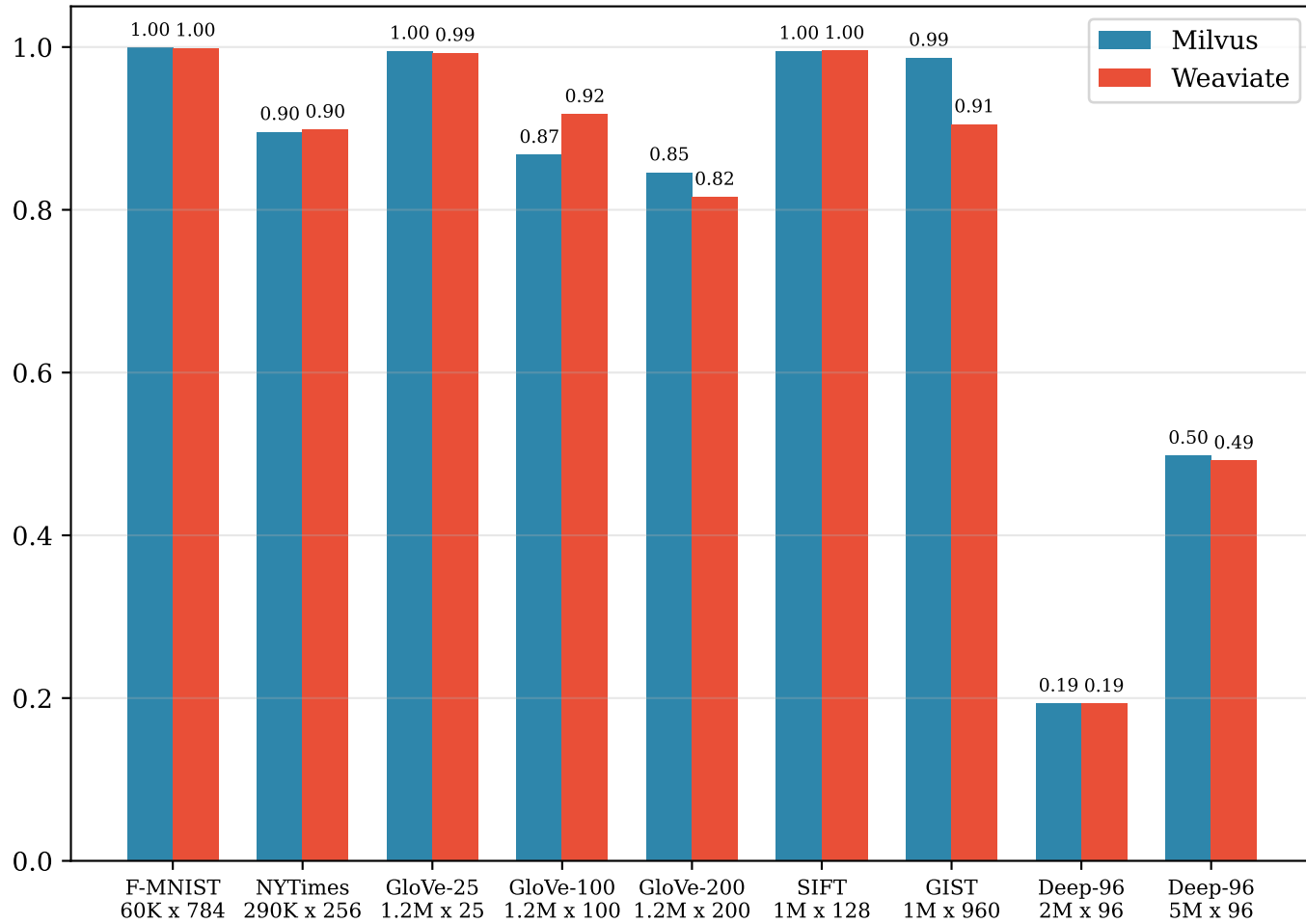


(a) Recall@10



(b) Recall@100

