Uniform; distribSd=0.1; transportationCost=3.5 8.50 overlapThreshold 0.5 0.4 0.3 0.2 totalCost 0.1 0.0 gravityDecay • 20 • 40 • 60 8.00 -• 80 7.75 **-**0.40 0.36 0.38 0.34 totalWaste