

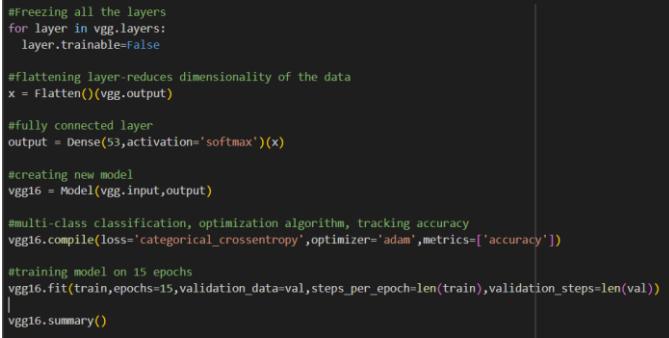
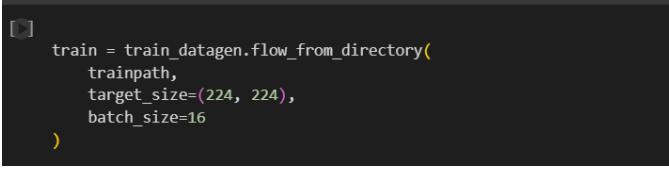
Model Optimization and Tuning Phase

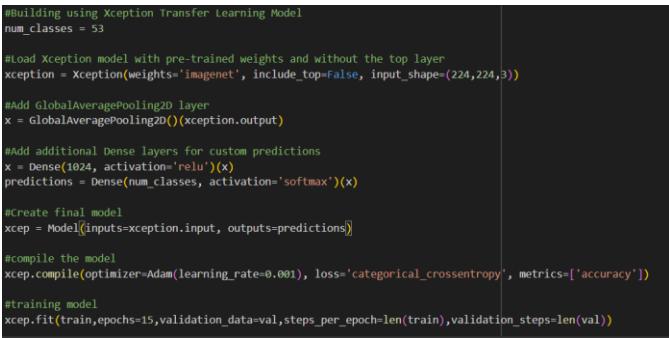
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Project Title	CardMaster: Intelligent Playing Card Recognition using Transfer Learning

Model Optimization and Tuning Phase

The Model Optimization and Tuning Phase involves refining neural network models for peak performance. It includes optimized model code, fine-tuning hyperparameters, comparing performance metrics, and justifying the final model selection for enhanced predictive accuracy and efficiency.

Hyperparameter Tuning Documentation (8 Marks):

Model	Tuned Hyperparameters	Performance metrics
VGG16	<p>Code Screenshot:</p> <pre>#Freezing all the layers for layer in vgg.layers: layer.trainable=False #flattening layer-reduces dimensionality of the data x = Flatten()(vgg.output) #fully connected layer output = Dense(5,activation='softmax')(x) #creating new model vgg16 = Model(vgg.input,output) #multi-class classification, optimization algorithm, tracking accuracy vgg16.compile(loss='categorical_crossentropy',optimizer='adam',metrics=['accuracy']) #training model on 15 epochs vgg16.fit(train,epochs=15,validation_data=val,steps_per_epoch=len(train),validation_steps=len(val)) vgg16.summary()</pre> <p></p> <p></p> <p>optimizer='adam' : Adaptive optimizer, speeds up convergence</p> <p>loss='categorical_crossentropy' : Best for multi-class classification</p>	<p>Training Accuracy: 0.9134</p> <p>Training Loss: 0.430</p> <p>Validation Accuracy: 0.8377</p> <p>Validation Loss: 1.2883</p> <p>Observation:</p> <p>Overfitting – training_acc > val_accuracy by a wide margin.</p>

	<p>metrics=['accuracy'] : Tracks accuracy during training</p> <p>epochs=15 : Number of training iterations</p> <p>batch_size=16 : Images processed per training step</p> <p>target_size=(224, 224) : Image resized for model input</p> <p>trainable=False : Freezes pretrained VGG layers</p>	
Xception	<p>Code Screenshot:</p>  <pre>#Building using Xception Transfer Learning Model num_classes = 53 #Load Xception model with pre-trained weights and without the top layer xception = Xception(weights='imagenet', include_top=False, input_shape=(224,224,3)) #Add GlobalAveragePooling2D layer x = GlobalAveragePooling2D()(xception.output) #Add additional Dense layers for custom predictions x = Dense(1024, activation='relu')(x) predictions = Dense(num_classes, activation='softmax')(x) #create final model xcep = Model(inputs=xception.input, outputs=predictions) #compile the model xcep.compile(optimizer=Adam(learning_rate=0.001), loss='categorical_crossentropy', metrics=['accuracy']) #training model xcep.fit(train, epochs=15, validation_data=val, steps_per_epoch=len(train), validation_steps=len(val))</pre> <p>optimizer=Adam(learning_rate=0.001) : Adam with custom LR</p> <p>loss='categorical_crossentropy' : For multi-class output</p> <p>epochs=15</p> <p>batch_size=16</p> <p>Dense(1024, activation='relu') : Added custom dense layer</p> <p>target_size=(224, 224)</p> <p>include_top=False : Removes original Fully Connected layers of base model</p>	<p>Training Accuracy: 0.9160</p> <p>Training Loss: 0.2870</p> <p>Validation Accuracy: 0.9427</p> <p>Validation Loss: 0.1979</p> <p>Observation:</p> <p>Best overall - excellent generalization, no signs of overfitting or underfitting.</p>

Inception V3	<p>Code Screenshot:</p> <pre> ● #Building model using InceptionV3 num_classes = 53 #Load InceptionV3 model with pre-trained weights and without the top layer base_model=InceptionV3(weights='imagenet',include_top=False,input_shape=(224,224,3)) #Add GlobalAveragePooling2D layer x = GlobalAveragePooling2D()(base_model.output) #Add additional dense layers for custom predictions x = Dense(1024, activation='relu')(x) predictions = Dense(num_classes, activation='softmax')(x) #create final model inception = Model(inputs=base_model.input, outputs=predictions) #compile the model inception.compile(optimizer=Adam(learning_rate=0.001), loss='categorical_crossentropy', metrics=['accuracy']) #training model inception.fit(train,epochs=15,validation_data=val,steps_per_epoch=len(train),validation_steps=len(val)) </pre> <p>optimizer=Adam(learning_rate=0.001) : Adam with custom LR</p> <p>loss='categorical_crossentropy' : For multi-class output</p> <p>epochs=15</p> <p>batch_size=16</p> <p>Dense(1024, activation='relu') : Added custom dense layer</p> <p>target_size=(224, 224)</p> <p>include_top=False : Removes original Fully Connected layers of base model</p>	<p>Training Accuracy: 0.8072</p> <p>Training Loss: 0.6436</p> <p>Validation Accuracy: 0.9132</p> <p>Validation Loss: 0.3975</p> <p>Observation:</p> <p>Possible underfitting - value_acc > train_acc, model might not have learned enough.</p>
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Final Model Selection Justification (2 Marks):

Final Model	Reasoning
Model : Xception	<p>Xception was chosen as the final optimized model based on its strong performance and computational efficiency.</p> <ul style="list-style-type: none"> • Achieved the highest validation accuracy of 94.27% and the lowest validation loss of 0.1979 • Training accuracy of 91.60% with a low loss of 0.2870, showing stable learning with no overfitting • Outperformed VGG16 and InceptionV3 in generalization and consistency • Uses depthwise separable convolutions, reducing parameter count and improving efficiency • Offers a good balance of accuracy, training time, and resource usage • Suitable for deployment due to lower computational and time complexity <div data-bbox="595 1178 1142 1277" style="background-color: #2e3436; color: white; padding: 5px; text-align: center;">  1/1 ━━━━━━ 0s 40ms/step Predicted Class Index: 31 Predicted Class Name: queen of hearts </div> <ul style="list-style-type: none"> • Took lowest time out of all three models for card prediction.