

# YOLOv8 Architecture

Liu Yichao

# Outline

- 1 C2f Backbone Module
- 2 Anchor-Free Detection
- 3 Decoupled Head
- 4 Loss Functions
- 5 Dynamic NMS

- $X$ : Input feature maps
- $X_{first}, X_{second}$ : Split portions of input
- $F_i$ :  $i$ -th convolutional block
- $S \times S$ : Detection grid size
- $p_c$ : Confidence score
- $(b_x, b_y)$ : Center coordinates
- $(b_w, b_h)$ : Width and height
- $W, b$ : Learnable parameters
- $\sigma$ : Sigmoid activation
- $L_{cls}, L_{box}, L_{dfl}$ : Loss components
- IoU: Intersection over Union
- $\rho$ : Euclidean distance between centers
- $T$ : IoU threshold for NMS
- $d$ : Local detection density

- Replaces traditional CSP blocks with more efficient C2f
- Uses dense connections for better gradient flow
- Reduces computational complexity by 15%
- Mathematical form:

$$C2f(X) = Concat[X_{first}, F_n(F_{n-1}(\dots F_1(X_{second})))]) \quad (1)$$

- $X_{first}$ ,  $X_{second}$ : Split portions of input
- $F_i$ :  $i$ -th convolutional block

# Anchor-Free Detection Head

- Fully anchor-free approach
- Each grid cell directly predicts:

$$\hat{y} = \{p_c, b_x, b_y, b_w, b_h, p_1, p_2, \dots, p_C\} \quad (2)$$

- No predefined anchor boxes
- More flexible object localization
- $p_c$ : Confidence score
- $(b_x, b_y)$ : Center coordinates
- $(b_w, b_h)$ : Width and height

# Decoupled Head Architecture

- Separate branches for:

$$\text{Classification: } C(F) = \sigma(W_c \cdot F + b_c) \quad (3)$$

$$\text{Regression: } R(F) = W_r \cdot F + b_r \quad (4)$$

$$\text{Confidence: } O(F) = \sigma(W_o \cdot F + b_o) \quad (5)$$

- Independent optimization for each task
- Reduces training conflicts
- $W, b$ : Learnable parameters
- $\sigma$ : Sigmoid activation

Composite loss:

$$L_{total} = \lambda_{cls}L_{cls} + \lambda_{box}L_{box} + \lambda_{dfl}L_{dfl} \quad (6)$$

- $L_{cls}$ : Binary Cross-Entropy for classification
- $L_{box}$ : CloU loss for bounding box regression
- $L_{dfl}$ : Distribution Focal Loss for coordinate modeling

- Adaptively adjusts IoU threshold based on detection density

$$T = T_{base} \cdot \exp(-\beta \cdot d) \quad (7)$$

- Better performance in crowded scenes
- Allows more detections in dense regions
- Maintains strict filtering in sparse areas
- $\beta$ : Hyperparameter for adjustment
- $T$ : IoU threshold for NMS
- $d$ : Local detection density



- 53.9 AP on COCO dataset
- Inference time: 0.39 ms on modern GPUs
- Significant advancement in speed-accuracy trade-off
- State-of-the-art for real-time object detection