

HowTo auto
output .xml (Pascal Voc)

下載 [yoloAutoLabel_4_VocFormat.py](#)

指令 `python3 yoloAutoLabel_4_VocFormat.py`

輸入 `--config` YOLO config檔 (例 yolov4.cfg)
`--weights` YOLO 權重檔 (例 yolov4.weights)
`--classes` 類別名稱檔 (例 coco.names)

來源 `--dataset` 影像檔資料夾

執行時有錯誤訊息出現,請依訊息指示安裝需要的 modules.

OpenCV 版本 4.4.0以上

yoloAutoLabel_4_VocFormat.py : To generate the Pascal VOC .xml files

optional arguments:

- dataset <D>, -d <D> path to input datasets (images)
- video <V>, -v <V> path to input Video
- image <I>, -i <I> path to input image
- outputDir <O>, -o <O> path to the output directory of list files
- config <C>, -c <C> path to yolo config file
- weights <W>, -w <W>
path to yolo pre-trained weights
- classes <CL>, -cl <CL>
path to the text file containing class names
- confidence <CF>, -cf <CF>
minimum probability to filter weak detections
[default: 0.500000]
- get_img <G>, -g <G>
boolean indicating to output the images/frames
- use_gpu <U>, -u <U>
boolean indicating if CUDA GPU should be used

Defaults

Modle size = 416x416
conf_threshold = 0.5
nms_threshold = 0.4

示範 Dataset資料夾

```
$ python yoloAutoLabel_4_VocFormat.py -d  
~/Badminton/Bproject/datasets/Ball/BallTextureShape/BallTextureShape_Mock_TK_Tai_a3 -w  
~/YOLO/YOLOv4/G10716001/BallTextureShape_autoLabeling/backup/yolov4-416-class-6_best.weights -c  
~/YOLO/YOLOv4/G10716001/cfg/yolov4-416-class-6.cfg -cl  
~/YOLO/YOLOv4/G10716001/BallTextureShape_autoLabeling/data/obj.names -u 1
```

[INFO] process ID: PID_25901

[INFO] outputDir: outputDir

(PascalVOC) outputDir: outputDir/PID_25901/Annotations

xml檔存放處



開啟labellmg檢視

示範 Video

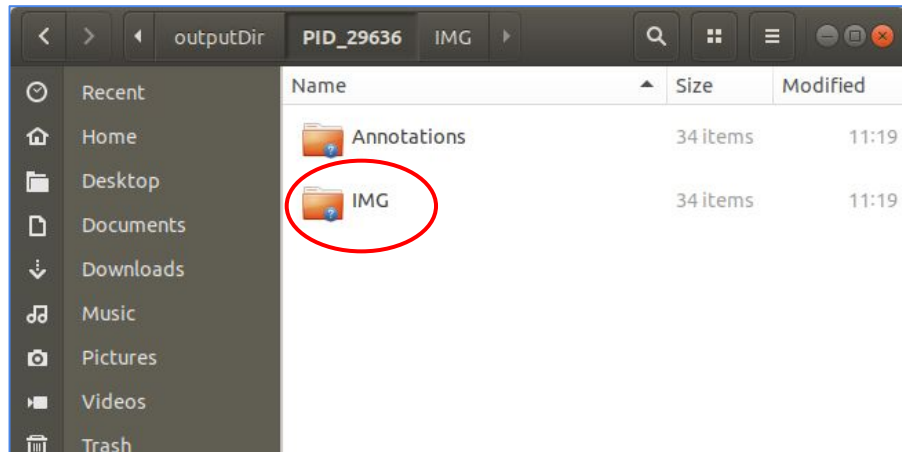
```
$ python yoloAutoLabel_4_VocFormat.py -v ~/Videos/cMARIN_2018_MalaysiaMaster_01.mp4 -w  
~/YOLO/weights/yolov4.weights -c ~/YOLO/YOLOv4/cfg/yolov4.cfg -cl ~/YOLO/YOLOv4/cfg/coco.names -u  
1 -g 1
```

[INFO] process ID: PID_29636

[INFO] outputDir: outputDir

(PascalVOC) outputDir: outputDir/PID_29636/Annotations

開啟labellmg檢視



```
python yoloAutoLabel_4_VocFormat.py -v ~/Videos/MockTK_20200801_ChouTienChen_vs.mp4 -w  
~/YOLO/YOLOv4/G10716001/BallTextureShape_autoLabeling/backup/yolov4-416-class-6-autoLabel_  
best.weights -c ~/YOLO/YOLOv4/G10716001/cfg/yolov4-416-class-6.cfg -cl  
~/YOLO/YOLOv4/G10716001/BallTextureShape_autoLabeling/data/obj.names -u 1 -g 1
```