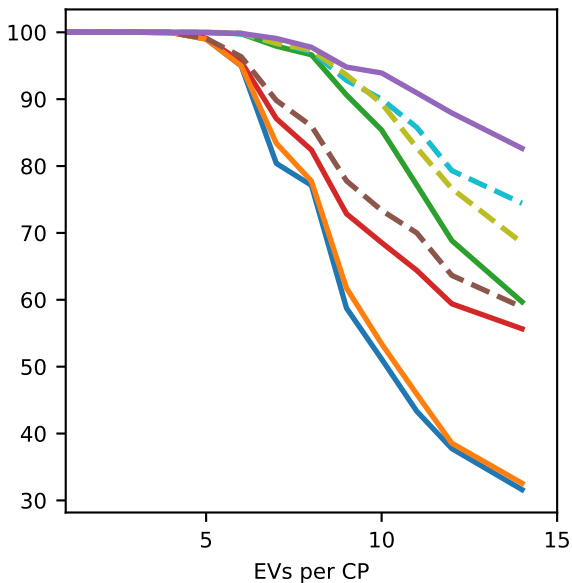


Charging fulfillment ratio
(% of required charging sessions fulfilled)



No behaviors

Behavior 2

Behavior 1 and 2

Behavior 2 and 3

Behavior 1

Behavior 3

Behavior 1 and 3

All social behaviors