

# Pixelweise Klassifikation von Straße

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# Daten



Worum es geht

●○○

Paper

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Lessons learned

○○

Sliding Window

○

Ausblick

○

End

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# Overlay



Worum es geht

○●○

Paper

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Lessons learned

○○

Sliding Window

○

Ausblick

○

End

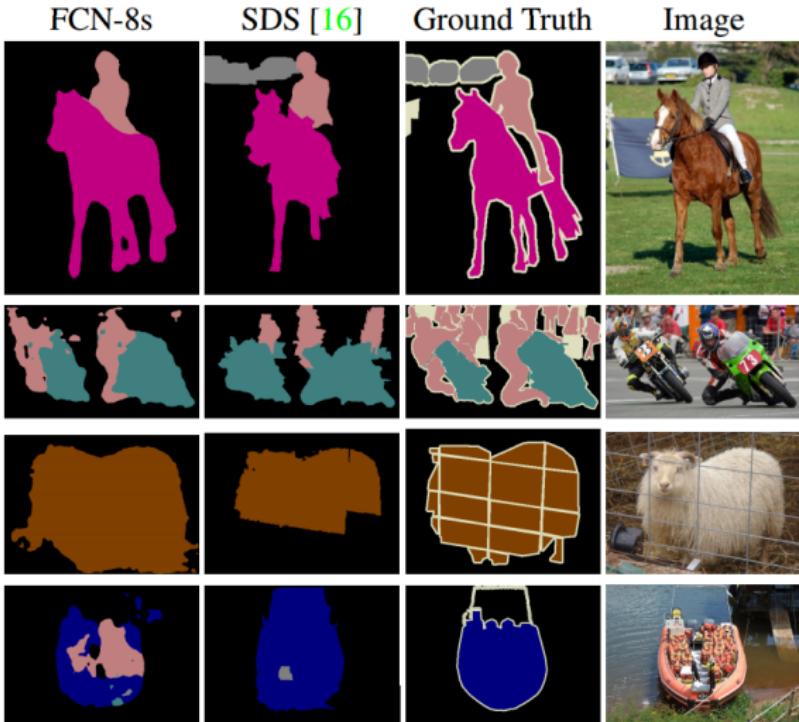
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# Frameworks

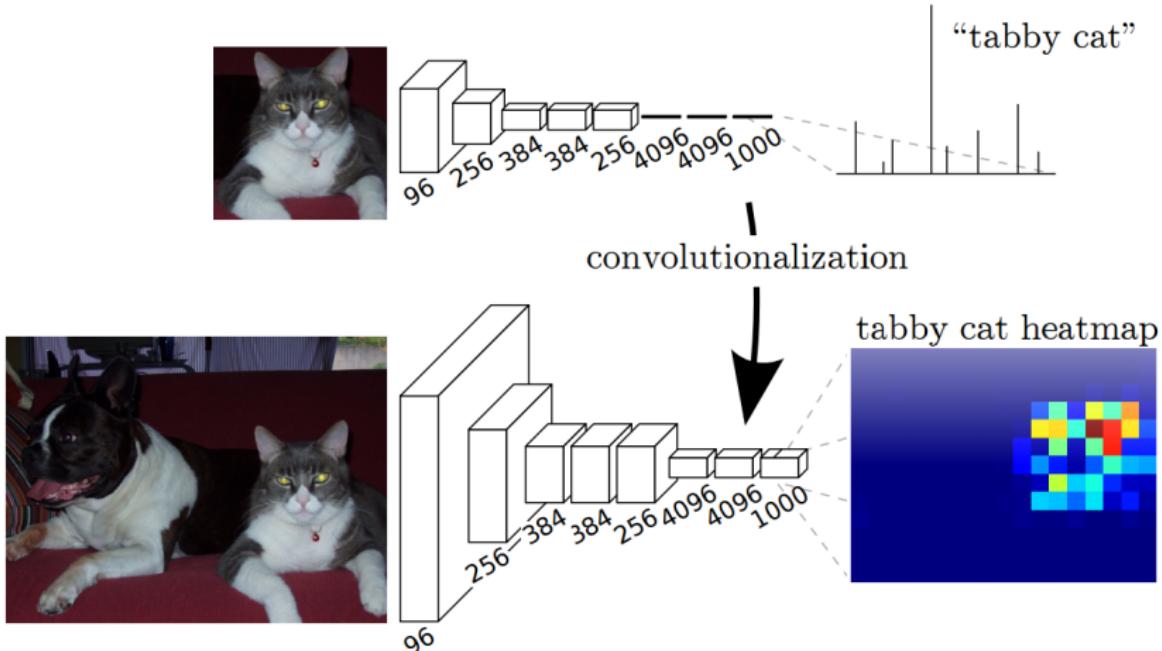
- Caffe - [caffe.berkeleyvision.org](http://caffe.berkeleyvision.org)
- nolearn - [github.com/dnouri/nolearn](https://github.com/dnouri/nolearn)
- Lasagne - [github.com/Lasagne/Lasagne](https://github.com/Lasagne/Lasagne)
- Theano - <https://github.com/Theano>
- nvidia CUDA

- Fully Convolutional Networks for Semantic Segmentation:  
Jonathan Long, Evan Shelhamer, Trevor Darrell
- pixelwise segmentation of multiple classes

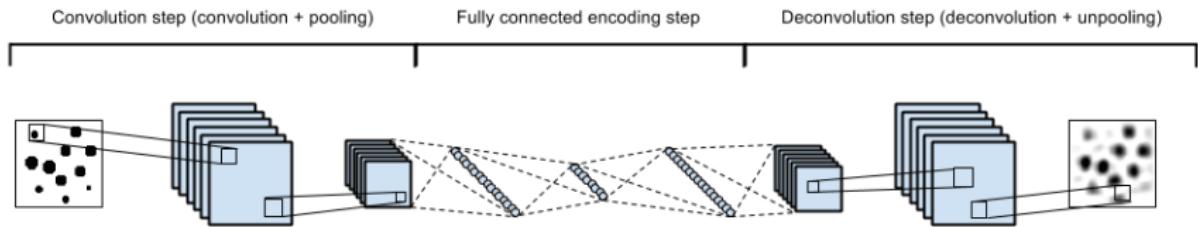
# Paper - Results



# Paper - Heatmap



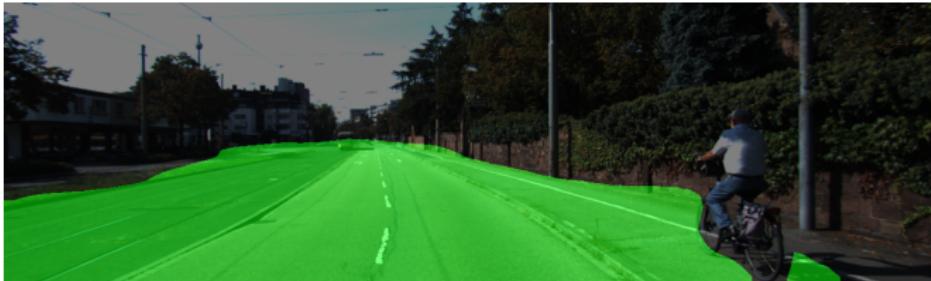
# Paper - Deconvolution



# Erste Ergebnisse

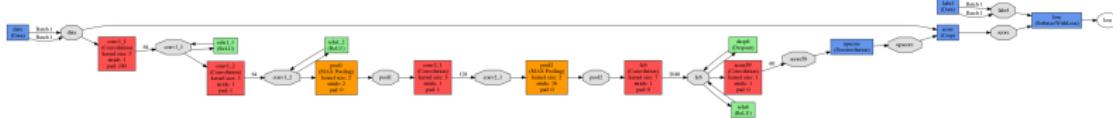


# Erste Ergebnisse

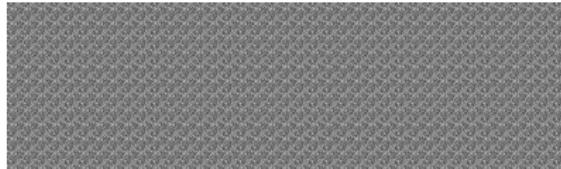
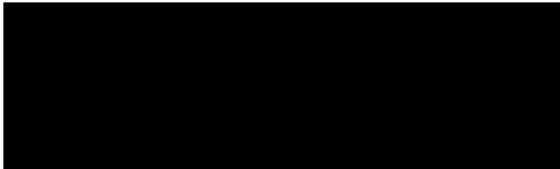


## Undokumentierter Caffe-Branch

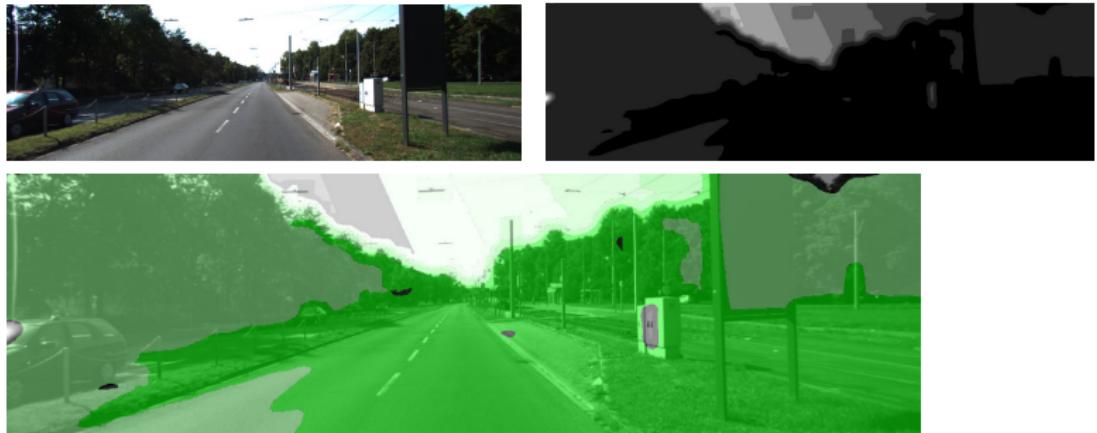
- Reduziere Netzgröße (von 11.5 GiB)



- trainiere mit Eigenen Daten



# Sliding Window



- Implementierung mit Lasagne, Windowsize 29 Pixel
  - Pixelkoordinate als zusätzliches Feature
- schlechte Ergebnisse, lange Laufzeit

- Sliding Window Ansatz nicht weiterverfolgen
- in Kontakt mit Jonathan Long, bzgl. Caffe Implementierung
- Fully Concolutional Networks mit Lasagne implementieren

Davon erhoffen wir uns:

→ *flexible Anpassung, schnellere Laufzeit und gute Resultate*

# Image Sources

- Paper - Results and Heatmap by Jonathan Long, Evan Shelhamer, Trevor Darrell
- Paper - Deconvolution by Mike Swarbrick Jones

# Thanks for Your Attention!

