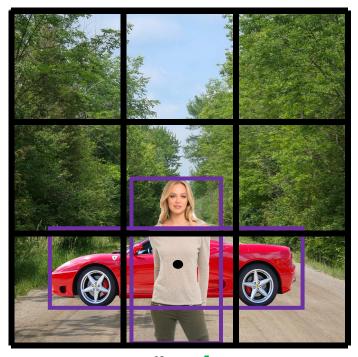


# Object Detection

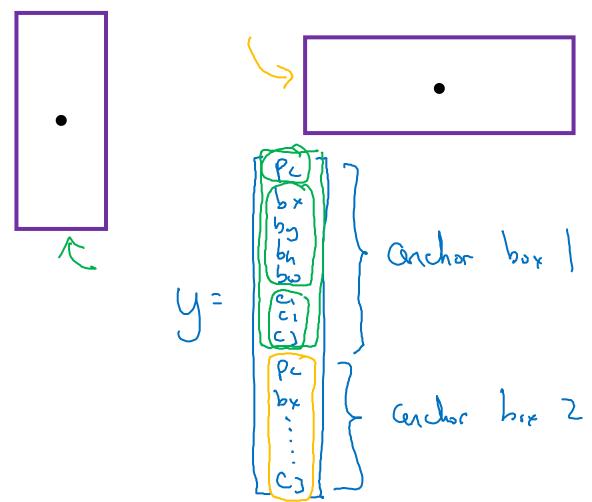
#### Anchor boxes

## Overlapping objects:



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

Anchor box 1: Anchor box 2:



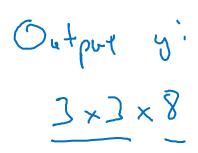
[Redmon et al., 2015, You Only Look Once: Unified real-time object

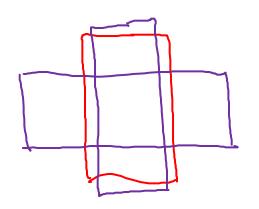
Andrew Ng

## Anchor box algorithm

#### Previously:

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



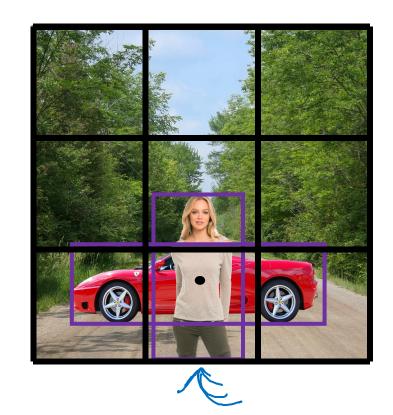


#### With two anchor boxes:

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.

Output y: 3 x 3 x 16 3 x 3 x 2 x 8

### Anchor box example



Anchor box 1: Anchor box

