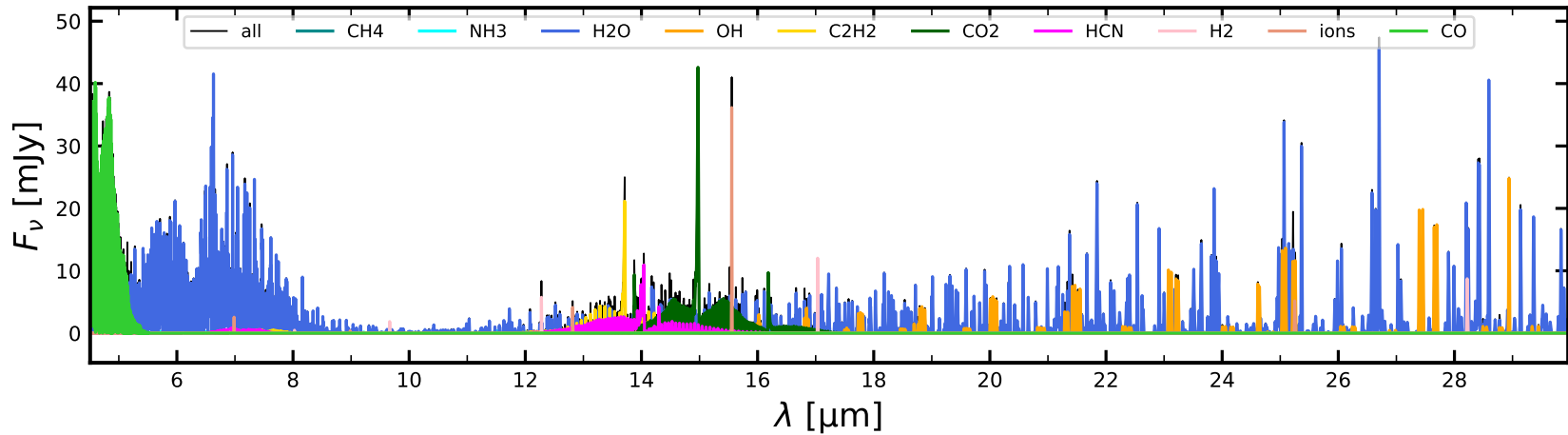
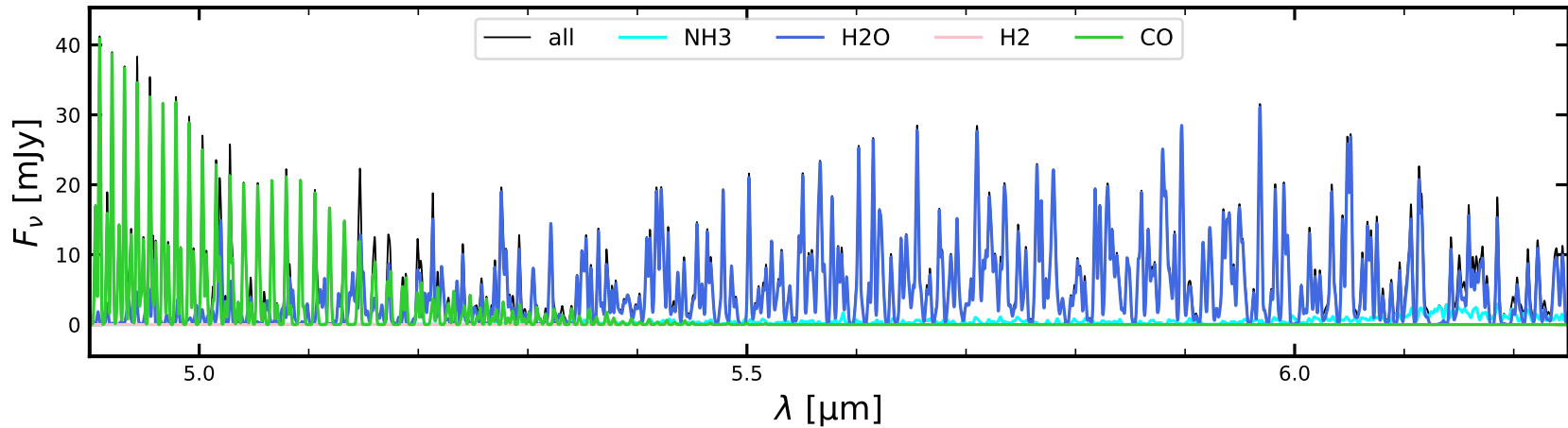




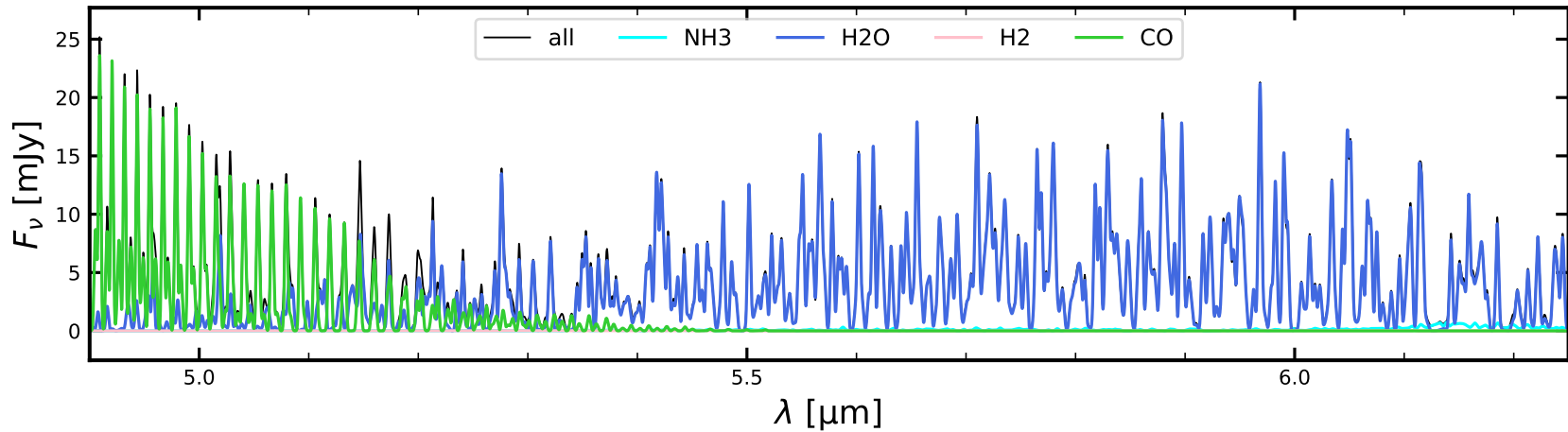
# FLiTs



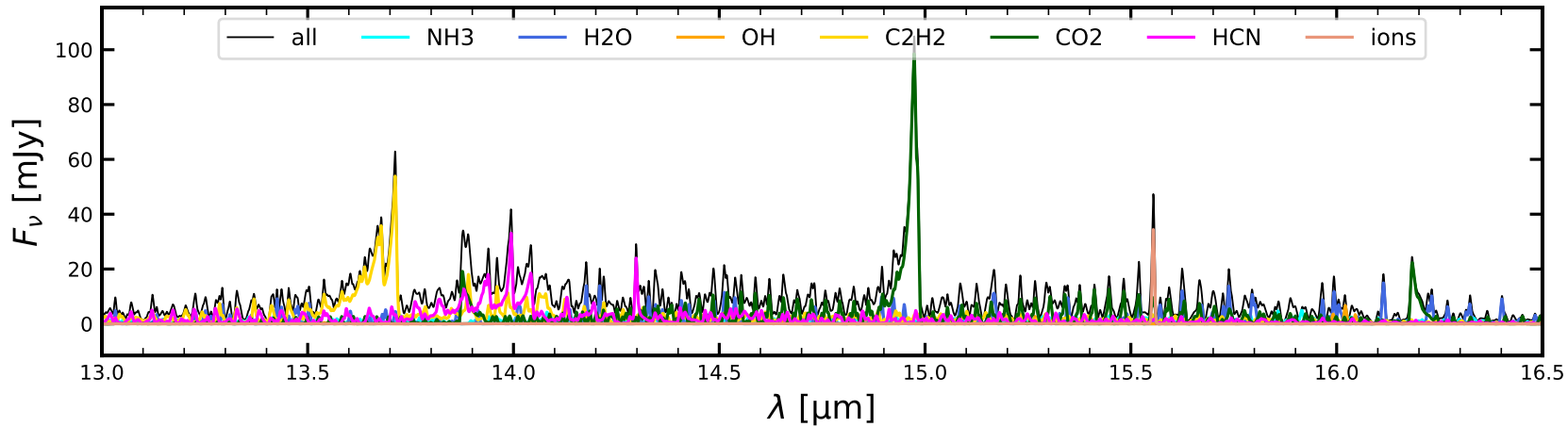
# escape probability



# FLiTs



# escape probability



# FLiTs

