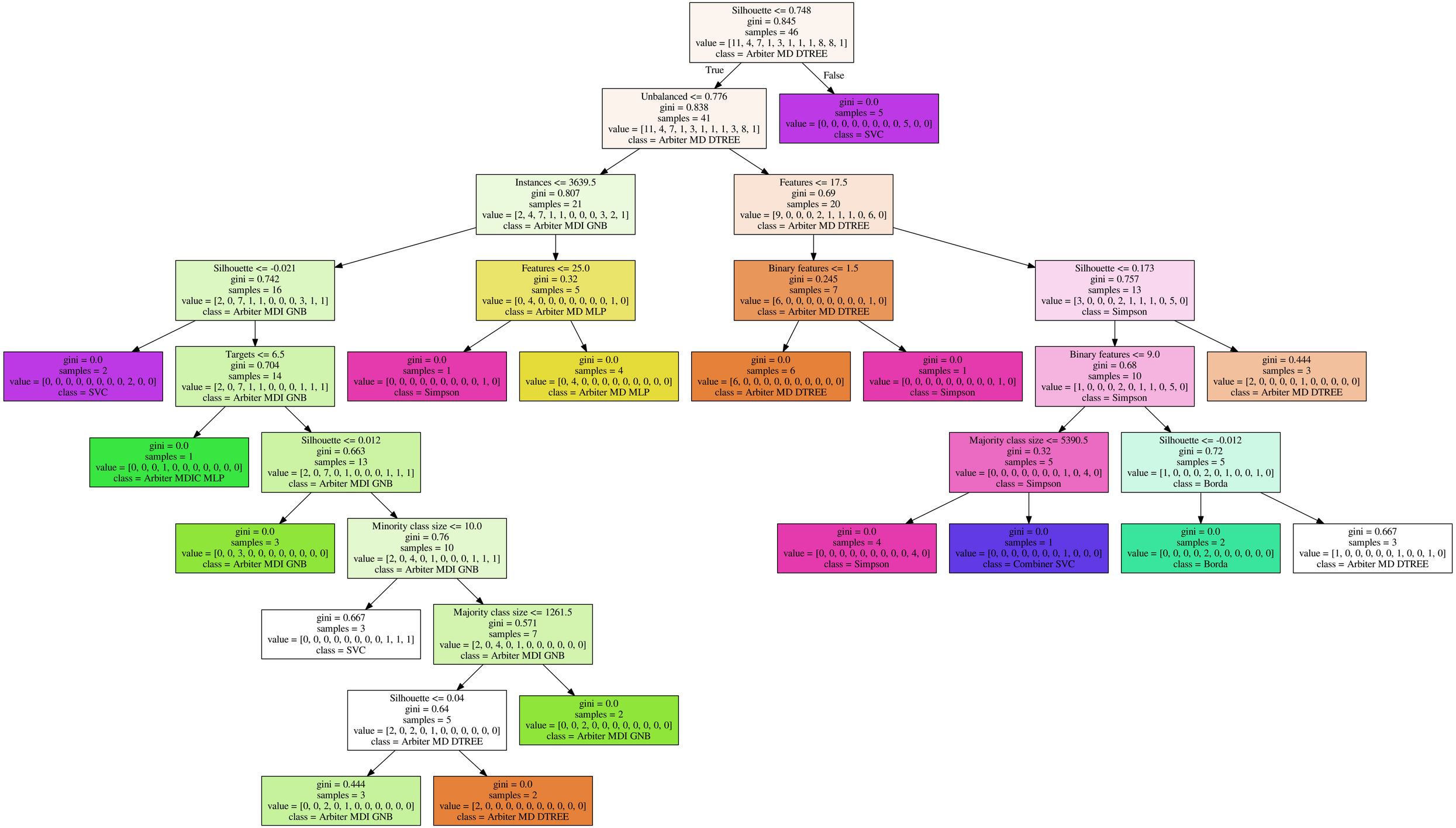
Silhouette <= 0.748
gini = 0.845
samples = 46
value = [11, 4, 7, 1, 3, 1, 1, 1, 8, 8, 1]
class = Arbiter MD DTREE
True
False
Unbalanced <= 0.776
gini = 0.838
samples = 41
value = [11, 4, 7, 1, 3, 1, 1, 1, 3, 8, 1]
class = Arbiter MD DTREE
gini = 0.0
samples = 5
value = [0, 0, 0, 0, 0, 0, 0, 0, 5, 0, 0]
class = SVC
Instances <= 3639.5
gini = 0.807
samples = 21
value = [2, 4, 7, 1, 1, 0, 0, 0, 3, 2, 1]
class = Arbiter MDI GNB
Features <= 17.5
gini = 0.69
samples = 20
value = [9, 0, 0, 0, 2, 1, 1, 1, 0, 6, 0]
class = Arbiter MD DTREE
Silhouette <= -0.021
gini = 0.742
samples = 16
value = [2, 0, 7, 1, 1, 0, 0, 0, 3, 1, 1]
class = Arbiter MDI GNB
Features <= 25.0
gini = 0.32
samples = 5
value = [0, 4, 0, 0, 0, 0, 0, 0, 0, 1, 0]
class = Arbiter MD MLP
Binary features <= 1.5
gini = 0.245
samples = 7
value = [6, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0]
class = Arbiter MD DTREE
Silhouette <= 0.173
gini = 0.757
samples = 13
value = [3, 0, 0, 0, 2, 1, 1, 1, 0, 5, 0]
class = Simpson
gini = 0.0
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 2, 0, 0]
class = SVC
Targets <= 6.5
gini = 0.704
samples = 14
value = [2, 0, 7, 1, 1, 0, 0, 0, 1, 1, 1]
class = Arbiter MDI GNB
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0]
class = Simpson
gini = 0.0
samples = 4
value = [0, 4, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = Arbiter MD MLP
gini = 0.0
samples = 6
value = [6, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = Arbiter MD DTREE
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0]
class = Simpson
Binary features <= 9.0
gini = 0.68
samples = 10
value = [1, 0, 0, 0, 2, 0, 1, 1, 0, 5, 0]
class = Simpson
gini = 0.444
samples = 3
value = [2, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0]
class = Arbiter MD DTREE
gini = 0.0
samples = 1
value = [0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0]
class = Arbiter MDIC MLP
Silhouette <= 0.012
gini = 0.663
samples = 13
value = [2, 0, 7, 0, 1, 0, 0, 0, 1, 1, 1]
class = Arbiter MDI GNB
Majority class size <= 5390.5
gini = 0.32
samples = 5
value = [0, 0, 0, 0, 0, 0, 0, 1, 0, 4, 0]
class = Simpson
Silhouette <= -0.012
gini = 0.72
samples = 5
value = [1, 0, 0, 0, 2, 0, 1, 0, 0, 1, 0]
class = Borda
gini = 0.0
samples = 3
value = [0, 0, 3, 0, 0, 0, 0, 0, 0, 0, 0]
class = Arbiter MDI GNB
Minority class size <= 10.0
gini = 0.76
samples = 10
value = [2, 0, 4, 0, 1, 0, 0, 0, 1, 1, 1]
class = Arbiter MDI GNB
gini = 0.0
samples = 4
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 4, 0]
class = Simpson
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0]
class = Combiner SVC
gini = 0.0
samples = 2
value = [0, 0, 0, 0, 2, 0, 0, 0, 0, 0, 0]
class = Borda
gini = 0.667
samples = 3
value = [1, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0]
class = Arbiter MD DTREE
gini = 0.667
samples = 3
value = [0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1]
class = SVC
Majority class size <= 1261.5
gini = 0.571
samples = 7
value = [2, 0, 4, 0, 1, 0, 0, 0, 0, 0, 0]
class = Arbiter MDI GNB
Silhouette <= 0.04
gini = 0.64
samples = 5
value = [2, 0, 2, 0, 1, 0, 0, 0, 0, 0, 0]
class = Arbiter MD DTREE
gini = 0.0
samples = 2
value = [0, 0, 2, 0, 0, 0, 0, 0, 0, 0, 0]
class = Arbiter MDI GNB
gini = 0.444
samples = 3
value = [0, 0, 2, 0, 1, 0, 0, 0, 0, 0, 0]
class = Arbiter MDI GNB
gini = 0.0
samples = 2
value = [2, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = Arbiter MD DTREE