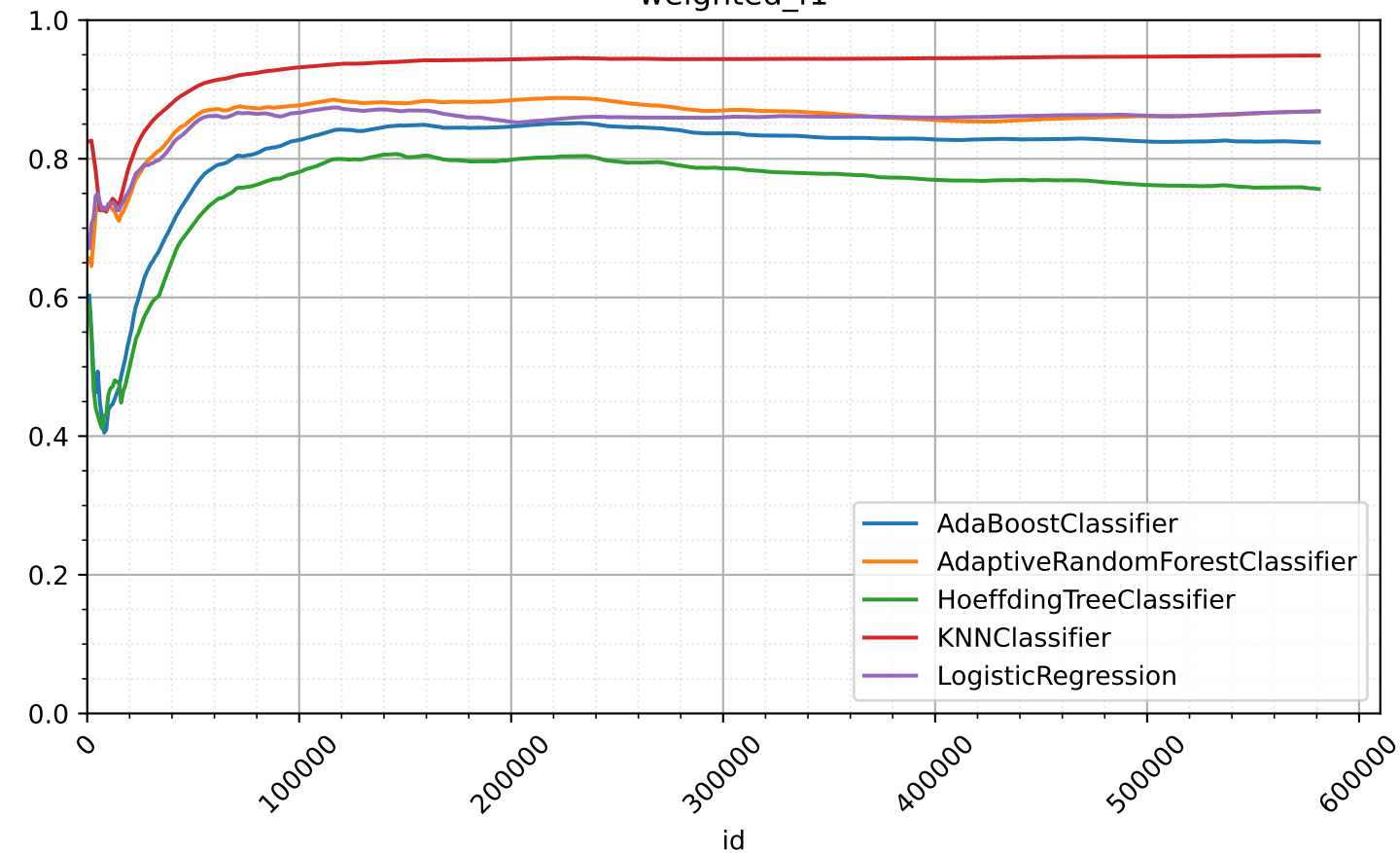


weighted_f1



weighted_f1_roll

