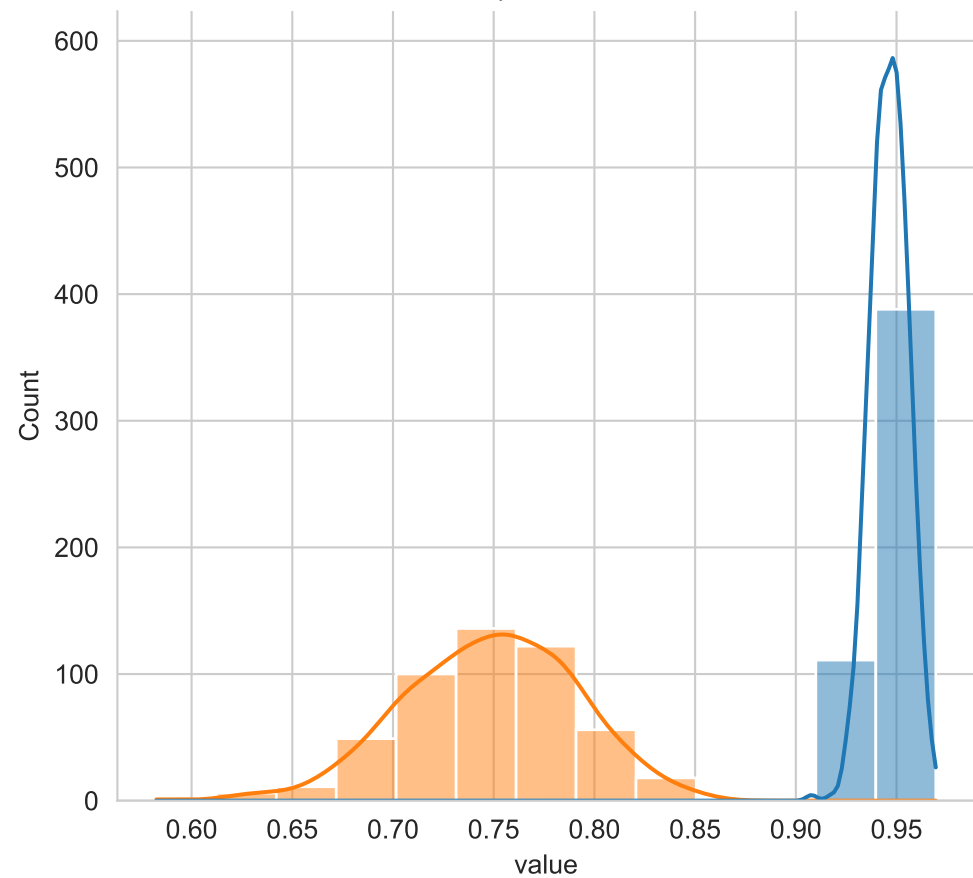
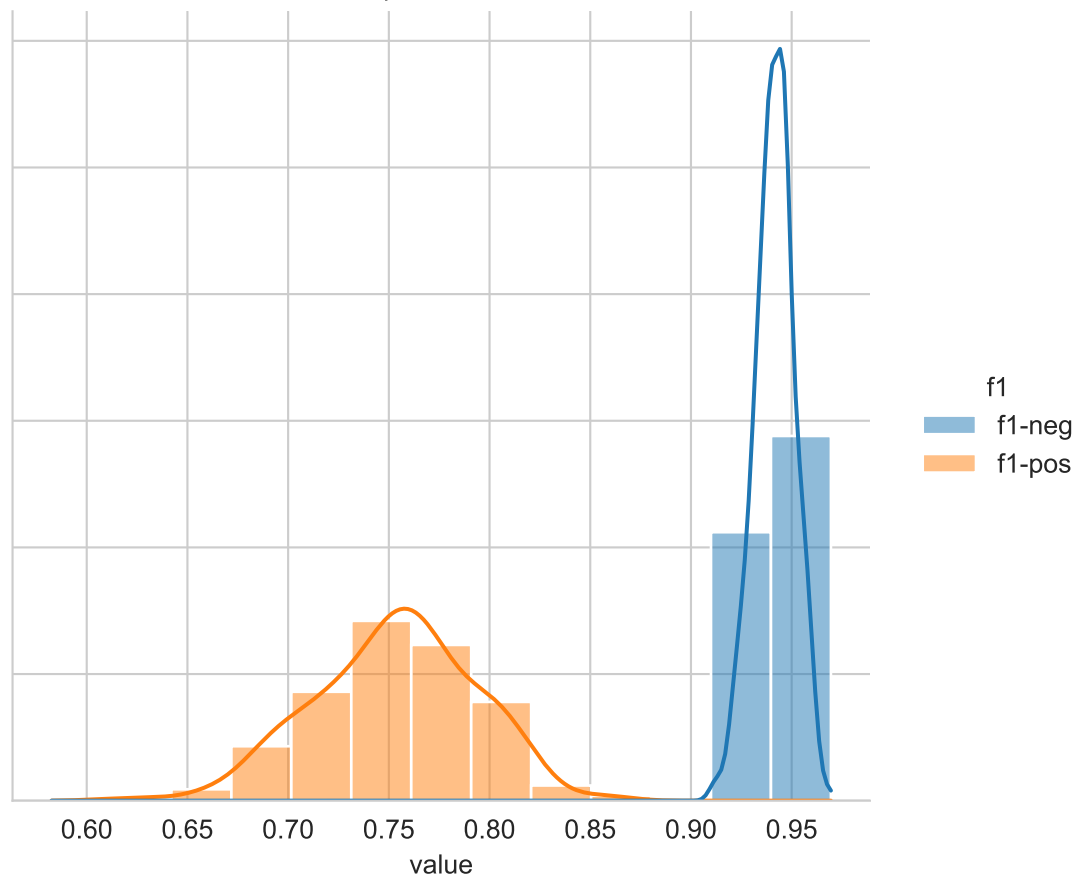


Tipo = BoW



Tipo = Dense



f1
■ f1-neg
■ f1-pos