

Object

Detection

Object detection algorithm

R-CNN:

extract 2000 regions from raw image.

region proposals

(2000 region proposals generated by

selective search algorithm)

R-CNN: Regions with CNN features

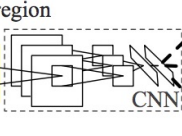


1. Input image

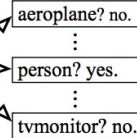


2. Extract region proposals (~2k)

warped region



3. Compute CNN features

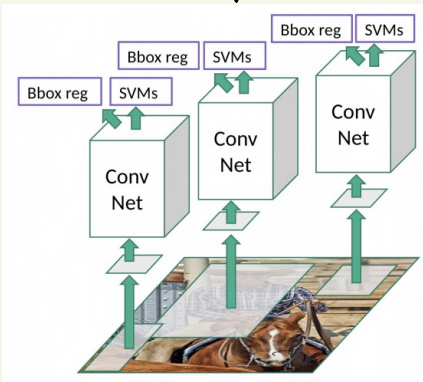


4. Classify regions

↳ 2000 candidate region proposals warped into a square, fed into a CNN.
CNN produces a 4096-dim feature vector as output.

Features feed into SVM to classify

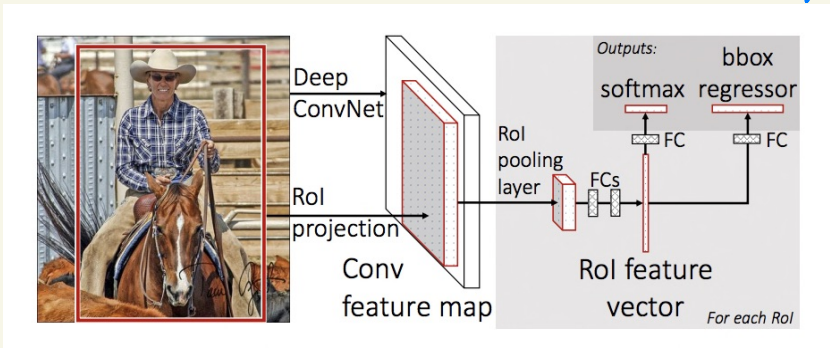
Predict 4 offset values of bounding box.



problems with R-CNN:

- ① waste of time to train (classify 2000 region per img)
- ② Not suitable for Real-time (around 47s per img)
- ③ Selective search algorithm is fixed. (could generate bad region proposals)

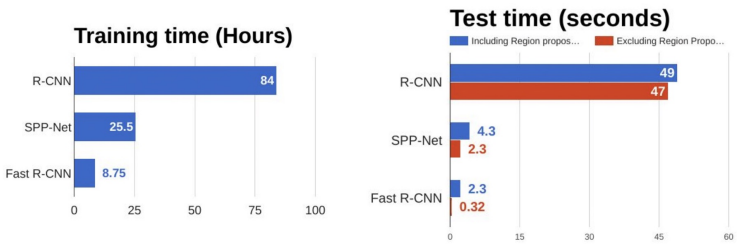
Fast R-CNN → solve drawbacks of R-CNN.



(R-CNN) feed region proposals to CNN

(Fast R-CNN) feed input img to CNN → generate Convolutional feature map

{ identify the region of proposals
wrap them into squares } → reshape into fixed size (RoI pooling layer) → feed into FC layer → { softmax
bbox reg }



No need to feed 2000 region proposals to CNN
Convolution operation
Once per img.

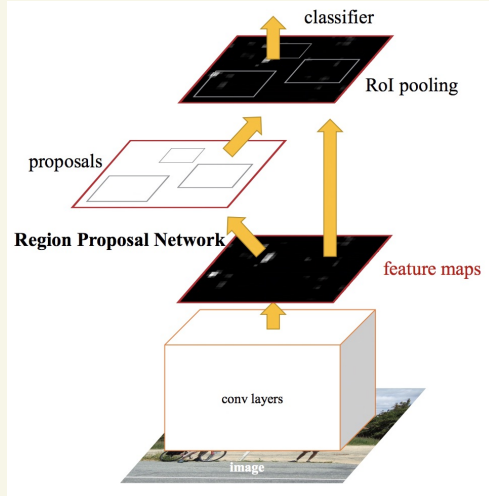
region proposals : bottlenecks in Fast R-CNN

Faster R-CNN

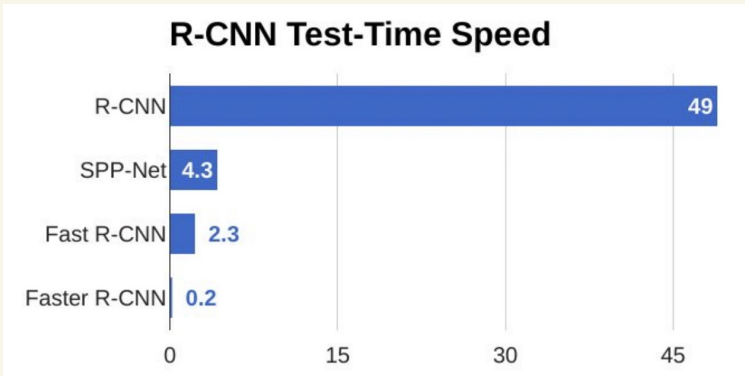
slow, time-consuming

R-CNN & Fast R-CNN: Selective search

Faster R-CNN: "eliminated"



img $\xrightarrow{\text{CNN}}$ Convolutional feature map
~~selective search~~
a separate network
predict the region proposals $\xrightarrow{\text{ROI pooling layer}}$ reshape to fixed size \rightarrow $\left\{ \begin{array}{l} \text{classify} \\ \text{predict offset values} \end{array} \right.$



Much faster than before

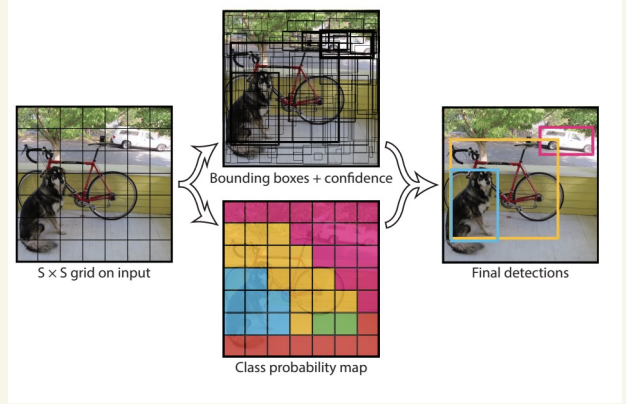
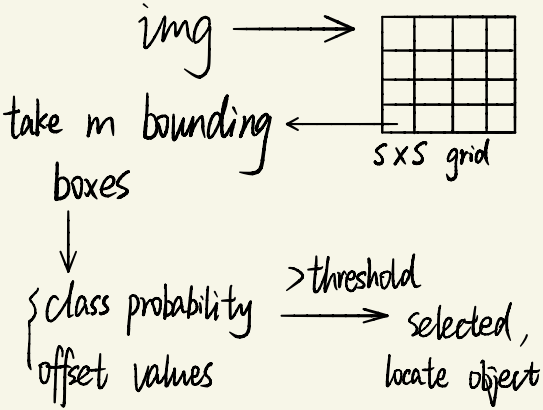
suitable for real-time object-detection

YOLO

YOLO — You Only Look Once

R-CNN, Fast R-CNN, Faster R-CNN : use regions to localize object.

YOLO : a single CNN predicts $\left\{ \begin{array}{l} \text{bounding boxes} \\ \text{class probabilities for boxes} \end{array} \right.$



far more faster (45 fps)
struggle with small objects.