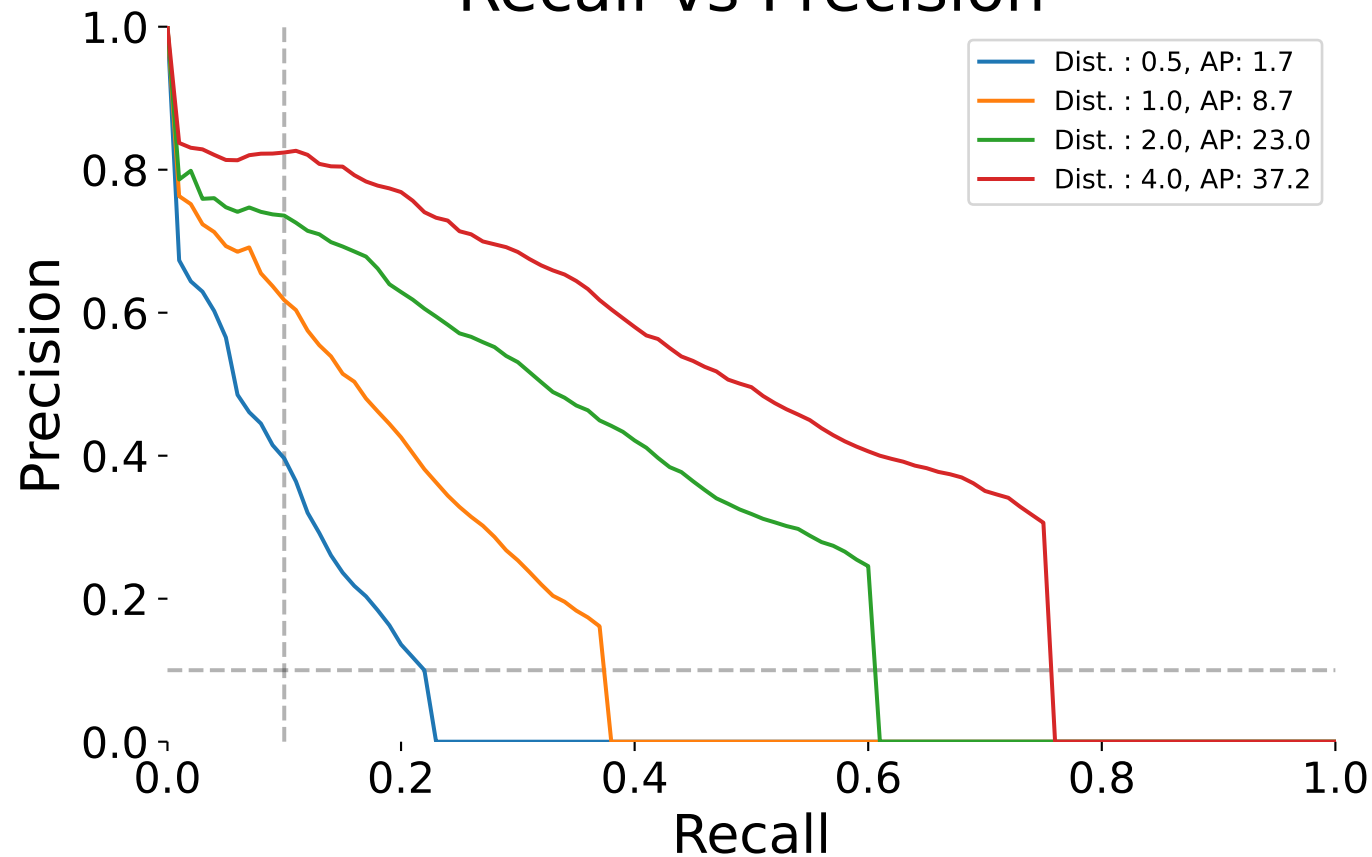


# Recall vs Precision



# Recall vs Error

