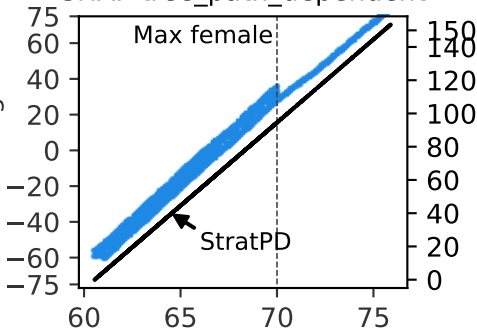


SHAP tree_path_dependent

SHAP height



height
(b)