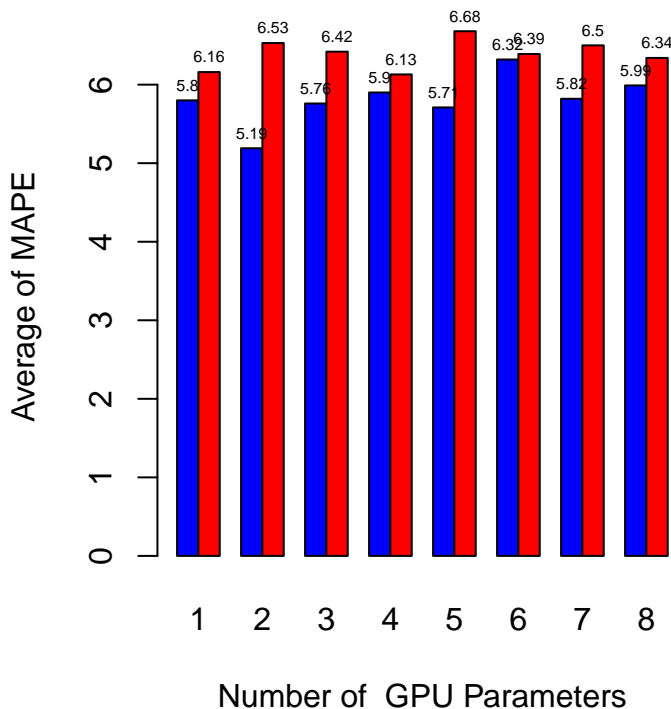


Best number of GPU parameters in each context with Random Forests

Context 1



Context 2

