



# TUBAF

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## Scientific Computing Project

Winter Semester 2024/2025

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TU Bergakademie Freiberg

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1. Task
2. Description of the Dataset
3. Architecture of the Network
4. Training
5. Results

# Task

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# 1. Task

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- classify images from 10 categories
- network architecture: **VGG-16**
- hyperparameter tuning via **k-fold cross-validation**
- **evaluation** with performance measurements

## Description of the Dataset

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10 classes of images:

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1. bottles
2. mugs/cups
3. spoons
4. knives
5. forks
6. shoes
7. t-shirts
8. plants
9. chairs
10. bikes

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10 classes of images:

1. bottles
2. mugs/cups
3. spoons
4. knives
5. forks
6. shoes
7. t-shirts
8. plants
9. chairs
10. bikes



(a) 10. bikes



(b) 2. mugs/cups



(c) 3. spoons

## 2. Dataset

Augmentation by:

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Augmentation by:

- horizontal flip
- vertical flip
- crop
- rotation
- blur
- change of brightness
- change of contrast
- change of color

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- application of up to 4 different augmentations per image
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Augmentation by:

- horizontal flip
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- crop
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- blur
- change of brightness
- change of contrast
- change of color
- application of up to 4 different augmentations per image
- random intensity
- normalization to 56x56 pixels

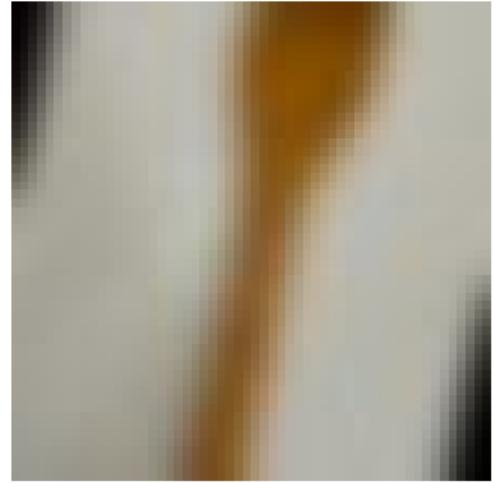
## 2. Dataset



(a) 10. bike



(b) 1. bottles



(c) 3. spoons

Figure: Normalized images of the augmented database with different transformations

# Architecture of the Network

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### 3. Architecture

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- network architecture: **VGG-16**:
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  - many convolutional layers with kernel size 3 followed by a pooling layer
  - simplified: just 4 repetitions of these layers with max-pooling

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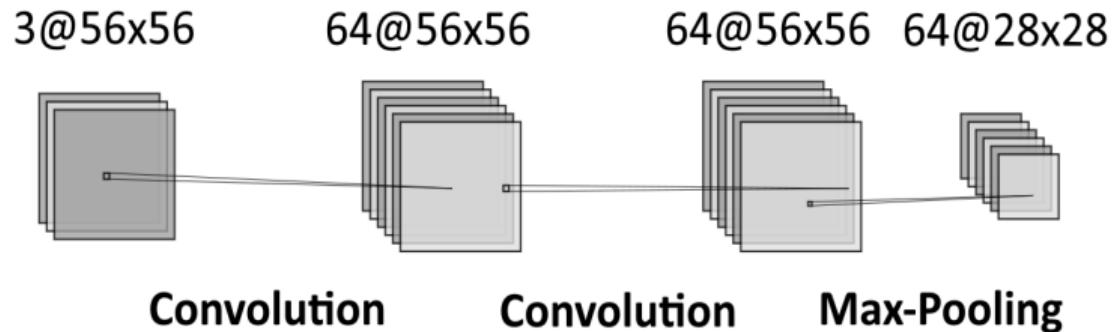


Figure: Initial sequence of 2 convolutional layers with max-pooling

### 3. Architecture

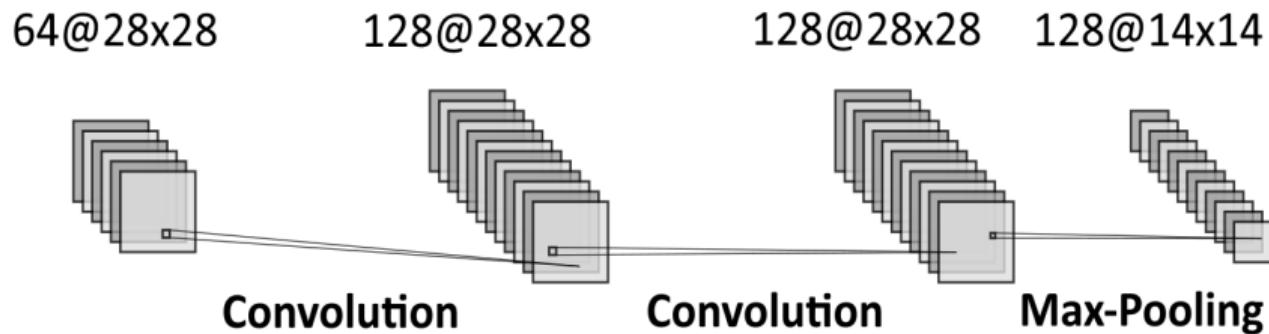
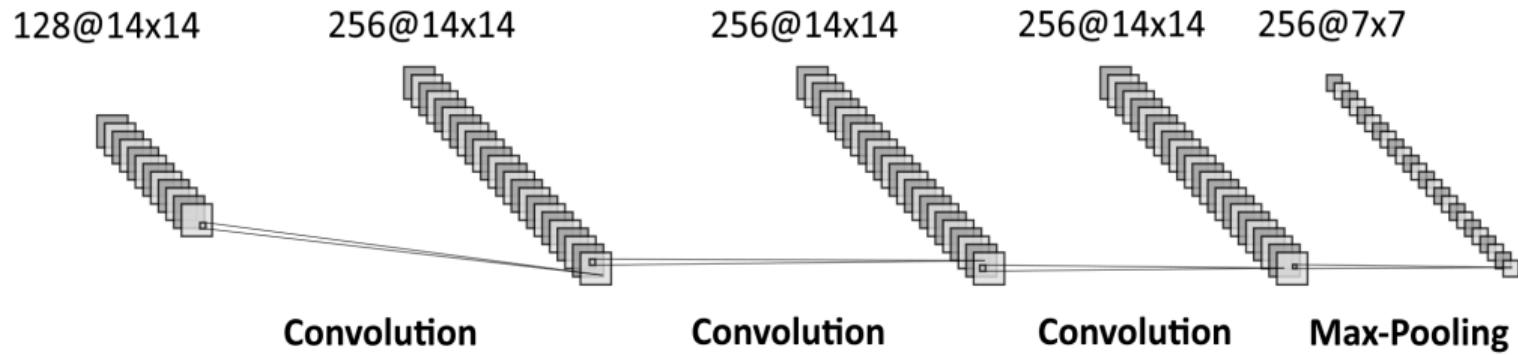


Figure: First repetition with 2 convolutional layers and max-pooling

### 3. Architecture



**Figure:** Second repetition with 3 convolutional layers and max-pooling

### 3. Architecture

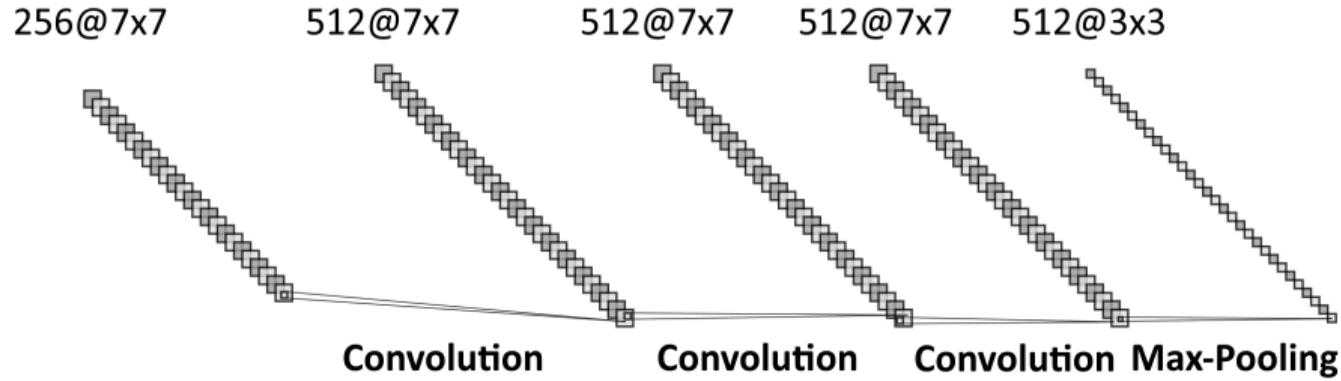
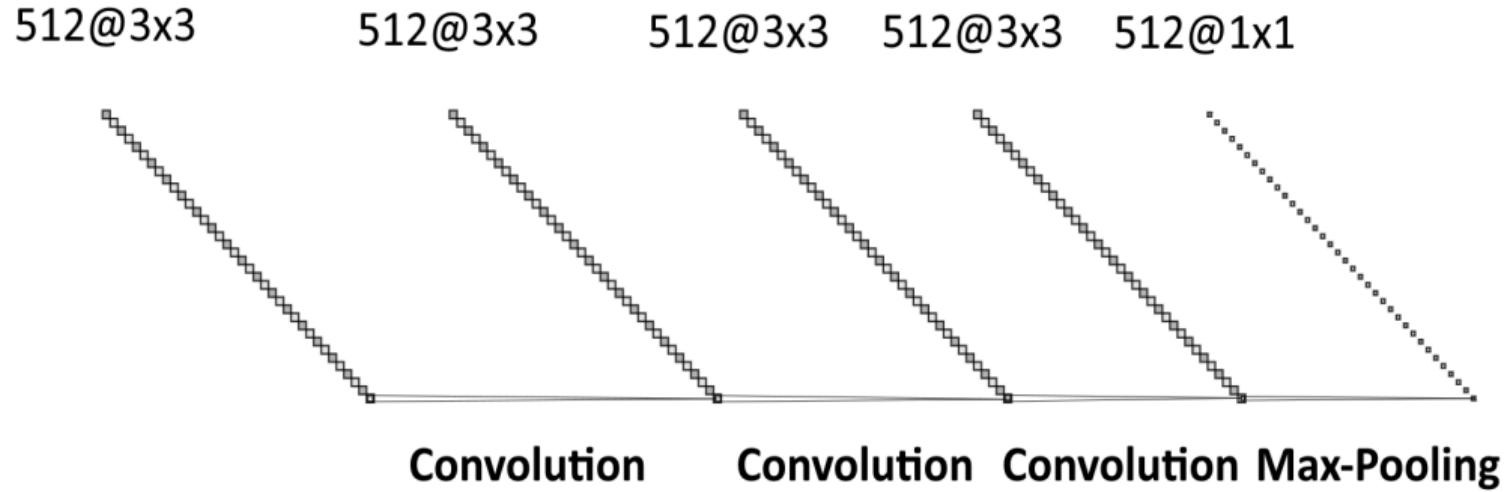


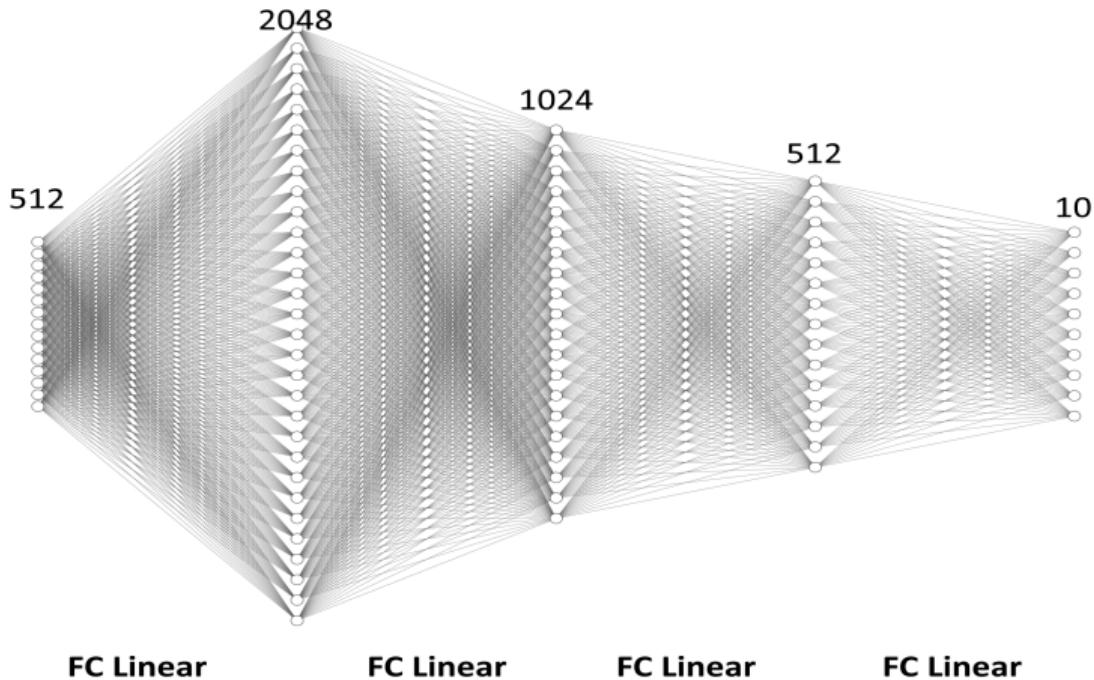
Figure: Third repetition with 3 convolutional layers and max-pooling

### 3. Architecture



**Figure:** Fourth repetition with 3 convolutional layers and max-pooling

### 3. Architecture



**Figure:** Fully connected linear layers at the end

# Training

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## 4. Training

- hyperparameter tuning via **3-fold cross-validation**

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- hyperparameter tuning via **3-fold cross-validation**
- used for finding best learning rate, batch size for **ADAM** and **SGD**

## 4. Training - ADAM

- ADAM = Adaptive Moment Estimation

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<sup>1</sup>source: A Method for Stochastic Optimization - <https://arxiv.org/abs/1412.6980>

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## 4. Training - ADAM

- ADAM = Adaptive Moment Estimation
- adapts learning rate for each parameter
- uses estimates of first and second moments of the gradient (mean, uncentered variance)
- leads to faster convergence, better on complex and noisy datasets <sup>1</sup>

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## 4. Training - ADAM

$$\begin{aligned}m_t &= \beta_1 m_{t-1} + (1 - \beta_1) \nabla_{\theta} L(\theta_t) \\v_t &= \beta_2 v_{t-1} + (1 - \beta_2) (\nabla_{\theta} L(\theta_t))^2 \\\hat{m}_t &= \frac{m_t}{1 - \beta_1^t}, \quad \hat{v}_t = \frac{v_t}{1 - \beta_2^t} \\\theta_{t+1} &= \theta_t - \eta \frac{\hat{m}_t}{\sqrt{\hat{v}_t} + \epsilon}\end{aligned}$$

$m_t$  : first moment (mean of gradients)

$v_t$  : second moment (uncentered variance of gradients)

$\beta_1, \beta_2$  : decay rates for moments

$\hat{m}_t, \hat{v}_t$  : bias-corrected estimates

$\epsilon$  : small constant (for numerical stability)

## 4. Training - SGD

- SGD = Stochastic Gradient Descent

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<sup>2</sup>source: Mathematics of Machine Learning lecture script - B. Sprungk

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## 4. Training - SGD

- SGD = Stochastic Gradient Descent
- updates model parameters using current gradient
- simple and efficient
- but sensitive to learning rate and slower <sup>2</sup>

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## 4. Training - SGD

**Stochastic Gradient Descent**<sup>3</sup> uses one randomly selected gradient per step:

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**Stochastic Gradient Descent**<sup>3</sup> uses one randomly selected gradient per step:  
Given a starting vector  $\mathbf{w}_0 \in \mathbb{R}^p$  and an objective function

$$F(\mathbf{w}) = \frac{1}{m} \sum_{i=1}^m f_i(\mathbf{w}), \quad f_i : \mathbb{R}^p \rightarrow \mathbb{R},$$

calculate for  $k = 0, 1, 2, \dots$  the iterates  $\mathbf{w}_{k+1}$  as follows:

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1. draw realization  $i_k \in [m]$  of the uniformly random index variable

$$I_k \sim U([m]), \quad [m] := \{1, \dots, m\}$$

where the  $I_k$ ,  $k \in \mathbb{N}$ , are stochastically independent,

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where the  $I_k$ ,  $k \in \mathbb{N}$ , are stochastically independent,

2. for a given deterministic step size  $\eta_k > 0$ , calculate

$$\mathbf{w}_{k+1} = \mathbf{w}_k - \eta_k \nabla f_{i_k}(\mathbf{w}_k).$$

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# Results

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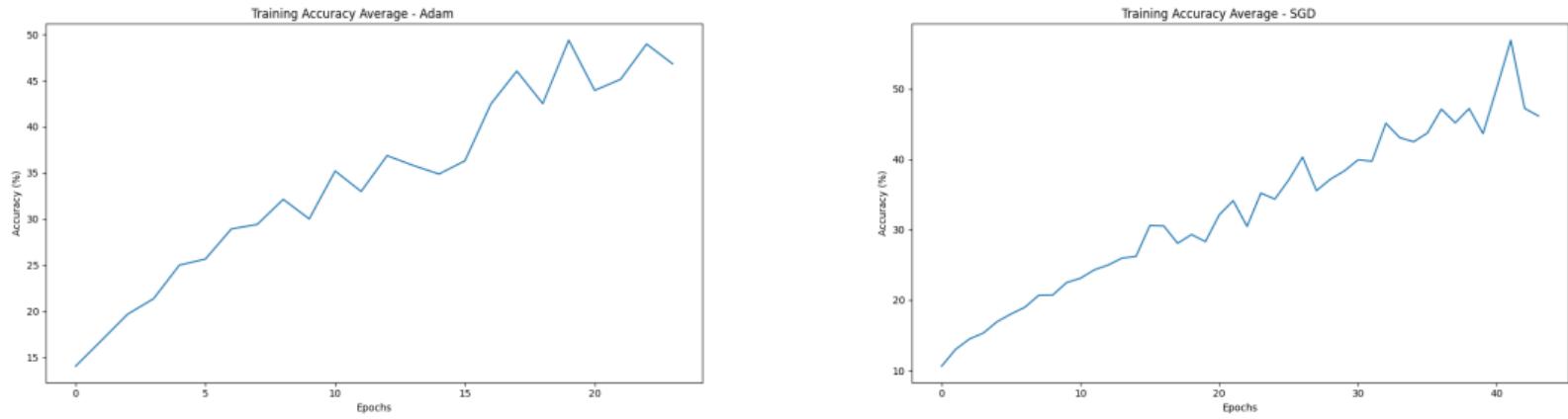
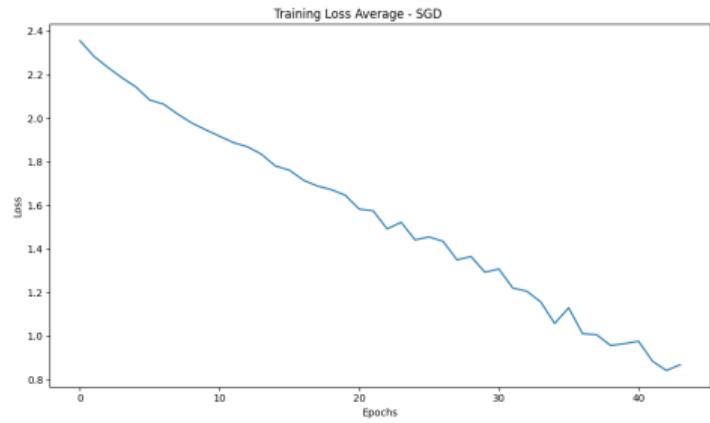
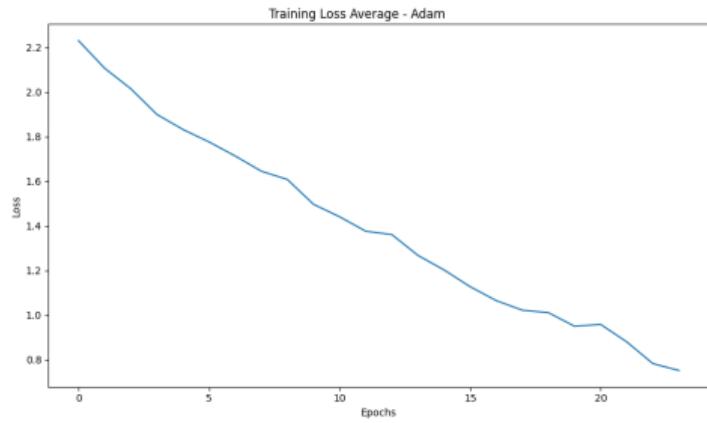


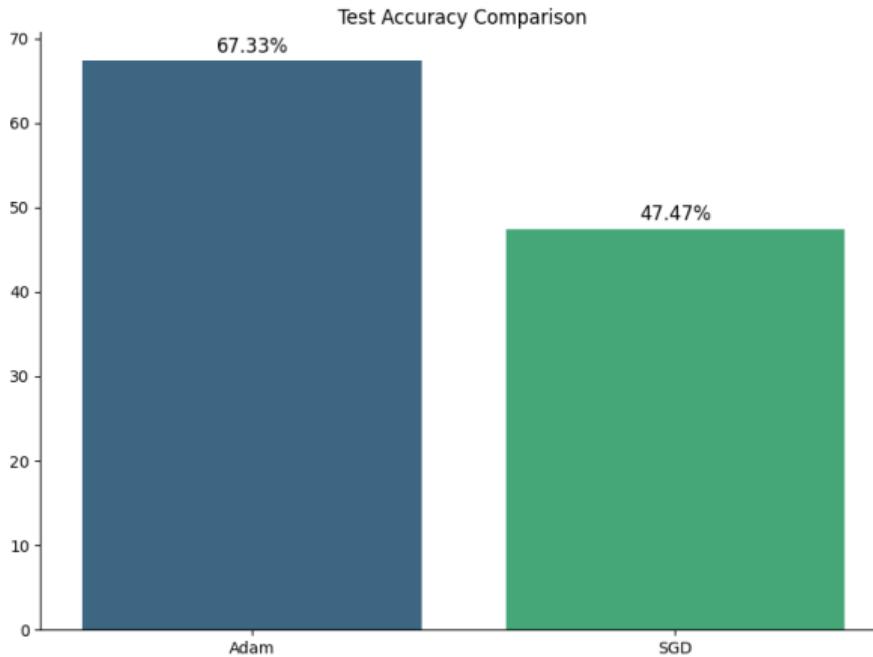
Figure: Average accuracy of ADAM and SGD with respect to training epochs

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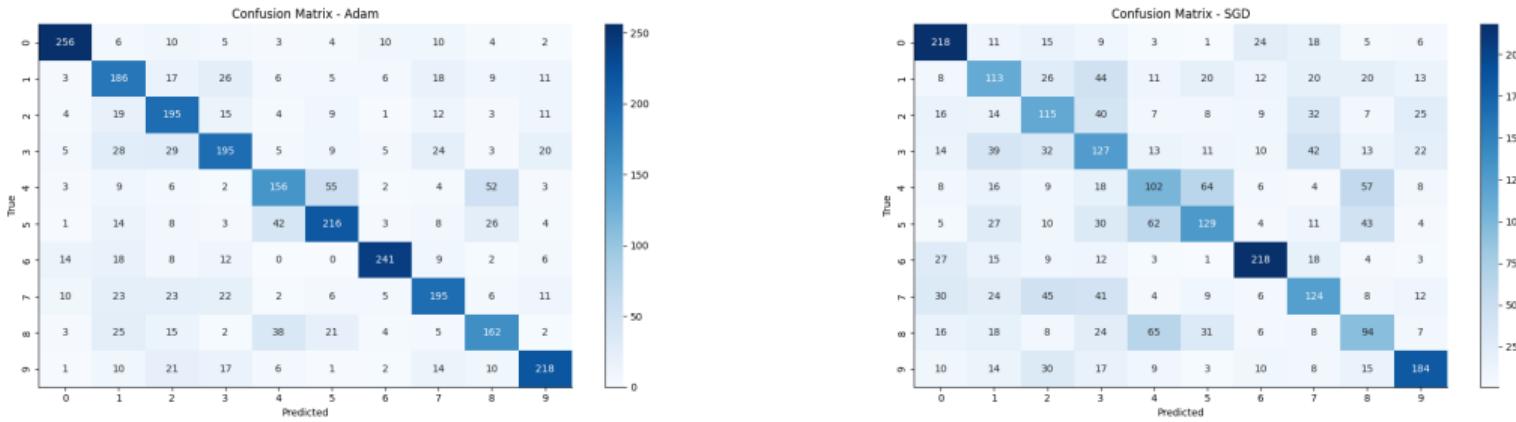
**Figure:** Average loss of ADAM and SGD with respect to training epochs

## 5. Results



**Figure:** Comparison of the accuracy of both optimizers over test data

# 5. Result



**Figure:** Confusion matrices for ADAM and SGD for the test data

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  - having more computational power / time

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- possible ways for improvement:
  - increase image resolution
  - having more computational power / time
  - using more repetitions in the architecture of the VGG-16