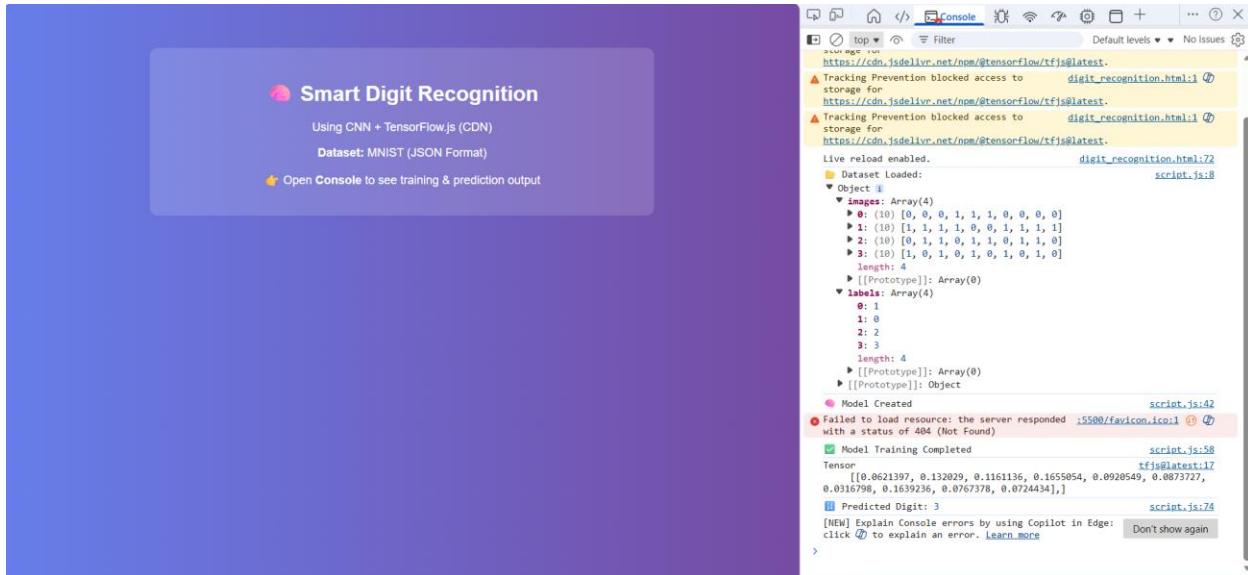


Practical-02



Live reload enabled.

[digit_recognition.html:72](#)

Dataset Loaded:

[script.js:8](#)

Object i

images: Array(4)

- ▶ 0: (10) [0, 0, 0, 1, 1, 1, 0, 0, 0, 0]
- ▶ 1: (10) [1, 1, 1, 1, 0, 0, 1, 1, 1, 1]
- ▶ 2: (10) [0, 1, 1, 0, 1, 1, 0, 1, 1, 0]
- ▶ 3: (10) [1, 0, 1, 0, 1, 0, 1, 0, 1, 0]

length: 4

▶ [[Prototype]]: Array(0)

labels: Array(4)

0: 1

1: 0

2: 2

3: 3

length: 4

▶ [[Prototype]]: Array(0)

▶ [[Prototype]]: Object

Model Created

[script.js:42](#)

Failed to load resource: the server responded [:5500/favicon.ico:1](#) with a status of 404 (Not Found)

Model Training Completed

[script.js:58](#)

Tensor

[tfjs@latest:17](#)

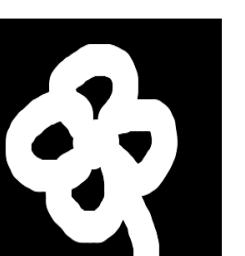
[[0.0621397, 0.132029, 0.1161136, 0.1655054, 0.0920549, 0.0873727, 0.0316798, 0.1639236, 0.0767378, 0.0724434],]

Predicted Digit: 3

[script.js:74](#)

ASSIGNMENT

MNIST Digit Recognition (Pre-trained CNN)



Clear Predict

Predicted digit: 1

Console

top Filter Default levels No Issues 1 hidden

- ⚠ Tracking Prevention blocked access to storage for [digit.html:1](https://cdn.jsdelivr.net/npm/@tensorflow/tfjs@4.18.0/dist/tf.min.js)
- ⚠ Tracking Prevention blocked access to storage for [digit.html:1](https://cdn.jsdelivr.net/npm/@tensorflow/tfjs@4.18.0/dist/tf.min.js)
- ⚠ Tracking Prevention blocked access to storage for [digit.html:1](https://cdn.jsdelivr.net/npm/@tensorflow/tfjs@4.18.0/dist/tf.min.js)
- ⚠ Tracking Prevention blocked access to storage for [digit.html:1](https://cdn.jsdelivr.net/npm/@tensorflow/tfjs@4.18.0/dist/tf.min.js)
- ⚠ Tracking Prevention blocked access to storage for [digit.html:1](https://cdn.jsdelivr.net/npm/@tensorflow/tfjs@4.18.0/dist/tf.min.js)
- ⚠ Loading model... [script.js:6](#)
- Live reload enabled. [digit.html:48](#)
- 🔴 Failed to load resource: the server responded <:5500/favicon.ico:1> with a status of 404 (Not Found) [script.js:48](#)
- Model loaded! [script.js:8](#)
- [NEW] Explain Console errors by using Copilot in Edge: click [?!](#) to explain an error. [Learn more](#) [Don't show again](#)
- ⚠ Canvas2D: Multiple readback operations using `getImageData` are faster with the `willReadFrequently` attribute set to true. See: <https://html.spec.whatwg.org/multipage/canvas.html#concept-canvas-will-read-frequently> [script.js:41](#)