

50K Rides

720p Resolution

30 FPS
High frame-rate

**GPU/IMU** Trajectories



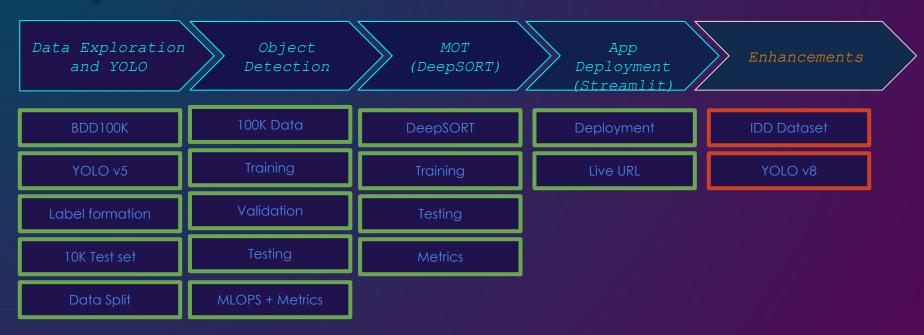
New York, San Fran Bay Area, etc.

City streets, residential areas, highways

Diverse weather conditions

Different times of the day

## Project Workflow



### Execution

#### YOLO Label format

Custom code written in Python to convert labels to YOLO format.

Offline - Run in laptop to create Train, Val and Test directory with labels as per YOLO requirements and the directory uploaded in Google drive

#### YOLO v5 Training

Google Colab Pro to train Yolo on 70K Training set, 10 K Val set and 20 K Test set

- 200 Epochs
- LR 0.0001

Integrated to **ClearML** which stores relevant artifacts after training is complete and shows training status

### Execution contd...

Deepsort integration with Yolo v5

Code written in Python to integrate YOLO v5 to Deepsort

Github

Added code to Github to facilitate Streamlit Cloud deployment

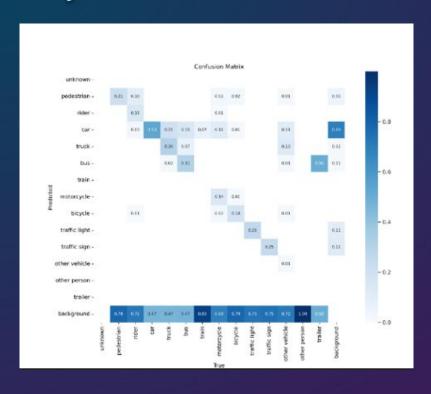
• Streamlit Integration

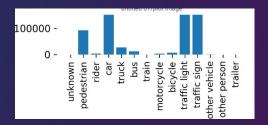
Run in localhost

Run in Streamlit Cloud

Project Report and Presentation

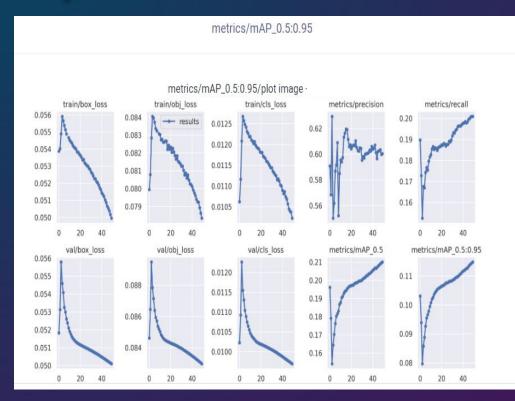
### **Object Detection - Metrics**





- Cars are predicted well but there are certain instances where other vehicles are predicted as cars
- Bus is predicted as bus.
- Motorcycles, traffic lights and signs are correctly predicted, when predicted

## **Object Detection - Metrics**

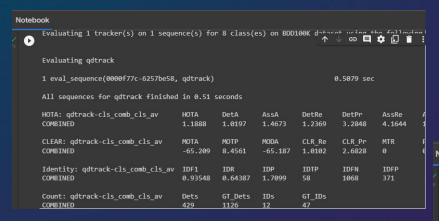


Precision is about 0.60

Recall is about 0.20

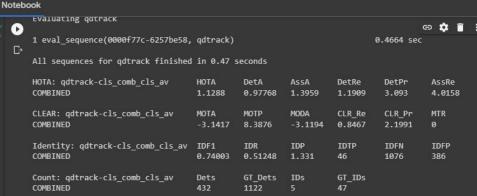
### Tracking Metrics

#### **SORT**



- MOTP 0(Good) 1(Poor)
- MOTA -inf(Poor) 1(Good)

#### **DEEPSORT**



# Object Detection Samples



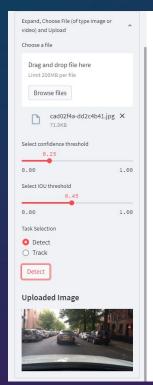
# **Object Tracking Samples**

For comparison

Tracking on Coco Model <u>Tracking on our Yolov5 Model</u>

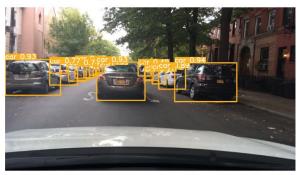
## App Deployment

Insert Streamlit URL + Screen recording of complete app functionality



### Object Detection and Tracking by IIITH *Group4 2023*

#### **Processed Image**



### Challenges

Storing model file for download. Github LFS has limitation in free tier. Used
 OneDrive Personal with downloadable link

 Codec issue while running app in Streamlit. Used ffmpeg to convert video from avi to mp4 so that streamlit HTML5 player can play the video. 'avi' video is created from frames as the codec is pre installed in Streamlit Cloud.

- Training of Yolo v5 model was slow. 50 Iterations in about 9 hours. The problem is still not solved
- Creating video detections in Streamlit Cloud is slower than some teams. The problem is still not solved.

### **Work Ahead**

- Train the model another 100 Epochs with a slower learning rate and test. Better model metrics
- IDD
- Yolo v8
- Deploy in Azure Cloud or AWS

# **Applications**

Part of FSD (Full Self-Driving), Tesla, Google Waymo - Toyota, Lexus, Chrysler

Traffic flow analysis

Surveillance and Security

Infrastructure maintenance

City planning