

High-Precision Marine Radar Object Detection Using Tiled Training and SAHI Enhanced YOLOv11-OBB

Finding small ships on radar screens with over 95% precision

Sercan Külçü

Computer Engineering Department, Giresun University, Turkey



What Did This Study Find?

1

Main Finding

Tiled training + SAHI + YOLOv11-OBB reaches over 0.95 mAP@0.5 on real radar data — beating standard full-image detection.

2

Why OBBs Help

Oriented bounding boxes (OBBs) fit ships more tightly than ordinary boxes or masks, since they follow the ship's true heading.

3

Practical Payoff

The pipeline is lightweight enough to run in near real time on edge hardware — suitable for small and medium-sized vessels.

4

Maritime Impact

Accurate orientation and centre-point estimates support better multi-target tracking and collision avoidance.

Why Is Marine Radar Detection So Hard?

The core challenge

- Radar screens are full of sea clutter, small distant targets, and fixed navigation markers that look like ships.
- Classic methods (like CFAR statistical detectors) work, but struggle when clutter changes quickly or targets are faint.
- Recent deep learning models (YOLO-based, GAN-based, multi-sensor fusion) do better, but most still use plain, axis-aligned boxes.
- A key gap remains: resizing large radar images to fit standard network inputs (e.g. 640×640) makes small ships disappear.

What earlier studies achieved

CFAR + superpixels	84.8% detection rate
Marine-Faster R-CNN	93.65% recall
YOLO-SWFormer	91.8% recall
YOSMR (lightweight)	93.1% recall, 92.0% accuracy
Radar + camera fusion	88.6% mAP@0.5

None of these combine tiled training + slicing + orientation-aware boxes — the gap this paper fills.

Four Contributions to the Field



Tiled + SAHI + OBB pipeline

A combined pipeline that fixes the resolution mismatch in large radar images, greatly improving small-target detection.



Orientation-aware detection

OBBs model the true heading of each vessel, cutting false positives from clutter and fixed navigation aids.



Semi-automatic annotation

A contour-based labelling method builds three label types — box, oriented box, and mask — straight from raw radar echoes.



New performance benchmark

Over 0.95 mAP@0.5 and sub-10-pixel localization error, while staying fast enough for edge devices.

The DAAN Marine Radar Dataset

Collected by the German Aerospace Center (DLR) in the Baltic Sea

- X-band radar mounted on a moving "own-ship", using standard nautical PPI mode at a 3 nautical-mile range.
- 4 target vessels, tracked for about 13 minutes, with very different speeds, headings, and crossing/overtaking manoeuvres.
- Frames also contain wake trails, sea clutter, and interference from fixed navigation aids.
- AIS data (real GPS-based ship positions) is used as accurate ground truth for evaluating detections.

760

full-resolution radar frames

4

vessels tracked, plus the moving own-ship

1 Hz

frame capture rate, ~13 minutes total

Turning Raw Echoes into Training Labels

1. Find Candidates

Convert the image to HSV colour space and threshold the bright yellow used for strong echoes.



2. Build Labels

For each surviving shape, compute a box, an oriented box, and a smoothed outline (mask) at the same time.



3. Human Check

About 15% of frames needed a manual fix — splitting merged ships, joining broken echoes, or removing false navigation-aid shapes.

Only ~15% of frames needed manual correction — because the radar display uses a fixed colour code for strong echoes, automatic thresholding worked well for most frames. This check happens only once, offline; the trained model runs fully automatically afterwards.

Three Label Formats, One Contour

Axis-Aligned Box

The smallest upright rectangle around the shape.
Simple, but loose-fitting for tilted ships.

Oriented Box (OBB)

The smallest rotated rectangle. Matches the ship's real heading for a tight, accurate fit.

Segmentation Mask

A smoothed polygon outline (Douglas–Peucker algorithm), capturing the exact silhouette.

Yellow-echo threshold (HSV)

$\text{hue} \in [20^\circ, 40^\circ]$, $\text{saturation} \in [100, 255]$, $\text{value} \in [100, 255]$

Shapes smaller than 8 pixels are dropped as noise.

Mask smoothing precision

$\varepsilon = 0.01 \times \text{perimeter}$

Keeps the outline's shape while removing extra, redundant points.

Tiled Training: Keeping Small Ships Visible

Resizing a large radar image down to 640×640 pixels makes small, distant ships shrink to almost nothing. The fix: cut each image into overlapping tiles first.

640×640 px

size of each tile
(20% overlap, 512 px steps)

760 → 3,040

training images
after tiling (4× more)

4,457 → 11,893

labelled ship instances
available for training

Only tiles that contain at least one ship are kept — this avoids wasting training time on empty sea. Labels are automatically re-calculated for each tile's own coordinate space.

Three YOLOv11 Variants, Enhanced with SAHI



YOLOv11-detect

Standard detection with axis-aligned boxes (center, width, height).



YOLOv11-obb

Predicts a rotated box using four corner points — matches vessel heading.



YOLOv11-seg

Adds pixel-level masks for the exact shape of each echo.



SAHI — Slicing Aided Hyper Inference

At test time, SAHI cuts each full-resolution radar image into overlapping 640×640 slices, runs the model on each slice separately, and merges the results back together. This matches the resolution the model was trained on — without ever retraining it.

Choosing a Backbone: Lightweight YOLO Comparison

Model	Parameters	GFLOPs	mAP@0.5	mAP@0.5:0.95	Inference (ms)
YOLOv5n	2.5 M	7.1	0.981	0.787	2.7
YOLOv8n	3.0 M	8.1	0.987	0.797	2.7
YOLO11n	2.6 M	6.3	0.984	0.816	2.9
YOLO26n	2.4 M	5.2	0.987	0.807	2.8

All variants score above 0.98 mAP@0.5. YOLO11n was chosen: it gives the best mAP@0.5:0.95 (0.816) — the strictest, most demanding accuracy measure.

Full-Image Resizing vs. Tiled Training

Model	Training Method	mAP@0.5	mAP@0.5:0.95
YOLOv11-detect	Resized	0.921	0.681
YOLOv11-detect	Tiled	0.984	0.816
YOLOv11-obb	Resized	0.955	0.799
YOLOv11-obb	Tiled	0.989	0.882
YOLOv11-seg	Resized	0.922	0.668
YOLOv11-seg	Tiled	0.985	0.810

Tiled YOLOv11-OBb wins overall: 0.989 mAP@0.5 — the highest score in the study, and a clear jump over its resized counterpart (0.955).

Tuning SAHI: Overlap Ratio and Slice Size

Overlap ratio (0.1 → 0.5)

Overlap	mAP@0.5	mAP@0.5:0.95	mAP@0.75
0.1	0.962	0.487	0.380
0.2	0.962	0.488	0.381
0.4	0.961	0.489	0.392
0.5	0.962	0.490	0.394

Slice size (640 px → 240 px, overlap fixed at 0.2)

Slice	mAP@0.5	mAP@0.5:0.95	mAP@0.75
640 px	0.962	0.488	0.381
512 px	0.973	0.506	0.426
448 px	0.971	0.509	0.447
320 px	0.977	0.512	0.486
240 px	0.976	0.501	0.459

Key takeaways

- A bigger overlap gives a small, steady gain — useful when precision matters more than speed.
- Shrinking the slice size helps a lot — mAP@0.75 nearly doubles (0.381 → 0.486) — but going too small (240 px) starts to hurt, since there are too many boundary artifacts.
- 320 px slices give the best accuracy; 640 px with 0.2 overlap is the best speed/accuracy balance.

Comparing Variants: Accuracy vs. Precision/Recall

mAP at different strictness levels

Model	mAP@0.5	mAP@0.5:0.95	mAP@0.75
Detect	0.962	0.488	0.381
OBB	0.954	0.374	0.428
Segment	0.948	0.494	0.441

Precision & Recall at IoU = 0.5

Model	Precision	Recall
Detect	0.929	0.958
OBB	0.912	0.955
Segment	0.873	0.955

How to read this: the plain detect model has the best raw precision and recall — but its accuracy drops fastest at strict thresholds (mAP@0.75 = 0.381). OBB and Segment keep much more of their accuracy at mAP@0.75 (0.428 and 0.441), proving that they draw tighter, more reliable boundaries around each ship — even if they occasionally flag a few more false positives.

How Close Are Predictions to the Real Ship Position?

Mean distance (in pixels) between the predicted centre point and the true AIS-based position:

Vessel	Model	Mean (px)	Median (px)	Std. Dev. (px)
Vessel 2	Detect	6.33	6.05	3.10
Vessel 2	OBB	6.30	6.00	3.04
Vessel 2	Segment	6.75	6.30	2.98
Vessel 4	Detect	5.14	5.20	2.99
Vessel 4	OBB	5.06	5.10	3.10
Vessel 4	Segment	5.62	5.45	2.93

All three models stay under 10 pixels of mean error — and OBB is consistently the most accurate at finding a ship's true centre, confirming that orientation-aware boxes track vessels more faithfully.

Speed on Real Hardware, and When It Fails

Computational efficiency

Model size	~5.5–6.0 MB
Peak memory use	< 4.2 GB
Full-image inference	18–22 FPS
Tiled + SAHI inference	4–6 FPS

4–6 FPS is a 3–4× slowdown versus full-image inference — but still enough for near-real-time collision avoidance and AIS-linked tracking.

Six typical failure patterns

- Weak echo from signal attenuation → missed target
- Wave clutter hides the vessel's signature
- Slicing (SAHI) splits one ship's echo across two tiles
- Sharp manoeuvres change the echo shape too fast
- One ship's echo splits into two false detections
- Two nearby ships merge into a single, undercounted echo

Scale-Aware and Orientation-Aware Design Wins

- Combining tiled training, SAHI, and YOLOv11-OBB sets a new benchmark for marine radar detection: over 0.95 mAP@0.5 with sub-10-pixel localization error.
- This solves two problems at once — the resolution mismatch that hides small ships, and the orientation blindness of ordinary bounding boxes.
- The segmentation variant adds further value for tasks like separating overlapping wakes or tracking individual vessels.
- Future work: speed up the pipeline (model pruning, lighter backbones), add sea-state labels to study weather effects, and test on more public radar datasets.

Source

Külcü, S. (2026).

High-Precision Marine Radar Object Detection Using Tiled Training and SAHI Enhanced YOLOv11-OBB.

Sensors, 26(3), 942. doi:10.3390/s26030942

Dataset: DAAN marine radar repository, German Aerospace Center (DLR) — <https://doi.org/10.26090/rwmr>

This presentation is an academic summary of the research paper above. For the full reference list (27 citations), please see the original article.

Thank You