**Benchmark 20 epochs, code 00000:**

**Evaluation complete on BiseNet with 20 epochs, 2 batch size, and balanced=False.**

Pixel Accuracy: 27.12%

Per-class IoU: [1.29396062e-02 1.10806129e-02 4.88728772e-01 2.17539390e-02

2.43266159e-02 1.14465397e-02 5.29163551e-03 1.16769772e-02

3.28916944e-01 2.20406956e-02 3.26713213e-01 1.67865740e-02

3.59051131e-04 1.82556510e-01 4.82167438e-03 1.38982185e-03

0.00000000e+00 0.00000000e+00 6.15631247e-06]

Mean IoU: 0.07741238623337285

Mean Latency: 399.60 ms

Latency Std Dev: 39.57 ms

Mean FPS: 2.52

FPS Std Dev: 0.20

**color jitter augmentation, code 00001**

**Evaluation complete on BiseNet with 20 epochs, 2 batch size, and balanced=False.**

Pixel Accuracy: 34.49%

Per-class IoU: [6.32121792e-02 2.93126088e-02 5.19121723e-01 5.02700617e-02

2.87615497e-02 4.11669399e-02 1.07250126e-02 8.54245017e-03

3.88007182e-01 2.90221837e-02 6.80320899e-01 5.95378699e-02

6.60434588e-04 1.68878914e-01 7.67162446e-03 2.07282571e-03

1.18596258e-02 0.00000000e+00 6.15625941e-06]

Mean IoU: 0.11048159157923487

Mean Latency: 386.17 ms

Latency Std Dev: 32.41 ms

Mean FPS: 2.60

FPS Std Dev: 0.18

Total FLOPs: 25.78 GFLOPs

**no augmentation 50 epochs:**

**Evaluation complete on BiseNet with 50 epochs, 2 batch size, and balanced=False.**

Pixel Accuracy: 36.89%

Per-class IoU: [8.57311224e-02 5.18459231e-02 4.51855492e-01 2.22342185e-02

1.69965691e-02 2.70522922e-02 1.23923805e-02 1.00590286e-02

3.48610157e-01 2.70676885e-02 2.31724426e-01 6.77699552e-02

0.00000000e+00 2.93104882e-01 6.58546619e-03 3.39944047e-03

2.12238071e-04 0.00000000e+00 0.00000000e+00]

Mean IoU: 0.08719164635654282

Mean Latency: 625.79 ms

Latency Std Dev: 94.06 ms

Mean FPS: 1.63

FPS Std Dev: 0.23

Total FLOPs: 25.78 GFLOPs