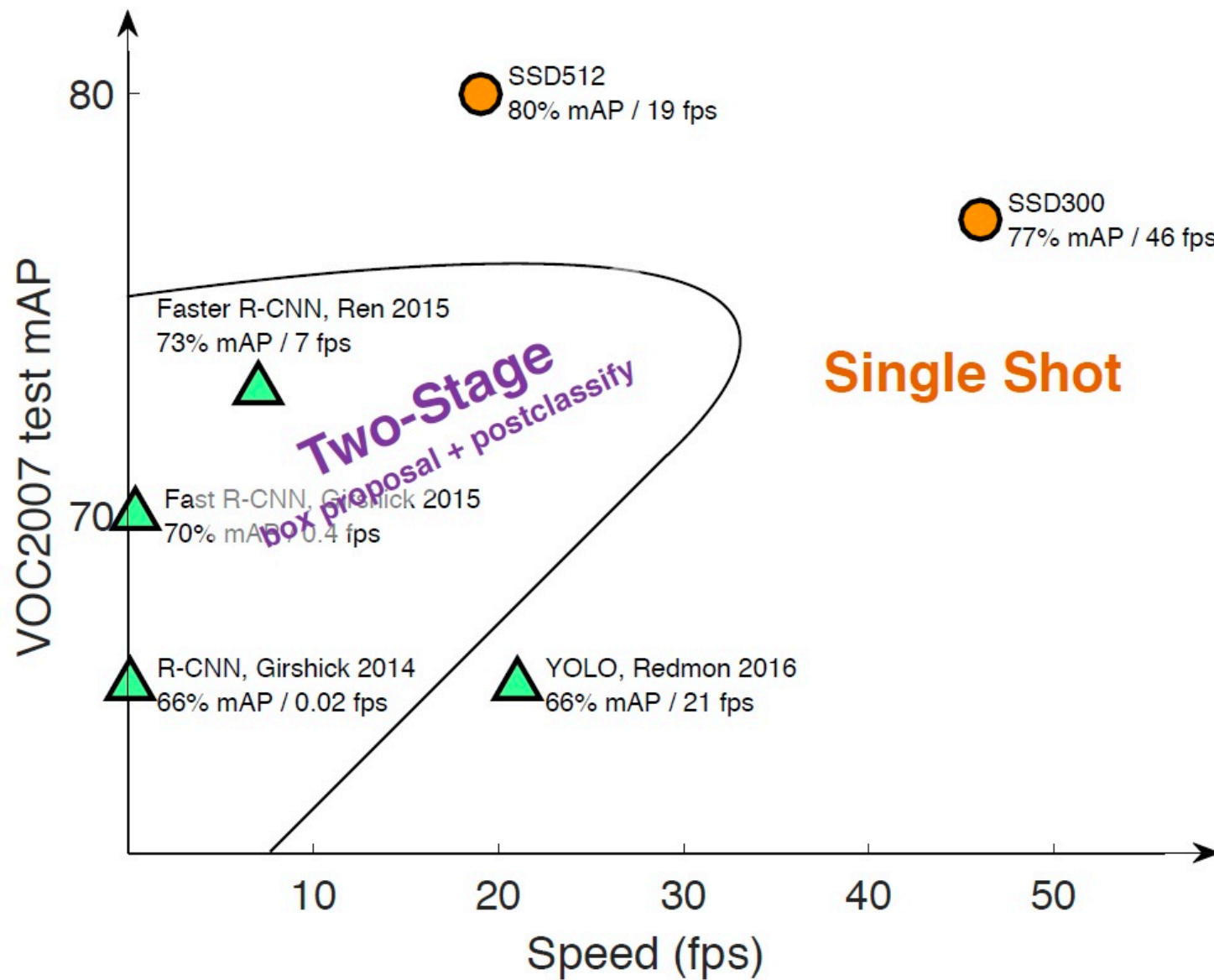


# NMS代码讲解与SSD方法

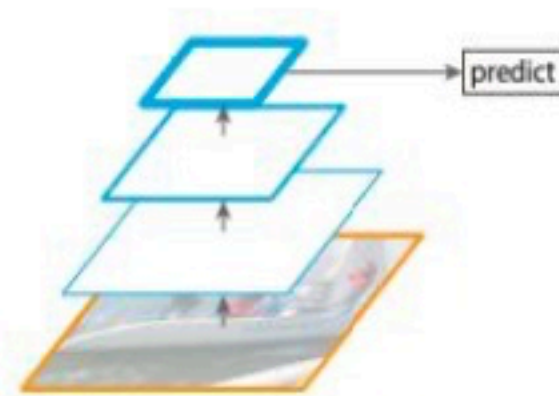


# SSD (Single Shot MultiBox Detector)

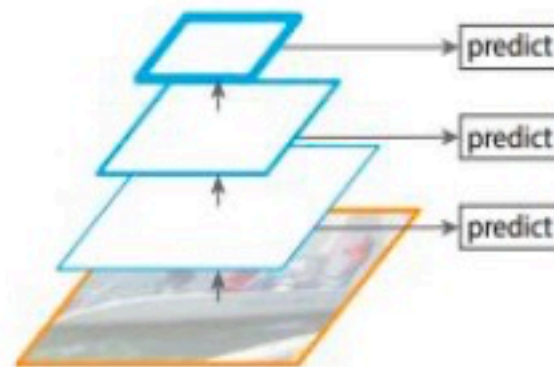
- a. Multi-scale feature maps for detection
- b. Default boxes and aspect ratios
- c. Convolutional predictors for detection



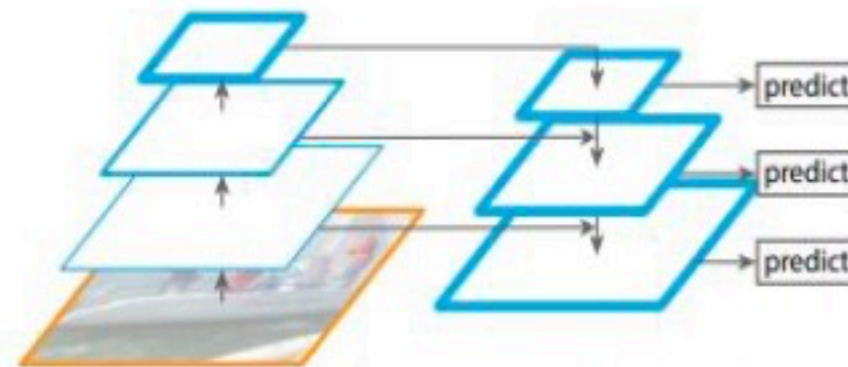
(a) Featurized image pyramid



(b) Single feature map

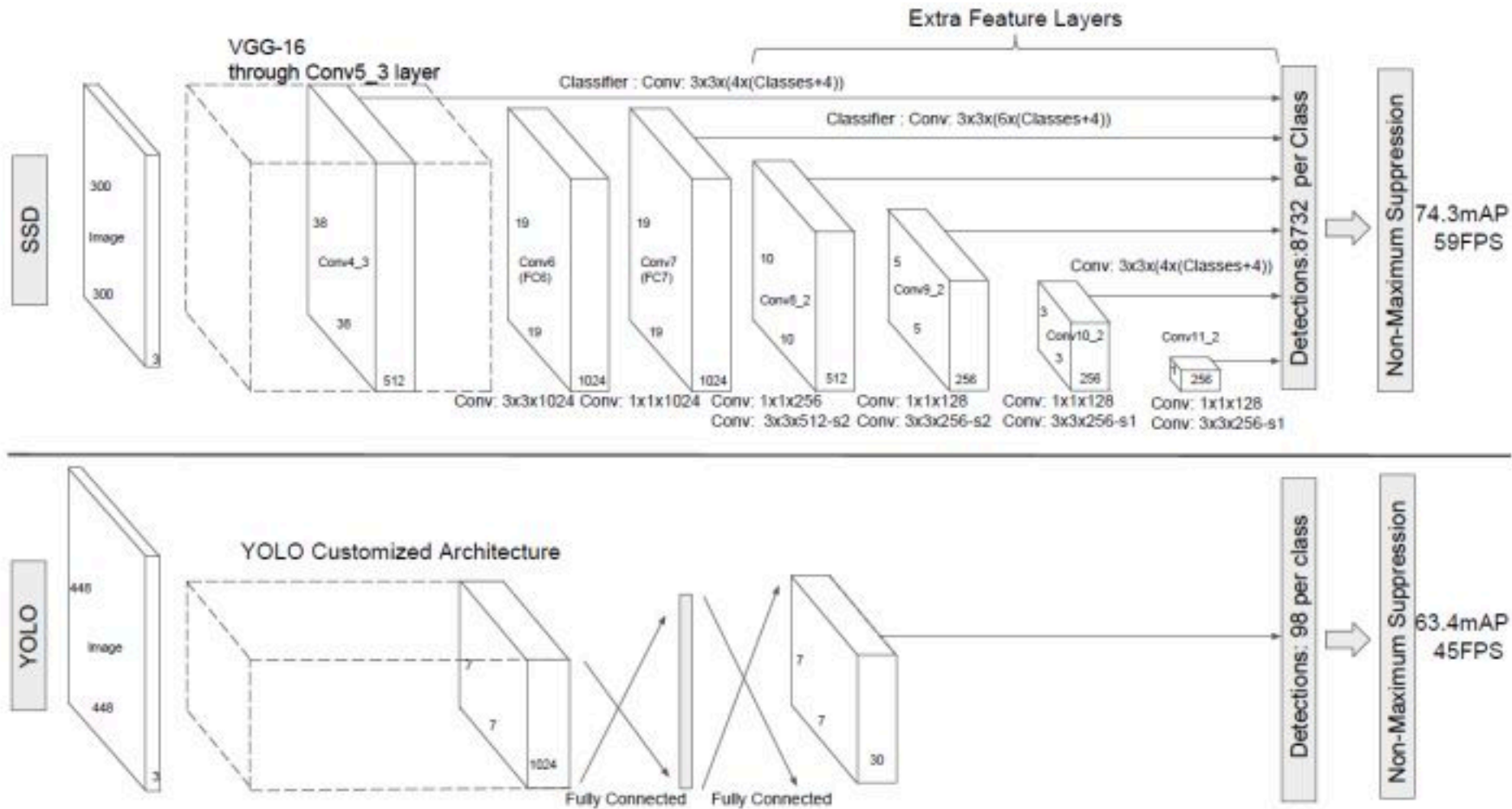


(c) Pyramidal feature hierarchy

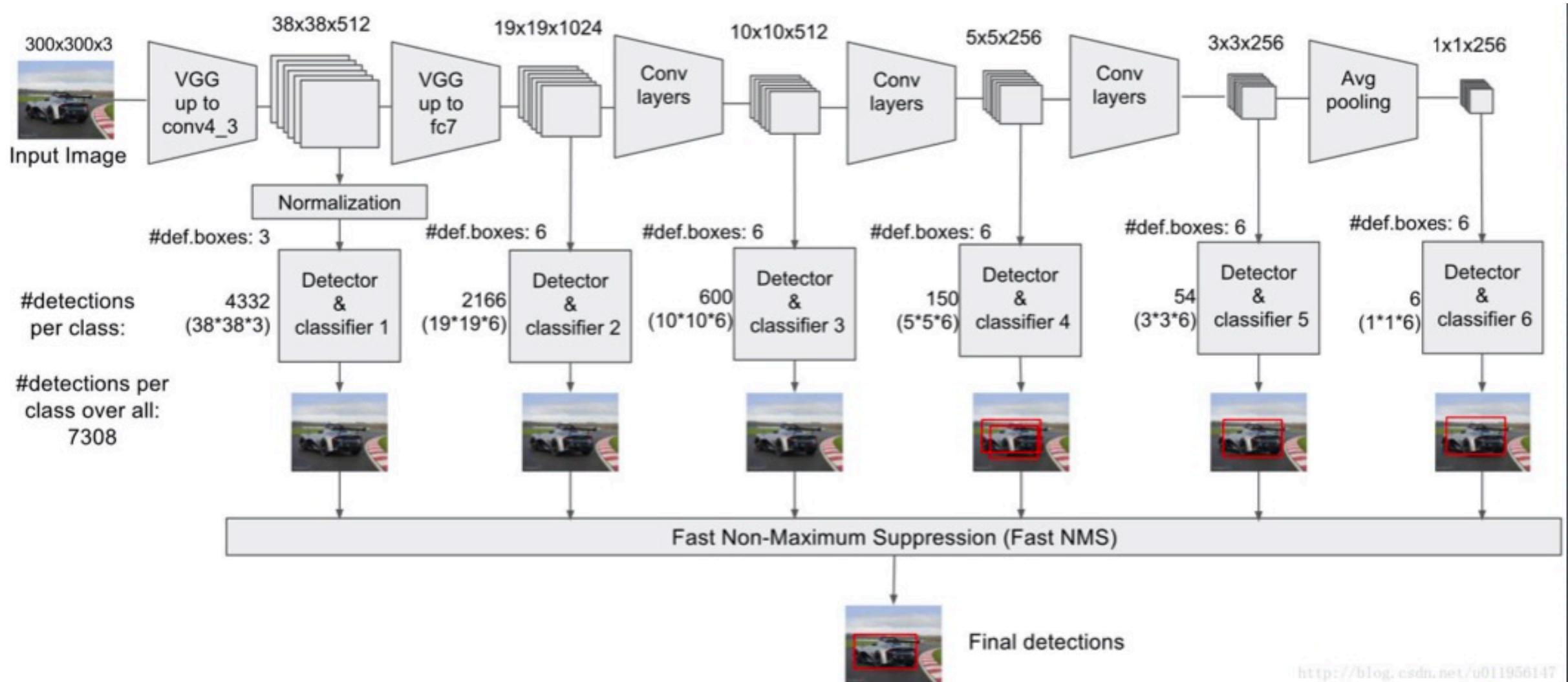


(d) Feature Pyramid Network

# SSD (Single Shot MultiBox Detector)

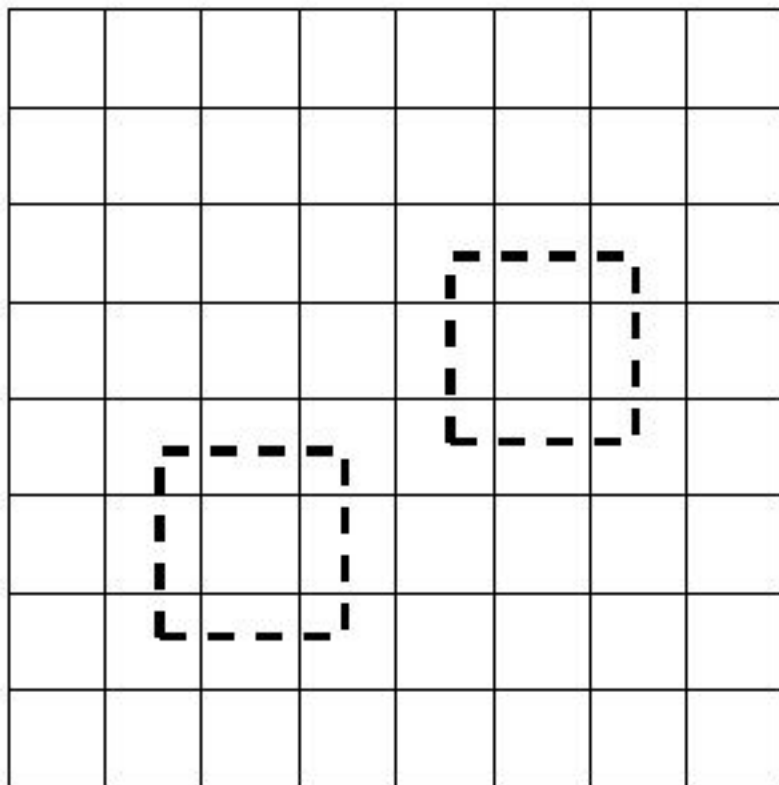


# SSD (Single Shot MultiBox Detector)

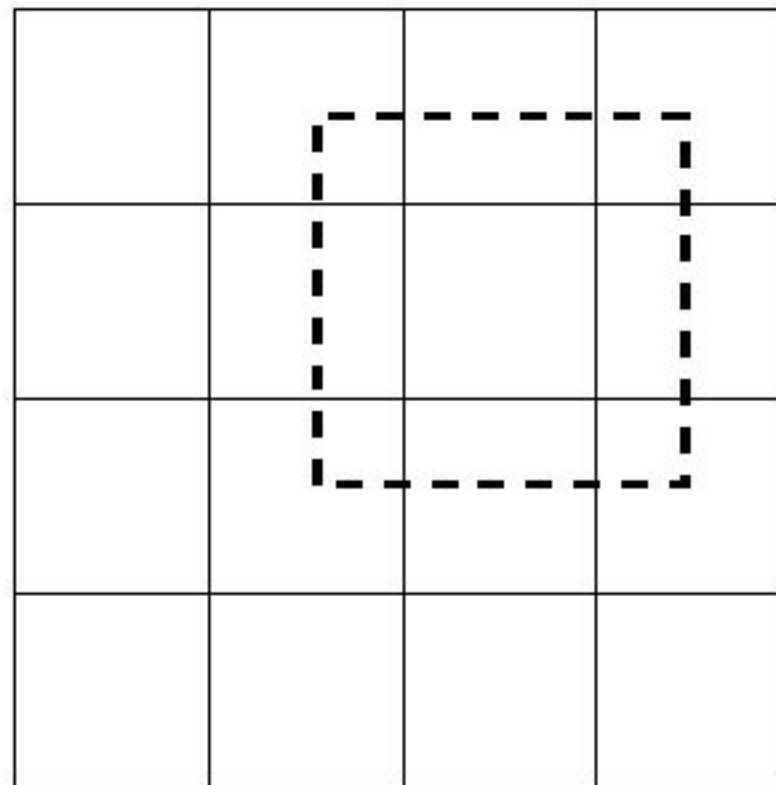


<http://blog.csdn.net/u011956147>

# SSD (Single Shot MultiBox Detector)



$8 \times 8$  feature map

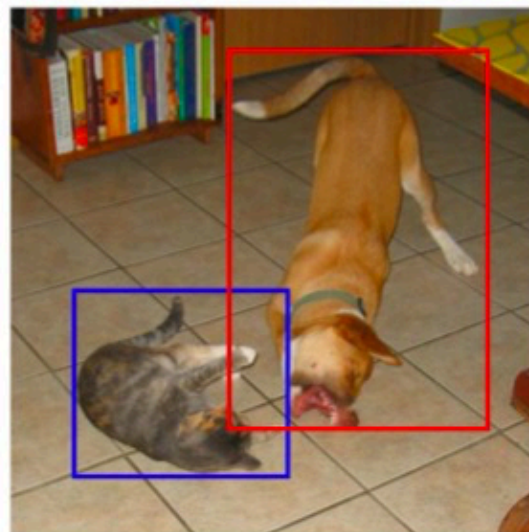
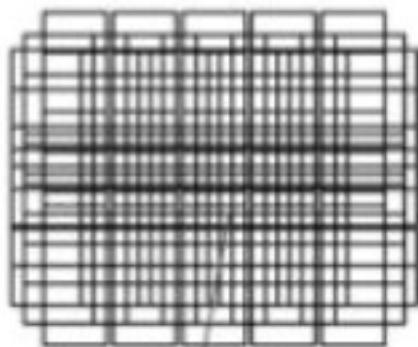


$4 \times 4$  feature map

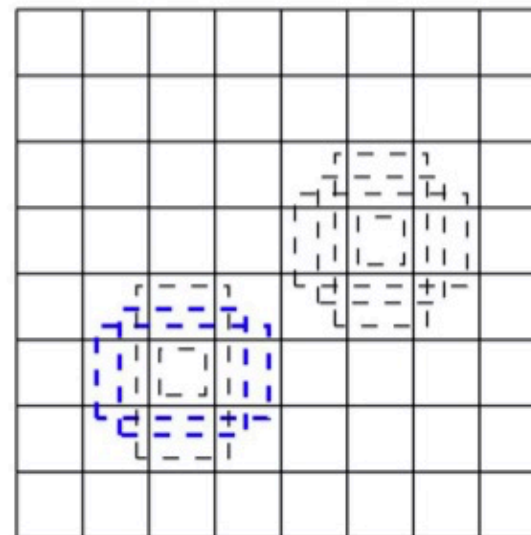


# SSD (Single Shot MultiBox Detector)

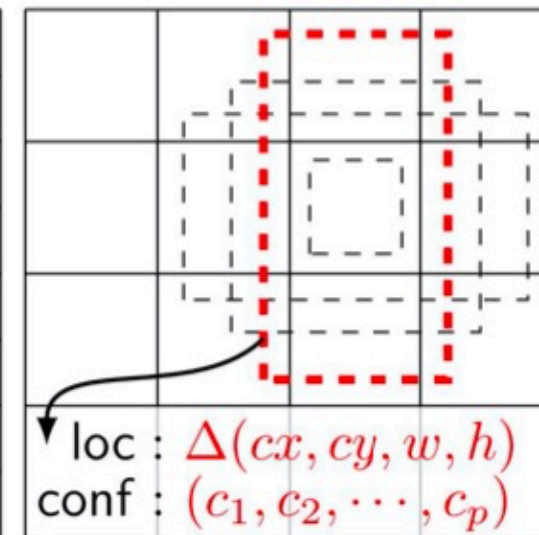
Default boxes



(a) Image with GT boxes



(b)  $8 \times 8$  feature map



loc :  $\Delta(cx, cy, w, h)$   
conf :  $(c_1, c_2, \dots, c_p)$

(c)  $4 \times 4$  feature map

# SSD (Single Shot MultiBox Detector)

## Default box 生成规则

1. 以每个feature pixel为中心生成一系列同心的Default box
2. 使用m(SSD300中m=6) 个大小不同的feature map 做预测，最底层的feature map的scale 为  $S_{\min}=0.2$ , 做高层的为 $S_{\max}=0.9$ , 其他层由公式算得。

$$s_k = s_{\min} + \frac{s_{\max} - s_{\min}}{m - 1}(k - 1), \quad k \in [1, m]$$

- 3.使用不同得ratio值, [1,2,3,1/2,1/3], 计算default box 的 w, h.

$$w_k^a = s_k \sqrt{a_r} \quad h_k^a = s_k / \sqrt{a_r}$$

For the aspect ratio of 1:

$$s'_k = \sqrt{s_k s_{k+1}}$$

So totally 6 default boxes per feature map location

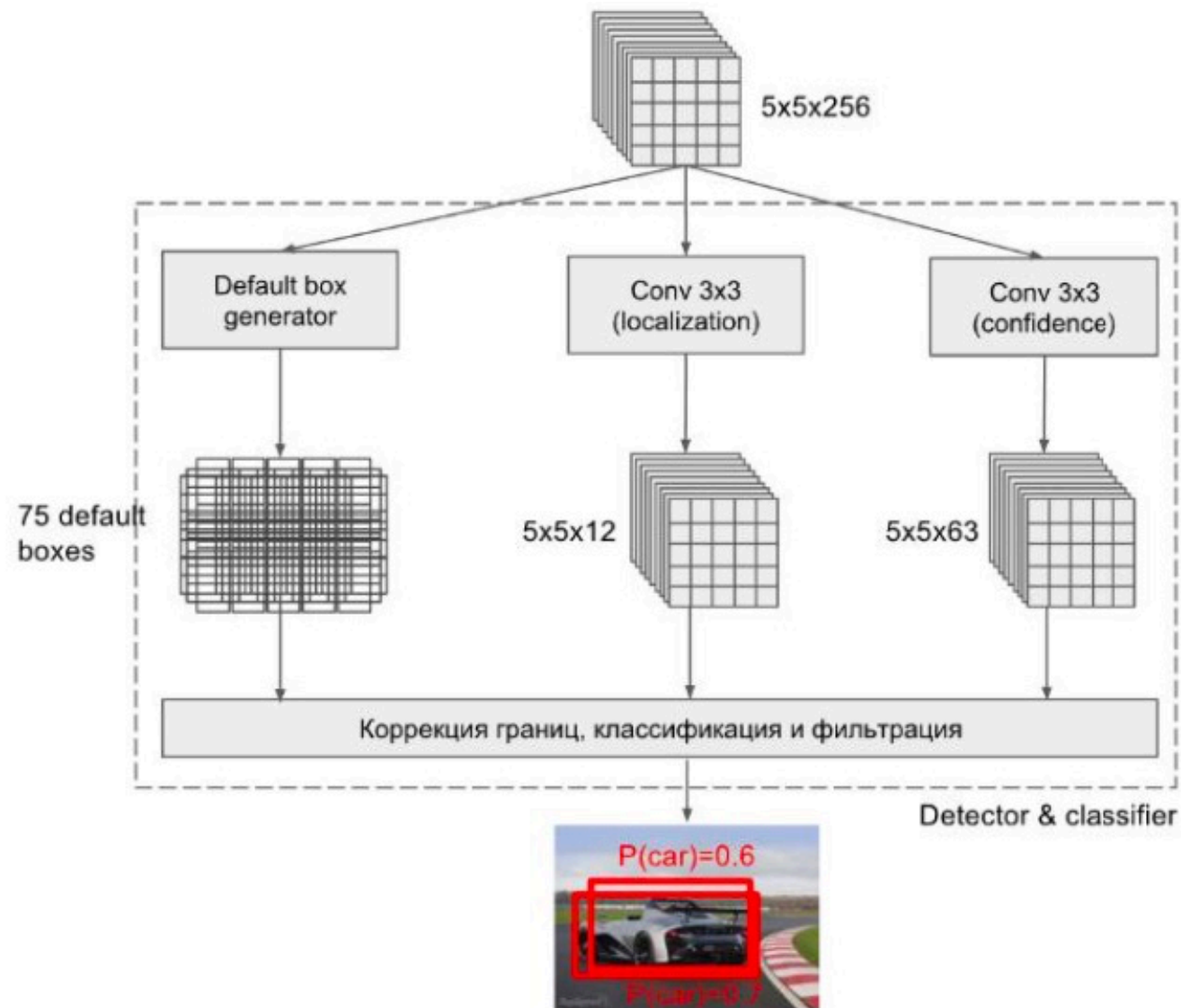


# SSD (Single Shot MultiBox Detector)

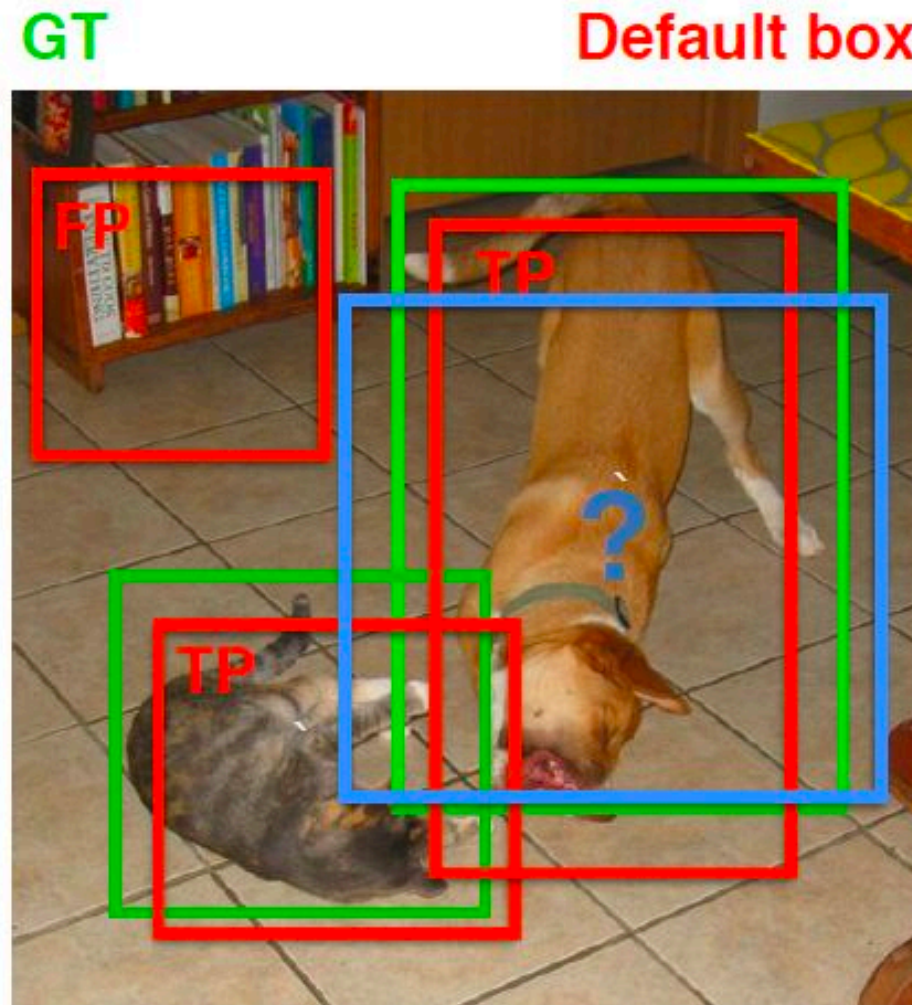
Localization

Confidence

Anchor box



# SSD (Single Shot MultiBox Detector)



# SSD (Single Shot MultiBox Detector)

## 1. confidence

feature map: 5\*5

output channel: n-boxes \* n\_classes  
                    4      21

                    reshape  
output [21\*4, 5, 5] -> [-1, n\_classes] = [100, 21]  
          C    H  W

## 2. Localization

output channel: n-boxes \* 4

output [4\*4, 5, 5] -> [-1, 4] = [100, 4]

## 3. 生成default box

output [8\*4, 5, 5] -> [-1, 8] = [100, 8]