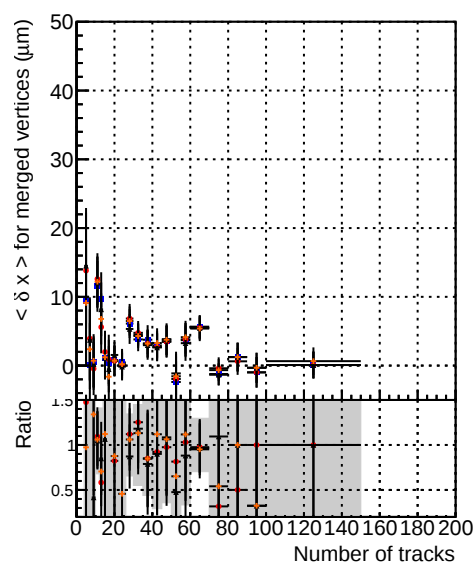
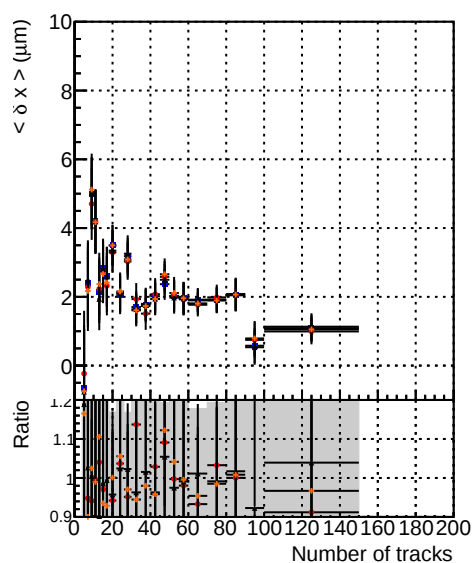
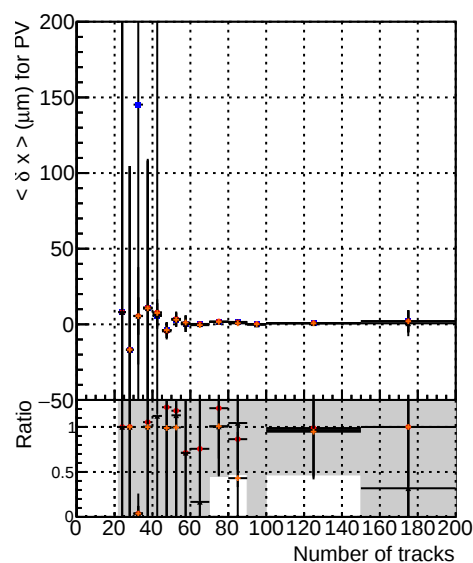




—•— original noPU
 —•— paretofrontMaxEffOnlyFB2_PU
 —•— paretofrontMinEffOnlyFB2_PU
 —•— paretofrontMaxHitOnlyFB2_PU

