

# DEEP LEARNING MODEL FOR VEHICLE DETECTION USING HETEROGENEOUS INFORMATION

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**Abstract:** Vehicle identification is particularly testing when vehicles are impeded which is regular in heterogeneous rush hour gridlock. As of late Deep Learning has indicated surprising guarantee in understanding numerous PC vision undertakings, for example, object acknowledgment, recognition, and following. In any case, preparing profound learning designs require gigantic marked datasets which are tedious and costly to obtain. We bypass this issue by information growth. By appropriately expanding a current vast small-scale traffic dataset with a little low goal of heterogeneous information, we acquire best in class vehicle location execution.

## I. INTRODUCTION:

Training a deep learning architecture to detect vehicles to homogeneous traffic is already implemented and can be only applicable for western countries as they behave lane discipline and don't have different types of vehicles such as auto-rickshaws, Maxi cab etc. Training with heterogeneous data of different vehicles and test with no-lane discipline approach is the new challenge. Many western countries follow lane discipline such as USA, UK, Germany and with homogenous traffic data, a vehicle could be easily detected.

But in Asian countries like India, China, Indonesia the population is more and has different types of transportation vehicles those doesn't follow lane discipline which might not be detected by the traditional approach.

The results show that the traditional computer vision systems are effective in detecting vehicles of homogenous data and classifying them using an SVM model, and have benefitted vehicle tracking. These methodologies are not strong as for brightening, impediments, and scale changes.

## II. RELATED WORK

Here we have seen training to detect vehicle with homogeneous data but with heterogeneous traffic data and a faster framework called YOLO (You only look once Framework) is implemented to train and test the data.

## III. METHODOLOGY

Contrasted with other locale proposition arrangement systems (quick RCNN) which perform location on different area recommendations and in this way end up performing expectation on numerous occasions for different districts in a picture, Yolo engineering is increasingly similar to FCNN (completely convolutional neural system) and passes the picture ( $n \times n$ ) once through the FCNN and yield is ( $m \times m$ ) forecast. This the engineering is part the info picture in ( $m \times m$ ) lattice and for every framework age 2 bouncing boxes and class probabilities for those jumping boxes.

This is a very extravagant territory of neural systems today, and there is an assortment of calculations that can handle these sorts of assignments, each with its quirks and exhibitions, we will concentrate on YOLO. This post depicts it at an exceptionally abnormal state and tells the best way to utilize it when it is pre-prepared to recognize a few things. It is fundamentally an accumulation of the essential squares you might need to go through when moving toward these points.

YOLO reasons generally about the image when making estimates. Not in the slightest degree like sliding panel and territory suggestion-approach methodologies, YOLO sees the entire picture in the midst of getting ready and test time so it absolutely encodes meaningful information about classes corresponding to their appearance. Brisk R-CNN, a well acknowledgment system, bungles establishment fixes in an image for articles since it doesn't have the capability to see the greater setting. YOLO makes not actually an expansive part of the amount of establishment botches appeared differently in relation to Fast R-CNN.

YOLOv2 (December 2016) enhances a portion of the inadequacies of the primary variant, to be specific the way that it isn't truly adept at distinguishing objects that are exceptionally close and will in general complete a couple of mix-ups in limitation.

YOLOv2 presents a couple of new things: fundamentally stay boxes (pre-decided arrangements of boxes to such an extent that the system moves from anticipating the bouncing boxes to foreseeing the counterbalances from these) and the utilization of highlights that are better grained so littler items can be anticipated better. Further, YOLOv2 sums up better over picture measure as it utilizes an instrument where from time to time the pictures are resized, haphazardly.

The stay boxes to begin with, when you train the system, is the thing that you might need to change to your particular dataset for preparing - the best approach to do it, utilized in the paper, is to run a k-implies bunching work on the preparation set, utilizing the IOU as a similitude metric, to decide great decisions.

The YOLO setup connects totally arranging and Realtime speeds while keeping up high common accuracy. Our system parcels the information picture into a  $S \times S$  cross section. If the point of convergence of a thing falls into a system cell, that structure cell is accountable for distinguishing that object.

Darknet is a system to prepare neural systems, it is open source and written in C/CUDA and fills in as the reason for YOLO. The first vault, by J Redmon (likewise first creator of the YOLO paper), can be found here. Examine his site also. Darknet is utilized as the system for preparing YOLO, which means it sets the design of the system.

Clone the repo locally and have it. To assemble it, run a make. On the whole, TO mean to utilize the GPU ability you have to alter the Make document in the initial two lines, where you tell it to arrange for GPU use with CUDA drivers Each bouncing box comprises of 5 forecasts: x, y, w, h, and certainty. The (x, y) arranges speak to the focal point of the case with respect to the limits of the matrix cell. The width and stature are anticipated with respect to the entire picture.

$$\Pr(\text{Class}|\text{Object}) * \Pr(\text{Object}) * \text{IOU} = \Pr(\text{Class}) * \text{IOU}$$



PASCAL VOC DATASET

IITMHetra DATASET

### 3.1 COLLECTION OF DATASETS:

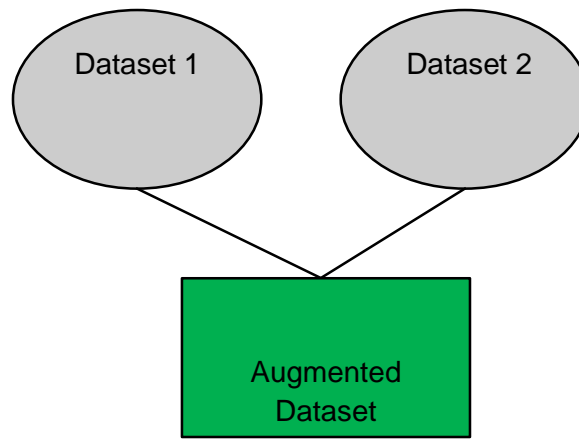
The following are the datasets used in the detection of vehicle of heterogeneous traffic data:

- 1.PASCAL VOC 2007
- 2.PASCAL VOC 2012
- 3.IITMHetra

The Pascal VOC (PASCAL Visual Object Classes) data is a well-known set of standardized images for object class recognition. IITMHetra is a dataset that comprises very little data of heterogeneous data and vehicles that doesn't follow lane discipline.

### 3.2 DATA AUGMENTATION:

We account for these situations by training our network with additional synthetically modified data. Here the limited dataset is IITMHetra which consists of limited heterogeneous traffic data and PASCAL VOC which contains enormous data for object detection. Augmenting the datasets of PASCAL VOC and IITMHetra will be a better approach to train the architecture to have more accuracy for vehicle detection.

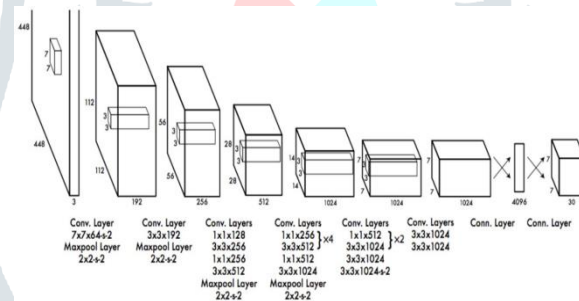


**3.3 TRAINING AND TESTING DATASET:**

A preparation dataset is a dataset of precedents utilized for realizing, that is to fit the parameters (e.g., loads) of, for instance, a classifier. Most methodologies that look through preparing information for experimental connections tend to over fit the information, implying that they can distinguish and abuse evident connections in the preparation information that don't hold all in all. Preparing with expanded datasets of PASCAL VOC and IITMHetra in the YOLO V2 system.

Changes to misfortune capacities for better outcomes is intriguing. Two things emerge: Differential load for certainty forecasts from borders that contain object and borders that don't contain object and preparing and foresee the square foundation of the bouncing box width and stature to punish blunder in little article and extensive item in an unexpected way.

Quick YOLO uses a neural framework with less convolutional layers (9 as opposed to 24) and less directs in those layers. Other than the degree of the framework, all readiness and testing parameters are the proportional among YOLO and Fast YOLO.



We enhance for total squared mistake in the yield of our model. We use entirety squared mistake since it is anything but difficult to enhance, anyway it doesn't superbly line up with our objective of augmenting normal accuracy. It loads confinement mistake similarly with arrangement blunder which may not be perfect. Likewise, in each picture numerous lattice cells don't contain article. the "certainty" scores of those phones towards null or empty value, regularly overwhelming the inclination from cells that contains objects. This can prompt model precariousness, making preparing separate at an early stage. To cure this, we increment the misfortune from jumping box facilitate forecasts and decline the misfortune from certainty expectations for borders that doesn't objects. We implement two parameters:

#coord and #noobj to achieve this. And set #coord = 5 and #noobj = .5.

Entire squared screw up furthermore likewise stacks botches in sweeping boxes and little boxes. Our oversight metric should reflect that little whimsies in extensive boxes matter not actually in little boxes. To midway address this we anticipate the square establishment of the hopping box width and height as opposed to the width and stature authentically.

YOLO determines different jumping boxes per network cell. At preparing time we just need one jumping box indicator to be in charge of each article. We relegate one indicator to be "dependable" for anticipating an item dependent on which expectation has the most noteworthy with existing IOU with the ground truth. This prompts between the bouncing box indicators. This spatial limitation restrains the quantity of adjacent items that our model can anticipate. Our model battles with little items that show up in gatherings, for example, herds of flying creatures. Since our model figures out how to foresee bouncing boxes from information, it battles to sum up to articles in new or abnormal viewpoint proportions or setups.

#### IV RESULTS:

The results show more accuracy than traditional RCNN method, the datasets are tested in ubuntu command line and the outputs are stored as labeled image in desired folder.

```

Terminal
anuroop@anuroop-VirtualBox: ~/darknet-master
OPS: 17 max 2 x 2 / 2 38 x 38 x 512 -> 19 x 19 x 512
OPS: 18 conv 1024 3 x 3 / 1 19 x 19 x 512 -> 19 x 19 x 1024 3.407 BFL
OPS: 19 conv 512 1 x 1 / 1 19 x 19 x 1024 -> 19 x 19 x 512 0.379 BFL
OPS: 20 conv 1024 3 x 3 / 1 19 x 19 x 512 -> 19 x 19 x 1024 3.407 BFL
OPS: 21 conv 512 1 x 1 / 1 19 x 19 x 1024 -> 19 x 19 x 512 0.379 BFL
OPS: 22 conv 1024 3 x 3 / 1 19 x 19 x 512 -> 19 x 19 x 1024 3.407 BFL
OPS: 23 conv 1024 3 x 3 / 1 19 x 19 x 1024 -> 19 x 19 x 1024 6.814 BFL
OPS: 24 conv 1024 3 x 3 / 1 19 x 19 x 1024 -> 19 x 19 x 1024 6.814 BFL
OPS: 25 route 16
OPS: 26 conv 64 1 x 1 / 1 38 x 38 x 512 -> 38 x 38 x 64 0.095 BFL
OPS: 27 reorg 27 24 / 2 38 x 38 x 64 -> 19 x 19 x 256
OPS: 28 route 27 24
OPS: 29 conv 1024 3 x 3 / 1 19 x 19 x 1280 -> 19 x 19 x 1024 8.517 BFL
OPS: 30 conv 425 1 x 1 / 1 19 x 19 x 1024 -> 19 x 19 x 425 0.314 BFL
OPS: 31 detection
mask_scale: Using default '1.000000'
Loading weights from yolov2.weights... Done!
frame: 1209.jpg: Predicted in 105.042159 seconds.
bus: 80x
car: 80x
anuroop@anuroop-VirtualBox:~/darknet-master$ [2]

```



#### V CONCLUSION:

However, the results have showed more accuracy, there can be still more advancement with a larger dataset than a limited heterogeneous dataset which has been trained and tested. IITMHetra had only limited amount of Heterogeneous traffic data with images. A larger database and more challenges than just lane disciplines would arrive and new frameworks and architectures evolve for more accuracy and faster run time vehicle detection which can be used in various departments to detect, alert, track, information feedback without manual work. More Instances for each class can be used to train more labeled class vehicle.

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