

BstRf_Visualization

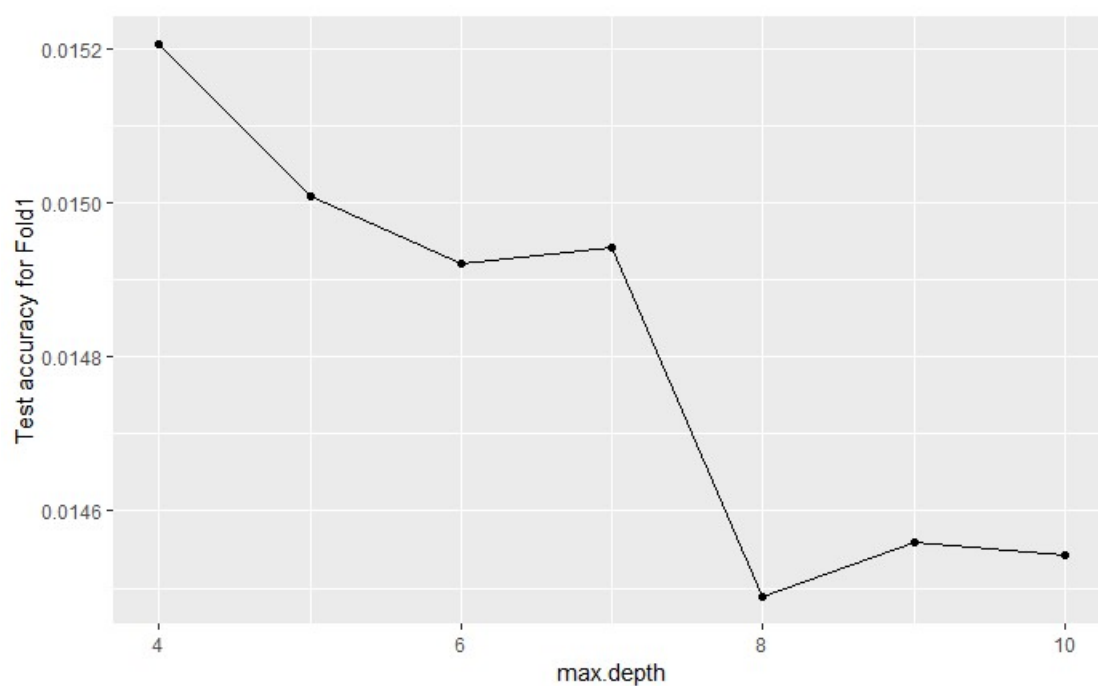
Xavier

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Boosting

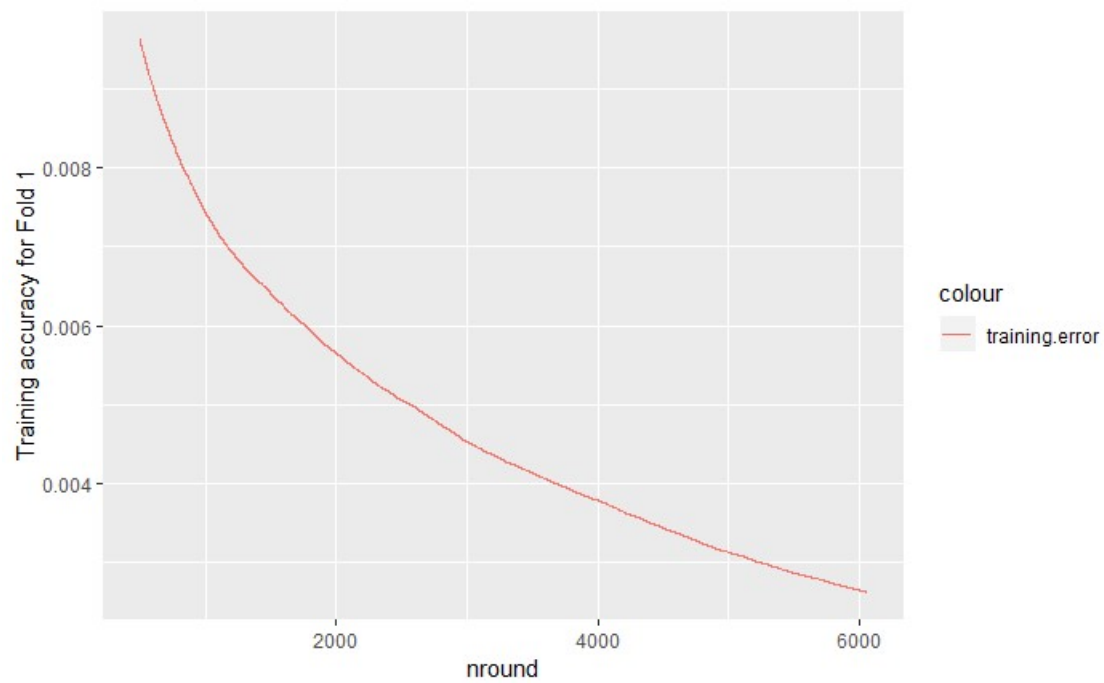
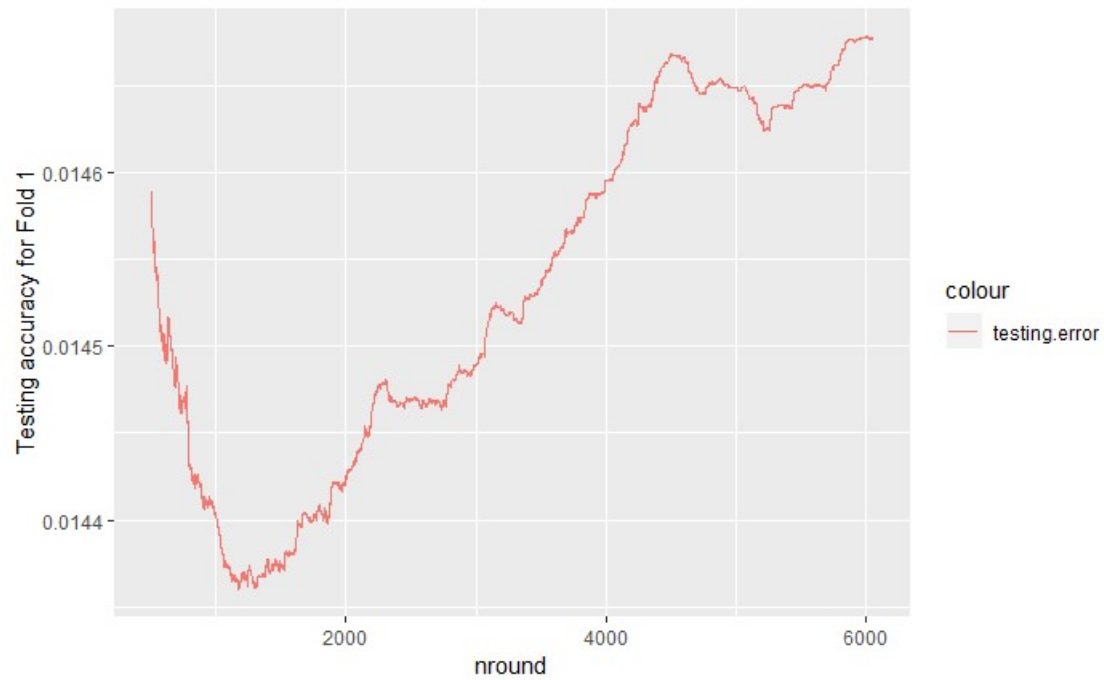
I used fold one to tuned hyperparameters since all other fold has similar performance and using only one fold will save some run time.

Depth



nround

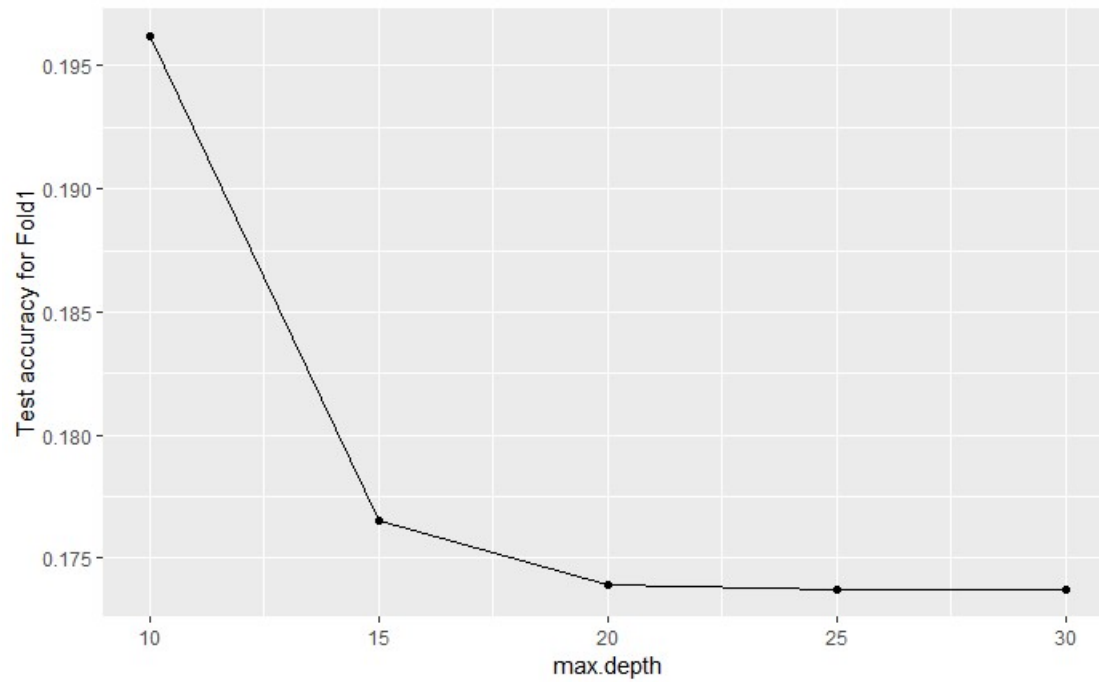
Clearly, after around 1300 round, model tends to have some overfitting behavior



Random Forest

Depth

We choose 25 to balance the runtime and accuracy



Mtry

6 and 8 have really similar behavior, we choose 6

