



Object Detection Systems: CNNs and MobileNet SSD Technology

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Abstract: Object detection systems, pivotal in computer vision, identify and localize objects in images or videos. This paper explores Convolutional Neural Networks (CNNs) and MobileNet SSD (Single Shot Multi Box Detector) for efficient object detection, particularly in resource-constrained environments. We review CNN-based detection, detail MobileNet SSD's lightweight architecture, and assess its performance. Applications in autonomous driving, mobile devices, and surveillance are discussed, alongside challenges and future directions. This study underscores MobileNet SSD's role in enabling real-time detection on edge devices.

Keywords: Data-Driven, Object Detection, MobileNet, Convolutional Neural Networks (CNNs), Bounding Boxes, Machine Learning.

I. INTRODUCTION

Object detection, a cornerstone of computer vision, involves identifying and localizing objects via bounding boxes and class labels. Its applications span autonomous vehicles, mobile devices, and security systems. Convolutional Neural Networks (CNNs) have revolutionized object detection by automating feature extraction, while MobileNet SSD offers a lightweight solution for edge devices, balancing speed and accuracy. This paper examines CNN-based object detection with a focus on MobileNet SSD. Section 2 provides historical context, Section 3 details CNNs and MobileNet SSD, Section 4 explores applications, and Section 5 discusses challenges and future directions. In the context of self-driving cars, face detection, video surveillance, and numerous other applications, the project harnesses the power of CNN, a subset of deep learning, to automate the process of object identification. The integration of Mobile Net SSD, a combination of Mobile Net and Single Shot Multi box Detector (SSD) techniques, enhances the efficiency of the real-time detection system.

Haar-like traits play a crucial role, systematically scanning images to identify objects, even those with intricate details. OpenCV serves as a foundational tool, providing a library of programming functions that optimize real-time computer vision in both images and videos. The project's methodology involves training data sets using CNN, emphasizing the elimination of manual feature extraction and showcasing the advantages of deep learning.

With the overarching goal of assisting visually challenged individuals, the project envisions a tangible solution to overcome difficulties in object recognition. Through the seamless integration of advanced computer vision technologies, the "Real-Time Object Detection with Deep Learning" project aims to make significant strides in enhancing accessibility and autonomy for the visually impaired.

II. BACKGROUND

Early object detection relied on hand-crafted features, such as Viola-Jones, which used Haar-like features for face detection but struggled with complex scenes. The rise of CNNs, driven by AlexNet, enabled robust feature learning. Two-stage detectors like R-CNN and Faster R-CNN, achieved high accuracy but were computationally heavy. One-stage detectors, including YOLO and SSD, prioritized speed. MobileNet SSD, combining MobileNet's efficiency with SSD's single-shot detection, emerged as a solution for real-time detection on resource-constrained devices.

The primary objective of the project, "Real-Time Object Detection with Deep Learning," is to develop a robust and efficient system for the swift and accurate identification of objects in digital images and videos in real-time scenarios. The overarching goal is to contribute to the advancement of computer vision technologies, specifically focusing on aiding visually impaired individuals in comprehending their surroundings.

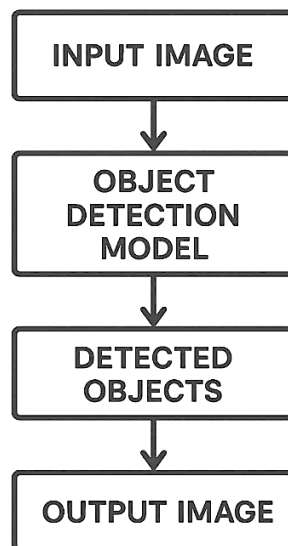


The project aims to leverage the powerful capabilities of Convolutional Neural Networks (CNN) and OpenCV (Open-Source Computer Vision) to create a sophisticated object detection system. CNN, a subset of deep learning, is chosen for its ability to learn intricate patterns and features directly from data, eliminating the need for manual feature extraction. This choice enhances the efficiency of object detection, making it particularly suitable for real-time applications.

MobileNet SSD, a fusion of MobileNet and Single Shot Multibox Detector (SSD) techniques, is employed to achieve real-time object detection. This combination ensures a balance between accuracy and computational efficiency, making the system viable for deployment in various contexts, such as self-driving cars, video surveillance, and more.

The project's core objective is to make a tangible impact on the lives of visually challenged individuals by providing them with a tool that assists in the real-time identification of objects. By automating the object detection process, the project seeks to enhance accessibility, autonomy, and overall quality of life for the visually impaired community. The research and development efforts are dedicated to creating a reliable, adaptable, and user-friendly system that can seamlessly integrate into real-world scenarios, ultimately contributing to a more inclusive and accessible environment.

REAL-TIME OBJECT DETECTION



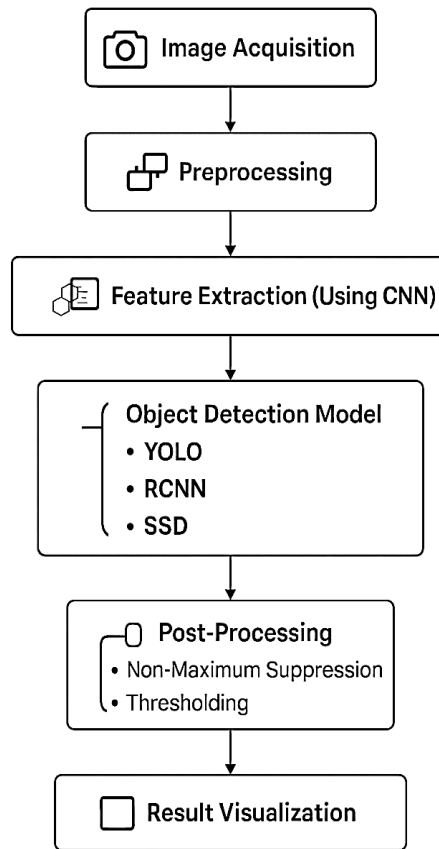
The Real Time Object Detection

III. METHODOLOGY

CNNs extract hierarchical features through convolutional layers, pooling layers, and fully connected layers. In object detection, CNNs serve as backbones, identifying patterns like edges and textures. One-stage detectors like SSD apply CNNs across the image to predict bounding boxes and classes in a single pass, optimizing for speed shown in diagram.

The methodology employed in the "Real-Time Object Detection with Deep Learning" project follows a systematic approach, integrating Convolutional Neural Networks (CNN) and OpenCV to develop a robust real-time object detection system. Initiated by the adoption of CNN architecture, known for its prowess in handling image data, the project emphasizes the systematic application of filters to achieve translation invariance. Complementing this, the incorporation of the MobileNet SSD technique strikes a balance between computational efficiency and accuracy, crucial for swift object detection.

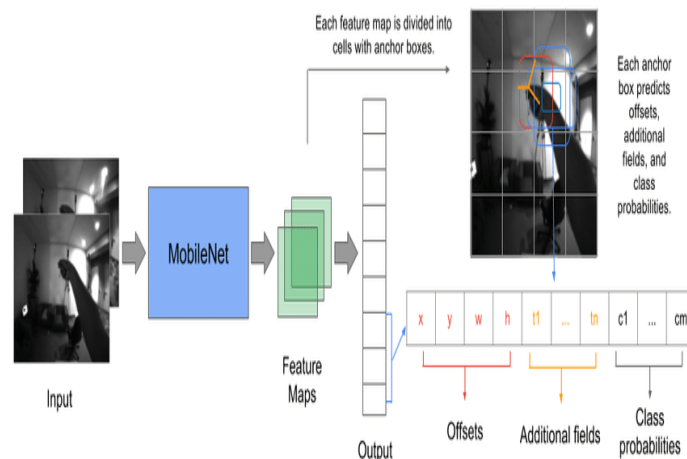
The integration of OpenCV, a versatile open-source computer vision library, serves as a foundational pillar for image manipulation and real-time analysis. The project involves meticulous training of a labelled data set, allocating significant proportions for training and validation. Subsequently, the real-time object detector is developed, leveraging the video stream from a webcam. The methodology extends to include performance evaluation metrics and considerations for user interface design, ensuring a comprehensive approach to achieving accurate and accessible real-time object detection.



Architecture of a Real-Time Object Detection

3.1 MobileNet SSD Architecture

MobileNet employs depth wise separable convolutions, splitting standard convolutions into depth wise (per-channel) and pointwise (1x1) operations. This reduces parameters and computation, ideal for mobile devices. MobileNet has 28 layers, with tunable width and resolution multipliers for further optimization. SSD predicts bounding boxes and class probabilities using multi-scale feature maps. Anchor boxes at various scales and aspect ratios handle objects of different sizes. Predictions are made in a single forward pass, enabling real-time performance. MobileNet replaces SSD's heavier backbones (e.g., VGG) with its efficient architecture. Feature maps from selected MobileNet layers feed into SSD's detection heads, balancing accuracy and speed.





3.2 Training and Optimization

MobileNet SSD is trained on datasets like COCO or PASCAL VOC using stochastic gradient descent. Data augmentation (e.g., flipping, scaling) enhances robustness. Post-training, quantization and pruning reduce model size, enabling deployment.

The training dataset is a fundamental component in the development of the "Real-Time Object Detection with Deep Learning" project. It serves as the bedrock for training the machine learning model to recognize and classify objects accurately in real-time scenarios. Comprising a collection of labelled images, the training dataset acts as the source from which the machine learning model learns the distinctive features and patterns associated with each object category.

In the context of this project, the training dataset is meticulously curated to encompass diverse images of the objects targeted for identification. Objects such as 'person,' 'car,' 'train,' 'bird,' 'sofa,' 'dog,' 'plant,' 'aero plane,' 'bicycle,' 'bus,' and 'motorbike' are among the 15 to 20 objects considered during the training phase. The inclusion of a varied and comprehensive dataset is crucial for enhancing the model's accuracy and adaptability to real-world scenarios.

The training dataset is typically divided into three subsets: the training dataset itself, containing around 85-90% of the labelled data, the validation dataset constituting 5-10%, and the testing dataset for evaluating the model's performance. Labelled data ensures that the model can associate specific objects with corresponding features during the training process, enabling it to make informed predictions during real-time object detection. This meticulous training dataset preparation plays a pivotal role in achieving a high level of precision and reliability in the real-time object detection system.

IV. PERFORMANCE

MobileNet SSD is evaluated using mean Average Precision (mAP), Intersection over Union (IoU), and Frames Per Second (FPS). On COCO, it achieves 22-25 mAP, lower than Faster R-CNN (35+ mAP), but its 50-100 FPS on mobile devices supports real-time applications. Its small model size (e.g., 20 MB) suits embedded systems.

Here, in this project we will be considering around 15 to 20 objects to be detected during the training. Some of those include 'person', 'car', 'train', 'bird', 'sofa', 'dog', 'plant', 'aero plane', 'bicycle', 'bus', 'motorbike', etc.

The expected output of this project will display the objects detected with a rectangular box around the object with a label indicating its name and therefore the exactness with which the object has been detected on the top of it. It can dig out any number of objects existing during a single image with certainty.



The Train

This image demonstrates a real-time object detection system identifying a train. The green box indicates the area where the system has detected a train with a confidence score of 100%. Real-time object detection systems are used to identify and locate objects in images or videos with high speed and accuracy. These systems are essential in various applications like autonomous vehicles, surveillance, and traffic monitoring.



The image shows a train on tracks, with trees and a cloudy sky in the background. Object detection systems use algorithms, often based on deep learning, to recognize patterns and classify objects within an image. The system can also output the object's location through bounding boxes and a confidence score which shows how certain it is that the prediction is correct.



The Potted Plant

This image demonstrates a real-time object detection system identifying a potted plant. The system uses a machine learning model to analyze the visual input, in this case, a picture of a potted plant, and recognizes the object. The text "pottedplant: 100.00%" indicates the system's confidence level in its identification. The text "The Potted Plant" is a label to describe the object.

Real-time object detection systems are used in a variety of applications, including robotics, self-driving cars, surveillance, and image search. These systems use algorithms to analyze images and videos to identify objects, often in real-time. Some popular algorithms include YOLO, SSD, and RetinaNet. Object detection can be challenging because it requires identifying objects despite variations in lighting, angle, and occlusion.

V. APPLICATIONS

MobileNet SSD's efficiency enables diverse applications.

Autonomous Driving: Detects pedestrians, vehicles, and signs in real-time on embedded systems, supporting low-latency perception.

Mobile Devices: Powers object recognition in augmented reality and mobile photography, running efficiently on smartphones.

Surveillance: Enables real-time detection of suspicious objects in security cameras, leveraging low power consumption.

Enhanced Security Systems: The real-time object detection system can contribute to advanced security systems by accurately identifying and monitoring individuals, vehicles, and objects in sensitive areas. This includes applications in surveillance, access control, and perimeter monitoring, reinforcing security measures.

Smart Traffic Management: Implementing the object detection capabilities in traffic monitoring can lead to intelligent traffic management systems. The system could identify and track vehicles, optimize traffic flow, and contribute to the development of smart cities by enhancing transportation efficiency.

Assistive Technologies for the Visually Impaired: Expanding the project's objective of aiding visually impaired individuals, the technology could be integrated into wearable devices or smartphone applications to provide real-time object recognition, enabling users to navigate their surroundings more confidently.

Retail Analytics: In the retail sector, real-time object detection can be employed for customer analytics and inventory management. Tracking customer movements and product interactions can offer insights into consumer behaviour, aiding in store layout optimization and inventory control.



Healthcare Applications: The technology has potential applications in healthcare for monitoring patient movements, detecting medical equipment, and ensuring compliance with safety protocols. Real-time object detection can contribute to enhancing patient care and hospital safety.

Industrial Automation: In manufacturing and industrial settings, the system can be integrated into robotic systems for object recognition, facilitating automation processes. This includes tasks such as identifying and sorting objects on assembly lines or managing inventory in warehouses.

Environmental Monitoring: The project's real-time object detection capabilities could be applied to environmental monitoring, such as tracking wildlife movement or monitoring changes in ecosystems. This could contribute to conservation efforts and ecological research.

Human-Computer Interaction: The technology can be integrated into human-computer interaction systems, allowing for gesture recognition, facial expression analysis, and improved interaction in virtual or augmented reality environments.

Educational Tools: Implementing the real-time object detection system in educational settings could enhance learning experiences. For example, it could be used in interactive educational applications, enabling students to explore and interact with 3D models of various objects.

Autonomous Robotics: The project's real-time object detection capabilities could be integrated into autonomous robotic systems, facilitating navigation, obstacle avoidance, and object manipulation in diverse environments.

These potential applications highlight the adaptability and wide-ranging impact that the real-time object detection system could have across various industries and sectors.

VI. CONCLUSION

MobileNet SSD, built on CNNs, exemplifies efficient object detection for edge devices. Its MobileNet backbone and SSD framework enable real-time performance in autonomous driving, mobile devices, and surveillance. While challenges like reduced accuracy and generalization persist, advancements in backbones, optimization, and 3D integration promise to enhance its capabilities. MobileNet SSD remains a key enabler of lightweight, real-time object detection, driving innovation in computer vision.

VII. FUTURE SCOPE

- **Enhanced Backbones:** Incorporating attention mechanisms into MobileNet to improve feature extraction.
- **Optimization Techniques:** Using quantization-aware training for low-precision inference.
- **Domain Adaptation:** Leveraging transfer learning to enhance generalization.
- **3D Integration:** Combining with depth sensors for robust detection in 3D environments.

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