# Sprawozdanie SIiIW- Lista 5.

Jakub Cebula 266886

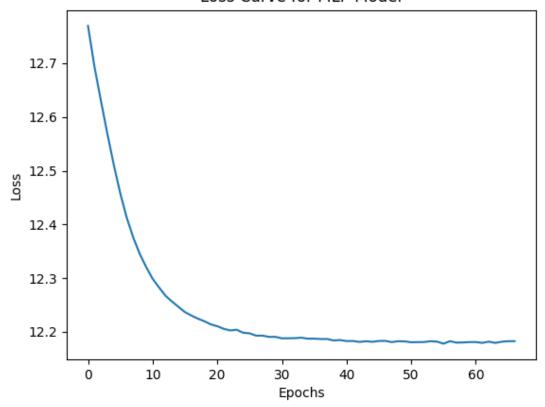
Zad 1. Przetworzenie danych i utworzenie zbioru uczącego i walidującego:

(135,	384	.)									
	1	99	99.1	99.2	99.3	99.152	99.153	99.154	99.155	99.156	
0	1	99	99	99	99	99.0	99.00	99.00	99.00	99.00	
1	4	99	99	99	99	99.0	99.00	99.00	99.00	99.00	
2	47	99	99	99	99	0.0	99.00	0.00	5.93	4.19	
3	13	99	99	99	99	0.0	99.00	99.00	99.00	0.00	
4	33	99	99	99	99	99.0	-2.32	99.00	0.00	2.93	
7693	27	99	99	99	99	99.0	0.00	0.00	0.00	99.00	
7694	1	99	99	99	99	99.0	99.00	99.00	99.00	99.00	
7695	26	99	99	99	99	3.5	6.26	99.00	-2.66	0.65	
7696	64	99	99	99	99	0.0	2.97	0.57	0.00	0.00	
7697	2	99	99	99	99	99.0	99.00	99.00	99.00	99.00	

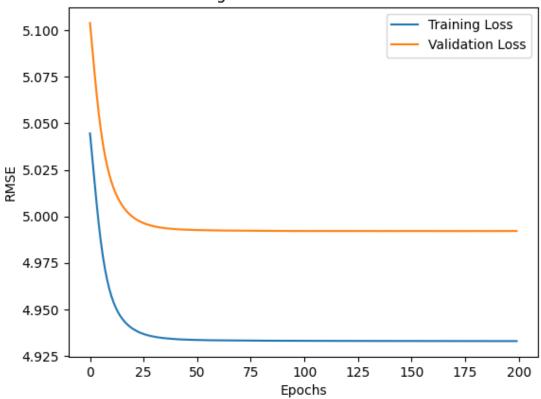
	rated_jokes	joke_id	rating
5	112	6	-4.45
38	75	6	-10.00
87	73	6	-5.76
91	67	6	9.04
109	121	6	0.00
1046906	33	157	0.00
1046911	67	157	2.73
1046919	50	157	0.41
1046925	26	157	0.65
1046926	64	157	0.00
[106488	rows x 3 colu	umns]	

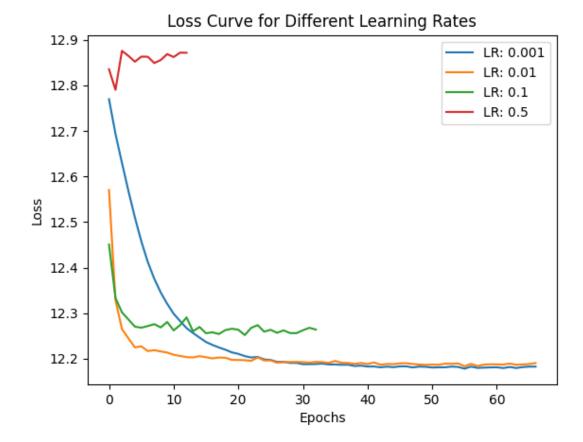
Początkowo miałem problem z pobraniem i uruchomieniem modelu Bert, stąd skorzystałem z jednego z domyślnych modeli biblioteki "all-MiniLM-L6-v2" wyniki jego zastosowania podaję poniżej:

## Loss Curve for MLP Model

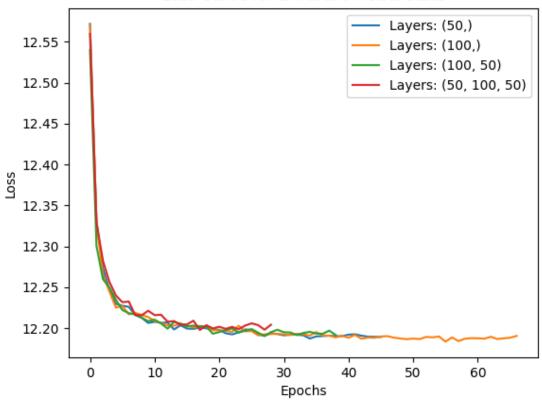


## Training and Validation Loss Curves

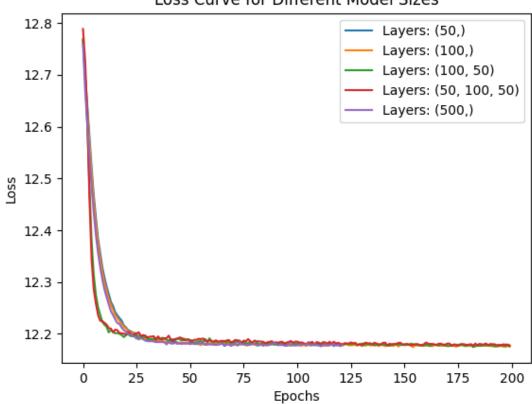




### Loss Curve for Different Model Sizes



### Loss Curve for Different Model Sizes



Zad 5.

Predicted rating for the new joke: 0.6436475515365601

Measured parameter	RMSE		
RMSE on Training Set	4.933216025183661		
RMSE on Validation Set	4.9922422282958445		
Learning Rate: 0.001	4.992229179897027		
Learning Rate: 0.01	4.992096284142123		
Learning Rate: 0.1	5.002480956473221		
Learning Rate: 0.5	5.121384117410883		
Hidden Layers: (50,)	4.992546384528869		
Hidden Layers: (100,)	4.993754085677515		
Hidden Layers: (100, 50)	4.99206030062376		
Hidden Layers: (50, 100, 50)	4.99205154563229		
Hidden Layers: (500,)	4.992478277233869		
Predicted rating for the new joke	0.6436475515365601		

Ostatecznie udało mi się odpalić wersję (rithwik-db/bert-base-cased-10) modelu BERT. Wyniki są podobne, ale prezentuję je poniżej:

