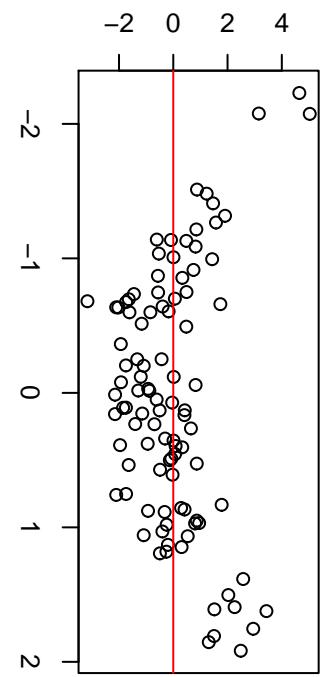
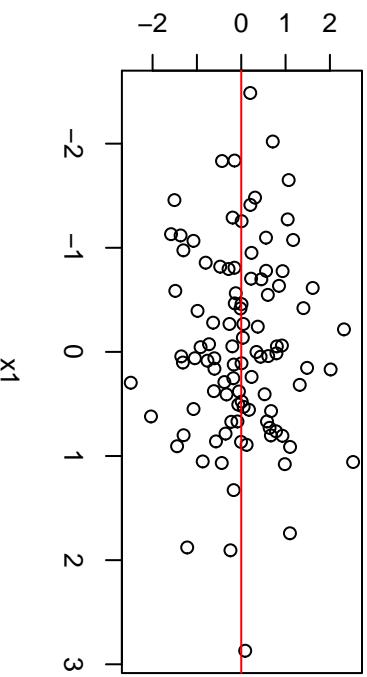


resid(lm(y2 ~ x2))



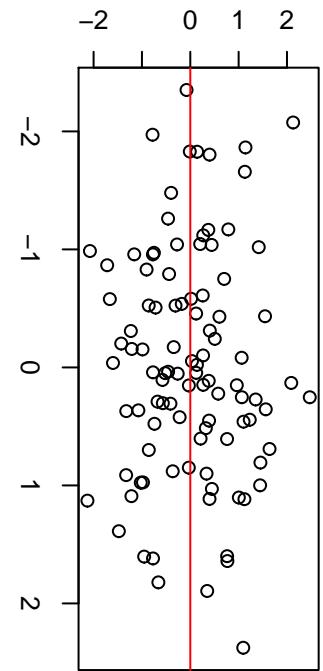
x_2, Y_2

resid(lm(y1 ~ x1))



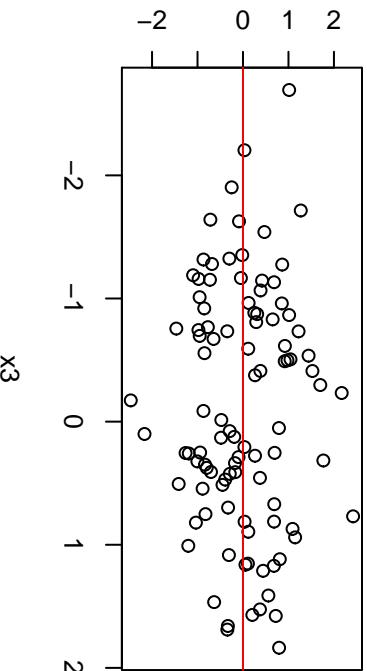
x_1, y_1

resid(lm(y4 ~ x4))



x_4, Y_4

resid(lm(y3 ~ x3))



x_3, Y_3