

Artifact	Feature Extraction	Model	Training Time (in minutes)	Performance	Trainin Data Dimension
Shapes	FT resized + HPFInv Resized	Logistic Regression	~10	Acc = 0.85 Pr = 0.83 Re = 0.83	N = 2400 M = 259200
Line Pixelation	Anomaly Measure + Dilation	Threshold	N/A	Acc = 0.94 Pr = 0.92 Re = 0.94	N/A
Shader	Resize + HOG	Logistic Regression	4.3 (HOG) + 1 (LR)	Acc = 0.85 Pr = 0.81 Re = 0.85	N = 2400 M = 103,500
Morse Code	FT + Resize	SVC	~10	Acc = 0.98 Pr = 0.97 Re = 0.97	N = 2400 M = 129600
Parallel Lines	FT + Resize + PCA(300)	PCA(300), Logistic Regression	3 (Resize FFT) + 0.5 (flatten) + 1 (PCA)	Acc = 0.98 Pr = 0.97 Re = 0.98	N = 2400 M = 300
Dotted Lines	FT + Resize + PCA(300)	PCA(300), Logistic Regression	3 (Resize FFT) + 0.5 (flatten) + 1.5 (PCA)	Acc = 0.89 Pr = 0.87 Re = 0.92	N = 2400 M = 300
Stuttering	FT + Resize + PCA(300)	PCA(300), Logistic Regression	3 (Resize FFT) + 0.5 (flatten) + 1 (PCA)	Acc = 0.95 Pr = 0.94 Re = 0.93	N = 2400 M = 300
Triangulation	FT + Resize + PCA(400)	PCA(400), LDA	3 (Resize FFT) + 0.5 (flatten) + 2 (PCA)	Acc = Pr = Re = 1.0	N = 2530 M = 400
Discoloration	FT + Resize + PCA(500)	PCA(500), Logistic Regression	3 (Resize FFT) + 0.5 (flatten) + 1.5 (PCA)	Acc = 0.94 Pr = 0.90 Re = 0.95	N = 2400 M = 500
Screen Tearing	Resize + HOG	Logistic Regression	3.5 (HOG) + 0.75 (LR)	Acc = 0.85 Pr = 0.78 Re = 0.80	N = 2013 M = 124,200