# Note: We have not received any script from the company

#### **Identified Problems**

### 1. NaN loss after a few epochs:

- o This issue typically arises when:
  - The learning rate is too high, causing large weight updates that result in unstable gradients.
  - There may be numerical instability in the model, especially if the activation function outputs become too large or small.
  - Incorrect initialization or improper data preprocessing.

# 2. GPU usage is below 30%:

- o Low GPU utilization often occurs if the model or data pipeline is inefficient:
  - Batch size could be too small, not fully utilizing the GPU.
  - The model might be bottlenecked by the CPU, particularly in data loading or preprocessing.
  - The model architecture or computation might not be parallelized properly across GPU resources.

### 3. Training is slower than expected:

- Possible causes include:
  - Batch size might be too small.
  - Suboptimal data pipeline, such as inefficient data augmentation or loading, may be slowing things down.
  - Inefficient model design or using too many layers unnecessarily.

# **Suggested Fixes**

#### • NaN loss issue:

- o **Reduce the learning rate**: This can stabilize the training process.
- Gradient clipping: Limit the gradient values to prevent NaN errors due to exploding gradients.
- o **Check data preprocessing**: Ensure the data is normalized or scaled properly.
- Add regularization: Introduce dropout or L2 regularization to prevent overfitting and help with the NaN issue.

### • GPU under-utilization:

- Increase batch size: Larger batches will utilize more GPU memory and speed up training.
- Use a more efficient data pipeline: Leverage tf.data for better parallelism and optimized input pipeline.
- Enable mixed precision: This will use lower-precision arithmetic (float16) where possible, helping to speed up training and reduce GPU memory usage.

# • Slower training:

- o **Model optimization**: Simplify the model architecture or use pre-trained models.
- o **Efficient data loading**: Ensure data is preloaded and augmented efficiently.