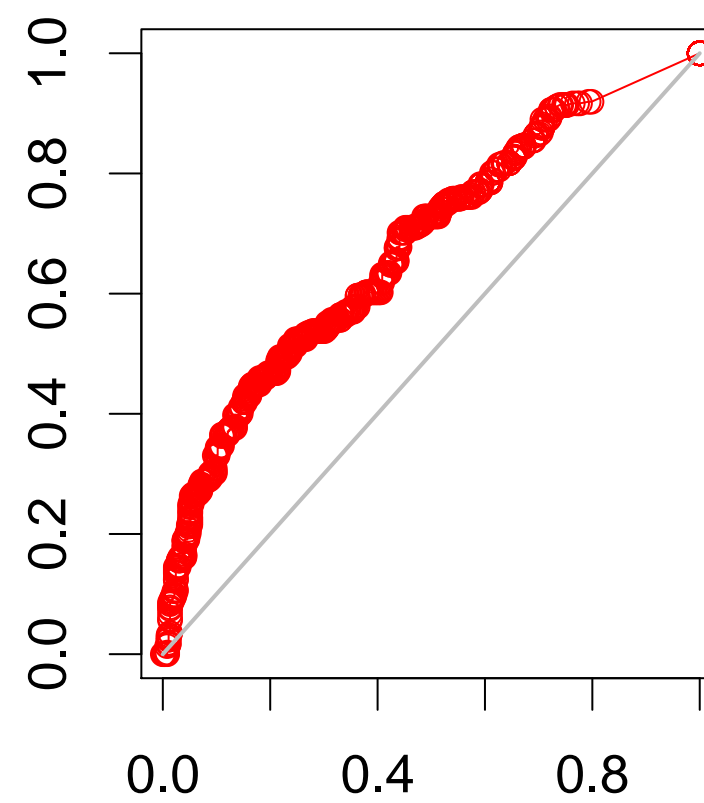
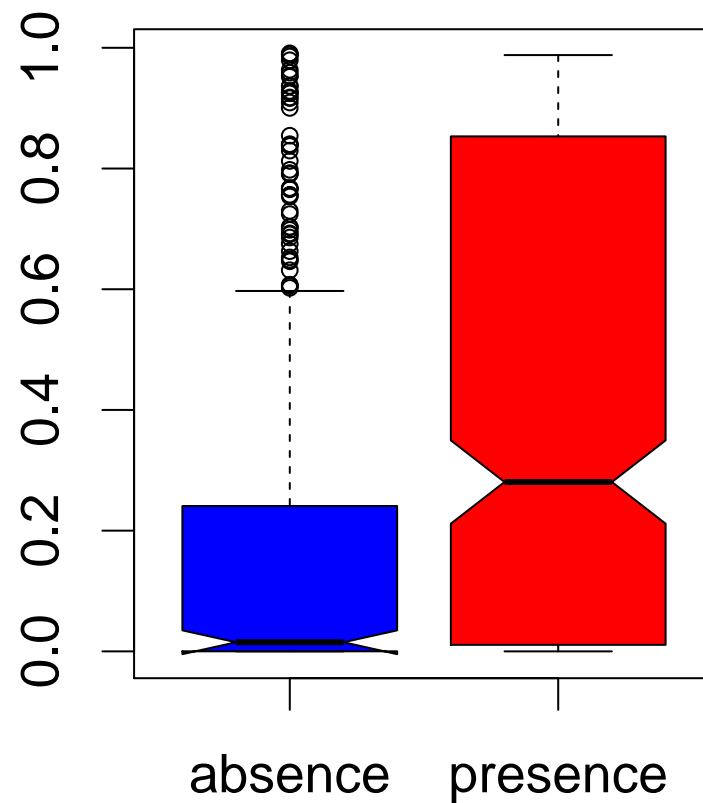
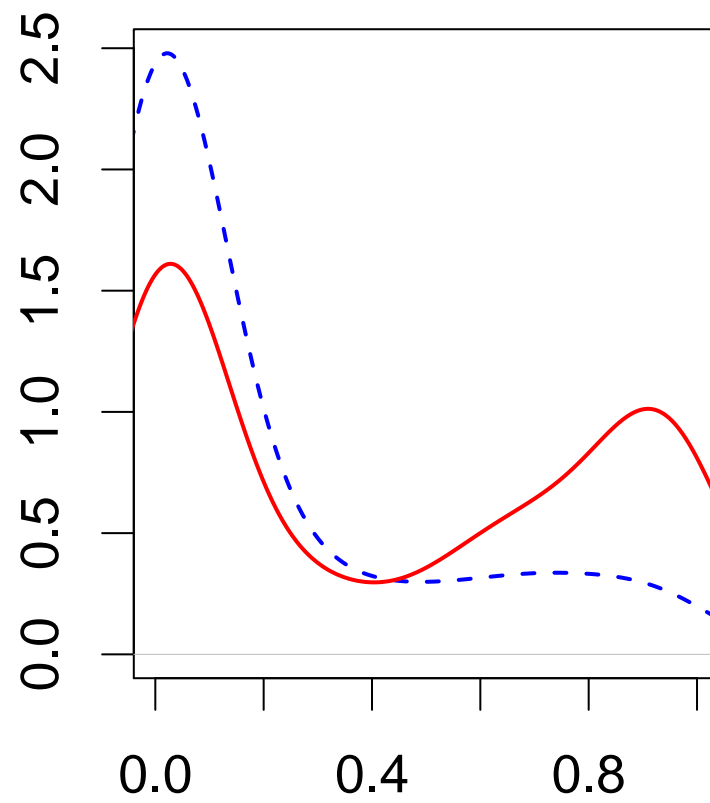


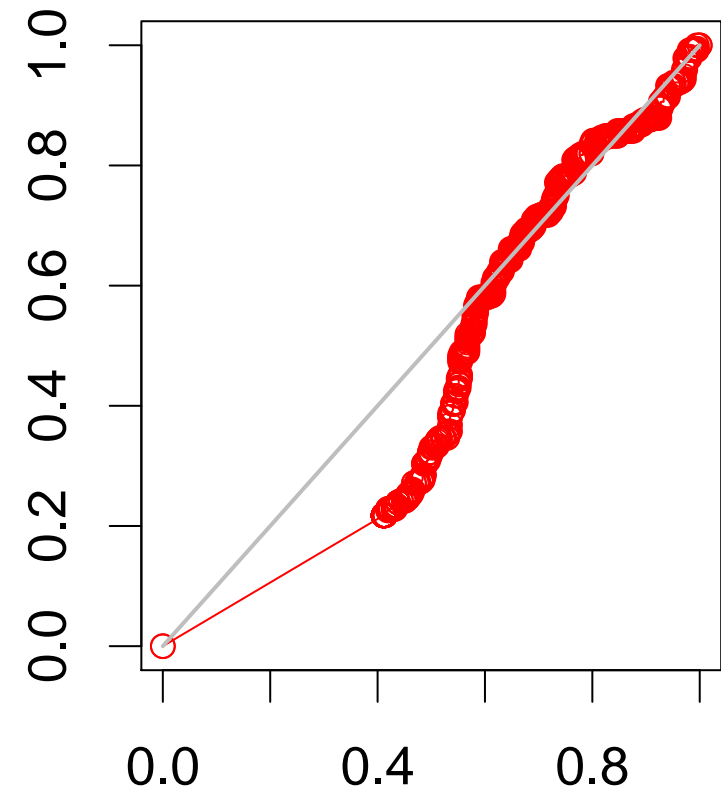
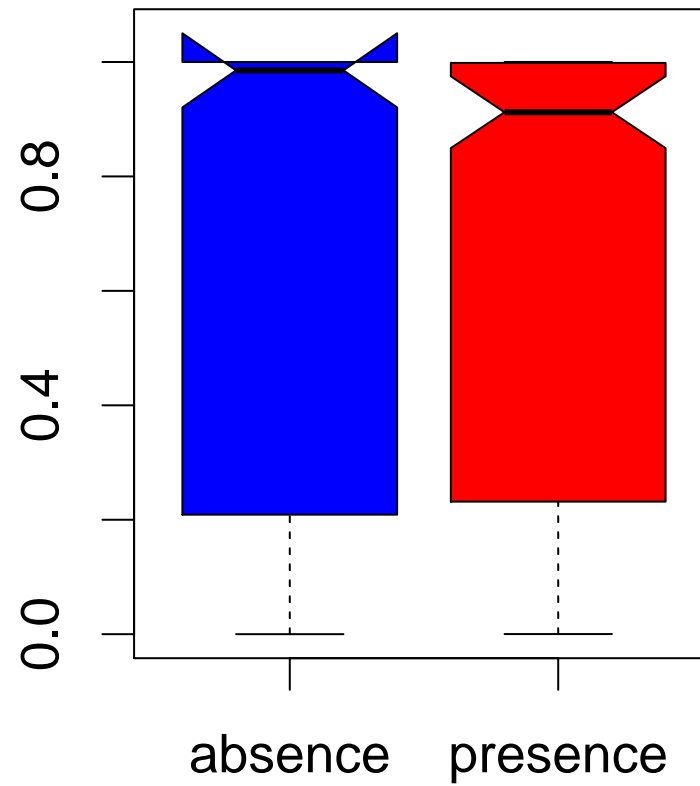
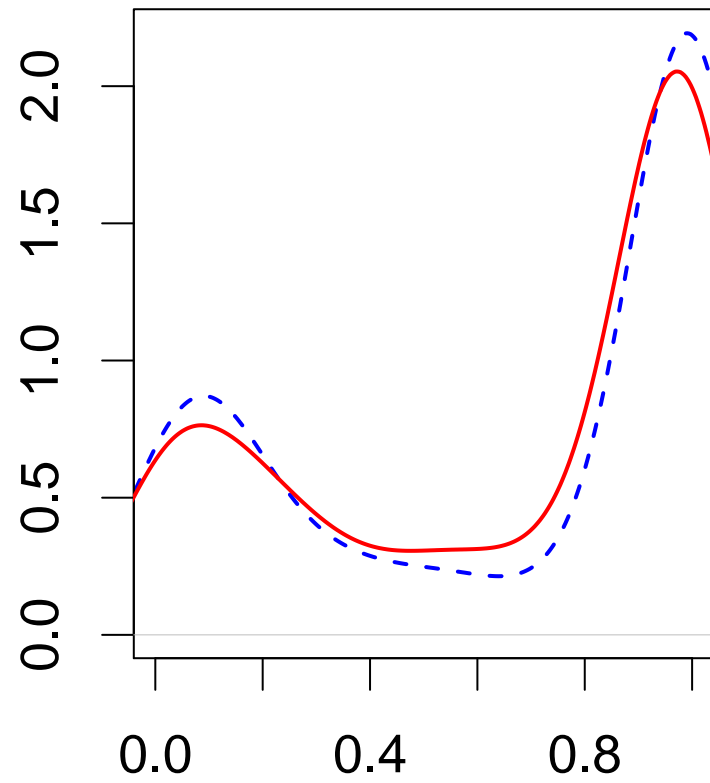
# glm.background.ponderado

**AUC= 0.679**



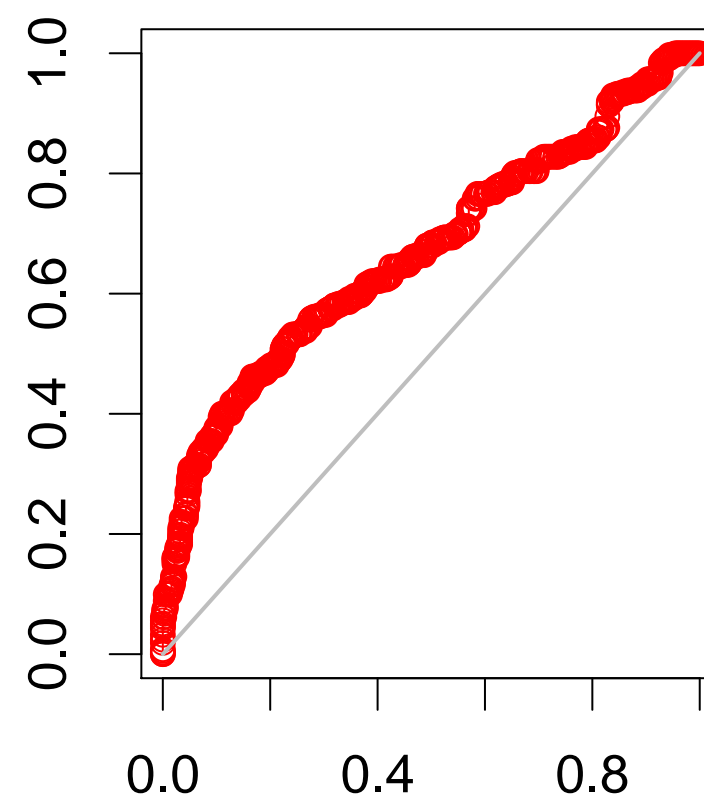
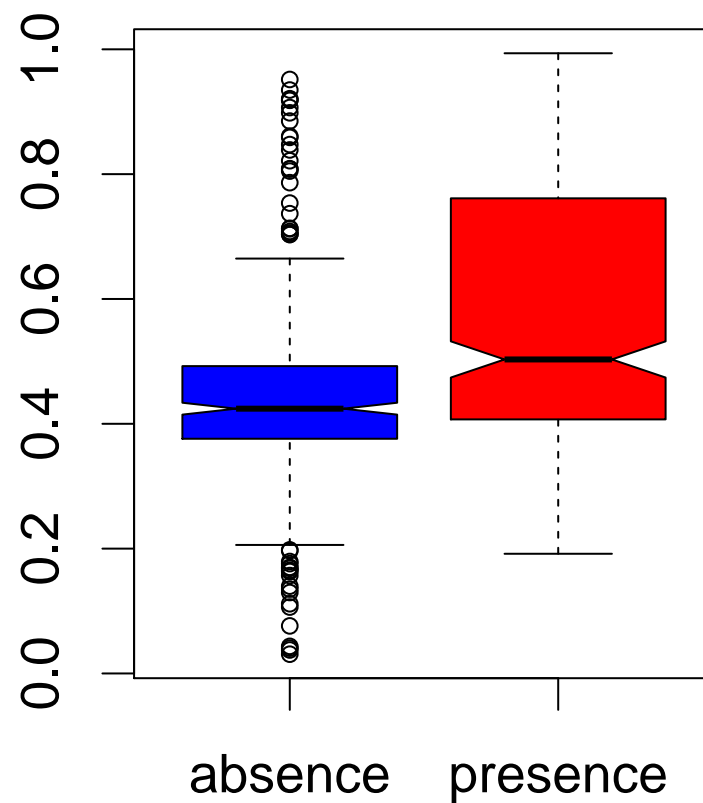
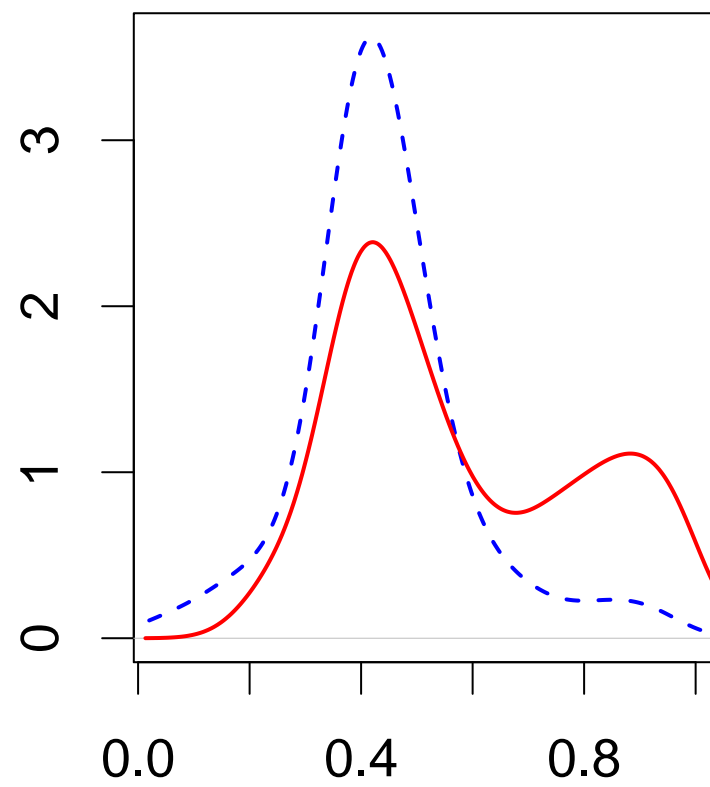
# gam.background.ponderado

**AUC= 0.425**



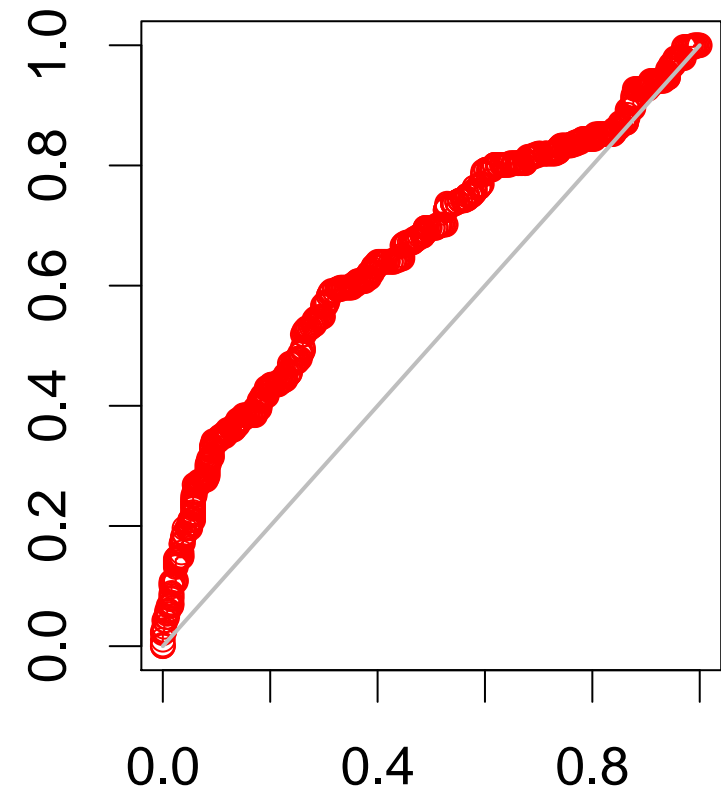
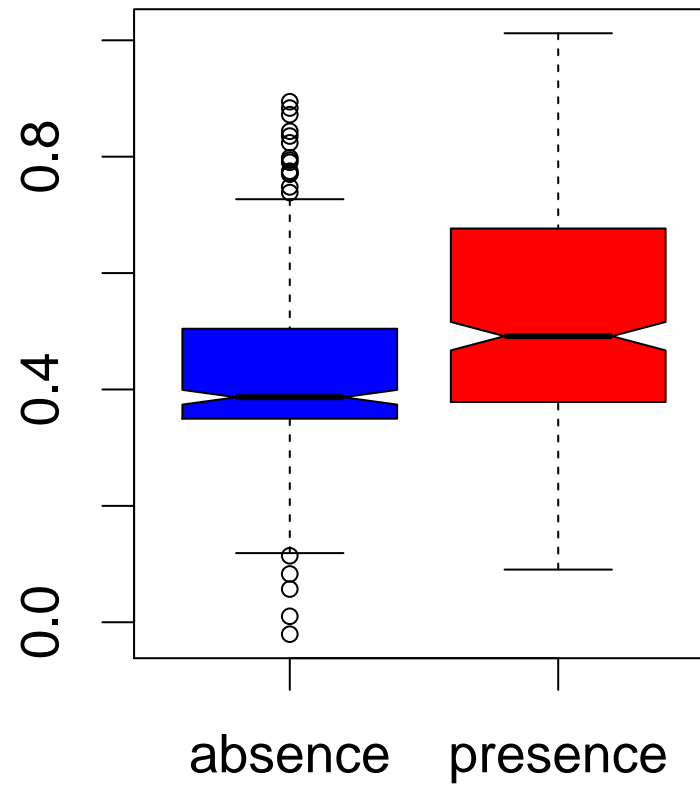
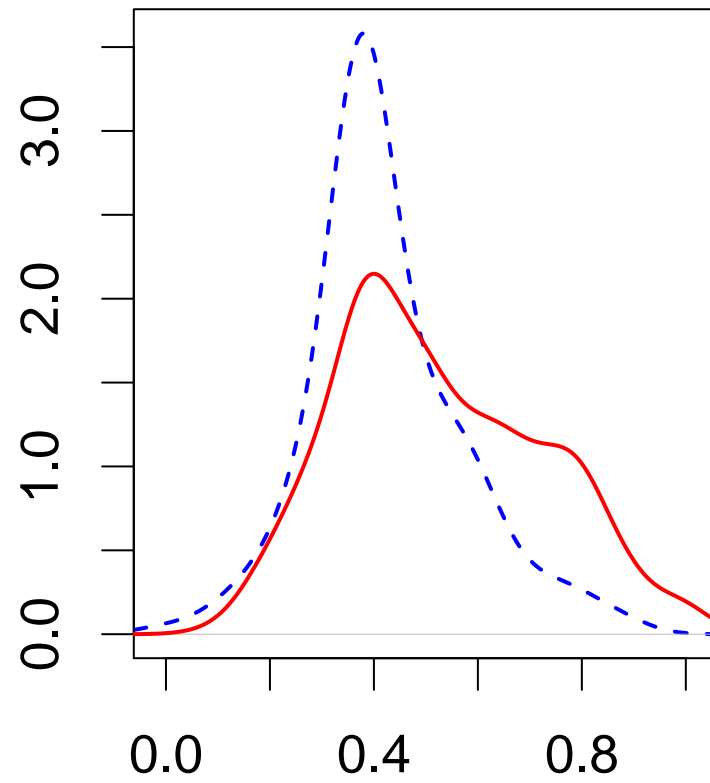
# rf.pseudoausencia

**AUC= 0.67**

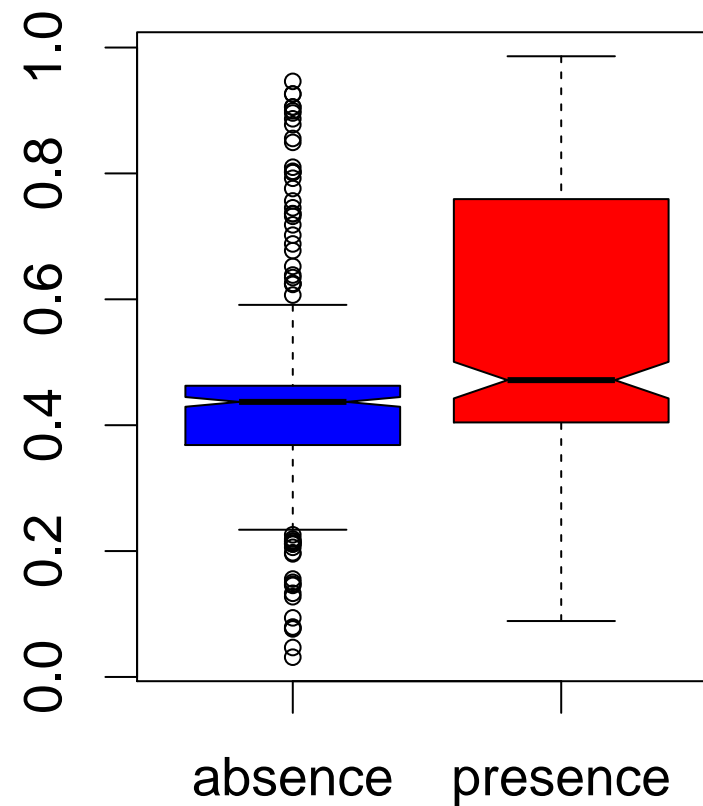
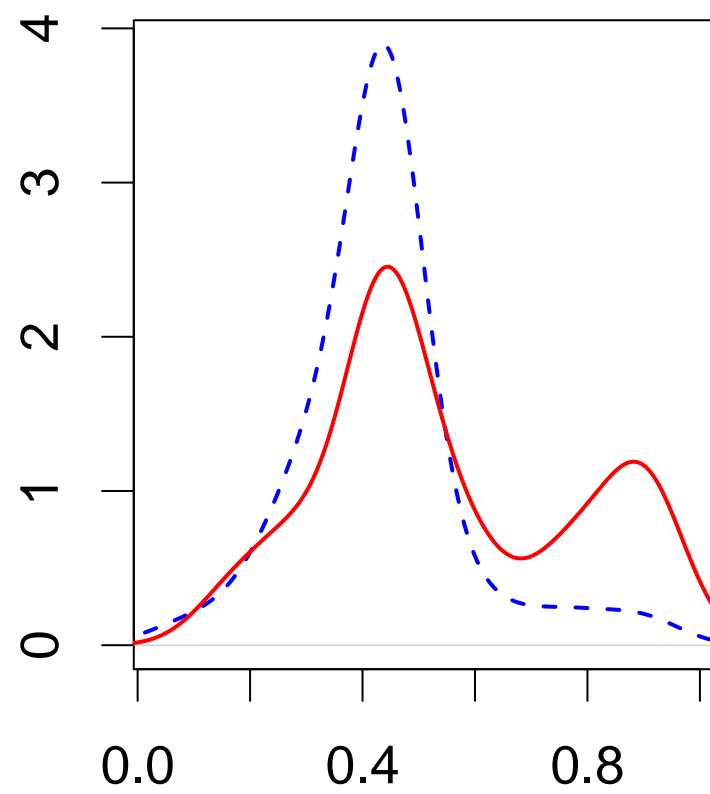


# svm.pseudoausencia

**AUC= 0.655**



# ensamblado



**AUC= 0.645**

