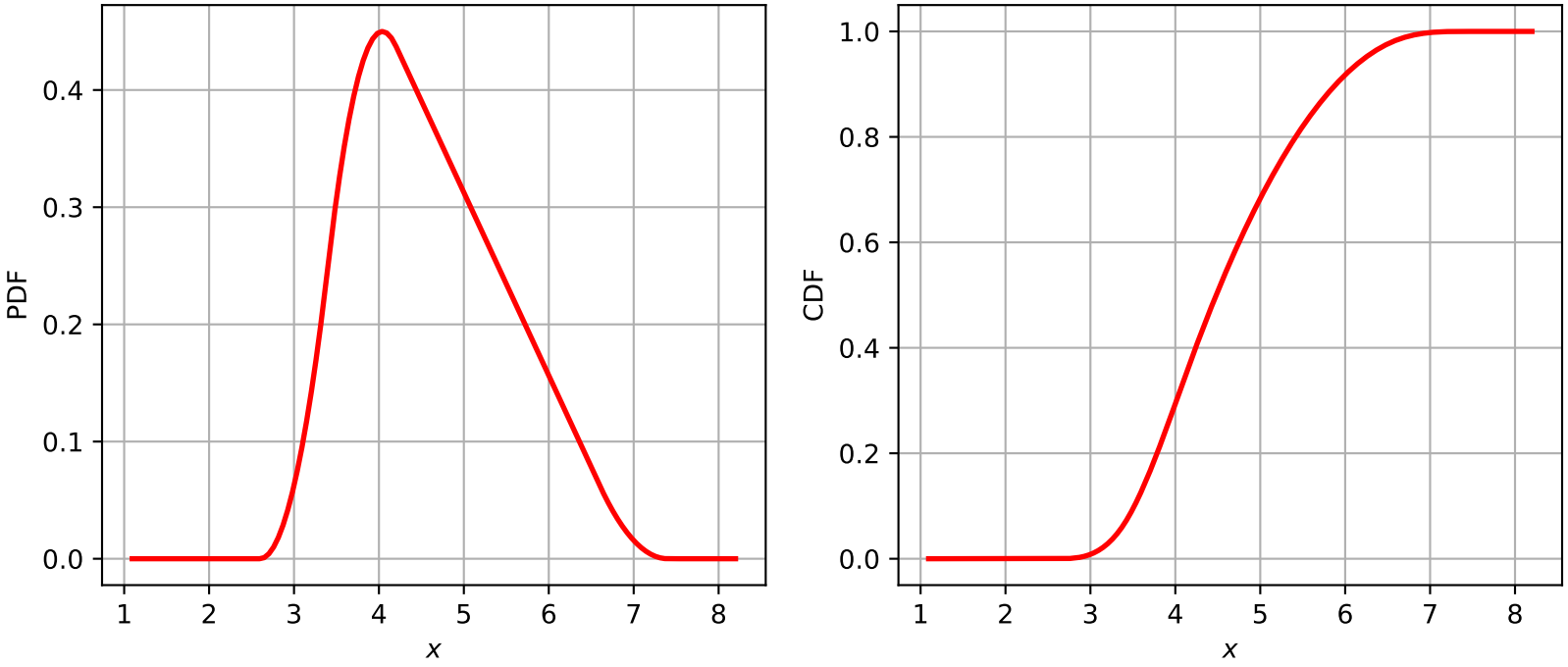RandomMixture(0.8 * Triangular(a = 0, m = 1, b = 5) + Uniform(a = 2.6, b = 3.4))