DEPARTMENT OF COMPUTER SCIENCE
AND MATHEMATICS

UNIVERSITY OF APPLIED SCIENCES MUNICH

Master's Thesis in Computer Science

# Interactive Segmentation Methods

Alexander Fertig

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# Interactive Segmentation Methods

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I confirm that this master's thesis in computer science is my own work and I have documented all sources and material used.

Munich, Submission date Alexander Fertig

# Zusammenfassung

1. Introductions
    a) DL in Industry
    b) Application of DL and gathering Labels
2. Basics
    a) ML, DL, CNN
    b) Semantic Segmentation (and IoU)
    c) Interactive Semantic Segmentation (Methods of comparison)
3. Methods
    a) IOG
    b) Extreme Points
4. Benchmark
    a) Motivation and structure of the Benchmark
    b) Applied Methods
    c) Evaluation (or put Evaluation as own chapter)
5. Conclusion

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# Literatur

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[Zha+20] S. Zhang, J. H. Liew, Y. Wei, S. Wei und Y. Zhao. „Interactive Object Segmentation With Inside-Outside Guidance“. In: *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*. 2020, S. 12234–12244.