GANForge Assignment 2

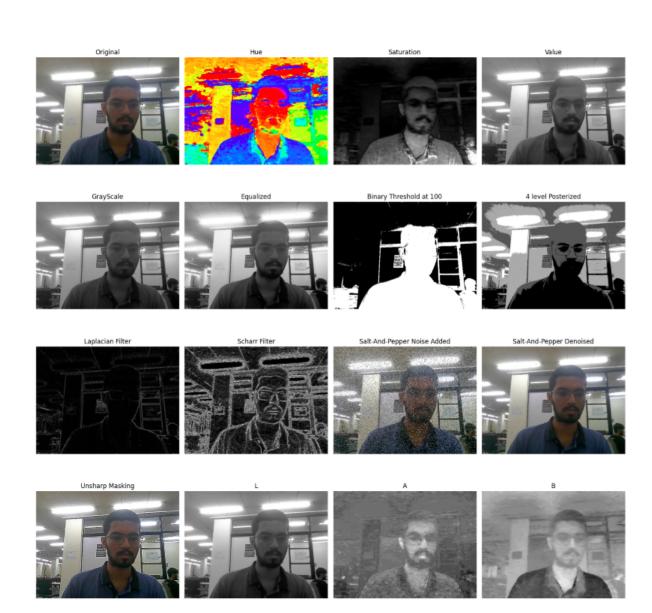
Akshat Shahjade Roll No: 230100

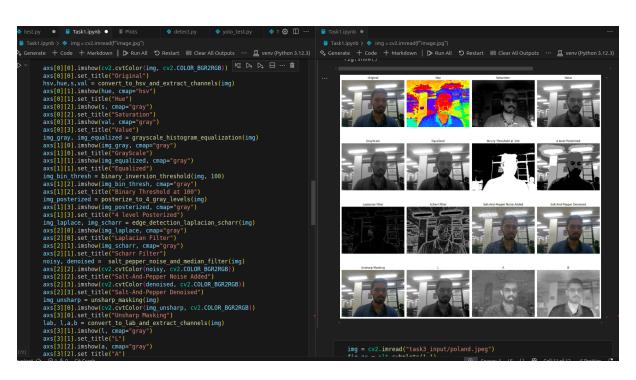
Task 1

What I Learned

- HSV and LAB
- Different masks and filters, especially Scharr (found useful)
- Posterizing

These functions where you input an image and get stylized effects are useful for ideation in image classification tasks (e.g., Task 3). For instance, hue provided clear segregation in a Poland flag image.

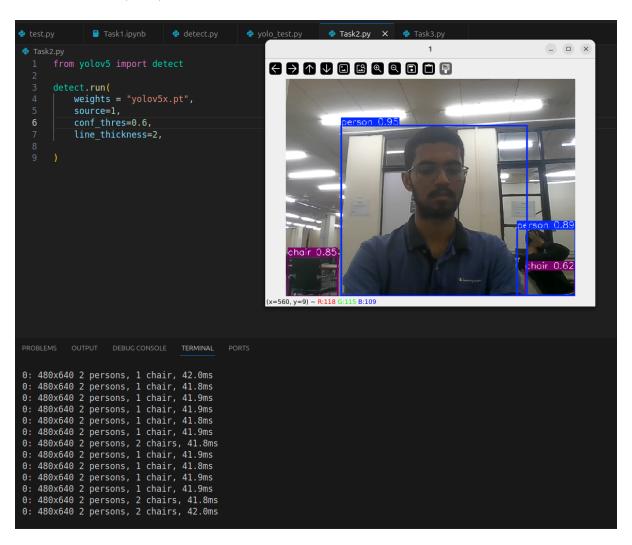


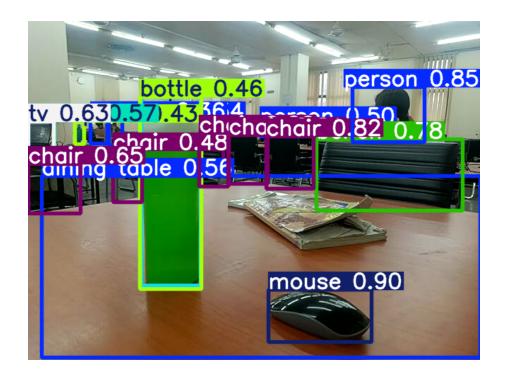


Task 2

Learnings

- Learned about /dev/video* in Ubuntu and kernel modules.
- Learned how to clone repositories and use them.
- Used DroidCam to connect my mobile to my laptop via shared Wi-Fi, which allowed me to use /dev/video2 as a video source.





```
stability (1500 metro) of 5 to video' video'
```

Task 3

Code

```
top_half = red_mask[:100, :]
    bottom_half = red_mask[100:, :]
    # Count red pixels in each half
    top_red_count = np.sum(top_half)
    bottom_red_count = np.sum(bottom_half)
    # Classification
    if top_red_count > bottom_red_count * 1.5:
        return "Indonesia"
    elif bottom_red_count > top_red_count * 1.5:
        return "Poland"
    else:
        return \ "Uncertain \_ - \_Not \_ clearly \_ a \_ flag \_ of \_ Indonesia \_ or \_
           → Poland"
for i in range(2):
    filename = os.path.join("task3_input", f"poland{i+1}.jpeg")
    print(filename, detect_flag(filename))
for i in range(2):
    filename = os.path.join("task3_input", f"indonesia{i+1}.jpeg"
    print(filename, detect_flag(filename))
```

Logic Explanation

- Convert the image to HSV and extract the hue.
- Create a red mask that highlights red pixels with non-trivial value.
- Split the image into top and bottom halves.
- Count red pixels in each half.
- Classify based on which half has significantly more red pixels.
- Include an "Uncertain" case if results are too close.

```
| Task1.py | Task1.py | Task1.py | Task1.py | Task2.py | Task2.py | Task3.py | Task3.py
```

Task 4

Summary

This paper is more of an overview of the YOLOv5 architecture, covering what led to its popularity and what makes it efficient.

Unlike 2-stage object detectors, YOLO (You Only Look Once) predicts bounding boxes and class probabilities in a single CNN pass.

YOLOv5 was ported from DarkNet (a flexible but complex environment) to PyTorch, which facilitates rapid experimentation and integration.

While architecture attracts attention, training techniques also matter:

- Data Augmentation (e.g., mosaic augmentation)
- Careful loss function selection



YOLOv5 is well-suited for custom datasets due to how it generates anchor boxes using K-means and dataset-specific statistics.

For speed, it implements:

- Cross Stage Partial connections (CSP)
- Mixed precision (float16 instead of float32)

The model is divided into:

- Backbone
- Neck
- Head

YOLOv5 variants:

- n, s, m, 1, x ordered from smallest (fastest) to largest (most accurate)
- Accuracy saturates with larger models; best trade-off is often with s or m

Conclusion: YOLOv5's strengths lie in efficiency, accuracy, and accessibility, making it suitable for a broad user base.