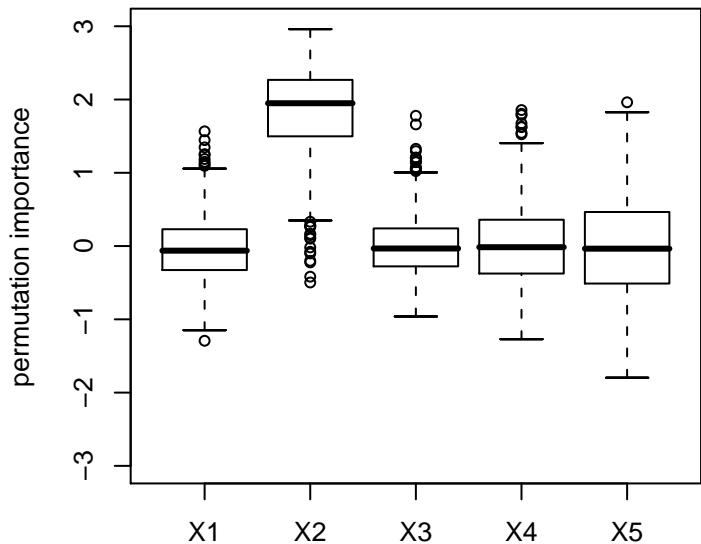
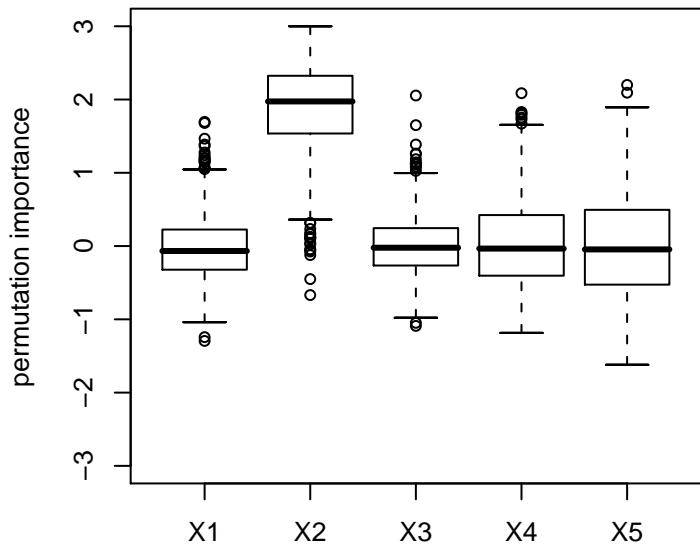


randomForest, replace=TRUE



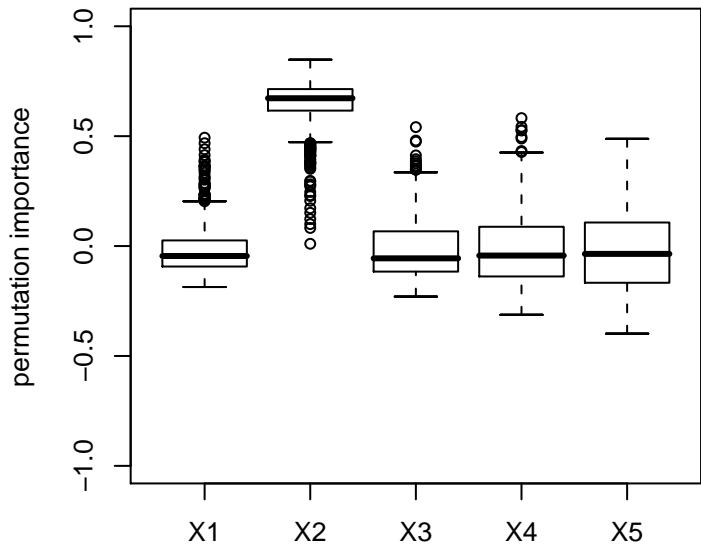
scaled

randomForest, replace=FALSE



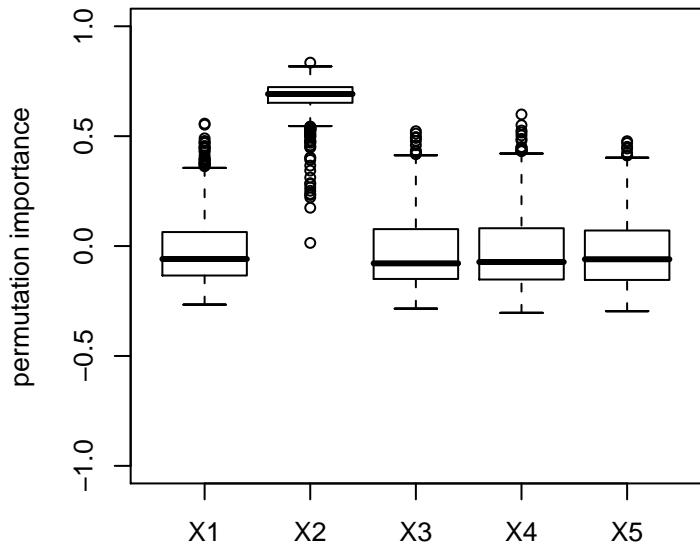
scaled

cforest, replace=TRUE



scaled

cforest, replace=FALSE



scaled