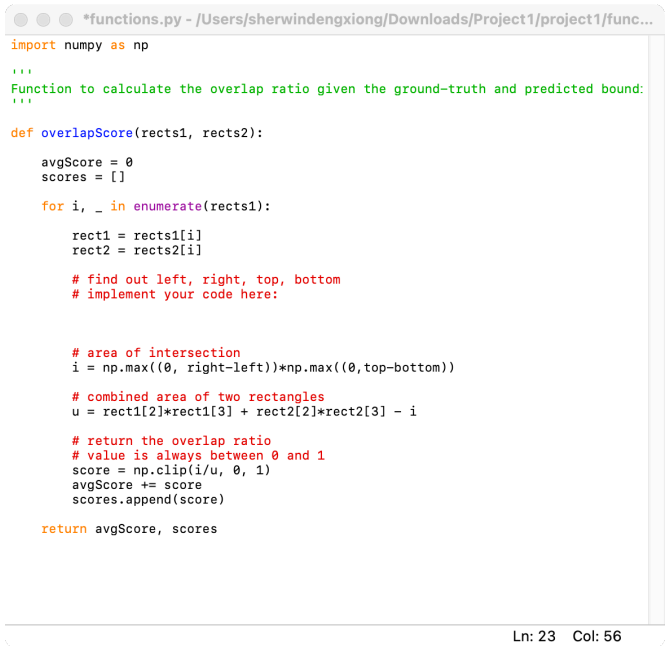


In the function.py file, area of intersection. There is a typing issue. It should be `max(0,top-bottom)` just like the following screenshot.



```
import numpy as np

'''
Function to calculate the overlap ratio given the ground-truth and predicted bound:
'''

def overlapScore(rects1, rects2):
    avgScore = 0
    scores = []

    for i, _ in enumerate(rects1):
        rect1 = rects1[i]
        rect2 = rects2[i]

        # find out left, right, top, bottom
        # implement your code here:

        # area of intersection
        i = np.max((0, right-left))*np.max((0,top-bottom))

        # combined area of two rectangles
        u = rect1[2]*rect1[3] + rect2[2]*rect2[3] - i

        # return the overlap ratio
        # value is always between 0 and 1
        score = np.clip(i/u, 0, 1)
        avgScore += score
        scores.append(score)

    return avgScore, scores
```

Ln: 23 Col: 56

Ground-truth.csv and ground-truth-test.csv file.

The meaning of four columns in the following screenshot is (x,y,width,height) and the origin is (0,0).

X and Y is the coordinate of the bottom left point of the rectangle.

The size of our image is 100\*100. some x+width and y+height values are greater than 100.

The attached files are new ground truth for training and testing.

ground-truth-

65	22	48	54
58	37	39	62
42	53	52	69
67	29	52	66
52	67	45	39
34	56	52	36
24	69	23	22
40	59	22	40
67	68	27	61