

Homework #2

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Problem1

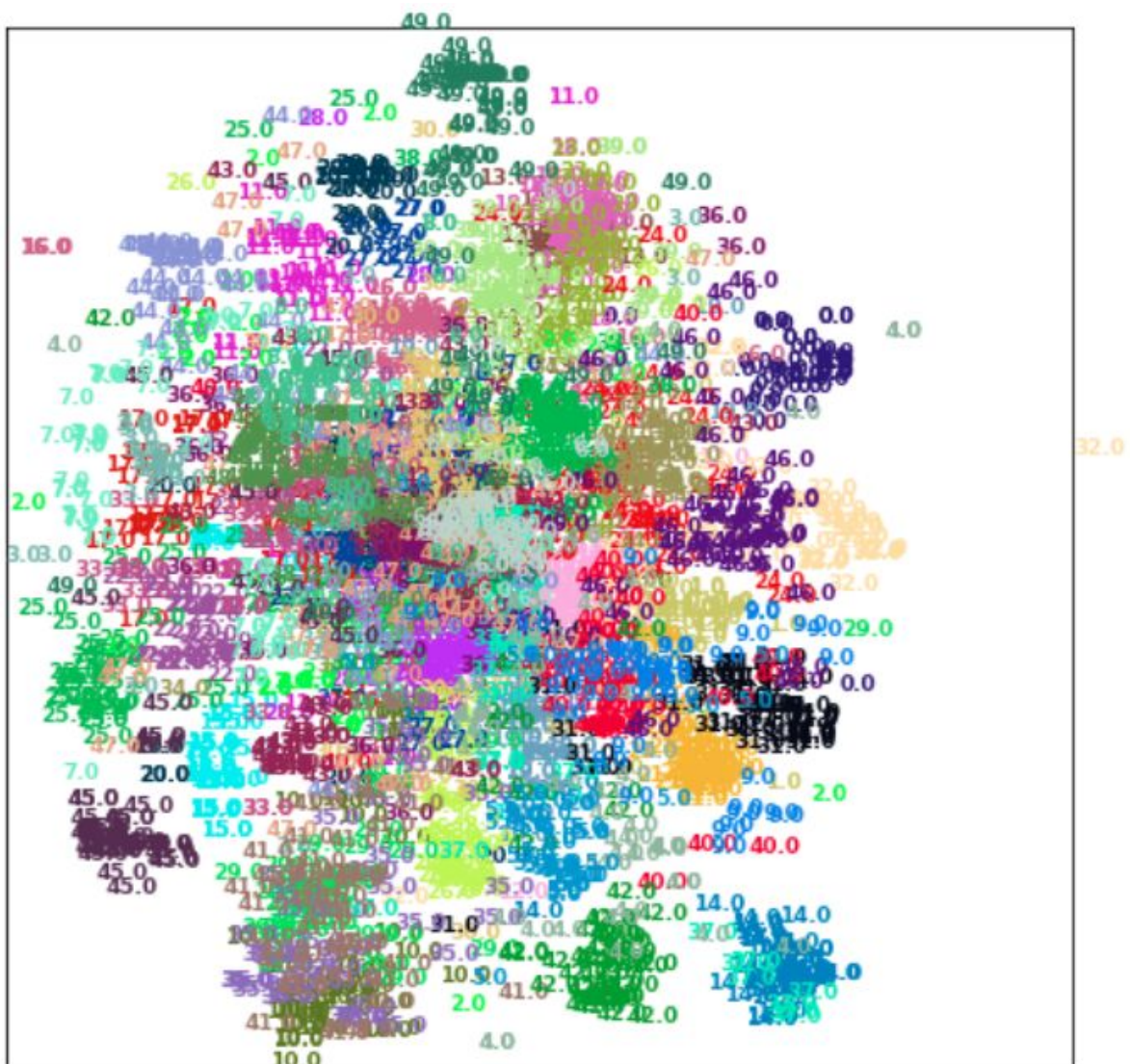
1.

```
VGG(
  (features): Sequential(
    (0): Conv2d(3, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (1): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (2): ReLU(inplace=True)
    (3): Conv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (4): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (5): ReLU(inplace=True)
    (6): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
    (7): Conv2d(64, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (8): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (9): ReLU(inplace=True)
    (10): Conv2d(128, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (11): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (12): ReLU(inplace=True)
    (13): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
    (14): Conv2d(128, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (15): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (16): ReLU(inplace=True)
    (17): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (18): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (19): ReLU(inplace=True)
    (20): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (21): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (22): ReLU(inplace=True)
    (23): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
    (24): Conv2d(256, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (25): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (26): ReLU(inplace=True)
    (27): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (28): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (29): ReLU(inplace=True)
    (30): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (31): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (32): ReLU(inplace=True)
    (33): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
    (34): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (35): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (36): ReLU(inplace=True)
    (37): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (38): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (39): ReLU(inplace=True)
    (40): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (41): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (42): ReLU(inplace=True)
    (43): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
  )
  (avgpool): AdaptiveAvgPool2d(output_size=(7, 7))
  (classifier): Linear(in_features=25088, out_features=50, bias=True)
)
```

2.

accuracy of model on the validation set: **80.44%**

3.



在本圖中同一顏色代表同一類別。從這張圖可以發現經過vggNet的特徵抽取，同類別sample的feature map比起不同類別更加相近，也因此在此投影後的空間中具有較短距離

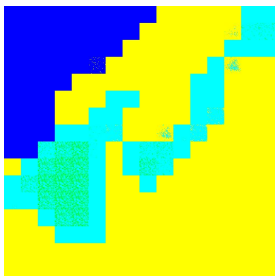
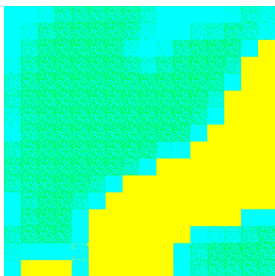
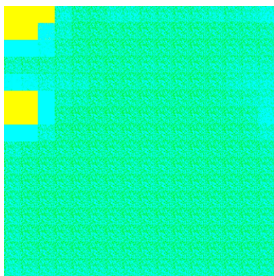
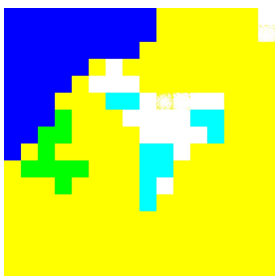
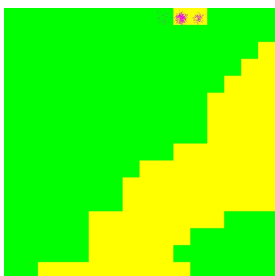

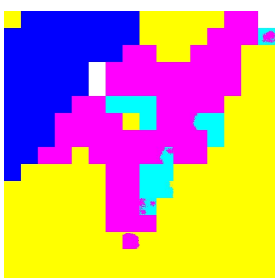
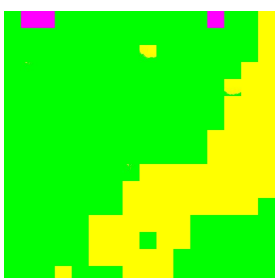
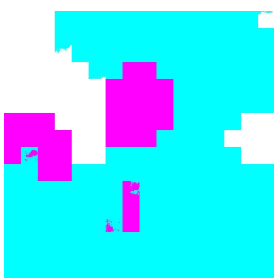
Problem2

1.

```
FCN32s(
  (vgg_backbone): Sequential(
    (0): Conv2d(3, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (1): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (2): ReLU(inplace=True)
    (3): Conv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (4): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (5): ReLU(inplace=True)
    (6): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
    (7): Conv2d(64, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (8): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (9): ReLU(inplace=True)
    (10): Conv2d(128, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (11): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (12): ReLU(inplace=True)
    (13): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
    (14): Conv2d(128, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (15): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (16): ReLU(inplace=True)
    (17): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (18): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (19): ReLU(inplace=True)
    (20): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (21): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (22): ReLU(inplace=True)
    (23): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
    (24): Conv2d(256, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (25): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (26): ReLU(inplace=True)
    (27): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (28): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (29): ReLU(inplace=True)

    (30): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (31): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (32): ReLU(inplace=True)
    (33): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
    (34): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (35): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (36): ReLU(inplace=True)
    (37): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (38): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (39): ReLU(inplace=True)
    (40): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (41): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (42): ReLU(inplace=True)
    (43): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
  )
  (down_sampling): Sequential(
    (0): Conv2d(512, 4096, kernel_size=(1, 1), stride=(1, 1))
    (1): ReLU(inplace=True)
    (2): Dropout2d(p=0.5, inplace=False)
    (3): Conv2d(4096, 4096, kernel_size=(1, 1), stride=(1, 1))
    (4): ReLU(inplace=True)
    (5): Dropout2d(p=0.5, inplace=False)
    (6): Conv2d(4096, 7, kernel_size=(1, 1), stride=(1, 1))
  )
  (up_sampling): ConvTranspose2d(7, 7, kernel_size=(32, 32), stride=(32, 32), bias=False)
)
```

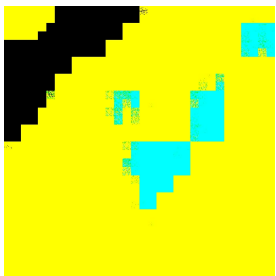
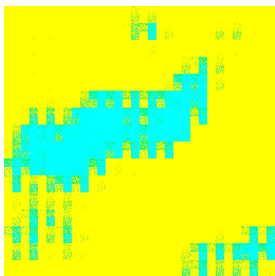
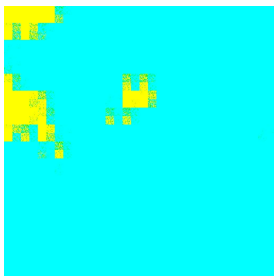
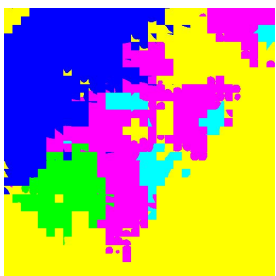
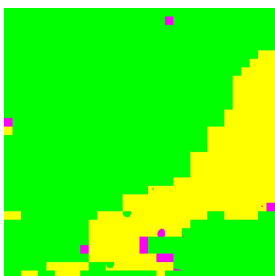

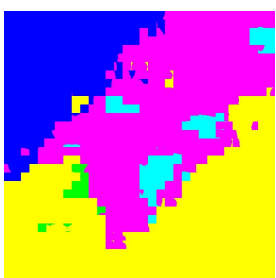
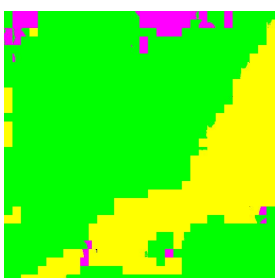
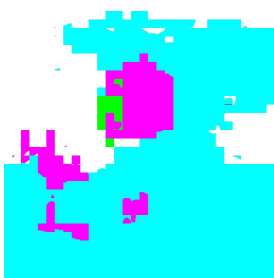
2.

	0010_sat.jpg	0097_sat.jpg	0107_sat.jpg
1 st - epoch (loss = 0.81054)			
5 th - epoch (loss = 0.52187)			
10 th - epoch (loss = 0.41810)			

3.

```
FCN16s(
  (vgg_backbone4): Sequential(
    (0): Conv2d(3, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (1): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (2): ReLU(inplace=True)
    (3): Conv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (4): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (5): ReLU(inplace=True)
    (6): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
    (7): Conv2d(64, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (8): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (9): ReLU(inplace=True)
    (10): Conv2d(128, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (11): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (12): ReLU(inplace=True)
    (13): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
    (14): Conv2d(128, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (15): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (16): ReLU(inplace=True)
    (17): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (18): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (19): ReLU(inplace=True)
    (20): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (21): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (22): ReLU(inplace=True)
    (23): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
    (24): Conv2d(256, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (25): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (26): ReLU(inplace=True)
    (27): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (28): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (29): ReLU(inplace=True)
    (30): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (31): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (32): ReLU(inplace=True)
    (33): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
  )
  (vgg_backbone5): Sequential(
    (34): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (35): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (36): ReLU(inplace=True)
    (37): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (38): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (39): ReLU(inplace=True)
    (40): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1))
    (41): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (42): ReLU(inplace=True)
    (43): MaxPool2d(kernel_size=2, stride=2, padding=0, dilation=1, ceil_mode=False)
  )
  (down_sampling): Sequential(
    (0): Conv2d(512, 4096, kernel_size=(1, 1), stride=(1, 1))
    (1): BatchNorm2d(4096, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (2): ReLU(inplace=True)
    (3): Conv2d(4096, 4096, kernel_size=(1, 1), stride=(1, 1))
    (4): BatchNorm2d(4096, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (5): ReLU(inplace=True)
    (6): Conv2d(4096, 7, kernel_size=(1, 1), stride=(1, 1))
  )
  (reduce_channel): Conv2d(512, 7, kernel_size=(1, 1), stride=(1, 1))
  (up_sampling2): ConvTranspose2d(7, 7, kernel_size=(2, 2), stride=(2, 2))
  (up_sampling32): ConvTranspose2d(7, 7, kernel_size=(16, 16), stride=(16, 16))
)
```

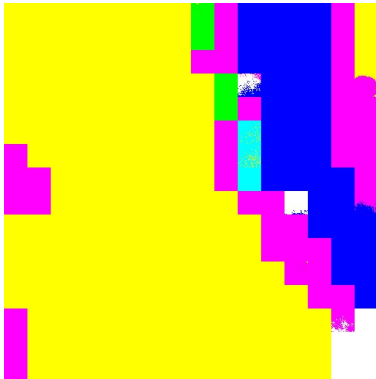
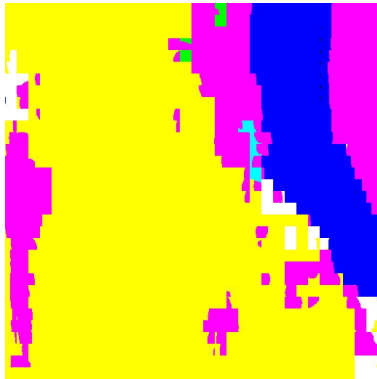


4.

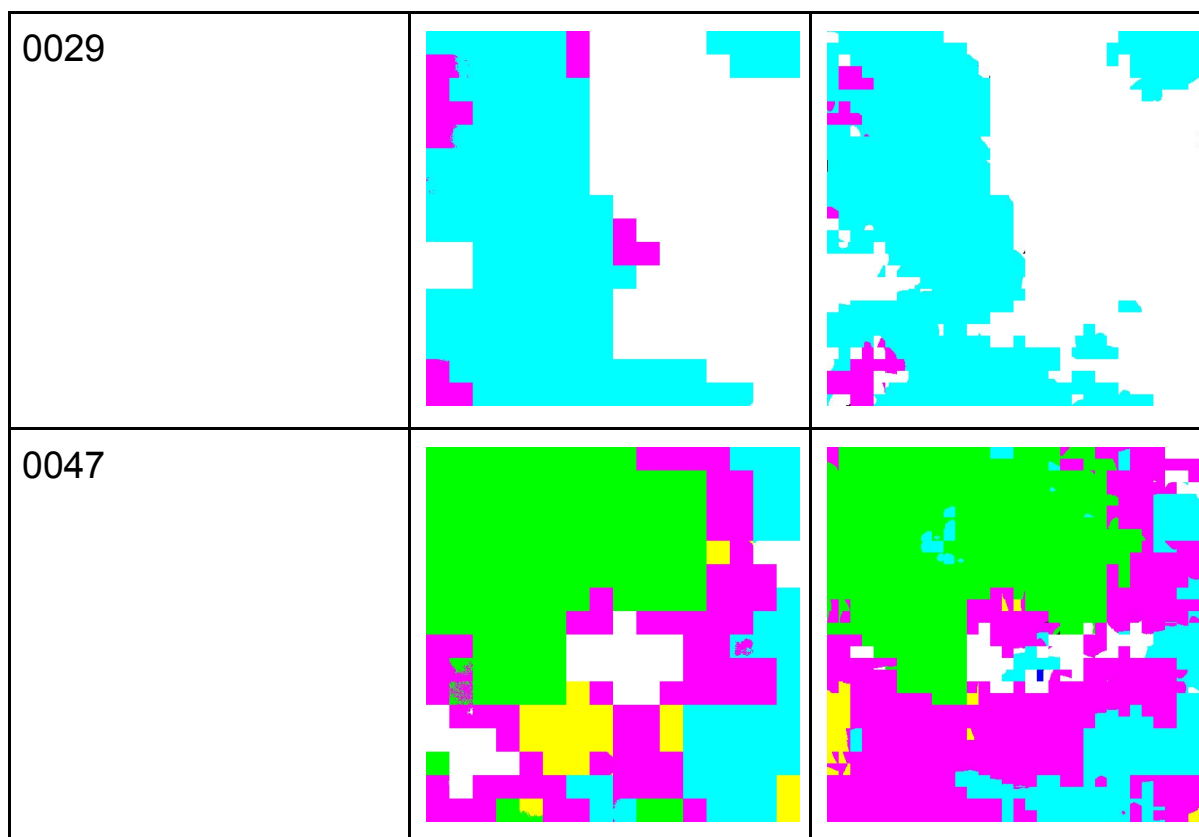
	0010_sat.jpg	0097_sat.jpg	0107_sat.jpg
1 st - epoch (loss = 0.86383)			
30 th - epoch (loss = 0.40751)			
72 th - epoch (loss = 0.33626)			

5.

	VGG16-FCN32s	VGG16_bn-FCN16s
mean_iou	0.656850	0.697264

FCN32s與FCN16s的差別在於前者直接利用transpose conv將16*16的feature map放大回原圖大小(512*512), 而後者則是32*32, 因此可以發現雖然兩者所預測的mask都很粗糙, 但FCN16s的狀況較不嚴重, 下方是幾張從validation set中取出的預測結果, 預測結果類似（類別、位置）, 但明顯FCN32s（左）較為粗糙

	VGG16-FCN32s	VGG16_bn-FCN16s
0008		
0028		



Reference:

(1) Fully convolutional network : <https://github.com/wkentaro/pytorch-fcn>

Collaborators:

(1) R08922111 丁立安