# Multi Modal Segmentation

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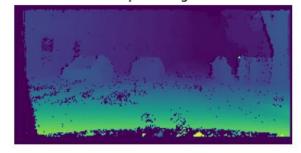
#### **Problem Statement**

- Multi-modal data involves information from various sensors or data sources (e.g., RGB images, depth maps, thermal images, LiDAR).
- For autonomous vehicles, these data sources offer different perspectives of the environment.
- Issue: Struggles in detecting obstacles accurately when multi-modal data is inconsistent.
- Multi-modal fusion networks like FuseNet outperform single-modal networks but struggle when one modality (e.g., depth) is missing or degraded.
- Degradation often occurs due to environmental factors like shadows, glares, or limited depth sensing range, leading to poor segmentation performance.

**RGB** Image

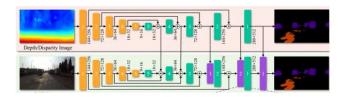


Depth Image



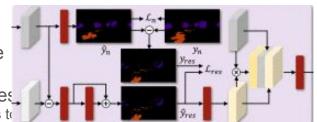
## **Proposed Solution**

- To address the issue, create a network with two connected streams:
  - First stream: encoder-decoder for analyzing depth image.
  - Second stream: encoder-decoder for handling RGB image, with Residual-Guided Fusion (RGF) modules in the decoder.
- Combine the depth stream's decoder output with the RGF modules in the RGB stream.
- The RGB stream will provide the segmentation mask by effectively using both depth and RGB images.
- Purpose of RGF module: Quantify missing features between RGB features and ground truth, addressing performance degradation due to inconsistencies between data types.
- In contrast to Iconseg's 5-stage encoder-decoder, our model uses a more compact 3-stage encoder and 3-stage decoder.
- Unlike Iconseg, which fuses outputs from the last three decoder stages, our model fuses only the output from the final decoder stage into the RGF module.



#### The RGF Module

- The RGF module takes two inputs: RGB feature maps(dark grey) and depth feature maps(light grey).
- RGB feature maps produce an RGB predicted mask y\_hat using a convolutional layer.
- A residual mask y\_res is generated through element-wise subtraction between y\_hat and the ground truth y, representing the missing features of the RGB feature map.
- Next, complementary features are extracted for the missing features.
  - Element-wise subtraction is performed between RGB and depth feature maps to compute their difference.
  - The difference is adjusted to the number of classes using a 1×1 convolution.
  - A residual unit with a 3×3 convolution generates the predicted residual mask y\_hat\_res, guided by y\_res.
  - The adjusted result is fused with the RGB feature maps via element-wise multiplication.
  - The adjusted result, fusion result, and RGB feature maps are concatenated along the channel dimension.



## **Encoder Decoder Structure**

- Encoder
  - 2 Convolution layers 3x3 filters
  - Max Pooling 2x2
- Decoder
  - Upsampling layer
  - Concat with skip connection
  - 2 convolution layers 3x3 filters

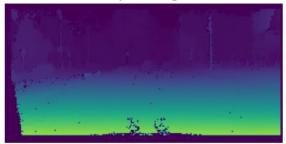
#### Dataset

- The dataset used is a preprocessed version of the CityScapes dataset, sourced from the work "End-to-end Multi-task Learning with Attention."
- It includes three types of images:
  - o RGB image: standard color image.
  - Depth image: encodes depth information for each pixel.
  - Label image: serves as the segmentation mask.
- The dataset contains 20 classes for semantic segmentation, with each image having a resolution of 128x256 pixels.
- The dataset is divided into three subsets:
  - Training set: 2,380 images.
  - Validation set: 500 images.
  - o Test set: 595 images.
- The dataset has a significant class imbalance, with some classes being much rarer than others.

RGB Image



Depth Image



Segmentation Label

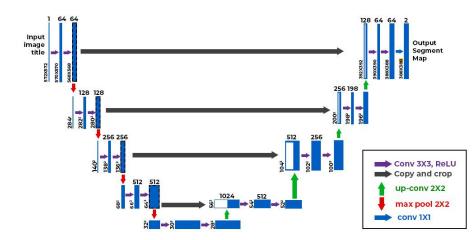


# **Imbalance**

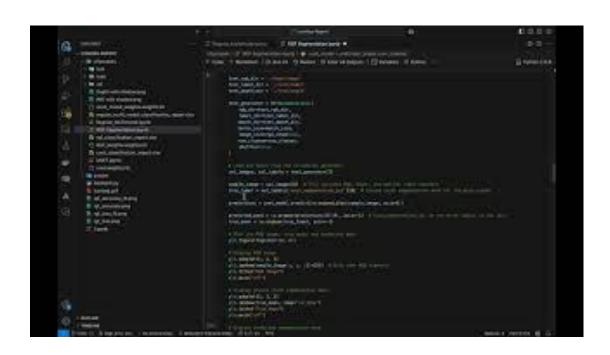
Class Number(original)	Class Number(after offset)	Dataset occurrence(%)			
-1	0	12.24624249			
0	1	32.44301035			
1	2	5.306801676			
2	3	20.04192705			
5	6	1.079105409			
7	8	0.4747958143			
8	9	13.95592954			
9	10	1.010260061			
10	11	3.545020608			
11	12	1.033653452			
12	13	0.1201418067			
13	14	6.146646708			
18	19	0.3574544442			
3	4	0.5598603577			
4	5	0.7466766614			
6	7	0.1800101144			
17	18	0.08927545628			
14	15	0.2416210014			
15	16	0.2122253931			
16	17	0.2093416102			

## Models

- We will analyze 3 different models
  - Regular UNET(as designed in the hw)
  - Multi Modal UNET with depth perception
  - Multi Modal UNET with RGF
- Parameters for each
  - Regular UNET: 7,760,724 params
  - Multi Modal UNET: 3,815,284 params
  - o Multi Modal UNET with RGF: 3,858,112 params



# **Our Model Running**



# Results

Multi-modal UNFT (mean IoU= 0, 0,228)

Multi-modal UNFT w RGF (mean IoU= 0.21)

0.838151

0.017439

0.958087

0.729658

0.759763

0.746961

0.032069

0.857851

0.729269

0.759763

0.673666

0.199059

0.776602

0.72888

0.759763

Regular UNFT(mean IoU= 0.2014)

0.77

0.92

0.79

0.74

0.72

0.86

0.68

0.74

accuracy

0.68

0.81

0.59

0.74

accuracy

	, a.a. 0.12. (		0.20,				maia medal erter writer (mediries eler)				
Class	precision	recall	f1-score	Class	precision	recall	f1-score	Class	precision	recall	f1-score
0	0.91	0.59	0.72	0	0.93	0.61	0.73	0	0.917884	0.611202	0.733788
1	0.82	0.95	0.88	1	0.87	0.95	0.91	1	0.816738	0.962296	0.883562
2	0.44	0.42	0.43	2	0.58	0.55	0.57	2	0.500884	0.400119	0.444867
3	0.7	0.77	0.73	3	0.68	0.9	0.78	3	0.730892	0.801098	0.764387
4	0	0	0	4	0	0	0	4	0	0	0
5	0	0	0	5	0.06	0	0	5	0	0	0

0.73

0.04

0.89

0.17

0.84

0.77

0.47

0.79

0.24

0.88

0.34

0.62

0.77

0.76

0.07

0.89

0.22

0.72

0.77

accuracy

## Results(cont.) IMG w/o shadow

RGB Image



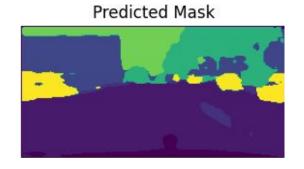
Regular UNET

Multi-modal UNET

Multi-modal UNET w RGF

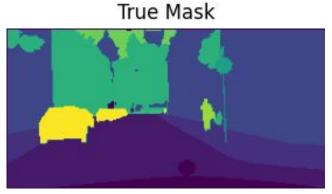


Predicted Mask



# Results(cont.) IMG w shadow

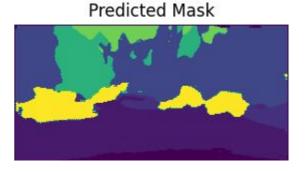
RGB Image



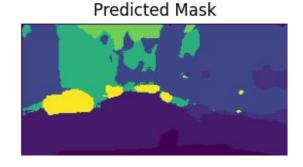
Regular UNET

Multi-modal UNET

Multi-modal UNET w RGF



Predicted Mask



### Conclusion

- RGF-Enhanced Network: Improves segmentation in shadowed regions compared to baseline UNet and standard multimodal models.
- Performance and Efficiency: Achieves higher accuracy in shadow detection without a substantial increase in model size.
- Further Improvements: Increasing network depth, adding more RGF modules, and training for more than 10 epochs could unlock additional potential.