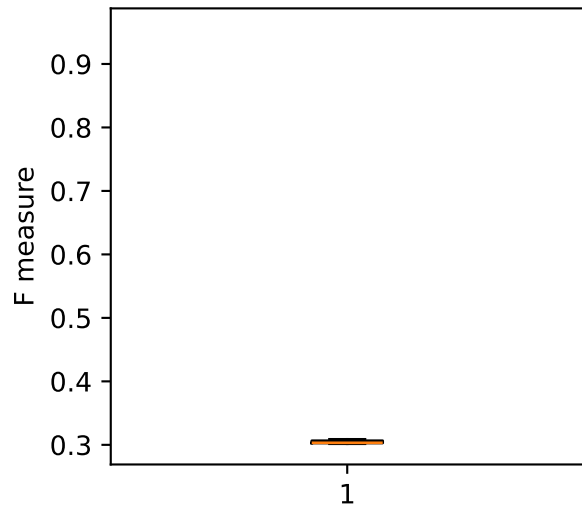
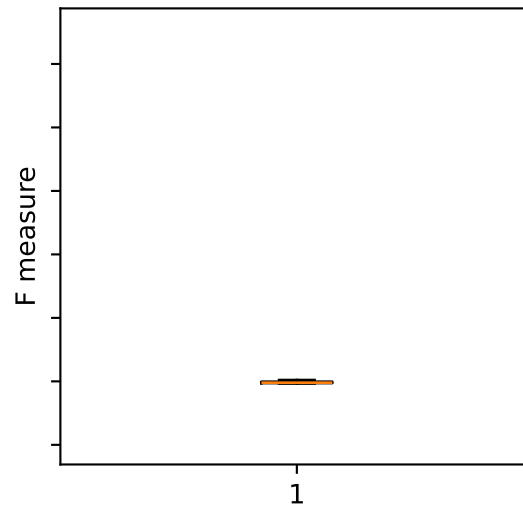


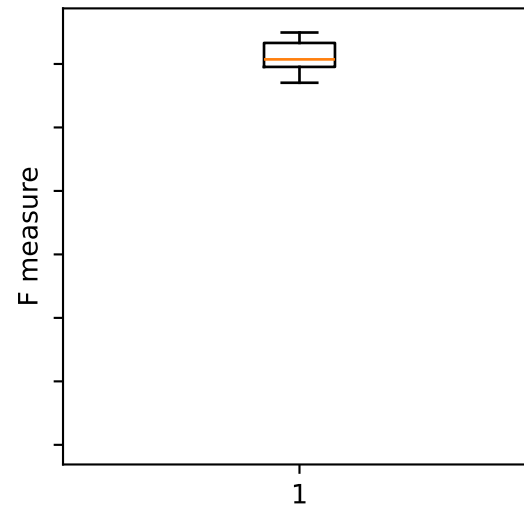
DoS Hulk - Naive Bayes



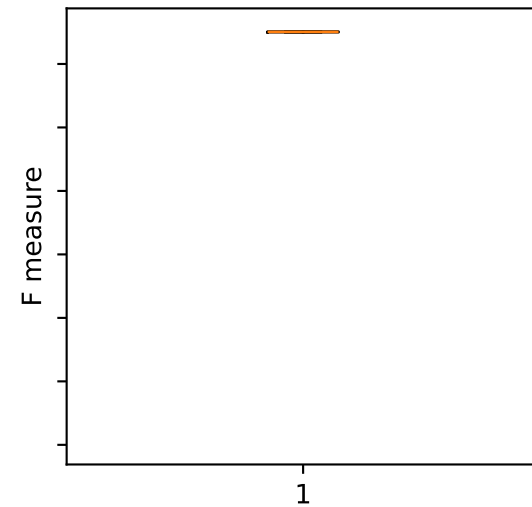
DoS Hulk - QDA



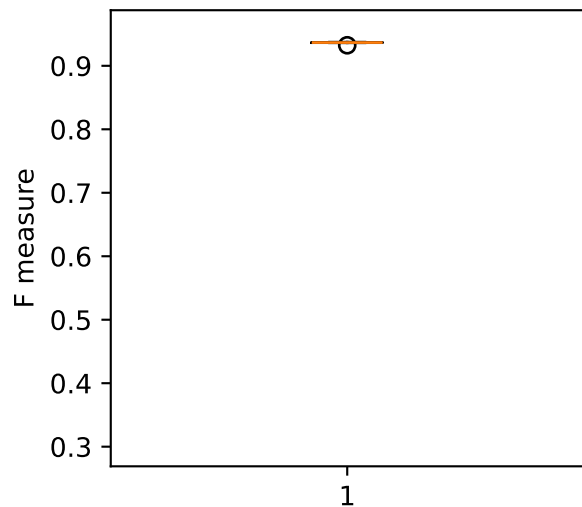
DoS Hulk - Random Forest



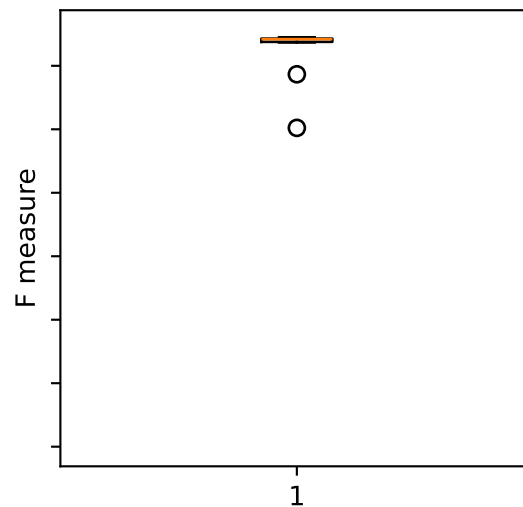
DoS Hulk - ID3



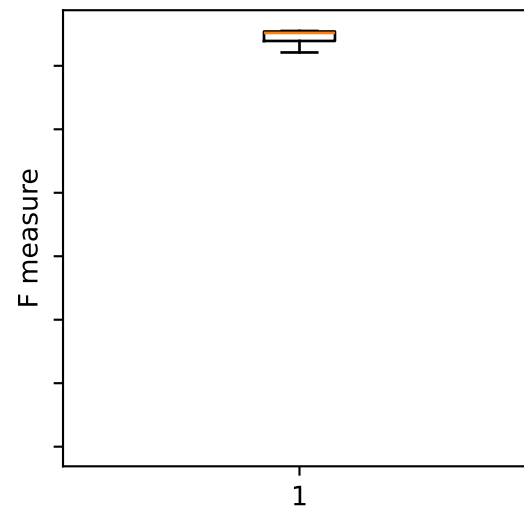
DoS Hulk - AdaBoost



DoS Hulk - MLP



DoS Hulk - Nearest Neighbors



0.0 0.2 0.4 0.6 0.8 1.0