

AGENIDA

- Problema
- Desafios
- Soluções iniciais
- Imagens sintéticas
- Resultados finais

PROBLEMA

- Terrenos irregulares
- Poucos rótulos



DESAFIOS

Rótulos



SOLUÇÕES INICIAIS

• Pipeline de processamento



SOLUÇÕES INICIAIS

Primeiros resultados



Predicted

Ground Truth

RESUNET ARCHITECTURE



Input

DoubleConv

3×3 Conv + ReLU + 3×3 Conv + ReLU

Down

MaxPool 2×2 + DoubleConv

Down

MaxPool 2×2

DoubleConv

Down

MaxPool 2×2 + DoubleConv

Down

MaxPool 2×2 + DoubleConv

DoubleConv

3×3 Conv + ReLU + 3×3 Conv + ReLU

Up

Upsample +
Concat +
DoubleConv



Up

Upsample + Concat + DoubleConv

Up Cor Doub Upsample +

Concat +

DoubleConv

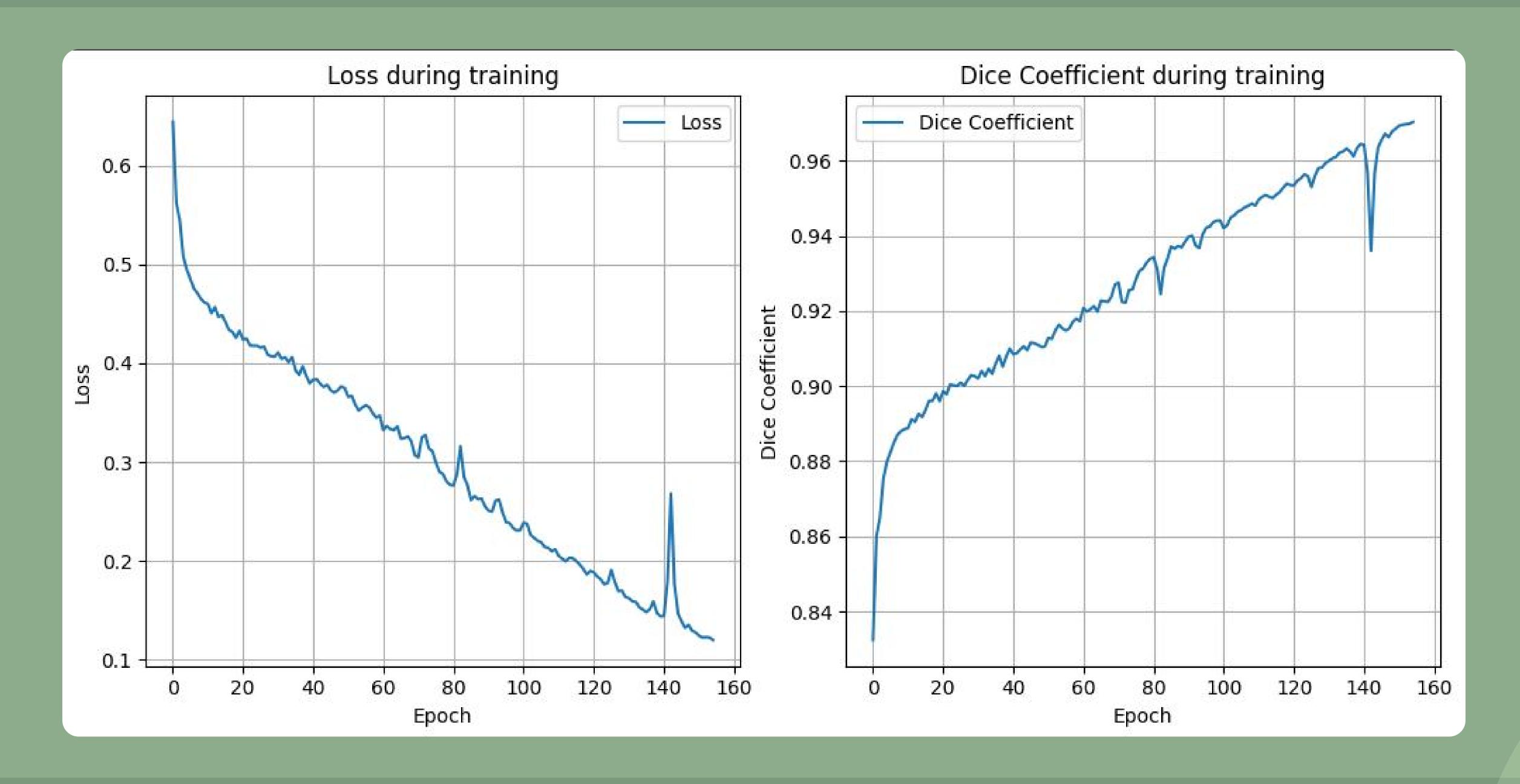
Up

Upsample +

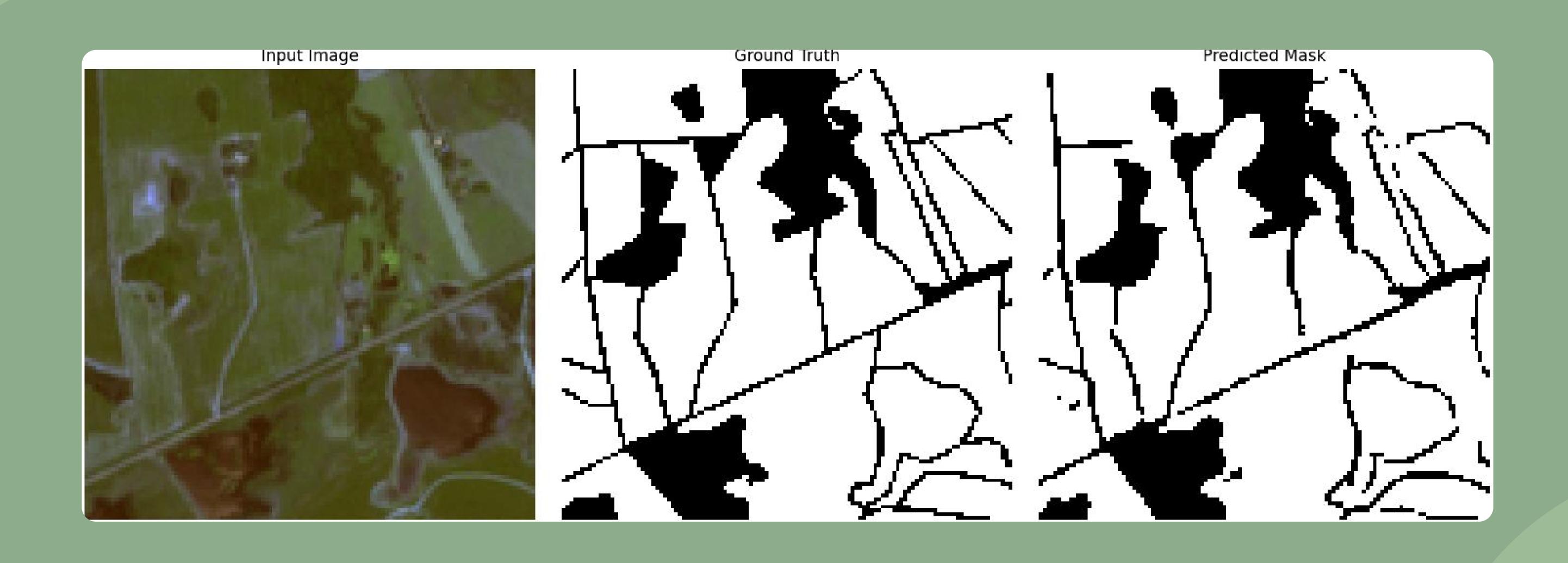
Concat +

DoubleConv

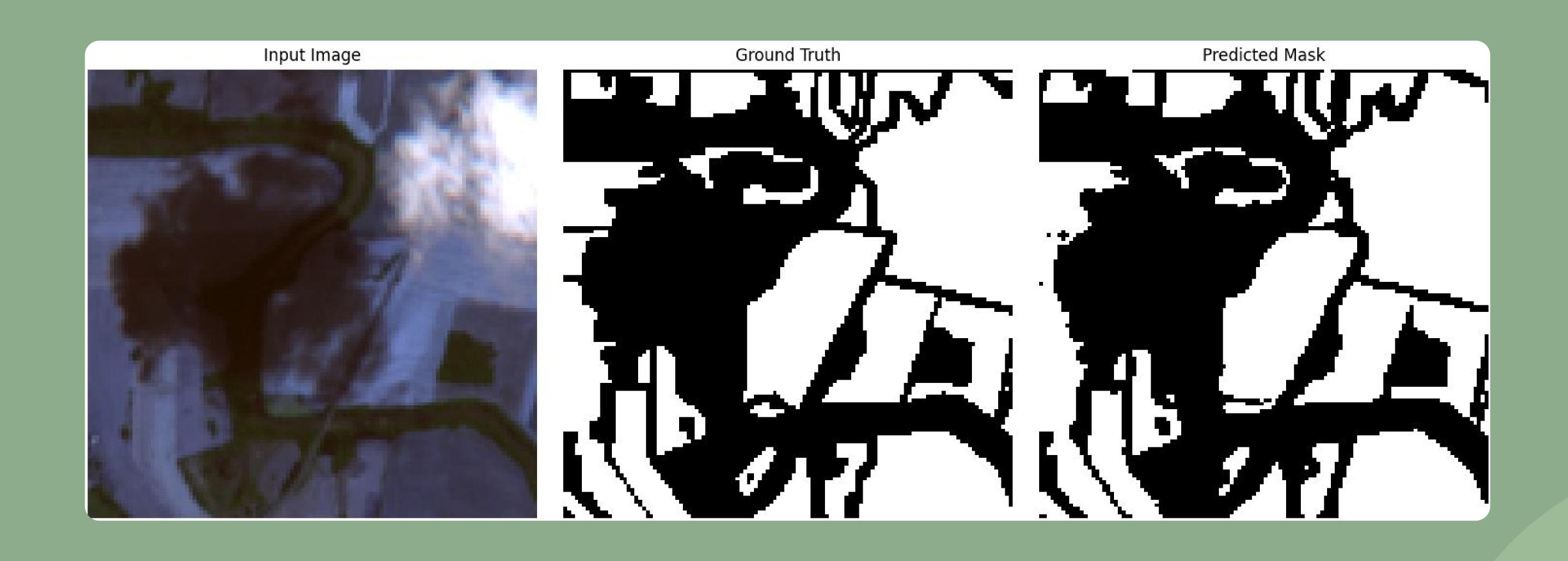
METRICAS



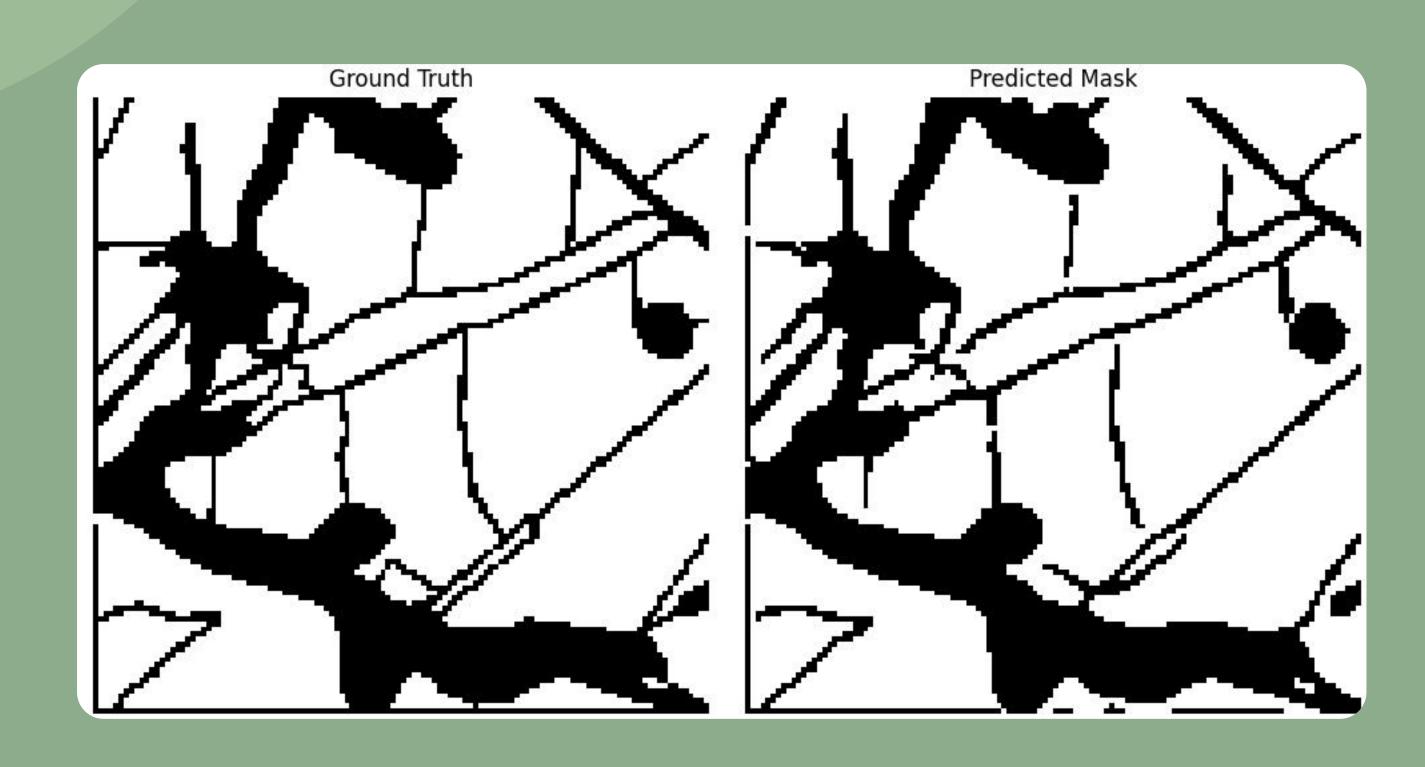
RESULTADOS



RESULTADOS



COM E SEM IMAGENS SINTÉTICAS



• Dice Coefficient: 0.9703

• Dice Coefficient: 0.8855

Ground Truth

Predicted

