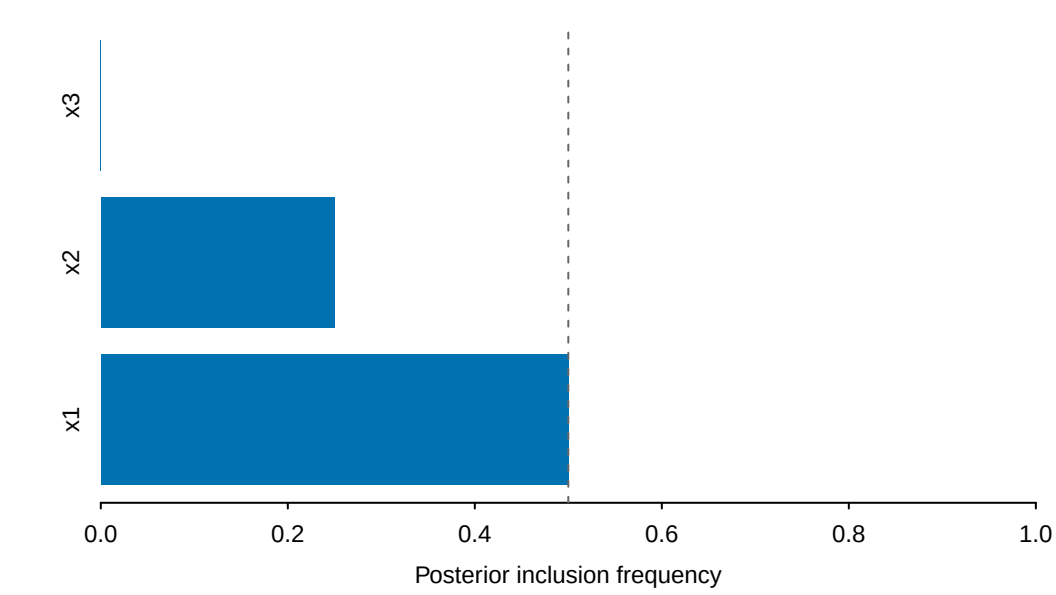
x3
x2
x1
0.0
0.2
0.4
0.6
0.8
1.0
Posterior inclusion frequency