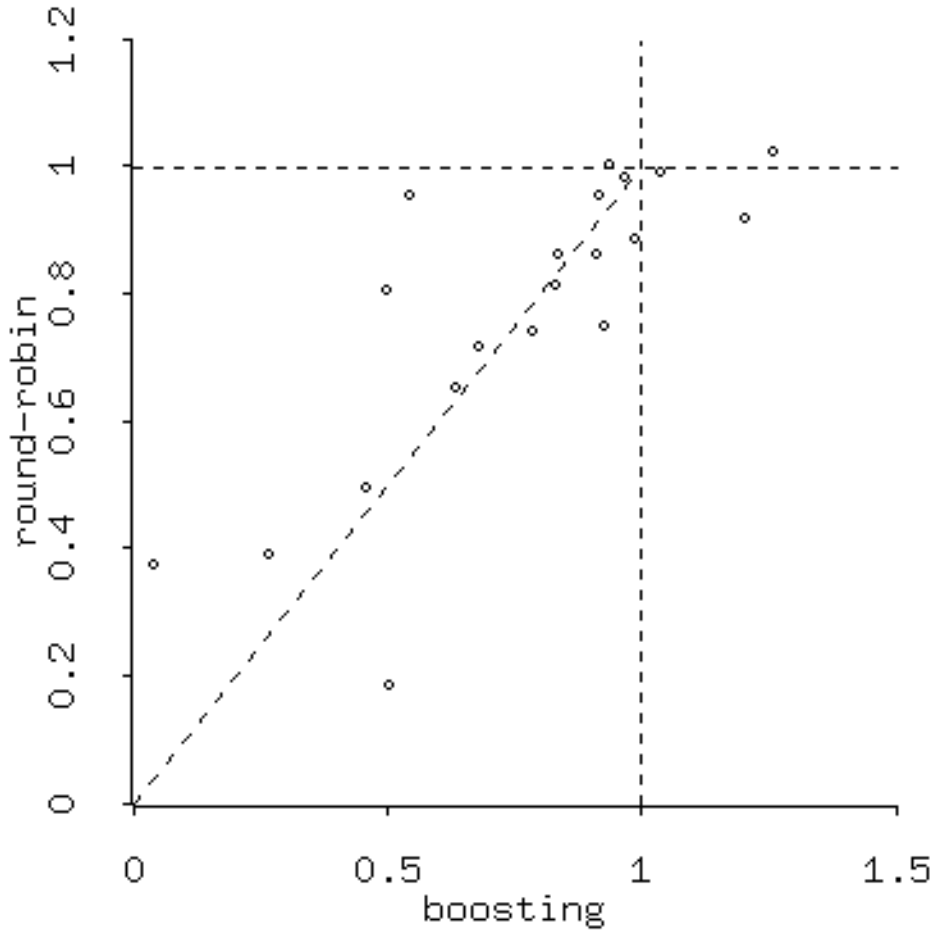
round-robin
0
0.2
0.4
0.6
0.8
1
1.2
0
0.5
1
1.5
boosting