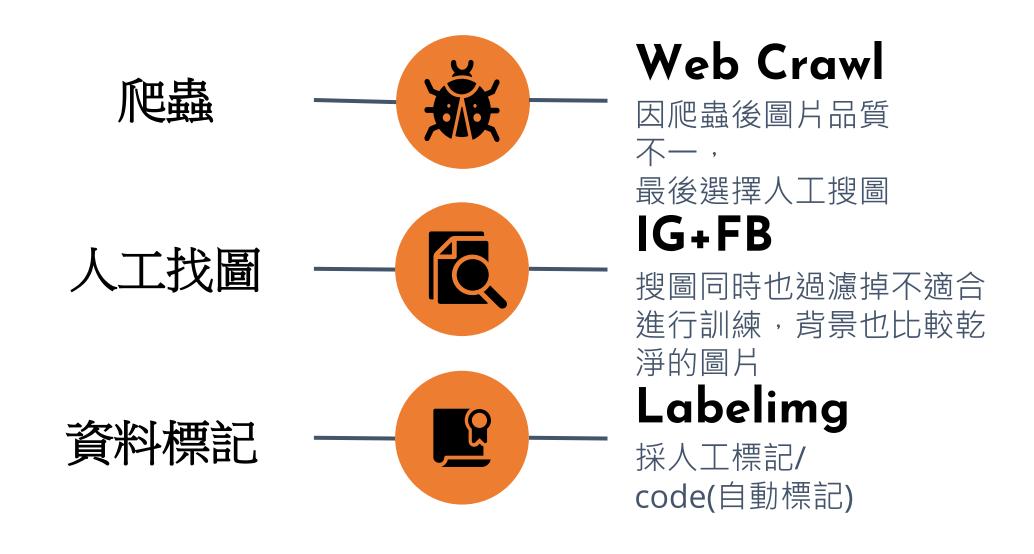
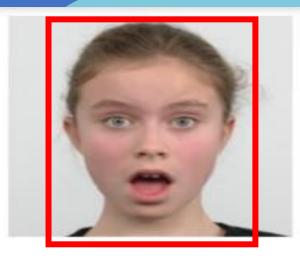
# 資料蒐集與處理

#### 資料蒐集與處理

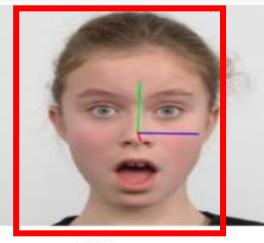


# Deployment

#### 2D會比較好 for Yolo



h

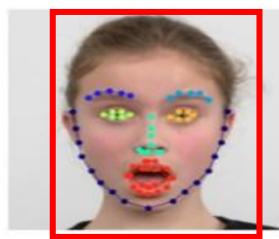


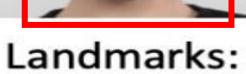


Box:

Pose:

5 Landmarks:







Mask:



3D mesh(Ours):



3D mesh:

Mara Informativa

我們可以發現出yolo 好對邊緣特正擷取有較好的 結果

#### 實驗偵測發現



#### 模型比較問題

### 模型使用



Nano YOLOv5n

 $\begin{array}{c} 4~\mathrm{MB}_{\mathrm{FP16}} \\ 6.3~\mathrm{ms}_{\mathrm{V100}} \\ 28.4~\mathrm{mAP}_{\mathrm{COCO}} \end{array}$ 



Small

YOLOv5s

 $\begin{array}{c} {\rm 14~MB}_{\rm FP16} \\ {\rm 6.4~ms}_{\rm V100} \\ {\rm 37.2~mAP}_{\rm COCO} \end{array}$ 



Medium

YOLOv5m

 $41~{\rm MB}_{\rm FP16} \\ 8.2~{\rm ms}_{\rm V100} \\ 45.2~{\rm mAP}_{\rm COCO}$ 



Large

YOLOv5I

 $89~{\rm MB}_{\rm FP16} \\ 10.1~{\rm ms}_{\rm V100} \\ 48.8~{\rm mAP}_{\rm COCO}$ 



XLarge

YOLOv5x

 $166~{\rm MB}_{\rm FP16} \\ 12.1~{\rm ms}_{\rm V100} \\ 50.7~{\rm mAP}_{\rm COCO}$ 

#### Key Numbers



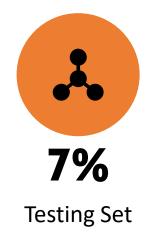




#### Key Numbers





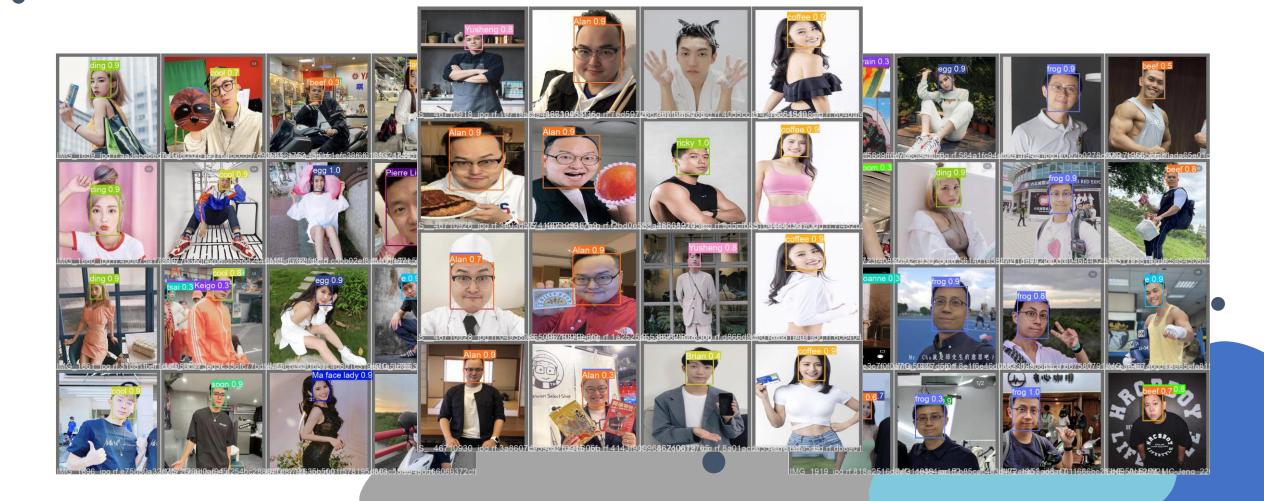


# RESULT

custom\_YOLOv5s summary: 232 layers, 7384065 parameters, 0 gradients, 17.2 GFLOPs

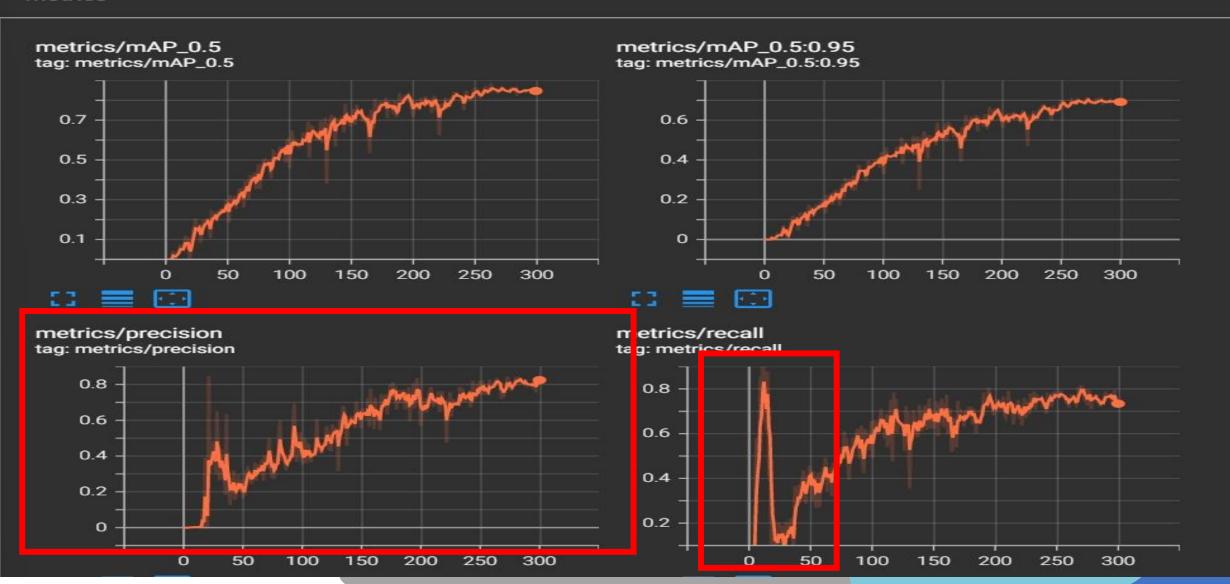
mAP@.5 mAP@.5:.95: 100% Class Images Labels all 200 205 0.718 0.767 0.832

0.686



## RESULT





### 模型使用



**>>** 





Nano

YOLOv5n

 $\begin{array}{c} 4~\mathrm{MB}_{\mathrm{FP16}} \\ 6.3~\mathrm{ms}_{\mathrm{V100}} \\ 28.4~\mathrm{mAP}_{\mathrm{COCO}} \end{array}$ 

Small

YOLOv5s

 $\begin{array}{c} {\rm 14~MB}_{\rm FP16} \\ {\rm 6.4~ms}_{\rm V100} \\ {\rm 37.2~mAP}_{\rm COCO} \end{array}$ 

Medium

YOLOv5m

 $41~\mathrm{MB}_{\mathrm{FP16}}\\8.2~\mathrm{ms}_{\mathrm{V100}}\\45.2~\mathrm{mAP}_{\mathrm{COCO}}$ 

Large

YOLOv5I

 $89~{\rm MB}_{\rm FP16} \\ 10.1~{\rm ms}_{\rm V100} \\ 48.8~{\rm mAP}_{\rm COCO}$ 

XLarge

YOLOv5x

 $166~{\rm MB}_{\rm FP16} \\ 12.1~{\rm ms}_{\rm V100} \\ 50.7~{\rm mAP}_{\rm COCO}$ 

#### Key Numbers



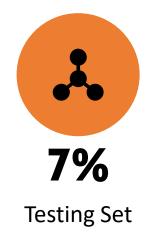




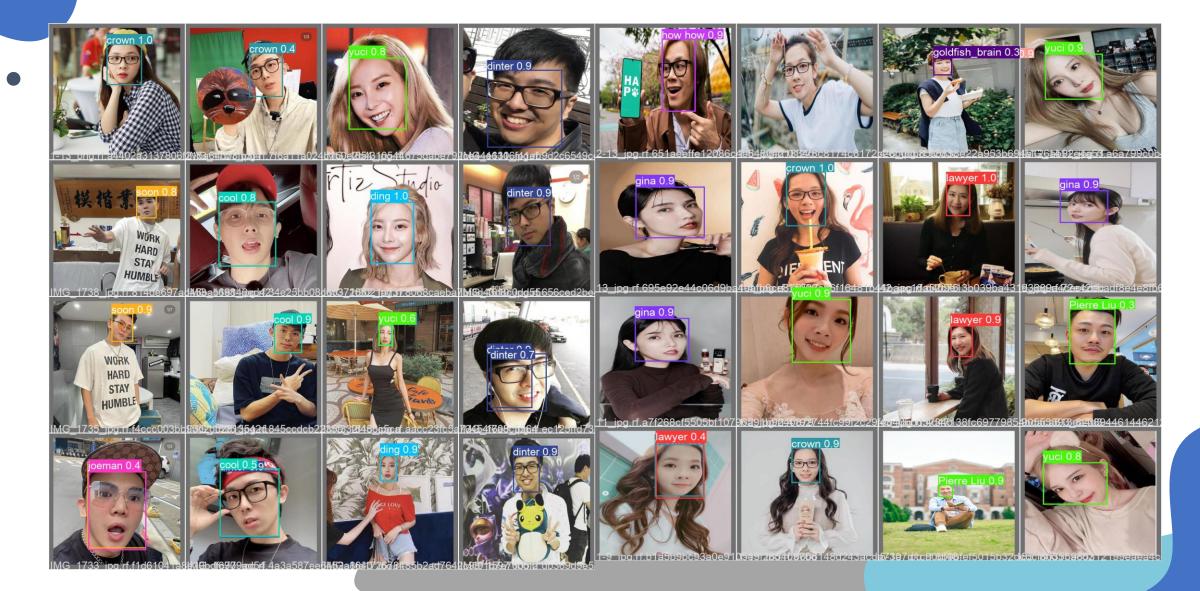
#### Key Numbers







# RESULT



#### 最後選擇modelS的原因







# 公士論

### 公古計画

1. 2D is better for yolo:

因為人臉是屬於3D所以在辨識細節會比較困難(Transfer會有難度)

2. 資料收集困難:

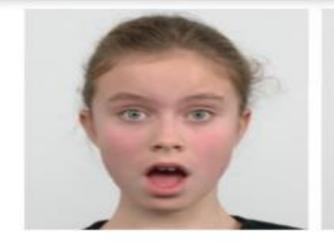
希望在未來可以解決這個問題

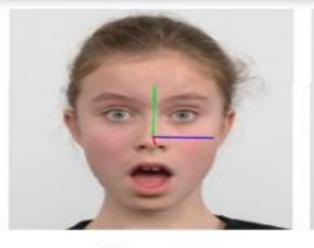
3. 源頭決定一切

### 未來展往

- State of the art :
  - 。 所以我們嘗試使用yolo7模型,但發現模型過於巨大,GPU 容易不足
  - More Function:
    - 。 優質的圖篇增加辨識準確率
    - 。 增加可參考的東西(增列新聞)
  - 自動化:
    - 。 自動化標記(RetinaFace)

#### RetinaFace



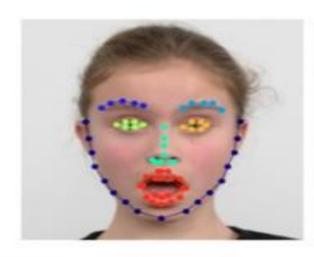


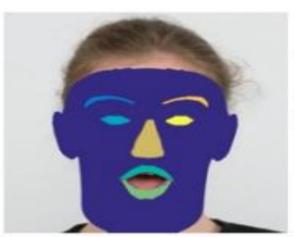


Box: 4 scalars

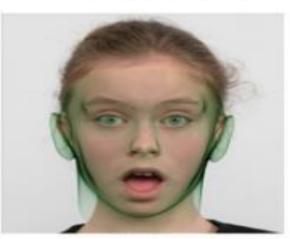
Pose: 7 scalars

5 Landmarks: 10 scalars









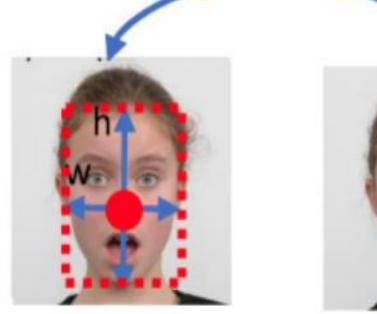
68 Landmarks: 136 scalars

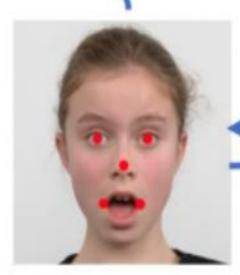
Mask: H x W matrix 3 x 1k vertices 3 x 53k vertices

3D mesh(Ours): 3D mesh:

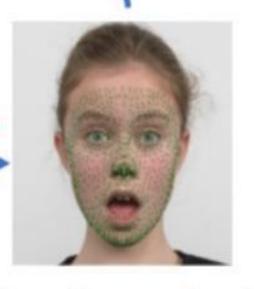
#### More Informative

#### (1) More semantic points, more accurate box prediction





1k 3D points enhance pose-invariant 5 points



Cheap 5 points enhance robust 1k points

Face Detection (one center point)

2D Face Alignment (five points)

3D Face Reconstruction (1k points)

(2) More challenging training scenario, more robust point prediction

