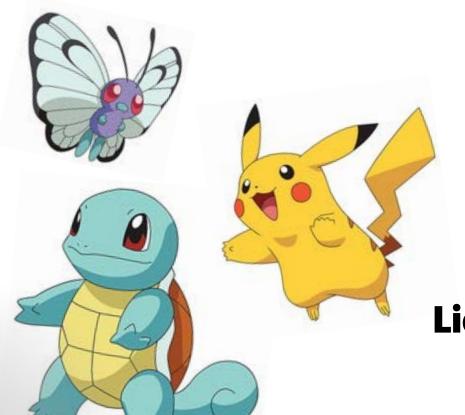


# CLASSIFICATION



Liel Layney , Michael Lurya , Omri Arie , Elad Sonnenschein Group 13



# **Pokémon Image Classification**

The motivation Imagine an app that instantly recognizes any Pokémon—from trading cards to fan art—so collectors can autocatalog and track their collections. By solving the fine-grained classification challenge posed by 151 visually similar species, this project lays the groundwork for any application needing fast, accurate, and scalable image recognition in both entertainment and real-world domains.

The goal of this project is to accurately classify Pokémon images into their respective species, leveraging deep learning techniques.



# **Data Collection & Description**





# Pokemon gen1 151 classes's images classification

All 151 classes's images of Pokemon for classifications.

k kaggle.com

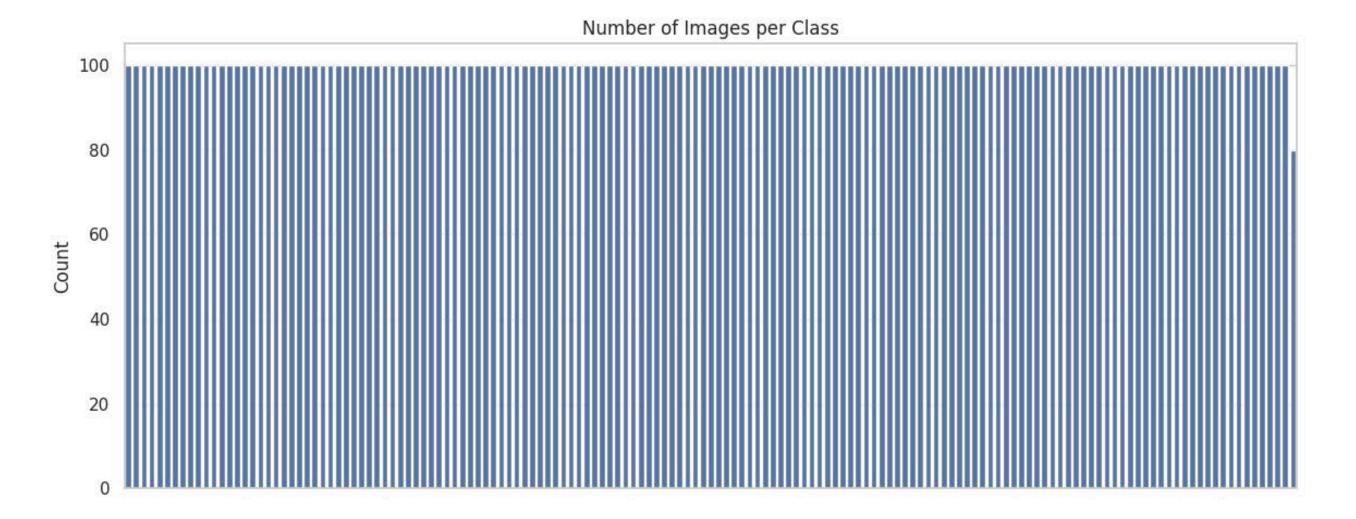
#### **Dataset Details:**

- Total images: over 15,100
- Classes (Pokémon species): 151
- The data comes from a wide variety of sources



# **Exploratory Data Analysis**

#### **Class Distribution**



The distribution of the images is balanced



# **Main Challenges**

#### **Pokémon evolution**







# Pokémon image texture Pokémon image source











#### The tilt of the images











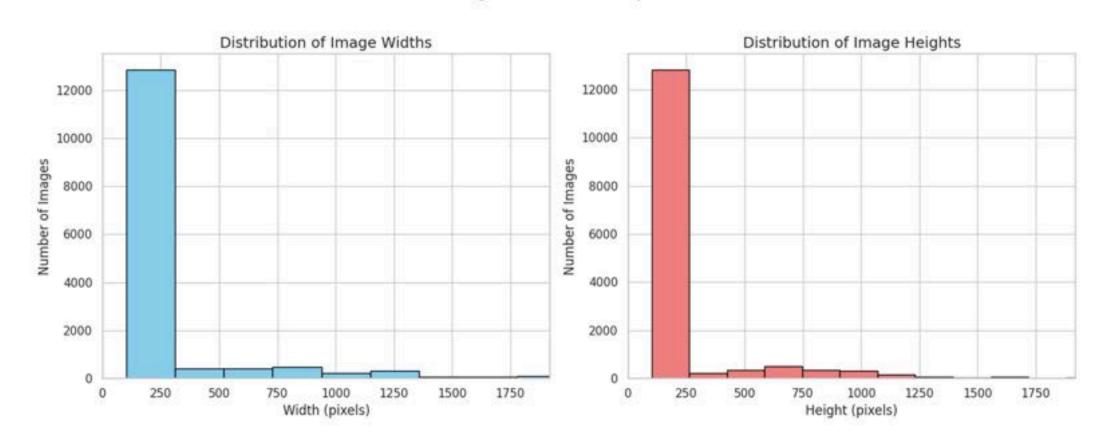
## **Variability in Image Dimensions**

Most common image sizes:
(240, 240): 12264 images
(1280, 720): 144 images
(225, 225): 136 images
(300, 168): 54 images
(1920, 1080): 48 images
(734, 1024): 36 images
(500, 500): 35 images
(646, 646): 35 images
(600, 600): 34 images
(600, 825): 34 images

# **Image Size Analysis**

#### Most images size is 240x240 pixels





so we choose to resize all the images to 240x240 pixels

# **Preprocessing Pipeline**

- 1. Resize images to consistent dimensions.
- 2. Normalize pixel values to [0, 1] range.
- 3. Split dataset: Training: 70%, Validation: 15%, Testing: 15%



#### **Model 1 – Basic CNN**

#### **Architecture:**

- Convolutional Layers:
  - $\circ$  3× Conv2D  $\rightarrow$  ReLU  $\rightarrow$  MaxPool
    - Filters: 32 → 64 → 128
- Fully Connected Layers:
  - $\circ$  Flatten  $\rightarrow$  Dense(256)  $\rightarrow$  ReLU  $\rightarrow$  Dropout(0.5)  $\rightarrow$  Dense(151)

#### **Training Setup:**

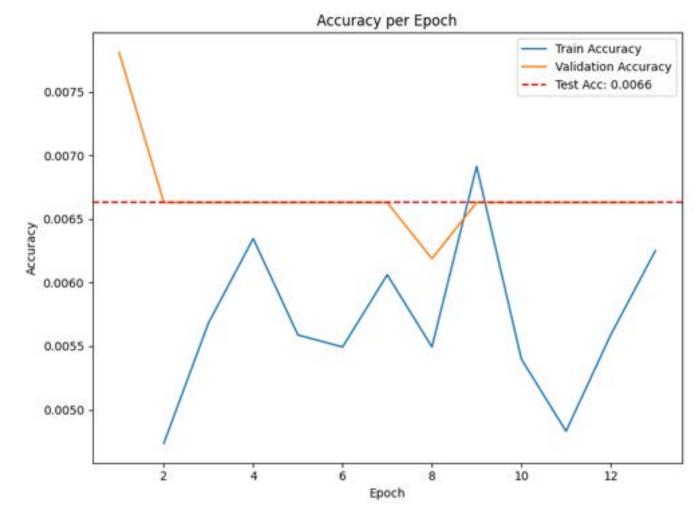
- Optimizer: Adam (learning rate = 0.001)
- Loss Function: Cross-entropy loss
- Epochs: Up to 25 (Early stopping)

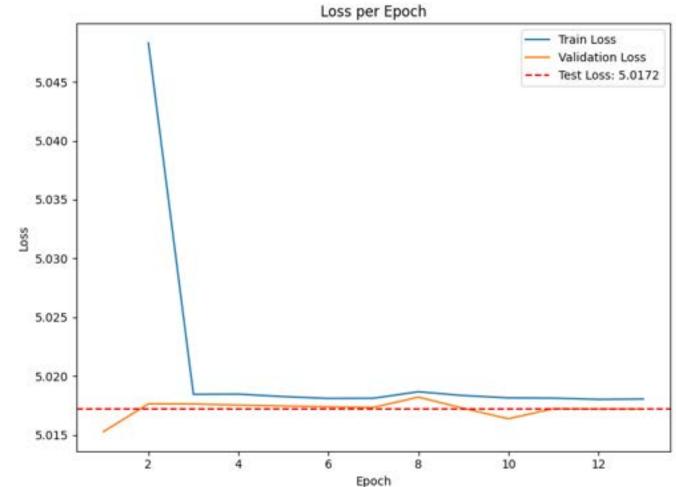
#### **Results:**

• Test Accuracy: 0.66%

#### **Observations:**

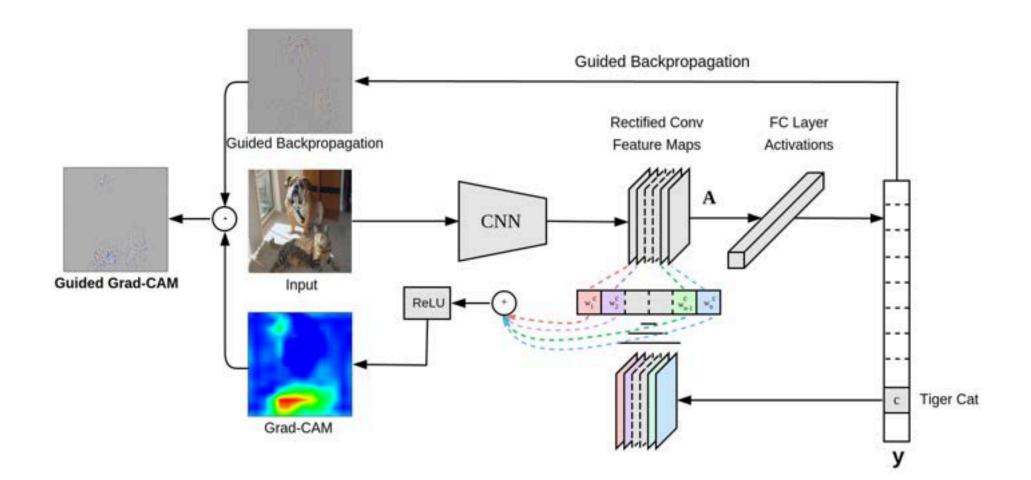
Not Good initial learning, lets try another model.



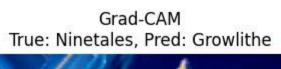


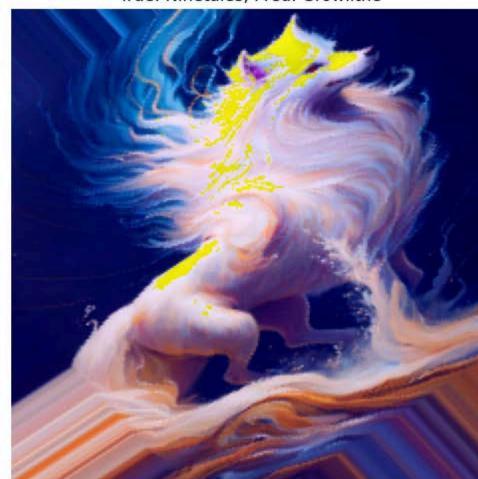
# Interpreting CNN Decisions with Grad-CAM

In our project, we used Grad-CAM (Gradient-weighted Class Activation Mapping) to visualize and validate the regions of each input image that our CNN considers most important for its predictions. Grad-CAM works by backpropagating the class score through the network to compute gradients with respect to the feature maps of a chosen convolutional layer, averaging those gradients to obtain channel weights, and then combining the weighted feature maps into a coarse heatmap. We then upsample and overlay this heatmap on the original image to highlight, for example, the exact object parts or lesion boundaries that drive the model's decision.









Grad-CAM True: Persian, Pred: Growlithe





# Model 2 – Custom CNN Modern (Residual CNN)

#### **Architecture:**

- 4 Convolutional Stages:
  - $\circ$  Increasing filters (64  $\rightarrow$  128  $\rightarrow$  256  $\rightarrow$  512)
  - Each stage: Two convolutional layers + Batch Normalization + ReLU activation
  - Residual connections within each stage for better gradient flow
  - MaxPooling after each stage for dimensionality reduction
- Residual Blocks: Improve training stability and accuracy by mitigating vanishing gradients.

#### **Classifier Layers:**

- 1024 neurons  $\rightarrow$  ReLU  $\rightarrow$  Dropout (0.4)
- 512 neurons  $\rightarrow$  ReLU  $\rightarrow$  Dropout (0.4)
- Final layer for classification (output size: number of classes)

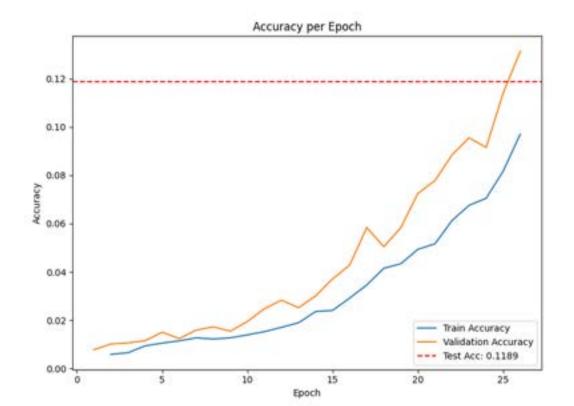
#### **Training Setup:**

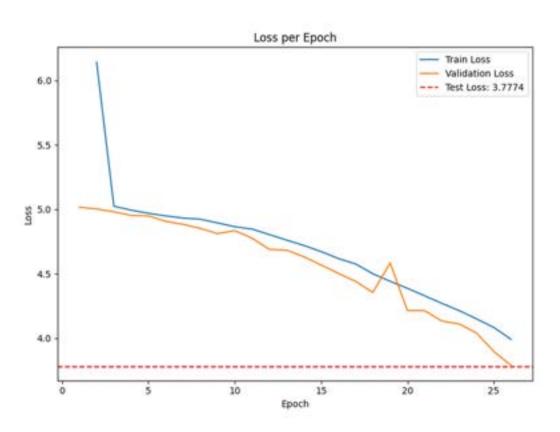
Same as the previous

#### **Results:**

• **Test Accuracy: 11.89**%

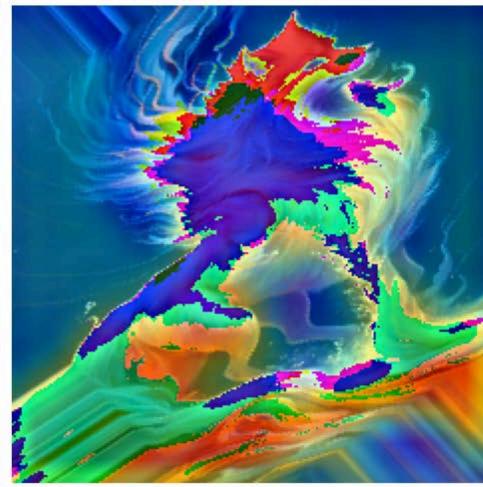
- there is improvement over baseline performance.
- Improved generalization to validation set, but still not good enough.





Original Image Grad-CAM
True: Ninetales, Pred: Cubone





Original Image Grad-CAM
True: Persian, Pred: Hypno





### **Model 3 – ConvMixer Model**

#### **Architecture:**

- ConvMixer (Hybrid CNN model inspired by Vision Transformers):
  - Patch Embedding Layer (Stem):
    - Convolution (patch size=10, stride=10)
    - ReLU activation and Batch Normalization
  - ConvMixer Blocks (Depth = 8):
    - Depthwise convolution (kernel size=5) with residual connection
    - Pointwise convolution (kernel size=1)
    - Batch Normalization and ReLU activations
  - Global Average Pooling and Linear Classification Layer

#### **Training Setup:**

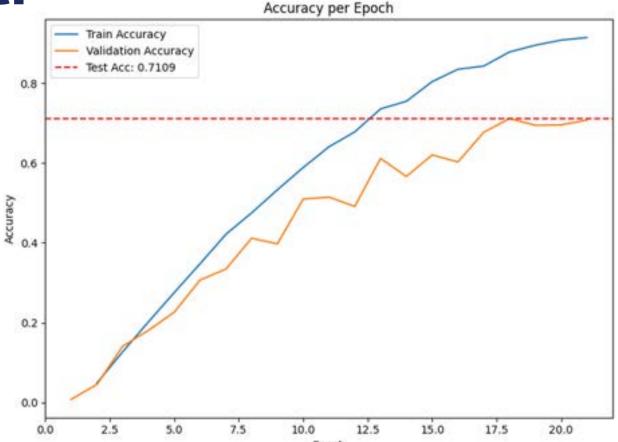
Same as the previous

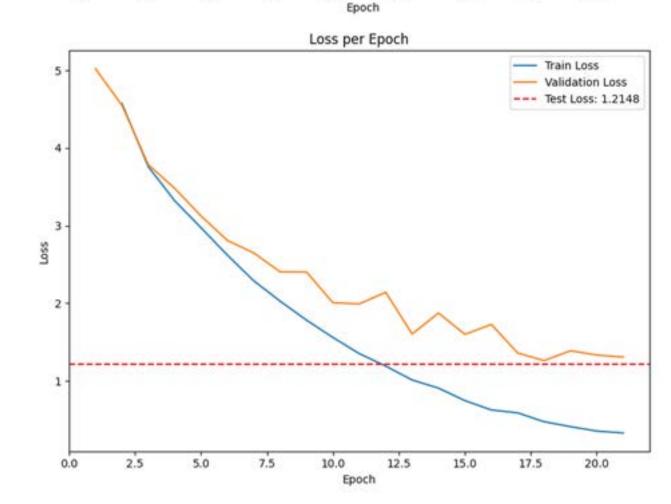
#### **Results:**

• Test Accuracy: 71.09%

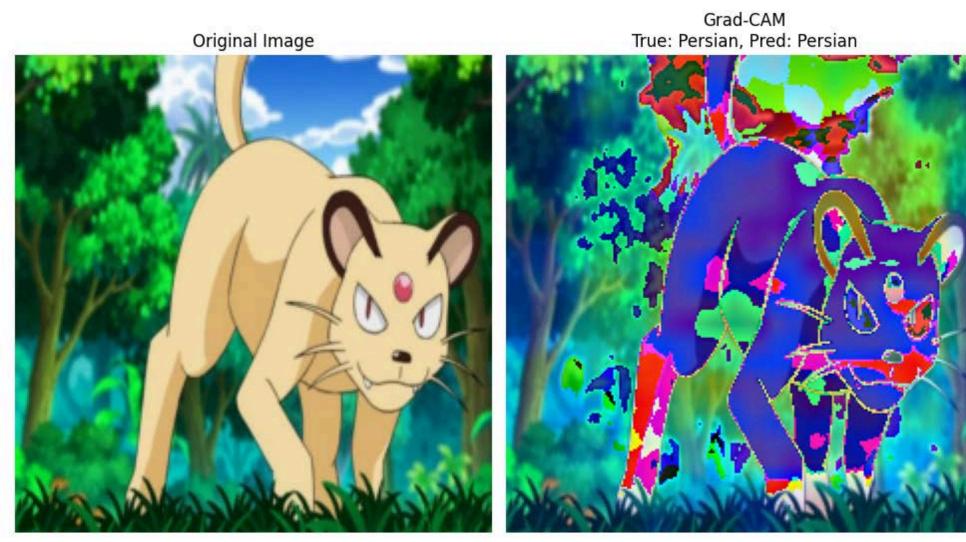
#### **Observations:**

demonstrating robust feature extraction and strong generalization.





Original Image
True: Ninetales, Pred: Magneton



#### Model 4 – ResNet18 From Scratch

#### **Architecture:**

- Base Model: ResNet-18 without pretrained weights
- Modification: Final fully-connected layer replaced to output num\_classes (151)

#### **Training Setup:**

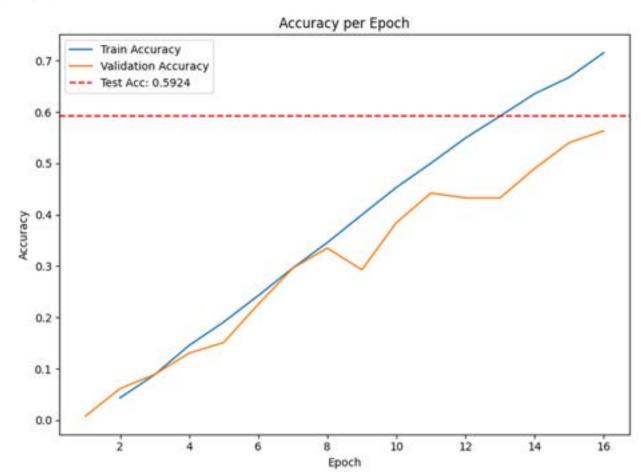
Same as the previous

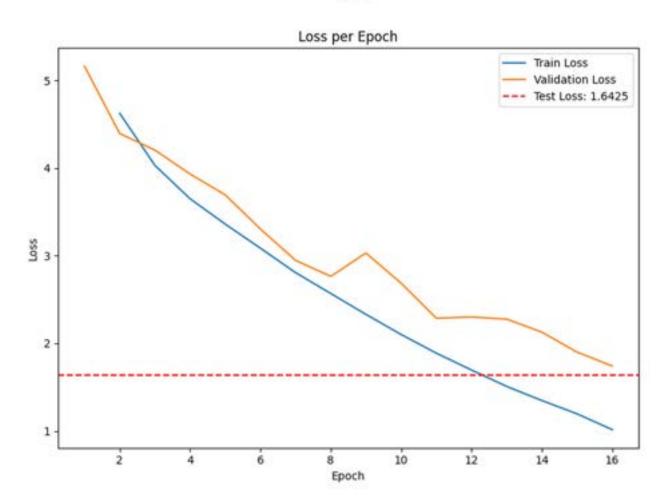
#### **Results:**

Test Accuracy: 59.24 %

#### **Observations:**

This model showing that while deep residual architectures are powerful, training without pretrained weights limits peak performance.









# **Model 5 – Vision Transformer (ViT) From Scratch**

#### **Architecture:**

- Base Model: vit\_b\_16 without pretrained weights
- Modification: Replaced classification head with Linear(in\_features → num\_classes)

#### **Training Setup:**

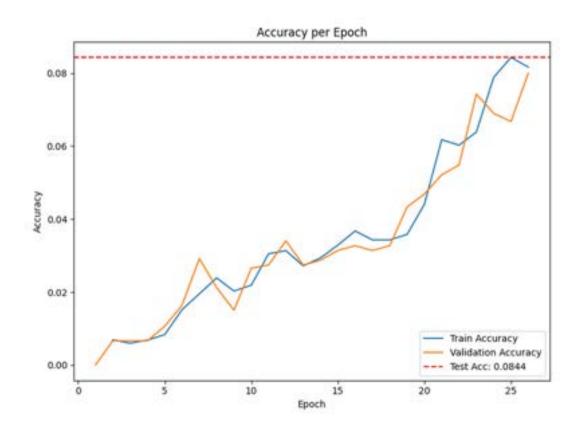
Same as the previous

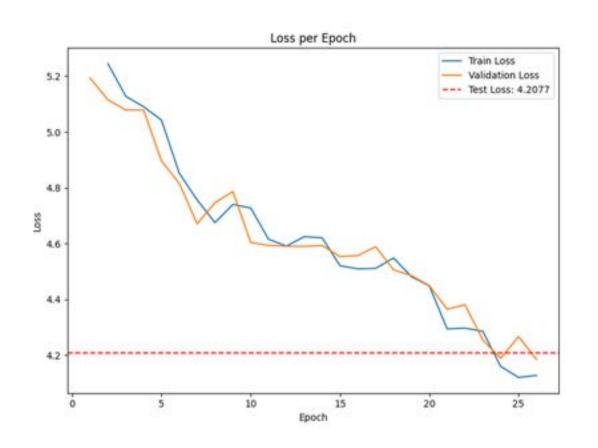
#### **Results:**

Test Accuracy: 8.44 %

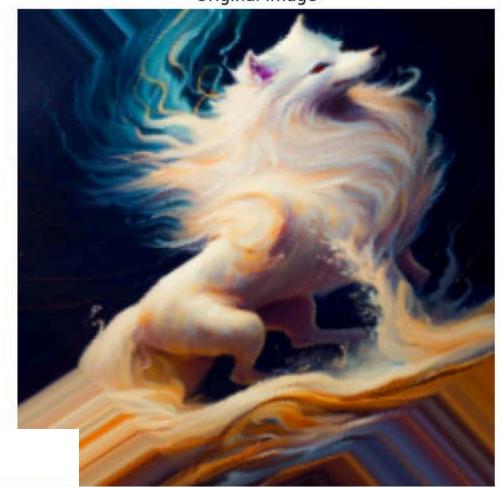
#### **Observations:**

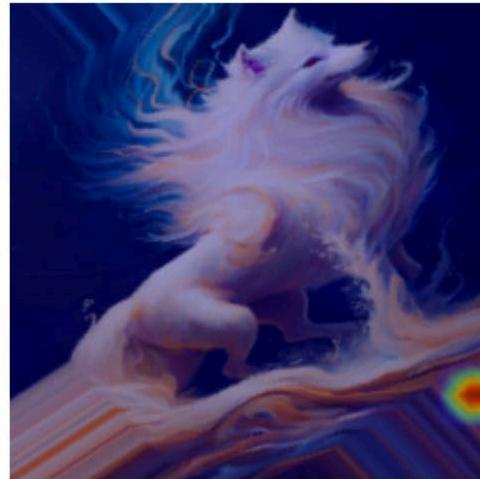
This model indicating that pure transformers require large-scale pretraining or extensive data augmentation to perform well on smaller, specialized datasets.











ViT Attention True: Persian, Pred: Oddish





# Conclusion

Since the two models trained from scratch did not produce satisfactory results, we will now move on to fine-tuning.



# Experiment 1

In this experiment we will pretrained features and stages unfreezing for each model

1. ResNet18 Fine-Tuned

2. Pretrained ViT Staged Fine-Tune

#### Models 6 - ResNet18 and Pretrained ViT Fine-Tuned

#### **Architecture:**

- Base Model: ResNet-18/ViT with ImageNet pretrained weights
- Final Layer: Replaced with Linear(in\_features → 151)
- Fine-Tuning Schedule:
  - Epochs 0–3: Freeze backbone, train only final FC layer
  - Epochs ≥ 4: Unfreeze entire network for full fine-tuning

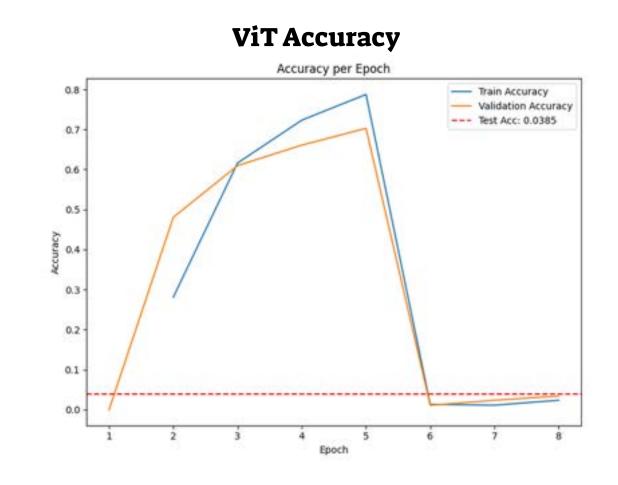
#### **Training Setup:**

Same as the previous

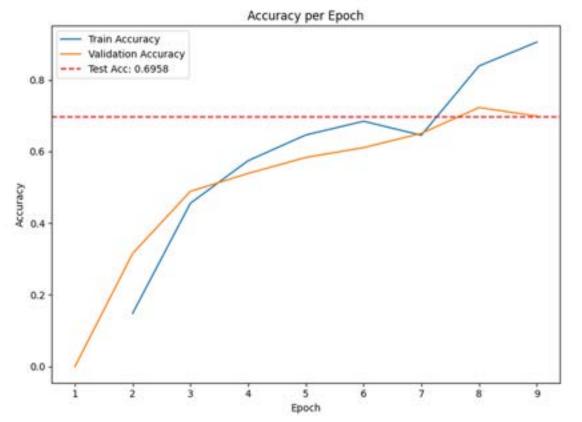
#### **Results:**

ResNet18 Test Accuracy: 69.58 %

ViT Test Accuracy: 3.85 %



#### **ResNet18 Accuracy**



#### **Observations:**

The ResNet18 demonstrating the power of pretrained features and staged unfreezing for effective domain adaptation.

The ViT struggled on this dataset, highlighting the need for large-scale or domain-specific pretraining for pure transformer models.





ResNet18 Fine-Tuned

Grad-CAM

True: Persian, Pred: Persian







#### **ViT Fine-Tuned**



ViT Attention True: Persian, Pred: Clefable



# Feature Extraction Pipeline with Pretrained ResNet-18

- Backbone: ResNet-18 pretrained on ImageNet, and fine-tuned on our data.
- Output Features: 512-dim vector per image via global avg-pool
- Purpose: This feature-extraction step uses a pretrained ResNet-18 to transform each image into a 512dimensional embedding that encapsulates its high-level visual characteristics. By decoupling expensive CNN
  passes from classifier training, it lets us quickly experiment with and train classical ML models on fixed-size
  inputs, leveraging powerful pretrained representations for better performance on our specialized dataset.



#### Model 7 - XGBoost on ResNet Features

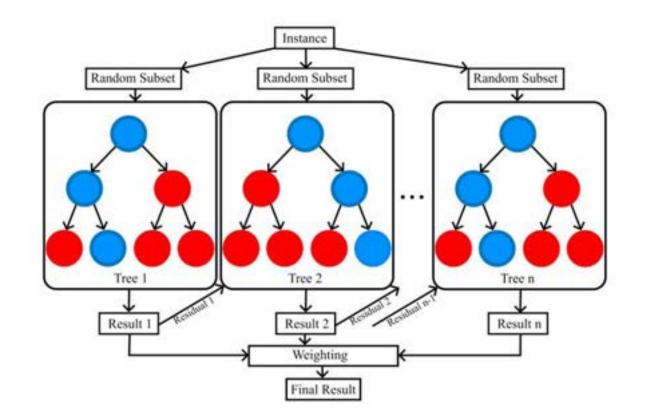
#### **Architecture:**

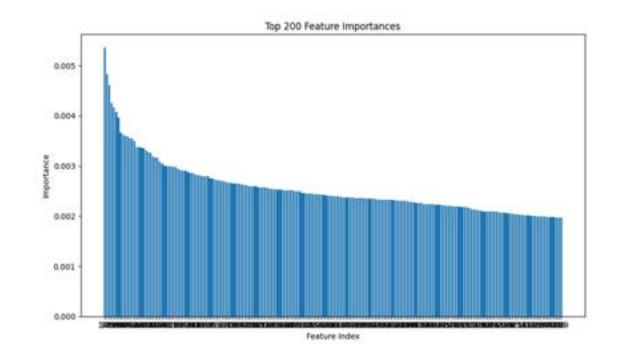
- Feature Input: 512-dim ResNet embeddings
- Classifier: XGBClassifier
- Configurations Tried:
  - n\_estimators=100, max\_depth=10
  - n\_estimators=200, max\_depth=16
  - n\_estimators=300, max\_depth=24

#### **Results: Test Accuracy:**

- n=100, d=10:41%
- n=200, d=16:42%
- n=300, d=24:42%

- Achieved ~42% accuracy across deeper configurations, indicating diminishing returns beyond moderate model complexity.
- Captures non-linear interactions in ResNet features but struggles with fine-grained distinctions in 151 classes.





#### **Model 8 – Random Forest on ResNet Features**

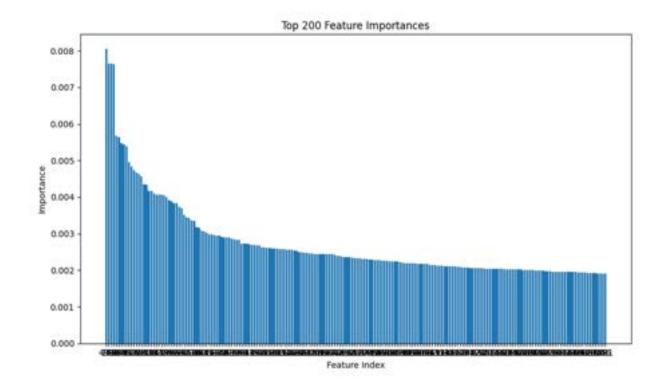
#### **Architecture:**

- Feature Input: 512-dim ResNet embeddings
- Classifier: RandomForestClassifier
- Configurations Tried:
  - n\_estimators=100, max\_depth=10
  - n\_estimators=200, max\_depth=16
  - n\_estimators=300, max\_depth=24

#### **Results: Test Accuracy:**

- n=100, d=10:25%
- n=200, d=16:36%
- n=300, d=24:43%

# Random Forest Tree-1 Class-A Class-B Majority-Voting Final-Class



- Performance improved steadily with depth and more trees, peaking at 43%, showing that ensembling helps but still underfits complex feature patterns.
- Slower gains suggest limited ability to leverage all discriminative signals from high-dimensional embeddings.

#### **Model 9– Extra Trees on ResNet Features**

#### **Architecture:**

• Feature Input: 512-dim ResNet embeddings

• Classifier: ExtraTreesClassifier

Configurations Tried:

n\_estimators=100, max\_depth=10

n\_estimators=200, max\_depth=16

n\_estimators=300, max\_depth=24

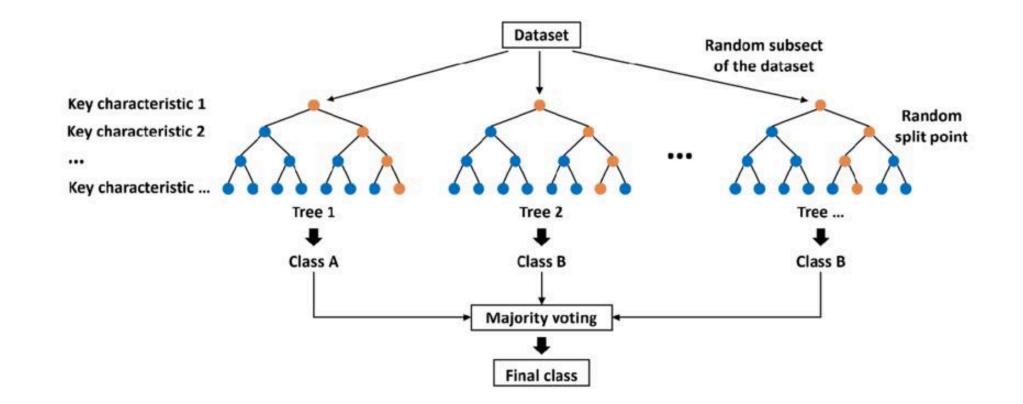
#### **Results: Test Accuracy:**

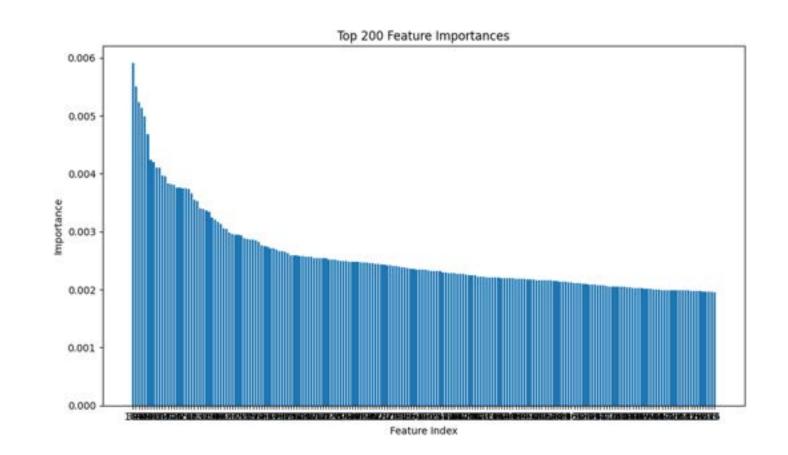
• n=100, d=10:31%

• n=200, d=16:43%

• n=300, d=24:46%

- Significant jump to 46% accuracy at n=300, d=24, demonstrating that extreme randomness plus deep trees can exploit subtle feature variations.
- The aggressiveness of feature and split randomness in Extra Trees appears well-suited to these high-level embeddings and many classes.

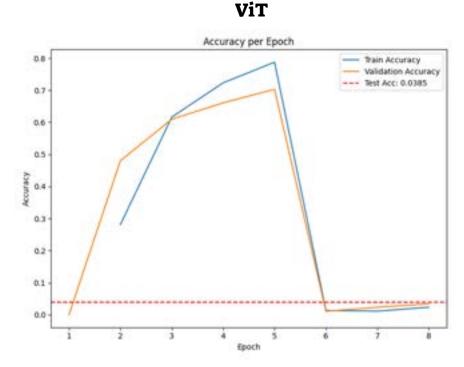




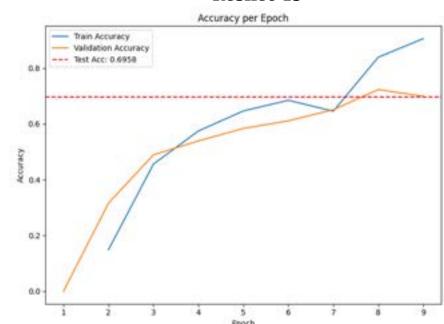
# Conclusion for experiment 1

Fine-tuning ResNet-18 clearly yielded strong improvements, whereas fine-tuning the ViT failed to produce satisfactory results and even degraded performance.

Model	Test Accuracy	Num of parm	
	41.00%	n_estimators=100, max_depth=10	
XGBoost	42.00%	n_estimators=200, max_depth=16	
	42.00%	n_estimators=300, max_depth=24	
Random Forest	25.00%	n_estimators=100, max_depth=10	
	36.00%	n_estimators=200, max_depth=16	
	43.00%	n_estimators=300, max_depth=24	
Extra Trees	31.00%	n_estimators=100, max_depth=10	
	43.00%	n_estimators=200, max_depth=16	
	46.00%	n_estimators=300, max_depth=24	







# Experiment 2

In this experiment we will use ResNet-18 with ImageNet pretrained weights without unfreezing depth.

- 1. ResNet18 Fine-Tuned with Frozen Deep Head
- 2. Pretrained ViT Staged Fine-Tune with Frozen Deep Head

# Models 10 - ResNet-18 and Vit Fine-Tuned with Frozen Deep Head

#### **Architecture:**

- Base Model: ResNet-18/ViT with ImageNet pretrained weights
- Backbone: Fully frozen (all conv layers non-trainable)
- Classifier Head: Deeper, multi-layer head
  - $\circ$  Linear(in\_features  $\rightarrow$  512)  $\rightarrow$  ReLU  $\rightarrow$  Dropout(0.4)
  - $\circ$  Linear(512→256)  $\rightarrow$  ReLU  $\rightarrow$  Dropout(0.2)
  - Linear(256→num\_classes)

#### **Training Setup:**

Same as the previous

#### **Results:**

ResNet-18 Test Accuracy: 59.37 %

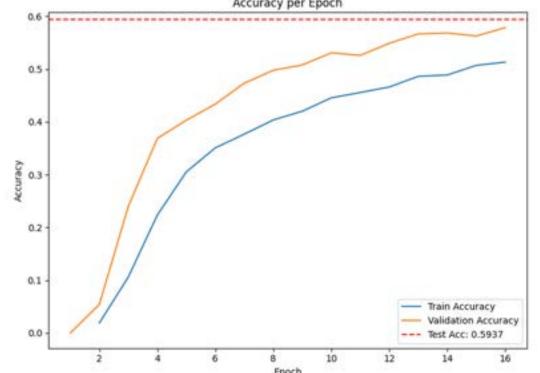
ViT Test Accuracy: 82.71 %

#### **Observations:**

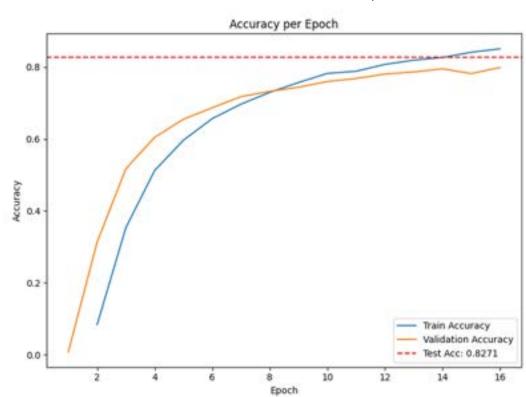
ResNet-18 yielding moderate performance.

Wit and the second section of the sect

#### ResNet18 Accuracy

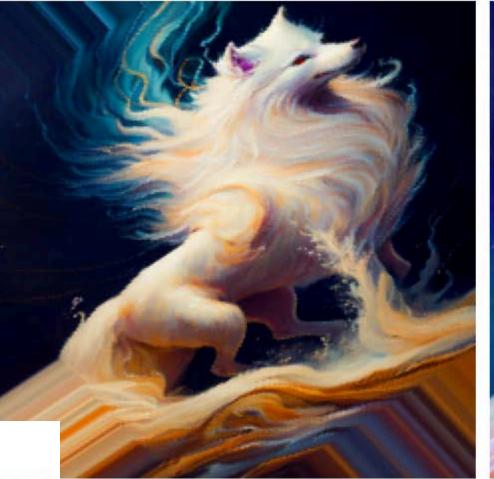


#### **ViT Accuracy**

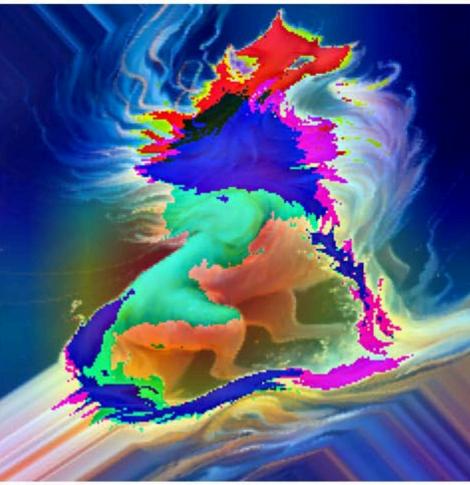


ViT yields excellent performance—showcasing that a powerful pretrained feature extractor can outperform full fine-tuning on limited 3 data.

# Experiment 1 Grad-CAM True: Ninetales, Pred: Arcanine

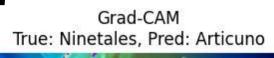


Original Image

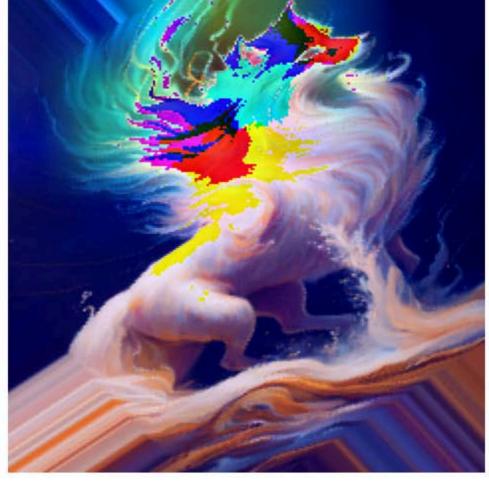


# Experiment 2

Original Image







# Experiment 1 ViT Attention True: Persian, Pred: Clefable





Experiment 2

ViT Attention True: Persian, Pred: Persian





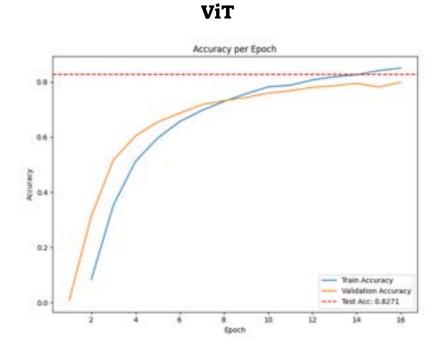
# **New Feature Extraction Pipeline with Fine-Tuned ResNet-18**

- Base Model: ResNet-18 with pretrained weights and a frozen deep head (backbone weights remained frozen during training)
- Backbone: All convolutional layers up to global pooling
- Custom Head Hook:
  - Captures activations after the 2nd ReLU in the deep FC head
  - Uses a forward hook to save intermediate features
- Output Features: Features collected at relu2 stage for each image
- Purpose: Leverage a fine-tuned classification model to extract task-specific, mid-level embeddings—providing richer, domain-adapted features for downstream tasks without retraining the full network.

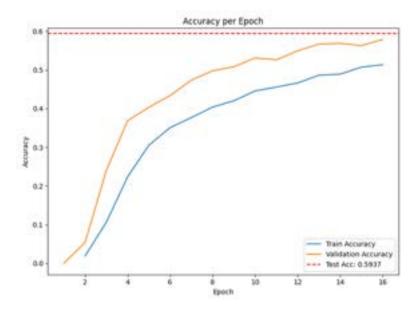
# Conclusion for experiment 2

Experiment 2 achieved superior performance in both loss and accuracy, and the tree-based models trained using its settings also outperformed the previous trial, highlighting the deeper significance of its approach.

Model	Accuracy exp1	Accuracy exp2	Num of parm
XGBoost	41.00%	57.00%	n_estimators=100, max_depth=10
	42.00%	57.00%	n_estimators=200, max_depth=16
	42.00%	58.00%	n_estimators=300, max_depth=24
Random Forest	25.00%	55.00%	n_estimators=100, max_depth=10
	36.00%	62.00%	n_estimators=200, max_depth=16
	43.00%	63.00%	n_estimators=300, max_depth=24
Extra Trees	31.00%	56.00%	n_estimators=100, max_depth=10
	43.00%	64.00%	n_estimators=200, max_depth=16
	46.00%	66.00%	n_estimators=300, max_depth=24



Resnet-18



# **Summary of model results**

Model	Test Accuracy	Num of parm
Basic CNN	0.66%	29.6M
Custom CNN Modern (Residual CNN)	11.89%	129M
ConvMixer Model	71.09%	700K
ResNet18 From Scratch	59.24%	11.3M
Vision Transformer (ViT) From Scratch	8.44%	85.9M
ResNet18 Fine-Tuned (experiment 1)	69.58%	11.3M
Pretrained ViT Staged Fine-Tune (experiment 1)	3.85%	85.9M
XGBoost on ResNet Features (experiment 1)	42.00%	n_estimators=200, max_depth=16
Random Forest on ResNet Features (experiment 1)	43.00%	n_estimators=300, max_depth=24
Extra Trees on ResNet Features (experiment 1)	46.00%	n_estimators=300, max_depth=24
ResNet18 Fine-Tuned with Frozen Deep Head (experiment 2)	59.37%	11.6M
Pretrained ViT Staged Fine-Tune (experiment 2)	82.71%	86.4M
XGBoost on Fine-Tuned ResNet Head Features (experiment 2)	58.00%	n_estimators=300 , max_depth=24
Random Forest on Fine-Tuned ResNet Head Features (experiment 2)	63.00%	n_estimators=300 , max_depth=24
Extra Trees on Fine-Tuned ResNet Head Features (experiment 2)	66.00%	n_estimators=300 , max_depth=24

#### **Summary**

This project benchmarked 15 models across 151 Pokémon classes. ConvMixer led experiment 1 with 71.09% accuracy using just 0.7 M parameters, closely followed by fine-tuned ResNet-18 (69.58%, 11.3 M parameters) and Extra Trees on its head features (66%). In experiment 2, a frozen-head ViT achieved 82.71% (86.4 M parameters), showing that powerful pretrained backbones combined with rich downstream heads can excel. Overall, modern convolutional hybrids offer the best efficiency—performance tradeoff, while tree-based classifiers on task-adapted embeddings provide strong, interpretable results with minimal retraining.

# Thank you!

# Questions?

