

Image fire detection algorithms based on convolutional neural networks

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ABSTRACT. Detecting smoke and fire is challenging due to the great range of colour and texture in visual environments. To address this issue, a number of smoke and fire picture classification systems have been proposed; nevertheless, the bulk of them rely on rule-based approaches or handcrafted attributes. As a new fire detection technology, image fire detection has recently played a key role in reducing fire losses by warning users early in the case of a fire. Based on SSD's powerful object recognition CNN models and YOLOv3, this study provides novel image fire detection approaches. According to a comparison of proposed and current methodologies, the fire detection algorithm based on the object detection CNN is more accurate than other algorithms. In particular, the average accuracy of the YOLO v3-based method is 83.7%, which is higher than other available algorithms. In addition, YOLO v3 has improved the robustness of detection performance and increased the detection speed to 28 frames per second. It meets the real-time detection requirements.

Keywords: -SSD, YOLOv3, CNN, Fire detection, Image

I. INTRODUCTION

With fast economic expansion, the volume and complexity of structures has grown, posing significant fire-fighting issues. To limit fire losses, early fire detection and alarm with high sensitivity and accuracy are required. Traditional fire detection devices, such as smoke and heat detectors,

are ineffective in huge expanses, complicated buildings, or areas with a lot of noise. Missed detections, false alarms, detection delays, and other issues are common due to the limits of a forementioned detection method. Increasing the difficulty of receiving early fire alerts. The detection of image fires has lately been a popular research topic. Benefits of this technology include early fire detection, precision, flexible system installation, and the ability to reliably detect fires in large spaces and complex building structures. An algorithm is used to interpret the visual data from the camera to detect the presence of a fire or fire hazard in the photo. Therefore, the detection algorithm is at the heart of this technology and directly determines the performance of the image fire detector. Image preprocessing, feature extraction, and fire detection are the three main steps of picture fire detection. One of the most significant components of an algorithm is feature extraction. Manual fire feature selection and machine learning categorization are used in the conventional technique. Calculations have the detriment of requiring master information to pick human highlights. Regardless of the way that the analysts embrace various assessments into the picture elements of smoke and fire, they just uncover essential picture parts.

Due to the type of fire and the complexity of the scene, and the large number of interference events that occur in real-world applications, algorithms that extract low-complexity and medium-complexity image features are like fire and fire. It is difficult to distinguish, resulting in precision and weak generalization capabilities.

II. LITERATURE SURVEY

[A] Comparative study of modern convolutional neural networks for smoke detection on image data. A. Filonenko, L. Kurnianggoro, K. Jo proposed a method to evaluate modern convolutional neural networks (CNN) for the task of smoke detection on image data. The networks that were tested are AlexNet, Inception-V3, Inception-V4, ResNet, VGG, and Xception. They all have shown high performance on huge ImageNet dataset, but the possibility of using such CNNs needed to be checked for a very specific task of smoke detection with a high diversity of possible scenarios and a small available dataset. Experimental results have shown that inception-based networks reach high performance when samples in the training dataset cover enough scenarios while accuracy dramatically drops when older networks are utilized.

[B] A Deep Normalization and Convolutional Neural Network for Image Smoke Detection. Z. Y. in, B. Wan, F. Yuan and colleagues suggested smoke recognition from photographs is difficult owing to the wide range of smoke color, texture, and forms. There have been some suggested smoke detection technologies, however the majority of them are based on hand-crafted characteristics. We present a unique deep normalization and convolutional neural network to increase smoke detection performance. (DNCNN) with 14 layers to implement automatic feature extraction and classification. Traditional convolutional layers are replaced by normalization and convolutional layers in DNCNN to speed up the training process and improve smoke detection performance. We apply a number of data augmentation strategies to produce extra training samples from original training datasets to prevent overfitting caused by unbalanced and inadequate training samples. On our smoke data sets, our technique obtained exceptionally low false alarm rates of less than 0.60 percent, with detection rates exceeding 96.37 percent.

[C] Convolutional Neural Network Architecture Variants for Non-Temporal Real-Time Fire Detection Defined Experimentally. T. P. Brec

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A. J. Dunning suggested we examine how to automatically locate fire pixel patches in video (or still) images within real-time constraints without relying on temporal scene information in this paper. We investigate the performance of empirically constructed, lower complexity deep convolutional neural network designs for this job as a follow-up to previous work in the field. We investigate the performance of empirically constructed, lower complexity deep convolutional neural network designs for this job as a follow-up to previous work in the field. In contrast to current industry trends, our study shows that a network architecture with much reduced complexity may reach a maximum accuracy of 0.93 for whole picture binary fire detection, with 0.89 accuracy inside our super pixel localization framework. These simplified structures also provide a 3-4-fold gain in computational performance, allowing for up to 17 frames per second processing on modern hardware, regardless of temporal information. To demonstrate maximum robust real-time fire zone identification, we exhibit the relative performance attained vs past working benchmark datasets.

[D] Fire Detection Convolutional Neural Network with Multi-Channels. W. Mao, W. Wang, Z. Dou, and Y. Li argued that fire recognition methods have gotten a lot of attention in the academia and industry in recent years. Sensor-based identification algorithms now rely significantly on external physical signals, which will most likely lower recognition precision if the external environment changes drastically. With the fast advancement of high-definition cameras, technologies based on visual feature extraction give another solution for pattern detection in video surveillance. However, due to two flaws, these systems could not be extensively and successfully used to fire detection. There are too many interference elements in the room or tunnel, such as lamplight and automobile highlight, which will cause the signal to be disrupted. The characteristics are heavily reliant on existing knowledge of flame and smoke, and there is no uniform and automated extraction approach for different fire scenarios. Deep learning, as a breakthrough in pattern recognition, is capable of extracting usable information from raw data.

can deliver reliable recognition results automatically. To address the shortcomings noted above, this research proposes a unique fire recognition approach based on multi-channel convolutional neural networks, which is based on the deep learning notion. First, three channel colourful pictures are recreated as the input for a convolutional neural network; second, hidden layers with multiple-layer convolution and pooling are recreated, and model parameters are found modified via back propagation.

III. PROPOSED METHODOLOGY

The main purpose of this project is to create an early fire detection system. There are no works on picture algorithm analysis that I am aware of. Common detection algorithms, such as manually and automatically extracting image features, have lower accuracy, delayed detection, and a large amount of computation, which can result in hazardous events and thus pose a threat to humans, animals, and nature in general in the current state of the environment. A fire detection system is necessary to address all environmental problems by detecting fire early. A convolutional neural network is used to create

this system (CNN).

The object detection method is used to build the flow of an image fire detection system based on a convolutional neural network. The cognitive CNN performs region suggestion, feature extraction, and classification. To begin, the CNN uses convolution, pooling, and other techniques to create region suggestions from a picture. The area-based object identification CNN then uses a convolution layer, a pooling layer, a fully connected layer, and a normalization layer to identify the presence or absence of a fire in the proposed area. The convolutional layer is in the center of the CNN. Unlike other brain networks that use association loads and weighted aggregates, the convolutional layer creates highlight guides of unique pictures using picture change channels called convolution portion. The convolutional layer consists of a collection of convolution sections. To create an element card, cleavage slides on the picture and handles another pixel through a weighted pixel that hovers. For the first image, the element map reflects the elements of a viewpoint.

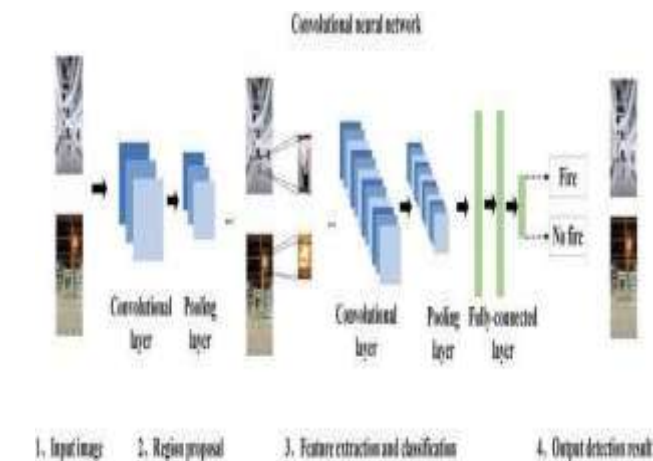


Figure 1: Fire detection algorithms based on detection CNNs

The Equation which calculation formula for the convolution layer is $\sum_{j=1}^n \sum_{i=1}^m$

networks extract increasingly complicated characteristics. As a result, obtaining complicated picture information necessitates the use of a deep network. The feature extraction networks used in this article are Inception Resnet V2 and Darknet-53, which have 235 and 53

$$y = \sum_{j=0}^m \sum_{i=0}^n w_{ij} x_{m+1, n+j} + b, (0 \leq m \leq M, 0 \leq n \leq N)$$

convolution all layers respectively.

here is an information picture of size $W \times H$ and W means a convolution bit of a size $J \times I$ and b indicate inclination and y means yield include maps. By and by, the worth of w and not set in stone through preparing.

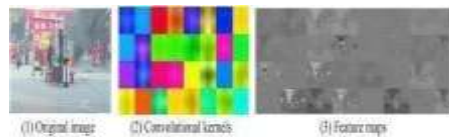


Figure 2: Features extracted by the first convolutional layer

The 32 feature maps of a fire picture created by the 32 kernels of the first convolutional layer in Inception Resnet V2 (a state-of-the-art CNN). There are the same number of feature maps and convolution kernels. Because this layer has three convolution kernels, three feature maps are created. The degree of activity is represented by the color of the pixels. White pixels in the feature map indicate pixels in the original image that are strongly positively activated at the same location. Strongly negative activations are shown by black pixels. The grey pixels show weak activations. The feature map created by this layer's convolutional kernel 14 is active on edges when compared to the original picture. Upper/lower edges stimulated dark/light are as positively, where a upper/lower edges activate light/dark areas

adversely. Because the white pixels in the map correspond to orange portions in the original picture, the feature map formed by the convolutional kernel 26 is active on orange pixels. It means that the kernels in the earlier layers are mostly learning and extracting basic attributes such as colour, edges, and so on. When scenarios are complicated, as well as many interference occurrences, basic features cannot identify fire and disturbance, according to these feature maps. Therefore, we need an image-based fire detection algorithm that can extract complex image features to detect fires under real-world conditions. This is where deep convolutional neural networks excel.



Figure 3: Samples of kernels in some convolutional layers.

kernel examples from Inception Resnet V2's first, third, and sixth convolutional layers. It means that in later levels, the

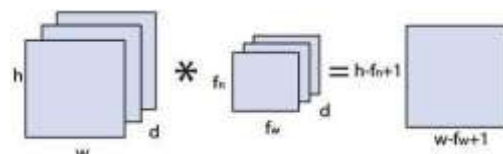
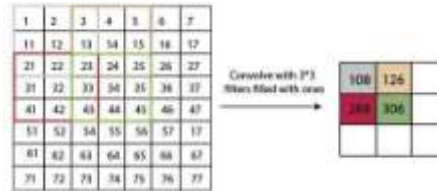


Figure 4: Caption

A math operation that takes two inputs, such as an image matrix and a kernel or filter. The dimension of the image matrix is $h \times w \times d$. The dimension of the filter is $fh \times fw \times d$. The dimension of the output is $(h-fh+1) \times (w-fw+1) \times 1$. Stride is the number of pixels

shifted across the input matrix. If the step size is 1, the filter is moved by 1 pixel at a time, and if the step size is 2, the filter is moved by 2 pixels at a time. The following figures show that convolution works in increments of 2.

Figure 5: Stride



Padding is the addition of (typically) 0-valued pixels on the borders of an image. This is done so that the border pixels are not undervalued (lost) from the output because they would ordinarily participate in only a single

receptive field instance. Padding is typically set to the kernel dimension - 1. So a 3x3 kernel would receive a 2-pixel pad on all sides of the image.

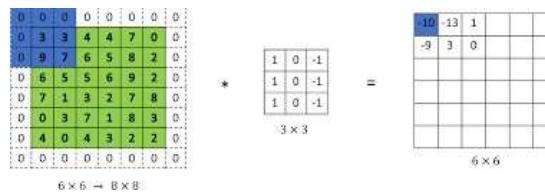


Figure 6: Applying padding of 1 before convolving with 3x3 filter

The pooling layer is another important concept of CNN, which is a form of nonlinear downsampling. There are several non-linear functions for implementing pooling, but the most common is maximum pooling. Divide the input image into a series of rectangles and divide each of these sub-regions output the maximum.

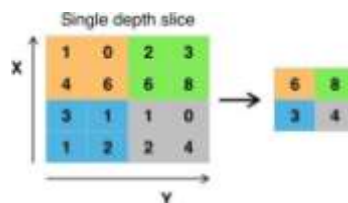


Figure 7: Max pooling with a 2x2 filter and stride=2

The actual placement of a feature, on the surface, appears to be less relevant than its estimated location in relation to other features. This is the basis for pooling in convolutional neural networks. By gradually lowering the spatial dimension of the representation, the number of parameters, memory footprint, and amount of computation in the

network, the pooling layer aids in the management of overfitting. This is known as downsampling. A pooling layer is usually placed between each convolutional layer in a CNN architecture (each of which is often followed by an activation function, such as a ReLU layer). In a CNN, pooling layers contribute to local translation

invariance, but global translation invariance is not achieved until global pooling is added. The pooling layer spatially resizes the input and operates separately on each depth, or slice, of the input. A layer with size 22 filters and a stride of 2 subsamples each depth slice in the input by 2 along both width and height, deleting 75% of the activations, which is a common type of max pooling. In this circumstance, every maximum operation is greater than four digits. The depth dimension is not changed in anyway (this is true for other forms of pooling as well). Other than max pooling, pooling units can use functions like average pooling or 2-norm pooling. Average pooling used to be popular, but it has recently fallen out of favour in favour of maximum pooling, which is more practical. There has been a recent tendency towards using smaller filters or skipping pooling layers

completely due to the consequences of fast spatial decrease of the size of the representation. ROI is being pooled into a 2x2 grid. In this example, the region recommendation (an input parameter) is 7x5. Pooling in which the output rectangle is a parameter and the output size is fixed is known as "Region of Interest" pooling (also known as ROI pooling). Pooling is a critical component of convolutional neural networks for object detection based on the Fast R-CNN [68] architecture. Layer that is completely interconnected. The final classification is done using fully connected layers after multiple convolutional and max pooling layers. In normal (non-convolutional) artificial neural networks, neurons in a fully connected layer have connections to all activations in the preceding layer. As a result, the activations may be calculated as an affine transformation, with matrix multiplication and a bias offset (vector addition of a learned or fixed bias term).

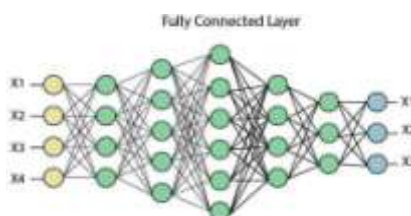


Figure 8: Fully connected layer

IV. RESULT ANALYSIS

The goal of our project was to create a robust program that can detect fire in photos and work in any situation. In this regard, we tested numerous convolutional neural networks for implementation, such as yolov3 and ssd, and found that they provided these performance metric values (Accuracy, Precision and Recall values for this was an combination of 75 percent to 85 percent respectively). Our application is attractive, resilient, and reliable when

compared to traditional hardware solutions, and it gives excellent performance without the requirement for a specialized infrastructure. Our model is easy to construct, modify, and upgrade since it uses deep learning and transfer learning approaches. It also uses fewer computational resources and performs better than existing software solutions that rely heavily on feature engineering and domain knowledge.



Figure 9: -Result

V. CONCLUSION

To improve the performance of image fire detection technologies, the advanced object identification CNNs of SSD and YOLO v3 are used to develop image fire detection algorithms. The algorithms proposed can automatically extract complex image fire attributes and consistently identify fire in a range of settings.

VI. FUTURE SCOPE

The application might be improved by using a larger dataset of fires in various phases and dimensions to train the model. With greater GPU power, we may be able to deploy two deep learning models for feature extraction, concatenating and categorizing their output feature vectors for improved robustness. To achieve fire localization and classification, an R-CNN model can be utilized. More sophisticated deep learning architectures with enhanced feature extraction are expected to develop in the future. When performed on machines with more processing power than the one on which it was written, the application will perform significantly better.

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