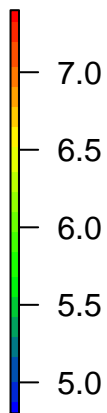
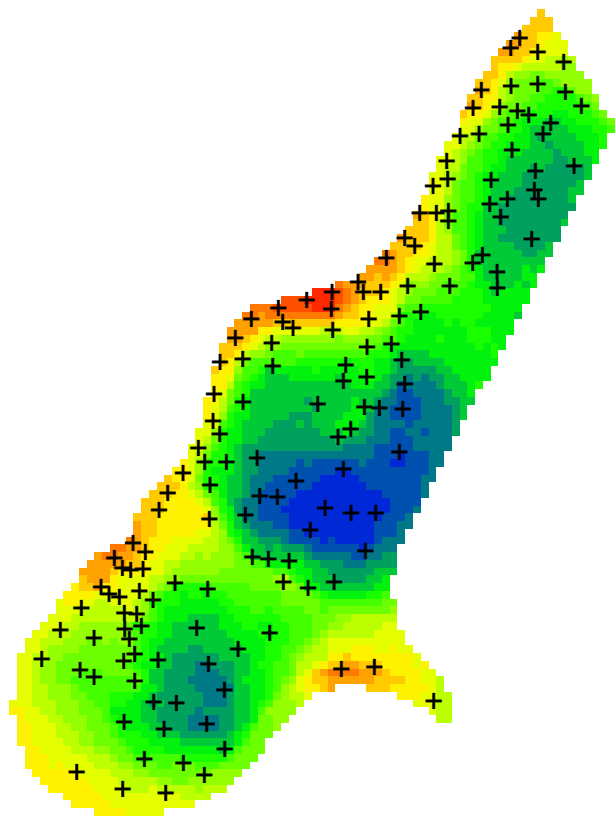


Random Forest (RF) with buffer dist.



Random Forest (RF)

