



### Abstract

- Using deep learning to study household animals' demeanor and body language, we can find out if they are sick or not and provide necessary help in time.
- In order to achieve this goal, we need to start with animal species classification.
- Develop and train the VGG models.
- Visualize the model outputs of the VGG models.

### Motivation

- Recently, animal detection for wildlife has been an area of great interest among biologists. Since there are many species, manually identifying them can be a daunting task.
- A deep learning algorithm that classifies animals based on their images can help monitor them more efficiently.
- A further possible application of this technology can be used to identify household animals' behaviors. Then provide necessary help and treatment in time.
- All these challenges necessitate an efficient algorithm for classification.

### Evaluation Sequence

My project starts from developing and training VGG models and then apply the visualization technique to gain insight of the models:

- Develop VGG-6 model from scratch
- Apply transfer learning to train VGG-16 model
- Visualize images from each convolution layers filters
- Visualize heatmaps of class activations

### Model Introduction

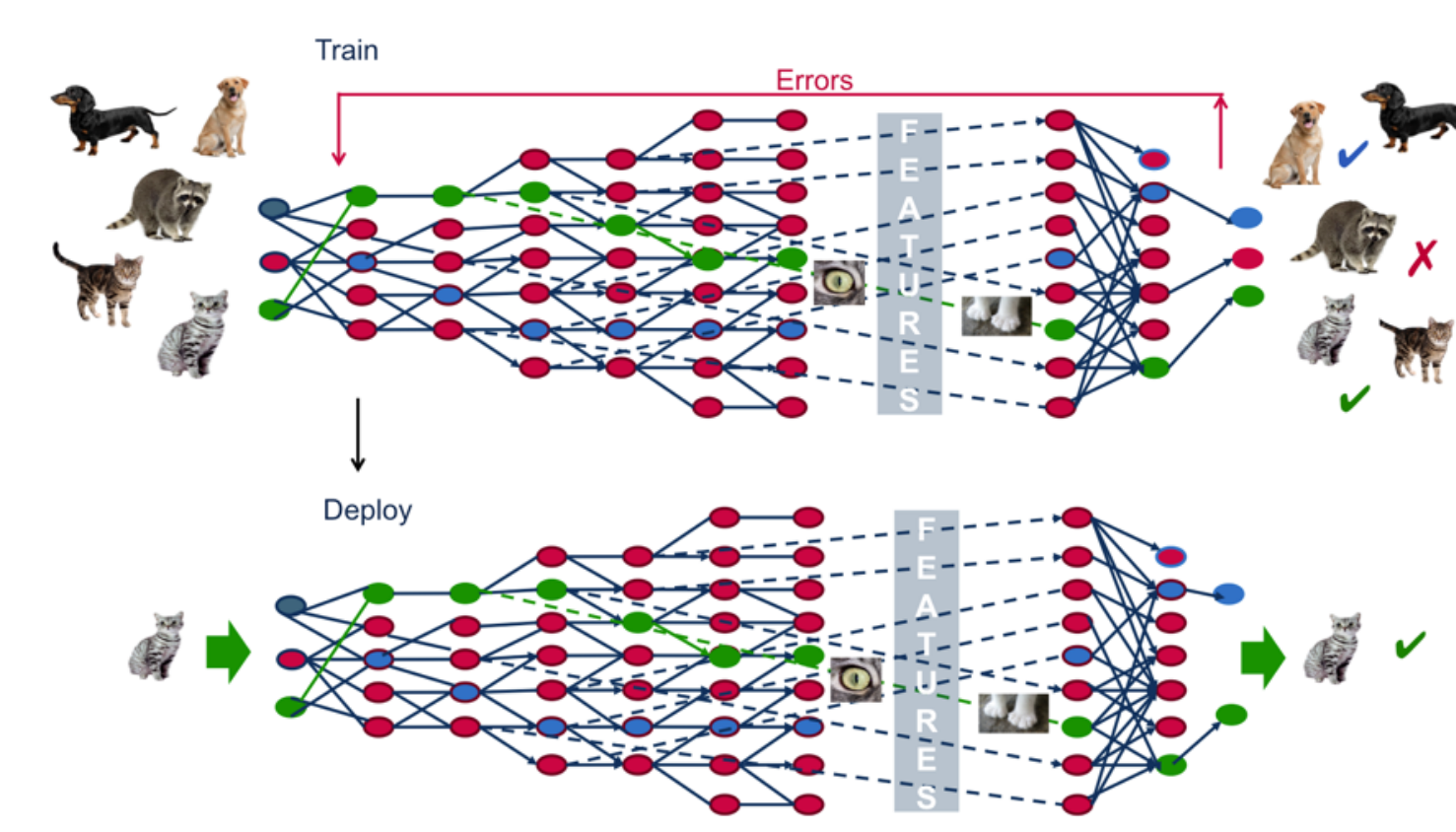


Figure 1: Animal Classification



Figure 2: Dogs vs Cats from Kaggle

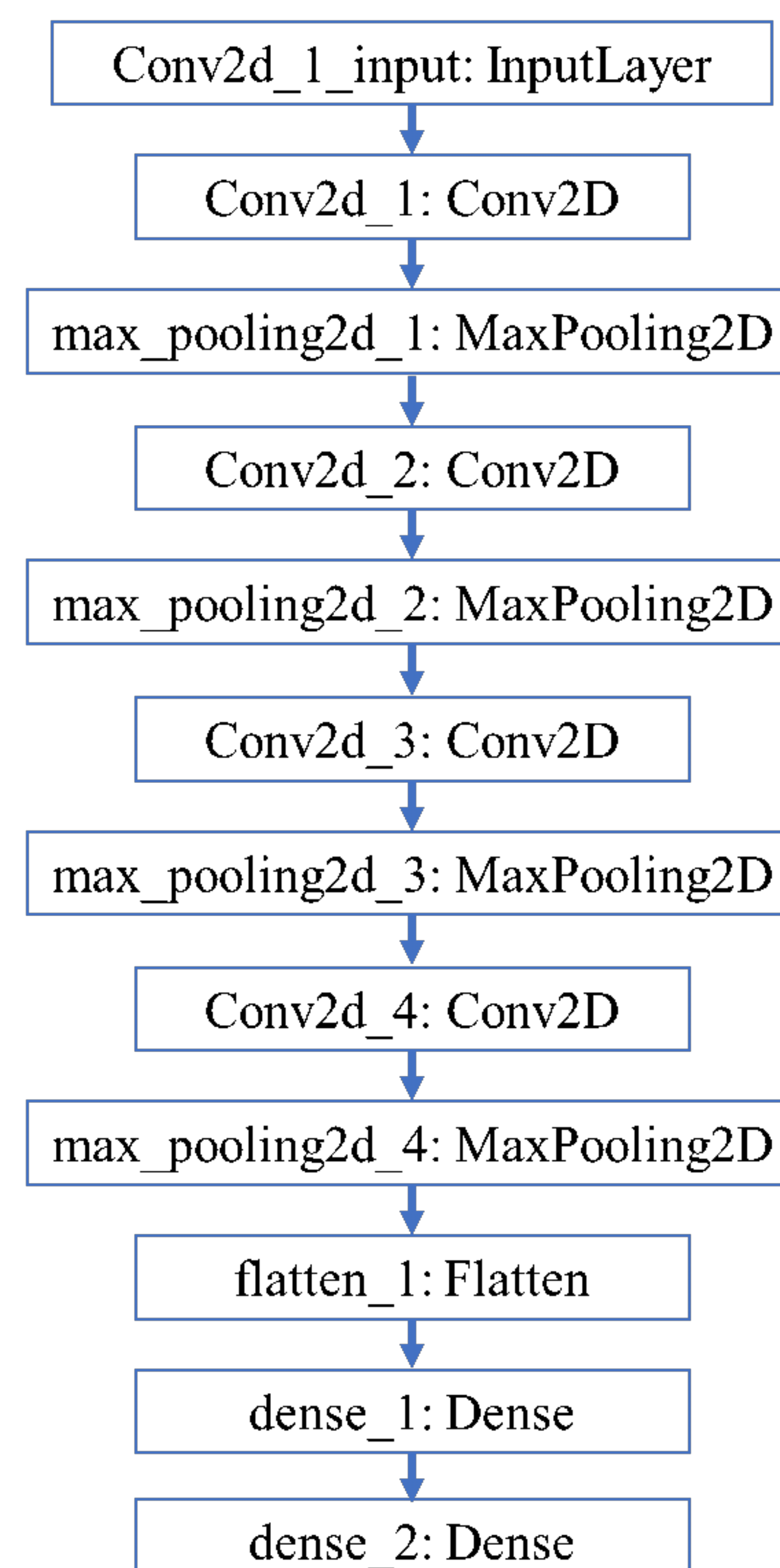


Figure 3: VGG-6 model

### Testing Result

#### Training (tra) vs Validation (val)

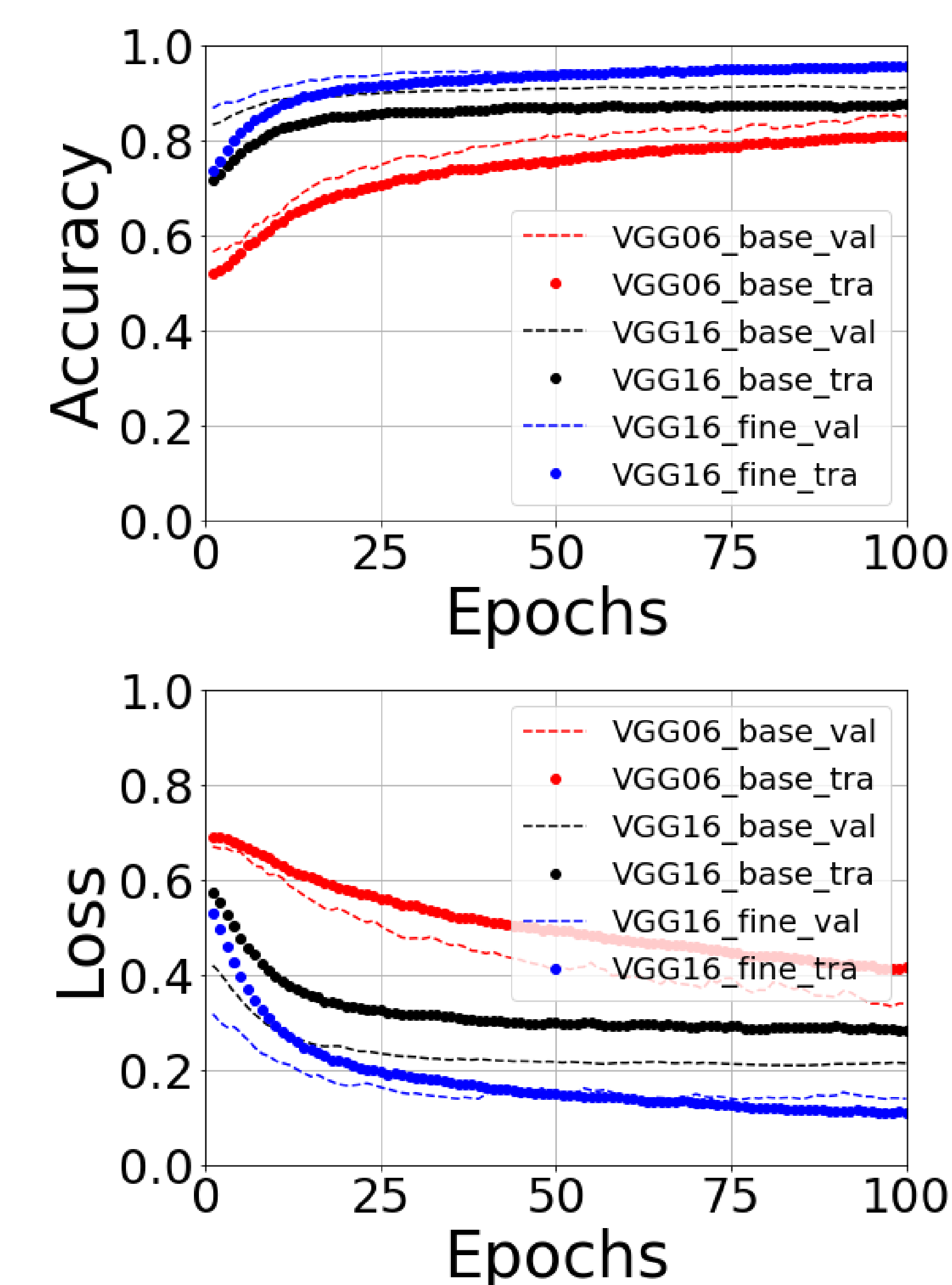


Figure 4: Accuracy and Loss

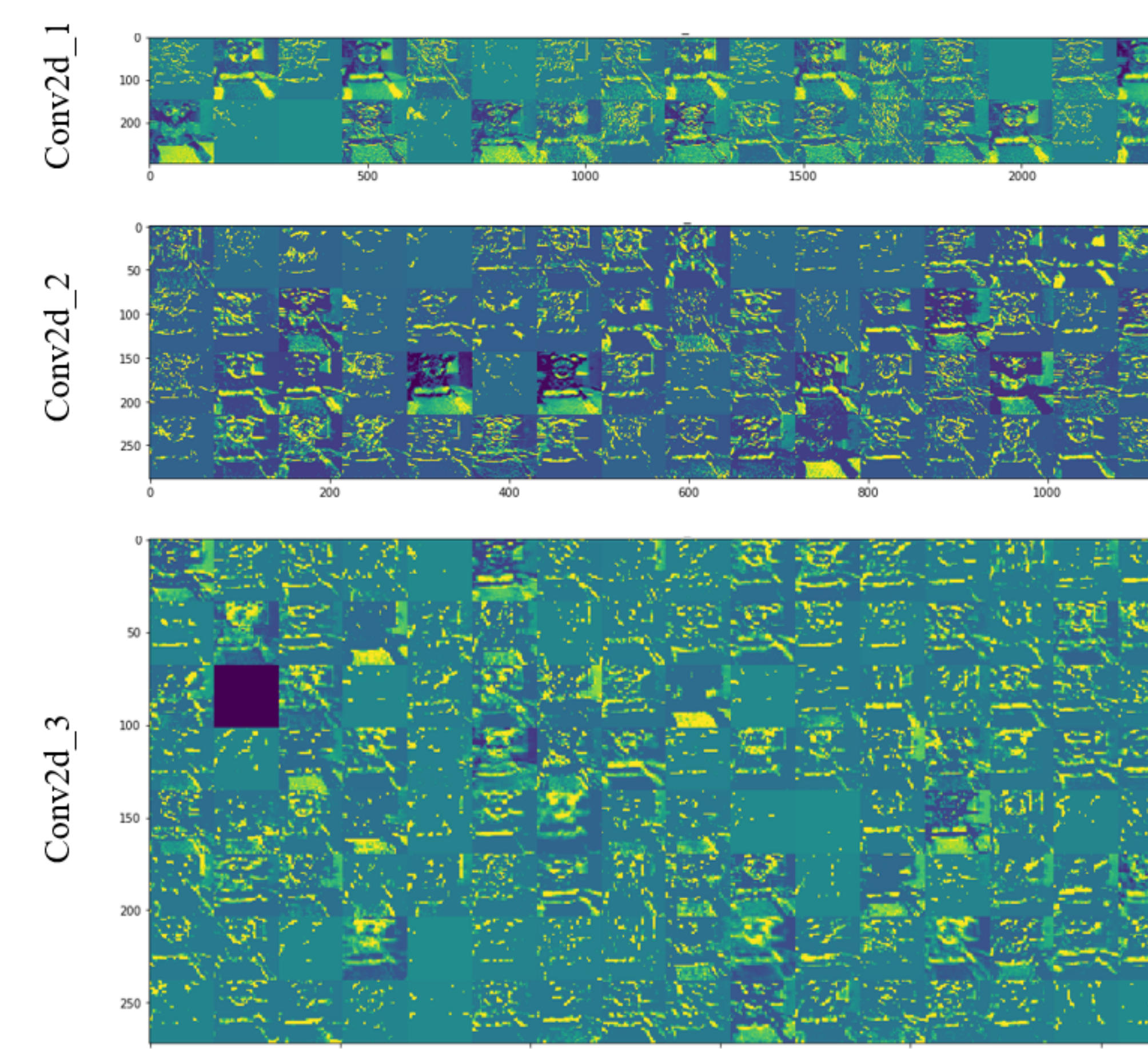


Figure 5: Visualizing Intermediate Layer Activations

### Testing Result

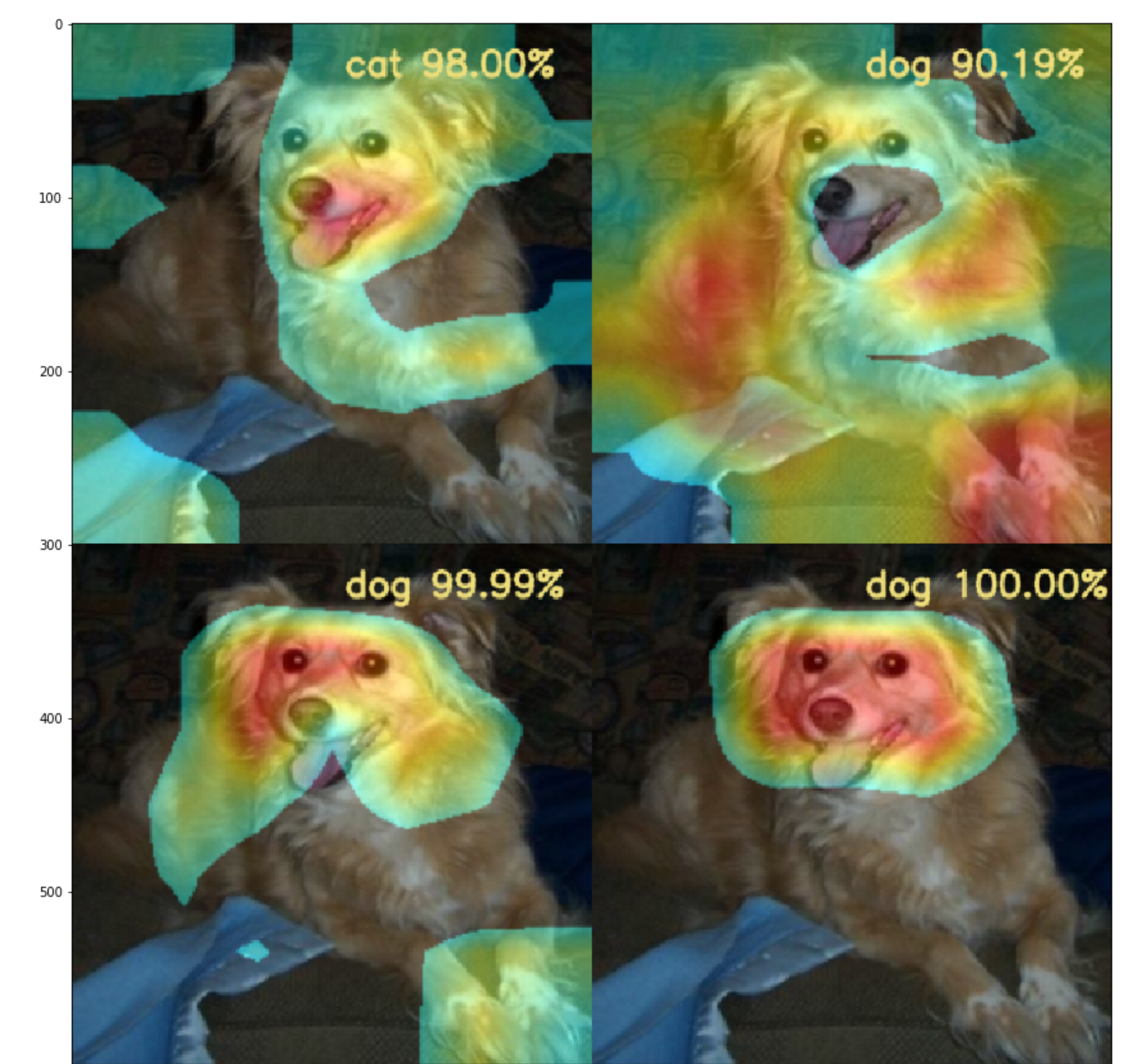


Figure 6: Visualizing Heatmaps (demo)

### Conclusion

- I trained the VGG models and got over 95% accuracy.
- Demonstrated two ways of visualization the model outputs

### Future Work

- Will keep collecting datasets for a month or a year in order to find the correlation between illnesses and animal behavior. Through the deep learning model, I will be able to predict the probability of a symptom for every animal picture or video.
- Moreover, different types of models can be employed to see, which one fits the needs the most. The project shouldn't be limited to VGG models.