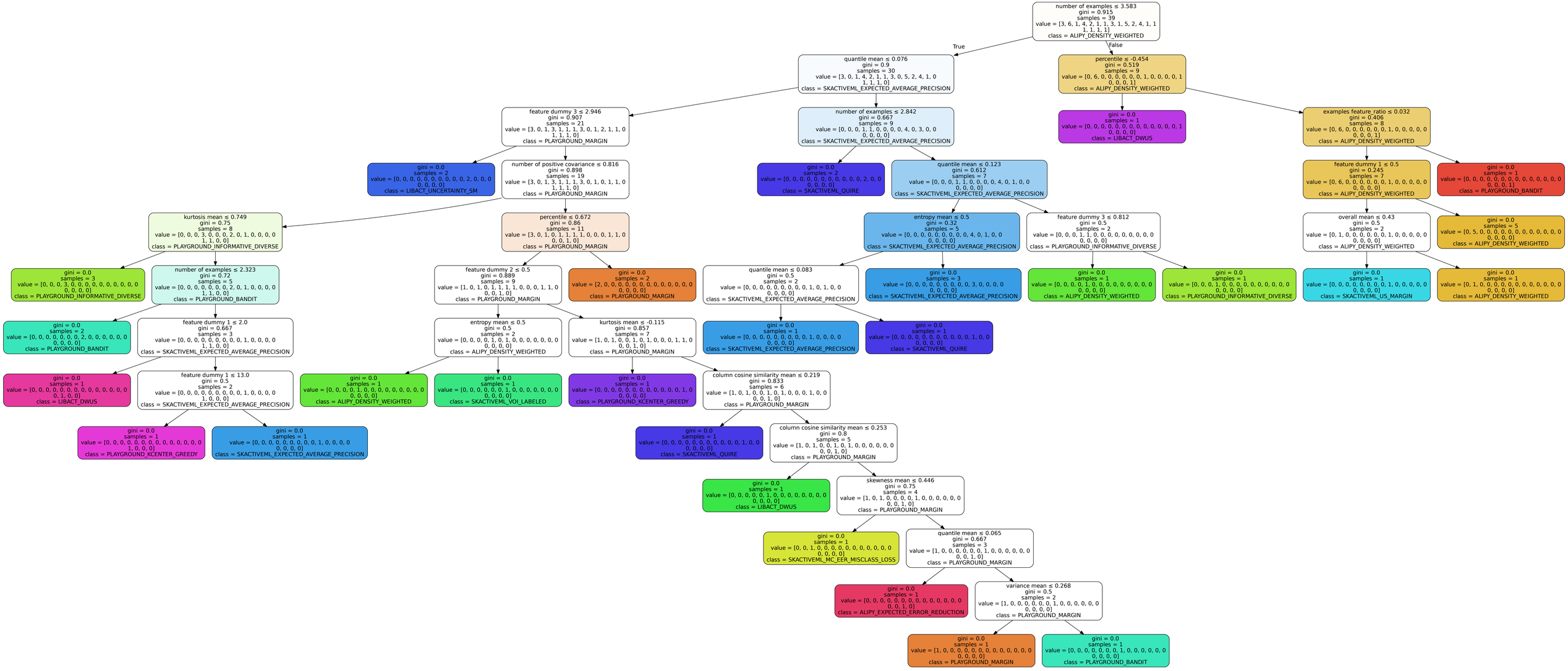
number of examples ≤ 3.583
gini = 0.915
samples = 39
value = [3, 6, 1, 4, 2, 1, 1, 3, 1, 5, 2, 4, 1, 1
1, 1, 1, 1]
class = ALIPY_DENSITY_WEIGHTED
True
False
quantile mean ≤ 0.076
gini = 0.9
samples = 30
value = [3, 0, 1, 4, 2, 1, 1, 3, 0, 5, 2, 4, 1, 0
1, 1, 1, 0]
class = SKACTIVEML_EXPECTED_AVERAGE_PRECISION
percentile ≤ -0.454
gini = 0.519
samples = 9
value = [0, 6, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1
0, 0, 0, 1]
class = ALIPY_DENSITY_WEIGHTED
feature dummy 3 ≤ 2.946
gini = 0.907
samples = 21
value = [3, 0, 1, 3, 1, 1, 1, 3, 0, 1, 2, 1, 1, 0
1, 1, 1, 0]
class = PLAYGROUND_MARGIN
number of examples ≤ 2.842
gini = 0.667
samples = 9
value = [0, 0, 0, 1, 1, 0, 0, 0, 0, 4, 0, 3, 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, 1
0, 0, 0, 0]
class = LIBACT_DWUS
examples feature_ratio ≤ 0.032
gini = 0.406
samples = 8
value = [0, 6, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0
0, 0, 0, 1]
class = ALIPY_DENSITY_WEIGHTED
gini = 0.0
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 2, 0, 0
0, 0, 0, 0]
class = LIBACT_UNCERTAINTY_SM
number of positive covariance ≤ 0.816
gini = 0.898
samples = 19
value = [3, 0, 1, 3, 1, 1, 1, 3, 0, 1, 0, 1, 1, 0
1, 1, 1, 0]
class = PLAYGROUND_MARGIN
gini = 0.0
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 2, 0, 0
0, 0, 0, 0]
class = SKACTIVEML_QUIRE
quantile mean ≤ 0.123
gini = 0.612
samples = 7
value = [0, 0, 0, 1, 1, 0, 0, 0, 0, 4, 0, 1, 0, 0
0, 0, 0, 0]
class = SKACTIVEML_EXPECTED_AVERAGE_PRECISION
feature dummy 1 ≤ 0.5
gini = 0.245
samples = 7
value = [0, 6, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0
0, 0, 0, 0]
class = ALIPY_DENSITY_WEIGHTED
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 1]
class = PLAYGROUND_BANDIT
kurtosis mean ≤ 0.749
gini = 0.75
samples = 8
value = [0, 0, 0, 3, 0, 0, 0, 0, 2, 0, 1, 0, 0, 0
1, 1, 0, 0]
class = PLAYGROUND_INFORMATIVE_DIVERSE
percentile ≤ 0.672
gini = 0.86
samples = 11
value = [3, 0, 1, 0, 1, 1, 1, 1, 0, 0, 0, 1, 1, 0
0, 0, 1, 0]
class = PLAYGROUND_MARGIN
entropy mean ≤ 0.5
gini = 0.32
samples = 5
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 4, 0, 1, 0, 0
0, 0, 0, 0]
class = SKACTIVEML_EXPECTED_AVERAGE_PRECISION
feature dummy 3 ≤ 0.812
gini = 0.5
samples = 2
value = [0, 0, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0]
class = PLAYGROUND_INFORMATIVE_DIVERSE
overall mean ≤ 0.43
gini = 0.5
samples = 2
value = [0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0
0, 0, 0, 0]
class = ALIPY_DENSITY_WEIGHTED
gini = 0.0
samples = 5
value = [0, 5, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0]
class = ALIPY_DENSITY_WEIGHTED
gini = 0.0
samples = 3
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3, 0, 0
0, 0, 0, 0]
class = PLAYGROUND_INFORMATIVE_DIVERSE
number of examples ≤ 2.323
gini = 0.72
samples = 5
value = [0, 0, 0, 0, 0, 0, 0, 0, 2, 0, 1, 0, 0, 0
1, 1, 0, 0]
class = PLAYGROUND_BANDIT
feature dummy 2 ≤ 0.5
gini = 0.889
samples = 9
value = [1, 0, 1, 0, 1, 1, 0, 1, 0, 0, 1, 1, 0
0, 0, 1, 0]
class = PLAYGROUND_MARGIN
gini = 0.0
samples = 2
value = [2, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0]
class = PLAYGROUND_MARGIN
quantile mean ≤ 0.083
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1, 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, 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, 1, 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]
class = ALIPY_DENSITY_WEIGHTED
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0]
class = PLAYGROUND_INFORMATIVE_DIVERSE
gini = 0.0
samples = 1
value = [0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0]
class = SKACTIVEML_US_MARGIN
gini = 0.0
samples = 1
value = [0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0]
class = ALIPY_DENSITY_WEIGHTED
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0]
class = PLAYGROUND_BANDIT
feature dummy 1 ≤ 2.0
gini = 0.667
samples = 3
value = [0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0
1, 1, 0, 0]
class = SKACTIVEML_EXPECTED_AVERAGE_PRECISION
entropy mean ≤ 0.5
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0]
class = ALIPY_DENSITY_WEIGHTED
kurtosis mean ≤ -0.115
gini = 0.857
samples = 7
value = [1, 0, 1, 0, 0, 1, 0, 1, 0, 0, 1, 0, 0, 1
0, 0, 1, 0]
class = PLAYGROUND_MARGIN
gini = 0.0
samples = 1
value = [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
0, 0, 0, 0]
class = LIBACT_DWUS
feature dummy 1 ≤ 13.0
gini = 0.5
samples = 2
value = [0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 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]
class = ALIPY_DENSITY_WEIGHTED
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
1, 0, 0, 0]
class = SKACTIVEML_VOI_LABELED
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0]
class = PLAYGROUND_KCENTER_GREEDY
column cosine similarity mean ≤ 0.219
gini = 0.833
samples = 6
value = [1, 0, 1, 0, 0, 1, 0, 1, 0, 0, 0, 1, 0, 0
0, 0, 1, 0]
class = PLAYGROUND_MARGIN
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
1, 1, 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, 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]
class = PLAYGROUND_KCENTER_GREEDY
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0]
class = SKACTIVEML_QUIRE
column cosine similarity mean ≤ 0.253
gini = 0.8
samples = 5
value = [1, 0, 1, 0, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0
0, 0, 1, 0]
class = PLAYGROUND_MARGIN
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0]
class = LIBACT_DWUS
skewness mean ≤ 0.446
gini = 0.75
samples = 4
value = [1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0
0, 0, 1, 0]
class = PLAYGROUND_MARGIN
gini = 0.0
samples = 1
value = [0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0]
class = SKACTIVEML_MC_EER_MISCLASS_LOSS
quantile mean ≤ 0.065
gini = 0.667
samples = 3
value = [1, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0
0, 0, 1, 0]
class = PLAYGROUND_MARGIN
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 1, 0]
class = ALIPY_EXPECTED_ERROR_REDUCTION
variance mean ≤ 0.268
gini = 0.5
samples = 2
value = [1, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0
0, 0, 0, 0]
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, 0, 0]
class = PLAYGROUND_MARGIN
gini = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0
0, 0, 0, 0]
class = PLAYGROUND_BANDIT