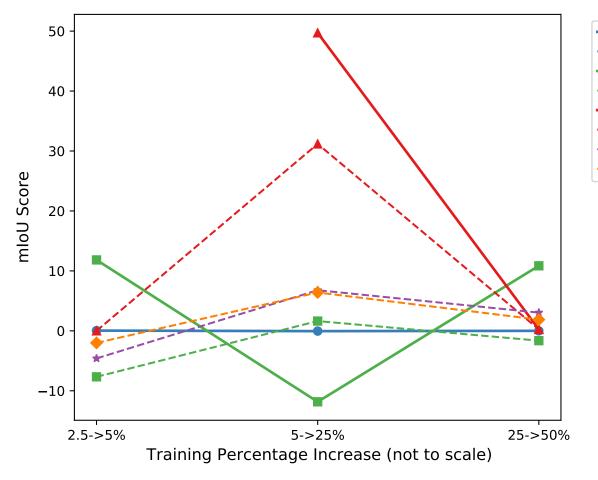
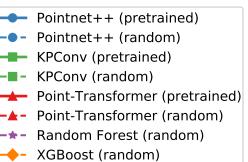
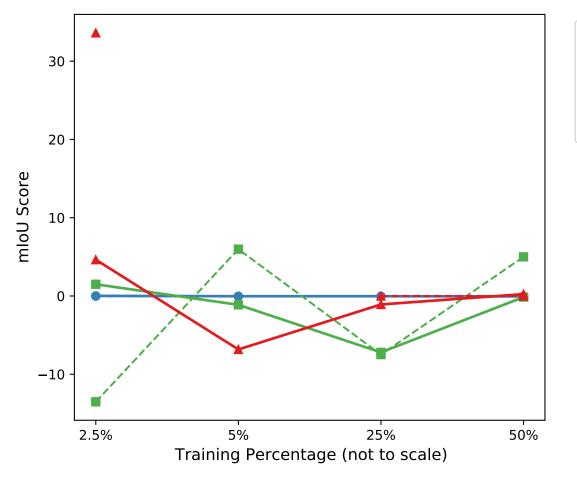


Pointnet++ (Validation)
Pointnet++ (50% Holdout)
KPConv (Validation)
FOINT-Transformer (Validation)
Point-Transformer (50% Holdout)
Random Forest (50% Holdout)

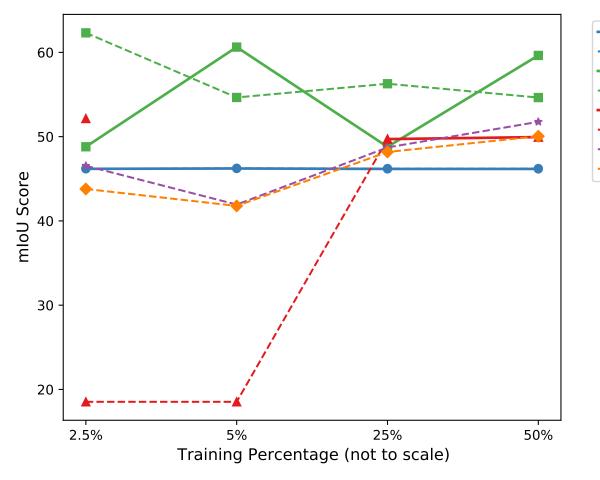
XGBoost (50% Holdout)

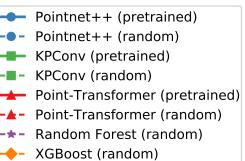


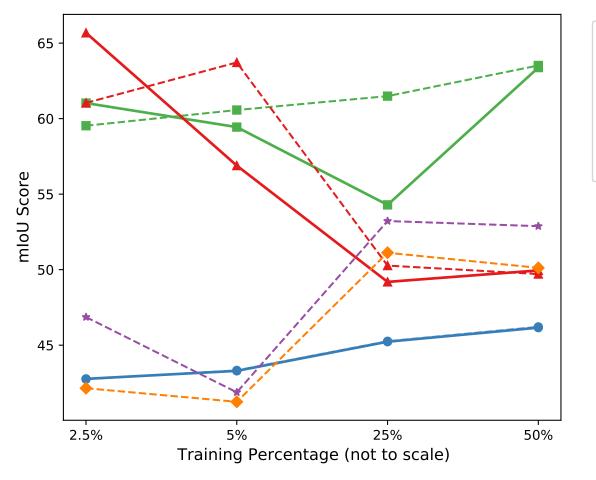


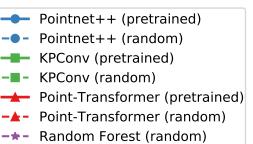




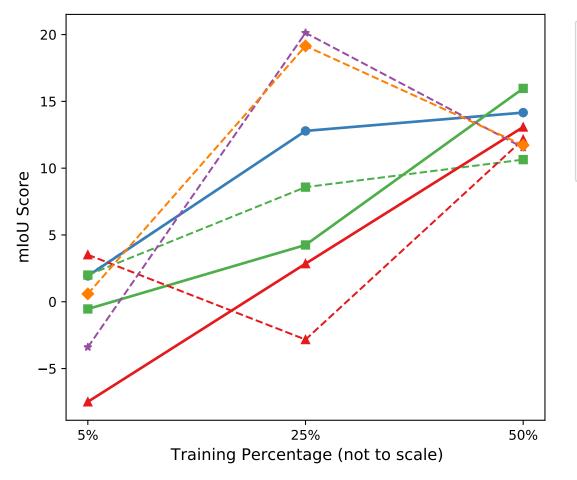






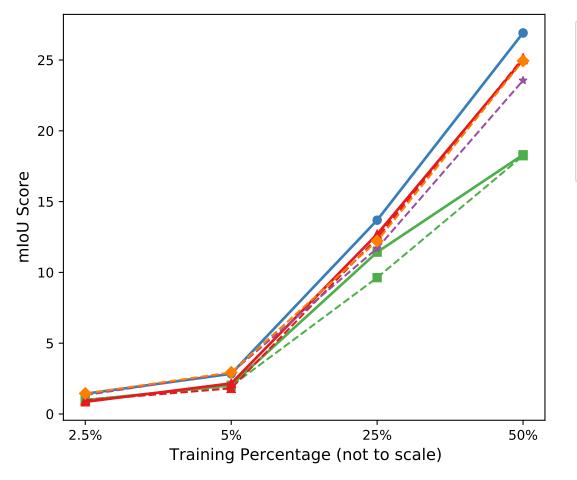


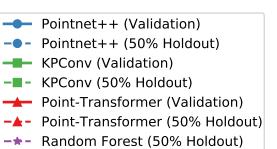
XGBoost (random)





XGBoost (50% Holdout)





XGBoost (50% Holdout)