**Readme**

**Hello! Welcome to my project, for Prototyping Interact Sys - CS-6452-A! The way to run this project is on a system that has a NVIDIA GPU, or an account that has COLAB access.**

**Input Data:** [**https://drive.google.com/drive/folders/1w3r7iDViaXTM9rFqN4sij60u7mno-TKU?usp=sharing**](https://drive.google.com/drive/folders/1w3r7iDViaXTM9rFqN4sij60u7mno-TKU?usp=sharing)

**Settings:** [**https://drive.google.com/drive/folders/1-22W2dk5EQs\_fj5RKC9VBynY3DaNQ6hU?usp=sharing**](https://drive.google.com/drive/folders/1-22W2dk5EQs_fj5RKC9VBynY3DaNQ6hU?usp=sharing)

**Step 1: Import Dog\_Breed\_Classifications.ipynb and TorchtoTRT.ipynb to Google Colab**

**Step 2: Open Dog\_Breed\_Classifications.ipynb and Enable GPU runtime in Google Colab (Runtime -> Change Runtime -> GPU -> Save)**

**OPTIONAL (Run Dog\_Breed\_Classifications.ipynb)**

**Step 3: Models are presaved in the Inputs folder, add these folders to your Drive account (Add Shortcut to MyDrive)**

**Step 4: Run trtgui.py on local computer to get GUI and add settings**

**Step 5: Run all cells of TorchtoTRT.ipynb in Google Colab to see results at the end**