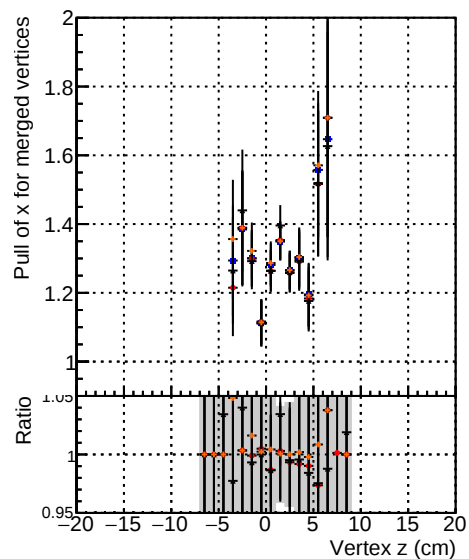
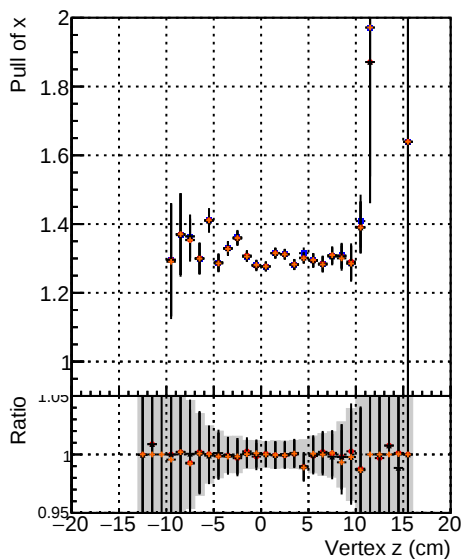
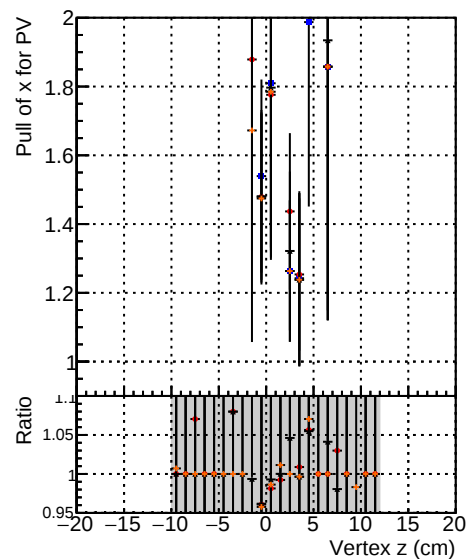




—●— original noPU
 —●— paretofrontMaxEff PU
 —●— paretofrontMaxHits PU
 —●— paretofrontMinR PU

