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LAMPIRAN

Lampiran 1. Kode konfigurasi Kubeflow Notebook.



Lampiran 2. Kode tambahan *function* perhitungan FPS dalam *library* YOLOv5.



Lampiran 3. Performa pelatihan model tiap epoch.



Lampiran 4. Performa pendeteksian objek secara *real-time*.



Lampiran 5. Hasil *running* pendeteksian objek.

