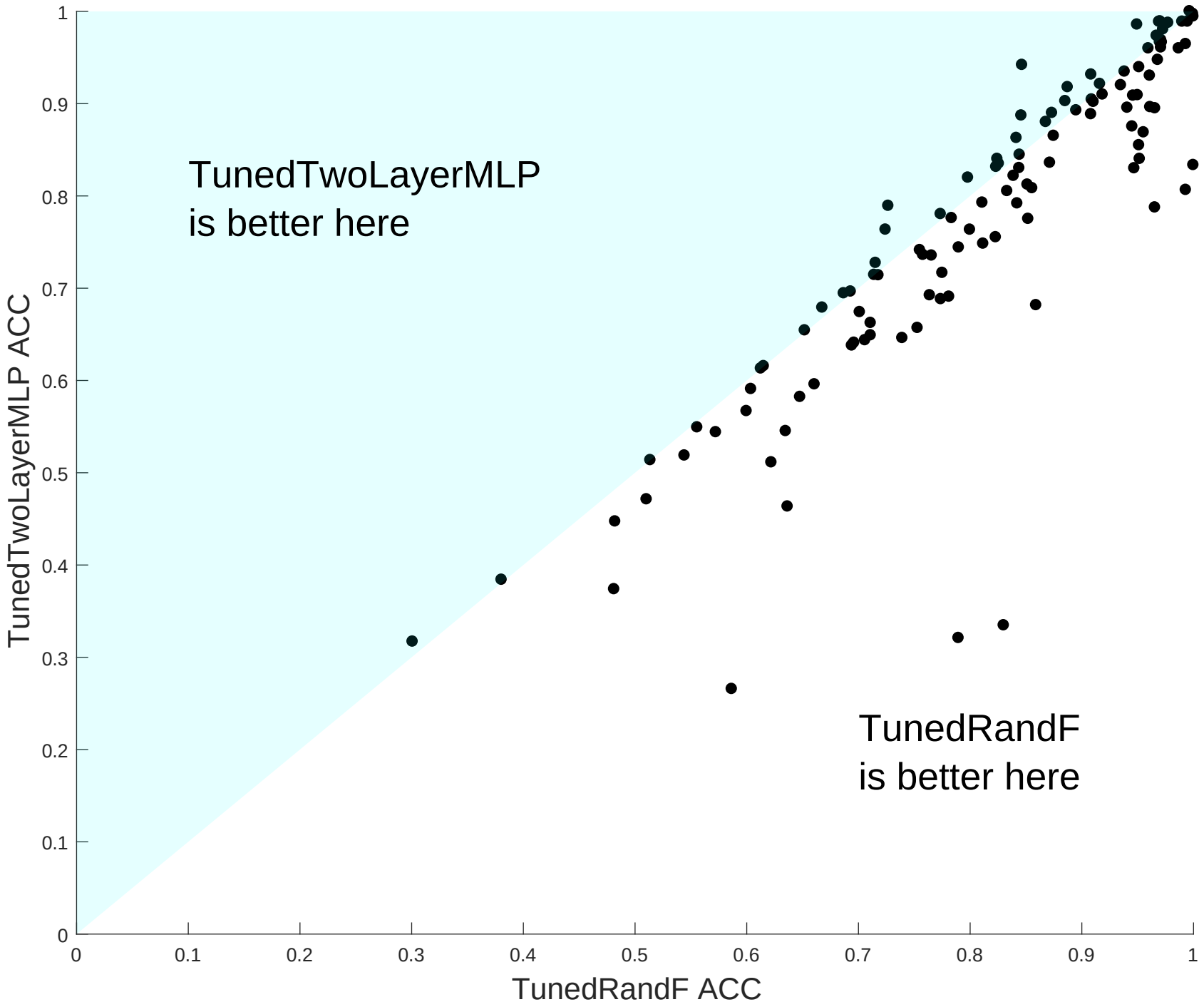

TunedTwoLayerMLP
is better here
TunedRandF
is better here
TunedTwoLayerMLP ACC
TunedRandF ACC
0
0.1
0.2
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0.8
0.9
1