

Results Of Experimenting With Playground.TensorFlow.Org

Created: 08/02/2023 by Tom Lever

Updated: 08/02/2023 by Tom Lever

For the functions; i.e., neural networks with zero layers, generating circular, cross-shaped, and linear decision boundaries, I sought to use maximal possible learning rate, sigmoid activation function, no regularization, maximal noise, and maximal batch normalization to discover the limits of coarseness for each model.

For the neural network generating spiral decision boundaries, I sought to find the best class regions.



