Uniform; distribSd=0.1; transportationCost=3.5 8.75 **-**8.50 overlapThreshold 0.5 0.4 0.3 totalCost 0.2 0.1 0.0 gravityDecay • 20 • 40 8.00 -• 60 • 80 7.75 **-**0.38 0.32 0.34 0.36 totalWaste