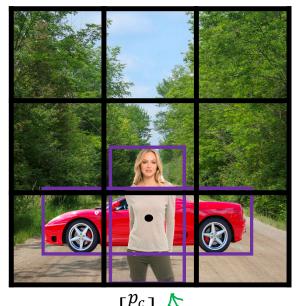


Object Detection

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:

Per by Cenchar box 1

Per by

Cenchar box 1

Per by

Cenchar bix 2

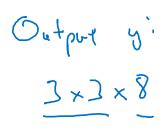
[Redmon et al., 2015, You Only Look Once: Unified real-time object detection]

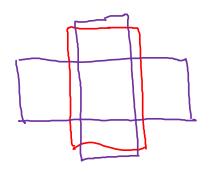
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Anchor box algorithm

Previously:

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





With two anchor boxes:

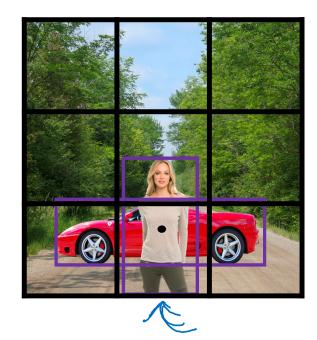
Each object in training image is assigned to grid cell that contains object's midpoint and anchor box for the grid cell with highest IoU.

(grid cell, cychon bux)

$$3 \times 3 \times 16$$
 $3 \times 3 \times 2 \times 8$

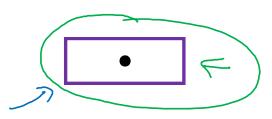
Andrew Ng

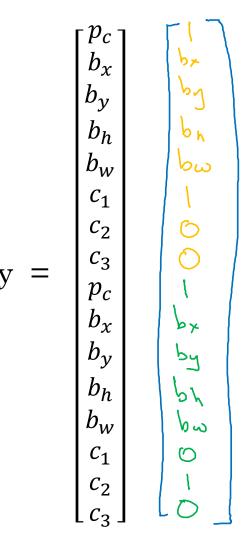
Anchor box example

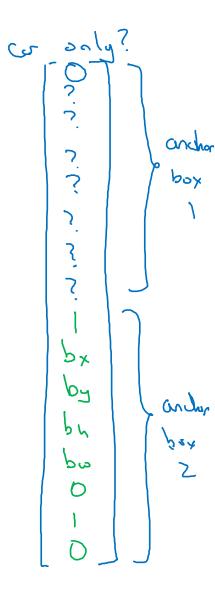


Anchor box 1: Anchor box 2:









Andrew Ng