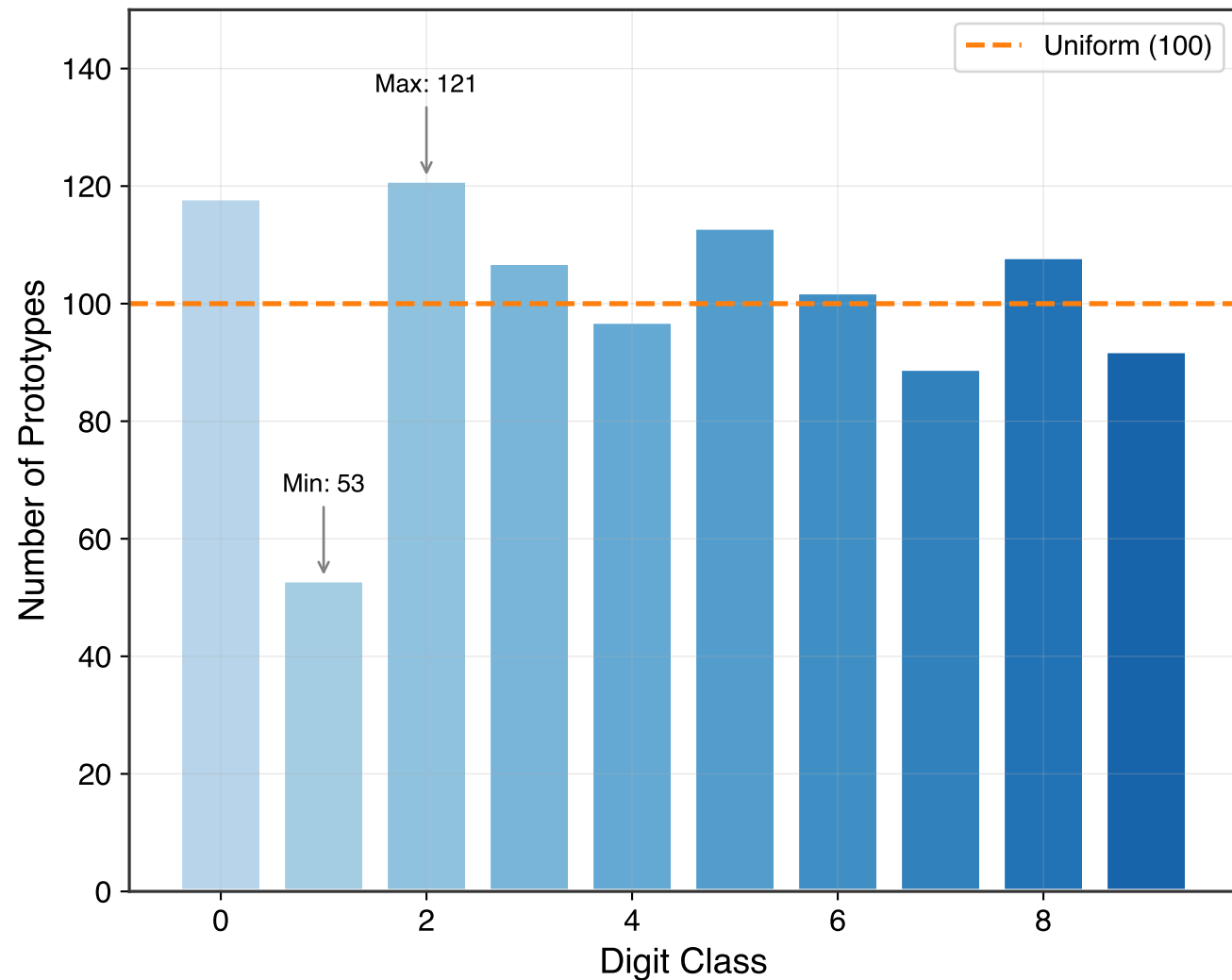


Our Method: Variance-Weighted Allocation



Random: Approximately Uniform

