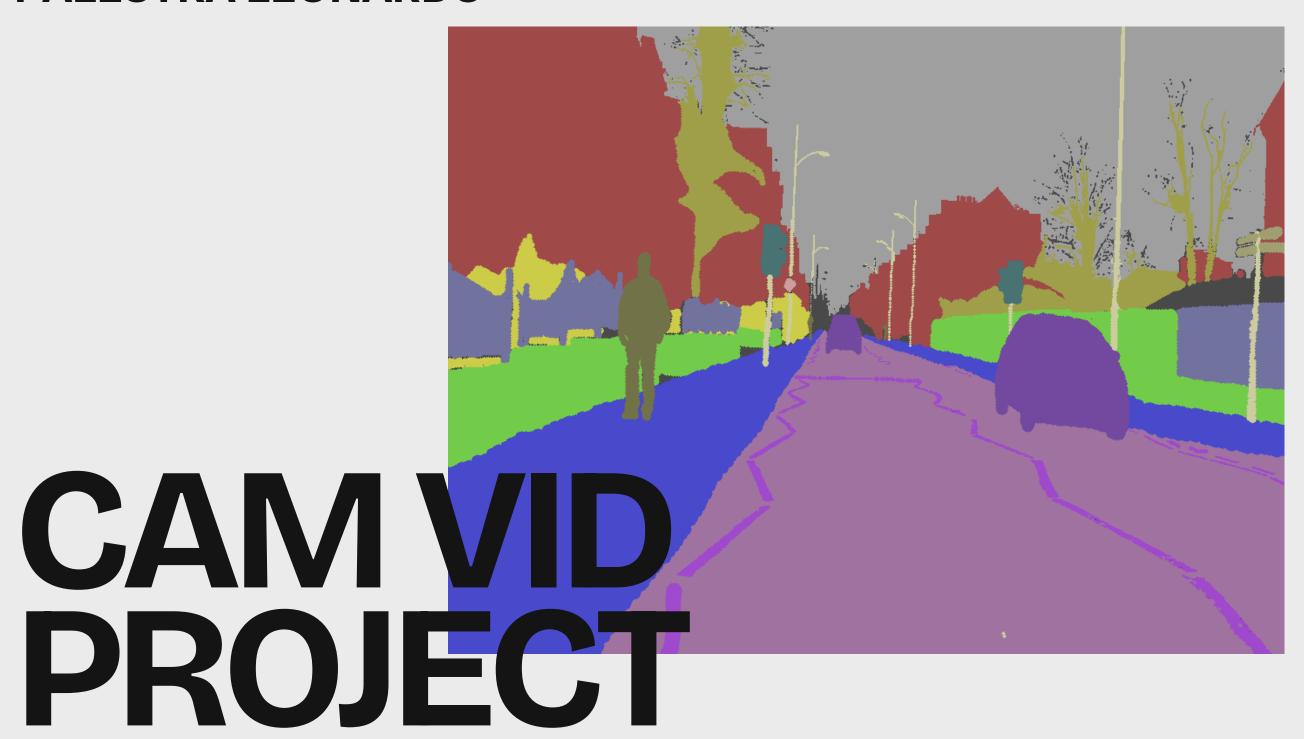
# BORGIA MATTIA PALESTRA LEONARDO



# SEMANTIC SEGMENTATION

COMPUTER VISION TECHNIQUE THAT CLASSIFIES EACH PIXEL IN AN IMAGE INTO A PREDEFINED CATEGORY, ALLOWING FOR PRECISE IDENTIFICATION AND LOCALIZATION OF OBJECTS OR REGIONS BASED ON THEIR CLASS.

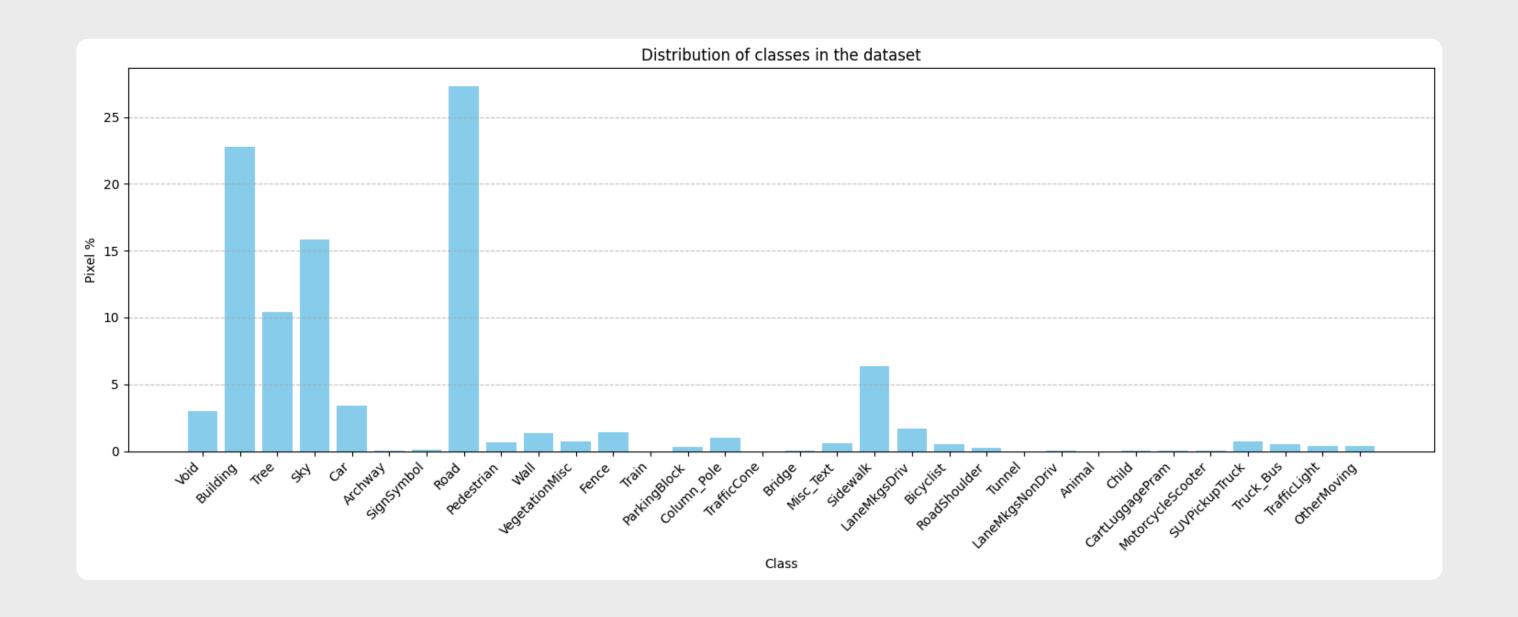


# DATASET-CAMVID

701 IMAGES 701 MASKS

720X960

**32 CLASSES** 



# DATASET - CAMVID - PREPROCESSING

## 11 CLASSES

**SKY** SKY

**BUILDING** BUILDING, BRIDGE, TUNNEL, GARAGE

**POLE** POLE, TRAFFIC LIGHT, TRAFFIC SIGN

**ROAD** ROAD, LANE MARKINGS

**PAVEMENT** SIDEWALK, GROUND, PARKING

TREE, VEGETATION, BUSH, PLANT

**SIGN/SYMBOL** BILLBOARD, SIGN SYMBOL, TRAFFIC SIGN, TRAFFIC LIGHT

**FENCE** FENCE, WALL, RAILING, BARRIER

CAR, TRUCK, BUS, TRAIN, MOTORCYCLE, BICYCLE

**PEDESTRIAN** PEDESTRIAN, RIDER

BICYCLIST CYCLIST, BICYCLE

# **PRO**

- BETTER CLASS BALANCE
- BETTER
  GENERALIZATION
- EASIER TO COMPARE
- FOCUS ON MEANINGFUL CATEGORIES

# DATASET - CAMVID - PREPROCESSING

**CONVERTED** THE MASKS FROM PNG TO NUMPY

**RESIZED** FROM 720X960 TO 512X512

NORMALIZE PIXEL IN A RANGE OF [0,1] BY DIVIDING EACH PIXEL VALUE BY 255

## **SPLIT** THE DATASET IN

- TRAINING 367 OBSERVATIONS
- VALIDATION 101 OBSERVATIONS
- TEST **233** OBSERVATIONS

# DATASET - CAMVID - PREPROCESSING

### ONLINE DATA AUGMENTATION

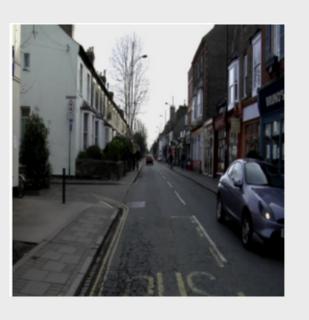
PROCESS OF APPLYING DATA AUGMENTATION TRANSFORMATIONS IN REAL-TIME DURING MODEL TRAINING, RATHER THAN GENERATING AND STORING THE AUGMENTED DATA BEFOREHAND.

EACH TRAINING BATCH IS AUGMENTED ON THE FLY, WHICH SAVES STORAGE SPACE AND PROVIDES A VIRTUALLY INFINITE VARIETY OF TRAINING EXAMPLES.

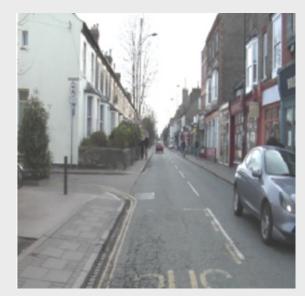
- ZOOM-IN USING RANDOM CROP
- BRIGHTNESS ADJUSTMENT
- CONTRAST ADJUSTMENT
- SATURATION ADJUSTMENT
- HUE ADJUSTMENT
- GAUSSIAN NOISE











#### ARCHITECTURE U-NET **UPSAMPLING2D** 2X2 \*1,\*2,\*4,\*8 **SKIP CONNECTIONS** CONV2D CONCATENATE BASE\_FILTER 3X3 CONV2D **RELU** BASE\_FILTER \* 16 CONV2D 3X3 BASE\_FILTER CONV2D **RELU** 3X3 CONV2D 11 CLASSES 512×512×3 BASE\_FILTER **RELU** SOFTMAX 3X3 CONV2D **RELU** BASE\_FILTER \* 16 3X3 CONV2D **RELU** BASE\_FILTER **MAXPOOLING2D** 3X3 2X2 **RELU**

**INPUT** 512×512×3

**ENCODER**4 LEVELS

BOTTLENECK

**DECODER** 4 LEVELS + SKIP OUTPUT 11 CLASSES

# SELECTION BEST LOSS AND OPTIMIZER

## LOSS

- SPARSE CATEGORICAL CROSSENTROPY
- DICE LOSS
- DICE CE LOSS

## **OPTIMIZER**

- ADAM
- RMSPROP

## **6 COMBINATIONS OF LOSS AND OPTIMIZER**

SORTED BY IOU (INTERSECTION OVER UNION)

#1

OPTIMIZER: **ADAM** 

LOSS FUNCTION:

DICE\_CE\_LOSS

VALIDATION IOU: **0.4616** 

FINAL VAL ACCURACY: **0.8523** 

FINAL VAL LOSS: 0.5379

FINAL TRAIN IOU: **0.4857** 

#2

**OPTIMIZER: ADAM** 

LOSS FUNCTION:

SPARSE\_CATEGORICAL\_CROSSENTROPY

VALIDATION IOU: 0.3865

FINAL VAL ACCURACY: 0.8424

FINAL VAL LOSS: **0.5617** 

FINAL TRAIN IOU: 0.4254

#3

**OPTIMIZER: RMSPROP** 

LOSS FUNCTION:

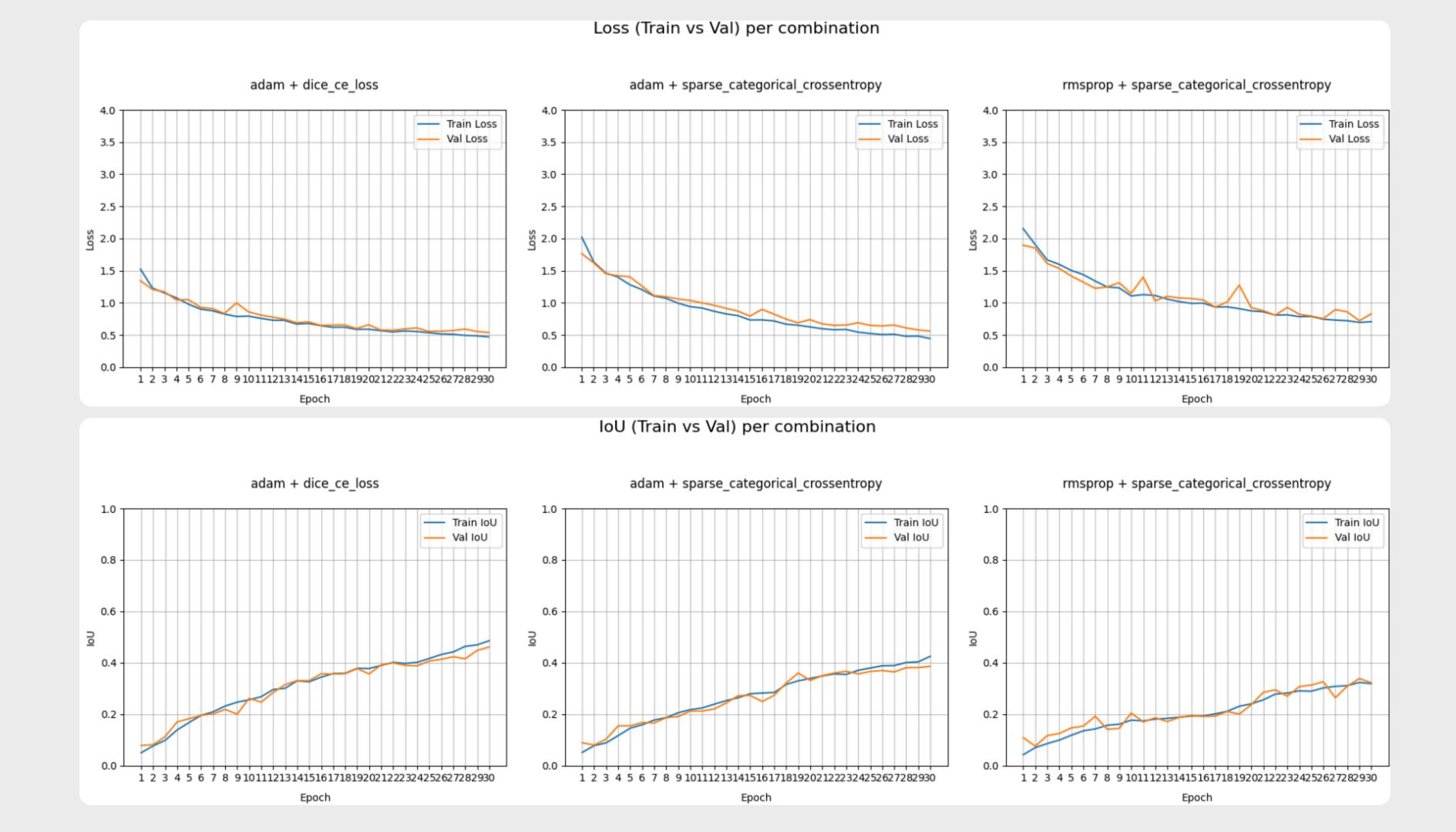
SPARSE\_CATEGORICAL\_CROSSENTROPY

VALIDATION IOU: 0.3224

FINAL VAL ACCURACY: 0.7478

FINAL VAL LOSS: 0.8293

FINAL TRAIN IOU: 0.3192



# **TUNE HYPERPARAMETERS**

HYPERPARAMETER TUNING

**BASE FILTERS:** [8, 16, 32]

**LEARNING RATE:** [0.01, 0.001, 0.0001]

**ALPHA** = [0.2 - 0.8, STEP = 0.1] \*

**SMOOTH** = [0.2 - 0.8, STEP = 0.1] \*\*

IF **DICE\_CE\_LOSS** SELECTED\*

IF **DICE\_LOSS** SELECTED\*\*

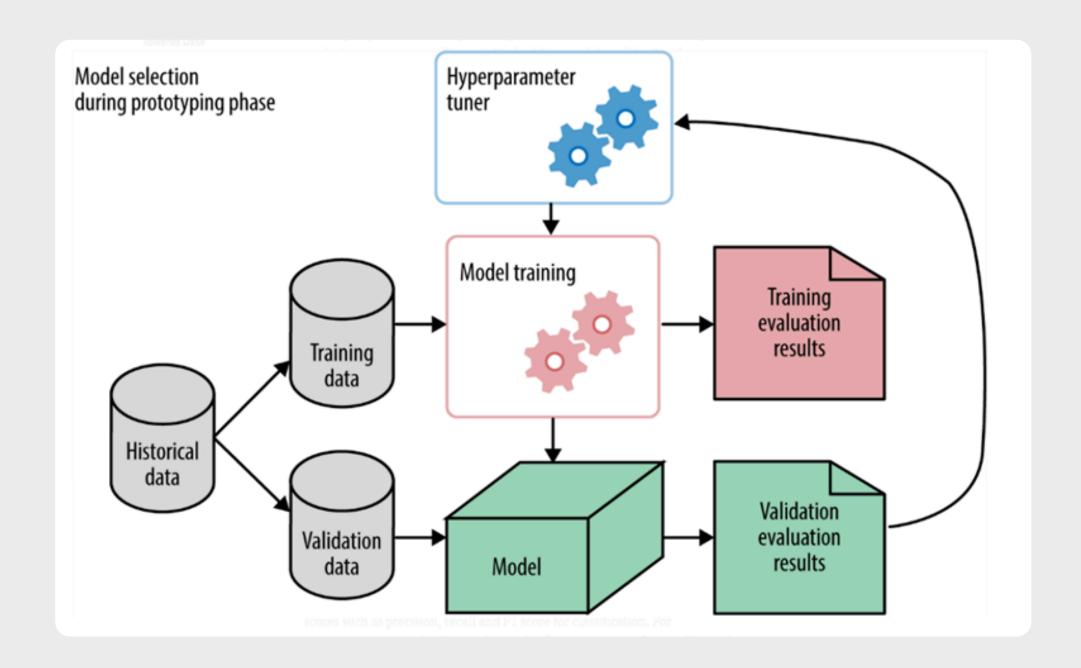
#### **MORE INFO:**

**TUNING STRATEGY**: KERAS TUNER — HYPERBAND **OBJECTIVE**: MAXIMIZE VALIDATION IOU (VAL\_IOU)

**MAX EPOCHS PER TRIAL**: 20

FACTOR: 3

**PATIENCE**: 5 EPOCHS



#### **BEST HYPERPARAMETERS FOUND:**

LOSS: DICE\_CE\_LOSS, OPTIMIZER: ADAM, BASE FILTERS: 32, LEARNING RATE: 0.001, ALPHA: 0.2

# RESULTS

THESE ARE THE FINAL RESULTS OF THE MODEL ON THE TEST SET: **IOU:** 0.4447— **ACCURACY:** 0.8062— **LOSS:** 0.5849.

#### **IOU PER CLASS (SORTED):**

CLASS 3 (ROAD): IOU = 0.9163

CLASS 0 (SKY): IOU = 0.8722

CLASS 4 (PAVEMENT): IOU = 0.7824

CLASS 5 (TREE ): IOU = 0.7789

CLASS 1 (BUILDING ): IOU = 0.7551

CLASS 8 (CAR): IOU = 0.7056

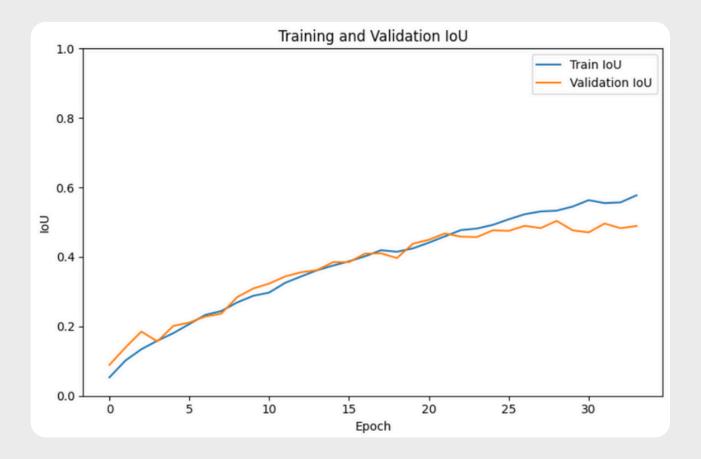
CLASS 10 (BICYCLIST ): IOU = 0.6649

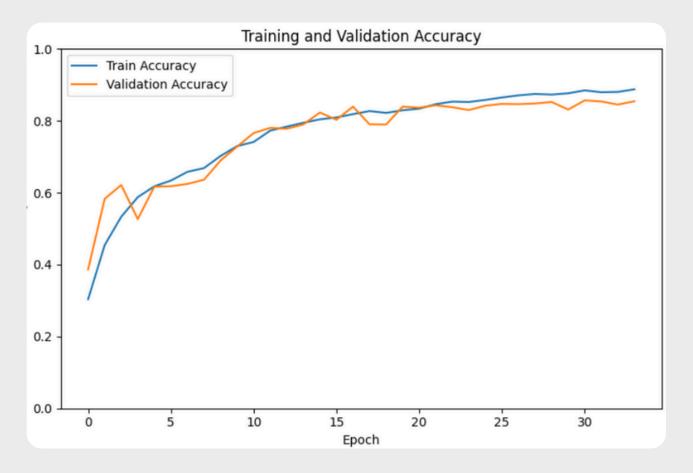
CLASS 9 (PEDESTRIAN): IOU = 0.5794

CLASS 7 (FENCE ): IOU = 0.5706

CLASS 2 (POLE ): IOU = 0.5594

CLASS 6 (SIGN/SYMBOL): IOU = 0.5392



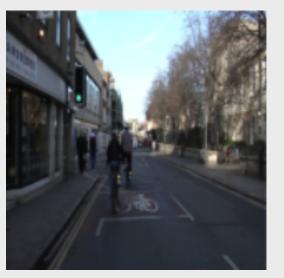


# RESULTS

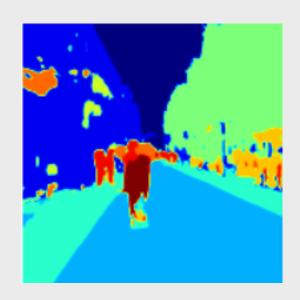
**REAL** 



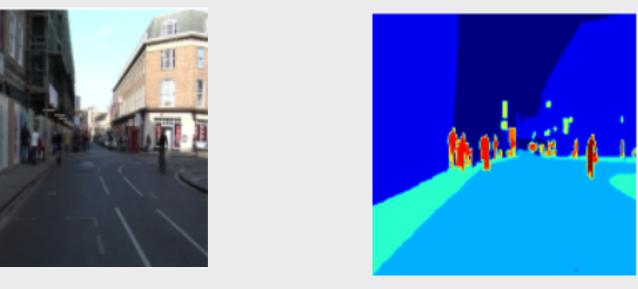
## **PREDICTED**

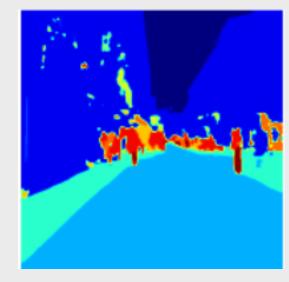


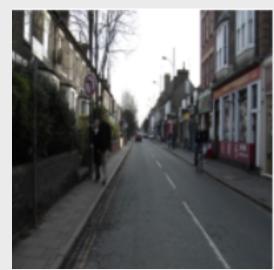


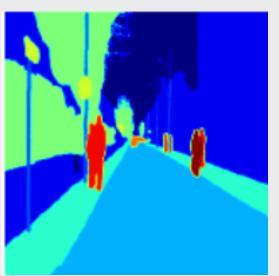


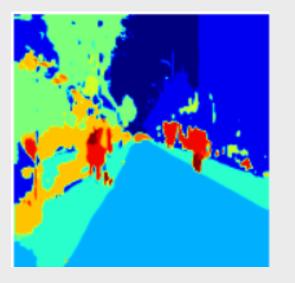












# ADDITIONAL TRIALS

## OFFLINE DATA AUGMENTATION

IN ADDITION TO ONLINE DATA AUGMENTATION

## **CONV2D TRANSPOSE**

**INSTEAD OF UPSAMPLING** 

## **INSTANCE NORMALIZATION**

AFTER EACH CONVOLUTIONAL LAYER

## **SPATIAL DROPOUT**

IN EACH BLOCK

## **ATTENTION GATES**

**BEFORE CONCATENATION** 

## WHY IT DIDN'T PERFORM BETTER?

- EXCESSIVE COMPLEXITY WITH FEW DATA
- NEED MORE EPOCHS TO FULLY CONVERGE
- OPTIMIZATION PROCESS MORE CHALLENGING AND SENSITIVE TO HYPERPARAMETERS.
- EXCESSIVE DROPOUT OR UNREALISTIC OFFLINE AUGMENTATION MADE LOSE THE POWER OF GENERALIZATION

**NEED FURTHER ANALYSIS** 

# REFERENCES

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# THANK YOU QUESTIONS?

