

José Sebastián De los Santos Hernández.

Código de Machine learning.

El código usa la aplicación web Teachable Machine, nos ayuda a crear un modelo que reconozca imágenes por medio de la cámara, en este caso mi inteligencia artificial está centrada en el reconocimiento de billetes de 20, 50 y 100. Dentro del modelo podemos agarrar un billete de 20 ponerlo frente a la cámara y lo reconocerá gracias a las muestras (imágenes) que se agregaron para el código.

Link de Teachable Machine.

<https://teachablemachine.withgoogle.com/models/R7WelzLLX/>

Código de Teachable Machine Image Model.

```
<div>Teachable Machine Image Model</div>

<button type="button" onclick="init()">Start</button>

<div id="webcam-container"></div>

<div id="label-container"></div>

<script src="https://cdn.jsdelivr.net/npm/@tensorflow/tfjs@1.3.1/dist/tf.min.js"></script>

<script
src="https://cdn.jsdelivr.net/npm/@teachablemachine/image@0.8/dist/teachablemachine-
image.min.js"></script>

<script type="text/javascript">

  // More API functions here:

  // https://github.com/googlecreativelab/teachablemachine-
community/tree/master/libraries/image

  // the link to your model provided by Teachable Machine export panel
  const URL = "/my_model/";

  let model, webcam, labelContainer, maxPredictions;

  // Load the image model and setup the webcam
  async function init() {

    const modelURL = URL + "model.json";

    const metadataURL = URL + "metadata.json";
```

```
// load the model and metadata

// Refer to tmlImage.loadFromFiles() in the API to support files from a file picker
// or files from your local hard drive

// Note: the pose library adds "tmlImage" object to your window (window.tmlImage)
model = await tmlImage.load(modelURL, metadataURL);
maxPredictions = model.getTotalClasses();


// Convenience function to setup a webcam
const flip = true; // whether to flip the webcam
webcam = new tmlImage.Webcam(200, 200, flip); // width, height, flip
await webcam.setup(); // request access to the webcam
await webcam.play();
window.requestAnimationFrame(loop);


// append elements to the DOM
document.getElementById("webcam-container").appendChild(webcam.canvas);
labelContainer = document.getElementById("label-container");
for (let i = 0; i < maxPredictions; i++) { // and class labels
  labelContainer.appendChild(document.createElement("div"));
}
}

async function loop() {
  webcam.update(); // update the webcam frame
  await predict();
  window.requestAnimationFrame(loop);
}
```

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```
// run the webcam image through the image model
async function predict() {
  // predict can take in an image, video or canvas html element
  const prediction = await model.predict(webcam.canvas);
  for (let i = 0; i < maxPredictions; i++) {
    const classPrediction =
      prediction[i].className + ": " + prediction[i].probability.toFixed(2);
    labelContainer.childNodes[i].innerHTML = classPrediction;
  }
}
</script>
```