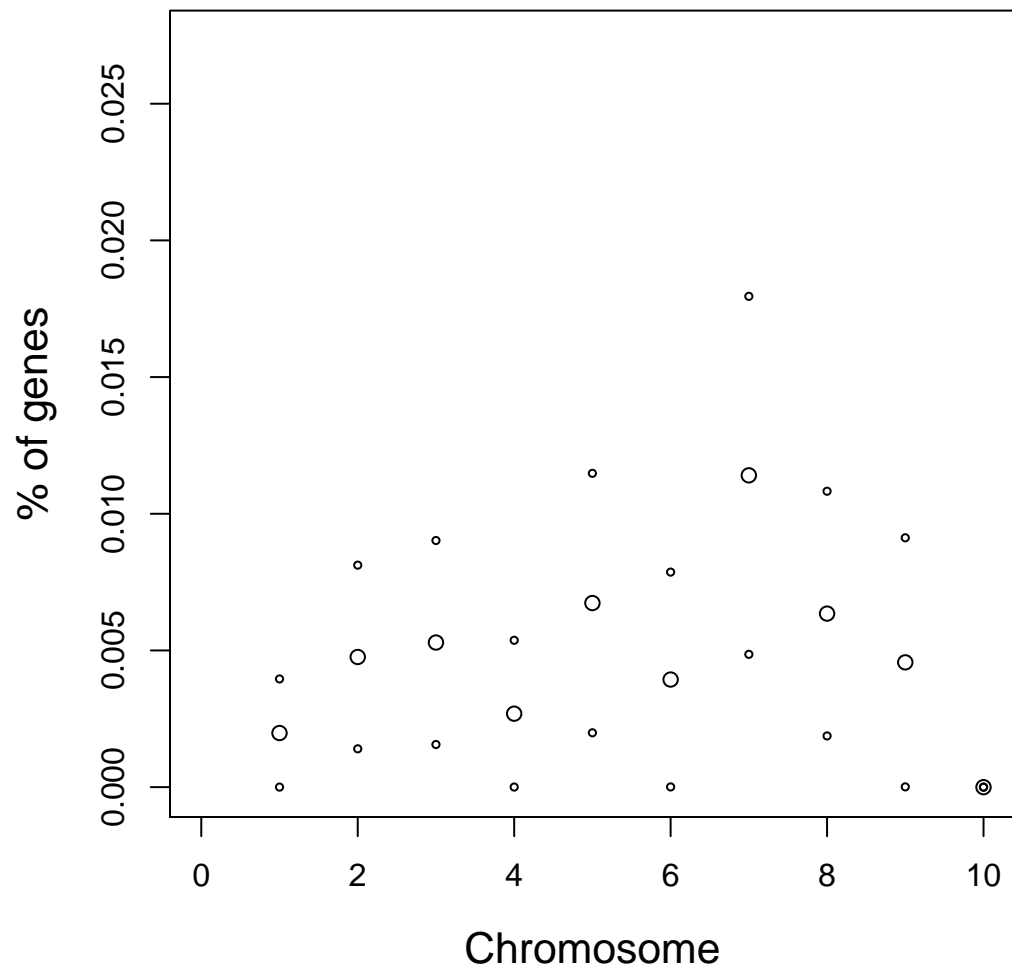


# Up ML vs FL



# Down ML vs FL

