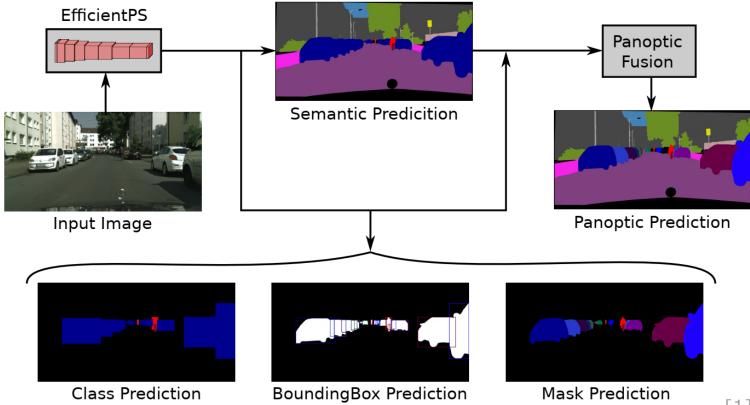
### **Crop-Aware Panoptic Segmentation**

Mehdi Naouar, Ben Bausch, Yannick Vogt



### **Panoptic Segmentation**



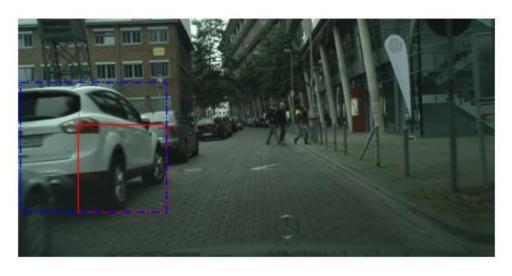
### **Bounding Box Prediction**

- Region Proposal Network proposes anchor boxes
- Fully Connect Layer regresses transformations applied to the anchor to fit the ground truth Bounding Box
- Smooth-L1 Loss

$$L_{\text{BB}}(\Delta_{\text{P}}; \Delta_{\text{G}}) = \|\ell_{\beta}(\boldsymbol{\delta}_{\text{P}} - \boldsymbol{\delta}_{\text{G}}) + \ell_{\beta}(\log \boldsymbol{\omega}_{\text{P}} - \log \boldsymbol{\omega}_{\text{G}})\|_{1}$$

$$\ell_{\beta}(z) = \begin{cases} \frac{1}{2\beta}z^{2} & |z| \leq \beta \\ |z| - \frac{\beta}{2} & \text{otherwise,} \end{cases}$$

### **Bounding Box Example**



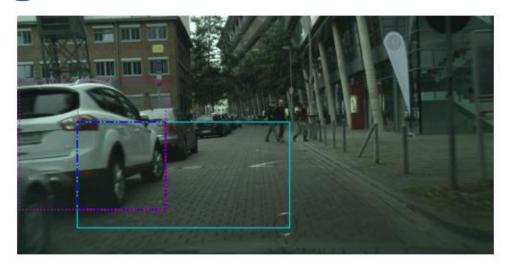
Ground Truth, Anchor Box

#### **Motivation**

- Full-size images consume too much memory
- Downsampled images can't represent fine structures
- Idea: Train on crops

### **Crop Based Training**

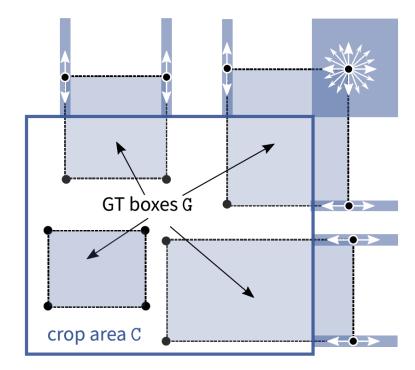
- Allows training of larger networks or higher batch size
- Fine structures can be preserved
- Large objects might be truncated



Cropped Ground Truth, Original Ground Truth, Crop Area

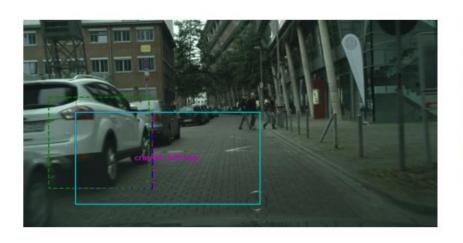
## **Crop-Aware Bounding Boxes (CABB)**

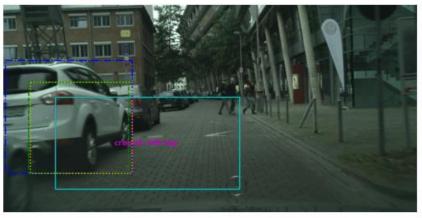
- Network is allowed to "hallucinate"
- Can improve performance on objects which were cropped in training



[2]

#### **Visualization of CABB**





**Error without CABB** 

Error with CABB

Ground Truth, Prediction, Crop Area, Anchor Box, CABB Target

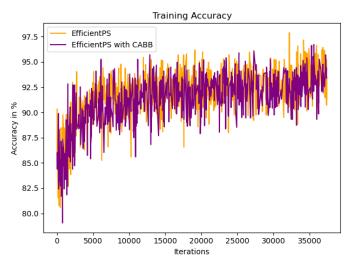
#### **Dataset**

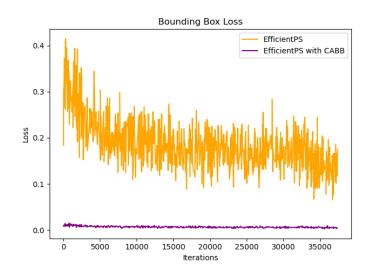
- Cityscapes Dataset
  - 2975 training samples
  - 500 validation samples
  - 1525 test samples without ground truth
  - 2048 x 1024 pixels

## **Training Setting**

- 1024 x 512 image size, 512 x 256 crop size
- 100 epochs of training with 2975 training images
- 8 image per batch on a single GPU
- ~37.200 iterations

## **Training Results**





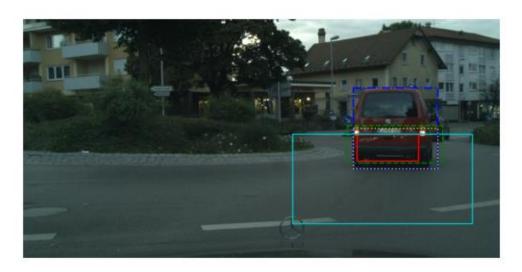
39.5h with CABB vs 20.75h without CABB

#### **Validation Results**

Validate models at epoch 100 on 500 full-sized images

Without CABB	PQ	sq	RQ	N
All	47.6	75.5	60.9	19
Things	42.0	75.1	55.8	8
Stuff	51.7	75.8	64.5	11
CABB	PQ	SQ	RQ	N
All	35.0	71.5	46.2	19
Things	32.0	72.2	44.2	8
Stuff	37.1	71.0	47.7	11

### **CABB** prediction after Training



Ground Truth, Prediction, Crop Area, Anchor Box, CABB Target

## **Panoptic Segementation**



**EfficientPS** 

EfficientPS with CABB

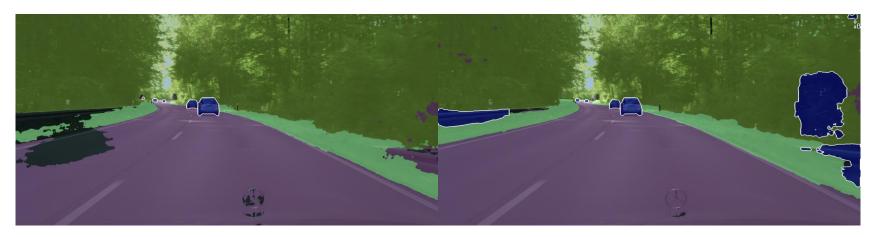
#### Conclusion

- Massive decrease in performance
- Potential issues:
  - Mistakes in implementation
  - Loss too low in comparison to other losses
  - Network crops objects based on Bounding Boxes

#### References

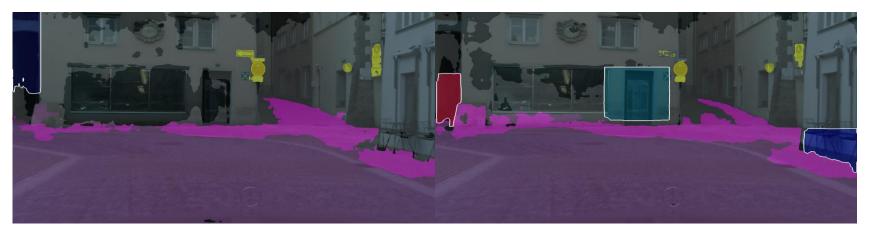
- [1] Rohit Mohan, Abhinav Valada. EfficientPS: Efficient Panoptic Segmentation. arXiv:2004.02307v3, 2021
- [2] Lorenzo Porzi, Samuel Rota Bulò, Peter Kontschieder. Improving Panoptic
   Segmentation at All Scales. arXiv:2012.07717v2, 2021

# Thank you for your attention!



**EfficientPS** 

EfficientPS with CABB



**EfficientPS** 

EfficientPS with CABB