Segmentation

loU vs. Dice Score

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- A: Ground truth mask
- B: Predicted mask
- IoU and Dice Score are both used to evaluate overlap between predicted and ground truth regions.
- Dice is typically higher than IoU for the same prediction.
- Both range from 0 (no overlap) to 1 (perfect overlap).

$$\operatorname{IoU} = rac{|A \cap B|}{|A \cup B|}$$

$$\text{Dice} = \frac{2|A \cap B|}{|A| + |B|}$$

$$ext{Dice} = rac{2 \cdot ext{IoU}}{1 + ext{IoU}} \quad ext{and} \quad ext{IoU} = rac{ ext{Dice}}{2 - ext{Dice}}$$

IoU

Object detection tasks (bounding boxes)

 $\operatorname{IoU} = rac{|A \cap B|}{|A \cup B|}$

- Instance segmentation
- Evaluations on benchmarks like COCO, Pascal VOC

- Why IoU? Penalizes overprediction (large false positives) more heavily than Dice.
- Example: If your model predicts bounding boxes or masks for individual objects and you're interested in how well those regions match the ground truth, **loU** is the go-to.

Dice Score

- Medical image or fine-grained segmentation (e.g., tumor, organ segmentation)
- Binary or multi-class segmentation tasks
- Imbalanced data scenarios (when foreground is much smaller than background)

$$\mathrm{Dice} = rac{2|A\cap B|}{|A|+|B|}$$

- Why Dice?
- More sensitive to small overlaps, e.g. medical or fine-grained segmentation.
- When in class imbalance (e.g., small target in large image).
- · Numerically more stable when ground truth areas are small.
- Example: segmenting tumors in MRI scans, and the tumor area is tiny compared to the background.

Comparison / Practical Rule of Thumb

- Use IoU if your task is detection-focused (especially in competitions or using bounding boxes).
- Use Dice Score if your task is segmentation-focused and you're dealing with fine boundaries or class imbalance.

Metric	Best For	Sensitive To	Good When
IoU	Object detection, instance segmentation	Union area (over- and under-prediction)	Comparing masks of similar sizes
Dice	Medical imaging, semantic segmentation	Overlap in small objects	Foreground is small or class imbalance