Diving into Model Training with **Teachable Machine**

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Abstract--- This Document is a detailed knowledge about the Teachable Machine platform of google,
In which different objects are captured from different angles and postures for the data collection and
to train that data for the AI reorganization of it.

1. INTRODUCTION.

This Project it taken out with a refference of four objects i.e: Graphic card, Hard Drive,
Remote Controller and a Cable Wire. Where these objects are captured from different angles and making
them a model to train it with the teachable machine

2. CLASSES.

3. Graphic Card

A graphics card is a type of display adapter or video card installed within most computing devices to display graphical data with high clarity, color, definition and overall appearance. A graphics card provides high-quality visual display by processing and executing graphical data using advanced graphical techniques, features and functions.

A graphics card is also known as a graphics adapter, graphics controller, graphics accelerator card or graphics board.

A Graphics Card is a piece of computer hardware that produces the image you see on a monitor. The Graphics Card is responsible for rendering an image to your monitor, it does this by converting data into a signal your monitor can understand.

Figure 2 Graphic Card

A. Hard Drive

A hard disk drive (sometimes abbreviated as a hard drive, HD, or HDD) is a non-volatile data storage device. It is usually installed internally in a computer, attached directly to the disk controller of the computer's motherboard. It contains one or more platters, housed inside of an air-sealed casing. Data is written to the platters using a magnetic head, which moves rapidly over them as they spin.

Internal hard disks reside in a drive bay, connected to the motherboard using an ATA, SCSI, or SATA cable. They are powered by a connection to the computer's PSU (power supply unit).

Examples of data that may be stored on a computer's hard drive include the operating system, installed software, and the user's personal files.

A hard drive is also required for the installation of any programs or other files you want to keep on your computer. When downloading files to your computer, they are permanently stored on your hard drive or another storage medium until they are moved or uninstalled.

1 Figure 2 Hard Drive

C. Remote Control

A remote control (RC) is a small, usually hand-held, electronic device for controlling another device, such as a television, radio or audio/video recording device. Remote controls commonly operates via infrared signals but sometimes by radio frequency signals. The remote control may control a variety of functions such as volume, channel, track number and other functions. Modern remote control devices often have more controlling functions than are found on the device itself, which may have only a few primary essential controls.

A remote control may also be called a clicker, flipper, tuner, changer or converter.

Remote control is different from *remote access*. In remote control, only keystrokes and screen updates are transmitted between the two machines as all processing originates in the remote-control device. In a remote access setup, the user is logged ontothe network, using the phone line as an extension to the network. Thus, all traffic has to flow over a low-speed telephone line.

3 Figure 3 Remote Control

D. Cable Wire

A cable assembly is the composition of one or more electrical cables and their corresponding connectors. A cable assembly is not necessarily suitable for connecting two devices but can be a partial product (e.g. to be soldered onto a printed circuit board with a connector mounted to the housing). Cable assemblies can also take the form of a cable tree or cable harness, used to connect many terminals together.

Electrical cables are used to connect two or more devices, enabling the transfer of electrical signals or power from one device to the other. Cables are used for a wide range of purposes, and each must be tailored for that purpose. Cables are used extensively in electronic devices for power and signal circuits. Long-distance communication takes place over undersea cables. Power cables are used for bulk transmission of alternating and direct current power, especially using high-voltage cable. Electrical cables are extensively used in building wiring for lighting, power and control circuits permanently installed in

buildings. Since all the circuit conductors required can be installed in a cable at one time, installation labor is saved compared to certain other wiring methods.

Physically, an electrical cable is an assembly consisting of one or more conductors with their own insulations and optional screens, individual covering(s), assembly protection and protective covering(s). Electrical cables may be made more flexible by stranding the wires. In this process, smaller individual wires are twisted or braided together to produce larger wires that are more flexible than solid wires of similar size.

3. PROCESS.

A. Data Gathering.

In this process get app the information about classes inform of pics, inform of voice, or inform of recording the data in this stage is a non-trainable data or dirty data. It is just an information, which used in project and get all information related to classes.

B. Training.

In this process, the getting data start training process all the data who get in Data Gathering process. This process realized the difference between classes and then this training data will use to realize the input information are related which class.

C. Exporting.

Exporting process use to get the output data after gathering and training and this output will be use in different, other process like check the quantity of the classes etc.

4. CONCLUSION

Driving into the model training with the teachable machine by google were successfully by the

98% results, The objects that were train were successfully recognized with AI of teachable machine.

5. REFERENCES.

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