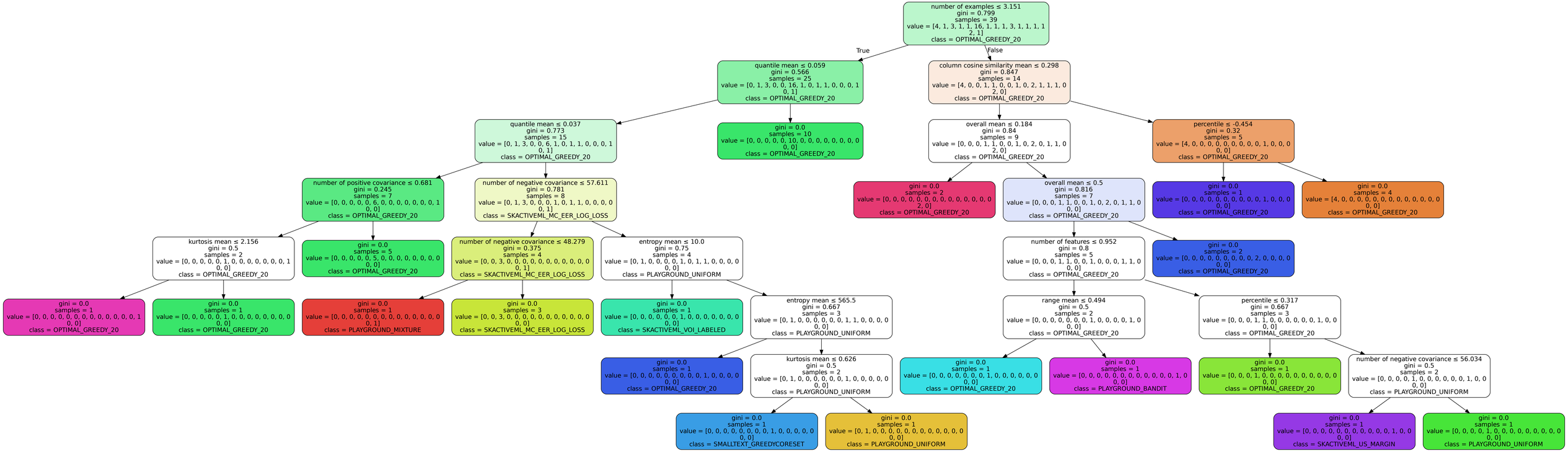
number of examples ≤ 3.151
gini = 0.799
samples = 39
value = [4, 1, 3, 1, 1, 16, 1, 1, 1, 3, 1, 1, 1, 1, 2, 1]
class = OPTIMAL_GREEDY_20
True
False
quantile mean ≤ 0.059
gini = 0.566
samples = 25
value = [0, 1, 3, 0, 0, 16, 1, 0, 1, 1, 0, 0, 0, 1, 0, 1]
class = OPTIMAL_GREEDY_20
column cosine similarity mean ≤ 0.298
gini = 0.847
samples = 14
value = [4, 0, 0, 1, 1, 0, 0, 1, 0, 2, 1, 1, 1, 0, 2, 0]
class = OPTIMAL_GREEDY_20
quantile mean ≤ 0.037
gini = 0.773
samples = 15
value = [0, 1, 3, 0, 0, 6, 1, 0, 1, 1, 0, 0, 0, 1, 0, 1]
class = OPTIMAL_GREEDY_20
gini = 0.0
samples = 10
value = [0, 0, 0, 0, 0, 10, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_20
overall mean ≤ 0.184
gini = 0.84
samples = 9
value = [0, 0, 0, 1, 1, 0, 0, 1, 0, 2, 0, 1, 1, 0, 2, 0]
class = OPTIMAL_GREEDY_20
percentile ≤ -0.454
gini = 0.32
samples = 5
value = [4, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_20
number of positive covariance ≤ 0.681
gini = 0.245
samples = 7
value = [0, 0, 0, 0, 0, 6, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1]
class = OPTIMAL_GREEDY_20
number of negative covariance ≤ 57.611
gini = 0.781
samples = 8
value = [0, 1, 3, 0, 0, 0, 1, 0, 1, 1, 0, 0, 0, 0, 0, 1]
class = SKACTIVEML_MC_EER_LOG_LOSS
gini = 0.0
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 2, 0]
class = OPTIMAL_GREEDY_20
overall mean ≤ 0.5
gini = 0.816
samples = 7
value = [0, 0, 0, 1, 1, 0, 0, 1, 0, 2, 0, 1, 1, 0, 0, 0]
class = OPTIMAL_GREEDY_20
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
gini = 0.0
samples = 4
value = [4, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_20
kurtosis mean ≤ 2.156
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 0]
class = OPTIMAL_GREEDY_20
gini = 0.0
samples = 5
value = [0, 0, 0, 0, 0, 5, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_20
number of negative covariance ≤ 48.279
gini = 0.375
samples = 4
value = [0, 0, 3, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1]
class = SKACTIVEML_MC_EER_LOG_LOSS
entropy mean ≤ 10.0
gini = 0.75
samples = 4
value = [0, 1, 0, 0, 0, 0, 1, 0, 1, 1, 0, 0, 0, 0, 0, 0]
class = PLAYGROUND_UNIFORM
number of features ≤ 0.952
gini = 0.8
samples = 5
value = [0, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 1, 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, 1, 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 = 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 = 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 = PLAYGROUND_MIXTURE
gini = 0.0
samples = 3
value = [0, 0, 3, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = SKACTIVEML_MC_EER_LOG_LOSS
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = SKACTIVEML_VOI_LABELED
entropy mean ≤ 565.5
gini = 0.667
samples = 3
value = [0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 0, 0, 0]
class = PLAYGROUND_UNIFORM
range mean ≤ 0.494
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0]
class = OPTIMAL_GREEDY_20
percentile ≤ 0.317
gini = 0.667
samples = 3
value = [0, 0, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 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, 1, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_20
kurtosis mean ≤ 0.626
gini = 0.5
samples = 2
value = [0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0]
class = PLAYGROUND_UNIFORM
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 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 = PLAYGROUND_BANDIT
gini = 0.0
samples = 1
value = [0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_20
number of negative covariance ≤ 56.034
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0]
class = PLAYGROUND_UNIFORM
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 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, 1, 0, 0, 0]
class = SMALLTEXT_GREEDYCORESET
gini = 0.0
samples = 1
value = [0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = PLAYGROUND_UNIFORM
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0]
class = SKACTIVEML_US_MARGIN
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
class = PLAYGROUND_UNIFORM