$\mathbf{Method} \; \downarrow \setminus \mathbf{Scene} \to$	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)	(j)
Freq. Decom.	5.05	6.15	4.61	4.10	5.27	2.51	4.51	4.50	2.81	5.16
Our single LSTM	6.01	2.32	2.53	_	2.26	2.46	2.93	2.04	1.62	3.02
Our bidirectional LSTM	7.09	2.54	2.49	_	1.93	2.61	2.36	1.89	1.57	2.93
Handcrafted + our bi-LSTM	10.84	6.60	11.79	_	8.91	11.71	7.93	9.47	3.50	9.58