Weekly Progress 4

Final Project

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Project Name: Artificial “Detelligence”

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This week we mainly focused on the application website. We solved the huge problem on importing the CNN model we encountered last week, and the next step were extracting the player’s hand scratch from the canvas and predicting on it. What we need are saving the hand scratch and getting an array of pixels from it. Then we shrink the size of that image to (1,28,28,1), so that it can fit the model. Finally, we use the imported model to predict the hand scratch.

The following is an example of predicting. We draw a hand and the predicted result on the console is also hand.

电脑萤幕的截图

描述已自动生成

Now the problem is that the accuracy is not as high as we directly predict in the JupyterNotebook. Thus, we plan to change our model by training ten labels that are easy to draw and are greatly different with each other.