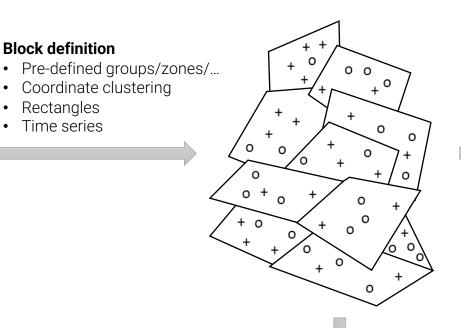
Spatial data

Spatial region

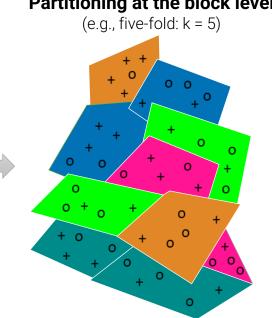
0

Spatial block partitioning



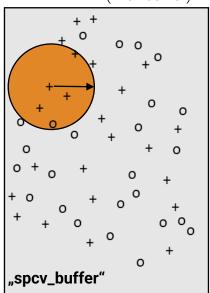
Random partitioning

Partitioning at the block level



Spatial leave-one-out resampling

(with buffer)



Geometric:

Block definition

Rectangles • Time series

Coordinate clustering

- "spcv_tiles"

Clustering-based:

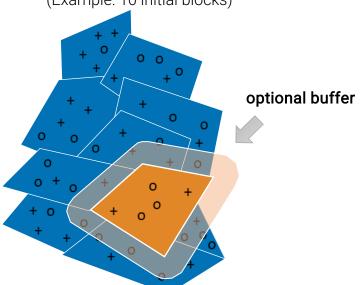
- "spcv_coords"

Custom:

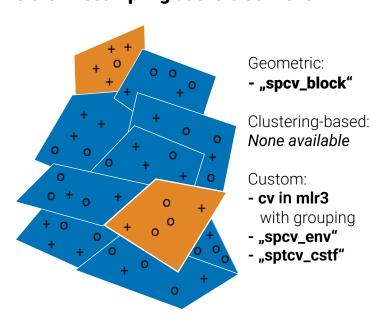
- "custom_cv" in mlr3

Leave-one-block-out resampling

(Example: 10 initial blocks)



k-fold CV resampling at the block level



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