

Computer Vision

Spring 2019

Problem Set #2

First Name Last Name

Email Address

Traffic Light Detection



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

ps2-1-a-1

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



Coordinates:
(-1, -1)

ps2-2-a-2

Traffic Sign Detection - Construction



Coordinates:
(-1, -1)

ps2-2-a-3

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



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)

ps2-3-a-2

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



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)

ps2-4-a-2

Challenge problem - A



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

ps2-5-a-1

Challenge problem - A



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

ps2-5-a-2

Challenge problem - A



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

ps2-5-a-3

Challenge problem - B



Coordinates and Name:

No Entry: (-1, -1)

No Entry: (-1, -1)

ps2-5-b-1

Challenge problem - B



Coordinates and Name:

No Entry: (-1, -1)

No Entry: (-1, -1)

ps2-5-b-2

Challenge problem - B



Coordinates and Name:

No Entry: (-1, -1)

No Entry: (-1, -1)

ps2-5-b-3

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
5c answer here
5c answer here
5c answer here