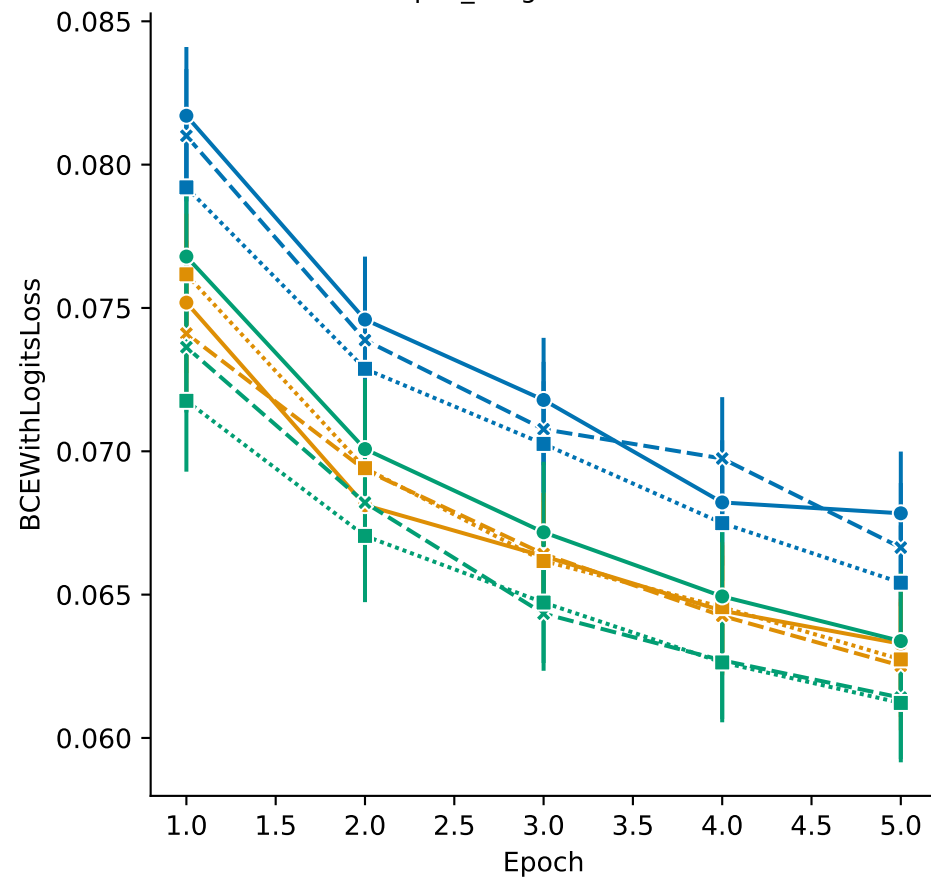


pos\_weight = False



pos\_weight = True

