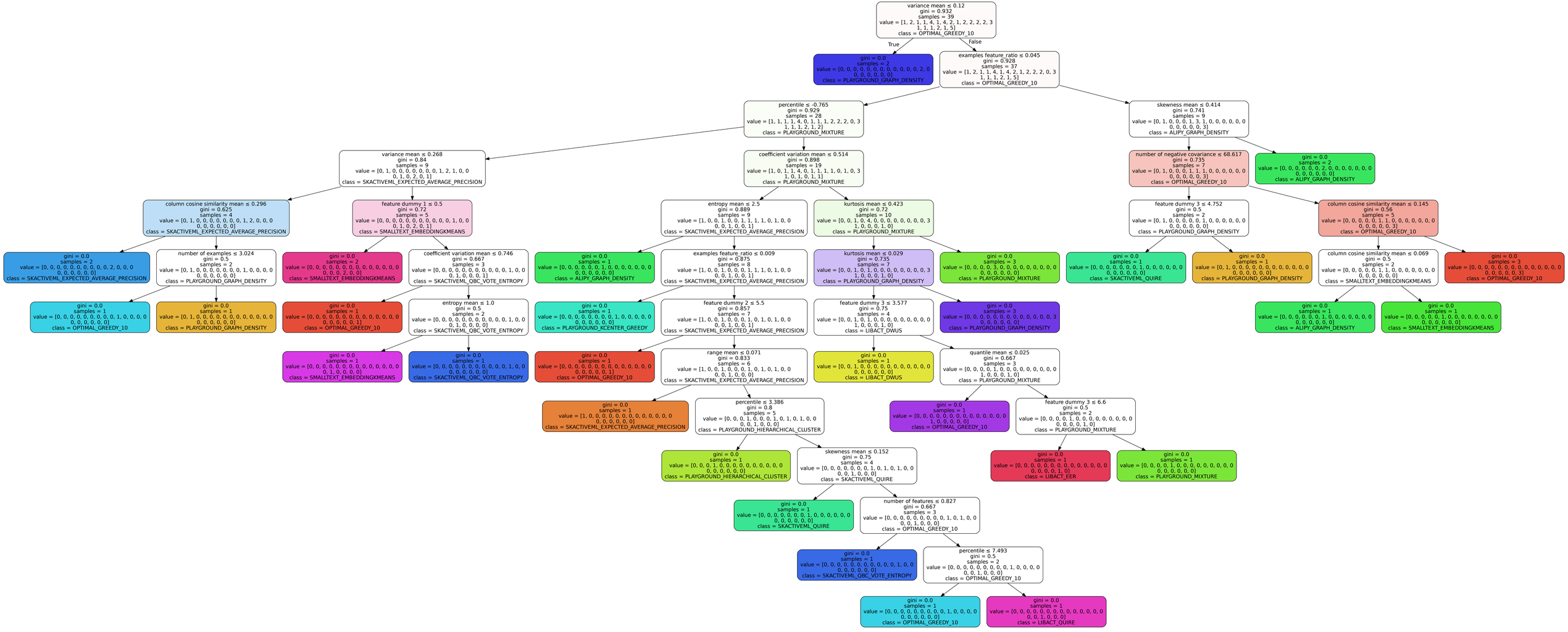
variance mean ≤ 0.12
gini = 0.932
samples = 39
value = [1, 2, 1, 1, 4, 1, 4, 2, 1, 2, 2, 2, 2, 3
1, 1, 1, 2, 1, 5]
class = OPTIMAL_GREEDY_10
True
False
gini = 0.0
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 2, 0
0, 0, 0, 0, 0, 0]
class = PLAYGROUND_GRAPH_DENSITY
examples feature_ratio ≤ 0.045
gini = 0.928
samples = 37
value = [1, 2, 1, 1, 4, 1, 4, 2, 1, 2, 2, 2, 0, 3
1, 1, 1, 2, 1, 5]
class = OPTIMAL_GREEDY_10
percentile ≤ -0.765
gini = 0.929
samples = 28
value = [1, 1, 1, 1, 4, 0, 1, 1, 1, 2, 2, 2, 0, 3
1, 1, 1, 2, 1, 2]
class = PLAYGROUND_MIXTURE
skewness mean ≤ 0.414
gini = 0.741
samples = 9
value = [0, 1, 0, 0, 0, 1, 3, 1, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 3]
class = ALIPY_GRAPH_DENSITY
variance mean ≤ 0.268
gini = 0.84
samples = 9
value = [0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 2, 1, 0, 0
0, 1, 0, 2, 0, 1]
class = SKACTIVEML_EXPECTED_AVERAGE_PRECISION
coefficient variation mean ≤ 0.514
gini = 0.898
samples = 19
value = [1, 0, 1, 1, 4, 0, 1, 1, 1, 1, 0, 1, 0, 3
1, 0, 1, 0, 1, 1]
class = PLAYGROUND_MIXTURE
number of negative covariance ≤ 68.617
gini = 0.735
samples = 7
value = [0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 3]
class = OPTIMAL_GREEDY_10
gini = 0.0
samples = 2
value = [0, 0, 0, 0, 0, 0, 2, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0]
class = ALIPY_GRAPH_DENSITY
column cosine similarity mean ≤ 0.296
gini = 0.625
samples = 4
value = [0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 2, 0, 0, 0
0, 0, 0, 0, 0, 0]
class = SKACTIVEML_EXPECTED_AVERAGE_PRECISION
feature dummy 1 ≤ 0.5
gini = 0.72
samples = 5
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0
0, 1, 0, 2, 0, 1]
class = SMALLTEXT_EMBEDDINGKMEANS
entropy mean ≤ 2.5
gini = 0.889
samples = 9
value = [1, 0, 0, 1, 0, 0, 1, 1, 1, 1, 0, 1, 0, 0
0, 0, 1, 0, 0, 1]
class = SKACTIVEML_EXPECTED_AVERAGE_PRECISION
kurtosis mean ≤ 0.423
gini = 0.72
samples = 10
value = [0, 0, 1, 0, 4, 0, 0, 0, 0, 0, 0, 0, 0, 3
1, 0, 0, 0, 1, 0]
class = PLAYGROUND_MIXTURE
feature dummy 3 ≤ 4.752
gini = 0.5
samples = 2
value = [0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0]
class = PLAYGROUND_GRAPH_DENSITY
column cosine similarity mean ≤ 0.145
gini = 0.56
samples = 5
value = [0, 0, 0, 0, 0, 1, 1, 1, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 3]
class = OPTIMAL_GREEDY_10
gini = 0.0
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0]
class = SKACTIVEML_EXPECTED_AVERAGE_PRECISION
number of examples ≤ 3.024
gini = 0.5
samples = 2
value = [0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0]
class = PLAYGROUND_GRAPH_DENSITY
gini = 0.0
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 2, 0, 0]
class = SMALLTEXT_EMBEDDINGKMEANS
coefficient variation mean ≤ 0.746
gini = 0.667
samples = 3
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0
0, 1, 0, 0, 0, 1]
class = SKACTIVEML_QBC_VOTE_ENTROPY
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 1]
class = SKACTIVEML_EXPECTED_AVERAGE_PRECISION
examples feature_ratio ≤ 0.009
gini = 0.875
samples = 8
value = [1, 0, 0, 1, 0, 0, 0, 1, 1, 1, 0, 1, 0, 0
0, 0, 1, 0, 0, 1]
class = SKACTIVEML_EXPECTED_AVERAGE_PRECISION
kurtosis mean ≤ 0.029
gini = 0.735
samples = 7
value = [0, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 3
1, 0, 0, 0, 1, 0]
class = PLAYGROUND_GRAPH_DENSITY
gini = 0.0
samples = 3
value = [0, 0, 0, 0, 3, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0]
class = PLAYGROUND_MIXTURE
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0
0, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_10
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 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, 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, 1, 0, 0, 0
0, 0, 0, 0, 0, 0]
class = PLAYGROUND_GRAPH_DENSITY
column cosine similarity mean ≤ 0.069
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0]
class = SMALLTEXT_EMBEDDINGKMEANS
gini = 0.0
samples = 3
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 3]
class = OPTIMAL_GREEDY_10
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0
0, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_10
entropy mean ≤ 1.0
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0
0, 1, 0, 0, 0, 0]
class = SKACTIVEML_QBC_VOTE_ENTROPY
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 1]
class = OPTIMAL_GREEDY_10
feature dummy 2 ≤ 5.5
gini = 0.857
samples = 7
value = [1, 0, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0
0, 0, 1, 0, 0, 1]
class = SKACTIVEML_EXPECTED_AVERAGE_PRECISION
feature dummy 3 ≤ 3.577
gini = 0.75
samples = 4
value = [0, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0
1, 0, 0, 0, 1, 0]
class = LIBACT_DWUS
gini = 0.0
samples = 3
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3
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, 0, 0
0, 0, 0, 0, 0, 1]
class = OPTIMAL_GREEDY_10
range mean ≤ 0.071
gini = 0.833
samples = 6
value = [1, 0, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0
0, 0, 1, 0, 0, 0]
class = SKACTIVEML_EXPECTED_AVERAGE_PRECISION
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 1]
class = LIBACT_DWUS
quantile mean ≤ 0.025
gini = 0.667
samples = 3
value = [0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0
1, 0, 0, 0, 1, 0]
class = PLAYGROUND_MIXTURE
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 1]
class = OPTIMAL_GREEDY_10
percentile ≤ 3.386
gini = 0.8
samples = 5
value = [0, 0, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0
0, 0, 1, 0, 0, 0]
class = PLAYGROUND_HIERARCHICAL_CLUSTER
gini = 0.0
samples = 1
value = [0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0]
class = SKACTIVEML_EXPECTED_AVERAGE_PRECISION
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0]
class = PLAYGROUND_HIERARCHICAL_CLUSTER
skewness mean ≤ 0.152
gini = 0.75
samples = 4
value = [0, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0
0, 0, 1, 0, 0, 0]
class = SKACTIVEML_QUIRE
feature dummy 3 ≤ 6.6
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 1, 0]
class = PLAYGROUND_MIXTURE
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 1, 0]
class = LIBACT_EER
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0]
class = PLAYGROUND_MIXTURE
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0]
class = SKACTIVEML_QUIRE
number of features ≤ 0.827
gini = 0.667
samples = 3
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 0
0, 0, 1, 0, 0, 0]
class = OPTIMAL_GREEDY_10
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0
0, 0, 0, 0, 0, 0]
class = SKACTIVEML_QBC_VOTE_ENTROPY
percentile ≤ 7.493
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 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, 0, 0, 0, 0, 1, 0, 0, 0
0, 0, 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
0, 0, 1, 0, 0, 0]
class = LIBACT_QUIRE