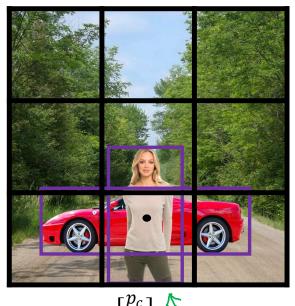


Object Detection

Anchor boxes

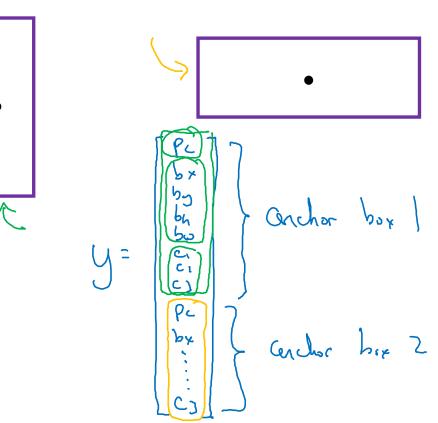
Overlapping objects:



$$\mathbf{y} = \begin{bmatrix} b_{c} \\ b_{x} \\ b_{y} \\ b_{h} \\ b_{w} \\ c_{1} \\ c_{2} \\ c_{3} \end{bmatrix}$$

Anchor box 1:

Anchor box 2:



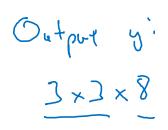
[Redmon et al., 2015, You Only Look Once: Unified real-time object detection]

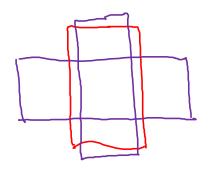
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Anchor box algorithm

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.

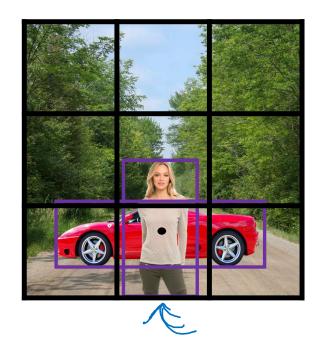
(grid cell, cychon box)

(3
$$\times$$
 3 \times 16

3 \times 3 \times 2 \times 8

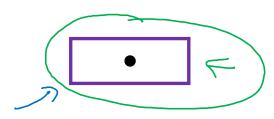
Andrew Ng

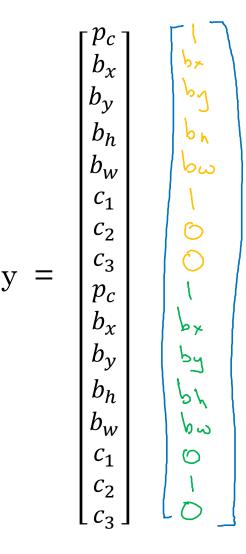
Anchor box example

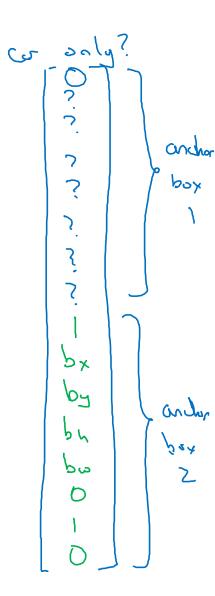


Anchor box 1: Anchor box 2:









Andrew Ng