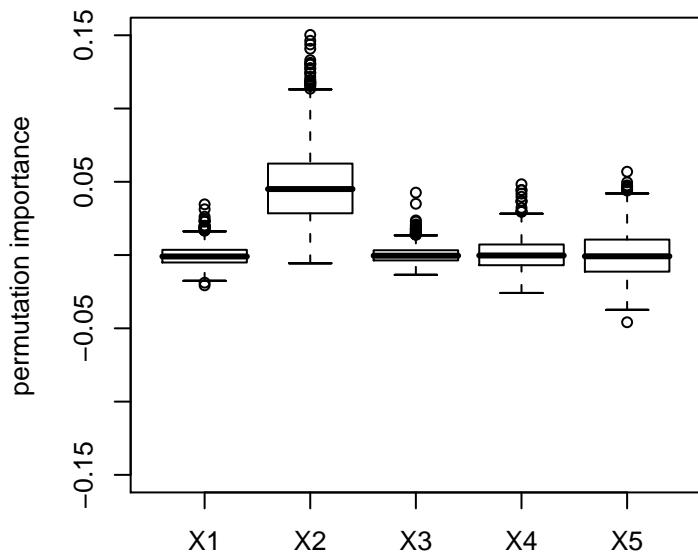
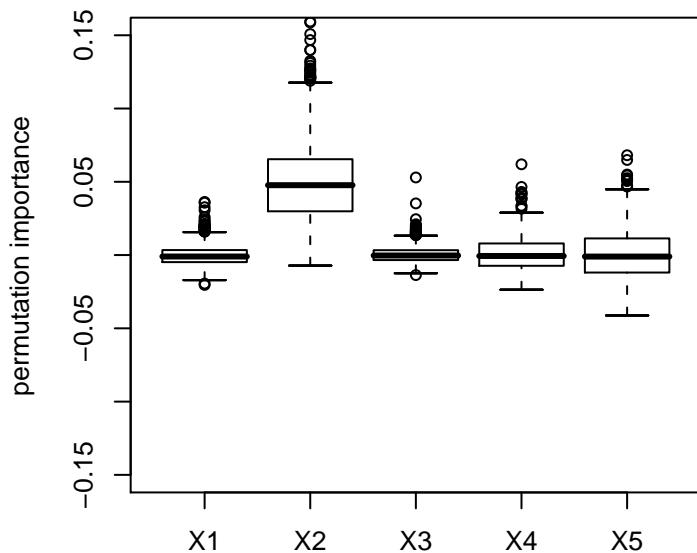


randomForest, replace=TRUE



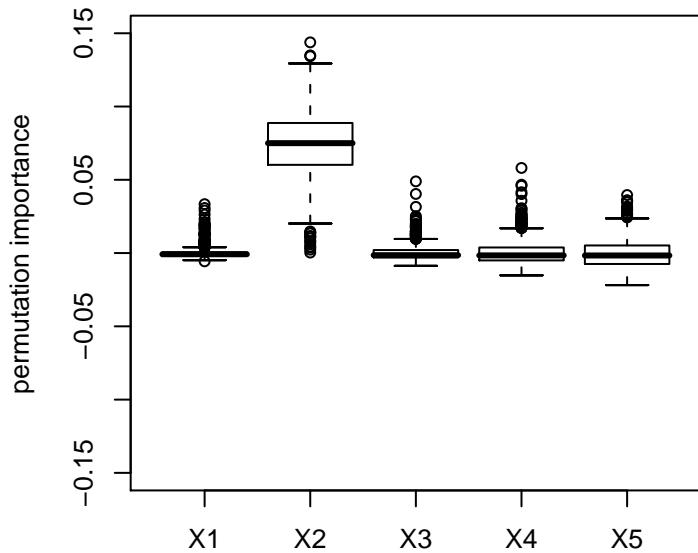
unscaled

randomForest, replace=FALSE



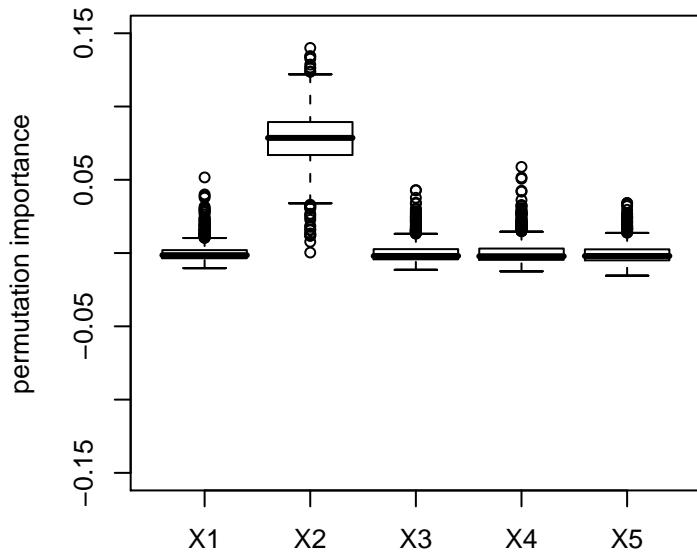
unscaled

cforest, replace=TRUE



unscaled

cforest, replace=FALSE



unscaled