

Multidisciplinary Project

(15CS303M)

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Area of Interest : Real Time Object detection using Deep-Learning

Problem Identification : Present Object Detection using ML and DL have a very low fps for video detection

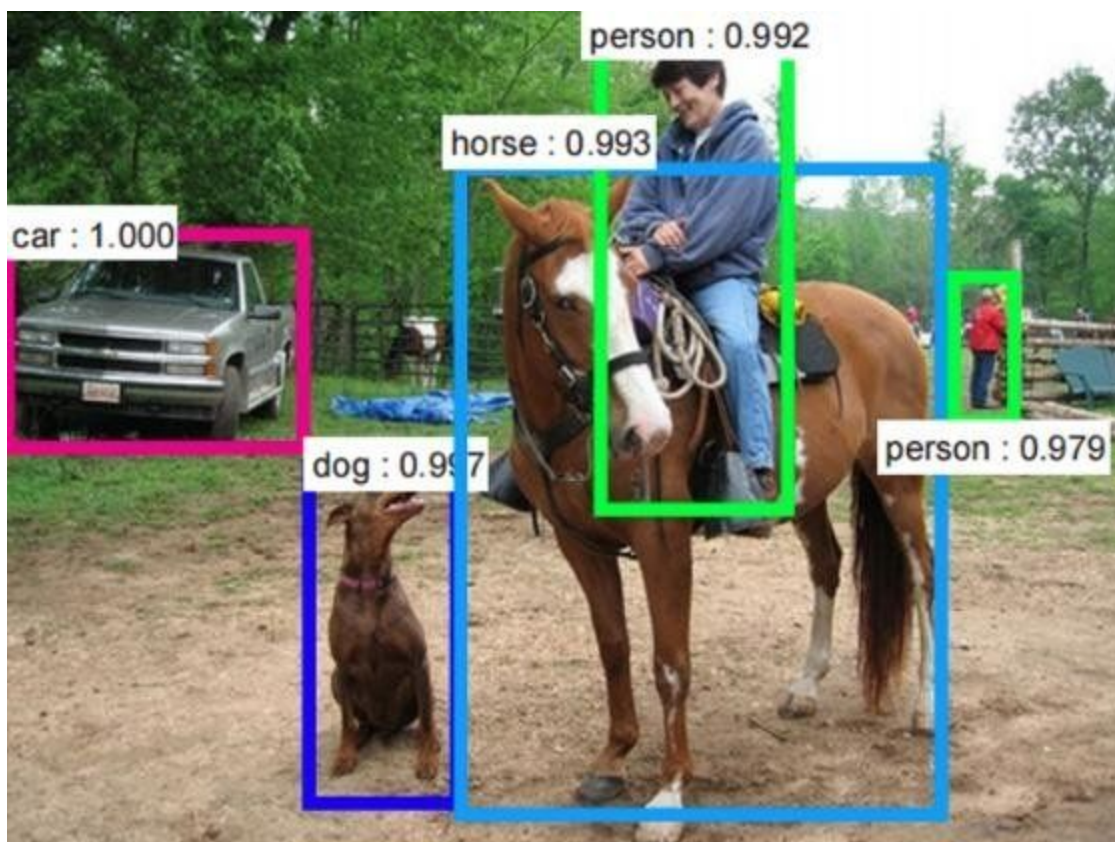
Proposed Solution: We are here using tensorflow and opencv to create a real time object detector and examining the performance of the model with respect to the low fps models created. We also will look forward towards tensorflow lite which is a pre-production utility by tensorflow to check the model's fps on it.

Real-Time Object Detection

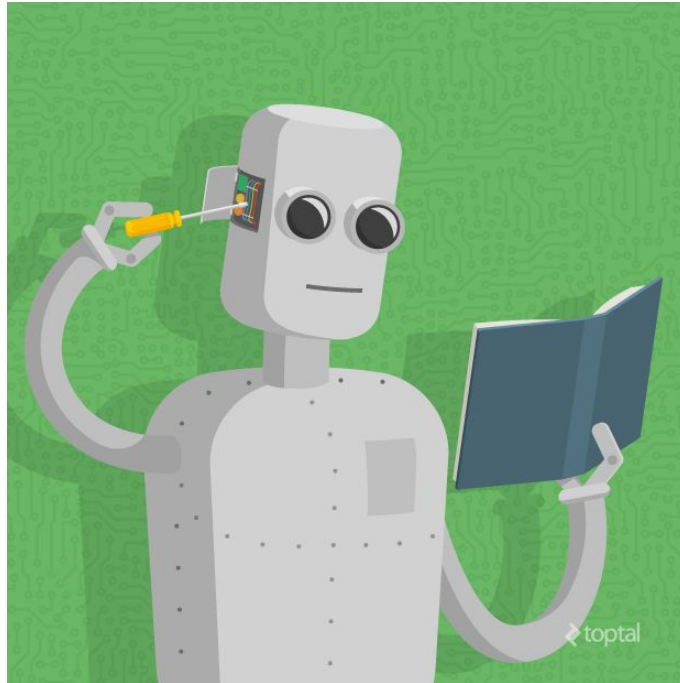
Object detection- What it is?

Before coming to what object detection is first let us consider what object recognition is all about. So in object recognition we just define that there is an object in the image where when we use the term detection, we make a system which predict the position of the object as well as the class associated with it.

Object detection is a computer technology related to computer vision and image processing that deals with detecting instances of semantic objects of a certain class (such as humans, buildings, or cars) in digital images and videos. Well-researched domains of object detection include face detection and pedestrian detection. Object detection has applications in many areas of computer vision, including image retrieval and video surveillance.



What is Machine Learning and How will it solve the problem of Object detection



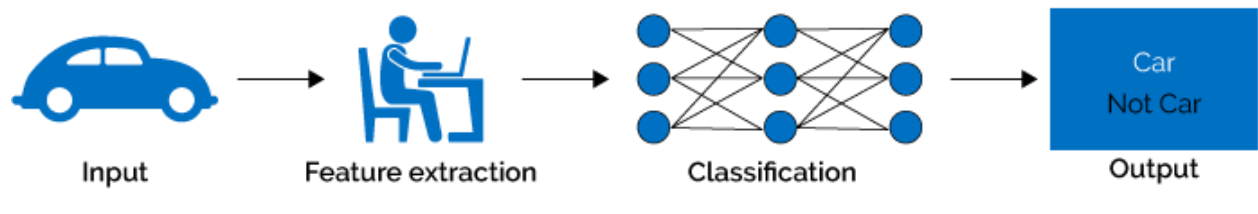
Machine learning as most of the people preassume is not really about letting a machine train on itself. It is about giving the machine enough data and an algorithm that produces a function and redefine the values in that function to give us expected model. This model now uses new instances of data to predict.

Machine learning is a field of computer science that gives computers the ability to learn without being explicitly programmed.

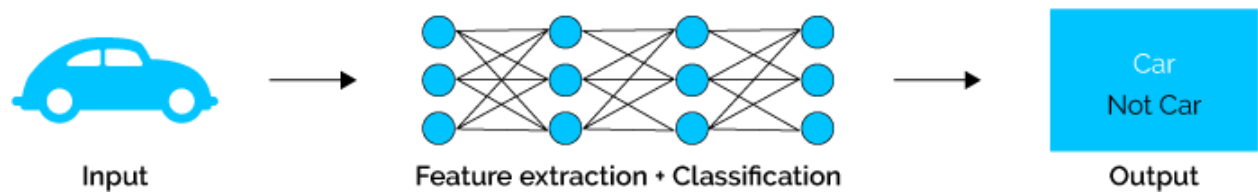
Evolved from the study of pattern recognition and computational learning theory in artificial intelligence, machine learning explores the study and construction of algorithms that can learn from and make predictions on data – such algorithms overcome following strictly static program instructions by making data-driven predictions or decisions, through building a model from sample inputs. Machine learning is employed in a range of computing tasks where designing and programming explicit algorithms with good performance is difficult or infeasible

Machine learning is closely related to (and often overlaps with) computational statistics, which also focuses on prediction-making through the use of computers. It has strong ties to mathematical optimization, which delivers methods, theory and application domains to the field. Machine learning is sometimes conflated with data mining, where the latter subfield focuses more on exploratory data analysis and is known as supervised learning. Machine learning can also be unsupervised and be used to learn and establish baseline behavioral profiles for various entities and then used to find meaningful anomalies.

Machine Learning



Deep Learning



Within the field of data analytics, machine learning is a method used to devise complex models and algorithms that lend themselves to prediction; in commercial use, this is known as predictive analytics. These analytical models allow researchers, data scientists, engineers, and analysts to "produce reliable, repeatable decisions and results" and uncover "hidden insights" through learning from historical relationships and trends in the data.

Convolutional neural network

In machine learning, a convolutional neural network (CNN, or ConvNet) is a class of deep, feed-forward artificial neural networks that has successfully been applied to analyzing visual imagery.

CNNs use a variation of multilayer perceptrons designed to require minimal preprocessing. They are also known as shift invariant or space invariant artificial neural networks (SIANN), based on their shared-weights architecture and translation invariance characteristics.

Convolutional networks were inspired by biological processes in which the connectivity pattern between neurons is inspired by the organization of the animal visual cortex. Individual cortical neurons respond to stimuli only in a restricted region of the visual field known as the receptive field. The receptive fields of different neurons partially overlap such that they cover the entire visual field.

CNNs use relatively little pre-processing compared to other image classification algorithms. This means that the network learns the filters that in traditional algorithms were hand-engineered. This independence from prior knowledge and human effort in feature design is a major advantage.

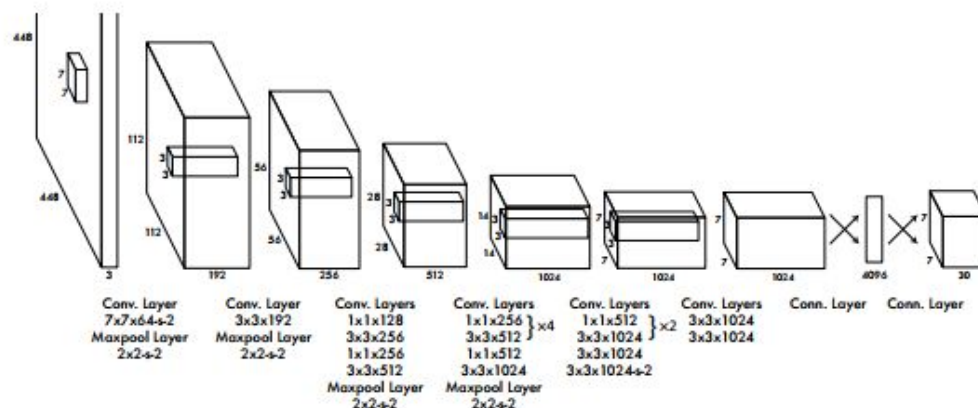


Figure 3: The Architecture. Our detection network has 24 convolutional layers followed by 2 fully connected layers. Alternating 1×1 convolutional layers reduce the features space from preceding layers. We pretrain the convolutional layers on the ImageNet classification task at half the resolution (224×224 input image) and then double the resolution for detection.

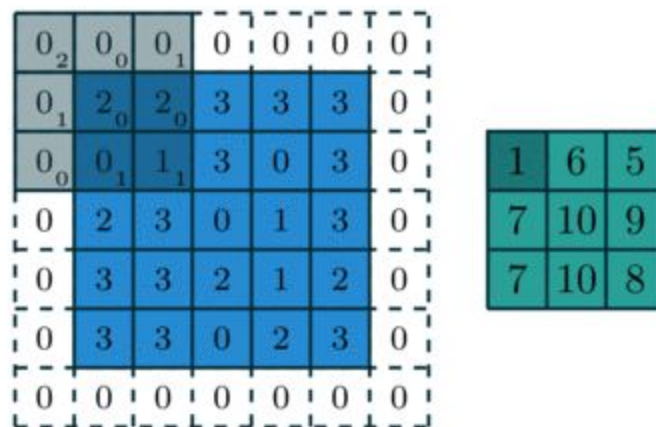
Layers involved :

1) Convolutional Layers

Convolutional layers apply a convolution operation to the input, passing the result to the next layer. The convolution emulates the response of an individual neuron to visual stimuli.

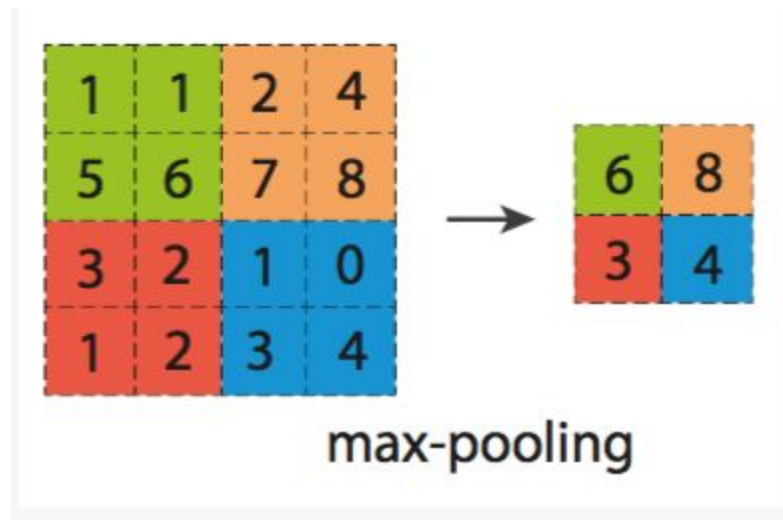
Each convolutional neuron processes data only for its receptive field.

Although fully connected feedforward neural networks can be used to learn features as well as classify data, it is not practical to apply this architecture to images. A very high number of neurons would be necessary, even in a shallow (opposite of deep) architecture, due to the very large input sizes associated with images, where each pixel is a relevant variable. For instance, a fully connected layer for a (small) image of size 100 x 100 has 10000 weights. The convolution operation brings a solution to this problem as it reduces the number of free parameters, allowing the network to be deeper with fewer parameters. For instance, regardless of image size, tiling regions of size 5 x 5, each with the same shared weights, requires only 25 learnable parameters. In this way, it resolves the vanishing or exploding gradients problem in training traditional multi-layer neural networks with many layers by using backpropagation.



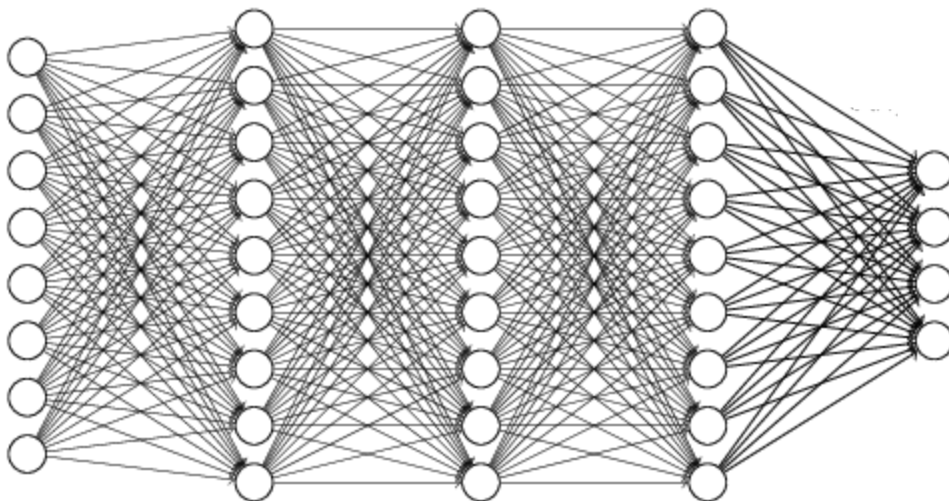
2) Pooling

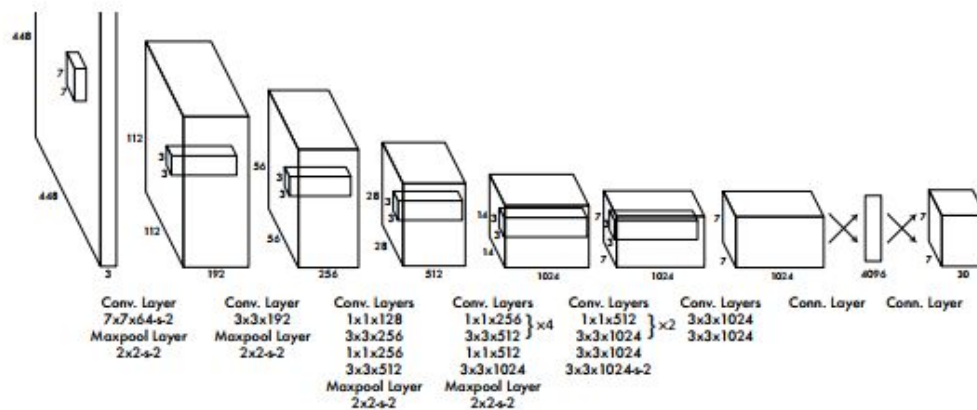
Convolutional networks may include local or global pooling layers, which combine the outputs of neuron clusters at one layer into a single neuron in the next layer. For example, max pooling uses the maximum value from each of a cluster of neurons at the prior layer. Another example is average pooling, which uses the average value from each of a cluster of neurons at the prior layer.



3) Fully connected

Fully connected layers connect every neuron in one layer to every neuron in another layer. It is in principle the same as the traditional multi-layer perceptron neural network (MLP).





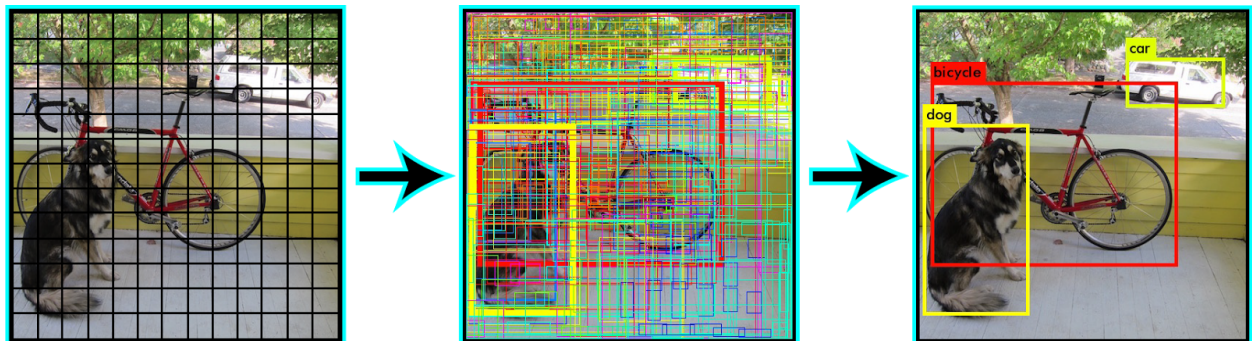
YOLO Algorithm

How It Works

Prior detection systems repurpose classifiers or localizers to perform detection. They apply the model to an image at multiple locations and scales. High scoring regions of the image are considered detections.

We use a totally different approach. We apply a single neural network to the full image. This network divides the image into regions and predicts bounding boxes and probabilities for each region. These bounding boxes are weighted by the predicted probabilities.

Our model has several advantages over classifier-based systems. It looks at the whole image at test time so its predictions are informed by global context in the image. It also makes predictions with a single network evaluation unlike systems like R-CNN which require thousands for a single image.



OpenCv

OpenCV (Open Source Computer Vision Library) is released under a BSD license and hence it's free for both academic and commercial use. It has C++, C, Python and Java interfaces and supports Windows, Linux, Mac OS, iOS and Android. OpenCV was designed for computational efficiency and with a strong focus on real-time applications. Written in optimized C/C++, the library can take advantage of multi-core processing. Enabled with OpenCL, it can take advantage of the hardware acceleration of the underlying heterogeneous compute platform.

Today it is common to have a digital video recording system at your disposal. Therefore, you will eventually come to the situation that you no longer process a batch of images, but video streams. These may be of two kinds: real-time image feed (in the case of a webcam) or prerecorded and hard disk drive stored files.

<https://opencv.org/>

Research Papers Involved

1) ImageNet

<https://papers.nips.cc/paper/4824-imagenet-classification-with-deep-convolutional-neural-networks.pdf>

2) You Only Look Once (YOLO):

Unified, Real-Time Object Detection

<https://pjreddie.com/media/files/papers/yolo.pdf>