

## Bounding Box Formats

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

Top-left + Size

Used by: COCO, many frameworks



### Format 2: $(x_1, y_1, x_2, y_2)$

Two Corners

Used by: Pascal VOC, torchvision



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

Center + Size

Used by: YOLO



Convert

Convert