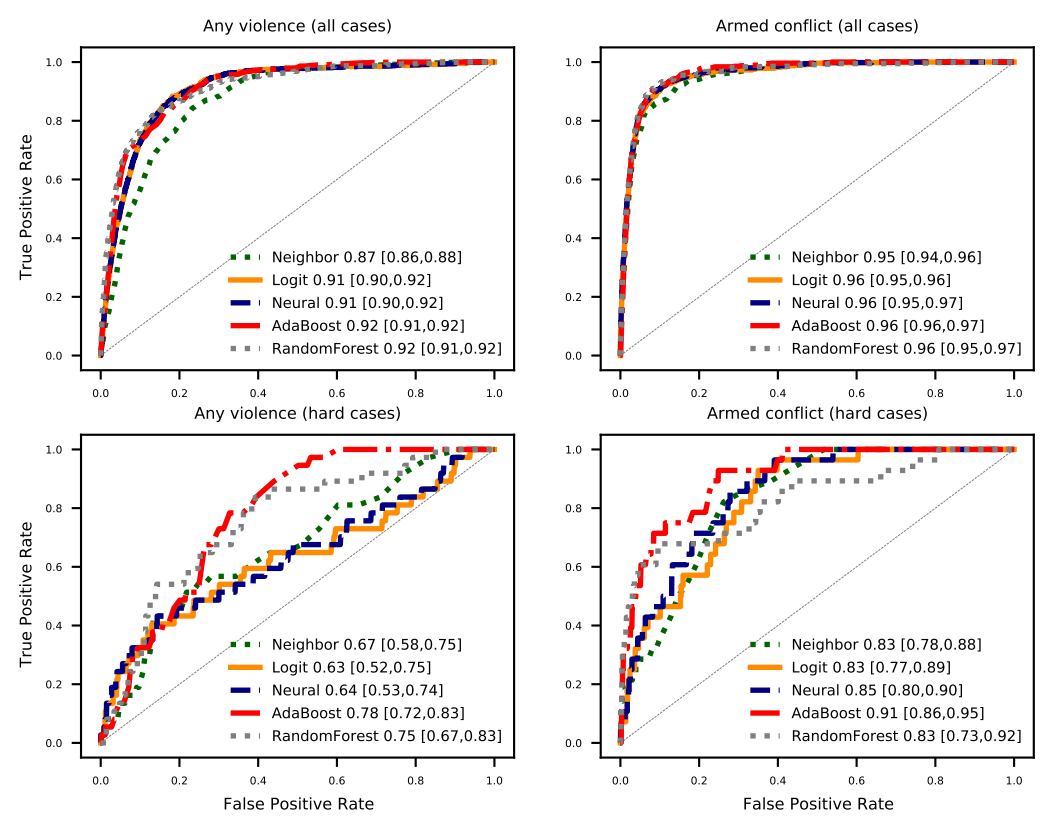
Any violence (all cases)
True Positive Rate
Neighbor 0.87 [0.86,0.88]
Logit 0.91 [0.90,0.92]
Neural 0.91 [0.90,0.92]
AdaBoost 0.92 [0.91,0.92]
RandomForest 0.92 [0.91,0.92]
Armed conflict (all cases)
Neighbor 0.95 [0.94,0.96]
Logit 0.96 [0.95,0.96]
Neural 0.96 [0.95,0.97]
AdaBoost 0.96 [0.96,0.97]
RandomForest 0.96 [0.95,0.97]
Any violence (hard cases)
True Positive Rate
Neighbor 0.67 [0.58,0.75]
Logit 0.63 [0.52,0.75]
Neural 0.64 [0.53,0.74]
AdaBoost 0.78 [0.72,0.83]
RandomForest 0.75 [0.67,0.83]
False Positive Rate
Armed conflict (hard cases)
Neighbor 0.83 [0.78,0.88]
Logit 0.83 [0.77,0.89]
Neural 0.85 [0.80,0.90]
AdaBoost 0.91 [0.86,0.95]
RandomForest 0.83 [0.73,0.92]
False Positive Rate