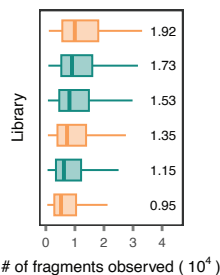


d

control perturbed



e

Fixed effect (latent.vars) Random effect (GLMM)

