In [1]:

```
import os
import time
import shelve
import random
import numpy as np
import pandas as pd
import tensorflow as tf
from pandas import DataFrame
import matplotlib.pyplot as plt
```

In [2]:

```
def load data(name):
    if name == 'mnist':
        (X_train, y_train), (X_test, y_test) = tf.keras.datasets.mnist.load_data()
    elif name == 'fashion mnist':
        (X_train, y_train), (X_test, y_test) = tf.keras.datasets.fashion_mnist.loa
d data()
    else:
        print('Only mnist or fashion mnist.')
        return False
    imageSize = X train.shape[1]*X train.shape[2]
    numClasses = np.max(y train)+1
    X train = np.reshape(X train.astype(float)/255.0, (-1, 784))
    X \text{ test} = \text{np.reshape}(X \text{ test.astype}(float)/255.0, (-1, 784))
    y train = tf.keras.utils.to categorical(y train, num classes=numClasses)
    y test = tf.keras.utils.to categorical(y test, num classes=numClasses)
    X val
            = X train[-10000:]
            = y train[-10000:]
    y val
    X train = X train[:-10000]
    y_{train} = y_{train}[:-10000]
    print('Data Split: ')
    print(f'X train: {X train.shape}, y train: {y train.shape}')
    print(f'X_test : {X_test.shape }, y_test : {y_test.shape }')
    print(f'X_val : {X_val.shape }, y_val : {y_val.shape }')
    data = \{\}
    data['X_train'] = X_train
    data['y_train'] = y_train
    data['X_val'] = X_val
    data['y_val'] = y_val
    data['X_test'] = X_test
    data['y_test'] = y_test
    data['imageSize'] = imageSize
    return data
```

In [3]:

```
class MLP(object):
    def __init__(self, name, size_input, size_hidden, size_output, Reg=None, RegC=
0,\
                 training=None, validation=None, accuracy=0, device=None):
        self.name
                         = name
        self.size input = size input
        self.size hidden = size hidden
        self.size output = size output
        self.Reg
                         = Reg
        self.ReqC
                         = RegC
        self.training = training
        self.validation = validation
        self.accuracy
                      = accuracy
        self.device
                         = device
        self.W1 = self.initWeights(self.size input, self.size hidden[0], 0.01)
        self.b1 = self.initWeights(1, self.size hidden[0], 0.01)
        self.W2 = self.initWeights(self.size hidden[0], self.size hidden[1], 0.01)
        self.b2 = self.initWeights(1, self.size hidden[1], 0.01)
        self.W3 = self.initWeights(self.size hidden[1], self.size_hidden[2], 0.01)
        self.b3 = self.initWeights(1, self.size hidden[2], 0.01)
        self.W4 = self.initWeights(self.size hidden[2], self.size output, 0.01)
        self.b4 = self.initWeights(1, self.size output, 0.01)
        self.varibles = [self.W1, self.b1, self.W2, self.b2, self.W3, self.b3, sel
f.W4, self.b4]
    def initWeights(self, rows, columns, multFactor=1):
        return tf.Variable(multFactor*tf.random.normal([rows, columns]))
    def forward(self, X):
        if self.device is not None:
            with tf.device('gpu:0' if self.device=='gpu' else 'cpu'):
                self.y = self.compute output(X)
        else:
            self.y = self.compute output(X)
        return self.y
    def getRegLoss(self, X_train):
        if self.Req=='L2':
            return (self.RegC/X_train.shape[0])*(tf.reduce_sum(tf.math.square(self))
.W1)) +
                                                 tf.reduce sum(tf.math.square(self
.W2)) +
```

```
tf.reduce sum(tf.math.square(self
.W3)) +
                                                  tf.reduce sum(tf.math.square(self
.W4)))
        elif self.Reg=='L1':
            return (self.RegC/X train.shape[0])*tf.abs(tf.reduce sum(self.W1) +
                                                        tf.reduce sum(self.W2) +
                                                        tf.reduce sum(self.W3) +
                                                        tf.reduce sum(self.W4))
        elif self.Reg=='L1+L2':
            L2 = (self.RegC/X_train.shape[0])*(tf.reduce_sum(tf.math.square(self.
W1)) +
                                                 tf.reduce sum(tf.math.square(self.
W2)) +
                                                 tf.reduce sum(tf.math.square(self.
W3)) +
                                                 tf.reduce sum(tf.math.square(self.
W4)))
            L1 = (self.RegC/X train.shape[0])*tf.abs(tf.reduce sum(self.W1) +
                                                      tf.reduce sum(self.W2) +
                                                      tf.reduce sum(self.W3) +
                                                      tf.reduce sum(self.W4))
            return L1+L2
        else:
            return 0
    def loss(self, y_pred, y_true):
        y_true_tf = tf.cast(tf.reshape(y_true, (-1, self.size_output)), dtype=tf.f
loat32)
        y pred tf = tf.cast(y pred, dtype=tf.float32)
        loss = tf.keras.losses.CategoricalCrossentropy()(y true tf, y pred tf)
        return loss
    def backward(self, X train, y train):
        optimizer = tf.keras.optimizers.SGD(learning rate=0.05)
        if self.Reg is not None and self.RegC==0:
            print('Regularization coffecient argument was 0, seeting it to default
lamda=0.01')
            self.RegC = 0.01;
        with tf.GradientTape() as tape:
            predicted = self.forward(X train)
            current loss = self.loss(predicted, y train)
            current loss += self.getRegLoss(X train)
        grads = tape.gradient(current loss, self.varibles)
        optimizer.apply gradients(zip(grads, self.varibles))
```

```
def compute_output(self, X):
    X_tf = tf.cast(X, dtype=tf.float32)

wlHat = tf.matmul(X_tf, self.Wl) + self.bl
hlHat = tf.nn.relu(wlHat)

w2Hat = tf.matmul(hlHat, self.W2) + self.b2
h2Hat = tf.nn.relu(w2Hat)

w3Hat = tf.matmul(h2Hat, self.W3) + self.b3
h3Hat = tf.nn.relu(w3Hat)

w4Hat = tf.matmul(h3Hat, self.W4) + self.b4
output = tf.nn.softmax(w4Hat)

return output

def getAccuracy(self, predictions, outputs):
    preds = np.argmax(predictions, axis=1)
    y_true = np.argmax(outputs, axis=1)

return (preds==y_true).mean()
```

In [4]:

```
def trainModel(model, data, NUM EPOCHS=10, batchSize=50, seedVal=1234):
    X train = data['X train']
    y_train = data['y_train']
           = data['X val']
    X val
           = data['y_val']
    y_val
    training = np.zeros(shape=(NUM EPOCHS, 3))
    validation = np.zeros(shape=(NUM EPOCHS, 3))
    train_ds = tf.data.Dataset.from_tensor_slices((X_train, y_train)).batch(batchS
ize)
            = tf.data.Dataset.from tensor slices((X val, y val)).batch(batchSize)
    val ds
    print(f'\n\n************* Training model: {model.name} with seed: {seedVal}
*************\n')
    time start = time.time()
    for epoch in range(NUM EPOCHS):
        train loss = tf.zeros([1, 1], dtype=tf.float32)
        val loss
                 = tf.zeros([1, 1], dtype=tf.float32)
        train ds = tf.data.Dataset.from tensor slices((X train, y train)).shuffle(
25, seed = epoch*(seedVal)).batch(batchSize)
        val_ds = tf.data.Dataset.from_tensor_slices((X_val, y_val)).shuffle(25,
seed = epoch*(seedVal)).batch(batchSize)
        for inputs, outputs in train ds:
            train pred = model.forward(inputs)
            train loss = train loss + model.loss(train pred, outputs)
            model.backward(inputs, outputs)
            train acc = model.getAccuracy(train pred, outputs)
        for inputs, outputs in val ds:
            val pred = model.forward(inputs)
            val loss = val loss + model.loss(val pred, outputs)
            val acc = model.getAccuracy(val pred, outputs)
        # train loss = np.array(train loss)
        # val loss = np.array(val loss)
        training[epoch] = [epoch+1, train_acc, np.sum(train_loss)/X_train.shape[0
]]
        validation[epoch] = [epoch+1, val acc, np.sum(train loss)/X train.shape[0
]]
        print('# Epoch:={}/{} - train loss:={:.4f} - val loss:={:.4f}, train acc:
={:.2f} - val acc:={:.2f}'\
              .format(epoch+1, NUM_EPOCHS, np.sum(train_loss)/X_train.shape[0], np
.sum(val loss)/X val.shape[0], train acc, val acc))
    time taken = time.time()-time start
    print(f'\nTotal time taken (in seconds): {time taken: .2f}')
    print(f'\nFinished training model: {model.name}\n')
```

```
model.training = training
   model.validation = validation
def testModel(model, data):
   X test = data['X test']
   y_test = data['y_test']
   preds = model.forward(X test)
   pred = np.argmax(preds, axis=1)
   y_true= np.argmax(y_test, axis=1)
   model.accuracy = (pred==y_true).mean()*100
   print(f'************* Testing ***************)
   print(f'{model.name} model accuracy = {model.accuracy:.2f}%')
   def plotAccuracyAndLoss(model):
   training = model.training
   validation = model.validation
   fig, (ax1, ax2) = plt.subplots(1, 2)
   training[:, -1] = training[:, -1]/np.linalg.norm(training[:, -1])
   ax1.plot(training[:,0], training[:,1], 'g')
   ax1.plot(training[:,0], training[:,2], 'b')
   ax1.set title('Training')
   ax1.legend(["Accuracy", "Loss"])
   validation[:, -1] = validation[:, -1]/np.linalg.norm(validation[:, -1])
   ax2.plot(validation[:,0], validation[:,1], 'g')
   ax2.plot(validation[:,0], validation[:,2], 'b')
   ax2.set title('Validation')
   ax2.legend(["Accuracy", "Loss"])
   plt.show()
```

In [5]:

```
def main():
    for j in range(2):
        if j==0:
            data = load data('mnist')
        if j==1:
            data = load_data('fashion mnist')
        imageSize = data['imageSize']
        size input = imageSize
        size hidden = [512, 256, 64]
        size output = 10
        allModels = \{\}
        allModels['mlp_on_gpu_default'] = {}
        allModels['mlp on qpu RegL1']
        allModels['mlp on gpu RegL2']
        allModels['mlp on gpu RegL1L2'] = {}
        for model name in allModels:
            model = allModels[model name]
            cnt = -1
            numEpochs = 10
            batchSize = 50
            numTrials = 10
            seeds = random.sample(range(1000, 9999), numTrials)
            # loss
                       = np.zeros(shape=(numEpochs, 1))
            accuracy = np.zeros(shape=(numTrials, 1))
            for i in seeds:
                cnt += 1
                np.random.seed(i)
                tf.random.set_seed(i)
                print(f'Count: {cnt}, j=: {j}')
                if model_name == 'mlp_on_gpu_default':
                    model['name'] = MLP('mlp on gpu default', size input, size hid
den, size output, device='gpu')
                elif model_name == 'mlp_on_gpu_RegL1':
                    model['name'] = MLP('mlp_on_gpu_RegL1', size_input, size_hidde
n, size_output, 'L1', 0.01, device='gpu')
                elif model name == 'mlp on gpu RegL2':
                    model['name'] = MLP('mlp_on_gpu_RegL2', size_input, size_hidde
n, size_output, 'L2', 0.01, device='gpu')
                elif model_name == 'mlp_on_gpu_RegL1L2':
                    model['name'] = MLP('mlp on gpu RegL1L2', size input, size hid
den, size output, 'L1+L2', 0.01, device='qpu')
```

```
else:
                    pass
                trainModel(model['name'], data, numEpochs, batchSize, i)
                testModel(model['name'], data)
                accuracy[cnt] = model['name'].accuracy
                plotAccuracyAndLoss(model['name'])
                allModels[model_name][i] = model['name']
                allModels[model_name]['Accuracy'] = [np.mean(accuracy), np.var(acc
uracy)]
        if j==0:
            mnist = allModels
        elif j==1:
            fashion_mnist = allModels
        else:
            pass
    return mnist, fashion_mnist
```

```
In [6]:
```

```
if __name__ == "__main__":
    mnist, fashion_mnist = main()
```

Data Split:

X_train: (50000, 784), y_train: (50000, 10)
X_test : (10000, 784), y_test : (10000, 10)
X_val : (10000, 784), y_val : (10000, 10)

Count: 0, j=: 0

2022-02-13 01:43:45.166356: I tensorflow/stream_executor/cuda/cuda_gpu _executor.cc:936] successful NUMA node read from SysFS had negative va lue (-1), but there must be at least one NUMA node, so returning NUMA node zero

2022-02-13 01:43:45.171104: I tensorflow/stream_executor/cuda/cuda_gpu _executor.cc:936] successful NUMA node read from SysFS had negative va lue (-1), but there must be at least one NUMA node, so returning NUMA node zero

2022-02-13 01:43:45.171435: I tensorflow/stream_executor/cuda/cuda_gpu _executor.cc:936] successful NUMA node read from SysFS had negative va lue (-1), but there must be at least one NUMA node, so returning NUMA node zero

2022-02-13 01:43:45.173024: I tensorflow/core/platform/cpu_feature_guard.cc:151] This TensorFlow binary is optimized with oneAPI Deep Neural Network Library (oneDNN) to use the following CPU instructions in performance-critical operations: AVX2 FMA

To enable them in other operations, rebuild TensorFlow with the appropriate compiler flags.

2022-02-13 01:43:45.173998: I tensorflow/stream_executor/cuda/cuda_gpu _executor.cc:936] successful NUMA node read from SysFS had negative va lue (-1), but there must be at least one NUMA node, so returning NUMA node zero

2022-02-13 01:43:45.174333: I tensorflow/stream_executor/cuda/cuda_gpu_executor.cc:936] successful NUMA node read from SysFS had negative value (-1), but there must be at least one NUMA node, so returning NUMA node zero

2022-02-13 01:43:45.174579: I tensorflow/stream_executor/cuda/cuda_gpu_executor.cc:936] successful NUMA node read from SysFS had negative value (-1), but there must be at least one NUMA node, so returning NUMA node zero

2022-02-13 01:43:45.546421: I tensorflow/stream_executor/cuda/cuda_gpu _executor.cc:936] successful NUMA node read from SysFS had negative va lue (-1), but there must be at least one NUMA node, so returning NUMA node zero

2022-02-13 01:43:45.546847: I tensorflow/stream_executor/cuda/cuda_gpu_executor.cc:936] successful NUMA node read from SysFS had negative value (-1), but there must be at least one NUMA node, so returning NUMA node zero

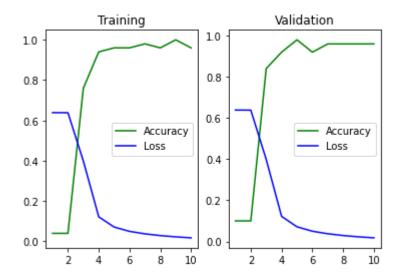
2022-02-13 01:43:45.547117: I tensorflow/stream_executor/cuda/cuda_gpu_executor.cc:936] successful NUMA node read from SysFS had negative value (-1), but there must be at least one NUMA node, so returning NUMA node zero

2022-02-13 01:43:45.547370: I tensorflow/core/common_runtime/gpu/gpu_d evice.cc:1525] Created device /job:localhost/replica:0/task:0/device:G PU:0 with 7017 MB memory: -> device: 0, name: NVIDIA GeForce GTX 107 0, pci bus id: 0000:01:00.0, compute capability: 6.1

****** Training model: mlp on gpu default with seed: 2475 ** ****** # Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0 4 - val acc:=0.10 # Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0459, train acc:=0.0 4 - val acc:=0.10 # Epoch:=3/10 - train loss:=0.0287 - val loss:=0.0132, train acc:=0.7 6 - val acc:=0.84 # Epoch:=4/10 - train loss:=0.0088 - val loss:=0.0064, train acc:=0.9 4 - val acc:=0.92 # Epoch:=5/10 - train loss:=0.0051 - val loss:=0.0040, train acc:=0.9 6 - val acc:=0.98 # Epoch:=6/10 - train loss:=0.0036 - val loss:=0.0033, train acc:=0.9 6 - val acc:=0.92 # Epoch:=7/10 - train loss:=0.0027 - val loss:=0.0028, train acc:=0.9 8 - val acc:=0.96 # Epoch:=8/10 - train loss:=0.0021 - val loss:=0.0024, train acc:=0.9 6 - val acc:=0.96 # Epoch:=9/10 - train loss:=0.0016 - val loss:=0.0024, train acc:=1.0 0 - val acc:=0.96 # Epoch:=10/10 - train loss:=0.0013 - val loss:=0.0026, train acc:=0. 96 - val acc:=0.96

Total time taken (in seconds): 183.17

Finished training model: mlp on gpu default

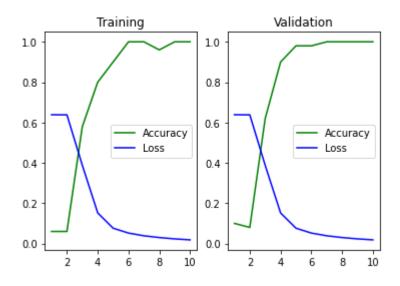


Count: 1, j=: 0

```
****** Training model: mlp on gpu default with seed: 6502 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0458, train acc:=0.0
6 - val acc:=0.08
# Epoch:=3/10 - train loss:=0.0280 - val loss:=0.0156, train acc:=0.5
8 - val acc:=0.62
             - train loss:=0.0109 - val loss:=0.0067, train acc:=0.8
# Epoch:=4/10
0 - val acc:=0.90
# Epoch:=5/10 - train loss:=0.0055 - val loss:=0.0044, train acc:=0.9
0 - val acc:=0.98
# Epoch:=6/10 - train loss:=0.0037 - val loss:=0.0037, train acc:=1.0
0 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0028 - val loss:=0.0033, train acc:=1.0
0 - val acc:=1.00
             - train loss:=0.0021 - val loss:=0.0034, train acc:=0.9
# Epoch:=8/10
6 - val acc:=1.00
# Epoch:=9/10 - train loss:=0.0017 - val loss:=0.0031, train acc:=1.0
0 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0013 - val loss:=0.0028, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 183.52

Finished training model: mlp on gpu default

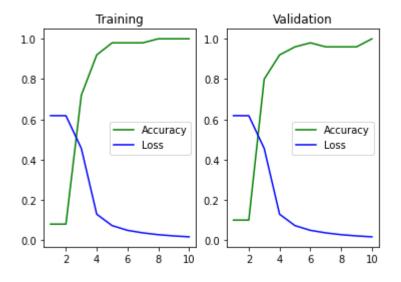


Count: 2, j=: 0

```
******* Training model: mlp on gpu default with seed: 7635 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.10
# Epoch:=3/10 - train loss:=0.0339 - val loss:=0.0134, train acc:=0.7
2 - val acc:=0.80
              - train loss:=0.0096 - val loss:=0.0070, train acc:=0.9
# Epoch:=4/10
2 - val acc:=0.92
# Epoch:=5/10 - train loss:=0.0054 - val loss:=0.0043, train acc:=0.9
8 - val acc:=0.96
# Epoch:=6/10 - train loss:=0.0037 - val loss:=0.0032, train acc:=0.9
8 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0027 - val loss:=0.0026, train acc:=0.9
8 - val acc:=0.96
              - train loss:=0.0021 - val loss:=0.0024, train acc:=1.0
# Epoch:=8/10
0 - val acc:=0.96
# Epoch:=9/10 - train loss:=0.0016 - val loss:=0.0024, train acc:=1.0
0 - val acc:=0.96
# Epoch:=10/10 - train loss:=0.0013 - val loss:=0.0022, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 182.55

Finished training model: mlp on gpu default

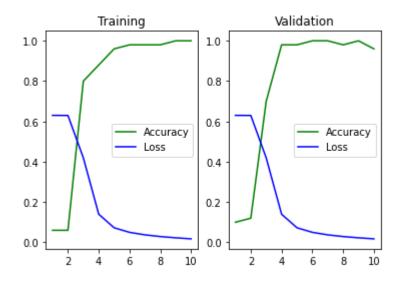


Count: 3, j=: 0

```
****** Training model: mlp on gpu default with seed: 7774 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0458, train acc:=0.0
6 - val acc:=0.12
# Epoch:=3/10 - train loss:=0.0306 - val loss:=0.0146, train acc:=0.8
0 - val acc:=0.70
# Epoch:=4/10
              - train loss:=0.0102 - val loss:=0.0061, train acc:=0.8
8 - val acc:=0.98
# Epoch:=5/10 - train loss:=0.0053 - val loss:=0.0042, train acc:=0.9
6 - val acc:=0.98
# Epoch:=6/10 - train loss:=0.0036 - val loss:=0.0035, train acc:=0.9
8 - val acc:=1.00
# Epoch:=7/10 - train loss:=0.0027 - val loss:=0.0030, train acc:=0.9
8 - val acc:=1.00
              - train loss:=0.0021 - val loss:=0.0029, train acc:=0.9
# Epoch:=8/10
8 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0017 - val loss:=0.0027, train acc:=1.0
0 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0013 - val loss:=0.0026, train acc:=1.
00 - val acc:=0.96
```

Total time taken (in seconds): 182.98

Finished training model: mlp on gpu default

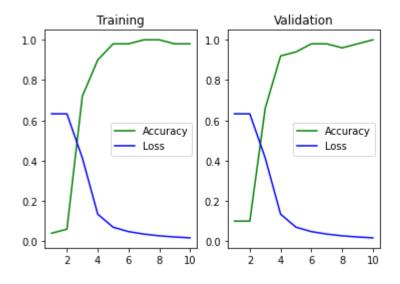


Count: 4, j=: 0

```
********* Training model: mlp on gpu default with seed: 9459 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
4 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0459, train acc:=0.0
6 - val acc:=0.10
# Epoch:=3/10 - train loss:=0.0301 - val loss:=0.0162, train acc:=0.7
2 - val acc:=0.66
              - train loss:=0.0098 - val loss:=0.0060, train acc:=0.9
# Epoch:=4/10
0 - val acc:=0.92
# Epoch:=5/10 - train loss:=0.0051 - val loss:=0.0043, train acc:=0.9
8 - val acc:=0.94
# Epoch:=6/10 - train loss:=0.0035 - val loss:=0.0035, train acc:=0.9
8 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0026 - val loss:=0.0029, train acc:=1.0
0 - val acc:=0.98
             - train loss:=0.0020 - val loss:=0.0026, train acc:=1.0
# Epoch:=8/10
0 - val acc:=0.96
# Epoch:=9/10 - train loss:=0.0016 - val loss:=0.0025, train acc:=0.9
8 - val acc:=0.98
# Epoch:=10/10 - train loss:=0.0012 - val loss:=0.0024, train acc:=0.
98 - val acc:=1.00
```

Total time taken (in seconds): 182.67

Finished training model: mlp on gpu default

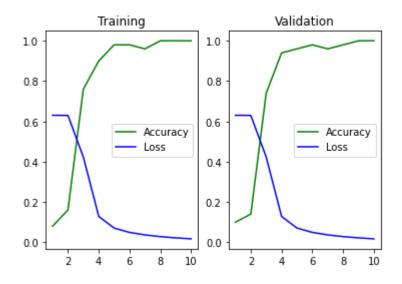


Count: 5, j=: 0

```
******* Training model: mlp on gpu default with seed: 3258 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0458, train acc:=0.1
6 - val acc:=0.14
# Epoch:=3/10 - train loss:=0.0309 - val loss:=0.0139, train acc:=0.7
6 - val acc:=0.74
              - train loss:=0.0094 - val loss:=0.0065, train acc:=0.9
# Epoch:=4/10
0 - val acc:=0.94
# Epoch:=5/10 - train loss:=0.0052 - val loss:=0.0042, train acc:=0.9
8 - val acc:=0.96
# Epoch:=6/10 - train loss:=0.0036 - val loss:=0.0033, train acc:=0.9
8 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0027 - val loss:=0.0029, train acc:=0.9
6 - val acc:=0.96
              - train loss:=0.0021 - val loss:=0.0027, train acc:=1.0
# Epoch:=8/10
0 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0016 - val loss:=0.0026, train acc:=1.0
0 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0013 - val loss:=0.0026, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 182.95

Finished training model: mlp on gpu default

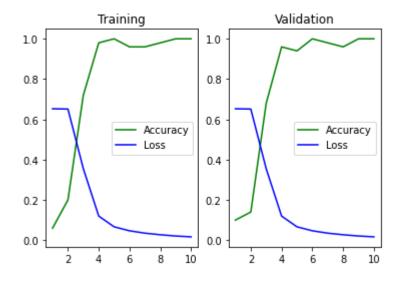


Count: 6, j=: 0

```
******* Training model: mlp on gpu default with seed: 1517 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0459 - val loss:=0.0449, train acc:=0.2
0 - val acc:=0.14
# Epoch:=3/10 - train loss:=0.0250 - val loss:=0.0127, train acc:=0.7
2 - val acc:=0.68
             - train loss:=0.0085 - val loss:=0.0054, train acc:=0.9
# Epoch:=4/10
8 - val acc:=0.96
# Epoch:=5/10 - train loss:=0.0047 - val loss:=0.0039, train acc:=1.0
0 - val acc:=0.94
# Epoch:=6/10 - train loss:=0.0033 - val loss:=0.0030, train acc:=0.9
6 - val acc:=1.00
# Epoch:=7/10 - train loss:=0.0025 - val loss:=0.0028, train acc:=0.9
6 - val acc:=0.98
              - train loss:=0.0019 - val loss:=0.0025, train acc:=0.9
# Epoch:=8/10
8 - val acc:=0.96
# Epoch:=9/10 - train loss:=0.0015 - val loss:=0.0025, train acc:=1.0
0 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0012 - val loss:=0.0024, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 180.30

Finished training model: mlp on gpu default

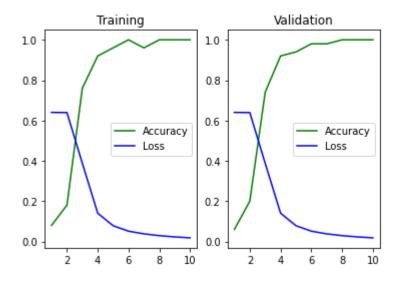


Count: 7, j=: 0

```
****** Training model: mlp on gpu default with seed: 6197 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.06
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0454, train acc:=0.1
8 - val acc:=0.20
# Epoch:=3/10 - train loss:=0.0279 - val loss:=0.0130, train acc:=0.7
6 - val acc:=0.74
# Epoch:=4/10
              - train loss:=0.0101 - val loss:=0.0066, train acc:=0.9
2 - val acc:=0.92
# Epoch:=5/10 - train loss:=0.0056 - val loss:=0.0045, train acc:=0.9
6 - val acc:=0.94
# Epoch:=6/10 - train loss:=0.0037 - val loss:=0.0036, train acc:=1.0
0 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0027 - val loss:=0.0029, train acc:=0.9
6 - val acc:=0.98
# Epoch:=8/10 - train loss:=0.0021 - val loss:=0.0026, train acc:=1.0
0 - val acc:=1.00
# Epoch:=9/10 - train loss:=0.0016 - val loss:=0.0025, train acc:=1.0
0 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0013 - val loss:=0.0026, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 186.95

Finished training model: mlp on gpu default

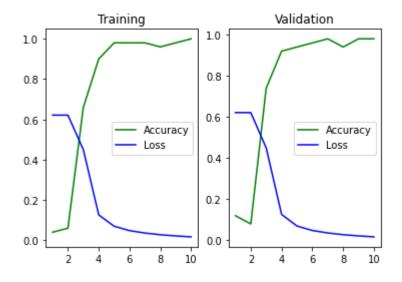


Count: 8, j=: 0

```
********** Training model: mlp on gpu default with seed: 7682 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
4 - val acc:=0.12
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0459, train acc:=0.0
6 - val acc:=0.08
# Epoch:=3/10 - train loss:=0.0333 - val loss:=0.0142, train acc:=0.6
6 - val acc:=0.74
              - train loss:=0.0093 - val loss:=0.0061, train acc:=0.9
# Epoch:=4/10
0 - val acc:=0.92
# Epoch:=5/10 - train loss:=0.0052 - val loss:=0.0041, train acc:=0.9
8 - val acc:=0.94
# Epoch:=6/10 - train loss:=0.0036 - val loss:=0.0032, train acc:=0.9
8 - val acc:=0.96
# Epoch:=7/10 - train loss:=0.0027 - val loss:=0.0027, train acc:=0.9
8 - val acc:=0.98
              - train loss:=0.0020 - val loss:=0.0026, train acc:=0.9
# Epoch:=8/10
6 - val acc:=0.94
# Epoch:=9/10 - train loss:=0.0016 - val loss:=0.0026, train acc:=0.9
8 - val acc:=0.98
# Epoch:=10/10 - train loss:=0.0013 - val loss:=0.0025, train acc:=1.
00 - val acc:=0.98
```

Total time taken (in seconds): 182.49

Finished training model: mlp on gpu default

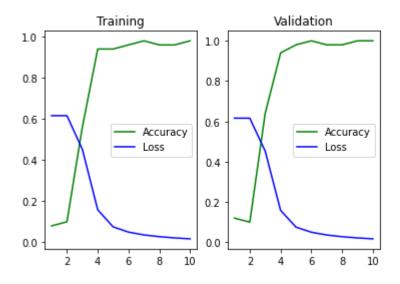


Count: 9, j=: 0

```
******* Training model: mlp on gpu default with seed: 6087 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.12
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1
0 - val acc:=0.10
# Epoch:=3/10 - train loss:=0.0338 - val loss:=0.0179, train acc:=0.5
6 - val acc:=0.64
              - train loss:=0.0118 - val loss:=0.0070, train acc:=0.9
# Epoch:=4/10
4 - val acc:=0.94
# Epoch:=5/10 - train loss:=0.0056 - val loss:=0.0046, train acc:=0.9
4 - val acc:=0.98
# Epoch:=6/10 - train loss:=0.0037 - val loss:=0.0037, train acc:=0.9
6 - val acc:=1.00
# Epoch:=7/10 - train loss:=0.0027 - val loss:=0.0030, train acc:=0.9
8 - val acc:=0.98
              - train loss:=0.0021 - val loss:=0.0026, train acc:=0.9
# Epoch:=8/10
6 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0016 - val loss:=0.0025, train acc:=0.9
6 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0013 - val loss:=0.0025, train acc:=0.
98 - val acc:=1.00
```

Total time taken (in seconds): 183.15

Finished training model: mlp on gpu default

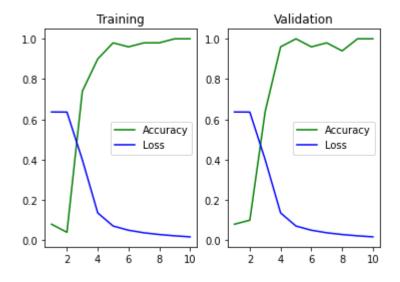


Count: 0, j=: 0

```
****** Training model: mlp on gpu RegL1 with seed: 3773 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.08
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0459, train acc:=0.0
4 - val acc:=0.10
# Epoch:=3/10 - train loss:=0.0289 - val loss:=0.0149, train acc:=0.7
4 - val acc:=0.64
             - train loss:=0.0098 - val loss:=0.0060, train acc:=0.9
# Epoch:=4/10
0 - val acc:=0.96
# Epoch:=5/10 - train loss:=0.0051 - val loss:=0.0043, train acc:=0.9
8 - val acc:=1.00
# Epoch:=6/10 - train loss:=0.0036 - val loss:=0.0036, train acc:=0.9
6 - val acc:=0.96
# Epoch:=7/10 - train loss:=0.0027 - val loss:=0.0031, train acc:=0.9
8 - val acc:=0.98
              - train loss:=0.0021 - val loss:=0.0029, train acc:=0.9
# Epoch:=8/10
8 - val acc:=0.94
# Epoch:=9/10 - train loss:=0.0016 - val loss:=0.0026, train acc:=1.0
0 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0013 - val loss:=0.0025, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 198.40

Finished training model: mlp on gpu RegL1

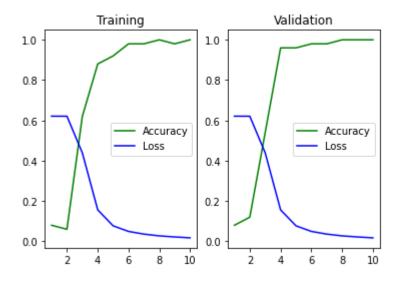


```
Count: 1, j=: 0
```

```
************ Training model: mlp on gpu RegL1 with seed: 1871 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.08
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.12
# Epoch:=3/10 - train loss:=0.0325 - val loss:=0.0175, train acc:=0.6
2 - val acc:=0.54
             - train loss:=0.0116 - val loss:=0.0073, train acc:=0.8
# Epoch:=4/10
8 - val acc:=0.96
# Epoch:=5/10 - train loss:=0.0057 - val loss:=0.0044, train acc:=0.9
2 - val acc:=0.96
# Epoch:=6/10 - train loss:=0.0037 - val loss:=0.0035, train acc:=0.9
8 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0027 - val loss:=0.0031, train acc:=0.9
8 - val acc:=0.98
# Epoch:=8/10 - train loss:=0.0020 - val loss:=0.0028, train acc:=1.0
0 - val acc:=1.00
# Epoch:=9/10 - train loss:=0.0016 - val loss:=0.0027, train acc:=0.9
8 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0013 - val loss:=0.0024, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 203.43

Finished training model: mlp on gpu RegL1

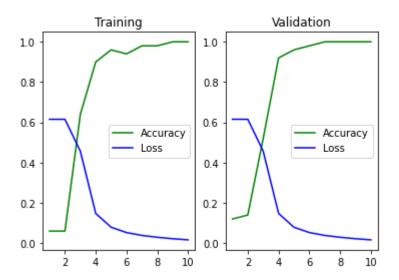


Count: 2, j=: 0

```
****** Training model: mlp on gpu RegL1 with seed: 9604 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.12
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.14
# Epoch:=3/10 - train loss:=0.0342 - val loss:=0.0165, train acc:=0.6
4 - val acc:=0.52
# Epoch:=4/10 - train loss:=0.0110 - val loss:=0.0076, train acc:=0.9
0 - val acc:=0.92
# Epoch:=5/10 - train loss:=0.0059 - val loss:=0.0047, train acc:=0.9
6 - val acc:=0.96
# Epoch:=6/10 - train loss:=0.0040 - val loss:=0.0037, train acc:=0.9
4 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0029 - val loss:=0.0037, train acc:=0.9
8 - val acc:=1.00
             - train loss:=0.0022 - val loss:=0.0032, train acc:=0.9
# Epoch:=8/10
8 - val acc:=1.00
# Epoch:=9/10 - train loss:=0.0017 - val loss:=0.0031, train acc:=1.0
0 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0012 - val loss:=0.0027, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 198.45

Finished training model: mlp on gpu RegL1

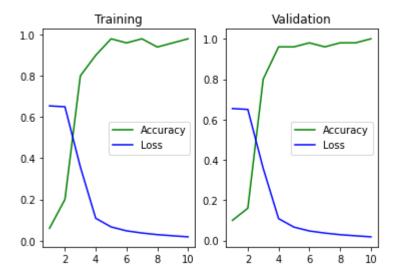


```
Count: 3, j=: 0
```

```
****** Training model: mlp_on_gpu_RegL1 with seed: 9044 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0457 - val loss:=0.0421, train acc:=0.2
0 - val acc:=0.16
# Epoch:=3/10 - train loss:=0.0252 - val loss:=0.0100, train acc:=0.8
0 - val acc:=0.80
              - train loss:=0.0076 - val loss:=0.0061, train acc:=0.9
# Epoch:=4/10
0 - val acc:=0.96
# Epoch:=5/10 - train loss:=0.0047 - val loss:=0.0042, train acc:=0.9
8 - val acc:=0.96
# Epoch:=6/10 - train loss:=0.0033 - val loss:=0.0033, train acc:=0.9
6 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0026 - val loss:=0.0029, train acc:=0.9
8 - val acc:=0.96
              - train loss:=0.0020 - val loss:=0.0033, train acc:=0.9
# Epoch:=8/10
4 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0016 - val loss:=0.0026, train acc:=0.9
6 - val acc:=0.98
# Epoch:=10/10 - train loss:=0.0013 - val loss:=0.0025, train acc:=0.
98 - val acc:=1.00
```

Total time taken (in seconds): 199.85

Finished training model: mlp on gpu RegL1

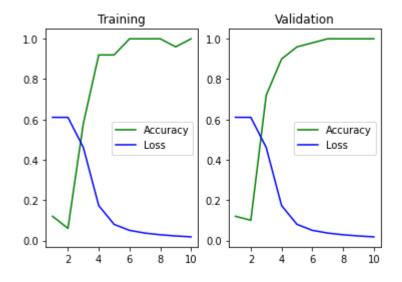


Count: 4, j=: 0

```
************ Training model: mlp on gpu RegL1 with seed: 2834 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1
2 - val acc:=0.12
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.10
# Epoch:=3/10 - train loss:=0.0348 - val loss:=0.0183, train acc:=0.5
8 - val acc:=0.72
              - train loss:=0.0130 - val loss:=0.0071, train acc:=0.9
# Epoch:=4/10
2 - val acc:=0.90
# Epoch:=5/10 - train loss:=0.0060 - val loss:=0.0046, train acc:=0.9
2 - val acc:=0.96
# Epoch:=6/10 - train loss:=0.0038 - val loss:=0.0034, train acc:=1.0
0 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0028 - val loss:=0.0032, train acc:=1.0
0 - val acc:=1.00
              - train loss:=0.0021 - val loss:=0.0027, train acc:=1.0
# Epoch:=8/10
0 - val acc:=1.00
# Epoch:=9/10 - train loss:=0.0017 - val loss:=0.0025, train acc:=0.9
6 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0013 - val loss:=0.0025, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 200.28

Finished training model: mlp on gpu RegL1

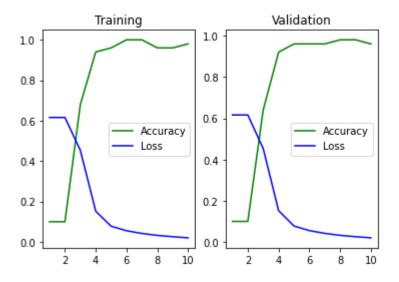


Count: 5, j=: 0

```
****** Training model: mlp on gpu RegL1 with seed: 9960 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1
0 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1
0 - val acc:=0.10
# Epoch:=3/10 - train loss:=0.0339 - val loss:=0.0165, train acc:=0.6
8 - val acc:=0.64
              - train loss:=0.0114 - val loss:=0.0069, train acc:=0.9
# Epoch:=4/10
4 - val acc:=0.92
# Epoch:=5/10 - train loss:=0.0058 - val loss:=0.0051, train acc:=0.9
6 - val acc:=0.96
# Epoch:=6/10 - train loss:=0.0041 - val loss:=0.0040, train acc:=1.0
0 - val acc:=0.96
# Epoch:=7/10 - train loss:=0.0031 - val loss:=0.0035, train acc:=1.0
0 - val acc:=0.96
              - train loss:=0.0024 - val loss:=0.0033, train acc:=0.9
# Epoch:=8/10
6 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0019 - val loss:=0.0029, train acc:=0.9
6 - val acc:=0.98
# Epoch:=10/10 - train loss:=0.0015 - val loss:=0.0030, train acc:=0.
98 - val acc:=0.96
```

Total time taken (in seconds): 197.27

Finished training model: mlp on gpu RegL1

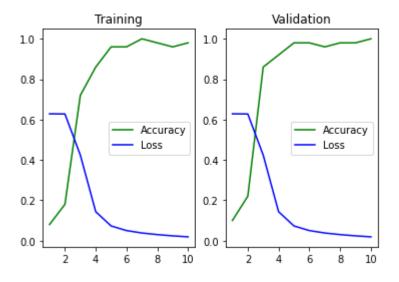


Count: 6, j=: 0

```
****** Training model: mlp_on_gpu_RegL1 with seed: 1919 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0455, train acc:=0.1
8 - val acc:=0.22
# Epoch:=3/10 - train loss:=0.0311 - val loss:=0.0151, train acc:=0.7
2 - val acc:=0.86
              - train loss:=0.0105 - val loss:=0.0065, train acc:=0.8
# Epoch:=4/10
6 - val acc:=0.92
# Epoch:=5/10 - train loss:=0.0053 - val loss:=0.0043, train acc:=0.9
6 - val acc:=0.98
# Epoch:=6/10 - train loss:=0.0037 - val loss:=0.0034, train acc:=0.9
6 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0028 - val loss:=0.0031, train acc:=1.0
0 - val acc:=0.96
              - train loss:=0.0022 - val loss:=0.0031, train acc:=0.9
# Epoch:=8/10
8 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0017 - val loss:=0.0027, train acc:=0.9
6 - val acc:=0.98
# Epoch:=10/10 - train loss:=0.0014 - val loss:=0.0027, train acc:=0.
98 - val acc:=1.00
```

Total time taken (in seconds): 198.79

Finished training model: mlp on gpu RegL1



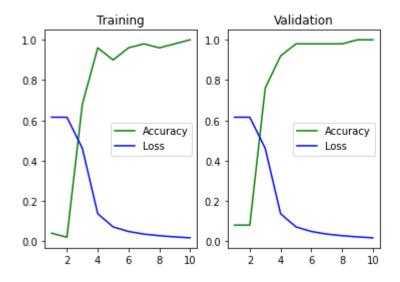
Count: 7, j=: 0

************ Training model: mlp on gpu RegL1 with seed: 1825 **** ****** # Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0 4 - val acc:=0.08 # Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0 2 - val acc:=0.08 # Epoch:=3/10 - train loss:=0.0345 - val loss:=0.0152, train acc:=0.6 8 - val acc:=0.76 # Epoch:=4/10 - train loss:=0.0102 - val loss:=0.0062, train acc:=0.9 6 - val acc:=0.92 # Epoch:=5/10 - train loss:=0.0053 - val loss:=0.0044, train acc:=0.9 0 - val acc:=0.98 # Epoch:=6/10 - train loss:=0.0036 - val loss:=0.0033, train acc:=0.9 6 - val acc:=0.98 # Epoch:=7/10 - train loss:=0.0027 - val loss:=0.0027, train acc:=0.9 8 - val acc:=0.98 - train loss:=0.0021 - val loss:=0.0025, train acc:=0.9 # Epoch:=8/10 6 - val acc:=0.98 # Epoch:=9/10 - train loss:=0.0016 - val loss:=0.0024, train acc:=0.9 8 - val acc:=1.00 # Epoch:=10/10 - train loss:=0.0013 - val loss:=0.0024, train acc:=1. 00 - val acc:=1.00

mnist 3LayerMLP

Total time taken (in seconds): 201.70

Finished training model: mlp on gpu RegL1

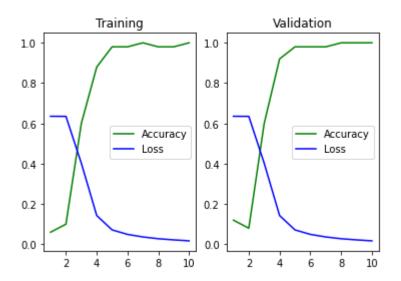


Count: 8, j=: 0

```
************ Training model: mlp on gpu RegL1 with seed: 7686 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.12
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0459, train acc:=0.1
0 - val acc:=0.08
# Epoch:=3/10 - train loss:=0.0292 - val loss:=0.0161, train acc:=0.6
0 - val acc:=0.60
              - train loss:=0.0103 - val loss:=0.0064, train acc:=0.8
# Epoch:=4/10
8 - val acc:=0.92
# Epoch:=5/10 - train loss:=0.0052 - val loss:=0.0042, train acc:=0.9
8 - val acc:=0.98
# Epoch:=6/10 - train loss:=0.0036 - val loss:=0.0035, train acc:=0.9
8 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0027 - val loss:=0.0031, train acc:=1.0
0 - val acc:=0.98
# Epoch:=8/10 - train loss:=0.0020 - val loss:=0.0029, train acc:=0.9
8 - val acc:=1.00
# Epoch:=9/10 - train loss:=0.0016 - val loss:=0.0027, train acc:=0.9
8 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0013 - val loss:=0.0026, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 198.53

Finished training model: mlp on gpu RegL1

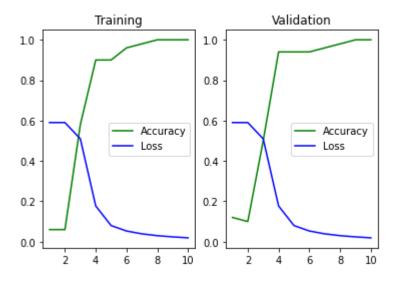


```
Count: 9, j=: 0
```

```
******* Training model: mlp_on_gpu_RegL1 with seed: 5557 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.12
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.10
# Epoch:=3/10 - train loss:=0.0397 - val loss:=0.0221, train acc:=0.5
8 - val acc:=0.50
             - train loss:=0.0138 - val loss:=0.0075, train acc:=0.9
# Epoch:=4/10
0 - val acc:=0.94
# Epoch:=5/10 - train loss:=0.0062 - val loss:=0.0049, train acc:=0.9
0 - val acc:=0.94
# Epoch:=6/10 - train loss:=0.0041 - val loss:=0.0035, train acc:=0.9
6 - val acc:=0.94
# Epoch:=7/10 - train loss:=0.0030 - val loss:=0.0031, train acc:=0.9
8 - val acc:=0.96
             - train loss:=0.0023 - val loss:=0.0030, train acc:=1.0
# Epoch:=8/10
0 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0019 - val loss:=0.0028, train acc:=1.0
0 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0015 - val loss:=0.0028, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 201.54

Finished training model: mlp on gpu RegL1

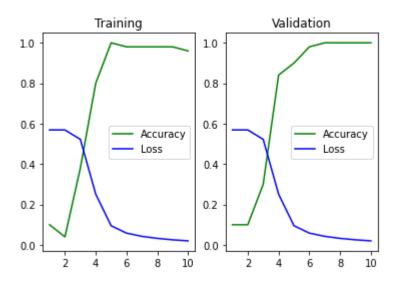


Count: 0, j=: 0

```
****** Training model: mlp_on_gpu_RegL2 with seed: 5711 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1
0 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
4 - val acc:=0.10
# Epoch:=3/10 - train loss:=0.0423 - val loss:=0.0318, train acc:=0.3
8 - val acc:=0.30
             - train loss:=0.0203 - val loss:=0.0107, train acc:=0.8
# Epoch:=4/10
0 - val acc:=0.84
# Epoch:=5/10 - train loss:=0.0077 - val loss:=0.0055, train acc:=1.0
0 - val acc:=0.90
# Epoch:=6/10 - train loss:=0.0047 - val loss:=0.0039, train acc:=0.9
8 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0034 - val loss:=0.0032, train acc:=0.9
8 - val acc:=1.00
# Epoch:=8/10 - train loss:=0.0026 - val loss:=0.0028, train acc:=0.9
8 - val acc:=1.00
# Epoch:=9/10 - train loss:=0.0021 - val loss:=0.0028, train acc:=0.9
8 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0016 - val loss:=0.0025, train acc:=0.
96 - val acc:=1.00
```

Total time taken (in seconds): 200.11

Finished training model: mlp on gpu RegL2

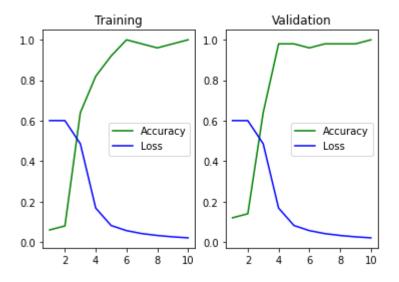


Count: 1, j=: 0

```
************ Training model: mlp on gpu RegL2 with seed: 7603 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.12
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.14
# Epoch:=3/10 - train loss:=0.0373 - val loss:=0.0189, train acc:=0.6
4 - val acc:=0.64
              - train loss:=0.0129 - val loss:=0.0074, train acc:=0.8
# Epoch:=4/10
2 - val acc:=0.98
# Epoch:=5/10 - train loss:=0.0063 - val loss:=0.0050, train acc:=0.9
2 - val acc:=0.98
# Epoch:=6/10 - train loss:=0.0043 - val loss:=0.0041, train acc:=1.0
0 - val acc:=0.96
# Epoch:=7/10 - train loss:=0.0032 - val loss:=0.0033, train acc:=0.9
8 - val acc:=0.98
              - train loss:=0.0025 - val loss:=0.0029, train acc:=0.9
# Epoch:=8/10
6 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0020 - val loss:=0.0028, train acc:=0.9
8 - val acc:=0.98
# Epoch:=10/10 - train loss:=0.0016 - val loss:=0.0028, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 203.50

Finished training model: mlp on gpu RegL2

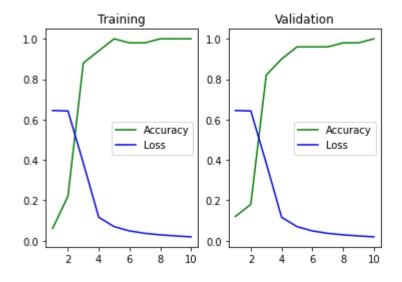


Count: 2, j=: 0

```
****** Training model: mlp_on_gpu_RegL2 with seed: 5512 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.12
# Epoch:=2/10 - train loss:=0.0459 - val loss:=0.0433, train acc:=0.2
2 - val acc:=0.18
# Epoch:=3/10 - train loss:=0.0274 - val loss:=0.0106, train acc:=0.8
8 - val acc:=0.82
              - train loss:=0.0083 - val loss:=0.0058, train acc:=0.9
# Epoch:=4/10
4 - val acc:=0.90
# Epoch:=5/10 - train loss:=0.0050 - val loss:=0.0040, train acc:=1.0
0 - val acc:=0.96
# Epoch:=6/10 - train loss:=0.0034 - val loss:=0.0030, train acc:=0.9
8 - val acc:=0.96
# Epoch:=7/10 - train loss:=0.0026 - val loss:=0.0028, train acc:=0.9
8 - val acc:=0.96
              - train loss:=0.0021 - val loss:=0.0026, train acc:=1.0
# Epoch:=8/10
0 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0017 - val loss:=0.0026, train acc:=1.0
0 - val acc:=0.98
# Epoch:=10/10 - train loss:=0.0014 - val loss:=0.0025, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 198.95

Finished training model: mlp on gpu RegL2

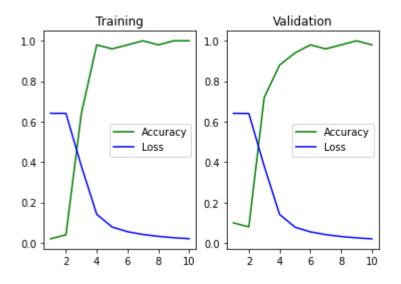


Count: 3, j=: 0

```
************ Training model: mlp on gpu RegL2 with seed: 6421 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
2 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0458, train acc:=0.0
4 - val acc:=0.08
# Epoch:=3/10 - train loss:=0.0273 - val loss:=0.0137, train acc:=0.6
4 - val acc:=0.72
              - train loss:=0.0101 - val loss:=0.0063, train acc:=0.9
# Epoch:=4/10
8 - val acc:=0.88
# Epoch:=5/10 - train loss:=0.0056 - val loss:=0.0046, train acc:=0.9
6 - val acc:=0.94
# Epoch:=6/10 - train loss:=0.0040 - val loss:=0.0037, train acc:=0.9
8 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0030 - val loss:=0.0032, train acc:=1.0
0 - val acc:=0.96
              - train loss:=0.0023 - val loss:=0.0030, train acc:=0.9
# Epoch:=8/10
8 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0018 - val loss:=0.0027, train acc:=1.0
0 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0015 - val loss:=0.0025, train acc:=1.
00 - val acc:=0.98
```

Total time taken (in seconds): 195.07

Finished training model: mlp on gpu RegL2

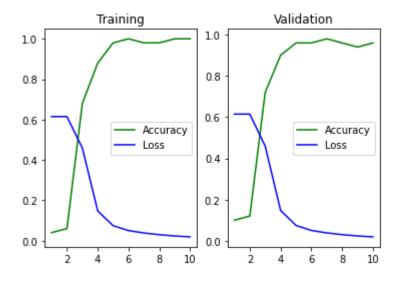


Count: 4, j=: 0

```
*********** Training model: mlp on gpu RegL2 with seed: 9283 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
4 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.12
# Epoch:=3/10 - train loss:=0.0344 - val loss:=0.0165, train acc:=0.6
8 - val acc:=0.72
              - train loss:=0.0110 - val loss:=0.0066, train acc:=0.8
# Epoch:=4/10
8 - val acc:=0.90
# Epoch:=5/10 - train loss:=0.0056 - val loss:=0.0044, train acc:=0.9
8 - val acc:=0.96
# Epoch:=6/10 - train loss:=0.0038 - val loss:=0.0034, train acc:=1.0
0 - val acc:=0.96
# Epoch:=7/10 - train loss:=0.0029 - val loss:=0.0029, train acc:=0.9
8 - val acc:=0.98
              - train loss:=0.0022 - val loss:=0.0025, train acc:=0.9
# Epoch:=8/10
8 - val acc:=0.96
# Epoch:=9/10 - train loss:=0.0018 - val loss:=0.0025, train acc:=1.0
0 - val acc:=0.94
# Epoch:=10/10 - train loss:=0.0014 - val loss:=0.0024, train acc:=1.
00 - val acc:=0.96
```

Total time taken (in seconds): 204.04

Finished training model: mlp on gpu RegL2

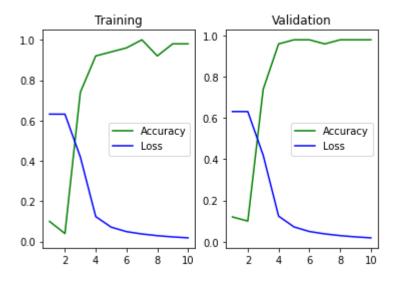


Count: 5, j=: 0

```
****** Training model: mlp_on_gpu_RegL2 with seed: 3209 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1
0 - val acc:=0.12
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0459, train acc:=0.0
4 - val acc:=0.10
# Epoch:=3/10 - train loss:=0.0306 - val loss:=0.0137, train acc:=0.7
4 - val acc:=0.74
              - train loss:=0.0090 - val loss:=0.0060, train acc:=0.9
# Epoch:=4/10
2 - val acc:=0.96
# Epoch:=5/10 - train loss:=0.0052 - val loss:=0.0040, train acc:=0.9
4 - val acc:=0.98
# Epoch:=6/10 - train loss:=0.0036 - val loss:=0.0031, train acc:=0.9
6 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0027 - val loss:=0.0027, train acc:=1.0
0 - val acc:=0.96
              - train loss:=0.0021 - val loss:=0.0024, train acc:=0.9
# Epoch:=8/10
2 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0017 - val loss:=0.0023, train acc:=0.9
8 - val acc:=0.98
# Epoch:=10/10 - train loss:=0.0014 - val loss:=0.0022, train acc:=0.
98 - val acc:=0.98
```

Total time taken (in seconds): 200.96

Finished training model: mlp on gpu RegL2

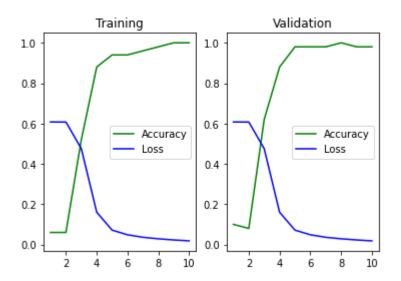


Count: 6, j=: 0

```
************ Training model: mlp on gpu RegL2 with seed: 5064 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.08
# Epoch:=3/10 - train loss:=0.0360 - val loss:=0.0186, train acc:=0.5
2 - val acc:=0.62
              - train loss:=0.0121 - val loss:=0.0065, train acc:=0.8
# Epoch:=4/10
8 - val acc:=0.88
# Epoch:=5/10 - train loss:=0.0054 - val loss:=0.0042, train acc:=0.9
4 - val acc:=0.98
# Epoch:=6/10 - train loss:=0.0037 - val loss:=0.0033, train acc:=0.9
4 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0027 - val loss:=0.0027, train acc:=0.9
6 - val acc:=0.98
# Epoch:=8/10 - train loss:=0.0022 - val loss:=0.0027, train acc:=0.9
8 - val acc:=1.00
# Epoch:=9/10 - train loss:=0.0017 - val loss:=0.0024, train acc:=1.0
0 - val acc:=0.98
# Epoch:=10/10 - train loss:=0.0014 - val loss:=0.0024, train acc:=1.
00 - val acc:=0.98
```

Total time taken (in seconds): 200.30

Finished training model: mlp on gpu RegL2



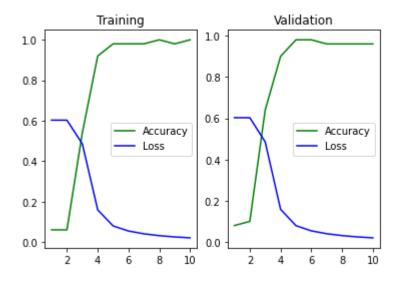
Count: 7, j=: 0

2/13/22, 9:39 AM

```
************ Training model: mlp on gpu RegL2 with seed: 5354 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.08
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.10
# Epoch:=3/10 - train loss:=0.0371 - val loss:=0.0181, train acc:=0.5
4 - val acc:=0.64
              - train loss:=0.0121 - val loss:=0.0070, train acc:=0.9
# Epoch:=4/10
2 - val acc:=0.90
# Epoch:=5/10 - train loss:=0.0061 - val loss:=0.0053, train acc:=0.9
8 - val acc:=0.98
# Epoch:=6/10 - train loss:=0.0041 - val loss:=0.0038, train acc:=0.9
8 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0031 - val loss:=0.0032, train acc:=0.9
8 - val acc:=0.96
              - train loss:=0.0024 - val loss:=0.0028, train acc:=1.0
# Epoch:=8/10
0 - val acc:=0.96
# Epoch:=9/10 - train loss:=0.0019 - val loss:=0.0030, train acc:=0.9
8 - val acc:=0.96
# Epoch:=10/10 - train loss:=0.0016 - val loss:=0.0025, train acc:=1.
00 - val acc:=0.96
```

Total time taken (in seconds): 204.96

Finished training model: mlp on gpu RegL2

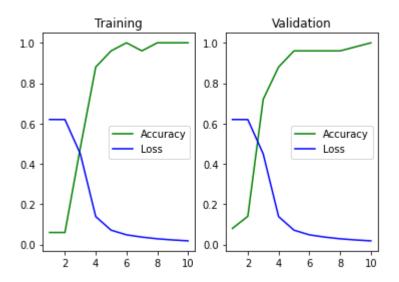


Count: 8, j=: 0

```
*********** Training model: mlp on gpu RegL2 with seed: 1392 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.08
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0459, train acc:=0.0
6 - val acc:=0.14
# Epoch:=3/10 - train loss:=0.0334 - val loss:=0.0177, train acc:=0.4
8 - val acc:=0.72
              - train loss:=0.0103 - val loss:=0.0062, train acc:=0.8
# Epoch:=4/10
8 - val acc:=0.88
# Epoch:=5/10 - train loss:=0.0053 - val loss:=0.0041, train acc:=0.9
6 - val acc:=0.96
# Epoch:=6/10 - train loss:=0.0036 - val loss:=0.0033, train acc:=1.0
0 - val acc:=0.96
# Epoch:=7/10 - train loss:=0.0028 - val loss:=0.0028, train acc:=0.9
6 - val acc:=0.96
              - train loss:=0.0021 - val loss:=0.0026, train acc:=1.0
# Epoch:=8/10
0 - val acc:=0.96
# Epoch:=9/10 - train loss:=0.0017 - val loss:=0.0023, train acc:=1.0
0 - val acc:=0.98
# Epoch:=10/10 - train loss:=0.0014 - val loss:=0.0023, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 202.96

Finished training model: mlp on gpu RegL2

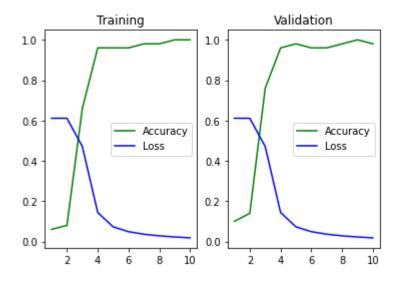


Count: 9, j=: 0

```
************ Training model: mlp on gpu RegL2 with seed: 8513 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.14
# Epoch:=3/10 - train loss:=0.0355 - val loss:=0.0175, train acc:=0.6
6 - val acc:=0.76
              - train loss:=0.0108 - val loss:=0.0065, train acc:=0.9
# Epoch:=4/10
6 - val acc:=0.96
# Epoch:=5/10 - train loss:=0.0055 - val loss:=0.0042, train acc:=0.9
6 - val acc:=0.98
# Epoch:=6/10 - train loss:=0.0037 - val loss:=0.0031, train acc:=0.9
6 - val acc:=0.96
# Epoch:=7/10 - train loss:=0.0027 - val loss:=0.0027, train acc:=0.9
8 - val acc:=0.96
              - train loss:=0.0021 - val loss:=0.0025, train acc:=0.9
# Epoch:=8/10
8 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0017 - val loss:=0.0023, train acc:=1.0
0 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0014 - val loss:=0.0024, train acc:=1.
00 - val acc:=0.98
```

Total time taken (in seconds): 202.73

Finished training model: mlp on gpu RegL2

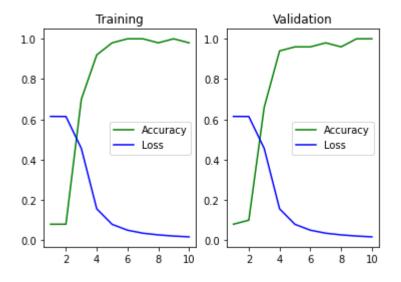


Count: 0, j=: 0

```
*********** Training model: mlp on gpu RegL1L2 with seed: 1357 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.08
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0459, train acc:=0.0
8 - val acc:=0.10
# Epoch:=3/10 - train loss:=0.0341 - val loss:=0.0176, train acc:=0.7
0 - val acc:=0.66
              - train loss:=0.0117 - val loss:=0.0075, train acc:=0.9
# Epoch:=4/10
2 - val acc:=0.94
# Epoch:=5/10 - train loss:=0.0059 - val loss:=0.0046, train acc:=0.9
8 - val acc:=0.96
# Epoch:=6/10 - train loss:=0.0038 - val loss:=0.0036, train acc:=1.0
0 - val acc:=0.96
# Epoch:=7/10 - train loss:=0.0027 - val loss:=0.0031, train acc:=1.0
0 - val acc:=0.98
              - train loss:=0.0020 - val loss:=0.0025, train acc:=0.9
# Epoch:=8/10
8 - val acc:=0.96
# Epoch:=9/10 - train loss:=0.0016 - val loss:=0.0025, train acc:=1.0
0 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0013 - val loss:=0.0023, train acc:=0.
98 - val acc:=1.00
```

Total time taken (in seconds): 215.37

Finished training model: mlp on gpu RegL1L2

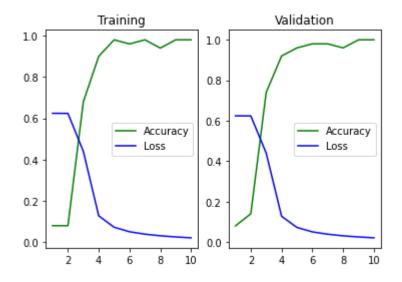


Count: 1, j=: 0

```
********** Training model: mlp on gpu RegL1L2 with seed: 4993 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.08
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0458, train acc:=0.0
8 - val acc:=0.14
# Epoch:=3/10 - train loss:=0.0324 - val loss:=0.0148, train acc:=0.6
8 - val acc:=0.74
             - train loss:=0.0094 - val loss:=0.0064, train acc:=0.9
# Epoch:=4/10
0 - val acc:=0.92
# Epoch:=5/10 - train loss:=0.0053 - val loss:=0.0045, train acc:=0.9
8 - val acc:=0.96
# Epoch:=6/10 - train loss:=0.0037 - val loss:=0.0036, train acc:=0.9
6 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0029 - val loss:=0.0032, train acc:=0.9
8 - val acc:=0.98
             - train loss:=0.0023 - val loss:=0.0028, train acc:=0.9
# Epoch:=8/10
4 - val acc:=0.96
# Epoch:=9/10 - train loss:=0.0019 - val loss:=0.0028, train acc:=0.9
8 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0016 - val loss:=0.0028, train acc:=0.
98 - val acc:=1.00
```

Total time taken (in seconds): 216.66

Finished training model: mlp on gpu RegL1L2

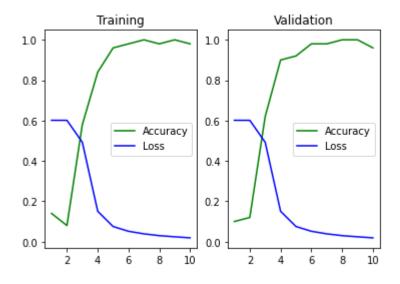


Count: 2, j=: 0

```
********** Training model: mlp on gpu RegL1L2 with seed: 7597 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1
4 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.12
# Epoch:=3/10 - train loss:=0.0377 - val loss:=0.0196, train acc:=0.5
8 - val acc:=0.62
              - train loss:=0.0115 - val loss:=0.0066, train acc:=0.8
# Epoch:=4/10
4 - val acc:=0.90
# Epoch:=5/10 - train loss:=0.0057 - val loss:=0.0047, train acc:=0.9
6 - val acc:=0.92
# Epoch:=6/10 - train loss:=0.0039 - val loss:=0.0037, train acc:=0.9
8 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0030 - val loss:=0.0032, train acc:=1.0
0 - val acc:=0.98
# Epoch:=8/10 - train loss:=0.0023 - val loss:=0.0026, train acc:=0.9
8 - val acc:=1.00
# Epoch:=9/10 - train loss:=0.0018 - val loss:=0.0026, train acc:=1.0
0 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0015 - val loss:=0.0025, train acc:=0.
98 - val acc:=0.96
```

Total time taken (in seconds): 217.26

Finished training model: mlp on gpu RegL1L2

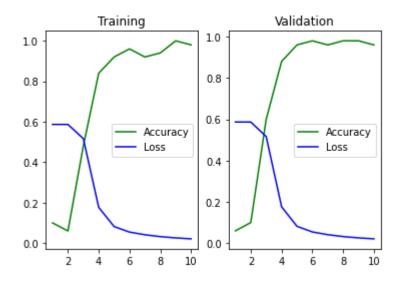


Count: 3, j=: 0

```
********** Training model: mlp on gpu RegL1L2 with seed: 2802 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1
0 - val acc:=0.06
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.10
# Epoch:=3/10 - train loss:=0.0405 - val loss:=0.0224, train acc:=0.4
8 - val acc:=0.60
              - train loss:=0.0138 - val loss:=0.0076, train acc:=0.8
# Epoch:=4/10
4 - val acc:=0.88
# Epoch:=5/10 - train loss:=0.0064 - val loss:=0.0049, train acc:=0.9
2 - val acc:=0.96
# Epoch:=6/10 - train loss:=0.0043 - val loss:=0.0038, train acc:=0.9
6 - val acc:=0.98
# Epoch:=7/10 - train loss:=0.0032 - val loss:=0.0031, train acc:=0.9
2 - val acc:=0.96
             - train loss:=0.0025 - val loss:=0.0027, train acc:=0.9
# Epoch:=8/10
4 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0020 - val loss:=0.0026, train acc:=1.0
0 - val acc:=0.98
# Epoch:=10/10 - train loss:=0.0017 - val loss:=0.0025, train acc:=0.
98 - val acc:=0.96
```

Total time taken (in seconds): 214.91

Finished training model: mlp on gpu RegL1L2

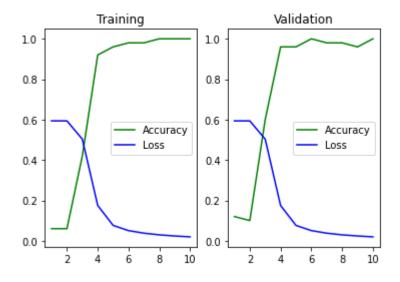


Count: 4, j=: 0

```
********** Training model: mlp on gpu RegL1L2 with seed: 3216 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.12
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.10
# Epoch:=3/10 - train loss:=0.0390 - val loss:=0.0206, train acc:=0.4
2 - val acc:=0.60
              - train loss:=0.0135 - val loss:=0.0071, train acc:=0.9
# Epoch:=4/10
2 - val acc:=0.96
# Epoch:=5/10 - train loss:=0.0059 - val loss:=0.0047, train acc:=0.9
6 - val acc:=0.96
# Epoch:=6/10 - train loss:=0.0039 - val loss:=0.0035, train acc:=0.9
8 - val acc:=1.00
# Epoch:=7/10 - train loss:=0.0029 - val loss:=0.0031, train acc:=0.9
8 - val acc:=0.98
             - train loss:=0.0023 - val loss:=0.0026, train acc:=1.0
# Epoch:=8/10
0 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0018 - val loss:=0.0025, train acc:=1.0
0 - val acc:=0.96
# Epoch:=10/10 - train loss:=0.0015 - val loss:=0.0023, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 217.05

Finished training model: mlp on gpu RegL1L2

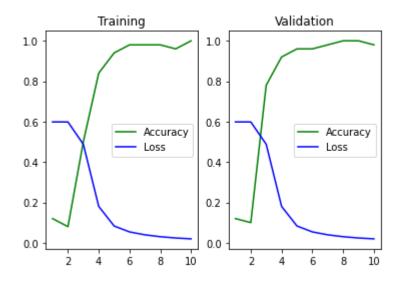


Count: 5, j=: 0

```
********** Training model: mlp on gpu RegL1L2 with seed: 9016 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1
2 - val acc:=0.12
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.10
# Epoch:=3/10 - train loss:=0.0375 - val loss:=0.0200, train acc:=0.5
0 - val acc:=0.78
             - train loss:=0.0139 - val loss:=0.0085, train acc:=0.8
# Epoch:=4/10
4 - val acc:=0.92
# Epoch:=5/10 - train loss:=0.0064 - val loss:=0.0050, train acc:=0.9
4 - val acc:=0.96
# Epoch:=6/10 - train loss:=0.0042 - val loss:=0.0038, train acc:=0.9
8 - val acc:=0.96
# Epoch:=7/10 - train loss:=0.0030 - val loss:=0.0031, train acc:=0.9
8 - val acc:=0.98
# Epoch:=8/10 - train loss:=0.0023 - val loss:=0.0027, train acc:=0.9
8 - val acc:=1.00
# Epoch:=9/10 - train loss:=0.0018 - val loss:=0.0025, train acc:=0.9
6 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0015 - val loss:=0.0024, train acc:=1.
00 - val acc:=0.98
```

Total time taken (in seconds): 214.44

Finished training model: mlp on gpu RegL1L2

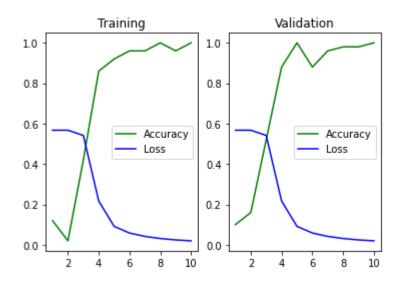


Count: 6, j=: 0

```
********** Training model: mlp on gpu RegL1L2 with seed: 2757 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1
2 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
2 - val acc:=0.16
# Epoch:=3/10 - train loss:=0.0439 - val loss:=0.0295, train acc:=0.4
2 - val acc:=0.52
# Epoch:=4/10 - train loss:=0.0176 - val loss:=0.0100, train acc:=0.8
6 - val acc:=0.88
# Epoch:=5/10 - train loss:=0.0074 - val loss:=0.0055, train acc:=0.9
2 - val acc:=1.00
# Epoch:=6/10 - train loss:=0.0047 - val loss:=0.0043, train acc:=0.9
6 - val acc:=0.88
# Epoch:=7/10 - train loss:=0.0034 - val loss:=0.0033, train acc:=0.9
6 - val acc:=0.96
              - train loss:=0.0025 - val loss:=0.0029, train acc:=1.0
# Epoch:=8/10
0 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0020 - val loss:=0.0024, train acc:=0.9
6 - val acc:=0.98
# Epoch:=10/10 - train loss:=0.0016 - val loss:=0.0024, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 210.32

Finished training model: mlp on gpu RegL1L2

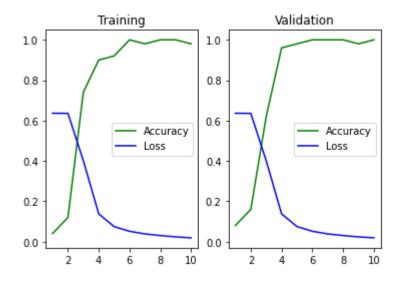


Count: 7, j=: 0

```
********** Training model: mlp on gpu RegL1L2 with seed: 3795 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
4 - val acc:=0.08
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0457, train acc:=0.1
2 - val acc:=0.16
# Epoch:=3/10 - train loss:=0.0290 - val loss:=0.0150, train acc:=0.7
4 - val acc:=0.62
             - train loss:=0.0099 - val loss:=0.0065, train acc:=0.9
# Epoch:=4/10
0 - val acc:=0.96
# Epoch:=5/10 - train loss:=0.0054 - val loss:=0.0046, train acc:=0.9
2 - val acc:=0.98
# Epoch:=6/10 - train loss:=0.0037 - val loss:=0.0036, train acc:=1.0
0 - val acc:=1.00
# Epoch:=7/10 - train loss:=0.0028 - val loss:=0.0033, train acc:=0.9
8 - val acc:=1.00
             - train loss:=0.0022 - val loss:=0.0031, train acc:=1.0
# Epoch:=8/10
0 - val acc:=1.00
# Epoch:=9/10 - train loss:=0.0017 - val loss:=0.0026, train acc:=1.0
0 - val acc:=0.98
# Epoch:=10/10 - train loss:=0.0014 - val loss:=0.0026, train acc:=0.
98 - val acc:=1.00
```

Total time taken (in seconds): 208.63

Finished training model: mlp on gpu RegL1L2

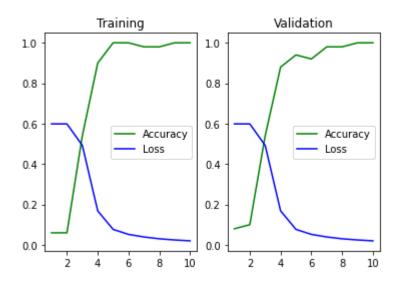


Count: 8, j=: 0

```
********** Training model: mlp on gpu RegL1L2 with seed: 9972 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.08
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.10
# Epoch:=3/10 - train loss:=0.0378 - val loss:=0.0199, train acc:=0.5
4 - val acc:=0.54
# Epoch:=4/10 - train loss:=0.0129 - val loss:=0.0073, train acc:=0.9
0 - val acc:=0.88
# Epoch:=5/10 - train loss:=0.0059 - val loss:=0.0046, train acc:=1.0
0 - val acc:=0.94
# Epoch:=6/10 - train loss:=0.0040 - val loss:=0.0037, train acc:=1.0
0 - val acc:=0.92
# Epoch:=7/10 - train loss:=0.0030 - val loss:=0.0031, train acc:=0.9
8 - val acc:=0.98
             - train loss:=0.0023 - val loss:=0.0027, train acc:=0.9
# Epoch:=8/10
8 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0019 - val loss:=0.0028, train acc:=1.0
0 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0015 - val loss:=0.0024, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 210.15

Finished training model: mlp on gpu RegL1L2

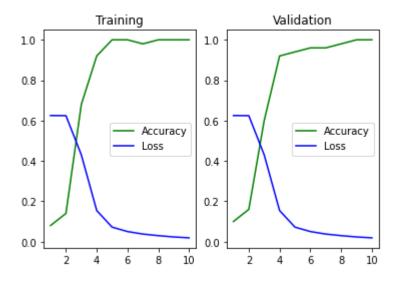


Count: 9, j=: 0

```
*********** Training model: mlp on gpu RegL1L2 with seed: 4616 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0460 - val loss:=0.0457, train acc:=0.1
4 - val acc:=0.16
# Epoch:=3/10 - train loss:=0.0317 - val loss:=0.0199, train acc:=0.6
8 - val acc:=0.60
              - train loss:=0.0114 - val loss:=0.0060, train acc:=0.9
# Epoch:=4/10
2 - val acc:=0.92
# Epoch:=5/10 - train loss:=0.0053 - val loss:=0.0042, train acc:=1.0
0 - val acc:=0.94
# Epoch:=6/10 - train loss:=0.0037 - val loss:=0.0034, train acc:=1.0
0 - val acc:=0.96
# Epoch:=7/10 - train loss:=0.0028 - val loss:=0.0028, train acc:=0.9
8 - val acc:=0.96
              - train loss:=0.0022 - val loss:=0.0026, train acc:=1.0
# Epoch:=8/10
0 - val acc:=0.98
# Epoch:=9/10 - train loss:=0.0017 - val loss:=0.0025, train acc:=1.0
0 - val acc:=1.00
# Epoch:=10/10 - train loss:=0.0014 - val loss:=0.0024, train acc:=1.
00 - val acc:=1.00
```

Total time taken (in seconds): 210.63

Finished training model: mlp on gpu RegL1L2



```
Data Split:

X_train: (50000, 784), y_train: (50000, 10)

X_test: (10000, 784), y_test: (10000, 10)

X val: (10000, 784), y_val: (10000, 10)
```

Count: 0, j=: 1

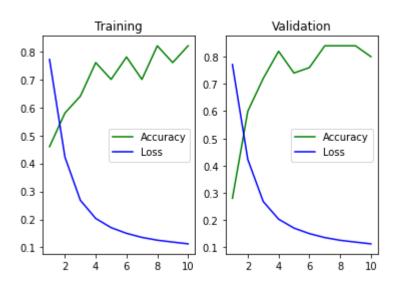
******* Training model: mlp_on_gpu_default with seed: 3872 **

```
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0450, train acc:=0.4
6 - val acc:=0.28
              - train loss:=0.0252 - val loss:=0.0195, train acc:=0.5
# Epoch:=2/10
8 - val acc:=0.60
# Epoch:=3/10 - train loss:=0.0160 - val loss:=0.0138, train acc:=0.6
4 - val acc:=0.72
# Epoch:=4/10 - train loss:=0.0121 - val loss:=0.0112, train acc:=0.7
6 - val acc:=0.82
# Epoch:=5/10 - train loss:=0.0102 - val loss:=0.0107, train acc:=0.7
0 - val acc:=0.74
# Epoch:=6/10
              - train loss:=0.0090 - val loss:=0.0097, train acc:=0.7
8 - val acc:=0.76
# Epoch:=7/10 - train loss:=0.0081 - val loss:=0.0085, train acc:=0.7
0 - val acc:=0.84
# Epoch:=8/10 - train loss:=0.0075 - val loss:=0.0079, train acc:=0.8
2 - val acc:=0.84
# Epoch:=9/10 - train loss:=0.0071 - val loss:=0.0077, train acc:=0.7
6 - val acc:=0.84
# Epoch:=10/10 - train loss:=0.0067 - val loss:=0.0075, train acc:=0.
```

Total time taken (in seconds): 183.68

82 - val acc:=0.80

Finished training model: mlp_on_gpu_default

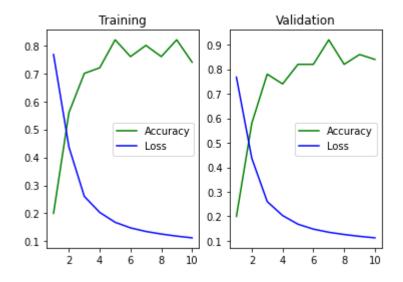


Count: 1, j=: 1

```
******* Training model: mlp on gpu default with seed: 4432 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0455, train acc:=0.2
0 - val acc:=0.20
# Epoch:=2/10 - train loss:=0.0262 - val loss:=0.0192, train acc:=0.5
6 - val acc:=0.58
# Epoch:=3/10 - train loss:=0.0156 - val loss:=0.0131, train acc:=0.7
0 - val acc:=0.78
              - train loss:=0.0122 - val loss:=0.0173, train acc:=0.7
# Epoch:=4/10
2 - val acc:=0.74
# Epoch:=5/10 - train loss:=0.0101 - val loss:=0.0096, train acc:=0.8
2 - val acc:=0.82
# Epoch:=6/10 - train loss:=0.0089 - val loss:=0.0089, train acc:=0.7
6 - val acc:=0.82
# Epoch:=7/10 - train loss:=0.0081 - val loss:=0.0083, train acc:=0.8
0 - val acc:=0.92
             - train loss:=0.0076 - val loss:=0.0079, train acc:=0.7
# Epoch:=8/10
6 - val acc:=0.82
# Epoch:=9/10 - train loss:=0.0071 - val loss:=0.0076, train acc:=0.8
2 - val acc:=0.86
# Epoch:=10/10 - train loss:=0.0067 - val loss:=0.0077, train acc:=0.
74 - val acc:=0.84
```

Total time taken (in seconds): 179.67

Finished training model: mlp on gpu default

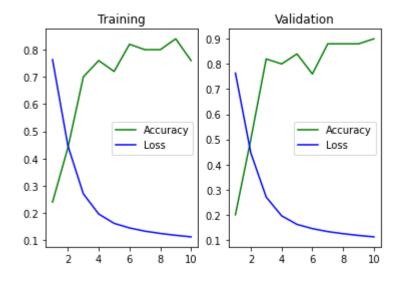


Count: 2, j=: 1

```
******* Training model: mlp on gpu default with seed: 5618 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0455, train acc:=0.2
4 - val acc:=0.20
# Epoch:=2/10 - train loss:=0.0269 - val loss:=0.0224, train acc:=0.4
4 - val acc:=0.50
# Epoch:=3/10 - train loss:=0.0163 - val loss:=0.0130, train acc:=0.7
0 - val acc:=0.82
              - train loss:=0.0118 - val loss:=0.0107, train acc:=0.7
# Epoch:=4/10
6 - val acc:=0.80
# Epoch:=5/10 - train loss:=0.0097 - val loss:=0.0092, train acc:=0.7
2 - val acc:=0.84
# Epoch:=6/10 - train loss:=0.0087 - val loss:=0.0091, train acc:=0.8
2 - val acc:=0.76
# Epoch:=7/10 - train loss:=0.0080 - val loss:=0.0081, train acc:=0.8
0 - val acc:=0.88
              - train loss:=0.0075 - val loss:=0.0087, train acc:=0.8
# Epoch:=8/10
0 - val acc:=0.88
# Epoch:=9/10 - train loss:=0.0071 - val loss:=0.0078, train acc:=0.8
4 - val acc:=0.88
# Epoch:=10/10 - train loss:=0.0068 - val loss:=0.0075, train acc:=0.
76 - val acc:=0.90
```

Total time taken (in seconds): 179.67

Finished training model: mlp on gpu default

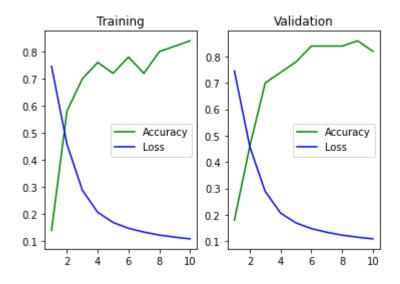


Count: 3, j=: 1

```
******* Training model: mlp on gpu default with seed: 1367 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0459, train acc:=0.1
4 - val acc:=0.18
# Epoch:=2/10 - train loss:=0.0283 - val loss:=0.0195, train acc:=0.5
8 - val acc:=0.46
# Epoch:=3/10 - train loss:=0.0178 - val loss:=0.0145, train acc:=0.7
0 - val acc:=0.70
              - train loss:=0.0127 - val loss:=0.0113, train acc:=0.7
# Epoch:=4/10
6 - val acc:=0.74
# Epoch:=5/10 - train loss:=0.0104 - val loss:=0.0109, train acc:=0.7
2 - val acc:=0.78
# Epoch:=6/10 - train loss:=0.0091 - val loss:=0.0088, train acc:=0.7
8 - val acc:=0.84
# Epoch:=7/10 - train loss:=0.0083 - val loss:=0.0083, train acc:=0.7
2 - val acc:=0.84
              - train loss:=0.0076 - val loss:=0.0077, train acc:=0.8
# Epoch:=8/10
0 - val acc:=0.84
# Epoch:=9/10 - train loss:=0.0071 - val loss:=0.0076, train acc:=0.8
2 - val acc:=0.86
# Epoch:=10/10 - train loss:=0.0067 - val loss:=0.0078, train acc:=0.
84 - val acc:=0.82
```

Total time taken (in seconds): 179.28

Finished training model: mlp on gpu default

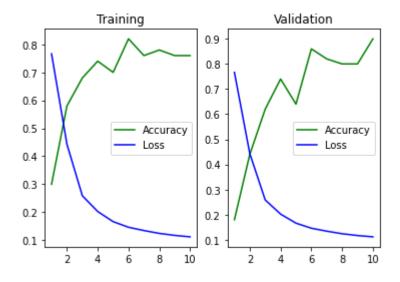


Count: 4, j=: 1

```
********* Training model: mlp on gpu default with seed: 8004 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0458, train acc:=0.3
0 - val acc:=0.18
# Epoch:=2/10 - train loss:=0.0266 - val loss:=0.0187, train acc:=0.5
8 - val acc:=0.44
# Epoch:=3/10 - train loss:=0.0155 - val loss:=0.0144, train acc:=0.6
8 - val acc:=0.62
              - train loss:=0.0121 - val loss:=0.0113, train acc:=0.7
# Epoch:=4/10
4 - val acc:=0.74
# Epoch:=5/10 - train loss:=0.0100 - val loss:=0.0132, train acc:=0.7
0 - val acc:=0.64
# Epoch:=6/10 - train loss:=0.0088 - val loss:=0.0085, train acc:=0.8
2 - val acc:=0.86
# Epoch:=7/10 - train loss:=0.0081 - val loss:=0.0088, train acc:=0.7
6 - val acc:=0.82
              - train loss:=0.0075 - val loss:=0.0087, train acc:=0.7
# Epoch:=8/10
8 - val acc:=0.80
# Epoch:=9/10 - train loss:=0.0070 - val loss:=0.0075, train acc:=0.7
6 - val acc:=0.80
# Epoch:=10/10 - train loss:=0.0067 - val loss:=0.0074, train acc:=0.
76 - val acc:=0.90
```

Total time taken (in seconds): 179.20

Finished training model: mlp on gpu default

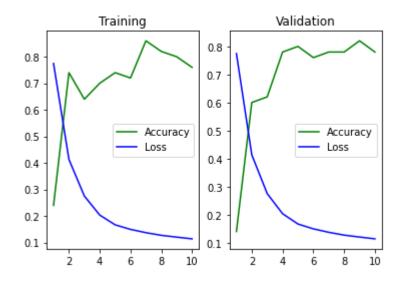


Count: 5, j=: 1

```
******* Training model: mlp on gpu default with seed: 8435 **
******
# Epoch:=1/10 - train loss:=0.0457 - val loss:=0.0390, train acc:=0.2
4 - val acc:=0.14
# Epoch:=2/10 - train loss:=0.0244 - val loss:=0.0182, train acc:=0.7
4 - val acc:=0.60
# Epoch:=3/10 - train loss:=0.0163 - val loss:=0.0133, train acc:=0.6
4 - val acc:=0.62
             - train loss:=0.0120 - val loss:=0.0120, train acc:=0.7
# Epoch:=4/10
0 - val acc:=0.78
# Epoch:=5/10 - train loss:=0.0098 - val loss:=0.0101, train acc:=0.7
4 - val acc:=0.80
# Epoch:=6/10 - train loss:=0.0088 - val loss:=0.0094, train acc:=0.7
2 - val acc:=0.76
# Epoch:=7/10 - train loss:=0.0081 - val loss:=0.0084, train acc:=0.8
6 - val acc:=0.78
              - train loss:=0.0075 - val loss:=0.0089, train acc:=0.8
# Epoch:=8/10
2 - val acc:=0.78
# Epoch:=9/10 - train loss:=0.0071 - val loss:=0.0079, train acc:=0.8
0 - val acc:=0.82
# Epoch:=10/10 - train loss:=0.0067 - val loss:=0.0084, train acc:=0.
76 - val acc:=0.78
```

Total time taken (in seconds): 179.36

Finished training model: mlp on gpu default

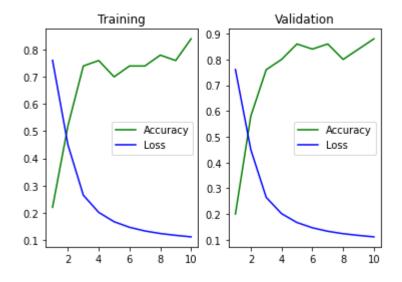


Count: 6, j=: 1

```
******* Training model: mlp on gpu default with seed: 8374 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0458, train acc:=0.2
2 - val acc:=0.20
# Epoch:=2/10 - train loss:=0.0272 - val loss:=0.0192, train acc:=0.5
2 - val acc:=0.58
# Epoch:=3/10 - train loss:=0.0160 - val loss:=0.0135, train acc:=0.7
4 - val acc:=0.76
              - train loss:=0.0122 - val loss:=0.0117, train acc:=0.7
# Epoch:=4/10
6 - val acc:=0.80
# Epoch:=5/10 - train loss:=0.0101 - val loss:=0.0097, train acc:=0.7
0 - val acc:=0.86
# Epoch:=6/10 - train loss:=0.0089 - val loss:=0.0087, train acc:=0.7
4 - val acc:=0.84
# Epoch:=7/10 - train loss:=0.0080 - val loss:=0.0080, train acc:=0.7
4 - val acc:=0.86
              - train loss:=0.0075 - val loss:=0.0078, train acc:=0.7
# Epoch:=8/10
8 - val acc:=0.80
# Epoch:=9/10 - train loss:=0.0071 - val loss:=0.0074, train acc:=0.7
6 - val acc:=0.84
# Epoch:=10/10 - train loss:=0.0067 - val loss:=0.0072, train acc:=0.
84 - val acc:=0.88
```

Total time taken (in seconds): 178.69

Finished training model: mlp on gpu default

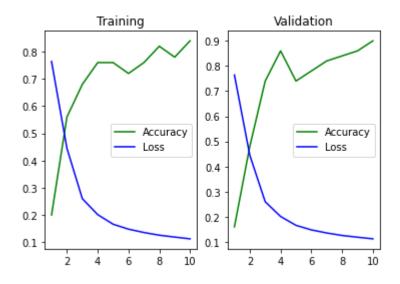


Count: 7, j=: 1

```
********** Training model: mlp on gpu default with seed: 5208 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0457, train acc:=0.2
0 - val acc:=0.16
# Epoch:=2/10 - train loss:=0.0268 - val loss:=0.0241, train acc:=0.5
6 - val acc:=0.48
# Epoch:=3/10 - train loss:=0.0157 - val loss:=0.0131, train acc:=0.6
8 - val acc:=0.74
              - train loss:=0.0121 - val loss:=0.0107, train acc:=0.7
# Epoch:=4/10
6 - val acc:=0.86
# Epoch:=5/10 - train loss:=0.0100 - val loss:=0.0098, train acc:=0.7
6 - val acc:=0.74
# Epoch:=6/10 - train loss:=0.0089 - val loss:=0.0087, train acc:=0.7
2 - val acc:=0.78
# Epoch:=7/10 - train loss:=0.0082 - val loss:=0.0082, train acc:=0.7
6 - val acc:=0.82
              - train loss:=0.0076 - val loss:=0.0083, train acc:=0.8
# Epoch:=8/10
2 - val acc:=0.84
# Epoch:=9/10 - train loss:=0.0072 - val loss:=0.0075, train acc:=0.7
8 - val acc:=0.86
# Epoch:=10/10 - train loss:=0.0068 - val loss:=0.0079, train acc:=0.
84 - val acc:=0.90
```

Total time taken (in seconds): 178.48

Finished training model: mlp on gpu default

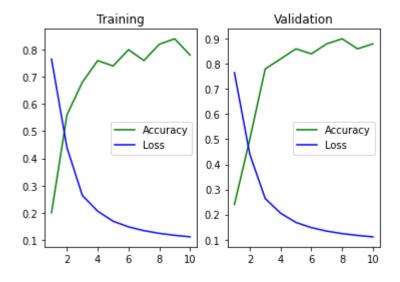


Count: 8, j=: 1

```
********** Training model: mlp on gpu default with seed: 9663 **
******
# Epoch:=1/10 - train loss:=0.0459 - val loss:=0.0431, train acc:=0.2
0 - val acc:=0.24
# Epoch:=2/10 - train loss:=0.0264 - val loss:=0.0188, train acc:=0.5
6 - val acc:=0.50
# Epoch:=3/10 - train loss:=0.0158 - val loss:=0.0130, train acc:=0.6
8 - val acc:=0.78
              - train loss:=0.0123 - val loss:=0.0108, train acc:=0.7
# Epoch:=4/10
6 - val acc:=0.82
# Epoch:=5/10 - train loss:=0.0101 - val loss:=0.0097, train acc:=0.7
4 - val acc:=0.86
# Epoch:=6/10 - train loss:=0.0089 - val loss:=0.0089, train acc:=0.8
0 - val acc:=0.84
# Epoch:=7/10 - train loss:=0.0080 - val loss:=0.0079, train acc:=0.7
6 - val acc:=0.88
              - train loss:=0.0074 - val loss:=0.0077, train acc:=0.8
# Epoch:=8/10
2 - val acc:=0.90
# Epoch:=9/10 - train loss:=0.0070 - val loss:=0.0077, train acc:=0.8
4 - val acc:=0.86
# Epoch:=10/10 - train loss:=0.0067 - val loss:=0.0073, train acc:=0.
78 - val acc:=0.88
```

Total time taken (in seconds): 180.74

Finished training model: mlp on gpu default

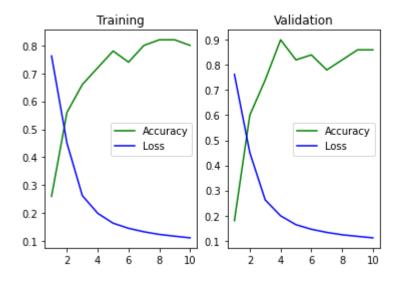


Count: 9, j=: 1

******* Training model: mlp on gpu default with seed: 2787 ** ****** # Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0458, train acc:=0.2 6 - val acc:=0.18 # Epoch:=2/10 - train loss:=0.0272 - val loss:=0.0185, train acc:=0.5 6 - val acc:=0.60 # Epoch:=3/10 - train loss:=0.0159 - val loss:=0.0138, train acc:=0.6 6 - val acc:=0.74 - train loss:=0.0120 - val loss:=0.0104, train acc:=0.7 # Epoch:=4/10 2 - val acc:=0.90 # Epoch:=5/10 - train loss:=0.0099 - val loss:=0.0093, train acc:=0.7 8 - val acc:=0.82 # Epoch:=6/10 - train loss:=0.0088 - val loss:=0.0088, train acc:=0.7 4 - val acc:=0.84 # Epoch:=7/10 - train loss:=0.0080 - val loss:=0.0082, train acc:=0.8 0 - val acc:=0.78 - train loss:=0.0075 - val loss:=0.0080, train acc:=0.8 # Epoch:=8/10 2 - val acc:=0.82 # Epoch:=9/10 - train loss:=0.0071 - val loss:=0.0081, train acc:=0.8 2 - val acc:=0.86 # Epoch:=10/10 - train loss:=0.0067 - val loss:=0.0080, train acc:=0. 80 - val acc:=0.86

Total time taken (in seconds): 181.89

Finished training model: mlp on gpu default

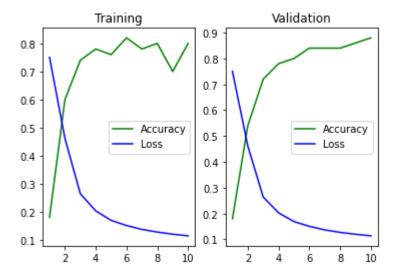


Count: 0, j=: 1

```
************ Training model: mlp on gpu RegL1 with seed: 4506 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0458, train acc:=0.1
8 - val acc:=0.18
# Epoch:=2/10 - train loss:=0.0283 - val loss:=0.0200, train acc:=0.6
0 - val acc:=0.54
# Epoch:=3/10 - train loss:=0.0162 - val loss:=0.0134, train acc:=0.7
4 - val acc:=0.72
              - train loss:=0.0124 - val loss:=0.0111, train acc:=0.7
# Epoch:=4/10
8 - val acc:=0.78
# Epoch:=5/10 - train loss:=0.0104 - val loss:=0.0101, train acc:=0.7
6 - val acc:=0.80
# Epoch:=6/10 - train loss:=0.0092 - val loss:=0.0088, train acc:=0.8
2 - val acc:=0.84
# Epoch:=7/10 - train loss:=0.0084 - val loss:=0.0084, train acc:=0.7
8 - val acc:=0.84
              - train loss:=0.0078 - val loss:=0.0080, train acc:=0.8
# Epoch:=8/10
0 - val acc:=0.84
# Epoch:=9/10 - train loss:=0.0074 - val loss:=0.0082, train acc:=0.7
0 - val acc:=0.86
# Epoch:=10/10 - train loss:=0.0070 - val loss:=0.0076, train acc:=0.
80 - val acc:=0.88
```

Total time taken (in seconds): 196.11

Finished training model: mlp on gpu RegL1

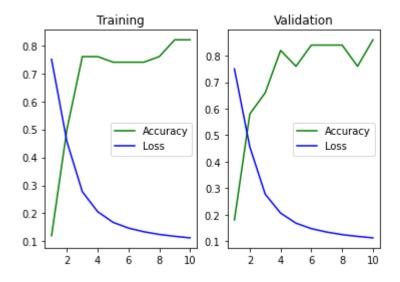


Count: 1, j=: 1

```
************ Training model: mlp on gpu RegL1 with seed: 2546 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0458, train acc:=0.1
2 - val acc:=0.18
# Epoch:=2/10 - train loss:=0.0280 - val loss:=0.0197, train acc:=0.5
0 - val acc:=0.58
# Epoch:=3/10 - train loss:=0.0170 - val loss:=0.0138, train acc:=0.7
6 - val acc:=0.66
              - train loss:=0.0126 - val loss:=0.0109, train acc:=0.7
# Epoch:=4/10
6 - val acc:=0.82
# Epoch:=5/10 - train loss:=0.0103 - val loss:=0.0113, train acc:=0.7
4 - val acc:=0.76
# Epoch:=6/10 - train loss:=0.0090 - val loss:=0.0087, train acc:=0.7
4 - val acc:=0.84
# Epoch:=7/10 - train loss:=0.0082 - val loss:=0.0084, train acc:=0.7
4 - val acc:=0.84
              - train loss:=0.0076 - val loss:=0.0080, train acc:=0.7
# Epoch:=8/10
6 - val acc:=0.84
# Epoch:=9/10 - train loss:=0.0072 - val loss:=0.0077, train acc:=0.8
2 - val acc:=0.76
# Epoch:=10/10 - train loss:=0.0069 - val loss:=0.0074, train acc:=0.
82 - val acc:=0.86
```

Total time taken (in seconds): 193.20

Finished training model: mlp on gpu RegL1

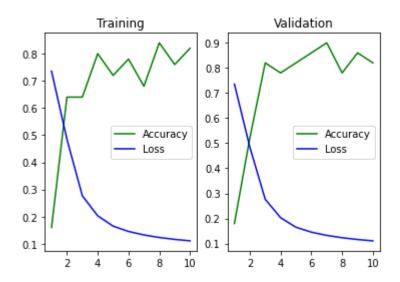


Count: 2, j=: 1

```
************ Training model: mlp on gpu RegL1 with seed: 8698 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1
6 - val acc:=0.18
# Epoch:=2/10 - train loss:=0.0303 - val loss:=0.0195, train acc:=0.6
4 - val acc:=0.52
# Epoch:=3/10 - train loss:=0.0173 - val loss:=0.0156, train acc:=0.6
4 - val acc:=0.82
              - train loss:=0.0127 - val loss:=0.0117, train acc:=0.8
# Epoch:=4/10
0 - val acc:=0.78
# Epoch:=5/10 - train loss:=0.0103 - val loss:=0.0104, train acc:=0.7
2 - val acc:=0.82
# Epoch:=6/10 - train loss:=0.0091 - val loss:=0.0088, train acc:=0.7
8 - val acc:=0.86
# Epoch:=7/10 - train loss:=0.0083 - val loss:=0.0082, train acc:=0.6
8 - val acc:=0.90
              - train loss:=0.0077 - val loss:=0.0085, train acc:=0.8
# Epoch:=8/10
4 - val acc:=0.78
# Epoch:=9/10 - train loss:=0.0073 - val loss:=0.0081, train acc:=0.7
6 - val acc:=0.86
# Epoch:=10/10 - train loss:=0.0069 - val loss:=0.0075, train acc:=0.
82 - val acc:=0.82
```

Total time taken (in seconds): 193.48

Finished training model: mlp on gpu RegL1

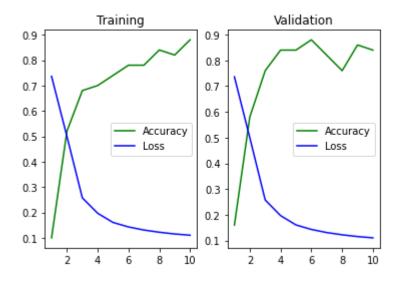


Count: 3, j=: 1

```
************ Training model: mlp on gpu RegL1 with seed: 3288 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1
0 - val acc:=0.16
# Epoch:=2/10 - train loss:=0.0312 - val loss:=0.0197, train acc:=0.5
2 - val acc:=0.58
# Epoch:=3/10 - train loss:=0.0161 - val loss:=0.0151, train acc:=0.6
8 - val acc:=0.76
              - train loss:=0.0123 - val loss:=0.0115, train acc:=0.7
# Epoch:=4/10
0 - val acc:=0.84
# Epoch:=5/10 - train loss:=0.0100 - val loss:=0.0093, train acc:=0.7
4 - val acc:=0.84
# Epoch:=6/10 - train loss:=0.0089 - val loss:=0.0086, train acc:=0.7
8 - val acc:=0.88
# Epoch:=7/10 - train loss:=0.0082 - val loss:=0.0086, train acc:=0.7
8 - val acc:=0.82
              - train loss:=0.0076 - val loss:=0.0082, train acc:=0.8
# Epoch:=8/10
4 - val acc:=0.76
# Epoch:=9/10 - train loss:=0.0072 - val loss:=0.0079, train acc:=0.8
2 - val acc:=0.86
# Epoch:=10/10 - train loss:=0.0069 - val loss:=0.0074, train acc:=0.
88 - val acc:=0.84
```

Total time taken (in seconds): 192.59

Finished training model: mlp on gpu RegL1

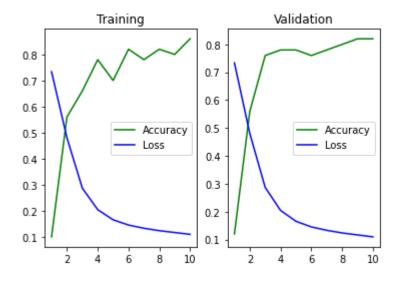


Count: 4, j=: 1

```
************ Training model: mlp on gpu RegL1 with seed: 9760 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0459, train acc:=0.1
0 - val acc:=0.12
# Epoch:=2/10 - train loss:=0.0301 - val loss:=0.0214, train acc:=0.5
6 - val acc:=0.56
# Epoch:=3/10 - train loss:=0.0180 - val loss:=0.0158, train acc:=0.6
6 - val acc:=0.76
              - train loss:=0.0128 - val loss:=0.0116, train acc:=0.7
# Epoch:=4/10
8 - val acc:=0.78
# Epoch:=5/10 - train loss:=0.0104 - val loss:=0.0098, train acc:=0.7
0 - val acc:=0.78
# Epoch:=6/10 - train loss:=0.0091 - val loss:=0.0093, train acc:=0.8
2 - val acc:=0.76
# Epoch:=7/10 - train loss:=0.0083 - val loss:=0.0088, train acc:=0.7
8 - val acc:=0.78
              - train loss:=0.0078 - val loss:=0.0084, train acc:=0.8
# Epoch:=8/10
2 - val acc:=0.80
# Epoch:=9/10 - train loss:=0.0073 - val loss:=0.0077, train acc:=0.8
0 - val acc:=0.82
# Epoch:=10/10 - train loss:=0.0069 - val loss:=0.0077, train acc:=0.
86 - val acc:=0.82
```

Total time taken (in seconds): 192.61

Finished training model: mlp on gpu RegL1

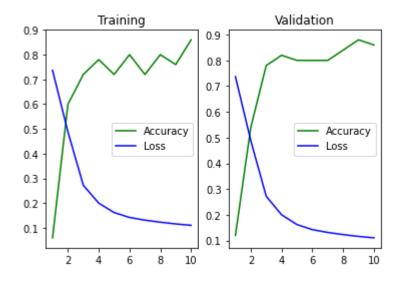


Count: 5, j=: 1

```
****** Training model: mlp_on_gpu_RegL1 with seed: 3940 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
6 - val acc:=0.12
# Epoch:=2/10 - train loss:=0.0305 - val loss:=0.0203, train acc:=0.6
0 - val acc:=0.54
# Epoch:=3/10 - train loss:=0.0170 - val loss:=0.0140, train acc:=0.7
2 - val acc:=0.78
              - train loss:=0.0125 - val loss:=0.0106, train acc:=0.7
# Epoch:=4/10
8 - val acc:=0.82
# Epoch:=5/10 - train loss:=0.0101 - val loss:=0.0097, train acc:=0.7
2 - val acc:=0.80
# Epoch:=6/10 - train loss:=0.0089 - val loss:=0.0088, train acc:=0.8
0 - val acc:=0.80
# Epoch:=7/10 - train loss:=0.0082 - val loss:=0.0087, train acc:=0.7
2 - val acc:=0.80
              - train loss:=0.0077 - val loss:=0.0081, train acc:=0.8
# Epoch:=8/10
0 - val acc:=0.84
# Epoch:=9/10 - train loss:=0.0073 - val loss:=0.0078, train acc:=0.7
6 - val acc:=0.88
# Epoch:=10/10 - train loss:=0.0069 - val loss:=0.0074, train acc:=0.
86 - val acc:=0.86
```

Total time taken (in seconds): 192.14

Finished training model: mlp on gpu RegL1

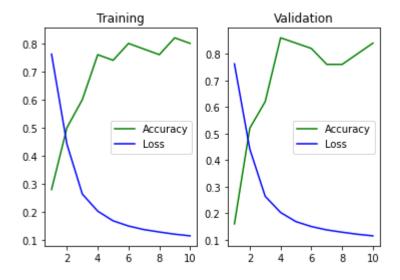


Count: 6, j=: 1

****** Training model: mlp_on_gpu_RegL1 with seed: 6490 **** ****** # Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0457, train acc:=0.2 8 - val acc:=0.16 # Epoch:=2/10 - train loss:=0.0267 - val loss:=0.0211, train acc:=0.5 0 - val acc:=0.52 # Epoch:=3/10 - train loss:=0.0159 - val loss:=0.0140, train acc:=0.6 0 - val acc:=0.62 - train loss:=0.0123 - val loss:=0.0109, train acc:=0.7 # Epoch:=4/10 6 - val acc:=0.86 # Epoch:=5/10 - train loss:=0.0102 - val loss:=0.0098, train acc:=0.7 4 - val acc:=0.84 # Epoch:=6/10 - train loss:=0.0091 - val loss:=0.0093, train acc:=0.8 0 - val acc:=0.82 # Epoch:=7/10 - train loss:=0.0083 - val loss:=0.0092, train acc:=0.7 8 - val acc:=0.76 - train loss:=0.0078 - val loss:=0.0085, train acc:=0.7 # Epoch:=8/10 6 - val acc:=0.76 # Epoch:=9/10 - train loss:=0.0073 - val loss:=0.0081, train acc:=0.8 2 - val acc:=0.80 # Epoch:=10/10 - train loss:=0.0069 - val loss:=0.0077, train acc:=0. 80 - val acc:=0.84

Total time taken (in seconds): 191.89

Finished training model: mlp on gpu RegL1

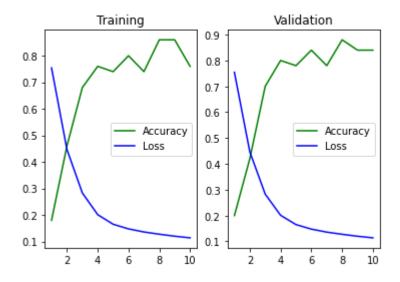


Count: 7, j=: 1

************ Training model: mlp on gpu RegL1 with seed: 7943 **** ****** # Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0450, train acc:=0.1 8 - val acc:=0.20 # Epoch:=2/10 - train loss:=0.0272 - val loss:=0.0216, train acc:=0.4 6 - val acc:=0.42 # Epoch:=3/10 - train loss:=0.0173 - val loss:=0.0145, train acc:=0.6 8 - val acc:=0.70 - train loss:=0.0123 - val loss:=0.0110, train acc:=0.7 # Epoch:=4/10 6 - val acc:=0.80 # Epoch:=5/10 - train loss:=0.0101 - val loss:=0.0098, train acc:=0.7 4 - val acc:=0.78 # Epoch:=6/10 - train loss:=0.0090 - val loss:=0.0091, train acc:=0.8 0 - val acc:=0.84 # Epoch:=7/10 - train loss:=0.0083 - val loss:=0.0093, train acc:=0.7 4 - val acc:=0.78 - train loss:=0.0078 - val loss:=0.0080, train acc:=0.8 # Epoch:=8/10 6 - val acc:=0.88 # Epoch:=9/10 - train loss:=0.0073 - val loss:=0.0079, train acc:=0.8 6 - val acc:=0.84 # Epoch:=10/10 - train loss:=0.0069 - val loss:=0.0076, train acc:=0. 76 - val acc:=0.84

Total time taken (in seconds): 191.77

Finished training model: mlp on gpu RegL1

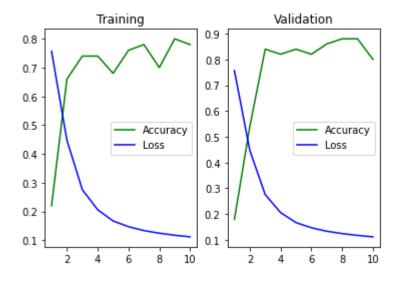


Count: 8, j=: 1

```
******* Training model: mlp_on_gpu_RegL1 with seed: 7545 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0457, train acc:=0.2
2 - val acc:=0.18
# Epoch:=2/10 - train loss:=0.0272 - val loss:=0.0195, train acc:=0.6
6 - val acc:=0.54
# Epoch:=3/10 - train loss:=0.0168 - val loss:=0.0134, train acc:=0.7
4 - val acc:=0.84
              - train loss:=0.0125 - val loss:=0.0111, train acc:=0.7
# Epoch:=4/10
4 - val acc:=0.82
# Epoch:=5/10 - train loss:=0.0102 - val loss:=0.0105, train acc:=0.6
8 - val acc:=0.84
# Epoch:=6/10 - train loss:=0.0090 - val loss:=0.0086, train acc:=0.7
6 - val acc:=0.82
# Epoch:=7/10 - train loss:=0.0081 - val loss:=0.0081, train acc:=0.7
8 - val acc:=0.86
              - train loss:=0.0076 - val loss:=0.0078, train acc:=0.7
# Epoch:=8/10
0 - val acc:=0.88
# Epoch:=9/10 - train loss:=0.0071 - val loss:=0.0074, train acc:=0.8
0 - val acc:=0.88
# Epoch:=10/10 - train loss:=0.0068 - val loss:=0.0075, train acc:=0.
78 - val acc:=0.80
```

Total time taken (in seconds): 194.49

Finished training model: mlp on gpu RegL1

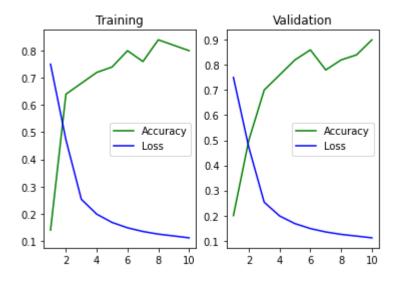


Count: 9, j=: 1

```
************ Training model: mlp on gpu RegL1 with seed: 8991 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1
4 - val acc:=0.20
# Epoch:=2/10 - train loss:=0.0290 - val loss:=0.0189, train acc:=0.6
4 - val acc:=0.50
# Epoch:=3/10 - train loss:=0.0155 - val loss:=0.0137, train acc:=0.6
8 - val acc:=0.70
              - train loss:=0.0122 - val loss:=0.0118, train acc:=0.7
# Epoch:=4/10
2 - val acc:=0.76
# Epoch:=5/10 - train loss:=0.0103 - val loss:=0.0098, train acc:=0.7
4 - val acc:=0.82
# Epoch:=6/10 - train loss:=0.0091 - val loss:=0.0087, train acc:=0.8
0 - val acc:=0.86
# Epoch:=7/10 - train loss:=0.0083 - val loss:=0.0086, train acc:=0.7
6 - val acc:=0.78
              - train loss:=0.0077 - val loss:=0.0083, train acc:=0.8
# Epoch:=8/10
4 - val acc:=0.82
# Epoch:=9/10 - train loss:=0.0073 - val loss:=0.0078, train acc:=0.8
2 - val acc:=0.84
# Epoch:=10/10 - train loss:=0.0068 - val loss:=0.0075, train acc:=0.
80 - val acc:=0.90
```

Total time taken (in seconds): 194.37

Finished training model: mlp on gpu RegL1

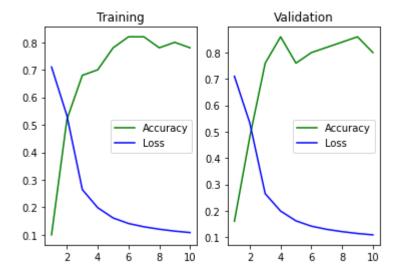


Count: 0, j=: 1

****** Training model: mlp_on_gpu_RegL2 with seed: 6010 **** ****** # Epoch:=1/10 - train loss:=0.0461 - val loss:=0.0460, train acc:=0.1 0 - val acc:=0.16 # Epoch:=2/10 - train loss:=0.0346 - val loss:=0.0220, train acc:=0.5 2 - val acc:=0.48 # Epoch:=3/10 - train loss:=0.0172 - val loss:=0.0141, train acc:=0.6 8 - val acc:=0.76 - train loss:=0.0129 - val loss:=0.0112, train acc:=0.7 # Epoch:=4/10 0 - val acc:=0.86 # Epoch:=5/10 - train loss:=0.0105 - val loss:=0.0100, train acc:=0.7 8 - val acc:=0.76 # Epoch:=6/10 - train loss:=0.0092 - val loss:=0.0087, train acc:=0.8 2 - val acc:=0.80 # Epoch:=7/10 - train loss:=0.0084 - val loss:=0.0086, train acc:=0.8 2 - val acc:=0.82 - train loss:=0.0078 - val loss:=0.0080, train acc:=0.7 # Epoch:=8/10 8 - val acc:=0.84 # Epoch:=9/10 - train loss:=0.0074 - val loss:=0.0076, train acc:=0.8 0 - val acc:=0.86 # Epoch:=10/10 - train loss:=0.0070 - val loss:=0.0075, train acc:=0. 78 - val acc:=0.80

Total time taken (in seconds): 197.91

Finished training model: mlp on gpu RegL2

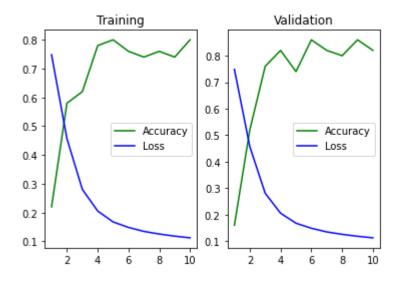


Count: 1, j=: 1

```
****** Training model: mlp_on_gpu_RegL2 with seed: 7437 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0452, train acc:=0.2
2 - val acc:=0.16
# Epoch:=2/10 - train loss:=0.0281 - val loss:=0.0202, train acc:=0.5
8 - val acc:=0.52
# Epoch:=3/10 - train loss:=0.0173 - val loss:=0.0136, train acc:=0.6
2 - val acc:=0.76
              - train loss:=0.0126 - val loss:=0.0112, train acc:=0.7
# Epoch:=4/10
8 - val acc:=0.82
# Epoch:=5/10 - train loss:=0.0103 - val loss:=0.0095, train acc:=0.8
0 - val acc:=0.74
# Epoch:=6/10 - train loss:=0.0091 - val loss:=0.0091, train acc:=0.7
6 - val acc:=0.86
# Epoch:=7/10 - train loss:=0.0083 - val loss:=0.0090, train acc:=0.7
4 - val acc:=0.82
              - train loss:=0.0077 - val loss:=0.0079, train acc:=0.7
# Epoch:=8/10
6 - val acc:=0.80
# Epoch:=9/10 - train loss:=0.0073 - val loss:=0.0085, train acc:=0.7
4 - val acc:=0.86
# Epoch:=10/10 - train loss:=0.0069 - val loss:=0.0075, train acc:=0.
80 - val acc:=0.82
```

Total time taken (in seconds): 196.40

Finished training model: mlp on gpu RegL2

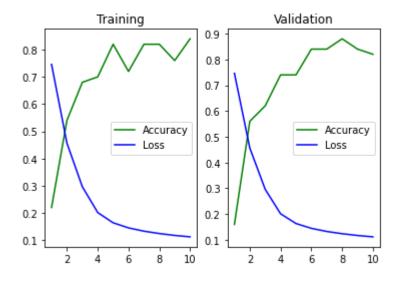


Count: 2, j=: 1

```
************ Training model: mlp on gpu RegL2 with seed: 4184 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0458, train acc:=0.2
2 - val acc:=0.16
# Epoch:=2/10 - train loss:=0.0282 - val loss:=0.0201, train acc:=0.5
4 - val acc:=0.56
# Epoch:=3/10 - train loss:=0.0183 - val loss:=0.0163, train acc:=0.6
8 - val acc:=0.62
              - train loss:=0.0124 - val loss:=0.0112, train acc:=0.7
# Epoch:=4/10
0 - val acc:=0.74
# Epoch:=5/10 - train loss:=0.0101 - val loss:=0.0095, train acc:=0.8
2 - val acc:=0.74
# Epoch:=6/10 - train loss:=0.0089 - val loss:=0.0092, train acc:=0.7
2 - val acc:=0.84
# Epoch:=7/10 - train loss:=0.0082 - val loss:=0.0085, train acc:=0.8
2 - val acc:=0.84
              - train loss:=0.0076 - val loss:=0.0082, train acc:=0.8
# Epoch:=8/10
2 - val acc:=0.88
# Epoch:=9/10 - train loss:=0.0072 - val loss:=0.0078, train acc:=0.7
6 - val acc:=0.84
# Epoch:=10/10 - train loss:=0.0069 - val loss:=0.0075, train acc:=0.
84 - val acc:=0.82
```

Total time taken (in seconds): 195.87

Finished training model: mlp on gpu RegL2

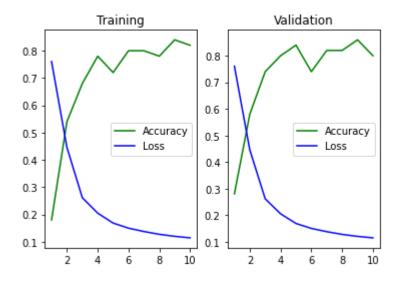


Count: 3, j=: 1

```
************ Training model: mlp on gpu RegL2 with seed: 2626 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0458, train acc:=0.1
8 - val acc:=0.28
# Epoch:=2/10 - train loss:=0.0270 - val loss:=0.0194, train acc:=0.5
4 - val acc:=0.58
# Epoch:=3/10 - train loss:=0.0158 - val loss:=0.0135, train acc:=0.6
8 - val acc:=0.74
              - train loss:=0.0124 - val loss:=0.0107, train acc:=0.7
# Epoch:=4/10
8 - val acc:=0.80
# Epoch:=5/10 - train loss:=0.0102 - val loss:=0.0093, train acc:=0.7
2 - val acc:=0.84
# Epoch:=6/10 - train loss:=0.0091 - val loss:=0.0095, train acc:=0.8
0 - val acc:=0.74
# Epoch:=7/10 - train loss:=0.0083 - val loss:=0.0084, train acc:=0.8
0 - val acc:=0.82
              - train loss:=0.0077 - val loss:=0.0088, train acc:=0.7
# Epoch:=8/10
8 - val acc:=0.82
# Epoch:=9/10 - train loss:=0.0072 - val loss:=0.0080, train acc:=0.8
4 - val acc:=0.86
# Epoch:=10/10 - train loss:=0.0069 - val loss:=0.0079, train acc:=0.
82 - val acc:=0.80
```

Total time taken (in seconds): 196.27

Finished training model: mlp on gpu RegL2

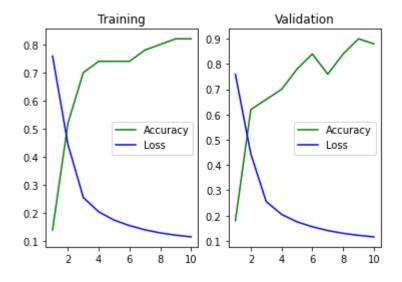


Count: 4, j=: 1

****** Training model: mlp_on_gpu_RegL2 with seed: 2644 **** ****** # Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0459, train acc:=0.1 4 - val acc:=0.18 # Epoch:=2/10 - train loss:=0.0269 - val loss:=0.0194, train acc:=0.5 2 - val acc:=0.62 # Epoch:=3/10 - train loss:=0.0155 - val loss:=0.0142, train acc:=0.7 0 - val acc:=0.66 - train loss:=0.0124 - val loss:=0.0116, train acc:=0.7 # Epoch:=4/10 4 - val acc:=0.70 # Epoch:=5/10 - train loss:=0.0106 - val loss:=0.0100, train acc:=0.7 4 - val acc:=0.78 # Epoch:=6/10 - train loss:=0.0095 - val loss:=0.0090, train acc:=0.7 4 - val acc:=0.84 # Epoch:=7/10 - train loss:=0.0085 - val loss:=0.0090, train acc:=0.7 8 - val acc:=0.76 - train loss:=0.0079 - val loss:=0.0081, train acc:=0.8 # Epoch:=8/10 0 - val acc:=0.84 # Epoch:=9/10 - train loss:=0.0074 - val loss:=0.0079, train acc:=0.8 2 - val acc:=0.90 # Epoch:=10/10 - train loss:=0.0070 - val loss:=0.0076, train acc:=0. 82 - val acc:=0.88

Total time taken (in seconds): 195.98

Finished training model: mlp on gpu RegL2

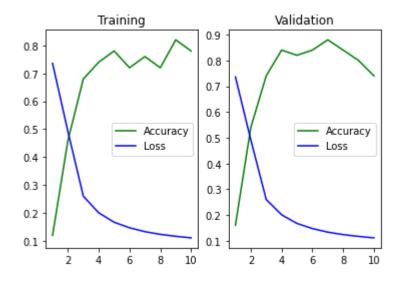


Count: 5, j=: 1

```
************ Training model: mlp on gpu RegL2 with seed: 4608 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1
2 - val acc:=0.16
# Epoch:=2/10 - train loss:=0.0308 - val loss:=0.0234, train acc:=0.4
6 - val acc:=0.54
# Epoch:=3/10 - train loss:=0.0163 - val loss:=0.0138, train acc:=0.6
8 - val acc:=0.74
              - train loss:=0.0126 - val loss:=0.0115, train acc:=0.7
# Epoch:=4/10
4 - val acc:=0.84
# Epoch:=5/10 - train loss:=0.0105 - val loss:=0.0100, train acc:=0.7
8 - val acc:=0.82
# Epoch:=6/10 - train loss:=0.0092 - val loss:=0.0095, train acc:=0.7
2 - val acc:=0.84
# Epoch:=7/10 - train loss:=0.0083 - val loss:=0.0089, train acc:=0.7
6 - val acc:=0.88
              - train loss:=0.0077 - val loss:=0.0080, train acc:=0.7
# Epoch:=8/10
2 - val acc:=0.84
# Epoch:=9/10 - train loss:=0.0073 - val loss:=0.0084, train acc:=0.8
2 - val acc:=0.80
# Epoch:=10/10 - train loss:=0.0070 - val loss:=0.0091, train acc:=0.
78 - val acc:=0.74
```

Total time taken (in seconds): 195.48

Finished training model: mlp on gpu RegL2

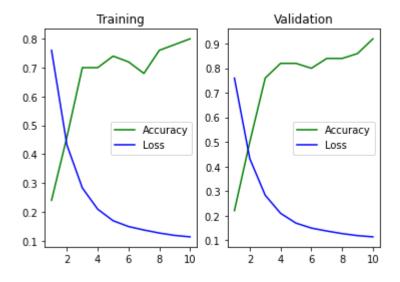


Count: 6, j=: 1

```
****** Training model: mlp_on_gpu_RegL2 with seed: 4127 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0441, train acc:=0.2
4 - val acc:=0.22
# Epoch:=2/10 - train loss:=0.0261 - val loss:=0.0201, train acc:=0.4
6 - val acc:=0.50
# Epoch:=3/10 - train loss:=0.0171 - val loss:=0.0134, train acc:=0.7
0 - val acc:=0.76
              - train loss:=0.0127 - val loss:=0.0112, train acc:=0.7
# Epoch:=4/10
0 - val acc:=0.82
# Epoch:=5/10 - train loss:=0.0102 - val loss:=0.0096, train acc:=0.7
4 - val acc:=0.82
# Epoch:=6/10 - train loss:=0.0090 - val loss:=0.0091, train acc:=0.7
2 - val acc:=0.80
# Epoch:=7/10 - train loss:=0.0083 - val loss:=0.0081, train acc:=0.6
8 - val acc:=0.84
              - train loss:=0.0077 - val loss:=0.0078, train acc:=0.7
# Epoch:=8/10
6 - val acc:=0.84
# Epoch:=9/10 - train loss:=0.0072 - val loss:=0.0079, train acc:=0.7
8 - val acc:=0.86
# Epoch:=10/10 - train loss:=0.0069 - val loss:=0.0073, train acc:=0.
80 - val acc:=0.92
```

Total time taken (in seconds): 195.26

Finished training model: mlp on gpu RegL2

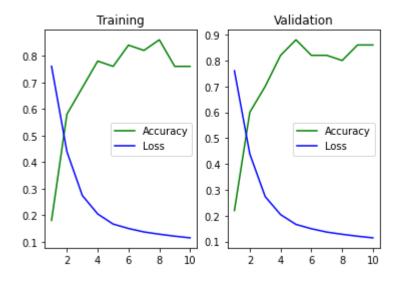


Count: 7, j=: 1

```
*********** Training model: mlp on gpu RegL2 with seed: 3327 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0450, train acc:=0.1
8 - val acc:=0.22
# Epoch:=2/10 - train loss:=0.0265 - val loss:=0.0197, train acc:=0.5
8 - val acc:=0.60
# Epoch:=3/10 - train loss:=0.0166 - val loss:=0.0148, train acc:=0.6
8 - val acc:=0.70
              - train loss:=0.0124 - val loss:=0.0108, train acc:=0.7
# Epoch:=4/10
8 - val acc:=0.82
# Epoch:=5/10 - train loss:=0.0101 - val loss:=0.0093, train acc:=0.7
6 - val acc:=0.88
# Epoch:=6/10 - train loss:=0.0091 - val loss:=0.0088, train acc:=0.8
4 - val acc:=0.82
# Epoch:=7/10 - train loss:=0.0083 - val loss:=0.0085, train acc:=0.8
2 - val acc:=0.82
              - train loss:=0.0078 - val loss:=0.0081, train acc:=0.8
# Epoch:=8/10
6 - val acc:=0.80
# Epoch:=9/10 - train loss:=0.0073 - val loss:=0.0091, train acc:=0.7
6 - val acc:=0.86
# Epoch:=10/10 - train loss:=0.0069 - val loss:=0.0076, train acc:=0.
76 - val acc:=0.86
```

Total time taken (in seconds): 194.89

Finished training model: mlp on gpu RegL2

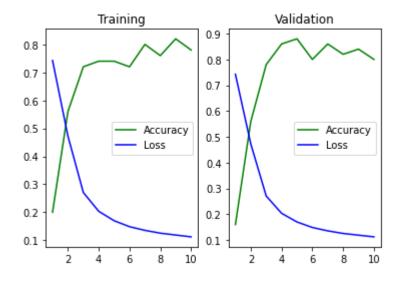


Count: 8, j=: 1

```
****** Training model: mlp_on_gpu_RegL2 with seed: 7689 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0459, train acc:=0.2
0 - val acc:=0.16
# Epoch:=2/10 - train loss:=0.0293 - val loss:=0.0197, train acc:=0.5
6 - val acc:=0.56
# Epoch:=3/10 - train loss:=0.0168 - val loss:=0.0185, train acc:=0.7
2 - val acc:=0.78
              - train loss:=0.0126 - val loss:=0.0109, train acc:=0.7
# Epoch:=4/10
4 - val acc:=0.86
# Epoch:=5/10 - train loss:=0.0105 - val loss:=0.0096, train acc:=0.7
4 - val acc:=0.88
# Epoch:=6/10 - train loss:=0.0092 - val loss:=0.0094, train acc:=0.7
2 - val acc:=0.80
# Epoch:=7/10 - train loss:=0.0084 - val loss:=0.0091, train acc:=0.8
0 - val acc:=0.86
              - train loss:=0.0078 - val loss:=0.0082, train acc:=0.7
# Epoch:=8/10
6 - val acc:=0.82
# Epoch:=9/10 - train loss:=0.0074 - val loss:=0.0079, train acc:=0.8
2 - val acc:=0.84
# Epoch:=10/10 - train loss:=0.0069 - val loss:=0.0079, train acc:=0.
78 - val acc:=0.80
```

Total time taken (in seconds): 197.16

Finished training model: mlp on gpu RegL2

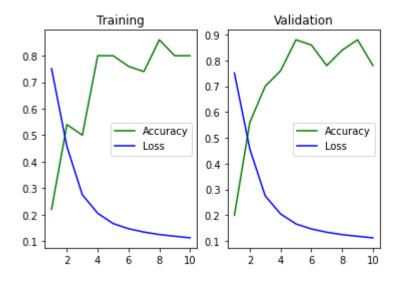


Count: 9, j=: 1

```
*********** Training model: mlp on gpu RegL2 with seed: 2155 ****
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0457, train acc:=0.2
2 - val acc:=0.20
# Epoch:=2/10 - train loss:=0.0280 - val loss:=0.0203, train acc:=0.5
4 - val acc:=0.56
# Epoch:=3/10 - train loss:=0.0169 - val loss:=0.0176, train acc:=0.5
0 - val acc:=0.70
              - train loss:=0.0126 - val loss:=0.0111, train acc:=0.8
# Epoch:=4/10
0 - val acc:=0.76
# Epoch:=5/10 - train loss:=0.0102 - val loss:=0.0092, train acc:=0.8
0 - val acc:=0.88
# Epoch:=6/10 - train loss:=0.0090 - val loss:=0.0085, train acc:=0.7
6 - val acc:=0.86
# Epoch:=7/10 - train loss:=0.0082 - val loss:=0.0095, train acc:=0.7
4 - val acc:=0.78
              - train loss:=0.0076 - val loss:=0.0079, train acc:=0.8
# Epoch:=8/10
6 - val acc:=0.84
# Epoch:=9/10 - train loss:=0.0073 - val loss:=0.0074, train acc:=0.8
0 - val acc:=0.88
# Epoch:=10/10 - train loss:=0.0069 - val loss:=0.0076, train acc:=0.
80 - val acc:=0.78
```

Total time taken (in seconds): 197.12

Finished training model: mlp on gpu RegL2

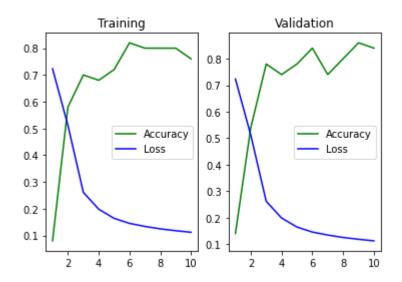


Count: 0, j=: 1

```
*********** Training model: mlp on gpu RegL1L2 with seed: 6080 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.14
# Epoch:=2/10 - train loss:=0.0326 - val loss:=0.0195, train acc:=0.5
8 - val acc:=0.54
# Epoch:=3/10 - train loss:=0.0166 - val loss:=0.0138, train acc:=0.7
0 - val acc:=0.78
              - train loss:=0.0126 - val loss:=0.0117, train acc:=0.6
# Epoch:=4/10
8 - val acc:=0.74
# Epoch:=5/10 - train loss:=0.0104 - val loss:=0.0101, train acc:=0.7
2 - val acc:=0.78
# Epoch:=6/10 - train loss:=0.0092 - val loss:=0.0095, train acc:=0.8
2 - val acc:=0.84
# Epoch:=7/10 - train loss:=0.0085 - val loss:=0.0092, train acc:=0.8
0 - val acc:=0.74
              - train loss:=0.0079 - val loss:=0.0083, train acc:=0.8
# Epoch:=8/10
0 - val acc:=0.80
# Epoch:=9/10 - train loss:=0.0075 - val loss:=0.0082, train acc:=0.8
0 - val acc:=0.86
# Epoch:=10/10 - train loss:=0.0071 - val loss:=0.0077, train acc:=0.
76 - val acc:=0.84
```

Total time taken (in seconds): 209.93

Finished training model: mlp on gpu RegL1L2

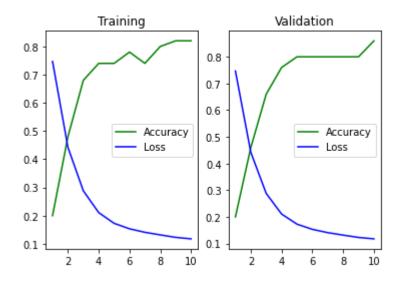


Count: 1, j=: 1

```
********* Training model: mlp on gpu RegL1L2 with seed: 2229 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0456, train acc:=0.2
0 - val acc:=0.20
# Epoch:=2/10 - train loss:=0.0272 - val loss:=0.0207, train acc:=0.4
8 - val acc:=0.46
# Epoch:=3/10 - train loss:=0.0178 - val loss:=0.0178, train acc:=0.6
8 - val acc:=0.66
              - train loss:=0.0130 - val loss:=0.0115, train acc:=0.7
# Epoch:=4/10
4 - val acc:=0.76
# Epoch:=5/10 - train loss:=0.0107 - val loss:=0.0109, train acc:=0.7
4 - val acc:=0.80
# Epoch:=6/10 - train loss:=0.0095 - val loss:=0.0092, train acc:=0.7
8 - val acc:=0.80
# Epoch:=7/10 - train loss:=0.0087 - val loss:=0.0093, train acc:=0.7
4 - val acc:=0.80
              - train loss:=0.0081 - val loss:=0.0088, train acc:=0.8
# Epoch:=8/10
0 - val acc:=0.80
# Epoch:=9/10 - train loss:=0.0076 - val loss:=0.0081, train acc:=0.8
2 - val acc:=0.80
# Epoch:=10/10 - train loss:=0.0073 - val loss:=0.0078, train acc:=0.
82 - val acc:=0.86
```

Total time taken (in seconds): 209.64

Finished training model: mlp on gpu RegL1L2

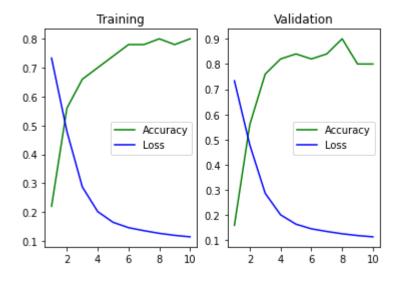


Count: 2, j=: 1

```
*********** Training model: mlp on gpu RegL1L2 with seed: 4663 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.2
2 - val acc:=0.16
# Epoch:=2/10 - train loss:=0.0301 - val loss:=0.0214, train acc:=0.5
6 - val acc:=0.56
# Epoch:=3/10 - train loss:=0.0180 - val loss:=0.0159, train acc:=0.6
6 - val acc:=0.76
              - train loss:=0.0127 - val loss:=0.0124, train acc:=0.7
# Epoch:=4/10
0 - val acc:=0.82
# Epoch:=5/10 - train loss:=0.0103 - val loss:=0.0103, train acc:=0.7
4 - val acc:=0.84
# Epoch:=6/10 - train loss:=0.0092 - val loss:=0.0098, train acc:=0.7
8 - val acc:=0.82
# Epoch:=7/10 - train loss:=0.0085 - val loss:=0.0087, train acc:=0.7
8 - val acc:=0.84
              - train loss:=0.0079 - val loss:=0.0080, train acc:=0.8
# Epoch:=8/10
0 - val acc:=0.90
# Epoch:=9/10 - train loss:=0.0075 - val loss:=0.0083, train acc:=0.7
8 - val acc:=0.80
# Epoch:=10/10 - train loss:=0.0072 - val loss:=0.0077, train acc:=0.
80 - val acc:=0.80
```

Total time taken (in seconds): 209.35

Finished training model: mlp on gpu RegL1L2

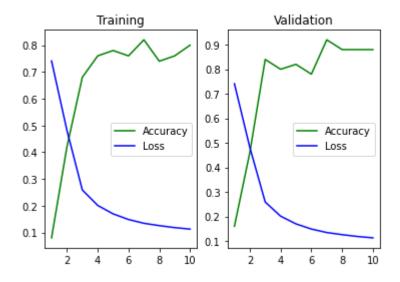


Count: 3, j=: 1

```
*********** Training model: mlp on gpu RegL1L2 with seed: 5635 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0459, train acc:=0.0
8 - val acc:=0.16
# Epoch:=2/10 - train loss:=0.0299 - val loss:=0.0275, train acc:=0.4
2 - val acc:=0.46
# Epoch:=3/10 - train loss:=0.0161 - val loss:=0.0138, train acc:=0.6
8 - val acc:=0.84
              - train loss:=0.0125 - val loss:=0.0121, train acc:=0.7
# Epoch:=4/10
6 - val acc:=0.80
# Epoch:=5/10 - train loss:=0.0105 - val loss:=0.0102, train acc:=0.7
8 - val acc:=0.82
# Epoch:=6/10 - train loss:=0.0092 - val loss:=0.0090, train acc:=0.7
6 - val acc:=0.78
# Epoch:=7/10 - train loss:=0.0083 - val loss:=0.0082, train acc:=0.8
2 - val acc:=0.92
              - train loss:=0.0078 - val loss:=0.0078, train acc:=0.7
# Epoch:=8/10
4 - val acc:=0.88
# Epoch:=9/10 - train loss:=0.0073 - val loss:=0.0077, train acc:=0.7
6 - val acc:=0.88
# Epoch:=10/10 - train loss:=0.0070 - val loss:=0.0075, train acc:=0.
80 - val acc:=0.88
```

Total time taken (in seconds): 209.78

Finished training model: mlp on gpu RegL1L2

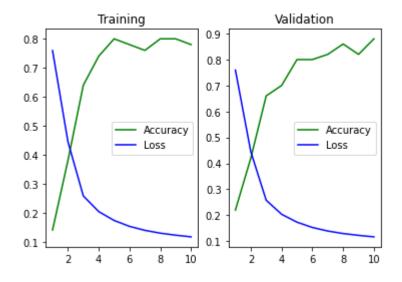


Count: 4, j=: 1

```
********** Training model: mlp on gpu RegL1L2 with seed: 6913 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0453, train acc:=0.1
4 - val acc:=0.22
# Epoch:=2/10 - train loss:=0.0270 - val loss:=0.0295, train acc:=0.3
8 - val acc:=0.42
# Epoch:=3/10 - train loss:=0.0156 - val loss:=0.0141, train acc:=0.6
4 - val acc:=0.66
              - train loss:=0.0123 - val loss:=0.0123, train acc:=0.7
# Epoch:=4/10
4 - val acc:=0.70
# Epoch:=5/10 - train loss:=0.0105 - val loss:=0.0100, train acc:=0.8
0 - val acc:=0.80
# Epoch:=6/10 - train loss:=0.0093 - val loss:=0.0088, train acc:=0.7
8 - val acc:=0.80
# Epoch:=7/10 - train loss:=0.0084 - val loss:=0.0085, train acc:=0.7
6 - val acc:=0.82
              - train loss:=0.0078 - val loss:=0.0081, train acc:=0.8
# Epoch:=8/10
0 - val acc:=0.86
# Epoch:=9/10 - train loss:=0.0074 - val loss:=0.0080, train acc:=0.8
0 - val acc:=0.82
# Epoch:=10/10 - train loss:=0.0071 - val loss:=0.0074, train acc:=0.
78 - val acc:=0.88
```

Total time taken (in seconds): 211.93

Finished training model: mlp on gpu RegL1L2

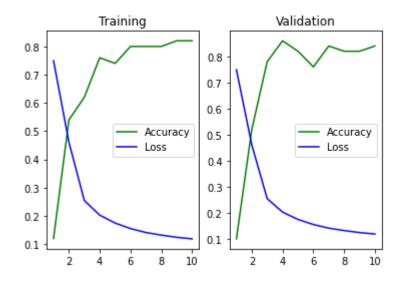


Count: 5, j=: 1

```
********** Training model: mlp on gpu RegL1L2 with seed: 2608 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1
2 - val acc:=0.10
# Epoch:=2/10 - train loss:=0.0283 - val loss:=0.0187, train acc:=0.5
4 - val acc:=0.52
# Epoch:=3/10 - train loss:=0.0156 - val loss:=0.0130, train acc:=0.6
2 - val acc:=0.78
             - train loss:=0.0125 - val loss:=0.0117, train acc:=0.7
# Epoch:=4/10
6 - val acc:=0.86
# Epoch:=5/10 - train loss:=0.0107 - val loss:=0.0106, train acc:=0.7
4 - val acc:=0.82
# Epoch:=6/10 - train loss:=0.0095 - val loss:=0.0095, train acc:=0.8
0 - val acc:=0.76
# Epoch:=7/10 - train loss:=0.0087 - val loss:=0.0092, train acc:=0.8
0 - val acc:=0.84
              - train loss:=0.0081 - val loss:=0.0087, train acc:=0.8
# Epoch:=8/10
0 - val acc:=0.82
# Epoch:=9/10 - train loss:=0.0076 - val loss:=0.0081, train acc:=0.8
2 - val acc:=0.82
# Epoch:=10/10 - train loss:=0.0073 - val loss:=0.0078, train acc:=0.
82 - val acc:=0.84
```

Total time taken (in seconds): 208.38

Finished training model: mlp on gpu RegL1L2

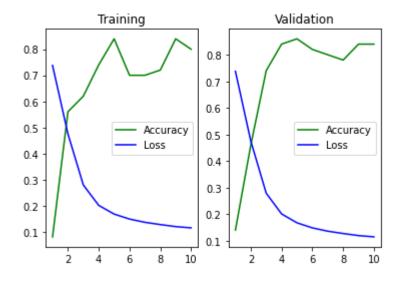


Count: 6, j=: 1

```
********** Training model: mlp on gpu RegL1L2 with seed: 1775 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.0
8 - val acc:=0.14
# Epoch:=2/10 - train loss:=0.0296 - val loss:=0.0208, train acc:=0.5
6 - val acc:=0.46
# Epoch:=3/10 - train loss:=0.0174 - val loss:=0.0137, train acc:=0.6
2 - val acc:=0.74
              - train loss:=0.0125 - val loss:=0.0109, train acc:=0.7
# Epoch:=4/10
4 - val acc:=0.84
# Epoch:=5/10 - train loss:=0.0104 - val loss:=0.0097, train acc:=0.8
4 - val acc:=0.86
# Epoch:=6/10 - train loss:=0.0093 - val loss:=0.0094, train acc:=0.7
0 - val acc:=0.82
# Epoch:=7/10 - train loss:=0.0085 - val loss:=0.0091, train acc:=0.7
0 - val acc:=0.80
              - train loss:=0.0079 - val loss:=0.0108, train acc:=0.7
# Epoch:=8/10
2 - val acc:=0.78
# Epoch:=9/10 - train loss:=0.0074 - val loss:=0.0078, train acc:=0.8
4 - val acc:=0.84
# Epoch:=10/10 - train loss:=0.0071 - val loss:=0.0082, train acc:=0.
80 - val acc:=0.84
```

Total time taken (in seconds): 209.10

Finished training model: mlp on gpu RegL1L2

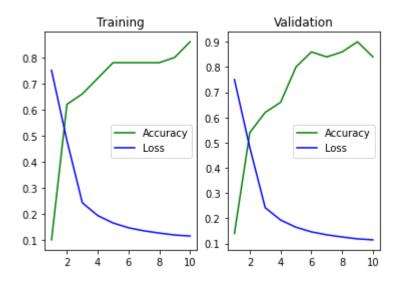


Count: 7, j=: 1

********** Training model: mlp on gpu RegL1L2 with seed: 5384 ** ****** # Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1 0 - val acc:=0.14 # Epoch:=2/10 - train loss:=0.0295 - val loss:=0.0195, train acc:=0.6 2 - val acc:=0.54 # Epoch:=3/10 - train loss:=0.0149 - val loss:=0.0145, train acc:=0.6 6 - val acc:=0.62 - train loss:=0.0119 - val loss:=0.0105, train acc:=0.7 # Epoch:=4/10 2 - val acc:=0.66 # Epoch:=5/10 - train loss:=0.0101 - val loss:=0.0100, train acc:=0.7 8 - val acc:=0.80 # Epoch:=6/10 - train loss:=0.0090 - val loss:=0.0087, train acc:=0.7 8 - val acc:=0.86 # Epoch:=7/10 - train loss:=0.0083 - val loss:=0.0087, train acc:=0.7 8 - val acc:=0.84 - train loss:=0.0077 - val loss:=0.0081, train acc:=0.7 # Epoch:=8/10 8 - val acc:=0.86 # Epoch:=9/10 - train loss:=0.0073 - val loss:=0.0088, train acc:=0.8 0 - val acc:=0.90 # Epoch:=10/10 - train loss:=0.0070 - val loss:=0.0076, train acc:=0. 86 - val acc:=0.84

Total time taken (in seconds): 207.72

Finished training model: mlp on gpu RegL1L2

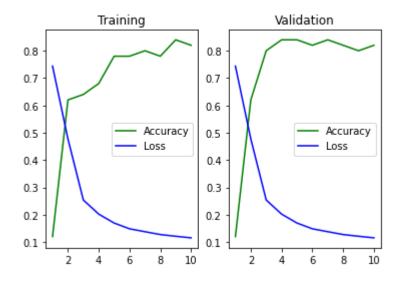


Count: 8, j=: 1

```
********** Training model: mlp on gpu RegL1L2 with seed: 3485 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0460, train acc:=0.1
2 - val acc:=0.12
# Epoch:=2/10 - train loss:=0.0296 - val loss:=0.0185, train acc:=0.6
2 - val acc:=0.62
# Epoch:=3/10 - train loss:=0.0157 - val loss:=0.0133, train acc:=0.6
4 - val acc:=0.80
              - train loss:=0.0125 - val loss:=0.0111, train acc:=0.6
# Epoch:=4/10
8 - val acc:=0.84
# Epoch:=5/10 - train loss:=0.0105 - val loss:=0.0100, train acc:=0.7
8 - val acc:=0.84
# Epoch:=6/10 - train loss:=0.0092 - val loss:=0.0092, train acc:=0.7
8 - val acc:=0.82
# Epoch:=7/10 - train loss:=0.0085 - val loss:=0.0085, train acc:=0.8
0 - val acc:=0.84
              - train loss:=0.0079 - val loss:=0.0084, train acc:=0.7
# Epoch:=8/10
8 - val acc:=0.82
# Epoch:=9/10 - train loss:=0.0075 - val loss:=0.0083, train acc:=0.8
4 - val acc:=0.80
# Epoch:=10/10 - train loss:=0.0071 - val loss:=0.0081, train acc:=0.
82 - val acc:=0.82
```

Total time taken (in seconds): 210.62

Finished training model: mlp on gpu RegL1L2

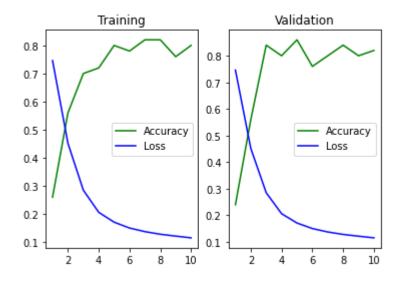


Count: 9, j=: 1

```
********** Training model: mlp on gpu RegL1L2 with seed: 9948 **
******
# Epoch:=1/10 - train loss:=0.0460 - val loss:=0.0458, train acc:=0.2
6 - val acc:=0.24
# Epoch:=2/10 - train loss:=0.0279 - val loss:=0.0208, train acc:=0.5
6 - val acc:=0.56
# Epoch:=3/10 - train loss:=0.0176 - val loss:=0.0133, train acc:=0.7
0 - val acc:=0.84
              - train loss:=0.0127 - val loss:=0.0117, train acc:=0.7
# Epoch:=4/10
2 - val acc:=0.80
# Epoch:=5/10 - train loss:=0.0106 - val loss:=0.0101, train acc:=0.8
0 - val acc:=0.86
# Epoch:=6/10 - train loss:=0.0093 - val loss:=0.0100, train acc:=0.7
8 - val acc:=0.76
# Epoch:=7/10 - train loss:=0.0085 - val loss:=0.0092, train acc:=0.8
2 - val acc:=0.80
              - train loss:=0.0079 - val loss:=0.0085, train acc:=0.8
# Epoch:=8/10
2 - val acc:=0.84
# Epoch:=9/10 - train loss:=0.0075 - val loss:=0.0096, train acc:=0.7
6 - val acc:=0.80
# Epoch:=10/10 - train loss:=0.0071 - val loss:=0.0087, train acc:=0.
80 - val acc:=0.82
```

Total time taken (in seconds): 215.37

Finished training model: mlp on gpu RegL1L2



In []:

```
In [8]:
# %store mnist
# %store fashion_mnist
In [9]:
for names in mnist:
    print(mnist[names]['Accuracy'])
[96.2929999999999, 0.050861000000000066]
[96.271, 0.0744689999999937]
[96.2589999999999, 0.0619489999999999]
[96.3579999999999, 0.0713959999999971]
In [11]:
for names in fashion mnist:
    print(fashion mnist[names]['Accuracy'])
[85.288, 0.42821599999999754]
[85.545, 0.15834499999999863]
[85.135, 0.7496650000000002]
[84.8719999999999, 0.6454960000000004]
```