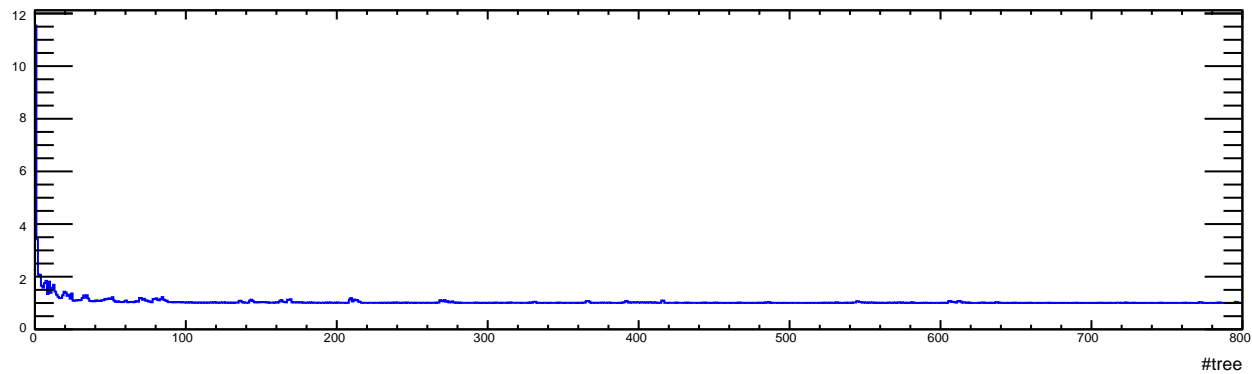
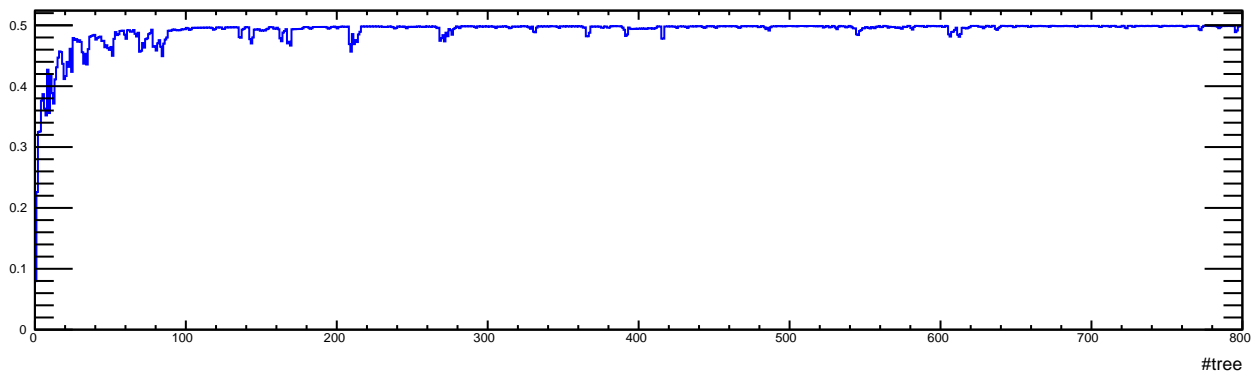


boost weight



error fraction



#tree nodes

