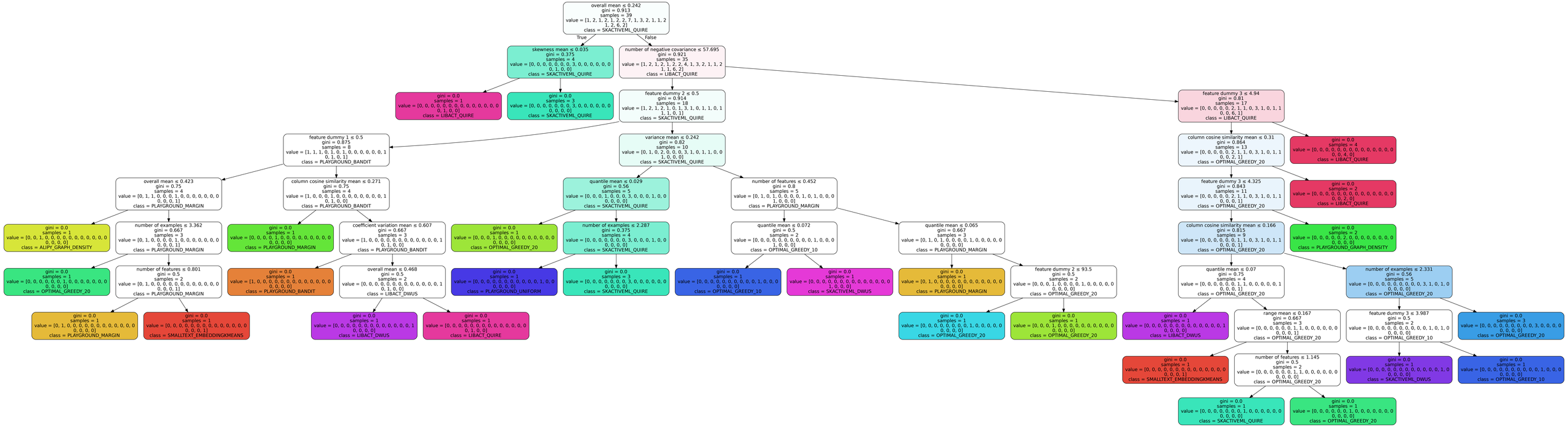
overall mean ≤ 0.242
gini = 0.913
samples = 39
value = [1, 2, 1, 2, 1, 2, 2, 7, 1, 3, 2, 1, 1, 2, 1, 2, 6, 2]
class = SKACTIVEML_QUIRE
True
False
skewness mean ≤ 0.035
gini = 0.375
samples = 4
value = [0, 0, 0, 0, 0, 0, 0, 0, 3, 0, 0, 0, 0, 0, 0, 0]
class = SKACTIVEML_QUIRE
number of negative covariance ≤ 57.695
gini = 0.921
samples = 35
value = [1, 2, 1, 2, 1, 2, 2, 4, 1, 3, 2, 1, 1, 2, 1, 1, 6, 2]
class = LIBACT_QUIRE
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0]
class = LIBACT_QUIRE
gini = 0.0
samples = 3
value = [0, 0, 0, 0, 0, 0, 0, 3, 0, 0, 0, 0, 0, 0, 0, 0]
class = SKACTIVEML_QUIRE
feature dummy 2 ≤ 0.5
gini = 0.914
samples = 18
value = [1, 2, 1, 2, 1, 1, 0, 1, 3, 1, 0, 1, 1, 0, 1, 1]
class = SKACTIVEML_QUIRE
feature dummy 3 ≤ 4.94
gini = 0.81
samples = 17
value = [0, 0, 0, 0, 0, 1, 2, 3, 0, 1, 0, 1, 1, 0, 0, 1]
class = LIBACT_QUIRE
feature dummy 1 ≤ 0.5
gini = 0.875
samples = 8
value = [1, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 1, 1]
class = PLAYGROUND_BANDIT
variance mean ≤ 0.242
gini = 0.82
samples = 10
value = [0, 1, 0, 2, 0, 0, 0, 3, 1, 0, 1, 1, 0, 0, 1, 0]
class = SKACTIVEML_QUIRE
column cosine similarity mean ≤ 0.31
gini = 0.864
samples = 13
value = [0, 0, 0, 0, 0, 2, 1, 1, 0, 3, 1, 0, 1, 1, 0, 2, 1]
class = OPTIMAL_GREEDY_20
gini = 0.0
samples = 4
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 4, 0]
class = LIBACT_QUIRE
overall mean ≤ 0.423
gini = 0.75
samples = 4
value = [0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1]
class = PLAYGROUND_MARGIN
column cosine similarity mean ≤ 0.271
gini = 0.75
samples = 4
value = [1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0]
class = PLAYGROUND_BANDIT
quantile mean ≤ 0.029
gini = 0.56
samples = 5
value = [0, 0, 0, 1, 0, 0, 0, 3, 0, 0, 0, 1, 0, 0, 0, 0]
class = SKACTIVEML_QUIRE
number of features ≤ 0.452
gini = 0.8
samples = 5
value = [0, 1, 0, 1, 0, 0, 0, 0, 1, 0, 1, 0, 0, 0, 1, 0]
class = PLAYGROUND_MARGIN
feature dummy 3 ≤ 4.325
gini = 0.843
samples = 11
value = [0, 0, 0, 0, 0, 2, 1, 1, 0, 3, 1, 0, 1, 1, 0, 0, 1]
class = OPTIMAL_GREEDY_20
gini = 0.0
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 2]
class = LIBACT_QUIRE
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = ALIPY_GRAPH_DENSITY
number of examples ≤ 3.362
gini = 0.667
samples = 3
value = [0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1]
class = PLAYGROUND_MARGIN
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0]
class = PLAYGROUND_MARGIN
coefficient variation mean ≤ 0.607
gini = 0.667
samples = 3
value = [1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0]
class = PLAYGROUND_BANDIT
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_20
number of examples ≤ 2.287
gini = 0.375
samples = 4
value = [0, 0, 0, 0, 0, 0, 0, 3, 0, 0, 0, 1, 0, 0, 0, 0]
class = SKACTIVEML_QUIRE
quantile mean ≤ 0.072
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 1]
class = OPTIMAL_GREEDY_10
quantile mean ≤ 0.065
gini = 0.667
samples = 3
value = [0, 1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0]
class = PLAYGROUND_MARGIN
column cosine similarity mean ≤ 0.166
gini = 0.815
samples = 9
value = [0, 0, 0, 0, 0, 0, 1, 1, 0, 3, 1, 0, 1, 1, 0, 0, 1]
class = OPTIMAL_GREEDY_20
gini = 0.0
samples = 2
value = [0, 0, 0, 0, 0, 0, 2, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = PLAYGROUND_GRAPH_DENSITY
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0]
class = OPTIMAL_GREEDY_20
number of features ≤ 0.801
gini = 0.5
samples = 2
value = [0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1]
class = PLAYGROUND_MARGIN
gini = 0.0
samples = 1
value = [1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = PLAYGROUND_BANDIT
overall mean ≤ 0.468
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1]
class = LIBACT_DWUS
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0]
class = LIBACT_QUIRE
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0]
class = PLAYGROUND_UNIFORM
gini = 0.0
samples = 3
value = [0, 0, 0, 0, 0, 0, 0, 3, 0, 0, 0, 0, 0, 0, 0, 0]
class = SKACTIVEML_QUIRE
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_10
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0]
class = SKACTIVEML_DWUS
gini = 0.0
samples = 1
value = [0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = PLAYGROUND_MARGIN
feature dummy 2 ≤ 93.5
gini = 0.5
samples = 2
value = [0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_20
quantile mean ≤ 0.07
gini = 0.75
samples = 4
value = [0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 0, 0, 0, 0, 1, 1]
class = OPTIMAL_GREEDY_20
number of examples ≤ 2.331
gini = 0.56
samples = 5
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3, 1, 0, 1, 0, 0]
class = OPTIMAL_GREEDY_20
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1]
class = LIBACT_DWUS
range mean ≤ 0.167
gini = 0.667
samples = 3
value = [0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 1]
class = OPTIMAL_GREEDY_20
feature dummy 3 ≤ 3.987
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 0, 0]
class = OPTIMAL_GREEDY_10
gini = 0.0
samples = 3
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_20
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0]
class = SMALLTEXT_EMBEDDINGKMEANS
number of features ≤ 1.145
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_20
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0]
class = SKACTIVEML_DWUS
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0]
class = OPTIMAL_GREEDY_10
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = SKACTIVEML_QUIRE
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_20