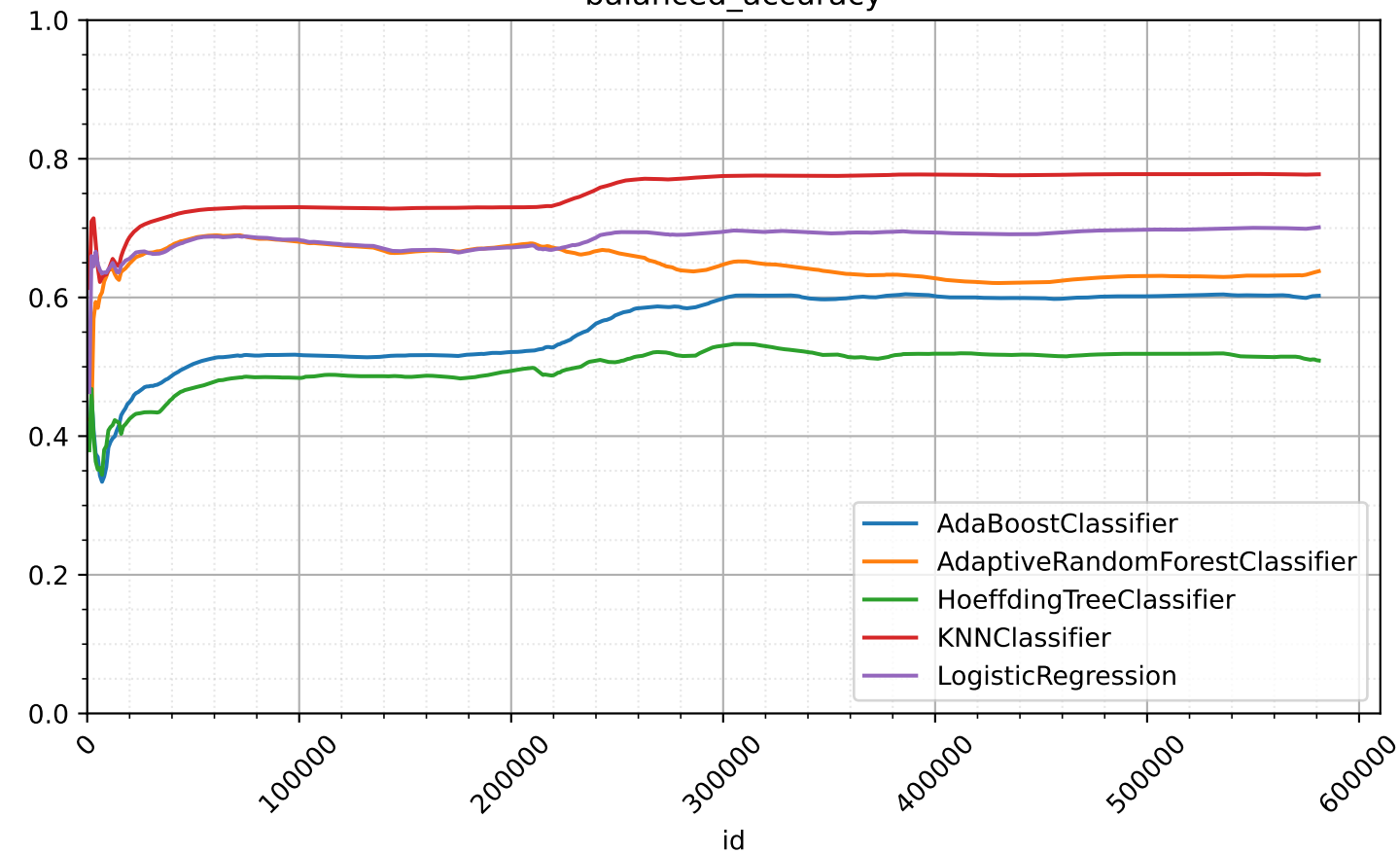


balanced_accuracy



balanced_accuracy_roll

