YOLOv5 object detection and Unsupervised Domain Adaptation tutorial

Step 1: Sourece model

Training (You can refer to ConfMix website)

- I train Source-YOLOv5 model locally with Cityscapes datasets, just follow the steps below (use cmd command line), in this stage will only use the org_train and org_valid to train the source model
- Quickstart: You can use "hw3 train.sh" to directly start traing, or you can also following the detail below

1. Environment setting (python 3.10 / pytorch 1.13.1)

```
pip install -r requirements.txt
```

2. Data preparation

```
# ConfMix file is already exist, if you miss the file, you can use git clone to
get a new one
git clone https://github.com/giuliomattolin/ConfMix.git
# you can also use "JSON_to_txt.py" if you need to convert json file into txt file
(input_dir should cotain both train.coco.json and val.coco.json)
python3 JSON_to_txt.py --input_dir path/to/train&valid/JSON/file --
output_dir_train path/to/train/txt/labels --output_dir_val
path/to/valid/txt/labels
# you can use "hw3_download.sh" to directly download the five difference pretrain
weight I get
bash hw3_download.sh
```

3. Place your datasets under the folder you want to use (datasets should to put like this), the labels should turn into yolov5 format(txt file)

4. Modify the path setting in the Cityscapes2Foggy.yaml(I rename it to hw3_source.yaml) under the data folder or you can use the "prepare_datasets_yaml.py" to generate the hw3_source.yaml

```
# Generate hw3_source.yaml for training source model
python3 prepare_datasets_yaml.py --train path/to/org/images/train --val
path/to/org/images/valid --test path/to/org/images/valid --uda
path/to/fog/images/train --output_dir ConfMix/data/hw3_source.yaml
```

- 5. The pretrain weight will be downloaded automatically when you start to train the model
- 6. If you use the git clone to get a new ConfMix, there has some bug you need to fix by modify the line 234'indices.append...' to 'indices.append((b, a, gj.clamp(0, gain[3] 1).to(torch.int64), gi.clamp(0, gain[2] 1).to(torch.int64)))' in ConfMix/utils/loss.py

```
cd ConfMix
# Run main.py to train the model(you can modify the hyperparameters to whatever
you want)
python3 train.py --name cityscapes --batch 8 --imgsz 640 --epochs 170 --data
data/hw3_source.yaml --weights yolov5x.pt --hyp data/hyps/hyp.scratch-cos.yaml --
image-weights --optimizer AdamW
```

If you use the git clone to get a new ConfMix, there has some bug you need to fix by replace the 'non_max_suppression' funtion in ConfMix/utils/general.py by newer version of the yolov5's 'non_max_suppression' funtion to perform inference(YOLOv5 link)

Pseudo-Labelling

• Before going to the Step 2, we need to use the best.pt which obtain from the step 1 to inference foggy-train datasets, generating Pseudo-Label to perform the 'Unsupervised Domain Adaptation'

• You need to create a yaml file first (like coco128.yaml format) to detect the specific datasets (The yaml file should cotain the correct class numbers)

```
python3 detect.py --weights path/to/best.pt/from/Step1 --source
path/to/fog/images/train --data path/to/yaml/file --save-txt
# Then move the output txt file to the root/fog/labels/train to create Pseudo-Label
```

Step 2: Unsupervised Domain Adaptation model

Training (You can refer to ConfMix website)

• I train Adapt-YOLOv5 model locally to perform Cityscapes to Foggy, just follow the steps below (use cmd command line), in this stage will only use the fog_train and fog_valid to train the source model

• Quickstart: You can use "hw3_train.sh" to directly start traing, or you can also following the detail below

```
bash hw3_train.sh $1 \ # path to org training image
     $2 \ # path to org validation image
     $3 \ # path to fog training image
     $4 \ # path to fog validation image
     $5 \ # path to org training images' label json file
     $6 \ # path to org validation images' label json file
     $7     # path to fog validation images' label json file
```

- 1. Use the best.pt model obtain by Step 1 to perform adaption (Cityscapes to Foggy), the weight obtain by Step 1 can be directly downloaded by hw3_download.sh
- 2. Modify the path setting in the Cityscapes2Foggy.yaml(I rename it to hw3_UDA.yaml) under the data folder or you can use the "prepare_datasets_yaml.py" to generate the hw3_UDA.yaml

```
# Generate hw3_UDA.yaml for training UDA model
python3 prepare_datasets_yaml.py --train path/to/org/images/train --val
path/to/fog/images/valid --test path/to/fog/images/valid --uda
path/to/fog/images/train --output_dir ConfMix/data/hw3_UDA.yaml
```

3. Start training UDA model

```
# run uda_train.py to adapt the model
python3 uda_train.py --name cityscapes2foggy --batch 4 --epochs 151 --data
data/hw3_UDA.yaml --weight runs/train/cityscapes/weights/best.pt --imgsz 640 --
save-period 50
```