

- $0.0 \leq \text{hc3} < 1.0 \wedge 0.0 \leq \text{Dict} < 1.0 \wedge 0.0 \leq \text{hc4} < 1.0 \wedge \text{Dist} \geq 1.0 \wedge 0.0 \leq \text{Lc0Lp4} < 1.0$
- $0.0 \leq \text{Dict} < 1.0 \wedge 0.0 \leq \text{Multithreading} < 1.0 \wedge 0.0 \leq \text{hc3} < 1.0$
- $\text{bt4} \geq 1.0 \wedge \text{Dist} \geq 1.0 \wedge \text{BlockSize} \geq 1.0 \wedge \text{Dict} \geq 1.0 \wedge \text{Multithreading} \geq 1.0$
- $\text{bt4} \geq 1.0 \wedge \text{FlushTimeout} \geq 1.0 \wedge \text{BlockSize} \geq 1.0 \wedge \text{Dist} \geq 1.0$
- $0.0 \leq \text{BlockSize} < 1.0 \wedge 0.0 \leq \text{FlushTimeout} < 1.0 \wedge 0.0 \leq \text{crc32} < 1.0$

