

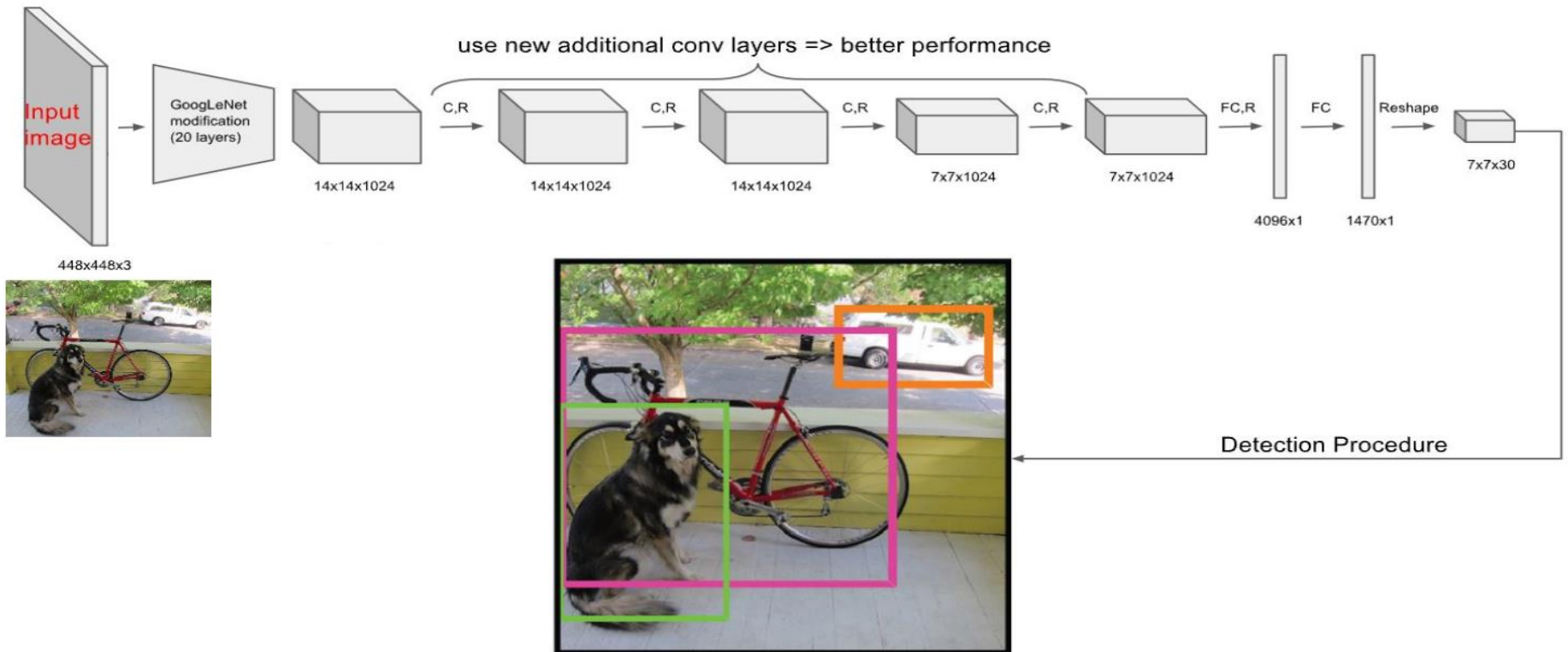
# YOLO

## Inference Process

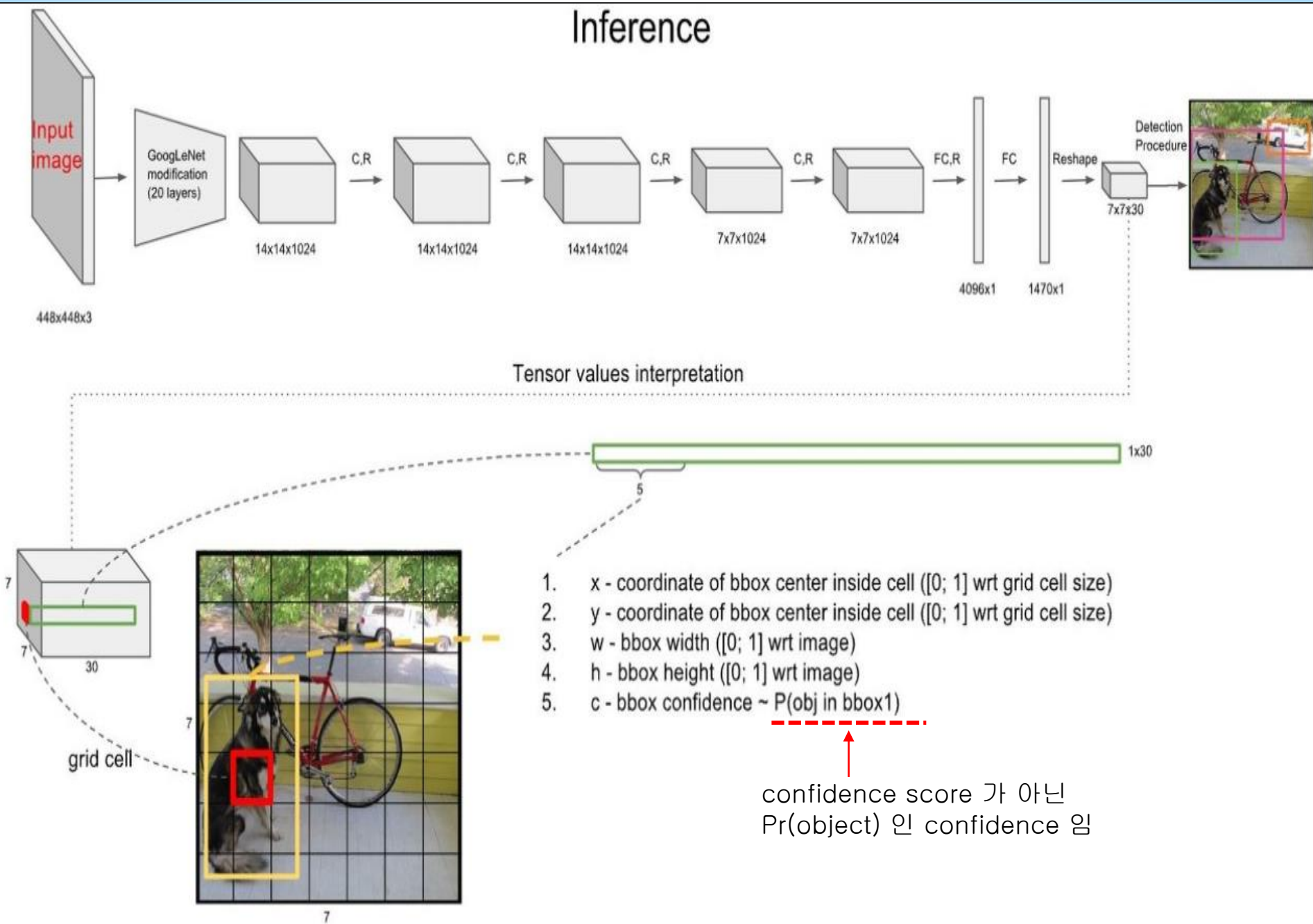
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# YOLO Inference Process

- ✓ 입력 이미지를 7 x 7 그리드 셀로 나누며, 각각의 그리드 셀에 들어있는 2개의 bounding box 정보와 물체의 클래스 정보가 들어있는 7x7x (5+5+20) 데이터가 YOLO 예측 결과임

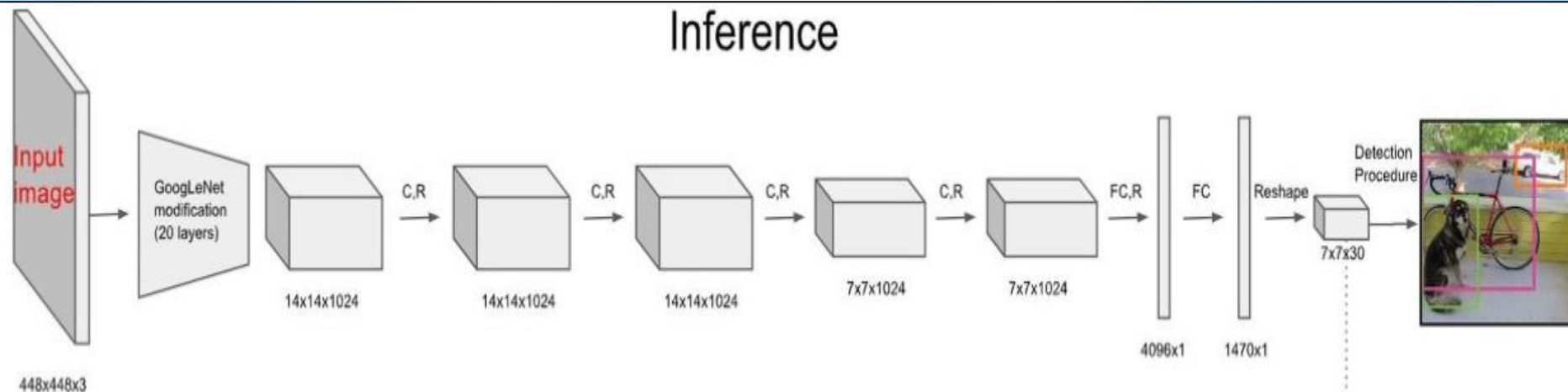


# 1<sup>st</sup> bounding box of a grid cell

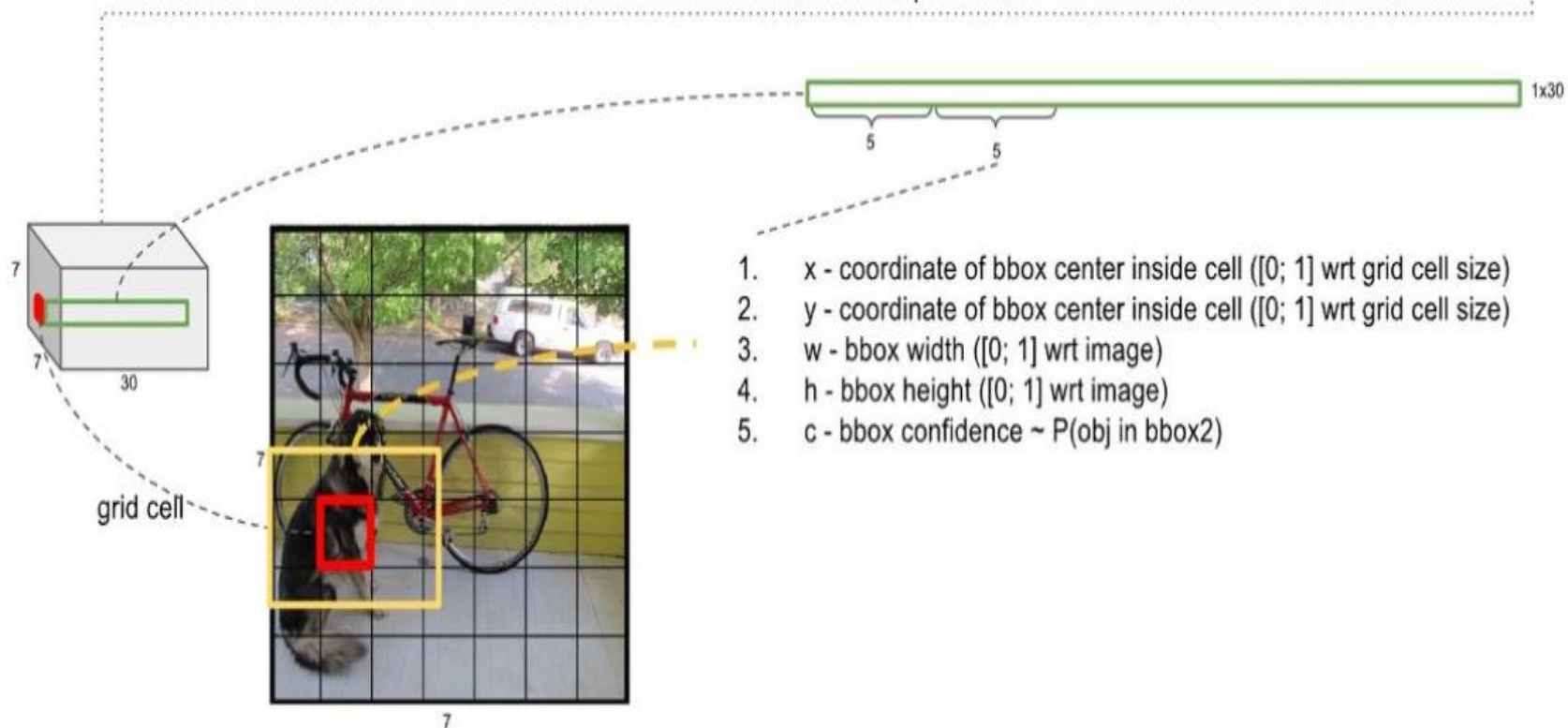


## 2<sup>nd</sup> bounding box of a grid cell

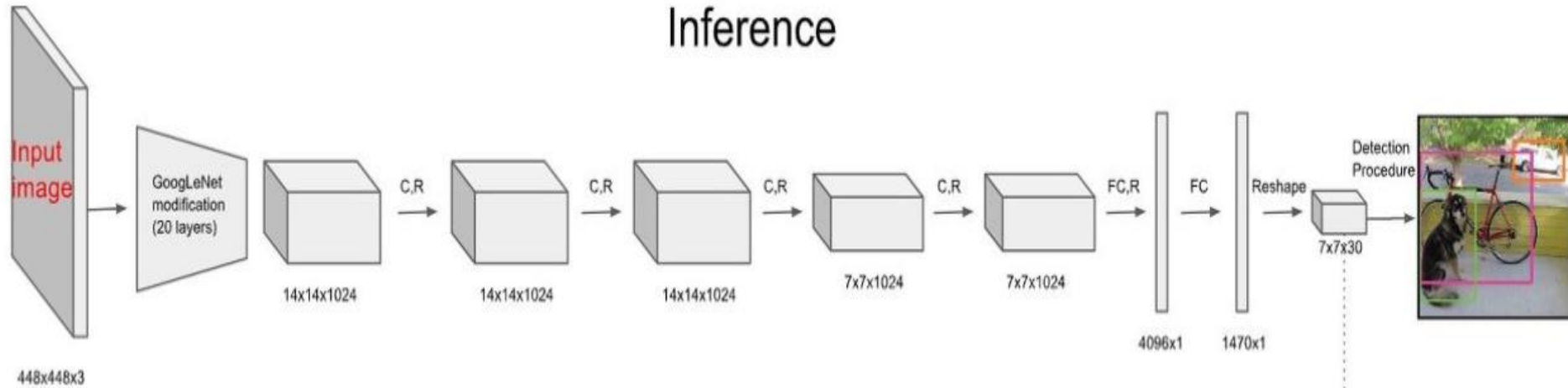
### Inference



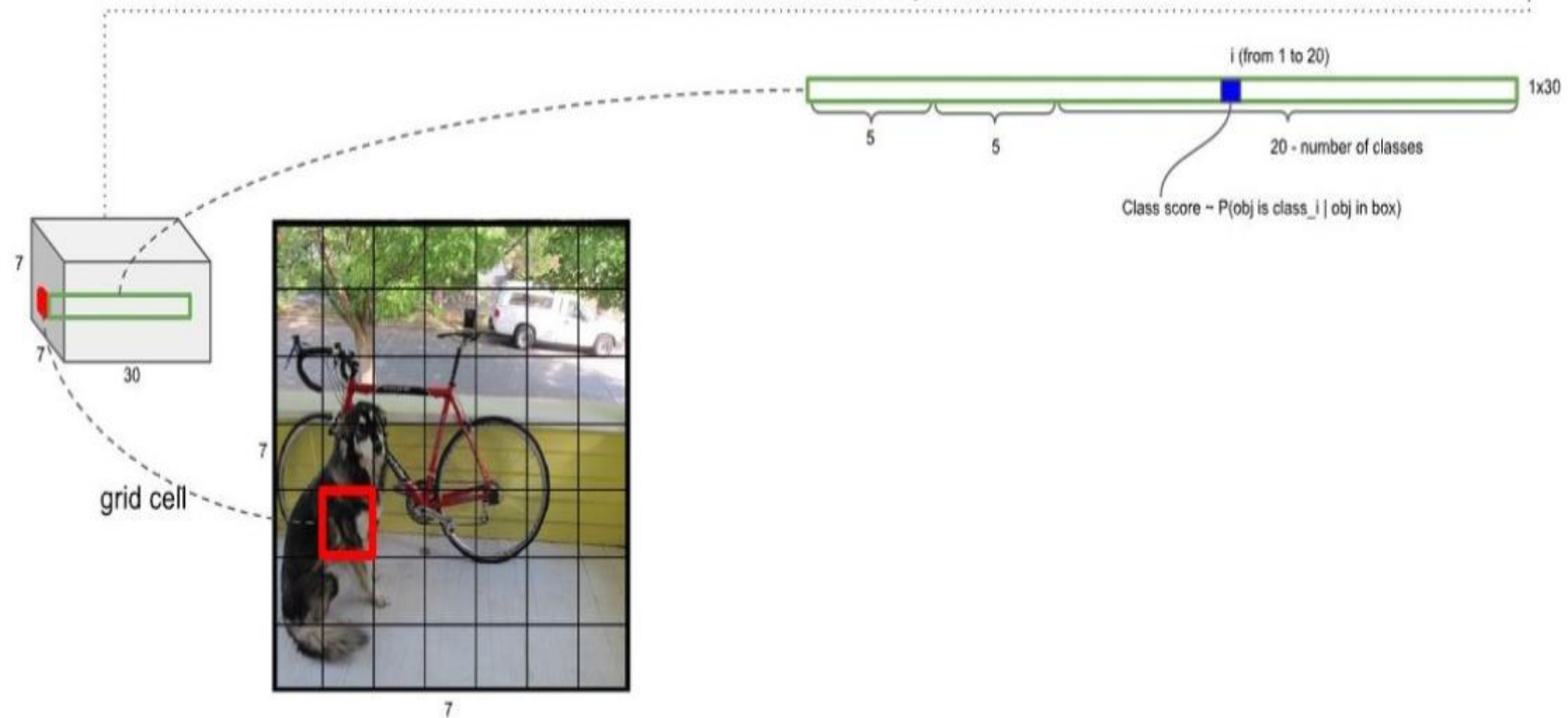
### Tensor values interpretation



## Inference



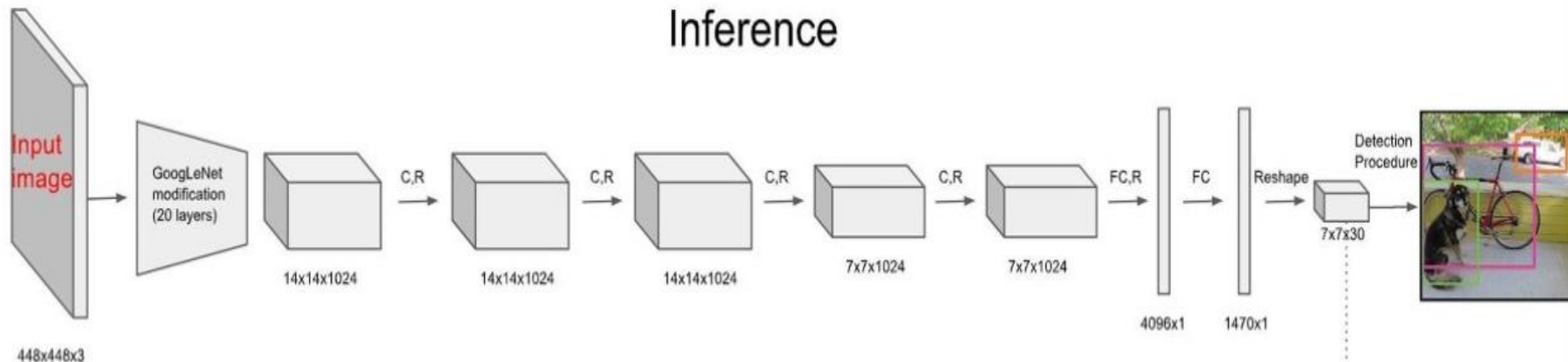
## Tensor values interpretation



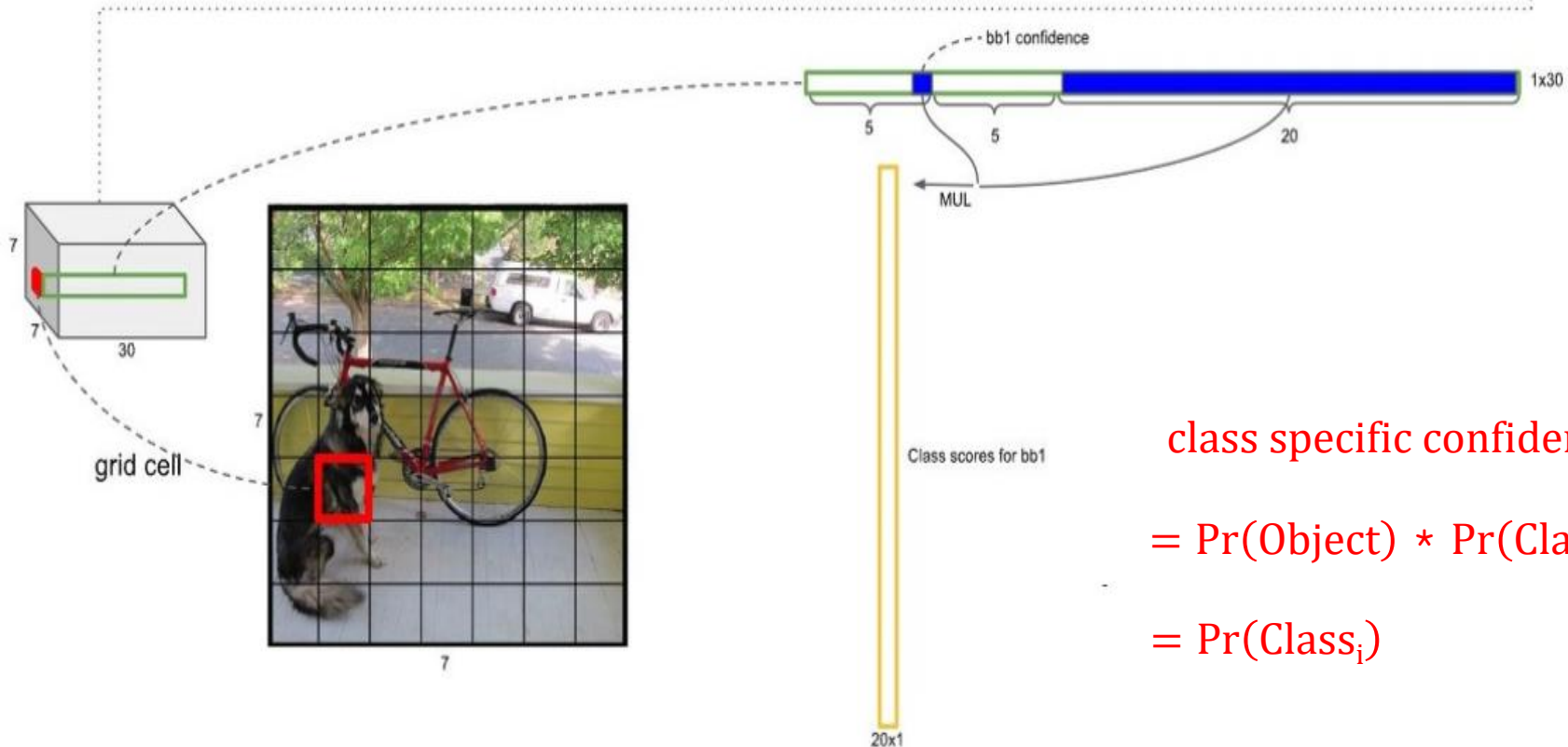


# 각 grid cell 마다 2개의 class-specific confidence score 계산

## Inference

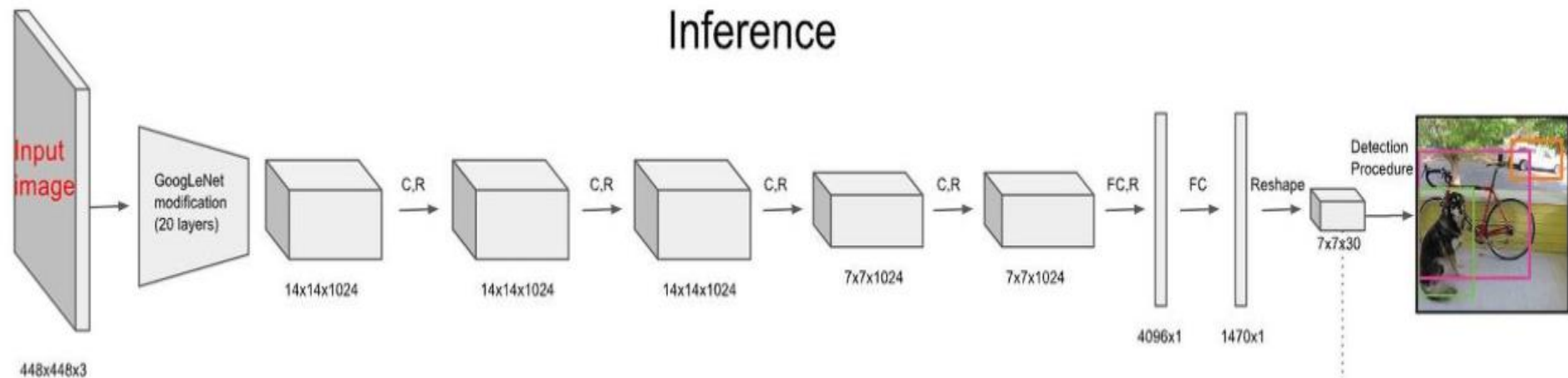


## Tensor values interpretation

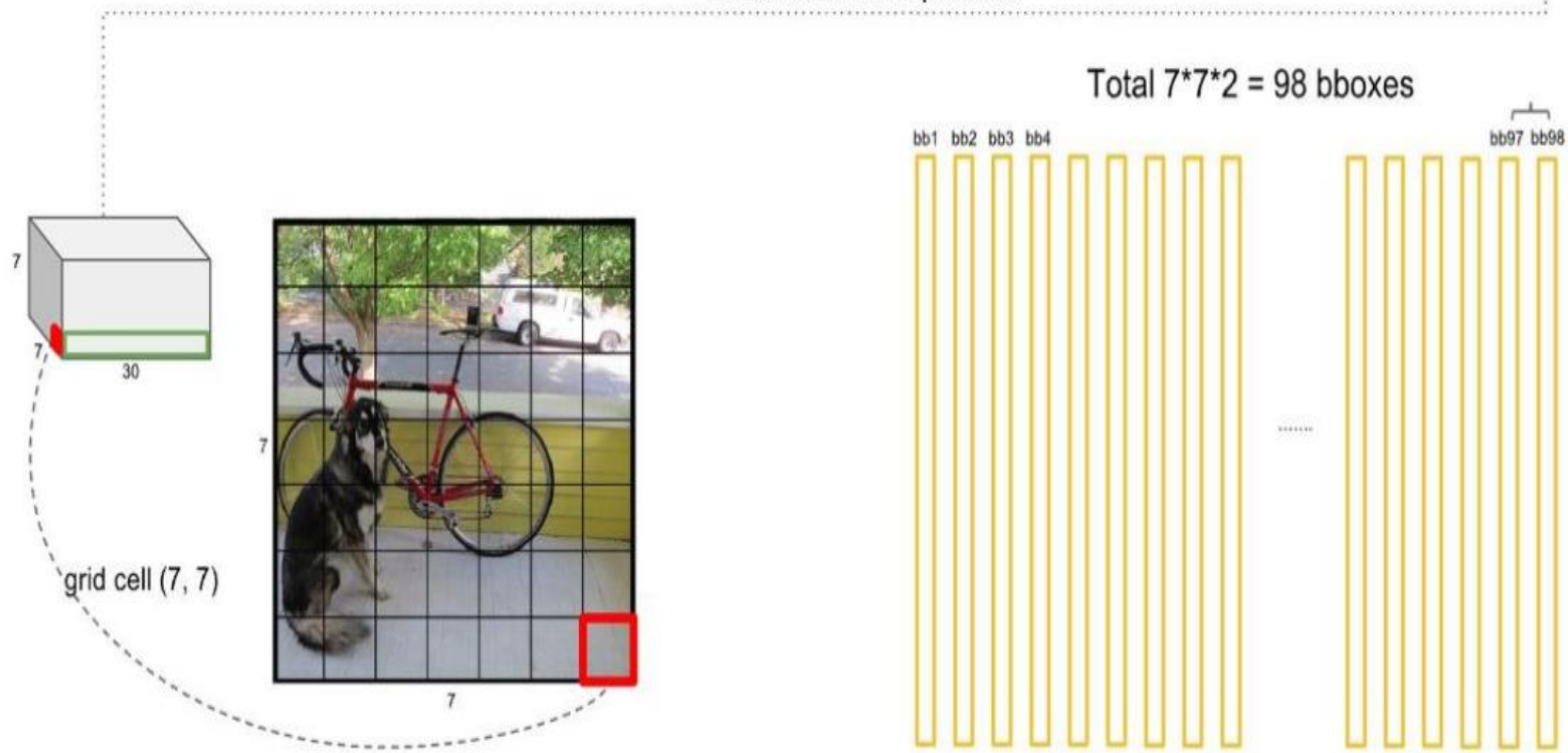


$$\begin{aligned} & \text{class specific confidence score} \\ &= \Pr(\text{Object}) * \Pr(\text{Class}_i | \text{Object}) \\ &= \Pr(\text{Class}_i) \end{aligned}$$

# 총 98개의 바운딩 박스의 class-specific confidence score 계산



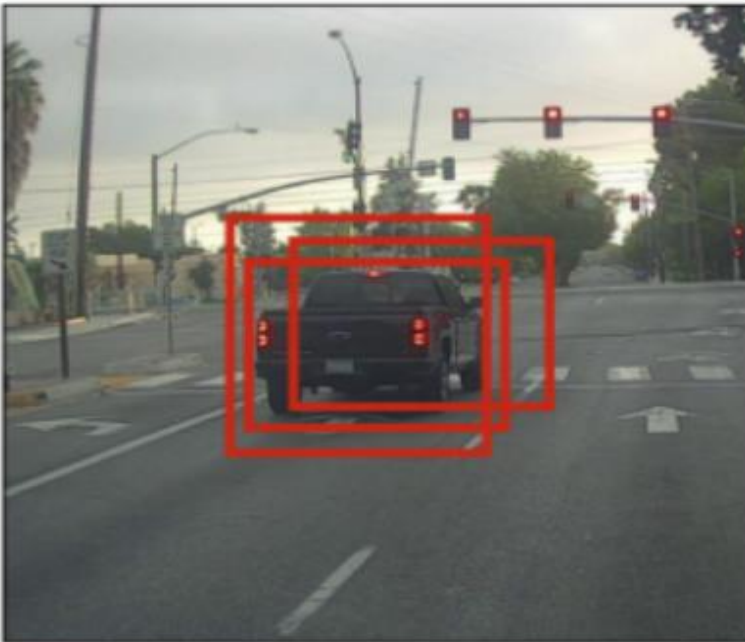
Tensor values interpretation



➤ YOLO에서는 동일한 객체에 대하여 많은 bounding box가 잡힐 수 있음

– 98개 bbox 각각이 가지고 있는 class specific confidence score에 대해서 각 20개의 클래스에 대해 신뢰도가 가장 높은 bbox만 남기고 나머지 bbox를 없애는 NMS (non-maximum suppression) 알고리즘을 이용하면, 객체에 대한 확률과 객체를 둘러싸고 있는 bbox 위치를 알아낼 수 있음.

before NMS



NMS



after NMS

