## Numbers

December 12, 2023

## 1 Model:

```
[1]: import numpy as np
     import matplotlib.pyplot as plt
     from keras.utils import to_categorical
     from keras.models import Sequential
     from keras.layers import Conv2D, MaxPooling2D, Flatten, Dense, Dropout
     from keras.callbacks import EarlyStopping, ModelCheckpoint
     from keras.datasets import mnist
     (X_train, y_train), (X_test, y_test) = mnist.load_data()
     print(X_train.shape, y_train.shape , X_test.shape , y_test.shape)
     # Assuming y_train is integer labels
     y_train_one_hot = to_categorical(y_train, num_classes=10)
     # Reshape the input data to include the channel dimension
     X_train = X_train.reshape((X_train.shape[0], X_train.shape[1], X_train.
      ⇒shape[2], 1))
     # Define the model
     model = Sequential()
     # Add layers to the model
     model.add(Conv2D(32, kernel_size=(3, 3), input_shape=(28, 28, 1),
      ⇔activation='relu'))
     model.add(MaxPooling2D((2, 2)))
     model.add(Conv2D(64, kernel_size=(3, 3), activation='relu'))
     model.add(MaxPooling2D((2, 2)))
     model.add(Flatten())
    model.add(Dropout(0.25))
     # Adjust the number of units in the output layer based on your classification
      \hookrightarrow task
```

WARNING:tensorflow:From C:\Users\tejus\AppData\Roaming\Python\Python311\site-packages\keras\src\losses.py:2976: The name tf.losses.sparse\_softmax\_cross\_entropy is deprecated. Please use tf.compat.v1.losses.sparse\_softmax\_cross\_entropy instead.

(60000, 28, 28) (60000,) (10000, 28, 28) (10000,)
WARNING:tensorflow:From C:\Users\tejus\AppData\Roaming\Python\Python311\sitepackages\keras\src\backend.py:873: The name tf.get\_default\_graph is deprecated.
Please use tf.compat.v1.get\_default\_graph instead.

WARNING:tensorflow:From C:\Users\tejus\AppData\Roaming\Python\Python311\site-packages\keras\src\layers\pooling\max\_pooling2d.py:161: The name tf.nn.max\_pool is deprecated. Please use tf.nn.max\_pool2d instead.

WARNING:tensorflow:From C:\Users\tejus\AppData\Roaming\Python\Python311\site-packages\keras\src\optimizers\\_\_init\_\_.py:309: The name tf.train.Optimizer is deprecated. Please use tf.compat.v1.train.Optimizer instead.

## Epoch 1/50

WARNING:tensorflow:From C:\Users\tejus\AppData\Roaming\Python\Python311\site-packages\keras\src\utils\tf\_utils.py:492: The name tf.ragged.RaggedTensorValue is deprecated. Please use tf.compat.v1.ragged.RaggedTensorValue instead.

WARNING:tensorflow:From C:\Users\tejus\AppData\Roaming\Python\Python311\site-packages\keras\src\engine\base\_layer\_utils.py:384: The name tf.executing\_eagerly\_outside\_functions is deprecated. Please use tf.compat.v1.executing\_eagerly\_outside\_functions instead.

```
accuracy: 0.9650 - val_loss: 0.0784 - val_accuracy: 0.9766
Epoch 3/50
accuracy: 0.9727 - val_loss: 0.0903 - val_accuracy: 0.9752
Epoch 4/50
accuracy: 0.9749 - val_loss: 0.0578 - val_accuracy: 0.9822
Epoch 5/50
accuracy: 0.9776 - val_loss: 0.0632 - val_accuracy: 0.9815
Epoch 6/50
accuracy: 0.9788 - val_loss: 0.0624 - val_accuracy: 0.9813
Epoch 7/50
1313/1313 [============== ] - 10s 7ms/step - loss: 0.0619 -
accuracy: 0.9811 - val_loss: 0.0561 - val_accuracy: 0.9833
Epoch 8/50
accuracy: 0.9826 - val_loss: 0.0566 - val_accuracy: 0.9857
Epoch 9/50
accuracy: 0.9835 - val_loss: 0.0668 - val_accuracy: 0.9823
Epoch 10/50
accuracy: 0.9850 - val_loss: 0.0603 - val_accuracy: 0.9842
Epoch 11/50
accuracy: 0.9855 - val_loss: 0.0603 - val_accuracy: 0.9843
Epoch 12/50
accuracy: 0.9869 - val_loss: 0.0671 - val_accuracy: 0.9841
Epoch 13/50
accuracy: 0.9873 - val_loss: 0.0695 - val_accuracy: 0.9823
Epoch 14/50
1313/1313 [============== ] - 10s 7ms/step - loss: 0.0403 -
accuracy: 0.9874 - val loss: 0.0712 - val accuracy: 0.9844
Epoch 15/50
accuracy: 0.9875 - val_loss: 0.0609 - val_accuracy: 0.9864
Epoch 16/50
accuracy: 0.9889 - val_loss: 0.0690 - val_accuracy: 0.9867
Epoch 17/50
accuracy: 0.9895 - val_loss: 0.0742 - val_accuracy: 0.9846
Epoch 18/50
```

```
accuracy: 0.9894 - val_loss: 0.0877 - val_accuracy: 0.9863
Epoch 19/50
accuracy: 0.9905 - val_loss: 0.0733 - val_accuracy: 0.9870
Epoch 20/50
accuracy: 0.9903 - val_loss: 0.0686 - val_accuracy: 0.9861
Epoch 21/50
accuracy: 0.9908 - val_loss: 0.0898 - val_accuracy: 0.9851
Epoch 22/50
accuracy: 0.9898 - val_loss: 0.0912 - val_accuracy: 0.9852
Epoch 23/50
accuracy: 0.9911 - val_loss: 0.0741 - val_accuracy: 0.9864
Epoch 24/50
accuracy: 0.9909 - val_loss: 0.0890 - val_accuracy: 0.9841
Epoch 25/50
accuracy: 0.9898 - val_loss: 0.0876 - val_accuracy: 0.9861
Epoch 26/50
accuracy: 0.9922 - val_loss: 0.0905 - val_accuracy: 0.9866
Epoch 27/50
accuracy: 0.9920 - val_loss: 0.0880 - val_accuracy: 0.9867
accuracy: 0.9924 - val_loss: 0.1112 - val_accuracy: 0.9848
Epoch 29/50
accuracy: 0.9912 - val_loss: 0.1096 - val_accuracy: 0.9854
Epoch 30/50
1313/1313 [============== ] - 10s 7ms/step - loss: 0.0368 -
accuracy: 0.9919 - val loss: 0.0933 - val accuracy: 0.9886
Epoch 31/50
accuracy: 0.9917 - val_loss: 0.1294 - val_accuracy: 0.9857
Epoch 32/50
accuracy: 0.9928 - val_loss: 0.1031 - val_accuracy: 0.9872
Epoch 33/50
accuracy: 0.9928 - val_loss: 0.1234 - val_accuracy: 0.9867
Epoch 34/50
```

```
accuracy: 0.9918 - val_loss: 0.1101 - val_accuracy: 0.9861
Epoch 35/50
accuracy: 0.9927 - val_loss: 0.1284 - val_accuracy: 0.9849
Epoch 36/50
accuracy: 0.9930 - val_loss: 0.1383 - val_accuracy: 0.9851
Epoch 37/50
accuracy: 0.9923 - val_loss: 0.1168 - val_accuracy: 0.9854
Epoch 38/50
accuracy: 0.9926 - val_loss: 0.1247 - val_accuracy: 0.9861
Epoch 39/50
accuracy: 0.9932 - val_loss: 0.1267 - val_accuracy: 0.9867
Epoch 40/50
1313/1313 [============= ] - 10s 7ms/step - loss: 0.0356 -
accuracy: 0.9937 - val_loss: 0.1160 - val_accuracy: 0.9874
Epoch 41/50
1313/1313 [============== ] - 10s 7ms/step - loss: 0.0401 -
accuracy: 0.9929 - val_loss: 0.1575 - val_accuracy: 0.9866
Epoch 42/50
accuracy: 0.9921 - val_loss: 0.1235 - val_accuracy: 0.9874
Epoch 43/50
accuracy: 0.9931 - val_loss: 0.1574 - val_accuracy: 0.9864
accuracy: 0.9934 - val_loss: 0.1369 - val_accuracy: 0.9866
Epoch 45/50
accuracy: 0.9934 - val_loss: 0.1558 - val_accuracy: 0.9854
Epoch 46/50
accuracy: 0.9940 - val loss: 0.1405 - val accuracy: 0.9878
Epoch 47/50
accuracy: 0.9937 - val_loss: 0.1702 - val_accuracy: 0.9872
Epoch 48/50
accuracy: 0.9938 - val_loss: 0.1542 - val_accuracy: 0.9868
Epoch 49/50
accuracy: 0.9937 - val_loss: 0.1770 - val_accuracy: 0.9867
Epoch 50/50
```

```
accuracy: 0.9948 - val_loss: 0.1356 - val_accuracy: 0.9876
[2]: # Train the model with callbacks
   history = model.fit(X_train, y_train_one_hot, epochs=50, validation_split=0.3,__
    ⇔callbacks=[es, mc])
  Epoch 1/50
  0.9948
  Epoch 1: val_accuracy improved from -inf to 0.98539, saving model to model.h5
  accuracy: 0.9949 - val_loss: 0.2018 - val_accuracy: 0.9854
  Epoch 2/50
    25/1313 [...] - ETA: 8s - loss: 0.0177 - accuracy:
  0.9962
  C:\Users\tejus\AppData\Roaming\Python\Python311\site-
  packages\keras\src\engine\training.py:3103: UserWarning: You are saving your
  model as an HDF5 file via `model.save()`. This file format is considered legacy.
  We recommend using instead the native Keras format, e.g.
   `model.save('my model.keras')`.
    saving_api.save_model(
  0.9931
  Epoch 2: val accuracy improved from 0.98539 to 0.98683, saving model to model.h5
  1313/1313 [============== ] - 10s 7ms/step - loss: 0.0488 -
  accuracy: 0.9931 - val_loss: 0.1695 - val_accuracy: 0.9868
  0.9941
  Epoch 3: val_accuracy improved from 0.98683 to 0.98883, saving model to model.h5
  accuracy: 0.9941 - val_loss: 0.1483 - val_accuracy: 0.9888
  Epoch 4/50
  0.9945
  Epoch 4: val_accuracy did not improve from 0.98883
  accuracy: 0.9945 - val_loss: 0.1386 - val_accuracy: 0.9885
  Epoch 5/50
  0.9946Restoring model weights from the end of the best epoch: 1.
  Epoch 5: val_accuracy did not improve from 0.98883
  accuracy: 0.9946 - val_loss: 0.1857 - val_accuracy: 0.9842
  Epoch 5: early stopping
```

## 2 Application:

```
[3]: import pygame
     import sys
     import numpy as np
     from tensorflow.keras.models import load_model
     import cv2
     # Press "N" to clear screen
     WINDOWSIZEX = 640
     WINDOWSIZEY = 480
     WHITE = (255, 255, 255)
     BLACK = (0, 0, 0)
     RED = (255, 0, 0)
     MODEL = load_model("model.h5")
     LABELS = {0: "Zero", 1: "One",
               2: "Two", 3: "Three",
               4: "Four", 5: "Five",
               6: "Six", 7: "Seven",
               8: "Eight", 9: "Nine"}
     pygame.init()
     FONT = pygame.font.Font("freesansbold.ttf", 18)
     DISPLAYSURF = pygame.display.set_mode((WINDOWSIZEX, WINDOWSIZEY))
     pygame.display.set_caption("Digit Board")
     iswriting = False
     image_cnt = 1
     BOUNDARYINC = 5
     PREDICT = True
     IMAGESAVE = False
     number_xcord = []
     number_ycord = []
     rect_min_x, rect_min_y, rect_max_x, rect_max_y = 0, 0, 0, 0 # Initialize_
     →rectangle coordinates
     while True:
         for event in pygame.event.get():
             if event.type == pygame.QUIT:
                 pygame.quit()
                 sys.exit()
```

```
if event.type == pygame.MOUSEMOTION and iswriting:
          xcord, ycord = event.pos
          pygame.draw.circle(DISPLAYSURF, WHITE, (xcord, ycord), 4, 0)
          number_xcord.append(xcord)
          number_ycord.append(ycord)
      if event.type == pygame.MOUSEBUTTONDOWN:
           iswriting = True
      if event.type == pygame.MOUSEBUTTONUP:
           iswriting = False
          if number xcord and number ycord:
              rect_min_x, rect_max_x = min(number_xcord) - BOUNDARYINC,__
→max(number_xcord) + BOUNDARYINC
              rect_min_y, rect_max_y = min(number_ycord) - BOUNDARYINC,_
→max(number_ycord) + BOUNDARYINC
              number_xcord = []
              number_ycord = []
              image_arr = np.array(pygame.PixelArray(DISPLAYSURF))[rect_min_x:
→rect_max_x, rect_min_y:rect_max_y].T.astype(np.float32)
              if IMAGESAVE:
                  cv2.imwrite(f"image_{image_cnt}.png", image_arr)
                  image cnt += 1
              if PREDICT:
                  image = cv2.resize(image_arr, (28, 28))
                  image = np.pad(image, ((10, 10), (10, 10)), 'constant', __
image = cv2.resize(image, (28, 28)) / 255.0
                  label = str(LABELS[np.argmax(MODEL.predict(image.reshape(1,__
→28, 28, 1)))])
                  text_surface = FONT.render(label, True, RED, WHITE)
                  text_rect_obj = text_surface.get_rect()
                  text_rect_obj.left, text_rect_obj.bottom = rect_max_x + 5,__
→rect_min_y
                  DISPLAYSURF.blit(text_surface, text_rect_obj)
              # Draw a rectangular box around the written number
              pygame.draw.rect(DISPLAYSURF, RED, (rect_min_x, rect_min_y,__
→rect_max_x - rect_min_x, rect_max_y - rect_min_y), 2)
```

```
if event.type == pygame.KEYDOWN:
               if event.unicode == 'n':
                  DISPLAYSURF.fill(BLACK)
       pygame.display.update()
   pygame 2.5.2 (SDL 2.28.3, Python 3.11.5)
   Hello from the pygame community. https://www.pygame.org/contribute.html
   1/1 [======] - Os 62ms/step
   1/1 [======] - Os 17ms/step
   1/1 [=======] - 0s 16ms/step
   1/1 [======= ] - Os 16ms/step
     An exception has occurred, use %tb to see the full traceback.
     SystemExit
   C:\Users\tejus\AppData\Roaming\Python\Python311\site-
   packages\IPython\core\interactiveshell.py:3558: UserWarning: To exit: use
    'exit', 'quit', or Ctrl-D.
     warn("To exit: use 'exit', 'quit', or Ctrl-D.", stacklevel=1)
[]:
```