
병변 검출 AI 경진대회

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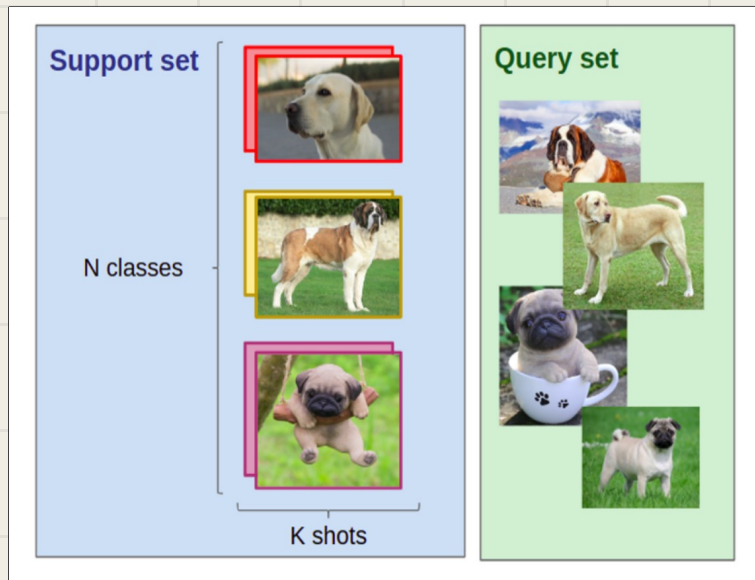
Dacon LeaderBoard & Result

01

Few-Shot Object Detection (FsDet)

Few-Shot Object Detection for Our Dataset

Few-Shot Learning



Few-Shot Learning : 매우 적은 samples들을 기반으로 classification 또는 regression을 진행

- Supervised Learning은 labeled data를 많이 갖고 있어야 좋은 성능을 낸다 -> 많은 양의 시간과 costs.
- DL models는 various objects에 대한 일반화를 잘하도록 학습시켜야 한다.

-> 이에 Few-Shot Learning은 Data Collection, Labeling Cost, Generalization Ability의 어려움에서 이점을 가지는 Learning Methods이다.



Few-Shot Learning



Test Sample



Supervised learning

Support Set:



Training Set



Query Sample



Few shot learning

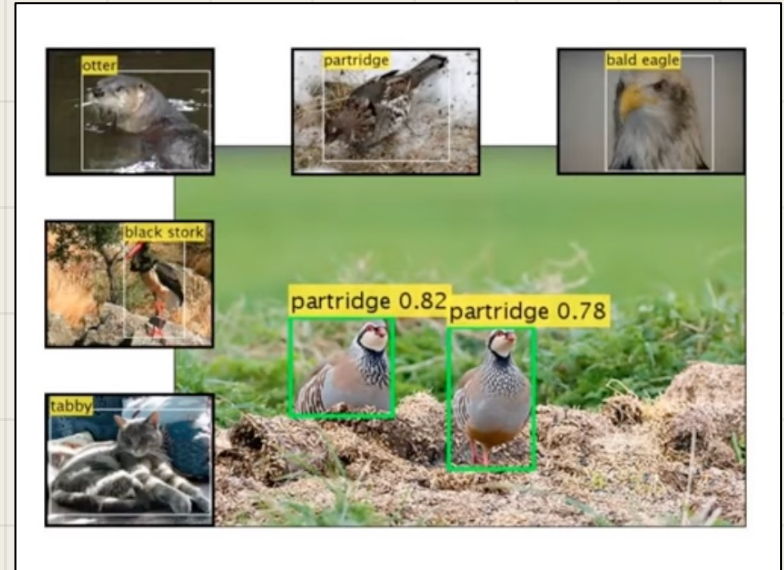
Data – **Training Set, Support Set, Query Set**

- **Training Set** : For training base classes
- **Support Set** : For training novel classes
- **Query Set** : For testing novel classes

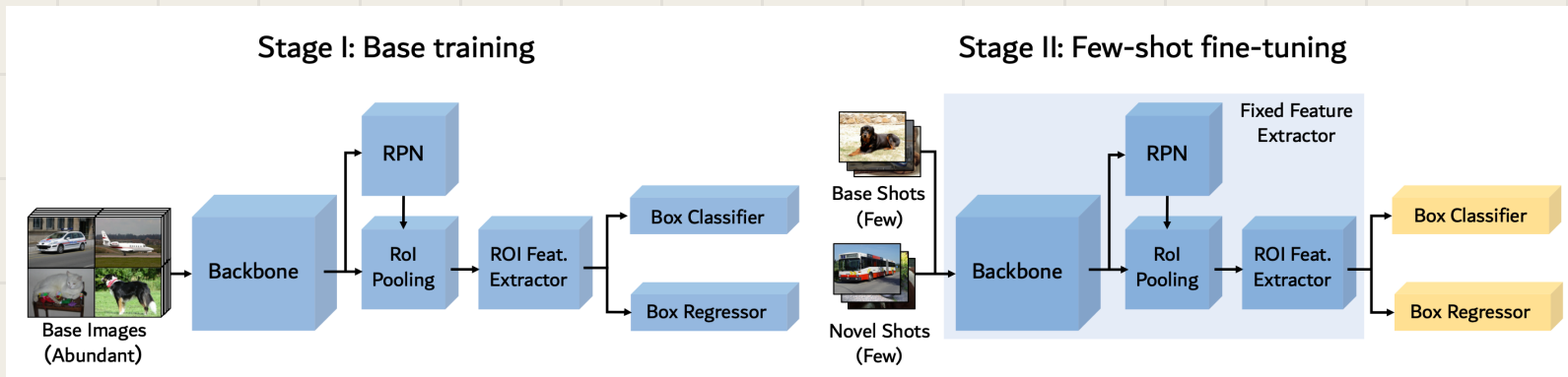
Learning Methods



- **Model-based Approach** : Similarity calculation between feature vectors, regularization to the small data
- **Data-driven Approach** : Transformation of the Support Set, data generation by GAN
- **Transfer Learning** : Fine-Tuning
- **Meta Learning** : Learn to Learn



FsDet - Two Stage Fine Tuning Approach



✕ **Stage I** : Training Object Detector(Fast R-CNN etc..)

✕ **Stage II** : Detector의 마지막 layer를 적은 양의 base, novel class data를 통해 fine-tune을 진행합니다. 나머지 parameters는 freeze합니다.

02

YOLOv5

YOLOv5-S/L Training

YOLO

- ✕ You Only Look Once
- ✕ Darknet을 기반으로 하는 Detection model
- ✕ One-stage detection 기법 사용,
실시간 객체 탐지가 가능

One-Stage Detector

- 1 stage pipeline
- YOLO, RetinaNet, ...

Multi-Stage Detector

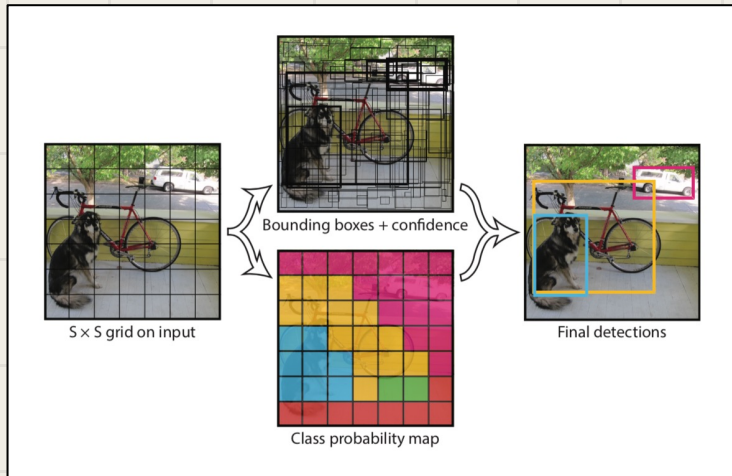
- 2 stage pipeline
- RCNN, Faster RCNN, ...



YOLO: Real-Time Object Detection

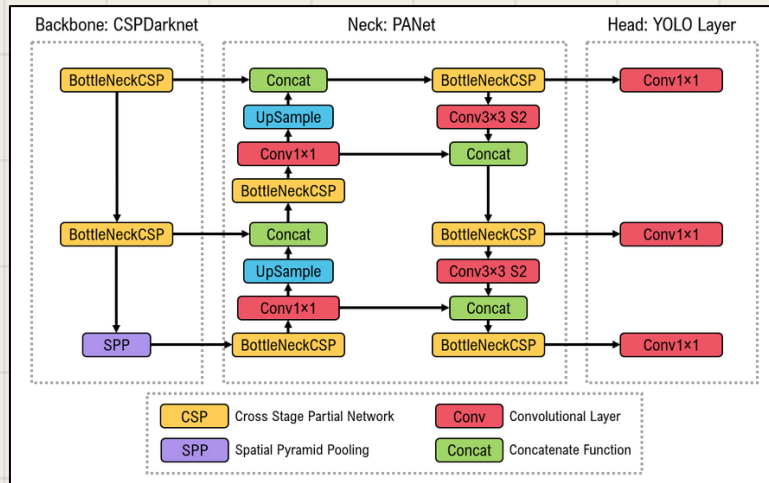
You only look once (YOLO) is a state-of-the-art, real-time object detection system. On a Pascal Titan X it processes images at 30 FPS and has a mAP of 57.9% on COCO test-dev.

YOLO



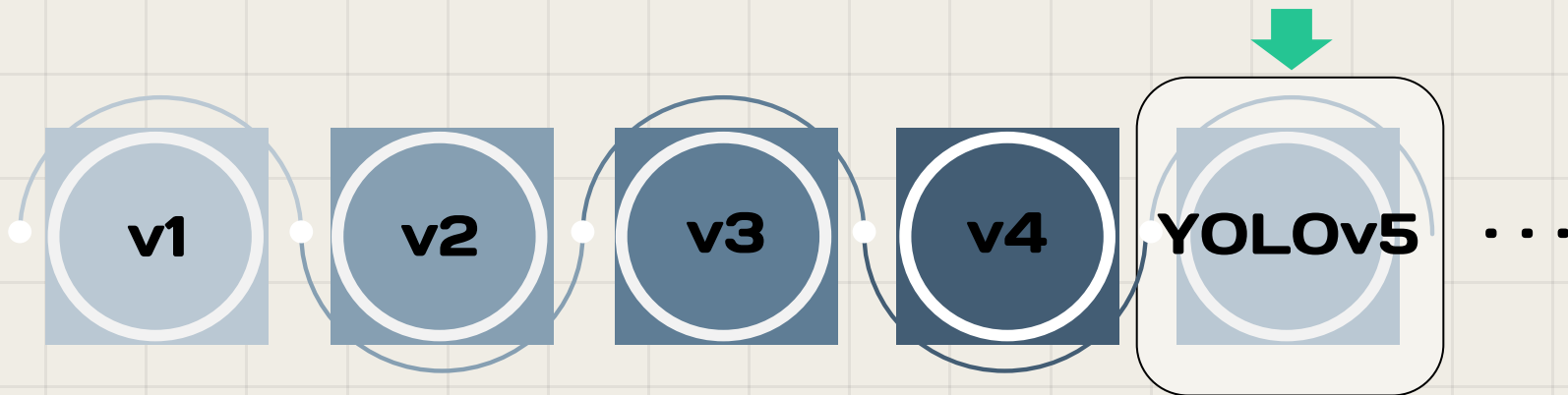
- ✖ Input 이미지를 $S \times S$ grid로 분할
- ✖ 각 grid cell마다 bounding box와 confidence score 도출

YOLOv5 architecture



- ✖ Backbone: 이미지에서 feature map 추출
- ✖ Head: feature map 바탕으로 물체 위치 찾는

YOLOv5






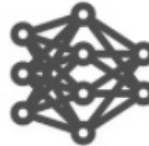
✖ Pytorch 기반

✖ Backbone으로 CSP-Darknet을 사용

✖ Depth multiple과 width multiple을 기준으로 Backbone 분류

<https://github.com/ultralytics/yolov5> 를 clone하여 사용

YOLOv5 - small/large

			
Small YOLOv5s	Medium YOLOv5m	Large YOLOv5l	XLarge YOLOv5x
14 MB _{FP16} 2.2 ms _{V100} 36.8 mAP _{COCO}	41 MB _{FP16} 2.9 ms _{V100} 44.5 mAP _{COCO}	90 MB _{FP16} 3.8 ms _{V100} 48.1 mAP _{COCO}	168 MB _{FP16} 6.0 ms _{V100} 50.1 mAP _{COCO}



YOLOv5s

Colab GPU



YOLOv5l

Kaggle GPU

Depth multiple, Width multiple에 따른 분류

- Depth multiple이 클수록 BottleneckCSP 레이어가 더 많이 반복되어 더 깊은 모델이 되며
 - Width multiple이 클수록 해당 레이어의 conv 필터 수가 많아진다.

Training

✕ Train/Test를 8:2로 분리하여 Validation 진행

✕ Hyperparameter:

- learning_rate=0.01,
- momentum=0.937(Optimizer='SGD'),
- weight_decay=0.0005,
- iou_threshold=0.2,
- batch_size=64,
- epoch=30

✕ 원래 이미지 사이즈는 576x576이나, 모델 Augmentation 및 GPU 고려 Resize 후 진행

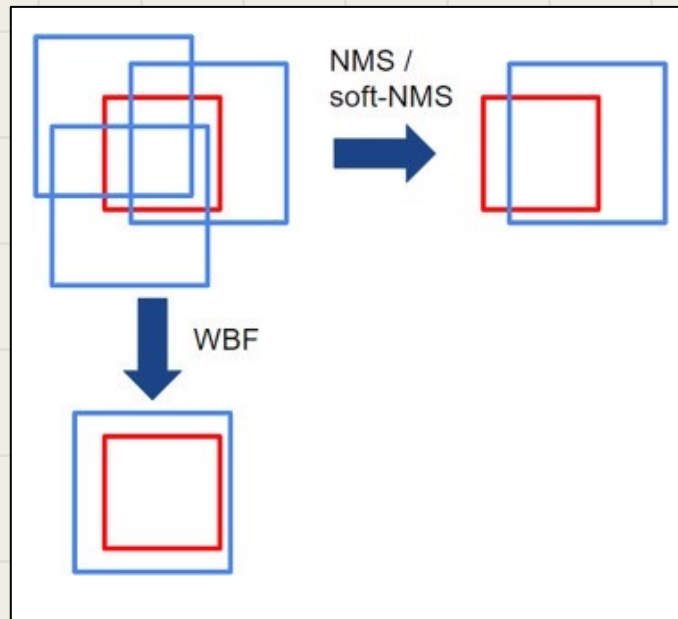
03

Ensemble

Weighted Boxes Fusion

Weighted Boxes Fusion

- ✖ 보통의 앙상블에서는 NMS/Soft-NMS Extension을 통해 예측의 일부를 제거하고 Bounding Box 생성
- ✖ WBF(Weighted Boxes Fusion)은 각 모델에서 예측된 Bounding Box 정보를 모두 활용하여 문제를 해결
- ✖ 부정확한 박스들이 예측될 때, 이에 대한 가중평균으로 Bounding Box를 생성하여 성능 향상

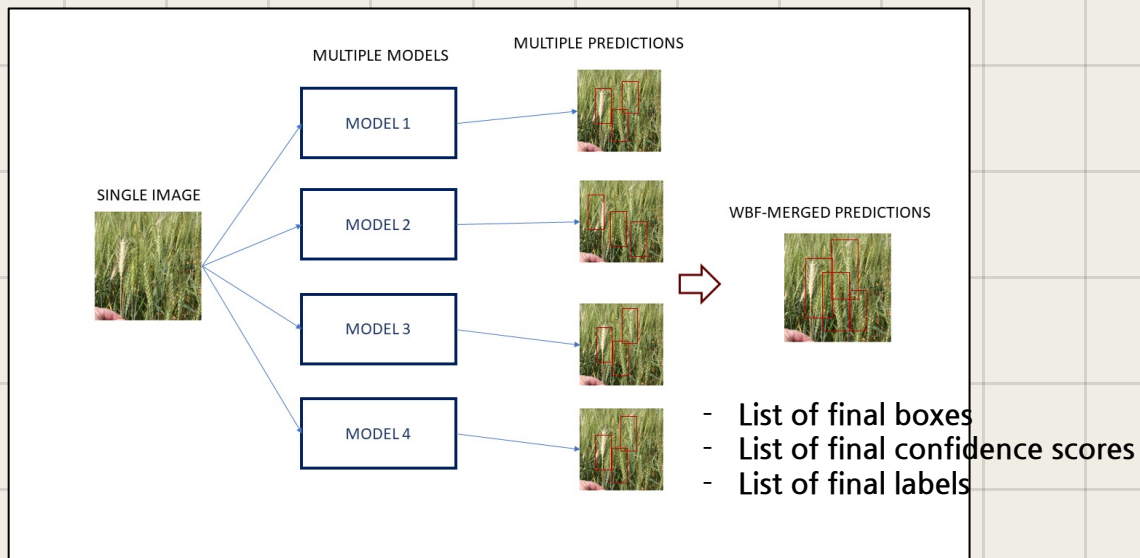


WBF Input & Output

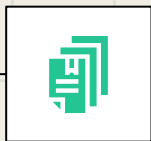
✕ Input

- List of predicted boxes of each model
- List of scores of each model
- List of labels of each model
- List of weights of each model
(특정 모델에 가중치 더 주기 가능)
- IoU threshold (To check overlap)
- Skip threshold (To discard inaccurate boxes)

✕ Output

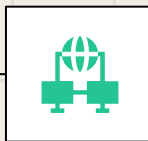


WBF Algorithm



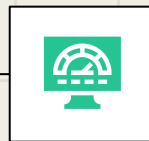
Preprocess

- Results After NMS
- Normalization:
 $\text{box} \div \text{Image size}$



Prefilter boxes

- Merge the bounding box with same label of different model
- Discard if lower than skip_threshold



IoU Calculation

- Fuse the box if $\text{iou} \geq \text{iou_threshold}$
- Box * score / fusing score



$$C = \frac{C_1 + C_2 + \dots + C_T}{T}, \quad (1)$$
$$X1 = \frac{C_1 * B.X1_1 + C_2 * B.X1_2 + \dots + C_T * B.X1_T}{C_1 + C_2 + \dots + C_T} \quad (2)$$
$$X2 = \frac{C_1 * B.X2_1 + C_2 * B.X2_2 + \dots + C_T * B.X2_T}{C_1 + C_2 + \dots + C_T} \quad (3)$$
$$Y1 = \frac{C_1 * B.Y1_1 + C_2 * B.Y1_2 + \dots + C_T * B.Y1_T}{C_1 + C_2 + \dots + C_T} \quad (4)$$
$$Y2 = \frac{C_1 * B.Y2_1 + C_2 * B.Y2_2 + \dots + C_T * B.Y2_T}{C_1 + C_2 + \dots + C_T} \quad (5)$$

Frame scoring

- Score Manipulation
- Multiple 'weight'



So we are.....



<Ensemble>

- ❑ FsDet 576
 - ❑ Yolov5-L 384
 - ❑ Yolov5-L 512
 - ❑ Yolov5-S 512
 - ❑ Yolov5-S 576
- [2,2,2,1,1] Weight



Ensemble_boxes 패키지 활용



30000 rows로 제출제한
IoU_threshold=0.53으로 설정하여 진행

```
for t in box2.index:
    label2.append(box2['class_id'][t])
    score2.append(box2['confidence'][t])
    point2.append([box2['point1_x'][t]/575, box2['point1_y'][t]/575, box2['point3_x'][t]/575, box2['point3_y'][t]/575])

for q in box3.index:
    label3.append(box3['class_id'][q])
    score3.append(box3['confidence'][q])
    point3.append([box3['point1_x'][q]/575, box3['point1_y'][q]/575, box3['point3_x'][q]/575, box3['point3_y'][q]/575])

for d in box4.index:
    label4.append(box4['class_id'][d])
    score4.append(box4['confidence'][d])
    point4.append([box4['point1_x'][d]/575, box4['point1_y'][d]/575, box4['point3_x'][d]/575, box4['point3_y'][d]/575])

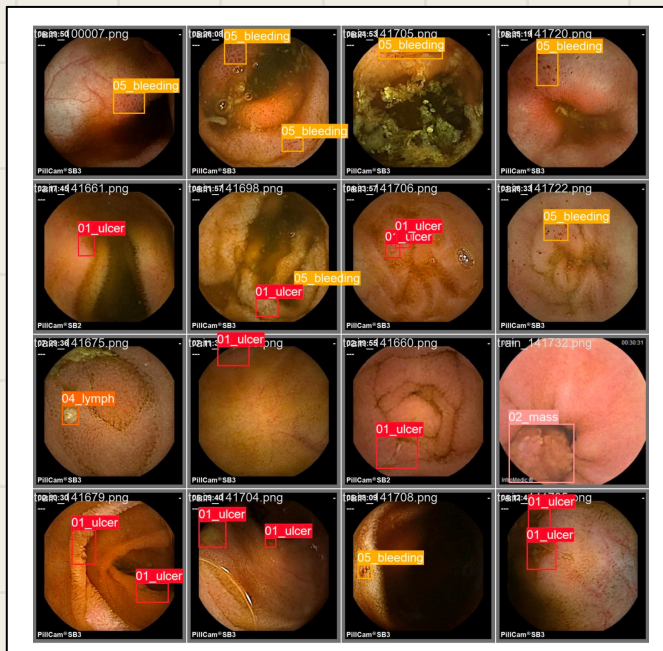
box_list=[point0, point1, point2, point3, point4]; label_list=[label0, label1, label2, label3, label4]; score_list=[score0, score1, score2, score3, score4]
boxes, scores, labels=weighted_boxes_fusion(box_list, score_list, label_list, weights=[2,2,2,1,1], iou_thr=0.53, skip_box_thr=0.52)
boxes=boxes*575
for k in range(len(labels)):
    result['file_name'].append(file_name)
    result['class_id'].append(int(labels[k]))
    result['confidence'].append(round(scores[k],4))
    result['point1_x'].append(int(boxes[k][0]))
    result['point1_y'].append(int(boxes[k][1]))
    result['point2_x'].append(int(boxes[k][2]))
    result['point2_y'].append(int(boxes[k][3]))
    result['point3_x'].append(int(boxes[k][4]))
    result['point3_y'].append(int(boxes[k][5]))
```

04

Result

Dacon LeaderBoard & Inference

Inference Result



16기 천원준

- ☐ Baseline(Mask R-CNN)
- ☐ Presentation



17기 문성빈

- ☐ FsDet Training
- ☐ Dataset Debugging



16기 임정준

- ☐ Yolov5 - Large Training
- ☐ WBF Ensemble & Submission



17기 황민아

- ☐ Yolov5 - small Training
- ☐ Preprocessing

Inference result for Validation set of Yolov5 – Large model. For more info, please refer to [KUBIG Github](#)

Thanks!

Do you have any questions?

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[notion c11.kr/kubig](https://notion.c11.kr/kubig)

