3x2 tiled images

Train set, not ends with 1, 6

Test set, ends with 1, 6

Pre\_erupted and foll\_bump

NAME = "skin10cfg"

NUM\_CLASSES = 3 ## include background (class 0)

STEPS\_PER\_EPOCH = 1159

VALIDATION\_STEPS = 290

IMAGE\_RESIZE\_MODE = 'square'

IMAGE\_MIN\_DIM = 1472

IMAGE\_MAX\_DIM = 1728 ## should be divisible by 64

IMAGES\_PER\_GPU = 1

LEARNING\_RATE = 0.004 ## 0.001

Epoch 1/10

1159/1159 [==============================] - 1492s 1s/step - loss: 1.5190 - val\_loss: 1.1924

Epoch 2/10

1159/1159 [==============================] - 1325s 1s/step - loss: 1.1647 - val\_loss: 1.1386

Epoch 3/10

1159/1159 [==============================] - 1397s 1s/step - loss: 1.0156 - val\_loss: 0.8556

Epoch 4/10

1159/1159 [==============================] - 1403s 1s/step - loss: 0.9583 - val\_loss: 0.8598

Epoch 5/10

1159/1159 [==============================] - 1400s 1s/step - loss: 0.8471 - val\_loss: 1.7330

Epoch 6/10

1159/1159 [==============================] - 1389s 1s/step - loss: 0.8309 - val\_loss: 0.5323

Epoch 7/10

1159/1159 [==============================] - 1403s 1s/step - loss: 0.7258 - val\_loss: 0.8372

Epoch 8/10

1159/1159 [==============================] - 1419s 1s/step - loss: 0.7168 - val\_loss: 0.5195

Epoch 9/10

1159/1159 [==============================] - 1489s 1s/step - loss: 0.6346 - val\_loss: 0.4694

Epoch 10/10

1159/1159 [==============================] - 1516s 1s/step - loss: 0.6824 - val\_loss: 1.1658