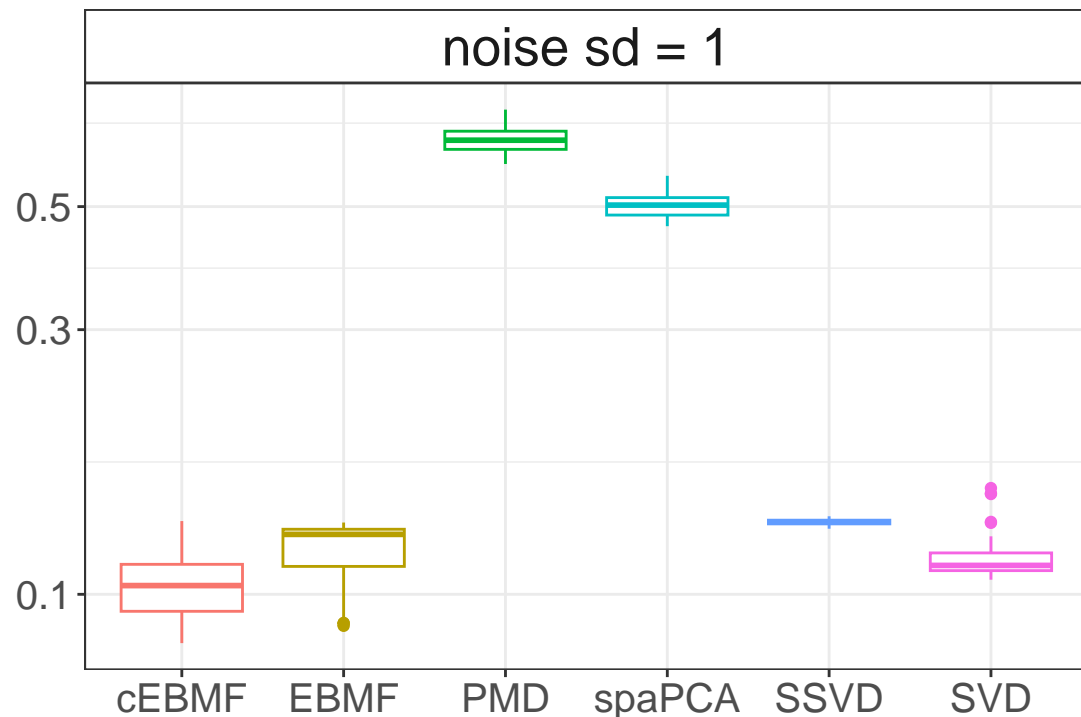


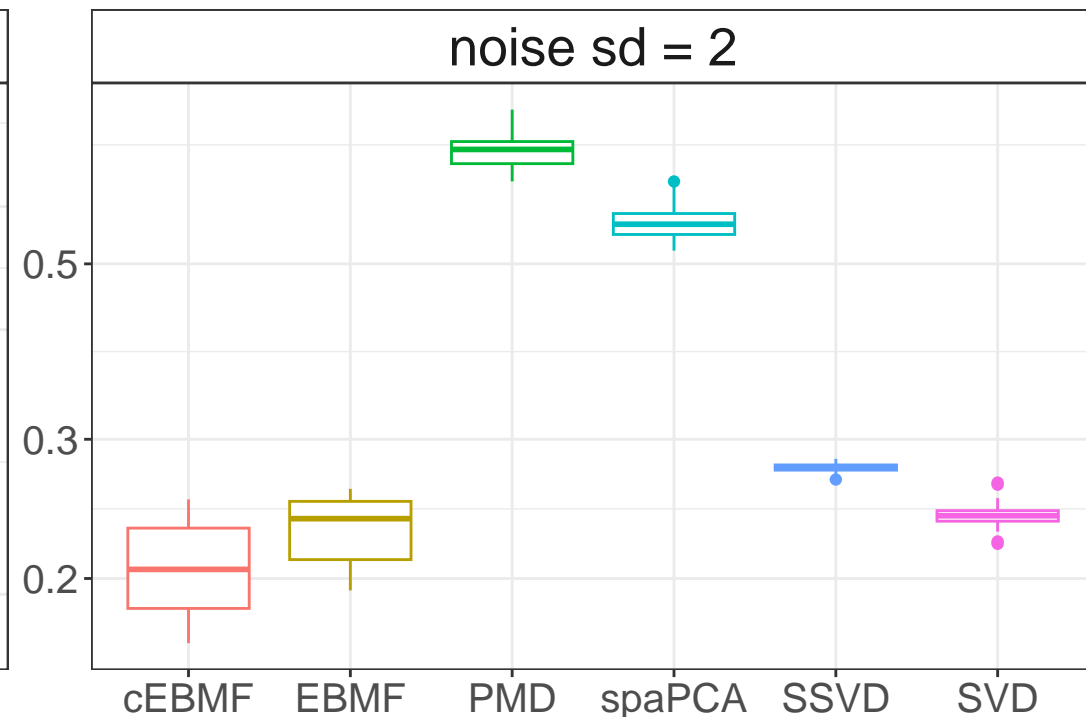
# Tiled bi-clustering model

RMSE

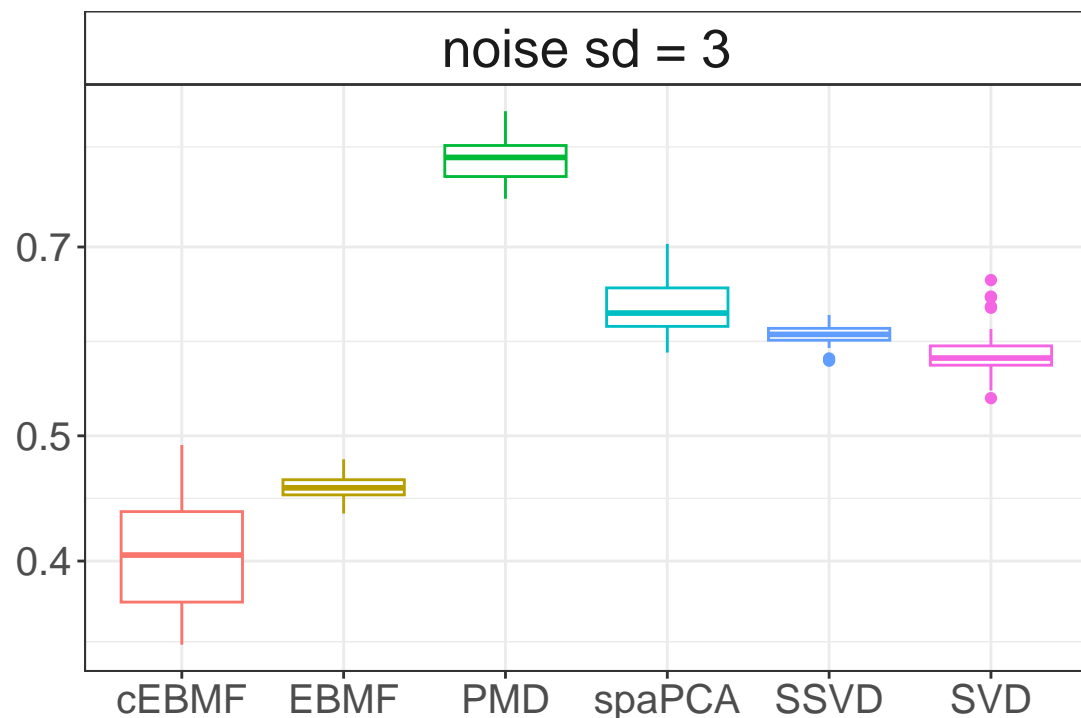
noise sd = 1



noise sd = 2



noise sd = 3



noise sd = 5

