



Fisherman's Wharf

Pier 39

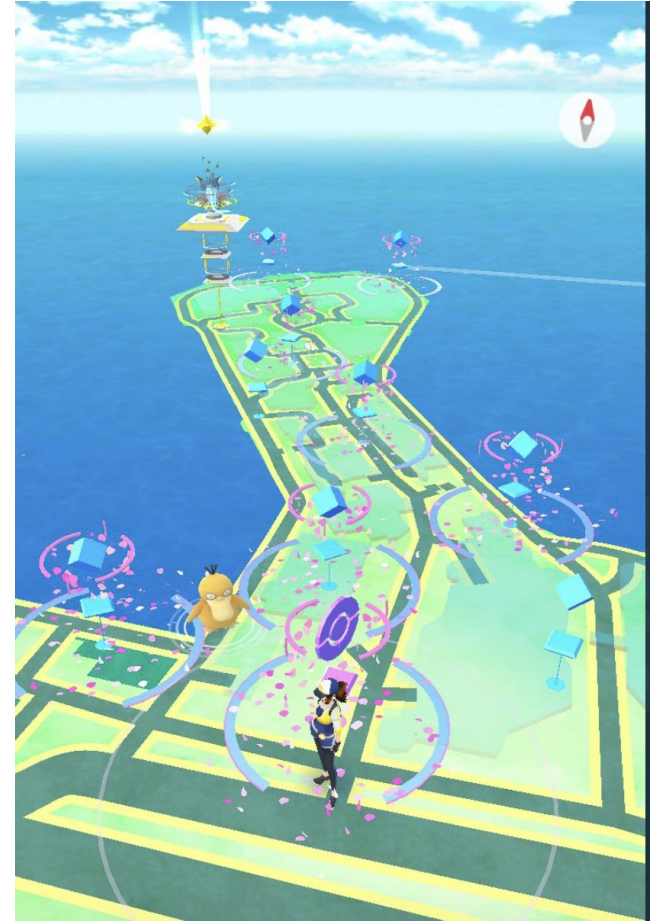






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Scavenger Hunt



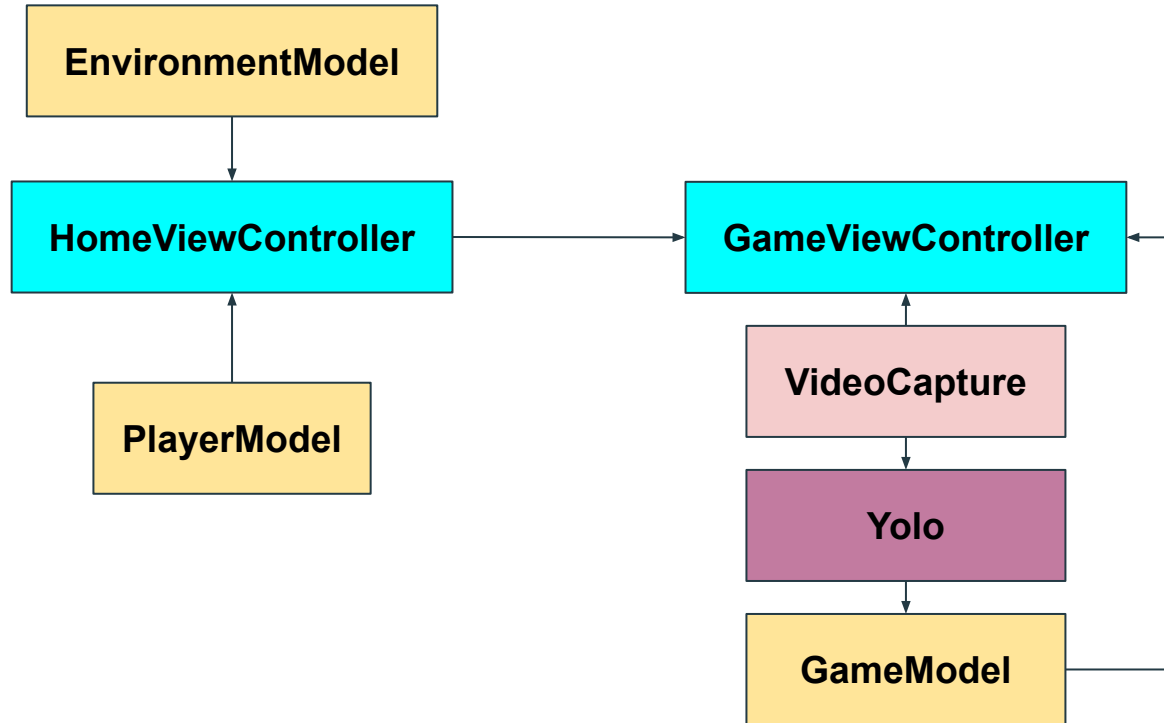
Scavenger Hunt

- Different difficulties for different rooms
- Rooms with different items to find
- Camera instead of AR

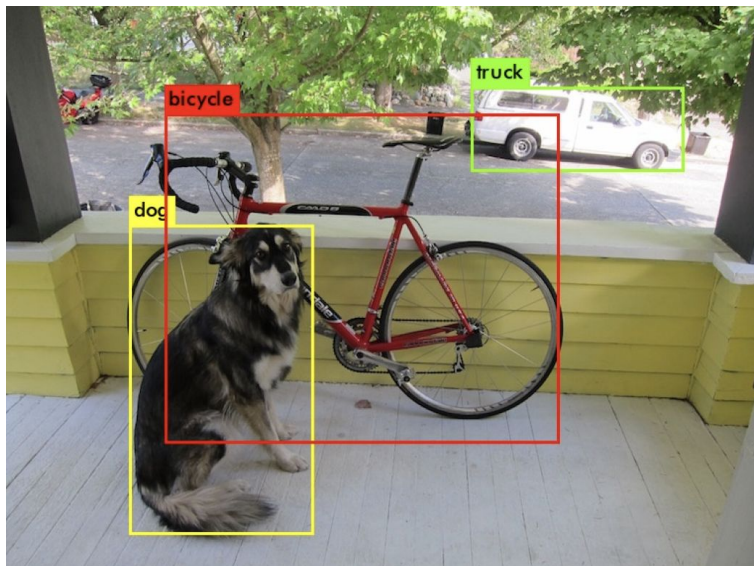


How does it work?

Design

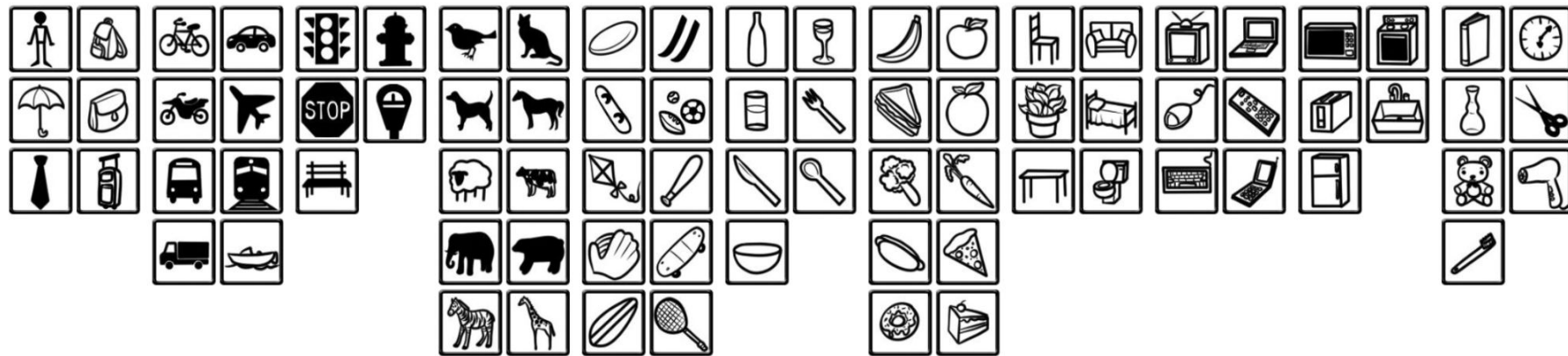


YOLO (You only look Once)



COCO (Common Objects In Context)

- Standard dataset for image classification
- 80 unique classes





...but YOLO isn't Easy :(



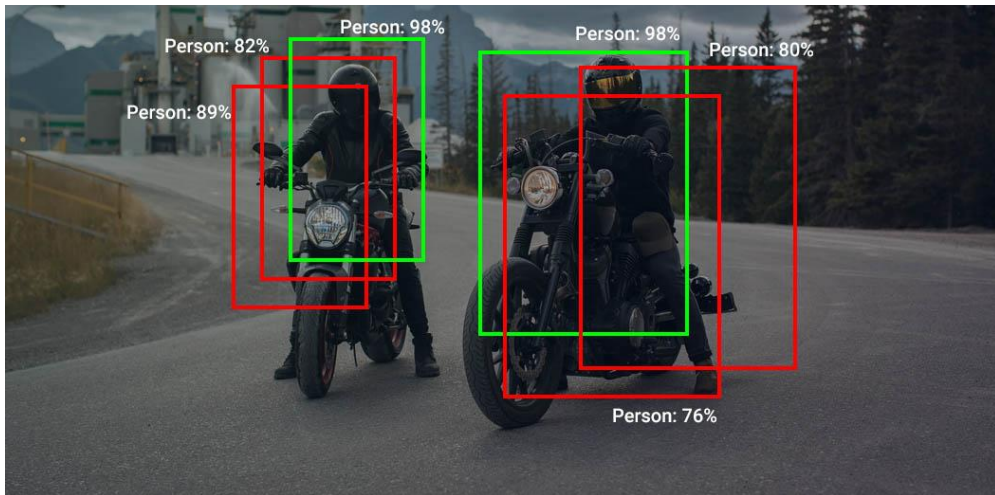
Conversion from PyTorch to CoreML

- Pretrained weights (on COCO) are available
- Provided by YOLOv5 maintainer, Ultralytics
- **Unfriendly output**



NMS/Bounding Boxes

- Non-max Suppression
- YOLOv3 with existing NMS
 - Update & Fix Vision Implementation

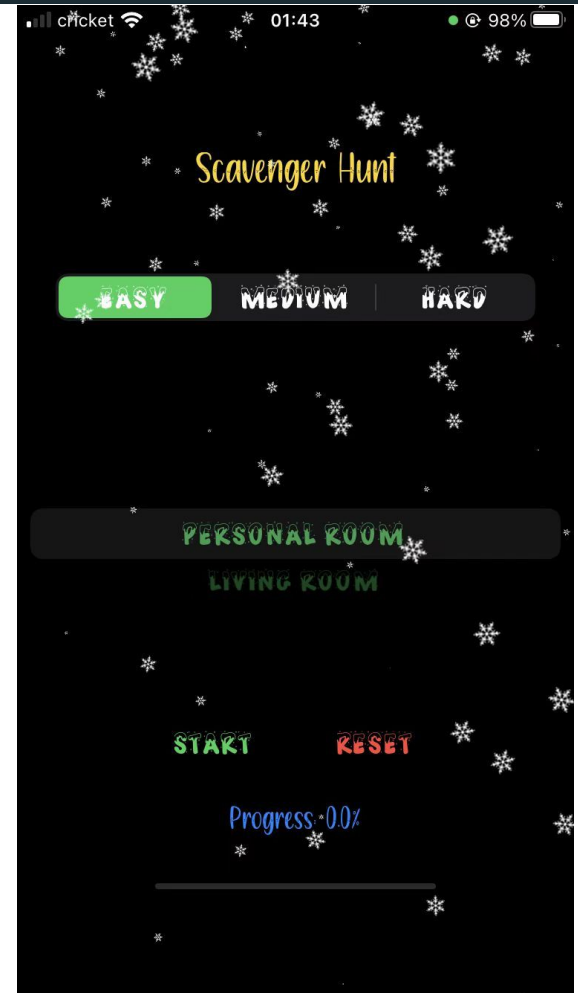


OUTPUTS

output1	name: output1
	type: float64[255,13,13]
	The 13x13 grid (Scale1)
output2	name: output2
	type: float64[255,26,26]
	The 26x26 grid (Scale2)
output3	name: output3
	type: float64[255,52,52]
	The 52x52 grid (Scale3)

User Interface Design

- Minimize the thinking users have to do
- Clear and consistent design
- Animation





Demo Time!

Image Sources

- [https://commons.wikimedia.org/wiki/File:San_Francisco_Skyline_%E2%80%94_Twin_Peaks_\(6959150108\).jpg](https://commons.wikimedia.org/wiki/File:San_Francisco_Skyline_%E2%80%94_Twin_Peaks_(6959150108).jpg)
- <https://www.roadtraffic-technology.com/projects/golden-gate-bridge-san-francisco/>
- https://en.wikipedia.org/wiki/Pok%C3%A9mon_Go
- [https://bulbapedia.bulbagarden.net/wiki/Magikarp_\(Pok%C3%A9mon\)](https://bulbapedia.bulbagarden.net/wiki/Magikarp_(Pok%C3%A9mon))
- <https://cocodataset.org/#explore>
- <https://pjreddie.com/darknet/yolo/>
- <https://www.smccvb.com/listing/pier-39/1020/>
- <https://videohive.net/item/aerial-view-of-pier-39-san-francisco/26108852>
- <https://pjreddie.com/darknet/yolo/>
- <https://pokemonletsgo.pokemon.com/en-us/pokemon-go/>
- <https://snacknation.com/blog/scavenger-hunt-ideas/>
- <https://twitter.com/KeikoQvQ/status/763524232575725568/photo/2>
- <https://pytorch.org/get-started/locally/>
- <https://developer.apple.com/news/?id=06052017c>