

# ESC 12 Project (Neuron)

2024-05-23 15:49

Status: #seed

Link: [Deep learning](#)

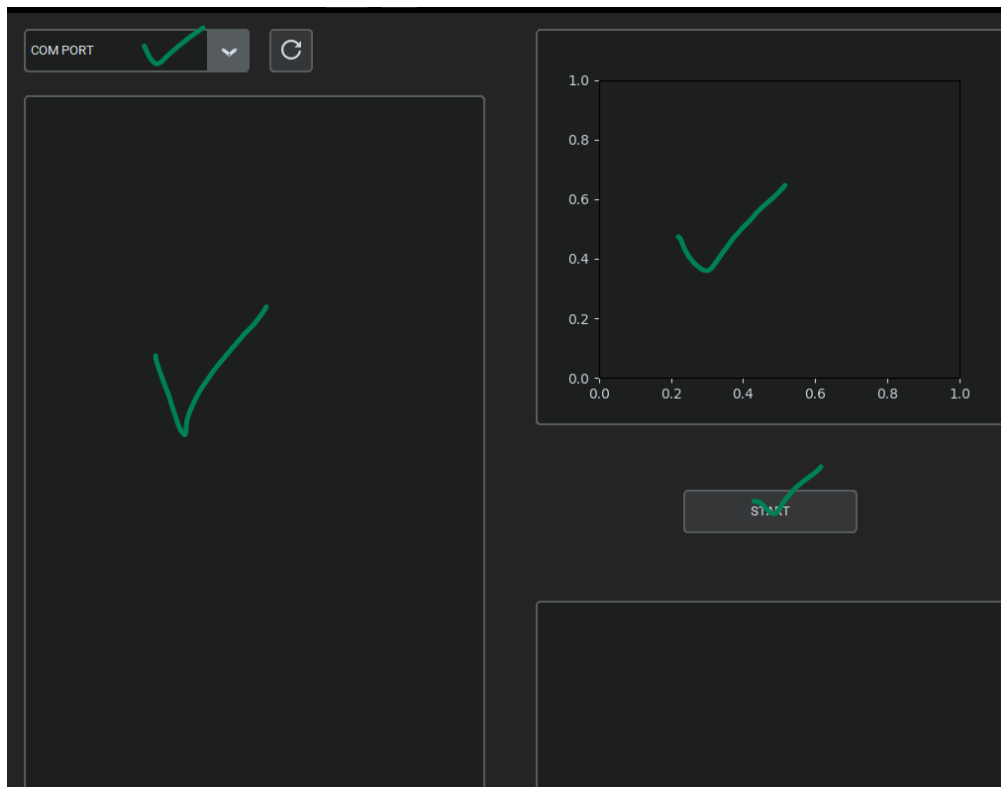
---

## • Models

- Trainable
  - ☒ ~~Linear Model~~
  - ☒ ~~Binary Classification Model~~
  - ☒ ~~Multi-Class Classification Model~~
- Untrainable
  - ☒ ~~MNIST Model~~
  - ☒ ~~Fashion-MNIST~~
  - ☐ Cats vs Dogs Model (WIP)
  - ☐ Super Saiyan Model (kung makaya)

## • GUI

- Stage/Tab 1: Mau ni ang atung makita pag open sa app
  - Menu para sa resource materials (ctk tree view atung gamitun)
  - Open Interactive Trainable Models (button ni siya)
  - Open Untrainable / Pretrained Models (button pud ni siya)
- Stage/Tab 2: Interactive Trainable Models (tab ni siya na ma open kung i click ang interactive na trainable model)
  - ang makita dre kay
    - dropdown where mag pili ta unsa na trainable model ang gamitun
    - text box dayun
    - dayun graph frame sa ubos
    - entry button where maka set tag isa ka value
    - dayun start button
  - example



- 
- Stage/Tab 3: Drop Picture Pretrained models
  - dropdown para mamili tag model (MNIST or Handwritten na digits, Fashion MNIST, Cats vs Dogs, Super Saiyan)
  - dre kay mag drag and drop tag picture or kung para sayun( file dialog sguro or kanang open file)
  - drop tag picture sa isa ka box dayun tagnaun sa AI
  -

- **Resource Materials**

- Katung g docs na link na akung gi send. (pangalan kay "TOPICS")
- himu tag ppt kanang (simple ra gyud kaayu) kada main topic
- pwede pud mag kuha tag vids or yt links