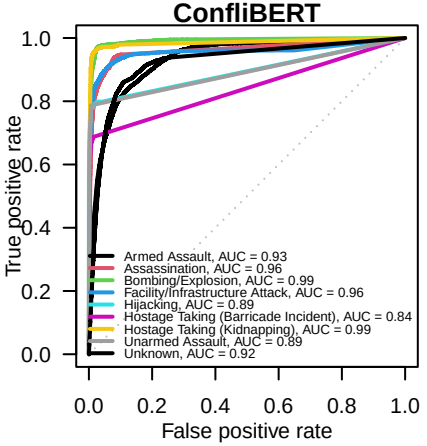
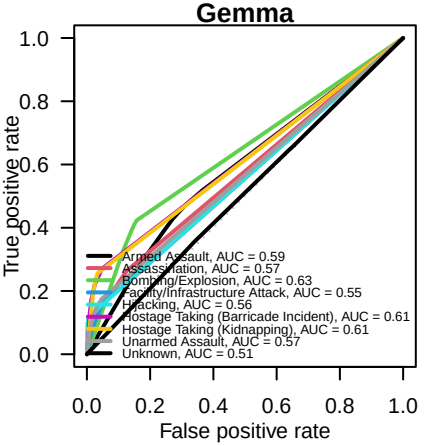
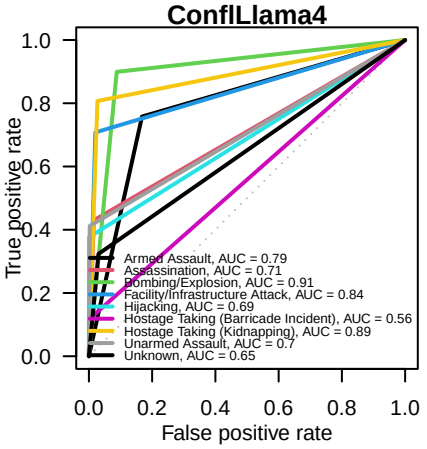
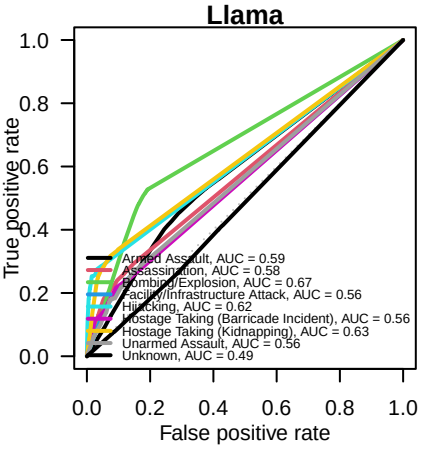
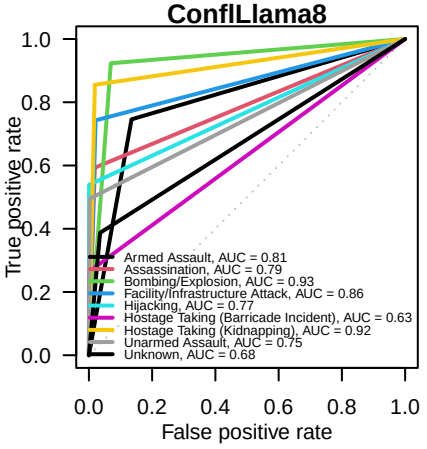
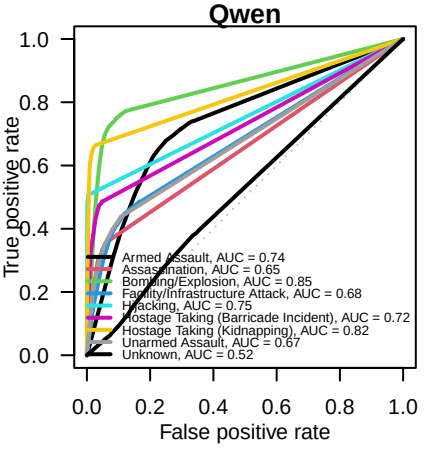

ConfliBERT
True positive rate
False positive rate
Armed Assault, AUC = 0.93
Assassination, AUC = 0.96
Bombing/Explosion, AUC = 0.99
Facility/Infrastructure Attack, AUC = 0.96
Hijacking, AUC = 0.89
Hostage Taking (Barricade Incident), AUC = 0.84
Hostage Taking (Kidnapping), AUC = 0.99
Unarmed Assault, AUC = 0.89
Unknown, AUC = 0.92


Gemma
True positive rate
False positive rate
Armed Assault, AUC = 0.59
Assassination, AUC = 0.57
Bombing/Explosion, AUC = 0.63
Facility/Infrastructure Attack, AUC = 0.55
Hijacking, AUC = 0.56
Hostage Taking (Barricade Incident), AUC = 0.61
Hostage Taking (Kidnapping), AUC = 0.61
Unarmed Assault, AUC = 0.57
Unknown, AUC = 0.51


ConflLlama4
True positive rate
False positive rate
Armed Assault, AUC = 0.79
Assassination, AUC = 0.71
Bombing/Explosion, AUC = 0.91
Facility/Infrastructure Attack, AUC = 0.84
Hijacking, AUC = 0.69
Hostage Taking (Barricade Incident), AUC = 0.56
Hostage Taking (Kidnapping), AUC = 0.89
Unarmed Assault, AUC = 0.7
Unknown, AUC = 0.65


Llama
True positive rate
False positive rate
Armed Assault, AUC = 0.59
Assassination, AUC = 0.58
Bombing/Explosion, AUC = 0.67
Facility/Infrastructure Attack, AUC = 0.56
Hijacking, AUC = 0.62
Hostage Taking (Barricade Incident), AUC = 0.56
Hostage Taking (Kidnapping), AUC = 0.63
Unarmed Assault, AUC = 0.56
Unknown, AUC = 0.49


ConflLlama8
True positive rate
False positive rate
Armed Assault, AUC = 0.81
Assassination, AUC = 0.79
Bombing/Explosion, AUC = 0.93
Facility/Infrastructure Attack, AUC = 0.86
Hijacking, AUC = 0.77
Hostage Taking (Barricade Incident), AUC = 0.63
Hostage Taking (Kidnapping), AUC = 0.92
Unarmed Assault, AUC = 0.75
Unknown, AUC = 0.68


Qwen
True positive rate
False positive rate
Armed Assault, AUC = 0.74
Assassination, AUC = 0.65
Bombing/Explosion, AUC = 0.85
Facility/Infrastructure Attack, AUC = 0.68
Hijacking, AUC = 0.75
Hostage Taking (Barricade Incident), AUC = 0.72
Hostage Taking (Kidnapping), AUC = 0.82
Unarmed Assault, AUC = 0.67
Unknown, AUC = 0.52