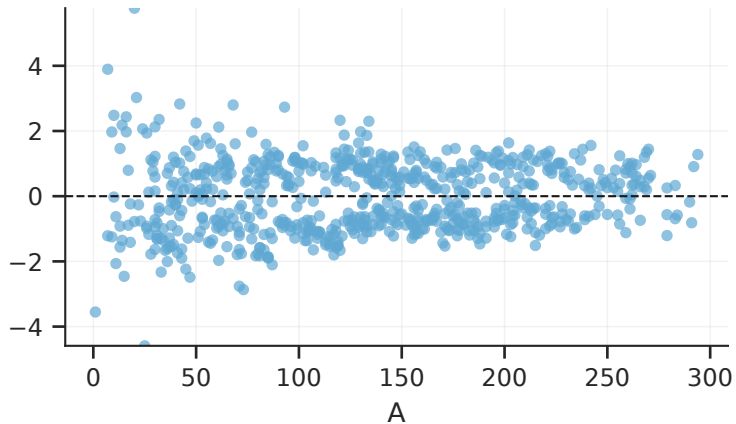


# Residuals vs A: Base vs Tuned (Holdout)

Base



Tuned

