Uniform; distribSd=0.6; transportationCost=0.5 overlapThreshold 0.5 2.0 -0.4 0.3 0.2 totalCost 0.1 0.0 gravityDecay • 20 1.9 **-**40 • 60 • 80 1.8 -0.14 0.12 0.16 0.18 totalWaste