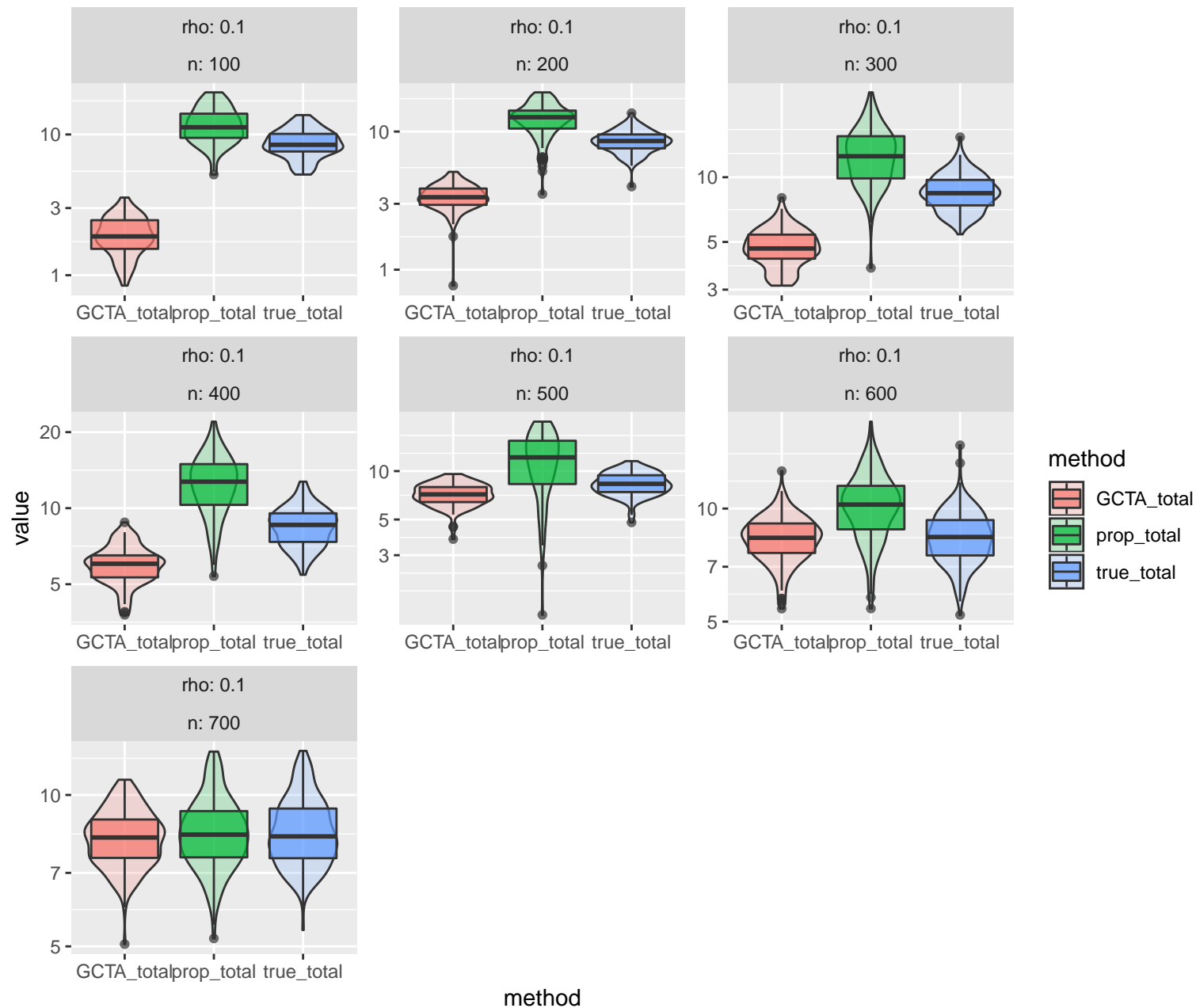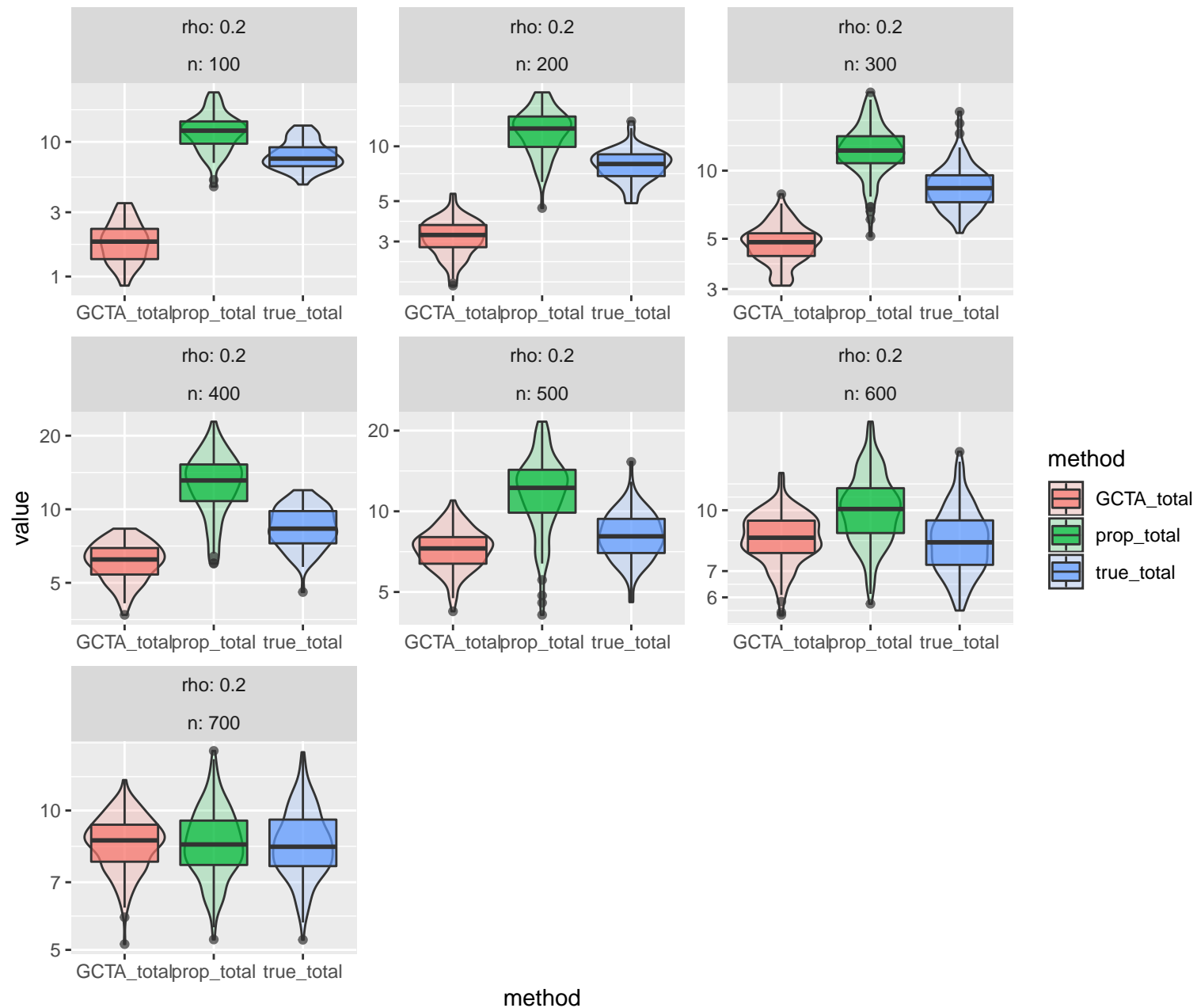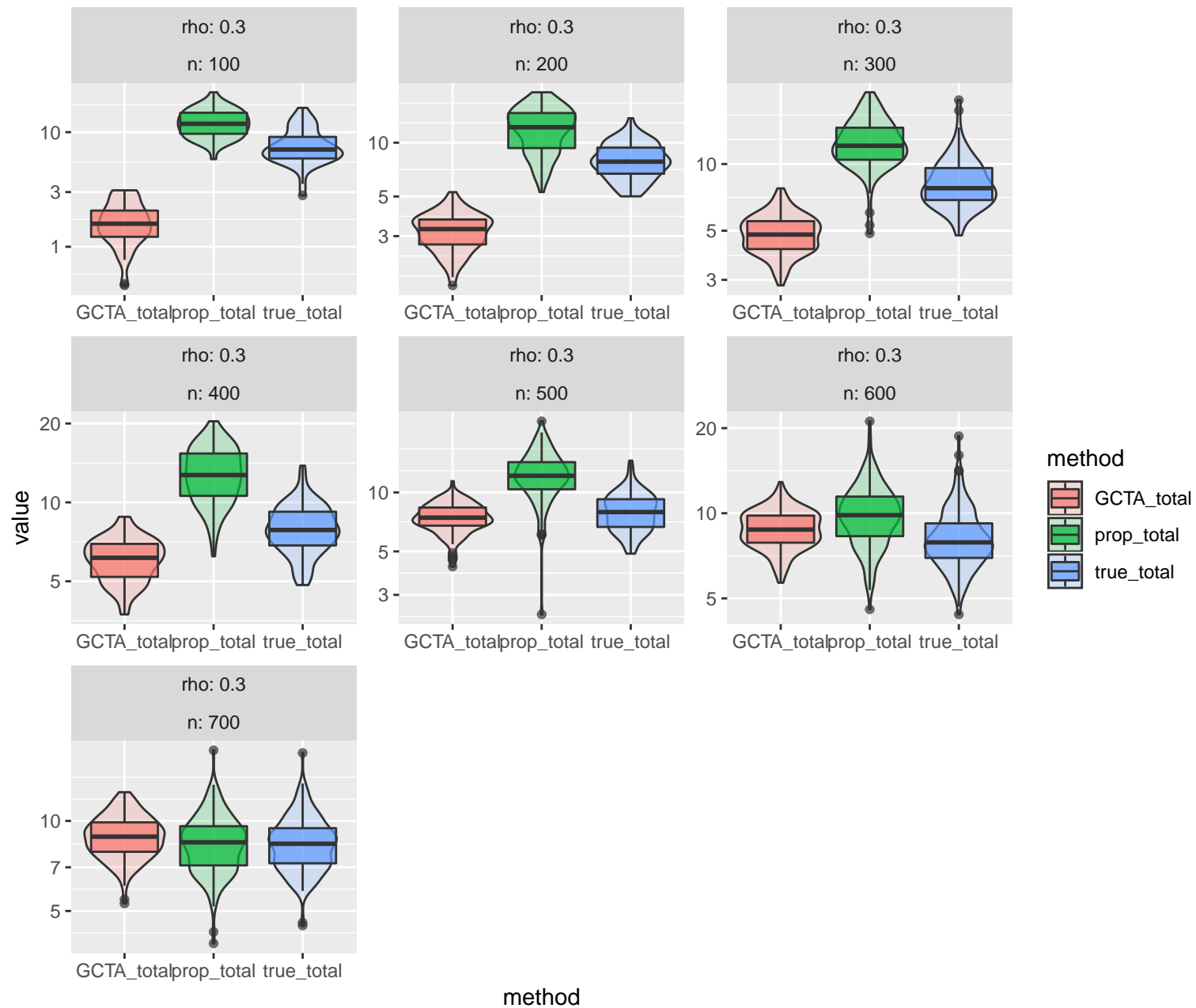Total effect with fixed main and random interactive PCA

Total effect with fixed main and random interactive PCA

Total effect with fixed main and random interactive PCA

Total effect with fixed main and random interactive PCA
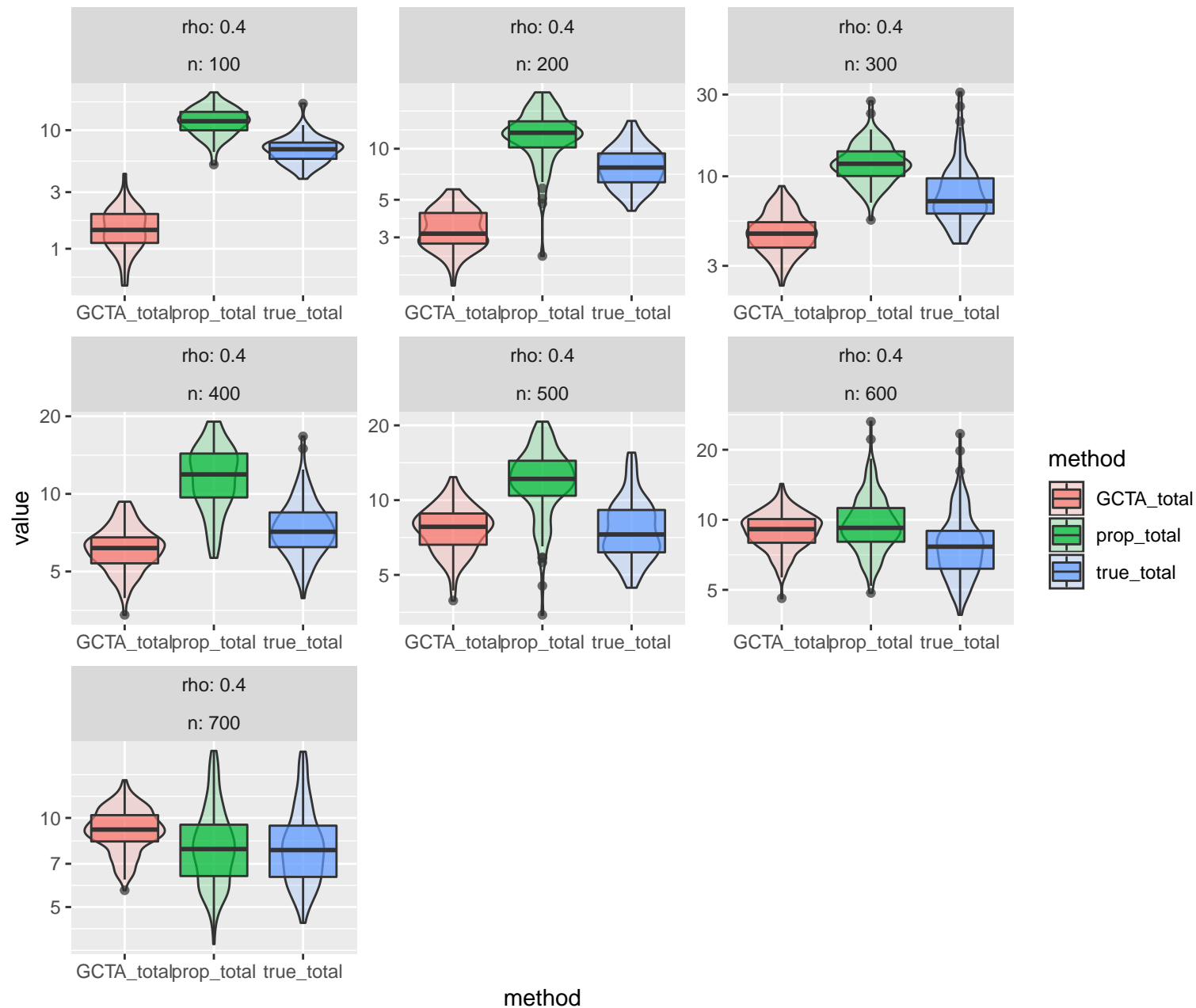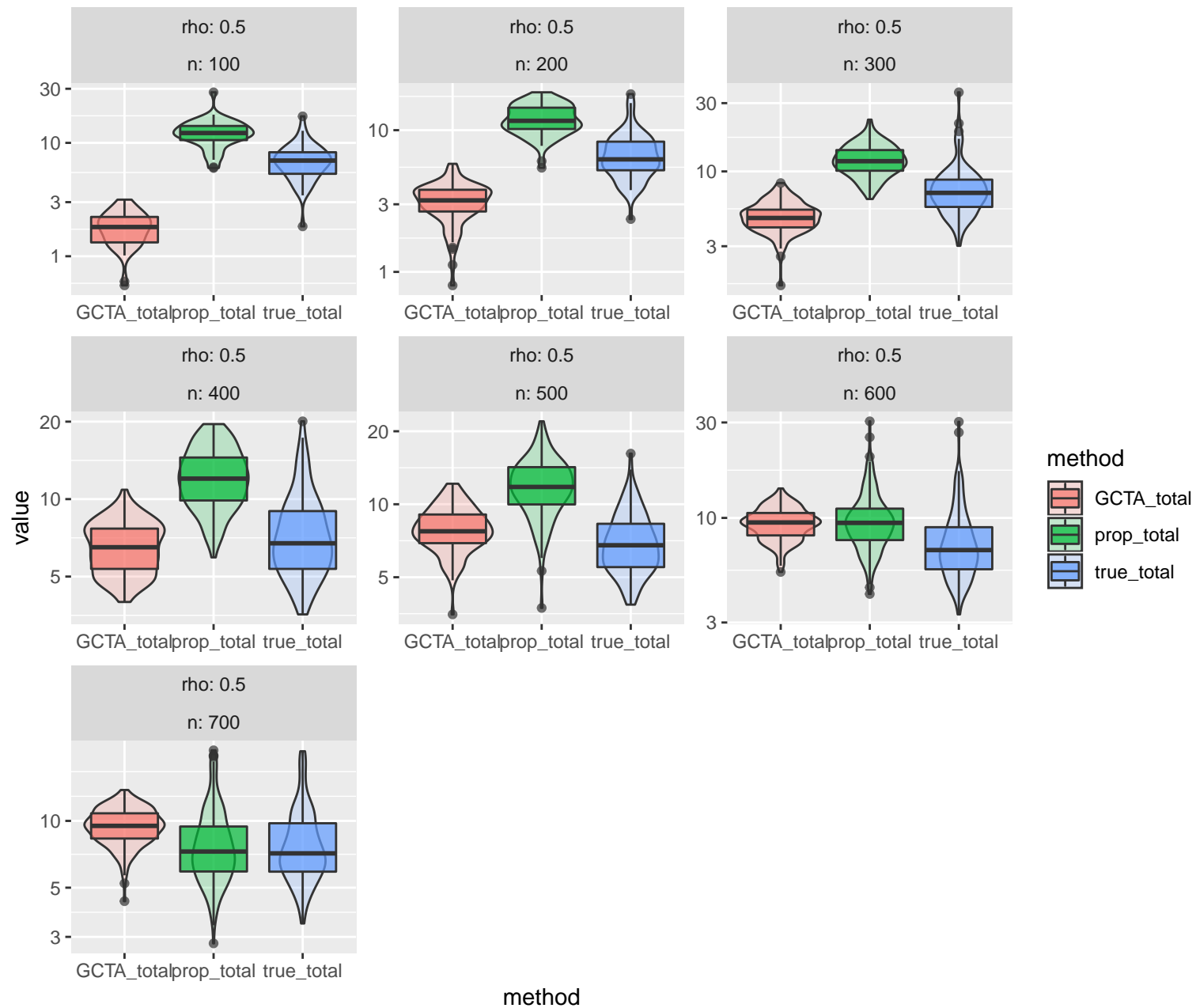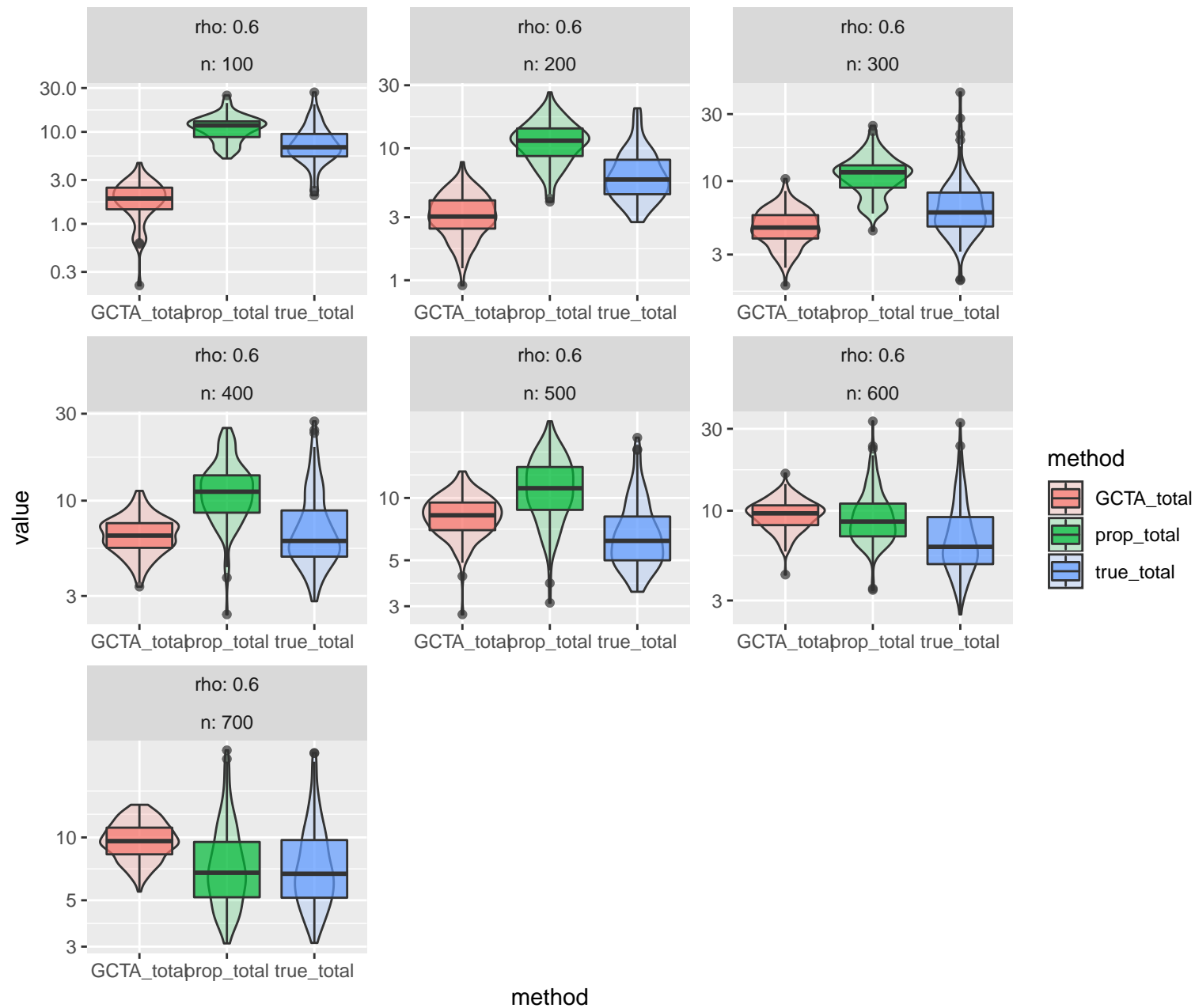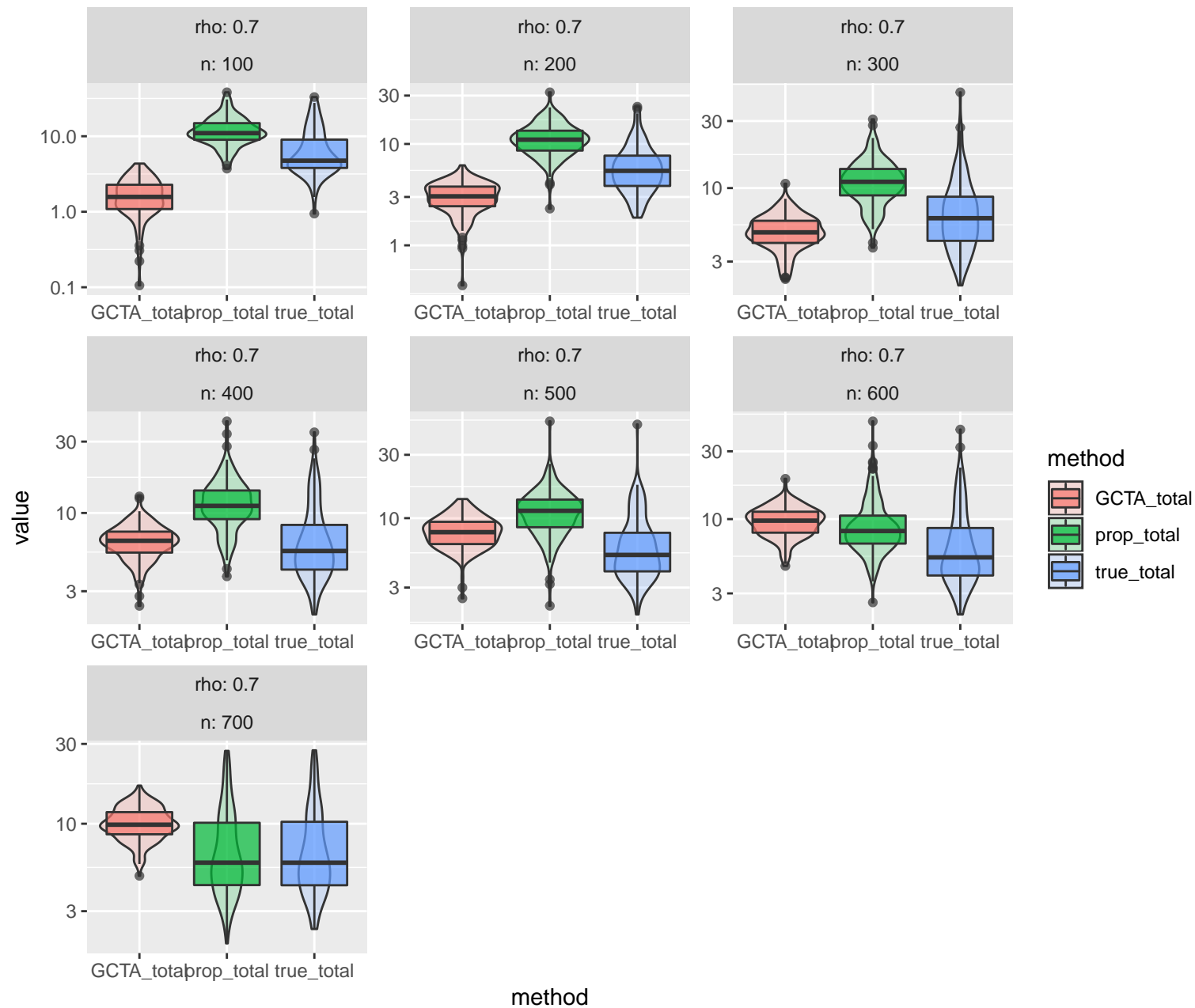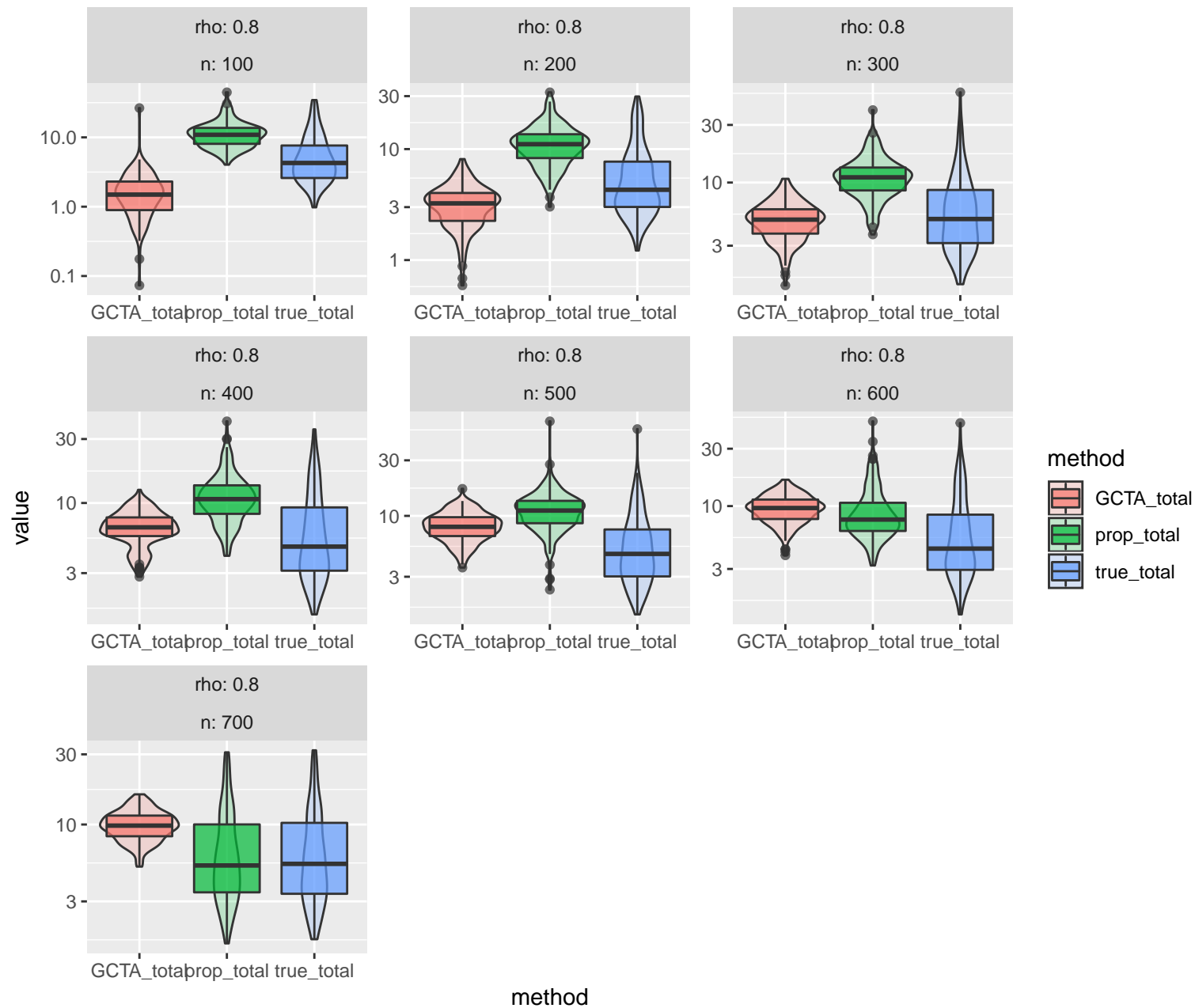
Total effect with fixed main and random interactive PCA

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Total effect with fixed main and random interactive PCA