|  |  |
| --- | --- |
| Model | Scor |
| V1 - <https://www.kaggle.com/code/repedemonica/tema2?scriptVersionId=271232633> | 0.62320 |
| V2- <https://www.kaggle.com/code/repedemonica/tema2?scriptVersionId=271237501> | 0.65900 |
| V6 - <https://www.kaggle.com/code/repedemonica/tema2?scriptVersionId=271267956> | 0.76650 |
| V10 - <https://www.kaggle.com/code/repedemonica/tema2?scriptVersionId=271290018> | 0.80310 |

Modelul de baza: baseline-ul

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Augmentari | Loss | Optimizator | Altele |
| V1  75 epoci | Flip orizontal(p=0.3), flip vertical(p=0.3), rotatie (intre -10 si 10 grade), normalizare cu media si deviatia standard a datelor de antrenament | CrossEntropie cu label\_smoothing = 0.1 | AdamW cu lr=1e-4, betas=(0.9, 0.999), eps=1e-08, weight\_decay=0.01 | 4 workeri si pin\_memory= True |
| V2  75 epoci | Flip orizontal(p=0.3), flip vertical(p=0.3), rotatie (intre -10 si 10 grade), RandomCrop(size=32, padding=4), normalizare cu media si deviatia standard a datelor de antrenament  TTA din I**nferenceOptimizationAndTTA.ipynb** | CrossEntropie cu label\_smoothing = 0.1 | AdamW cu lr=1e-4, betas=(0.9, 0.999), eps=1e-08, weight\_decay=0.01 | 4 workeri si pin\_memory= True  Scheduler: CosineAnnealingLR |
| V6  175 epoci | Flip orizontal(p=0.5), RandomCrop(size=32, padding=4), normalizare cu media si deviatia standard a datelor de antrenament,  CutMix si MixUp  TTA din I**nferenceOptimizationAndTTA.ipynb** | CrossEntropie cu label\_smoothing = 0.1 | SGD cu lr = 0.005, momentum = 0.9, weight\_decay=0.0005, nesterov=True | 4 workeri si pin\_memory= True  Scheduler: CosineAnnealingLR |
| V10  170 epoci | Flip orizontal(p=0.5), RandomCrop(size=32, padding=4), normalizare cu media si deviatia standard a datelor de antrenament,  CutMix si MixUp  TTA din I**nferenceOptimizationAndTTA.ipynb** | CrossEntropie cu label\_smoothing = 0.1 | SGD cu lr = 0.005, momentum = 0.99, weight\_decay=0.0005, nesterov=True | 4 workeri si pin\_memory= True  Scheduler: CosineAnnealingLR |

- cu mentiunea ca la V10 n-am mai avut split pentru validare dar la toate celelalte da (cu split si 180 epoci – 0.7964 – V12)