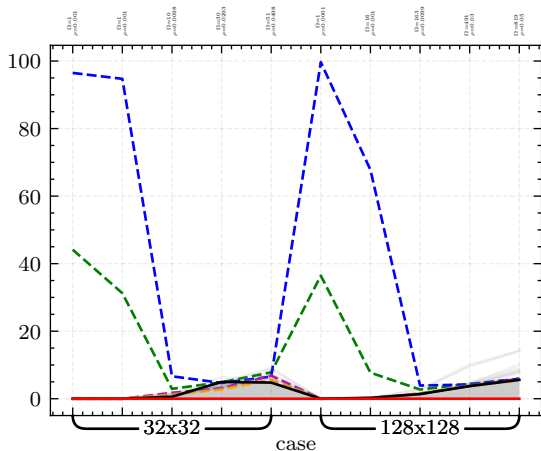


loss

loss



- (72) Square—Factor3
- (66) Square—Star
- (61) Square—Star+Noise
- (57) Square—Factor3+Noise
- (55) Circle11(3/4)Dual(1/4)—Star+Noise
- (53) Circle11(3/4)Dual(1/4)—Default+Noise
- (53) Circle10(3/4)Dual(1/4)—Factor3+Noise
- (53) Circle10(3/4)Dual(1/4)—Default+Noise
- (53) Circle6(2/3)—Default+Noise
- (52) Circle11(3/4)Dual(1/3)—Default+Noise
- (51) Circle11(3/4)Dual—Default+Noise
- (49) Circle10—Factor3+Noise
- (56) JFA (original)
- bruteforce