Uniform; distribSd=0.6; transportationCost=3.5 7.00 overlapThreshold 0.5 0.4 0.3 0.2 totalCost 0.1 0.0 gravityDecay • 20 40 • 60 • 80 6.50 -0.21 0.20 0.22 0.23 totalWaste