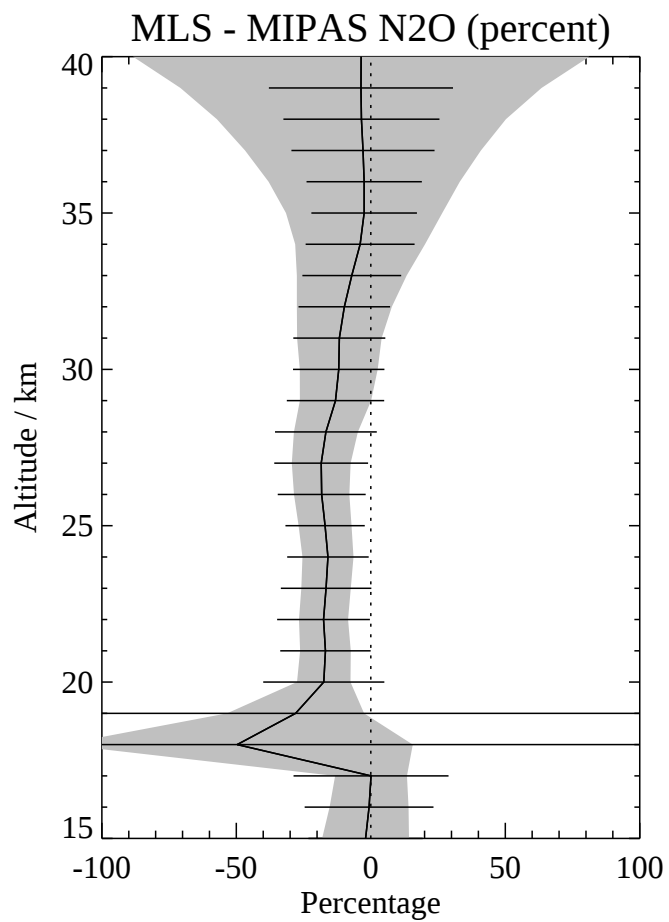
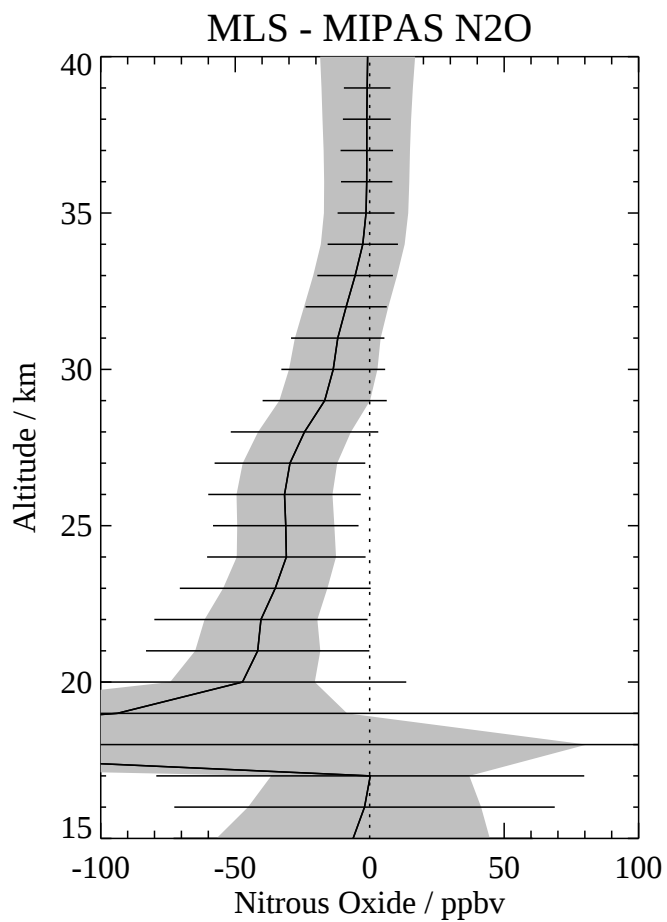




Shading = expected scatter, Error bars = actual scatter