problem	inj_interval	age_limit	group1	group2	n	р	p.adj	p.adj.signif
bouncing-balls	100	10	age-lex_inj-rand	lex_inj-none	60	6.12e-01	1.00e+00	ns
bouncing-balls	100	10	age-lex_inj-rand	lex_inj-rand	60	1.00e+00	1.00e+00	ns
bouncing-balls	100	10	lex_inj-none	lex_inj-rand	60	2.37e-01	7.11e-01	ns
dice-game dice-game	100	10	age-lex_inj-rand age-lex_inj-rand	lex_inj-none lex_inj-rand	60	2.95e-01 1.92e-01	5.90e-01 5.76e-01	ns
dice-game	100	10	lex_inj-none	lex_inj-rand	60	1.00e+00	1.00e+00	ns
gcd	100	10	age-lex_inj-rand	lex_inj-none	60	1.00e+00	1.00e+00	ns
gcd	100	10	age-lex_inj-rand	lex_inj-rand	60	6.01e-01	1.00e+00	ns
gcd	100	10	lex_inj-none	lex_inj-rand	60	7.95e-01	1.00e+00	ns
grade	100	10	age-lex_inj-rand	lex_inj-none	60	7.97e-04	2.39e-03	**
grade grade	100	10	age-lex_inj-rand lex_inj-none	lex_inj-rand lex_inj-rand	60	1.94e-03 1.00e+00	3.88e-03 1.00e+00	ns
snow-day	100	10	age-lex_inj-rand	lex_inj-none	60	1.00e+00	1.00e+00	ns
snow-day	100	10	age-lex_inj-rand	lex_inj-rand	60	1.00e+00	1.00e+00	ns
snow-day	100	10	lex_inj-none	lex_inj-rand	60	1.00e+00	1.00e+00	ns
bouncing-balls	100	20	age-lex_inj-rand	lex_inj-none	60	1.00e+00	1.00e+00	ns
bouncing-balls bouncing-balls	100	20	age-lex_inj-rand lex_inj-none	lex_inj-rand lex_inj-rand	60	1.00e+00 1.00e+00	1.00e+00 1.00e+00	ns
dice-game	100	20	age-lex_inj-rand	lex_inj-none	60	1.19e-01	3.57e-01	ns
dice-game	100	20	age-lex_inj-rand	lex_inj-rand	60	7.96e-01	7.96e-01	ns
dice-game	100	20	lex_inj-none	lex_inj-rand	60	2.95e-01	5.90e-01	ns
gcd	100	20	age-lex_inj-rand	lex_inj-none	60	5.80e-01	1.00e+00	ns
gcd	100	20	age-lex_inj-rand	lex_inj-rand	60	7.92e-01	1.00e+00	ns
gcd grade	100	20	lex_inj-none age-lex_inj-rand	lex_inj-rand lex_inj-none	60	2.79e-01 1.05e-02	8.37e-01 2.10e-02	ns *
grade	100	20	age-lex_inj-rand	lex_inj-none	60	1.24e-04	3.72e-04	***
grade	100	20	lex_inj-none	lex_inj-rand	60	2.67e-01	2.67e-01	ns
snow-day	100	20	age-lex_inj-rand	lex_inj-none	60	4.92e-01	1.00e+00	ns
snow-day	100	20	age-lex_inj-rand	lex_inj-rand	60	1.00e+00	1.00e+00	ns
snow-day	100	20	lex_inj-none	lex_inj-rand	60	1.00e+00	1.00e+00	ns
bouncing-balls bouncing-balls	500	10	age-lex_inj-rand age-lex_inj-rand	lex_inj-none lex_inj-rand	60	3.53e-01 3.53e-01	1.00e+00 1.00e+00	ns ns
bouncing-balls	500	10	lex_inj-none	lex_inj-rand	60	1.00e+00	1.00e+00	ns
dice-game	500	10	age-lex_inj-rand	lex_inj-none	60	1.92e-01	5.76e-01	ns
dice-game	500	10	age-lex_inj-rand	lex_inj-rand	60	4.30e-01	8.60e-01	ns
dice-game	500	10	lex_inj-none	lex_inj-rand	60	7.97e-01	8.60e-01	ns
gcd	500	10	age-lex_inj-rand	lex_inj-none	60	3.03e-02	9.09e-02	ns
gcd gcd	500	10	age-lex_inj-rand lex_inj-none	lex_inj-rand lex_inj-rand	60	1.81e-01 5.80e-01	3.62e-01 5.80e-01	ns
grade	500	10	age-lex_inj-rand	lex_inj-none	60	2.37e-02	4.74e-02	
grade	500	10	age-lex_inj-rand	lex_inj-rand	60	1.05e-02	3.15e-02	*
grade	500	10	lex_inj-none	lex_inj-rand	60	1.00e+00	1.00e+00	ns
snow-day	500	10	age-lex_inj-rand	lex_inj-none	60	1.00e+00	1.00e+00	ns
snow-day snow-day	500	10	age-lex_inj-rand lex_inj-none	lex_inj-rand lex_inj-rand	60	2.37e-01 2.37e-01	7.11e-01 7.11e-01	ns ns
bouncing-balls	500	20	age-lex_inj-rand	lex_inj-rand	60	6.12e-01	1.00e+00	ns
bouncing-balls	500	20	age-lex_inj-rand	lex_inj-rand	60	1.00e+00	1.00e+00	ns
bouncing-balls	500	20	lex_inj-none	lex_inj-rand	60	2.37e-01	7.11e-01	ns
dice-game	500	20	age-lex_inj-rand	lex_inj-none	60	4.22e-01	8.44e-01	ns
dice-game dice-game	500	20	age-lex_inj-rand lex_inj-none	lex_inj-rand lex_inj-rand	60	7.96e-01 1.87e-01	8.44e-01 5.61e-01	ns ns
gcd	500	20	age-lex_inj-rand	lex_inj-rand	60	7.79e-01	1.00e+00	ns
gcd	500	20	age-lex_inj-rand	lex_inj-rand	60	5.96e-01	1.00e+00	ns
gcd	500	20	lex_inj-none	lex_inj-rand	60	2.79e-01	8.37e-01	ns
grade	500	20	age-lex_inj-rand	lex_inj-none	60	1.94e-03	5.82e-03	**
grade	500	20	age-lex_inj-rand	lex_inj-rand	60	2.37e-02	4.74e-02	
grade snow-day	500	20	lex_inj-none age-lex_inj-rand	lex_inj-rand lex_inj-none	60	5.52e-01 1.00e+00	5.52e-01 1.00e+00	ns
snow-day	500	20	age-lex_inj-rand age-lex_inj-rand	lex_inj-none	60	1.00e+00	1.00e+00	ns
snow-day	500	20	lex_inj-none	lex_inj-rand	60	1.00e+00	1.00e+00	ns
bouncing-balls	1000	10	age-lex_inj-rand	lex_inj-none	60	1.00e+00	1.00e+00	ns
bouncing-balls	1000	10	age-lex_inj-rand	lex_inj-rand	60	1.00e+00	1.00e+00	ns
bouncing-balls	1000	10	lex_inj-none	lex_inj-rand	60	4.92e-01	1.00e+00	ns
dice-game dice-game	1000	10	age-lex_inj-rand age-lex_inj-rand	lex_inj-none lex_inj-rand	60	1.00e+00 7.96e-01	1.00e+00 1.00e+00	ns
dice-game	1000	10	lex_inj-none	lex_inj-rand	60	6.06e-01	1.00e+00	ns
gcd	1000	10	age-lex_inj-rand	lex_inj-none	60	5.52e-01	1.00e+00	ns
gcd	1000	10	age-lex_inj-rand	lex_inj-rand	60	7.61e-01	1.00e+00	ns
gcd	1000	10	lex_inj-none	lex_inj-rand	60	1.00e+00	1.00e+00	ns *
grade grade	1000	10	age-lex_inj-rand age-lex_inj-rand	lex_inj-none lex_inj-rand	60	1.05e-02 1.24e-04	2.10e-02 3.72e-04	***
grade	1000	10	lex_inj-none	lex_inj-rand	60	2.67e-01	2.67e-01	ns
snow-day	1000	10	age-lex_inj-rand	lex_inj-none	60	4.92e-01	1.00e+00	ns
snow-day	1000	10	age-lex_inj-rand	lex_inj-rand	60	4.92e-01	1.00e+00	ns
snow-day	1000	10	lex_inj-none	lex_inj-rand	60	1.00e+00	1.00e+00	ns
bouncing-balls	1000	20	age-lex_inj-rand	lex_inj-none	60	1.00e+00	1.00e+00	ns
	1000	20	age-lex_inj-rand	lex_inj-rand	60	1.00e+00	1.00e+00	ns
bouncing-balls bouncing-balls	1000	20	lex_inj-none	lex_inj-rand	60	1.00e+00	1.00e+00	113
bouncing-balls			- ,	lex_inj-rand lex_inj-none	60	1.00e+00 1.00e+00	1.00e+00 1.00e+00	ns
bouncing-balls bouncing-balls	1000	20	lex_inj-none	-				
bouncing-balls bouncing-balls dice-game	1000	20	lex_inj-none age-lex_inj-rand	lex_inj-none	60	1.00e+00	1.00e+00	ns
bouncing-balls bouncing-balls dice-game dice-game	1000 1000 1000 1000	202020202020	lex_inj-none age-lex_inj-rand age-lex_inj-rand lex_inj-none age-lex_inj-rand	lex_inj-none lex_inj-rand	60 60 60	1.00e+00 4.22e-01 2.88e-01 2.52e-01	1.00e+00 8.64e-01 8.64e-01 7.56e-01	ns ns
bouncing-balls bouncing-balls dice-game dice-game dice-game gcd gcd	1000 1000 1000 1000 1000	20202020202020	lex_inj-none age-lex_inj-rand age-lex_inj-rand lex_inj-none age-lex_inj-rand age-lex_inj-rand	lex_inj-none lex_inj-rand lex_inj-rand lex_inj-none lex_inj-none	60 60 60 60	1.00e+00 4.22e-01 2.88e-01 2.52e-01 3.82e-01	1.00e+00 8.64e-01 8.64e-01 7.56e-01 7.64e-01	ns ns ns ns
bouncing-balls bouncing-balls dice-game dice-game gcd gcd gcd	1000 1000 1000 1000 1000 1000	2020202020202020	lex_inj-none age-lex_inj-rand age-lex_inj-rand lex_inj-none age-lex_inj-rand age-lex_inj-rand lex_inj-rand	lex_inj-none lex_inj-rand lex_inj-rand lex_inj-none lex_inj-rand lex_inj-rand	60 60 60 60 60	1.00e+00 4.22e-01 2.88e-01 2.52e-01 3.82e-01 1.00e+00	1.00e+00 8.64e-01 8.64e-01 7.56e-01 7.64e-01 1.00e+00	ns ns ns
bouncing-balls bouncing-balls dice-game dice-game dice-game gcd gcd	1000 1000 1000 1000 1000	20202020202020	lex_inj-none age-lex_inj-rand age-lex_inj-rand lex_inj-none age-lex_inj-rand age-lex_inj-rand	lex_inj-none lex_inj-rand lex_inj-rand lex_inj-none lex_inj-none	60 60 60 60	1.00e+00 4.22e-01 2.88e-01 2.52e-01 3.82e-01	1.00e+00 8.64e-01 8.64e-01 7.56e-01 7.64e-01	ns ns ns ns ns ns
bouncing-balls bouncing-balls dice-game dice-game dice-game gcd gcd gcd grade	1000 1000 1000 1000 1000 1000 1000	202020202020202020	lex_inj-none age-lex_inj-rand age-lex_inj-rand lex_inj-none age-lex_inj-rand age-lex_inj-rand lex_inj-rand age-lex_inj-rand	lex_inj-none lex_inj-rand lex_inj-rand lex_inj-none lex_inj-rand lex_inj-rand lex_inj-rand	60 60 60 60 60 60	1.00e+00 4.22e-01 2.88e-01 2.52e-01 3.82e-01 1.00e+00 1.68e-05	1.00e+00 8.64e-01 8.64e-01 7.56e-01 7.64e-01 1.00e+00 5.04e-05	ns ns ns ns ns s s s s s s s s s s s s
bouncing-balls bouncing-balls dice-game dice-game dice-game gcd gcd grade grade grade	1000 1000 1000 1000 1000 1000 1000 100	 20 	lex_inj-none age-lex_inj-rand age-lex_inj-rand lex_inj-none age-lex_inj-rand age-lex_inj-rand lex_inj-none age-lex_inj-rand age-lex_inj-rand age-lex_inj-rand	lex_inj-none lex_inj-rand lex_inj-rand lex_inj-none lex_inj-rand lex_inj-rand lex_inj-rand lex_inj-rand	60 60 60 60 60 60	1.00e+00 4.22e-01 2.88e-01 2.52e-01 3.82e-01 1.00e+00 1.68e-05 1.94e-03	1.00e+00 8.64e-01 8.64e-01 7.56e-01 7.64e-01 1.00e+00 5.04e-05 3.88e-03	ns ns ns ns ns ns ****
bouncing-balls bouncing-balls dice-game dice-game dice-game gcd gcd grade grade grade grade	1000 1000 1000 1000 1000 1000 1000 100	20 20 20 20 20 20 20 20 20 20	lex_inj-none age-lex_inj-rand age-lex_inj-rand lex_inj-none age-lex_inj-rand age-lex_inj-rand lex_inj-none age-lex_inj-rand lex_inj-none age-lex_inj-rand age-lex_inj-rand	lex_inj-none lex_inj-rand lex_inj-rand lex_inj-none lex_inj-rand lex_inj-rand lex_inj-rand lex_inj-rand lex_inj-none	60 60 60 60 60 60 60	1.00e+00 4.22e-01 2.88e-01 2.52e-01 3.82e-01 1.00e+00 1.68e-05 1.94e-03 2.88e-01	1.00e+00 8.64e-01 8.64e-01 7.56e-01 7.64e-01 1.00e+00 5.04e-05 3.88e-03 2.88e-01	ns ns ns ns ns ns ns ns ns ns