

How YOLO works in few words

YOLO stands for **"You Only Look Once"** and uses convolutional neural networks (CNN) for object detection.

When **YOLO** works it predicts classes' labels and detects locations of objects at the same time. That is why, YOLO can detect multiple objects in one image. The name of the algorithm means that a single network just once is applied to whole image. YOLO divides image into regions, predicts bounding boxes and probabilities for every such region. YOLO also predicts confidence for every bounding box showing information that this particular bounding box actually includes object, and probability of included object in bounding box being a particular class. Then, bounding boxes are filtered with technique called non-maximum suppression that excludes some of them if confidence is low or there is another bounding box for this region with higher confidence.

YOLO-3 is the latest version that uses successive 3x3 and 1x1 convolutional layers. In total it has **53** convolutional layers with architecture as shown on the Fig.1 below. Every layer is followed by batch normalization and *Leaky ReLU* activation.

	Type	Filters	Size	Output
	Convolutional	32	3×3	256×256
	Convolutional	64	$3 \times 3/2$	128×128
1×	Convolutional	32	1 x 1	
	Convolutional	64	3×3	
	Residual			128 × 128
	Convolutional	128	$3 \times 3/2$	64×64
	Convolutional	64	1 × 1	
2×	Convolutional	128	3×3	
	Residual			64 × 64
	Convolutional	256	$3 \times 3/2$	32×32
	Convolutional	128	1 × 1	
8×	Convolutional	256	3×3	
	Residual			32 × 32
	Convolutional	512	$3 \times 3/2$	16 × 16
	Convolutional	256	1 x 1	
8×	Convolutional	512	3×3	
	Residual			16 × 16
	Convolutional	1024	$3 \times 3/2$	8 × 8
	Convolutional	512	1 x 1	
4×	Convolutional	1024	3×3	
	Residual			8 × 8
	Avgpool		Global	
	Connected		1000	
	Softmax			

Figure 1. Architecture of YOLO-3

Read more inside **original easy to understand presentation** and in **original papers** from official website with a lot of details and pictures. Links are in **Useful Links** section below.

What is inside configuration file?

Inside *yolov3.cfg* we have parameters that are used for training and testing. Some of them are described below. Read full description in **Useful Links** section below.

[net] section:

- batch=64 number of samples that will be processed in one batch
- <u>subdivisions=16</u> number of *mini batches* in one batch; GPU processes *mini batch samples at once*; the weights will be updated for batch samples, that is 1 iteration processes batch images
- width=608 every image will be resized during training and testing to this number

- height=608 every image will be resized during training and testing to this number
- channels=3 every image will be converted during training and testing to this number

Optimization:

- momentum=0.9 hyperparameter for optimizer that defines how much history will influence further updating of weights
- decay=0.0005 decay the learning rate over the period of the training
- learning_rate=0.001 initial learning rate for training

Training:

- angle=0 parameter that randomly rotates images during training
- saturation=1.5 parameter that randomly changes saturation of images during training
- exposure=1.5 parameter that randomly changes brightness of images during training
- hue=.1 parameter that randomly *changes hue* of images during training

Useful Links

Check out additional links with detailed explanation of algorithm and other useful information for further reading:

- [1] <u>Author of the algorithm</u> **official website** with videos, papers and slides (go to section *Publications*)
- [2] YOLO-1 explained original PDF paper with details on how YOLO-1 works
- [3] YOLO-1 explained original and **easy to understand presentation** with a lot of figures and explanation how algorithm works

- [4] <u>YOLO-3 explained</u> original PDF **paper** explains the latest algorithm and its improvements
- [5] <u>yolov3.cfq</u> configuration file for YOLOv3-608 model
- [6] <u>yolov3.weights</u> pretrained weights with COCO dataset
- [7] <u>Config inside [net] section</u> more about used parameters inside **[net] section** of *yolov3.cfg*
- [8] <u>Config inside layers</u> more about used parameters inside **layers** of *yolov3.cfg*