

How to train your custom dataset using YOLO-V4 by: **By Subroto Singha**

Step#1: clone the Alexey github repo
<https://github.com/AlexeyAB/darknet.git>

Step#2: Change Makefile flag GPU to 1 to use the GPU and set cuda=1

Step#3: Then compile the darknet using make command in Linux and cmake in Windows

Step#4: Follow the steps below for **customizing the architecture of the neural network:**

- Copy yolov4-custom.cfg to yolo-obj.cfg (To avoid changing the existing cfg conflict)
- Change line batch to [batch=64](#)
- Change line subdivisions to [subdivisions=16](#)
- Change line max_batches to (classes*2000 but not less than number of training images, but not less than number of training images and not less than 6000), i.e. [max_batches=6000](#) if you train for 3 classes
- Change line steps to 80% and 90% of max_batches, i.e. [steps=4800,5400](#)
- Set network size width=416 height=416 or any value multiple of 32
- Change line classes=80 to your number of objects in each of 3 [yolo]-layers
Line numbers: **1146,1058,970**
- Change [filters=255] to filters=(classes + 5)x3 in the 3 [convolutional] before each [yolo] layer, keep in mind that it only has to be the last [convolutional] before each of the [yolo] layers
Line numbers:**1139,1051,963**
- So if classes=1 then should be filters=18. If classes=2 then write filters=21.
- Turn off mosaic flag as we are not using OpenCV mosaic=0

Step#5: Create file `obj.names` in the directory `darknet\data\`, with objects names - each in new line

Linux command: `touch obj.names`

Step#6: Create file `obj.data` in the directory `darknet\data\`, containing (where classes = number of objects):

```
classes= 2
train  = data/train.txt
valid  = data/test.txt
names  = data/obj.names
backup = backup/
```

- Linux command: `touch obj.data`

Step#7: Create `obj` folder in the directory `darknet\data\`

Linux Command: `mkdir obj`

Step#8: Create `train` and `test` folders in the directory `darknet\data\obj\`

Linux Command: `mkdir train test`

Step#9: Put image-files (`.jpg`) and `.txt` files in the directory `darknet\data\obj\train\`

