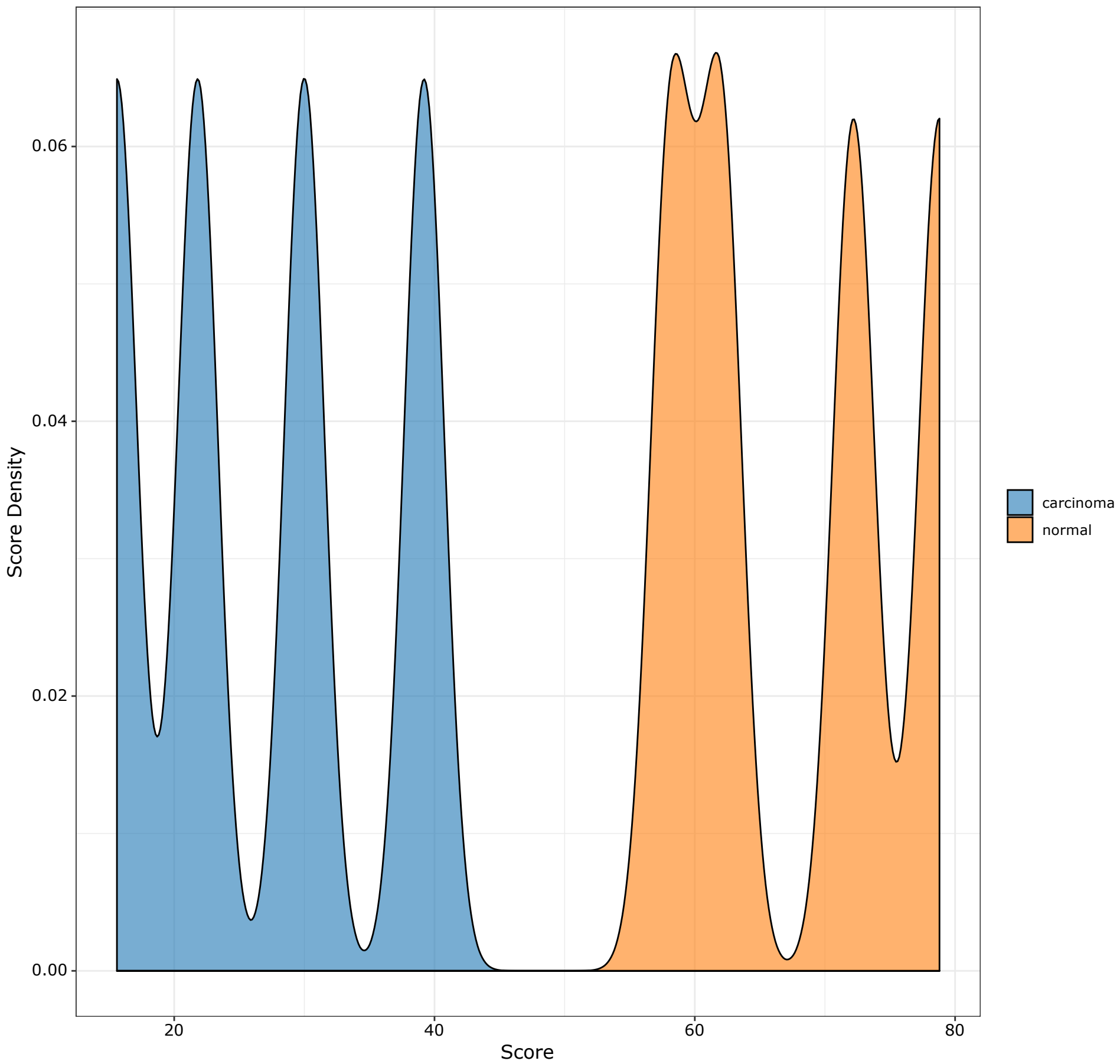


Score distribution



Method: random\_forest