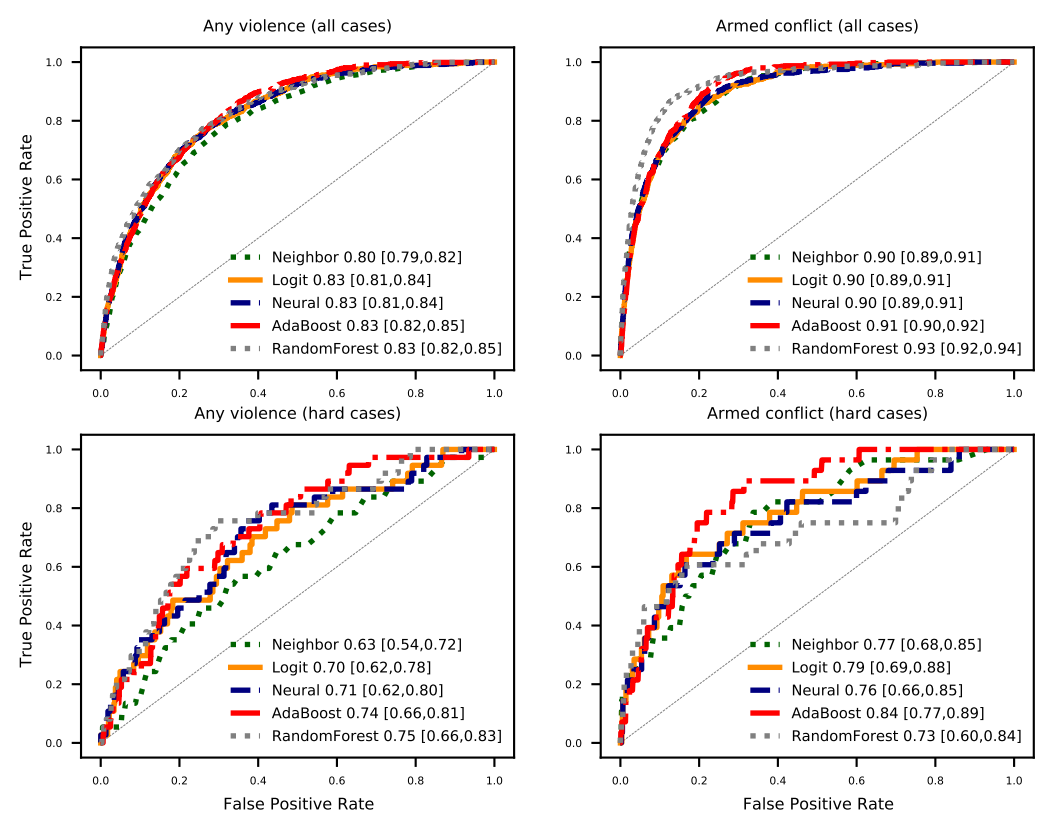
Any violence (all cases)
True Positive Rate
Neighbor 0.80 [0.79,0.82]
Logit 0.83 [0.81,0.84]
Neural 0.83 [0.81,0.84]
AdaBoost 0.83 [0.82,0.85]
RandomForest 0.83 [0.82,0.85]
Armed conflict (all cases)
Neighbor 0.90 [0.89,0.91]
Logit 0.90 [0.89,0.91]
Neural 0.90 [0.89,0.91]
AdaBoost 0.91 [0.90,0.92]
RandomForest 0.93 [0.92,0.94]
Any violence (hard cases)
True Positive Rate
Neighbor 0.63 [0.54,0.72]
Logit 0.70 [0.62,0.78]
Neural 0.71 [0.62,0.80]
AdaBoost 0.74 [0.66,0.81]
RandomForest 0.75 [0.66,0.83]
False Positive Rate
Armed conflict (hard cases)
Neighbor 0.77 [0.68,0.85]
Logit 0.79 [0.69,0.88]
Neural 0.76 [0.66,0.85]
AdaBoost 0.84 [0.77,0.89]
RandomForest 0.73 [0.60,0.84]
False Positive Rate