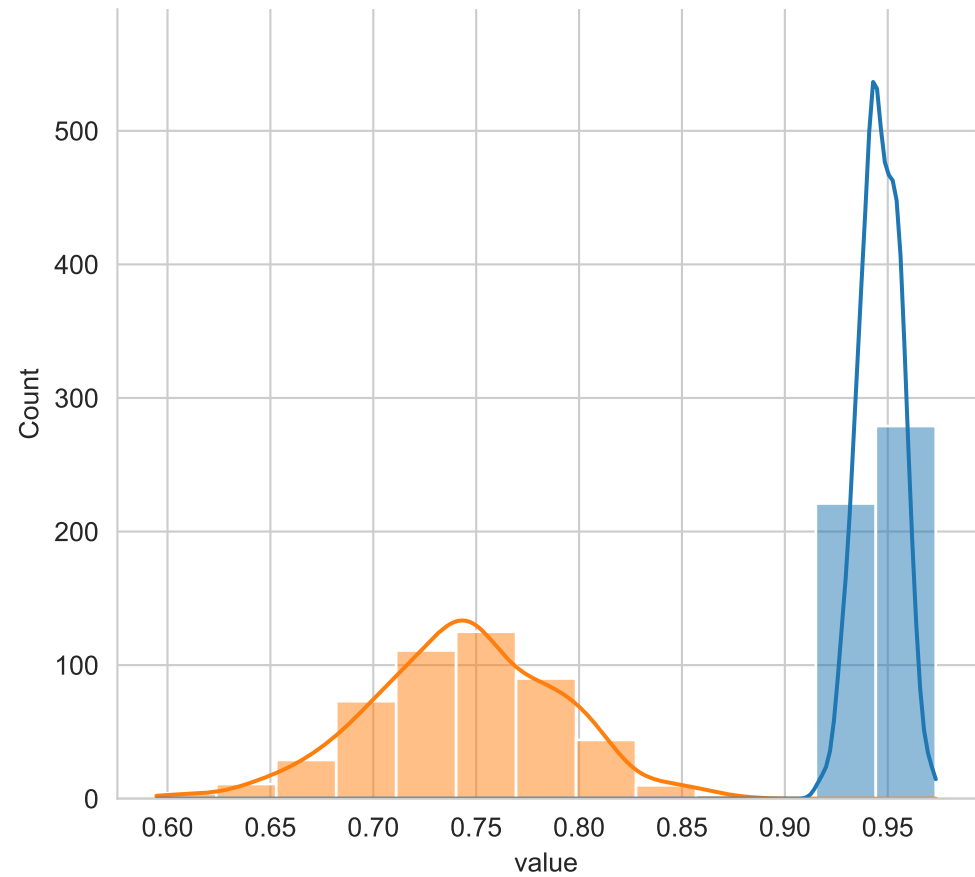
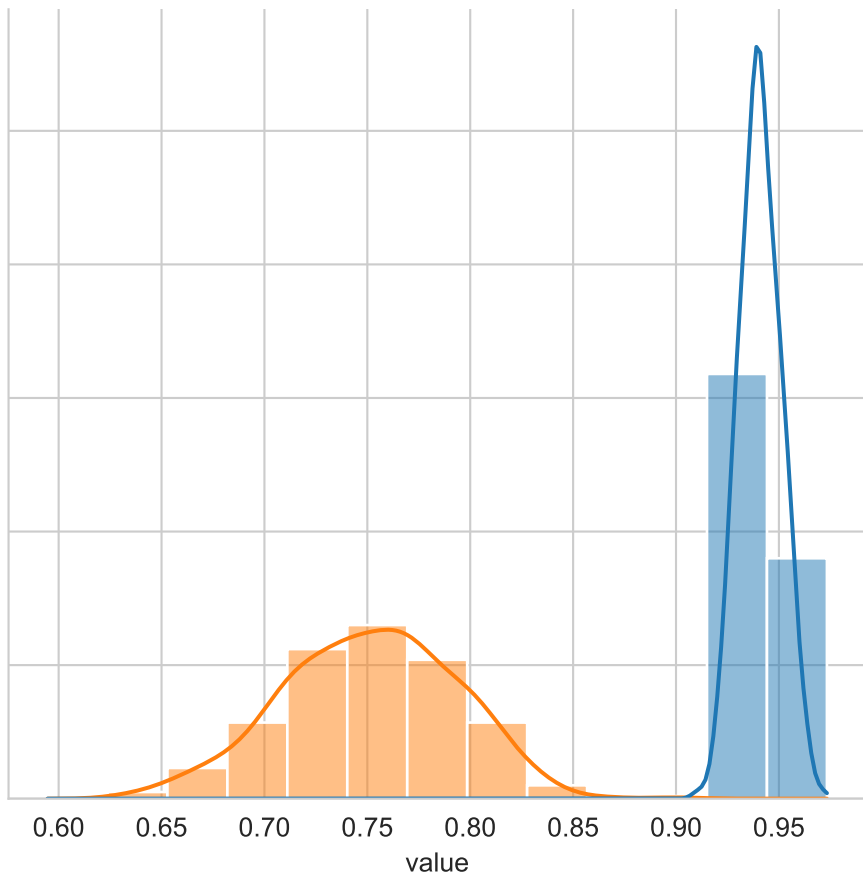


Tipo = BoW



Tipo = Dense



f1
 f1-neg
 f1-pos