Ex No: 8 OBJECT DETECTION WITH YOLO3

Aim:

To build an object detection model with YOLO3 using Keras/TensorFlow.

Procedure:

- 1. Download and load the dataset.
- 2. Perform analysis and preprocessing of the dataset.
- 3. Build a simple neural network model using Keras/TensorFlow.
- 4. Compile and fit the model.
- 5. Perform prediction with the test dataset.
- 6. Calculate performance metrics.

PROGRAM:

```
# load yolov3 model and perform object detection
```

based on https://github.com/experiencor/keras-yolo3

import numpy as np

from numpy import expand dims

from keras.models import load_model

from keras.preprocessing.image import load img

from keras.preprocessing.image import img to array

from matplotlib import pyplot

from matplotlib.patches import Rectangle

class BoundBox:

```
def __init__(self, xmin, ymin, xmax, ymax, objness = None, classes = None):
    self.xmin = xmin
    self.ymin = ymin
    self.xmax = xmax
    self.ymax = ymax
    self.objness = objness
    self.classes = classes
    self.label = -1
    self.score = -1
```

```
def get_label(self):
                if self.label == -1:
                         self.label = np.argmax(self.classes)
                return self.label
        def get score(self):
                if self.score == -1:
                         self.score = self.classes[self.get label()]
                return self.score
def sigmoid(x):
        return 1. /(1. + np.exp(-x))
def decode netout(netout, anchors, obj thresh, net h, net w):
        grid h, grid w = netout.shape[:2]
        nb_box = 3
        netout = netout.reshape((grid h, grid w, nb box, -1))
        nb class = netout.shape[-1] - 5
        boxes = []
        netout[..., :2] = sigmoid(netout[..., :2])
        netout[..., 4:] = sigmoid(netout[..., 4:])
        netout[..., 5:] = netout[..., 4][..., np.newaxis] * netout[..., 5:]
        netout[..., 5:] *= netout[..., 5:] > obj thresh
        for i in range(grid_h*grid_w):
                row = i / grid w
                col = i \% grid w
                for b in range(nb box):
                         # 4th element is objectness score
                         objectness = netout[int(row)][int(col)][b][4]
                         if(objectness.all() <= obj thresh): continue
                         # first 4 elements are x, y, w, and h
```

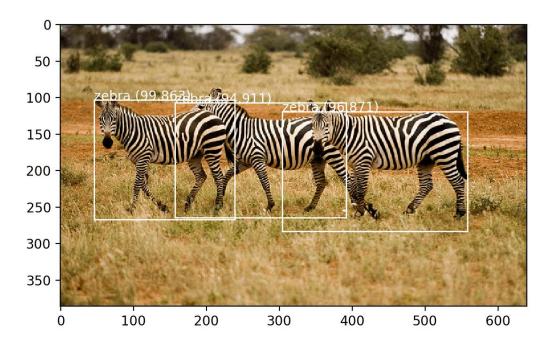
```
x, y, w, h = netout[int(row)][int(col)][b][:4]
                         x = (col + x) / grid w # center position, unit: image width
                         y = (row + y) / grid h # center position, unit: image height
                         w = anchors[2 * b + 0] * np.exp(w) / net w # unit: image width
                         h = anchors[2 * b + 1] * np.exp(h) / net h # unit: image height
                         # last elements are class probabilities
                         classes = netout[int(row)][col][b][5:]
                         box = BoundBox(x-w/2, y-h/2, x+w/2, y+h/2, objectness, classes)
                         boxes.append(box)
        return boxes
def correct yolo boxes(boxes, image h, image w, net h, net w):
        new w, new h = net w, net h
        for i in range(len(boxes)):
                x offset, x scale = (\text{net } \text{w - new } \text{w})/2./\text{net } \text{w}, float(new w)/net w
                y_offset, y_scale = (net_h - new h)/2./net h, float(new h)/net h
                boxes[i].xmin = int((boxes[i].xmin - x offset) / x scale * image w)
                boxes[i].xmax = int((boxes[i].xmax - x_offset) / x_scale * image_w)
                boxes[i].ymin = int((boxes[i].ymin - y offset) / y scale * image h)
                boxes[i].ymax = int((boxes[i].ymax - y offset) / y scale * image h)
def interval overlap(interval a, interval b):
        x1, x2 = interval a
        x3, x4 = interval b
        if x3 < x1:
                if x4 < x1:
                         return 0
                else:
                         return min(x2,x4) - x1
        else:
                if x^2 < x^3:
                         return 0
                else:
                         return min(x2,x4) - x3
```

```
def bbox iou(box1, box2):
       intersect w = interval overlap([box1.xmin, box1.xmax], [box2.xmin, box2.xmax])
       intersect h = interval overlap([box1.ymin, box1.ymax], [box2.ymin, box2.ymax])
       intersect = intersect w * intersect h
       w1, h1 = box1.xmax-box1.xmin, box1.ymax-box1.ymin
       w2, h2 = box2.xmax-box2.xmin, box2.ymax-box2.ymin
       union = w1*h1 + w2*h2 - intersect
       return float(intersect) / union
def do nms(boxes, nms thresh):
       if len(boxes) > 0:
               nb class = len(boxes[0].classes)
       else:
               return
       for c in range(nb class):
               sorted indices = np.argsort([-box.classes[c] for box in boxes])
               for i in range(len(sorted_indices)):
                       index i = sorted_indices[i]
                       if boxes[index i].classes[c] == 0: continue
                       for j in range(i+1, len(sorted indices)):
                               index j = sorted indices[j]
                               if bbox iou(boxes[index i], boxes[index j]) >= nms thresh:
                                        boxes[index i].classes[c] = 0
# load and prepare an image
def load image pixels(filename, shape):
       # load the image to get its shape
       image = load img(filename)
       width, height = image.size
       # load the image with the required size
       image = load img(filename, target size=shape)
       # convert to numpy array
       image = img to array(image)
```

```
# scale pixel values to [0, 1]
        image = image.astype('float32')
        image /= 255.0
        # add a dimension so that we have one sample
        image = expand dims(image, 0)
        return image, width, height
# get all of the results above a threshold
def get boxes(boxes, labels, thresh):
        v_boxes, v_labels, v_scores = list(), list(), list()
        # enumerate all boxes
        for box in boxes:
                # enumerate all possible labels
                for i in range(len(labels)):
                        # check if the threshold for this label is high enough
                        if box.classes[i] > thresh:
                                 v boxes.append(box)
                                v_labels.append(labels[i])
                                 v scores.append(box.classes[i]*100)
                                # don't break, many labels may trigger for one box
        return v boxes, v labels, v scores
# draw all results
def draw boxes(filename, v boxes, v labels, v scores):
        # load the image
        data = pyplot.imread(filename)
        # plot the image
        pyplot.imshow(data)
        # get the context for drawing boxes
        ax = pyplot.gca()
        # plot each box
        for i in range(len(v boxes)):
                box = v boxes[i]
                # get coordinates
```

```
y1, x1, y2, x2 = box.ymin, box.xmin, box.ymax, box.xmax
                # calculate width and height of the box
                width, height = x^2 - x^1, y^2 - y^1
                # create the shape
                rect = Rectangle((x1, y1), width, height, fill=False, color='white')
                # draw the box
                ax.add patch(rect)
                # draw text and score in top left corner
                label = "%s (%.3f)" % (v_labels[i], v_scores[i])
                pyplot.text(x1, y1, label, color='white')
        # show the plot
        pyplot.show()
# load yolov3 model
model = load model('model.h5')
# define the expected input shape for the model
input w, input h = 416, 416
# define our new photo
photo filename = 'zebra.jpg'
# load and prepare image
image, image w, image h = load image pixels(photo filename, (input w, input h))
# make prediction
yhat = model.predict(image)
# summarize the shape of the list of arrays
print([a.shape for a in yhat])
# define the anchors
anchors = [[116,90, 156,198, 373,326], [30,61, 62,45, 59,119], [10,13, 16,30, 33,23]]
# define the probability threshold for detected objects
class threshold = 0.6
boxes = list()
for i in range(len(yhat)):
        # decode the output of the network
        boxes += decode netout(yhat[i][0], anchors[i], class threshold, input h, input w)
# correct the sizes of the bounding boxes for the shape of the image
```

```
correct yolo boxes(boxes, image h, image w, input h, input w)
# suppress non-maximal boxes
do nms(boxes, 0.5)
# define the labels
labels = ["person", "bicycle", "car", "motorbike", "aeroplane", "bus", "train", "truck",
        "boat", "traffic light", "fire hydrant", "stop sign", "parking meter", "bench",
        "bird", "cat", "dog", "horse", "sheep", "cow", "elephant", "bear", "zebra", "giraffe",
        "backpack", "umbrella", "handbag", "tie", "suitcase", "frisbee", "skis", "snowboard",
        "sports ball", "kite", "baseball bat", "baseball glove", "skateboard", "surfboard",
        "tennis racket", "bottle", "wine glass", "cup", "fork", "knife", "spoon", "bowl", "banana",
        "apple", "sandwich", "orange", "broccoli", "carrot", "hot dog", "pizza", "donut", "cake",
        "chair", "sofa", "pottedplant", "bed", "diningtable", "toilet", "tymonitor", "laptop", "mouse",
        "remote", "keyboard", "cell phone", "microwave", "oven", "toaster", "sink", "refrigerator",
        "book", "clock", "vase", "scissors", "teddy bear", "hair drier", "toothbrush"]
# get the details of the detected objects
v boxes, v labels, v scores = get boxes(boxes, labels, class threshold)
# summarize what we found
for i in range(len(v boxes)):
        print(v labels[i], v scores[i])
# draw what we found
draw boxes(photo filename, v boxes, v labels, v scores)
OUTPUT:
```



RESULT:

An object detection model with YOLO3 using Keras/TensorFlow is successfully build.