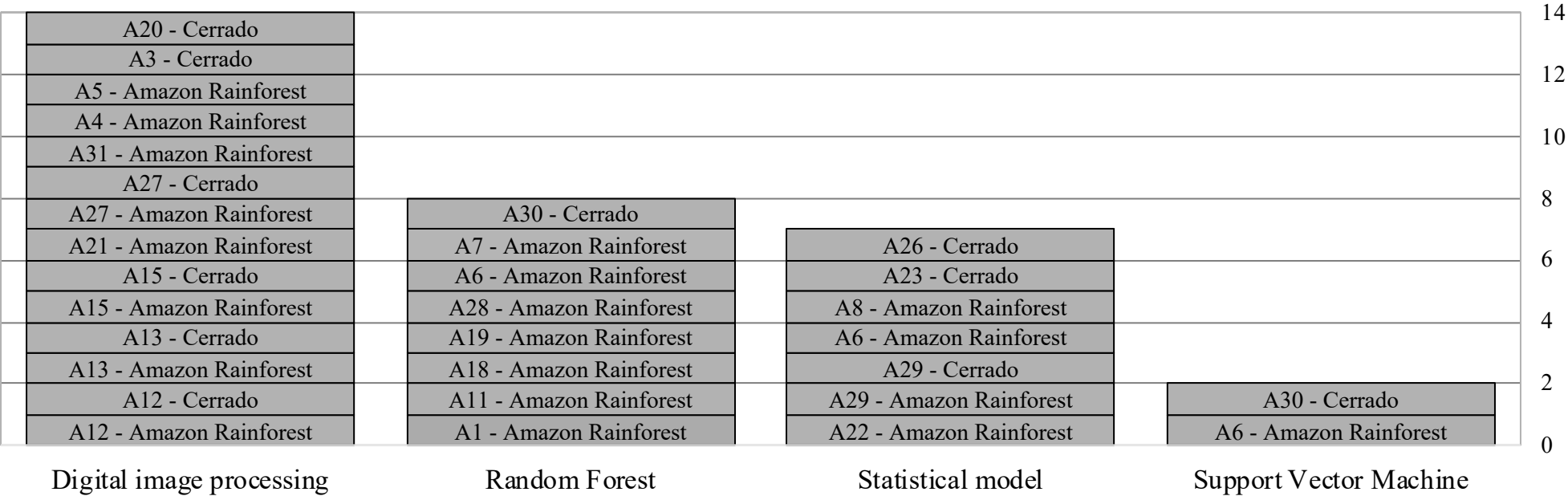


Biomes used in each computational technique

Biomes



Computational technique