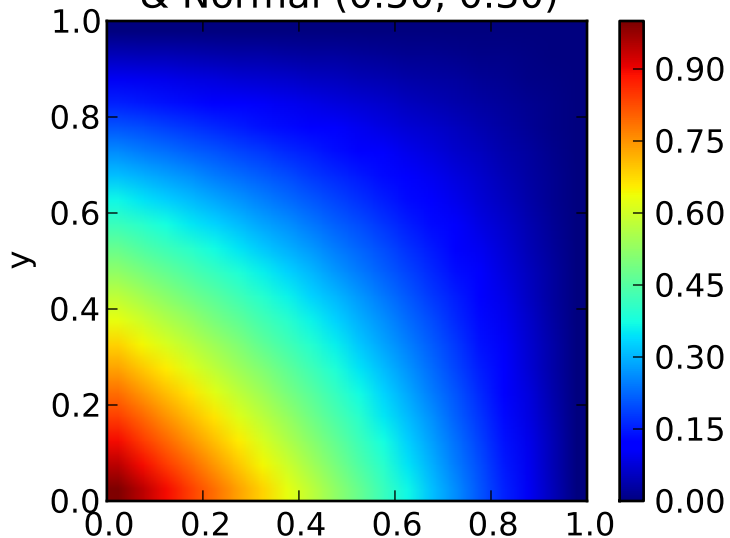
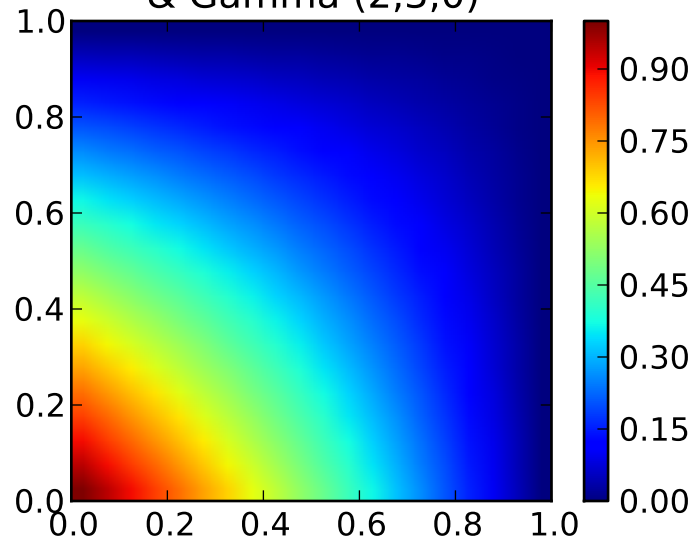


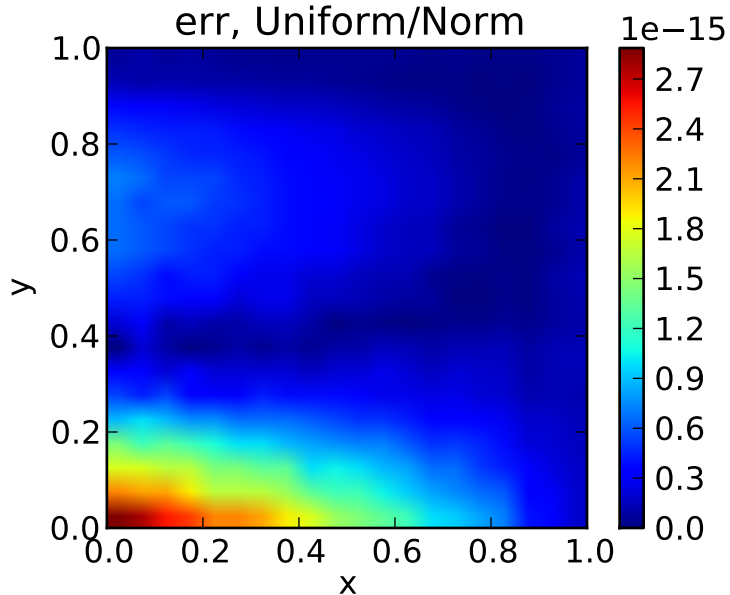
Uniform (0, 1)
& Normal (0.50, 0.30)



Beta (3, 2, 0, 1)
& Gamma (2,3,0)



err, Uniform/Norm



err, Gamma/Beta

