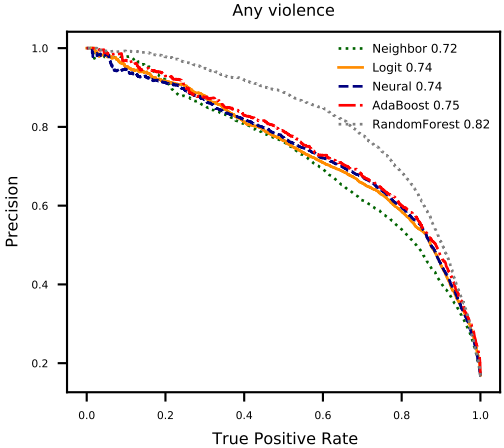
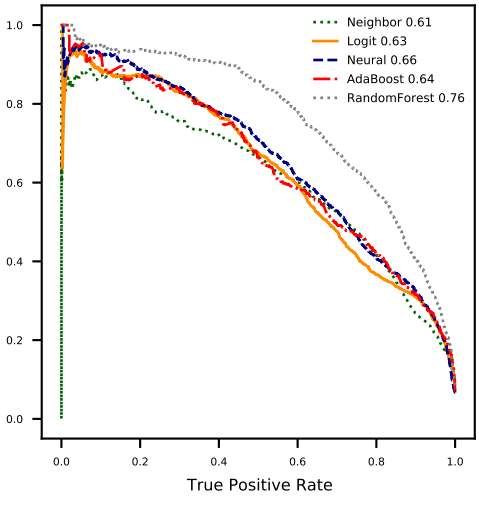

Any violence
Neighbor 0.72
Logit 0.74
Neural 0.74
AdaBoost 0.75
RandomForest 0.82
Precision
True Positive Rate
1.0
0.8
0.6
0.4
0.2
0.0
0.2
0.4
0.6
0.8
1.0


Armed conflict
Neighbor 0.61
Logit 0.63
Neural 0.66
AdaBoost 0.64
RandomForest 0.76
True Positive Rate
1.0
0.8
0.6
0.4
0.2
0.0
0.0
0.2
0.4
0.6
0.8
1.0