```
UNET
                                                               128 64 64 2
   input
                                                                         output
  image
                                                                         segmentation
     tile
                                                              392 x 392
                                                                    388 x 388
                                                                 390 x 390
                                                                      888 x 388
                                                                         map
         570 x 570
       572 x 572
          568 x 568
             128 128
                                                          256 128
                   256
                      256
                                                    512
                                                        256
                                                                    ➤ conv 3x3, ReLU
                                                                   copy and crop
                                          1024
                                                512
                                                                     max pool 2x2
                                                                     up-conv 2x2
                                    1024
                                  305
                                         28
如上图, Unet 网络结构是对称的, 形似英文字母 U 所以被称为 Unet。整张图都是由蓝/白色框与各种颜色
的箭头组成,其中,蓝/白色框表示 feature map;蓝色箭头表示 3x3 卷积,用于特征提取;灰色箭头表示
skip-connection,用于特征融合;红色箭头表示池化 pooling,用于降低维度;绿色箭头表示上采样
upsample, 用于恢复维度; 青色箭头表示 1x1 卷积, 用于输出结果。其中灰色箭头copy and crop中的
copy就是concatenate而crop是为了让两者的长宽一致
As shown in the figure above, the Unet network structure is symmetric and resembles the letter U,
hence its name. The entire image is composed of blue/white boxes and arrows of various colors.
Blue/white boxes represent feature maps; blue arrows represent 3x3 convolutions for feature
extraction; gray arrows represent skip-connections for feature fusion; red arrows represent pooling
for dimensionality reduction; green arrows represent upsampling for dimensionality restoration; and
cyan arrows represent 1x1 convolutions for outputting results. The copy in the gray arrow "copy and
crop" refers to concatenation, while the crop is used to ensure that the dimensions of the two are
consistent.
  """ Parts of the U-Net model """
  import torch
  import torch.nn as nn
  import torch.nn.functional as F
  class DoubleConv(nn.Module):
      """(convolution => [BN] => ReLU) * 2"""
      def __init__(self, in_channels, out channels, mid channels=None):
          super(). init ()
          if not mid channels:
               mid channels = out channels
          self.double conv = nn.Sequential(
               nn.Conv2d(in channels, mid channels, kernel size=3, padding=1,
  bias=False),
               nn.BatchNorm2d(mid channels),
               nn.ReLU(inplace=True),
               nn.Conv2d(mid channels, out channels, kernel size=3, padding=1,
  bias=False),
               nn.BatchNorm2d(out_channels),
               nn.ReLU(inplace=True)
           )
      def forward(self, x):
          return self.double conv(x)
  class Down(nn.Module):
      """Downscaling with maxpool then double conv"""
      def init (self, in channels, out channels):
          super(). init ()
          self.maxpool conv = nn.Sequential(
               nn.MaxPool2d(2),
               DoubleConv(in channels, out channels)
           )
      def forward(self, x):
          return self.maxpool conv(x)
  class Up(nn.Module):
      """Upscaling then double conv"""
      def __init__(self, in_channels, out_channels, bilinear=True):
          super().__init__()
          # if bilinear, use the normal convolutions to reduce the number of
  channels
          if bilinear:
               self.up = nn.Upsample(scale factor=2, mode='bilinear',
  align corners=True)
               self.conv = DoubleConv(in_channels, out_channels, in_channels //
  2)
          else:
               self.up = nn.ConvTranspose2d(in channels, in channels // 2,
  kernel size=2, stride=2)
               self.conv = DoubleConv(in channels, out channels)
      def forward(self, x1, x2):
          x1 = self.up(x1)
          # input is CHW
          diffY = x2.size()[2] - x1.size()[2]
          diffX = x2.size()[3] - x1.size()[3]
          x1 = F.pad(x1, [diffX // 2, diffX - diffX // 2,
                           diffY // 2, diffY - diffY // 2])
          # if you have padding issues, see
          # https://github.com/HaiyongJiang/U-Net-Pytorch-Unstructured-
  Buggy/commit/0e854509c2cea854e247a9c615f175f76fbb2e3a
          # https://github.com/xiaopeng-liao/Pytorch-
  UNet/commit/8ebac70e633bac59fc22bb5195e513d5832fb3bd
          x = torch.cat([x2, x1], dim=1)
          return self.conv(x)
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class OutConv(nn.Module):
      def __init__(self, in_channels, out_channels):
          super(OutConv, self).__init__()
          self.conv = nn.Conv2d(in_channels, out_channels, kernel_size=1)
      def forward(self, x):
          return self.conv(x)
Define UNET as follows:
  class Unet(nn.Module):
      def __init__(self, in_ch, out_ch, gpu_ids=[]):
          super(Unet, self).__init__()
          self.loss stack = 0
          self.matrix iou stack = 0
          self.stack count = 0
          self.display names = ['loss stack', 'matrix iou stack']
          self.gpu_ids = gpu_ids
          self.bce loss = nn.BCELoss()
          self.device = torch.device('cuda:{}'.format(self.gpu ids[0])) if
  torch.cuda.is_available() else torch.device('cpu')
          self.inc = inconv(in ch, 64)
          self.down1 = down(64, 128)
          # print(list(self.down1.parameters()))
          self.down2 = down(128, 256)
          self.down3 = down(256, 512)
          self.drop3 = nn.Dropout2d(0.5)
          self.down4 = down(512, 1024)
          self.drop4 = nn.Dropout2d(0.5)
          self.up1 = up(1024, 512, False)
          self.up2 = up(512, 256, False)
          self.up3 = up(256, 128, False)
          self.up4 = up(128, 64, False)
          self.outc = outconv(64, 1)
          self.optimizer = torch.optim.Adam(self.parameters(), lr=1e-4)
          # self.optimizer = torch.optim.SGD(self.parameters(), lr=0.1,
  momentum=0.9, weight decay=0.0005)
      def forward(self):
          x1 = self.inc(self.x)
          x2 = self.down1(x1)
          x3 = self.down2(x2)
          x4 = self.down3(x3)
          x4 = self.drop3(x4)
          x5 = self.down4(x4)
          x5 = self.drop4(x5)
          x = self.up1(x5, x4)
          x = self.up2(x, x3)
          x = self.up3(x, x2)
          x = self.up4(x, x1)
          x = self.outc(x)
          self.pred y = nn.functional.sigmoid(x)
      def set_input(self, x, y):
          self.x = x.to(self.device)
          self.y = y.to(self.device)
      def optimize params(self):
          self.forward()
          self. bce iou loss()
          _ = self.accu_iou()
          self.stack_count += 1
          self.zero_grad()
          self.loss.backward()
          self.optimizer.step()
      def accu_iou(self):
          # B is the mask pred, A is the malanoma
          y_pred = (self.pred_y > 0.5) * 1.0
          y \text{ true} = (self.y > 0.5) * 1.0
          pred flat = y pred.view(y pred.numel())
          true flat = y true.view(y true.numel())
          intersection = float(torch.sum(pred_flat * true_flat)) + 1e-7
          denominator = float(torch.sum(pred_flat + true_flat)) - intersection
  + 2e-7
          self.matrix_iou = intersection/denominator
          self.matrix iou stack += self.matrix iou
          return self.matrix iou
      def bce iou loss(self):
          y_pred = self.pred_y
          y_true = self.y
          pred flat = y pred.view(y pred.numel())
          true flat = y true.view(y true.numel())
          intersection = torch.sum(pred_flat * true_flat) + 1e-7
          denominator = torch.sum(pred flat + true flat) - intersection + 1e-7
          iou = torch.div(intersection, denominator)
          bce loss = self.bce loss(pred flat, true flat)
          self.loss = bce loss - iou + 1
          self.loss stack += self.loss
      def get_current_losses(self):
          errors ret = {}
          for name in self.display names:
              if isinstance(name, str):
                  errors_ret[name] = float(getattr(self, name)) /
  self.stack count
          self.loss stack = 0
          self.matrix iou stack = 0
          self.stack count = 0
          return errors ret
      def eval_iou(self):
          with torch.no grad():
              self.forward()
              self. bce iou loss()
              = self.accu iou()
              self.stack count += 1
Binary Cross Entropy
torch.nn.BCELoss(weight=None, size average=None, reduce=None, reduction='mean')
```