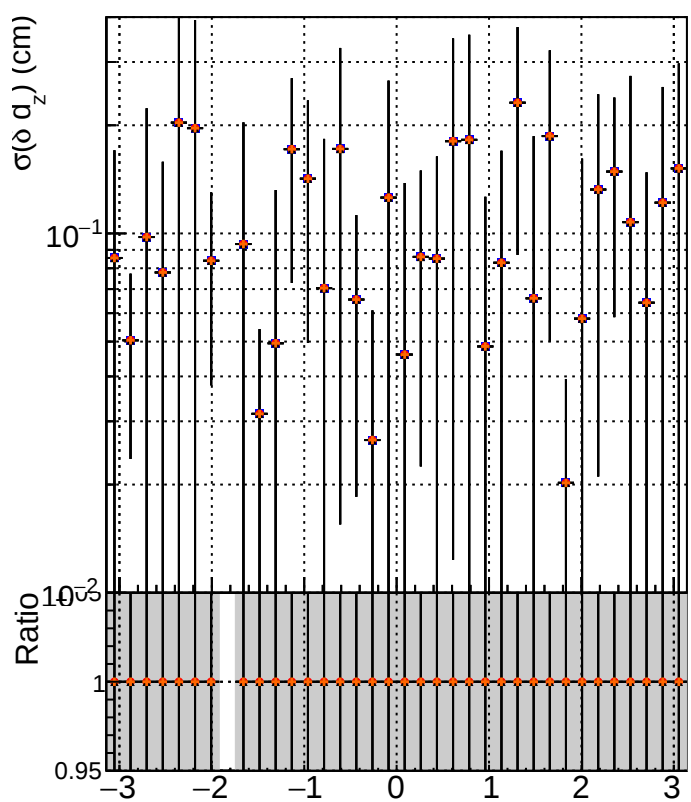
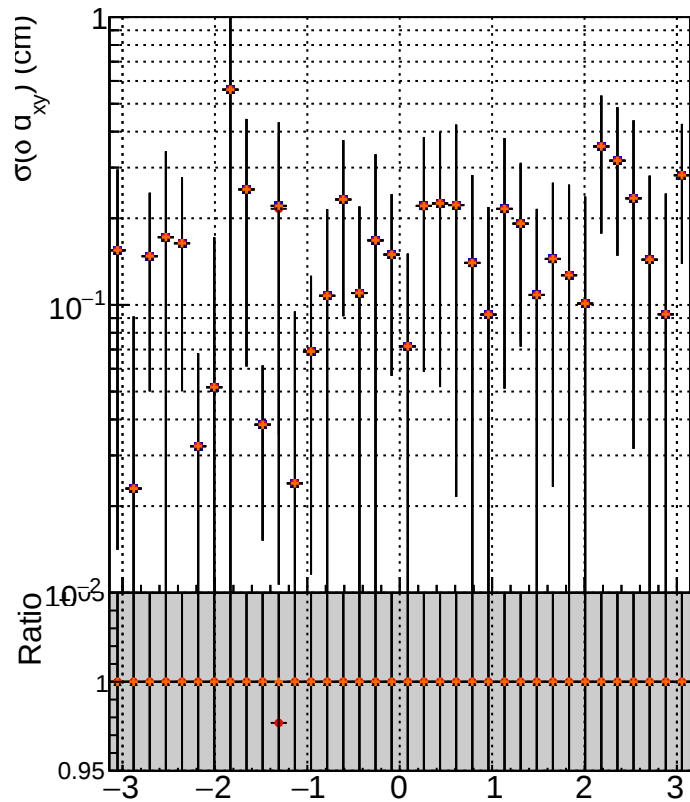




— $\square$ DQM_TT_original_noPU
 — $\bullet$ DQM_TT_paretofrontMaxEffOnlyFB2_PU
 — $\blacktriangle$ DQM_TT_paretofrontMinFROnlyFB2_PU
 — $\star$ DQM_TT_paretofrontMaxHitsOnlyFB2_PU

