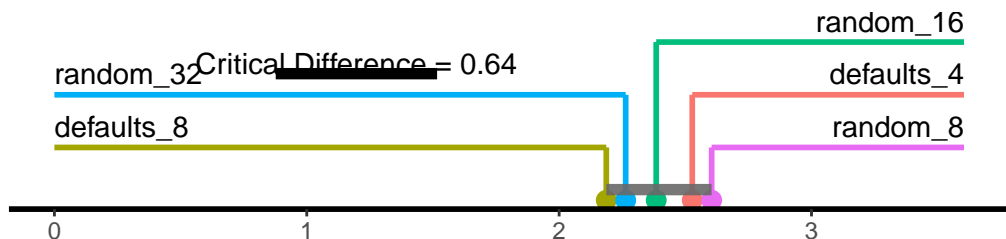
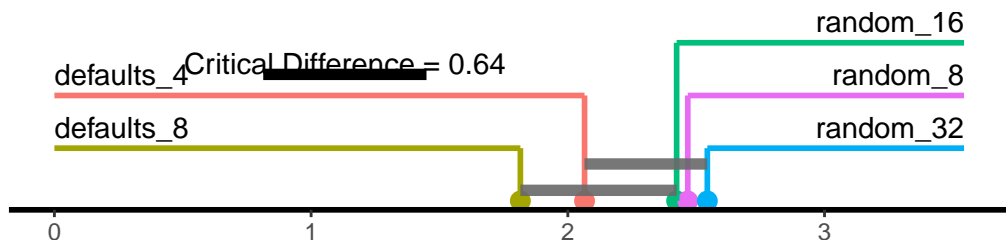


## adaboost



## random\_forest



## libsvm\_svc

