

1. LOADING THE DATA FROM DRIVE

Google Colab was used for this project, for the same purpose, it is required that data should be present in the drive.

We need to mount the google drive, to ensure that, virtual machine in Colab has access to the dataset.

```
PlayingCardDetection_Submit.ipynb ☆
File Edit View Insert Runtime Tools Help All changes saved

+ Code + Text

Access G-Drive

{x}

[1] from google.colab import drive drive.mount('/content/drive')

Mounted at /content/drive
```

2. INSTALLING RESPECTIVE PACKAGES

Install Ultralytics and some other useful packages using 'pip' command in Colab, and 'pip3' if using a local machine.

We require these packages to ensure that the project runs successfully without any obstacles/errors.

3. TRAINING and VALIDATION of THE DATASET

Before beginning to train the dataset, we must review the current working directory using the '!pwd' command. If the directory is not correct, the individual must inform the VM to be inside the required working directory, where the dataset is located.

If the working directory is not set, numerous issues may emerge.

After that, training of the dataset can be done.



Same process can be imitated for Validation of Dataset.

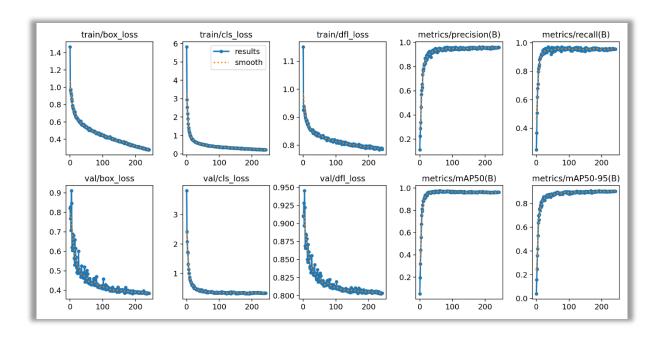
4. OUTPUT

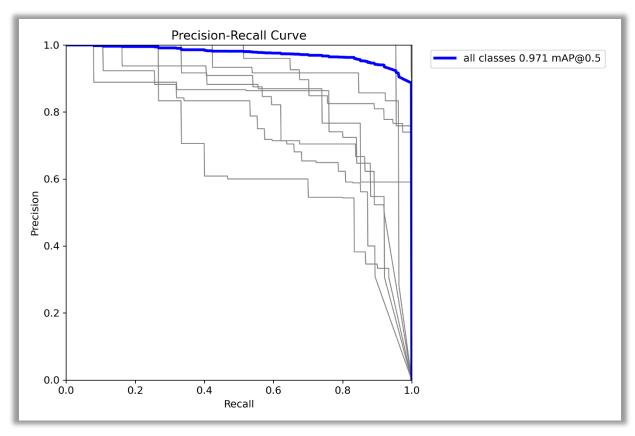
Below images portray the capability of model, with their respective loss, precision, recall, accuracy graphs.

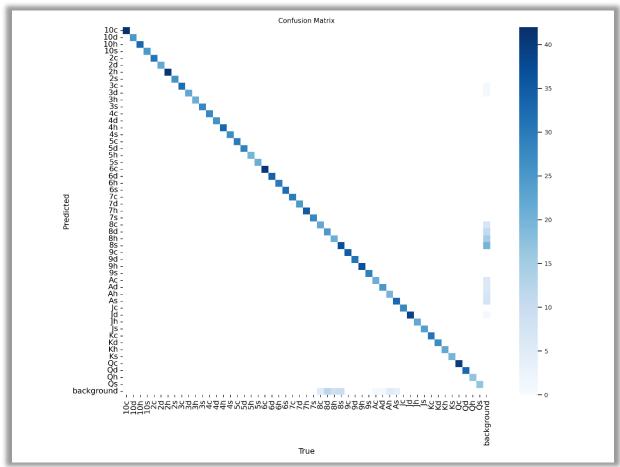
Confusion matrix graph is also present.

Some validation images are included, which can be viewed from the 'runs' folder, as well as all the above mentioned graphs.

All of this was done after training the model for **260 epochs**.







Following two images show the detection of cards in the prediction cell of the notebook. The images can be viewed in the folder 'sample_testing_images'.



