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Finetuning video MAE in UFC101 subset

Ashok Neupane

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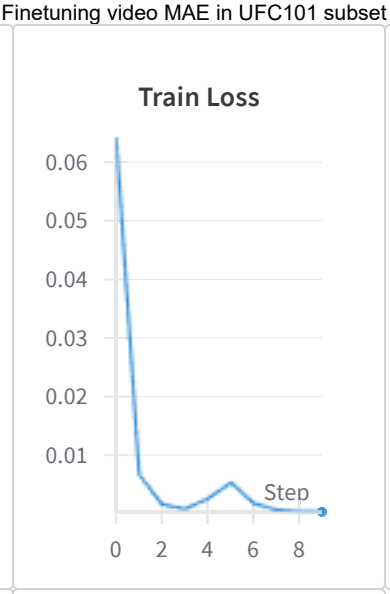
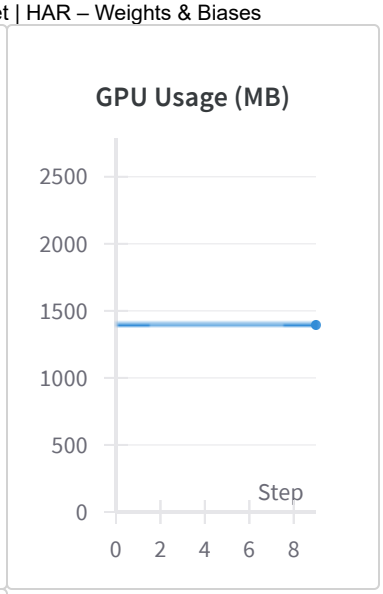
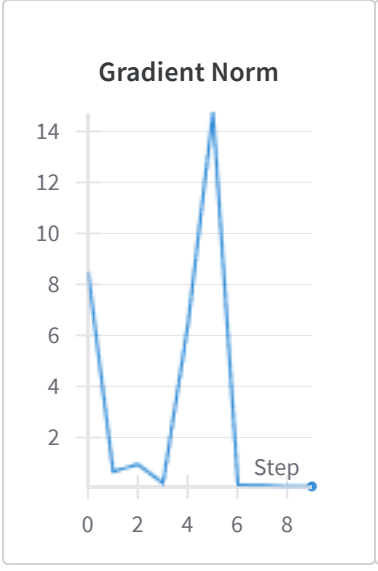
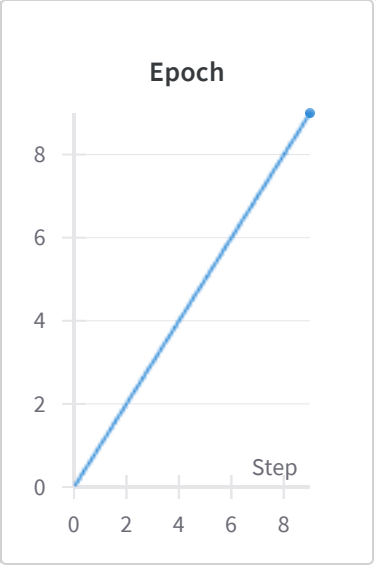
Training Visualizations

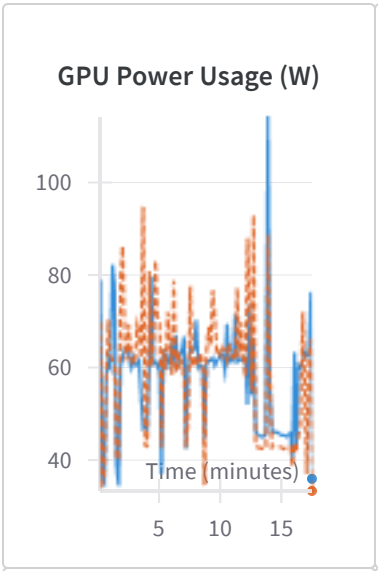
Validation Loss
0.006
0.005
0.004
0.003
0.002
0.001
Step
0 2 4 6 8

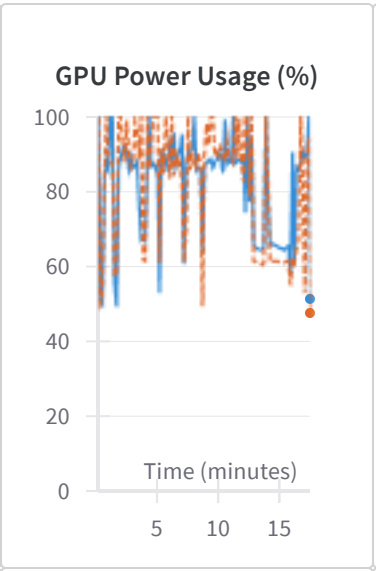

Train Loss
0.06
0.05
0.04
0.03
0.02
0.01
Step
0 2 4 6 8

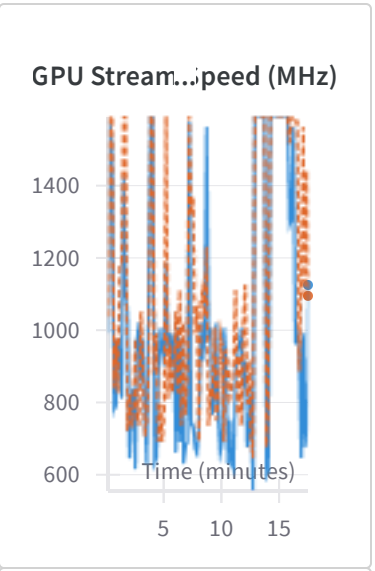

GPU Usage (MB)
2500
2000
1500
1000
500
0
Step
0 2 4 6 8


Gradient Norm
14
12
10
8
6
4
2
Step
0 2 4 6 8


Epoch
8
6
4
2
0
Step
0 2 4 6 8


GPU Power Usage (W)
100
80
60
40
Time (minutes)
5 10 15

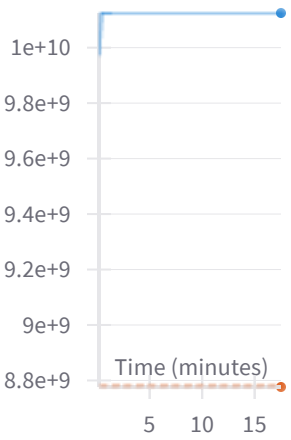

GPU Power Usage (%)
100
80
60
40
20
0
Time (minutes)
5 10 15

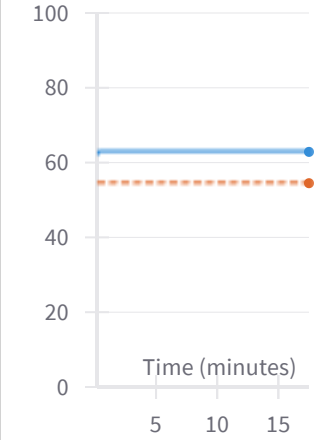

GPU Stream...peed (MHz)
1400
1200
1000
800
600
Time (minutes)
5 10 15

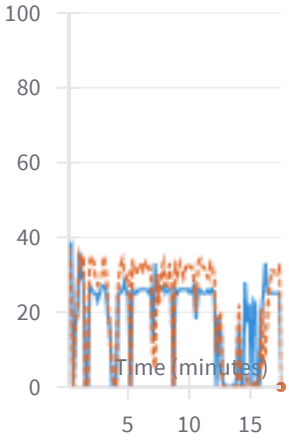
GPU Memor...ated (Bytes)

GPU Memor...llocated (%)

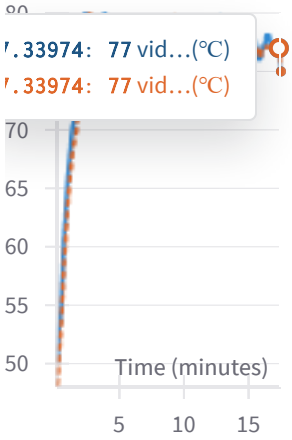
GPU Time S...Memory (%)



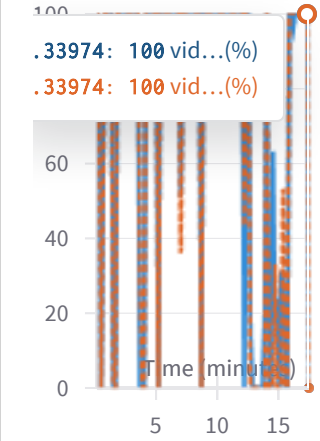




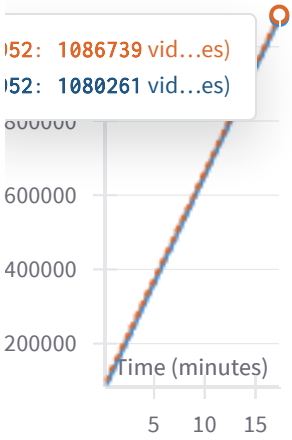
GPU Temperature (°C)



GPU Utilization (%)

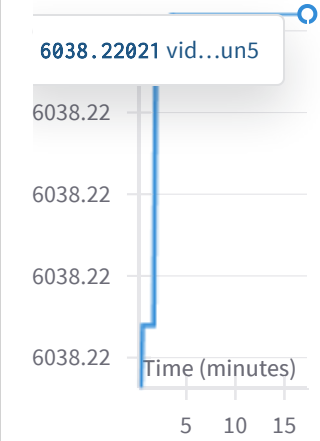


Network Traffic (Bytes)

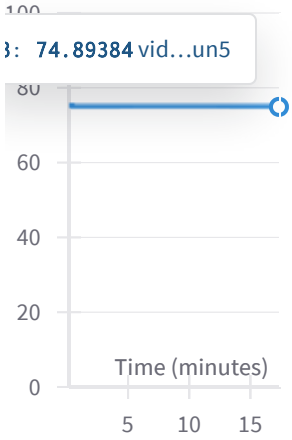


Disk I/O Utilization (MB)

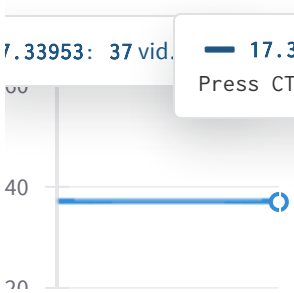
Disk Utilization (GB)



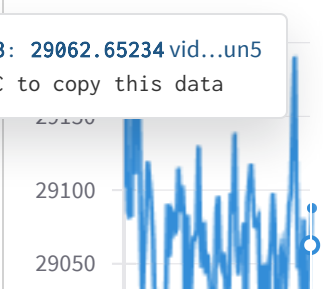
Disk Utilization (%)



Process CPU...reads In Use



Process Mem...ailable (MB)



Process Mem...y In Use (%)

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https://wandb.ai/ashokailab/HAR/reports/Finetuning-video-MAE-in-UFC101-subset--VmlldzoxMTEyNzk1MA?accessToken=r6snpsw2t7tfo2cepsi36yomb2u0j6qz4358pmddx9cesg1yrggz6kbrwzeevfk2