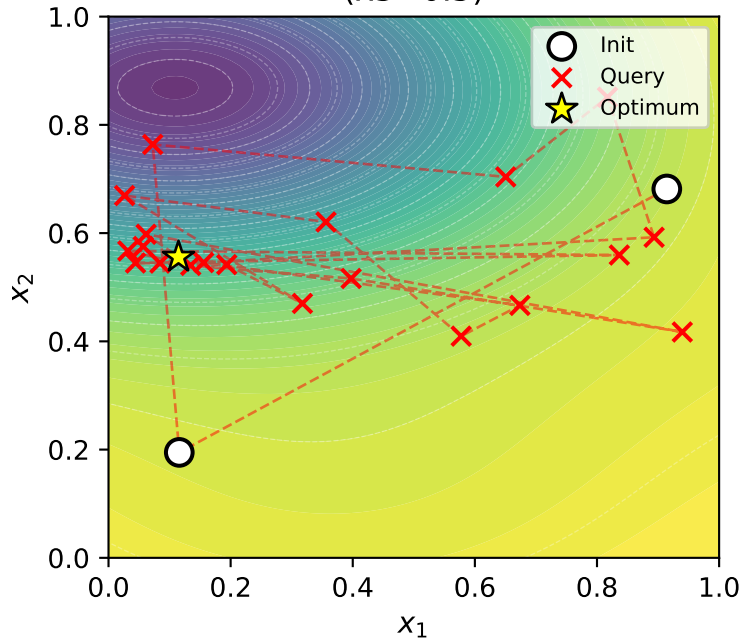
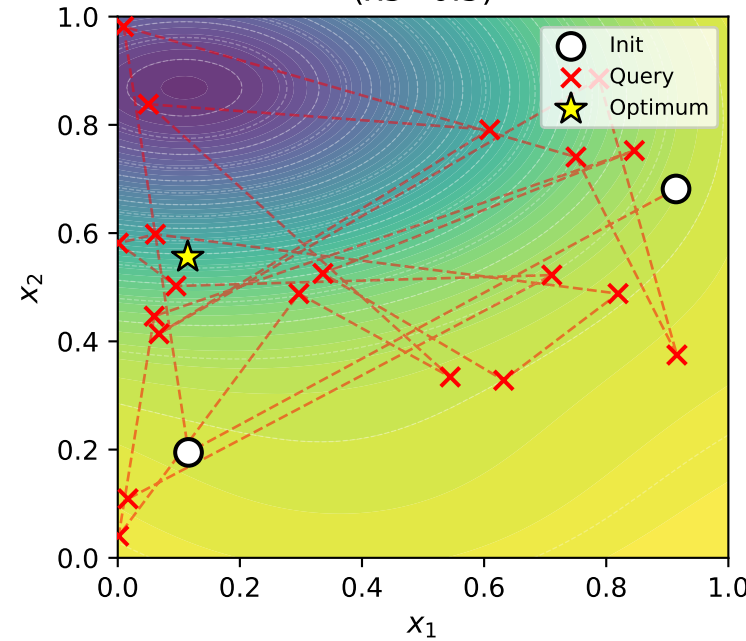


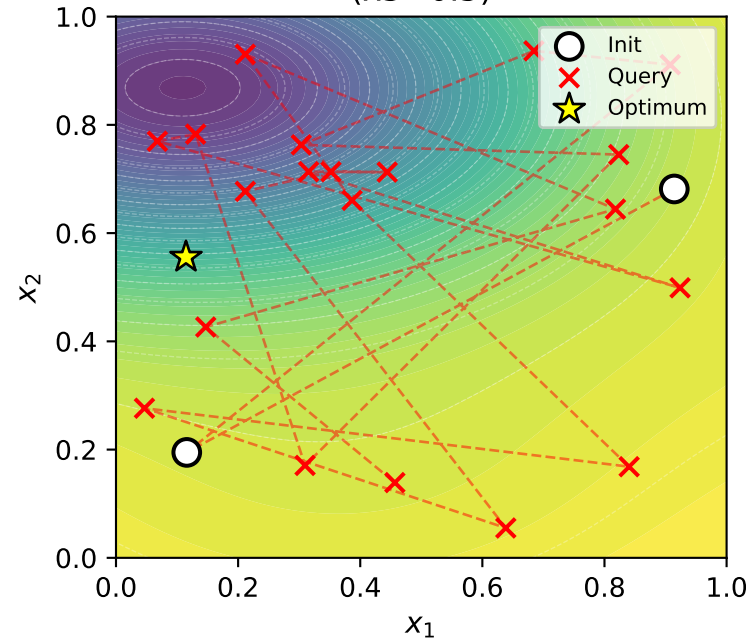
TabPFN+RL
(x3=0.5)



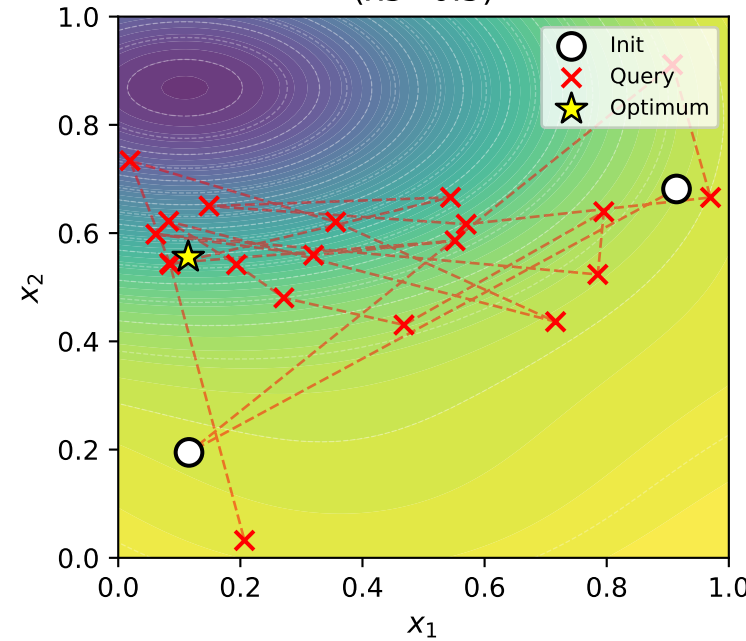
GP+RL
(x3=0.5)



GP+EI
(x3=0.5)



TabPFN+EI
(x3=0.5)



Random
(x3=0.5)

