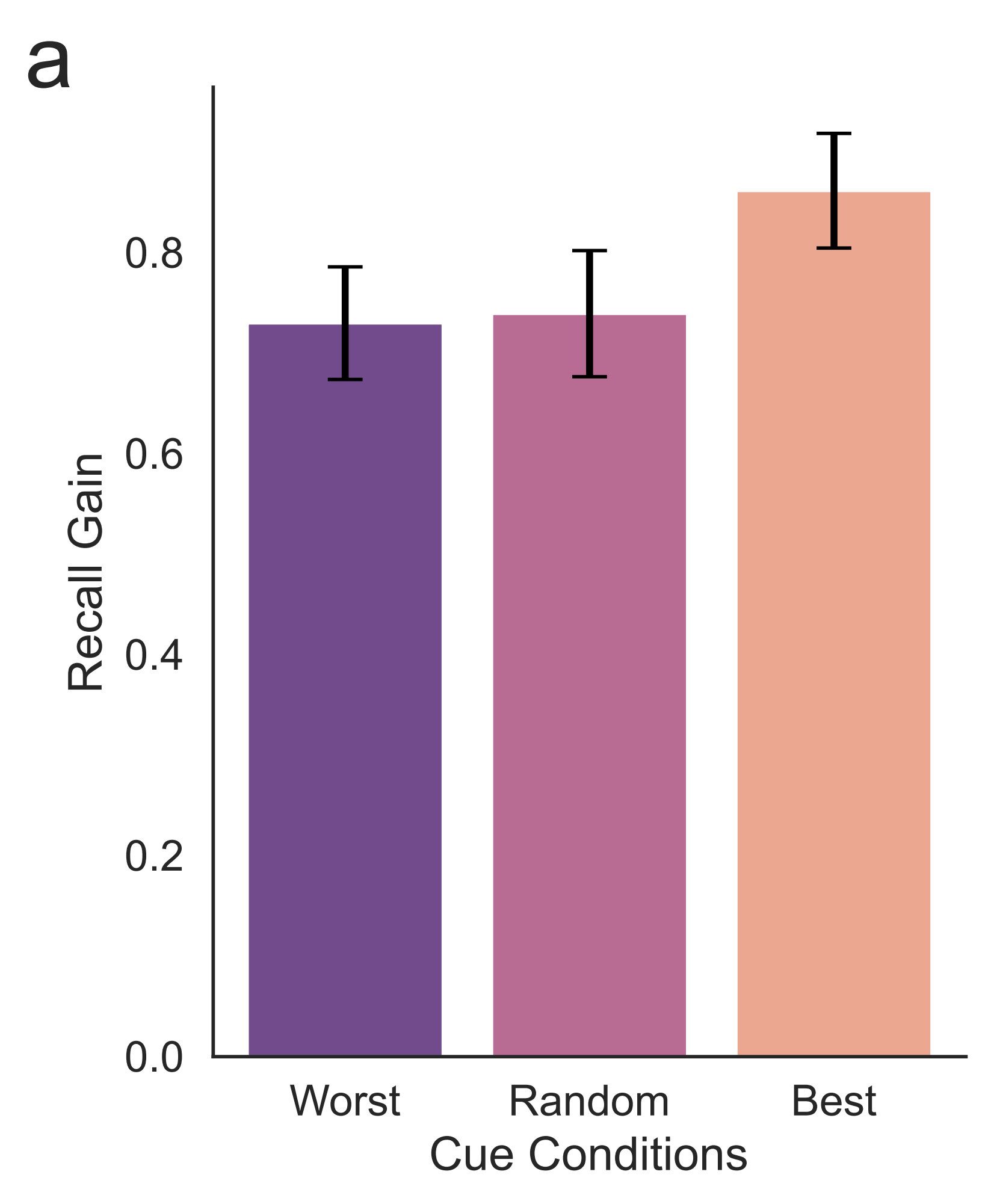
a
Recall Gain
0.0
0.2
0.4
0.6
0.8
Worst
Random
Best
Cue Conditions