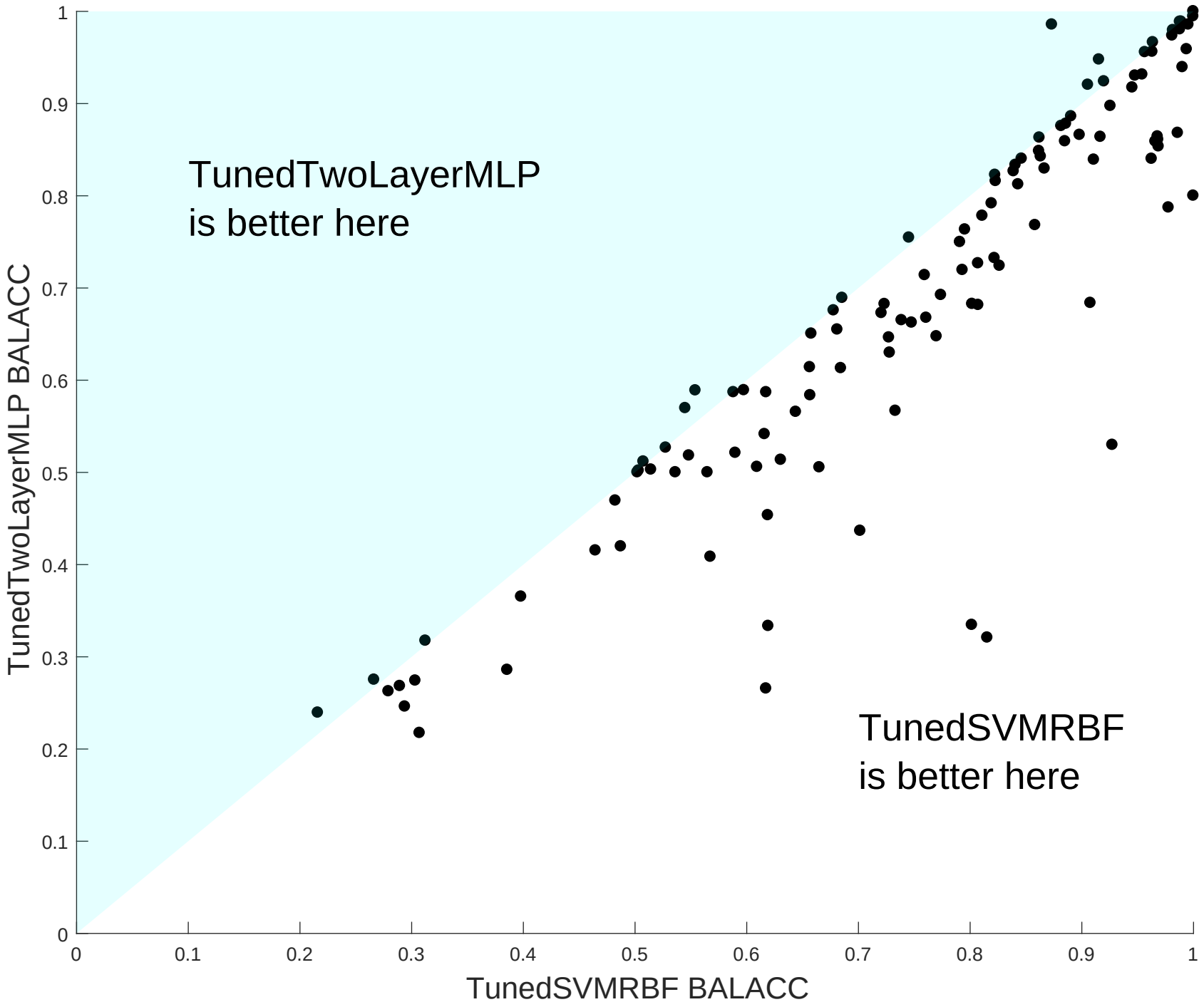

TunedTwoLayerMLP
is better here
TunedSVMRBF
is better here
TunedTwoLayerMLP BALACC
TunedSVMRBF BALACC
0
0.1
0.2
0.3
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0.7
0.8
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1