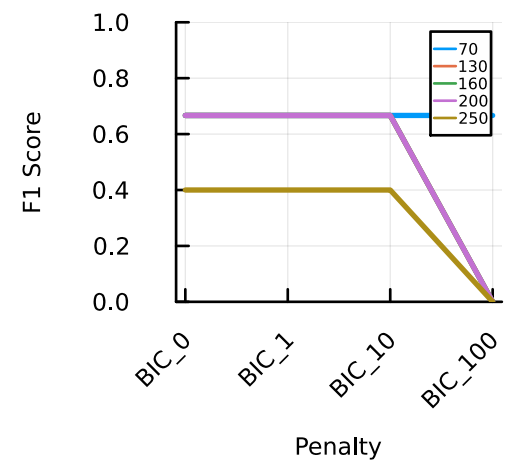
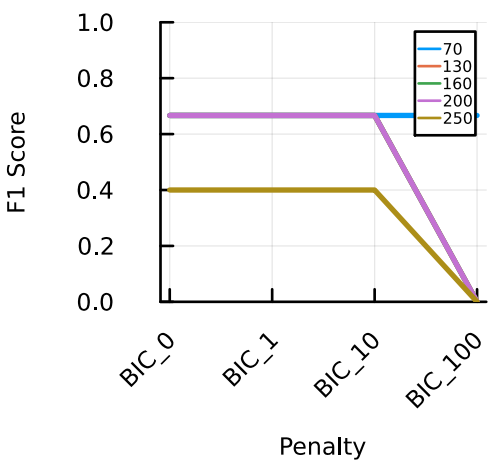


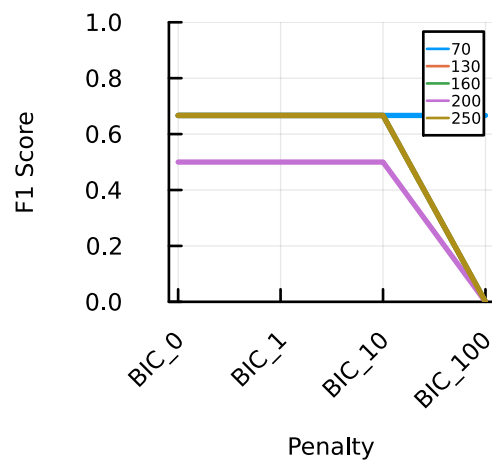
F1 vs Penalty (nt=Gaussian,cpc=1, noise=0)



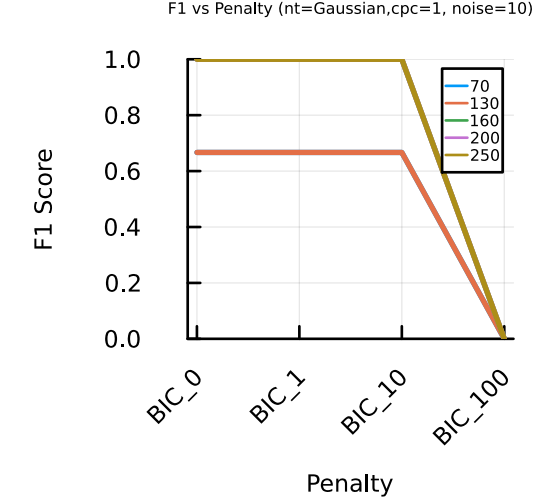
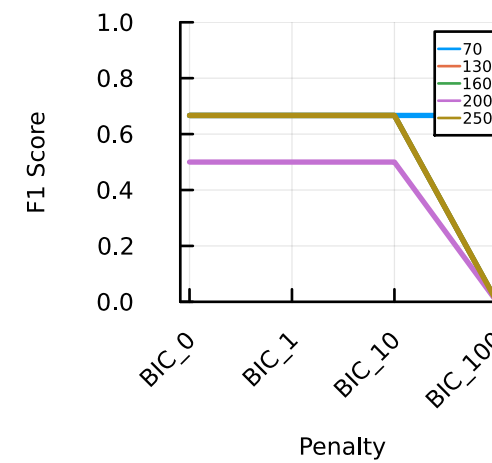
F1 vs Penalty (nt=Uniform,cpc=1, noise=0)



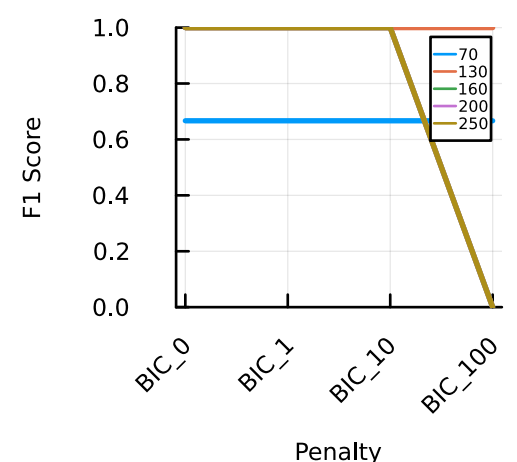
F1 vs Penalty (nt=Gaussian,cpc=1, noise=1)



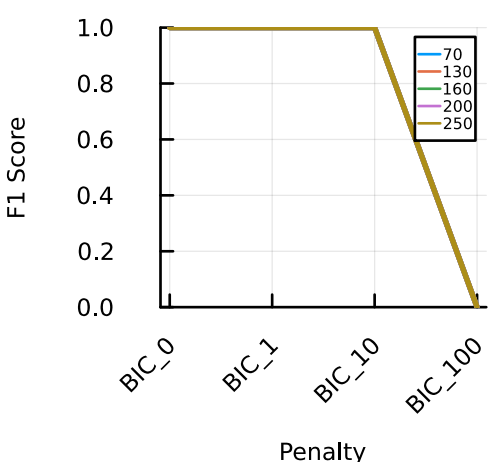
F1 vs Penalty (nt=Uniform,cpc=1, noise=1)



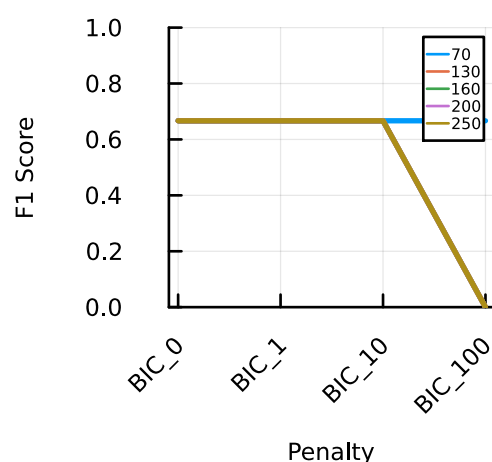
F1 vs Penalty (nt=Uniform,cpc=1, noise=10)



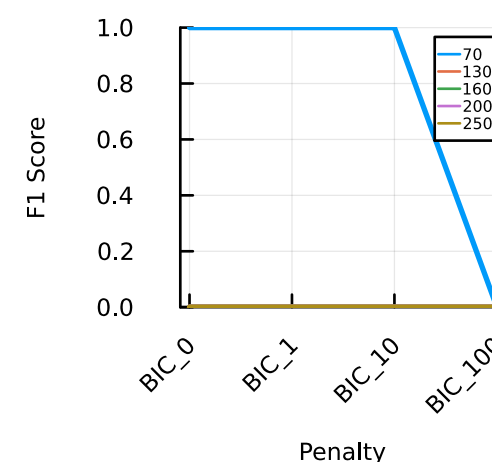
F1 vs Penalty (nt=Gaussian,cpc=1, noise=20)



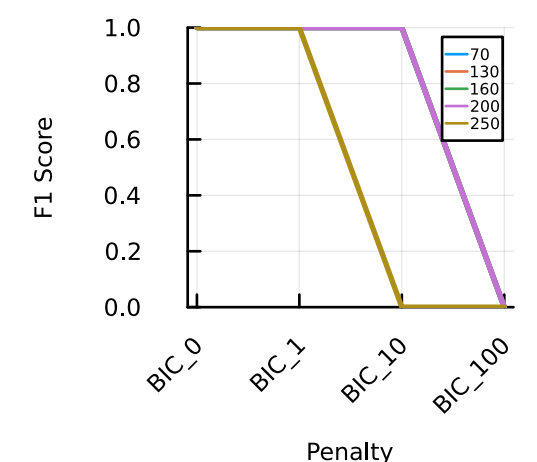
F1 vs Penalty (nt=Uniform,cpc=1, noise=20)



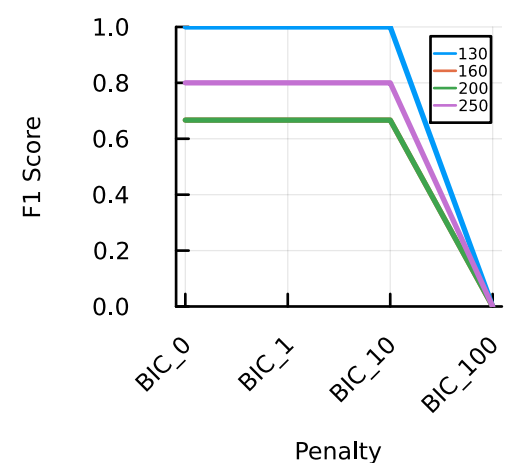
F1 vs Penalty (nt=Gaussian,cpc=1, noise=100)



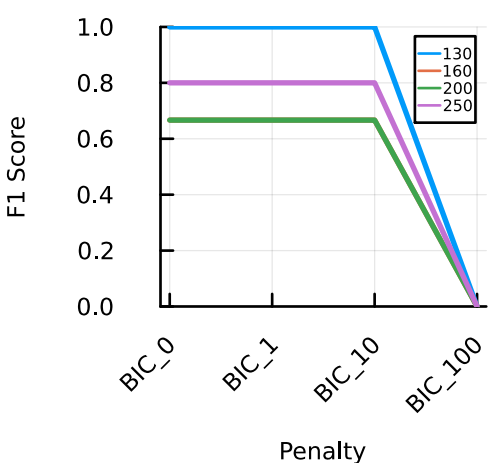
F1 vs Penalty (nt=Uniform,cpc=1, noise=100)



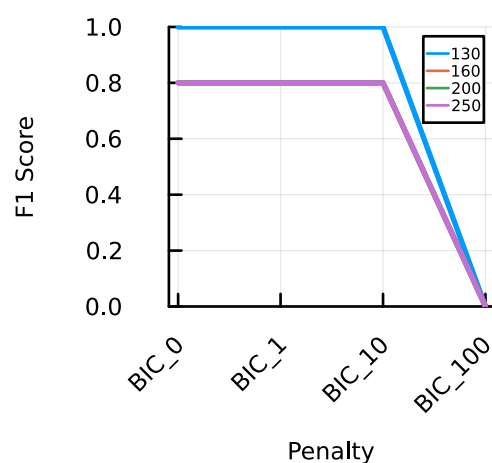
F1 vs Penalty (nt=Gaussian,cpc=2, noise=0)



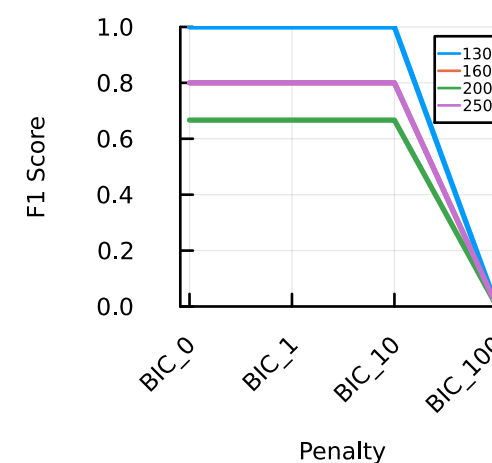
F1 vs Penalty (nt=Uniform,cpc=2, noise=0)



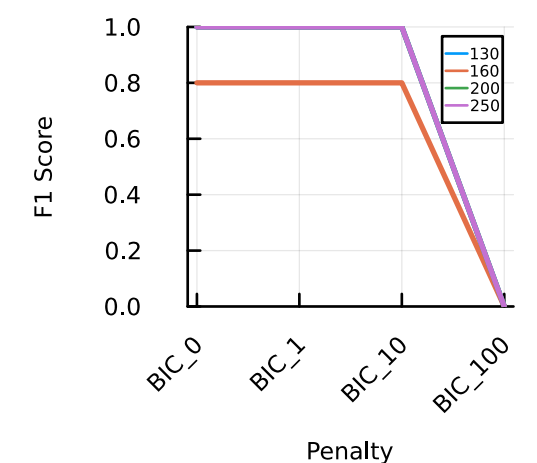
F1 vs Penalty (nt=Gaussian,cpc=2, noise=1)



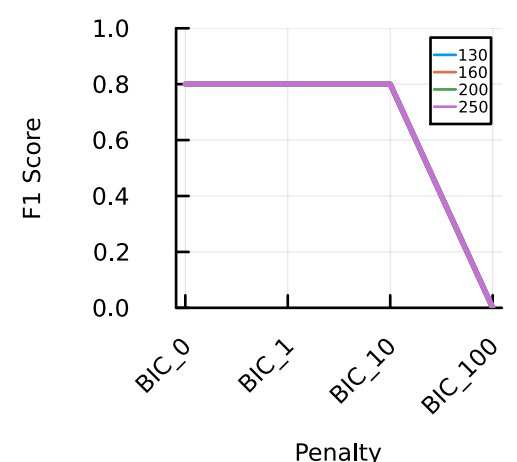
F1 vs Penalty (nt=Uniform,cpc=2, noise=1)



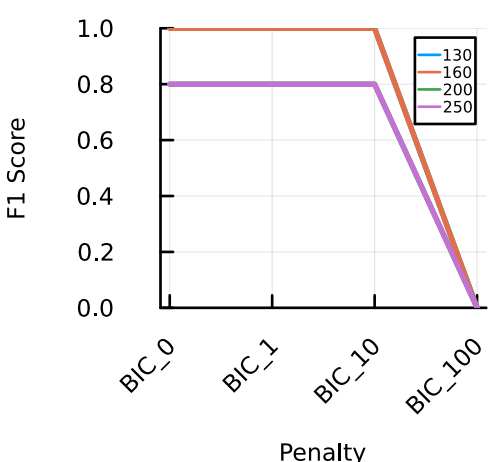
F1 vs Penalty (nt=Gaussian,cpc=2, noise=10)



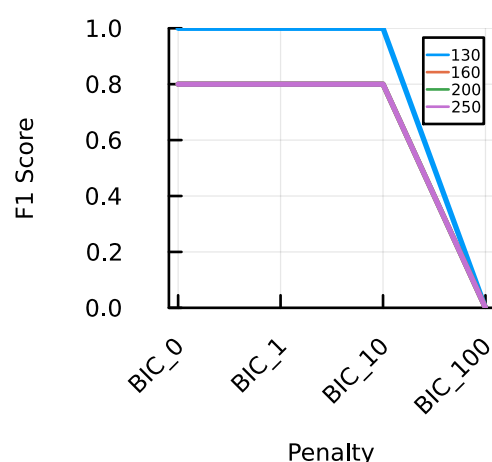
F1 vs Penalty (nt=Uniform,cpc=2, noise=10)



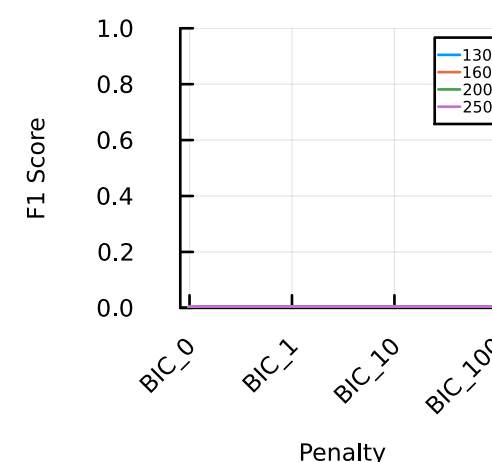
F1 vs Penalty (nt=Gaussian,cpc=2, noise=20)



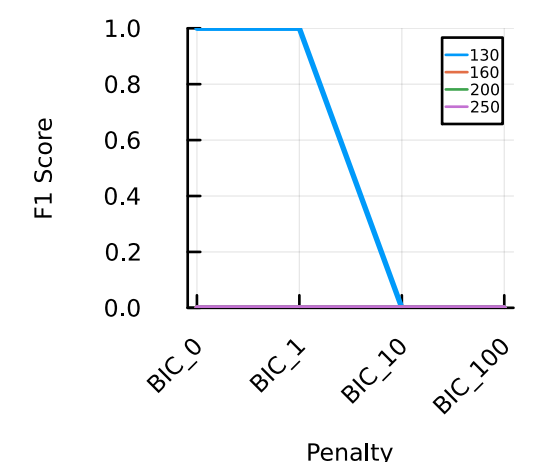
F1 vs Penalty (nt=Uniform,cpc=2, noise=20)



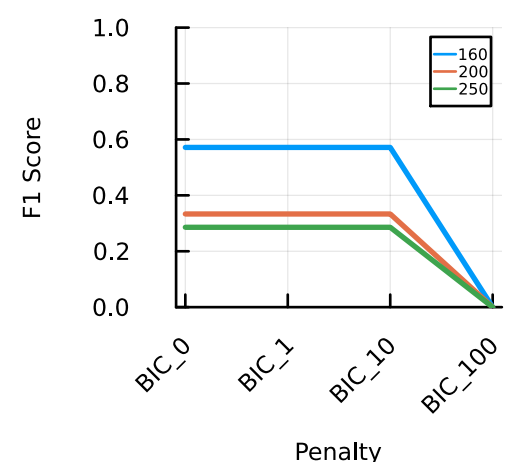
F1 vs Penalty (nt=Gaussian,cpc=2, noise=100)



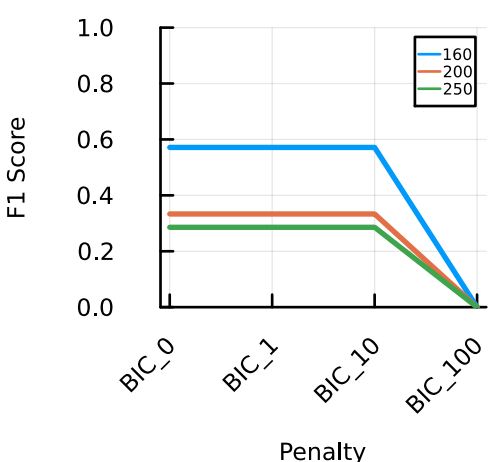
F1 vs Penalty (nt=Uniform,cpc=2, noise=100)



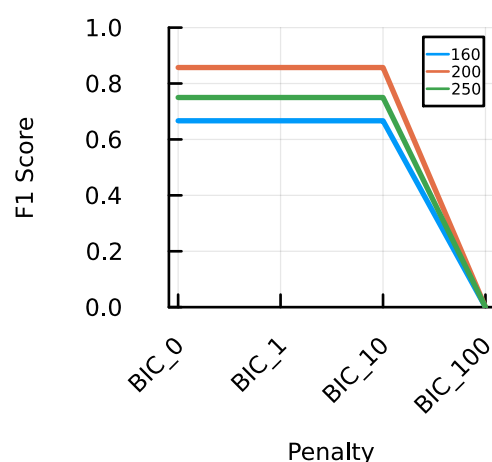
F1 vs Penalty (nt=Gaussian,cpc=3, noise=0)



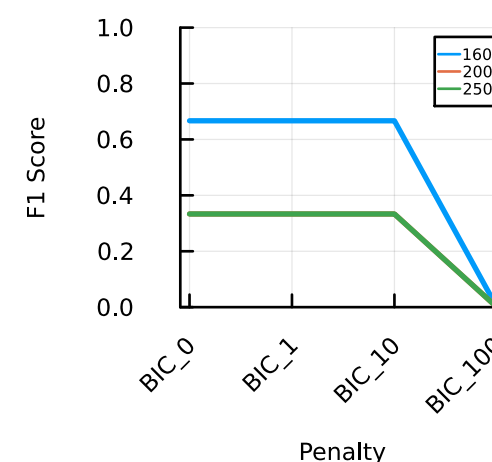
F1 vs Penalty (nt=Uniform,cpc=3, noise=0)



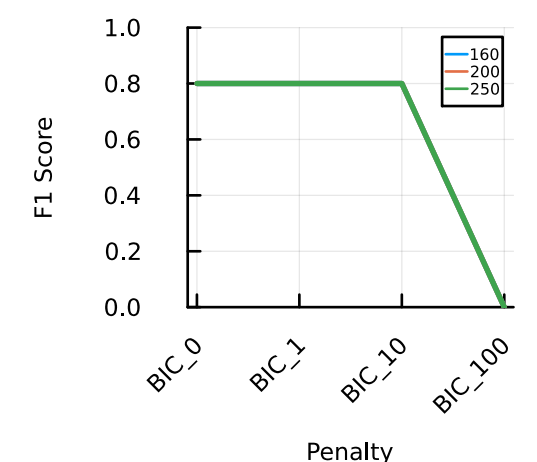
F1 vs Penalty (nt=Gaussian,cpc=3, noise=1)



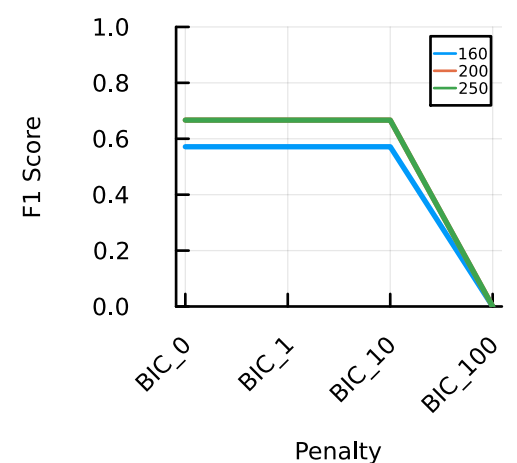
F1 vs Penalty (nt=Uniform,cpc=3, noise=1)



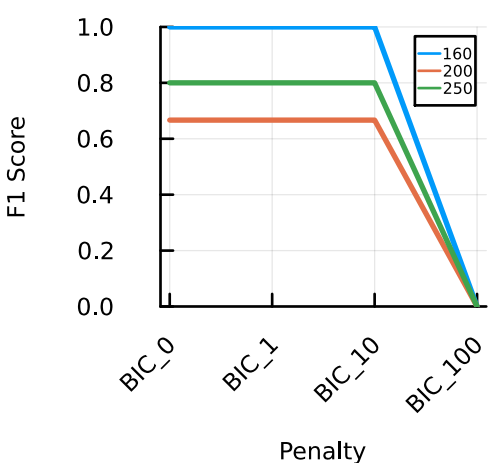
F1 vs Penalty (nt=Gaussian,cpc=3, noise=10)



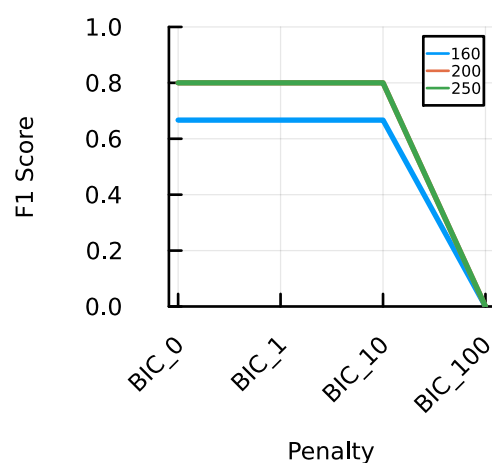
F1 vs Penalty (nt=Uniform,cpc=3, noise=10)



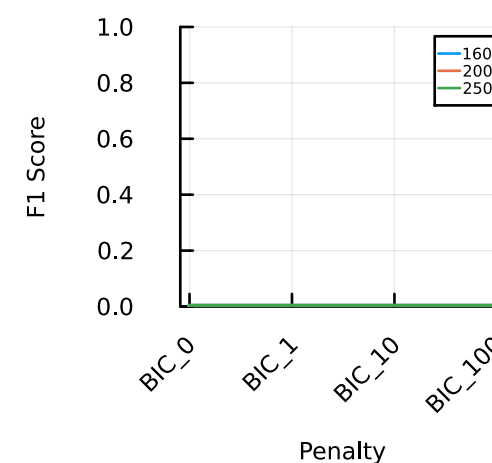
F1 vs Penalty (nt=Gaussian,cpc=3, noise=20)



F1 vs Penalty (nt=Uniform,cpc=3, noise=20)



F1 vs Penalty (nt=Gaussian,cpc=3, noise=100)



F1 vs Penalty (nt=Uniform,cpc=3, noise=100)

