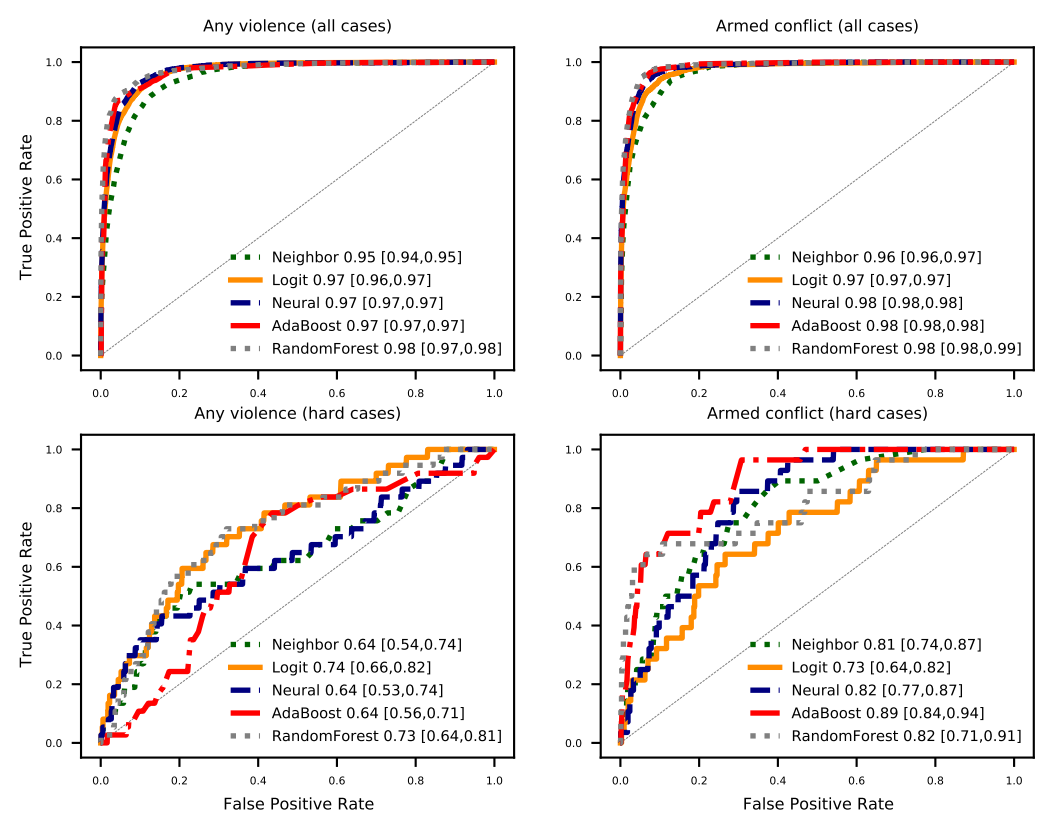
Any violence (all cases)
True Positive Rate
Neighbor 0.95 [0.94,0.95]
Logit 0.97 [0.96,0.97]
Neural 0.97 [0.97,0.97]
AdaBoost 0.97 [0.97,0.97]
RandomForest 0.98 [0.97,0.98]
Armed conflict (all cases)
Neighbor 0.96 [0.96,0.97]
Logit 0.97 [0.97,0.97]
Neural 0.98 [0.98,0.98]
AdaBoost 0.98 [0.98,0.98]
RandomForest 0.98 [0.98,0.99]
Any violence (hard cases)
True Positive Rate
Neighbor 0.64 [0.54,0.74]
Logit 0.74 [0.66,0.82]
Neural 0.64 [0.53,0.74]
AdaBoost 0.64 [0.56,0.71]
RandomForest 0.73 [0.64,0.81]
False Positive Rate
Armed conflict (hard cases)
Neighbor 0.81 [0.74,0.87]
Logit 0.73 [0.64,0.82]
Neural 0.82 [0.77,0.87]
AdaBoost 0.89 [0.84,0.94]
RandomForest 0.82 [0.71,0.91]
False Positive Rate