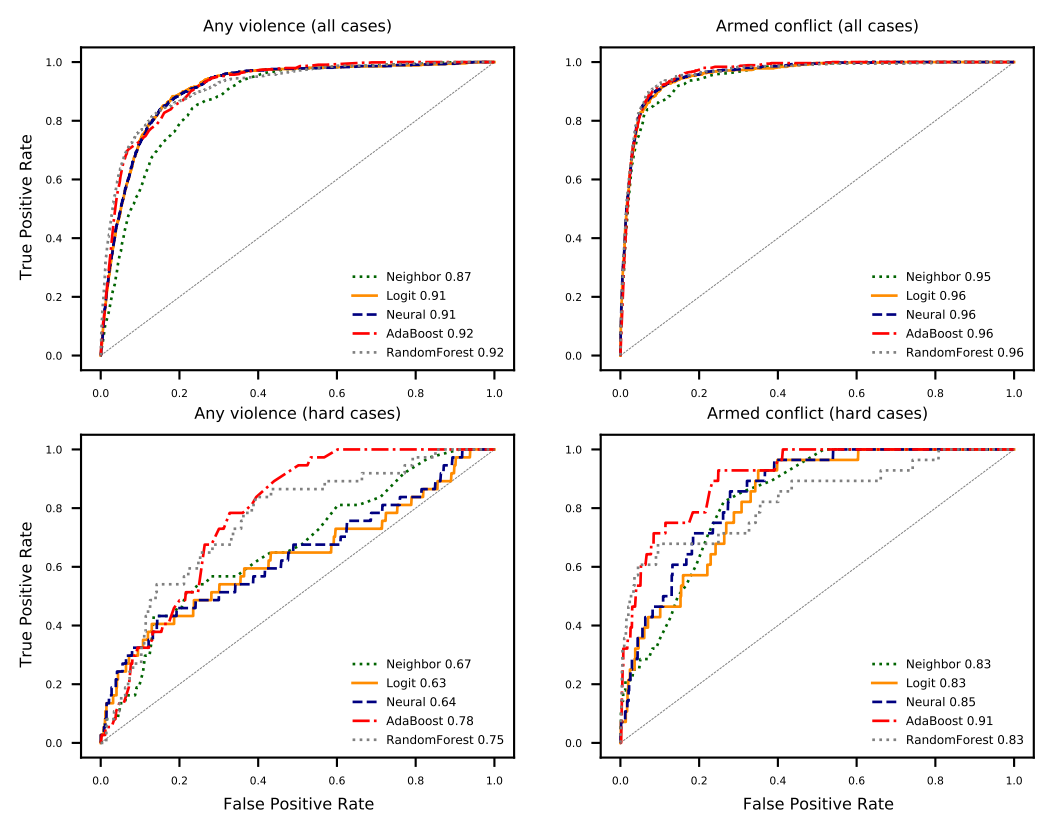
Any violence (all cases)
True Positive Rate
Neighbor 0.87
Logit 0.91
Neural 0.91
AdaBoost 0.92
RandomForest 0.92
Armed conflict (all cases)
Neighbor 0.95
Logit 0.96
Neural 0.96
AdaBoost 0.96
RandomForest 0.96
Any violence (hard cases)
True Positive Rate
Neighbor 0.67
Logit 0.63
Neural 0.64
AdaBoost 0.78
RandomForest 0.75
False Positive Rate
Armed conflict (hard cases)
Neighbor 0.83
Logit 0.83
Neural 0.85
AdaBoost 0.91
RandomForest 0.83
False Positive Rate