

12
Implement a deep convolutional GAN

it generate complex color images

Aim :

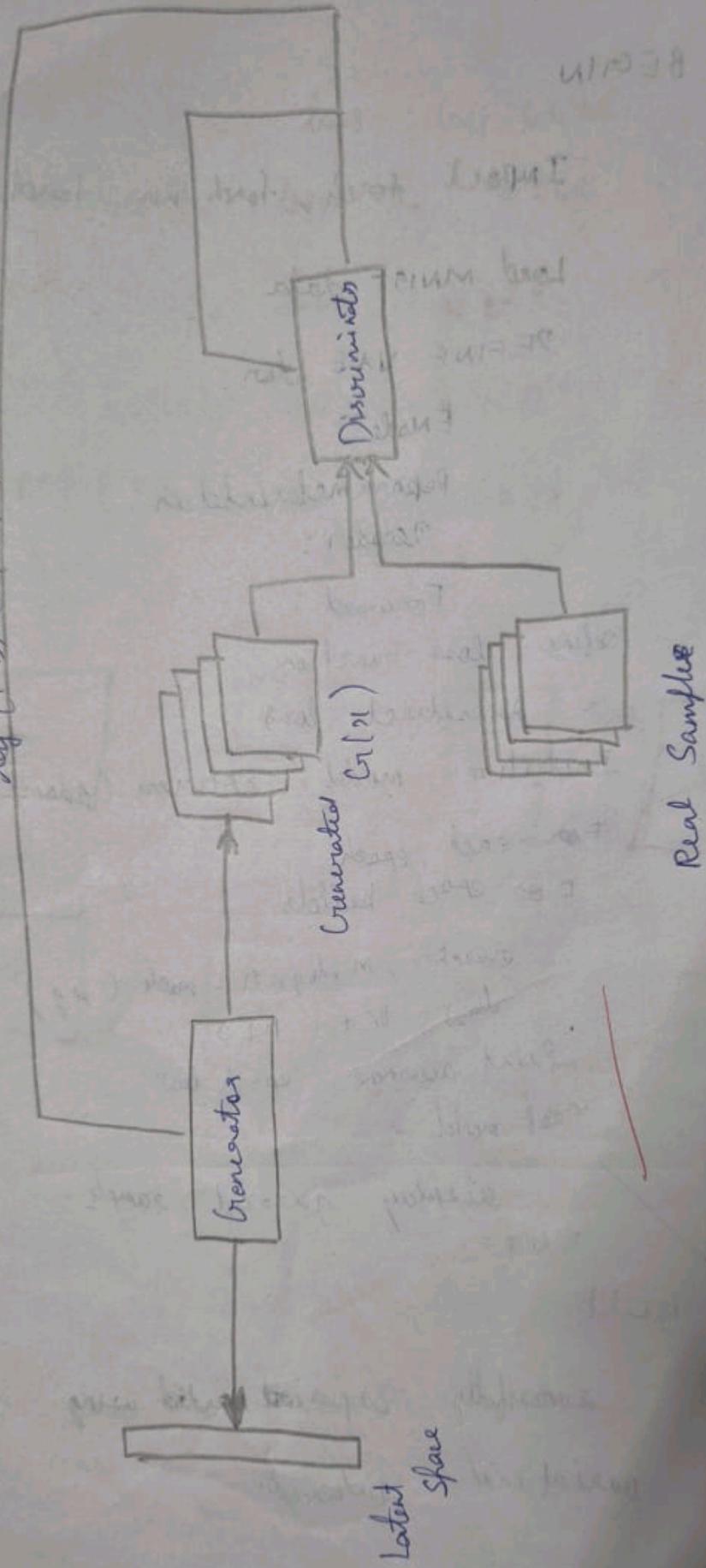
To implement and train a deep convolutional generative adversarial network (DCGAN) capable of generating complex color images using convolutional and deconvolutional neural network

objectives :

- 1) To study the structure and components of a Pre-trained deep learning model
- 2) To understand how convolutional layer extract image features
- 3) To analyze the role of each layer in feature learning and classification
- 4) To observe how pre-trained model can be used for training learning.
- 5) To visualize and interpret feature maps from different layer

Architecture Diagram:-

$$\log(1-\rho) \left(\frac{m}{n}\right)$$



Pseudo code:

1. Load and normalize dataset to $[-1, 1]$
2. define generator (convTranspose 2D, ReLU,
3. define discriminator + Tanh]
3. Define discriminator (conv2D, leakyReLU + sigmoid)
4. Initialize weights, set loss = BCE, optimizer = Adam.
5. for each epoch:
 - a. Train on real and fake images
 - b. training As fake using random noise
6. generate and save fake color image

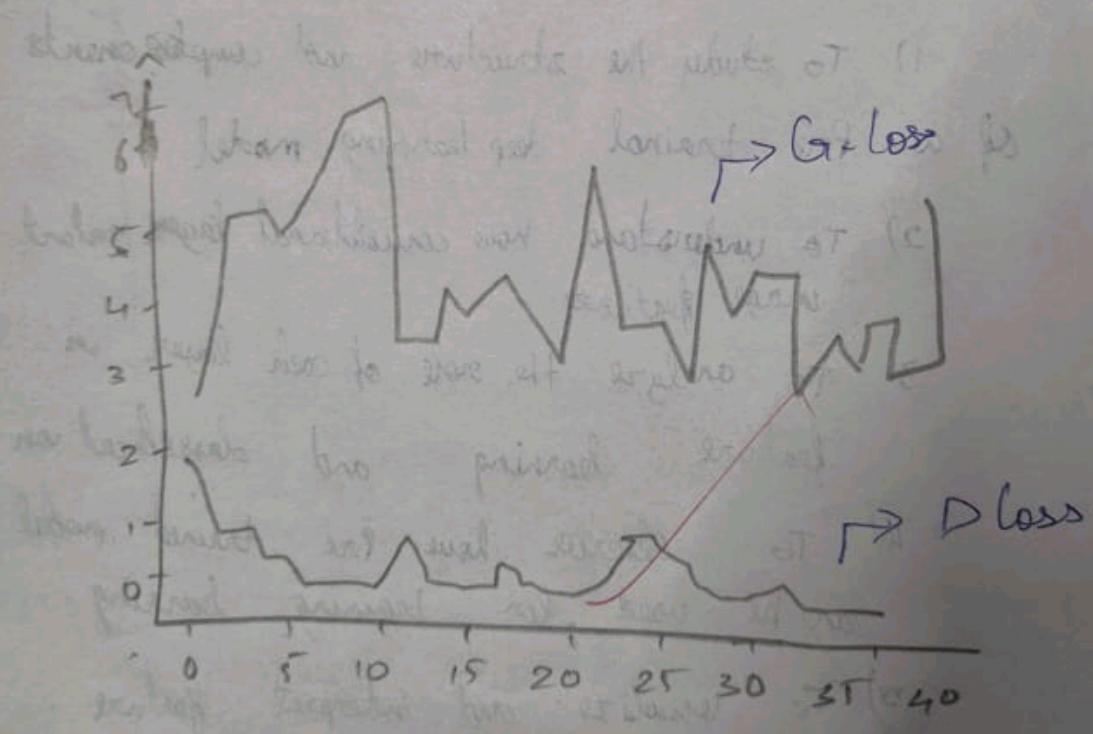
~~Test~~

Result:-
Successfully Implemented a deep convolutional
GAN to generate complex images.

Classification Report

	Precision	recall	f1-Score	Support
Take	0.93	0.993	0.993	143.000
real	0.994	0.994	0.994	177.000
accuracy	0.994	0.994	0.994	0.994
aero-avg	0.994	0.994	0.994	320.000
eight avg	0.994	0.992	0.994	320.000

Graph:-



understanding the Architecture of a Pre-trained model

Aim:

To study and understand the structure
layers and working of a pre-defined deep learning
model

Objective:

1. To study the structure and components of a pre-trained deep learning model.
2. To understand how convolutional layer extract image features.
3. To analyze the role of each layer in feature learning and classification.
4. To observe how pre-trained models can be used for transfer learning
5. To visualize and interpret feature maps from different layers.

Classification Report

	precision	Recall	f1-Score	Effort
Airplane	0.18	0.89	0.84	1000
Automobile	0.87	0.89	0.88	1000
Bird	0.81	0.69	0.74	1000
Cat	0.66	0.71	0.68	1000
deer	0.76	0.79	0.77	1000
Dog	0.77	0.76	0.76	1000
Frog	0.82	0.83	0.82	1000
Horse	0.84	0.81	0.86	1000
Ship	0.90	0.84	0.87	1000
Truck	0.90	0.84	0.87	1000
ACC	0.81	0.80	0.80	10000
M.ACC	0.81	0.80	0.80	10000
W.ACC			0.80	10000

Pseudo code :

1. Import required libraries (torchvision, Verex)
2. Load a pre-trained model (e.g., vgg16)
3. Print and examine the model architecture
4. Inputs an image and preprocess it
(resize, normalize)
5. Pass the image through the model
6. visualize outputs or feature maps from intermediate layers
7. Analyze how early, middle, and deep layers capture features.

Result :

successfully understand the architectural
of a pre-trained model.