**21/10/2021**

**Evaluating different visualization techniques via hiding game:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Visualization**  **Techniques** | **Hidden %** | **VGG16** | | **LCNN9** | |
| Random | 20% | 70.17% | | 47.16% | |
| 50% | 20% | | 11.34% | |
| 70% | 5.76% | | 3.88% | |
| 90% | 0% | | 0% | |
| 99% | 0% | | 0% | |
|  | | | | | |
|  |  | **Triplet Loss** | **Triplet Gain** | **Triplet Loss** | **Triplet Gain** |
| Grad-CAM | 20% | 40.68% | 57.63% | 35.82% | 50.75% |
| 50% | 11.86% | 15.25% | 11.94% | 11.94% |
| 70% | 6.78% | 6.78% | 2.99% | 0% |
| 90% | 0% | 1.69% | 2.99% | 1.49% |
| 99% | 0% | 0% | 1.49% | 1.49% |
|  | | | | | |
| Pairwise-Sim | 20% | 52.54% | | 59.70% | |
| 50% | 20.34% | | 25.37% | |
| 70% | 3.39% | | 5.97% | |
| 90% | 1.69% | | 0% | |
| 99% | 0% | | 0% | |
|  | | | | | |
| EBP | 20% |  | |  | |
| 50% |  | |  | |
| 70% |  | |  | |
| 90% |  | |  | |
| 99% |  | |  | |
|  | | | | | |
| cEBP | 20% |  | |  | |
| 50% |  | |  | |
| 70% |  | |  | |
| 90% |  | |  | |
| 99% |  | |  | |
|  | | | | | |
| tcEBP | 20% |  | |  | |
| 50% |  | |  | |
| 70% |  | |  | |
| 90% |  | |  | |
| 99% |  | |  | |