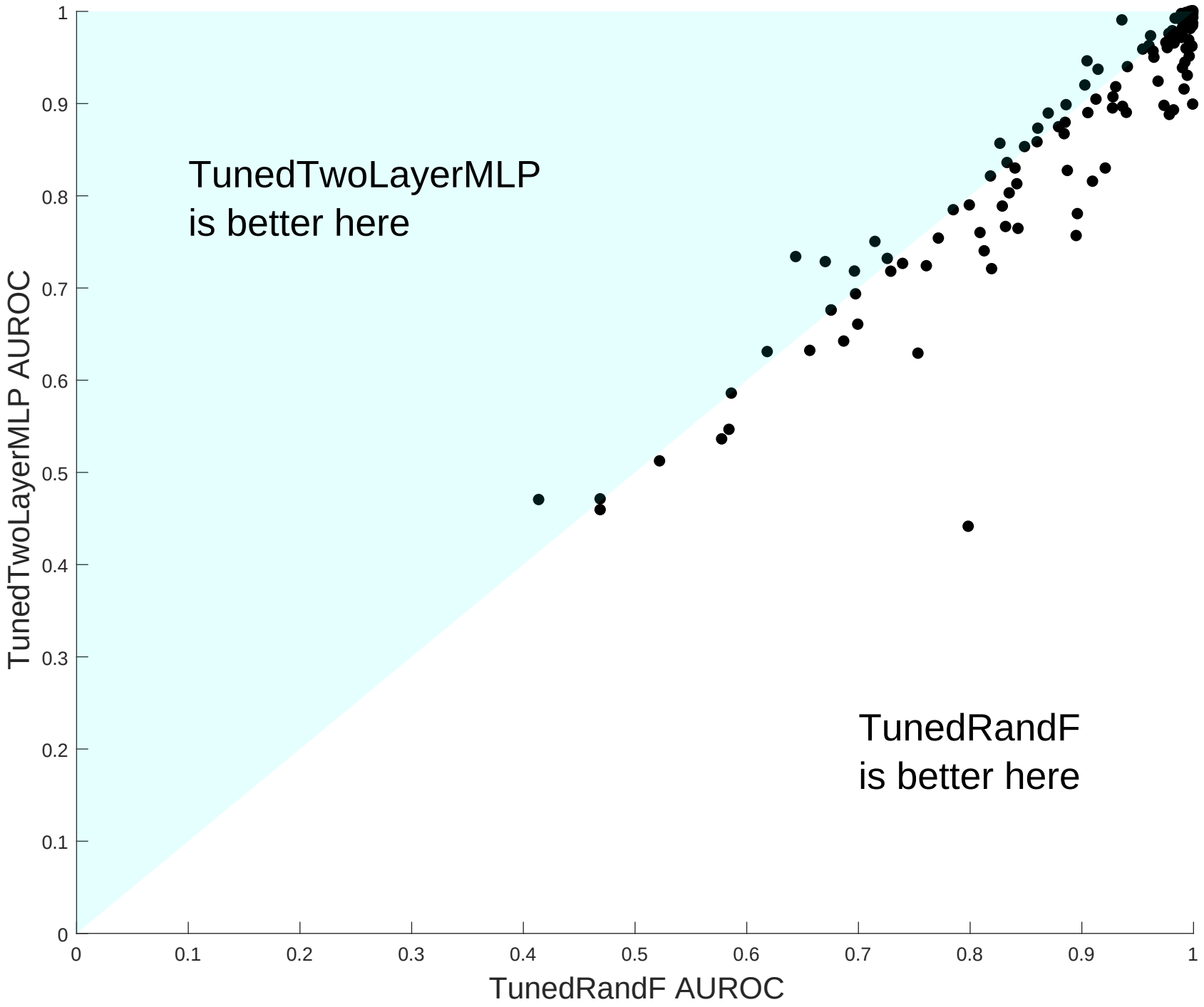

TunedTwoLayerMLP
is better here
TunedRandF
is better here
TunedTwoLayerMLP AUROC
TunedRandF AUROC
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0.1
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1