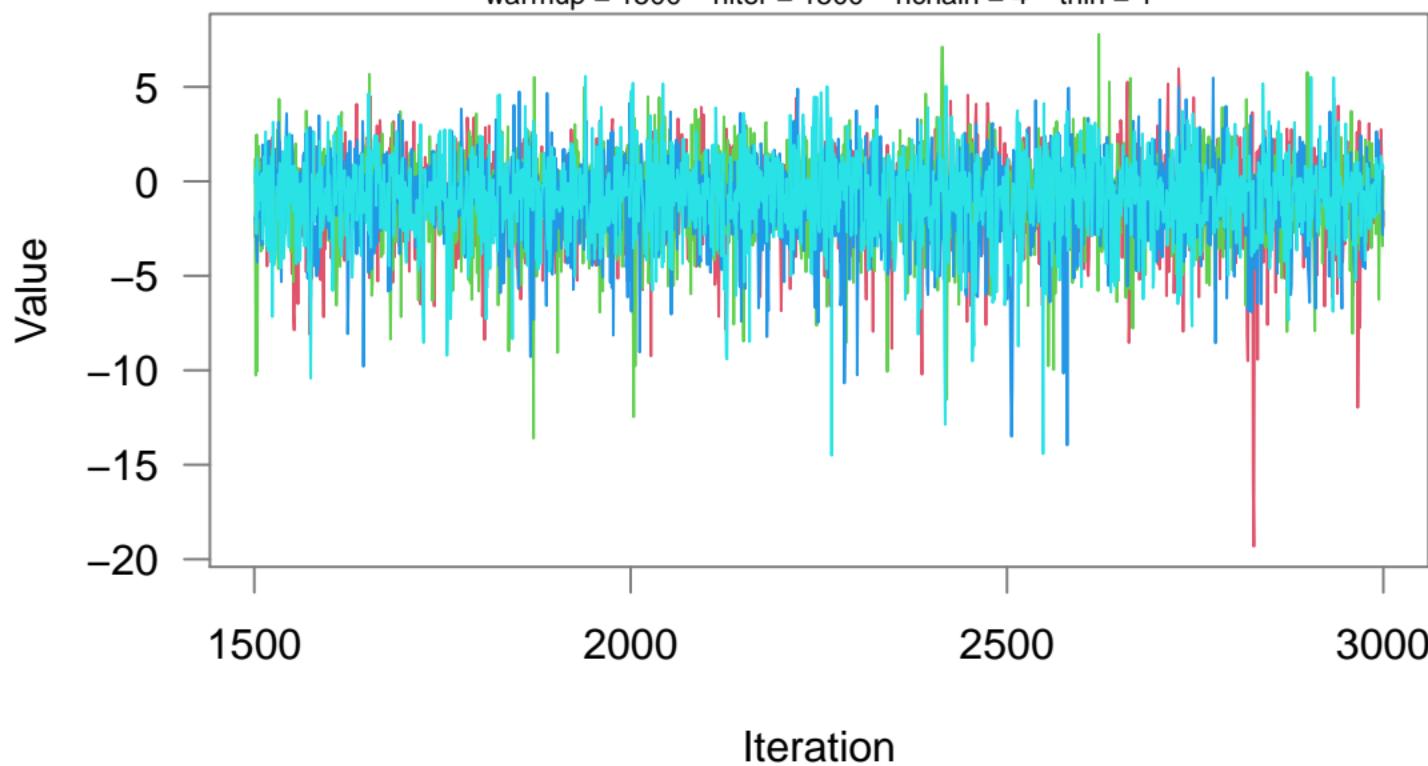
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-6,Intercept]

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



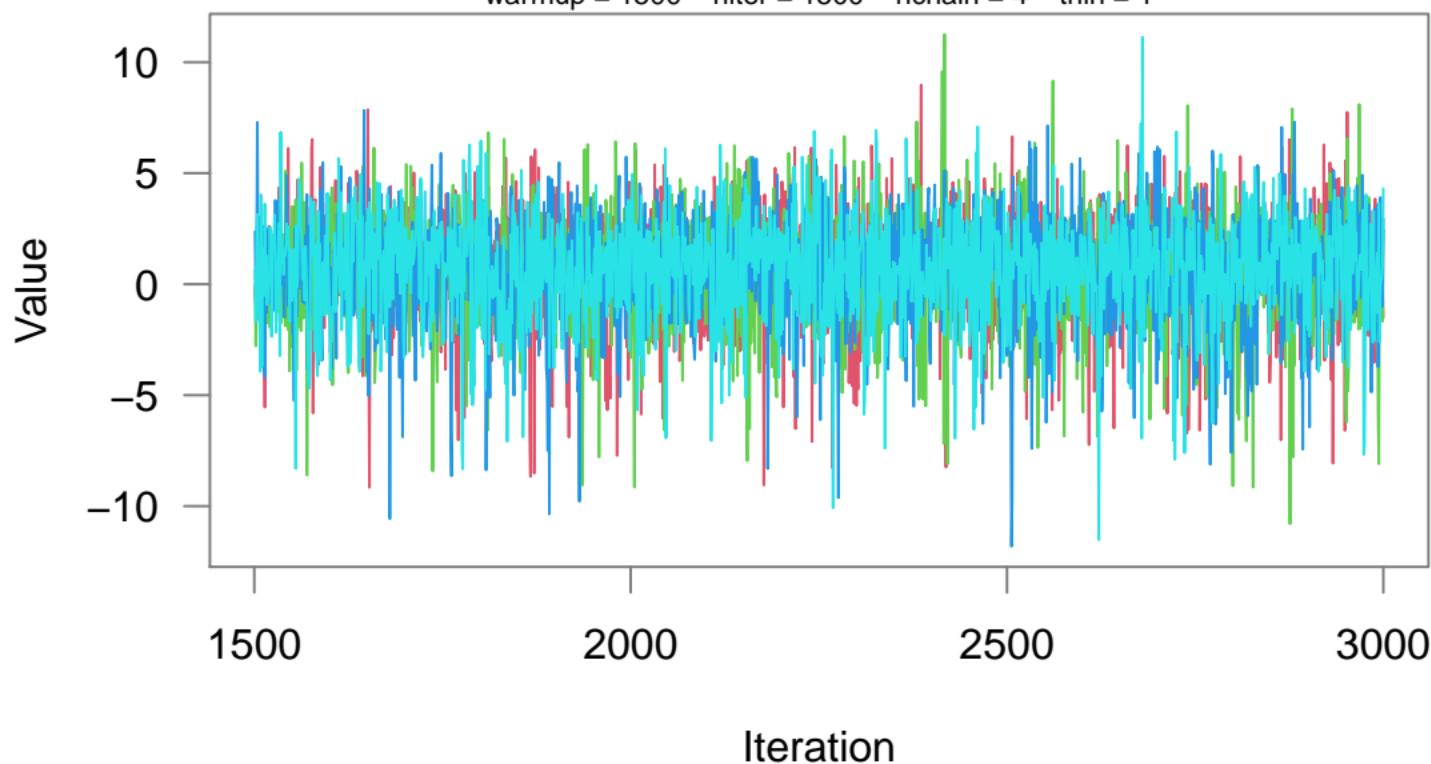
# r\_bay\_fac:site\_fac\_zi[Port.Wrangell\_PW-1,Intercept]

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



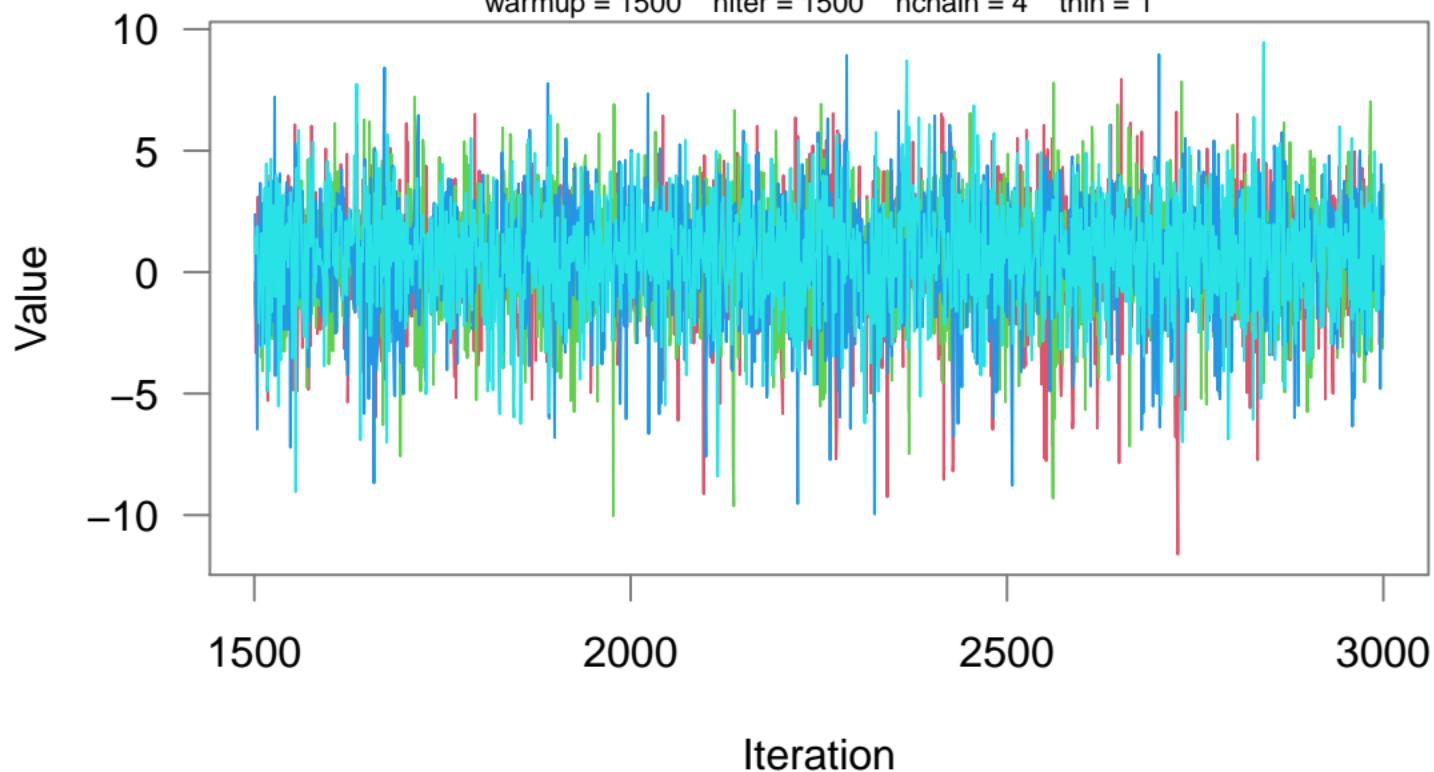
# r\_bay\_fac:site\_fac\_zi[Port.Wrangell\_PW-2,Intercept]

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

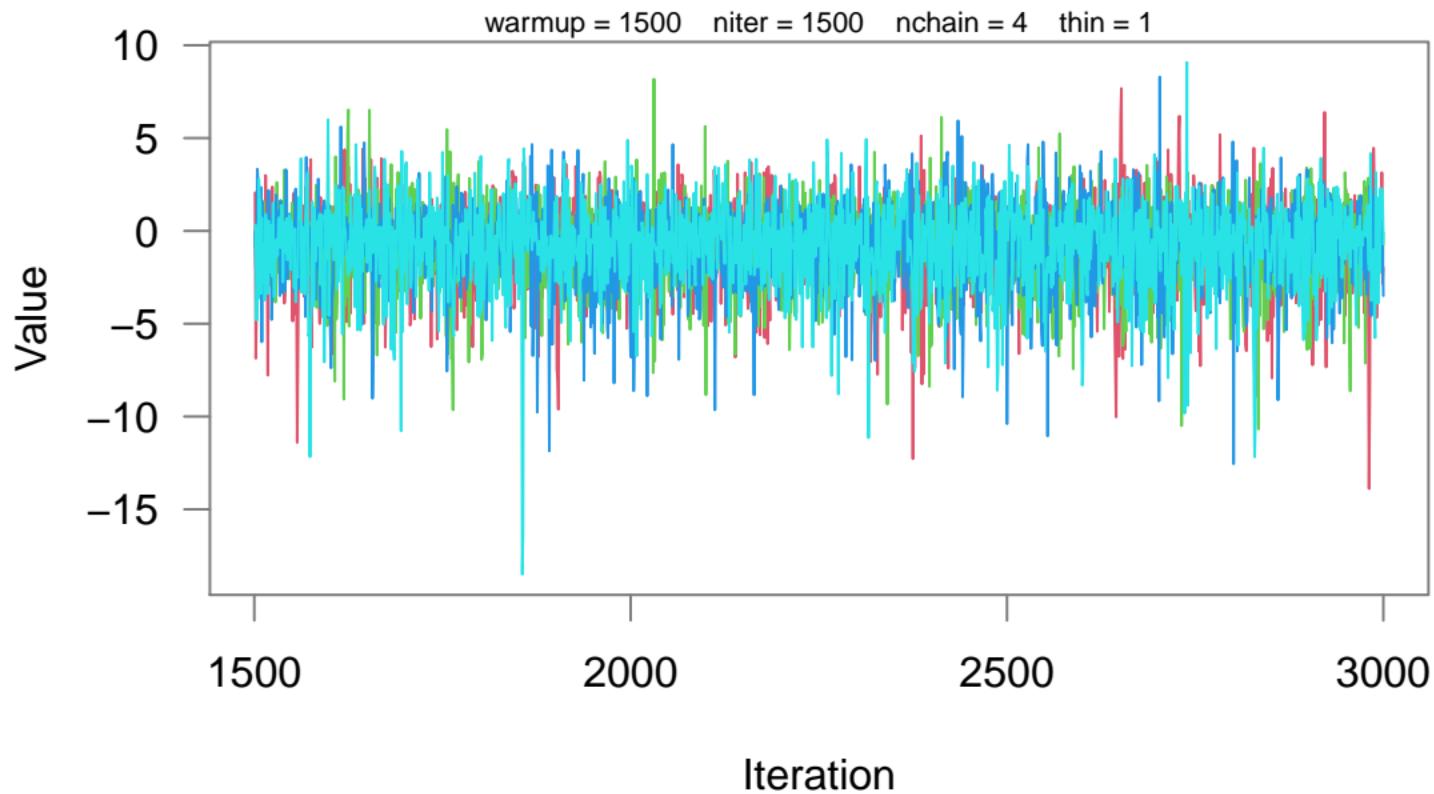


# r\_bay\_fac:site\_fac\_zi[Port.Wrangell\_PW-3,Intercept]

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

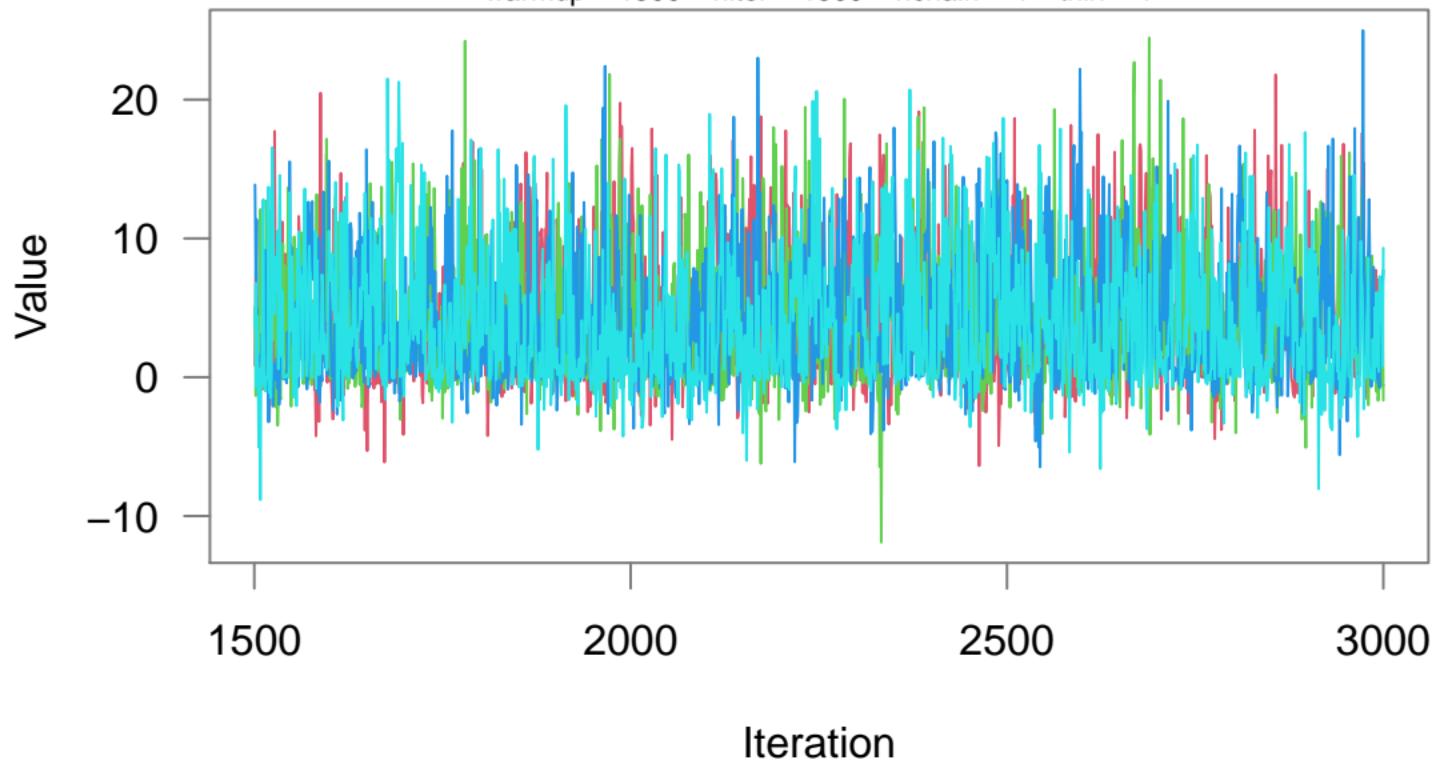


# r\_bay\_fac:site\_fac\_zi[Port.Wrangell\_PW-4,Intercept]



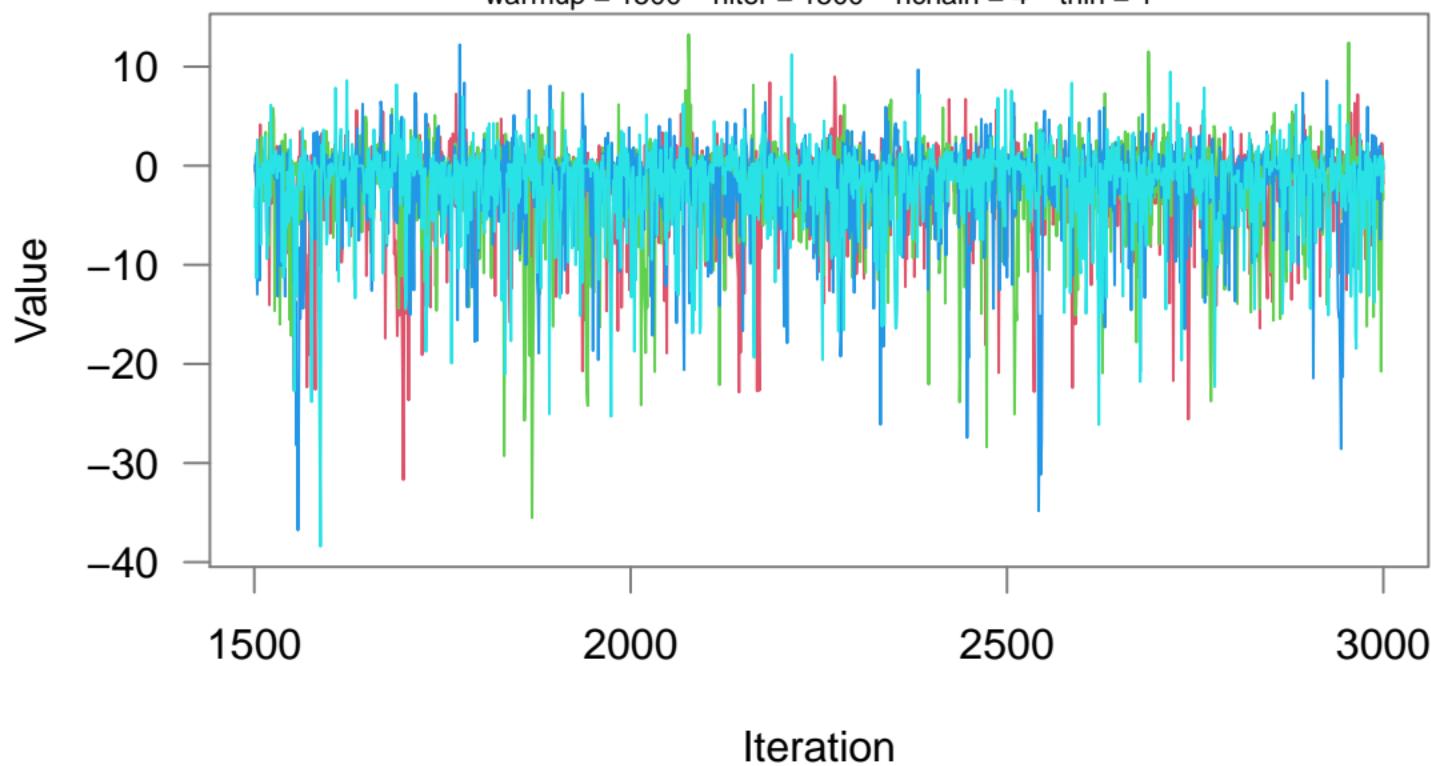
# s\_sjulian\_1[1]

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



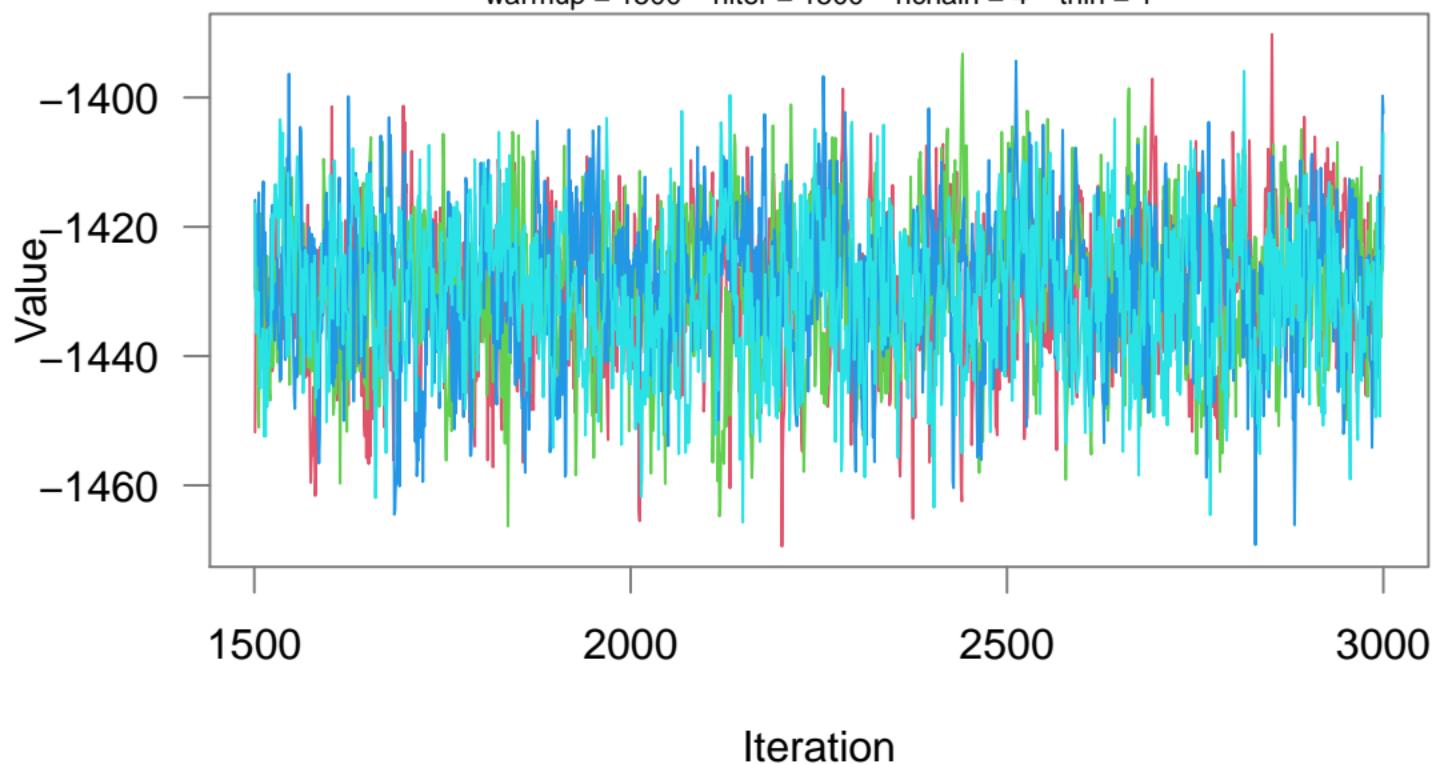
# s\_zi\_sjulian\_1[1]

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



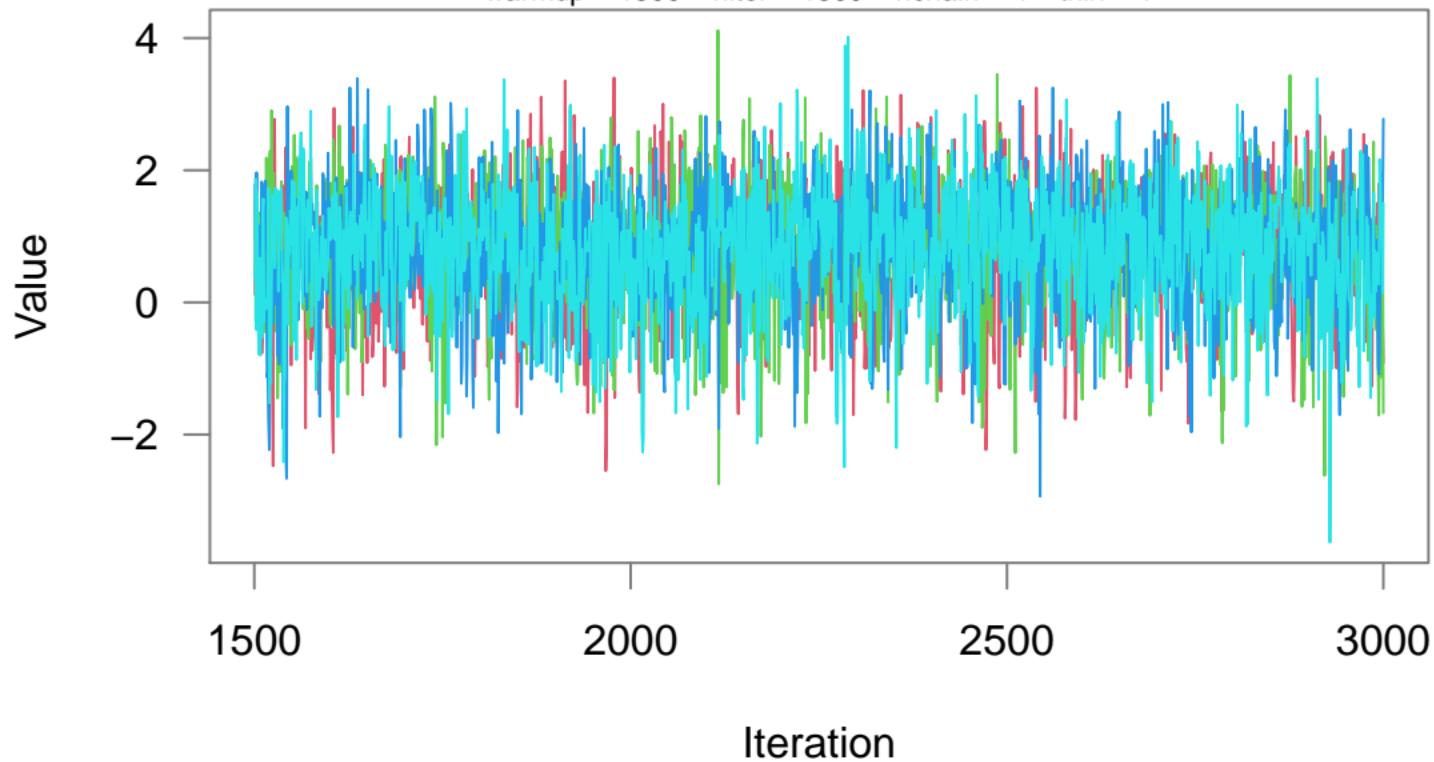
**lp\_**

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



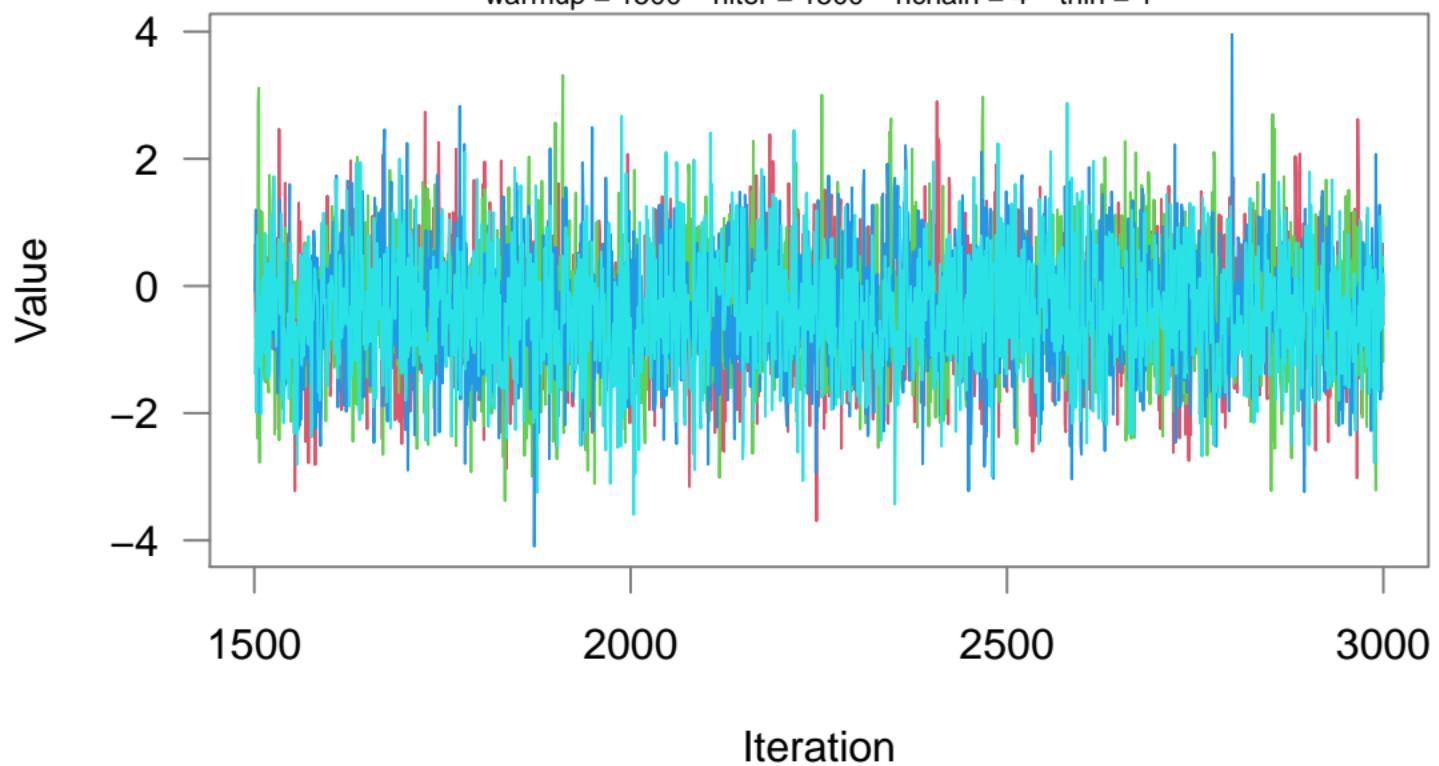
# zs\_1\_1[1]

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



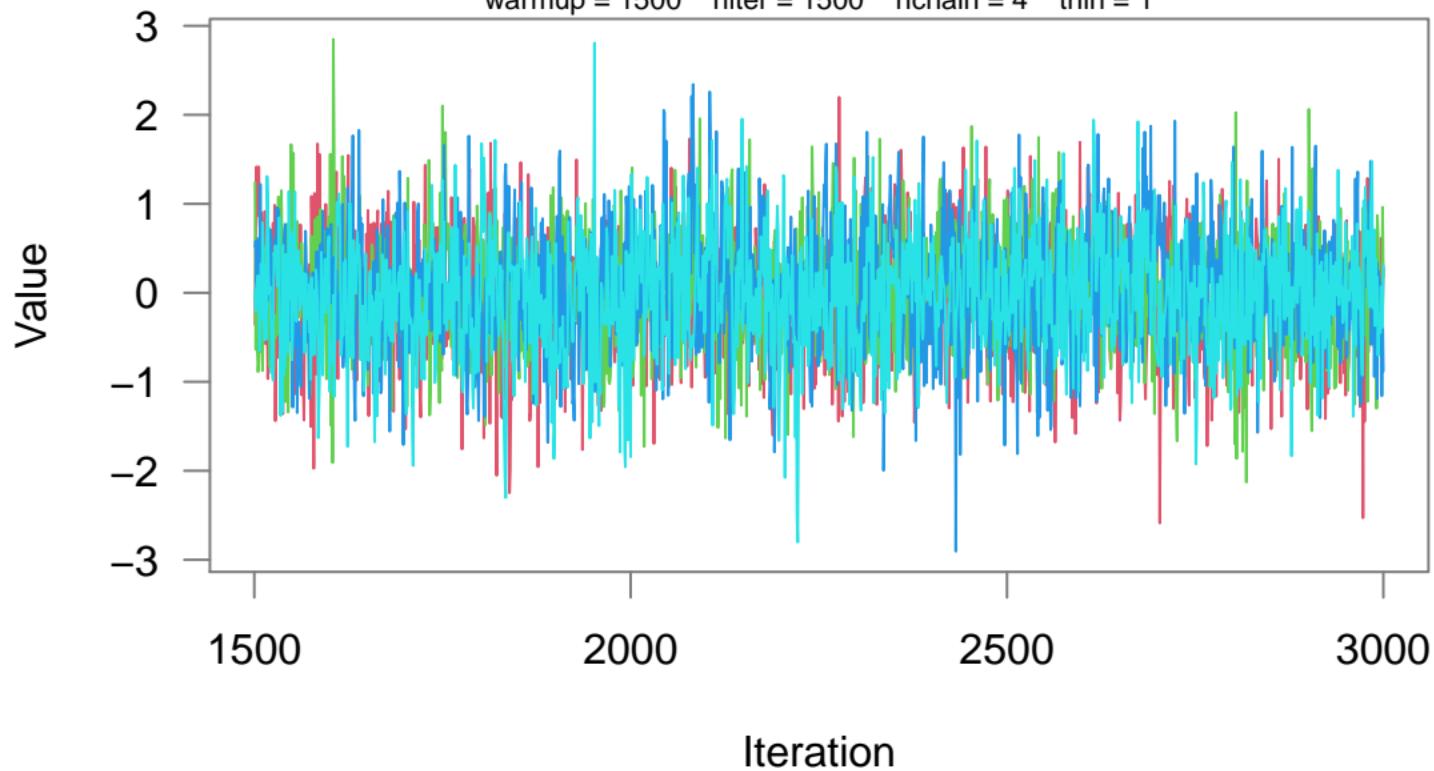
# zs\_zi\_1\_1[1]

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



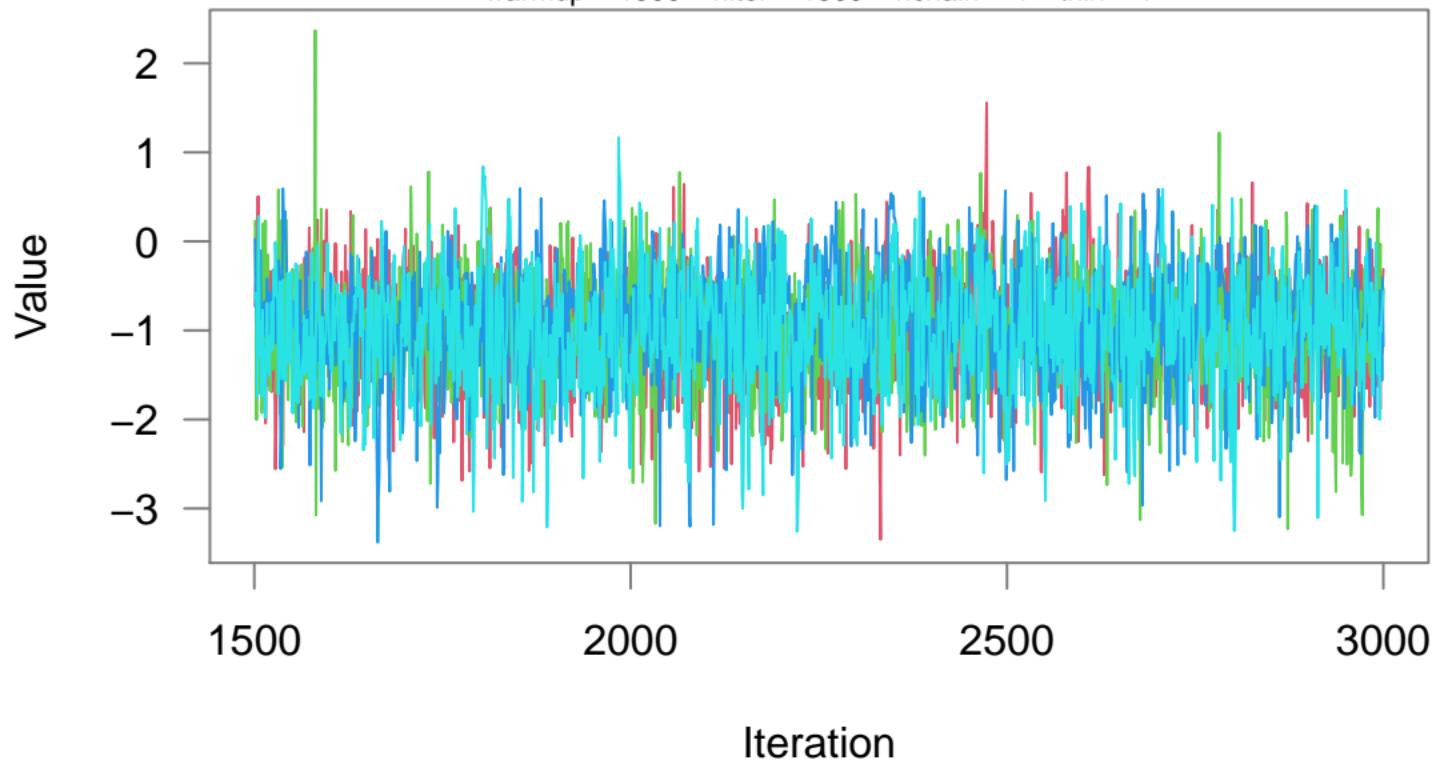
**$z_{-1}[1,1]$**

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



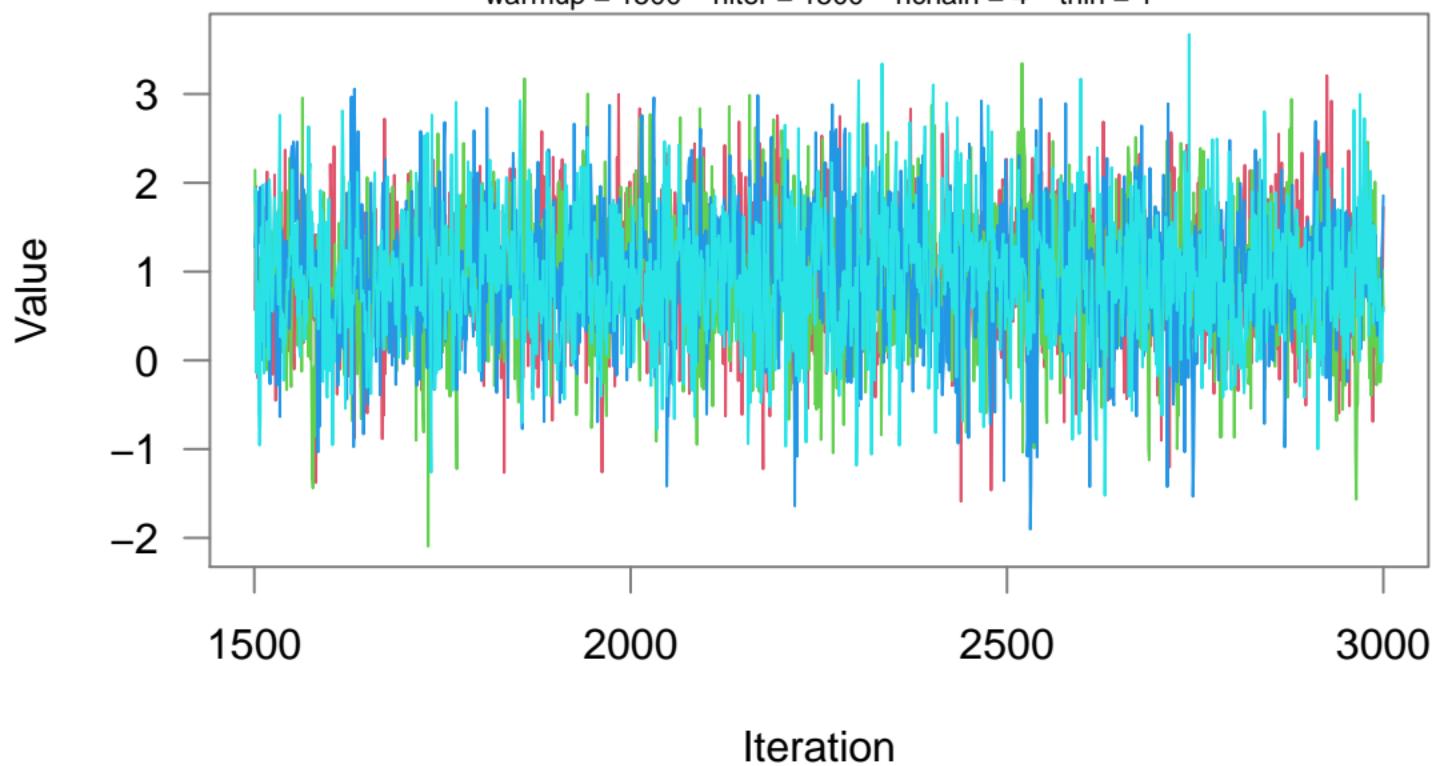
# $z_{-1}[1,2]$

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



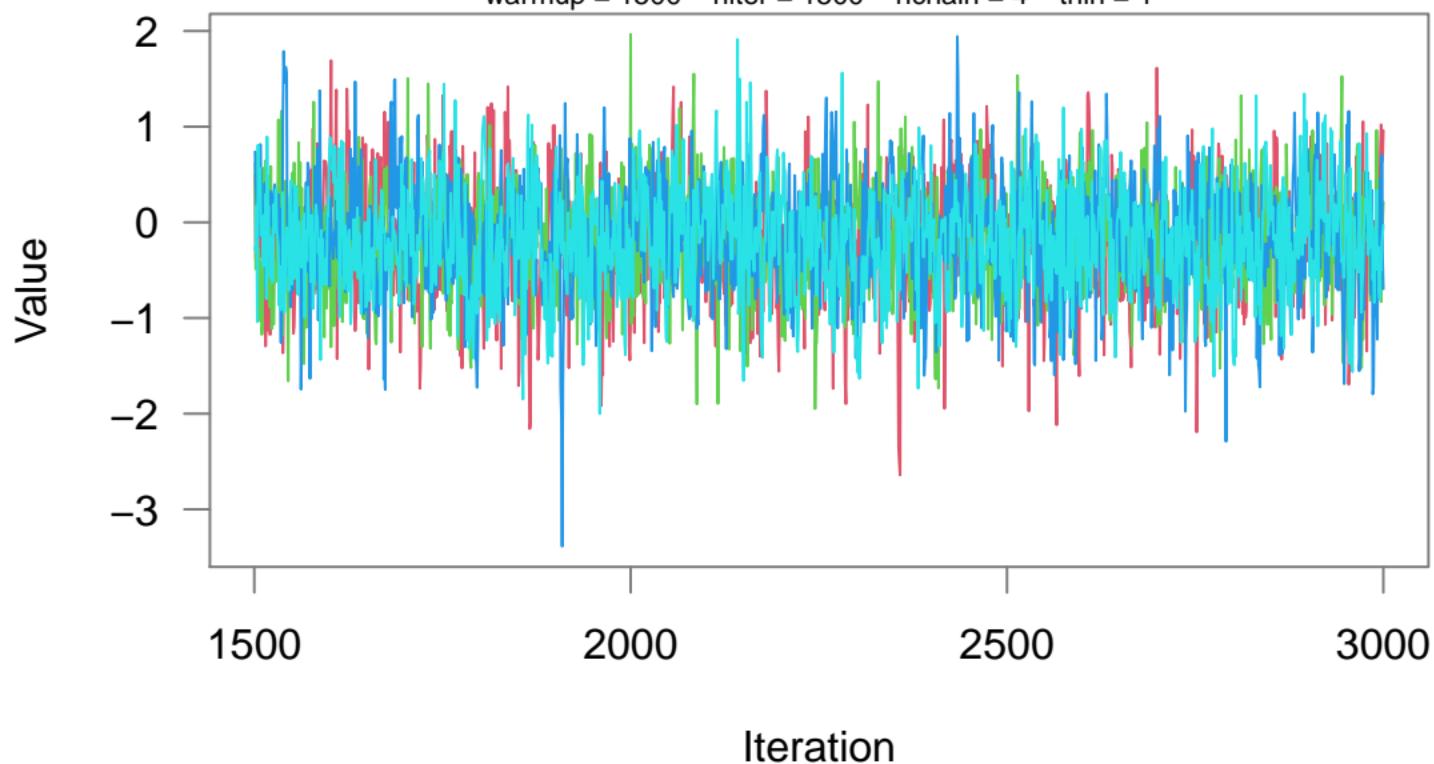
# **z\_1[1,3]**

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



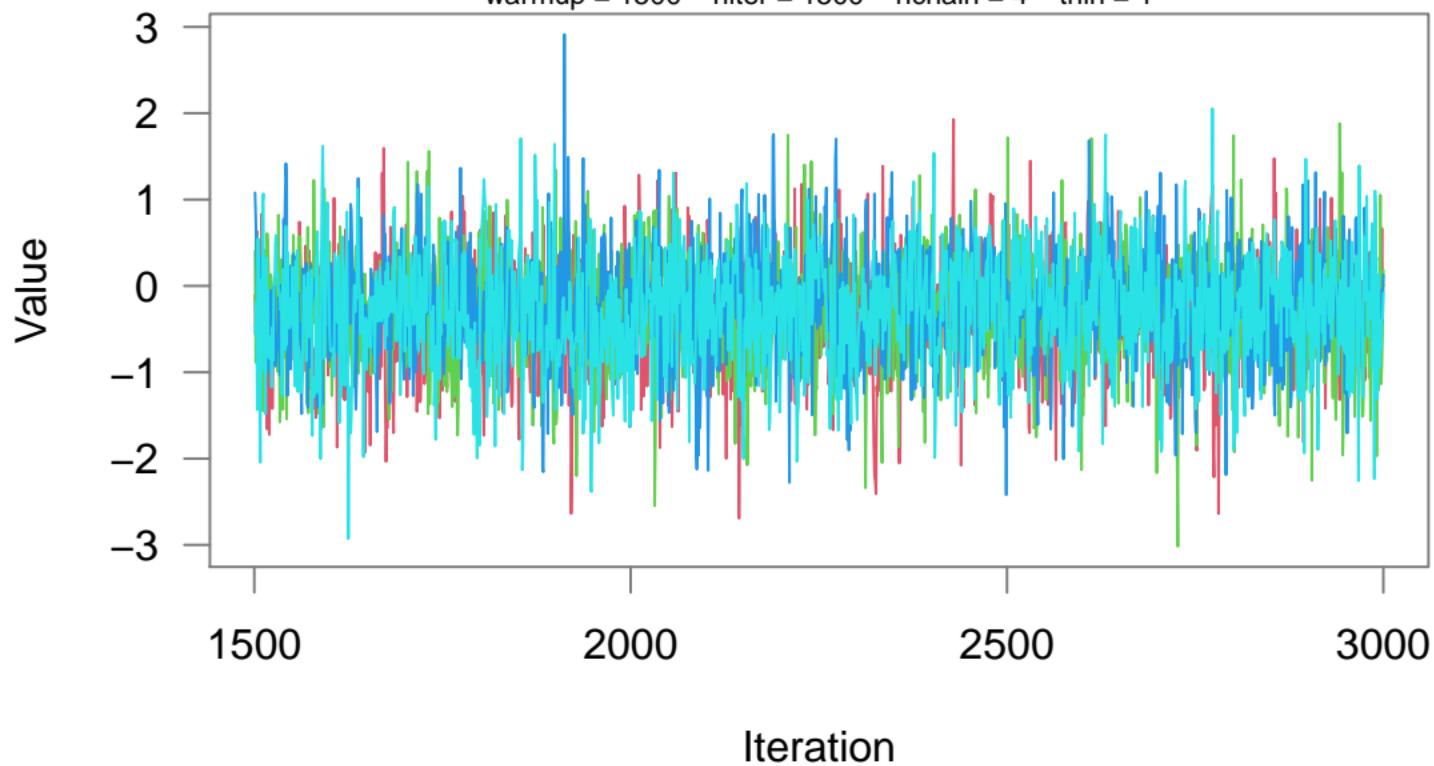
**$z_{-1}[1,4]$**

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



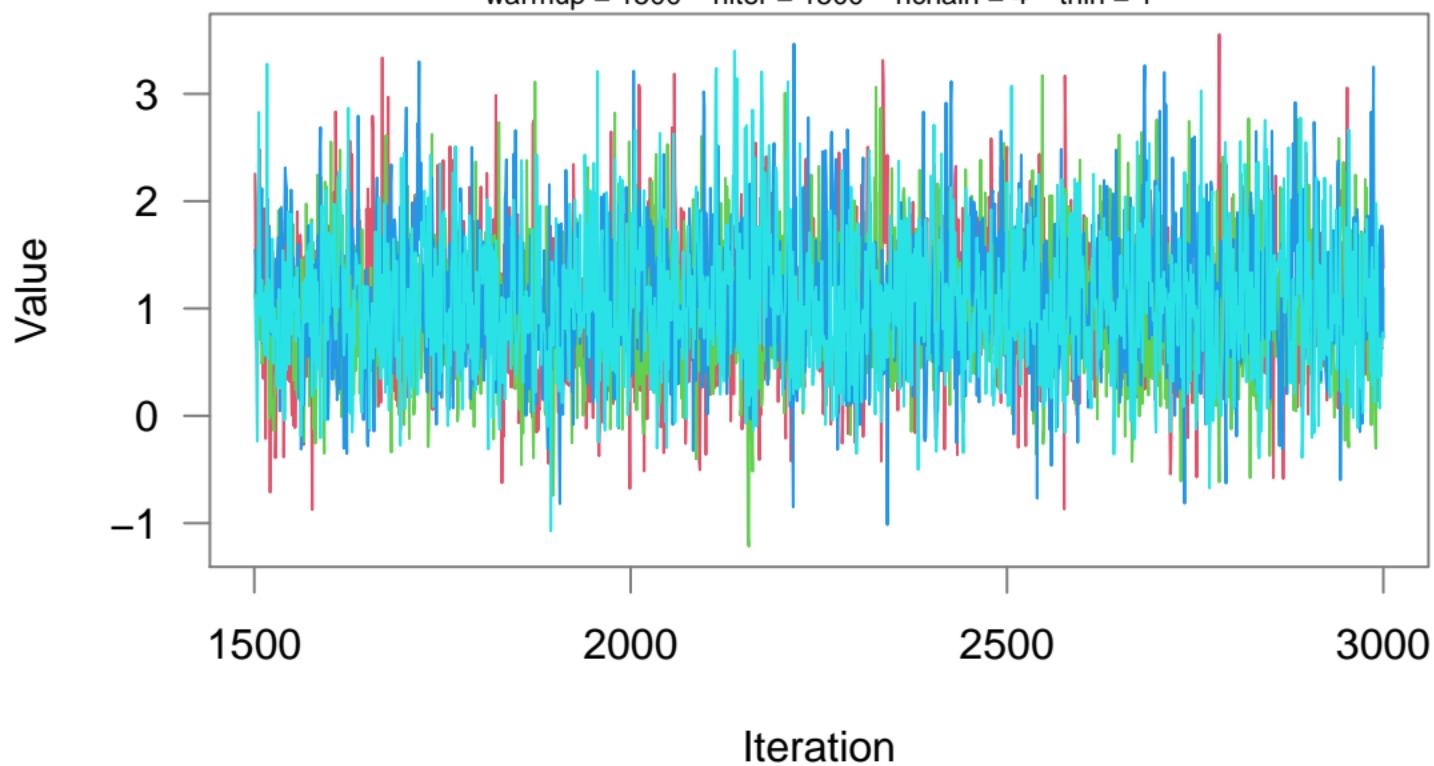
# **$z_{-1}[1,5]$**

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



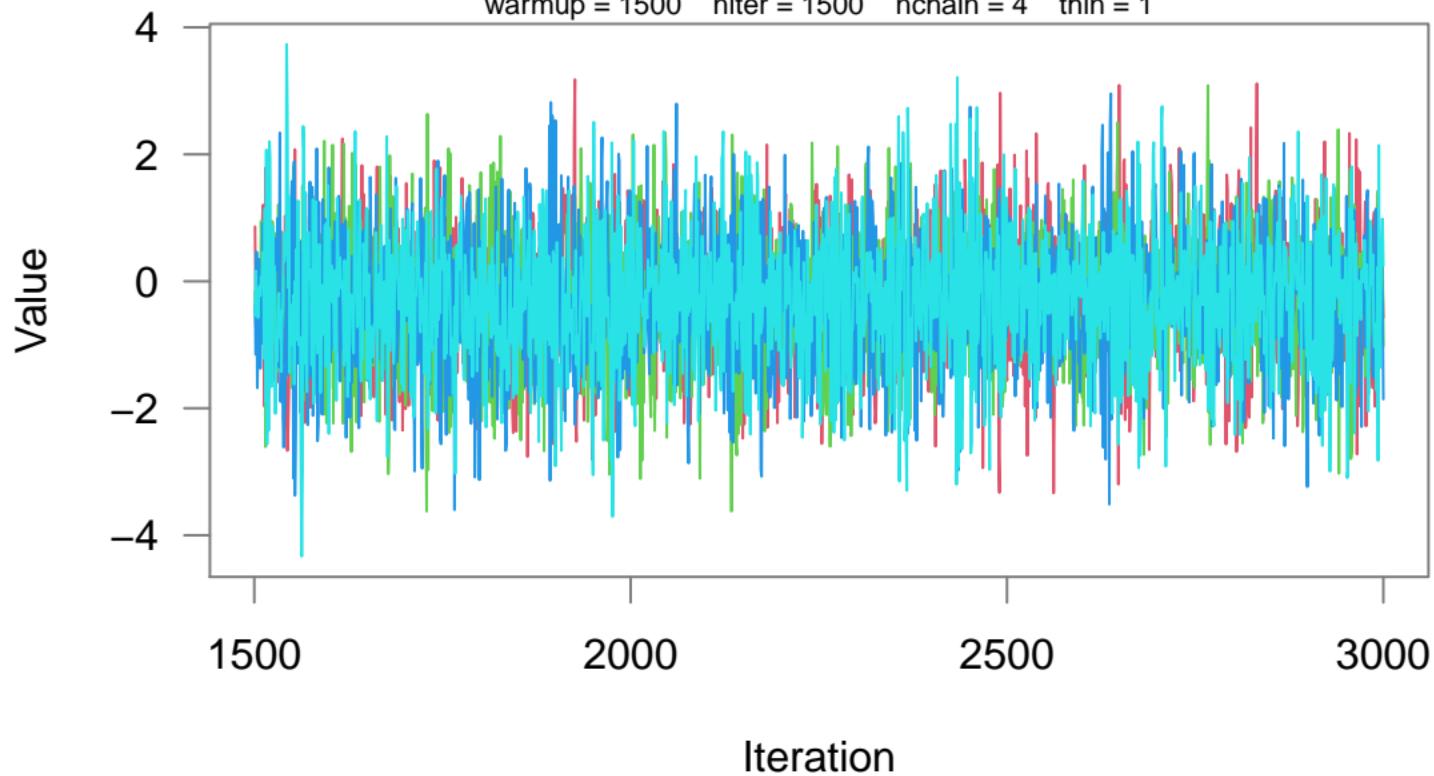
# **$z_{-1}[1,6]$**

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



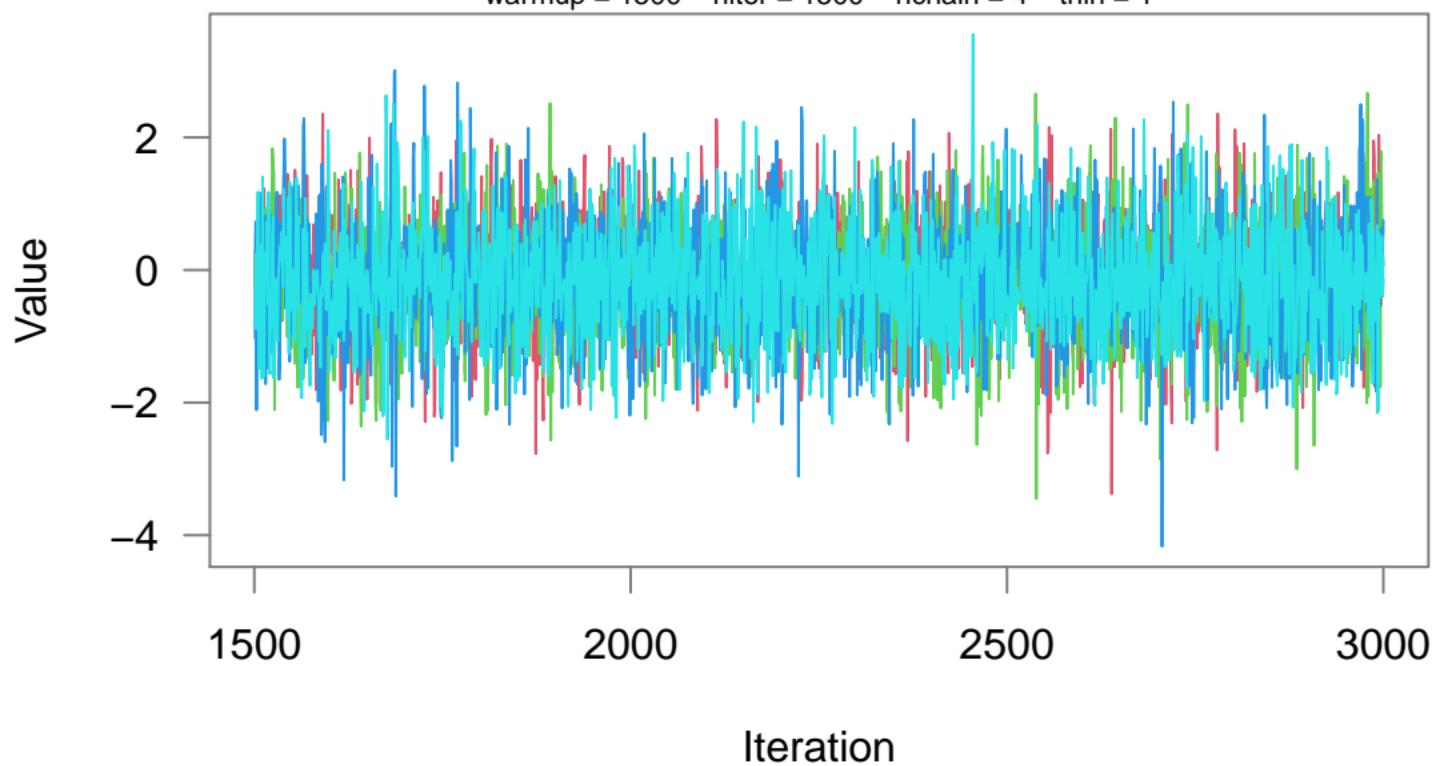
# **$z_{-2}[1,1]$**

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



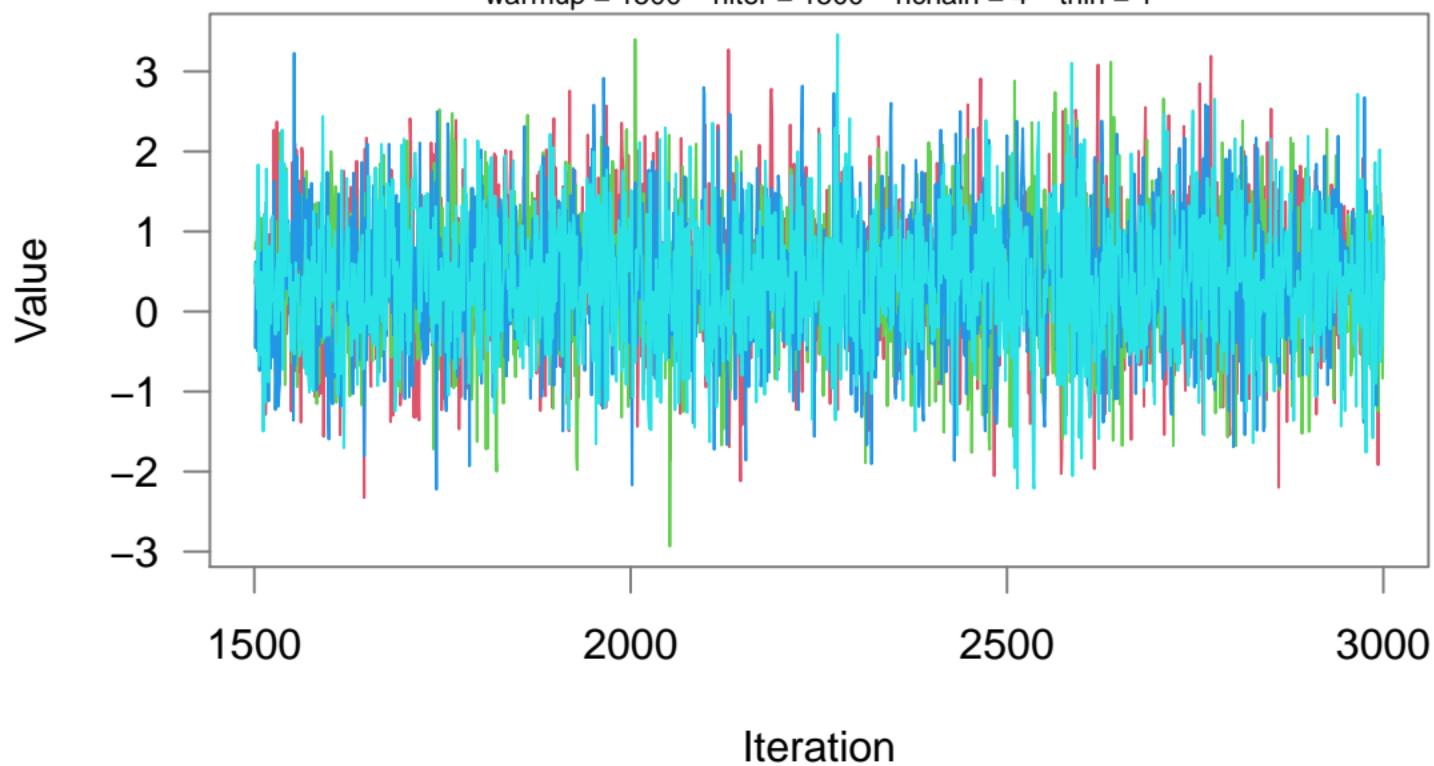
## **$z_{-2[1,2]}$**

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



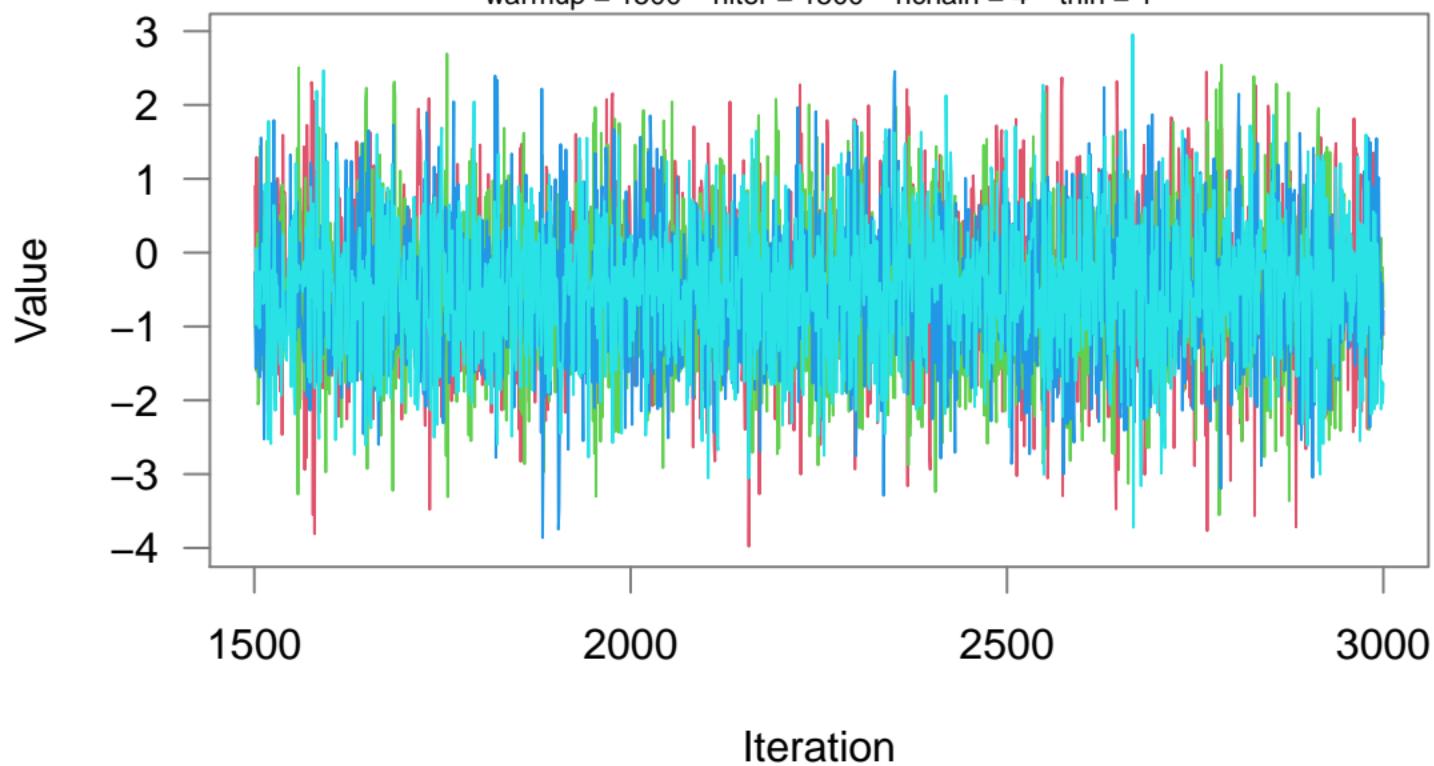
## **z\_2[1,3]**

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



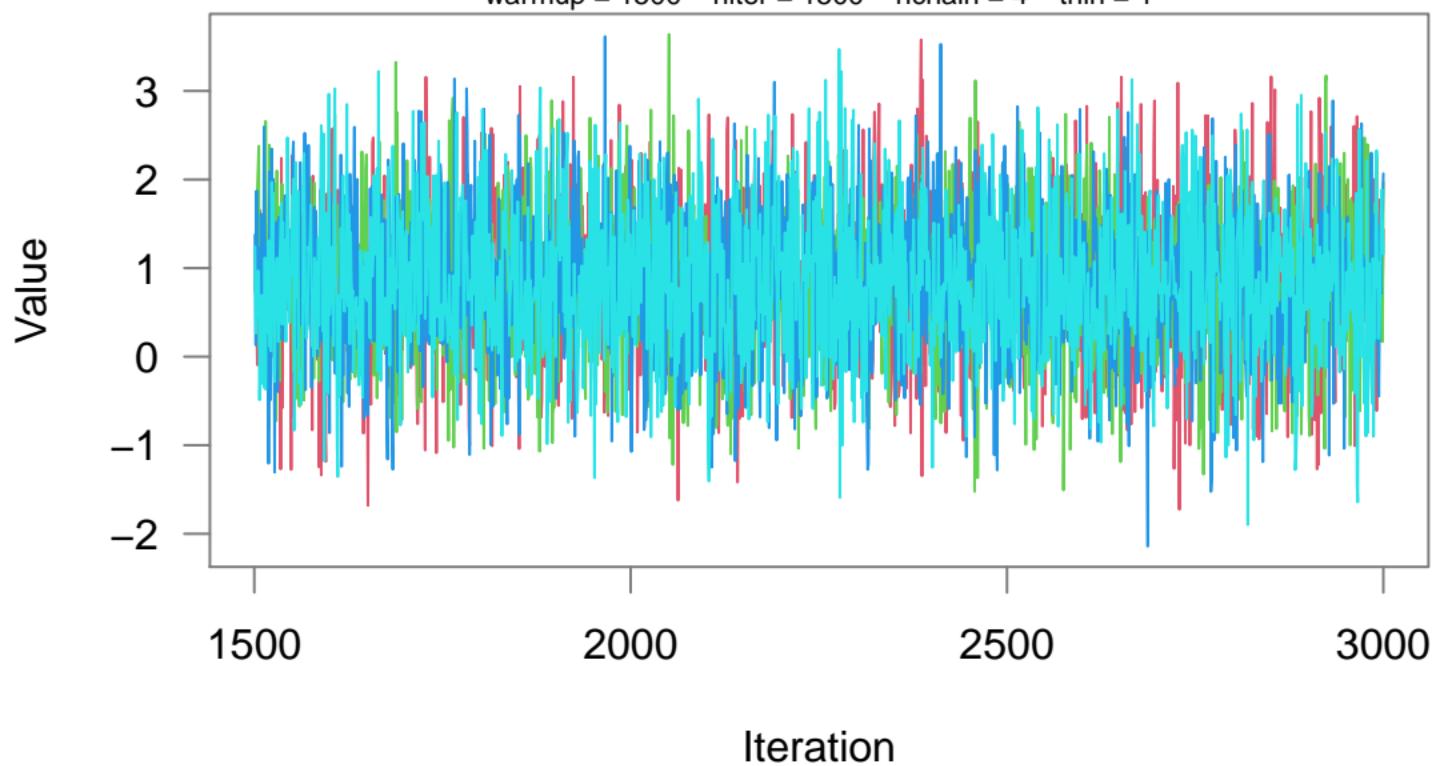
## **z\_2[1,4]**

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



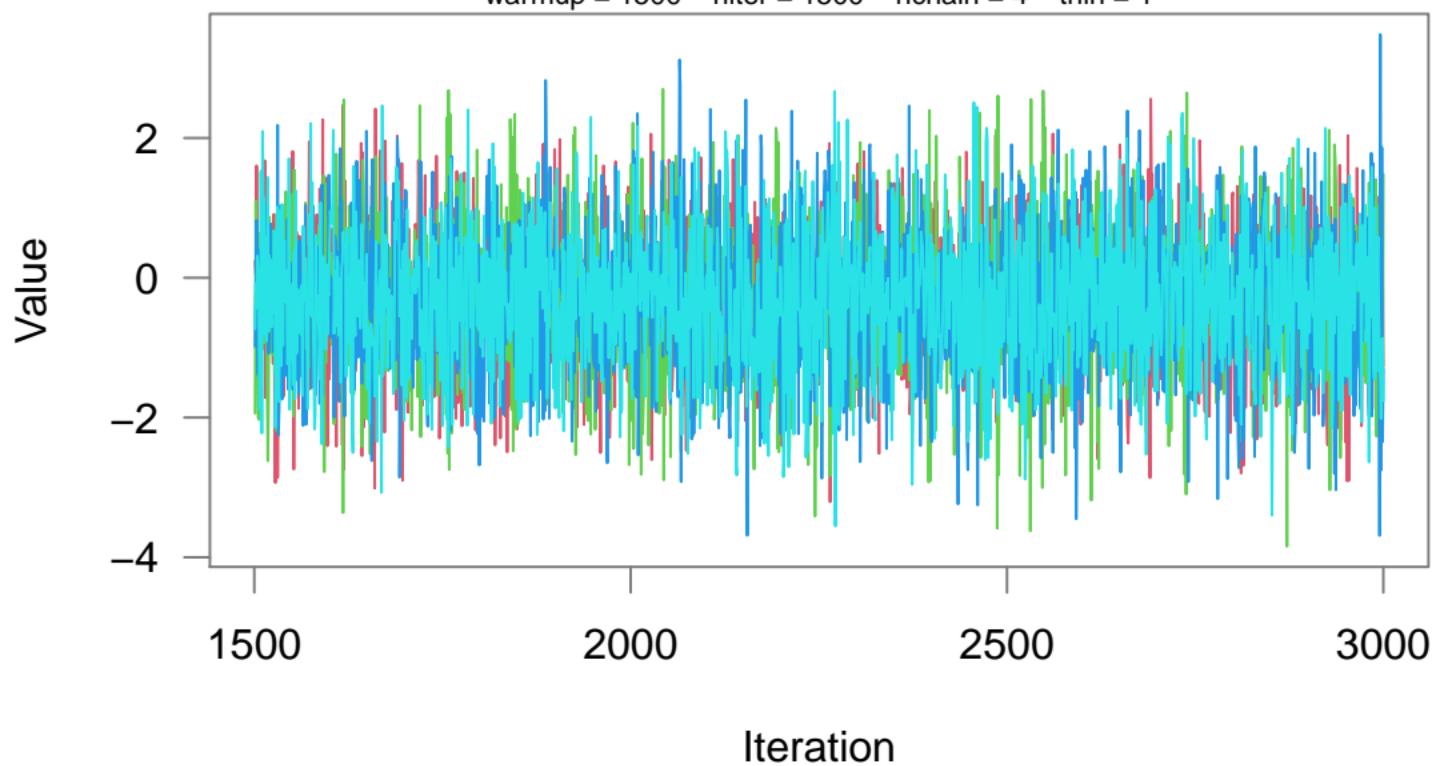
## **z\_2[1,5]**

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



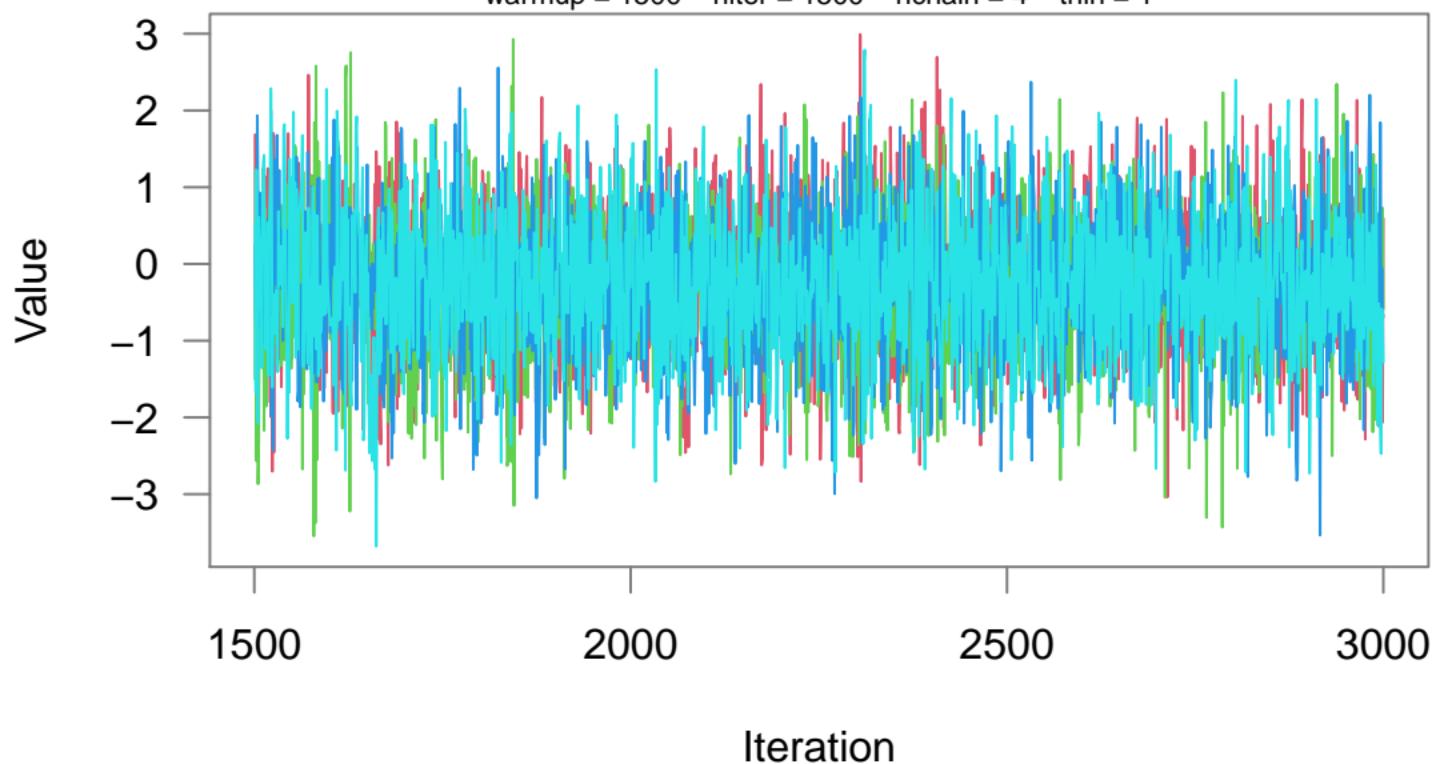
## **z\_2[1,6]**

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



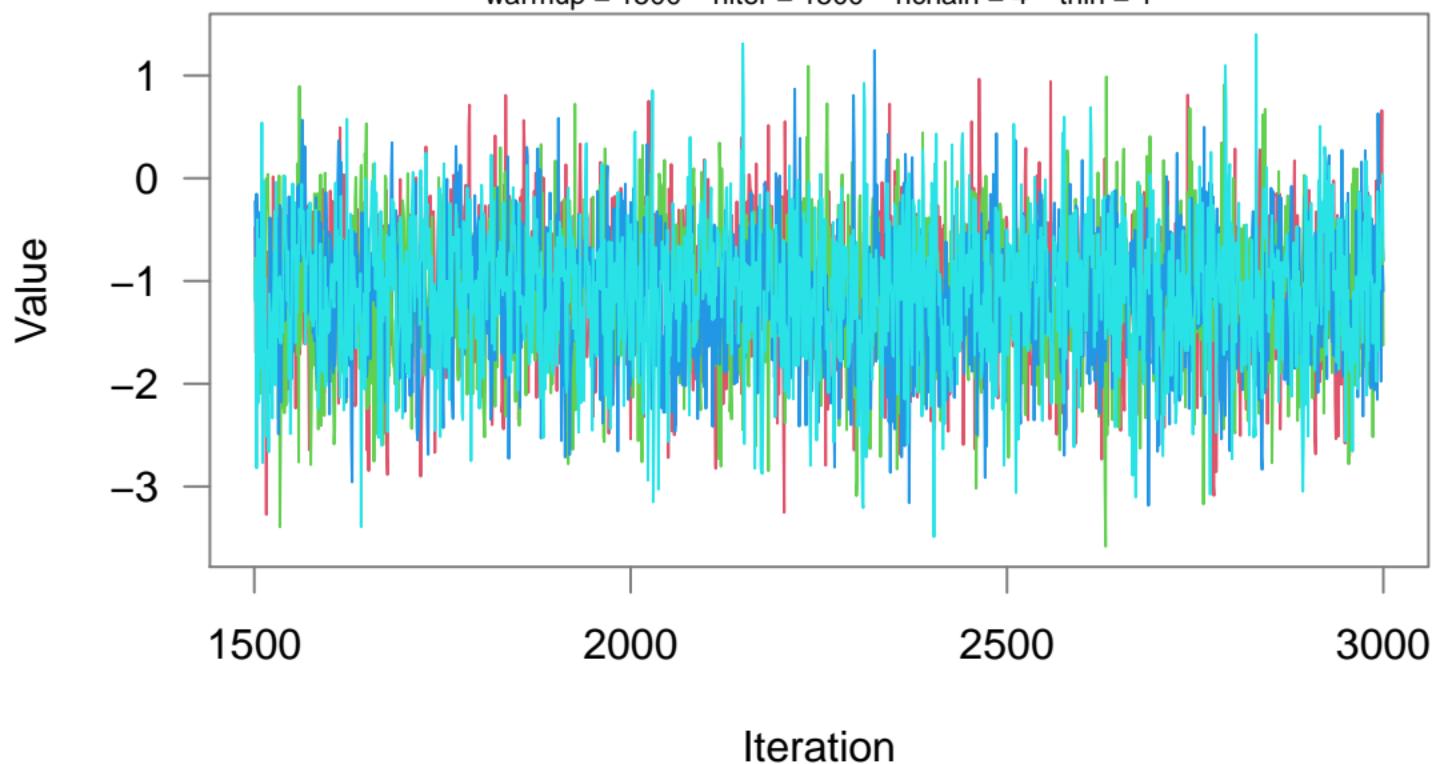
## **$z_{-2}[1,7]$**

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



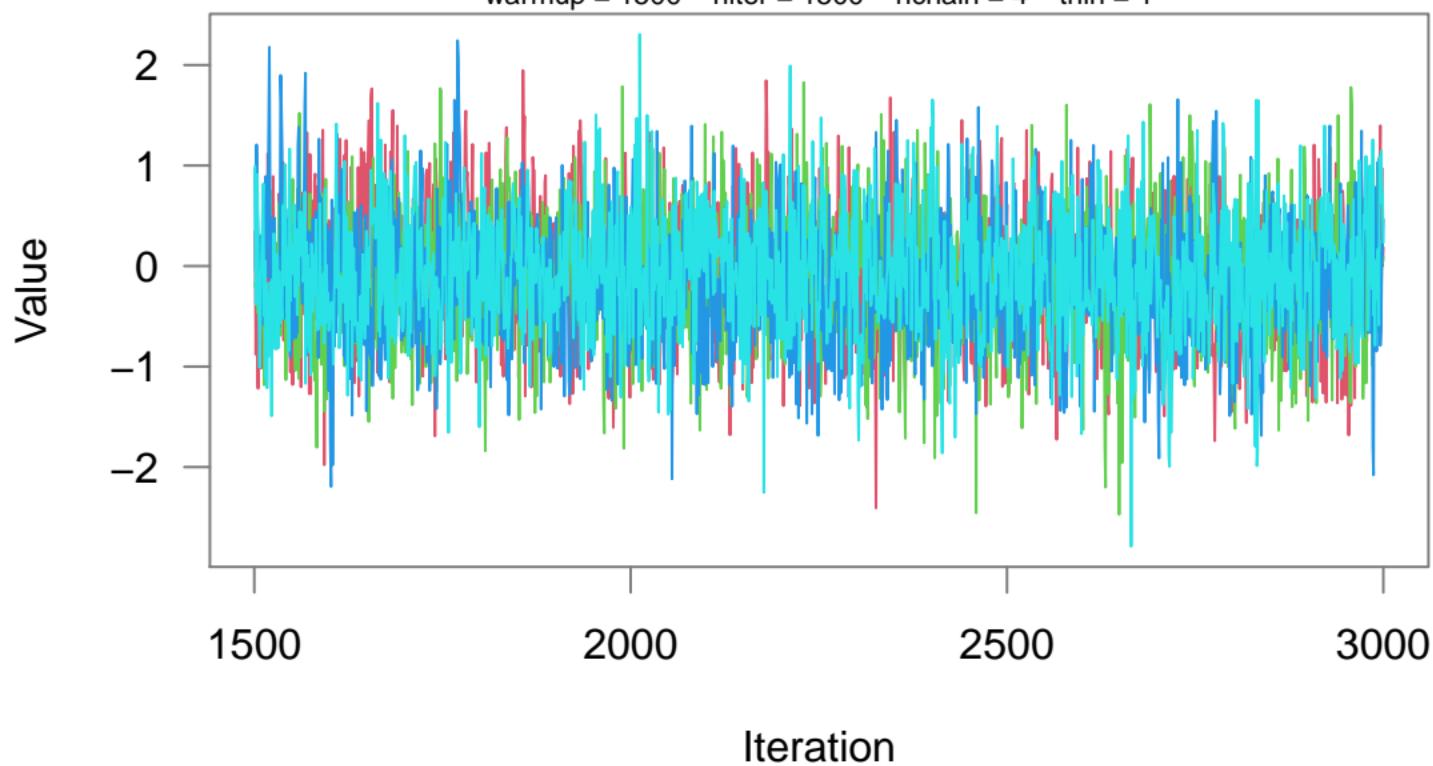
## **z\_2[1,8]**

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



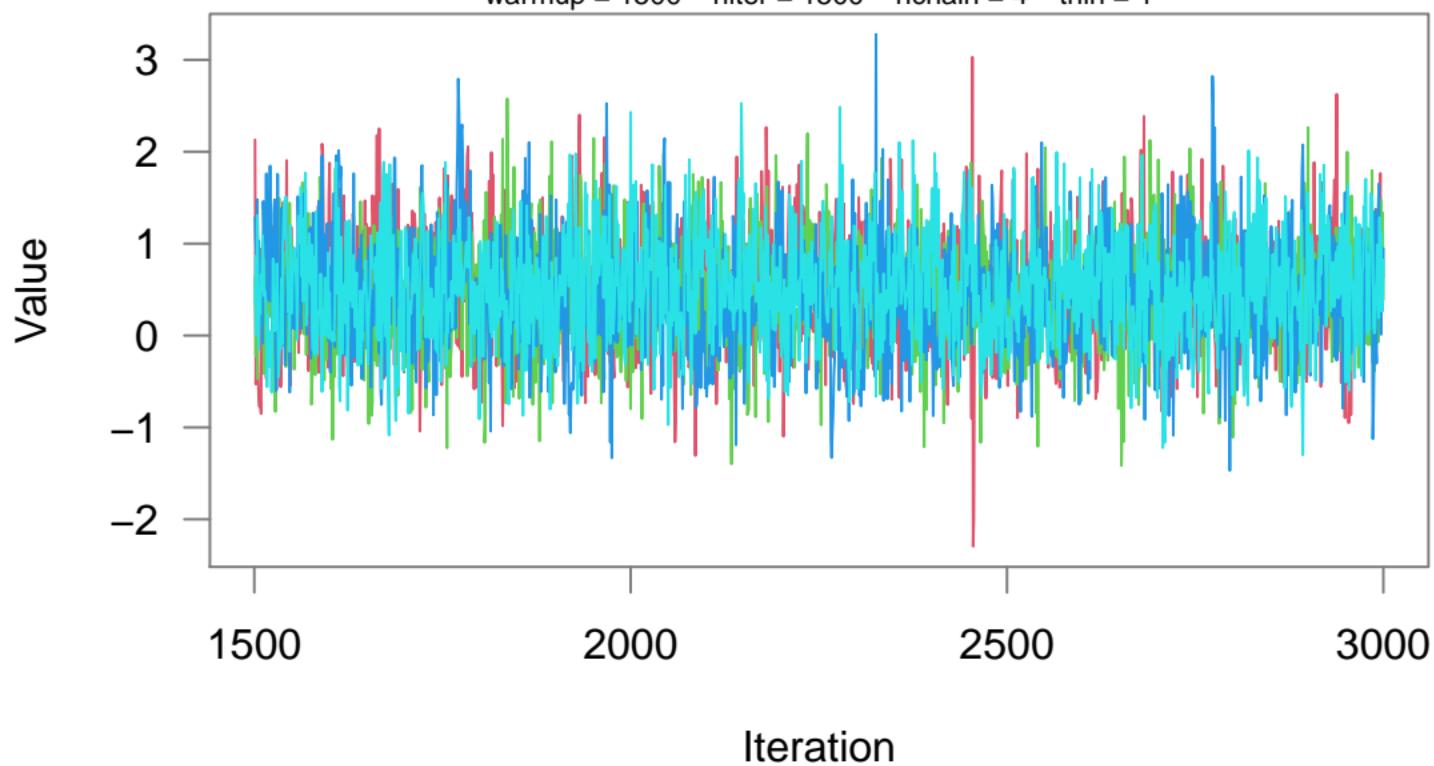
## **z\_2[1,9]**

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



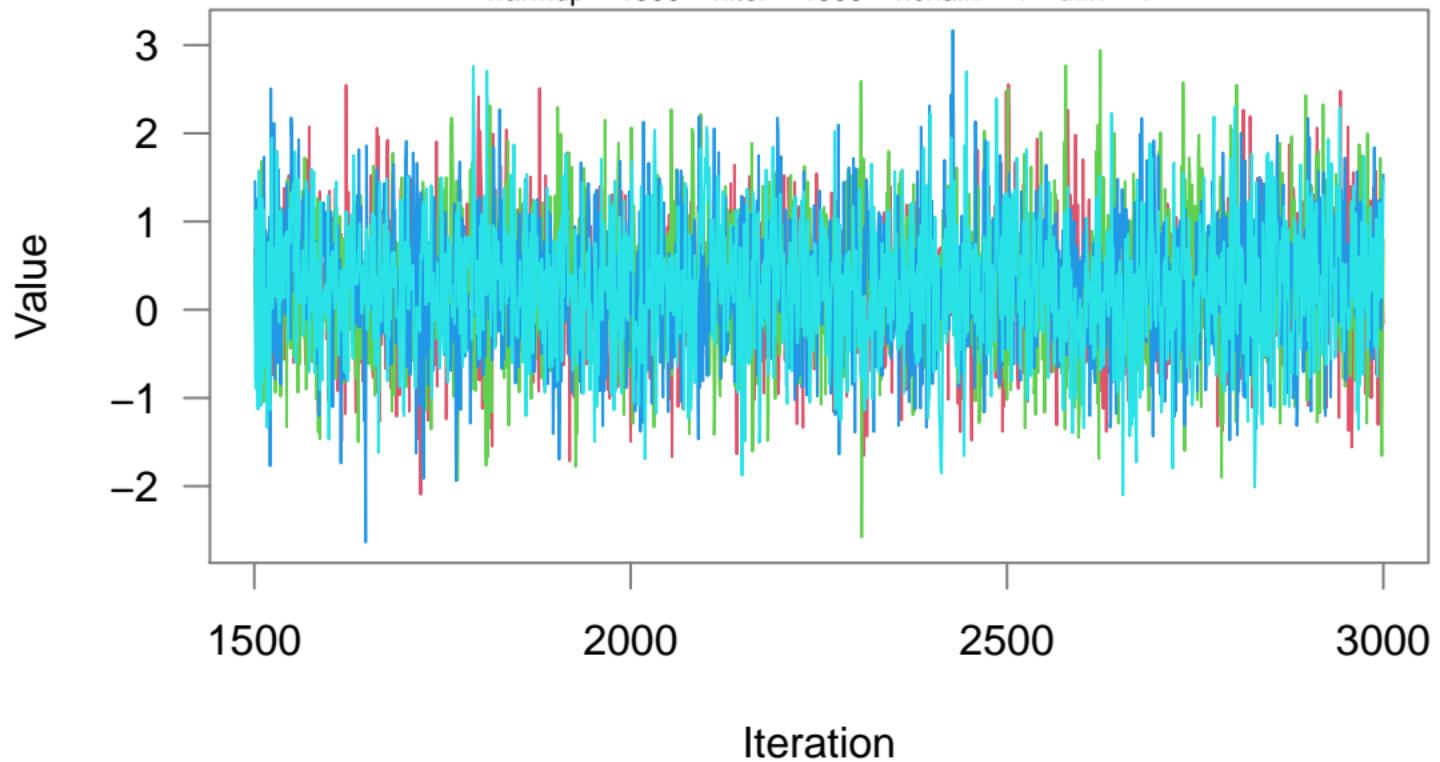
## **$z_2[1,10]$**

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



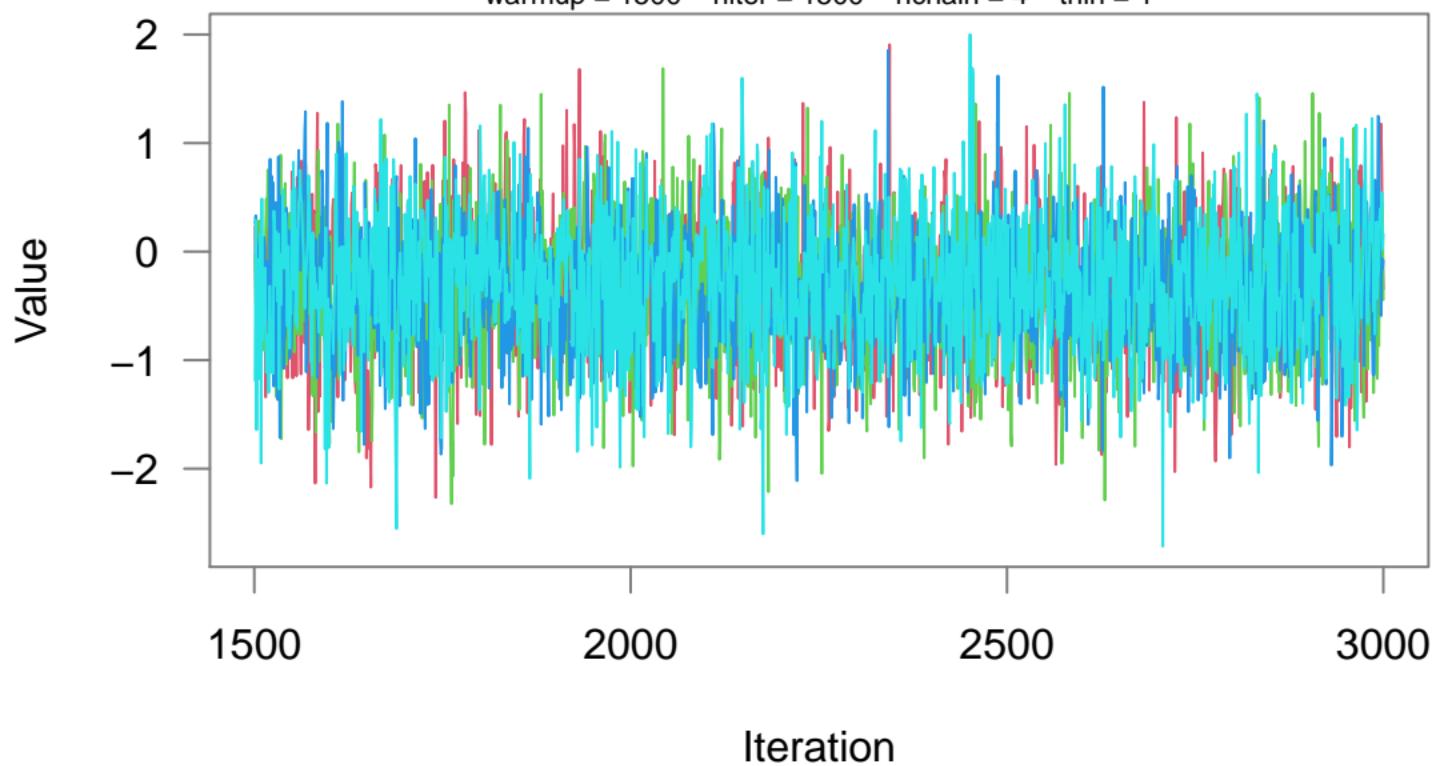
# **z\_2[1,11]**

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



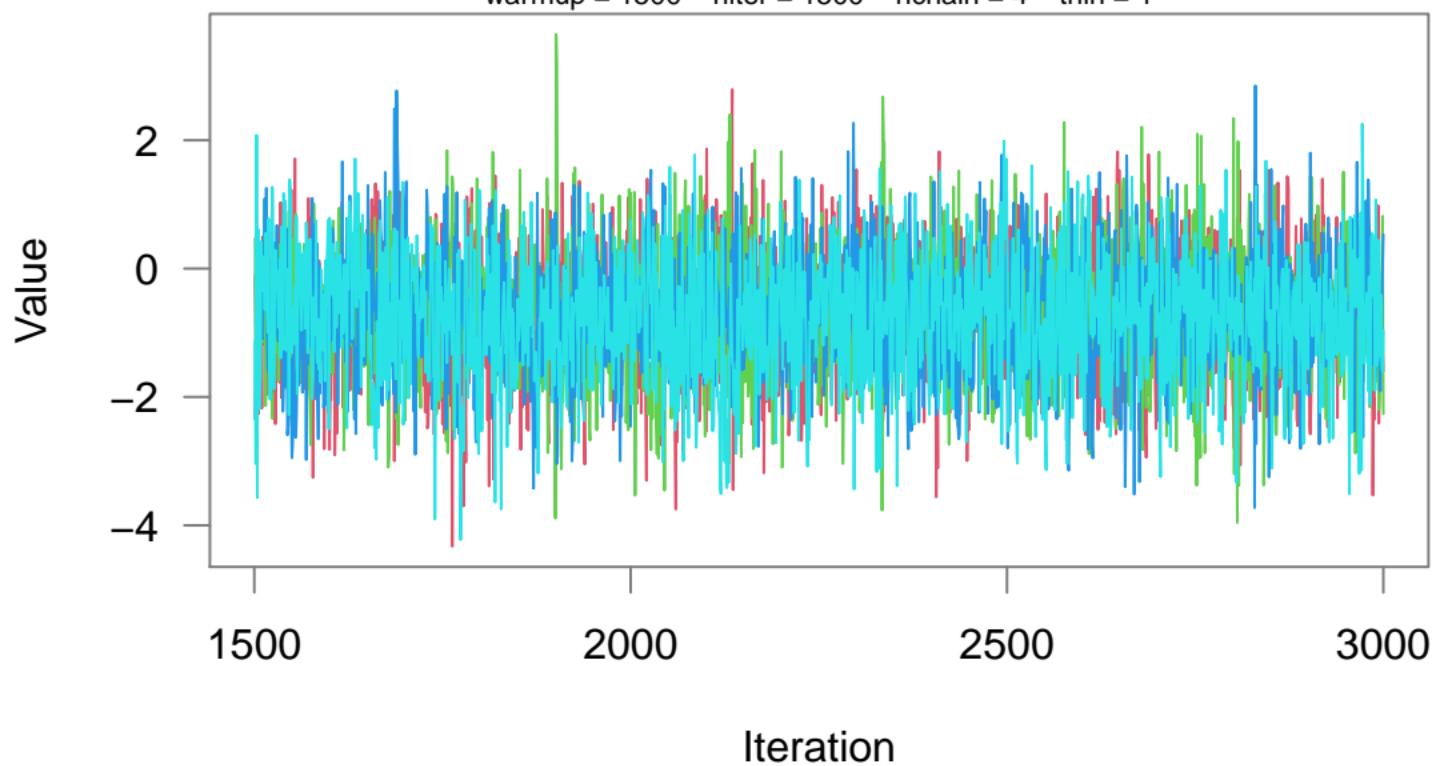
## **z\_2[1,12]**

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



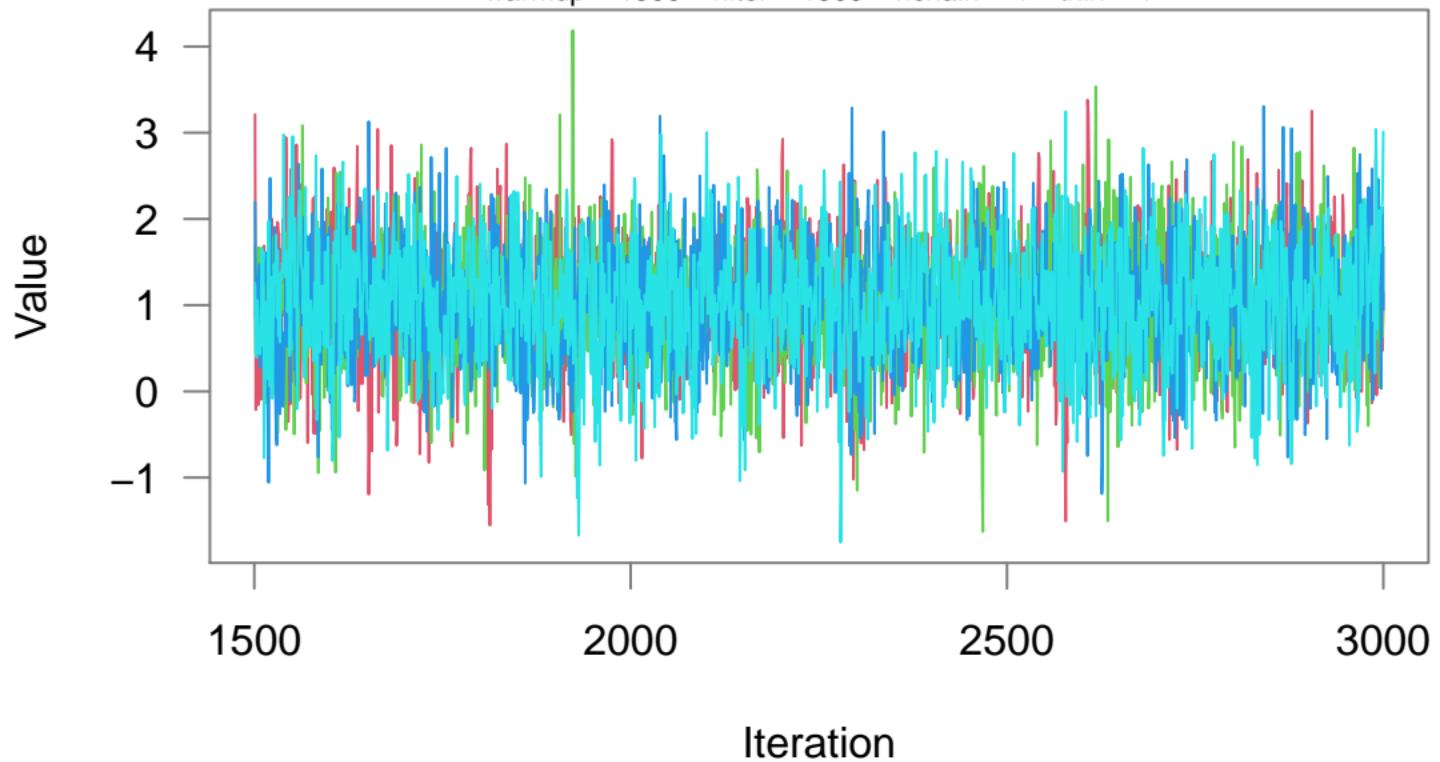
## **z\_2[1,13]**

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



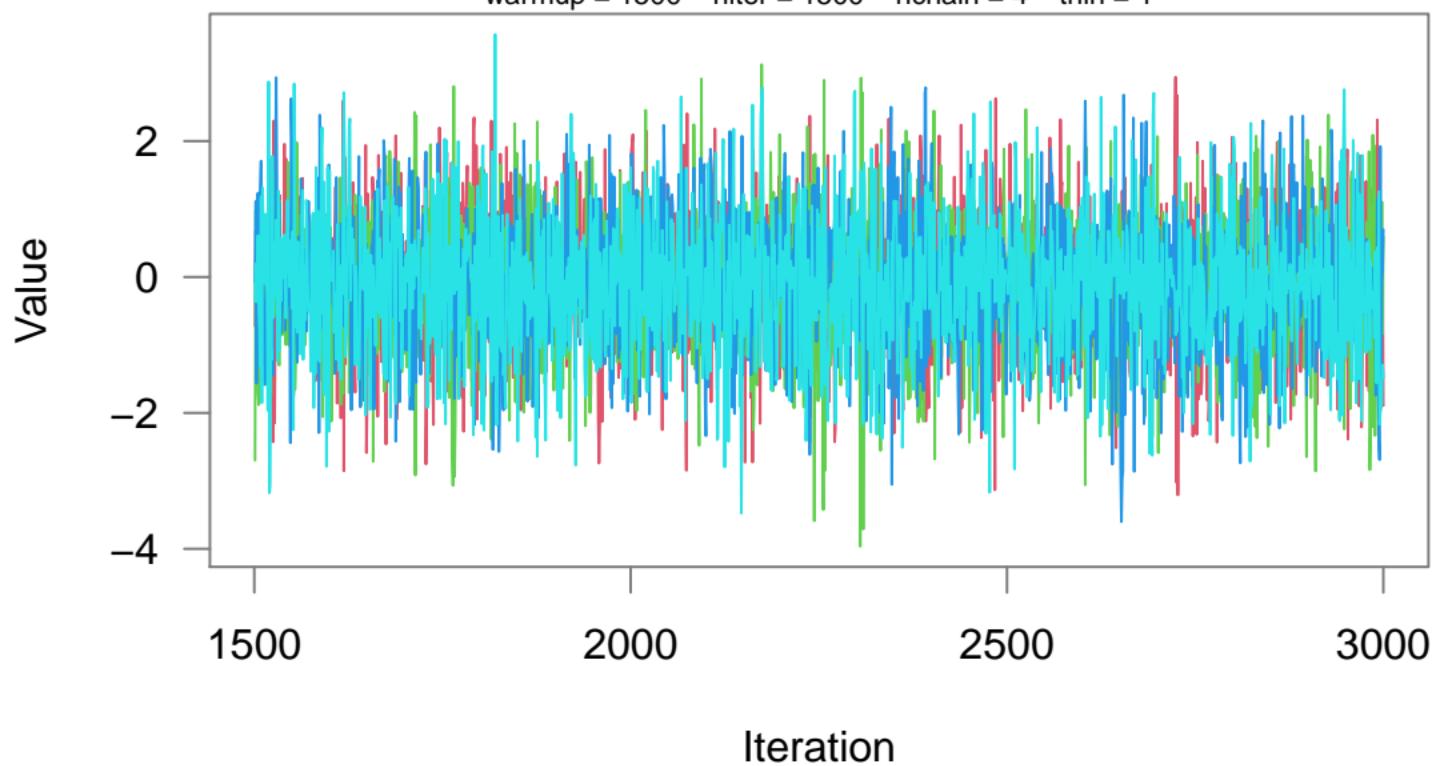
## **z\_2[1,14]**

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



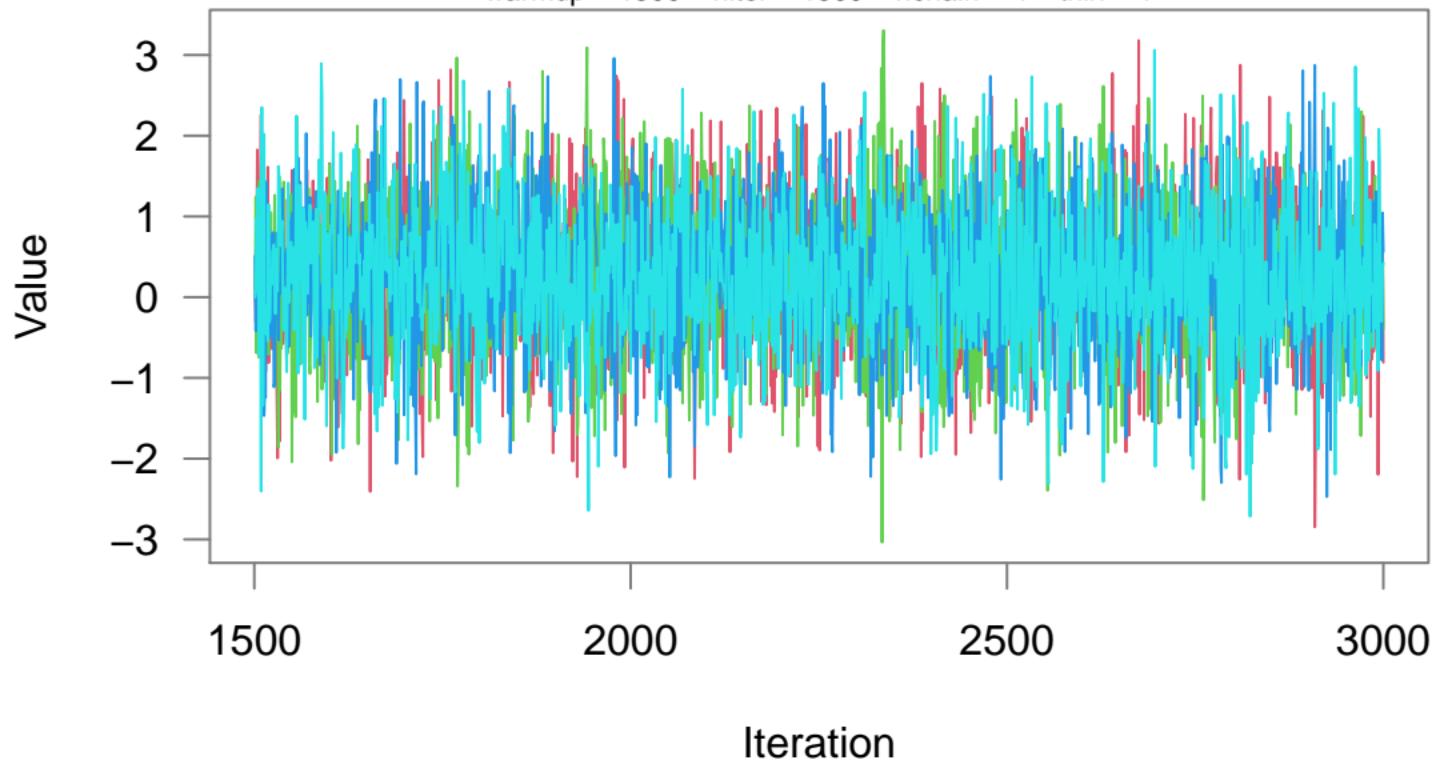
## **z\_2[1,15]**

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



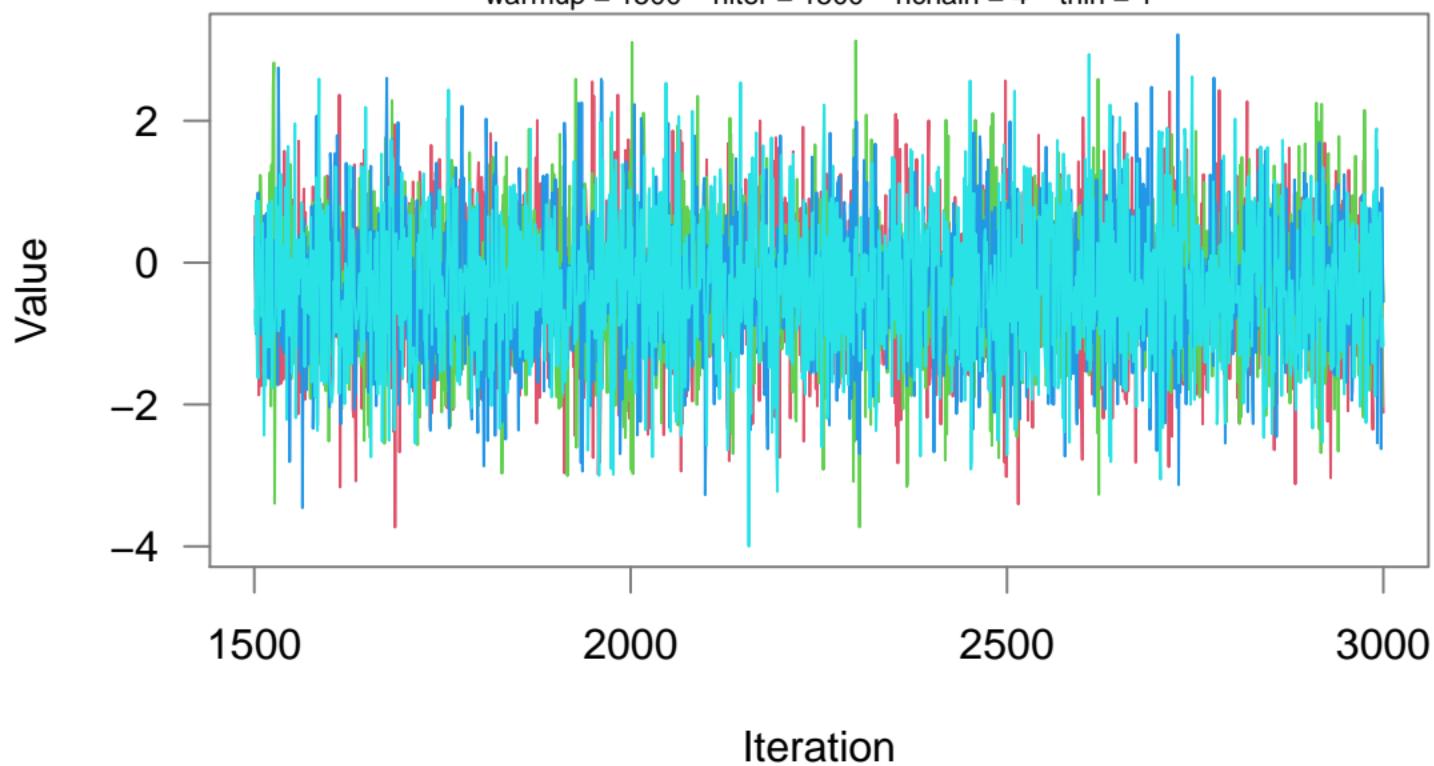
# **z\_2[1,16]**

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



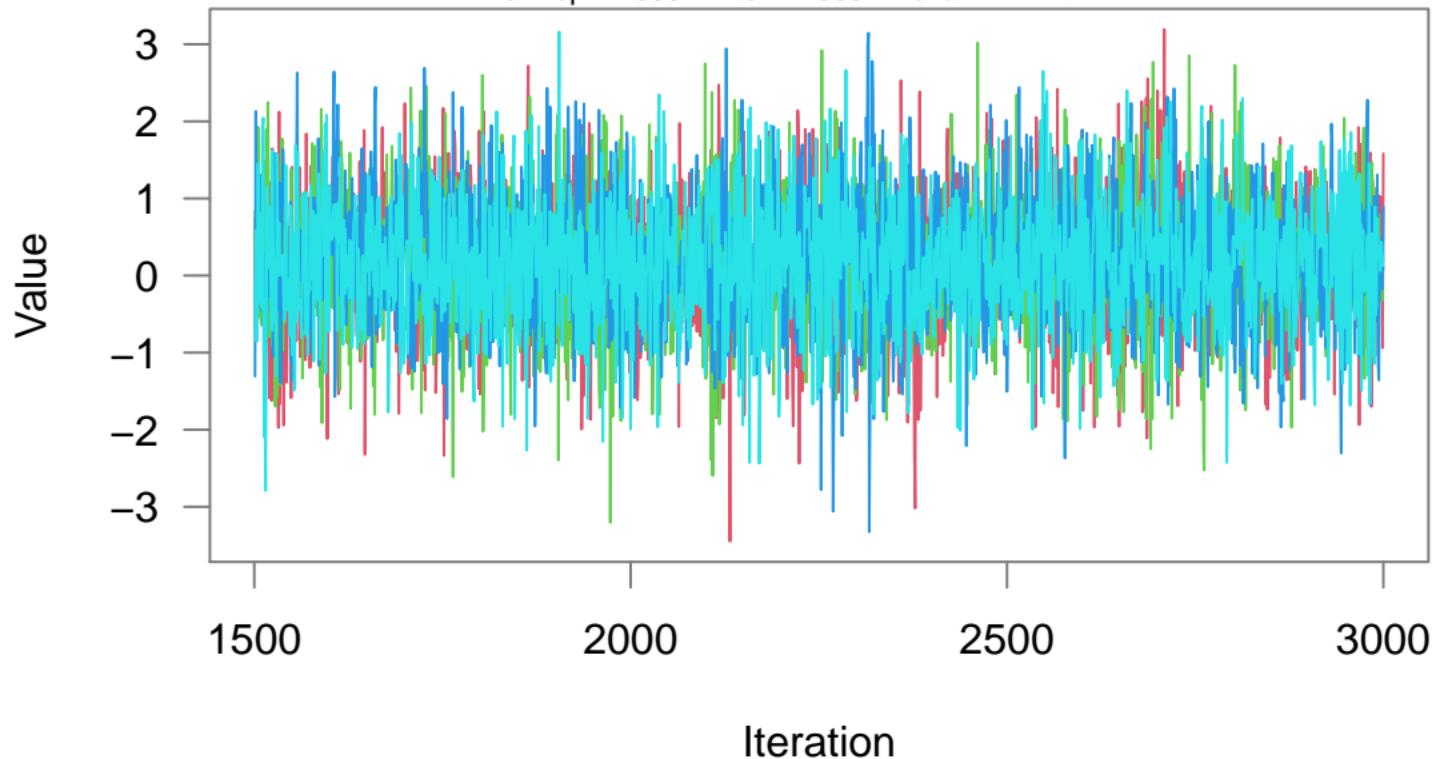
## **$z_2[1,17]$**

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



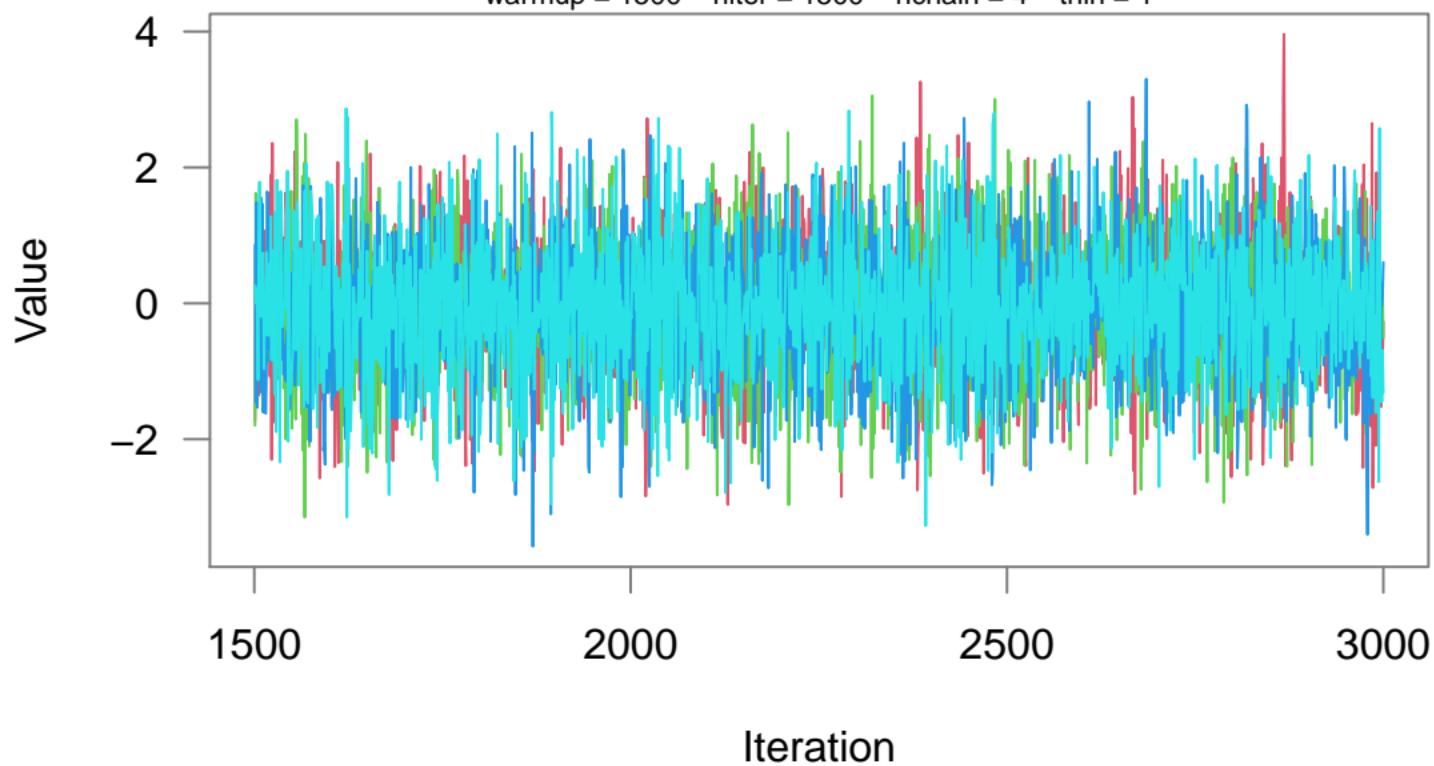
## **z\_2[1,18]**

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



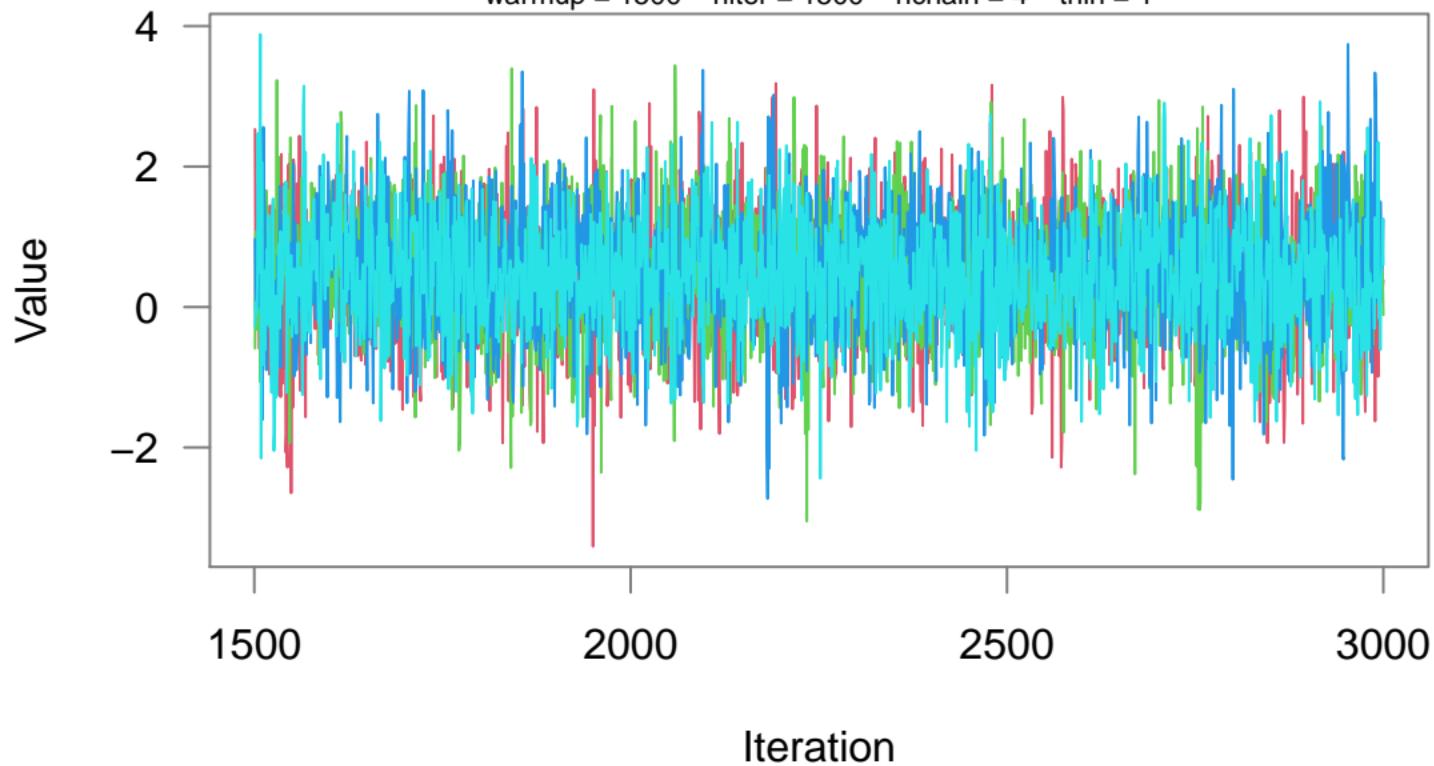
## **z\_2[1,19]**

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



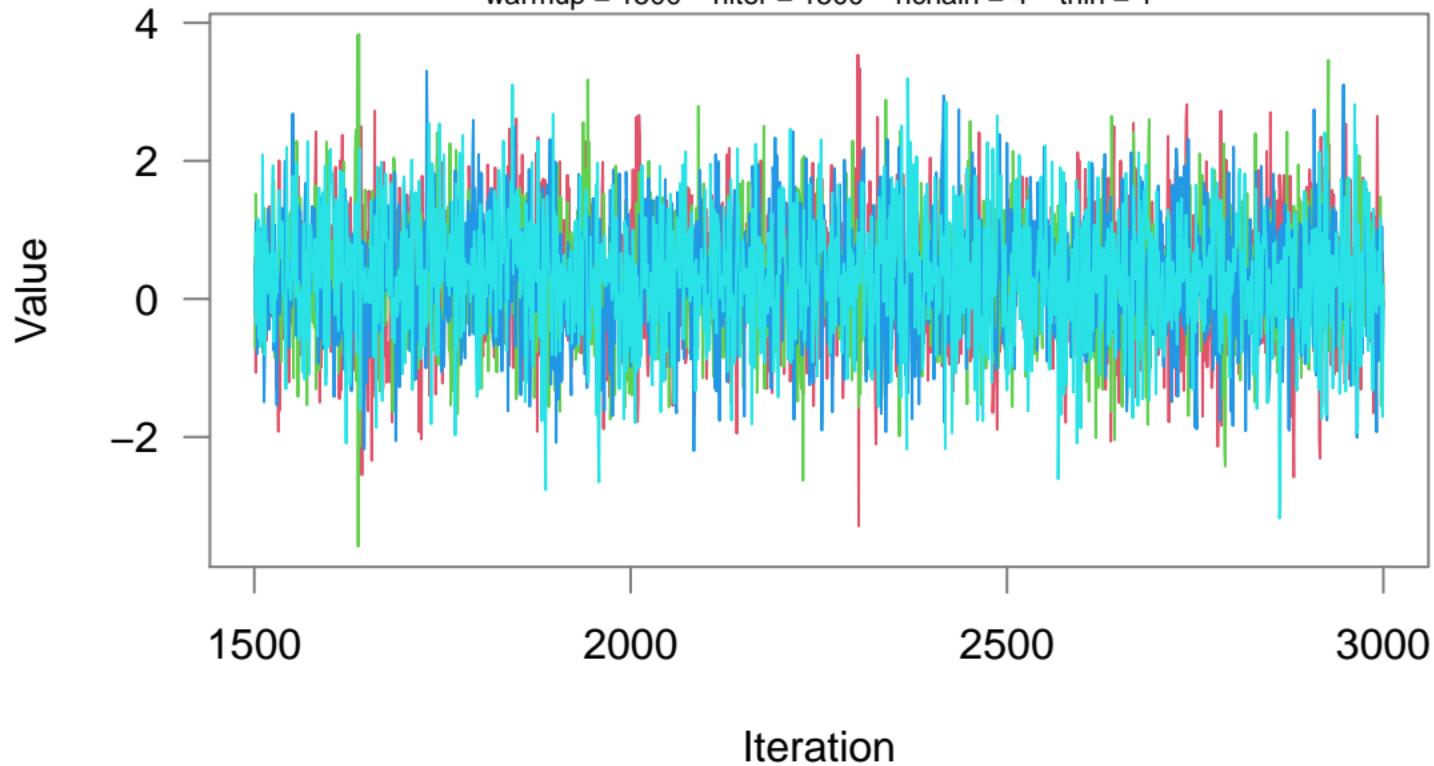
## **$z_{-2}[1,20]$**

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



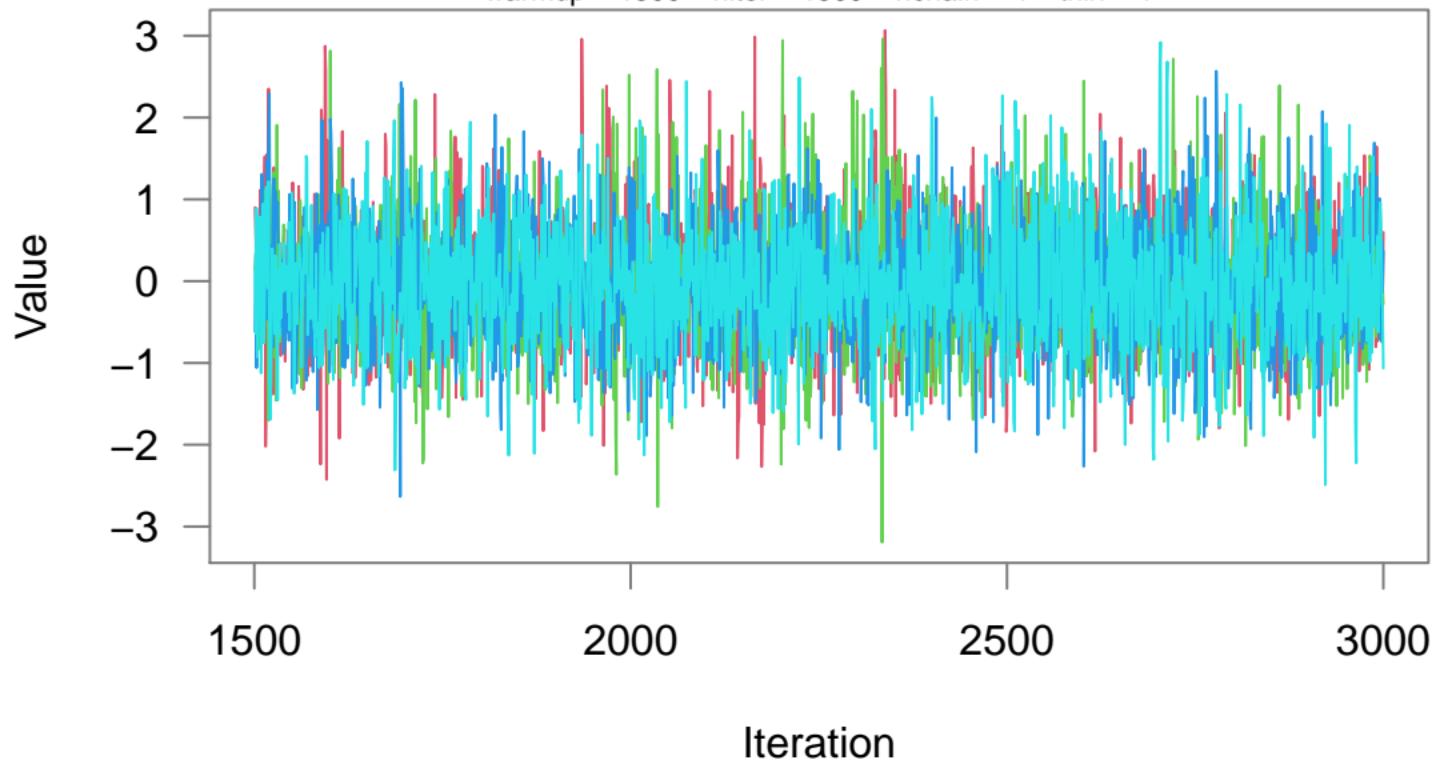
## **$z_{-2}[1,21]$**

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



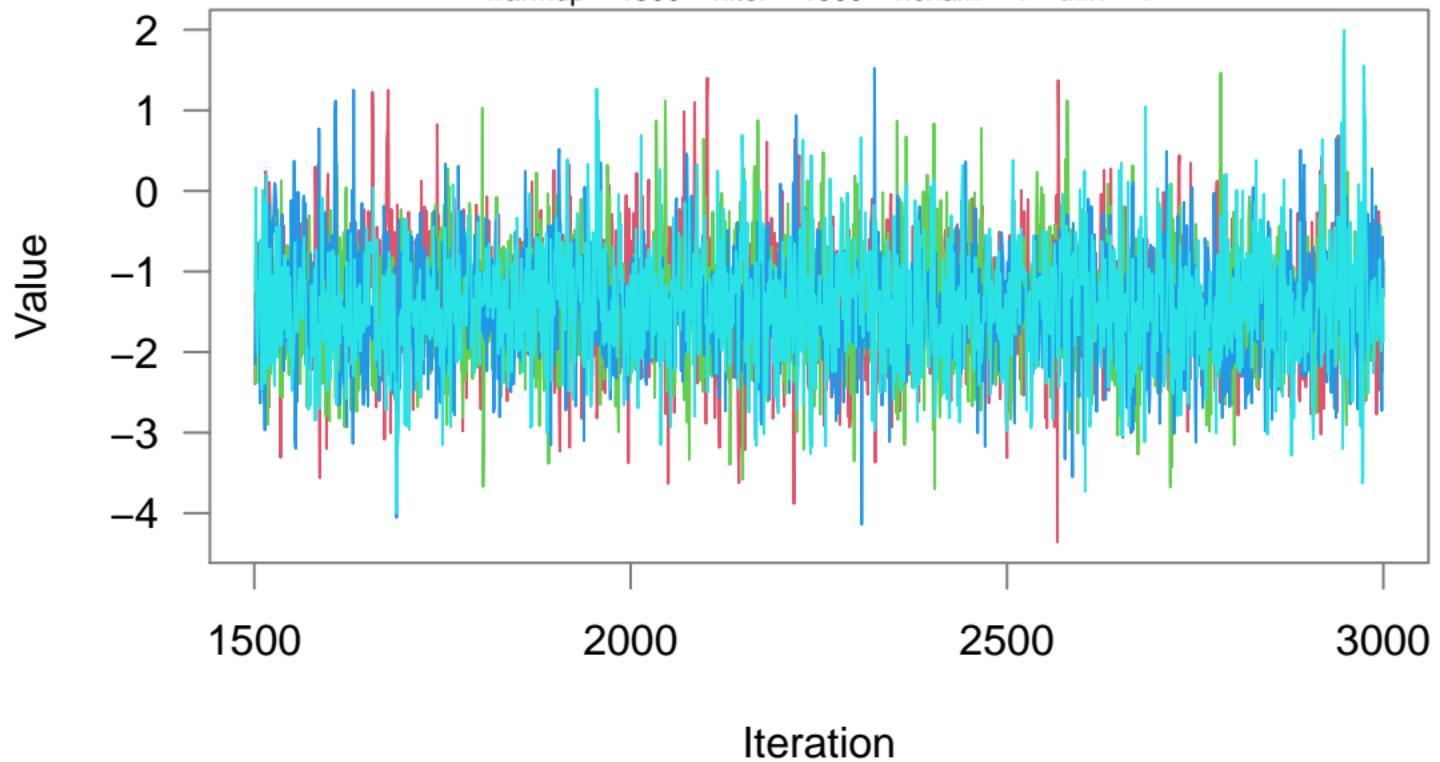
## **z\_2[1,22]**

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



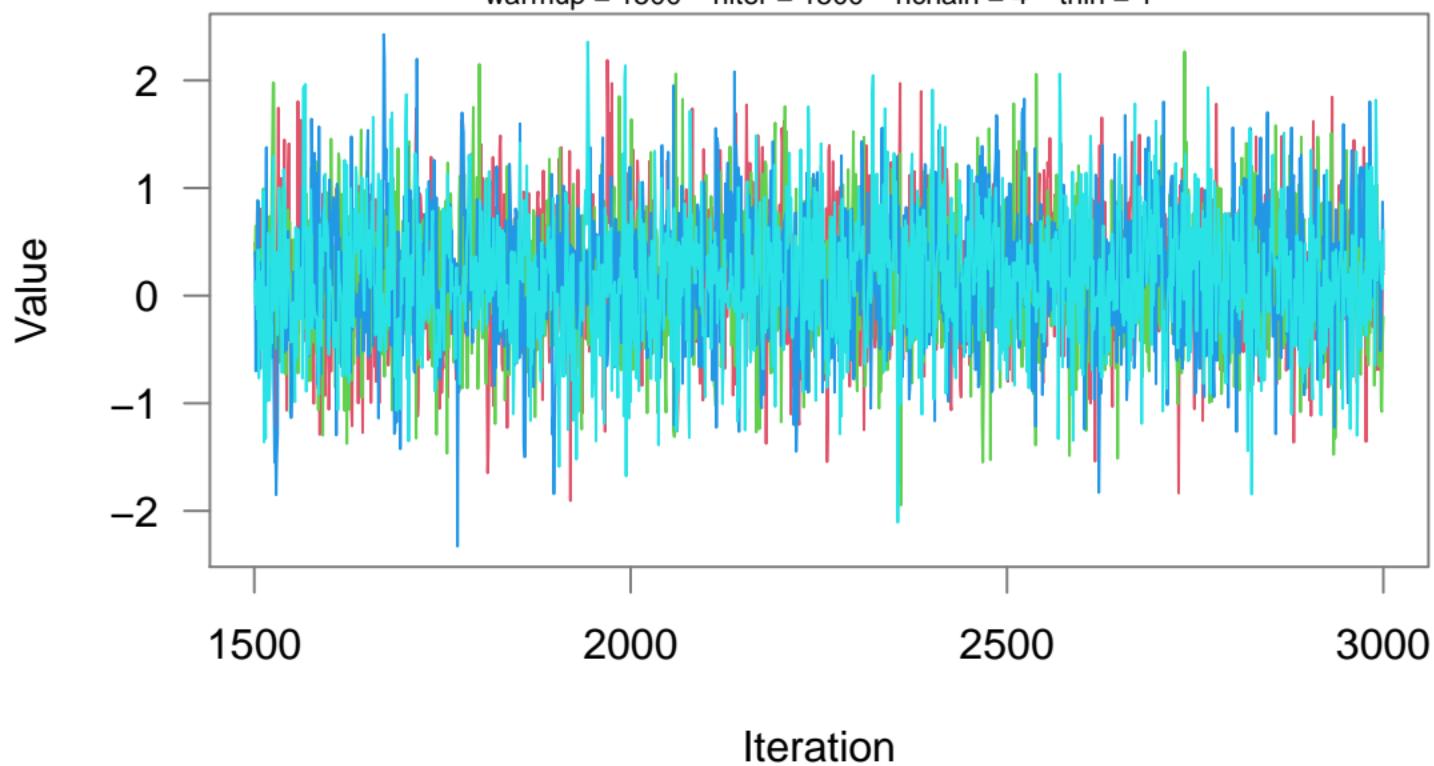
## **$z_2[1,23]$**

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



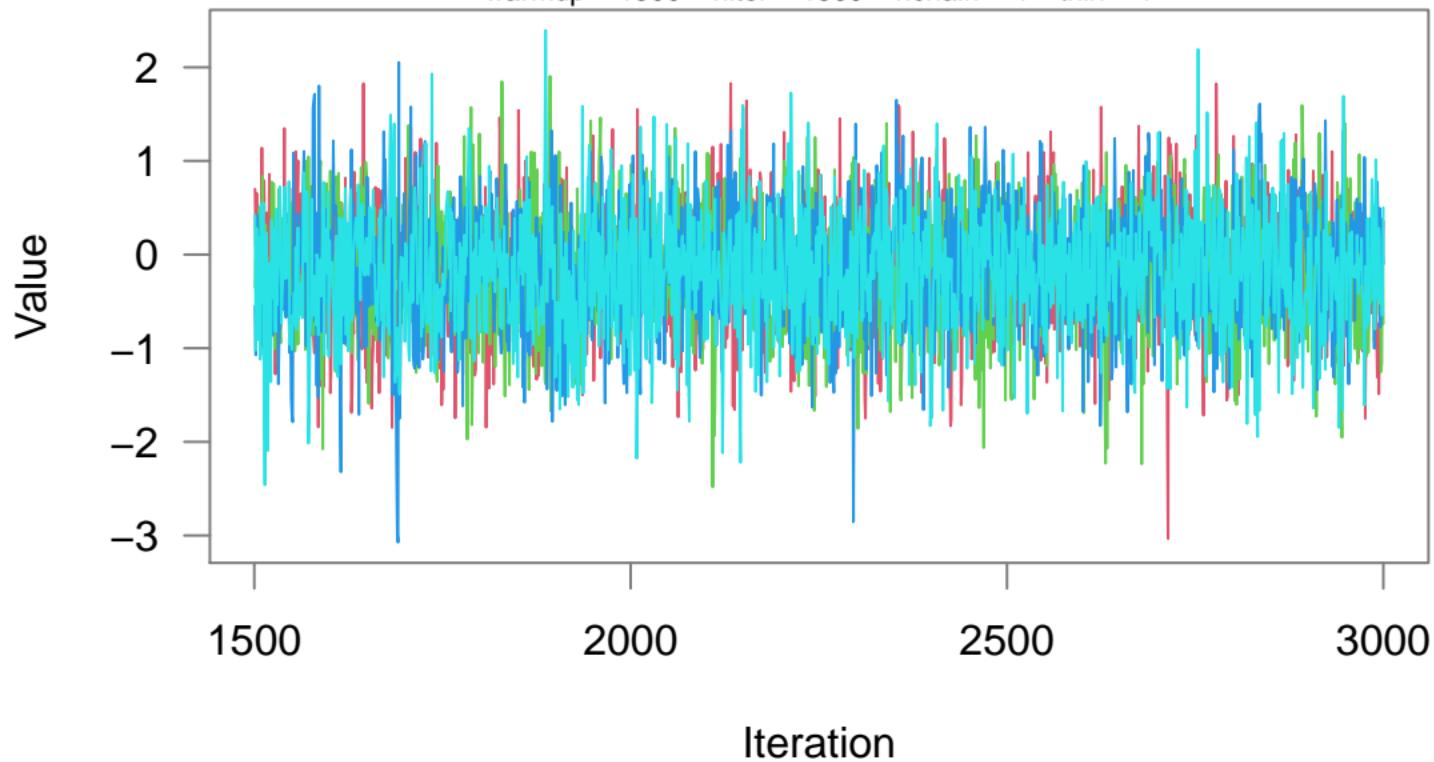
## **$z_2[1,24]$**

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



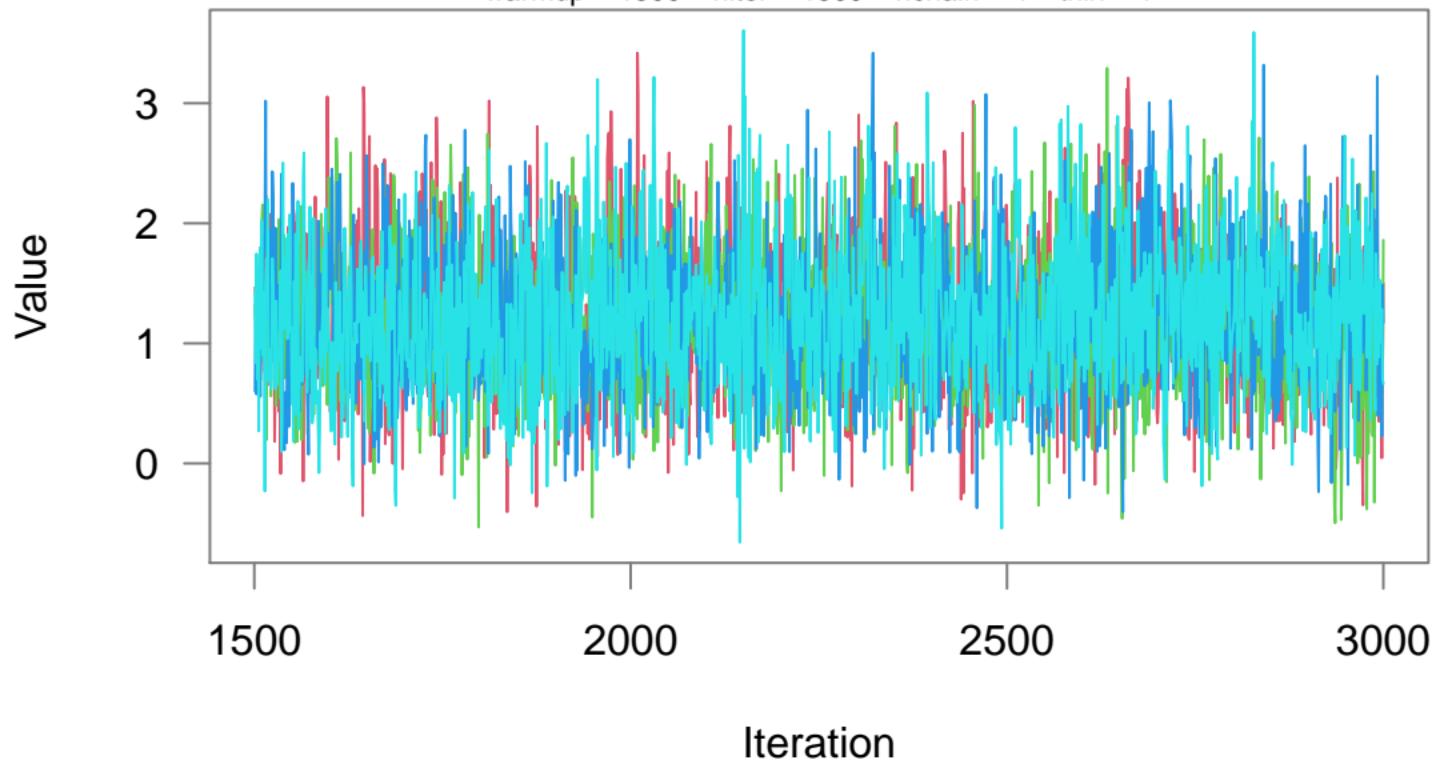
## **z\_2[1,25]**

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



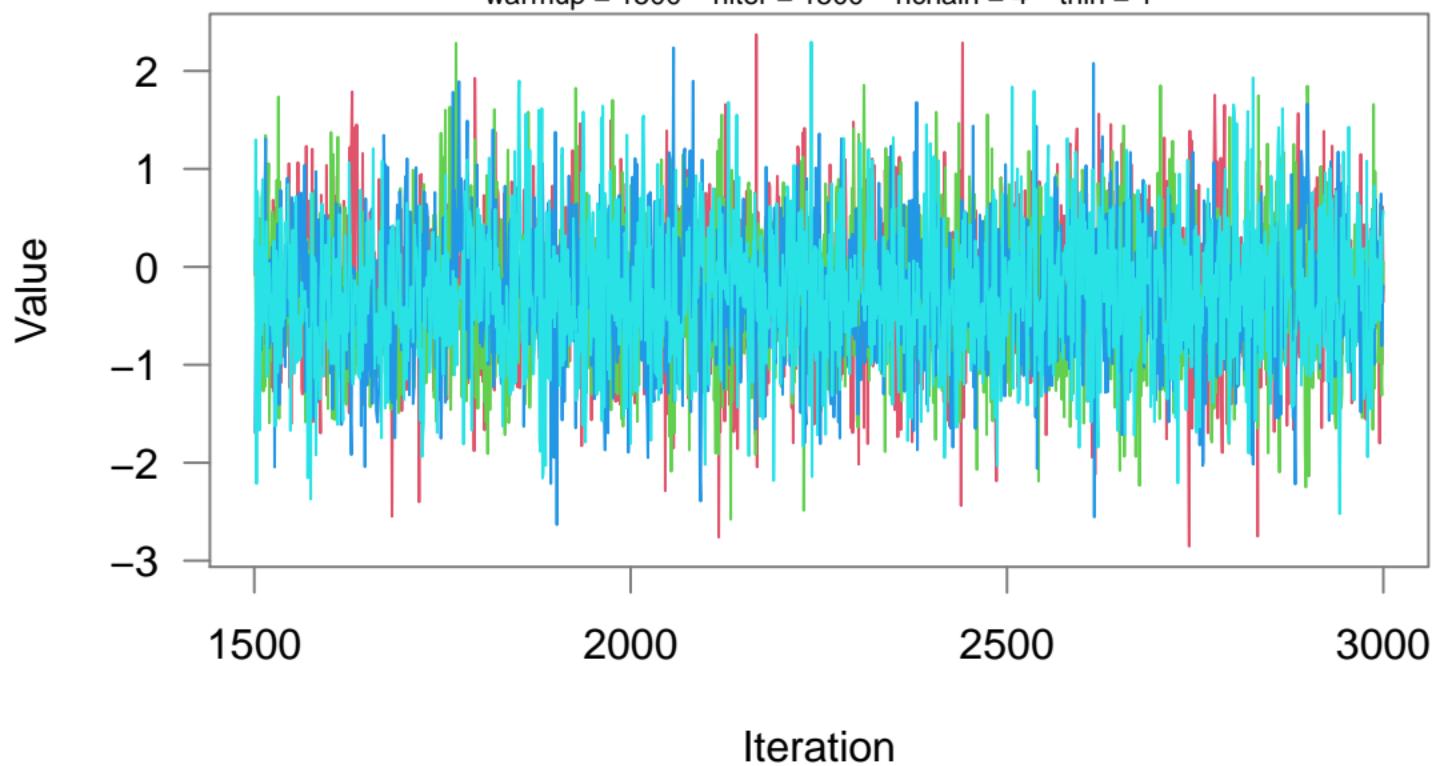
# **z\_2[1,26]**

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



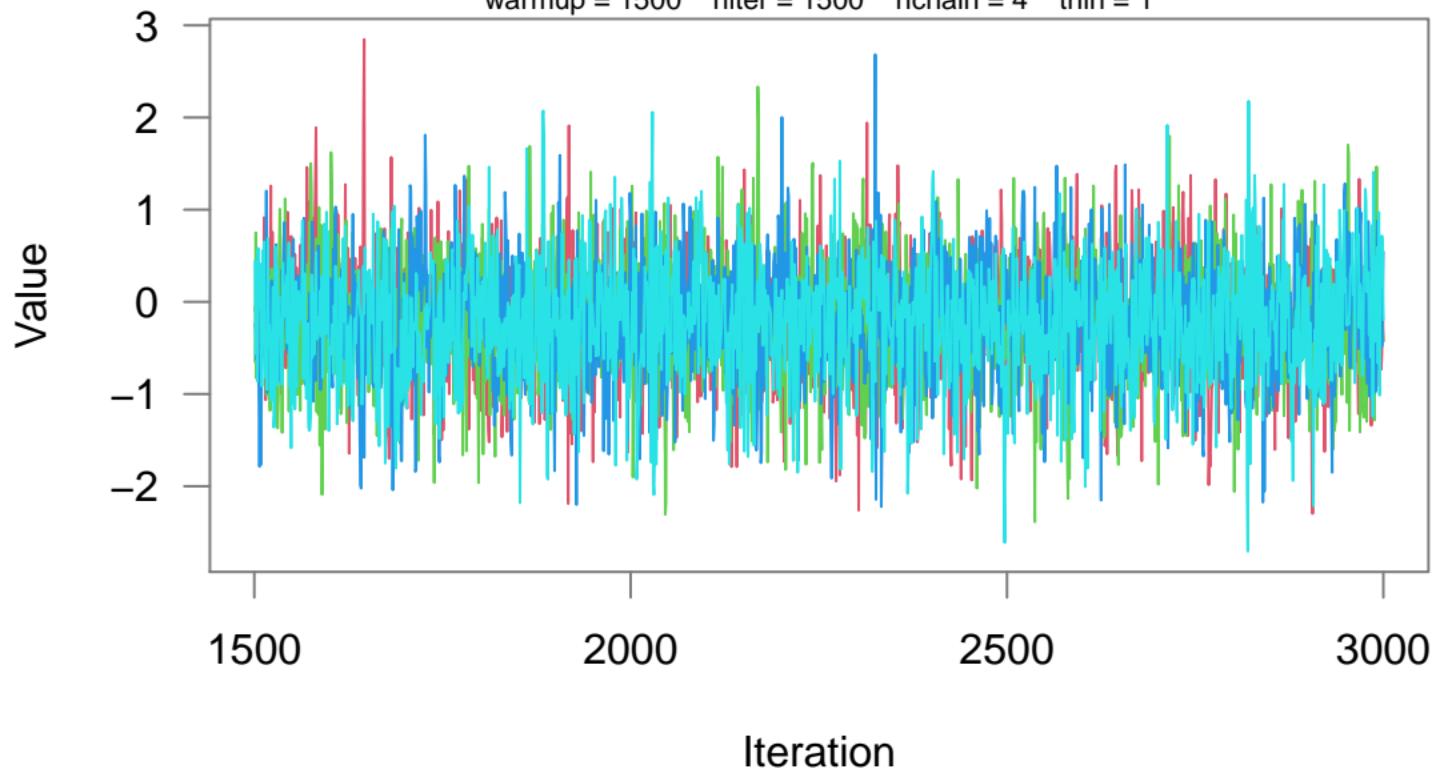
## **$z_2[1,27]$**

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



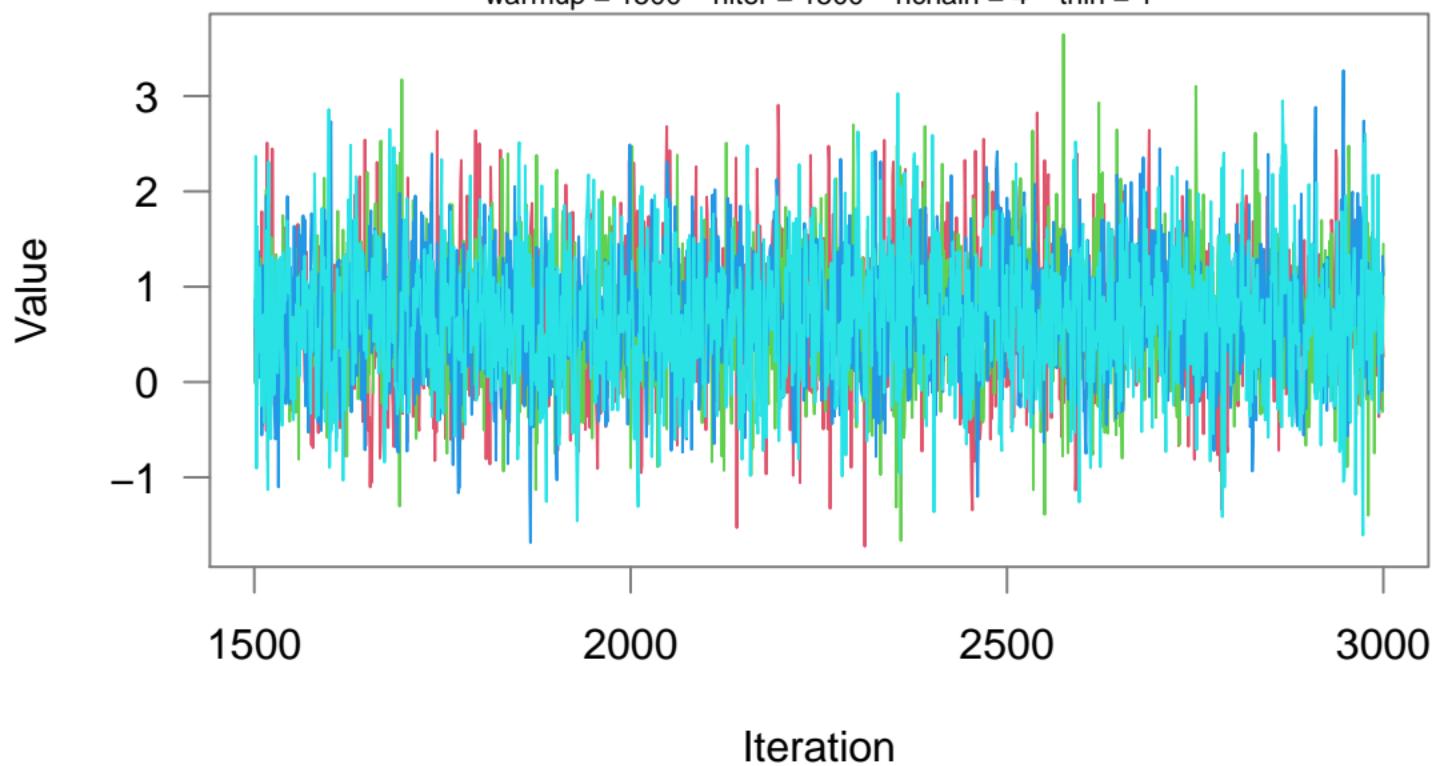
## **$z_2[1,28]$**

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



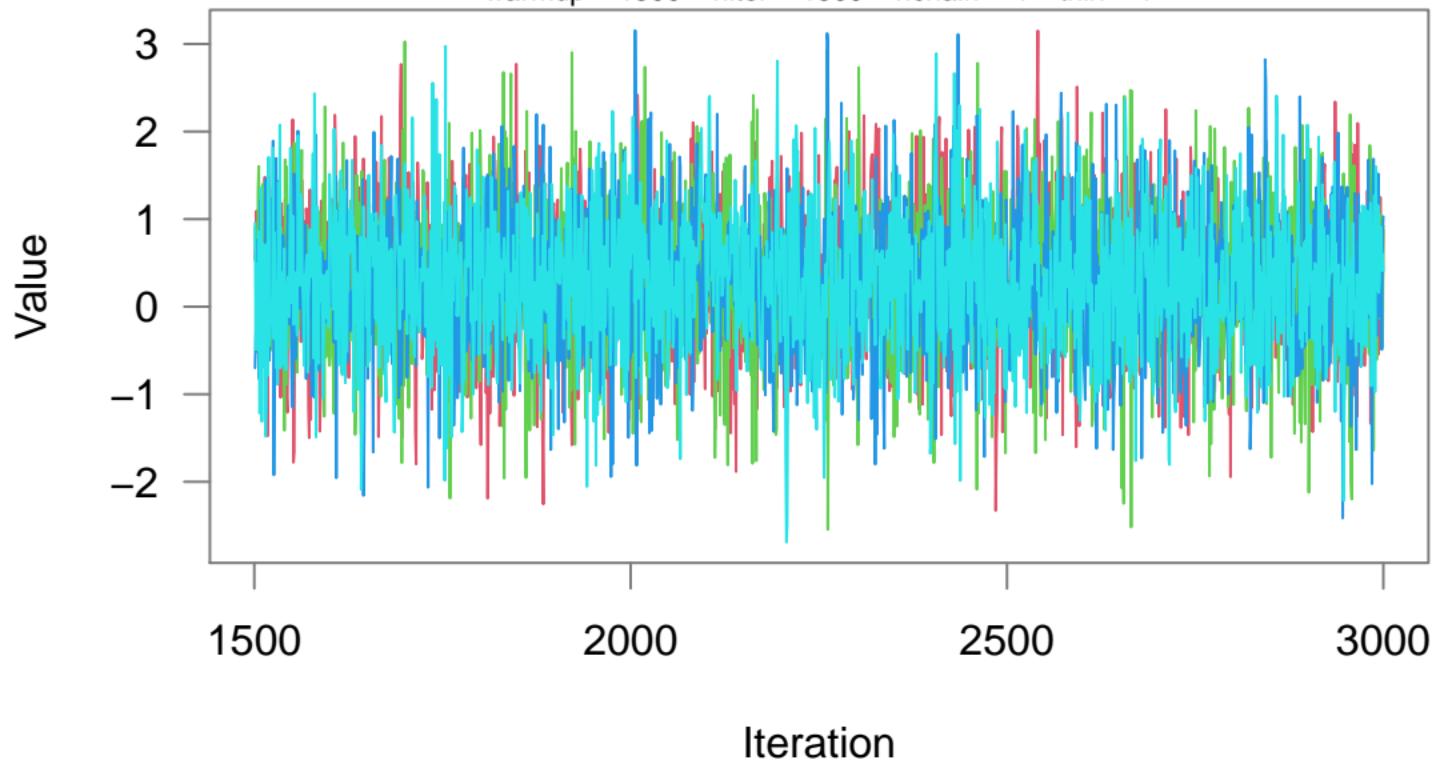
## **z\_2[1,29]**

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



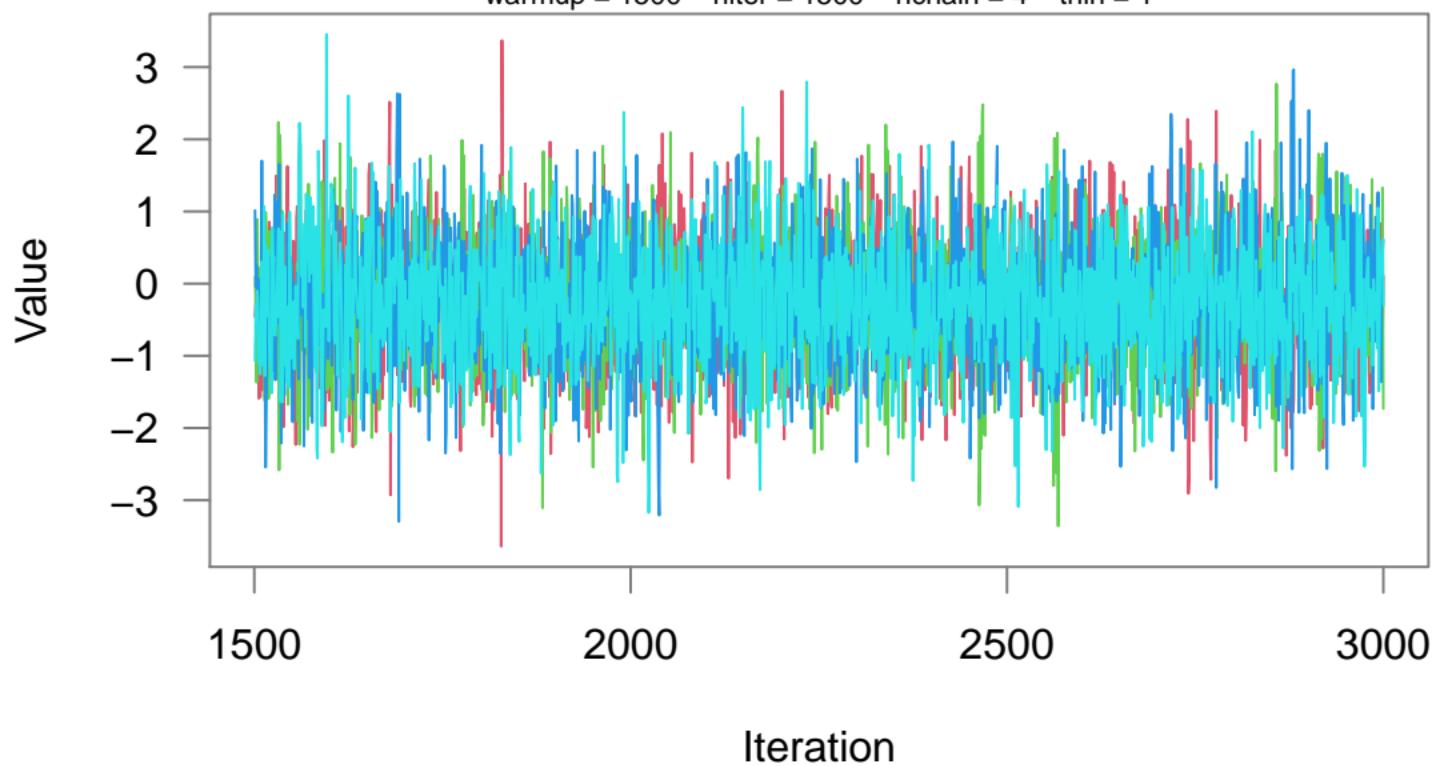
## **$z_2[1,30]$**

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



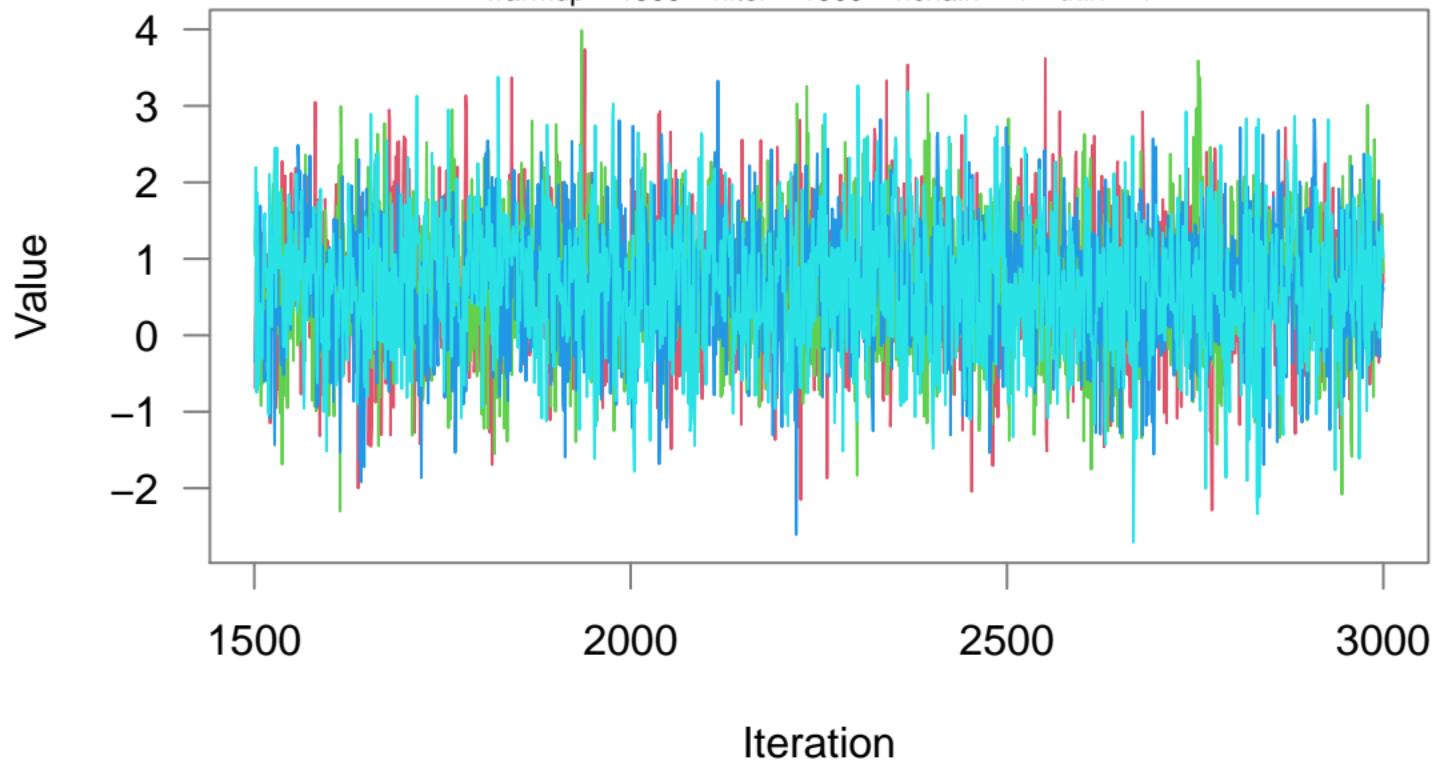
## **z\_2[1,31]**

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



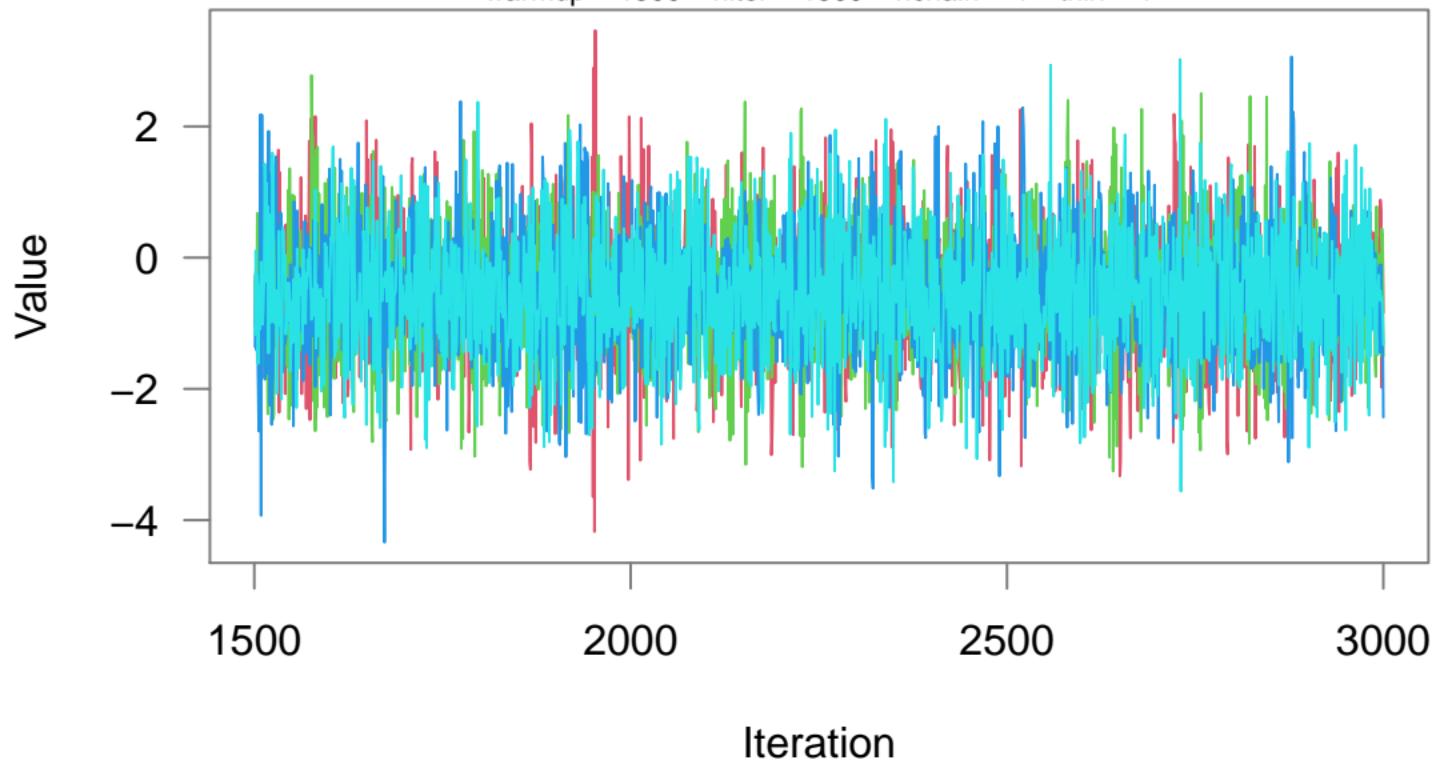
## **z\_2[1,32]**

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



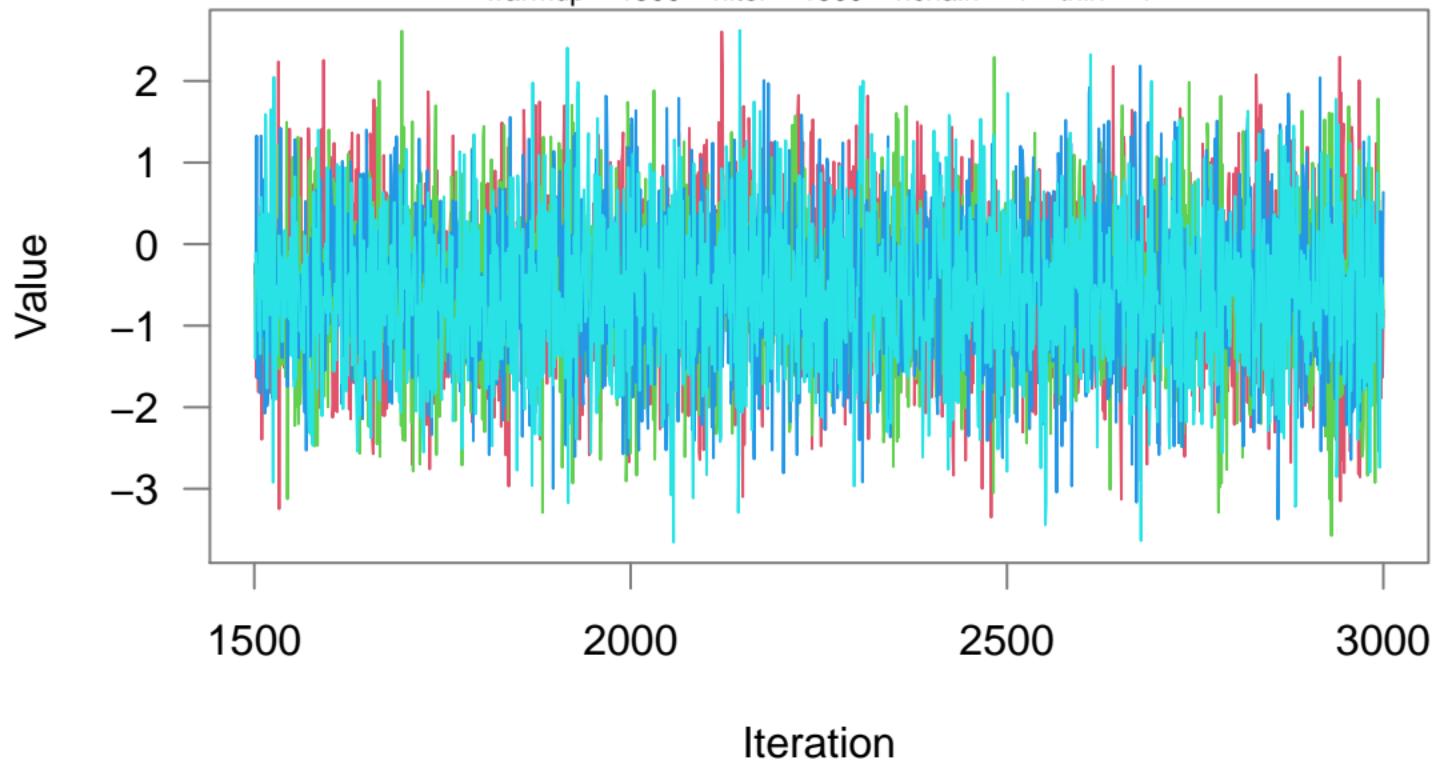
## **$z_{-2}[1,33]$**

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



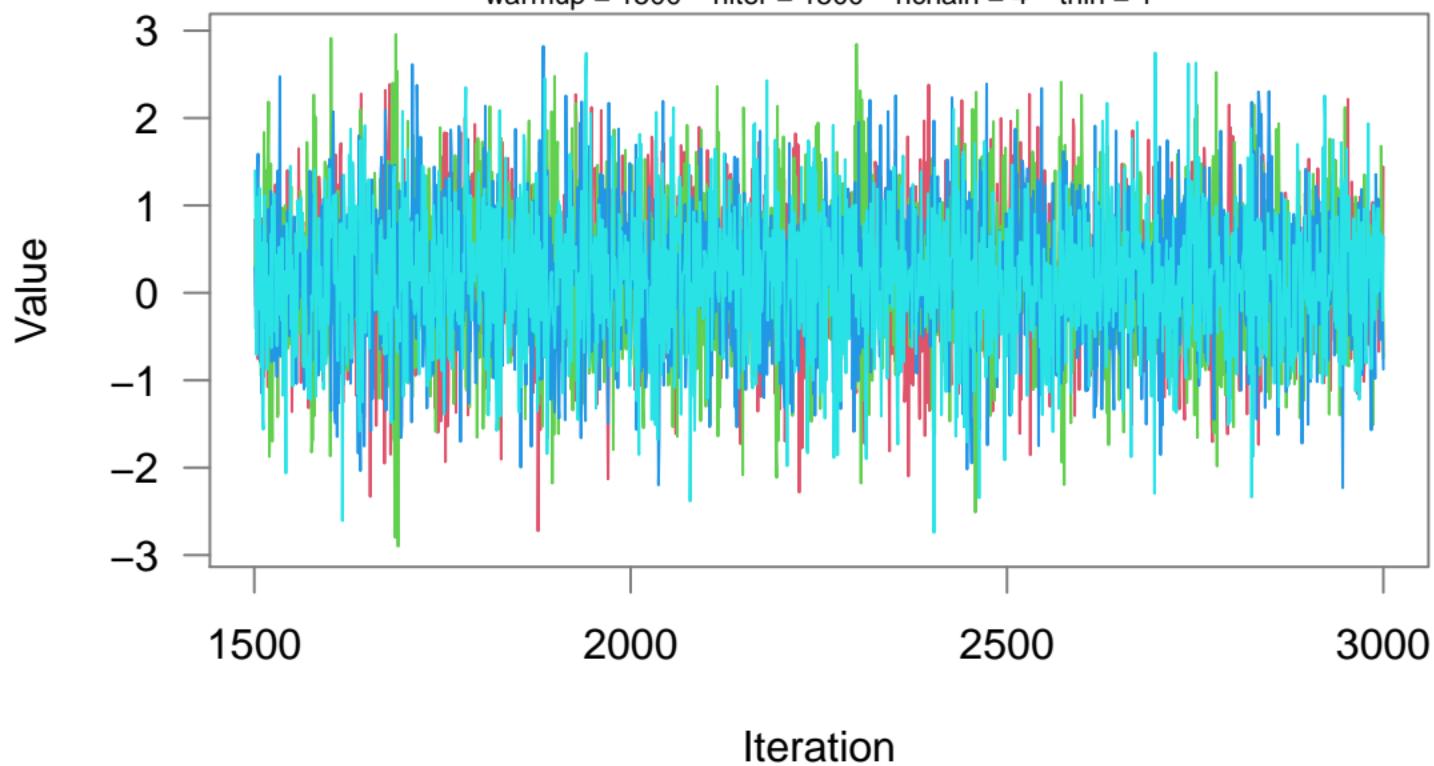
## **$z_2[1,34]$**

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



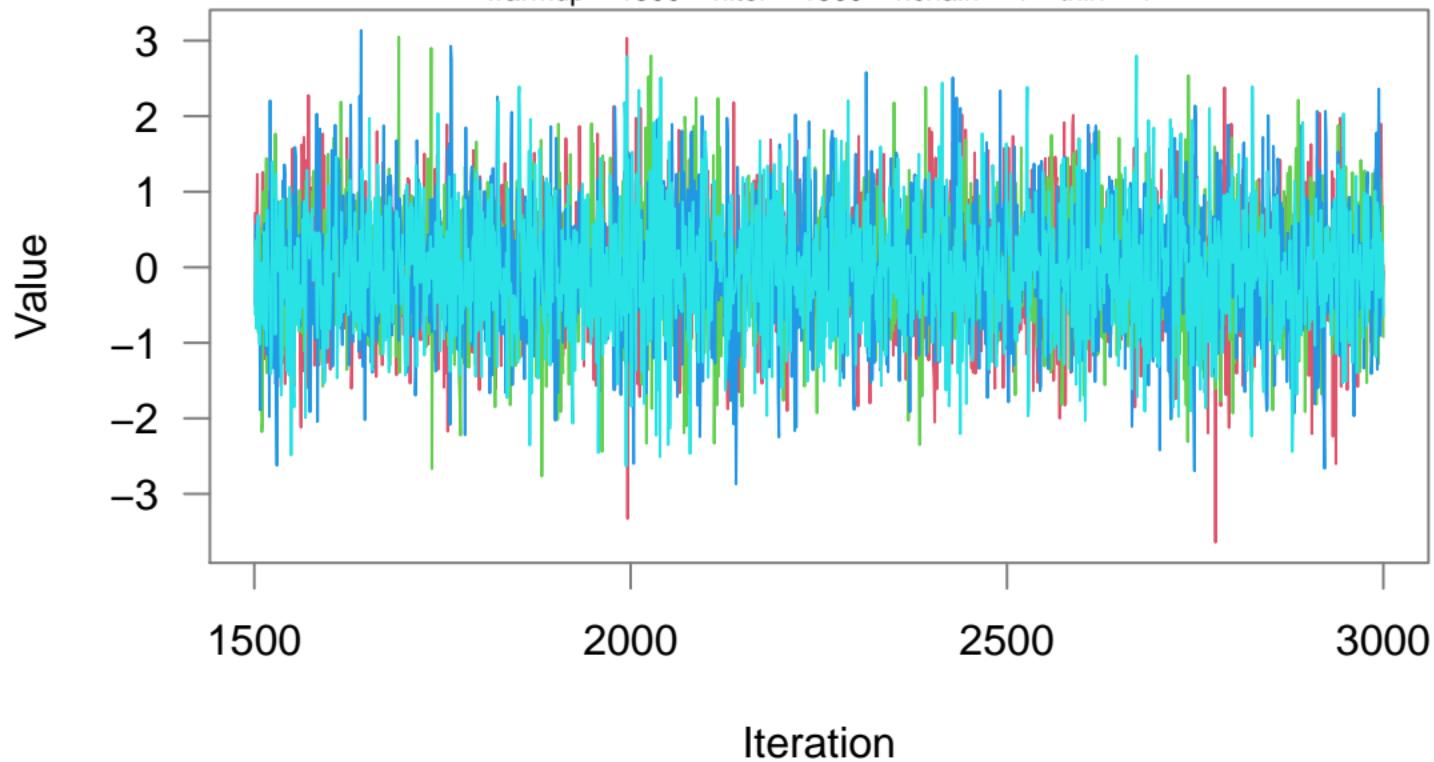
## **$z_2[1,35]$**

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



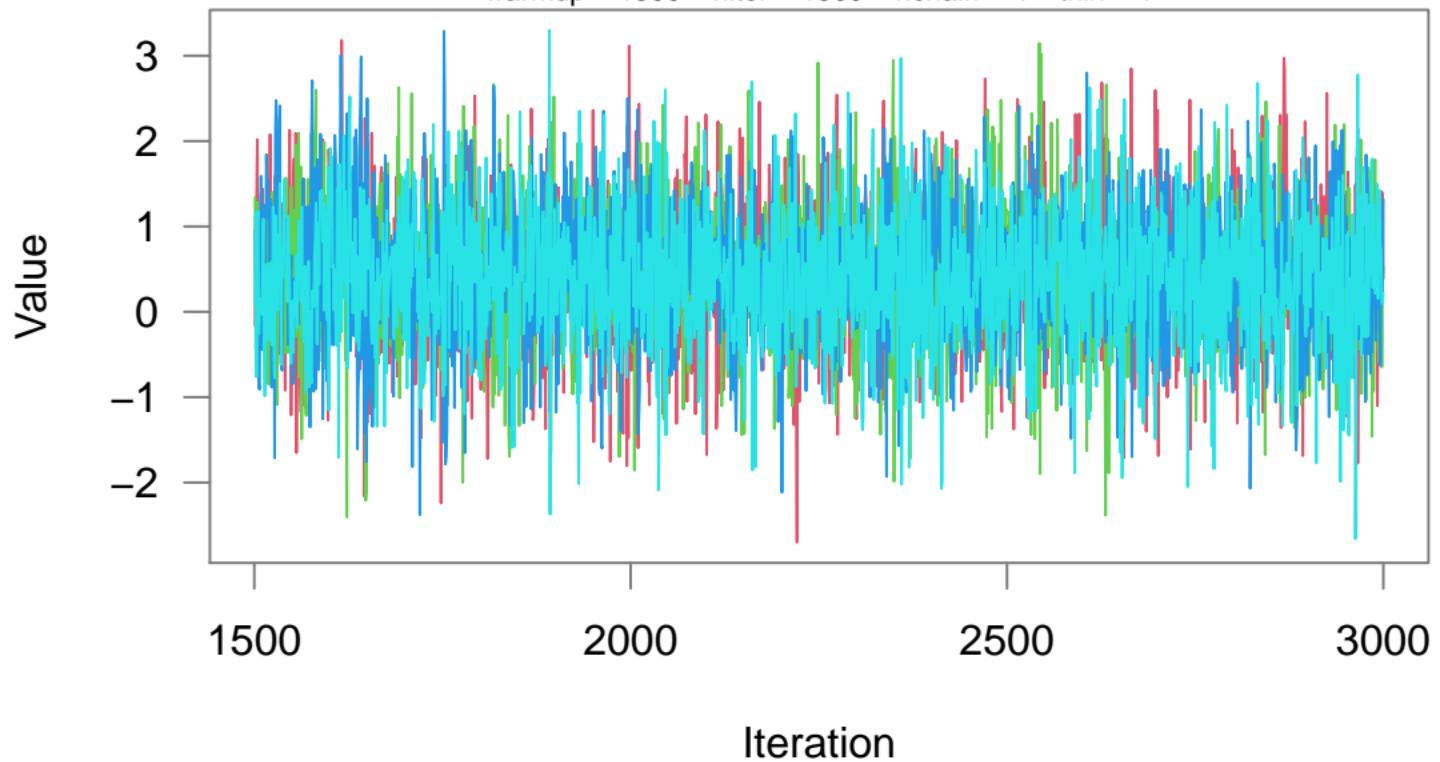
## **$z_2[1,36]$**

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



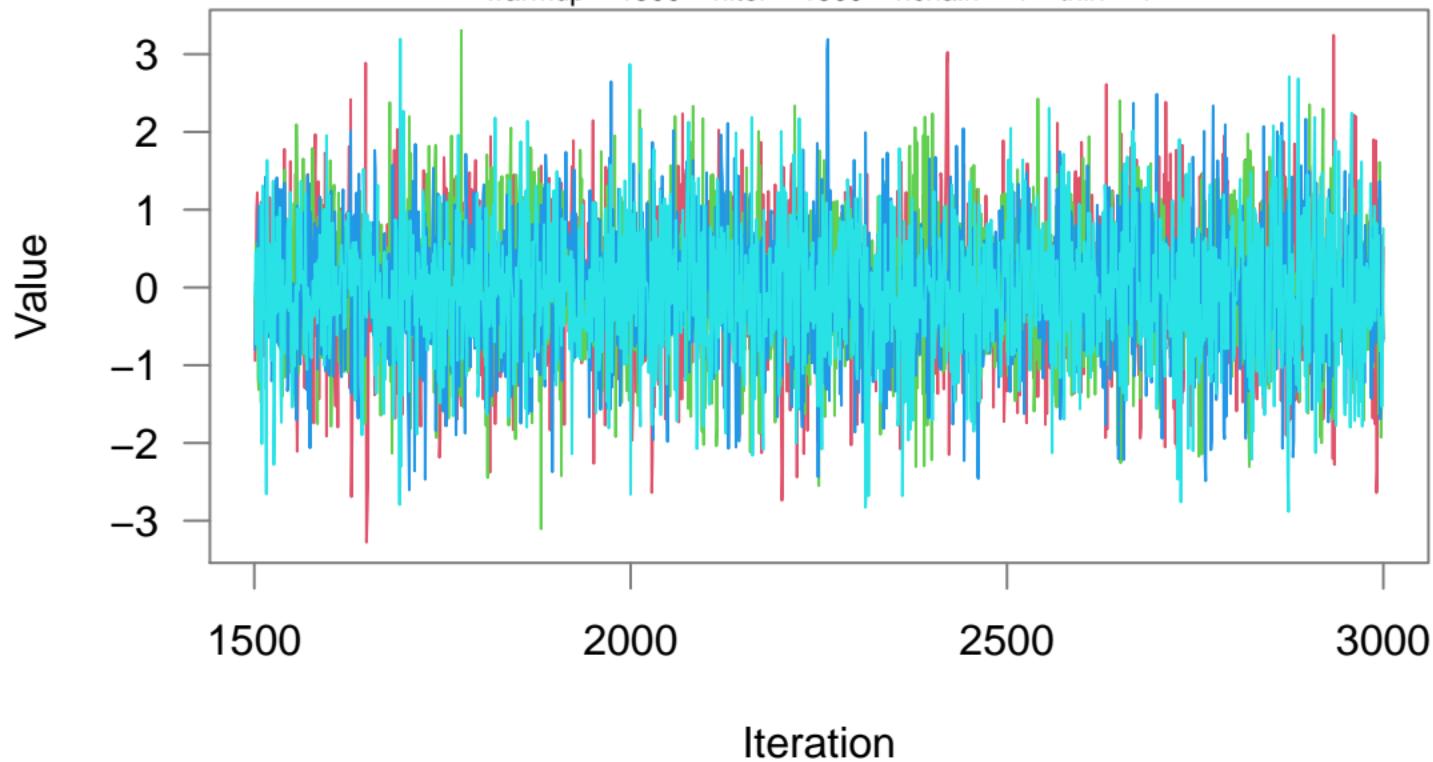
## **z\_2[1,37]**

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



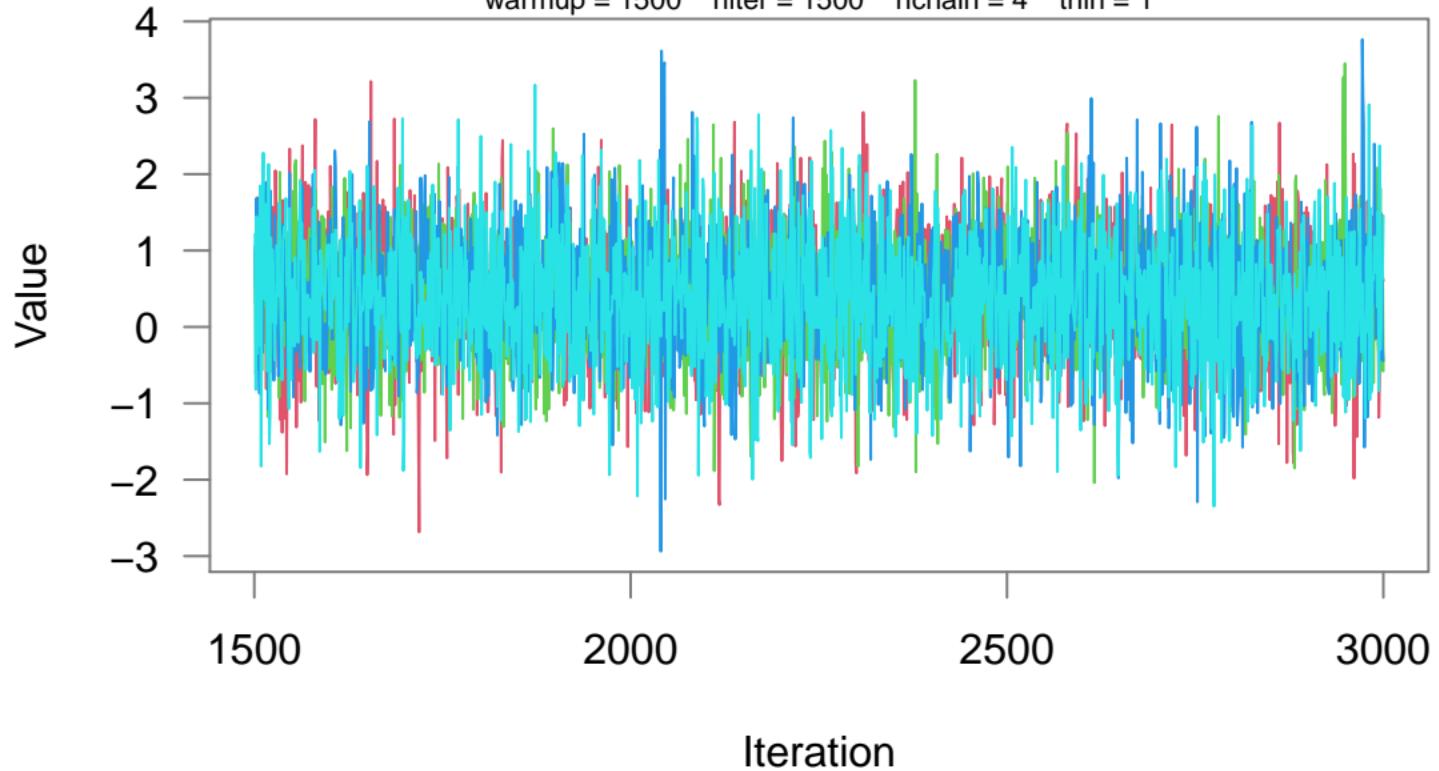
## **$z_2[1,38]$**

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



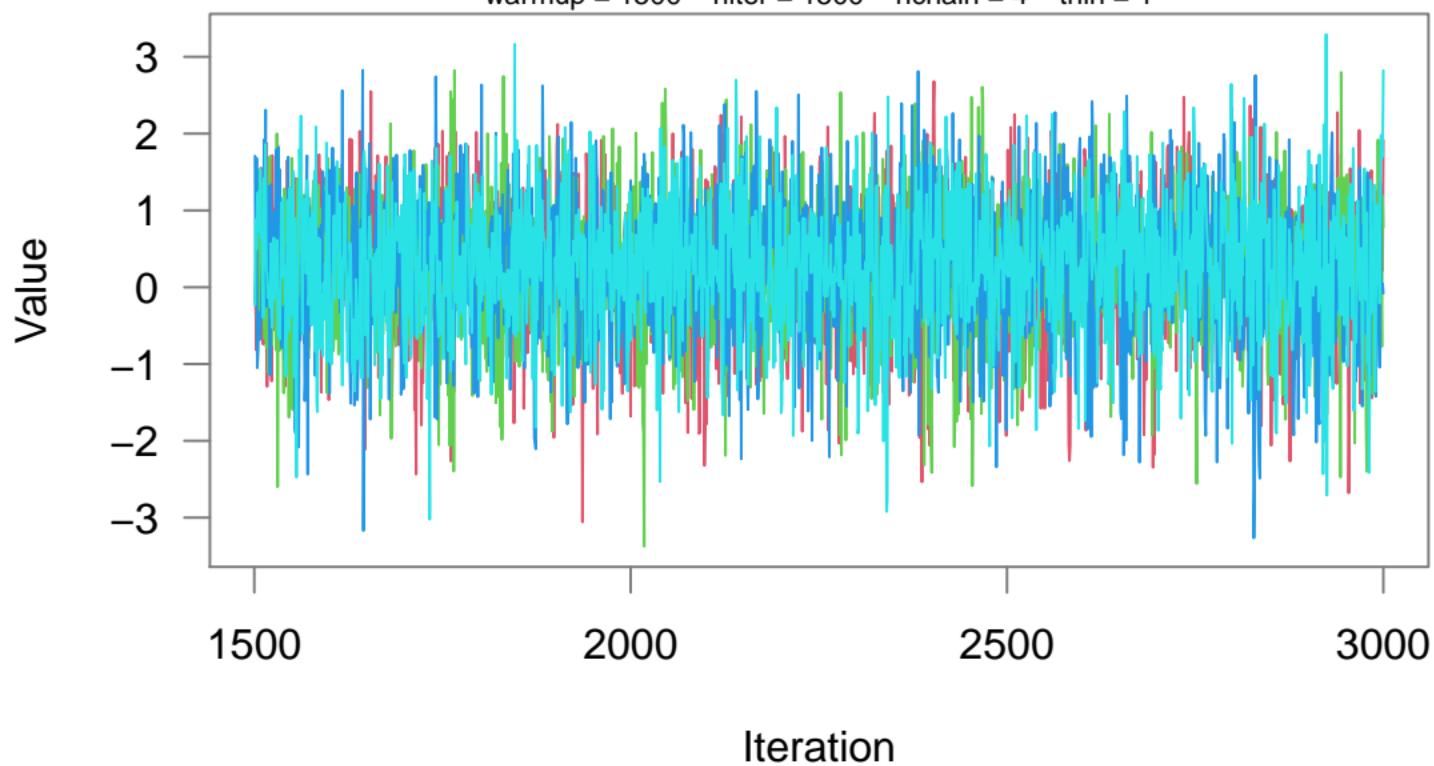
## **$z_2[1,39]$**

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



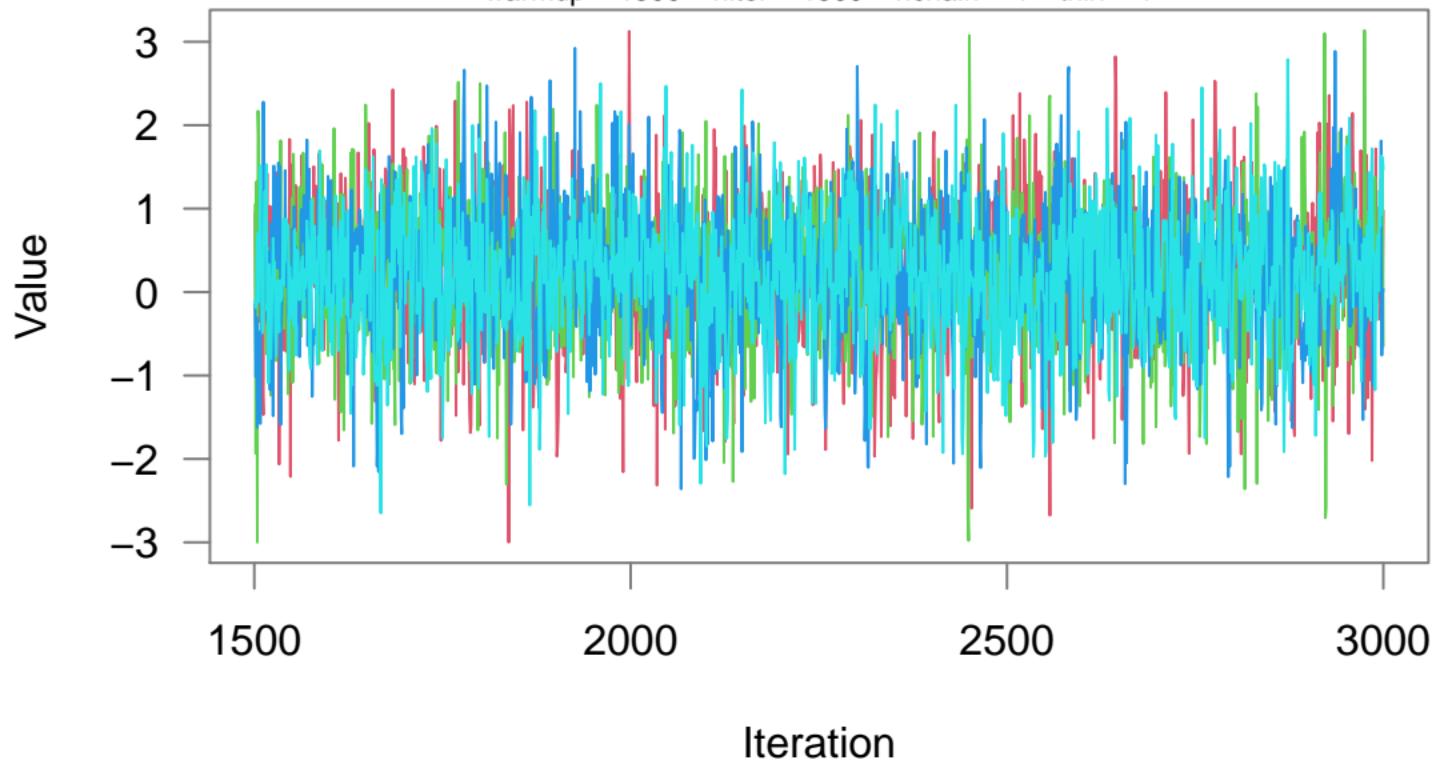
# **z\_3[1,1]**

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



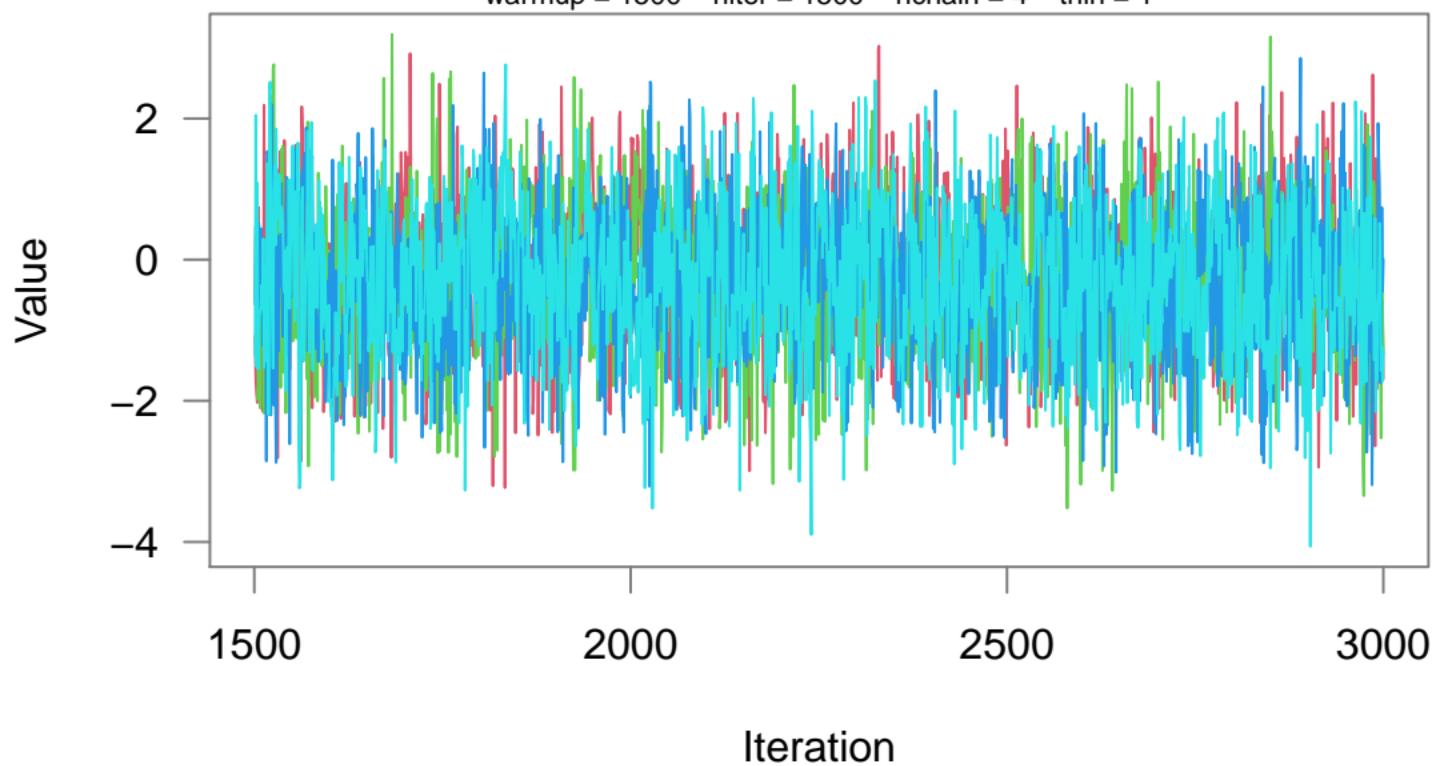
# **z\_3[1,2]**

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



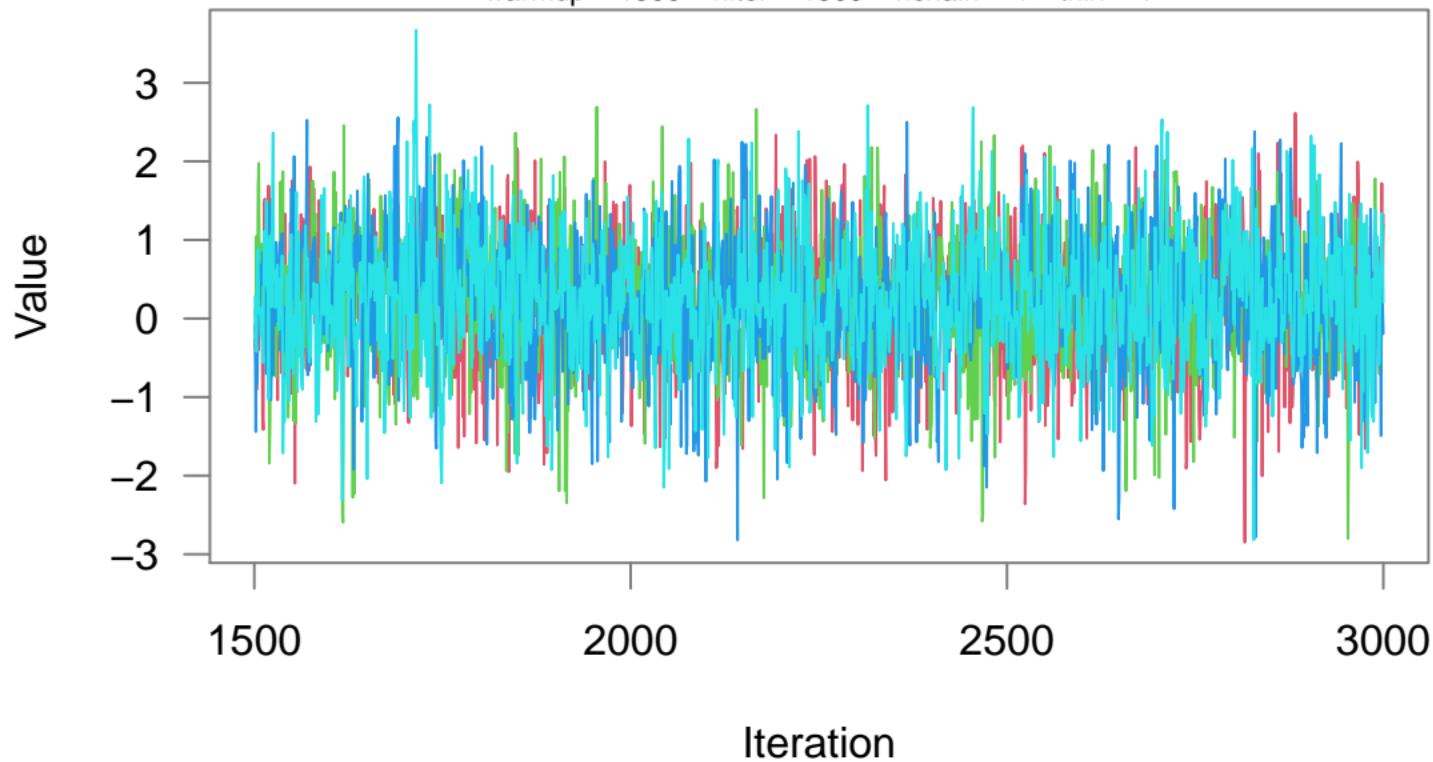
# **z\_3[1,3]**

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



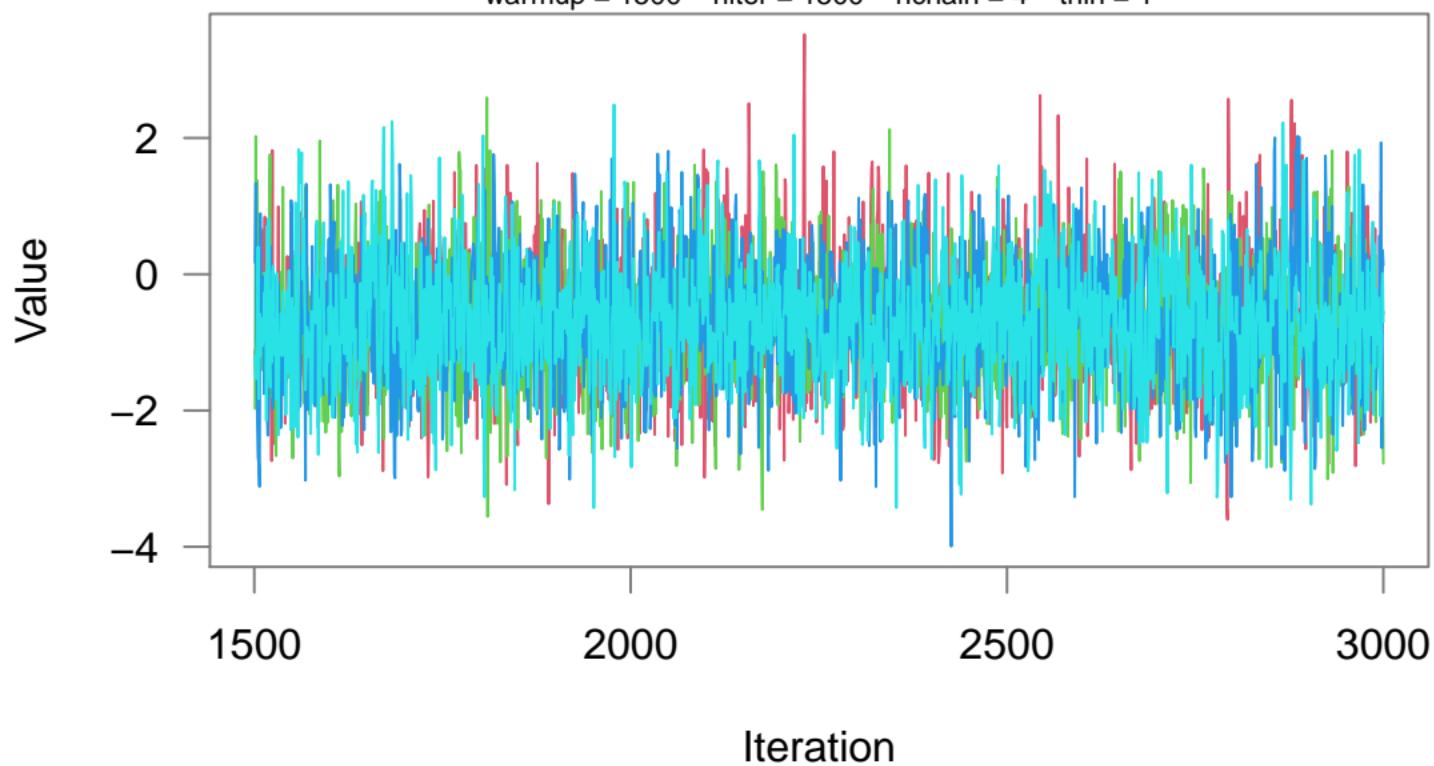
# **z\_3[1,4]**

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



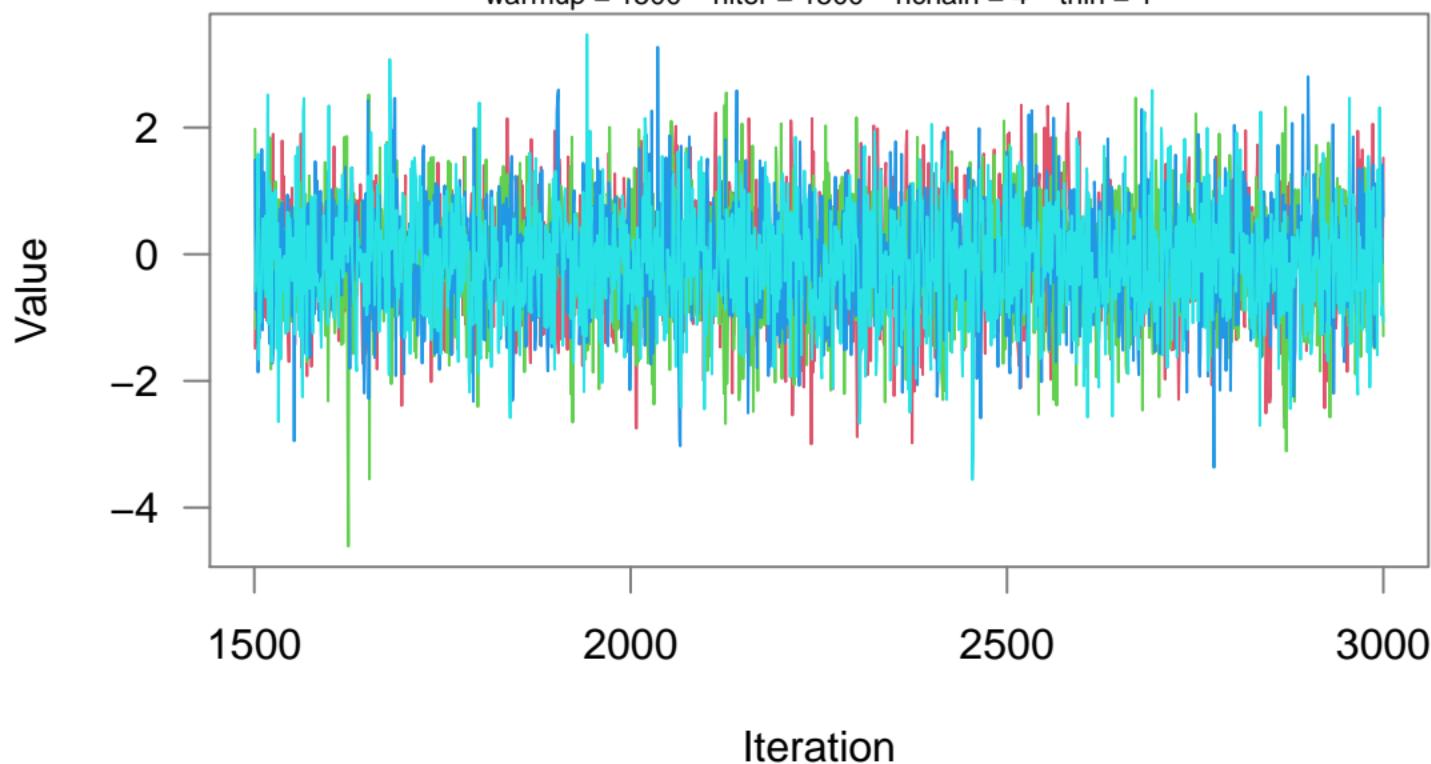
# **z\_3[1,5]**

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



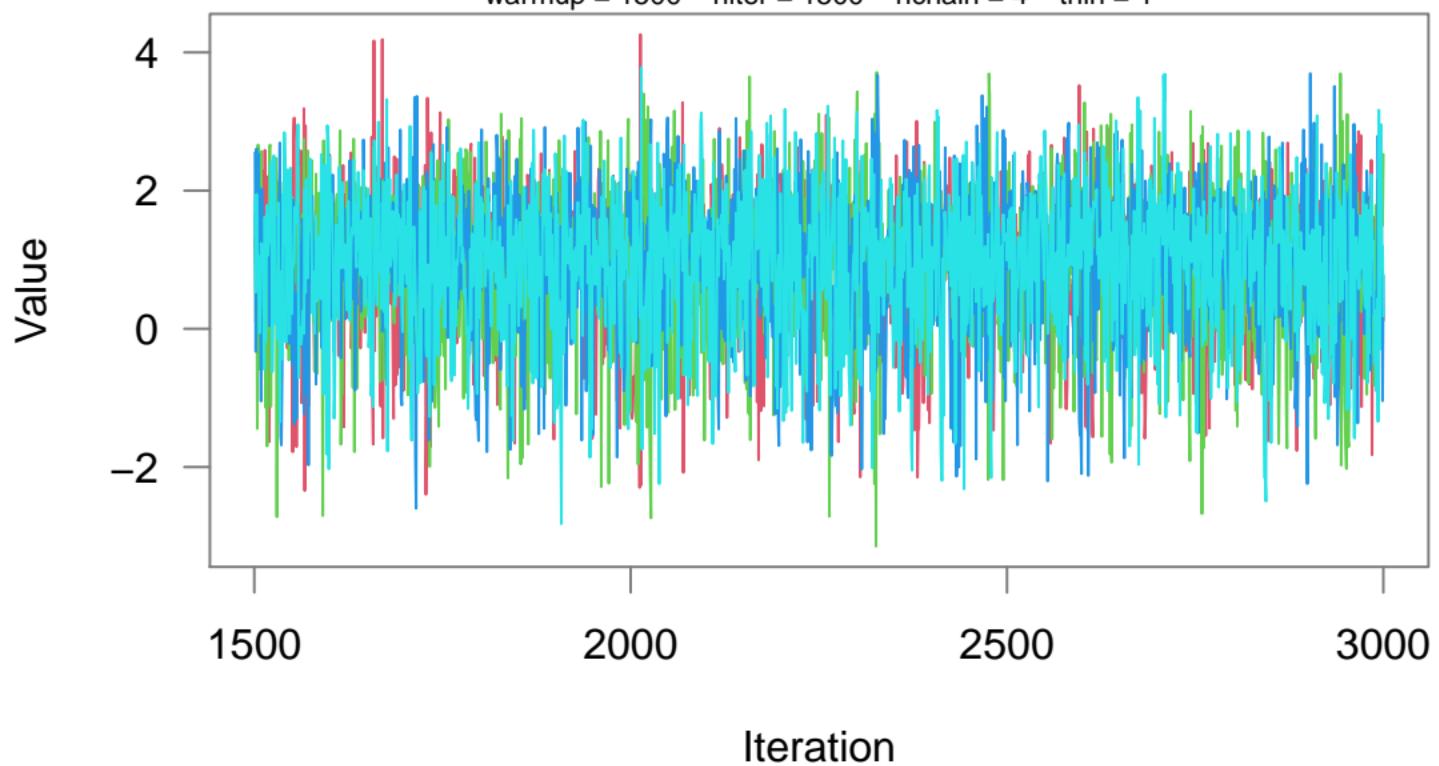
# **z\_3[1,6]**

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



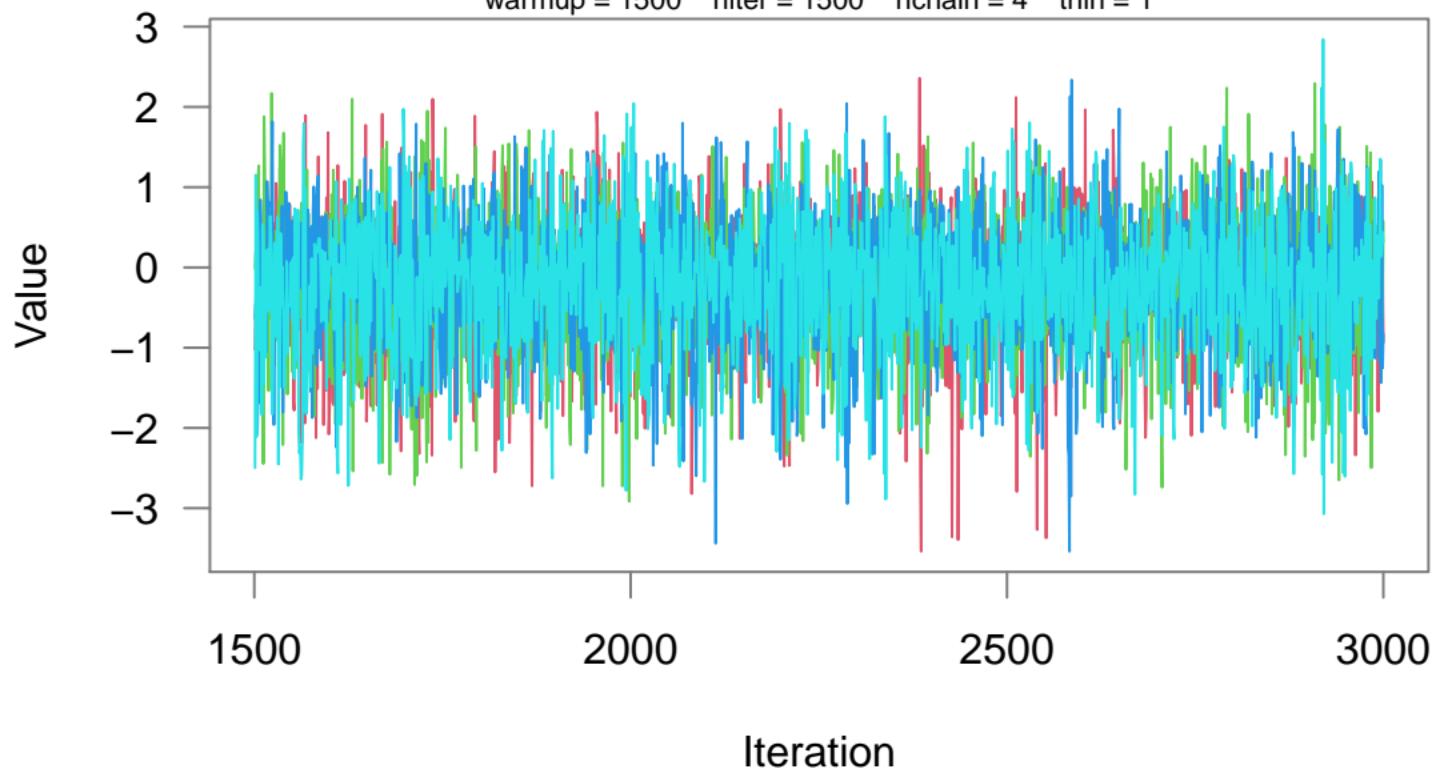
**$z_{-4}[1,1]$**

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



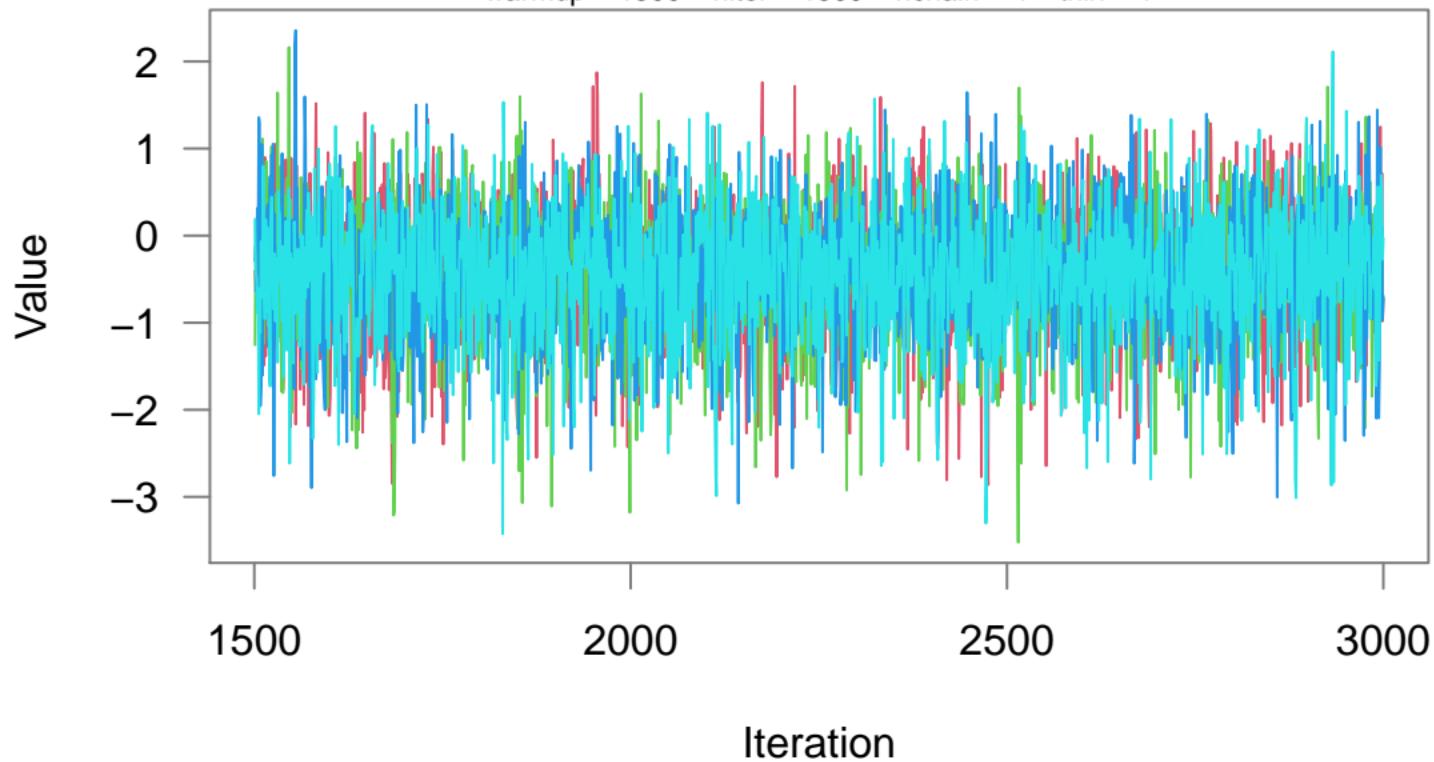
# **z\_4[1,2]**

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



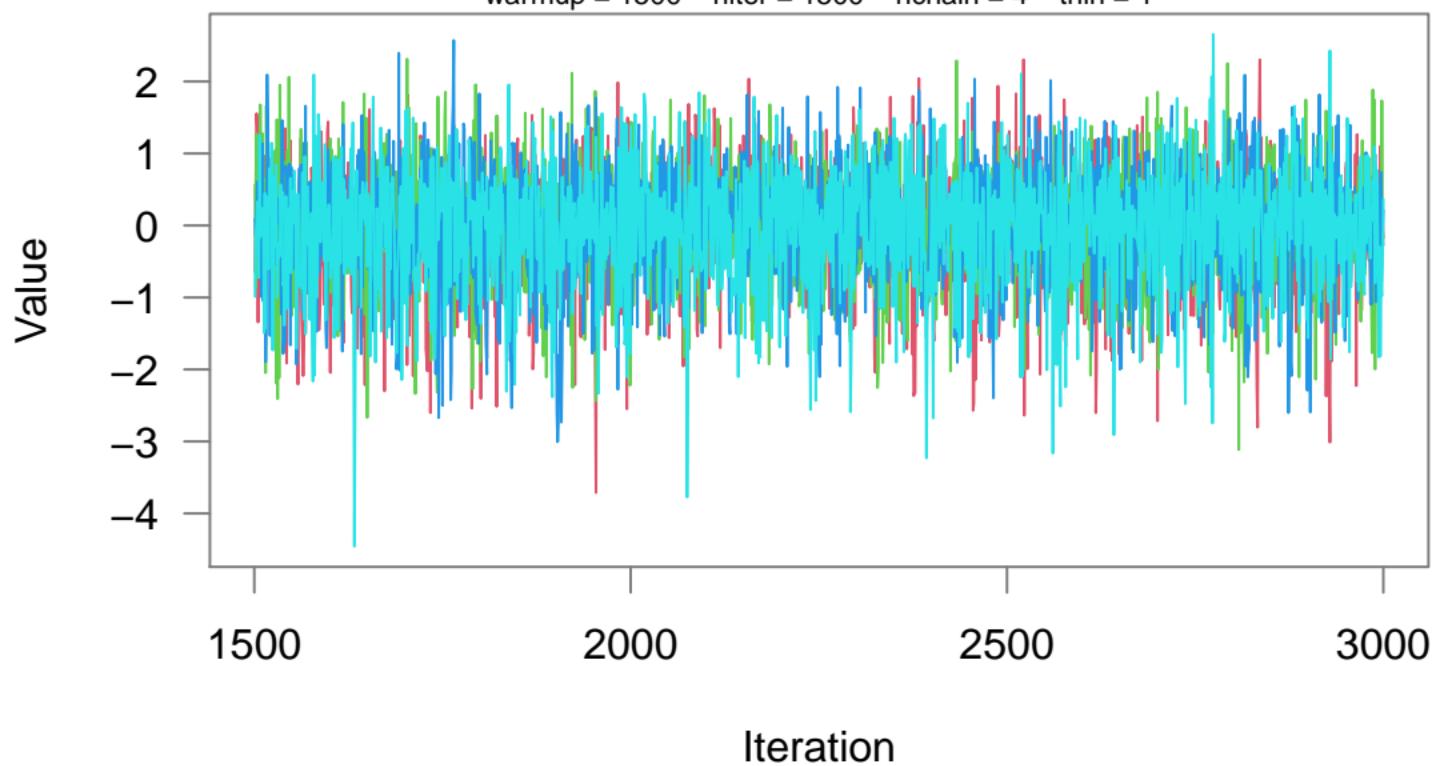
# **$z_4[1,3]$**

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



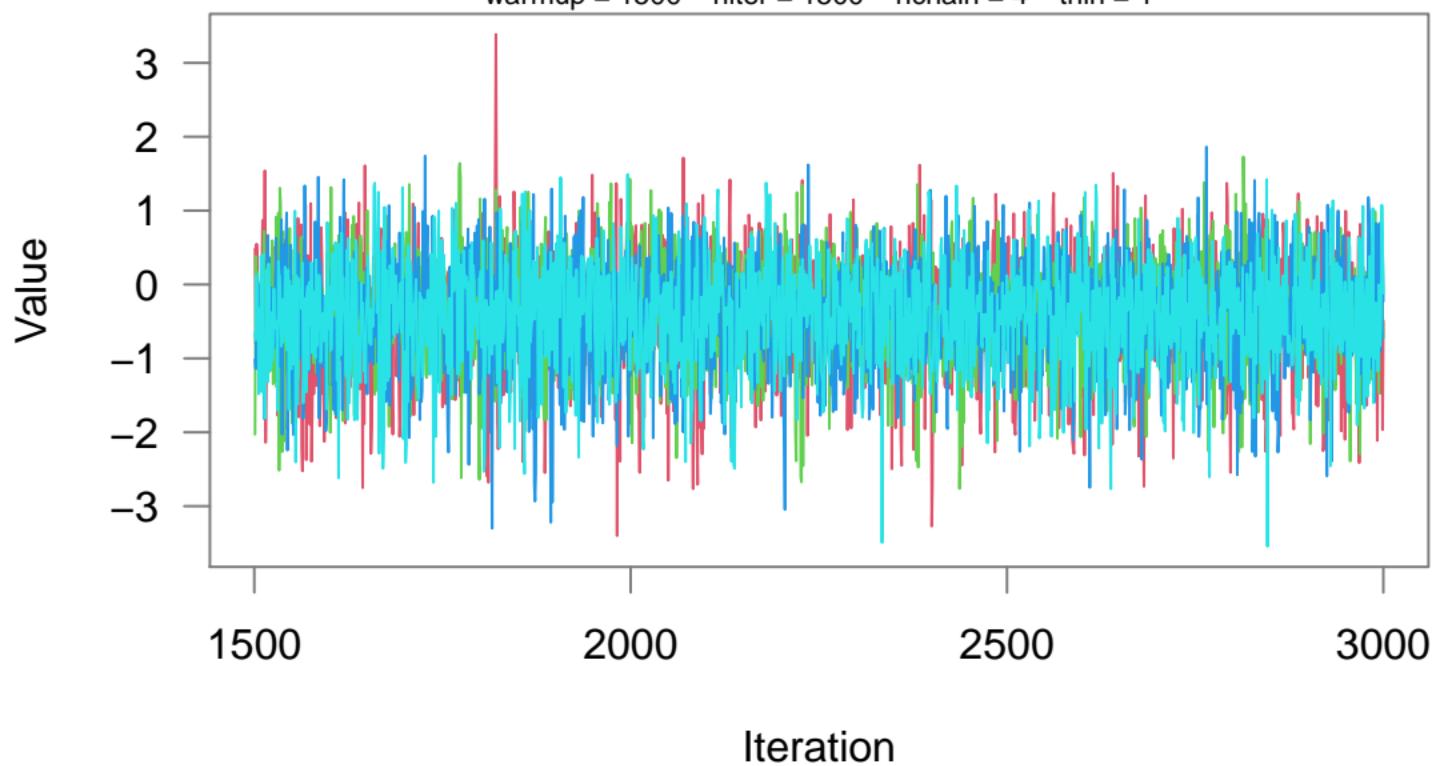
# **z\_4[1,4]**

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



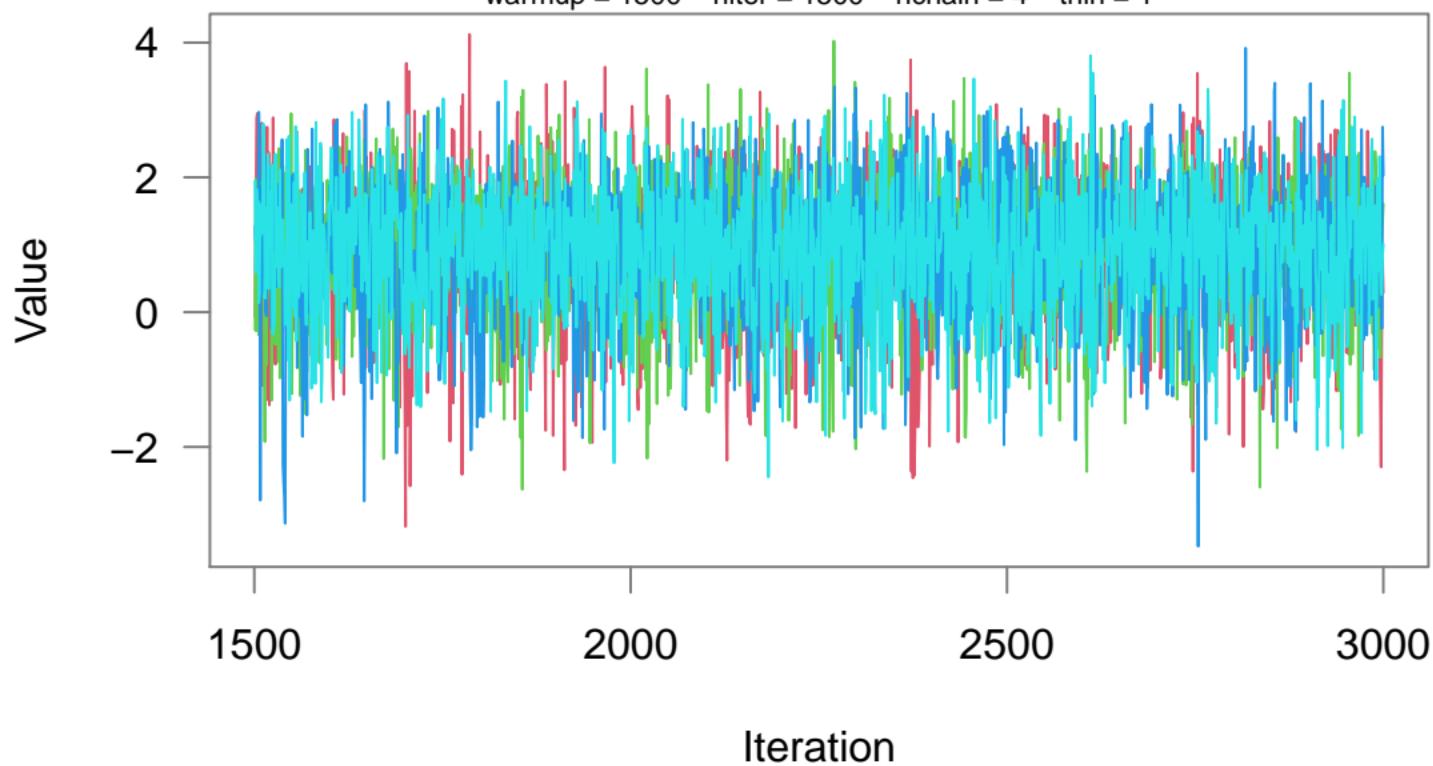
# **$z_{-4}[1,5]$**

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



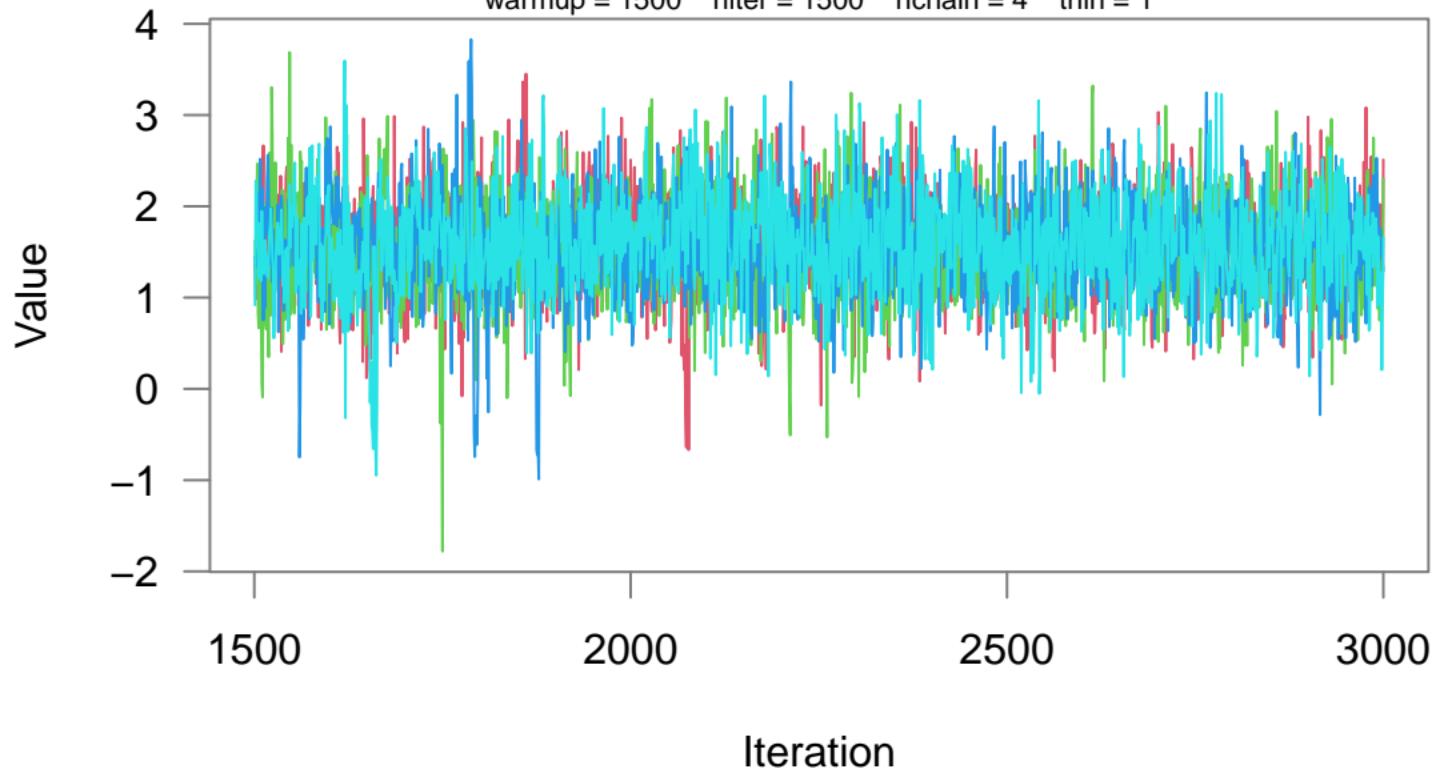
## **$z\_4[1,6]$**

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



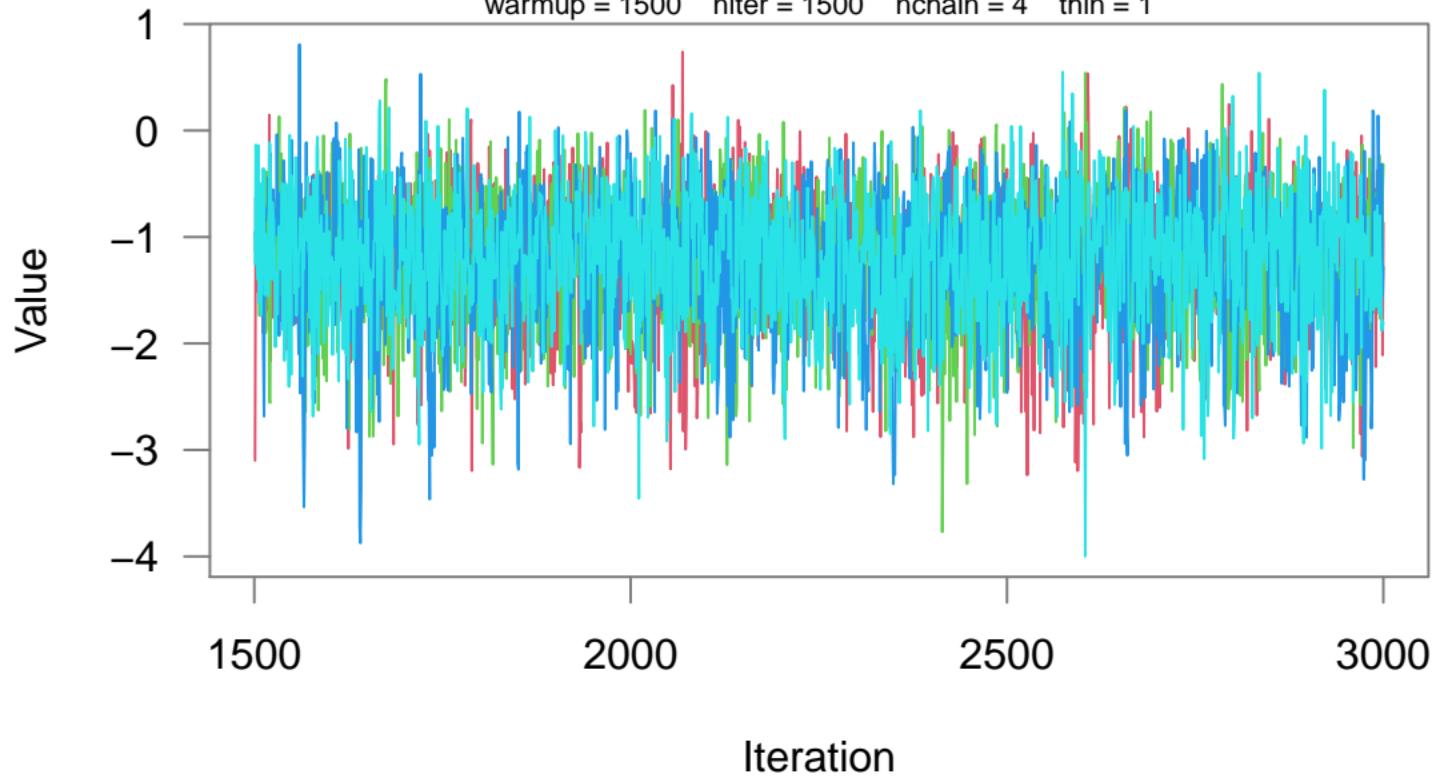
**z\_4[1,7]**

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



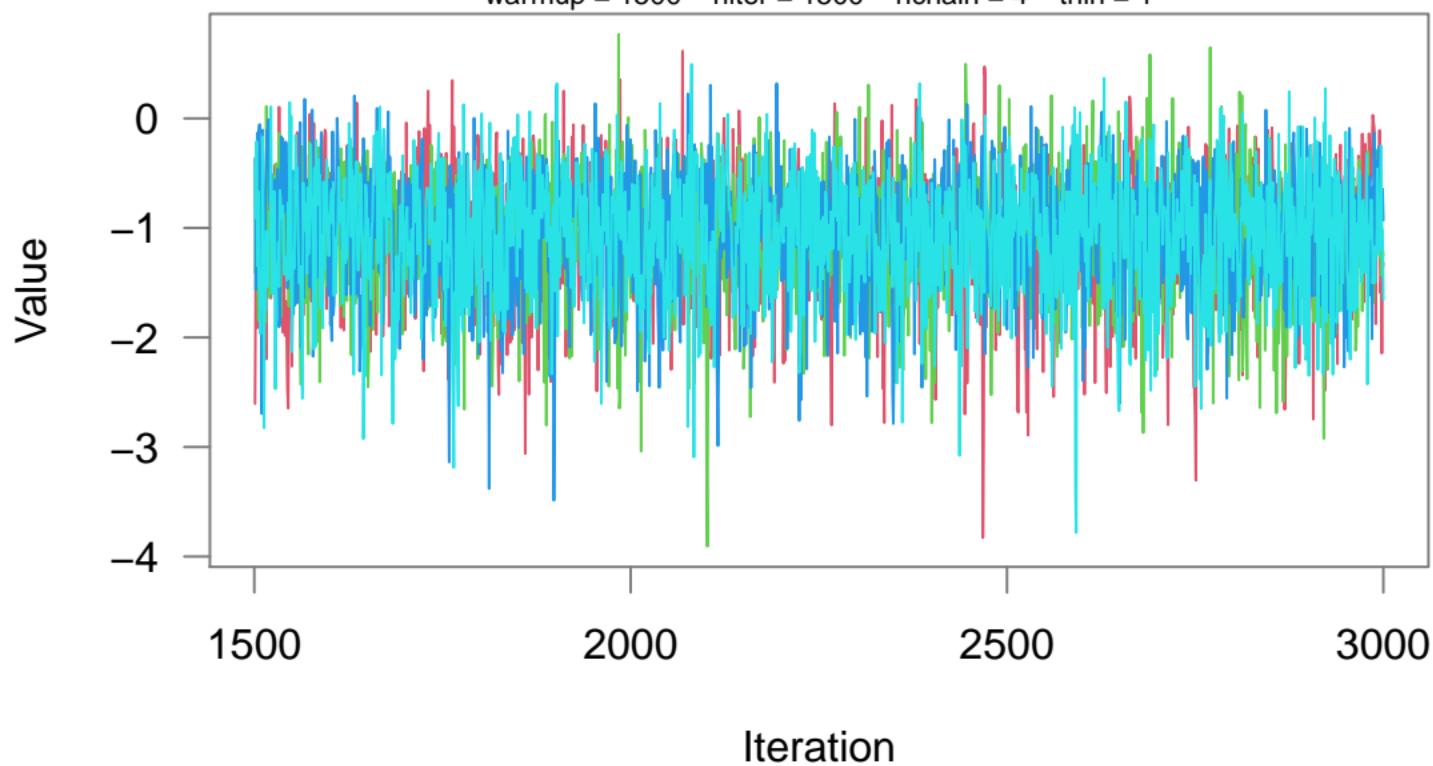
# **$z_{-4}[1,8]$**

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



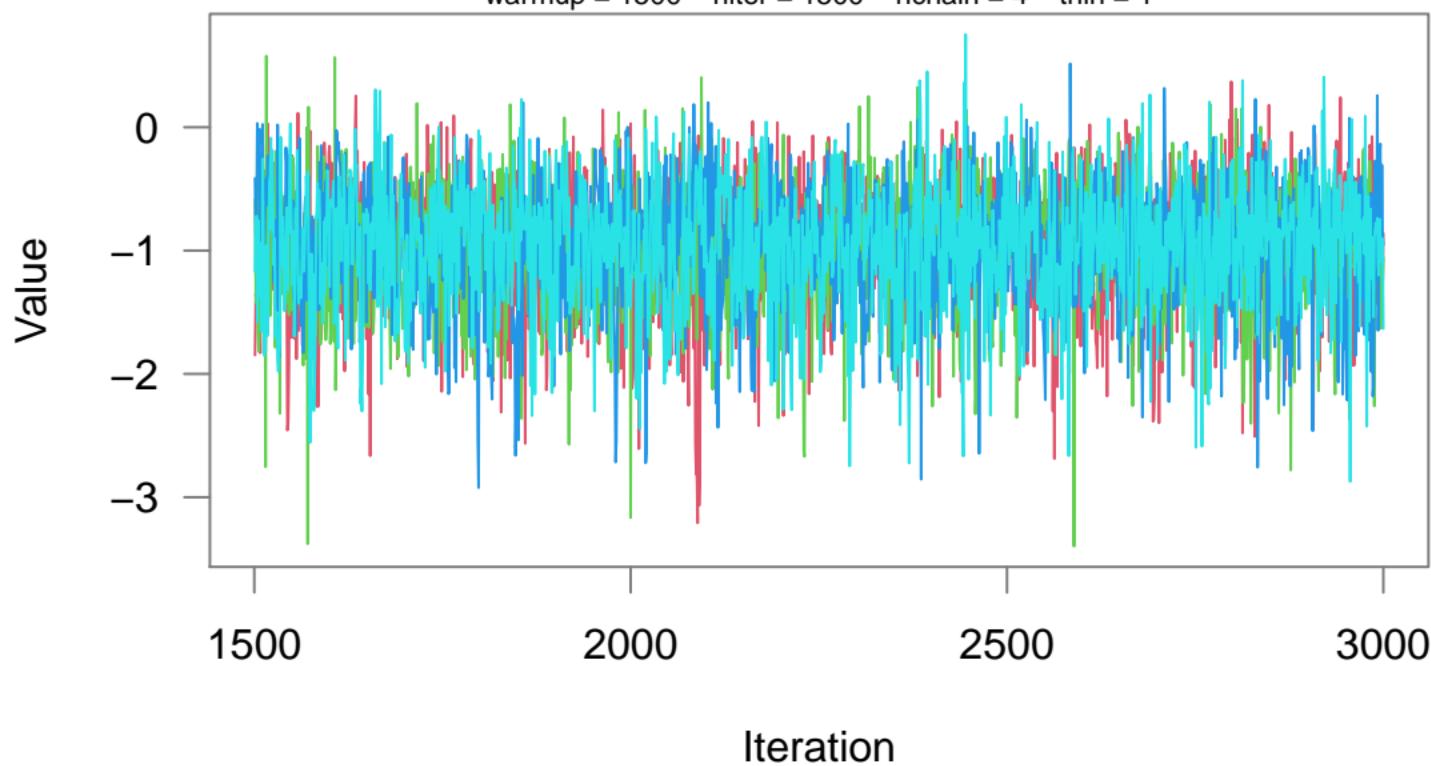
# **$z_4[1,9]$**

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



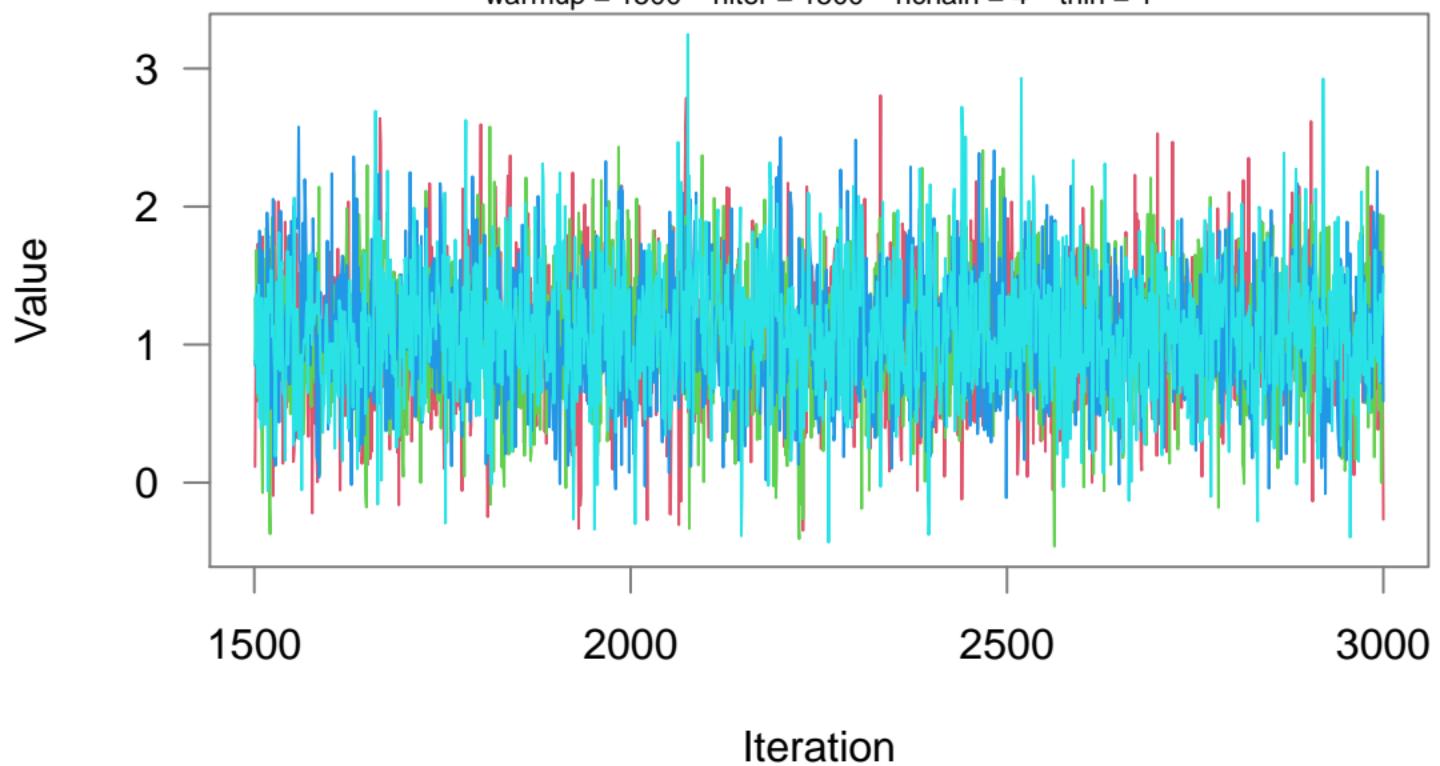
# **z\_4[1,10]**

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



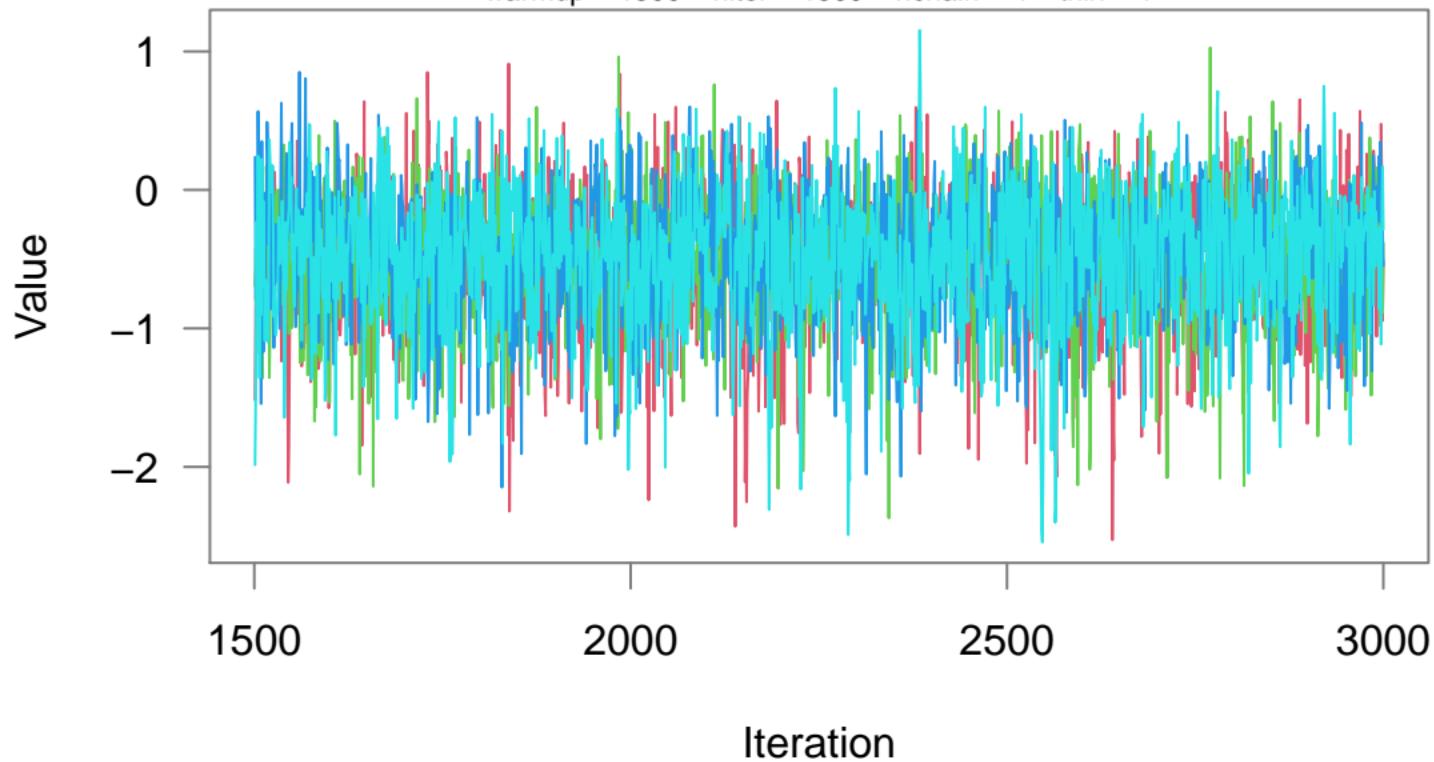
# **z\_4[1,11]**

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



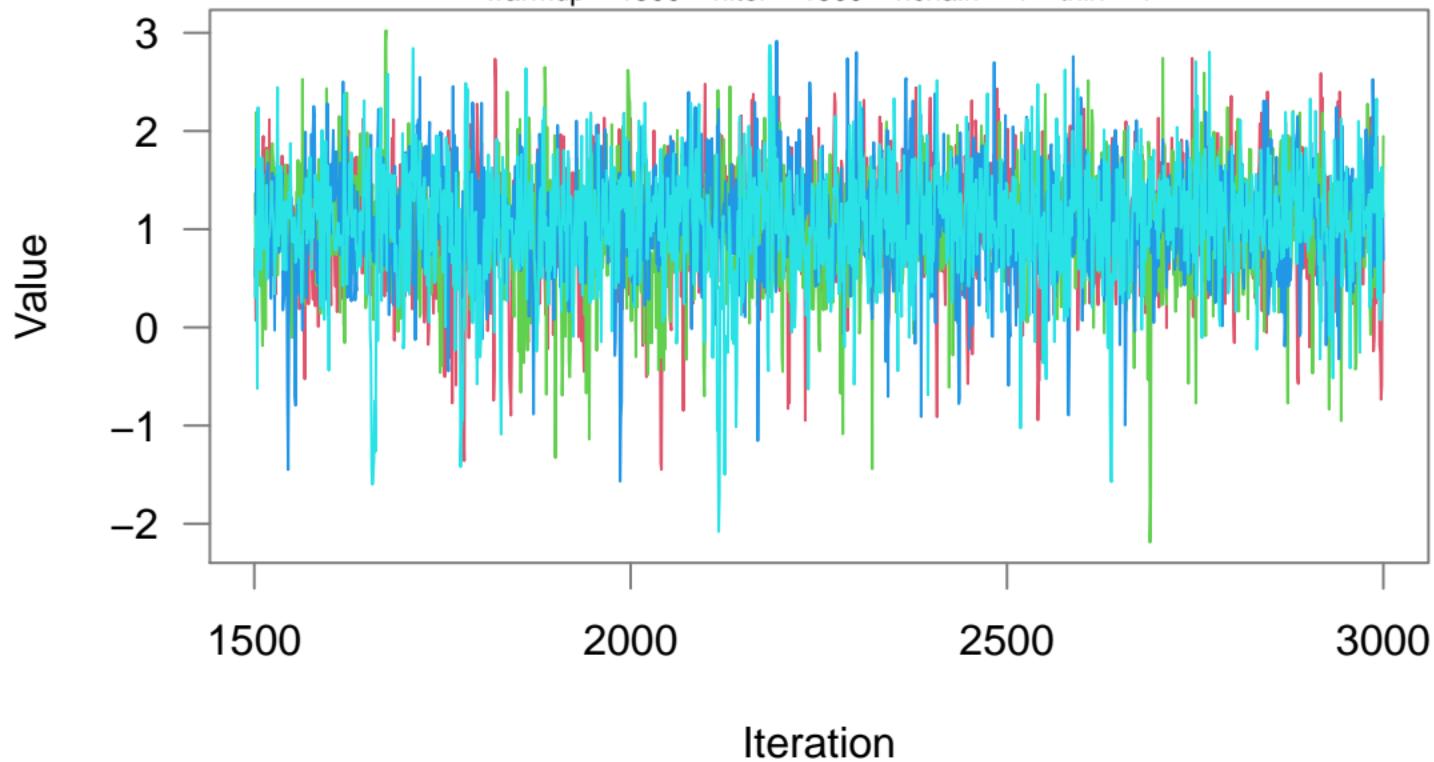
# **z\_4[1,12]**

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



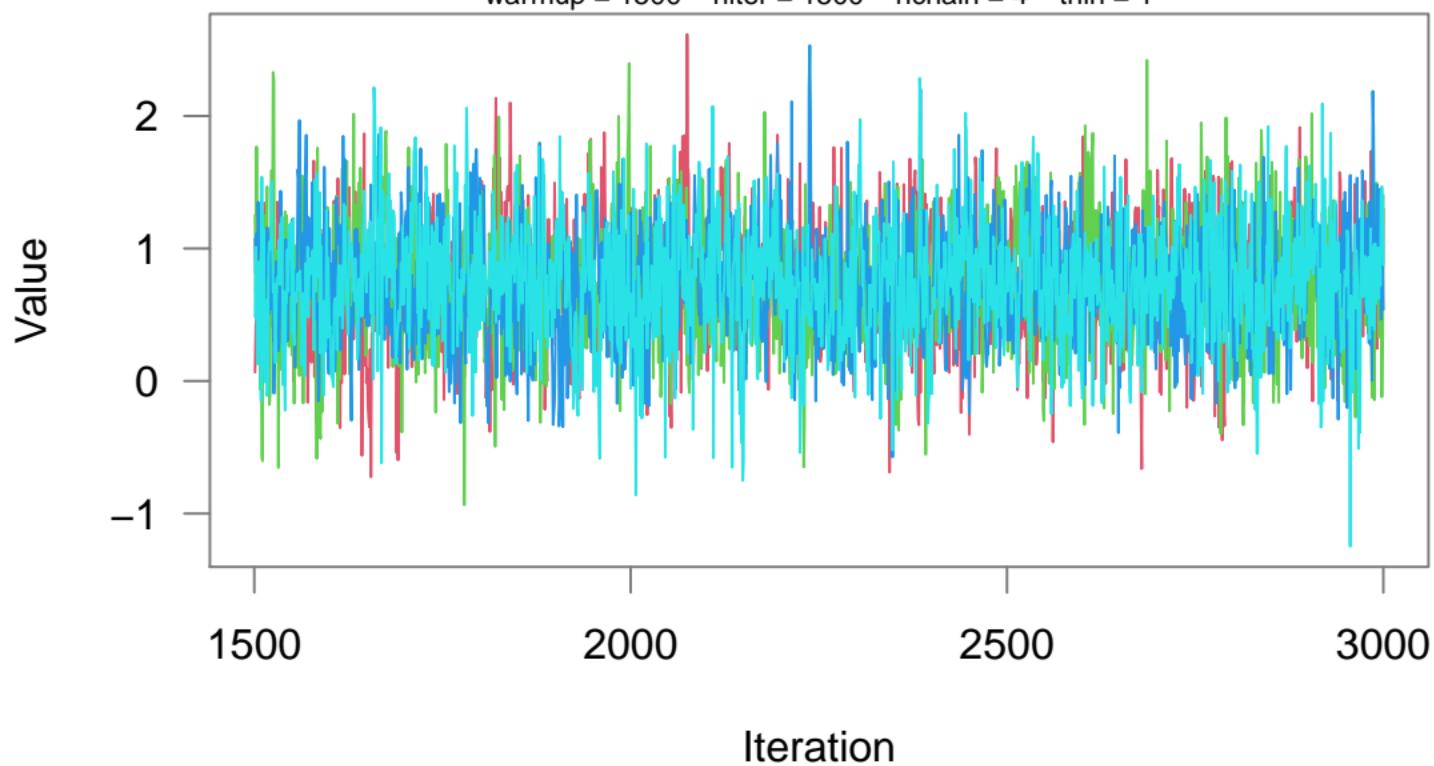
# **z\_4[1,13]**

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



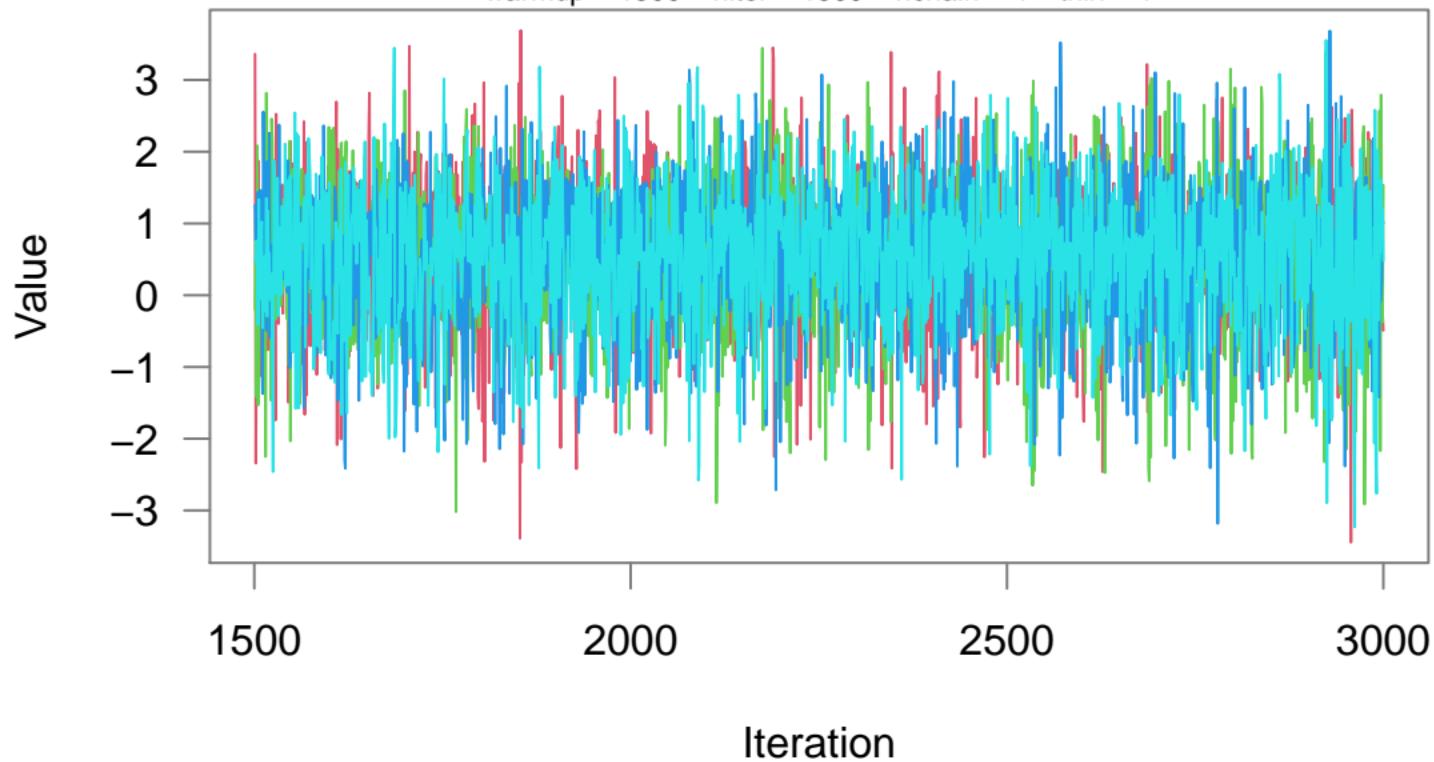
# **z\_4[1,14]**

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



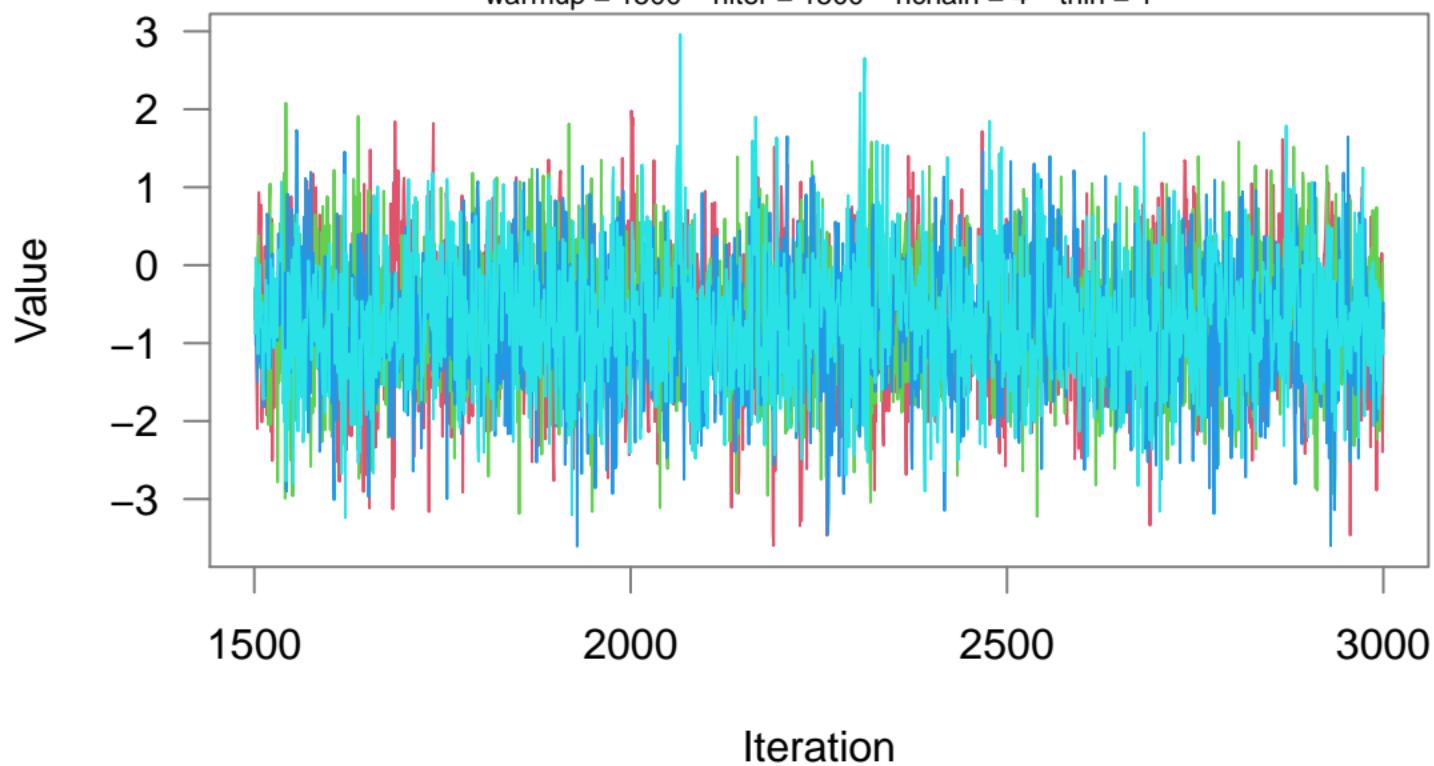
# **z\_4[1,15]**

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



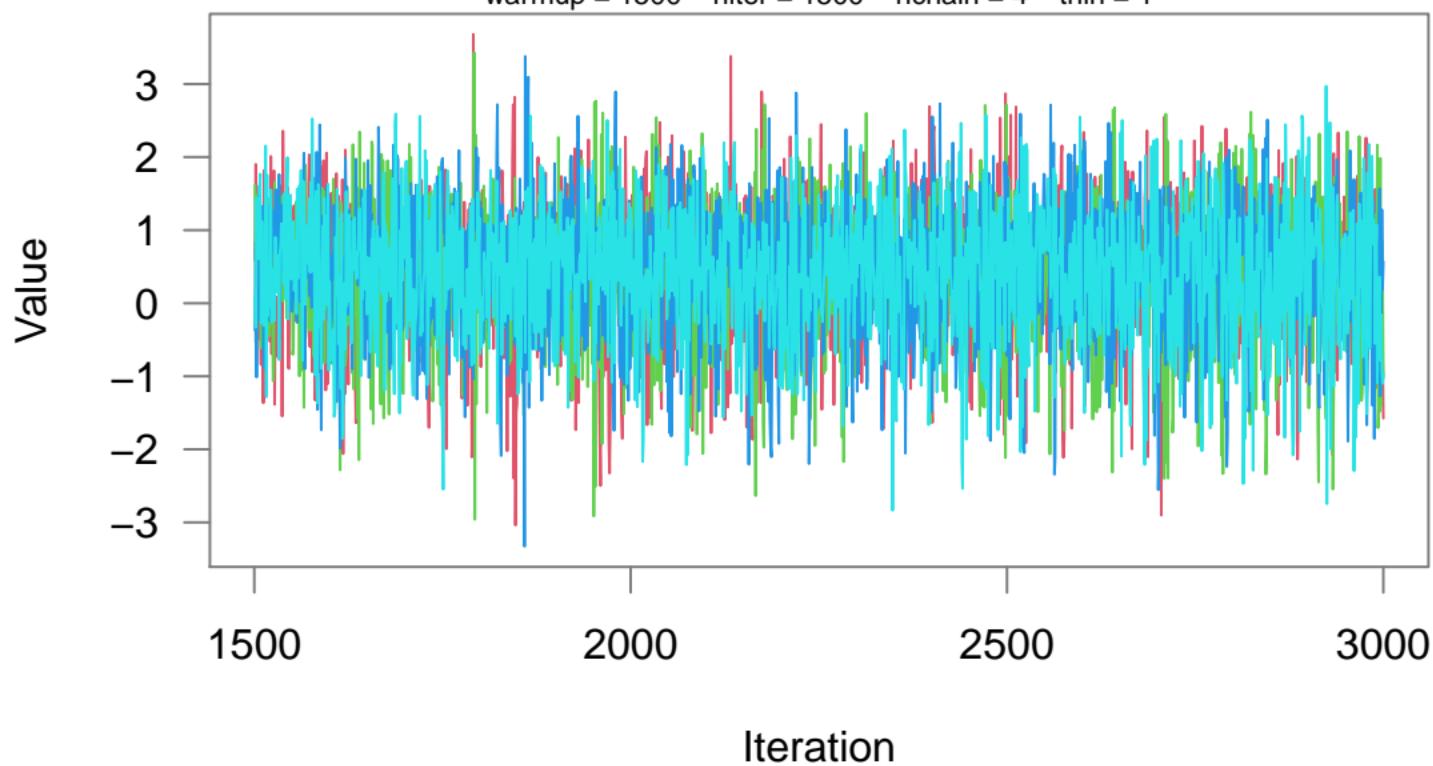
# **z\_4[1,16]**

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



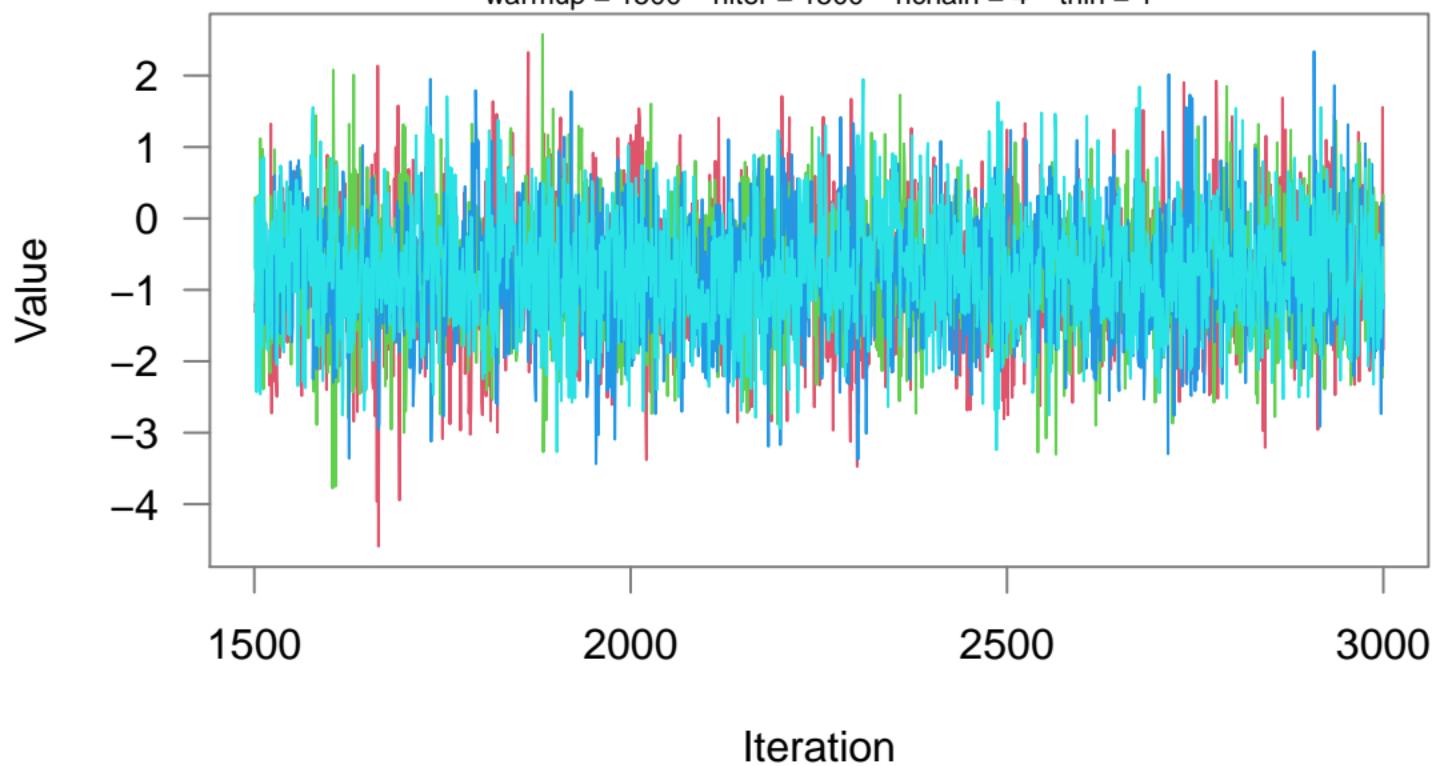
# **z\_4[1,17]**

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



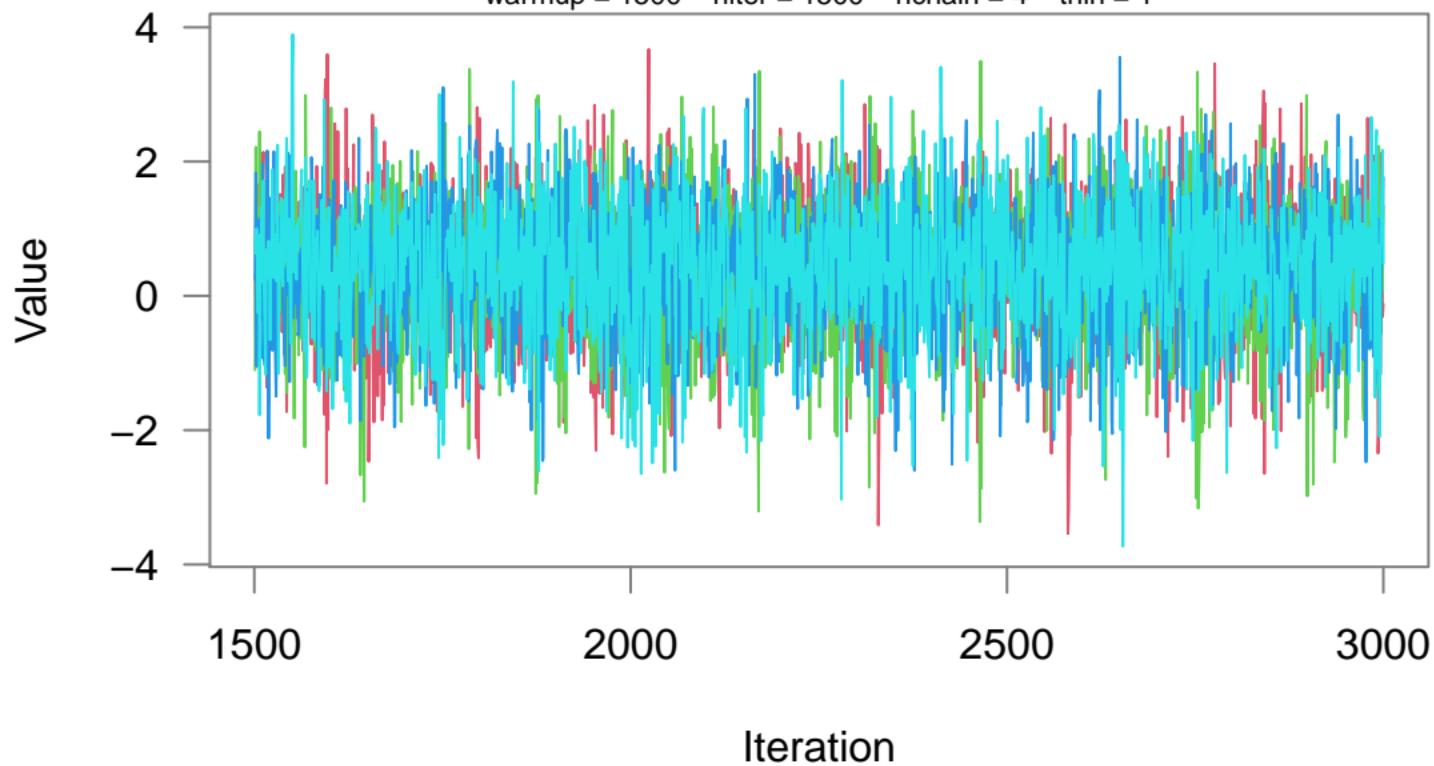
# **z\_4[1,18]**

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



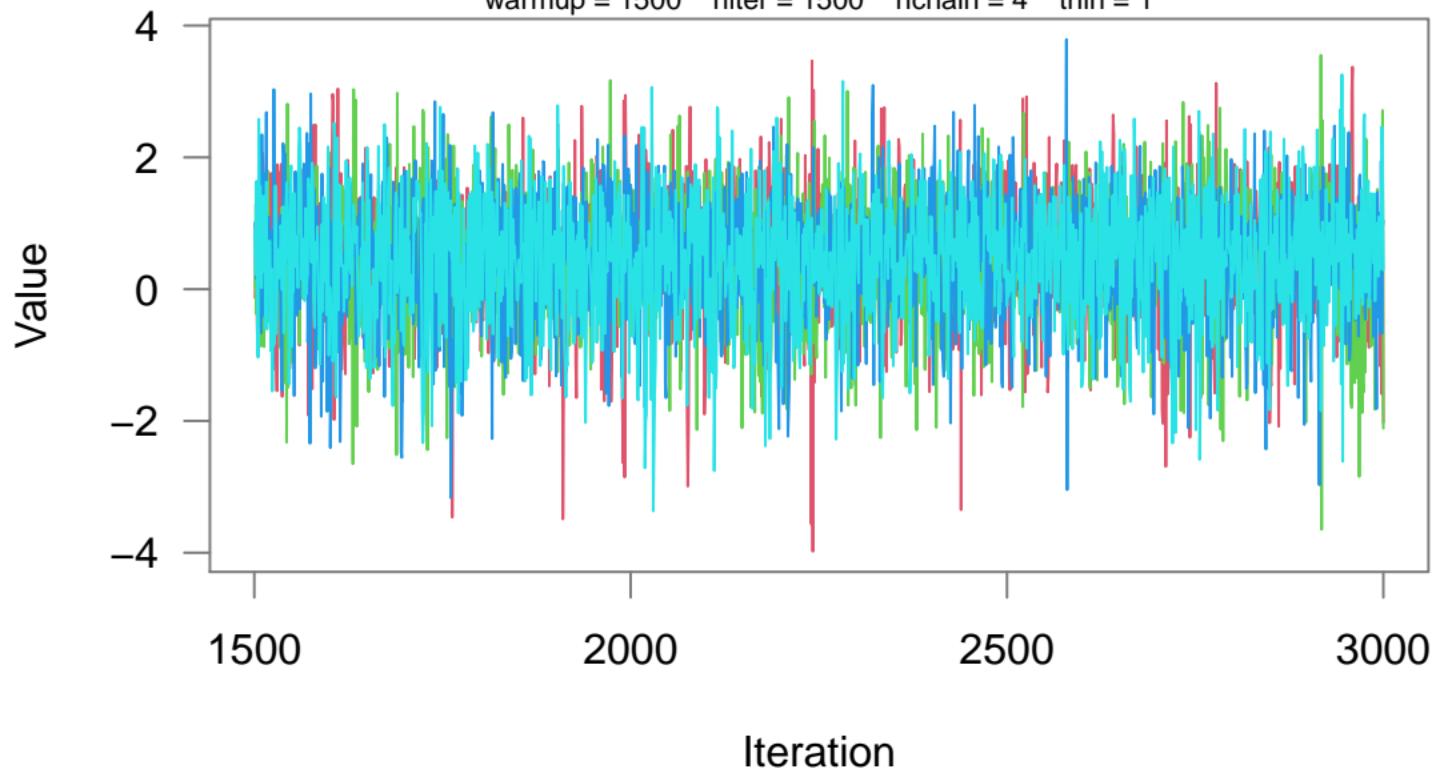
# **z\_4[1,19]**

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



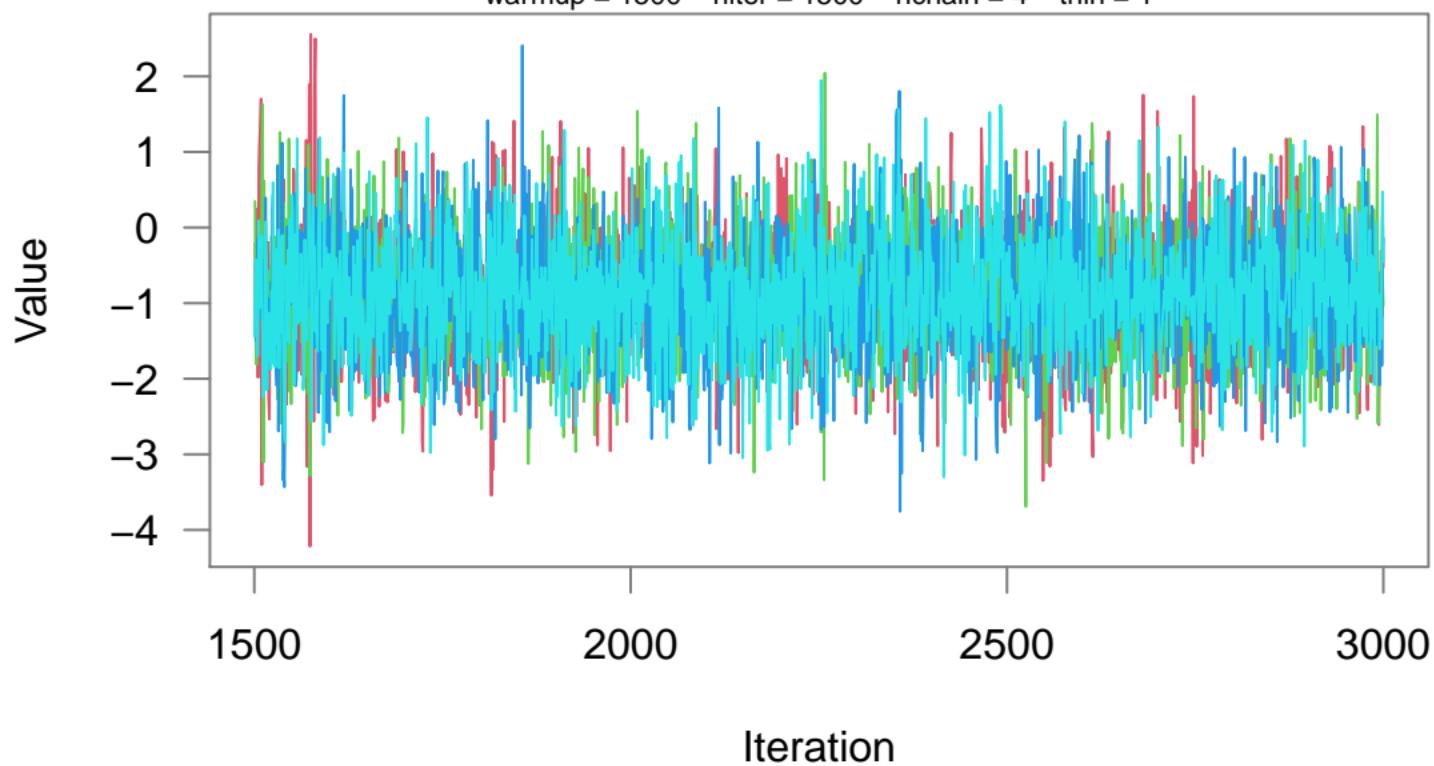
## **z\_4[1,20]**

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



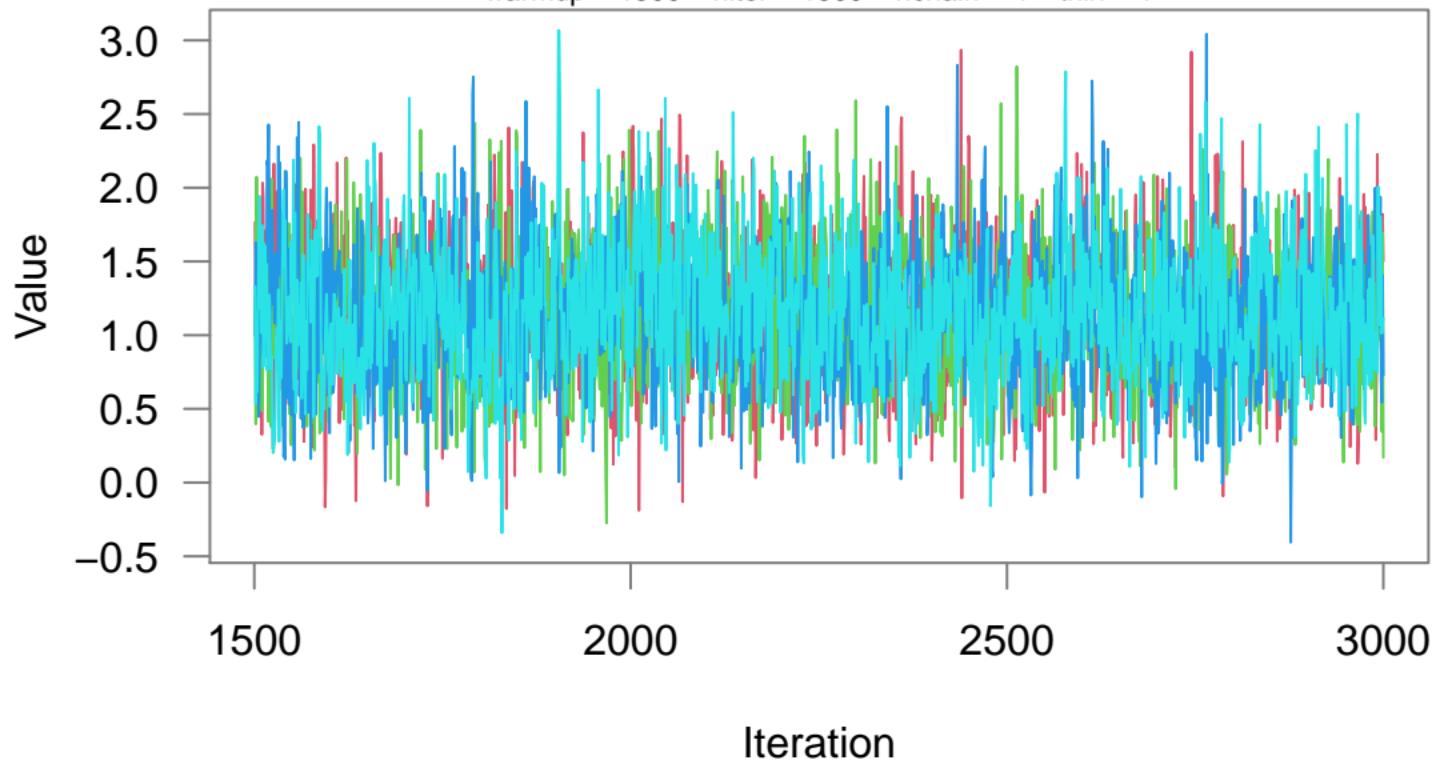
# **z\_4[1,21]**

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



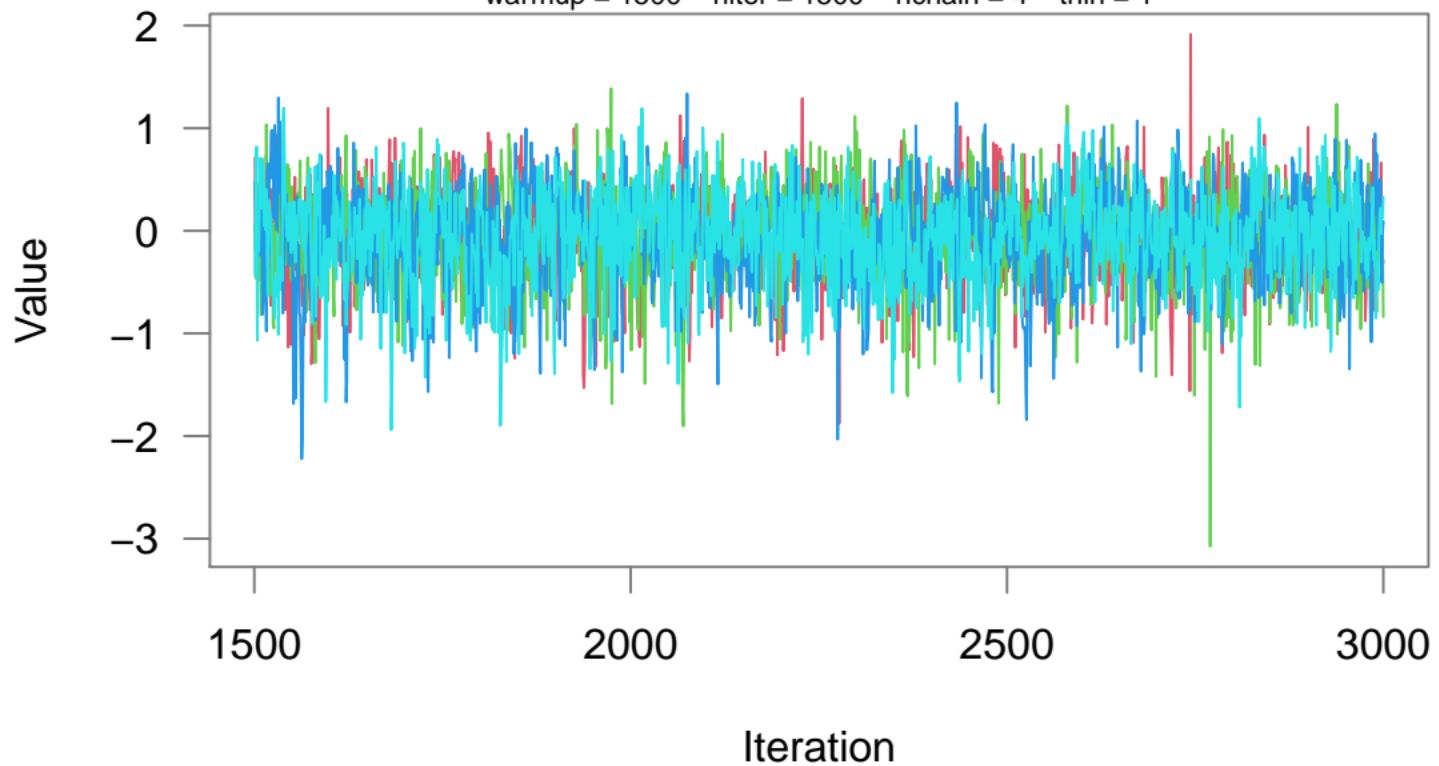
# **z\_4[1,22]**

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



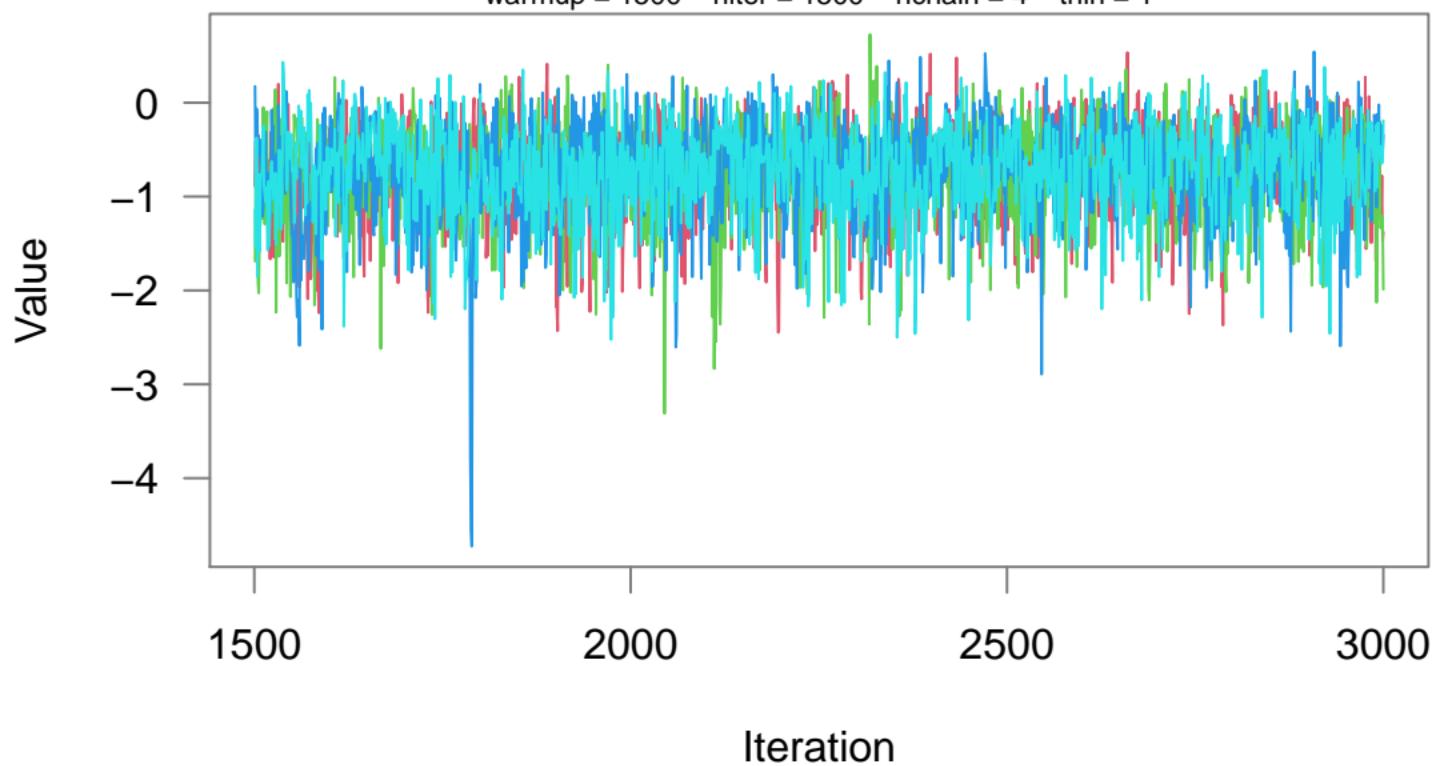
## **z\_4[1,23]**

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



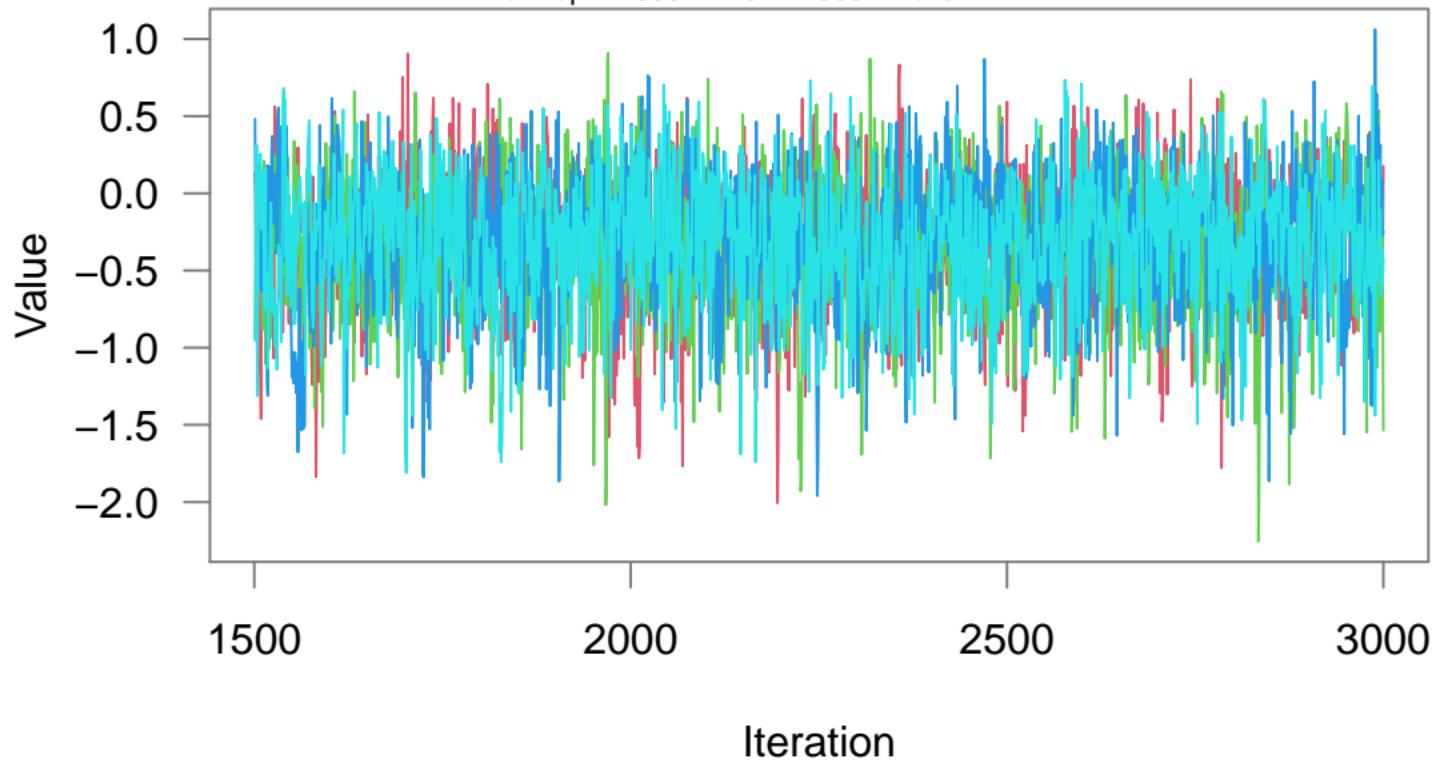
# **z\_4[1,24]**

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



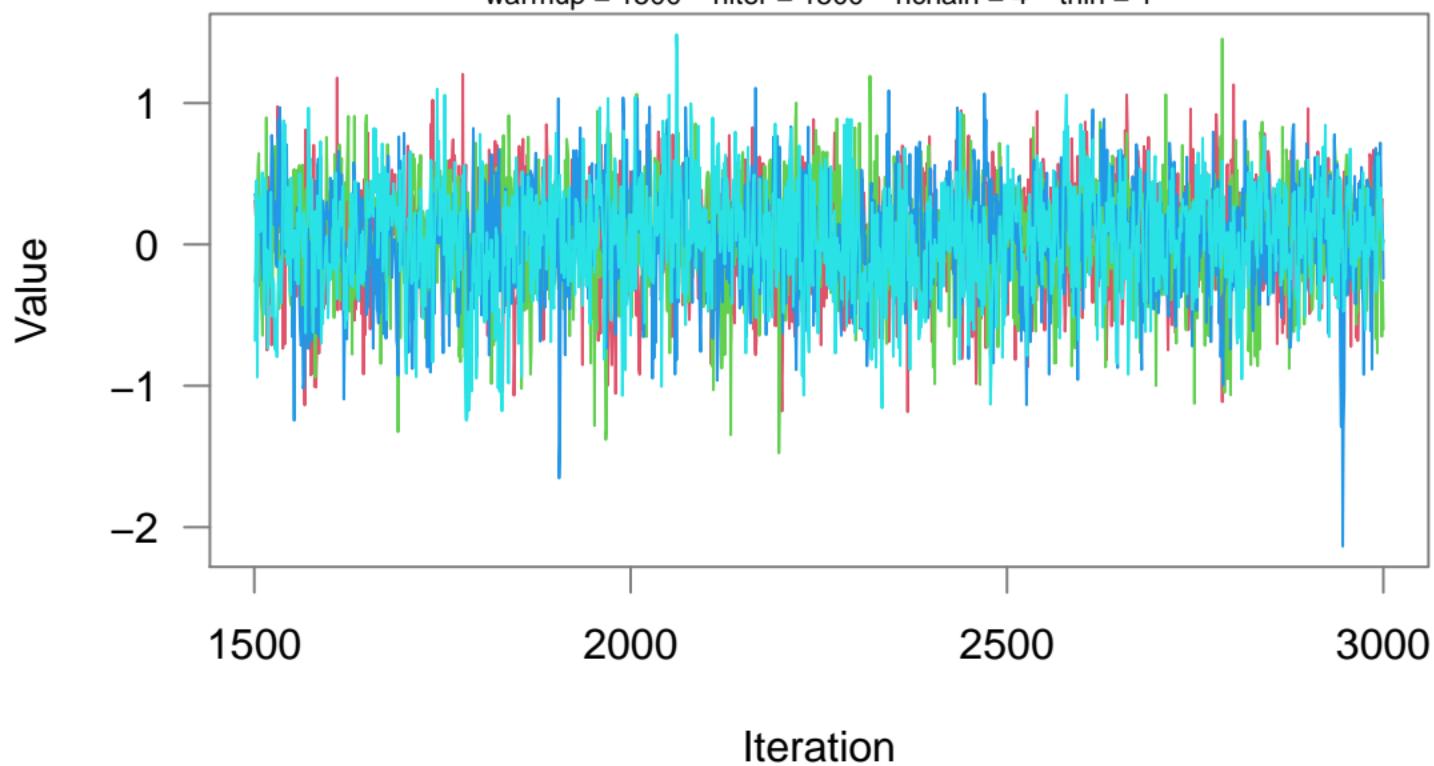
# **z\_4[1,25]**

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



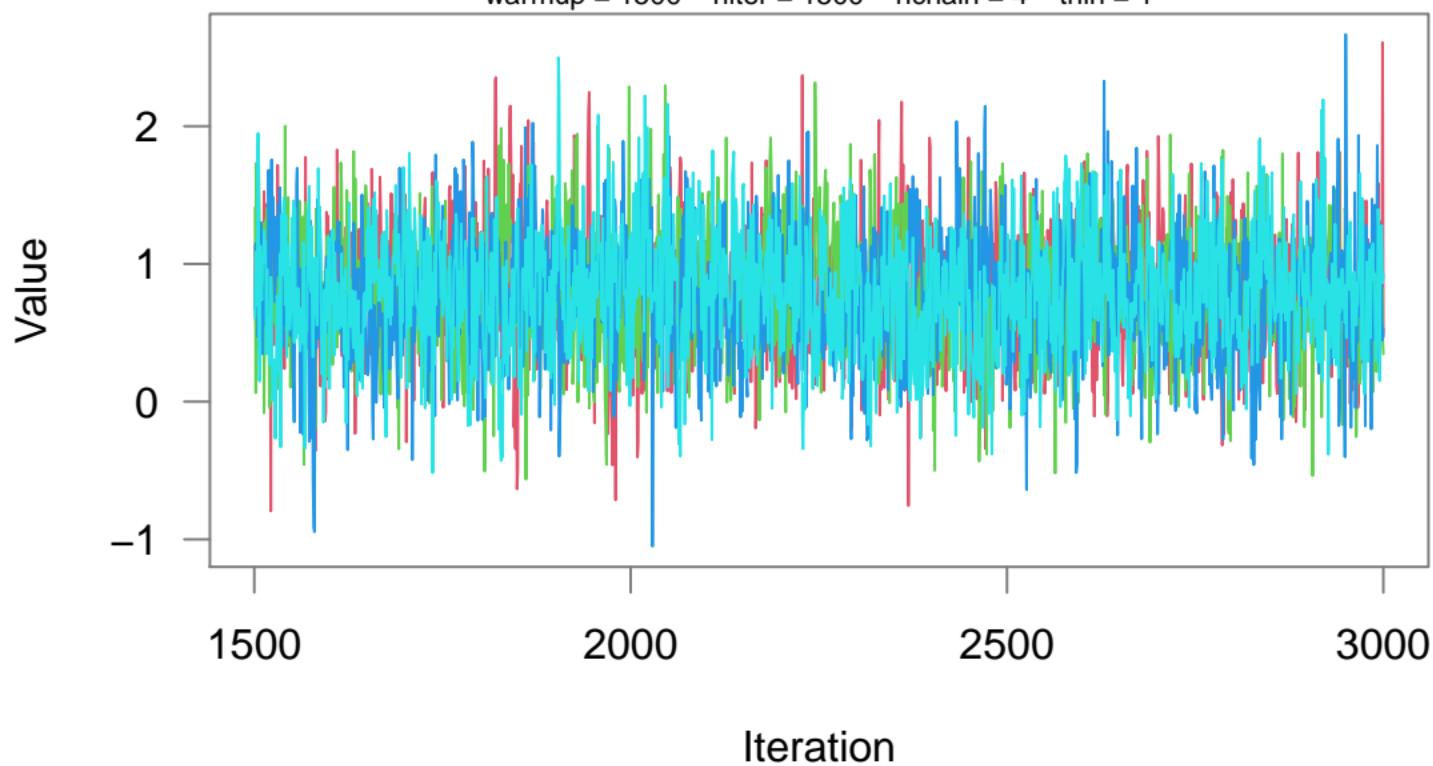
# **z\_4[1,26]**

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



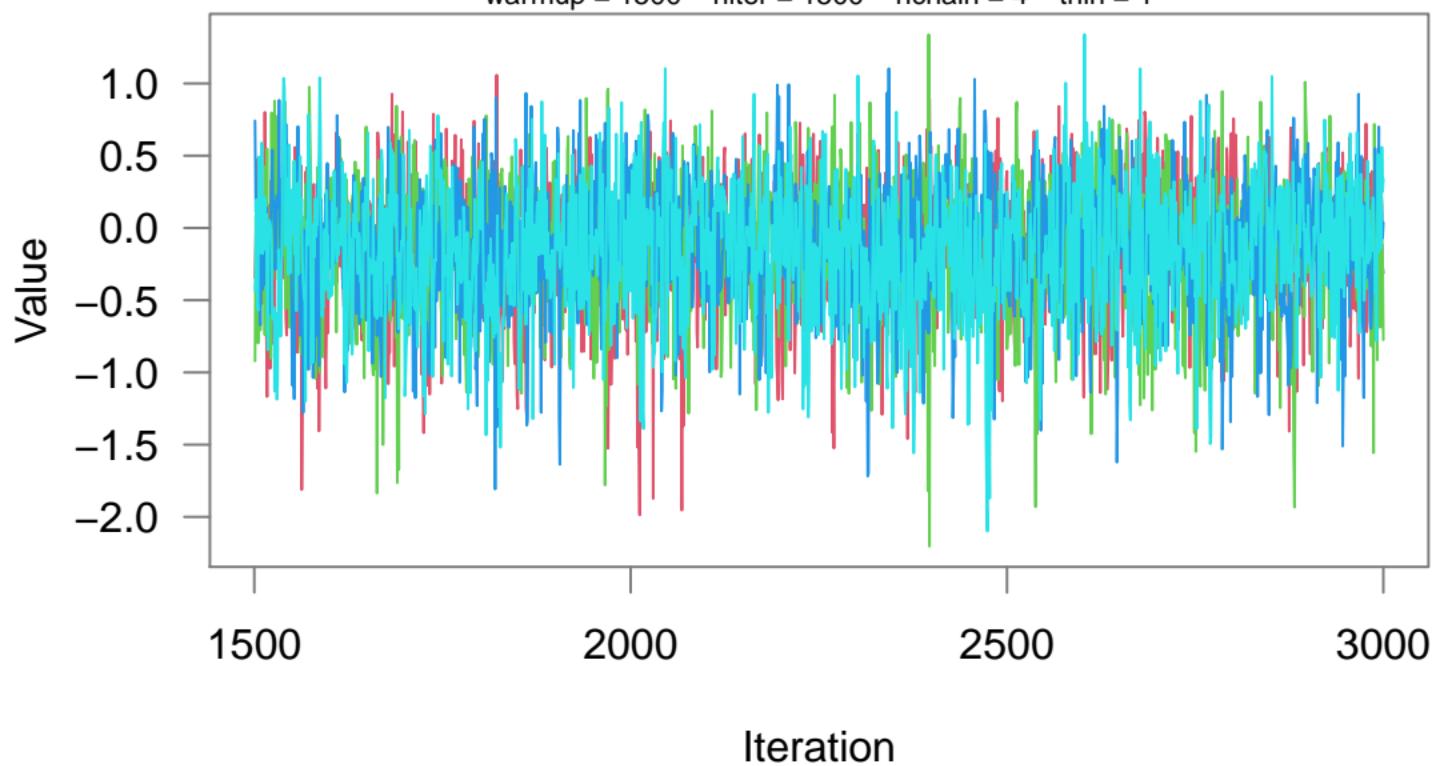
# **z\_4[1,27]**

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

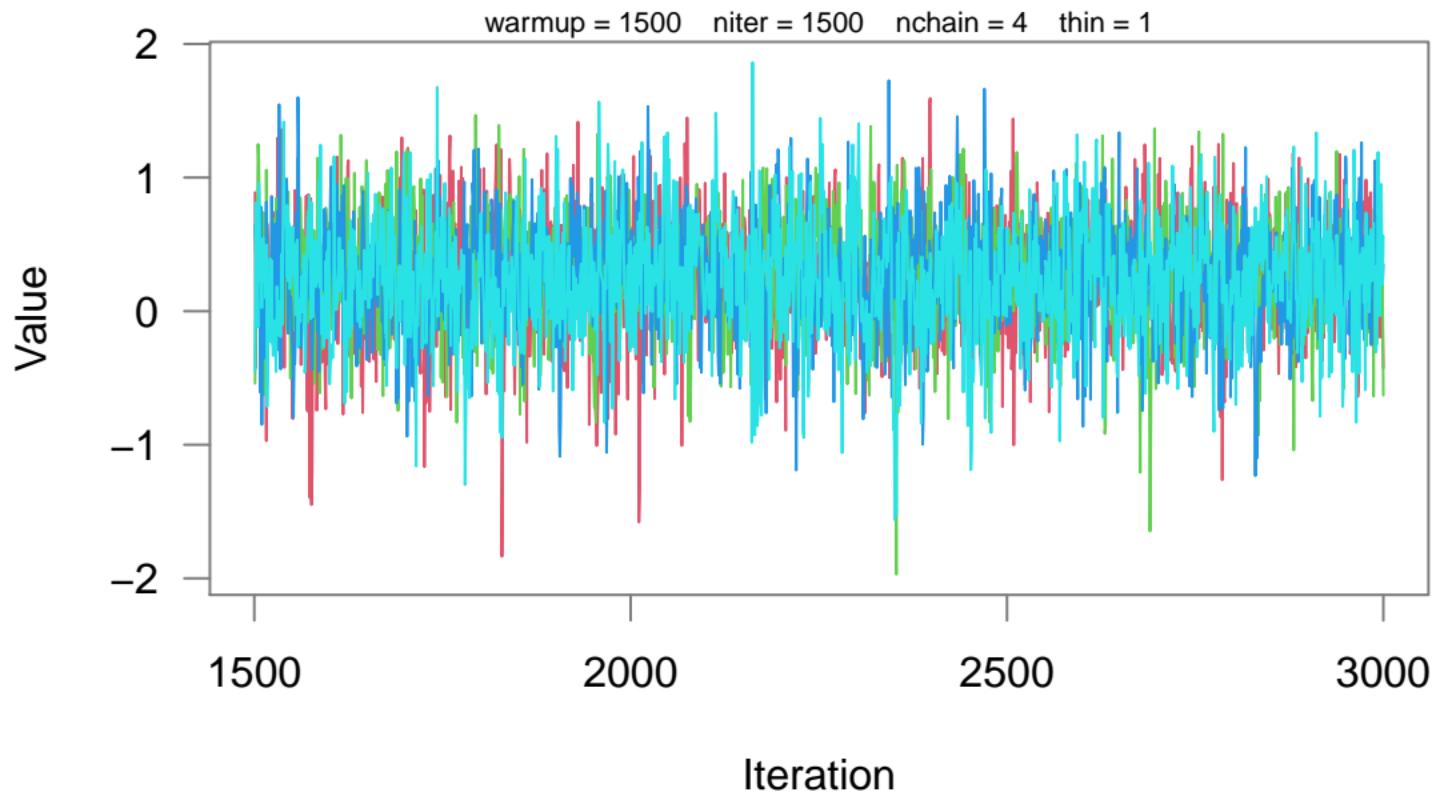


# **z\_4[1,28]**

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

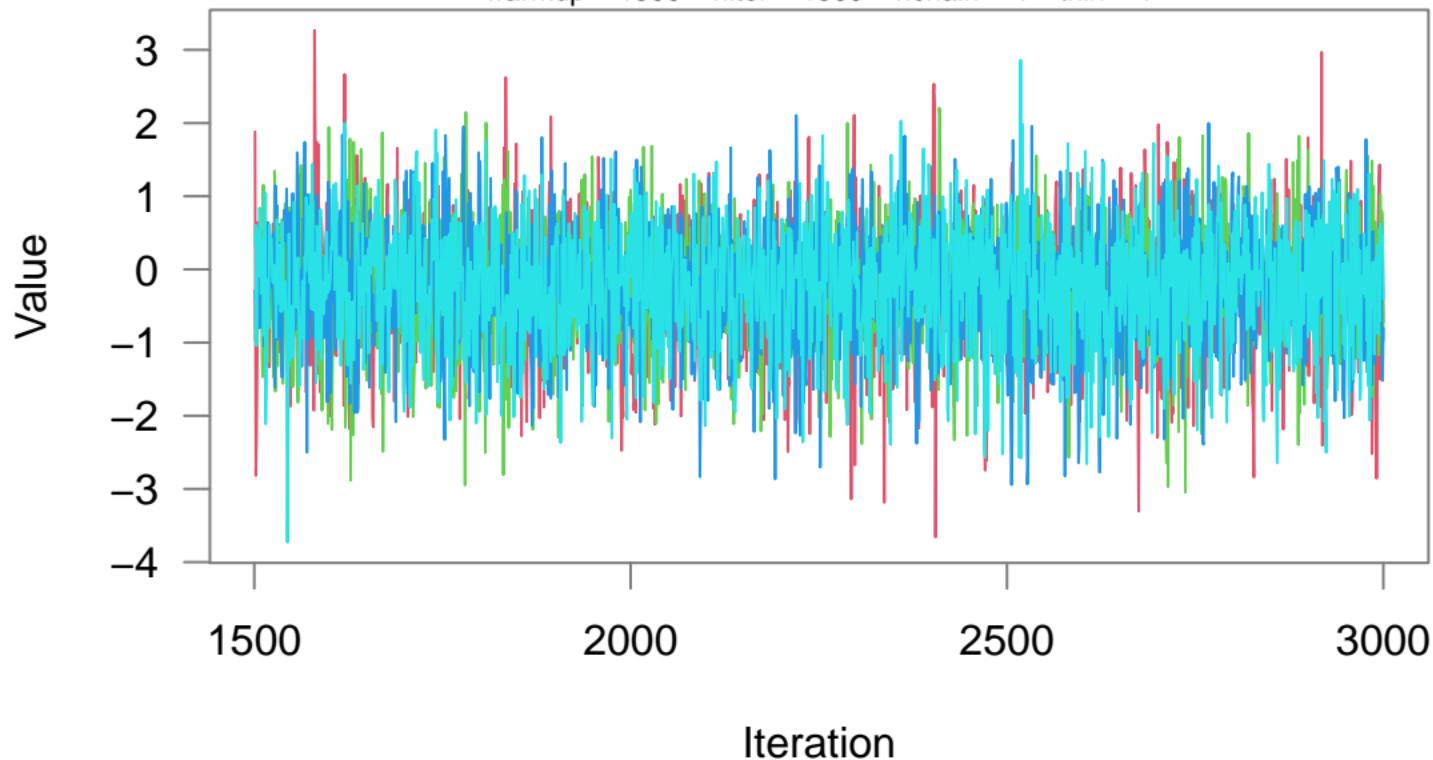


# **z\_4[1,29]**



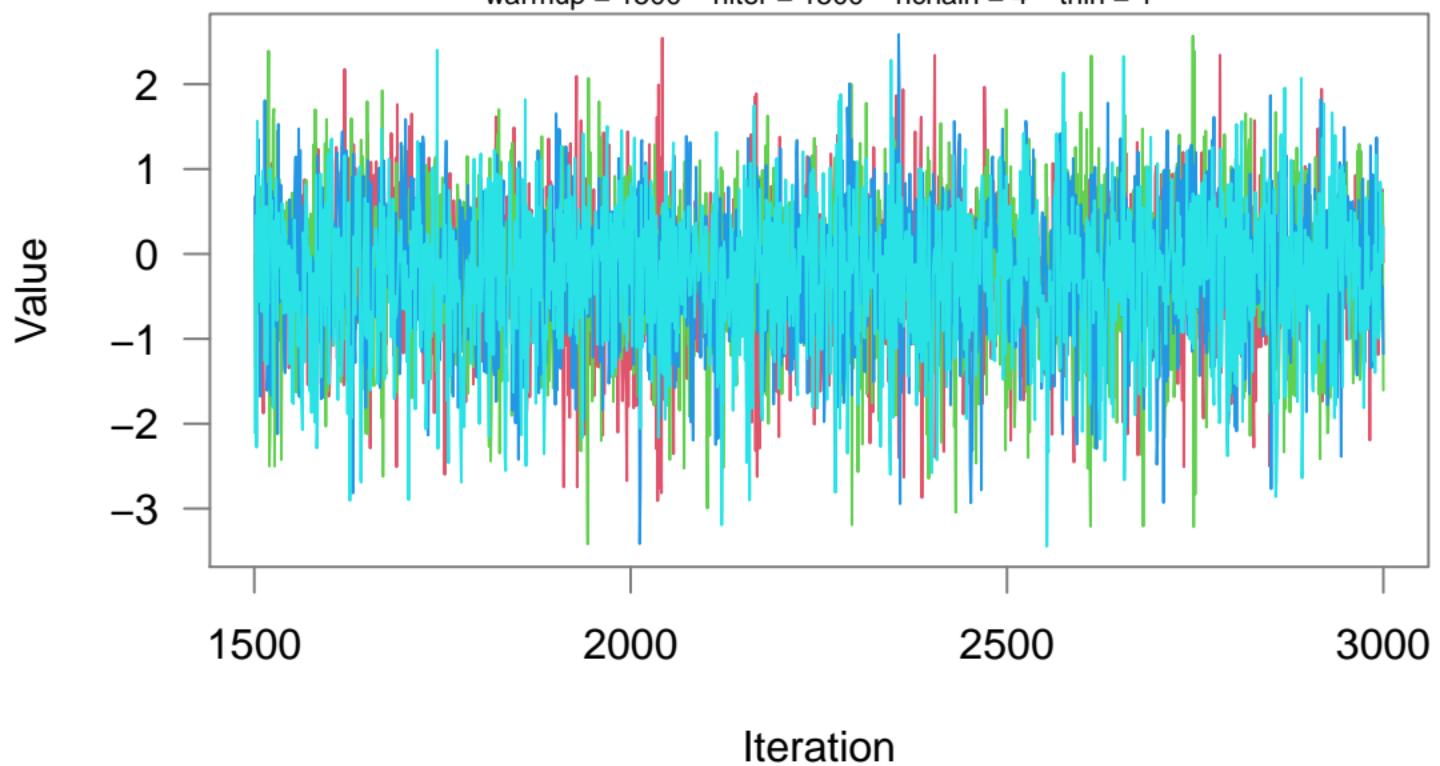
# **z\_4[1,30]**

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



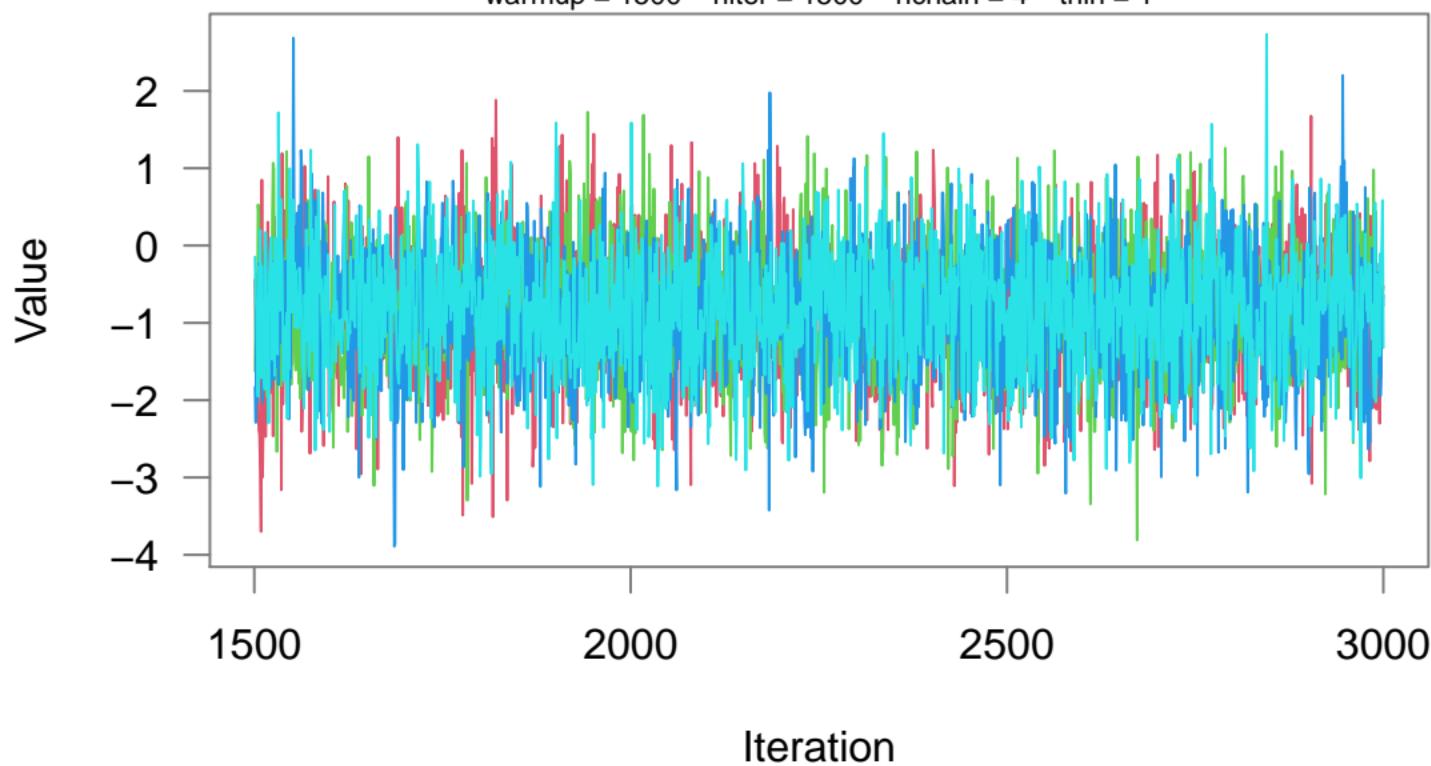
# **z\_4[1,31]**

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



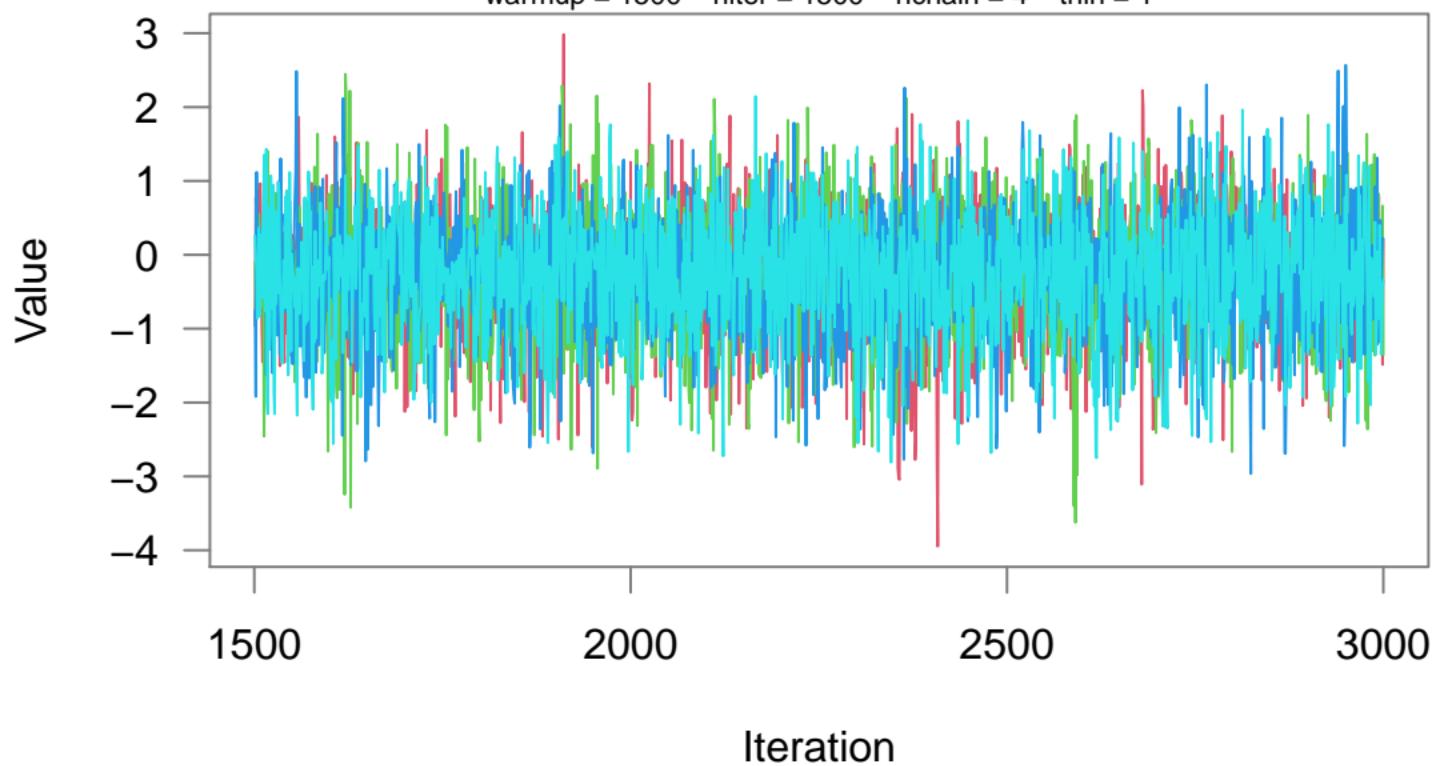
# **z\_4[1,32]**

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



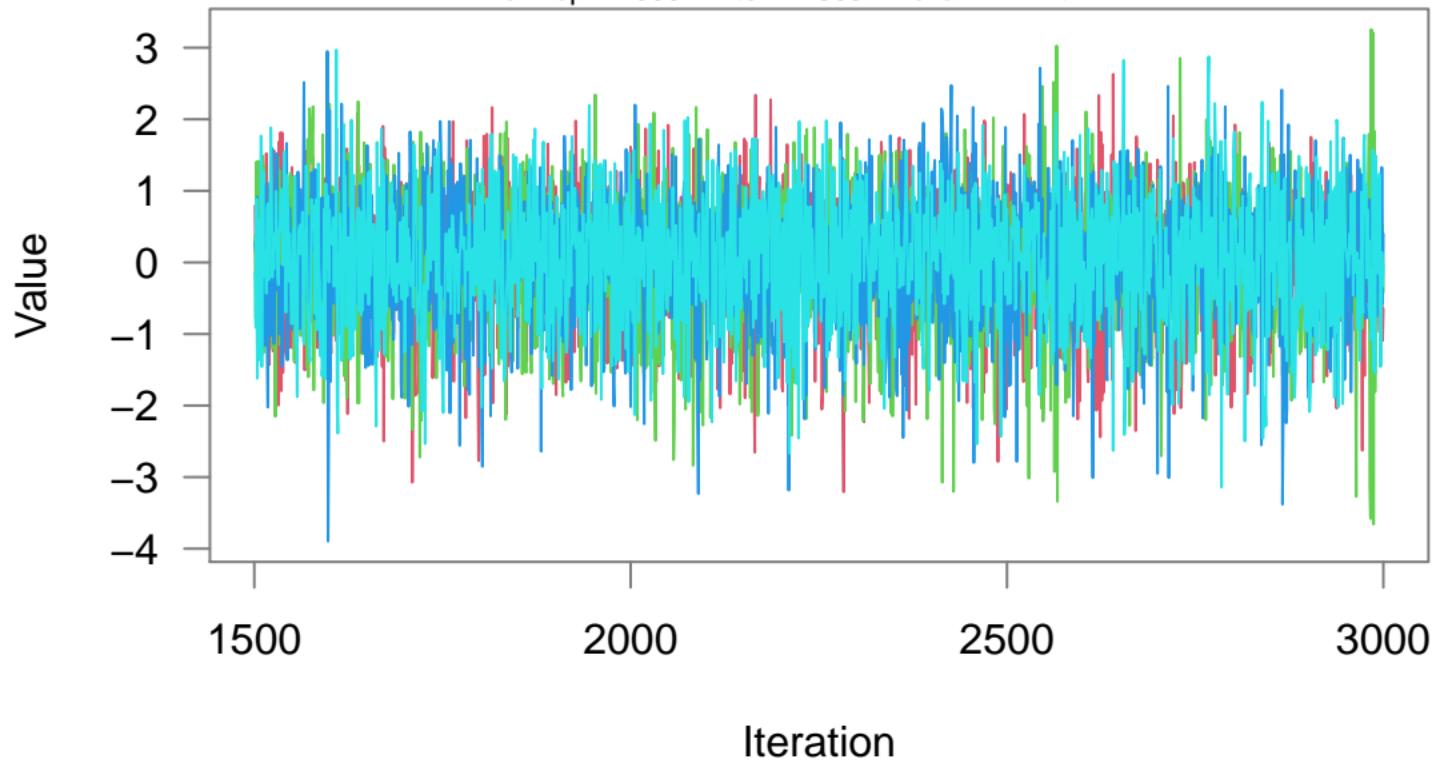
# **z\_4[1,33]**

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



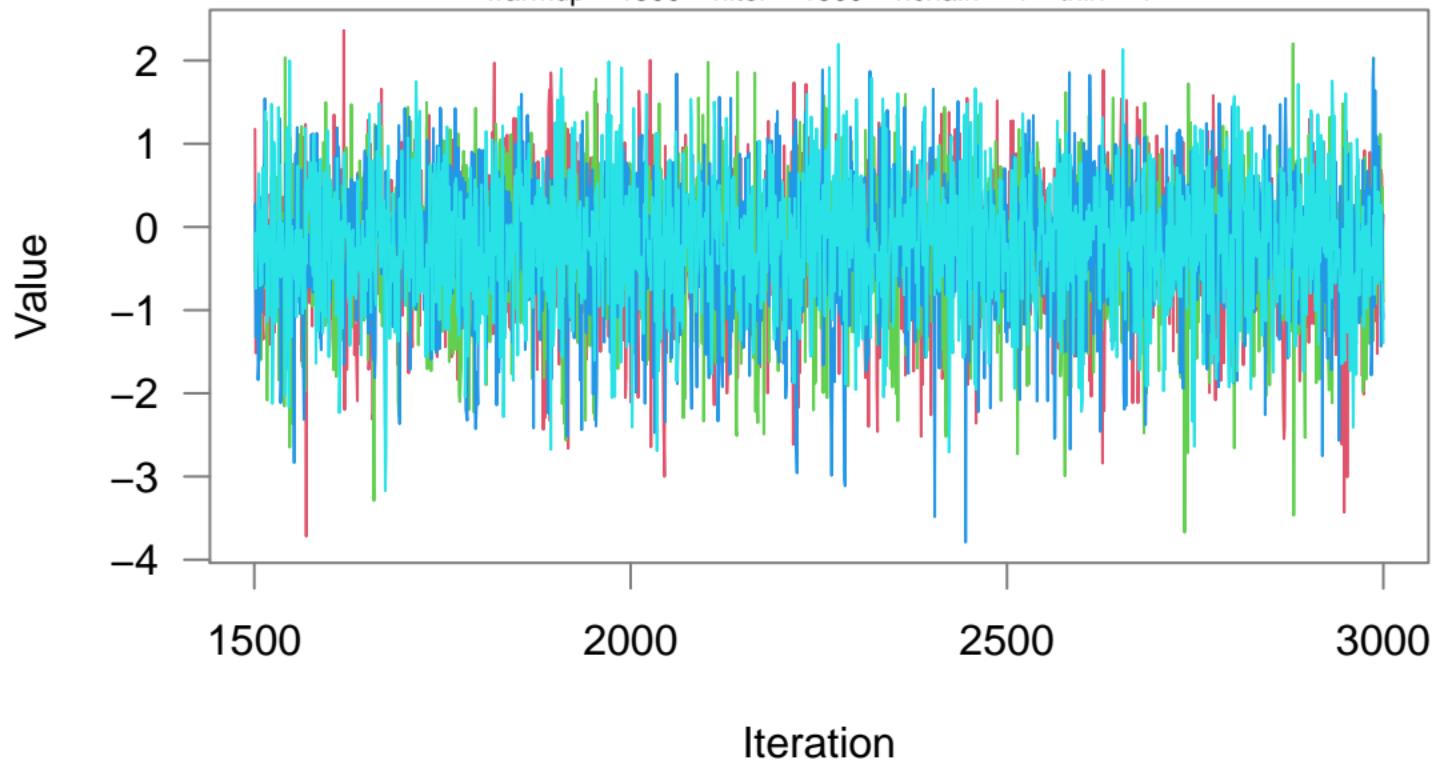
# **z\_4[1,34]**

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



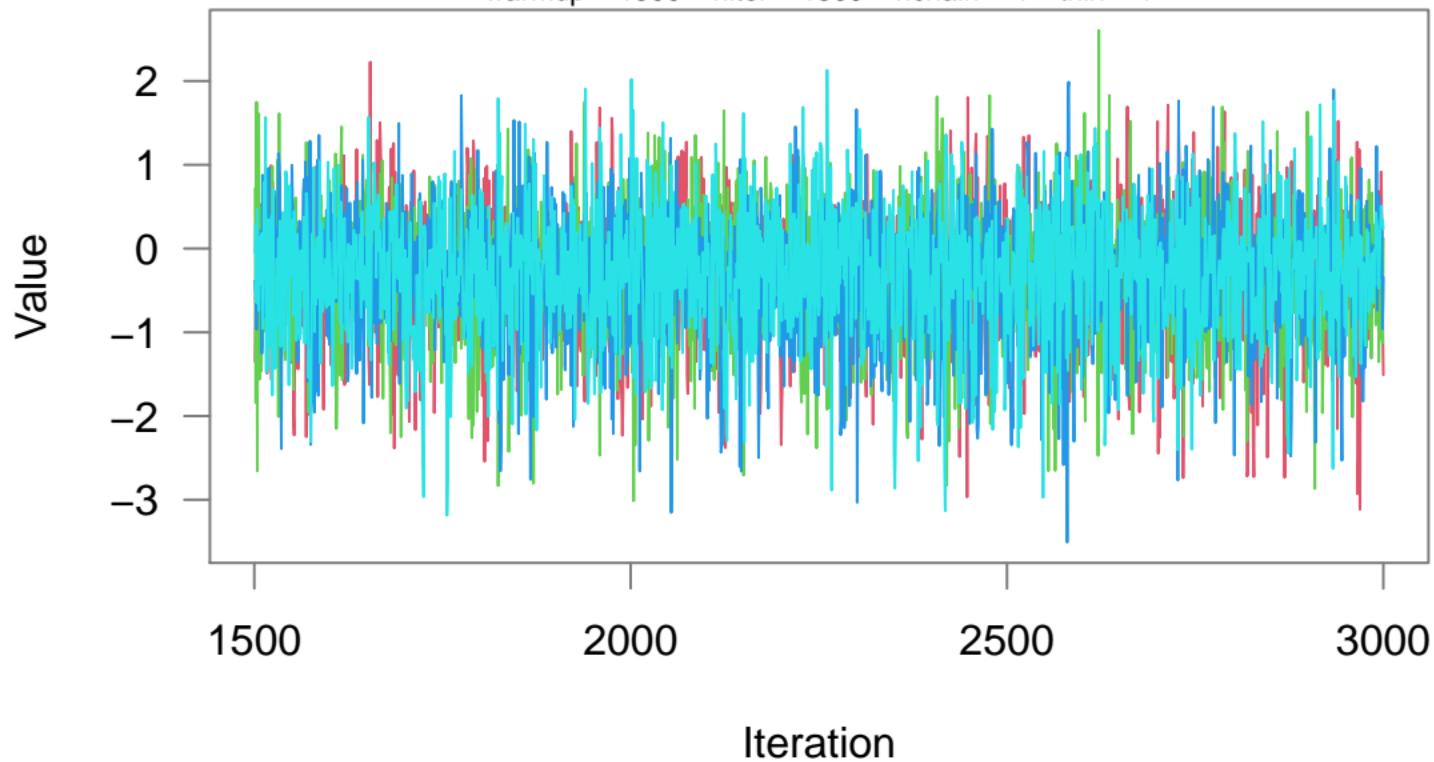
# **z\_4[1,35]**

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



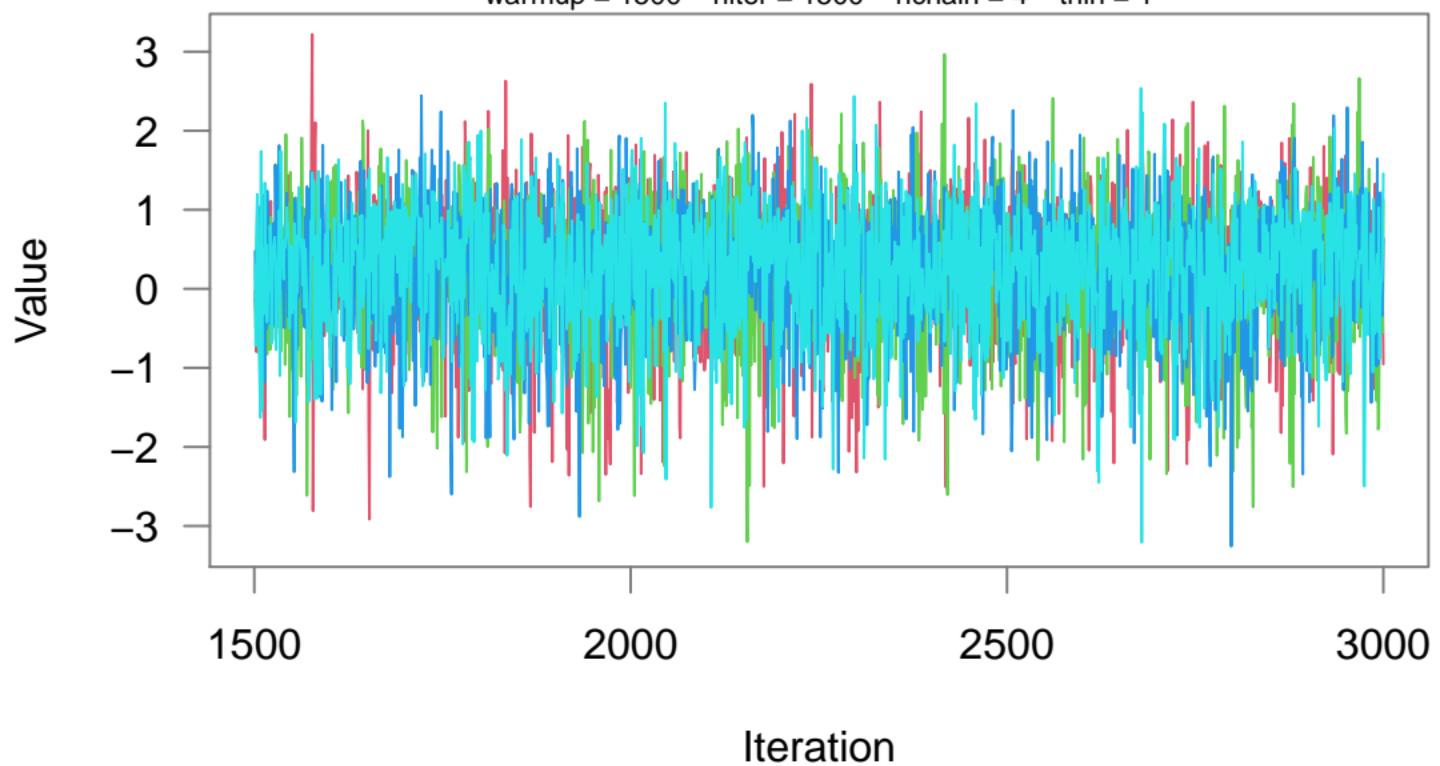
## **z\_4[1,36]**

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



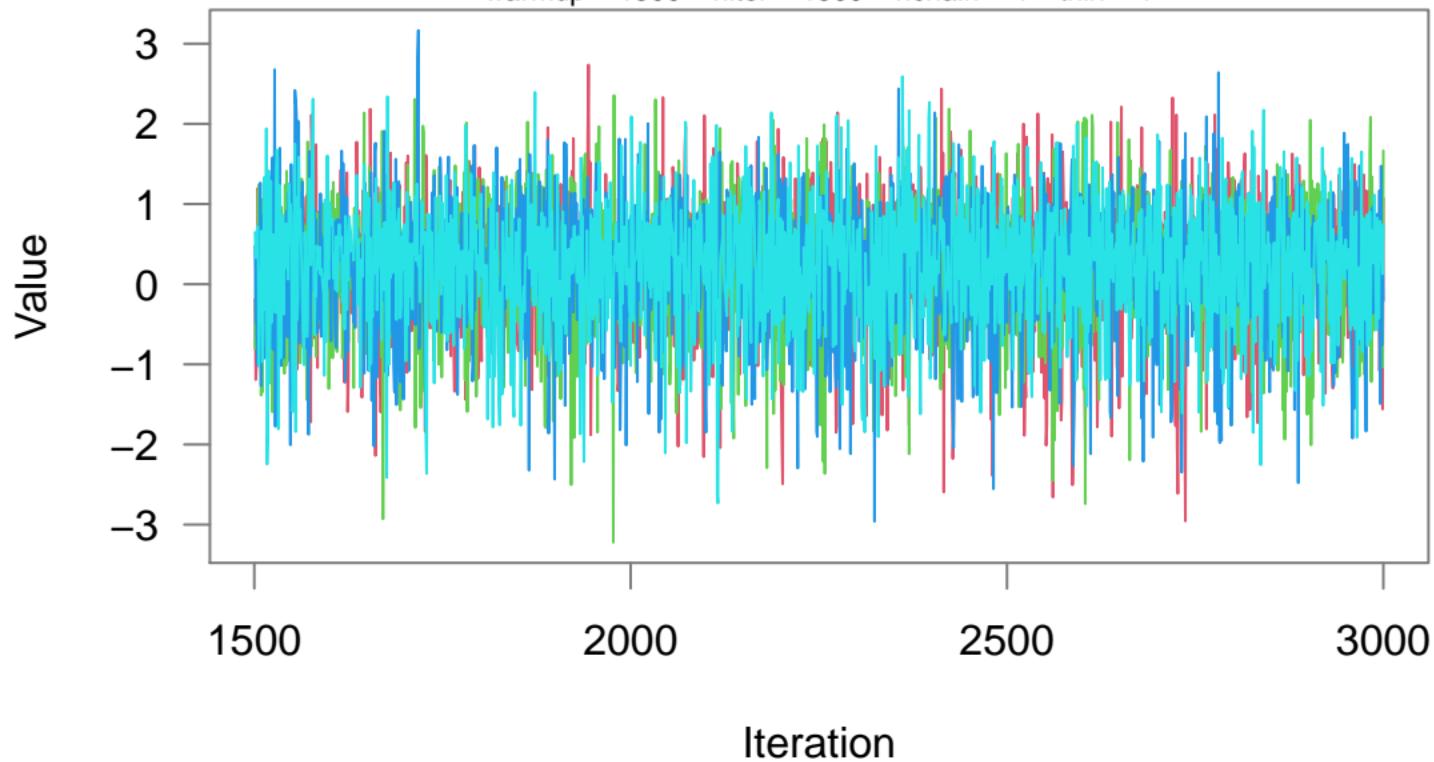
# **z\_4[1,37]**

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



# **z\_4[1,38]**

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



# **z\_4[1,39]**

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

