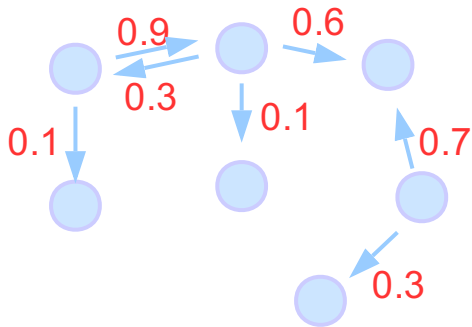
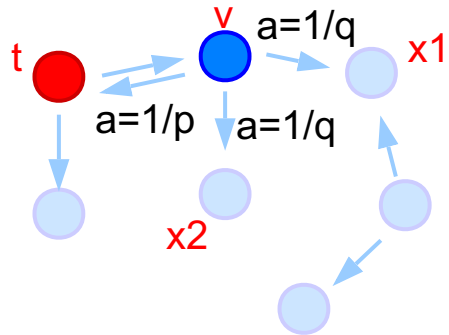


Unweighted



Weighted



Baised