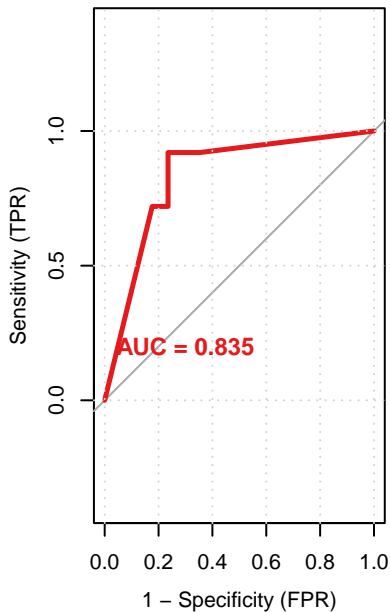
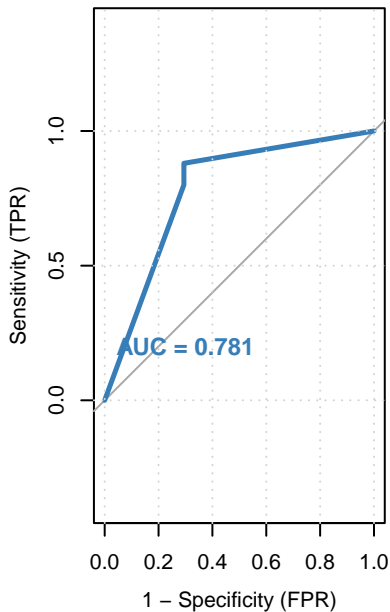


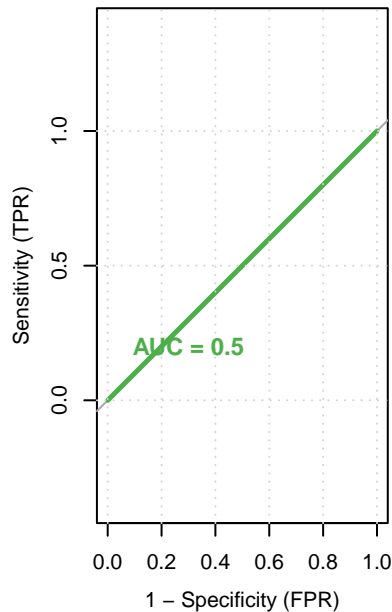
ROC for full.glm



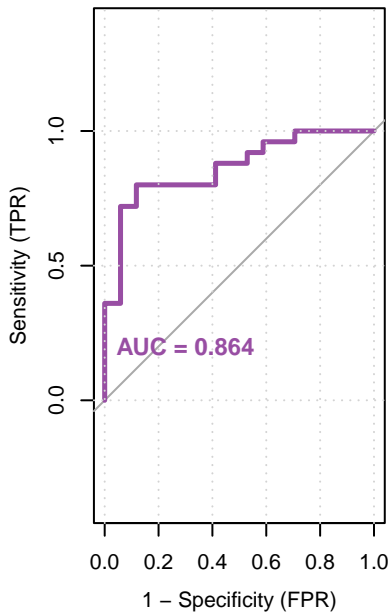
ROC for backward.stepwise



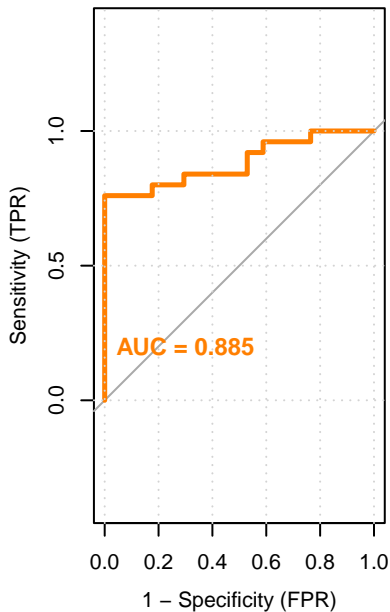
ROC for forward.stepwise



ROC for lasso



ROC for ridge



ROC for gam

