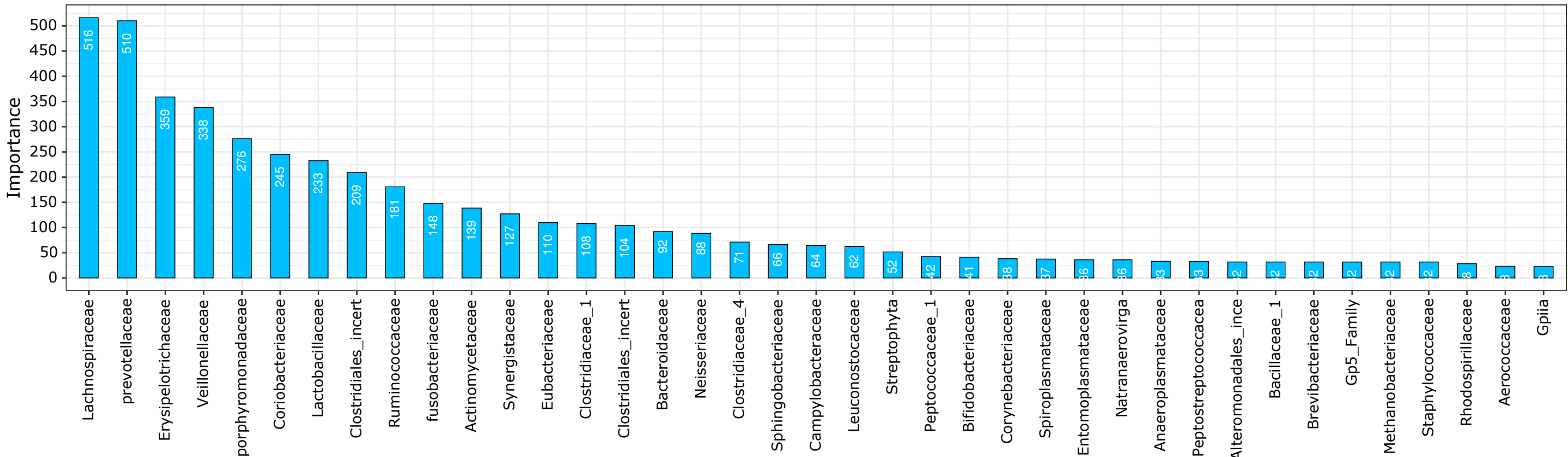


Family



Method: random_forest