

The background of the slide is a light gray with a complex, abstract network of thin gray lines connecting small, dark gray circular nodes. These nodes are scattered across the entire frame, creating a sense of interconnectedness and data flow, reminiscent of a neural network or a social graph.

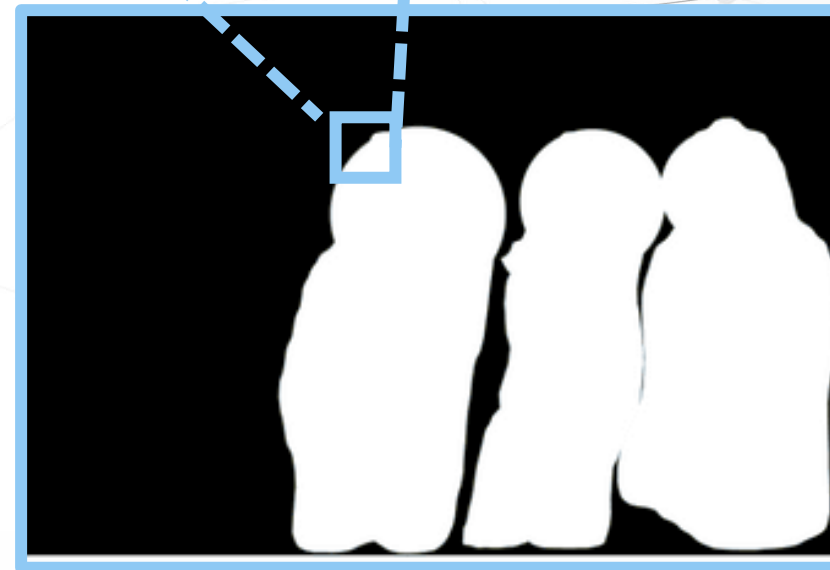
MLDL-I

Machine Learning and Deep Learning - I

Intro to Segmentation



0	0	0
0	0	1
0	1	1



[Link](#)

Semantic vs Instance Segmentation



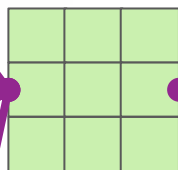


Horizontal Edge

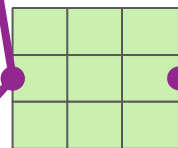
Vertical Edge

Changes in Value

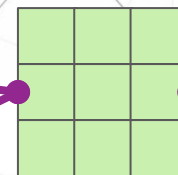
Angular Edge



⋮



Circular Edge

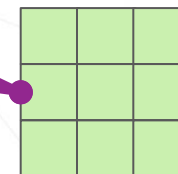


Eye

⋮

⋮

Sharp Turns



Beak

DNN

0.1

0.2

0.01

⋮

0.07

```
x = base_model(inp)
x = Flatten()(x)
x = Dense(128, activation='relu')(x)
out = Dense(num_classes, activation='sigmoid')(x)
```




Horizontal Edge

Vertical Edge

Changes in Value

Angular Edge

Circular Edge

Eye

Sharp Turns

Beak

8x8x512

```
x = base_model(inp)
x = Flatten()(x)
x = Dense(128, activation='relu')(x)
out = Dense(num_classes, activation='sigmoid')(x)
```

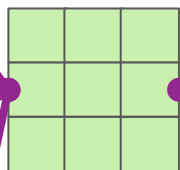


Horizontal Edge

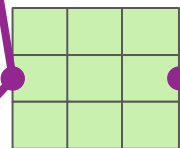
Vertical Edge

Changes in Value

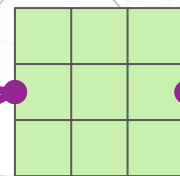
Angular Edge



⋮

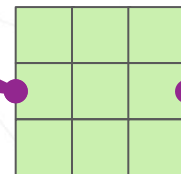


Circular Edge



Eye

Sharp Turns

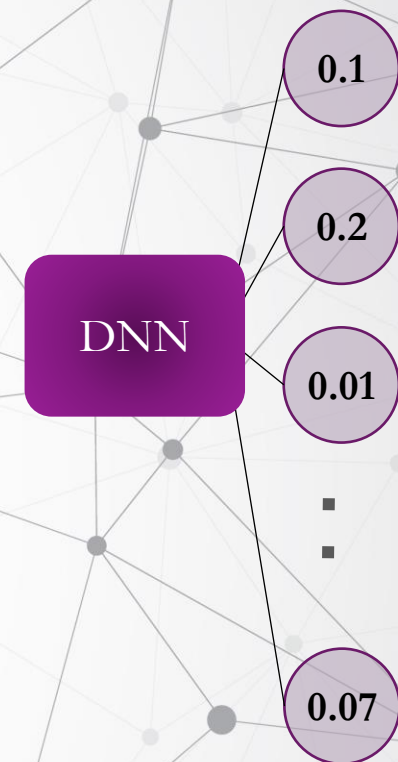
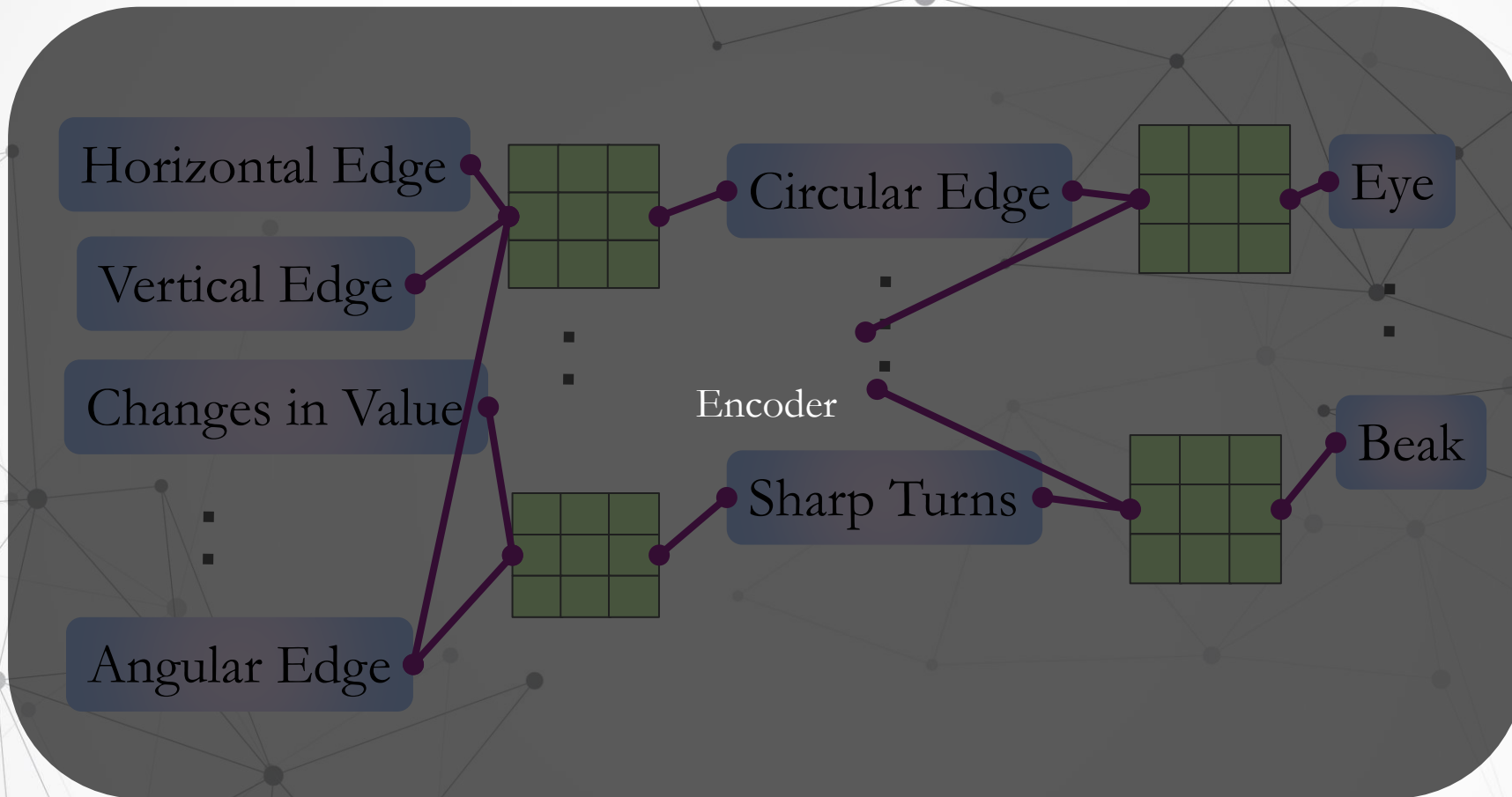


Beak



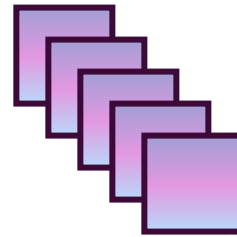
1x1x512

```
x = base_model(inp)
x = GlobalAveragePooling2D()(x)
x = Dense(128, activation='relu')(x)
out = Dense(num_classes, activation='sigmoid')(x)
```





Encoder



8x8x512



DNN

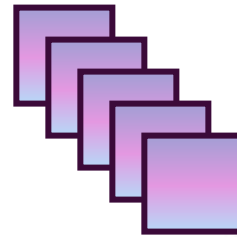
Output

Class Predictions



128x128x3

Encoder



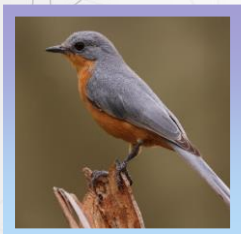
8x8x512

Decoder



128x128x1

- Final Shape 8x8 to 128x128
- Build a new image based on image
- Correctly predict the pixels



256x256x3



256x256x64



128x128x128



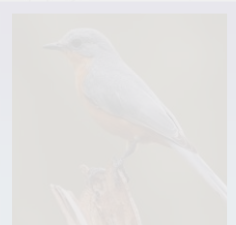
64x64x256



32x32x512



16x16x512



256x256x3

Input

4	5	6
7	5	4
8	6	3

Input



Repeat

4

Repeat

5

Repeat

7

4	4
4	4

5	5
5	5

7	7
7	7



4	4	5	5	6	6
4	4	5	5	6	6
7	7	5	5	4	4
7	7	5	5	4	4
8	8	6	6	3	3
8	8	6	6	3	3

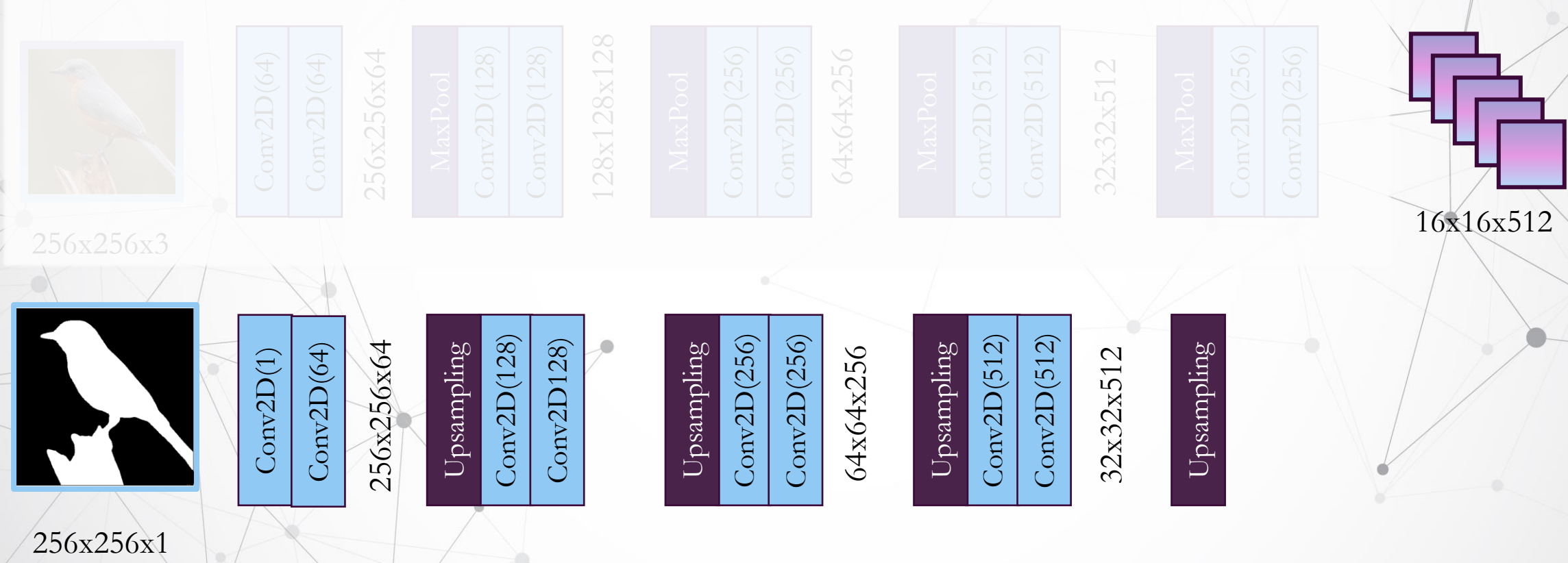
Output



16x16x512

Upsampling

```
tf.keras.layers.UpSampling2D(size=(2, 2))
```



Pooling

```
tf.keras.layers.MaxPooling2D(pool_size = (2, 2))
```



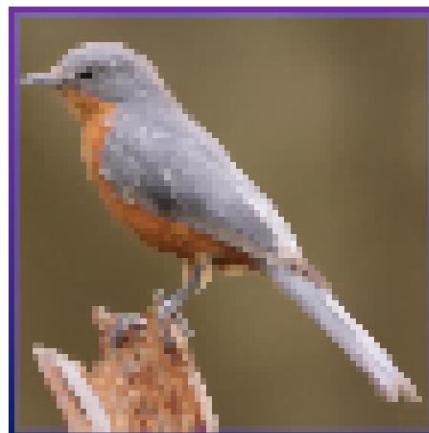
512,512,3



256,256,3



128,128,3



64,64,3



32,32,3

Upsampling

```
tf.keras.layers.UpSampling2D(size=(2, 2))
```



32,32,3



64,64,3



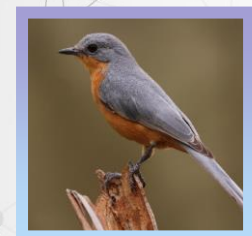
128,128,3



256,256,3



512,512,3



256x256x3



256x256x1



256x256x64



128x128x128



64x64x256



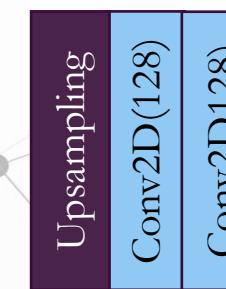
32x32x512



16x16x512



256x256x64



128x128x128

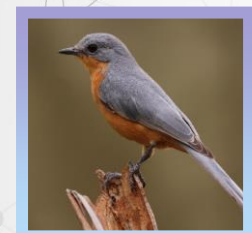


64x64x256



32x32x512





256x256x3



256x256x1



256x256x64

256x256x**128**



128x128x128

128x128x**256**



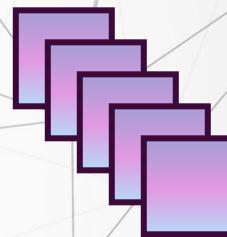
64x64x256

64x64x**512**



32x32x512

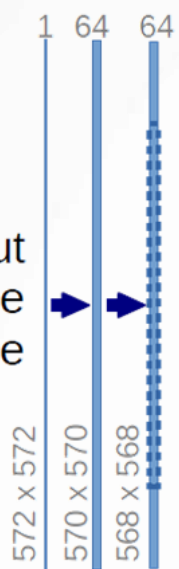
32x32x**1024**



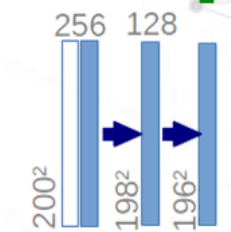
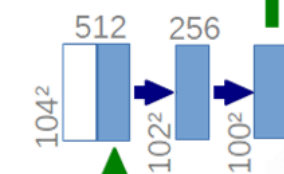
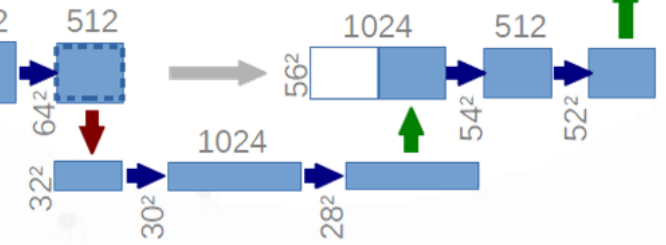
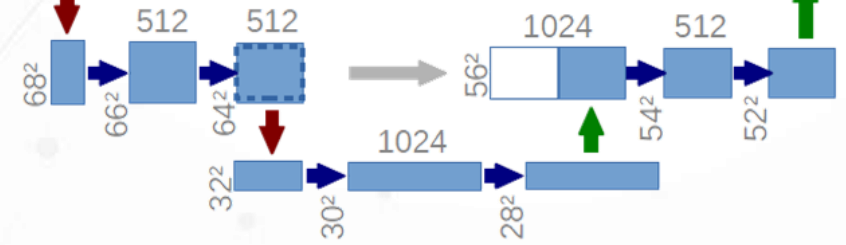
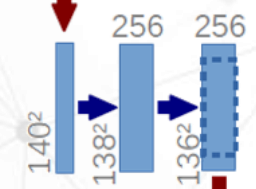
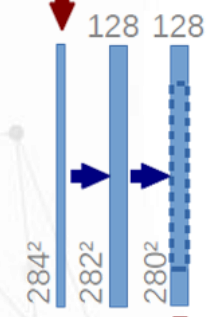
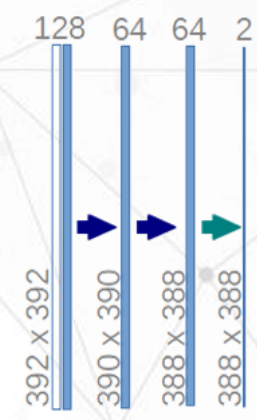
16x16x512



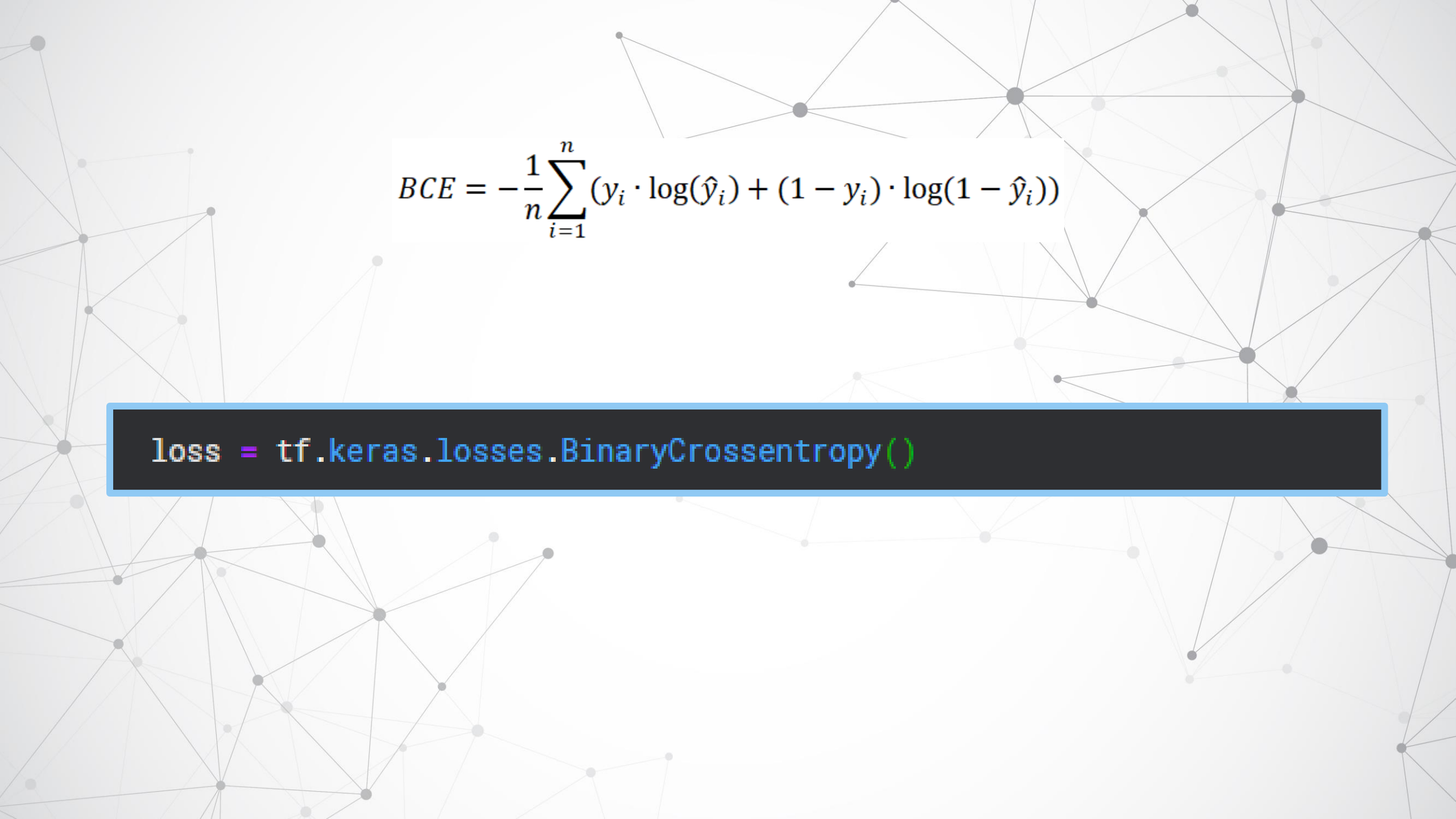
input
image
tile



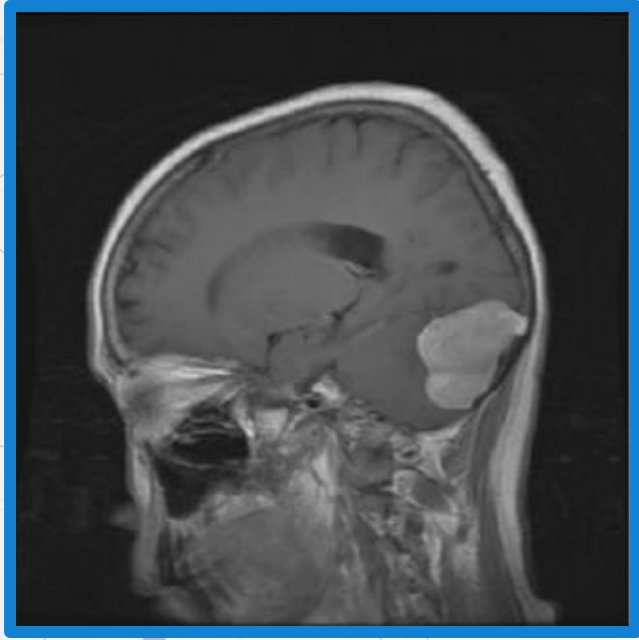
output
segmentation
map



- conv 3x3, ReLU
- copy and crop
- ↓ max pool 2x2
- ↑ up-conv 2x2
- conv 1x1

A background network diagram consisting of numerous grey circular nodes connected by thin, light-grey lines, forming a complex web-like structure across the entire slide.
$$BCE = -\frac{1}{n} \sum_{i=1}^n (y_i \cdot \log(\hat{y}_i) + (1 - y_i) \cdot \log(1 - \hat{y}_i))$$

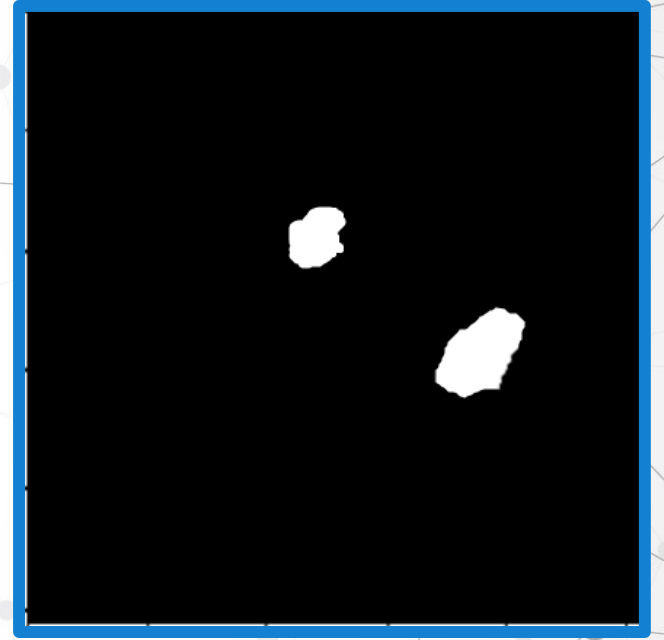
```
loss = tf.keras.losses.BinaryCrossentropy()
```



Input



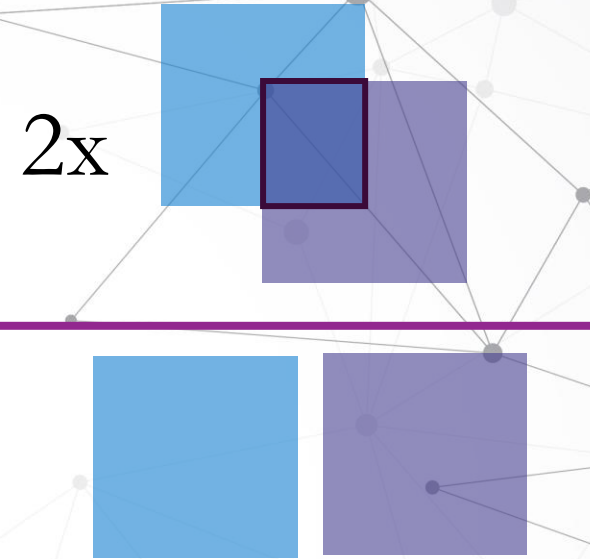
Ground Truth



Prediction

Dice Coefficient

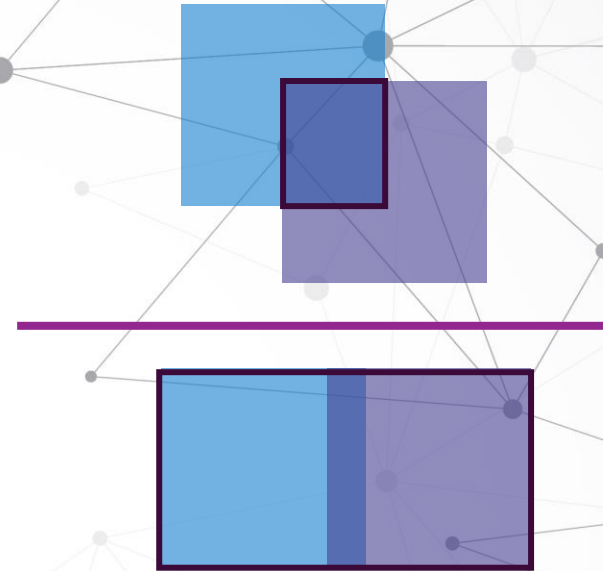
$$= \frac{2 \times \text{area of intersection}}{\text{area of prediction} + \text{area of ground truth}}$$



```
def dice_loss(y_true, y_pred):  
    y_true_f = K.flatten(y_true)  
    y_pred_f = K.flatten(y_pred)  
    intersection = K.sum(y_true_f * y_pred_f)  
    val = (2. * intersection + K.epsilon()) / (K.sum(y_true_f) + K.sum(y_pred_f) + K.epsilon())  
    return 1. - val
```


Intersection over Union

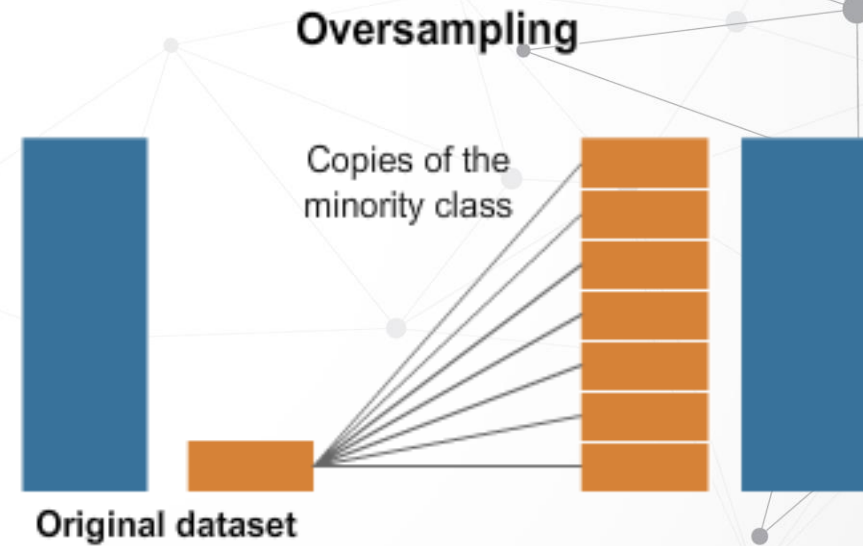
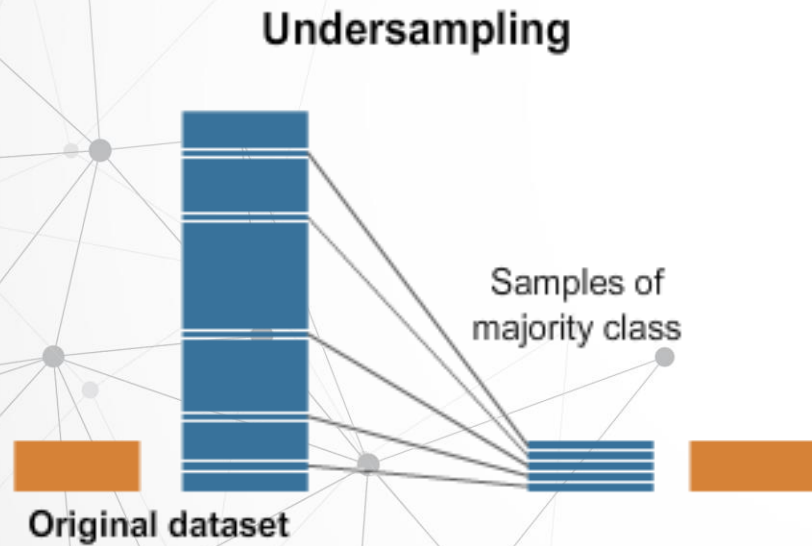
$$= \frac{\text{intersection of area}}{\text{union of area}}$$



```
def jaccard_distance(y_true, y_pred):  
    intersection = K.sum(y_true * y_pred)  
    union = K.sum(y_true + y_pred) - intersection  
    jac = (intersection) / union  
    return 1 - jac
```

Class Imbalance

- Data Sampling



Other Approaches

- Class Weights
- Dedicated Model
- Ensembling



Any Question?