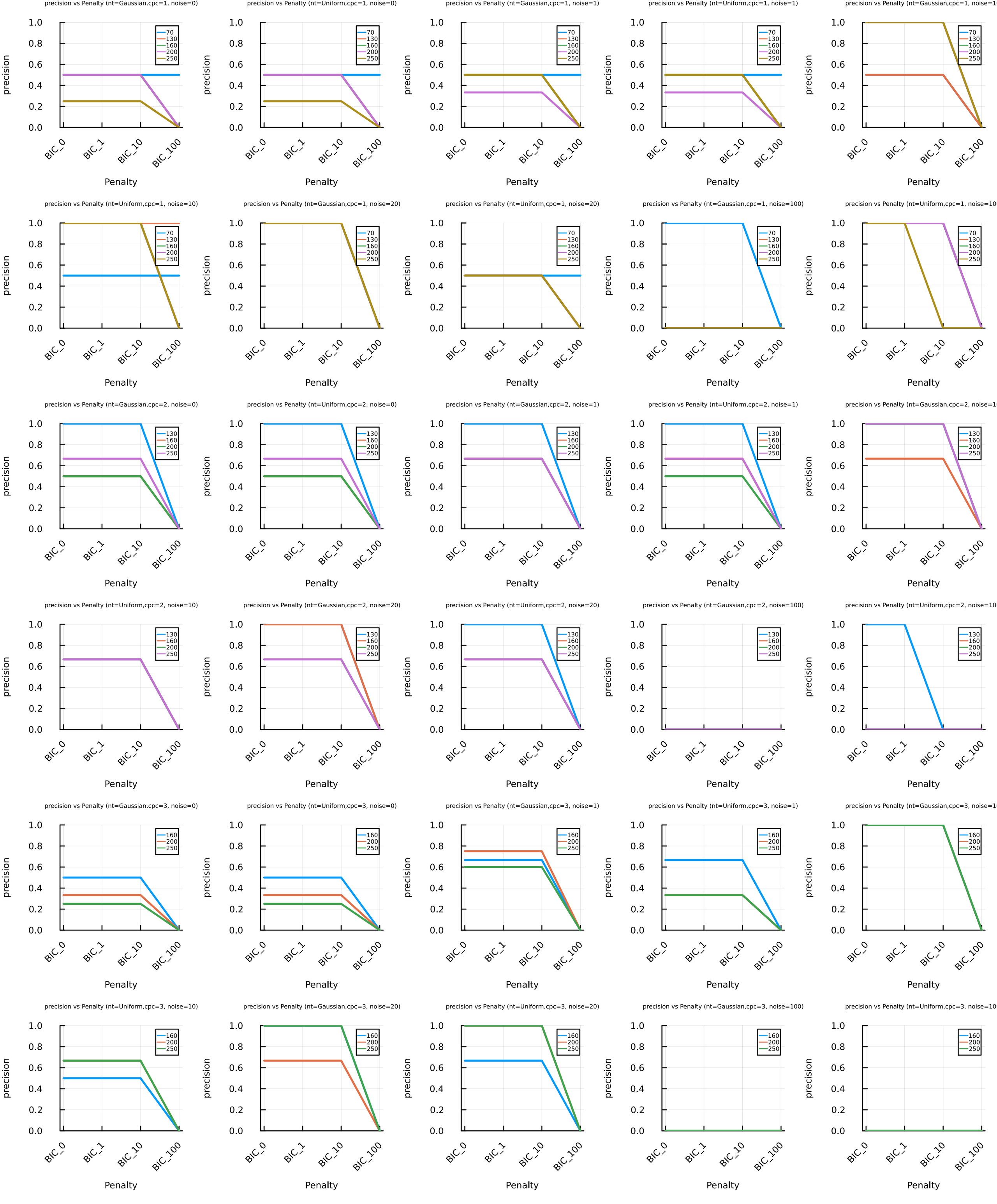
precision vs Penalty (nt=Gaussian,cpc=1, noise=0)
precision vs Penalty (nt=Uniform,cpc=1, noise=0)
precision vs Penalty (nt=Gaussian,cpc=1, noise=1)
precision vs Penalty (nt=Uniform,cpc=1, noise=1)
precision vs Penalty (nt=Gaussian,cpc=1, noise=1
precision vs Penalty (nt=Uniform,cpc=1, noise=10)
precision vs Penalty (nt=Gaussian,cpc=1, noise=20)
precision vs Penalty (nt=Uniform,cpc=1, noise=20)
precision vs Penalty (nt=Gaussian,cpc=1, noise=100)
precision vs Penalty (nt=Uniform,cpc=1, noise=10
precision vs Penalty (nt=Gaussian,cpc=2, noise=0)
precision vs Penalty (nt=Uniform,cpc=2, noise=0)
precision vs Penalty (nt=Gaussian,cpc=2, noise=1)
precision vs Penalty (nt=Uniform,cpc=2, noise=1)
precision vs Penalty (nt=Gaussian,cpc=2, noise=1
precision vs Penalty (nt=Uniform,cpc=2, noise=10)
precision vs Penalty (nt=Gaussian,cpc=2, noise=20)
precision vs Penalty (nt=Uniform,cpc=2, noise=20)
precision vs Penalty (nt=Gaussian,cpc=2, noise=100)
precision vs Penalty (nt=Uniform,cpc=2, noise=10
precision vs Penalty (nt=Gaussian,cpc=3, noise=0)
precision vs Penalty (nt=Uniform,cpc=3, noise=0)
precision vs Penalty (nt=Gaussian,cpc=3, noise=1)
precision vs Penalty (nt=Uniform,cpc=3, noise=1)
precision vs Penalty (nt=Gaussian,cpc=3, noise=1
precision vs Penalty (nt=Uniform,cpc=3, noise=10)
precision vs Penalty (nt=Gaussian,cpc=3, noise=20)
precision vs Penalty (nt=Uniform,cpc=3, noise=20)
precision vs Penalty (nt=Gaussian,cpc=3, noise=100)
precision vs Penalty (nt=Uniform,cpc=3, noise=10
precision
Penalty
BIC_0
BIC_1
BIC_10
BIC_100
70
130
160
200
250