

# Vehicle Detection and Tracking with Lightweight Object Detection Model Based on YOLOv11n

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# Outline

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- Future Work

# Background

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1. Increasing vehicle usage → traffic congestion and accidents.
2. Real-time vehicle tracking helps optimize traffic flow and safety.
3. Deep learning-based object detection + tracking = mainstream trend.

# Arguments

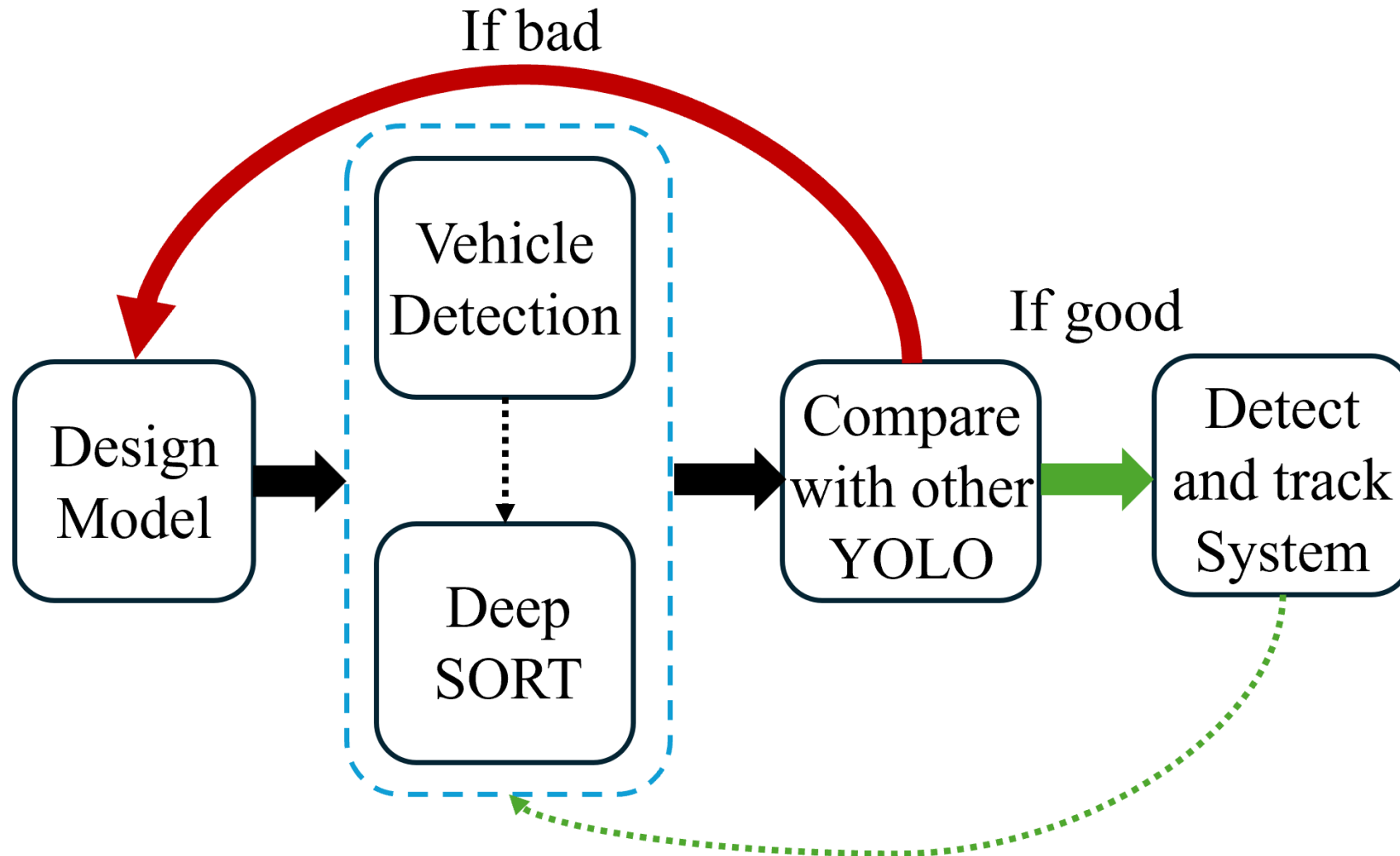
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1. **Fast-moving vehicles** are hard to track accurately with heavy models.
2. **Network instability** in developing areas limits cloud-based solutions.
3. **Dual-model systems** (object detection + tracking) are too resource-intensive for embedded platforms.

# Aim and Objectives

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To develop a lightweight vehicle detection and tracking system for resource-constrained environments, the picture is my Objectives:





# Approach

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# Tools & Environment (1)

This workstation is the hardware specifications used in the experiment.

## Hardware specifications

| Component | Platform | Workstation                               |
|-----------|----------|-------------------------------------------|
|           |          |                                           |
| GPU       |          | NVIDIA GeForce GTX 4070 Ti                |
| CPU       |          | Intel (R) Core(TM) i7-13700 CPU @ 3.60GHz |
| Memory    |          | 64GB                                      |
| Storage   |          | 1TB× 1(HDD)                               |

# Tools & Environment (2)

◆ Software used in the experiment and their versions.

**Recipe of Packages**

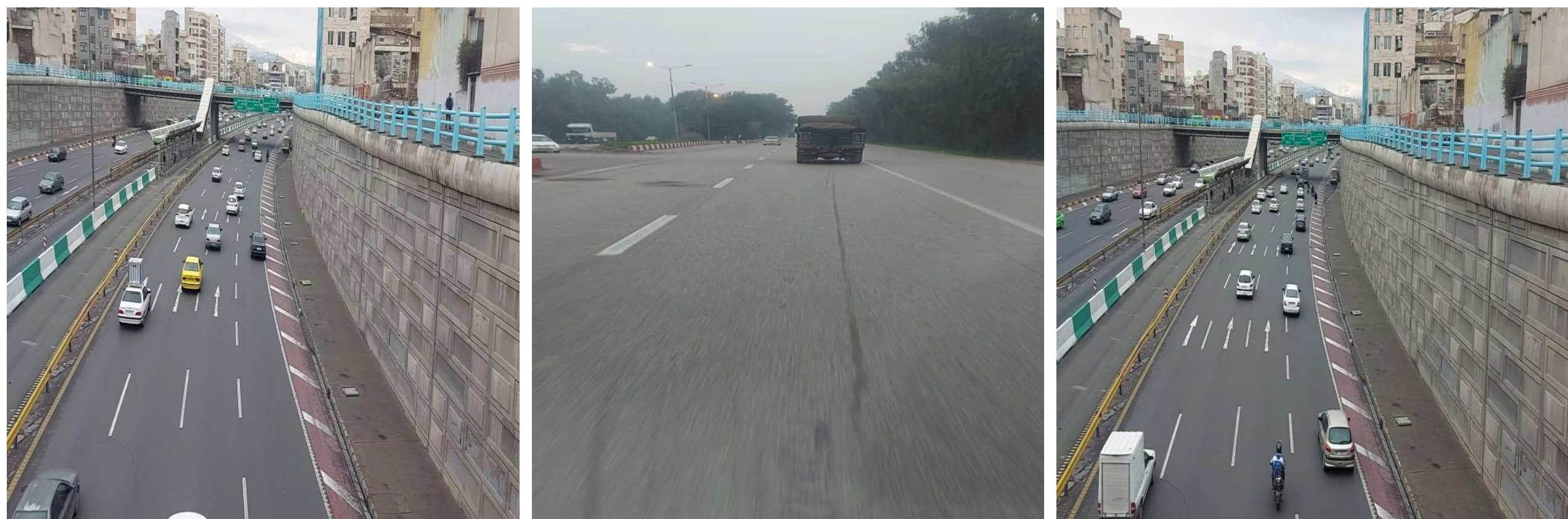
| Software           | Version |
|--------------------|---------|
| Python             | 3.9.21  |
| Pytorch            | 1.9.1   |
| Anaconda           | 23.7.2  |
| Ultralytics        | 8.3.76  |
| Deep_sort_realtime | 1.3.2   |

# Dataset

Image size: 640×640

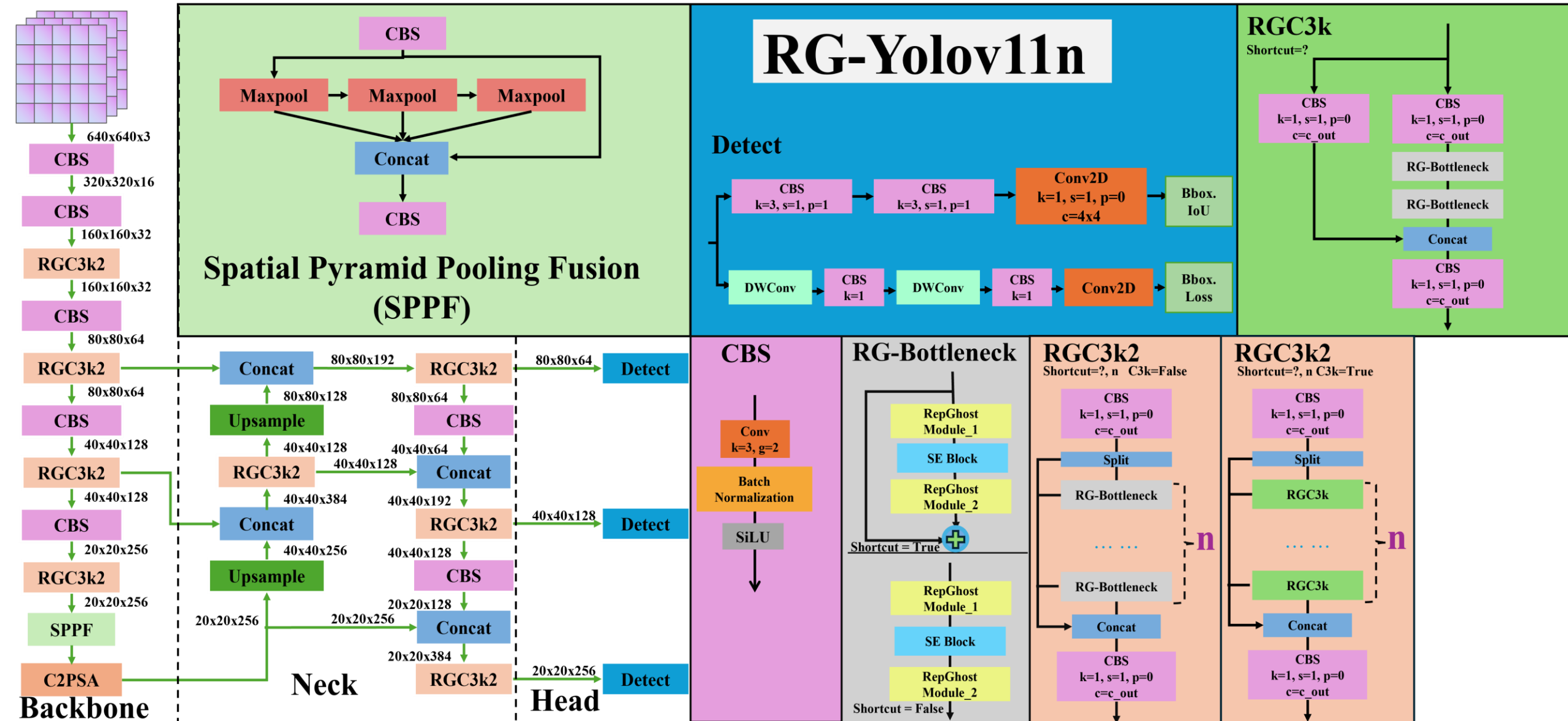
Train/Val/Test = 70/20/10

Source: <https://www.kaggle.com/datasets/pkdarabi/vehicle-detection-image-dataset?resource=download>



# Model Architecture

Replace All the Bottleneck to RG-Bottleneck



# Results

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# Performance

| <div>Evaluate<br/>Model</div> | Param     | FLOPs | Precision/% | Recall/% | mAP@50/% | FPS   |
|-------------------------------|-----------|-------|-------------|----------|----------|-------|
| YOLOv5n                       | 2,503,919 | 7.1G  | 71.3        | 68.9     | 74.6     | 24.26 |
| YOLOv8n                       | 3,006,623 | 8.1G  | 83.9        | 73.1     | 75.7     | 30.86 |
| RG-YOLOv8n                    | 2,230,335 | 6.1G  | 75.8        | 67.2     | 69.3     | 40.13 |
| YOLOv11n                      | 2,538,127 | 6.3G  | 86.0        | 73.1     | 78.8     | 34.15 |
| RG-YOLOv11n<br>(our)          | 2,276,735 | 6.2G  | 83.7        | 68.9     | 74.5     | 37.26 |



# Demo Video





# Conclusion and Evaluation

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1. Successfully implemented vehicle detection and tracking system.
2. Successfully implemented a lightweight vehicle detection model.
3. Our model improves FPS and reduces parameters significantly.
4. Precision is slightly reduced but still acceptable for real-world applications.

# Future Work

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1. Introduce advanced attention mechanisms (e.g., CBAM, ECA) to improve accuracy.
2. Explore alternatives to Deep SORT (e.g., a lighter version of StrongSORT).
3. Consider hardware deployment (e.g., Jetson Nano) for practical validation.

# Thank You

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