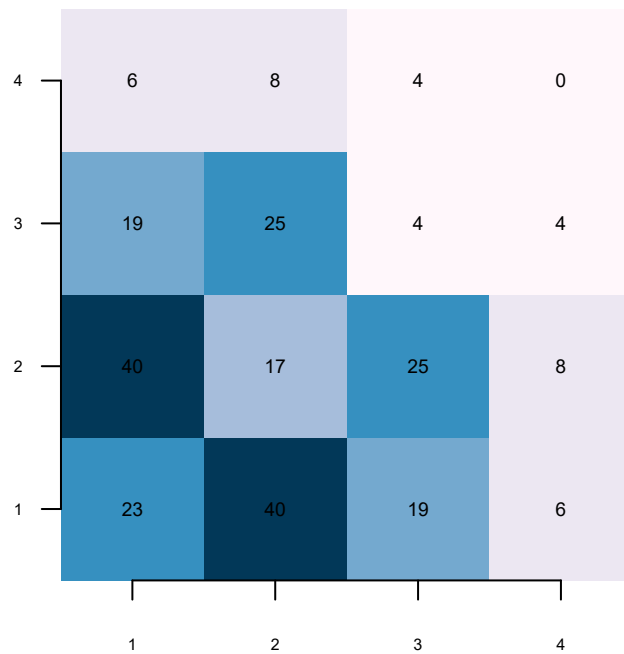


Mixing matrix (Conflict)



Mixing matrix (Random)