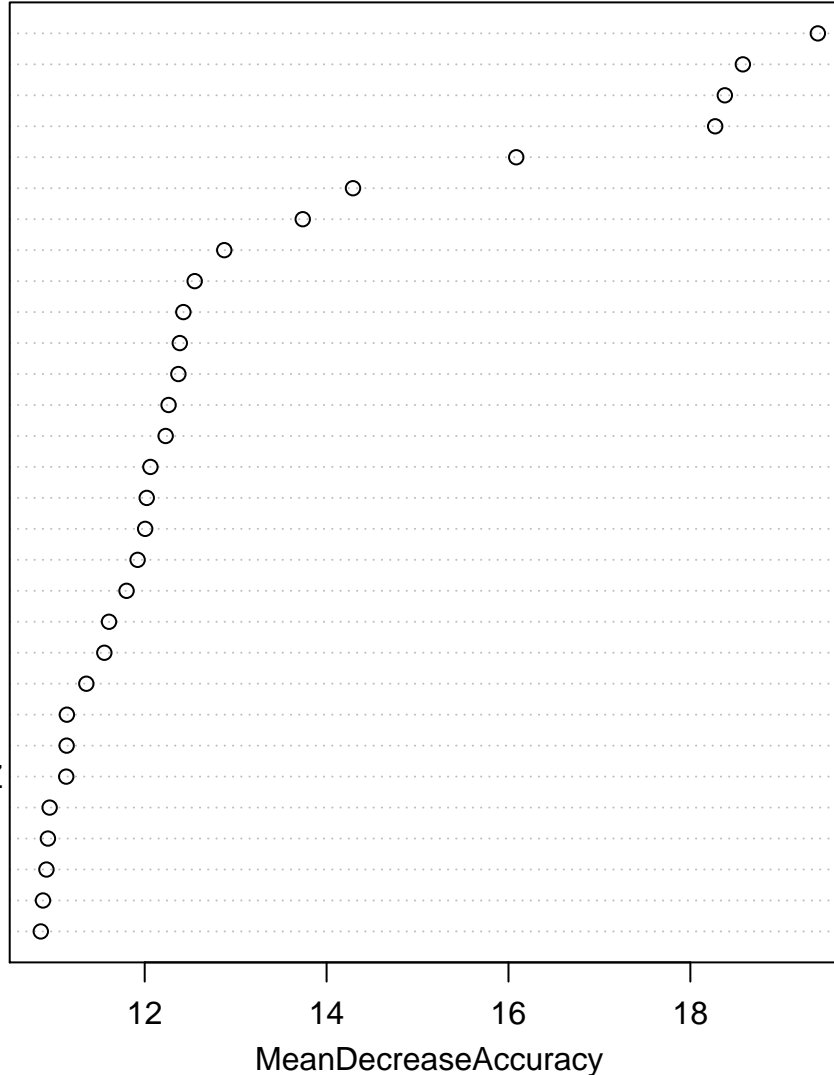


# Variable Importance Random Forest mySStrainData

angle.Y.gravityMean.  
tGravityAcc.mean...Y  
tGravityAcc.min...Y  
tGravityAcc.max...Y  
tGravityAcc.energy...Y  
tBodyAcc.correlation...X.Y  
tGravityAcc.mean...Z  
angle.X.gravityMean.  
tGravityAcc.min...Z  
tGravityAcc.sma..  
angle.Z.gravityMean.  
tGravityAcc.min...X  
fBodyAccMag.mad..  
tGravityAcc.arCoeff...X.1  
fBodyAccMag.std..  
tGravityAcc.arCoeff...Z.3  
tGravityAcc.arCoeff...Y.2  
tGravityAcc.max...Z  
tGravityAcc.mean...X  
tGravityAcc.energy...X  
tGravityAcc.max...X  
fBodyGyro.maxInds.X  
tGravityAcc.arCoeff...Z.2  
fBodyAccMag.energy..  
tBodyGyro.correlation...Y.Z  
tGravityAcc.arCoeff...X.2  
tGravityAcc.arCoeff...Z.1  
tGravityAccMag.std..  
tGravityAcc.arCoeff...Y.3  
tBodyAccMag.std..



angle.X.gravityMean.  
angle.Y.gravityMean.  
tGravityAcc.mean...Y  
tGravityAcc.min...X  
tGravityAcc.min...Y  
tGravityAcc.energy...X  
tGravityAcc.mean...X  
tGravityAcc.max...Y  
tGravityAcc.max...X  
tGravityAcc.energy...Y  
tBodyAcc.max...X  
fBodyAccJerk.bandsEnergy...1.16  
fBodyAccMag.mad..  
fBodyAcc.mad...X  
fBodyAccJerk.bandsEnergy...1.8  
tGravityAcc.mean...Z  
fBodyAccMag.std..  
angle.Z.gravityMean.  
tGravityAccMag.std..  
tGravityAccMag.mad..  
tGravityAcc.arCoeff...Z.1  
tGravityAcc.arCoeff...Z.2  
fBodyAccJerk.energy...X  
tGravityAcc.max...Z  
fBodyAccMag.energy..  
tGravityAcc.min...Z  
tGravityAcc.arCoeff...X.1  
tBodyAccMag.std..  
tGravityAcc.arCoeff...Z.3  
tBodyAccJerk.energy...X

