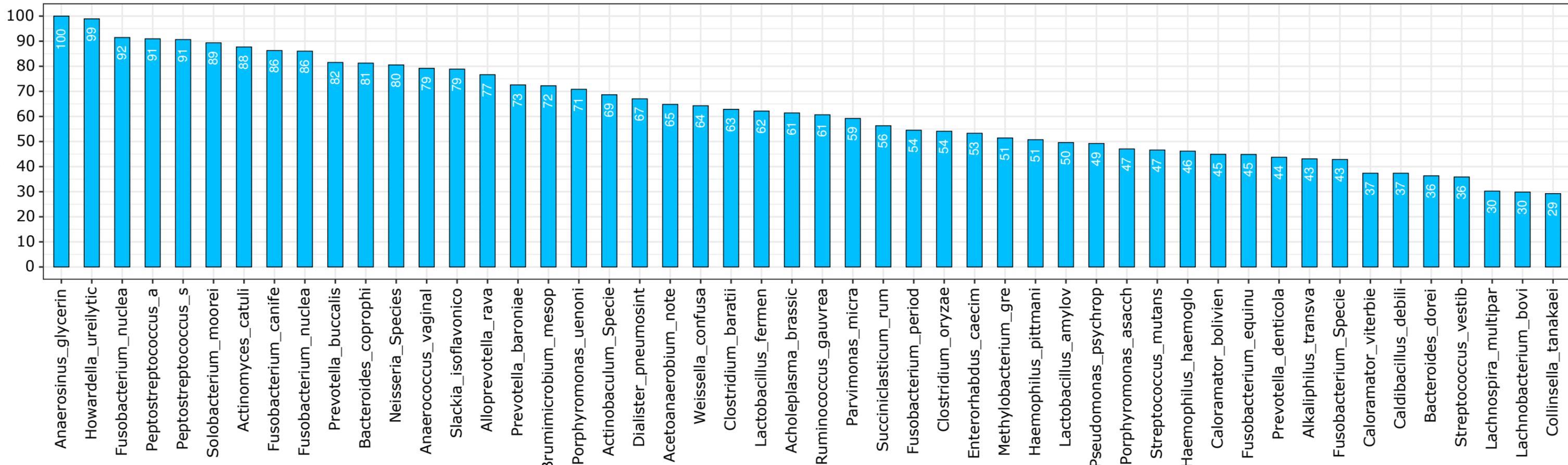


Species



Method: random_forest