# 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
- Before You start

• Complete **Overview** section

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 will be interrupted soon.

The rest configurations are meant to be done automatically.

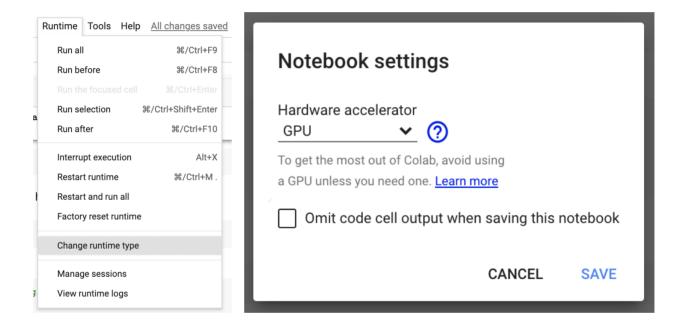
#### Overview

- 1. Enable GPU
- 2. Mount Google Drive
- 3. Prepare dataset
- 4. Install darknet

# 1) Activate GPU runtime

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

Notebook automatic setting require GPU runtime.



# → 2) 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.

```
# classes = ['Raccoon', 'Alpaca']
classes = ['Vehicle', 'Human_hand', 'Banana']
size = 256
n_train = 10 #500
n_validation = 5 #100
```

## ▼ 2.1. Assert configurated properly

```
assert size%32 == 0, 'Must be any value multiple of 32.'
assert all([' ' not in cls for cls in classes]), 'Use "_" instead of " ".'
```

# → 3) 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/My Drive" equals "/mydrive"
!ln -s /content/gdrive/MyDrive/ /mydrive
```

# 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: opency-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 https://files.pythonhosted.org/packages/69/79/e6afb3d8b0b4e96ce
                                                                             71kB 10.0MB/s
Collecting botocore==1.19.45
    Downloading https://files.pythonhosted.org/packages/40/c3/1cbe252d7d3674901
                                                               7.2MB 47.8MB/s
Collecting rsa<=4.5.0,>=3.1.2; python_version != "3.4"
    Downloading https://files.pythonhosted.org/packages/26/f8/8127fdda0294f0441
Collecting colorama<0.4.4,>=0.2.5; python version != "3.4"
    Downloading <a href="https://files.pythonhosted.org/packages/c9/dc/45cdef1b4d119eb96">https://files.pythonhosted.org/packages/c9/dc/45cdef1b4d119eb96</a>
Collecting docutils<0.16,>=0.10
    Downloading <a href="https://files.pythonhosted.org/packages/22/cd/a6aa959dca619918c">https://files.pythonhosted.org/packages/22/cd/a6aa959dca619918c</a>
                                 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 <a href="https://files.pythonhosted.org/packages/07/cb/5f001272b6faeb23c">https://files.pythonhosted.org/packages/07/cb/5f001272b6faeb23c</a>
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
```

# 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]
    [INFO] | Done!
    [INFO] | Creating labels for Human hand of train.
    [INFO] | Labels creation completed.
Banana
    [INFO] | Downloading train images.
```

[INFO] | Limiting to 10 images.

[INFO] | [INFO] Found 723 online images for train.

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

## 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.:

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

```
Vehicle_Human hand ---> Vehicle_Human_hand

toolkit_dataset_path = '_/content/OIDv4 ToolKit/OID/Dataset'
os.chdir(toolkit_dataset_path)
dirs = [dir for dir in os.listdir(toolkit_dataset_path) if os.path.isdir(dir)]

for dir in dirs:
    path = os.path.join(toolkit_dataset_path, dir)
    for dirname in os.listdir(path):
        if ' ' in dirname:
            new_dirname = dirname.replace(' ', '_')
            print('%10s: %s ---> %s' % (dir, dirname, new_dirname))
            os.rename(os.path.join(path, dirname), os.path.join(path, new_dirname))

validation: Vehicle_Human hand_Banana ---> Vehicle_Human_hand_Banana
            train: Vehicle_Human hand_Banana ---> Vehicle_Human_hand_Banana
```

#### 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
```

```
!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]
> 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)
print(f'%15s : %s' % ('data path', data path))
create path(data path)
```

# → 5) Prepare Daknet

Darknet 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
```

#### %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 [-Wuni
                      float rgb[3];
                            ^~~
     ./src/image opencv.cpp: In function 'void draw train loss(char*, void**, int,
     ./src/image opency.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 tr
     ./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, boxon)
    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);
```

#### ▼ 5.4. Check

imshow('data/dog.jpg')

```
# 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()
```



#### ▼ 5.4.1. Download pre-trained YOLO v4 weights

Trained on COCO dataset containing 80 classes.

# Download pre-trained weights

```
!wget https://github.com/AlexeyAB/darknet/releases/download/darknet yolo v3 optimal
              --2020-12-30 18:41:16-- https://github.com/AlexeyAB/darknet/releases/download
              Resolving github.com (github.com)... 192.30.255.112
              Connecting to github.com (github.com) | 192.30.255.112 | :443... connected.
              HTTP request sent, awaiting response... 302 Found
              Location: <a href="https://github-production-release-asset-2e65be.s3.amazonaws.com/753">https://github-production-release-asset-2e65be.s3.amazonaws.com/753</a>
              --2020-12-30 18:41:16-- 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-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-ass
              Connecting to github-production-release-asset-2e65be.s3.amazonaws.com (github-
              HTTP request sent, awaiting response... 200 OK
              Length: 257717640 (246M) [application/octet-stream]
              Saving to: 'yolov4.weights'
              yolov4.weights
                                                                              in 5.5s
              2020-12-30 18:41:22 (44.6 MB/s) - 'yolov4.weights' saved [257717640/257717640
```

#### ▼ 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
                           3 x 3/1
                                       608 x 608 x
                                                           608 x 608 x 32 0.639 1
       0 conv
                  32
                                                    3 ->
                           3 x 3/2
       1 conv
                  64
                                       608 x 608 x 32 ->
                                                           304 x 304 x 64 3.407 1
                           1 x 1/ 1
       2 conv
                  64
                                       304 x 304 x
                                                    64 ->
                                                           304 x 304 x
                                                                        64 0.757
                                                           304 x 304 x
                                                                        64
                                                       ->
       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
                  32
                                       304 x 304 x
                                                   64 ->
                                                           304 x 304 x
                                                                        32 0.379
       5 conv
                           3 x 3/1
                                       304 x 304 x
                                                    32 ->
                                                           304 x 304 x
       6 conv
                  64
                                                                        64 3.407
       7 Shortcut Layer: 4, wt = 0, wn = 0, outputs: 304 \times 304 \times 64 \times 0.006 BF
                           1 x 1/ 1
                                                           304 \times 304 \times 64 0.757
       8 conv
              64
                                       304 x 304 x 64 ->
       9 route 8 2
                                                       ->
                                                           304 x 304 x 128
      10 conv
                 64
                           1 x 1/ 1
                                       304 x 304 x 128 ->
                                                           304 x 304 x
                                                                        64 1.514
                           3 x 3/2
                                                           152 x 152 x 128 3.407
      11 conv
                 128
                                       304 x 304 x 64 ->
      12 conv
                  64
                           1 x 1/ 1
                                       152 x 152 x 128 ->
                                                           152 x 152 x
                                                                        64 0.379
      13 route 11
                                                        ->
                                                           152 x 152 x 128
                                                           152 x 152 x
                           1 x 1/ 1
      14 conv
                  64
                                       152 x 152 x 128 ->
                                                                       64 0.379
      15 conv
                  64
                           1 x 1/ 1
                                       152 x 152 x 64 ->
                                                           152 x 152 x 64 0.189 1
                           3 x 3/1
                                       152 x 152 x 64 ->
                                                           152 x 152 x 64 1.703
      16 conv
                  64
      17 Shortcut Layer: 14, wt = 0, wn = 0, outputs: 152 x 152 x 64 0.001 BF
                           1 x 1/ 1
                                       152 x 152 x 64 -> 152 x 152 x 64 0.189
      18 conv
                  64
```

```
64
                                 152 x 152 x 64 -> 152 x 152 x 64 1.703
19 conv
                     3 x 3/1
20 Shortcut Layer: 17, wt = 0, wn = 0, outputs: 152 x 152 x 64 0.001 BF
21 conv
            64
                     1 x 1/ 1
                                 152 x 152 x 64 ->
                                                      152 x 152 x
                                                                  64 0.189
          21 12
                                                      152 x 152 x 128
22 route
                                                  ->
23 conv
           128
                     1 x 1/ 1
                                 152 x 152 x 128 ->
                                                      152 x 152 x 128 0.757
                     3 \times 3 / 2
                                 152 x 152 x 128 ->
24 conv
           256
                                                      76 x
                                                             76 x 256 3.407 1
                     1 x 1/ 1
25 conv
           128
                                  76 x
                                        76 x 256 ->
                                                       76 x
                                                             76 x 128 0.379 1
26 route
                                                  ->
                                                       76 x
                                                             76 x 256
          24
                     1 x 1/1
                                  76 x
                                                      76 x
27 conv
           128
                                        76 x 256 ->
                                                             76 x 128 0.379 1
28 conv
           128
                     1 x 1/1
                                  76 x
                                        76 x 128 ->
                                                       76 x
                                                             76 x 128 0.189 1
                     3 x 3/1
29 conv
           128
                                  76 x
                                        76 x 128 ->
                                                       76 x
                                                             76 x 128 1.703 1
30 Shortcut Layer: 27, wt = 0, wn = 0, outputs:
                                                  76 x 76 x 128 0.001 BF
31 conv
           128
                     1 x 1/1
                                  76 x
                                        76 x 128 ->
                                                       76 x
                                                             76 x 128 0.189 1
                     3 x 3/1
           128
                                  76 x
                                        76 x 128 ->
                                                       76 x
                                                             76 x 128 1.703 1
32 conv
33 Shortcut Layer: 30, wt = 0, wn = 0, outputs:
                                                  76 x 76 x 128 0.001 BF
                     1 x 1/ 1
34 conv
           128
                                  76 x
                                        76 x 128 ->
                                                       76 x
                                                            76 x 128 0.189 1
                                        76 x 128 ->
35 conv
           128
                     3 x 3/1
                                  76 x
                                                       76 x
                                                            76 x 128 1.703
36 Shortcut Layer: 33, wt = 0, wn = 0, outputs:
                                                  76 x 76 x 128 0.001 BF
37 conv
           128
                     1 x 1/ 1
                                  76 x
                                        76 x 128 ->
                                                       76 x
                                                             76 x 128 0.189 1
38 conv
           128
                     3 x 3/1
                                  76 x
                                        76 x 128 ->
                                                       76 x
                                                            76 x 128 1.703 1
39 Shortcut Layer: 36, wt = 0, wn = 0, outputs:
                                                  76 x 76 x 128 0.001 BF
40 conv
                     1 x 1/1
           128
                                  76 x
                                        76 x 128 ->
                                                       76 x
                                                            76 x 128 0.189 1
           128
                     3 x 3/1
                                  76 x
                                       76 x 128 ->
                                                       76 x
                                                            76 x 128 1.703 1
41 conv
42 Shortcut Layer: 39, wt = 0, wn = 0, outputs:
                                                  76 x 76 x 128 0.001 BF
                     1 x 1/ 1
                                  76 x
43 conv
           128
                                        76 x 128 ->
                                                       76 x
                                                             76 x 128 0.189 1
           128
                     3 x 3/1
                                  76 x
                                        76 x 128 ->
                                                       76 x
                                                             76 x 128 1.703
44 conv
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 1
                     3 x 3/1
                                        76 x 128 ->
47 conv
           128
                                  76 x
                                                       76 x
                                                             76 x 128 1.703 1
48 Shortcut Layer: 45,
                        wt = 0, wn = 0, outputs:
                                                  76 x 76 x 128 0.001 BF
                     1 x 1/ 1
           128
                                  76 x
                                        76 x 128 ->
                                                       76 x
                                                            76 x 128 0.189
                     3 x 3/1
                                  76 x 76 x 128 ->
                                                       76 x 76 x 128 1.703
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
- 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: ""$MAX BATCHES"
steps = [str(int(x*y)) for x, y in zip([max_batches, max_batches], [0.8, 0.9])]
os.environ['STEPS'] = ','.join(steps)
!echo "STEPS: ""$STEPS"
os.environ['N CLASSES'] = str(len(classes))
!echo "N CLASSES: ""$N CLASSES"
os.environ['FILTERS'] = str((len(classes) + 5) * 3)
!echo "FILTERS: ""$FILTERS"
    SIZE: 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

```
os.environ['DATA_FILE'] = os.path.join(data_path, 'yolov4-custom.data')
!echo -e "$DATA_FILE\n"
!echo -e "classes = ""$N_CLASSES""\n\
train = ""$PROJECT_PATH""/data/train.txt\n\
valid = ""$PROJECT_PATH""/data/validation.txt\n\
names = ""$NAMES_FILE""\n\
backup = ""$PROJECT_PATH""/backup" > $DATA_FILE
!cat "$DATA_FILE"

/mydrive/yolov4/Vehicle_Human_hand_Banana/data/yolov4-custom.data

classes = 3
    train = /mydrive/yolov4/Vehicle_Human_hand_Banana/data/train.txt
    valid = /mydrive/yolov4/Vehicle_Human_hand_Banana/data/validation.txt
    names = /mydrive/yolov4/Vehicle_Human_hand_Banana/data/yolov4-custom.names
backup = /mydrive/yolov4/Vehicle_Human_hand_Banana/backup
```

#### ▼ 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/oject 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//project 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//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: <a href="https://github-production-release-asset-2e65be.s3.amazonaws.com/753">https://github-production-release-asset-2e65be.s3.amazonaws.com/753</a>
              --2020-12-30 18:41:35-- <a href="https://github-production-release-asset-2e65be.s3.am">https://github-production-release-asset-2e65be.s3.am</a>
              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'
                                                                                                                                                                                                                                       in 4.1s
              yolov4.conv.137
                                                                              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) Region 139 Avg (IOU: 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.

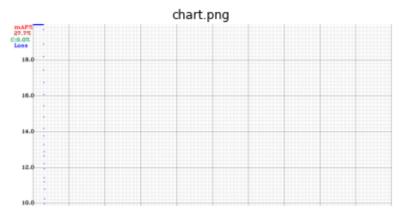
```
# Interrupt

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

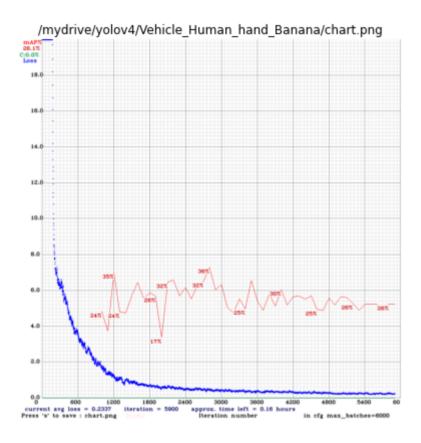
Is Thread alive?: True
> Thread waiting has been interrupted...
>>> backup_chart FINISH.
Is Thread alive?: False
Done.
```

## ▼ 6.6. Plot training performance

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



imshow(backup chart path)



# → 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
                            3 x 3/1
                                        256 x 256 x
                                                            256 x 256 x
                                                                          32 0.113
                   64
                            3 x 3/2
                                        256 x 256 x
                                                            128 x 128 x
                                                                          64 0.604
        1 conv
                                                     32 ->
                            1 x 1/ 1
                                        128 x 128 x
                                                     64 ->
                                                            128 x 128 x
                                                                         64 0.134
        2 conv
```

```
128 x 128 x
 3 route
                                                                   64
         1
                                                  _>
 4 conv
            64
                     1 x 1/1
                                 128 x 128 x
                                              64 ->
                                                      128 x 128 x
                                              64 ->
 5 conv
            32
                     1 x 1/ 1
                                 128 x 128 x
                                                      128 x 128 x
                                                                   32 0.067 1
                     3 x 3/1
                                 128 x 128 x
                                               32 ->
                                                      128 x 128 x
 6 conv
            64
                                                                   64 0.604
 7 Shortcut Layer: 4, wt = 0, wn = 0, outputs: 128 x 128 x 64 0.001 BF
                                 128 x 128 x
                                                      128 x 128 x
            64
                     1 x 1/1
                                               64 ->
                                                                   64 0.134
 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
           128
                     3 x 3/2
                                 128 x 128 x
                                             64 ->
                                                             64 x 128 0.604
11 conv
                                                       64 x
12 conv
            64
                     1 x 1/1
                                  64 x
                                        64 x 128 ->
                                                       64 x
                                                             64 x
                                                                   64 0.067
13 route
                                                  ->
                                                       64 x
                                                             64 x 128
                                  64 x
                                                       64 x
                                                             64 x
14 conv
            64
                     1 x 1/1
                                         64 x 128 ->
                                                                   64 0.067
15 conv
            64
                     1 x 1/ 1
                                  64 x
                                         64 x
                                              64 ->
                                                       64 x
                                                             64 x
                                                                   64 0.034
                     3 x 3/1
                                               64 ->
            64
                                  64 x
                                         64 x
                                                       64 x
                                                             64 x
                                                                   64 0.302
16 conv
17 Shortcut Laver: 14, wt = 0, wn = 0, outputs:
                                                   64 x
                                                        64 x
                                                               64 0.000 BF
                     1 x 1/ 1
                                                                  64 0.034
            64
                                  64 x
                                         64 x
                                              64 ->
                                                       64 x
                                                             64 x
18 conv
                                                             64 x
19 conv
            64
                     3 \times 3 / 1
                                  64 x
                                         64 x
                                               64 ->
                                                       64 x
                                                                  64 0.302
20 Shortcut Layer: 17, wt = 0, wn = 0, outputs:
                                                   64 x 64 x 64 0.000 BF
21 conv
            64
                     1 x 1/ 1
                                  64 x
                                         64 x
                                              64 ->
                                                       64 x
                                                             64 x
                                                                  64 0.034
22 route
          21 12
                                                  ->
                                                       64 x
                                                             64 x 128
23 conv
           128
                     1 x 1/1
                                  64 x
                                         64 x 128 ->
                                                       64 x
                                                             64 x 128 0.134
                     3 x 3/2
24 conv
           256
                                  64 x
                                         64 x 128 ->
                                                       32 x
                                                             32 x 256 0.604 1
                     1 x 1/1
                                  32 x
                                         32 x 256 ->
                                                       32 x
                                                             32 x 128 0.067 1
25 conv
           128
                                                  ->
                                                       32 x
                                                             32 x 256
26 route
          2.4
                     1 x 1/ 1
                                  32 x
27 conv
           128
                                        32 x 256 ->
                                                       32 x
                                                             32 x 128 0.067 1
           128
                     1 x 1/1
                                  32 x
                                         32 x 128 ->
                                                       32 x
                                                             32 x 128 0.034 1
28 conv
                                  32 x
           128
                     3 x 3/1
                                                       32 x
                                                            32 x 128 0.302
29 conv
                                        32 x 128 ->
30 Shortcut Layer: 27, wt = 0, wn = 0, outputs: 32 x 32 x 128 0.000 BF
                     1 x 1/ 1
31 conv
           128
                                  32 x
                                        32 x 128 ->
                                                       32 x
                                                            32 x 128 0.034 1
32 conv
           128
                     3 x 3/1
                                  32 x 32 x 128 ->
                                                       32 x
                                                            32 x 128 0.302 1
33 Shortcut Layer: 30, wt = 0, wn = 0, outputs: 32 x 32 x 128 0.000 BF
                     1 x 1/ 1
34 conv
                                  32 x 32 x 128 ->
                                                       32 x
                                                             32 x 128 0.034
           128
35 conv
                     3 x 3/1
           128
                                  32 x
                                        32 x 128 ->
                                                       32 x
                                                            32 x 128 0.302 1
36 Shortcut Layer: 33, wt = 0, wn = 0, outputs: 32 x 32 x 128 0.000 BF
37 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
38 conv
                                                  32 x 32 x 128 0.000 BF
39 Shortcut Layer: 36, wt = 0, wn = 0, outputs:
                     1 x 1/ 1
           128
                                  32 x 32 x 128 ->
                                                       32 x 32 x 128 0.034 1
40 conv
41 conv
           128
                     3 \times 3 / 1
                                  32 x 32 x 128 ->
                                                       32 x 32 x 128 0.302 1
42 Shortcut Layer: 39, wt = 0, wn = 0, outputs: 32 x 32 x 128 0.000 BF
43 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
44 conv
           128
                     3 x 3/1
45 Shortcut Layer: 42, wt = 0, wn = 0, outputs: 32 x 32 x 128 0.000 BF
                     1 x 1/ 1
46 conv
           128
                                  32 x
                                        32 x 128 ->
                                                       32 x
                                                            32 x 128 0.034 1
47 conv
           128
                     3 x 3/1
                                  32 x 32 x 128 ->
                                                       32 x
                                                            32 x 128 0.302 1
48 Shortcut Layer: 45, 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
49 conv
           128
                     3 x 3/1
                                  32 x
                                        32 x 128 ->
                                                       32 x
                                                            32 x 128 0.302
50 conv
           128
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
          52 25
53 route
                                                  ->
                                                       32 x
                                                             32 x 256
5/ CODT
           256
                     1 🕶 1 / 1
                                  22 4
                                         22 ₹ 256
                                                       22 ₩
                                                             27 ♥ 256 N 12/ 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 cfg
 !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
 # .cfg
 # 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.
# backup_chart_path = os.path.join(project_path, 'chart_last.png')
# event = Event()
# print(event.is_set())
# + - Throad/targot-haghin ghart name-'haghin ghart'
                                                            kwarac-l'nath'. haakun ahart
```

```
Yolov4_Train - Colaboratory
# t - Inflead(target-backup_chart, name- backup_chart, kwargs-{ path : backup_chart
# t.start()

# # Train
# !./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(f'Is Thread alive?: {t.is_alive()}')
```

# Patryk Laskowski

**GitHub**