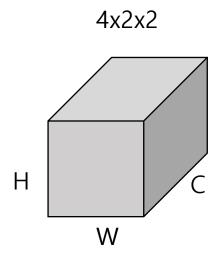
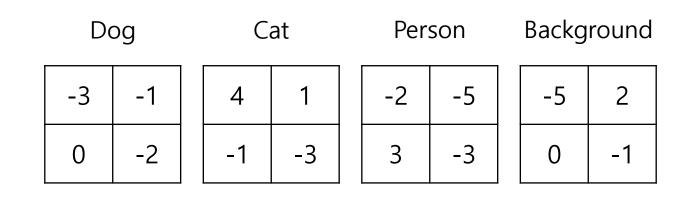
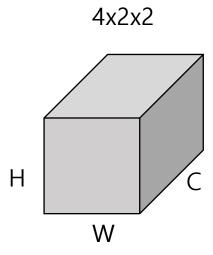
Sigmoid, Softmax in semantic segmentation

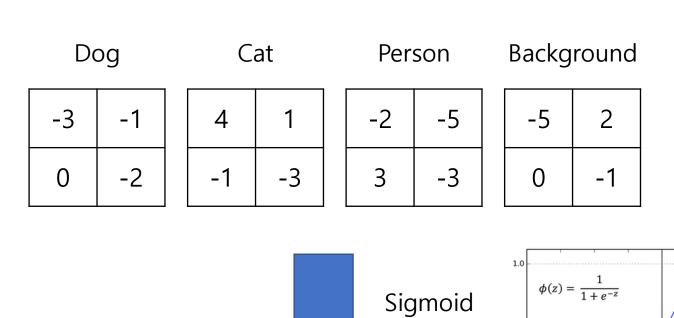
Sigmoid





Sigmoid





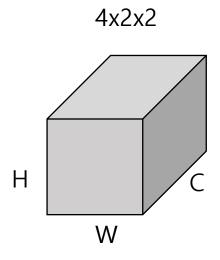
0.0474	0.2689
0.5	0.1192

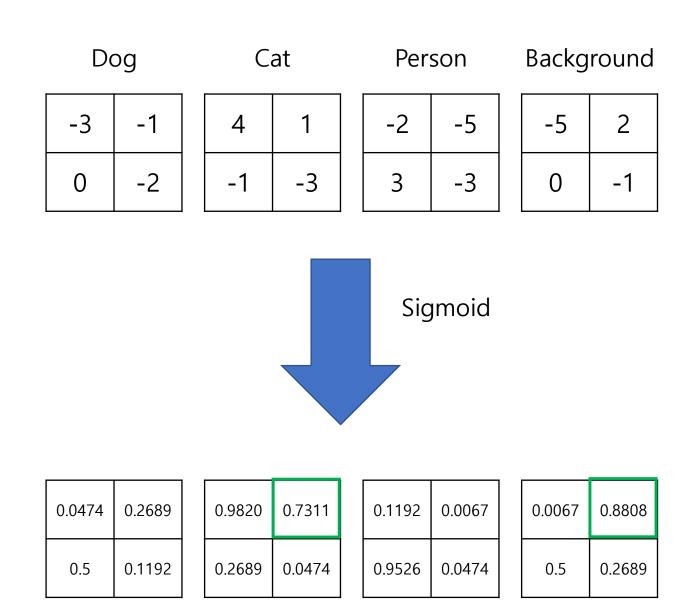
0.9820	0.7311
0.2689	0.0474

0.1192	0.0067
0.9526	0.0474

0.0067	0.8808
0.5	0.2689

Sigmoid

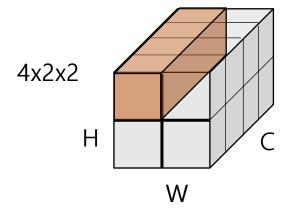


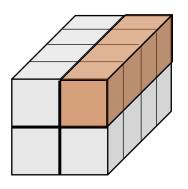


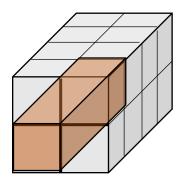
(0, 1) is Cat? or Background?

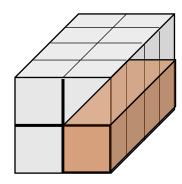
SOFTMAX

CLASS torch.nn.Softmax(dim: Optional[int] = None)

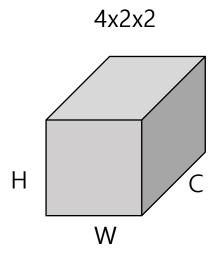


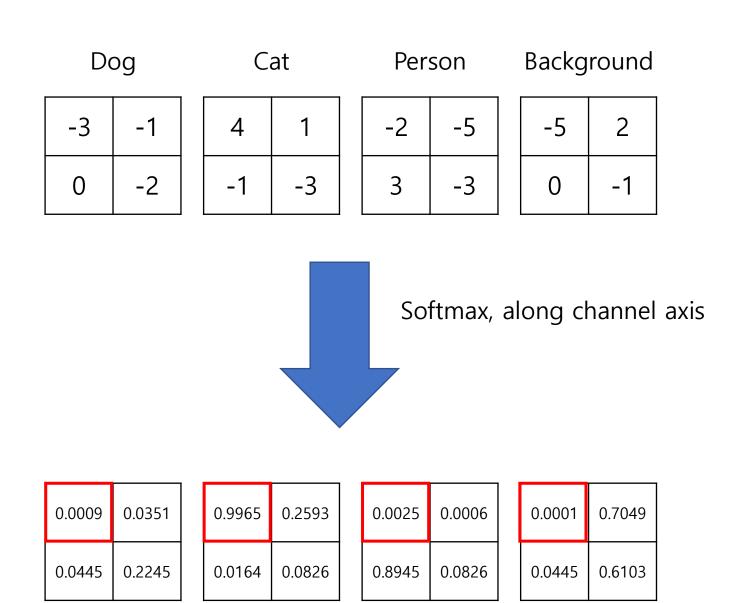






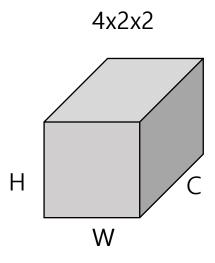
Softmax, along channel axis

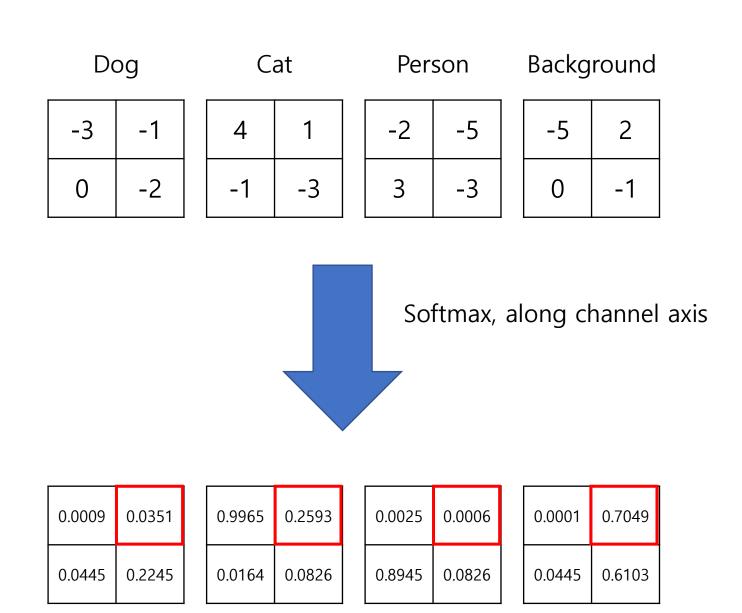




$$0.0009 + 0.9965 + 0.0025 + 0.0001 = 1$$

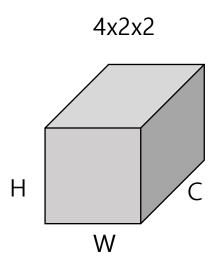
Softmax, along channel axis

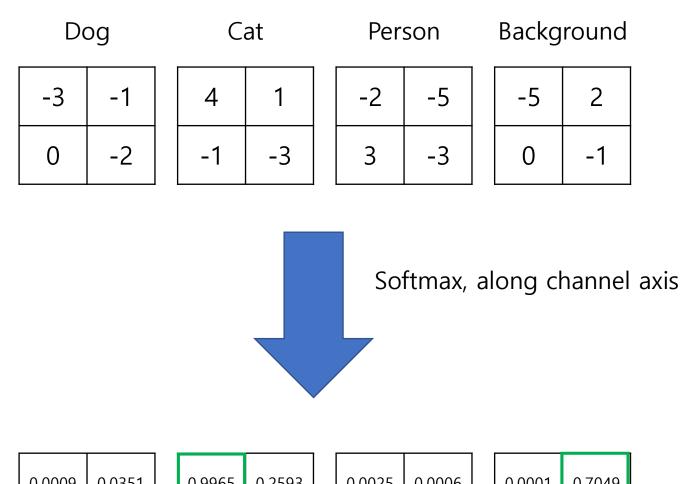




$$0.0351 + 0.2593 + 0.0006 + 0.7049 = 1$$

Softmax, along channel axis





0.0009	0.0351	
0.0445	0.2245	

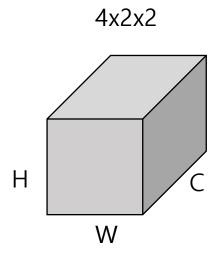
0.9965	0.2593
0.0164	0.0826

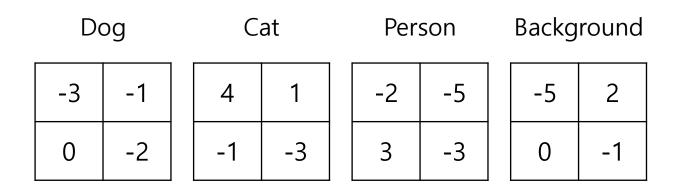
0.0025	0.0006
0.8945	0.0826

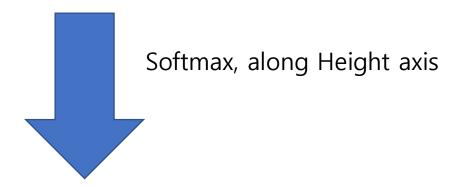
0.0001	0.7049
0.0445	0.6103

(0, 0) is Cat, (0, 1) is Bg, (1, 0) is Person, (1, 1) is Bg

Softmax, along Height axis







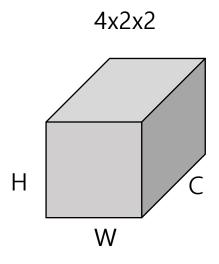
0.0474	0.7311
0.9526	0.2689

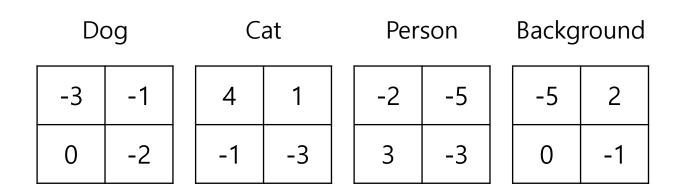
0.9933	0.9820
0.0067	0.0180

0.0067	0.1192
0.9933	0.8808

0.0067	0.9526
0.9933	0.0474

Softmax, along Height axis





Softmax, along Height axis

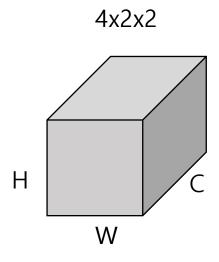
0.0474	0.7311
0.9526	0.2689

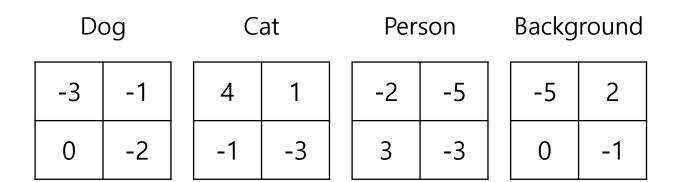
0.9933	0.9820
0.0067	0.0180

0.0067	0.1192
0.9933	0.8808

0.0067	0.9526
0.9933	0.0474

Softmax, along Width axis





Softmax, along Width axis

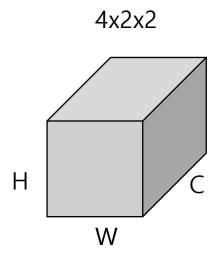
0.1192	0.8808
0.8808	0.1192

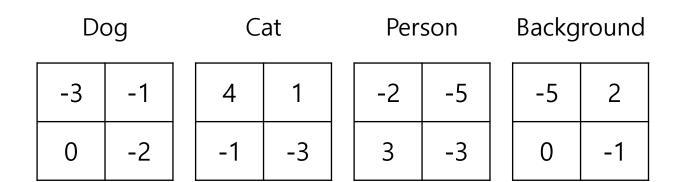
0.9526	0.0474
0.8808	0.1192

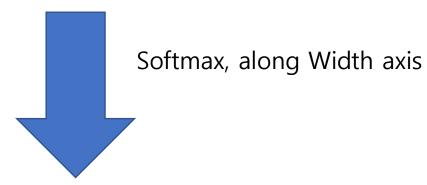
0.9526	0.0474
0.9975	0.0025

0.0009	0.9991
0.7311	0.2689

Softmax, along Width axis







0.7311	0.2689
0.8808	0.1192

0.0474	0.9526
0.2689	0.7311

0.9933	0.0067
0.9991	0.0009

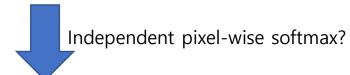
0.0180	0.9820
0.0009	0.9991

I was confused difference between sigmoid and softmax, because of this sentence.

3 ARCHITECTURE

SegNet has an encoder network and a corresponding decoder network, followed by a final pixelwise classification layer. This architecture is illustrated in Fig. 3. The encoder network consists of 13 convolutional layers which correspond to the first 13 convolutional layers in the VGG16 network [1] designed for object classification. We can therefore initialize the training process from weights trained for classification on large datasets [41]. We can also discard the fully connected layers in favour of retaining higher resolution feature maps at the deepest encoder output. This also reduces the number of parameters in the SegNet encoder network significantly (from 134M to 14.7M) as compared to other recent architectures [2], [4] (see. Table 6). Each encoder layer has a corresponding decoder layer and hence the decoder network has 13 layers. The final decoder output is fed to a multi-class soft-max classifier to produce class probabilities for each pixel independently.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25



0.3	0.4	0.9	0.2	0.5
0.6	0.3	0.7	0.9	0.1
0.4	0.7	0.2	0.3	0.1
0.7	0.5	0.1	0.4	0.9
0.8	0.1	0.3	0.4	0.7

SegNet has an encoder network and a corresponding decoder network, followed by a final pixelwise classification layer. This architecture is illustrated in Fig. 3. The encoder network consists of 13 convolutional layers which correspond to the first 13 convolutional layers in the VGG16 network [1] designed for object classification. We can therefore initialize the training process from weights trained for classification on large datasets [41]. We can also discard the fully connected layers in favour of retaining higher resolution feature maps at the deepest encoder output. This also reduces the number of parameters in the SegNet encoder network significantly (from 134M to 14.7M) as compared to other recent architectures [2], [4] (see. Table 6). Each encoder layer has a corresponding decoder layer and hence the decoder network has 13 layers. The final decoder output is fed to a multi-class soft-max classifier to produce class probabilities for each pixel independently.

1	2	3	4	5		
6	7	8	9	10		
11	12	13	14	15		
16	47	18	19	20		
21	22	23	24	25		
softmax						

elementwise softmax output is 1

1		

SegNet has an encoder network and a corresponding decoder network, followed by a final pixelwise classification layer. This architecture is illustrated in Fig. 3. The encoder network consists of 13 convolutional layers which correspond to the first 13 convolutional layers in the VGG16 network [1] designed for object classification. We can therefore initialize the training process from weights trained for classification on large datasets [41]. We can also discard the fully connected layers in favour of retaining higher resolution feature maps at the deepest encoder output. This also reduces the number of parameters in the SegNet encoder network significantly (from 134M to 14.7M) as compared to other recent architectures [2], [4] (see. Table 6). Each encoder layer has a corresponding decoder layer and hence the decoder network has 13 layers. The final decoder output is fed to a multi-class soft-max classifier to produce class probabilities for each pixel independently.

1	2	3	4	5		
6	7	8	9	10		
11	12	13	14	15		
16	17	18	19	20		
21	22	23	24	25		
softmax						

elementwise softmax output is 1

1	1		

SegNet has an encoder network and a corresponding decoder network, followed by a final pixelwise classification layer. This architecture is illustrated in Fig. 3. The encoder network consists of 13 convolutional layers which correspond to the first 13 convolutional layers in the VGG16 network [1] designed for object classification. We can therefore initialize the training process from weights trained for classification on large datasets [41]. We can also discard the fully connected layers in favour of retaining higher resolution feature maps at the deepest encoder output. This also reduces the number of parameters in the SegNet encoder network significantly (from 134M to 14.7M) as compared to other recent architectures [2], [4] (see. Table 6). Each encoder layer has a corresponding decoder layer and hence the decoder network has 13 layers. The final decoder output is fed to a multi-class soft-max classifier to produce class probabilities for each pixel independently.

1	2	3	3	4	5	
6	7	8	3	9	10	
11	12	1	3	14	15	
16	17	1	8	19	20	
21	22	2	3	24	25	
softmax						

elementwise softmax output is 1

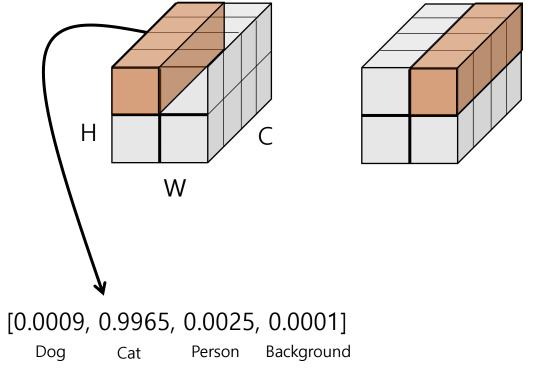
1	1	1	

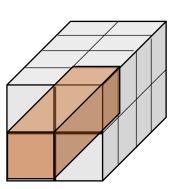
SegNet has an encoder network and a corresponding decoder network, followed by a final pixelwise classification layer. This architecture is illustrated in Fig. 3. The encoder network consists of 13 convolutional layers which correspond to the first 13 convolutional layers in the VGG16 network [1] designed for object classification. We can therefore initialize the training process from weights trained for classification on large datasets [41]. We can also discard the fully connected layers in favour of retaining higher resolution feature maps at the deepest encoder output. This also reduces the number of parameters in the SegNet encoder network significantly (from 134M to 14.7M) as compared to other recent architectures [2], [4] (see. Table 6). Each encoder layer has a corresponding decoder layer and hence the decoder network has 13 layers. The final decoder output is fed to a multi-class soft-max classifier to produce class probabilities for each pixel independently.

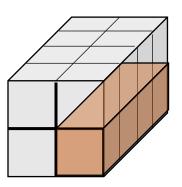
1	2	3	4	5		
6	7	8	9	10		
11	12	13	14	15		
16	17	18/	19	20		
21	22	23	24	25		
softmax						

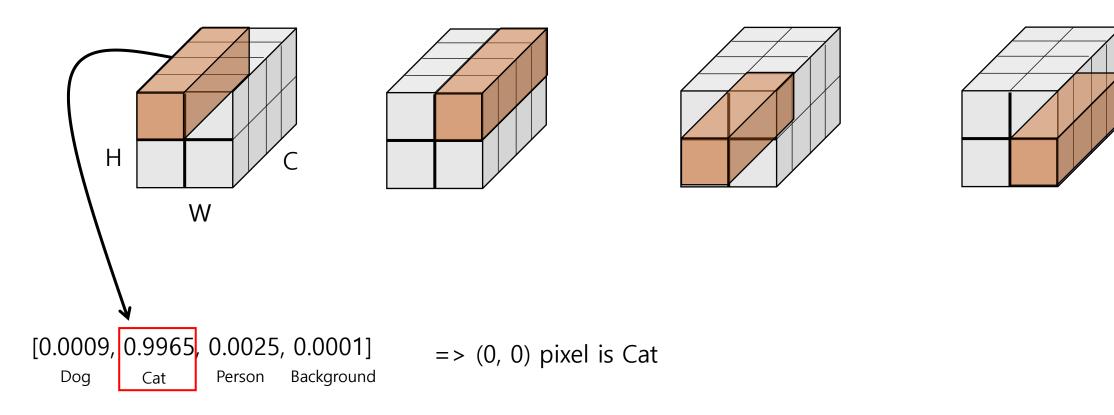
elementwise softmax output is 1

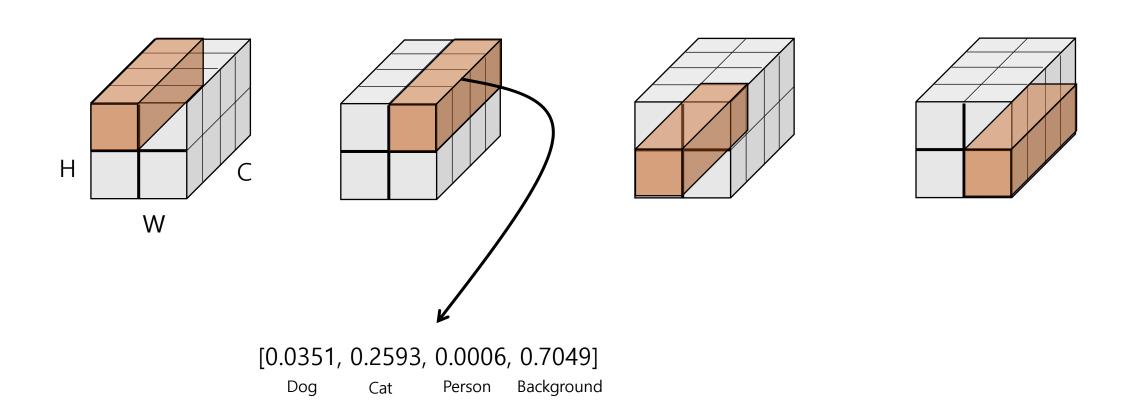
1	1	1	1	

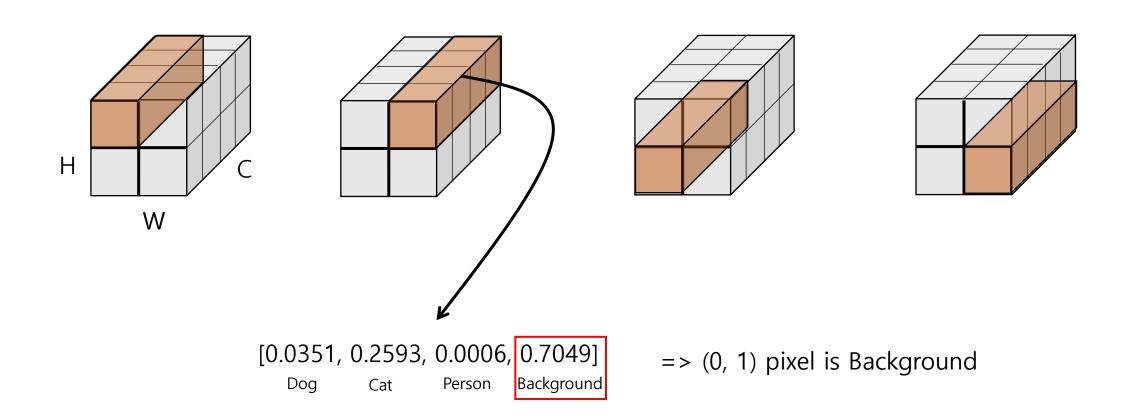












Where is softmax?

```
class UNet(nn.Module):
   def init (self, n class):
       super().__init__()
        self.dconv_down1 = double_conv(3, 64)
        self.dconv_down2 = double_conv(64, 128)
        self.dconv_down3 = double_conv(128, 256)
        self.dconv_down4 = double_conv(256, 512)
        self.maxpool = nn.MaxPool2d(2)
        self.upsample = nn.Upsample(scale_factor=2, mode='bilinear', align_corners=True)
        self.dconv up3 = double conv(256 + 512, 256)
        self.dconv_up2 = double_conv(128 + 256, 128)
        self.dconv up1 = double conv(128 + 64, 64)
        self.conv_last = nn.Conv2d(64, n_class, 1)
```

```
def forward(self, x):
    conv1 = self.dconv_down1(x)
    x = self.maxpool(conv1)
    conv2 = self.dconv_down2(x)
    x = self.maxpool(conv2)
    conv3 = self.dconv down3(x)
    x = self.maxpool(conv3)
    x = self.dconv_down4(x)
    x = self.upsample(x)
    x = torch.cat([x, conv3], dim=1)
    x = self.dconv up3(x)
    x = self.upsample(x)
    x = torch.cat([x, conv2], dim=1)
    x = self.dconv up2(x)
    x = self.upsample(x)
    x = torch.cat([x, conv1], dim=1)
    x = self.dconv up1(x)
    out = self.conv_last(x)
    return out
```

Pytorch CrossEntropyLoss combines Softmax!

CROSSENTROPYLOSS

This criterion combines nn.LogSoftmax() and nn.NLLLoss() in one single class.

It is useful when training a classification problem with C classes. If provided, the optional argument weight should be a 1D *Tensor* assigning weight to each of the classes. This is particularly useful when you have an unbalanced training set.

The input is expected to contain raw, unnormalized scores for each class.

input has to be a Tensor of size either (minibatch, C) or $(minibatch, C, d_1, d_2, ..., d_K)$ with $K \ge 1$ for the K-dimensional case (described later).

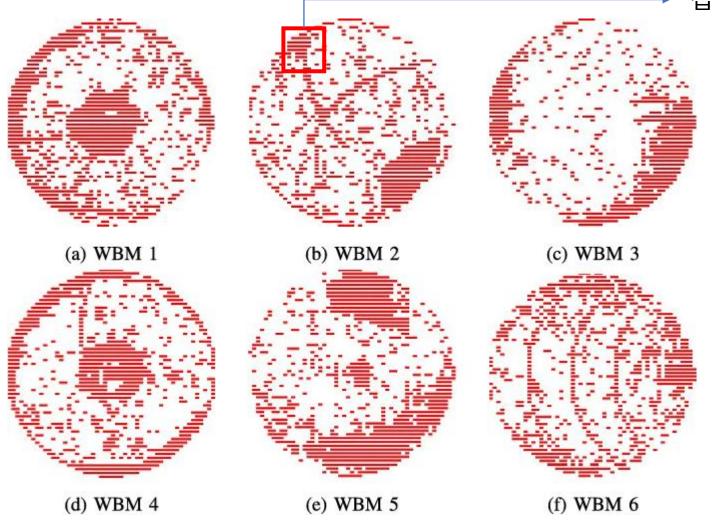
This criterion expects a class index in the range [0, C-1] as the *target* for each value of a 1D tensor of size *minibatch*; if *ignore_index* is specified, this criterion also accepts this class index (this index may not necessarily be in the class range).

The loss can be described as:

$$\mathrm{loss}(x, class) = -\log\left(rac{\exp(x[class])}{\sum_{j}\exp(x[j])}
ight) = -x[class] + \log\left(\sum_{j}\exp(x[j])
ight)$$

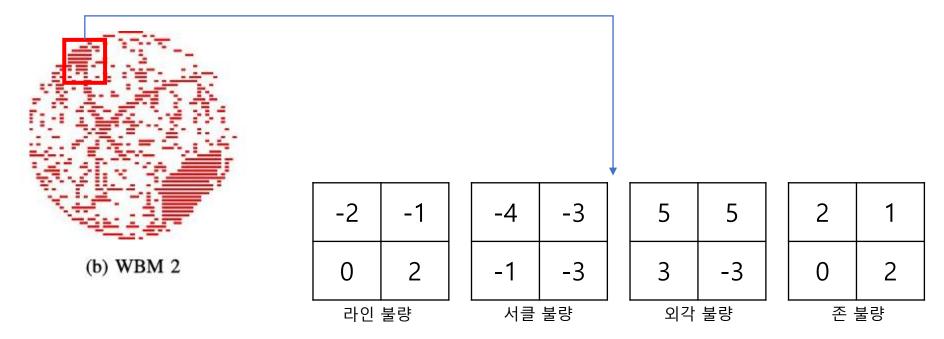
source: https://pytorch.org/docs/stable/generated/torch.nn. Cross Entropy Loss. html? highlight = crossentropy # torch.nn. Cross Entropy Loss. html? highlight = crossentropy # torch.nn. Cross Entropy Loss. html? highlight = crossentropy # torch.nn. Cross Entropy Loss. html? highlight = crossentropy # torch.nn. Cross Entropy Loss. html? highlight = crossentropy # torch.nn. Cross Entropy Loss. html? highlight = crossentropy # torch.nn. Cross Entropy Loss. html? highlight = crossentropy # torch.nn. Cross Entropy Loss. html? highlight = crossentropy # torch.nn. Cross Entropy Loss. html? highlight = crossentropy # torch.nn. Cross Entropy Loss. html? highlight = crossentropy # torch.nn. Cross Entropy Loss. html? highlight = crossentropy # torch.nn. Cross Entropy Loss. html? highlight = crossentropy # torch.nn. Cross Entropy Loss. html? highlight = crossentropy # torch.nn. Cross Entropy Loss. html? highlight = crossentropy # torch.nn. Cross Entropy Loss. html? highlight = crossentropy # torch.nn. Cross Entropy Loss. html. highlight = crossentropy # torch.nn. Cross Entropy Loss. html. highlight = crossentropy # torch.nn. Cross Entropy Loss. html. highlight = cross Entropy Loss. html. highlight = cross Entropy M torch.nn. Cross Entropy M torch.nn. highlight = cross Entropy

When is Sigmoid?

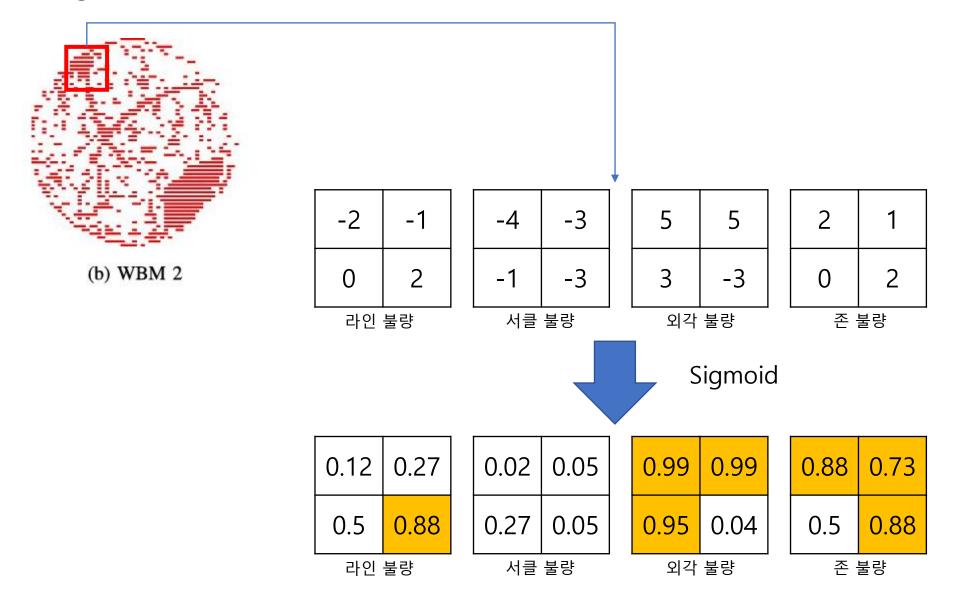


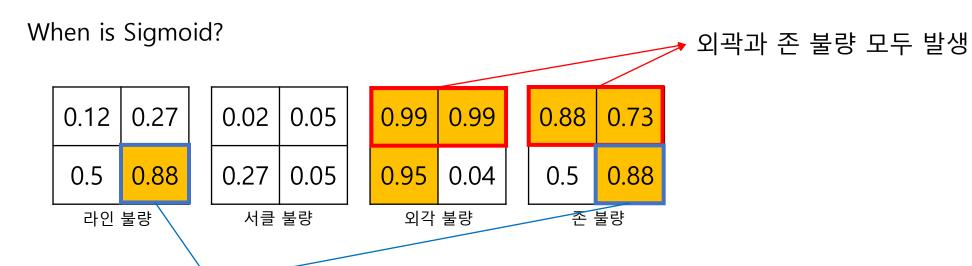
겹치는 클래스가 존재하는데 둘 다 찾는게 중요

When is Sigmoid?



When is Sigmoid?





라인과 존 불량 모두 발생

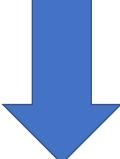


정답 라벨과 Binary Cross Entropy 계산

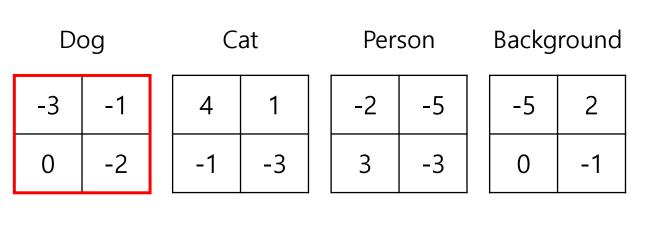
0	0	0	0		1	1	1	1
0	1	0	0		1	0	1	1
라인	 불량	서클 불량		•	외각	불량	존 -	 불량

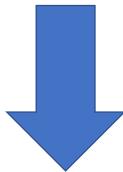
How to apply softamx along (height x width) axis?

Dog Background Cat Person -3 -2 -5 -5 2 4 -2 3 -3 0 -1 -3 0



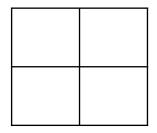
Softmax, along (Height, Width) axis

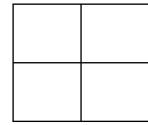




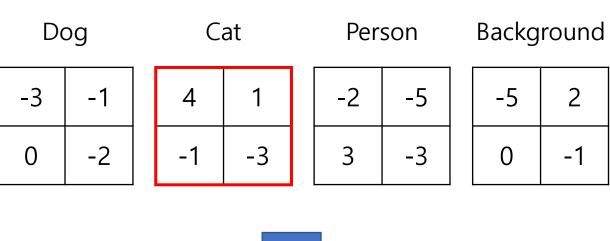
Softmax, along (Height, Width) axis

A1	B1
C1	D1





$$A1+B1+C1+D1 = 1$$

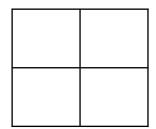




Softmax, along (Height, Width) axis

	- 1

A2	В2
C2	D2



$$A2+B2+C2+D2 = 1$$

CLASS torch.nn.Softmax2d

[SOURCE]

Applies SoftMax over features to each spatial location.

When given an image of Channels x Height x Width, it will apply Softmax to each location $(Channels, h_i, w_j)$

Shape:

- Input: (N, C, H, W)
- Output: (N,C,H,W) (same shape as input)

Returns

a Tensor of the same dimension and shape as the input with values in the range [0, 1]

Examples:

```
>>> m = nn.Softmax2d()
>>> # you softmax over the 2nd dimension
>>> input = torch.randn(2, 3, 12, 13)
>>> output = m(input)
```

Softmax result is same as Softmax2d

```
[133] x = torch.tensor([[[-3, -1]],
               [0, -2]],
              [[4, 1],
               [-1, -3]
              [[-2, -5],
               [3, -3]],
              [[-5, 2],
               [0, -1]], dtype=torch.float64)
      x, x.size()
      (tensor([[[-3., -1.],
                [0., -2.]]
               [[ 4., 1.],
                [-1., -3.]],
               [[-2., -5.],
               [ 3., -3.]],
               [[-5., 2.],
                [ 0., -1.]]], dtype=torch.float64), torch.Size([4, 2, 2]))
[134] x = x.unsqueeze(0)
      x.size()
      torch.Size([1, 4, 2, 2])
```

```
[136] softmax_channel = torch.nn.Softmax(dim=1)
      output_softmax_channel = softmax_channel(x)
      output_softmax_channel
      tensor([[[[
                     0.0009,
                                 0.0351],
                     0.0445.
                                 0.224511.
               [[
                     0.9965,
                                 0.2593],
                                 0.082611.
                     0.0164.
               ]]
                     0.0025,
                                 0.0006]
                     0.8945.
                                 0.082611.
                     0.0001,
                                 0.7049],
                     0.0445,
                                 0.6103]]]], dtype=torch.float64)
```

```
[140] softmax_height_width = torch.nn.Softmax2d()
      output_softmax_height_width = softmax_height_width(x)
      output_softmax_height_width
     tensor([[[[
                     0.0009,
                                 0.0351],
                                 0.2245]],
                     0.0445.
               ]]
                     0.9965,
                                 0.2593].
                     0.0164.
                                 0.0826]],
               ]]
                     0.0025,
                                 0.0006],
                     0.8945,
                                 0.0826]],
                     0.0001,
                                 0.7049],
                     0.0445,
                                 0.6103]]]], dtype=torch.float64)
```