

# of a Pre-Trained Model

## EXP No: 13:- Understanding the Architecture

### Aim:-

To study and analyze the architecture and Components of pre-trained CNN models such as VGG16, ResNet 50, and Inception V3.

### Objectives:-

1. To understand transfer learning using pre-trained deep learning models.
2. To explore layer structure, feature extraction, and fine-tuning techniques.
3. To visualize and analyze learned representations from pre-trained models.
4. To load and summarize model architecture in Tensorflow/Keras.

### Algorithm:-

1. Import a pre-trained model with ImageNet weights.
2. Load the model without top layers.
3. Display the model summary to understand architecture.
4. Analyze Convolutional, pooling, and fully connected layers.
5. Use a sample image to visualize model predictions or features.

### pseudo Code:-

Import pre-trained model

Load model without top layer.

Display model.summary()

visualize layers & parameters.

Run a sample image through model for prediction

### Observations:-

- VGG16 :- Deep Sequential network with 13 Convolutional + 3 dense layers.
- ResNet50 :- Uses skip connections to avoid vanishing gradients.
- Inception V3 :- Employs parallel convolution paths for multi-scale feature extraction
- Each pre-trained model captures hierarchical image features efficiently.

### Conclusion:-

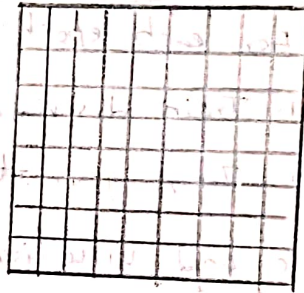
pre-trained models like VGG16, ResNet50, and Inception V3 provide powerful feature extractors trained on large datasets. Understanding their architectures help apply transfer learning, improving accuracy & training efficiency in new tasks.

# USAGE OF PRE-TRAINED ARCHITECTURE

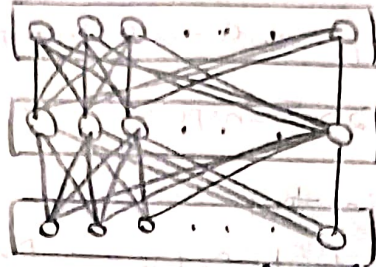


Input Image

Feature extraction process



pre trained deep learning architecture



Extracted features

## Output:-

Total parameters : 138357544

Trainable parameters : 138357544

Non Trainable parameters : 0

## Layers Names:

Conv01 : Conv2D

bn1 : Batch Normal 2D

relu : ReLU

maxpool : maxpool 2D

layer1 : sequential

layer2 : sequential

layer3 : sequential

layer4 : sequential

avg pool : ~~Adap~~ time avg pool 2D

fc : linear