

# YOLO Introduction

- You only look once, real time object detection deep learning network -

2020

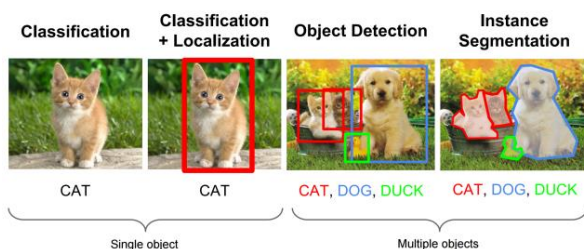
Ando Ki, Ph.D.

[adki@future-ds.com](mailto:adki@future-ds.com)

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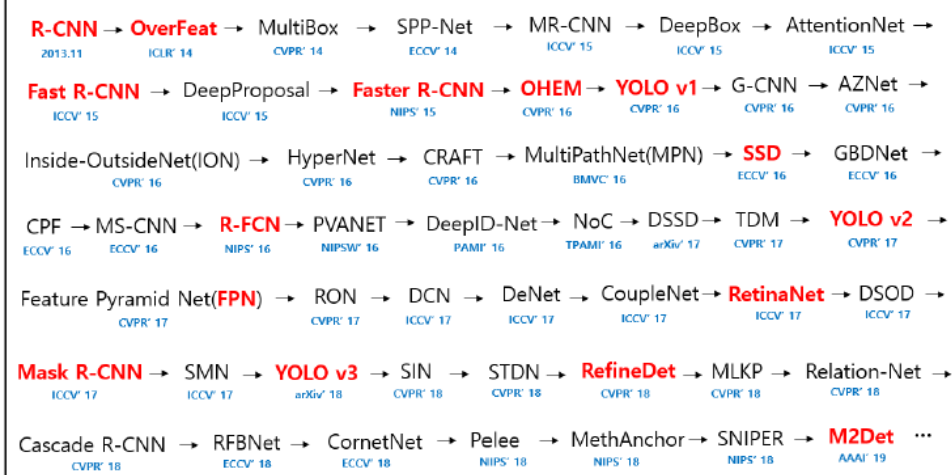
- Object recognition / detection
- Object detection: R-CNN
- Object detection: YOLO
- Terminologies
- YOLO V1, V2, 9000, V3

# Object recognition / detection



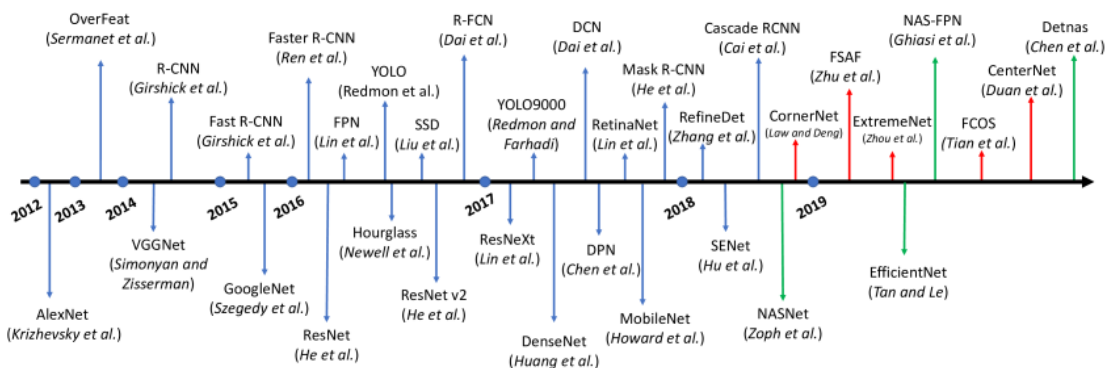
- Image classification
  - ▶ to figure out which category is in the picture
- Object localization
  - ▶ to figure out where the object locates
  - ▶ object localization + classification: for one object
- Object detection
  - ▶ to find all the objects in the image and draw bounding boxes
    - dealing with multiple objects in the picture
    - draw bounding box
- Instance segmentation (semantic segmentation)
  - ▶ to find exact boundaries of objects

## Object detection: state of the art progress



<https://deeplearning.mit.edu>

# Object detection: state of the art progress



<https://www.groundai.com/project/recent-advances-in-deep-learning-for-object-detection/1>

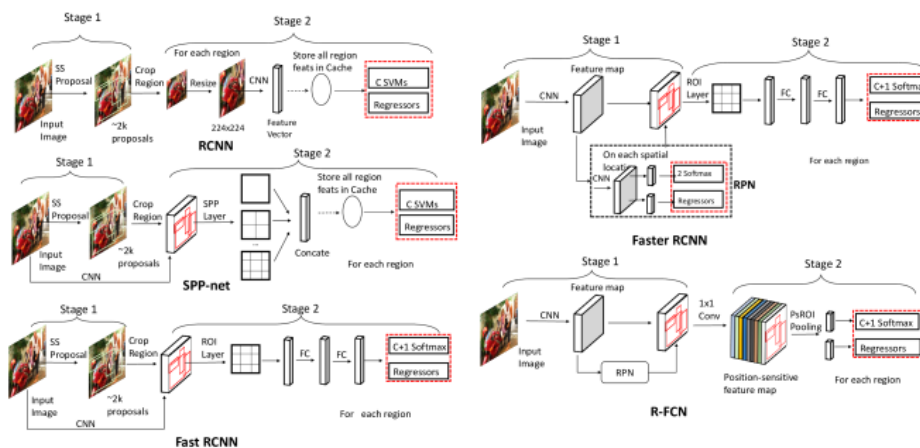
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## Object detections: R-CNN (Region-based CNN)

### Two-stage detectors: proposal generation and region classification



<https://www.groundai.com/project/recent-advances-in-deep-learning-for-object-detection/1>

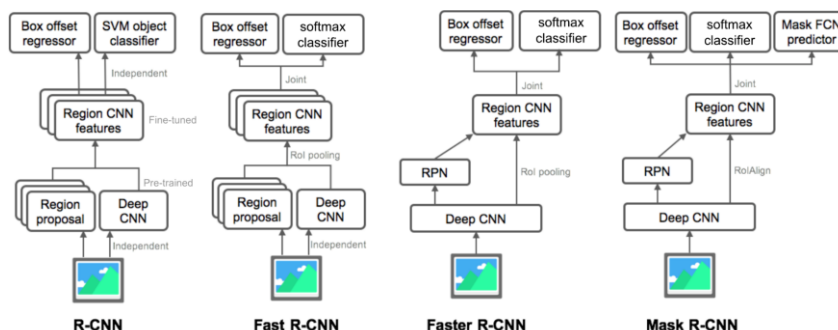
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## Object detections: R-CNN (Region-based CNN)

- Two-stage detectors: proposal generation and region classification
  - 1. First, the model proposes a set of regions of interests by select search or regional proposal network.
  - 2. Then a classifier only processes the region candidates



<https://lilianweng.github.io/lil-log/2017/12/31/object-recognition-for-dummies-part-3.html>

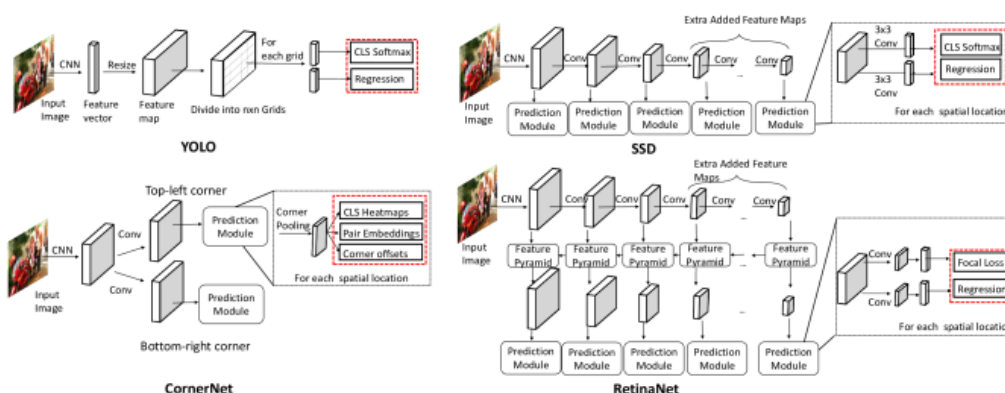
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## Object detections: YOLO

- One-stage detectors (unified detectors)



<https://www.groundai.com/project/recent-advances-in-deep-learning-for-object-detection/1>

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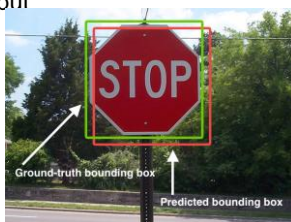
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## Terminologies

- GT: Ground Truth box (i.e., hand labeled box)
  - ▶ the hand labeled bounding boxes from the training/testing set that specify *where* in the image our object is
  - ▶ represents the desired output (ideal output) of an algorithm on an input

- PB: Predicted box
  - ▶ calculated box



- IoU (Intersection over Union)
  - ▶ an evaluation metric used to measure the accuracy of an object detector on a particular dataset.

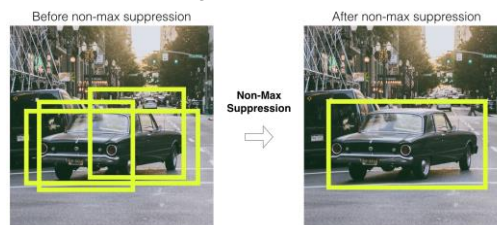


Labeled data가 있으므로 계산이 가능

## Terminologies

- Confidence score
    - ▶ how certain it is that the predicted bounding box actually encloses some object.
      - ➡ This score doesn't say anything about what kind of object is in the box, just if the shape of the box is any good.
      - ➡ 0 means no object
    - ▶ E.g., softmax
- Confidence Score:  $\text{Pr}(\text{Object}) * \text{IOU}(\text{pred}, \text{truth})$

- Non-max suppression
  - ▶ Removes bounding boxes (ROI: region of interest) with low confidence score, since most of bounding boxes will not contain an



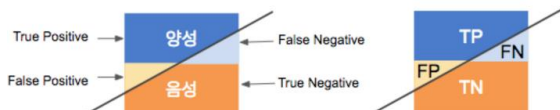
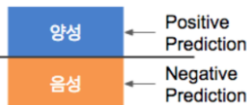
Labeled data가 있으므로 계산이 가능

## Terminologies

### Confusion matrix

▶  $P = TP + FN$

▶  $N = FP + TN$



■ Accuracy =  $(TP+TN)/(P+N)$

▶ 전체 중 제대로 예측한 비 (모델의 정확도)

■ Error rate =  $(FN+FP)/(P+N)$

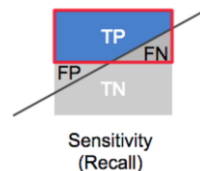
▶ 전체 중 잘 못 분류한 비

<https://bcho.tistory.com/m/1206>

■ Sensitivity (Recall) =  $TP/P$

▶ 민감도

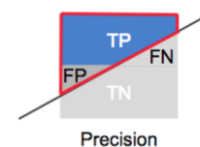
▶ 옳다고 예측한 것 (사선 위) 중 옳은 것(TP)이 전체 옳은 것(P)에 대한 비



■ Precision =  $TP/(TP+FP)$

▶ 정밀도

▶ 맞다고 예측한 것 중 실제로 옳은 것의 비



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## Terminologies

### Let define true positive when IoU>0.5



#### True positive

IoU of predicted BB (yellow) and GT BB (blue)  $\geq 0.5$  with correct prediction



True negative

#### False positive

IoU<0.5  
Duplicated BB



#### False negative

no detection at all  
wrong prediction even IoU  $\geq 0.5$

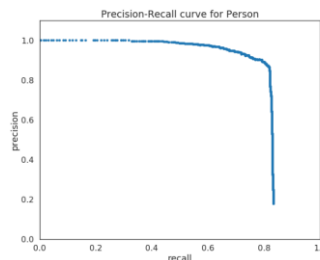
<https://towardsdatascience.com/breaking-down-mean-average-precision-map-ae462f623a52>

### mAP (Mean Average Precision)

▶ 한 prediction에서 여러 class에 대한 민감도(recall)와 정밀도(precision)을 2차원으로 표현하고 (precision-recall curve)

▶ 이 것의 적분으로 object detection의 정도를 측정 → AP

▶ 모든 class에 대해 평균을 낸 것 → mAP

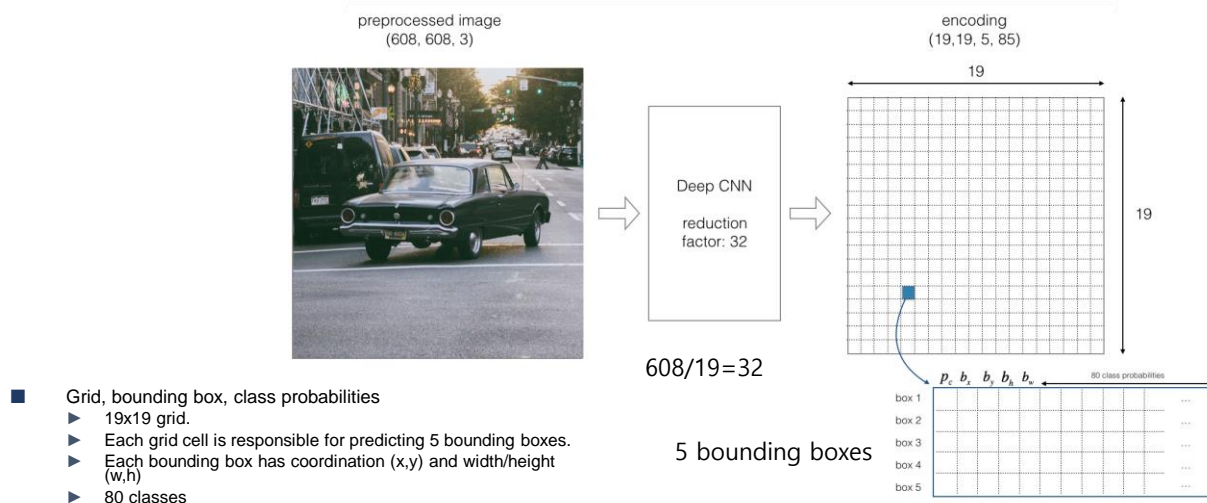


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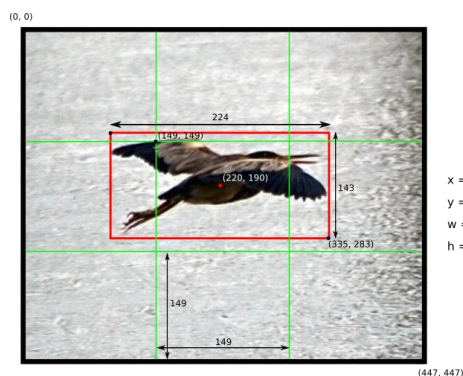
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# Terminologies



# Terminologies



$$x = (220 - 149) / 149 = 0.48$$

$$y = (190 - 149) / 149 = 0.28$$

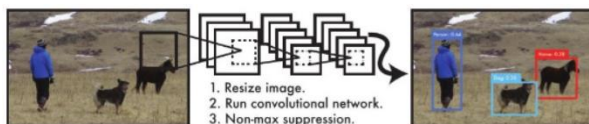
$$w = 224 / 448 = 0.50$$

$$h = 143 / 448 = 0.32$$

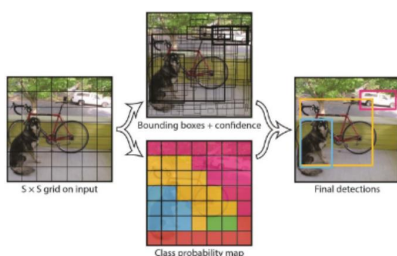
## Grid and bounding box example

- ▶ Example of how to calculate box coordinates in a 448x448 image with  $S=3$ .
- ▶ Note how the (x,y) coordinates are calculated relative to the center grid cell.
- ▶ Note how the (w,h) ratio are calculated relative to the size of image.

## YOLO (V1) detection system

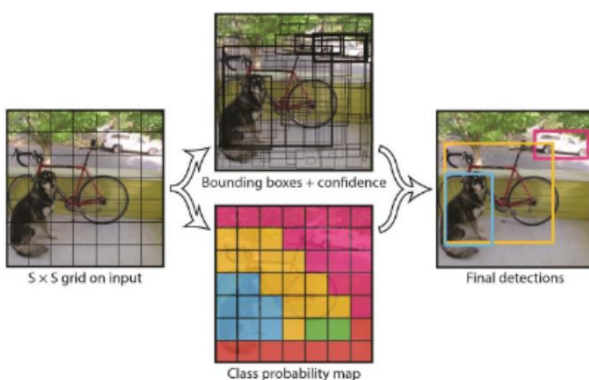


- (1) resize input image to 448x448
- (2) run a single convolution network: a regression
- (3) get result by confidence



- (1) divides the image into an  $S \times S$  (7x7) grid
- (2) predicts  $B$  (2) bounding boxes for each grid cell
  - ▶ only for bounding boxes those center fall in the grid
- (3) Get confidence for the boxes of  $C$  class probabilities

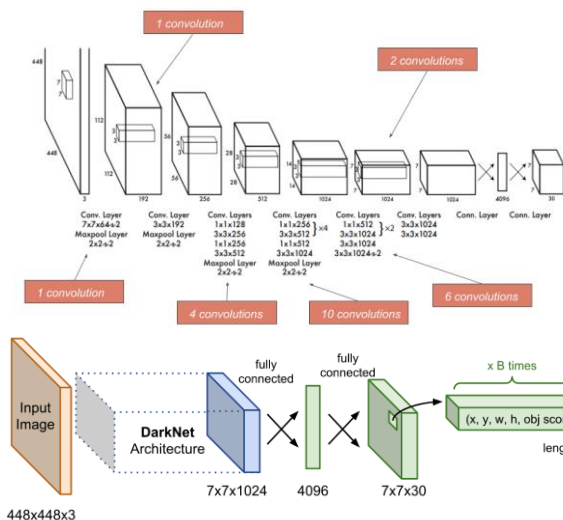
## YOLO (V1) detection system



- Divide the input image into an  $S \times S$  grid.
- Each grid cell predicts  $B$  bounding boxes.
- Each bounding box :
  - $\text{Confidence} = Pr(\text{oggetto}) * IOU_{pred}^{truth}$ .
  - $x, y, w, h = (x, y)$  bb center,  $w$  width,  $h$  height
- $C$  class probabilities.
- Prediction =  $S \times S \times (B * 5 + C)$



# YOLO V1



- 24 convolution layers
- 2 fully connected layers

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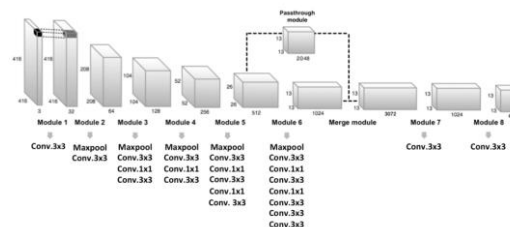
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# YOLO V2

Type	Filters	Size/Stride	Output
Convolutional	32	$3 \times 3$	$224 \times 224$
Maxpool		$2 \times 2/2$	$112 \times 112$
Convolutional	64	$3 \times 3$	$112 \times 112$
Maxpool		$2 \times 2/2$	$56 \times 56$
Convolutional	128	$3 \times 3$	$56 \times 56$
Convolutional	64	$1 \times 1$	$56 \times 56$
Convolutional	128	$3 \times 3$	$56 \times 56$
Maxpool		$2 \times 2/2$	$28 \times 28$
Convolutional	256	$3 \times 3$	$28 \times 28$
Convolutional	128	$1 \times 1$	$28 \times 28$
Convolutional	256	$3 \times 3$	$28 \times 28$
Maxpool		$2 \times 2/2$	$14 \times 14$
Convolutional	512	$3 \times 3$	$14 \times 14$
Convolutional	256	$1 \times 1$	$14 \times 14$
Convolutional	512	$3 \times 3$	$14 \times 14$
Convolutional	256	$1 \times 1$	$14 \times 14$
Convolutional	512	$3 \times 3$	$14 \times 14$
Maxpool		$2 \times 2/2$	$7 \times 7$
Convolutional	1024	$3 \times 3$	$7 \times 7$
Convolutional	512	$1 \times 1$	$7 \times 7$
Convolutional	1024	$3 \times 3$	$7 \times 7$
Convolutional	512	$1 \times 1$	$7 \times 7$
Convolutional	1024	$3 \times 3$	$7 \times 7$
Convolutional	1000	$1 \times 1$	$7 \times 7$
Avgpool		Global	1000
Softmax			

- Use darknet-19 architecture for feature extractor
- 30 layer architecture
- Batch normalization
- Anchor boxes
- High resolution input
  - ▶  $224 \times 224 \rightarrow 448 \times 448$
- Fine-grained features
  - ▶  $13 \times 13 \rightarrow 26 \times 26$
- No fully connection network at classifier layer



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# YOLO 9000

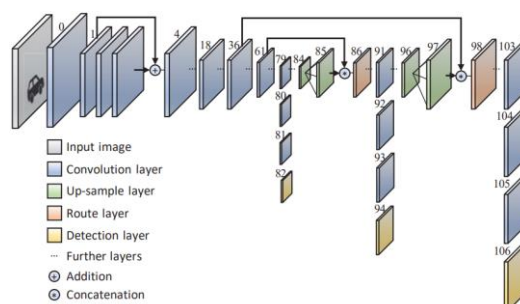
## ■ YOLO9000

- ▶ a real-time system that detects more than 9000 objects categories by combining COCO's detection dataset (80 classes) with ImageNet's classification dataset (~22K classes).
- ▶ Use YOLO V2 that trained separately for classification and detection. → Rich dataset training

# YOLO V3

	Type	Filters	Size	Output
1x	Convolutional	32	$3 \times 3$	$256 \times 256$
	Convolutional	64	$3 \times 3 / 2$	$128 \times 128$
	Convolutional	32	$1 \times 1$	
	Convolutional	64	$3 \times 3$	
2x	Residual			$128 \times 128$
	Convolutional	128	$3 \times 3 / 2$	$64 \times 64$
	Convolutional	64	$1 \times 1$	
	Convolutional	128	$3 \times 3$	
8x	Residual			$64 \times 64$
	Convolutional	256	$3 \times 3 / 2$	$32 \times 32$
	Convolutional	128	$1 \times 1$	
	Convolutional	256	$3 \times 3$	
8x	Residual			$32 \times 32$
	Convolutional	512	$3 \times 3 / 2$	$16 \times 16$
	Convolutional	256	$1 \times 1$	
	Convolutional	512	$3 \times 3$	
4x	Residual			$16 \times 16$
	Convolutional	1024	$3 \times 3 / 2$	$8 \times 8$
	Convolutional	512	$1 \times 1$	
	Convolutional	1024	$3 \times 3$	
	Residual			$8 \times 8$
	Avgpool		Global	
	Connected		1000	
	Softmax			

- Use darknet-53 architecture for feature extraction
- 106 layer architecture



## References

- YOLO: Real-Time Object Detection
  - ▶ YOLO V3: <https://pjreddie.com/darknet/yolo>
  - ▶ YOLO V2: <https://pjreddie.com/darknet/yolov2>
  - ▶ YOLO V1: <https://pjreddie.com/darknet/yolov1>