



Remote Sensing: (c) Applications

Detection of Collapsed Buildings in Post-Earthquake Remote Sensing Images Based on the Improved YOLOv3

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02 Materials and Methods

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CONTENT



PART ONE

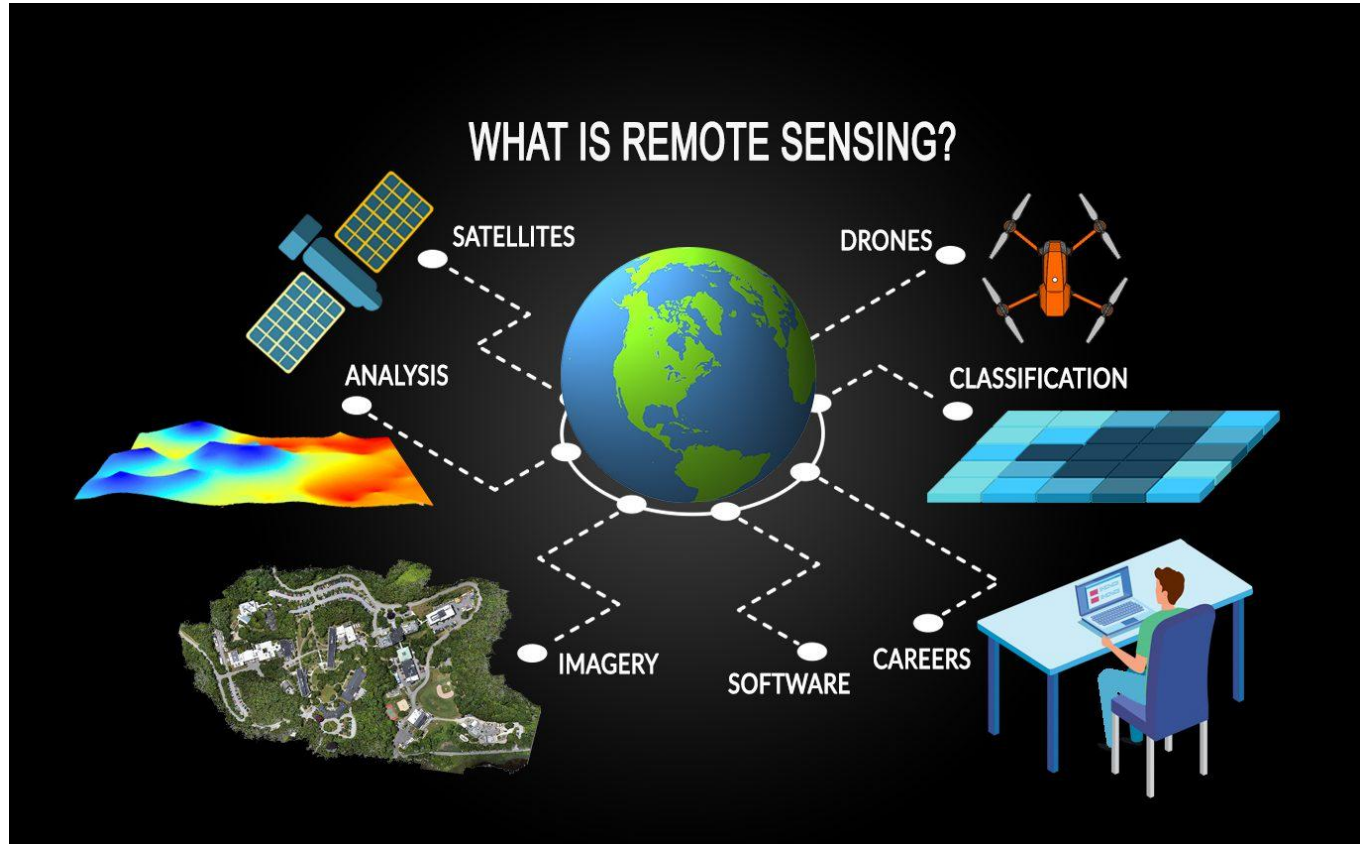
Introduction

Building damage after an earthquake



Remote Sensing

Remote sensing is the acquisition of information about an object or phenomenon without making physical contact with the object and thus in contrast to on-site observation, especially the Earth.



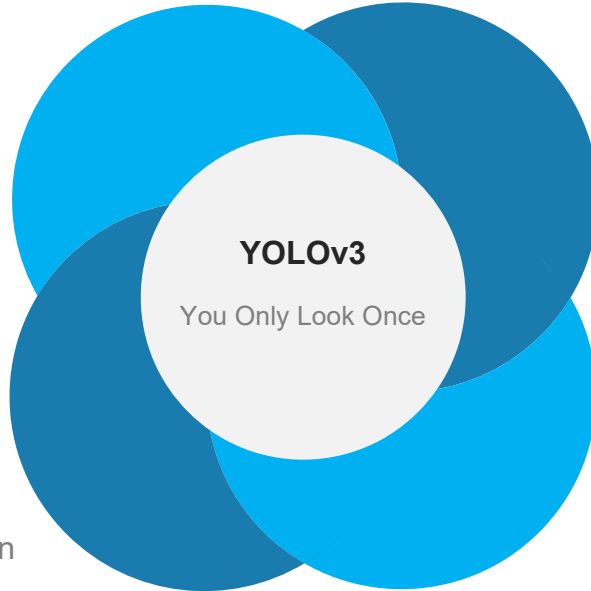
Previous Studies

01. Multi-temporal evaluation method

Mainly based on detecting changes to evaluate the information on building damage.

03. Region-based method

The combination of a region-based extractor and detection network(CNN) has become a classic method.



02. Single-temporal evaluation method

It has become an effective technical means that can be directly used to extract and evaluate information on building damage.

04. Regression-based method

It uses a single CNN to predict the boundary box and classify, and transform the object detection problem into a regression problem.

YOLOv3

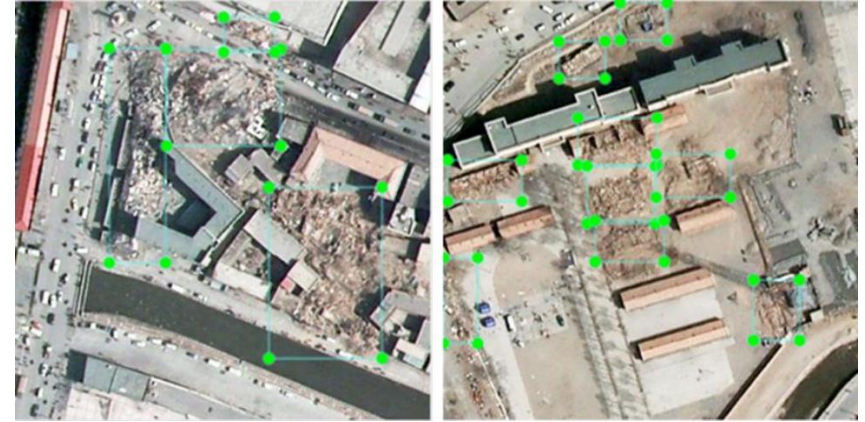
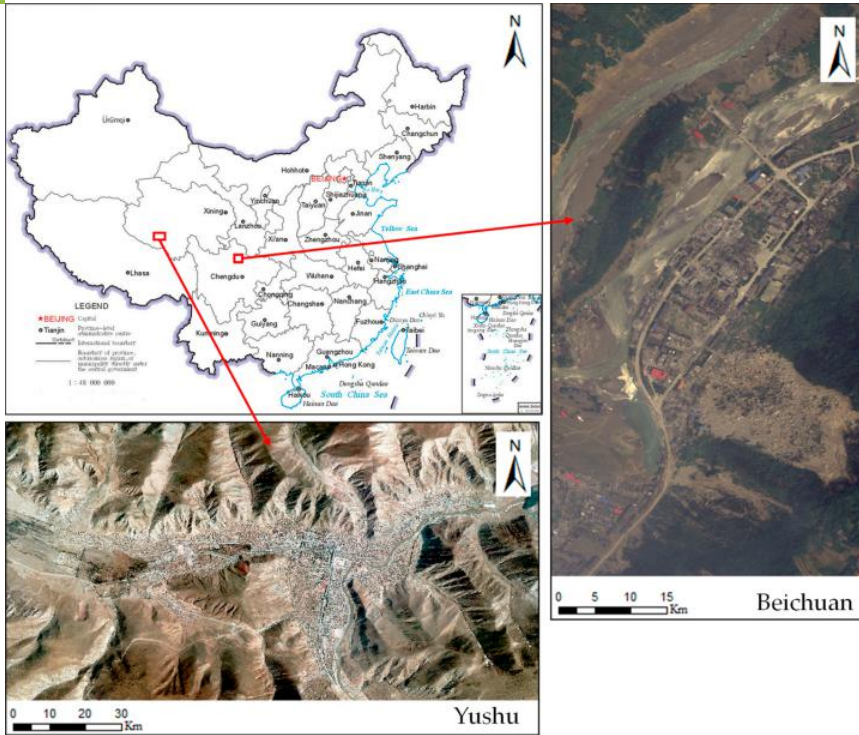
- YOLOv3, a CNN-based object detection method.
- The YOLO series of algorithms have a better generalization capability and faster detection speed than the R-CNN series of algorithms.
- Achieve higher efficiency and precision
- Improve a part of its network structure and loss function to improve the efficiency and accuracy of detection.

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PART TWO

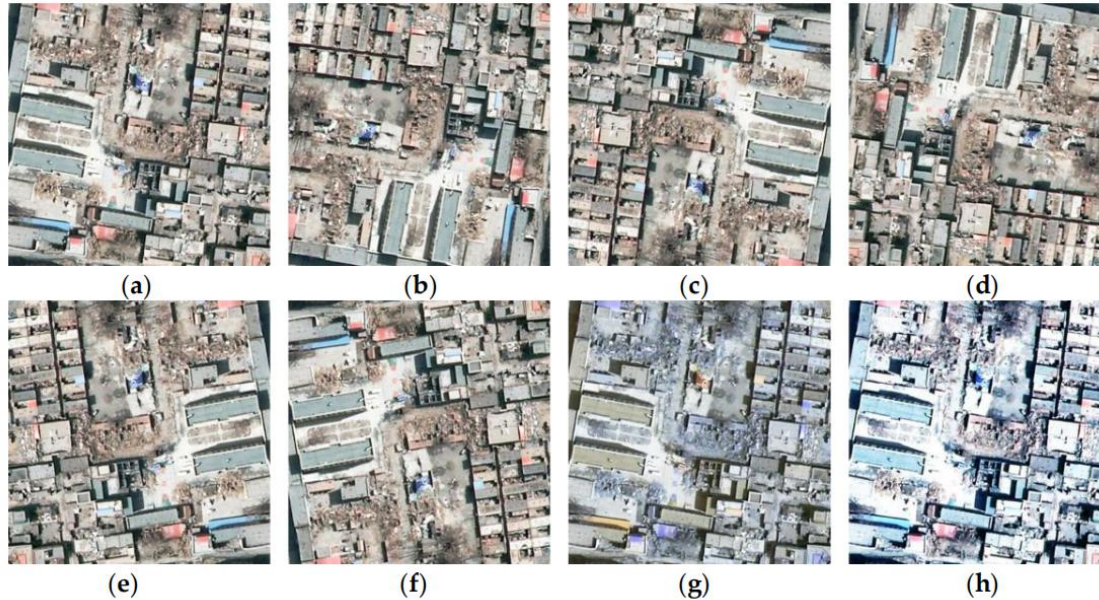
Materials and Methods

Remote Sensing Data Acquisition



The Labelling software was used to label collapsed buildings in the image block in PASCAL VOC format.

Dataset Enhancement

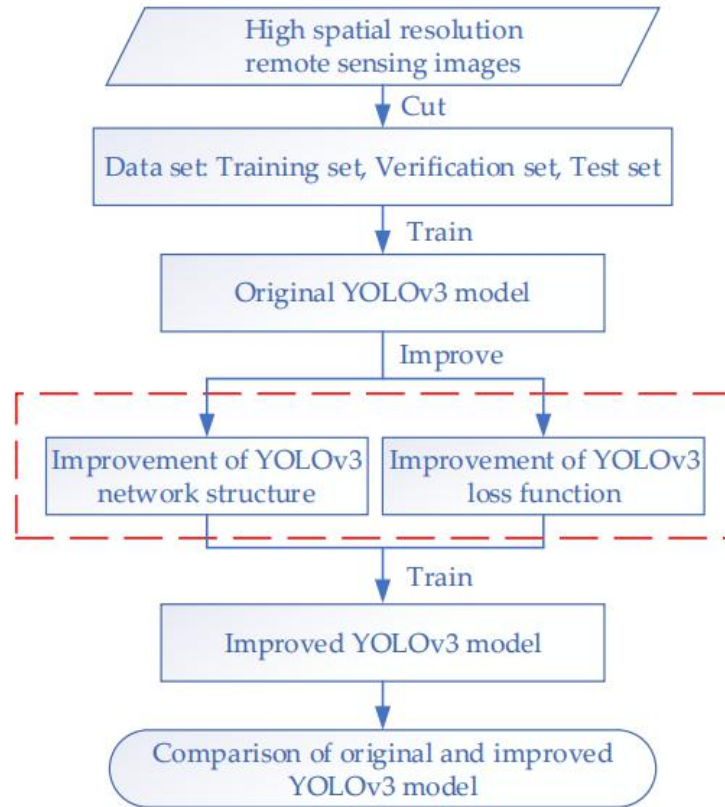


- (a) original image
- (b) 90-degree rotation
- (c) 180-degree rotation
- (d) 270-degree rotation
- (e) horizontal flip
- (f) up-and-down flip
- (g) color transformation
- (h) image stretch

	Number of Sample Images	Number of Collapsed Buildings
Training set	1456	8751
Validation set	364	2516
Testing set	360	2234

Method Flow

YOLOv3 network:
too complex
too redundant



The red dotted line in the figure is the improvement and optimization of the network structure and loss function of the YOLOv3 model.

Improvement of YOLOv3

Darknet53

complicated and
redundant



Shufflenet v2

a lightweight
classification network

XY+WH

center coordinate, XY



Generalized intersection over union (GIoU)

replace the regression
parameters for the
distance loss of the
prediction box

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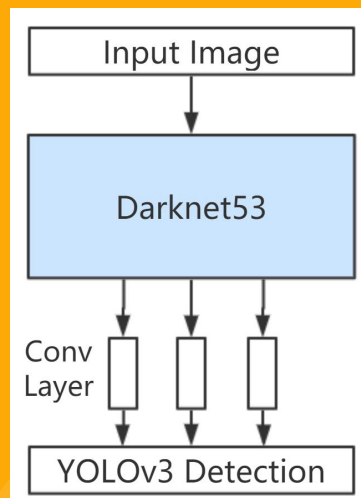
PART THREE

Experimental Settings

3 MODELS

YOLOv3

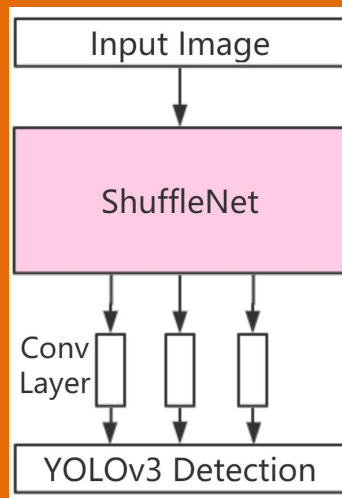
(model Y)



Coord Loss :XY+WH

YOLOv3-ShuffleNet

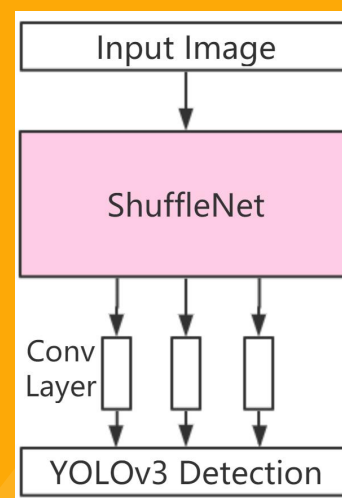
(model YS)



Coord Loss :XY+WH

Yolov3-S-GIoU

(model YSG)



Coord Loss: GIoU

Experimental Settings

Hardware Environment

RTX2080Ti graphics, Intel i7-8700k processor, 32 GB of memory.

Initial Settings

Optimizer: Adam, Image Batch Size:8, Initial Learning Rate: 10^{-3}

Training

If the loss value did not ↓ after 20 epochs, the learning rate should be reduced by 0.1 fold (min learning rate: 10^{-6}).

Performance Indicators

PR-Curve(Precision Recall Curve)

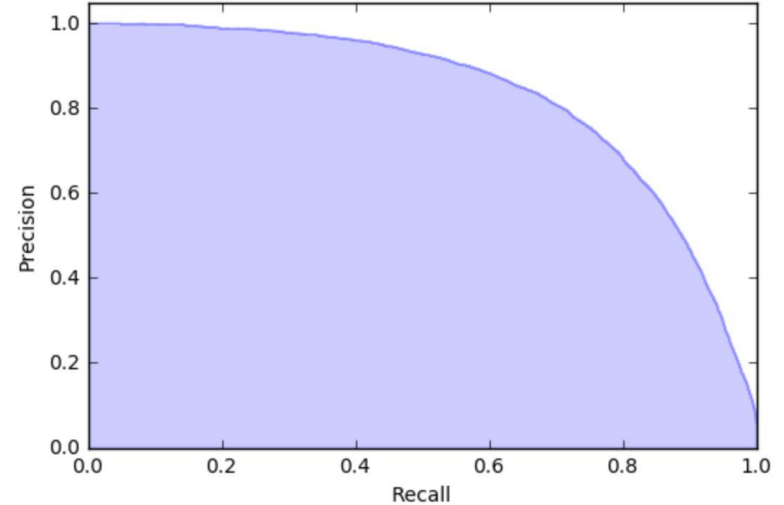
A curve that X-axis is **recall**, $R = \frac{TP}{FN+TP}$,

and Y-axis is **precision** $P = \frac{TP}{FP+TP}$

Table 2. Confusion matrix for predicted results and ground truth.

	Ground Truth	
	Collapsed Building	Others
Collapsed building	True Positive (TP)	False Positive (FP)
Others	False Negative (FN)	True Negative (TN)

Average precision score, micro-averaged over all classes: AP=0.83



Performance Indicators

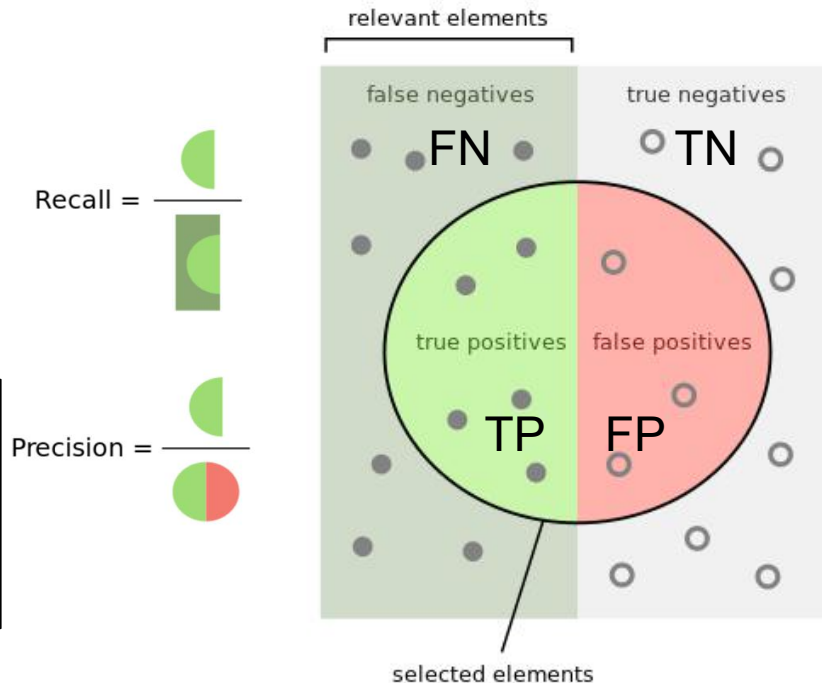
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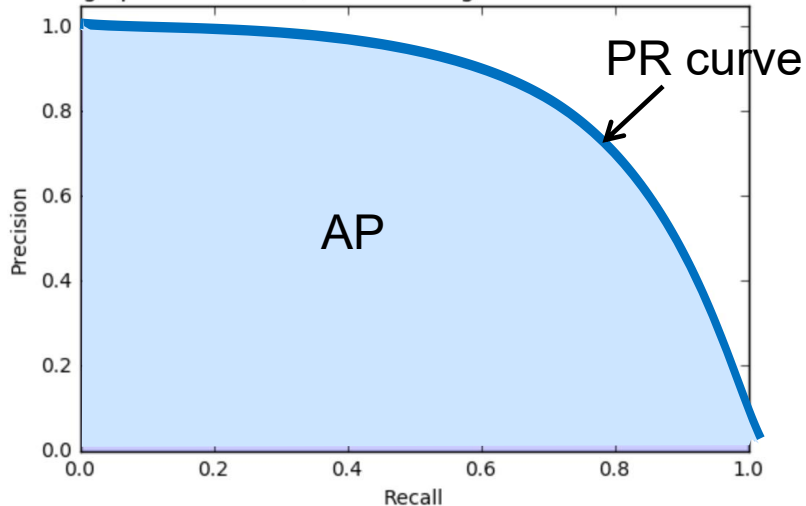
and Y-axis is **precision** $P = \frac{TP}{FP+TP}$

AP(Average Precision)

Average precision value within all the recall rate(from 0 to 1), which is also **the area under the PR curve**.

$$AP = \sum_{R=0}^1 (R_{n+1} - R_n) \cdot P_{interp}(R_{n+1}),$$

Average precision score, micro-averaged over all classes: AP=0.83



Performance Indicators

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F1 score

the **harmonic mean** of precision and recall

$$F1 = \frac{2P \cdot R}{P+R}.$$

Speed Indicators

FPS(Frame per second)

the number of pictures processed
per second (f/s)

FPS \geq 30 : real-time processing



This animated cartoon of a horse is displayed at 12 drawings per second, its FPS is 12

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PART FOUR

Results

Loss Function

Loss Function

In YSG model,

- 1.violent jitter is shorter
- 2.loss value is much lower

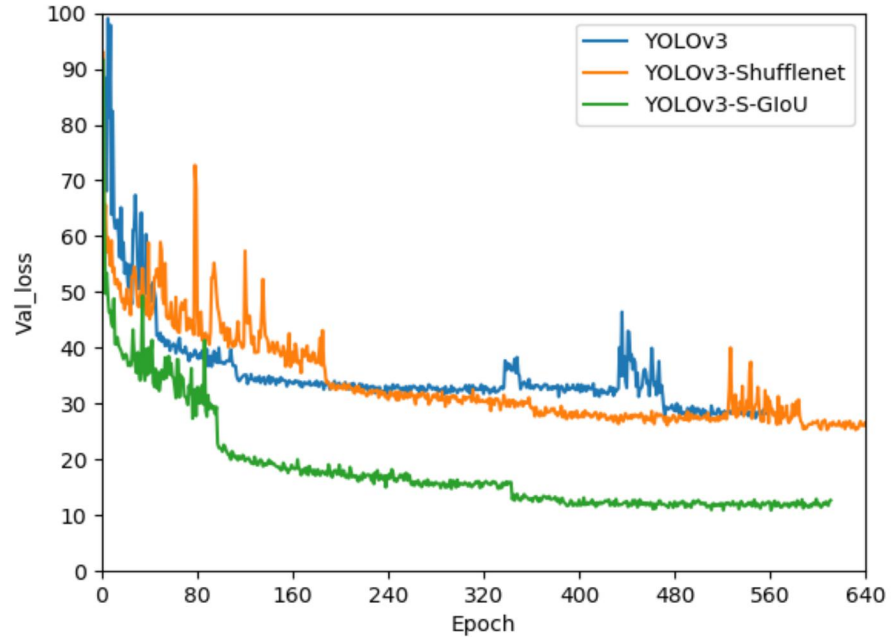


Figure 12. Loss curves on the verification set of three YOLOv3 models.

Quantitative Evaluation

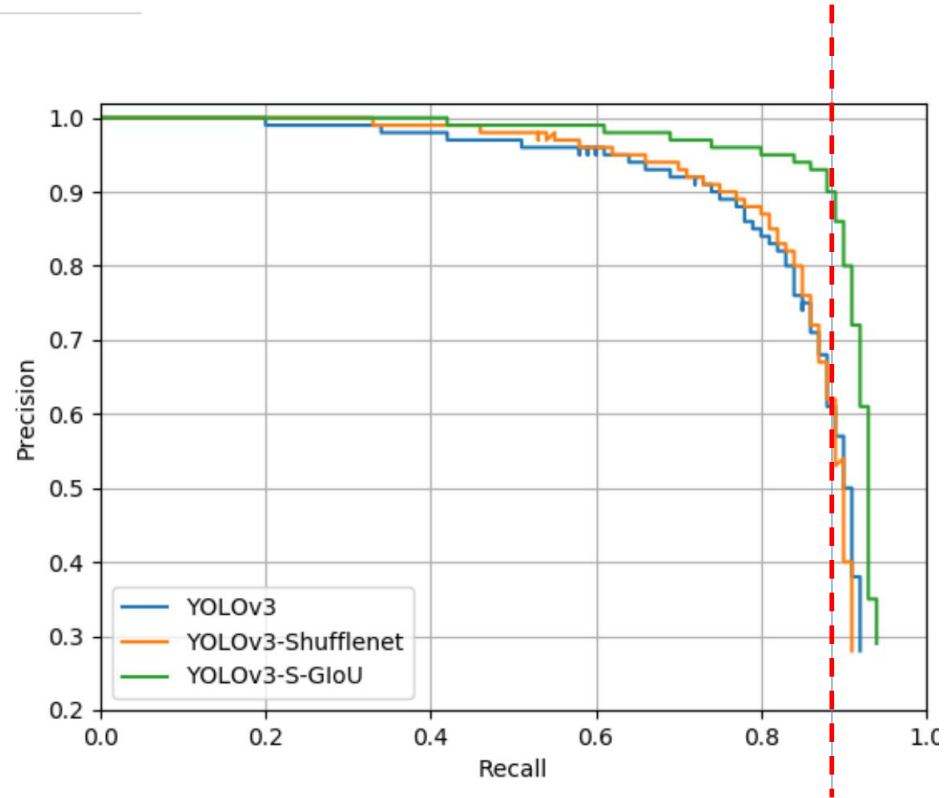
Table 3. Performance comparison between YOLOv3 and the two improved models.

	P (%)	R (%)	F1 (%)	AP (%)	FPS (f/s)	Parameter Size (M)
YOLOv3	88	78	82.7	85.84	23.95	241
YOLOv3-ShuffleNet	87	81	83.89	85.98	29.16	146
YOLOv3-S-GIoU	93	88	90.43	90.89	29.23	146

P-R Curve

PR-Curve

When the recall rate was approximately 0.88, the precision of model Y and YS declined to only about 0.6 but the precision for YSG remained at about 0.93



Detections

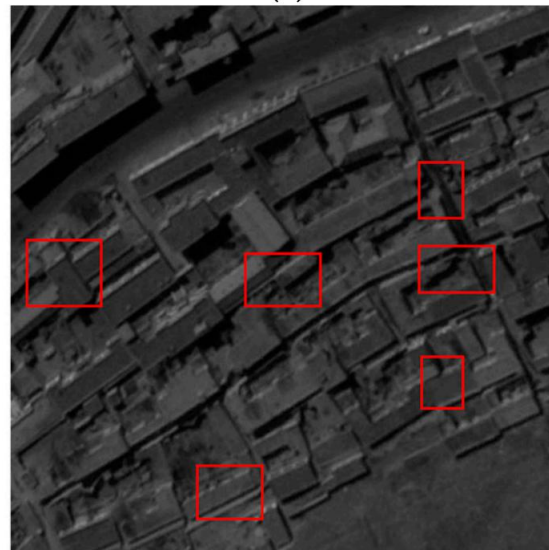
Model Y



Model Y-S-G



Before Earthquake



Robustness

Original Image



Add Gaussian noise

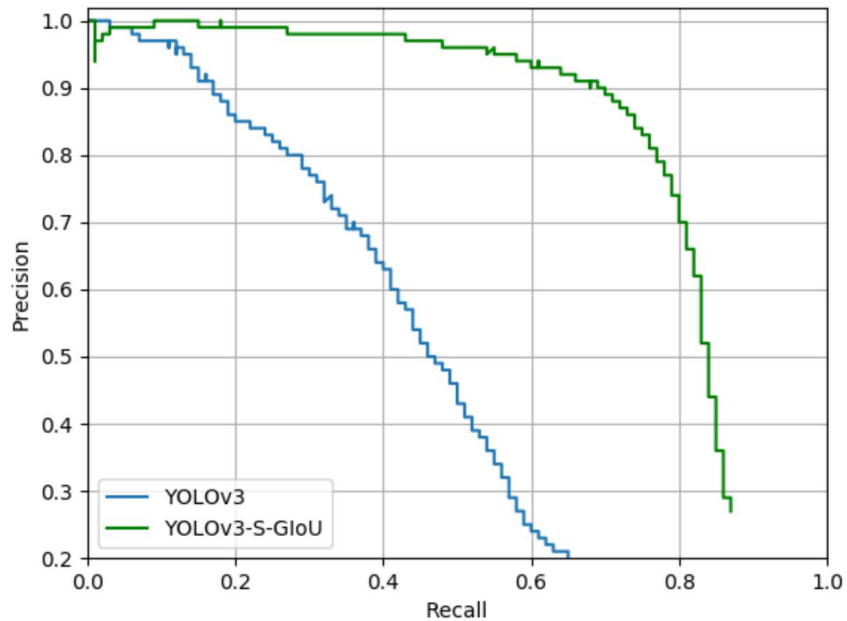


Add salt-pepper noise



	P (%)	R (%)	F1 (%)	AP (%)
YOLOv3	63	41	49.67	44.3
YOLOv3-S-GIoU	86	74	79.55	79.8

Robustness



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Robustness

Model Y



Model Y-S-G



Before Earthquake



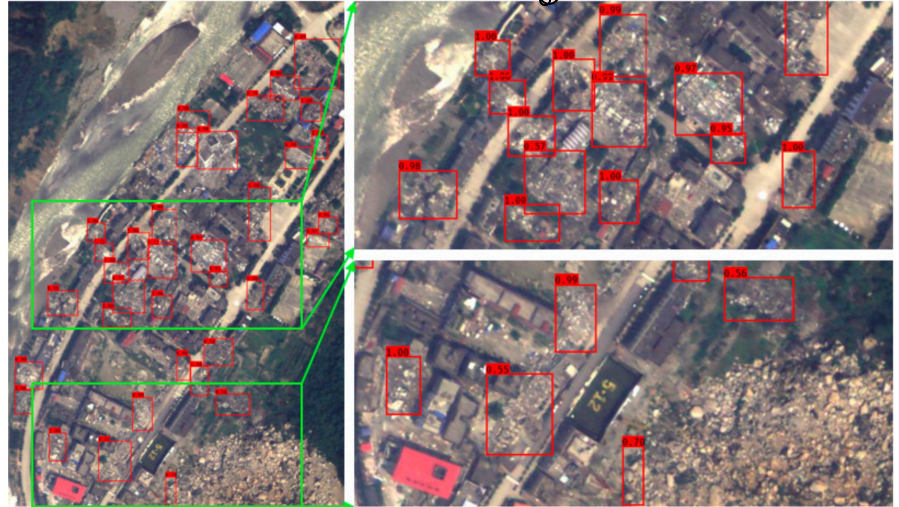
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Conclusion



Conclusion

- The experimental results show that the improved YOLOv3 model (YSG) had sufficient robustness and a certain anti-noise ability.
- The test set reached **29.23 f/s**, the average precision reached **90.89%** and a significant reduction in the number of parameters, i.e., only **146 MB**.



A large, stylized 3D question mark is the central focus. It has a white body with a blue base and a red dot. A person in a white shirt and blue pants stands on the top curve, holding a red object. Above them, a brown silhouette of a person with a staff stands on a brown semi-circular base. A horizontal bar with four colored segments (blue, green, yellow, red) passes behind the question mark. The background is a solid orange color.

QUESTIONS?

THANKS FOR YOUR WATCHING

