




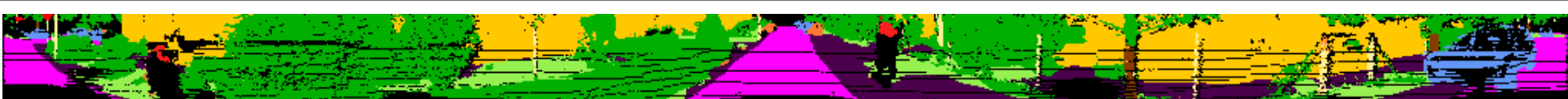



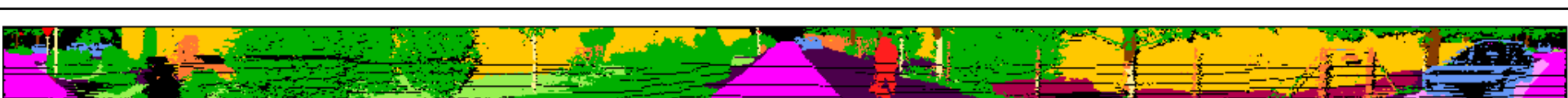









| Ground Truth | |
|--|--|
|  | |
| Pre-training configurations | mIoU |
| TransUnet, segmentation loss is Cross entropy | |
| Xavier-I |  |
| ImageNet-I |  |
| Xavier-I & Rec-Con-ST |  |
| ImageNet-I & Rec-ST |  |
| Xavier-I & Rec-ST |  |
| Remove the Transformer from TransUnet | |
| Xavier-I & Rec-ST |  |
| TransUnet, replacing ENC & DEC with those in SalsaNext | |
| Xavier-I |  |
| Xavier-I & Rec-ST |  |
| Xavier-I & Rec-ST & BN-R-I |  |
| Segmentation loss is Cross entropy + Lovasz-Softmax | |
| Xavier-I & Rec-ST & BN-R I |  |
| SalsaNext, using the authors' implementation | |
| Xavier-I |  |



road



sidewalk



parking



car



pole



vegetation


terrain


trunk


building


other-structure


other-object