

					LR=0.0005	Epochs=20	OPT=SGD	UNSEEN=VAL,NIH	BS = 32		
					<b>BASELINE</b>				<b>SWAD</b>		
					Run	Accuracy Seen	Accuracy Unseen		Run	Accuracy Seen	Accuracy Unseen
				<b>Baseline vs Swad</b>	1	0.8112	0.5667		1	0.8214	0.5818
					2	0.7321	0.5575		2	0.7232	0.5817
					3	0.764	0.5293		3	0.7231	0.5338
					4	0.7539	0.5817		4	0.7539	0.5318
				Low epochs I think reason for not much improvement, Paper says 5,000 iterations gives good result. With 20 epochs we have around 660	5	0.7538	0.5718		5	0.7939	0.5818
					Avg	0.763	0.5614		Avg	0.7631	0.56218
									Dif From Base	0.0001	0.00078
					LR=0.0005	Epochs=60	OPT=Adam	UNSEEN=VAL,NIH	BS = 32		
					<b>BASELINE</b>				<b>SWAD</b>		
					Run	Accuracy Seen	Accuracy Unseen		Run	Accuracy Seen	Accuracy Unseen
				<b>Baseline vs Swad</b>	1	0.7539	0.5818		1		
					2				2		
					3				3		
					4				4		
				Trying more epochs this time 60 epochs gives about 2000 iterations which might be enough to see some overfitting happen	5				5		
					Avg	0.7539	0.5818		Avg	#DIV/0!	#DIV/0!
									Dif From Base	#DIV/0!	#DIV/0!
					LR=0.0005	Epochs=60	OPT=Adam	UNSEEN=VAL,NIH	BS = 32		
					<b>BASELINE</b>				<b>SWAD</b>		
					Run	Accuracy Seen	Accuracy Unseen		Run	Accuracy Seen	Accuracy Unseen
				<b>Swad vs Swad</b>	1				1		
				With/Without Shuffling	2				2		
					3				3		
					4				4		
				Trying swad with and without shuffling to see results	5				5		
					Avg	#DIV/0!	#DIV/0!		Avg	#DIV/0!	#DIV/0!
									Dif From Base	#DIV/0!	#DIV/0!