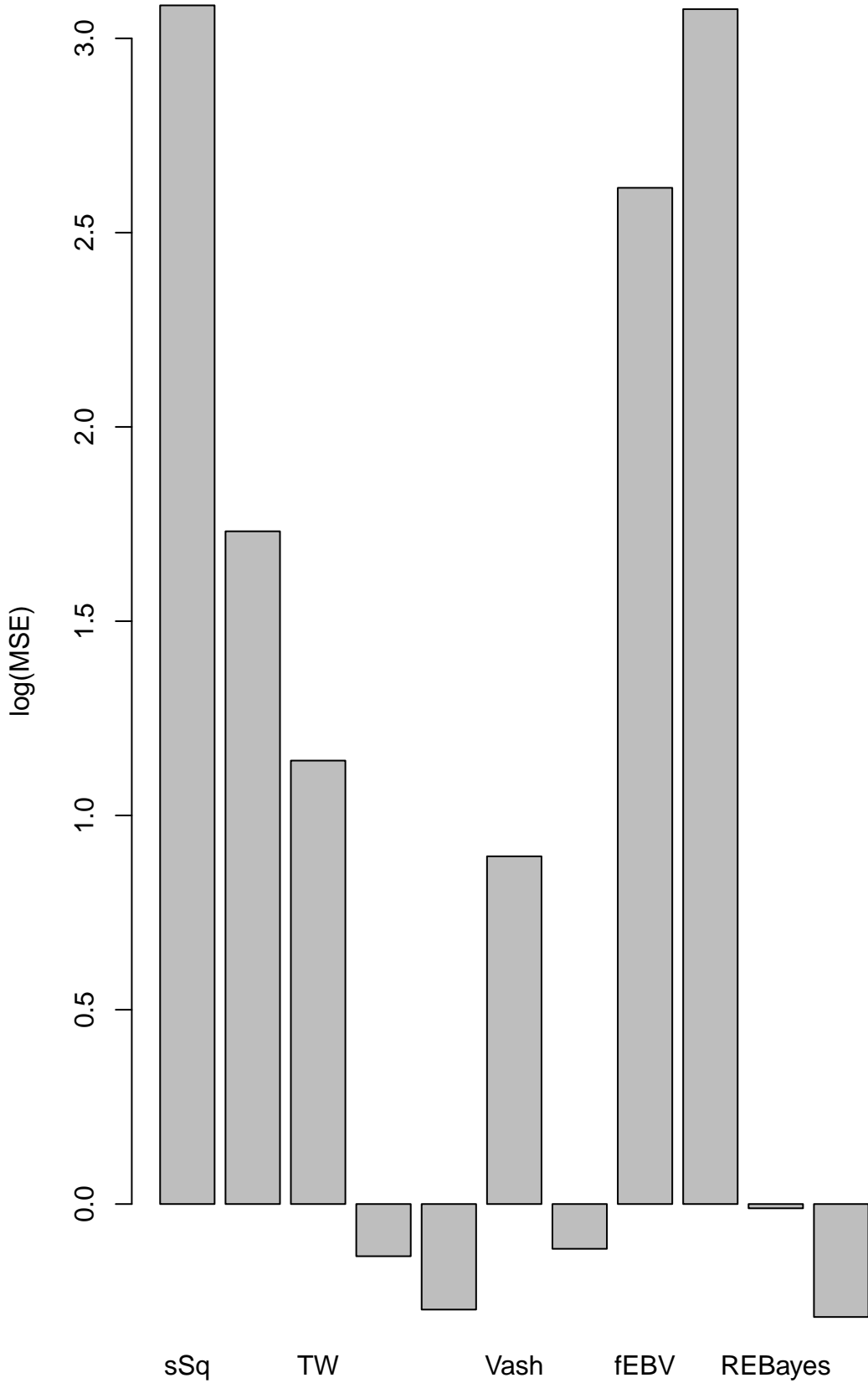


[L1, Max] Mix InvGauss a=3, b=1



[L1, 5%] Mix InvGauss a=3, b=1

