

## CS472 Assignment 4

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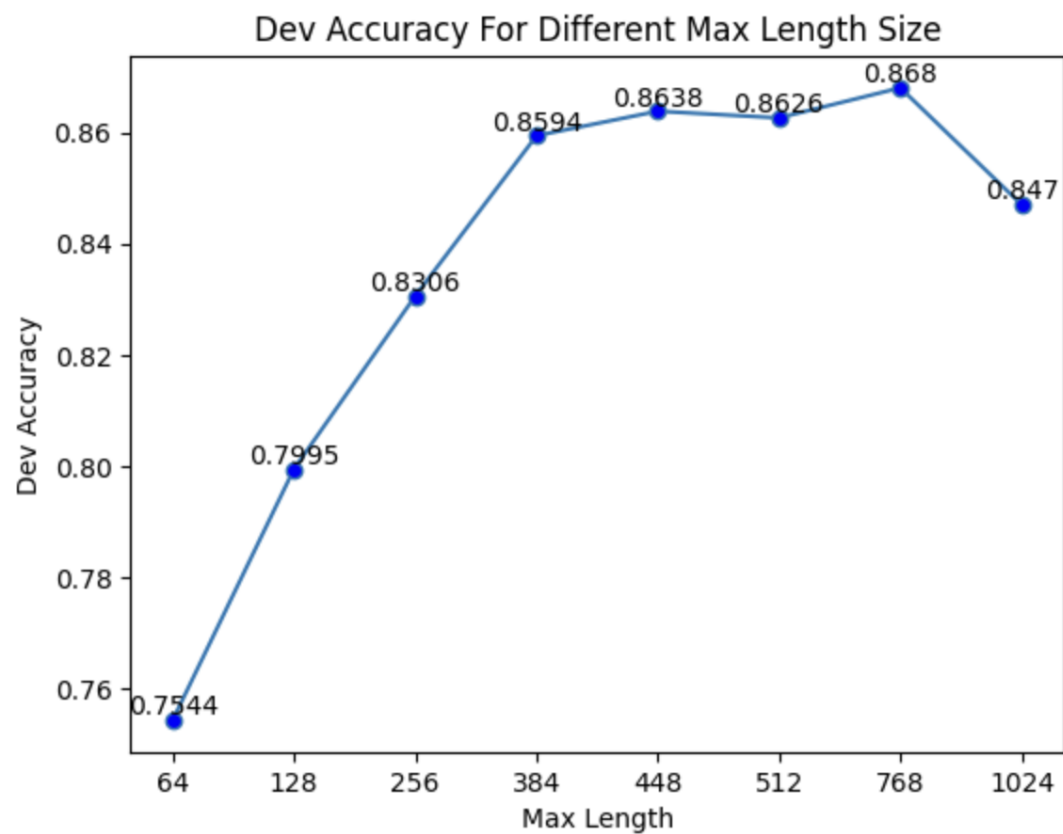
Colab: <https://colab.research.google.com/drive/1BvWxfMtOMtbTFHsmYibJzeuCO19I-Ty8?usp=sharing>

Reports:

4.1 Fine Tuning : max\_length, batch size, epoch

(1) max\_length

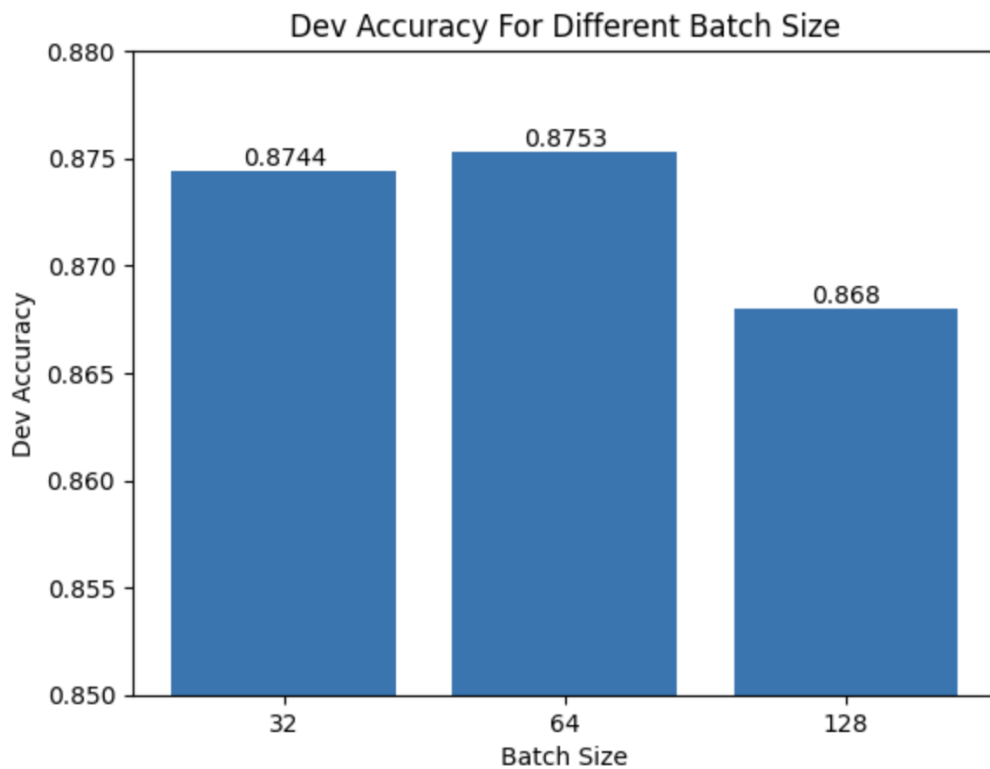
max_length	glove	dropout	hidden_size	kernel_size	epoch	lr	batch_size	optimizer
<b>tuning!</b>	300d	0.2	256	5	40	0.01	128	SGD



After tuning, I set the max length to 768, as it hits the highest accuracy in performance.

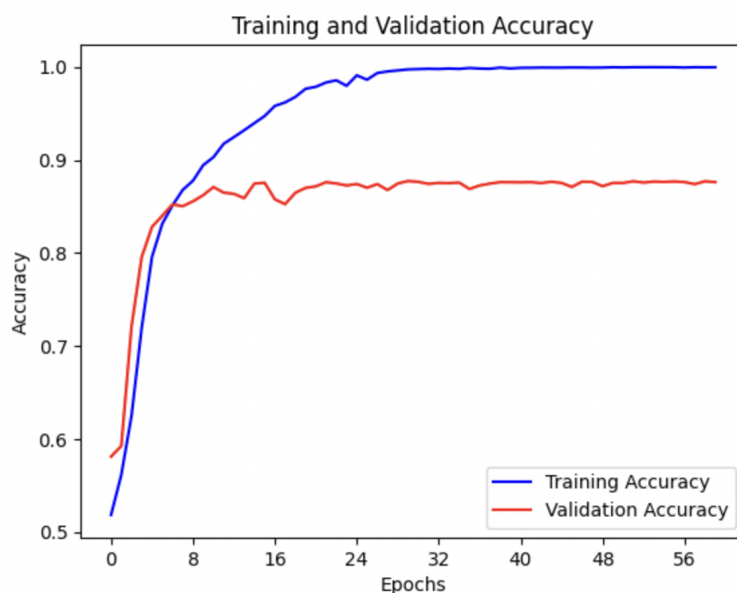
## (2) Batch Size

max_length	glove	dropout	hidden_size	kernel_size	epoch	lr	batch_size	optimizer
768	300d	0.2	256	5	40	0.01	<b>tuning!</b>	SGD



After tuning, I set the batch size to 64, as it hits the highest accuracy in performance.

## (3) Epoch



After observing the learning curve of the accuracy graph from epoch 0 to epoch 59, I choose epoch to be 22 as a balance of larger than 20 and avoid too much overfitting. And the dev accuracy at epoch 21 is 0.8761.

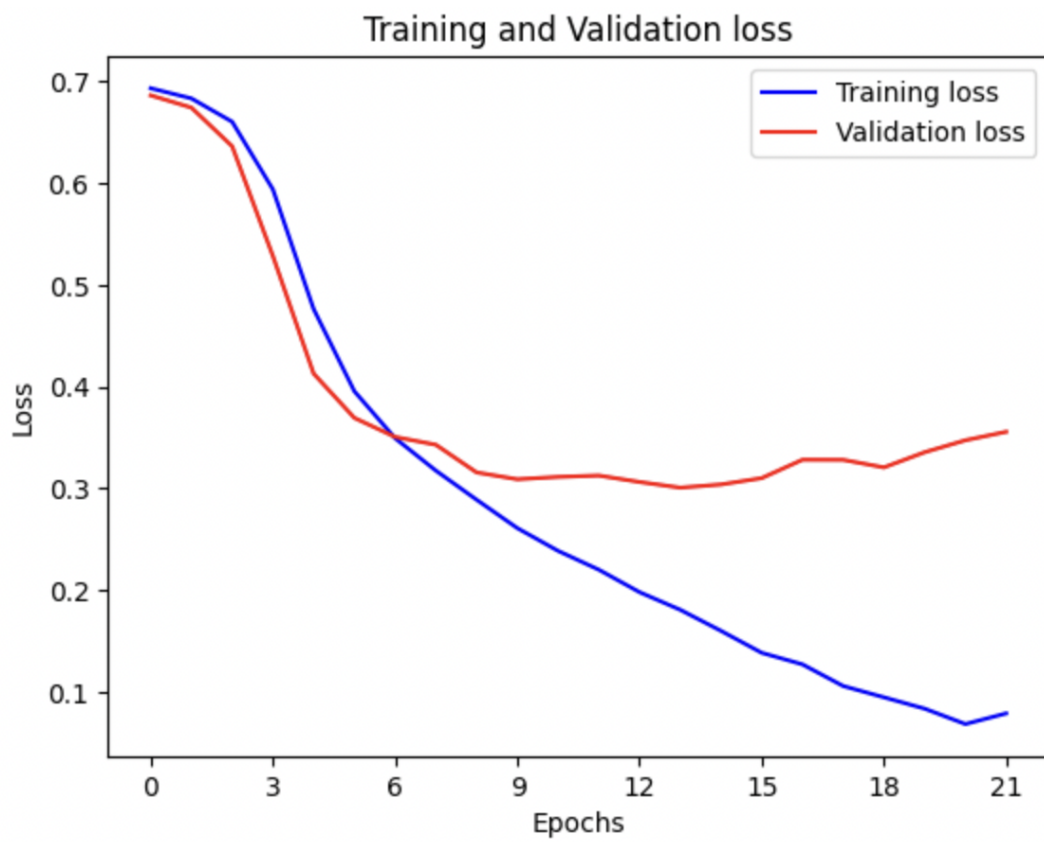
## 4.2

After the tuning in 4.1, I've adjust my argument as below:

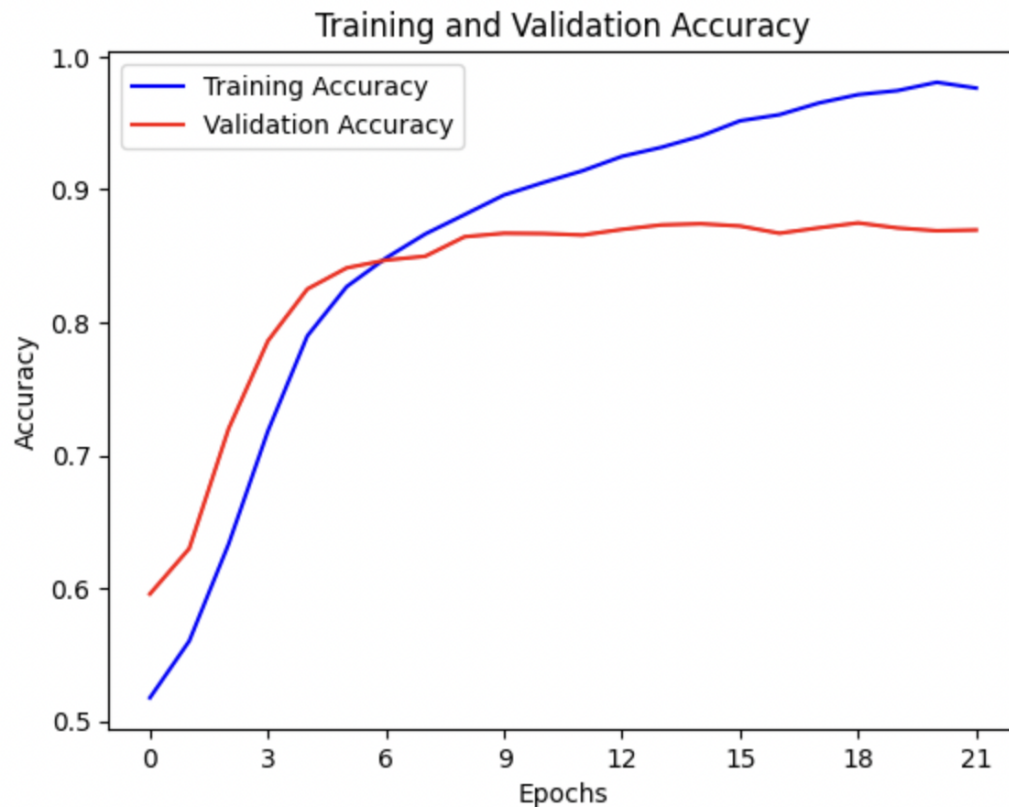
max_length	glove	dropout	hidden_size	kernel_size	epoch	lr	batch_size	optimizer
768	300d	0.2	256	5	22	0.01	64	SGD

At Epoch 21, the dev accuracy is  $0.8761 = 87.61\%$

(1) the graph for training and development loss over epochs



(2) the graph for training and development accuracy over epochs



(3) my conclusion

At first, I spent a lot of time tuning the learning rate, and I read articles about why we use [0.001:0.01] for tuning and how we tune the learning rate. However, I figured out that the learning rate didn't improve performance effectively. Instead, changing the max length size does have a great improvement. After tuning the parameters, I have a better understanding about different parameters and how they will affect the performance and how to decide if there is an overfitting and we should stop.