## ACSE-4.4 Machine Learning Project

Team Divergence

## Contents

- 1. Teamwork organization
- 2. Data Processing
- 3. Experiments
- 4. Results
- 5. Conclusion
- 6. Appendix

## Teamwork organization

- Daily Catch-Up meeting
- TA meeting sessions
- Microsoft Team posts
- Github/Google Drive sharing

## Data processing

- Store as numpy array
- Use random shuffle split
- Balanced train and validate set
- Normalisation, value from ImageNet

## **Experiments**

(\* - used for submission)

- Hand-crafted networks (Mon)
  - LeNet-5\*
  - O VGG\*
  - GoogleNet
- Pytorch pretrained models (Tue Thu)
  - O VGG\*
  - GoogleNet
  - ResNet (18\*/34/50 layers)
  - Wide ResNet\* (50 layers)
- Ensemble methods (Wed Thu)
  - Majority voting\*
  - Per-class weighted average\*
  - Boost

## Fine tuning our models

- Baseline
- Hyperparameters (Weight decay, Training-validation split ratio, Learning rate, batch size, test batch size, random seed)
- Data augmentation techniques
- Whether or not to train on the full training set
- Whether or not we retrain the entire model or only the last layer (ResNet-18/GoogleNet)

# Data Augmentation

Random Horizontal Flip

Random Rotation up to 10 degree

### Add Gaussian noise

(take standard deviation as hyperparameters, candidate values include 0.002, 0.004 and 0.005)

## Hand-crafted Models

- + Naturally follows assignment 8.2
- + Easy to implement and tune
- + Less training time
- Weak performance

< 40%

VGG-16

Weight Decay	1e-2
Validation Set Split Ratio	0.1
Learning Rate	1e-2
Batch Size	16
Test Batch Size	1000

62%

### GoogleNet

Weight Decay	1e-2
Validation Set Split Ratio	0.1
Learning Rate	1e-2
Batch Size	128
Test Batch Size	1000

65.5%

### ResNet-18

Weight Decay	1e-2
Validation Set Split Ratio	0.1
Learning Rate	1e-2
Batch Size	64
Test Batch Size	1000

66%

### ResNet-34

Weight Decay	1e-2
Validation Set Split Ratio	0.1
Learning Rate	1e-2
Batch Size	128
Test Batch Size	1000

71.1%

### ResNet-50

Weight Decay	1e-2
Validation Set Split Ratio	0.1
Learning Rate	1e-2
Batch Size	128
Test Batch Size	1000

74.4%

### Wide ResNet-50-2

Weight Decay	1e-2
Validation Set Split Ratio	0.1
Learning Rate	1e-2
Batch Size	64/128/256
Test Batch Size	1000

79-80%

## **Ensemble methods**

Majority Voting
Make predictions on the test dataset with every single model in the ensemble, and determine the final prediction using majority voting

- No differentiation of strong/weak models
- Biased results when using multiple versions of one model

## **Ensemble methods**

Boost Similar to majority voting, but assigning different weights to different models in the ensemble. These weights are learned.

+ Could take advantage of both weak and strong models

## **Ensemble methods**

Per-class weighted averaging Instead of averaging the final predictions, perform the weighted averaging on the likelihood of each individual class provided by all the models

+ Could take advantage of both weak and strong models

# Scoreboard

Model	Validation set accuracy	F1 score private	F1 score public
Handcrafted LeNet	0.20	0.09952	0.09724
Handcrafted VGG	0.40	0.39649	0.40282
VGG-16	0.62	0.62588	0.62719
GoogleNet	0.655		
ResNet-18	0.66	0.66029	0.66023
ResNet-34	0.711		
ResNet-50	0.744		
Wide ResNet-50-2	0.80	0.79205	0.79601
Majority Voting		0.79446	0.79334
Boost	0.929	0.75441	0.75763
Per-class average	0.887	0.78418	0.78924

## Results

Ranked 7 in the private leaderboard

Using the Wide ResNet-50-2, trained on the 90% training set

F1 score: 0.79601 on the public subset, 0.79205 on the private subset

## Conclusion

Transferred learning is the key approach

CUDA out of memory

Avoid over-fitting

Ensemble method is more suitable for 0-1 classification, not for 200 classes









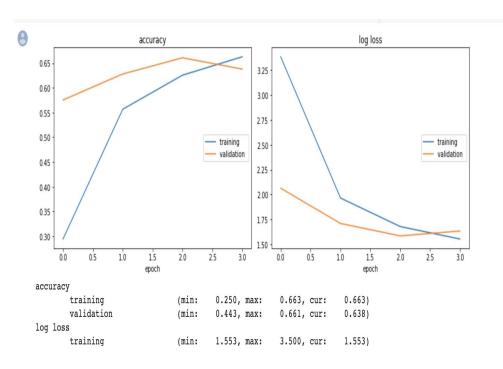


## WideResNets50

	Train Set Accuracy	Validation Set Accuracy	Train Set Log Loss	Validation Set Log Loss	Full Data Set Accuracy
Version 1	0.857	0.789	0.730	0.926	
Version 2	0.810	0.807	0.968	1.019	
Version 3	0.875	0.793	0.692	0.930	0.824

	Momentum	Weight Decay	Validation Set Split Ratio	Learning Rate	Batch Size	Test Batch Size
Version 1	0.5	1e-2	0.1	1e-2		
Version 2	0.5	1e-2	0.2	1e-2	256	1000
Version 3	0.5	1e-2	0.2	1e-2	128	1000

### ResNet18

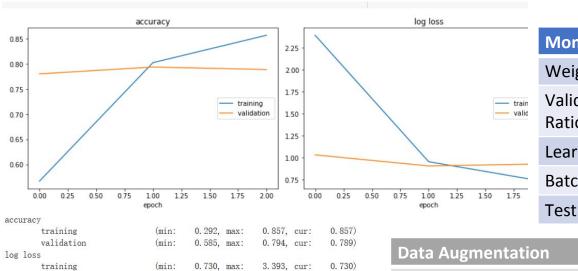


Momentum	0.5
Weight Decay	1e-2
Validation Set Split Ratio	0.1
Learning Rate	1e-2
Batch Size	64
Test Batch Size	1000

#### Version 1

validation

KeyboardInterrupt



2.022, cur:

Traceback (most recent call last)

0.926)

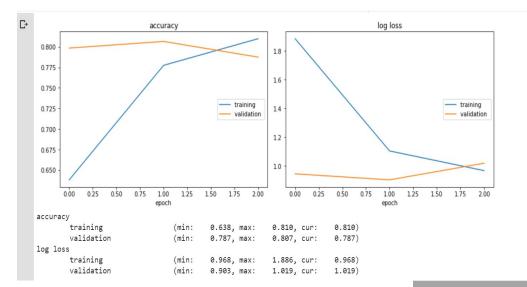
0.904, max:

Momentum	0.5
Weight Decay	1e-2
Validation Set Split Ratio	0.1
Learning Rate	1e-2
Batch Size	
Test Batch Size	

Random Horizontal Flip

Random rotations between (0, 10)

#### Version 2



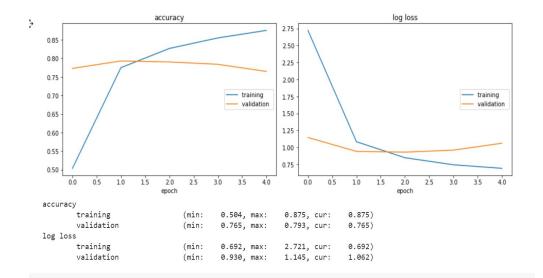
Momentum	0.5
Weight Decay	1e-2
Validation Set Split Ratio	0.2
Learning Rate	1e-2
Batch Size	256
Test Batch Size	1000

#### **Data Augmentation**

Random Horizontal Flip

Random Rotation between (0, 10)

#### Version 3



Momentum	0.5
Weight Decay	1e-2
Validation Set Split Ratio	0.2
Learning Rate	1e-2
Batch Size	128
Test Batch Size	1000

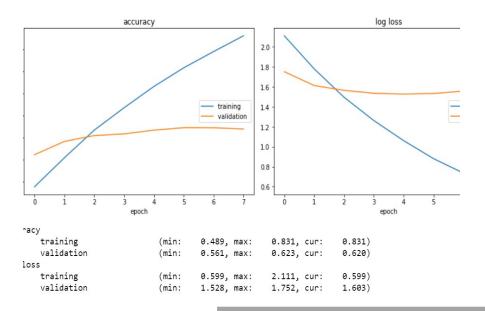
### Data Augmentation

Random Horizontal Flip

Random Rotation between (0, 10)

Add Gaussian Noise

#### VGG16



Momentum	0.5
Weight Decay	1e-2
Validation Set Split Ratio	0.2
Learning Rate	1e-2
Batch Size	16
Test Batch Size	100

### Data Augmentation

Random Horizontal Flip

Random Rotation between (0, 10)

### Restrictions

- Memory Limitations of CUDA, JupyterHub etc.
   (Deeper models are always winners)
- Balance between High Accuracy and Running Time (learning rate, momentum etc.)
- 3. Different Time Zones and Short Duration of Project
- 4. Only 2 Submissions per day

#### Results

- 1. Ranked 7 in the private leaderboard
- 2. Using the Wide ResNet-50-2, trained on the 90% training set
- 3. F1 score: 0.79601 on the public subset, 0.79205 on the private subset