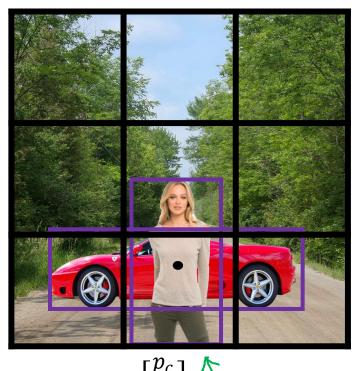


# Object Detection

## Anchor boxes

#### Overlapping objects:

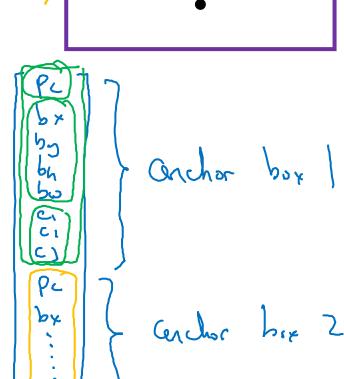


$$\mathbf{y} = \begin{bmatrix} b_c \\ b_x \\ b_y \\ b_h \\ b_w \\ c_1 \\ c_2 \\ c_2 \end{bmatrix}$$

Anchor box 1:

TIOT BOX 1.

Anchor box 2:



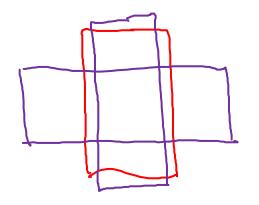
[Redmon et al., 2015, You Only Look Once: Unified real-time object detection]

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### Anchor box algorithm

#### Previously:

Each object in training image is assigned to grid cell that contains that object's midpoint.



With two anchor boxes:

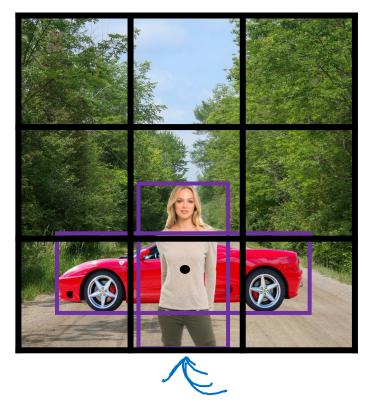
Each object in training image is assigned to grid cell that contains object's midpoint and anchor box for the grid cell with highest IoU.

(grid cell, chihor by)

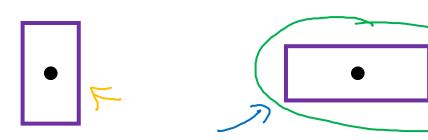
(3 x 3 x 
$$\frac{16}{3 \times 3 \times 2 \times 8}$$

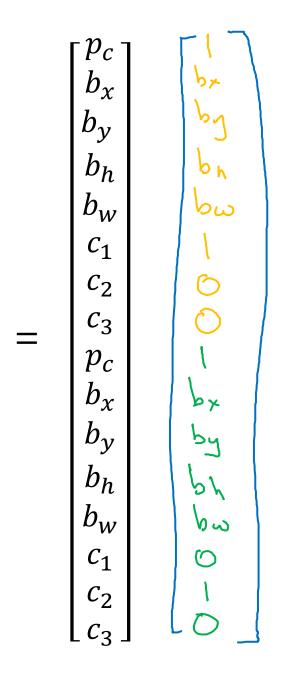
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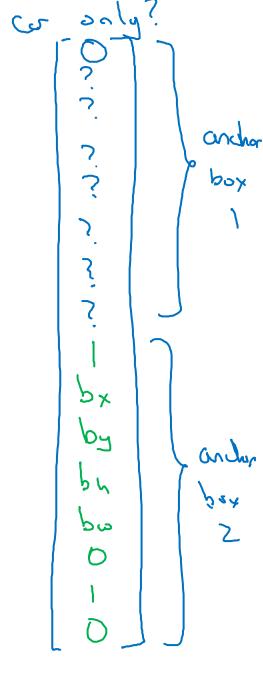
#### Anchor box example



Anchor box 1: Anchor box 2:







Andrew Ng