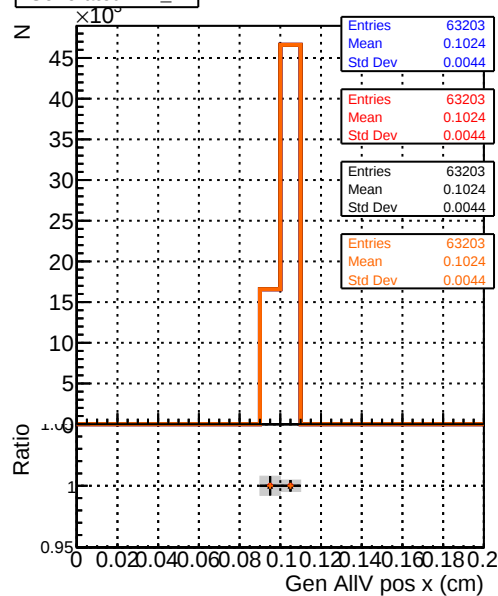
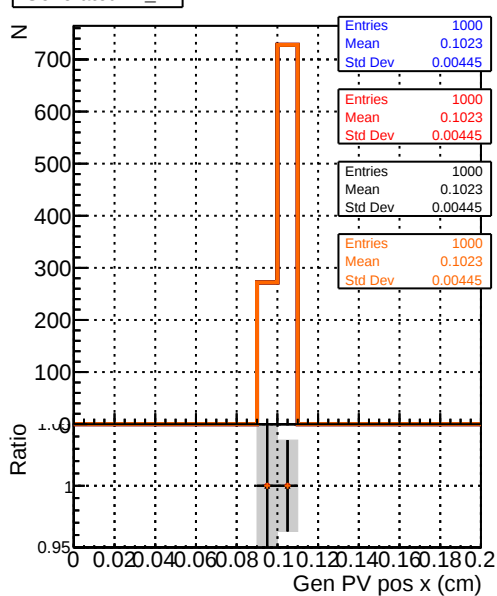


GeneratedAIV_X



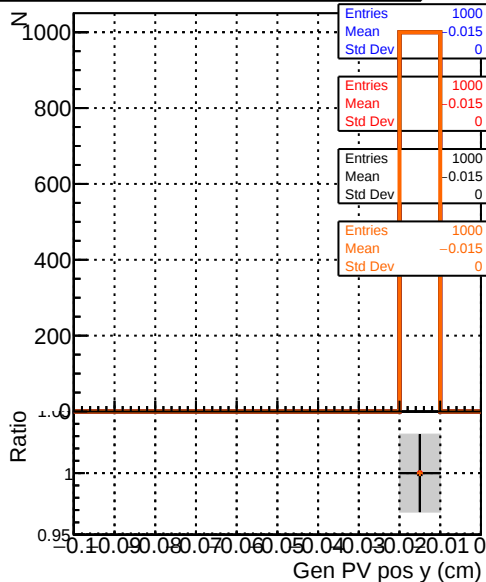
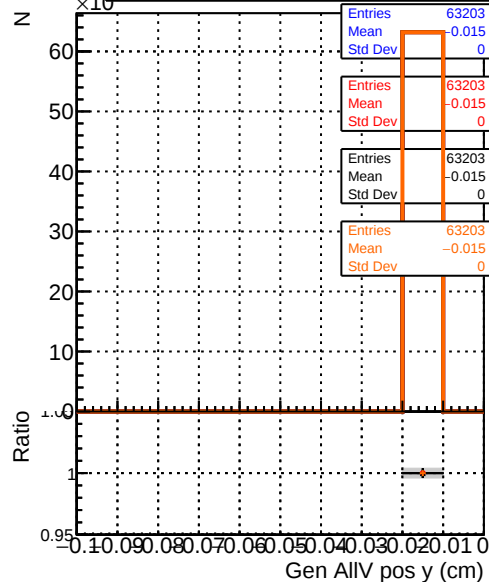
GeneratedPV_X



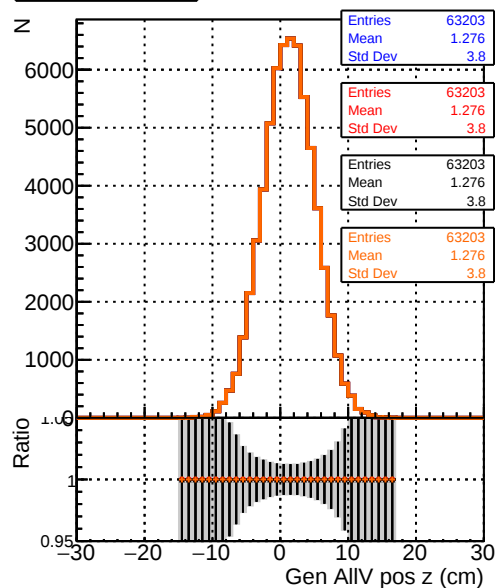
Legend:

- original noPU
- paretofrontMaxEffOnlyFWD2_PU
- paretofrontMinFROnlyFWD2_PU
- paretofrontMaxHitsOnlyFWD2_PU

GeneratedAIV_Y



GeneratedAIV_Z



GeneratedPV_Z

