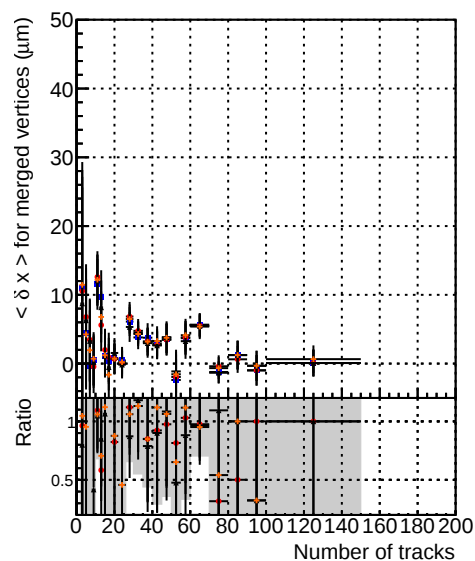
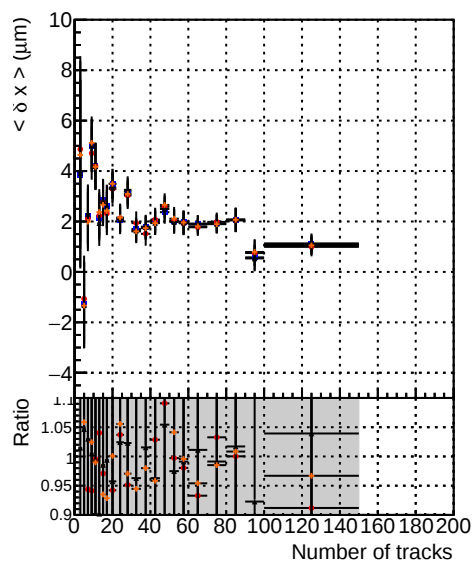
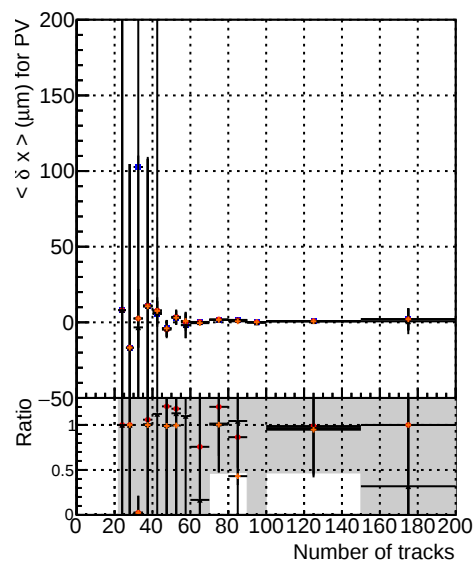




— original noPU
 — paretofrontMaxEffOnlyFB2_PU
 — paretofrontMinEffOnlyFB2_PU
 — paretofrontMaxHitOnlyFB2_PU

