

# ML LAB 14

## CNN

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### INTRODUCTION

The objective of this lab was to design, implement, train, and evaluate a Convolutional Neural Network (CNN) using PyTorch to classify hand gesture images into three categories: rock, paper, and scissors. The dataset contains 2,188 images organized into class folders and was loaded using torchvision's ImageFolder utility. The goal was to build a model that generalizes well to unseen images and to report the architecture, training hyperparameters, and final performance.

### Model Architecture

The CNN model used in this lab consists of three convolutional layers followed by a fully connected classifier. The convolutional block begins with a Conv2d layer that takes 3 input channels and produces 16 feature maps using a 3×3 kernel with padding 1, followed by a ReLU activation and a 2×2 MaxPooling layer. This is followed by a second Conv2d layer with 32 output channels (3×3 kernel, padding 1), again followed by ReLU and MaxPooling. The third convolutional layer increases the depth to 64 channels, using the same 3×3 kernel and padding strategy, after which another MaxPooling operation reduces the spatial dimensions. Starting from a 128×128 input image, these three MaxPooling layers progressively downsample the feature map to 16×16, resulting in a flattened size of  $64 \times 16 \times 16 = 16,384$  features. The fully connected classifier then processes this flattened vector through a Linear layer with 256 hidden units, applies ReLU activation and dropout ( $p=0.3$ ) for regularization, and finally outputs predictions through a final Linear layer with 3 units corresponding to the classes rock, paper, and scissors.

### Mention key parameters like kernel size, number of channels, and the use of Max Pooling.

The CNN uses three convolutional layers, each with a 3×3 kernel size and padding = 1. The number of channels increases progressively across the layers: the first convolution maps the input from 3 to 16 channels, the second from 16 to 32 channels, and the third from 32 to 64 channels. After each convolution and ReLU activation, the model applies a 2×2 MaxPooling layer, which reduces the spatial resolution by half and helps extract the most important features while reducing computation.

## **Describe the fully-connected classifier.**

The fully-connected classifier begins by flattening the output of the final convolutional layer into a single feature vector of size 16,384. This is passed into a Linear layer with 256 neurons, followed by a ReLU activation to introduce non-linearity and a Dropout layer ( $p = 0.3$ ) to reduce overfitting. Finally, the classifier ends with a Linear layer with 3 output units, corresponding to the three classes: rock, paper, and scissors.

## **Training and Performance**

### **State the key hyperparameters used for training: optimizer, loss function, learning rate, and number of epochs.**

The model was trained using the Adam optimizer, with a learning rate of 0.001. The CrossEntropyLoss function was used as the loss criterion, and the network was trained for a total of 10 epochs

### **Report the final Test Accuracy your model achieved.**

The final test accuracy achieved by the model was 98.63%.

## **Conclusion and Analysis:**

### **Model Performance:**

The model performed very well, achieving a high test accuracy of **98.63%**, indicating that the CNN was able to learn and generalize the visual patterns in rock, paper, and scissors images effectively.

### **Challenges Faced:**

- The dataset is relatively small, so there was a risk of overfitting during training.
- Ensuring correct preprocessing and maintaining consistent transforms for both training and testing were important to avoid mismatch errors.

### **Possible Improvements:**

- **Add Data Augmentation:** Incorporating random flips, rotations, and color jitter could help the model become more robust and prevent overfitting.
- **Use Transfer Learning:** Using a pretrained model like ResNet18 or MobileNet and fine-tuning it on this dataset may further improve accuracy, especially for small datasets.

```
Epoch 1/10, Loss = 0.6753
Epoch 2/10, Loss = 0.1605
Epoch 3/10, Loss = 0.0760
Epoch 4/10, Loss = 0.0674
Epoch 5/10, Loss = 0.0311
Epoch 6/10, Loss = 0.0269
Epoch 7/10, Loss = 0.0136
Epoch 8/10, Loss = 0.0081
Epoch 9/10, Loss = 0.0173
Epoch 10/10, Loss = 0.0030
Training complete!
```

```
▶ model.eval() # Set the model to evaluation mode
correct = 0
total = 0

# TODO: Use torch.no_grad()
# We don't need to calculate gradients during evaluation
with torch.no_grad():
    for images, labels in test_loader:
        images, labels = images.to(device), labels.to(device)

        # TODO: Get model predictions
        # 1. Get the raw model outputs (logits)
        outputs = model(images)

        # 2. Get the predicted class (the one with the highest score)
        # Hint: use torch.max(outputs, 1)
        _, predicted = torch.max(outputs, 1)

        total += labels.size(0)
        correct += (predicted == labels).sum().item()

print(f"Test Accuracy: {100 * correct / total:.2f}%")
```

```
... Test Accuracy: 98.63%
```