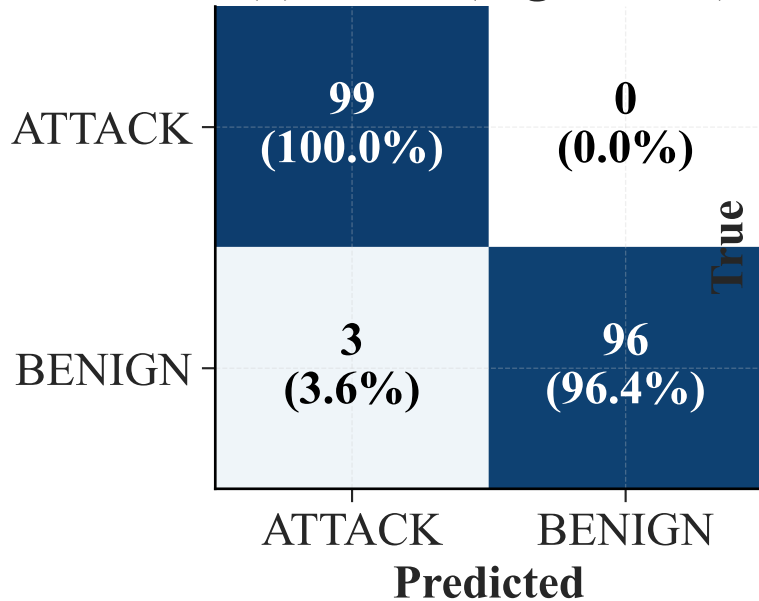


(a) TSTR (LightGBM)



(b) TRTR (LightGBM)

