attempts of "wireWorldYolo"

attempt #1

.pt => .onnx => tensorflow format

- torch: .pt => .onnx
- onnx_tf: .onnx => checkpoint — **KeyError: 'onnx::Cast_0'**

1. go to "https://maohupi.github.io/maohupiWireworldGame/"
2. open a game map project or draw some thing on the map
3. after press [Ctrl] + [L], press[F12] to open the "developer interface"
4. go to "Console" tab and input the command "modelTest();"
5. then you will see outputTensors (and their data) of each slice of image.

attempt #2

- torch: .pt => .onnx
- onnx2tf: .onnx => .tflite
- tfjs & tfjs-tflite: load .tflite and predict input image
  - **I don't know how to parse the data of "outputTensor".**
  - **An article said that tensorflow doesn't support yolov5 model.**

attempt #3

.pt => .pb => .json

- yolov5/export.py: .pt => .pb
- tensorflowjs: .pb => .json — **cannot import name 'save' from 'tensorflowjs.converters'**

attempt #4

- yolov5/export.py: .pt => .pb
- tensorflow/tfjs-converter: .pb => .json — **GET https://registry.npmjs.org/@tensorflow%2ftfjs-converterxpx - Not found**

Support for .pb models have been removed in TensorFlow.js 1.0 in favor of .json models.

attempt #5

- yolov5/export.py: .pt => .pb
- pb2json: .pb => .json — **GET https://registry.npmjs.org/pb2json - Not found**

attempt #6

- yolov5/export.py: .pt => .tflite
- tfjs & tfjs-tflite: load .tflite and predict input image
- use "x, y, w, h, score, ...classesScore" to parse the outputTensor — **Done!**