

Underwater object detection via Computer Vision technique

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Purpose

The goal of the **RoboSub** competition is for an Autonomous Underwater Vehicle(AUV) to demonstrate its autonomy by completing underwater tasks. The state-of-art Computer Vision(CV) algorithm such as **YOLOv2** can operate at more than 90 Frames Per Seconds[1], which suffice the real-time object detection and tracking problem applying camera attached to the AUV. Therefore, I apply CV algorithm to detect underwater objects to complete underwater tasks.

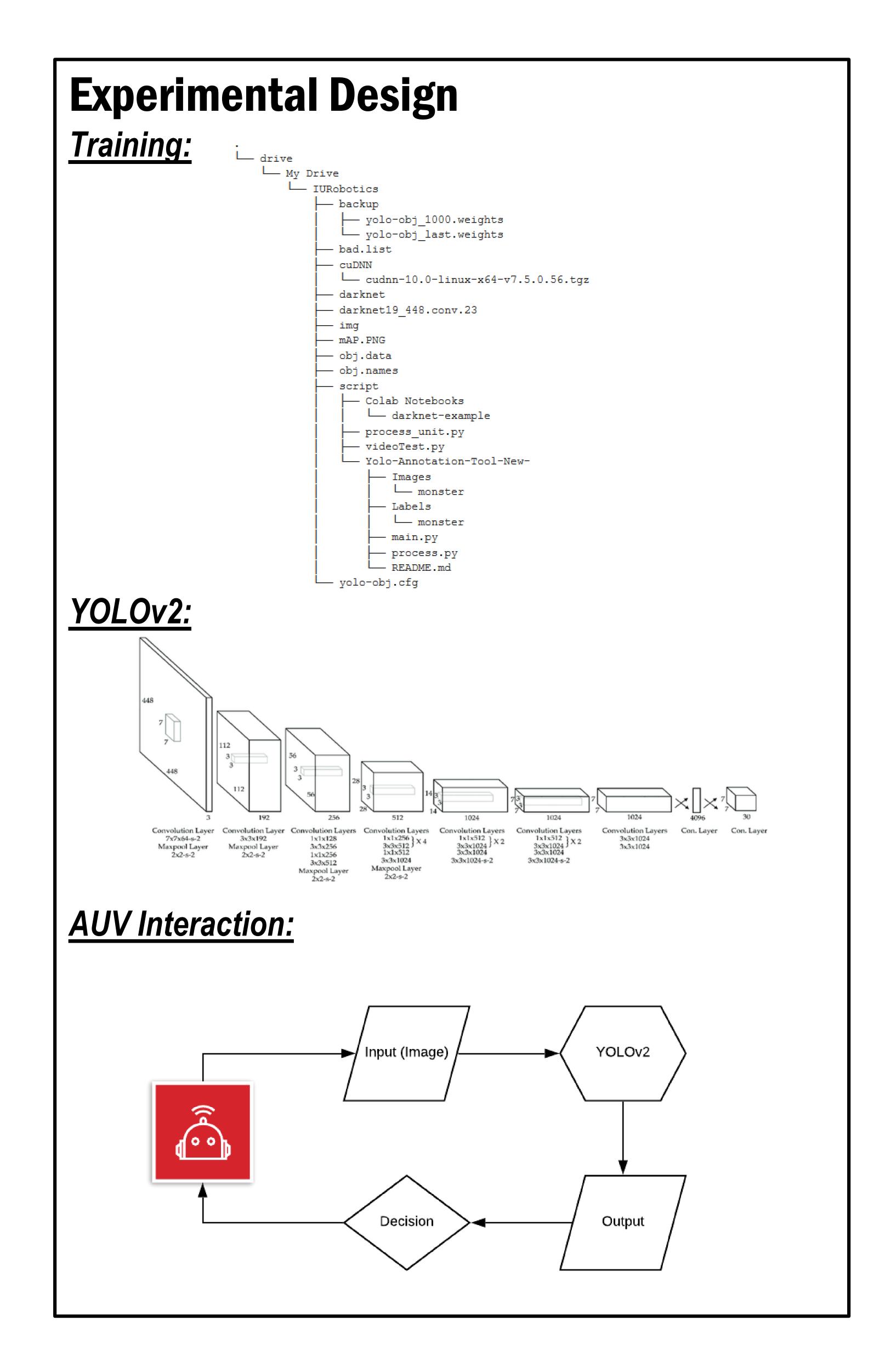
Study Aims

Aim 1: Acquire, label, process and maintain underwater objects images datasets for YOLOv2 CV algorithm model.

Aim 2: Train YOLOv2 CV algorithm using GPU runtime environment in Google Colab Machine.

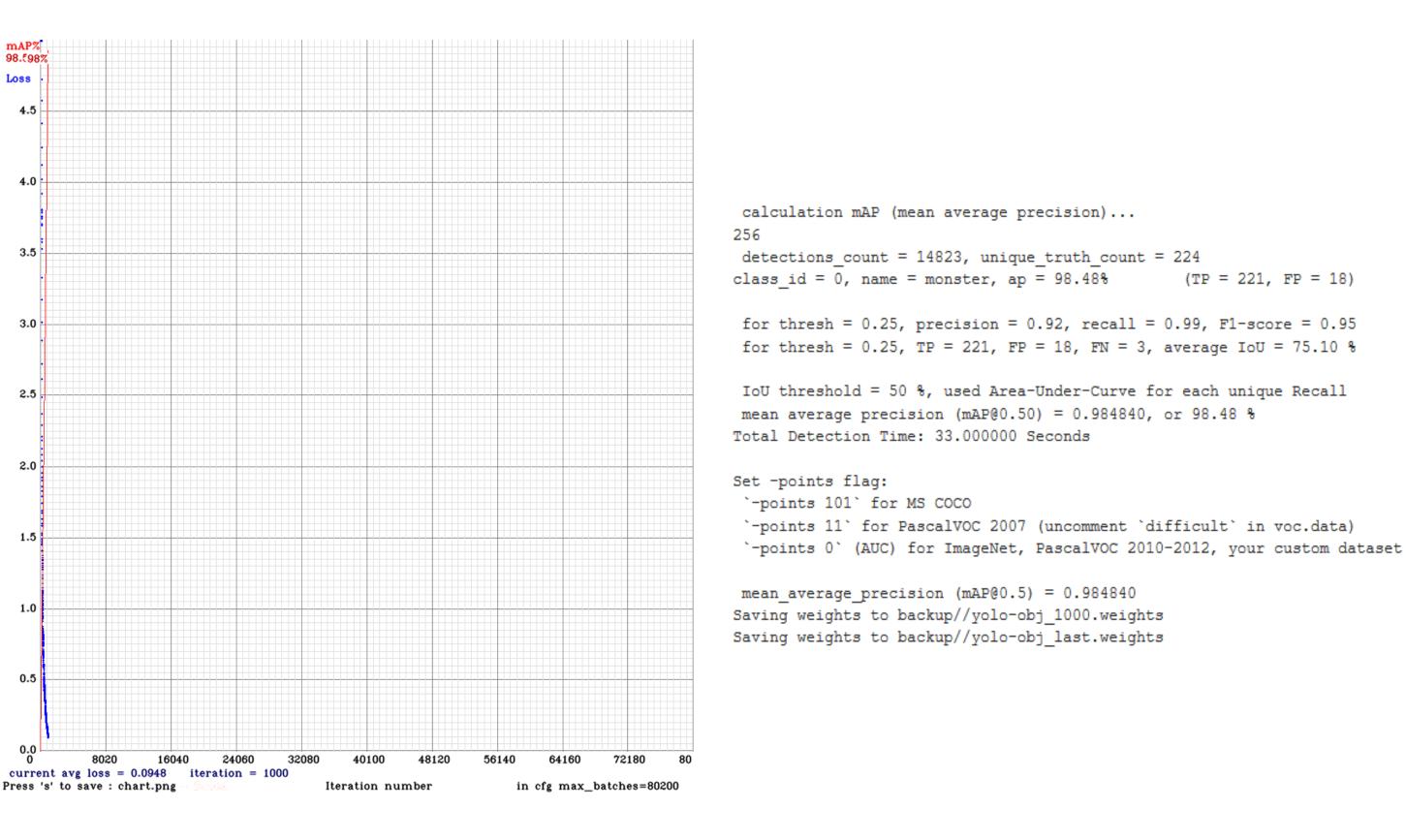
Aim 3: Mean Average Precision(mAP), and Average Training Loss verification over training time.

Aim 4: Applying custom object detection model along with decision feedback Al for completing various underwater tasks.

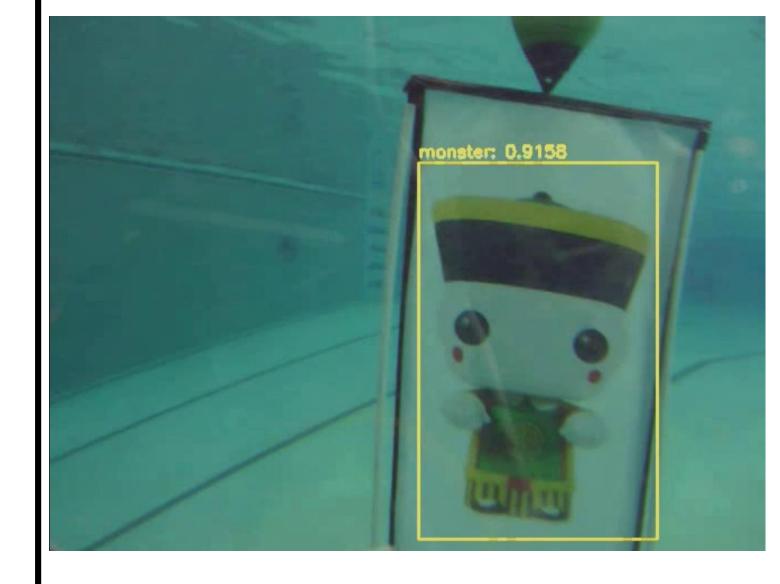


EXPERIMENTAL RESULTS

mAP and Training Loss verification:



Detection model verification:





REFERENCES

[1] YOLO9000:Better, Faster, Stronger. Joseph Redmon and Ali Farhadi.

