

## Model Development Phase Template

Date	24 June 2025
Team ID	SWTID1750316859
Project Title	ASL - Alphabet Image Recognition
Maximum Marks	10 Marks

### Initial Model Training Code, Model Validation and Evaluation Report

The initial model training code will be showcased in the future through a screenshot. The model validation and evaluation report will include a summary and training and validation performance metrics for multiple models, presented through respective screenshots.

### Initial Model Training Code (5 marks):

#### MobileNet-V2:

```
# 🚀 Train
history = model.fit(
    train_gen,
    steps_per_epoch=train_gen.samples // CFG.batch_size,
    validation_data=val_gen,
    validation_steps=val_gen.samples // CFG.batch_size,
    epochs=CFG.epochs,
    callbacks=[checkpoint, earlystop]
)
```

#### VGG16:

```
# Load VGG16 model and modify for ASL recognition
base_model = VGG16(weights='imagenet', include_top=False, input_shape=(224, 224, 3))

for layer in base_model.layers:
    layer.trainable = False

x = base_model.output
x = Flatten()(x)
x = Dense(512, activation='relu')(x)
x = Dropout(0.5)(x)
x = Dense(512, activation='relu')(x)
x = Dropout(0.5)(x)
predictions = Dense(29, activation='softmax')(x)

model = Model(inputs=base_model.input, outputs=predictions)

display(model.summary())
display(tf.keras.utils.plot_model(model, to_file='vgg16.png', show_shapes=True))
```

## Training and Validation Performance Metrics

Model	Summary	Training and Validation Performance Metrics
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MobileNetV2

Layer (type)	Output Shape	Param #	Connected To
input_layer (Conv2D)	dtype='float32', shape=(1, 1, 1, 1)	0	
conv1 (Conv2D)	dtype='float32', shape=(1, 1, 1, 1)	153,600	input_layer[0:1]
bn_conv1 (BatchNormalization)	dtype='float32', shape=(1, 1, 1, 1)	0	conv1[0:1]
conv1_relu (ReLU)	dtype='float32', shape=(1, 1, 1, 1)	0	bn_conv1[0:1]
expanded_conv_depthwise (DepthwiseConv2D)	dtype='float32', shape=(1, 1, 1, 1)	0	conv1_relu[0:1]
expanded_conv_depthwise_bn (BatchNormalization)	dtype='float32', shape=(1, 1, 1, 1)	0	expanded_conv_depthwise[0:1]
expanded_conv_depthwise_relu (ReLU)	dtype='float32', shape=(1, 1, 1, 1)	0	expanded_conv_depthwise_bn[0:1]
expanded_conv_pointwise (PointwiseConv2D)	dtype='float32', shape=(1, 1, 1, 1)	0	expanded_conv_depthwise_relu[0:1]
expanded_conv_pointwise_bn (BatchNormalization)	dtype='float32', shape=(1, 1, 1, 1)	0	expanded_conv_pointwise[0:1]
expanded_conv_pointwise_relu (ReLU)	dtype='float32', shape=(1, 1, 1, 1)	0	expanded_conv_pointwise_bn[0:1]
block_1_expand_relu (ReLU)	dtype='float32', shape=(1, 1, 1, 1)	0	expanded_conv_pointwise_relu[0:1]
block_1_expand_relu_bn (BatchNormalization)	dtype='float32', shape=(1, 1, 1, 1)	0	block_1_expand_relu[0:1]
block_1_expand_relu_relu (ReLU)	dtype='float32', shape=(1, 1, 1, 1)	0	block_1_expand_relu_bn[0:1]
block_1_pool (MaxPooling2D)	dtype='float32', shape=(1, 1, 1, 1)	0	block_1_expand_relu_relu[0:1]
block_1_pool_relu (ReLU)	dtype='float32', shape=(1, 1, 1, 1)	0	block_1_pool[0:1]
block_15_add (Add)	(None, 4, 4, 160)	0	block_14_add[ ][ ] block_15_project[ ][ ]
block_16_expand (Conv2D)	(None, 4, 4, 960)	153,600	block_15_add[ ][ ]
block_16_expand_bn (BatchNormalization)	(None, 4, 4, 960)	0	block_16_expand[ ][ ]
block_16_expand_relu (ReLU)	(None, 4, 4, 960)	0	block_16_expand_bn[ ][ ]
block_16_depthwise (DepthwiseConv2D)	(None, 4, 4, 960)	0	block_16_expand_relu[ ][ ]
block_16_depthwise_bn (BatchNormalization)	(None, 4, 4, 960)	0	block_16_depthwise[ ][ ]
block_16_depthwise_relu (ReLU)	(None, 4, 4, 960)	0	block_16_depthwise_bn[ ][ ]
block_16_project (Conv2D)	(None, 4, 4, 320)	307,200	block_16_depthwise_relu[ ][ ]
block_16_project_bn (BatchNormalization)	(None, 4, 4, 320)	0	block_16_project[ ][ ]
conv_1 (Conv2D)	(None, 4, 4, 1280)	409,600	block_16_project_bn[ ][ ]
conv_1_bn (BatchNormalization)	(None, 4, 4, 1280)	0	conv_1[ ][ ]
out_relu (ReLU)	(None, 4, 4, 1280)	0	conv_1_bn[ ][ ]
global_average_pool (GlobalAveragePooling2D)	(None, 1280)	0	out_relu[ ][ ]
dense (Dense)	(None, 128)	163,840	global_average_pool[ ][ ]
dropout (Dropout)	(None, 128)	0	dense[ ][ ]
dense_1 (Dense)	(None, 20)	2,760	dropout[ ][ ]
Total params: 7,432,000 (0.25 MB)			
Trainable params: 6,720,000 (0.51 MB)			
Non-trainable params: 7,200,000 (0.61 MB)			

VGG16

Layer (type)	Output Shape	Param #
input_layer (Conv2D)	dtype='float32', shape=(1, 1, 1, 1)	0
block1_conv1 (Conv2D)	dtype='float32', shape=(1, 1, 1, 1)	1,100
block1_conv2 (Conv2D)	dtype='float32', shape=(1, 1, 1, 1)	1,100
block1_pool (MaxPooling2D)	dtype='float32', shape=(1, 1, 1, 1)	0
block2_conv1 (Conv2D)	dtype='float32', shape=(1, 1, 1, 1)	1,100
block2_conv2 (Conv2D)	dtype='float32', shape=(1, 1, 1, 1)	1,100
block2_pool (MaxPooling2D)	dtype='float32', shape=(1, 1, 1, 1)	0
block3_conv1 (Conv2D)	dtype='float32', shape=(1, 1, 1, 1)	1,100
block3_conv2 (Conv2D)	dtype='float32', shape=(1, 1, 1, 1)	1,100
block3_conv3 (Conv2D)	dtype='float32', shape=(1, 1, 1, 1)	1,100
block3_pool (MaxPooling2D)	dtype='float32', shape=(1, 1, 1, 1)	0
block4_conv1 (Conv2D)	dtype='float32', shape=(1, 1, 1, 1)	1,100
block4_conv2 (Conv2D)	dtype='float32', shape=(1, 1, 1, 1)	1,100
block4_conv3 (Conv2D)	dtype='float32', shape=(1, 1, 1, 1)	1,100
block4_pool (MaxPooling2D)	dtype='float32', shape=(1, 1, 1, 1)	0
flatten (Flatten)	dtype='float32', shape=(1, 1, 1, 1)	0
dense (Dense)	dtype='float32', shape=(1, 1, 1, 1)	1,100
dropout (Dropout)	dtype='float32', shape=(1, 1, 1, 1)	0
dense_1 (Dense)	dtype='float32', shape=(1, 1, 1, 1)	1,100
dropout_1 (Dropout)	dtype='float32', shape=(1, 1, 1, 1)	0
dense_2 (Dense)	dtype='float32', shape=(1, 1, 1, 1)	1,100
Total params: 1,100,000 (0.10 MB)		
Trainable params: 1,100,000 (0.10 MB)		
Non-trainable params: 0 (0.00 MB)		
Note: You must install pydot (pip install pydot) for 'plot_model' to work.		

Training and Validation Performance Metrics
Epoch 1/10 3/16152 161/step - accuracy: 0.0000 - loss: 5.2920 Found 00000 validated image filenames belonging to 29 classes. Found 10000 validated image filenames belonging to

