Sports Classification

Description

 Classify 6 types of sports using 3 different Deep learning algorithms to get the best accuracy.

Dataset

- Sports Dataset Consists of
 - Basketball
 - Football
 - Rowing
 - Swimming
 - Tennis
 - Yoga

Data Preprocessing

Data Augmentation

 Using Image Data generator to make Data augmentation such as (Zooming - shifting - Rotation - etc)

Models

First Model (Normal Architecture)

- Model consists of 5 Convolution Layers.

```
model = Sequential()
model.add(Conv2D(input_shape=(224,224,3),filters=8,kernel_size=(3,3),padding="valid", activation="relu"))
model.add(MaxPool2D(pool_size=(2,2)))

model.add(Conv2D(filters=16, kernel_size=(3,3), padding="valid", activation="relu"))
model.add(MaxPool2D(pool_size=(2,2)))

model.add(MaxPool2D(pool_size=(2,2)))

model.add(MaxPool2D(pool_size=(2,2)))

model.add(MaxPool2D(pool_size=(2,2)))

model.add(MaxPool2D(pool_size=(2,2)))

model.add(Conv2D(filters=128, kernel_size=(3,3), padding="valid", activation="relu"))
model.add(Conv2D(filters=128, kernel_size=(3,3), padding="same", activation="relu"))
model.add(MaxPool2D(pool_size=(2,2)))

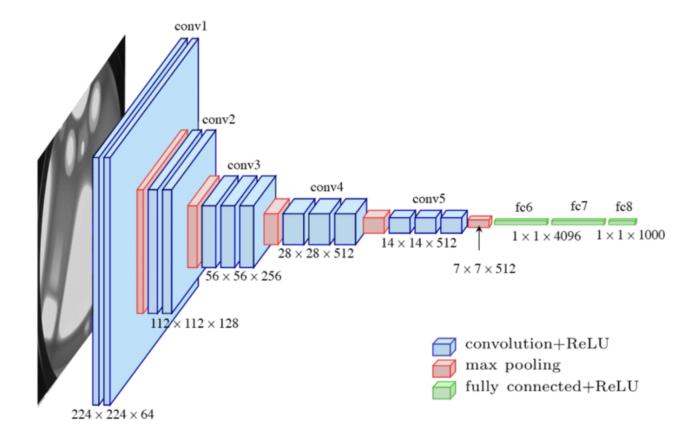
model.add(MaxPool2D(pool_size=(2,2)))

model.add(Flatten())
model.add(Flatten())
model.add(Dense(units=6, activation="softmax"))

Python
```

Model Accuracy

Second Model (VGG16)

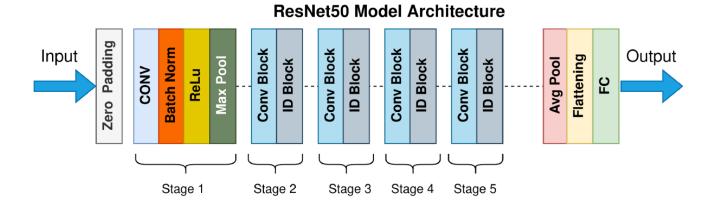


VGG16, as its name suggests, is a 16-layer deep neural network.
 VGG16 is thus a relatively extensive network with a total of 138 million parameters—it's huge even by today's standards. However, the simplicity of the VGGNet16 architecture is its main attraction.

```
model = Sequential()
model.add(Conv2D(input_shape=(224,224,3),filters=64,kernel_size=(3,3),padding="same", activation="relu"))
model.add(Conv2D(filters=64,kernel_size=(3,3),padding="same", activation="relu"))
model.add(MaxPool2D(pool_size=(2,2),strides=(2,2)))
model.add(Conv2D(filters=128, kernel_size=(3,3), padding="same", activation="relu"))
model.add(Conv2D(filters=128, kernel_size=(3,3), padding="same", activation="relu"))
model.add(MaxPool2D(pool_size=(2,2),strides=(2,2)))
model.add(Conv2D(filters=256, kernel_size=(3,3), padding="same", activation="relu"))
model.add(Conv2D(filters=256, kernel_size=(3,3), padding="same", activation="relu"))
model.add(Conv2D(filters=256, kernel_size=(3,3), padding="same", activation="relu"))
model.add(MaxPool2D(pool_size=(2,2),strides=(2,2)))
model.add(Conv2D(filters=512, kernel_size=(3,3), padding="same", activation="relu"))
model.add(Conv2D(filters=512, kernel_size=(3,3), padding="same", activation="relu"))
model.add(Conv2D(filters=512, kernel_size=(3,3), padding="same", activation="relu"))
model.add(MaxPool2D(pool_size=(2,2),strides=(2,2)))
model.add(Conv2D(filters=512, kernel_size=(3,3), padding="same", activation="relu"))
model.add(Conv2D(filters=512, kernel_size=(3,3), padding="same", activation="relu"))
model.add(Conv2D(filters=512, kernel_size=(3,3), padding="same", activation="relu"))
model.add(MaxPool2D(pool_size=(2,2),strides=(2,2)))
model.add(Flatten())
model.add(Dense(units=4096,activation="relu"))
model.add(Dense(units=4096,activation="relu"))
model.add(Dense(units=6, activation="softmax"))
```

Model Accuracy

Third Model (Resnet50)



 ResNet-50 has an architecture based on the model depicted above, but with one important difference. The 50-layer ResNet uses a bottleneck design for the building block.

```
def convolutional_block(X, f, filters, stage, block, s=2):

conv_name_base = 'res' + str(stage) + block + '_branch'
bn_name_base = 'bn' + str(stage) + block + '_branch'

f1, f2, F3 = filters

X_shortcut = X

X = Conv2D(filters=F1, kernel_size=(1, 1), strides=(s, s), padding='valid', name=conv_name_base + '2a', kernel_initializer=glorot_uniform(seed=0))(X)

X = BatchNormalization(axis=3, name=bn_name_base + '2a')(X)

X = Conv2D(filters=F2, kernel_size=(f, f), strides=(1, 1), padding='same', name=conv_name_base + '2b', kernel_initializer=glorot_uniform(seed=0))(X)

X = BatchNormalization(axis=3, name=bn_name_base + '2b')(X)

X = Conv2D(filters=F3, kernel_size=(1, 1), strides=(1, 1), padding='valid', name=conv_name_base + '2c', kernel_initializer=glorot_uniform(seed=0))(X)

X = Conv2D(filters=F3, kernel_size=(1, 1), strides=(1, 1), padding='valid', name=conv_name_base + '2c', kernel_initializer=glorot_uniform(seed=0))(X)

X = BatchNormalization(axis=3, name=bn_name_base + '2c')(X)

X_shortcut = Conv2D(filters=F3, kernel_size=(1, 1), strides=(s, s), padding='valid', name=conv_name_base + '1', kernel_initializer=glorot_uniform(seed=0))(X_shortcut)

X_shortcut = BatchNormalization(axis=3, name=bn_name_base + '1')(X_shortcut)

X = Add()([X, X_shortcut])

X = Add()([X, X_shortcut])

X = Attivation('relu')(X)
```

Model

```
def ResNet50(input shape=(224, 224, 3)):
   X input = Input(input shape)
   X = ZeroPadding2D((3, 3))(X input)
   X = Conv2D(64, (7, 7), strides=(2, 2), name='conv1', kernel_initializer=glorot_uniform(seed=0))(X)
   X = BatchNormalization(axis=3, name='bn conv1')(X)
   X = Activation('relu')(X)
   X = MaxPooling2D((3, 3), strides=(2, 2))(X)
   X = convolutional_block(X, f=3, filters=[64, 64, 256], stage=2, block='a', s=1)
   X = identity_block(X, 3, [64, 64, 256], stage=2, block='b')
   X = identity_block(X, 3, [64, 64, 256], stage=2, block='c')
   X = convolutional_block(X, f=3, filters=[128, 128, 512], stage=3, block='a', s=2)
   X = identity_block(X, 3, [128, 128, 512], stage=3, block='b')
   X = identity_block(X, 3, [128, 128, 512], stage=3, block='c')
   X = identity_block(X, 3, [128, 128, 512], stage=3, block='d')
   X = convolutional_block(X, f=3, filters=[256, 256, 1024], stage=4, block='a', s=2)
   X = identity_block(X, 3, [256, 256, 1024], stage=4, block='b')
   X = identity_block(X, 3, [256, 256, 1024], stage=4, block='c')
   X = identity_block(X, 3, [256, 256, 1024], stage=4, block='d')
   X = identity_block(X, 3, [256, 256, 1024], stage=4, block='e')
   X = identity_block(X, 3, [256, 256, 1024], stage=4, block='f')
   X = X = convolutional_block(X, f=3, filters=[512, 512, 2048], stage=5, block='a', s=2)
   X = identity_block(X, 3, [512, 512, 2048], stage=5, block='b')
   X = identity_block(X, 3, [512, 512, 2048], stage=5, block='c')
   X = AveragePooling2D(pool_size=(2, 2), padding='same')(X)
   model = Model(inputs=X input, outputs=X, name='ResNet50')
```

Model Accuracy

```
Epoch 1/30
   Epoch 2/30
43/43 [===
Epoch 3/30
   43/43 [====
      ========] - 25s 578ms/step - loss: 0.0552 - accuracy: 0.9844 - val_loss: 0.2142 - val_accuracy: 0.9286 - lr: 1.0000e-05
Epoch 5/30
43/43 [====
     43/43 [====
      Epoch 7/30
43/43 [====
      Epoch 8/30
43/43 [====
    Epoch 9/30
      ========] - 25s 571ms/step - loss: 0.0425 - accuracy: 0.9903 - val_loss: 0.2000 - val_accuracy: 0.9315 - lr: 1.0000e-08
Epoch 10/30
43/43 [=
      Epoch 11/30
43/43 [====
Epoch 12/30
    :=========] - 23s 528ms/step - loss: 0.0501 - accuracy: 0.9844 - val_loss: 0.2000 - val_accuracy: 0.9315 - lr: 1.0000e-09
43/43 [=
Epoch 13/30
```

Best Model in accuracy is Resnet50