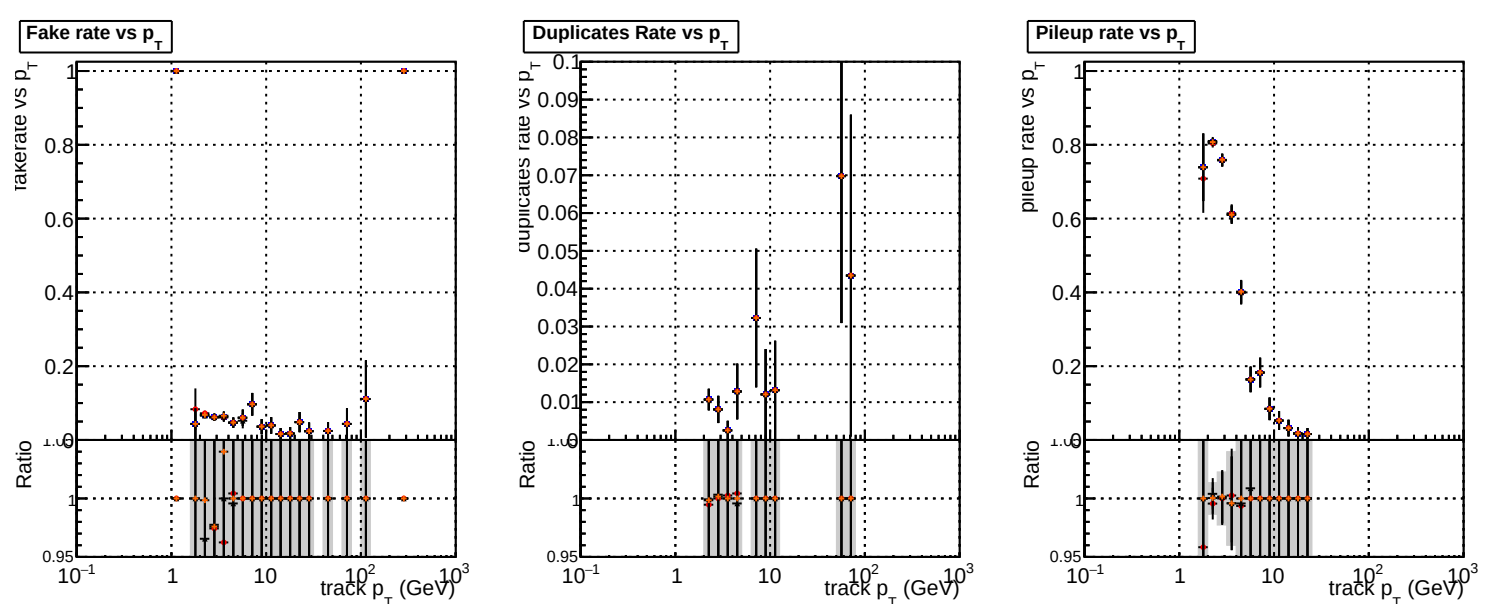




—•— original noPU
 —•— paretofrontMaxEffOnlyFWD_PU
 —•— paretofrontMinHitOnlyFWD_PU
 —•— paretofrontMaxHitOnlyFWD_PU

