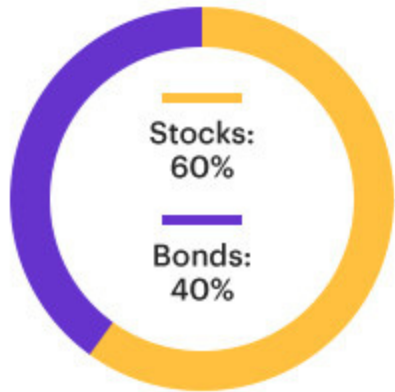


Target allocation



Drifted allocation



Rebalanced

