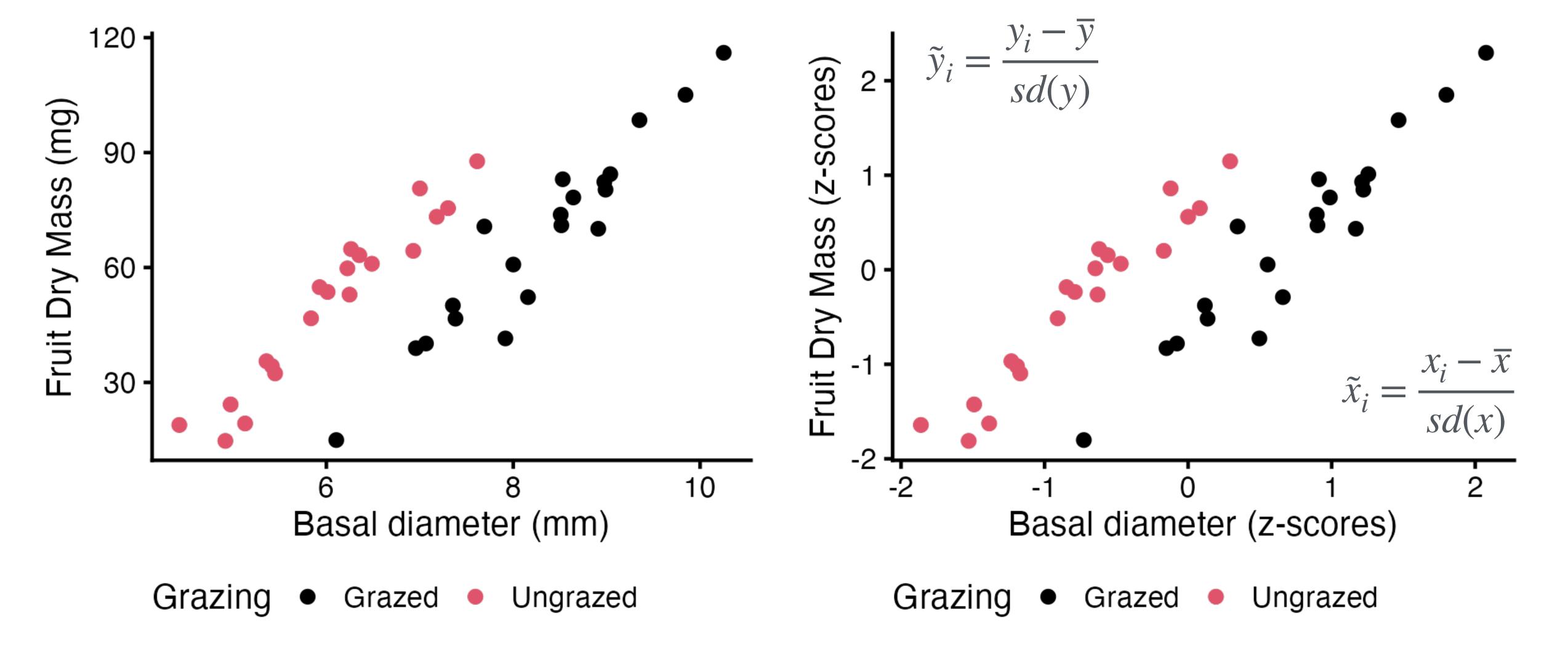
Scale variables

Using standard deviation units makes everything simpler



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