

```
# Install required libraries
!pip install transformers # Installs the transformers library for NLP models
!pip install imageio # Installs imageio to handle image files (e.g., GIFs)
!pip install gtts # Installs Google Text-to-Speech API for text-to-speech
!pip install bert-score # Installs the BERTScore metric library for evaluation
!pip install nltk # Installs the NLTK library for natural language processing tasks
!pip install rouge-score # Installs the Rouge score package for evaluation metrics
```

```
import os
import json
import random
import requests
import imageio
from PIL import Image
from io import BytesIO
import torch
from transformers import (
    BlipProcessor,
    BlipForConditionalGeneration,
    T5Tokenizer,
    T5ForConditionalGeneration,
    AdamW
)
from torch.utils.data import Dataset, DataLoader, random_split
from tqdm import tqdm
import nltk
from nltk.translate.bleu_score import sentence_bleu, corpus_bleu
# from nltk.translate.meteor_score import meteor_score
from rouge_score import rouge_scorer
from bert_score import score as bert_score_fn
import numpy as np
```

```
# Download NLTK data
nltk.download('wordnet')
```

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Requirement already satisfied: transformers in
/usr/local/lib/python3.10/dist-packages (4.44.2)
Requirement already satisfied: filelock in
/usr/local/lib/python3.10/dist-packages (from transformers) (3.16.1)
Requirement already satisfied: huggingface-hub<1.0,>=0.23.2 in
/usr/local/lib/python3.10/dist-packages (from transformers) (0.24.7)
Requirement already satisfied: numpy>=1.17 in
/usr/local/lib/python3.10/dist-packages (from transformers) (1.26.4)
Requirement already satisfied: packaging>=20.0 in
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/usr/local/lib/python3.10/dist-packages (from transformers) (24.1)  
Requirement already satisfied: pyyaml<=5.1 in  
/usr/local/lib/python3.10/dist-packages (from transformers) (6.0.2)  
Requirement already satisfied: regex!=2019.12.17 in  
/usr/local/lib/python3.10/dist-packages (from transformers)  
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Requirement already satisfied: tqdm<=4.27 in  
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/usr/local/lib/python3.10/dist-packages (from requests->transformers)  
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Requirement already satisfied: imageio in  
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Requirement already satisfied: pillow<=8.3.2 in  
/usr/local/lib/python3.10/dist-packages (from imageio) (10.4.0)  
Collecting gtts  
 Downloading gtts-2.5.3-py3-none-any.whl.metadata (4.1 kB)  
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Requirement already satisfied: charset-normalizer<4,>=2 in  
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Requirement already satisfied: certifi>=2017.4.17 in  
/usr/local/lib/python3.10/dist-packages (from requests<3,>=2.27->gtts)  
(2024.8.30)  
Downloading gTTS-2.5.3-py3-none-any.whl (29 kB)  
Installing collected packages: gtts  
Successfully installed gtts-2.5.3  
Collecting bert-score  
  Downloading bert\_score-0.3.13-py3-none-any.whl.metadata (15 kB)  
Requirement already satisfied: torch>=1.0.0 in  
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Requirement already satisfied: matplotlib in  
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score) (2.8.2)  
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score) (1.13.1)  
Requirement already satisfied: mpmath<1.4,>=1.1.0 in  
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>torch>=1.0.0->bert-score) (1.3.0)  
Requirement already satisfied: huggingface-hub<1.0,>=0.23.2 in  
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Requirement already satisfied: pyyaml>=5.1 in  
/usr/local/lib/python3.10/dist-packages (from transformers>=3.0.0-  
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Requirement already satisfied: safetensors>=0.4.1 in  
/usr/local/lib/python3.10/dist-packages (from transformers>=3.0.0-  
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Requirement already satisfied: tokenizers<0.20,>=0.19 in  
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Requirement already satisfied: contourpy>=1.0.1 in  
/usr/local/lib/python3.10/dist-packages (from matplotlib->bert-score)  
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Requirement already satisfied: cycler>=0.10 in  
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Requirement already satisfied: fonttools>=4.22.0 in  
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Requirement already satisfied: kiwisolver>=1.0.1 in  
/usr/local/lib/python3.10/dist-packages (from matplotlib->bert-score)  
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Requirement already satisfied: pillow>=6.2.0 in  
/usr/local/lib/python3.10/dist-packages (from matplotlib->bert-score)  
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Requirement already satisfied: pyparsing>=2.3.1 in  
/usr/local/lib/python3.10/dist-packages (from matplotlib->bert-score)  
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/usr/local/lib/python3.10/dist-packages (from requests->bert-score)  
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/usr/local/lib/python3.10/dist-packages (from requests->bert-score)  
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Requirement already satisfied: urllib3<3,>=1.21.1 in  
/usr/local/lib/python3.10/dist-packages (from requests->bert-score)  
(2.2.3)

Requirement already satisfied: certifi>=2017.4.17 in  
/usr/local/lib/python3.10/dist-packages (from requests->bert-score)  
(2024.8.30)

Requirement already satisfied: six>=1.5 in  
/usr/local/lib/python3.10/dist-packages (from python-dateutil>=2.8.2-  
>pandas>=1.0.1->bert-score) (1.16.0)

Requirement already satisfied: MarkupSafe>=2.0 in  
/usr/local/lib/python3.10/dist-packages (from jinja2->torch>=1.0.0-  
>bert-score) (3.0.2)

Downloading bert\_score-0.3.13-py3-none-any.whl (61 kB)

61.1/61.1 kB 3.5 MB/s eta

0:00:00

Requirement already satisfied: nltk in /usr/local/lib/python3.10/dist-packages  
(3.8.1)

Requirement already satisfied: click in  
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Requirement already satisfied: joblib in  
/usr/local/lib/python3.10/dist-packages (from nltk) (1.4.2)

Requirement already satisfied: regex>=2021.8.3 in  
/usr/local/lib/python3.10/dist-packages (from nltk) (2024.9.11)

Requirement already satisfied: tqdm in /usr/local/lib/python3.10/dist-  
packages (from nltk) (4.66.6)

Collecting rouge-score

Downloading rouge\_score-0.1.2.tar.gz (17 kB)

Preparing metadata (setup.py) ... Requirement already satisfied: absl-py  
in /usr/local/lib/python3.10/dist-packages (from rouge-score) (1.4.0)  
Requirement already satisfied: nltk in /usr/local/lib/python3.10/dist-  
packages (from rouge-score) (3.8.1)

Requirement already satisfied: numpy in  
/usr/local/lib/python3.10/dist-packages (from rouge-score) (1.26.4)

Requirement already satisfied: six>=1.14.0 in  
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/usr/local/lib/python3.10/dist-packages (from nltk->rouge-score)  
(8.1.7)

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(1.4.2)

Requirement already satisfied: regex>=2021.8.3 in  
/usr/local/lib/python3.10/dist-packages (from nltk->rouge-score)  
(2024.9.11)

Requirement already satisfied: tqdm in /usr/local/lib/python3.10/dist-  
packages (from nltk->rouge-score) (4.66.6)

Building wheels for collected packages: rouge-score

Building wheel for rouge-score (setup.py) ... e=rouge\_score-0.1.2-  
py3-none-any.whl size=24935

```
sha256=61c85eea8e23df329d53ea7fc1d2576fd78d38fb7c2b343dcef09e93d6853814
```

```
    Stored in directory:  
/root/.cache/pip/wheels/5f/dd/89/461065a73be61a532ff8599a28e9beef17985c9e9c31e541b4  
Successfully built rouge-score  
Installing collected packages: rouge-score  
Successfully installed rouge-score-0.1.2
```

```
[nltk_data] Downloading package wordnet to /root/nltk_data...
```

```
True
```

```
import os  
import json  
import random  
  
# Define paths  
metadata_file = 'datafile.json' # Path to your metadata file that  
contains GIF information  
gifs_dir = 'gifs_temp'          # Directory to temporarily store GIFs
```

```
# Create temporary GIFs directory if it doesn't exist  
os.makedirs(gifs_dir, exist_ok=True)
```

```
# Load metadata from the metadata file  
with open(metadata_file, 'r') as f:  
    metadata = json.load(f)
```

```
# Check if the dataset contains at least 100 GIFs, if not raise an  
error  
if len(metadata) < 1000:  
    raise ValueError("The metadata file contains fewer than 100  
GIFs.")
```

```
# Randomly select 100 GIFs from the metadata for processing  
selected_gifs = random.sample(metadata, 1000)
```

```
# Output the number of selected GIFs  
print(f"Selected {len(selected_gifs)} random GIFs for processing.")
```

```
Selected 1000 random GIFs for processing.
```

```
import time
```

```
# Enhanced download function with retries  
def download_gif(url, save_path, max_retries=3, backoff_factor=2):  
    for attempt in range(1, max_retries + 1):  
        try:  
            headers = {  
                "User-Agent": "Mozilla/5.0 (Windows NT 10.0; Win64;
```

```

x64)"
    }
    response = requests.get(url, headers=headers, timeout=10)
    response.raise_for_status()
    with open(save_path, 'wb') as f:
        f.write(response.content)
    print(f"Downloaded: {save_path}")
    return True
except requests.exceptions.HTTPError as http_err:
    print(f"HTTP error: {http_err} - Attempt {attempt}")
    if response.status_code == 404:
        break
except requests.exceptions.RequestException as req_err:
    print(f"Request error: {req_err} - Attempt {attempt}")
except Exception as e:
    print(f"Unexpected error: {e} - Attempt {attempt}")
# Exponential backoff
time.sleep(backoff_factor ** attempt)
print(f"Failed to download {url}")
return False

# Function to extract and preprocess frames from GIF
def extract_frames(gif_path, num_frames=5, frame_size=(256, 256)):
    try:
        gif = imageio.mimread(gif_path)
        total_frames = len(gif)

        if total_frames == 0:
            raise ValueError("No frames found in GIF.")

        interval = max(total_frames // num_frames, 1)
        selected_frames = [gif[i] for i in range(0, total_frames,
interval)][0:num_frames]

        processed_frames = []
        for frame in selected_frames:
            img = Image.fromarray(frame)
            if img.mode != 'RGB':
                img = img.convert('RGB')
            img_resized = img.resize(frame_size)
            processed_frames.append(np.array(img_resized))

        # Pad with the last frame or zeros
        while len(processed_frames) < num_frames:
            processed_frames.append(processed_frames[-1] if
processed_frames else np.zeros((frame_size[0], frame_size[1], 3),
dtype=np.uint8))

        return processed_frames

```

```

        except Exception as e:
            print(f"Failed to extract frames from {gif_path}: {e}")
            return []

# Function to delete GIF after processing
def delete_gif(gif_path):
    try:
        os.remove(gif_path)
        print(f"Deleted: {gif_path}")
    except Exception as e:
        print(f"Failed to delete {gif_path}: {e}")

import torch
import numpy as np
from tqdm import tqdm
import os

# Initialize lists to store data
target_frames = []
target_texts = []

# Process each GIF
for gif in tqdm(selected_gifs, desc="Processing GIFs"):
    gif_id = gif.get('id')
    url = gif.get('url')
    reference_description = gif.get('description')

    # Validate GIF entry
    if not gif_id or not url or not reference_description:
        print(f"Invalid GIF entry: {gif}")
        continue

    # Define local path to save the GIF temporarily
    gif_filename = f"{gif_id}.gif"
    gif_path = os.path.join(gifs_dir, gif_filename)

    # Download the GIF
    success = download_gif(url, gif_path)
    if not success:
        print(f"Skipping GIF {gif_id} due to download failure.")
        continue

    # Extract frames
    selected_frames = extract_frames(gif_path, num_frames=5)

    # Validate frame extraction
    if not selected_frames:
        print(f"No frames extracted for {gif_id}. Skipping.")
        delete_gif(gif_path)
        continue

```



```
# Append the extracted frames and corresponding text  
target_frames.append(selected_frames)  
target_texts.append(reference_description)
```

```
# Delete the downloaded GIF  
delete_gif(gif_path)
```

```
Processing GIFs:  0%|          | 0/1000 [00:00<?, ?it/s]
```

```
Downloaded: gifs_temp/gif_125697.gif
```

```
Processing GIFs:  0%|          | 1/1000 [00:00<10:24, 1.60it/s]
```

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Deleted: gifs_temp/gif_125697.gif
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```
Processing GIFs:  0%|          | 2/1000 [00:01<09:58, 1.67it/s]
```

```
Downloaded: gifs_temp/gif_110376.gif
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Deleted: gifs_temp/gif_110376.gif
```

```
Processing GIFs:  0%|          | 3/1000 [00:01<08:17, 2.01it/s]
```

```
Downloaded: gifs_temp/gif_42989.gif
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Deleted: gifs_temp/gif_42989.gif
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```
Processing GIFs:  0%|          | 4/1000 [00:02<07:44, 2.14it/s]
```

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Deleted: gifs_temp/gif_7125.gif
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```
Downloaded: gifs_temp/gif_114338.gif
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```
Processing GIFs:  0%|          | 5/1000 [00:02<08:25, 1.97it/s]
```

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Processing GIFs:  1%|          | 6/1000 [00:03<08:42, 1.90it/s]
```

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```
Processing GIFs:  1%|          | 7/1000 [00:03<08:17, 2.00it/s]
```

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```
Processing GIFs:  1%|          | 8/1000 [00:04<07:58, 2.07it/s]
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Downloaded: gifs_temp/gif_41564.gif
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```
Processing GIFs:  1%|          | 9/1000 [00:04<08:27, 1.95it/s]
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Processing GIFs: 1%| | 11/1000 [00:05<08:16, 1.99it/s]

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Downloaded: gifs\_temp/gif\_67364.gif

Processing GIFs: 1%| | 12/1000 [00:06<08:57, 1.84it/s]

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Processing GIFs: 1%|| | 13/1000 [00:06<08:59, 1.83it/s]

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Downloaded: gifs\_temp/gif\_86809.gif

Processing GIFs: 1%|| | 14/1000 [00:08<12:39, 1.30it/s]

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Downloaded: gifs\_temp/gif\_80143.gif

Processing GIFs: 2%|| | 15/1000 [00:08<11:40, 1.41it/s]

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Downloaded: gifs\_temp/gif\_97882.gif

Processing GIFs: 2%|| | 16/1000 [00:09<10:59, 1.49it/s]

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Downloaded: gifs\_temp/gif\_74834.gif

Processing GIFs: 2%|| | 17/1000 [00:09<10:34, 1.55it/s]

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Downloaded: gifs\_temp/gif\_4954.gif

Processing GIFs: 2%|| | 18/1000 [00:10<10:33, 1.55it/s]

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Downloaded: gifs\_temp/gif\_53660.gif

Processing GIFs: 2%|| | 19/1000 [00:11<10:27, 1.56it/s]

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Downloaded: gifs\_temp/gif\_16507.gif

Processing GIFs: 2%|| | 20/1000 [00:11<10:50, 1.51it/s]

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Processing GIFs: 2%|| | 21/1000 [00:12<10:11, 1.60it/s]

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Processing GIFs: 2%|| | 22/1000 [00:13<10:44, 1.52it/s]

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Processing GIFs: 2%|| | 23/1000 [00:13<09:48, 1.66it/s]

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Processing GIFs: 2%|| | 24/1000 [00:14<11:00, 1.48it/s]

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Processing GIFs: 2%|| | 25/1000 [00:14<09:45, 1.67it/s]

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Processing GIFs: 3%|| | 26/1000 [00:15<09:31, 1.70it/s]

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Processing GIFs: 3%|| | 27/1000 [00:15<08:51, 1.83it/s]

Downloaded: gifs\_temp/gif\_63707.gif

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Processing GIFs: 3%|| | 28/1000 [00:16<08:09, 1.99it/s]

Downloaded: gifs\_temp/gif\_44911.gif

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Processing GIFs: 3%|| | 29/1000 [00:16<08:11, 1.98it/s]

Downloaded: gifs\_temp/gif\_116650.gif

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Processing GIFs: 3%|| | 30/1000 [00:17<09:05, 1.78it/s]

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Processing GIFs: 3%|| | 31/1000 [00:18<09:12, 1.76it/s]

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Processing GIFs: 3%|| | 32/1000 [00:18<09:08, 1.76it/s]

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Processing GIFs: 3%|| | 33/1000 [00:19<08:30, 1.89it/s]

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Downloaded: gifs\_temp/gif\_17138.gif

Processing GIFs: 3%|| | 34/1000 [00:20<10:54, 1.48it/s]

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Downloaded: gifs\_temp/gif\_37697.gif

Processing GIFs: 4%|| | 35/1000 [00:20<10:37, 1.51it/s]

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Processing GIFs: 4%|| | 36/1000 [00:21<11:05, 1.45it/s]

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Processing GIFs: 4%|| | 37/1000 [00:22<11:52, 1.35it/s]

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Processing GIFs: 4%|| | 38/1000 [00:22<10:52, 1.47it/s]

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Processing GIFs: 4%|| | 39/1000 [00:23<10:15, 1.56it/s]

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Processing GIFs: 4%|| | 40/1000 [00:23<09:36, 1.66it/s]

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Processing GIFs: 4%|| | 41/1000 [00:24<10:19, 1.55it/s]

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Processing GIFs: 4%|| | 42/1000 [00:25<08:57, 1.78it/s]

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Processing GIFs: 4%|| | 43/1000 [00:25<08:33, 1.86it/s]

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Processing GIFs: 4%|| | 44/1000 [00:25<08:08, 1.96it/s]

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Processing GIFs: 4%|| | 45/1000 [00:26<07:41, 2.07it/s]

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Processing GIFs: 5%|| | 46/1000 [00:26<07:19, 2.17it/s]

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Processing GIFs: 5%|| | 47/1000 [00:27<07:27, 2.13it/s]

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Processing GIFs: 5%|| | 48/1000 [00:27<07:07, 2.23it/s]

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Processing GIFs: 5%|| | 49/1000 [00:28<06:57, 2.28it/s]

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Processing GIFs: 5%|| | 50/1000 [00:28<08:25, 1.88it/s]

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Processing GIFs: 5%|| | 51/1000 [00:29<09:10, 1.72it/s]

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Processing GIFs: 5%|| | 52/1000 [00:29<08:40, 1.82it/s]

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Processing GIFs: 5%|| | 53/1000 [00:30<07:47, 2.03it/s]

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Processing GIFs: 5% | 54/1000 [00:30<07:13, 2.18it/s]

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Processing GIFs: 6% | 55/1000 [00:31<06:50, 2.30it/s]

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Processing GIFs: 6% | 56/1000 [00:31<06:31, 2.41it/s]

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Processing GIFs: 6% | 57/1000 [00:31<06:08, 2.56it/s]

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Processing GIFs: 6% | 58/1000 [00:32<06:11, 2.54it/s]

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Processing GIFs: 6% | 59/1000 [00:32<06:12, 2.53it/s]

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Processing GIFs: 6% | 60/1000 [00:33<06:08, 2.55it/s]

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Processing GIFs: 6% | 61/1000 [00:33<06:01, 2.60it/s]

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Processing GIFs: 6% | 62/1000 [00:33<06:06, 2.56it/s]

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Processing GIFs: 6% | 63/1000 [00:34<05:59, 2.60it/s]

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Processing GIFs: 6% | 64/1000 [00:34<06:04, 2.57it/s]

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Processing GIFs: 6% | 65/1000 [00:34<06:05, 2.56it/s]

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Processing GIFs: 7% | 66/1000 [00:35<06:05, 2.56it/s]

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Processing GIFs: 7% | 67/1000 [00:35<05:50, 2.66it/s]

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Processing GIFs: 7% | 68/1000 [00:36<05:59, 2.59it/s]

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Processing GIFs: 7% | 69/1000 [00:36<07:19, 2.12it/s]

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Processing GIFs: 7% | 70/1000 [00:37<06:41, 2.32it/s]

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Processing GIFs: 7% | 71/1000 [00:37<07:02, 2.20it/s]

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Processing GIFs: 7% | 72/1000 [00:37<06:30, 2.37it/s]


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Processing GIFs: 7% | 73/1000 [00:38<06:24, 2.41it/s]

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Processing GIFs: 7% | 74/1000 [00:38<06:41, 2.31it/s]

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Processing GIFs: 8% | 75/1000 [00:39<06:46, 2.28it/s]

Downloaded: gifs\_temp/gif\_57009.gif

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Processing GIFs: 8%|█| 76/1000 [00:39<06:43, 2.29it/s]

Downloaded: gifs\_temp/gif\_4486.gif

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Processing GIFs: 8%|█| 77/1000 [00:40<06:24, 2.40it/s]

Downloaded: gifs\_temp/gif\_51669.gif

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Processing GIFs: 8%|█| 78/1000 [00:40<05:56, 2.59it/s]

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Processing GIFs: 8%|█| 79/1000 [00:41<07:29, 2.05it/s]

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Processing GIFs: 8%|█| 80/1000 [00:41<06:54, 2.22it/s]

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Processing GIFs: 8%|█| 81/1000 [00:41<06:14, 2.46it/s]

Downloaded: gifs\_temp/gif\_29798.gif

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Processing GIFs: 8%|█| 82/1000 [00:42<06:51, 2.23it/s]

Downloaded: gifs\_temp/gif\_8129.gif

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Processing GIFs: 8%|█| 83/1000 [00:42<06:46, 2.26it/s]

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Processing GIFs: 8%|█| 84/1000 [00:43<06:44, 2.27it/s]

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Processing GIFs: 8%|█| 85/1000 [00:43<07:15, 2.10it/s]

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Processing GIFs: 9%|█| 86/1000 [00:44<07:17, 2.09it/s]



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Processing GIFs: 9%|█| 87/1000 [00:45<08:47, 1.73it/s]

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Downloaded: gifs\_temp/gif\_87168.gif

Processing GIFs: 9%|█| 88/1000 [00:45<08:54, 1.71it/s]

Deleted: gifs\_temp/gif\_87168.gif

Processing GIFs: 9%|█| 89/1000 [00:46<08:32, 1.78it/s]

Downloaded: gifs\_temp/gif\_112339.gif

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Processing GIFs: 9%|█| 90/1000 [00:46<07:28, 2.03it/s]

Downloaded: gifs\_temp/gif\_16296.gif

Deleted: gifs\_temp/gif\_16296.gif

Processing GIFs: 9%|█| 91/1000 [00:47<09:19, 1.62it/s]

Downloaded: gifs\_temp/gif\_81587.gif

Deleted: gifs\_temp/gif\_81587.gif

Processing GIFs: 9%|█| 92/1000 [00:48<11:09, 1.36it/s]

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Downloaded: gifs\_temp/gif\_68028.gif

Processing GIFs: 9%|█| 93/1000 [00:49<10:54, 1.39it/s]

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Processing GIFs: 9%|█| 94/1000 [00:49<10:11, 1.48it/s]

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Downloaded: gifs\_temp/gif\_90888.gif

Processing GIFs: 10%|█| 95/1000 [00:50<09:51, 1.53it/s]

Deleted: gifs\_temp/gif\_90888.gif

Processing GIFs: 10%|█| 96/1000 [00:50<10:05, 1.49it/s]

Downloaded: gifs\_temp/gif\_113373.gif

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Processing GIFs: 10%|█| 97/1000 [00:51<08:53, 1.69it/s]

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Processing GIFs: 10%|█ | 98/1000 [00:51<07:35, 1.98it/s]

Downloaded: gifs\_temp/gif\_60605.gif

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Processing GIFs: 10%|█ | 99/1000 [00:52<06:53, 2.18it/s]

Downloaded: gifs\_temp/gif\_1735.gif

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Processing GIFs: 10%|█ | 100/1000 [00:52<06:29, 2.31it/s]

Downloaded: gifs\_temp/gif\_5885.gif

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Processing GIFs: 10%|█ | 101/1000 [00:52<06:11, 2.42it/s]

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Processing GIFs: 10%|█ | 102/1000 [00:53<06:21, 2.35it/s]

Downloaded: gifs\_temp/gif\_44050.gif

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Processing GIFs: 10%|█ | 103/1000 [00:54<07:58, 1.88it/s]

Downloaded: gifs\_temp/gif\_51061.gif

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Processing GIFs: 10%|█ | 104/1000 [00:54<06:51, 2.18it/s]

Downloaded: gifs\_temp/gif\_6044.gif

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Processing GIFs: 10%|█ | 105/1000 [00:54<06:27, 2.31it/s]

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Processing GIFs: 11%|█ | 106/1000 [00:55<06:18, 2.36it/s]

Downloaded: gifs\_temp/gif\_94127.gif

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Processing GIFs: 11%|█ | 107/1000 [00:55<06:09, 2.42it/s]

Downloaded: gifs\_temp/gif\_74756.gif

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Processing GIFs: 11%|█ | 108/1000 [00:55<05:51, 2.54it/s]

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Processing GIFs: 11%|█ | 109/1000 [00:56<05:49, 2.55it/s]

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Processing GIFs: 11%|█ | 110/1000 [00:56<05:41, 2.60it/s]

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Processing GIFs: 11%|█ | 111/1000 [00:57<06:24, 2.31it/s]

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Processing GIFs: 11%|█ | 112/1000 [00:57<06:08, 2.41it/s]

Downloaded: gifs\_temp/gif\_30501.gif

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Processing GIFs: 11%|█ | 113/1000 [00:58<07:48, 1.89it/s]

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Processing GIFs: 11%|█ | 114/1000 [00:58<06:52, 2.15it/s]

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Processing GIFs: 12%|█ | 115/1000 [00:59<07:39, 1.92it/s]

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Processing GIFs: 12%|█ | 116/1000 [00:59<06:52, 2.14it/s]

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Processing GIFs: 12%|█ | 117/1000 [01:00<07:57, 1.85it/s]

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Processing GIFs: 12%|█ | 118/1000 [01:00<06:59, 2.10it/s]

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Processing GIFs: 12%|█ | 119/1000 [01:01<07:13, 2.03it/s]

Downloaded: gifs\_temp/gif\_71984.gif

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Processing GIFs: 12%|█| 120/1000 [01:01<07:03, 2.08it/s]

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Processing GIFs: 12%|█| 121/1000 [01:02<06:52, 2.13it/s]

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Processing GIFs: 12%|█| 122/1000 [01:02<08:25, 1.74it/s]

Downloaded: gifs\_temp/gif\_19301.gif

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Processing GIFs: 12%|█| 123/1000 [01:03<07:46, 1.88it/s]

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Processing GIFs: 12%|█| 124/1000 [01:03<07:40, 1.90it/s]

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Processing GIFs: 12%|█| 125/1000 [01:04<07:11, 2.03it/s]

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Processing GIFs: 13%|█| 126/1000 [01:04<07:19, 1.99it/s]

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Processing GIFs: 13%|█| 127/1000 [01:05<06:56, 2.09it/s]

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Processing GIFs: 13%|█| 128/1000 [01:05<06:56, 2.09it/s]

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Processing GIFs: 13%|█| 129/1000 [01:06<06:35, 2.20it/s]

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Processing GIFs: 13%|█| 130/1000 [01:06<06:23, 2.27it/s]

Downloaded: gifs\_temp/gif\_49701.gif

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Processing GIFs: 13%|█| 131/1000 [01:07<08:41, 1.67it/s]

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Processing GIFs: 13%|█| 132/1000 [01:08<09:03, 1.60it/s]

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Processing GIFs: 13%|█| 133/1000 [01:08<07:51, 1.84it/s]

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Processing GIFs: 13%|█| 134/1000 [01:08<07:04, 2.04it/s]

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Processing GIFs: 14%|█| 135/1000 [01:09<06:49, 2.11it/s]

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Processing GIFs: 14%|█| 136/1000 [01:09<06:25, 2.24it/s]

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Processing GIFs: 14%|█| 137/1000 [01:10<07:12, 1.99it/s]

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Processing GIFs: 14%|█| 138/1000 [01:10<06:20, 2.27it/s]

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Processing GIFs: 14%|█| 139/1000 [01:11<07:23, 1.94it/s]

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Processing GIFs: 14%|█| 140/1000 [01:11<06:53, 2.08it/s]

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Processing GIFs: 14%|█| 141/1000 [01:12<06:31, 2.20it/s]

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Processing GIFs: 14%|■| 142/1000 [01:12<06:04, 2.35it/s]

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Processing GIFs: 14%|■| 143/1000 [01:12<05:44, 2.49it/s]

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Processing GIFs: 14%|■| 144/1000 [01:13<05:30, 2.59it/s]

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Processing GIFs: 14%|■| 145/1000 [01:13<05:42, 2.50it/s]

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Processing GIFs: 15%|■| 146/1000 [01:14<05:52, 2.42it/s]

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Processing GIFs: 15%|■| 147/1000 [01:14<06:33, 2.17it/s]

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Processing GIFs: 15%|■| 148/1000 [01:15<06:46, 2.10it/s]

Deleted: gifs\_temp/gif\_57481.gif

Processing GIFs: 15%|■| 149/1000 [01:15<06:35, 2.15it/s]

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Downloaded: gifs\_temp/gif\_90338.gif

Processing GIFs: 15%|■| 150/1000 [01:16<07:01, 2.02it/s]

Deleted: gifs\_temp/gif\_90338.gif  
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Processing GIFs: 15%|■| 151/1000 [01:17<08:52, 1.59it/s]

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Processing GIFs: 15%|■| 152/1000 [01:17<09:25, 1.50it/s]

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Processing GIFs: 15%|■| 153/1000 [01:18<08:23, 1.68it/s]

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Processing GIFs: 15%|■| 154/1000 [01:18<07:40, 1.84it/s]

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Processing GIFs: 16%|■| 155/1000 [01:19<08:17, 1.70it/s]

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Processing GIFs: 16%|■| 156/1000 [01:19<07:20, 1.92it/s]

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Processing GIFs: 16%|■| 157/1000 [01:20<06:35, 2.13it/s]

Downloaded: gifs\_temp/gif\_33225.gif

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Processing GIFs: 16%|■| 158/1000 [01:20<06:09, 2.28it/s]

Downloaded: gifs\_temp/gif\_4465.gif

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Processing GIFs: 16%|■| 159/1000 [01:20<06:03, 2.31it/s]

Downloaded: gifs\_temp/gif\_109722.gif

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Processing GIFs: 16%|■| 160/1000 [01:21<06:03, 2.31it/s]

Downloaded: gifs\_temp/gif\_81328.gif

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Processing GIFs: 16%|■| 161/1000 [01:22<08:14, 1.70it/s]

Downloaded: gifs\_temp/gif\_82146.gif

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Processing GIFs: 16%|■| 162/1000 [01:22<07:21, 1.90it/s]

Downloaded: gifs\_temp/gif\_59988.gif

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Processing GIFs: 16%|■| 163/1000 [01:22<06:27, 2.16it/s]

Downloaded: gifs\_temp/gif\_635.gif

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Processing GIFs: 16%|■| 164/1000 [01:23<06:13, 2.24it/s]

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Processing GIFs: 16%|■| 165/1000 [01:23<05:54, 2.36it/s]

Downloaded: gifs\_temp/gif\_64500.gif

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Processing GIFs: 17%|■| 166/1000 [01:24<05:41, 2.44it/s]

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Downloaded: gifs\_temp/gif\_15467.gif

Processing GIFs: 17%|■| 167/1000 [01:24<06:34, 2.11it/s]

Deleted: gifs\_temp/gif\_15467.gif

Processing GIFs: 17%|■| 168/1000 [01:25<07:06, 1.95it/s]

Downloaded: gifs\_temp/gif\_98416.gif

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Processing GIFs: 17%|■| 169/1000 [01:25<06:44, 2.06it/s]

Downloaded: gifs\_temp/gif\_59573.gif

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Processing GIFs: 17%|■| 170/1000 [01:26<06:16, 2.20it/s]

Downloaded: gifs\_temp/gif\_7467.gif

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Processing GIFs: 17%|■| 171/1000 [01:26<05:39, 2.44it/s]

Downloaded: gifs\_temp/gif\_35586.gif

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Processing GIFs: 17%|■| 172/1000 [01:26<05:45, 2.40it/s]

Downloaded: gifs\_temp/gif\_117170.gif

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Processing GIFs: 17%|■| 173/1000 [01:27<05:35, 2.46it/s]

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Processing GIFs: 17%|■| 174/1000 [01:27<05:43, 2.41it/s]

Downloaded: gifs\_temp/gif\_69581.gif

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Processing GIFs: 18%|■| 175/1000 [01:28<06:02, 2.28it/s]

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Processing GIFs: 18%|■| 176/1000 [01:28<05:41, 2.41it/s]

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Processing GIFs: 18%|■| 177/1000 [01:28<05:31, 2.48it/s]

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Processing GIFs: 18%|■| 178/1000 [01:29<05:33, 2.46it/s]

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Processing GIFs: 18%|■| 179/1000 [01:29<05:54, 2.32it/s]

Downloaded: gifs\_temp/gif\_64014.gif

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Processing GIFs: 18%|■| 180/1000 [01:30<05:58, 2.28it/s]

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Processing GIFs: 18%|■| 181/1000 [01:30<06:22, 2.14it/s]

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Processing GIFs: 18%|■| 182/1000 [01:31<06:09, 2.22it/s]

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Processing GIFs: 18%|■| 183/1000 [01:31<06:02, 2.26it/s]

Downloaded: gifs\_temp/gif\_24749.gif

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Processing GIFs: 18%|■| 184/1000 [01:32<07:27, 1.82it/s]

Downloaded: gifs\_temp/gif\_83904.gif

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Processing GIFs: 18%|██████████| 185/1000 [01:32<06:55, 1.96it/s]

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Processing GIFs: 19%|██████████| 186/1000 [01:33<06:46, 2.00it/s]

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Processing GIFs: 19%|██████████| 187/1000 [01:33<06:27, 2.10it/s]

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Processing GIFs: 19%|██████████| 188/1000 [01:34<06:19, 2.14it/s]

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Processing GIFs: 19%|██████████| 189/1000 [01:34<05:57, 2.27it/s]

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Deleted: gifs\_temp/gif\_113738.gif

Processing GIFs: 19%|██████████| 190/1000 [01:34<05:48, 2.33it/s]

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Processing GIFs: 19%|██████████| 191/1000 [01:35<05:28, 2.47it/s]

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Processing GIFs: 19%|██████████| 192/1000 [01:35<05:22, 2.50it/s]

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Processing GIFs: 19%|██████████| 193/1000 [01:36<05:26, 2.47it/s]

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Processing GIFs: 19%|██████████| 194/1000 [01:36<06:15, 2.15it/s]

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Processing GIFs: 20%|██████████| 195/1000 [01:37<05:53, 2.28it/s]

Downloaded: gifs\_temp/gif\_63479.gif

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Processing GIFs: 20%|██████████ | 196/1000 [01:37<07:37, 1.76it/s]

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Processing GIFs: 20%|██████████ | 197/1000 [01:38<06:54, 1.94it/s]

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Processing GIFs: 20%|██████████ | 198/1000 [01:38<06:04, 2.20it/s]

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Processing GIFs: 20%|██████████ | 199/1000 [01:39<07:07, 1.87it/s]

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Processing GIFs: 20%|██████████ | 200/1000 [01:39<06:29, 2.06it/s]

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Processing GIFs: 20%|██████████ | 201/1000 [01:40<05:46, 2.31it/s]

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Processing GIFs: 20%|██████████ | 202/1000 [01:40<05:34, 2.38it/s]

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Processing GIFs: 20%|██████████ | 203/1000 [01:40<05:25, 2.45it/s]

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Processing GIFs: 20%|██████████ | 204/1000 [01:41<06:23, 2.08it/s]

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Processing GIFs: 20%|██████████ | 205/1000 [01:41<06:15, 2.12it/s]

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Processing GIFs: 21%|██████████ | 206/1000 [01:42<06:10, 2.14it/s]

Downloaded: gifs\_temp/gif\_70162.gif  
Deleted: gifs\_temp/gif\_70162.gif  
Downloaded: gifs\_temp/gif\_18936.gif

Processing GIFs: 21%|██████████ | 207/1000 [01:43<09:54, 1.33it/s]

Deleted: gifs\_temp/gif\_18936.gif

Processing GIFs: 21%|██████████ | 208/1000 [01:44<08:54, 1.48it/s]

Downloaded: gifs\_temp/gif\_100868.gif  
Deleted: gifs\_temp/gif\_100868.gif

Processing GIFs: 21%|██████████ | 209/1000 [01:44<08:26, 1.56it/s]

Downloaded: gifs\_temp/gif\_69312.gif  
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Processing GIFs: 21%|██████████ | 210/1000 [01:45<07:34, 1.74it/s]

Downloaded: gifs\_temp/gif\_76066.gif  
Deleted: gifs\_temp/gif\_76066.gif  
Downloaded: gifs\_temp/gif\_112973.gif

Processing GIFs: 21%|██████████ | 211/1000 [01:46<09:48, 1.34it/s]

Deleted: gifs\_temp/gif\_112973.gif

Processing GIFs: 21%|██████████ | 212/1000 [01:46<08:52, 1.48it/s]

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Processing GIFs: 21%|██████████ | 213/1000 [01:47<07:26, 1.76it/s]

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Processing GIFs: 21%|██████████ | 214/1000 [01:48<08:45, 1.50it/s]

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Processing GIFs: 22%|██████████ | 215/1000 [01:48<07:40, 1.70it/s]

Downloaded: gifs\_temp/gif\_33967.gif  
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Processing GIFs: 22%|██████████ | 216/1000 [01:48<06:47, 1.92it/s]

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Processing GIFs: 22%|██████████ | 217/1000 [01:49<06:30, 2.00it/s]

Downloaded: gifs\_temp/gif\_59878.gif

Deleted: gifs\_temp/gif\_59878.gif

Processing GIFs: 22%|██████| 218/1000 [01:50<08:19, 1.57it/s]

Downloaded: gifs\_temp/gif\_90215.gif

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Processing GIFs: 22%|██████| 219/1000 [01:50<07:00, 1.86it/s]

Downloaded: gifs\_temp/gif\_52854.gif

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Processing GIFs: 22%|██████| 220/1000 [01:51<06:57, 1.87it/s]

Downloaded: gifs\_temp/gif\_112770.gif

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Processing GIFs: 22%|██████| 221/1000 [01:51<06:13, 2.08it/s]

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Processing GIFs: 22%|██████| 222/1000 [01:51<06:01, 2.15it/s]

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Processing GIFs: 22%|██████| 223/1000 [01:52<05:45, 2.25it/s]

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Processing GIFs: 22%|██████| 224/1000 [01:52<05:34, 2.32it/s]

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Processing GIFs: 22%|██████| 225/1000 [01:53<05:22, 2.40it/s]

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Processing GIFs: 23%|██████| 226/1000 [01:53<05:21, 2.41it/s]

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Processing GIFs: 23%|██████| 227/1000 [01:53<05:19, 2.42it/s]

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Processing GIFs: 23%|██████| 228/1000 [01:54<05:11, 2.48it/s]

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Processing GIFs: 23%|██████| 229/1000 [01:54<04:52, 2.63it/s]

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Processing GIFs: 23%|██████| 230/1000 [01:55<04:48, 2.67it/s]

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Processing GIFs: 23%|██████| 231/1000 [01:55<05:11, 2.47it/s]

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Processing GIFs: 23%|██████| 232/1000 [01:56<06:16, 2.04it/s]

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Processing GIFs: 23%|██████| 233/1000 [01:56<06:12, 2.06it/s]

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Processing GIFs: 23%|██████| 234/1000 [01:57<05:55, 2.16it/s]

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Processing GIFs: 24%|██████| 235/1000 [01:57<06:36, 1.93it/s]

Deleted: gifs\_temp/gif\_9484.gif

Processing GIFs: 24%|██████| 236/1000 [01:58<06:17, 2.02it/s]

Downloaded: gifs\_temp/gif\_77095.gif

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Processing GIFs: 24%|██████| 237/1000 [01:58<06:13, 2.05it/s]

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Processing GIFs: 24%|██████| 238/1000 [01:59<05:47, 2.20it/s]

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Processing GIFs: 24%|██████| 239/1000 [01:59<05:28, 2.32it/s]

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Processing GIFs: 24%|██████| 240/1000 [01:59<05:46, 2.19it/s]

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Processing GIFs: 24%|██████| 241/1000 [02:00<07:10, 1.76it/s]

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Processing GIFs: 24%|██████| 242/1000 [02:01<06:31, 1.94it/s]

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Processing GIFs: 24%|██████| 243/1000 [02:01<06:12, 2.03it/s]

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Processing GIFs: 24%|██████| 244/1000 [02:01<05:54, 2.13it/s]

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Processing GIFs: 24%|██████| 245/1000 [02:02<05:25, 2.32it/s]

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Processing GIFs: 25%|██████| 246/1000 [02:02<04:56, 2.55it/s]

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Processing GIFs: 25%|██████| 247/1000 [02:02<04:42, 2.66it/s]

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Processing GIFs: 25%|██████| 248/1000 [02:03<04:41, 2.67it/s]

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Processing GIFs: 25%|██████| 249/1000 [02:03<04:50, 2.58it/s]

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Processing GIFs: 25%|██████| 250/1000 [02:04<05:09, 2.42it/s]

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Processing GIFs: 25%|██████| 251/1000 [02:04<05:09, 2.42it/s]

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Processing GIFs: 25%|██████| 252/1000 [02:05<05:09, 2.42it/s]

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Processing GIFs: 25%|██████| 253/1000 [02:05<05:02, 2.47it/s]

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Processing GIFs: 25%|██████| 254/1000 [02:05<04:55, 2.52it/s]

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Processing GIFs: 26%|██████| 255/1000 [02:06<04:42, 2.64it/s]

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Processing GIFs: 26%|██████| 256/1000 [02:06<04:29, 2.76it/s]

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Processing GIFs: 26%|██████| 257/1000 [02:06<04:30, 2.74it/s]

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Processing GIFs: 26%|██████| 258/1000 [02:07<04:39, 2.66it/s]

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Processing GIFs: 26%|██████| 259/1000 [02:07<04:56, 2.50it/s]

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Processing GIFs: 26%|██████| 260/1000 [02:08<05:30, 2.24it/s]

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Processing GIFs: 26%|██████| 261/1000 [02:08<05:51, 2.10it/s]



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Processing GIFs: 26%|██████| 262/1000 [02:09<05:25, 2.27it/s]

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Processing GIFs: 26%|██████| 263/1000 [02:09<05:32, 2.22it/s]

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Processing GIFs: 26%|██████| 264/1000 [02:10<05:22, 2.28it/s]

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Downloaded: gifs\_temp/gif\_40799.gif

Processing GIFs: 26%|██████| 265/1000 [02:10<06:19, 1.94it/s]

Deleted: gifs\_temp/gif\_40799.gif

Processing GIFs: 27%|██████| 266/1000 [02:11<05:58, 2.05it/s]

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Processing GIFs: 27%|██████| 267/1000 [02:11<05:38, 2.17it/s]

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Processing GIFs: 27%|██████| 268/1000 [02:11<05:23, 2.26it/s]

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Processing GIFs: 27%|██████| 269/1000 [02:12<05:04, 2.40it/s]

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Processing GIFs: 27%|██████| 270/1000 [02:12<05:40, 2.14it/s]

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Processing GIFs: 27%|██████| 271/1000 [02:13<05:37, 2.16it/s]

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Processing GIFs: 27%|██████| 272/1000 [02:13<05:29, 2.21it/s]

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Processing GIFs: 27%|██████| 273/1000 [02:14<05:39, 2.14it/s]

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Processing GIFs: 27%|██████| 274/1000 [02:14<05:23, 2.25it/s]

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Processing GIFs: 28%|██████| 275/1000 [02:14<04:46, 2.53it/s]

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Processing GIFs: 28%|██████| 276/1000 [02:15<05:27, 2.21it/s]

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Processing GIFs: 28%|██████| 277/1000 [02:16<05:24, 2.23it/s]

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Processing GIFs: 28%|██████| 278/1000 [02:16<05:12, 2.31it/s]

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Processing GIFs: 28%|██████| 279/1000 [02:16<05:22, 2.24it/s]

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Processing GIFs: 28%|██████| 280/1000 [02:17<05:05, 2.36it/s]

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Processing GIFs: 28%|██████| 281/1000 [02:17<05:21, 2.24it/s]

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Deleted: gifs\_temp/gif\_28738.gif

Processing GIFs: 28%|██████| 282/1000 [02:18<04:57, 2.41it/s]

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Processing GIFs: 28%|██████| 283/1000 [02:18<04:53, 2.44it/s]

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Processing GIFs: 28%|██████| 284/1000 [02:18<04:46, 2.50it/s]

Downloaded: gifs\_temp/gif\_43328.gif

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Processing GIFs: 28%|██████| 285/1000 [02:19<04:49, 2.47it/s]

Downloaded: gifs\_temp/gif\_49366.gif

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Processing GIFs: 29%|██████| 286/1000 [02:19<04:42, 2.53it/s]

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Processing GIFs: 29%|██████| 287/1000 [02:20<04:35, 2.59it/s]

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Processing GIFs: 29%|██████| 288/1000 [02:20<04:35, 2.58it/s]

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Deleted: gifs\_temp/gif\_122825.gif

Processing GIFs: 29%|██████| 289/1000 [02:20<04:41, 2.53it/s]

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Deleted: gifs\_temp/gif\_93961.gif

Processing GIFs: 29%|██████| 290/1000 [02:21<06:08, 1.93it/s]

Downloaded: gifs\_temp/gif\_117762.gif

Deleted: gifs\_temp/gif\_117762.gif

Processing GIFs: 29%|██████| 291/1000 [02:22<05:52, 2.01it/s]

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Processing GIFs: 29%|██████| 292/1000 [02:22<05:24, 2.18it/s]

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Downloaded: gifs\_temp/gif\_124941.gif

Processing GIFs: 29%|██████| 293/1000 [02:23<06:38, 1.78it/s]

Deleted: gifs\_temp/gif\_124941.gif

Processing GIFs: 29%|██████| 294/1000 [02:23<06:04, 1.94it/s]

Downloaded: gifs\_temp/gif\_62496.gif

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Processing GIFs: 30%|██████| 295/1000 [02:24<05:43, 2.05it/s]

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Processing GIFs: 30%|██████| 296/1000 [02:24<05:29, 2.14it/s]

Downloaded: gifs\_temp/gif\_21498.gif

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Processing GIFs: 30%|██████| 297/1000 [02:25<06:02, 1.94it/s]

Downloaded: gifs\_temp/gif\_42392.gif

Deleted: gifs\_temp/gif\_42392.gif

Processing GIFs: 30%|██████| 298/1000 [02:25<05:41, 2.06it/s]

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Processing GIFs: 30%|██████| 299/1000 [02:25<05:29, 2.13it/s]

Downloaded: gifs\_temp/gif\_23957.gif

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Processing GIFs: 30%|██████| 300/1000 [02:26<05:08, 2.27it/s]

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Processing GIFs: 30%|██████| 301/1000 [02:26<05:05, 2.29it/s]

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Processing GIFs: 30%|██████| 302/1000 [02:27<05:06, 2.28it/s]

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Processing GIFs: 30%|██████| 303/1000 [02:27<05:16, 2.20it/s]

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Processing GIFs: 30%|██████| 304/1000 [02:28<05:07, 2.26it/s]

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Processing GIFs: 30%|██████| 305/1000 [02:28<04:55, 2.35it/s]

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Processing GIFs: 31%|██████| 306/1000 [02:28<05:00, 2.31it/s]

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Processing GIFs: 31%|██████| 307/1000 [02:29<04:51, 2.38it/s]

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Processing GIFs: 31%|██████| 308/1000 [02:30<06:57, 1.66it/s]

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Processing GIFs: 31%|██████| 309/1000 [02:30<06:19, 1.82it/s]

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Processing GIFs: 31%|██████| 310/1000 [02:31<05:49, 1.98it/s]

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Processing GIFs: 31%|██████| 311/1000 [02:31<05:25, 2.12it/s]

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Processing GIFs: 31%|██████| 312/1000 [02:31<04:55, 2.33it/s]

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Processing GIFs: 31%|██████| 313/1000 [02:32<04:58, 2.30it/s]

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Processing GIFs: 31%|██████| 314/1000 [02:32<04:57, 2.30it/s]

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Processing GIFs: 32%|██████| 315/1000 [02:33<04:57, 2.30it/s]

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Processing GIFs: 32%|██████| 316/1000 [02:33<04:50, 2.35it/s]

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Processing GIFs: 32%|██████| 317/1000 [02:34<05:50, 1.95it/s]

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Processing GIFs: 32%|██████| 318/1000 [02:34<05:38, 2.02it/s]

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Processing GIFs: 32%|██████| 319/1000 [02:35<05:19, 2.13it/s]

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Processing GIFs: 32%|██████| 320/1000 [02:35<05:20, 2.12it/s]

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Processing GIFs: 32%|██████| 321/1000 [02:36<05:21, 2.11it/s]

Downloaded: gifs\_temp/gif\_88624.gif

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Processing GIFs: 32%|██████| 322/1000 [02:36<05:17, 2.13it/s]

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Processing GIFs: 32%|██████| 323/1000 [02:37<05:07, 2.20it/s]

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Processing GIFs: 32%|██████| 324/1000 [02:37<04:44, 2.38it/s]

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Processing GIFs: 32%|██████| 325/1000 [02:37<04:40, 2.41it/s]

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Processing GIFs: 33%|██████| 326/1000 [02:38<04:31, 2.48it/s]

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Processing GIFs: 33%|██████| 327/1000 [02:38<04:31, 2.48it/s]

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Processing GIFs: 33%|██████| 328/1000 [02:39<06:00, 1.87it/s]

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Processing GIFs: 33%|██████| 329/1000 [02:39<05:30, 2.03it/s]

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Processing GIFs: 33%|██████| 330/1000 [02:40<05:06, 2.19it/s]

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Processing GIFs: 33%|██████| 331/1000 [02:40<04:53, 2.28it/s]

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Processing GIFs: 33%|██████| 332/1000 [02:40<04:41, 2.37it/s]

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Processing GIFs: 33%|██████| 333/1000 [02:41<04:48, 2.31it/s]

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Processing GIFs: 33%|██████| 334/1000 [02:41<05:05, 2.18it/s]

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Processing GIFs: 34%|██████| 335/1000 [02:42<05:18, 2.09it/s]

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Processing GIFs: 34%|██████| 336/1000 [02:42<04:56, 2.24it/s]

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Processing GIFs: 34%|██████| 337/1000 [02:43<04:35, 2.41it/s]

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Processing GIFs: 34%|██████| 338/1000 [02:44<06:06, 1.81it/s]

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Processing GIFs: 34%|██████████| 339/1000 [02:44<05:42, 1.93it/s]

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Processing GIFs: 34%|██████████| 340/1000 [02:44<05:08, 2.14it/s]

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Processing GIFs: 34%|██████████| 341/1000 [02:45<04:39, 2.36it/s]

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Processing GIFs: 34%|██████████| 342/1000 [02:45<04:39, 2.35it/s]

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Processing GIFs: 34%|██████████| 343/1000 [02:45<04:20, 2.52it/s]

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Downloaded: gifs\_temp/gif\_100402.gif

Processing GIFs: 34%|██████████| 344/1000 [02:46<05:06, 2.14it/s]

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Downloaded: gifs\_temp/gif\_19527.gif

Processing GIFs: 34%|██████████| 345/1000 [02:47<06:04, 1.80it/s]

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Downloaded: gifs\_temp/gif\_70247.gif

Processing GIFs: 35%|██████████| 346/1000 [02:48<06:42, 1.63it/s]

Deleted: gifs\_temp/gif\_70247.gif

Processing GIFs: 35%|██████████| 347/1000 [02:48<06:15, 1.74it/s]

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Downloaded: gifs\_temp/gif\_18720.gif

Processing GIFs: 35%|██████████| 348/1000 [02:49<08:05, 1.34it/s]

Deleted: gifs\_temp/gif\_18720.gif

Processing GIFs: 35%|██████████| 349/1000 [02:50<07:12, 1.50it/s]



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Processing GIFs: 35%|██████| 350/1000 [02:50<07:29, 1.45it/s]

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Processing GIFs: 35%|██████| 351/1000 [02:51<06:37, 1.63it/s]

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Processing GIFs: 35%|██████| 352/1000 [02:51<05:51, 1.84it/s]

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Downloaded: gifs\_temp/gif\_27991.gif

Processing GIFs: 35%|██████| 353/1000 [02:52<05:56, 1.82it/s]

Deleted: gifs\_temp/gif\_27991.gif

Processing GIFs: 35%|██████| 354/1000 [02:52<05:12, 2.07it/s]

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Processing GIFs: 36%|██████| 355/1000 [02:52<04:38, 2.32it/s]

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Processing GIFs: 36%|██████| 356/1000 [02:53<04:28, 2.40it/s]

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Processing GIFs: 36%|██████| 357/1000 [02:53<04:19, 2.48it/s]

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Processing GIFs: 36%|██████| 358/1000 [02:54<04:07, 2.60it/s]

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Processing GIFs: 36%|██████| 359/1000 [02:54<04:05, 2.61it/s]

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Processing GIFs: 36%|██████| 360/1000 [02:54<04:14, 2.52it/s]

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Processing GIFs: 36%|██████| 361/1000 [02:55<04:13, 2.52it/s]

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Processing GIFs: 36%|██████| 362/1000 [02:55<04:09, 2.56it/s]

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Processing GIFs: 36%|██████| 363/1000 [02:55<03:56, 2.69it/s]

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Processing GIFs: 36%|██████| 364/1000 [02:56<04:00, 2.64it/s]

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Processing GIFs: 36%|██████| 365/1000 [02:56<04:34, 2.32it/s]

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Processing GIFs: 37%|██████| 366/1000 [02:57<04:22, 2.42it/s]

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Processing GIFs: 37%|██████| 367/1000 [02:57<04:16, 2.46it/s]

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Processing GIFs: 37%|██████| 368/1000 [02:57<04:00, 2.63it/s]

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Processing GIFs: 37%|██████| 369/1000 [02:58<03:55, 2.67it/s]

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Processing GIFs: 37%|██████| 370/1000 [02:58<03:54, 2.69it/s]

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Processing GIFs: 37%|██████| 371/1000 [02:59<05:47, 1.81it/s]

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Processing GIFs: 37%|██████| 372/1000 [03:00<06:15, 1.67it/s]

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Processing GIFs: 37%|██████| 373/1000 [03:00<06:12, 1.68it/s]

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Processing GIFs: 37%|██████| 374/1000 [03:01<06:07, 1.70it/s]

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Processing GIFs: 38%|██████| 375/1000 [03:01<05:31, 1.88it/s]

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Processing GIFs: 38%|██████| 376/1000 [03:02<04:55, 2.11it/s]

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Processing GIFs: 38%|██████| 377/1000 [03:02<04:58, 2.09it/s]

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Processing GIFs: 38%|██████| 378/1000 [03:03<04:39, 2.23it/s]

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Processing GIFs: 38%|██████| 379/1000 [03:03<04:43, 2.19it/s]

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Processing GIFs: 38%|██████| 380/1000 [03:04<04:45, 2.17it/s]

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Processing GIFs: 38%|██████| 381/1000 [03:04<04:50, 2.13it/s]

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Processing GIFs: 38%|██████| 382/1000 [03:04<04:24, 2.34it/s]

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Processing GIFs: 38%|██████| 383/1000 [03:05<04:35, 2.24it/s]

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Processing GIFs: 38%|██████| 384/1000 [03:05<04:29, 2.28it/s]

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Processing GIFs: 38%|██████| 385/1000 [03:06<04:22, 2.35it/s]

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Processing GIFs: 39%|██████| 386/1000 [03:06<04:26, 2.31it/s]

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Processing GIFs: 39%|██████| 387/1000 [03:07<05:49, 1.75it/s]

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Processing GIFs: 39%|██████| 388/1000 [03:08<05:40, 1.80it/s]

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Processing GIFs: 39%|██████| 389/1000 [03:08<05:13, 1.95it/s]

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Processing GIFs: 39%|██████| 390/1000 [03:08<04:51, 2.10it/s]

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Processing GIFs: 39%|██████| 391/1000 [03:09<04:41, 2.16it/s]

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Processing GIFs: 39%|██████| 392/1000 [03:09<04:25, 2.29it/s]

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Processing GIFs: 39%|██████| 393/1000 [03:10<04:04, 2.49it/s]

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Processing GIFs: 39%|██████| 394/1000 [03:10<04:04, 2.48it/s]

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Processing GIFs: 40%|██████| 395/1000 [03:10<04:19, 2.33it/s]

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Processing GIFs: 40%|██████| 396/1000 [03:11<04:12, 2.39it/s]

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Processing GIFs: 40%|██████| 397/1000 [03:11<04:07, 2.44it/s]

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Processing GIFs: 40%|██████| 398/1000 [03:12<03:59, 2.51it/s]

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Processing GIFs: 40%|██████| 399/1000 [03:12<03:51, 2.60it/s]

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Processing GIFs: 40%|██████| 400/1000 [03:12<03:51, 2.59it/s]

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Processing GIFs: 40%|██████| 401/1000 [03:13<04:08, 2.41it/s]

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Processing GIFs: 40%|██████| 402/1000 [03:13<04:13, 2.36it/s]

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Processing GIFs: 40%|██████| 403/1000 [03:14<04:23, 2.26it/s]

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Processing GIFs: 40%|██████| 404/1000 [03:15<06:01, 1.65it/s]

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Processing GIFs: 40%|██████| 405/1000 [03:15<05:35, 1.77it/s]

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Processing GIFs: 41%|██████| 406/1000 [03:16<04:59, 1.98it/s]

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Processing GIFs: 41%|██████| 407/1000 [03:16<04:58, 1.99it/s]

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Processing GIFs: 41%|██████| 408/1000 [03:16<04:35, 2.15it/s]

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Processing GIFs: 41%|██████| 409/1000 [03:17<04:32, 2.17it/s]

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Processing GIFs: 41%|██████| 410/1000 [03:17<04:20, 2.27it/s]

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Processing GIFs: 41%|██████| 411/1000 [03:18<04:11, 2.34it/s]

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Processing GIFs: 41%|██████| 412/1000 [03:18<04:08, 2.37it/s]

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Processing GIFs: 41%|██████| 413/1000 [03:18<03:50, 2.55it/s]

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Processing GIFs: 41%|██████| 414/1000 [03:19<03:56, 2.47it/s]

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Processing GIFs: 42%|██████| 415/1000 [03:19<03:54, 2.49it/s]

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Processing GIFs: 42%|██████| 416/1000 [03:20<03:54, 2.49it/s]

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Processing GIFs: 42%|██████| 417/1000 [03:20<03:49, 2.54it/s]

Downloaded: gifs\_temp/gif\_51301.gif

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Processing GIFs: 42%|██████| 418/1000 [03:20<03:44, 2.59it/s]

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Processing GIFs: 42%|██████| 419/1000 [03:21<05:20, 1.81it/s]

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Processing GIFs: 42%|██████| 420/1000 [03:22<05:18, 1.82it/s]

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Processing GIFs: 42%|██████| 421/1000 [03:22<05:02, 1.92it/s]

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Processing GIFs: 42%|██████| 422/1000 [03:23<06:06, 1.58it/s]

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Processing GIFs: 42%|██████| 423/1000 [03:24<05:27, 1.76it/s]

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Processing GIFs: 42%|██████| 424/1000 [03:24<05:19, 1.80it/s]

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Processing GIFs: 42%|██████| 425/1000 [03:25<05:42, 1.68it/s]

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Processing GIFs: 43%|██████| 426/1000 [03:25<05:25, 1.76it/s]

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Processing GIFs: 43%|██████| 427/1000 [03:26<06:26, 1.48it/s]

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Processing GIFs: 43%|██████| 428/1000 [03:27<05:38, 1.69it/s]

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Processing GIFs: 43%|██████| 429/1000 [03:27<05:18, 1.80it/s]

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Downloaded: gifs\_temp/gif\_29277.gif

Processing GIFs: 43%|██████| 430/1000 [03:28<05:31, 1.72it/s]

Deleted: gifs\_temp/gif\_29277.gif

Processing GIFs: 43%|██████| 431/1000 [03:28<05:07, 1.85it/s]

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Processing GIFs: 43%|██████| 432/1000 [03:29<04:50, 1.95it/s]

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Processing GIFs: 43%|██████| 433/1000 [03:29<04:46, 1.98it/s]

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Processing GIFs: 43%|██████| 434/1000 [03:30<04:35, 2.05it/s]

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Processing GIFs: 44%|██████| 435/1000 [03:30<04:21, 2.16it/s]

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Processing GIFs: 44%|██████| 436/1000 [03:31<05:16, 1.78it/s]

Downloaded: gifs\_temp/gif\_44569.gif  
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Processing GIFs: 44%|██████| 437/1000 [03:31<04:52, 1.93it/s]



Downloaded: gifs\_temp/gif\_74228.gif

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Processing GIFs: 44%|██████| 438/1000 [03:32<04:26, 2.11it/s]

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Processing GIFs: 44%|██████| 439/1000 [03:32<04:16, 2.18it/s]

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Processing GIFs: 44%|██████| 440/1000 [03:32<03:58, 2.35it/s]

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Processing GIFs: 44%|██████| 441/1000 [03:33<04:04, 2.28it/s]

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Processing GIFs: 44%|██████| 442/1000 [03:33<04:16, 2.17it/s]

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Processing GIFs: 44%|██████| 443/1000 [03:34<04:51, 1.91it/s]

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Processing GIFs: 44%|██████| 444/1000 [03:34<04:31, 2.05it/s]

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Processing GIFs: 44%|██████| 445/1000 [03:35<04:24, 2.10it/s]

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Processing GIFs: 45%|██████| 446/1000 [03:35<04:10, 2.21it/s]

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Processing GIFs: 45%|██████| 447/1000 [03:36<03:57, 2.33it/s]

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Processing GIFs: 45%|██████| 448/1000 [03:36<03:49, 2.41it/s]

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Processing GIFs: 45%|██████| 449/1000 [03:36<03:44, 2.46it/s]

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Processing GIFs: 45%|██████| 450/1000 [03:37<03:36, 2.54it/s]

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Processing GIFs: 45%|██████| 451/1000 [03:38<05:20, 1.71it/s]

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Processing GIFs: 45%|██████| 452/1000 [03:38<04:32, 2.01it/s]

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Processing GIFs: 45%|██████| 453/1000 [03:38<04:15, 2.14it/s]

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Processing GIFs: 45%|██████| 454/1000 [03:39<04:28, 2.04it/s]

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Processing GIFs: 46%|██████| 455/1000 [03:39<04:19, 2.10it/s]

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Processing GIFs: 46%|██████| 456/1000 [03:40<04:26, 2.04it/s]

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Processing GIFs: 46%|██████| 457/1000 [03:41<05:29, 1.65it/s]

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Processing GIFs: 46%|██████| 458/1000 [03:41<04:44, 1.90it/s]

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Processing GIFs: 46%|██████| 459/1000 [03:42<04:26, 2.03it/s]

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Processing GIFs: 46%|███████ | 460/1000 [03:42<04:06, 2.19it/s]

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Processing GIFs: 46%|███████ | 461/1000 [03:42<03:58, 2.26it/s]

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Processing GIFs: 46%|███████ | 462/1000 [03:43<05:15, 1.71it/s]

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Processing GIFs: 46%|███████ | 463/1000 [03:44<04:36, 1.94it/s]

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Processing GIFs: 46%|███████ | 464/1000 [03:44<04:13, 2.11it/s]

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Processing GIFs: 46%|███████ | 465/1000 [03:45<04:41, 1.90it/s]

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Processing GIFs: 47%|███████ | 466/1000 [03:45<04:26, 2.00it/s]

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Processing GIFs: 47%|███████ | 467/1000 [03:46<04:13, 2.10it/s]

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Processing GIFs: 47%|███████ | 468/1000 [03:46<03:57, 2.24it/s]

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Processing GIFs: 47%|███████ | 469/1000 [03:46<03:27, 2.56it/s]

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Processing GIFs: 47%|███████ | 470/1000 [03:47<03:21, 2.63it/s]

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Processing GIFs: 47%|██████| 471/1000 [03:47<03:22, 2.61it/s]

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Processing GIFs: 47%|██████| 472/1000 [03:47<03:23, 2.59it/s]

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Processing GIFs: 47%|██████| 473/1000 [03:48<04:00, 2.19it/s]

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Processing GIFs: 47%|██████| 474/1000 [03:48<03:47, 2.31it/s]

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Processing GIFs: 48%|██████| 475/1000 [03:49<03:34, 2.45it/s]

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Processing GIFs: 48%|██████| 476/1000 [03:49<03:42, 2.36it/s]

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Processing GIFs: 48%|██████| 477/1000 [03:50<03:49, 2.28it/s]

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Processing GIFs: 48%|██████| 478/1000 [03:50<03:41, 2.36it/s]

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Processing GIFs: 48%|██████| 479/1000 [03:50<03:15, 2.66it/s]

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Processing GIFs: 48%|██████| 480/1000 [03:51<03:21, 2.58it/s]

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Processing GIFs: 48%|██████| 481/1000 [03:51<03:06, 2.78it/s]

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Processing GIFs: 48%|██████| 482/1000 [03:51<03:14, 2.66it/s]

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Processing GIFs: 48%|██████| 483/1000 [03:52<03:27, 2.49it/s]

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Processing GIFs: 48%|██████| 484/1000 [03:52<03:48, 2.26it/s]

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Processing GIFs: 48%|██████| 485/1000 [03:53<03:37, 2.37it/s]

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Processing GIFs: 49%|██████| 486/1000 [03:53<04:17, 2.00it/s]

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Processing GIFs: 49%|██████| 487/1000 [03:54<04:28, 1.91it/s]

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Processing GIFs: 49%|██████| 488/1000 [03:54<04:04, 2.09it/s]

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Processing GIFs: 49%|██████| 489/1000 [03:55<03:40, 2.31it/s]

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Processing GIFs: 49%|██████| 490/1000 [03:55<03:29, 2.43it/s]

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Processing GIFs: 49%|██████| 491/1000 [03:55<03:24, 2.49it/s]

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Processing GIFs: 49%|██████| 492/1000 [03:56<03:20, 2.53it/s]

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Processing GIFs: 49%|██████████ | 493/1000 [03:57<04:49, 1.75it/s]

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Processing GIFs: 49%|██████████ | 494/1000 [03:57<04:25, 1.90it/s]

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Processing GIFs: 50%|██████████ | 495/1000 [03:58<04:10, 2.02it/s]

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Processing GIFs: 50%|██████████ | 496/1000 [03:58<04:11, 2.00it/s]

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Processing GIFs: 50%|██████████ | 497/1000 [03:59<04:03, 2.07it/s]

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Processing GIFs: 50%|██████████ | 498/1000 [03:59<04:48, 1.74it/s]

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Processing GIFs: 50%|██████████ | 499/1000 [04:00<04:29, 1.86it/s]

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Processing GIFs: 50%|██████████ | 500/1000 [04:00<03:58, 2.09it/s]

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Processing GIFs: 50%|██████████ | 501/1000 [04:01<03:42, 2.24it/s]

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Processing GIFs: 50%|██████████ | 502/1000 [04:01<03:35, 2.32it/s]

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Processing GIFs: 50%|██████████ | 503/1000 [04:01<03:23, 2.44it/s]

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Processing GIFs: 50%|██████████ | 504/1000 [04:02<04:01, 2.05it/s]

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Processing GIFs: 50%|██████████ | 505/1000 [04:02<04:00, 2.06it/s]

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Processing GIFs: 51%|██████████ | 506/1000 [04:03<03:43, 2.21it/s]

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Processing GIFs: 51%|██████████ | 507/1000 [04:03<03:21, 2.45it/s]

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Processing GIFs: 51%|██████████ | 508/1000 [04:04<03:20, 2.46it/s]

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Processing GIFs: 51%|██████████ | 509/1000 [04:04<03:17, 2.49it/s]

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Processing GIFs: 51%|██████████ | 510/1000 [04:04<02:57, 2.75it/s]

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Processing GIFs: 51%|██████████ | 511/1000 [04:05<03:09, 2.58it/s]

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Processing GIFs: 51%|██████████ | 512/1000 [04:05<03:32, 2.30it/s]

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Processing GIFs: 51%|██████████ | 513/1000 [04:06<03:31, 2.30it/s]

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Processing GIFs: 51%|██████████ | 514/1000 [04:06<03:45, 2.15it/s]

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Processing GIFs: 52%|██████████ | 515/1000 [04:07<03:33, 2.27it/s]

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Processing GIFs: 52%|██████████ | 516/1000 [04:07<04:03, 1.99it/s]

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Processing GIFs: 52%|██████████ | 517/1000 [04:08<03:49, 2.10it/s]

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Processing GIFs: 52%|██████████ | 518/1000 [04:08<03:47, 2.12it/s]

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Processing GIFs: 52%|██████████ | 519/1000 [04:08<03:31, 2.27it/s]

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Processing GIFs: 52%|██████████ | 520/1000 [04:09<03:12, 2.49it/s]

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Processing GIFs: 52%|██████████ | 521/1000 [04:09<03:01, 2.64it/s]

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Processing GIFs: 52%|██████████ | 522/1000 [04:10<03:06, 2.57it/s]

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Processing GIFs: 52%|██████████ | 523/1000 [04:10<03:30, 2.26it/s]

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Downloaded: gifs\_temp/gif\_19012.gif

Processing GIFs: 52%|██████████ | 524/1000 [04:11<04:02, 1.96it/s]

Deleted: gifs\_temp/gif\_19012.gif

Processing GIFs: 52%|██████████ | 525/1000 [04:11<03:50, 2.06it/s]



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Processing GIFs: 53%|██████████ | 526/1000 [04:12<03:34, 2.21it/s]

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Processing GIFs: 53%|██████████ | 527/1000 [04:12<03:53, 2.03it/s]

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Processing GIFs: 53%|██████████ | 528/1000 [04:13<03:51, 2.04it/s]

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Processing GIFs: 53%|██████████ | 529/1000 [04:13<04:42, 1.67it/s]

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Deleted: gifs\_temp/gif\_52434.gif

Processing GIFs: 53%|██████████ | 530/1000 [04:14<04:18, 1.82it/s]

Downloaded: gifs\_temp/gif\_106043.gif

Deleted: gifs\_temp/gif\_106043.gif

Processing GIFs: 53%|██████████ | 531/1000 [04:14<04:04, 1.91it/s]

Downloaded: gifs\_temp/gif\_51147.gif

Deleted: gifs\_temp/gif\_51147.gif

Processing GIFs: 53%|██████████ | 532/1000 [04:15<03:52, 2.01it/s]

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Deleted: gifs\_temp/gif\_65588.gif

Processing GIFs: 53%|██████████ | 533/1000 [04:15<03:42, 2.10it/s]

Downloaded: gifs\_temp/gif\_54936.gif

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Processing GIFs: 53%|██████████ | 534/1000 [04:16<03:27, 2.24it/s]

Downloaded: gifs\_temp/gif\_25561.gif

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Processing GIFs: 54%|██████████ | 535/1000 [04:16<03:15, 2.38it/s]

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Processing GIFs: 54%|██████████ | 536/1000 [04:16<03:16, 2.36it/s]

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Deleted: gifs\_temp/gif\_111520.gif

Processing GIFs: 54%|██████████ | 537/1000 [04:17<03:14, 2.38it/s]

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Deleted: gifs\_temp/gif\_107594.gif

Processing GIFs: 54%|██████████ | 538/1000 [04:17<03:14, 2.37it/s]

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Deleted: gifs\_temp/gif\_62401.gif

Processing GIFs: 54%|██████████ | 539/1000 [04:18<03:22, 2.28it/s]

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Processing GIFs: 54%|██████████ | 540/1000 [04:18<03:22, 2.27it/s]

Downloaded: gifs\_temp/gif\_110037.gif

Deleted: gifs\_temp/gif\_110037.gif

Processing GIFs: 54%|██████████ | 541/1000 [04:19<03:14, 2.36it/s]

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Processing GIFs: 54%|██████████ | 542/1000 [04:19<03:11, 2.39it/s]

Downloaded: gifs\_temp/gif\_80356.gif

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Processing GIFs: 54%|██████████ | 543/1000 [04:19<03:08, 2.42it/s]

Downloaded: gifs\_temp/gif\_59292.gif

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Processing GIFs: 54%|██████████ | 544/1000 [04:20<03:01, 2.51it/s]

Downloaded: gifs\_temp/gif\_121157.gif

Deleted: gifs\_temp/gif\_121157.gif

Processing GIFs: 55%|██████████ | 545/1000 [04:20<03:02, 2.50it/s]

Downloaded: gifs\_temp/gif\_69214.gif

Deleted: gifs\_temp/gif\_69214.gif

Processing GIFs: 55%|██████████ | 546/1000 [04:21<03:09, 2.39it/s]

Downloaded: gifs\_temp/gif\_59641.gif

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Processing GIFs: 55%|██████████ | 547/1000 [04:21<03:15, 2.31it/s]

Downloaded: gifs\_temp/gif\_117955.gif

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Processing GIFs: 55%|██████████| 548/1000 [04:22<04:24, 1.71it/s]

Downloaded: gifs\_temp/gif\_51095.gif

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Processing GIFs: 55%|██████████| 549/1000 [04:23<04:28, 1.68it/s]

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Deleted: gifs\_temp/gif\_4213.gif

Processing GIFs: 55%|██████████| 550/1000 [04:23<04:07, 1.82it/s]

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Processing GIFs: 55%|██████████| 551/1000 [04:23<03:45, 1.99it/s]

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Processing GIFs: 55%|██████████| 552/1000 [04:24<03:20, 2.24it/s]

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Processing GIFs: 55%|██████████| 553/1000 [04:24<03:09, 2.36it/s]

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Processing GIFs: 55%|██████████| 554/1000 [04:25<03:02, 2.45it/s]

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Deleted: gifs\_temp/gif\_25530.gif

Processing GIFs: 56%|██████████| 555/1000 [04:25<03:16, 2.26it/s]

Downloaded: gifs\_temp/gif\_34001.gif

Deleted: gifs\_temp/gif\_34001.gif

Processing GIFs: 56%|██████████| 556/1000 [04:25<03:06, 2.39it/s]

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Processing GIFs: 56%|██████████| 557/1000 [04:26<02:59, 2.47it/s]

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Processing GIFs: 56%|██████████| 558/1000 [04:27<03:45, 1.96it/s]

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Processing GIFs: 56%|██████████ | 559/1000 [04:27<03:24, 2.16it/s]

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Processing GIFs: 56%|██████████ | 560/1000 [04:27<03:37, 2.02it/s]

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Processing GIFs: 56%|██████████ | 561/1000 [04:28<03:24, 2.14it/s]

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Processing GIFs: 56%|██████████ | 562/1000 [04:28<03:10, 2.30it/s]

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Processing GIFs: 56%|██████████ | 563/1000 [04:29<03:18, 2.20it/s]

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Processing GIFs: 56%|██████████ | 564/1000 [04:29<03:01, 2.40it/s]

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Processing GIFs: 56%|██████████ | 565/1000 [04:30<03:07, 2.32it/s]

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Processing GIFs: 57%|██████████ | 566/1000 [04:30<03:15, 2.22it/s]

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Processing GIFs: 57%|██████████ | 567/1000 [04:31<03:33, 2.03it/s]

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Processing GIFs: 57%|██████████ | 568/1000 [04:31<03:42, 1.94it/s]

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Processing GIFs: 57%|██████████ | 569/1000 [04:32<03:29, 2.06it/s]

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Processing GIFs: 57%|██████████ | 570/1000 [04:32<03:07, 2.30it/s]

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Processing GIFs: 57%|██████████ | 571/1000 [04:32<03:07, 2.29it/s]

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Processing GIFs: 57%|██████████ | 572/1000 [04:33<02:59, 2.38it/s]

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Processing GIFs: 57%|██████████ | 573/1000 [04:33<02:56, 2.42it/s]

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Processing GIFs: 57%|██████████ | 574/1000 [04:34<03:12, 2.21it/s]

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Processing GIFs: 57%|██████████ | 575/1000 [04:34<03:07, 2.27it/s]

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Processing GIFs: 58%|██████████ | 576/1000 [04:34<02:51, 2.47it/s]

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Processing GIFs: 58%|██████████ | 577/1000 [04:35<03:00, 2.34it/s]

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Processing GIFs: 58%|██████████ | 578/1000 [04:35<02:56, 2.39it/s]

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Processing GIFs: 58%|██████████ | 579/1000 [04:36<02:55, 2.40it/s]

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Processing GIFs: 58%|██████████ | 580/1000 [04:36<02:51, 2.44it/s]

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Processing GIFs: 58%|██████████ | 581/1000 [04:36<02:45, 2.54it/s]

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Processing GIFs: 58%|██████████ | 582/1000 [04:37<02:48, 2.48it/s]

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Processing GIFs: 58%|██████████ | 583/1000 [04:37<02:47, 2.49it/s]

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Processing GIFs: 58%|██████████ | 584/1000 [04:38<02:53, 2.40it/s]

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Processing GIFs: 58%|██████████ | 585/1000 [04:38<02:49, 2.46it/s]

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Processing GIFs: 59%|██████████ | 586/1000 [04:38<02:42, 2.55it/s]

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Processing GIFs: 59%|██████████ | 587/1000 [04:39<02:40, 2.57it/s]

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Processing GIFs: 59%|██████████ | 588/1000 [04:39<02:44, 2.51it/s]

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Processing GIFs: 59%|██████████ | 589/1000 [04:40<03:07, 2.19it/s]

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Downloaded: gifs\_temp/gif\_13872.gif

Processing GIFs: 59%|██████████ | 590/1000 [04:40<03:13, 2.12it/s]

Deleted: gifs\_temp/gif\_13872.gif

Processing GIFs: 59%|██████████ | 591/1000 [04:41<03:09, 2.16it/s]

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Processing GIFs: 59%|██████████ | 592/1000 [04:41<03:30, 1.93it/s]

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Processing GIFs: 59%|██████████ | 593/1000 [04:42<03:22, 2.01it/s]

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Processing GIFs: 59%|██████████ | 594/1000 [04:42<03:14, 2.09it/s]

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Processing GIFs: 60%|██████████ | 595/1000 [04:43<03:02, 2.22it/s]

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Processing GIFs: 60%|██████████ | 596/1000 [04:43<03:04, 2.19it/s]

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Processing GIFs: 60%|██████████ | 597/1000 [04:44<03:10, 2.11it/s]

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Processing GIFs: 60%|██████████ | 598/1000 [04:44<03:10, 2.11it/s]

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Processing GIFs: 60%|██████████ | 599/1000 [04:45<03:03, 2.19it/s]

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Processing GIFs: 60%|██████████ | 600/1000 [04:45<02:58, 2.24it/s]

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Processing GIFs: 60%|██████████ | 601/1000 [04:45<03:01, 2.20it/s]

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Processing GIFs: 60%|██████████ | 602/1000 [04:46<02:52, 2.30it/s]

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Processing GIFs: 60%|██████████ | 603/1000 [04:46<02:43, 2.43it/s]

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Processing GIFs: 60%|██████████ | 604/1000 [04:47<02:39, 2.48it/s]

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Processing GIFs: 60%|██████████ | 605/1000 [04:47<02:38, 2.50it/s]

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Processing GIFs: 61%|██████████ | 606/1000 [04:47<02:38, 2.49it/s]

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Processing GIFs: 61%|██████████ | 607/1000 [04:48<03:41, 1.77it/s]

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Processing GIFs: 61%|██████████ | 608/1000 [04:49<03:36, 1.81it/s]

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Processing GIFs: 61%|██████████ | 609/1000 [04:49<03:14, 2.01it/s]

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Processing GIFs: 61%|██████████ | 610/1000 [04:50<03:02, 2.13it/s]

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Processing GIFs: 61%|██████████ | 611/1000 [04:50<02:58, 2.18it/s]

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Processing GIFs: 61%|██████████ | 612/1000 [04:50<02:51, 2.26it/s]

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Processing GIFs: 61%|██████████ | 613/1000 [04:51<02:48, 2.30it/s]



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Processing GIFs: 61%|██████████ | 614/1000 [04:52<03:16, 1.96it/s]

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Processing GIFs: 62%|██████████ | 615/1000 [04:52<03:32, 1.81it/s]

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Processing GIFs: 62%|██████████ | 616/1000 [04:53<03:44, 1.71it/s]

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Processing GIFs: 62%|██████████ | 617/1000 [04:53<03:20, 1.91it/s]

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Processing GIFs: 62%|██████████ | 618/1000 [04:54<03:02, 2.09it/s]

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Processing GIFs: 62%|██████████ | 619/1000 [04:54<02:58, 2.14it/s]

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Processing GIFs: 62%|██████████ | 620/1000 [04:54<02:47, 2.27it/s]

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Processing GIFs: 62%|██████████ | 621/1000 [04:55<02:49, 2.23it/s]

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Processing GIFs: 62%|██████████ | 622/1000 [04:55<02:36, 2.41it/s]

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Downloaded: gifs\_temp/gif\_4184.gif

Processing GIFs: 62%|██████████ | 623/1000 [04:56<03:55, 1.60it/s]

Deleted: gifs\_temp/gif\_4184.gif

Processing GIFs: 62%|██████████ | 624/1000 [04:57<03:38, 1.72it/s]

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Processing GIFs: 62%|██████████ | 625/1000 [04:57<03:31, 1.77it/s]

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Processing GIFs: 63%|██████████ | 626/1000 [04:58<03:11, 1.96it/s]

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Processing GIFs: 63%|██████████ | 627/1000 [04:58<02:56, 2.11it/s]

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Processing GIFs: 63%|██████████ | 628/1000 [04:59<02:54, 2.13it/s]

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Processing GIFs: 63%|██████████ | 629/1000 [04:59<02:36, 2.37it/s]

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Processing GIFs: 63%|██████████ | 630/1000 [04:59<02:28, 2.49it/s]

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Processing GIFs: 63%|██████████ | 631/1000 [05:00<02:25, 2.54it/s]

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Processing GIFs: 63%|██████████ | 632/1000 [05:00<02:29, 2.47it/s]

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Processing GIFs: 63%|██████████ | 633/1000 [05:01<02:31, 2.43it/s]

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Processing GIFs: 63%|██████████ | 634/1000 [05:01<02:32, 2.41it/s]

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Processing GIFs: 64%|██████████ | 635/1000 [05:01<02:31, 2.40it/s]

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Processing GIFs: 64%|██████████ | 636/1000 [05:02<02:20, 2.58it/s]

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Processing GIFs: 64%|██████████ | 637/1000 [05:02<02:19, 2.61it/s]

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Processing GIFs: 64%|██████████ | 638/1000 [05:02<02:22, 2.54it/s]

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Processing GIFs: 64%|██████████ | 639/1000 [05:03<02:25, 2.48it/s]

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Processing GIFs: 64%|██████████ | 640/1000 [05:03<02:21, 2.55it/s]

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Processing GIFs: 64%|██████████ | 641/1000 [05:04<02:26, 2.46it/s]

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Processing GIFs: 64%|██████████ | 642/1000 [05:04<02:27, 2.43it/s]

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Processing GIFs: 64%|██████████ | 643/1000 [05:04<02:17, 2.60it/s]

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Processing GIFs: 64%|██████████ | 644/1000 [05:05<02:31, 2.35it/s]

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Processing GIFs: 64%|██████████ | 645/1000 [05:05<02:24, 2.45it/s]

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Processing GIFs: 65%|██████████ | 646/1000 [05:06<02:25, 2.44it/s]

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Processing GIFs: 65%|██████████ | 647/1000 [05:06<02:21, 2.49it/s]

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Processing GIFs: 65%|██████████ | 648/1000 [05:07<02:36, 2.24it/s]

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Processing GIFs: 65%|██████████ | 649/1000 [05:07<02:28, 2.36it/s]

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Deleted: gifs\_temp/gif\_109046.gif

Processing GIFs: 65%|██████████ | 650/1000 [05:07<02:20, 2.50it/s]

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Deleted: gifs\_temp/gif\_57717.gif

Processing GIFs: 65%|██████████ | 651/1000 [05:08<02:25, 2.40it/s]

Downloaded: gifs\_temp/gif\_84846.gif

Deleted: gifs\_temp/gif\_84846.gif

Downloaded: gifs\_temp/gif\_23208.gif

Processing GIFs: 65%|██████████ | 652/1000 [05:08<02:43, 2.12it/s]

Deleted: gifs\_temp/gif\_23208.gif

Processing GIFs: 65%|██████████ | 653/1000 [05:09<02:35, 2.23it/s]

Downloaded: gifs\_temp/gif\_113339.gif

Deleted: gifs\_temp/gif\_113339.gif

Processing GIFs: 65%|██████████ | 654/1000 [05:09<02:36, 2.21it/s]

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Processing GIFs: 66%|██████████ | 655/1000 [05:10<02:40, 2.15it/s]

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Processing GIFs: 66%|██████████ | 656/1000 [05:10<02:38, 2.17it/s]

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Processing GIFs: 66%|██████████ | 657/1000 [05:11<02:28, 2.31it/s]

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Processing GIFs: 66%|██████████ | 658/1000 [05:11<02:26, 2.33it/s]

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Processing GIFs: 66%|██████████ | 659/1000 [05:11<02:25, 2.34it/s]

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Processing GIFs: 66%|██████████ | 660/1000 [05:12<02:33, 2.21it/s]

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Processing GIFs: 66%|██████████ | 661/1000 [05:13<03:12, 1.76it/s]

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Processing GIFs: 66%|██████████ | 662/1000 [05:13<02:57, 1.91it/s]

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Processing GIFs: 66%|██████████ | 663/1000 [05:14<03:18, 1.69it/s]

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Processing GIFs: 66%|██████████ | 664/1000 [05:15<03:39, 1.53it/s]

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Processing GIFs: 66%|██████████ | 665/1000 [05:15<03:16, 1.70it/s]

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Processing GIFs: 67%|██████████ | 666/1000 [05:16<02:58, 1.87it/s]

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Processing GIFs: 67%|██████████ | 667/1000 [05:16<02:47, 1.98it/s]

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Processing GIFs: 67%|██████████ | 668/1000 [05:17<02:40, 2.06it/s]

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Processing GIFs: 67%|██████████ | 669/1000 [05:17<02:31, 2.18it/s]

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Processing GIFs: 67%|██████████ | 670/1000 [05:17<02:19, 2.37it/s]

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Processing GIFs: 67%|██████████ | 671/1000 [05:18<02:29, 2.20it/s]

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Processing GIFs: 67%|██████████ | 672/1000 [05:18<02:42, 2.02it/s]

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Processing GIFs: 67%|██████████ | 673/1000 [05:19<02:36, 2.10it/s]

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Processing GIFs: 67%|██████████ | 674/1000 [05:19<02:25, 2.24it/s]

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Processing GIFs: 68%|██████████ | 675/1000 [05:20<02:20, 2.32it/s]

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Processing GIFs: 68%|██████████ | 676/1000 [05:20<02:15, 2.40it/s]

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Processing GIFs: 68%|██████████ | 677/1000 [05:20<02:22, 2.27it/s]

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Processing GIFs: 68%|██████████ | 678/1000 [05:21<02:21, 2.28it/s]

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Processing GIFs: 68%|██████████ | 679/1000 [05:21<02:31, 2.12it/s]

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Processing GIFs: 68%|██████████ | 680/1000 [05:22<02:25, 2.20it/s]

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Processing GIFs: 68%|██████████ | 681/1000 [05:22<02:26, 2.17it/s]

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Processing GIFs: 68%|██████████ | 682/1000 [05:23<02:23, 2.22it/s]

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Processing GIFs: 68%|██████████ | 683/1000 [05:23<02:24, 2.20it/s]

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Processing GIFs: 68%|██████████ | 684/1000 [05:24<02:18, 2.29it/s]

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Processing GIFs: 68%|██████████ | 685/1000 [05:24<02:17, 2.29it/s]

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Processing GIFs: 69%|██████████ | 686/1000 [05:24<02:12, 2.37it/s]

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Processing GIFs: 69%|██████████ | 687/1000 [05:25<02:08, 2.43it/s]

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Processing GIFs: 69%|██████████ | 688/1000 [05:25<02:11, 2.37it/s]

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Processing GIFs: 69%|██████████ | 689/1000 [05:26<02:19, 2.24it/s]

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Processing GIFs: 69%|██████████ | 690/1000 [05:26<02:14, 2.31it/s]

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Processing GIFs: 69%|██████████ | 691/1000 [05:27<02:06, 2.44it/s]

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Processing GIFs: 69%|██████████ | 692/1000 [05:27<02:02, 2.52it/s]

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Processing GIFs: 69%|██████████ | 693/1000 [05:28<02:31, 2.02it/s]

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Processing GIFs: 69%|██████████ | 694/1000 [05:28<03:01, 1.68it/s]

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Processing GIFs: 70%|██████████ | 696/1000 [05:29<02:35, 1.95it/s]

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Processing GIFs: 70%|██████████ | 697/1000 [05:30<02:33, 1.98it/s]

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Processing GIFs: 70%|██████████ | 698/1000 [05:30<02:25, 2.07it/s]

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Processing GIFs: 70%|██████████ | 699/1000 [05:31<02:17, 2.19it/s]

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Processing GIFs: 70%|██████████ | 700/1000 [05:31<02:11, 2.27it/s]

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Processing GIFs: 70%|██████████ | 701/1000 [05:32<02:12, 2.25it/s]



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Processing GIFs: 70%|██████████ | 702/1000 [05:32<02:13, 2.23it/s]

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Processing GIFs: 70%|██████████ | 703/1000 [05:32<02:00, 2.46it/s]

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Processing GIFs: 70%|██████████ | 704/1000 [05:33<02:00, 2.45it/s]

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Processing GIFs: 70%|██████████ | 705/1000 [05:33<01:59, 2.47it/s]

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Processing GIFs: 71%|██████████ | 706/1000 [05:34<02:04, 2.36it/s]

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Processing GIFs: 71%|██████████ | 707/1000 [05:34<02:02, 2.39it/s]

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Processing GIFs: 71%|██████████ | 708/1000 [05:34<02:05, 2.33it/s]

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Processing GIFs: 71%|██████████ | 709/1000 [05:35<01:57, 2.48it/s]

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Processing GIFs: 71%|██████████ | 710/1000 [05:35<01:57, 2.47it/s]

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Processing GIFs: 71%|██████████ | 711/1000 [05:36<02:03, 2.33it/s]

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Processing GIFs: 71%|██████████ | 712/1000 [05:36<02:05, 2.29it/s]

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Processing GIFs: 71%|██████████ | 713/1000 [05:36<02:00, 2.39it/s]

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Processing GIFs: 71%|██████████ | 714/1000 [05:37<01:56, 2.46it/s]

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Processing GIFs: 72%|██████████ | 715/1000 [05:37<01:52, 2.53it/s]

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Processing GIFs: 72%|██████████ | 716/1000 [05:38<02:32, 1.86it/s]

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Processing GIFs: 72%|██████████ | 717/1000 [05:38<02:20, 2.01it/s]

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Processing GIFs: 72%|██████████ | 718/1000 [05:39<02:09, 2.19it/s]

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Processing GIFs: 72%|██████████ | 719/1000 [05:39<02:04, 2.27it/s]

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Processing GIFs: 72%|██████████ | 720/1000 [05:40<02:00, 2.33it/s]

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Processing GIFs: 72%|██████████ | 721/1000 [05:40<01:54, 2.43it/s]

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Processing GIFs: 72%|██████████ | 722/1000 [05:40<01:51, 2.49it/s]

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Processing GIFs: 72%|██████████ | 723/1000 [05:41<02:00, 2.29it/s]

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Processing GIFs: 72%|██████████ | 724/1000 [05:41<01:58, 2.34it/s]

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Processing GIFs: 72%|██████████ | 725/1000 [05:42<01:54, 2.41it/s]

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Processing GIFs: 73%|██████████ | 726/1000 [05:42<01:53, 2.41it/s]

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Processing GIFs: 73%|██████████ | 728/1000 [05:43<01:50, 2.45it/s]

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Processing GIFs: 73%|██████████ | 729/1000 [05:43<01:55, 2.34it/s]

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Processing GIFs: 73%|██████████ | 730/1000 [05:44<01:52, 2.40it/s]

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Processing GIFs: 73%|██████████ | 731/1000 [05:44<01:49, 2.46it/s]

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Processing GIFs: 73%|██████████ | 732/1000 [05:45<01:49, 2.46it/s]

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Processing GIFs: 73%|██████████ | 733/1000 [05:45<01:51, 2.39it/s]

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Processing GIFs: 73%|██████████ | 734/1000 [05:46<02:05, 2.13it/s]

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Processing GIFs: 74%|██████████ | 735/1000 [05:46<02:08, 2.06it/s]

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Processing GIFs: 74%|██████████ | 736/1000 [05:47<02:09, 2.04it/s]

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Processing GIFs: 74%|██████████ | 737/1000 [05:47<02:01, 2.17it/s]

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Processing GIFs: 74%|██████████ | 738/1000 [05:47<01:59, 2.20it/s]

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Processing GIFs: 74%|██████████ | 739/1000 [05:48<01:53, 2.30it/s]

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Processing GIFs: 74%|██████████ | 740/1000 [05:48<01:57, 2.22it/s]

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Processing GIFs: 74%|██████████ | 741/1000 [05:49<01:43, 2.51it/s]

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Processing GIFs: 74%|██████████ | 742/1000 [05:50<02:42, 1.59it/s]

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Processing GIFs: 74%|██████████ | 743/1000 [05:50<02:30, 1.71it/s]

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Processing GIFs: 74%|██████████ | 744/1000 [05:51<02:15, 1.89it/s]

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Processing GIFs: 74%|██████████ | 745/1000 [05:51<02:06, 2.02it/s]

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Processing GIFs: 75%|██████████| 746/1000 [05:51<01:50, 2.29it/s]

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Processing GIFs: 75%|██████████| 747/1000 [05:52<01:51, 2.27it/s]

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Processing GIFs: 75%|██████████| 748/1000 [05:52<01:57, 2.15it/s]

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Processing GIFs: 75%|██████████| 749/1000 [05:53<01:50, 2.27it/s]

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Processing GIFs: 75%|██████████| 750/1000 [05:53<01:45, 2.36it/s]

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Processing GIFs: 75%|██████████| 751/1000 [05:54<02:20, 1.77it/s]

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Processing GIFs: 75%|██████████| 752/1000 [05:54<02:08, 1.93it/s]

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Processing GIFs: 75%|██████████| 753/1000 [05:55<01:57, 2.10it/s]

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Processing GIFs: 75%|██████████| 754/1000 [05:55<01:53, 2.16it/s]

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Processing GIFs: 76%|██████████| 755/1000 [05:56<01:47, 2.28it/s]

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Processing GIFs: 76%|██████████| 756/1000 [05:56<01:40, 2.42it/s]

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Processing GIFs: 76%|██████████ | 757/1000 [05:56<01:42, 2.37it/s]

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Processing GIFs: 76%|██████████ | 758/1000 [05:57<01:43, 2.33it/s]

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Processing GIFs: 76%|██████████ | 759/1000 [05:57<01:38, 2.46it/s]

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Processing GIFs: 76%|██████████ | 760/1000 [05:58<01:36, 2.49it/s]

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Processing GIFs: 76%|██████████ | 761/1000 [05:58<01:38, 2.44it/s]

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Processing GIFs: 76%|██████████ | 762/1000 [05:58<01:33, 2.54it/s]

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Processing GIFs: 76%|██████████ | 763/1000 [05:59<01:35, 2.49it/s]

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Processing GIFs: 76%|██████████ | 764/1000 [05:59<01:29, 2.64it/s]

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Processing GIFs: 76%|██████████ | 765/1000 [06:00<01:38, 2.37it/s]

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Processing GIFs: 77%|██████████ | 766/1000 [06:00<01:36, 2.42it/s]

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Processing GIFs: 77%|██████████ | 767/1000 [06:01<01:38, 2.37it/s]

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Processing GIFs: 77%|██████████ | 768/1000 [06:01<01:39, 2.34it/s]

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Processing GIFs: 77%|██████████ | 769/1000 [06:01<01:42, 2.26it/s]

Downloaded: gifs\_temp/gif\_113870.gif

Deleted: gifs\_temp/gif\_113870.gif

Processing GIFs: 77%|██████████ | 770/1000 [06:02<01:40, 2.29it/s]

Downloaded: gifs\_temp/gif\_17798.gif

Deleted: gifs\_temp/gif\_17798.gif

Processing GIFs: 77%|██████████ | 771/1000 [06:02<01:44, 2.18it/s]

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Processing GIFs: 77%|██████████ | 772/1000 [06:03<01:42, 2.22it/s]

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Processing GIFs: 77%|██████████ | 773/1000 [06:03<01:40, 2.27it/s]

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Processing GIFs: 77%|██████████ | 774/1000 [06:04<01:37, 2.32it/s]

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Processing GIFs: 78%|██████████ | 775/1000 [06:04<01:54, 1.97it/s]

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Processing GIFs: 78%|██████████ | 776/1000 [06:05<01:47, 2.09it/s]

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Processing GIFs: 78%|██████████ | 777/1000 [06:05<01:37, 2.28it/s]

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Processing GIFs: 78%|██████████ | 778/1000 [06:05<01:33, 2.36it/s]

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Processing GIFs: 78%|██████████ | 779/1000 [06:06<01:30, 2.45it/s]

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Processing GIFs: 78%|██████████ | 780/1000 [06:06<01:30, 2.44it/s]

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Processing GIFs: 78%|██████████ | 781/1000 [06:07<01:36, 2.26it/s]

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Processing GIFs: 78%|██████████ | 782/1000 [06:07<01:33, 2.33it/s]

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Processing GIFs: 78%|██████████ | 783/1000 [06:08<01:36, 2.25it/s]

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Processing GIFs: 78%|██████████ | 784/1000 [06:08<01:32, 2.34it/s]

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Processing GIFs: 78%|██████████ | 785/1000 [06:09<01:54, 1.88it/s]

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Processing GIFs: 79%|██████████ | 786/1000 [06:09<01:44, 2.05it/s]

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Processing GIFs: 79%|██████████ | 787/1000 [06:10<02:10, 1.64it/s]

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Processing GIFs: 79%|██████████ | 788/1000 [06:11<01:58, 1.79it/s]

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Processing GIFs: 79%|██████████ | 789/1000 [06:11<01:47, 1.97it/s]



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Processing GIFs: 79%|██████████ | 790/1000 [06:11<01:39, 2.11it/s]

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Processing GIFs: 79%|██████████ | 791/1000 [06:12<01:37, 2.15it/s]

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Processing GIFs: 79%|██████████ | 792/1000 [06:12<01:31, 2.26it/s]

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Processing GIFs: 79%|██████████ | 793/1000 [06:12<01:25, 2.42it/s]

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Downloaded: gifs\_temp/gif\_44226.gif

Processing GIFs: 79%|██████████ | 794/1000 [06:13<01:35, 2.15it/s]

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Processing GIFs: 80%|██████████ | 795/1000 [06:13<01:33, 2.20it/s]

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Processing GIFs: 80%|██████████ | 796/1000 [06:14<01:30, 2.26it/s]

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Processing GIFs: 80%|██████████ | 797/1000 [06:14<01:29, 2.27it/s]

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Processing GIFs: 80%|██████████ | 798/1000 [06:15<01:37, 2.07it/s]

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Processing GIFs: 80%|██████████ | 799/1000 [06:15<01:36, 2.08it/s]

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Processing GIFs: 80%|██████████ | 800/1000 [06:16<01:31, 2.19it/s]

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Processing GIFs: 80%|██████████ | 801/1000 [06:16<01:28, 2.25it/s]

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Processing GIFs: 80%|██████████ | 802/1000 [06:17<01:22, 2.40it/s]

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Processing GIFs: 80%|██████████ | 803/1000 [06:17<01:20, 2.43it/s]

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Processing GIFs: 80%|██████████ | 804/1000 [06:17<01:20, 2.43it/s]

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Processing GIFs: 80%|██████████ | 805/1000 [06:18<01:21, 2.39it/s]

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Processing GIFs: 81%|██████████ | 806/1000 [06:18<01:18, 2.47it/s]

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Processing GIFs: 81%|██████████ | 807/1000 [06:19<01:23, 2.32it/s]

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Processing GIFs: 81%|██████████ | 808/1000 [06:20<01:52, 1.70it/s]

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Processing GIFs: 81%|██████████ | 809/1000 [06:20<01:48, 1.76it/s]

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Processing GIFs: 81%|██████████ | 810/1000 [06:21<01:41, 1.88it/s]

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Processing GIFs: 81%|██████████ | 811/1000 [06:21<01:27, 2.16it/s]

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Processing GIFs: 81%|██████████ | 812/1000 [06:21<01:25, 2.21it/s]

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Processing GIFs: 81%|██████████ | 813/1000 [06:22<01:23, 2.23it/s]

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Processing GIFs: 81%|██████████ | 814/1000 [06:22<01:18, 2.38it/s]

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Processing GIFs: 82%|██████████ | 815/1000 [06:23<01:15, 2.44it/s]

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Processing GIFs: 82%|██████████ | 816/1000 [06:23<01:13, 2.49it/s]

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Processing GIFs: 82%|██████████ | 817/1000 [06:23<01:13, 2.51it/s]

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Processing GIFs: 82%|██████████ | 818/1000 [06:24<01:11, 2.54it/s]

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Processing GIFs: 82%|██████████ | 819/1000 [06:24<01:11, 2.54it/s]

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Processing GIFs: 82%|██████████ | 820/1000 [06:24<01:13, 2.45it/s]

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Processing GIFs: 82%|██████████ | 821/1000 [06:25<01:07, 2.65it/s]

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Processing GIFs: 82%|██████████ | 822/1000 [06:26<01:29, 1.99it/s]  
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Processing GIFs: 82%|██████████ | 823/1000 [06:26<01:24, 2.08it/s]  
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Processing GIFs: 82%|██████████ | 824/1000 [06:26<01:22, 2.13it/s]  
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Processing GIFs: 82%|██████████ | 825/1000 [06:27<01:25, 2.04it/s]  
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Processing GIFs: 83%|██████████ | 826/1000 [06:27<01:22, 2.12it/s]  
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Processing GIFs: 83%|██████████ | 827/1000 [06:28<01:17, 2.22it/s]  
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Processing GIFs: 83%|██████████ | 828/1000 [06:28<01:10, 2.44it/s]  
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Processing GIFs: 83%|██████████ | 829/1000 [06:29<01:14, 2.31it/s]  
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Processing GIFs: 83%|██████████ | 830/1000 [06:29<01:12, 2.34it/s]  
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Processing GIFs: 83%|██████████ | 831/1000 [06:29<01:09, 2.45it/s]  
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Processing GIFs: 83%|██████████ | 832/1000 [06:30<01:13, 2.29it/s]  
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Processing GIFs: 83%|██████████ | 833/1000 [06:31<01:40, 1.67it/s]

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Processing GIFs: 83%|██████████ | 834/1000 [06:31<01:27, 1.90it/s]

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Processing GIFs: 84%|██████████ | 835/1000 [06:32<01:32, 1.79it/s]

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Processing GIFs: 84%|██████████ | 836/1000 [06:32<01:21, 2.01it/s]

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Processing GIFs: 84%|██████████ | 837/1000 [06:33<01:25, 1.90it/s]

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Processing GIFs: 84%|██████████ | 838/1000 [06:33<01:17, 2.08it/s]

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Processing GIFs: 84%|██████████ | 839/1000 [06:34<01:16, 2.09it/s]

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Processing GIFs: 84%|██████████ | 840/1000 [06:34<01:10, 2.25it/s]

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Processing GIFs: 84%|██████████ | 842/1000 [06:35<01:04, 2.44it/s]

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Processing GIFs: 84%|██████████ | 843/1000 [06:35<01:08, 2.28it/s]

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Processing GIFs: 84%|██████████ | 844/1000 [06:36<01:05, 2.38it/s]

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Processing GIFs: 84%|██████████ | 845/1000 [06:36<01:21, 1.91it/s]

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Processing GIFs: 85%|██████████ | 846/1000 [06:37<01:15, 2.03it/s]

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Processing GIFs: 85%|██████████ | 847/1000 [06:37<01:10, 2.16it/s]

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Processing GIFs: 85%|██████████ | 848/1000 [06:38<01:07, 2.26it/s]

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Processing GIFs: 85%|██████████ | 849/1000 [06:38<01:12, 2.09it/s]

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Processing GIFs: 85%|██████████ | 850/1000 [06:39<01:27, 1.71it/s]

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Processing GIFs: 85%|██████████ | 851/1000 [06:40<01:24, 1.76it/s]

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Processing GIFs: 85%|██████████ | 852/1000 [06:40<01:18, 1.89it/s]

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Processing GIFs: 85%|██████████ | 854/1000 [06:41<01:10, 2.09it/s]

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Processing GIFs: 86%|██████████ | 855/1000 [06:41<01:06, 2.19it/s]

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Processing GIFs: 86%|██████████ | 858/1000 [06:42<00:56, 2.52it/s]

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Processing GIFs: 86%|██████████ | 859/1000 [06:43<00:55, 2.54it/s]

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Processing GIFs: 86%|██████████ | 860/1000 [06:43<00:55, 2.53it/s]

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Processing GIFs: 86%|██████████ | 861/1000 [06:44<00:58, 2.36it/s]

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Processing GIFs: 86%|██████████ | 862/1000 [06:44<01:03, 2.16it/s]

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Processing GIFs: 86%|██████████ | 863/1000 [06:45<01:05, 2.08it/s]

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Processing GIFs: 87%|██████████ | 866/1000 [06:46<00:52, 2.54it/s]

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Processing GIFs: 87%|██████████ | 867/1000 [06:46<00:54, 2.45it/s]

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Processing GIFs: 87%|██████████ | 868/1000 [06:47<01:05, 2.01it/s]

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Processing GIFs: 87%|██████████ | 869/1000 [06:47<01:01, 2.13it/s]

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Processing GIFs: 87%|██████████ | 870/1000 [06:48<00:55, 2.33it/s]

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Processing GIFs: 87%|██████████ | 871/1000 [06:48<00:54, 2.38it/s]

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Processing GIFs: 87%|██████████ | 872/1000 [06:48<00:52, 2.44it/s]

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Processing GIFs: 87%|██████████ | 873/1000 [06:49<00:55, 2.30it/s]

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Processing GIFs: 87%|██████████ | 874/1000 [06:49<00:54, 2.33it/s]

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Processing GIFs: 88%|██████████ | 875/1000 [06:50<00:52, 2.36it/s]

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Processing GIFs: 88%|██████████ | 876/1000 [06:50<00:52, 2.38it/s]

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Processing GIFs: 88%|██████████ | 877/1000 [06:51<00:49, 2.48it/s]

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Processing GIFs: 88%|██████████ | 878/1000 [06:51<00:48, 2.51it/s]

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Processing GIFs: 88%|██████████ | 879/1000 [06:51<00:52, 2.32it/s]

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Processing GIFs: 88%|██████████ | 880/1000 [06:52<00:54, 2.20it/s]

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Processing GIFs: 88%|██████████ | 881/1000 [06:53<01:15, 1.57it/s]

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Processing GIFs: 88%|██████████ | 882/1000 [06:53<01:08, 1.72it/s]

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Processing GIFs: 88%|██████████ | 883/1000 [06:54<01:00, 1.92it/s]

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Processing GIFs: 88%|██████████ | 884/1000 [06:54<01:00, 1.91it/s]

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Processing GIFs: 88%|██████████ | 885/1000 [06:55<00:55, 2.06it/s]

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Processing GIFs: 89%|██████████ | 886/1000 [06:55<00:50, 2.28it/s]

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Processing GIFs: 89%|██████████ | 887/1000 [06:55<00:47, 2.37it/s]

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Processing GIFs: 89%|██████████ | 888/1000 [06:56<00:50, 2.23it/s]

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Processing GIFs: 89%|██████████ | 889/1000 [06:56<00:47, 2.33it/s]

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Processing GIFs: 89%|██████████ | 890/1000 [06:57<00:45, 2.41it/s]

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Processing GIFs: 89%|██████████ | 891/1000 [06:57<00:44, 2.44it/s]

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Processing GIFs: 89%|██████████ | 892/1000 [06:58<00:43, 2.46it/s]

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Processing GIFs: 89%|██████████ | 893/1000 [06:58<00:42, 2.49it/s]

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Processing GIFs: 89%|██████████ | 894/1000 [06:58<00:41, 2.53it/s]

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Processing GIFs: 90%|██████████ | 895/1000 [06:59<00:42, 2.50it/s]

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Processing GIFs: 90%|██████████ | 896/1000 [06:59<00:41, 2.48it/s]

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Processing GIFs: 90%|██████████ | 897/1000 [07:00<00:40, 2.54it/s]

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Processing GIFs: 90%|██████████ | 898/1000 [07:00<00:40, 2.50it/s]

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Processing GIFs: 90%|██████████ | 899/1000 [07:00<00:39, 2.54it/s]

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Processing GIFs: 90%|██████████ | 900/1000 [07:01<00:39, 2.50it/s]

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Processing GIFs: 90%|██████████ | 901/1000 [07:01<00:38, 2.56it/s]

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Processing GIFs: 90%|██████████ | 902/1000 [07:02<00:40, 2.44it/s]

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Processing GIFs: 90%|██████████ | 903/1000 [07:02<00:40, 2.39it/s]

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Processing GIFs: 90%|██████████ | 904/1000 [07:02<00:37, 2.57it/s]

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Processing GIFs: 90%|██████████ | 905/1000 [07:03<00:36, 2.59it/s]

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Processing GIFs: 91%|██████████ | 906/1000 [07:03<00:40, 2.31it/s]

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Processing GIFs: 91%|██████████ | 907/1000 [07:04<00:38, 2.39it/s]

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Processing GIFs: 91%|██████████ | 908/1000 [07:04<00:37, 2.46it/s]

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Processing GIFs: 91%|██████████ | 909/1000 [07:04<00:37, 2.45it/s]

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Processing GIFs: 91%|██████████ | 910/1000 [07:05<00:36, 2.46it/s]

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Processing GIFs: 91%|██████████ | 911/1000 [07:05<00:36, 2.45it/s]

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Processing GIFs: 91%|██████████ | 912/1000 [07:06<00:35, 2.49it/s]

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Processing GIFs: 91%|██████████ | 913/1000 [07:06<00:35, 2.47it/s]

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Processing GIFs: 91%|██████████ | 914/1000 [07:07<00:38, 2.22it/s]

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Processing GIFs: 92%|██████████ | 915/1000 [07:07<00:36, 2.32it/s]

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Processing GIFs: 92%|██████████ | 916/1000 [07:07<00:36, 2.32it/s]

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Processing GIFs: 92%|██████████ | 917/1000 [07:08<00:35, 2.32it/s]

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Processing GIFs: 92%|██████████ | 918/1000 [07:08<00:35, 2.33it/s]

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Processing GIFs: 92%|██████████ | 919/1000 [07:09<00:34, 2.36it/s]

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Processing GIFs: 92%|██████████ | 920/1000 [07:09<00:41, 1.91it/s]

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Processing GIFs: 92%|██████████ | 921/1000 [07:10<00:37, 2.11it/s]

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Processing GIFs: 92%|██████████ | 922/1000 [07:11<00:43, 1.80it/s]

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Processing GIFs: 92%|██████████ | 923/1000 [07:11<00:38, 2.01it/s]

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Processing GIFs: 92%|██████████ | 924/1000 [07:11<00:35, 2.17it/s]

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Processing GIFs: 92%|██████████ | 925/1000 [07:12<00:32, 2.32it/s]

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Processing GIFs: 93%|██████████ | 926/1000 [07:12<00:31, 2.38it/s]

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Processing GIFs: 93%|██████████ | 929/1000 [07:13<00:29, 2.42it/s]

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Processing GIFs: 93%|██████████ | 930/1000 [07:14<00:28, 2.45it/s]

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Processing GIFs: 93%|██████████ | 932/1000 [07:15<00:29, 2.34it/s]

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Processing GIFs: 93%|██████████ | 933/1000 [07:15<00:28, 2.35it/s]

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Processing GIFs: 93%|██████████ | 934/1000 [07:15<00:27, 2.38it/s]

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Processing GIFs: 94%|██████████ | 935/1000 [07:16<00:27, 2.34it/s]

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Processing GIFs: 94%|██████████ | 936/1000 [07:17<00:32, 1.95it/s]

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Processing GIFs: 94%|██████████ | 937/1000 [07:17<00:32, 1.94it/s]

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Processing GIFs: 94%|██████████ | 938/1000 [07:18<00:30, 2.01it/s]

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Processing GIFs: 94%|██████████ | 939/1000 [07:18<00:31, 1.96it/s]

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Processing GIFs: 94%|██████████ | 940/1000 [07:19<00:35, 1.69it/s]

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Processing GIFs: 94%|██████████ | 941/1000 [07:19<00:31, 1.88it/s]

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Processing GIFs: 94%|██████████ | 942/1000 [07:20<00:33, 1.71it/s]

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Processing GIFs: 94%|██████████ | 943/1000 [07:20<00:31, 1.83it/s]

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Processing GIFs: 94%|██████████ | 944/1000 [07:21<00:29, 1.91it/s]

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Processing GIFs: 94%|██████████ | 945/1000 [07:22<00:32, 1.68it/s]

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Processing GIFs: 95%|██████████ | 946/1000 [07:22<00:31, 1.72it/s]

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Processing GIFs: 95%|██████████ | 947/1000 [07:23<00:28, 1.89it/s]

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Processing GIFs: 95%|██████████ | 948/1000 [07:23<00:24, 2.09it/s]

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Processing GIFs: 95%|██████████ | 949/1000 [07:23<00:23, 2.13it/s]

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Processing GIFs: 95%|██████████ | 950/1000 [07:24<00:22, 2.20it/s]

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Processing GIFs: 95%|██████████ | 951/1000 [07:24<00:21, 2.28it/s]

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Processing GIFs: 95%|██████████ | 952/1000 [07:25<00:20, 2.30it/s]

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Processing GIFs: 95%|██████████ | 953/1000 [07:25<00:19, 2.36it/s]

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Processing GIFs: 95%|██████████ | 954/1000 [07:25<00:18, 2.49it/s]

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Processing GIFs: 96%|██████████ | 955/1000 [07:26<00:18, 2.45it/s]

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Processing GIFs: 96%|██████████ | 956/1000 [07:26<00:17, 2.50it/s]

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Processing GIFs: 96%|██████████ | 957/1000 [07:27<00:17, 2.48it/s]

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Processing GIFs: 96%|██████████ | 958/1000 [07:27<00:16, 2.61it/s]

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Processing GIFs: 96%|██████████ | 959/1000 [07:27<00:16, 2.43it/s]

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Processing GIFs: 96%|██████████ | 960/1000 [07:28<00:16, 2.43it/s]

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Processing GIFs: 96%|██████████ | 961/1000 [07:28<00:15, 2.44it/s]

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Processing GIFs: 96%|██████████ | 962/1000 [07:29<00:15, 2.44it/s]

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Processing GIFs: 96%|██████████ | 963/1000 [07:29<00:14, 2.52it/s]

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Processing GIFs: 96%|██████████ | 964/1000 [07:30<00:15, 2.34it/s]

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Processing GIFs: 97%|██████████| 966/1000 [07:30<00:15, 2.23it/s]

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Processing GIFs: 97%|██████████| 967/1000 [07:31<00:16, 2.02it/s]

Deleted: gifs\_temp/gif\_113850.gif

Processing GIFs: 97%|██████████| 968/1000 [07:32<00:15, 2.09it/s]

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Processing GIFs: 97%|██████████| 969/1000 [07:32<00:14, 2.10it/s]

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Processing GIFs: 97%|██████████| 970/1000 [07:32<00:13, 2.20it/s]

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Processing GIFs: 97%|██████████| 971/1000 [07:33<00:12, 2.29it/s]

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Processing GIFs: 97%|██████████| 972/1000 [07:33<00:11, 2.37it/s]

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Processing GIFs: 97%|██████████| 973/1000 [07:34<00:13, 2.05it/s]

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Processing GIFs: 97%|██████████| 974/1000 [07:34<00:12, 2.09it/s]

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Processing GIFs: 98%|██████████| 975/1000 [07:35<00:12, 2.07it/s]

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Processing GIFs: 98%|██████████| 976/1000 [07:35<00:11, 2.12it/s]

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Processing GIFs: 98%|██████████| 977/1000 [07:36<00:10, 2.10it/s]

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Processing GIFs: 98%|██████████| 978/1000 [07:36<00:10, 2.05it/s]

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Processing GIFs: 98%|██████████| 979/1000 [07:37<00:10, 2.10it/s]

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Processing GIFs: 98%|██████████| 980/1000 [07:37<00:09, 2.05it/s]

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Processing GIFs: 98%|██████████| 981/1000 [07:38<00:08, 2.23it/s]

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Processing GIFs: 98%|██████████| 982/1000 [07:38<00:07, 2.33it/s]

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Processing GIFs: 98%|██████████| 983/1000 [07:38<00:08, 2.12it/s]

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Processing GIFs: 98%|██████████| 984/1000 [07:39<00:09, 1.72it/s]

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Processing GIFs: 98%|██████████| 985/1000 [07:40<00:08, 1.77it/s]

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Processing GIFs: 99%|██████████| 987/1000 [07:41<00:06, 2.09it/s]

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Processing GIFs: 99%|██████████| 988/1000 [07:41<00:05, 2.19it/s]

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Processing GIFs: 99%|██████████| 989/1000 [07:41<00:04, 2.22it/s]

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Processing GIFs: 99%|██████████| 990/1000 [07:42<00:04, 2.33it/s]

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Processing GIFs: 99%|██████████| 991/1000 [07:42<00:03, 2.50it/s]

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Processing GIFs: 99%|██████████| 992/1000 [07:43<00:03, 2.16it/s]

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Processing GIFs: 99%|██████████| 993/1000 [07:43<00:03, 2.18it/s]

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Processing GIFs: 99%|██████████| 994/1000 [07:44<00:02, 2.20it/s]

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Processing GIFs: 100%|██████████| 995/1000 [07:44<00:02, 2.22it/s]

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Processing GIFs: 100%|██████████| 996/1000 [07:45<00:01, 2.25it/s]

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Processing GIFs: 100%|██████████| 997/1000 [07:46<00:01, 1.67it/s]

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Processing GIFs: 100%|██████████| 998/1000 [07:46<00:01, 1.84it/s]

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Processing GIFs: 100%|██████████| 999/1000 [07:46<00:00, 1.82it/s]

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Processing GIFs: 100%|██████████| 1000/1000 [07:47<00:00, 2.14it/s]

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```
import torch
import numpy as np

# Assume target_frames is the list of GIFs, where each GIF is a list
# of frames (each frame is a numpy array)
processed_gifs = []

for gif in target_frames:
    # Convert list of frames (numpy arrays) into a single numpy array
    frames_array = np.array(gif) # Convert to a single numpy array
    # Now convert the numpy array to a PyTorch tensor
    frames_tensor = torch.tensor(frames_array) # Convert to a PyTorch
    tensor

    # Append the processed tensor to the list
    processed_gifs.append(frames_tensor)

# Now processed_gifs is a list of tensors, where each tensor
# represents a GIF
```

Saving the data

```
import torch

# Move all tensors in processed_gifs to CPU
processed_gifs_cpu = [gif.cpu() for gif in processed_gifs]

# Create a dictionary to hold both lists
data = {
    'processed_gifs': processed_gifs_cpu,
    'target_texts': target_texts
}

# Save the dictionary to a file
```

```
torch.save(data, 'data.pth')

print("Data has been saved successfully as 'data.pth'.")
```

Data has been saved successfully as 'data.pth'.

Loading data when needed

```
import torch

# Load the saved data from the local file
data = torch.load('data.pth', map_location=torch.device('cpu')) #
Change 'cpu' to 'cuda' if loading on GPU

processed_gifs = data['processed_gifs']
target_texts = data['target_texts']

print("Data has been loaded successfully from 'data.pth'.")
```

<ipython-input-12-1e2442dfdc7f>:4: FutureWarning: You are using  
`torch.load` with `weights\_only=False` (the current default value),  
which uses the default pickle module implicitly. It is possible to  
construct malicious pickle data which will execute arbitrary code  
during unpickling (See  
<https://github.com/pytorch/pytorch/blob/main/SECURITY.md#untrusted-models>  
for more details). In a future release, the default value for  
`weights\_only` will be flipped to `True`. This limits the functions  
that could be executed during unpickling. Arbitrary objects will no  
longer be allowed to be loaded via this mode unless they are  
explicitly allowlisted by the user via  
`torch.serialization.add\_safe\_globals`. We recommend you start setting  
`weights\_only=True` for any use case where you don't have full control  
of the loaded file. Please open an issue on GitHub for any issues  
related to this experimental feature.

```
data = torch.load('data.pth', map_location=torch.device('cpu')) #
Change 'cpu' to 'cuda' if loading on GPU
```

Data has been loaded successfully from 'data.pth'.

```
# Initialize BLIP processor and model
blip_processor = BlipProcessor.from_pretrained("Salesforce/blip-image-
captioning-base")
blip_model =
BlipForConditionalGeneration.from_pretrained("Salesforce/blip-image-
captioning-base").to('cuda' if torch.cuda.is_available() else 'cpu')
```

/usr/local/lib/python3.10/dist-packages/huggingface\_hub/utils/  
\_token.py:89: UserWarning:  
The secret `HF\_TOKEN` does not exist in your Colab secrets.  
To authenticate with the Hugging Face Hub, create a token in your

settings tab (<https://huggingface.co/settings/tokens>), set it as secret in your Google Colab and restart your session. You will be able to reuse this secret in all of your notebooks. Please note that authentication is recommended but still optional to access public models or datasets.

```
warnings.warn(
```

```
{"model_id": "f8715c2c7b3c4f48bf17c843575d6d6a", "version_major": 2, "version_minor": 0}
```

```
{"model_id": "8303f106fe6f453d903ef35657b46184", "version_major": 2, "version_minor": 0}
```

```
{"model_id": "b2612aa4783544ae821c7d62fefb596a", "version_major": 2, "version_minor": 0}
```

```
{"model_id": "298eeb51d63946858e3a14573ecc7d64", "version_major": 2, "version_minor": 0}
```

```
{"model_id": "cdb3c26986364b8487466117bbf22518", "version_major": 2, "version_minor": 0}
```

```
/usr/local/lib/python3.10/dist-packages/transformers/
tokenization_utils_base.py:1601: FutureWarning:
`clean_up_tokenization_spaces` was not set. It will be set to `True`
by default. This behavior will be deprecated in transformers v4.45, and
will be then set to `False` by default. For more details check this
issue: https://github.com/huggingface/transformers/issues/31884
```

```
warnings.warn(
```

```
{"model_id": "2d063a10ae1b4ff0b6c90e92cd306a26", "version_major": 2, "version_minor": 0}
```

```
{"model_id": "eaalceff8ea54799969fc8cd8155854b", "version_major": 2, "version_minor": 0}
```

```
layers = ["layer.10", "layer.11", "layers.10", "layers.11"]
```

```
for name, param in blip_model.named_parameters():
```

```
    param.requires_grad = False
```

```
    for layer in layers:
```

```
        if layer in name:
```

```
            param.requires_grad = True
```

```
            break
```

```
for name, param in blip_model.named_parameters():
```

```
    status = "Trainable" if param.requires_grad else "Frozen"
```

```
    print(f"Layer: {name}, Status: {status}")
```

```
Layer: vision_model.embeddings.class_embedding, Status: Frozen
```

```
Layer: vision_model.embeddings.position_embedding, Status: Frozen
```

```
Layer: vision_model.embeddings.patch_embedding.weight, Status: Frozen
```

```
Layer: vision_model.embeddings.patch_embedding.bias, Status: Frozen
```

Layer: vision\_model.encoder.layers.0.self\_attn.qkv.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.0.self\_attn.qkv.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.0.self\_attn.projection.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.0.self\_attn.projection.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.0.layer\_norm1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.0.layer\_norm1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.0.mlp.fc1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.0.mlp.fc1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.0.mlp.fc2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.0.mlp.fc2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.0.layer\_norm2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.0.layer\_norm2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.1.self\_attn.qkv.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.1.self\_attn.qkv.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.1.self\_attn.projection.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.1.self\_attn.projection.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.1.layer\_norm1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.1.layer\_norm1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.1.mlp.fc1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.1.mlp.fc1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.1.mlp.fc2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.1.mlp.fc2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.1.layer\_norm2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.1.layer\_norm2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.2.self\_attn.qkv.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.2.self\_attn.qkv.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.2.self\_attn.projection.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.2.self\_attn.projection.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.2.layer\_norm1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.2.layer\_norm1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.2.mlp.fc1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.2.mlp.fc1.bias, Status: Frozen

Layer: vision\_model.encoder.layers.2.mlp.fc2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.2.mlp.fc2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.2.layer\_norm2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.2.layer\_norm2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.3.self\_attn.qkv.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.3.self\_attn.qkv.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.3.self\_attn.projection.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.3.self\_attn.projection.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.3.layer\_norm1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.3.layer\_norm1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.3.mlp.fc1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.3.mlp.fc1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.3.mlp.fc2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.3.mlp.fc2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.3.layer\_norm2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.3.layer\_norm2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.4.self\_attn.qkv.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.4.self\_attn.qkv.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.4.self\_attn.projection.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.4.self\_attn.projection.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.4.layer\_norm1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.4.layer\_norm1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.4.mlp.fc1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.4.mlp.fc1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.4.mlp.fc2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.4.mlp.fc2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.4.layer\_norm2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.4.layer\_norm2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.5.self\_attn.qkv.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.5.self\_attn.qkv.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.5.self\_attn.projection.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.5.self\_attn.projection.bias, Status: Frozen



Layer: vision\_model.encoder.layers.5.layer\_norm1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.5.layer\_norm1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.5.mlp.fc1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.5.mlp.fc1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.5.mlp.fc2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.5.mlp.fc2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.5.layer\_norm2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.5.layer\_norm2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.6.self\_attn.qkv.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.6.self\_attn.qkv.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.6.self\_attn.projection.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.6.self\_attn.projection.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.6.layer\_norm1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.6.layer\_norm1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.6.mlp.fc1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.6.mlp.fc1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.6.mlp.fc2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.6.mlp.fc2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.6.layer\_norm2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.6.layer\_norm2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.7.self\_attn.qkv.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.7.self\_attn.qkv.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.7.self\_attn.projection.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.7.self\_attn.projection.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.7.layer\_norm1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.7.layer\_norm1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.7.mlp.fc1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.7.mlp.fc1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.7.mlp.fc2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.7.mlp.fc2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.7.layer\_norm2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.7.layer\_norm2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.8.self\_attn.qkv.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.8.self\_attn.qkv.bias, Status: Frozen

Frozen  
Layer: vision\_model.encoder.layers.8.self\_attn.projection.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.8.self\_attn.projection.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.8.layer\_norm1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.8.layer\_norm1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.8.mlp.fc1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.8.mlp.fc1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.8.mlp.fc2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.8.mlp.fc2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.8.layer\_norm2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.8.layer\_norm2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.9.self\_attn.qkv.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.9.self\_attn.qkv.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.9.self\_attn.projection.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.9.self\_attn.projection.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.9.layer\_norm1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.9.layer\_norm1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.9.mlp.fc1.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.9.mlp.fc1.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.9.mlp.fc2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.9.mlp.fc2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.9.layer\_norm2.weight, Status: Frozen  
Layer: vision\_model.encoder.layers.9.layer\_norm2.bias, Status: Frozen  
Layer: vision\_model.encoder.layers.10.self\_attn.qkv.weight, Status: Trainable  
Layer: vision\_model.encoder.layers.10.self\_attn.qkv.bias, Status: Trainable  
Layer: vision\_model.encoder.layers.10.self\_attn.projection.weight, Status: Trainable  
Layer: vision\_model.encoder.layers.10.self\_attn.projection.bias, Status: Trainable  
Layer: vision\_model.encoder.layers.10.layer\_norm1.weight, Status: Trainable  
Layer: vision\_model.encoder.layers.10.layer\_norm1.bias, Status: Trainable  
Layer: vision\_model.encoder.layers.10.mlp.fc1.weight, Status: Trainable  
Layer: vision\_model.encoder.layers.10.mlp.fc1.bias, Status: Trainable  
Layer: vision\_model.encoder.layers.10.mlp.fc2.weight, Status: Trainable

Trainable  
Layer: vision\_model.encoder.layers.10.mlp.fc2.bias, Status: Trainable  
Layer: vision\_model.encoder.layers.10.layer\_norm2.weight, Status: Trainable  
Layer: vision\_model.encoder.layers.10.layer\_norm2.bias, Status: Trainable  
Layer: vision\_model.encoder.layers.11.self\_attn.qkv.weight, Status: Trainable  
Layer: vision\_model.encoder.layers.11.self\_attn.qkv.bias, Status: Trainable  
Layer: vision\_model.encoder.layers.11.self\_attn.projection.weight, Status: Trainable  
Layer: vision\_model.encoder.layers.11.self\_attn.projection.bias, Status: Trainable  
Layer: vision\_model.encoder.layers.11.layer\_norm1.weight, Status: Trainable  
Layer: vision\_model.encoder.layers.11.layer\_norm1.bias, Status: Trainable  
Layer: vision\_model.encoder.layers.11.mlp.fc1.weight, Status: Trainable  
Layer: vision\_model.encoder.layers.11.mlp.fc1.bias, Status: Trainable  
Layer: vision\_model.encoder.layers.11.mlp.fc2.weight, Status: Trainable  
Layer: vision\_model.encoder.layers.11.mlp.fc2.bias, Status: Trainable  
Layer: vision\_model.encoder.layers.11.layer\_norm2.weight, Status: Trainable  
Layer: vision\_model.encoder.layers.11.layer\_norm2.bias, Status: Trainable  
Layer: vision\_model.post\_layernorm.weight, Status: Frozen  
Layer: vision\_model.post\_layernorm.bias, Status: Frozen  
Layer: text\_decoder.bert.embeddings.word\_embeddings.weight, Status: Frozen  
Layer: text\_decoder.bert.embeddings.position\_embeddings.weight, Status: Frozen  
Layer: text\_decoder.bert.embeddings.LayerNorm.weight, Status: Frozen  
Layer: text\_decoder.bert.embeddings.LayerNorm.bias, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.0.attention.self.query.weight, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.0.attention.self.query.bias, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.0.attention.self.key.weight, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.0.attention.self.key.bias, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.0.attention.self.value.weight, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.0.attention.self.value.bias, Status: Frozen  
Layer:

```
text_decoder.bert.encoder.layer.0.attention.output.dense.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.0.attention.output.dense.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.0.attention.output.LayerNorm.weight,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.0.attention.output.LayerNorm.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.0.crossattention.self.query.weight,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.0.crossattention.self.query.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.0.crossattention.self.key.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.0.crossattention.self.key.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.0.crossattention.self.value.weight,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.0.crossattention.self.value.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.0.crossattention.output.dense.weight,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.0.crossattention.output.dense.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.0.crossattention.output.LayerNorm.weight, Status: Frozen
Layer:
text_decoder.bert.encoder.layer.0.crossattention.output.LayerNorm.bias, Status: Frozen
Layer: text_decoder.bert.encoder.layer.0.intermediate.dense.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.0.intermediate.dense.bias,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.0.output.dense.weight, Status: Frozen
Layer: text_decoder.bert.encoder.layer.0.output.dense.bias, Status: Frozen
Layer: text_decoder.bert.encoder.layer.0.output.LayerNorm.weight,
Status: Frozen
```

```
Layer: text_decoder.bert.encoder.layer.0.output.LayerNorm.bias,  
Status: Frozen  
Layer: text_decoder.bert.encoder.layer.1.attention.self.query.weight,  
Status: Frozen  
Layer: text_decoder.bert.encoder.layer.1.attention.self.query.bias,  
Status: Frozen  
Layer: text_decoder.bert.encoder.layer.1.attention.self.key.weight,  
Status: Frozen  
Layer: text_decoder.bert.encoder.layer.1.attention.self.key.bias,  
Status: Frozen  
Layer: text_decoder.bert.encoder.layer.1.attention.self.value.weight,  
Status: Frozen  
Layer: text_decoder.bert.encoder.layer.1.attention.self.value.bias,  
Status: Frozen  
Layer:  
text_decoder.bert.encoder.layer.1.attention.output.dense.weight,  
Status: Frozen  
Layer: text_decoder.bert.encoder.layer.1.attention.output.dense.bias,  
Status: Frozen  
Layer:  
text_decoder.bert.encoder.layer.1.attention.output.LayerNorm.weight,  
Status: Frozen  
Layer:  
text_decoder.bert.encoder.layer.1.attention.output.LayerNorm.bias,  
Status: Frozen  
Layer:  
text_decoder.bert.encoder.layer.1.crossattention.self.query.weight,  
Status: Frozen  
Layer:  
text_decoder.bert.encoder.layer.1.crossattention.self.query.bias,  
Status: Frozen  
Layer:  
text_decoder.bert.encoder.layer.1.crossattention.self.key.weight,  
Status: Frozen  
Layer: text_decoder.bert.encoder.layer.1.crossattention.self.key.bias,  
Status: Frozen  
Layer:  
text_decoder.bert.encoder.layer.1.crossattention.self.value.weight,  
Status: Frozen  
Layer:  
text_decoder.bert.encoder.layer.1.crossattention.self.value.bias,  
Status: Frozen  
Layer:  
text_decoder.bert.encoder.layer.1.crossattention.output.dense.weight,  
Status: Frozen  
Layer:  
text_decoder.bert.encoder.layer.1.crossattention.output.dense.bias,  
Status: Frozen  
Layer:
```

```
text_decoder.bert.encoder.layer.1.crossattention.output.LayerNorm.weight, Status: Frozen
Layer:
text_decoder.bert.encoder.layer.1.crossattention.output.LayerNorm.bias, Status: Frozen
Layer: text_decoder.bert.encoder.layer.1.intermediate.dense.weight, Status: Frozen
Layer: text_decoder.bert.encoder.layer.1.intermediate.dense.bias, Status: Frozen
Layer: text_decoder.bert.encoder.layer.1.output.dense.weight, Status: Frozen
Layer: text_decoder.bert.encoder.layer.1.output.dense.bias, Status: Frozen
Layer: text_decoder.bert.encoder.layer.1.output.LayerNorm.weight, Status: Frozen
Layer: text_decoder.bert.encoder.layer.1.output.LayerNorm.bias, Status: Frozen
Layer: text_decoder.bert.encoder.layer.2.attention.self.query.weight, Status: Frozen
Layer: text_decoder.bert.encoder.layer.2.attention.self.query.bias, Status: Frozen
Layer: text_decoder.bert.encoder.layer.2.attention.self.key.weight, Status: Frozen
Layer: text_decoder.bert.encoder.layer.2.attention.self.key.bias, Status: Frozen
Layer: text_decoder.bert.encoder.layer.2.attention.self.value.weight, Status: Frozen
Layer: text_decoder.bert.encoder.layer.2.attention.self.value.bias, Status: Frozen
Layer:
text_decoder.bert.encoder.layer.2.attention.output.dense.weight, Status: Frozen
Layer: text_decoder.bert.encoder.layer.2.attention.output.dense.bias, Status: Frozen
Layer:
text_decoder.bert.encoder.layer.2.attention.output.LayerNorm.weight, Status: Frozen
Layer:
text_decoder.bert.encoder.layer.2.attention.output.LayerNorm.bias, Status: Frozen
Layer:
text_decoder.bert.encoder.layer.2.crossattention.self.query.weight, Status: Frozen
Layer:
text_decoder.bert.encoder.layer.2.crossattention.self.query.bias, Status: Frozen
Layer:
text_decoder.bert.encoder.layer.2.crossattention.self.key.weight, Status: Frozen
```

Layer: text\_decoder.bert.encoder.layer.2.crossattention.self.key.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.2.crossattention.self.value.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.2.crossattention.self.value.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.2.crossattention.output.dense.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.2.crossattention.output.dense.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.2.crossattention.output.LayerNorm.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.2.crossattention.output.LayerNorm.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.2.intermediate.dense.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.2.intermediate.dense.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.2.output.dense.weight, Status:  
Frozen  
Layer: text\_decoder.bert.encoder.layer.2.output.dense.bias, Status:  
Frozen  
Layer: text\_decoder.bert.encoder.layer.2.output.LayerNorm.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.2.output.LayerNorm.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.3.attention.self.query.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.3.attention.self.query.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.3.attention.self.key.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.3.attention.self.key.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.3.attention.self.value.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.3.attention.self.value.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.3.attention.output.dense.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.3.attention.output.dense.bias,  
Status: Frozen

Layer:  
text\_decoder.bert.encoder.layer.3.attention.output.LayerNorm.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.3.attention.output.LayerNorm.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.3.crossattention.self.query.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.3.crossattention.self.query.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.3.crossattention.self.key.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.3.crossattention.self.key.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.3.crossattention.self.value.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.3.crossattention.self.value.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.3.crossattention.output.dense.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.3.crossattention.output.dense.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.3.crossattention.output.LayerNorm.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.3.crossattention.output.LayerNorm.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.3.intermediate.dense.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.3.intermediate.dense.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.3.output.dense.weight, Status:  
Frozen  
Layer: text\_decoder.bert.encoder.layer.3.output.dense.bias, Status:  
Frozen  
Layer: text\_decoder.bert.encoder.layer.3.output.LayerNorm.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.3.output.LayerNorm.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.4.attention.self.query.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.4.attention.self.query.bias,



Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.4.attention.self.key.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.4.attention.self.key.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.4.attention.self.value.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.4.attention.self.value.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.4.attention.output.dense.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.4.attention.output.dense.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.4.attention.output.LayerNorm.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.4.attention.output.LayerNorm.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.4.crossattention.self.query.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.4.crossattention.self.query.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.4.crossattention.self.key.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.4.crossattention.self.key.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.4.crossattention.self.value.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.4.crossattention.self.value.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.4.crossattention.output.dense.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.4.crossattention.output.dense.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.4.crossattention.output.LayerNorm.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.4.crossattention.output.LayerNorm.bias,  
Status: Frozen

Layer: text\_decoder.bert.encoder.layer.4.intermediate.dense.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.4.intermediate.dense.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.4.output.dense.weight, Status:  
Frozen  
Layer: text\_decoder.bert.encoder.layer.4.output.dense.bias, Status:  
Frozen  
Layer: text\_decoder.bert.encoder.layer.4.output.LayerNorm.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.4.output.LayerNorm.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.5.attention.self.query.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.5.attention.self.query.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.5.attention.self.key.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.5.attention.self.key.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.5.attention.self.value.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.5.attention.self.value.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.5.attention.output.dense.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.5.attention.output.dense.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.5.attention.output.LayerNorm.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.5.attention.output.LayerNorm.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.5.crossattention.self.query.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.5.crossattention.self.query.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.5.crossattention.self.key.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.5.crossattention.self.key.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.5.crossattention.self.value.weight,  
Status: Frozen

```
Layer:
text_decoder.bert.encoder.layer.5.crossattention.self.value.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.5.crossattention.output.dense.weight,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.5.crossattention.output.dense.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.5.crossattention.output.LayerNorm.weight,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.5.crossattention.output.LayerNorm.bias,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.5.intermediate.dense.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.5.intermediate.dense.bias,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.5.output.dense.weight, Status:
Frozen
Layer: text_decoder.bert.encoder.layer.5.output.dense.bias, Status:
Frozen
Layer: text_decoder.bert.encoder.layer.5.output.LayerNorm.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.5.output.LayerNorm.bias,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.6.attention.self.query.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.6.attention.self.query.bias,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.6.attention.self.key.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.6.attention.self.key.bias,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.6.attention.self.value.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.6.attention.self.value.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.6.attention.output.dense.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.6.attention.output.dense.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.6.attention.output.LayerNorm.weight,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.6.attention.output.LayerNorm.bias,
```

Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.6.crossattention.self.query.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.6.crossattention.self.query.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.6.crossattention.self.key.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.6.crossattention.self.key.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.6.crossattention.self.value.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.6.crossattention.self.value.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.6.crossattention.output.dense.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.6.crossattention.output.dense.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.6.crossattention.output.LayerNorm.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.6.crossattention.output.LayerNorm.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.6.intermediate.dense.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.6.intermediate.dense.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.6.output.dense.weight, Status:  
Frozen  
Layer: text\_decoder.bert.encoder.layer.6.output.dense.bias, Status:  
Frozen  
Layer: text\_decoder.bert.encoder.layer.6.output.LayerNorm.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.6.output.LayerNorm.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.7.attention.self.query.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.7.attention.self.query.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.7.attention.self.key.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.7.attention.self.key.bias,

Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.7.attention.self.value.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.7.attention.self.value.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.7.attention.output.dense.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.7.attention.output.dense.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.7.attention.output.LayerNorm.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.7.attention.output.LayerNorm.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.7.crossattention.self.query.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.7.crossattention.self.query.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.7.crossattention.self.key.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.7.crossattention.self.key.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.7.crossattention.self.value.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.7.crossattention.self.value.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.7.crossattention.output.dense.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.7.crossattention.output.dense.bias,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.7.crossattention.output.LayerNorm.weight,  
Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.7.crossattention.output.LayerNorm.bias,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.7.intermediate.dense.weight,  
Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.7.intermediate.dense.bias,  
Status: Frozen

Layer: text\_decoder.bert.encoder.layer.7.output.dense.weight, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.7.output.dense.bias, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.7.output.LayerNorm.weight, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.7.output.LayerNorm.bias, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.8.attention.self.query.weight, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.8.attention.self.query.bias, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.8.attention.self.key.weight, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.8.attention.self.key.bias, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.8.attention.self.value.weight, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.8.attention.self.value.bias, Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.8.attention.output.dense.weight, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.8.attention.output.dense.bias, Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.8.attention.output.LayerNorm.weight, Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.8.attention.output.LayerNorm.bias, Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.8.crossattention.self.query.weight, Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.8.crossattention.self.query.bias, Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.8.crossattention.self.key.weight, Status: Frozen  
Layer: text\_decoder.bert.encoder.layer.8.crossattention.self.key.bias, Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.8.crossattention.self.value.weight, Status: Frozen  
Layer:  
text\_decoder.bert.encoder.layer.8.crossattention.self.value.bias, Status: Frozen  
Layer:

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text_decoder.bert.encoder.layer.8.crossattention.output.dense.weight,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.8.crossattention.output.dense.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.8.crossattention.output.LayerNorm.weight,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.8.crossattention.output.LayerNorm.bias,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.8.intermediate.dense.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.8.intermediate.dense.bias,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.8.output.dense.weight, Status:
Frozen
Layer: text_decoder.bert.encoder.layer.8.output.dense.bias, Status:
Frozen
Layer: text_decoder.bert.encoder.layer.8.output.LayerNorm.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.8.output.LayerNorm.bias,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.9.attention.self.query.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.9.attention.self.query.bias,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.9.attention.self.key.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.9.attention.self.key.bias,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.9.attention.self.value.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.9.attention.self.value.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.9.attention.output.dense.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.9.attention.output.dense.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.9.attention.output.LayerNorm.weight,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.9.attention.output.LayerNorm.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.9.crossattention.self.query.weight,
Status: Frozen
```

```
Layer:
text_decoder.bert.encoder.layer.9.crossattention.self.query.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.9.crossattention.self.key.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.9.crossattention.self.key.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.9.crossattention.self.value.weight,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.9.crossattention.self.value.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.9.crossattention.output.dense.weight,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.9.crossattention.output.dense.bias,
Status: Frozen
Layer:
text_decoder.bert.encoder.layer.9.crossattention.output.LayerNorm.weight, Status: Frozen
Layer:
text_decoder.bert.encoder.layer.9.crossattention.output.LayerNorm.bias, Status: Frozen
Layer: text_decoder.bert.encoder.layer.9.intermediate.dense.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.9.intermediate.dense.bias,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.9.output.dense.weight, Status: Frozen
Layer: text_decoder.bert.encoder.layer.9.output.dense.bias, Status: Frozen
Layer: text_decoder.bert.encoder.layer.9.output.LayerNorm.weight,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.9.output.LayerNorm.bias,
Status: Frozen
Layer: text_decoder.bert.encoder.layer.10.attention.self.query.weight,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.10.attention.self.query.bias,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.10.attention.self.key.weight,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.10.attention.self.key.bias,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.10.attention.self.value.weight,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.10.attention.self.value.bias,
```



```
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.10.attention.output.dense.weight,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.10.attention.output.dense.bias,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.10.attention.output.LayerNorm.weight,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.10.attention.output.LayerNorm.bias,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.10.crossattention.self.query.weight,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.10.crossattention.self.query.bias,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.10.crossattention.self.key.weight,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.10.crossattention.self.key.bias,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.10.crossattention.self.value.weight,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.10.crossattention.self.value.bias,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.10.crossattention.output.dense.weight,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.10.crossattention.output.dense.bias,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.10.crossattention.output.LayerNorm.weight, Status: Trainable
Layer:
text_decoder.bert.encoder.layer.10.crossattention.output.LayerNorm.bias, Status: Trainable
Layer: text_decoder.bert.encoder.layer.10.intermediate.dense.weight,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.10.intermediate.dense.bias,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.10.output.dense.weight, Status:
Trainable
Layer: text_decoder.bert.encoder.layer.10.output.dense.bias, Status:
```

```
Trainable
Layer: text_decoder.bert.encoder.layer.10.output.LayerNorm.weight,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.10.output.LayerNorm.bias,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.11.attention.self.query.weight,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.11.attention.self.query.bias,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.11.attention.self.key.weight,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.11.attention.self.key.bias,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.11.attention.self.value.weight,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.11.attention.self.value.bias,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.11.attention.output.dense.weight,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.11.attention.output.dense.bias,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.11.attention.output.LayerNorm.weight,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.11.attention.output.LayerNorm.bias,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.11.crossattention.self.query.weight,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.11.crossattention.self.query.bias,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.11.crossattention.self.key.weight,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.11.crossattention.self.key.bias,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.11.crossattention.self.value.weight,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.11.crossattention.self.value.bias,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.11.crossattention.output.dense.weight,
Status: Trainable
```

```

Layer:
text_decoder.bert.encoder.layer.11.crossattention.output.dense.bias,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.11.crossattention.output.LayerNorm.weight,
Status: Trainable
Layer:
text_decoder.bert.encoder.layer.11.crossattention.output.LayerNorm.bias,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.11.intermediate.dense.weight,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.11.intermediate.dense.bias,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.11.output.dense.weight, Status:
Trainable
Layer: text_decoder.bert.encoder.layer.11.output.dense.bias, Status:
Trainable
Layer: text_decoder.bert.encoder.layer.11.output.LayerNorm.weight,
Status: Trainable
Layer: text_decoder.bert.encoder.layer.11.output.LayerNorm.bias,
Status: Trainable
Layer: text_decoder.cls.predictions.bias, Status: Frozen
Layer: text_decoder.cls.predictions.transform.dense.weight, Status:
Frozen
Layer: text_decoder.cls.predictions.transform.dense.bias, Status:
Frozen
Layer: text_decoder.cls.predictions.transform.LayerNorm.weight,
Status: Frozen
Layer: text_decoder.cls.predictions.transform.LayerNorm.bias, Status:
Frozen
Layer: text_decoder.cls.predictions.decoder.weight, Status: Frozen

```

*# Initialize T5 tokenizer and model*

```

t5_tokenizer = T5Tokenizer.from_pretrained('t5-base')
t5_model = T5ForConditionalGeneration.from_pretrained('t5-
base').to('cuda' if torch.cuda.is_available() else 'cpu')

{"model_id": "8f6a5320abfd4314aa4c6cf2ff3c66c2", "version_major": 2, "version_minor": 0}

{"model_id": "b0b3ec034b784951aad3b74fbbf96f2e", "version_major": 2, "version_minor": 0}

{"model_id": "a30b122de3ea4a91be575e6e95a1b4ab", "version_major": 2, "version_minor": 0}

```

You are using the default legacy behaviour of the <class 'transformers.models.t5.tokenization\_t5.T5Tokenizer'>. This is expected, and simply means that the `legacy` (previous) behavior will be used so nothing changes for you. If you want to use the new

behaviour, set `legacy=False`. This should only be set if you understand what it means, and thoroughly read the reason why this was added as explained in <https://github.com/huggingface/transformers/pull/24565>

```
{"model_id": "d50a1db0f80d434596fd990a9eaba7c5", "version_major": 2, "version_minor": 0}
```

```
{"model_id": "99a5e0e12fcb43e1acde3b33d1fa21e2", "version_major": 2, "version_minor": 0}
```

```
for name, parameter in t5_model.named_parameters():
    if "encoder.block" in name:
        index = name.split(".")[2]
        if int(index) < 9:
            parameter.requires_grad = False
        else:
            parameter.requires_grad = True

# First, freeze all decoder parameters
for name, parameter in t5_model.named_parameters():
    if "decoder" in name:
        parameter.requires_grad = False

# Then, unfreeze only EncDecAttention layers in the last 3 decoder blocks
for name, parameter in t5_model.named_parameters():
    if "decoder.block" in name and "EncDecAttention" in name:
        # Split the parameter name to extract the block index
        parts = name.split(".")
        try:
            # Assuming the block index is the third element after splitting
            block_idx = int(parts[2])
            if block_idx >= 9: # Last 3 blocks in a 12-block decoder:
                parameter.requires_grad = True
        except (IndexError, ValueError):
            # If parsing fails, skip modifying this parameter
            continue

for name, parameter in t5_model.named_parameters():
    status = "Trainable" if parameter.requires_grad else "Frozen"
    print(f"Layer: {name}, Status: {status}")

Layer: shared.weight, Status: Trainable
Layer: encoder.block.0.layer.0.SelfAttention.q.weight, Status: Frozen
Layer: encoder.block.0.layer.0.SelfAttention.k.weight, Status: Frozen
Layer: encoder.block.0.layer.0.SelfAttention.v.weight, Status: Frozen
```

Layer: encoder.block.0.layer.0.SelfAttention.o.weight, Status: Frozen  
Layer:  
encoder.block.0.layer.0.SelfAttention.relative\_attention\_bias.weight, Status: Frozen  
Layer: encoder.block.0.layer.0.layer\_norm.weight, Status: Frozen  
Layer: encoder.block.0.layer.1.DenseReluDense.wi.weight, Status: Frozen  
Layer: encoder.block.0.layer.1.DenseReluDense.wo.weight, Status: Frozen  
Layer: encoder.block.0.layer.1.layer\_norm.weight, Status: Frozen  
Layer: encoder.block.1.layer.0.SelfAttention.q.weight, Status: Frozen  
Layer: encoder.block.1.layer.0.SelfAttention.k.weight, Status: Frozen  
Layer: encoder.block.1.layer.0.SelfAttention.v.weight, Status: Frozen  
Layer: encoder.block.1.layer.0.SelfAttention.o.weight, Status: Frozen  
Layer: encoder.block.1.layer.0.layer\_norm.weight, Status: Frozen  
Layer: encoder.block.1.layer.1.DenseReluDense.wi.weight, Status: Frozen  
Layer: encoder.block.1.layer.1.DenseReluDense.wo.weight, Status: Frozen  
Layer: encoder.block.1.layer.1.layer\_norm.weight, Status: Frozen  
Layer: encoder.block.2.layer.0.SelfAttention.q.weight, Status: Frozen  
Layer: encoder.block.2.layer.0.SelfAttention.k.weight, Status: Frozen  
Layer: encoder.block.2.layer.0.SelfAttention.v.weight, Status: Frozen  
Layer: encoder.block.2.layer.0.SelfAttention.o.weight, Status: Frozen  
Layer: encoder.block.2.layer.0.layer\_norm.weight, Status: Frozen  
Layer: encoder.block.2.layer.1.DenseReluDense.wi.weight, Status: Frozen  
Layer: encoder.block.2.layer.1.DenseReluDense.wo.weight, Status: Frozen  
Layer: encoder.block.2.layer.1.layer\_norm.weight, Status: Frozen  
Layer: encoder.block.3.layer.0.SelfAttention.q.weight, Status: Frozen  
Layer: encoder.block.3.layer.0.SelfAttention.k.weight, Status: Frozen  
Layer: encoder.block.3.layer.0.SelfAttention.v.weight, Status: Frozen  
Layer: encoder.block.3.layer.0.SelfAttention.o.weight, Status: Frozen  
Layer: encoder.block.3.layer.0.layer\_norm.weight, Status: Frozen  
Layer: encoder.block.3.layer.1.DenseReluDense.wi.weight, Status: Frozen  
Layer: encoder.block.3.layer.1.DenseReluDense.wo.weight, Status: Frozen  
Layer: encoder.block.3.layer.1.layer\_norm.weight, Status: Frozen  
Layer: encoder.block.4.layer.0.SelfAttention.q.weight, Status: Frozen  
Layer: encoder.block.4.layer.0.SelfAttention.k.weight, Status: Frozen  
Layer: encoder.block.4.layer.0.SelfAttention.v.weight, Status: Frozen  
Layer: encoder.block.4.layer.0.SelfAttention.o.weight, Status: Frozen  
Layer: encoder.block.4.layer.0.layer\_norm.weight, Status: Frozen  
Layer: encoder.block.4.layer.1.DenseReluDense.wi.weight, Status: Frozen  
Layer: encoder.block.4.layer.1.DenseReluDense.wo.weight, Status: Frozen

[illegible]

Layer: encoder.block.9.layer.0.layer\_norm.weight, Status: Trainable  
Layer: encoder.block.9.layer.1.DenseReluDense.wi.weight, Status: Trainable  
Layer: encoder.block.9.layer.1.DenseReluDense.wo.weight, Status: Trainable  
Layer: encoder.block.9.layer.1.layer\_norm.weight, Status: Trainable  
Layer: encoder.block.10.layer.0.SelfAttention.q.weight, Status: Trainable  
Layer: encoder.block.10.layer.0.SelfAttention.k.weight, Status: Trainable  
Layer: encoder.block.10.layer.0.SelfAttention.v.weight, Status: Trainable  
Layer: encoder.block.10.layer.0.SelfAttention.o.weight, Status: Trainable  
Layer: encoder.block.10.layer.0.layer\_norm.weight, Status: Trainable  
Layer: encoder.block.10.layer.1.DenseReluDense.wi.weight, Status: Trainable  
Layer: encoder.block.10.layer.1.DenseReluDense.wo.weight, Status: Trainable  
Layer: encoder.block.10.layer.1.layer\_norm.weight, Status: Trainable  
Layer: encoder.block.11.layer.0.SelfAttention.q.weight, Status: Trainable  
Layer: encoder.block.11.layer.0.SelfAttention.k.weight, Status: Trainable  
Layer: encoder.block.11.layer.0.SelfAttention.v.weight, Status: Trainable  
Layer: encoder.block.11.layer.0.SelfAttention.o.weight, Status: Trainable  
Layer: encoder.block.11.layer.0.layer\_norm.weight, Status: Trainable  
Layer: encoder.block.11.layer.1.DenseReluDense.wi.weight, Status: Trainable  
Layer: encoder.block.11.layer.1.DenseReluDense.wo.weight, Status: Trainable  
Layer: encoder.block.11.layer.1.layer\_norm.weight, Status: Trainable  
Layer: encoder.final\_layer\_norm.weight, Status: Trainable  
Layer: decoder.block.0.layer.0.SelfAttention.q.weight, Status: Frozen  
Layer: decoder.block.0.layer.0.SelfAttention.k.weight, Status: Frozen  
Layer: decoder.block.0.layer.0.SelfAttention.v.weight, Status: Frozen  
Layer: decoder.block.0.layer.0.SelfAttention.o.weight, Status: Frozen  
Layer: decoder.block.0.layer.0.SelfAttention.relative\_attention\_bias.weight, Status: Frozen  
Layer: decoder.block.0.layer.0.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.0.layer.1.EncDecAttention.q.weight, Status: Frozen  
Layer: decoder.block.0.layer.1.EncDecAttention.k.weight, Status: Frozen  
Layer: decoder.block.0.layer.1.EncDecAttention.v.weight, Status: Frozen

Layer: decoder.block.0.layer.1.EncDecAttention.o.weight, Status: Frozen  
Layer: decoder.block.0.layer.1.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.0.layer.2.DenseReluDense.wi.weight, Status: Frozen  
Layer: decoder.block.0.layer.2.DenseReluDense.wo.weight, Status: Frozen  
Layer: decoder.block.0.layer.2.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.1.layer.0.SelfAttention.q.weight, Status: Frozen  
Layer: decoder.block.1.layer.0.SelfAttention.k.weight, Status: Frozen  
Layer: decoder.block.1.layer.0.SelfAttention.v.weight, Status: Frozen  
Layer: decoder.block.1.layer.0.SelfAttention.o.weight, Status: Frozen  
Layer: decoder.block.1.layer.0.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.1.layer.1.EncDecAttention.q.weight, Status: Frozen  
Layer: decoder.block.1.layer.1.EncDecAttention.k.weight, Status: Frozen  
Layer: decoder.block.1.layer.1.EncDecAttention.v.weight, Status: Frozen  
Layer: decoder.block.1.layer.1.EncDecAttention.o.weight, Status: Frozen  
Layer: decoder.block.1.layer.1.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.1.layer.2.DenseReluDense.wi.weight, Status: Frozen  
Layer: decoder.block.1.layer.2.DenseReluDense.wo.weight, Status: Frozen  
Layer: decoder.block.1.layer.2.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.2.layer.0.SelfAttention.q.weight, Status: Frozen  
Layer: decoder.block.2.layer.0.SelfAttention.k.weight, Status: Frozen  
Layer: decoder.block.2.layer.0.SelfAttention.v.weight, Status: Frozen  
Layer: decoder.block.2.layer.0.SelfAttention.o.weight, Status: Frozen  
Layer: decoder.block.2.layer.0.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.2.layer.1.EncDecAttention.q.weight, Status: Frozen  
Layer: decoder.block.2.layer.1.EncDecAttention.k.weight, Status: Frozen  
Layer: decoder.block.2.layer.1.EncDecAttention.v.weight, Status: Frozen  
Layer: decoder.block.2.layer.1.EncDecAttention.o.weight, Status: Frozen  
Layer: decoder.block.2.layer.1.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.2.layer.2.DenseReluDense.wi.weight, Status: Frozen  
Layer: decoder.block.2.layer.2.DenseReluDense.wo.weight, Status: Frozen  
Layer: decoder.block.2.layer.2.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.3.layer.0.SelfAttention.q.weight, Status: Frozen  
Layer: decoder.block.3.layer.0.SelfAttention.k.weight, Status: Frozen  
Layer: decoder.block.3.layer.0.SelfAttention.v.weight, Status: Frozen



Layer: decoder.block.3.layer.0.SelfAttention.o.weight, Status: Frozen  
Layer: decoder.block.3.layer.0.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.3.layer.1.EncDecAttention.q.weight, Status: Frozen  
Layer: decoder.block.3.layer.1.EncDecAttention.k.weight, Status: Frozen  
Layer: decoder.block.3.layer.1.EncDecAttention.v.weight, Status: Frozen  
Layer: decoder.block.3.layer.1.EncDecAttention.o.weight, Status: Frozen  
Layer: decoder.block.3.layer.1.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.3.layer.2.DenseReluDense.wi.weight, Status: Frozen  
Layer: decoder.block.3.layer.2.DenseReluDense.wo.weight, Status: Frozen  
Layer: decoder.block.3.layer.2.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.4.layer.0.SelfAttention.q.weight, Status: Frozen  
Layer: decoder.block.4.layer.0.SelfAttention.k.weight, Status: Frozen  
Layer: decoder.block.4.layer.0.SelfAttention.v.weight, Status: Frozen  
Layer: decoder.block.4.layer.0.SelfAttention.o.weight, Status: Frozen  
Layer: decoder.block.4.layer.0.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.4.layer.1.EncDecAttention.q.weight, Status: Frozen  
Layer: decoder.block.4.layer.1.EncDecAttention.k.weight, Status: Frozen  
Layer: decoder.block.4.layer.1.EncDecAttention.v.weight, Status: Frozen  
Layer: decoder.block.4.layer.1.EncDecAttention.o.weight, Status: Frozen  
Layer: decoder.block.4.layer.1.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.4.layer.2.DenseReluDense.wi.weight, Status: Frozen  
Layer: decoder.block.4.layer.2.DenseReluDense.wo.weight, Status: Frozen  
Layer: decoder.block.4.layer.2.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.5.layer.0.SelfAttention.q.weight, Status: Frozen  
Layer: decoder.block.5.layer.0.SelfAttention.k.weight, Status: Frozen  
Layer: decoder.block.5.layer.0.SelfAttention.v.weight, Status: Frozen  
Layer: decoder.block.5.layer.0.SelfAttention.o.weight, Status: Frozen  
Layer: decoder.block.5.layer.0.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.5.layer.1.EncDecAttention.q.weight, Status: Frozen  
Layer: decoder.block.5.layer.1.EncDecAttention.k.weight, Status: Frozen  
Layer: decoder.block.5.layer.1.EncDecAttention.v.weight, Status: Frozen  
Layer: decoder.block.5.layer.1.EncDecAttention.o.weight, Status: Frozen  
Layer: decoder.block.5.layer.1.layer\_norm.weight, Status: Frozen

Layer: decoder.block.5.layer.2.DenseReluDense.wi.weight, Status: Frozen  
Layer: decoder.block.5.layer.2.DenseReluDense.wo.weight, Status: Frozen  
Layer: decoder.block.5.layer.2.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.6.layer.0.SelfAttention.q.weight, Status: Frozen  
Layer: decoder.block.6.layer.0.SelfAttention.k.weight, Status: Frozen  
Layer: decoder.block.6.layer.0.SelfAttention.v.weight, Status: Frozen  
Layer: decoder.block.6.layer.0.SelfAttention.o.weight, Status: Frozen  
Layer: decoder.block.6.layer.0.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.6.layer.1.EncDecAttention.q.weight, Status: Frozen  
Layer: decoder.block.6.layer.1.EncDecAttention.k.weight, Status: Frozen  
Layer: decoder.block.6.layer.1.EncDecAttention.v.weight, Status: Frozen  
Layer: decoder.block.6.layer.1.EncDecAttention.o.weight, Status: Frozen  
Layer: decoder.block.6.layer.1.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.6.layer.2.DenseReluDense.wi.weight, Status: Frozen  
Layer: decoder.block.6.layer.2.DenseReluDense.wo.weight, Status: Frozen  
Layer: decoder.block.6.layer.2.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.7.layer.0.SelfAttention.q.weight, Status: Frozen  
Layer: decoder.block.7.layer.0.SelfAttention.k.weight, Status: Frozen  
Layer: decoder.block.7.layer.0.SelfAttention.v.weight, Status: Frozen  
Layer: decoder.block.7.layer.0.SelfAttention.o.weight, Status: Frozen  
Layer: decoder.block.7.layer.0.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.7.layer.1.EncDecAttention.q.weight, Status: Frozen  
Layer: decoder.block.7.layer.1.EncDecAttention.k.weight, Status: Frozen  
Layer: decoder.block.7.layer.1.EncDecAttention.v.weight, Status: Frozen  
Layer: decoder.block.7.layer.1.EncDecAttention.o.weight, Status: Frozen  
Layer: decoder.block.7.layer.1.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.7.layer.2.DenseReluDense.wi.weight, Status: Frozen  
Layer: decoder.block.7.layer.2.DenseReluDense.wo.weight, Status: Frozen  
Layer: decoder.block.7.layer.2.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.8.layer.0.SelfAttention.q.weight, Status: Frozen  
Layer: decoder.block.8.layer.0.SelfAttention.k.weight, Status: Frozen  
Layer: decoder.block.8.layer.0.SelfAttention.v.weight, Status: Frozen  
Layer: decoder.block.8.layer.0.SelfAttention.o.weight, Status: Frozen  
Layer: decoder.block.8.layer.0.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.8.layer.1.EncDecAttention.q.weight, Status:

Frozen  
Layer: decoder.block.8.layer.1.EncDecAttention.k.weight, Status: Frozen  
Layer: decoder.block.8.layer.1.EncDecAttention.v.weight, Status: Frozen  
Layer: decoder.block.8.layer.1.EncDecAttention.o.weight, Status: Frozen  
Layer: decoder.block.8.layer.1.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.8.layer.2.DenseReluDense.wi.weight, Status: Frozen  
Layer: decoder.block.8.layer.2.DenseReluDense.wo.weight, Status: Frozen  
Layer: decoder.block.8.layer.2.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.9.layer.0.SelfAttention.q.weight, Status: Frozen  
Layer: decoder.block.9.layer.0.SelfAttention.k.weight, Status: Frozen  
Layer: decoder.block.9.layer.0.SelfAttention.v.weight, Status: Frozen  
Layer: decoder.block.9.layer.0.SelfAttention.o.weight, Status: Frozen  
Layer: decoder.block.9.layer.0.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.9.layer.1.EncDecAttention.q.weight, Status: Trainable  
Layer: decoder.block.9.layer.1.EncDecAttention.k.weight, Status: Trainable  
Layer: decoder.block.9.layer.1.EncDecAttention.v.weight, Status: Trainable  
Layer: decoder.block.9.layer.1.EncDecAttention.o.weight, Status: Trainable  
Layer: decoder.block.9.layer.1.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.9.layer.2.DenseReluDense.wi.weight, Status: Frozen  
Layer: decoder.block.9.layer.2.DenseReluDense.wo.weight, Status: Frozen  
Layer: decoder.block.9.layer.2.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.10.layer.0.SelfAttention.q.weight, Status: Frozen  
Layer: decoder.block.10.layer.0.SelfAttention.k.weight, Status: Frozen  
Layer: decoder.block.10.layer.0.SelfAttention.v.weight, Status: Frozen  
Layer: decoder.block.10.layer.0.SelfAttention.o.weight, Status: Frozen  
Layer: decoder.block.10.layer.0.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.10.layer.1.EncDecAttention.q.weight, Status: Trainable  
Layer: decoder.block.10.layer.1.EncDecAttention.k.weight, Status: Trainable  
Layer: decoder.block.10.layer.1.EncDecAttention.v.weight, Status: Trainable  
Layer: decoder.block.10.layer.1.EncDecAttention.o.weight, Status: Trainable  
Layer: decoder.block.10.layer.1.layer\_norm.weight, Status: Frozen  
Layer: decoder.block.10.layer.2.DenseReluDense.wi.weight, Status: Frozen  
Layer: decoder.block.10.layer.2.DenseReluDense.wo.weight, Status:

```

Frozen
Layer: decoder.block.10.layer.2.layer_norm.weight, Status: Frozen
Layer: decoder.block.11.layer.0.SelfAttention.q.weight, Status: Frozen
Layer: decoder.block.11.layer.0.SelfAttention.k.weight, Status: Frozen
Layer: decoder.block.11.layer.0.SelfAttention.v.weight, Status: Frozen
Layer: decoder.block.11.layer.0.SelfAttention.o.weight, Status: Frozen
Layer: decoder.block.11.layer.0.layer_norm.weight, Status: Frozen
Layer: decoder.block.11.layer.1.EncDecAttention.q.weight, Status:
Trainable
Layer: decoder.block.11.layer.1.EncDecAttention.k.weight, Status:
Trainable
Layer: decoder.block.11.layer.1.EncDecAttention.v.weight, Status:
Trainable
Layer: decoder.block.11.layer.1.EncDecAttention.o.weight, Status:
Trainable
Layer: decoder.block.11.layer.1.layer_norm.weight, Status: Frozen
Layer: decoder.block.11.layer.2.DenseReluDense.wi.weight, Status:
Frozen
Layer: decoder.block.11.layer.2.DenseReluDense.wo.weight, Status:
Frozen
Layer: decoder.block.11.layer.2.layer_norm.weight, Status: Frozen
Layer: decoder.final_layer_norm.weight, Status: Frozen

```

```

import torch
import numpy as np
from torch.utils.data import Dataset

class GifAggregationDataset(Dataset):
    def __init__(self, frames_list, targets, tokenizer,
max_target_length=150):
        """
        frames_list: A list of lists containing frames (as tensors or
numpy arrays) for each GIF.
        targets: The ground truth captions for each GIF.
        tokenizer: Tokenizer for T5 to encode the target captions.
        max_target_length: Maximum length for the target text
sequences.
        """
        self.frames_list = frames_list # List of frame sequences
(e.g., list of tensors for each GIF)
        self.targets = targets # Ground truth captions for each GIF
        self.tokenizer = tokenizer
        self.max_target_length = max_target_length

    def __len__(self):
        return len(self.frames_list)

    def __getitem__(self, idx):
        # Get frames and target for the given index
        frames = self.frames_list[idx] # List or tensor of frames for

```

```

a single GIF
    target_text = self.targets[idx]

    # Ensure frames are in the correct shape (num_frames, height,
width, channels)
    if isinstance(frames, list):
        # Convert list of numpy arrays to a single numpy array, if
necessary
        frames = np.array(frames)

    # If frames are numpy arrays, convert to torch tensor and make
sure dimensions are correct
    if isinstance(frames, np.ndarray):
        frames = torch.tensor(frames, dtype=torch.float32) #
Convert to float32 tensor for PyTorch

    # Reshape or permute frames to ensure the shape is
(num_frames, height, width, channels)
    if frames.ndim == 4 and frames.shape[-1] == 3:
        # Shape is (num_frames, height, width, channels), which is
correct for PIL conversion
        pass
    elif frames.ndim == 4 and frames.shape[1] == 3:
        # If frames have shape (num_frames, channels, height,
width), change to (num_frames, height, width, channels)
        frames = frames.permute(0, 2, 3, 1) # (N, C, H, W) -> (N,
H, W, C)

    # Tokenize the target caption (ground-truth description)
    target_encoding = self.tokenizer(
        target_text,
        padding='max_length',
        truncation=True,
        max_length=self.max_target_length,
        return_tensors="pt"
    )

    # Replace padding token ID's of the labels by -100 to ignore
them in the loss
    labels = target_encoding.input_ids.squeeze()
    labels[labels == self.tokenizer.pad_token_id] = -100

    return {
        'frames': frames, # Provide frames directly in tensor
format (num_frames, height, width, channels)
        'labels': labels, # Provide tokenized ground truth
captions for T5
        'reference_description': target_text
    }

```

```

import torch
import torch.nn as nn
import torch.optim as optim
from transformers import T5Tokenizer
from torch.utils.data import DataLoader, random_split

# Setup the models in training mode
blip_model.train() # BLIP is now being trained, so it's in training mode
t5_model.train() # T5 is also being trained

# Define optimizers for BLIP and T5
blip_params = filter(lambda p: p.requires_grad,
blip_model.parameters())
t5_params = filter(lambda p: p.requires_grad, t5_model.parameters())

blip_optimizer = optim.AdamW(blip_params, lr=0.00005) # Lower
learning rate since we're training both
t5_optimizer = optim.AdamW(t5_params, lr=0.00005)

# Define the loss function for T5
criterion = nn.CrossEntropyLoss(ignore_index=-100)

# Prepare DataLoader (frames and target descriptions)
aggregation_dataset = GifAggregationDataset(
    frames_list=processed_gifs, # This should be the frames for each
    GIF (as a list of tensors)
    targets=target_texts, # The ground truth aggregated captions
    tokenizer=t5_tokenizer, # Tokenizer for processing the target
    texts
    max_target_length=150 # Max length for target captions
)

# Split dataset into training and validation sets (80-20 split)
train_size = int(0.8 * len(aggregation_dataset))
val_size = len(aggregation_dataset) - train_size
train_dataset, val_dataset = random_split(aggregation_dataset,
[train_size, val_size])

# Create DataLoaders
train_dataloader = DataLoader(
    train_dataset,
    batch_size=16, # Define the batch size that fits your GPU memory
    shuffle=True,
    num_workers=0,
    pin_memory=True
)

val_dataloader = DataLoader(

```

```

    val_dataset,
    batch_size=16,  # Define the batch size for validation
    shuffle=False,
    num_workers=0,
    pin_memory=True
)

```

Function to evaluate the model in the training phase

```

import torch
from tqdm import tqdm
from rouge_score import rouge_scorer
from nltk.translate.bleu_score import corpus_bleu
from nltk.translate.meteor_score import meteor_score
import bert_score
from PIL import Image

def evaluate_model_training(blip_model, t5_model, blip_processor,
tokenizer, dataloader, device='cuda' if torch.cuda.is_available() else
'cpu'):
    blip_model.eval()  # Set BLIP to evaluation mode
    t5_model.eval()    # Set T5 to evaluation mode

    # Metrics containers
    all_references = []
    all_candidates = []
    rougeL_scores = []

    # ROUGE scorer initialization
    scorer = rouge_scorer.RougeScorer(['rougeL'], use_stemmer=True)

    with torch.no_grad():
        for batch in tqdm(dataloader, desc="Evaluating"):
            # Step 1: Prepare frames for BLIP
            frames = batch['frames']  # Assuming shape [batch_size,
num_frames, C, H, W] or [batch_size, num_frames, H, W, C]
            reference_descriptions = batch['reference_description']  #
List of reference captions

            batch_size, num_frames = frames.shape[0], frames.shape[1]

            frame_captions = []

            for i in range(batch_size):
                single_captions = []
                for j in range(num_frames):
                    frame = frames[i, j]  # Shape depends on data
format

```

```

        # Determine frame shape and permute if necessary
        if frame.ndim == 3:
            # Possible shapes:
            # [C, H, W] or [H, W, C]
            if frame.shape[0] == 3:
                # [C, H, W] -> [H, W, C]
                frame = frame.permute(1, 2, 0)
            # Else assume [H, W, C], no change needed
        else:
            raise ValueError(f"Unexpected frame shape:
{frame.shape}")

        # Convert to CPU and numpy
        frame_np = frame.cpu().numpy().astype('uint8') #
Ensure dtype is uint8

        # Convert to PIL Image
        try:
            img = Image.fromarray(frame_np).convert('RGB')
        except Exception as e:
            print(f"Error converting frame to image: {e}")
            continue # Skip this frame

        # Generate caption using BLIP
        inputs = blip_processor(img,
return_tensors="pt").to(device)
        outputs = blip_model.generate(**inputs,
max_length=150) # Limit caption length
        caption = blip_processor.decode(outputs[0],
skip_special_tokens=True)
        single_captions.append(caption)

        # Concatenate captions for the current example
        concatenated_caption = " ".join(single_captions)
        frame_captions.append(concatenated_caption)

        # Step 2: Tokenize the concatenated captions as a batch
        max_length = 128 # Adjust based on GPU capacity and
desired sequence length
        t5_inputs = tokenizer(
            frame_captions, # List of concatenated captions, one
per example in the batch
            max_length=max_length,
            padding='max_length',
            truncation=True,
            return_tensors="pt"
        ).to(device)

        # Step 3: Generate predictions using T5

```



```

        outputs = t5_model.generate(
            input_ids=t5_inputs.input_ids,
            attention_mask=t5_inputs.attention_mask,
            max_length=150,
            num_beams=4,
            early_stopping=True
        )

        # Step 4: Decode predictions
        predictions = tokenizer.batch_decode(outputs,
skip_special_tokens=True)

        # Step 5: Evaluate the predictions
        for ref, pred in zip(reference_descriptions, predictions):
            ref_tokens = ref.split()
            pred_tokens = pred.split()

            # Append references and predictions for BLEU
            all_references.append([ref_tokens])
            all_candidates.append(pred_tokens)

            # ROUGE scores calculation
            scores = scorer.score(ref, pred)
            rougeL_scores.append(scores['rougeL'].fmeasure)

        # Calculate average ROUGE scores
        avg_rougeL = sum(rougeL_scores) / len(rougeL_scores) if
rougeL_scores else 0

        # Compile metrics
        metrics = {
            'ROUGE-L': avg_rougeL,
        }

        return metrics

```

Function to evaluate the models when they finished training phase

```

import torch
from tqdm import tqdm
from rouge_score import rouge_scorer
from nltk.translate.bleu_score import corpus_bleu
from nltk.translate.meteor_score import meteor_score
import bert_score
from PIL import Image

def evaluate_model(blip_model, t5_model, blip_processor, tokenizer,
dataloader, device='cuda' if torch.cuda.is_available() else 'cpu'):
    blip_model.eval() # Set BLIP to evaluation mode

```

```

t5_model.eval()      # Set T5 to evaluation mode

# Metrics containers
all_references = []
all_candidates = []
rouge1_scores = []
rouge2_scores = []
rougeL_scores = []
# meteor_scores_list = []

# ROUGE scorer initialization
scorer = rouge_scorer.RougeScorer(['rouge1', 'rouge2', 'rougeL'],
use_stemmer=True)

# BERTScore
bert_score_fn = bert_score.score

with torch.no_grad():
    for batch in tqdm(data_loader, desc="Evaluating"):
        # Step 1: Prepare frames for BLIP
        frames = batch['frames'] # Assuming shape [batch_size,
num_frames, C, H, W] or [batch_size, num_frames, H, W, C]
        reference_descriptions = batch['reference_description'] #
List of reference captions

        batch_size, num_frames = frames.shape[0], frames.shape[1]

        frame_captions = []

        for i in range(batch_size):
            single_captions = []
            for j in range(num_frames):
                frame = frames[i, j] # Shape depends on data
format

                # Determine frame shape and permute if necessary
                if frame.ndim == 3:
                    # Possible shapes:
                    # [C, H, W] or [H, W, C]
                    if frame.shape[0] == 3:
                        # [C, H, W] -> [H, W, C]
                        frame = frame.permute(1, 2, 0)
                    # Else assume [H, W, C], no change needed
                else:
                    raise ValueError(f"Unexpected frame shape:
{frame.shape}")

                # Convert to CPU and numpy
                frame_np = frame.cpu().numpy().astype('uint8') #
Ensure dtype is uint8

```

```

        # Convert to PIL Image
        try:
            img = Image.fromarray(frame_np).convert('RGB')
        except Exception as e:
            print(f"Error converting frame to image: {e}")
            continue # Skip this frame

        # Generate caption using BLIP
        inputs = blip_processor(img,
return_tensors="pt").to(device)
        outputs = blip_model.generate(**inputs,
max_length=50) # Limit caption length
        caption = blip_processor.decode(outputs[0],
skip_special_tokens=True)
        single_captions.append(caption)

        # Concatenate captions for the current example
        concatenated_caption = " ".join(single_captions)
        frame_captions.append(concatenated_caption)

    # Step 2: Tokenize the concatenated captions as a batch
    max_length = 128 # Adjust based on GPU capacity and
desired sequence length
    t5_inputs = tokenizer(
        frame_captions, # List of concatenated captions, one
per example in the batch
        max_length=max_length,
        padding='max_length',
        truncation=True,
        return_tensors="pt"
    ).to(device)

    # Step 3: Generate predictions using T5
    outputs = t5_model.generate(
        input_ids=t5_inputs.input_ids,
        attention_mask=t5_inputs.attention_mask,
        max_length=150,
        num_beams=4,
        early_stopping=True
    )

    # Step 4: Decode predictions
    predictions = tokenizer.batch_decode(outputs,
skip_special_tokens=True)

    # Step 5: Evaluate the predictions
    for ref, pred in zip(reference_descriptions, predictions):
        ref_tokens = ref.split()
        pred_tokens = pred.split()

```

```

        # Append references and predictions for BLEU
        all_references.append([ref_tokens])
        all_candidates.append(pred_tokens)

        # ROUGE scores calculation
        scores = scorer.score(ref, pred)
        rouge1_scores.append(scores['rouge1'].fmeasure)
        rouge2_scores.append(scores['rouge2'].fmeasure)
        rougeL_scores.append(scores['rougeL'].fmeasure)

        # METEOR score calculation
        # meteor = meteor_score([ref_tokens], pred_tokens)
        # meteor_scores_list.append(meteor)

    # Calculate BLEU score
    bleu = corpus_bleu(all_references, all_candidates)

    # Calculate average ROUGE scores
    avg_rouge1 = sum(rouge1_scores) / len(rouge1_scores) if
rouge1_scores else 0
    avg_rouge2 = sum(rouge2_scores) / len(rouge2_scores) if
rouge2_scores else 0
    avg_rougeL = sum(rougeL_scores) / len(rougeL_scores) if
rougeL_scores else 0

    # Calculate average METEOR score
    # avg_meteor = sum(meteor_scores_list) / len(meteor_scores_list)
    if meteor_scores_list else 0

    # Calculate BERT Score
    P, R, F1 = bert_score_fn(
        [' '.join(cand) for cand in all_candidates],
        [' '.join(ref[0]) for ref in all_references],
        lang='en',
        verbose=True)
    avg_bert_f1 = F1.mean().item()

    # Compile metrics
    metrics = {
        'BLEU': bleu,
        'ROUGE-1': avg_rouge1,
        'ROUGE-2': avg_rouge2,
        'ROUGE-L': avg_rougeL,
        # 'METEOR': avg_meteor,
        'BERT_F1': avg_bert_f1
    }

    return metrics

```

```

import torch
from torch.optim import AdamW
from PIL import Image
from transformers import T5Tokenizer
import torch.nn.functional as F

# Set the models to training mode
t5_model.train()
blip_model.train()

# Filter parameters that require gradients for BLIP and T5 models
blip_params = filter(lambda p: p.requires_grad,
blip_model.parameters())
t5_params = filter(lambda p: p.requires_grad, t5_model.parameters())

# Define the optimizer using AdamW with appropriate learning rates
blip_optimizer = AdamW(blip_params, lr=5e-5)
t5_optimizer = AdamW(t5_params, lr=5e-5)

# Training Loop
epochs = 10
device = 'cuda' if torch.cuda.is_available() else 'cpu'
blip_model.to(device)
t5_model.to(device)

# Lists to store metrics over epochs
training_losses = []
#bleu_scores = []
#rouge1_scores = []
#rouge2_scores = []
rouge1_scores = []
# meteor_scores = []
#bert_f1_scores = []

# Training both BLIP and T5 using the DataLoader
for epoch in range(epochs):
    t5_model.train()
    blip_model.train()

    # Initialize average loss for tracking epoch training loss
    epoch_loss = 0.0
    num_batches = 0

    for batch in train_dataloader:
        # Step 1: Prepare data for BLIP
        frames = batch['frames'] # Get frames for the current batch
        # Assuming frames is a list of shape [batch_size, num_frames,
height, width, channels]
        batch_size = frames.size(0)
        frames = frames.to(device) # Move frames to GPU if available

```

```

# Zero gradients for both optimizers
blip_optimizer.zero_grad()
t5_optimizer.zero_grad()

# Step 2: Generate frame-level captions with BLIP
frame_captions = []
for i in range(batch_size):
    single_captions = []
    for single_frame in frames[i]:
        # Convert frame to a PIL image and generate caption
        using BLIP model
        img =
Image.fromarray(single_frame.cpu().numpy().astype('uint8'), 'RGB')
        inputs = blip_processor(img,
return_tensors="pt").to(device)

        # Set max_length explicitly for BLIP generation to
avoid inconsistent lengths
        outputs = blip_model.generate(*inputs,
max_length=150) # Limit caption length to 50 tokens
        caption = blip_processor.decode(outputs[0],
skip_special_tokens=True)
        single_captions.append(caption)
        # Concatenate captions for the current example
        concatenated_caption = " ".join(single_captions)
        frame_captions.append(concatenated_caption)

# Step 3: Tokenize the concatenated captions as a batch
max_length = 128 # Adjust as needed based on your GPU
capacity
t5_inputs = t5_tokenizer(
    frame_captions, # List of concatenated captions, one per
example in the batch
    max_length=max_length,
    padding='max_length',
    truncation=True,
    return_tensors="pt"
).to(device)

# Prepare labels
labels = batch['labels'].to(device)
labels = labels[:, :t5_inputs.input_ids.shape[-1]] # Truncate
labels if necessary

# Pad labels to match input length using -100 to ignore during
loss calculation
labels = F.pad(
    labels,
    (0, max(0, t5_inputs.input_ids.shape[-1] - labels.shape[-

```

```

1))),
    value=-100
)

# Ensure the attention mask is consistent
t5_attention_mask = t5_inputs.attention_mask

# Step 5: Forward pass through T5 model
outputs = t5_model(
    input_ids=t5_inputs.input_ids,
    attention_mask=t5_attention_mask,
    labels=labels
)
loss = outputs.loss

# Step 6: Backpropagation and optimizer step
loss.backward() # Compute gradients for both models (BLIP and
T5)

blip_optimizer.step()
t5_optimizer.step()

# Accumulate the loss for averaging
epoch_loss += loss.item()
num_batches += 1

# Step 7: Print the training loss for the current iteration
print(f"Epoch [{epoch + 1}/{epochs}], Batch Loss:
{loss.item()}")

# Calculate the average training loss for the epoch
average_epoch_loss = epoch_loss / num_batches
training_losses.append(average_epoch_loss)
print(f"Epoch [{epoch + 1}/{epochs}], Average Training Loss:
{average_epoch_loss}")

# Evaluate after each epoch
metrics = evaluate_model_training(blip_model, t5_model,
blip_processor, t5_tokenizer, val_dataloader, device)
# bleu_scores.append(metrics['BLEU'])
# rouge1_scores.append(metrics['ROUGE-1'])
# rouge2_scores.append(metrics['ROUGE-2'])
rougeL_scores.append(metrics['ROUGE-L'])
# meteor_scores.append(metrics['METEOR'])
# bert_f1_scores.append(metrics['BERT_F1'])

# Print evaluation metrics for each epoch
print(f"Validation Metrics after Epoch {epoch+1}: {metrics}")

# Clear GPU cache after each epoch to free up memory
torch.cuda.empty_cache()

```

Epoch [1/10], Batch Loss: 3.2425129413604736  
Epoch [1/10], Batch Loss: 3.0914812088012695  
Epoch [1/10], Batch Loss: 3.096222162246704  
Epoch [1/10], Batch Loss: 2.906541585922241  
Epoch [1/10], Batch Loss: 3.008789539337158  
Epoch [1/10], Batch Loss: 3.1433908939361572  
Epoch [1/10], Batch Loss: 2.7780065536499023  
Epoch [1/10], Batch Loss: 3.0630850791931152  
Epoch [1/10], Batch Loss: 2.887117624282837  
Epoch [1/10], Batch Loss: 3.2021050453186035  
Epoch [1/10], Batch Loss: 2.8738934993743896  
Epoch [1/10], Batch Loss: 2.9167633056640625  
Epoch [1/10], Batch Loss: 3.225383758544922  
Epoch [1/10], Batch Loss: 3.3011486530303955  
Epoch [1/10], Batch Loss: 2.7036402225494385  
Epoch [1/10], Batch Loss: 2.7690932750701904  
Epoch [1/10], Batch Loss: 2.810790538787842  
Epoch [1/10], Batch Loss: 2.648913860321045  
Epoch [1/10], Batch Loss: 3.1751580238342285  
Epoch [1/10], Batch Loss: 3.236905813217163  
Epoch [1/10], Batch Loss: 2.9790139198303223  
Epoch [1/10], Batch Loss: 2.605278491973877  
Epoch [1/10], Batch Loss: 2.8470656871795654  
Epoch [1/10], Batch Loss: 3.0435023307800293  
Epoch [1/10], Batch Loss: 2.8632473945617676  
Epoch [1/10], Batch Loss: 2.6832406520843506  
Epoch [1/10], Batch Loss: 2.9229044914245605  
Epoch [1/10], Batch Loss: 2.6359291076660156  
Epoch [1/10], Batch Loss: 2.9173741340637207  
Epoch [1/10], Batch Loss: 2.6542325019836426  
Epoch [1/10], Batch Loss: 2.8385009765625  
Epoch [1/10], Batch Loss: 2.801455020904541  
Epoch [1/10], Batch Loss: 2.924722194671631  
Epoch [1/10], Batch Loss: 2.9146625995635986  
Epoch [1/10], Batch Loss: 2.754032850265503  
Epoch [1/10], Batch Loss: 3.2245912551879883  
Epoch [1/10], Batch Loss: 2.757952928543091  
Epoch [1/10], Batch Loss: 2.6492464542388916  
Epoch [1/10], Batch Loss: 2.8002800941467285  
Epoch [1/10], Batch Loss: 2.8305203914642334  
Epoch [1/10], Batch Loss: 2.774303674697876  
Epoch [1/10], Batch Loss: 2.9273879528045654  
Epoch [1/10], Batch Loss: 2.6208627223968506  
Epoch [1/10], Batch Loss: 2.694204092025757  
Epoch [1/10], Batch Loss: 2.799588918685913  
Epoch [1/10], Batch Loss: 2.893690824508667  
Epoch [1/10], Batch Loss: 2.855414867401123  
Epoch [1/10], Batch Loss: 2.8229081630706787  
Epoch [1/10], Batch Loss: 2.759840965270996



Epoch [1/10], Batch Loss: 2.7776544094085693  
Epoch [1/10], Average Training Loss: 2.893091073036194

Evaluating: 100%|██████████| 13/13 [04:25<00:00, 20.41s/it]

Validation Metrics after Epoch 1: {'ROUGE-L': 0.14063915814227923}

Epoch [2/10], Batch Loss: 3.114650011062622  
Epoch [2/10], Batch Loss: 2.6327080726623535  
Epoch [2/10], Batch Loss: 2.442509651184082  
Epoch [2/10], Batch Loss: 2.472317934036255  
Epoch [2/10], Batch Loss: 2.4724364280700684  
Epoch [2/10], Batch Loss: 2.688013792037964  
Epoch [2/10], Batch Loss: 2.419105052947998  
Epoch [2/10], Batch Loss: 2.703291654586792  
Epoch [2/10], Batch Loss: 2.6596903800964355  
Epoch [2/10], Batch Loss: 2.678332805633545  
Epoch [2/10], Batch Loss: 2.964787721633911  
Epoch [2/10], Batch Loss: 2.7412383556365967  
Epoch [2/10], Batch Loss: 2.6830568313598633  
Epoch [2/10], Batch Loss: 2.555079698562622  
Epoch [2/10], Batch Loss: 2.530179738998413  
Epoch [2/10], Batch Loss: 2.6892447471618652  
Epoch [2/10], Batch Loss: 2.664029598236084  
Epoch [2/10], Batch Loss: 2.6896207332611084  
Epoch [2/10], Batch Loss: 2.410374402999878  
Epoch [2/10], Batch Loss: 2.723362445831299  
Epoch [2/10], Batch Loss: 2.6013455390930176  
Epoch [2/10], Batch Loss: 2.766343593597412  
Epoch [2/10], Batch Loss: 2.676668167114258  
Epoch [2/10], Batch Loss: 2.599015951156616  
Epoch [2/10], Batch Loss: 2.824617862701416  
Epoch [2/10], Batch Loss: 2.499776601791382  
Epoch [2/10], Batch Loss: 2.3404862880706787  
Epoch [2/10], Batch Loss: 2.3740792274475098  
Epoch [2/10], Batch Loss: 2.9473724365234375  
Epoch [2/10], Batch Loss: 2.8649070262908936  
Epoch [2/10], Batch Loss: 2.7800302505493164  
Epoch [2/10], Batch Loss: 3.046734094619751  
Epoch [2/10], Batch Loss: 2.3933169841766357  
Epoch [2/10], Batch Loss: 2.7090768814086914  
Epoch [2/10], Batch Loss: 2.8683080673217773  
Epoch [2/10], Batch Loss: 2.9259307384490967  
Epoch [2/10], Batch Loss: 2.6086714267730713  
Epoch [2/10], Batch Loss: 2.6650171279907227  
Epoch [2/10], Batch Loss: 2.598465919494629  
Epoch [2/10], Batch Loss: 2.532001256942749  
Epoch [2/10], Batch Loss: 2.8011608123779297  
Epoch [2/10], Batch Loss: 2.351881265640259  
Epoch [2/10], Batch Loss: 2.4218482971191406  
Epoch [2/10], Batch Loss: 2.5455071926116943

Epoch [2/10], Batch Loss: 2.78861403465271  
Epoch [2/10], Batch Loss: 2.5515174865722656  
Epoch [2/10], Batch Loss: 2.546142816543579  
Epoch [2/10], Batch Loss: 2.8140647411346436  
Epoch [2/10], Batch Loss: 2.576270341873169  
Epoch [2/10], Batch Loss: 2.82069993019104  
Epoch [2/10], Average Training Loss: 2.655478048324585

Evaluating: 100%|██████████| 13/13 [04:12<00:00, 19.40s/it]

Validation Metrics after Epoch 2: {'ROUGE-L': 0.2659088816376176}

Epoch [3/10], Batch Loss: 2.616527557373047  
Epoch [3/10], Batch Loss: 2.448796510696411  
Epoch [3/10], Batch Loss: 2.4264755249023438  
Epoch [3/10], Batch Loss: 2.6948184967041016  
Epoch [3/10], Batch Loss: 2.4904122352600098  
Epoch [3/10], Batch Loss: 2.5427420139312744  
Epoch [3/10], Batch Loss: 2.4254016876220703  
Epoch [3/10], Batch Loss: 2.3633434772491455  
Epoch [3/10], Batch Loss: 2.644547462463379  
Epoch [3/10], Batch Loss: 2.6966114044189453  
Epoch [3/10], Batch Loss: 2.667940616607666  
Epoch [3/10], Batch Loss: 2.303614377975464  
Epoch [3/10], Batch Loss: 2.4961705207824707  
Epoch [3/10], Batch Loss: 2.320441722869873  
Epoch [3/10], Batch Loss: 2.587277889251709  
Epoch [3/10], Batch Loss: 2.9733924865722656  
Epoch [3/10], Batch Loss: 2.5000078678131104  
Epoch [3/10], Batch Loss: 2.6454105377197266  
Epoch [3/10], Batch Loss: 2.819768190383911  
Epoch [3/10], Batch Loss: 2.3732457160949707  
Epoch [3/10], Batch Loss: 2.5589537620544434  
Epoch [3/10], Batch Loss: 2.5461418628692627  
Epoch [3/10], Batch Loss: 2.5332624912261963  
Epoch [3/10], Batch Loss: 2.536972999572754  
Epoch [3/10], Batch Loss: 2.3965165615081787  
Epoch [3/10], Batch Loss: 2.286686658859253  
Epoch [3/10], Batch Loss: 2.8158621788024902  
Epoch [3/10], Batch Loss: 2.355473756790161  
Epoch [3/10], Batch Loss: 2.592128276824951  
Epoch [3/10], Batch Loss: 2.6332550048828125  
Epoch [3/10], Batch Loss: 2.838547945022583  
Epoch [3/10], Batch Loss: 2.6320126056671143  
Epoch [3/10], Batch Loss: 2.4573190212249756  
Epoch [3/10], Batch Loss: 2.601898193359375  
Epoch [3/10], Batch Loss: 2.554487943649292  
Epoch [3/10], Batch Loss: 2.534313678741455  
Epoch [3/10], Batch Loss: 2.7580618858337402  
Epoch [3/10], Batch Loss: 2.5373270511627197  
Epoch [3/10], Batch Loss: 2.5027284622192383

Epoch [3/10], Batch Loss: 2.508397102355957  
Epoch [3/10], Batch Loss: 2.575932025909424  
Epoch [3/10], Batch Loss: 2.55254864692688  
Epoch [3/10], Batch Loss: 2.690767526626587  
Epoch [3/10], Batch Loss: 2.4085686206817627  
Epoch [3/10], Batch Loss: 2.4941964149475098  
Epoch [3/10], Batch Loss: 2.4437265396118164  
Epoch [3/10], Batch Loss: 2.404268980026245  
Epoch [3/10], Batch Loss: 2.555877923965454  
Epoch [3/10], Batch Loss: 2.8434298038482666  
Epoch [3/10], Batch Loss: 2.7390389442443848  
Epoch [3/10], Average Training Loss: 2.5585129833221436

Evaluating: 100%|██████████| 13/13 [03:53<00:00, 17.99s/it]

Validation Metrics after Epoch 3: {'ROUGE-L': 0.3007544972183962}

Epoch [4/10], Batch Loss: 2.402384042739868  
Epoch [4/10], Batch Loss: 2.39227032661438  
Epoch [4/10], Batch Loss: 2.398151397705078  
Epoch [4/10], Batch Loss: 2.4228410720825195  
Epoch [4/10], Batch Loss: 2.4945011138916016  
Epoch [4/10], Batch Loss: 2.2297608852386475  
Epoch [4/10], Batch Loss: 2.41021728515625  
Epoch [4/10], Batch Loss: 2.7433981895446777  
Epoch [4/10], Batch Loss: 2.677626132965088  
Epoch [4/10], Batch Loss: 2.5974762439727783  
Epoch [4/10], Batch Loss: 2.642709732055664  
Epoch [4/10], Batch Loss: 2.382875919342041  
Epoch [4/10], Batch Loss: 2.3417515754699707  
Epoch [4/10], Batch Loss: 2.9167914390563965  
Epoch [4/10], Batch Loss: 2.861396312713623  
Epoch [4/10], Batch Loss: 2.561302423477173  
Epoch [4/10], Batch Loss: 2.4104528427124023  
Epoch [4/10], Batch Loss: 2.513608932495117  
Epoch [4/10], Batch Loss: 2.283137798309326  
Epoch [4/10], Batch Loss: 2.6256744861602783  
Epoch [4/10], Batch Loss: 2.5285308361053467  
Epoch [4/10], Batch Loss: 2.3920211791992188  
Epoch [4/10], Batch Loss: 2.4865500926971436  
Epoch [4/10], Batch Loss: 2.4393579959869385  
Epoch [4/10], Batch Loss: 2.415024757385254  
Epoch [4/10], Batch Loss: 2.432312488555908  
Epoch [4/10], Batch Loss: 2.437180995941162  
Epoch [4/10], Batch Loss: 2.6042354106903076  
Epoch [4/10], Batch Loss: 2.331928014755249  
Epoch [4/10], Batch Loss: 2.407973527908325  
Epoch [4/10], Batch Loss: 2.677121877670288  
Epoch [4/10], Batch Loss: 2.550164222717285  
Epoch [4/10], Batch Loss: 2.4873759746551514  
Epoch [4/10], Batch Loss: 2.752946138381958

```
Epoch [4/10], Batch Loss: 2.539764404296875
Epoch [4/10], Batch Loss: 2.496204376220703
Epoch [4/10], Batch Loss: 2.7283430099487305
Epoch [4/10], Batch Loss: 2.4790446758270264
Epoch [4/10], Batch Loss: 2.452087879180908
Epoch [4/10], Batch Loss: 2.55908203125
Epoch [4/10], Batch Loss: 2.1537668704986572
Epoch [4/10], Batch Loss: 2.2469379901885986
Epoch [4/10], Batch Loss: 2.5060205459594727
Epoch [4/10], Batch Loss: 2.6137804985046387
Epoch [4/10], Batch Loss: 2.558546781539917
Epoch [4/10], Batch Loss: 2.802595376968384
Epoch [4/10], Batch Loss: 2.3223705291748047
Epoch [4/10], Batch Loss: 2.5037968158721924
Epoch [4/10], Batch Loss: 2.4357502460479736
Epoch [4/10], Batch Loss: 2.512410879135132
Epoch [4/10], Average Training Loss: 2.5032310914993285
```

```
Evaluating: 100%|██████████| 13/13 [03:59<00:00, 18.39s/it]
```

```
Validation Metrics after Epoch 4: {'ROUGE-L': 0.3059538478738011}
```

```
Epoch [5/10], Batch Loss: 2.2943265438079834
Epoch [5/10], Batch Loss: 2.484752893447876
Epoch [5/10], Batch Loss: 2.564523220062256
Epoch [5/10], Batch Loss: 2.4282915592193604
Epoch [5/10], Batch Loss: 2.2910404205322266
Epoch [5/10], Batch Loss: 2.429478406906128
Epoch [5/10], Batch Loss: 2.264756679534912
Epoch [5/10], Batch Loss: 2.458211898803711
Epoch [5/10], Batch Loss: 2.671745777130127
Epoch [5/10], Batch Loss: 2.838123321533203
Epoch [5/10], Batch Loss: 2.8708837032318115
Epoch [5/10], Batch Loss: 2.389016628265381
Epoch [5/10], Batch Loss: 2.550018548965454
Epoch [5/10], Batch Loss: 2.3193295001983643
Epoch [5/10], Batch Loss: 2.451716899871826
Epoch [5/10], Batch Loss: 2.2516889572143555
Epoch [5/10], Batch Loss: 2.484592914581299
Epoch [5/10], Batch Loss: 2.2818450927734375
Epoch [5/10], Batch Loss: 2.3445920944213867
Epoch [5/10], Batch Loss: 2.4789440631866455
Epoch [5/10], Batch Loss: 2.2669637203216553
Epoch [5/10], Batch Loss: 2.5174124240875244
Epoch [5/10], Batch Loss: 2.537325382232666
Epoch [5/10], Batch Loss: 2.501206636428833
Epoch [5/10], Batch Loss: 2.4023630619049072
Epoch [5/10], Batch Loss: 2.6257901191711426
Epoch [5/10], Batch Loss: 2.8296396732330322
Epoch [5/10], Batch Loss: 2.3556764125823975
Epoch [5/10], Batch Loss: 2.2121572494506836
```

```
Epoch [5/10], Batch Loss: 2.6611294746398926
Epoch [5/10], Batch Loss: 2.303382396697998
Epoch [5/10], Batch Loss: 2.492476224899292
Epoch [5/10], Batch Loss: 2.2762279510498047
Epoch [5/10], Batch Loss: 2.5266926288604736
Epoch [5/10], Batch Loss: 2.5212204456329346
Epoch [5/10], Batch Loss: 2.4251868724823
Epoch [5/10], Batch Loss: 2.0819246768951416
Epoch [5/10], Batch Loss: 2.374990224838257
Epoch [5/10], Batch Loss: 2.3086888790130615
Epoch [5/10], Batch Loss: 2.381051778793335
Epoch [5/10], Batch Loss: 2.27177095413208
Epoch [5/10], Batch Loss: 2.3335633277893066
Epoch [5/10], Batch Loss: 2.477665901184082
Epoch [5/10], Batch Loss: 2.192716121673584
Epoch [5/10], Batch Loss: 2.603233814239502
Epoch [5/10], Batch Loss: 2.532630443572998
Epoch [5/10], Batch Loss: 2.6272668838500977
Epoch [5/10], Batch Loss: 2.2397027015686035
Epoch [5/10], Batch Loss: 2.580728054046631
Epoch [5/10], Batch Loss: 2.5213849544525146
Epoch [5/10], Average Training Loss: 2.4426009702682494
```

```
Evaluating: 100%|██████████| 13/13 [03:51<00:00, 17.81s/it]
```

```
Validation Metrics after Epoch 5: {'ROUGE-L': 0.31971570279662254}
```

```
Epoch [6/10], Batch Loss: 2.444878101348877
Epoch [6/10], Batch Loss: 2.46561861038208
Epoch [6/10], Batch Loss: 2.5097780227661133
Epoch [6/10], Batch Loss: 2.4513559341430664
Epoch [6/10], Batch Loss: 2.418205499649048
Epoch [6/10], Batch Loss: 2.163541555404663
Epoch [6/10], Batch Loss: 2.5033814907073975
Epoch [6/10], Batch Loss: 2.2560367584228516
Epoch [6/10], Batch Loss: 2.3495285511016846
Epoch [6/10], Batch Loss: 2.7104554176330566
Epoch [6/10], Batch Loss: 2.701737880706787
Epoch [6/10], Batch Loss: 2.3272247314453125
Epoch [6/10], Batch Loss: 2.760507583618164
Epoch [6/10], Batch Loss: 2.516303062438965
Epoch [6/10], Batch Loss: 2.4425859451293945
Epoch [6/10], Batch Loss: 2.321214437484741
Epoch [6/10], Batch Loss: 2.3727991580963135
Epoch [6/10], Batch Loss: 2.3098270893096924
Epoch [6/10], Batch Loss: 2.178926944732666
Epoch [6/10], Batch Loss: 2.4868481159210205
Epoch [6/10], Batch Loss: 2.410869836807251
Epoch [6/10], Batch Loss: 2.2749390602111816
Epoch [6/10], Batch Loss: 2.520275592803955
Epoch [6/10], Batch Loss: 2.2772107124328613
```

```
Epoch [6/10], Batch Loss: 2.6212801933288574
Epoch [6/10], Batch Loss: 2.403385639190674
Epoch [6/10], Batch Loss: 2.563404083251953
Epoch [6/10], Batch Loss: 2.494117259979248
Epoch [6/10], Batch Loss: 2.349181890487671
Epoch [6/10], Batch Loss: 2.2221691608428955
Epoch [6/10], Batch Loss: 2.4023067951202393
Epoch [6/10], Batch Loss: 2.39249849319458
Epoch [6/10], Batch Loss: 2.299546718597412
Epoch [6/10], Batch Loss: 2.524524211883545
Epoch [6/10], Batch Loss: 2.4495773315429688
Epoch [6/10], Batch Loss: 1.9771543741226196
Epoch [6/10], Batch Loss: 2.3348047733306885
Epoch [6/10], Batch Loss: 2.5442323684692383
Epoch [6/10], Batch Loss: 2.304574489593506
Epoch [6/10], Batch Loss: 2.21079683303833
Epoch [6/10], Batch Loss: 2.725454807281494
Epoch [6/10], Batch Loss: 2.289083480834961
Epoch [6/10], Batch Loss: 2.4773597717285156
Epoch [6/10], Batch Loss: 2.4007513523101807
Epoch [6/10], Batch Loss: 2.6586153507232666
Epoch [6/10], Batch Loss: 2.3253297805786133
Epoch [6/10], Batch Loss: 2.3946986198425293
Epoch [6/10], Batch Loss: 2.6637394428253174
Epoch [6/10], Batch Loss: 2.641977310180664
Epoch [6/10], Batch Loss: 2.2016403675079346
Epoch [6/10], Average Training Loss: 2.420925099849701
```

```
Evaluating: 100%|██████████| 13/13 [03:42<00:00, 17.11s/it]
```

```
Validation Metrics after Epoch 6: {'ROUGE-L': 0.32475550065059317}
```

```
Epoch [7/10], Batch Loss: 2.551454544067383
Epoch [7/10], Batch Loss: 2.4750959873199463
Epoch [7/10], Batch Loss: 2.246582269668579
Epoch [7/10], Batch Loss: 2.4471001625061035
Epoch [7/10], Batch Loss: 2.255802631378174
Epoch [7/10], Batch Loss: 2.365870714187622
Epoch [7/10], Batch Loss: 2.4013442993164062
Epoch [7/10], Batch Loss: 2.7295329570770264
Epoch [7/10], Batch Loss: 2.463688611984253
Epoch [7/10], Batch Loss: 2.461885929107666
Epoch [7/10], Batch Loss: 2.3050146102905273
Epoch [7/10], Batch Loss: 2.205575466156006
Epoch [7/10], Batch Loss: 2.735074281692505
Epoch [7/10], Batch Loss: 2.0436553955078125
Epoch [7/10], Batch Loss: 2.396681785583496
Epoch [7/10], Batch Loss: 2.183231830596924
Epoch [7/10], Batch Loss: 2.356156349182129
Epoch [7/10], Batch Loss: 2.2896370887756348
Epoch [7/10], Batch Loss: 2.554543972015381
```

```
Epoch [7/10], Batch Loss: 2.2708933353424072
Epoch [7/10], Batch Loss: 2.426448106765747
Epoch [7/10], Batch Loss: 2.3075828552246094
Epoch [7/10], Batch Loss: 2.5402183532714844
Epoch [7/10], Batch Loss: 2.2520899772644043
Epoch [7/10], Batch Loss: 2.4831509590148926
Epoch [7/10], Batch Loss: 2.3303382396698
Epoch [7/10], Batch Loss: 2.421967029571533
Epoch [7/10], Batch Loss: 2.34491229057312
Epoch [7/10], Batch Loss: 2.4532601833343506
Epoch [7/10], Batch Loss: 2.5092365741729736
Epoch [7/10], Batch Loss: 2.2312068939208984
Epoch [7/10], Batch Loss: 2.3554601669311523
Epoch [7/10], Batch Loss: 2.320868730545044
Epoch [7/10], Batch Loss: 2.5068254470825195
Epoch [7/10], Batch Loss: 2.299957036972046
Epoch [7/10], Batch Loss: 2.270458698272705
Epoch [7/10], Batch Loss: 2.3061182498931885
Epoch [7/10], Batch Loss: 2.4997198581695557
Epoch [7/10], Batch Loss: 2.389930248260498
Epoch [7/10], Batch Loss: 2.5432496070861816
Epoch [7/10], Batch Loss: 2.347456693649292
Epoch [7/10], Batch Loss: 2.533644676208496
Epoch [7/10], Batch Loss: 2.3493471145629883
Epoch [7/10], Batch Loss: 2.144310712814331
Epoch [7/10], Batch Loss: 2.2257790565490723
Epoch [7/10], Batch Loss: 2.594434976577759
Epoch [7/10], Batch Loss: 2.5255277156829834
Epoch [7/10], Batch Loss: 2.16229248046875
Epoch [7/10], Batch Loss: 2.592026948928833
Epoch [7/10], Batch Loss: 2.3957343101501465
Epoch [7/10], Average Training Loss: 2.388047528266907
```

```
Evaluating: 100%|██████████| 13/13 [03:41<00:00, 17.05s/it]
```

```
Validation Metrics after Epoch 7: {'ROUGE-L': 0.3288853524939832}
```

```
Epoch [8/10], Batch Loss: 2.658707857131958
Epoch [8/10], Batch Loss: 2.513759136199951
Epoch [8/10], Batch Loss: 2.27925443649292
Epoch [8/10], Batch Loss: 2.4719860553741455
Epoch [8/10], Batch Loss: 2.3660178184509277
Epoch [8/10], Batch Loss: 2.1256141662597656
Epoch [8/10], Batch Loss: 2.274259090423584
Epoch [8/10], Batch Loss: 2.4243102073669434
Epoch [8/10], Batch Loss: 2.547971725463867
Epoch [8/10], Batch Loss: 2.47459077835083
Epoch [8/10], Batch Loss: 2.2652862071990967
Epoch [8/10], Batch Loss: 2.3060266971588135
Epoch [8/10], Batch Loss: 2.601224422454834
Epoch [8/10], Batch Loss: 2.5472898483276367
```

```
Epoch [8/10], Batch Loss: 2.656102418899536
Epoch [8/10], Batch Loss: 2.244591474533081
Epoch [8/10], Batch Loss: 2.368117570877075
Epoch [8/10], Batch Loss: 2.558619976043701
Epoch [8/10], Batch Loss: 2.5707011222839355
Epoch [8/10], Batch Loss: 2.152557134628296
Epoch [8/10], Batch Loss: 2.0159659385681152
Epoch [8/10], Batch Loss: 2.076889753341675
Epoch [8/10], Batch Loss: 2.2083418369293213
Epoch [8/10], Batch Loss: 2.4757137298583984
Epoch [8/10], Batch Loss: 2.791076421737671
Epoch [8/10], Batch Loss: 2.0733554363250732
Epoch [8/10], Batch Loss: 2.6068384647369385
Epoch [8/10], Batch Loss: 2.3537778854370117
Epoch [8/10], Batch Loss: 2.2268729209899902
Epoch [8/10], Batch Loss: 2.062826633453369
Epoch [8/10], Batch Loss: 2.471421480178833
Epoch [8/10], Batch Loss: 2.320418119430542
Epoch [8/10], Batch Loss: 2.322957754135132
Epoch [8/10], Batch Loss: 2.3108465671539307
Epoch [8/10], Batch Loss: 2.184549331665039
Epoch [8/10], Batch Loss: 2.3152737617492676
Epoch [8/10], Batch Loss: 2.5384039878845215
Epoch [8/10], Batch Loss: 2.343029260635376
Epoch [8/10], Batch Loss: 2.198798179626465
Epoch [8/10], Batch Loss: 2.2220141887664795
Epoch [8/10], Batch Loss: 2.2948555946350098
Epoch [8/10], Batch Loss: 2.093745470046997
Epoch [8/10], Batch Loss: 2.3086466789245605
Epoch [8/10], Batch Loss: 2.5076725482940674
Epoch [8/10], Batch Loss: 2.409062385559082
Epoch [8/10], Batch Loss: 2.34316086769104
Epoch [8/10], Batch Loss: 2.4675850868225098
Epoch [8/10], Batch Loss: 2.3331096172332764
Epoch [8/10], Batch Loss: 2.324065685272217
Epoch [8/10], Batch Loss: 2.4174253940582275
Epoch [8/10], Average Training Loss: 2.360513782501221
```

```
Evaluating: 100%|██████████| 13/13 [03:40<00:00, 17.00s/it]
```

```
Validation Metrics after Epoch 8: {'ROUGE-L': 0.3173236547131572}
```

```
Epoch [9/10], Batch Loss: 2.0941860675811768
Epoch [9/10], Batch Loss: 2.1857848167419434
Epoch [9/10], Batch Loss: 2.1768243312835693
Epoch [9/10], Batch Loss: 2.5753815174102783
Epoch [9/10], Batch Loss: 2.434244394302368
Epoch [9/10], Batch Loss: 2.3195316791534424
Epoch [9/10], Batch Loss: 2.3777341842651367
Epoch [9/10], Batch Loss: 2.12446665763855
Epoch [9/10], Batch Loss: 2.3161070346832275
```



Epoch [9/10], Batch Loss: 2.504568576812744  
Epoch [9/10], Batch Loss: 2.2554092407226562  
Epoch [9/10], Batch Loss: 2.424990653991699  
Epoch [9/10], Batch Loss: 2.2892262935638428  
Epoch [9/10], Batch Loss: 2.22080135345459  
Epoch [9/10], Batch Loss: 2.419801712036133  
Epoch [9/10], Batch Loss: 2.3450138568878174  
Epoch [9/10], Batch Loss: 2.4518368244171143  
Epoch [9/10], Batch Loss: 2.041182279586792  
Epoch [9/10], Batch Loss: 2.5233824253082275  
Epoch [9/10], Batch Loss: 2.1881673336029053  
Epoch [9/10], Batch Loss: 2.4336440563201904  
Epoch [9/10], Batch Loss: 2.3778631687164307  
Epoch [9/10], Batch Loss: 2.731400966644287  
Epoch [9/10], Batch Loss: 2.16131591796875  
Epoch [9/10], Batch Loss: 2.308635950088501  
Epoch [9/10], Batch Loss: 2.3389720916748047  
Epoch [9/10], Batch Loss: 2.0149283409118652  
Epoch [9/10], Batch Loss: 2.24654221534729  
Epoch [9/10], Batch Loss: 2.5340144634246826  
Epoch [9/10], Batch Loss: 2.2884669303894043  
Epoch [9/10], Batch Loss: 2.0027079582214355  
Epoch [9/10], Batch Loss: 2.436079263687134  
Epoch [9/10], Batch Loss: 2.5274572372436523  
Epoch [9/10], Batch Loss: 2.0407774448394775  
Epoch [9/10], Batch Loss: 2.1587653160095215  
Epoch [9/10], Batch Loss: 2.458146333694458  
Epoch [9/10], Batch Loss: 2.5385773181915283  
Epoch [9/10], Batch Loss: 2.401160955429077  
Epoch [9/10], Batch Loss: 2.310546398162842  
Epoch [9/10], Batch Loss: 2.4321091175079346  
Epoch [9/10], Batch Loss: 2.1027300357818604  
Epoch [9/10], Batch Loss: 2.567540407180786  
Epoch [9/10], Batch Loss: 2.4535293579101562  
Epoch [9/10], Batch Loss: 2.571429491043091  
Epoch [9/10], Batch Loss: 2.347888946533203  
Epoch [9/10], Batch Loss: 2.2341129779815674  
Epoch [9/10], Batch Loss: 2.0509767532348633  
Epoch [9/10], Batch Loss: 2.382028579711914  
Epoch [9/10], Batch Loss: 2.633330821990967  
Epoch [9/10], Batch Loss: 2.3282694816589355  
Epoch [9/10], Average Training Loss: 2.3336517906188963

Evaluating: 100%|██████████| 13/13 [03:41<00:00, 17.04s/it]

Validation Metrics after Epoch 9: {'ROUGE-L': 0.32460734926252677}  
Epoch [10/10], Batch Loss: 1.9606693983078003  
Epoch [10/10], Batch Loss: 2.3695125579833984  
Epoch [10/10], Batch Loss: 2.387761354446411  
Epoch [10/10], Batch Loss: 2.5072121620178223

Epoch [10/10], Batch Loss: 2.3588151931762695  
Epoch [10/10], Batch Loss: 2.3751935958862305  
Epoch [10/10], Batch Loss: 2.2216334342956543  
Epoch [10/10], Batch Loss: 2.2697031497955322  
Epoch [10/10], Batch Loss: 2.6449124813079834  
Epoch [10/10], Batch Loss: 2.505678653717041  
Epoch [10/10], Batch Loss: 2.3726377487182617  
Epoch [10/10], Batch Loss: 2.1306018829345703  
Epoch [10/10], Batch Loss: 2.068791151046753  
Epoch [10/10], Batch Loss: 2.2089569568634033  
Epoch [10/10], Batch Loss: 2.1769227981567383  
Epoch [10/10], Batch Loss: 2.2198212146759033  
Epoch [10/10], Batch Loss: 2.2840023040771484  
Epoch [10/10], Batch Loss: 2.133444309234619  
Epoch [10/10], Batch Loss: 2.335876941680908  
Epoch [10/10], Batch Loss: 2.1520702838897705  
Epoch [10/10], Batch Loss: 2.2872467041015625  
Epoch [10/10], Batch Loss: 2.2297871112823486  
Epoch [10/10], Batch Loss: 2.4263625144958496  
Epoch [10/10], Batch Loss: 2.213388681411743  
Epoch [10/10], Batch Loss: 2.2742161750793457  
Epoch [10/10], Batch Loss: 2.430595874786377  
Epoch [10/10], Batch Loss: 2.43463397026062  
Epoch [10/10], Batch Loss: 2.3504862785339355  
Epoch [10/10], Batch Loss: 2.194448232650757  
Epoch [10/10], Batch Loss: 2.45271372795105  
Epoch [10/10], Batch Loss: 2.5824294090270996  
Epoch [10/10], Batch Loss: 2.106342315673828  
Epoch [10/10], Batch Loss: 2.0639114379882812  
Epoch [10/10], Batch Loss: 2.2373363971710205  
Epoch [10/10], Batch Loss: 2.17573881149292  
Epoch [10/10], Batch Loss: 2.4337282180786133  
Epoch [10/10], Batch Loss: 2.259913682937622  
Epoch [10/10], Batch Loss: 2.211138963699341  
Epoch [10/10], Batch Loss: 2.502638101577759  
Epoch [10/10], Batch Loss: 2.504011869430542  
Epoch [10/10], Batch Loss: 2.2051985263824463  
Epoch [10/10], Batch Loss: 2.052734613418579  
Epoch [10/10], Batch Loss: 2.594841718673706  
Epoch [10/10], Batch Loss: 2.5763278007507324  
Epoch [10/10], Batch Loss: 2.447585105895996  
Epoch [10/10], Batch Loss: 2.099809408187866  
Epoch [10/10], Batch Loss: 2.364240884780884  
Epoch [10/10], Batch Loss: 2.5319788455963135  
Epoch [10/10], Batch Loss: 2.427581548690796  
Epoch [10/10], Batch Loss: 2.2454895973205566  
Epoch [10/10], Average Training Loss: 2.312021481990814

Evaluating: 100%|██████████| 13/13 [03:40<00:00, 16.95s/it]

Validation Metrics after Epoch 10: {'ROUGE-L': 0.3180035625500699}

```
training_losses = [2.893091073036194, 2.655478048324585,  
2.5585129833221436, 2.5032310914993285, 2.4426009702682494,  
2.420925099849701, 2.388047528266907, 2.360513782501221 ,  
2.3336517906188963, 2.312021481990814]
```

```
import torch
```

```
# Define local save paths
```

```
blip_save_path = 'blip_model.pth'
```

```
t5_save_path = 't5_model.pth'
```

```
# Save the state_dict of each model
```

```
torch.save(blip_model.state_dict(), blip_save_path)
```

```
torch.save(t5_model.state_dict(), t5_save_path)
```

```
print("Models have been saved locally.")
```

Models have been saved locally.

```
# Evaluate after each epoch
```

```
metrics = evaluate_model_training(blip_model, t5_model,  
blip_processor, t5_tokenizer, train_dataloader, device)
```

```
# Print evaluation metrics for each epoch
```

```
print(f"Validation Metrics after Epoch {epoch+1}: {metrics}")
```

Evaluating: 100%|██████████| 50/50 [14:29<00:00, 17.39s/it]

Validation Metrics after Epoch 10: {'ROUGE-L': 0.34319192890846767}

```
# After training each epoch, evaluate the model on the validation set
```

```
metrics = evaluate_model(blip_model, t5_model, blip_processor,  
t5_tokenizer, val_dataloader, device)
```

```
print(f"Validation Metrics after Epoch {epoch+1}: {metrics}")
```

Evaluating: 100%|██████████| 13/13 [03:38<00:00, 16.82s/it]

```
{"model_id": "889cce4e539f4656a00be16c5a88ada8", "version_major": 2, "vers  
ion_minor": 0}
```

```
{"model_id": "844063504c874aaead2941280cafb26b", "version_major": 2, "vers  
ion_minor": 0}
```

```
{"model_id": "7d6c9d32429b4555bdbf03e3cb74d2bd", "version_major": 2, "vers  
ion_minor": 0}
```

```
{"model_id": "7b21f48b0d7149f3ab2e516fb04aff27", "version_major": 2, "version_minor": 0}
```

```
{"model_id": "5b859c54d37a4511b140916ec7ce677f", "version_major": 2, "version_minor": 0}
```

```
{"model_id": "5ae742c95f8d42dcdbd9f2d9b7a3775ad", "version_major": 2, "version_minor": 0}
```

Some weights of RobertaModel were not initialized from the model checkpoint at roberta-large and are newly initialized:  
['roberta.pooler.dense.bias', 'roberta.pooler.dense.weight']  
You should probably TRAIN this model on a down-stream task to be able to use it for predictions and inference.

calculating scores...  
computing bert embedding.

```
{"model_id": "b57ae3353c7c40b18027981dd8c557f5", "version_major": 2, "version_minor": 0}
```

computing greedy matching.

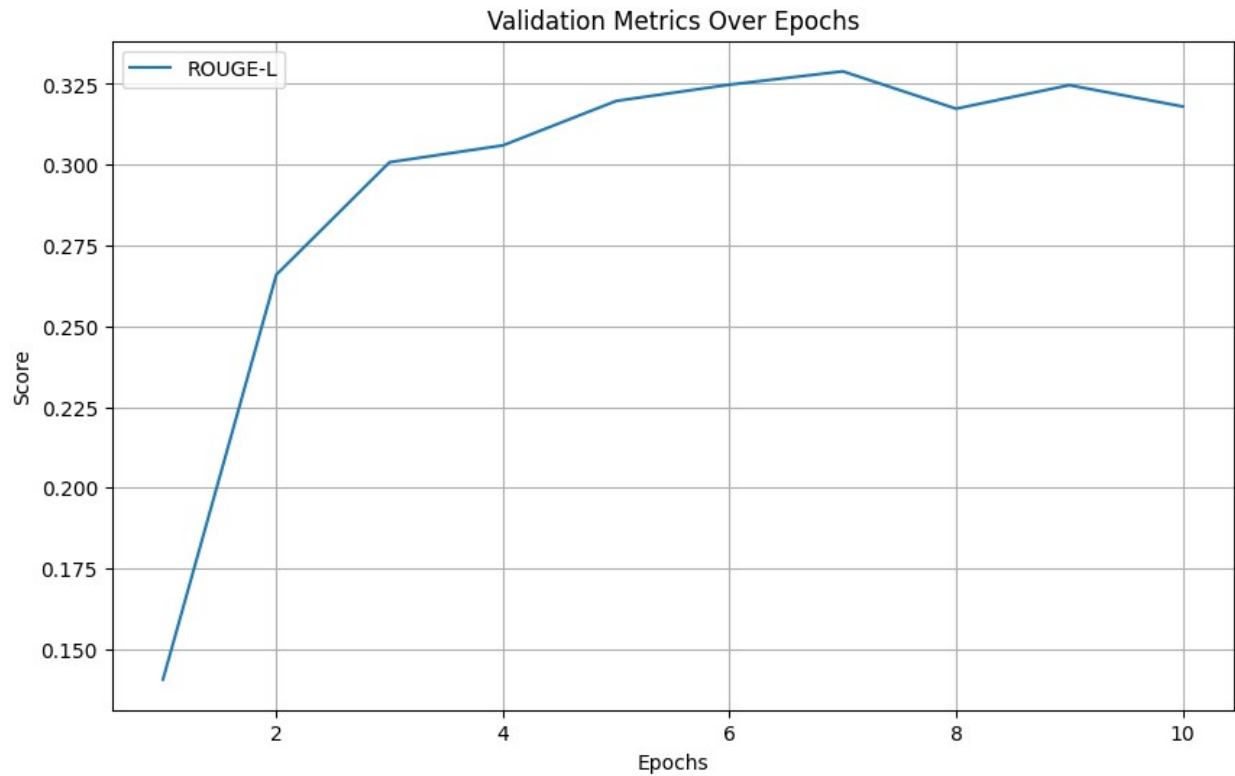
```
{"model_id": "1a8a4c44ae174adf9e1a24542fa8cd73", "version_major": 2, "version_minor": 0}
```

done in 2.03 seconds, 98.57 sentences/sec  
Validation Metrics after Epoch 10: {'BLEU': 0.0489520958751794, 'ROUGE-1': 0.347989999171128, 'ROUGE-2': 0.11365381863130607, 'ROUGE-L': 0.31776546731197464, 'BERT\_F1': 0.9026632905006409}

```
import matplotlib.pyplot as plt
```

```
# Plot training loss over epochs
```

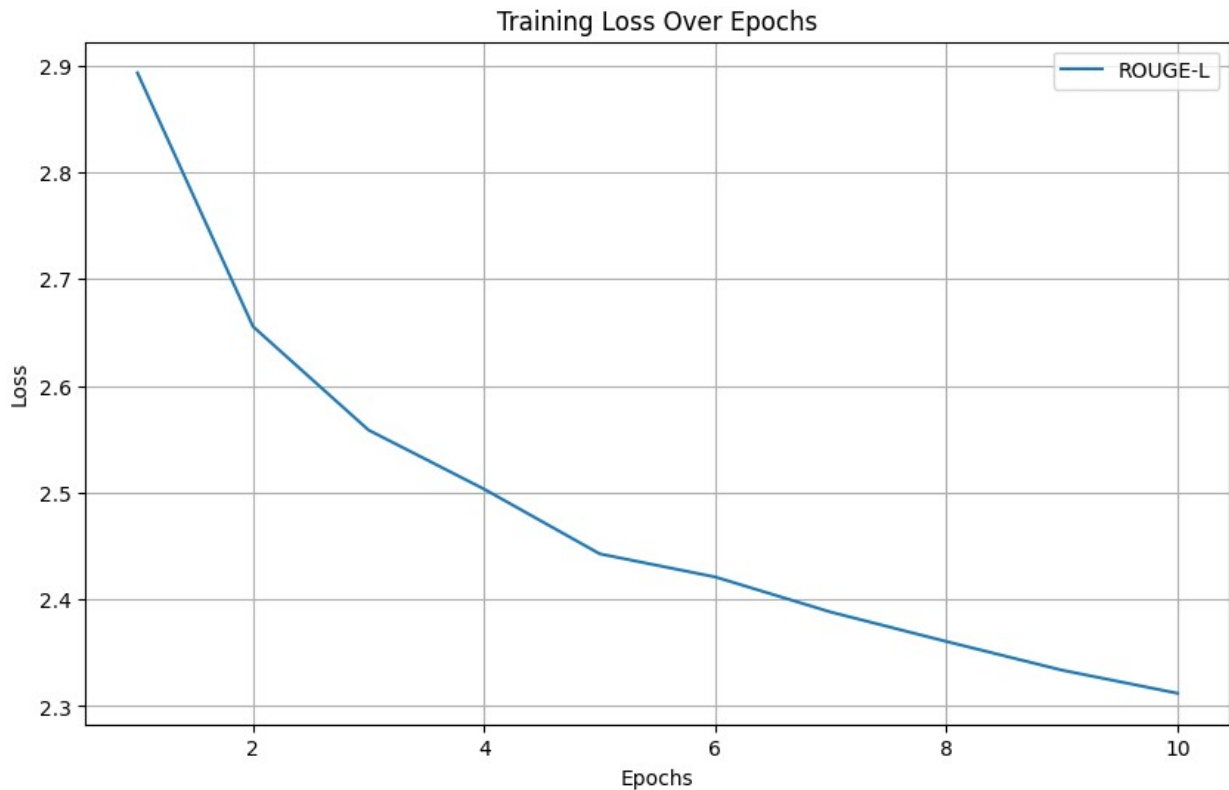
```
plt.figure(figsize=(10, 6))  
#plt.plot(range(1, epochs + 1), bleu_scores, label='BLEU')  
#plt.plot(range(1, epochs + 1), rouge1_scores, label='ROUGE-1')  
#plt.plot(range(1, epochs + 1), rouge2_scores, label='ROUGE-2')  
plt.plot(range(1, epochs + 1), rougeL_scores, label='ROUGE-L')  
#plt.plot(range(1, epochs + 1), meteor_scores, label='METEOR')  
#plt.plot(range(1, epochs + 1), bert_f1_scores, label='BERT F1')  
plt.xlabel('Epochs')  
plt.ylabel('Score')  
plt.title('Validation Metrics Over Epochs')  
plt.legend()  
plt.grid()  
plt.show()
```



```
import matplotlib.pyplot as plt

# Plot training loss over epochs

plt.figure(figsize=(10, 6))
plt.plot(range(1, epochs + 1), training_losses, label='ROUGE-L')
plt.xlabel('Epochs')
plt.ylabel('Loss')
plt.title('Training Loss Over Epochs')
plt.legend()
plt.grid()
plt.show()
```



```
# Lists to store metrics over epochs
training_losses = []
bleu_scores_tr = []
rouge1_scores_tr = []
rouge2_scores_tr = []
rougeL_scores_tr = []
# meteor_scores_tr = []
bert_f1_scores_tr = []

bleu_scores_val = []
rouge1_scores_val = []
rouge2_scores_val = []
rougeL_scores_val = []
# meteor_scores_val = []
bert_f1_scores_val = []

# Evaluate after each epoch
#metrics_tr = evaluate_model(blip_model, t5_model, blip_processor,
#t5_tokenizer, train_dataloader, device)
#bleu_scores_tr.append(metrics['BLEU'])
#rouge1_scores_tr.append(metrics['ROUGE-1'])
#rouge2_scores_tr.append(metrics['ROUGE-2'])
#rougeL_scores_tr.append(metrics['ROUGE-L'])
# meteor_scores_tr.append(metrics['METEOR'])
#bert_f1_scores_tr.append(metrics['BERT_F1'])
```

```

# Print training metrics
#print(f"Training Metrics: {metrics}")

metrics = evaluate_model(blip_model, t5_model, blip_processor,
t5_tokenizer, val_dataloader, device)
bleu_scores_val.append(metrics['BLEU'])
rouge1_scores_val.append(metrics['ROUGE-1'])
rouge2_scores_val.append(metrics['ROUGE-2'])
rougeL_scores_val.append(metrics['ROUGE-L'])
# meteor_scores_val.append(metrics['METEOR'])
bert_f1_scores_val.append(metrics['BERT_F1'])

# Print training metrics
print(f"Validation Metrics: {metrics}")

Evaluating: 100%|██████████| 13/13 [03:40<00:00, 16.99s/it]
Some weights of RobertaModel were not initialized from the model
checkpoint at roberta-large and are newly initialized:
['roberta.pooler.dense.bias', 'roberta.pooler.dense.weight']
You should probably TRAIN this model on a down-stream task to be able
to use it for predictions and inference.

calculating scores...
computing bert embedding.

{"model_id":"b6f7c4270d484a0f9f0ea23c88095b67","version_major":2,"vers
ion_minor":0}

computing greedy matching.

{"model_id":"591845fe90934abdbc9fea2f7a5d43fb","version_major":2,"vers
ion_minor":0}

done in 1.80 seconds, 111.12 sentences/sec
Validation Metrics: {'BLEU': 0.0489520958751794, 'ROUGE-1':
0.347989999171128, 'ROUGE-2': 0.11365381863130607, 'ROUGE-L':
0.31776546731197464, 'BERT_F1': 0.9026632905006409}

import requests
import imageio
from PIL import Image
from io import BytesIO
import torch
from nltk.translate.bleu_score import corpus_bleu
from rouge_score import rouge_scorer
from bert_score import score as bert_score_fn
import torch.nn.functional as F

def process_and_evaluate_gif(
    gif_url,

```

```

actual_description,
blip_processor,
blip_model,
t5_tokenizer,
t5_model,
device='cuda' if torch.cuda.is_available() else 'cpu',
num_frames=5,
frame_size=(256, 256),
max_length=128,
max_target_length=150,
num_beams=4
):
    """
    Processes an unseen GIF to generate a description and evaluates it
    against the actual description.

    Args:
        gif_url (str): URL of the GIF to process.
        actual_description (str): The ground truth description of the
GIF.
        blip_processor: BLIP processor instance.
        blip_model: Trained BLIP model instance.
        t5_tokenizer: T5 tokenizer instance.
        t5_model: Trained T5 model instance.
        device (str): Device to run the models on ('cuda' or 'cpu').
        num_frames (int): Number of frames to extract from the GIF.
        frame_size (tuple): Desired frame size (width, height).
        max_length (int): Maximum token length for T5 input.
        max_target_length (int): Maximum token length for T5 output.
        num_beams (int): Number of beams for beam search in T5
generation.

    Returns:
        dict: Evaluation metrics including BLEU, ROUGE-1, ROUGE-2,
ROUGE-L, and BERT_F1.
    """
    # Step 1: Download the GIF
    try:
        response = requests.get(gif_url, timeout=10)
        response.raise_for_status()
        gif_bytes = BytesIO(response.content)
        print(f"Successfully downloaded GIF from {gif_url}")
    except requests.exceptions.RequestException as e:
        print(f"Failed to download GIF from {gif_url}: {e}")
        return None

    # Step 2: Extract frames from the GIF
    try:
        gif = imageio.mimread(gif_bytes, memtest=False)
        total_frames = len(gif)

```



```

        if total_frames == 0:
            print("No frames found in the GIF.")
            return None
        interval = max(total_frames // num_frames, 1)
        selected_frames = [gif[i] for i in range(0, total_frames,
interval)][0:num_frames]
        print(f"Extracted {len(selected_frames)} frames from the
GIF.")
    except Exception as e:
        print(f"Error extracting frames from GIF: {e}")
        return None

    # Step 3: Ensure each GIF has exactly num_frames by padding if
    necessary
    while len(selected_frames) < num_frames:
        if selected_frames:
            selected_frames.append(selected_frames[-1])
        else:
            # Append a blank frame if no frames are extracted
            selected_frames.append(np.zeros((frame_size[1],
frame_size[0], 3), dtype=np.uint8))
        selected_frames = selected_frames[0:num_frames] # Ensure no more
        than num_frames
        print(f"Total frames after padding: {len(selected_frames)}")

    # Step 4: Convert frames to PIL Images, resize, and generate
    captions using BLIP
    captions = []
    for idx, frame in enumerate(selected_frames):
        try:
            img = Image.fromarray(frame).convert('RGB')
            img_resized = img.resize(frame_size)
            inputs = blip_processor(img_resized,
return_tensors="pt").to(device)
            with torch.no_grad():
                outputs = blip_model.generate(**inputs, max_length=50)
                caption = blip_processor.decode(outputs[0],
skip_special_tokens=True)
            captions.append(caption)
            print(f"Frame {idx+1}: {caption}")
        except Exception as e:
            print(f"Failed to generate caption for frame {idx+1}:
{e}")
            captions.append("") # Append empty string for failed
            captions

    # Step 5: Concatenate captions to form T5 input
    concatenated_captions = " ".join(captions)
    print(f"Concatenated Captions: {concatenated_captions}")

```

```

# Step 6: Tokenize the concatenated captions for T5
try:
    encoding = t5_tokenizer.encode_plus(
        concatenated_captions,
        add_special_tokens=True,
        max_length=max_length,
        padding='max_length',
        truncation=True,
        return_attention_mask=True,
        return_tensors='pt',
    )
    input_ids = encoding['input_ids'].to(device)
    attention_mask = encoding['attention_mask'].to(device)
except Exception as e:
    print(f"Error during tokenization: {e}")
    return None

# Step 7: Generate description using T5
try:
    t5_model.eval()
    with torch.no_grad():
        outputs = t5_model.generate(
            input_ids=input_ids,
            attention_mask=attention_mask,
            max_length=max_target_length,
            num_beams=num_beams,
            early_stopping=True
        )
    generated_description = t5_tokenizer.decode(outputs[0],
skip_special_tokens=True)
    print(f"Generated Description: {generated_description}")
except Exception as e:
    print(f"Error during T5 generation: {e}")
    return None

# Step 8: Evaluate the generated description against the actual
description
scorer = rouge_scorer.RougeScorer(['rouge1', 'rouge2', 'rougeL'],
use_stemmer=True)

# Prepare tokenized inputs
ref_tokens = actual_description.split()
hyp_tokens = generated_description.split()

# Calculate BLEU
bleu = corpus_bleu([[ref_tokens]], [hyp_tokens])

# Calculate ROUGE
scores = scorer.score(actual_description, generated_description)
rouge1 = scores['rouge1'].fmeasure

```

```

rouge2 = scores['rouge2'].fmeasure
rougeL = scores['rougeL'].fmeasure

# Calculate BERT Score
P, R, F1 = bert_score_fn(
    [' '.join(hyp_tokens)],
    [' '.join(ref_tokens)],
    lang='en',
    verbose=False
)
bert_f1 = F1.mean().item()

# Compile metrics
metrics = {
    'BLEU': bleu,
    'ROUGE-1': rouge1,
    'ROUGE-2': rouge2,
    'ROUGE-L': rougeL,
    'BERT_F1': bert_f1
}

# Display Metrics
print("\nEvaluation Metrics:")
for metric, value in metrics.items():
    print(f"{metric}: {value:.4f}")

return {
    'generated_description': generated_description,
    'actual_description': actual_description,
    'metrics': metrics
}

# Example unseen GIF
unseen_gif = {
    'url':
'https://38.media.tumblr.com/f754d72da3c6a58211c760d39dff5be3/tumblr_n
8vbphDLEhlqdzzbkol_250.gif',
    'actual_description': 'a man in a tuxedo stares as smoke rises
next to him'
}

# Process and evaluate the unseen GIF
result = process_and_evaluate_gif(
    gif_url=unseen_gif['url'],
    actual_description=unseen_gif['actual_description'],
    blip_processor=blip_processor,
    blip_model=blip_model,
    t5_tokenizer=t5_tokenizer,
    t5_model=t5_model,
    device=device,

```

```

    num_frames=5,
    frame_size=(256, 256),
    max_length=128,
    max_target_length=150,
    num_beams=4
)

# Check the result
if result:
    print("\nFinal Results:")
    print(f"Generated Description: {result['generated_description']}")
    print(f"Actual Description: {result['actual_description']}")
    print("Evaluation Metrics:")
    for metric, score in result['metrics'].items():
        print(f"    {metric}: {score:.4f}")
else:
    print("Processing and evaluation failed.")

```

Successfully downloaded GIF from  
[https://38.media.tumblr.com/f754d72da3c6a58211c760d39dff5be3/tumblr\\_n8vbphDLEhlqdzzbko1\\_250.gif](https://38.media.tumblr.com/f754d72da3c6a58211c760d39dff5be3/tumblr_n8vbphDLEhlqdzzbko1_250.gif)

Extracted 5 frames from the GIF.

Total frames after padding: 5

Frame 1: a man in a tuxed suit and bow tie

Frame 2: a man in a tuxed suit and bow tie

Frame 3: a man in a tuxed suit and bow tie

Frame 4: a man in a tuxed suit and bow tie

Frame 5: a man in a tuxed suit and bow tie

Concatenated Captions: a man in a tuxed suit and bow tie a man in a  
tuxed suit and bow tie a man in a tuxed suit and bow tie a man in a  
tuxed suit and bow tie a man in a tuxed suit and bow tie

Generated Description: a man is dancing in a tuxedo with a bow.

/usr/local/lib/python3.10/dist-packages/nltk/translate/

bleu\_score.py:552: UserWarning:

The hypothesis contains 0 counts of 4-gram overlaps.

Therefore the BLEU score evaluates to 0, independently of  
how many N-gram overlaps of lower order it contains.

Consider using lower n-gram order or use SmoothingFunction()  
warnings.warn(\_msg)

Some weights of RobertaModel were not initialized from the model  
checkpoint at roberta-large and are newly initialized:

['roberta.pooler.dense.bias', 'roberta.pooler.dense.weight']

You should probably TRAIN this model on a down-stream task to be able  
to use it for predictions and inference.

Evaluation Metrics:

BLEU: 0.0000

ROUGE-1: 0.4545

ROUGE-2: 0.3000  
ROUGE-L: 0.4545  
BERT\_F1: 0.9169

Final Results:

Generated Description: a man is dancing in a tuxedo with a bow.

Actual Description: a man in a tuxedo stares as smoke rises next to him

Evaluation Metrics:

BLEU: 0.0000  
ROUGE-1: 0.4545  
ROUGE-2: 0.3000  
ROUGE-L: 0.4545  
BERT\_F1: 0.9169