

## Bounding Box Formats

### Format 1: (x, y, w, h)

#### Top-left + Size

Used by: COCO, many frameworks

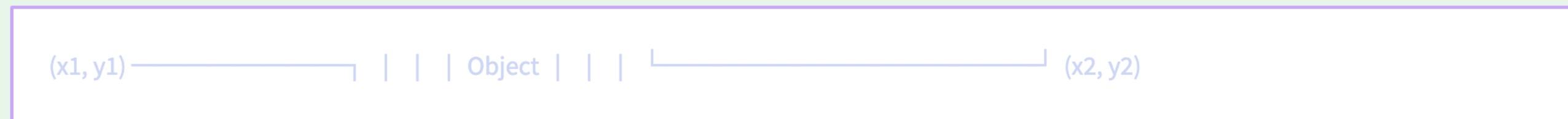


Convert

### Format 2: (x1, y1, x2, y2)

#### Two Corners

Used by: Pascal VOC, torchvision



Convert

### Format 3: (cx, cy, w, h)

#### Center + Size

Used by: YOLO

