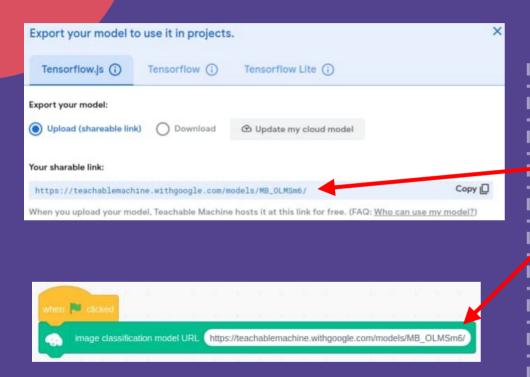


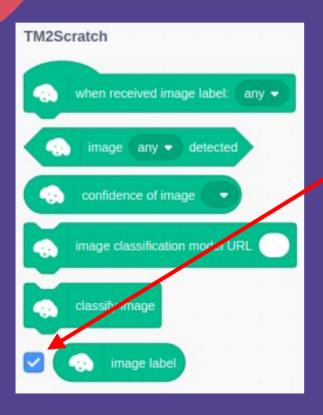
Teachable Machine Model

- Teachable Machine produces a trained <u>model</u>
- To do useful things with it, we need to integrate it with a program. Eg...
 - Display a message when a cat is detected
 - Sound an alarm when a dog is detected
 - Move a robot arm to smack someone who's not wearing a mask

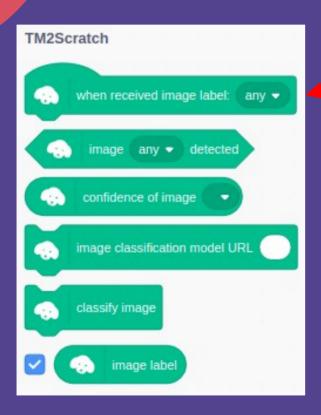
- Extension that runs on a special version of Scratch https://stretch3.github.io
- Can load the Teachable Machine model, and provide blocks to let you know which class was detected



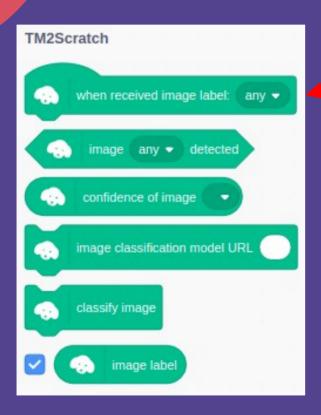
- Start by loading the model
- Copy this URL...
- ...and put it here
- Make sure to click the green flag to load the model



 Turn on the "image label" value display (...for easy checking of results)



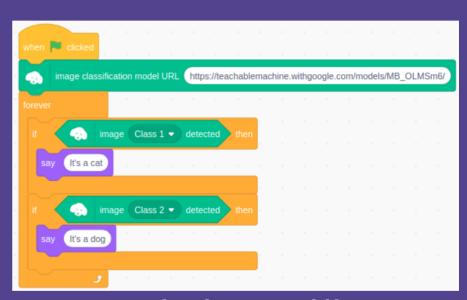
 Use the "when received image label" event to run a script...



...or use the "image label" variable in an "if" condition

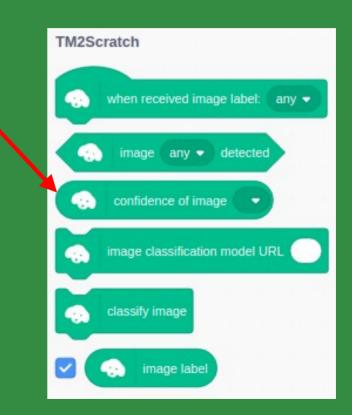


Using event blocks

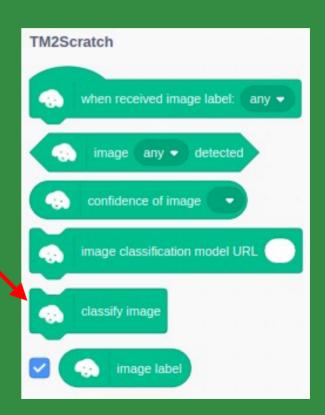


Using loops and if

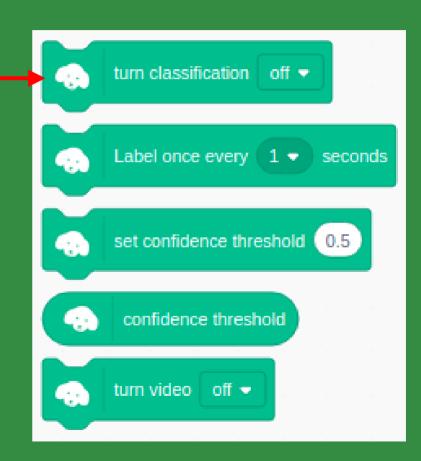
- Confidence of image
 - How sure the AI is that the class is present
 - Lowest: 0
 - Highest: 1



- Immediately classify the image in the webcam once
 - Only useful if classification is turned off

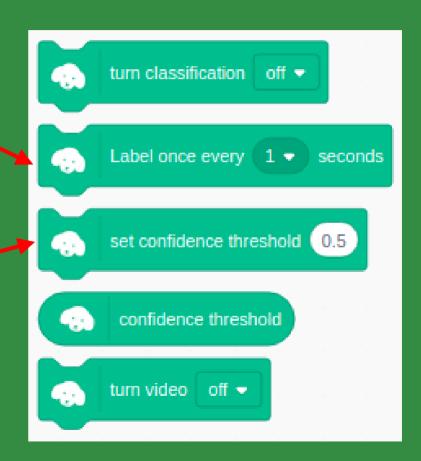


- Disable automatic classification
 - On : Automatically classify the image every X seconds
 - Off: Will only classify the image when we run the "classify image" block

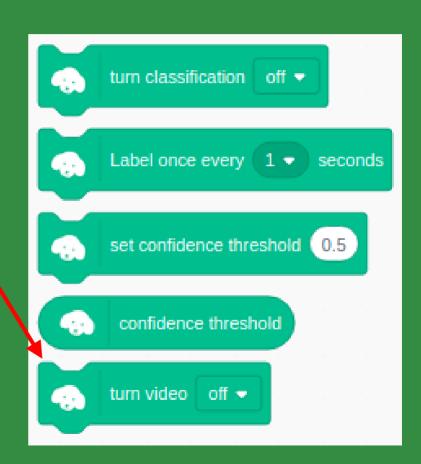


 How often to automatically classify image

 Threshold for confidence, before a class is considered detected



- Disable <u>display</u> of video
 - Does not disable camera
 - Image classification still works even with video turned off





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