

cost ratio adaptively chosen for classifiers. The experimental results have shown the proposed approach can achieve the superior performance. In the future, the per-

formance of the proposed approach will be further improved, with more effective yet efficient under-sampling and over-sampling methods.

Table 3: *AUC* of 14 methods.

	SVM	Bagg	Ada	Asym	Under	SMOTE	Chan	RF	BRF	Under-RF	Over-RF	Cascade	Easy	My approach
<i>car</i>	0.991	0.995	0.998	0.998	0.989	0.995	0.996	0.984	0.949	0.986	0.985	0.996	0.994	0.993
<i>ionosphere</i>	0.980	0.962	0.976	0.979	0.975	0.976	0.979	0.981	0.969	0.970	0.981	0.970	0.974	0.984
<i>letter</i>	0.999	0.997	1.000	1.000	1.000	1.000	1.000	1.000	0.999	1.000	1.000	1.000	1.000	1.000
<i>phoneme</i>	0.910	0.955	0.965	0.965	0.955	0.964	0.966	0.965	0.966	0.952	0.964	0.962	0.958	0.911
<i>satimage</i>	0.936	0.940	0.953	0.953	0.941	0.940	0.951	0.961	0.952	0.953	0.962	0.949	0.947	0.947
<i>wdbc</i>	0.995	0.987	0.994	0.994	0.992	0.994	0.992	0.991	0.990	0.991	0.991	0.994	0.993	0.995
<i>abalone</i>	0.176	0.624	0.611	0.612	0.636	0.631	0.636	0.627	0.653	0.642	0.625	0.626	0.647	0.665
<i>balance</i>	0.018	0.339	0.010	0.012	0.017	0.017	0.052	0.034	0.058	0.093	0.058	0.037	0.033	0.090
<i>cmc</i>	0.692	0.704	0.674	0.675	0.671	0.686	0.690	0.669	0.683	0.670	0.660	0.680	0.704	0.726
<i>haberman</i>	0.706	0.669	0.641	0.639	0.640	0.647	0.638	0.644	0.677	0.643	0.641	0.653	0.668	0.706
<i>housing</i>	0.601	0.624	0.614	0.615	0.605	0.616	0.611	0.626	0.598	0.626	0.626	0.608	0.625	0.639
<i>mf-morph</i>	0.917	0.887	0.888	0.888	0.910	0.912	0.912	0.880	0.901	0.91	0.881	0.903	0.918	0.931
<i>mf-zernike</i>	0.900	0.854	0.794	0.801	0.681	0.862	0.905	0.840	0.860	0.889	0.854	0.891	0.904	0.928
<i>pima</i>	0.628	0.621	0.788	0.788	0.789	0.792	0.786	0.621	0.609	0.618	0.619	0.792	0.809	0.628
<i>vehicle</i>	0.652	0.659	0.654	0.653	0.640	0.656	0.656	0.669	0.656	0.653	0.660	0.650	0.659	0.679
<i>wdbc</i>	0.728	0.686	0.716	0.721	0.694	0.709	0.706	0.677	0.646	0.661	0.676	0.712	0.707	0.728
<i>average</i>	0.851	0.838	0.842	0.843	0.840	0.850	0.851	0.821	0.826	0.833	0.823	0.853	0.858	0.884

Table 4: *F-measure* of 14 methods.

	SVM	Bagg	Ada	Asym	Under	SMOTE	Chan	RF	BRF	Under-RF	Over-RF	Cascade	Easy	My approach
<i>car</i>	0.909	0.933	<b>0.967</b>	0.966	0.884	0.930	0.916	0.307	0.521	0.513	0.518	0.945	0.917	0.943
<i>ionosphere</i>	0.926	0.883	0.907	0.910	0.900	0.907	0.910	0.906	0.887	0.895	0.904	0.903	0.903	<b>0.929</b>
<i>letter</i>	0.961	0.962	0.988	0.987	0.903	0.954	0.905	0.979	0.889	0.895	0.986	0.979	0.909	<b>0.990</b>
<i>phoneme</i>	0.726	0.834	0.850	<b>0.852</b>	0.819	0.847	0.837	0.850	0.821	0.813	0.851	0.833	0.822	0.730
<i>satimage</i>	0.582	0.641	0.664	0.668	0.546	0.610	0.607	0.666	0.553	0.557	<b>0.689</b>	0.647	0.572	0.607
<i>wdbc</i>	0.965	0.938	0.956	0.956	0.952	0.957	0.954	0.954	0.945	0.948	0.955	0.951	0.951	<b>0.965</b>
<i>abalone</i>	0.025	0.170	0.210	0.222	0.367	0.379	0.400	0.189	0.382	0.375	0.253	0.378	0.375	<b>0.432</b>
<i>balance</i>	0.000	0.000	0.000	0.000	0.175	0.149	0.156	0.000	0.167	0.168	0.000	0.198	0.161	<b>0.443</b>
<i>cmc</i>	0.137	0.362	0.388	0.400	0.429	0.421	0.437	0.347	0.441	0.435	0.408	0.437	0.453	<b>0.473</b>
<i>haberman</i>	0.204	0.334	0.348	0.360	0.442	0.405	0.380	0.321	0.468	0.445	0.348	0.431	0.463	<b>0.470</b>
<i>housing</i>	0.264	0.419	0.475	0.485	0.529	0.532	0.523	0.445	0.515	0.537	0.490	0.516	0.523	<b>0.558</b>
<i>mf-morph</i>	0.011	0.263	0.321	0.344	0.579	0.560	0.635	0.261	0.627	0.602	0.349	0.587	0.623	<b>0.650</b>
<i>mf-zernike</i>	0.087	0.183	0.188	0.191	0.538	0.538	0.577	0.144	0.500	0.530	0.292	0.538	0.567	<b>0.603</b>
<i>pima</i>	0.612	0.644	0.611	0.613	0.644	0.627	0.618	0.641	0.663	0.668	0.656	0.648	0.654	<b>0.669</b>
<i>vehicle</i>	0.477	0.526	0.545	0.561	0.623	0.615	0.608	0.544	0.633	0.633	0.564	0.618	0.637	<b>0.669</b>
<i>wdbc</i>	0.301	0.410	0.432	0.444	0.449	<b>0.459</b>	0.448	0.393	0.401	0.419	0.397	0.450	0.438	0.396
<i>average</i>	0.449	0.531	0.553	0.559	0.611	0.618	0.619	0.496	0.588	0.589	0.541	0.628	0.623	<b>0.658</b>

Table 5: *G-mean* of 14 methods.

	SVM	Bagg	Ada	Asym	Under	SMOTE	Chan	RF	BRF	Under-RF	Over-RF	Cascade	Easy	My approach
<i>car</i>	0.944	0.964	0.980	0.981	0.956	0.969	0.970	0.452	0.693	0.687	0.690	0.980	0.973	<b>0.982</b>
<i>ionosphere</i>	0.941	0.906	0.820	0.922	0.918	0.922	0.923	0.918	0.911	0.916	0.918	0.920	0.921	<b>0.941</b>
<i>letter</i>	0.972	0.972	0.989	0.988	0.994	0.995	0.992	0.980	0.989	0.993	0.987	<b>0.996</b>	0.994	0.988
<i>phoneme</i>	0.796	0.880	0.8901	0.892	0.889	<b>0.899</b>	0.897	0.892	0.893	0.887	0.897	0.894	0.892	0.826
<i>satimage</i>	0.703	0.729	0.754	0.761	0.871	0.862	0.881	0.744	0.881	0.883	0.782	0.875	0.887	<b>0.890</b>
<i>wdbc</i>	0.972	0.950	0.963	0.963	0.963	0.964	0.962	0.962	0.957	0.960	0.963	0.962	0.963	<b>0.972</b>
<i>abalone</i>	0.076	0.337	0.396	0.412	0.765	0.742	0.778	0.363	0.790	0.778	0.457	0.752	0.780	<b>0.792</b>
<i>balance</i>	0.000	0.000	0.001	0.002	0.560	0.465	0.465	0.000	0.548	0.548	0.000	0.610	0.580	<b>0.807</b>
<i>cmc</i>	0.268	0.509	0.561	0.577	0.623	0.605	0.622	0.516	0.634	0.627	0.587	0.631	0.647	<b>0.666</b>
<i>haberman</i>	0.307	0.476	0.502	0.515	0.592	0.562	0.536	0.476	<b>0.618</b>	0.593	0.504	0.585	0.611	0.587
<i>housing</i>	0.382	0.553	0.615	0.627	0.725	0.710	0.698	0.580	0.718	0.735	0.638	0.710	0.730	<b>0.738</b>
<i>mf-morph</i>	0.018	0.483	0.560	0.594	0.873	0.841	0.920	0.479	0.918	0.888	0.597	0.863	0.914	<b>0.926</b>
<i>mf-zernike</i>	0.185	0.378	0.386	0.392	0.848	0.813	0.854	0.326	0.831	0.844	0.519	0.817	0.870	<b>0.874</b>
<i>pima</i>	0.690	0.720	0.694	0.696	0.719	0.708	0.700	0.717	0.735	<b>0.740</b>	0.731	0.728	0.732	0.730
<i>vehicle</i>	0.588	0.642	0.664	0.679	0.768	0.743	0.738	0.659	0.780	0.779	0.689	0.757	0.780	<b>0.805</b>
<i>wdbc</i>	0.378	0.510	0.537	0.549	0.617	0.610	0.585	0.477	0.567	0.588	0.494	<b>0.630</b>	0.628	0.598
<i>average</i>	0.513	0.625	0.644	0.659	0.792	0.775	0.782	0.596	0.778	0.777	0.653	0.794	0.806	<b>0.820</b>