

深度學習智慧應用

Fall 2024

Lab 2

Target

1. Understand YOLO and the application of object detection.
2. Learn how to train a model, including setting up the environment and running experiments.
3. Be able to operate and implement the YOLOv8 model for player detection and evaluate its performance
4. Practice how to improve the model.

Tasks

1. Labeling
2. Training
3. Testing
4. Improvement

Grading (Tentative)

Labeling (10%)

Successfully executable (including training and testing) (40%)

Improvement (25%)

Performance (30%)

Demo

On 2024/11/26, the demo dataset will be provided during the demo session, where students will be expected to demonstrate in action.