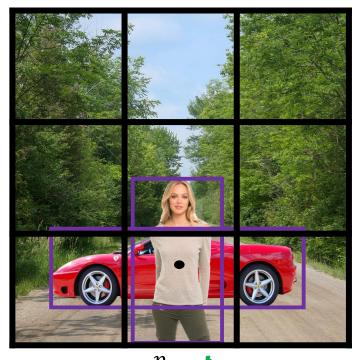


Object Detection

Anchor boxes

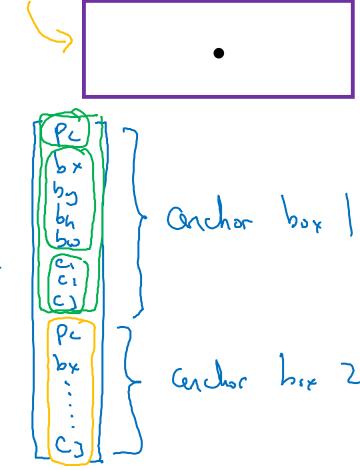
Overlapping objects:



$$\mathbf{y} = \begin{bmatrix} b_c \\ b_x \\ b_y \\ b_h \\ b_w \\ c_1 \\ c_2 \\ c_2 \end{bmatrix}$$

Anchor box 1:

Anchor box 2:

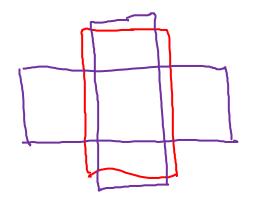


[Redmon et al., 2015, You Only Look Once: Unified real-time object detection]

Anchor box algorithm

Previously:

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

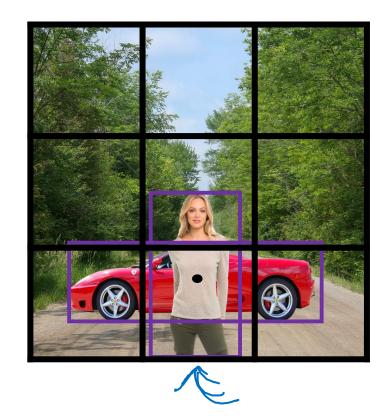


With two anchor boxes:

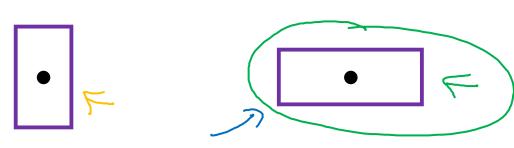
Each object in training image is assigned to grid cell that contains object's midpoint and anchor box for the grid cell with highest IoU.

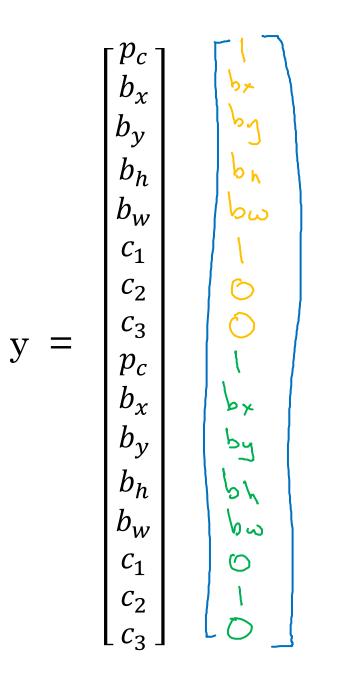
(grid cell, conchon

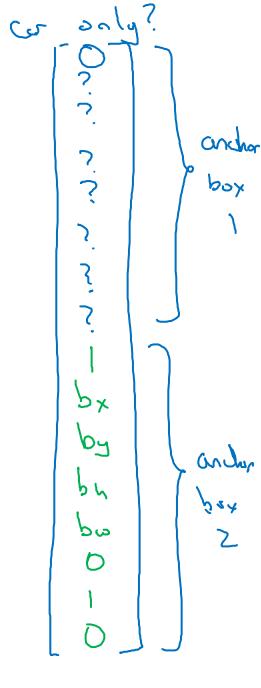
Anchor box example



Anchor box 1: Anchor box 2:







Andrew Ng