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In [1]: import csv
        from PIL import Image
        import numpy as np
        import matplotlib.pyplot as plt
        import matplotlib.patches as patches
In [2]: def readImageData(rootpath):
             '''Reads data
            Arguments: path to the image, for example './Training'
            Returns: list of images, list of corresponding outputs'''
            images = [] # images
            output_1 = [] # corresponding x index
            output_2 = [] # corresponding y index
            output_3 = [] # corresponding x width
            output 4 = [] # corresponding y width
            prefix = rootpath + '/'
            gtFile = open(prefix + 'myData'+ '.csv') # annotations file
            gtReader = csv.reader(gtFile, delimiter=';') # csv parser for annotations fi
            next(gtReader)
            # loop over all images in current annotations file
            for row in gtReader:
                img=Image.open(prefix + row[0]) # the 1th column is the filename
                 # preprocesing image, here we resize the image into a smaller one
                img=img.resize((128,128), Image.BICUBIC)
                img=np.array(img)
                images.append(img)
                output_1.append(float(row[1])) # the 8th column is the label
                output_2.append(float(row[2]))
                output_3.append(float(row[3]))
                output_4.append(float(row[4]))
            gtFile.close()
            return images, output_1, output_2, output_3, output_4
In [3]: def display_images(images, rows, cols, titles=None):
            Display a group of images in a grid.
            Arguments:
                images: List of images (each as a NumPy array).
                rows: Number of rows in the grid.
                cols: Number of columns in the grid.
                titles: Optional list of titles for each image.
            fig, axes = plt.subplots(rows, cols, figsize=(15, 15))
            axes = axes.flatten() # Flatten the grid for easy iteration
            for i, ax in enumerate(axes):
                if i < len(images):</pre>
                    ax.imshow(images[i], cmap='gray') # Display the image
                    ax.axis('off') # Hide axes
                         ax.set_title(titles[i], fontsize=10)
                     ax.axis('off') # Hide extra axes
            plt.tight layout()
            plt.show()
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In [4]: # Function to calculate the error between predicted and ground truth values
        def calculate_error(pred, gt):
            # Calculate the Euclidean distance between predicted and ground truth (x, y,
            pred x, pred y, pred xw, pred yw = pred
            gt_x, gt_y, gt_x, gt_y = gt
            # Calculate absolute errors for each dimension
            error_x = abs(pred_x - gt_x)
            error_y = abs(pred_y - gt_y)
            error_xw = abs(pred_xw - gt_xw)
            error_yw = abs(pred_yw - gt_yw)
            # Sum of absolute errors (you can also use squared error or Euclidean distan
            total_error = error_x + error_y + error_xw + error_yw
            return total error
In [5]: def draw_rectangle(ax, center_x, center_y, x_width, y_width, color, scale_factor
            Draw a rectangle on the image.
            Arguments:
            - ax: Matplotlib axis object to draw on
            - center_x, center_y: Center coordinates of the rectangle
            - x_width, y_width: Width and height of the rectangle
            - color: Rectangle border color
            scale_factor: Scaling factor for resizing coordinates
            # Scale the coordinates and dimensions
            center_x_scaled = center_x * scale_factor_x
            center_y_scaled = center_y * scale_factor_y
            x_width_scaled = x_width * scale_factor_x
            y_width_scaled = y_width * scale_factor_y
            # Calculate the top-left corner of the rectangle
            top_left_x = center_x_scaled - x_width_scaled / 2
            top_left_y = center_y_scaled - y_width_scaled / 2
            # Create a rectangle patch
            rectangle = patches.Rectangle(
                (top_left_x, top_left_y), # Top-left corner
                x_width_scaled,  # Width
y_width_scaled,  # Height
                linewidth=2, edgecolor=color, facecolor='none'
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ax.add_patch(rectangle)