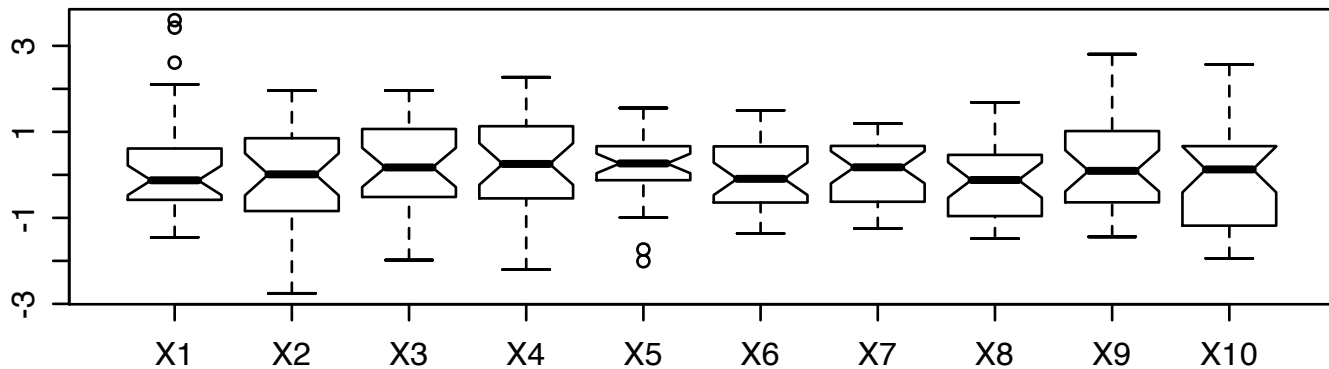


normal(0,1)



normal(0,1) + 10% normal(0,2)

