Final Project

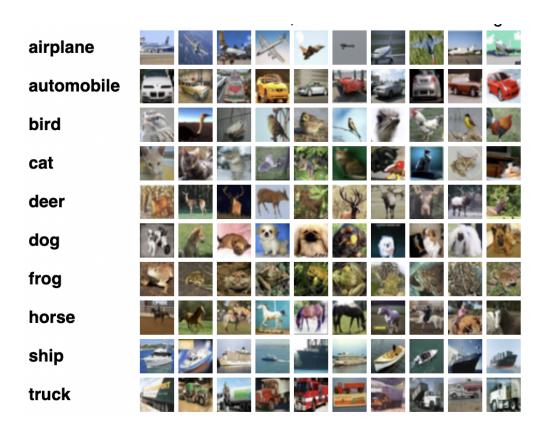
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Dataset Used:

CIFAR 10



Description:

The CIFAR-10 dataset contains 60000 32x32 color images divided into ten groups, each with 6000 images.

There are 50000 images for training and 10,000 images for testing. Each of the 10000 images in the dataset is split into five testing batches and one evaluation batch. The test batch comprises precisely 1000 images from each class, chosen at random. The remaining images are distributed in training batches in a random order, but some batches contain more images from one class than others. The training batches produce exactly 5000 images from each class between them.

Dataset Link:

https://www.cs.toronto.edu/~kriz/cifar-10-python.tar.gz

CALTECH101, CALTECH256















Description:

Images of objects from 101 different categories. Per group, there are approximately 40 to 800 photographs. The majority of categories have about 50 photographs. Fei-Fei Li, Marco Andreetto, and Marc 'Aurelio Ranzato collected the material in September 2003. Each picture is approximately 300 x 200 pixels in resolution.

DataSet Link:

http://www.vision.caltech.edu/Image Datasets/Caltech101/#Description

Model Used

ResNet50 model with weights pre-trained on ImageNet.

Architecture:

ResNet50 is a ResNet version with 48 Convolution layers, 1 MaxPool layer, and 1 Average Pool layer. There are 3.8 x 109 floating-point operations in it. It's a common ResNet model, and we've gone through the ResNet50 architecture in detail.

layer name	output size	18-layer	34-layer	50-layer	101-layer	152-layer						
conv1	112×112		7×7, 64, stride 2									
				3×3 max pool, stride 2								
conv2_x	56×56	$ \left[\begin{array}{c} 3\times3,64\\3\times3,64 \end{array}\right]\times2 $	$\left[\begin{array}{c} 3\times3,64\\ 3\times3,64 \end{array}\right]\times3$	$ \begin{bmatrix} 1 \times 1, 64 \\ 3 \times 3, 64 \\ 1 \times 1, 256 \end{bmatrix} \times 3 $	$\begin{bmatrix} 1 \times 1, 64 \\ 3 \times 3, 64 \\ 1 \times 1, 256 \end{bmatrix} \times 3$	$ \begin{bmatrix} 1 \times 1, 64 \\ 3 \times 3, 64 \\ 1 \times 1, 256 \end{bmatrix} \times 3 $						
conv3_x	28×28	$ \left[\begin{array}{c} 3\times3, 128\\ 3\times3, 128 \end{array}\right] \times 2 $	$ \left[\begin{array}{c} 3\times3, 128\\ 3\times3, 128 \end{array}\right] \times 4 $	$ \begin{bmatrix} 1 \times 1, 128 \\ 3 \times 3, 128 \\ 1 \times 1, 512 \end{bmatrix} \times 4 $	$\begin{bmatrix} 1 \times 1, 128 \\ 3 \times 3, 128 \\ 1 \times 1, 512 \end{bmatrix} \times 4$	$ \begin{bmatrix} 1 \times 1, 128 \\ 3 \times 3, 128 \\ 1 \times 1, 512 \end{bmatrix} \times 8 $						
conv4_x	14×14	$ \begin{bmatrix} 3 \times 3, 256 \\ 3 \times 3, 256 \end{bmatrix} \times 2 $	$ \begin{bmatrix} 3 \times 3, 256 \\ 3 \times 3, 256 \end{bmatrix} \times 6 $	$\begin{bmatrix} 1 \times 1, 256 \\ 3 \times 3, 256 \\ 1 \times 1, 1024 \end{bmatrix} \times 6$	$\begin{bmatrix} 1 \times 1, 256 \\ 3 \times 3, 256 \\ 1 \times 1, 1024 \end{bmatrix} \times 23$	$\begin{bmatrix} 1 \times 1, 256 \\ 3 \times 3, 256 \\ 1 \times 1, 1024 \end{bmatrix} \times 36$						
conv5_x	7×7	$ \begin{bmatrix} 3 \times 3, 512 \\ 3 \times 3, 512 \end{bmatrix} \times 2 $	$ \begin{bmatrix} 3 \times 3, 512 \\ 3 \times 3, 512 \end{bmatrix} \times 3 $	$ \begin{bmatrix} 1 \times 1, 512 \\ 3 \times 3, 512 \\ 1 \times 1, 2048 \end{bmatrix} \times 3 $	$ \left[\begin{array}{c} 1 \times 1, 512 \\ 3 \times 3, 512 \\ 1 \times 1, 2048 \end{array}\right] \times 3 $	$ \begin{bmatrix} 1 \times 1, 512 \\ 3 \times 3, 512 \\ 1 \times 1, 2048 \end{bmatrix} \times 3 $						
	1×1		average pool, 1000-d fc, softmax									
FLOPs 1.8×10 ⁹ 3.6×10 ⁹			3.8×10^{9}	7.6×10^9	11.3×10^9							

Uses:

- This architecture can be used for image recognition, object localization, and object identification in computer vision.
- This structure can also be used to provide non-computer vision activities the advantage of depth while also lowering computational costs.

CIFAR 10 using Resnet50

Model Summary:

Model: "sequential_1"

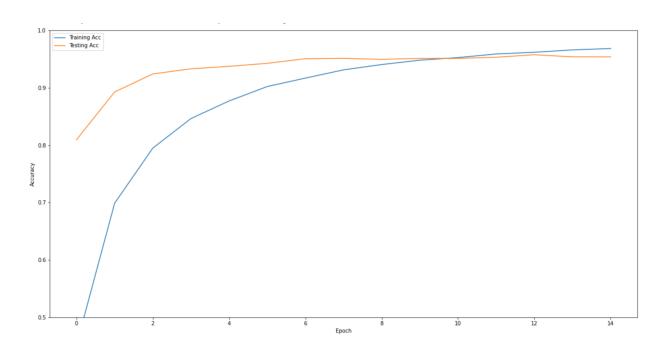
Layer (type)	Output Shape	Param #
up_sampling2d_1 (UpSampling2	multiple	0
up_sampling2d_2 (UpSampling2	multiple	0
up_sampling2d_3 (UpSampling2	multiple	0
resnet50 (Model)	(None, 7, 7, 2048)	23587712
flatten (Flatten)	multiple	0
batch_normalization (BatchNo	multiple	524288
dense (Dense)	multiple	16777344
dropout (Dropout)	multiple	0
patch_normalization_1 (Batch	multiple	512
dense_1 (Dense)	multiple	8256
dropout_1 (Dropout)	multiple	0
oatch_normalization_2 (Batch	multiple	256
dense 2 (Dense)	multiple	650

Total params: 40,899,018 Trainable params: 40,583,370 Non-trainable params: 315,648

Run:

```
10000/2500
[-----
========] - 44s 4ms/sample - loss: 0.3788 - acc: 0.8928
2500/2500 [============= ] - 876s 351ms/step - loss: 1.0075 - acc: 0.6649 - val_loss:
0.4031 - val_acc: 0.8928
Epoch 3/15
10000/2500
========= ] - 44s 4ms/sample - loss: 0.2596 - acc: 0.9242
2500/2500 [============= ] - 876s 350ms/step - loss: 0.7509 - acc: 0.7785 - val loss:
0.2906 - val acc: 0.9242
Epoch 4/15
10000/2500
[------
========= ] - 45s 4ms/sample - loss: 0.2648 - acc: 0.9331
0.2505 - val_acc: 0.9331
Epoch 5/15
10000/2500
========= ] - 44s 4ms/sample - loss: 0.2159 - acc: 0.9375
2500/2500 [=============== ] - 879s 352ms/step - loss: 0.5009 - acc: 0.8754 - val_loss:
0.2210 - val acc: 0.9375
Epoch 6/15
10000/2500
========= ] - 44s 4ms/sample - loss: 0.3442 - acc: 0.9427
2500/2500 [============= ] - 876s 350ms/step - loss: 0.4175 - acc: 0.9033 - val loss:
0.2018 - val acc: 0.9427
Epoch 7/15
10000/2500
========= ] - 44s 4ms/sample - loss: 0.1306 - acc: 0.9508
0.1783 - val acc: 0.9508
Epoch 8/15
10000/2500
======== ] - 44s 4ms/sample - loss: 0.1769 - acc: 0.9513
0.1755 - val acc: 0.9513
Epoch 9/15
10000/2500
======== ] - 44s 4ms/sample - loss: 0.1910 - acc: 0.9497
0.1824 - val acc: 0.9497
Epoch 10/15
10000/2500
========= ] - 44s 4ms/sample - loss: 0.1549 - acc: 0.9512
2500/2500 [=========== ] - 881s 352ms/step - loss: 0.2335 - acc: 0.9496 - val loss:
0.1699 - val acc: 0.9512
Epoch 11/15
========= ] - 44s 4ms/sample - loss: 0.1659 - acc: 0.9513
```

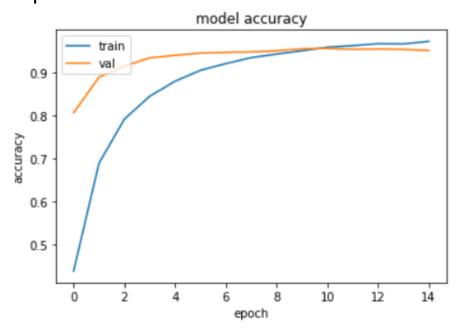
```
2500/2500 [============= ] - 880s 352ms/step - loss: 0.2111 - acc: 0.9542 - val_loss:
0.1785 - val_acc: 0.9513
Epoch 12/15
10000/2500
========= ] - 44s 4ms/sample - loss: 0.1128 - acc: 0.9533
0.1727 - val_acc: 0.9533
Epoch 13/15
10000/2500
======== ] - 44s 4ms/sample - loss: 0.0987 - acc: 0.9577
0.1597 - val acc: 0.9577
Epoch 14/15
10000/2500
========= ] - 44s 4ms/sample - loss: 0.1316 - acc: 0.9540
2500/2500 [=============== ] - 881s 352ms/step - loss: 0.1548 - acc: 0.9674 - val_loss:
0.1702 - val acc: 0.9540
Epoch 15/15
10000/2500
======== ] - 44s 4ms/sample - loss: 0.1723 - acc: 0.9539
2500/2500 [============= ] - 880s 352ms/step - loss: 0.1433 - acc: 0.9692 - val_loss:
0.1909 - val acc: 0.9539
```



Run-2:

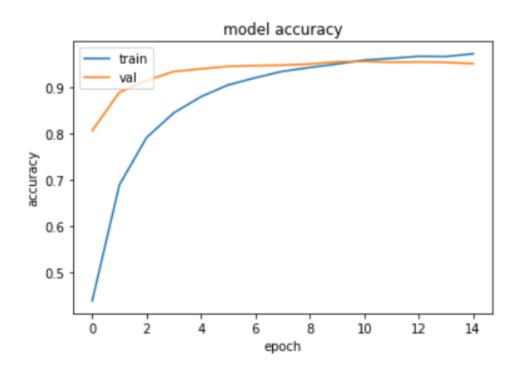
```
Epoch 1/15
10000/2500
    ______
=====] - 44s 4ms/sample - loss: 0.7470 - acc: 0.8061
2500/2500 [============= ] - 886s 355ms/step - loss: 1.6949 - acc: 0.3229 - val loss: 0.7634 -
val acc: 0.8061
Epoch 2/15
10000/2500
=====1 - 43s 4ms/sample - loss: 0.4660 - acc: 0.8890
val acc: 0.8890
10000/2500
=====] - 44s 4ms/sample - loss: 0.3850 - acc: 0.9146
val acc: 0.9146
Epoch 4/15
=====] - 43s 4ms/sample - loss: 0.2377 - acc: 0.9340
val acc: 0.9340
Epoch 5/15
10000/2500
[------
=====] - 43s 4ms/sample - loss: 0.1686 - acc: 0.9398
val acc: 0.9398
Epoch 6/15
10000/2500
=====] - 43s 4ms/sample - loss: 0.2503 - acc: 0.9451
val acc: 0.9451
Epoch 7/15
10000/2500
=====] - 43s 4ms/sample - loss: 0.1481 - acc: 0.9468
val acc: 0.9468
Epoch 8/15
10000/2500
=====] - 43s 4ms/sample - loss: 0.1613 - acc: 0.9478
2500/2500 [============= ] - 866s 347ms/step - loss: 0.3038 - acc: 0.9335 - val loss: 0.1881 -
val acc: 0.9478
Epoch 9/15
=====] - 44s 4ms/sample - loss: 0.1278 - acc: 0.9501
val acc: 0.9501
Epoch 10/15
```

```
10000/2500
=====] - 43s 4ms/sample - loss: 0.1331 - acc: 0.9551
2500/2500 [============== ] - 864s 346ms/step - loss: 0.2286 - acc: 0.9504 - val loss: 0.1718 -
val acc: 0.9551
Epoch 11/15
2499/2500 [=
         ----->.] - ETA: Os - loss: 0.1965 - acc: 0.9585Epoch 1/15
10000/2500
=====] - 43s 4ms/sample - loss: 0.1148 - acc: 0.9560
2500/2500 [============= ] - 864s 346ms/step - loss: 0.1965 - acc: 0.9585 - val loss: 0.1672 -
val_acc: 0.9560
Epoch 12/15
10000/2500
=====] - 43s 4ms/sample - loss: 0.1102 - acc: 0.9540
val acc: 0.9540
Epoch 13/15
10000/2500
=====] - 43s 4ms/sample - loss: 0.1005 - acc: 0.9547
2500/2500 [================ ] - 864s 345ms/step - loss: 0.1583 - acc: 0.9674 - val_loss: 0.1721 -
val_acc: 0.9547
Epoch 14/15
10000/2500
=====] - 43s 4ms/sample - loss: 0.1110 - acc: 0.9537
2500/2500 [============== ] - 864s 346ms/step - loss: 0.1497 - acc: 0.9666 - val_loss: 0.1873 -
val acc: 0.9537
Epoch 15/15
2499/2500 [=
       10000/2500
           ______
=====] - 43s 4ms/sample - loss: 0.1463 - acc: 0.9511
val acc: 0.9511
```



Run-3:

```
val acc: 0.8191
Epoch 2/15
2500/2500 [============ ] - 751s 300ms/step - loss: 1.0916 - acc: 0.6643 - val loss: 0.4102 -
val acc: 0.8932
Epoch 3/15
val acc: 0.9246
Epoch 4/15
2500/2500 [============= ] - 751s 300ms/step - loss: 0.6408 - acc: 0.8320 - val loss: 0.2421 -
val_acc: 0.9359
Epoch 5/15
val acc: 0.9407
Epoch 6/15
val acc: 0.9465
Epoch 7/15
val acc: 0.9505
Epoch 8/15
2500/2500 [============== ] - 751s 301ms/step - loss: 0.3066 - acc: 0.9314 - val_loss: 0.1696 -
val acc: 0.9517
Epoch 9/15
val acc: 0.9553
Epoch 10/15
val acc: 0.9540
Epoch 11/15
val acc: 0.9540
Epoch 12/15
2500/2500 [=========== ] - 752s 301ms/step - loss: 0.1891 - acc: 0.9593 - val loss: 0.1804 -
val acc: 0.9547
Epoch 13/15
val acc: 0.9530
Epoch 14/15
val acc: 0.9600
Epoch 15/15
val acc: 0.9630
```



Average Training Accuracy: 96.85%

Average Testing Accuracy: 95.26%

Caltech-101 using Resnet50

Model Summary:

Model: "model"

Layer (type)	Output Sha	-	Param #	Connected to
input_1 (InputLayer)		6, 256, 3)		
conv1_pad (ZeroPadding2D)	(None, 262	, 262, 3)	0	input_1[0][0]
conv1_conv (Conv2D)	(None, 128	, 128, 64)	9472	conv1_pad[0][0]
conv1_bn (BatchNormalization)	(None, 128	, 128, 64)	256	conv1_conv[0][0]
conv1_relu (Activation)	(None, 128	, 128, 64)	0	conv1_bn[0][0]
pool1_pad (ZeroPadding2D)	(None, 130	, 130, 64)	0	conv1_relu[0][0]
pool1_pool (MaxPooling2D)	(None, 64,	64, 64)	0	pool1_pad[0][0]
conv2_block1_1_conv (Conv2D)	(None, 64,	64, 64)	4160	pool1_pool[0][0]
conv2_block1_1_bn (BatchNormali	(None, 64,	64, 64)	256	conv2_block1_1_conv[0][0]
conv2_block1_1_relu (Activation	(None, 64,	64, 64)	0	conv2_block1_1_bn[0][0]
conv2_block1_2_conv (Conv2D)	(None, 64,	64, 64)	36928	conv2_block1_1_relu[0][0]
conv2_block1_2_bn (BatchNormali	(None, 64,	64, 64)	256	conv2_block1_2_conv[0][0]
conv2_block1_2_relu (Activation	(None, 64,	64, 64)	0	conv2_block1_2_bn[0][0]
conv2_block1_0_conv (Conv2D)	(None, 64,	64, 256)	16640	pool1_pool[0][0]
conv2_block1_3_conv (Conv2D)	(None, 64,	64, 256)	16640	conv2_block1_2_relu[0][0]
conv2_block1_0_bn (BatchNormali	(None, 64,	64, 256)	1024	conv2_block1_0_conv[0][0]
conv2_block1_3_bn (BatchNormali	(None, 64,	64, 256)	1024	conv2_block1_3_conv[0][0]
conv2_block1_add (Add)	(None, 64,	64, 256)	0	conv2_block1_0_bn[0][0] conv2_block1_3_bn[0][0]
conv2_block1_out (Activation)	(None, 64,	64, 256)	0	conv2_block1_add[0][0]
conv2_block2_1_conv (Conv2D)	(None, 64,	64, 64)	16448	conv2_block1_out[0][0]
conv2_block2_1_bn (BatchNormali	(None, 64,	64, 64)	256	conv2_block2_1_conv[0][0]
conv2_block2_1_relu (Activation	(None, 64,	64, 64)	0	conv2_block2_1_bn[0][0]
conv2_block2_2_conv (Conv2D)	(None, 64,	64, 64)	36928	conv2_block2_1_relu[0][0]
conv2_block2_2_bn (BatchNormali	(None, 64,	64, 64)	256	conv2_block2_2_conv[0][0]
conv2_block2_2_relu (Activation	(None, 64,	64, 64)	0	conv2_block2_2_bn[0][0]
conv2_block2_3_conv (Conv2D)	(None, 64,	64, 256)	16640	conv2_block2_2_relu[0][0]

conv2_block2_3_bn (BatchNormali	(None,	64,	64,	256)	1024	conv2_block2_3_conv[0][0]
conv2_block2_add (Add)	(None,	64,	64,	256)	0	conv2_block1_out[0][0] conv2_block2_3_bn[0][0]
conv2_block2_out (Activation)	(None,	64,	64,	256)	0	conv2_block2_add[0][0]
conv2_block3_1_conv (Conv2D)	(None,	64,	64,	64)	16448	conv2_block2_out[0][0]
conv2_block3_1_bn (BatchNormali	(None,	64,	64,	64)	256	conv2_block3_1_conv[0][0]
conv2_block3_1_relu (Activation	(None,	64,	64,	64)	0	conv2_block3_1_bn[0][0]
conv2_block3_2_conv (Conv2D)	(None,	64,	64,	64)	36928	conv2_block3_1_relu[0][0]
conv2_block3_2_bn (BatchNormali	(None,	64,	64,	64)	256	conv2_block3_2_conv[0][0]
conv2_block3_2_relu (Activation	(None,	64,	64,	64)	0	conv2_block3_2_bn[0][0]
conv2_block3_3_conv (Conv2D)	(None,	64,	64,	256)	16640	conv2_block3_2_relu[0][0]
conv2_block3_3_bn (BatchNormali	(None,	64,	64,	256)	1024	conv2_block3_3_conv[0][0]
conv2_block3_add (Add)	(None,	64,	64,	256)	0	conv2_block2_out[0][0]
						conv2_block3_3_bn[0][0]
conv2_block3_out (Activation)	(None,	64,	64,	256)	0	conv2_block3_add[0][0]
conv3_block1_1_conv (Conv2D)	(None,	32,	32,	128)	32896	conv2_block3_out[0][0]
conv3_block1_1_bn (BatchNormali	(None,	32,	32,	128)	512	conv3_block1_1_conv[0][0]
conv3_block1_1_relu (Activation	(None,	32,	32,	128)	0	conv3_block1_1_bn[0][0]
conv3_block1_2_conv (Conv2D)	(None,	32,	32,	128)	147584	conv3_block1_1_relu[0][0]
conv3_block1_2_bn (BatchNormali	(None,	32,	32,	128)	512	conv3_block1_2_conv[0][0]
conv3_block1_2_relu (Activation	(None,	32,	32,	128)	0	conv3_block1_2_bn[0][0]
conv3_block1_0_conv (Conv2D)	(None,	32,	32,	512)	131584	conv2_block3_out[0][0]
conv3_block1_3_conv (Conv2D)	(None,	32,	32,	512)	66048	conv3_block1_2_relu[0][0]
conv3_block1_0_bn (BatchNormali	(None,	32,	32,	512)	2048	conv3_block1_0_conv[0][0]
conv3_block1_3_bn (BatchNormali	(None,	32,	32,	512)	2048	conv3_block1_3_conv[0][0]
conv3_block1_add (Add)	(None,	32,	32,	512)	0	conv3_block1_0_bn[0][0] conv3_block1_3_bn[0][0]
conv3_block1_out (Activation)	(None,	32,	32,	512)	0	conv3_block1_add[0][0]
conv3_block2_1_conv (Conv2D)	(None,	32,	32,	128)	65664	conv3_block1_out[0][0]
conv3_block2_1_bn (BatchNormali	(None,	32,	32,	128)	512	conv3_block2_1_conv[0][0]
conv3_block2_1_relu (Activation	(None,	32,	32,	128)	0	conv3_block2_1_bn[0][0]
conv3_block2_2_conv (Conv2D)	(None,	32,	32,	128)	147584	conv3_block2_1_relu[0][0]
conv3_block2_2_bn (BatchNormali	(None,	32,	32,	128)	512	conv3_block2_2_conv[0][0]
conv3_block2_2_relu (Activation	(None,	32,	32,	128)	0	conv3_block2_2_bn[0][0]
conv3_block2_3_conv (Conv2D)	(None,	32,	32,	512)	66048	conv3_block2_2_relu[0][0]
conv3_block2_3_bn (BatchNormali	(None,	32,	32,	512)	2048	conv3_block2_3_conv[0][0]
conv3_block2_add (Add)	(None,	32,	32,	512)	0	conv3_block1_out[0][0]

						conv3_block2_3_bn[0][0]
conv3_block2_out (Activation)	(None,	32,	32,	512)	0	conv3_block2_add[0][0]
conv3_block3_1_conv (Conv2D)	(None,	32,	32,	128)	65664	conv3_block2_out[0][0]
conv3_block3_1_bn (BatchNormali	(None,	32,	32,	128)	512	conv3_block3_1_conv[0][0]
conv3_block3_1_relu (Activation	(None,	32,	32,	128)	0	conv3_block3_1_bn[0][0]
conv3_block3_2_conv (Conv2D)	(None,	32,	32,	128)	147584	conv3_block3_1_relu[0][0]
conv3_block3_2_bn (BatchNormali	(None,	32,	32,	128)	512	conv3_block3_2_conv[0][0]
conv3_block3_2_relu (Activation	(None,	32,	32,	128)	0	conv3_block3_2_bn[0][0]
conv3_block3_3_conv (Conv2D)	(None,	32,	32,	512)	66048	conv3_block3_2_relu[0][0]
conv3_block3_3_bn (BatchNormali	(None,	32,	32,	512)	2048	conv3_block3_3_conv[0][0]
conv3_block3_add (Add)	(None,	32,	32,	512)	0	conv3_block2_out[0][0] conv3_block3_3_bn[0][0]
conv3_block3_out (Activation)	(None,	32,	32,	512)	0	conv3_block3_add[0][0]
conv3_block4_1_conv (Conv2D)	(None,	32,	32,	128)	65664	conv3_block3_out[0][0]
conv3_block4_1_bn (BatchNormali	(None,	32,	32,	128)	512	conv3_block4_1_conv[0][0]
conv3_block4_1_relu (Activation	(None,	32,	32,	128)	0	conv3_block4_1_bn[0][0]
conv3_block4_2_conv (Conv2D)	(None,	32,	32,	128)	147584	conv3_block4_1_relu[0][0]
conv3_block4_2_bn (BatchNormali	(None,	32,	32,	128)	512	conv3_block4_2_conv[0][0]
conv3_block4_2_relu (Activation	(None,	32,	32,	128)	0	conv3_block4_2_bn[0][0]
conv3_block4_3_conv (Conv2D)	(None,	32,	32,	512)	66048	conv3_block4_2_relu[0][0]
conv3_block4_3_bn (BatchNormali	(None,	32,	32,	512)	2048	conv3_block4_3_conv[0][0]
conv3_block4_add (Add)	(None,	32,	32,	512)	0	conv3_block4_3_bn[0][0]
conv3_block4_out (Activation)	(None,	32,	32,	512)	0	conv3_block4_add[0][0]
conv4_block1_1_conv (Conv2D)	(None,	16,	16,	256)	131328	conv3_block4_out[0][0]
conv4_block1_1_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block1_1_conv[0][0]
conv4_block1_1_relu (Activation	(None,	16,	16,	256)	0	conv4_block1_1_bn[0][0]
conv4_block1_2_conv (Conv2D)	(None,	16,	16,	256)	590080	conv4_block1_1_relu[0][0]
conv4_block1_2_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block1_2_conv[0][0]
conv4_block1_2_relu (Activation	(None,	16,	16,	256)	0	conv4_block1_2_bn[0][0]
conv4_block1_0_conv (Conv2D)	(None,	16,	16,	1024)	525312	conv3_block4_out[0][0]
conv4_block1_3_conv (Conv2D)	(None,	16,	16,	1024)	263168	conv4_block1_2_relu[0][0]
conv4_block1_0_bn (BatchNormali	(None,	16,	16,	1024)	4096	conv4_block1_0_conv[0][0]
conv4_block1_3_bn (BatchNormali	(None,	16,	16,	1024)	4096	conv4_block1_3_conv[0][0]
conv4_block1_add (Add)	(None,	16,	16,	1024)	0	conv4_block1_0_bn[0][0] conv4_block1_3_bn[0][0]
conv4_block1_out (Activation)	(None,	16,	16,	1024)	0	conv4_block1_add[0][0]

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conv4_block2_1_conv (Conv2D)	(None,	16,	16,	256)	262400	conv4_block1_out[0][0]
conv4_block2_1_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block2_1_conv[0][0]
conv4_block2_1_relu (Activation	(None,	16,	16,	256)	0	conv4_block2_1_bn[0][0]
conv4_block2_2_conv (Conv2D)	(None,	16,	16,	256)	590080	conv4_block2_1_relu[0][0]
conv4_block2_2_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block2_2_conv[0][0]
conv4_block2_2_relu (Activation	(None,	16,	16,	256)	0	conv4_block2_2_bn[0][0]
conv4_block2_3_conv (Conv2D)	(None,	16,	16,	1024)	263168	conv4_block2_2_relu[0][0]
conv4_block2_3_bn (BatchNormali	(None,	16,	16,	1024)	4096	conv4_block2_3_conv[0][0]
conv4_block2_add (Add)	(None,	16,	16,	1024)	0	conv4_block1_out[0][0] conv4_block2_3_bn[0][0]
conv4_block2_out (Activation)	(None,	16,	16,	1024)	0	conv4_block2_add[0][0]
conv4_block3_1_conv (Conv2D)	(None,	16,	16,	256)	262400	conv4_block2_out[0][0]
conv4_block3_1_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block3_1_conv[0][0]
conv4_block3_1_relu (Activation	(None,	16,	16,	256)	0	conv4_block3_1_bn[0][0]
conv4_block3_2_conv (Conv2D)	(None,	16,	16,	256)	590080	conv4_block3_1_relu[0][0]
conv4_block3_2_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block3_2_conv[0][0]
conv4_block3_2_relu (Activation	(None,	16,	16,	256)	0	conv4_block3_2_bn[0][0]
conv4_block3_3_conv (Conv2D)	(None,	16,	16,	1024)	263168	conv4_block3_2_relu[0][0]
conv4_block3_3_bn (BatchNormali	(None,	16,	16,	1024)	4096	conv4_block3_3_conv[0][0]
conv4_block3_add (Add)	(None,	16,	16,	1024)	0	conv4_block2_out[0][0] conv4_block3_3_bn[0][0]
conv4_block3_out (Activation)	(None,	16,	16,	1024)	0	conv4_block3_add[0][0]
conv4_block4_1_conv (Conv2D)	(None,	16,	16,	256)	262400	conv4_block3_out[0][0]
conv4_block4_1_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block4_1_conv[0][0]
conv4_block4_1_relu (Activation	(None,	16,	16,	256)	0	conv4_block4_1_bn[0][0]
conv4_block4_2_conv (Conv2D)	(None,	16,	16,	256)	590080	conv4_block4_1_relu[0][0]
conv4_block4_2_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block4_2_conv[0][0]
conv4_block4_2_relu (Activation	(None,	16,	16,	256)	0	conv4_block4_2_bn[0][0]
conv4_block4_3_conv (Conv2D)	(None,	16,	16,	1024)	263168	conv4_block4_2_relu[0][0]
conv4_block4_3_bn (BatchNormali	(None,	16,	16,	1024)	4096	conv4_block4_3_conv[0][0]
conv4_block4_add (Add)	(None,	16,	16,	1024)	0	conv4_block3_out[0][0] conv4_block4_3_bn[0][0]
conv4_block4_out (Activation)	(None,	16,	16,	1024)	0	conv4_block4_add[0][0]
conv4_block5_1_conv (Conv2D)	(None,	16,	16,	256)	262400	conv4_block4_out[0][0]
conv4_block5_1_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block5_1_conv[0][0]
conv4_block5_1_relu (Activation	(None,	16,	16,	256)	0	conv4_block5_1_bn[0][0]
conv4_block5_2_conv (Conv2D)	(None,	16,	16,	256)	590080	conv4_block5_1_relu[0][0]

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conv4_block5_2_bn (BatchNormali	(None,	16, 16, 256	1024	conv4_block5_2_conv[0][0]
conv4_block5_2_relu (Activation	(None,	16, 16, 256	0	conv4_block5_2_bn[0][0]
conv4_block5_3_conv (Conv2D)	(None,	16, 16, 102	1) 263168	conv4_block5_2_relu[0][0]
conv4_block5_3_bn (BatchNormali	(None,	16, 16, 102	1) 4096	conv4_block5_3_conv[0][0]
conv4_block5_add (Add)	(None,	16, 16, 102	1) 0	conv4_block4_out[0][0] conv4_block5_3_bn[0][0]
conv4_block5_out (Activation)	(None,	16, 16, 102	1) 0	conv4_block5_add[0][0]
conv4_block6_1_conv (Conv2D)	(None,	16, 16, 256	262400	conv4_block5_out[0][0]
conv4_block6_1_bn (BatchNormali	(None,	16, 16, 256	1024	conv4_block6_1_conv[0][0]
conv4_block6_1_relu (Activation	(None,	16, 16, 256	0	conv4_block6_1_bn[0][0]
conv4_block6_2_conv (Conv2D)	(None,	16, 16, 256	590080	conv4_block6_1_relu[0][0]
conv4_block6_2_bn (BatchNormali	(None,	16, 16, 256	1024	conv4_block6_2_conv[0][0]
conv4_block6_2_relu (Activation	(None,	16, 16, 256	0	conv4_block6_2_bn[0][0]
conv4_block6_3_conv (Conv2D)	(None,	16, 16, 102	1) 263168	conv4_block6_2_relu[0][0]
conv4_block6_3_bn (BatchNormali	(None,	16, 16, 102	1) 4096	conv4_block6_3_conv[0][0]
conv4_block6_add (Add)	(None,	16, 16, 102	1) 0	conv4_block5_out[0][0] conv4_block6_3_bn[0][0]
conv4_block6_out (Activation)	(None,	16, 16, 102	1) 0	conv4_block6_add[0][0]
conv5_block1_1_conv (Conv2D)	(None,	8, 8, 512)	524800	conv4_block6_out[0][0]
conv5_block1_1_bn (BatchNormali	(None,	8, 8, 512)	2048	conv5_block1_1_conv[0][0]
conv5_block1_1_relu (Activation	(None,	8, 8, 512)	0	conv5_block1_1_bn[0][0]
conv5_block1_2_conv (Conv2D)	(None,	8, 8, 512)	2359808	conv5_block1_1_relu[0][0]
conv5_block1_2_bn (BatchNormali	(None,	8, 8, 512)	2048	conv5_block1_2_conv[0][0]
conv5_block1_2_relu (Activation	(None,	8, 8, 512)	0	conv5_block1_2_bn[0][0]
conv5_block1_0_conv (Conv2D)	(None,	8, 8, 2048)	2099200	conv4_block6_out[0][0]
conv5_block1_3_conv (Conv2D)	(None,	8, 8, 2048)	1050624	conv5_block1_2_relu[0][0]
conv5_block1_0_bn (BatchNormali	(None,	8, 8, 2048)	8192	conv5_block1_0_conv[0][0]
conv5_block1_3_bn (BatchNormali	(None,	8, 8, 2048)	8192	conv5_block1_3_conv[0][0]
conv5_block1_add (Add)	(None,	8, 8, 2048)	0	conv5_block1_0_bn[0][0] conv5_block1_3_bn[0][0]
conv5_block1_out (Activation)	(None,	8, 8, 2048)	0	conv5_block1_add[0][0]
conv5_block2_1_conv (Conv2D)	(None,	8, 8, 512)	1049088	conv5_block1_out[0][0]
conv5_block2_1_bn (BatchNormali	(None,	8, 8, 512)	2048	conv5_block2_1_conv[0][0]
conv5_block2_1_relu (Activation	(None,	8, 8, 512)	0	conv5_block2_1_bn[0][0]
conv5_block2_2_conv (Conv2D)	(None,	8, 8, 512)	2359808	conv5_block2_1_relu[0][0]
conv5_block2_2_bn (BatchNormali	(None,	8, 8, 512)	2048	conv5_block2_2_conv[0][0]
conv5_block2_2_relu (Activation	(None,	8, 8, 512)	0	conv5_block2_2_bn[0][0]

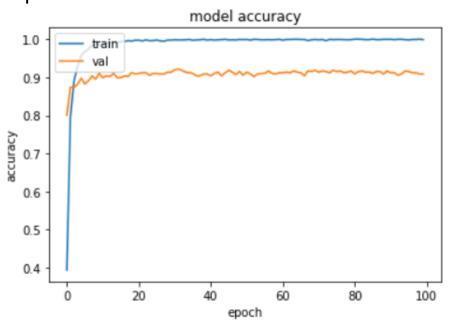
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conv5_block2_3_conv (Conv2D)	(None,	8,	8,	2048)	1050624	conv5_block2_2_relu[0][0]
conv5_block2_3_bn (BatchNormali	(None,	8,	8,	2048)	8192	conv5_block2_3_conv[0][0]
conv5_block2_add (Add)	(None,	8,	8,	2048)	0	conv5_block1_out[0][0] conv5_block2_3_bn[0][0]
conv5_block2_out (Activation)	(None,	8,	8,	2048)	0	conv5_block2_add[0][0]
conv5_block3_1_conv (Conv2D)	(None,	8,	8,	512)	1049088	conv5_block2_out[0][0]
conv5_block3_1_bn (BatchNormali	(None,	8,	8,	512)	2048	conv5_block3_1_conv[0][0]
conv5_block3_1_relu (Activation	(None,	8,	8,	512)	0	conv5_block3_1_bn[0][0]
conv5_block3_2_conv (Conv2D)	(None,	8,	8,	512)	2359808	conv5_block3_1_relu[0][0]
conv5_block3_2_bn (BatchNormali	(None,	8,	8,	512)	2048	conv5_block3_2_conv[0][0]
conv5_block3_2_relu (Activation	(None,	8,	8,	512)	0	conv5_block3_2_bn[0][0]
conv5_block3_3_conv (Conv2D)	(None,	8,	8,	2048)	1050624	conv5_block3_2_relu[0][0]
conv5_block3_3_bn (BatchNormali	(None,	8,	8,	2048)	8192	conv5_block3_3_conv[0][0]
conv5_block3_add (Add)	(None,	8,	8,	2048)	0	conv5_block2_out[0][0] conv5_block3_3_bn[0][0]
conv5_block3_out (Activation)	(None,	8,	8,	2048)	0	conv5_block3_add[0][0]
global_average_pooling2d (Globa	(None,	20	48)		0	conv5_block3_out[0][0]
batch_normalization (BatchNorma	(None,	20	48)		8192	global_average_pooling2d[0][0]
dropout (Dropout)	(None,	20	48)		0	batch_normalization[0][0]
dense (Dense)	(None,	51:	2)		1049088	dropout[0][0]
batch_normalization_1 (BatchNor	(None,	51:	2)		2048	dense[0][0]
dropout_1 (Dropout)	(None,	51:	2)		0	batch_normalization_1[0][0]
dense_1 (Dense)	(None,	10	2)		52326	dropout_1[0][0]

Total params: 24,699,366 Trainable params: 1,106,534 Non-trainable params: 23,592,832

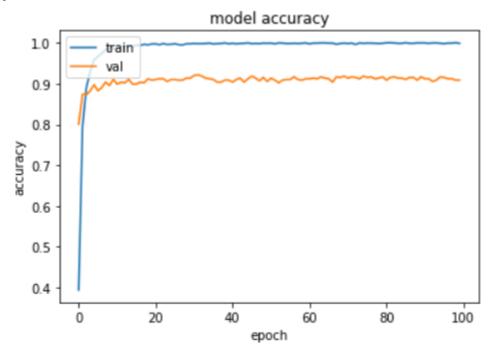
Run 1:-

```
val accuracy: 0.8824
Epoch 7/100
77/77 [=====
       val accuracy: 0.8905
77/77 [=======
            ========] - 8s 103ms/step - loss: 0.0679 - accuracy: 0.9890 - val loss: 0.3866 -
val accuracy: 0.9036
Epoch 9/100
77/77 [=============] - 8s 106ms/step - loss: 0.0600 - accuracy: 0.9895 - val loss: 0.3725 -
val accuracy: 0.8954
Epoch 10/100
77/77 [============] - 8s 105ms/step - loss: 0.0624 - accuracy: 0.9856 - val loss: 0.3580 -
val accuracy: 0.9101
Epoch 95/100
val accuracy: 0.9167
Epoch 96/100
            ============ ] - 8s 105ms/step - loss: 0.0043 - accuracy: 0.9983 - val loss: 0.4965 -
77/77 [=====
val accuracy: 0.9150
Epoch 97/100
val accuracy: 0.9118
Epoch 98/100
val accuracy: 0.9118
Epoch 99/100
77/77 [===========] - 8s 103ms/step - loss: 0.0012 - accuracy: 1.0000 - val loss: 0.3456 -
val accuracy: 0.9256
Epoch 100/100
val accuracy: 0.9285
191/191 [============ ] - 17s 87ms/step - loss: 0.3106 - accuracy: 0.9285
The model achieved an accuracy of 92.85%.
```



Run 2:-

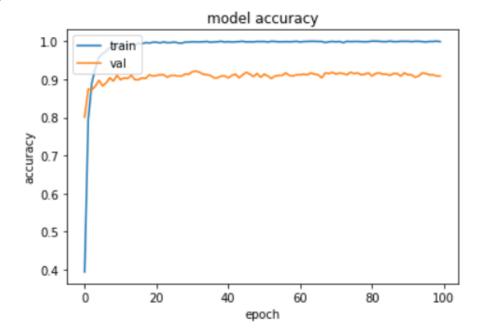
```
Epoch 1/100
77/77 [=========] - 12s 118ms/step - loss: 3.7950 - accuracy: 0.2540 - val loss: 0.8917 -
val accuracy: 0.8121
77/77 [===========] - 8s 103ms/step - loss: 0.8238 - accuracy: 0.7937 - val loss: 0.5217 -
val_accuracy: 0.8693
Epoch 3/100
77/77 [=========] - 8s 104ms/step - loss: 0.4332 - accuracy: 0.8923 - val loss: 0.4016 -
val accuracy: 0.9085
Epoch 4/100
77/77 [=========] - 8s 104ms/step - loss: 0.2821 - accuracy: 0.9290 - val loss: 0.3860 -
val_accuracy: 0.8971
Epoch 5/100
val accuracy: 0.8954
Epoch 6/100
val accuracy: 0.9134
Epoch 7/100
77/77 [============] - 8s 104ms/step - loss: 0.1132 - accuracy: 0.9783 - val loss: 0.3498 -
val accuracy: 0.9085
Epoch 8/100
val accuracy: 0.9069
Epoch 9/100
77/77 [===========] - 8s 106ms/step - loss: 0.0654 - accuracy: 0.9836 - val loss: 0.3631 -
val accuracy: 0.9183
Epoch 10/100
val accuracy: 0.9020
Epoch 11/100
77/77 [=========] - 8s 104ms/step - loss: 0.0525 - accuracy: 0.9886 - val loss: 0.3592 -
val accuracy: 0.9069
val accuracy: 0.9150
Epoch 96/100
77/77 [=========] - 8s 104ms/step - loss: 0.0028 - accuracy: 0.9989 - val loss: 0.4615 -
val accuracy: 0.9167
Epoch 97/100
77/77 [=========] - 8s 103ms/step - loss: 0.0025 - accuracy: 0.9998 - val loss: 0.4685 -
val accuracy: 0.9118
Epoch 98/100
val_accuracy: 0.9118
Epoch 99/100
77/77 [========] - 8s 105ms/step - loss: 0.0056 - accuracy: 0.9988 - val loss: 0.4764 -
val accuracy: 0.9199
Epoch 100/100
77/77 [=========] - 8s 104ms/step - loss: 0.0022 - accuracy: 0.9999 - val loss: 0.4688 -
val_accuracy: 0.9232
The model achieved an accuracy of 92.32%.
```



Run 3:-

```
Epoch 2/100
        ============================= ] - 8s 104ms/step - loss: 0.8395 - accuracy: 0.7865 - val loss: 0.5455 -
77/77 [=====
val_accuracy: 0.8742
Epoch 3/100
77/77 [=====
         val accuracy: 0.8725
Epoch 4/100
77/77 [=========] - 8s 105ms/step - loss: 0.2798 - accuracy: 0.9281 - val loss: 0.4413 -
val_accuracy: 0.8824
Epoch 5/100
val accuracy: 0.8971
Epoch 6/100
val accuracy: 0.8824
Epoch 7/100
77/77 [===========] - 8s 104ms/step - loss: 0.1120 - accuracy: 0.9785 - val loss: 0.3901 -
val_accuracy: 0.8905
Epoch 8/100
77/77 [=========] - 8s 103ms/step - loss: 0.0679 - accuracy: 0.9890 - val loss: 0.3866 -
val accuracy: 0.9036
Epoch 9/100
val accuracy: 0.8954
Epoch 10/100
77/77 [=============] - 8s 105ms/step - loss: 0.0624 - accuracy: 0.9856 - val loss: 0.3580 -
val_accuracy: 0.9101
Epoch 11/100
77/77 [======
              ========] - 8s 106ms/step - loss: 0.0463 - accuracy: 0.9917 - val loss: 0.3757 -
val accuracy: 0.8987
Epoch 12/100
77/77 [========
               ========] - 8s 104ms/step - loss: 0.0430 - accuracy: 0.9935 - val_loss: 0.3868 -
val_accuracy: 0.9036
```

```
Epoch 13/100
               =========] - 8s 107ms/step - loss: 0.0486 - accuracy: 0.9914 - val loss: 0.3892 -
77/77 [=======
val_accuracy: 0.9020
Epoch 14/100
77/77 [============] - 8s 105ms/step - loss: 0.0350 - accuracy: 0.9920 - val loss: 0.3877 -
val_accuracy: 0.9101
Epoch 95/100
          77/77 [=====
val accuracy: 0.9167
Epoch 96/100
77/77 [=========] - 8s 105ms/step - loss: 0.0043 - accuracy: 0.9983 - val loss: 0.4965 -
val accuracy: 0.9150
Epoch 97/100
77/77 [=======
                  ========] - 8s 102ms/step - loss: 0.0026 - accuracy: 0.9996 - val_loss: 0.5022 -
val accuracy: 0.9118
Epoch 98/100
77/77 [===========] - 8s 104ms/step - loss: 0.0032 - accuracy: 0.9986 - val loss: 0.4725 -
val_accuracy: 0.9118
Epoch 99/100
                 ========] - 8s 103ms/step - loss: 0.0012 - accuracy: 1.0000 - val loss: 0.5157 -
77/77 [=========
val_accuracy: 0.9085
Epoch 100/100
77/77 [======
                  =========] - 8s 104ms/step - loss: 0.0122 - accuracy: 0.9968 - val loss: 0.4052 -
val accuracy: 0.9185
The model achieved an accuracy of 91.85%.
```



Average Training Accuracy: 99.68%

Average Testing Accuracy: 92.05%

Caltech-256 using Resnet50

Model Summary: Model: "model"

Layer (type)	Output Shape		Param #	Connected to
input_1 (InputLayer)	[(None, 256, 2	:56 , 3)	0	
conv1_pad (ZeroPadding2D)	(None, 262, 26	52, 3)	0	input_1[0][0]
conv1_conv (Conv2D)	(None, 128, 12	8, 64)	9472	conv1_pad[0][0]
conv1_bn (BatchNormalization)	(None, 128, 12	8, 64)	256	conv1_conv[0][0]
conv1_relu (Activation)	(None, 128, 12	8, 64)	0	conv1_bn[0][0]
pool1_pad (ZeroPadding2D)	(None, 130, 13	0, 64)	0	conv1_relu[0][0]
pool1_pool (MaxPooling2D)	(None, 64, 64,	64)	0	pool1_pad[0][0]
conv2_block1_1_conv (Conv2D)	(None, 64, 64,	64)	4160	pool1_pool[0][0]
conv2_block1_1_bn (BatchNormali	(None, 64, 64,	64)	256	conv2_block1_1_conv[0][0]
conv2_block1_1_relu (Activation	(None, 64, 64,	64)	0	conv2_block1_1_bn[0][0]
conv2_block1_2_conv (Conv2D)	(None, 64, 64,	64)	36928	conv2_block1_1_relu[0][0]
conv2_block1_2_bn (BatchNormali	(None, 64, 64,	64)	256	conv2_block1_2_conv[0][0]
conv2_block1_2_relu (Activation	(None, 64, 64,	64)	0	conv2_block1_2_bn[0][0]
conv2_block1_0_conv (Conv2D)	(None, 64, 64,	256)	16640	pool1_pool[0][0]
conv2_block1_3_conv (Conv2D)	(None, 64, 64,	256)	16640	conv2_block1_2_relu[0][0]
conv2_block1_0_bn (BatchNormali	(None, 64, 64,	256)	1024	conv2_block1_0_conv[0][0]
conv2_block1_3_bn (BatchNormali	(None, 64, 64,	256)	1024	conv2_block1_3_conv[0][0]
conv2_block1_add (Add)	(None, 64, 64,	256)	0	conv2_block1_0_bn[0][0] conv2_block1_3_bn[0][0]
conv2_block1_out (Activation)	(None, 64, 64,	256)	0	conv2_block1_add[0][0]
conv2_block2_1_conv (Conv2D)	(None, 64, 64,	64)	16448	conv2_block1_out[0][0]
conv2_block2_1_bn (BatchNormali	(None, 64, 64,	64)	256	conv2_block2_1_conv[0][0]
conv2_block2_1_relu (Activation	(None, 64, 64,	64)	0	conv2_block2_1_bn[0][0]
conv2_block2_2_conv (Conv2D)	(None, 64, 64,	64)	36928	conv2_block2_1_relu[0][0]
conv2_block2_2_bn (BatchNormali	(None, 64, 64,	64)	256	conv2_block2_2_conv[0][0]
conv2_block2_2_relu (Activation	(None, 64, 64,	64)	0	conv2_block2_2_bn[0][0]
conv2_block2_3_conv (Conv2D)	(None, 64, 64,	256)	16640	conv2_block2_2_relu[0][0]
conv2_block2_3_bn (BatchNormali	(None, 64, 64,	256)	1024	conv2_block2_3_conv[0][0]
conv2_block2_add (Add)	(None, 64, 64,	256)	0	conv2_block1_out[0][0] conv2_block2_3_bn[0][0]
conv2_block2_out (Activation)	(None, 64, 64,	256)	0	conv2_block2_add[0][0]

conv2_block3_1_conv (Conv2D)	(None,	64,	64,	64)	16448	conv2_block2_out[0][0]
conv2_block3_1_bn (BatchNormali	(None,	64,	64,	64)	256	conv2_block3_1_conv[0][0]
conv2_block3_1_relu (Activation	(None,	64,	64,	64)	0	conv2_block3_1_bn[0][0]
conv2_block3_2_conv (Conv2D)	(None,	64,	64,	64)	36928	conv2_block3_1_relu[0][0]
conv2_block3_2_bn (BatchNormali	(None,	64,	64,	64)	256	conv2_block3_2_conv[0][0]
conv2_block3_2_relu (Activation	(None,	64,	64,	64)	0	conv2_block3_2_bn[0][0]
conv2_block3_3_conv (Conv2D)	(None,	64,	64,	256)	16640	conv2_block3_2_relu[0][0]
conv2_block3_3_bn (BatchNormali	(None,	64,	64,	256)	1024	conv2_block3_3_conv[0][0]
conv2_block3_add (Add)	(None,	64,	64,	256)	0	conv2_block2_out[0][0] conv2_block3_3_bn[0][0]
conv2_block3_out (Activation)	(None,	64,	64,	256)	0	conv2_block3_add[0][0]
conv3_block1_1_conv (Conv2D)	(None,	32,	32,	128)	32896	conv2_block3_out[0][0]
conv3_block1_1_bn (BatchNormali	(None,	32,	32,	128)	512	conv3_block1_1_conv[0][0]
conv3_block1_1_relu (Activation	(None,	32,	32,	128)	0	conv3_block1_1_bn[0][0]
conv3_block1_2_conv (Conv2D)	(None,	32,	32,	128)	147584	conv3_block1_1_relu[0][0]
conv3_block1_2_bn (BatchNormali					512	conv3_block1_2_conv[0][0]
conv3_block1_2_relu (Activation	(None,	32,	32,	128)	0	conv3_block1_2_bn[0][0]
conv3_block1_0_conv (Conv2D)	(None,	32,	32,	512)	131584	conv2_block3_out[0][0]
conv3_block1_3_conv (Conv2D)	(None,	32,	32,	512)	66048	conv3_block1_2_relu[0][0]
conv3_block1_0_bn (BatchNormali					2048	conv3_block1_0_conv[0][0]
conv3_block1_3_bn (BatchNormali					2048	conv3_block1_3_conv[0][0]
conv3_block1_add (Add)	(None,	32,	32,	512)	0	conv3_block1_0_bn[0][0] conv3_block1_3_bn[0][0]
conv3_block1_out (Activation)	(None,	32,	32,	512)	0	conv3_block1_add[0][0]
conv3_block2_1_conv (Conv2D)	(None,	32,	32,	128)	65664	conv3_block1_out[0][0]
conv3_block2_1_bn (BatchNormali	(None,	32,	32,	128)	512	conv3_block2_1_conv[0][0]
conv3_block2_1_relu (Activation	(None,	32,	32,	128)	0	conv3_block2_1_bn[0][0]
conv3_block2_2_conv (Conv2D)	(None,	32,	32,	128)	147584	conv3_block2_1_relu[0][0]
conv3_block2_2_bn (BatchNormali	(None,	32,	32,	128)	512	conv3_block2_2_conv[0][0]
conv3_block2_2_relu (Activation	(None,	32,	32,	128)	0	conv3_block2_2_bn[0][0]
conv3_block2_3_conv (Conv2D)	(None,	32,	32,	512)	66048	conv3_block2_2_relu[0][0]
conv3_block2_3_bn (BatchNormali	(None,	32,	32,	512)	2048	conv3_block2_3_conv[0][0]
conv3_block2_add (Add)	(None,	32,	32,	512)	0	conv3_block1_out[0][0] conv3_block2_3_bn[0][0]
conv3_block2_out (Activation)	(None,	32,	32,	512)	0	conv3_block2_add[0][0]
conv3_block3_1_conv (Conv2D)	(None,	32,	32,	128)	65664	conv3_block2_out[0][0]
conv3_block3_1_bn (BatchNormali	(None,	32,	32,	128)	512	conv3_block3_1_conv[0][0]

conv3_block3_1_relu (Activation	(None,	32,	32,	128)	0	conv3_block3_1_bn[0][0]
conv3_block3_2_conv (Conv2D)	(None,	32,	32,	128)	147584	conv3_block3_1_relu[0][0]
conv3_block3_2_bn (BatchNormali	(None,	32,	32,	128)	512	conv3_block3_2_conv[0][0]
conv3_block3_2_relu (Activation	(None,	32,	32,	128)	0	conv3_block3_2_bn[0][0]
conv3_block3_3_conv (Conv2D)	(None,	32,	32,	512)	66048	conv3_block3_2_relu[0][0]
conv3_block3_3_bn (BatchNormali	(None,	32,	32,	512)	2048	conv3_block3_3_conv[0][0]
conv3_block3_add (Add)	(None,	32,	32,	512)	0	conv3_block2_out[0][0] conv3_block3_3_bn[0][0]
conv3_block3_out (Activation)	(None,	32,	32,	512)	0	conv3_block3_add[0][0]
conv3_block4_1_conv (Conv2D)	(None,	32,	32,	128)	65664	conv3_block3_out[0][0]
conv3_block4_1_bn (BatchNormali	(None,	32,	32,	128)	512	conv3_block4_1_conv[0][0]
conv3_block4_1_relu (Activation	(None,	32,	32,	128)	0	conv3_block4_1_bn[0][0]
conv3_block4_2_conv (Conv2D)	(None,	32,	32,	128)	147584	conv3_block4_1_relu[0][0]
conv3_block4_2_bn (BatchNormali	(None,	32,	32,	128)	512	conv3_block4_2_conv[0][0]
conv3_block4_2_relu (Activation	(None,	32,	32,	128)	0	conv3_block4_2_bn[0][0]
conv3_block4_3_conv (Conv2D)	(None,	32,	32,	512)	66048	conv3_block4_2_relu[0][0]
conv3_block4_3_bn (BatchNormali	(None,	32,	32,	512)	2048	conv3_block4_3_conv[0][0]
conv3_block4_add (Add)	(None,	32,	32,	512)	0	conv3_block3_out[0][0] conv3_block4_3_bn[0][0]
conv3_block4_out (Activation)	(None,	32,	32,	512)	0	conv3_block4_add[0][0]
conv4_block1_1_conv (Conv2D)	(None,	16,	16,	256)	131328	conv3_block4_out[0][0]
conv4_block1_1_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block1_1_conv[0][0]
conv4_block1_1_relu (Activation	(None,	16,	16,	256)	0	conv4_block1_1_bn[0][0]
conv4_block1_2_conv (Conv2D)	(None,	16,	16,	256)	590080	conv4_block1_1_relu[0][0]
conv4_block1_2_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block1_2_conv[0][0]
conv4_block1_2_relu (Activation	(None,	16,	16,	256)	0	conv4_block1_2_bn[0][0]
conv4_block1_0_conv (Conv2D)	(None,	16,	16,	1024)	525312	conv3_block4_out[0][0]
conv4_block1_3_conv (Conv2D)	(None,	16,	16,	1024)	263168	conv4_block1_2_relu[0][0]
conv4_block1_0_bn (BatchNormali	(None,	16,	16,	1024)	4096	conv4_block1_0_conv[0][0]
conv4_block1_3_bn (BatchNormali	(None,	16,	16,	1024)	4096	conv4_block1_3_conv[0][0]
conv4_block1_add (Add)	(None,	16,	16,	1024)	0	conv4_block1_0_bn[0][0] conv4_block1_3_bn[0][0]
conv4_block1_out (Activation)	(None,	16,	16,	1024)	0	conv4_block1_add[0][0]
conv4_block2_1_conv (Conv2D)	(None,	16,	16,	256)	262400	conv4_block1_out[0][0]
conv4_block2_1_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block2_1_conv[0][0]
conv4_block2_1_relu (Activation	(None,	16,	16,	256)	0	conv4_block2_1_bn[0][0]
conv4_block2_2_conv (Conv2D)	(None,	16,	16,	256)	590080	conv4_block2_1_relu[0][0]

conv4_block2_2_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block2_2_conv[0][0]
conv4_block2_2_relu (Activation	(None,	16,	16,	256)	0	conv4_block2_2_bn[0][0]
conv4_block2_3_conv (Conv2D)	(None,	16,	16,	1024)	263168	conv4_block2_2_relu[0][0]
conv4_block2_3_bn (BatchNormali	(None,	16,	16,	1024)	4096	conv4_block2_3_conv[0][0]
conv4_block2_add (Add)	(None,	16,	16,	1024)	0	conv4_block1_out[0][0] conv4_block2_3_bn[0][0]
conv4_block2_out (Activation)	(None,	16,	16,	1024)	0	conv4_block2_add[0][0]
conv4_block3_1_conv (Conv2D)	(None,	16,	16,	256)	262400	conv4_block2_out[0][0]
conv4_block3_1_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block3_1_conv[0][0]
conv4_block3_1_relu (Activation	(None,	16,	16,	256)	0	conv4_block3_1_bn[0][0]
conv4_block3_2_conv (Conv2D)	(None,	16,	16,	256)	590080	conv4_block3_1_relu[0][0]
conv4_block3_2_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block3_2_conv[0][0]
conv4_block3_2_relu (Activation	(None,	16,	16,	256)	0	conv4_block3_2_bn[0][0]
conv4_block3_3_conv (Conv2D)	(None,	16,	16,	1024)	263168	conv4_block3_2_relu[0][0]
conv4_block3_3_bn (BatchNormali	(None,	16,	16,	1024)	4096	conv4_block3_3_conv[0][0]
conv4_block3_add (Add)	(None,	16,	16,	1024)	0	conv4_block2_out[0][0] conv4_block3_3_bn[0][0]
conv4_block3_out (Activation)	(None,	16,	16,	1024)	0	conv4_block3_add[0][0]
conv4_block4_1_conv (Conv2D)	(None,	16,	16,	256)	262400	conv4_block3_out[0][0]
conv4_block4_1_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block4_1_conv[0][0]
conv4_block4_1_relu (Activation	(None,	16,	16,	256)	0	conv4_block4_1_bn[0][0]
conv4_block4_2_conv (Conv2D)	(None,	16,	16,	256)	590080	conv4_block4_1_relu[0][0]
conv4_block4_2_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block4_2_conv[0][0]
conv4_block4_2_relu (Activation	(None,	16,	16,	256)	0	conv4_block4_2_bn[0][0]
conv4_block4_3_conv (Conv2D)	(None,	16,	16,	1024)	263168	conv4_block4_2_relu[0][0]
conv4_block4_3_bn (BatchNormali	(None,	16,	16,	1024)	4096	conv4_block4_3_conv[0][0]
conv4_block4_add (Add)	(None,	16,	16,	1024)	0	conv4_block3_out[0][0] conv4_block4_3_bn[0][0]
conv4_block4_out (Activation)	(None,	16,	16,	1024)	0	conv4_block4_add[0][0]
conv4_block5_1_conv (Conv2D)	(None,	16,	16,	256)	262400	conv4_block4_out[0][0]
conv4_block5_1_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block5_1_conv[0][0]
conv4_block5_1_relu (Activation	(None,	16,	16,	256)	0	conv4_block5_1_bn[0][0]
conv4_block5_2_conv (Conv2D)	(None,	16,	16,	256)	590080	conv4_block5_1_relu[0][0]
conv4_block5_2_bn (BatchNormali	(None,	16,	16,	256)	1024	conv4_block5_2_conv[0][0]
conv4_block5_2_relu (Activation	(None,	16,	16,	256)	0	conv4_block5_2_bn[0][0]
conv4_block5_3_conv (Conv2D)	(None,	16,	16,	1024)	263168	conv4_block5_2_relu[0][0]
conv4_block5_3_bn (BatchNormali	(None,	16,	16,	1024)	4096	conv4_block5_3_conv[0][0]

conv4_block5_add (Add)	(None, 16, 16,	1024) 0	conv4_block4_out[0][0] conv4_block5_3_bn[0][0]
conv4_block5_out (Activation)	(None, 16, 16,	1024) 0	conv4_block5_add[0][0]
conv4_block6_1_conv (Conv2D)	(None, 16, 16,	256) 262400	conv4_block5_out[0][0]
conv4_block6_1_bn (BatchNormali	(None, 16, 16,	256) 1024	conv4_block6_1_conv[0][0]
conv4_block6_1_relu (Activation	(None, 16, 16,	256) 0	conv4_block6_1_bn[0][0]
conv4_block6_2_conv (Conv2D)	(None, 16, 16,	256) 590080	conv4_block6_1_relu[0][0]
conv4_block6_2_bn (BatchNormali	(None, 16, 16,	256) 1024	conv4_block6_2_conv[0][0]
conv4_block6_2_relu (Activation	(None, 16, 16,	256) 0	conv4_block6_2_bn[0][0]
conv4_block6_3_conv (Conv2D)	(None, 16, 16,	1024) 263168	conv4_block6_2_relu[0][0]
conv4_block6_3_bn (BatchNormali	(None, 16, 16,	1024) 4096	conv4_block6_3_conv[0][0]
conv4 block6 add (Add)	(None, 16, 16,	1024) 0	conv4 block5 out[0][0]
			conv4_block6_3_bn[0][0]
conv4_block6_out (Activation)	(None, 16, 16,	1024) 0	conv4_block6_add[0][0]
conv5_block1_1_conv (Conv2D)	(None, 8, 8, 5	12) 524800	conv4_block6_out[0][0]
conv5_block1_1_bn (BatchNormali	(None, 8, 8, 5	12) 2048	conv5_block1_1_conv[0][0]
conv5_block1_1_relu (Activation	(None, 8, 8, 5	12) 0	conv5_block1_1_bn[0][0]
conv5_block1_2_conv (Conv2D)	(None, 8, 8, 5	12) 2359808	conv5_block1_1_relu[0][0]
conv5_block1_2_bn (BatchNormali	(None, 8, 8, 5	12) 2048	conv5_block1_2_conv[0][0]
conv5_block1_2_relu (Activation	(None, 8, 8, 5	12) 0	conv5_block1_2_bn[0][0]
conv5_block1_0_conv (Conv2D)	(None, 8, 8, 2	048) 2099200	conv4_block6_out[0][0]
conv5_block1_3_conv (Conv2D)	(None, 8, 8, 2	048) 1050624	conv5_block1_2_relu[0][0]
conv5_block1_0_bn (BatchNormali	(None, 8, 8, 2	048) 8192	conv5_block1_0_conv[0][0]
conv5_block1_3_bn (BatchNormali	(None, 8, 8, 2	048) 8192	conv5_block1_3_conv[0][0]
conv5_block1_add (Add)	(None, 8, 8, 2	048) 0	conv5_block1_0_bn[0][0] conv5_block1_3_bn[0][0]
conv5_block1_out (Activation)	(None, 8, 8, 2	048) 0	conv5_block1_add[0][0]
conv5_block2_1_conv (Conv2D)	(None, 8, 8, 5	12) 1049088	conv5_block1_out[0][0]
conv5_block2_1_bn (BatchNormali	(None, 8, 8, 5	12) 2048	conv5_block2_1_conv[0][0]
conv5_block2_1_relu (Activation	(None, 8, 8, 5	12) 0	conv5_block2_1_bn[0][0]
conv5_block2_2_conv (Conv2D)	(None, 8, 8, 5	12) 2359808	conv5_block2_1_relu[0][0]
conv5_block2_2_bn (BatchNormali	(None, 8, 8, 5	12) 2048	conv5_block2_2_conv[0][0]
conv5_block2_2_relu (Activation	(None, 8, 8, 5	12) 0	conv5_block2_2_bn[0][0]
conv5_block2_3_conv (Conv2D)	(None, 8, 8, 2	048) 1050624	conv5_block2_2_relu[0][0]
conv5_block2_3_bn (BatchNormali	(None, 8, 8, 2	048) 8192	conv5_block2_3_conv[0][0]
conv5_block2_add (Add)	(None, 8, 8, 2	048) 0	conv5_block1_out[0][0] conv5_block2_3_bn[0][0]

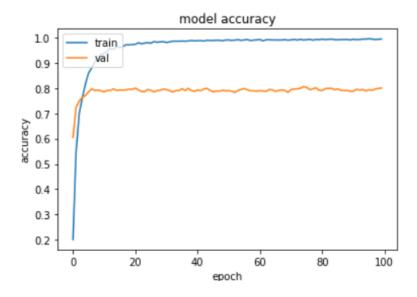
conv5_block2_out (Activation)	(None,	8,	8,	2048)	0	conv5_block2_add[0][0]
conv5_block3_1_conv (Conv2D)	(None,	8,	8,	512)	1049088	conv5_block2_out[0][0]
conv5_block3_1_bn (BatchNormali	(None,	8,	8,	512)	2048	conv5_block3_1_conv[0][0]
conv5_block3_1_relu (Activation	(None,	8,	8,	512)	0	conv5_block3_1_bn[0][0]
conv5_block3_2_conv (Conv2D)	(None,	8,	8,	512)	2359808	conv5_block3_1_relu[0][0]
conv5_block3_2_bn (BatchNormali	(None,	8,	8,	512)	2048	conv5_block3_2_conv[0][0]
conv5_block3_2_relu (Activation	(None,	8,	8,	512)	0	conv5_block3_2_bn[0][0]
conv5_block3_3_conv (Conv2D)	(None,	8,	8,	2048)	1050624	conv5_block3_2_relu[0][0]
conv5_block3_3_bn (BatchNormali	(None,	8,	8,	2048)	8192	conv5_block3_3_conv[0][0]
conv5_block3_add (Add)	(None,	8,	8,	2048)	0	conv5_block2_out[0][0] conv5_block3_3_bn[0][0]
conv5_block3_out (Activation)	(None,	8,	8,	2048)	0	conv5_block3_add[0][0]
global_average_pooling2d (Globa	(None,	204	48)		0	conv5_block3_out[0][0]
batch_normalization (BatchNorma	(None,	20	48)		8192	global_average_pooling2d[0][0]
dropout (Dropout)	(None,	204	48)		0	batch_normalization[0][0]
dense (Dense)	(None,	512	2)		1049088	dropout[0][0]
batch_normalization_1 (BatchNor	(None,	512	2)		2048	dense[0][0]
dropout_1 (Dropout)	(None,	512	2)		0	batch_normalization_1[0][0]
dense_1 (Dense)	(None,	25	6)		131328	dropout_1[0][0]

Total params: 24,778,368 Trainable params: 1,185,536 Non-trainable params: 23,592,832

Run 1:

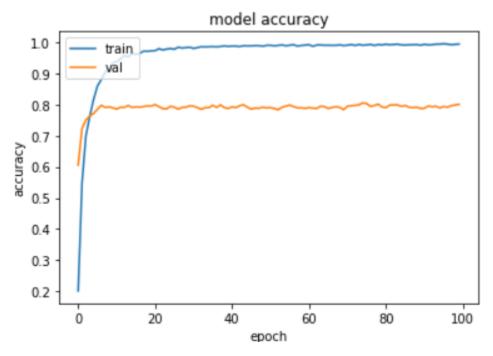
```
Epoch 1/100
val_accuracy: 0.6081
Epoch 2/100
val accuracy: 0.7298
Epoch 3/100
48/48 [============= ] - 34s 715ms/step - loss: 1.4141 - accuracy: 0.6909 - val loss: 1.1912 -
val_accuracy: 0.7663
Epoch 4/100
val accuracy: 0.7806
Epoch 5/100
48/48 [=========== ] - 34s 707ms/step - loss: 0.7957 - accuracy: 0.8200 - val_loss: 0.9345 -
val accuracy: 0.7806
Epoch 6/100
48/48 [========= 0.6134 - accuracy: 0.8627 - val loss: 0.8811 -
val_accuracy: 0.7832
Epoch 7/100
val_accuracy: 0.7904
Epoch 8/100
```

```
val accuracy: 0.7904
Epoch 9/100
val accuracy: 0.7897
Epoch 10/100
48/48 [======
               ========] - 34s 711ms/step - loss: 0.2885 - accuracy: 0.9374 - val loss: 0.8333 -
val accuracy: 0.7878
Epoch 93/100
48/48 [============= ] - 33s 694ms/step - loss: 0.0330 - accuracy: 0.9928 - val loss: 0.8830 -
val accuracy: 0.8112
48/48 [=========== ] - 33s 689ms/step - loss: 0.0351 - accuracy: 0.9920 - val loss: 0.8896 -
val accuracy: 0.8034
Epoch 95/100
48/48 [============ ] - 34s 696ms/step - loss: 0.0300 - accuracy: 0.9938 - val loss: 0.8879 -
val accuracy: 0.8021
Epoch 96/100
val_accuracy: 0.8040
Epoch 97/100
48/48 [============ ] - 33s 694ms/step - loss: 0.0339 - accuracy: 0.9923 - val loss: 0.8946 -
val_accuracy: 0.8027
Epoch 98/100
48/48 [============ ] - 34s 699ms/step - loss: 0.0343 - accuracy: 0.9907 - val loss: 0.8897 -
val accuracy: 0.8008
Epoch 99/100
48/48 [============= ] - 34s 698ms/step - loss: 0.0387 - accuracy: 0.9894 - val loss: 0.8773 -
val_accuracy: 0.8014
Epoch 81/100
48/48 [============ ] - 34s 700ms/step - loss: 0.0316 - accuracy: 0.9929 - val loss: 0.8904 -
val accuracy: 0.8008
Epoch 100/100
48/48 [============= ] - 33s 697ms/step - loss: 0.0258 - accuracy: 0.9955 - val loss: 0.9144 -
val_accuracy: 0.8099
The model achieved an accuracy of 80.63%.
```



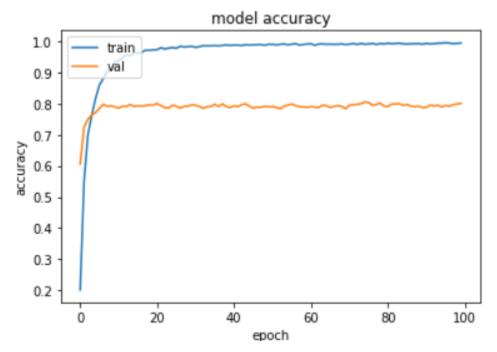
Run 2:

```
48/48 [============ ] - 34s 640ms/step - loss: 5.2065 - accuracy: 0.1025 - val loss: 2.4864 -
val accuracy: 0.6055
Epoch 2/100
48/48 [============= ] - 30s 613ms/step - loss: 2.2103 - accuracy: 0.5257 - val loss: 1.5412 -
val_accuracy: 0.7233
Epoch 3/100
48/48 [============= ] - 30s 613ms/step - loss: 1.4250 - accuracy: 0.6920 - val loss: 1.1940 -
val accuracy: 0.7493
Epoch 4/100
48/48 [============ ] - 29s 604ms/step - loss: 1.0002 - accuracy: 0.7736 - val loss: 1.0439 -
val accuracy: 0.7630
Epoch 5/100
48/48 [============= ] - 29s 597ms/step - loss: 0.7536 - accuracy: 0.8310 - val loss: 0.9538 -
val accuracy: 0.7708
48/48 [============ ] - 29s 606ms/step - loss: 0.6335 - accuracy: 0.8643 - val loss: 0.8896 -
val_accuracy: 0.7845
Epoch 7/100
48/48 [============ ] - 29s 599ms/step - loss: 0.4936 - accuracy: 0.8890 - val loss: 0.8559 -
val accuracy: 0.7975
Epoch 8/100
val_accuracy: 0.7904
Epoch 9/100
val accuracy: 0.7923
Epoch 94/100
48/48 [============= ] - 29s 609ms/step - loss: 0.0289 - accuracy: 0.9925 - val loss: 0.8941 -
val accuracy: 0.7943
Epoch 95/100
val accuracy: 0.7884
Epoch 96/100
val_accuracy: 0.7936
Epoch 97/100
val accuracy: 0.7910
Epoch 98/100
val accuracy: 0.7962
Epoch 99/100
        48/48 [======
val accuracy: 0.7982
Epoch 100/100
val accuracy: 0.8001
The model achieved an accuracy of 80.40%.
```



Run 3:

```
Epoch 92/100
48/48 [=======
          val_accuracy: 0.7949
Epoch 93/100
val accuracy: 0.7923
Epoch 94/100
          ========] - 29s 609ms/step - loss: 0.0289 - accuracy: 0.9925 - val loss: 0.8941 -
48/48 [======
val_accuracy: 0.7943
Epoch 95/100
val accuracy: 0.7884
Epoch 96/100
48/48 [========
          ========] - 29s 601ms/step - loss: 0.0295 - accuracy: 0.9944 - val_loss: 0.8875 -
val accuracy: 0.7936
Epoch 97/100
val accuracy: 0.7910
Epoch 98/100
val accuracy: 0.7962
Epoch 99/100
val accuracy: 0.7982
Epoch 100/100
48/48 [======
          ========] - 29s 602ms/step - loss: 0.0225 - accuracy: 0.9947 - val_loss: 0.8843 -
val_accuracy: 0.8001
The model achieved an accuracy of 80.40%.
```



Average Training Accuracy: 99.48%

Average Testing Accuracy: 80.40%

Average Te	Top-1		
CIFAR 10	CALTECH 101	CALTECH 256	Accuracy
95.26%	92.05%	80.40%	89.23%

Average Top-1 testing accuracy we got from these three datasets is 89.23%.