1. (1%) 請說明這次使用的 model 架構,包含各層維度及連接方式。

使用 Resnet18 Pretrained Model,把最後一層 output 改為 7 並在前面加 dropout

Conv2d(3, 64, kernel\_size=(7, 7), stride=(2, 2), padding=(3, 3), bias=False)

BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

ReLU(inplace=True)

MaxPool2d(kernel\_size=3, stride=2, padding=1, dilation=1, ceil\_mode=False)

Conv2d(64, 64, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

ReLU(inplace=True)

Conv2d(64, 64, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

Conv2d(64, 64, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

ReLU(inplace=True)

Conv2d(64, 64, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

Conv2d(64, 128, kernel\_size=(3, 3), stride=(2, 2), padding=(1, 1), bias=False)

BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

ReLU(inplace=True)

Conv2d(128, 128, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

Conv2d(64, 128, kernel\_size=(1, 1), stride=(2, 2), bias=False)

BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

Conv2d(128, 128, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

ReLU(inplace=True)

Conv2d(128, 128, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

Conv2d(128, 256, kernel\_size=(3, 3), stride=(2, 2), padding=(1, 1), bias=False)

BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

ReLU(inplace=True)

Conv2d(256, 256, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

Conv2d(128, 256, kernel\_size=(1, 1), stride=(2, 2), bias=False)

BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

Conv2d(256, 256, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

ReLU(inplace=True)

Conv2d(256, 256, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track running stats=True)

Conv2d(256, 512, kernel\_size=(3, 3), stride=(2, 2), padding=(1, 1), bias=False)

BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True) ReLU(inplace=True)

Conv2d(512, 512, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

Conv2d(256, 512, kernel size=(1, 1), stride=(2, 2), bias=False)

BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

Conv2d(512, 512, kernel size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True) ReLU(inplace=True)

Conv2d(512, 512, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

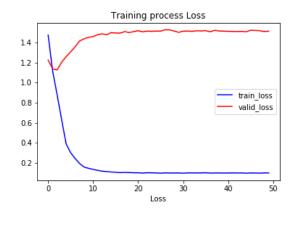
BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track\_running\_stats=True)

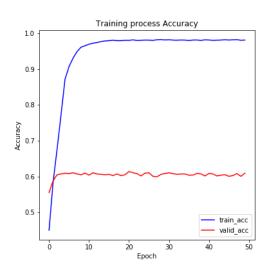
AdaptiveAvgPool2d(output\_size=(1, 1))

Dropout(p=0.5)

Linear(in\_features=512, out\_features=7, bias=True)

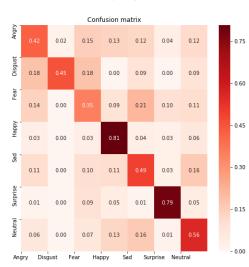
## 2. (1%) 請附上 model 的 training/validation history (loss and accuracy)。





## 3. (1%) 畫出 confusion matrix 分析哪些類別的圖片容易使 model 搞混,並簡單說明。

Happy 和 Surprise 的特徵最明顯最容易辨認。 最容易被誤認的表情為 Fear,且最容易被誤認為 Sad。



- 4. (1%) 畫出 CNN model 的 saliency map,並簡單討論其現象。 (ref: <a href="https://reurl.cc/Qpjg8b">https://reurl.cc/Qpjg8b</a>)
- 5. (1%) 畫出最後一層的 filters 最容易被哪些 feature activate。 (ref: <a href="https://reurl.cc/ZnrgYg">https://reurl.cc/ZnrgYg</a>)
- 6. (3%)Refer to math problem

