```
In [4]: from tensorflow.keras.preprocessing.image import load_img
        from tensorflow.keras.preprocessing.image import img_to_array
        from keras.applications.vgg16 import preprocess input
        from keras.applications.vgg16 import decode predictions
        from keras.applications.vgg16 import VGG16
        image = load_img('C:/Users/Windows 10/Pictures/download.jpg', target_size=(224, 224
        image = img_to_array(image)
        image = image.reshape((1, image.shape[0], image.shape[1], image.shape[2]))
        image = preprocess input(image)
        model = VGG16()
        yhat = model.predict(image)
        label = decode_predictions(yhat)
        label = label[0][0]
        print('%s (%.2f%%)' % (label[1], label[2]*100))
       1/1 [======] - 1s 1s/step
       golden retriever (85.27%)
In [5]: image = load_img('C:/Users/Windows 10/Pictures/download2.jpg', target_size=(224, 22
        image = img to array(image)
        image = image.reshape((1, image.shape[0], image.shape[1], image.shape[2]))
        image = preprocess_input(image)
        model = VGG16()
        yhat = model.predict(image)
        label = decode predictions(yhat)
        label = label[0][0]
        print('%s (%.2f%%)' % (label[1], label[2]*100))
       WARNING:tensorflow:5 out of the last 5 calls to <function Model.make_predict_functio
       n.<locals>.predict_function at 0x000001BFC0250CAO> triggered tf.function retracing.
       Tracing is expensive and the excessive number of tracings could be due to (1) creati
       ng @tf.function repeatedly in a loop, (2) passing tensors with different shapes, (3)
       passing Python objects instead of tensors. For (1), please define your @tf.function
       outside of the loop. For (2), @tf.function has reduce_retracing=True option that can
       avoid unnecessary retracing. For (3), please refer to https://www.tensorflow.org/gui
       de/function#controlling_retracing and https://www.tensorflow.org/api_docs/python/tf/
       function for more details.
       1/1 [======= ] - 1s 949ms/step
       castle (31.92%)
In [6]: image = load_img('C:/Users/Windows 10/Pictures/download1.jpg', target_size=(224, 22
        image = img_to_array(image)
        image = image.reshape((1, image.shape[0], image.shape[1], image.shape[2]))
```

```
image = preprocess_input(image)

model = VGG16()

yhat = model.predict(image)

label = decode_predictions(yhat)

label = label[0][0]

print('%s (%.2f%%)' % (label[1], label[2]*100))
```

WARNING:tensorflow:6 out of the last 6 calls to <function Model.make_predict_function n.<locals>.predict_function at 0x000001BFC0251A20> triggered tf.function retracing. Tracing is expensive and the excessive number of tracings could be due to (1) creating @tf.function repeatedly in a loop, (2) passing tensors with different shapes, (3) passing Python objects instead of tensors. For (1), please define your @tf.function outside of the loop. For (2), @tf.function has reduce_retracing=True option that can avoid unnecessary retracing. For (3), please refer to https://www.tensorflow.org/guide/function#controlling_retracing and https://www.tensorflow.org/api_docs/python/tf/function for more details.

```
1/1 [======] - 1s 1s/step valley (45.85%)
```

In []: