

Expl 2:

Implement a Deep Convolutional GAN to  
Generate Complex Color Images

Dim:

To generate complex color images using Deep  
Convolutional Generative Adversarial Networks

Objectives

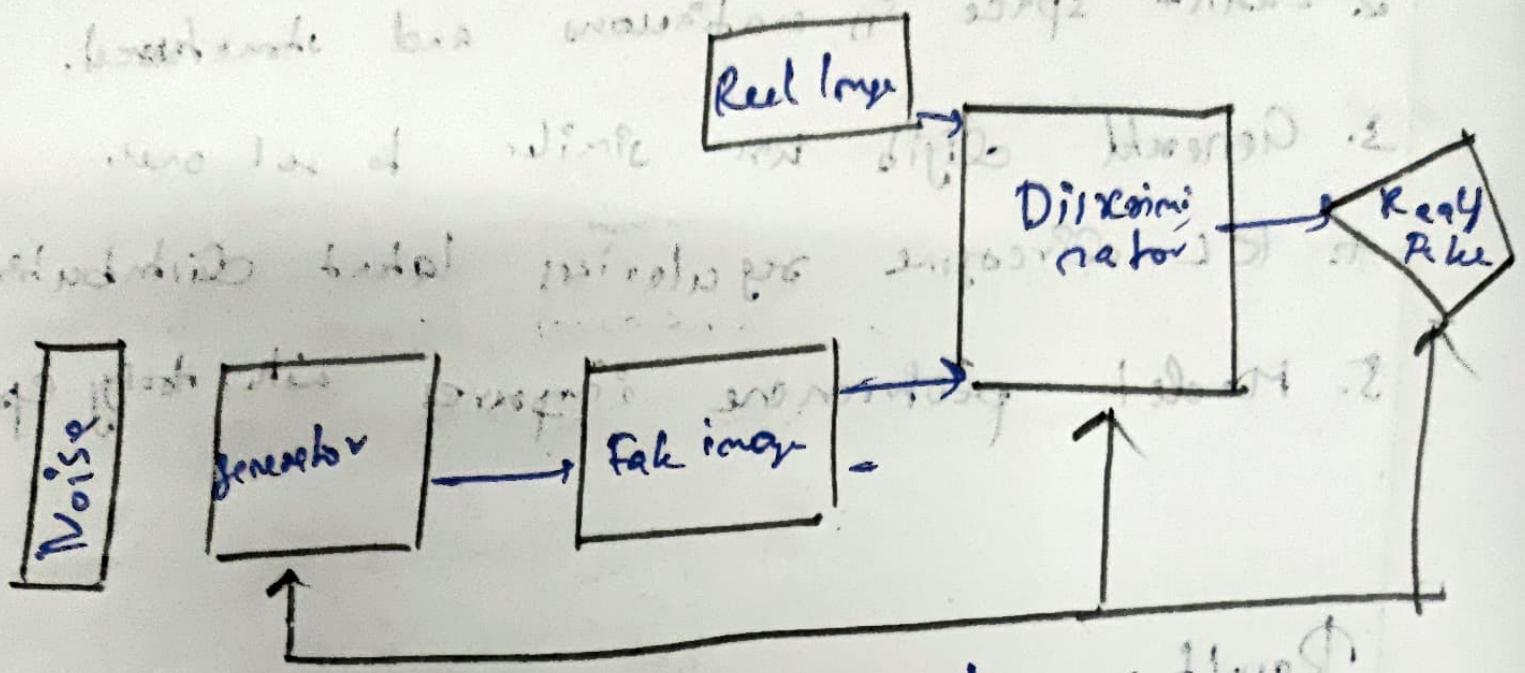
1. To understand GAN architecture and basic working
2. To design generator and discriminator networks
3. To train model adversarially on color image data.
4. To analyse converge behavior
5. To ~~generate~~ generate multiple ~~color~~ color images

Pseudocode:

1. Load and normalize dataset
2. Define generator using transposed convolution
3. Define discriminator with convolutional layer
4. Train both networks using adversarial loss.
5. Generate and visualize new image.

Observation

1. Generator and discriminator losses oscillate initially
2. Image quality improves gradually.



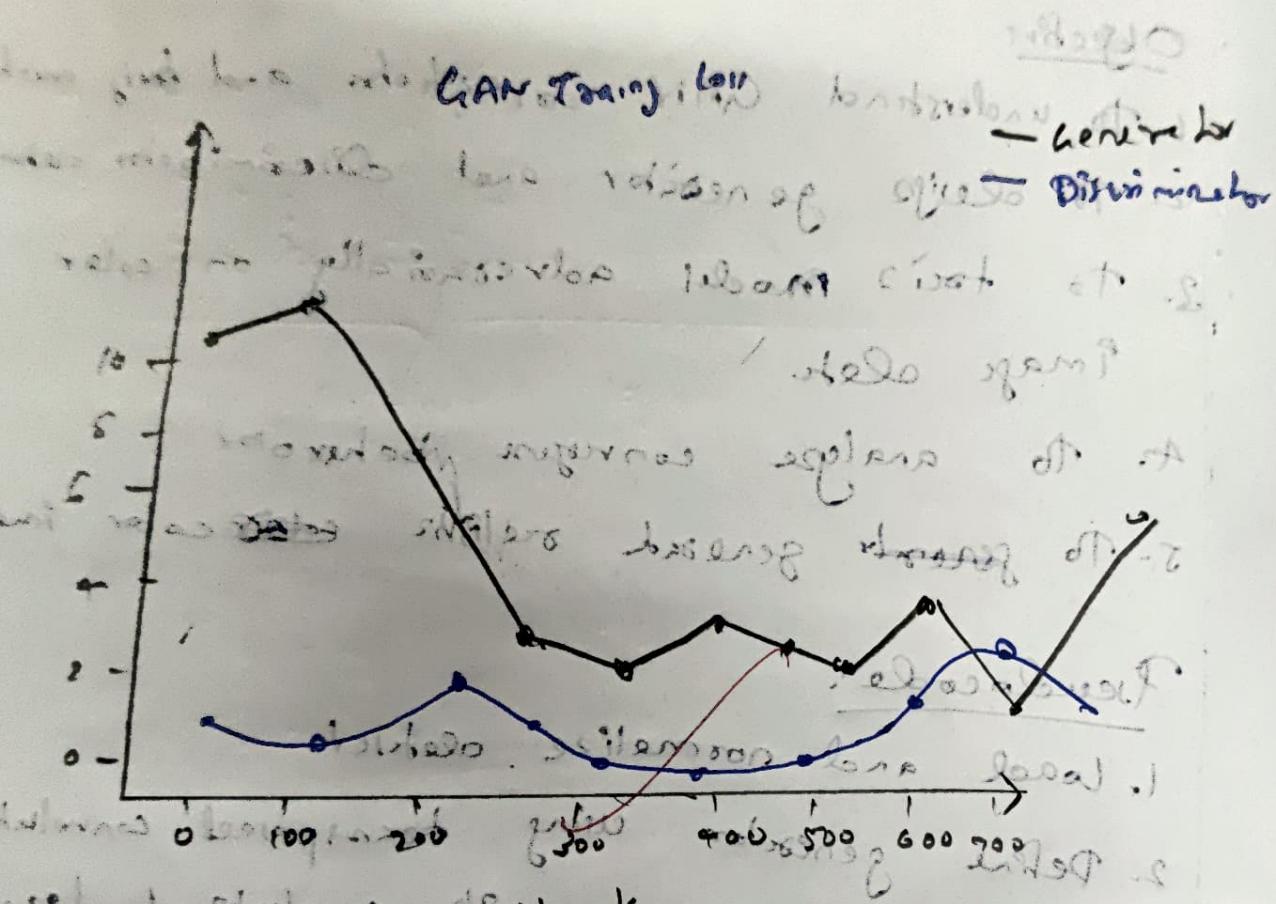
Back propagation

title sellers between windows 3AV  
most messages lost, various cases



| Epoch   | Learning Rate | Dilemma Loss |
|---------|---------------|--------------|
| 1 epoch | 4.85          | 6.90         |
| 10      | 2.40          | 1.10         |
| 20      | 1.60          | 1.25         |
| 40      | 1.20          | 1.30         |

get the right value during training of  
and it's function without backprop



Remember this situation Mod first of  
epoch was given to the second 2

modified

No (0) subminis to be removed

3. Generated samples resemble real images after several epochs
4. Proper learning rate ~~helps~~ helps stabilizes training
5. DCGAN effectively captures texture and other

### Result

DCGAN successfully generated visually appealing color images.

Training  
Minibatch size

ngf) Number of

~~Other~~

Exp 13.

## Understanding The Architecture of Pre-trained Model

### Aim:

To study and understand the layer-wise architecture of pre-trained CNN model such as VGG16 or ResNet.

### Objectives:

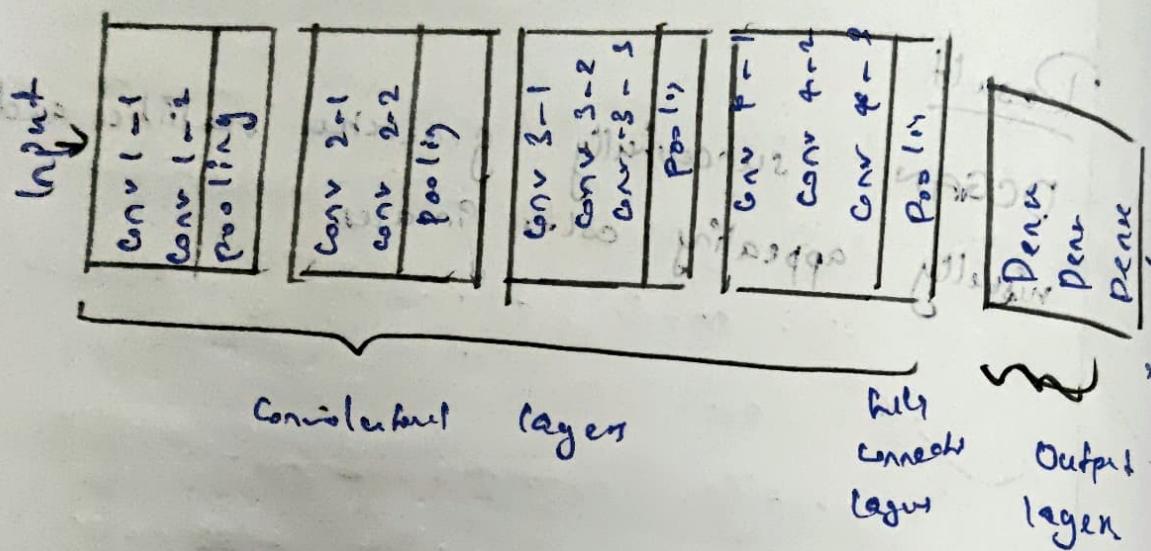
1. To load pre-trained CNN models
2. To analyze convolution, pooling and fully connected layers
3. To understand hierarchical feature extractors.
4. To explore model parameters and depth
5. To visualize feature maps.

### Procedure:

1. Import pre-trained model (e.g. VGG16) from Keras
2. Display model summary
3. Visualize initial and deep layer activation
4. Observe layer type and parameters
5. Interpret extracted features.

*Analys*

## VGAI6 Architektur



## Observation:

1. Early layers detect edges and textures
2. Deeper layers identify complex shapes.
3. Model parameters are pre-trained on large NLP datasets
4. CNN depth increases abstractness level
5. Model's layers can be reused for transfer learning.

## Result:

~~Succesfully understood~~

~~learning and architecture of pre-trained CNN models.~~

~~17x52~~

~~17x51 + vgg 16~~

~~17x51 + vgg 19~~

~~17x51 + vgg 19~~

~~17x51 + vgg 19~~

~~32x65 standard~~

~~32x65 + vgg 16~~

~~41x51~~

~~32x64 + vgg 16~~

| Layer Type  | Output Shape<br>(x,y,z) | Batch Size |
|-------------|-------------------------|------------|
| Conv 1D     | (214, 224, 64)          | 1792       |
| Max Pool 1D | (112, 112, 64)          | 0          |
| Conv 2D     | (112, 112, 128)         | 73876      |
| Flatten     | (25080)                 | 0          |
| Dense       | (4096)                  | 182164749  |

~~On the~~ ~~On the~~  
Black with brownish base at  
the base, hairy, hairless upper part.  
Hairs white, hairless below  
black above, hairless at  
the base, hairy, hairless upper part.  
Black with brownish base at  
the base, hairy, hairless upper part.

✓ (11281-3) ~~Thamnophis~~ ~~leucogaster~~ ~~leucogaster~~  
✓ (11281-3) ~~Thamnophis~~ ~~leucogaster~~ ~~leucogaster~~ ~~leucogaster~~