| Precision | Recall | F1 | Training Data | N epochs | CNN Architecture | Threshold | Frozen |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0.67 | 0.80 | 0.73 | Vietnam unbalanced | 3 | AlexNet, VGG16 | 0.90 | YES |
| 0.80 | 0.80 | 0.80† | Vietnam unbalanced | 1 | AlexNet | 0.60 | NO |
| 0.67 | 0.80 | 0.73 | Vietnam balanced | 2 | VGG16 | 0.80, 0.90 | YES |
| 0.50 | 0.80 | 0.62 | Vietnam balanced | 20 | VGG16 | 0.90 | NO |
| 0.62 | 1.00 | 0.77 | Vietnam + Belize | 4 | VGG16 | 0.90 | YES |
| 0.06 | 1.00 | 0.12 | Vietnam + Belize | 4 | VGG16 | 0.90 | NO |
| **1.00** | 0.40 | 0.57 | Vietnam unbalanced | 1 | AlexNet | 0.60 | YES |
| **1.00** | 0.60 | 0.75 | Vietnam unbalanced | 2 | AlexNet | 0.80 | NO |
| 0.67 | 0.80 | 0.73 | Vietnam balanced | 2 | VGG16 | 0.80 | YES |
| 0.50 | 0.80 | 0.62 | Vietnam balanced | 20 | VGG16 | 0.90 | NO |
| **1.00** | 0.20 | 0.33 | Vietnam + Belize | 5 | VGG16 | 1.00 | YES |
| 0.06 | 1.00\* | 0.12 | Vietnam + Belize | 4 | VGG16 | 0.90 | NO |
| 0.45 | 1.00\* | 0.62 | Vietnam unbalanced | 3 | VGG16 | 0.70 | YES |
| 0.62 | 1.00\* | 0.77 | Vietnam unbalanced | 3 | AlexNet | 0.90 | NO |
| 0.45 | 1.00\* | 0.62 | Vietnam balanced | 3 | AlexNet | 0.80 | YES |
| 0.42 | 1.00\* | 0.59 | Vietnam balanced | 20 | VGG16 | 0.70 | NO |
| 0.62 | 1.00\* | 0.77 | Vietnam + Belize | 4 | VGG16 | 0.90 | YES |
| 0.06 | 1.00\* | 0.12 | Vietnam + Belize | 4 | VGG16 | 0.90 | NO |