AI VIETNAM
All-in-One Course

Extra Class

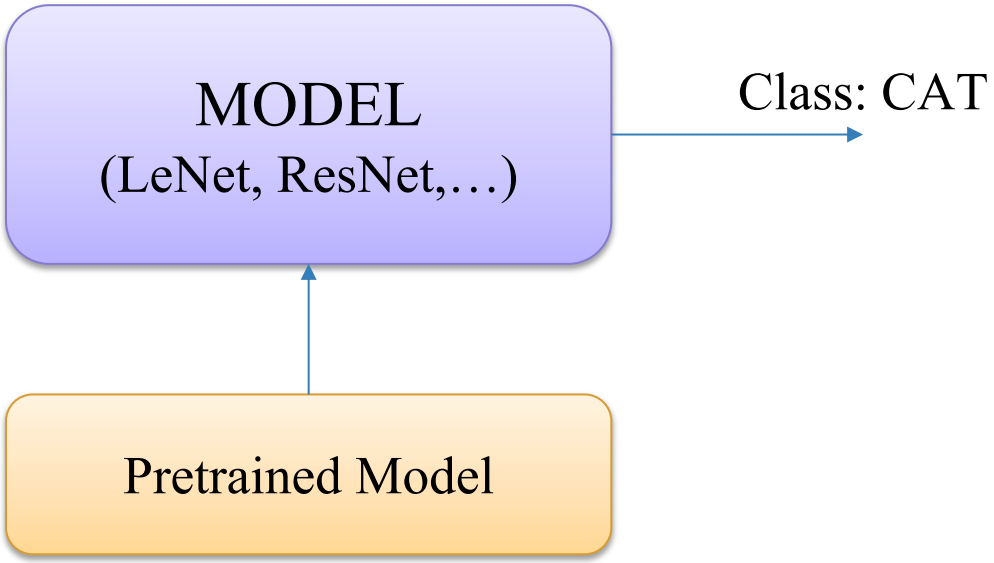
Naïve Object Detection

Nguyen Quoc Thai

CONTENT

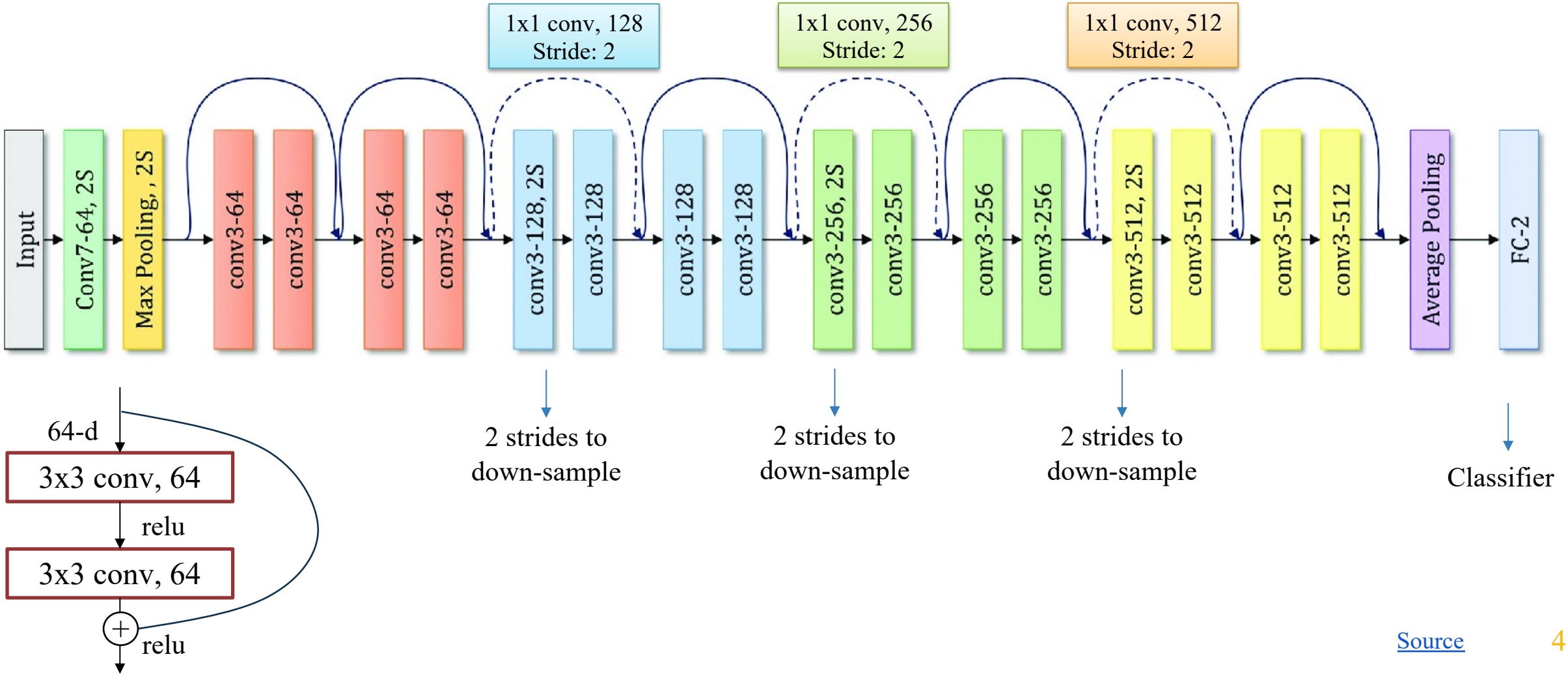
1 – Object Detection

Image Classification



1 – Object Detection

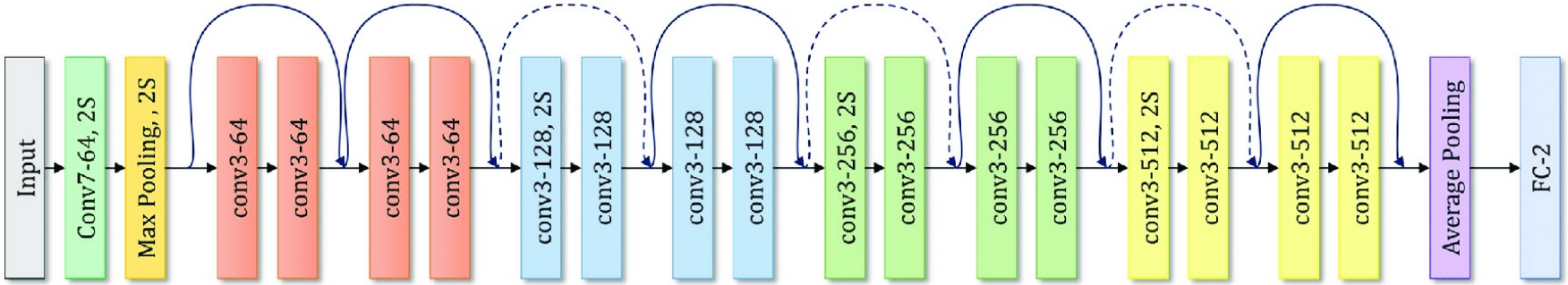
Image Classification using ResNet18

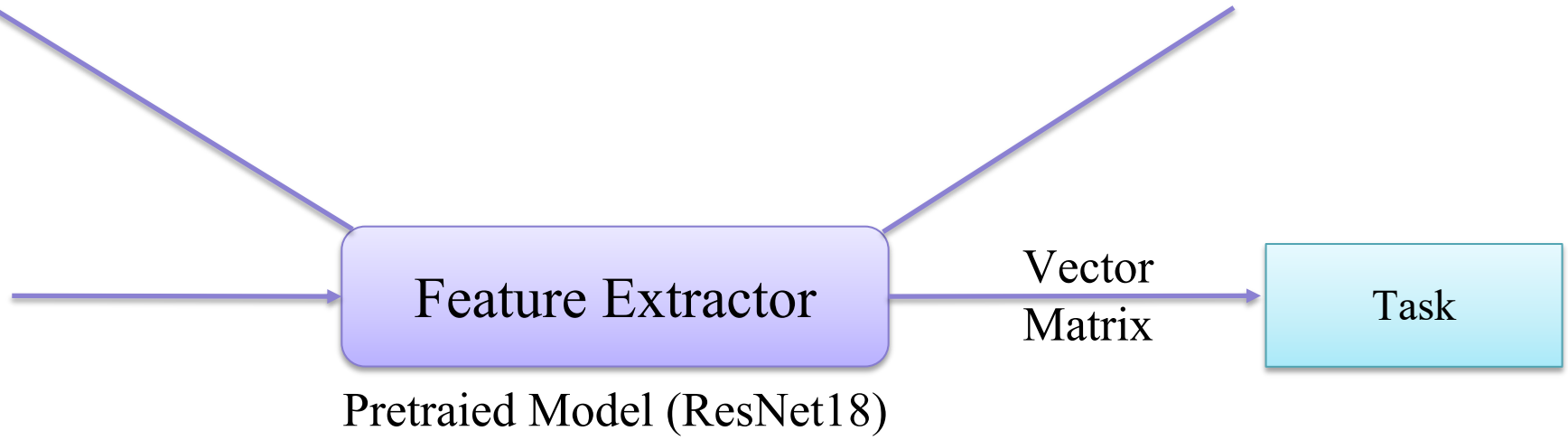


Source

1 – Object Detection

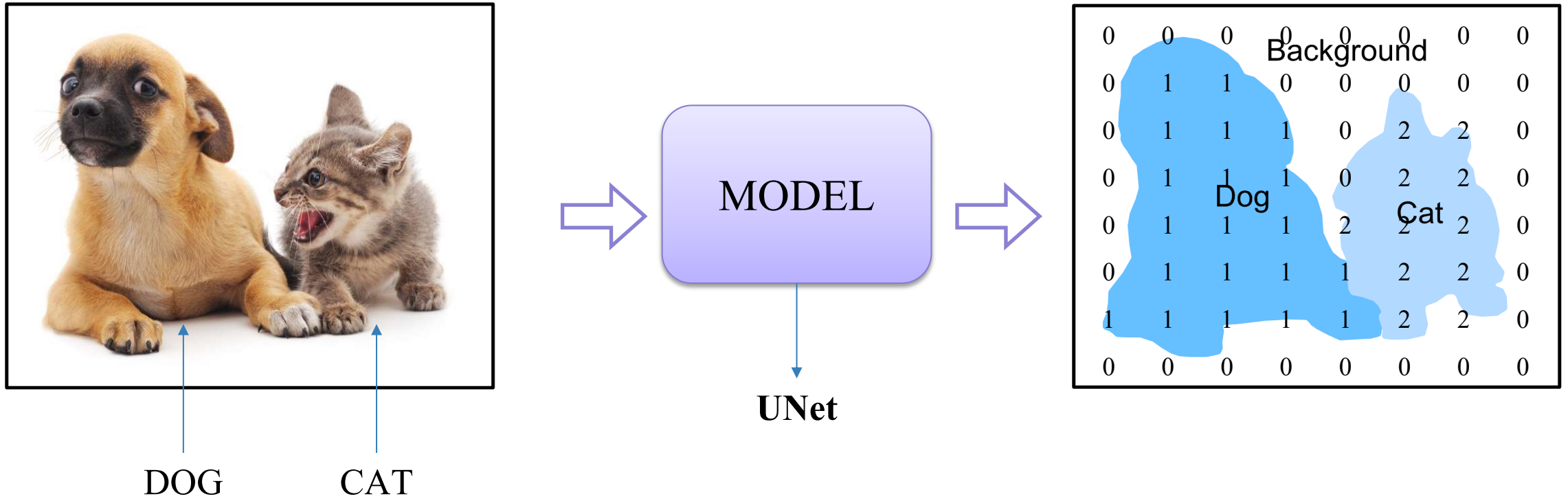
Image Classification using ResNet18





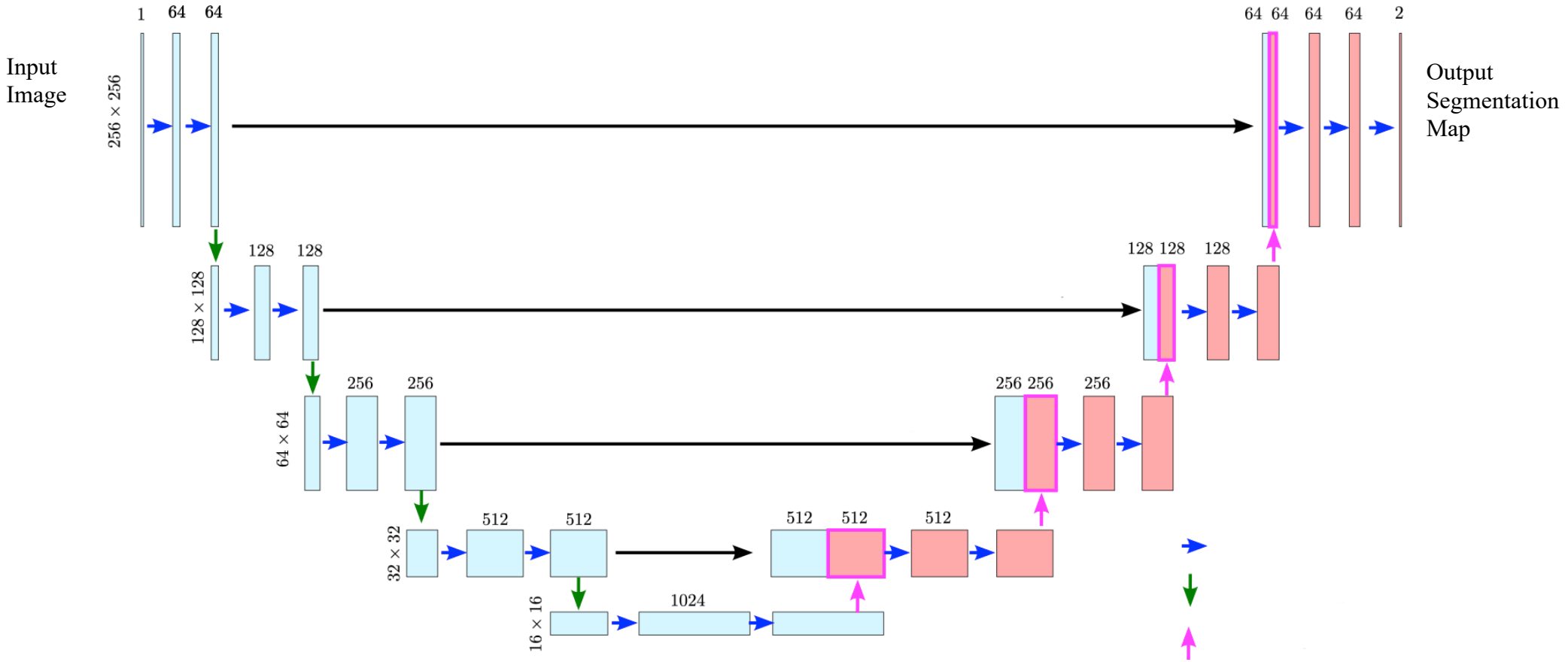
1 – Object Detection

Image Segmentation



1 – Object Detection

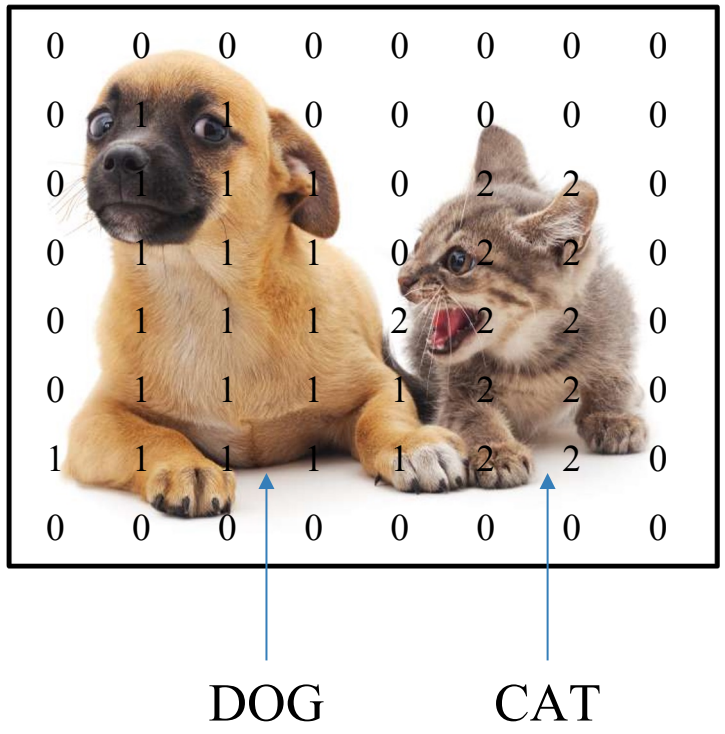
Image Segmentation using UNet



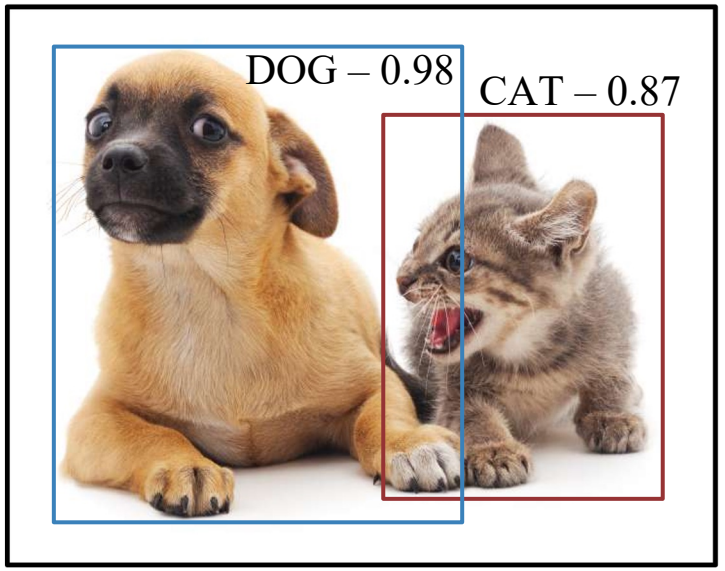
1 – Object Detection

Object Detection

Image Segmentation



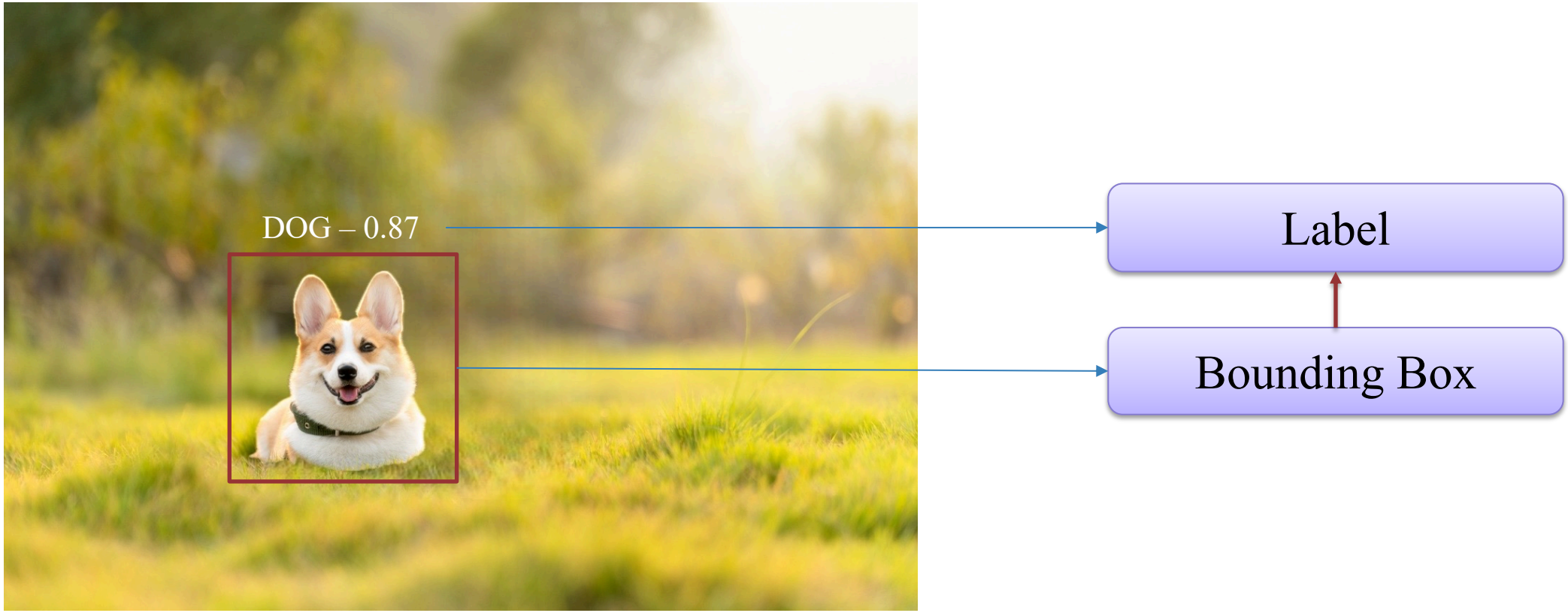
Object Detection



Assign labels, bounding boxes to objects in the image

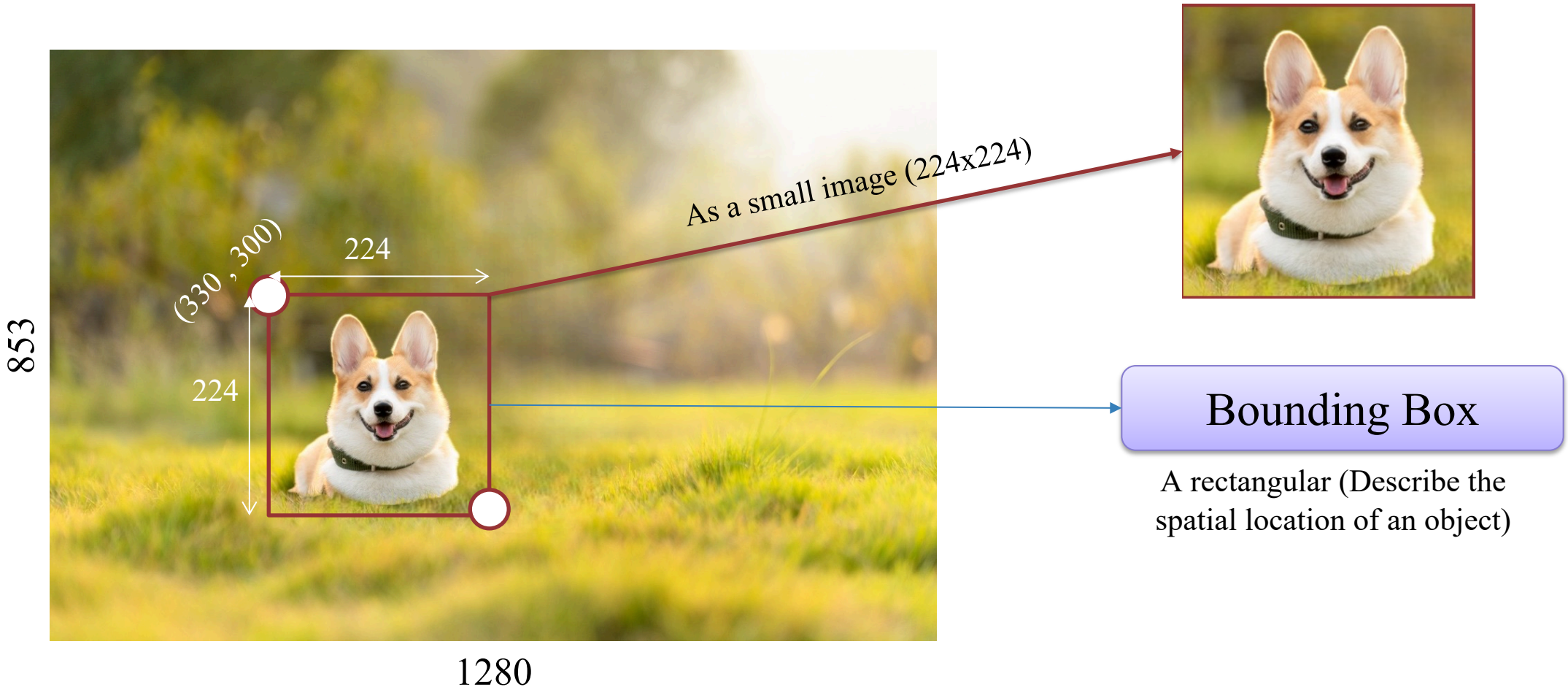
1 – Object Detection

Object Detection



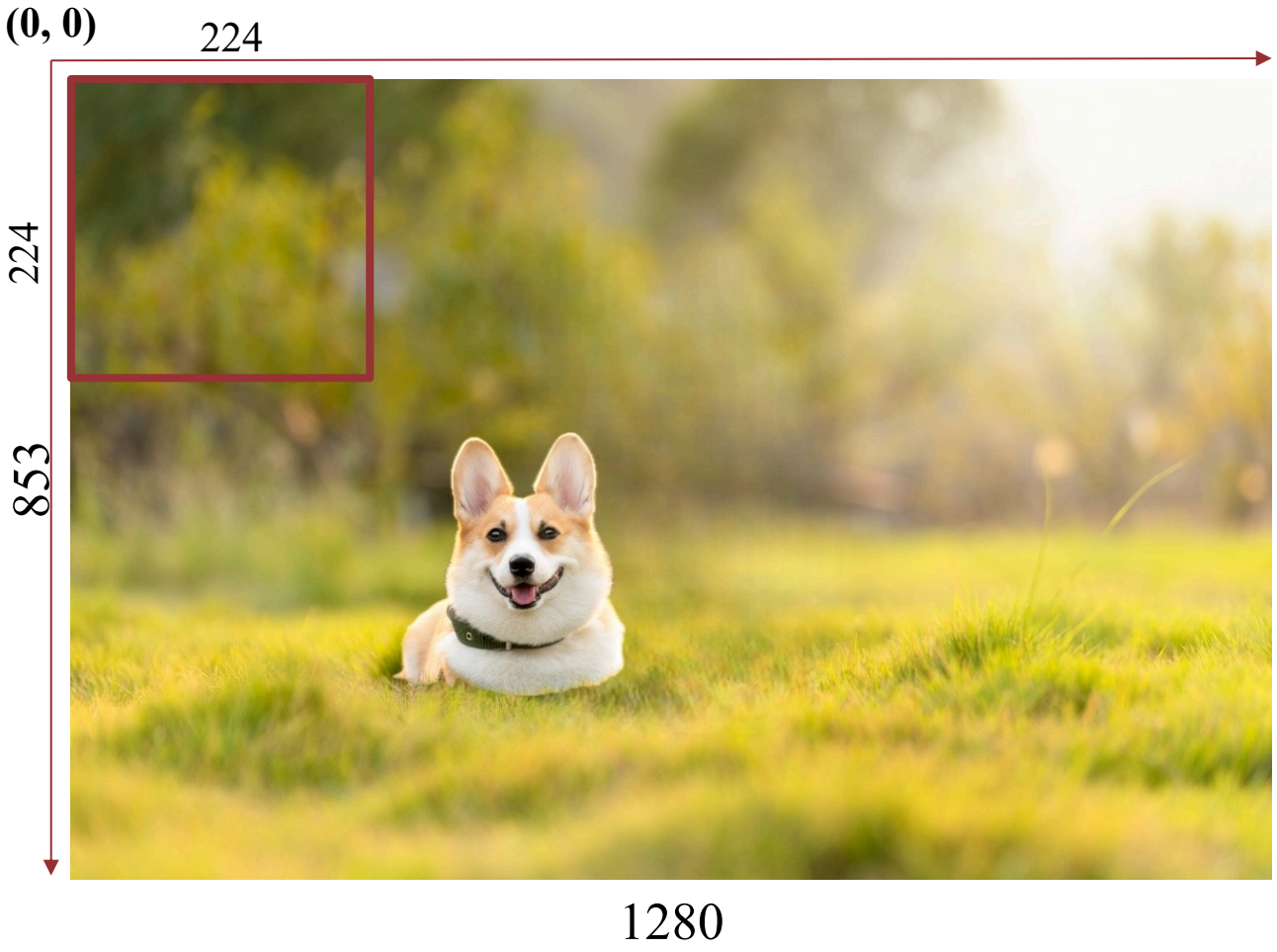
1 – Object Detection

Object Detection



2 – Naïve Object Detection

Naïve Object Detection (as Classification)



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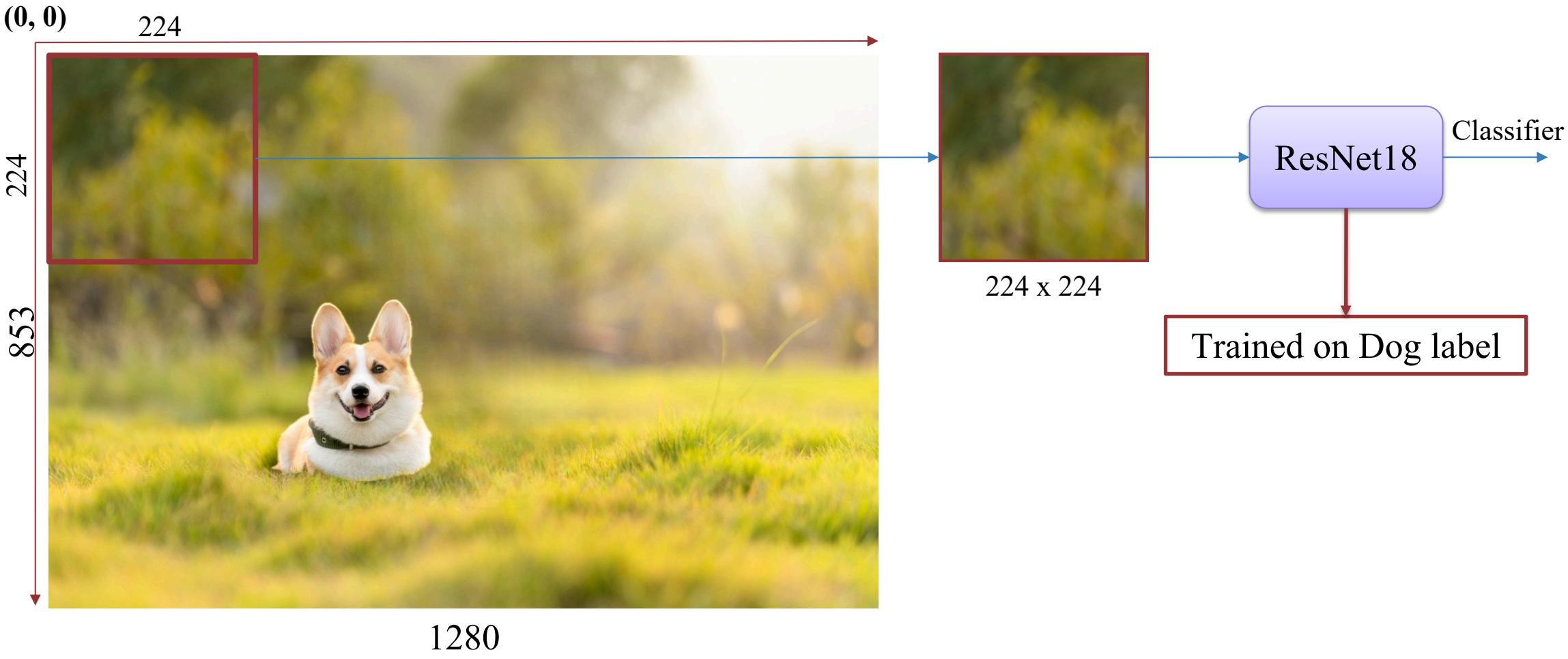
Naïve Object Detection (as Classification)



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Naïve Object Detection (as Classification)

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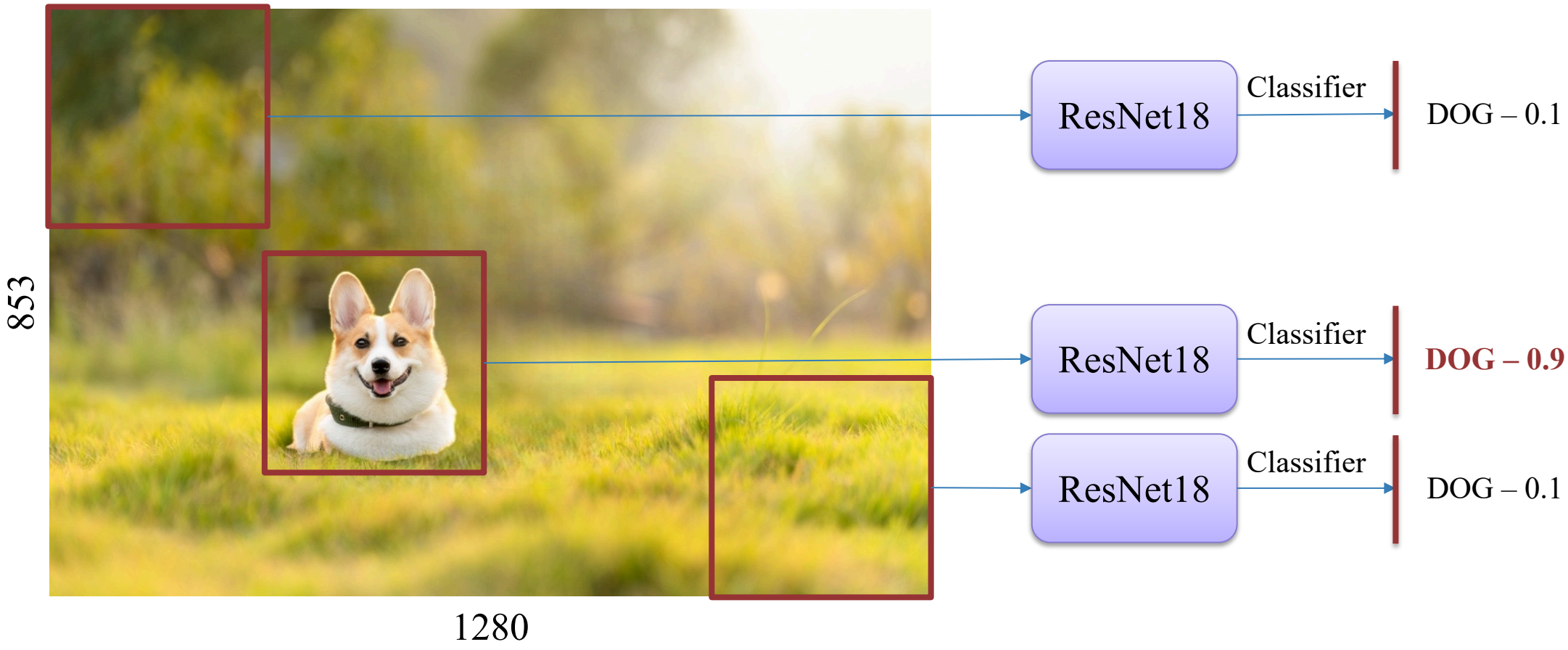
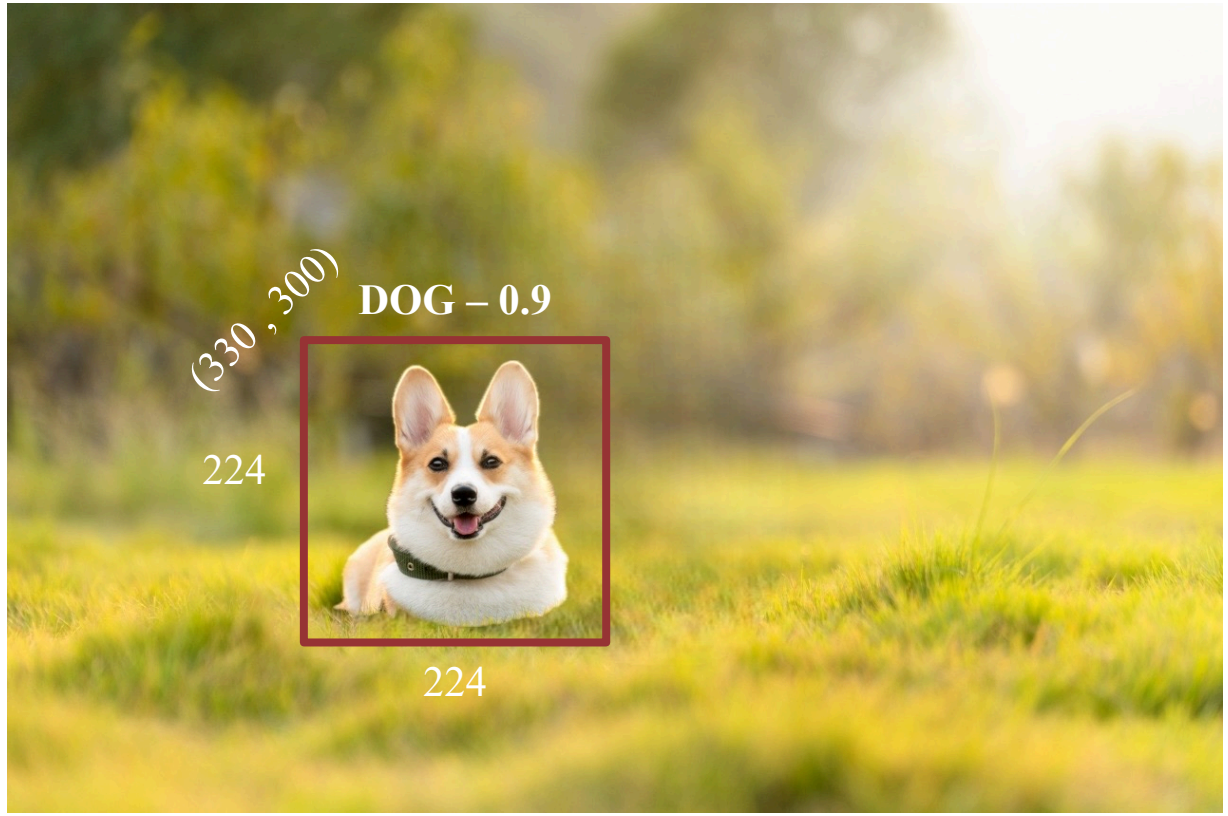


2 – Naïve Object Detection

Naïve Object Detection (as Classification)

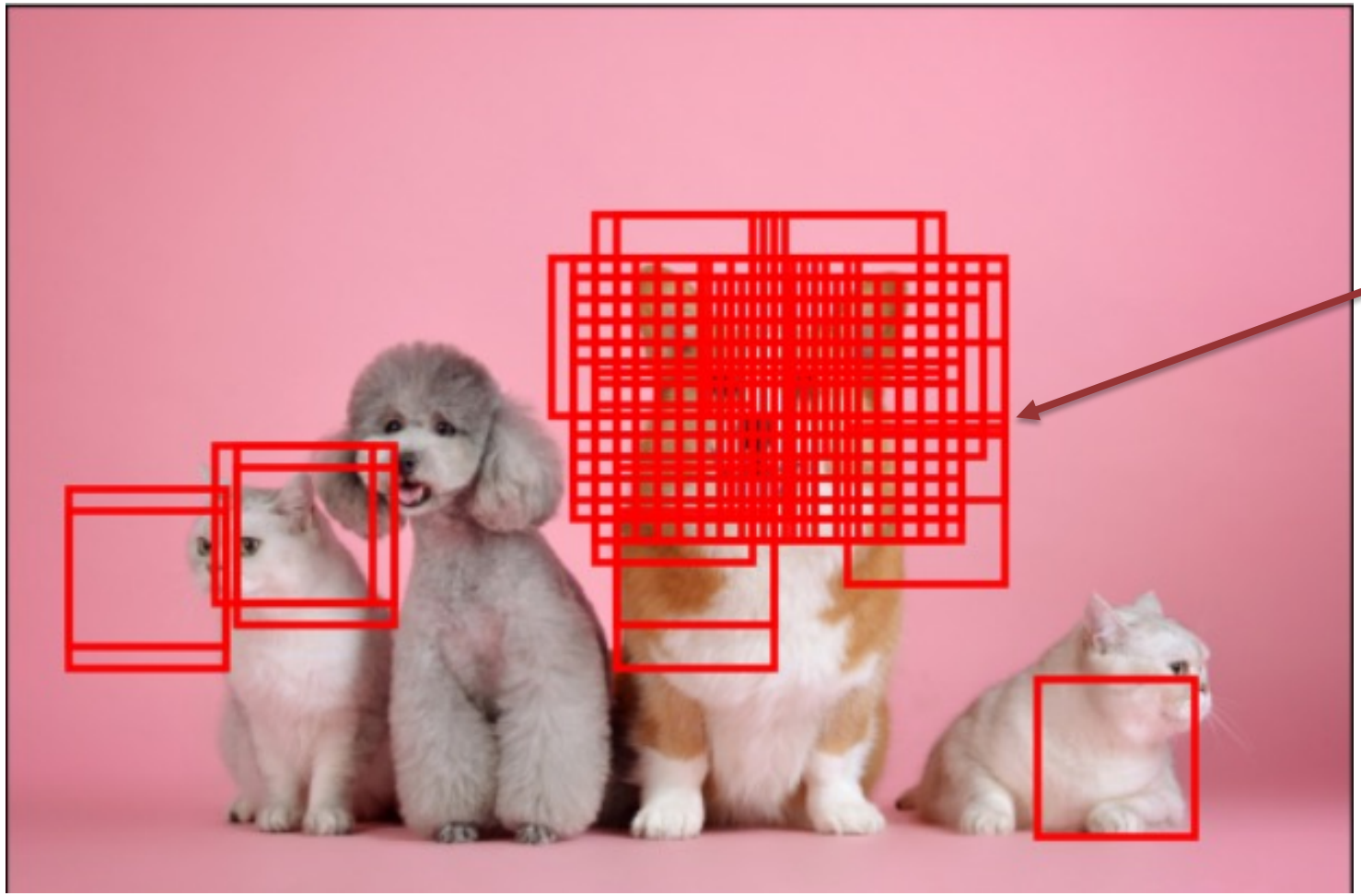


2 – Naïve Object Detection

Multi Objects

2 – Naïve Object Detection

Multi Objects



Any way to reduce the overlapping bounding boxes

2 – Naïve Object Detection

Multi Objects

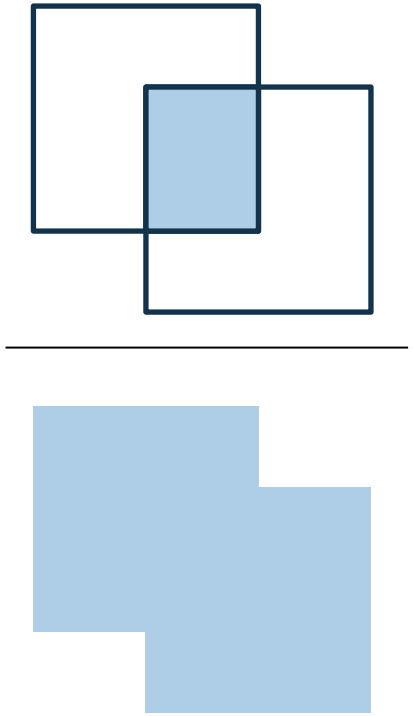
```
1 def distance(x1, y1, x2, y2):
2     return np.sqrt((y1 - y2) ** 2 + (x2 - y2) ** 2)
```

Pros	Cons
Simple	Hard to choose threshold
Easy to implement	Does not work well when bounding box shape vary

2 – Naïve Object Detection

Multi Objects - IoU

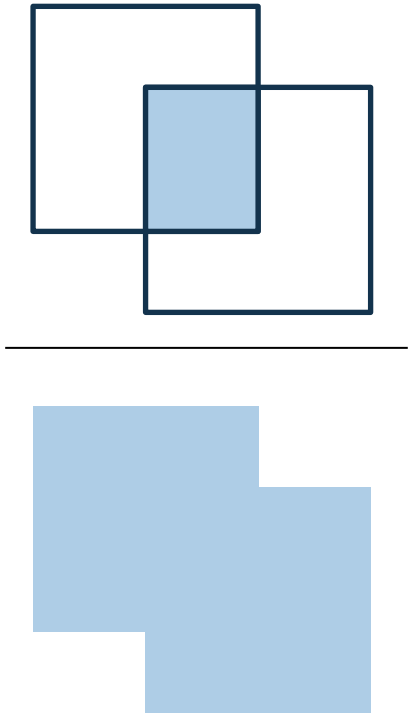
$$IoU = \frac{Area\ of\ Overlap}{Area\ of\ Union} =$$



2 – Naïve Object Detection

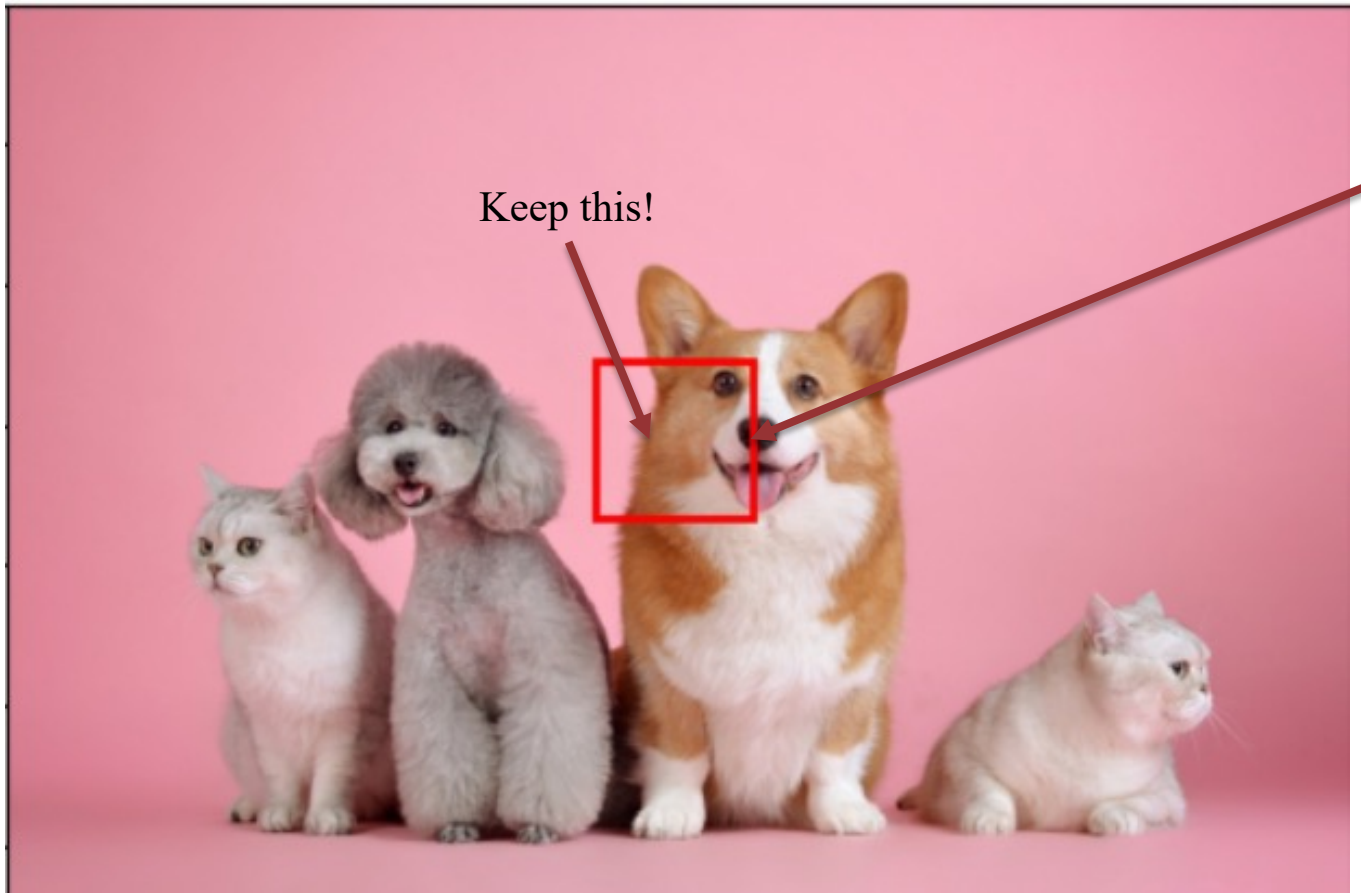
Multi Objects - IoU

```python
# Calculate the coordinates of the intersection rectangle
x_inter_min = max(x1_min, x2_min)
y_inter_min = max(y1_min, y2_min)
x_inter_max = min(x1_max, x2_max)
y_inter_max = min(y1_max, y2_max)

# Calculate the area of the intersection rectangle
inter_area = max(0, x_inter_max - x_inter_min) * max(0, y_inter_max - y_inter_min)

# Calculate the area of both rectangles
box1_area = (x1_max - x1_min) * (y1_max - y1_min)
box2_area = (x2_max - x2_min) * (y2_max - y2_min)

# Calculate the union area
union_area = box1_area + box2_area - inter_area

# Calculate the IoU
iou = inter_area / union_area
```



2 – Naïve Object Detection

Multi Objects – Filter Function

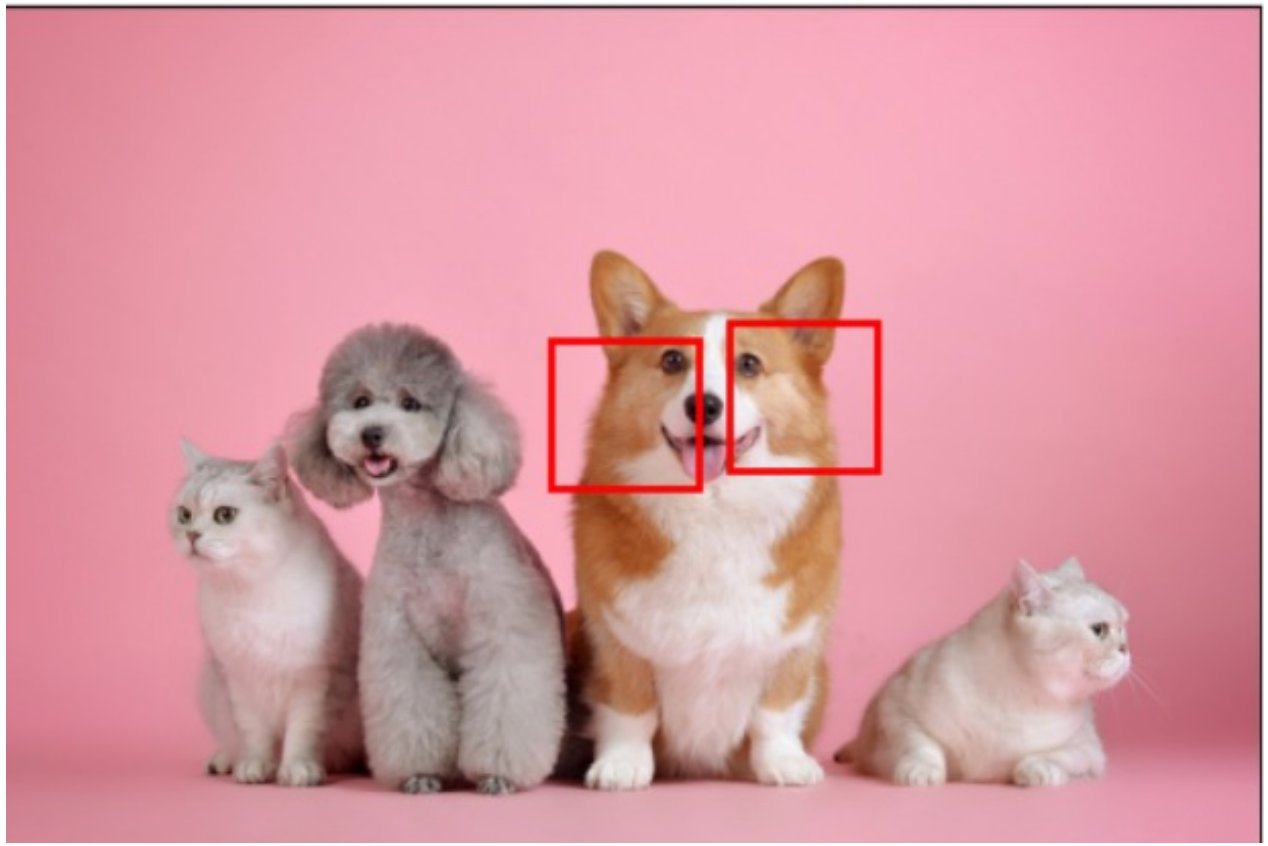


Get the bounding box with the highest score.

Filter the boxes with IoU > threshold

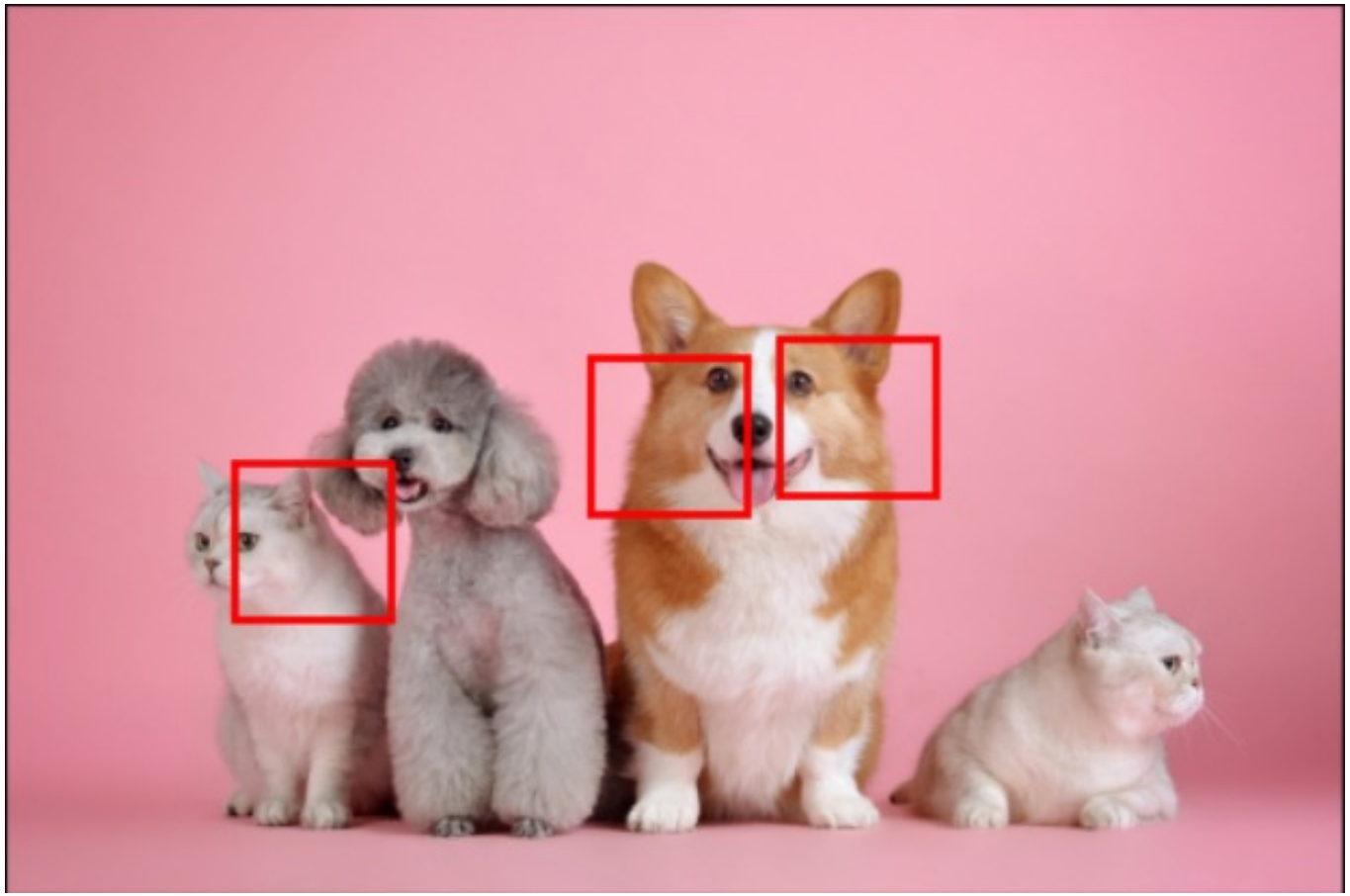
2 – Naïve Object Detection

Multi Objects – Filter Function



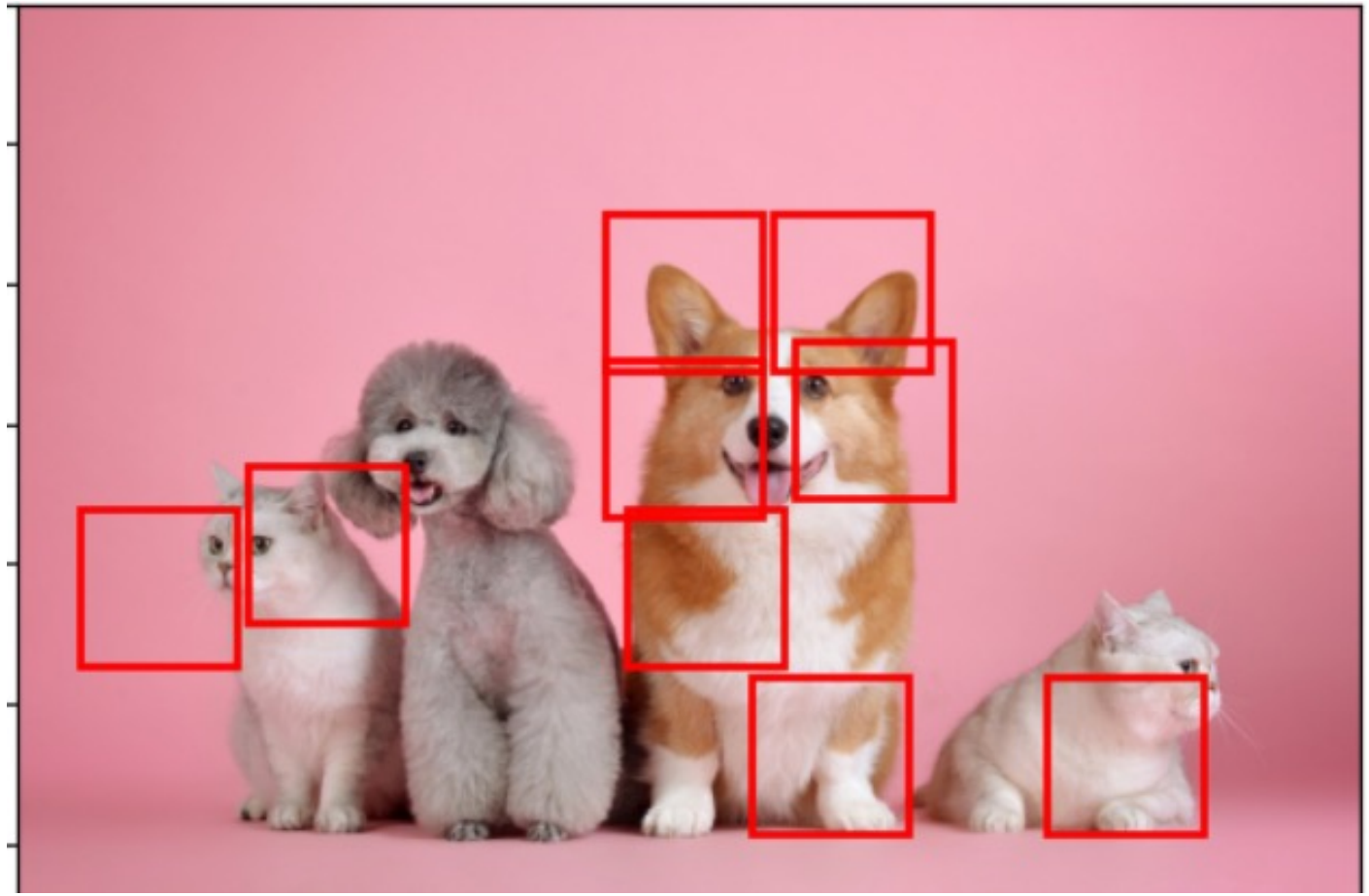
2 – Naïve Object Detection

Multi Objects – Filter Function



2 – Naïve Object Detection

Multi Objects – Filter Function



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Thanks!

Any questions?