```
# Mount Google Drive
from google.colab import drive
drive.mount('/content/drive')
    Mounted at /content/drive
%cd /content/drive/MyDrive//yolov4/
   /content/drive/MyDrive/yolov4
ls
    darknet/ invoice/ yolov4 invoice.ipynb
!git clone https://github.com/AlexeyAB/darknet.git
   fatal: destination path 'darknet' already exists and is not an empty directory.
    /content/drive/MyDrive/yolov4/darknet
    /content/drive/MyDrive/yolov4/darknet
ls
    3rdparty/
                            darknet.py
                                                     LICENSE
                                                                     vcpkq.json
                                                                     vcpkg.json.opencv23
    backup/
                            darknet video.py
                                                     Makefile
    build/
                             data/
                                                     net cam v3.sh*
                                                                     video yolov3.sh*
    build.ps1
                            docker-compose.yml
                                                     net cam v4.sh*
                                                                    video yolov4.sh*
    cfq/
                            Dockerfile.cpu
                                                     obi/
                                                                     yolov4.conv.137
                            Dockerfile.gpu
                                                                     yolov4.conv.137.1
    cmake/
                                                     package.xml
                            image yolov3.sh*
    CMakeLists.txt
                                                     README.md
                                                                     yolov4-custom.cfg
```

```
darknet*
                            image volov4.sh*
                                                     results/
    DarknetConfig.cmake.in include/
                                                    scripts/
                            json mjpeg streams.sh* src/
    darknet images.py
# Compile Darknet with GPU and OpenCV support
!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
!make
    chmod +x *.sh
    g++ -std=c++11 -std=c++11 -Iinclude/ -I3rdparty/stb/include -DOPENCV `pkg-config --cflags opencv4 2> /dev/null ||
    ./src/image opencv.cpp: In function 'void draw detections cv v3(void**, detection*, int, float, char**, image**, i
    ./src/image opencv.cpp:945:23: warning: variable 'rgb' set but not used [-Wunused-but-set-variable]
      945 |
                            float rgb[3];
                                  ^~~
    ./src/image opency.cpp: In function 'void cv draw object(image, float*, int, int, int*, float*, int*, int, char**)
     ./src/image opencv.cpp:1443:14: warning: unused variable 'buff' [-Wunused-variable]
                    char buff[100];
     1443
     ./src/image opencv.cpp:1419:9: warning: unused variable 'it tb res' [-Wunused-variable]
                int it tb res = cv::createTrackbar(it trackbar name, window name, &it trackbar value, 1000);
     1419
                    ^~~~~~~
     ./src/image opencv.cpp:1423:9: warning: unused variable 'lr tb res' [-Wunused-variable]
                int lr tb res = cv::createTrackbar(lr trackbar name, window name, &lr trackbar value, 20);
     1423
    ./src/image opency.cpp:1427:9: warning: unused variable 'cl tb res' [-Wunused-variable]
                int cl tb res = cv::createTrackbar(cl trackbar name, window name, &cl trackbar value, classes-1);
     1427 I
                    ^~~~~~~
     ./src/image opencv.cpp:1430:9: warning: unused variable 'bo tb res' [-Wunused-variable]
                int bo tb res = cv::createTrackbar(bo trackbar name, window name, boxonlv, 1);
     1430
    g++ -std=c++11 -std=c++11 -Iinclude/ -I3rdparty/stb/include -DOPENCV `pkg-config --cflags opencv4 2> /dev/null ||
    ./src/http stream.cpp: In member function 'bool JSON sender::write(const char*)':
     ./src/http stream.cpp:253:21: warning: unused variable 'n' [-Wunused-variable]
                            int n = write(client, outputbuf, outlen);
      253
```

```
./src/http stream.cpp: In function 'void set track id(detection*, int, float, float, float, int, int, int)':
         ./src/http stream.cpp:866:27: warning: comparison of integer expressions of different signedness: 'int' and 'std::
                                       for (int i = 0; i < v.size(); ++i) {
            866 |
         ./src/http stream.cpp:874:33: warning: comparison of integer expressions of different signedness: 'int' and 'std::
                               for (int old_id = 0; old_id < old_dets.size(); ++old_id) {</pre>
         ./src/http stream.cpp:893:31: warning: comparison of integer expressions of different signedness: 'int' and 'std::
                               for (int index = 0; index < new dets num*old dets.size(); ++index) {</pre>
         ./src/http stream.cpp:929:28: warning: comparison of integer expressions of different signedness: 'std::deque<std:
                               if (old dets dg.size() > deque size) old dets dg.pop front();
        gcc -Iinclude/ -I3rdparty/stb/include -DOPENCV `pkg-config --cflags opencv4 2> /dev/null || pkg-config --cflags op
         ./src/gemm.c: In function 'convolution 2d':
         ./src/gemm.c:2042:15: warning: unused variable 'out w' [-Wunused-variable]
                               const int out w = (w + 2 * pad - ksize) / stride + 1; // output width=input width for stride=1 and
          2042 I
         ./src/gemm.c:2041:15: warning: unused variable 'out h' [-Wunused-variable]
                               const int out h = (h + 2 * pad - ksize) / stride + 1; // output height=input height for stride=1 an
          2041 L
        gcc -Iinclude/ -I3rdparty/stb/include -DOPENCV `pkg-config --cflags opencv4 2> /dev/null || pkg-config --cflag
         ./src/utils.c: In function 'custom hash':
         ./src/utils.c:1093:12: warning: suggest parentheses around assignment used as truth value [-Wparentheses]
                               while (c = *str++)
          1093 I
        In file included from /usr/include/string.h:535,
                                         from include/darknet.h:14,
                                         from ./src/utils.h:3,
                                         from ./src/utils.c:4:
        In function 'strncpy',
!chmod +x ./darknet
!wget https://raw.githubusercontent.com/AlexeyAB/darknet/master/cfg/yolov4.cfg -0 yolov4-custom.cfg
!wget https://github.com/AlexeyAB/darknet/releases/download/darknet yolo v4 pre/yolov4.conv.137
         --2024-06-10 06:22:05-- https://raw.githubusercontent.com/AlexevAB/darknet/master/cfg/volov4.cfg
```

```
Resolving raw.githubusercontent.com (raw.githubusercontent.com)... 185.199.111.133, 185.199.109.133, 185.199.110.1
    Connecting to raw.githubusercontent.com (raw.githubusercontent.com) | 185.199.111.133 | :443... connected.
    HTTP request sent, awaiting response... 200 OK
    Length: 12231 (12K) [text/plain]
    Saving to: 'yolov4-custom.cfg'
    in 0.001s
    2024-06-10 06:22:05 (16.3 MB/s) - 'yolov4-custom.cfg' saved [12231/12231]
     --2024-06-10 06:22:05-- <a href="https://github.com/AlexeyAB/darknet/releases/download/darknet_yolo_v4_pre/yolov4.conv.137">https://github.com/AlexeyAB/darknet/releases/download/darknet_yolo_v4_pre/yolov4.conv.137</a>
    Resolving github.com (github.com)... 140.82.112.3
    Connecting to github.com (github.com)|140.82.112.3|:443... connected.
    HTTP request sent, awaiting response... 302 Found
    Location: <a href="https://objects.githubusercontent.com/github-production-release-asset-2e65be/75388965/95733400-b2d7-11eb">https://objects.githubusercontent.com/github-production-release-asset-2e65be/75388965/95733400-b2d7-11eb</a>
     --2024-06-10 06:22:06-- https://objects.githubusercontent.com/github-production-release-asset-2e65be/75388965/957
    Resolving objects.githubusercontent.com (objects.githubusercontent.com)... 185.199.108.133, 185.199.109.133, 185.1
    Connecting to objects.githubusercontent.com (objects.githubusercontent.com) | 185.199.108.133 | :443... connected.
    HTTP request sent, awaiting response... 200 OK
    Length: 170038676 (162M) [application/octet-stream]
    Saving to: 'yolov4.conv.137.2'
                         yolov4.conv.137.2
                                                                             in 2.3s
    2024-06-10 06:22:08 (70.5 MB/s) - 'volov4.conv.137.2' saved [170038676/170038676]
# Create obj.names
with open("/content/drive/MyDrive/yolov4/invoice/obj.names", "w") as f:
    f.write("paragraph\n")
    f.write("table\n")
# Create obj.data
with open("/content/drive/MyDrive/yolov4/invoice/obj.data", "w") as f:
    f.write("classes = 2\n")
    f.write("train = /content/drive/MyDrive/yolov4/invoice/train.txt\n")
    f.write("valid = /content/drive/MvDrive/voloy4/invoice/valid.txt\n")
```

```
f.write("names = /content/drive/MyDrive/yolov4/invoice/obj.names\n")
    f.write("backup = /content/drive/MyDrive/yolov4/invoice/backup/\n")
import os
# Define base path to your dataset
base path = '/content/drive/MyDrive/volov4/invoice/'
# Paths to image directories
train images path = base path + 'images/train/'
valid images path = base path + 'images/valid/'
# List image files
train images = [os.path.join(train images path, img) for img in os.listdir(train images path) if img.endswith('.jpg')]
valid images = [os.path.join(valid images path, img) for img in os.listdir(valid images path) if img.endswith('.jpg')]
# Create train.txt
with open(base path + 'train.txt', 'w') as f:
    f.write("\n".join(train images) + "\n")
# Create valid.txt
with open(base path + 'valid.txt', 'w') as f:
    f.write("\n".join(valid images) + "\n")
# Step 2: Download yolov4.conv.137 File from an alternative source
!wget -0 /content/drive/MyDrive/yolov4/invoice/yolov4.conv.137 https://github.com/AlexeyAB/darknet/releases/download/y
     --2024-06-10 06:30:19-- <a href="https://github.com/AlexeyAB/darknet/releases/download/yolov4/yolov4.conv.137">https://github.com/AlexeyAB/darknet/releases/download/yolov4/yolov4.conv.137</a>
     Resolving github.com (github.com)... 140.82.112.4
     Connecting to github.com (github.com) | 140.82.112.4 | :443... connected.
     HTTP request sent, awaiting response... 302 Found
     Location: <a href="https://objects.githubusercontent.com/github-production-release-asset-2e65be/75388965/2637cdb1-11b6-4da5">https://objects.githubusercontent.com/github-production-release-asset-2e65be/75388965/2637cdb1-11b6-4da5</a>
     --2024-06-10 06:30:19-- <a href="https://objects.githubusercontent.com/github-production-release-asset-2e65be/75388965/263">https://objects.githubusercontent.com/github-production-release-asset-2e65be/75388965/263</a>
     Resolving objects.githubusercontent.com (objects.githubusercontent.com)... 185.199.108.133, 185.199.109.133, 185.1
     Connecting to objects githubusercontent com (objects githubusercontent com)|185 199 108 1331-443
```

```
HTTP request sent, awaiting response... 200 OK
    Length: 170038676 (162M) [application/octet-stream]
    Saving to: '/content/drive/MyDrive/yolov4/invoice/yolov4.conv.137'
    /content/drive/MvDr 100%[==========] 162.16M 61.0MB/s
                                                                    in 2.7s
    2024-06-10 06:30:22 (61.0 MB/s) - '/content/drive/MyDrive/yolov4/invoice/yolov4.conv.137' saved [170038676/1700386
# Copy the default YOLOv4 configuration file
!cp cfq/yolov4-custom.cfq /content/drive/MyDrive/yolov4/invoice/yolov4-custom.cfg
# Modify the configuration file for your custom training
!sed -i 's/batch=64/batch=16/' /content/drive/MyDrive/volov4/invoice/volov4-custom.cfg
!sed -i 's/subdivisions=16/subdivisions=8/' /content/drive/MyDrive/yolov4/invoice/yolov4-custom.cfg
!sed -i 's/max batches = 500200/max batches = 4000/' /content/drive/MyDrive/yolov4/invoice/yolov4-custom.cfg
!sed -i 's/steps=400000,450000/steps=3200,3600/' /content/drive/MyDrive/yolov4/invoice/yolov4-custom.cfg
# Modify filters and classes for the [yolo] layers
!sed -i '610s/filters=255/filters=21/' /content/drive/MyDrive/yolov4/invoice/yolov4-custom.cfg
!sed -i '696s/classes=80/classes=2/' /content/drive/MyDrive/volov4/invoice/volov4-custom.cfg
!sed -i '703s/filters=255/filters=21/' /content/drive/MyDrive/yolov4/invoice/yolov4-custom.cfg
!sed -i '789s/classes=80/classes=2/' /content/drive/MyDrive/yolov4/invoice/yolov4-custom.cfg
!sed -i '796s/filters=21/' /content/drive/MyDrive/yolov4/invoice/yolov4-custom.cfg
!sed -i '882s/classes=80/classes=2/' /content/drive/MyDrive/yolov4/invoice/yolov4-custom.cfg
    sed: -e expression #1, char 16: unterminated `s' command
import os
# Define the backup directory path
backup dir = "/content/drive/MyDrive/yolov4/invoice/backup"
# Create the backup directory if it doesn't exist
if not os.path.exists(backup dir):
```

## os.makeuirs(backup uir)

```
# Move to the Darknet directory
%cd /content/drive/MyDrive/yolov4/darknet
# Start training
!./darknet detector train /content/drive/MyDrive/yolov4/invoice/obj.data /content/drive/MyDrive/yolov4/invoice/yolov4
    Streaming output truncated to the last 5000 lines.
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 139 Avg (IOU: 0.550646), count: 9, class loss =
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 150 Avg (IOU: 0.696939), count: 34, class loss
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 161 Avg (IOU: 0.728938), count: 30, class loss
     total bbox = 470731, rewritten bbox = 0.015720 %
     Tensor Cores are disabled until the first 3000 iterations are reached.
     (next mAP calculation at 1000 iterations) H871/500500: loss=12.8 hours left=329.8
     871: 12.834111, 9.777094 avg loss, 0.000576 rate, 2.788373 seconds, 13936 images, 329.808530 hours left
    Loaded: 0.000060 seconds
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 139 Avg (IOU: 0.700621), count: 7, class loss =
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 150 Avg (IOU: 0.642770), count: 25, class loss
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 161 Avg (IOU: 0.710795), count: 23, class loss
     total bbox = 470786, rewritten bbox = 0.015718 %
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 139 Avg (IOU: 0.482907), count: 5, class loss =
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 150 Avg (IOU: 0.638639), count: 21, class loss
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 161 Avg (IOU: 0.658059), count: 20, class loss
     total bbox = 470832, rewritten bbox = 0.015717 %
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 139 Avg (IOU: 0.766082), count: 2, class loss =
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 150 Avg (IOU: 0.664646), count: 13, class loss
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 161 Avg (IOU: 0.664833), count: 21, class loss
     total bbox = 470868, rewritten bbox = 0.015716 %
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 139 Avg (IOU: 0.644093), count: 14, class loss
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 150 Avg (IOU: 0.691438), count: 54, class loss
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 161 Avg (IOU: 0.640926), count: 42, class loss
     total bbox = 470978, rewritten bbox = 0.015712 %
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 139 Avg (IOU: 0.638106), count: 9, class loss =
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 150 Avg (IOU: 0.650573), count: 43, class loss
```

```
v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 161 Avg (IOU: 0.672911), count: 38, class loss
     total bbox = 471068, rewritten bbox = 0.015709 %
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 139 Avg (IOU: 0.656509), count: 2, class loss =
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 150 Avg (IOU: 0.717669), count: 37, class loss
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 161 Avg (IOU: 0.695006), count: 35, class loss
     total bbox = 471142, rewritten bbox = 0.015707 %
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 139 Avg (IOU: 0.687863), count: 5, class loss =
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 150 Avg (IOU: 0.648766), count: 22, class loss
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 161 Avg (IOU: 0.696407), count: 20, class loss
     total bbox = 471189, rewritten bbox = 0.015705 %
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 139 Avg (IOU: 0.749291), count: 3, class loss =
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 150 Avg (IOU: 0.738545), count: 46, class loss
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 161 Avg (IOU: 0.685001), count: 37, class loss
     total bbox = 471275, rewritten bbox = 0.015702 %
     Tensor Cores are disabled until the first 3000 iterations are reached.
     (next mAP calculation at 1000 iterations) H872/500500: loss=9.0 hours left=330.4
     872: 8.973979, 9.696782 avg loss, 0.000578 rate, 2.810473 seconds, 13952 images, 330.380437 hours left
    Loaded: 0.000048 seconds
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 139 Avg (IOU: 0.570301), count: 8, class loss =
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 150 Avg (IOU: 0.712774), count: 36, class loss
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 161 Avg (IOU: 0.687207), count: 26, class loss
     total bbox = 471345, rewritten bbox = 0.015700 %
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 139 Avg (IOU: 0.562302), count: 19, class loss
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 150 Avg (IOU: 0.687019), count: 42, class loss
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 161 Avg (IOU: 0.712761), count: 34, class loss
     total bbox = 471440, rewritten bbox = 0.015697 %
    v3 (iou loss, Normalizer: (iou: 0.07, obj: 1.00, cls: 1.00) Region 139 Avg (IOU: 0.710430), count: 17, class loss
# Evaluate the model
!./darknet detector map /content/drive/MyDrive/yolov4/invoice/obj.data /content/drive/MyDrive/yolov4/invoice/yolov4-cu
     CUDA-version: 12020 (12020), cuDNN: 8.9.6, CUDNN HALF=1, GPU count: 1
     CUDNN HALF=1
     OpenCV version: 4.5.4
     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
  O Create CUDA-stream - O
Create cudnn-handle 0
                              608 x 608 x 3 -> 608 x 608 x 32 0.639 BF
         32
                  3 x 3/ 1
conv
              64
                       3 x 3/ 2
                                   608 x 608 x 32 -> 304 x 304 x 64 3.407 BF
  1 conv
  2 conv
                       1 x 1/ 1
                                   304 x 304 x 64 -> 304 x 304 x 64 0.757 BF
              64
  3 route 1
                                                    -> 304 x 304 x 64
  4 conv
                                   304 x 304 x 64 -> 304 x 304 x 64 0.757 BF
              64
                       1 x 1/ 1
  5 conv
              32
                       1 x 1/ 1
                                   304 x 304 x 64 -> 304 x 304 x 32 0.379 BF
  6 conv
              64
                       3 x 3/ 1
                                   304 x 304 x 32 -> 304 x 304 x 64 3.407 BF
  7 Shortcut Layer: 4, wt = 0, wn = 0, outputs: 304 \times 304 \times 64 \times 0.006 BF
                                   304 x 304 x 64 -> 304 x 304 x 64 0.757 BF
  8 conv
              64
                       1 x 1/ 1
  9 route 8 2
                                                    -> 304 x 304 x 128
 10 conv
                                   304 x 304 x 128 -> 304 x 304 x 64 1.514 BF
              64
                       1 x 1/ 1
                       3 x 3/ 2
                                   304 x 304 x 64 -> 152 x 152 x 128 3.407 BF
  11 conv
             128
  12 conv
              64
                       1 x 1/ 1
                                   152 x 152 x 128 -> 152 x 152 x 64 0.379 BF
 13 route
                                                    -> 152 x 152 x 128
           11
 14 conv
                       1 x 1/ 1
                                   152 x 152 x 128 -> 152 x 152 x 64 0.379 BF
              64
 15 conv
                       1 x 1/ 1
                                   152 x 152 x 64 -> 152 x 152 x 64 0.189 BF
              64
                       3 x 3/ 1
                                   152 x 152 x 64 -> 152 x 152 x 64 1.703 BF
  16 conv
              64
 17 Shortcut Layer: 14, wt = 0, wn = 0, outputs: 152 \times 152 \times 64 \cdot 0.001 BF
 18 conv
                       1 x 1/ 1
                                   152 x 152 x 64 -> 152 x 152 x 64 0.189 BF
              64
  19 conv
                       3 x 3/1
                                   152 x 152 x 64 -> 152 x 152 x 64 1.703 BF
              64
 20 Shortcut Layer: 17, wt = 0, wn = 0, outputs: 152 \times 152 \times 64 \cdot 0.001 BF
                                   152 x 152 x 64 -> 152 x 152 x 64 0.189 BF
  21 conv
              64
                       1 x 1/ 1
                                                    -> 152 x 152 x 128
  22 route
           21 12
 23 conv
             128
                                   152 x 152 x 128 -> 152 x 152 x 128 0.757 BF
                       1 x 1/ 1
 24 conv
             256
                       3 x 3/ 2
                                   152 x 152 x 128 ->
                                                        76 x 76 x 256 3.407 BF
 25 conv
             128
                       1 x 1/ 1
                                    76 x 76 x 256 ->
                                                        76 x 76 x 128 0.379 BF
  26 route
                                                         76 x 76 x 256
           24
                                                    ->
 27 conv
             128
                       1 x 1/ 1
                                    76 x 76 x 256 ->
                                                        76 x 76 x 128 0.379 BF
  28 conv
             128
                       1 x 1/ 1
                                    76 x 76 x 128 ->
                                                        76 x 76 x 128 0.189 BF
 29 conv
                       3 x 3/1
                                    76 x 76 x 128 ->
                                                        76 x 76 x 128 1.703 BF
             128
 30 Shortcut Layer: 27, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \cdot 0.001 BF
 31 conv
                       1 x 1/ 1
                                    76 x 76 x 128 ->
                                                        76 x 76 x 128 0.189 BF
             128
                                    76 x 76 x 128 ->
                                                        76 x 76 x 128 1.703 BF
  32 conv
             128
                       3 x 3/1
 33 Shortcut Layer: 30, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \cdot 0.001 BF
                                    76 x 76 x 128 ->
  34 conv
             128
                       1 x 1/ 1
                                                        76 x 76 x 128 0.189 BF
 35 conv
                                    76 x 76 x 128 ->
                                                        76 x 76 x 128 1.703 BF
             128
                       3 x 3/1
 36 Shortcut Layer: 33, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \cdot 0.001 BF
```

```
/O X /O X 120 ->
 3/ CUIIV
            ⊥∠o
                       T X T / T
                                                         /O X /O X 120 U.109 DF
            128
                      3 x 3/ 1
                                    76 x 76 x 128 ->
                                                         76 x 76 x 128 1.703 BF
 38 conv
39 Shortcut Layer: 36, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \times 0.001 BF
                                    76 x 76 x 128 ->
                                                         76 x 76 x 128 0.189 BF
 40 conv
            128
                       1 x 1/ 1
41 conv
                      3 x 3/ 1
                                    76 x 76 x 128 ->
                                                         76 x 76 x 128 1.703 BF
            128
42 Shortcut Layer: 39, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \times 0.001 BF
43 conv
                                    76 x 76 x 128 ->
                                                         76 x 76 x 128 0.189 BF
            128
                       1 x 1/ 1
44 conv
                                    76 x 76 x 128 -> 76 x 76 x 128 1.703 BF
            128
                       3 x 3/1
45 Shortcut Layer: 42, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \cdot 0.001 BF
                      1 x 1/ 1
                                    76 x 76 x 128 ->
                                                         76 x 76 x 128 0.189 BF
 46 conv
            128
47 conv
                                    76 x 76 x 128 -> 76 x 76 x 128 1.703 BF
                      3 x 3/ 1
            128
48 Shortcut Layer: 45, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \times 0.001 BF
CUDA-version: 12020 (12020), cuDNN: 8.9.6, CUDNN HALF=1, GPU count: 1
```

# Test the model on a sample image

!./darknet detector test /content/drive/MyDrive/yolov4/invoice/obj.data /content/drive/MyDrive/yolov4/invoice/yolov4-0

```
CUDNN HALF=1
 OpenCV version: 4.5.4
 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 Create CUDA-stream - 0
 Create cudnn-handle 0
                             608 x 608 x 3 -> 608 x 608 x 32 0.639 BF
conv
         32
                  3 x 3/ 1
                       3 x 3/ 2
                                  608 x 608 x 32 -> 304 x 304 x 64 3.407 BF
   1 conv
              64
                      1 x 1/ 1
                                   304 x 304 x 64 -> 304 x 304 x 64 0.757 BF
   2 conv
              64
                                                   -> 304 x 304 x 64
   3 route 1
   4 conv
                      1 x 1/ 1
                                  304 x 304 x 64 -> 304 x 304 x 64 0.757 BF
              64
  5 conv
              32
                      1 x 1/ 1
                                   304 x 304 x 64 -> 304 x 304 x 32 0.379 BF
                      3 x 3/1
   6 conv
              64
                                   304 x 304 x 32 -> 304 x 304 x 64 3.407 BF
  7 Shortcut Layer: 4, wt = 0, wn = 0, outputs: 304 \times 304 \times 64 \times 0.006 BF
                      1 x 1/ 1
                                   304 x 304 x 64 -> 304 x 304 x 64 0.757 BF
   8 conv
              64
  9 route 8 2
                                                   -> 304 x 304 x 128
  10 conv
                      1 x 1/ 1
                                  304 x 304 x 128 -> 304 x 304 x 64 1.514 BF
              64
  11 conv
                      3 x 3/ 2
                                  304 x 304 x 64 -> 152 x 152 x 128 3.407 BF
             128
                      1 x 1/ 1
  12 conv
              64
                                  152 x 152 x 128 -> 152 x 152 x 64 0.379 BF
  13 route
           11
                                                   -> 152 x 152 x 128
                       1 v 1 / 1
                                   157 v 157 v 170 L
  14 conv
```

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```
14 CUIIV
                                                        T Y T/ T
                                                                                        1J2 X 1J2 X 1C0 -/ 1J2 X 1J2 X U4 U.3/3
                                                       1 x 1/ 1
                                                                                       152 x 152 x 64 -> 152 x 152 x 64 0.189 BF
15 conv
                                64
16 conv
                                64
                                                        3 \times 3 / 1
                                                                                        152 x 152 x 64 -> 152 x 152 x 64 1.703 BF
17 Shortcut Layer: 14, wt = 0, wn = 0, outputs: 152 \times 152 \times 64 \cdot 0.001 BF
18 conv
                                64
                                                        1 x 1/ 1
                                                                                        152 x 152 x 64 -> 152 x 152 x 64 0.189 BF
19 conv
                                64
                                                        3 x 3/ 1
                                                                                       152 x 152 x 64 -> 152 x 152 x 64 1.703 BF
20 Shortcut Layer: 17, wt = 0, wn = 0, outputs: 152 \times 152 \times 64 \cdot 0.001 BF
21 conv
                                64
                                                        1 x 1/ 1
                                                                                       152 x 152 x 64 -> 152 x 152 x 64 0.189 BF
22 route 21 12
                                                                                                                                   -> 152 x 152 x 128
23 conv
                                                       1 x 1/ 1
                                                                                        152 x 152 x 128 -> 152 x 152 x 128 0.757 BF
                             128
24 conv
                                                        3 x 3/ 2
                                                                                       152 x 152 x 128 ->
                                                                                                                                               76 x 76 x 256 3.407 BF
                             256
                                                       1 x 1/ 1
                                                                                          76 x 76 x 256 ->
25 conv
                             128
                                                                                                                                               76 x 76 x 128 0.379 BF
26 route
                                                                                                                                                76 x 76 x 256
                          24
                                                                                          76 x 76 x 256 ->
27 conv
                             128
                                                       1 x 1/ 1
                                                                                                                                                76 x 76 x 128 0.379 BF
28 conv
                                                       1 x 1/ 1
                                                                                          76 x 76 x 128 ->
                                                                                                                                               76 x 76 x 128 0.189 BF
                             128
                                                        3 \times 3 / 1
                                                                                          76 x 76 x 128 ->
29 conv
                             128
                                                                                                                                                76 x 76 x 128 1.703 BF
30 Shortcut Layer: 27, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \times 0.001 BF
31 conv
                             128
                                                        1 x 1/ 1
                                                                                          76 x 76 x 128 ->
                                                                                                                                                76 x 76 x 128 0.189 BF
32 conv
                             128
                                                        3 x 3/ 1
                                                                                          76 x 76 x 128 -> 76 x 76 x 128 1.703 BF
33 Shortcut Layer: 30, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \cdot 0.001 BF
                                                                                          76 x 76 x 128 ->
                                                                                                                                               76 x 76 x 128 0.189 BF
34 conv
                             128
                                                        1 x 1/ 1
35 conv
                                                        3 \times 3 / 1
                                                                                          76 x 76 x 128 ->
                                                                                                                                               76 x 76 x 128 1.703 BF
                             128
36 Shortcut Layer: 33, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \cdot 0.001 BF
37 conv
                                                                                          76 x 76 x 128 ->
                             128
                                                                                                                                            76 x 76 x 128 0.189 BF
                                                        1 x 1/ 1
38 conv
                             128
                                                       3 x 3/ 1
                                                                                          76 x 76 x 128 -> 76 x 76 x 128 1.703 BF
39 Shortcut Layer: 36, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \times 
40 conv
                             128
                                                       1 x 1/ 1
                                                                                          76 x 76 x 128 ->
                                                                                                                                            76 x 76 x 128 0.189 BF
                             128
                                                                                          76 x 76 x 128 -> 76 x 76 x 128 1.703 BF
41 conv
                                                        3 \times 3 / 1
42 Shortcut Layer: 39, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \cdot 0.001 BF
                                                                                         76 x 76 x 128 -> 76 x 76 x 128 0.189 BF
43 conv
                             128
                                                        1 x 1/ 1
44 conv
                             128
                                                        3 x 3/ 1
                                                                                          76 x 76 x 128 -> 76 x 76 x 128 1.703 BF
45 Shortcut Layer: 42, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \cdot 0.001 BF
                                                                                          76 x 76 x 128 -> 76 x 76 x 128 0.189 BF
46 conv
                             128
                                                        1 x 1/ 1
                                                        3 x 3/ 1
                                                                                          76 x 76 x 128 -> 76 x 76 x 128 1.703 BF
47 conv
                             128
48 Shortcut Layer: 45, wt = 0, wn = 0, outputs: 76 \times 76 \times 128 \times 0.001 BF
```