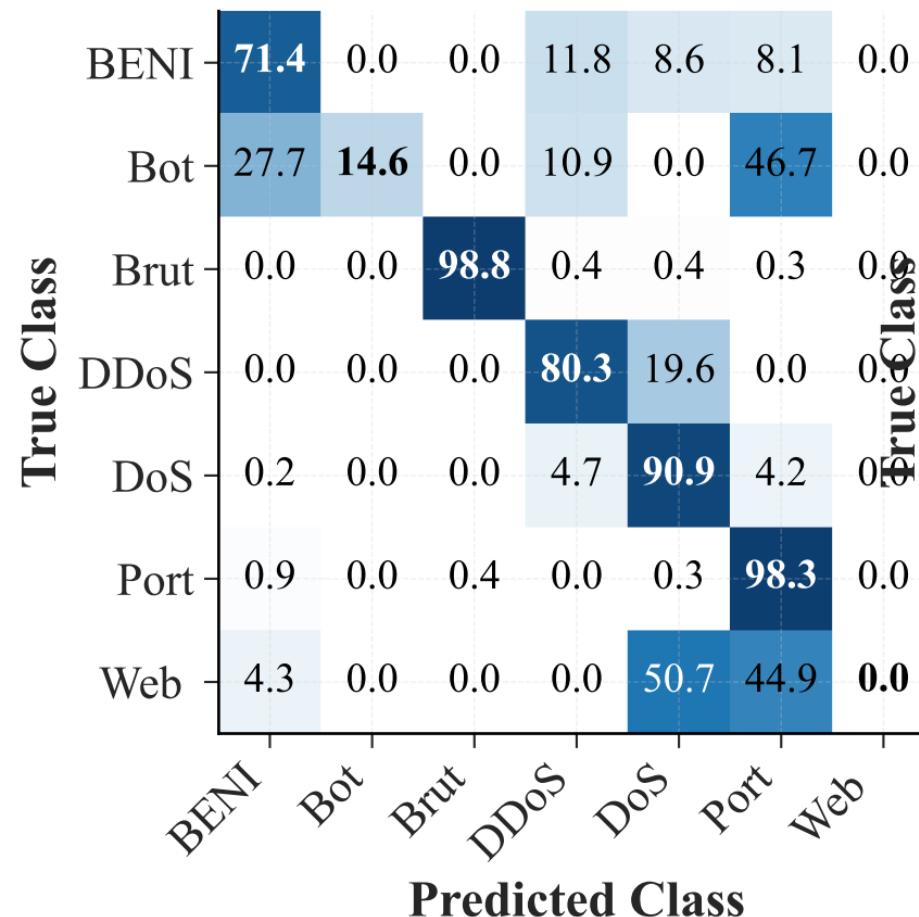


(a) TSTR - LightGBM



(b) TRTR (Baseline) - LightGBM

