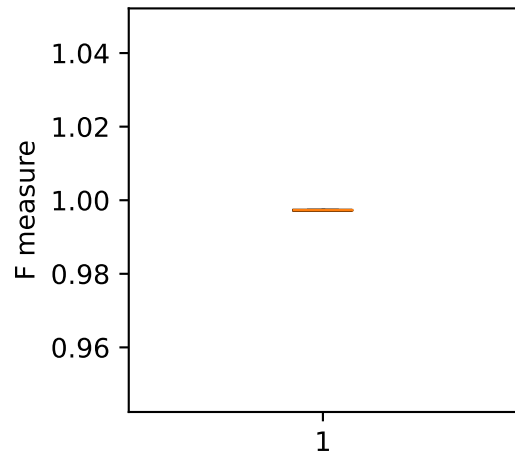
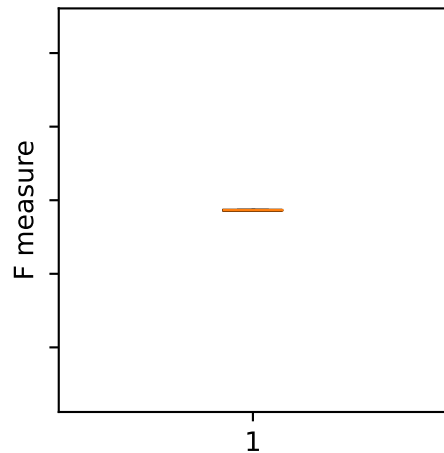


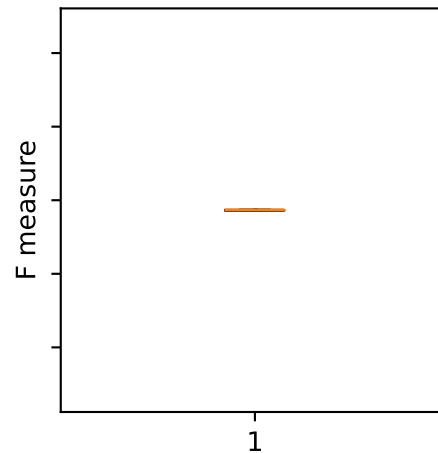
DoS Hulk - Naive Bayes



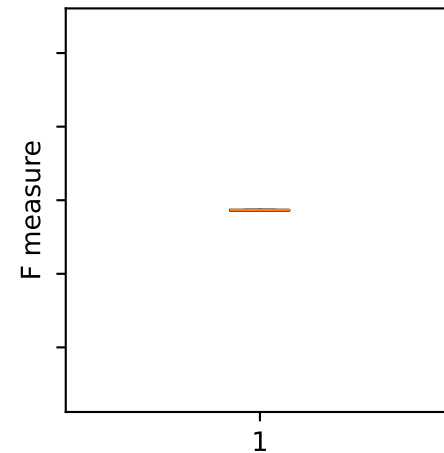
DoS Hulk - QDA



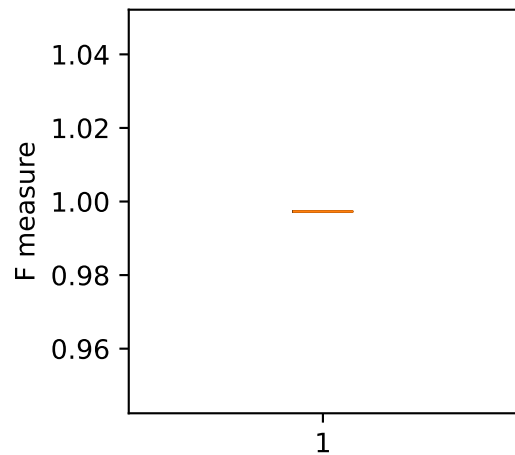
DoS Hulk - Random Forest



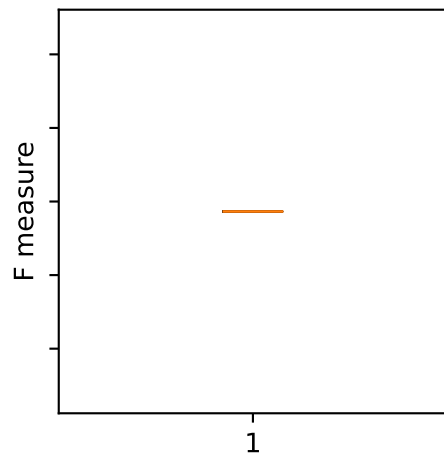
DoS Hulk - ID3



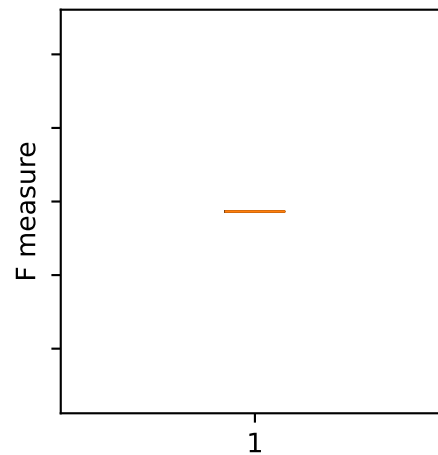
DoS Hulk - AdaBoost



DoS Hulk - MLP



DoS Hulk - Nearest Neighbors



0.00 0.25 0.50 0.75 1.00