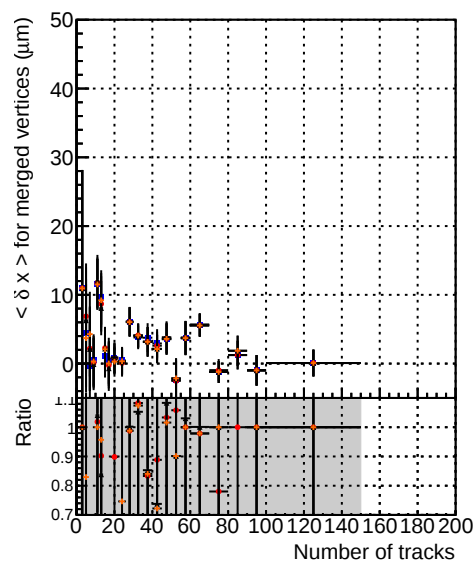
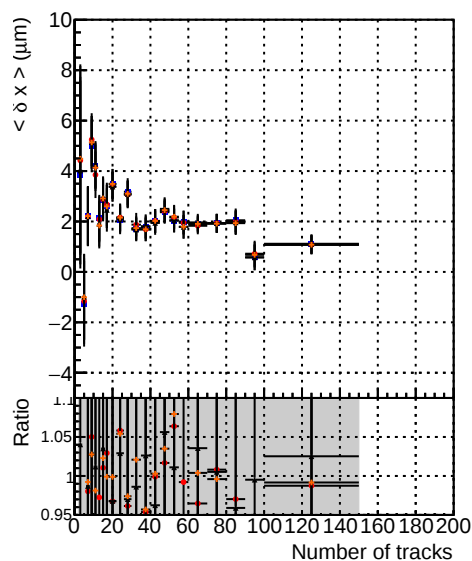
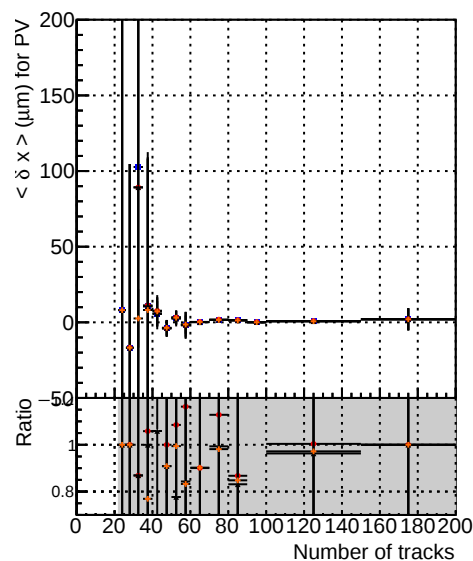




—●— original noPU
 —●— paretofrontMaxEffOnlyFWD_PU
 —●— paretofrontMinEffOnlyFWD_PU
 —●— paretofrontMaxHitOnlyFWD_PU

