

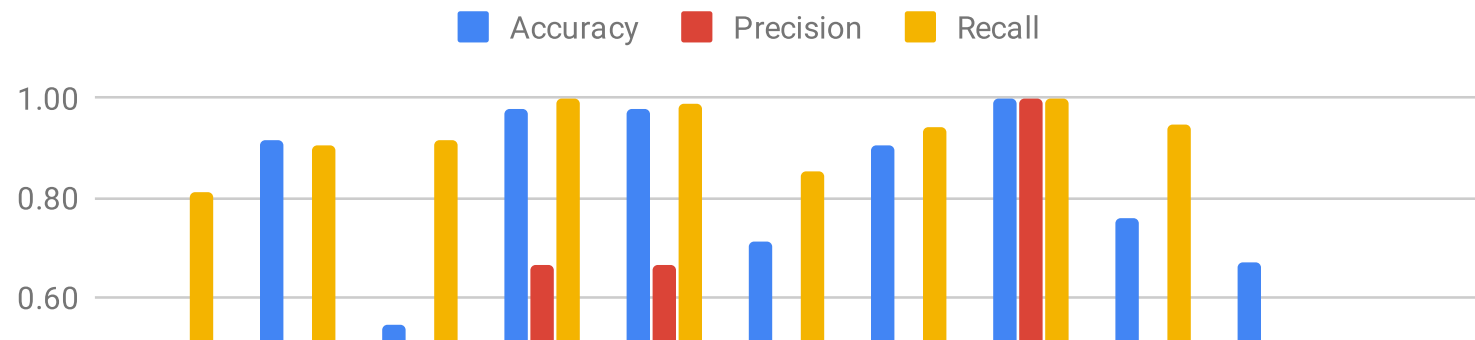
MODEL (Artifact)	Testing Time (in minutes)	Accuracy	Precision	Recall	True Negative	False Positive	False Negatives	True Positive
Shapes	19	0.49	0.07	0.81	1578	1721	28	122
Line Pixelation	7.4	0.91	0.33	0.91	3018	281	14	136
Shader	2.8	0.54	0.08	0.91	1736	1563	13	137
Morse Code	9.5	0.98	0.66	1.00	3223	76	0	150
Parallel Lines	6.9	0.98	0.67	0.99	3225	74	2	148
Dotted Lines	6.9	0.71	0.12	0.85	2333	966	22	128
Stuttering	6.9	0.90	0.31	0.94	2979	320	9	141
Triangulation	6.9	1.00	1.00	1.00	3299	0	0	150
Discoloration	6.9	0.76	0.15	0.95	2473	826	8	142
Screen Tearing	2.8	0.67	0.02	0.11	2294	1005	134	16
Random Forest	Training time: 0.1	0.71	0.79	0.56	376	64	187	236
LR	Training time: .0002	0.84	0.9	0.77	402	38	97	326

LR with probability no screen tearing

[[682 968] [170 1480]]

acc = 65.5

Training Stage 2



[illegible]

