

Higher dimensional HSGP prior

channel=A, product=X



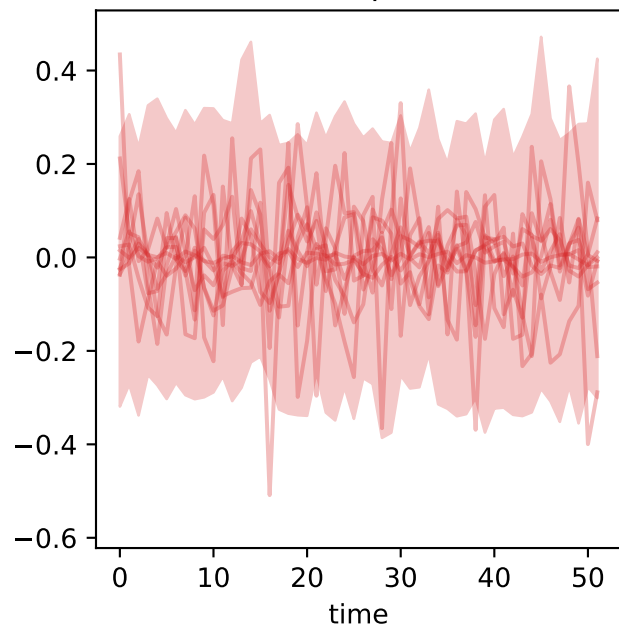
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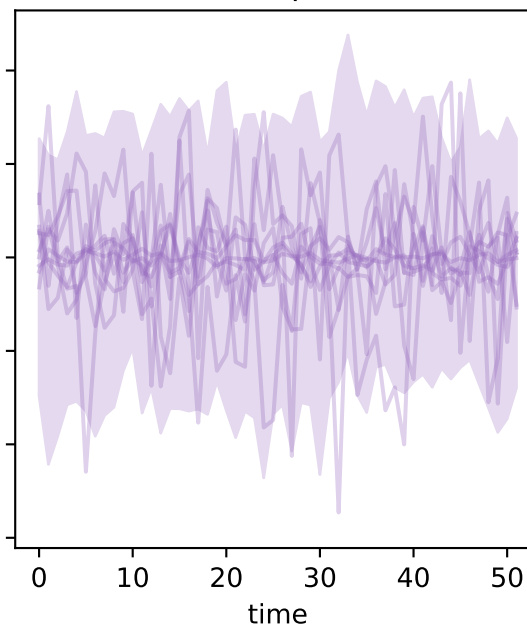
channel=A, product=Z



channel=B, product=X



channel=B, product=Y



channel=B, product=Z

