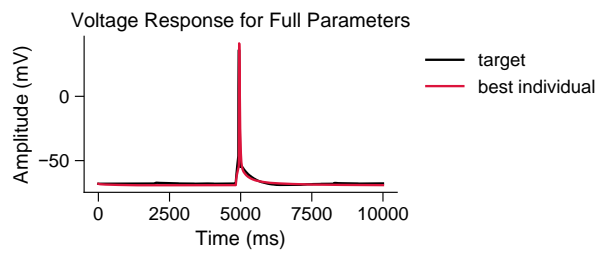
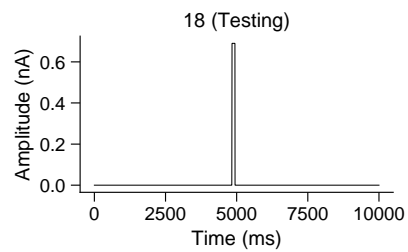
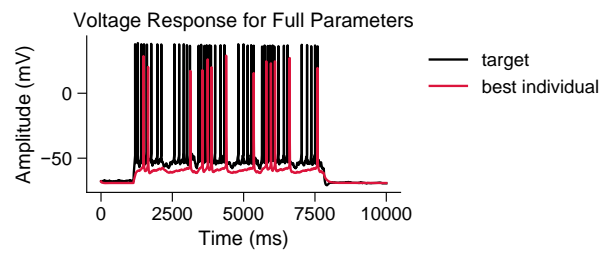
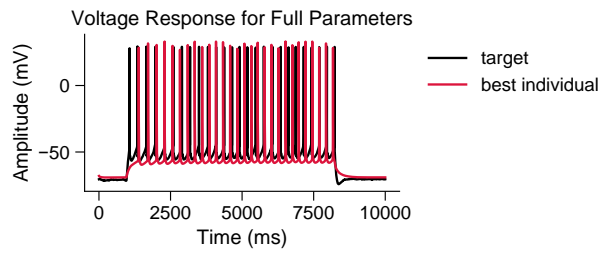
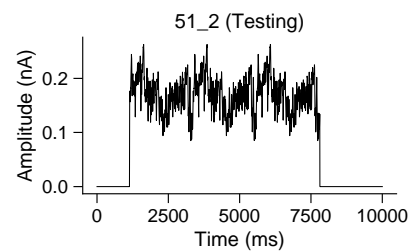
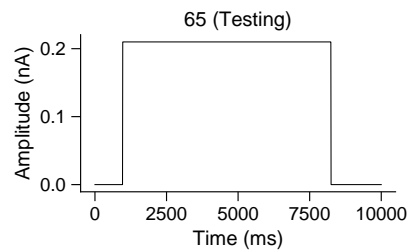
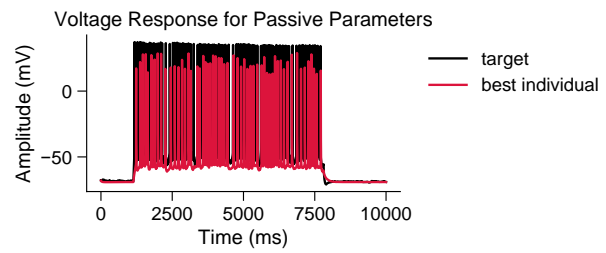
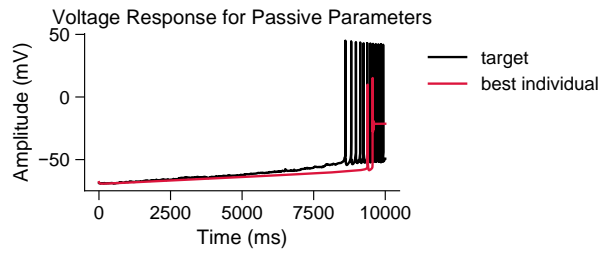
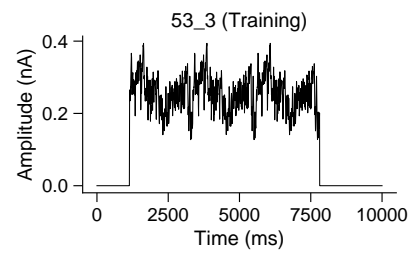
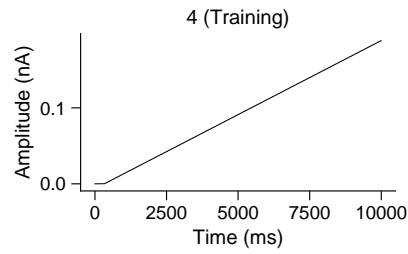
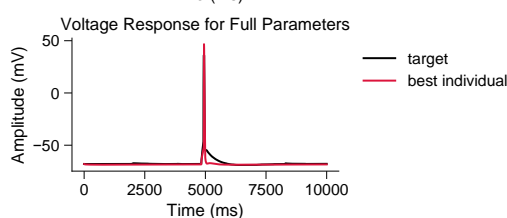
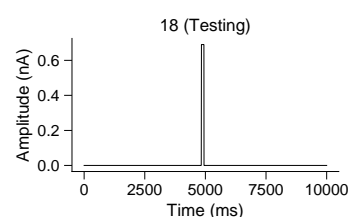
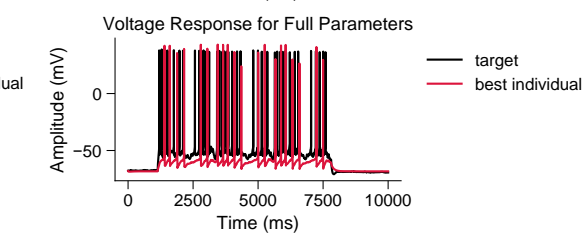
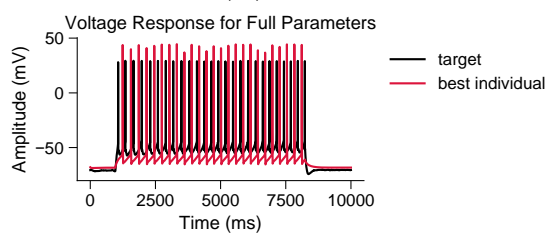
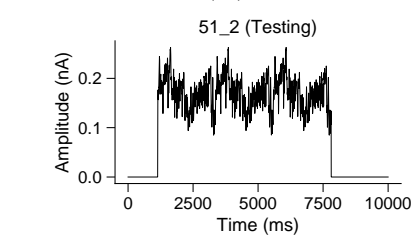
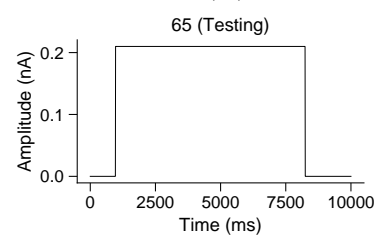
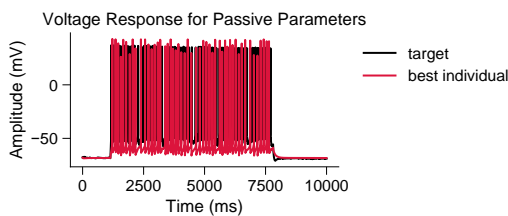
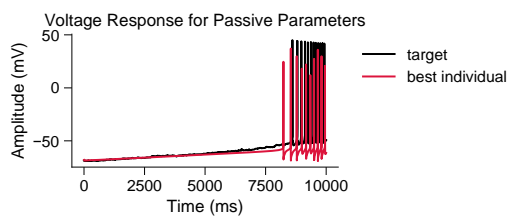
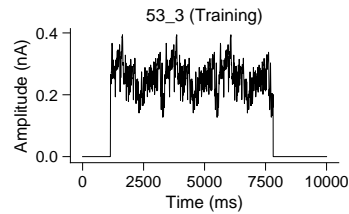
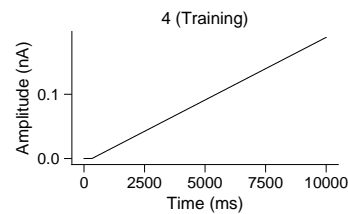
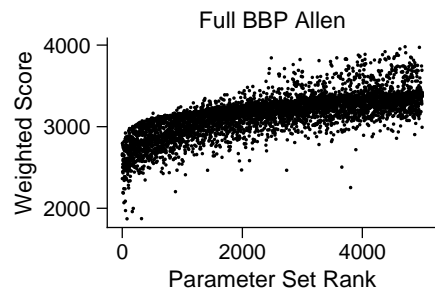


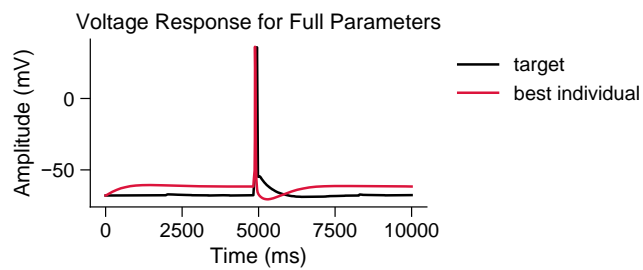
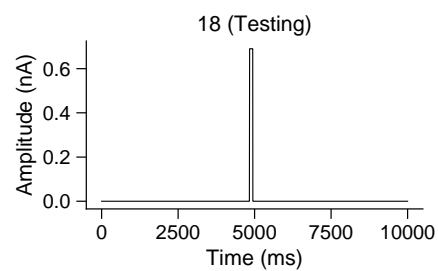
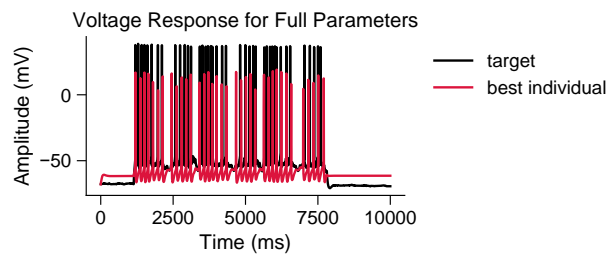
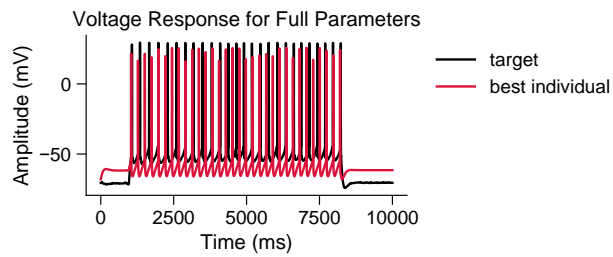
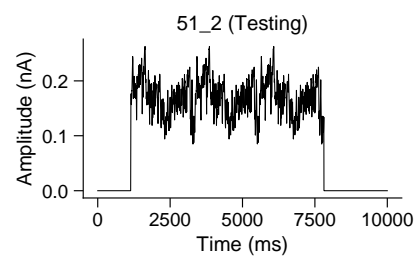
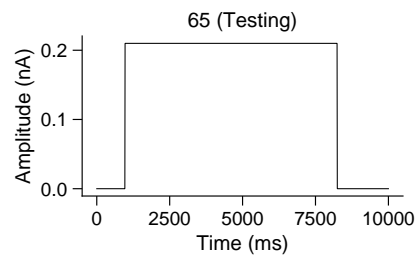
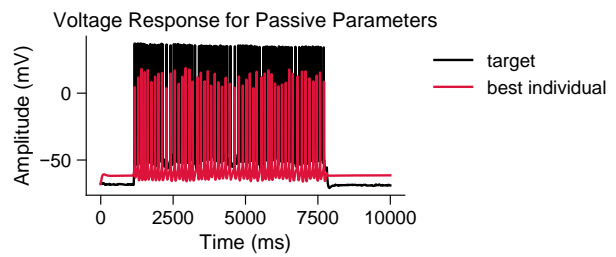
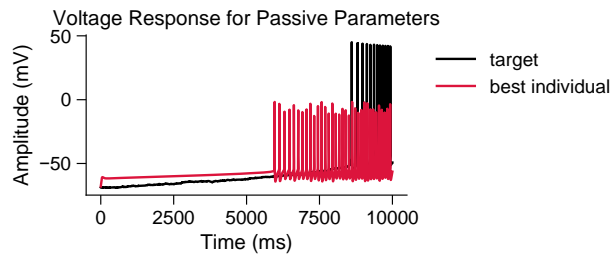
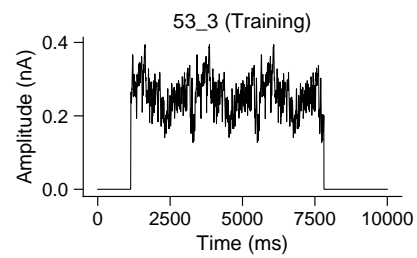
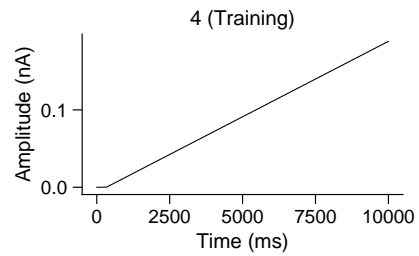
Initial tuning with MOO



Optimized using CoMPaRE (With zero penalty)



Optimized using CoMPaRE (With action potential tuning and zero penalty)



Optimized using CoMPaRE (No penalty)

