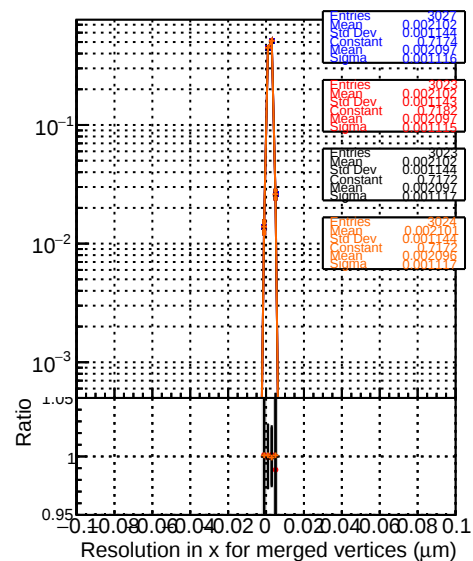
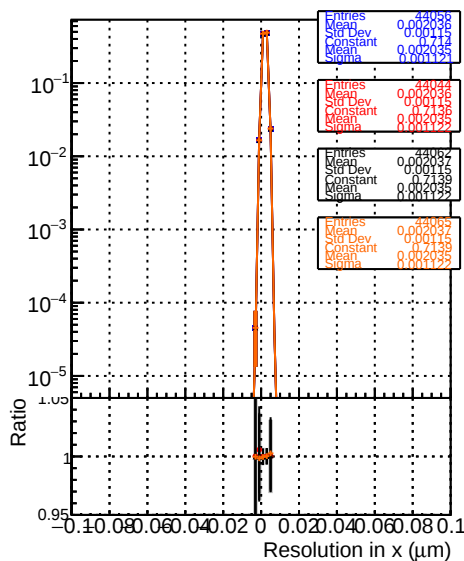
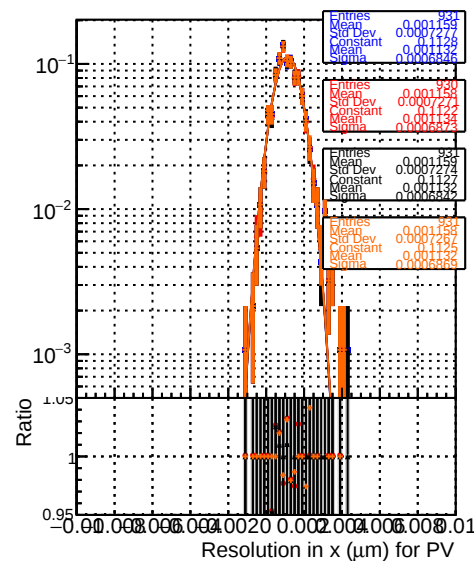




— original noPU
 — paretoFrontMaxEffOnlyFB2_PU
 — paretoFrontMinHitOnlyFB2_PU
 — paretoFrontMaxHitOnlyFB2_PU

