All:

Average Precision (AP) @[ IoU=0.50:0.95 | area= all | maxDets=100 ] = 0.234

Average Precision (AP) @[ IoU=0.50 | area= all | maxDets=100 ] = 0.424

Average Precision (AP) @[ IoU=0.75 | area= all | maxDets=100 ] = 0.231

Average Precision (AP) @[ IoU=0.50:0.95 | area= small | maxDets=100 ] = 0.175

Average Precision (AP) @[ IoU=0.50:0.95 | area=medium | maxDets=100 ] = 0.327

Average Precision (AP) @[ IoU=0.50:0.95 | area= large | maxDets=100 ] = 0.306

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets= 1 ] = 0.142

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets= 10 ] = 0.340

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets=100 ] = 0.351

Average Recall (AR) @[ IoU=0.50:0.95 | area= small | maxDets=100 ] = 0.322

Average Recall (AR) @[ IoU=0.50:0.95 | area=medium | maxDets=100 ] = 0.383

Average Recall (AR) @[ IoU=0.50:0.95 | area= large | maxDets=100 ] = 0.357

Car:

Average Precision (AP) @[ IoU=0.50:0.95 | area= all | maxDets=100 ] = 0.520

Average Precision (AP) @[ IoU=0.50 | area= all | maxDets=100 ] = 0.843

Average Precision (AP) @[ IoU=0.75 | area= all | maxDets=100 ] = 0.597

Average Precision (AP) @[ IoU=0.50:0.95 | area= small | maxDets=100 ] = 0.366

Average Precision (AP) @[ IoU=0.50:0.95 | area=medium | maxDets=100 ] = 0.639

Average Precision (AP) @[ IoU=0.50:0.95 | area= large | maxDets=100 ] = 0.764

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets= 1 ] = 0.270

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets= 10 ] = 0.607

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets=100 ] = 0.610

Average Recall (AR) @[ IoU=0.50:0.95 | area= small | maxDets=100 ] = 0.528

Average Recall (AR) @[ IoU=0.50:0.95 | area=medium | maxDets=100 ] = 0.686

Average Recall (AR) @[ IoU=0.50:0.95 | area= large | maxDets=100 ] = 0.814

Person:

Average Precision (AP) @[ IoU=0.50:0.95 | area= all | maxDets=100 ] = 0.182

Average Precision (AP) @[ IoU=0.50 | area= all | maxDets=100 ] = 0.427

Average Precision (AP) @[ IoU=0.75 | area= all | maxDets=100 ] = 0.097

Average Precision (AP) @[ IoU=0.50:0.95 | area= small | maxDets=100 ] = 0.158

Average Precision (AP) @[ IoU=0.50:0.95 | area=medium | maxDets=100 ] = 0.340

Average Precision (AP) @[ IoU=0.50:0.95 | area= large | maxDets=100 ] = 0.151

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets= 1 ] = 0.154

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets= 10 ] = 0.402

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets=100 ] = 0.412

Average Recall (AR) @[ IoU=0.50:0.95 | area= small | maxDets=100 ] = 0.414

Average Recall (AR) @[ IoU=0.50:0.95 | area=medium | maxDets=100 ] = 0.419

Average Recall (AR) @[ IoU=0.50:0.95 | area= large | maxDets=100 ] = 0.176

Rider:

Average Precision (AP) @[ IoU=0.50:0.95 | area= all | maxDets=100 ] = 0.000

Average Precision (AP) @[ IoU=0.50 | area= all | maxDets=100 ] = 0.000

Average Precision (AP) @[ IoU=0.75 | area= all | maxDets=100 ] = 0.000

Average Precision (AP) @[ IoU=0.50:0.95 | area= small | maxDets=100 ] = 0.000

Average Precision (AP) @[ IoU=0.50:0.95 | area=medium | maxDets=100 ] = 0.000

Average Precision (AP) @[ IoU=0.50:0.95 | area= large | maxDets=100 ] = 0.001

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets= 1 ] = 0.001

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets= 10 ] = 0.010

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets=100 ] = 0.031

Average Recall (AR) @[ IoU=0.50:0.95 | area= small | maxDets=100 ] = 0.025

Average Recall (AR) @[ IoU=0.50:0.95 | area=medium | maxDets=100 ] = 0.044

Average Recall (AR) @[ IoU=0.50:0.95 | area= large | maxDets=100 ] = 0.082

Merge Person and Rider:

Average Precision (AP) @[ IoU=0.50:0.95 | area= all | maxDets=100 ] = 0.168

Average Precision (AP) @[ IoU=0.50 | area= all | maxDets=100 ] = 0.436

Average Precision (AP) @[ IoU=0.75 | area= all | maxDets=100 ] = 0.073

Average Precision (AP) @[ IoU=0.50:0.95 | area= small | maxDets=100 ] = 0.159

Average Precision (AP) @[ IoU=0.50:0.95 | area=medium | maxDets=100 ] = 0.259

Average Precision (AP) @[ IoU=0.50:0.95 | area= large | maxDets=100 ] = 0.149

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets= 1 ] = 0.124

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets= 10 ] = 0.326

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets=100 ] = 0.335

Average Recall (AR) @[ IoU=0.50:0.95 | area= small | maxDets=100 ] = 0.349

Average Recall (AR) @[ IoU=0.50:0.95 | area=medium | maxDets=100 ] = 0.307

Average Recall (AR) @[ IoU=0.50:0.95 | area= large | maxDets=100 ] = 0.154

Bike:

Average Precision (AP) @[ IoU=0.50:0.95 | area= all | maxDets=100 ] = 0.018

Average Precision (AP) @[ IoU=0.50 | area= all | maxDets=100 ] = 0.069

Average Precision (AP) @[ IoU=0.75 | area= all | maxDets=100 ] = 0.008

Average Precision (AP) @[ IoU=0.50:0.95 | area= small | maxDets=100 ] = 0.039

Average Precision (AP) @[ IoU=0.50:0.95 | area=medium | maxDets=100 ] = 0.002

Average Precision (AP) @[ IoU=0.50:0.95 | area= large | maxDets=100 ] = 0.000

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets= 1 ] = 0.150

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets= 10 ] = 0.167

Average Recall (AR) @[ IoU=0.50:0.95 | area= all | maxDets=100 ] = 0.167

Average Recall (AR) @[ IoU=0.50:0.95 | area= small | maxDets=100 ] = 0.338

Average Recall (AR) @[ IoU=0.50:0.95 | area=medium | maxDets=100 ] = 0.037

Average Recall (AR) @[ IoU=0.50:0.95 | area= large | maxDets=100 ] = 0.000