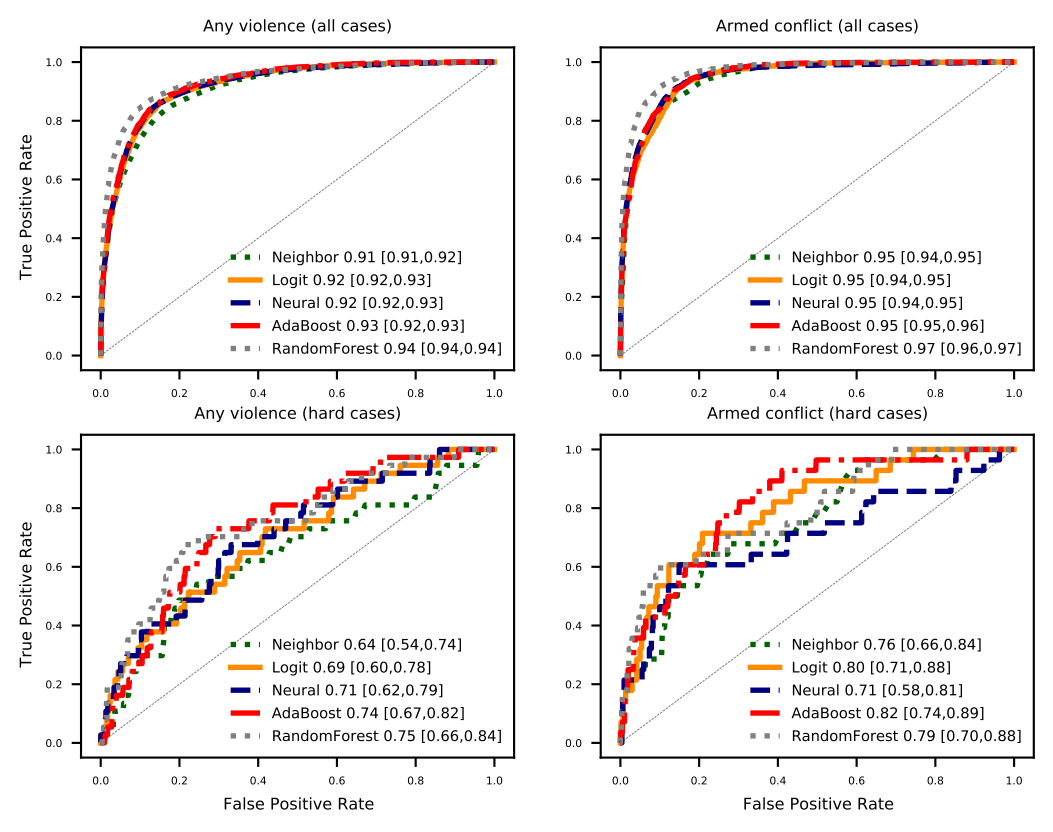
Any violence (all cases)
True Positive Rate
Neighbor 0.91 [0.91,0.92]
Logit 0.92 [0.92,0.93]
Neural 0.92 [0.92,0.93]
AdaBoost 0.93 [0.92,0.93]
RandomForest 0.94 [0.94,0.94]
Armed conflict (all cases)
Neighbor 0.95 [0.94,0.95]
Logit 0.95 [0.94,0.95]
Neural 0.95 [0.94,0.95]
AdaBoost 0.95 [0.95,0.96]
RandomForest 0.97 [0.96,0.97]
Any violence (hard cases)
True Positive Rate
Neighbor 0.64 [0.54,0.74]
Logit 0.69 [0.60,0.78]
Neural 0.71 [0.62,0.79]
AdaBoost 0.74 [0.67,0.82]
RandomForest 0.75 [0.66,0.84]
False Positive Rate
Armed conflict (hard cases)
Neighbor 0.76 [0.66,0.84]
Logit 0.80 [0.71,0.88]
Neural 0.71 [0.58,0.81]
AdaBoost 0.82 [0.74,0.89]
RandomForest 0.79 [0.70,0.88]
False Positive Rate