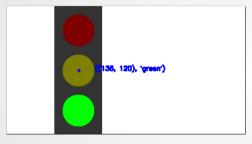
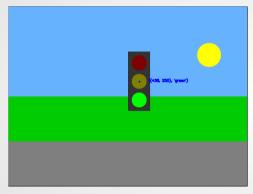
Computer Vision Spring 2019 Problem Set #2

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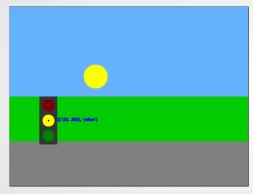
ps2-1-a-1

Coordinates and State: (136, 120), color: green



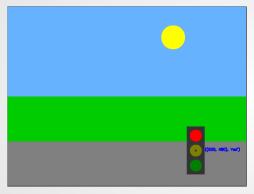
ps2-1-a-2

Coordinates and State: (438, 250), color: green



ps2-1-a-3

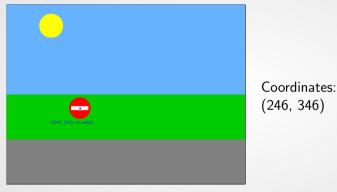
Coordinates and State: (130, 380), color: yellow



ps2-1-a-4

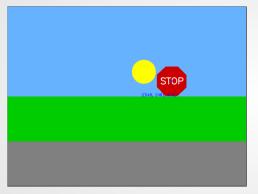
Coordinates and State: (63-, 480), color: red

Traffic Sign Detection - Do Not Enter



ps2-2-a-1

Traffic Sign Detection - Stop



ps2-2-a-2

Coordinates: (548, 248)

Traffic Sign Detection - Construction



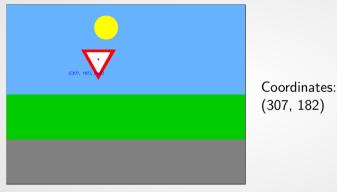
ps2-2-a-3

Traffic Sign Detection - Warning



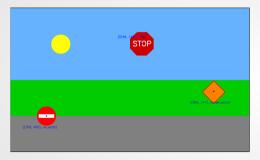
ps2-2-a-4

Traffic Sign Detection - Yield



ps2-2-a-5

Multiple Sign Detection

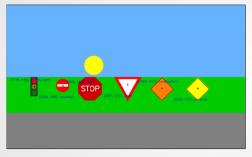


ps2-3-a-1

Coordinates and Name: no entry: (150, 450) stop sign: (548, 148)

construction sign: (850, 347)

Multiple Sign Detection



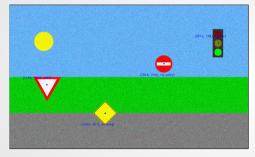
ps2-3-a-2

Coordinates and Name: no entry: (236, 336) stop sign: (348, 348)

construction sign: (650, 347)

yield sign: (507, 332) warning sign: (800, 347) traffic sign: (116, 340)

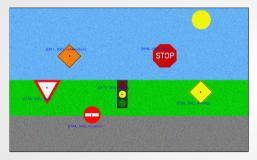
Multiple Sign Detection With Noise



ps2-4-a-1

Coordinates and Name: no entry: (646, 244) yield sign: (156, 332) warning sign: (400, 451) traffic sign: (874, 158)

Multiple Sign Detection With Noise



ps2-4-a-2

Coordinates and Name:

no_entry: (344, 446) stop_sign: (648, 198)

constructions ign: (251, 200)

yield: (156, 332) warning: (799, 350) trafficlight: (470, 360)

Challenge problem - A

ps2-5-a-1

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

Challenge problem - A



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

Challenge problem - A



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

Challenge problem - B



Coordinates and Name:

No Entry: (-1, -1)

No Entry: (-1, -1)

Challenge problem - B



Coordinates and Name:

No Entry: (-1, -1)

No Entry: (-1, -1)

Challenge problem - B



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