

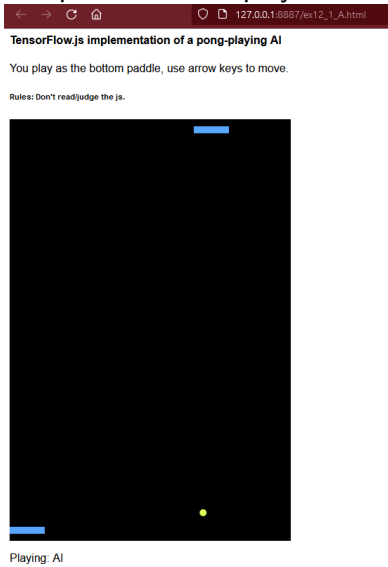
物聯網實務第十三周作業

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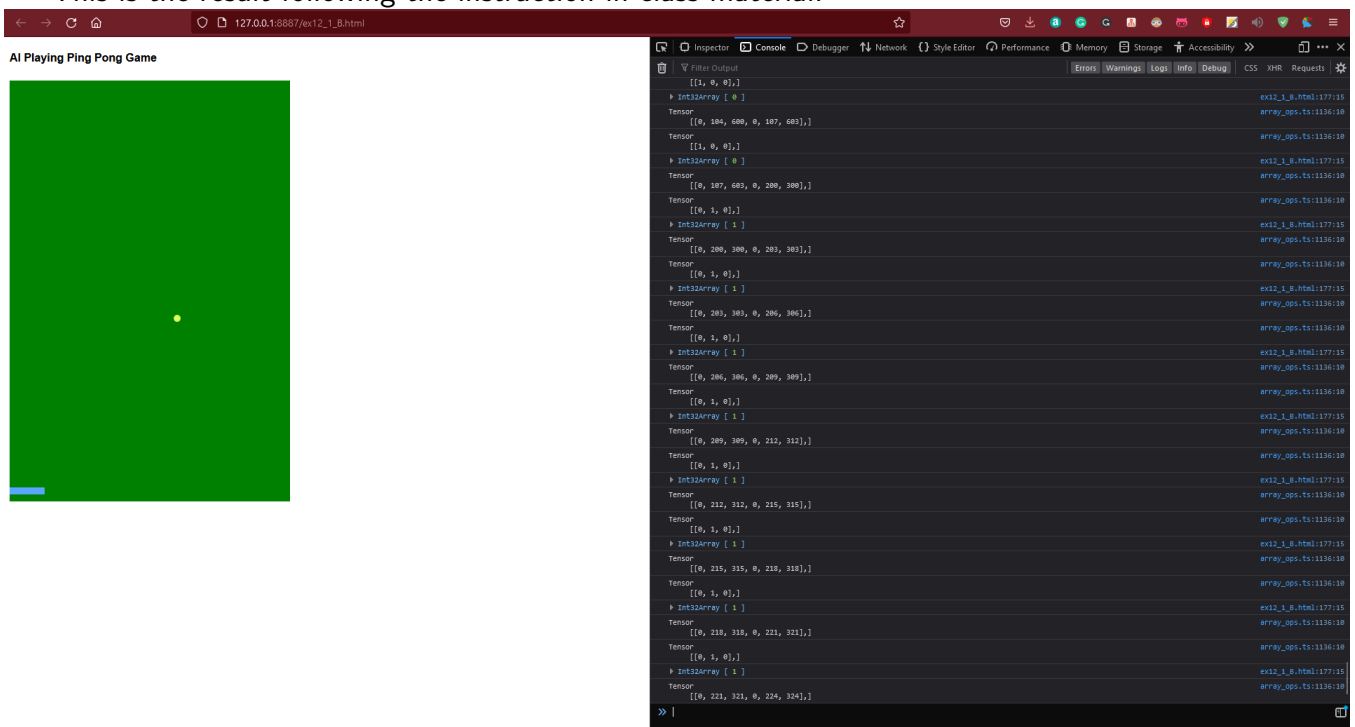
December 7, 2022

Exercise 12-1 Train model in python.

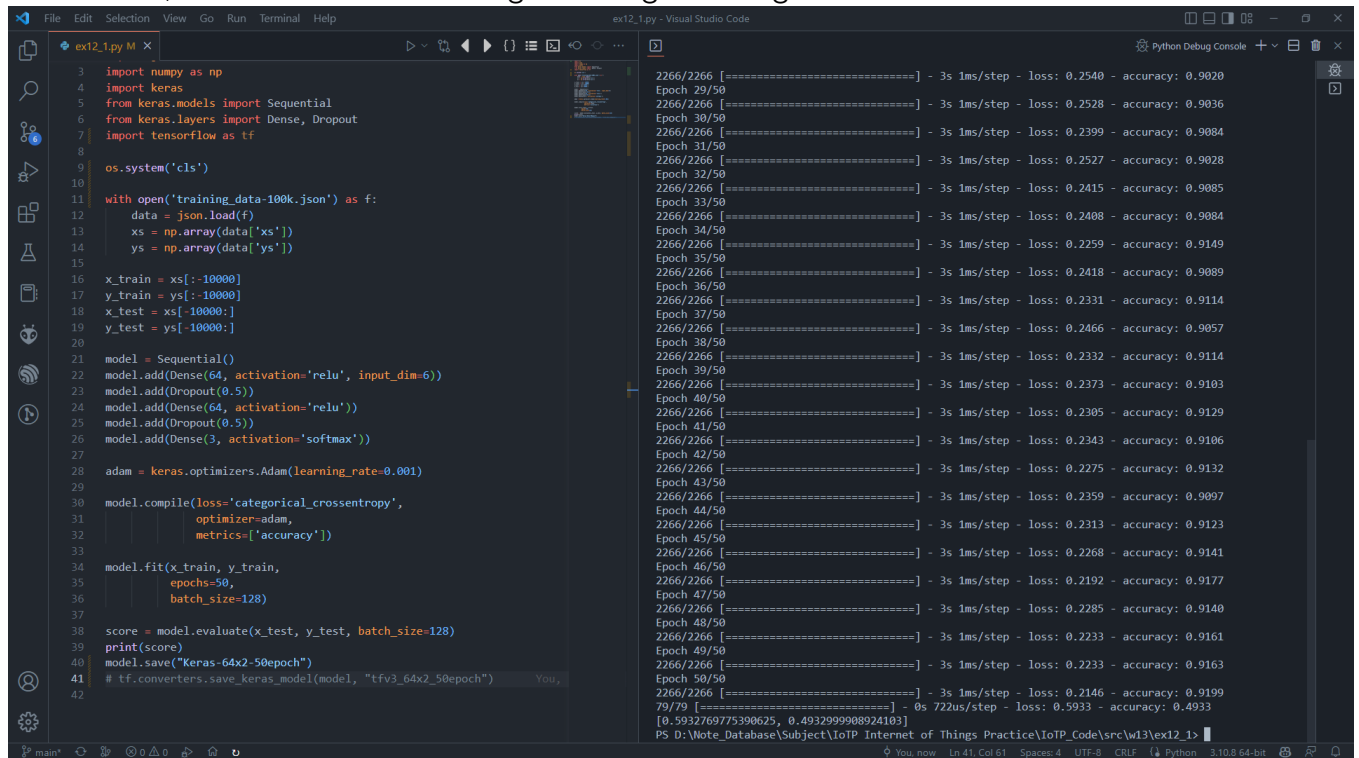
This is the result following the instruction of <https://pythonprogramming.net/loading-keras-model-to-javascript/>. According to the JavaScript file provided on the website, it loads a pre-trained model and uses it to compete with the player.



This is the result following the instruction in class material.



It is also possible to train with a local machine with "tensorflow" instead of "tensorflowjs." Using this method, we can utilize a much larger training set and get a decent result.



```
3 import numpy as np
4 import keras
5 from keras.models import Sequential
6 from keras.layers import Dense, Dropout
7 import tensorflow as tf
8
9 os.system('cls')
10
11 with open('training_data-100k.json') as f:
12     data = json.load(f)
13     xs = np.array(data['xs'])
14     ys = np.array(data['ys'])
15
16 x_train = xs[:10000]
17 y_train = ys[:10000]
18 x_test = xs[10000:]
19 y_test = ys[10000:]
20
21 model = Sequential()
22 model.add(Dense(64, activation='relu', input_dim=6))
23 model.add(Dropout(0.5))
24 model.add(Dense(64, activation='relu'))
25 model.add(Dropout(0.5))
26 model.add(Dense(3, activation='softmax'))
27
28 adam = keras.optimizers.Adam(learning_rate=0.001)
29
30 model.compile(loss='categorical_crossentropy',
31               optimizer=adam,
32               metrics=['accuracy'])
33
34 model.fit(x_train, y_train,
35          epochs=50,
36          batch_size=128)
37
38 score = model.evaluate(x_test, y_test, batch_size=128)
39 print(score)
40 model.save("Keras-64x2-50epoch")
41 # tf.converters.save_keras_model(model, "tfv3_64x2_50epoch")
42
```

Python Debug Console output:

```
2266/2266 [=====] - 3s 1ms/step - loss: 0.2540 - accuracy: 0.9020
Epoch 29/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2528 - accuracy: 0.9036
Epoch 30/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2399 - accuracy: 0.9084
Epoch 31/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2527 - accuracy: 0.9028
Epoch 32/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2415 - accuracy: 0.9085
Epoch 33/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2408 - accuracy: 0.9084
Epoch 34/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2259 - accuracy: 0.9149
Epoch 35/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2418 - accuracy: 0.9089
Epoch 36/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2331 - accuracy: 0.9114
Epoch 37/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2466 - accuracy: 0.9057
Epoch 38/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2332 - accuracy: 0.9114
Epoch 39/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2373 - accuracy: 0.9103
Epoch 40/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2305 - accuracy: 0.9129
Epoch 41/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2343 - accuracy: 0.9106
Epoch 42/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2275 - accuracy: 0.9132
Epoch 43/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2359 - accuracy: 0.9097
Epoch 44/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2313 - accuracy: 0.9123
Epoch 45/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2268 - accuracy: 0.9141
Epoch 46/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2192 - accuracy: 0.9177
Epoch 47/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2285 - accuracy: 0.9140
Epoch 48/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2233 - accuracy: 0.9161
Epoch 49/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2233 - accuracy: 0.9163
Epoch 50/50
2266/2266 [=====] - 3s 1ms/step - loss: 0.2146 - accuracy: 0.9199
79/79 [=====] - 0s 722us/step - loss: 0.5933 - accuracy: 0.4933
[0.5932769775390625, 0.4932999908924103]
PS D:\Note_Database\Subject\IoT\Internet of Things Practice\IoT_Code\src\w13\ex12_1>
```

Exercise 12-2 Pong clone in JavaScript.

I uploaded the details about how this code runs at https://github.com/belongtothenight/IoTP_Code/blob/main/src/w12/ex11_7.md. Basically, it utilizes the data player created and trains new models according to it in real-time.

