

docker build

1. build : 필요시 태그 명 수정

01_build.sh

2. 이미지 로드

docker load -i nia.tar

docker run

2. run : build 태그명 수정하였을 경우 최하단 태그명 동일하게 수정 필요

호스트 볼륨 경로 사용자 환경에 맞게 수정 필요,

-v \$PWD/data:/ssp/data

-v \$PWD/cfg:/ssp/cfg

-v /home/user/Desktop/transparency/test_datasets:/ssp/new_dataset

-v /home/user/Desktop/transparency/experimental_results:/ssp/experimental_results

02_run.sh <객체 id>

```
(python36) user@user-ESC8000-G4:~/Desktop/transparency/docker_image$ source 02_run.sh 010118
docker run --name=NIA-SSP --gpus all --rm -v /home/user/Desktop/transparency/docker_image/data:/ssp/data -v
est_datasets:/ssp/new_dataset -v /home/user/Desktop/transparency/experimental_result:/ssp/experimental_resu
--weightfile data/010118/model/model.weights
layer   filters  size      input                                output
0 conv   32        3 x 3 / 1  416 x 416 x 3  -> 416 x 416 x 32
1 max    2 x 2 / 2  416 x 416 x 32 -> 208 x 208 x 32
2 conv   64        3 x 3 / 1  208 x 208 x 32 -> 208 x 208 x 64
3 max    2 x 2 / 2  208 x 208 x 64 -> 104 x 104 x 64
4 conv   128       3 x 3 / 1  104 x 104 x 64 -> 104 x 104 x 128
5 conv   64        1 x 1 / 1  104 x 104 x 128 -> 104 x 104 x 64
6 conv   128       3 x 3 / 1  104 x 104 x 64 -> 104 x 104 x 128
7 max    2 x 2 / 2  104 x 104 x 128 -> 52 x 52 x 128
8 conv   256       3 x 3 / 1  52 x 52 x 128  -> 52 x 52 x 256
9 conv   128       1 x 1 / 1  52 x 52 x 256  -> 52 x 52 x 128
10 conv  256       3 x 3 / 1  52 x 52 x 128  -> 52 x 52 x 256
11 max    2 x 2 / 2  52 x 52 x 256  -> 26 x 26 x 256
12 conv  512       3 x 3 / 1  26 x 26 x 256  -> 26 x 26 x 512
13 conv  256       1 x 1 / 1  26 x 26 x 512  -> 26 x 26 x 256
14 conv  512       3 x 3 / 1  26 x 26 x 256  -> 26 x 26 x 512
15 conv  256       1 x 1 / 1  26 x 26 x 512  -> 26 x 26 x 256
16 conv  512       3 x 3 / 1  26 x 26 x 256  -> 26 x 26 x 512
17 max    2 x 2 / 2  26 x 26 x 512  -> 13 x 13 x 512
18 conv  1024      3 x 3 / 1  13 x 13 x 512  -> 13 x 13 x1024
19 conv  512       1 x 1 / 1  13 x 13 x1024  -> 13 x 13 x 512
20 conv  1024      3 x 3 / 1  13 x 13 x 512  -> 13 x 13 x1024
21 conv  512       1 x 1 / 1  13 x 13 x1024  -> 13 x 13 x 512
22 conv  1024      3 x 3 / 1  13 x 13 x 512  -> 13 x 13 x1024
23 conv  1024      3 x 3 / 1  13 x 13 x1024  -> 13 x 13 x1024
24 conv  1024      3 x 3 / 1  13 x 13 x1024  -> 13 x 13 x1024
25 route 16
26 conv   64        1 x 1 / 1  26 x 26 x 512  -> 26 x 26 x 64
27 reorg  / 2        26 x 26 x 64  -> 13 x 13 x 256
28 route 27 24
29 conv  1024      3 x 3 / 1  13 x 13 x1280  -> 13 x 13 x1024
30 conv   20        1 x 1 / 1  13 x 13 x1024  -> 13 x 13 x 20
31 detection
2022-02-11 07:29:47   Testing glass_bottle18...
2022-02-11 07:29:47   Number of test samples: 84
2022-02-11 07:34:59 Results of glass_bottle18 (2022-02-11 07:34:59.296948)
2022-02-11 07:34:59   Mean 2D Err. (Pixel Dist.) = 6.05 pix.
2022-02-11 07:34:59   Mean 3D Err. (Vertex Dist.) = 10.72 mm
2022-02-11 07:34:59   Acc. using 5 px. 2D Projection = 34.52%
2022-02-11 07:34:59   Acc. using 20 px. 2D Projection = 100.00%
2022-02-11 07:34:59   Acc. using 15 px. 2D Projection = 98.81%
2022-02-11 07:34:59   Acc. using 20 px. 2D Projection = 100.00%
2022-02-11 07:34:59   Acc. using Intersection Of Union (IoU, convex) = 100.00%
2022-02-11 07:34:59   Acc. using Intersection Of Union (IoU > 0.25) = 100.00%
2022-02-11 07:34:59   Acc. using Intersection Of Union (IoU > 0.50) = 100.00%
2022-02-11 07:34:59   Acc. using Intersection Of Union (IoU > 0.75) = 34.52%
```