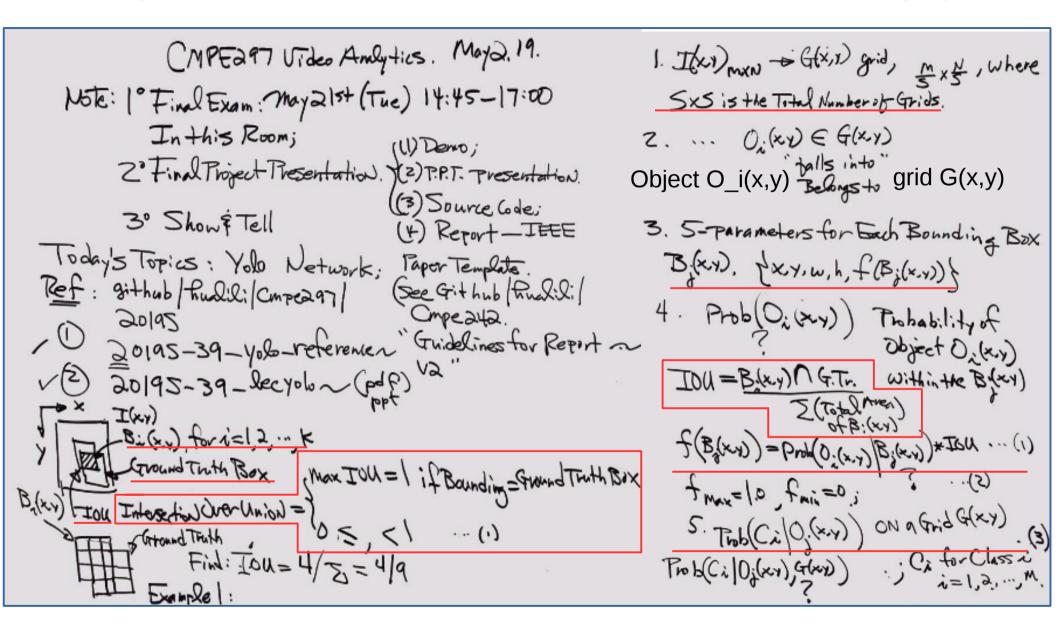
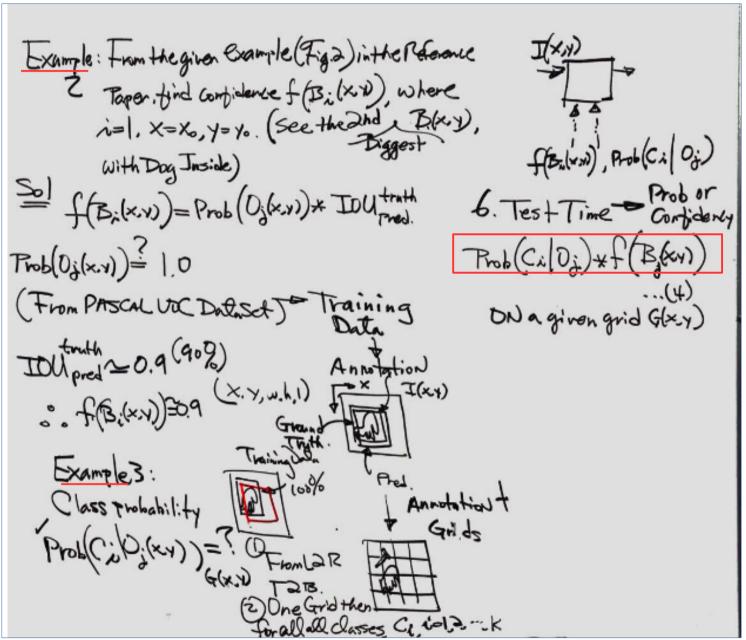
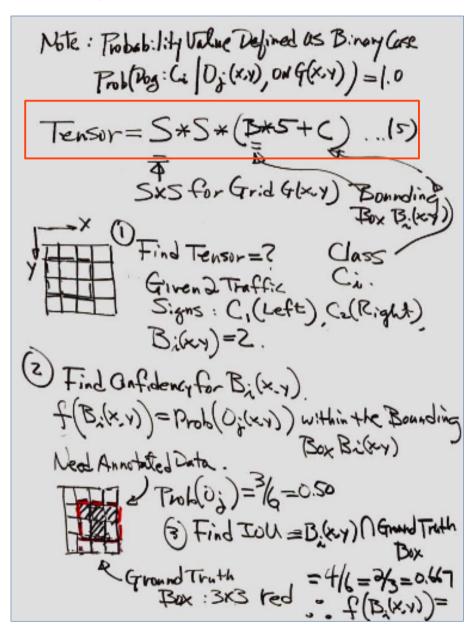
May-2-2019 YOLO Formulation (1)



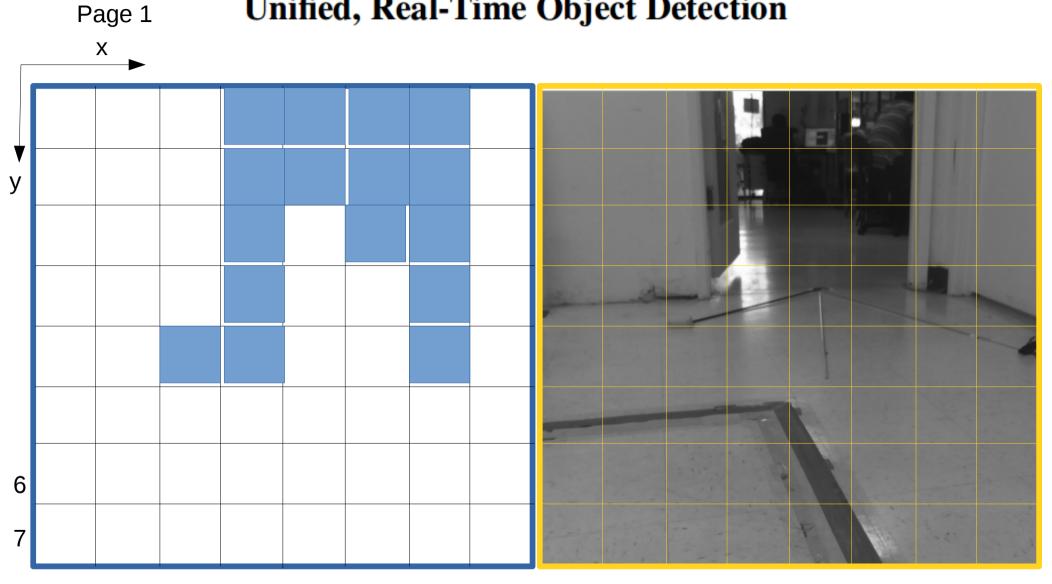
May-2-2019 YOLO Formulation (2)



May-2-2019 YOLO Formulation (3)



You Only Look Once: Unified, Real-Time Object Detection



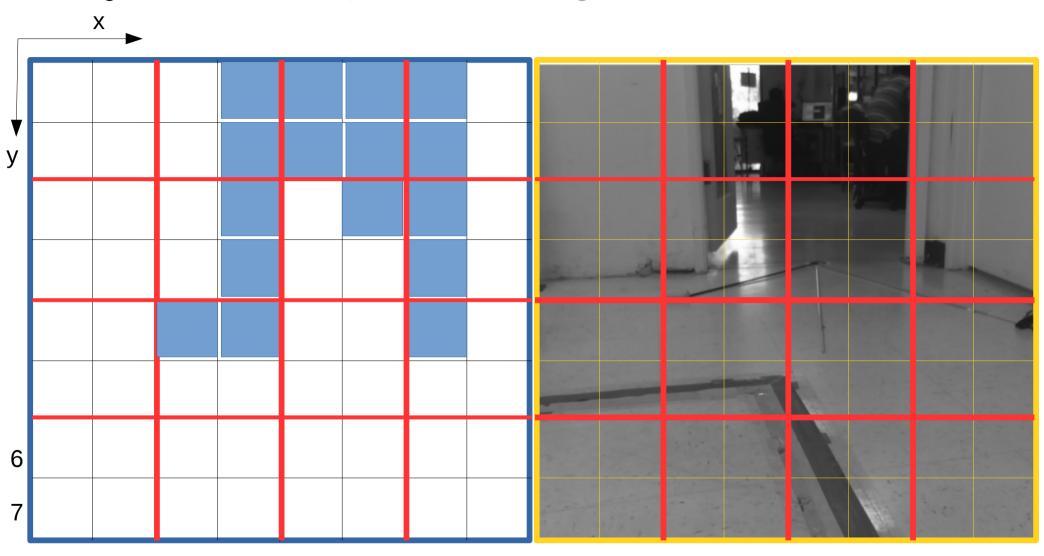
0 1 2

Each pixel is shown here

Harry Li, Ph.D.

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Page 2



0 1 2

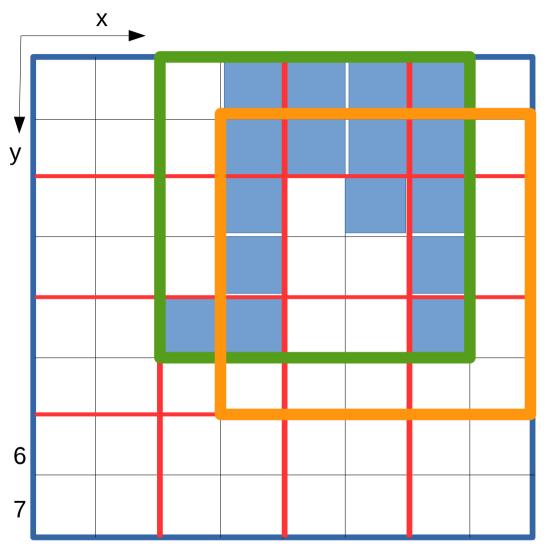
(1) Create S by S grid, denoted as $G_i(x,y)$ Harry Li, Ph.D.

(2) Define bounding box $B_i(x,y) = 1$, (3) define object (door) as $O_i(x,y)$, (4) define classes $C_j = 1$.

Calculate Tensor

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Page 3



Find: tensor of this example.

Tensor =
$$S * S * (5 * B + C)$$
 from equation (5), so

Tensor =
$$4 * 4 * (5 * 1 + 1) = 96$$

Find ground truth bounding box:

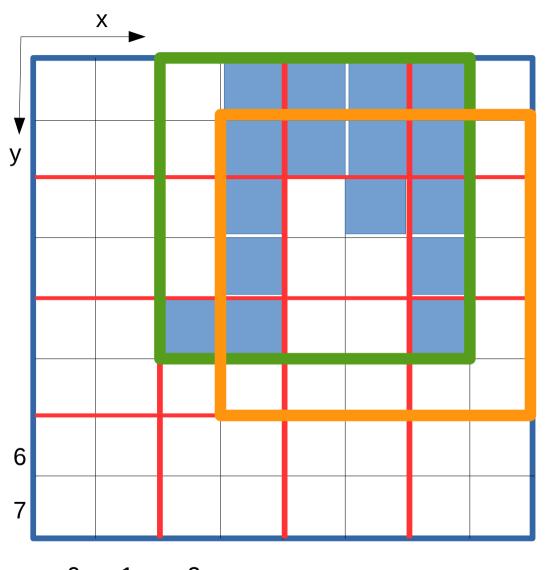
Based on the input image, and human annotation process, the green box is drawn and shown in this example.

Given one of the bounding boxes shown in this grid, as orange color. Find IOU (intersection over union)

- 0 1 2
- (1) Create S by S grid, denoted as $G_i(x,y)$ Harry Li, Ph.D.
- (2) Define bounding box $B_i(x,y) = 1$, (3) define object (door) as $O_i(x,y)$, (4) define classes $C_j = 1$.

Compute IOU

Page 4



Given one of the bounding boxes shown in this grid, as orange color. Find IOU (intersection over union)

Step 1. find the total number of pixels (area) of the ground truth box, A_true = 5 * 5 = 25 (green box), ground truth is given from the annotation process;
Step 2. find the intersection area (pixels) between the bounding box B_i(x,y) and the ground truth box, so A_Intersection = 4 * 4 = 16 from the figure on the left;
Step 3: find IOU (intersection over union) which is the ratio of

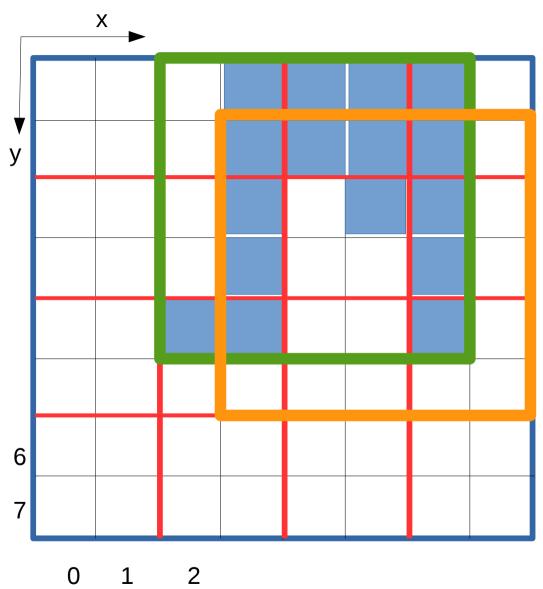
$$IOU = \frac{A_Intersection}{A true} \dots (1)$$

So, the IOU for the left figure:

$$IOU = \frac{A_Intersection}{A_true} = \frac{16}{25} = 0.64$$

Find Prob(O_i(x,y)|B_j(x,y))

Page 5



Find the probability of object $O_i(x,y)$, the door, within the bounding box $B_j(x,y)$ as illustrated left in the orange box.

Step 1. From the ground truth, we know for this object, a particular door, the area (total number of pixels), so we have A_Obj_groundTruth = 16 (blue pixels);

Step 2. Find the total object pixels within the bounding box, A_obj_bounding = 11 (blue pixels within the orange box),

Step 3.

Prob(O_i(x,y) |B_j(x,y)) =
$$\frac{A_obj_bounding}{A_Obj_groundTruth}$$

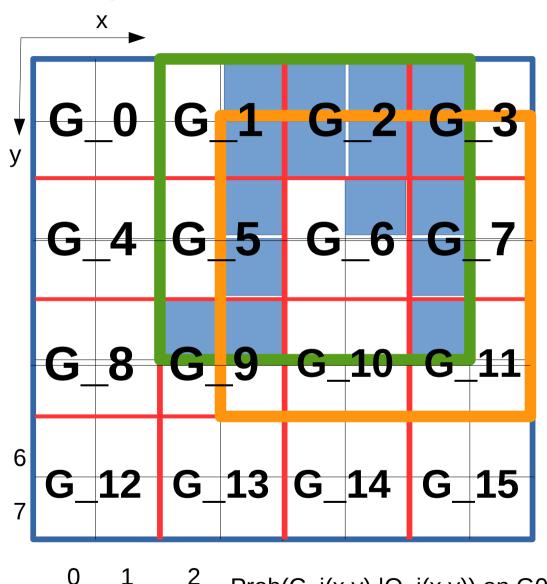
... (2)

So, for

Prob(O_i(x,y) | B_j(x,y)) =
$$\frac{11}{16}$$
 = 0.6875

Prob(C_j|O_i(x,y)) on $G_k(x,y)$

Page 6



Find the probability of object O_i(x,y), belongs to class C_j, the door, on a given grid G_k(x,y)

Step 1. From the ground truth, we know for this object, a particular door, the area (total number of pixels in blue), so we have A_Obj_groundTruth = 16 (blue pixels), hence at each blue pixel:

Prob(O_i(x,y)) =
$$\frac{1}{A_Obj_groundTruth}$$
.. (2)

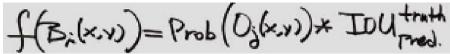
for (x,y) belongs to the object (blue area). So, $Prob(O_i(x,y)) = 1/16$;

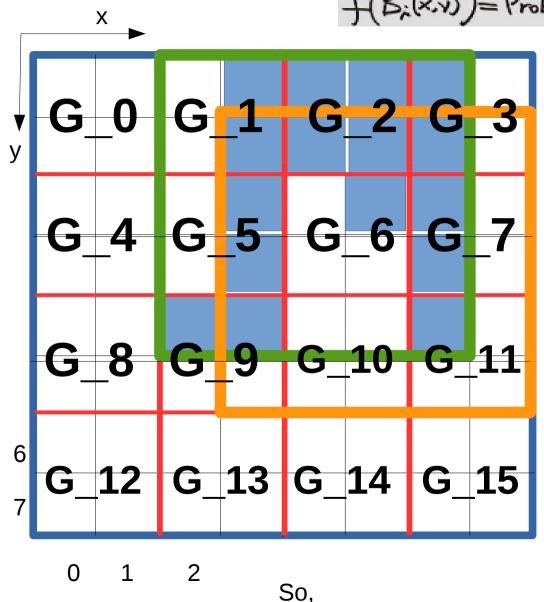
Step 2.Find the probability of object O_i(x,y), belongs to class C_j, the door, on a given grid G_k(x,y), for k=0, 1, ..., 15

Prob(C_j(x,y) |O_i(x,y)) on G0, G1, ..., G15 are: 0, 2/16, 4/16, 2/16, 0, 2/16, 1/16, 2/16, 0, 1/16, 0, 0, 0, 0

Find Confidence

Page 7





Note we write $Prob(O_i(x,y))$ as simplified version of $Prob(O_i(x,y) | B_j(x,y))$ on example page 5, so we have

$$f(B_i(x,y) = Prob(O_i(x,y)) * IOU ... (3)$$

Note IOU $_{\mathrm{pred}}^{\mathrm{truth}}$ is written in a simplified

notation as IOU

From example pp. 5, we have

Prob(O_i(x,y) | B_j(x,y)) =
$$\frac{11}{16}$$
 = 0.6875

And from example pp. 4, we have

$$IOU = \frac{A_Intersection}{A_true} = \frac{16}{25} = 0.64$$

 $f(B_i(x,y) = Prob(O_i(x,y)) * IOU = 0.6875 * 0.64 = 0.44$

Harry Li, Ph.D.

Find $Pr(Class_i|Object) * Pr(Object) * IOU_{pred}^{truth}$

Based on the example discussion, so far, we have

$$Prob(C_j \mid O_i(x,y)) * f(B_i(x,y) ... (8)$$

Note $Prob(C_j \mid O_i(x,y))$ is a probability on a given grid $G_i(x,y)$, or can be written as $Prob(C_j \mid O_i(x,y))$ and $G_k(x,y)$, where we use simplified notation without $G_k(x,y)$

And again use simplified notation IOU

From example pp. 6, we have

Prob(O_i(x,y)) =
$$\frac{1}{A_Obj_groundTruth}$$

Which is on each individual pixel, so for the bounding box $B_i(x,y)$, we can evaluate

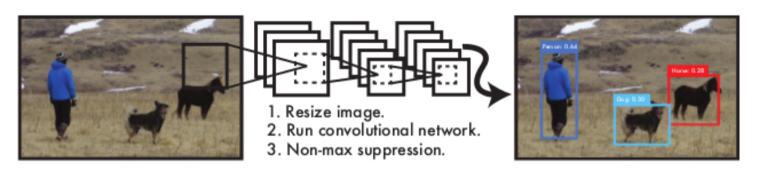
$$\begin{array}{l} \text{Prob}(O_i(3,1) \mid (3,1)) + \text{Prob}(O_i(4,1) \mid (4,1)) + \text{Prob}(O_i(5,1) \mid (5,1)) + \text{Prob}(O_i(6,1) \mid (6,1)) + \text{Prob}(O_i(3,2) \mid (3,2)) + \text{Prob}(O_i(5,2) \mid (5,2)) + \text{Prob}(O_i(6,2) \mid (6,2)) + \text{Prob}(O_i(3,3) \mid (3,3)) + \text{Prob}(O_i(6,3) \mid (6,3)) + \text{Prob}(O_i(3,4) \mid (3,4)) + \text{Prob}(O_i(6,4) \mid (6,4)) = 1/16 + \ldots + 1/16 = 11 * 1/16 = 11/16 \\ \end{array}$$

So,

$$Prob(C_j \mid O_i(x,y)) * f(B_i(x,y) = 11/16 * 0.44 = 0.3025$$

You Only Look Once: Unified, Real-Time Object Detection

https://arxiv.org/pdf/1 506.02640v5.pdf Joseph Redmon, Santosh Divvala, Ross Girshick, Ali Farhadi University of Washington, Allen Institute for AI, Facebook AI Research http://pjreddie.com/yolo/



1. A single neural network predicts bounding boxes and class probabilities. 2. Base YOLO model runs at 45 FPS. A smaller version of the network, Fast YOLO, runs astounding 155 FPS second, outperforms DPM (deformable parts models) and R-CNN.



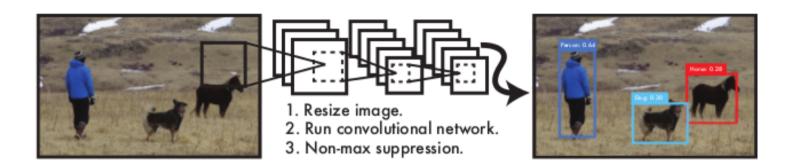
https://pjreddie.com/darknet/yolo/



git clone https://github.com/pjreddie/darknet

Figure 1: The YOLO Detection System. (1) resizes image to 448 × 448, (2) runs a single convolutional network on the image, and (3) thresholds the result by the model's confidence.

YOLO Model



1. Object detection as a single regression problem, straight from image pixels to bounding box coordinates and class probabilities.

A single convolutional network simultaneously predicts multiple bounding boxes and class probabilities for those boxes. YOLO trains on full images and directly optimizes detection performance.

YOLO Formulation (1)

- 1. Yolo divides I(x,y) into an $S \times S$ grid G(x,y).
- 2. If the center of an object $O_i(x,y)$, for i = 1, 2, ..., K, falls into a grid G(x,y), then that G(x,y) is responsible for detecting objects $O_i(x,y)$.
- 3. Each grid G(x,y) predicts bounding boxes $B_j(x,y)$. To detect objects $O_i(x,y)$, G(x,y) places bounding box $B_j(x,y)$, for j=1,2,...,M. Each $B_j(x,y)$ consists of 5 predictions: $\{x,y,w,h,f(B_j(x,y))\}$, where $f(B_j(x,y))$ is defined as confidence.
- 4. Define confidence

$$f(B_j(x,y)) = Prob(O_i(x,y)) * (IOU_truth)^pred ... (1)$$

where IOU is Intersection Over Union. Calculate the confidence for B j(x,y):

$$f(B_j(x,y)) = 0$$
 if $O_i(x,y)$ is null (no object).
equal to IOU between the predicted box and the ground truth. ... (2)

5. Each grid G(x,y) also predicts C_i , i = 1, 2, ..., N, define conditional class probabilities,

Prob(C_i
$$|O_j(x,y)\rangle$$
 ... (3)

These probabilities are conditioned on the grid cell G(x,y) containing an object $O_j(x,y)$.

YOLO Formulation (2)

We only predict one set of class probabilities per grid cell G(x,y), regardless of the number of boxes B.

At test time we multiply the conditional class probabilities and the individual box confidence predictions,

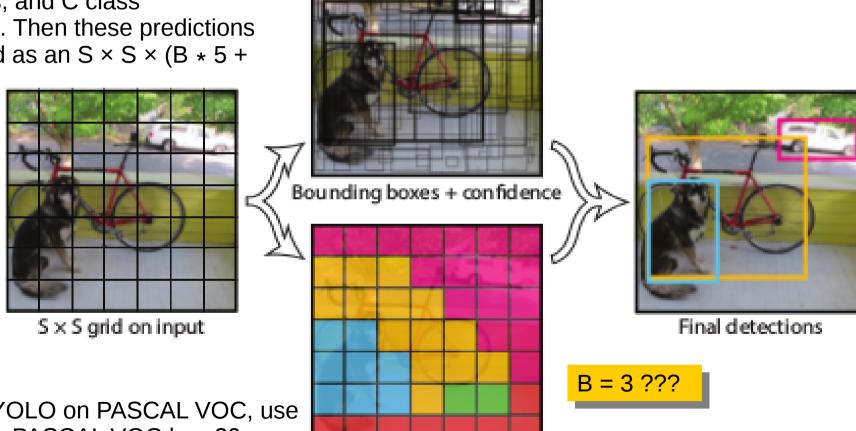
$$\Pr(\text{Class}_i|\text{Object}) * \Pr(\text{Object}) * \text{IOU}_{\text{pred}}^{\text{truth}} = \Pr(\text{Class}_i) * \text{IOU}_{\text{pred}}^{\text{truth}}$$
 (4)

class-specific confidence scores for each box. These scores encode both the probability of that class appearing in the box and how well the predicted box fits the object.

Example YOLO Formulation (3)

Divides the image into an S × S grid and for each grid cell predicts B bounding boxes, confidence for those boxes, and C class probabilities. Then these predictions are encoded as an S × S × (B * 5 +

C) tensor.



Class probability map

Evaluating YOLO on PASCAL VOC, use S = 7, B = 2. PASCAL VOC has 20 labelled classes so C = 20.

Our final prediction is a $7 \times 7 \times 30$ tensor.