Patryk Laskowski

GitHub

YOLOv4 gym

This is fully automated training environment for YOLO v4.

TODO

- Numerate the notebook
- Complete 7.2. Object detection section
- Add folder tree
- Add add training examples feature of darknet
- Add test (with print)
- Complete Re-run training section
- Complete Overview section (#How to use)
- Limitations

Overview

a) What is it?

Notebook is complete environment for Yolo v4 training using GPU. The goal of this project was to create solution that automate all the preparation process thereby simplifying genraterion of new customized Yolo v4 weights.

Whole process starting from dataset downloading throug environment structure preparation and Darknet customization is taken care of without any need of user interaction. Taking advance of free GPU, served by Google Colaboratory after few hours you may have ready to use customized object detection model.

There is a great <u>open-images-dataset</u> project full of annotated images that is used in this pipeline. Another crucial part is <u>Darknet</u> framework with actual Yolo v4 model. It's github source code is here.

b) How to use?

Try with basic setup

Basically there are only two required steps in order to achieve first results: (1) GPU runtime

activation and (2) Google Drive mounting (runtime activation have to always be the first one). However in this case you will obtain working but shabby results. If you done those two, just run all the cells and wait for model's weights as well as performance chart to be saved on Your Google Drive. Simple as that!

Customize it

If you want to have tailor made weights resulting with better performance, there is also third (3) "Customize YOLO v4 objective" step. There are fours variables to adjust: classes, size, n_train , $n_validation$. These describe model objective with classes you want model to detect, size of model input (size = input image height = input image width) and maximum number of train and validation examples. Description on how certain settings affect the performance are directly in step's section.

Don't worry about runtime disconnection

Finally there is one more step worth to consider: (4) "Prevent idle disconnection". This is substep of "Train" section that helps to not worry about runtime interrutption when wheights are optimizing. This is optional but recommended.

All the dataflow is designed in such way that there

c) Table of contents

- 1. Activate GPU runtime
- 2. Customize YOLO v4 objective
- 3. Mount Google Drive
- 4. Prepare dataset
- 5. Prepare Darknet
- 6. Train
- 7. Evaluate

d) Example final contents of directories in a tree-like format

/mydrive is a symbolic link to mounted Google Drive root directory /content/gdrive/MyDrive

```
/mydrive

— yolov4

— Vehicle_Human_hand_Banana

— backup

| — yolov4-custom_1000.weights

| — ...

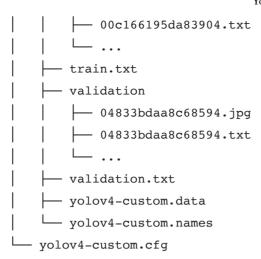
| — yolov4-custom_last.weights

— chart.png

— data

| — train

| — 00c166195da83904.jpg
```



e) How it works?

GPU and Google Drive

In the first place this notebook takes advantage of free GPU in the cloud service by Google Colab. This is why this environment has been chosen. This approach is device independent making solution universal. Having in mid that runtime is temporary there is need to have some secure data storage thus Google Drive Mount is second of required steps.

Data preparation (automated)

When GPU runtime is on and drive is connected all the magic is happening - based on YOLO configuration, dataset is downloaded using OIDv4 ToolKit. Next step include bounding box annotation conversion to YOLO format. After that new directory is created on drive where prepared data is moved.

Darknet preparation (automated)

Following is Darknet framework preparation. Oryginal solution is downloaded from github than adjusted and built. Darknet is running to test it's build, then, if all went smooth, some necessery files are created such as .cfg, .name, .data, etc. Finally pre-trained weights (.weights) file is downloaded to speed up training process - this technique is called transfer learning.

Training (automated)

When all things are set it is time for weights optimization (training). Process takes many hours (depends on task complexity), during which performance visualization is generated (by Darknet framework). To not loose this <code>chart.png</code> (which is helpful to determine best weights) there is "parallel" thread running that saves the chart on google drive. Threfore you may take a look at model performence even during training.

Finally

Weights are the most important - they get determine model accuracy. .weights files are saved every 1000 epochs in Google Drive on path /mydrive/yolov4/cproject dir/backup. They are ready to use which is presented in sections "Evaluate" and "Re-run training".

Before You start

This notebook is prepared in such way, that only up to 4 steps require your action:

1. Activate GPU runtime

 Darknet framework (with YOLO v4) is configurated to be automatically run with use of GPU. This speeds up training drastically (comaring to CPU).

2. Customize YOLO v4 objective (optionally - default values will work)

 This is high level input and output customization. Choosing new classes for object detection is as easy as add new, or replace existing value to list classes.

3. Mount Google Drive

 Required action since colab runtime does not last forever. This prevent eventual data loss or doing peparation from scratch again in case of disconnection.

4. Prevent idle disconnection (optionally)

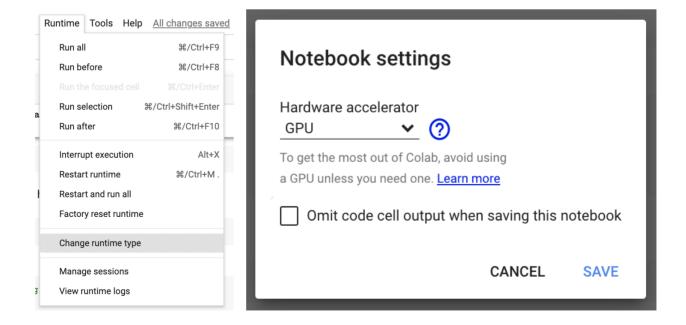
 Colaboratory runtime is limited. You have to fake some user activity to prevent automatic idle disconnection. If ommited, training time might be interrupted soon.

The rest configurations are meant to be done automatically.

1) Activate GPU runtime

This is very first step defining runtime type in which code will be executing.

Notebook setting to run automatically require GPU runtime.



2) Mount Google Drive

This prevents data loss when runtime disconnect.

```
# root directory
%cd /content

import os

if not os.path.exists('/content/gdrive'):
    from google.colab import drive
    drive.mount('/content/gdrive')

    /content
    Mounted at /content/gdrive

# create symbolic link: now "/content/gdrive/MyDrive" equals "/mydrive"
!ln -s /content/gdrive/MyDrive/ /mydrive
```

3) Customize YOLO v4 objective

- classes: list of classes you want the model to detect. Maybe any of 600 object classes from <u>Open Images Dataset</u>.
- size: height ad width of expected input. Any multiple of 32 (default is 416)
- **n_train**: Max number of train examples each class. The more the better.
- **n_validation**: Max number of validation examples each class. The more the better.

```
[ ] → 3 cells hidden
```

4) Prepare dataset

OIDv4 ToolKit enables image download from Open Images Dataset.

4.1. Setup OIDv4 ToolKit environment

```
%cd /content
# Download git repository
!git clone https://github.com/patryklaskowski/OIDv4_ToolKit.git
%cd OIDv4_ToolKit
# Install requirements
!python3 -m pip install -r requirements.txt

/content
Cloning into 'OIDv4_ToolKit'...
remote: Enumerating objects: 447, done.
remote: Counting objects: 100% (447/447), done.
remote: Compressing objects: 100% (253/253), done.
```

```
remote: Total 447 (delta 171), reused 447 (delta 171), pack-reused 0
Receiving objects: 100% (447/447), 34.07 MiB | 42.34 MiB/s, done.
Resolving deltas: 100% (171/171), done.
/content/OIDv4 ToolKit
Requirement already satisfied: pandas in /usr/local/lib/python3.6/dist-package
Requirement already satisfied: numpy in /usr/local/lib/python3.6/dist-package
Collecting awscli
    Downloading <a href="https://files.pythonhosted.org/packages/df/6a/0d77c582f0c1ef35e">https://files.pythonhosted.org/packages/df/6a/0d77c582f0c1ef35e</a>
                                                                     3.5MB 8.1MB/s
Requirement already satisfied: urllib3 in /usr/local/lib/python3.6/dist-packa-
Requirement already satisfied: tqdm in /usr/local/lib/python3.6/dist-packages
Requirement already satisfied: opencv-python in /usr/local/lib/python3.6/dist
Requirement already satisfied: pytz>=2017.2 in /usr/local/lib/python3.6/dist-
Requirement already satisfied: python-dateutil>=2.7.3 in /usr/local/lib/python
Requirement already satisfied: PyYAML<5.4,>=3.10; python version != "3.4" in
Collecting s3transfer<0.4.0,>=0.3.0
    Downloading <a href="https://files.pythonhosted.org/packages/69/79/e6afb3d8b0b4e96ce">https://files.pythonhosted.org/packages/69/79/e6afb3d8b0b4e96ce</a>
                                                                         71kB 10.0MB/s
Collecting botocore==1.19.45
    Downloading <a href="https://files.pythonhosted.org/packages/40/c3/1cbe252d7d3674901">https://files.pythonhosted.org/packages/40/c3/1cbe252d7d3674901</a>
                                                                  7.2MB 47.8MB/s
Collecting rsa<=4.5.0,>=3.1.2; python version != "3.4"
    Downloading <a href="https://files.pythonhosted.org/packages/26/f8/8127fdda0294f0441">https://files.pythonhosted.org/packages/26/f8/8127fdda0294f0441</a>
Collecting colorama<0.4.4,>=0.2.5; python version != "3.4"
    Downloading https://files.pythonhosted.org/packages/c9/dc/45cdef1b4d119eb96
Collecting docutils<0.16,>=0.10
    Downloading https://files.pythonhosted.org/packages/22/cd/a6aa959dca619918c
                                                                    552kB 54.4MB/s
Requirement already satisfied: six>=1.5 in /usr/local/lib/python3.6/dist-pack
Collecting jmespath<1.0.0,>=0.7.1
    Downloading https://files.pythonhosted.org/packages/07/cb/5f001272b6faeb23c
Requirement already satisfied: pyasn1>=0.1.3 in /usr/local/lib/python3.6/dist
ERROR: datascience 0.10.6 has requirement folium==0.2.1, but you'll have folium==0.2.1, but y
ERROR: botocore 1.19.45 has requirement urllib3<1.27,>=1.25.4; python version
Installing collected packages: jmespath, botocore, s3transfer, rsa, colorama,
    Found existing installation: rsa 4.6
        Uninstalling rsa-4.6:
            Successfully uninstalled rsa-4.6
    Found existing installation: docutils 0.16
        Uninstalling docutils-0.16:
            Successfully uninstalled docutils-0.16
```

Successfully installed awscli-1.18.205 botocore-1.19.45 colorama-0.4.3 docuti

▼ 4.2. Download multiple classes in a common folder

```
os.environ['CLASSES'] = ' '.join(classes)
os.environ['N_TRAIN'] = str(n_train)
os.environ['N_VALIDATION'] = str(n_validation)

# See the global variables
!echo -e "CLASSES: " "$CLASSES" \
   "\n number of train instances per class: " "$N_TRAIN"\
   "\n number of validation instances per class: " "$N_VALIDATION"

CLASSES: Vehicle Human_hand Banana
   number of train instances per class: 10
   number of validation instances per class: 5
```

%cd /content/OIDv4 ToolKit

train dataset

!python3 main.py downloader -y --classes \$CLASSES --type_csv train --limit \$N_TRAIN # The data set will be saved on path /content/OIDv4 ToolKit/OID/Dataset/train/<class

validation dataset

!python3 main.py downloader -y --classes \$CLASSES --type_csv validation --limit \$N_
The data set will be saved on path /content/OIDv4 ToolKit/OID/Dataset/validation/

/content/OIDv4 ToolKit





```
[INFO] | Downloading ['Vehicle', 'Human hand', 'Banana'] together.
   [ERROR] | Missing the class-descriptions-boxable.csv file.
[DOWNLOAD] | Automatic download.
...145%, 0 MB, 50954 KB/s, 0 seconds passed
[DOWNLOAD] | File class-descriptions-boxable.csv downloaded into OID/csv fold
   [ERROR] | Missing the train-annotations-bbox.csv file.
[DOWNLOAD] | Automatic download.
...100%, 1138 MB, 40214 KB/s, 28 seconds passed
[DOWNLOAD] | File train-annotations-bbox.csv downloaded into OID/csv folder/t:
Vehicle
    [INFO] | Downloading train images.
    [INFO] | [INFO] Found 15736 online images for train.
    [INFO] | Limiting to 10 images.
    [INFO] | Download of 10 images in train.
100% 10/10 [00:09<00:00, 1.05it/s]
    [INFO] | Done!
    [INFO] | Creating labels for Vehicle of train.
    [INFO] | Labels creation completed.
Human hand
    [INFO] | Downloading train images.
    [INFO] | [INFO] Found 22093 online images for train.
    [INFO] | Limiting to 10 images.
    [INFO] | Download of 10 images in train.
100% 10/10 [00:09<00:00, 1.06it/s]
```

Banana

[INFO] | Done!

[INFO] | Downloading train images.

[INFO] | Labels creation completed.

[INFO] | Creating labels for Human hand of train.

```
[INFO] | [INFO] Found 723 online images for train.
[INFO] | Limiting to 10 images.
[INFO] | Download of 10 images in train.

100% 10/10 [00:09<00:00, 1.08it/s]
[INFO] | Done!
[INFO] | Creating labels for Banana of train.
[INFO] | Labels creation completed.</pre>
```

-..-

4.3. Correct directory names

When class is build of more than one word, by default directory name join these words with " " instead of "_" f.e.:

```
classes = ['Vehicle', 'Human_hand', 'Banana'] by default as multiclass saved on path:
    ./OIDv4_ToolKit/OID/Dataset/train/Vehicle_Human_hand_Banana
```

```
In this step directory will be renamed by replacing " " with "_" f.e.:
```

▼ 4.4. Convert annotations

```
%cd /content/OIDv4_ToolKit

# Pepare classes.txt file
with open('classes.txt', 'w') as f:
   for cls in classes:
      f.write(f'{cls}\n')

!cat classes.txt
      /content/OIDv4_ToolKit
      Vehicle
      Human_hand
      Banana
```

This creates single txt file for each image with normalized annotations
%cd /content/OIDv4 ToolKit

```
!python3 convert_annotations.py
/content/OIDv4 ToolKit
```

- > Currently in subdirectory: validation
 > Converting annotations for class: Vehicle_Human_hand_Banana
 100% 15/15 [00:00<00:00, 50.71it/s]</pre>
- > Currently in subdirectory: train
- > Converting annotations for class: Vehicle_Human_hand_Banana
 100% 30/30 [00:01<00:00, 18.03it/s]</pre>

▼ 4.4.1. Delete old unnecesary Label directories

```
# Delete unnecessary folders with old labels
os.environ['PROJECT_DIR'] = '_'.join(classes)
!echo "$PROJECT_DIR"

!rm -r OID/Dataset/train/"$PROJECT_DIR"/Label
!rm -r OID/Dataset/validation/"$PROJECT_DIR"/Label
Vehicle_Human_hand_Banana
```

4.5. Copy images to Google Drive

```
def create path(path):
                   '''Creates path if does not exist.'''
                  if not os.path.exists(path):
                        os.mkdir(path)
           mydrive = '/mydrive' # symbolic link of "/content/gdrive/MyDrive"
            yolov4 dir = 'yolov4'
            project_dir = '_'.join(classes)
            data dir = 'data'
           backup dir = 'backup'
           # Make sure yolov4 folder exists on path '/mydrive'
           yolov4 path = os.path.join(mydrive, yolov4 dir)
           print(f'%15s : %s' % ('yolov4 path', yolov4 path))
           create path(yolov4 path)
           # Make sure project dir> folder exists on path '/mydrive/yolov4'
           project_path = os.path.join(yolov4_path, project_dir)
           print(f'%15s : %s' % ('project path', project path))
           create path(project path)
           # Make sure data folder exists on path /mydrive/yolov4/<project dir>/data
            data path = os.path.join(project path, data dir)
            nrint(f'&15c • &c' & ('data nath' data nath))
https://colab.research.google.com/drive/1kqAuVZ4zU7nqIubLFzQa7F7YTt-T2t0b\#scrollTo=ip8PAuchY30j\&printMode=truefulled for the control of the
```

```
Yolov4_Train - Colaboratory
princ(r ords . os o ( daca_pach , daca_pach))
create_path(data path)
# Make sure backup folder exists on path /mydrive/yolov4//project_dir>/backup
backup path = os.path.join(project path, backup dir)
print(f'%15s : %s' % ('backup_path', backup_path))
create path(backup path)
        yolov4 path : /mydrive/yolov4
        project path : /mydrive/yolov4/Vehicle Human hand Banana
           data path : /mydrive/yolov4/Vehicle Human hand Banana/data
         backup path : /mydrive/yolov4/Vehicle Human hand Banana/backup
# Move downloaded images to mounted Google Drive
os.environ['PROJECT PATH'] = project path
!echo $PROJECT PATH
!cp -r /content/OIDv4 ToolKit/OID/Dataset/train/"$PROJECT DIR" "$PROJECT PATH"/data
!cp -r /content/OIDv4 ToolKit/OID/Dataset/validation/"$PROJECT DIR" "$PROJECT PATH"
     /mydrive/yolov4/Vehicle Human hand Banana
```

→ 5) Prepare Daknet

<u>Darknet</u> is an open source neural network framework written in C and CUDA.

▼ 5.1. Download

```
%cd /content
!git clone https://github.com/patryklaskowski/darknet

/content
Cloning into 'darknet'...
remote: Enumerating objects: 14240, done.
remote: Total 14240 (delta 0), reused 0 (delta 0), pack-reused 14240
Receiving objects: 100% (14240/14240), 12.88 MiB | 24.25 MiB/s, done.
Resolving deltas: 100% (9704/9704), done.
```

▼ 5.2. Configure Makefile for GPU and OpenCv

```
# verify CUDA
!/usr/local/cuda/bin/nvcc --version

nvcc: NVIDIA (R) Cuda compiler driver
Copyright (c) 2005-2019 NVIDIA Corporation
```

```
Built on Sun_Jul_28_19:07:16_PDT_2019
Cuda compilation tools. release 10.1. V10.1.243

# Change Makefile to have GPU and OPENCV enabled
%cd /content/darknet

!sed -i 's/OPENCV=0/OPENCV=1/' Makefile
!sed -i 's/GPU=0/GPU=1/' Makefile
!sed -i 's/CUDNN=0/CUDNN=1/' Makefile
!sed -i 's/CUDNN_HALF=0/CUDNN_HALF=1/' Makefile
```

/content/darknet

▼ 5.3. Build up

build darknet

```
!make
    mkdir -p ./obj/
    mkdir -p backup
    chmod +x *.sh
    g++ -std=c++11 -std=c++11 -Iinclude/ -I3rdparty/stb/include -DOPENCV `pkg-con
    ./src/image opencv.cpp: In function 'void draw detections cv v3(void**, detec
    ./src/image opencv.cpp:926:23: warning: variable 'rgb' set but not used [-Wunn
                      float rgb[3];
    ./src/image_opencv.cpp: In function 'void draw_train_loss(char*, void**, int,
    ./src/image_opencv.cpp:1127:13: warning: this 'if' clause does not guard... [
                  if (iteration old == 0)
    ./src/image_opencv.cpp:1130:10: note: ...this statement, but the latter is mi
               if (iteration old != 0){
    ./src/image opencv.cpp: In function 'void cv draw object(image, float*, int,
    ./src/image opencv.cpp:1424:14: warning: unused variable 'buff' [-Wunused-var
             char buff[100];
                   ^~~~
    ./src/image opencv.cpp:1400:9: warning: unused variable 'it the res' [-Wunused
          int it tb res = cv::createTrackbar(it trackbar name, window name, &it trackbar name, window name, &it trackbar(it trackbar)
    ./src/image opencv.cpp:1404:9: warning: unused variable 'lr tb res' [-Wunused
         int lr tb res = cv::createTrackbar(lr trackbar name, window name, &lr trackbar)
    ./src/image opencv.cpp:1408:9: warning: unused variable 'cl tb res' [-Wunused
         int cl tb res = cv::createTrackbar(cl trackbar name, window name, &cl trackbar)
    ./src/image opencv.cpp:1411:9: warning: unused variable 'bo tb res' [-Wunused
         int bo_tb_res = cv::createTrackbar(bo_trackbar_name, window_name, boxonl)
    g++ -std=c++11 -std=c++11 -Iinclude/ -I3rdparty/stb/include -DOPENCV `pkg-con
    In file included from ./src/http stream.cpp:580:0:
    ./src/httplib.h:129:0: warning: "INVALID_SOCKET" redefined
     #define INVALID SOCKET (-1)
    ./src/http stream.cpp:73:0: note: this is the location of the previous defini-
     #define INVALID SOCKET -1
```

```
./src/http stream.cpp: In member function 'bool JSON sender::write(const char
./src/http stream.cpp:249:21: warning: unused variable 'n' [-Wunused-variable
                int n = write(client, outputbuf, outlen);
./src/http stream.cpp: In member function 'bool MJPG sender::write(const cv::1
./src/http stream.cpp:507:113: warning: format '%zu' expects argument of type
                sprintf(head, "--mjpegstream\r\nContent-Type: image/jpeg\r\n
./src/http stream.cpp: In function 'void set track id(detection*, int, float,
./src/http stream.cpp:845:27: warning: comparison between signed and unsigned
        for (int i = 0; i < v.size(); ++i) {
                       ~~^~~~~~
./src/http stream.cpp:853:33: warning: comparison between signed and unsigned
    for (int old id = 0; old id < old dets.size(); ++old id) {</pre>
                         ./src/http stream.cpp:873:31: warning: comparison between signed and unsigned
    for (int index = 0; index < new dets num*old dets.size(); ++index) {</pre>
                       ./src/http stream.cpp:908:28: warning: comparison between signed and unsigned
    if (old date da ciza() > dama ciza() old date da non front().
```

▼ 5.4. Check

```
# Helper function
import cv2
import matplotlib.pyplot as plt
%matplotlib inline

def imshow(path):
    '''Show image from path.'''
    img = cv2.imread(path)
    plt.figure(figsize=(7, 7))
    plt.title(path)
    plt.imshow(cv2.cvtColor(img, cv2.COLOR_BGR2RGB))
    plt.axis("off")
    plt.show()
```

data/dog.jpg

▼ 5.4.1. Download pre-trained YOLO v4 weights

Trained on COCO dataset containing 80 classes.

The second secon



!wget https://github.com/AlexeyAB/darknet/releases/download/darknet yolo v3 optimal

▼ 5.4.2. Predict

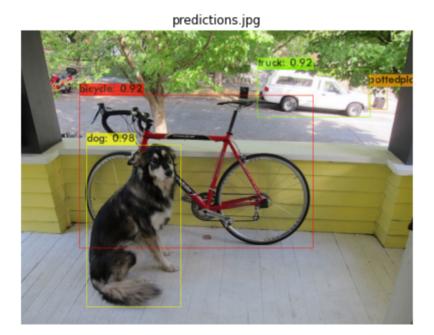
```
# Make prediction
!./darknet detector test cfg/coco.data cfg/yolov4.cfg yolov4.weights data/dog.jpg -
```

CUDA-version: 10010 (10010), cuDNN: 7.6.5, CUDNN HALF=1, GPU count: 1

```
CUDNN HALF=1
 OpenCV version: 3.2.0
 0 : compute capability = 750, cudnn half = 1, GPU: Tesla T4
net.optimized memory = 0
mini_batch = 1, batch = 8, time_steps = 1, train = 0
   layer
           filters size/strd(dil)
                                         input
                                                                output
   0 conv
              32
                        3 x 3/1
                                    608 x 608 x
                                                  3 ->
                                                         608 x 608 x 32 0.639
   1 conv
              64
                        3 x 3/2
                                    608 x 608 x 32 ->
                                                         304 x 304 x
                                                                       64 3.407
                        1 x 1/ 1
                                    304 \times 304 \times
                                                         304 x 304 x
              64
                                                  64 ->
                                                                       64 0.757
   2 conv
                                                         304 x 304 x
   3 route 1
   4 conv
              64
                        1 x 1/ 1
                                    304 x 304 x
                                                  64 ->
                                                         304 x 304 x
                                                                       64 0.757
                        1 x 1/1
                                    304 x 304 x
                                                         304 x 304 x
   5 conv
              32
                                                 64 ->
                        3 x 3/ 1
                                    304 x 304 x 32 ->
   6 conv
              64
                                                         304 x 304 x
                                                                       64 3.407
   7 Shortcut Layer: 4, wt = 0, wn = 0, outputs: 304 \times 304 \times 64 \times 0.006 BF
                                                         304 x 304 x
   8 conv
              64
                        1 x 1/ 1
                                    304 x 304 x
                                                 64 ->
   9 route 8 2
                                                     ->
                                                         304 x 304 x 128
                        1 x 1/ 1
                                                         304 x 304 x
  10 conv
              64
                                    304 x 304 x 128 ->
                                                                       64 1.514
             128
                        3 x 3/2
                                    304 x 304 x 64 ->
                                                         152 x 152 x 128 3.407
  11 conv
  12 conv
                        1 x 1/ 1
                                    152 x 152 x 128 ->
                                                         152 x 152 x 64 0.379 1
                                                         152 x 152 x 128
  13 route
                                                     _>
            11
                        1 x 1/ 1
                                    152 x 152 x 128 ->
                                                         152 x 152 x
                                                                       64 0.379
  14 conv
                        1 x 1/ 1
                                    152 x 152 x 64 ->
                                                         152 x 152 x
  15 conv
              64
                                                                       64 0.189
                                                 64 -> 152 x 152 x
  16 conv
              64
                        3 \times 3 / 1
                                    152 x 152 x
```

```
17 Shortcut Layer: 14, wt = 0, wn = 0, outputs: 152 x 152 x 64 0.001 BF
18 conv
                              64
                                                   1 x 1/ 1
                                                                                   152 x 152 x 64 ->
                                                                                                                                       152 x 152 x 64 0.189
                                                                                                                                        152 x 152 x 64 1.703
19 conv
                              64
                                                     3 x 3/1
                                                                                    152 x 152 x 64 ->
20 Shortcut Layer: 17, wt = 0, wn = 0, outputs: 152 \times 152 \times 64 \times 0.001 BF
                                                    1 x 1/ 1
21 conv
                              64
                                                                                    152 x 152 x 64 -> 152 x 152 x 64 0.189
                         21 12
                                                                                                                                        152 x 152 x 128
22 route
                                                                                                                              ->
                                                     1 x 1/ 1
23 conv
                            128
                                                                                    152 x 152 x 128 ->
                                                                                                                                     152 x 152 x 128 0.757
24 conv
                            256
                                                     3 x 3/2
                                                                                    152 x 152 x 128 ->
                                                                                                                                         76 x
                                                                                                                                                          76 x 256 3.407 1
                                                     1 x 1/1
                                                                                                    76 x 256 ->
                                                                                                                                         76 x
                                                                                                                                                          76 x 128 0.379
25 conv
                            128
                                                                                      76 x
26 route
                         24
                                                                                                                             ->
                                                                                                                                         76 x
                                                                                                                                                          76 x 256
                                                     1 x 1/ 1
                                                                                      76 x
                                                                                                      76 x 256 ->
                                                                                                                                          76 x
27 conv
                            128
                                                                                                                                                          76 x 128 0.379 1
                                                                                      76 x
                                                                                                    76 x 128 ->
                                                                                                                                         76 x
                            128
                                                     1 x 1/ 1
                                                                                                                                                         76 x 128 0.189
28 conv
29 conv
                            128
                                                     3 x 3/1
                                                                                      76 x 76 x 128 ->
                                                                                                                                         76 x 76 x 128 1.703
30 Shortcut Layer: 27, wt = 0, wn = 0, outputs:
                                                                                                                             76 x 76 x 128 0.001 BF
                                                     1 x 1/ 1
31 conv
                            128
                                                                                76 x 76 x 128 ->
                                                                                                                                         76 x 76 x 128 0.189
                            128
                                                     3 x 3/1
                                                                                      76 x 76 x 128 ->
                                                                                                                                         76 x 76 x 128 1.703
32 conv
33 Shortcut Layer: 30, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \times 10001 \text{ BF}
                                                     1 x 1/ 1
                                                                                     76 x 76 x 128 ->
                                                                                                                                          76 x 76 x 128 0.189 1
34 conv
                            128
35 conv
                            128
                                                     3 x 3/1
                                                                                       76 x
                                                                                                    76 x 128 ->
                                                                                                                                          76 x
                                                                                                                                                       76 x 128 1.703
36 Shortcut Layer: 33, wt = 0, wn = 0, outputs: 76 x 76 x 128 0.001 BF
                                                     1 x 1/ 1
37 conv
                                                                                      76 x 76 x 128 ->
                                                                                                                                          76 x 76 x 128 0.189 1
                            128
                                                     3 x 3/1
38 conv
                            128
                                                                                      76 x 76 x 128 ->
                                                                                                                                          76 x
                                                                                                                                                        76 x 128 1.703
39 Shortcut Layer: 36, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \cdot 0.001 BF
                            128
                                                   1 x 1/ 1
                                                                                    76 x 76 x 128 ->
                                                                                                                                         76 x 76 x 128 0.189
40 conv
                                                     3 x 3/1
                                                                                    76 x 76 x 128 ->
                                                                                                                                          76 x 76 x 128 1.703 1
41 conv
                            128
42 Shortcut Layer: 39, wt = 0, wn = 0, outputs:
                                                                                                                             76 x 76 x 128 0.001 BF
                                                     1 x 1/ 1
                                                                                                                                          76 x 76 x 128 0.189 1
43 conv
                            128
                                                                                    76 x 76 x 128 ->
                                                                                      76 x 76 x 128 ->
44 conv
                            128
                                                     3 x 3/1
                                                                                                                                          76 x 76 x 128 1.703 l
45 Shortcut Layer: 42, wt = 0, wn = 0, outputs:
                                                                                                                             76 x 76 x 128 0.001 BF
                                                     1 x 1/ 1
46 conv
                            128
                                                                                    76 x 76 x 128 ->
                                                                                                                                         76 x 76 x 128 0.189
                                                                                      76 x 76 x 128 ->
47 conv
                            128
                                                     3 x 3/1
                                                                                                                                          76 x 76 x 128 1.703
48 Shortcut Layer: 45, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \times 1000 \times
                                                     1 x 1/ 1
                                                                                     76 x 76 x 128 ->
49 conv
                            128
                                                                                                                                          76 x 76 x 128 0.189 1
                                                      3 x 3/1
                                                                                      76 x 76 x 128 ->
                                                                                                                                          76 x 76 x 128 1.703 1
50 conv
                            128
51 Shortcut Layer: 48, wt = 0, wn = 0, outputs: 76 x 76 x 128 0.001 BF
```

imshow('predictions.jpg')



▼ 5.5. .cfg file configuration

Custom object detection cfg oryginal setup instruction

width & height

• any value multiple of 32 (416 is standard). Increase to imporove results e.g. 640. Remember that increasing the size slows down training.

max_batches

• (# of classes) * 2000 (but no less than 6000)

steps

• (80% of max_batches), (90% of max_batches)

filters

• (# of classes + 5) * 3

random

• (optional) random = 0 to speed up training but slightly reduce accuracy of model. Help to save memory if you run into any memory issues

Example for 2 classes:

- width=128
- In height=128
- max_batches = 6000
- steps=4800,5400
- ✓ classes=2
- ✓ filters=21
- ✓ random=0

5.5.1. Copy .cfg file from Darknet directory to Your Google Drive project path.

```
os.environ['CFG_FILE'] = os.path.join(project_path, 'yolov4-custom.cfg')
!echo -e $CFG_FILE

!cp /content/darknet/cfg/yolov4-custom.cfg "$CFG_FILE"

# !head -n 24 "$CFG_FILE"

/mydrive/yolov4/Vehicle Human hand Banana/yolov4-custom.cfg
```

▼ 5.5.2. Make changes in .cfg file

```
os.environ['SIZE'] = str(size)
```

```
!echo "SIZE: ""$SIZE"
max batches = len(classes) * 2000 if len(classes) * 2000 >= 6000 else 6000
os.environ['MAX BATCHES'] = str(max batches)
!echo "MAX BATCHES: ""$MAX BATCHES"
steps = [str(int(x*y)) \text{ for } x, y \text{ in } zip([max batches, max batches], [0.8, 0.9])]
os.environ['STEPS'] = ','.join(steps)
!echo "STEPS: ""$STEPS"
os.environ['N CLASSES'] = str(len(classes))
!echo "N CLASSES: ""$N CLASSES"
os.environ['FILTERS'] = str((len(classes) + 5) * 3)
!echo "FILTERS: ""$FILTERS"
    STZE: 256
    MAX BATCHES: 6000
    STEPS: 4800,5400
    N CLASSES: 3
    FILTERS: 24
# Height and width (any multiple of 32, where 416 px is standard)
!sed -i "s/width=608/width=""$SIZE""/" "$CFG_FILE"
!sed -i "s/height=608/height=""$SIZE""/" "$CFG FILE"
# Max batches = (# of classes) * 2000 (but no less than 6000)
!sed -i "s/max batches = 500500/max batches = ""$MAX BATCHES""/" "$CFG FILE"
# Steps = (80% of max batches), (90% of max batches)
!sed -i "s/steps=400000,450000/steps=""$STEPS""/" "$CFG FILE"
# Number of classes
!sed -i "s/classes=80/classes=""$N CLASSES""/" "$CFG FILE"
# Filters = (# of classes + 5) * 3
!sed -i "s/filters=255/filters=""$FILTERS""/" "$CFG FILE"
# Random
!sed -i "s/random=1/random=0/" "$CFG FILE"
!head -n 24 "$CFG FILE"
     [net]
    # Testing
    #batch=1
    #subdivisions=1
    # Training
    batch=64
    subdivisions=16
    width=256
    height=256
    channels=3
    momentum=0.949
    decay=0.0005
    angle=0
```

```
saturation = 1.5
exposure = 1.5
hue=.1

learning_rate=0.001
burn_in=1000
max_batches = 6000
policy=steps
steps=4800,5400
scales=.1,.1
```

▼ 5.6. .names file configuration

```
os.environ['NAMES_FILE'] = os.path.join(data_path, 'yolov4-custom.names')
!echo -e "$NAMES_FILE"

# Remember: in .names file ORDER matters but not exact names
!cat /content/OIDv4 ToolKit/classes.txt > "$NAMES_FILE"
!cat "$NAMES_FILE"

/mydrive/yolov4/Vehicle_Human_hand_Banana/data/yolov4-custom.names
    Vehicle
    Human_hand
    Banana
```

▶ 5.7. .data file configuration

```
[ ] →1 cell hidden
```

▼ 5.8. Generate train.txt and validation.txt

It's time to generate train.txt and validation.txt which paths has been provided in .data file.

Both tain.txt/validation.txt contain absolute paths to train/validation images.

```
# generate_train.py

#
# Creates train.txt file where all train images paths are listed.
# Save path: /mydrive/yolov4/<project_dir>/data/train.txt
#
import os

# Path to directory with images to train on
# /mydrive/yolov4/<project_dir>/data/train/
train_path = os.path.join(data_path, 'train')
```

```
image files = []
for filename in os.listdir(train path):
  if filename.endswith('.jpg'):
    image files.append(os.path.join(train path, filename))
# /mydrive/yolov4/ject_dir>/data/
os.chdir(data path)
print(data path)
with open("train.txt", "w") as file:
  for image in image files:
    file.write(f'{image}\n')
print(f'Found {len(image files)} train images total ({len(image files)/len(classes)
    /mydrive/yolov4/Vehicle Human hand Banana/data
    Found 30 train images total (10.0 per class).
!head -n 5 $PROJECT PATH/data/train.txt
     /mydrive/yolov4/Vehicle Human hand Banana/data/train/f8773f11ed5604da.jpg
     /mydrive/yolov4/Vehicle Human hand Banana/data/train/ee7fab74a6efcbe6.jpg
    /mydrive/yolov4/Vehicle Human hand Banana/data/train/0c6bf0305bf365a2.jpg
    /mydrive/yolov4/Vehicle Human hand Banana/data/train/010490795874c6dc.jpg
    /mydrive/yolov4/Vehicle Human hand Banana/data/train/7aff32eacb705c36.jpg
# generate validation.py
# Creates validation.txt file where all validation images paths are listed.
# Save path: /mydrive/yolov4/<project dir>/data/validation.txt
import os
# Path to directory with images to validate on
# /mydrive/yolov4//ject dir>/data/validation/
validation path = os.path.join(data path, 'validation')
image files = []
for filename in os.listdir(validation path):
  if filename.endswith('.jpg'):
    image_files.append(os.path.join(validation_path, filename))
# /mydrive/yolov4//data/
os.chdir(data path)
print(data path)
with open("validation.txt", "w") as file:
  for image in image files:
    file.write(f'{image}\n')
print(f'Found {len(image files)} train images total ({len(image files)/len(classes)
    /mydrive/yolov4/Vehicle Human hand Banana/data
    Found 15 train images total (5.0 per class).
```

```
!head -n 5 $PROJECT PATH/data/validation.txt
```

```
/mydrive/yolov4/Vehicle_Human_hand_Banana/data/validation/04833bdaa8c68594.jp/mydrive/yolov4/Vehicle_Human_hand_Banana/data/validation/7fa25536f608af03.jp/mydrive/yolov4/Vehicle_Human_hand_Banana/data/validation/e86b1d0bf7235885.jp/mydrive/yolov4/Vehicle_Human_hand_Banana/data/validation/b63576d39182fadb.jp/mydrive/yolov4/Vehicle_Human_hand_Banana/data/validation/cc94d1513871c552.jp/
```

5.9. Download weights for training

```
%cd /content/darknet
```

!wget https://github.com/AlexeyAB/darknet/releases/download/darknet_yolo_v3_optimal

```
/content/darknet
--2020-12-30 18:41:35-- https://github.com/AlexeyAB/darknet/releases/download
Resolving github.com (github.com)... 192.30.255.113
Connecting to github.com (github.com) | 192.30.255.113 | :443... connected.
HTTP request sent, awaiting response... 302 Found
Location: https://github-production-release-asset-2e65be.s3.amazonaws.com/753
--2020-12-30 18:41:35-- https://github-production-release-asset-2e65be.s3.am
Resolving github-production-release-asset-2e65be.s3.amazonaws.com (github-production-release-asset-2e65be.s3.amazonaws.com (github-production-release-asset-2e65be.s3.amazonaws.com (github-production-release-asset-2e65be.s3.amazonaws.com (github-production-release-asset-2e65be.s3.amazonaws.com (github-production-release-asset-2e65be.s3.amazonaws.com (github-production-release-asset-2e65be.s3.amazonaws.com (github-production-release-asset-2e65be.s3.amazonaws.com (github-production-release-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-asset-
Connecting to github-production-release-asset-2e65be.s3.amazonaws.com (github-
HTTP request sent, awaiting response... 200 OK
Length: 170038676 (162M) [application/octet-stream]
Saving to: 'yolov4.conv.137'
yolov4.conv.137
                                                                 in 4.1s
2020-12-30 18:41:40 (39.7 MB/s) - 'yolov4.conv.137' saved [170038676/17003867
```

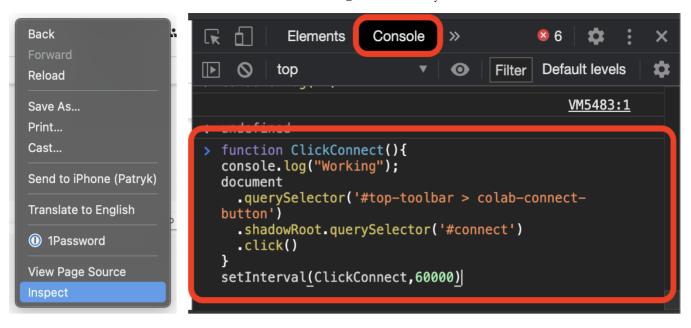
→ 6) Train

6.1. Prevent idle disconnection

Google Colab check your activity. If You are idle for about 90 minutes, kicks You off the runtime.

To simulate activity copy and paste in browser console below javascript code.

```
function ClickConnect(){
console.log("Working");
document
   .querySelector('#top-toolbar > colab-connect-button')
   .shadowRoot.querySelector('#connect')
   .click()
}
setInterval(ClickConnect,60000)
```



▼ 6.2. Prepare backup chart() function

Additional funtion that will prevent chart loss with visualuisation of training performance in case the runtime will be shomehow disconnected.

Use Thread to continuously save/overwrite chart to Google Drive project backup directory every 60 seconds (default).

```
import time
from shutil import copyfile
def backup chart(path, event, chart='/content/darknet/chart.png', wait=60):
  '''Function meant to be running using Thread object.
  Make sure that every 60 seconds (default) the chart presenting train performance
  is copied (overwritted is exist) into new path.
  This prevent data loss when runtime is interrupted.'''
  print('\n>>> backup chart START.')
  while not event.is set():
    if os.path.exists(chart):
      print(f'> Chart path "{chart}" found, copying to "{path}" ...')
      copyfile(chart, path)
    else:
      print(f'> Chart path "{chart}" not found...')
    print(f'> Thread is now waiting {wait} second(s)...')
    interrupted = event.wait(wait)
    if interrupted:
      print(f'> Thread waiting has been interrupted...')
  print('\n>>> backup chart FINISH.')
```

▼ 6.3. START!

```
from threading import Thread, Event
backup chart path = os.path.join(project path, 'chart.png')
# Event allows simple communication between threads
event = Event()
print(f'event.is set(): {event.is set()}')
# Run Thread
t = Thread(target=backup chart, name='backup chart', kwargs={'path': backup chart p
# Train
%cd /content/darknet
!./darknet detector train "$DATA FILE" "$CFG FILE" yolov4.conv.137 -dont show -map
    Streaming output truncated to the last 5000 lines.
     total bbox = 4382283, rewritten bbox = 1.844586 %
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 139 Avg (IOU: 0.89078
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 150 Avg (IOU: 0.89673
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 161 Avg (IOU: 0.91456
     total bbox = 4382334, rewritten bbox = 1.844565 %
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 139 Avg (IOU: 0.92279
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 150 Avg (IOU: 0.87469
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 161 Avg (IOU: 0.90110
     total bbox = 4382377, rewritten bbox = 1.844547 %
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 139 Avg (IOU: 0.89638
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 150 Avg (IOU: 0.91272
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 161 Avg (IOU: 0.80638
     total bbox = 4382406, rewritten bbox = 1.844535 %
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 139 Avg (IOU: 0.95242
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 150 Avg (IOU: 0.91549
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 161 Avg (IOU: 0.87841
     total bbox = 4382423, rewritten bbox = 1.844528 %
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 139 Avg (IOU: 0.70782
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 150 Avg (IOU: 0.90044
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 161 Avg (IOU: 0.94104
     total bbox = 4382442, rewritten bbox = 1.844520 %
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 139 Avg (IOU: 0.82575
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 150 Avg (IOU: 0.90474
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 161 Avg (IOU: 0.90188
     total bbox = 4382537, rewritten bbox = 1.844480 %
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 139 Avg (IOU: 0.84189
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 150 Avg (IOU: 0.88086
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 161 Avg (IOU: 0.92975
     total bbox = 4382606, rewritten bbox = 1.844473 %
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 139 Avg (IOU: 0.87850
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 150 Avg (IOU: 0.94148
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 161 Avg (IOU: 0.95652
     total_bbox = 4382632, rewritten_bbox = 1.844462 %
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 139 Avg (IOU: 0.88909
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 150 Avg (IOU: 0.85547
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 161 Avg (IOU: 0.89039
     total_bbox = 4382644, rewritten_bbox = 1.844457 %
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 139 Avg (IOU: 0.66273
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 150 Avg (IOU: 0.88727
    v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 161 Avg (IOU: 0.93229
     total bbox = 4382665, rewritten bbox = 1.844471 %
```

```
v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 139 Avg (IOU: 0.91085
v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 150 Avg (IOU: 0.94235
v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 161 Avg (IOU: 0.93104
total bbox = 4382688, rewritten bbox = 1.844462 %
v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 139 Avg (IOU: 0.72373
v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 150 Avg (IOU: 0.98038
v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 161 Avg (IOU: 0.96082
total bbox = 4382702, rewritten bbox = 1.844479 %
v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 139 Avg (IOU: 0.87506
v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 150 Avg (IOU: 0.94011
v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 161 Avg (IOU: 0.89491
total bbox = 4382728, rewritten bbox = 1.844468 %
v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 139 Avg (IOU: 0.84586
v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 150 Avg (IOU: 0.93602
v3 (iou loss, Normalizer: (iou: 0.07, cls: 1.00) Region 161 Avg (IOU: 0.94508
total bbox = 4382754, rewritten bbox = 1.844480 %
v3 (iou loss Normalizer (iou · 0 07 cls · 1 00) Pegion 139 Avg (TON · 0 75979
```

▼ 6.4. CAUTION! Interrupt the thread

If You interrupted execution or training time finished or by whatever reason training has been stopped, **remember to shut down** thread that is running in background.

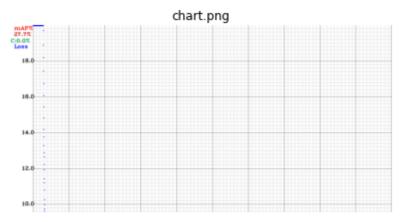
```
# Interrupt

print(f'Is Thread alive?: {t.is_alive()}')
event.set()
t.join()
print(f'Is Thread alive?: {t.is_alive()}')
print('Done.')

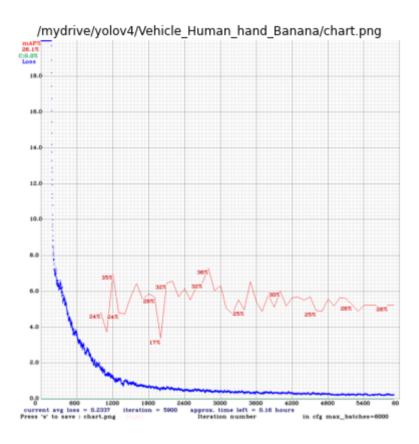
Is Thread alive?: True
> Thread waiting has been interrupted...
>>> backup_chart FINISH.
Is Thread alive?: False
Done.
```

▼ 6.6. Plot training performance

```
imshow('chart.png')
```



imshow(backup_chart_path)



assert False

→ 7) Evaluate

▼ 7.1. mAP (Mean Average Precision)

```
# mean average precision (mAP)
!./darknet detector map "$DATA_FILE" "$CFG_FILE" "$PROJECT_PATH"/backup/yolov4-cust

CUDA-version: 10010 (10010), cuDNN: 7.6.5, CUDNN_HALF=1, GPU count: 1
    OpenCV version: 3.2.0
    0 : compute_capability = 750, cudnn_half = 1, GPU: Tesla T4
    layer filters size/strd(dil) input output
```

```
0 conv
            32
                                  256 x 256 x
                                                3 ->
                                                       256 x 256 x
                                                                    32 0.113
                     3 x 3/1
 1 conv
            64
                      3 x 3/2
                                  256 x 256 x
                                               32 ->
                                                       128 x 128 x
                                                                    64 0.604
 2 conv
            64
                     1 x 1/ 1
                                  128 x 128 x
                                               64 ->
                                                       128 x 128 x
                                                                    64 0.134
                                                       128 x 128 x
                                                                    64
 3 route
          1
                                                   ->
 4 conv
            64
                     1 x 1/1
                                  128 x 128 x
                                               64 ->
                                                       128 x 128 x
                                                                    64 0.134
                     1 x 1/1
                                                       128 x 128 x
 5 conv
            32
                                  128 x 128 x
                                               64 ->
                                                                    32 0.067
                      3 x 3/1
            64
 6 conv
                                  128 x 128 x
                                               32 ->
                                                       128 x 128 x
                                                                    64 0.604
 7 Shortcut Layer: 4,
                       wt = 0, wn = 0, outputs: 128 x 128 x
                                                               64 0.001 BF
            64
                      1 x 1/1
                                  128 x 128 x
                                                       128 x 128 x
                                                                    64 0.134
 8 conv
                                               64 ->
 9 route
          8 2
                                                   ->
                                                       128 x 128 x 128
10 conv
            64
                      1 x 1/1
                                  128 x 128 x 128 ->
                                                       128 x 128 x
                                                                   64 0.268
                      3 x 3/2
                                  128 x 128 x
                                                              64 x 128 0.604
11 conv
           128
                                               64 ->
                                                        64 x
12 conv
            64
                      1 x 1/1
                                   64 x
                                         64 x 128 ->
                                                        64 x
                                                              64 x
                                                                    64 0.067
                                                        64 x
                                                              64 x 128
13 route
                                                   ->
          11
14 conv
            64
                     1 x 1/1
                                   64 x
                                         64 x 128
                                                  _>
                                                        64 x
                                                              64 x
                                                                    64 0.067
                                         64 x
                                                        64 x
                                                              64 x
                                                                    64 0.034
15 conv
            64
                     1 x 1/ 1
                                   64 x
                                               64 ->
16 conv
            64
                      3 \times 3 / 1
                                   64 x
                                         64 x
                                               64 ->
                                                        64 x
                                                              64 x
                                                                    64 0.302
17 Shortcut Layer: 14,
                       wt = 0, wn = 0, outputs:
                                                    64 x
                                                         64 x
                                                               64 0.000 BF
                     1 x 1/ 1
18 conv
            64
                                   64 x
                                         64 x
                                               64 ->
                                                        64 x
                                                              64 x
                                                                    64 0.034
19 conv
            64
                      3 x 3/1
                                   64 x
                                         64 x
                                               64 ->
                                                        64 x
                                                              64 x
                                                                    64 0.302
                                                                64 0.000 BF
20 Shortcut Layer: 17, wt = 0, wn = 0, outputs:
                                                         64 x
                                                   64 x
                     1 x 1/1
                                   64 x
                                         64 x
                                               64 ->
                                                        64 x
                                                              64 x
                                                                   64 0.034
          21 12
                                                              64 x 128
22 route
                                                        64 x
                                                   _>
23 conv
           128
                     1 x 1/1
                                   64 x
                                         64 x 128 ->
                                                        64 x
                                                              64 x 128 0.134 1
                     3 x 3/2
24 conv
           256
                                   64 x
                                         64 x 128 ->
                                                        32 x
                                                              32 x 256 0.604 1
           128
                     1 x 1/1
                                   32 x
                                         32 x 256 ->
                                                        32 x
                                                              32 x 128 0.067
25 conv
                                                        32 x
                                                              32 x 256
26 route
          24
                                                   ->
27 conv
           128
                     1 x 1/ 1
                                   32 x
                                         32 x 256 ->
                                                        32 x
                                                              32 x 128 0.067 1
                     1 x 1/ 1
28 conv
           128
                                   32 x
                                         32 x 128 ->
                                                        32 x
                                                              32 x 128 0.034
29 conv
           128
                     3 x 3/1
                                   32 x
                                         32 x 128 ->
                                                        32 x
                                                              32 x 128 0.302
                                                  32 x 32 x 128 0.000 BF
30 Shortcut Layer: 27, wt = 0, wn = 0, outputs:
                     1 x 1/ 1
                                   32 x
31 conv
                                         32 x 128 ->
                                                        32 x
                                                              32 x 128 0.034 1
           128
                      3 x 3/1
32 conv
           128
                                   32 x
                                         32 x 128 ->
                                                        32 x
                                                              32 x 128 0.302 1
                                                  32 x 32 x 128 0.000 BF
33 Shortcut Layer: 30, wt = 0, wn = 0, outputs:
34 conv
           128
                     1 x 1/ 1
                                   32 x
                                         32 x 128 ->
                                                        32 x
                                                             32 x 128 0.034 1
                      3 x 3/1
                                                        32 x
           128
                                   32 x
                                        32 x 128 ->
                                                             32 x 128 0.302 1
35 conv
                       wt = 0, wn = 0, outputs:
                                                         32 x 128 0.000 BF
36 Shortcut Layer: 33,
                                                   32 x
                     1 x 1/ 1
           128
                                   32 x
                                         32 x 128 ->
                                                        32 x
                                                             32 x 128 0.034 1
37 conv
38 conv
           128
                      3 x 3/1
                                   32 x 32 x 128 ->
                                                        32 x
                                                             32 x 128 0.302 1
39 Shortcut Layer: 36,
                       wt = 0, wn = 0, outputs:
                                                   32 x 32 x 128 0.000 BF
40 conv
           128
                     1 x 1/ 1
                                   32 x 32 x 128 ->
                                                        32 x 32 x 128 0.034 1
                                   32 x 32 x 128 ->
                                                        32 x
                                                             32 x 128 0.302
41 conv
           128
                      3 x 3/1
42 Shortcut Layer: 39, wt = 0, wn = 0, outputs:
                                                  32 x 32 x 128 0.000 BF
                     1 x 1/ 1
43 conv
           128
                                   32 x
                                         32 x 128 ->
                                                        32 x
                                                              32 x 128 0.034 1
44 conv
           128
                      3 x 3/1
                                   32 x 32 x 128 ->
                                                        32 x
                                                             32 x 128 0.302 1
45 Shortcut Layer: 42, wt = 0, wn = 0, outputs: 32 x 32 x 128 0.000 BF
                     1 x 1/ 1
                                   32 x 32 x 128 ->
                                                        32 x
                                                              32 x 128 0.034 1
46 conv
           128
                      3 x 3/1
                                   32 x
                                         32 x 128 ->
                                                        32 x
                                                             32 x 128 0.302 1
47 conv
           128
                                                  32 x 32 x 128 0.000 BF
                       wt = 0, wn = 0, outputs:
48 Shortcut Layer: 45,
49 conv
           128
                     1 x 1/ 1
                                   32 x
                                         32 x 128 ->
                                                        32 x 32 x 128 0.034 1
                     3 x 3/1
50 conv
           128
                                   32 x
                                        32 x 128 ->
                                                        32 x
                                                             32 x 128 0.302 1
51 Shortcut Layer: 48, wt = 0, wn = 0, outputs:
                                                   32 x 32 x 128 0.000 BF
52 conv
           128
                      1 x 1/1
                                   32 x
                                         32 x 128 ->
                                                        32 x
                                                              32 x 128 0.034 1
                                                        32 x
          52 25
                                                              32 x 256
53 route
                                                   _>
54 conv
           256
                      1 x 1/ 1
                                   32 x
                                        32 x 256 ->
                                                        32 x
                                                              32 x 256 0.134 1
```

```
# see results
```

!cat result.txt | grep "mean average precision"

```
calculation mAP (mean average precision)...
mean average precision (mAP@0.50) = 0.276667, or 27.67 %
```

▼ 7.2. Object detection

RUN Object detection

```
# need to set our custom cfg to test mode
 %cd cfq
 !sed -i 's/batch=64/batch=1/' yolov4-obj.cfg
 !sed -i 's/subdivisions=16/subdivisions=1/' yolov4-obj.cfg
 %cd ..
 !./darknet detector test data/obj.data cfg/yolov4-obj.cfg /mydrive/yolov4/backup/yolov4-o
# TODO
assert False
                                                  Traceback (most recent call last)
    AssertionError
    <ipython-input-44-a871fdc9ebee> in <module>()
     ---> 1 assert False
    AssertionError:
      SEARCH STACK OVERFLOW
```

▼ Re-run training

Re-run training from last checkpoint e.g. yolov4-custom last.weights.

Weights backup has been done automatically during model training. .weights files were saved to mounted Google Drive on path:

./yolov4/Vehicle Human hand/backup

At that time you may have to rerun some required code.

Below script is enough to restart training from any checkpoint, assuming that runtime has been disconnected and directory in Google Colab has been initialized correctly.

```
# Python variables
 classes = []
 # Python functions
 # backup chart()
 # Environmental variables
 # Darknet
 # .cfq
 # done in google drive
 # .names
 # done in google drive
 # train.txt
 # done in google drive
 # validation.txt
 # done in google drive
 # .weights
 # done in google drive
# TODO
 backup_chart_path = os.path.join(project_path, 'chart_last.png')
 event = Event()
 print(event.is set())
 t = Thread(target=backup_chart, name='backup_chart', kwargs={'path': backup_chart_path, '
 t.start()
 # Train
 !./darknet detector train "$DATA_FILE" "$CFG_FILE" "$PROJECT_PATH"/backup/yolov4-custom_1
```

!./darknet detector train "\$DATA_FILE" "\$CFG_FILE" "\$PROJECT_PATH"/backup/yolov4-

▼ CAUTION! Interrupt the backup chart() thread

```
# Interrupt

print(f'Is Thread alive?: {t.is_alive()}')
event.set()
t.join()
print(f'Is Thread alive?: {t.is_alive()}')
print('Done.')

# # Interrupt

# print(f'Is Thread alive?: {t.is_alive()}')
# event.set()
# t.join()
# print(f'Is Thread alive?: {t.is_alive()}')
# print(f'Is Thread alive?: {t.is_alive()}')
# print('Done.')
```

Patryk Laskowski

GitHub