

# 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.

### Algorithms:-

1. Import a pre-trained model with SwiggleNet 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

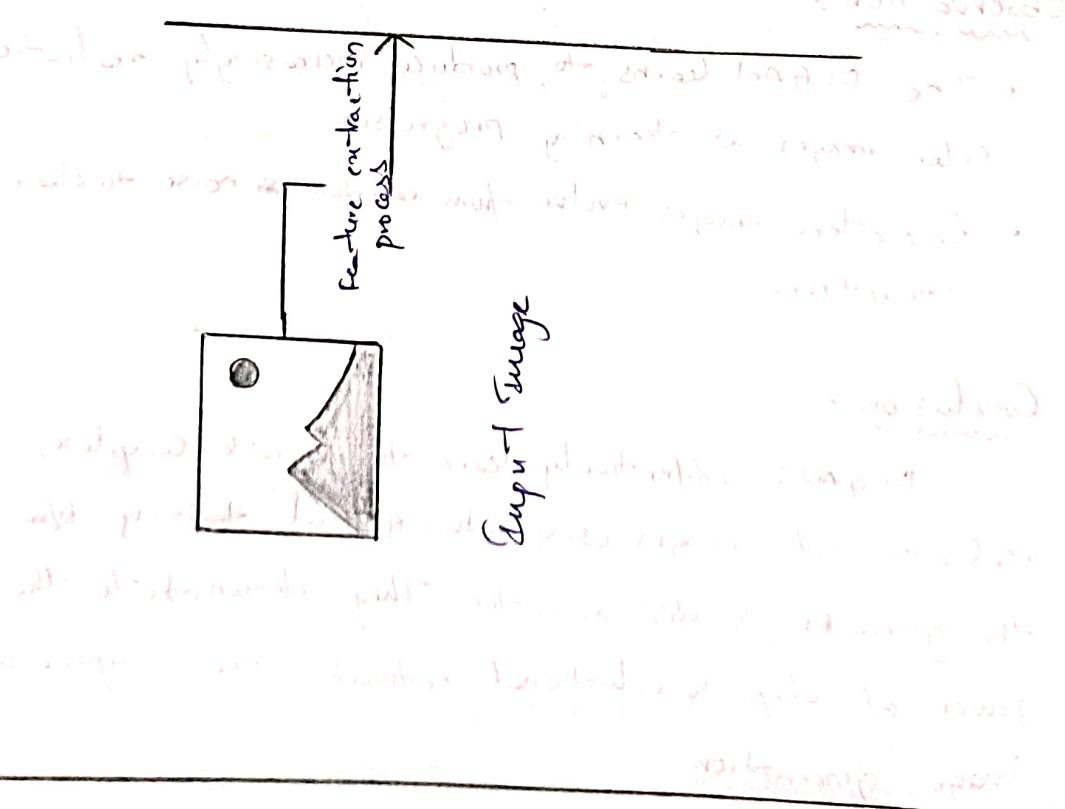
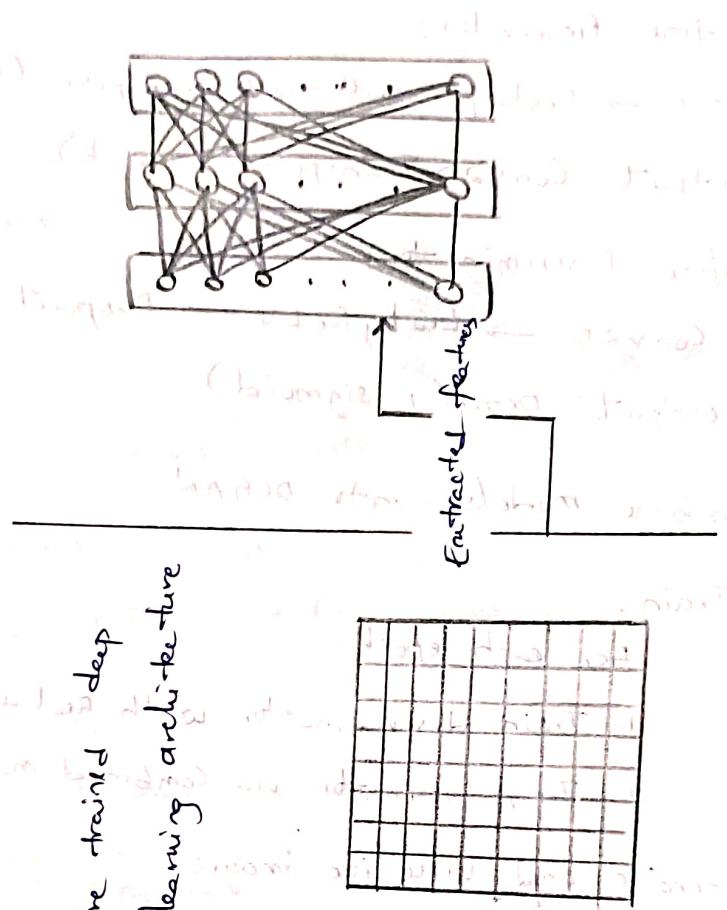
## Observation:-

- VGG16 :- Deep sequential network with 13 convolutional + 3 dense layers.
- ResNet 50 :- 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, ResNet 50, 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



## Output:

Total parameters: 138357544

Trainable parameters: 138357544

Non Trainable parameters: 0

## Layers names:

conv0: Conv2D

bn1: Batch Normal 2D

relu: ReLU

maxpool: Maxpool 2D

layer1: sequential

layer2: sequential

layer3: sequential

layer4: sequential

avgpool: Avg pool 2D

final

introduction of layers and their functions

addition of layers and their functions

final output