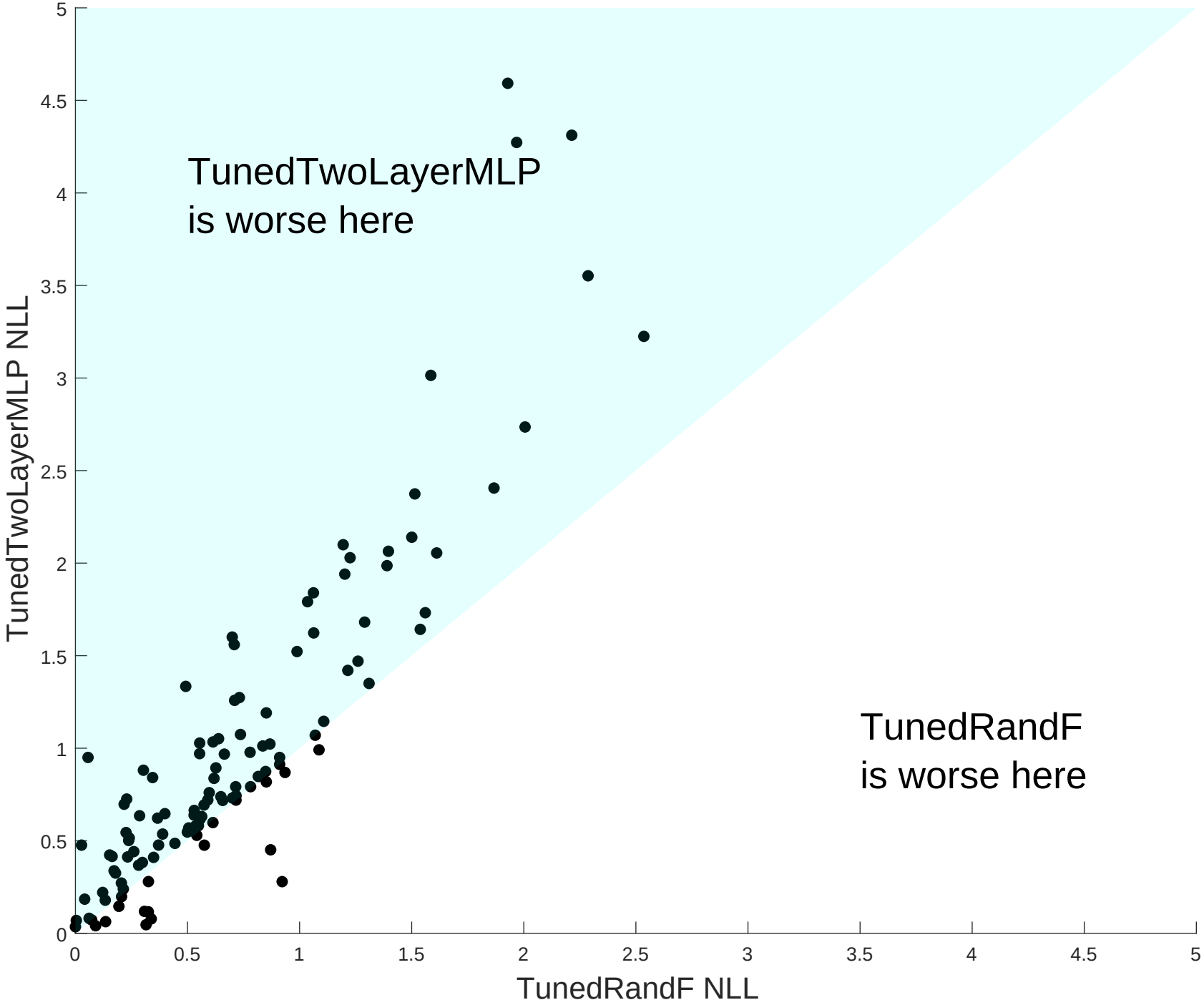

TunedTwoLayerMLP
is worse here
TunedRandF
is worse here
TunedTwoLayerMLP NLL
TunedRandF NLL
0
0.5
1
1.5
2
2.5
3
3.5
4
4.5
5