

Machine Learning for Robotics: **Transfer Learning**

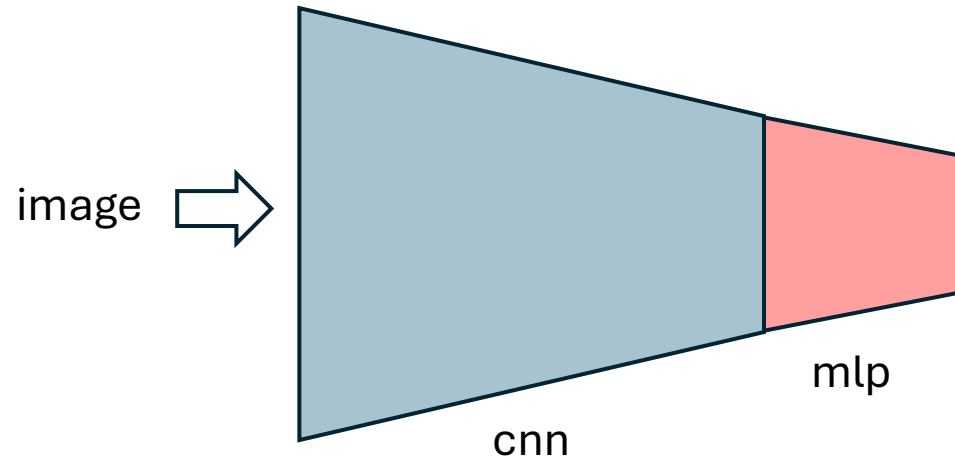
Prof. Navid Dadkhah Tehrani



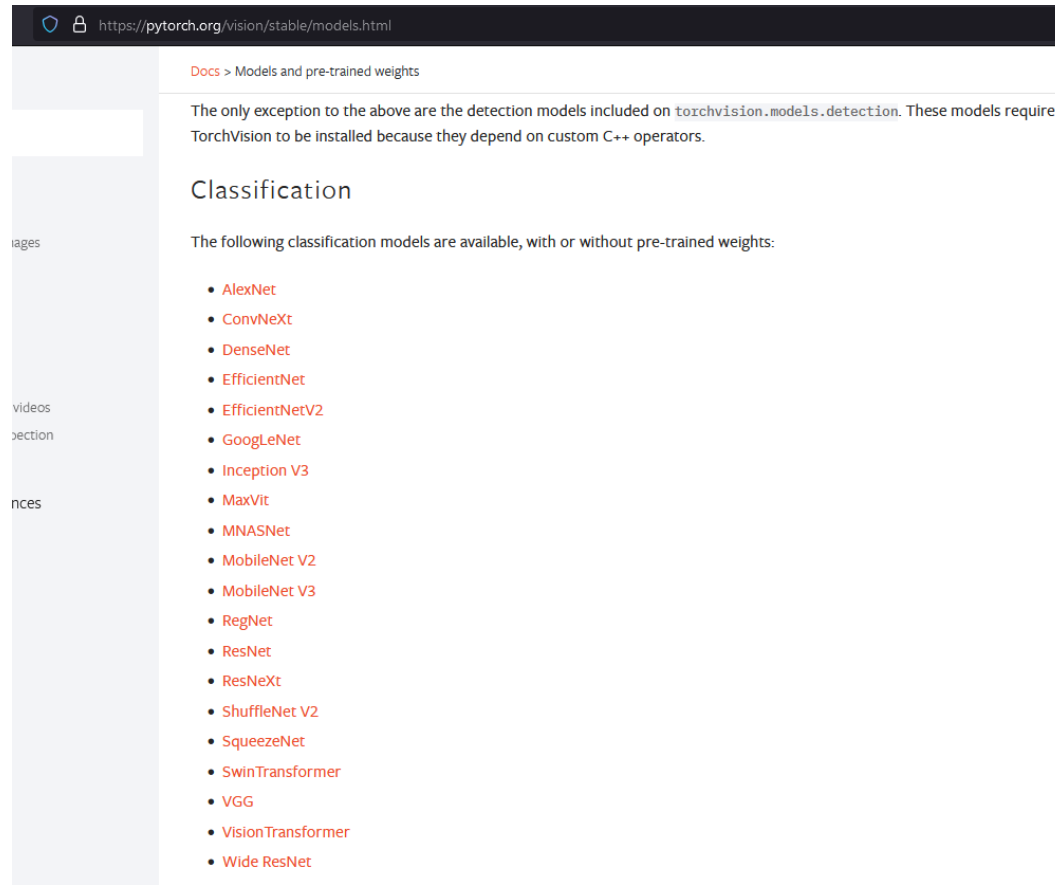
The idea in transfer learning is to not train a model from scratch for every application.

For example, if you have a NN that is trained on a large dataset to classify general images in the imagenet (~1000 classes). Can you use this model to classify images for road vehicles (smaller dataset)?

- Use a pre-train model and only train part of the model → freeze the weights in parts of the model.
- Fine tuning: use a pre-train model as initial condition, and re-train that.



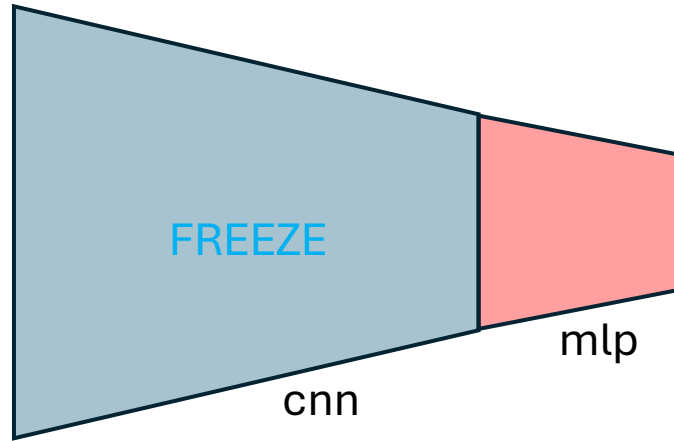
In Pytorch



When using pre-trained models, it is important to use the same data normalization that was used in the original dataset for fine-tuning in your own dataset.

```
train_transformation = transforms.Compose([
    transforms.ToTensor(),
    transforms.RandomResizedCrop(224, interpolation=transforms.InterpolationMode.BILINEAR, antialias=True),
    transforms.RandomHorizontalFlip(0.5),
    # Normalize the pixel values (in R, G, and B channels)
    transforms.Normalize(mean=[0.485, 0.485, 0.406], std=[0.229, 0.224, 0.225])
])
```

How do we freeze weights in part of the model?



Freeze the whole model first:

```
for param in model.parameters():  
    param.requires_grad = False
```

Then unfreeze the desired part:

```
model.classifier[0].requires_grad = True  
model.classifier[3].requires_grad = True  
model.classifier[6].requires_grad = True
```

```
VGG(  
  (features): Sequential(  
    (0): Conv2d(3, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
    (1): ReLU(inplace=True)  
    (2): Conv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
    (3): ReLU(inplace=True)  
    (4): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)  
    (5): Conv2d(64, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
    (6): ReLU(inplace=True)  
    (7): Conv2d(128, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
    (8): ReLU(inplace=True)  
    (9): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)  
    (10): Conv2d(128, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
    (11): ReLU(inplace=True)  
    (12): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
    (13): ReLU(inplace=True)  
    (14): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
    (15): ReLU(inplace=True)  
    (16): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)  
    (17): Conv2d(256, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
    (18): ReLU(inplace=True)  
    (19): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
    (20): ReLU(inplace=True)  
    (21): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
    (22): ReLU(inplace=True)  
    (23): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)  
    (24): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
    (25): ReLU(inplace=True)  
    (26): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
    (27): ReLU(inplace=True)  
    (28): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))  
    (29): ReLU(inplace=True)  
    (30): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)  
  )  
  (avgpool): AdaptiveAvgPool2d(output_size=(7, 7))  
  (classifier): Sequential(  
    (0): Linear(in_features=25088, out_features=4096, bias=True)  
    (1): ReLU(inplace=True)  
    (2): Dropout(p=0.5, inplace=False)  
    (3): Linear(in_features=4096, out_features=4096, bias=True)  
    (4): ReLU(inplace=True)  
    (5): Dropout(p=0.5, inplace=False)  
    (6): Linear(in_features=4096, out_features=1000, bias=True)  
  )  
)
```