

April 10, 2023

Image segmentation.



DSML: Computer Vision.

Class starts
@ 9:05 pm.

**What normal people see
when they walk on street**



**What Computer Vision
folks see**



WHO WOULD WIN?



**STATE OF THE ART
NEURAL NETWORK**



ONE NOISY BOI

Recap: Object Detection

* R-CNN family:

* R-CNN.

* Fast R-CNN

* Faster R-CNN. - comes close to real time.
 \approx 5 frames per second.

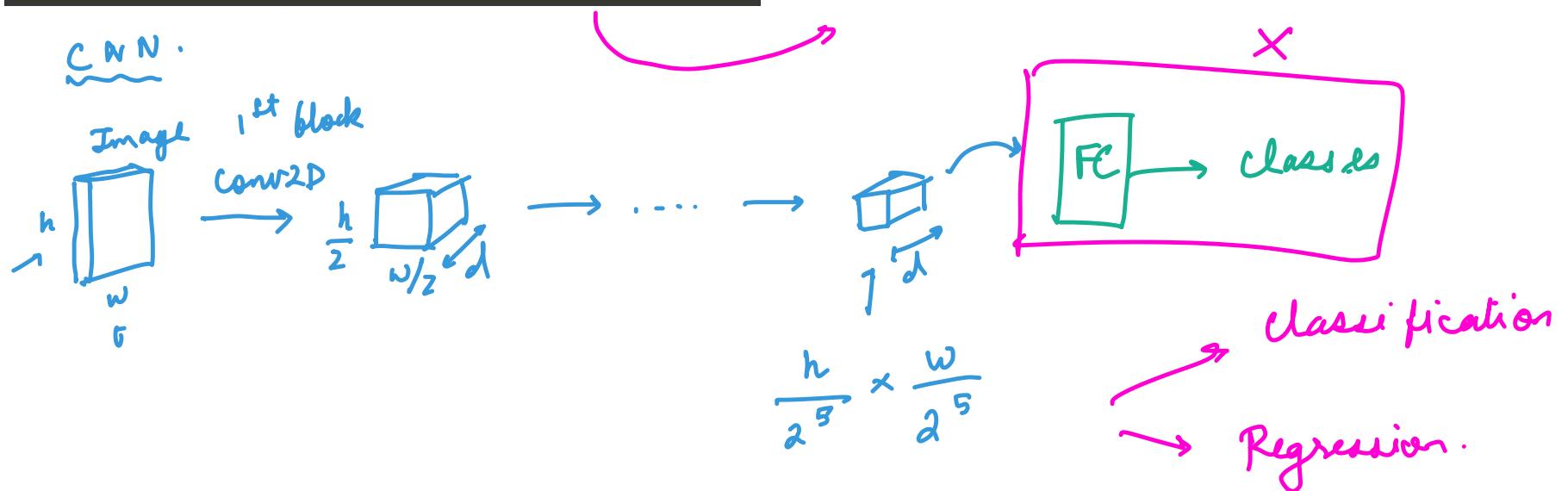
* YOLO family:

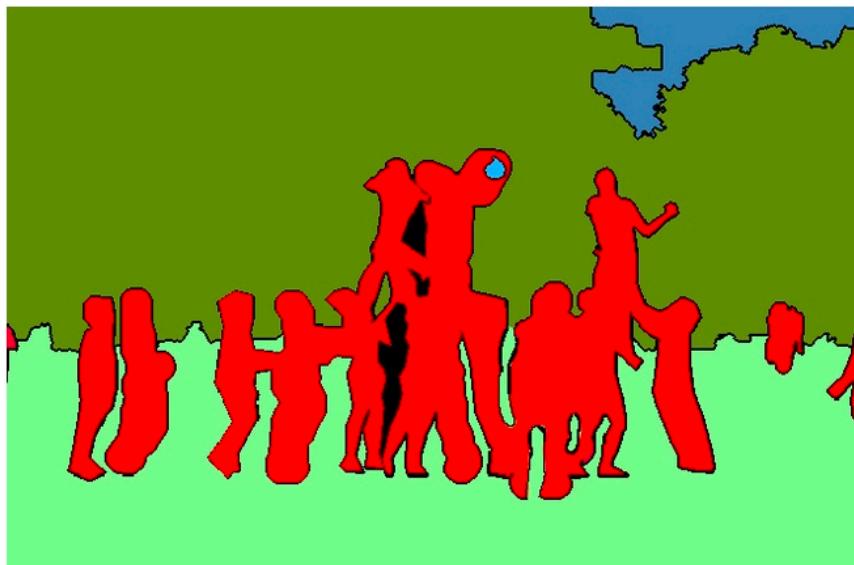
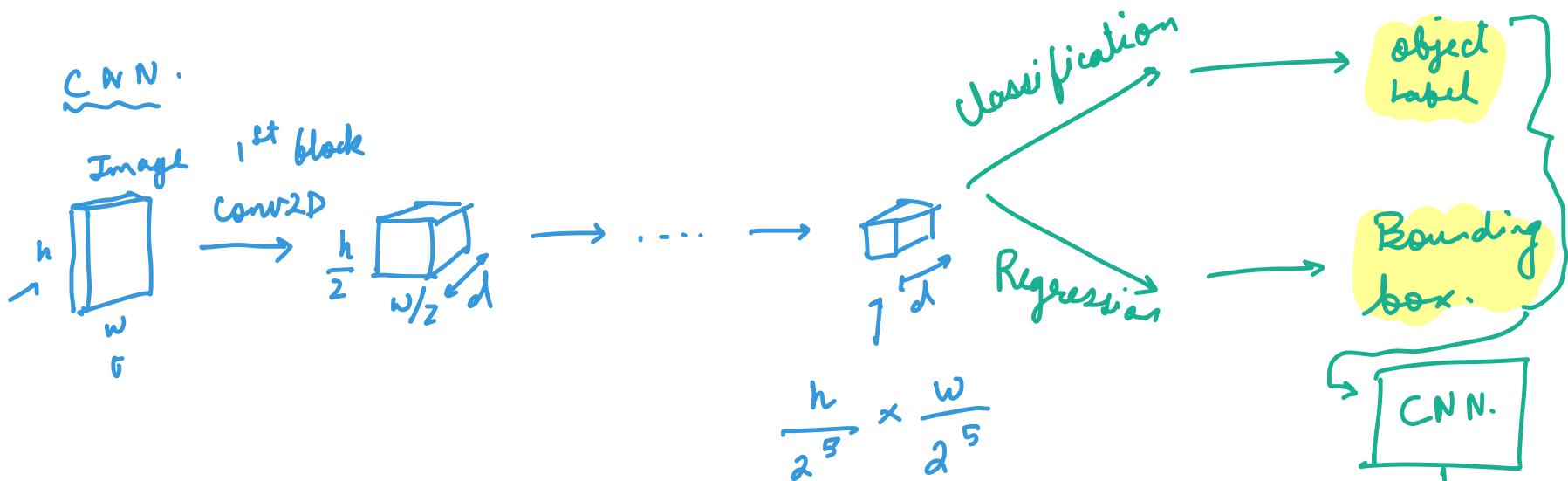
→ Faster object detection, good enough for
real time.

Image Segmentation:

* Most popular - Based on the Fast R-CNN
architecture, called Mask-R-CNN.

Image segmentation :





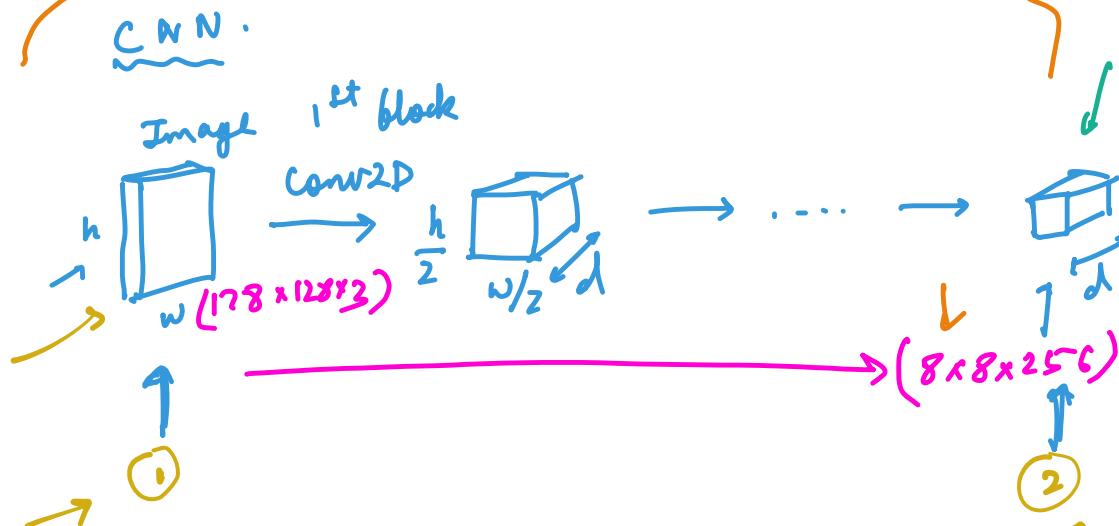
Possible strategies

- ① Instead of patches, classify pixels
 - ↳ We have to change the way we get the output from the network.
- ② Boundary detection inside a bounding box.

Segmentation mask

Image segmentation from scratch :

Encoder.



This is a better representation for classification & detection.

Similar Images : ② .

Image Classification : ②

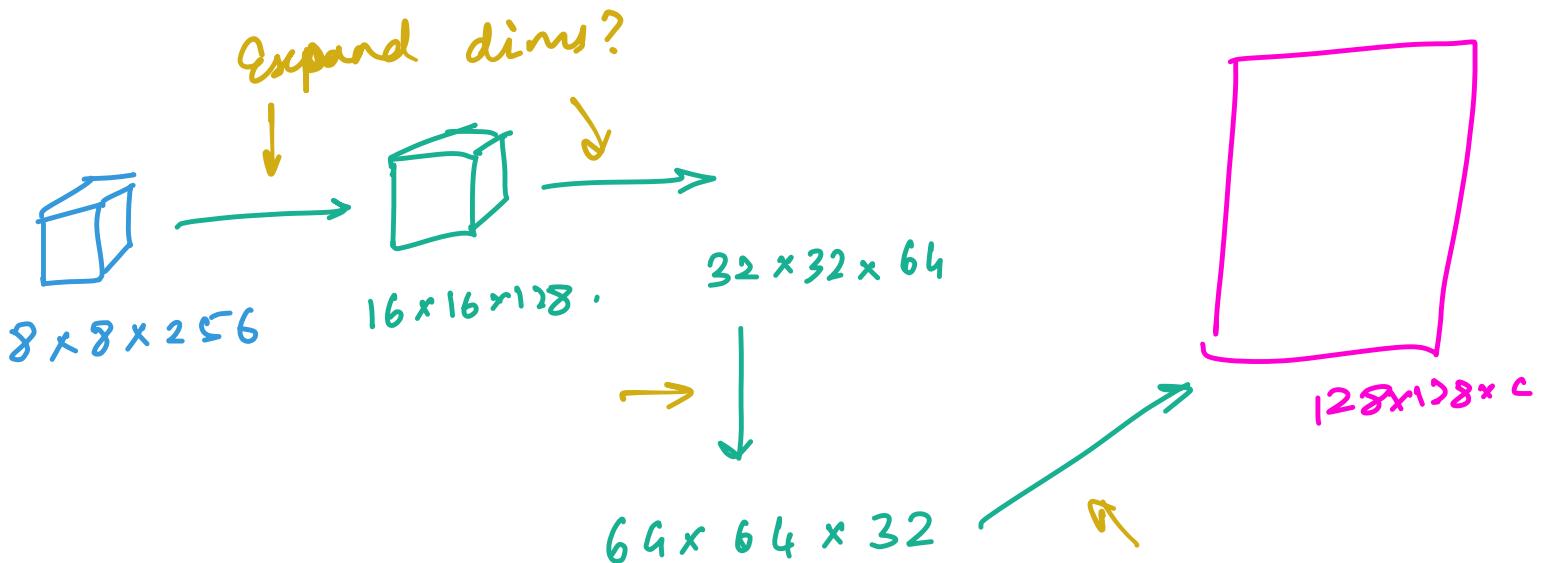
Image segmentation?
NO. we cannot use this directly:

Dimension
 (a) loss of clarity.
 (b) loss of spatial info.

Output .



$128 \times 128 \times c$
 ↳ no. of classes.

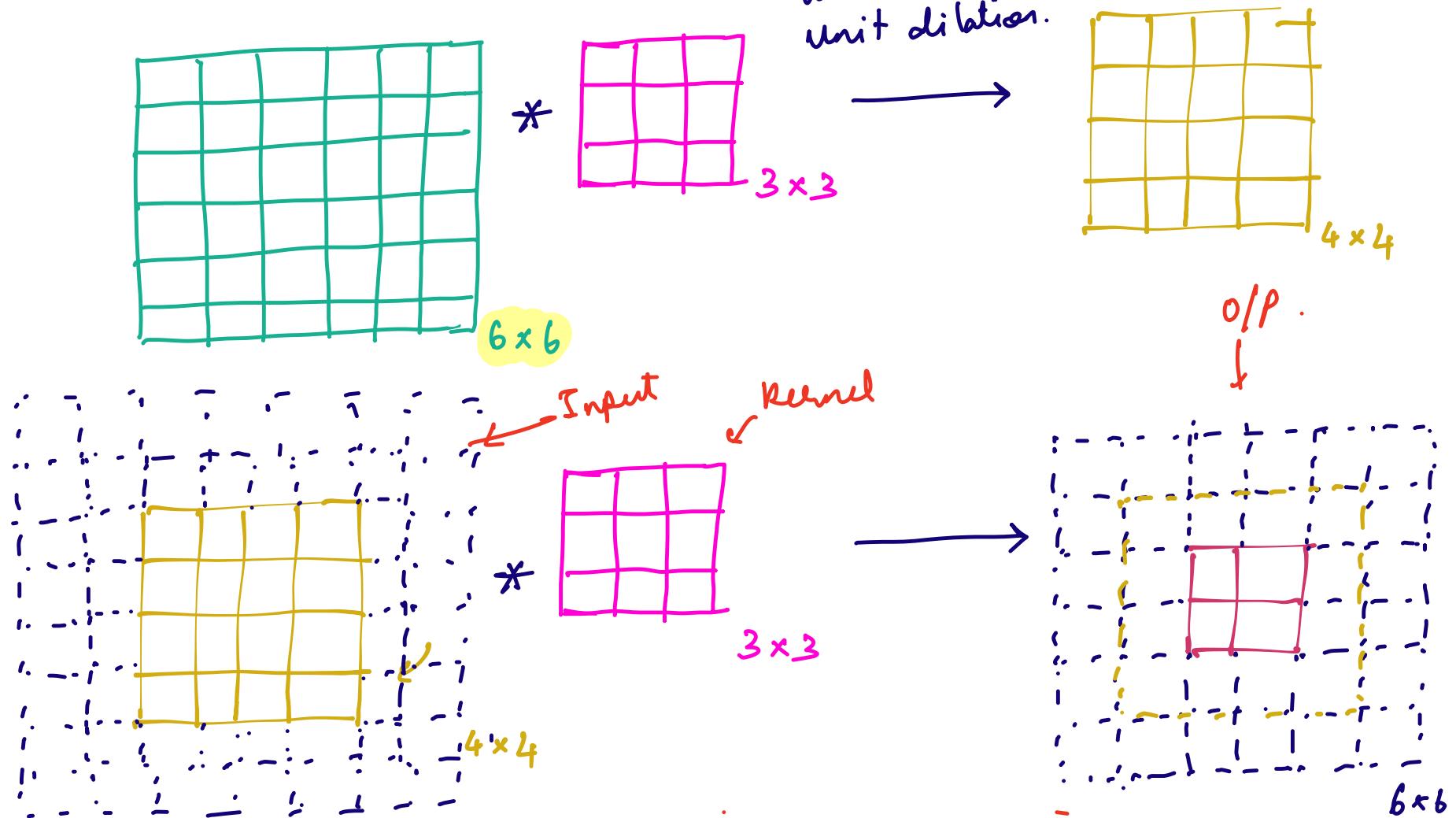


Suggestions:

- ① Opposite of max pool.
- ② **Transpose convolution.**
- ③ Upampling.

- } {
- ① FCN - Fully convolutional network.
 - ② UNet → Very popular in the Medical Imaging community.

Transpose convolution

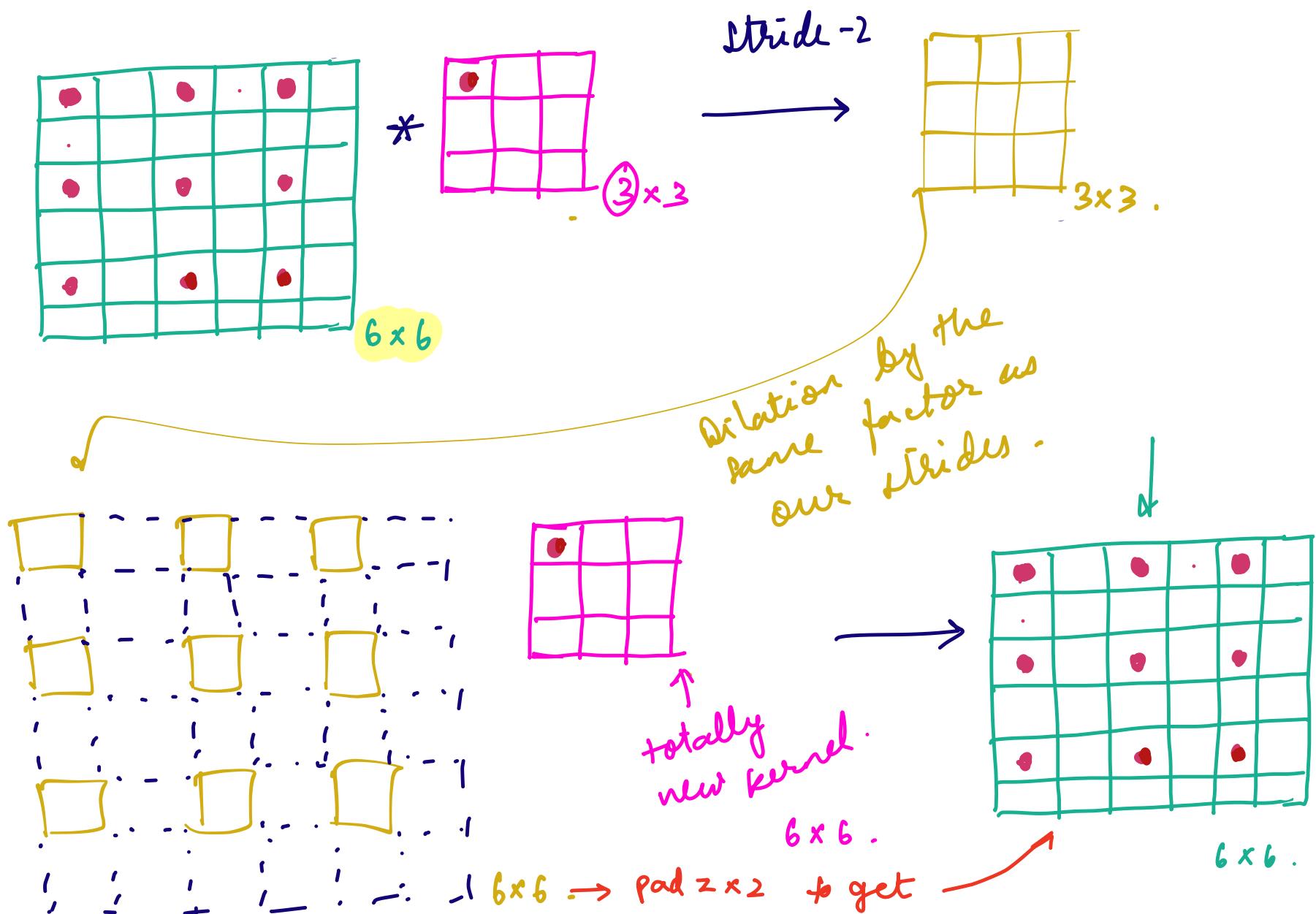


Using the normal convolution operation, how to increase the output size? \rightarrow Pad & convolve!!

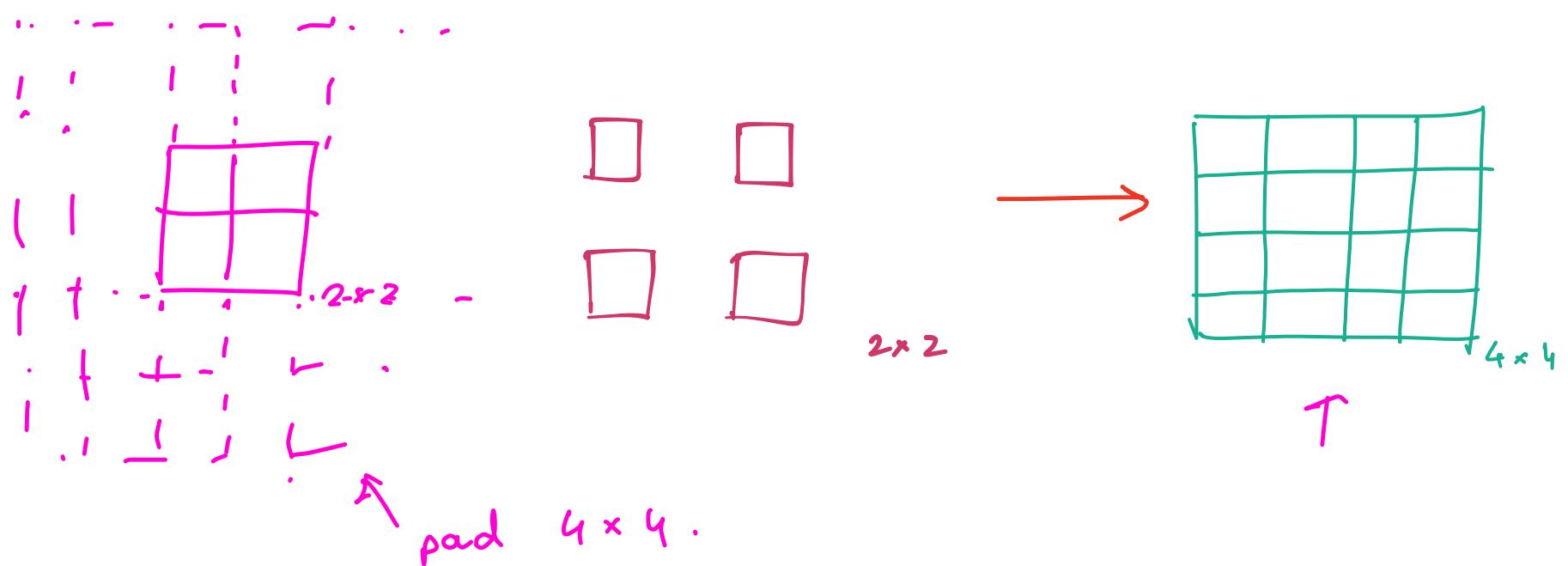
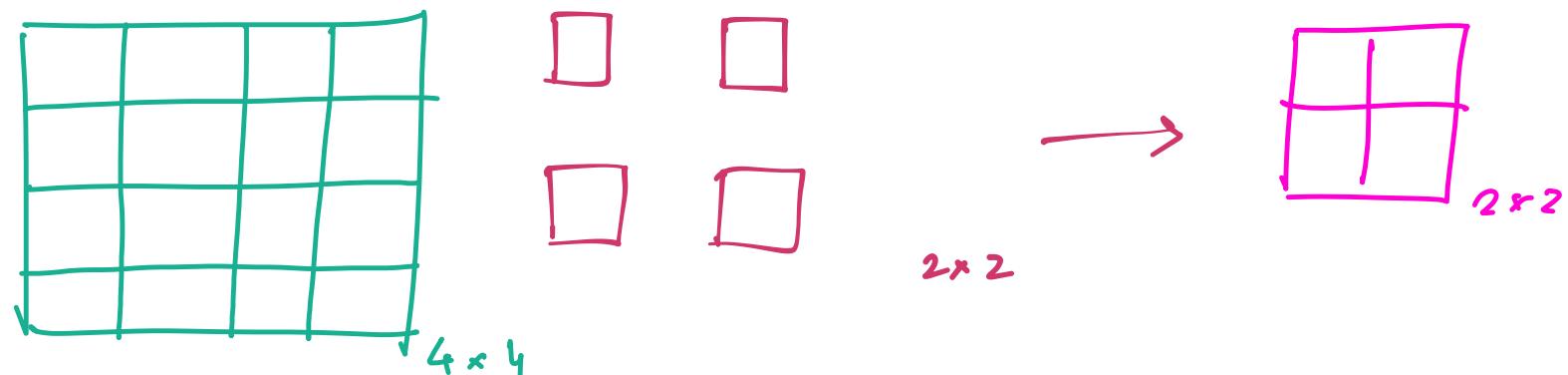
Transpose convolution:

- Normal convolution.
- It will take the kernel size and the output shape, and automatically pad the input so that after convolution, the output size is obtained.

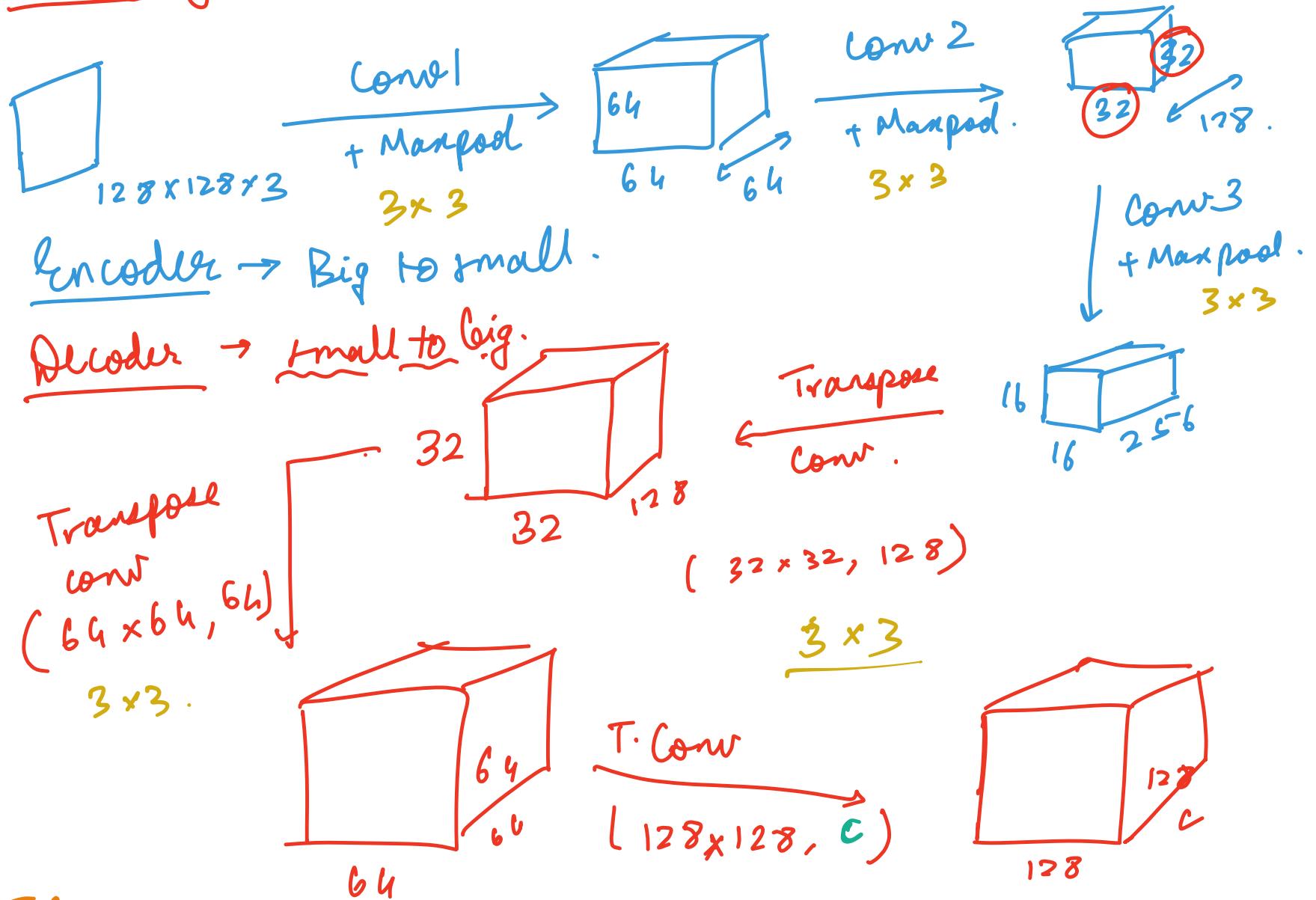
Transpose of Strided Convolutions:



Transpose of dilated

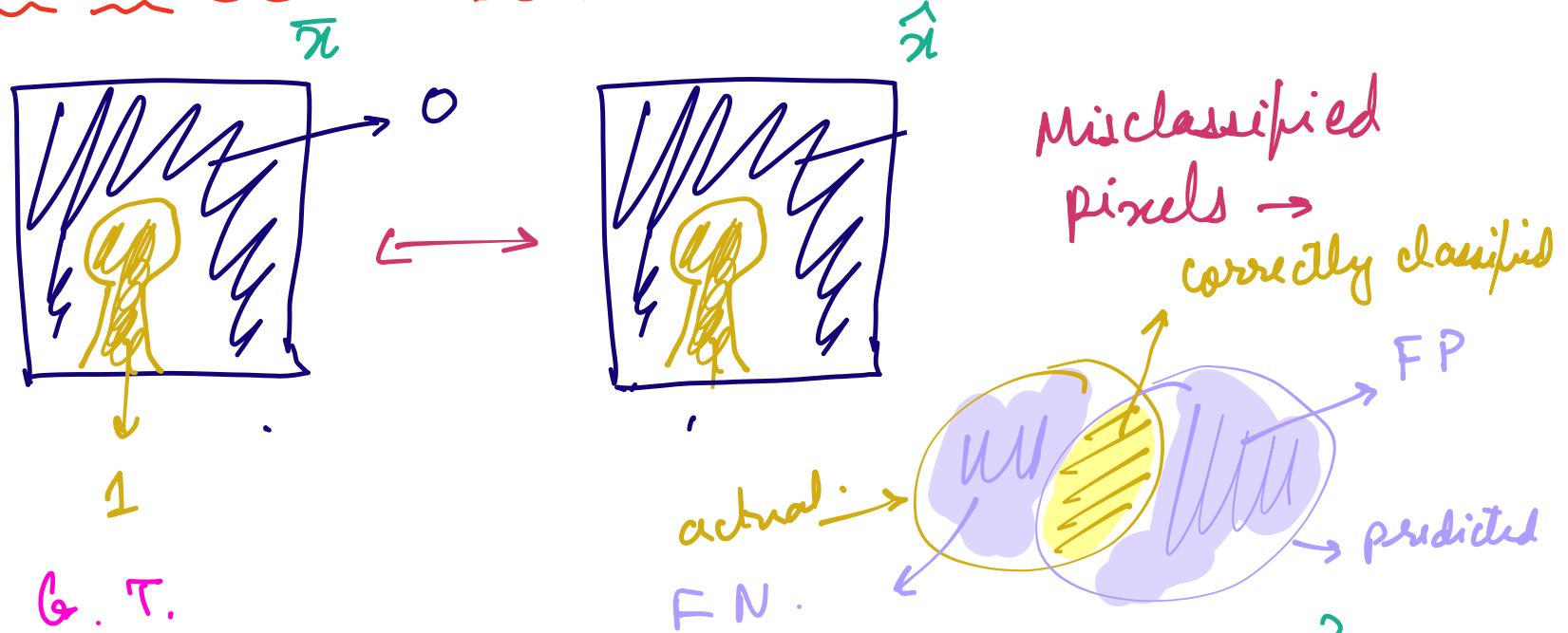


Applying Transpose conv to mirror a VGG-like



FCN → Fully convolutional Neural network.

How to evaluate our model's performance?

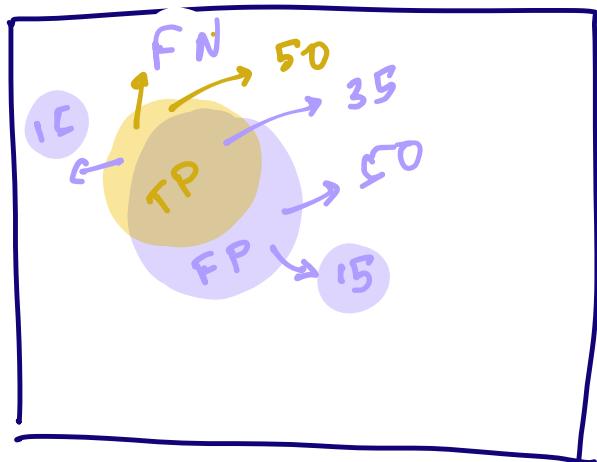


1] Squared difference: $\sum_{i,j} (x_{ij} - \hat{x}_{ij})^2$

2] IoU → Intersection over Union:

$$3] \text{DICE coefficient: } \left[\frac{2 \text{TP}}{2 \text{TP} + \text{FP} + \text{FN}} \right]$$

We can use this to check how well our model is doing.



$$\text{I.O.U.} = \frac{\text{TP}}{\text{TP} + \text{FP} + \text{FN}}$$

$$= \frac{35}{35 + 30}$$

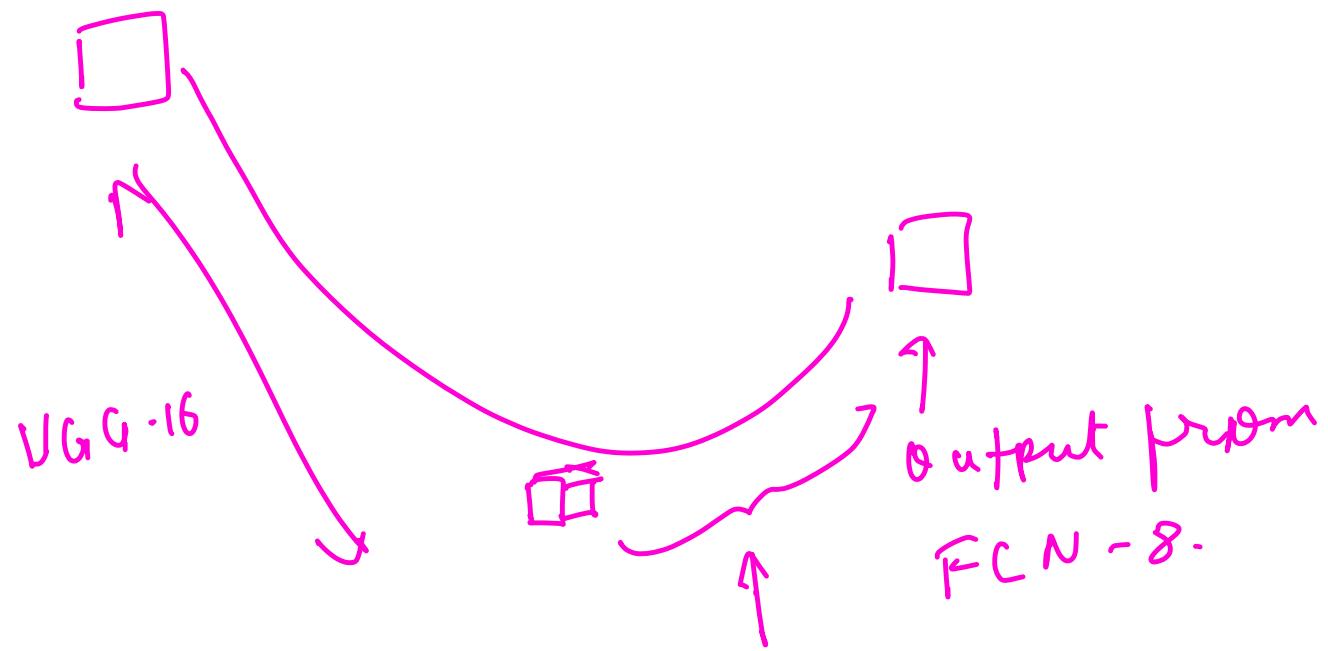
$$= \underline{0.33}$$

$$35/50 \approx 70\%$$

$$\text{DICE} = \frac{2 \cdot \text{TP}}{2\text{TP} + \text{FP} + \text{FN}}$$

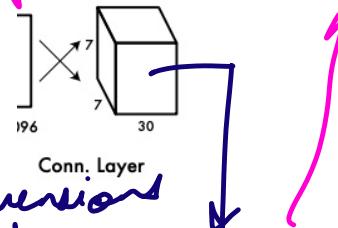
$$= \frac{70}{70 + 30}$$

$$= \frac{70}{100} = \underline{\approx 70\%}$$



$$\begin{aligned}
 & \textcircled{1} \quad \text{only if } i = 24, j = 1. \\
 & \lambda_{\text{coord}} \sum_{i=0}^{S^2} \sum_{j=0}^B \mathbb{1}_{ij}^{\text{obj}} \left[(x_i - \hat{x}_i)^2 + (y_i - \hat{y}_i)^2 \right] \\
 & + \lambda_{\text{coord}} \sum_{i=0}^{S^2} \sum_{j=0}^B \mathbb{1}_{ij}^{\text{obj}} \left[(\sqrt{w_i} - \sqrt{\hat{w}_i})^2 + (\sqrt{h_i} - \sqrt{\hat{h}_i})^2 \right] \\
 & \text{check if BBox enter in the correct cell.} \\
 & + \sum_{i=0}^{S^2} \sum_{j=0}^B \mathbb{1}_{ij}^{\text{obj}} \left(C_i - \hat{C}_i \right)^2 \\
 & + \lambda_{\text{noobj}} \sum_{i=0}^{S^2} \sum_{j=0}^B \mathbb{1}_{ij}^{\text{noobj}} \left(C_i - \hat{C}_i \right)^2 \\
 & + \sum_{i=0}^{S^2} \mathbb{1}_i^{\text{obj}} \sum_{c \in \text{classes}} (p_i(c) - \hat{p}_i(c))^2 \quad (3)
 \end{aligned}$$

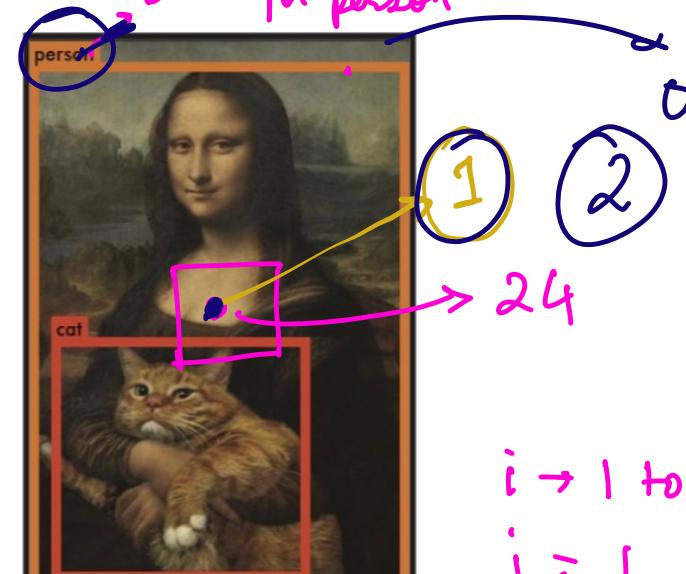
① no. of classes + (5 x 2) num outputs
 num boxes.



if the dimensions are correct.

$7 \times 7 \times 30$

grid dimensions.



$i \rightarrow 1 \text{ to } 49.$

$j = 1, 2$ (since we have 2 boxes per cell.)

1	2	3	...		0.7, 0.1
8	9	10	...		
15	16	17	...	7	

$$\textcircled{1} \quad \lambda_{\text{coord}} \sum_{i=0}^{S^2} \sum_{j=0}^B \mathbb{1}_{ij}^{\text{obj}} \left[(x_i - \hat{x}_i)^2 + (y_i - \hat{y}_i)^2 \right] \quad \begin{array}{l} \text{box center } x \\ \text{box center } \hat{x} \end{array} \quad \left. \begin{array}{l} \text{check if center} \\ \text{is correct} \end{array} \right\}$$

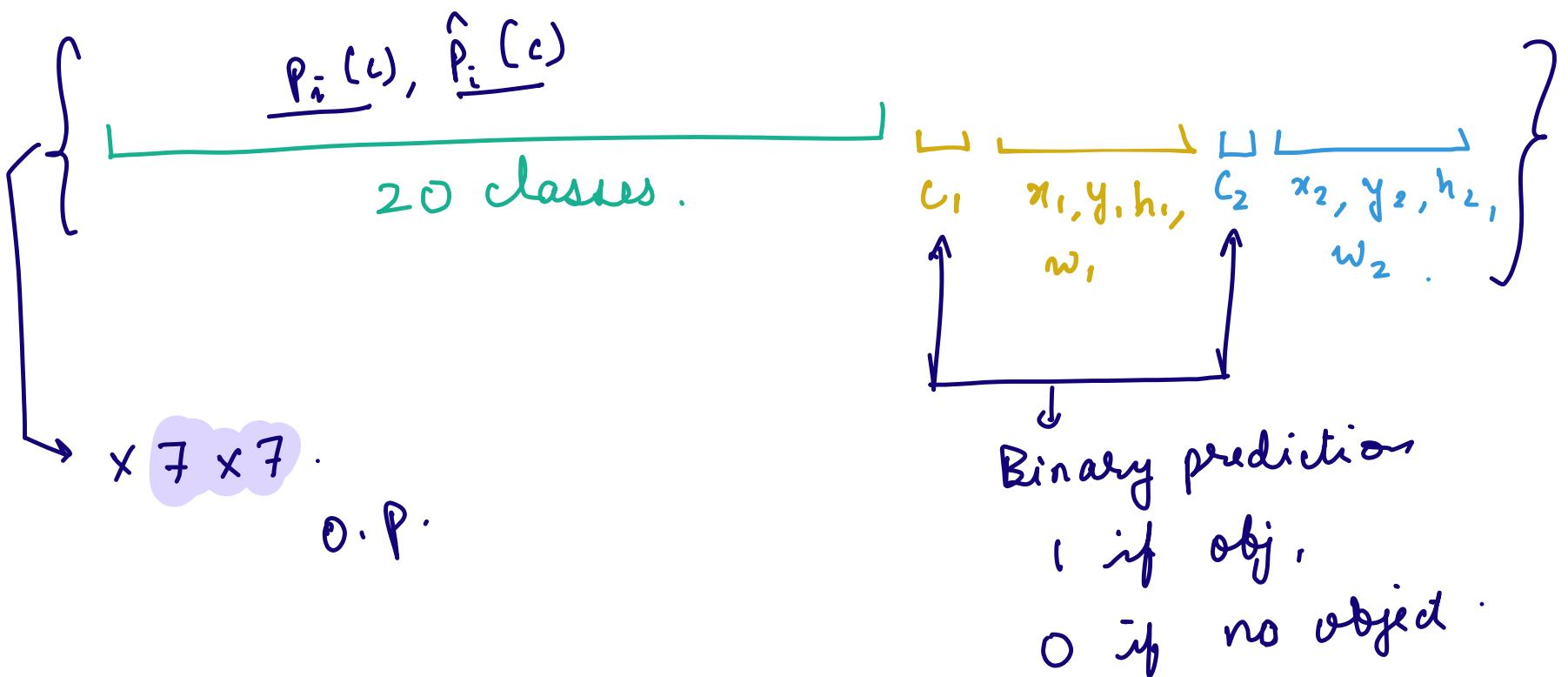
$$\textcircled{2} \quad + \lambda_{\text{coord}} \sum_{i=0}^{S^2} \sum_{j=0}^B \mathbb{1}_{ij}^{\text{obj}} \left[(\sqrt{w_i} - \sqrt{\hat{w}_i})^2 + (\sqrt{h_i} - \sqrt{\hat{h}_i})^2 \right] \quad \left. \begin{array}{l} \text{check} \\ \text{dimensions.} \end{array} \right\}$$

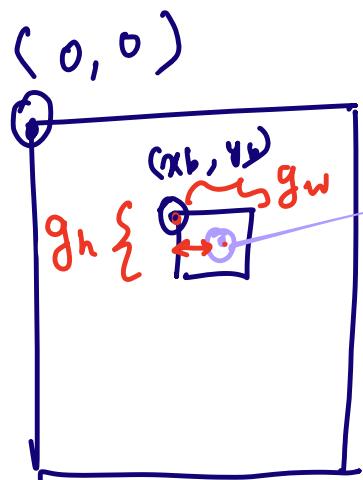
$$\left. \begin{array}{l} \text{confidence} \\ \text{of prediction} \end{array} \right\} \quad \textcircled{3} \quad + \sum_{i=0}^{S^2} \sum_{j=0}^B \mathbb{1}_{ij}^{\text{obj}} (C_i - \hat{C}_i)^2 \quad \rightarrow \text{check confidence.}$$

$$\textcircled{4} \quad + \lambda_{\text{noobj}} \sum_{i=0}^{S^2} \sum_{j=0}^B \mathbb{1}_{ij}^{\text{noobj}} (C_i - \hat{C}_i)^2 \quad \left. \begin{array}{l} \text{negative class} \\ \text{weight} \\ \text{where objects not present, reduce} \\ \text{confidence} \end{array} \right\}$$

$$0.5 \quad + \sum_{i=0}^{S^2} \mathbb{1}_i^{\text{obj}} \sum_{c \in \text{classes}} (p_i(c) - \hat{p}_i(c))^2 \quad (3)$$

$\textcircled{5}$ controls prediction accuracy
of the object.





$$(x_p, y_p) \rightarrow (x'_p, y'_p)$$

$$x'_p = \frac{(x_p - x_b)}{g_w}$$

$$y'_p = \frac{(y_p - y_b)}{g_h}$$