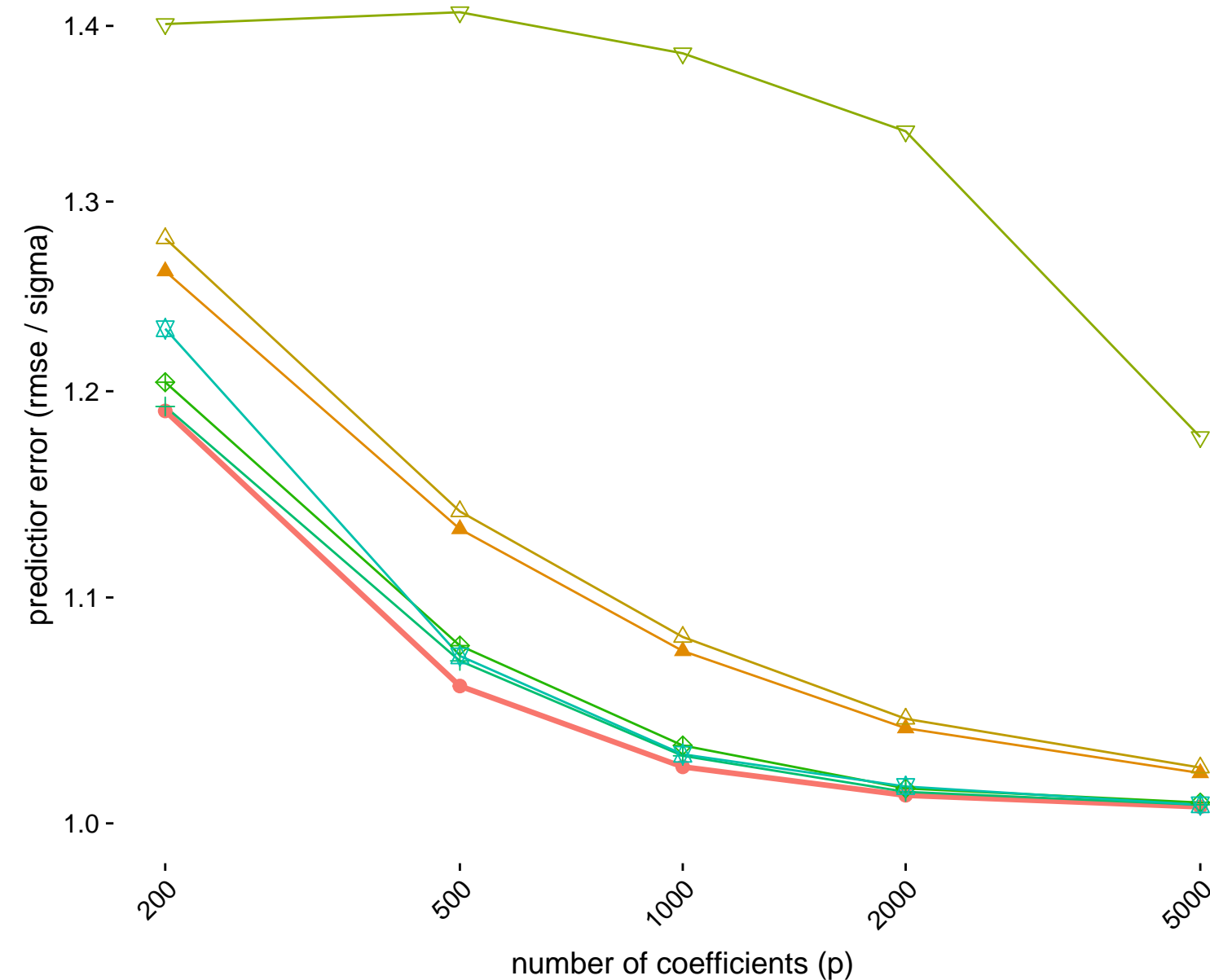


# Adaptation to p/n, Signal Shape and PVE

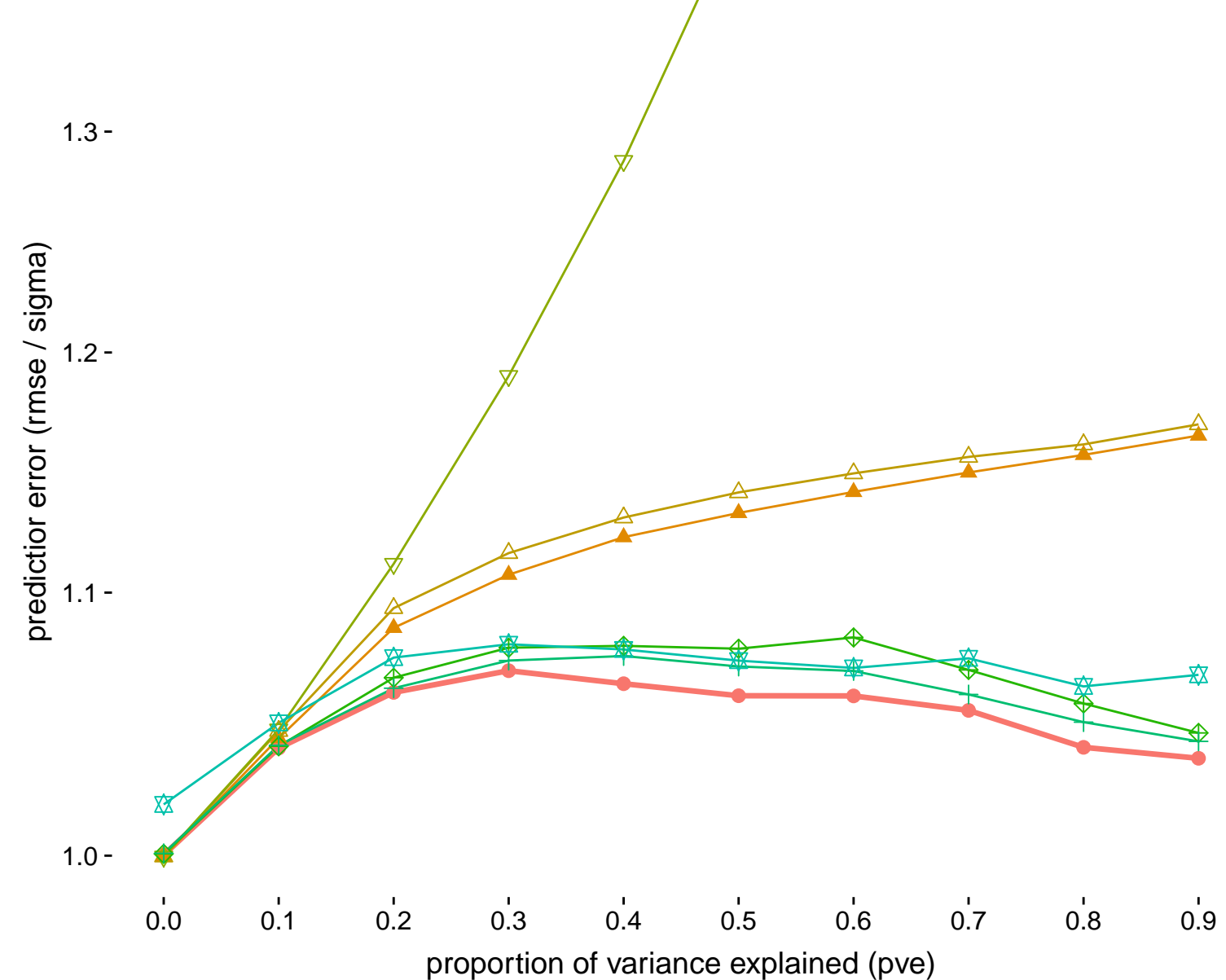
Varying n

Scenario: IndepGauss + PointNormal,  $n = 200-5000$ ,  $p = 2000$ ,  $s = 20$ ,  $pve = 0.5$



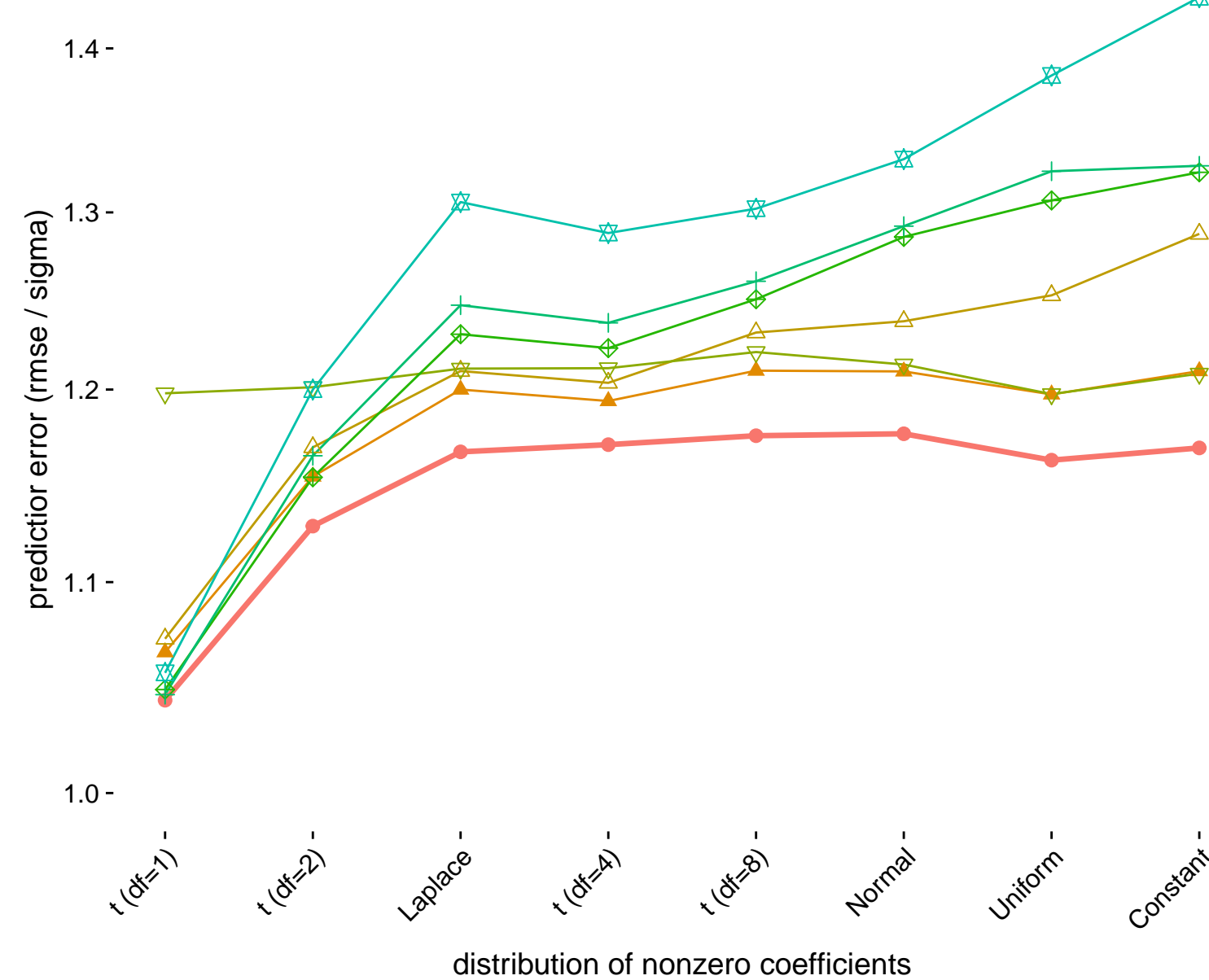
Varying PVE (or SNR, Noise Variance)

Scenario: IndepGauss + PointNormal,  $n = 500$ ,  $p = 2000$ ,  $s = 20$ ,  $pve = 0-0.9$



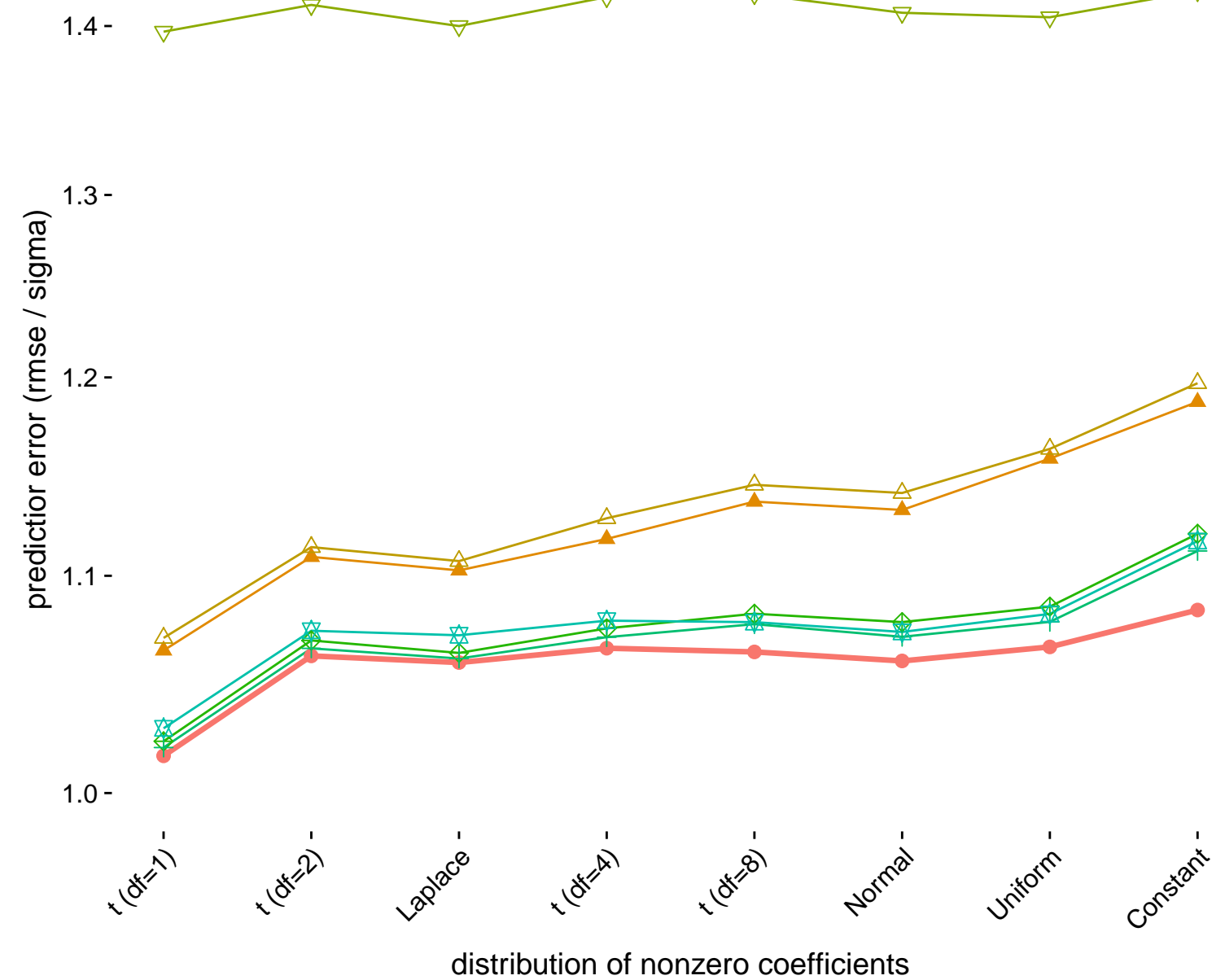
Varying Signal Shape ( $p = 200$ ,  $s = 200$ )

Scenario: IndepGauss + Spike-and-Slab,  $n = 500$ ,  $p = 200$ ,  $s = 200$ ,  $pve = 0.5$



Varying Signal Shape ( $p = 2000$ ,  $s = 20$ )

Scenario: IndepGauss + Spike-and-Slab,  $n = 500$ ,  $p = 2000$ ,  $s = 20$ ,  $pve = 0.5$



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