

The article focuses on Yolo-Lite, a real time object detection model for portable devices lacking GPU. the model was trained on VOC pascal and later on COCO.

Yolo lite runs at about 21 FPS on a non-gpu computer.

Yolo-Lite achieve its goal and made object detection on non-gpu computer possible.

Yolo-Lite is faster even than tiny-yolo V2, it is possible that we will rewrite our model to run on YL framrwork instead of TY.