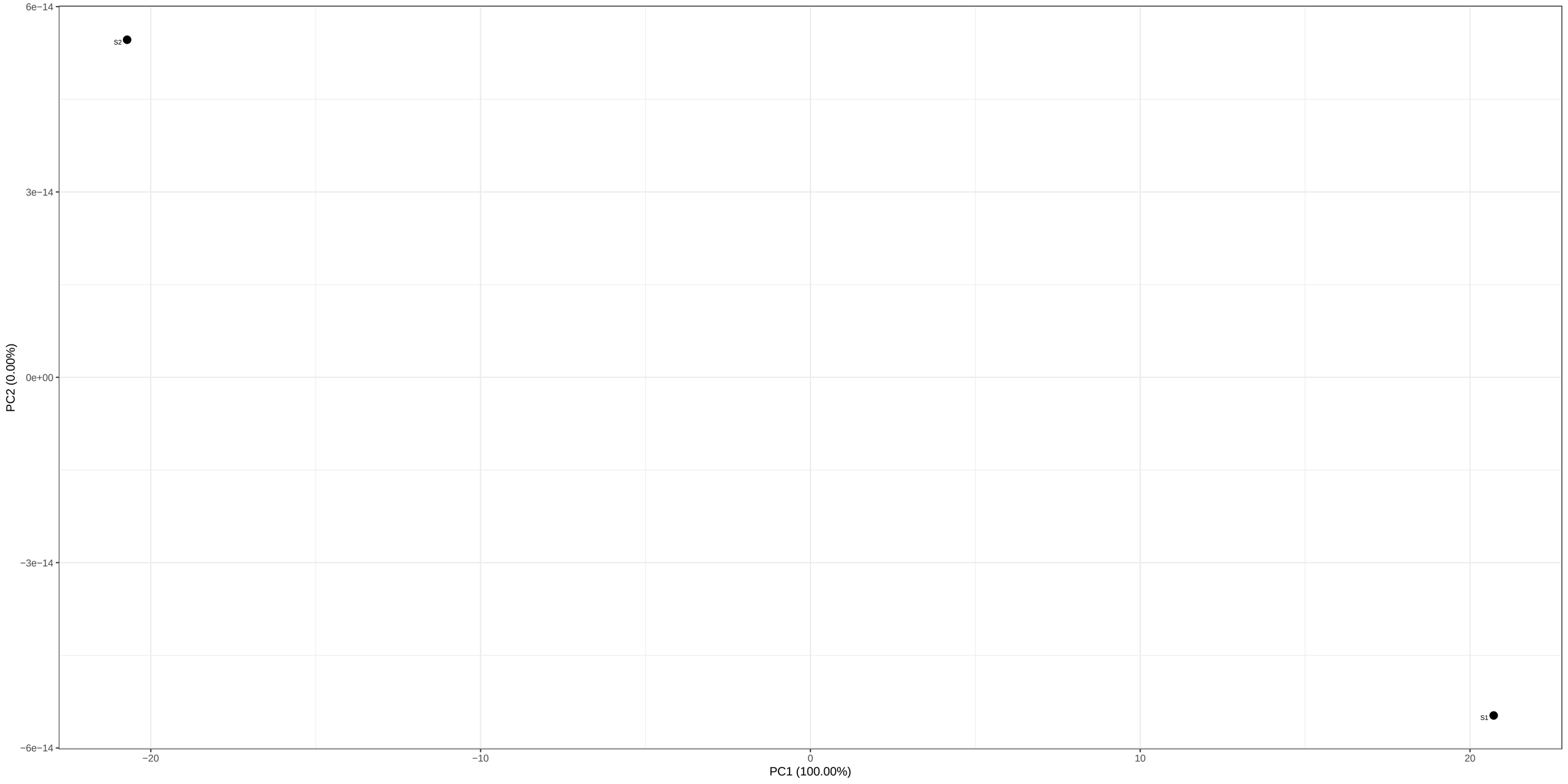

6e−14
3e−14
0e+00
−3e−14
−6e−14
PC2 (0.00%)
s2
s1
−20
−10
0
10
20
PC1 (100.00%)