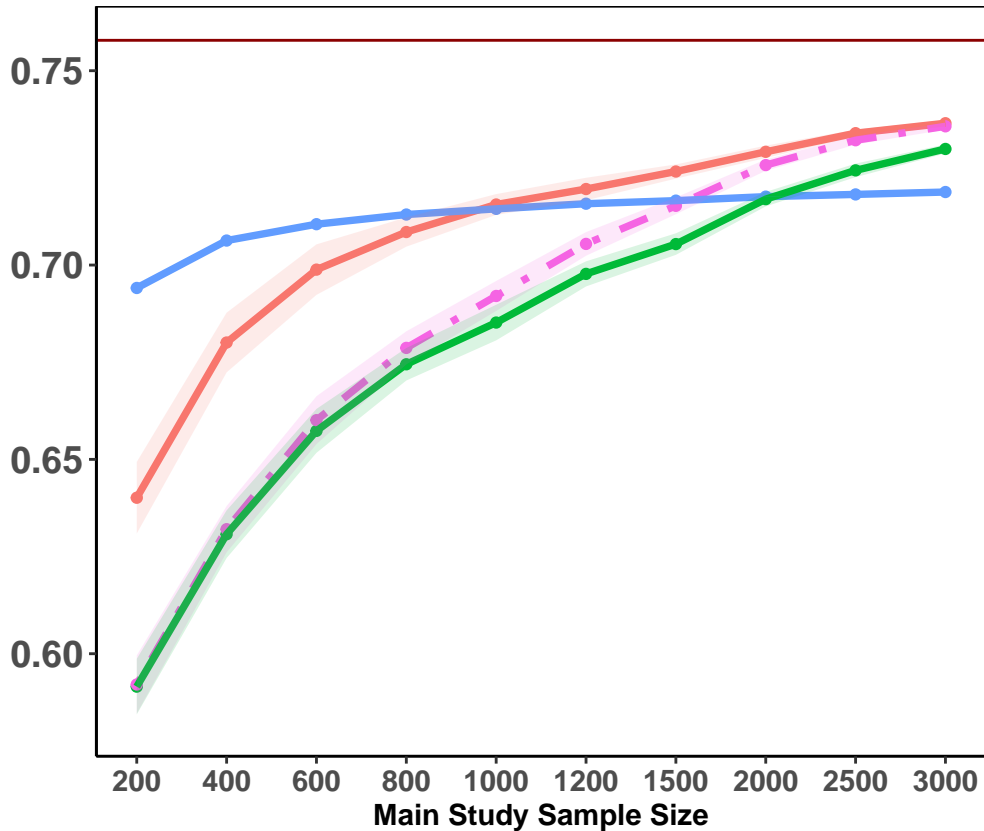


AUC



Method

- HTLGMM\_V
- HTLGMM\_OW
- external\_glm
- main\_lasso