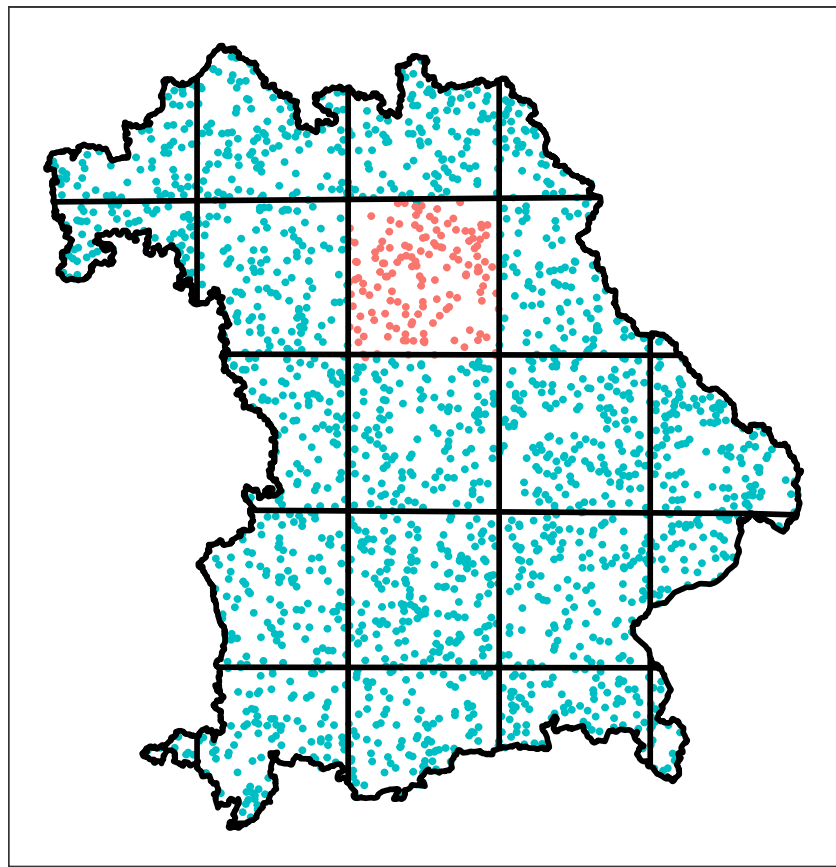
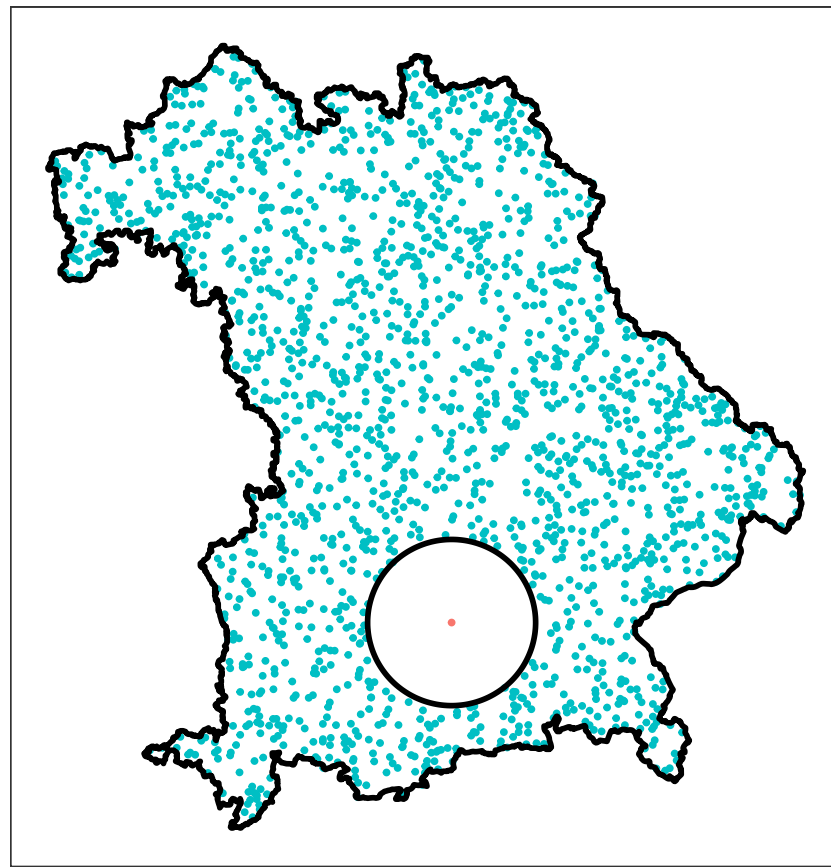


Rectangular tiles



Leave-one-out cross-validation with buffer



Partitioning based on geographical units

