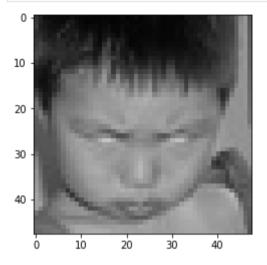
```
In [1]:
         import tensorflow as tf
         import cv2
         import os
         import matplotlib.pyplot as plt
         import numpy as np
In [2]:
         img array = cv2.imread("Training/0/Training 3908.jpg")
In [3]:
         img array.shape
Out[3]: (48, 48, 3)
In [4]:
         plt.imshow(img array)
        <matplotlib.image.AxesImage at 0x229b8fa0748>
Out[4]:
        10
         20
         30
         40
```

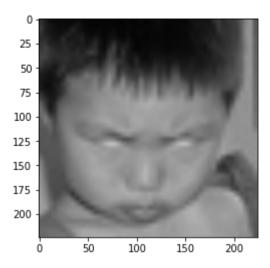
```
In [5]: Datadirectory = "Training/"
```

In [6]: Classes = ["0","1","2","3","4","5","6"] ##name of folders

```
for category in Classes:
    path = os.path.join(Datadirectory, category)
    for img in os.listdir(path):
        img_array = cv2.imread(os.path.join(path,img))
        plt.imshow(cv2.cvtColor(img_array, cv2.COLOR_BGR2RGB))
        plt.show()
        break
    break
```



```
img_size = 224 ##Imagenet dataset images size is 224*224
new_array = cv2.resize(img_array,(img_size,img_size))
plt.imshow(cv2.cvtColor(new_array, cv2.COLOR_BGR2RGB))
plt.show()
```



```
In [9]: new_array.shape
Out[9]: (224, 224, 3)
```

Reading all the Images and convert them to array

```
12/4/21, 4:21 PM
```

```
print(len(training Data))
In [12]:
         3052
In [13]:
          import random
          random.shuffle(training Data)
In [14]:
          X = [] ## data/feature
          y = [] ##LabeL
          for features,label in training Data:
              X.append(features)
              y.append(label)
          X = np.array(X).reshape(-1,img size,img size,3) ##converting to 4dimensions
In [15]:
          X.shape
Out[15]: (3052, 224, 224, 3)
In [16]:
          print(img array)
         [[[ 50 50 50]
           [ 32 32 32]
           [ 15 15 15]
           [133 133 133]
           [151 151 151]
           [ 86 86 86]]
          [[ 57 57 57]
           [ 34 34 34]
           [ 22 22 22]
           [138 138 138]
           [151 151 151]
           [ 89 89 89]]
          [[ 61 61 61]
           [ 30 30 30]
           [ 24 24 24]
```

```
[142 142 142]
            [149 149 149]
            [ 89 89 89]]
           [[103 103 103]
           [100 100 100]
           [100 100 100]
            [149 149 149]
            [104 104 104]
           [ 85 85 85]]
          [[107 107 107]
           [111 111 111]
           [113 113 113]
            [151 151 151]
            [120 120 120]
           [ 86 86 86]]
           [[104 104 104]
           [104 104 104]
           [112 112 112]
            [143 143 143]
            [136 136 136]
            [ 83 83 83]]]
In [17]:
          X=X/255.0
In [18]:
          X[0]
Out[18]: array([[[0.99607843, 0.99607843, 0.99607843],
                  [0.99607843, 0.99607843, 0.99607843],
                  [0.99607843, 0.99607843, 0.99607843],
                  [0.99607843, 0.99607843, 0.99607843],
                  [0.99607843, 0.99607843, 0.99607843],
                  [0.99607843, 0.99607843, 0.99607843]],
                 [[0.99607843, 0.99607843, 0.99607843],
```

In [19]:

Out[19]: 3

```
[0.99607843, 0.99607843, 0.99607843],
       [0.99607843, 0.99607843, 0.99607843]],
      [[0.97647059, 0.97647059, 0.97647059],
       [0.97647059, 0.97647059, 0.97647059],
       [0.97647059, 0.97647059, 0.97647059],
       [0.98039216, 0.98039216, 0.98039216],
       [0.98039216, 0.98039216, 0.98039216],
       [0.98039216, 0.98039216, 0.98039216]],
      [[0.21960784, 0.21960784, 0.21960784],
       [0.21960784, 0.21960784, 0.21960784],
       [0.21960784, 0.21960784, 0.21960784],
       [0.34117647, 0.34117647, 0.34117647],
       [0.34117647, 0.34117647, 0.34117647],
       [0.34117647, 0.34117647, 0.34117647],
      [[0.21960784, 0.21960784, 0.21960784],
       [0.21960784, 0.21960784, 0.21960784],
       [0.21960784, 0.21960784, 0.21960784],
       [0.34117647, 0.34117647, 0.34117647],
       [0.34117647, 0.34117647, 0.34117647],
       [0.34117647, 0.34117647, 0.34117647],
      [[0.21960784, 0.21960784, 0.21960784],
       [0.21960784, 0.21960784, 0.21960784],
       [0.21960784, 0.21960784, 0.21960784],
       [0.34117647, 0.34117647, 0.34117647],
       [0.34117647, 0.34117647, 0.34117647],
       [0.34117647, 0.34117647, 0.34117647]]])
y[1000]
```

[0.99607843, 0.99607843, 0.99607843], [0.99607843, 0.99607843, 0.99607843],

[0.99607843, 0.99607843, 0.99607843],

```
In [20]: Y = np.array(y)
In [21]: Y.shape
Out[21]: (3052,)
```

Our model for Training

```
In [22]:
          import tensorflow as tf
          from tensorflow import keras
          from tensorflow.keras import layers
In [23]:
          model = tf.keras.applications.MobileNetV2() ##Pre-trained model
In [24]:
          model.summary()
         Model: "mobilenetv2 1.00 224"
          Layer (type)
                                          Output Shape
                                                               Param #
                                                                           Connected to
          input 1 (InputLayer)
                                          [(None, 224, 224, 3 0
          Conv1 (Conv2D)
                                          (None, 112, 112, 32 864
                                                                           ['input 1[0][0]']
          bn Conv1 (BatchNormalization)
                                          (None, 112, 112, 32 128
                                                                           ['Conv1[0][0]']
          Conv1 relu (ReLU)
                                          (None, 112, 112, 32 0
                                                                           ['bn Conv1[0][0]']
          expanded conv depthwise (Depth (None, 112, 112, 32 288
                                                                           ['Conv1_relu[0][0]']
          wiseConv2D)
           expanded conv depthwise BN (Ba (None, 112, 112, 32 128
                                                                           ['expanded conv depthwise[0][0]']
          tchNormalization)
```

```
expanded conv depthwise relu ( (None, 112, 112, 32 0
                                                                ['expanded conv depthwise BN[0][0
ReLU)
                                                                ]']
                                                                ['expanded conv depthwise relu[0]
expanded conv project (Conv2D) (None, 112, 112, 16 512
                                                                [0]']
expanded conv project_BN (Batc (None, 112, 112, 16 64
                                                                ['expanded conv project[0][0]']
hNormalization)
block 1 expand (Conv2D)
                               (None, 112, 112, 96 1536
                                                                ['expanded conv project BN[0][0]'
block 1 expand BN (BatchNormal (None, 112, 112, 96 384
                                                                ['block 1 expand[0][0]']
ization)
                               (None, 112, 112, 96 0
block 1 expand relu (ReLU)
                                                                ['block 1 expand BN[0][0]']
block 1 pad (ZeroPadding2D)
                               (None, 113, 113, 96 0
                                                                ['block 1 expand relu[0][0]']
block 1 depthwise (DepthwiseCo (None, 56, 56, 96) 864
                                                                ['block 1 pad[0][0]']
nv2D)
block 1 depthwise BN (BatchNor (None, 56, 56, 96) 384
                                                                ['block 1 depthwise[0][0]']
malization)
block 1 depthwise relu (ReLU) (None, 56, 56, 96)
                                                    0
                                                                ['block 1 depthwise BN[0][0]']
block 1 project (Conv2D)
                               (None, 56, 56, 24)
                                                    2304
                                                                ['block 1 depthwise relu[0][0]']
block 1 project BN (BatchNorma (None, 56, 56, 24)
                                                                ['block 1 project[0][0]']
lization)
block 2 expand (Conv2D)
                               (None, 56, 56, 144)
                                                                ['block 1 project BN[0][0]']
                                                    3456
block 2 expand BN (BatchNormal (None, 56, 56, 144) 576
                                                                ['block_2_expand[0][0]']
ization)
block 2 expand relu (ReLU)
                               (None, 56, 56, 144) 0
                                                                ['block 2 expand BN[0][0]']
block 2 depthwise (DepthwiseCo (None, 56, 56, 144) 1296
                                                                ['block_2_expand_relu[0][0]']
nv2D)
                                                                ['block 2 depthwise[0][0]']
block 2 depthwise BN (BatchNor (None, 56, 56, 144) 576
malization)
```

<pre>block_2_depthwise_relu (ReLU)</pre>	(None, 56, 56, 144)	0	['block_2_depthwise_BN[0][0]']
block_2_project (Conv2D)	(None, 56, 56, 24)	3456	['block_2_depthwise_relu[0][0]']
<pre>block_2_project_BN (BatchNorma lization)</pre>	(None, 56, 56, 24)	96	['block_2_project[0][0]']
block_2_add (Add)	(None, 56, 56, 24)	0	<pre>['block_1_project_BN[0][0]', 'block_2_project_BN[0][0]']</pre>
block_3_expand (Conv2D)	(None, 56, 56, 144)	3456	['block_2_add[0][0]']
<pre>block_3_expand_BN (BatchNormal ization)</pre>	(None, 56, 56, 144)	576	['block_3_expand[0][0]']
block_3_expand_relu (ReLU)	(None, 56, 56, 144)	0	['block_3_expand_BN[0][0]']
<pre>block_3_pad (ZeroPadding2D)</pre>	(None, 57, 57, 144)	0	['block_3_expand_relu[0][0]']
<pre>block_3_depthwise (DepthwiseCo nv2D)</pre>	(None, 28, 28, 144)	1296	['block_3_pad[0][0]']
<pre>block_3_depthwise_BN (BatchNor malization)</pre>	(None, 28, 28, 144)	576	['block_3_depthwise[0][0]']
<pre>block_3_depthwise_relu (ReLU)</pre>	(None, 28, 28, 144)	0	['block_3_depthwise_BN[0][0]']
<pre>block_3_project (Conv2D)</pre>	(None, 28, 28, 32)	4608	['block_3_depthwise_relu[0][0]']
<pre>block_3_project_BN (BatchNorma lization)</pre>	(None, 28, 28, 32)	128	['block_3_project[0][0]']
block_4_expand (Conv2D)	(None, 28, 28, 192)	6144	['block_3_project_BN[0][0]']
<pre>block_4_expand_BN (BatchNormal ization)</pre>	(None, 28, 28, 192)	768	['block_4_expand[0][0]']
block_4_expand_relu (ReLU)	(None, 28, 28, 192)	0	['block_4_expand_BN[0][0]']
<pre>block_4_depthwise (DepthwiseCo nv2D)</pre>	(None, 28, 28, 192)	1728	['block_4_expand_relu[0][0]']
<pre>block_4_depthwise_BN (BatchNor malization)</pre>	(None, 28, 28, 192)	768	['block_4_depthwise[0][0]']
block_4_depthwise_relu (ReLU)	(None, 28, 28, 192)	0	['block_4_depthwise_BN[0][0]']

block_4_project (Conv2D)	(None, 28, 28, 32)	6144	['block_4_depthwise_relu[0][0]']
<pre>block_4_project_BN (BatchNorma lization)</pre>	(None, 28, 28, 32)	128	['block_4_project[0][0]']
block_4_add (Add)	(None, 28, 28, 32)	0	<pre>['block_3_project_BN[0][0]', 'block_4_project_BN[0][0]']</pre>
block_5_expand (Conv2D)	(None, 28, 28, 192)	6144	['block_4_add[0][0]']
<pre>block_5_expand_BN (BatchNormal ization)</pre>	(None, 28, 28, 192)	768	['block_5_expand[0][0]']
block_5_expand_relu (ReLU)	(None, 28, 28, 192)	0	['block_5_expand_BN[0][0]']
<pre>block_5_depthwise (DepthwiseCo nv2D)</pre>	(None, 28, 28, 192)	1728	['block_5_expand_relu[0][0]']
<pre>block_5_depthwise_BN (BatchNor malization)</pre>	(None, 28, 28, 192)	768	['block_5_depthwise[0][0]']
block_5_depthwise_relu (ReLU)	(None, 28, 28, 192)	0	['block_5_depthwise_BN[0][0]']
block_5_project (Conv2D)	(None, 28, 28, 32)	6144	['block_5_depthwise_relu[0][0]']
<pre>block_5_project_BN (BatchNorma lization)</pre>	(None, 28, 28, 32)	128	['block_5_project[0][0]']
block_5_add (Add)	(None, 28, 28, 32)	0	['block_4_add[0][0]', 'block_5_project_BN[0][0]']
block_6_expand (Conv2D)	(None, 28, 28, 192)	6144	['block_5_add[0][0]']
<pre>block_6_expand_BN (BatchNormal ization)</pre>	(None, 28, 28, 192)	768	['block_6_expand[0][0]']
block_6_expand_relu (ReLU)	(None, 28, 28, 192)	0	['block_6_expand_BN[0][0]']
block_6_pad (ZeroPadding2D)	(None, 29, 29, 192)	0	['block_6_expand_relu[0][0]']
<pre>block_6_depthwise (DepthwiseCo nv2D)</pre>	(None, 14, 14, 192)	1728	['block_6_pad[0][0]']
<pre>block_6_depthwise_BN (BatchNor malization)</pre>	(None, 14, 14, 192)	768	['block_6_depthwise[0][0]']
block_6_depthwise_relu (ReLU)	(None, 14, 14, 192)	0	['block_6_depthwise_BN[0][0]']

block_6_project (Conv2D)	(None, 14, 14, 64)	12288	['block_6_depthwise_relu[0][0]']
<pre>block_6_project_BN (BatchNorma lization)</pre>	(None, 14, 14, 64)	256	['block_6_project[0][0]']
block_7_expand (Conv2D)	(None, 14, 14, 384)	24576	['block_6_project_BN[0][0]']
<pre>block_7_expand_BN (BatchNormal ization)</pre>	(None, 14, 14, 384)	1536	['block_7_expand[0][0]']
block_7_expand_relu (ReLU)	(None, 14, 14, 384)	0	['block_7_expand_BN[0][0]']
<pre>block_7_depthwise (DepthwiseCo nv2D)</pre>	(None, 14, 14, 384)	3456	<pre>['block_7_expand_relu[0][0]']</pre>
<pre>block_7_depthwise_BN (BatchNor malization)</pre>	(None, 14, 14, 384)	1536	['block_7_depthwise[0][0]']
<pre>block_7_depthwise_relu (ReLU)</pre>	(None, 14, 14, 384)	0	['block_7_depthwise_BN[0][0]']
block_7_project (Conv2D)	(None, 14, 14, 64)	24576	['block_7_depthwise_relu[0][0]']
<pre>block_7_project_BN (BatchNorma lization)</pre>	(None, 14, 14, 64)	256	['block_7_project[0][0]']
block_7_add (Add)	(None, 14, 14, 64)	0	<pre>['block_6_project_BN[0][0]', 'block_7_project_BN[0][0]']</pre>
block_8_expand (Conv2D)	(None, 14, 14, 384)	24576	['block_7_add[0][0]']
<pre>block_8_expand_BN (BatchNormal ization)</pre>	(None, 14, 14, 384)	1536	['block_8_expand[0][0]']
block_8_expand_relu (ReLU)	(None, 14, 14, 384)	0	['block_8_expand_BN[0][0]']
<pre>block_8_depthwise (DepthwiseCo nv2D)</pre>	(None, 14, 14, 384)	3456	<pre>['block_8_expand_relu[0][0]']</pre>
<pre>block_8_depthwise_BN (BatchNor malization)</pre>	(None, 14, 14, 384)	1536	['block_8_depthwise[0][0]']
<pre>block_8_depthwise_relu (ReLU)</pre>	(None, 14, 14, 384)	0	['block_8_depthwise_BN[0][0]']
block_8_project (Conv2D)	(None, 14, 14, 64)	24576	['block_8_depthwise_relu[0][0]']
block_8_project_BN (BatchNorma	(None, 14, 14, 64)	256	['block_8_project[0][0]']

lization)

block_8_add (Add)	(None, 14, 14, 64)	0	['block_7_add[0][0]', 'block_8_project_BN[0][0]']
block_9_expand (Conv2D)	(None, 14, 14, 384)	24576	['block_8_add[0][0]']
<pre>block_9_expand_BN (BatchNormal ization)</pre>	(None, 14, 14, 384)	1536	['block_9_expand[0][0]']
block_9_expand_relu (ReLU)	(None, 14, 14, 384)	0	['block_9_expand_BN[0][0]']
<pre>block_9_depthwise (DepthwiseCo nv2D)</pre>	(None, 14, 14, 384)	3456	['block_9_expand_relu[0][0]']
<pre>block_9_depthwise_BN (BatchNor malization)</pre>	(None, 14, 14, 384)	1536	['block_9_depthwise[0][0]']
<pre>block_9_depthwise_relu (ReLU)</pre>	(None, 14, 14, 384)	0	['block_9_depthwise_BN[0][0]']
block_9_project (Conv2D)	(None, 14, 14, 64)	24576	['block_9_depthwise_relu[0][0]']
<pre>block_9_project_BN (BatchNorma lization)</pre>	(None, 14, 14, 64)	256	['block_9_project[0][0]']
block_9_add (Add)	(None, 14, 14, 64)	0	['block_8_add[0][0]', 'block_9_project_BN[0][0]']
block_10_expand (Conv2D)	(None, 14, 14, 384)	24576	['block_9_add[0][0]']
<pre>block_10_expand_BN (BatchNorma lization)</pre>	(None, 14, 14, 384)	1536	['block_10_expand[0][0]']
block_10_expand_relu (ReLU)	(None, 14, 14, 384)	0	['block_10_expand_BN[0][0]']
<pre>block_10_depthwise (DepthwiseC onv2D)</pre>	(None, 14, 14, 384)	3456	['block_10_expand_relu[0][0]']
<pre>block_10_depthwise_BN (BatchNo rmalization)</pre>	(None, 14, 14, 384)	1536	['block_10_depthwise[0][0]']
block_10_depthwise_relu (ReLU)	(None, 14, 14, 384)	0	['block_10_depthwise_BN[0][0]']
block_10_project (Conv2D)	(None, 14, 14, 96)	36864	['block_10_depthwise_relu[0][0]']
<pre>block_10_project_BN (BatchNorm alization)</pre>	(None, 14, 14, 96)	384	['block_10_project[0][0]']

block_11_expand (Conv2D)	(None, 14, 14, 576) 55296	['block_10_project_BN[0][0]']
<pre>block_11_expand_BN (BatchNorma lization)</pre>	(None, 14, 14, 576) 2304	['block_11_expand[0][0]']
block_11_expand_relu (ReLU)	(None, 14, 14, 576) 0	['block_11_expand_BN[0][0]']
<pre>block_11_depthwise (DepthwiseC onv2D)</pre>	(None, 14, 14, 576) 5184	['block_11_expand_relu[0][0]']
<pre>block_11_depthwise_BN (BatchNo rmalization)</pre>	(None, 14, 14, 576) 2304	['block_11_depthwise[0][0]']
block_11_depthwise_relu (ReLU)	(None, 14, 14, 576) 0	['block_11_depthwise_BN[0][0]']
block_11_project (Conv2D)	(None, 14, 14, 96) 55296	['block_11_depthwise_relu[0][0]']
<pre>block_11_project_BN (BatchNorm alization)</pre>	(None, 14, 14, 96) 384	['block_11_project[0][0]']
block_11_add (Add)	(None, 14, 14, 96) 0	<pre>['block_10_project_BN[0][0]', 'block_11_project_BN[0][0]']</pre>
block_12_expand (Conv2D)	(None, 14, 14, 576) 55296	['block_11_add[0][0]']
<pre>block_12_expand_BN (BatchNorma lization)</pre>	(None, 14, 14, 576) 2304	['block_12_expand[0][0]']
block_12_expand_relu (ReLU)	(None, 14, 14, 576) 0	['block_12_expand_BN[0][0]']
<pre>block_12_depthwise (DepthwiseC onv2D)</pre>	(None, 14, 14, 576) 5184	['block_12_expand_relu[0][0]']
<pre>block_12_depthwise_BN (BatchNo rmalization)</pre>	(None, 14, 14, 576) 2304	['block_12_depthwise[0][0]']
block_12_depthwise_relu (ReLU)	(None, 14, 14, 576) 0	['block_12_depthwise_BN[0][0]']
block_12_project (Conv2D)	(None, 14, 14, 96) 55296	['block_12_depthwise_relu[0][0]']
<pre>block_12_project_BN (BatchNorm alization)</pre>	(None, 14, 14, 96) 384	['block_12_project[0][0]']
block_12_add (Add)	(None, 14, 14, 96) 0	['block_11_add[0][0]', 'block_12_project_BN[0][0]']

block_13_expand (Conv2D)	(None, 14, 14, 576)	55296	['block_12_add[0][0]']
<pre>block_13_expand_BN (BatchNorma lization)</pre>	(None, 14, 14, 576)	2304	['block_13_expand[0][0]']
block_13_expand_relu (ReLU)	(None, 14, 14, 576)	0	['block_13_expand_BN[0][0]']
block_13_pad (ZeroPadding2D)	(None, 15, 15, 576)	0	['block_13_expand_relu[0][0]']
<pre>block_13_depthwise (DepthwiseC onv2D)</pre>	(None, 7, 7, 576)	5184	['block_13_pad[0][0]']
<pre>block_13_depthwise_BN (BatchNo rmalization)</pre>	(None, 7, 7, 576)	2304	['block_13_depthwise[0][0]']
block_13_depthwise_relu (ReLU)	(None, 7, 7, 576)	0	['block_13_depthwise_BN[0][0]']
<pre>block_13_project (Conv2D)</pre>	(None, 7, 7, 160)	92160	['block_13_depthwise_relu[0][0]']
<pre>block_13_project_BN (BatchNorm alization)</pre>	(None, 7, 7, 160)	640	['block_13_project[0][0]']
block_14_expand (Conv2D)	(None, 7, 7, 960)	153600	['block_13_project_BN[0][0]']
<pre>block_14_expand_BN (BatchNorma lization)</pre>	(None, 7, 7, 960)	3840	['block_14_expand[0][0]']
block_14_expand_relu (ReLU)	(None, 7, 7, 960)	0	['block_14_expand_BN[0][0]']
<pre>block_14_depthwise (DepthwiseC onv2D)</pre>	(None, 7, 7, 960)	8640	['block_14_expand_relu[0][0]']
<pre>block_14_depthwise_BN (BatchNo rmalization)</pre>	(None, 7, 7, 960)	3840	['block_14_depthwise[0][0]']
block_14_depthwise_relu (ReLU)	(None, 7, 7, 960)	0	['block_14_depthwise_BN[0][0]']
block_14_project (Conv2D)	(None, 7, 7, 160)	153600	['block_14_depthwise_relu[0][0]']
<pre>block_14_project_BN (BatchNorm alization)</pre>	(None, 7, 7, 160)	640	['block_14_project[0][0]']
block_14_add (Add)	(None, 7, 7, 160)	0	<pre>['block_13_project_BN[0][0]', 'block_14_project_BN[0][0]']</pre>
block_15_expand (Conv2D)	(None, 7, 7, 960)	153600	['block_14_add[0][0]']

960) 3840 ['block_15_expand[0][0]']
60) 0 ['block_15_expand_BN[0][0]']
960) 8640 ['block_15_expand_relu[0][0]']
960) 3840 ['block_15_depthwise[0][0]']
960) 0 ['block_15_depthwise_BN[0][0]']
60) 153600 ['block_15_depthwise_relu[0][0]']
160) 640 ['block_15_project[0][0]']
60)
60) 153600 ['block_15_add[0][0]']
960) 3840 ['block_16_expand[0][0]']
60) 0 ['block_16_expand_BN[0][0]']
960) 8640 ['block_16_expand_relu[0][0]']
960) 3840 ['block_16_depthwise[0][0]']
960) 0 ['block_16_depthwise_BN[0][0]']
20) 307200 ['block_16_depthwise_relu[0][0]']
320) 1280 ['block_16_project[0][0]']
280) 409600 ['block_16_project_BN[0][0]']
1280) 5120 ['Conv_1[0][0]']
280) 0 ['Conv_1_bn[0][0]']

Transfer Learning - Tuning , weights will start from last checkpoint

```
In [25]:
          base input = model.layers[0].input
In [26]:
          base output = model.layers[-2].output
In [27]:
          base output
         <KerasTensor: shape=(None, 1280) dtype=float32 (created by layer 'global average pooling2d')>
In [28]:
          final output = layers.Dense(128)(base output) ##adding new Layer
          final output = layers.Activation('relu')(final output)
          final output = layers.Dense(64)(final output)
          final output = layers.Activation('relu')(final output)
          final output = layers.Dense(7,activation='softmax')(final output)
In [29]:
          final output
         <KerasTensor: shape=(None, 7) dtype=float32 (created by layer 'dense 2')>
In [30]:
          new model = keras.Model(inputs=base input,outputs=final output)
In [31]:
```

new_model.summary()

Model: "model"

Layer (type)	Output Shape	Param #	Connected to
input_1 (InputLayer)	[(None, 224, 224, 3)]	0	[]
Conv1 (Conv2D)	(None, 112, 112, 32)	864	['input_1[0][0]']
<pre>bn_Conv1 (BatchNormalization)</pre>	(None, 112, 112, 32)	128	['Conv1[0][0]']
Conv1_relu (ReLU)	(None, 112, 112, 32)	0	['bn_Conv1[0][0]']
<pre>expanded_conv_depthwise (Depth wiseConv2D)</pre>	(None, 112, 112, 32	2 288	['Conv1_relu[0][0]']
<pre>expanded_conv_depthwise_BN (Ba tchNormalization)</pre>	(None, 112, 112, 32	2 128	['expanded_conv_depthwise[0][0]']
expanded_conv_depthwise_relu (ReLU)	(None, 112, 112, 32	2 0	<pre>['expanded_conv_depthwise_BN[0][0]']</pre>
<pre>expanded_conv_project (Conv2D)</pre>	(None, 112, 112, 16	5 512	<pre>['expanded_conv_depthwise_relu[0] [0]']</pre>
<pre>expanded_conv_project_BN (Batc hNormalization)</pre>	(None, 112, 112, 16	64	['expanded_conv_project[0][0]']
block_1_expand (Conv2D)	(None, 112, 112, 96)	1536	<pre>['expanded_conv_project_BN[0][0]']</pre>
<pre>block_1_expand_BN (BatchNormal ization)</pre>	. (None, 112, 112, 96	384	['block_1_expand[0][0]']
block_1_expand_relu (ReLU)	(None, 112, 112, 96)	0	['block_1_expand_BN[0][0]']
block_1_pad (ZeroPadding2D)	(None, 113, 113, 96)	0	['block_1_expand_relu[0][0]']
<pre>block_1_depthwise (DepthwiseCo nv2D)</pre>	(None, 56, 56, 96)	864	['block_1_pad[0][0]']

<pre>block_1_depthwise_BN (BatchNor malization)</pre>	(None, 56, 56, 96)	384	['block_1_depthwise[0][0]']
<pre>block_1_depthwise_relu (ReLU)</pre>	(None, 56, 56, 96)	0	['block_1_depthwise_BN[0][0]']
<pre>block_1_project (Conv2D)</pre>	(None, 56, 56, 24)	2304	['block_1_depthwise_relu[0][0]']
<pre>block_1_project_BN (BatchNorma lization)</pre>	(None, 56, 56, 24)	96	['block_1_project[0][0]']
block_2_expand (Conv2D)	(None, 56, 56, 144)	3456	['block_1_project_BN[0][0]']
<pre>block_2_expand_BN (BatchNormal ization)</pre>	(None, 56, 56, 144)	576	['block_2_expand[0][0]']
block_2_expand_relu (ReLU)	(None, 56, 56, 144)	0	['block_2_expand_BN[0][0]']
<pre>block_2_depthwise (DepthwiseCo nv2D)</pre>	(None, 56, 56, 144)	1296	['block_2_expand_relu[0][0]']
<pre>block_2_depthwise_BN (BatchNor malization)</pre>	(None, 56, 56, 144)	576	['block_2_depthwise[0][0]']
<pre>block_2_depthwise_relu (ReLU)</pre>	(None, 56, 56, 144)	0	['block_2_depthwise_BN[0][0]']
block_2_project (Conv2D)	(None, 56, 56, 24)	3456	['block_2_depthwise_relu[0][0]']
<pre>block_2_project_BN (BatchNorma lization)</pre>	(None, 56, 56, 24)	96	['block_2_project[0][0]']
block_2_add (Add)	(None, 56, 56, 24)	0	<pre>['block_1_project_BN[0][0]', 'block_2_project_BN[0][0]']</pre>
block_3_expand (Conv2D)	(None, 56, 56, 144)	3456	['block_2_add[0][0]']
<pre>block_3_expand_BN (BatchNormal ization)</pre>	(None, 56, 56, 144)	576	['block_3_expand[0][0]']
block_3_expand_relu (ReLU)	(None, 56, 56, 144)	0	['block_3_expand_BN[0][0]']
block_3_pad (ZeroPadding2D)	(None, 57, 57, 144)	0	['block_3_expand_relu[0][0]']
<pre>block_3_depthwise (DepthwiseCo nv2D)</pre>	(None, 28, 28, 144)	1296	['block_3_pad[0][0]']
block_3_depthwise_BN (BatchNor	(None, 28, 28, 144)	576	['block_3_depthwise[0][0]']

malization)

block_3_depthwise_relu (ReLU)	(None, 28, 28, 144)	0	['block_3_depthwise_BN[0][0]']
block_3_project (Conv2D)	(None, 28, 28, 32)	4608	['block_3_depthwise_relu[0][0]']
<pre>block_3_project_BN (BatchNorma lization)</pre>	(None, 28, 28, 32)	128	['block_3_project[0][0]']
block_4_expand (Conv2D)	(None, 28, 28, 192)	6144	['block_3_project_BN[0][0]']
<pre>block_4_expand_BN (BatchNormal ization)</pre>	(None, 28, 28, 192)	768	['block_4_expand[0][0]']
block_4_expand_relu (ReLU)	(None, 28, 28, 192)	0	['block_4_expand_BN[0][0]']
<pre>block_4_depthwise (DepthwiseCo nv2D)</pre>	(None, 28, 28, 192)	1728	['block_4_expand_relu[0][0]']
<pre>block_4_depthwise_BN (BatchNor malization)</pre>	(None, 28, 28, 192)	768	['block_4_depthwise[0][0]']
<pre>block_4_depthwise_relu (ReLU)</pre>	(None, 28, 28, 192)	0	['block_4_depthwise_BN[0][0]']
block_4_project (Conv2D)	(None, 28, 28, 32)	6144	['block_4_depthwise_relu[0][0]']
<pre>block_4_project_BN (BatchNorma lization)</pre>	(None, 28, 28, 32)	128	['block_4_project[0][0]']
block_4_add (Add)	(None, 28, 28, 32)	0	<pre>['block_3_project_BN[0][0]', 'block_4_project_BN[0][0]']</pre>
block_5_expand (Conv2D)	(None, 28, 28, 192)	6144	['block_4_add[0][0]']
<pre>block_5_expand_BN (BatchNormal ization)</pre>	(None, 28, 28, 192)	768	['block_5_expand[0][0]']
block_5_expand_relu (ReLU)	(None, 28, 28, 192)	0	['block_5_expand_BN[0][0]']
<pre>block_5_depthwise (DepthwiseCo nv2D)</pre>	(None, 28, 28, 192)	1728	['block_5_expand_relu[0][0]']
<pre>block_5_depthwise_BN (BatchNor malization)</pre>	(None, 28, 28, 192)	768	['block_5_depthwise[0][0]']
<pre>block_5_depthwise_relu (ReLU)</pre>	(None, 28, 28, 192)	0	['block_5_depthwise_BN[0][0]']

<pre>block_5_project (Conv2D)</pre>	(None, 28, 28, 32)	6144	['block_5_depthwise_relu[0][0]']
<pre>block_5_project_BN (BatchNorma lization)</pre>	(None, 28, 28, 32)	128	['block_5_project[0][0]']
block_5_add (Add)	(None, 28, 28, 32)	0	<pre>['block_4_add[0][0]', 'block_5_project_BN[0][0]']</pre>
block_6_expand (Conv2D)	(None, 28, 28, 192)	6144	['block_5_add[0][0]']
<pre>block_6_expand_BN (BatchNormal ization)</pre>	(None, 28, 28, 192)	768	['block_6_expand[0][0]']
block_6_expand_relu (ReLU)	(None, 28, 28, 192)	0	['block_6_expand_BN[0][0]']
block_6_pad (ZeroPadding2D)	(None, 29, 29, 192)	0	['block_6_expand_relu[0][0]']
<pre>block_6_depthwise (DepthwiseCo nv2D)</pre>	(None, 14, 14, 192)	1728	['block_6_pad[0][0]']
<pre>block_6_depthwise_BN (BatchNor malization)</pre>	(None, 14, 14, 192)	768	['block_6_depthwise[0][0]']
<pre>block_6_depthwise_relu (ReLU)</pre>	(None, 14, 14, 192)	0	['block_6_depthwise_BN[0][0]']
block_6_project (Conv2D)	(None, 14, 14, 64)	12288	['block_6_depthwise_relu[0][0]']
<pre>block_6_project_BN (BatchNorma lization)</pre>	(None, 14, 14, 64)	256	['block_6_project[0][0]']
block_7_expand (Conv2D)	(None, 14, 14, 384)	24576	['block_6_project_BN[0][0]']
<pre>block_7_expand_BN (BatchNormal ization)</pre>	(None, 14, 14, 384)	1536	['block_7_expand[0][0]']
block_7_expand_relu (ReLU)	(None, 14, 14, 384)	0	['block_7_expand_BN[0][0]']
<pre>block_7_depthwise (DepthwiseCo nv2D)</pre>	(None, 14, 14, 384)	3456	['block_7_expand_relu[0][0]']
<pre>block_7_depthwise_BN (BatchNor malization)</pre>	(None, 14, 14, 384)	1536	['block_7_depthwise[0][0]']
block_7_depthwise_relu (ReLU)	(None, 14, 14, 384)	0	['block_7_depthwise_BN[0][0]']
block_7_project (Conv2D)	(None, 14, 14, 64)	24576	['block_7_depthwise_relu[0][0]']

<pre>block_7_project_BN (BatchNorma lization)</pre>	(None, 14, 14, 64)	256	['block_7_project[0][0]']
block_7_add (Add)	(None, 14, 14, 64)	0	<pre>['block_6_project_BN[0][0]', 'block_7_project_BN[0][0]']</pre>
block_8_expand (Conv2D)	(None, 14, 14, 384)	24576	['block_7_add[0][0]']
<pre>block_8_expand_BN (BatchNormal ization)</pre>	(None, 14, 14, 384)	1536	['block_8_expand[0][0]']
block_8_expand_relu (ReLU)	(None, 14, 14, 384)	0	['block_8_expand_BN[0][0]']
<pre>block_8_depthwise (DepthwiseCo nv2D)</pre>	(None, 14, 14, 384)	3456	['block_8_expand_relu[0][0]']
<pre>block_8_depthwise_BN (BatchNor malization)</pre>	(None, 14, 14, 384)	1536	['block_8_depthwise[0][0]']
<pre>block_8_depthwise_relu (ReLU)</pre>	(None, 14, 14, 384)	0	['block_8_depthwise_BN[0][0]']
<pre>block_8_project (Conv2D)</pre>	(None, 14, 14, 64)	24576	['block_8_depthwise_relu[0][0]']
<pre>block_8_project_BN (BatchNorma lization)</pre>	(None, 14, 14, 64)	256	['block_8_project[0][0]']
block_8_add (Add)	(None, 14, 14, 64)	0	<pre>['block_7_add[0][0]', 'block_8_project_BN[0][0]']</pre>
block_9_expand (Conv2D)	(None, 14, 14, 384)	24576	['block_8_add[0][0]']
<pre>block_9_expand_BN (BatchNormal ization)</pre>	(None, 14, 14, 384)	1536	['block_9_expand[0][0]']
block_9_expand_relu (ReLU)	(None, 14, 14, 384)	0	['block_9_expand_BN[0][0]']
<pre>block_9_depthwise (DepthwiseCo nv2D)</pre>	(None, 14, 14, 384)	3456	['block_9_expand_relu[0][0]']
<pre>block_9_depthwise_BN (BatchNor malization)</pre>	(None, 14, 14, 384)	1536	['block_9_depthwise[0][0]']
<pre>block_9_depthwise_relu (ReLU)</pre>	(None, 14, 14, 384)	0	['block_9_depthwise_BN[0][0]']
block_9_project (Conv2D)	(None, 14, 14, 64)	24576	['block_9_depthwise_relu[0][0]']
block_9_project_BN (BatchNorma	(None, 14, 14, 64)	256	['block_9_project[0][0]']

lization)

block_9_add (Add)	(None, 14, 14, 64) 0	['block_8_add[0][0]', 'block_9_project_BN[0][0]']
block_10_expand (Conv2D)	(None, 14, 14, 384) 24576	['block_9_add[0][0]']
<pre>block_10_expand_BN (BatchNorma lization)</pre>	(None, 14, 14, 384) 1536	['block_10_expand[0][0]']
block_10_expand_relu (ReLU)	(None, 14, 14, 384) 0	['block_10_expand_BN[0][0]']
<pre>block_10_depthwise (DepthwiseC onv2D)</pre>	(None, 14, 14, 384) 3456	['block_10_expand_relu[0][0]']
<pre>block_10_depthwise_BN (BatchNo rmalization)</pre>	(None, 14, 14, 384) 1536	['block_10_depthwise[0][0]']
block_10_depthwise_relu (ReLU)	(None, 14, 14, 384) 0	['block_10_depthwise_BN[0][0]']
block_10_project (Conv2D)	(None, 14, 14, 96) 36864	['block_10_depthwise_relu[0][0]']
<pre>block_10_project_BN (BatchNorm alization)</pre>	(None, 14, 14, 96) 384	['block_10_project[0][0]']
block_11_expand (Conv2D)	(None, 14, 14, 576) 55296	['block_10_project_BN[0][0]']
<pre>block_11_expand_BN (BatchNorma lization)</pre>	(None, 14, 14, 576) 2304	['block_11_expand[0][0]']
block_11_expand_relu (ReLU)	(None, 14, 14, 576) 0	['block_11_expand_BN[0][0]']
<pre>block_11_depthwise (DepthwiseC onv2D)</pre>	(None, 14, 14, 576) 5184	['block_11_expand_relu[0][0]']
<pre>block_11_depthwise_BN (BatchNo rmalization)</pre>	(None, 14, 14, 576) 2304	['block_11_depthwise[0][0]']
block_11_depthwise_relu (ReLU)	(None, 14, 14, 576) 0	['block_11_depthwise_BN[0][0]']
block_11_project (Conv2D)	(None, 14, 14, 96) 55296	['block_11_depthwise_relu[0][0]']
<pre>block_11_project_BN (BatchNorm alization)</pre>	(None, 14, 14, 96) 384	['block_11_project[0][0]']
block_11_add (Add)	(None, 14, 14, 96) 0	<pre>['block_10_project_BN[0][0]', 'block_11_project_BN[0][0]']</pre>

block_12_expand (Conv2D)	(None, 14, 14, 576)	55296	['block_11_add[0][0]']
<pre>block_12_expand_BN (BatchNorma lization)</pre>	(None, 14, 14, 576)	2304	['block_12_expand[0][0]']
block_12_expand_relu (ReLU)	(None, 14, 14, 576)	0	['block_12_expand_BN[0][0]']
<pre>block_12_depthwise (DepthwiseC onv2D)</pre>	(None, 14, 14, 576)	5184	['block_12_expand_relu[0][0]']
<pre>block_12_depthwise_BN (BatchNo rmalization)</pre>	(None, 14, 14, 576)	2304	['block_12_depthwise[0][0]']
block_12_depthwise_relu (ReLU)	(None, 14, 14, 576)	0	['block_12_depthwise_BN[0][0]']
block_12_project (Conv2D)	(None, 14, 14, 96)	55296	['block_12_depthwise_relu[0][0]']
<pre>block_12_project_BN (BatchNorm alization)</pre>	(None, 14, 14, 96)	384	['block_12_project[0][0]']
block_12_add (Add)	(None, 14, 14, 96)	0	['block_11_add[0][0]', 'block_12_project_BN[0][0]']
block_13_expand (Conv2D)	(None, 14, 14, 576)	55296	['block_12_add[0][0]']
<pre>block_13_expand_BN (BatchNorma lization)</pre>	(None, 14, 14, 576)	2304	['block_13_expand[0][0]']
block_13_expand_relu (ReLU)	(None, 14, 14, 576)	0	['block_13_expand_BN[0][0]']
<pre>block_13_pad (ZeroPadding2D)</pre>	(None, 15, 15, 576)	0	['block_13_expand_relu[0][0]']
<pre>block_13_depthwise (DepthwiseC onv2D)</pre>	(None, 7, 7, 576)	5184	['block_13_pad[0][0]']
<pre>block_13_depthwise_BN (BatchNo rmalization)</pre>	(None, 7, 7, 576)	2304	['block_13_depthwise[0][0]']
block_13_depthwise_relu (ReLU)	(None, 7, 7, 576)	0	['block_13_depthwise_BN[0][0]']
block_13_project (Conv2D)	(None, 7, 7, 160)	92160	['block_13_depthwise_relu[0][0]']
<pre>block_13_project_BN (BatchNorm alization)</pre>	(None, 7, 7, 160)	640	['block_13_project[0][0]']
block_14_expand (Conv2D)	(None, 7, 7, 960)	153600	['block_13_project_BN[0][0]']

<pre>block_14_expand_BN (BatchNorma lization)</pre>	(None, 7, 7, 960)	3840	['block_14_expand[0][0]']
block_14_expand_relu (ReLU)	(None, 7, 7, 960)	0	['block_14_expand_BN[0][0]']
<pre>block_14_depthwise (DepthwiseC onv2D)</pre>	(None, 7, 7, 960)	8640	['block_14_expand_relu[0][0]']
<pre>block_14_depthwise_BN (BatchNo rmalization)</pre>	(None, 7, 7, 960)	3840	['block_14_depthwise[0][0]']
block_14_depthwise_relu (ReLU)	(None, 7, 7, 960)	0	['block_14_depthwise_BN[0][0]']
block_14_project (Conv2D)	(None, 7, 7, 160)	153600	['block_14_depthwise_relu[0][0]']
<pre>block_14_project_BN (BatchNorm alization)</pre>	(None, 7, 7, 160)	640	['block_14_project[0][0]']
block_14_add (Add)	(None, 7, 7, 160)	0	<pre>['block_13_project_BN[0][0]', 'block_14_project_BN[0][0]']</pre>
block_15_expand (Conv2D)	(None, 7, 7, 960)	153600	['block_14_add[0][0]']
<pre>block_15_expand_BN (BatchNorma lization)</pre>	(None, 7, 7, 960)	3840	['block_15_expand[0][0]']
block_15_expand_relu (ReLU)	(None, 7, 7, 960)	0	['block_15_expand_BN[0][0]']
<pre>block_15_depthwise (DepthwiseC onv2D)</pre>	(None, 7, 7, 960)	8640	['block_15_expand_relu[0][0]']
<pre>block_15_depthwise_BN (BatchNo rmalization)</pre>	(None, 7, 7, 960)	3840	['block_15_depthwise[0][0]']
block_15_depthwise_relu (ReLU)	(None, 7, 7, 960)	0	['block_15_depthwise_BN[0][0]']
block_15_project (Conv2D)	(None, 7, 7, 160)	153600	['block_15_depthwise_relu[0][0]']
<pre>block_15_project_BN (BatchNorm alization)</pre>	(None, 7, 7, 160)	640	['block_15_project[0][0]']
block_15_add (Add)	(None, 7, 7, 160)	0	['block_14_add[0][0]', 'block_15_project_BN[0][0]']
block_16_expand (Conv2D)	(None, 7, 7, 960)	153600	['block_15_add[0][0]']

```
block 16 expand BN (BatchNorma (None, 7, 7, 960)
                                                     3840
                                                                 ['block 16 expand[0][0]']
lization)
block 16 expand relu (ReLU)
                                (None, 7, 7, 960)
                                                     0
                                                                 ['block 16 expand BN[0][0]']
block 16 depthwise (DepthwiseC (None, 7, 7, 960)
                                                     8640
                                                                 ['block 16 expand relu[0][0]']
onv2D)
block 16 depthwise BN (BatchNo (None, 7, 7, 960)
                                                     3840
                                                                 ['block 16 depthwise[0][0]']
rmalization)
block 16 depthwise_relu (ReLU) (None, 7, 7, 960)
                                                     0
                                                                 ['block 16 depthwise BN[0][0]']
block 16 project (Conv2D)
                                (None, 7, 7, 320)
                                                     307200
                                                                 ['block 16 depthwise relu[0][0]']
block 16 project BN (BatchNorm (None, 7, 7, 320)
                                                     1280
                                                                 ['block 16 project[0][0]']
alization)
Conv 1 (Conv2D)
                                                     409600
                                (None, 7, 7, 1280)
                                                                 ['block 16 project BN[0][0]']
Conv 1 bn (BatchNormalization) (None, 7, 7, 1280)
                                                     5120
                                                                 ['Conv 1[0][0]']
out relu (ReLU)
                                (None, 7, 7, 1280)
                                                     0
                                                                 ['Conv 1 bn[0][0]']
                                                     0
global average pooling2d (Glob (None, 1280)
                                                                 ['out relu[0][0]']
alAveragePooling2D)
dense (Dense)
                                (None, 128)
                                                     163968
                                                                  ['global average pooling2d[0][0]'
                                                     0
activation (Activation)
                                (None, 128)
                                                                 ['dense[0][0]']
dense 1 (Dense)
                                (None, 64)
                                                     8256
                                                                 ['activation[0][0]']
activation 1 (Activation)
                                                     0
                                                                 ['dense 1[0][0]']
                                (None, 64)
                                                                 ['activation_1[0][0]']
dense 2 (Dense)
                                (None, 7)
                                                     455
```

Total params: 2,430,663 Trainable params: 2,396,551 Non-trainable params: 34,112

```
In [32]:
```

new_model.compile(loss="sparse_categorical_crossentropy",optimizer="adam",metrics=["accuracy"])

```
In [33]: new_model.fit(X,Y,epochs=21)
```

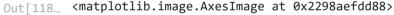
```
Epoch 1/21
     Epoch 2/21
     96/96 [============= ] - 729s 8s/step - loss: 1.3359 - accuracy: 0.4951
     Epoch 3/21
     Epoch 4/21
     Epoch 5/21
     Epoch 6/21
     96/96 [============= ] - 425s 4s/step - loss: 0.8077 - accuracy: 0.7018
     Epoch 7/21
     96/96 [============= ] - 612s 6s/step - loss: 0.6692 - accuracy: 0.7572
     Epoch 8/21
     Epoch 9/21
     Epoch 10/21
     96/96 [============= ] - 441s 5s/step - loss: 0.4767 - accuracy: 0.8273
     Epoch 11/21
     96/96 [============= ] - 479s 5s/step - loss: 0.3625 - accuracy: 0.8657
     Epoch 12/21
     Epoch 13/21
     96/96 [============= ] - 494s 5s/step - loss: 0.3152 - accuracy: 0.8932
     Epoch 14/21
     96/96 [============= ] - 493s 5s/step - loss: 0.3053 - accuracy: 0.8952
     Epoch 15/21
     Epoch 16/21
     96/96 [============== ] - 495s 5s/step - loss: 0.2508 - accuracy: 0.9128
     Epoch 17/21
     96/96 [============= ] - 495s 5s/step - loss: 0.1925 - accuracy: 0.9400
     Epoch 18/21
     96/96 [============= ] - 494s 5s/step - loss: 0.2089 - accuracy: 0.9309
     Epoch 19/21
     96/96 [============== ] - 494s 5s/step - loss: 0.2145 - accuracy: 0.9286
     Epoch 20/21
     96/96 [============== ] - 430s 4s/step - loss: 0.2318 - accuracy: 0.9227
     Epoch 21/21
     Out[33]: <keras.callbacks.History at 0x229de27ff08>
```

```
In [34]: new_model.save('my_model_95p35.h5')
```

c:\python37\lib\site-packages\keras\engine\functional.py:1410: CustomMaskWarning: Custom mask layers require a config and must ove rride get_config. When loading, the custom mask layer must be passed to the custom_objects argument. layer_config = serialize_layer_fn(layer)

Testing with an image from google that whether our model predicts correct expression or not

```
In [116... frame = cv2.imread("surprised_man.jpg")
In [117... frame.shape
Out[117... (1155, 1600, 3)
In [118... plt.imshow(cv2.cvtColor(frame, cv2.COLOR_BGR2RGB))
```





Now we need face detection algorithm for detecting face from the image to predict expression

```
12/4/21, 4:21 PM
```

```
faceCascade = cv2.CascadeClassifier(cv2.data.haarcascades+'haarcascade frontalface default.xml')
In [119...
In [120...
           gray = cv2.cvtColor(frame,cv2.COLOR_BGR2GRAY)
In [121..
           gray.shape
Out[121... (1155, 1600)
         Below code for Detecting all the faces in the image
In [122...
          faces = faceCascade.detectMultiScale(gray,1.1,4)
          for x,y,w,h in faces:
               roi gray=gray[y:y+h, x:x+w]
               roi color=frame[y:y+h, x:x+w]
               cv2.rectangle(frame,(x,y),(x+w,y+h),(255,0,0),2)
               facess = faceCascade.detectMultiScale(roi gray)
               if len(facess) == 0:
                   print("Face not Detected")
               else:
                   for (ex,ey,ew,eh) in facess:
                       face roi = roi color[ey:ey+eh ,ex:ex+ew]
In [123...
           plt.imshow(cv2.cvtColor(frame, cv2.COLOR BGR2RGB))
          <matplotlib.image.AxesImage at 0x2298ab94d88>
```

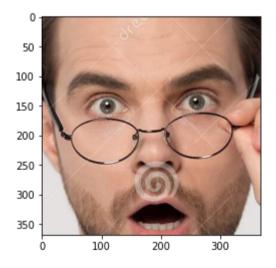


Above we can see that face is detected and surrounded with blue line

Now we will crop only the face from the image

In [124... plt.imshow(cv2.cvtColor(face_roi, cv2.COLOR_BGR2RGB))

Out[124... <matplotlib.image.AxesImage at 0x2298a4350c8>



In [125... final_image = cv2.resize(face_roi,(224,224)) ##resizing our image to appropriate size

```
final image = np.expand dims(final image ,axis=0) ##adding fourth dimension
          final image = final image/255.0 ##normalizing
In [126...
          final image
Out[126... array([[[[0.27843137, 0.30588235, 0.37254902],
                   [0.21568627, 0.24313725, 0.30980392],
                   [0.26666667, 0.29803922, 0.36470588],
                   [0.05490196, 0.05490196, 0.0745098],
                   [0.05490196, 0.05490196, 0.0745098],
                   [0.04705882, 0.04705882, 0.07058824]],
                 [[0.26666667, 0.29411765, 0.36078431],
                  [0.21176471, 0.23921569, 0.30588235],
                  [0.28235294, 0.31372549, 0.38039216],
                   [0.06666667, 0.06666667, 0.09019608],
                   [0.06666667, 0.06666667, 0.09019608],
                  [0.0627451 , 0.0627451 , 0.08627451]],
                 [0.25490196, 0.28235294, 0.34901961],
                   [0.2627451, 0.29019608, 0.35686275],
                  [0.27058824, 0.30196078, 0.36862745],
                   [0.05490196, 0.05490196, 0.07843137],
                   [0.05882353, 0.05882353, 0.08235294],
                   [0.0627451 , 0.0627451 , 0.08627451]],
                 . . . ,
                 [0.87843137, 0.88235294, 0.89803922],
                  [0.87843137, 0.88235294, 0.89803922],
                  [0.87843137, 0.88235294, 0.89803922],
                   [0.87843137, 0.88235294, 0.89803922],
                   [0.87843137, 0.88235294, 0.89803922],
                  [0.87843137, 0.88235294, 0.89803922]],
                 [[0.87843137, 0.88235294, 0.89803922],
                   [0.87843137, 0.88235294, 0.89803922],
                   [0.87843137, 0.88235294, 0.89803922],
                   [0.87843137, 0.88235294, 0.89803922],
                   [0.87843137, 0.88235294, 0.89803922],
```

```
[0.87843137, 0.88235294, 0.89803922]],
                  [[0.87843137, 0.88235294, 0.89803922],
                   [0.87843137, 0.88235294, 0.89803922],
                   [0.87843137, 0.88235294, 0.89803922],
                   [0.87843137, 0.88235294, 0.89803922],
                    [0.87843137, 0.88235294, 0.89803922],
                   [0.87843137, 0.88235294, 0.89803922]]]])
In [127...
           Predictions = new model.predict(final image)
In [128...
           Predictions[0]
Out[128... array([1.6096264e-09, 6.0597269e-09, 6.5312663e-05, 2.3694378e-08,
                 1.5606915e-07, 3.1254515e-08, 9.9993443e-01], dtype=float32)
In [129...
           np.argmax(Predictions)
Out[129... 6
         Output is 6 and our folder named 6 also contain images of surprised man. So we can say that our model is predicting correctly
 In [ ]:
```