

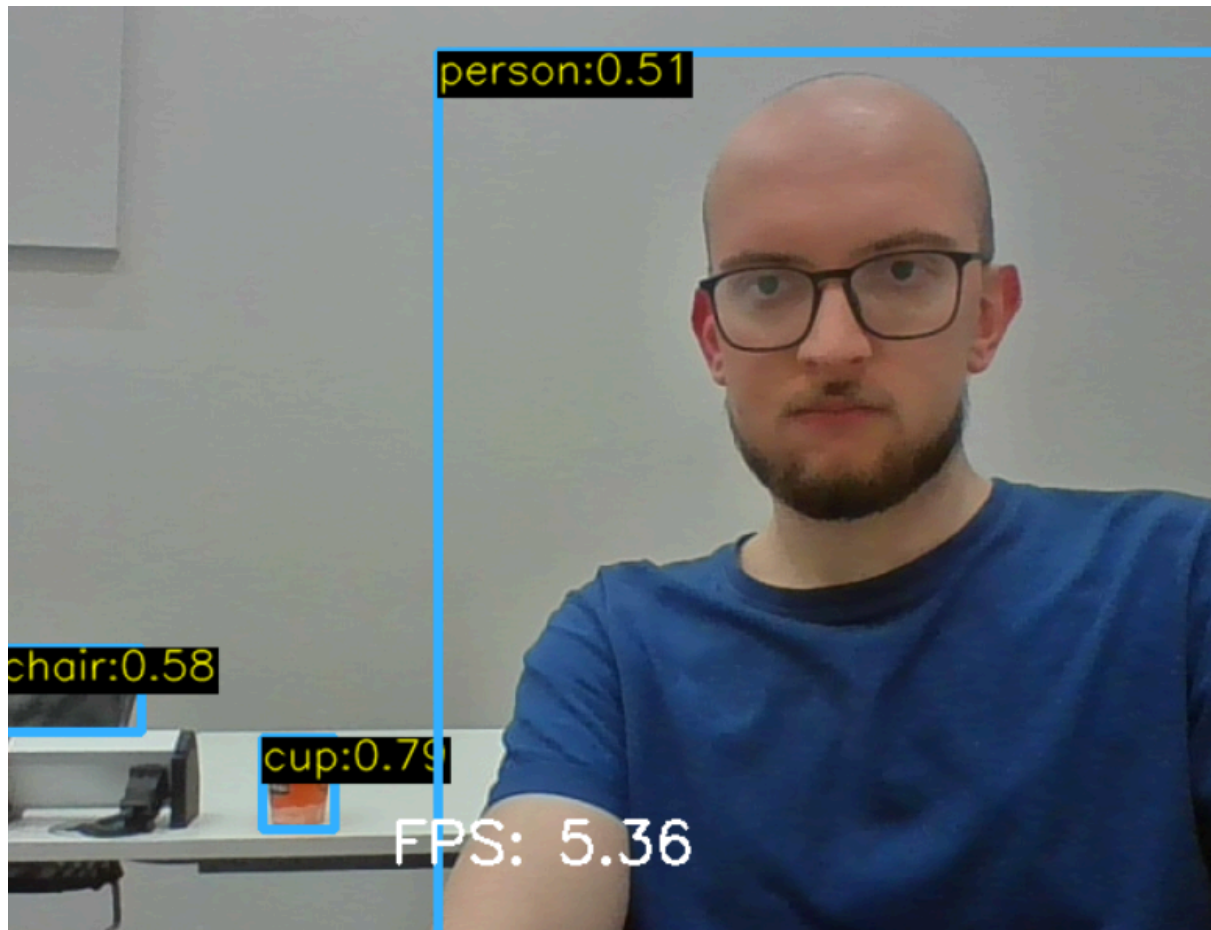
Assignment 3

Part 1

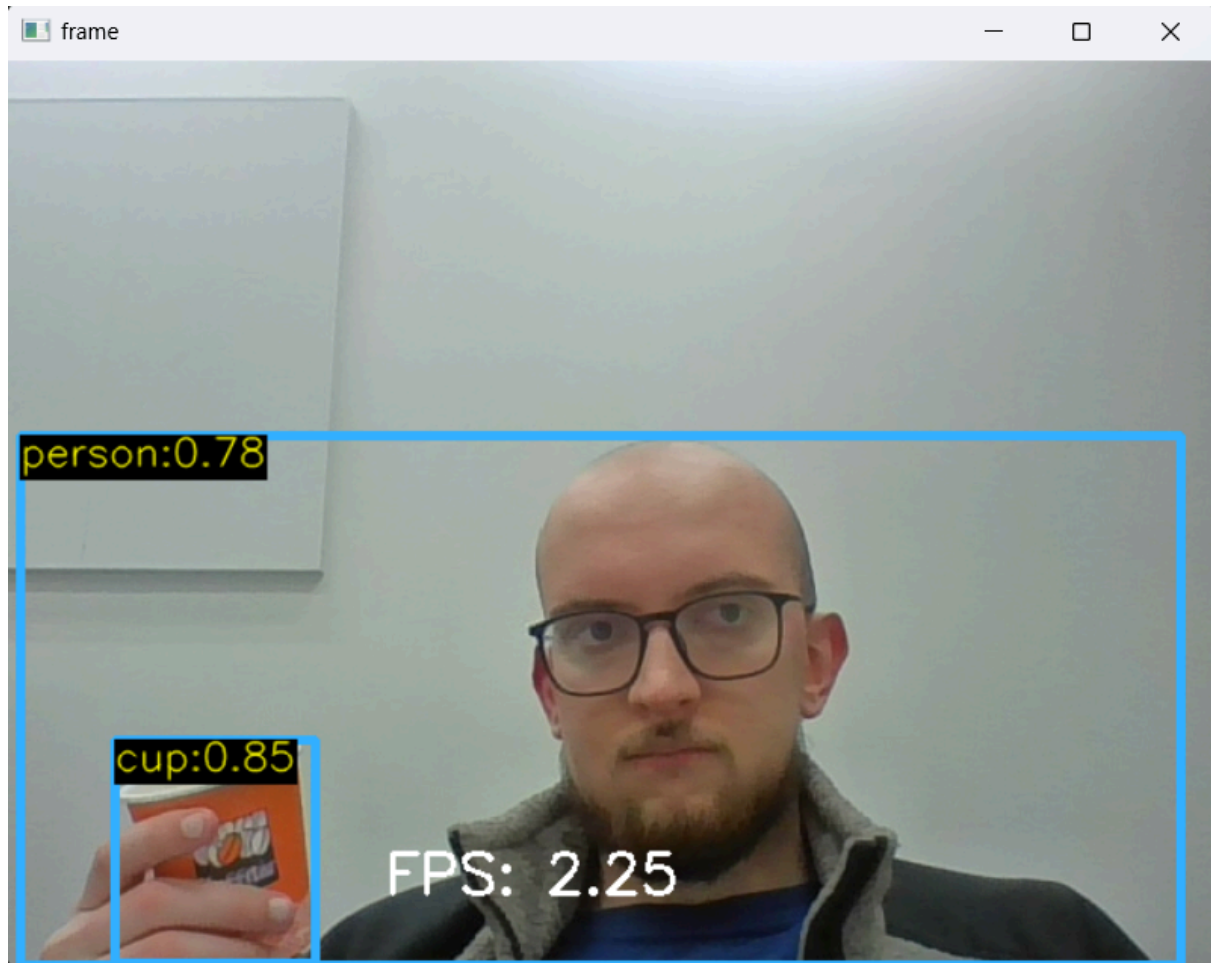
In this assignment Onnx Runtime was used to detect objects in real time using a pre-trained model.

As seen on pictures the models Yolov5s and Yolov5m are compared. 5s is smaller and returns higher fps while 5m is larger and returns lower fps.

Model:Yolov5s



Model:yolov5m



The model was mostly accurate and responsive to new objects in the frame.

Regarding part 2 it was started and the database setup and tools to enable GPU running had been set up. The code is able to run but the results take time and have not been tested at all.