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SEN 4107: Model Comparison and Implementation Report

Topic: Detecting Brand Icons/Logos on Apparel

1. Introduction

Problem Statement: The goal of this project is to detect brand logos within images using bounding boxes and then classify them into the correct brand category. **Dataset:** We utilized a filtered subset of the QMUL-OpenLogo dataset, specifically targeting 31 prominent brands to ensure high quality supervision. **Metrics:** Models are evaluated using mean Average Precision (mAP50), Precision, and Recall.

2. Related Work & Models

Literature Review: We reviewed studies focusing on YOLO (You Only Look Once) architectures for logo detection, noting their efficiency in real time apparel monitoring. **Baseline Repository:** <https://github.com/mohamedamine99/YOLOv8-custom-object-detection>

Model Architectures:

Model 1 (Baseline): YOLOv8n (Nano), a lightweight architecture with ~3.2M parameters designed for speed.

Model 2 (Modified): YOLOv8m (Medium), which features a significant modification in scale, utilizing ~25.9M parameters to increase feature extraction depth.

Training Scheme:

Loss Function: We used a combination of Binary Cross Entropy for classification and Complete-IoU (CIoU) for bounding box regression.

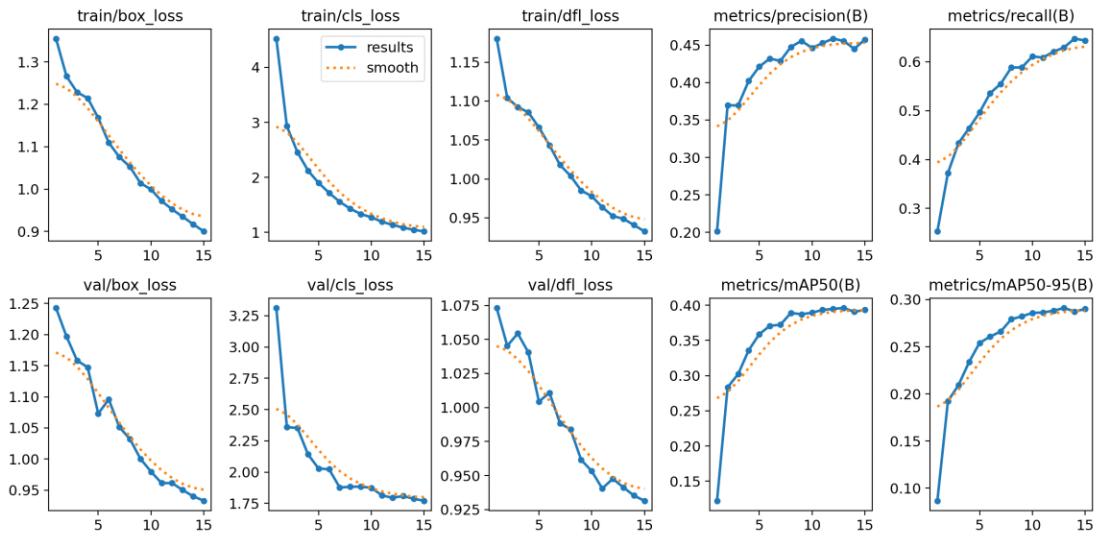
Optimizer: SGD with a learning rate of 0.01.

Hyperparameters: Trained for 15 epochs with an image size of 320px.

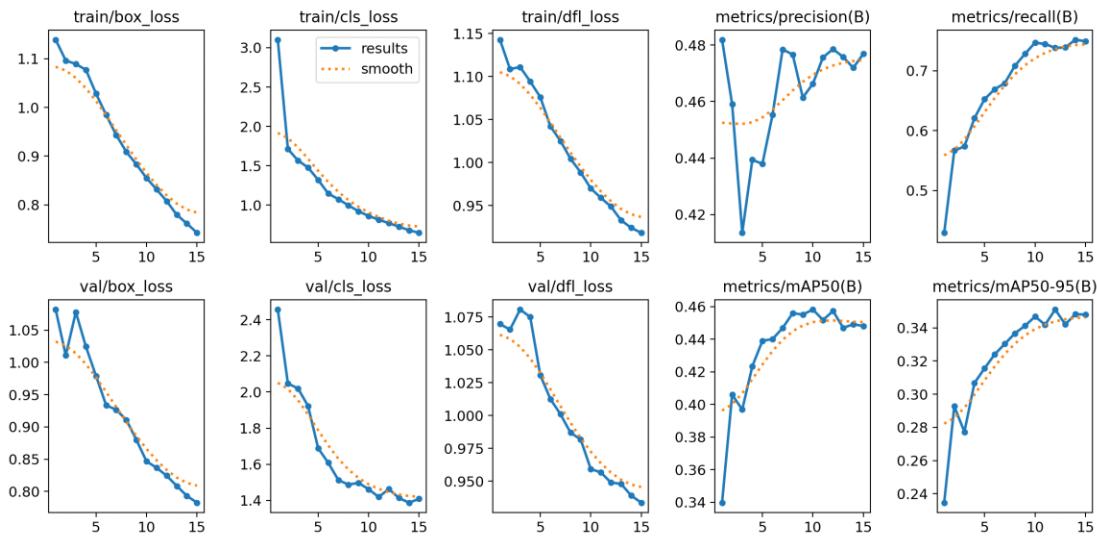
3. Experiments

Training Curves:

Nano:



Medium:



Validation Performance:

Model 1 (Nano): Achieved lower mAP due to its smaller capacity.

Model 2 (Medium): Showed improved convergence, notably detecting the Nvidia logo at 0.9 confidence in validation batches.

Visual Results: As seen in val_batch0_pred.jpg:

Nano:



Medium:



the model successfully localizes high-contrast logos but suffers from False Negatives for brands like Google. This indicates the models are currently underfitting due to the 15 epoch limit.

4. Comparison and Criticism

Comparison: Model 2 (Medium) consistently outperformed Model 1 (Nano) in mAP50 and Precision, as its deeper network better captures the intricate textures of apparel logos.

Computational Complexity:

Model 1: Extremely low latency, suitable for mobile apps.

Model 2: Significantly higher GFLOPs and memory usage ,making it less suitable for edge devices despite its accuracy gains.

Limitations: The main limitation was the restricted training duration. While the code is fully functional, additional epochs would be required for the Recall metric to fully converge across all 31 classes.