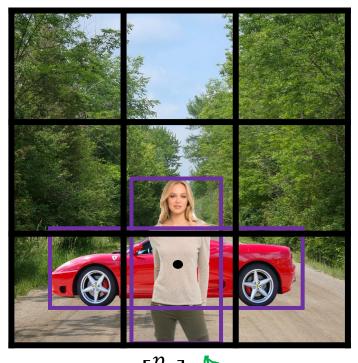


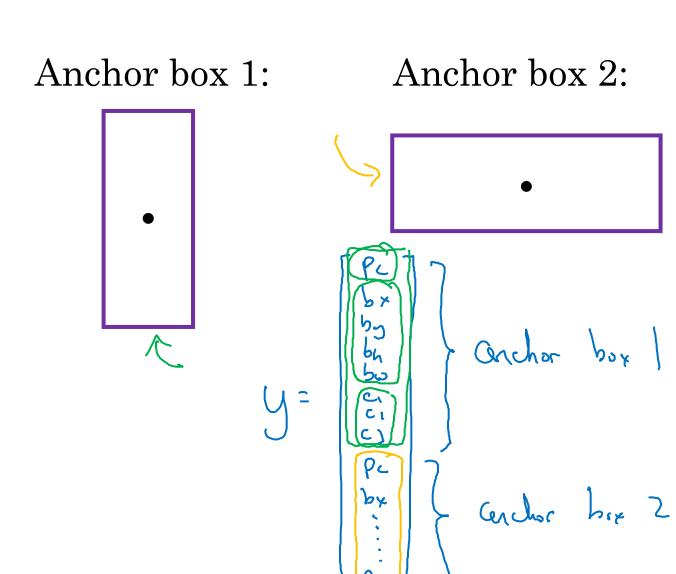
Object Detection

Anchor boxes

Overlapping objects:



$$\mathbf{y} = \begin{bmatrix} p_c \\ b_x \\ b_y \\ b_h \\ b_w \\ c_1 \\ c_2 \\ c_3 \end{bmatrix}$$

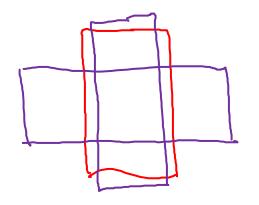


[Redmon et al., 2015, You Only Look Once: Unified real-time object detection]

Anchor box algorithm

Previously:

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



With two anchor boxes:

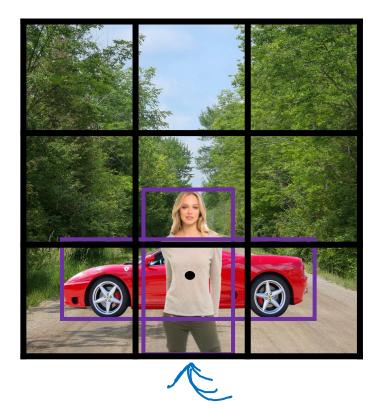
Each object in training image is assigned to grid cell that contains object's midpoint and anchor box for the grid cell with highest IoU.

(grid cell, chihor box)

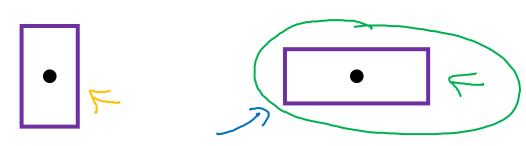
(a)
$$3 \times 3 \times 16$$
 $3 \times 3 \times 2 \times 8$

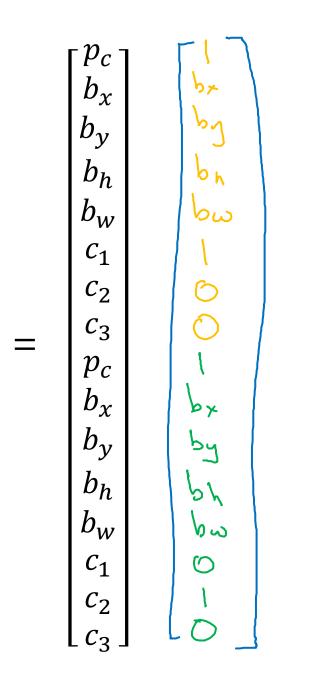
Andrew Ng

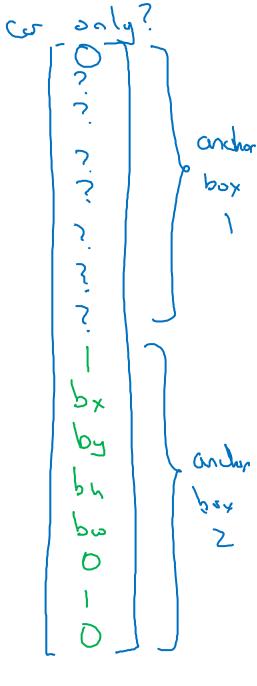
Anchor box example



Anchor box 1: Anchor box 2:







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