機器學習

Hw3 Report

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1.Build Convolution Neural Network

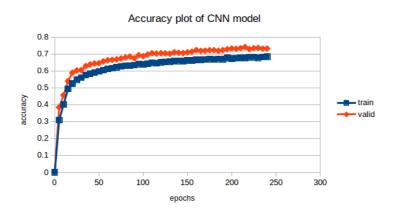
best 的結果由多個 model 的預測線性組合而成,此處挑其中一個 model (在 public 分數為 0.65),以下為其架構

根據實驗結果,疊多層 Convolution 的結果好過於疊多層 Dense,此外,filter 數量逐漸增加的效果較好,和理論上 CNN 觀察的特徵越來越複雜符合

Layer (type)	Output	Sha	pe		Param #
conv2d_1 (Conv2D)	(None,	44,	44,	64)	1664
zero_padding2d_1 (ZeroPaddin	(None,	48,	48,	64)	0
max_pooling2d_1 (MaxPooling2	(None,	22,	22,	64)	0
zero_padding2d_2 (ZeroPaddin	(None,	24,	24,	64)	0
conv2d_2 (Conv2D)	(None,	22,	22,	64)	36928
zero_padding2d_3 (ZeroPaddin	(None,	24,	24,	64)	0
conv2d_3 (Conv2D)	(None,	22,	22,	64)	36928
average_pooling2d_1 (Average	(None,	10,	10,	64)	0
zero_padding2d_4 (ZeroPaddin	(None,	12,	12,	64)	0
dropout_1 (Dropout)	(None,	12,	12,	64)	0
conv2d_4 (Conv2D)	(None,	10,	10,	96)	55392
zero_padding2d_5 (ZeroPaddin	(None,	12,	12,	96)	0
conv2d_5 (Conv2D)	(None,	10,	10,	128)	110720
zero_padding2d_6 (ZeroPaddin	(None,	12,	12,	128)	0

dropout_2 (Dropout)	(None,	12, 12, 128)	0
conv2d_6 (Conv2D)	(None,	10, 10, 128)	147584
zero_padding2d_7 (ZeroPaddin	(None,	12, 12, 128)	0
<pre>average_pooling2d_2 (Average</pre>	(None,	5, 5, 128)	0
dropout_3 (Dropout)	(None,	5, 5, 128)	0
flatten_1 (Flatten)	(None,	3200)	0
dense_1 (Dense)	(None,	900)	2880900
activation_1 (Activation)	(None,	900)	0
dropout_4 (Dropout)	(None,	900)	0
dense_2 (Dense)	(None,	900)	810900
activation_2 (Activation)	(None,	900)	0
dropout_5 (Dropout)	(None,	900)	0
dense_3 (Dense)	(None,	7)	6307
activation_3 (Activation)	(None,	7)	0
Total params: 4,087,323 Trainable params: 4,087,323 Non-trainable params: 0			

此 model 的 accuracy 對 epochs 做圖如下:

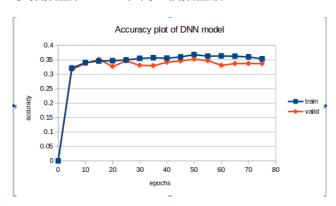


valid 的 accuracy 始終在 train 之上,這可能是因為我在切 valid 之前,就先對所有的 training data 做了 flip,也就是因為 preprocessing 使得 valid 的性質更接近 training,導致這個結果發生,大約差在 5%,但整體而言還是看的出正相關,後來就沒有再去修改,所以 valid 的表現會高過於 test

2. Build DNN DNN 架構:

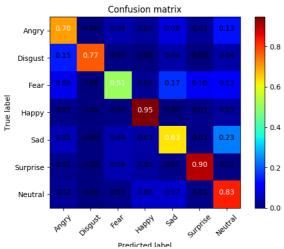
Layer (type)	Output	Shape	Param #
dense_1 (Dense)	(None,	1024)	2360320
activation_1 (Activation)	(None,	1024)	0
dropout_1 (Dropout)	(None,	1024)	0
dense_2 (Dense)	(None,	1024)	1049600
activation_2 (Activation)	(None,	1024)	0
dropout_2 (Dropout)	(None,	1024)	0
dense_3 (Dense)	(None,	768)	787200
activation_3 (Activation)	(None,	768)	0
dropout_3 (Dropout)	(None,	768)	0
dense_4 (Dense)	(None,	768)	590592
activation_4 (Activation)	(None,	768)	0
dropout_4 (Dropout)	(None,	768)	0
dense_5 (Dense)	(None,	512)	393728
activation_5 (Activation)	(None,	512)	0
dropout_5 (Dropout)	(None,	512)	0
dense_6 (Dense)	(None,	512)	262656
activation_6 (Activation)	(None,	512)	0
dropout_6 (Dropout)	(None,	512)	0
dense_7 (Dense)	(None,	7)	3591
activation_7 (Activation)	(None,		0
Total params: 5,447,687 Trainable params: 5,447,687 Non-trainable params: 0			
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參數數量和 CNN 在同一個數量級



因為 earlystop 只記錄到大約 80 個 epoch,可以發現 DNN 的表現遠差於 CNN,且在 epoch 上升後沒有明顯進步,推論因為 feature 不限於某個位置,CNN 在偵測這個現象上勝過 DNN

3. Analyze the model with confusion matrix

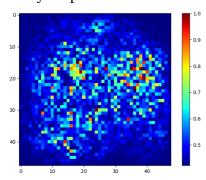


如 P1 所提到,因為做了同樣的 preprocessing,所以 accuracy 相較於 testing set 的表現較高,這裡可以看出 fear 的預測表現最差,但整體來講還是和預測錯誤有差距,因此由 confusion matrix 認為這是可信的預測,其中 Happy 的預測結果最好,Fear 最差,可能跟表情本身的差異度高低有關

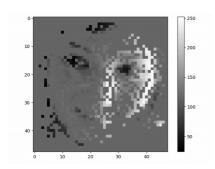
4. input 原圖:



Saliency Map:



mask 掉 heatmap 小的部份



可以看出 silence map 在眼睛和嘴巴附近值較高,雖然還有其他空白,但大致保留這幾個部位去計算,認 為 model 的選擇是合理的

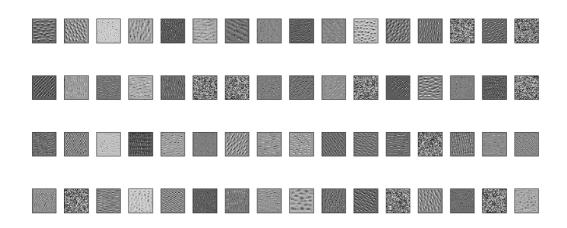
5. Analyze the model by visualizing filters

原始圖片:



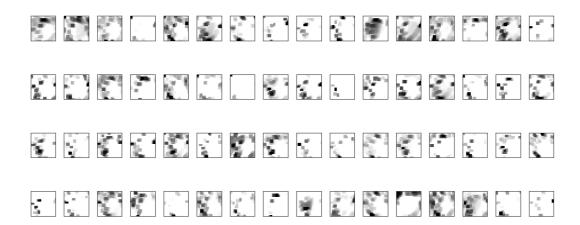
filters 觀察

Filters of layer max_pooling2d_1 (# Ascent Epoch 200)



圖片 trigger 後的 layer 觀察

Output of layer0 (Given image176)



(cmap='gray_r')

可以發現在第 1 層 filter 確實是觀察簡單的線條,但還是有些許的雜訊,但大致記錄了圖片的特徵 而在 output layer 方面,大部份確實偵測到臉部的表情特徵如五官,也大概能觀察出臉的輪廓,符合理 論上第一層的特性