How to use Tensorflow on the browser

Webapp that uses tensorflow to learn with your help how to play: Rock, paper, scissor.

- Boilerplate for a web app.

For this part I have used [sapper](#), this framework lets you set up a local web server which at some point you can easily export into a static web app (Javascript, HTML and CSS).

- User interface.

The interface shows the options: rock, paper, scissor. Then the user will tell the app which option wins. The user will be presented with the three possible matches:

- Rock vs Paper
- Paper vs Scissor.
- Scissor vs Rock

- Model

For this part I'm using tensorflow, which lets you define a model based on "inputs" and "outputs".

The input is an array simulating the matches.

Rock vs Paper	[1 1 0]
Paper vs Scissor	[0 1 1]
Scissor vs Rock	[1 0 1]

The output is an array with a one for the winner option.

Rock wins	[1 0 0]
Paper wins	[0 1 0]
Scissor wins	[0 0 1]

- Predictions

Once the model is defined, then it is just a matter of making the method "predict" to make a prediction passing, in this case a match.