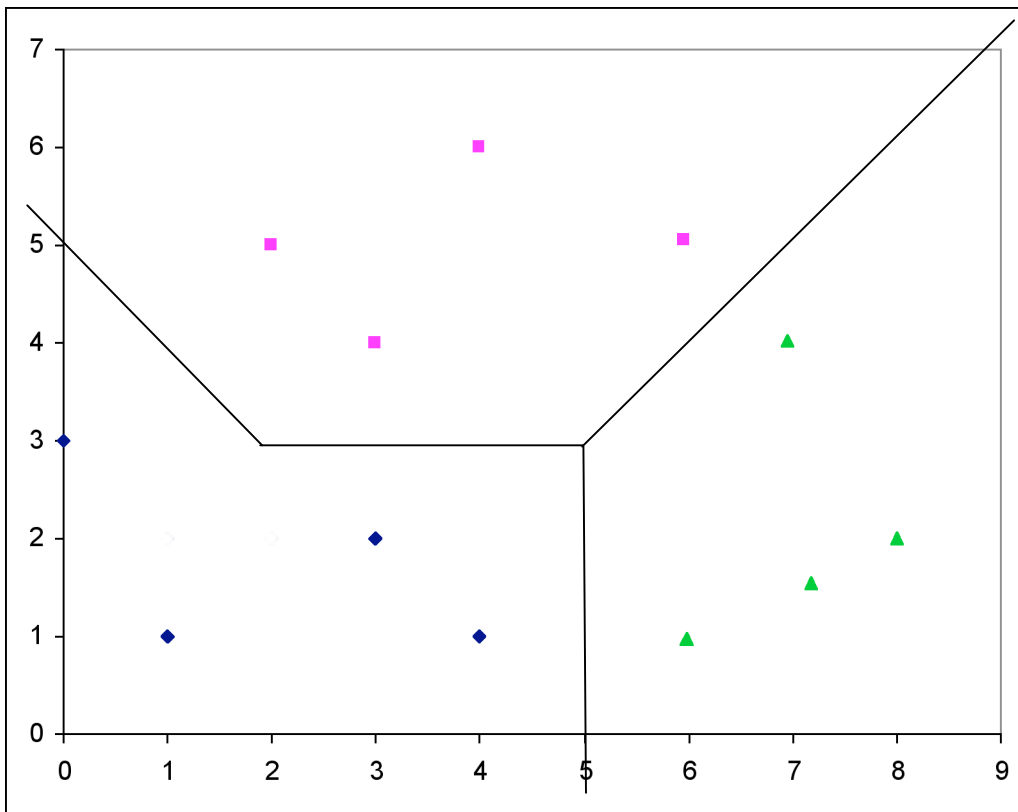


Construct lines
between closest
pairs of points in
different classes.

Draw perpendicular
bisectors.



End bisectors at
intersections; extend
beyond axes (to
infinity).