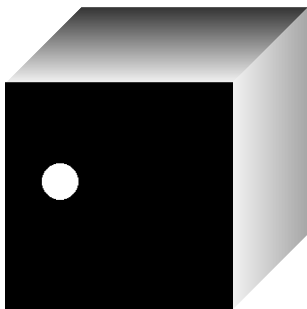


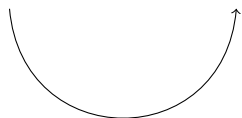
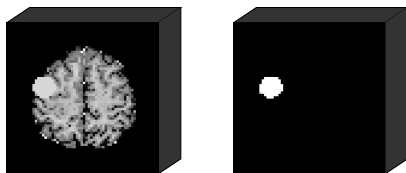
+



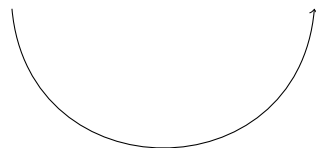
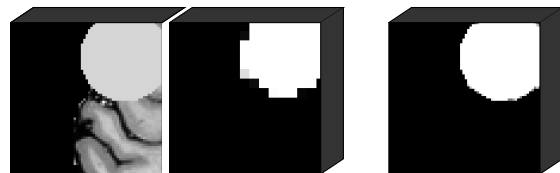
1. Mask.
2. Downsample.
3. Global estimate of
out of distribution regions
4. Upsample.



1. Extract high resolution patch
with respect to coarse segmentation.
2. Add global estimate as second channel.
3. Local segmentation of
out of distribution pixels.



Global 3D U-Net



Lokal 3D U-Net