

# DHURANDHAR

**Project Name :** Duality AI's Offroad Sematic Scene Segementation

# PROBLEM STATEMENT

## The Challenge

autonomous vehicles in off-road environments, unstructured terrain, similar textures, lighting conditions, and CNN limitations

## Objective

building robust semantic segmentation model.

## Dataset Structure

Organized into train and val folders for model training and validation.

## Image Format

All images are resized to  $448 \times 448$  pixels for ViT (Vision Transformer) compatibility.

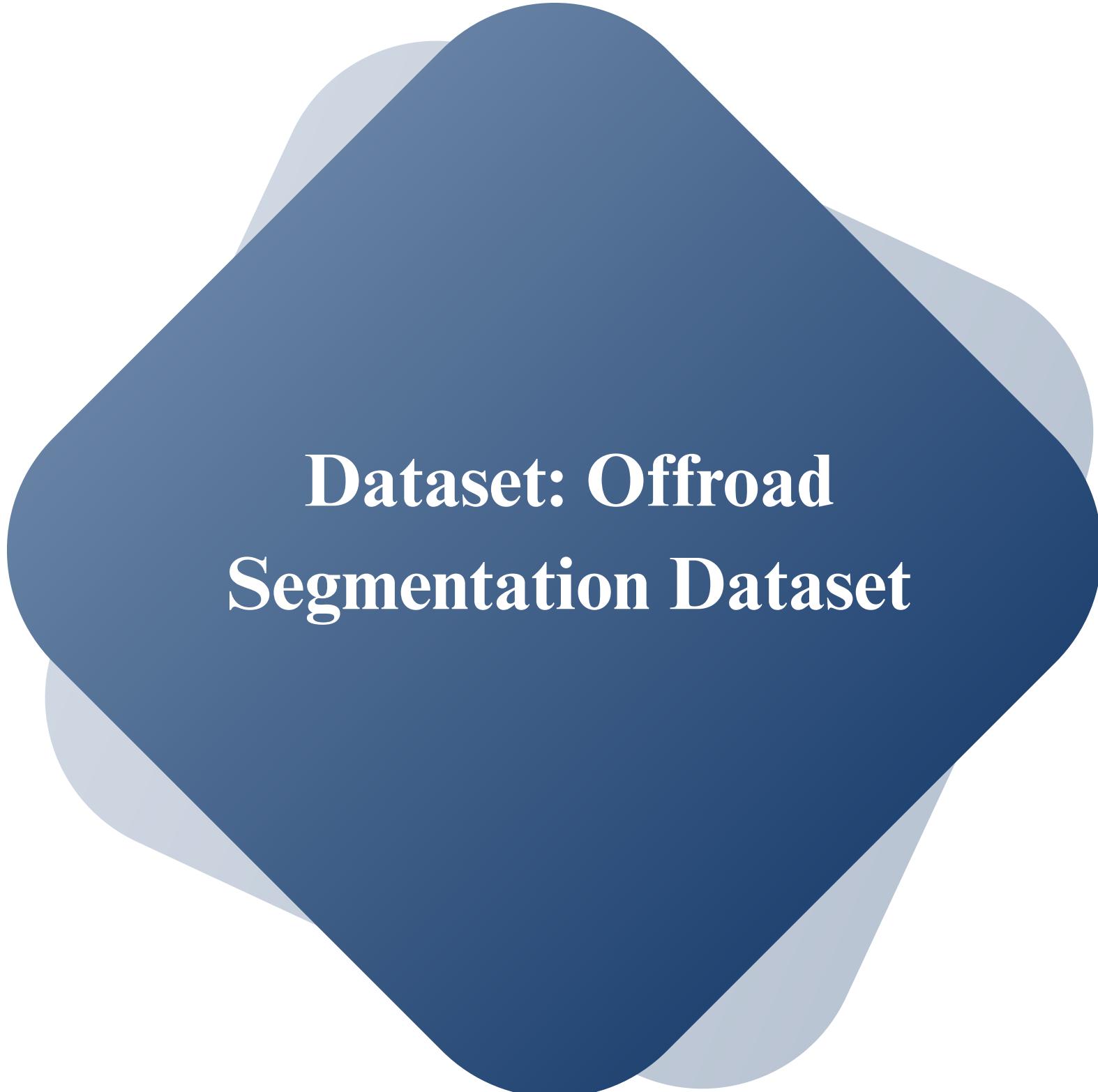
## Preprocessing Pipeline

- Resize Images
- Map Mask Values
- Validate Pairs
- Remove Unmatched

## Total Classes

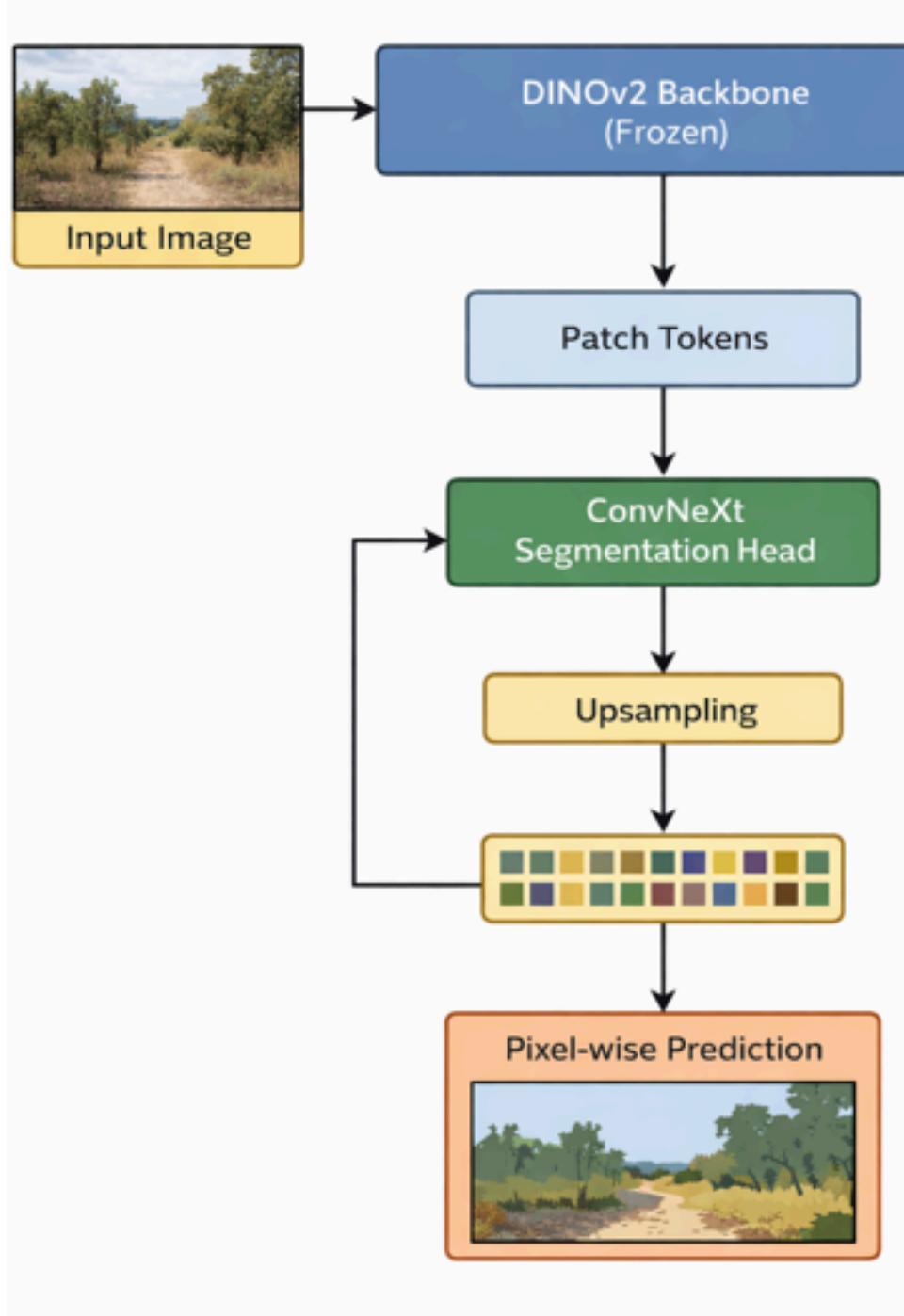
10 semantic categories:

- Background
- Trees
- Lush Bushes
- Dry Grass
- Dry Bushes
- Ground Clutter
- Logs
- Rocks
- Landscape
- Sky



**Dataset: Offroad Segmentation Dataset**

# Model Architecture



- DINOv2 Vision Transformer (ViT-S/14 backbone, self-supervised pretrained, frozen during initial training)
- ConvNeXt Segmentation Head (convolutional head reshaping patch tokens, 1x1 classifier)
- Upsampling & Output (bilinear upsampling for pixel-wise segmentation)

# Training Setup

## Hardware & Framework

GPU: NVIDIA RTX 3050 6GB

Framework: PyTorch 2.x

Python: 3.10

CUDA: 11.8

## Hyperparameters

Batch Size: 2

Optimizer: AdamW

Learning Rate: Phase 1 1e-4 / Fine-tuning 5e-5

Scheduler: Cosine Annealing

# Training Strategy

## Phase 1 - Baseline Training

15 epochs with frozen backbone.

Initial Mean IoU: 0.4996

## Phase 2 - Fine-Tuning

Additional 20 epochs, total ~35 epochs.

Reduced learning rate with cosine scheduling and mixed precision training.

## Result

Significant improvement in segmentation consistency and IoU performance.

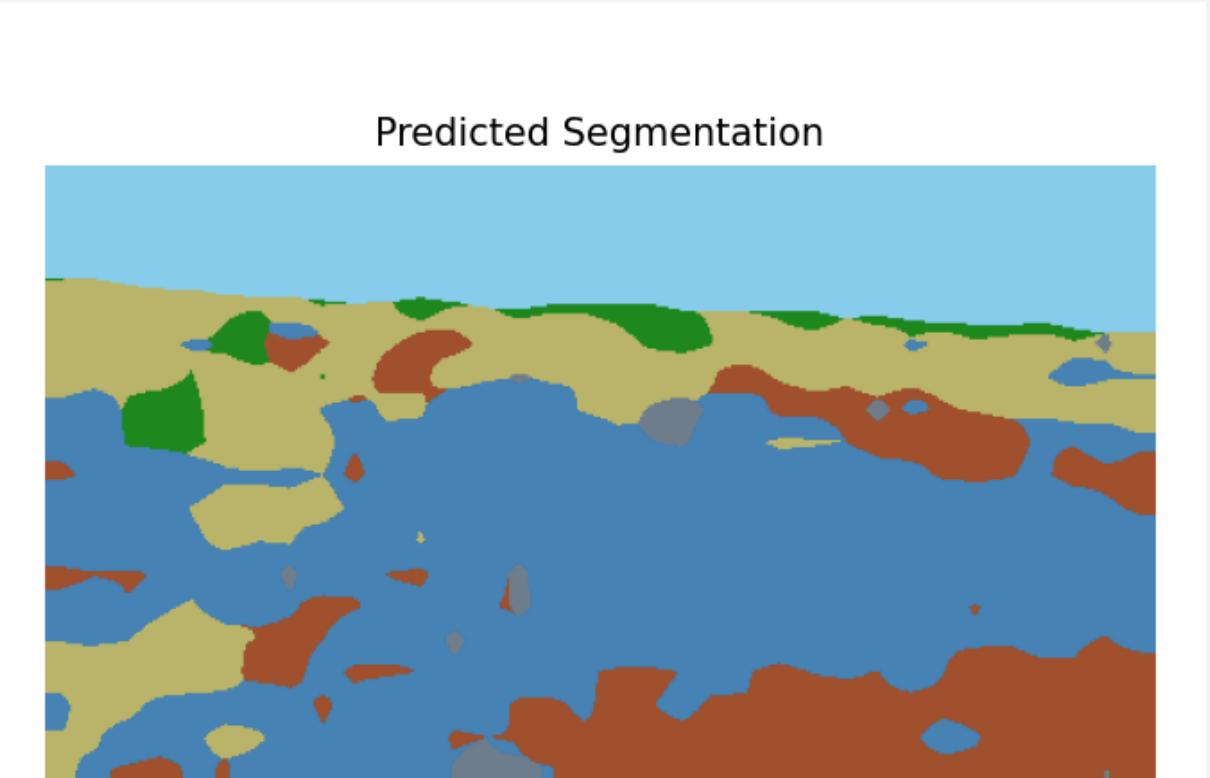
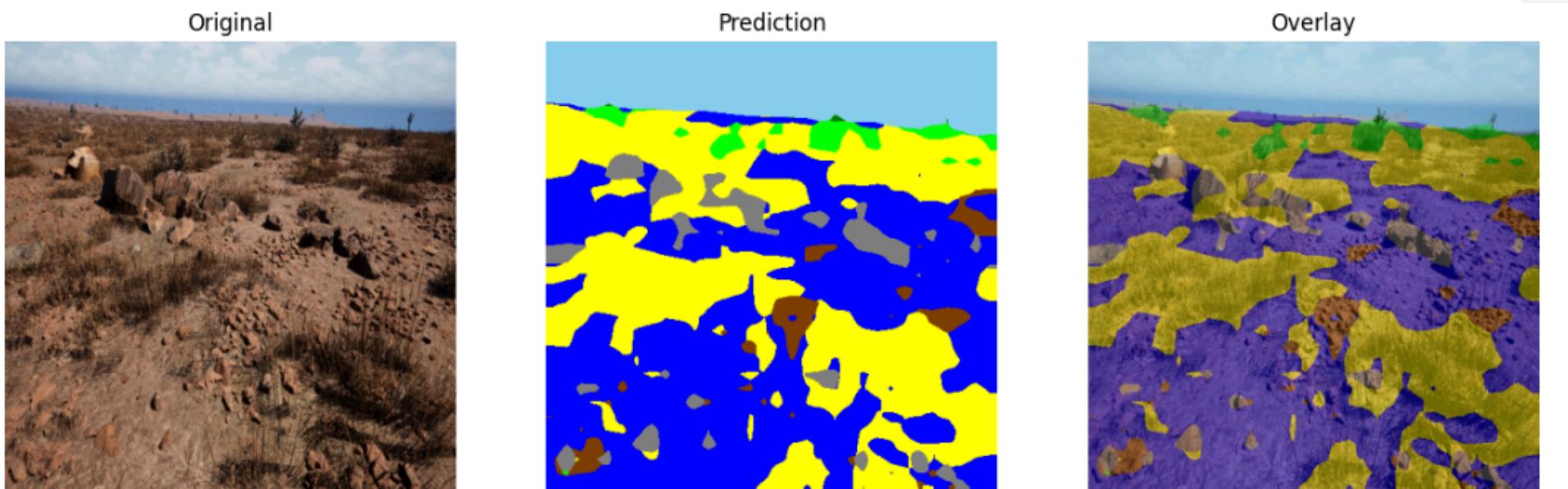
# Final Results

## Observed Improvements

- Better Boundary Prediction
- Small Object Detection
- Stable Classification

## Key Metrics

- Final IoU (Improved from 0.4996 baseline) =  
Mean IoU: 0.46859580701346126
- Pixel Accuracy
- Total Epochs = 35



## **IoU / mAP Score**

Intersection over Union (IoU = Intersection / Union)

### **Why IoU Matters**

Standard metric for segmentation

Primary judging metric

Higher IoU indicates better accuracy

Accounts for precision and recall

### **Achievement**

Achieved ~0.60+ IoU, a significant improvement from the 0.4996 baseline.

# Challenges Faced

Addressing these key technical hurdles was crucial for the successful development and deployment of our off-road semantic segmentation model.

**Dataset Path Configuration:** Path errors and image-mask mismatch caused data loading issues.

**Solution:** Implemented automated filtering to ensure only valid image-mask pairs were used, preventing data corruption and training errors.

## Environment Setup:

Ensuring perfect CUDA compatibility and dependency management was complex.

**Solution:** Established a clean Python 3.10 virtual environment with precise package versions to avoid conflicts and ensure stable operation.

## GPU Memory Limitations

**Challenge:** Training was constrained by the 6GB VRAM of the NVIDIA RTX 3050.

**Solution:** Optimized memory usage by employing mixed precision training and a small batch size of 2, allowing larger models to fit.

# Conclusion

**Vision Transformers Excel**  
DINOv2's ViT architecture outperformed traditional CNNs at capturing global context in complex off-road environments.

**Fine-tuning Improves IoU**  
Our two-phase training strategy, including fine-tuning, significantly boosted performance from a 0.4996 baseline to over 0.60+ IoU.

**Proper Optimization is Crucial**  
Techniques like mixed precision training and hyperparameter tuning were essential for efficient and stable training within GPU memory limitations.

# Thank You