Experiment # 1

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
ReduceLRonPlateau	Yes, patience = 5, cooldown = 10
Dataset	Readability Complete (SH, NSH, Dark, Light)
Data Augmentation	No
Num Epochs	30
Best Epoch	1
Test AUC	0.77

Experiment # 2

Architecture	VGG-16
Layers Unfrozen	2
Layers Added	0
LR	0.0001
ReduceLRonPlateau	Yes, patience = 5, cooldown = 10
Dataset	Readability Complete (SH, NSH, Dark, Light)
Data Augmentation	No
Num Epochs	30
Best Epoch	2
Test AUC	0.76

Experiment # 3

Architecture	VGG-16
Layers Unfrozen	1
Layers Added	0
LR	0.0001
ReduceLRonPlateau	Yes, patience = 5, cooldown = 10
Dataset	Readability Complete (SH, NSH, Dark, Light)
Data Augmentation	No
Num Epochs	30
Best Epoch	6
Test AUC	0.64

Experiment # 4

Architecture	VGG-16
Layers Unfrozen	1
Layers Added	0
LR	0.001
ReduceLRonPlateau	Yes, patience = 5, cooldown = 10
Dataset	Readability Complete (SH, NSH, Dark, Light)
Data Augmentation	No
Num Epochs	60
Best Epoch	39
Test AUC	0.76

Experiment # 5	
Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.001
ReduceLRonPlateau	Yes, patience = 5, cooldown = 10
Dataset	Readability Complete (SH, NSH, Dark, Light)
Data Augmentation	Yes (Half)
Num Epochs	60
Best Epoch	1
Test AUC	0.73

Experiment # 6	
Architecture	VGG-16
Layers Unfrozen	2
Layers Added	0
LR	0.001
ReduceLRonPlateau	Yes, patience = 5, cooldown = 10
Dataset	Readability Complete (SH, NSH, Dark, Light)
Data Augmentation	Yes (Half)
Num Epochs	30
Best Epoch	2
Test AUC	0.67

Experiment # 7

Architecture	VGG-16 (Top removed, with 1 Flatten and 2 Dense added) 4096x2
Layers Unfrozen	4
Layers Added	0
LR	0.001
ReduceLRonPlateau	Yes, patience = 5, cooldown = 10
Dataset	Readability Complete (SH, NSH, Dark, Light)
Data Augmentation	Yes (Half)
Num Epochs	30
Best Epoch	2
Test AUC	0.79

Experiment # 8

Architecture	VGG-16 (Top removed, with 1 Flatten and 4 Dense added) (4096,2048,1024,512)
Layers Unfrozen	4
Layers Added	0
LR	0.001
ReduceLRonPlateau	Yes, patience = 5, cooldown = 10
Dataset	Readability Complete (SH, NSH, Dark, Light) Readability Threshold Changed to 3.35
Data Augmentation	Yes (Half)
Num Epochs	30
Best Epoch	5
Test AUC	0.75

Experiment # 9

Architecture	VGG-16 (Top removed, with 1 Flatten and 2 Dense added) (4096,4096)
Layers Unfrozen	4
Layers Added	0
LR	0.001
ReduceLRonPlateau	Yes, patience = 10
Dataset	Readability Complete (SH, NSH, Dark, Light) Readability Threshold Changed to 3.35
Data Augmentation	Yes (Double)
Num Epochs	100
Best Epoch	14
Test AUC	0.71

Experiment # 10

Architecture	VGG-16 (Top removed, with 1 Flatten and 2 Dense added) (4096,4096)
Layers Unfrozen	4
Layers Added	0
LR	0.001
ReduceLRonPlateau	Yes, patience = 10
Dataset	Readability Complete (SH, NSH, Dark, Light) Readability Threshold Changed to 3.35
Data Augmentation	Yes (Double)
Num Epochs	30
Best Epoch	06
Test AUC	0.71

Experiment # 11

Architecture	VGG-16 (Top removed, with 1 Flatten and 2 Dense added) (4096,4096)
Layers Unfrozen	4
Layers Added	0
LR	0.0001
ReduceLRonPlateau	Yes, patience = 10
Dataset	Readability Complete (SH, NSH, Dark, Light) Readability Threshold Changed to 3.35
Data Augmentation	No
Num Epochs	30
Best Epoch	1
Test AUC	0.69

Experiment # 12

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
ReduceLRonPlateau	Yes, patience = 10
Dataset	Java Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	2
Test AUC	0.71

Experiment # 13

Architecture	VGG-16 (Initialized on ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.0001
ReduceLRonPlateau	Yes, patience = 10
Dataset	Java Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	03
Test AUC	0.78

Experiment # 14

Architecture	VGG-16 (Top removed, with 1 Flatten and 2 Dense added) 4096x2 - ImageNet initialized
Layers Unfrozen	4
Layers Added	0
LR	0.001
ReduceLRonPlateau	Yes, patience = 10
Dataset	Java Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	9
Test AUC	0.72

Experiment # 15

Architecture	VGG-16 (Top removed, with 1 Flatten and 2 Dense added) 4096x2 - ImageNet initialized
Layers Unfrozen	4
Layers Added	0
LR	0.001
ReduceLRonPlateau	Yes, patience = 10
Dataset	Java Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	Yes (Half)
Num Epochs	30
Best Epoch	26
Test AUC	0.66

Experiment # 16

Architecture	VGG-16 (Initialized on ImageNet)
Layers Unfrozen	3 - 4096x2
Layers Added	0
LR	0.0001
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	08
Test AUC	0.69

Experiment # 17

Architecture	VGG-16 (Initialized on Scanned Docs) FC + Dense Layer added
Layers Unfrozen	3
Layers Added	0
LR	0.0001
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	06
Test AUC	0.70

Experiment # 18

Architecture	VGG-16 (Initialized on Scanned Docs)
Layers Unfrozen	3
Layers Added	0
LR	0.0001
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	02
Test AUC	0.68

Experiment # 20

Architecture	VGG-16 (Initialized on Scanned Docs)
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	AdamW
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	07
Test AUC	0.58

Experiment # 21

Architecture	VGG-16 (Initialized on Scanned Docs) - Top removed - 4096 x 2 layers added
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	AdamW
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	08
Test AUC	0.68

Experiment # 22

Architecture	VGG-16 (Initialized on Scanned Docs) - Top removed - 4096 x 2 layers added
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	AdamW
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	06
Test AUC	0.69

Experiment # 23

Architecture	Custom Architecture (600x600 images) https://github.com/anandborad/Document-Structure-Classification-for-Information-Retrieval/blob/master/Document_classification_on_RVL_CDIP_Dataset.ipynb
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	AdamW
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	2
Test AUC	0.55

Experiment # 24

Architecture	EfficientNetV2M
Layers Unfrozen	All
Layers Added	0
LR	0.0001
Optimizer	AdamW
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	15
Test AUC	0.58

Experiment # 25

Architecture	EfficientNetV2M
Layers Unfrozen	Top 5
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	
Test AUC	

Experiment # 26

Architecture	EfficientNetV2B2
Layers Unfrozen	Only Top (Rebuilt)
Layers Added	0
LR	0.01
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	14
Test AUC	0.60

Experiment # 27

Architecture	EfficientNetV2B2
Layers Unfrozen	All
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	60
Best Epoch	18
Test AUC	0.63

Experiment # 28

Architecture	ResNet50
Layers Unfrozen	Last 6
Layers Added	0
LR	0.001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	
Test AUC	

Experiment # 29

Architecture	ResNet50
Layers Unfrozen	Last 2
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	
Test AUC	

Experiment # 30

Architecture	ResNet50
Layers Unfrozen	12
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	19
Test AUC	0.51

Experiment # 31

Architecture	ResNet50
Layers Unfrozen	3
Layers Added	3
LR	0.001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (SH, NSH, Dark, Light) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	19
Test AUC	0.51

Experiment # 32

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	3
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Light Java Readability Threshold = 3
Data Augmentation	No
Num Epochs	30
Best Epoch	08
Test AUC	0.65

Experiment # 33

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	3
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Light Java Readability Threshold = 3
Data Augmentation	Yes
Num Epochs	30
Best Epoch	04
Test AUC	0.58

Experiment # 34

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	3
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Light Java Readability Threshold = 3
Data Augmentation	Yes
Num Epochs	30
Best Epoch	04
Test AUC	0.58

Experiment # 35

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	3
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Light Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	02
Test AUC	0.64

Experiment # 36

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Light Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	16
Test AUC	0.74

Experiment # 37

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Light Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	03
Test AUC	0.71

Experiment # 38

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Light Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	05
Test AUC	0.71

Experiment # 39

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Dark Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	04
Test AUC	0.71

Experiment # 40

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Dark Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	06
Test AUC	0.71

Experiment # 41

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Dark Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	09
Test AUC	0.68

Experiment # 42

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Dark Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	02
Test AUC	0.68

Experiment # 43

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Dark Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	05
Test AUC	0.73

Experiment # 44

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Dark Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	05
Test AUC	0.75

Experiment # 45

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Dark Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	07
Test AUC	0.70

Experiment # 46

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Dark Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	03
Test AUC	0.71

Experiment # 47

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Dark Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	07
Test AUC	0.69

Experiment # 48

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Dark Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	02
Test AUC	0.68

Experiment # 49

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Dark Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	04
Test AUC	0.68

Experiment # 50

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Dark Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	02
Test AUC	0.69

Experiment # 51 (weights as 50)

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Light Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	01
Test AUC	0.66

Experiment # 52

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Light Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	01
Test AUC	0.68

Experiment # 53

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Light Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	02
Test AUC	0.70

Experiment # 54

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Light Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	04
Test AUC	0.75

Experiment # 55

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Light Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	03
Test AUC	0.70

Experiment # 56

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Light Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	02
Test AUC	0.73

Experiment # 57

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (Java) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	02
Test AUC	0.72

Experiment # 58

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (Java) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	01
Test AUC	0.67

Experiment # 59

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete (Java) Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	03
Test AUC	0.72

Experiment # 60

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	04
Test AUC	0.68

Experiment # 61

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	01
Test AUC	0.69

Experiment # 62

Architecture	VGG-16
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	11
Test AUC	0.69

Experiment # 63

Architecture	vit_b32
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	`RectifiedAdam`
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	100
Best Epoch	8
Test AUC	0.70

Experiment # 64

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Light Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	19
Test AUC	0.72

Experiment # 65

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Light Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	26
Test AUC	0.70

Experiment # 66

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Dark Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	04
Test AUC	0.49

Experiment # 67

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Dark Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	60
Best Epoch	33
Test AUC	0.74

Experiment # 68

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Light Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	23
Test AUC	0.75

Experiment # 69

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Dark Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	29
Test AUC	0.61

Experiment # 70

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Dark Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	15
Test AUC	0.65

Experiment # 71

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Dark Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	30
Test AUC	0.65

Experiment # 72

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	60
Best Epoch	30
Test AUC	0.71

Experiment # 73

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset Complete Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	60
Best Epoch	20
Test AUC	0.79

Experiment # 74

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Light Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	02
Test AUC	0.55

Experiment # 75

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Light Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	10
Test AUC	0.60

Experiment # 76

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Light Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	05
Test AUC	0.62

Experiment # 77

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Dark Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	01
Test AUC	0.58

Experiment # 78

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset NSH_Dark Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	03
Test AUC	0.61

Experiment # 79

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Light Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	02
Test AUC	0.60

Experiment # 80

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Light Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	29
Test AUC	0.69

Experiment # 81

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Light Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	03
Test AUC	0.61

Experiment # 82

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	RMSProp
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Dark Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	02
Test AUC	0.61

Experiment # 83

Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.0001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Dark Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	14
Test AUC	0.62

Experiment # 84	
Architecture	VGG-16 (ImageNet)
Layers Unfrozen	3
Layers Added	0
LR	0.001
Optimizer	Adam
ReduceLRonPlateau	Yes, patience = 10
Dataset	Dataset SH_Dark Java Readability Threshold = 3.5
Data Augmentation	No
Num Epochs	30
Best Epoch	12
Test AUC	0.62