cifar10实验报告

模型结构

考虑使用ResNet50进行模型的训练

> 按照论文描述构建BasicBlock、BottlenBlock；ResNet18、ResNet34由BasicBlock构建；ResNet50、ResNet101、ResNet152由BottlenBlock构成

模型大小

模型大小接近25.5M；FLOPs接近1.4G

```
[INFO] Register count_convNd() for <class 'torch.nn.modules.conv.Conv2d'>.
[INFO] Register count_normalization() for <class 'torch.nn.modules.batchnorm.BatchNorm2d'>.
[INFO] Register zero_ops() for <class 'torch.nn.modules.activation.ReLU'>.
[INFO] Register zero_ops() for <class 'torch.nn.modules.container.Sequential'>.
[INFO] Register count_adap_avgpool() for <class 'torch.nn.modules.pooling.AdaptiveAvgPool2d'>.
[INFO] Register count_linear() for <class 'torch.nn.modules.linear.Linear'>.
FLOPs: 1.312G, Parameters: 23.521M
```

模型可视化

```
ResNet(
  (conv1): Conv2d(3, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
  (bn1): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
  (relu): ReLU(inplace=True)
  (layer1): Sequential(
    (0): BottlenBlock(
      (conv1): Conv2d(64, 64, kernel_size=(1, 1), stride=(1, 1), bias=False)
      (bn1): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
      (conv2): Conv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
      (bn2): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
      (conv3): Conv2d(64, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
      (bn3): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
      (shortcut): Sequential(
        (0): Conv2d(64, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (1): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
      )
    )
    (1): BottlenBlock(
      (conv1): Conv2d(256, 64, kernel_size=(1, 1), stride=(1, 1), bias=False)
      (bn1): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
      (conv2): Conv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
      (bn2): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
      (conv3): Conv2d(64, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
      (bn3): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
      (shortcut): Sequential()
    )
    (2): BottlenBlock(
      (conv1): Conv2d(256, 64, kernel_size=(1, 1), stride=(1, 1), bias=False)
      (bn1): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
      (conv2): Conv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
      (bn2): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
      (conv3): Conv2d(64, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
      (bn3): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
      (shortcut): Sequential()
    )
  )
  (layer2): Sequential(
    (0): BottlenBlock(
      (conv1): Conv2d(256, 128, kernel_size=(1, 1), stride=(1, 1), bias=False)
      (bn1): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
      (conv2): Conv2d(128, 128, kernel_size=(3, 3), stride=(2, 2), padding=(1, 1), bias=False)
```

```
    (bn2): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv3): Conv2d(128, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn3): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (shortcut): Sequential(
      (0): Conv2d(256, 512, kernel_size=(1, 1), stride=(2, 2), bias=False)
      (1): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    )
  )
  (1): BottlenBlock(
    (conv1): Conv2d(512, 128, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn1): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv2): Conv2d(128, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
    (bn2): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv3): Conv2d(128, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn3): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (shortcut): Sequential()
  )
  (2): BottlenBlock(
    (conv1): Conv2d(512, 128, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn1): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv2): Conv2d(128, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
    (bn2): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv3): Conv2d(128, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn3): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (shortcut): Sequential()
  )
  (3): BottlenBlock(
    (conv1): Conv2d(512, 128, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn1): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv2): Conv2d(128, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
    (bn2): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv3): Conv2d(128, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn3): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (shortcut): Sequential()
  )
)
(layer3): Sequential(
  (0): BottlenBlock(
    (conv1): Conv2d(512, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn1): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv2): Conv2d(256, 256, kernel_size=(3, 3), stride=(2, 2), padding=(1, 1), bias=False)
    (bn2): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv3): Conv2d(256, 1024, kernel_size=(1, 1), stride=(1, 1), bias=False)
```

```
    (bn3): BatchNorm2d(1024, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (shortcut): Sequential(
      (0): Conv2d(512, 1024, kernel_size=(1, 1), stride=(2, 2), bias=False)
      (1): BatchNorm2d(1024, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    )
  )
  (1): BottlenBlock(
    (conv1): Conv2d(1024, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn1): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv2): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
    (bn2): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv3): Conv2d(256, 1024, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn3): BatchNorm2d(1024, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (shortcut): Sequential()
  )
  (2): BottlenBlock(
    (conv1): Conv2d(1024, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn1): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv2): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
    (bn2): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv3): Conv2d(256, 1024, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn3): BatchNorm2d(1024, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (shortcut): Sequential()
  )
  (3): BottlenBlock(
    (conv1): Conv2d(1024, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn1): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv2): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
    (bn2): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv3): Conv2d(256, 1024, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn3): BatchNorm2d(1024, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (shortcut): Sequential()
  )
  (4): BottlenBlock(
    (conv1): Conv2d(1024, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn1): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv2): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
    (bn2): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv3): Conv2d(256, 1024, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn3): BatchNorm2d(1024, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (shortcut): Sequential()
  )
  (5): BottlenBlock(
```

```
    (conv1): Conv2d(1024, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn1): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv2): Conv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
    (bn2): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv3): Conv2d(256, 1024, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn3): BatchNorm2d(1024, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (shortcut): Sequential()
  )
)
(layer4): Sequential(
  (0): BottlenBlock(
    (conv1): Conv2d(1024, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn1): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv2): Conv2d(512, 512, kernel_size=(3, 3), stride=(2, 2), padding=(1, 1), bias=False)
    (bn2): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv3): Conv2d(512, 2048, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn3): BatchNorm2d(2048, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (shortcut): Sequential(
      (0): Conv2d(1024, 2048, kernel_size=(1, 1), stride=(2, 2), bias=False)
      (1): BatchNorm2d(2048, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    )
  )
  (1): BottlenBlock(
    (conv1): Conv2d(2048, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn1): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv2): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
    (bn2): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv3): Conv2d(512, 2048, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn3): BatchNorm2d(2048, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (shortcut): Sequential()
  )
  (2): BottlenBlock(
    (conv1): Conv2d(2048, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn1): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv2): Conv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
    (bn2): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (conv3): Conv2d(512, 2048, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn3): BatchNorm2d(2048, eps=1e-05, momentum=0.1, affine=True, track_running_stats=True)
    (shortcut): Sequential()
  )
)
(avgpool): AdaptiveAvgPool2d(output_size=(1, 1))
```

```
  (linear): Linear(in_features=2048, out_features=10, bias=True)
)
```

训练方法

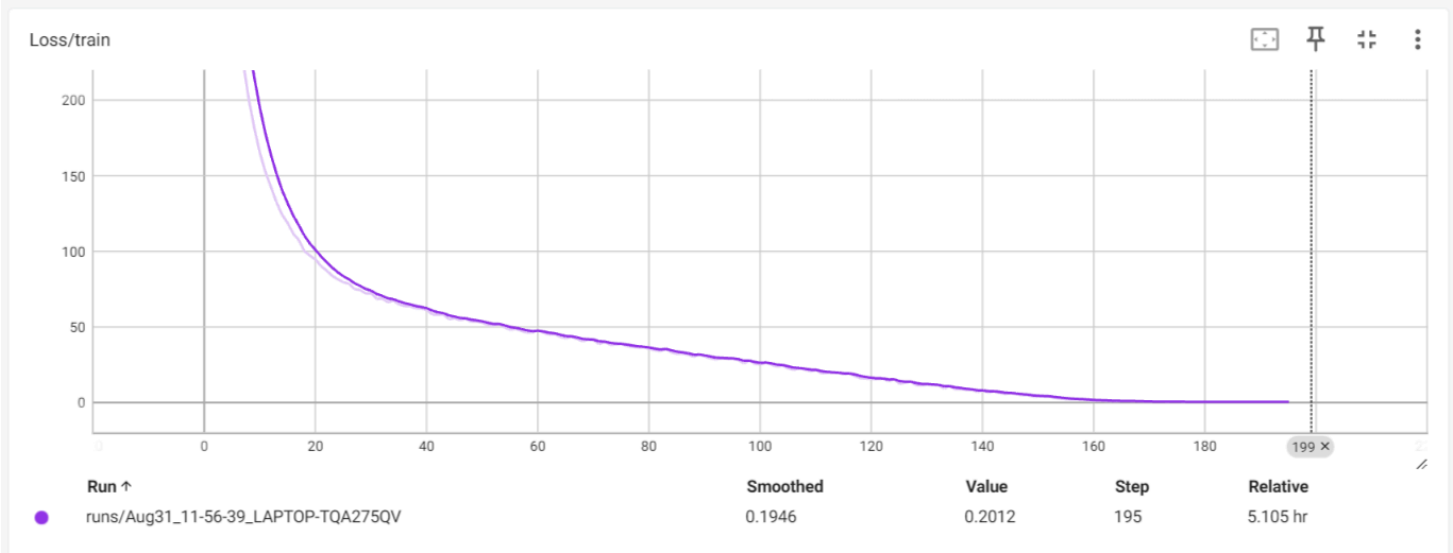
- 使用交叉熵作为训练损失
- 使用带动量的SGD作为优化算法(动量设置为0.9)；设置权重衰减系数为5e-4
- 使用余弦退火策略调整优化器的学习率

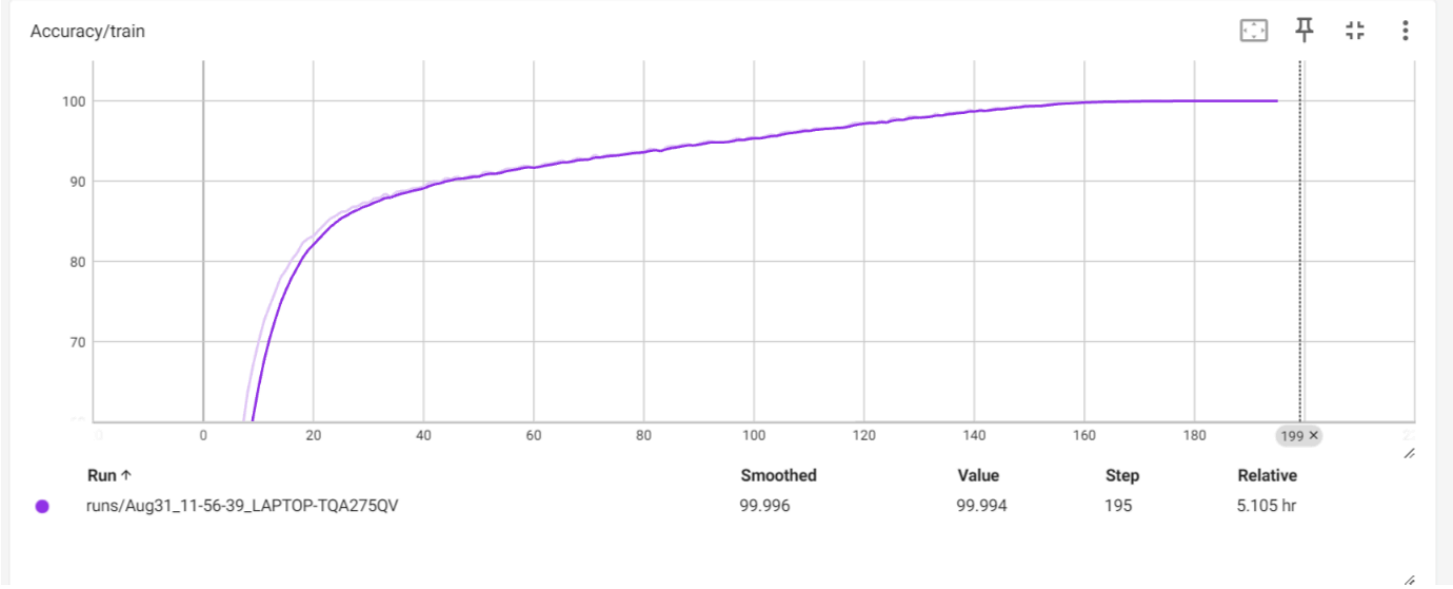
```
criterion = nn.CrossEntropyLoss()
optimizer = optim.SGD(net.parameters(), lr=args.lr,
                      momentum=0.9, weight_decay=5e-4)
scheduler = torch.optim.lr_scheduler.CosineAnnealingLR(optimizer, T_max=200)
```

训练过程

1. 数据预处理：对数据进行归一化、增加随机裁剪(transforms.RandomCrop)和随机水平翻转(transforms.RandomHorizontalFlip())；设置数据的BatchSize为256
2. 模型初始化：权重的初始化简单使用了全0初始化
3. 迭代训练：一共训练200个epoch，使用交叉熵作为训练损失，使用带动量的SGD作为优化算法，使用余弦退火策略调整优化器的学习率(学习率初始化为0.1)
4. 验证：在测试集上进行验证，保留验证集准确率最高的模型权重

train loss and train accuracy





训练资源利用

```
❯ nvidia-smi
Sat Aug 31 11:56:52 2024
+---------------------------------------------------------------------------------------+
| NVIDIA-SMI 545.56                 Driver Version: 546.92       CUDA Version: 12.3     |
|-----------------------------------------+----------------------+----------------------+
| GPU  Name                 Persistence-M | Bus-Id        Disp.A | Volatile Uncorr. ECC |
| Fan  Temp   Perf          Pwr:Usage/Cap |         Memory-Usage | GPU-Util  Compute M. |
|                                         |                      |               MIG M. |
|=========================================+======================+======================|
|   0  NVIDIA GeForce RTX 4060 ...    On  | 00000000:01:00.0 Off |                  N/A |
| N/A   65C    P0              76W /  80W |   7500MiB /  8188MiB |    100%      Default |
|                                         |                      |                  N/A |
+-----------------------------------------+----------------------+----------------------+

+---------------------------------------------------------------------------------------+
| Processes:                                                                            |
|  GPU   GI   CI        PID   Type   Process name                            GPU Memory |
|        ID   ID                                                             Usage      |
|=======================================================================================|
|    0   N/A  N/A     13292      C   /python3.9                                 N/A      |
+---------------------------------------------------------------------------------------+
```

训练时间

- 每轮接近90s
- 训练总用时接近5h16min

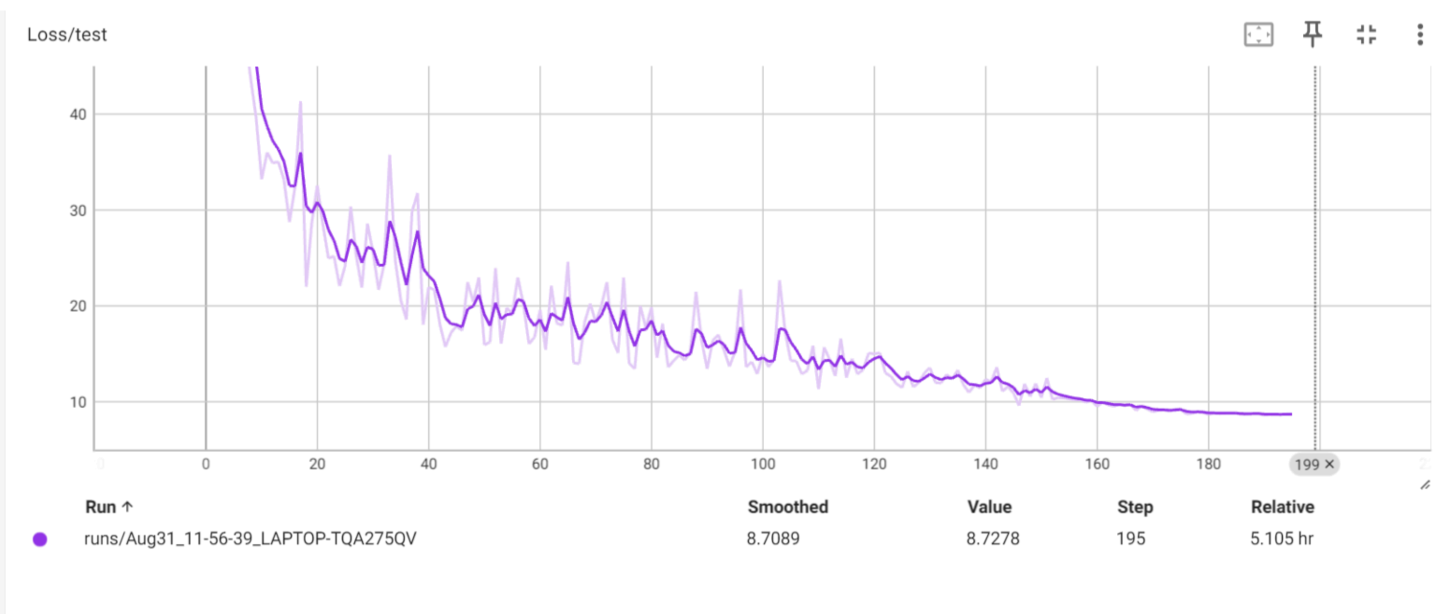
```
test acc: 95.49                                                                  | 196/196 [01:27<00:00,  2.79it/s]
 98%|                                                                        | 197/200 [5:09:32<04:42, 94.20s/it]
Epoch: 197
100%|                                                                         | 196/196 [01:28<00:00,  2.23it/s]
test acc: 95.37                                                                  | 196/196 [01:27<00:00,  2.80it/s]
 99%|                                                                        | 198/200 [5:11:06<03:08, 94.17s/it]
Epoch: 198
100%|                                                                         | 196/196 [01:27<00:00,  2.23it/s]
test acc: 95.5                                                                   | 196/196 [01:27<00:00,  2.81it/s]
100%|                                                                        | 199/200 [5:12:40<01:34, 94.16s/it]
Epoch: 199
100%|                                                                         | 196/196 [01:28<00:00,  2.22it/s]
test acc: 95.38                                                                  | 196/196 [01:28<00:00,  2.80it/s]
100%|                                                                        | 200/200 [5:14:15<00:00, 94.28s/it]
```

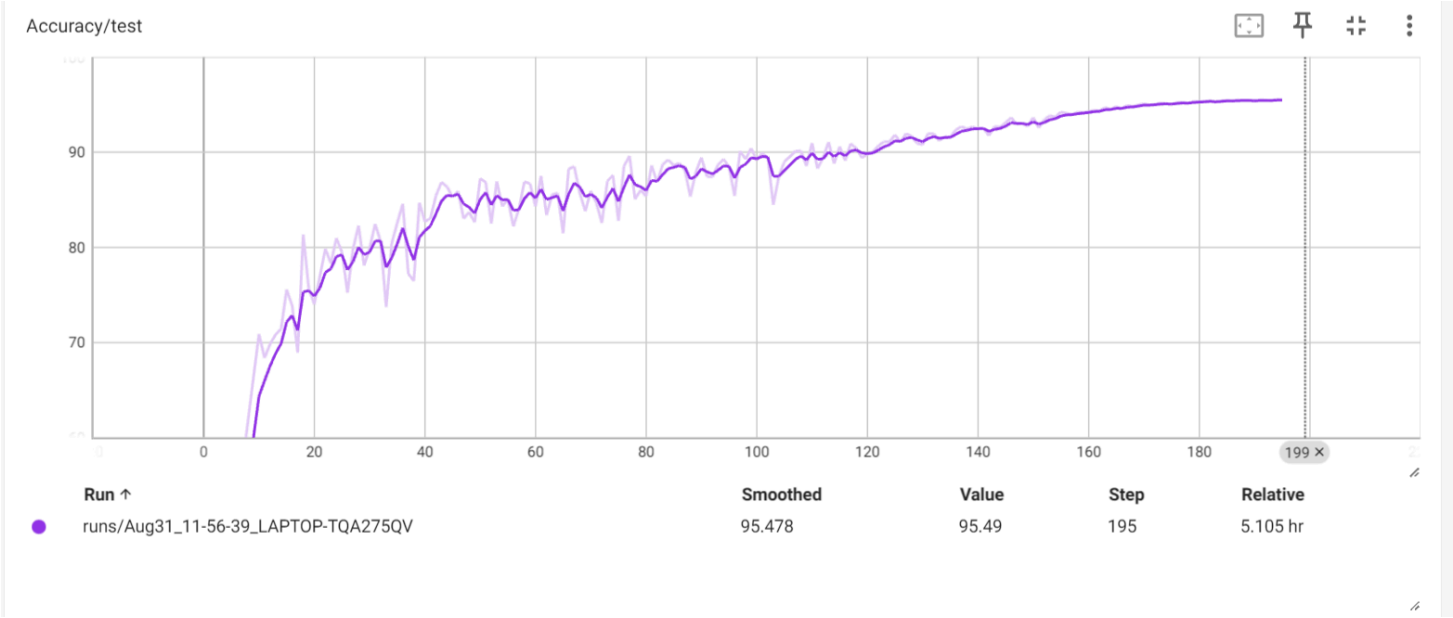
性能测试结果与分析

使用最好的模型权重在测试集上进行测试：分类准确率达到95.33%

```
==> Resuming from checkpoint..
[INFO] Register count_convNd() for <class 'torch.nn.modules.conv.Conv2d'>.
[INFO] Register count_normalization() for <class 'torch.nn.modules.batchnorm.BatchNorm2d'>.
[INFO] Register zero_ops() for <class 'torch.nn.modules.activation.ReLU'>.
[INFO] Register zero_ops() for <class 'torch.nn.modules.container.Sequential'>.
[INFO] Register count_adap_avgpool() for <class 'torch.nn.modules.pooling.AdaptiveAvgPool2d'>.
[INFO] Register count_linear() for <class 'torch.nn.modules.linear.Linear'>.
FLOPs: 1.312G, Parameters: 23.521M
test acc: 95.53
test duration: 7.719684 seconds
```

test loss and test accuracy





训练资源利用

> 测试集进行以BatchSize=256测试时，显存占用接近1.8G；GPU利用率接近98%

```
❯ nvidia-smi
Sat Aug 31 17:25:27 2024
+---------------------------------------------------------------------------------------+
| NVIDIA-SMI 545.56                 Driver Version: 546.92       CUDA Version: 12.3     |
|-----------------------------------------+----------------------+----------------------+
| GPU  Name                 Persistence-M | Bus-Id        Disp.A | Volatile Uncorr. ECC |
| Fan  Temp   Perf          Pwr:Usage/Cap |         Memory-Usage | GPU-Util  Compute M. |
|                                         |                      |               MIG M. |
|=========================================+======================+======================|
|   0  NVIDIA GeForce RTX 4060 ...    On  | 00000000:01:00.0 Off |                  N/A |
| N/A   65C    P0              72W /  80W |   1796MiB /  8188MiB |     98%      Default |
|                                         |                      |                  N/A |
+-----------------------------------------+----------------------+----------------------+

+---------------------------------------------------------------------------------------+
| Processes:                                                                            |
|  GPU   GI   CI        PID   Type   Process name                            GPU Memory |
|        ID   ID                                                             Usage      |
|=======================================================================================|
|    0   N/A  N/A    233488      C   /python3.9                                 N/A      |
+---------------------------------------------------------------------------------------+
```

模型调优路径

1. 删去原始网络的最大池化层；尽可能用卷积提取更多的特征
2. 由于cifar10的图片大小为32×32，将第一层卷积核大小改为3×3，步长改为1，填充改为1；每层channel大小不变；数据集的图片较小不需要过大的感受野，过大感受野可能会忽略一些重要的细节特征

3. 增大BatchSize，增加随机裁剪(transforms.RandomCrop)和随机水平翻转(transforms.RandomHorizontalFlip())；增强模型的鲁棒性，抑制过拟合
4. 使用带动量的SGD作为优化算法，使用余弦退火策略调整优化器的学习率；防止模型陷入局部最优或无法收敛