

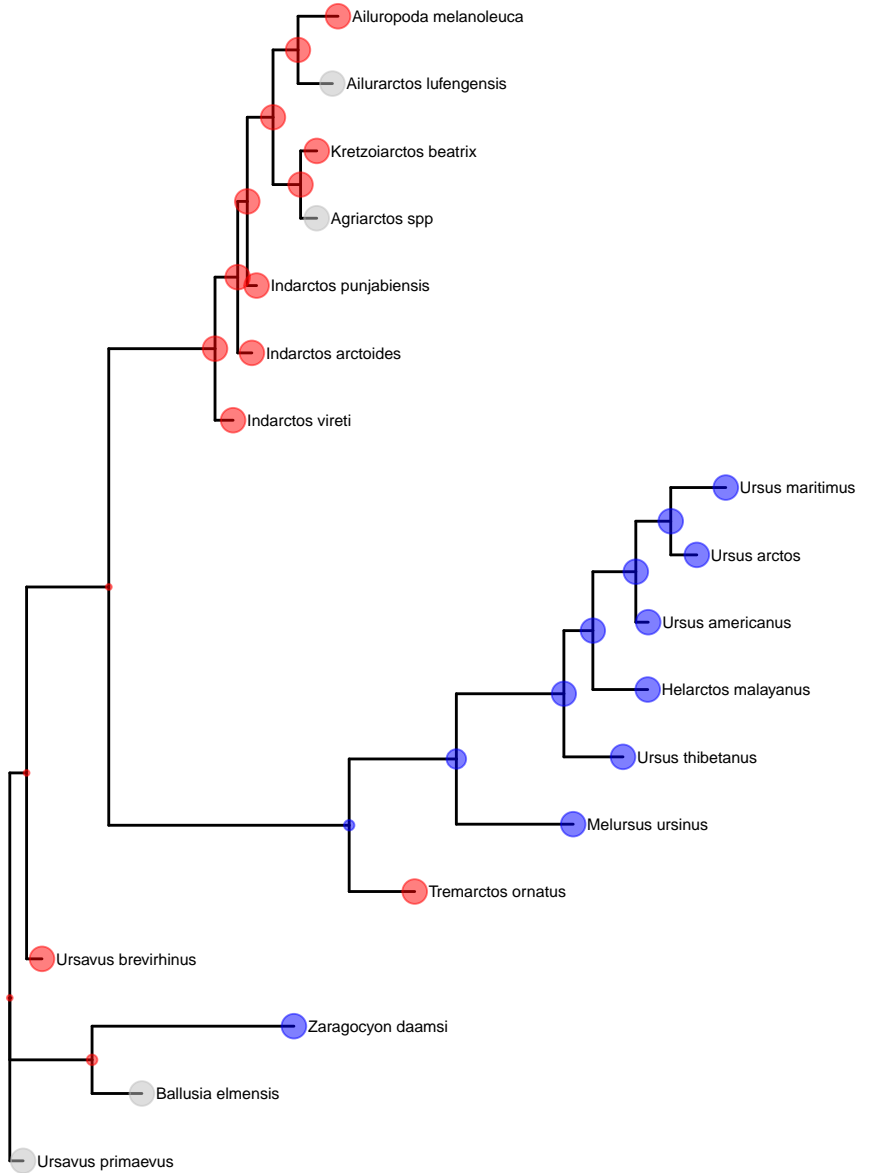
# simple.char\_1.ase

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

## State

- Absent
- Present
- Missing

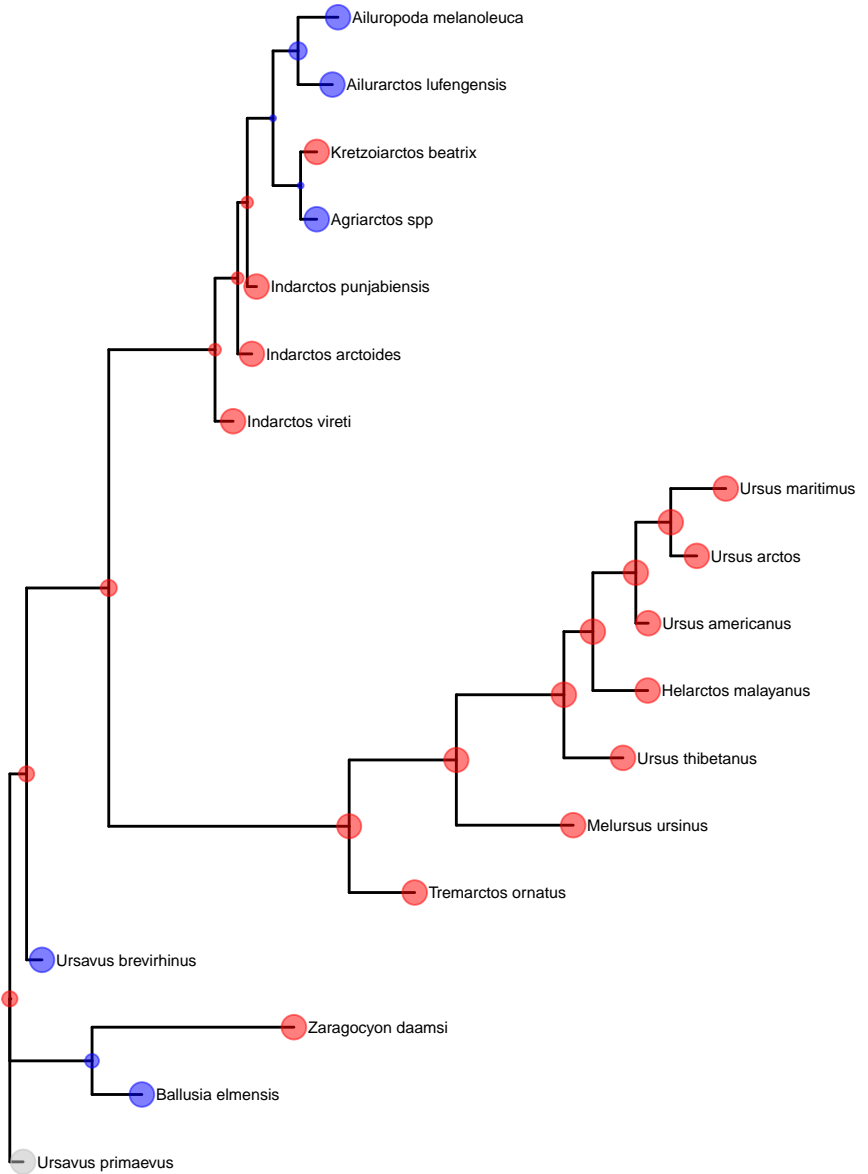
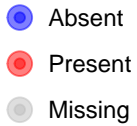


# simple.char\_2.ase

## Posterior Probability

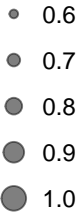


## State

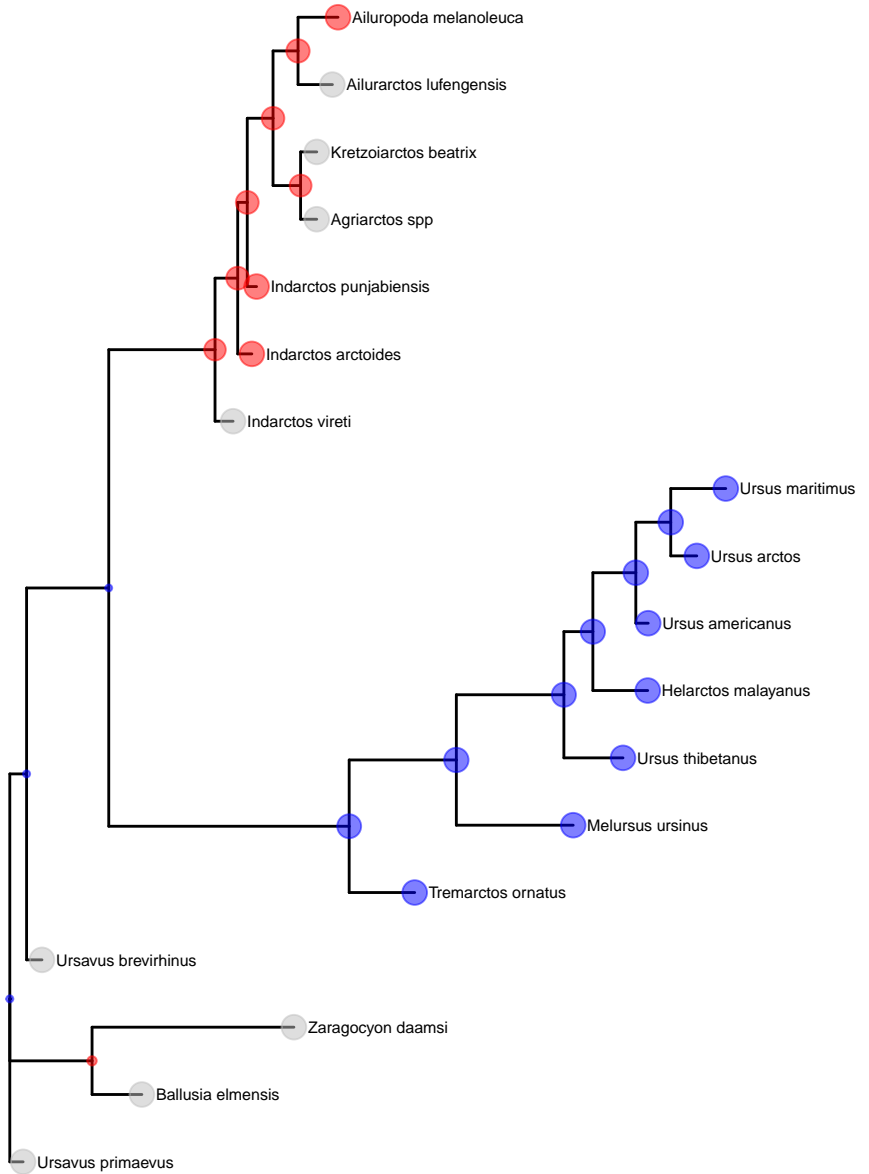
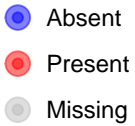


# simple.char\_3.ase

## Posterior Probability

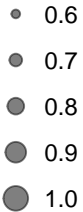


## State

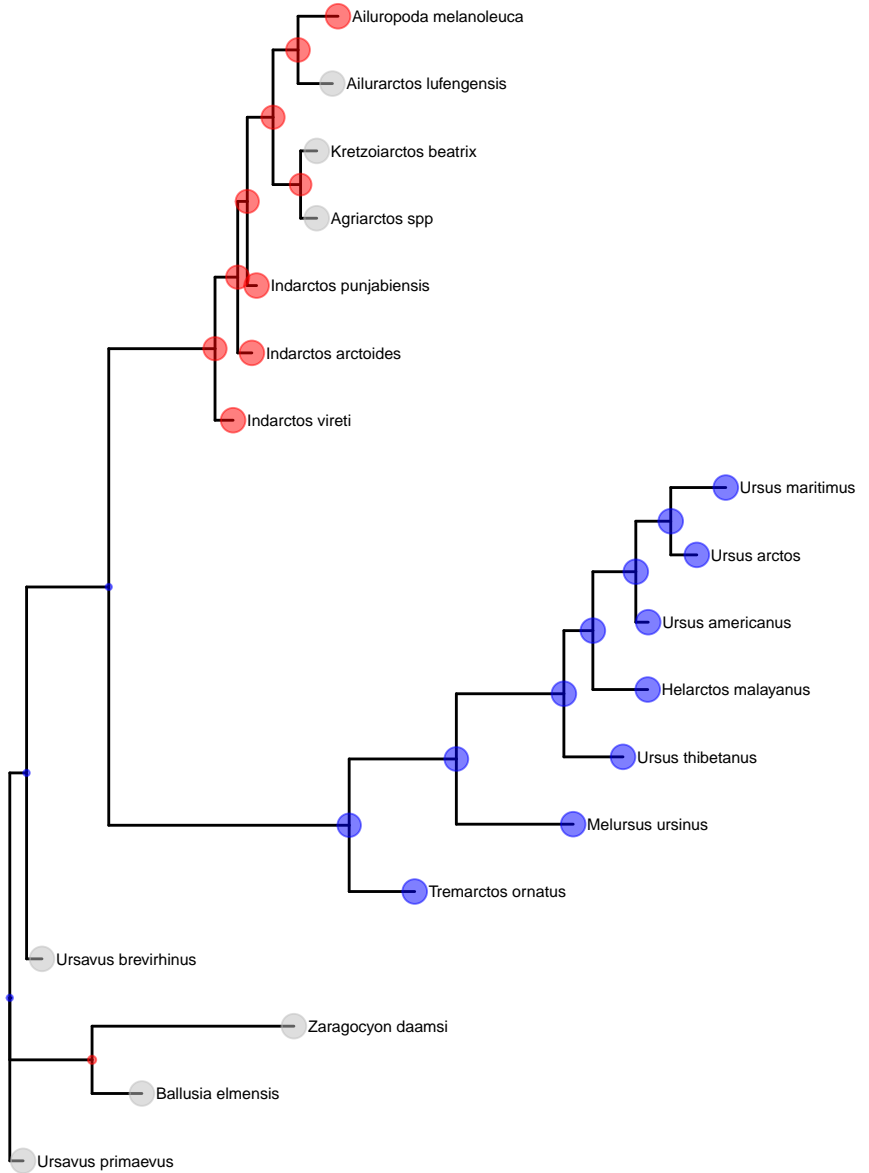
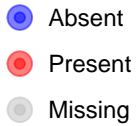


# simple.char\_4.ase

## Posterior Probability



## State



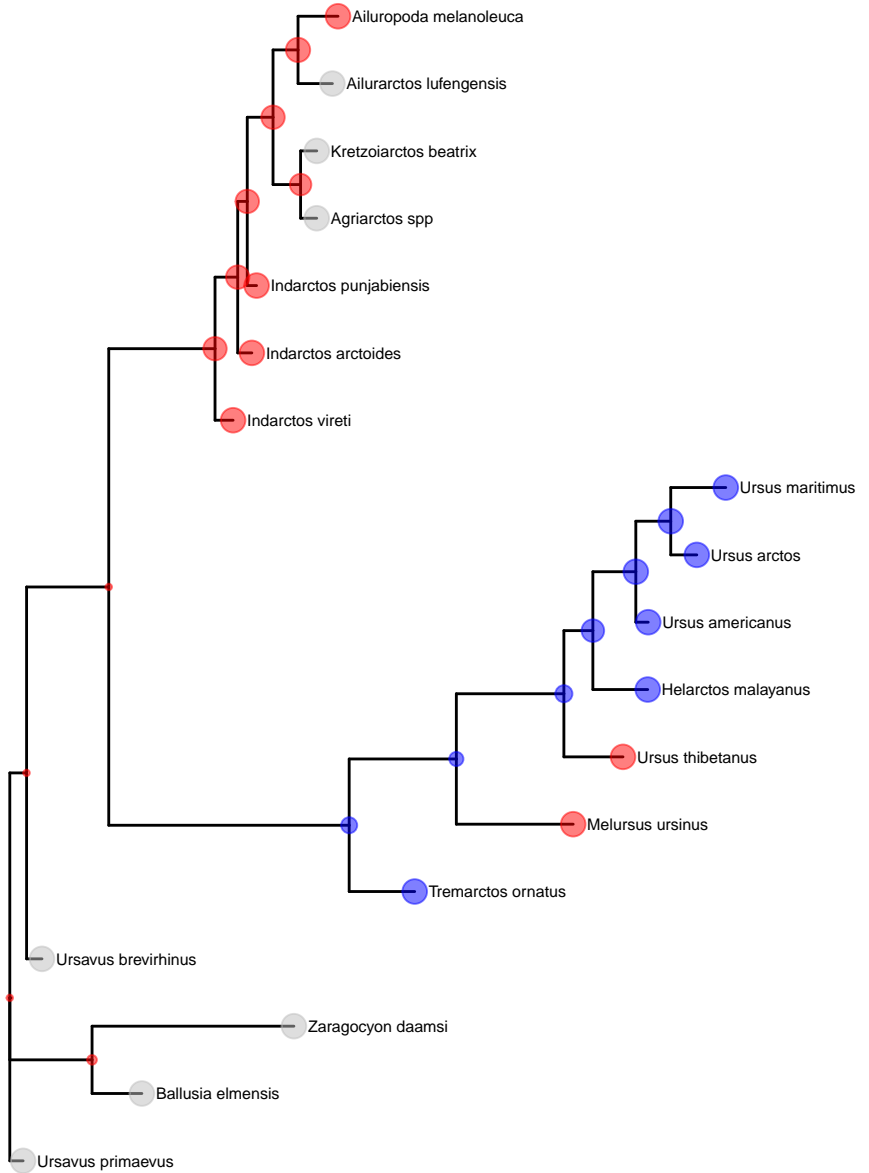
# simple.char\_5.ase

## State

- Absent
- Present
- Missing

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9

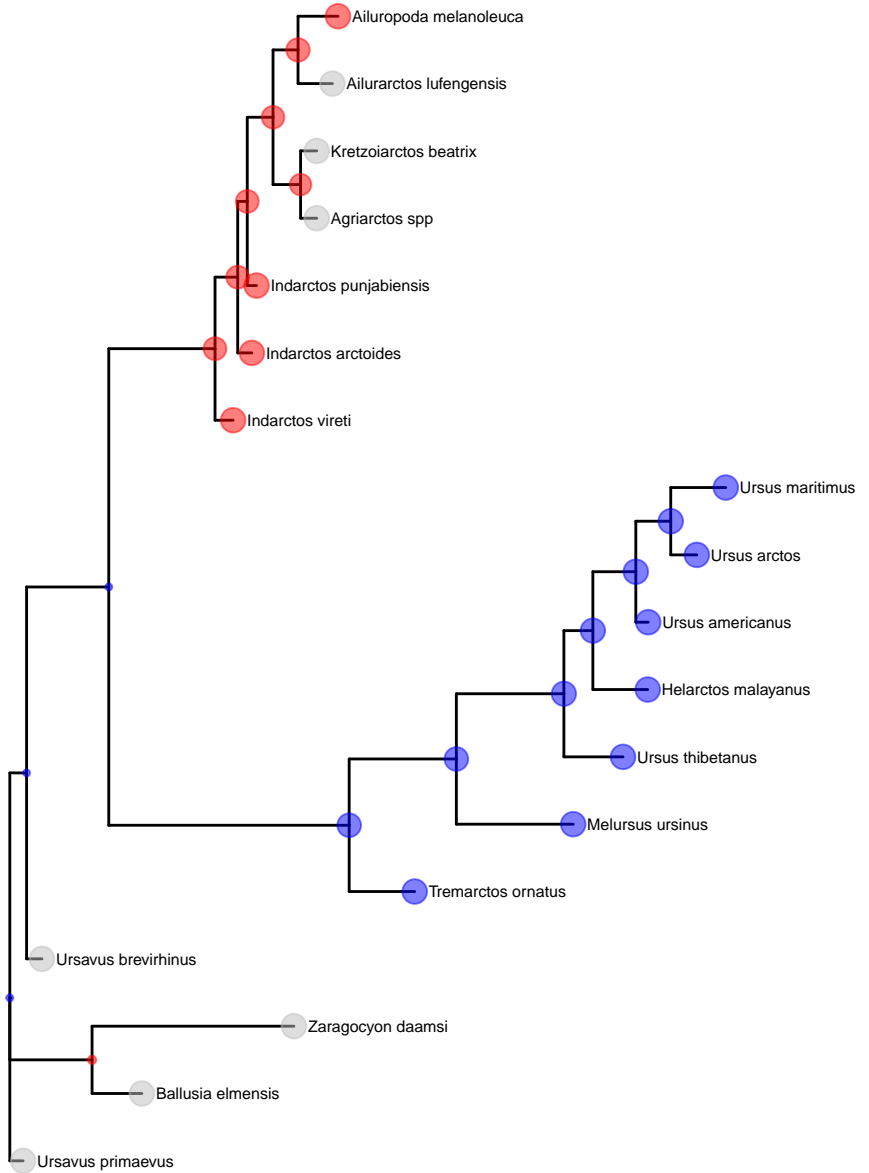
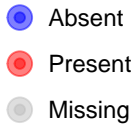


# simple.char\_6.ase

## Posterior Probability



## State

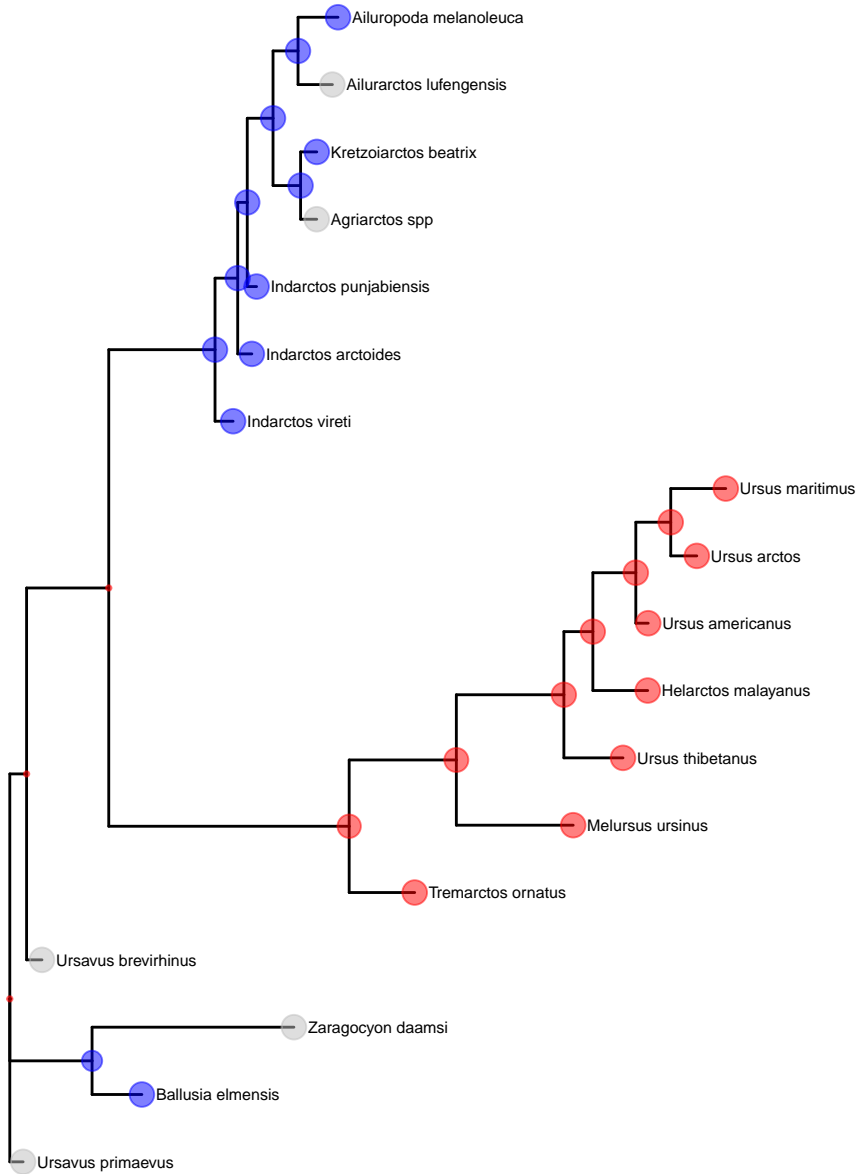
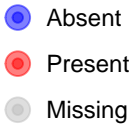


# simple.char\_7.ase

## Posterior Probability



## State



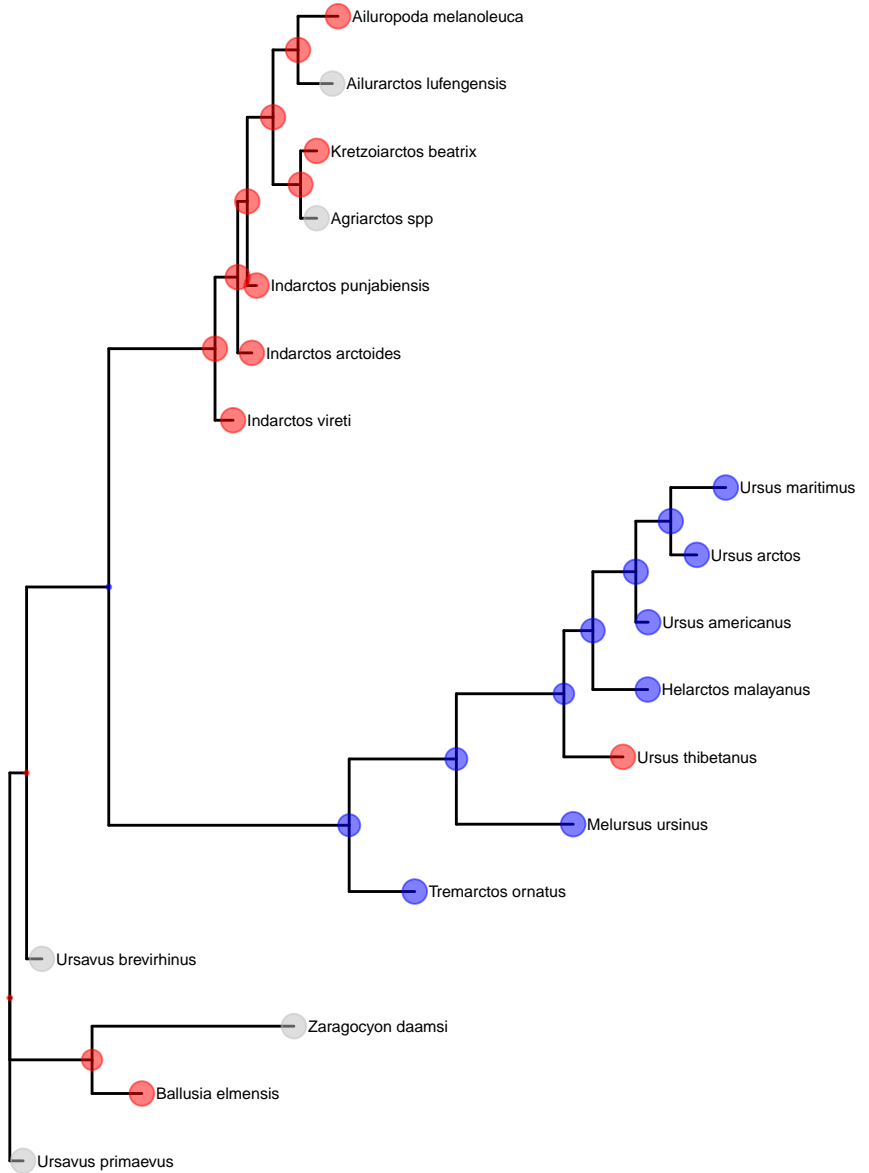
# simple.char\_8.ase

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

## State

- Absent
- Present
- Missing



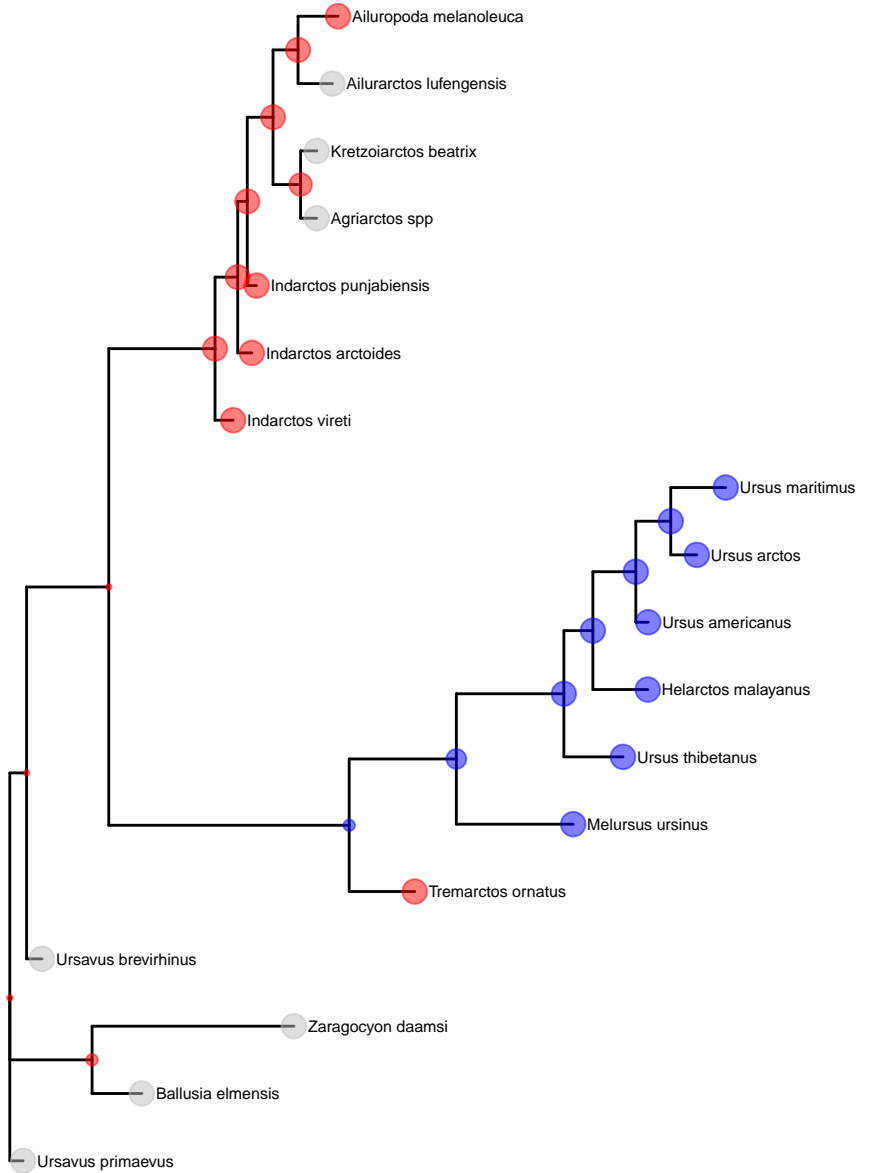
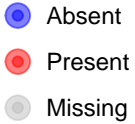


# simple.char\_9.ase

## Posterior Probability

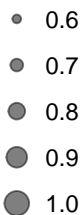


## State

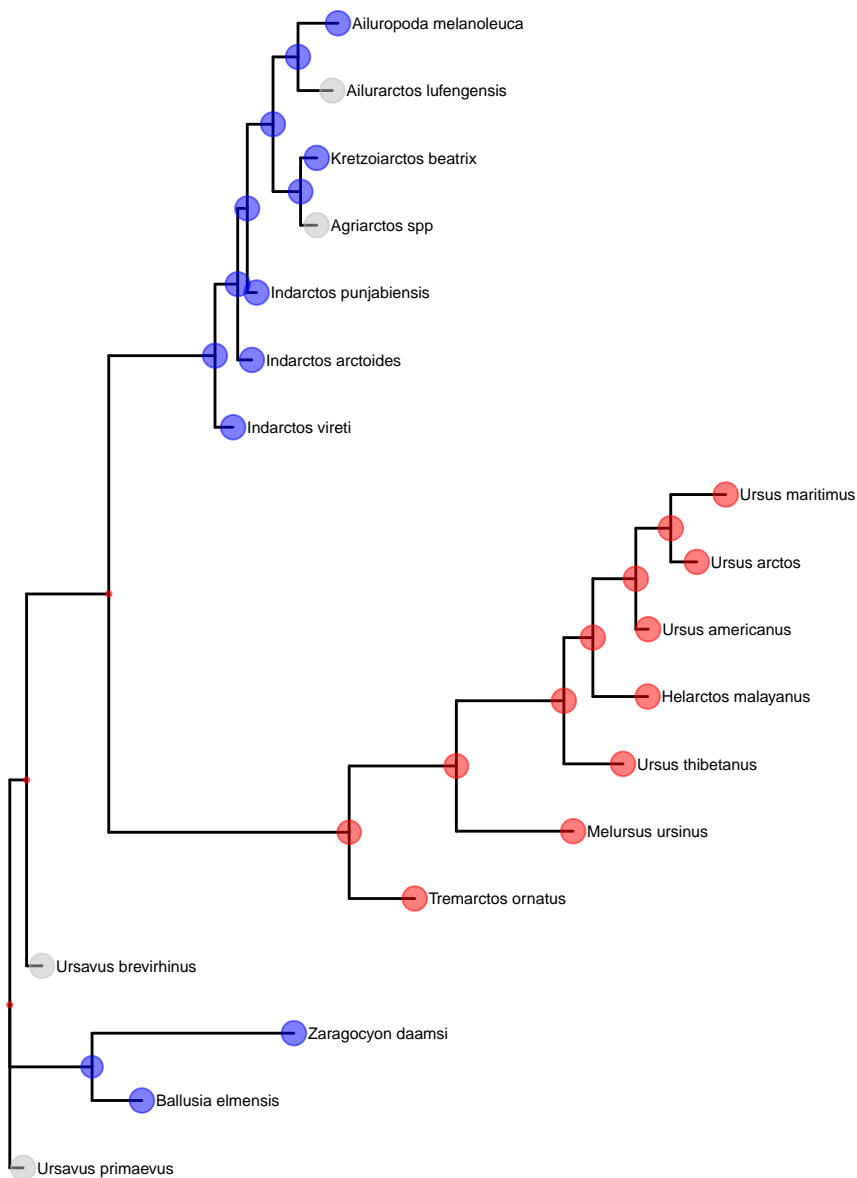
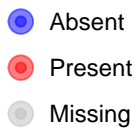


# simple.char\_10.ase

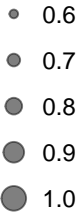
## Posterior Probability



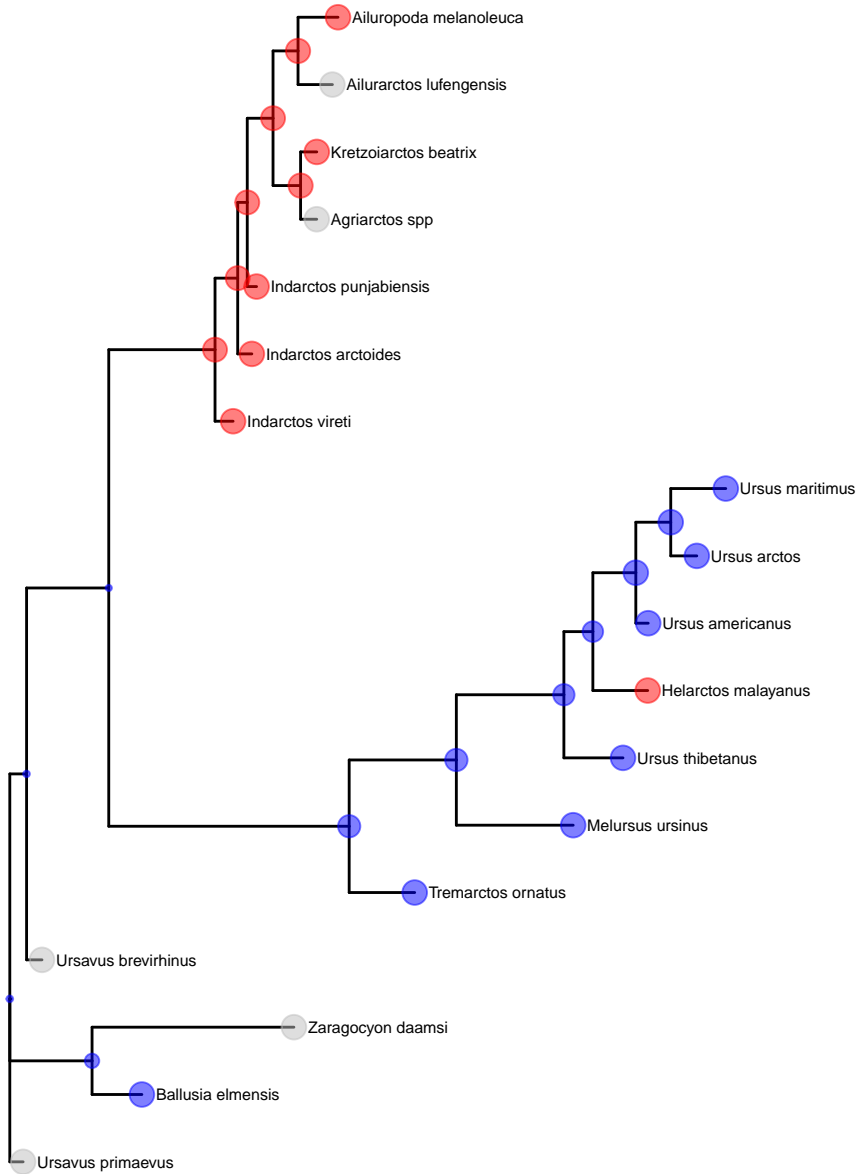
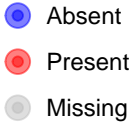
## State



simple.char\_11.ase

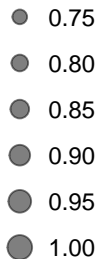


## State

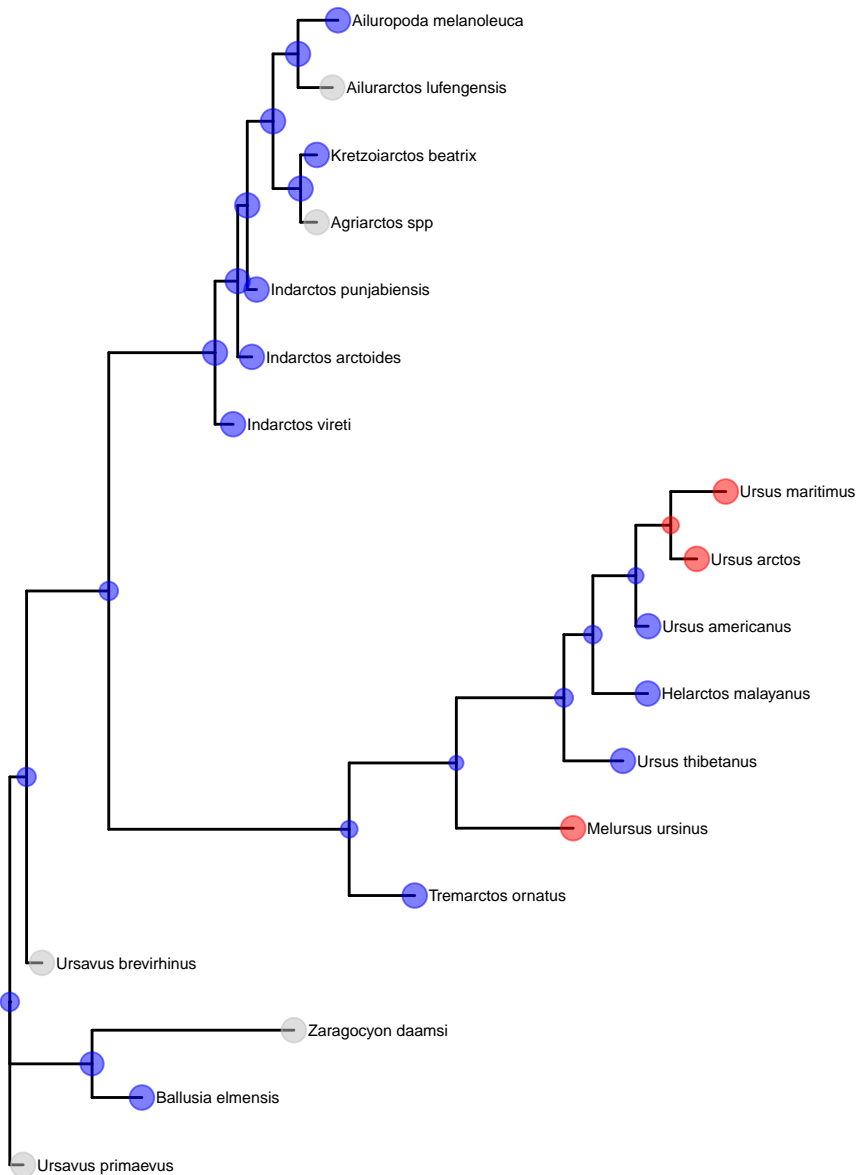
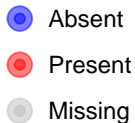


# simple.char\_12.ase

## Posterior Probability



## State



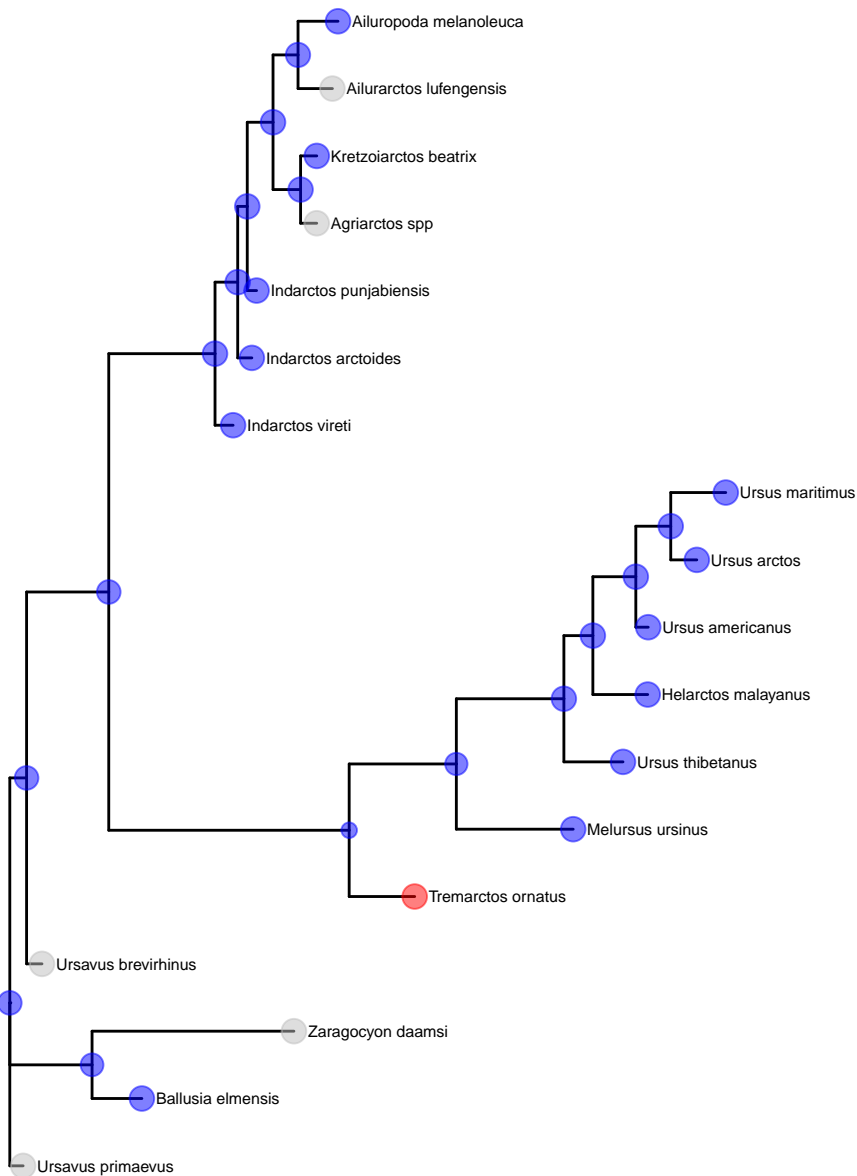
# simple.char\_13.ase

## State

- Absent
- Present
- Missing

## Posterior Probability

- 0.80
- 0.85
- 0.90
- 0.95
- 1.00



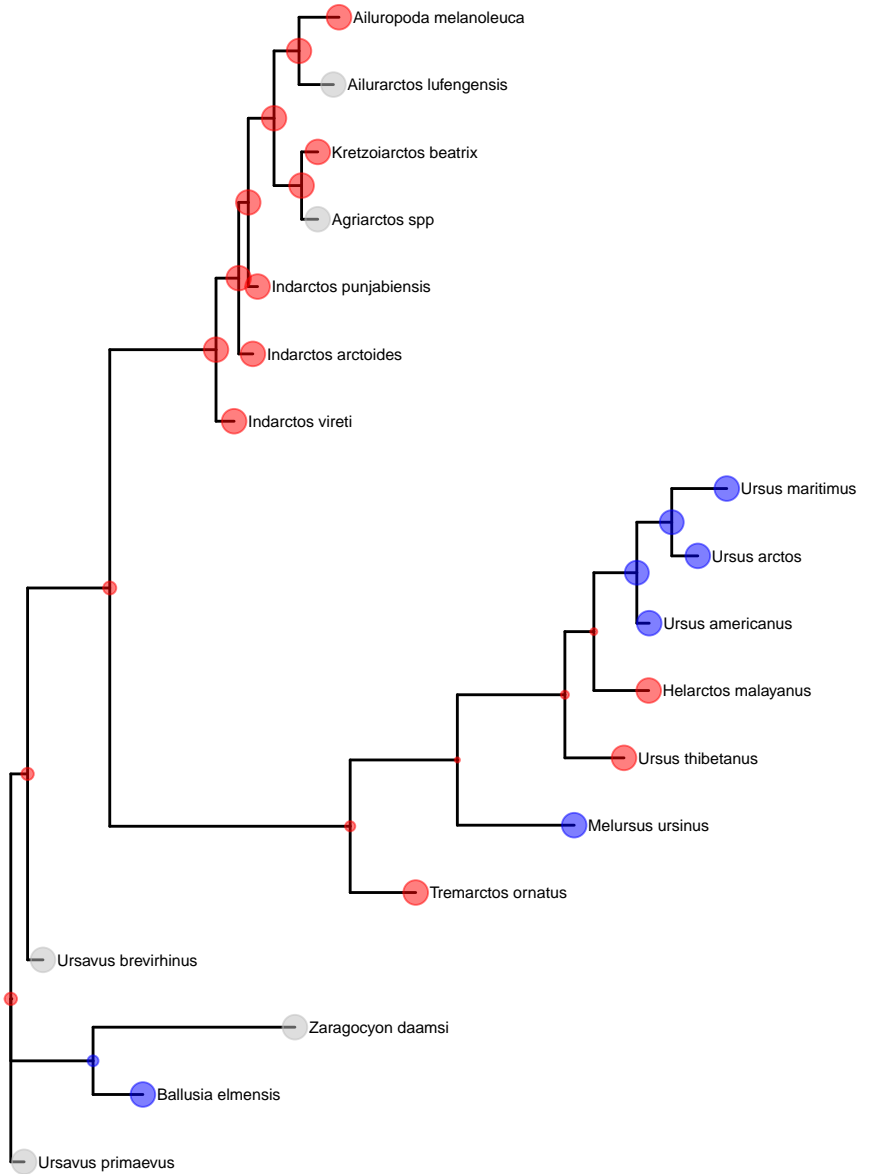
# simple.char\_14.ase

## State

- Absent
- Present
- Missing

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9



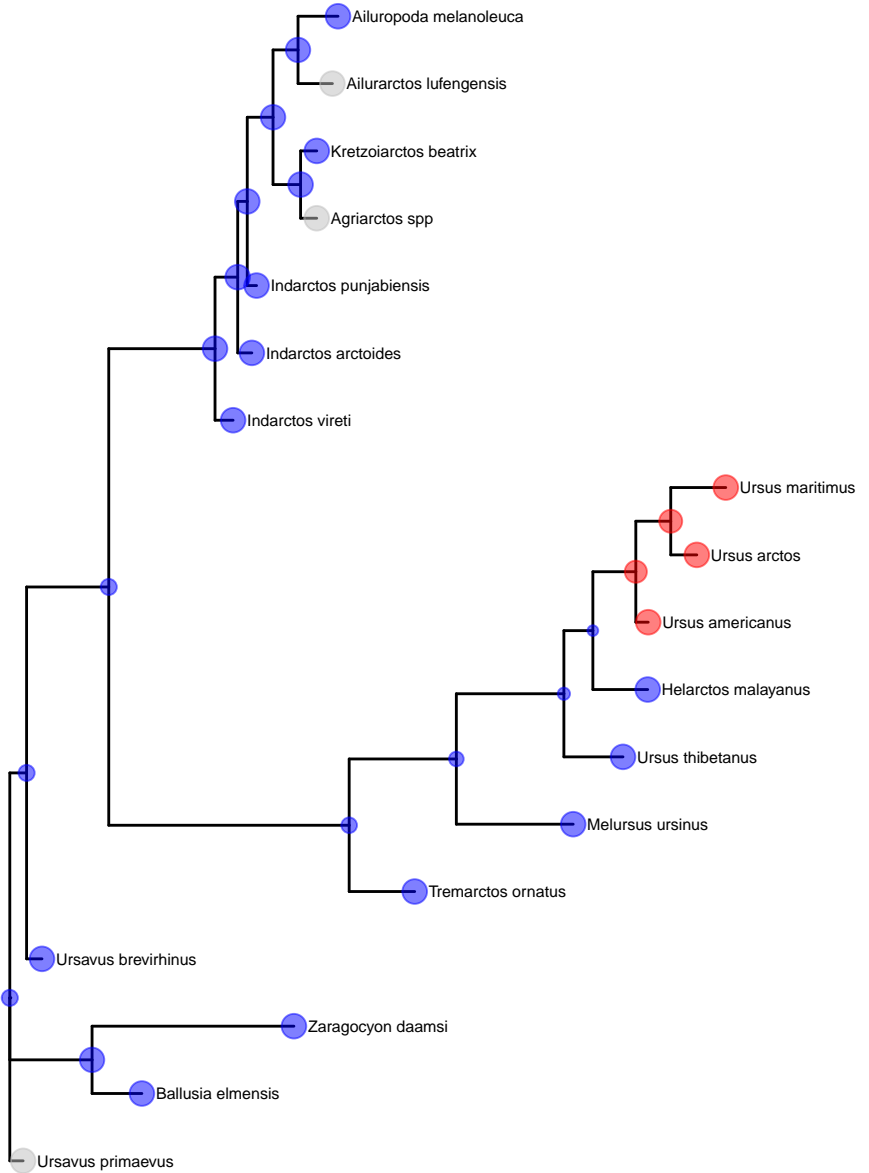
# simple.char\_15.ase

## State

- Absent
- Present
- Missing

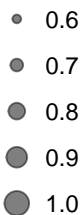
## Posterior Probability

- 0.7
- 0.8
- 0.9
- 1.0

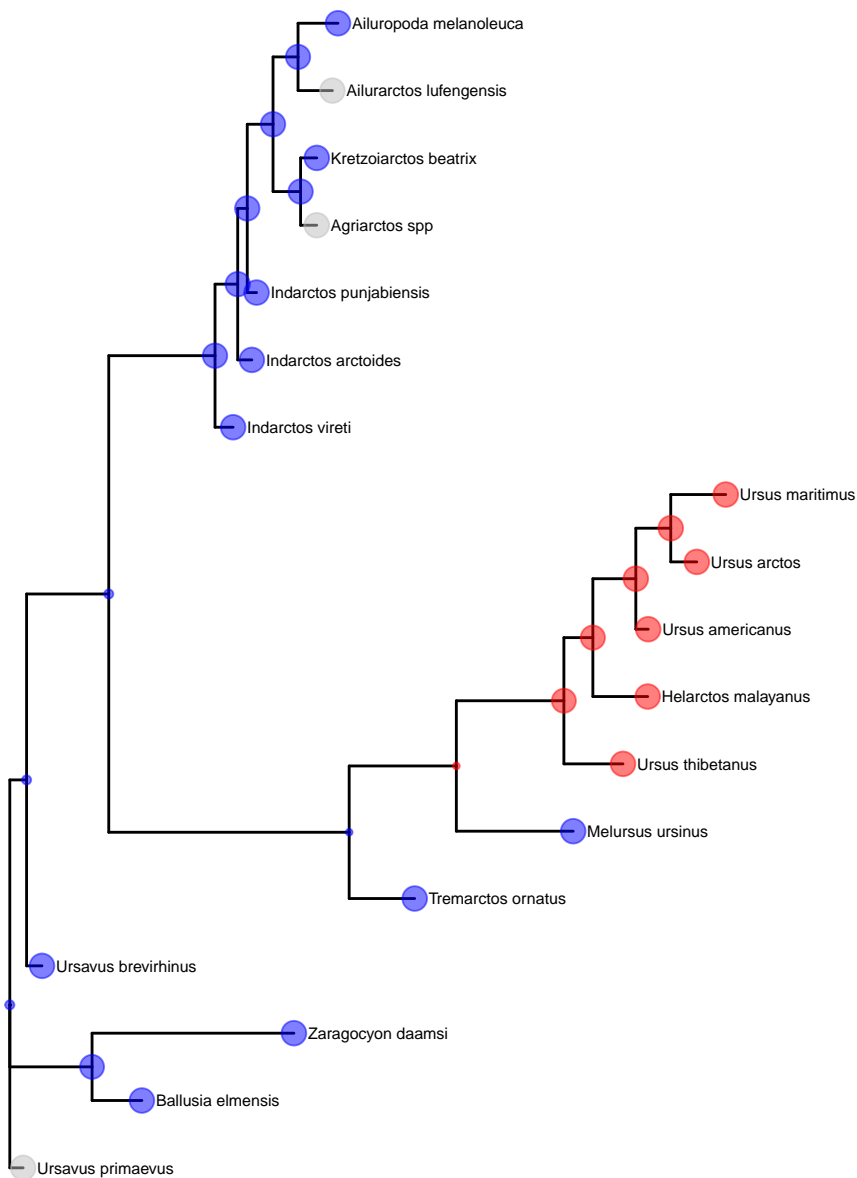
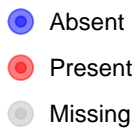


# simple.char\_16.ase

## Posterior Probability



## State





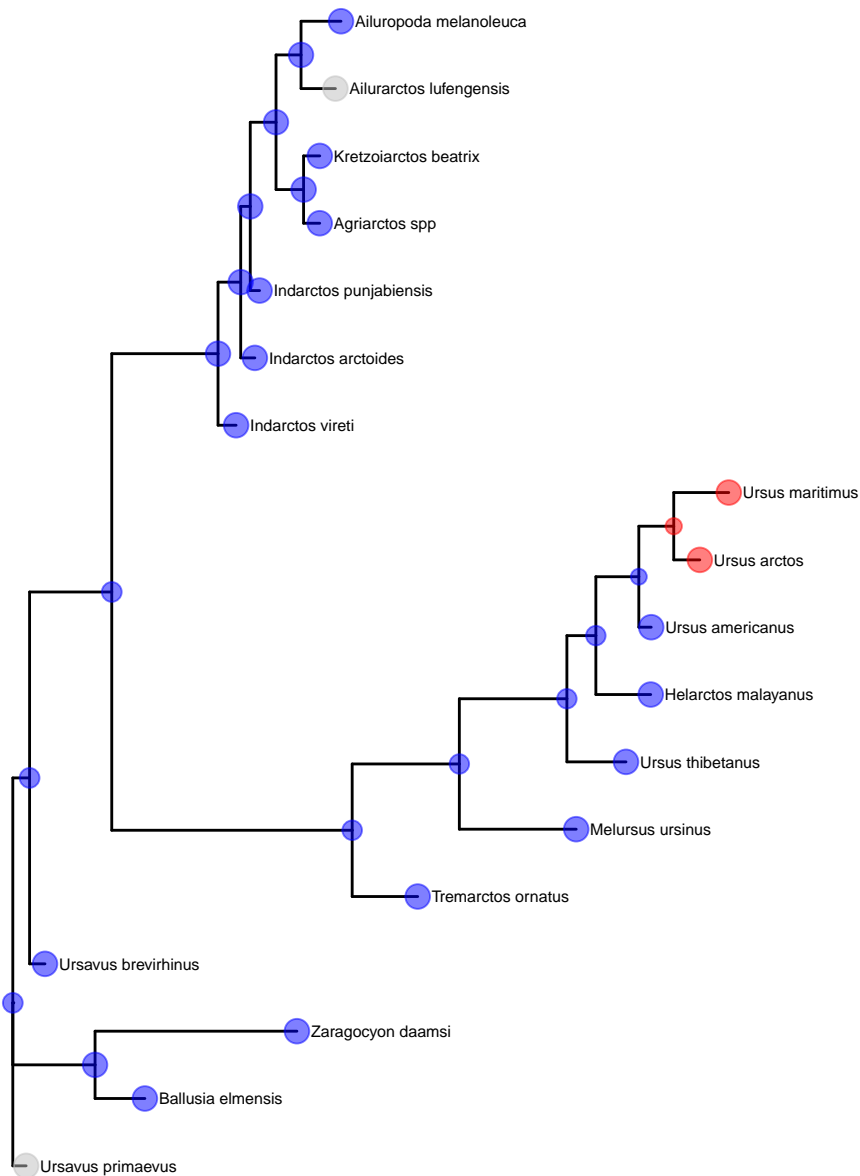
# simple.char\_17.ase

## Posterior Probability

- 0.80
- 0.85
- 0.90
- 0.95

## State

- Absent
- Present
- Missing



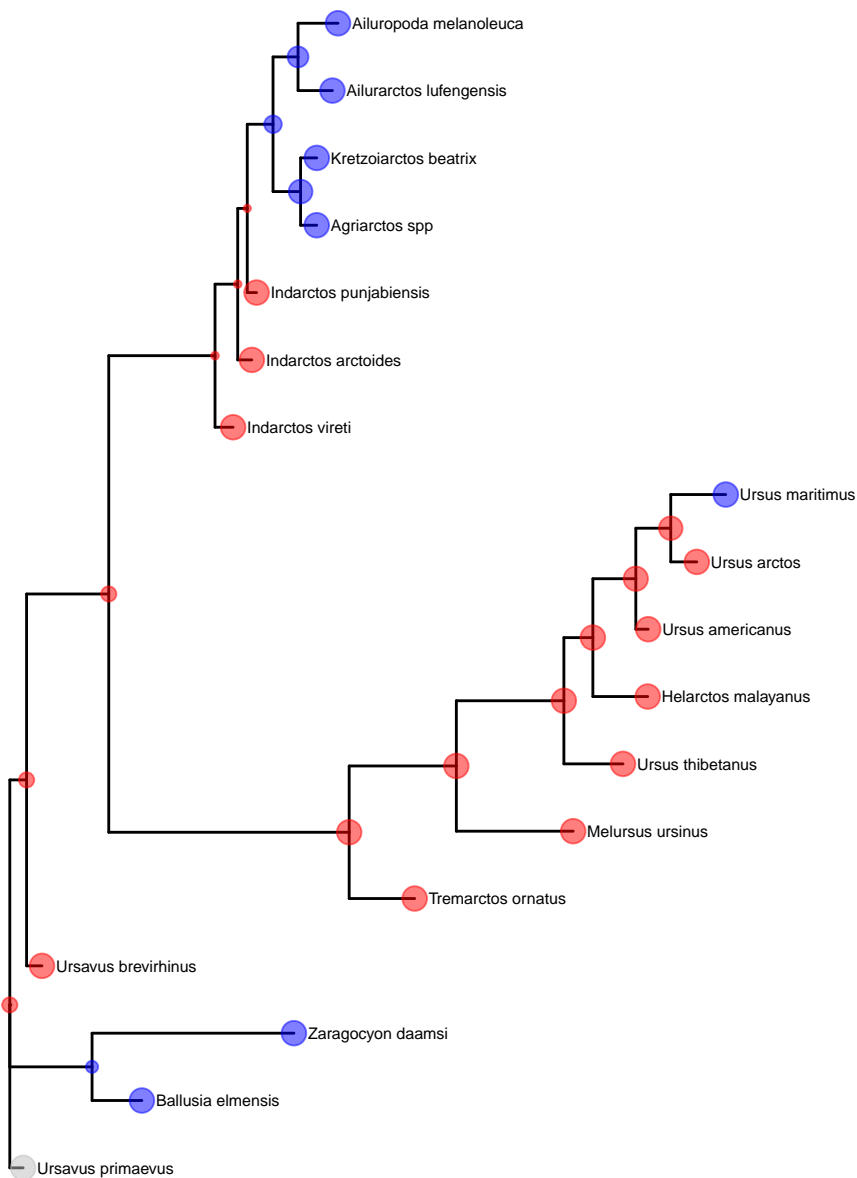
# simple.char\_18.ase

## State

- Absent
- Present
- Missing

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9





# simple.char\_20.ase

## State

● Absent

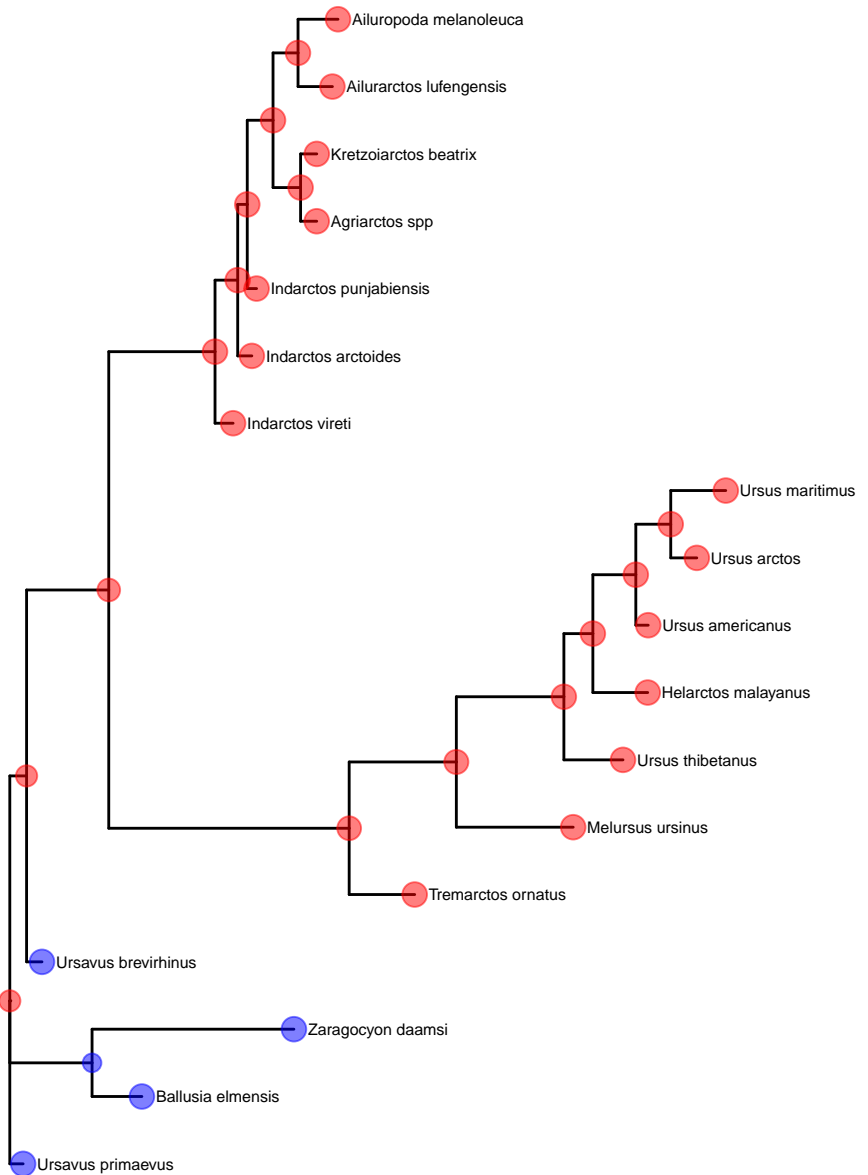
● Present

## Posterior Probability

● 0.90

● 0.95

● 1.00



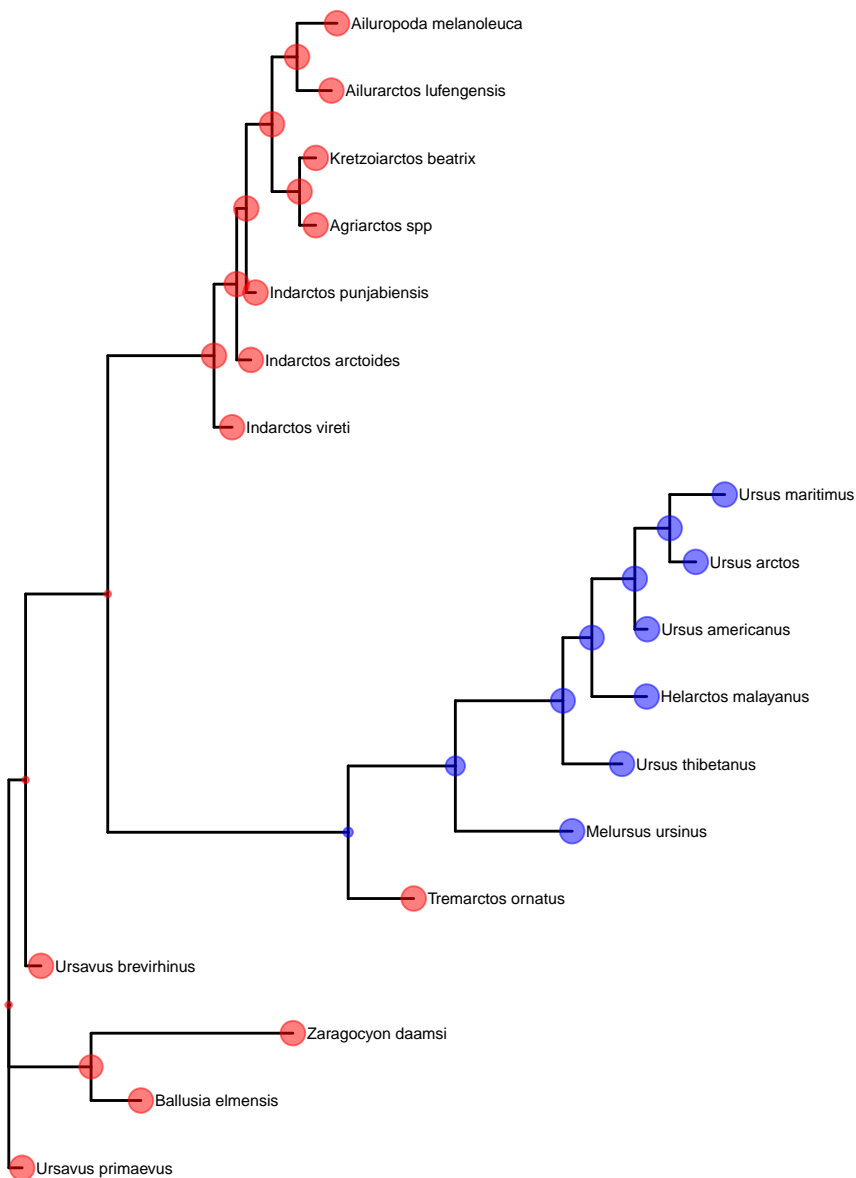
# simple.char\_21.ase

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

## State

- Absent
- Present



# simple.char\_22.ase

## State

● Absent

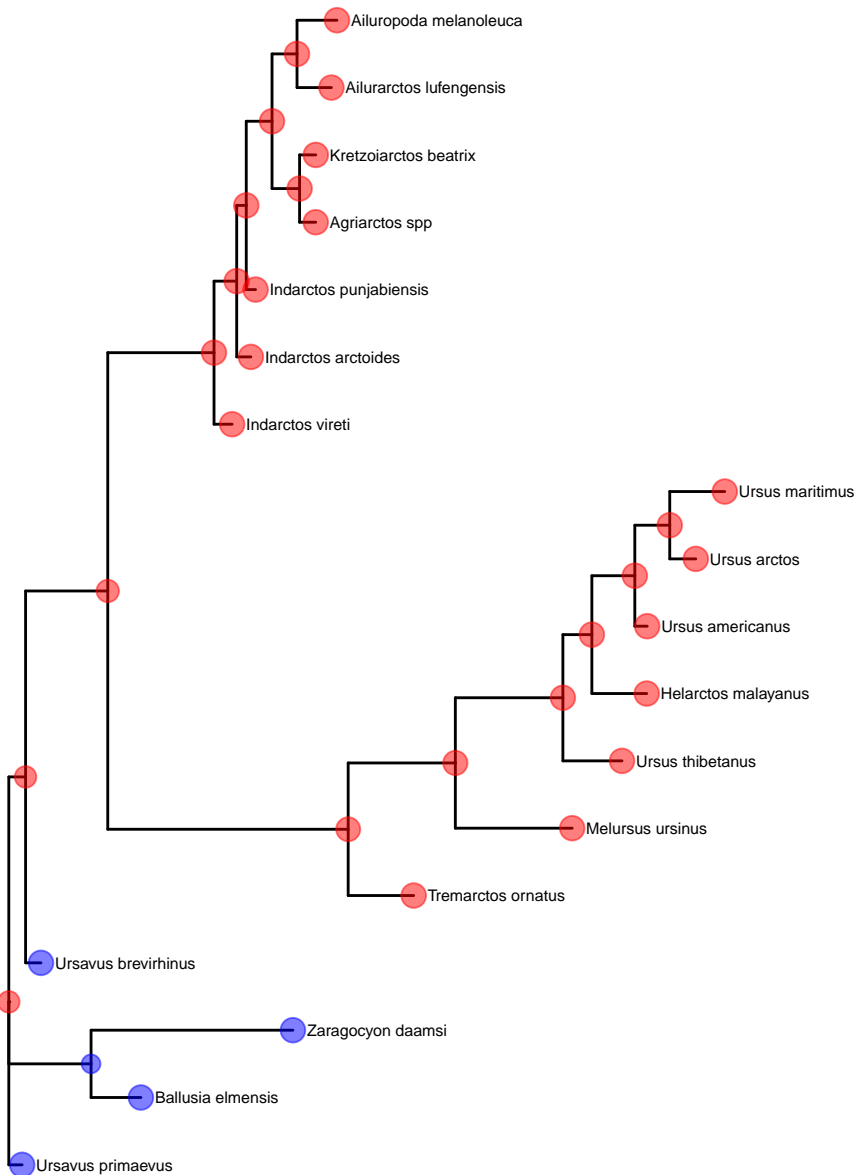
● Present

## Posterior Probability

● 0.90

● 0.95

● 1.00



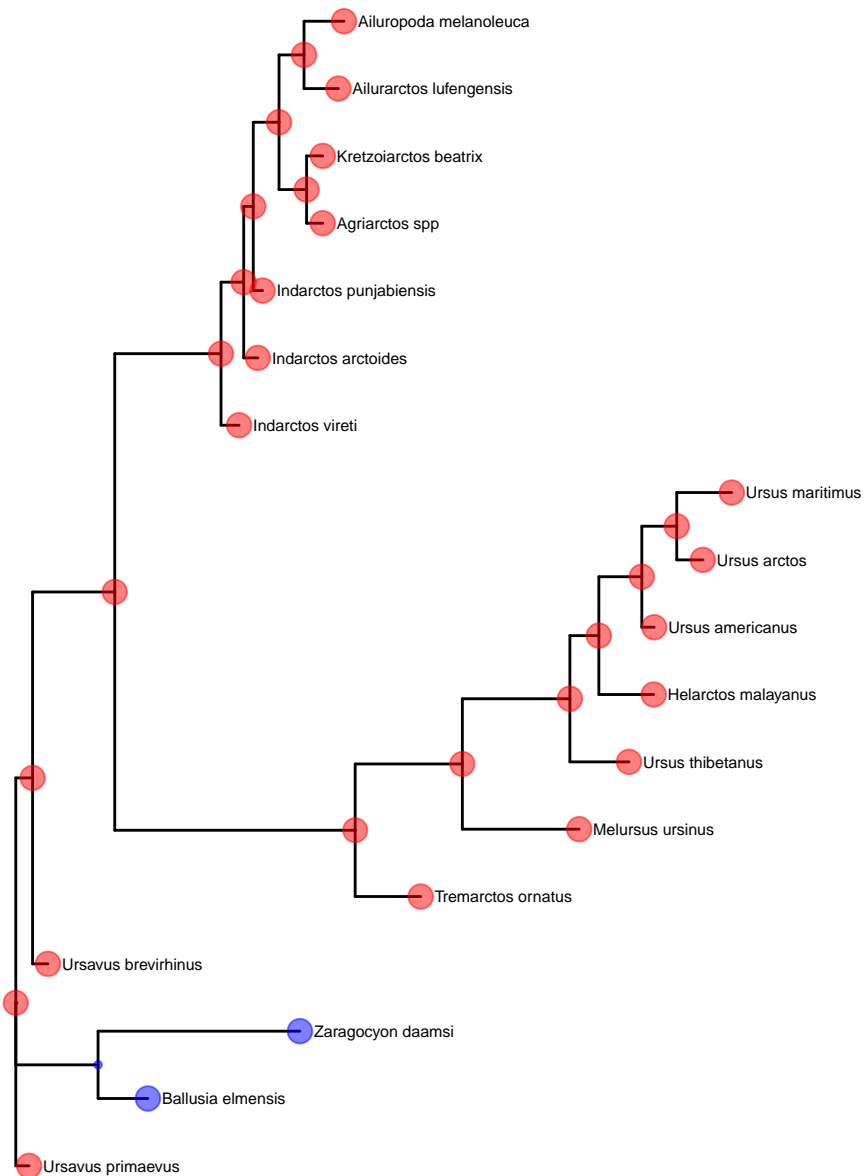
# simple.char\_23.ase

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

## State

- Absent
- Present



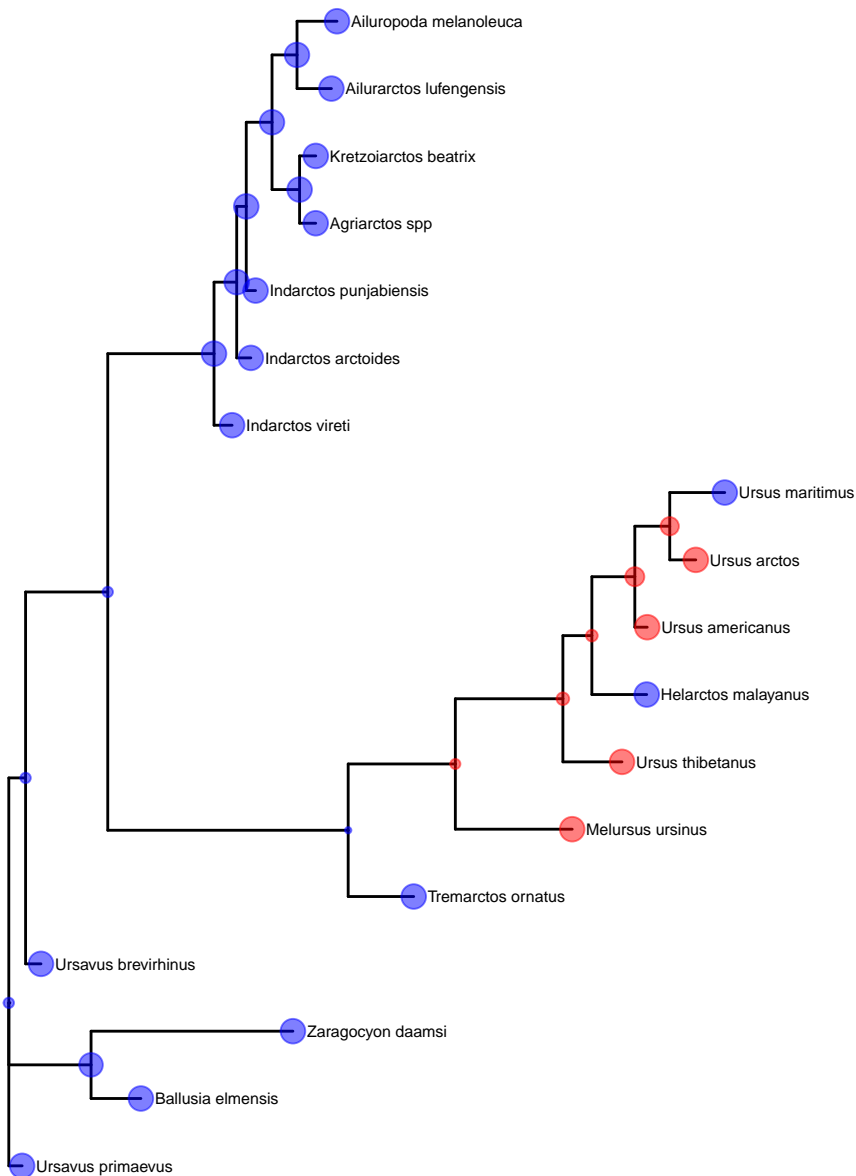
# simple.char\_24.ase

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

## State

- Absent
- Present





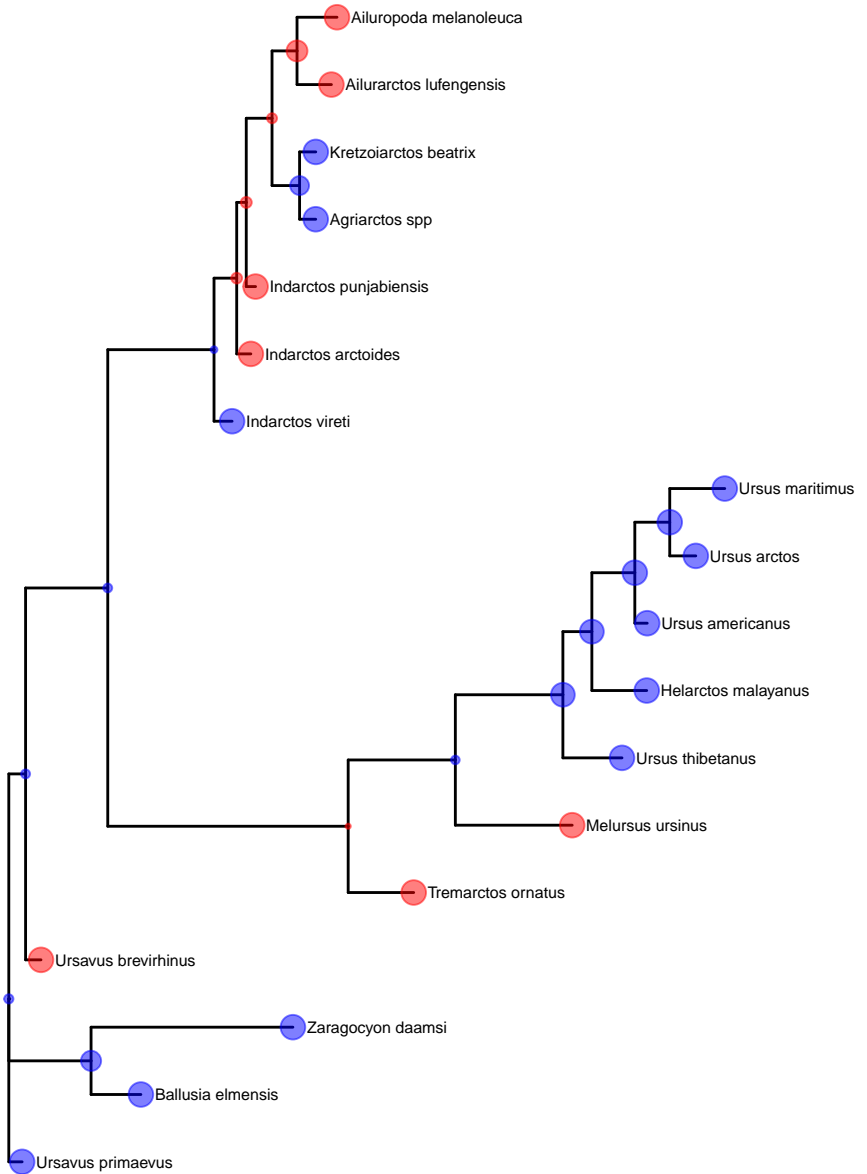
# simple.char\_25.ase

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

## State

- Absent
- Present



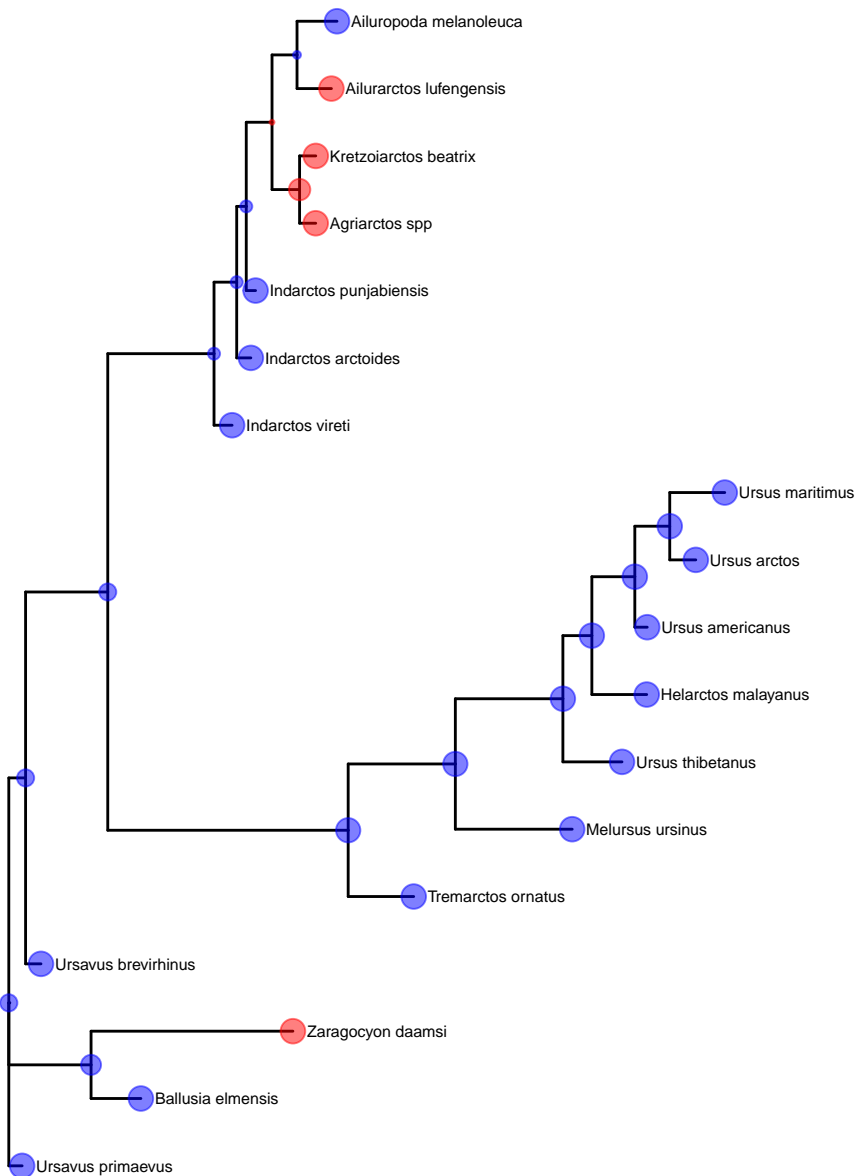
# simple.char\_26.ase

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

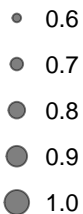
## State

- Absent
- Present

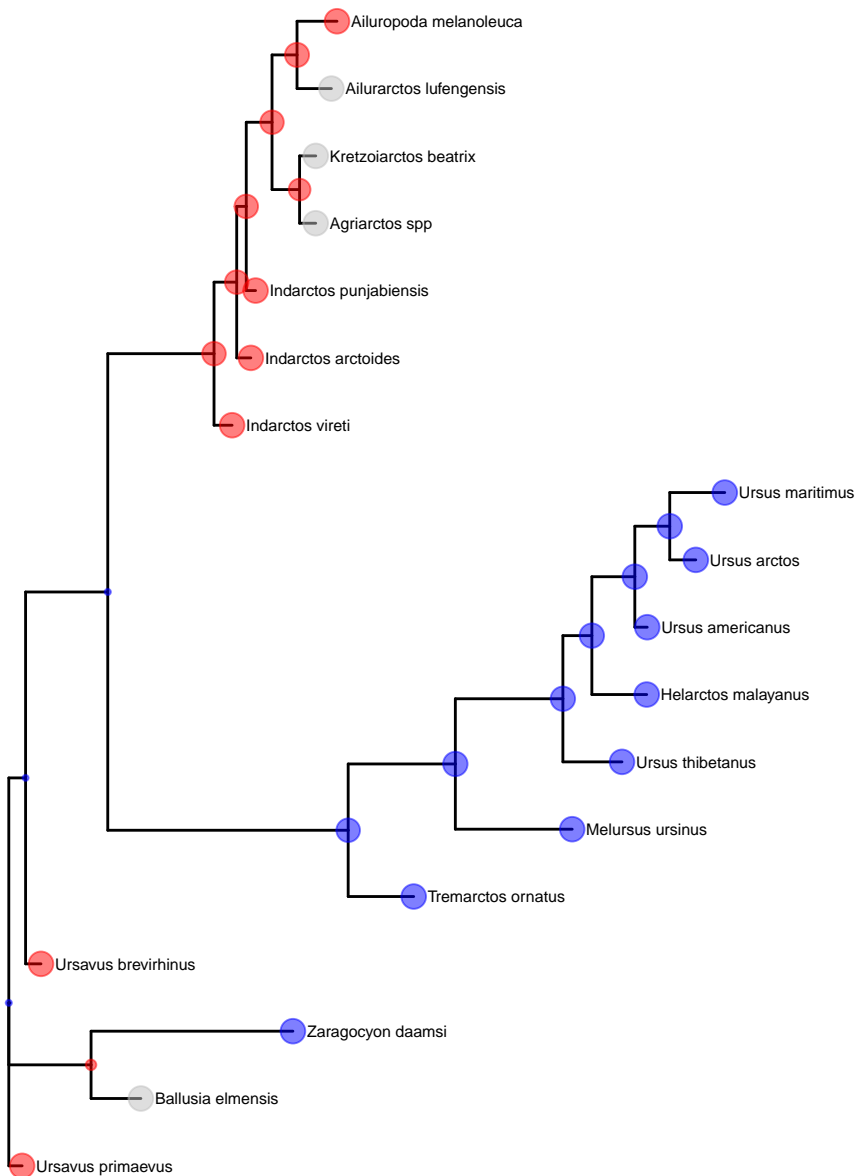
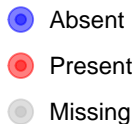


# simple.char\_27.ase

## Posterior Probability



## State



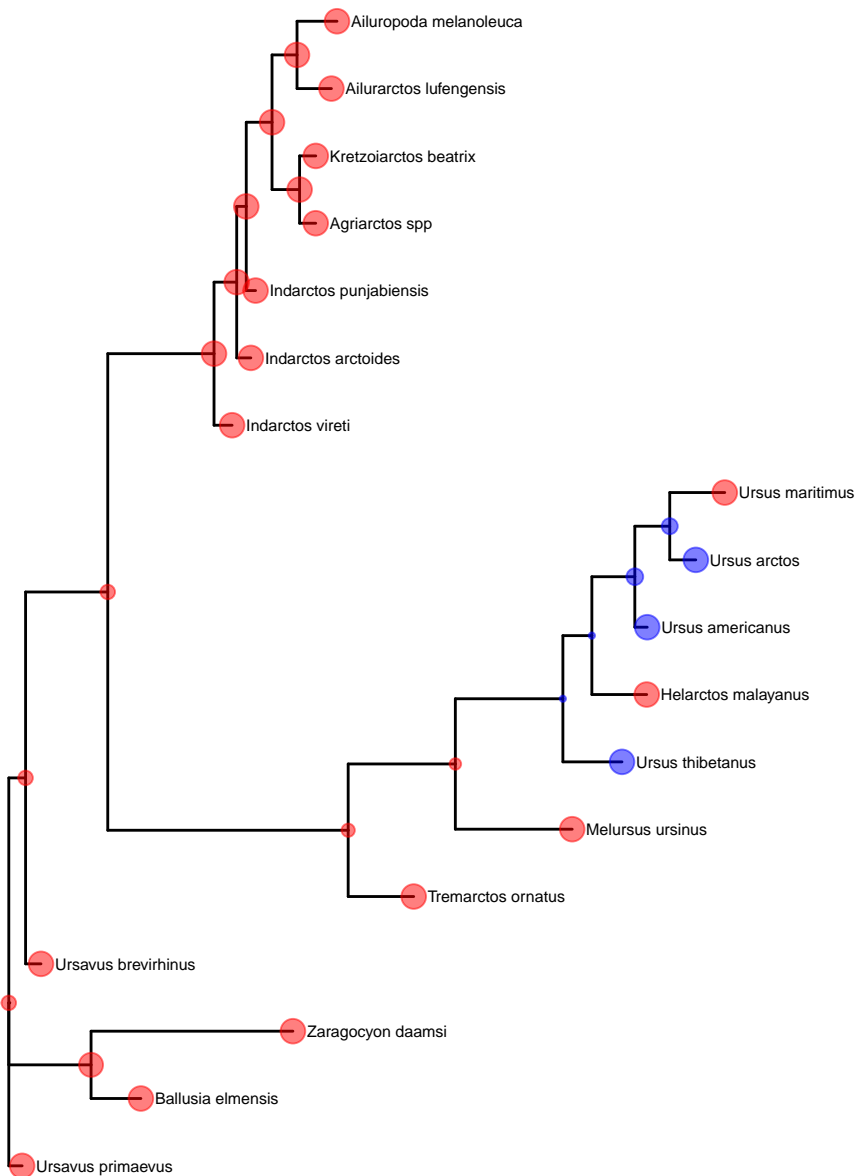
# simple.char\_28.ase

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

## State

- Absent
- Present



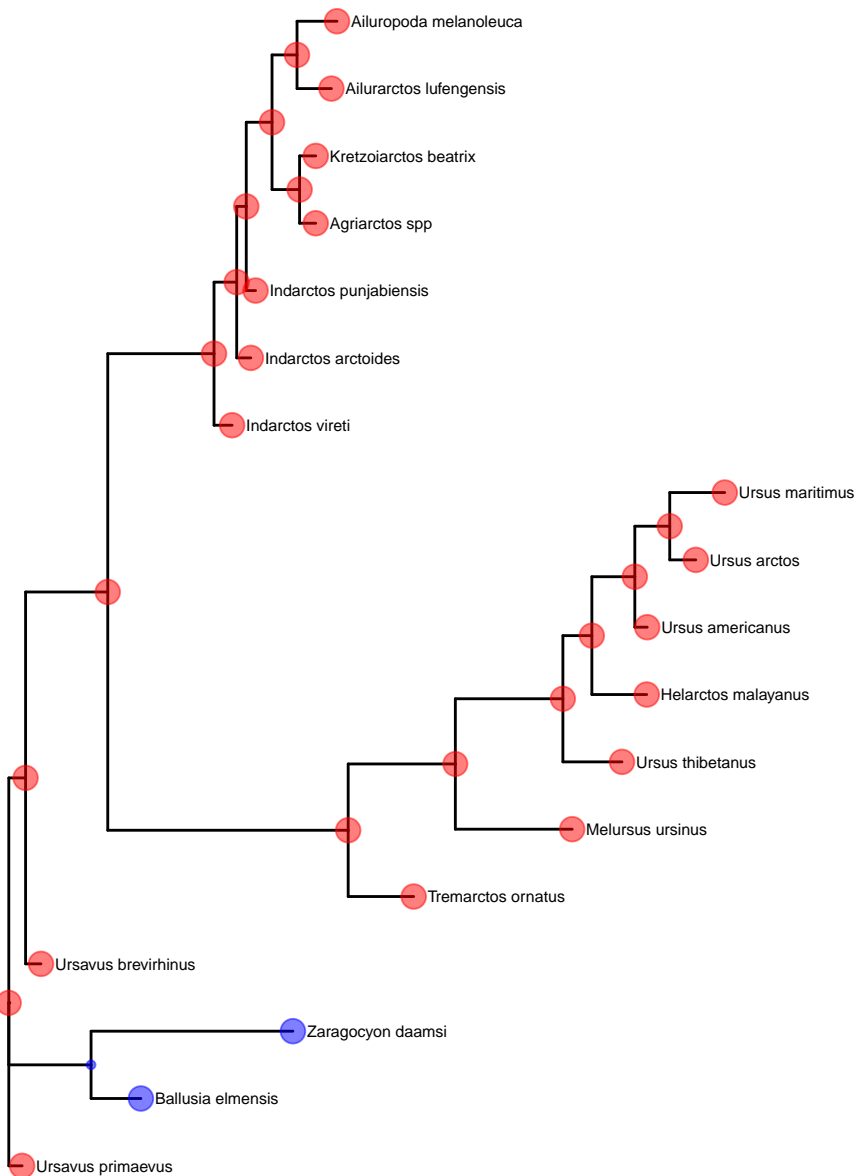
# simple.char\_29.ase

## State

- Absent
- Present

## Posterior Probability

- 0.7
- 0.8
- 0.9
- 1.0



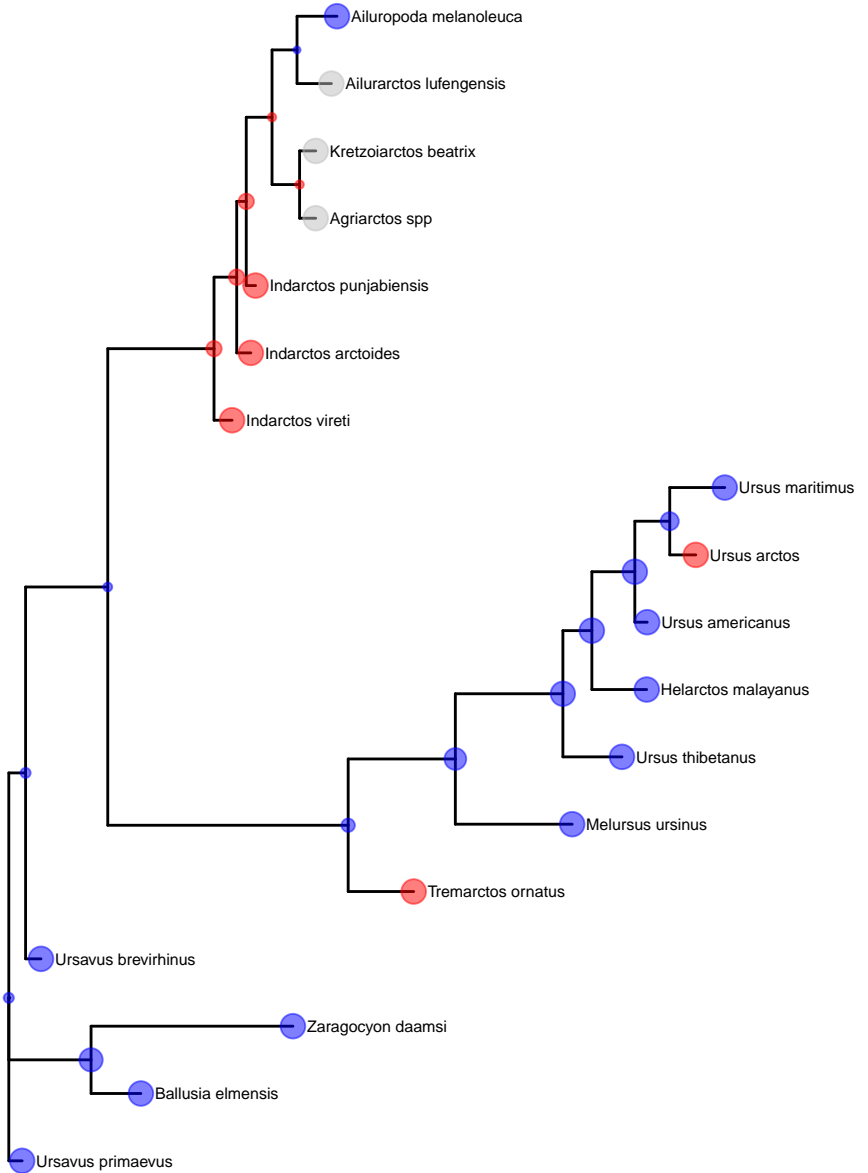
# simple.char\_30.ase

## State

- Absent
- Present
- Missing

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9



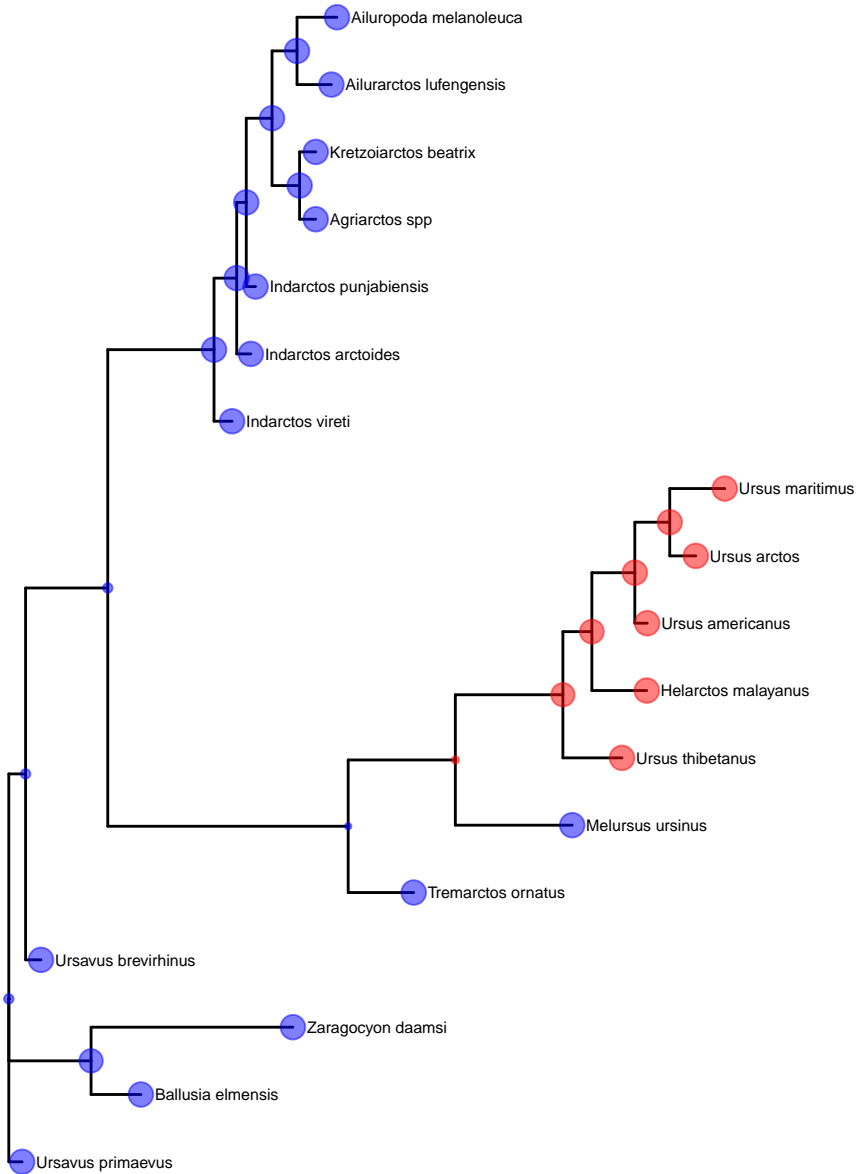
# simple.char\_31.ase

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

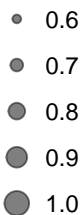
## State

- Absent
- Present

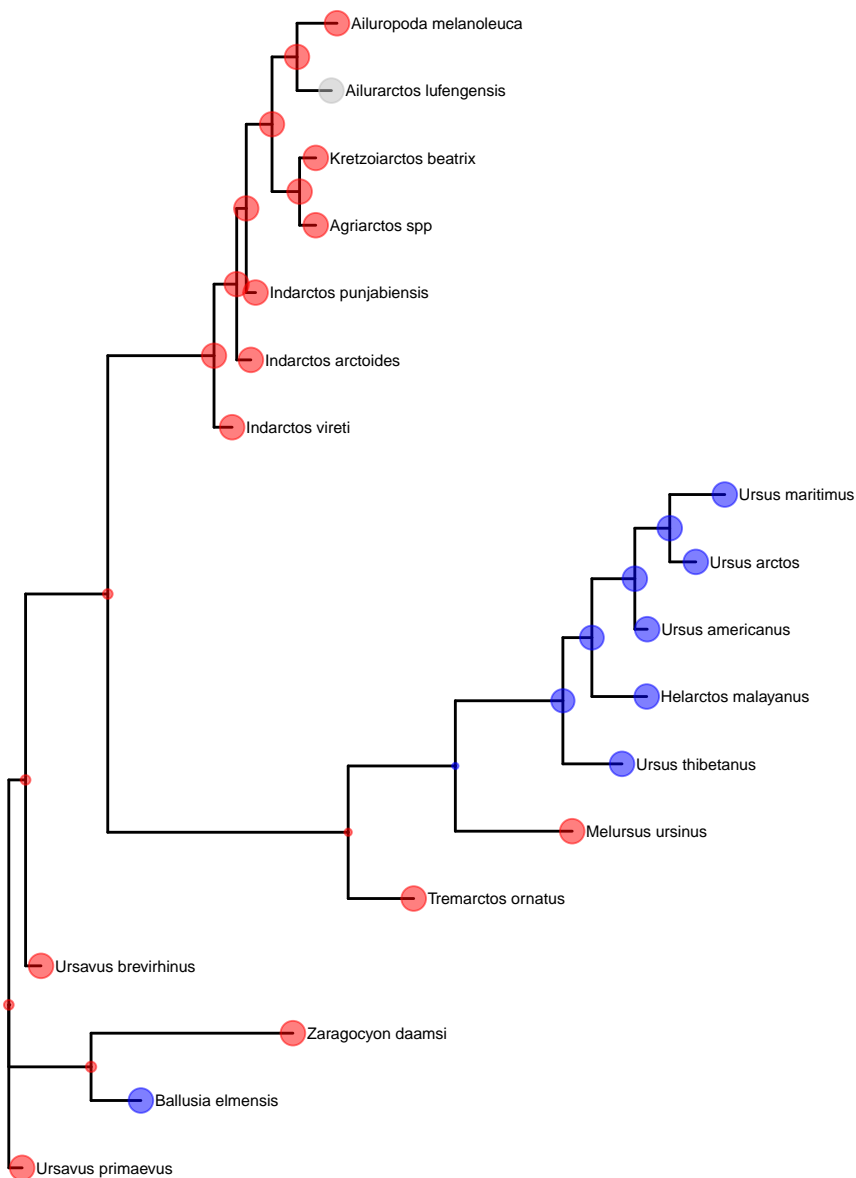
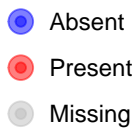


# simple.char\_32.ase

## Posterior Probability



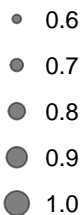
## State



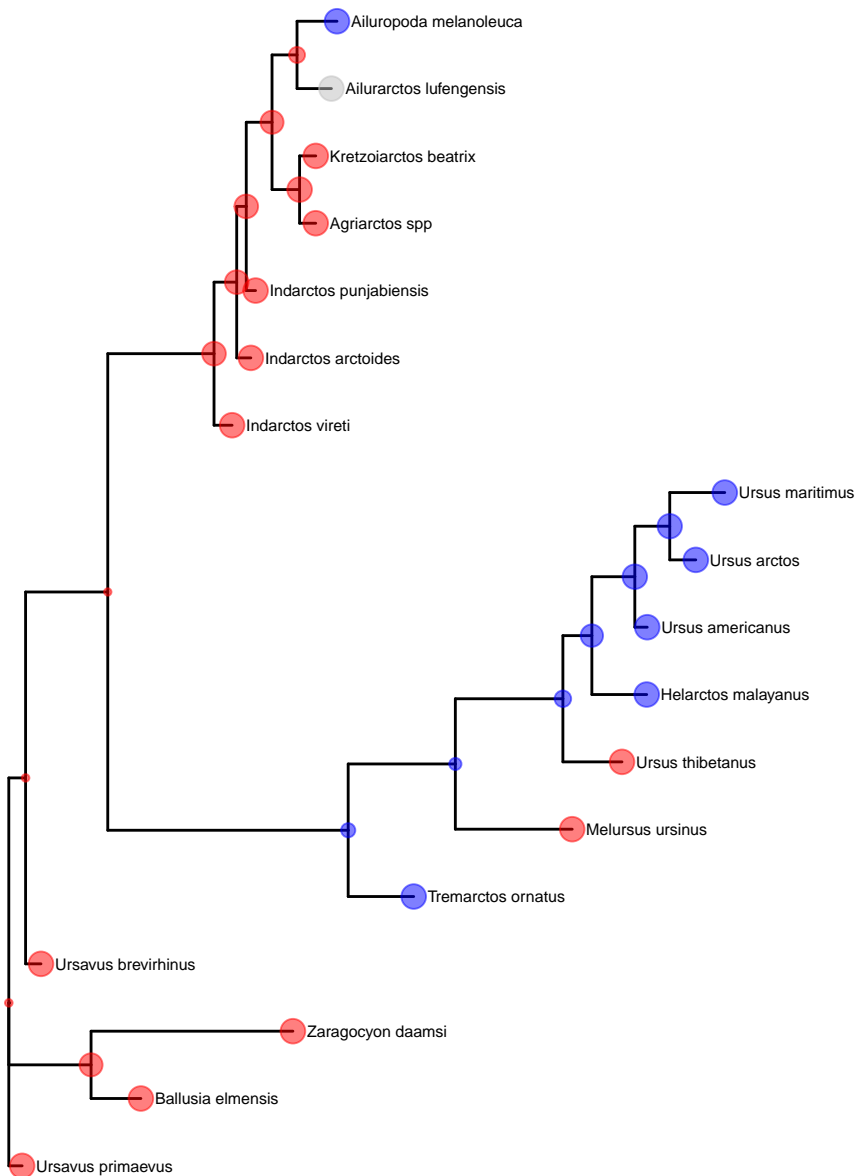
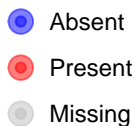


# simple.char\_33.ase

## Posterior Probability



## State



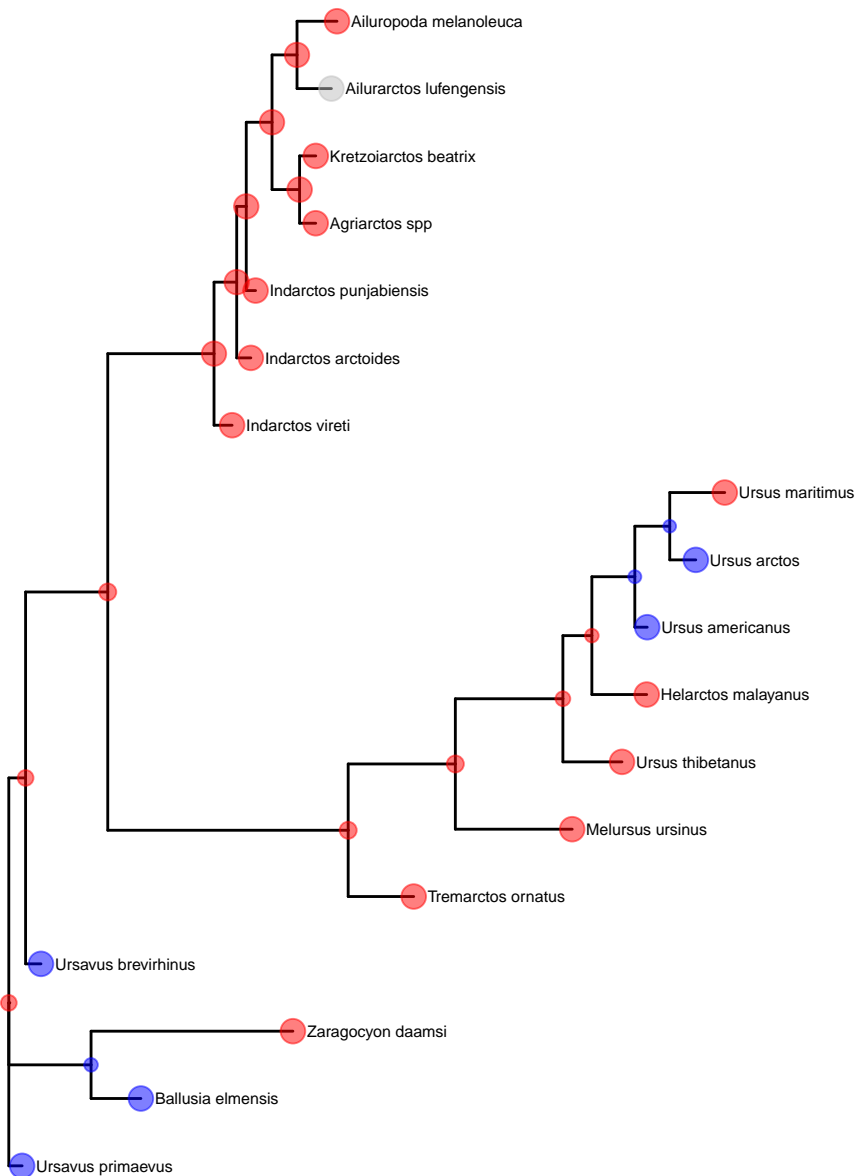
# simple.char\_34.ase

## State

- Absent
- Present
- Missing

## Posterior Probability

- 0.7
- 0.8
- 0.9



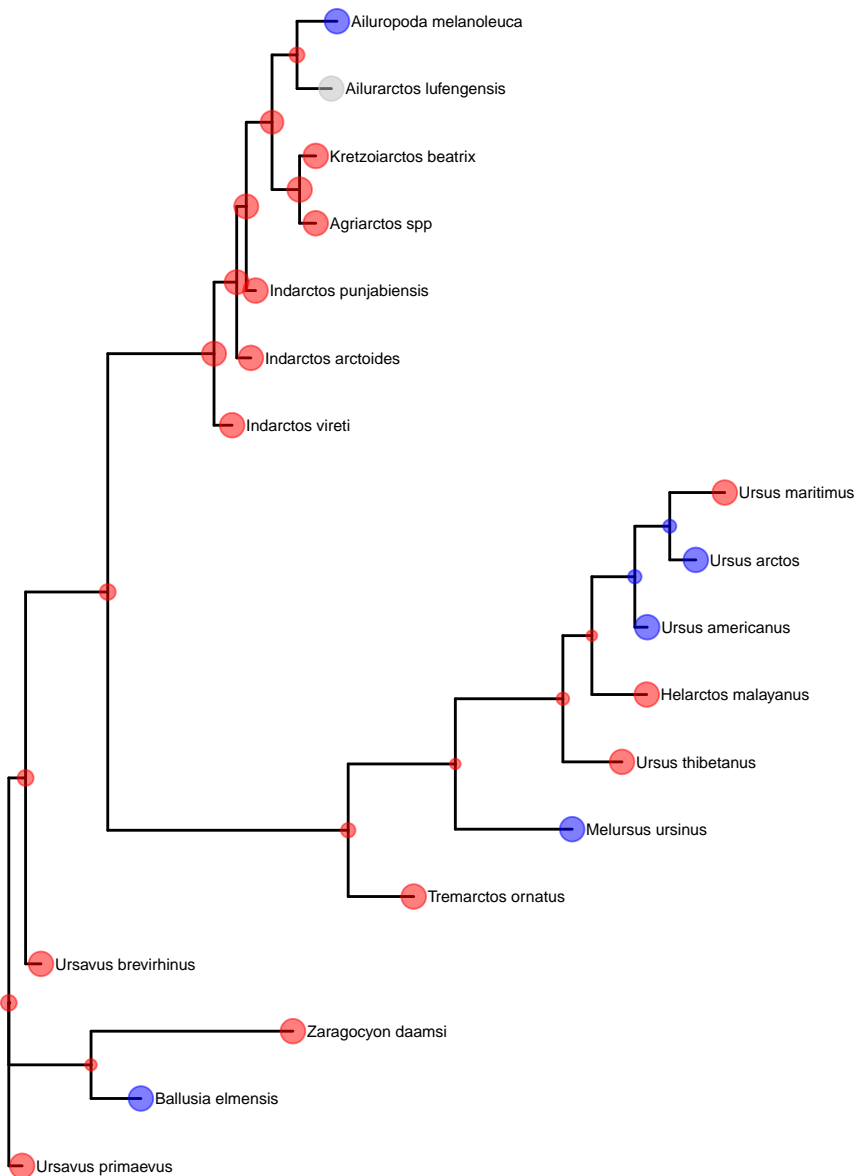
# simple.char\_35.ase

## State

- Absent
- Present
- Missing

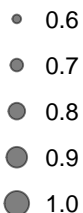
## Posterior Probability

- 0.7
- 0.8
- 0.9

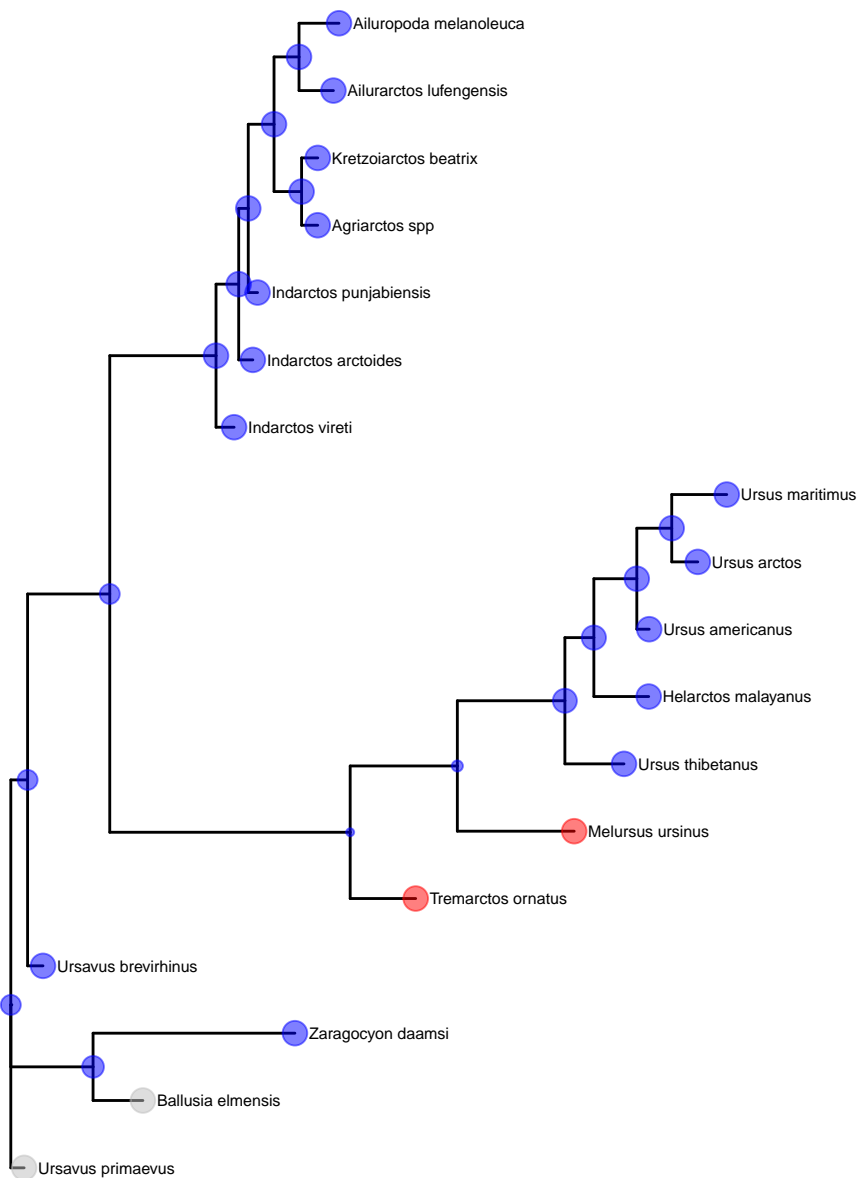
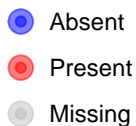


# simple.char\_36.ase

## Posterior Probability

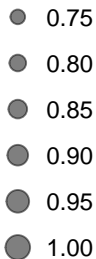


## State

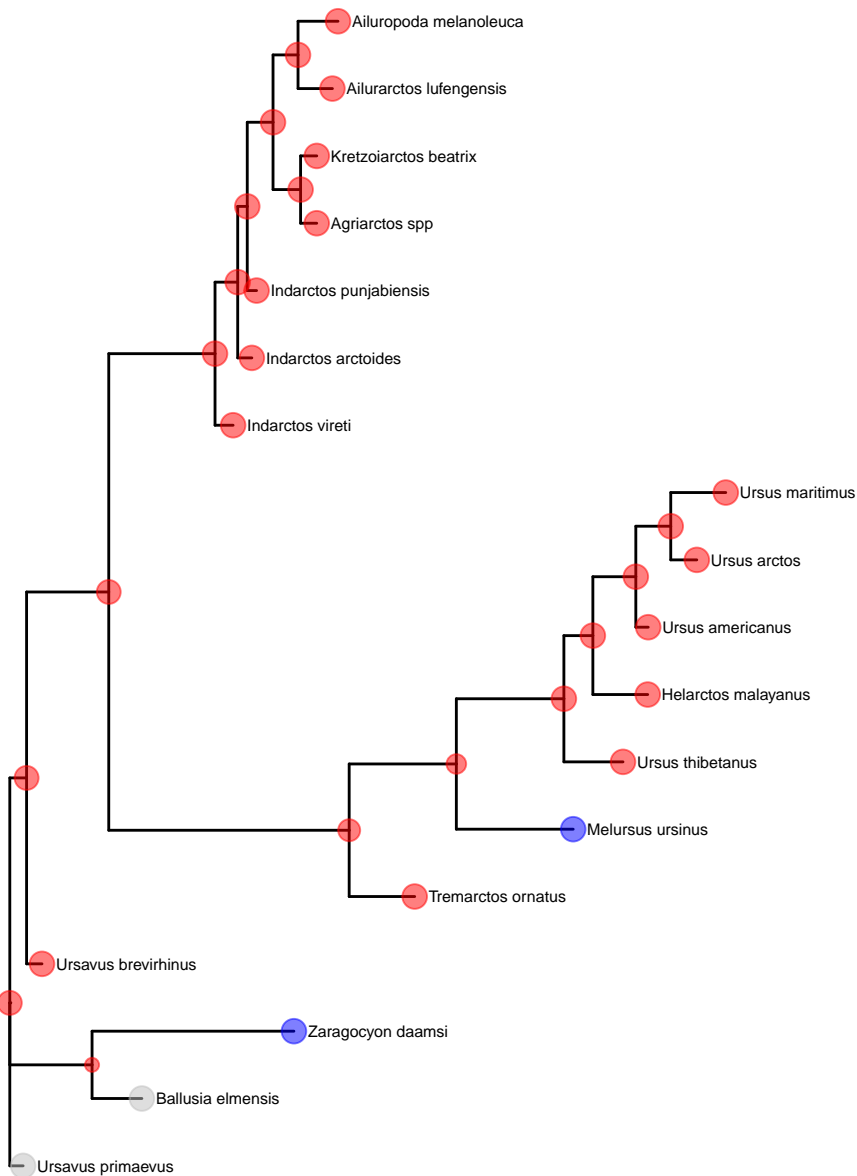
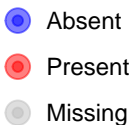


# simple.char\_37.ase

## Posterior Probability



## State

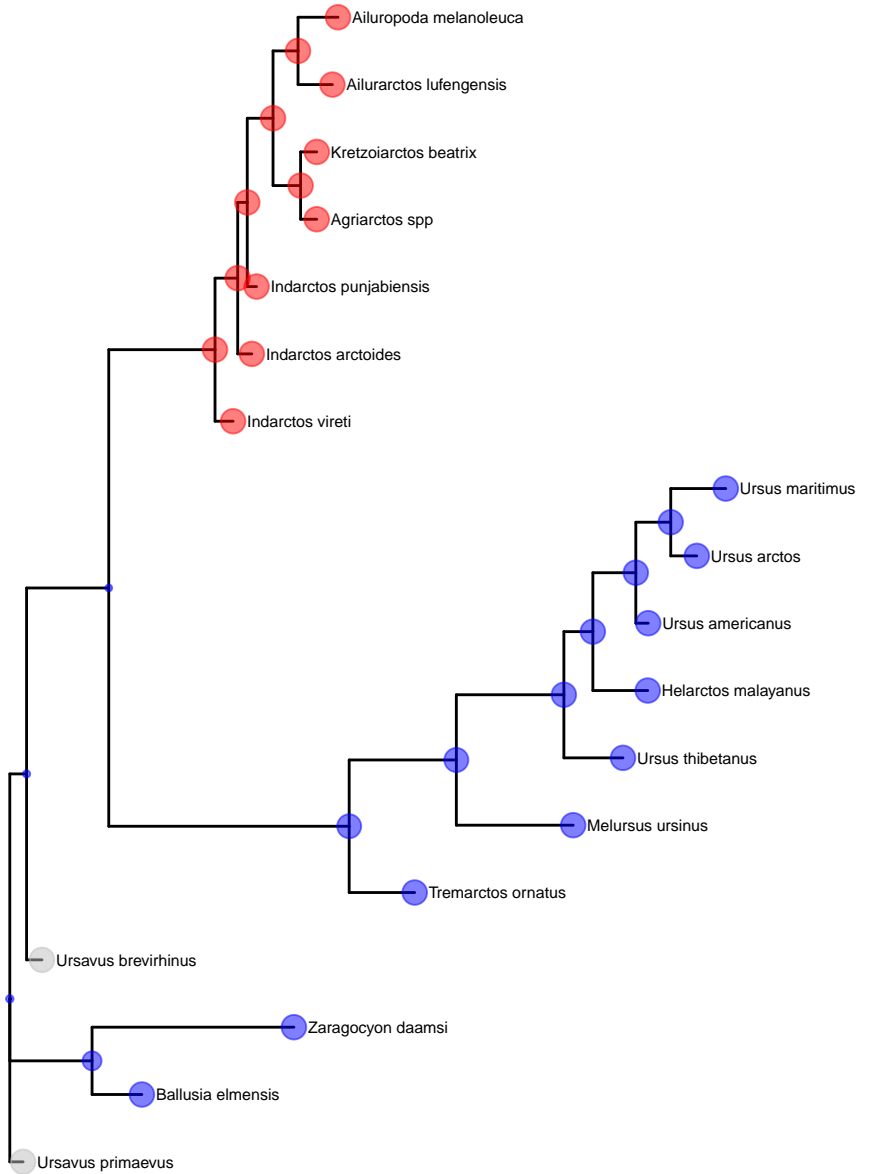
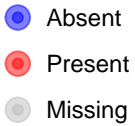


# simple.char\_38.ase

## Posterior Probability



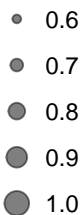
## State



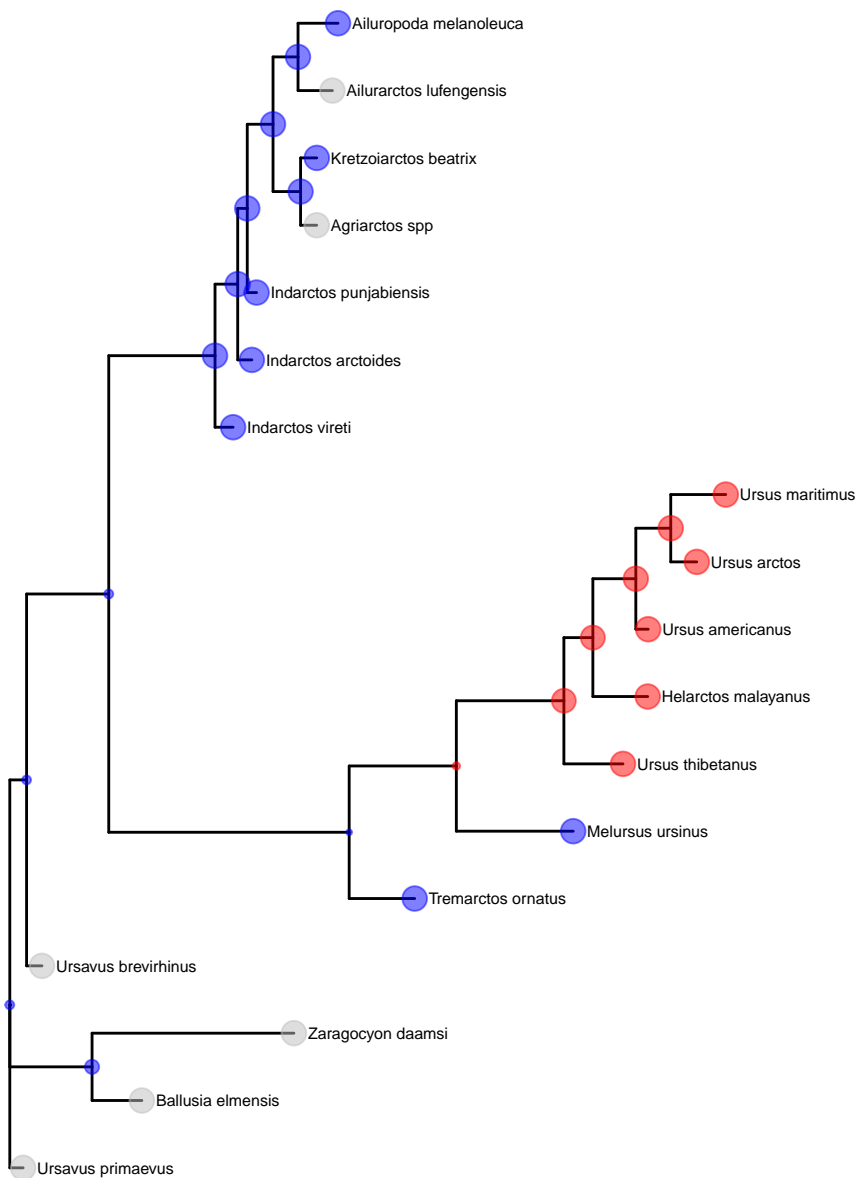
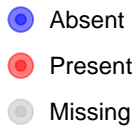


# simple.char\_40.ase

## Posterior Probability



## State



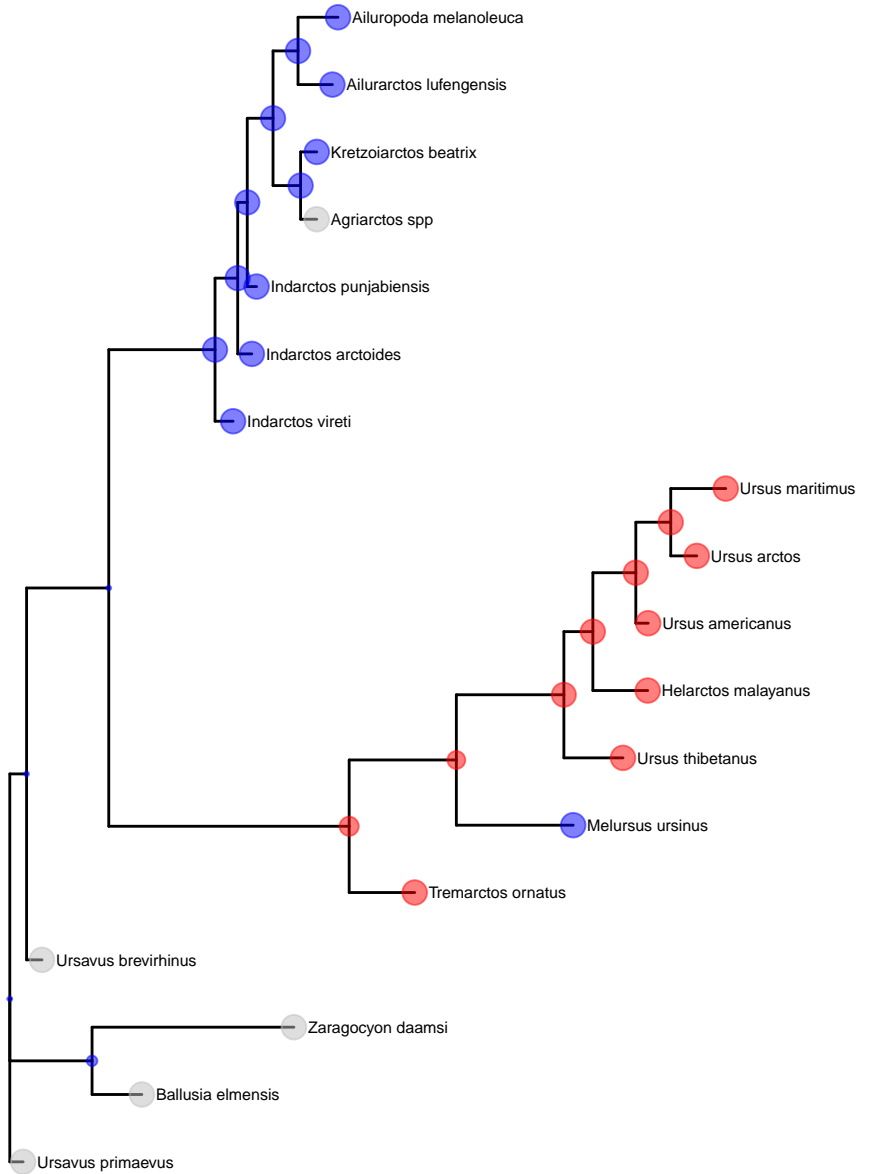
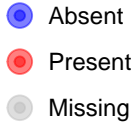


# simple.char\_41.ase

## Posterior Probability



## State



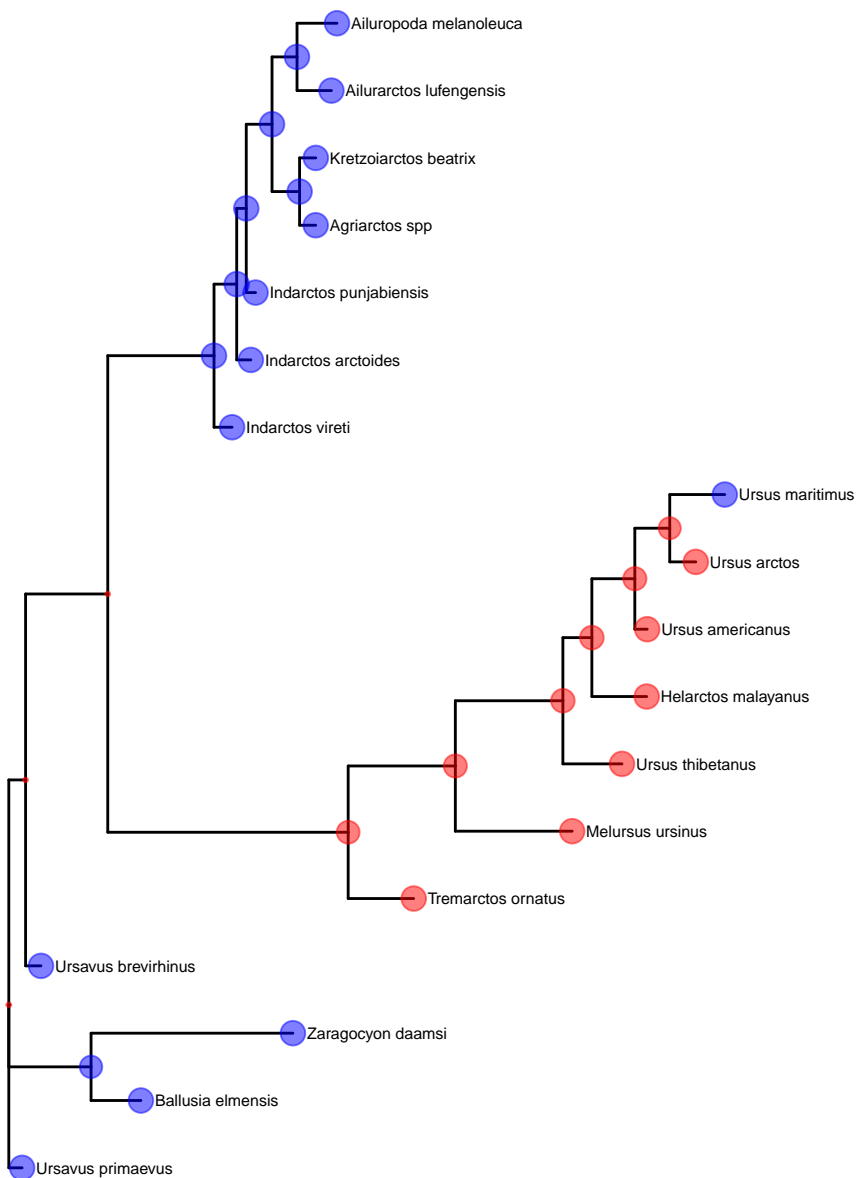
# simple.char\_42.ase

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

## State

- Absent
- Present



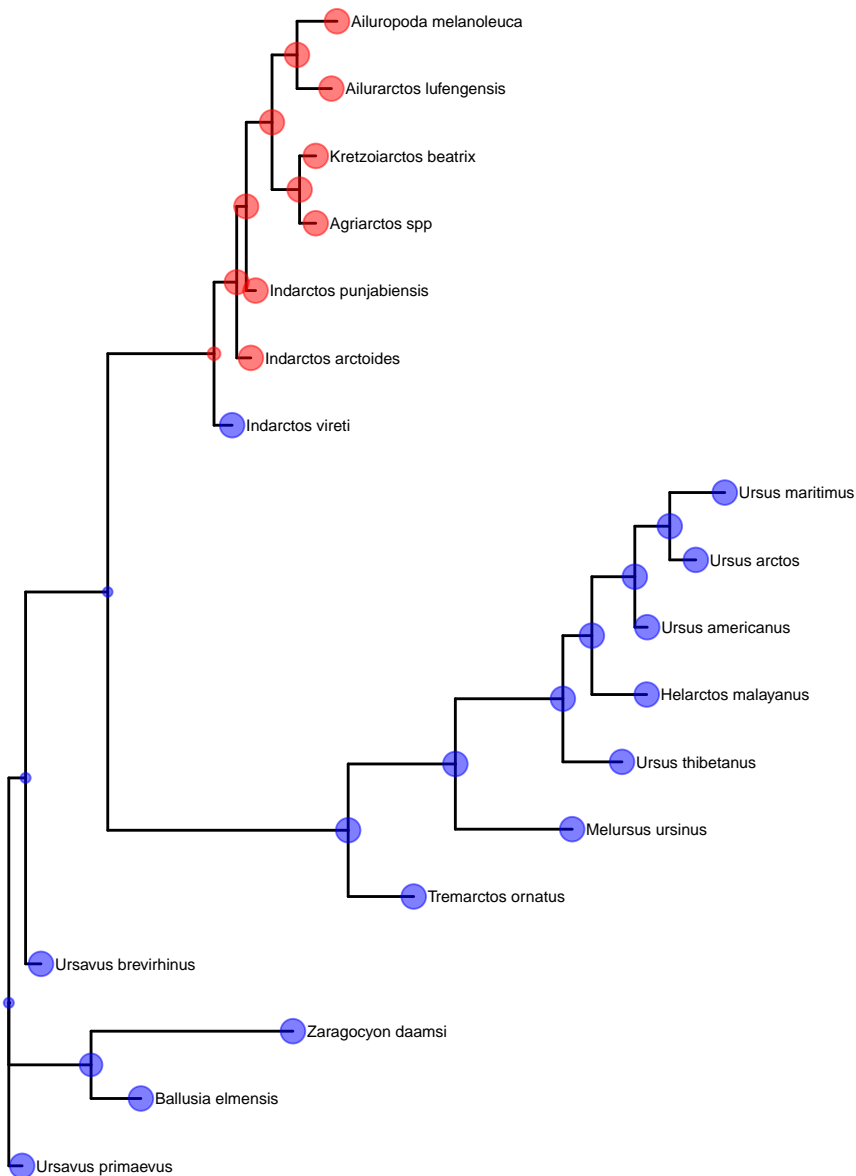
# simple.char\_43.ase

## State

- Absent
- Present

## Posterior Probability

- 0.7
- 0.8
- 0.9
- 1.0



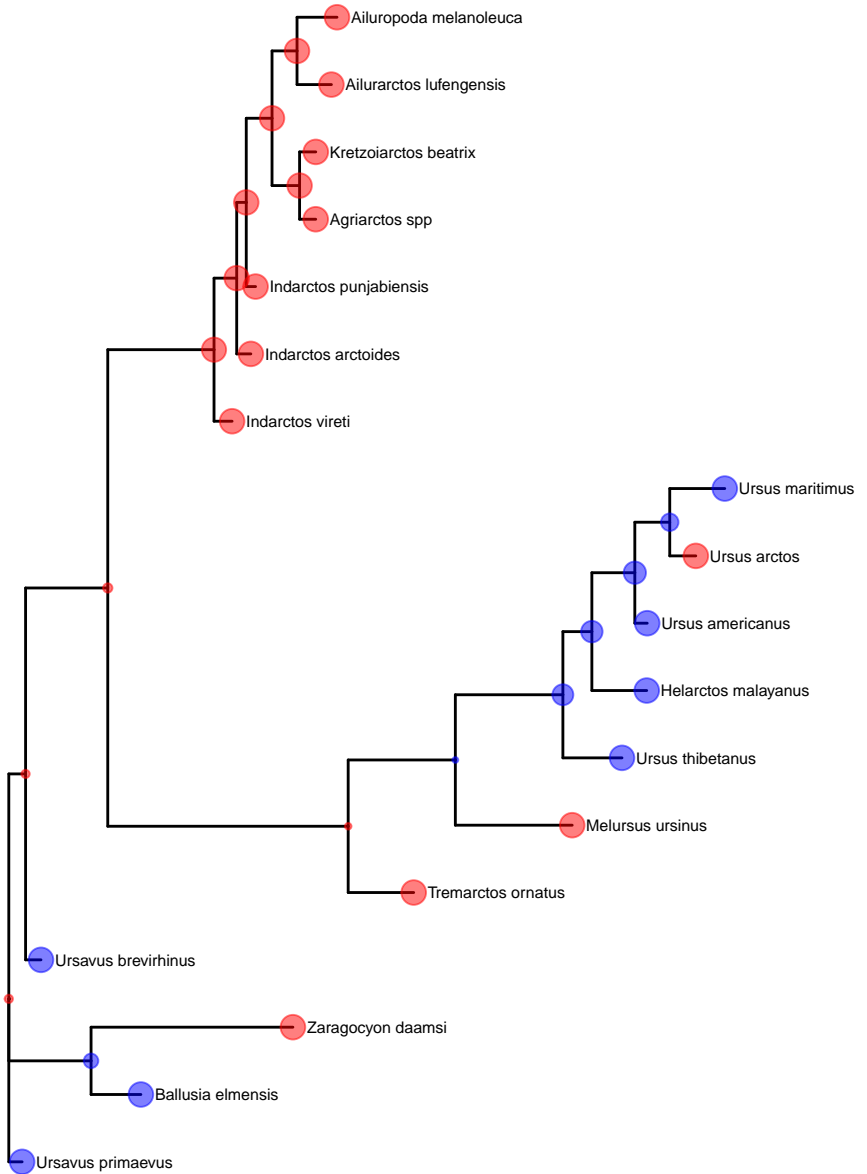
# simple.char\_44.ase

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9
- 1.0

## State

- Absent
- Present



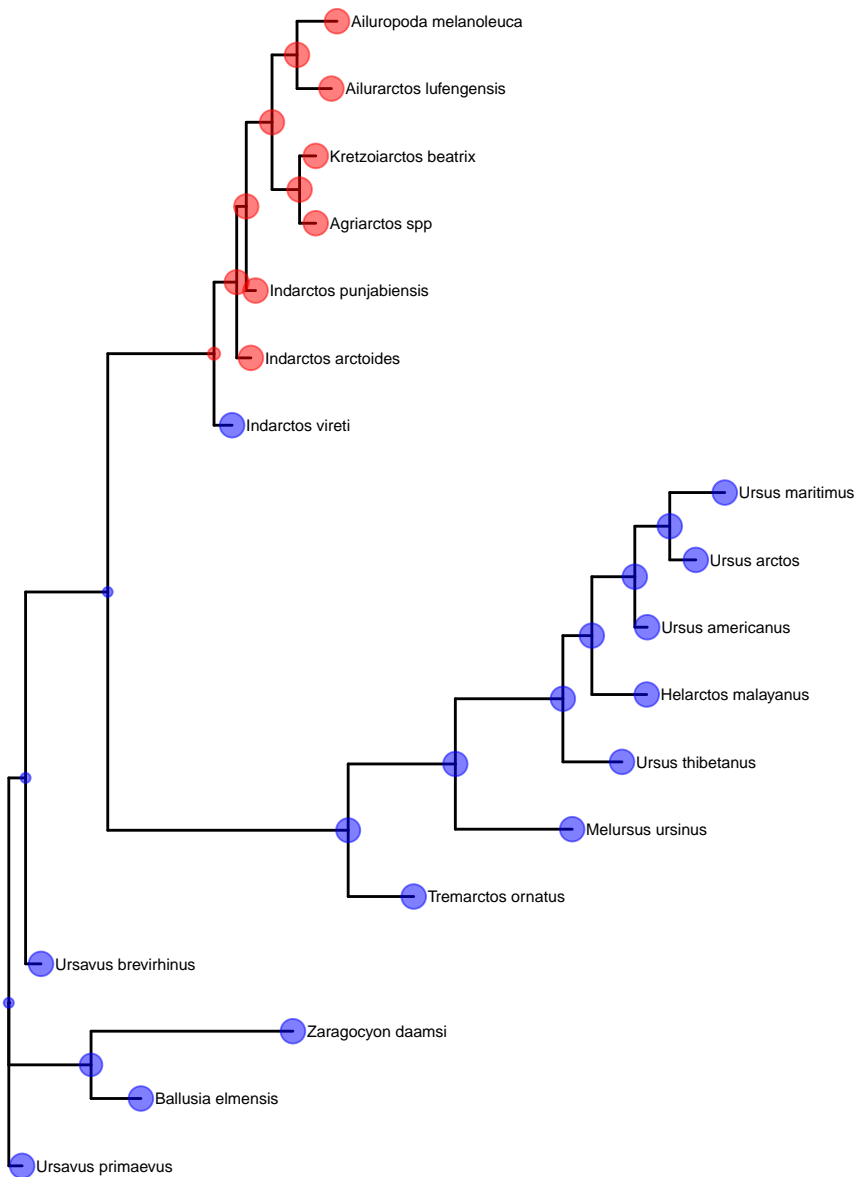
# simple.char\_45.ase

## State

- Absent
- Present

## Posterior Probability

- 0.7
- 0.8
- 0.9
- 1.0



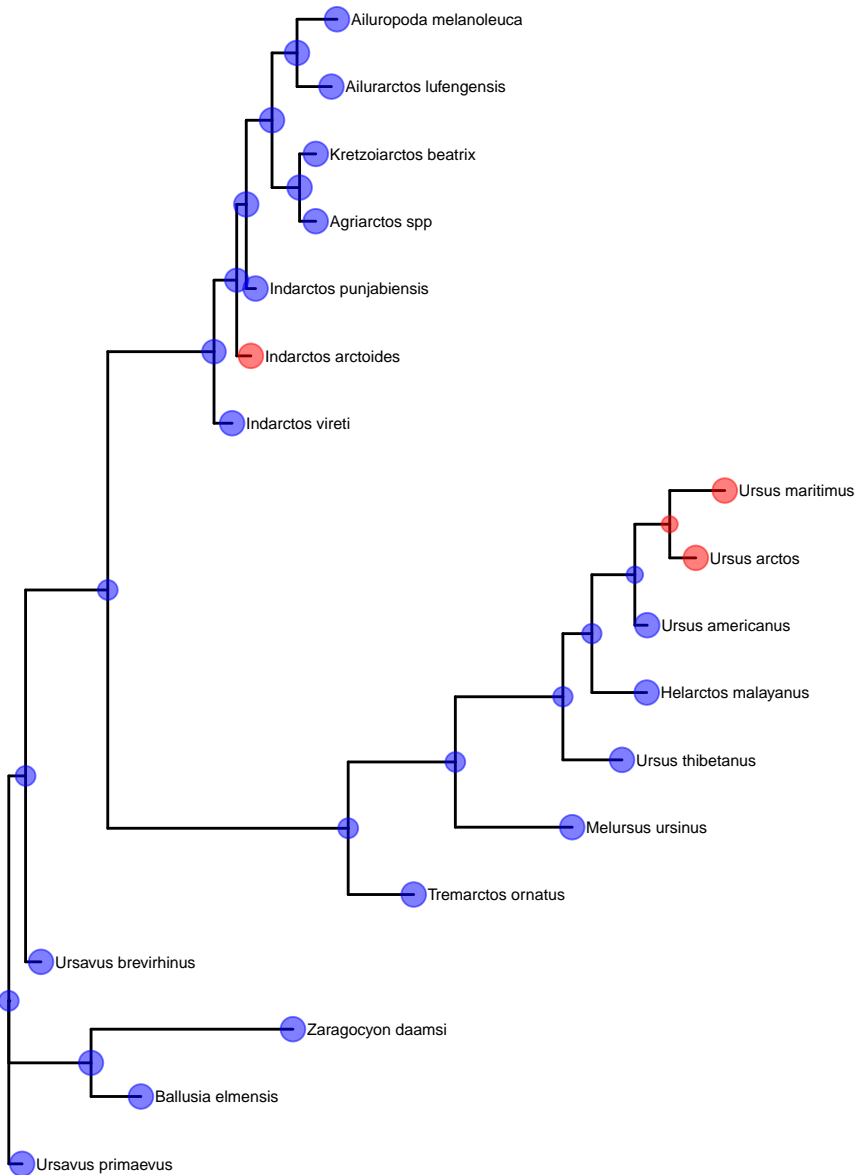
# simple.char\_46.ase

## State

- Absent
- Present

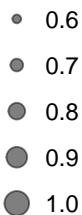
## Posterior Probability

- 0.80
- 0.85
- 0.90
- 0.95
- 1.00

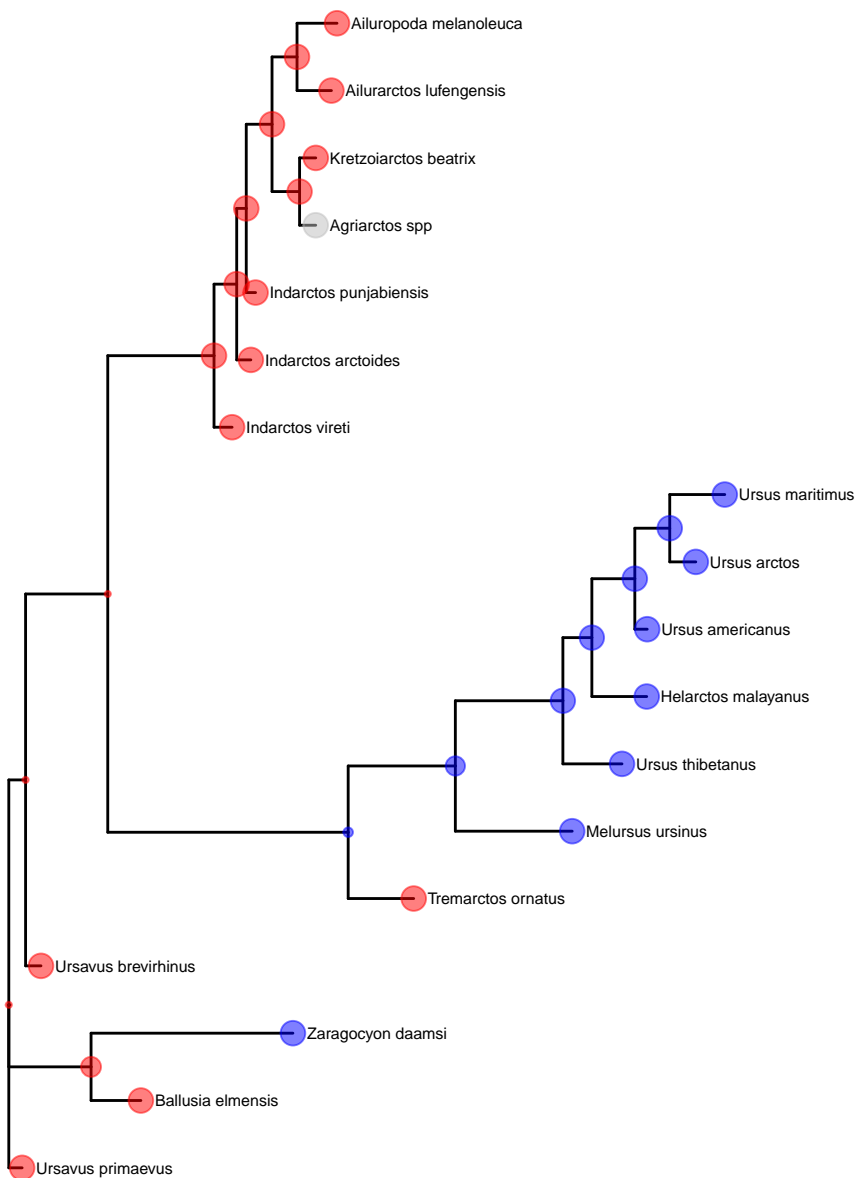
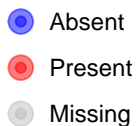


# simple.char\_47.ase

## Posterior Probability

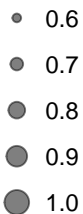


## State

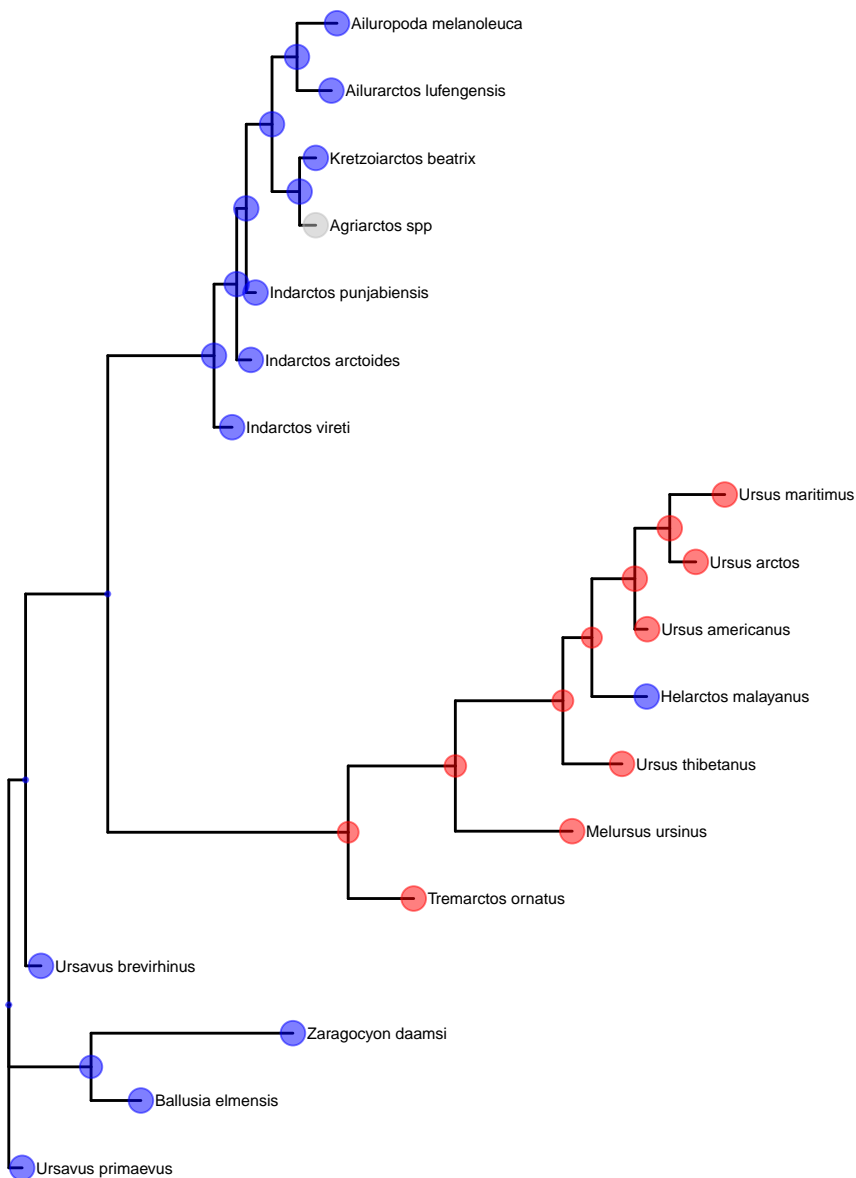
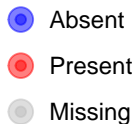


# simple.char\_48.ase

## Posterior Probability



## State





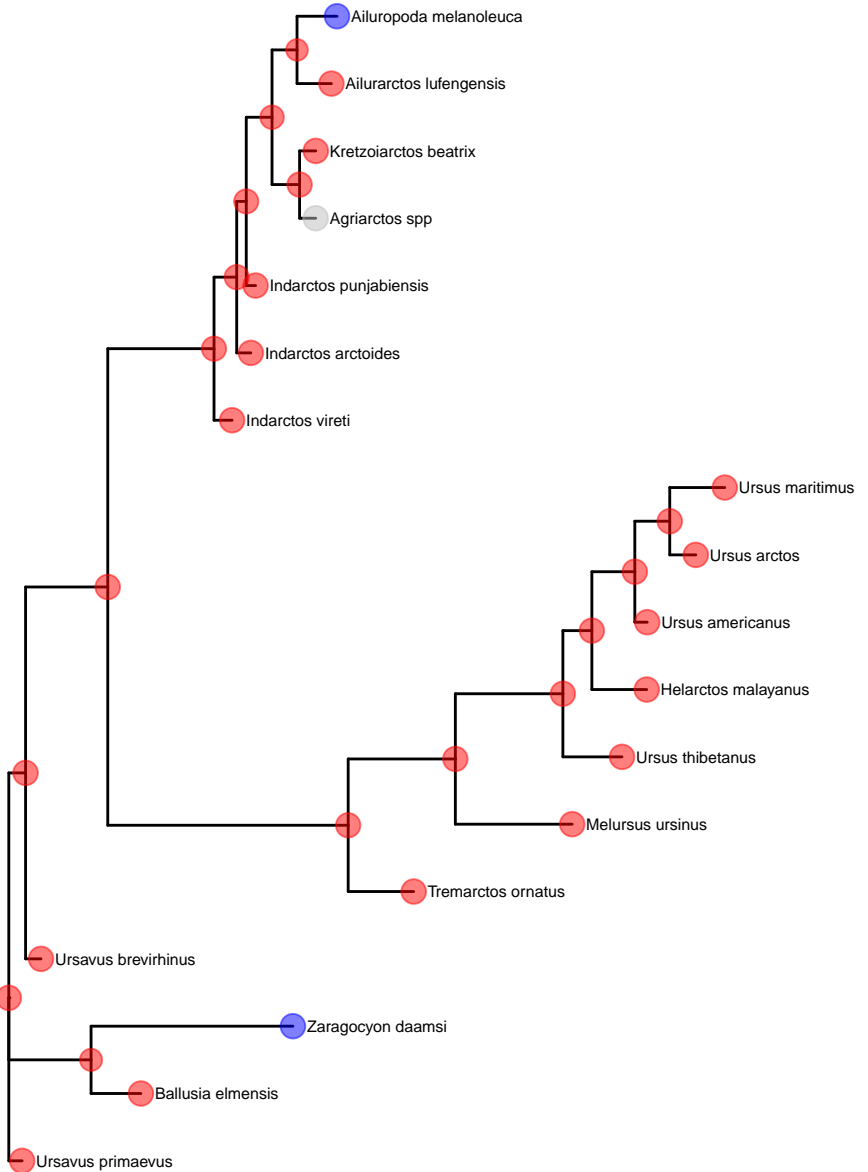
# simple.char\_49.ase

## State

- Absent
- Present
- Missing

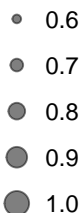
## Posterior Probability

- 0.94
- 0.96
- 0.98
- 1.00

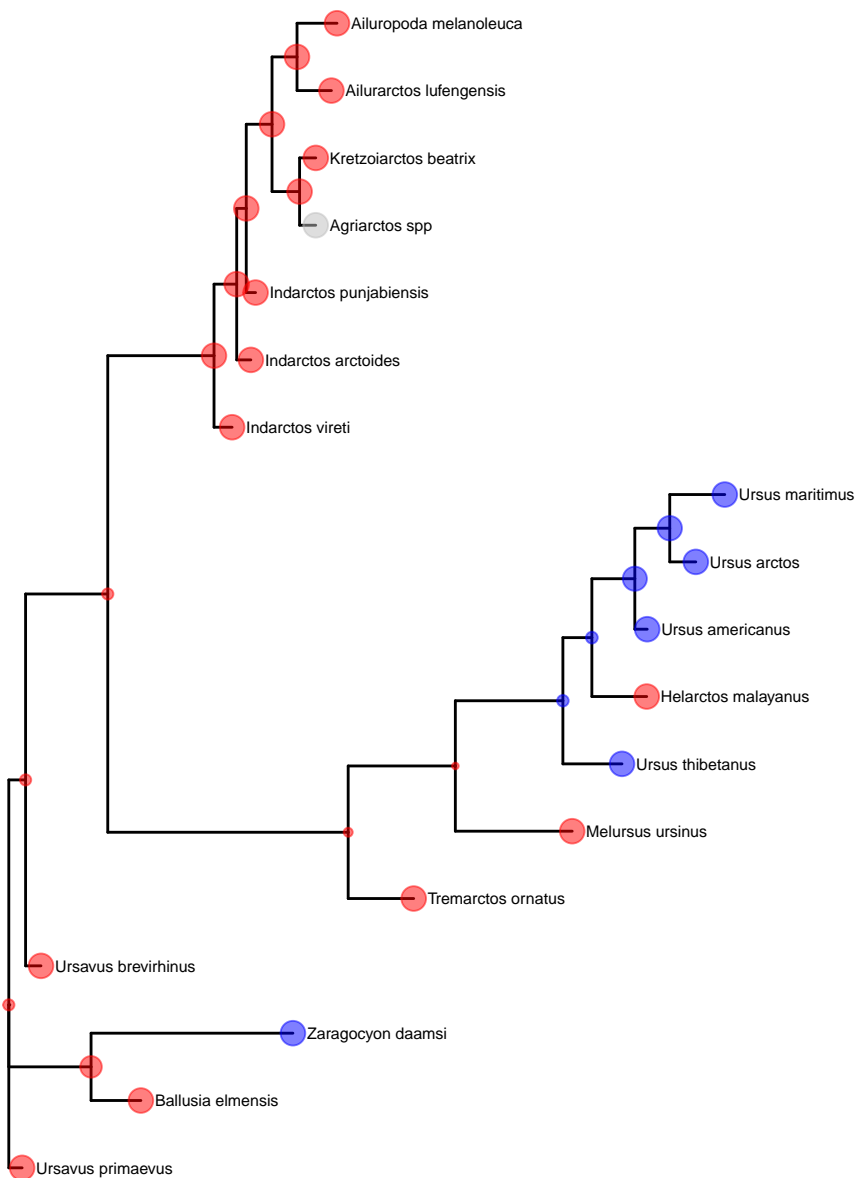
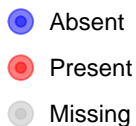


# simple.char\_50.ase

## Posterior Probability

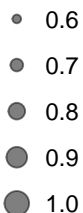


## State

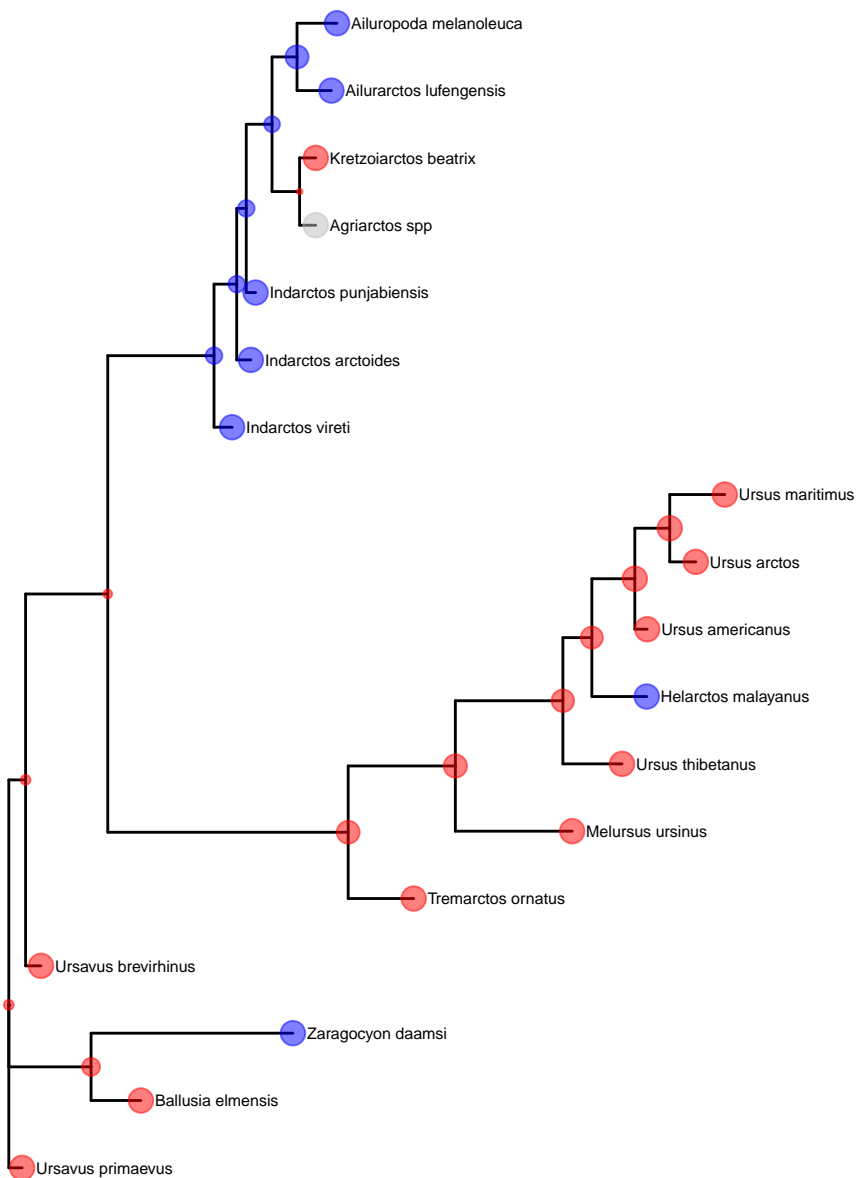
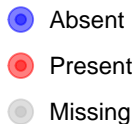


# simple.char\_51.ase

## Posterior Probability



## State



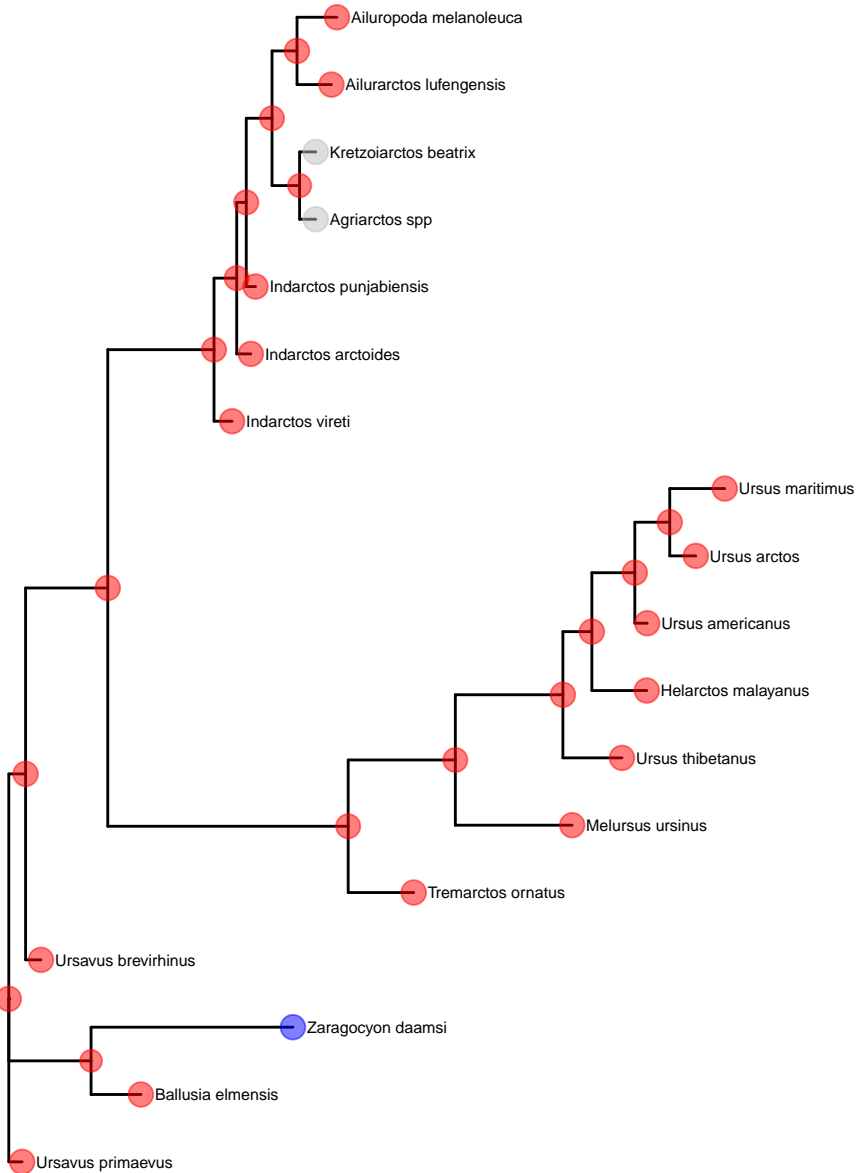
# simple.char\_52.ase

## State

- Absent
- Present
- Missing

## Posterior Probability

- 0.94
- 0.96
- 0.98
- 1.00



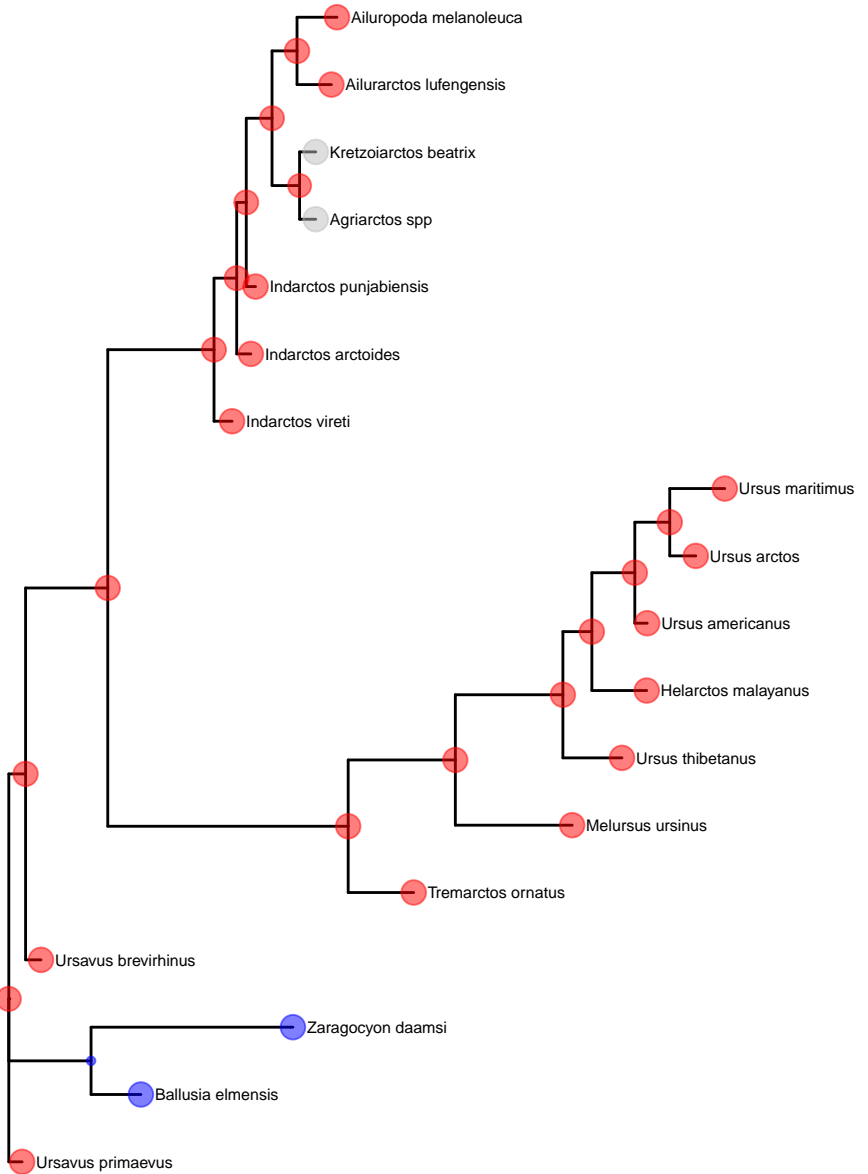
# simple.char\_53.ase

## State

- Absent
- Present
- Missing

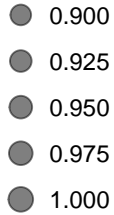
## Posterior Probability

- 0.7
- 0.8
- 0.9
- 1.0

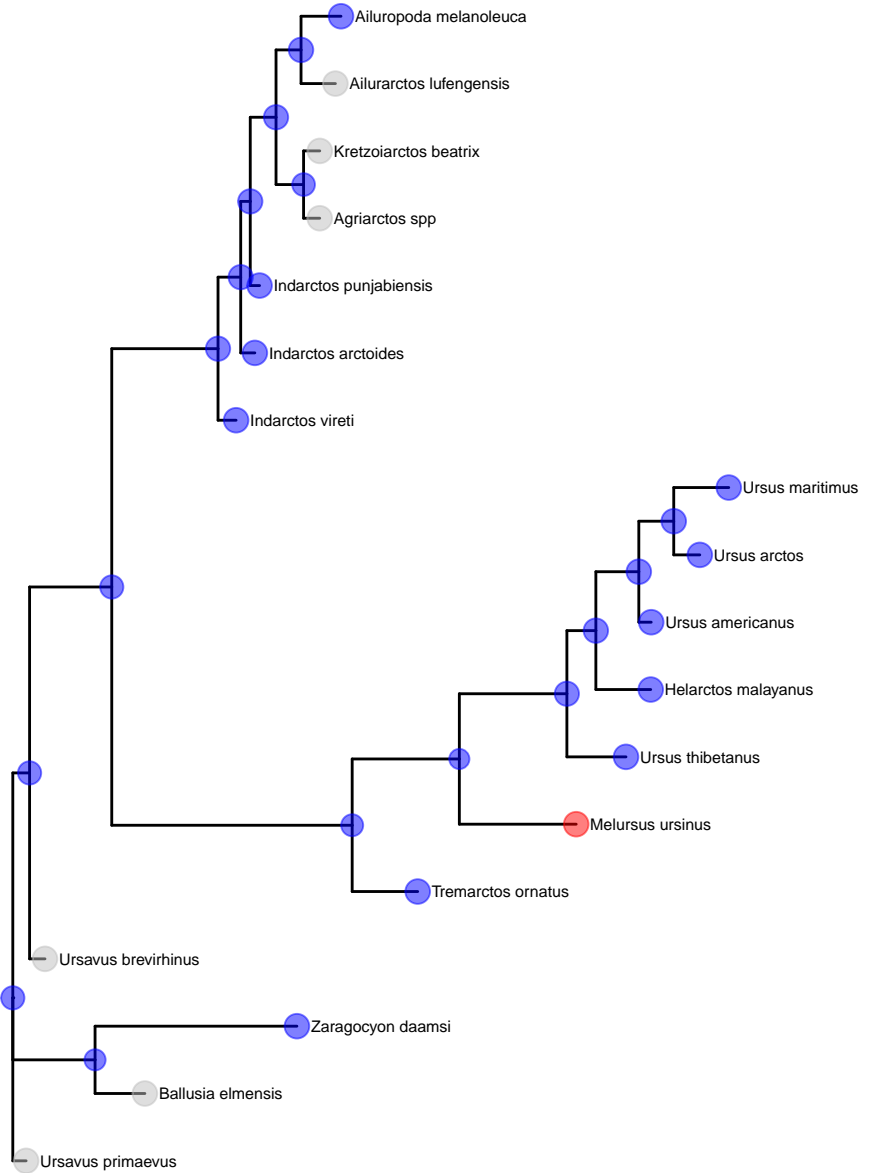
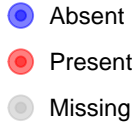


# simple.char\_54.ase

## Posterior Probability



## State



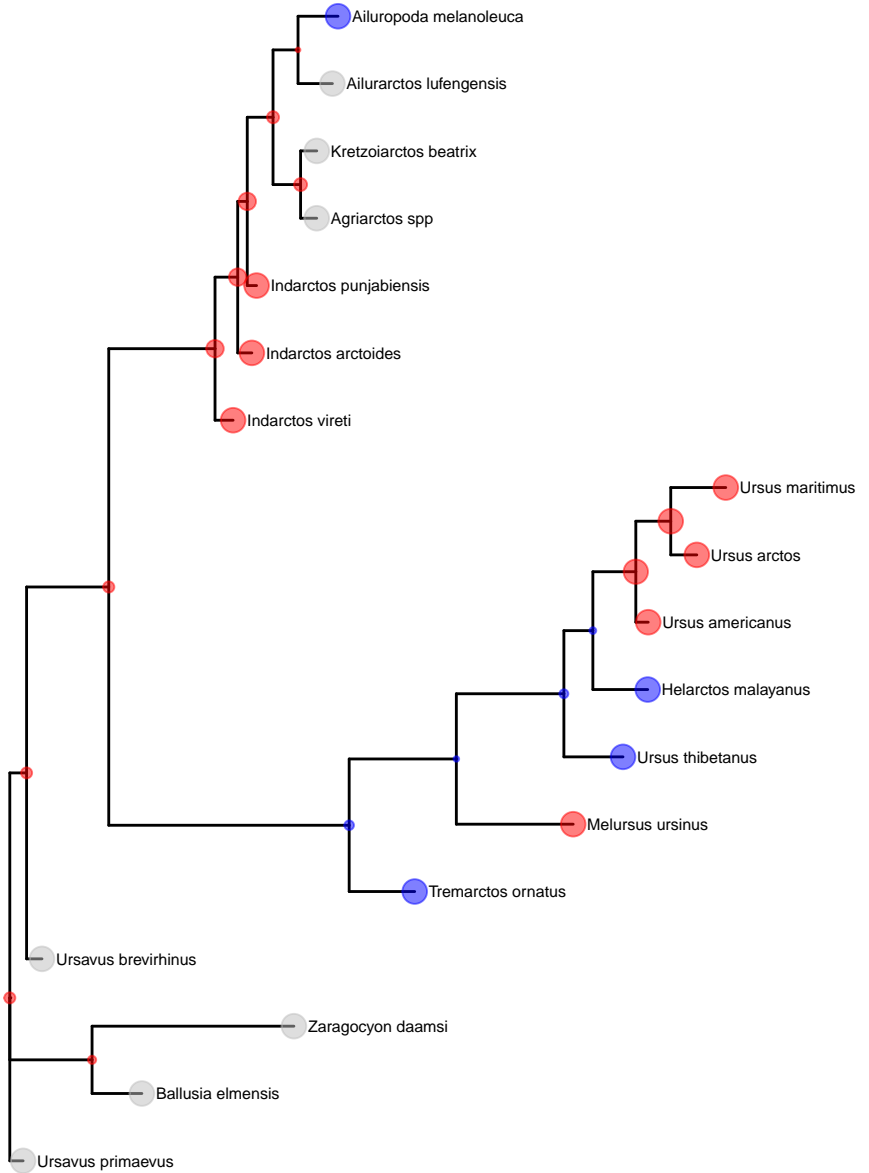
# simple.char\_55.ase

## State

- Absent
- Present
- Missing

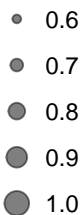
## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9

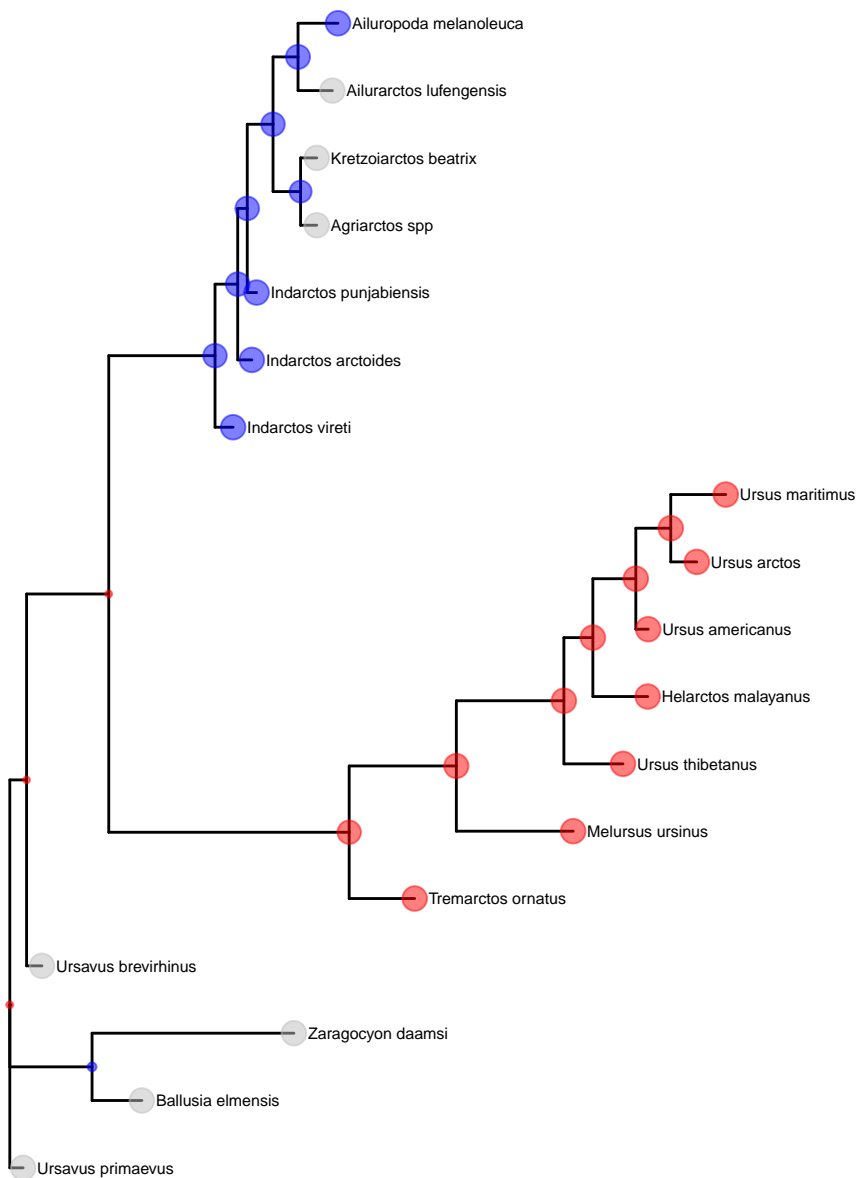
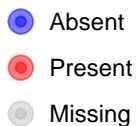


# simple.char\_56.ase

## Posterior Probability



## State



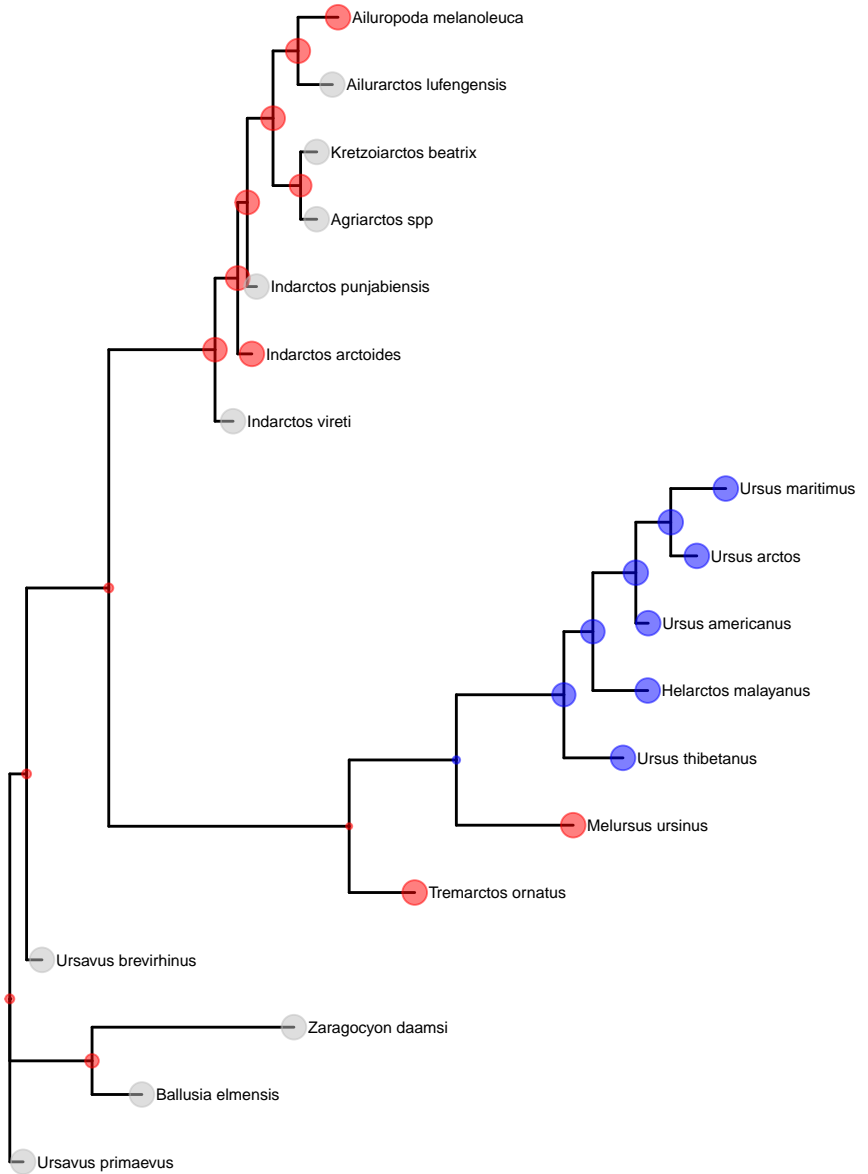
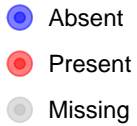


# simple.char\_57.ase

## Posterior Probability



## State



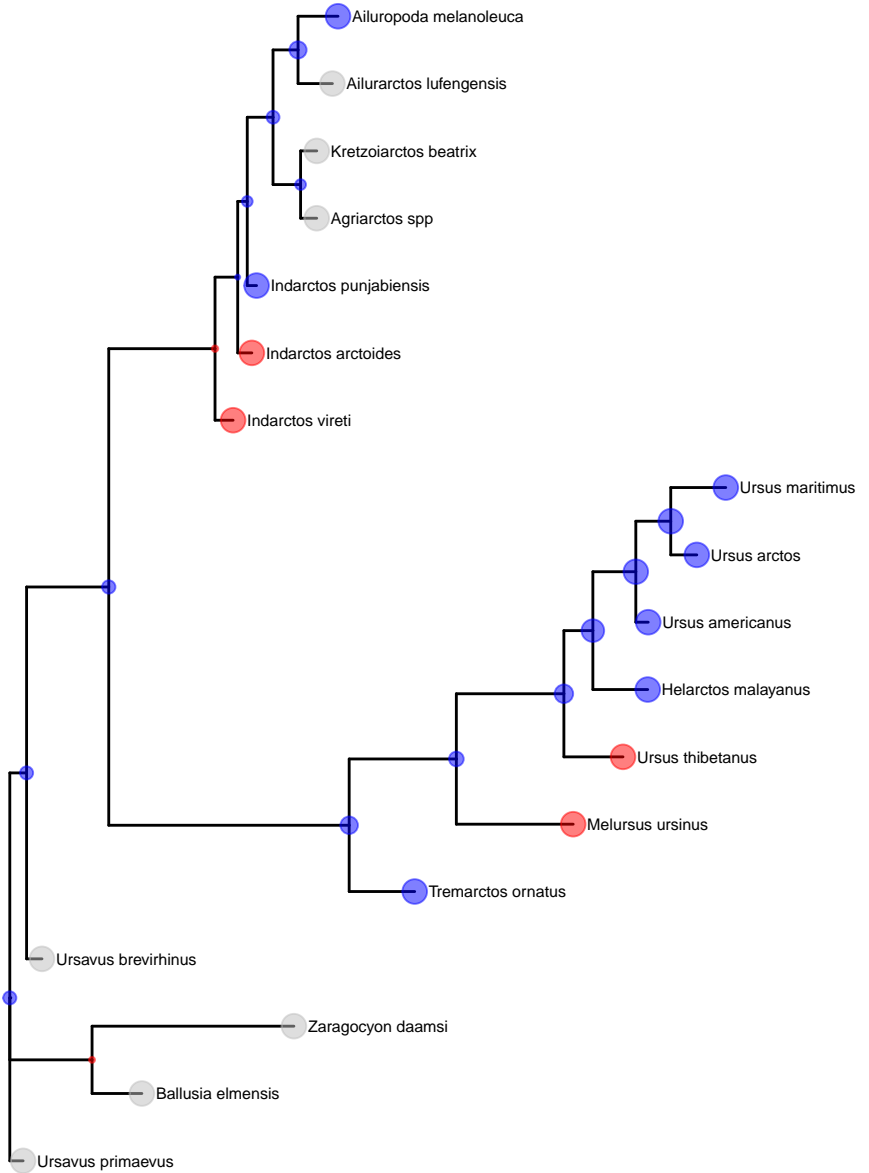
# simple.char\_58.ase

## State

- Absent
- Present
- Missing

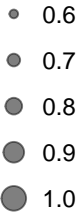
## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9

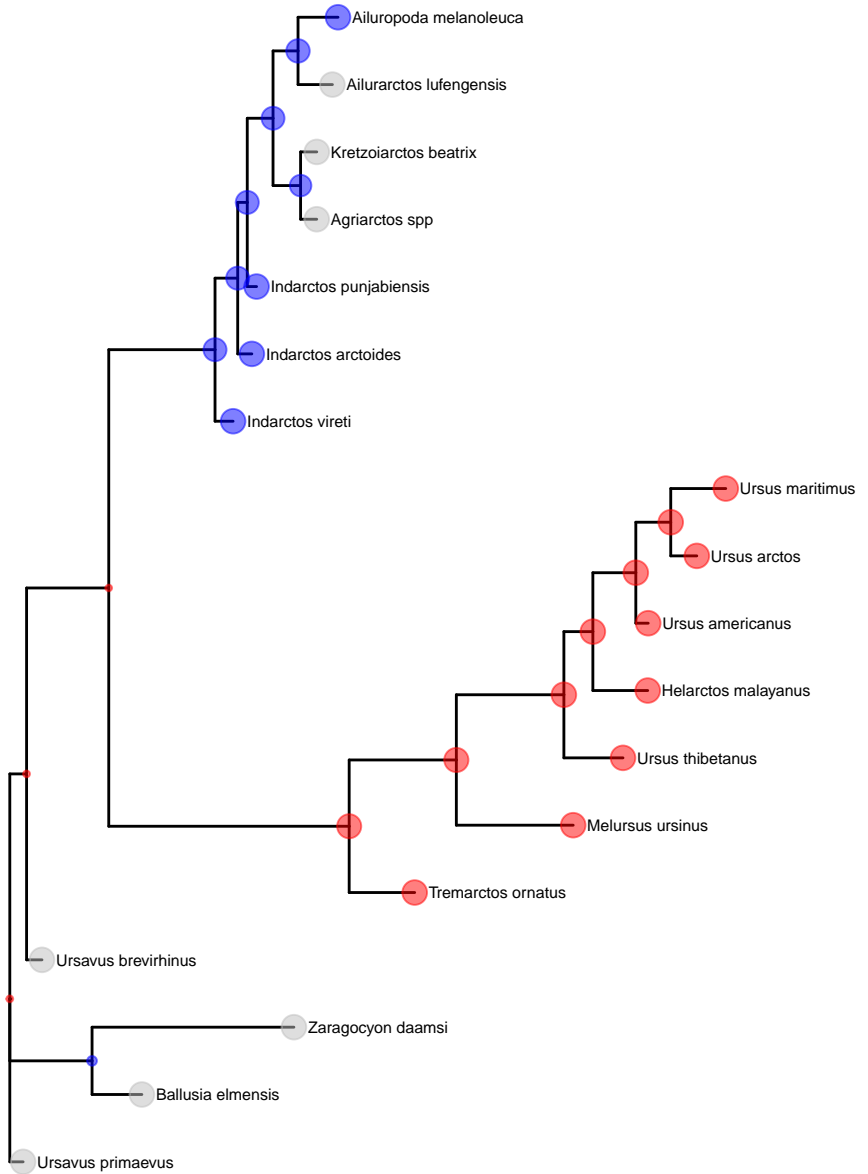
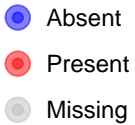


# simple.char\_59.ase

## Posterior Probability



## State

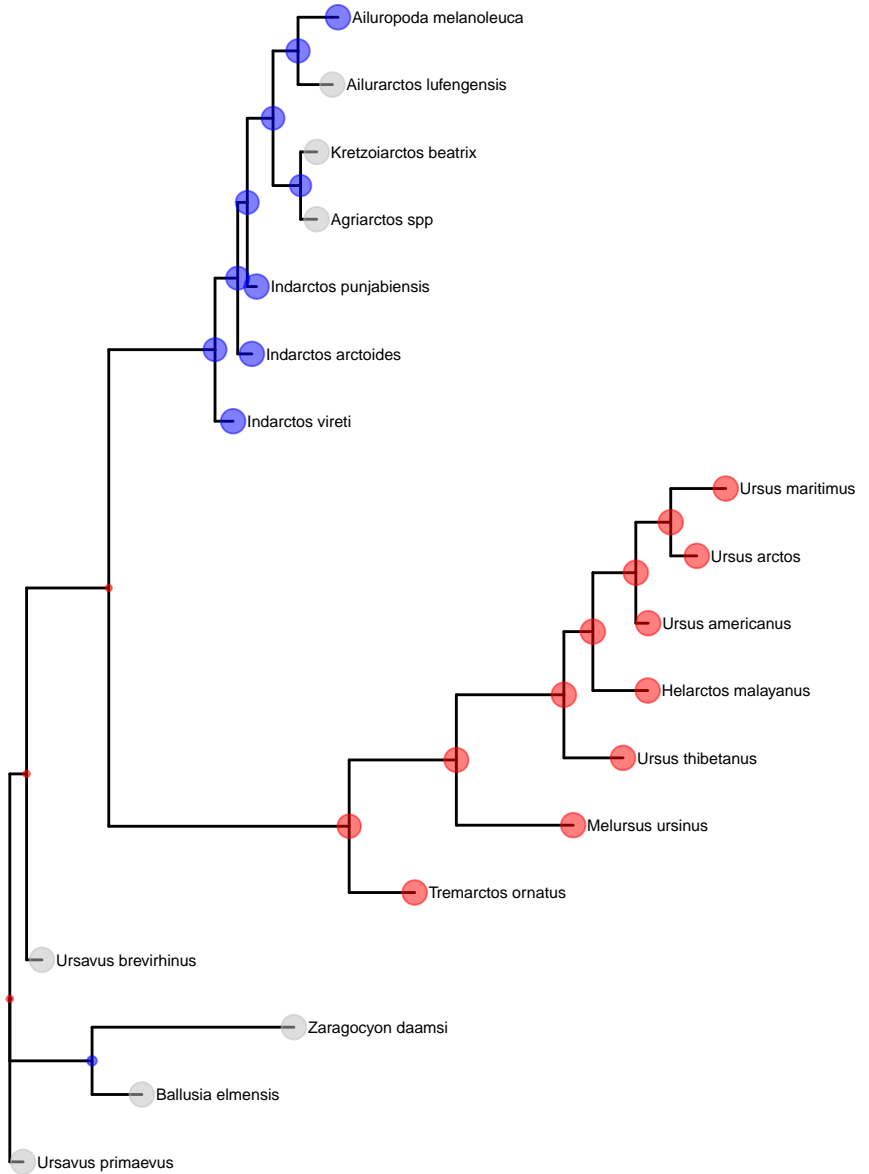
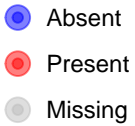


# simple.char\_60.ase

## Posterior Probability



## State



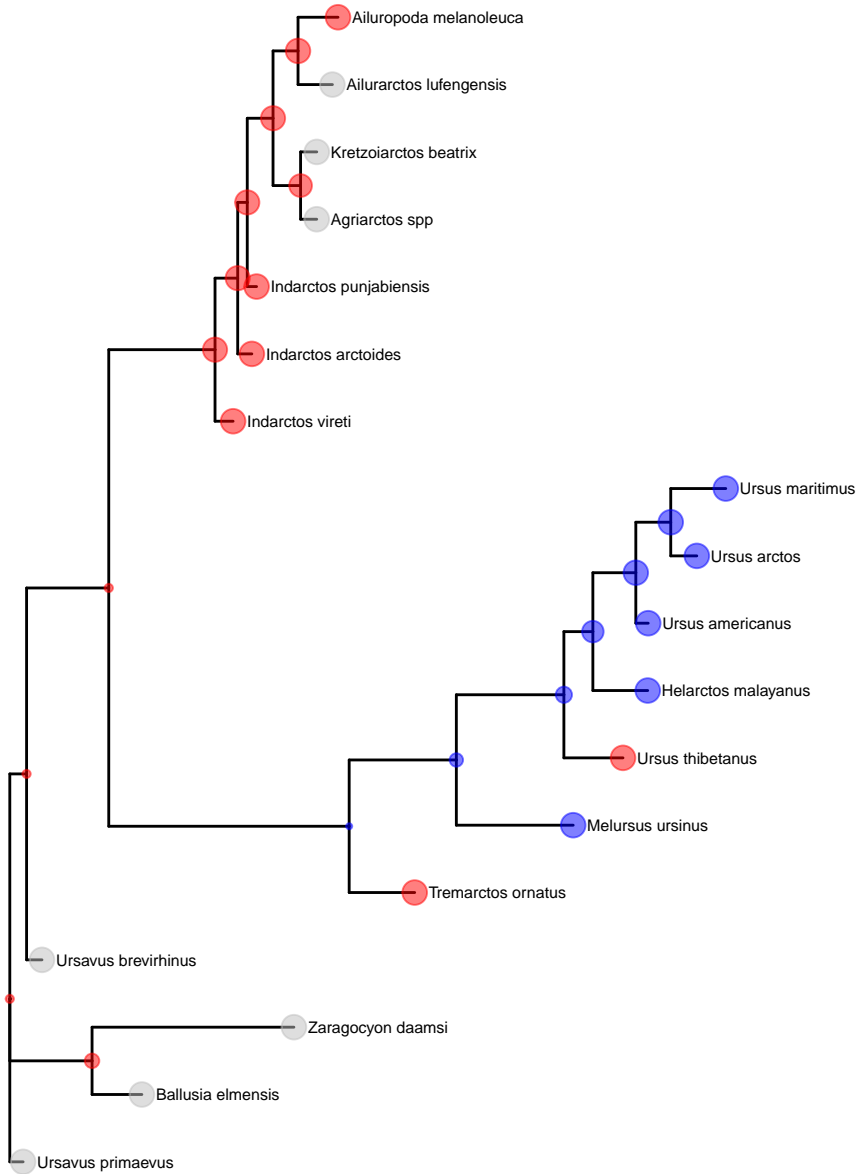
# simple.char\_61.ase

## State

- Absent
- Present
- Missing

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9



# simple.char\_62.ase

## State

- Absent
- Present
- Missing

## Posterior Probability

- 0.6
- 0.7
- 0.8
- 0.9

