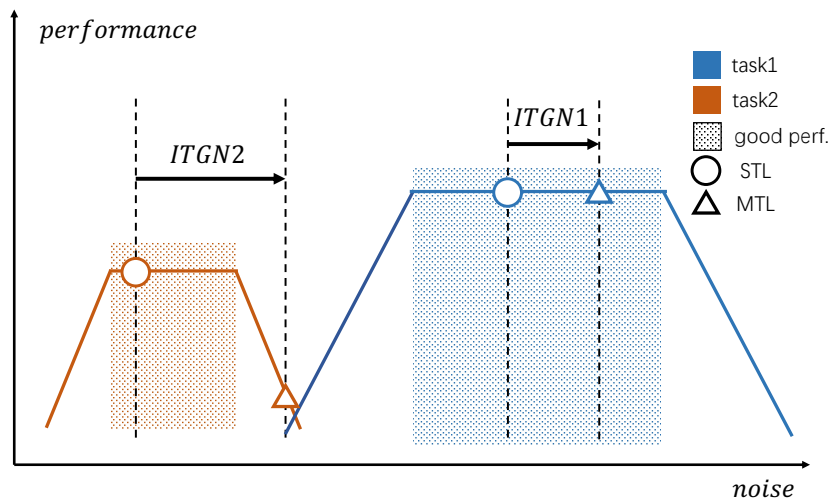
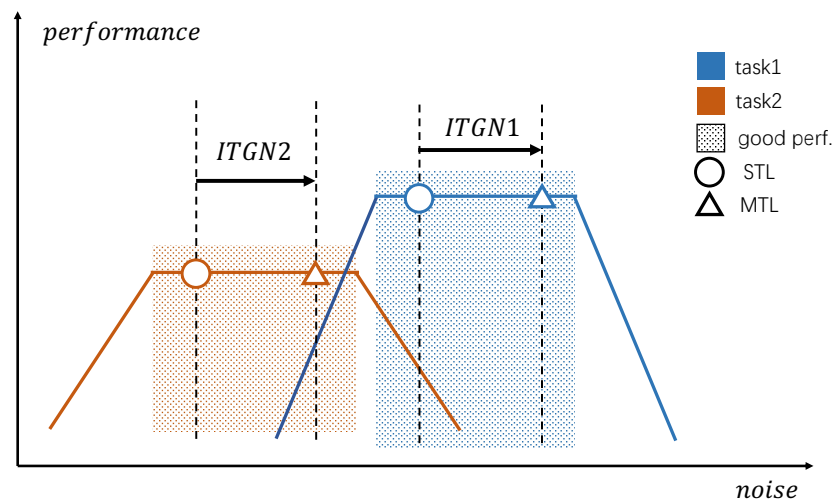


(a) Performance in STL



(b) Performance in MTL



(c) MaxGNR algorithm