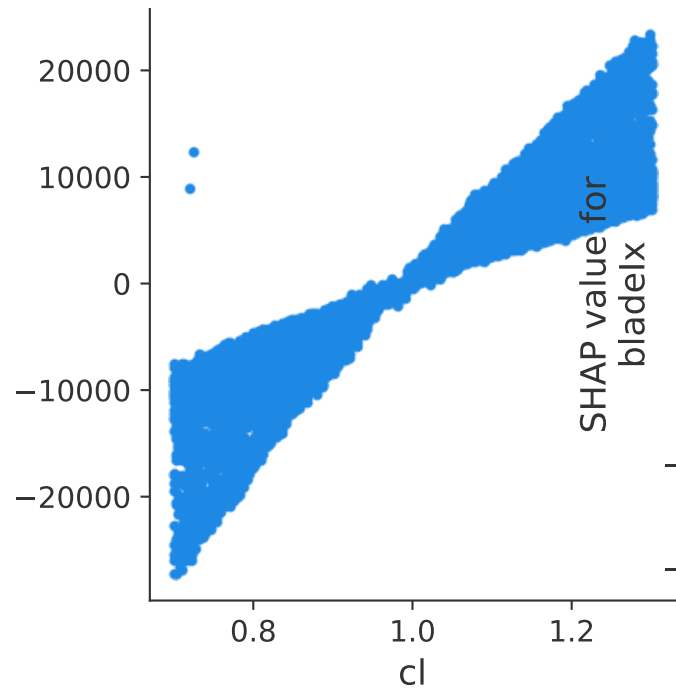
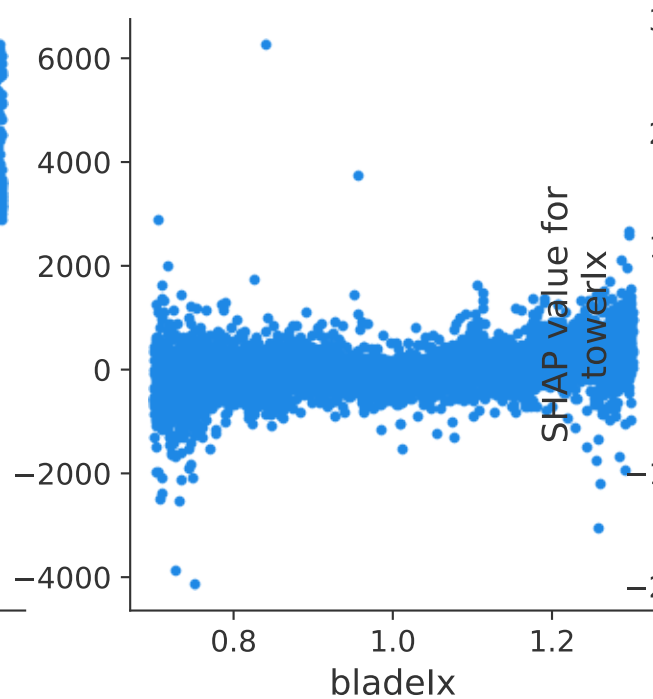


SHAP value for  
cl



SHAP value for  
bladelx



SHAP value for  
towerlx

