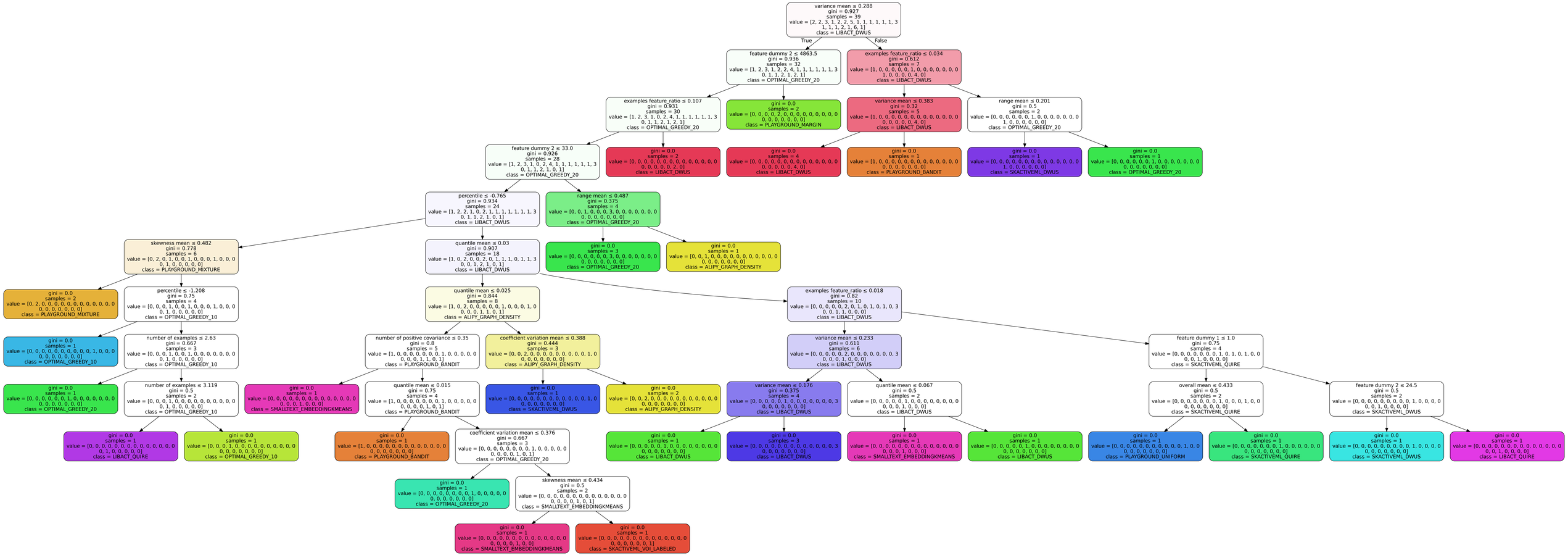
variance mean ≤ 0.288
gini = 0.927
samples = 39
value = [2, 2, 3, 1, 2, 2, 5, 1, 1, 1, 1, 1, 1, 3
1, 1, 1, 2, 1, 6, 1]
class = LIBACT_DWUS
True
False
feature dummy 2 ≤ 4863.5
gini = 0.936
samples = 32
value = [1, 2, 3, 1, 2, 2, 4, 1, 1, 1, 1, 1, 1, 3
0, 1, 1, 2, 1, 2, 1]
class = OPTIMAL_GREEDY_20
examples feature_ratio ≤ 0.034
gini = 0.612
samples = 7
value = [1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0
1, 0, 0, 0, 0, 4, 0]
class = LIBACT_DWUS
examples feature_ratio ≤ 0.107
gini = 0.931
samples = 30
value = [1, 2, 3, 1, 0, 2, 4, 1, 1, 1, 1, 1, 1, 3
0, 1, 1, 2, 1, 2, 1]
class = OPTIMAL_GREEDY_20
gini = 0.0
samples = 2
value = [0, 0, 0, 0, 2, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0, 0]
class = PLAYGROUND_MARGIN
variance mean ≤ 0.383
gini = 0.32
samples = 5
value = [1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 4, 0]
class = LIBACT_DWUS
range mean ≤ 0.201
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0
1, 0, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_20
feature dummy 2 ≤ 33.0
gini = 0.926
samples = 28
value = [1, 2, 3, 1, 0, 2, 4, 1, 1, 1, 1, 1, 1, 3
0, 1, 1, 2, 1, 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, 0, 0, 0, 0, 2, 0]
class = LIBACT_DWUS
gini = 0.0
samples = 4
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 4, 0]
class = LIBACT_DWUS
gini = 0.0
samples = 1
value = [1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0, 0]
class = PLAYGROUND_BANDIT
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
1, 0, 0, 0, 0, 0, 0]
class = SKACTIVEML_DWUS
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_20
percentile ≤ -0.765
gini = 0.934
samples = 24
value = [1, 2, 2, 1, 0, 2, 1, 1, 1, 1, 1, 1, 1, 3
0, 1, 1, 2, 1, 0, 1]
class = LIBACT_DWUS
range mean ≤ 0.487
gini = 0.375
samples = 4
value = [0, 0, 1, 0, 0, 0, 3, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_20
skewness mean ≤ 0.482
gini = 0.778
samples = 6
value = [0, 2, 0, 1, 0, 0, 1, 0, 0, 0, 1, 0, 0, 0
0, 1, 0, 0, 0, 0, 0]
class = PLAYGROUND_MIXTURE
quantile mean ≤ 0.03
gini = 0.907
samples = 18
value = [1, 0, 2, 0, 0, 2, 0, 1, 1, 1, 0, 1, 1, 3
0, 0, 1, 2, 1, 0, 1]
class = LIBACT_DWUS
gini = 0.0
samples = 3
value = [0, 0, 0, 0, 0, 0, 3, 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, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0, 0]
class = ALIPY_GRAPH_DENSITY
gini = 0.0
samples = 2
value = [0, 2, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0, 0]
class = PLAYGROUND_MIXTURE
percentile ≤ -1.208
gini = 0.75
samples = 4
value = [0, 0, 0, 1, 0, 0, 1, 0, 0, 0, 1, 0, 0, 0
0, 1, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_10
quantile mean ≤ 0.025
gini = 0.844
samples = 8
value = [1, 0, 2, 0, 0, 0, 0, 1, 0, 0, 0, 1, 0, 0
0, 0, 0, 1, 1, 0, 1]
class = ALIPY_GRAPH_DENSITY
examples feature_ratio ≤ 0.018
gini = 0.82
samples = 10
value = [0, 0, 0, 0, 0, 0, 2, 0, 1, 0, 1, 0, 1, 3
0, 0, 1, 1, 0, 0, 0]
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, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_10
number of examples ≤ 2.63
gini = 0.667
samples = 3
value = [0, 0, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0
0, 1, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_10
number of positive covariance ≤ 0.35
gini = 0.8
samples = 5
value = [1, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0
0, 0, 0, 1, 1, 0, 1]
class = PLAYGROUND_BANDIT
coefficient variation mean ≤ 0.388
gini = 0.444
samples = 3
value = [0, 0, 2, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0
0, 0, 0, 0, 0, 0, 0]
class = ALIPY_GRAPH_DENSITY
variance mean ≤ 0.233
gini = 0.611
samples = 6
value = [0, 0, 0, 0, 0, 2, 0, 0, 0, 0, 0, 0, 0, 3
0, 0, 0, 1, 0, 0, 0]
class = LIBACT_DWUS
feature dummy 1 ≤ 1.0
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, 0]
class = SKACTIVEML_QUIRE
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, 0]
class = OPTIMAL_GREEDY_20
number of examples ≤ 3.119
gini = 0.5
samples = 2
value = [0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
1, 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, 0, 0, 0, 0, 0]
class = SMALLTEXT_EMBEDDINGKMEANS
quantile mean ≤ 0.015
gini = 0.75
samples = 4
value = [1, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0
0, 0, 0, 0, 1, 0, 1]
class = PLAYGROUND_BANDIT
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0
0, 0, 0, 0, 0, 0, 0]
class = SKACTIVEML_DWUS
gini = 0.0
samples = 2
value = [0, 0, 2, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0, 0]
class = ALIPY_GRAPH_DENSITY
variance mean ≤ 0.176
gini = 0.375
samples = 4
value = [0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 3
0, 0, 0, 0, 0, 0, 0]
class = LIBACT_DWUS
quantile mean ≤ 0.067
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 1, 0, 0, 0]
class = LIBACT_DWUS
overall mean ≤ 0.433
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 1, 0, 0
0, 0, 0, 0, 0, 0, 0]
class = SKACTIVEML_QUIRE
feature dummy 2 ≤ 24.5
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0
0, 0, 1, 0, 0, 0, 0]
class = SKACTIVEML_DWUS
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, 0]
class = LIBACT_QUIRE
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 1, 0, 0, 0, 0, 0]
class = OPTIMAL_GREEDY_10
gini = 0.0
samples = 1
value = [1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0, 0]
class = PLAYGROUND_BANDIT
coefficient variation mean ≤ 0.376
gini = 0.667
samples = 3
value = [0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 1, 0, 1]
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, 0, 0, 0, 0, 0, 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, 0]
class = LIBACT_DWUS
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 1, 0, 0, 0]
class = SMALLTEXT_EMBEDDINGKMEANS
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0, 0]
class = LIBACT_DWUS
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 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, 1, 0, 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, 0, 0, 0
0, 0, 0, 0, 0, 0, 0]
class = SKACTIVEML_DWUS
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, 0]
class = LIBACT_QUIRE
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, 0]
class = OPTIMAL_GREEDY_20
skewness mean ≤ 0.434
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 1, 0, 1]
class = SMALLTEXT_EMBEDDINGKMEANS
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, 0]
class = SMALLTEXT_EMBEDDINGKMEANS
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, 1]
class = SKACTIVEML_VOI_LABELED