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```
<html>
<head>
<script src="https://cdn.jsdelivr.net/npm/@tensorflow/tfjs@latest"> </script>
<script src="webcam.js"></script>
</head>
<body>
 <div>
   <div>
      <video autoplay playsinline muted id="wc" width="224" height="224"></video>
    </div>
  </div>
</body>
<script src="index.js"></script>
```

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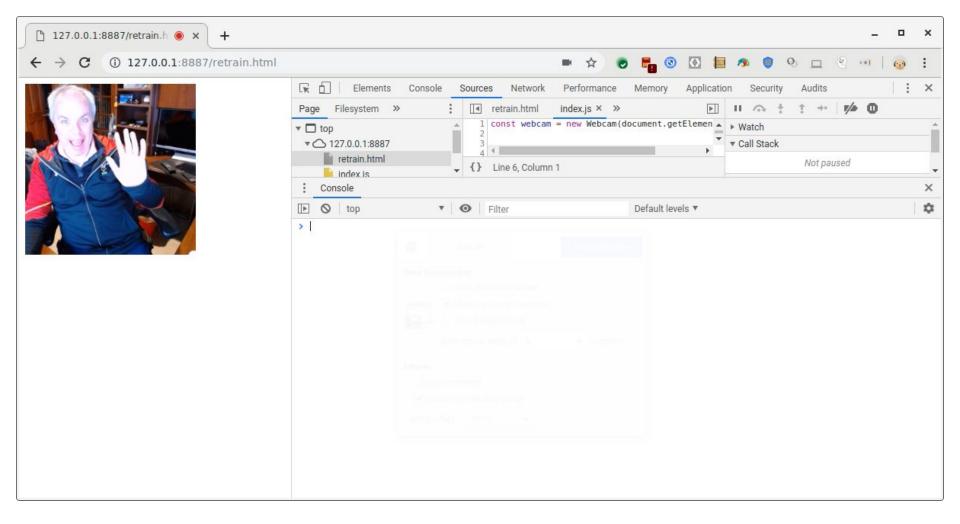
<script src="index.js"></script>

```
let mobilenet;
let model;
const webcam = new Webcam(document.getElementById('wc'));
async function init(){
    await webcam.setup();
}
```

init();

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let model;
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async function init(){
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let model;
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async function init(){
    await webcam.setup();
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init();
```



return tf.model({inputs: mobilenet.inputs, outputs: layer.output});

async function loadMobilenet() {

return tf.model({inputs: mobilenet.inputs, outputs: layer.output});

async function loadMobilenet() {

```
async function init(){
   await webcam.setup();
   mobilenet = await loadMobilenet();
   tf.tidy(() => mobilenet.predict(webcam.capture()));
}
```

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async function init(){
   await webcam.setup();
   mobilenet = await loadMobilenet();
   tf.tidy(() => mobilenet.predict(webcam.capture()));
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   await webcam.setup();
   mobilenet = await loadMobilenet();
   tf.tidy(() => mobilenet.predict(webcam.capture()));
}
```

```
async function train() {
  model = tf.sequential({
    layers: [
        tf.layers.flatten({inputShape: mobilenet.outputs[0].shape.slice(1)}),
        tf.layers.dense({ units: 100, activation: 'relu'}),
        tf.layers.dense({ units: 3, activation: 'softmax'})
        }
    });
}
```

```
async function train() {
  model = tf.sequential({
    layers: [
        tf.layers.flatten({inputShape: mobilenet.outputs[0].shape.slice(1)}),
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      tf.layers.dense({ units: 3, activation: 'softmax'})
    ]
  });
}
```

```
const embeddings = mobilenet.predict(img);
const predictions = model.predict(embeddings);
```

```
<button type="button" id="0" onclick="handleButton(this)" >Rock</button>
<button type="button" id="1" onclick="handleButton(this)" >Paper</button>
<button type="button" id="2" onclick="handleButton(this)" >Scissors</button>
<div id="rocksamples">Rock Samples:</div>
<div id="papersamples">Paper Samples:</div></div>
```

<div id="scissorssamples">Scissors Samples:</div>

```
<button type="button" id="0" onclick="handleButton(this)" >Rock</button>
<button type="button" id="1" onclick="handleButton(this)" >Paper</button>
<button type="button" id="2" onclick="handleButton(this)" >Scissors</button>
<div id="rocksamples">Rock Samples:</div>
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<div id="scissorssamples">Scissors Samples:</div></div>
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<button type="button" id="0" onclick="handleButton(this)" >Rock</button>
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<div id= rocksamples">Rock Samples:</div>
<div id= papersamples">Paper Samples:</div></div>
```

<div id='scissorssamples">Scissors Samples:</div>

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<button type="button" id="0" onclick="handleButton(this)" >Rock</button>
<button type="button" id="1" onclick="handleButton(this)" >Paper</button>
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<div id="rocksamples">Rock Samples:</div>
<div id="papersamples">Paper Samples:</div>
<div id="scissorssamples">Scissors Samples:</div>
<button type="button" id="train" onclick="doTraining()" >Train Network</button>
```

```
function handleButton(elem) {
  switch(elem.id){
    rockSamples++;
    document.getElementById("rocksamples").innerText = "Rock samples:" + rockSamples;
   break
    paperSamples++;
   document.getElementById("papersamples").innerText = "Paper samples:" + paperSamples;
   break
   scissorsSamples++;
    document.getElementById("scissorssamples").innerText = "Scissors samples:" + scissorsSamples;
   break
  label = parseInt(elem.id);
  const img = webcam.capture();
  dataset.addExample(mobilenet.predict(img), label);
```

```
function handleButton(elem){
 switch(elem.id){
   rockSamples++;
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   break
   paperSamples++;
   document.getElementById("papersamples").innerText = "Paper samples:" + paperSamples;
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 const img = webcam.capture();
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```

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function handleButton(elem) {
 switch(elem.id){
   rockSamples++;
    document.getElementById("rocksamples").innerText = "Rock samples:" + rockSamples;
   break
 case "1"
   paperSamples++;
   document.getElementById("papersamples").innerText = "Paper samples:" + paperSamples;
   break
   scissorsSamples++;
   document.getElementById("scissorssamples").innerText = "Scissors samples:" + scissorsSamples;
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 label = parseInt(elem.id);
  const img = webcam.capture();
 dataset.addExample(mobilenet.predict(img), label);
```

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  const img = webcam.capture();
  dataset.addExample(mobilenet.predict(img), label;
```

```
<script src="rps-dataset.js"></script>
```

```
const dataset = new RPSDataset();
```

```
class RPSDataset {
 constructor() {
   this.labels = []
 addExample(example, label) {
   if (this.xs == null) {
      this.xs = tf.keep(example);
      this.labels.push(label);
     else {
      const oldX = this xs;
      this.xs = tf.keep(oldX.concat(example, 0));
      this.labels.push(label);
      oldX.dispose();
 encodeLabels(numClasses) {
```

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```

```
async function train() {
  dataset.ys = null;
  dataset.encodeLabels(3);
 model = tf.sequential({
   layers: [
      tf.layers.flatten({inputShape: mobilenet.outputs[0].shape.slice(1)}),
      tf.layers.dense({ units: 100, activation: 'relu'}),
      tf.layers.dense({ units: 3, activation: 'softmax'})
  const optimizer = tf.train.adam(0.0001);
 model.compile({optimizer: optimizer, loss: 'categoricalCrossentropy'});
 <u>let</u> loss = 0;
 model.fit(dataset.xs, dataset.ys, {
    epochs: 10,
   callbacks: {
      onBatchEnd: async (batch, logs) => {
       loss = logs.loss.toFixed(5);
        console.log('LOSS: ' + loss);
```

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       loss = logs.loss.toFixed(5);
        console.log('LOSS: ' + loss);
```

Rock Paper Scissors Rock samples:52	Console
Paper samples:54	▶ ♦ top ▼
Scissors samples:52	LOSS: 1.24871
Train Network	LOSS: 0.57720
	LOSS: 0.52655
	LOSS: 0.14616
	LOSS: 0.05492
	LOSS: 0.03492
	LOSS: 0.01491
	LOSS: 0.07644
	LOSS: 0.02663
	LOSS: 0.10685
	LOSS: 0.00310
	LOSS: 0.00543
	LOSS: 0.00194
	LOSS: 0.00046
	LOSS: 0.00146
	LOSS: 0.00068
	LOSS: 0.00054
	LOSS: 0.00106
	L0SS: 0.00029
	LOSS: 0.00068
	LOSS: 0.00042
	LOSS: 0.00080
	LOSS: 0.00071
	LOSS: 0.00036
	LOSS: 0.00043
	LOSS: 0.00049
	LOSS: 0.00018
	LOSS: 0.00081
	LOSS: 0.00035
	LOSS: 0.00017
	LOSS: 0.00034
	LOSS: 0.00041
	LOSS: 0.00024
	LOSS: 0,00023
	LOSS: 0.00010
	LOSS: 0.00006
	LOSS: 0.00015
	LOSS: 0.00037
	LOSS: 0.00009
	LOSS: 0.00014
	LOSS: 0.00008
	LOSS: 0.00017
	LOSS: 0.00011
	LOSS: 0.00010
	LOSS: 0.00007
	LOSS: 0.00009
	LOSS: 0.00006
	② LOSS: 0.00004
	LOSS: 0.00012

```
<div id="dummy">Once training is complete, click 'Start Predicting' to see
predictions, and 'Stop Predicting' to end</div>
```

<button type="button" id="startPredicting" onclick="startPredicting()" >
 Start Predicting/button>

```
<button type="button" id="stopPredicting" onclick="stopPredicting()" >
    Stop Predicting/button>
```

<div id="prediction"></div>

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<div id="dummy">Once training is complete, click 'Start Predicting' to see
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<button type="button" id="startPredicting" onclick="startPredicting()" >
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```

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<button type="button" id="stopPredicting" onclick="stopPredicting()" >
    Stop Predicting/button>
```

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 Stop Predicting/button>

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<button type="button" id="startPredicting" onclick="startPredicting()" >
    Start Predicting/button>
```

```
<button type="button" id="stopPredicting" onclick="stopPredicting()" >
    Stop Predicting/button>
```

```
<div id="prediction"></div>
```

```
function startPredicting(){
    isPredicting = true;
    predict();
}
```

```
function startPredicting(){
    isPredicting = true;
    predict();
}
```

```
function startPredicting(){
    isPredicting = true;
    predict();
}
```

```
function stopPredicting(){
    isPredicting = false;
    predict();
}
```

```
function stopPredicting(){
    isPredicting = false;
    predict();
}
```

```
async function predict() {
 while (isPredicting) {
    // Do stuff
    predictedClass.dispose();
    await tf.nextFrame();
```

```
while (isPredicting) {
    // Step 2: Evaluate Prediction and Update UI
```

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while (isPredicting) {
    // Step 2: Evaluate Prediction and Update UI
```

```
while (isPredicting) {
    // Step 2: Evaluate Prediction and Update UI
```

```
while (isPredicting) {
           2: Evaluate Prediction and Update UI
```

```
while (isPredicting) {
    // Step 2: Evaluate Prediction and Update UI
```

```
const predictedClass = tf.tidy(() => {
  const img = webcam.capture();
  const activation = mobilenet.predict(img);
  const predictions = model.predict(activation);
  return predictions.as1D().argMax();
});
```

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  const predictions = model.predict(activation);
  return predictions.as1D().argMax();
});
```

```
case 0:
      predictionText = "I see Rock";
      break:
   case 1:
      predictionText = "I see Paper";
      break:
   case 2:
      predictionText = "I see Scissors";
       break:
document.getElementById("prediction").innerText = predictionText;
```

const classId = (await predictedClass.data())[0];

var predictionText = "";

switch(classId){

```
const classId = (await predictedClass.data())
var predictionText = "";
switch(classId){
   case 0:
      predictionText = "I see Rock";
      break:
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document.getElementById("prediction").innerText = predictionText;
```

```
predictedClass.dispose();
await tf.nextFrame();
```