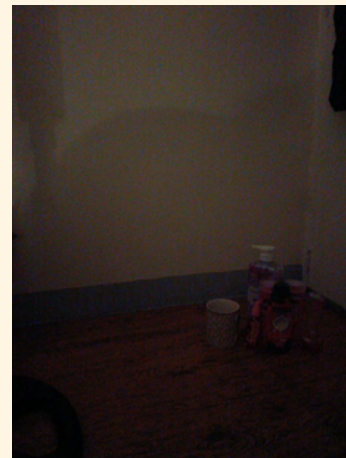
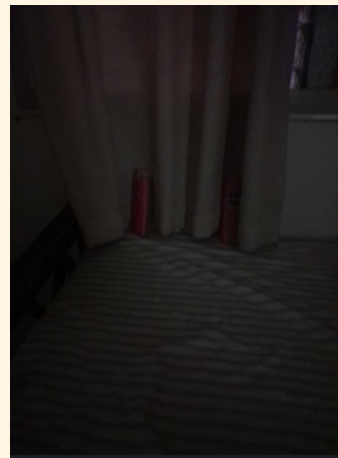
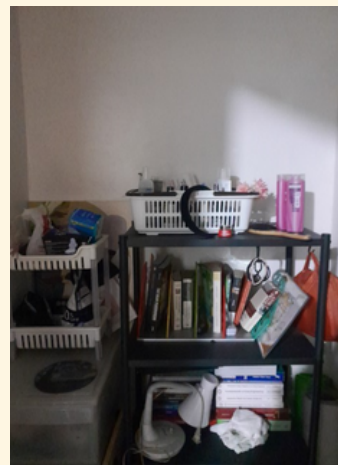
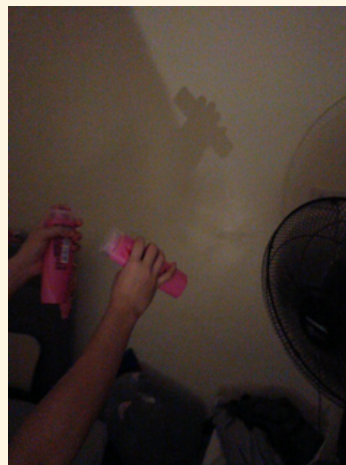


YOLO MODEL IMPROVEMENTS

DATASET

ADDED IMAGES (150 IMAGES OF SHAMPOO) WITH MORE COMPLEX ORIENTATIONS, OCCLUSIONS, DISTANCES, AND LIGHTING



MODEL DEVELOPMENT

USED LARGER MODEL (FROM YOLO11-NANO TO YOLO11-MEDIUM) AND DATA AUGMENTATION VIA ALBUMENTATIONS

```
model.train(  
    data="dataset.yaml",  
    project = "MEX6_runners",  
    epochs=200,  
    imgsz=640,  
    batch=16,  
    patience=10,  
    name="run02",
```

```
degrees=30,  
hsv_v=0.3,  
translate=0.4,  
shear=0.3,  
flipud=0.05,  
mixup=0.4,  
copy_paste=0.3)
```

MODEL DEPLOYMENT

WEB-BASED APPLICATION USING GRADIO AND WEBRTC

WEBRTC CONFIGURATION

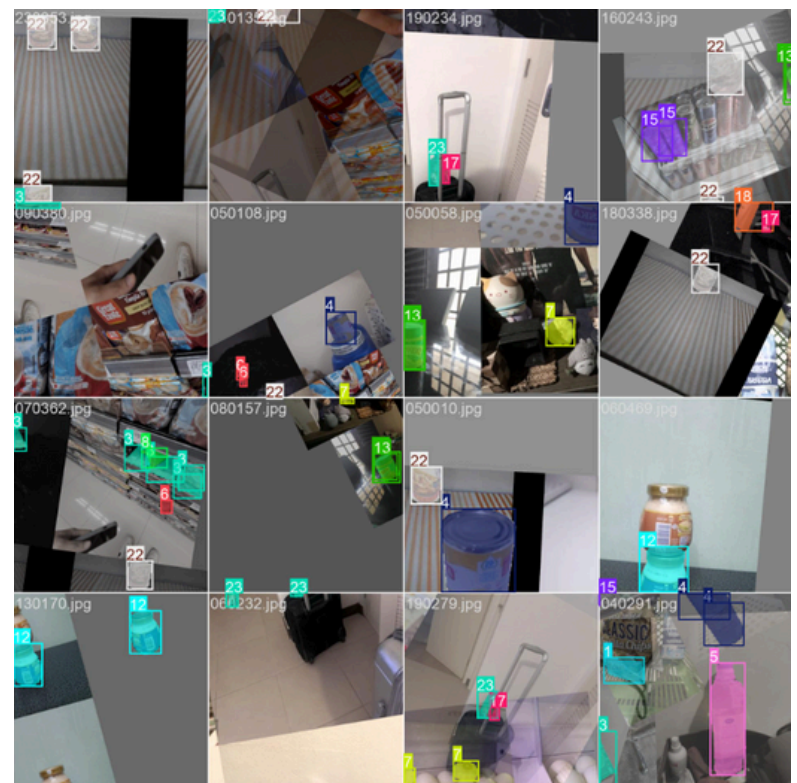
- Twilio API Tokens: Used to configure WebRTC ICE servers for smooth webcam streaming over the internet.
 - ICE servers help establish peer-to-peer (P2P) connections for real-time streaming.

GRADIO INTERFACE

- The app is initialized and launched using gr.Blocks with:
 - The WebRTC stream for live webcam feed.
 - A slider for adjusting confidence thresholds in real time.
- WebRTC Stream:
 - Captures live webcam input using the WebRTC component.
 - Passes the webcam stream to the YOLO model for detection and segmentation.
 - Uses a slider to dynamically adjust the confidence threshold for object detection (default: 0.3).

RESULTS

With Data Augmentations



HSV_V (0.4 -> 0.3)

- modifies the value (brightness) of the image by a fraction
- to detect under various lighting conditions
- **should have increased**

TRANSLATE (0.1 -> 0.4)

- translates the image horizontally and vertically by a fraction of the image size
- to detect partially visible objects

DEGREES (0.0 -> 30)

- rotates the image randomly within the specified degree range
- to recognize objects at various orientations

SHEAR (0.0 -> 0.3)

- shears the image by a specified degree
- mimicks the effect of objects being viewed from different angles

FLIPUD (0.0 -> 0.05)

- flips the image upside down with the specified probability
- increases data variability without affecting the object's characteristics.

MIXUP (0.0 -> 0.4)

- blends two images and their labels, creating a composite image
- to generalize by introducing label noise and visual variability

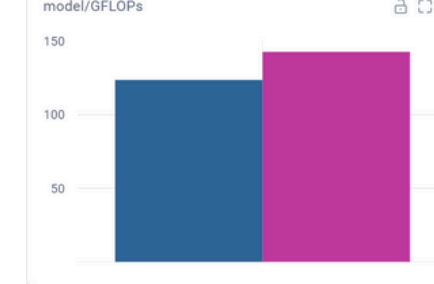
COPYPASTE (0.0 -> 0.3)

- copies and pastes objects across images
- to increase object instances and learning object occlusion

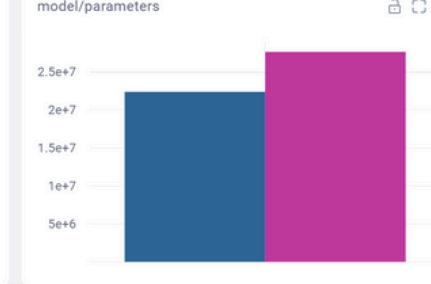
YOLO11-M w/ additional data augmentation

YOLO11-L w/o additional data augmentation

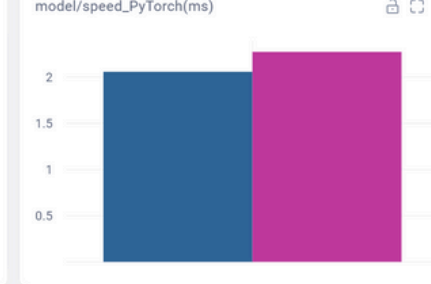
GFLOPS



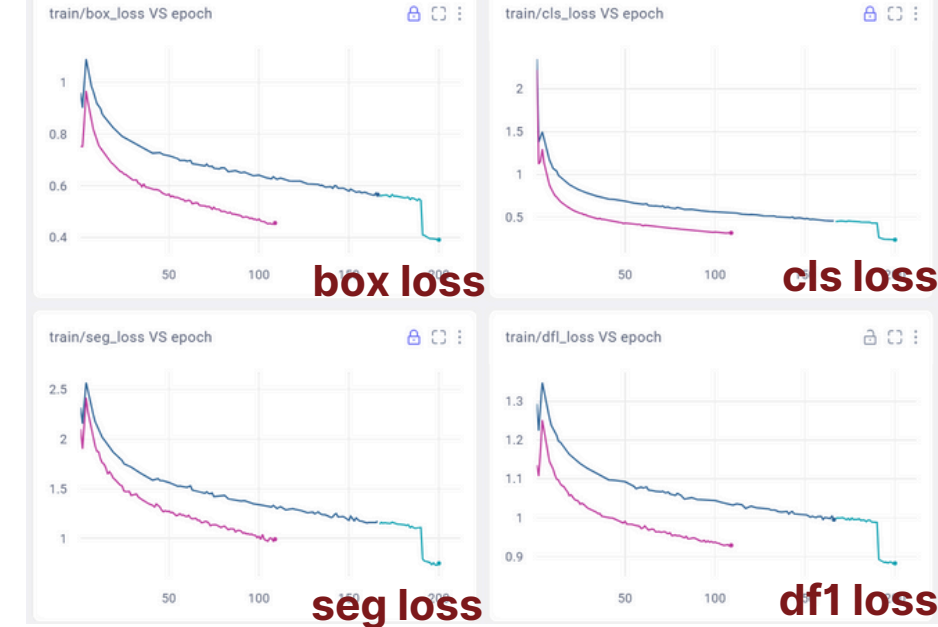
PARAMETERS



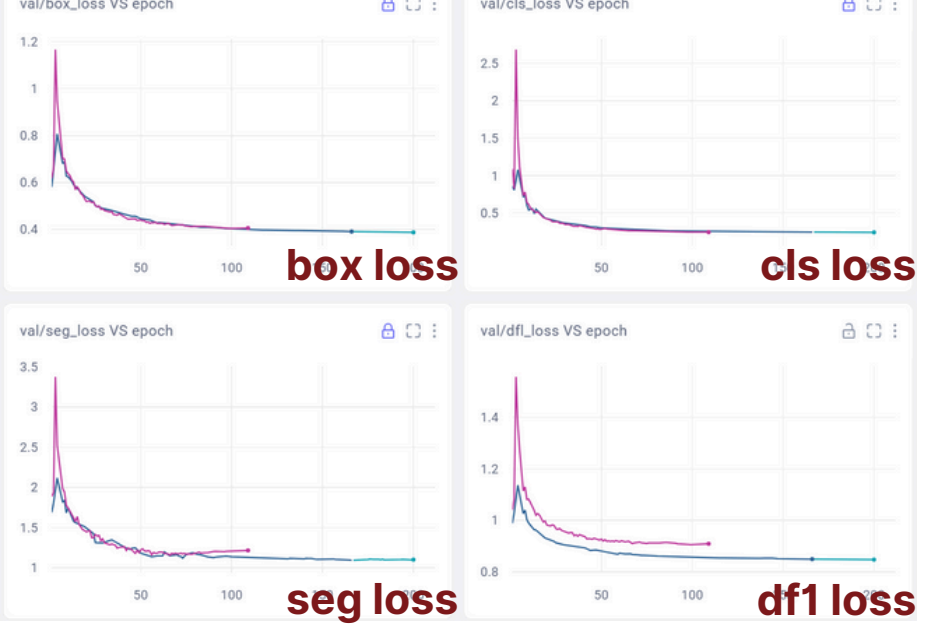
PYTORCH SPEED



TRAINING



VALIDATION



	BOX			
Model Size	P	R	mAP50	mAP50-95
Medium	96.9	92.7	95.6	88.9
Large	96.0	92.9	95.5	88.7
	MASK			
Model Size	P	R	mAP50	mAP50-95
Medium	96.6	92.2	94.8	84.9
Large	95.9	92.1	4.7	84.8

NEXT STEPS

Use **ONNX**

- inference with **onnxruntime.InferenceSession()**
- several pre-processing and post-processing
- not yet deployed via **webrtc**

Perform hyperparameter tuning with **Ray-tune**

- search space includes learning rate, momentum and data augmentation parameters
- computationally-intensive

Parameter	Value Range	Description
lr0	<code>tune.uniform(1e-5, 1e-1)</code>	Initial learning rate
lrf	<code>tune.uniform(0.01, 1.0)</code>	Final learning rate factor
momentum	<code>tune.uniform(0.6, 0.98)</code>	Momentum
weight_decay	<code>tune.uniform(0.0, 0.001)</code>	Weight decay
warmup_epochs	<code>tune.uniform(0.0, 5.0)</code>	Warmup epochs
warmup_momentum	<code>tune.uniform(0.0, 0.95)</code>	Warmup momentum
box	<code>tune.uniform(0.02, 0.2)</code>	Box loss weight
cls	<code>tune.uniform(0.2, 4.0)</code>	Class loss weight
hsv_h	<code>tune.uniform(0.0, 0.1)</code>	Hue augmentation range
hsv_s	<code>tune.uniform(0.0, 0.9)</code>	Saturation augmentation range
hsv_v	<code>tune.uniform(0.0, 0.9)</code>	Value (brightness) augmentation range
degrees	<code>tune.uniform(0.0, 45.0)</code>	Rotation augmentation range (degrees)
translate	<code>tune.uniform(0.0, 0.9)</code>	Translation augmentation range
scale	<code>tune.uniform(0.0, 0.9)</code>	Scaling augmentation range
shear	<code>tune.uniform(0.0, 10.0)</code>	Shear augmentation range (degrees)
perspective	<code>tune.uniform(0.0, 0.001)</code>	Perspective augmentation range
flipud	<code>tune.uniform(0.0, 1.0)</code>	Vertical flip augmentation probability
fliplr	<code>tune.uniform(0.0, 1.0)</code>	Horizontal flip augmentation probability
mosaic	<code>tune.uniform(0.0, 1.0)</code>	Mosaic augmentation probability
mixup	<code>tune.uniform(0.0, 1.0)</code>	Mixup augmentation probability
copy_paste	<code>tune.uniform(0.0, 1.0)</code>	Copy-paste augmentation probability

Use **YOLO11-X**

Incorporate more images that mimic real-world scenarios

Accumulate predictions across a buffer of frames and aggregate them to produce a smoother and more accurate output.

