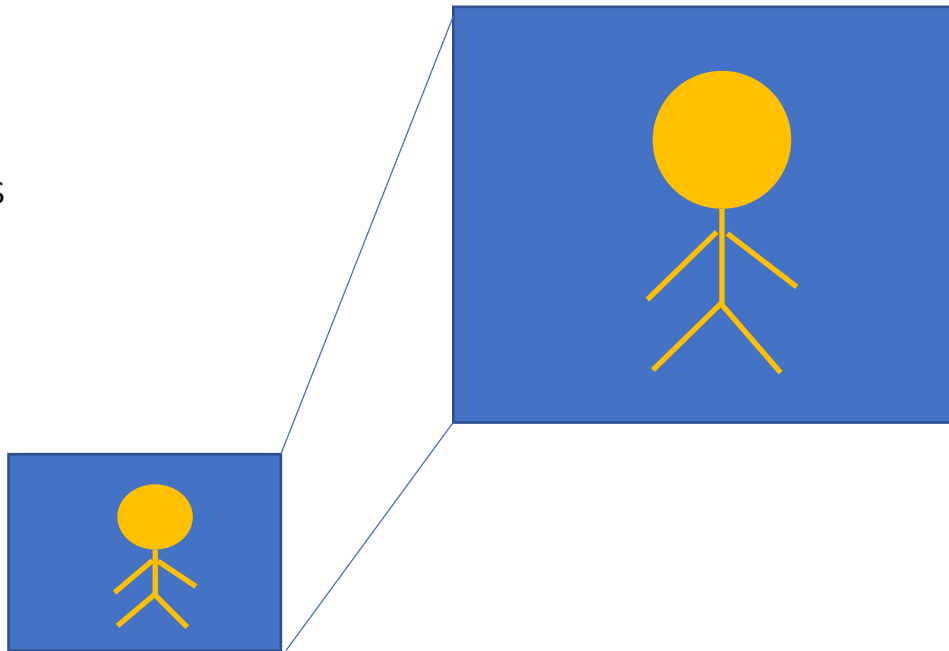


Upsampling

Upsampling

Why is it needed?

- Contraction path (encoding) consists of convolutional and pooling layers
 - resolution gets smaller and smaller
 - good knowledge of what area represents
- final image shall have same dimensions as input image
 - upsampling required to fit the location (WHERE) to the classes (WHAT)

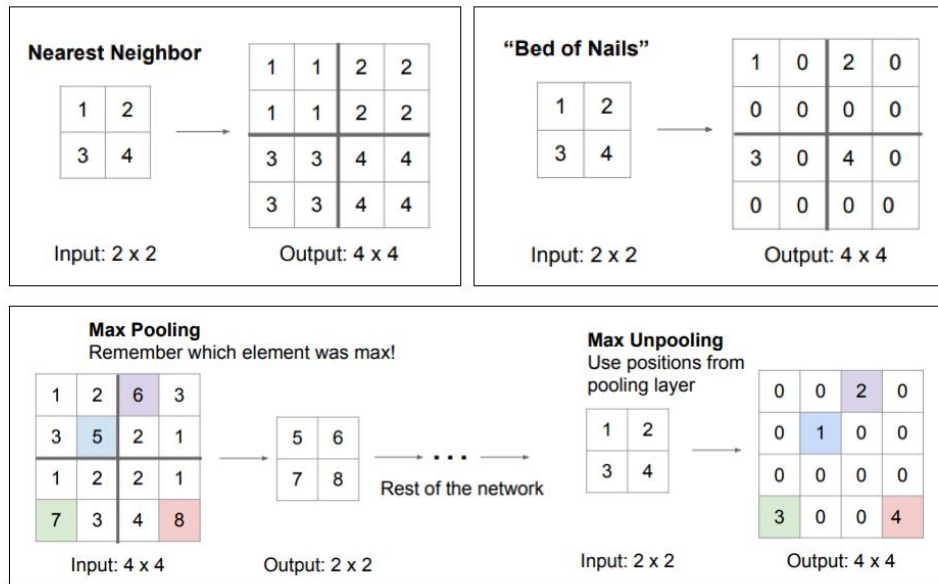


Upsampling

Methods

Upsampling techniques:

- nearest neighbor
- bi-linear interpolation
- max pooling
- max unpooling
- transpose convolutions



Source: <https://towardsdatascience.com/transposed-convolution-demystified-84ca81b4baba#:~:text=Transposed%20convolution%20is%20also%20known,upsample%20the%20input%20feature%20map.>

Upsampling

Convolution

0	1	0	1	1
0	0	1	1	0
1	1	0	1	0
0	1	0	0	1
0	0	1	1	0

Input Image Matrix

x

0	1	0
1	-4	1
0	1	0

Convolutional Filter
(Edge Detector)

=

3	-3	-1
-2	3	-3
-3	2	3

Feature Map

Upsampling

Transposed Convolution

- Convolutional step
 - keeps positional information
 - many-to-one relationship
- Transposed Convolutional step
 - one-to-many relationship

3	-3	-1
-2	3	-3
-3	2	3

Feature Map

x

0	1	0
1	-4	1
0	1	0

Convolutional Filter
(Edge Detector)

=

0	1	0	1	1
0	0	1	1	0
1	1	0	1	0
0	1	0	0	1
0	0	1	1	0

Input Image Matrix



Upsampling

Transposed Convolution Example

0	1
2	3

x

0	1
2	3

=

Input Feature Map
2x2

Kernel
2x2

Output Feature Map
3x3

Upsampling

Transposed Convolution Example

0	1
2	3

x

0	1
2	3

=

0	0	
0	0	

Input Feature Map
2x2

Kernel
2x2

Output Feature Map
3x3

Upsampling

Transposed Convolution Example

0	1
2	3

x

0	1
2	3

=

	0	1
	2	3

Input Feature Map
2x2

Kernel
2x2

Output Feature Map
3x3

Upsampling

Transposed Convolution Example

0	1
2	3

 \times

0	1
2	3

 $=$

0	0	
0	0	

 $+$

	0	1
	2	3

 $+$

0	2	
4	6	

 $+$

	0	3
	6	9

$=$

0	0	1
0	4	6
4	12	9

Input Feature Map
2x2

Kernel
2x2

Output Feature Map
3x3

Upsampling

Transposed Convolution Issues

- checkerboard artifacts, especially in images with strong colors



Source: <https://distill.pub/2016/deconv-checkerboard/>