

higher ⇌ lower

l f(x) value

**0.62**

0.45

0.50

0.55

0.60

0.65

0.70



Rectangle\_next\_to\_triangle = 0.0

num\_wheels3 = 1.0

Triangle\_next\_to\_triangle = 0.0

load\_shape3 = 0.0

shape3 = 0.0

shape1 = 1.0

load\_shape1 = 0.5