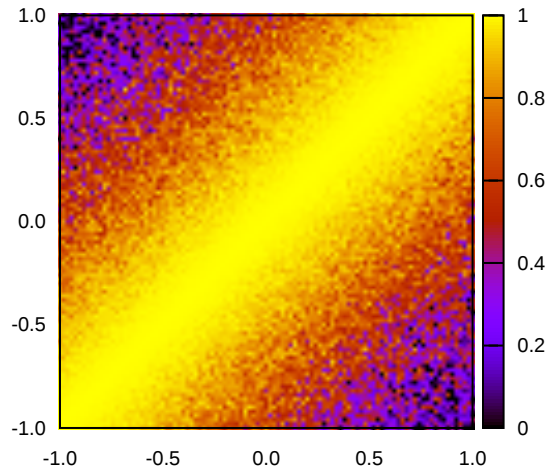
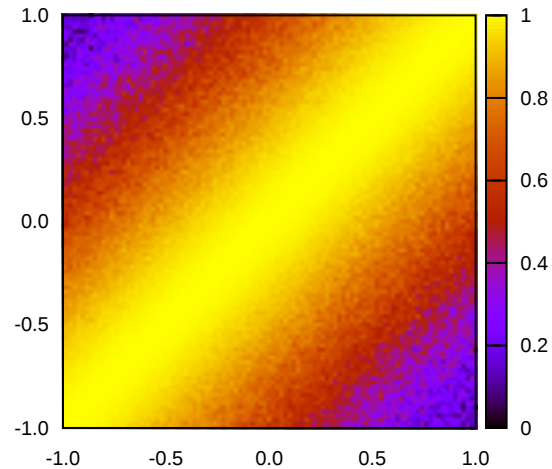


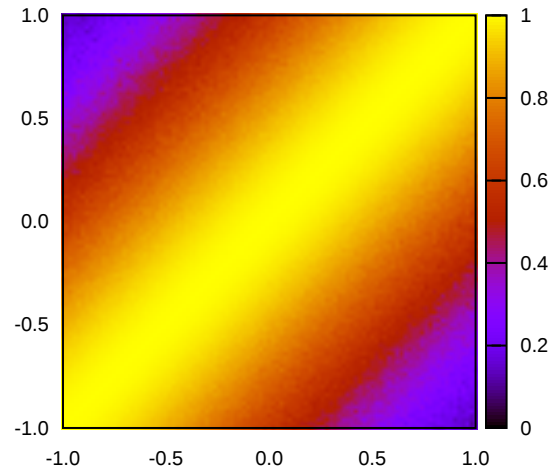
RFF (dim=10)



RFF (dim=100)



RFF (dim=1000)



RBF kernel

