Homework3 Report Template

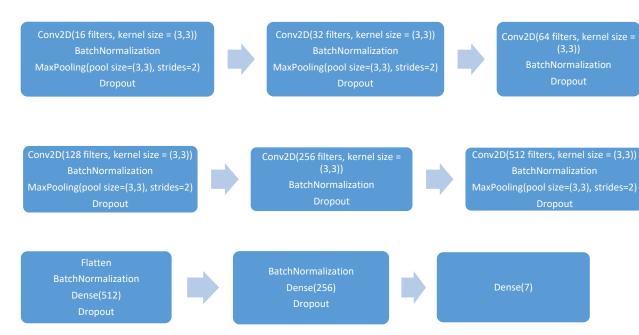
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Note:1~3 題建議不要超過三頁

1. (1%) 請說明你實作的 CNN model,其模型架構、訓練過程和準確率為何? 模型架構:



主要是以 6 層 Conv 和 3 層 Dense 組成, 6 層 Conv 分別有 16, 32, 64, 128, 236, 512 個 filter; Dense 則分別有 512, 256 個維度,最後利用 softmax 壓到 7 維。我用 batch size 等於 150, epoch = 300 來 train,這樣達到的準確度大約是:public 0.64363 private0.65032。 後來也有再加上 ImageDataGenerator 和 Ensemble,就能過 strong baseline 了。

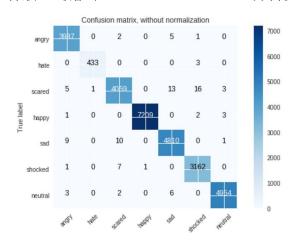
2. (1%) 承上題,請用與上述 CNN 接近的參數量,實做簡單的 DNN model, 其模型架構、訓練過程和準確率為何?試與上題結果做比較,並說明你觀察到 了什麼? 我以(由前到後)units=128, 256, 1024, 2048, 7的 Dense 來架構 DNN。當然中間都有隔著 BatchNormalization Layer 和 Dropout Layer。Epoch = 300, batch size = 150(同第一題的 CNN) CNN 參數: 2,768,967

CNN 準確率 public 0.64363 private0.65032 我建的 DNN 參數:2,718,599

DNN 準確率 public 0.36054 private0.36333

由上面的數據看出,DNN 很明顯的表現不如 CNN,訓練時 accuracy 也爬升的極慢。因此,訓練與 image 有關的 model 時,CNN 常常都還是較佳的選擇。

3. (1%) 觀察答錯的圖片中,哪些 class 彼此間容易用混? 並說明你觀察到了什麼? [繪出 confusion matrix 分析]



[Confusion matrix]

觀察 confusion matrix 我發覺 hate 占整體資料量最少,最多的則是 happy。

至於容易搞混的類別,大約有以下幾種(<True--Predicted>)(照容易搞混的程度由大到小排序):

<scared--shocked>, <scared-sad>, <sad--scared>, <sad-angry>, <shocked--scared>, <neutral--sad>

我發覺驚嚇和恐懼、驚嚇和悲傷最容易被搞混,其實蠻合理的,因為這幾者可能都有瞪大眼睛、張大嘴巴等等的類似面部動作;而快樂最不容易和其他的類別搞混。

-----Handwritten question-----

4. (1.5%, each 0.5%) CNN time/space complexity:

For a. b. Given a CNN model as

```
model = Sequential()
model.add(Conv2D(filters=6,
                  strides=(3, 3),
"""Laver A"""
                  padding ="valid",
                  kernel size=(2,2),
                  input shape=(8,8,5),
                  activation='relu'))
model.add(Conv2D(filters=4,
                  strides=(2, 2),
 """Layer B"""
                  padding ="valid",
                  kernel size=(2,2),
                  activation='relu'))
And for the c. given the parameter as:
kernel size = (k, k);
channel size = c;
input shape = (n,n);
padding = p;
strides = (s,s);
```

a. How many parameters are there in each layer (Hint: you may consider whether the number of parameter is related with)

```
Layer A:

(5 * 2 * 2 + 1)*6 = 126

Layer B:

(6 * 2 * 2 + 1)*4 = 100
```

b. How many multiplications/additions are needed for a forward pass(each layer).

```
Layer A:
<input: 8*8*5>
multiplication:6 * (2*2*5*9)=1080
addition:6 * (2*2*5-1)*9 = 1026
Layer B:
<input: 3*3*6>
multiplication:4 * (2*2*6*1) = 96
addition:4 * (2*2*6-1)*1 = 92
```

c. What is the time complexity of convolutional neural networks?(note: you must use big-O upper bound, and there are l(lower case of L) layer, you can use Cl,Cl-las lth and l-lth layer)

```
time complexity=0 ( & Ne × Ke × Ce × Cg)
   No. 第2層輸出的
Feature Map 邊長, No
為原 input shape 邊長
Ke: L 詹 Kernel 邊長
Co 总管輸出可 channel 数
Co 為原充 input 67 channel 数
 其中, Ne= Ne+-Ke+2×Pe+1
5. (1.5%, each 0.5%) PCA practice: Problem statement: Given
10 samples in 3D
space. (1,2,3), (4,8,5), (3,12,9), (1,8,5), (5,14,2), (7,4,1), (
9, 8, 9), (3, 8, 1), (11, 5, 6), (10, 11, 7)
a. (1) What are the principal axes?
   平均值 = (5.4,8,4.8)
   减去平均值後 = (-4.4,-6,-1.8),(-1.4,0, 0.2),(-2.4,4,4.2),
    (-4.4,0,0.2), (-0.4,6,-2.8), (1.6,-4,-3.8),
   (3.6,0,4.2), (-2.4,0,-3.8), (5.6,-3,1.2), (4.6,3,2.2)
   原資料的 Covariance matrix =
          [[13.37777778 0.5555556 3.64444444]
           [ 0.55555556 13.55555556 3.222222221
           [ 3.6444444  3.2222222  9.06666667]]
   Eigenvalues = 54.72, 116.305, 152.974
   Principle axes = Eigenvectors = (0.39985541,
   0.33758926, -0.85214385), (-0.67817891, 0.73439013, -
   0.02728563), (-0.6165947, -0.58881629, -0.52259579)
   (2) Compute the principal components for each sample.
       將原本的 data 與 eigenvectors 所形成的矩陣
            ([[0.39985541, -0.67817891, -0.6165947],
             [0.33758926, 0.73439013, -0.58881629],
             [-0.85214385, -0.02728563, -0.52259579]])
       內積,可得:
         [[-1.48139761, 0.70874446, -3.36201464],
          [ 0.03941652, 3.02597728, -9.78988804],
```

```
[ -2.41865723, 6.53257419, -13.61894165],

[ -1.16014972, 5.06051399, -7.94010395],

[ 5.02123906, 6.83599606, -12.37159312],

[ 3.29720109, -1.83697744, -7.19402383],

[ -1.36988181, -0.47405978, -14.96324467],

[ 3.0481365 , 3.81329871, -7.0829102 ],

[ 0.97349277, -3.95173109, -12.86219784],

[ 1.74702909, 1.10550298, -16.30109667]] (3)
```

Reconstruction error if reduced to 2D.(Calculate the L2-norm)

將 3d 投影到 2d 的矩陣為

P = [[-0.67817891 -0.6165947] [0.73439013 -0.58881629] [-0.02728563 -0.52259579]]

資料被投影到 2d 後:

[[-1.37323947 7.18658682]

[4.45059025 -3.07034019]

[4.75401212 -1.82299166]

[-3.91896138 3.35457763]

[-2.55604371 -4.41464321]

[-6.03371503 -2.31359638]

[-0.97648096 -5.75249521]]

再乘上 P^T 還原回 3d:

[[-3.49990928 -5.24007291 -3.71821029]

[-1.10801504 0.24651657 -0.42225789]

[-1.12514095 5.07633588 1.48310968]

[-3.62836199 0.65147726 -1.44446088]

[-2.10002375 4.56470677 0.82297154]

[0.58934216 -4.85327652 -1.6461568]

[4.45550052 0.72228056 2.37681721]

[-3.31106801 -0.76919499 -1.85839567]

[5.51848951 - 3.06881754 1.37370944]

和原本的資料計算 L2-norm,10 筆資料對應的 reconstruction error: [2.25104047 0.73022635 3.1883001 1.92979259 4.25159619 2.52755823 2.13952468 2.27849363 0.2038499 0.97738622]

10 個 reconstruction error 的總和 20.477768358501798