

Method 1:

- We can directly change the activation function from the main source code of the project.
- Let us check for the code where EfficientNetB2 is present.

```
def EfficientNetB2(
    include_top=True,
    weights="imagenet",
    input_tensor=None,
    input_shape=None,
    pooling=None,
    classes=1000,
    classifier_activation="softmax",
    **kwargs
):
    return EfficientNet(
        1.1,
        1.2,
        260,
        0.3,
        model_name="efficientnetb2",
        include_top=include_top,
        weights=weights,
        input_tensor=input_tensor,
        input_shape=input_shape,
        pooling=pooling,
        classes=classes,
        classifier_activation=classifier_activation,
        **kwargs
    )
```

(src: <https://github.com/keras-team/keras/tree/v2.10.0/keras/applications/efficientnet.py#L646-L674>)

- EfficientNetB0 to EfficientNetB7 have different number of sub-blocks and the number of sub-blocks increases as we move from B0 to B7.
- Let us check where the main architecture for the model is defined.

```
def EfficientNet(
    width_coefficient,
    depth_coefficient,
    default_size,
    dropout_rate=0.2,
    drop_connect_rate=0.2,
    depth_divisor=8,
    activation="swish",
    blocks_args="default",
    model_name="efficientnet",
    include_top=True,
    weights="imagenet",
    input_tensor=None,
    input_shape=None,
    pooling=None,
    classes=1000,
    classifier_activation="softmax",
):
    """Instantiates the EfficientNet architecture using given scaling coefficients.
```

- We can change the activation from “swish” to “relu” so that layers.activation points to tf.keras.activations.relu

```
x = layers.BatchNormalization(axis=bn_axis, name="top_bn")(x)
x = layers.Activation(activation, name="top_activation")(x)
```

- As we know from the architecture that each efficientnet model has different number of sub-blocks.
- If we dig deeper into the main “EfficientNet” method we can find a piece of code that builds those blocks and points to “block” method.

```
# Build blocks
blocks_args = copy.deepcopy(blocks_args)

b = 0
blocks = float(sum(round_repeats(args["repeats"]) for args in blocks_args))
for (i, args) in enumerate(blocks_args):
    assert args["repeats"] > 0
    # Update block input and output filters based on depth multiplier.
    args["filters_in"] = round_filters(args["filters_in"])
    args["filters_out"] = round_filters(args["filters_out"])

    for j in range(round_repeats(args.pop("repeats"))):
        # The first block needs to take care of stride and filter size
        # increase.
        if j > 0:
            args["strides"] = 1
            args["filters_in"] = args["filters_out"]
        x = block(
            x,
            activation,
            drop_connect_rate * b / blocks,
            name="block{}_{}_".format(i + 1, chr(j + 97)),
            **args
        )
        b += 1
```

- In the block method we can change the activation from swish to relu so that layers.activation points to tf.keras.activations.relu

```
def block(  
    inputs,  
    activation="swish",  
    drop_rate=0.0,  
    name="",  
    filters_in=32,  
    filters_out=16,  
    kernel_size=3,  
    strides=1,  
    expand_ratio=1,  
    se_ratio=0.0,  
    id_skip=True,  
):
```

- After making changes to the model, we can retrain with our desired changes.

- Instead of retraining the whole model we can get the pre-trained model, change the activation layers to relu and save the model.
- Let us load the pre-trained model

- Lastly we compile the model and save it.

