







Chapter 1

Custom Model Training



Chapter 2

Achieve Custom Model Recognition



R



Chapter 3

Recognize Traffic Signs



P

R



ONE. Custom Model Training





How do machines distinguish between "cats" and "dogs"? How do you differentiate them?





Size and Volume

Fur and Skin

Facial Features

Color and Patterns

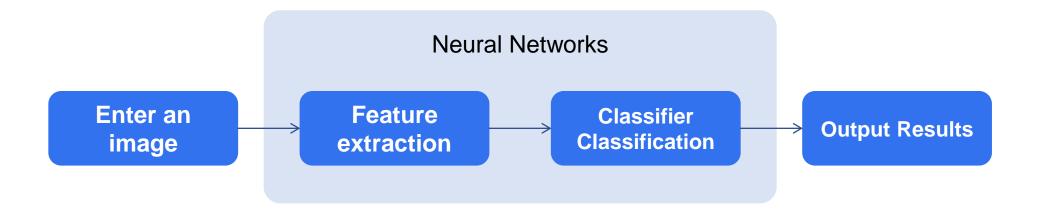
.

features









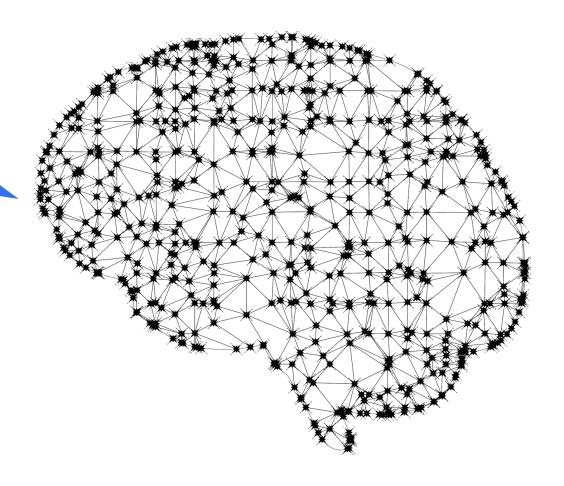
model







What steps are involved in custom model training?





Data Collection

Capture or obtain images of objects that need to be classified by the machine via the internet

Data Labelling

Label the target
features in the
image and
generate
annotated text with
the target's
attributes

Model Training

Use classification
algorithms to
train the model
on the labelled
data and
generate the
trained model

Model Validation

Test the model's
predictions using test
set data, and after
verifying that the
model accuractly
meets the standards,
export the model for
use

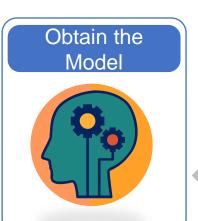




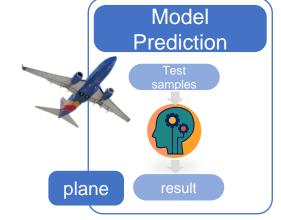
Take, for example, the identification of aircraft









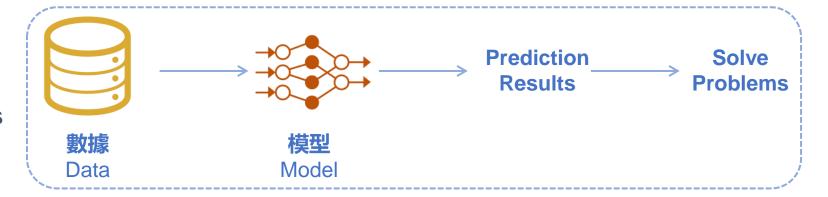








Make Predictions









Model Import



Connect the cocopi to the computer, move the

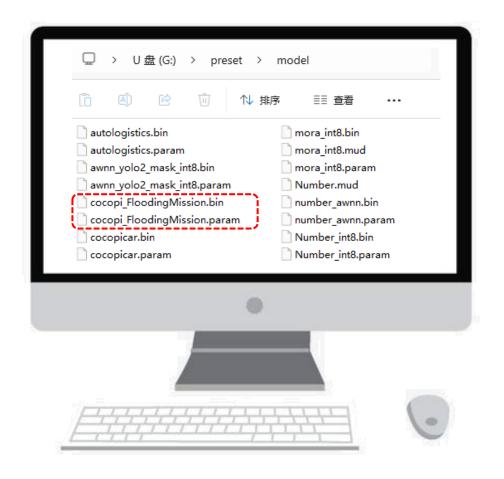


cocopi_FloodingMission.bin

cocopi_FloodingMission.param

to /root/preset/model

following files

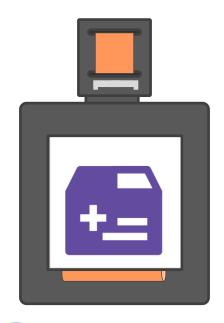




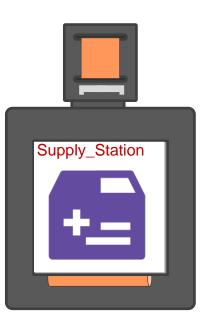
Implementation process



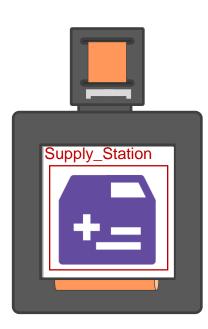




Custom Model Recognition

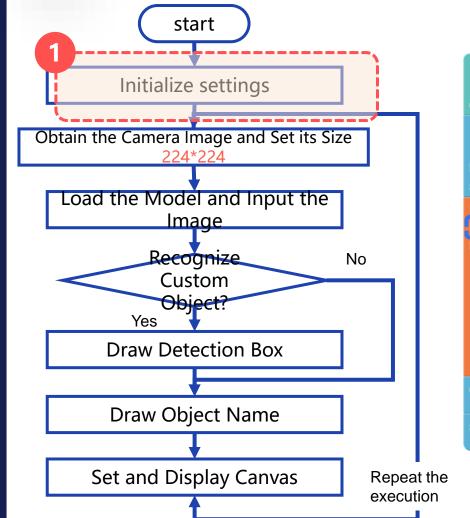


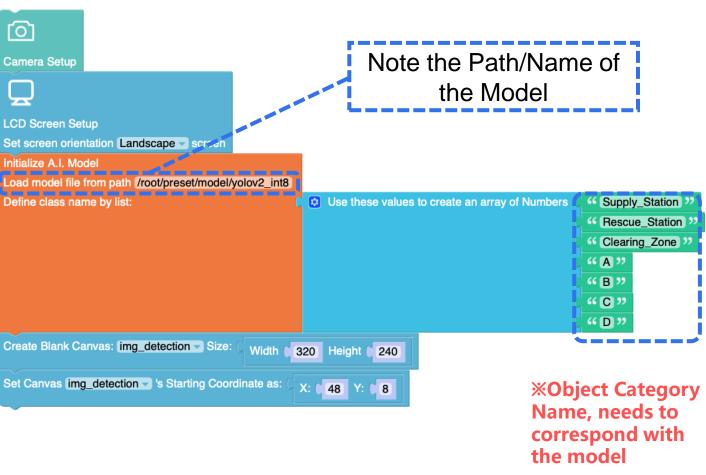
Display the Name of the Recognized Object



Draw a Box Around the Recognized Object











Supply_Station

補給站



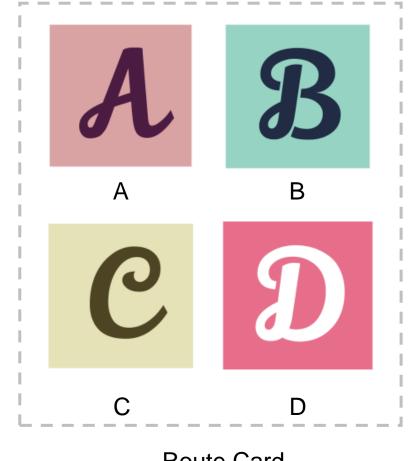
Rescue_Station

救助站



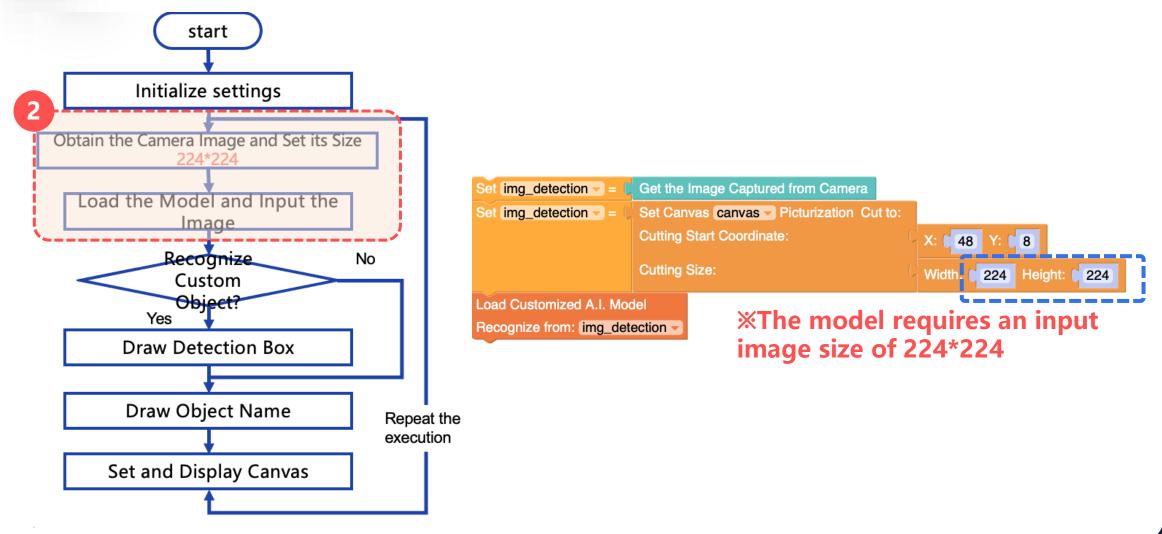
Clearing_Zone

清理區

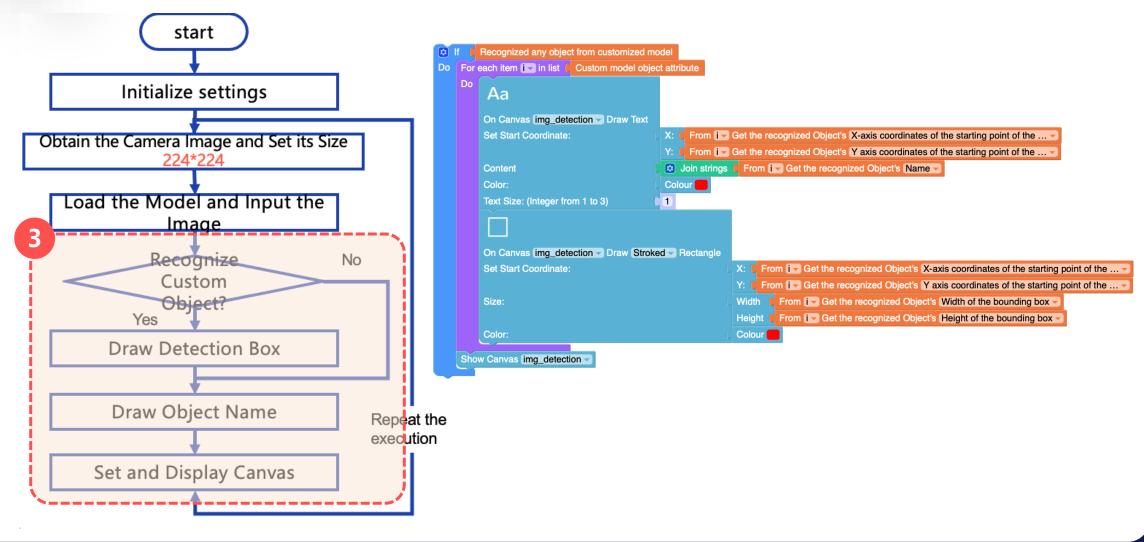


Route Card













Reference Progam

```
Do Load Customized A.I. Model
                                                                                                                                Recognize from: img_detection -
LCD Screen Setup
                                                                                                                                If Recognized any object from customized model
Set screen orientation Landscape - screen
                                                                                                                               Do For each item in list Custom model object attribute
Initialize A.I. Model
Load model file from path /root/preset/model/yolov2_int8
Define class name by list:
                                                   🟮 Use these values to create an array of Numbers 🌘
                                                                                                    "Supply_Station "
                                                                                                                                         On Canvas img_detection Draw Text
                                                                                                     "Rescue_Station
                                                                                                                                          Set Start Coordinate:
                                                                                                                                                                                X: From [ Get the recognized Object's X-axis coordinates of the starting point of the ...
                                                                                                    "Clearing Zone
                                                                                                                                                                                 Y: From [ Get the recognized Object's Y axis coordinates of the starting point of the ...
                                                                                                    " A "
                                                                                                                                                                                 Join strings From ( Get the recognized Object's Name >
                                                                                                                                          Content
                                                                                                    "B"
                                                                                                    "C"
                                                                                                                                          Text Size: (Integer from 1 to 3)
                                                                                                                                                                               "D"
Create Blank Canvas: img_detection Size: Width 320 Height 240
                                                                                                                                         On Canvas img_detection Draw Stroked Rectangle
Set Canvas [img_detection 🔻 's Starting Coordinate as: 🤘
                                                                                                                                          Set Start Coordinate:
                                                                                                                                                                                                X: From [ ] Get the recognized Object's X-axis coordinates of the starting point of the ...
Repeat forever
                                                                                                                                                                                                Y: From i Get the recognized Object's Y axis coordinates of the starting point of the ...
                         Get the Image Captured from Camera
                                                                                                                                                                                                Width From [ Get the recognized Object's Width of the bounding box
        img_detection -
                          Set Canvas img_detection Picturization Cut to:
                                                                                                                                                                                                Height From ( Get the recognized Object's Height of the bounding box
                                                                           Width: 224 Height: 224
                                                                                                                                     Show Canvas img_detection -
```



R



THREE.

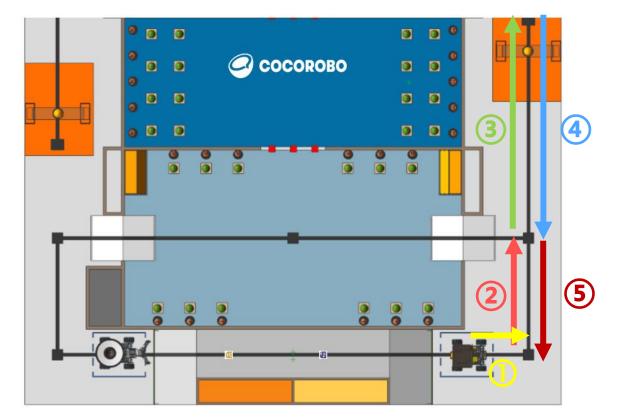
Recognize Traffic Signs



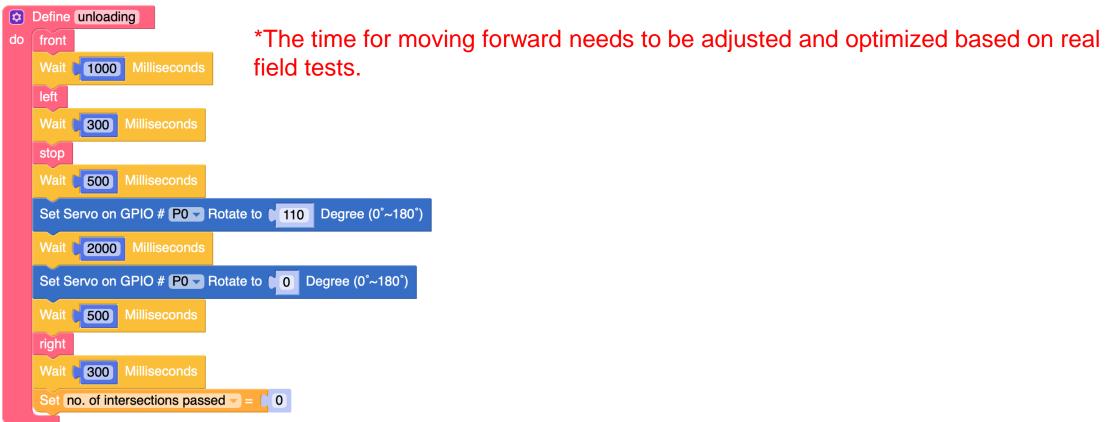


Task 1:

Let the car automatically follow the "material" route. When the "Supply Station" sign is recognized, unload the materials at the appropriate location.







*After unloading, reset the "number of intersections passed," effectively returning the status to its initial state.



"The car recognizes the sign" is a fixed result. So, when should the car stop to unload the materials?

When should the car stop to unload the materials?

From i ■ Get the recognized Object's Width of the bounding box ■

Name

X-axis coordinates of the starting point of the detection box

Y axis coordinates of terminal point of detection frame

Y-axis coordinates of terminal point of detection frame

Confidence Rate

✓ Width of the bounding box

Height of the bounding box

X Coordinate of the center point

The car needs to stop at the right location to unload the materials.

By detecting the Y-axis coordinate of the detection box's centre point, the distance between the car and the sign is determined.



```
From i Get the recognized Object's Name Supply_Station 22

and Get the recognized Object's Y Coordinate of the center point Supply_Station 22

Do unloading
```

```
Define unloading
          1000 Milliseconds
    left
          300 Milliseconds
    stop
          500 Milliseconds
   Set Servo on GPIO # PO → Rotate to 110 Degree (0°~180°)
    Wait 2000 Milliseconds
   Set Servo on GPIO # P0 → Rotate to 0 Degree (0°~180°)
    Wait 500 Milliseconds
    right
          300 Milliseconds
    Set no. of intersections passed = 0
```

*The value of the Y-axis coordinate needs to be obtained through actual testing.





Reference Program

```
Landscape - scr
                                                      Use these values to create an array of Numbers
                                                                                                 "Supply Station
                                                                                                   Rescue_Station
                                                                                                 " Clearing_Zone 2
                                                                                                 "A"
Set Motor M3 s's Speed to 0 (0~255) Rotating Clockwise sturns
Set Motor M4 surs 's Speed to 0 (0~255) Rotating Clockwise surns
Set Motor M5 's Speed to 0 (0~255) Rotating Clockwise turns
Set Motor M6 's Speed to 0 (0~255) Rotating Clockwise turns
Set Servo on GPIO # P0 Rotate to 0 Degree (0*~180*)
Set Servo on GPIO # P1 Rotate to 95 Degree (0°~180°
   line tracking status = [ " open "
```

```
□ If

               Get GPIO # (S1 > Analog Value <> ( threshold >
               Do Change no. of intersections passed by 1
             no. of intersections passed > < 1
   Do fron
            300 Milliseconds
             1000
           line tracking status
                             Close 2
            no. of intersections passed = = 5
    Do fron
            300 Millisecond
             1500
                  no. of intersections passed close
    Else if
                line tracking status = 0 = 4
   Do front
             300 Milliseconds
            no. of intersections passed - = 3
            300 Milliseconds
             1500 Millisecond
            1500
                             Close 22
           line tracking status
```

*This page contains the main program (functions can be found on the next page).

```
Else if
               Get GPIO # S1 ▼ Analog Value
                                        < - |
                                             threshold
               Get GPIO # S2 ▼ Analog Value
                                       < threshold
       line tracking status
                           " open "
D li
        line tracking status
                              " open "
Do
   🛱 If
                     Get GPIO # S1 > Analog Value >> threshold
            and -
                     Get GPIO # S2 Analog Value < threshold
         turnright
    Else if
                     and -
                     Get GPIO # S2 Analog Value > (threshold
         turnleft
```



Reference Program

```
img_detection
                      Set Canvas img detection Picturization Cut to
                                                                       Width: 224 Height: 224
Recognize from: [img_detection >
For each item 🕟 in list 🕻 Custom model object attribu
        On Canvas canvas Draw Text
         Set Start Coordinate
                                         X: From [ Get the recognized Object's X-axis coordinates of the starting point of the ...
                                          Y: From ( Get the recognized Object's Y axis coordinates of the starting point of the ...
                                         Join strings From (i ) Get the recognized Object's (Name >
         Text Size: (Integer from 1 to 3)
        On Canvas img_detection Draw Stroked Rectangle
                                                                     From (i - Get the recognized Object's X-axis coordinates of the starting point of the ...
                                                                      from [ Get the recognized Object's Y axis coordinates of the starting point of the ...
                                                               Width From ( Get the recognized Object's Width of the bounding box -
                                                               Height From I Get the recognized Object's Height of the bounding box
                   From ( Get the recognized Object's Name  Supply_Station
                    rom [ Get the recognized Object's Y Coordinate of the center point V 80
```

```
Set Motor M3 

's Speed to speed 

(0~255) Rotating Anti-Clockwise 

turns
Set Motor M4 

's Speed to speed 

(0~255) Rotating Clockwise 

turns
Set Motor M5 

's Speed to speed 

(0~255) Rotating Anti-Clockwise 

turns
Set Motor M6 

's Speed to speed 

(0~255) Rotating Clockwise 

turns
  Set Motor M3 

's Speed to speed (0~255) Rotating Clockwise 

turns
 Set Motor M4 

's Speed to speed (0~255) Rotating Anti-Clockwise 

turns
 Set Motor M5 → 's Speed to speed → (0~255) Rotating Clockwise → turns
 Set Motor M6 → 's Speed to speed → (0~255) Rotating Anti-Clockwise → turn
                             speed 25 (0~255) Rotating Anti-Clockwise 1um
  Set Motor M3 3 's Speed to
                             speed 30 (0~255) Rotating Anti-Clockwise turn
                             speed - 30 (0~255) Rotating Clockwise - turns
 Set Motor M6 

's Speed to speed 

'speed 

'25 (0~255) Rotating Clockwise 

turns
  Define (turnright)
                             speed 25 (0~255) Rotating Clockwise turns
 Set Motor M3 system 's Speed to
                             speed 30 (0~255) Rotating Clockwise turns
 Set Motor M6 s Speed to speed v - 25 (0~255) Rotating Anti-Clockwise turn
```

*This page contains the main program (functions can be found on the next page).

```
Set Motor M3 → 's Speed to 0 (0~255) Rotating Clockwise → turns
Set Motor M4 

's Speed to 0 (0~255) Rotating Clockwise 

turns
Set Motor M5 → 's Speed to 0 (0~255) Rotating Clockwise → turns
Set Motor M6 

's Speed to 0 0 (0~255) Rotating Clockwise 

turns
Set Motor M3 3 's Speed to speed (0~255) Rotating Anti-Clockwise 3 turns
Set Motor M4 

's Speed to speed (0~255) Rotating Anti-Clockwise 

turns
Set Motor M5 

's Speed to speed (0~255) Rotating Anti-Clockwise 

turns
Set Motor M6 → 's Speed to speed (0~255) Rotating Anti-Clockwise → turn
Set Motor M3 3 's Speed to speed (0~255) Rotating Clockwise 3 turns
Set Motor M4 's Speed to speed (0~255) Rotating Clockwise turns
Set Motor M5 

's Speed to speed (0~255) Rotating Clockwise turns
Set Motor M6 's Speed to speed (0~255) Rotating Clockwise turns
                    1000
                Set Servo on GPIO # P0 - Rotate to 110 Degree (0*~180*)
                Set Servo on GPIO # PO Rotate to 0 Degree (0*~180*)
                    500
                    300
                   no. of intersections passed - 0
```

