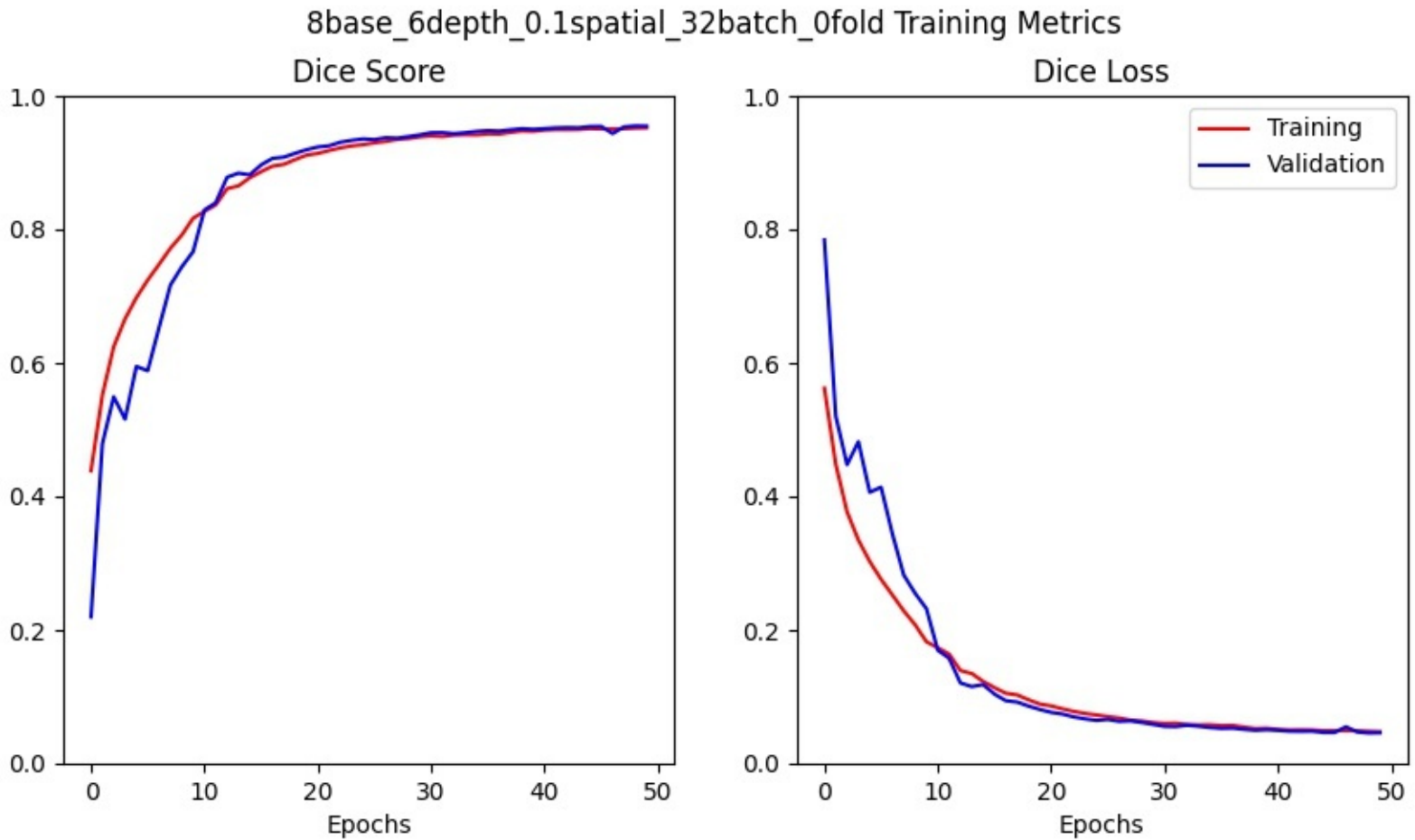
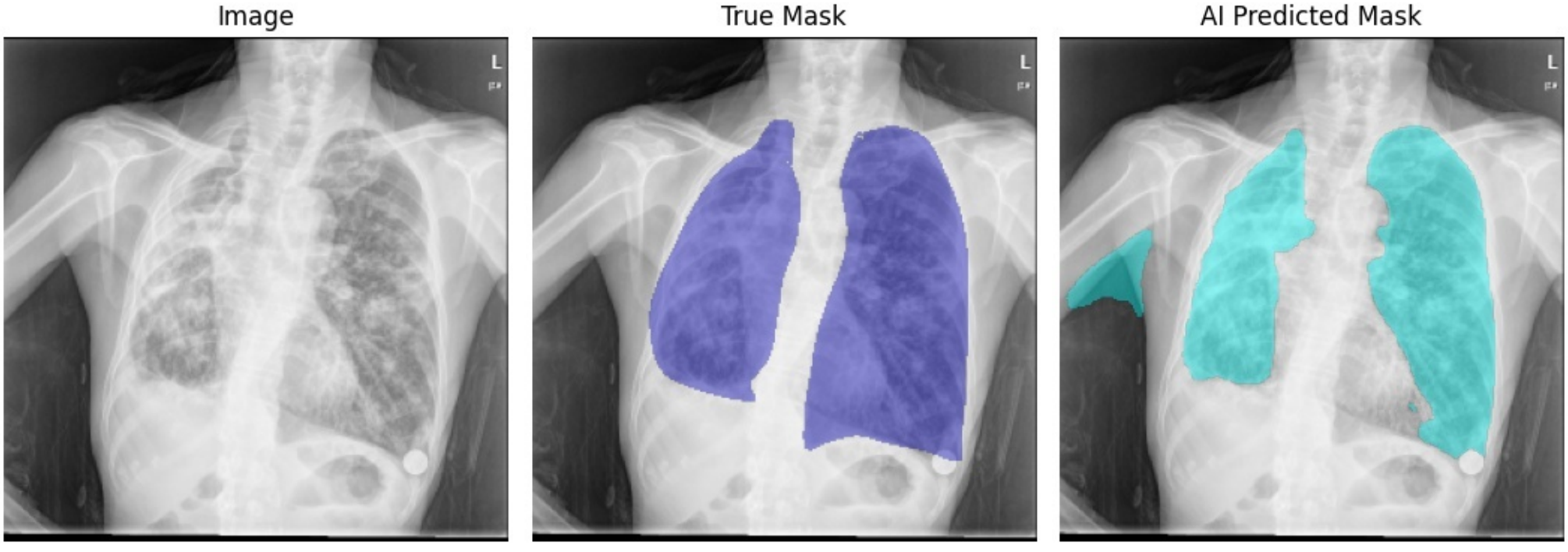

8base_6depth_0.1spatial_32batch_0fold Training Metrics
Dice Score
Dice Loss
Training
Validation
1.0
0.8
0.6
0.4
0.2
0.0
0
10
20
30
40
50
Epochs

Model Statistics

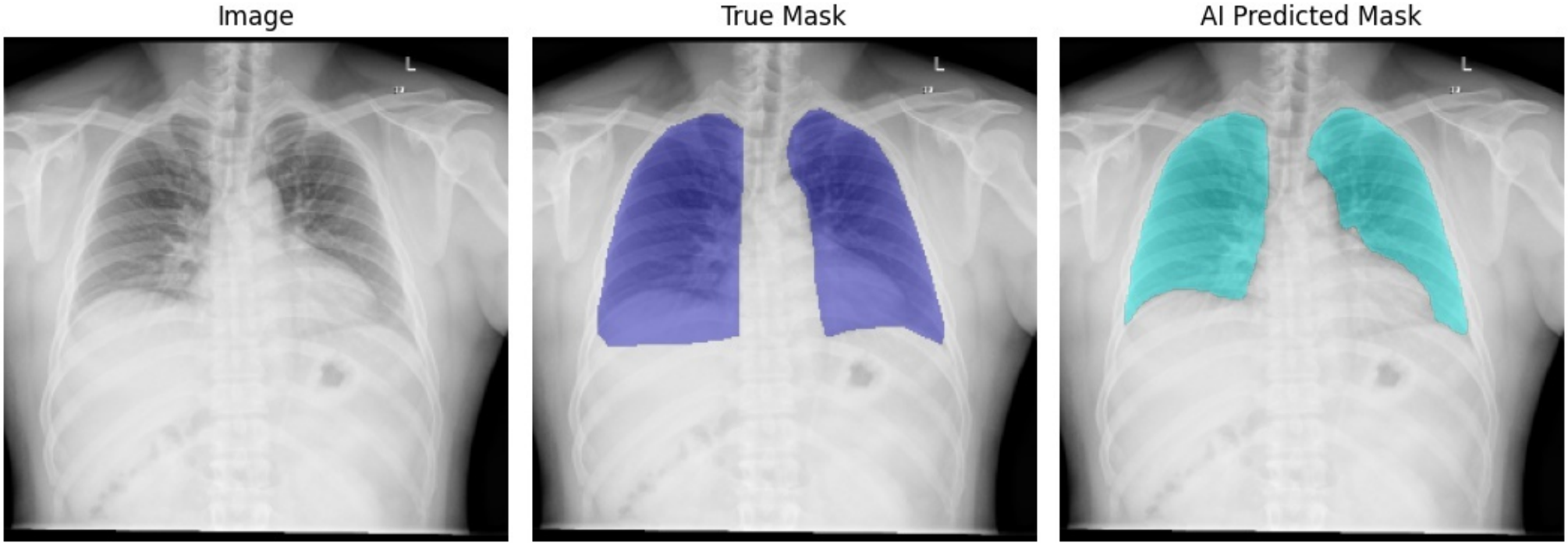
Model Name	Training Dice Score	Validation Dice Score	Total Parameters
8base_6depth_0.1spatial_32batch_0fold	0.95	0.96	7878413

input_3: InputLayer
input: [(?, 256, 256, 3)]
output: [(?, 256, 256, 3)]
batch_normalization: BatchNormalization
input: [(?, 256, 256, 3)]
output: [(?, 256, 256, 3)]
conv3d: Conv3D
input: [(?, 256, 256, 3)]
output: [(?, 256, 256, 8)]
batch_normalization_1: BatchNormalization
input: [(?, 256, 256, 8)]
output: [(?, 256, 256, 8)]
spatial_dropout3d: SpatialDropout3D
input: [(?, 256, 256, 8)]
output: [(?, 256, 256, 8)]
conv3d_1: Conv3D
input: [(?, 256, 256, 8)]
output: [(?, 256, 256, 8)]
batch_normalization_2: BatchNormalization
input: [(?, 256, 256, 8)]
output: [(?, 256, 256, 8)]
spatial_dropout3d_1: SpatialDropout3D
input: [(?, 256, 256, 8)]
output: [(?, 256, 256, 8)]
max_pooling3d: MaxPooling3D
input: [(?, 256, 256, 8)]
output: [(?, 128, 128, 8)]
conv3d_2: Conv3D
input: [(?, 128, 128, 8)]
output: [(?, 128, 128, 16)]
batch_normalization_3: BatchNormalization
input: [(?, 128, 128, 16)]
output: [(?, 128, 128, 16)]
spatial_dropout3d_2: SpatialDropout3D
input: [(?, 128, 128, 16)]
output: [(?, 128, 128, 16)]
conv3d_3: Conv3D
input: [(?, 128, 128, 16)]
output: [(?, 128, 128, 16)]
batch_normalization_4: BatchNormalization
input: [(?, 128, 128, 16)]
output: [(?, 128, 128, 16)]
spatial_dropout3d_3: SpatialDropout3D
input: [(?, 128, 128, 16)]
output: [(?, 128, 128, 16)]
max_pooling3d_1: MaxPooling3D
input: [(?, 128, 128, 16)]
output: [(?, 64, 64, 16)]
conv3d_4: Conv3D
input: [(?, 64, 64, 16)]
output: [(?, 64, 64, 32)]
batch_normalization_5: BatchNormalization
input: [(?, 64, 64, 32)]
output: [(?, 64, 64, 32)]
spatial_dropout3d_4: SpatialDropout3D
input: [(?, 64, 64, 32)]
output: [(?, 64, 64, 32)]
conv3d_5: Conv3D
input: [(?, 64, 64, 32)]
output: [(?, 64, 64, 32)]
batch_normalization_6: BatchNormalization
input: [(?, 64, 64, 32)]
output: [(?, 64, 64, 32)]
spatial_dropout3d_5: SpatialDropout3D
input: [(?, 64, 64, 32)]
output: [(?, 64, 64, 32)]
max_pooling3d_2: MaxPooling3D
input: [(?, 64, 64, 32)]
output: [(?, 32, 32, 32)]
conv3d_6: Conv3D
input: [(?, 32, 32, 32)]
output: [(?, 32, 32, 64)]
batch_normalization_7: BatchNormalization
input: [(?, 32, 32, 64)]
output: [(?, 32, 32, 64)]
spatial_dropout3d_6: SpatialDropout3D
input: [(?, 32, 32, 64)]
output: [(?, 32, 32, 64)]
conv3d_7: Conv3D
input: [(?, 32, 32, 64)]
output: [(?, 32, 32, 64)]
batch_normalization_8: BatchNormalization
input: [(?, 32, 32, 64)]
output: [(?, 32, 32, 64)]
spatial_dropout3d_7: SpatialDropout3D
input: [(?, 32, 32, 64)]
output: [(?, 32, 32, 64)]
max_pooling3d_3: MaxPooling3D
input: [(?, 32, 32, 64)]
output: [(?, 16, 16, 64)]
conv3d_8: Conv3D
input: [(?, 16, 16, 64)]
output: [(?, 16, 16, 128)]
batch_normalization_9: BatchNormalization
input: [(?, 16, 16, 128)]
output: [(?, 16, 16, 128)]
spatial_dropout3d_8: SpatialDropout3D
input: [(?, 16, 16, 128)]
output: [(?, 16, 16, 128)]
conv3d_9: Conv3D
input: [(?, 16, 16, 128)]
output: [(?, 16, 16, 128)]
batch_normalization_10: BatchNormalization
input: [(?, 16, 16, 128)]
output: [(?, 16, 16, 128)]
spatial_dropout3d_9: SpatialDropout3D
input: [(?, 16, 16, 128)]
output: [(?, 16, 16, 128)]
max_pooling3d_4: MaxPooling3D
input: [(?, 16, 16, 128)]
output: [(?, 8, 8, 128)]
conv3d_10: Conv3D
input: [(?, 8, 8, 128)]
output: [(?, 8, 8, 256)]
batch_normalization_11: BatchNormalization
input: [(?, 8, 8, 256)]
output: [(?, 8, 8, 256)]
spatial_dropout3d_10: SpatialDropout3D
input: [(?, 8, 8, 256)]
output: [(?, 8, 8, 256)]
conv3d_11: Conv3D
input: [(?, 8, 8, 256)]
output: [(?, 8, 8, 256)]
batch_normalization_12: BatchNormalization
input: [(?, 8, 8, 256)]
output: [(?, 8, 8, 256)]
spatial_dropout3d_11: SpatialDropout3D
input: [(?, 8, 8, 256)]
output: [(?, 8, 8, 256)]
max_pooling3d_5: MaxPooling3D
input: [(?, 8, 8, 256)]
output: [(?, 4, 4, 256)]
conv3d_12: Conv3D
input: [(?, 4, 4, 256)]
output: [(?, 4, 4, 512)]
batch_normalization_13: BatchNormalization
input: [(?, 4, 4, 512)]
output: [(?, 4, 4, 512)]
spatial_dropout3d_12: SpatialDropout3D
input: [(?, 4, 4, 512)]
output: [(?, 4, 4, 512)]
conv3d_13: Conv3D
input: [(?, 4, 4, 512)]
output: [(?, 4, 4, 512)]
batch_normalization_14: BatchNormalization
input: [(?, 4, 4, 512)]
output: [(?, 4, 4, 512)]
spatial_dropout3d_13: SpatialDropout3D
input: [(?, 4, 4, 512)]
output: [(?, 4, 4, 512)]
up_sampling3d: UpSampling3D
input: [(?, 4, 4, 512)]
output: [(?, 8, 8, 512)]
concatenate: Concatenate
input: [(?, 8, 8, 512), (?, 8, 8, 256)]
output: [(?, 8, 8, 768)]
conv3d_14: Conv3D
input: [(?, 8, 8, 768)]
output: [(?, 8, 8, 256)]
batch_normalization_15: BatchNormalization
input: [(?, 8, 8, 256)]
output: [(?, 8, 8, 256)]
spatial_dropout3d_14: SpatialDropout3D
input: [(?, 8, 8, 256)]
output: [(?, 8, 8, 256)]
conv3d_15: Conv3D
input: [(?, 8, 8, 256)]
output: [(?, 8, 8, 256)]
batch_normalization_16: BatchNormalization
input: [(?, 8, 8, 256)]
output: [(?, 8, 8, 256)]
spatial_dropout3d_15: SpatialDropout3D
input: [(?, 8, 8, 256)]
output: [(?, 8, 8, 256)]
up_sampling3d_1: UpSampling3D
input: [(?, 8, 8, 256)]
output: [(?, 16, 16, 256)]
concatenate_1: Concatenate
input: [(?, 16, 16, 256), (?, 16, 16, 128)]
output: [(?, 16, 16, 384)]
conv3d_16: Conv3D
input: [(?, 16, 16, 384)]
output: [(?, 16, 16, 128)]
batch_normalization_17: BatchNormalization
input: [(?, 16, 16, 128)]
output: [(?, 16, 16, 128)]
spatial_dropout3d_16: SpatialDropout3D
input: [(?, 16, 16, 128)]
output: [(?, 16, 16, 128)]
conv3d_17: Conv3D
input: [(?, 16, 16, 128)]
output: [(?, 16, 16, 128)]
batch_normalization_18: BatchNormalization
input: [(?, 16, 16, 128)]
output: [(?, 16, 16, 128)]
spatial_dropout3d_17: SpatialDropout3D
input: [(?, 16, 16, 128)]
output: [(?, 16, 16, 128)]
up_sampling3d_2: UpSampling3D
input: [(?, 16, 16, 128)]
output: [(?, 32, 32, 128)]
concatenate_2: Concatenate
input: [(?, 32, 32, 128), (?, 32, 32, 64)]
output: [(?, 32, 32, 192)]
conv3d_18: Conv3D
input: [(?, 32, 32, 192)]
output: [(?, 32, 32, 64)]
batch_normalization_19: BatchNormalization
input: [(?, 32, 32, 64)]
output: [(?, 32, 32, 64)]
spatial_dropout3d_18: SpatialDropout3D
input: [(?, 32, 32, 64)]
output: [(?, 32, 32, 64)]
conv3d_19: Conv3D
input: [(?, 32, 32, 64)]
output: [(?, 32, 32, 64)]
batch_normalization_20: BatchNormalization
input: [(?, 32, 32, 64)]
output: [(?, 32, 32, 64)]
spatial_dropout3d_19: SpatialDropout3D
input: [(?, 32, 32, 64)]
output: [(?, 32, 32, 64)]
up_sampling3d_3: UpSampling3D
input: [(?, 32, 32, 64)]
output: [(?, 64, 64, 64)]
concatenate_3: Concatenate
input: [(?, 64, 64, 64), (?, 64, 64, 32)]
output: [(?, 64, 64, 96)]
conv3d_20: Conv3D
input: [(?, 64, 64, 96)]
output: [(?, 64, 64, 32)]
batch_normalization_21: BatchNormalization
input: [(?, 64, 64, 32)]
output: [(?, 64, 64, 32)]
spatial_dropout3d_20: SpatialDropout3D
input: [(?, 64, 64, 32)]
output: [(?, 64, 64, 32)]
conv3d_21: Conv3D
input: [(?, 64, 64, 32)]
output: [(?, 64, 64, 32)]
batch_normalization_22: BatchNormalization
input: [(?, 64, 64, 32)]
output: [(?, 64, 64, 32)]
spatial_dropout3d_21: SpatialDropout3D
input: [(?, 64, 64, 32)]
output: [(?, 64, 64, 32)]
up_sampling3d_4: UpSampling3D
input: [(?, 64, 64, 32)]
output: [(?, 128, 128, 32)]
concatenate_4: Concatenate
input: [(?, 128, 128, 32), (?, 128, 128, 16)]
output: [(?, 128, 128, 48)]
conv3d_22: Conv3D
input: [(?, 128, 128, 48)]
output: [(?, 128, 128, 16)]
batch_normalization_23: BatchNormalization
input: [(?, 128, 128, 16)]
output: [(?, 128, 128, 16)]
spatial_dropout3d_22: SpatialDropout3D
input: [(?, 128, 128, 16)]
output: [(?, 128, 128, 16)]
conv3d_23: Conv3D
input: [(?, 128, 128, 16)]
output: [(?, 128, 128, 16)]
batch_normalization_24: BatchNormalization
input: [(?, 128, 128, 16)]
output: [(?, 128, 128, 16)]
spatial_dropout3d_23: SpatialDropout3D
input: [(?, 128, 128, 16)]
output: [(?, 128, 128, 16)]
up_sampling3d_5: UpSampling3D
input: [(?, 128, 128, 16)]
output: [(?, 256, 256, 16)]
concatenate_5: Concatenate
input: [(?, 256, 256, 16), (?, 256, 256, 8)]
output: [(?, 256, 256, 24)]
conv3d_24: Conv3D
input: [(?, 256, 256, 24)]
output: [(?, 256, 256, 8)]
batch_normalization_25: BatchNormalization
input: [(?, 256, 256, 8)]
output: [(?, 256, 256, 8)]
spatial_dropout3d_24: SpatialDropout3D
input: [(?, 256, 256, 8)]
output: [(?, 256, 256, 8)]
conv3d_25: Conv3D
input: [(?, 256, 256, 8)]
output: [(?, 256, 256, 8)]
batch_normalization_26: BatchNormalization
input: [(?, 256, 256, 8)]
output: [(?, 256, 256, 8)]
spatial_dropout3d_25: SpatialDropout3D
input: [(?, 256, 256, 8)]
output: [(?, 256, 256, 8)]
mask: Conv3D
input: [(?, 256, 256, 8)]
output: [(?, 256, 256, 1)]

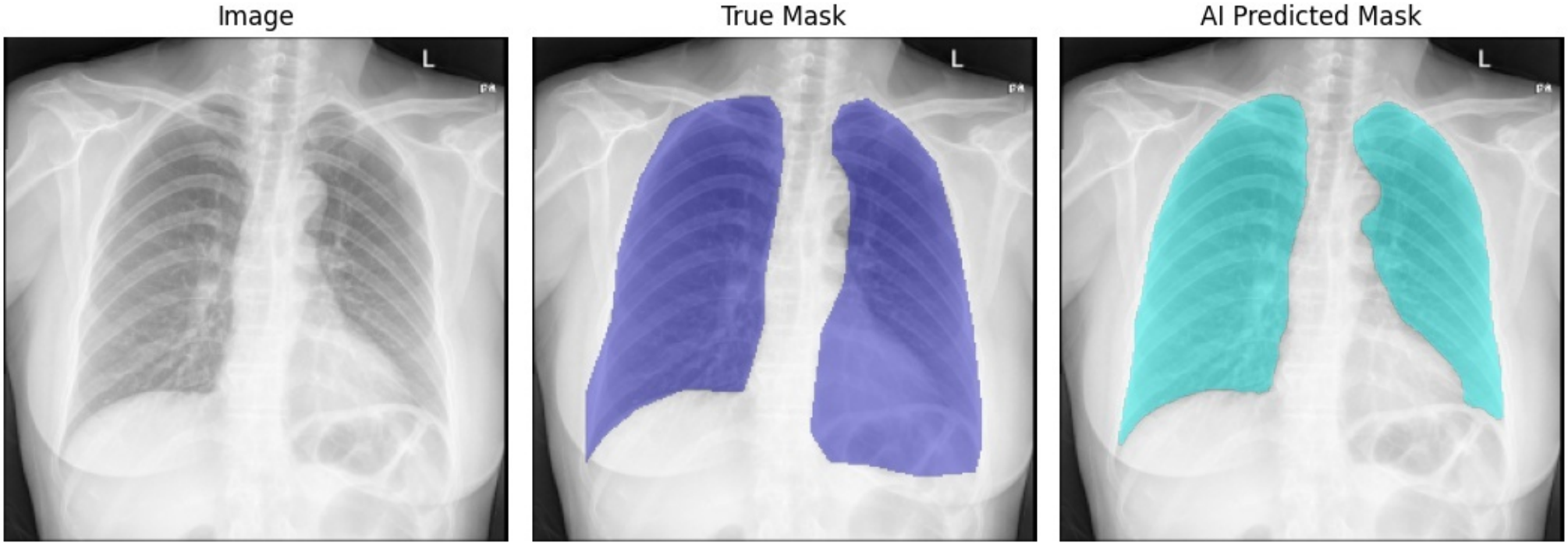
CHNCXR_0511_1, Dice Score: 0.79



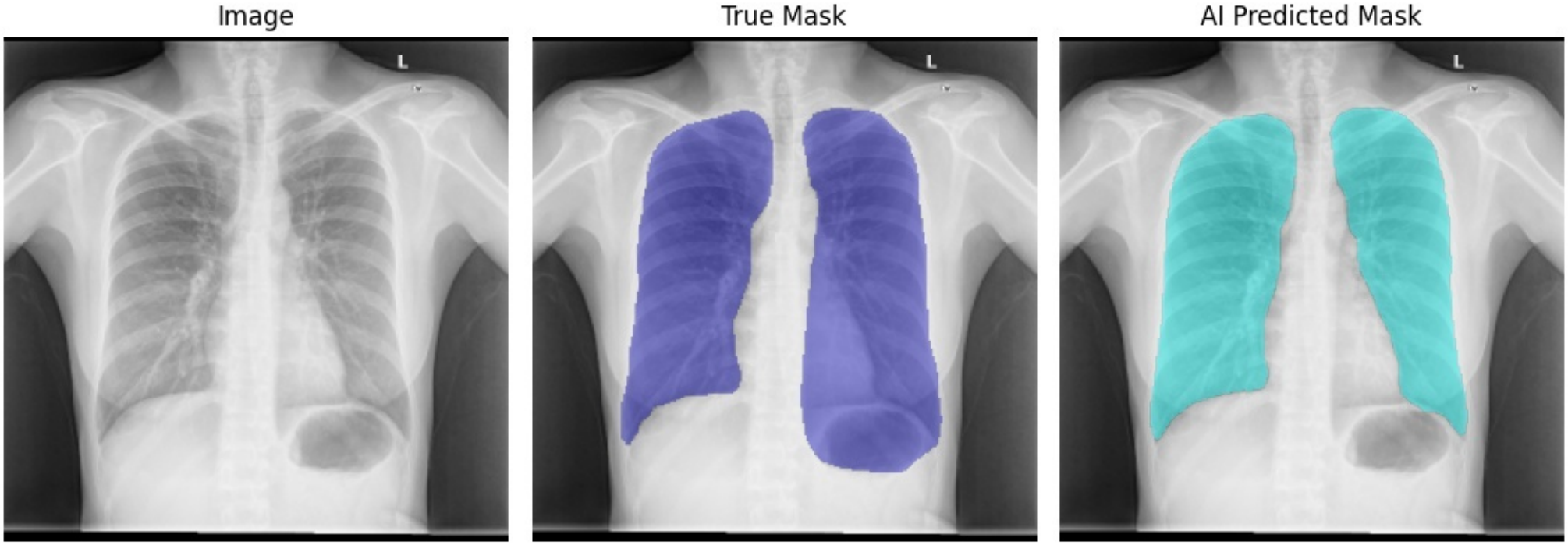
CHNCXR_0043_0, Dice Score: 0.82



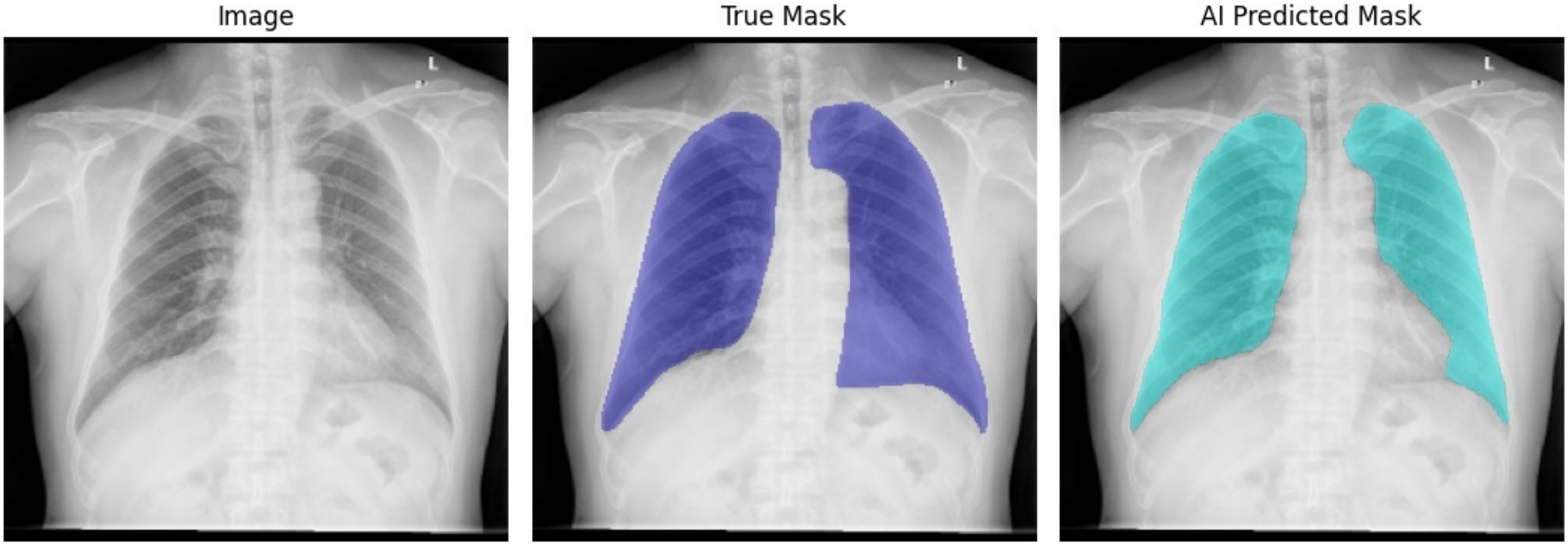
CHNCXR_0007_0, Dice Score: 0.83



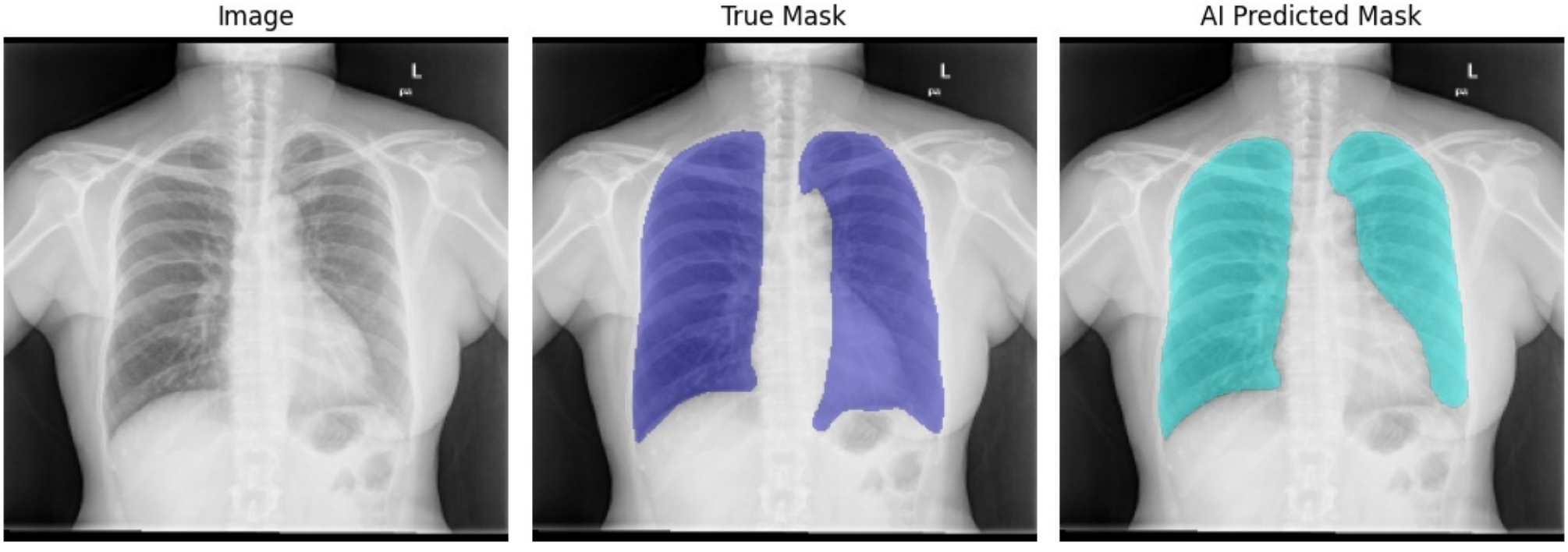
CHNCXR_0294_0, Dice Score: 0.86



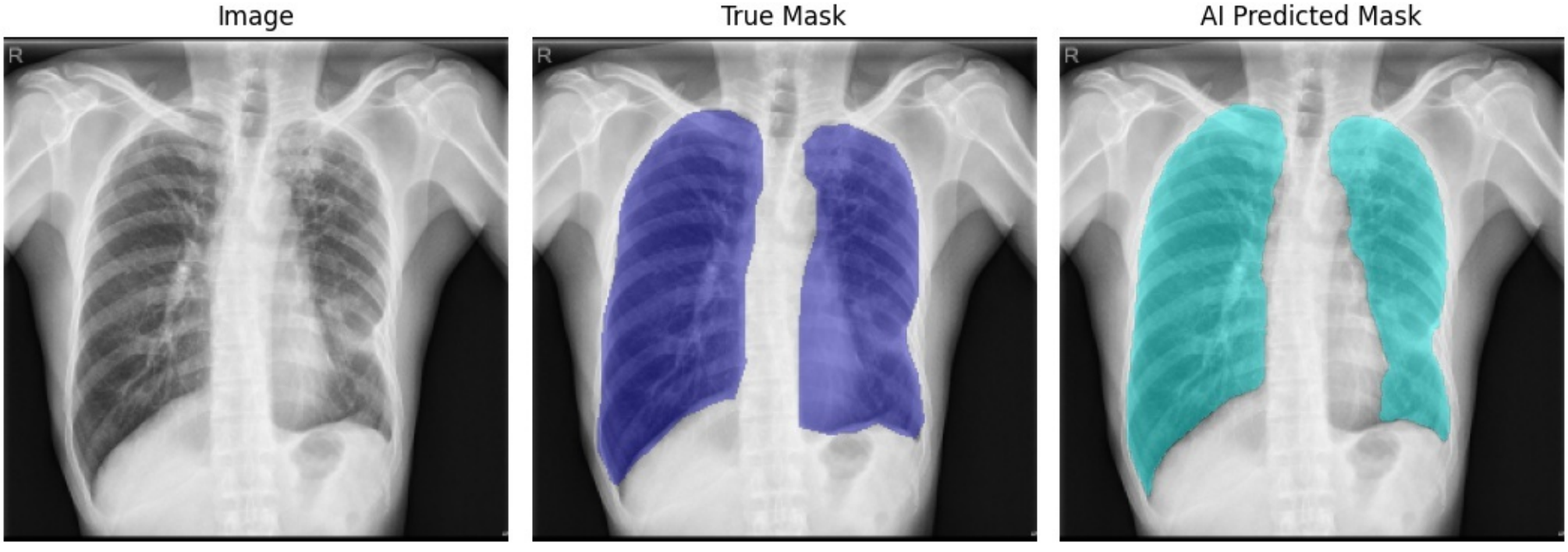
CHNCXR_0001_0, Dice Score: 0.88



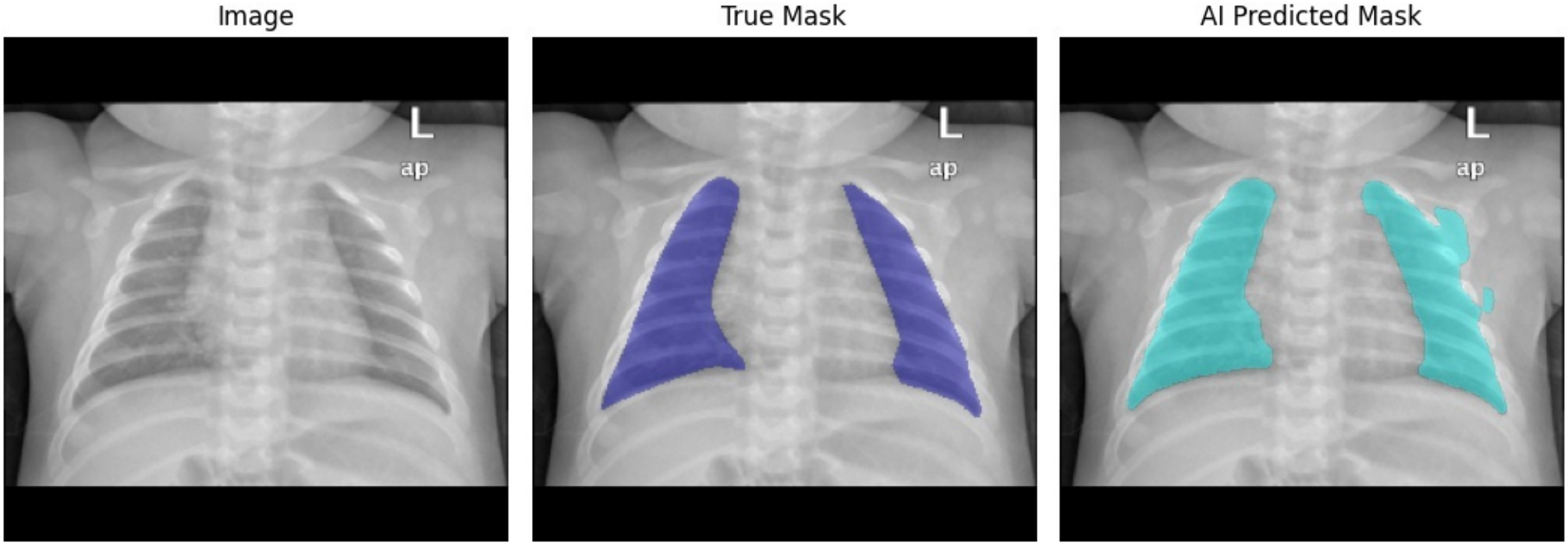
CHNCXR_0032_0, Dice Score: 0.89



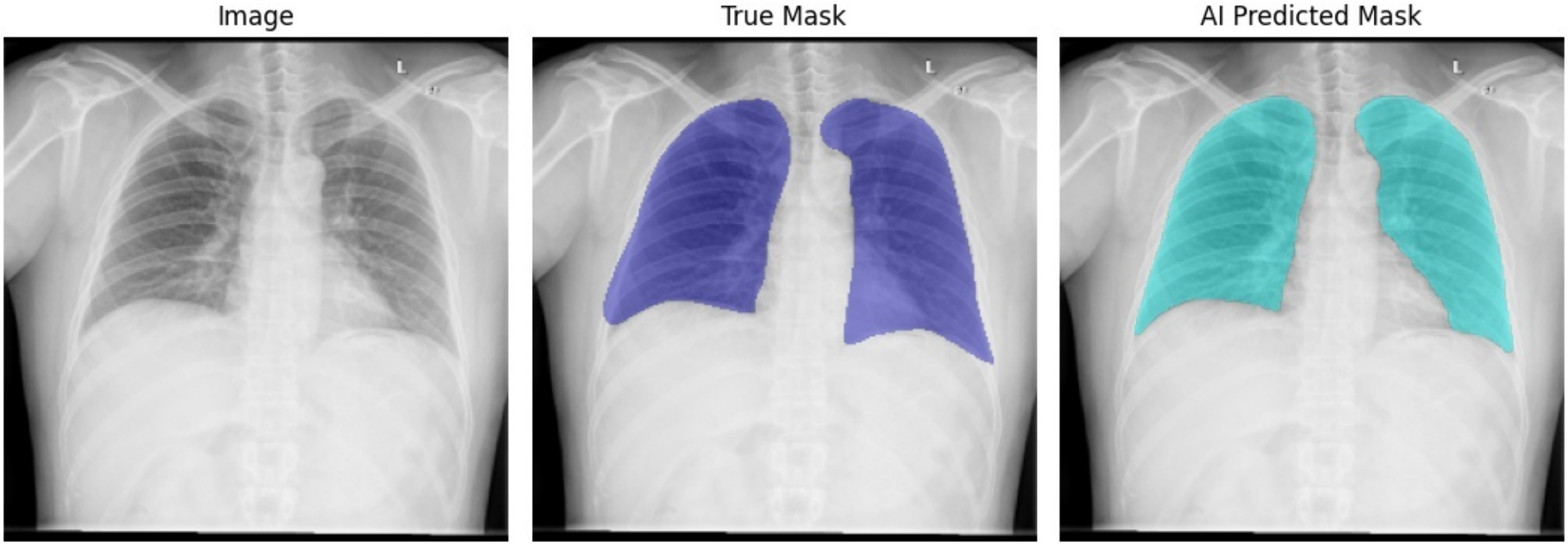
CHNCXR_0423_1, Dice Score: 0.89



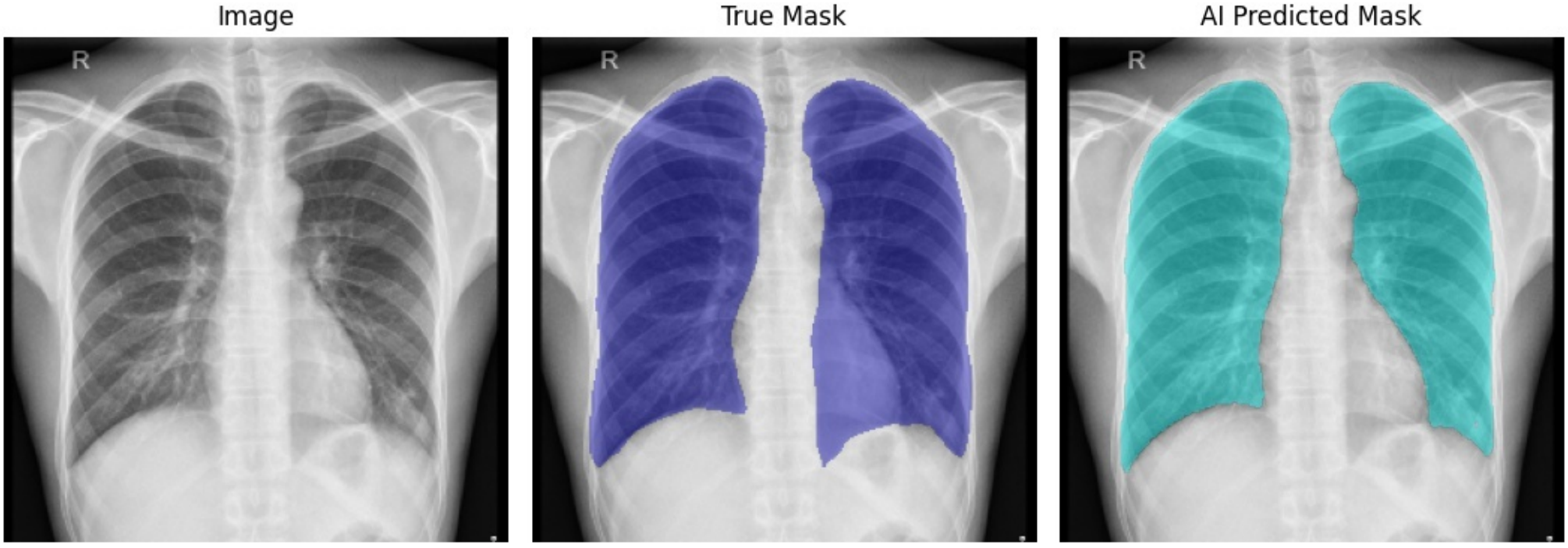
CHNCXR_0074_0, Dice Score: 0.90



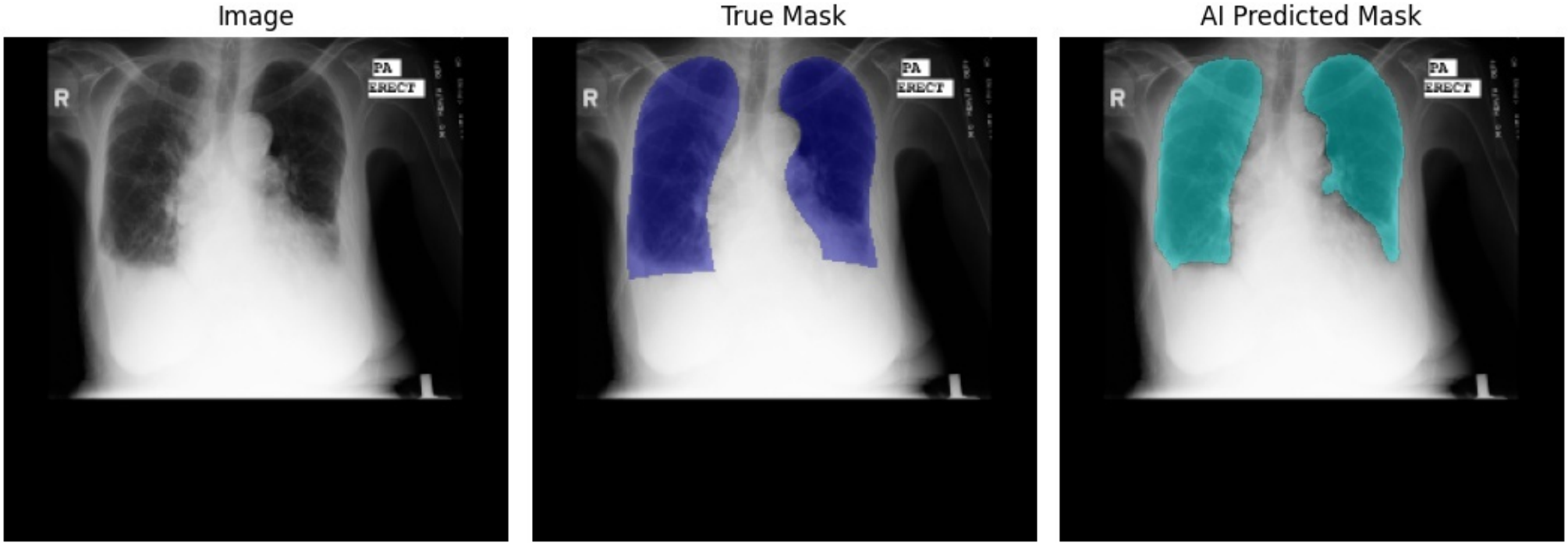
CHNCXR_0013_0, Dice Score: 0.91



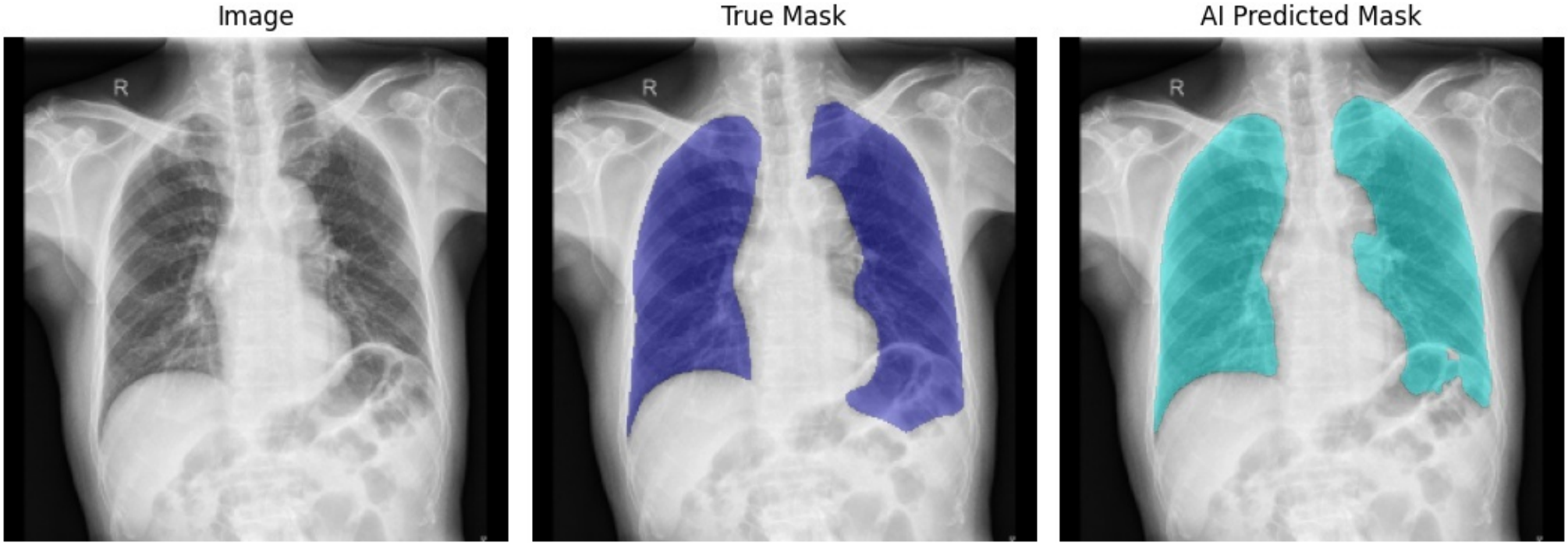
CHNCXR_0337_1, Dice Score: 0.91



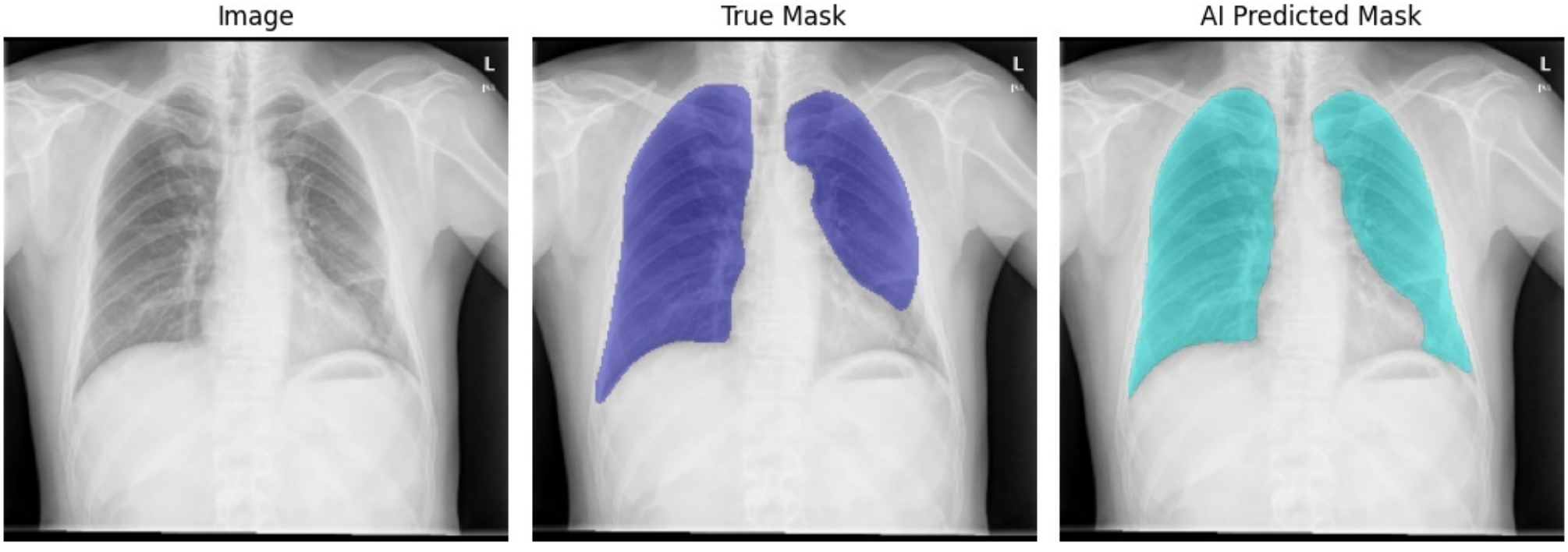
MCUCXR_0311_1, Dice Score: 0.91



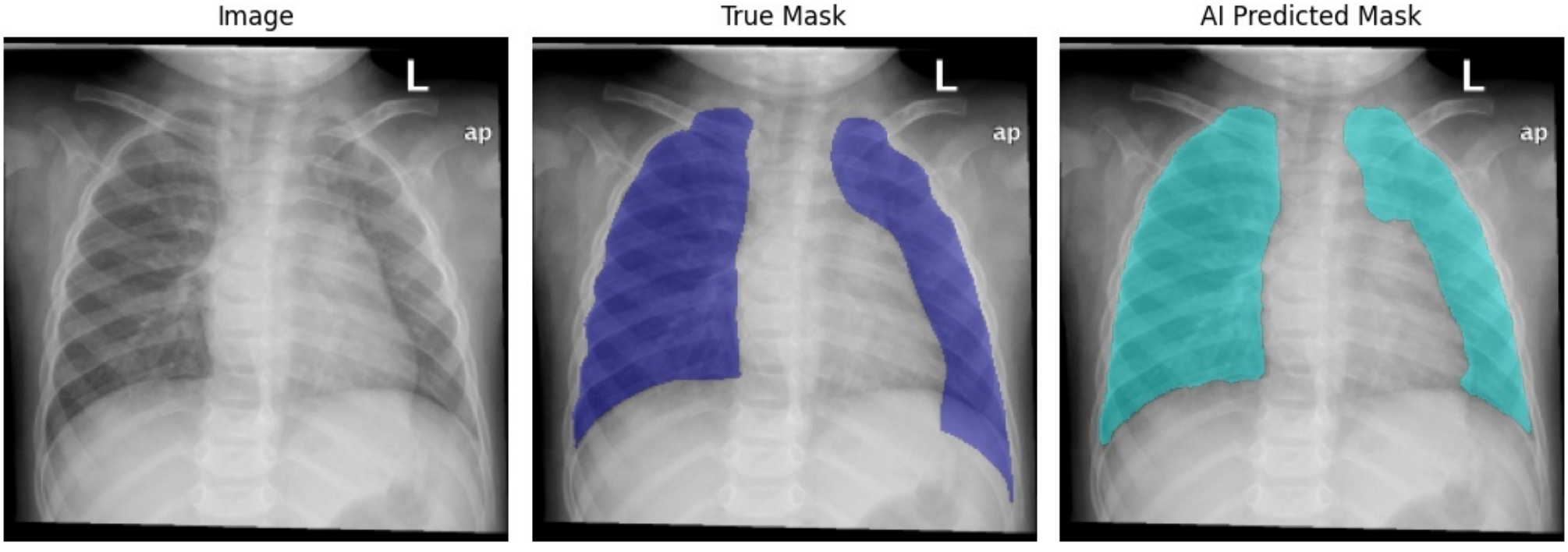
CHNCXR_0399_1, Dice Score: 0.93



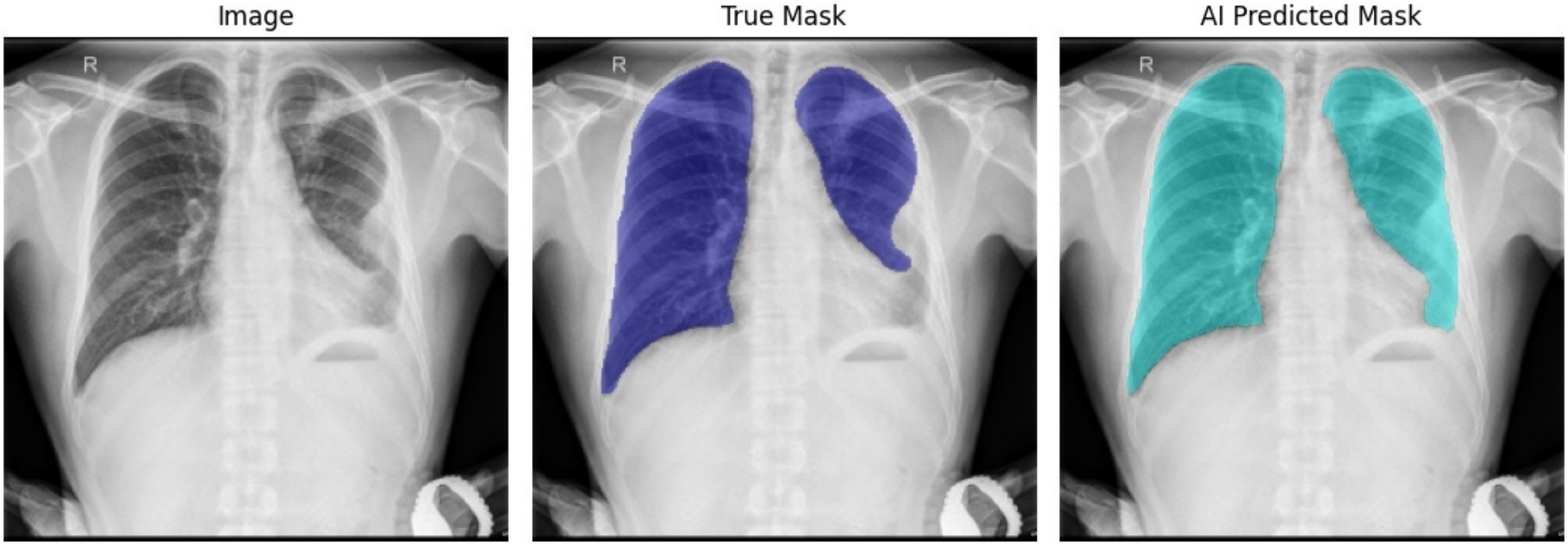
CHNCXR_0098_0, Dice Score: 0.94



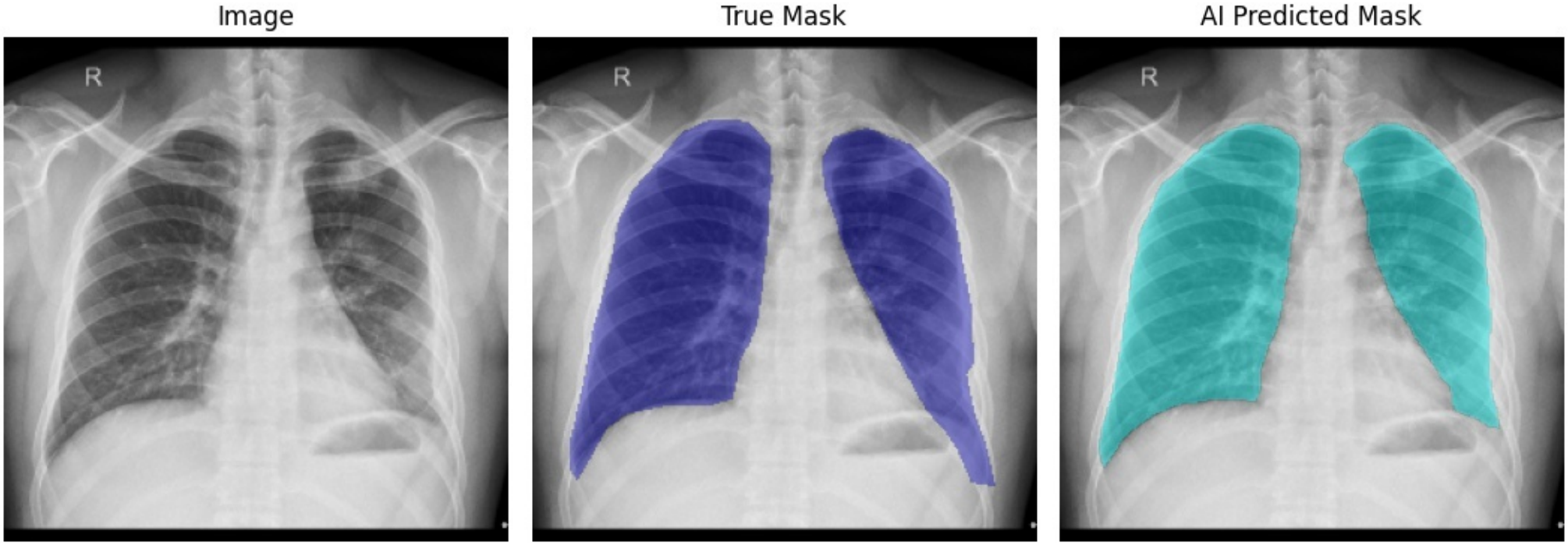
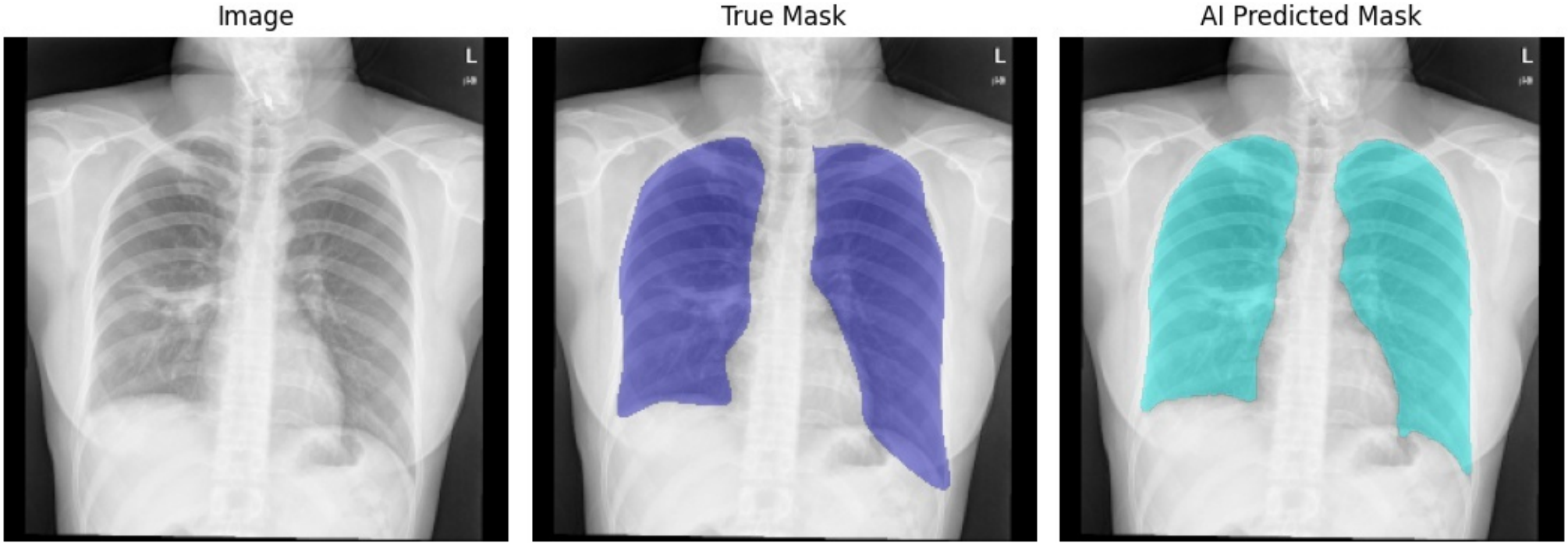
CHNCXR_0228_0, Dice Score: 0.94



CHNCXR_0381_1, Dice Score: 0.94



CHNCXR_0435_1, Dice Score: 0.94



CHNCXR_0517_1, Dice Score: 0.94