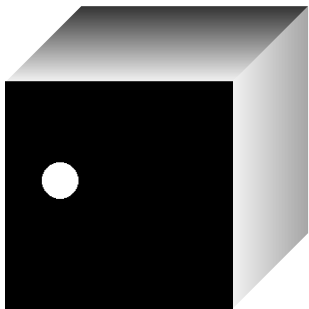


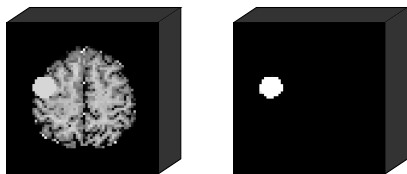
+



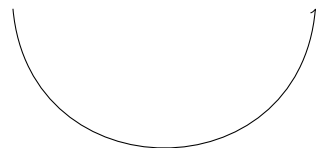
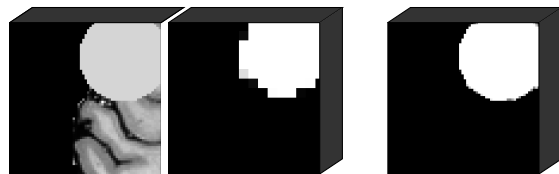
1. Mask.
2. Downsample.
3. Global estimate of out of distribution regions
4. Upsample.



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