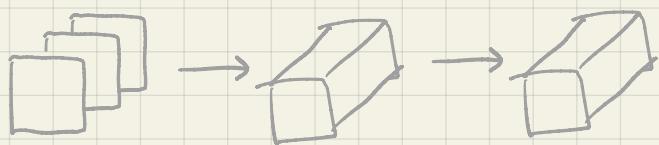


$$H_{out}, W_{out} = \left\lfloor \frac{H_{in} - 2p + k}{s} \right\rfloor + 1$$

1 layer of UNet

$$(C, H, W) : (3, 128, 128) \quad (64, 128, 128) \quad (64, 128, 128)$$



Why Double Conv?

- 1) increased receptive field
 $3 \times 3 \rightarrow 5 \times 5$ without extra params
- 2) more nonlinearity \rightarrow more complex feature interactions
- 3) Feature refinement
- 4) Stability & proven effectiveness

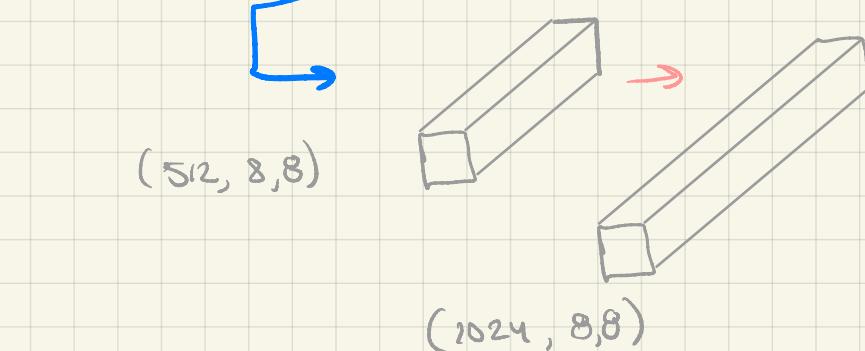
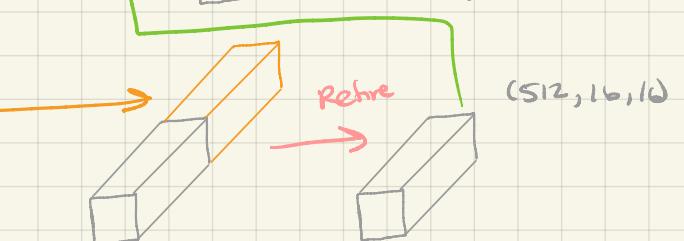
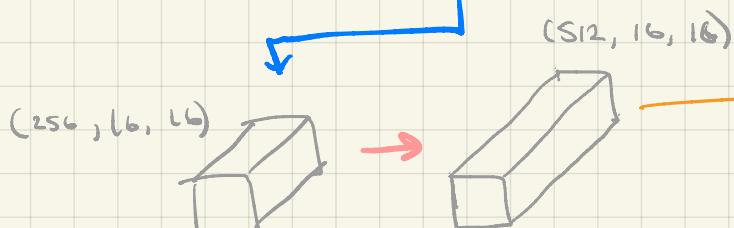
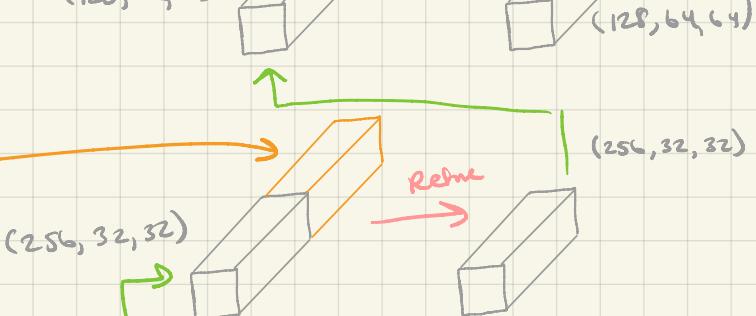
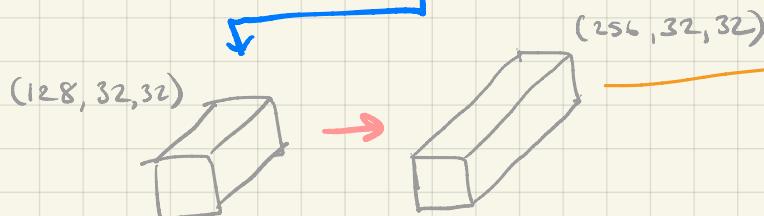
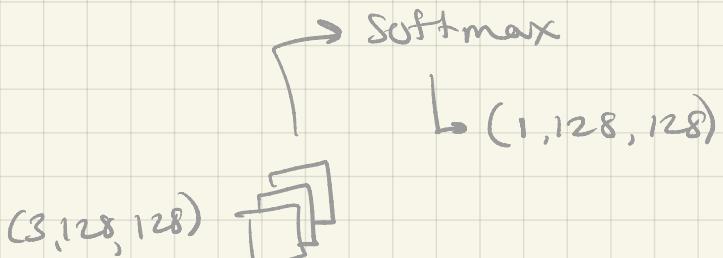
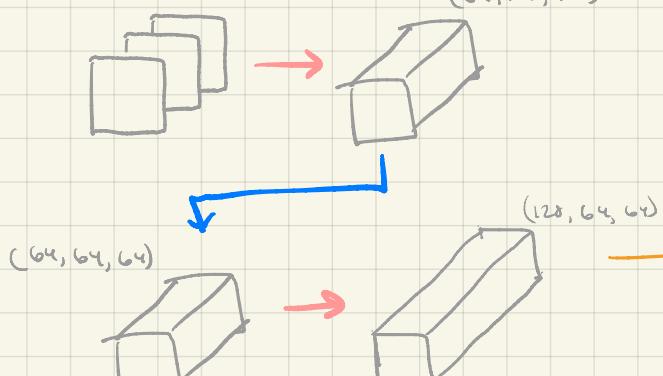
$$RF_{new} = RF_{prev} + (k-1)$$

\rightarrow = Double Convolution

\rightarrow = Max Pool 2D

$$(C, H, W) : (3, 128, 128)$$

$$(64, 128, 128)$$



$$(H_{in} - 1)s - 2p + k + p_0$$

$$(8-1)2 - 36 + 2 = 16$$

$$L_{CE} = -\sum \log(p_{c(x)}(x)) \text{, where } p_k(x) = \frac{\exp(a_k(x))}{\sum_{k=1}^C \exp(a_k(x))}$$

C classes = [pet, background, boundary]

logits $Q(x) = (a_1(x) \dots a_C(x))$ for each pixel $x \in \Omega$

ground truth label at each pixel $l(x) \in \{1, \dots, C\}$

A is predicted pixels in pet class
 B is ground truth pixels in pet class

[0, 1]

Jaccard Similarity

$$\text{IoU} = \frac{|A \cap B|}{|A \cup B|} = \frac{\text{Overlap}}{\text{Union}} = \frac{TP}{TP + FP + FN}$$

as $|A \cup B| \rightarrow$

$$\text{Dice} = \frac{2|A \cap B|}{|A| + |B|} = \frac{2PR}{P+R} = \frac{2TP}{2TP + FP + FN}$$

precision $p(Y=1 | Y=1)$

$$Y=1 \quad \frac{TP}{TP + FP}$$

Recall $p(Y=1 | Y'=1)$

$$\frac{TP}{TP + FN}$$

$$W_{in} H_{in} = (4, 4)$$

overlapping Kernels sum

$$(H_{in}-1)s - 2p + k + p_0$$

Kernel = 2
stride = 1
padding = 0

$$C_{in} = 6$$

$$C_{out} = 3$$

