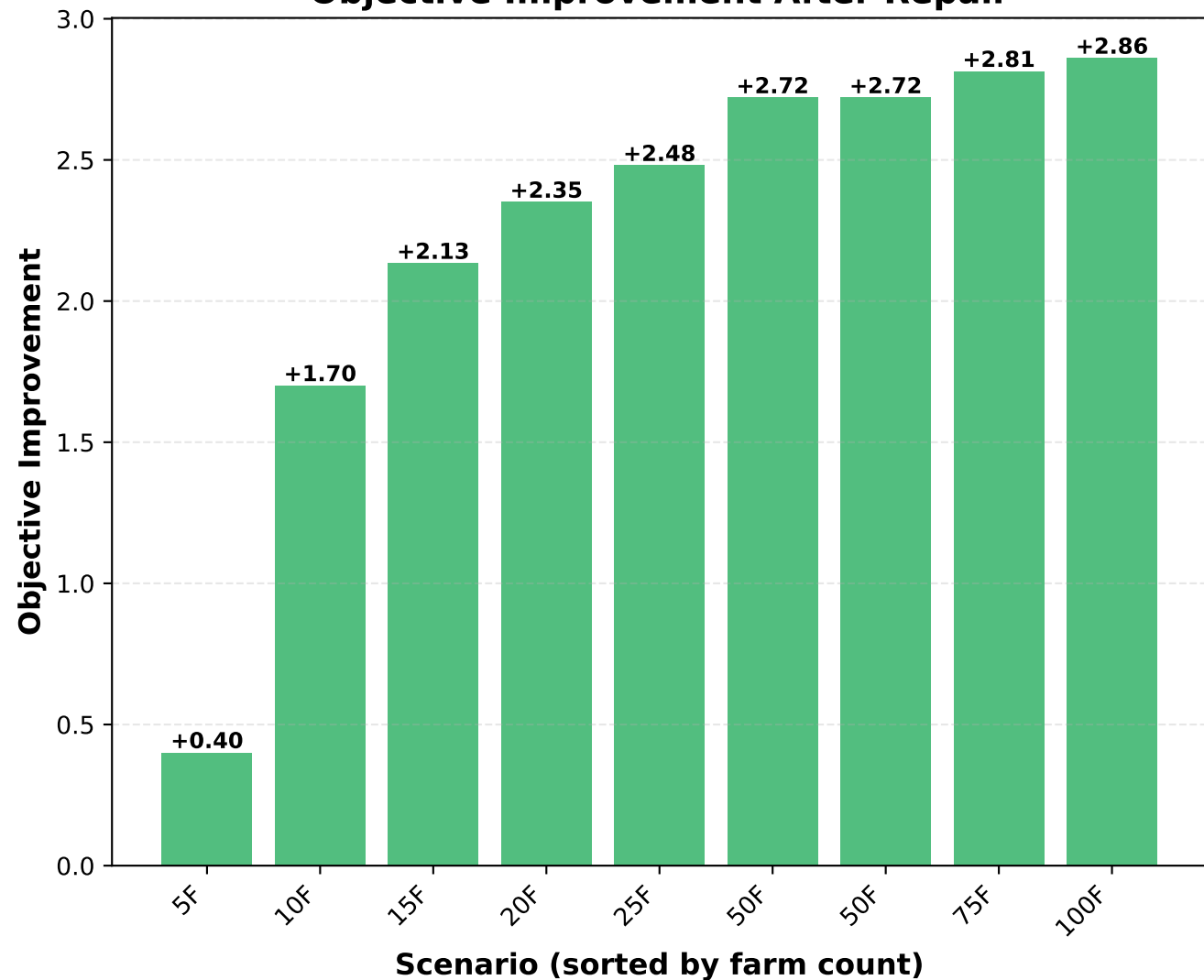


Objective Improvement After Repair



Violations vs Improvement (color = farm count)

