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Problem 1 GAN

1. Print the model architecture of method A and B

• Method A - DCGAN

```
Generator(
 (l1): Sequential(
   (0): Linear(in_features=100, out_features=8192, bias=False)
   (1): BatchNorm1d(8192, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
   (2): ReLU()
 (12_5): Sequential(
   (0): Sequential(
     (0): ConvTranspose2d(512, 256, kernel_size=(5, 5), stride=(2, 2), padding=(2, 2), output_padding=(1, 1), bias=False)
     (1): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
     (2): ReLU()
   (1): Sequential(
     (0): ConvTranspose2d(256, 128, kernel_size=(5, 5), stride=(2, 2), padding=(2, 2), output_padding=(1, 1), bias=False)
      (1): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
     (2): ReLU()
   (2): Sequential(
     (0): ConvTranspose2d(128, 64, kernel_size=(5, 5), stride=(2, 2), padding=(2, 2), output_padding=(1, 1), bias=False) (1): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
     (2): ReLU()
   (3): ConvTranspose2d(64, 3, kernel_size=(5, 5), stride=(2, 2), padding=(2, 2), output_padding=(1, 1))
   (4): Tanh()
```

```
Discriminator(
  (ls): Sequential(
    (0): Conv2d(3, 64, kernel size=(5, 5), stride=(2, 2), padding=(2, 2))
    (1): LeakyReLU(negative slope=0.2)
    (2): Sequential(
      (0): Conv2d(64, 128, kernel_size=(5, 5), stride=(2, 2), padding=(2, 2))
      (1): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track running stats=True)
      (2): LeakyReLU(negative slope=0.2)
    (3): Sequential(
      (0): Conv2d(128, 256, kernel_size=(5, 5), stride=(2, 2), padding=(2, 2))
      (1): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track running stats=True)
      (2): LeakyReLU(negative slope=0.2)
    (4): Sequential(
      (0): Conv2d(256, 512, kernel_size=(5, 5), stride=(2, 2), padding=(2, 2))
      (1): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track running stats=True)
      (2): LeakyReLU(negative_slope=0.2)
    (5): Conv2d(512, 1, kernel_size=(4, 4), stride=(1, 1))
    (6): Sigmoid()
```

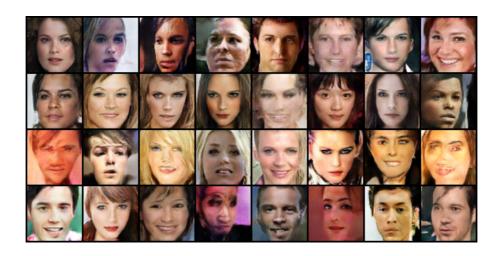
Method B

```
enerator(
(l1): Sequential(
  (0): ConvTranspose2d(100, 1024, kernel_size=(4, 4), stride=(1, 1), bias=False)
   (1): BatchNorm2d(1024, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
(12 5): Sequential(
  (0): Sequential(
    (0): ConvTranspose2d(1024, 512, kernel_size=(5, 5), stride=(2, 2), padding=(2, 2), output_padding=(1, 1), bias=False)
    (1): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (2): ReLU(inplace=True)
  (1): Sequential(
    (0): ConvTranspose2d(512, 256, kernel_size=(5, 5), stride=(2, 2), padding=(2, 2), output_padding=(1, 1), bias=False)
    (1): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (2): ReLU(inplace=True)
  (2): Sequential(
    (0): ConvTranspose2d(256, 128, kernel_size=(5, 5), stride=(2, 2), padding=(2, 2), output_padding=(1, 1), bias=False)
    (1): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
   (3): ConvTranspose2d(128, 3, kernel_size=(5, 5), stride=(2, 2), padding=(2, 2), output_padding=(1, 1), bias=False)
   (4): Tanh()
```

```
Discriminator(
  (ls): Sequential(
    (0): Conv2d(3, 64, kernel size=(4, 4), stride=(2, 2), padding=(1, 1), bias=False)
    (1): LeakyReLU(negative slope=0.2)
    (2): Sequential(
      (0): Conv2d(64, 128, kernel_size=(4, 4), stride=(2, 2), padding=(1, 1), bias=False)
      (1): LayerNorm((128, 16, 16), eps=1e-05, elementwise affine=True)
      (2): LeakyReLU(negative_slope=0.2, inplace=True)
    (3): Sequential(
      (0): Conv2d(128, 256, kernel_size=(4, 4), stride=(2, 2), padding=(1, 1), bias=False)
      (1): LayerNorm((256, 8, 8), eps=1e-05, elementwise_affine=True)
      (2): LeakyReLU(negative slope=0.2, inplace=True)
    (4): Sequential(
      (0): Conv2d(256, 512, kernel_size=(4, 4), stride=(2, 2), padding=(1, 1), bias=False)
      (1): LayerNorm((512, 4, 4), eps=1e-05, elementwise_affine=True)
      (2): LeakyReLU(negative_slope=0.2, inplace=True)
    (5): Conv2d(512, 1, kernel_size=(4, 4), stride=(1, 1), bias=False)
```

2. Show the first 32 generated images of both method A and B, and discuss the difference between method A and B

· Method A - DCGAN



· Method B



· Discussion the difference between A and B

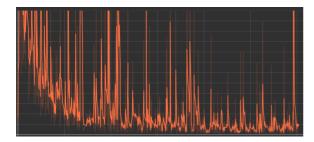
在 face recognition score上,method A 跟 method B的分數大約都在91%上下,也就是說兩個 method在生成人臉的準確率十分相似。然而,從FID分數來看兩個method就有些落差,A的FID大約為28,而B的FID大約落在24,表示Method B生成出來的圖片與ground truth較為相似。而從上面圖 片中也可以看出,A生成出的人臉圖片有些失真,有扭曲的情況,相較之下B生成的圖片則較為真實。然而,在B中還是有一些失真的圖片出現,可能要透過更換loss function或從model architecture 來改善。

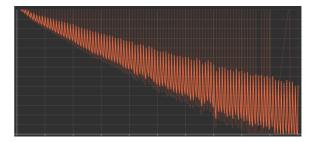
3. Discuss what have observed and learned from implement GAN

原本的DCGAN的效果其實已經很不錯,最佳的結果甚至可以過strong baseline,但是DCGAN在 training的過程很不穩定,容易得到很差的結果,loss甚至還可能會直接變nan,也就導致很難train。 在此採用SNGAN與WGAN-GP的方式實作,Method B與DCGAN最大的差異就在加入gradient penalty更新discriminator參數,以及在類神經網路每一層都對於其spectral norm 做 normalize,上述兩個改善的方法除了能讓discriminator滿足1-Lipschitz的條件,也能在讓training過程較為穩定。下圖是兩個model在訓練過程中的loss,雖然兩個model loss計算的方式不一樣,但是可以大致看出loss的趨勢,可以觀察到SNGAN在訓練過程中確實比較穩定,在多個epoch後結果也比DCGAN好。

DCGAN discriminator loss

SNGAN discriminator loss





Problem 2 Diffusion Models

1. Print the model architecture and describe your implementation

· Model architecture

```
UNet conditional(
  (inc): DoubleConv(
    (double_conv): Sequential(
      (0): Conv2d(3, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
      (1): GroupNorm(1, 64, eps=1e-05, affine=True)
     (2): GELU(approximate=none)
      (3): Conv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
      (4): GroupNorm(1, 64, eps=1e-05, affine=True)
  (down1): Down(
    (maxpool conv): Sequential(
      (0): MaxPool2d(kernel size=2, stride=2, padding=0, dilation=1, ceil mode=False)
      (1): DoubleConv(
        (double_conv): Sequential(
          (0): Conv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
          (1): GroupNorm(1, 64, eps=1e-05, affine=True)
          (2): GELU(approximate=none)
          (3): Conv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
          (4): GroupNorm(1, 64, eps=1e-05, affine=True)
      (2): DoubleConv(
        (double_conv): Sequential(
          (0): Conv2d(64, 128, kernel size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
          (1): GroupNorm(1, 128, eps=1e-05, affine=True)
          (2): GELU(approximate=none)
          (3): Conv2d(128, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
          (4): GroupNorm(1, 128, eps=1e-05, affine=True)
```

```
(emb_layer): Sequential(
    (0): SiLU()
    (1): Linear(in_features=256, out_features=128, bias=True)
(sa1): SelfAttention(
 (mha): MultiheadAttention(
   (out_proj): NonDynamicallyQuantizableLinear(in_features=128, out features=128, bias=True)
 (ln): LayerNorm((128,), eps=1e-05, elementwise affine=True)
  (ff self): Sequential(
    (0): LayerNorm((128,), eps=1e-05, elementwise affine=True)
    (1): Linear(in features=128, out features=128, bias=True)
    (2): GELU(approximate=none)
    (3): Linear(in features=128, out features=128, bias=True)
(down2): Down(
  (maxpool_conv): Sequential(
    (0): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
    (1): DoubleConv(
      (double_conv): Sequential(
        (0): Conv2d(128, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
        (1): GroupNorm(1, 128, eps=1e-05, affine=True)
        (2): GELU(approximate=none)
       (3): Conv2d(128, 128, kernel size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
        (4): GroupNorm(1, 128, eps=1e-05, affine=True)
```

```
(2): DoubleConv(
      (double_conv): Sequential(
        (0): Conv2d(128, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
        (1): GroupNorm(1, 256, eps=1e-05, affine=True)
       (2): GELU(approximate=none)
       (3): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
       (4): GroupNorm(1, 256, eps=1e-05, affine=True)
 (emb layer): Sequential(
   (0): SiLU()
   (1): Linear(in_features=256, out_features=256, bias=True)
(sa2): SelfAttention(
 (mha): MultiheadAttention(
   (out_proj): NonDynamicallyQuantizableLinear(in_features=256, out_features=256, bias=True)
 (ln): LayerNorm((256,), eps=1e-05, elementwise affine=True)
 (ff self): Sequential(
   (0): LayerNorm((256,), eps=1e-05, elementwise_affine=True)
   (1): Linear(in_features=256, out_features=256, bias=True)
   (2): GELU(approximate=none)
   (3): Linear(in_features=256, out_features=256, bias=True)
```

```
(down3): Down(
 (maxpool conv): Sequential(
   (0): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
   (1): DoubleConv(
     (double_conv): Sequential(
        (0): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
        (1): GroupNorm(1, 256, eps=1e-05, affine=True)
       (2): GELU(approximate=none)
        (3): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
        (4): GroupNorm(1, 256, eps=1e-05, affine=True)
   (2): DoubleConv(
     (double conv): Sequential(
       (0): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
       (1): GroupNorm(1, 256, eps=1e-05, affine=True)
       (2): GELU(approximate=none)
       (3): Conv2d(256, 256, kernel size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
       (4): GroupNorm(1, 256, eps=1e-05, affine=True)
 (emb_layer): Sequential(
   (0): SiLU()
   (1): Linear(in features=256, out features=256, bias=True)
```

```
(sa3): SelfAttention(
  (mha): MultiheadAttention(
    (out proj): NonDynamicallyQuantizableLinear(in features=256, out features=256, bias=True)
  (ln): LayerNorm((256,), eps=1e-05, elementwise_affine=True)
  (ff self): Sequential(
   (0): LayerNorm((256,), eps=1e-05, elementwise_affine=True)
    (1): Linear(in features=256, out features=256, bias=True)
    (2): GELU(approximate=none)
    (3): Linear(in features=256, out_features=256, bias=True)
(bot1): DoubleConv(
  (double conv): Sequential(
    (0): Conv2d(256, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
    (1): GroupNorm(1, 512, eps=1e-05, affine=True)
    (2): GELU(approximate=none)
    (3): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
    (4): GroupNorm(1, 512, eps=1e-05, affine=True)
  )
(bot2): DoubleConv(
  (double conv): Sequential(
    (0): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
    (1): GroupNorm(1, 512, eps=1e-05, affine=True)
    (2): GELU(approximate=none)
    (3): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
    (4): GroupNorm(1, 512, eps=1e-05, affine=True)
```

```
(bot3): DoubleConv(
  (double_conv): Sequential(
    (0): Conv2d(512, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
    (1): GroupNorm(1, 256, eps=1e-05, affine=True)
    (2): GELU(approximate=none)
    (3): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
    (4): GroupNorm(1, 256, eps=1e-05, affine=True)
(up1): Up(
  (up): Upsample(scale factor=2.0, mode=bilinear)
  (conv): Sequential(
    (0): DoubleConv(
      (double conv): Sequential(
        (0): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
        (1): GroupNorm(1, 512, eps=1e-05, affine=True)
        (2): GELU(approximate=none)
        (3): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
        (4): GroupNorm(1, 512, eps=1e-05, affine=True)
    (1): DoubleConv(
      (double_conv): Sequential(
        (0): Conv2d(512, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
        (1): GroupNorm(1, 256, eps=1e-05, affine=True)
        (2): GELU(approximate=none)
        (3): Conv2d(256, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
        (4): GroupNorm(1, 128, eps=1e-05, affine=True)
```

```
(emb_layer): Sequential(
    (0): SiLU()
    (1): Linear(in_features=256, out features=128, bias=True)
(sa4): SelfAttention(
 (mha): MultiheadAttention(
   (out proj): NonDynamicallyQuantizableLinear(in features=128, out features=128, bias=True)
 (ln): LayerNorm((128,), eps=1e-05, elementwise affine=True)
 (ff self): Sequential(
    (0): LayerNorm((128,), eps=1e-05, elementwise_affine=True)
    (1): Linear(in_features=128, out_features=128, bias=True)
   (2): GELU(approximate=none)
   (3): Linear(in_features=128, out_features=128, bias=True)
(up2): Up(
 (up): Upsample(scale_factor=2.0, mode=bilinear)
  (conv): Sequential(
    (0): DoubleConv(
     (double conv): Sequential(
        (0): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
        (1): GroupNorm(1, 256, eps=1e-05, affine=True)
        (2): GELU(approximate=none)
        (3): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
        (4): GroupNorm(1, 256, eps=1e-05, affine=True)
```

```
(1): DoubleConv(
      (double conv): Sequential(
        (0): Conv2d(256, 128, kernel size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
        (1): GroupNorm(1, 128, eps=1e-05, affine=True)
        (2): GELU(approximate=none)
        (3): Conv2d(128, 64, kernel size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
        (4): GroupNorm(1, 64, eps=1e-05, affine=True)
 (emb_layer): Sequential(
   (0): SiLU()
   (1): Linear(in_features=256, out_features=64, bias=True)
(sa5): SelfAttention(
 (mha): MultiheadAttention(
   (out proj): NonDynamicallyQuantizableLinear(in features=64, out features=64, bias=True)
 (ln): LayerNorm((64,), eps=1e-05, elementwise_affine=True)
 (ff self): Sequential(
   (0): LayerNorm((64,), eps=1e-05, elementwise_affine=True)
   (1): Linear(in_features=64, out_features=64, bias=True)
   (2): GELU(approximate=none)
   (3): Linear(in_features=64, out_features=64, bias=True)
```

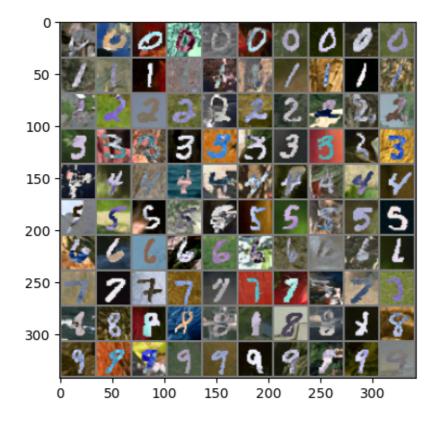
```
(up3): Up(
 (up): Upsample(scale_factor=2.0, mode=bilinear)
 (conv): Sequential(
   (0): DoubleConv(
     (double conv): Sequential(
       (0): Conv2d(128, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
       (1): GroupNorm(1, 128, eps=1e-05, affine=True)
       (2): GELU(approximate=none)
       (3): Conv2d(128, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
       (4): GroupNorm(1, 128, eps=1e-05, affine=True)
   (1): DoubleConv(
     (double conv): Sequential(
       (0): Conv2d(128, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
       (1): GroupNorm(1, 64, eps=1e-05, affine=True)
       (2): GELU(approximate=none)
       (3): Conv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
       (4): GroupNorm(1, 64, eps=1e-05, affine=True)
 (emb_layer): Sequential(
   (0): SiLU()
   (1): Linear(in features=256, out features=64, bias=True)
```

Epoch	Batch size	Learning rate	optimizer
300	64	3e-4	AdamW

此次模型是使用Unet做model backbone,並且用paper中的training & sampling的algorithm進行實作。在reference的實作中,sampling時會將unconditional noise一起計算,這樣sampling花費的時間過長,遠超過spec所要求的15分鐘,但不計算unconditional noise的效果並不理想。因此最後採折衷方案,在實作時改為有機率不計算unconditional noise,既能減少sampleing的時間又能兼具效果。

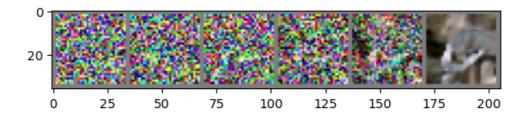
```
Algorithm 1 TrainingAlgorithm 2 Sampling1: repeat1: \mathbf{x}_T \sim \mathcal{N}(\mathbf{0}, \mathbf{I})2: \mathbf{x}_0 \sim q(\mathbf{x}_0)2: for t = T, \dots, 1 do3: t \sim \text{Uniform}(\{1, \dots, T\})3: \mathbf{z} \sim \mathcal{N}(\mathbf{0}, \mathbf{I}) if t > 1, else \mathbf{z} = \mathbf{0}4: \epsilon \sim \mathcal{N}(\mathbf{0}, \mathbf{I})4: \mathbf{x}_{t-1} = \frac{1}{\sqrt{\alpha_t}} \left(\mathbf{x}_t - \frac{1-\alpha_t}{\sqrt{1-\bar{\alpha}_t}} \epsilon_{\theta}(\mathbf{x}_t, t)\right) + \sigma_t \mathbf{z}5: end for5: end for6: until converged6: return \mathbf{x}_0
```

2. Show 10 generated images for each digit



3. Visualize total six images in the reverse of the first "0" with different time steps

From left to right, time step = 0, 200, 400, 600, 800, 1000



4. Discuss what have observed and learned from implement diffusion model

Diffusion model為時下最新的圖像生成工具,最近很火熱的AI作圖都與diffusion model有關。與GAN相比,diffusion model只需要訓練generator,不用訓練discriminator等其他network,loss function簡化許多,大大降低了訓練的難度,在生成圖片上的質量也贏過GAN。而Diffusion model的缺點也很明顯,需要好幾個forward passing做sampling,也導致速度較GAN慢。Diffusion model是近年新興的技術,在查詢資料的過程中有看到許多paper是有關改良sample的研究,還有許多不同領域的應用,相信在未來會有著百家齊放的技術。

Problem 3 DANN

1. Table

	MNIST-M → SVHN	MNISI-M → USPS
Trained on source	33.66%	87.43%
Adaption (DANN)	48.74%	93.68%
Trained on target	90.46%	97.83%

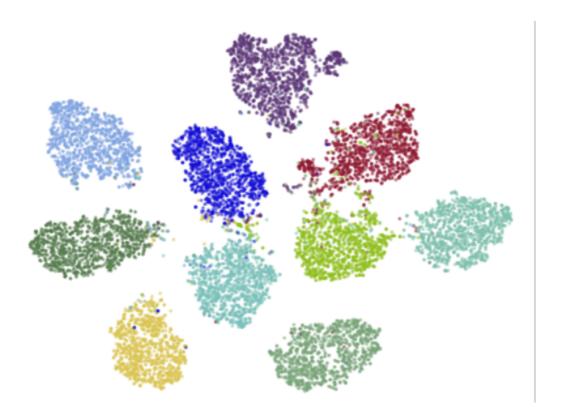
2. Visualize the latent space of DANN

▼ By digit class

• SVHN

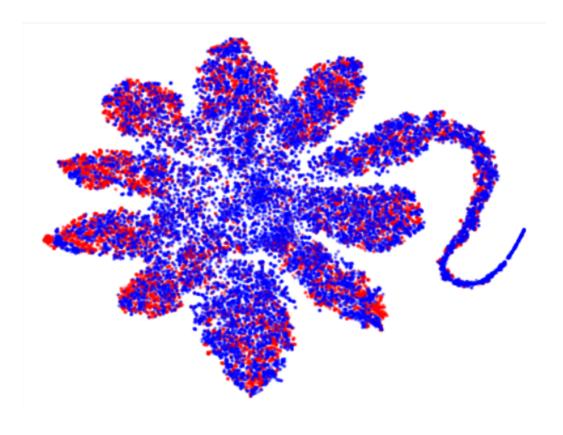


• USPS

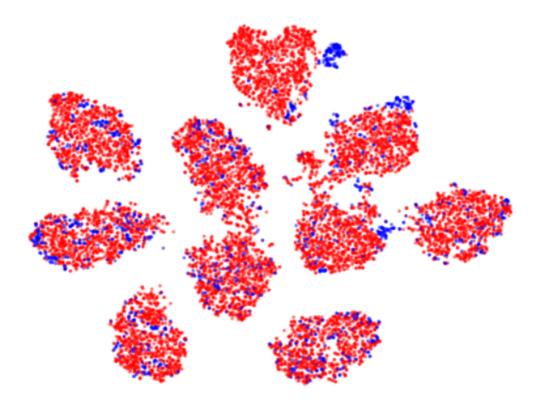


▼ By domain

• SVHN



• USPS



3. Describe the implementation of models and discuss what have observed and learned from implementing DANN

```
FeatureExtractor(
  (conv): Sequential(
    (0): Conv2d(3, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (1): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (2): ReLU(inplace=True)
    (3): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
    (4): Conv2d(64, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (5): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track running stats=True)
    (6): ReLU(inplace=True)
    (7): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
    (8): Conv2d(128, 256, kernel_size=(3, 3), stride=(1, 1))
    (9): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (10): ReLU(inplace=True)
    (11): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1))
    (12): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track running stats=True)
    (13): ReLU(inplace=True)
    (14): Conv2d(256, 512, kernel_size=(3, 3), stride=(1, 1))
    (15): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (16): ReLU(inplace=True)
```

```
LabelPredictor(
    (layer): Sequential(
        (0): Linear(in_features=512, out_features=512, bias=True)
        (1): ReLU()
        (2): Linear(in_features=512, out_features=512, bias=True)
        (3): ReLU()
        (4): Linear(in_features=512, out_features=10, bias=True)
    )
)
```

```
DomainClassifier(
   (layer): Sequential(
        (0): Linear(in_features=512, out_features=512, bias=True)
        (1): BatchNorm1d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
        (2): ReLU()
        (3): Linear(in_features=512, out_features=512, bias=True)
        (4): BatchNorm1d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
        (5): ReLU()
        (6): Linear(in_features=512, out_features=512, bias=True)
        (7): BatchNorm1d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
        (8): ReLU()
        (9): Linear(in_features=512, out_features=512, bias=True)
        (10): BatchNorm1d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
        (11): ReLU()
        (12): Linear(in_features=512, out_features=1, bias=True)
        )
}
```

Epoch	Batch size	Learning rate	optimizer
200	64	3e-4	Adam

在target domain為SVHN的DANN score並不高,但從dataset也可以看出來,SVHN的圖片較模糊,同一張圖片也可能有兩三張digit,效果就沒那麼好;而在USPS的效果就好很多,數字單一且清楚,且與MNIST-M相似,adaption score高也就不意外。

而在reference的model中,在原先feature extractor架構中做了五次的max pooling,在訓練USPS dataset時的成效還不錯,但在訓練SVHN時成效就沒那麼好。如上述所說,USPS的圖片較清楚,因此在做多次pooling沒什麼太大影像;但SVHN就不一樣,就資料特性而言,做太多次的pooling會讓細節丟失,導致feature extractor抓不到feature,訓練成就也就沒那麼好,adaption score沒辦法突破40%。因此在實作時將feature extractor架構稍微調整一下,減少max pooling的次數,於USPS沒什麼大的影響,但在SVHN訓練時就能將adaption score有效提升,adaption score會落在45%以上。

Reference

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- 2. : https://github.com/dome272/Diffusion-Models-pytorch
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 Adaptationhttps://colab.research.google.com/github/ga642381/ML2021-Spring/blob/main/HW11/HW11_ZH.ipynb#scrollTo=3uw2eP09z-pD