Instructions

Step1:

对原数据进行缩放或者切割;(支持格式: jpeg、png) Resize or crop raw data; (data format: jpeg,png)

Step2:

创建每个图像对应的 mask 图像; (支持格式: jpeg、png) (mask 图像必须 为单通道图)

Create mask image for each data. (Mask image: jpeg, png; single channel) 步骤: (Steps:)

- 1、下载程序 JS Segment Annotator (见 readme 文件),解压缩(运行环境 linux); Download program - JS Segment Annotator & unzip it.
- 2、按照说明在/data 文件夹下,新建样本标注文件 xxx.json,修改 or 增加标注类 别,分别按照样例添加图像和原始 mask 生成路径和名字;(样例文件 example.json)
- 3、修改/js 文件夹下 main.js 文件, 使 dataURL 指向 你自己建立的 xxx.json 文件;

Follow the user guide of JS Segment Annotator, and then set your own labels and

4、运行主目录下文件 index.html 进入图像界面进行标注:(可以使用默认的 firefox 浏览器)

Make your own mask files.

- 5、保存每个图像生成的原始 mask 文件;
 - Save all mask files.

6、运行 segnet_labeling.m 程序(需要第三方函数 natsortfiles(见 readme 文件), 建议加入为 Matlab 的库函数),将前面生成的原始 mask 图像(默认支持 png) 转换为 segnet 的 mask 图像,并同时生成可视化图像(后缀为 colour)。在弹出 对话框中分别输入:选择原始 mask 图像文件夹(图像不能放到桌面,必须在某 个文件夹下); 生成的 segnet mask 图像保存文件夹;

Run Matlab code - segnet_labeling.m to convert masks which you made above to the SegNet format. (Support png format default)

Note: 1) if you already have had another type mask file, you only need to create a Transforming Interface Program to make SegNet format mask file, and skip this step. 2) The mask image of SegNet is a label image whose pixel value means your original pixel class and position. So the mask image pixel value must be integer and maximum value must be your class number -1 (Because the label of Caffe is from 0 to max class-1). For example, if your project has 12 classes, the maximum value of your mask image pixel must not exceed 11. Otherwise, you will get an error like this:

Check failed: status CUBLAS_STATUS_SUCCESS (11 0) VS. CUBLAS_STATUS_MAPPING_ERROR

Step3:

```
建立 list 文件;(可以使用 create_list.sh)
Create list file.
格式:(数据与 mask 之间空一格)
/SegNet /train/0001TP_006690.png /SegNet /trainannot/0001TP_006720.png
/SegNet /train/0001TP_006720.png /SegNet /trainannot/0001TP_006720.png
```

Step4:

根据输入图像大小,修改网络 upsample 层的参数; Change to your own parameter of upsample layer, according to input size.

Details:

```
The parameters of upsample layer: (code: see src\caffe\proto\caffe.proto)
message UpsampleParameter {
  // DEPRECATED. No need to specify upsampling scale factors when
  // exact output shape is given by upsample_h, upsample_w parameters.
  optional uint32 scale = 1 [default = 2];
  // DEPRECATED. No need to specify upsampling scale factors when
  // exact output shape is given by upsample_h, upsample_w parameters.
  optional uint32 scale_h = 2;
  // DEPRECATED. No need to specify upsampling scale factors when
  // exact output shape is given by upsample_h, upsample_w parameters.
  optional uint32 scale_w = 3;
  // DEPRECATED. Specify exact output height using upsample_h. This
  // parameter only works when scale is 2
  optional bool pad_out_h = 4 [default = false];
  // DEPRECATED. Specify exact output width using upsample_w. This
  // parameter only works when scale is 2
  optional bool pad_out_w = 5 [default = false];
  optional uint32 upsample h = 6;
  optional uint32 upsample_w = 7;
}
```

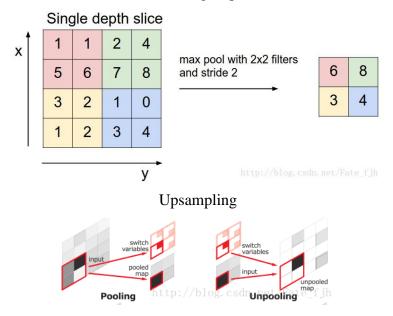
And the parameters: scale, scale_h, scale_w, pad_out_h, pad_out_w, upsample_h, upsample_w can be modified.

If you have exact output shape, you only need to modify "upsample_h" and "upsample_w".

The author does not recommend to use others parameters; but I will give some explanations for how to use them.

1. Theoretical basis:

Pooling step



These two images explain: scale is 2 (2*2 pooling and upsampling), as 1/2 original width/height size (for pooling), as 2-fold pooling layer feature size (for upsampling).

- 2. Parameter pad_out: padding size for adjusting true size.
- 3. Parameter Priority: (code: see src\caffe\layers\upsample_layer.cpp)
- I. Detect whether parameters upsample_h and upsample_w exist or not. If exist, use them; if not, go to II.
- II. Detect whether parameter scale_h exist or not.

If exist, scale_h_ = scale_w_ = scale; if not, go to III.

III. scale_h_ = scale_h, and scale_w_= scale_w.

Only scale_h_ = scale_w_ = 2, Parameters: pad_out_h, pad_out_w can be used.

```
if (upsample_param.has_upsample_h() && upsample_param.has_upsample_w()) {
    upsample_h_ = upsample_param.upsample_h();
    upsample_w_ = upsample_param.upsample_w();
   CHECK_GT(upsample_h_, 1);
    CHECK GT (upsample w , 1):
 } else {
    LOG(INFO) << "Params 'pad_out_{}_' are deprecated. Please declare upsample"
        << " height and width useing the upsample_h, upsample_w parameters.";</pre>
    if (!upsample_param.has_scale_h()) {
     scale_h_ = scale_w_ = upsample_param. scale();
     CHECK_GT(scale_h_, 1);
    } else {
     scale_h_ = upsample_param. scale_h();
     scale_w_ = upsample_param.scale_w();
     CHECK_GT(scale_h_, 1);
     CHECK_GT(scale_w_, 1);
   pad_out_h_ = upsample_param.pad_out_h();
    pad_out_w_ = upsample_param.pad_out_w();
    CHECK(!pad_out_h_ || scale_h_ == 2)
        << "Output height padding compensation requires scale_h == 2, otherwise "</pre>
        << "the output size is ill-defined.";</pre>
    CHECK(!pad_out_w_ || scale_w_ == 2)
        << "Output width padding compensation requires scale_w == 2, otherwise"</pre>
        << "the output size is ill-defined.";</pre>
   upsample_h_ = upsample_w_ = -1; // flag to calculate in Reshape
}
```

4. Calculation formula

```
And when you use parameters of II/III, the output feature map size is: upsample_h_ = bottom[0]->height() * scale_h_ - int(pad_out_h_);

// upsample_h_ = height * scale - pad_out

// upsample_h_ = height * 2 - pad_out

upsample_w_ = bottom[0]->width() * scale_w_ - int(pad_out_w_);
```

```
void UpsampleLayer \Dtype \:: Reshape (const vector \Blob \Dtype \* \& bottom,
      const vector(Blob(Dtype)*>& top) {
  CHECK_EQ(4, bottom[0]->num_axes()) << "Input must have 4 axes, "
      << "corresponding to (num, channels, height, width)";</pre>
  \texttt{CHECK\_EQ}(4, \ \texttt{bottom[1]-} \\ \texttt{num\_axes()}) << \ \texttt{"Input mask must have 4 axes, "}
      <</pre>"corresponding to (num, channels, height, width)";
  CHECK\_EQ(bottom[0]->num(),\ bottom[1]->num());\\
  CHECK_EQ(bottom[0]->channels(), bottom[1]->channels());
  CHECK\_EQ(bottom[0]-\rangle height(),\ bottom[1]-\rangle height());\\
  CHECK_EQ(bottom[0]->width(), bottom[1]->width());
  if (upsample_h_ <= 0 || upsample_w_ <= 0) {
    upsample_h_ = bottom[0]->height() * scale_h_ - int(pad_out_h_);
    upsample_w_ = bottom[0]->width() * scale_w_ - int(pad_out_w_);
  top[0]->Reshape(bottom[0]->num(), bottom[0]->channels(), upsample_h_,
      upsample_w_);
  channels_ = bottom[0]->channels();
  height_ = bottom[0]->height();
  width_ = bottom[0]->width();
```

5. Example

The original model of SegNet used CamVid Database.

(http://mi.eng.cam.ac.uk/research/projects/VideoRec/CamVid/)

And the size of CamVid Database's images is 360*480 (height*width).

 $\label{lem:lem:models} Meanwhile the models in SegNet-Tutorial-master/Example_Models \& SegNet-Tutorial-master/Models all used VGG16 structure.$

(https://github.com/alexgkendall/SegNet-Tutorial)

So, the feature maps of each layer show as below:

VGG16 topology	
Soft Max	
Inner Product8 output:1000	
Drop7 dropout ratio:0.5	
Inner Product7 Relu7 output:4096	
Drop6 dropout ratio:0.5	
Inner Product6 Relu6 output:4096	
Pooling 5 Type:MAX,Kernel_size:2,stride:2	512x12x15 512x11.5x15
Convolutional layer5_3 Relu5_3 output:512,pad:1,Kernel_size:3	512x23x30
Convolutional layer5_2 Relu5_2 output:512,pad:1,Kernel_size:3	512x23x30
Convolutional layer5_1 Relu5_1 output:512,pad:1,Kernel_size:3	512×23×30
Pooling4 Type:MAX,Kernel_size:2,stride:2	512x23x30 512x22.5x30
Convolutional layer4_3 Relu4_3 output:512,pad:1,Kernel_size:3	512x45x60
Convolutional layer4_2 Relu4_2 output:512,pad:1,Kernel_size:3	512x45x60
Convolutional layer4_1 Relu4_1 output:512,pad:1,Kernel_size:3	512x45x60
Pooling3 Type:MAX,Kernel_size:2,stride:2	256x45x60
Convolutional layer3_3 Relu3_3 output:256,pad:1,Kernel_size:3	256×90×120
Convolutional layer3_2 Relu3_2 output:256,pad:1,Kernel_size:3	256×90×120
Convolutional layer3_1 Relu3_1 output:256,pad:1,Kernel_size:3 Pooling2	256x90x120
Type:MAX,Kernel_size:2,stride:2 Convolutional layer2_2	128x90x120
Relu2_2 output:128,pad:1,Kernel_size:3 Convolutional layer2_1	128x180x240
Relu2_1 output:128,pad:1,Kernel_size:3	128x180x240
Type:MAX,Kemel_size:2,stride:2 Convolutional layer1_2	64x180x240 64x360x480
Relu1_2 output:64,pad:1,Kernel_size:3 Convolutional layer1_1	64x360x480
Relu1_1 output:64,pad:3,Kernel_size:3 Data Layer	3x360x480

According to Caffe pooling & convolution layer formula, the size of feature map is integer. So the first unsampling layer parameters are upsample_w = 30, upsample_h = 23 (scale = 2 is optional parameter, you can omit it.); and the second unsampling layer parameters are upsample_w = 60, upsample_h = 45. But the rest layers' parameter is only scale = 2 (Because the size of feature map can be divided with no remainder).

Step5:

计算并修改 class_weighting 参数 (在 loss 层);

Compute the parameters (class_weighting) of loss layer.

可以使用 class_weighting_compute.m; 使用方法: (Method:)

Matlab 运行,在弹出对话框中分别输入:类别总数;选择 mask 图片文件夹;结果保存的 txt 文件夹路径; txt 文件保存的名字。(注: mask 文件夹中图片不可太多,可能会溢出,可以分别做成若干个 txt 文件,再把对应类权重求均值,且 mask图像格式默认为 png,如果为 jpeg 需要进行修改)

Run code class_weighting_compute.m, and you will get a txt file. Then set the value to loss layer.

Step6:

训练+测试。

Train & test.

注:由于 SegNet 结构限制,类别暂时不支持超过 256 类 (0-255, 8bit),程序在 Matlab2010a、Matlab2014a 和 Matlab2016a 测试通过。