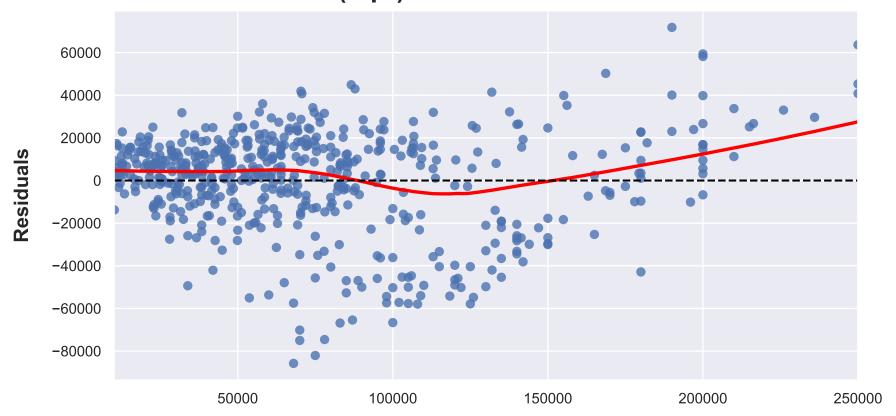
(sqrt) XGB+4 Residuals



True Values