## Aims & Objectives

Object detection remains a fundamental problem in computer vision Objective: localize (provide a bounding box) and identify (provide a label) for objects of interest inside and image.



□Solution: Convolutional Neural Networks (CNN) lead to huge improvements ≻ Typical State-of-the-Art models are computationally expensive ≻ Restricted integration on systems with limited resources.

≻ Lighter versions have emerged: Tiny-YOLO, SqueezeDet, MobileNet-SSD □Current work is based on standard Single Shot Detector (SSD) architecture > Relies on simple conv3x3 filters

### Related work

≻the two-phase detectors

Fast R-CNN, Faster R-CNN and R-FCN Another categorization regarding the object detection models' purpose: > state-of-the-art performances with no resource restrictions > best performance in resource restricted environments > it is almost exclusively dominated by the single-obase detectors due to

the efficiency they inherently possess

### Proposed method

□ Original SSD modifies VGG network.
 □ VGG is a robust network but:
 ▷ Uses huge number of parameters, nonetheless
 > > Has limited use in resource-restricted applications.
 □ SDs offers in identifying small objects.
 > The shallowest layer which is being used is conv4\_3 of VGG
 > typical input size 300X300 → corresponds to a 38x38 feature map
 > too small to identify objects
 □ SSD includes 10 blocks of CNNs in order to extract features.
 > First 6 blocks belong to the VGG
 > each next block has double the filters of the previous one
 > The initial number of filters is 64 for the 1st block.
 □ We added an extra shallower decision layer at conv3\_3
 > with 75x75 feature map

> number of default boxes number 8732 → 31232
 > Are shallower features discrimant enough?
 □ Decreased both the initial number of filters as well as exponent for increase for

the next blocks.

Germula for filter blocks:

≻k<sub>n</sub> = b<sup>an</sup>

Finitial numbers of filters, parameter b, 48 and 32 were examined parameter a was fixed to 1.7 (from 2 to the original VGG)

#### **Number of filters** used in the various adaptations

	block	Formula for #f lters				
	name	full SSD 64 <sup>2</sup>	SSD_lite_48 48 <sup>1.7</sup>	SSD_lite_32 32 <sup>1.7</sup>		
	conv1_x	64	48	32		
	conv2_x	128	81	54		
VGG layers	conv3_x	256	138	92		
	conv4_x	512	235	157		
	conv5_x	512	235	157		
	fc_x	1024	400	267		
Additional	conv6_x	256/512	138/235	92/157		
layers	conv7_x	128/256	81/138	54/92		
layers	conv8_x	128/256	81/138	54/92		
	conv9_x	128/256	81/138	54/92		

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# A modified Single-Shot multibox Detector for beyond Real-Time Object Detection

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Proposed method - Adjusted loss classification weights

□Compensate for unbalanced datasets □ Modified version of SSD classification loss function >different weight coefficients for different classes

 $\begin{array}{l} \hline \textbf{KITTI} \ dataset: \\ & \geqslant loss = w_{ped}*loss_{ped}+w_{cycl}*loss_{cycl}+w_{car}*loss_{car} \\ & \geqslant w_{ped}=2.2, \ w_{cycl}=2.0, \ w_{car}=1.0 \end{array}$ 

Pascal Voc dataset: >loss = w<sub>1</sub>\*loss<sub>1</sub>+...+w<sub>20</sub>\*loss<sub>20</sub>

>w<sub>i</sub> = □Improves performance for classes of lower overall

performance

# Proposed method - Selecting the proper decision layers

#### SSD deployed 6 decision layers

They are used to extract discriminant features.
 Each one with different feature map size.
 The deepest layer is useful for bigger objects only.
 They do not appear in KITTI

> Are non frequent in Pascal □ Formation of SSDx7 > 1 additional shallower decision layer

Better performance in KITTI
 Decreased performance In Pascal Voc
 Gromation of shallower SSDx6

□1 additional shallower decision layer used. □1 deeper layer being removed □Formation of shallower SSDx5

1 additional shallower decision layer
2 deeper layers were removed

> Only well performing in KITTI Formation of SSDx5 > 1 deeper layer was removed

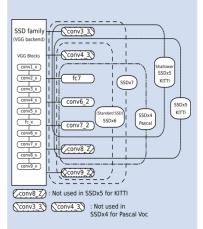
> Only well performing in Pascal Voc

Formation of SSDx4

F1 deeper layer was removed

1 shallower layer was also removed

>Only performing well in Pascal Voc







□Balancing dataset did not work for Pascal Voc only for KITTI > The repetition of images also incorporate objects of the majority class
> Pascal Voc is a more complex dataset with 20 classes compared to
KITTI, which involves only 3 classes.
Might improve the performance of some classes but decrease the

performance for the remaining classes.



### Experimental results - Pascal Voc 2007

#### Full model:

>Incorporating an additional shallower layer **did not increase** the performance.

Weighted version of SSDx6, SSDx5 and SSDx6 all tie at 77.6%
 Performance of 3 worst classes did improve on Weighted version.

## Medium model:

Removing shallower layer did not improve the overall performance (almost 5% compared to baseline).

Inclusion of Last layer did not affect the results.
Weighted version of SSDx4 model demonstrated best performance at 71.0% mAP.

### Lighter model:

> Removing shallower layer improved performance (4% compared to baseline).

#### Last layer do not affect results.

Weighted version SSDx4 model demonstrated best performance at 64.1% mAP

Model	Decisi	ion Layers (	train/eval)	mAP
name	num	initial	last	III/AI
Full SSDx6	6/6	conv4_3	conv9_2	77.6%
Full SSDx6 vs5	6/5	fc7	conv9_2	71.2%
Full SSDx6 vs5	6/5	conv4_3	conv8_2	77.6%
Full SSDx7	7/7	conv3_3	conv9_2	77.5%
w. Full SSDx6	6/6	conv4_3	conv9_2	77.6%
SSD lite 48x6	6/6	conv4_3	conv9_2	61.7%
SSD lite 48x6 vs5	6/5	fc7	conv9_2	66.6%
SSD lite 48x6 vs5	6/5	conv4_3	conv8_2	61.6%
SSD lite 48x4	4/4	fc7	conv9_2	70.6%
w. SSD lite 48x4	4/4	fc7	conv9_2	71.0%
SSD lite 32x6	6/6	conv4_3	conv9_2	55.9%
SSD lite 32x6 vs5	6/5	conv4_3	conv8_2	55.9%
SSD lite 32x6 vs5	6/5	fc7	conv9_2	59.9%
SSD lite 32x4	4/4	fc7	conv8_2	63.1%
w. SSD lite 32x4	4/4	fc7	conv8_2	64.1%

### □Various light-weight models' performance on Pascal Voc 2007 test set:

Model name	Num Decision Layers	mAP
Tiny-DSOD	6	72.1%
w. SSD lite 48x4	4	71.0%
Pelee	4	70.9%
MobileNet-SSD	4	68.1%
w. SSD lite 32x4	4	64.1%

## Experimental results - KITTI

### Generation Full model:

- >A balanced dataset was used.
  - Additional shallower layer improved the performance significantly.
    Shallower SSDx5 was used.
  - >Weighted version of shallower SSDx5 demonstrated best performance with mAP 86 1%

# Medium model:

#### Inviedium model:

Balancing the dataset improved to a point (best choice additional 1.5x of the original samples).

Additional shallower layer improved performance significantly (50%+).

Weighted version of shallower SSDx5 demonstrated best performance at 84.1% mAP.

#### Lighter model:

#### >Using a balanced dataset.

Weighted version of shallower SSDx5 demonstrated best performance at 81.1% mAP.

Model	Decisi	Decision Layers (train/eval) mAP		
name	num	initial	last	mztr
Full SSDx5 b[1.5,1.5]	5/5	conv3_3	conv7_2	85.4%
w. Full SSDx5 b[1.5,1.5]	5/5	conv4_3	conv7_2	86.1%
SSD lite 48x6	6/6	conv4_3	conv9_2	23.2%
SSD lite 48x7	7/7	conv3_3	conv9_2	75.0%
SSD lite 48x7 b[1,1]	7/7	conv3_3	conv9_2	81.1%
SSD lite 48x7 b[1.5,1.5]	7/7	conv3_3	conv9_2	81.6%
SSD lite 48x7 b[1.5,1.5]	7/6	conv3_3	conv8_2	81.6%
SSD lite 48x7 b[1.5,1.5]	7/5	conv3_3	conv7_2	81.6%
SSD lite 48x7 b[2,2]	7/7	conv3_3	conv9_2	80.8%
SSD lite 48x5 b[1.5,1.5]	5/5	conv3_3	conv7_2	82.0%
w. SSD lite 48x5 b[1.5,1.5]	5/5	conv3_3	conv7_2	84.0%
SSD lite 32x7 b[1.5,1.5]	7/7	conv3_3	conv9_2	77.4%
SSD lite 32x5 b[1.5,1.5]	5/5	conv3_3	conv7_2	79.2%
w. SSD lite 32x5 b[1.5,1.5]	5/5	conv3_3	conv7_2	81.1%

### Performance of various light-weight models in KITTI

Model name	Num Decision Layers	mAP
w. SSD lite 48x5 b[1.5, 1.5]	5	84.0%
w. SSD lite 32x5 b[1.5, 1.5]	5	81.1%
SqueezeDet+	1	80.4%
Tiny-DSOD	6	77.0%

#### Experimental results – Computational performance

Efficiency comparison with other lightweight models: Reported times are indicative due to hardware differences

Model name	Resolution	batch size	fps	GPU
Full SSDx6	300x300	1	44	GTX 1070 Ti 8GB
SSD lite 48x4	300x300	1	59	GTX 1070 Ti 8GB
SSD lite 32x4	300x300	1	90	GTX 1070 Ti 8GB
Pelee	304x304	1	77	TX2 (32FP)*
Tiny-DSOD	300x300	1	105	TitanX
MobileNet-SSD	300x300	1	59.3	TitanX
Full SSDx5	620x300	1	29	GTX 1070 Ti 8GB
SSD lite 48x5	620x300	1	51	GTX 1070 Ti 8GB
SSD lite 32x5	620x300	1	61	GTX 1070 Ti 8GB
SqueezeDet+	1242x375	1	32.1	TitanX
Tiny-DSOD	1200x300	1	64.9	TitanX
* excluding post	processing tim	e		

#### 5. CONCLUSION

Light-weight versions of the SSD architecture were examined.

Two widely used datasets were utilized: Pascal Voc & KITTI.

□SSD remains competitive even when many of the original filters were removed. □Decision layer selection affected significantly the performance especially on lighter versions.

Effectiveness drop counter-measures proved useful: Class weights manipulation played an important role. A balanced dataset also improved performance (only in KITTI).