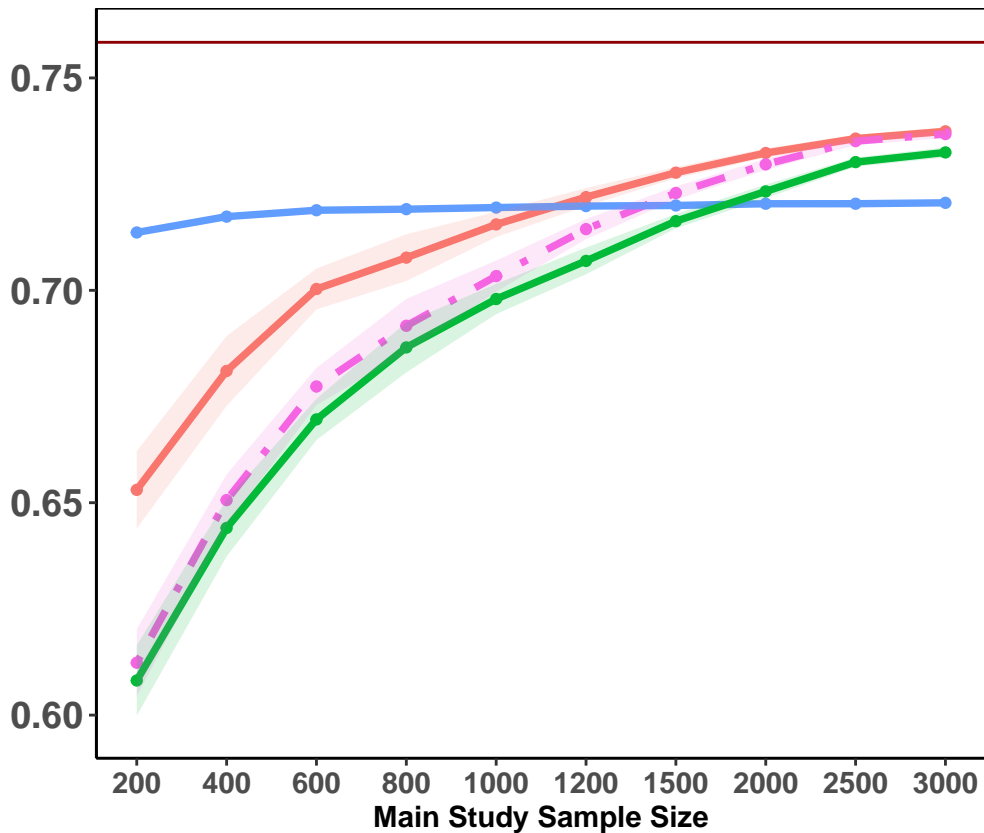


AUC



Method

- HTLGMM_V
- HTLGMM_OW
- external_glm
- main_lasso