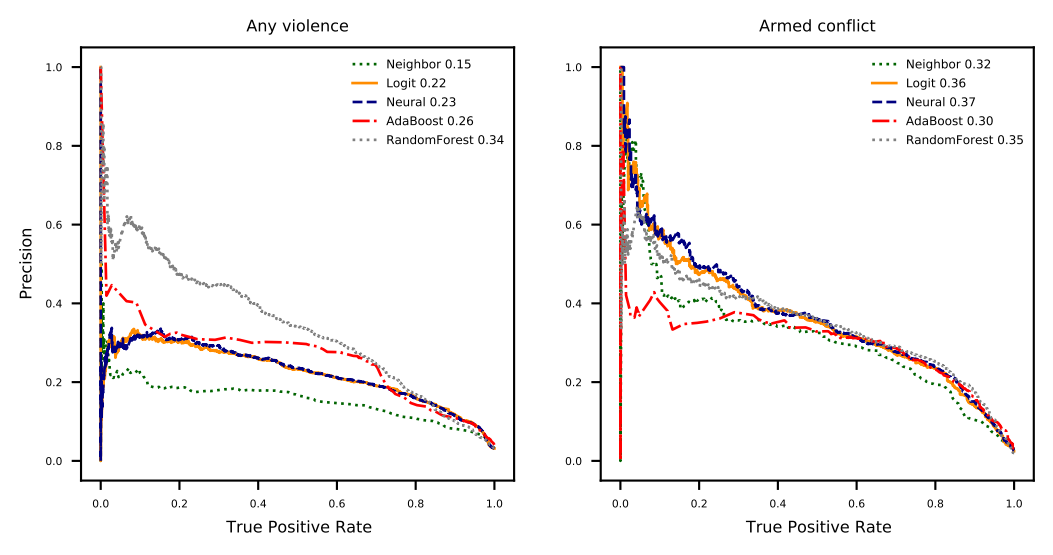
Any violence
Neighbor 0.15
Logit 0.22
Neural 0.23
AdaBoost 0.26
RandomForest 0.34
Precision
True Positive Rate
Armed conflict
Neighbor 0.32
Logit 0.36
Neural 0.37
AdaBoost 0.30
RandomForest 0.35
True Positive Rate