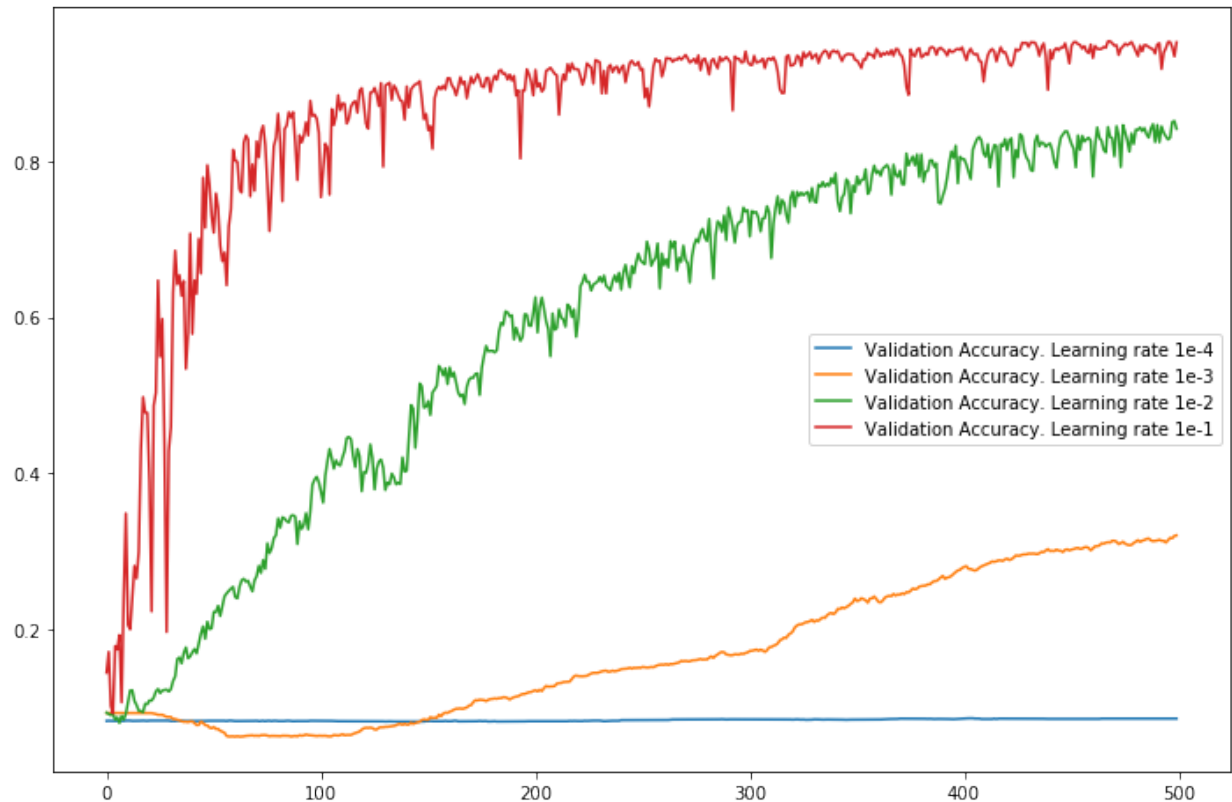


Deep Learning Lab Course 2017

Assignment 2.

Olesya Tsapenko

I have used the tutorials from the website <https://www.tensorflow.org> and implemented a CNN as it was described at the first part of this assignment. However, I used a learning rate 0,0001. Understanding that that was a mistake came to me on the second part of the assignment. Below, you can see the graphics with different learning rates.



Conclusions from this graphics:

- learning rate 0.0001 is too small that we do not have any convergence at all;
- learning rate 0.001 is still too small however we have convergence, but it may take very long;
- learning rate 0.01 is pretty good but even 500 epochs not enough for accuracy as minimum 80%;
- learning rate 0.1 is the best.

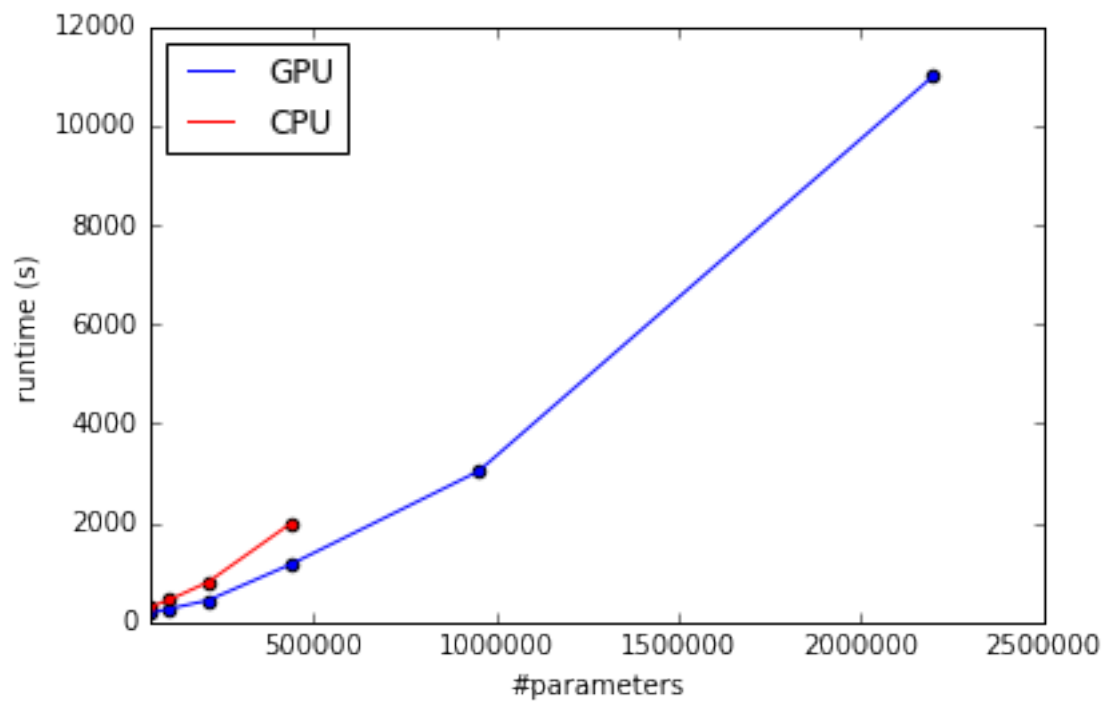
Based on this graph, I had decided to do all subsequent calculations for the third job with learning rate 0.1.

For calculations on CPU and GPU, I had made a two different virtual environments. The results (seconds for training) for the different number of filters you can see below (all numbers are calculated for 500 epochs).

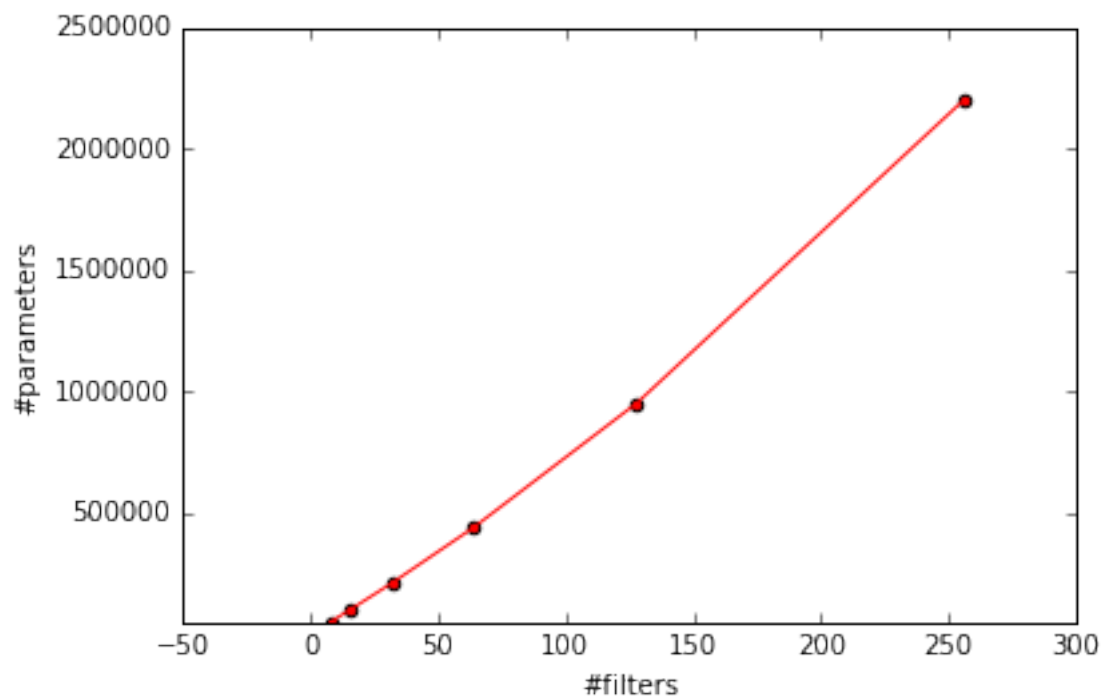
#filters (#all_parameters)	CPU (runtime s)	GPU (runtime s)
8 (52376)	305	178

16 (104368)	447	271
32 (211808)	809	441
64 (440512)	2001	1174
128 (953216)	tests were not conducted	3040
256 (2199808)	tests were not conducted	10995

Below you can find two graphics with a relationship between the number of parameters and runtime for GPU and CPU respectively.



And I would like to provide one more plot with relationship between the number of filters and the total number of parameters of CNN.



Conclusions from the plots and the table above :

- the growth rate of runtime at CPU is much higher than the one at GPU;
- using CPU for a CNN looks unreasonable even for 64 kernels;
- despite the fact that computing on GPU is faster, whole process is still very time-consuming (time and the number of parameters grow sharply);
- there is no central heating in the computer pool at the weekends.