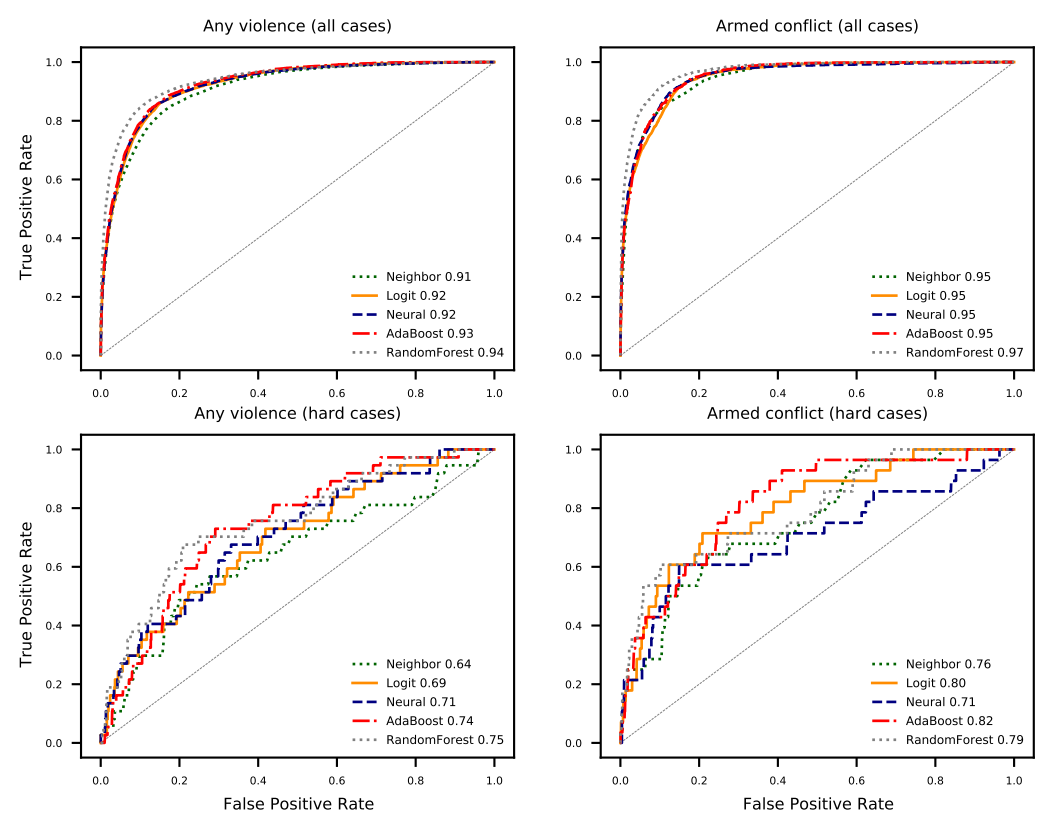
Any violence (all cases)
Armed conflict (all cases)
Any violence (hard cases)
Armed conflict (hard cases)
True Positive Rate
False Positive Rate
Neighbor 0.91
Logit 0.92
Neural 0.92
AdaBoost 0.93
RandomForest 0.94
Neighbor 0.95
Logit 0.95
Neural 0.95
AdaBoost 0.95
RandomForest 0.97
Neighbor 0.64
Logit 0.69
Neural 0.71
AdaBoost 0.74
RandomForest 0.75
Neighbor 0.76
Logit 0.80
Neural 0.71
AdaBoost 0.82
RandomForest 0.79