Computer Vision
Spring 2020
Problem Set #2

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Traffic Light Detection

ps2-1-a-1

Coordinates and State:
(-1, -1), color: black

Traffic Light Detection

Coordinates and State:
(-1, -1), color: black

ps2-1-a-2

Traffic Light Detection

Coordinates and State:
(-1, -1), color: black

ps2-1-a-3

Traffic Light Detection

Coordinates and State:
(-1, -1), color: black

ps2-1-a-4

Traffic Sign Detection - Do Not Enter

Coordinates:
(-1, -1)

ps2-2-a-1

Traffic Sign Detection - Stop

ps2-2-a-2

Coordinates:
(-1, -1)

Traffic Sign Detection - Construction

ps2-2-a-3

Coordinates:
(-1, -1)

Traffic Sign Detection - Warning

Coordinates:
(-1, -1)

ps2-2-a-4

Traffic Sign Detection - Yield

Coordinates:
(-1, -1)

ps2-2-a-5

Multiple Sign Detection

ps2-3-a-1

Coordinates and Name:
No Entry: (-1, -1)
No Entry: (-1, -1)
No Entry: (-1, -1)

Multiple Sign Detection

ps2-3-a-2

Coordinates and Name:
No Entry: (-1, -1)
No Entry: (-1, -1)
No Entry: (-1, -1)
No Entry: (-1, -1)
No Entry: (-1, -1)
No Entry: (-1, -1)

Multiple Sign Detection With Noise

ps2-4-a-1

Coordinates and Name:
No Entry: (-1, -1)
No Entry: (-1, -1)
No Entry: (-1, -1)
No Entry: (-1, -1)

Multiple Sign Detection With Noise

ps2-4-a-2

Coordinates and Name:
No Entry: (-1, -1)
No Entry: (-1, -1)
No Entry: (-1, -1)
No Entry: (-1, -1)
No Entry: (-1, -1)
No Entry: (-1, -1)

Challenge problem - A

ps2-5-a-1

Coordinates and Name:
No Entry: (-1, -1)

Challenge problem - A

ps2-5-a-2

Coordinates and Name:
No Entry: (-1, -1)

Challenge problem - A

ps2-5-a-3

Coordinates and Name:
No Entry: (-1, -1)

Challenge problem - B

ps2-5-b-1

Coordinates and Name:
No Entry: (-1, -1)
No Entry: (-1, -1)

Challenge problem - B

ps2-5-b-2

Coordinates and Name:
No Entry: (-1, -1)
No Entry: (-1, -1)

Challenge problem - B

ps2-5-b-3

Coordinates and Name:
No Entry: (-1, -1)
No Entry: (-1, -1)

Challenge problem - Text

Describe what you had to do to adapt your code for this task. How does the difference between simulated and real-world images affect your method? If you used other functions/methods, explain why that was better (or why your previous implementation did not work)

5c answer here
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