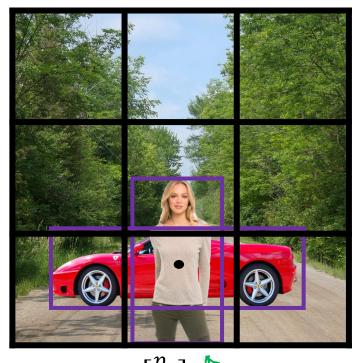


Object Detection

Anchor boxes

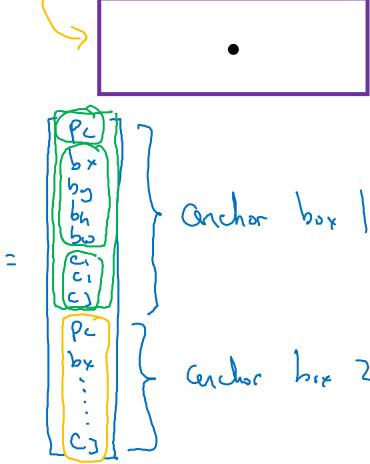
Overlapping objects:



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





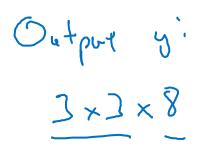


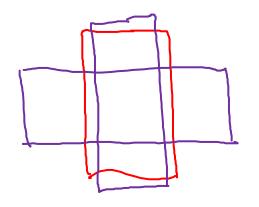
[Redmon et al., 2015, You Only Look Once: Unified real-time object detection]

Anchor box algorithm

Previously:

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





With two anchor boxes:

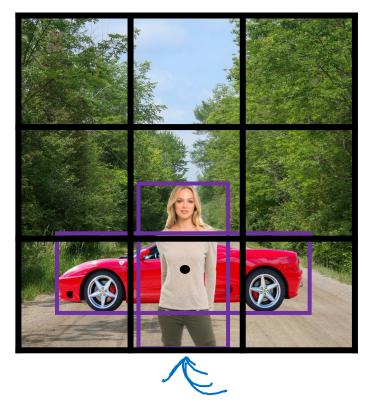
Each object in training image is assigned to grid cell that contains object's midpoint and anchor box for the grid cell with highest IoU.

(grid cell, chihor by)

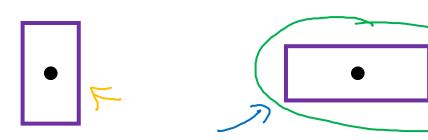
(3 x 3 x
$$\frac{16}{3 \times 3 \times 2 \times 8}$$

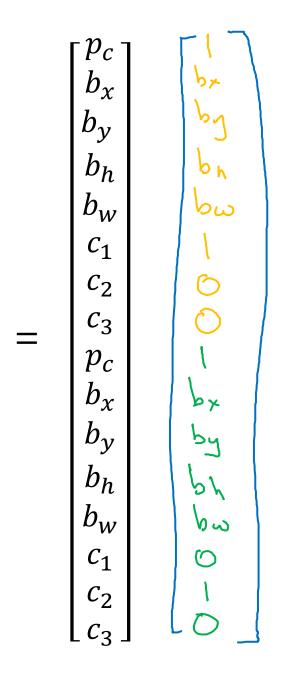
Andrew Ng

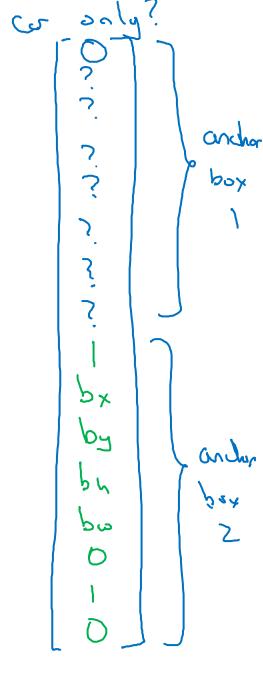
Anchor box example



Anchor box 1: Anchor box 2:







Andrew Ng