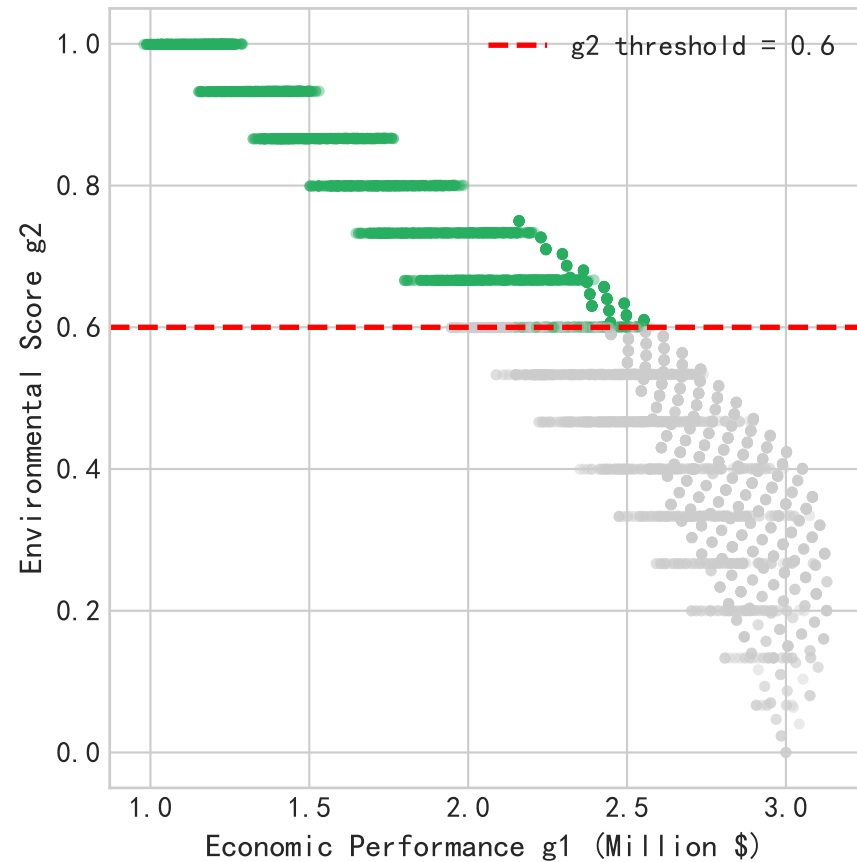
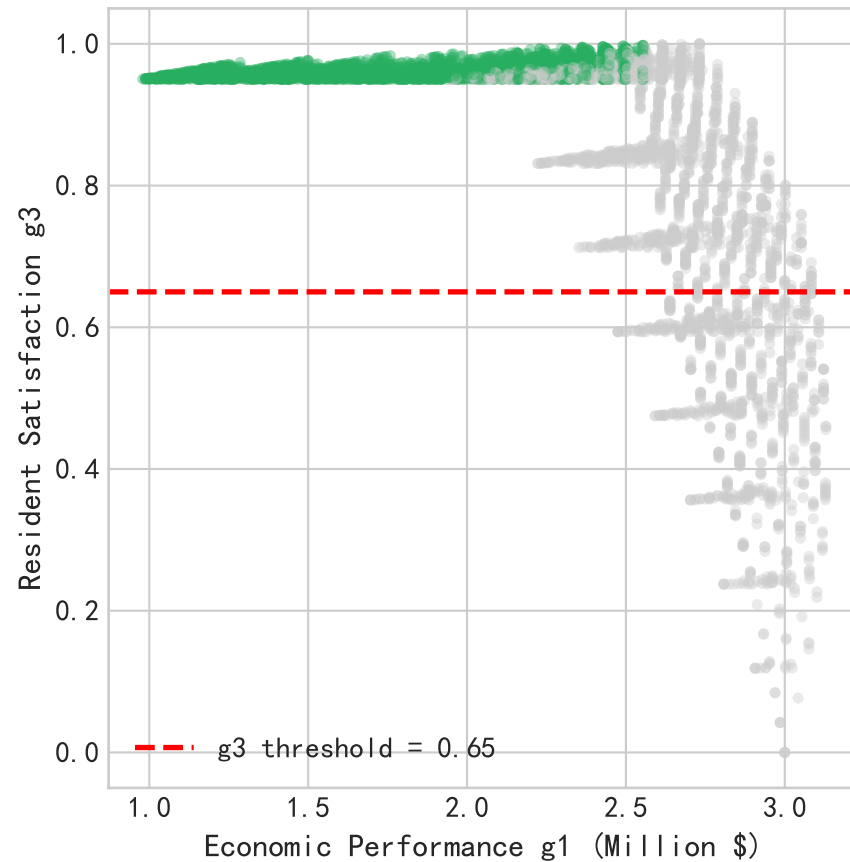


g1 vs g2 (Feasible Region)



g1 vs g3 (Feasible Region)



g2 vs g3 (Color by g1)

