

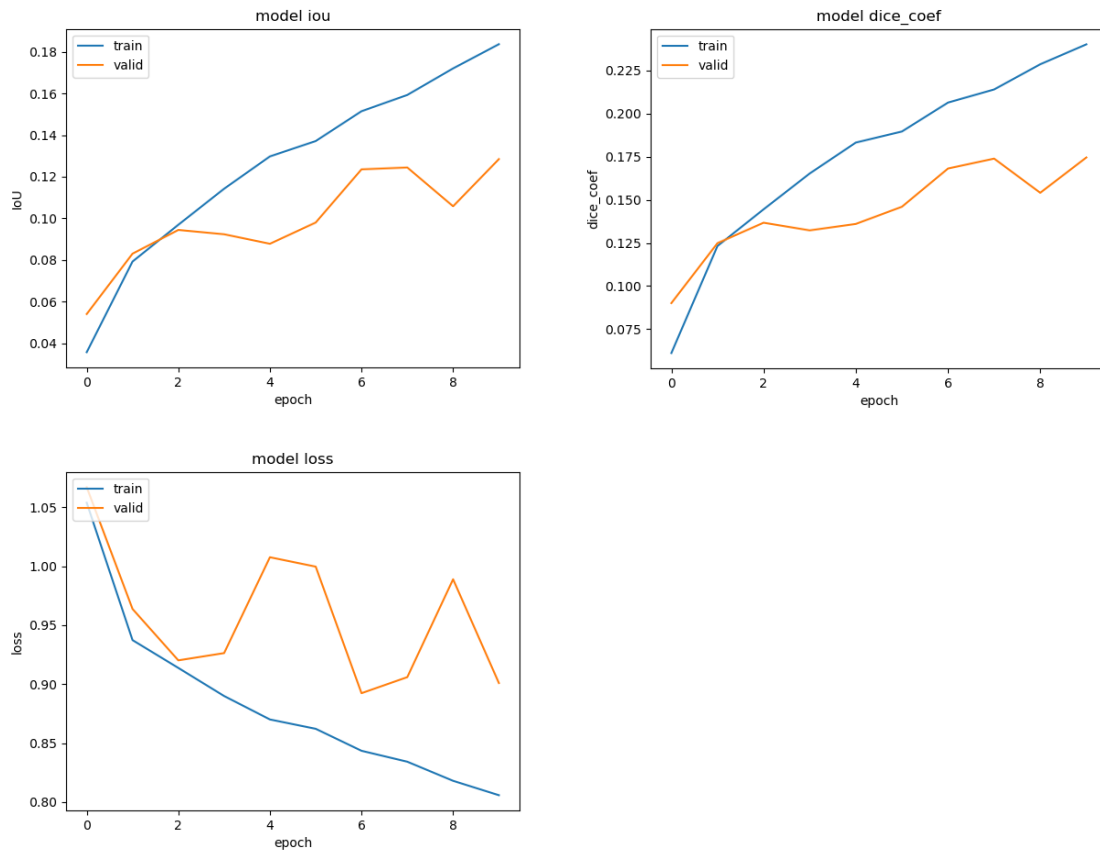
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VGGUNET 10 epoch:

Learning rate = $1e-4$

Batch size = 2



Epoch 00007: val_loss improved from 0.92016 to 0.89232, saving model to VGGU19net_POLYP.hdf5

Epoch 8/10

1156/1156 - 199s - loss: 0.8342 - binary_accuracy: 0.9880 - dice_coef: 0.2140 - iou: 0.1593 - val_loss: 0.9059 - val_binary_accuracy: 0.9782 - val_dice_coef: 0.1739 - val_iou: 0.1244

Epoch 00008: val_loss did not improve from 0.89232

Epoch 9/10

1156/1156 - 208s - loss: 0.8181 - binary_accuracy: 0.9889 - dice_coef: 0.2286 - iou: 0.1721 - val_loss: 0.9889 - val_binary_accuracy: 0.9636 - val_dice_coef: 0.1541 - val_iou: 0.1058

Epoch 00009: val_loss did not improve from 0.89232

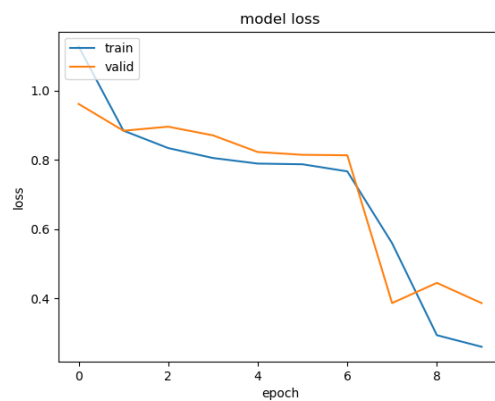
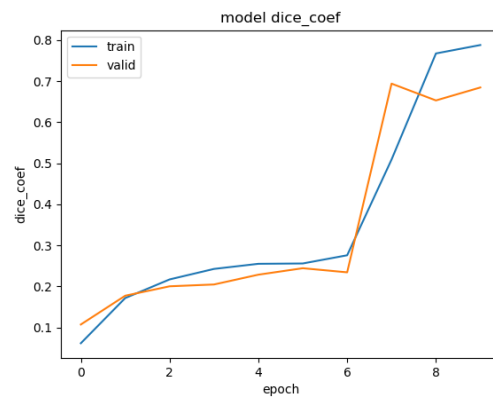
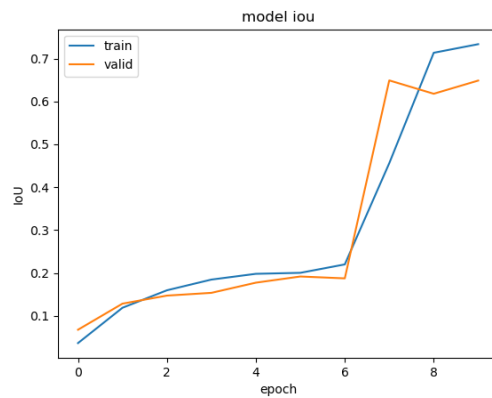
Epoch 10/10

1156/1156 - 198s - loss: 0.8059 - binary_accuracy: 0.9894 - dice_coef: 0.2402 - iou: 0.1837 - val_loss: 0.9009 - val_binary_accuracy: 0.9834 - val_dice_coef: 0.1746 - val_iou: 0.1285

RessNeXt 10 epoch:

Learning rate = $1e-4$

Batch size = 2



Epoch 8/10

1156/1156 - 454s - loss: 0.5591 - binary_accuracy: 0.9906 - dice_coef: 0.5089 - iou: 0.4560 - val_loss: 0.3861 - val_binary_accuracy: 0.9895 - val_dice_coef: 0.6938 - val_iou: 0.6491

Epoch 9/10

1156/1156 - 462s - loss: 0.2932 - binary_accuracy: 0.9912 - dice_coef: 0.7673 - iou: 0.7135 - val_loss: 0.4444 - val_binary_accuracy: 0.9906 - val_dice_coef: 0.6529 - val_iou: 0.6180

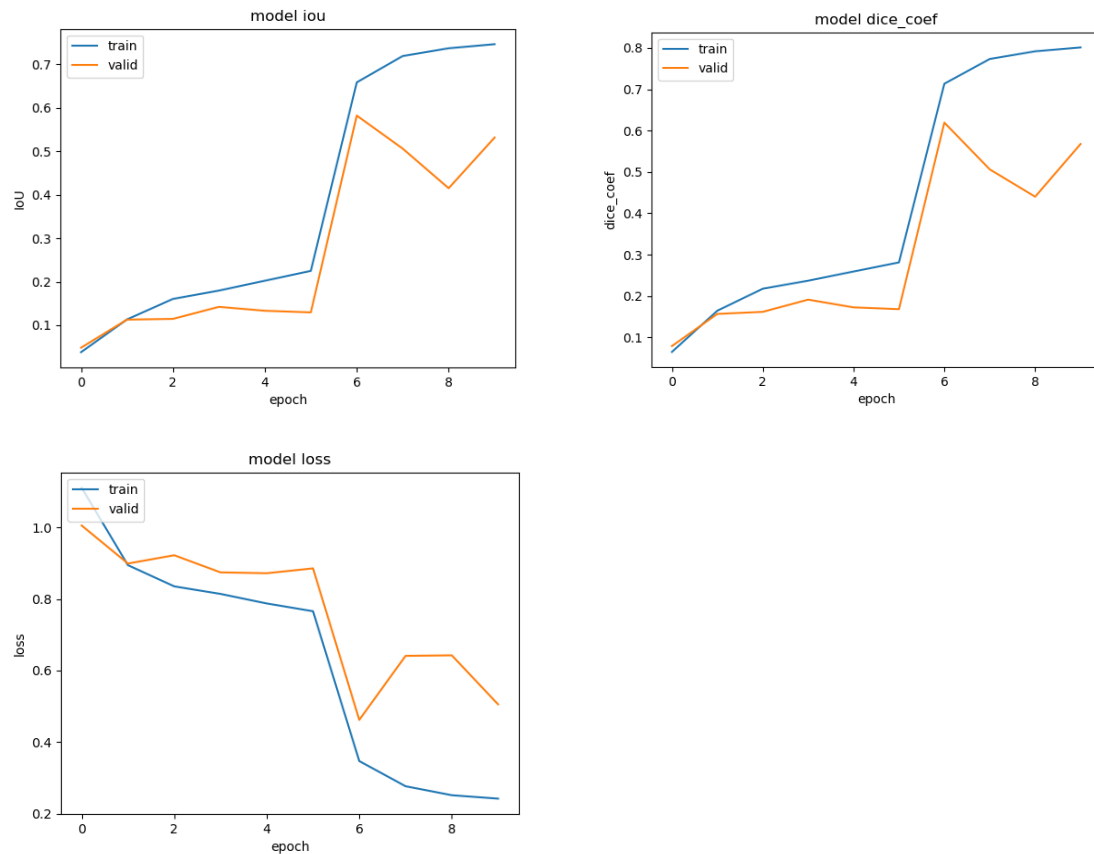
Epoch 10/10

1156/1156 - 440s - loss: 0.2596 - binary_accuracy: 0.9917 - dice_coef: 0.7878 - iou: 0.7336 - val_loss: 0.3858 - val_binary_accuracy: 0.9908 - val_dice_coef: 0.6844 - val_iou: 0.6486

RessUnet 10 epoch:

Learning rate = 1e-4

Batch size = 2



Epoch 8/10

1156/1156 - 273s - loss: 0.2765 - binary_accuracy: 0.9909 - dice_coef: 0.7732 - iou: 0.7186 - val_loss: 0.6410 - val_binary_accuracy: 0.9874 - val_dice_coef: 0.5062 - val_iou: 0.5059

Epoch 00008: val_loss did not improve from 0.46197

Epoch 9/10

1156/1156 - 262s - loss: 0.2513 - binary_accuracy: 0.9914 - dice_coef: 0.7917 - iou: 0.7364 - val_loss: 0.6424 - val_binary_accuracy: 0.9887 - val_dice_coef: 0.4401 - val_iou: 0.4148

Epoch 00009: val_loss did not improve from 0.46197

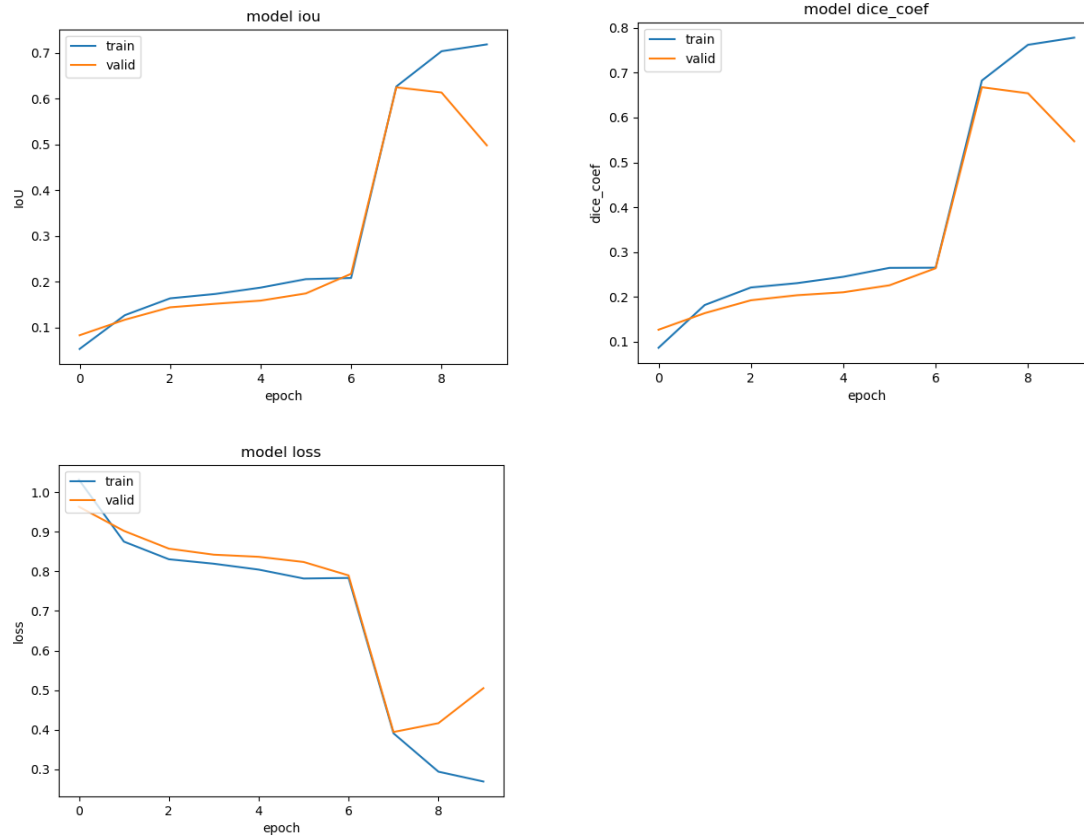
Epoch 10/10

1156/1156 - 251s - loss: 0.2418 - binary_accuracy: 0.9913 - dice_coef: 0.8011 - iou: 0.7458 - val_loss: 0.5055 - val_binary_accuracy: 0.9910 - val_dice_coef: 0.5676 - val_iou: 0.5313

InceptionV3 10 epoch:

Learning rate = $1e-4$

Batch size = 2



Epoch 8/10

1156/1156 - 253s - loss: 0.3911 - binary_accuracy: 0.9892 - dice_coef: 0.6824 - iou: 0.6264 - val_loss: 0.3944 - val_binary_accuracy: 0.9915 - val_dice_coef: 0.6675 - val_iou: 0.6246

Epoch 00008: val_loss improved from 0.78977 to 0.39437, saving model to Inceptionv3_POLYP.hdf5

Epoch 9/10

1156/1156 - 248s - loss: 0.2942 - binary_accuracy: 0.9897 - dice_coef: 0.7621 - iou: 0.7035 - val_loss: 0.4167 - val_binary_accuracy: 0.9915 - val_dice_coef: 0.6540 - val_iou: 0.6131

Epoch 00009: val_loss did not improve from 0.39437

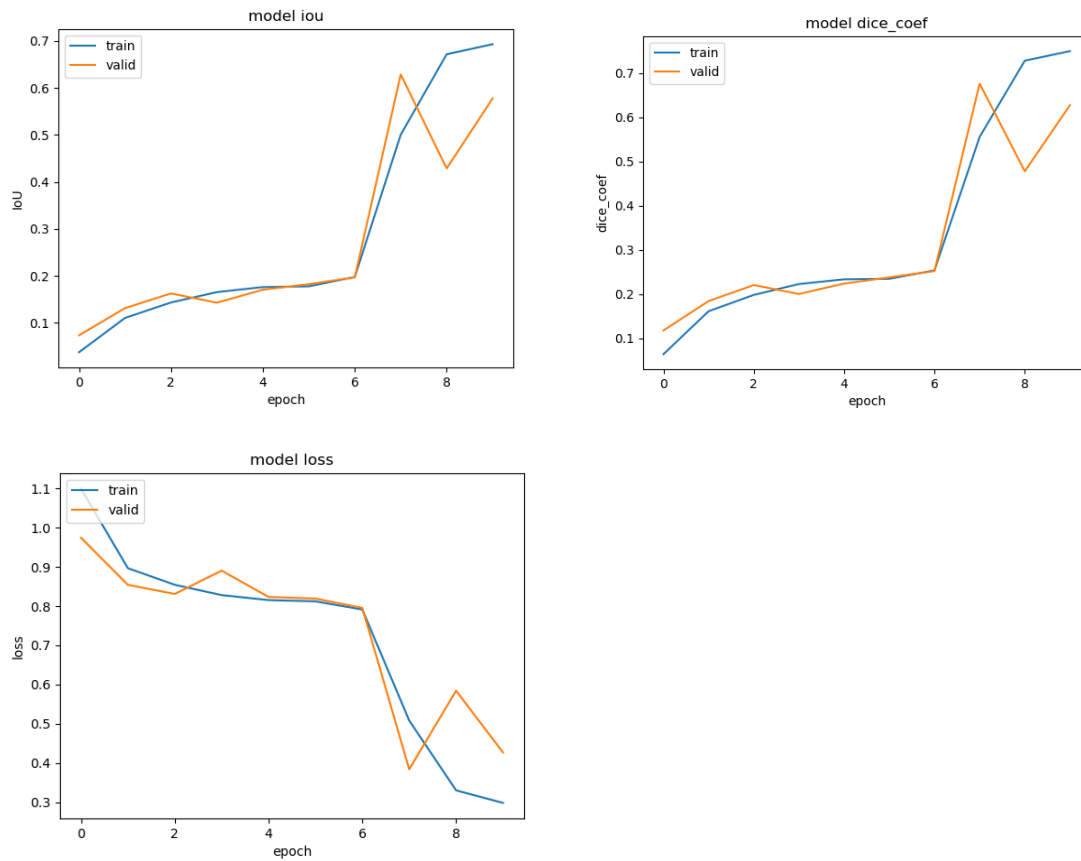
Epoch 10/10

1156/1156 - 243s - loss: 0.2694 - binary_accuracy: 0.9901 - dice_coef: 0.7780 - iou: 0.7184 - val_loss: 0.5049 - val_binary_accuracy: 0.9915 - val_dice_coef: 0.5471 - val_iou: 0.4977

InceptionResNetV2 10 epoch:

Learning rate = $1e-4$

Batch size = 2



Epoch 8/10

1156/1156 - 466s - loss: 0.5084 - binary_accuracy: 0.9891 - dice_coef: 0.5559 - iou: 0.5003 - val_loss: 0.3841 - val_binary_accuracy: 0.9910 - val_dice_coef: 0.6765 - val_iou: 0.6287

Epoch 9/10

1156/1156 - 439s - loss: 0.3304 - binary_accuracy: 0.9895 - dice_coef: 0.7284 - iou: 0.6716 - val_loss: 0.5845 - val_binary_accuracy: 0.9913 - val_dice_coef: 0.4780 - val_iou: 0.4286

Epoch 10/10

1156/1156 - 385s - loss: 0.2985 - binary_accuracy: 0.9897 - dice_coef: 0.7500 - iou: 0.6930 - val_loss: 0.4270 - val_binary_accuracy: 0.9917 - val_dice_coef: 0.6278 - val_iou: 0.5777