A survey on deep learning techniques in image and video semantic segmentation

(paper analysis)

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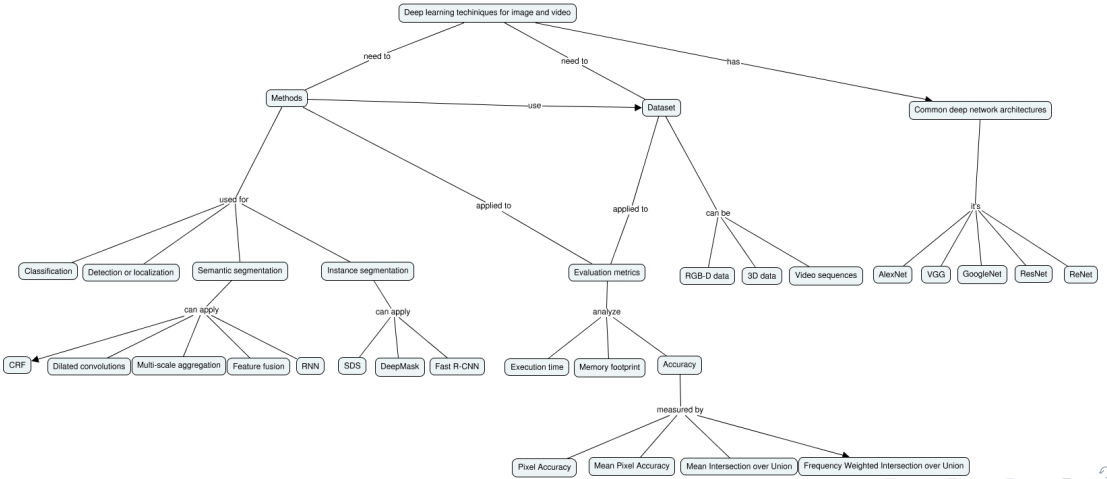
Concept Map


Deep learning techiniques for image and video
need to
need to
has
Methods
use
Dataset
Common deep network architectures
used for
applied to
applied to
can be
it's
Classification
Detection or localization
Semantic segmentation
Instance segmentation
Evaluation metrics
RGB-D data
3D data
Video sequences
AlexNet
VGG
GoogleNet
ResNet
ReNet
can apply
can apply
analyze
CRF
Dilated convolutions
Multi-scale aggregation
Feature fusion
RNN
SDS
DeepMask
Fast R-CNN
Execution time
Memory footprint
Accuracy
measured by
Pixel Accuracy
Mean Pixel Accuracy
Mean Intersection over Union
Frequency Weighted Intersection over Union

CNN- How it works?

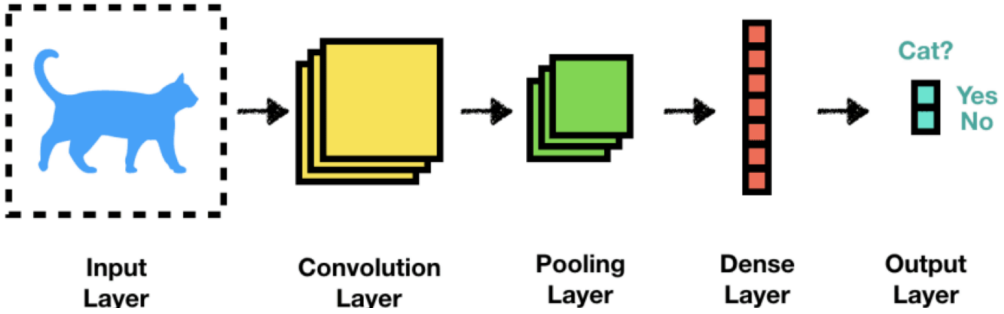


Figure: Convolutional Neural Network [Sha19]

Common deep networks architecture

COMPARATIVE FOR COMMON DEEP NETWORK ARCHITECTURES			
Network	**Year champion ILSVRC***	**Number of Layers**	**Accuracy**
AlexNet	2012	3	84.6%
VGG	2013	16	92.7%
GoogleNet	2014	22	93.3%
ResNet	2016	152	96.4%

Table: Deep network architectures. [GGOEO$^+$18]

*ILSVRC (ImageNet Large Scale Visual Recognition Challenge)

Methods to image analysis

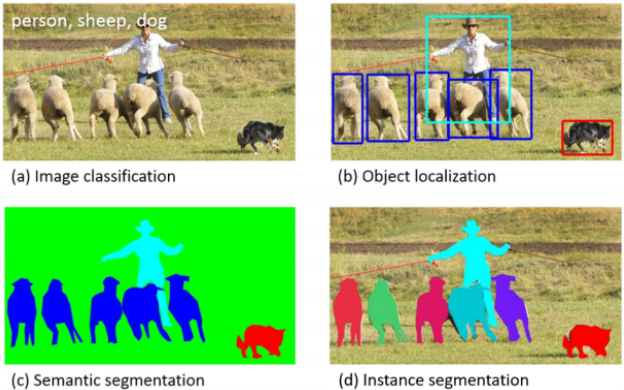


Figure: Methods to image analysis. [LMB+14]

Evaluation Metrics

Execution time

Memory footprint

Accuracy

IoU calculation

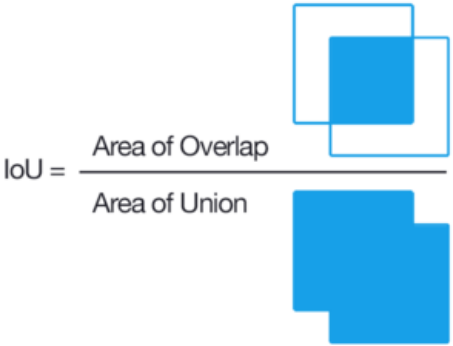


Figure: IoU calculation visualized. [Tiu19]

Accuracy

Figure: Accuracy evaluation. [Ros16]

Accuracy results

ACCURACY RESULTS (METHODS AND DATASETS) (%)									
Method / Dataset	**PASCAL VOC-2012**	**Pascal- Person-Part**	**CamVid**	**CityScapes**	**Stanford Background**	**SiftFlow**	**SUN3D**	**ShapeNet Part**	**Youtube-Objects**
PSPNet	85,4								
DeepLab		64,94							
DAG-RNN			91,60						
rCNN					80,20				
LSTM-CF							58,50		
PointNet								83,70	
PointNet++								85,10	
DGCNN								85,10	
Clockwork Convent									68,50
SegmPred				59,40					

Table: Accuracy results for the most relevant methods and dataset. [GGOEO+18]

Wich cases doesn't apply deep learning?

For **high perfomance**, deep networks require **extremely large** datasets.

It's **expensive** to get data, computer power and hiring researchers.

Deep networks **aren't easily interpreted** as classical Machine Learning algorithms.

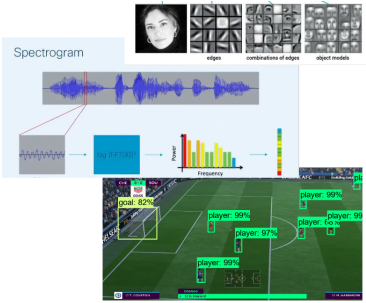
Advantages to use Deep learning against to Classical methods

Better performance (accuracy results)

More data works to DP **but not** with CML

DP **no need** for feature engineering

It's **adaptable** to differents domains and applications



Advantages to use Classical methods against to Deep learning

Woks better with **small dataset**

Low computional and financial cost

The algorithms it's **easier** to understand and interpret

Conclusion

References I

- Alberto Garcia-Garcia, Sergio Orts-Escolano, Sergiu Oprea, Victor Villena-Martinez, Pablo Martinez-Gonzalez, and Jose Garcia-Rodriguez, *A survey on deep learning techniques for image and video semantic segmentation*, Applied Soft Computing **70** (2018), 41–65.
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- Shashikant, *Convolutional neural network: A step by step guide*, 2019.
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