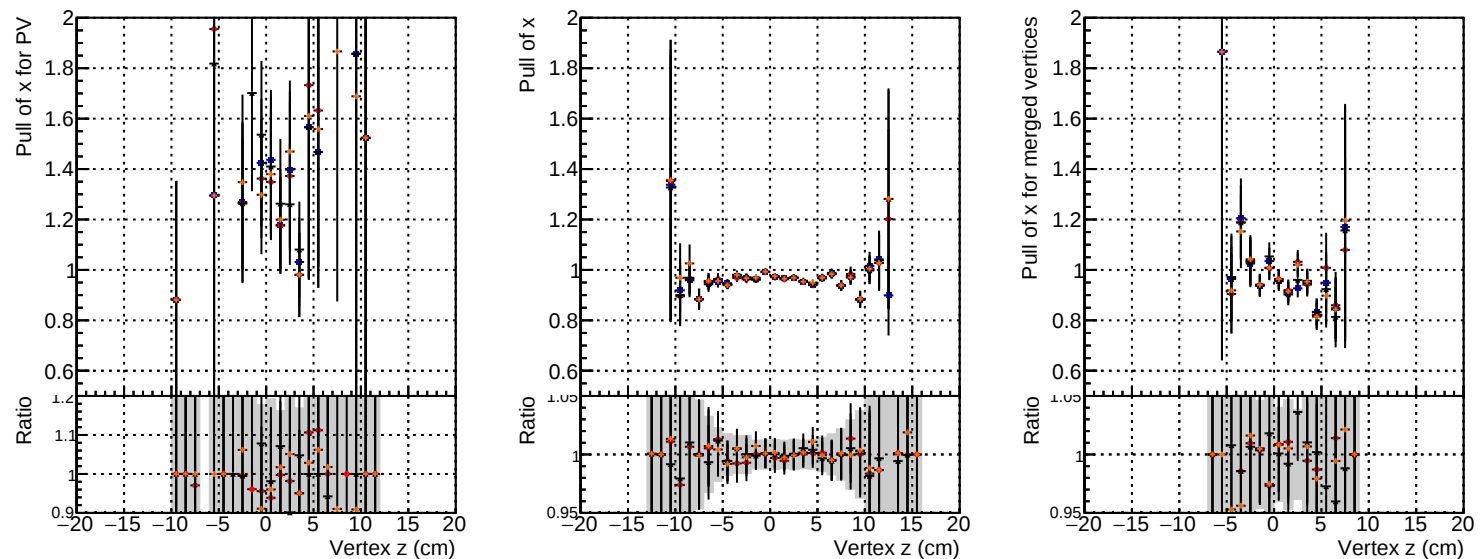




—●— original noPU
 —●— paretofrontMaxEffOnlyFB2_PU
 —●— paretofrontMinEffOnlyFB2_PU
 —●— paretofrontMaxHitOnlyFB2_PU

