

## Assignment4

201920811 이동현

### Problem 1

#### Base1

```
--input-size 3 160 160 --test-input-size 3 224 224 --aa rand-m6-mstd0.5-inc1 --mixup .1 --cutmix 1.0 --aug-repeats 0 --remode pixel --reprob 0.0 --crop-pct 0.95 --drop-path 0 --smoothing 0.0 --bce-loss --opt lamb --weight-decay .02 --sched cosine --epochs 100 --lr 8e-3 --warmup-lr 1e-6 -b 512
```

#### RSB1

```
--input-size 3 32 32 --aa rand-m7-mstd0.5-inc1 --mixup 0.2 --cutmix 1.0 --crop-pct 0.95 --aug-repeats 1 --drop-path 0.05 --remode pixel --reprob 0.0 --drop-path 0 --smoothing 0.1 --bce-loss --opt lamb --weight-decay .01 --sched cosine --epochs 600 --lr 5e-3 --warmup-epochs 5 --warmup-lr 1e-6 -b 2048
```

Name	변경점	Top-1 Acc.	Top-5 Acc.
Base1	README.md	60.49	85.07
Base2	Epoch 100->300	63.51 (+3.02)	84.08
Base3	Epoch 300->600	67.97 (+4.46)	88.51
RSB1	ResNet Strikes Back	64.85 (-3.12)	86.95
RSB2	Epoch 600 -> 700	61.46 (-3.39)	84.45
RSB3	Epoch 700 -> 600 / Batch Size 2048 -> 1024	66.18 (+4.72)	87.54
RSB4	Batch Size 1024 -> 512	67.78 (+1.60)	87.9
RSB5	Batch Size 512 -> 256	68.51 (+0.73)	88.9
RSB6	Batch Size 256 -> 128	70.57 (+2.06)	89.7
RSB7	Batch Size 16 -> 128 / Input Size 32x32 -> 224x224	81.8 (+11.23)	95.32
RSB8	Epoch 1200 -> 600 / Input Size 224x224 -> 240x240	82.03 (+0.23)	95.17

7h 4m 54s

