

# Lecture Notes for **Neural Networks and Machine Learning**



## Fully Convolutional Learning I: Introduction to Semantic Segmentation



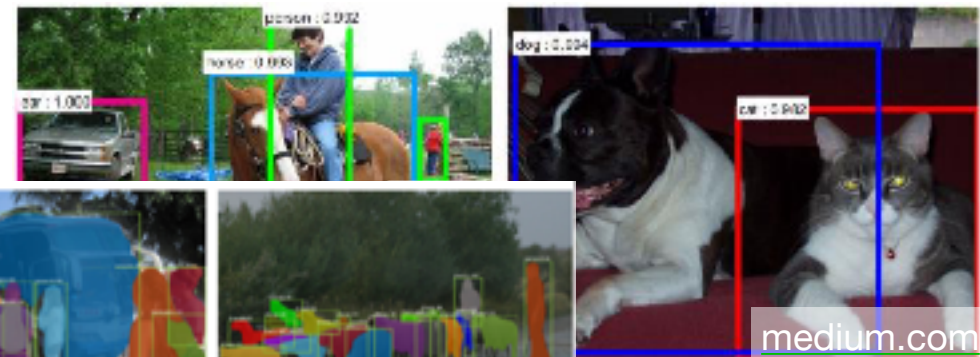
# Logistics and Agenda

- Logistics
  - Lab Grading Update
  - Office Hours
- Agenda
  - Segmentation
    - ◆ Intro to Semantic (this time)
    - ◆ Object (partially this time)
    - ◆ Instance (next time)



# Types of Fully Convolutional Problems

- Semantic Segmentation
- Object Detection
- Instance Segmentation



He et al., Mask r-cnn, 2018



# Introduction to Semantic Segmentation



Karandeep Singh @kdpsinghlab · 10h ...

Statistician: Do you ever use statistics?

ML researcher: Nope. Never.

Statistician: What about when reading a paper?

ML: Nope. Never.

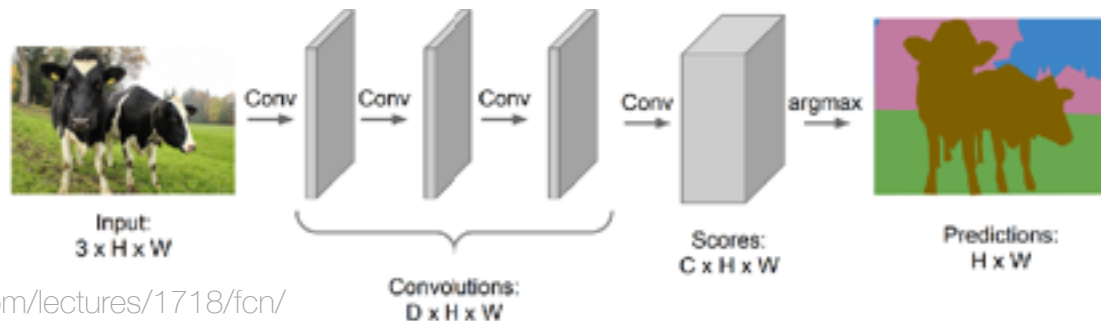
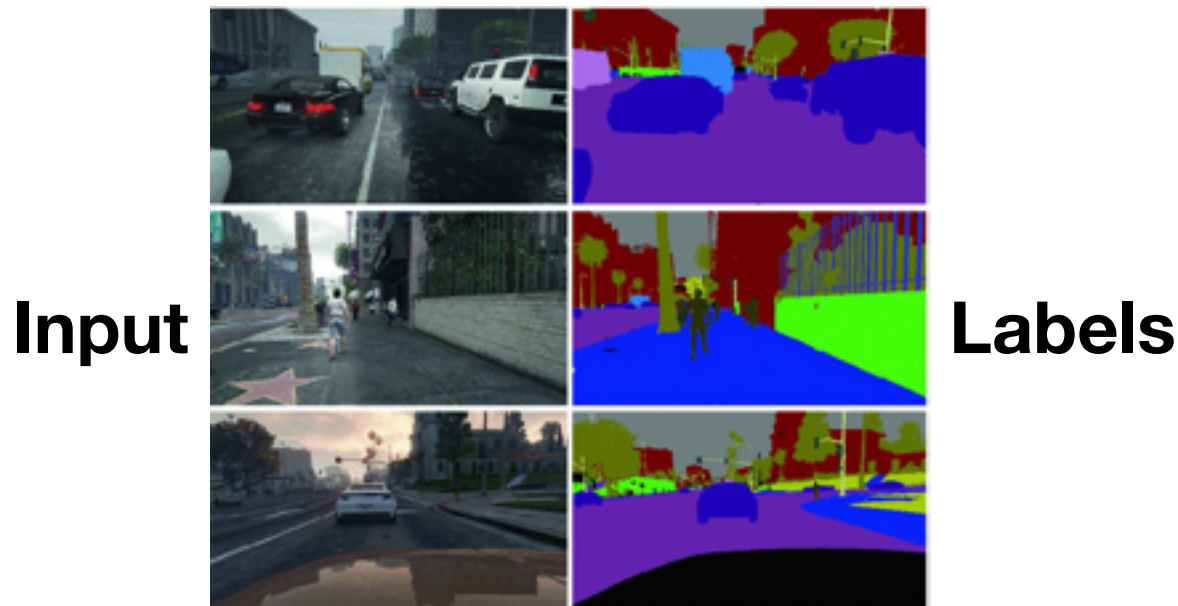
Statistician: Ok. So if you're reading an ML paper comparing lots of models, how do you know which one is the best?

ML: **Bold font.**



# Semantic Segmentation

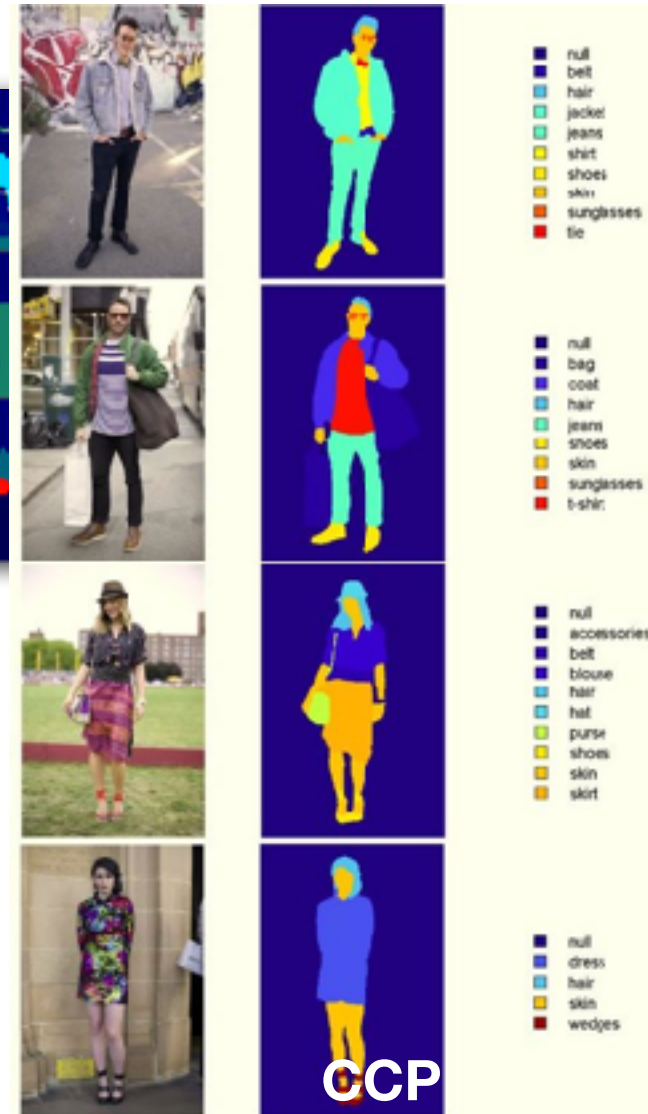
- Given a set of pixels, classify each pixel according to what instance it belongs



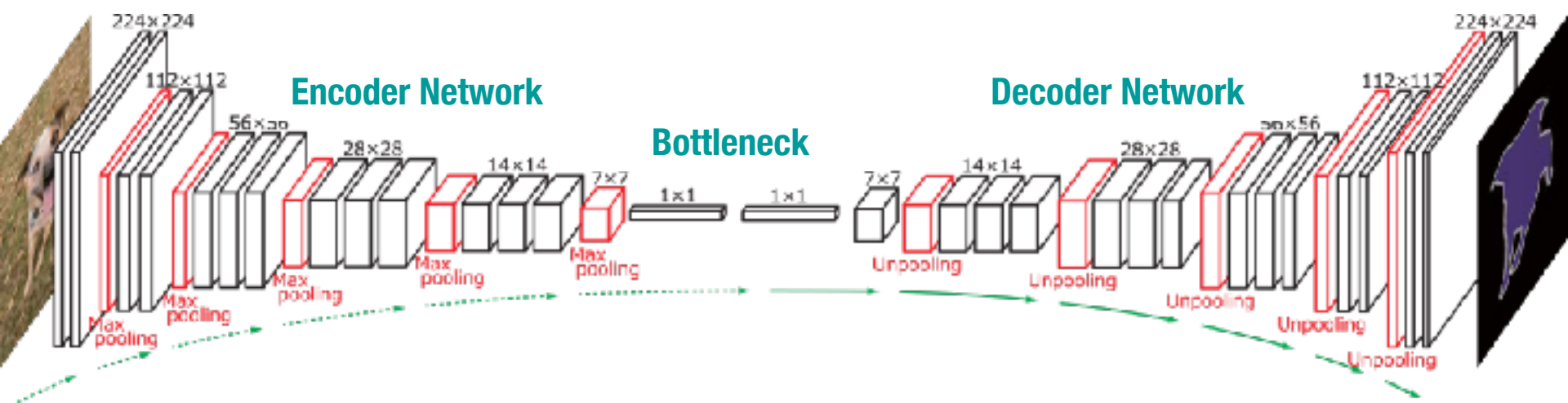


# Popular Semantic Segmentation Datasets

**COCO** <http://cocodataset.org/> Common Objects in Context



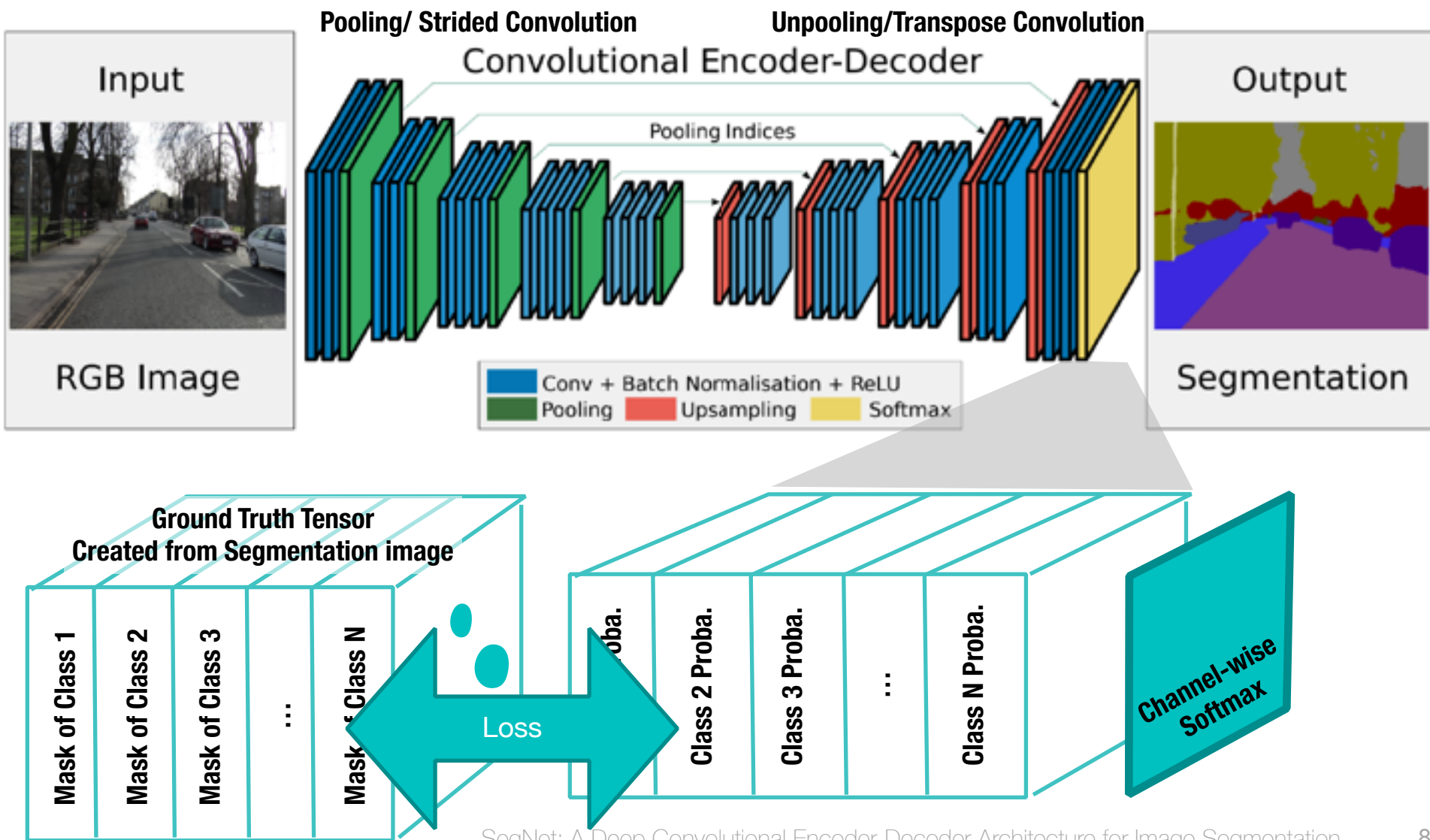
# Early Training Methods (Pre 2018)



- Init Encoder with traditional CNN (like VGG or DarkNet)
- Freeze encoder and train decoder with segmented image maps
- Unfreeze encoder and fine tune
  - Repeat tuning as needed



# Putting it all together



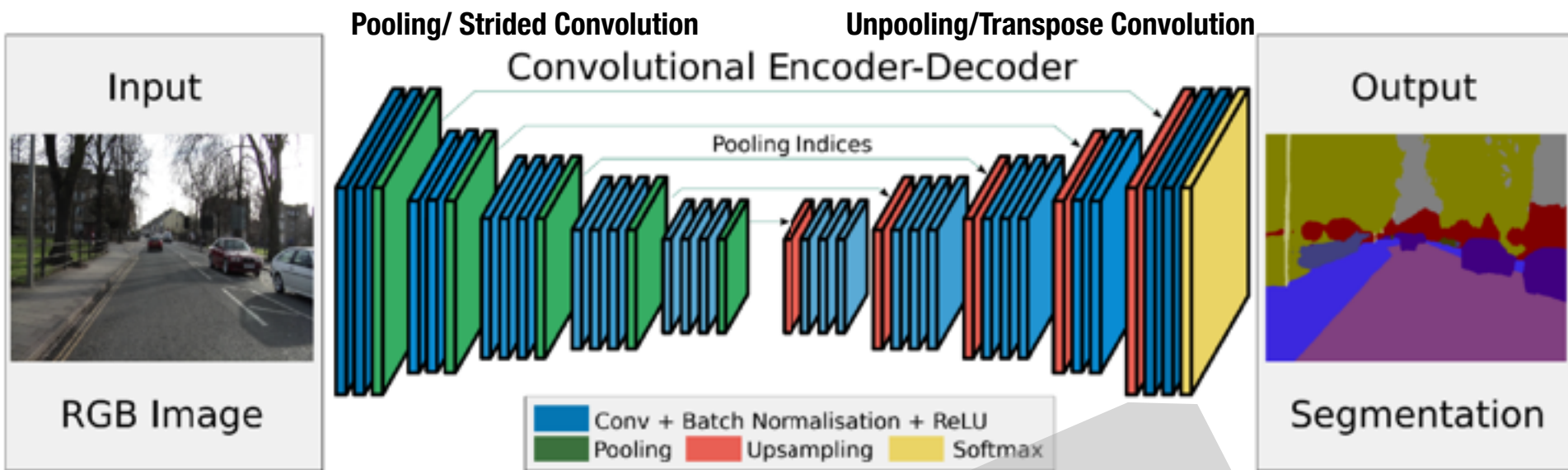
SegNet: A Deep Convolutional Encoder-Decoder Architecture for Image Segmentation

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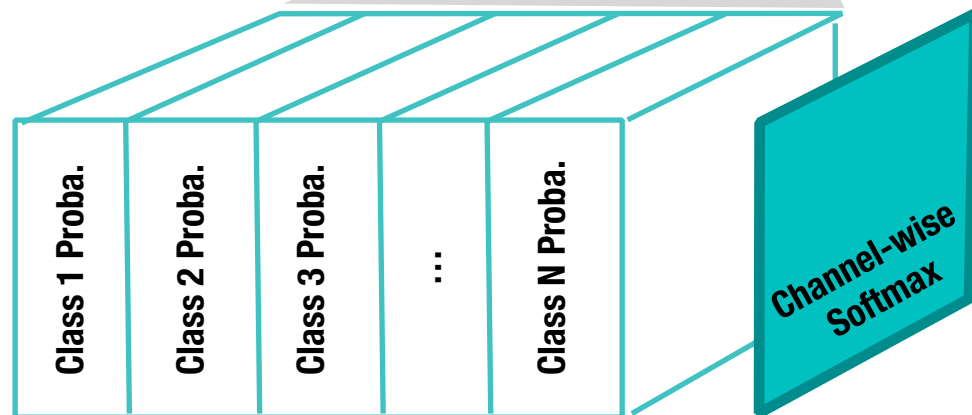


# Putting it all together

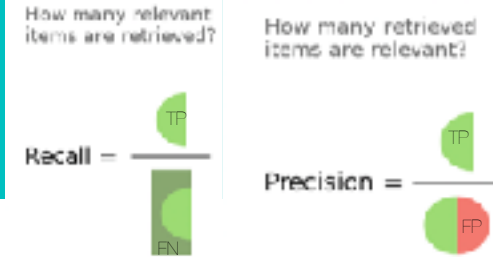
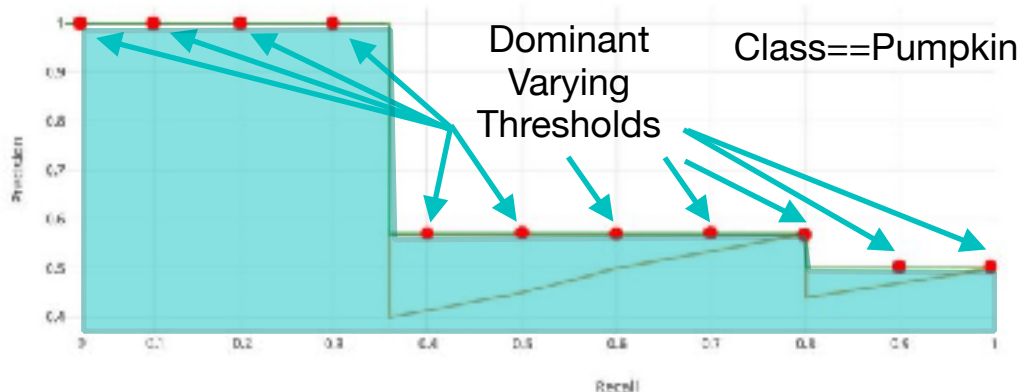
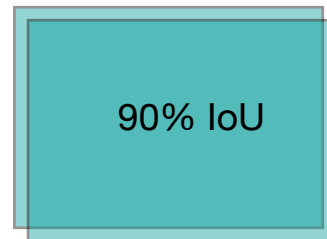
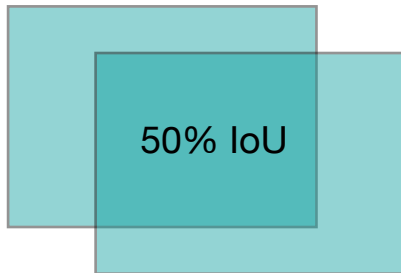


## Self Test:

Does it change the architecture if the Image input size changes?



# Measuring Performance



- $mAP(IoU=x\%)$ 
  - if  $IoU > X\%$ , check if correct
    - ◆ else not correct
  - Usually ~50%, 75%, 90%
  - Define precision for each class, take average
- $mAP(\%)$ , *sometimes just AP*
  - Formulate precision/recall curve for a class at varying levels of confidence (for given IoU)
  - Calculate dominating points
  - Take area under precision recall curve (AUPRC)
  - Take average AUPRC over all classes (macro or micro, usually macro)



# COCO Evaluation



Rank	Model	box AP	FPS (V100, b=1)	FPS	Extra Training Data	Paper	Code	Result	Year	Tags
1	<b>YOLOv6-L6</b> (1280)	57.2	26	26	×	YOLOv6 v3.0: A Full-Scale Reloading	<a href="#">🔗</a>	<a href="#">📄</a>	2023	YOLO
2	<b>PRB-FPN6-E-ELAN</b>	56.9	31	31	×	Parallel Residual Bi-Fusion Feature Pyramid Network for Accurate Single-Shot Object Detection	<a href="#">🔗</a>	<a href="#">📄</a>	2020	
3	<b>YOLOv7-E6E</b> (1280)	56.8	36	36	×	YOLOv7: Trainable bag-of-freebies sets new state-of-the-art for real-time object detectors	<a href="#">🔗</a>	<a href="#">📄</a>	2022	
4	<b>YOLOv7-D6</b> (1280)	56.6	44	44	×	YOLOv7: Trainable bag-of-freebies sets new state-of-the-art for real-time object detectors	<a href="#">🔗</a>	<a href="#">📄</a>	2022	
5	<b>RT-DETR-H</b> (640)	56.3		40(T4)	×	DETRs Beat YOLOs on Real-time Object Detection	<a href="#">🔗</a>	<a href="#">📄</a>	2023	DETR

ARK % AR for large objects: area > 90

1. Unless otherwise specified, *AP* and *AR* are averaged over multiple Intersection over Union (IoU) values. Specifically we use 10 IoU thresholds of .50:.05:.95. This is a break from tradition, where AP is computed at a single IoU of .50 (which corresponds to our metric  $AP^{IoU=.50}$ ). Averaging over IoUs rewards detectors with better localization.

<https://cocodataset.org/#detection-eval>

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# Basics: Upsampling Layers



**Shit Academics Say** @Academi... · 22h ...  
not wrong

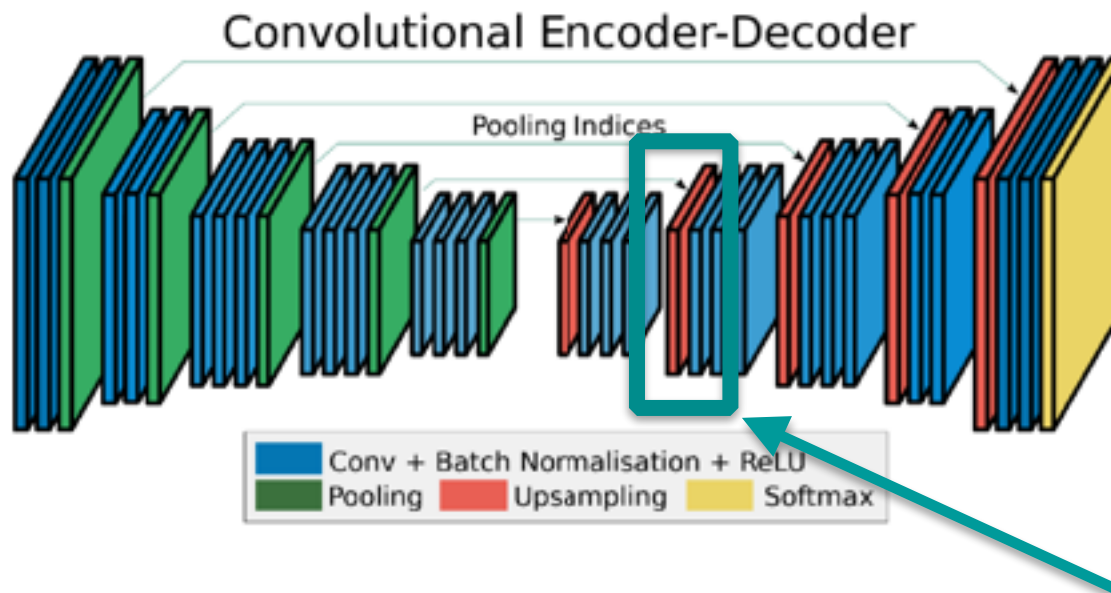


**monstera adansonii** @yourn... · 2d

everything is peer reviewed if your  
friends are judgmental enough



# Decoder Network



Some researcher started calling this **deconvolution**.

If you use that term in this class, **you fail**.

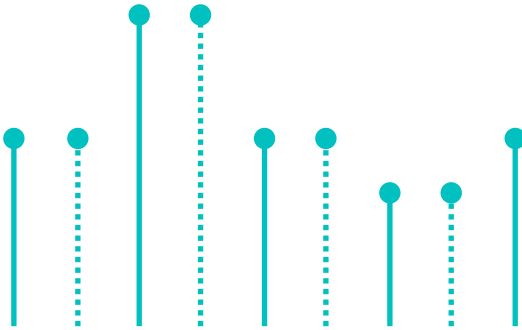
This is upsampling and then convolution, but **now the interpolation filters are learned!!**





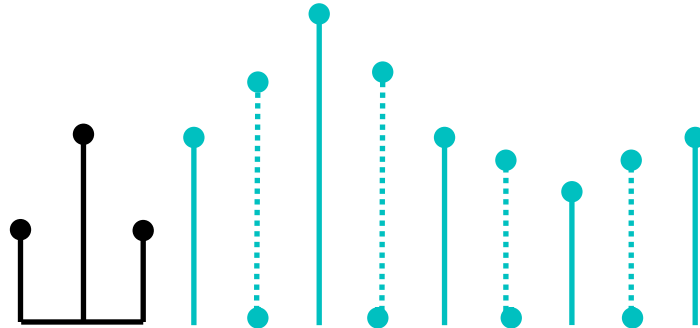
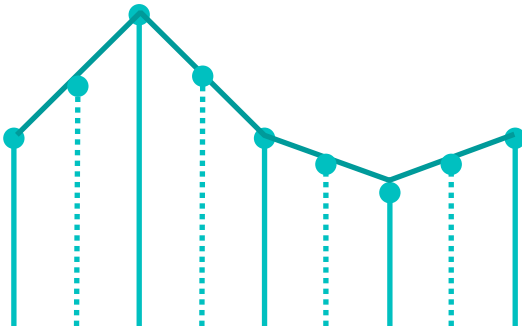
# Integer Upsampling via Interpolation

**Nearest Neighbor**

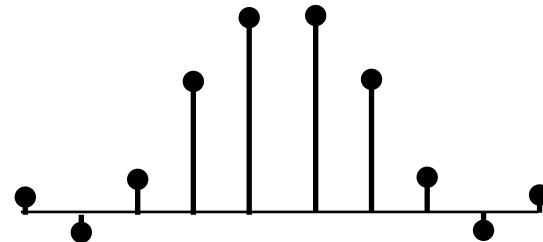
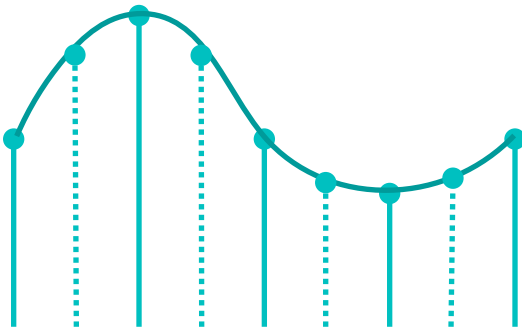


All are equivalent to inserting zeros and applying convolutional filter

**Linear**



**Cubic**



# Image Upsampling, Integer Factor

- Insert Zeros
- Convolve

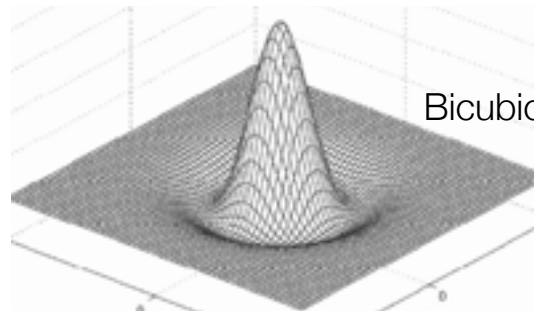
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16



1		2		3		4	
5		6		7		8	
9		10		11		12	
13		14		15		16	

0.25	0.5	0.25
0.5	1	0.5
0.25	0.5	0.25

Bilinear Filtering



Bicubic Filter



# Image Upsampling, Integer Factor



**Nearest Neighbor**

`UpSampling2D()`

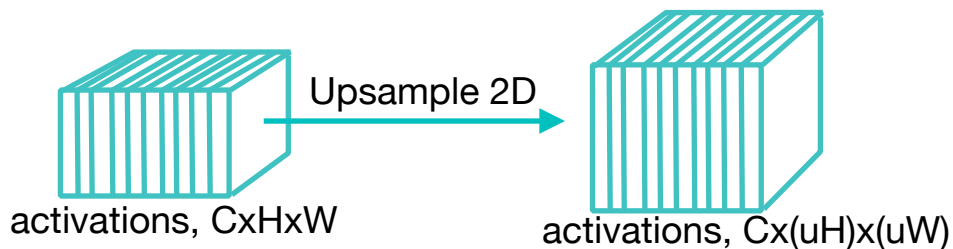


**Bilinear**

`UpSampling2D(interpolation='bilinear')`



**Bicubic**



**Many Types of Upsampling,  
with varying computational  
cost:**

area, bicubic, gaussian,  
lanczos3, lanczos5,  
mitchellcubic



# What about transpose convolution?

Convolution as Matrix Multiplication

$y$	$x$	$0$	$0$	$0$
$z$	$y$	$x$	$0$	$0$
$0$	$z$	$y$	$x$	$0$
$0$	$0$	$z$	$y$	$x$
$0$	$0$	$0$	$z$	$y$

 $\times$ 

$0$
$a$
$b$
$c$
$0$

 $=$ 

$ax$
$ay+bx$
$az+by+cx$
$bz+cy$
$cz$

Transpose

$y$	$z$	$0$	$0$	$0$
$x$	$y$	$z$	$0$	$0$
$0$	$x$	$y$	$z$	$0$
$0$	$0$	$x$	$y$	$z$
$0$	$0$	$0$	$x$	$y$

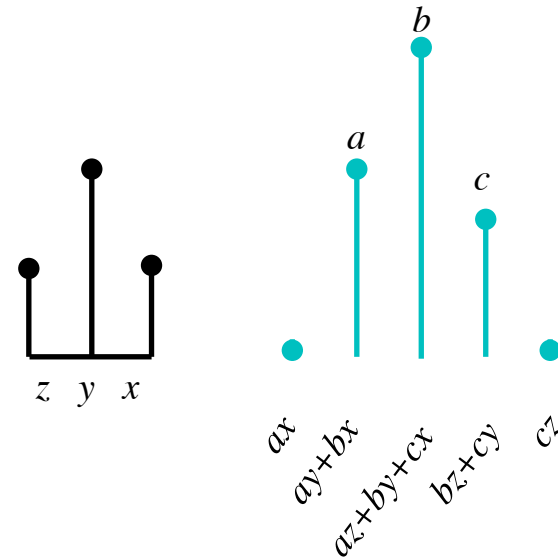
 $\times$ 

$0$
$a$
$b$
$c$
$0$

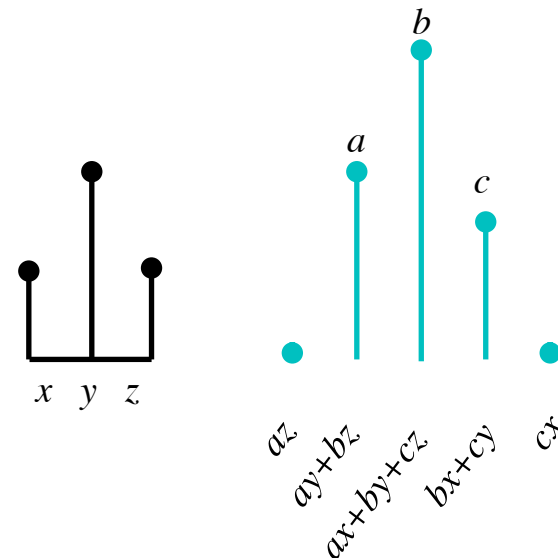
 $=$ 

$az$
$ay+bz$
$ax+by+cz$
$bx+cy$
$cx$

like convolving with “reversed coefficients”



Regular Convolution



Transpose Convolution



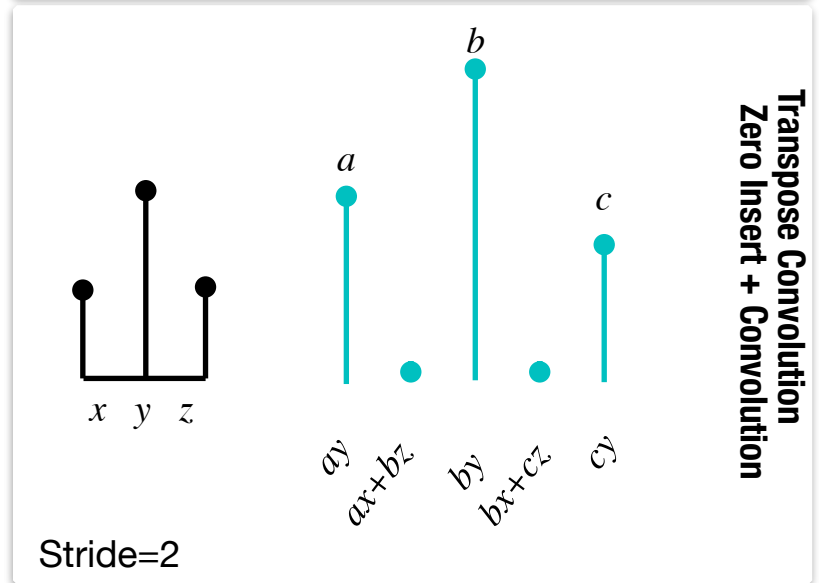
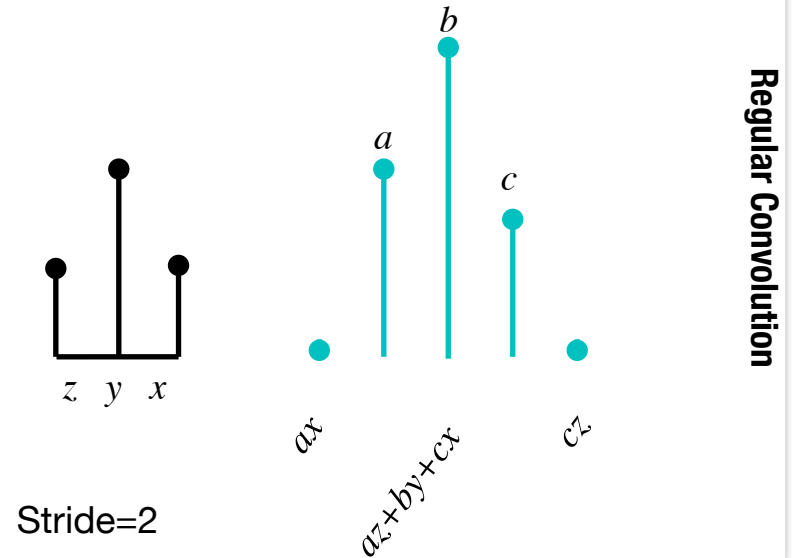
# Transpose Convolution: Strides

Strided Convolution as Matrix Multiplication

$$\begin{bmatrix} y & x & 0 & 0 & 0 \\ 0 & z & y & x & 0 \\ 0 & 0 & 0 & z & y \end{bmatrix} \times \begin{bmatrix} 0 \\ a \\ b \\ c \\ 0 \end{bmatrix} = \begin{bmatrix} ax \\ az+by+cx \\ cz \end{bmatrix}$$

Transpose

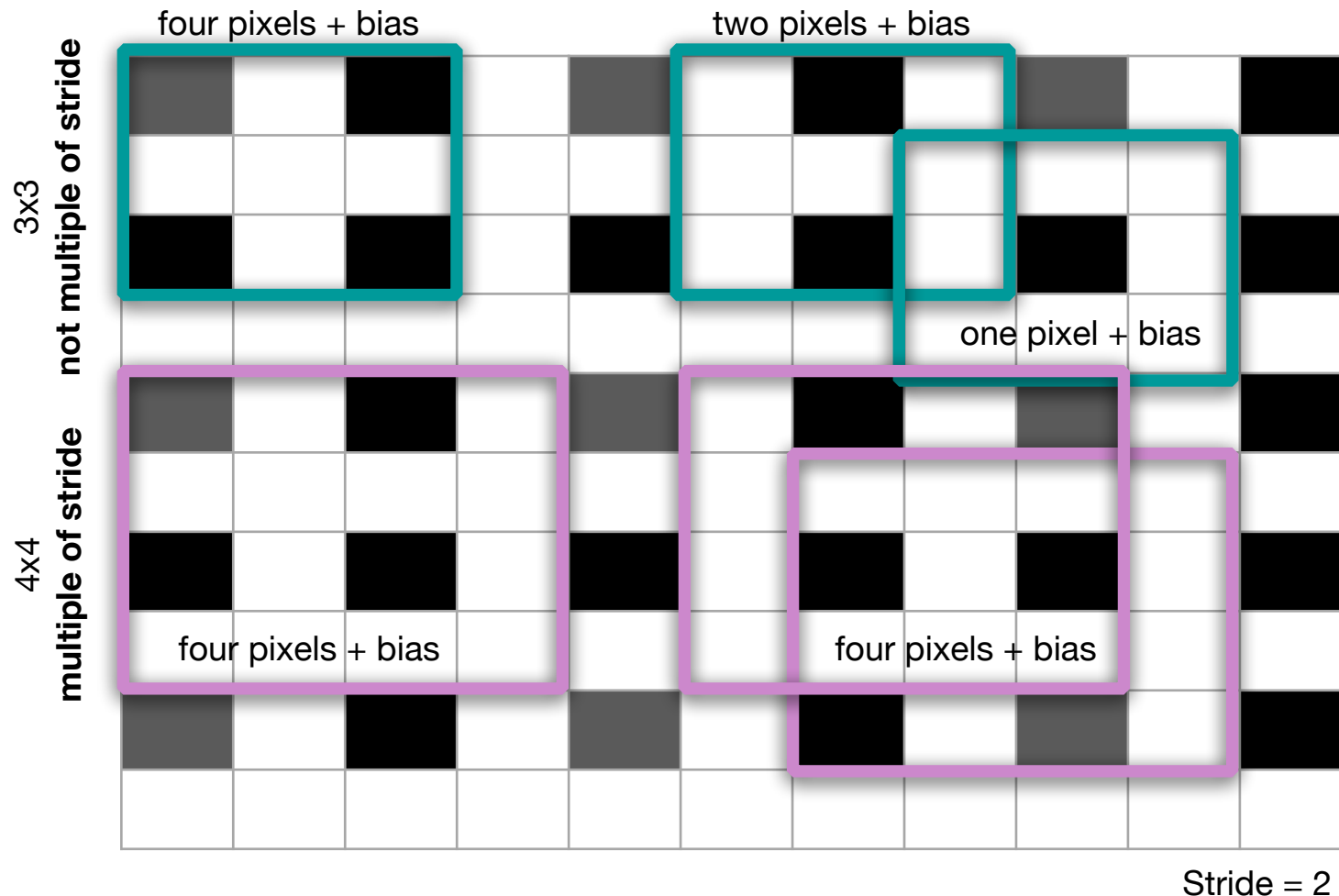
$$\begin{bmatrix} y & 0 & 0 \\ x & z & 0 \\ 0 & y & 0 \\ 0 & x & z \\ 0 & 0 & y \end{bmatrix} \times \begin{bmatrix} a \\ b \\ c \end{bmatrix} = \begin{bmatrix} ay \\ ax+bz \\ by \\ bx+cz \\ cy \end{bmatrix}$$





# Convolution after zero insertion

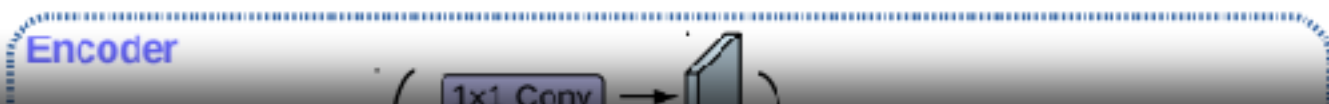
- Kernel size should be a symmetric multiple of the stride



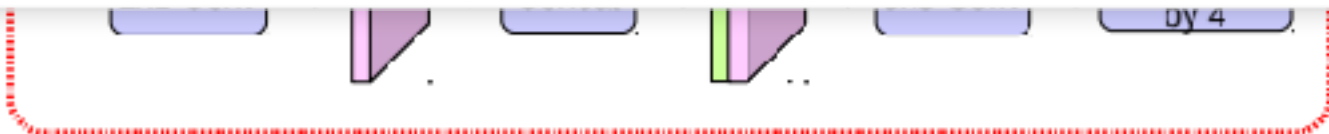
Bias needs to account for both when different numbers of pixels overlap with the kernel

Multiple of stride ensures that same number of active pixels overlap the kernel.





Rank	Model	Mean ↑ IoU	FLOPS	Params	Extra Training Data	Paper	Code	Result	Year	Tags
1	<b>DeepLabv3+</b> (Xception-65-JFT)	89.0%			✓	Encoder-Decoder with Atrous Separable Convolution for Semantic Image Segmentation			2018	
2	<b>DeepLabv3+</b> (Xception-JFT)	89.0%			✓	Encoder-Decoder with Atrous Separable Convolution for Semantic Image Segmentation			2018	
3	<b>DeepLabv3-JFT</b>	86.9%			✓	Rethinking Atrous Convolution for Semantic Image Segmentation			2017	
4	<b>CASIA_IVA_SDN</b>	86.6%			×	Stacked Deconvolutional Network for Semantic Segmentation			2017	
5	<b>Smooth Network with Channel Attention Block</b>	86.2%			×	Learning a Discriminative Feature Network for Semantic Segmentation			2018	



<https://github.com/tensorflow/models/tree/master/research/deeplab>

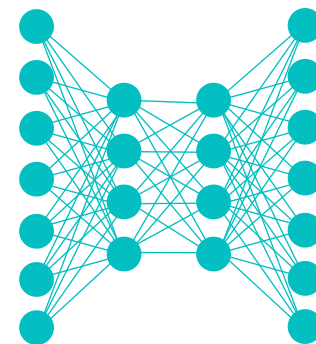
<https://towardsdatascience.com/semantic-segmentation-with-deep-learning-a-guide-and-code-e52fc8958823>



# Lecture Notes for Neural Networks and Machine Learning

FCN Learning

**Next Time:**  
Fully Convolutional Objects  
**Reading:** None





# Back up Slides for Semantic Segmentation



**François Chollet**   
@fchollet

Every single character in Thomas the Tank Engine:



8:28 PM · 2/28/23

41.9K Views 101 Likes 6 Retweets



**Alexis Taugeron** @ataugeron · 1d

What about the Troublesome Trucks?



163



**Ben Tseng** @BenjaminTseng · 1d

That show is the best illustration that sentience in machines won't lead to mass displacement of human workers



743



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# Some Examples

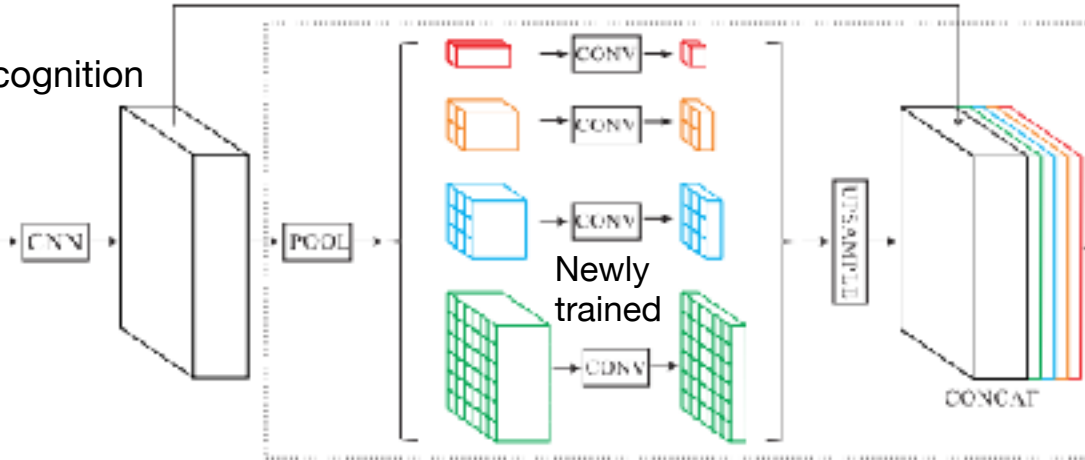
REFERENCE SLIDE

## Pyramid Scene Parsing Network (PSPNet)

Pre-trained  
for object recognition



(a) Input Image



(b) Feature Map

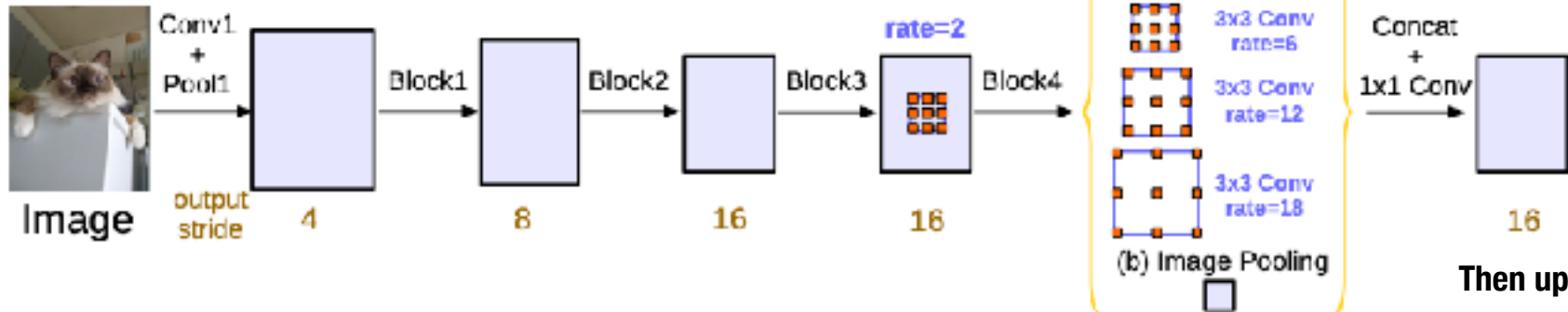
(c) Pyramid Pooling Module

Newly  
trained



(d) Final Prediction

## DeepLabV3: Dilated Convolutions (Atrous Convolutions)

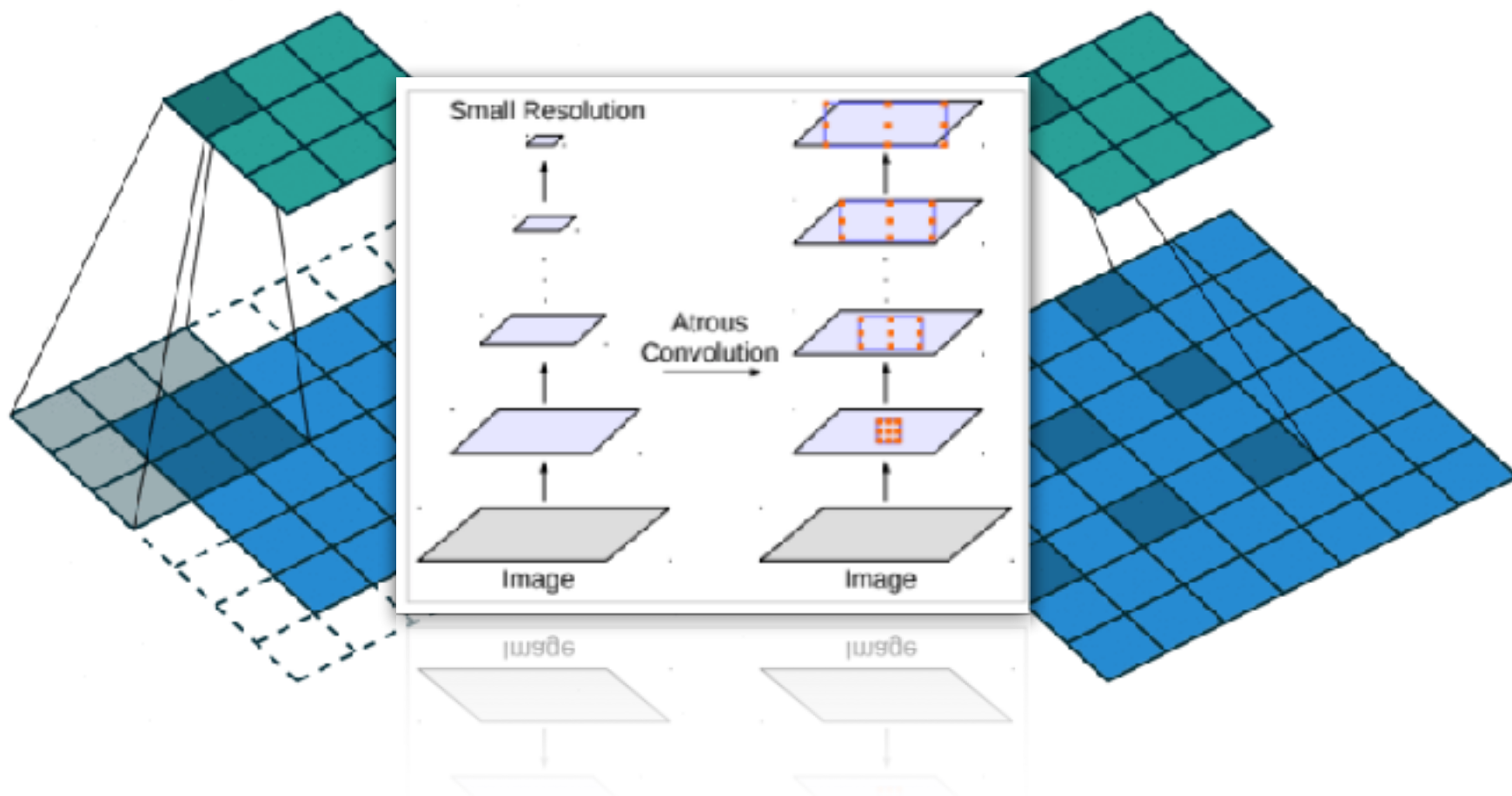


Then upscaling →



# Dilated Convolution (Atrous)

REFERENCE SLIDE

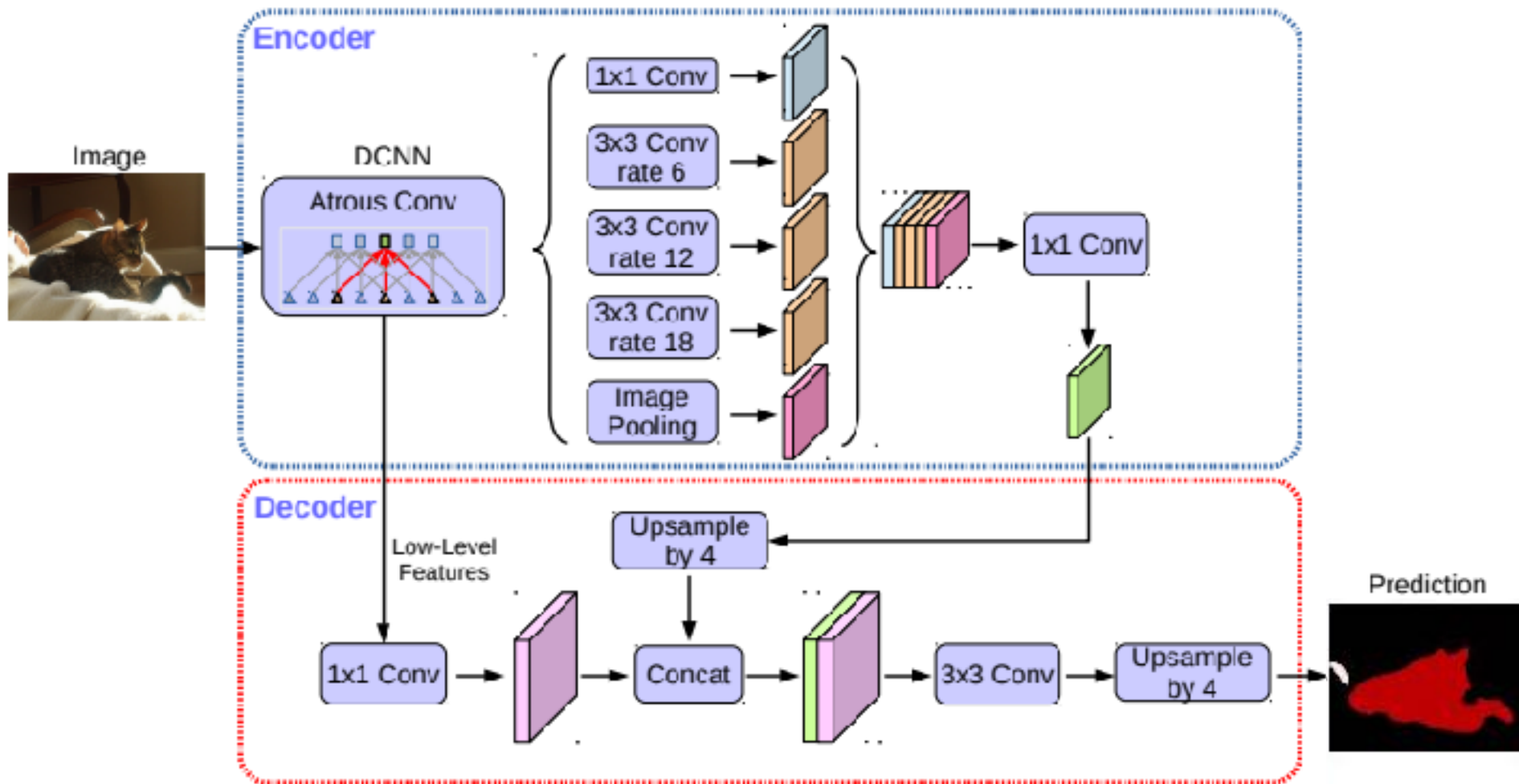


Outputs of convolution are the same size, except for edge effects!  
But have advantage of processing at a different scale.

<https://towardsdatascience.com/review-dilated-convolution-semantic-segmentation-9d5a5bd768f5>

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<https://github.com/tensorflow/models/tree/master/research/deeplab>

<https://towardsdatascience.com/semantic-segmentation-with-deep-learning-a-guide-and-code-e52fc8958823>

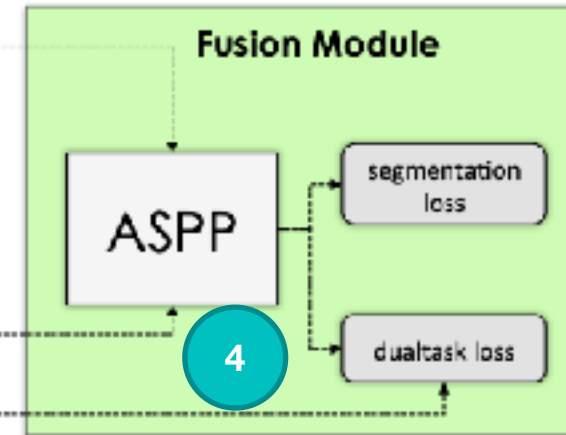
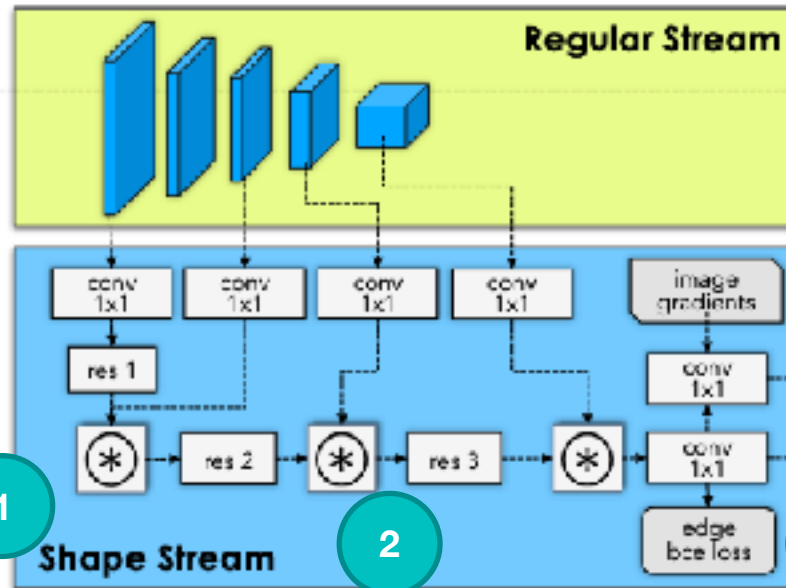


# Gated-SCNN (Gate Shape CNN)

REFERENCE SLIDE

1 Shape stream employs Traditional Image Processing for edge detection (**image gradients**)

2 Uses activations to “gate” the image gradient.  $\sigma(A) \odot I_{grad}$



3 Also uses Labeled Boundaries in BCE Edge Loss Function

4 Merges segmentation with edges for finer masks. Concatenate + atrous convolution

Figure 2: **GSCNN architecture**. Our architecture constitutes of two main streams. The regular stream and the shape stream. The regular stream can be any backbone architecture. The shape stream focuses on shape processing through a set of residual blocks, Gated Convolutional Layers (GCL) and supervision. A fusion module later combines information from the two streams in a multi-scale fashion using an Atrous Spatial Pyramid Pooling module (ASPP). High quality boundaries on the segmentation masks are ensured through a Dual Task Regularizer.





Figure 3: Illustration of the crops used for the distance-based evaluation.

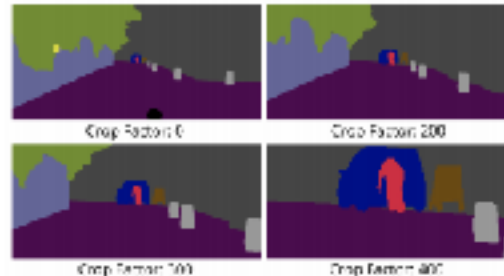


Figure 4: Predictions at diff. crop factors.

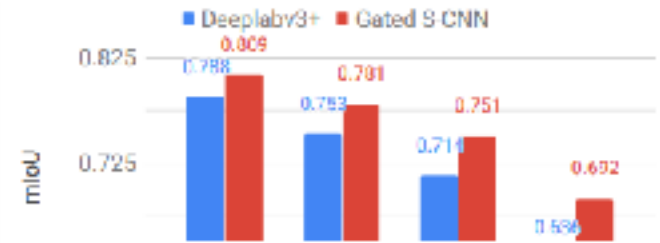


Figure 5: Distance-based evaluation: Comparison of mIoU at different crop factors.

Method	road	s.walk	build.	wall	fence	pole	t-light	t-sign	veg	terrain	sky	person	rider	car	truck	bus	train	motor	bike	mean
LRR [18]	97.7	79.9	90.7	44.4	48.6	58.6	68.2	72.0	92.5	69.3	94.7	81.6	60.0	94.0	43.6	56.8	47.2	54.8	69.7	69.7
DeepLabV2 [9]	97.9	81.3	90.3	48.8	47.4	49.6	57.9	67.3	91.9	69.4	94.2	79.8	59.8	93.7	56.5	67.5	57.5	57.7	68.8	70.4
Picewise [32]	98.0	82.6	90.6	44.0	50.7	51.1	65.0	71.7	92.0	72.0	94.1	81.5	61.1	94.3	61.1	65.1	53.8	61.6	70.6	71.6
PSP-Net [58]	98.2	85.8	92.8	57.5	65.9	62.6	71.8	80.7	92.4	64.5	94.8	82.1	61.5	95.1	78.6	88.3	77.9	68.1	78.0	78.8
DeepLabV3+ [11]	98.2	84.9	92.7	57.3	62.1	65.2	68.6	78.9	92.7	63.5	95.3	82.3	62.8	95.4	85.3	89.1	80.9	64.6	77.3	78.8
Ours (GSCNN)	98.3	86.3	93.3	55.8	64.0	70.8	75.9	83.1	93.0	65.1	95.2	85.3	67.9	96.0	80.8	91.2	83.3	69.6	80.4	80.8

Table 1: Comparison in terms of IoU vs state-of-the-art baselines on the Cityscapes val set.

**mIoU == mean Intersection over Union**

$$= \frac{\text{Area of Overlap}}{\text{Area of Union}}$$





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Fully Convolutional Objects  
**Reading:** None

