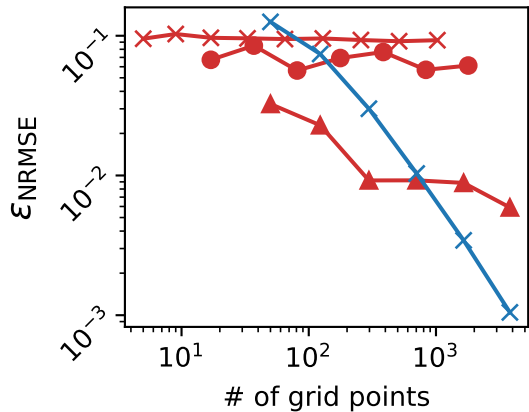
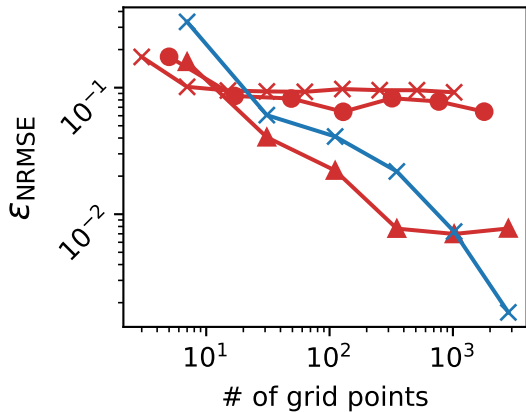


Linear Boundary



Mod. Linear



× regressed transformed r=1
 ● regressed transformed r=2

▲ regressed transformed r=3
 × interpolated normal d=3