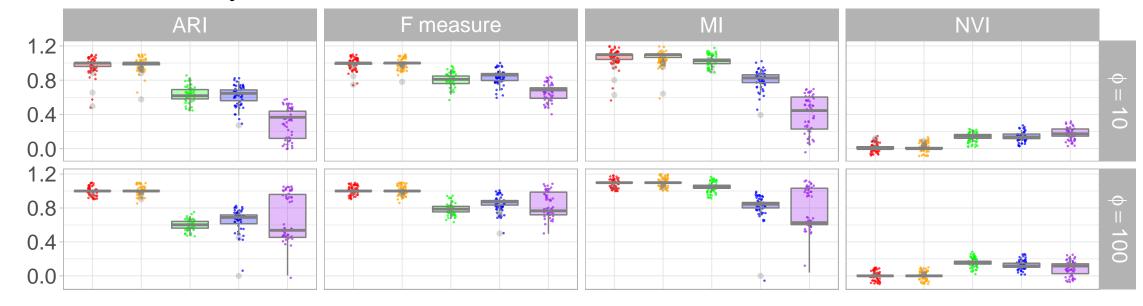
(a) With GLC dynamics



(b) With SIR dynamics

