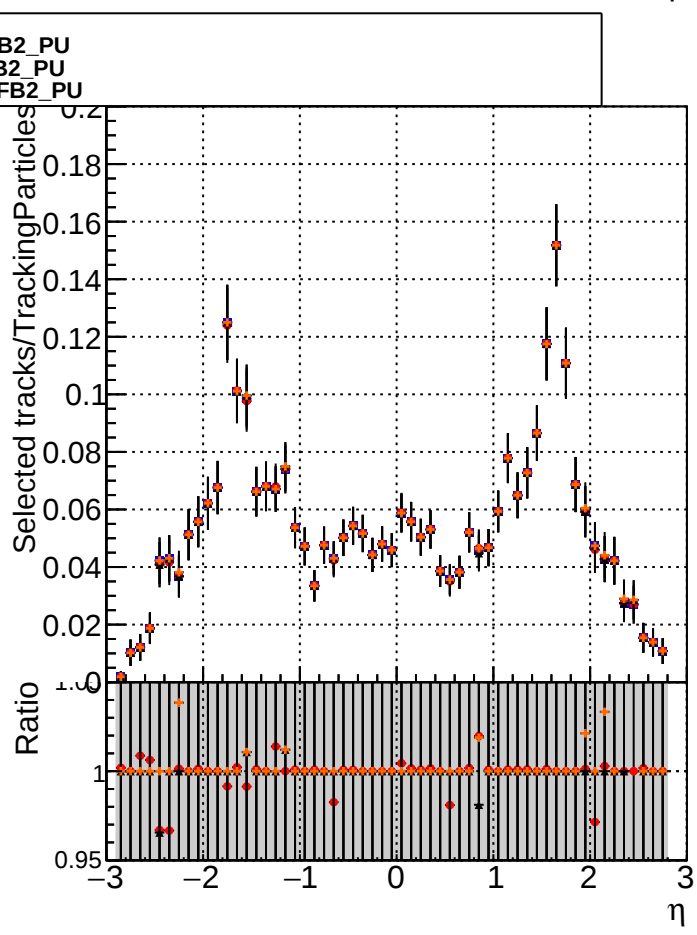
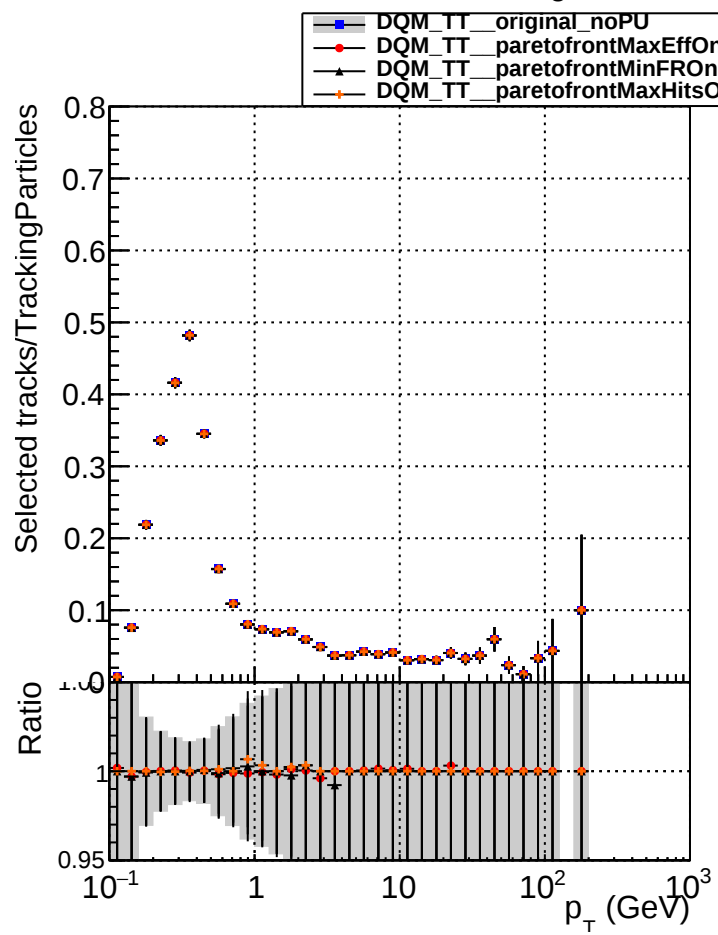
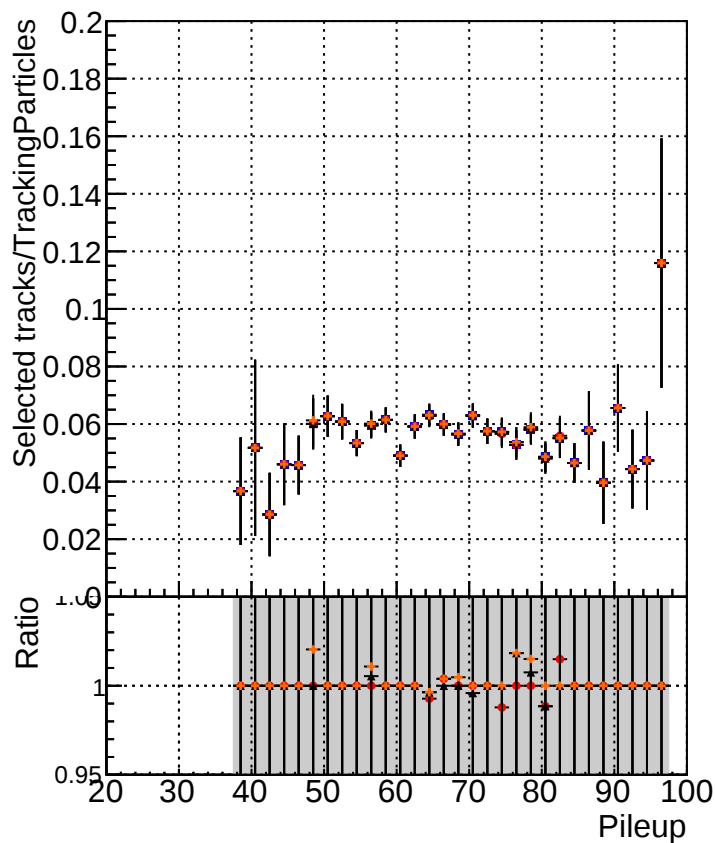
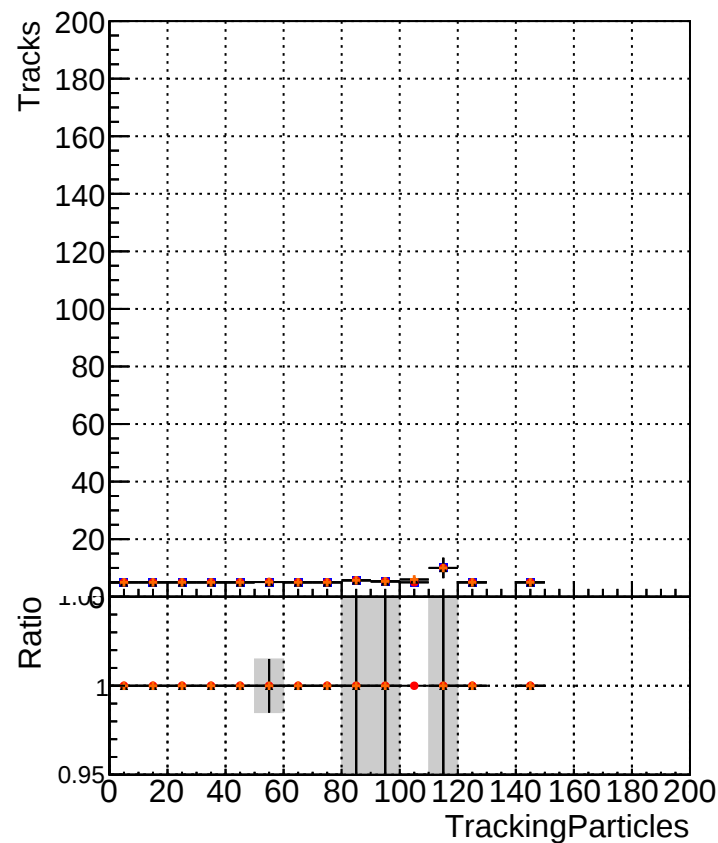




■ DQM_TT_original_noPU
 ■ DQM_TT_paretofrontMaxEffOnlyFB2_PU
 ▲ DQM_TT_paretofrontMinFROnlyFB2_PU
 ◆ DQM_TT_paretofrontMaxHitsOnlyFB2_PU