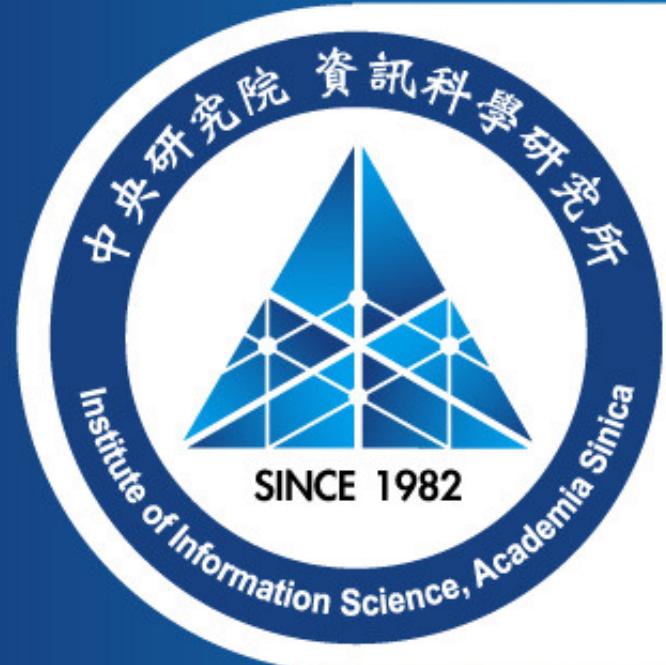




# 從 YOLOv4 到 YOLOv7 的發展過程

廖弘源



# Scientist vs Engineer

Scientists use systematic methods  
to solve long-term problems

Engineers use existing methods to  
solve current problems

# Outline of this talk

- MOST AI project: 2018/1 – 2021/12  
``Smart City Traffic Flow Solutions''
- Object detection is the first step toward EVERYTHING
  - development history of object detectors
  - one-stage vs. two-stage object detectors
- Why PRN, CSPNet, and YOLOv4 were developed ?
- Why YOLOR, ELAN and then YOLOv7

# The Objectives of this MOST sponsored Project

- Bring academic research and development capabilities into industry
- Commercialize artificial intelligence technology, let the products enter the international market
- Let the world see Taiwan

**Consensuses of the team:**(1) Select **real-world** issues given by industry; (2) Try to introduce **science** into problem-solving process

# Smart City Traffic Flow Solutions



# Development process and phased goals

- Traffic flow analysis (2018.6 ~ )
- Vehicle queue analysis (2019.6 ~ )
- Road network traffic signal control (2019.9 ~ )



Traffic flow  
analysis



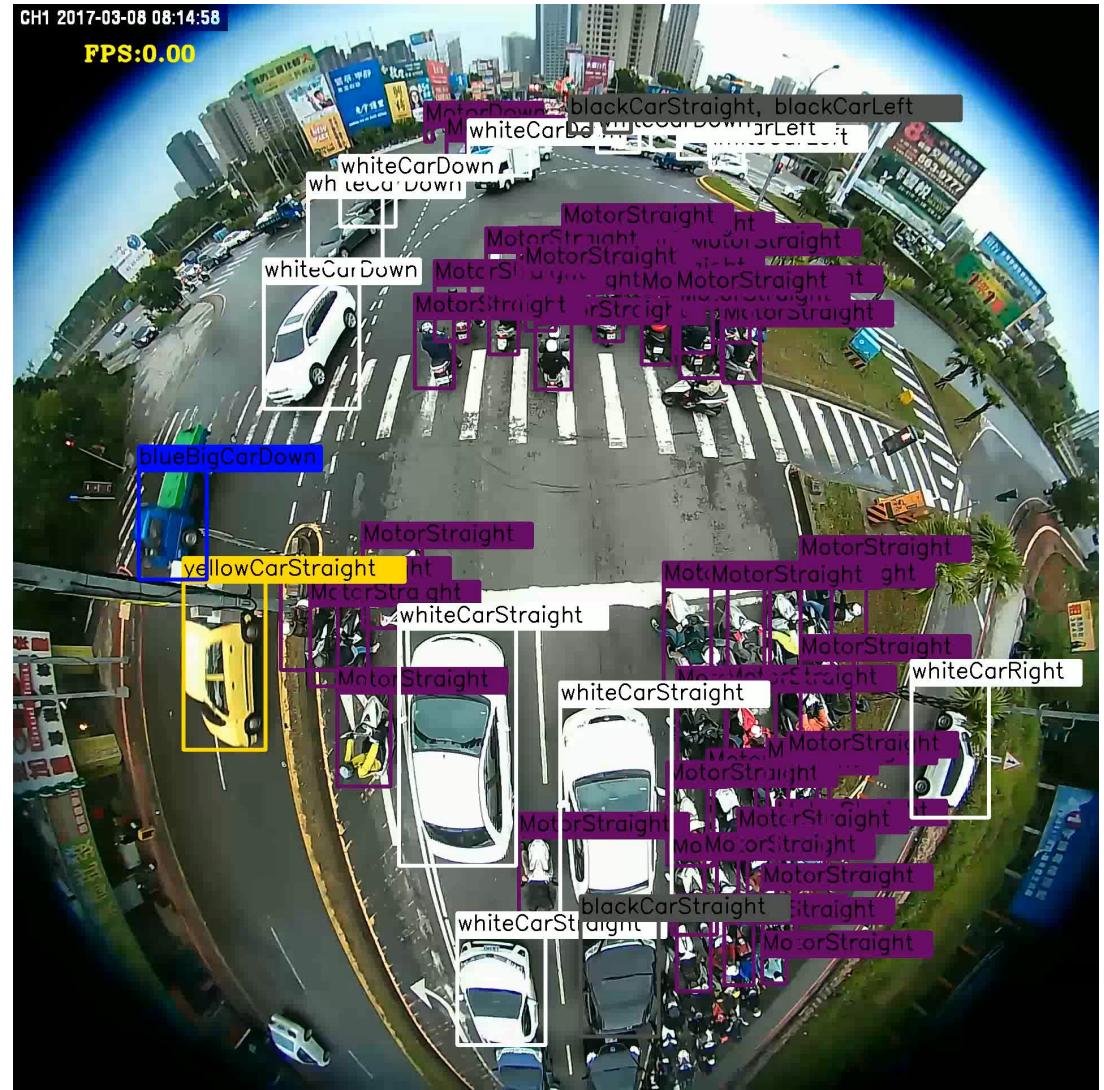
Vehicle queue  
analysis



Traffic signal  
control

# Demo video

- Nvidia Jetson TX2 real time
  - Accomplished during 2018.6 ~ 2018.11



# Development process and phased goals

- Traffic flow analysis (2018.6 ~ )
- Vehicle queue analysis (2019.6 ~ )
- Road network traffic signal control (2019.9 ~ )



Traffic flow  
analysis

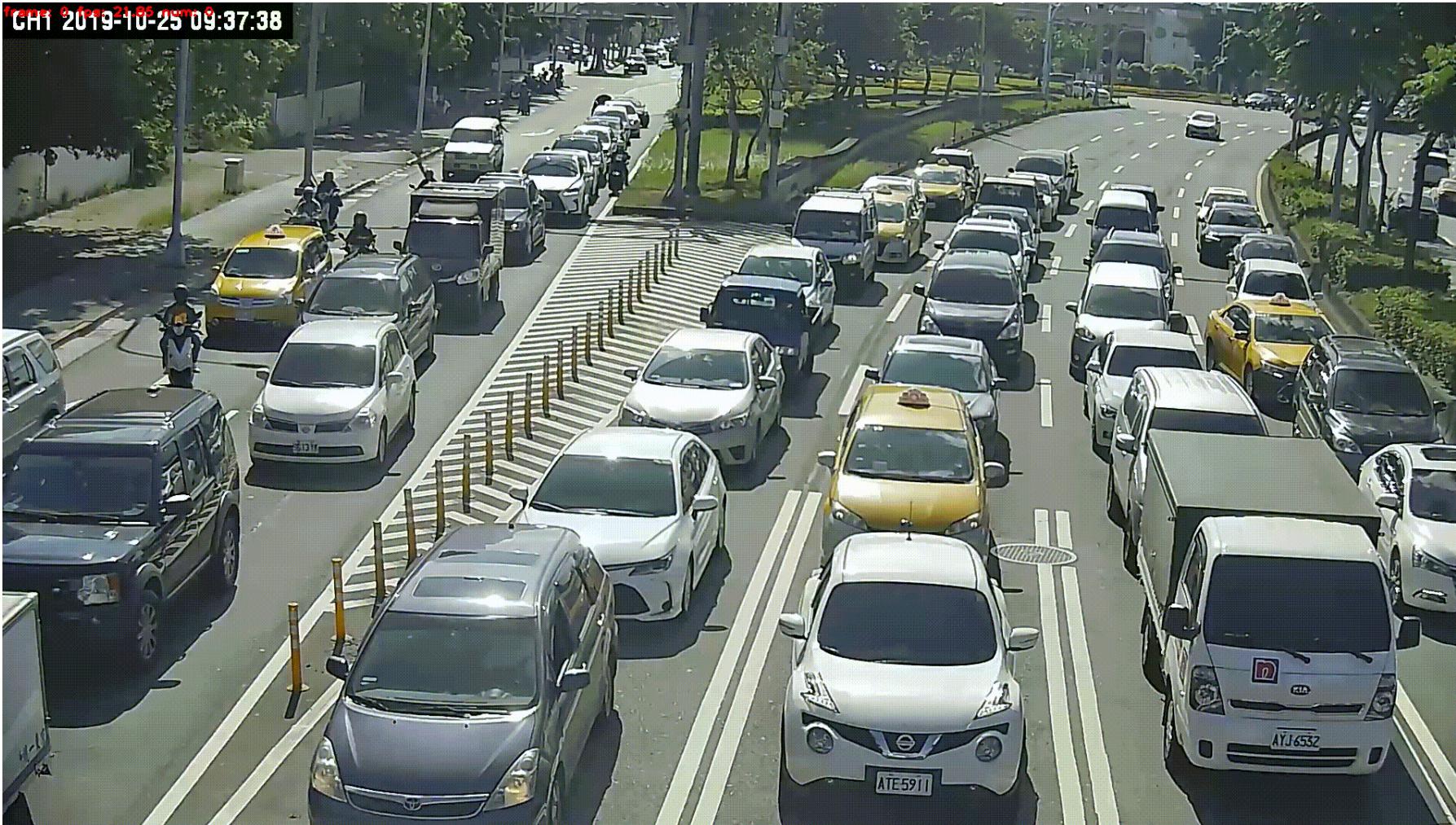


Vehicle queue  
analysis



Traffic signal  
control

# Vehicles detected by YOLOv4 during the day time



# Vehicles detected by YOLOv4 during the night



# Development process and phased goals

- Traffic flow analysis (2018.6 ~ )
- Vehicle queue analysis (2019.6 ~ )
- Road network traffic signal control (2019.9 ~ )



Traffic flow  
analysis



Vehicle queue  
analysis



Traffic signal  
control

# Dynamic control of traffic signs



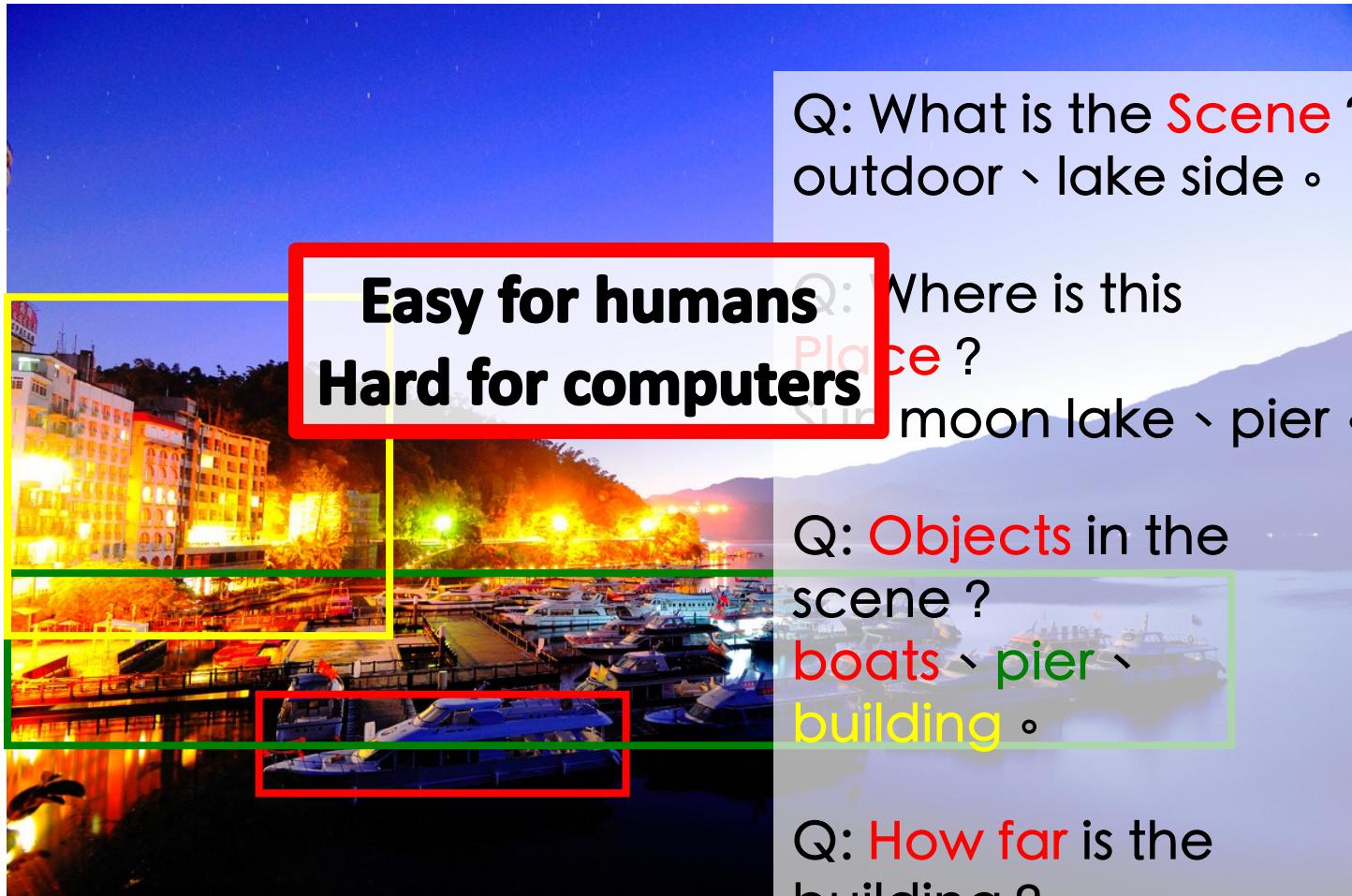
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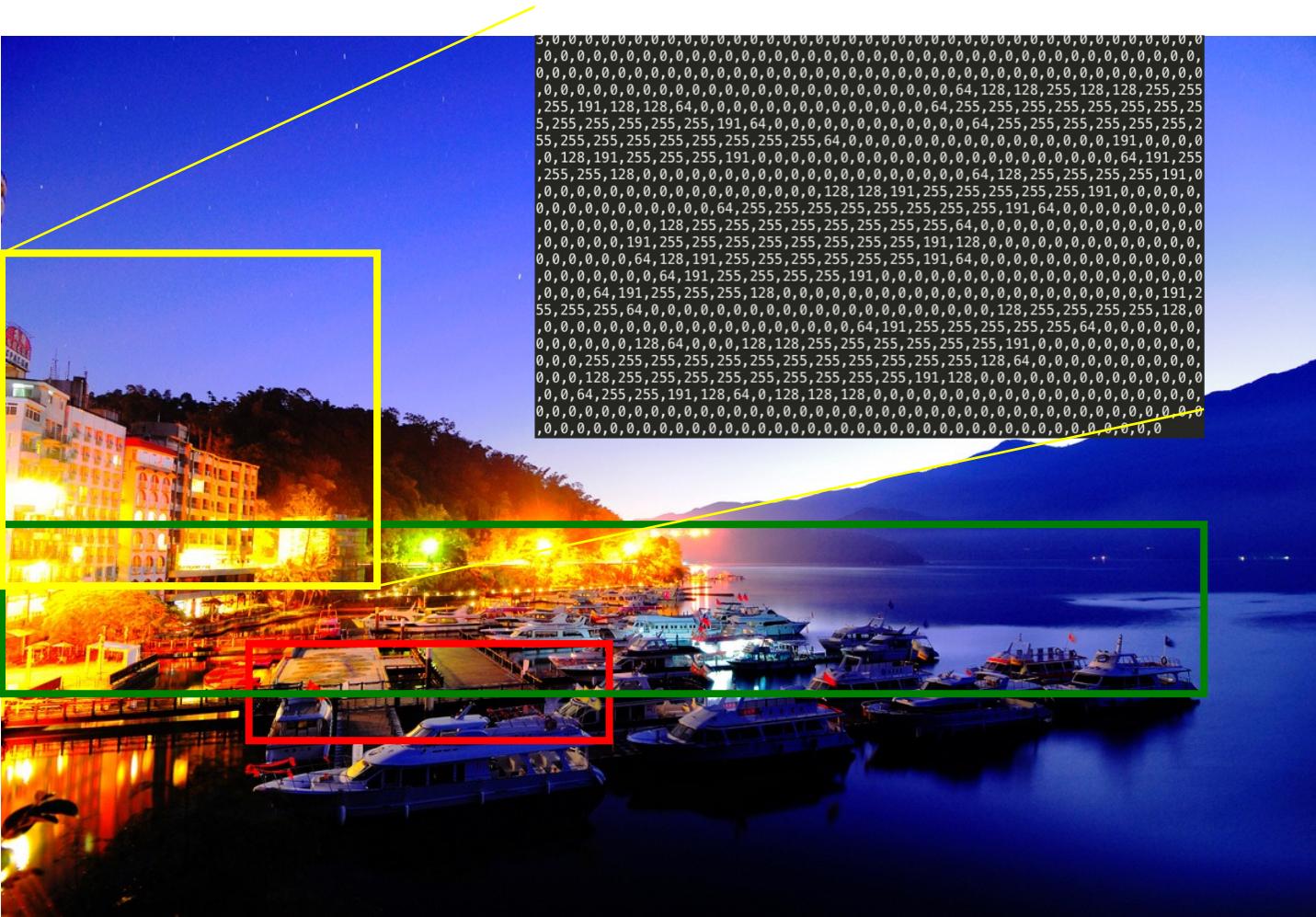
物件偵測幾乎是所有領域相關研究  
的第一步

以深度學習為基礎的物件偵測是如何開始的？

# 2010 以前處理一張未知影像到底有多難？



# 2010 以前處理一張未知影像到底有多難？



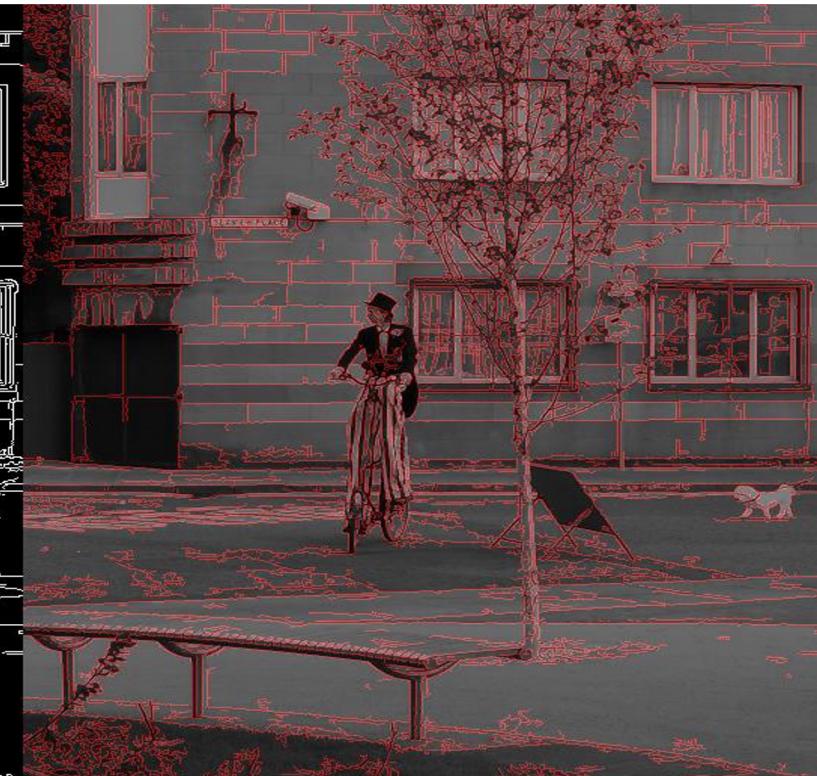
常見的作法: edge detection, 希望為形成封閉曲線做準備, 方便未來 segmentation 工作順利進行



original image



after canny edge detection



visualize canny edge

接續的作法: segmentation, 希望形成  
封閉曲線, 方便進行描述

但前述兩做法均無法完美 -- ill-posed  
問題



We were lucky that ImageNet was built in 2010. It's like a visual dictionary

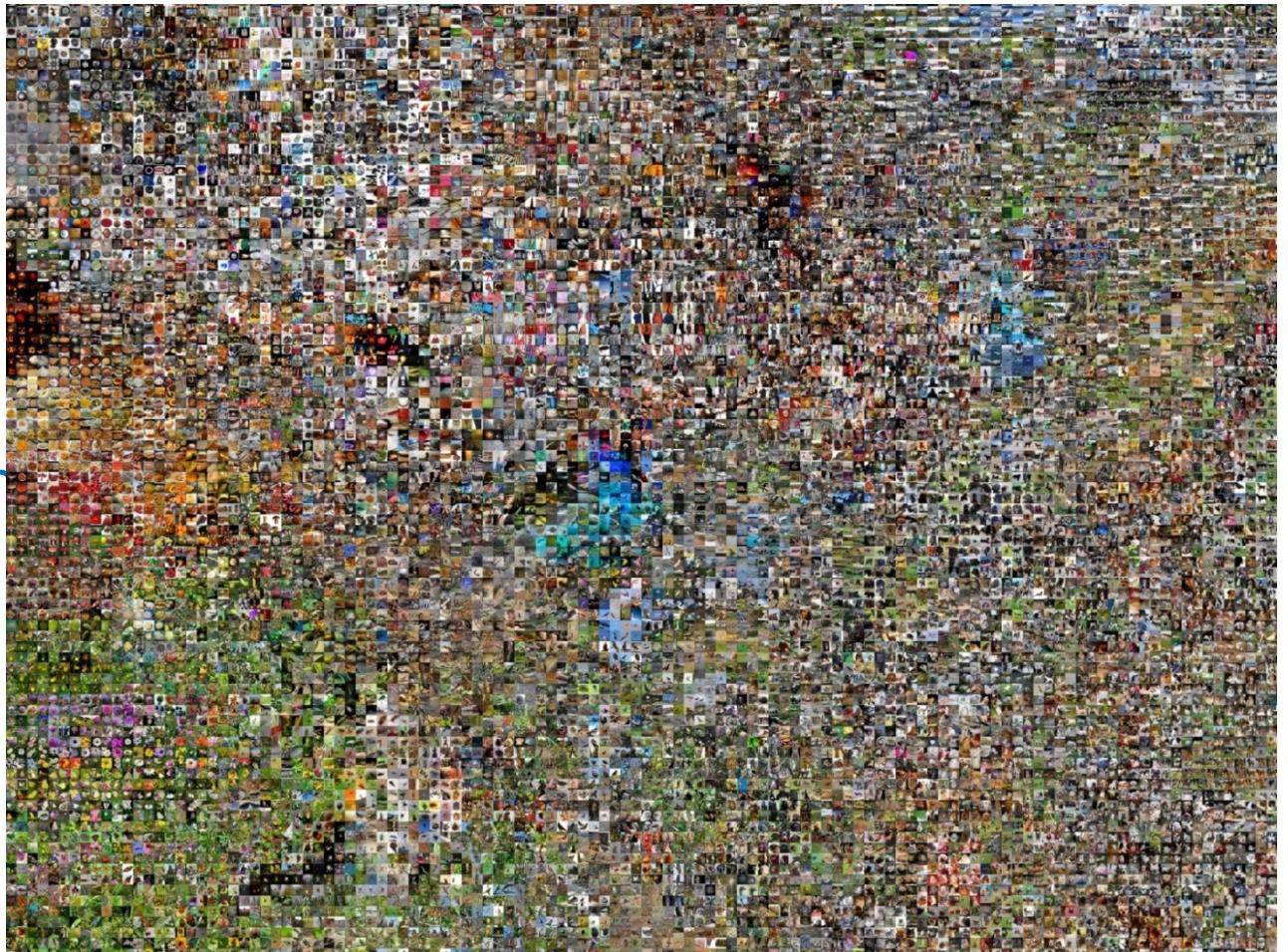
- Start in 2007 at Princeton
- Debut in CVPR' 2009
- Stop in 2010
  - Total classes : 21K
  - Total images : 14M
- ILSVRC Challenge: 2010 - present



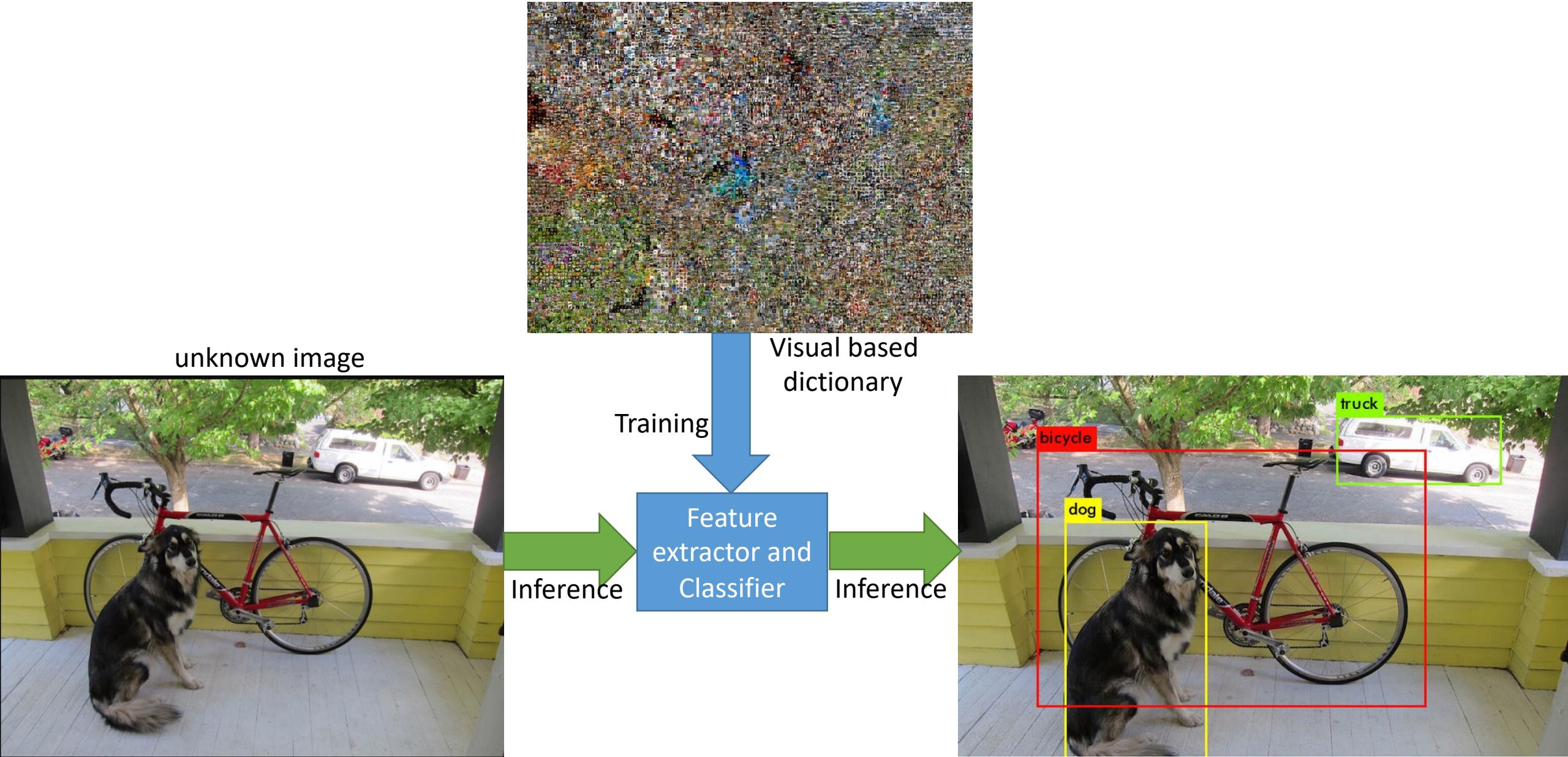
**Jia Deng**



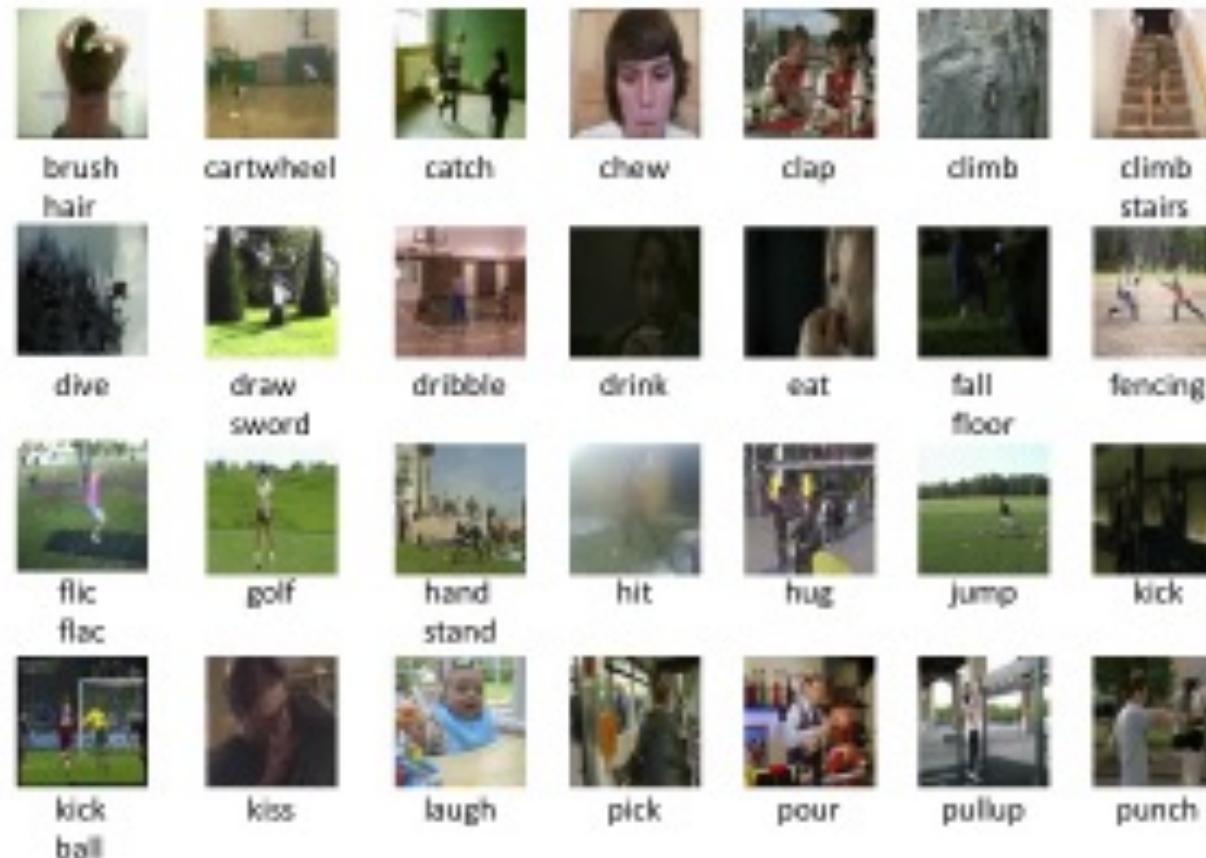
**Fei-Fei Li**



# How ImageNet Works ?

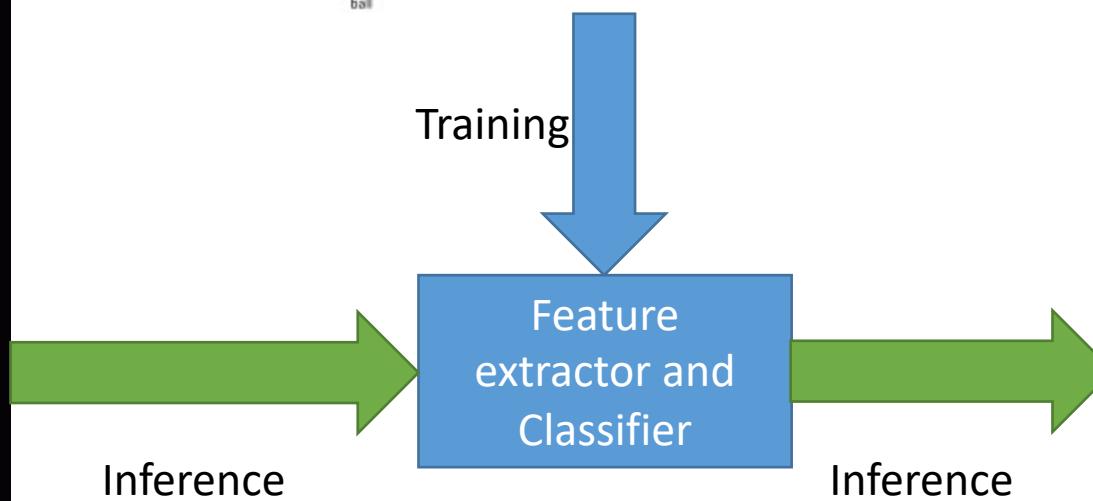


## HMDB51 (knowing the power of ImageNet, we are able to build an action dictionary too)

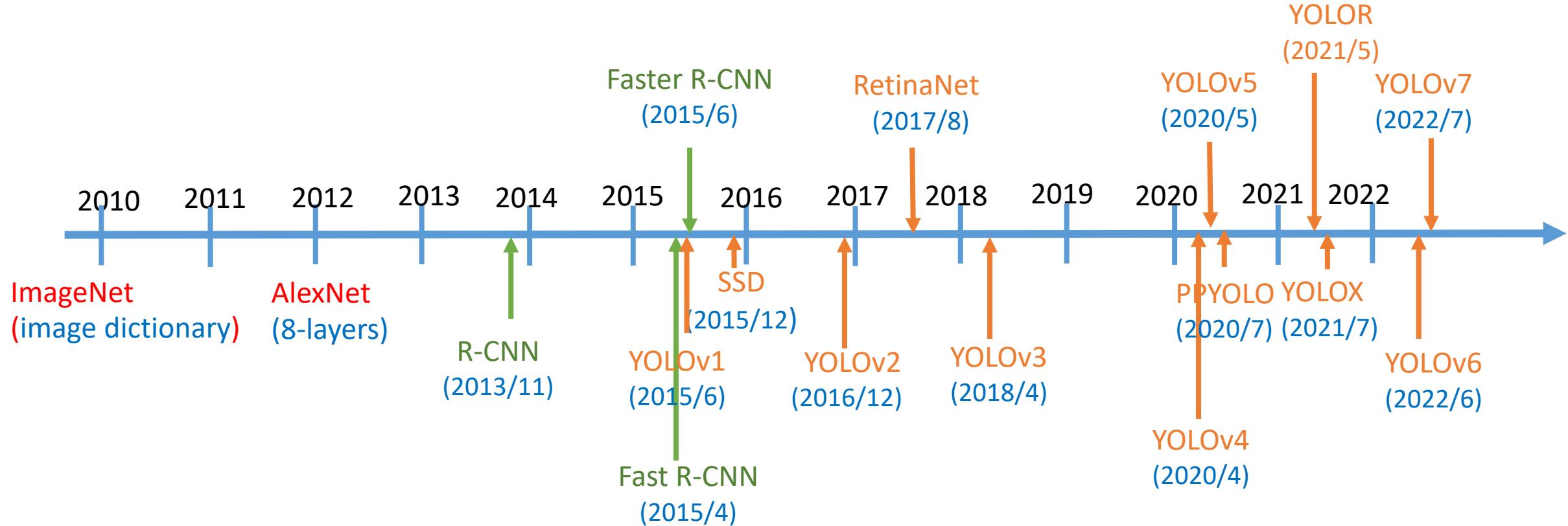


- HMDB51 – About 2GB for a total of 7,000 clips distributed in 51 action classes (model and kinetics dataset, 2017)

# How Action Dictionary Works ?



# Development History of one-stage and two-stage object detectors



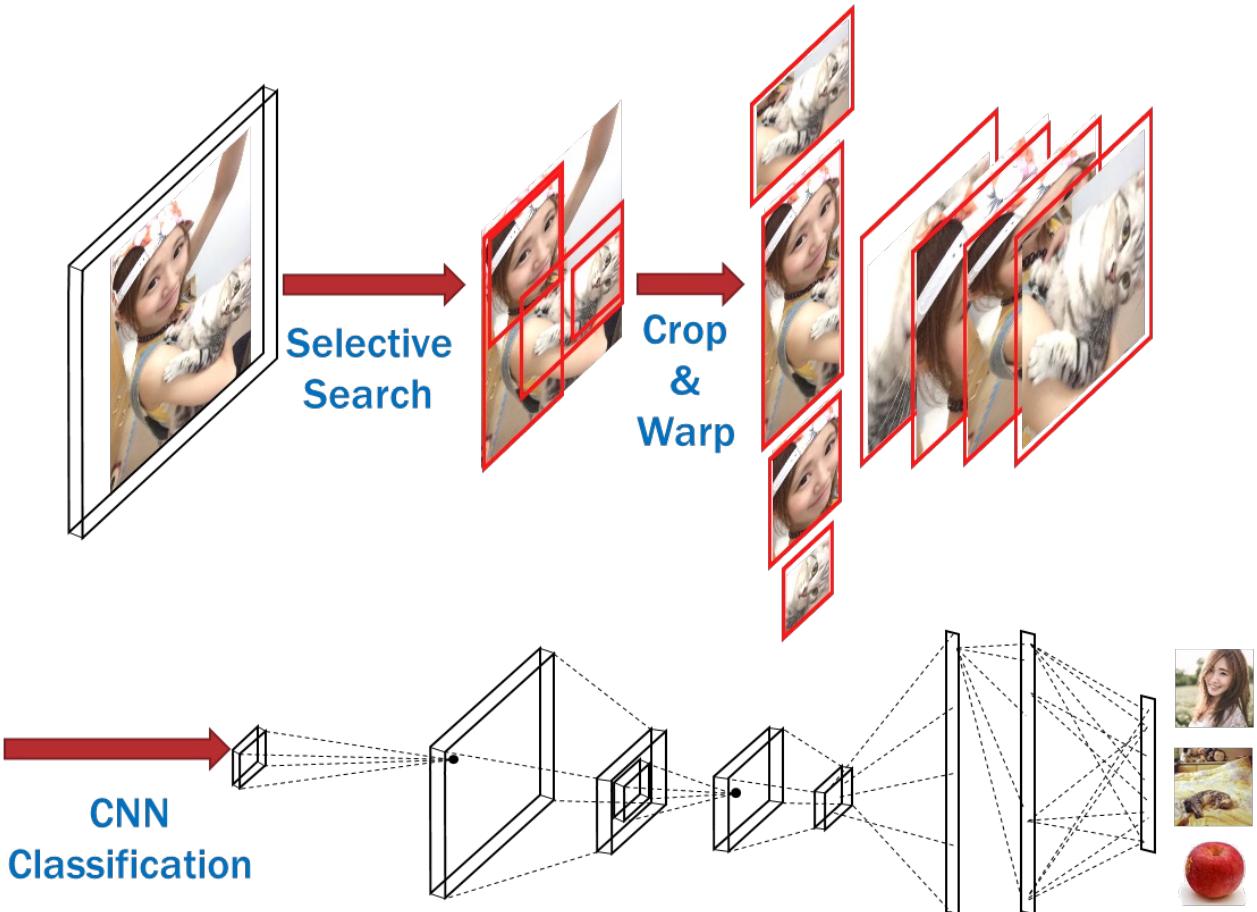
# Outline of this talk

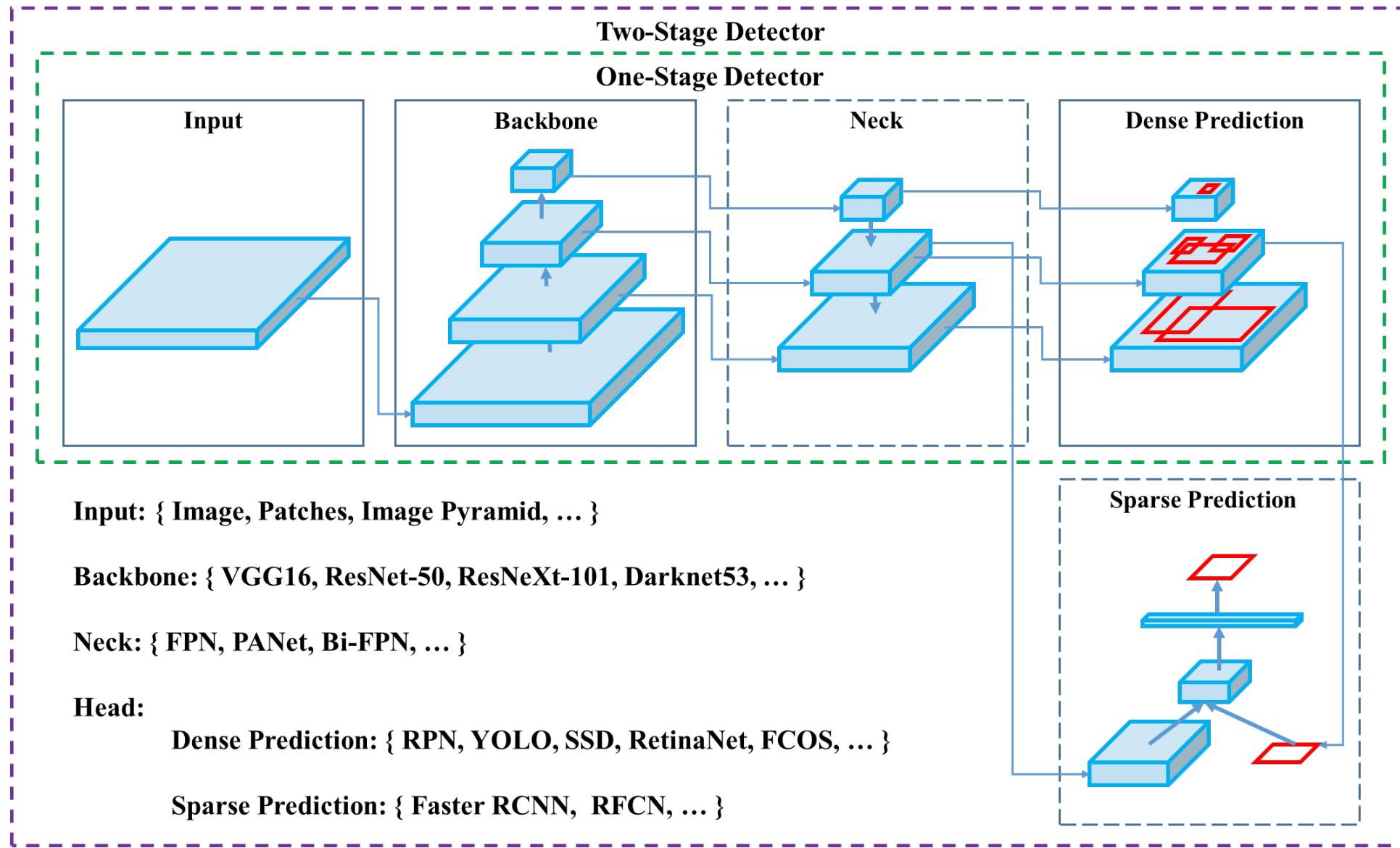
- MOST AI project: 2018/1 – 2021/12  
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# R-CNN series two-stage object detectors

R-CNN(2013/11), Fast R-CNN(2015/4), Faster R-CNN(2015/6)

Region Proposal  
CNN Feature Extraction  
SVM Classification

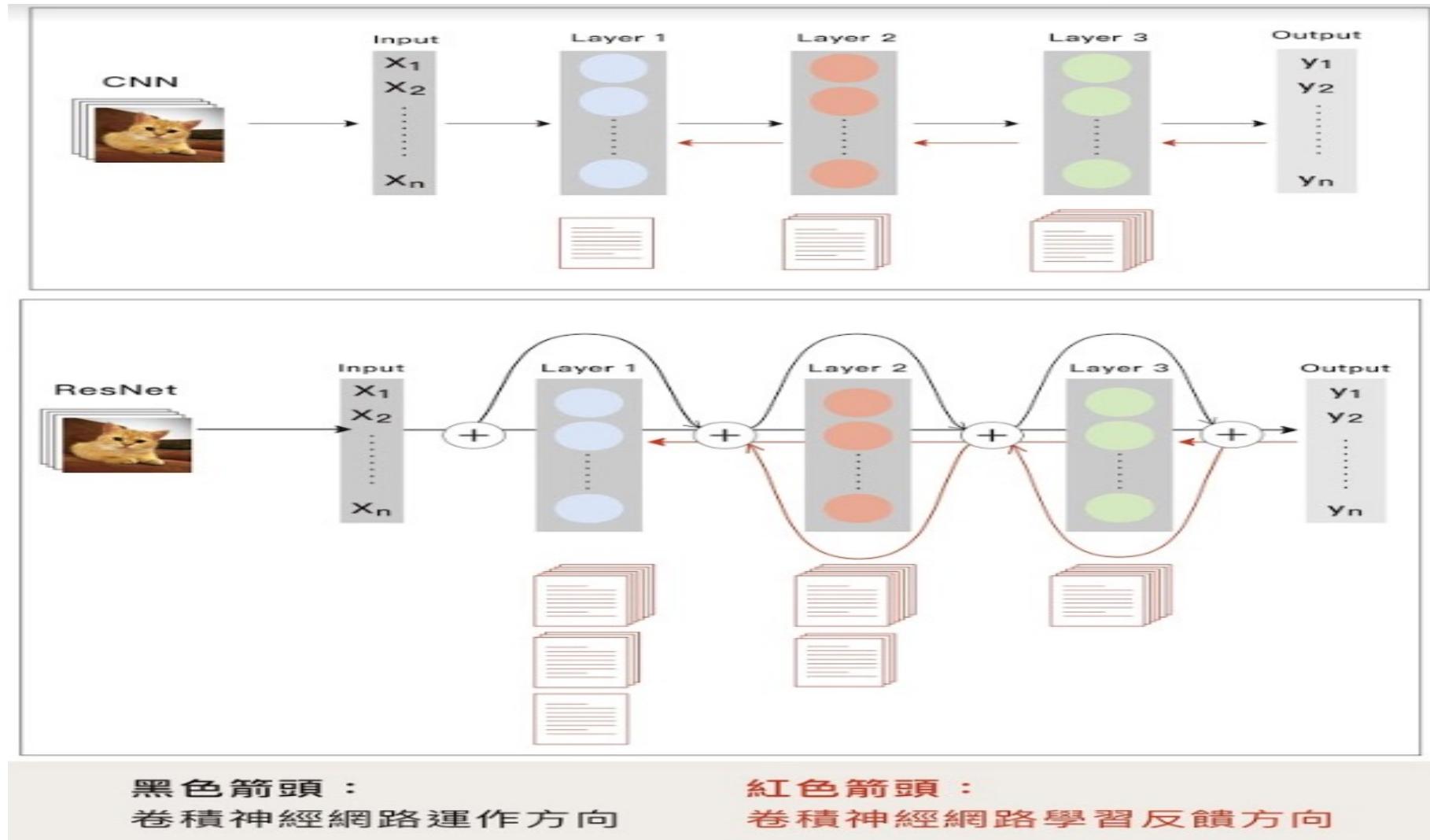




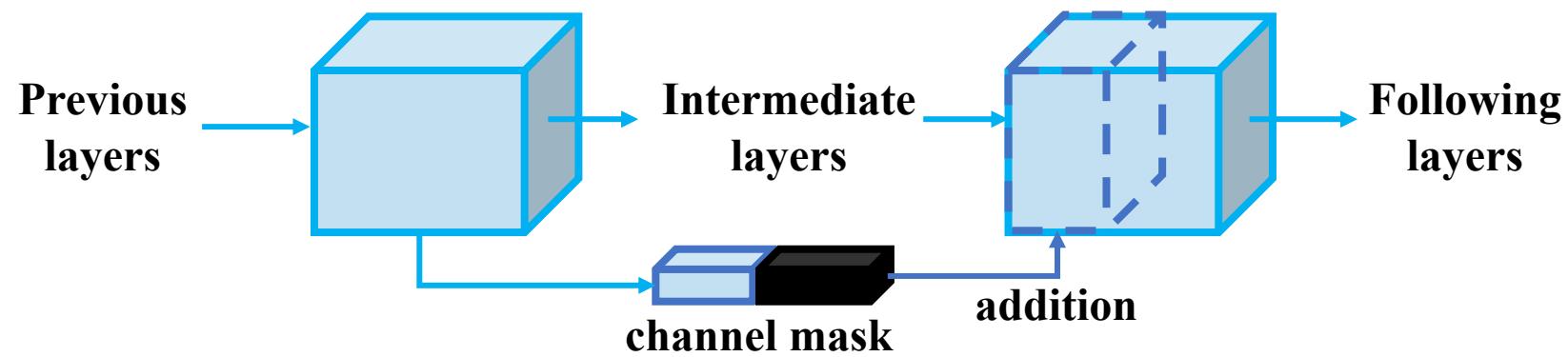
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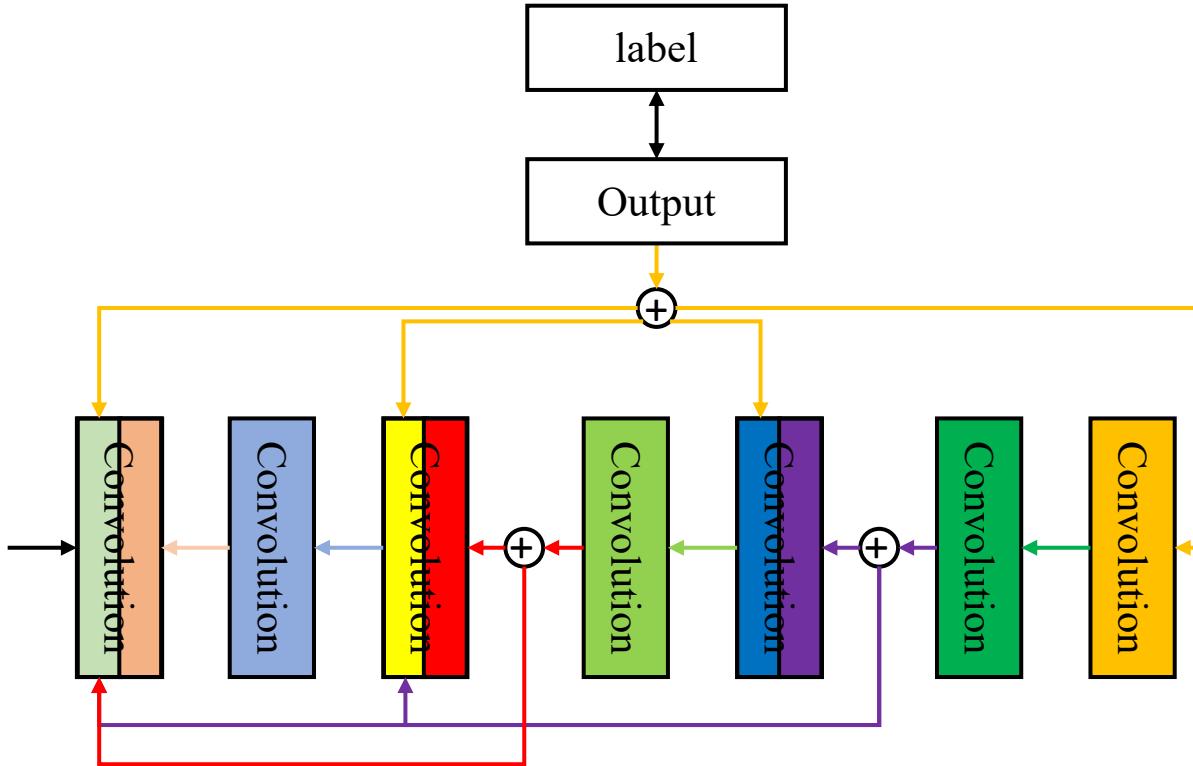
# Redundancy Problem in Residual Net



# Layer level design (partial residual network, May-June 2018)

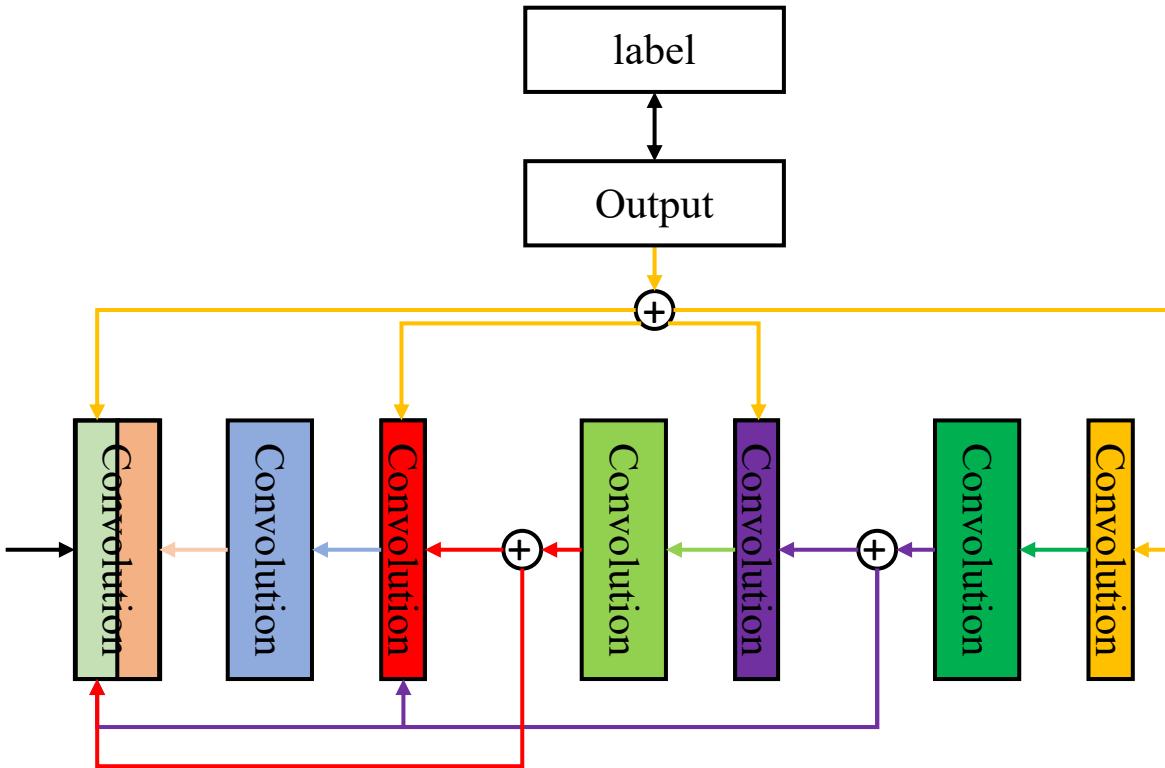


# Backpropagation of Partial Residual Network (2018/6-12)



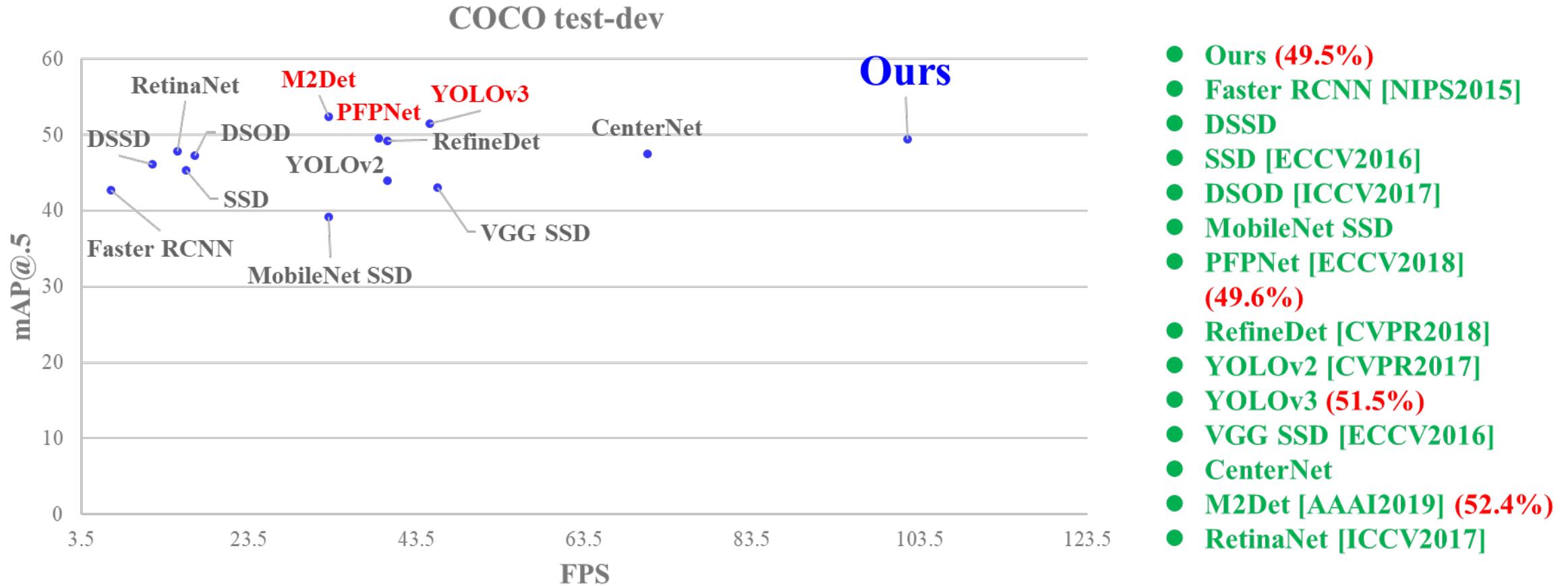
**Same amount of parameters, computations, connections, increase the amount of gradient combinations and variability**

# Variation of Partial Residual Network

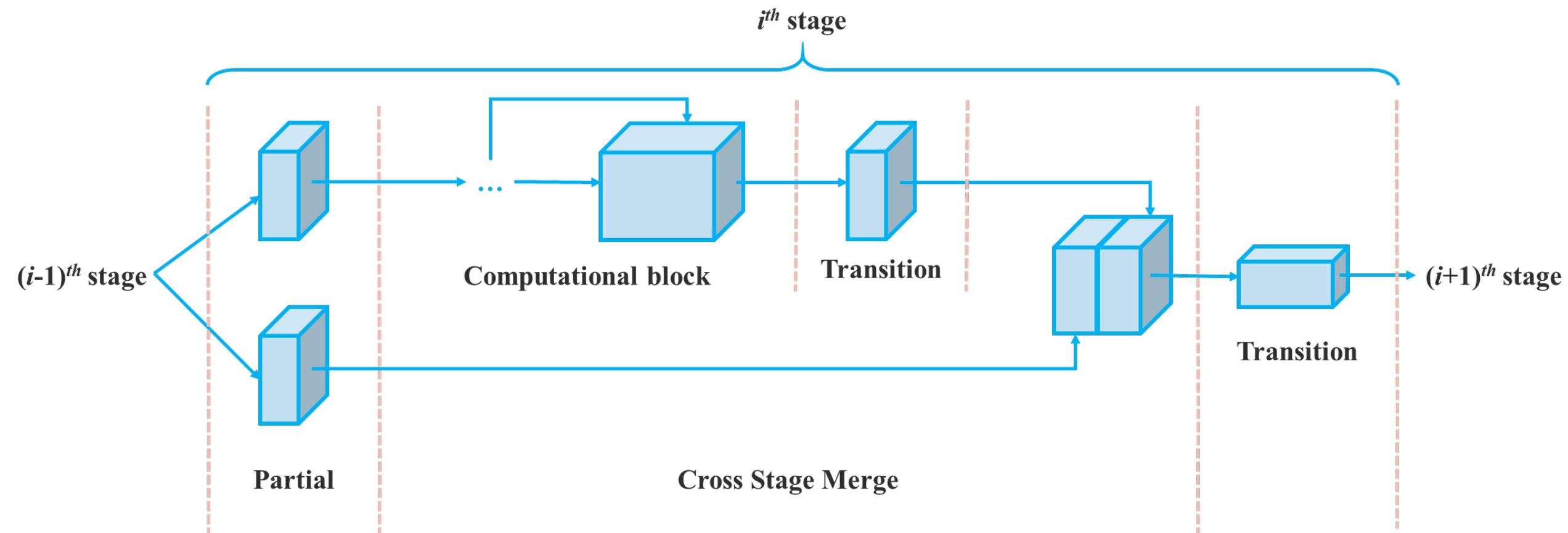


**Cut down computations and parameters, maintain connections,  
increase gradient combinations**

# Comparison: performance of Partial Residual Net



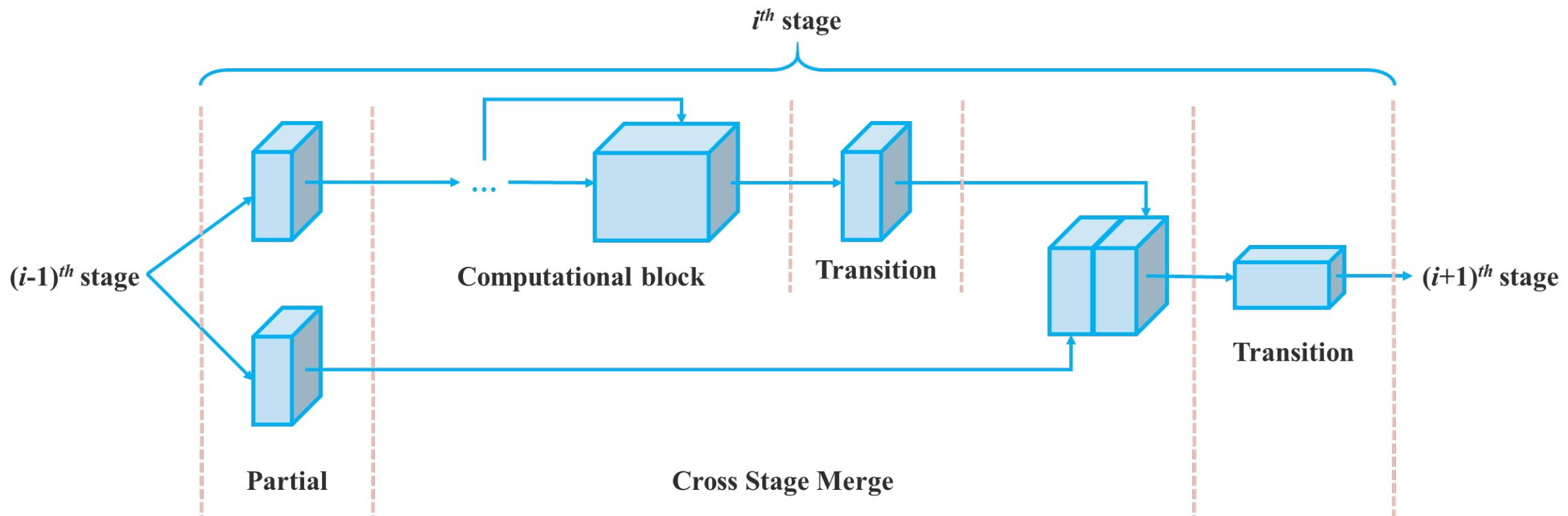
# Stage level design (CSPNet, June 2019)



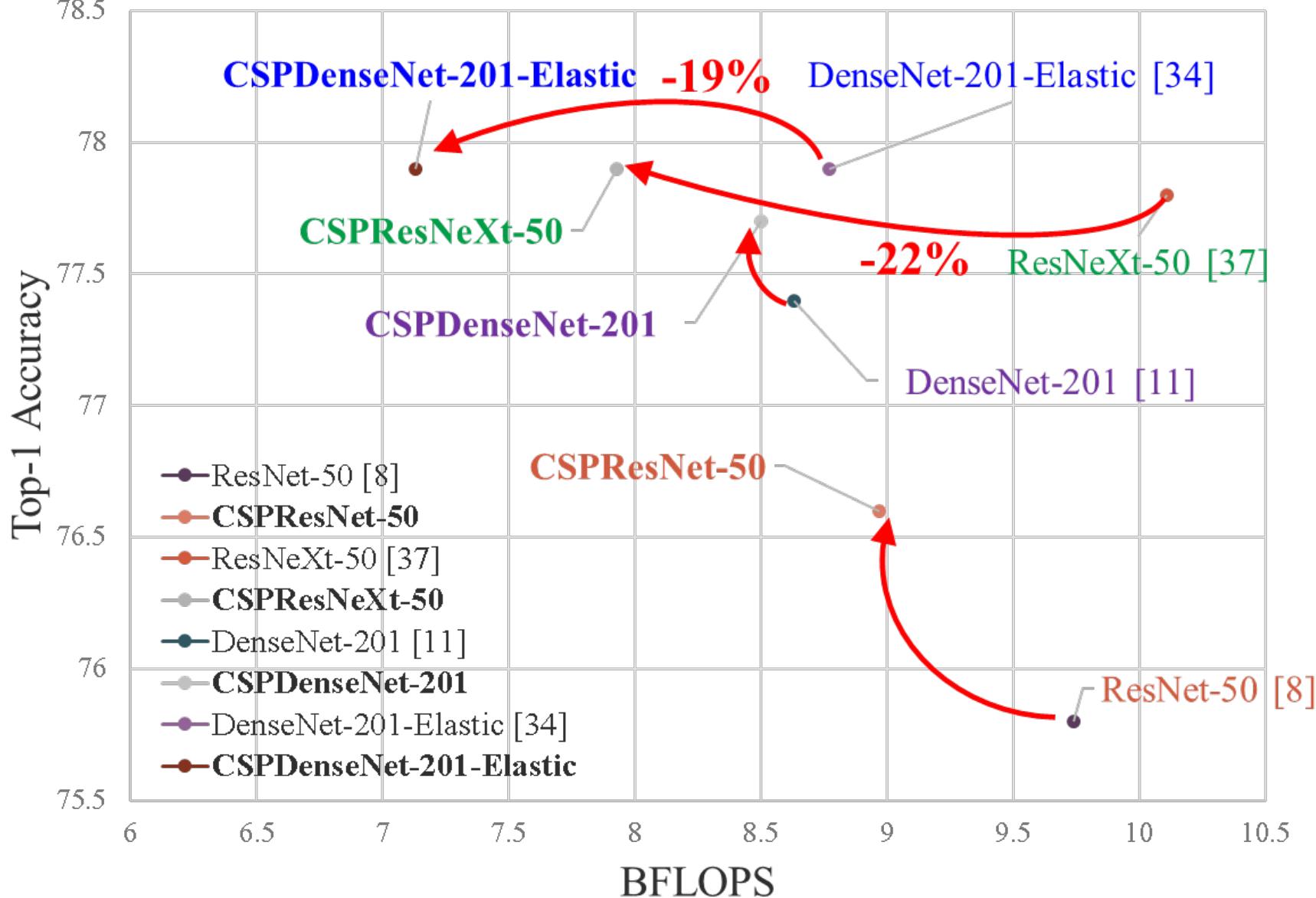
# New Architecture of YOLOv4 - CSPNet

Table 1: Parameters of neural networks for image classification.

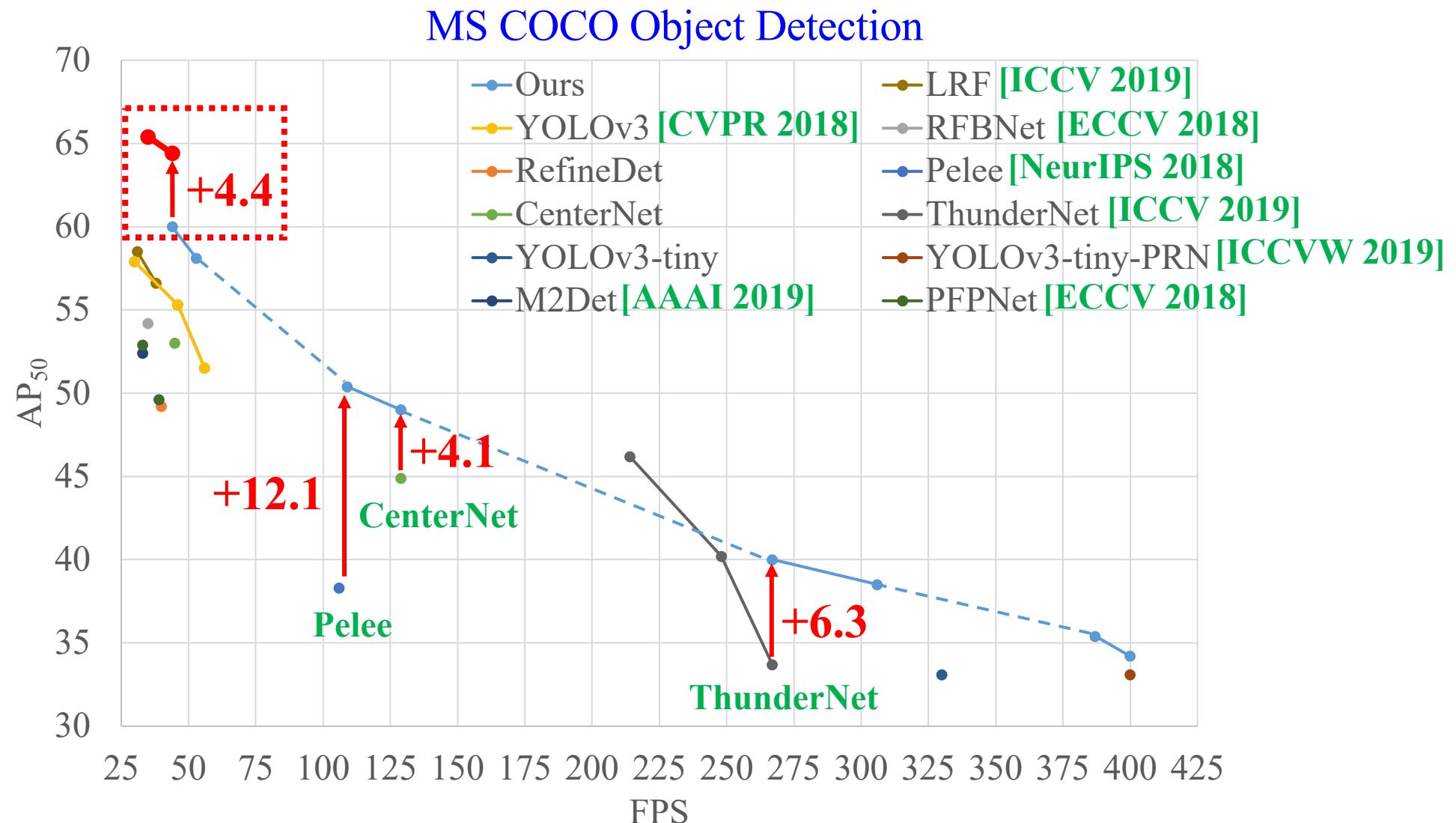
Backbone model	Input network resolution	Receptive field size	Parameters	Average size of layer output (WxHxC)	BFLOPs (512x512 network resolution)	FPS (GPU RTX 2070)
CSPResNext50	512x512	425x425	20.6 M	<b>1058 K</b>	31 (15.5 FMA)	62
CSPDarknet53	512x512	725x725	<b>27.6 M</b>	950 K	52 (26.0 FMA)	<b>66</b>
EfficientNet-B3 (ours)	512x512	<b>1311x1311</b>	12.0 M	668 K	11 (5.5 FMA)	26



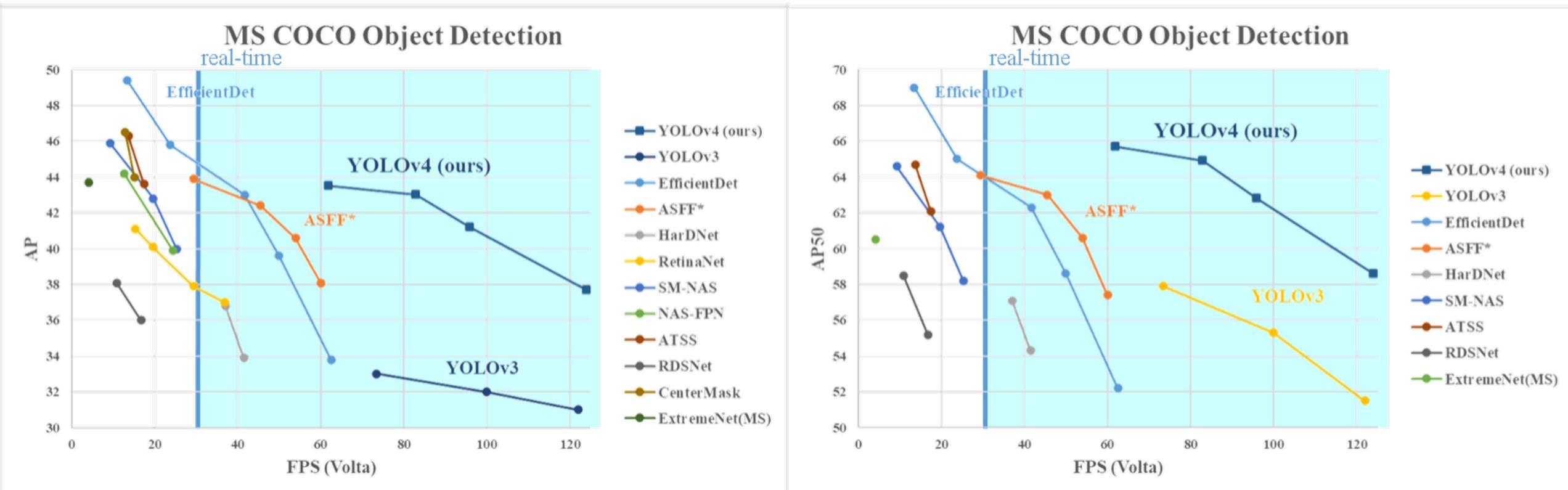
# CSPNet (1/2)



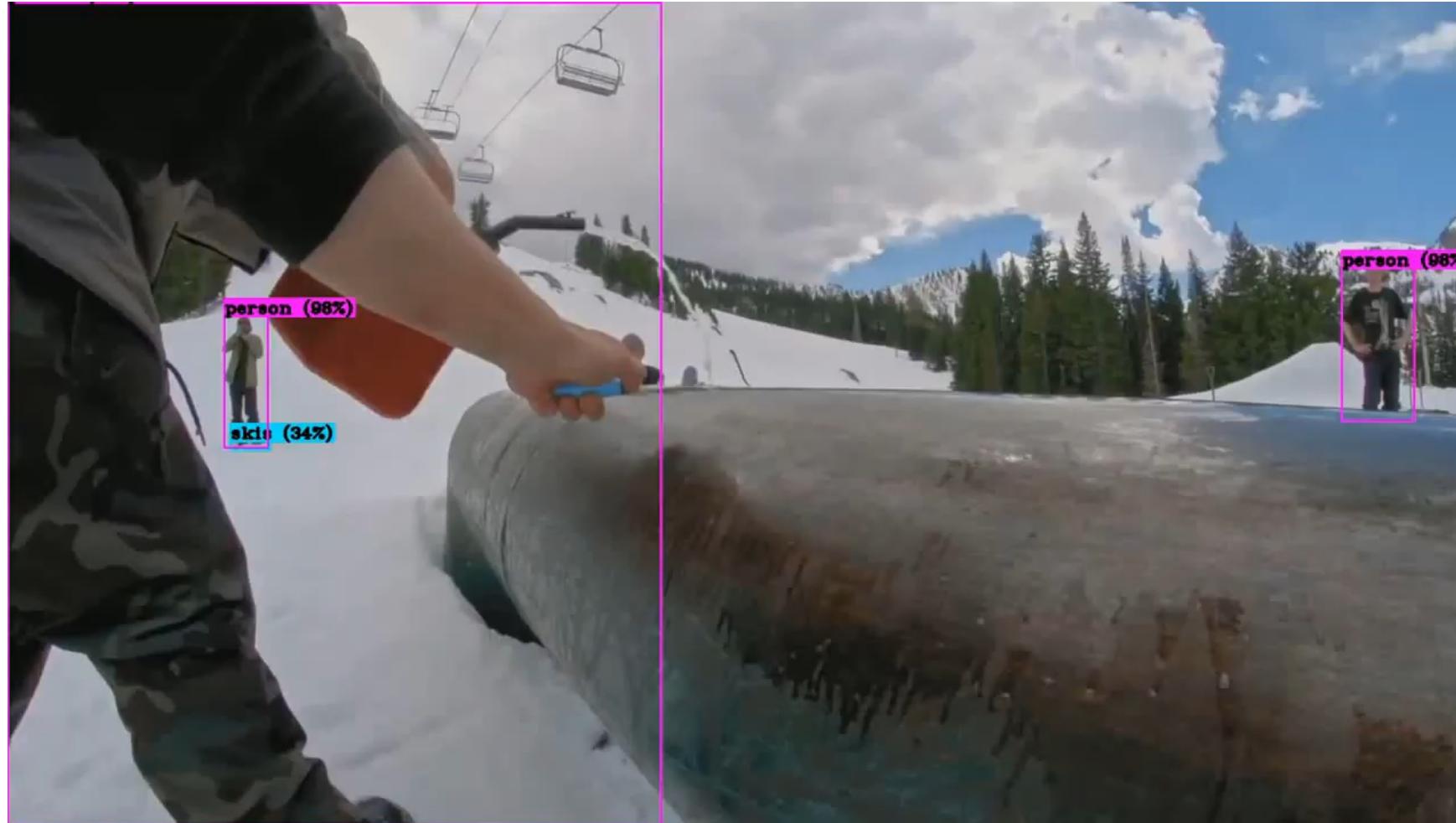
# CSPNet (2/2)



# Comparison on Volta GPU



# YOLOv4 Object Detection demo



<https://drive.google.com/file/d/1RFo4xOYceAYTwT8UhH-KmaeO5CEASHjv/view>

智慧交通



# 國道1號增設台74線系統交流道工程(第186標)



施工現況 台74線東行線

car 0.82

car 0.88

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活動申請許可證號A32112060016



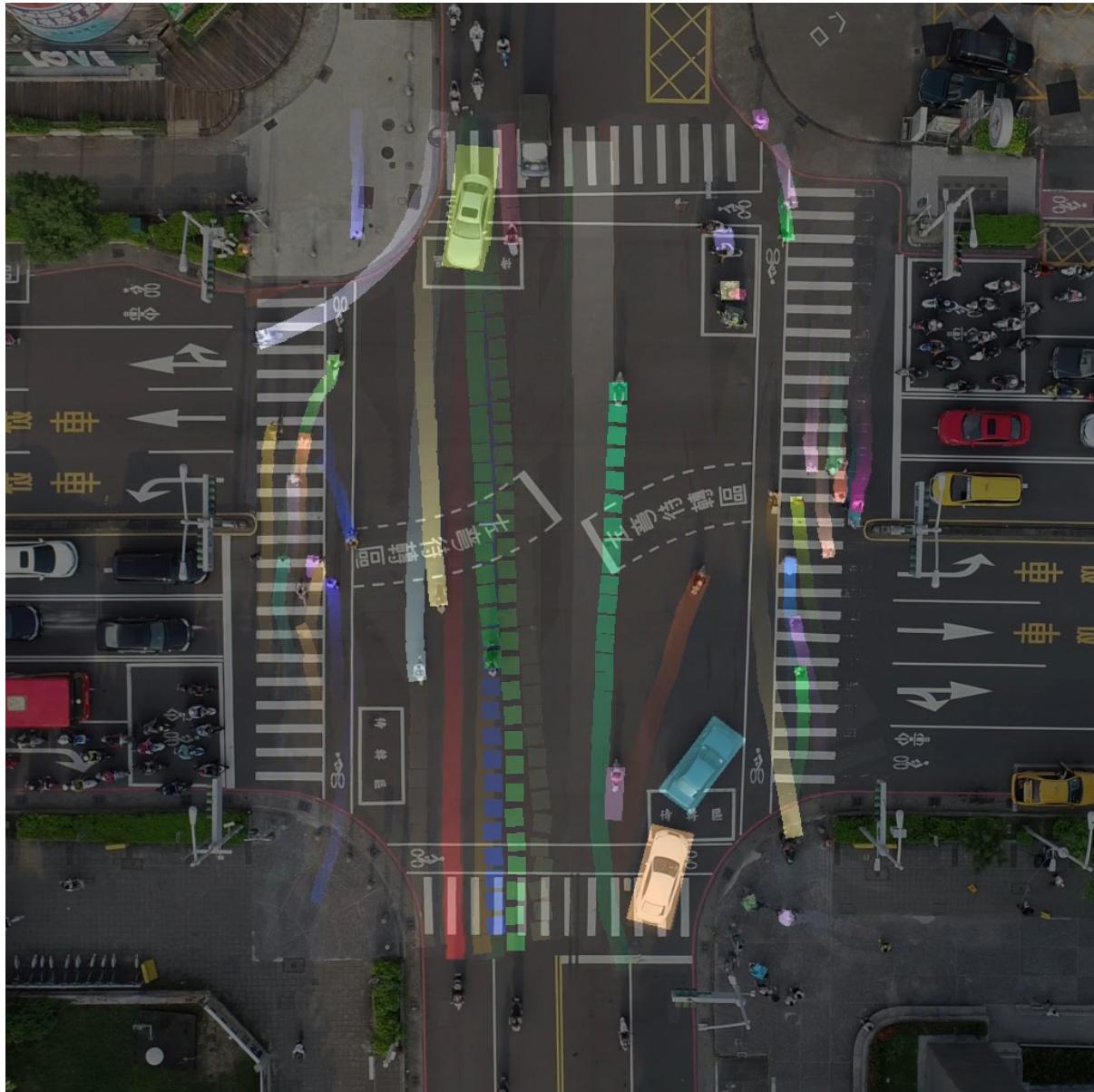
# 國道1號增設台74線系統交流道工程(第186標)



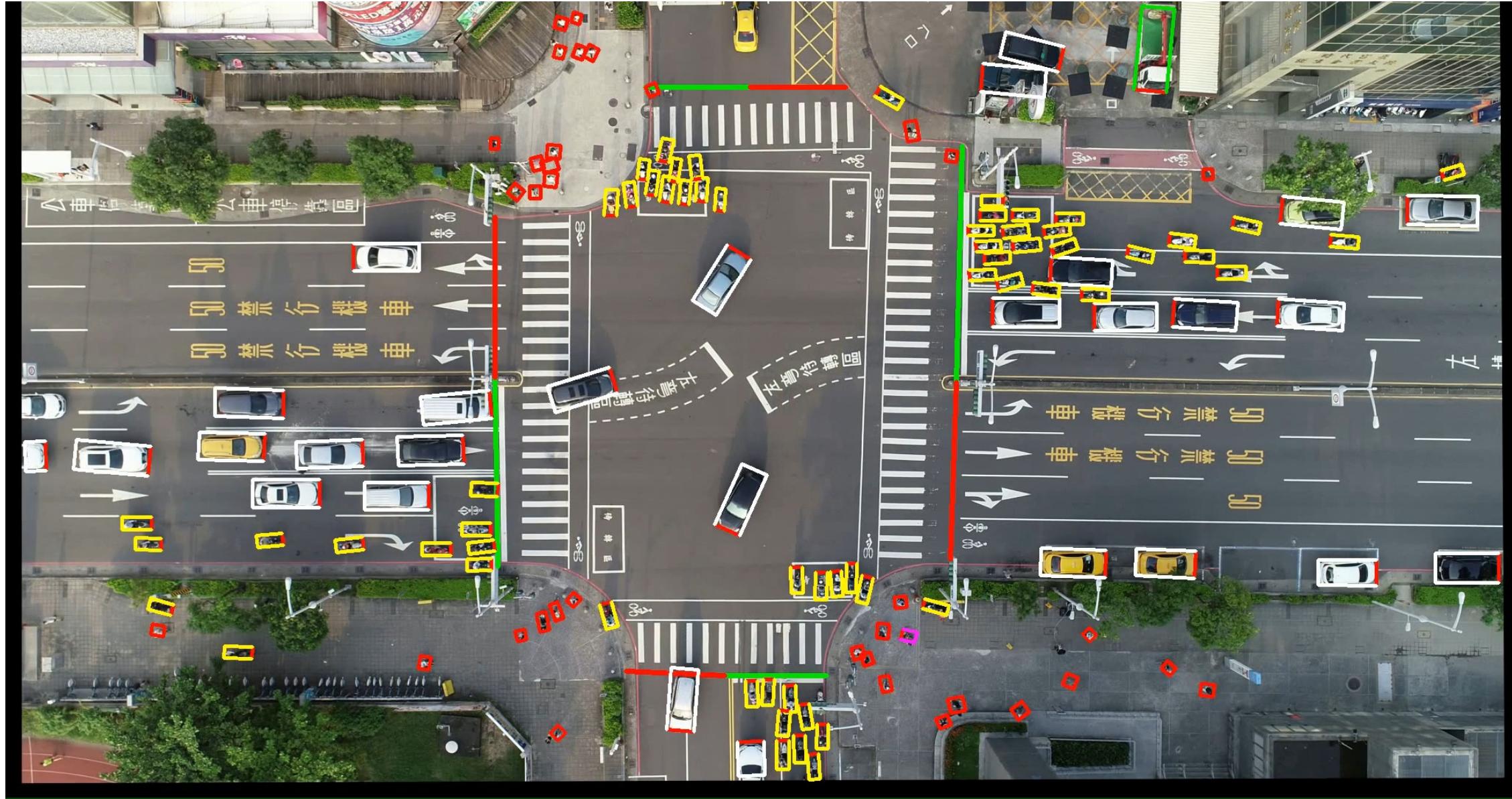
施工現況 西行線車道封閉管制作業

活動申請許可編號AB2109210002

# Tracking of vehicles and pedestrians



# Full range vehicle tracking

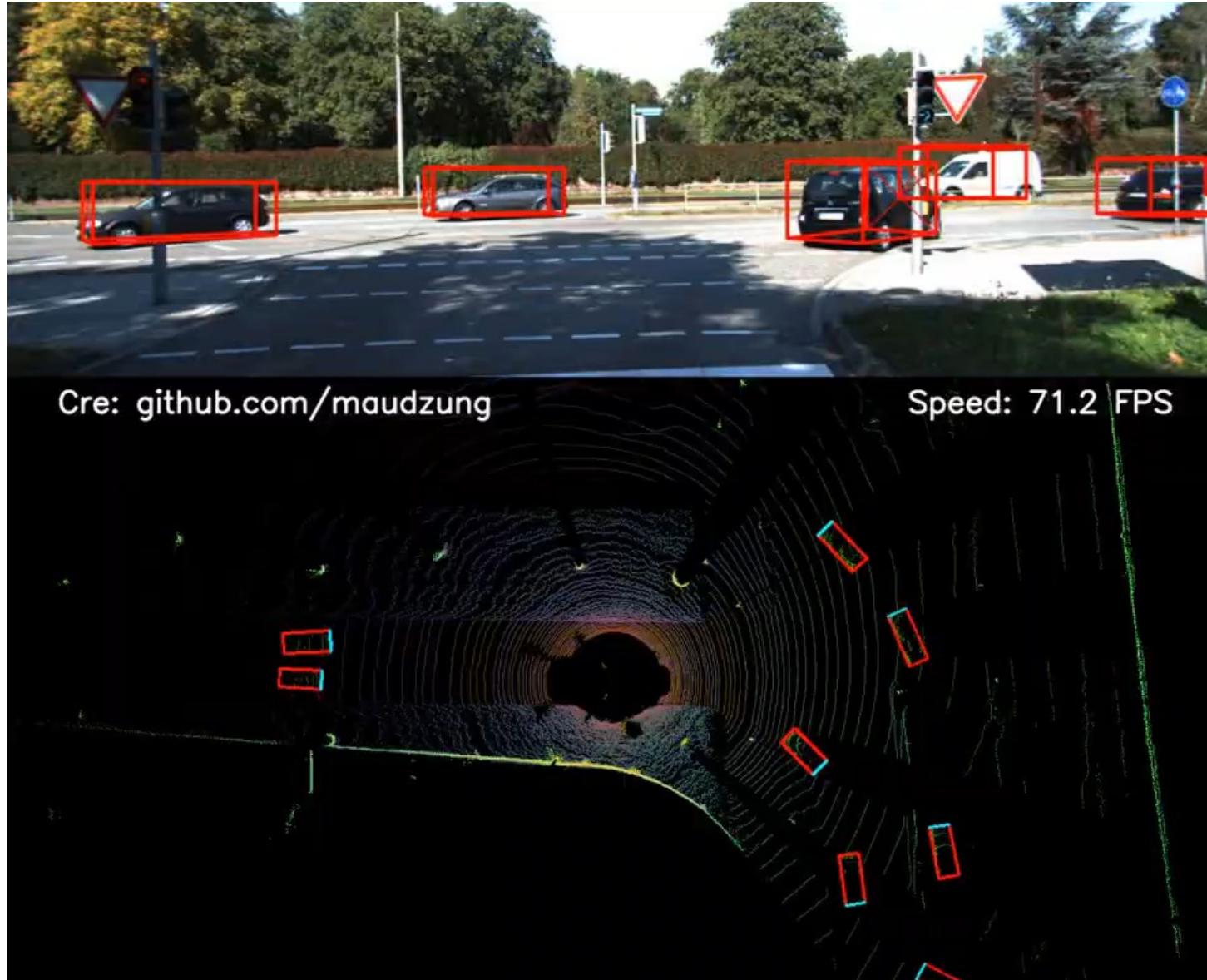




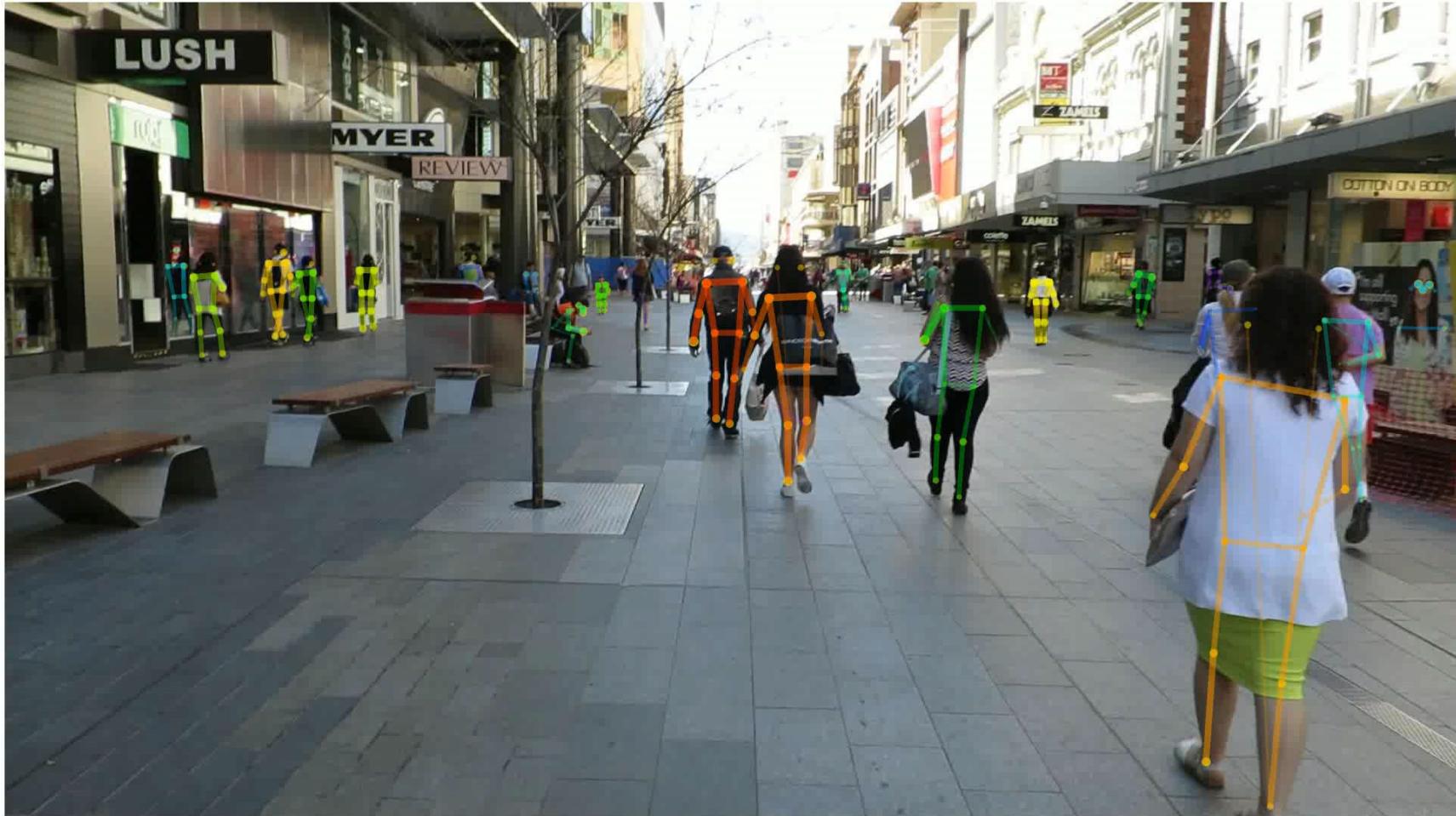
A group of people crossing a street in a city.



# 3D perception (YOLOv4 + Complex YOLO)



# Behavior analysis (YOLOv4 + AlphaPose)

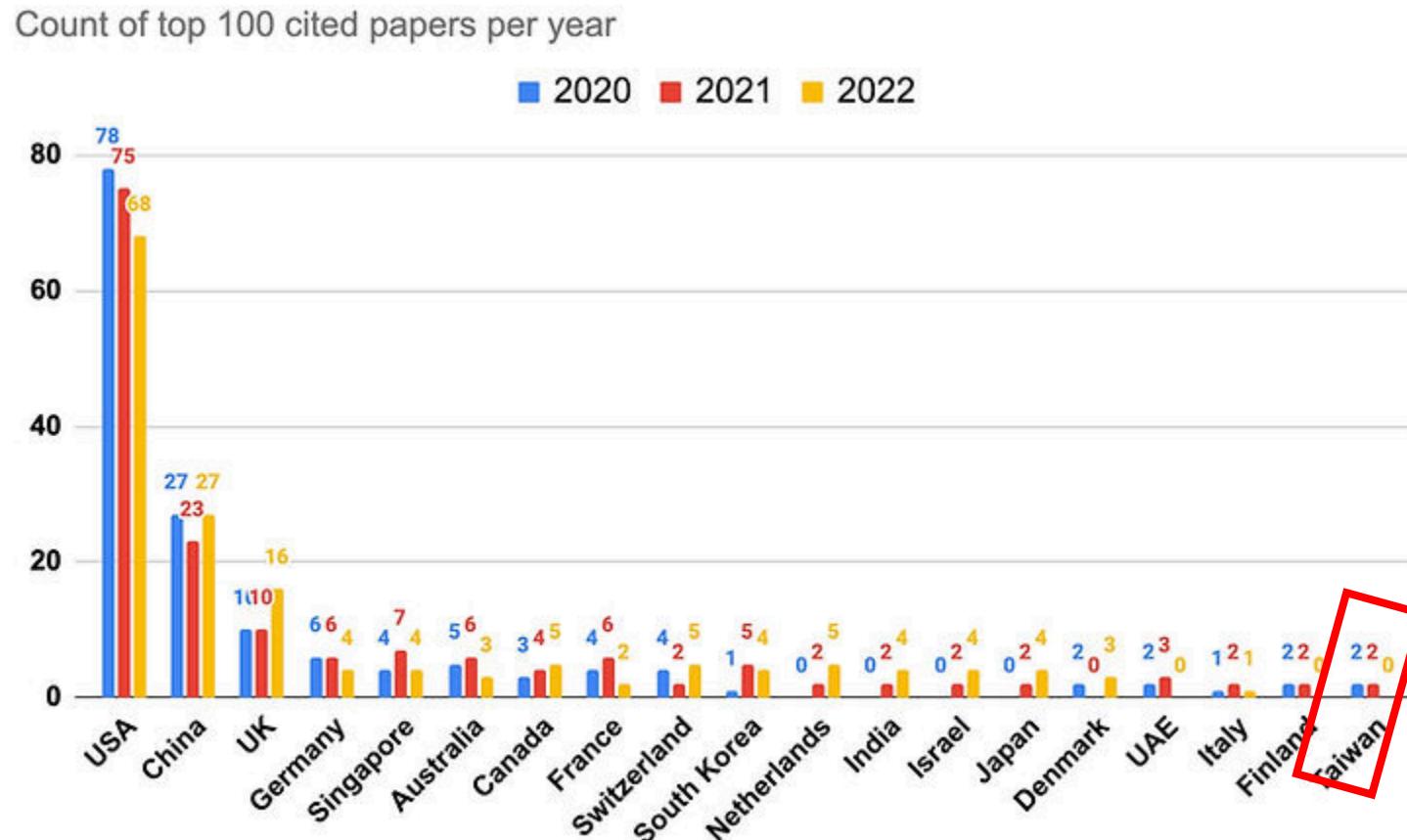


# The impact of related publications

- Alexey Bochkovskiy, Chien-Yao Wang, and Hong-Yuan Mark Liao, "[YOLOv4: Optimal Speed and Accuracy of Object Detection](#)," *arXiv:2004.10934vl*, number arXiv preprint arXiv:2004.10934, April 2020 (Google citation: **16307**, as of July 8, 2024)
- C. Y. Wang, H. Y. Mark Liao, Y. H. Wu, P. Y. Chen, J. W. Hsieh, and I. H. Yeh, "CSPNet: A New Backbone that can Enhance Learning Capability of CNN," *IEEE International Conference on Computer Vision and Pattern Recognition Workshop (CVPRW) on 'Low power computer vision'*, IEEE, Seattle, USA, June 2020 (Google citation: **3995**, as of July 8, 2024)
- Chien-Yao Wang, Alexey Bochkovskiy, and Hong-Yuan Mark Liao, "Scaled-YOLOv4: Scaling Cross Stage Partial Network," *IEEE Computer Society Conference on Computer Vision and Pattern Recognition (CVPR)*, June 2021 (Google citation: **1609**, as of July 8, 2024)

Report of Sergi Castella Sape, March 2, 2023, ``Must Read: the 100 most cited AI papers in 2022''

Listed top 100 cited papers in 2020, 2021, and 2022



2020  
#3 YOLOv4  
#68 Scaled-YOLOv4

## 2020

- 1 [An Image is Worth 16x16 Words: Transformers for Image Recognition at Scale](#) -> (From Google, 11914 citations) The first work showing how a plain Transformer could do great in Computer Vision.
- 2 [Language Models are Few-Shot Learners](#) -> (From OpenAI, 8070 citations) GPT-3, This paper does not need further explanation at this stage.
- 3 [YOLOv4: Optimal Speed and Accuracy of Object Detection](#) -> (From Academia Sinica, Taiwan, 8014 citations) Robust and fast object detection sells like hotcakes.
- 4 [Exploring the Limits of Transfer Learning with a Unified Text-to-Text Transformer](#) -> (From Google, 5906 citations) A rigorous study of transfer learning with Transformers, resulting in the famous T5.
- 5 [Bootstrap your own latent: A new approach to self-supervised Learning](#) -> (From DeepMind and Imperial College, 2873 citations) Showing that negatives are not even necessary for representation learning.

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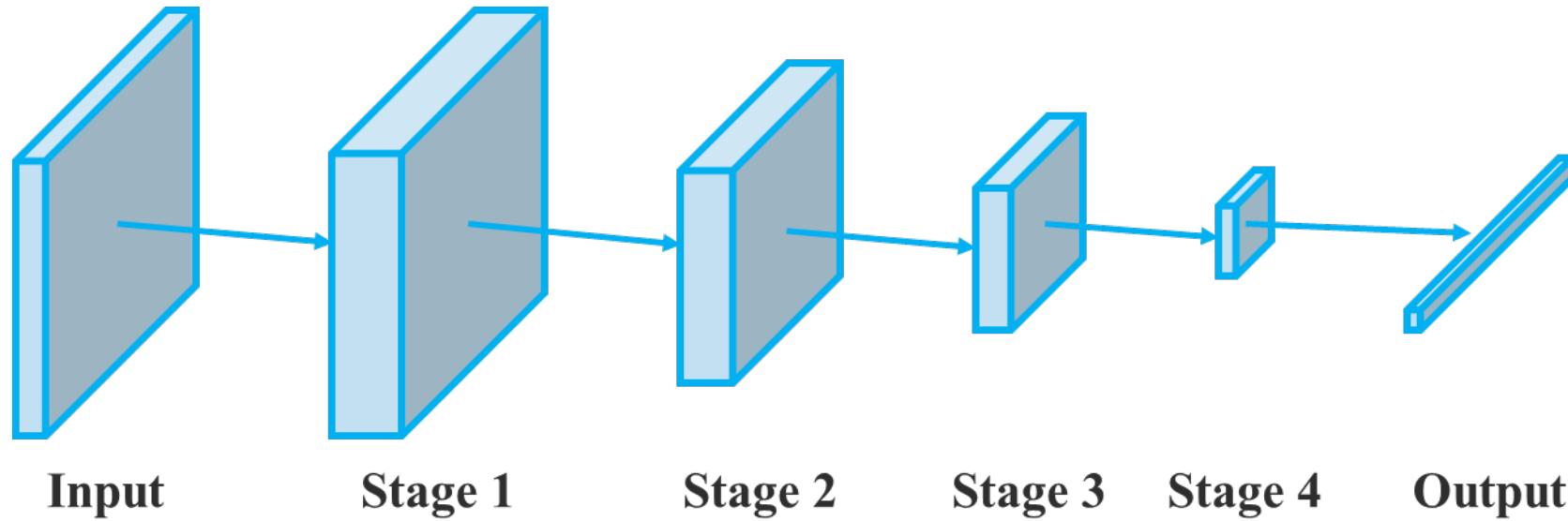
# The impact of related publications

- Chien-Yao Wang , Alexey Bochkovskiy, and Hong-Yuan Mark Liao, “YOLOv7:Trainable Bag-of-freebies sets new state-of-the-art for real-time object detectors,” *CVPR*, June 2023 (Google citation: **5918**, as of July 8, 2024)
- C. Y. Wang, I. H. Yeh, H. Y. Mark Liao, “You Only Learn One Representation: Unified Network for Multiple Tasks,” *Journal of Information Science and Engineering*, Vol.39(3), May 2023 (invited paper, Google citation: **603**, as of July 8, 2024)
- C. Y. Wang, H. Y. Mark Liao, and I. H. Yeh, ``Designing Network Design Strategies Through Gradient Path Analysis,” *Journal of Information Science*, Vol.39(4), July 2023 (invited paper, Google citation: **178**, as of July 8, 2024)

# From YOLOv4 to YOLOv7

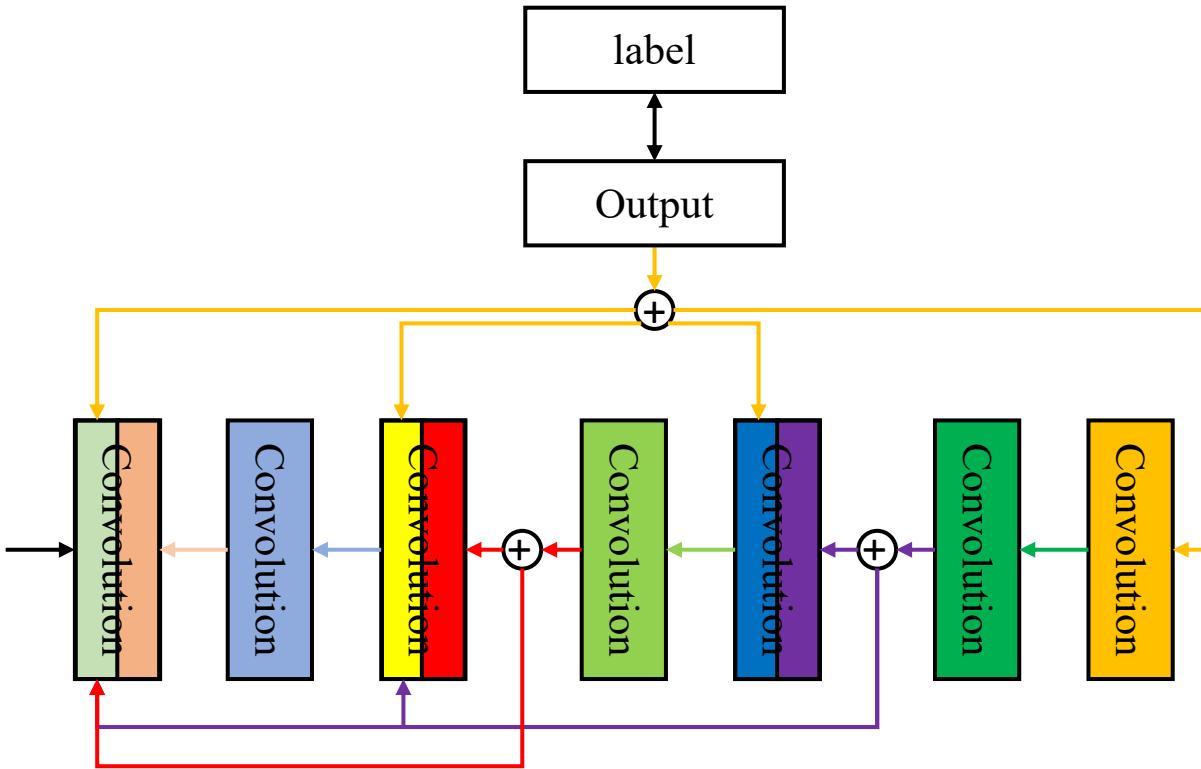
- Partial Residual Network (PRN) – layer-level design (2018)
- CSPNet – stage-level design (2019)
- ELAN, E-ELAN – network-level design (2021-2022)

# Convolutional Deep NN has many stages

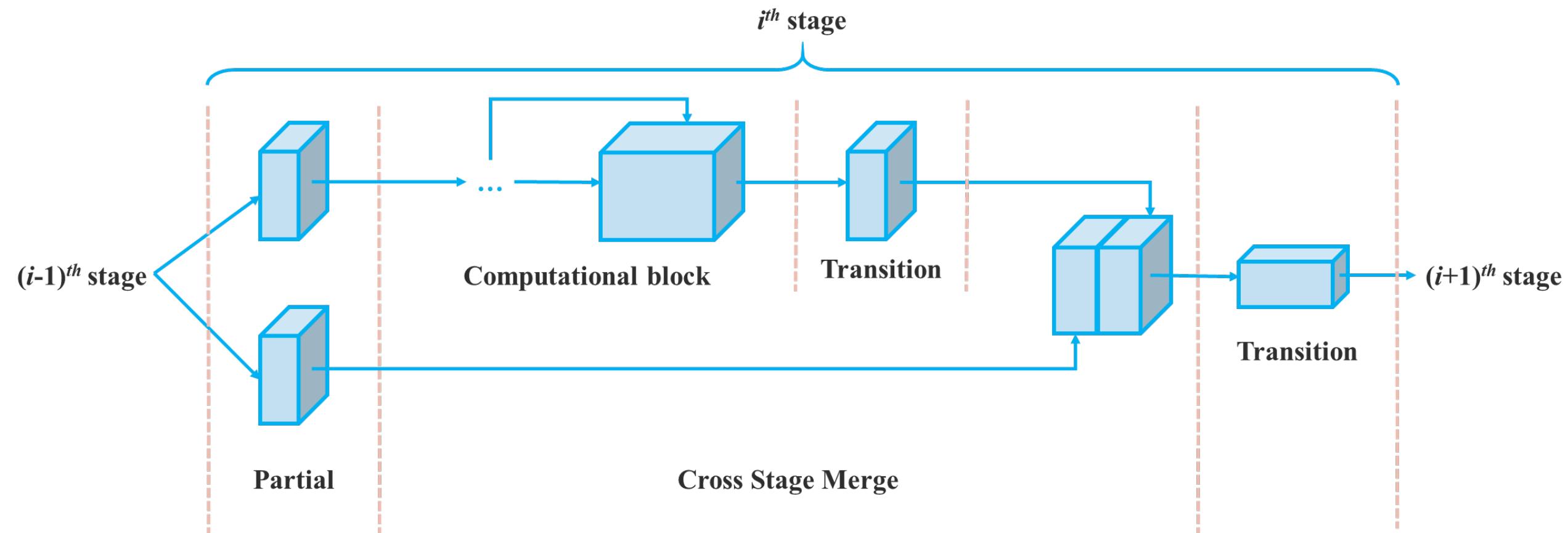


# Partial Residual Network (2018/6-12)

## layer-level design



# Stage level design (CSPNet, June 2019)



# What's next after Stage-level Design ?

- Designing speedy and accurate object detector one has to consider the following:
  - 1 ' network architecture ;
  - 2 ' feature integration method ;
  - 3 ' detection method ;
  - 4 ' loss function ;
  - 5 ' label assignment method ;
  - 6 ' training method .

# YOLOv7 Research Contributions

1. Network architecture optimization
2. Training process optimization

# Network architecture optimization: How model scaling affect design of architecture? (1/4)



**Cloud GPU( > 100 layers)**



**Local GPU( ~ 50 layers)**  
e.g. Notebook

**Mobile GPU**  
( < 10 layers)

## Network architecture optimization: How model scaling affect design of architecture? (2/4)

- Possible *scaling factors* include:
  - resolution (size of input image)
  - depth (no. of layers)
  - width (no. of channels)
  - stage (no. of feature pyramids)

to achieve a good *trade-off* for the amount of network parameters, computation, inference speed, and accuracy.

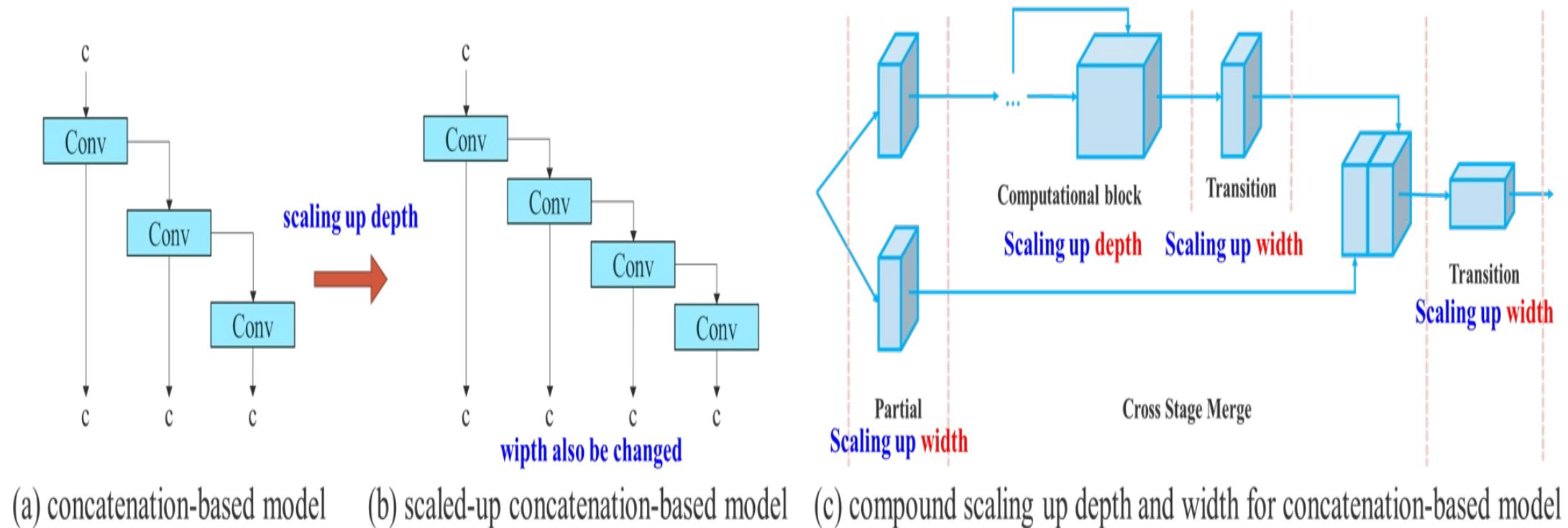
## Network architecture optimization: How model scaling affect design of architecture? (3/4)

- Almost all model scaling methods analyze *individual* scaling factor independently
- *The problem comes*: In all *concatenation-based* models, when *depth* is scaled, the *width* of some layers will change too
- YOLOv7 is also *concatenation-based*, need *new compound scaling* method

# Network architecture optimization:

## How model scaling affect design of architecture? (4/4)

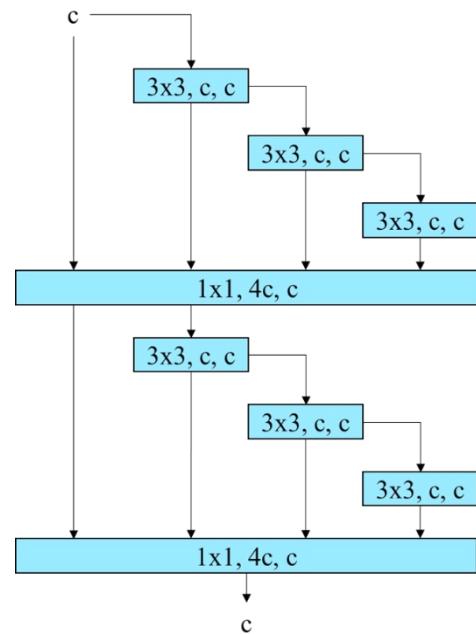
- For a **concatenation-based architecture** (ex. CSPNet, DenseNet)
  - scaling up or down on depth, **in-degree** of subsequent transition layer will increase or decrease,



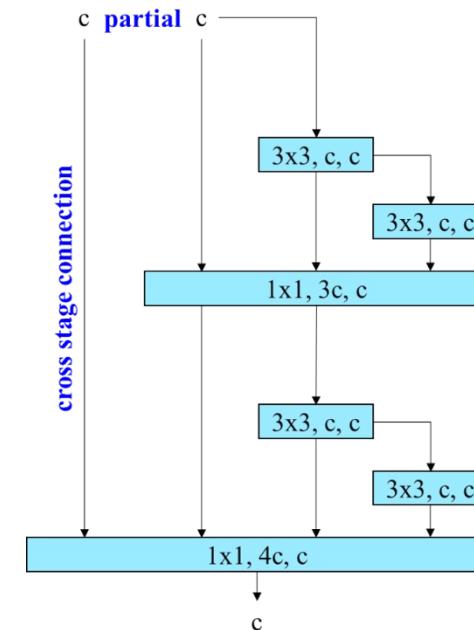
# Network architecture optimization:

## Efficient Layer Aggregation Networks (ELAN) (1/4)

- CSPVoVNet(for tiny v4)是由 VoVNet 變化而來，其架構考慮參數量、運算量、計算密度，還分析了梯度路徑(gradient path)，使不同層的權重學到更多樣性的特徵，使推論速度更快、準確率越高。

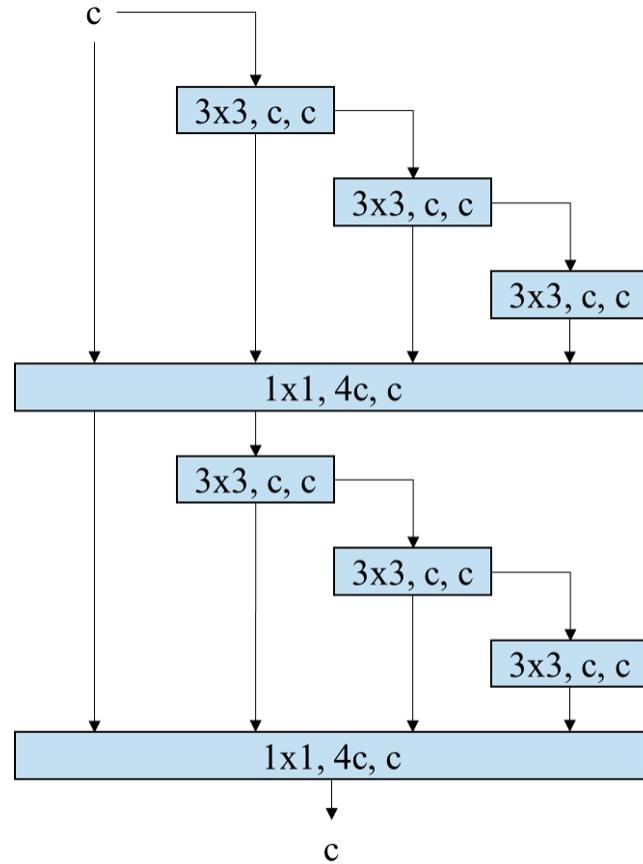


VoVNet

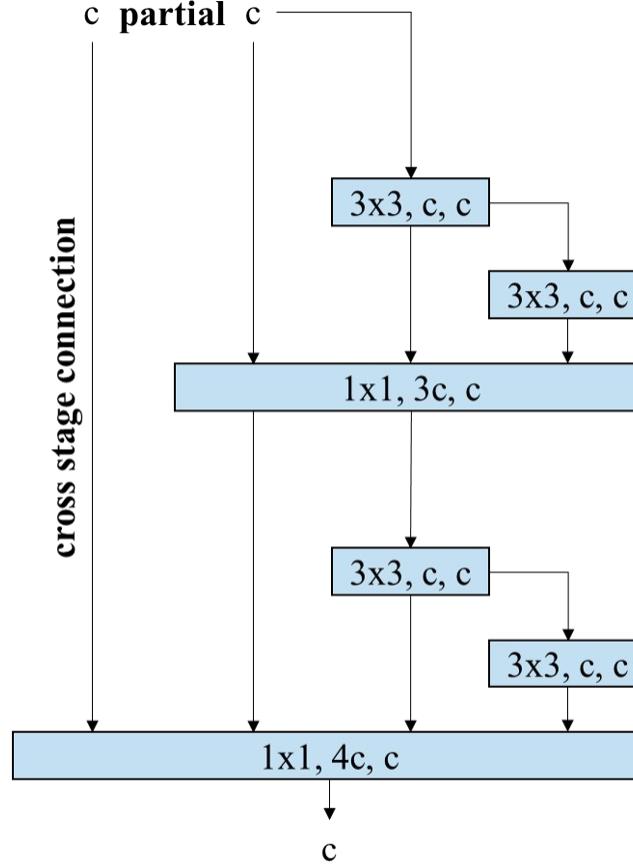


CSPVoVNet

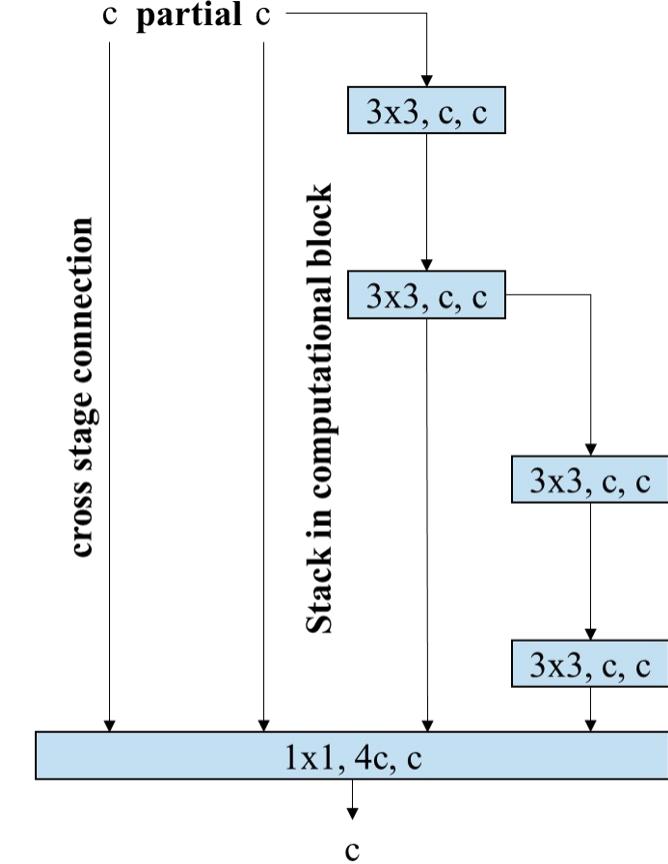
# Network architecture optimization: Efficient Layer Aggregation Networks (ELAN) (2/4)



VoVNet



CSPVoVNet



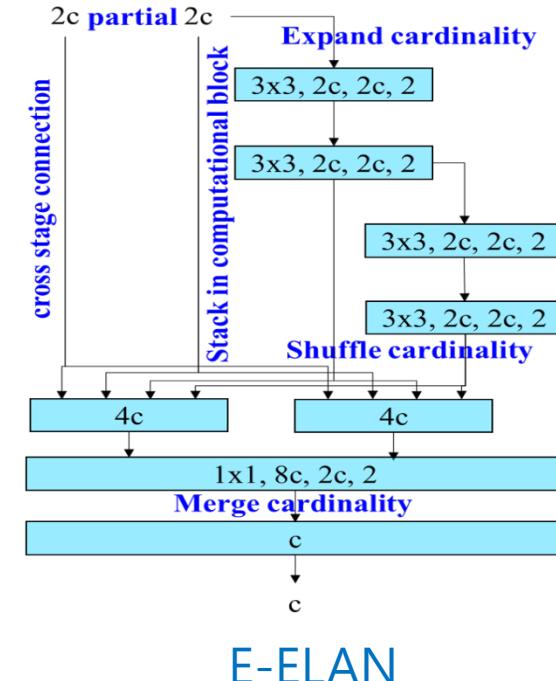
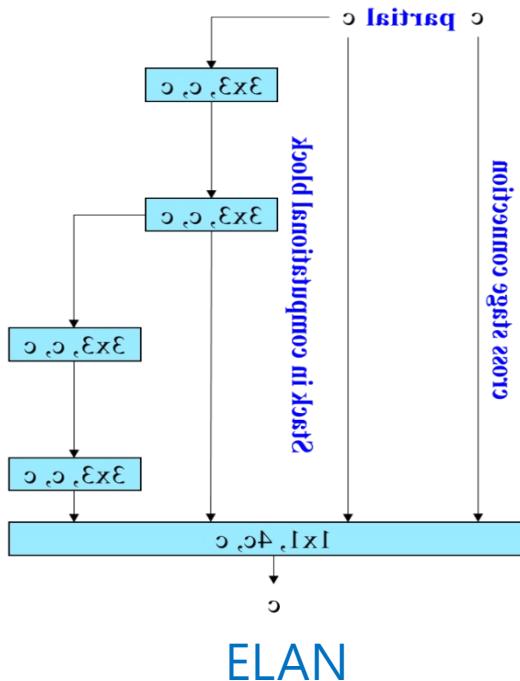
ELAN (March 2021)  
Network-level design

## Network architecture optimization: Efficient Layer Aggregation Networks (ELAN) (3/4)

- In YOLOv7(July 2022), we consider the amount of memory the *gradient path takes*
- CONCLUSION: *the shorter the gradient path, the more powerful the network will be able to learn*

## Network architecture optimization: Extended Efficient Layer Aggregation Networks (E-ELAN) (4/4)

- ELAN (正常 v7) 控制最短和最長的 gradient path 讓網絡更有效的學習和收斂。由於 model scaling 會破壞穩定的狀態，YOLOv7 提出了 Extended ELAN (適用大型 v7)，透過 expand, shuffle, merge cardinality 等方式達到不破壞梯度路徑的目的，並增強網路學習能力

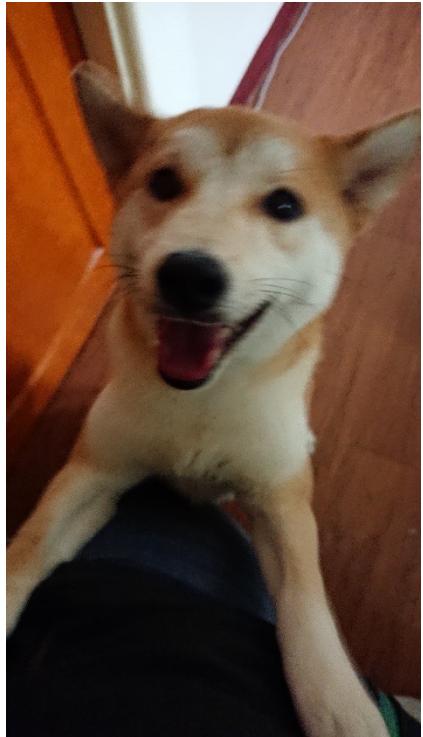


# YOLOv7 Research Contributions

1. Network architecture optimization
2. Training process optimization –

Introduction of implicit knowledge (YOLOR)

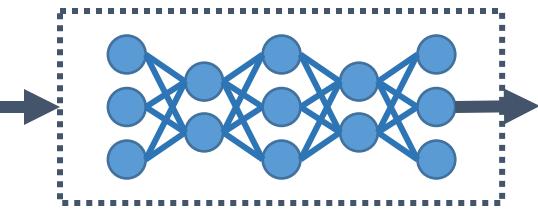
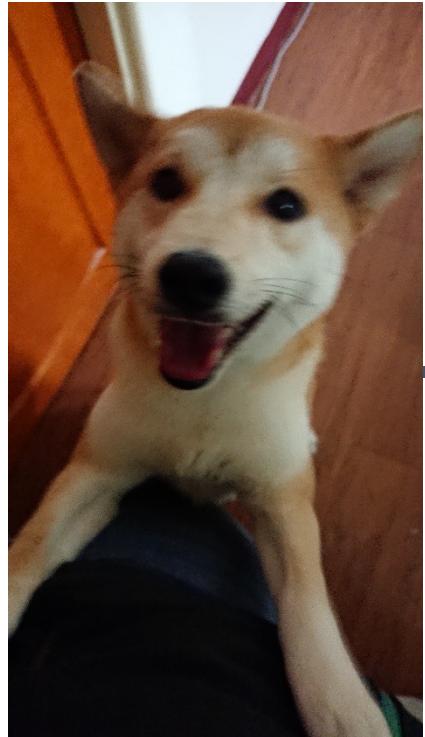
# How YOLOR assist the training process ?(1/7)



- What is this? → A Shiba Inu.
- Where is the Shiba Inu? → In a room.
- Where is she? → In a room.
- What is she doing? → LOL.
- What is her name? → A.I.
- Do you love her? → Yes! Sure! Of course!

**Same Input + Different Objectives = Different Answers  
(Single model for multiple tasks)**

# How YOLOR assist the training process ?(2/7)



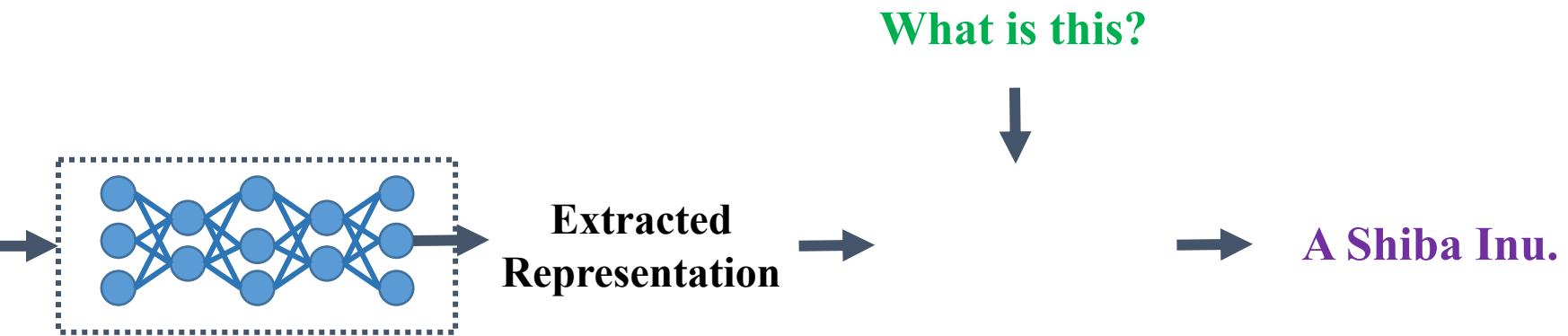
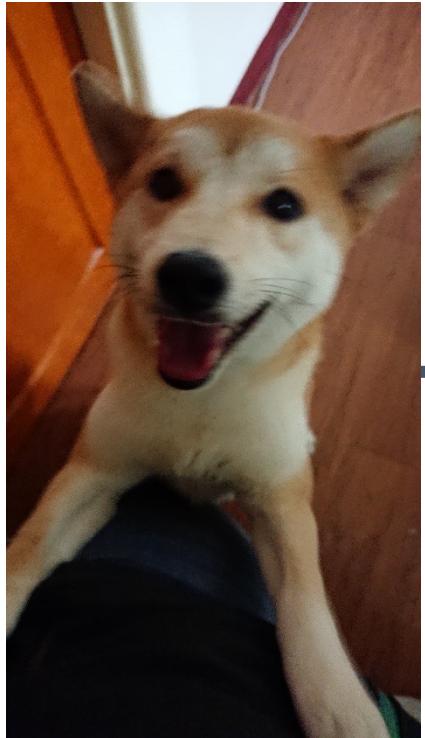
Extracted  
Representation

What is this?  
Where is the Shiba Inu?  
What is she doing?  
What is her name?



A Shiba Inu.  
In a room.  
LOL.  
A I.

# How YOLOR assist the training process ?(3/7)



**Difficulty 1 – training did not prepare multi-tasks**

**Difficulty 2 – no single representation can answer all questions**

**Difficulty 3 – different tasks may influence each other**

# How YOLOR assist the training process ?(4/7)

## Classification



shiba



## Identification



acoshiba kabosumama marutaro



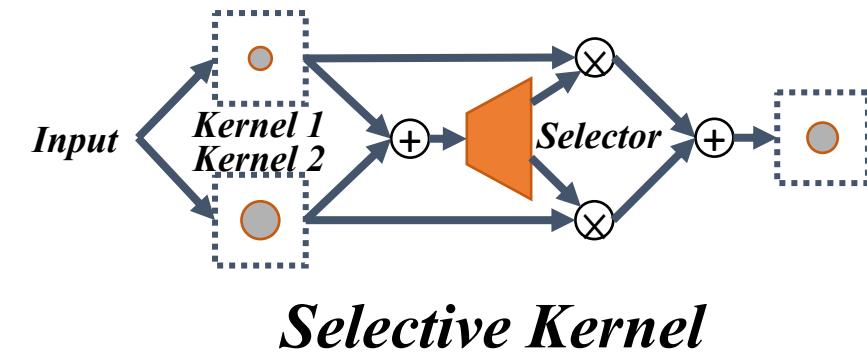
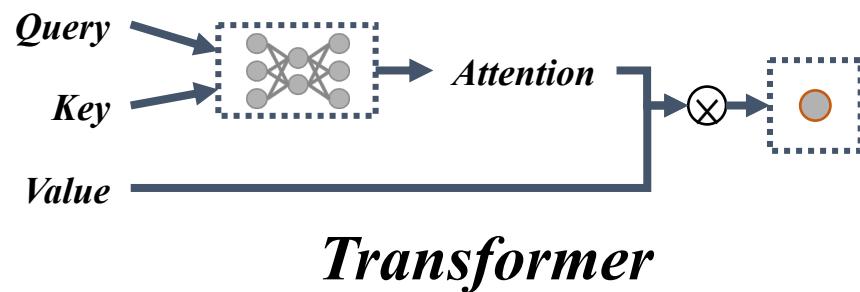
acoshiba kabosumama marutaro



acoshiba kabosumama marutaro

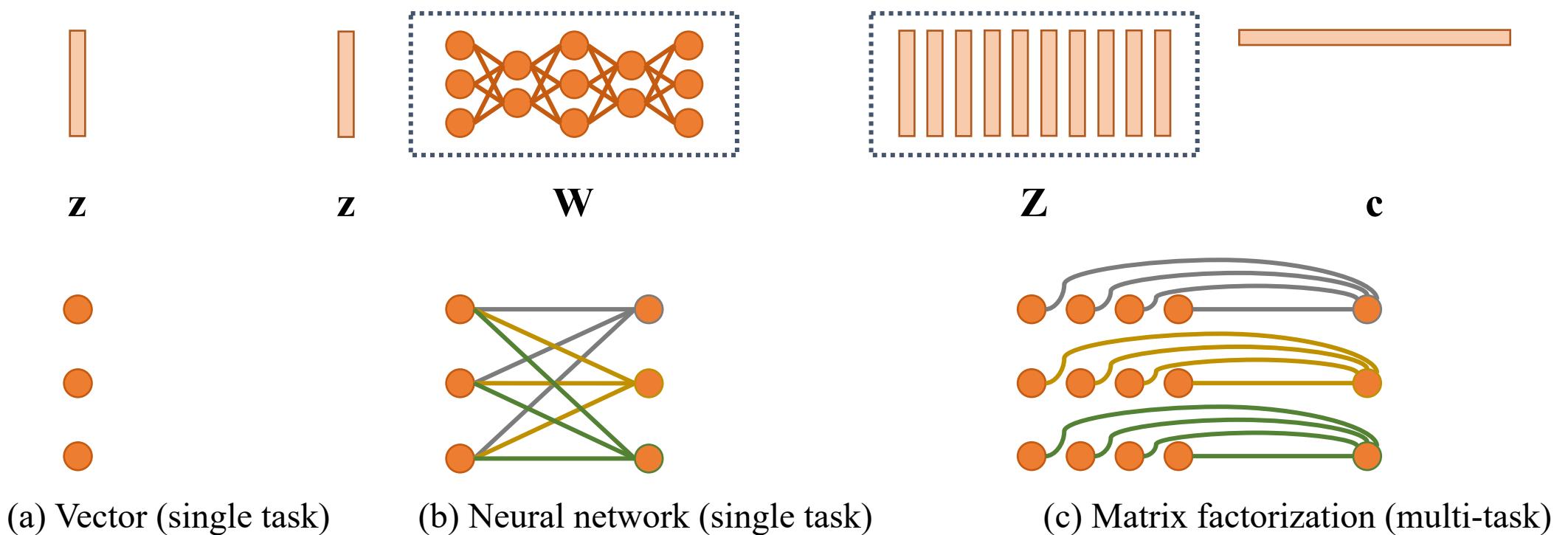


# How YOLOR assist the training process ?(5/7)



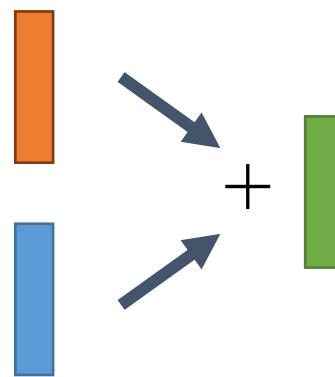
**Model Explicit Knowledge**

# How YOLOR assist the training process ?(6/7)

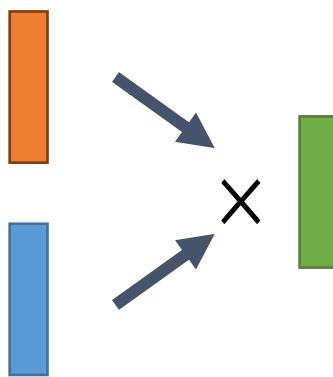


## Model Implicit knowledge

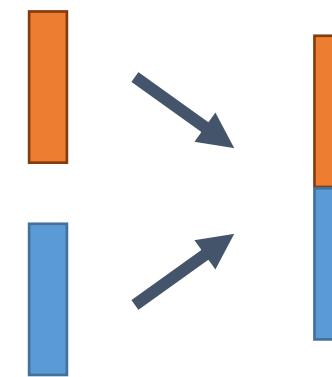
## How YOLOR assist the training process ?(7/7)



(a) addition



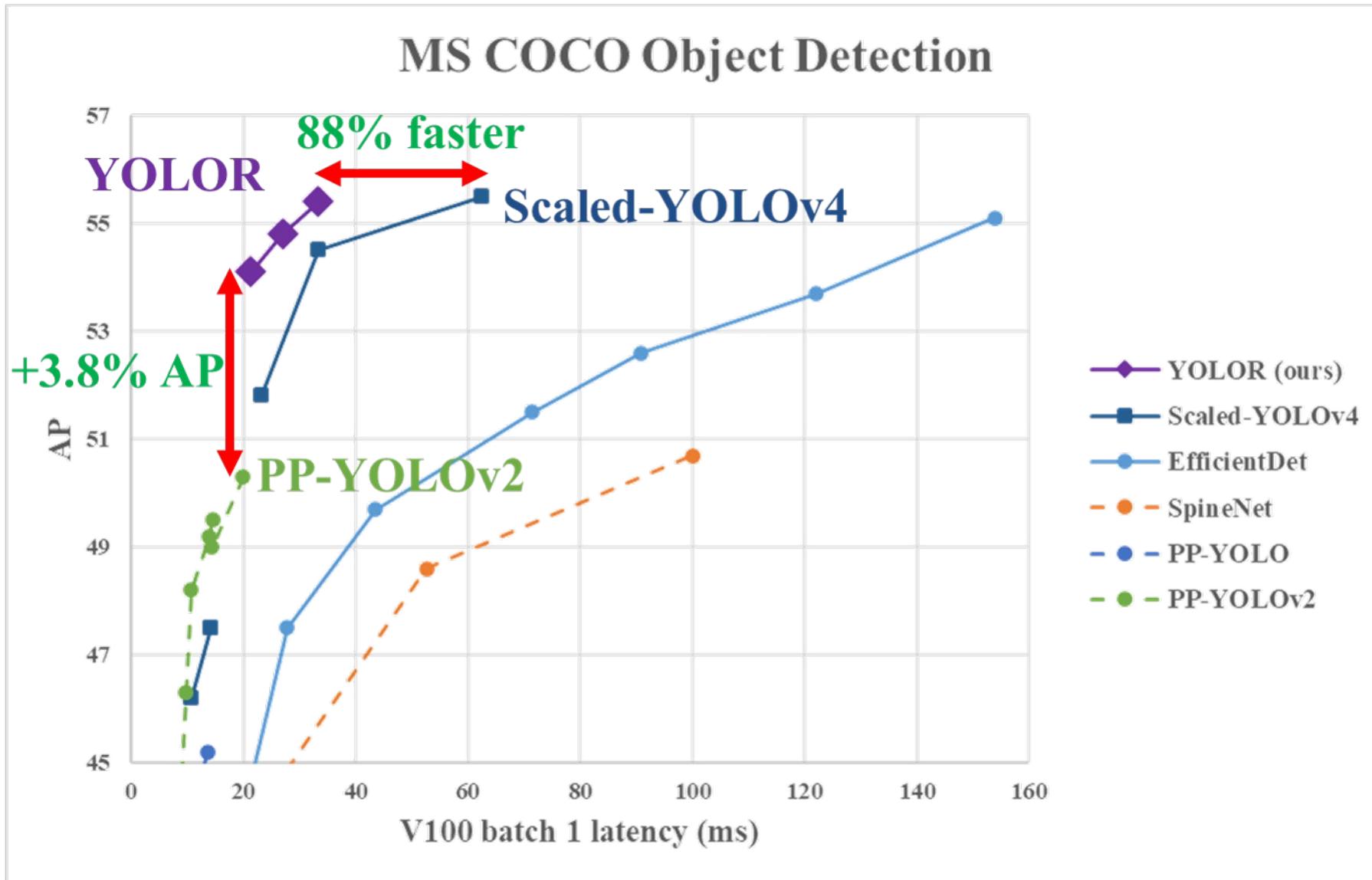
(b) multiplication



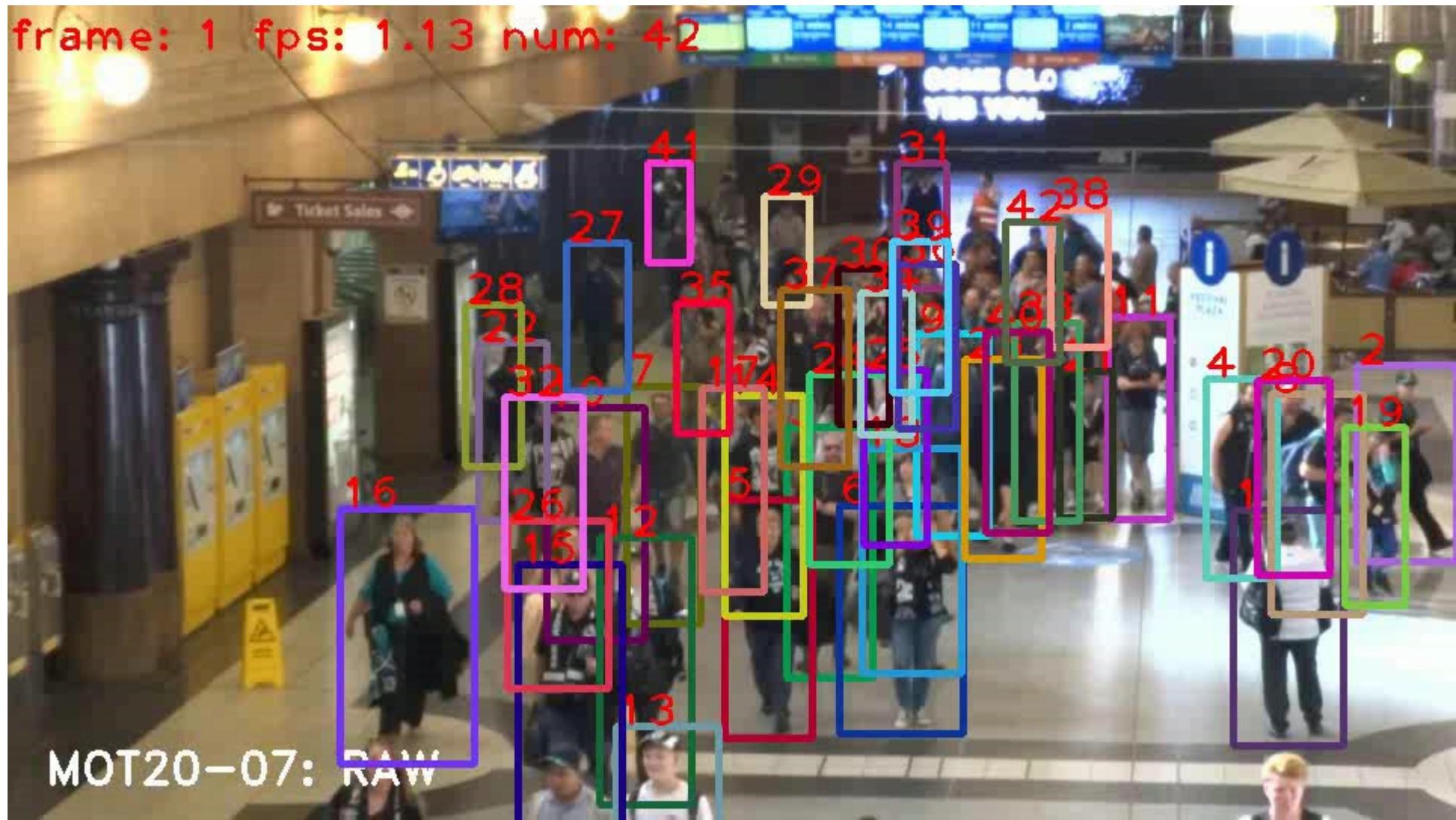
(c) concatenation

**Combine explicit knowledge and implicit knowledge**

# Performance



# YOLOR - MOT

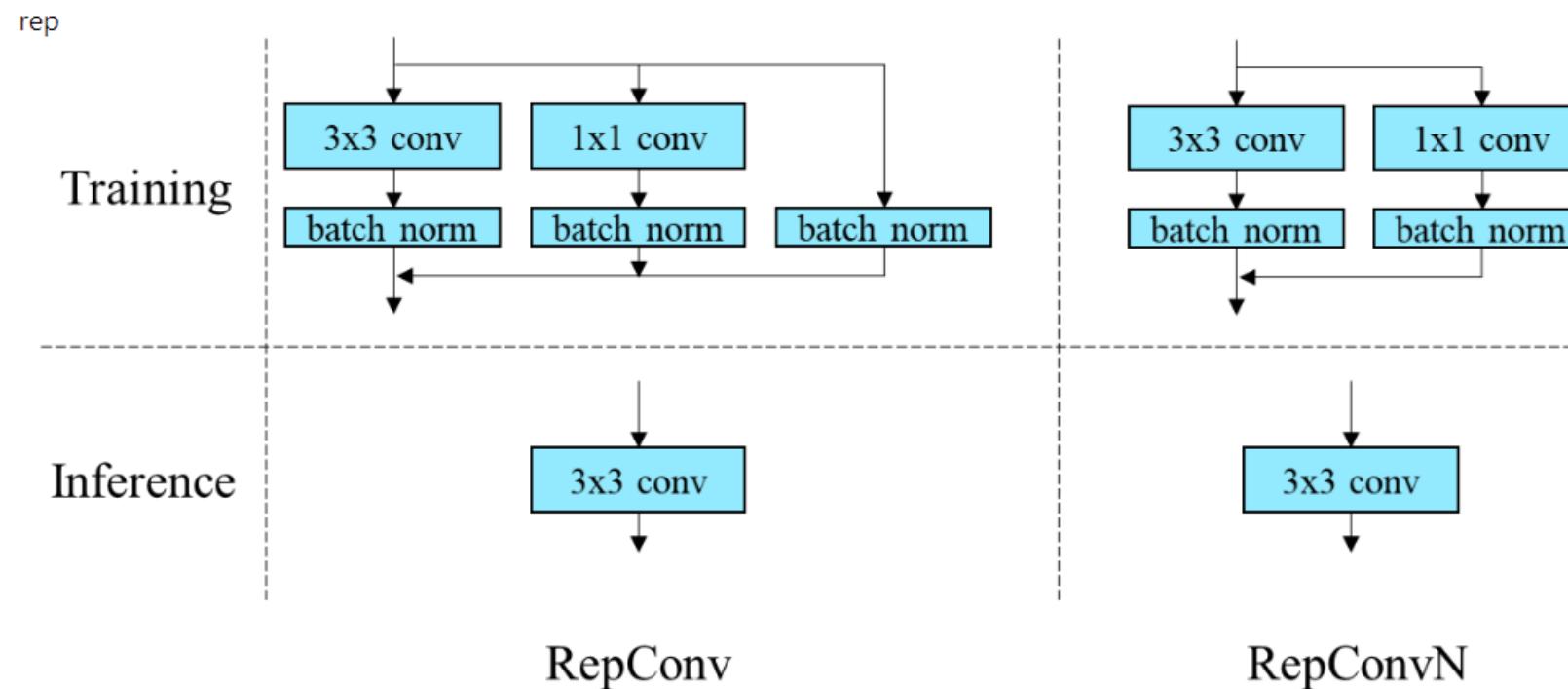


# YOLOv7 Research Contributions

1. Network architecture optimization
2. Training process optimization –  
model reparameterization

# Model Reparameterization(1/4)

- *RepConv* combines 3x3 convolution, 1x1 convolution, and identity connection in one convolutional layer
- *RepConv* achieves excellent performance on *VGG (PlainNet)*

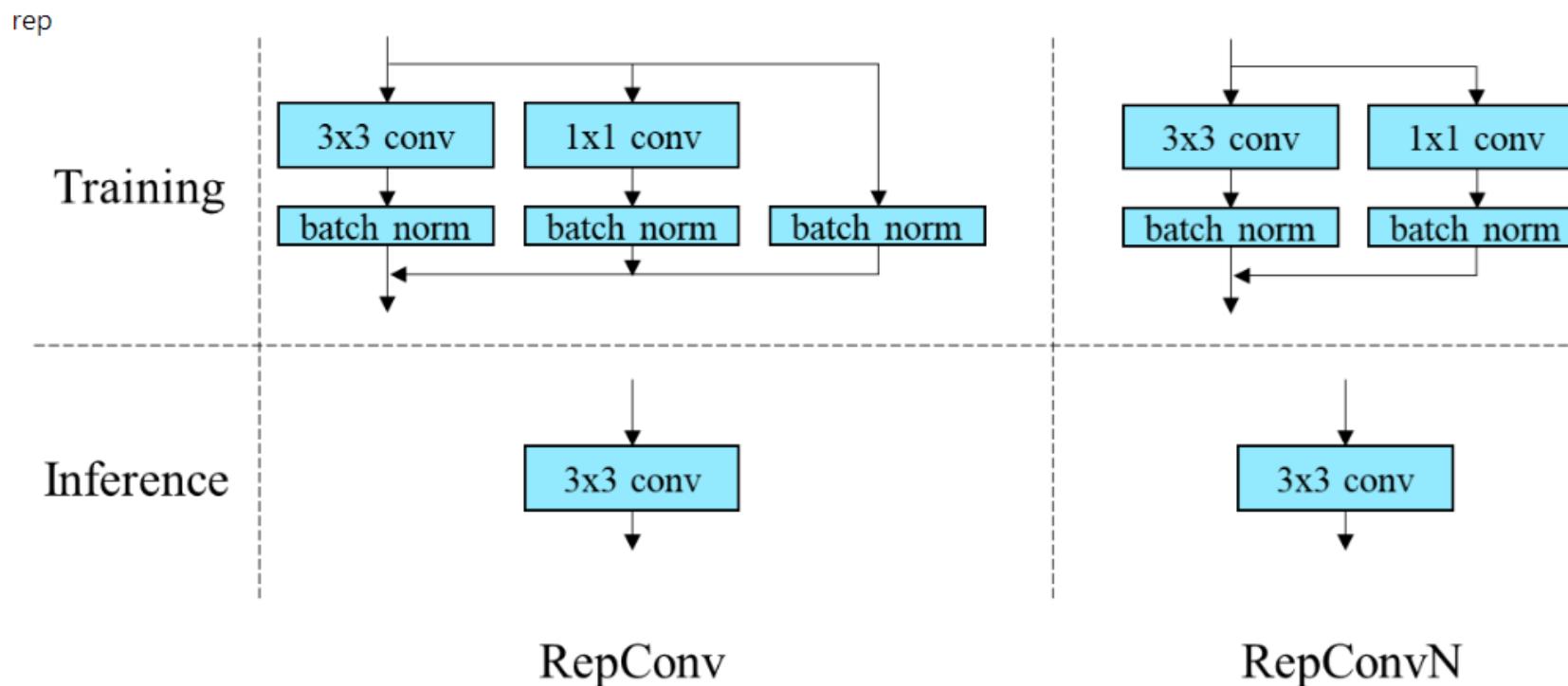


## Model Reparameterization(2/4)

- But, when applied to **ResNet** (with residual) or **DenseNet** (with **concatenation**), accuracy will be *significantly dropped*
- *Solution is re-parameterized convolution*

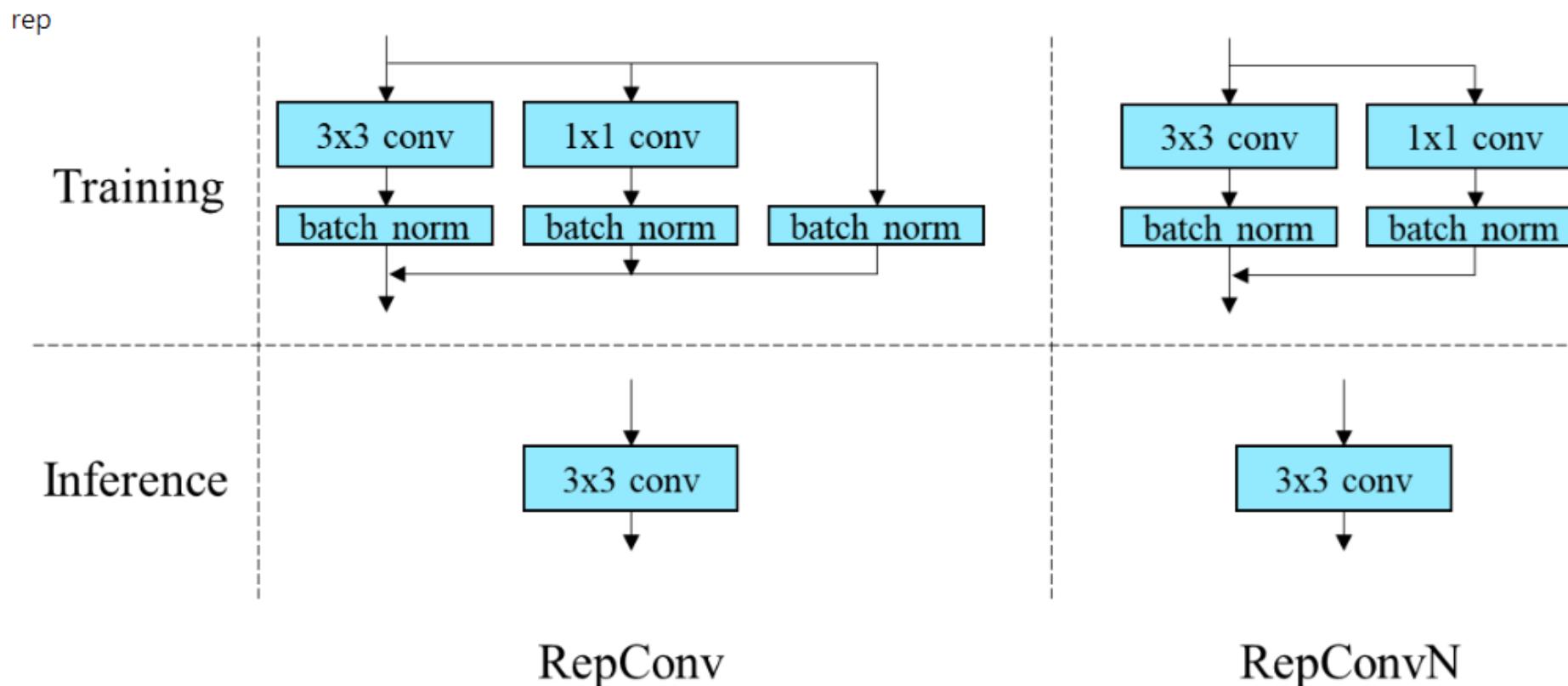
# Model Reparameterization(3/4)

- *identity connection* in *RepConv* destroys the *residual* in *ResNet* and the *concatenation* in *DenseNet*, and these designs provide more *diversity of gradients* for different feature maps



## Model Reparameterization(4/4)

**SOLUTION:** use *RepConvN* (RepConv *without* identity connection) to the training process (make use of *masking* technique)

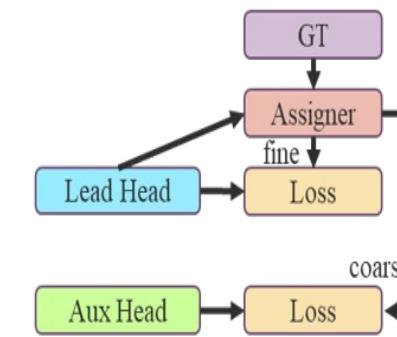
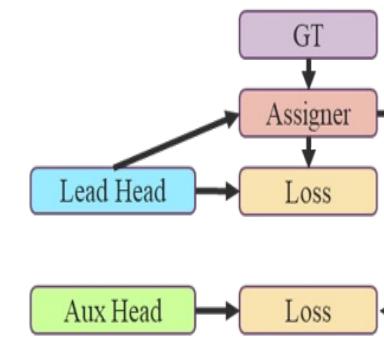
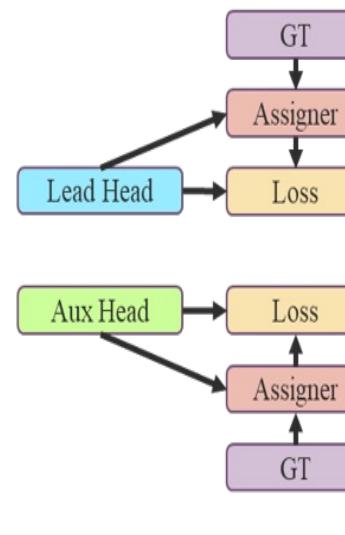
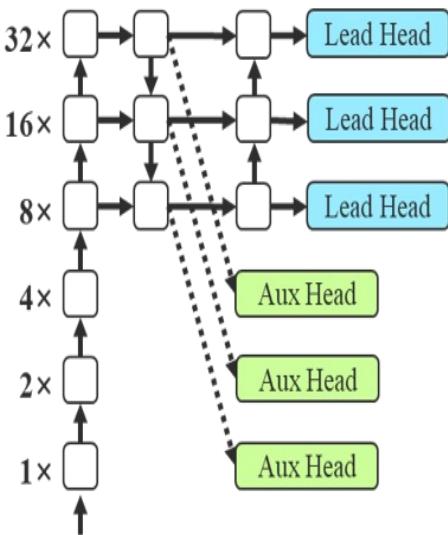
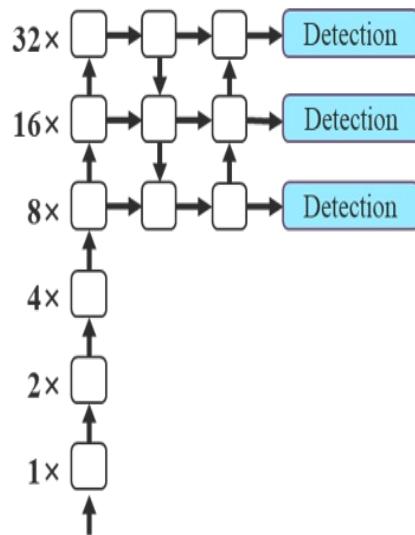


# YOLOv7 Research Contributions

1. Network architecture optimization
2. Training process optimization –  
Dynamic label assignment

# Dynamic label assignment strategy(1/2)

- Deep supervision is often used in training deep networks
- Main concept: add extra auxiliary head in middle layers, and use *shallow network weights with assistant loss* as guide



(a) Normal model

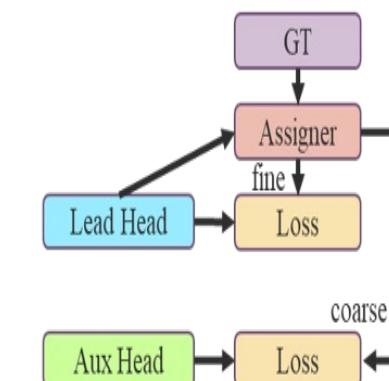
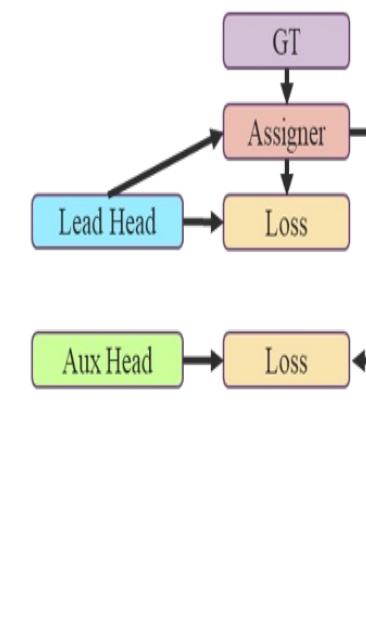
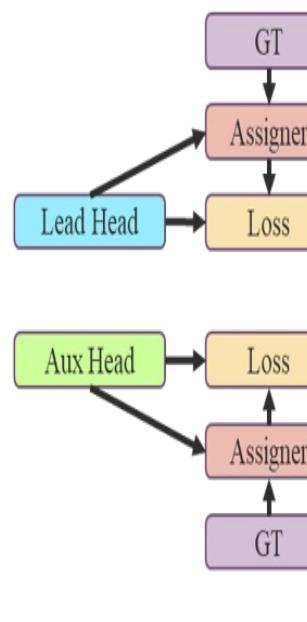
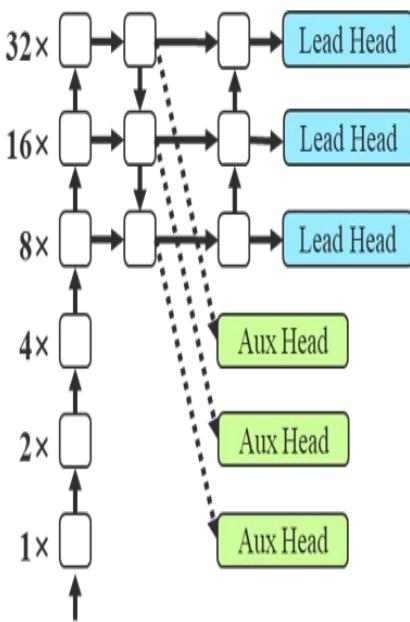
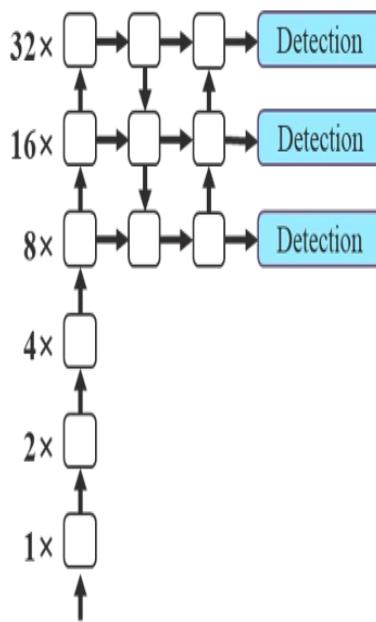
(b) Model with auxiliary head

(c) Independent assigner

(d) Lead guided assigner (e) Coarse-to-fine lead guided assigner

## Dynamic label assignment strategy(2/2)

- **Proposed new method:** Use lead head prediction as guidance to generate **coarse-to-fine hierarchical labels**, such as (d) and (e)



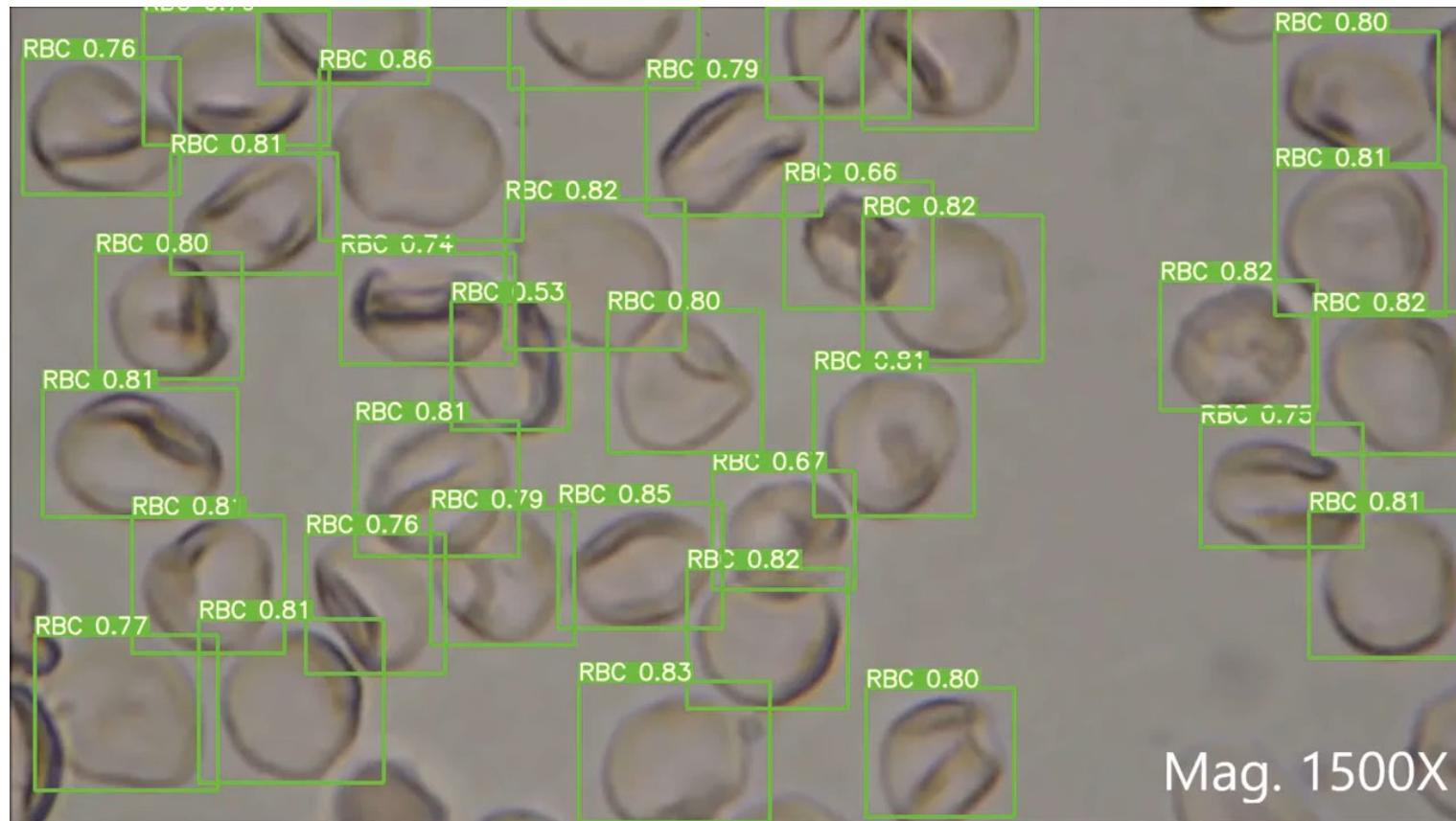
(a) Normal model

(b) Model with auxiliary head

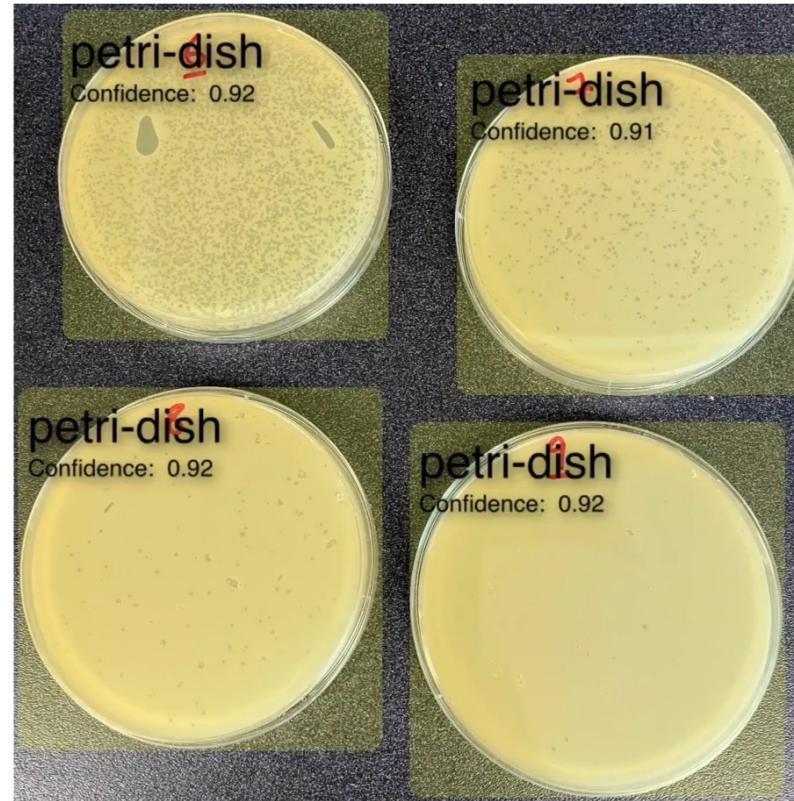
(c) Independent assigner

(d) Lead guided assigner (e) Coarse-to-fine lead guided assigner

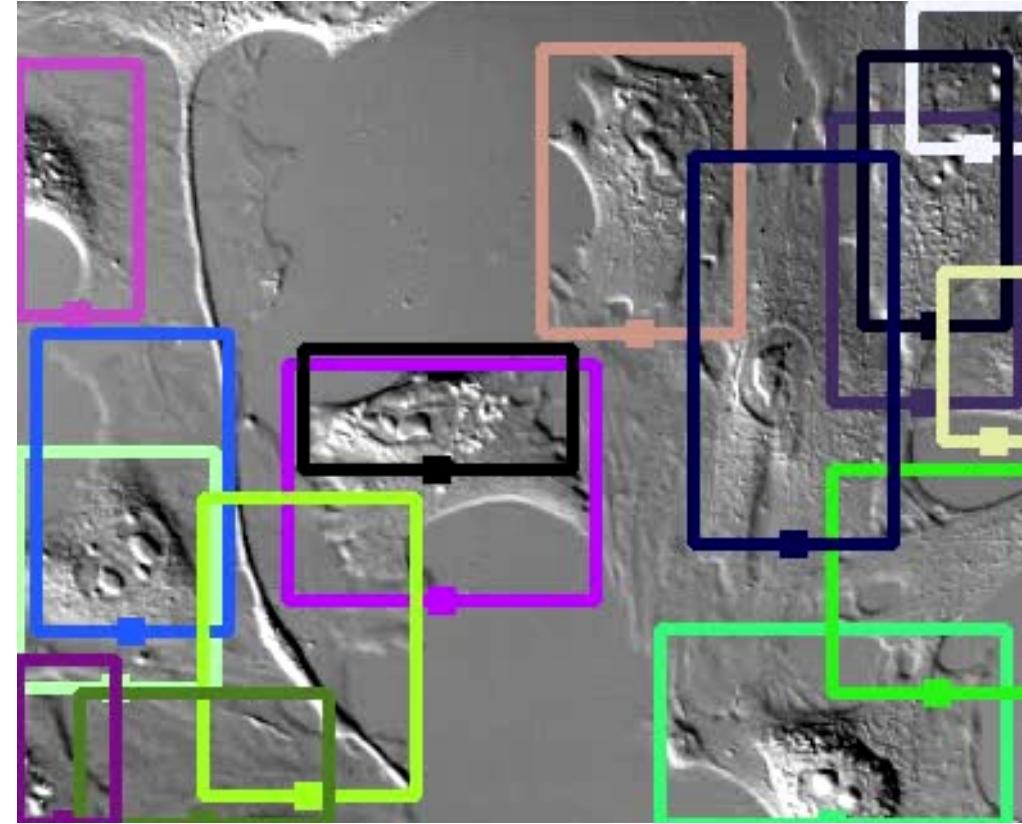
# YOLOv7 及 YOLOv9 的應用



血球偵測



噬菌體培養皿監測



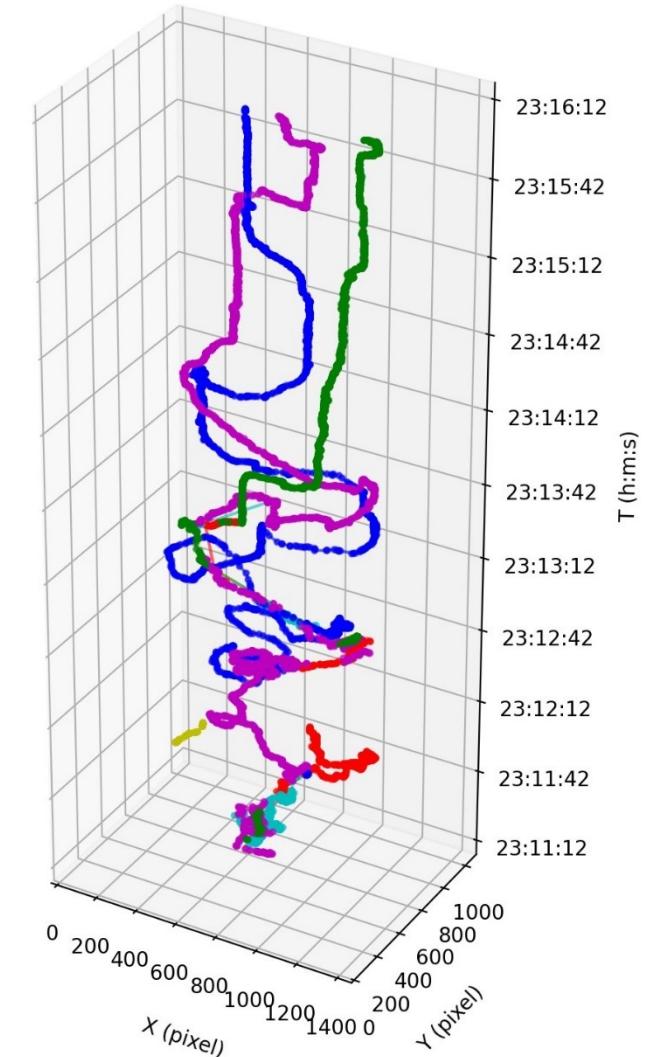
細胞有絲分裂檢測,追蹤和譜系

# Burying Beetle Tracking – Results

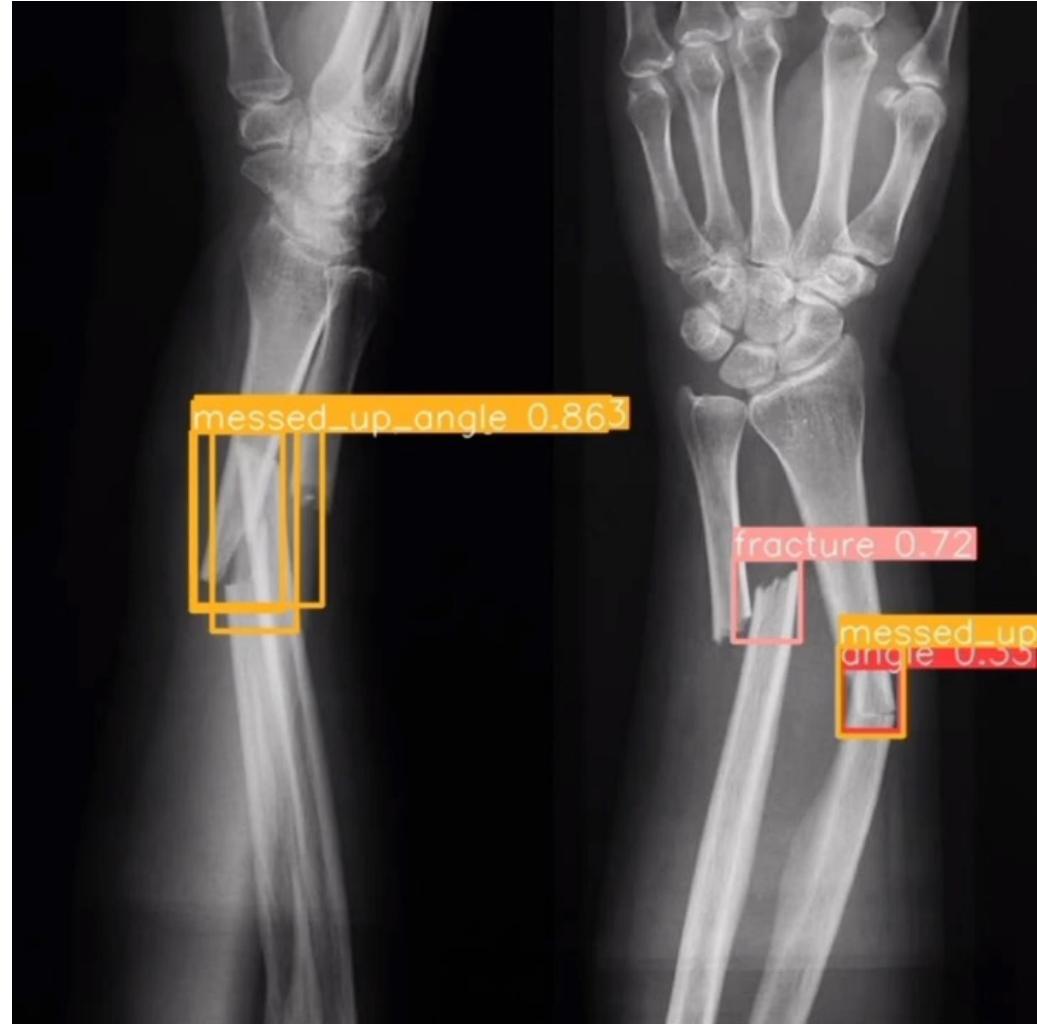
## Tracked videos



- O - F
- X - F
- nn - F
- H - M
- ss - M
- xx - M



(o, x, nn, represent different females and H, ss, xx, represent different males in the group)



## 骨折檢測

國防

## Fine-Tuning YOLOv9 Models



Vehicle Detection



LearnOpenCV.com





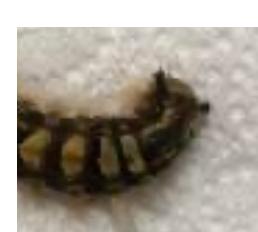
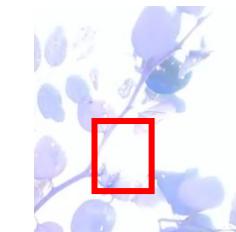
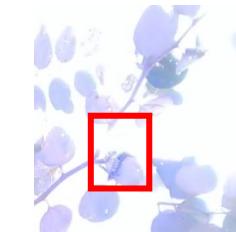
Drone Tracking

# Multiple Caterpillar Tracking via YOLOv7 + SORT



Detection and tracking at 15-20 cm (YOLOv7+SORT)

# Laser Pest Control: Multi-object Tracking + Elimination



生命科學的應用  
從生物影像或影片出發



生醫所陳建璋老師  
老鼠實驗



# 陳老師實驗室的大方向

能否使用人工智慧技術分辨老鼠是不是有慢性疼痛？

腳爪是否因為有害的熱 化學或機械刺激而縮回

行為分析:嗅聞 行走 側走 走走停停 跳躍 爬行 梳理  
毛髮 直立 搖頭和舔

- 老鼠的“XX” 疾病有那些症狀？
- 資訊所的人能利用 AI 幫忙處理那些問題？
  - 資訊所的人希望能 win-win
  - 找出最重要的切入點,共同設計實驗

# 能否使用人工智慧技術來區分不同神經病變的疾病小鼠？

- 野生型
- 慢性疼痛
- 帕金森症
- 阿茲海默症
- 亨丁頓舞蹈症
- 肌萎縮性脊髓側索硬化症
- 行為: 焦慮 抑鬱 身體或肌肉異常震動
- 嗅聞 行走 側走 走走停停 跳躍 爬行 梳理毛髮 直立 搖頭和舔

- 陳老師說上述的異常狀況可能反映在
  - 步伐
  - 身體某些部位的疼痛
  - 老鼠臉部表情的呆滯
  - etc.

# 如何設計實驗？

- 步伐
- 身體某些部位的疼痛
- 老鼠臉部表情的呆滯
- etc.

# 針對步伐如何設計實驗？

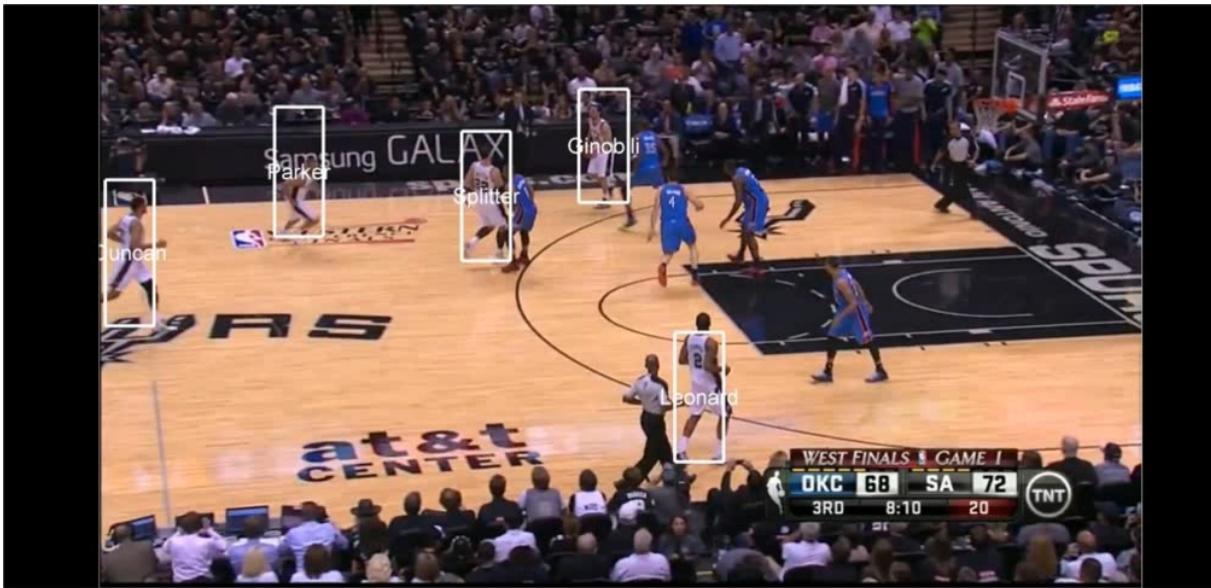
- 過去已經有的類似技術(籃球戰術分析)
- 針對老鼠步伐分析需要什麼設備？

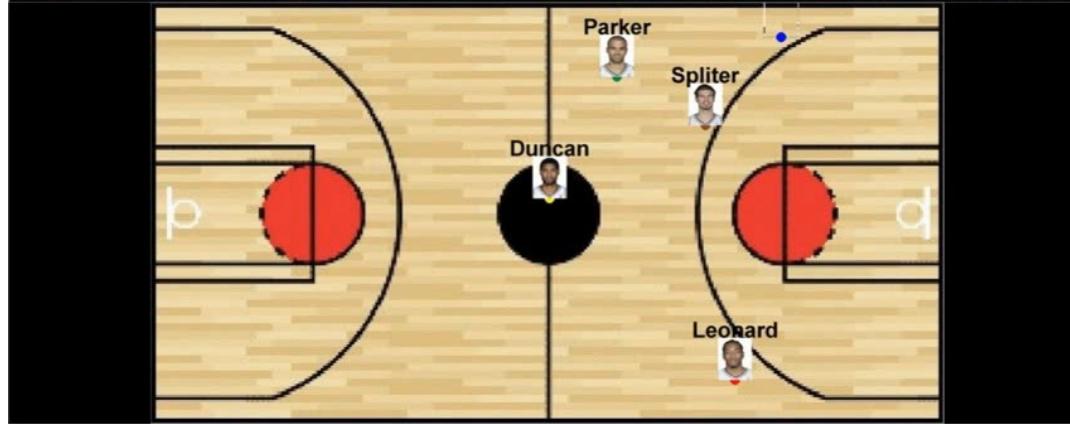
# 將公牛隊使用 wind wheel 戰術的片段找出來



Spatio-Temporal Learning of  
Basketball Offensive Strategies  
2015 ACM Multimedia Conference







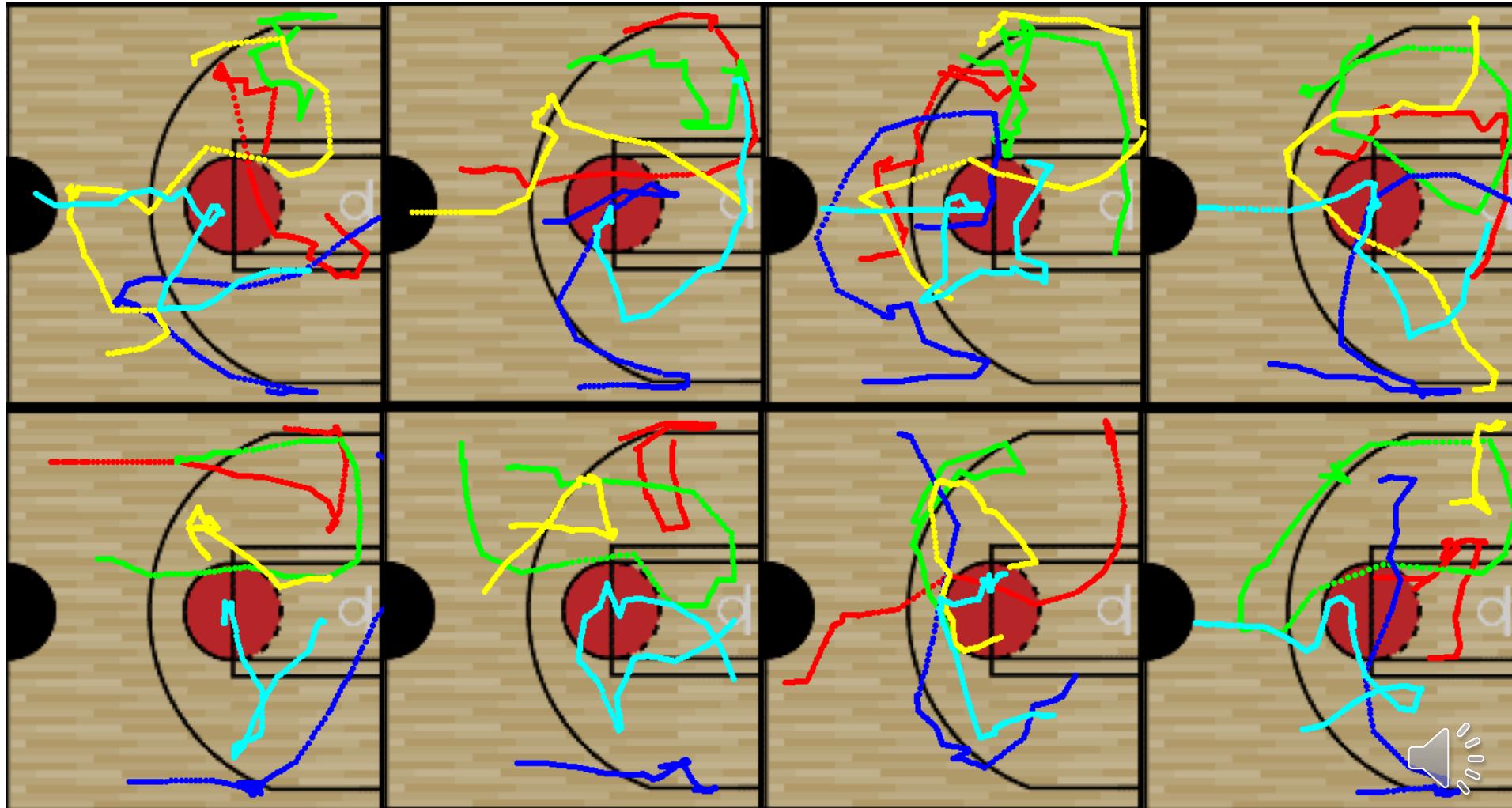
- Tactics Analysis based on  
*spatiotemporal trajectories* of 5  
offense players

# A Two-Stage Un-supervised Clustering for Tactic Analysis

- Stage-1: Un-supervised clustering of all available tactics based on their mutual distances
- Stage-2: Un-supervised clustering of all tactics clustered into the same cluster in Stage-1 (try to separate the role of each offense player)

## Second-stage: how to model an offense strategy ?

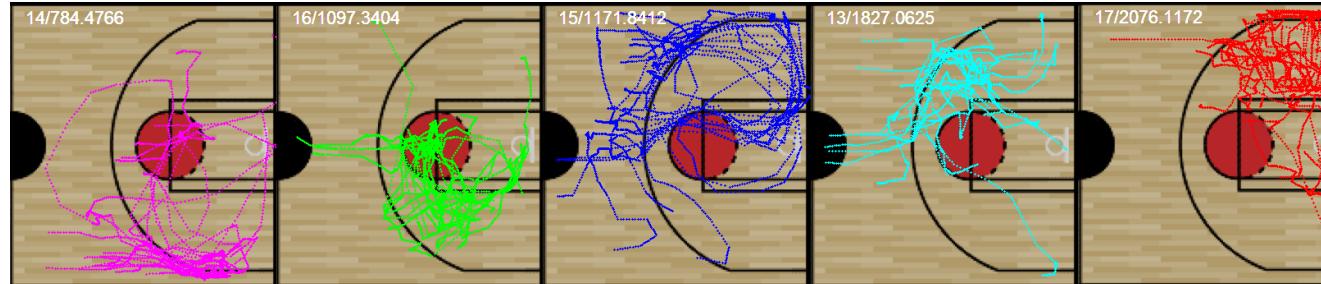
- 8 different trajectory sets of **right hawk**, each consists of 5 trajectories generated by 5 offense players



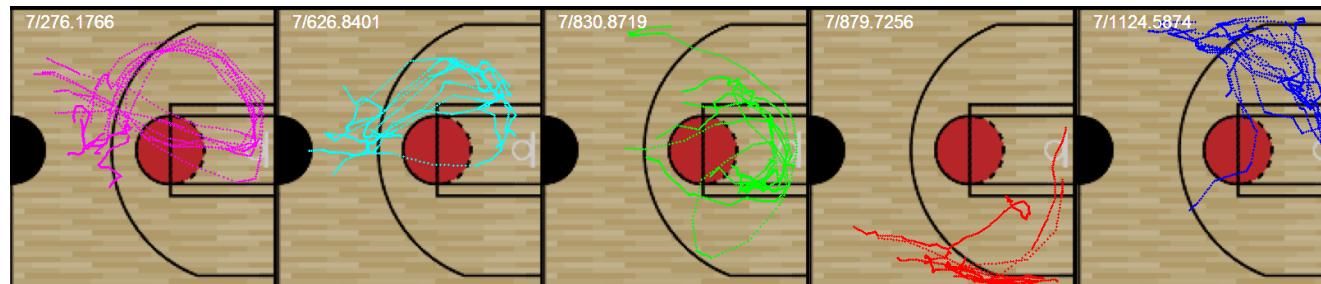
# Clustering by Trajectory Distance

- Based on *the distance between trajectories*, one can separate each group of *tactics* into **five** group of trajectories, each corresponds to a role (an offense player)

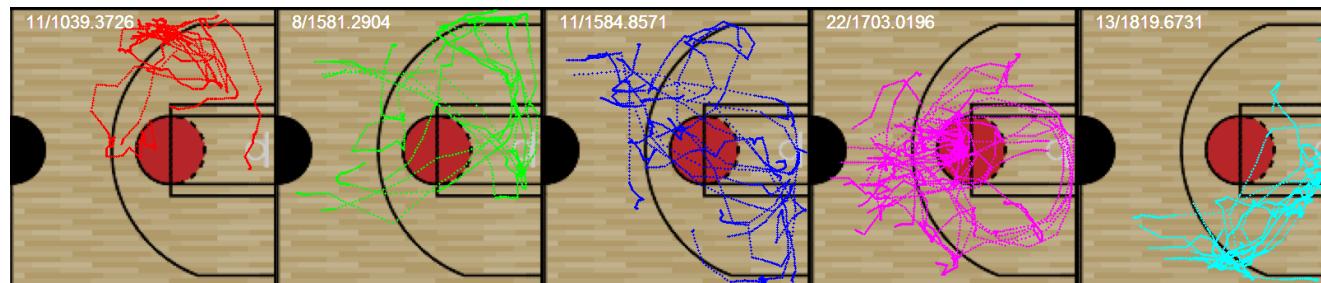
Hawk



Wing  
wheel

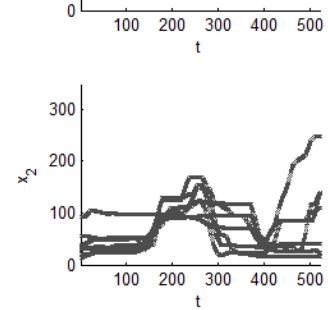
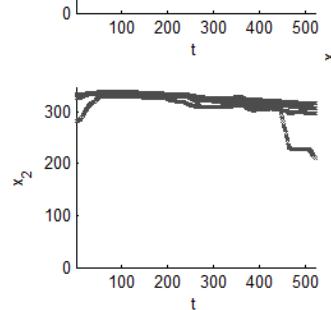
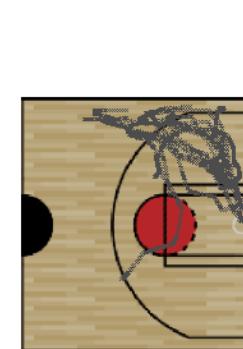
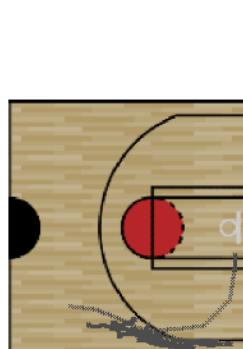
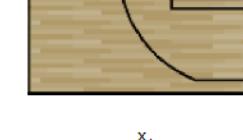
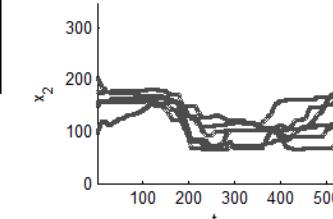
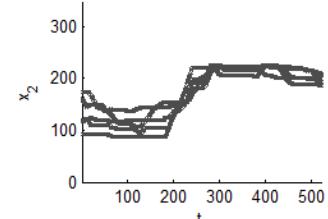
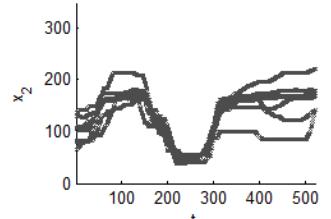
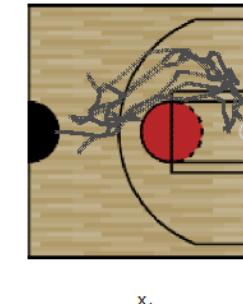
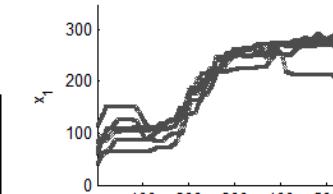
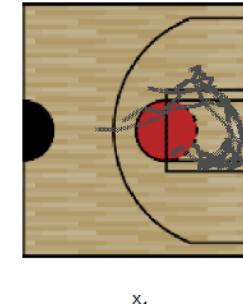
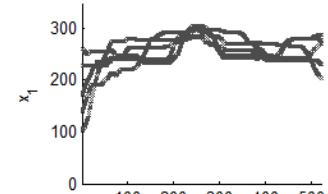
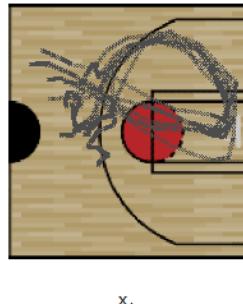
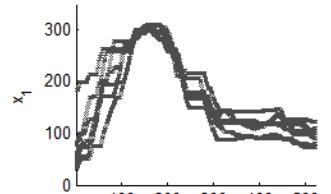


Princeton

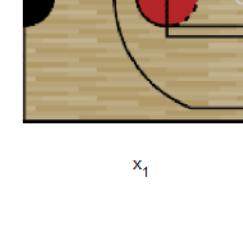
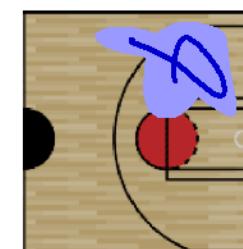
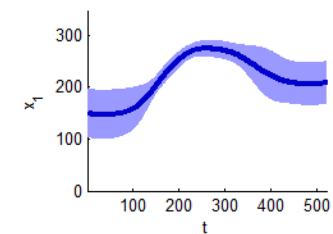
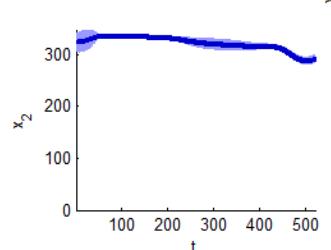
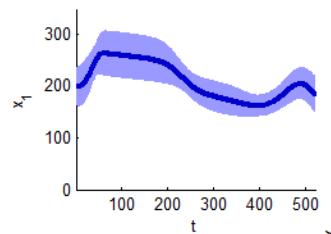
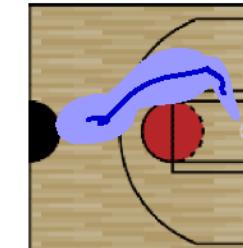
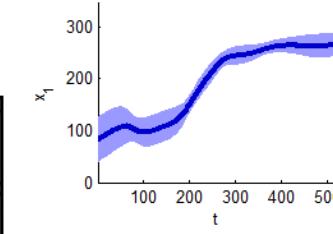
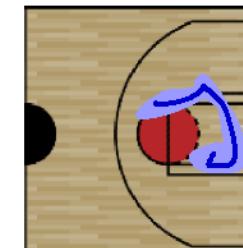
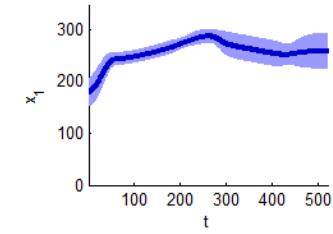
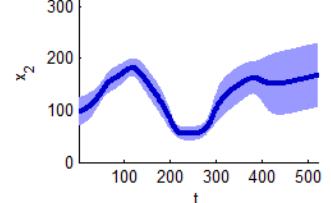
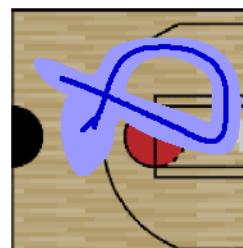
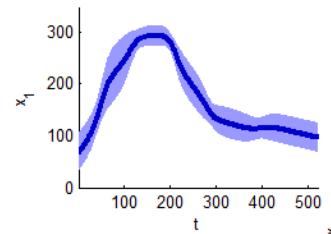


# Temporal Alignment

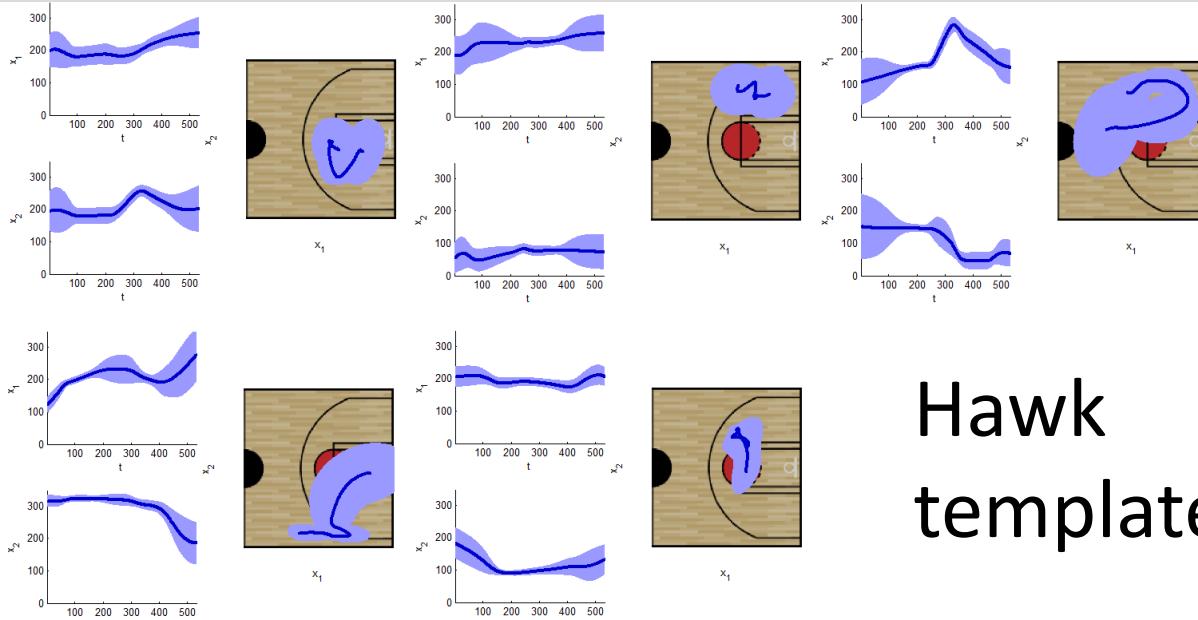
For each role, we use the *velocities along x- and y-direction*, respectively, to model it (use DTW to solve the alignment problem)



# The Built Model



# Demo \_ Classification

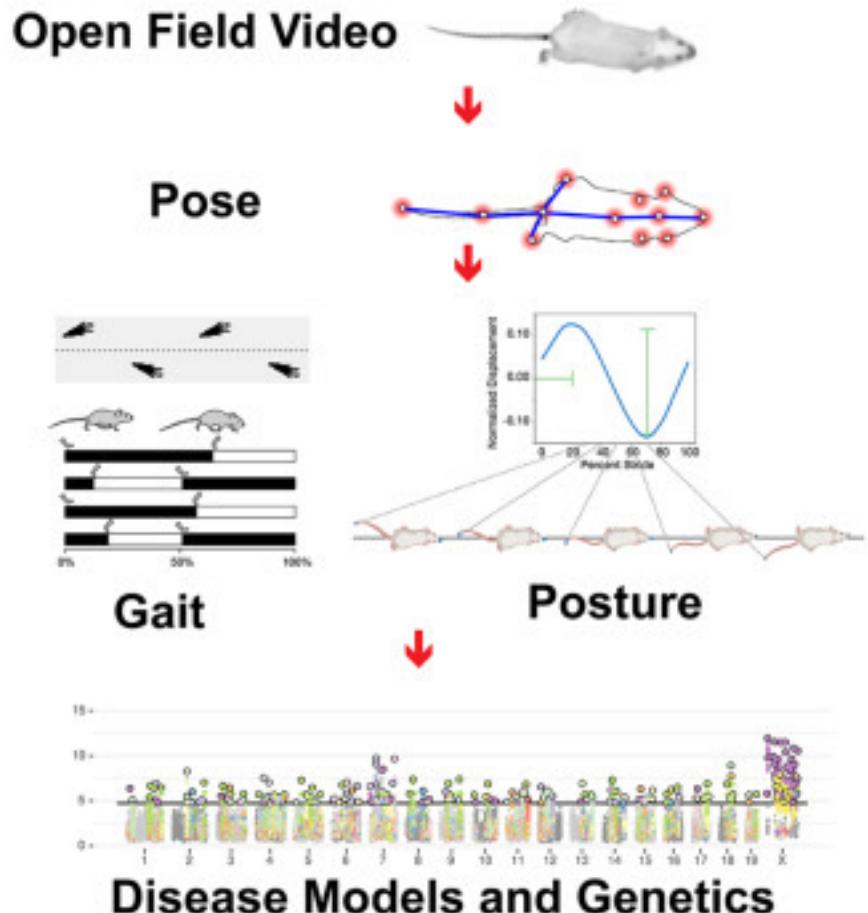


Hawk  
template

# 針對步伐如何設計實驗？

- 過去已經有的類似技術(籃球戰術分析)
- 針對老鼠步伐分析需要什麼設備？

# 根據老鼠的走路分析是否為自閉症

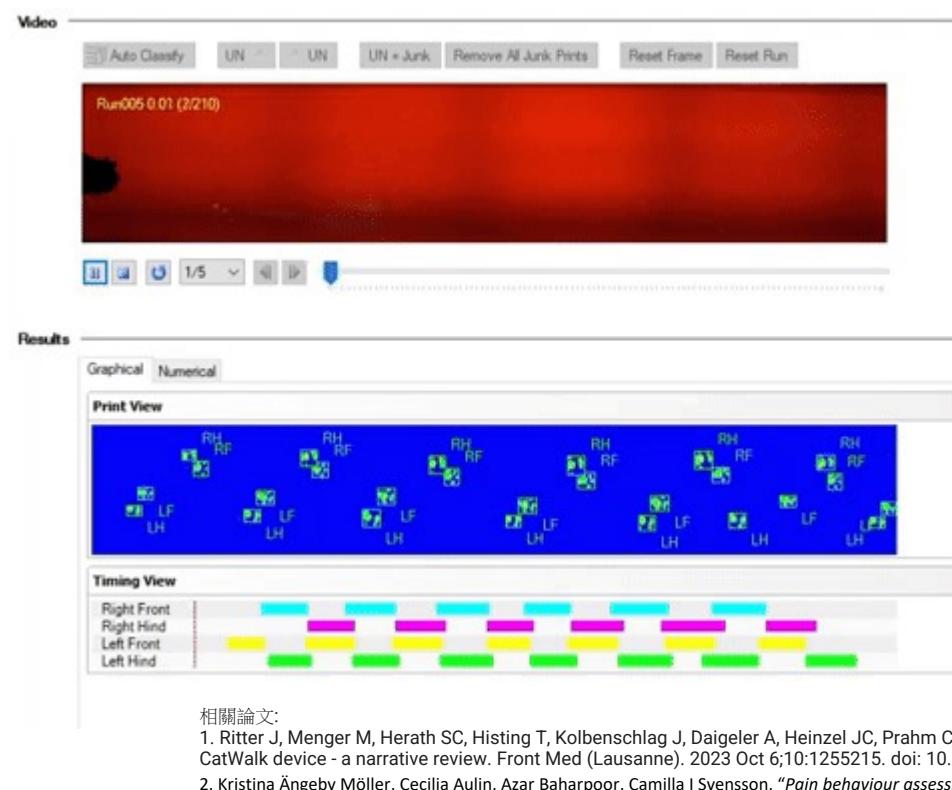
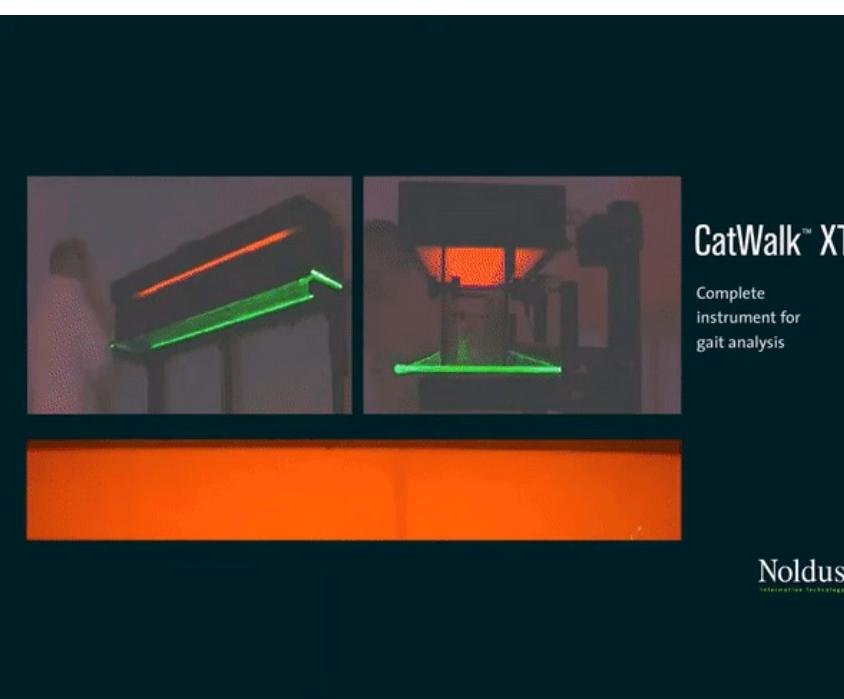


[Stride-level analysis of mouse open field behavior using deep-learning-based pose estimation - ScienceDirect](#)

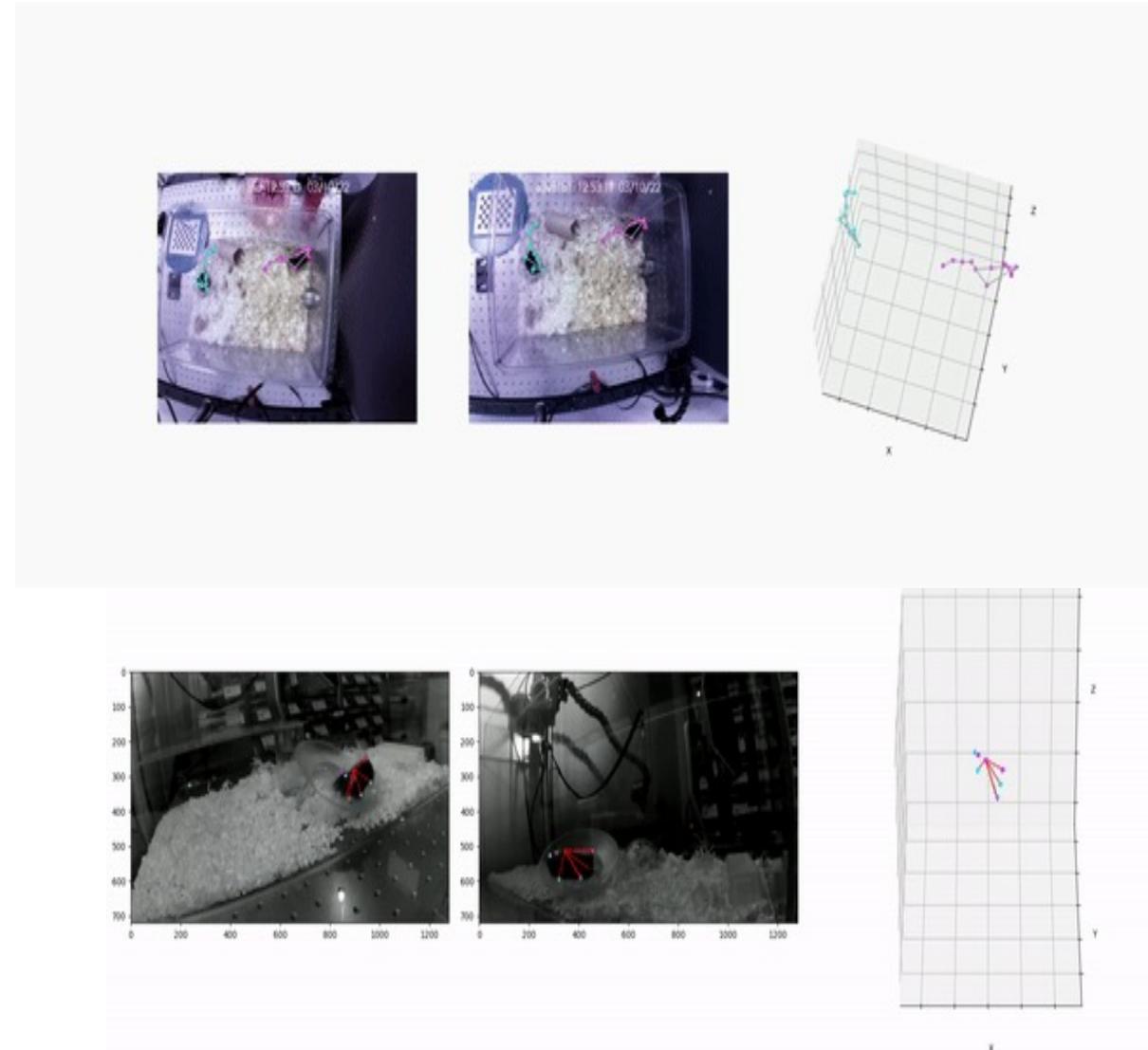
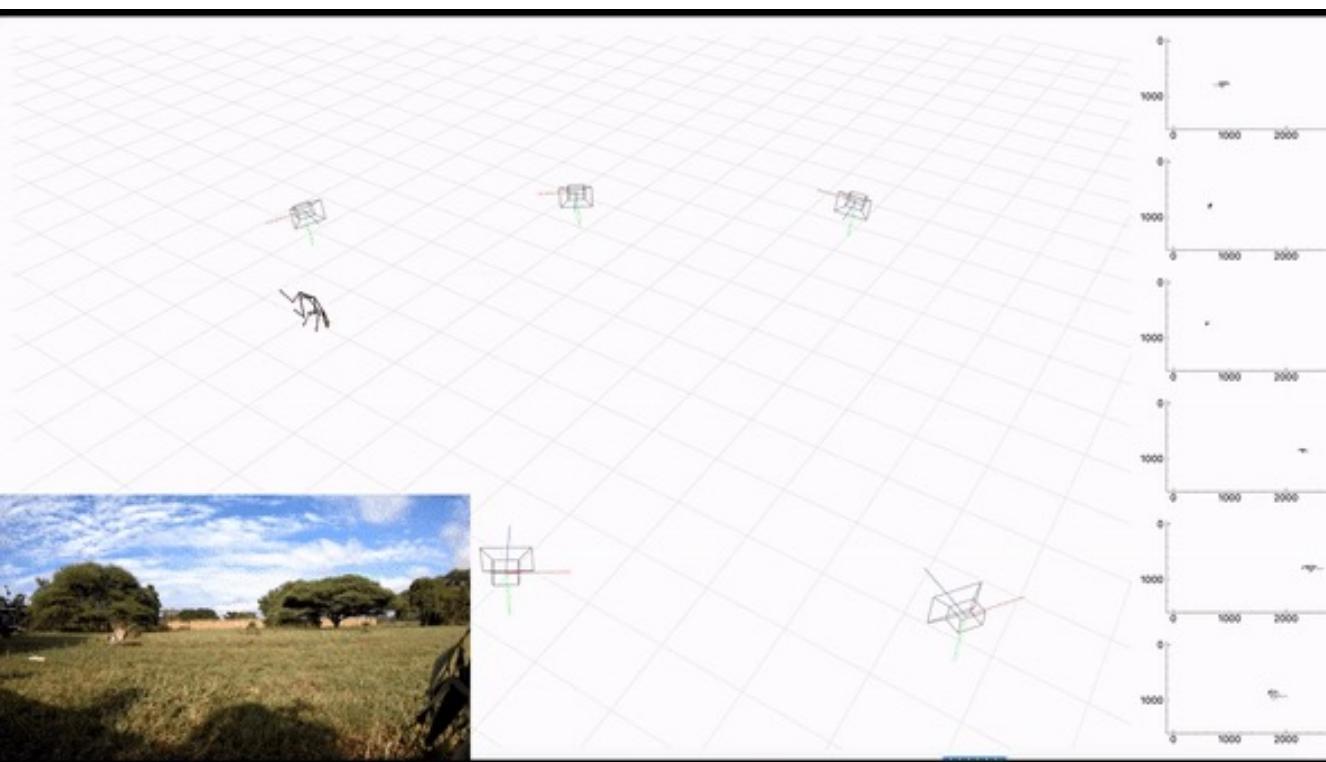
Keith Sheppard, Justin Gardin, Gautam S. Sabnis, Asaf Peer, Megan Darrell, Sean Deats, Brian Geuther, Cathleen M. Lutz, Vivek Kumar, "Stride-level analysis of mouse open field behavior using deep-learning-based pose estimation", Cell Reports, Volume 38, Issue 2, 2022,

# 老鼠腳印壓力檢測系統 Catwalk XT

- 機器大小:130 x 68 x 152 cm
- 108年決標價格200萬
- 原理: 玻璃走道，檢測老鼠的軌跡，腳印重量會影響綠光LED折射，有判定腳印輕重的功能。(關節炎)



# 3D-DeepLabCut



# 如何設計實驗？

- 步伐
- 身體某些部位的疼痛
  - % 臉部表情
  - % 肢體動作異常
- etc.

老鼠臉部顯出疼痛的表情

# 如何設計偵測疼痛的實驗？

- 過去已經有的類似技術(人臉部表情分析)
- 老鼠臉部表情分析因鼠臉五官表情變化時變異很小,很難偵測,它未若人臉可細分至七個或更多表情
- 老鼠疼痛實驗只要分痛或不痛即可

# 人臉表情分析



Automatic Audience Emotion  
Reader

用AI幫助講者知道聽眾反應



# How to make a good speech ?

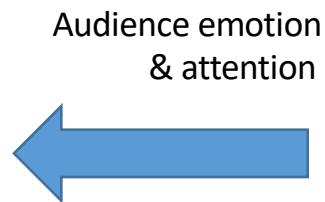


# How to make a good speech?

So the system has to sense the reaction of the audience – from facial emotion !



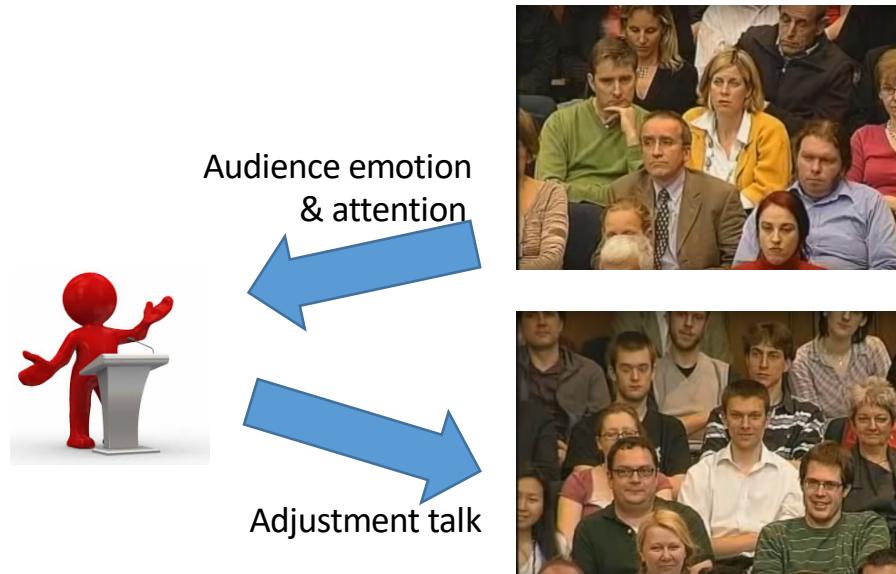
You



Your audience

# What an ``Automatic Audience Emotion Reader'' should do ?

- ``read'' the **emotions** from **audience**
- ``inform timely to the speaker'' to say **something** to **attract** the audience

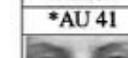
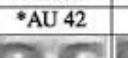
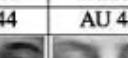
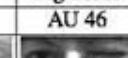
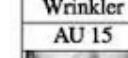
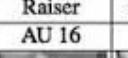
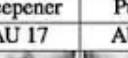
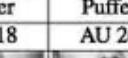
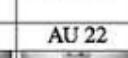
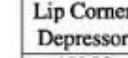
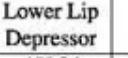
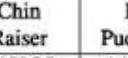
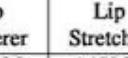
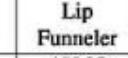


# Related works

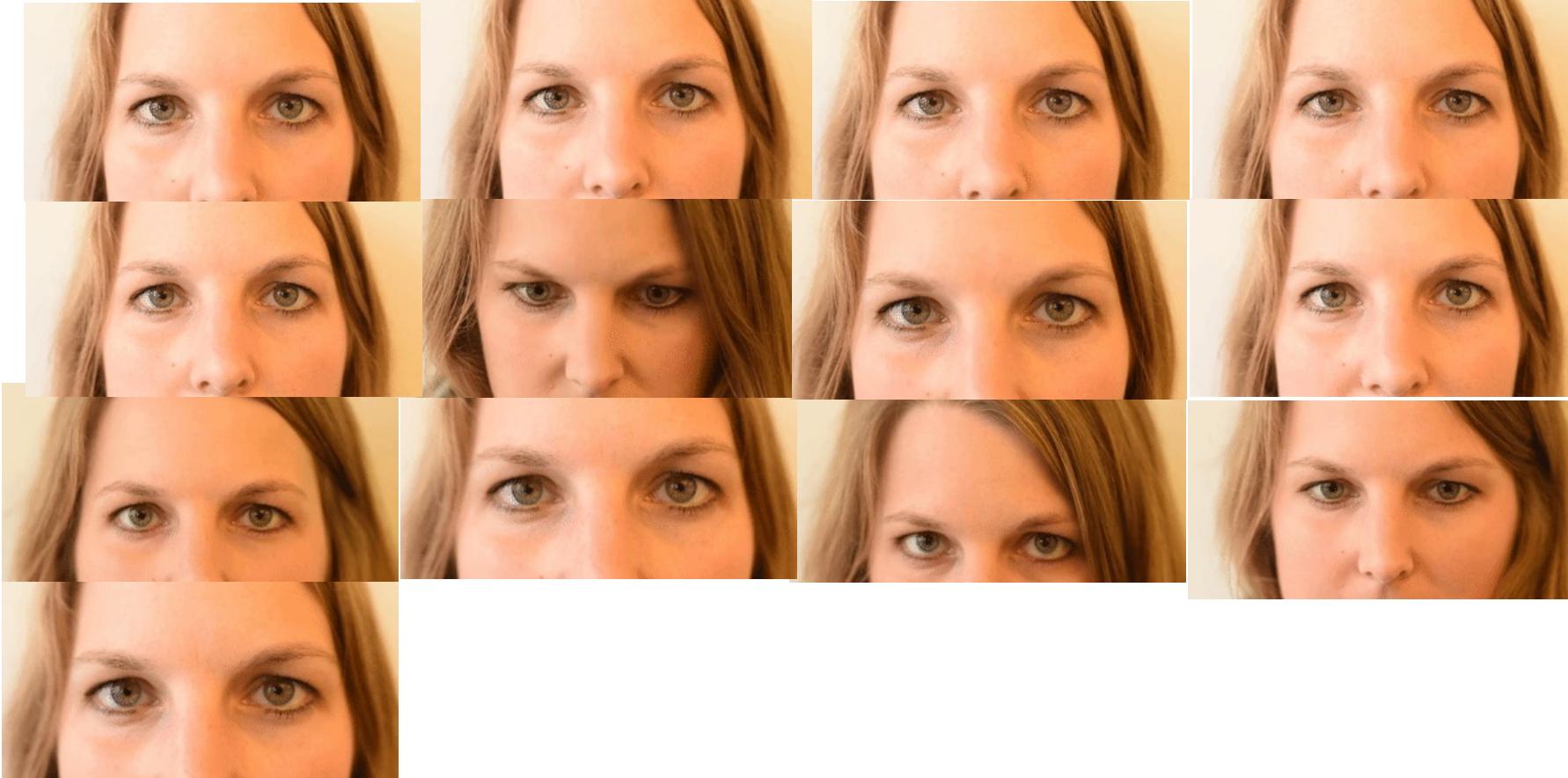
## The Facial Action Coding System (FACS)

- Based on Facial muscle anatomy
- Coding the face muscle to action unit
- Emotional Facial Action Coding System

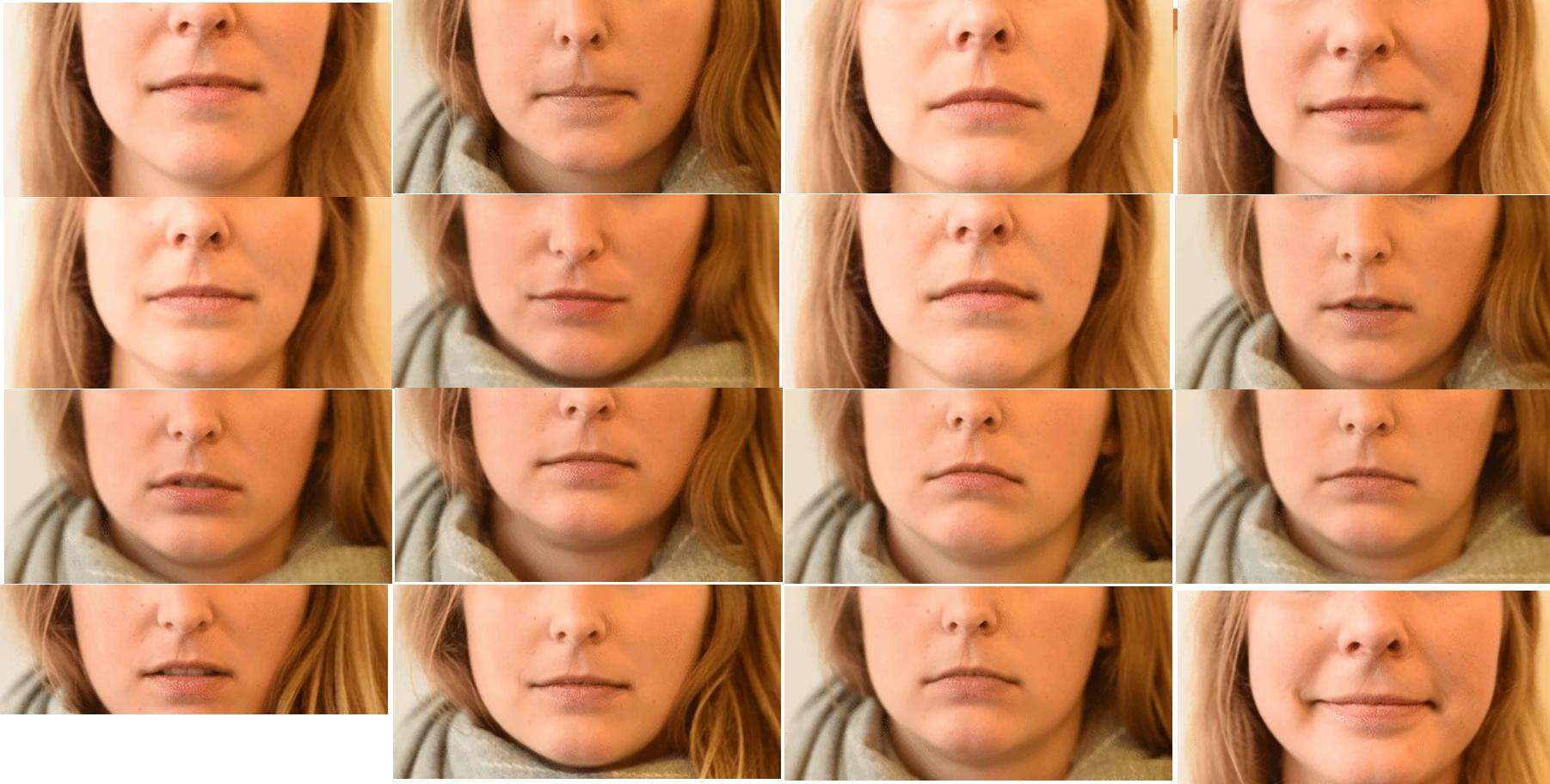
P. Ekman, W.V. Friesen, "Facial Action Coding System: A Technique for the Measurement of Facial Movement, Consulting Psychologists Press", Palo Alto, 1978.

Upper Face Action Units					
AU 1	AU 2	AU 4	AU 5	AU 6	AU 7
					
Inner Brow Raiser	Outer Brow Raiser	Brow Lowerer	Upper Lid Raiser	Cheek Raiser	Lid Tightener
*AU 41	*AU 42	*AU 43	AU 44	AU 45	AU 46
					
Lid Droop	Slit	Eyes Closed	Squint	Blink	Wink
Lower Face Action Units					
AU 9	AU 10	AU 11	AU 12	AU 13	AU 14
					
Nose Wrinkler	Upper Lip Raiser	Nasolabial Deepener	Lip Corner Puller	Cheek Puffer	Dimpler
AU 15	AU 16	AU 17	AU 18	AU 20	AU 22
					
Lip Corner Depressor	Lower Lip Depressor	Chin Raiser	Lip Puckerer	Lip Stretcher	Lip Funneler
AU 23	AU 24	*AU 25	*AU 26	*AU 27	AU 28
					
Lip Tightener	Lip Pressor	Lips Part	Jaw Drop	Mouth Stretch	Lip Suck

## Related works



## Related works

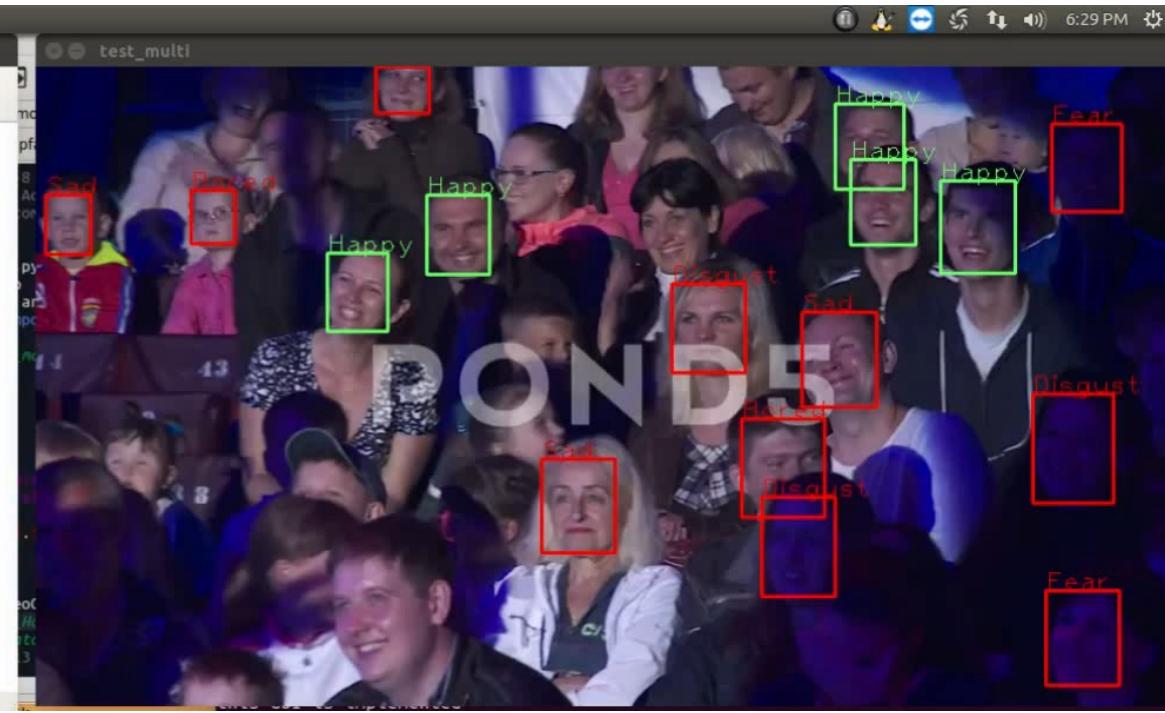
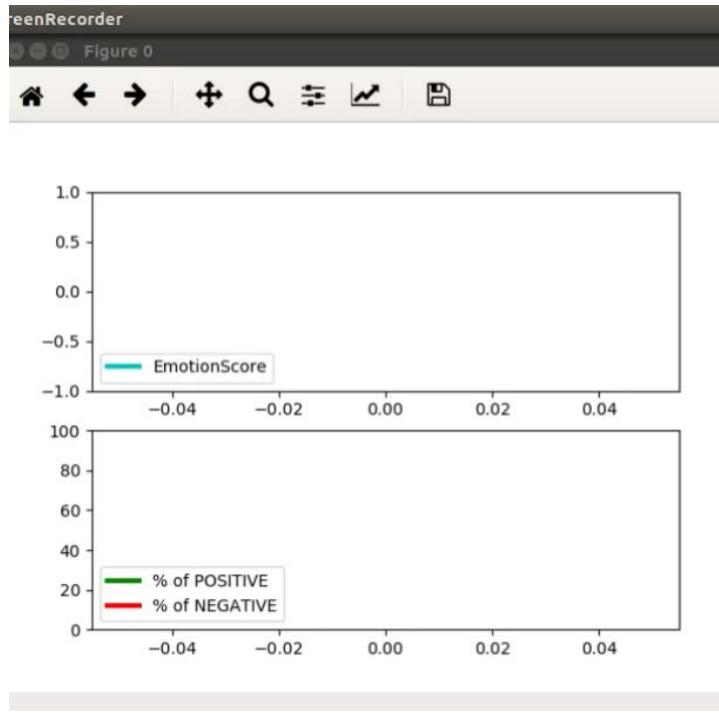


# Related works

- Based on the combination of **FACS** codes, people can easily compose an ``emotion''

Upper Face Action Units					
AU 1	AU 2	AU 4	AU 5	AU 6	AU 7
Inner Brow Raiser	Outer Brow Raiser	Brow Lowerer	Upper Lid Raiser	Cheek Raiser	Lid Tightener
*AU 41	*AU 42	*AU 43	AU 44	AU 45	AU 46
Lid Droop	Slit	Eyes Closed	Squint	Blink	Wink
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Lip Corner Depressor	Lower Lip Depressor	Chin Raiser	Lip Puckerer	Lip Stretcher	Lip Funneler
AU 23	AU 24	*AU 25	*AU 26	*AU 27	AU 28
Lip Tightener	Lip Pressor	Lips Part	Jaw Drop	Mouth Stretch	Lip Suck

Emotion	Action Units
Happiness	6+12
Sadness	1+4+15
Surprise	1+2+5B+26
Fear	1+2+4+5+7+20+26
Anger	4+5+7+23
Disgust	9+15+16
Contempt	R12A+R14A





# 針對老鼠表情如何分析？

- 老鼠臉部可用的資訊很少
- 只要分痛苦與否即可
- 人工智慧時代要建老鼠臉部表情字典

# 是否可以依靠偵測老鼠的表情辨識疼痛？



Images Generate from GPT4o

# Animation example



The locations of Tom and Jerry's faces are detected using a trained YOLO model and the facial expression is classified into one of the following 4 : angry, happy, sad or surprised.

# Real world hamster emotion examples

(表情偵測的示意圖)

(表情偵測的示意圖)



Angry



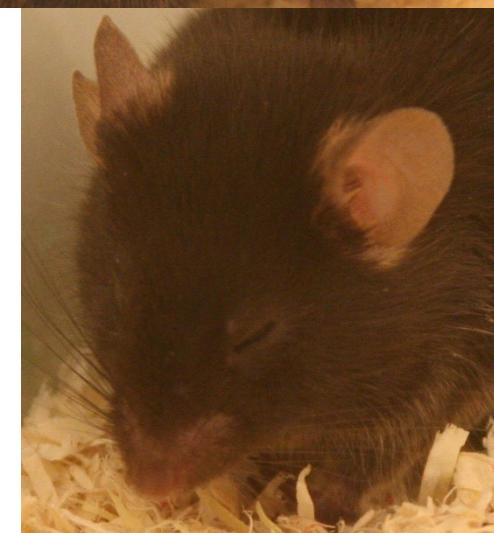
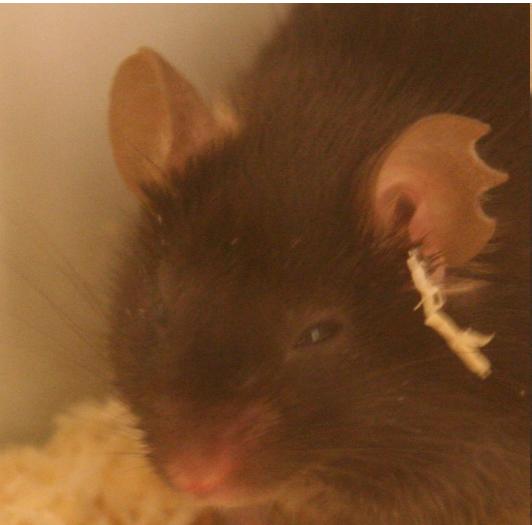
Surprise

# Real world fancy mouse face examples (老鼠臉部偵測的示意圖)

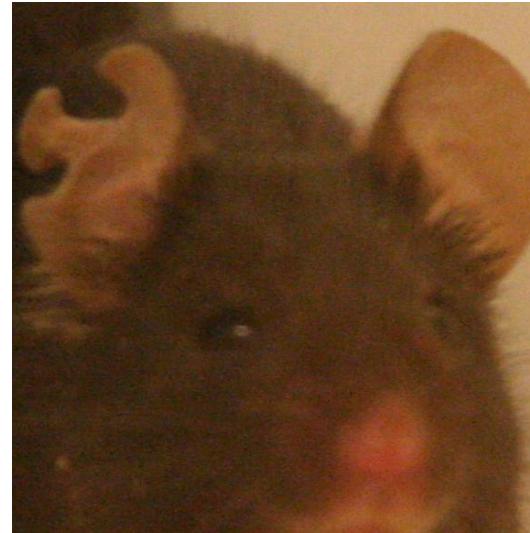
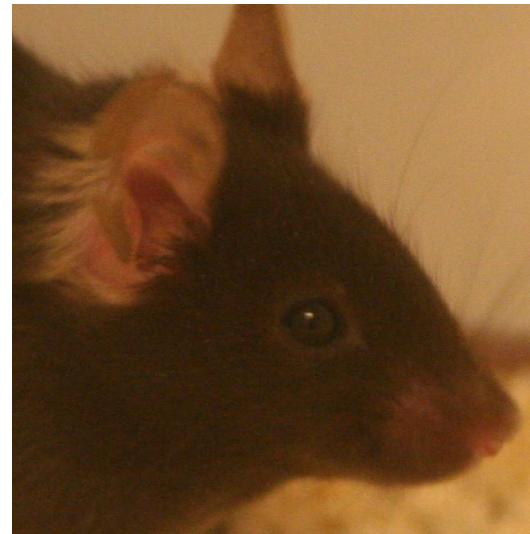


# Black Mice Dataset

- A large set of images of C57BL/6JRj mice and a corresponding “well-being” label.



有疼痛(被去勢後30分鐘)的老鼠



無疼痛的老鼠(對照組)

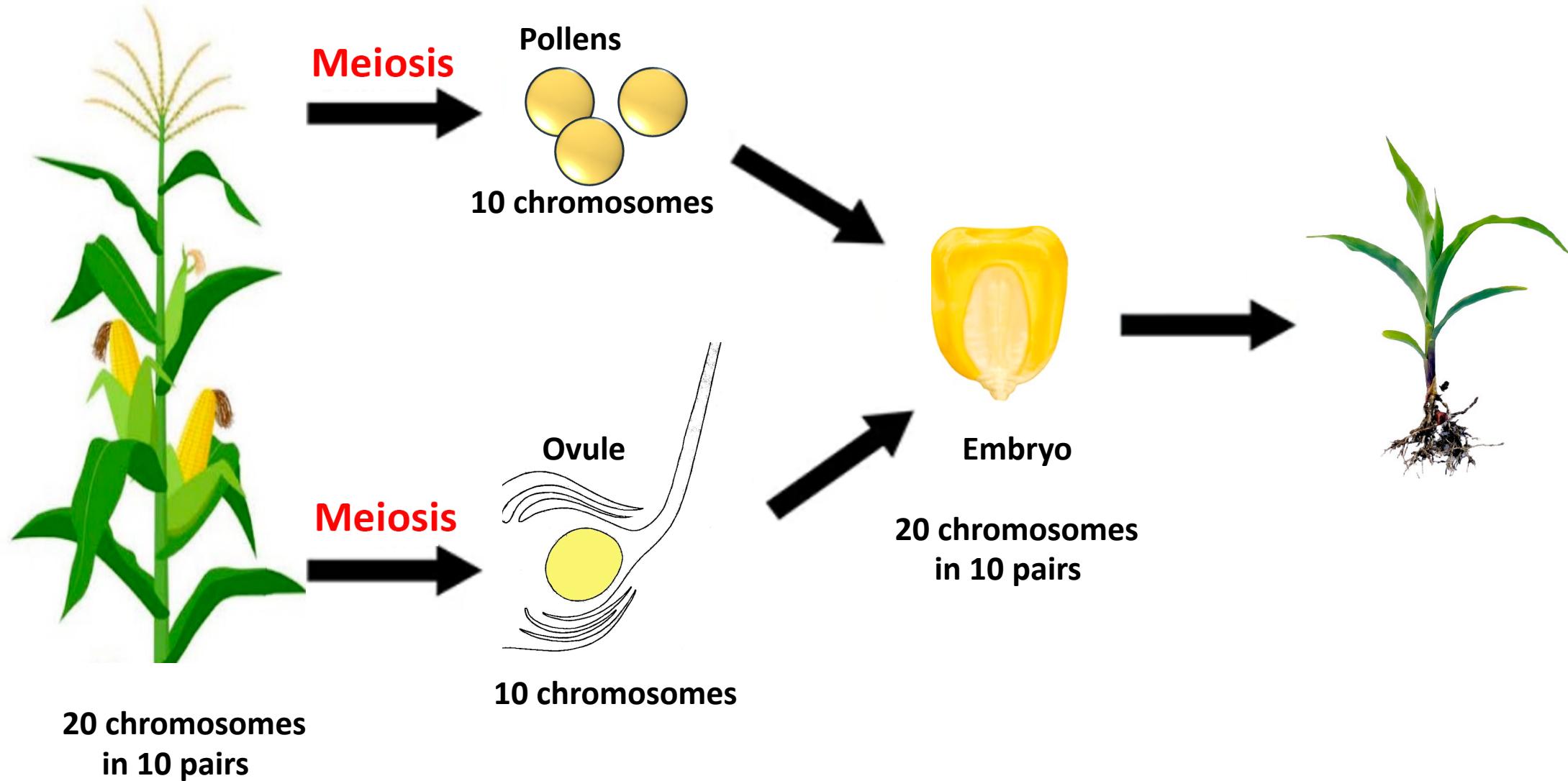


# 減數分裂時染色體如何重組 植微所王中茹老師

3D

# Meiosis produces haploid gametes for sexual reproduction

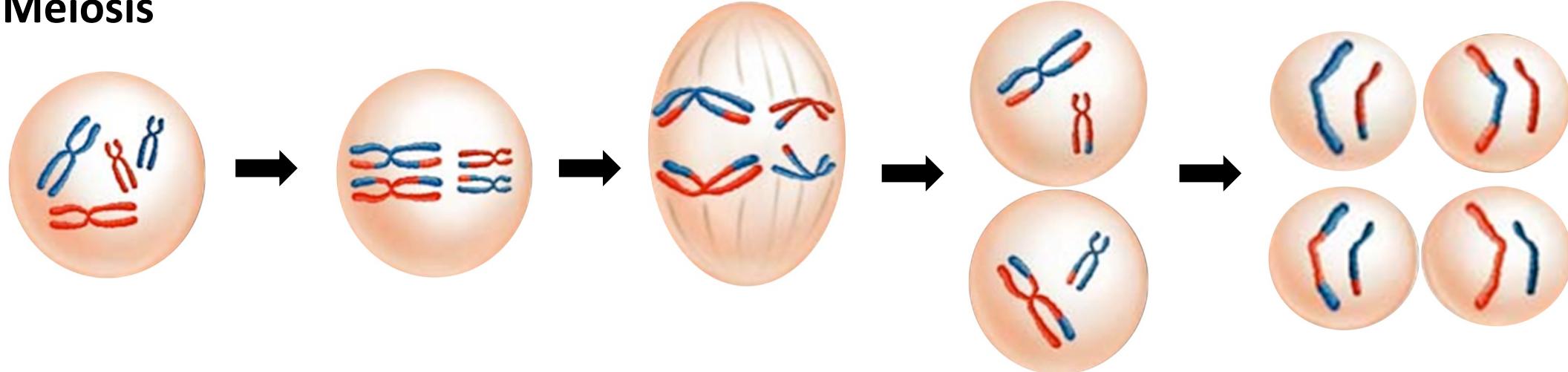
減數分裂:有性生殖的關鍵過程，產生單倍體配子



# Homologous chromosomes recombine to shuffle genetic material

同源染色體配對，遺傳物質得以交換、重組

## Meiosis



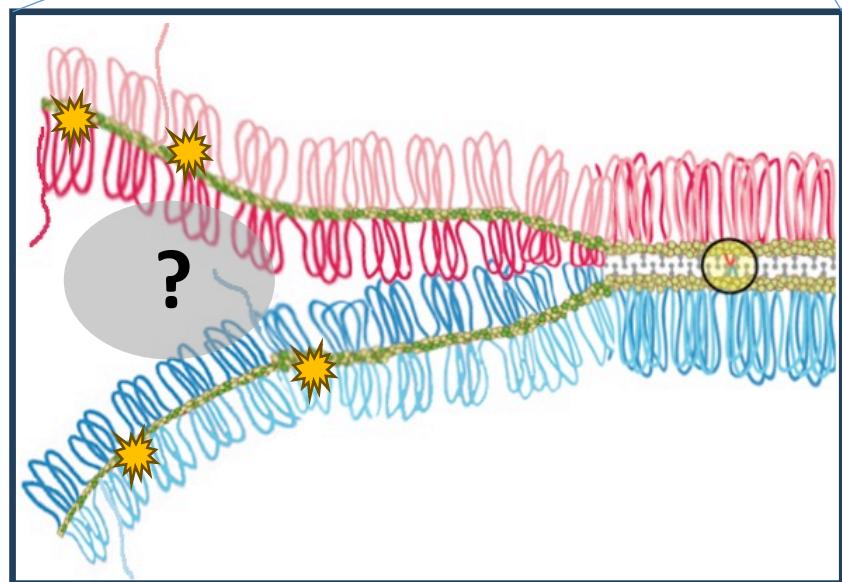
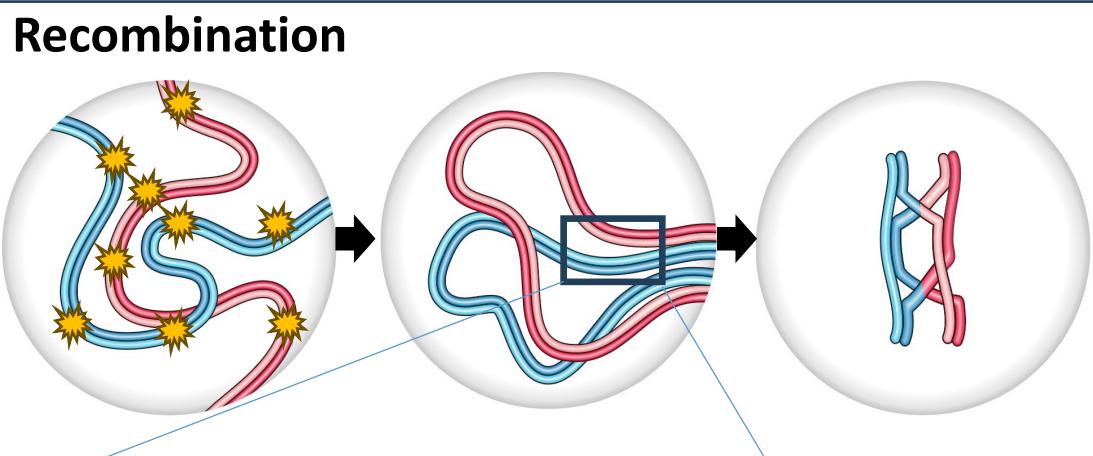
## Why study meiosis and recombination?

- Essential for sexual reproduction
- Shuffle genetic material
- Important for agricultural breeding: produce beneficial traits
- Meiotic defects cause miscarriage, birth defects, and infertility

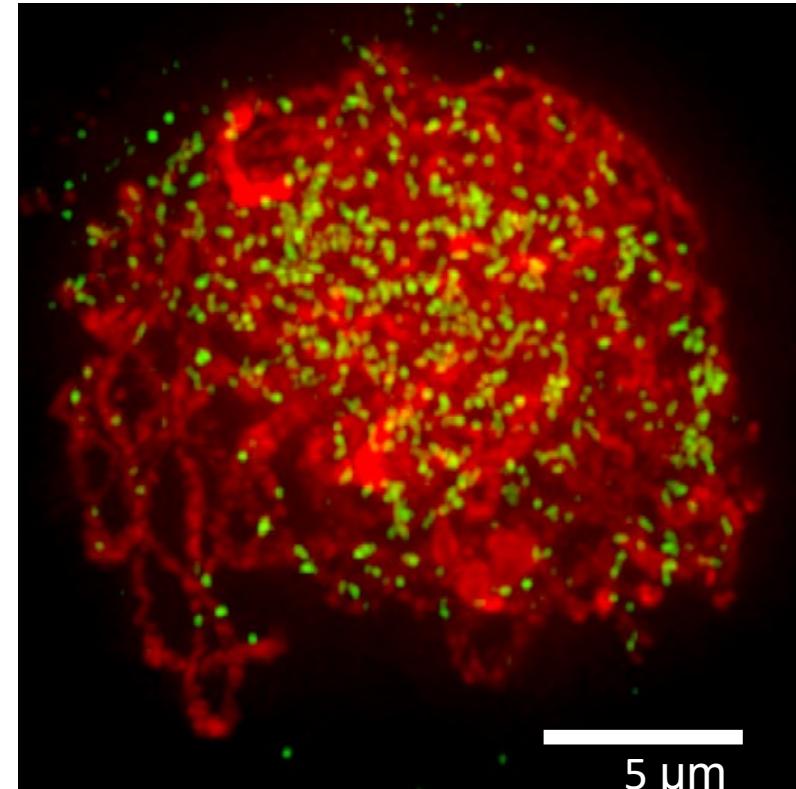
# How is homologous recombination processed and achieved?

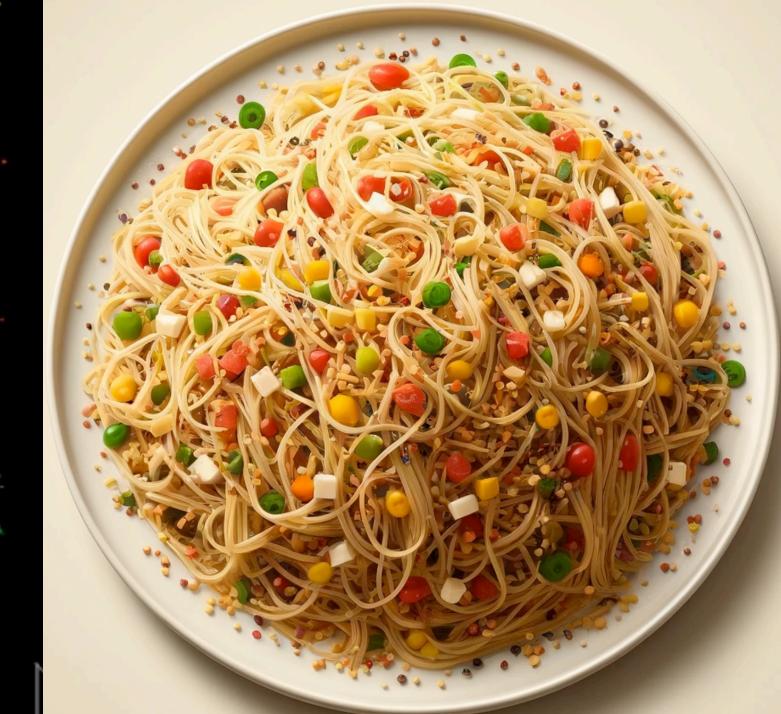
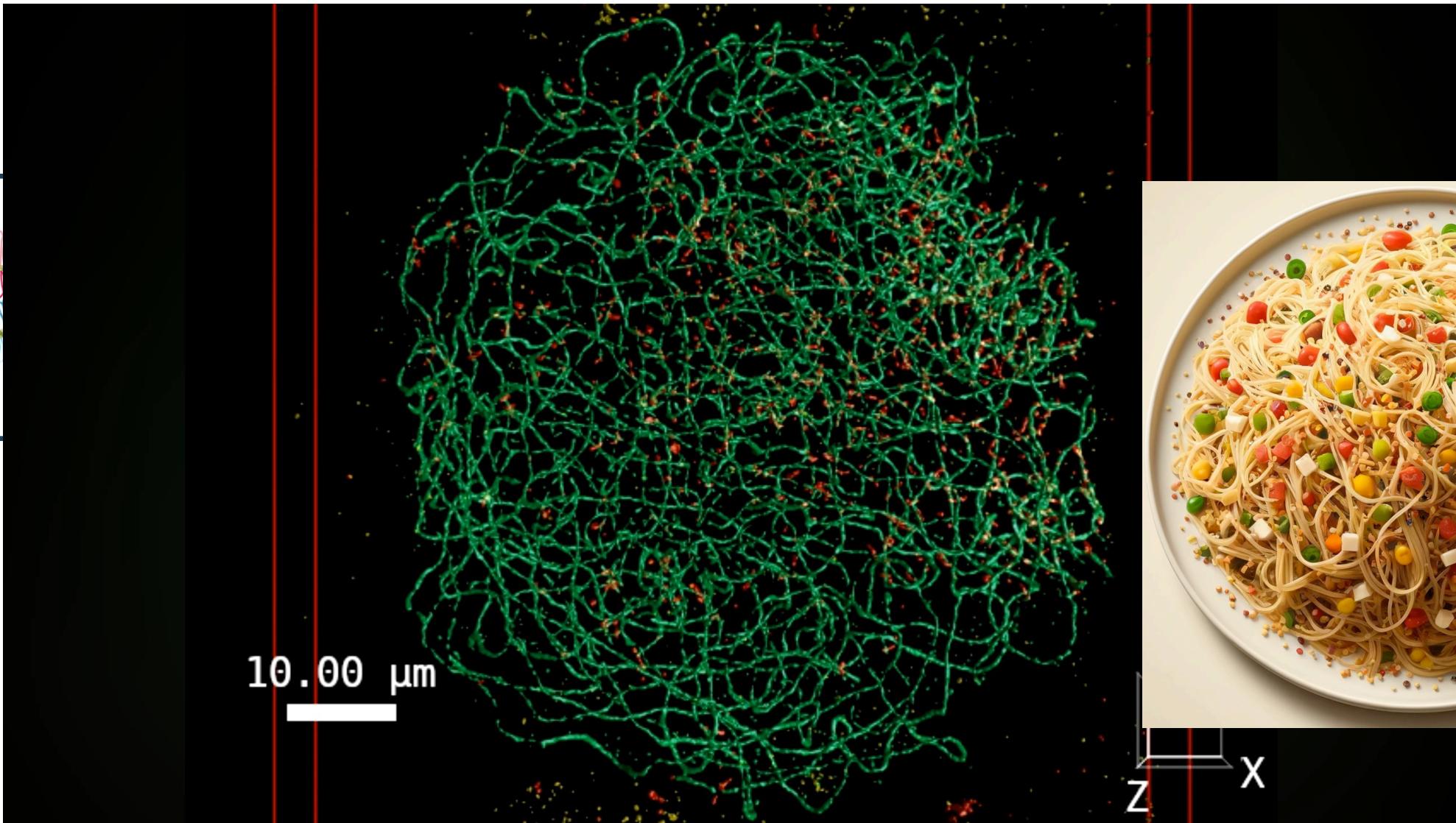
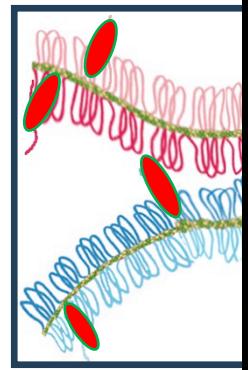
同源染色體怎麼重組？

- Hundreds of initial sites
- Below resolution limit
- Within 3D nuclei
- Multiple steps
- Complicated pathways

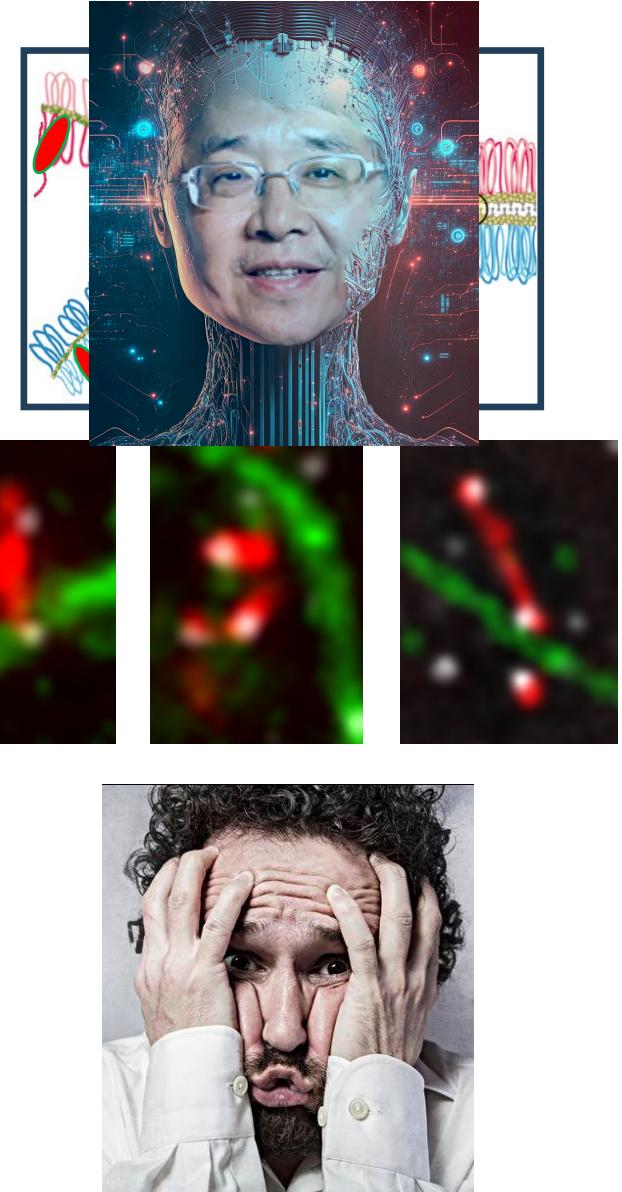
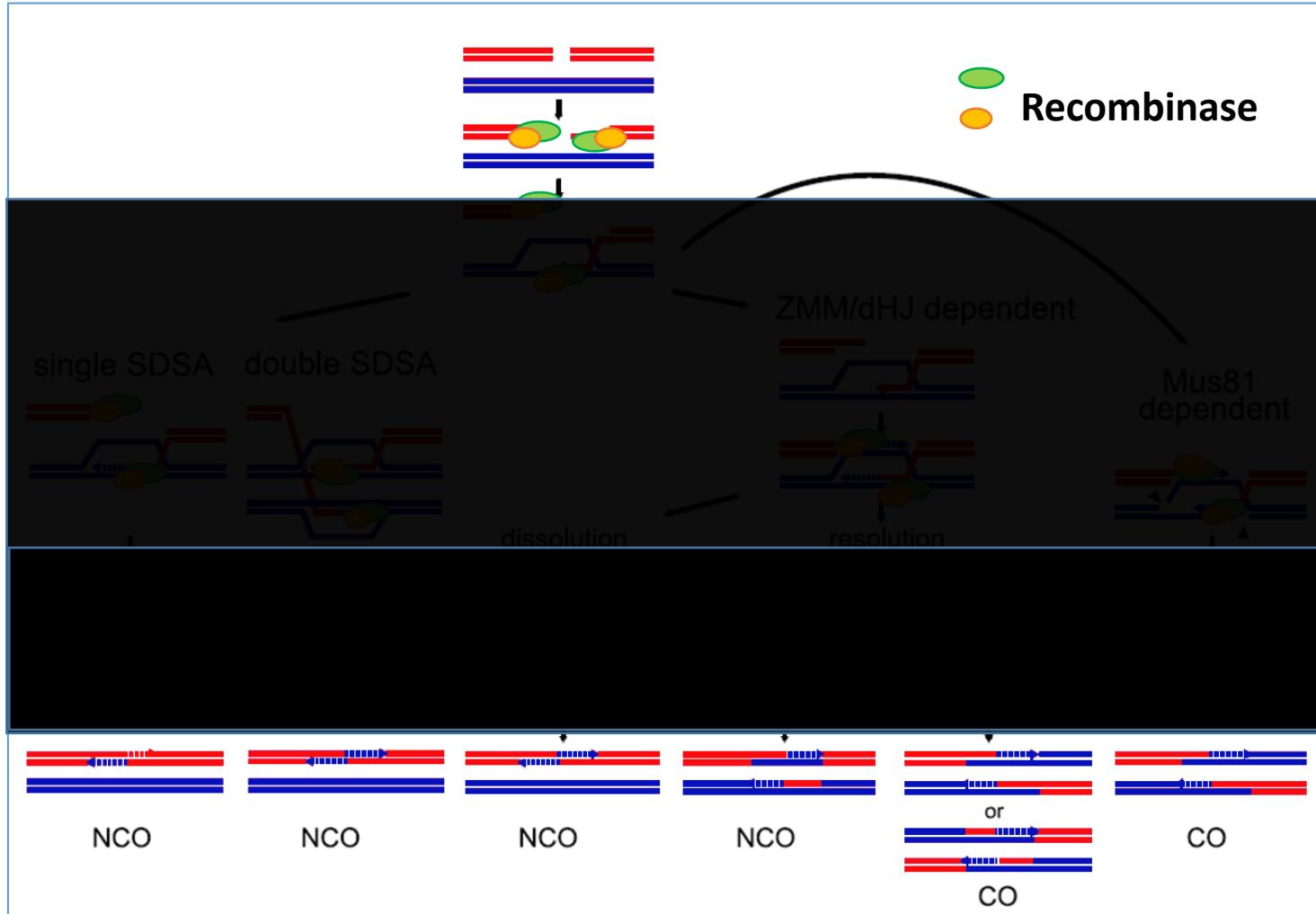


Recombination events labeled/painted





# Identifying/validating possible recombination intermediates has been challenging 百年挑戰：重組中間體的辨識與鑑定

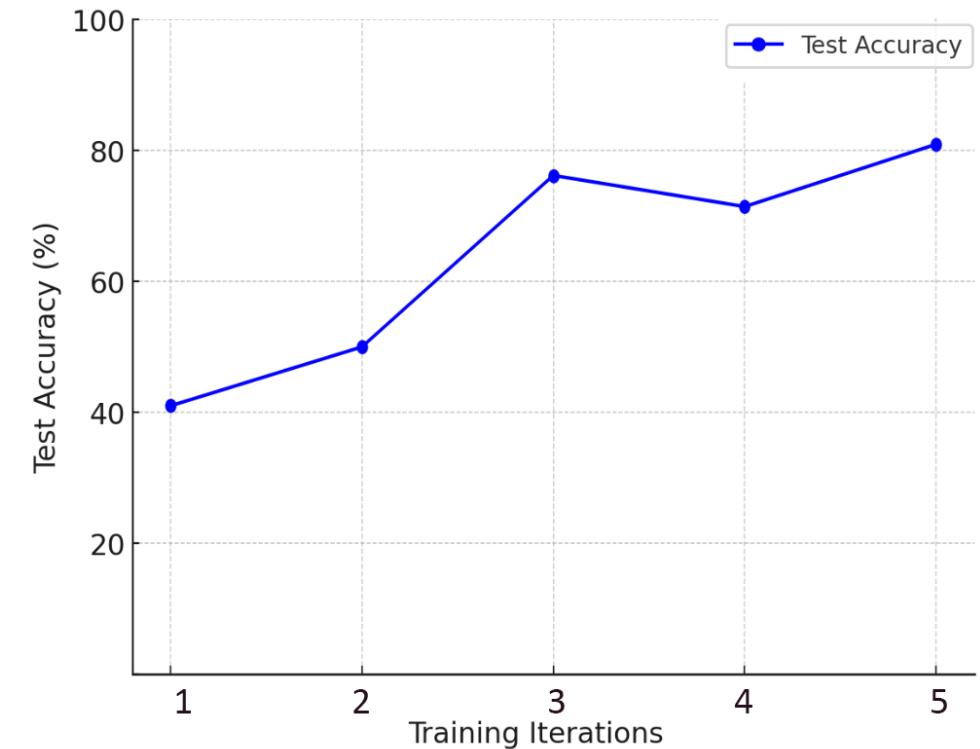


# 初步監督式學習學辨識3D Recombination intermediates (四種)

正確率達81%

Training	Data	Flip-augmentation	Axis signal	Batch norm	Test accuracy
I	167	x	o	x	41.38
	167	x	x	x	48.28
II	249	o	x	x	50.00
III	202	x	x	o	76.19
IV	202	o	x	o	71.43
V	202	o	o	o	80.95

終極目標: 分類 distinct intermediates with accuracy > 90.0



## 合作前進的關鍵：

AI 與生物學者的來回討論溝通 **to align terms and share domain knowledge**

- 1.定義問題 (Define Problem)
- 2.建立資料集 (Build Dataset)
- 3.訓練模型 (Train Model)
- 4.得到大量information，建立新的 hypothesis，設計實驗證明

Thanks for listening