

```
RMS = 0.01050897360164093, mean = -0.004395770684342212, std = 0.009545455790619092
                                                                                       Seq4: v = 1*x + 0.0078125;
Seq1: y = 1*x + 0.0078125;
                            Seq2: v = 1*x + 0.0078125;
                                                          Seq3: v = 1*x + 0.0078125;
Seg5: y = 1*x + 0.0078125;
                            Seg6: y = 1*x + 0.0078125;
                                                          Seg7: y = 1*x + 0.0078125;
                                                                                       Seg8: y = 1*x + 0.0078125;
                                                                                         Seg12: y = 1*x + 0.0078125;
Seq9: v = 1*x + 0.0078125;
                             Seq10: y = 1*x + 0.0078125;
                                                           Seq11: y = 1*x + 0.0078125;
Seg13: y = 1*x + 0.0078125;
                              Seg14: y = 1*x + 0.0078125;
                                                            Seg15: y = 1*x + 0.0078125;
                                                                                          Seg16: y = 1*x + 0.0078125;
Seq17: y = 1*x + 0.0078125;
                              Seq18: y = 1*x + 0.0078125;
                                                            Seq19: y = 1*x + 0.0078125;
                                                                                          Seg20: y = 1*x + 0.0078125;
Seg21: y = 1*x + 0.0078125;
                              Seg22: y = 1*x + 0.0078125;
                                                            Seg23: y = 1*x + 0.0078125;
                                                                                          Seg24: y = 1*x + 0.0078125;
Seg25: y = 1*x + 0.0078125;
                              Seg26: y = 1*x + 0.0078125;
                                                            Seg27: y = 1*x + 0.0078125;
                                                                                          Seg28: y = 1*x + 0.0078125;
Seg29: y = 1*x + 0.0078125;
                              Seg30: y = 1*x + 0.0078125;
                                                            Seg31: y = 1*x + 0.0078125;
                                                                                          Seg32: y = 1*x + 0.0078125;
```