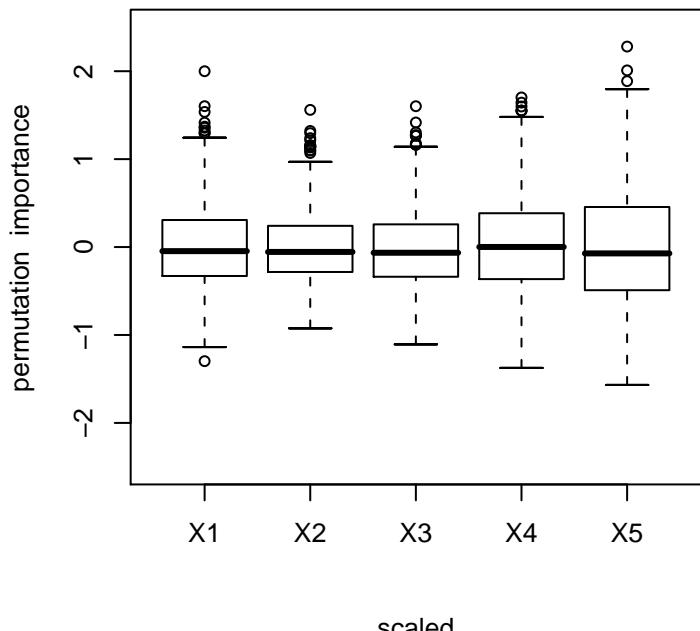
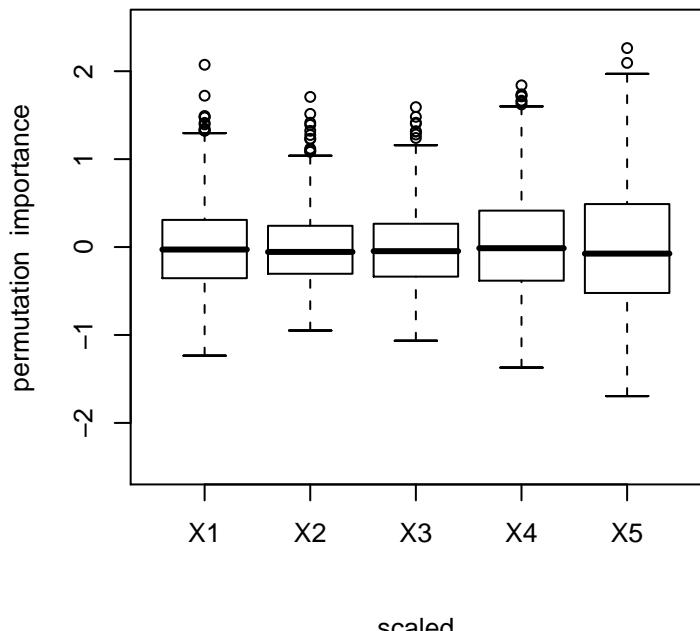


**randomForest, replace=TRUE**



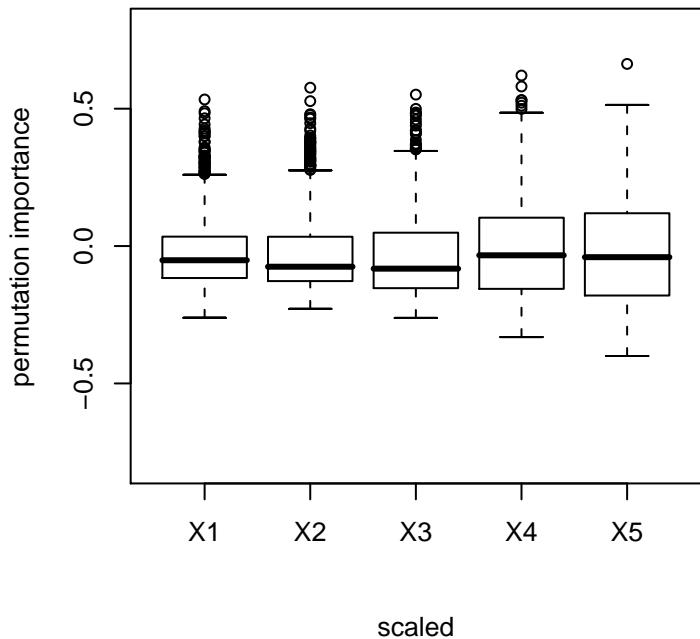
scaled

**randomForest, replace=FALSE**



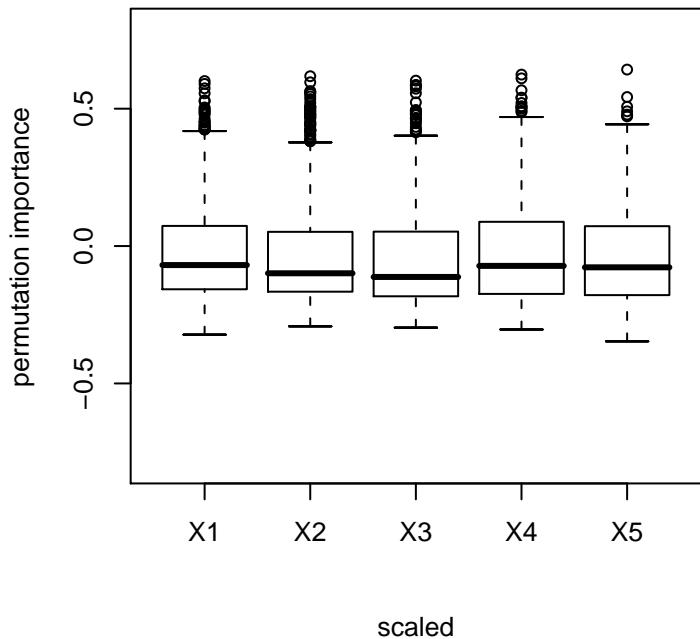
scaled

**cforest, replace=TRUE**



scaled

**cforest, replace=FALSE**



scaled