

# INFO111 Part A and B

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## 1 GITHUB

Please use this public repository to access all files mentioned:  
<https://github.com/Jefry1217/INFO1111>

### 1.1 Level A Demonstration

- Creating Tensors with different shapes, size, and values
- Vector manipulation of tensors of various types
- Matrix manipulation of tensors of various types

The demonstrations can be found in the python file "part\_a.py" located in the git repository. Run the file and read the output to see what I've learnt.

### 1.2 Learning Approach

Pytorch involves neural networks and artificial intelligence which is quite a complicated topic, however there are abundant resources to learn from online. I started by googling "what are pytorch tensors" and trying to gain some preliminary information, however quickly went to YouTube as there are lots of videos explaining what they are and what you can do with them. I came across a short series that introduces you to pytorch and tensor manipulation, that also came with a python file attached that you could run in jupyter notebooks to see how the code was working and experiment with yourself. It was from that source where I learnt most the basics of creating tensors and tensor manipulation. Once I knew the basics, I experimented with a few things myself, such as how to create a tensor filled with random or roughly even amounts of 1's or 0's, representing a boolean tensor, and the errors with floating point numbers that came up when making a tensor of integers by converting from float to int types.

### 1.3 Challenges and Difficulties

As of part A, there aren't a lot of challenges in finding information and understanding what I have to do, as there are a lot of resources online, and the material is not too difficult to understand conceptually, especially after having done linear algebra. However this is not the case for part B, where there are many challenges. First, finding a problem to solve with pytorch is extremely difficult, as the problems become quite difficult very quickly when dealing with photos and non clean data. Understanding how loss functions, learning rates, momentum, epochs, and training batches all work together is very difficult and requires quite a lot of knowledge to get correct. Along with this, finding a dataset to work with is proving to be extremely difficult. Many datasets need large amounts of cleaning before they can be used, which I don't have the time or skills for, and the easy datasets to use already have fully written out solutions online, so it is difficult to try and find and solve my own problem. I have tried making my own dataset, and training a my NN on that, however it hasn't worked out so far.

### 1.4 Learning Sources

Learning Source 1: [https://pytorch.org/tutorials/beginner/introyt/tensors\\_deeper\\_tutorial.html](https://pytorch.org/tutorials/beginner/introyt/tensors_deeper_tutorial.html)

Contribution to Learning 1: Great source that outlines how to create tensors of different shapes and sizes, and how to perform mathematical operations on them Learning Source 2: <https://www.youtube.com/watch?v=r70>

Contribution to Learning 2: Video explanation of creating tensors and doing some manipulations with them, as well as a jupyter notebook python file to download and run through yourself.

# Application artifacts

I created a python file "part\_a.py" that shows all the different types of tensors that can be created, how to create them, and mathematical operations you can do with them. Running the python file and reading the output should give enough information to gain a decent understanding of tensors and how they can be created and manipulated.

The following page and a half is very similar to the python file "part\_a.py" located in my git repository. However here it is easier to read each section, and has to code used to create the output from the python file, where running the python file gives the same descriptions (but harder to read because not in latex format), and the actual output from the commands shown in this section.

## 1 Creating tensors

Tensors are created by using `torch.type(dimensions)`, where *type* determines the default value of the values inside the tensor. For example, here is how we create various tensors with dimensions 2x4. Dimensions 2x4 means an array of 2 arrays with 4 values in each.

```
torch.empty(2, 4)
torch.ones(2, 4)
torch.rand(2, 4)
```

## 2 Controlling randomness of tensors

The seed can be set for random tensor generation to control the randomness. The seed is only set for the next tensor, therefore the seed must be set each time before a tensor is created if you wish to have them be the same using the random function. The following two tensors will be the same if run in code.

```
torch.manual_seed(1000)
torch.rand(2, 3)
torch.manual_seed(1000)
torch.rand(2, 3)
```

## 3 Names of tensors

Tensors of 1 dimension are sometimes referred to as vectors: `torch.rand(3)`  
`torch.rand(5)`

Tensors of 2 dimensions are sometimes referred to as matrices: `torch.rand(2, 3)` `torch.rand(4, 5)`

Tensors of higher dimensions are all just called tensors. In theory there isn't a limit to how many dimensions you can create a tensor with, however they get very big very quickly. As each dimension is nested inside of each other. Dimensions in tensors can be thought of as just nested arrays.

```
torch.rand(3, 4, 5)
torch.rand(2, 2, 4, 3)
torch.rand(2, 5, 3, 2, 3)
```

## 4 Mathematical operations of tensors and a constant

Tensors of any size can be multiplied by a constant, and as a result all the values in the tensor will be multiplied by that constant.

Multiplying a random tensor by 3 will give all values between 0 and 3.

```
torch.rand(2, 3, 2) * 3
```

Similarly, Tensors of any size can be added by a constant, and as a result all the values in the tensor will be added by that constant Adding 10 to a random tensor will give all values between 10 and 11. `torch.rand(2, 3) + 10`

The same idea goes for division and subtraction.

## 5 Mathematical operations of two tensors

If tensors are of the same size, they can be added, multiplied, divided, and subtracted from each other. The mathematical operation will simply apply to every pair of values that are in the same position in the tensor.

Subtracting two random tensors will give all values between -1 and 1

```
torch.rand(2, 2) - torch.rand(2, 2)
```

Multiplying two random tensors will give all values between 0 and 1

```
torch.rand(2, 3) * torch.rand(2, 3)
```

Adding two random tensors that have been multiplied first by 5 and 3 respectively will give a tensor with all values between 0 and 15

```
(torch.rand(3, 3) * 5) + (torch.rand(3, 3) * 3)
```

## 6 Tensors of different default types

So far all values in the tensors have been 32bit floating point numbers, as this is the default, however we can specify a range of different types when the tensor is created using the `dtype = torch.type` argument

Here is how to make a tensor of zeroes as 32bit ints, then a tensor of ones as 64bit ints

```
torch.empty(2, 2, dtype=torch.int32)
torch.ones(2, 2, dtype=torch.int64)
```

There is a chance each of the 0s in the first tensor will be cast to a very large negative number, instead of 0. This is because of how floating point numbers are stored. 0 as a float will generally be slightly above or slightly below 0. Therefore adding something like 0.1 to all values before changing to int would fix this, leading us to our next part...

## 7 Changing tensor value types after creation

We can also change the type of a tensor after creating using `tensor.to`.

Here is how to make a tensor of actual 0 int values:

```
(torch.empty(2,2) + 0.1).to(torch.int32)
```

Now we'll make a tensor with random int16 values from 0 to 9.

First we'll create a random tensor and multiply it by 10

```
t = torch.rand(2, 2) * 10
```

And now we'll change it's type to int16.

```
t = t.to(torch.int16)
```

We can use the same process to create a tensor where roughly half the values will be True, roughly half the values will be False, however it depends on the initial random generation.

We will create a random tensor, add 0.5 to it, change to int, then change to bool.

```
torch.rand(2, 2) + 0.5).to(torch.int32).to(torch.bool)
```

\*2. Level B: Basic Application

\*2.1. Level B Demonstration I created a NN model with pytorch that guesses the model of a tesla car given it's 0-60 time, price, speed, and range. I created my own database and learnt how to create a neuralnet that would accept 4 integer values as entries, and output a single integer value representing the model of the car. I had to experiment with different loss functions, epoch numbers, data set values, learning rates, and momentum.

\*2.2 Application artifacts I created my own which lists 5000 different entries of a Tesla car, each with attributes "0-60", "price", "speed", "range.km", "model". Each entry has randomly generated values which lie within specifications determined by the model of the car. Using pytorch, I created a neuralnet that given the 4 attributes besides model, it guesses which model of car it is.

I started of by creating the dataset through randomly generated values which have limits depending on the model chosen. If the attributes such as "range" and "price" were exactly the same each model, there wouldn't be enough diverse data, and the model would be over fitting, memorizing the training data. Line 5-58 in the python file shows how the data is created.

After creating the data, I create the neuralnet which has an input layer with 4 input features (speed, range, 0-60, price), a hidden layer with 7 features, and an output layer with 1 output feature (the model type). The hidden layer having 7 features was purely based off of a lot of testing to see what produced the most accurate results.

I set the loss function to MSELoss, as after testing with some others, this suited the best. Other functions had problems such as Cross Entropy Loss which caused all my loss on every epoch to be -0.0, and a custom loss function which was simply not as accurate as MSELoss.

Similarly the optimizer, learning rate, and momentum was chosen after testing multiple, and RMSprop was the most accurate, as well as a learning rate of 0.00005, and default momentum. The learning rate is very low, however this is because the data is quite simply. Too high of a learning rate will cause the output to be exactly the same every time.

I chose 50 epochs, and 2000 datapoints in each epoch after testing various combinations. In each epoch, the first 2000 datapoints of the dataset I created was used.

The result of all of this is a quite accurate NN that can predict the model of a Tesla car given the four inputs, however there is much variability between each time the code is run. Through every epoch, a test was run on 20 random data points out of the 5000 in the data set, and the number of correct was printed, as well as the Loss from that Epoch. Out of the 50 epochs, I kept track of every test that achieved greater than 10/20, greater than 15/20, and also the maximum result achieved. This allows me to see how well the training went throughout the 50epochs.

Most of the time the NN does very well, showing obvious improvements over multiple epochs, and getting many above 15 results, and around 30 above 10 results. However, every now and then, the loss converges very quickly and the NN training doesn't work very well, outputting the same value every time. This could be to do with the randomness of generating the data set.

Here are some good examples:

<pre>Epoch1, Loss: 0.19878053665161133 Correct: 0/20 Epoch2, Loss: 3.234773635864258 Correct: 0/20 Epoch3, Loss: 3.011720657348633 Correct: 0/20 Epoch4, Loss: 1.10363070297412 Correct: 0/20 Epoch5, Loss: 2.903303260803223 Correct: 0/20 Epoch6, Loss: 2.77739509994507 Correct: 0/20 Epoch7, Loss: 0.44608640670776367 Correct: 8/20 Epoch8, Loss: 1.7908754348754883 Correct: 3/20 Epoch9, Loss: 1.472596643521676 Correct: 3/20 Epoch10, Loss: 2.6996514797210693 Correct: 3/20 Epoch11, Loss: 2.3552470207214355 Correct: 3/20 Epoch12, Loss: 1.5004582405090332 Correct: 11/20 Epoch13, Loss: 0.2147876885369465 Correct: 11/20 Epoch14, Loss: 2.2671377688643994 Correct: 7/20 Epoch15, Loss: 0.00996589660445312 Correct: 8/20 Epoch16, Loss: 1.4652011394500732 Correct: 8/20 Epoch17, Loss: 3.24903212661743 Correct: 19/20 Epoch18, Loss: 0.13224641078985094 Correct: 0/20 Epoch19, Loss: -0.20508646965026855 Correct: 0/20 Epoch20, Loss: -0.2612974647072754 Correct: 0/20 Epoch21, Loss: 0.4706251621246338 Correct: 1/20 Epoch22, Loss: 1.9921536445617676 Correct: 0/20 Epoch23, Loss: 0.0446467399597168 Correct: 1/20 Epoch24, Loss: 0.28200769424438477 Correct: 3/20 Epoch25, Loss: 2.560858634785156 Correct: 2/20 Epoch26, Loss: 1.9921536445617676 Correct: 0/20 Epoch27, Loss: -0.0210113525390625 Correct: 3/20 Epoch28, Loss: 2.0843539237967074 Correct: 3/20 Epoch29, Loss: 2.5821592807769775 Correct: 3/20 Epoch30, Loss: 2.703451155616211 Correct: 1/20 Epoch31, Loss: 0.6904225730896 Correct: 1/20 Epoch32, Loss: 1.289374589920044 Correct: 3/20 Epoch33, Loss: 2.5458145141601562 Correct: 3/20 Epoch34, Loss: 2.6160879611968994 Correct: 1/20 Epoch35, Loss: 0.2606914045265137 Correct: 1/20 Epoch36, Loss: 0.9551146034026025 Correct: 1/20 Epoch37, Loss: 0.391817550354004 Correct: 14/20 Epoch38, Loss: 0.11167794257168873 Correct: 0/20 Epoch39, Loss: 0.0683682232666016 Correct: 1/20 Epoch40, Loss: 1.838144302368164 Correct: 1/20 Epoch41, Loss: 1.4716269969940186 Correct: 0/20 Epoch42, Loss: 0.633584260940518 Correct: 0/20 Epoch43, Loss: 0.42923130470257879 Correct: 0/20 Epoch44, Loss: 0.05129122734069824 Correct: 0/20 Epoch45, Loss: -0.007747650146484375 Correct: 2/20 Epoch46, Loss: 1.8826041221618652 Correct: 1/20 Epoch47, Loss: 1.4898796081542969 Correct: 2/20 Epoch48, Loss: 1.870095377249854 Correct: 0/20 Epoch49, Loss: -0.18175292015075684 Correct: 0/20 Epoch50, Loss: 0.607154369354248 Correct: 2/20 Epoch51, Loss: 1.605139017051025 Correct: 0/20 Epoch52, Loss: 0.004668474197387695 Correct: 3/20 Epoch53, Loss: 3.04481519732229 Correct: 1/20 Epoch54, Loss: 1.038780212402344 Correct: 0/20 Epoch55, Loss: 0.4357287883758545 Correct: 0/20 Epoch56, Loss: 0.497255367359619 Correct: 3/20 Epoch57, Loss: 3.1664016246795654 Correct: 18/20 Epoch58, Loss: 0.33121967315767383 Correct: 18/20 Epoch59, Loss: 0.12943307528526235 Correct: 3/20 Epoch60, Loss: 2.550288438796997 Correct: 3/20 Epoch61, Loss: 2.666200876235962 Correct: 2/20 Epoch62, Loss: 2.3980958706421 Correct: 2/20 Epoch63, Loss: 2.3158414363861084 Correct: 0/20 Epoch64, Loss: 0.694948653411865 Correct: 3/20 Epoch65, Loss: 2.692408561706543 Correct: 3/20 Epoch66, Loss: 3.103231906890869 Correct: 0/20 Epoch67, Loss: 0.5627912339938574 Correct: 3/20 Epoch68, Loss: 0.30224274420166 Correct: 0/20 Epoch69, Loss: 0.5185925960540771 Correct: 2/20 Epoch70, Loss: 2.0324201583862305 Correct: 3/20 Epoch71, Loss: 2.970801830291748 Correct: 1/20 Epoch72, Loss: 0.8092433939938574 Correct: 1/20 Epoch73, Loss: 1.9152638912200928 Correct: 1/20 Epoch74, Loss: 0.8941507339477539 Correct: 1/20 Epoch75, Loss: 0.645347592148438 Correct: 1/20 Epoch76, Loss: 1.4513761819142676 Correct: 3/20 Epoch77, Loss: 3.012039012908936 Correct: 0/20 Epoch78, Loss: 1.10425186157226562 Correct: 2/20 Epoch79, Loss: 1.8089697360992432 Correct: 16/20 Epoch80, Loss: 0.11040087206478023 Correct: 1/20 Epoch81, Loss: 1.1696949005126953 Correct: 3/20 Epoch82, Loss: 3.206742525100708 Correct: 3/20 Epoch83, Loss: 2.820311962127686 Correct: 3/20 Epoch84, Loss: 3.5038328170776367 Correct: 3/20 Epoch85, Loss: 1.3287014961124276 Correct: 0/20 Epoch86, Loss: -0.05422113259277344 Correct: 3/20 Epoch87, Loss: 2.952089548110962 Correct: 0/20 Epoch88, Loss: 0.3421146869659424 Correct: 3/20 Epoch89, Loss: 3.2470593452453613 Correct: 1/20 Epoch90, Loss: 1.3287014961124276 Correct: 3/20 Epoch91, Loss: 2.2906386852264404 Correct: 0/20 Epoch92, Loss: 0.3168397972106934 Correct: 1/20 Epoch93, Loss: 1.359370231628418 Correct: 0/20 Epoch94, Loss: -0.25086825406935547 Correct: 2/20 Epoch95, Loss: 1.679275035881543 Correct: 3/20 Epoch96, Loss: 3.016832516845703 Correct: 3/20 Epoch97, Loss: 3.406322956085205 Correct: 1/20 Epoch98, Loss: 0.596825122833252 Correct: 0/20 Epoch99, Loss: -0.18752050399780273 Correct: 2/20 Epoch100, Loss: 2.632803946911524 Correct: 3/20 Epoch101, Loss: 2.648468017578125 Correct: 3/20 Epoch102, Loss: 3.277970314025879 Correct: 0/20 Epoch103, Loss: 0.352109442138672 Correct: 2/20 Epoch104, Loss: 1.831266602357788 Correct: 1/20 Epoch105, Loss: 1.145969390869406 Correct: 2/20 Epoch106, Loss: 2.032191753387451 Correct: 2/20 Epoch107, Loss: 2.423577308654785 Correct: 2/20 Epoch108, Loss: 1.8462696075439453 Correct: 20/20 max: 20/20</pre>	<pre>Epoch1, Loss: 1166.5841514538913 Correct: 0/20 Epoch2, Loss: 566.0983324848255 Correct: 0/20 Epoch3, Loss: 203.79271325191493 Correct: 0/20 Epoch4, Loss: 6.20081497280203 Correct: 8/20 Epoch5, Loss: 1.5630533634280879 Correct: 3/20 Epoch6, Loss: 1.4314760265137547 Correct: 11/20 Epoch7, Loss: 1.1835648960092238 Correct: 7/20 Epoch8, Loss: 0.8786642451611566 Correct: 8/20 Epoch9, Loss: 0.7065398094779374 Correct: 10/20 Epoch10, Loss: 0.6536195390889162 Correct: 7/20 Epoch11, Loss: 0.376841504409059 Correct: 10/20 Epoch12, Loss: 0.36308748750330344 Correct: 9/20 Epoch13, Loss: 0.3314623964497362 Correct: 14/20 Epoch14, Loss: 0.2979466009610862 Correct: 14/20 Epoch15, Loss: 0.23424006164585173 Correct: 11/20 Epoch16, Loss: 0.3004902507772183 Correct: 11/20 Epoch17, Loss: 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Loss: 0.18518944938661192 Correct: 13/20 Epoch18, Loss: 0.20511236214340695 Correct: 13/20 Epoch19, Loss: 0.2257293890747103 Correct: 7/20 Epoch20, Loss: 0.1709369842230377 Correct: 16/20 Epoch21, Loss: 0.1922470786744085 Correct: 12/20 Epoch22, Loss: 0.18933891560468386 Correct: 15/20 Epoch23, Loss: 0.16910744468414168 Correct: 17/20 Epoch24, Loss: 0.16091373989253552 Correct: 18/20 Epoch25, Loss: 0.1723449393697107 Correct: 16/20 Epoch26, Loss: 0.16764682059525438 Correct: 15/20 Epoch27, Loss: 0.1476847544601203 Correct: 18/20 Epoch28, Loss: 0.15386239502464913 Correct: 17/20 Epoch29, Loss: 0.1353240035050517 Correct: 14/20 Epoch30, Loss: 0.1497544191989268 Correct: 14/20 Epoch31, Loss: 0.16066278578559975 Correct: 15/20 Epoch32, Loss: 0.15279891680269195 Correct: 15/20 Epoch33, Loss: 0.12600869771083528 Correct: 16/20 Epoch34, Loss: 0.13137753020668463 Correct: 15/20 Epoch35, Loss: 0.11601722930701854 Correct: 20/20 Epoch36, Loss: 0.12318370874770695 Correct: 13/20 Epoch37, Loss: 0.10942238109395151 Correct: 19/20 Epoch38, Loss: 0.12142843605885184 Correct: 17/20 Epoch39, Loss: 0.10902123658007236 Correct: 19/20 Epoch40, Loss: 0.103762666276632 Correct: 19/20 Epoch41, Loss: 0.10981307905994364 Correct: 18/20 Epoch42, Loss: 0.0992963196918123 Correct: 19/20 Epoch43, Loss: 0.10145208920838766 Correct: 20/20 Epoch44, Loss: 0.08896567583241873 Correct: 20/20 Epoch45, Loss: 0.09091907493082965 Correct: 19/20 Epoch46, Loss: 0.1094880815498394 Correct: 15/20 Epoch47, Loss: 0.09136029739854218 Correct: 20/20 Epoch48, Loss: 0.09546719287465223 Correct: 18/20 Epoch49, Loss: 0.08112832082801723 Correct: 16/20 Epoch50, Loss: 0.0842567394040054 Correct: 20/20 max: 20/20, above 10: 39, above 15: 21</pre>
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Here is a bad example that happens every now and then:

```

Epoch1, Loss: 4.571485781998779
Correct: 6/20
Epoch2, Loss: 2.7488707733210176
Correct: 2/20
Epoch3, Loss: 2.5253272129818796
Correct: 6/20
Epoch4, Loss: 2.320881602421403
Correct: 10/20
Epoch5, Loss: 2.1342436934188007
Correct: 5/20
Epoch6, Loss: 1.9654056225568055
Correct: 7/20
Epoch7, Loss: 1.8143525319285692
Correct: 5/20
Epoch8, Loss: 1.6810675980085508
Correct: 5/20
Epoch9, Loss: 1.5655317016157788
Correct: 5/20
Epoch10, Loss: 1.4677164405303313
Correct: 1/20
Epoch11, Loss: 1.3875799053540687
Correct: 8/20
Epoch12, Loss: 1.3250711648254656
Correct: 6/20
Epoch13, Loss: 1.2800959385801107
Correct: 4/20
Epoch14, Loss: 1.2524739755764605
Correct: 6/20
Epoch15, Loss: 1.2417528189346194
Correct: 3/20
Epoch16, Loss: 1.2437523884177208
Correct: 8/20
Epoch17, Loss: 1.2423153546303511
Correct: 4/20
Epoch18, Loss: 1.2435467304140329
Correct: 3/20
Epoch19, Loss: 1.242523192256689
Correct: 6/20
Epoch20, Loss: 1.2433906008303166
Correct: 4/20
Epoch21, Loss: 1.2426627342179417
Correct: 3/20
Epoch22, Loss: 1.2432835458889604
Correct: 5/20
Epoch23, Loss: 1.2427596141919495
Correct: 4/20
Epoch24, Loss: 1.2432072461098433
Correct: 5/20
Epoch25, Loss: 1.2428280089125037
Correct: 3/20
Epoch26, Loss: 1.2431521505787968
Correct: 4/20
Epoch27, Loss: 1.2428769285157324
Correct: 8/20
Epoch28, Loss: 1.2431120652630925
Correct: 2/20
Epoch29, Loss: 1.2429122208356858
Correct: 1/20
Epoch30, Loss: 1.2430829733386637
Correct: 7/20
Epoch31, Loss: 1.2429375114813448
Correct: 7/20
Epoch32, Loss: 1.2430617038458587
Correct: 4/20
Epoch33, Loss: 1.2429558972418309
Correct: 2/20
Epoch34, Loss: 1.243046266414225
Correct: 11/20
Epoch35, Loss: 1.2429693207517267
Correct: 5/20
Epoch36, Loss: 1.243034945063293
Correct: 5/20
Epoch37, Loss: 1.2429790171012283
Correct: 7/20
Epoch38, Loss: 1.243026770733297
Correct: 3/20
Epoch39, Loss: 1.2429860492646694
Correct: 4/20
Epoch40, Loss: 1.2430207990556956
Correct: 6/20
Epoch41, Loss: 1.2429911229982973
Correct: 6/20
Epoch42, Loss: 1.2430165502279997
Correct: 7/20
Epoch43, Loss: 1.2429948050379753
Correct: 4/20
Epoch44, Loss: 1.2430133819803595
Correct: 5/20
Epoch45, Loss: 1.2429975412264467
Correct: 2/20
Epoch46, Loss: 1.243011104889214
Correct: 3/20
Epoch47, Loss: 1.2429994952380656
Correct: 5/20
Epoch48, Loss: 1.2430094039440156
Correct: 9/20
Epoch49, Loss: 1.2430009444579482
Correct: 4/20
Epoch50, Loss: 1.2430081730633975
Correct: 6/20
max: 11/20, above 10: 1, above 15: 0

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