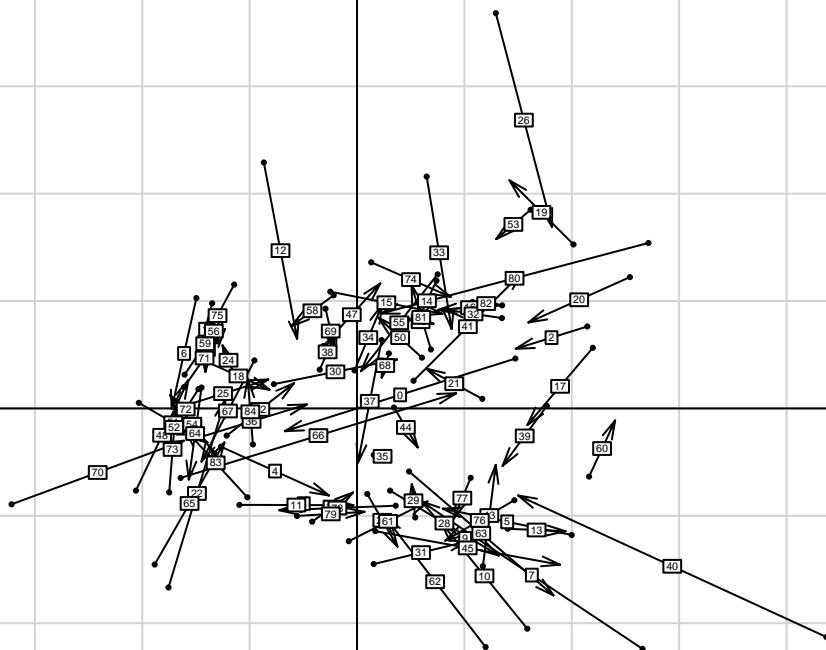
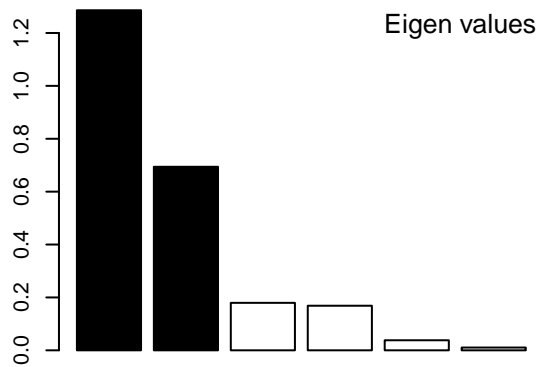


d = 1



Scores and lag scores



d = 0.2

