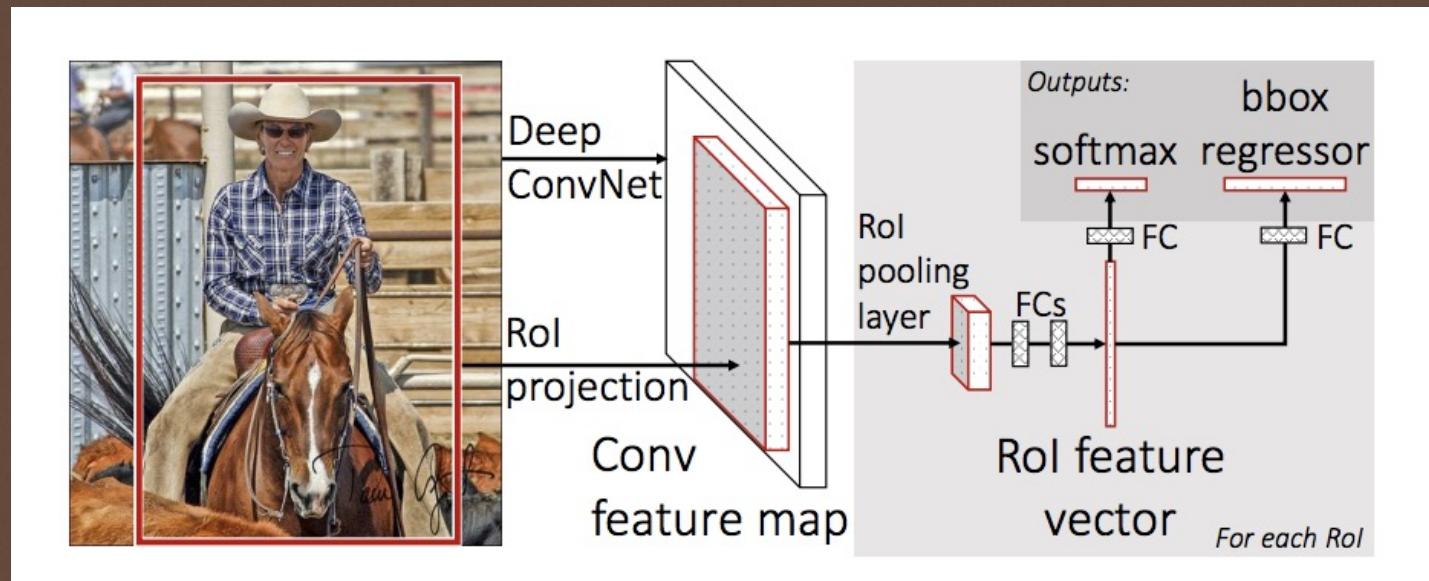


# YOLOv6 – train, test and deploy

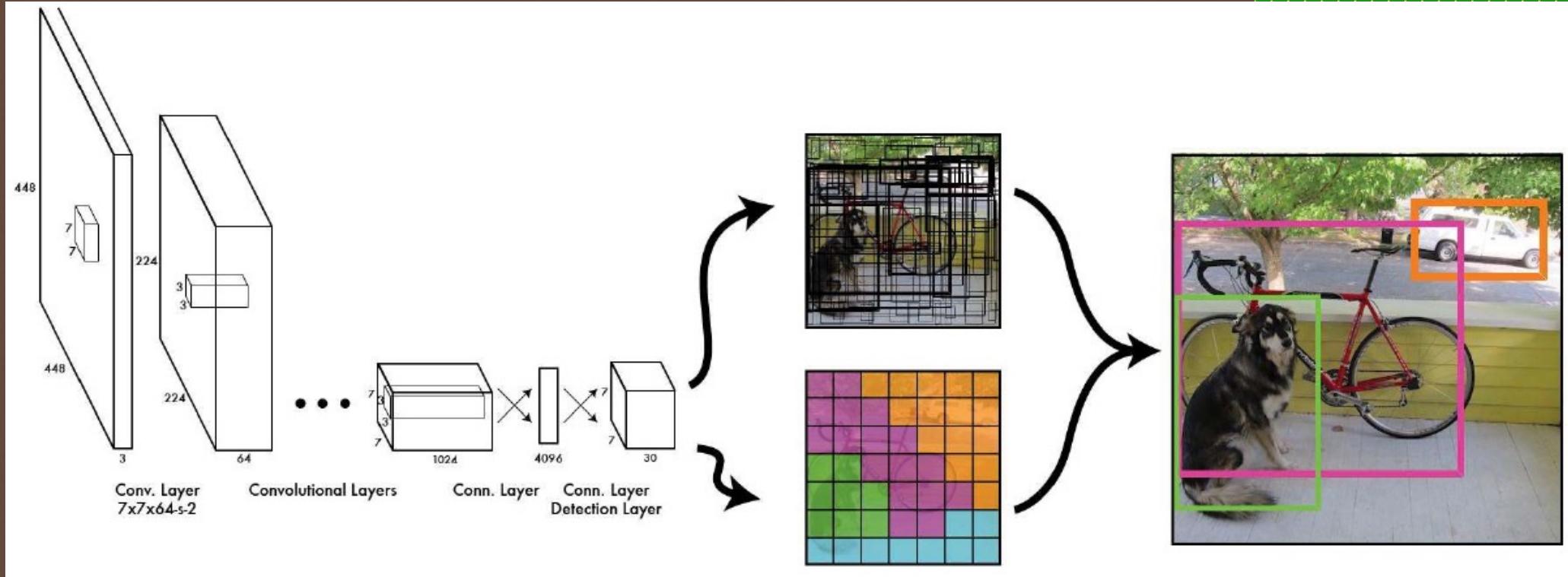
Mi AI

# 2 stages algorithm



R-CNN, Faster R-CNN

# YOLO

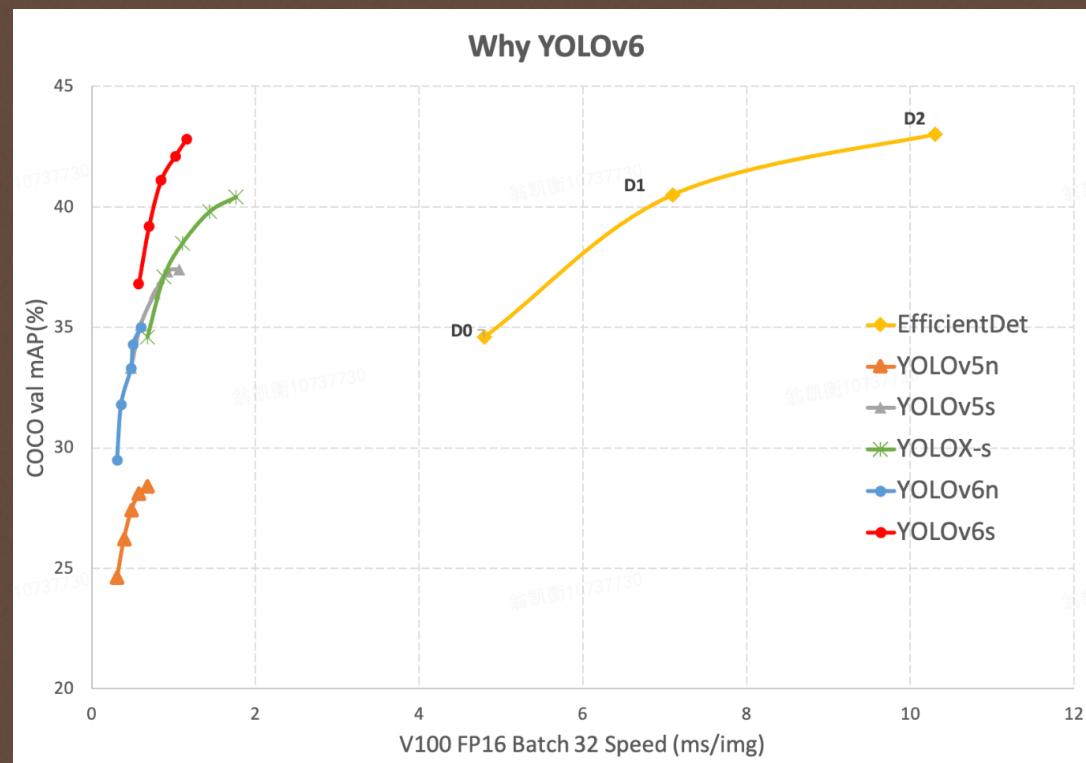


YOLO suggested a different methodology where both stages are conducted in the same neural network. First, the image is divided into cells, each having an equal dimensional region of  $S \times S$ . Then, each cell detects and locates the objects it contains with bounding box coordinates (relative to its coordinates) with the object label and probability of the thing being present in the cell

# What versions does YOLO have?

- YOLOv1 (Jun, 2015): [You Only Look Once: Unified, Real-Time Object Detection](#)
- YOLOv2 (Dec, 2016): [YOLO9000:Better, Faster, Stronger](#)
- YOLOv3 (Apr, 2018): [YOLOv3: An Incremental Improvement](#)
- YOLOv4 (Apr, 2020): [YOLOv4: Optimal Speed and Accuracy of Object Detection](#)
- YOLOv5 (May, 2020): [Github repo](#) (No paper was released yet)

# YOLOv6



# YOLOv6 vs YOLOv5

## YOLOv6 Vs. YOLOv5

| Model    | Size<br>(pixels) | mAP <sub>val</sub><br>0.5:0.95 | Params<br>(M) | Flops<br>(G) |
|----------|------------------|--------------------------------|---------------|--------------|
| YOLOv6-n | 640              | 35.0 ✓                         | 4.3           | 11.1         |
| YOLOv5-n | 640              | 28.0                           | 1.9           | 4.5          |
| YOLOv6-s | 640              | 43.1 ✓                         | 17.2          | 44.2         |
| YOLOv5-s | 640              | 37.4                           | 7.2           | 16.5         |

# YOLOv6 vs YOLOv5



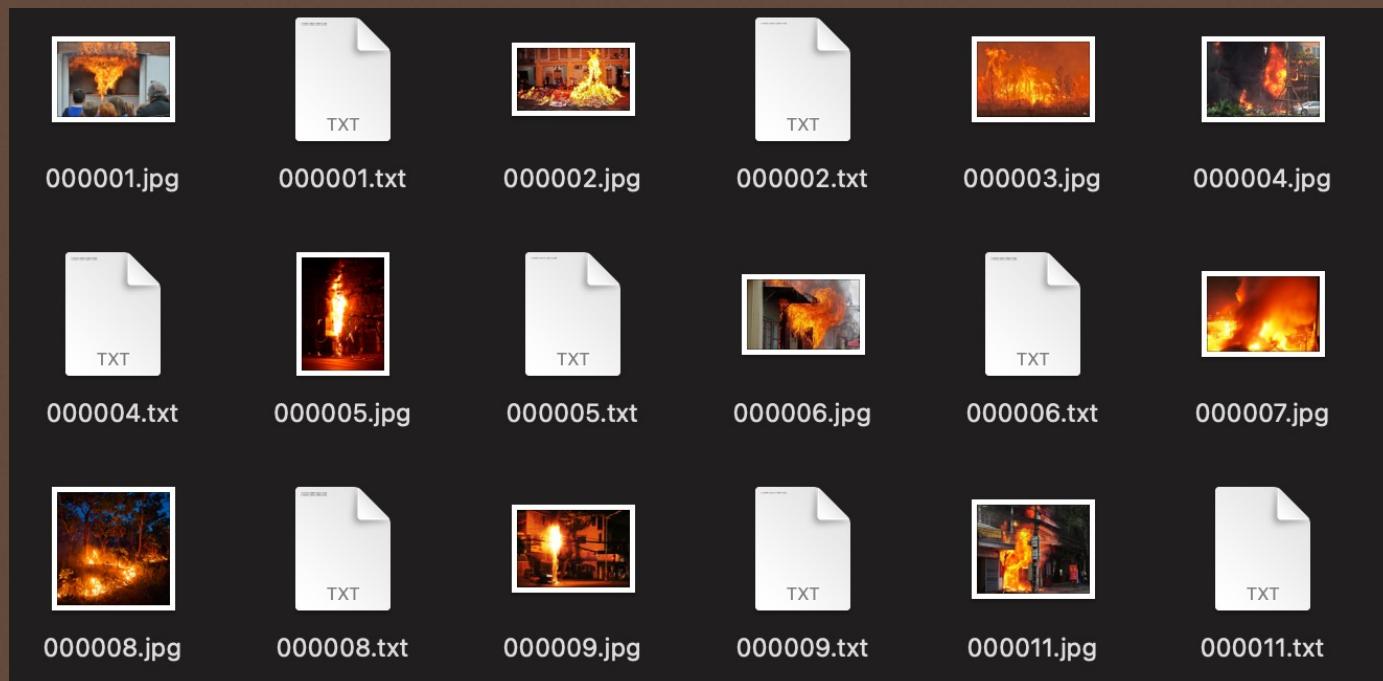
YOLOv6



YOLOv5

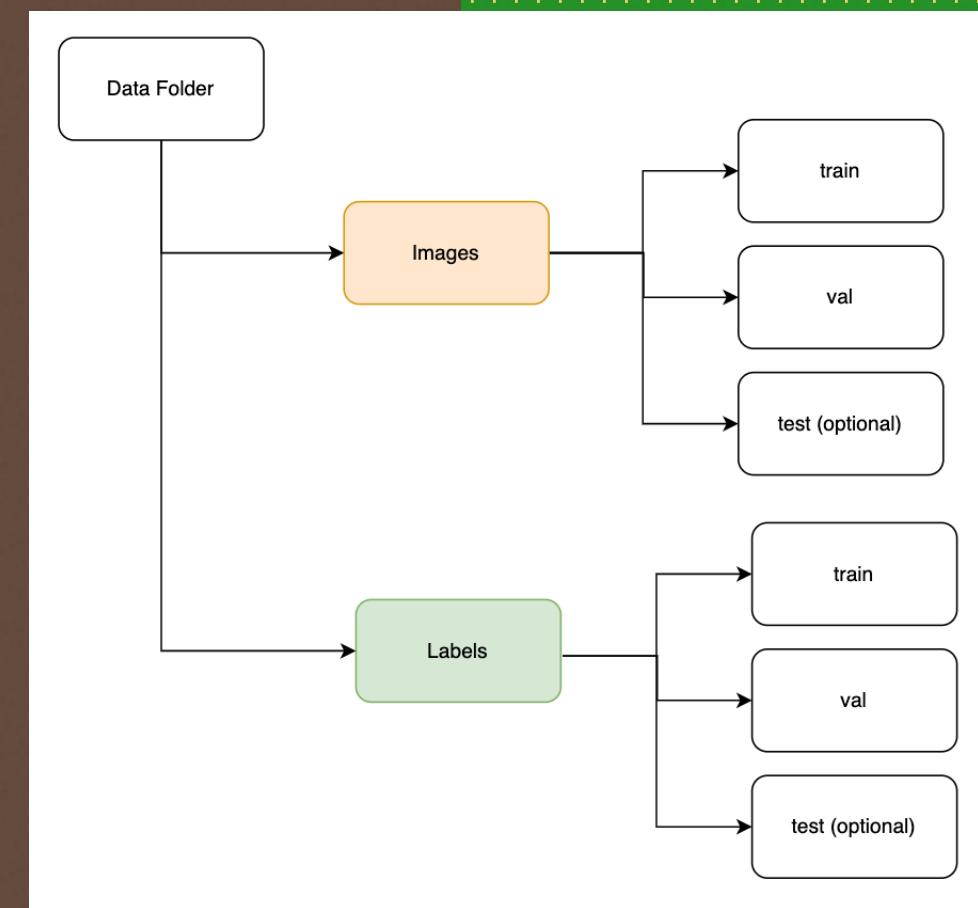
# Train YOLOv6 with custom data

- Use Fire data:
  - Can download from "Thư viện Miai" (miae.vn)
  - Label file is YOLO TXT format.



# Train YOLOv6 with custom data

- Use Fire data:
  - Data structure:



# Train YOLOv6 parameters

- `--data-path, default='./data/coco.yaml', type=str, help='path of dataset')`
- `--conf-file, default='./configs/yolov6s.py', type=str, help='experiments description file')`
- `--img-size, type=int, default=640, help='train, val image size (pixels)')`
- `--batch-size, default=32, type=int, help='total batch size for all GPUs')`
- `--epochs, default=400, type=int, help='number of total epochs to run')`
- `--eval-interval, type=int, default=20, help='evaluate at every interval epochs')`
- `--eval-final-only, action='store_true', help='only evaluate at the final epoch')`
- `--heavy-eval-range, default=50, help='evaluating every epoch for last such epochs (can be jointly used with --eval-interval)')`
- `--output-dir, default='./runs/train', type=str, help='path to save outputs')`
- `--name, default='exp', type=str, help='experiment name, saved to output_dir/name')`
- `--resume, type=str, default=None, help='resume the corresponding ckpt')`

# Hands on

