

Deep Learning Frameworks

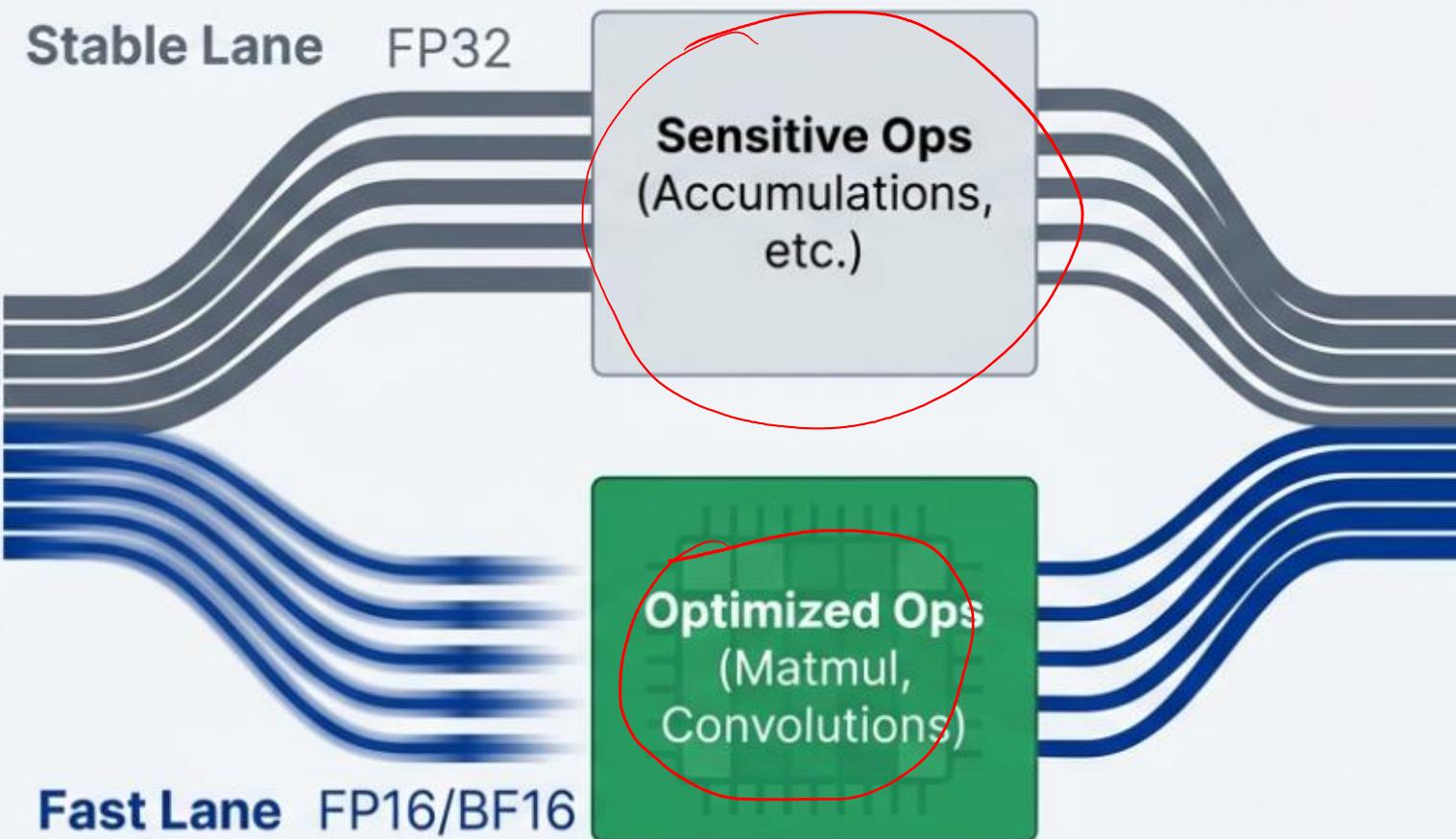
Segmentation – UNet, Deeplabv3

Mixed Precision Training- Autograd, GradScaler

<https://tinyurl.com/dlframeworks>

<https://github.com/sakharamg/DeepLearningFrameworks>

Mixed Precision Training



- **Faster Training:** Modern GPUs (like those with Tensor Cores) are specifically optimized for FP16/BF16 matrix multiplies and convolutions.
- **Lower Memory Usage:** The biggest win is often in **activation memory** (intermediate tensors from the forward pass), allowing for larger models or bigger batch sizes.

Code

```
# 1. Initialize the GradScaler
scaler = torch.amp.GradScaler("cuda")  
# --- Inside your training loop ---
optimizer.zero_grad(set_to_none=True)  
  
# 2. Forward pass with autocast
with torch.autocast(device_type="cuda", dtype=torch.float16):  
    out = model(x)
    loss = criterion(out, y)  
  
# 3. Scale the loss and call backward()
scaler.scale(loss).backward()  
  
# 4. Unscale gradients and call optimizer.step()
scaler.step(optimizer)  
  
# 5. Update the scale factor for the next iteration
scaler.update()
```

bfloat16

Initialize the **scaler** once, outside the loop.

Enables **mixed precision** for the forward pass.

Scales loss to prevent gradient underflow during backprop.

Unscales gradients and steps the optimizer. Skips if grads are invalid.

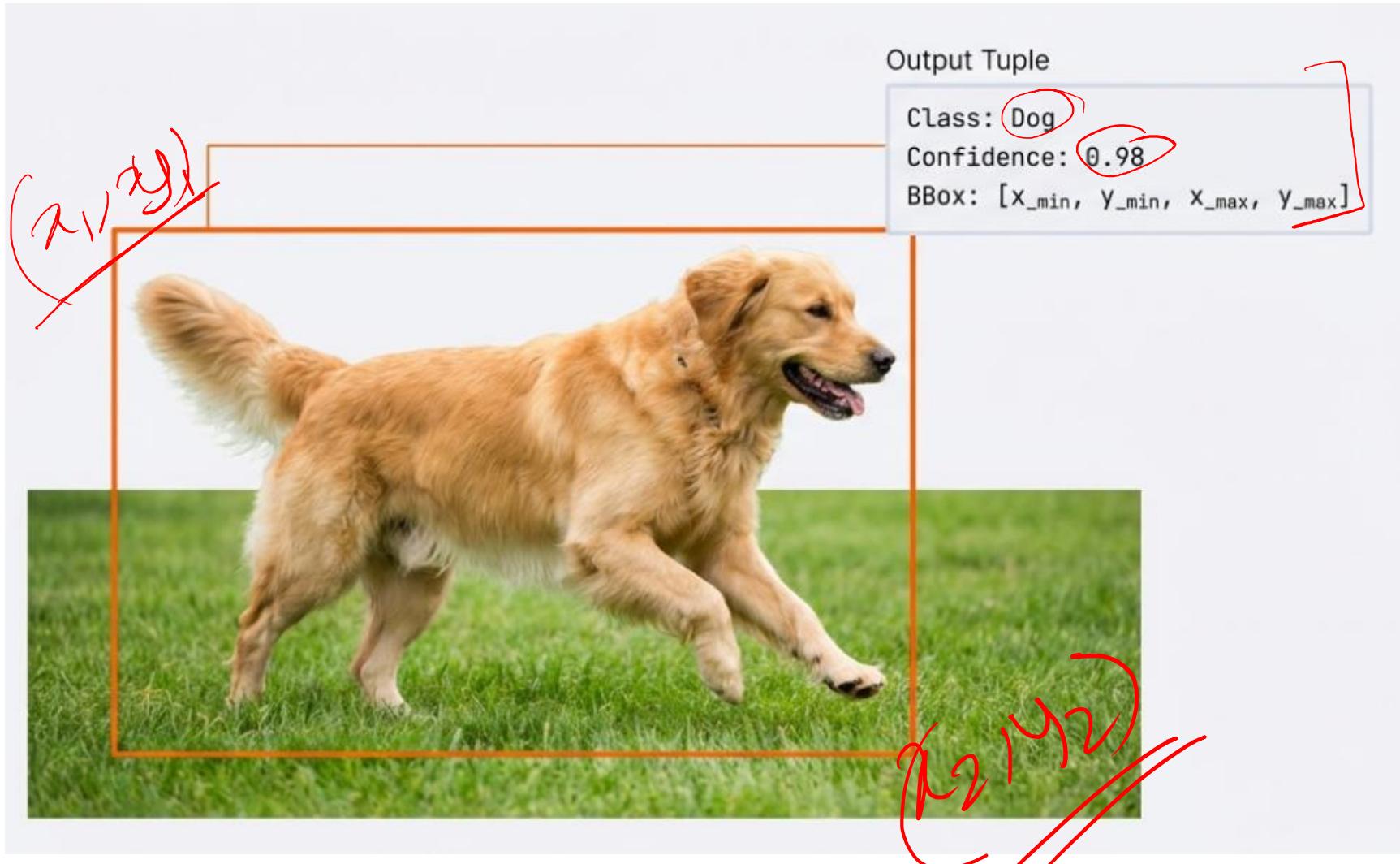
Prepares scaler for the next iteration by adjusting the scale factor.

Floating Point Formats

Type	Total bits	Sign	Exponent	Mantissa (fraction)
float32 (FP32 / binary32)	32	1	8	23
float16 (FP16 / binary16)	16	1	5	10
bfloating16 (BF16)	16	1	8	7

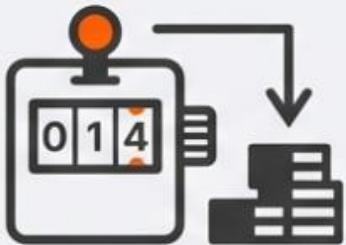
(Handwritten annotations: 'bfloating16 (BF16)' is circled in red. Red arrows point from the 'Sign' column to the '1's in the first two rows, from the 'Exponent' column to the '8' in the first row and '5' in the second, and from the 'Mantissa (fraction)' column to the '23' in the first row and '10' in the second. Below the table, the binary representation '1000 1100 0000 0000' is written in red, with a red arrow pointing to the first '0'.)

Recap: Object Detection



Limitations of Object Detection

Use Cases (What it's good at)



Counting



Tracking



Downstream Cropping

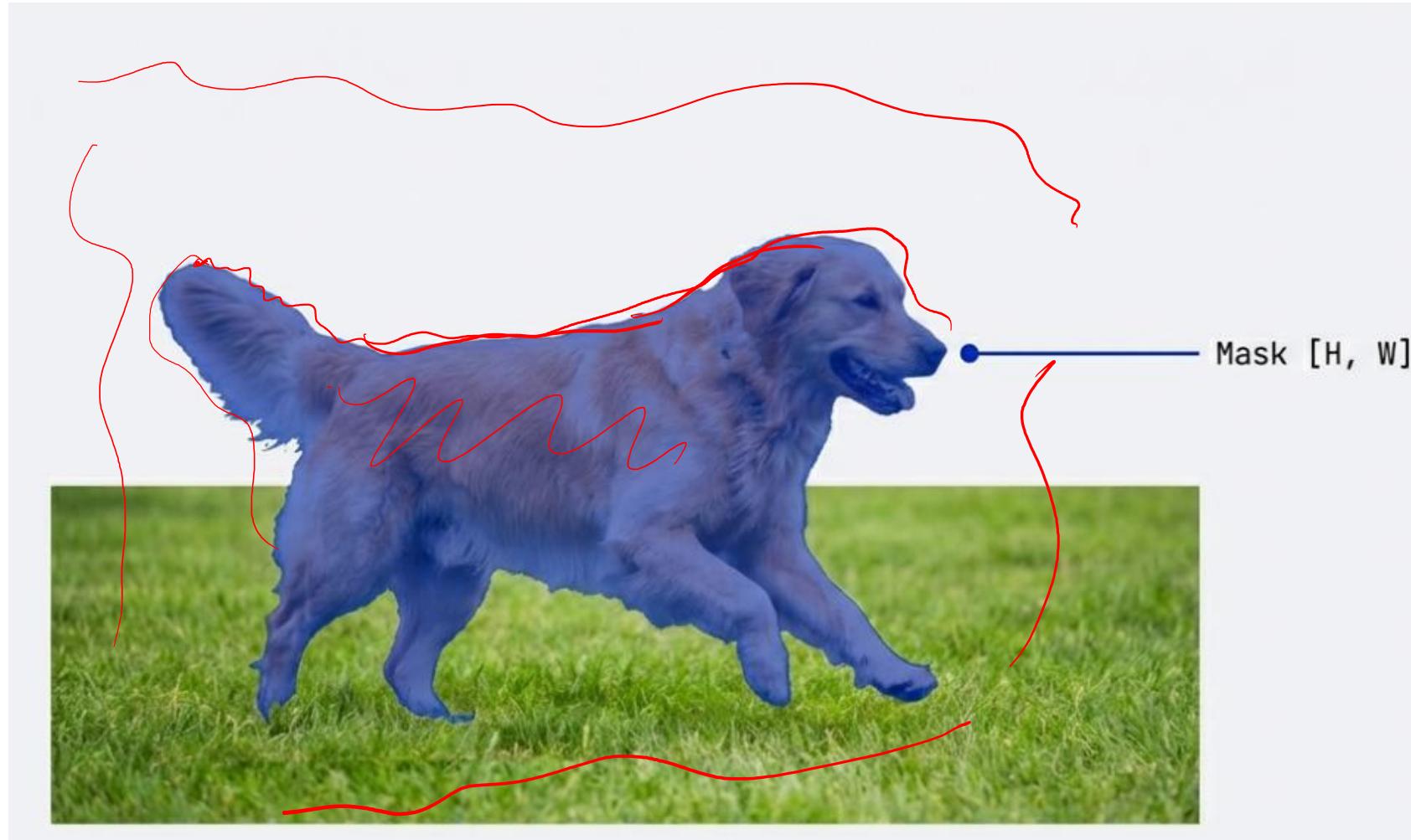


Real-time Speed

Limitations (What it misses)

- - Cannot handle irregular shapes or thin objects (like hair or wire).
- - Cannot separate foreground from background inside the box.
- - Lacks pixel-level scene understanding (e.g., distinguishing road vs. sidewalk).

Segmentation



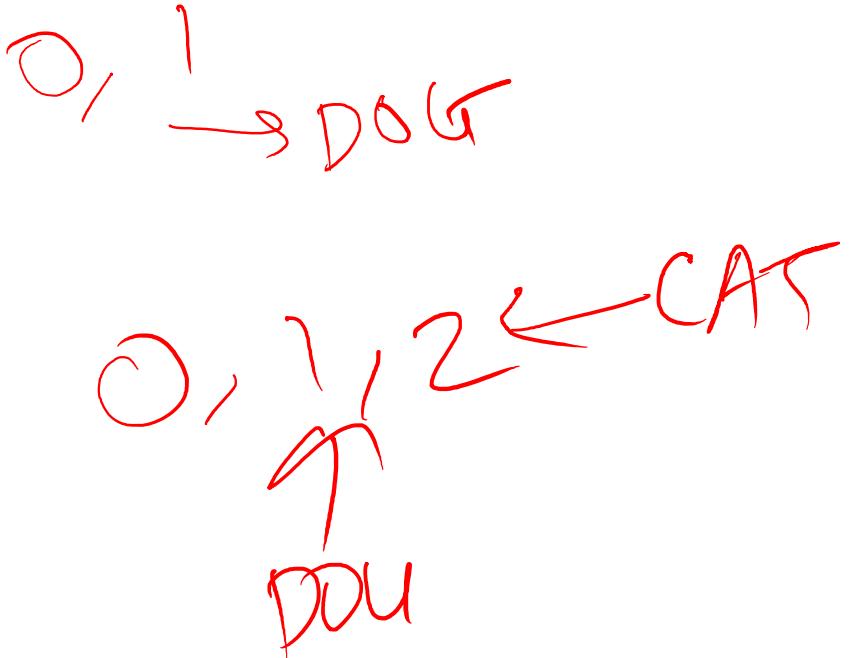
Core Concept: Assigning a **semantic label** to every single pixel in the image, rather than generating a list of boxes.

Segmentation vs Object Detection



Segmentation

- Input: $[3, \text{H}, \text{W}]$
R, G, B
- Output: $[C, \text{H}, \text{W}]$
C → # classes
- Loss: Cross Entropy

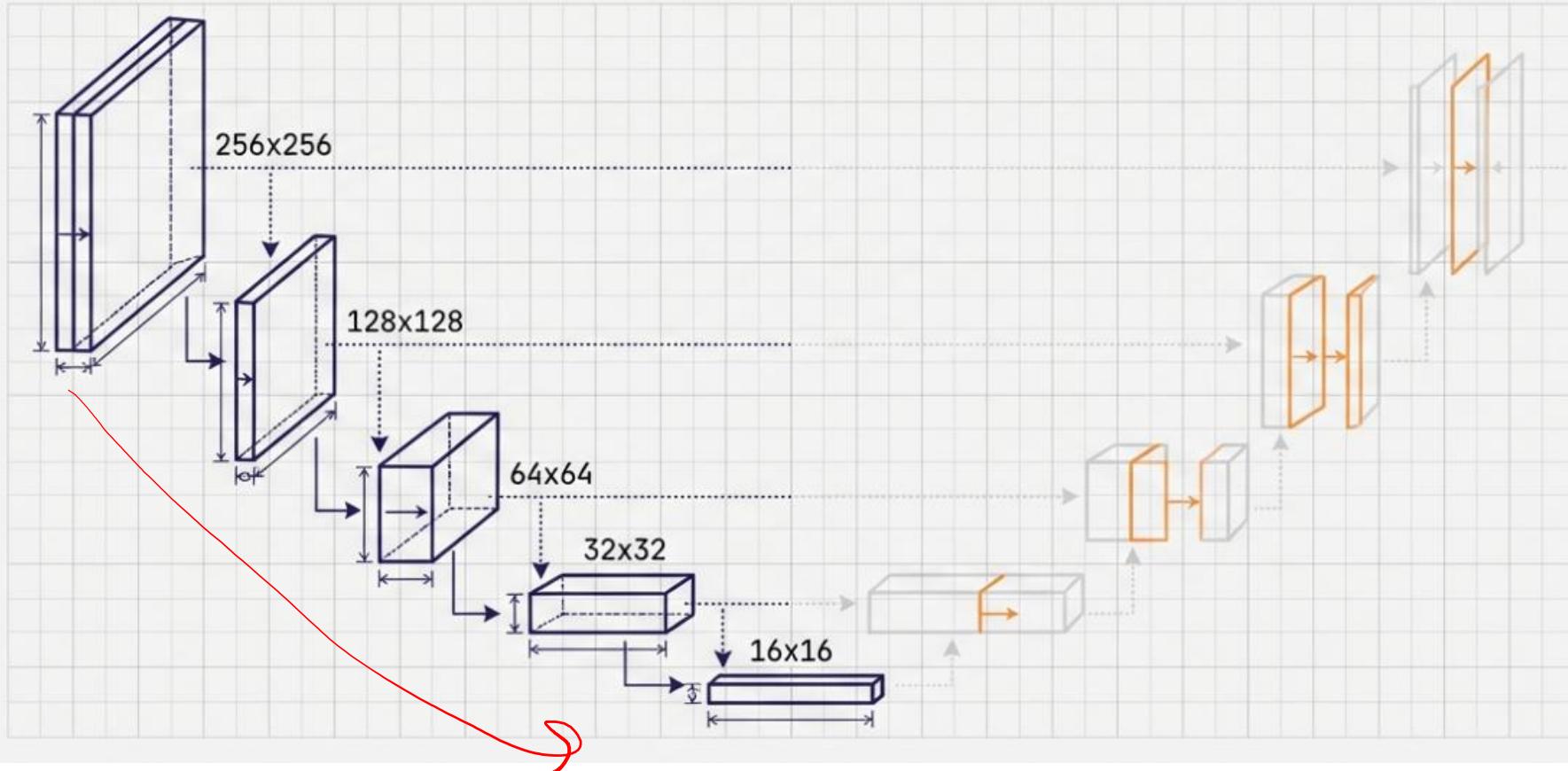


UNet



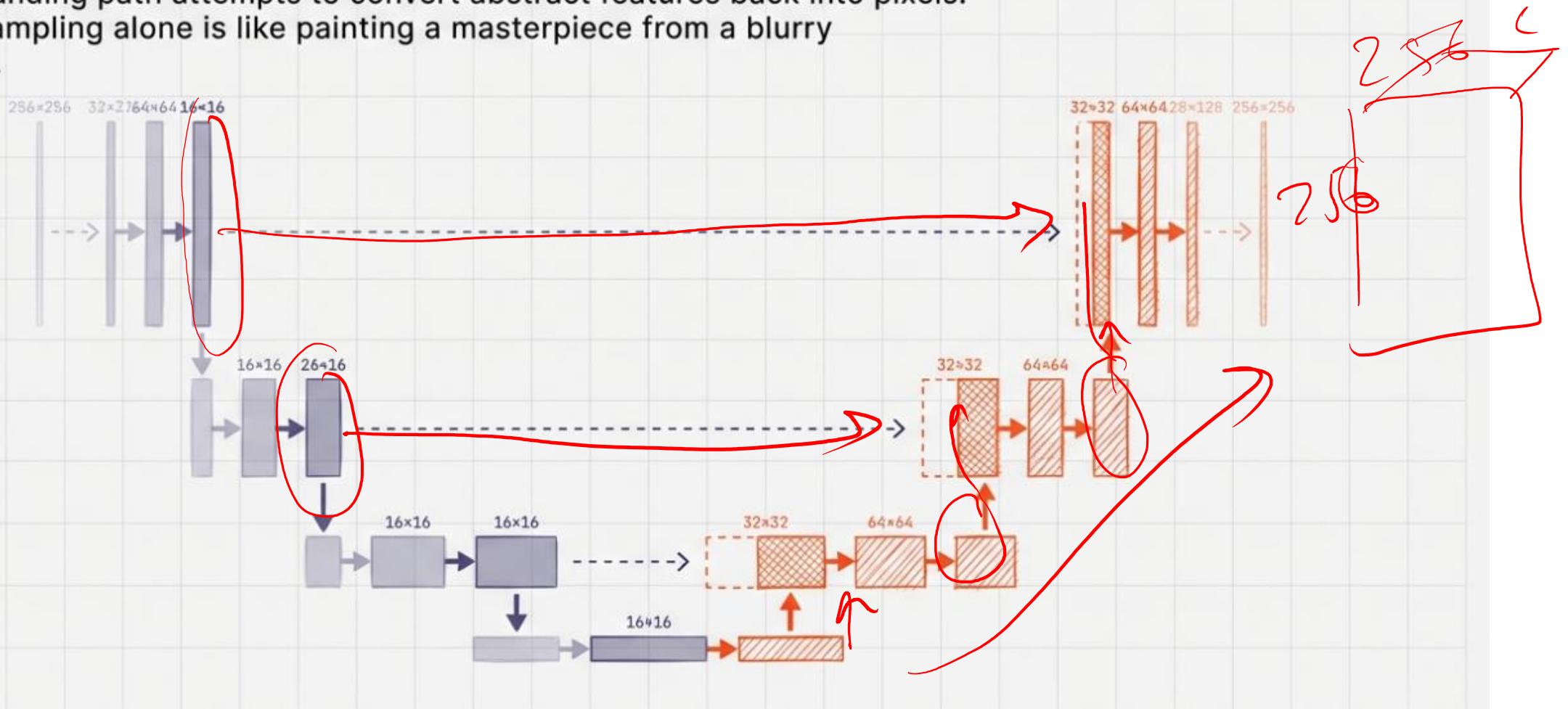
UNet - Encoder

The contracting path shrinks the image to increase the receptive field.
The model stops looking at pixels and starts seeing patterns.



UNet - Decoder

The expanding path attempts to convert abstract features back into pixels.
But upsampling alone is like painting a masterpiece from a blurry memory.



Up Sampling: Interpolation

Pooled feature map

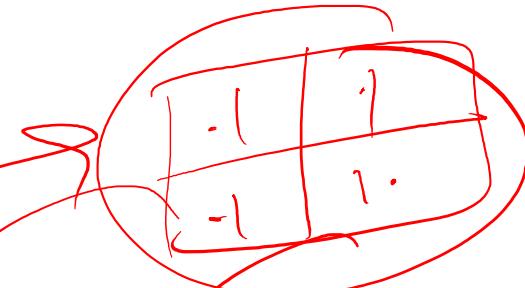
0.96	2.0	0
0.96	2.0	0
0.78	1.5	0

3x3

Upsample (Nearest Neighbor)

0.96	0.96	2.0	0		
0.96	0.96	2.0	0		
0.78	1.5	0			

6x6



Up Sampling: Interpolation

Pooled feature map

0.96	2.0	0
0.96	2.0	0
0.78	1.5	0

Upsample (Nearest Neighbor)

Up Sampling: Interpolation

Pooled feature map

0.96	2.0	0
0.96	2.0	0
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Upsample (Nearest Neighbor)

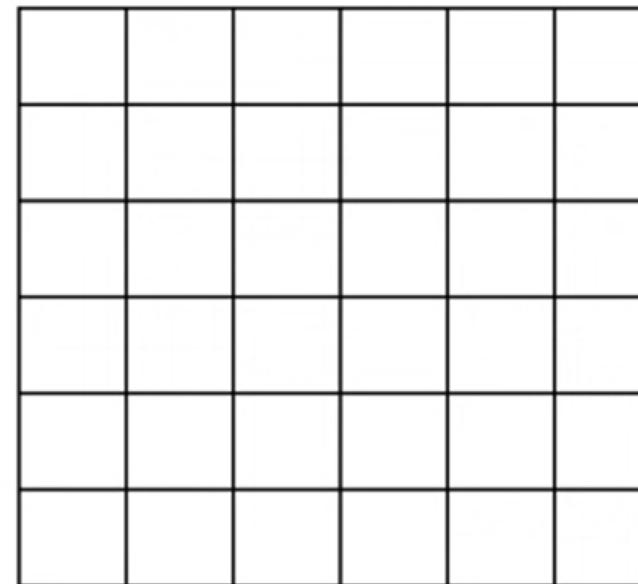
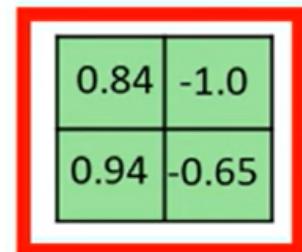
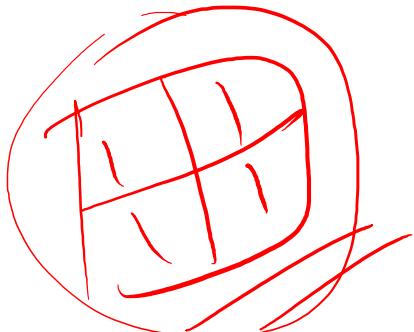
0.96	0.96	2.0	2.0	0	0
0.96	0.96	2.0	2.0	0	0
0.96	0.96	2.0	2.0	0	0
0.96	0.96	2.0	2.0	0	0
0.78	0.78	1.5	1.5	0	0
0.78	0.78	1.5	1.5	0	0

Up Sampling: Transposed Convolution

Upsample (Transposed convolution)

Pooled feature map

4.23	4.03	0.65
4.23	4.03	0.65
2.40	2.67	0.65



Up Sampling: Transposed Convolution

Pooled feature map

4.23	4.03	0.65
4.23	4.03	0.65
2.40	2.67	0.65

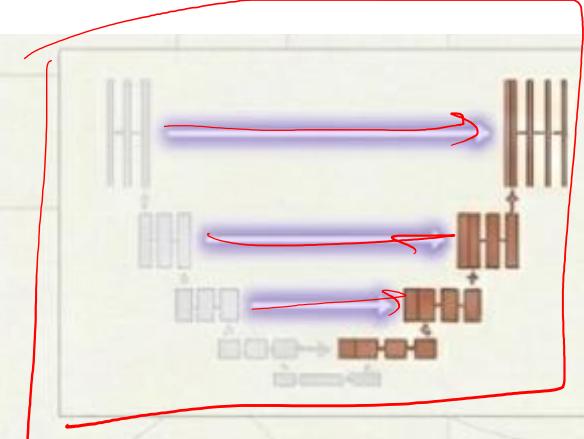
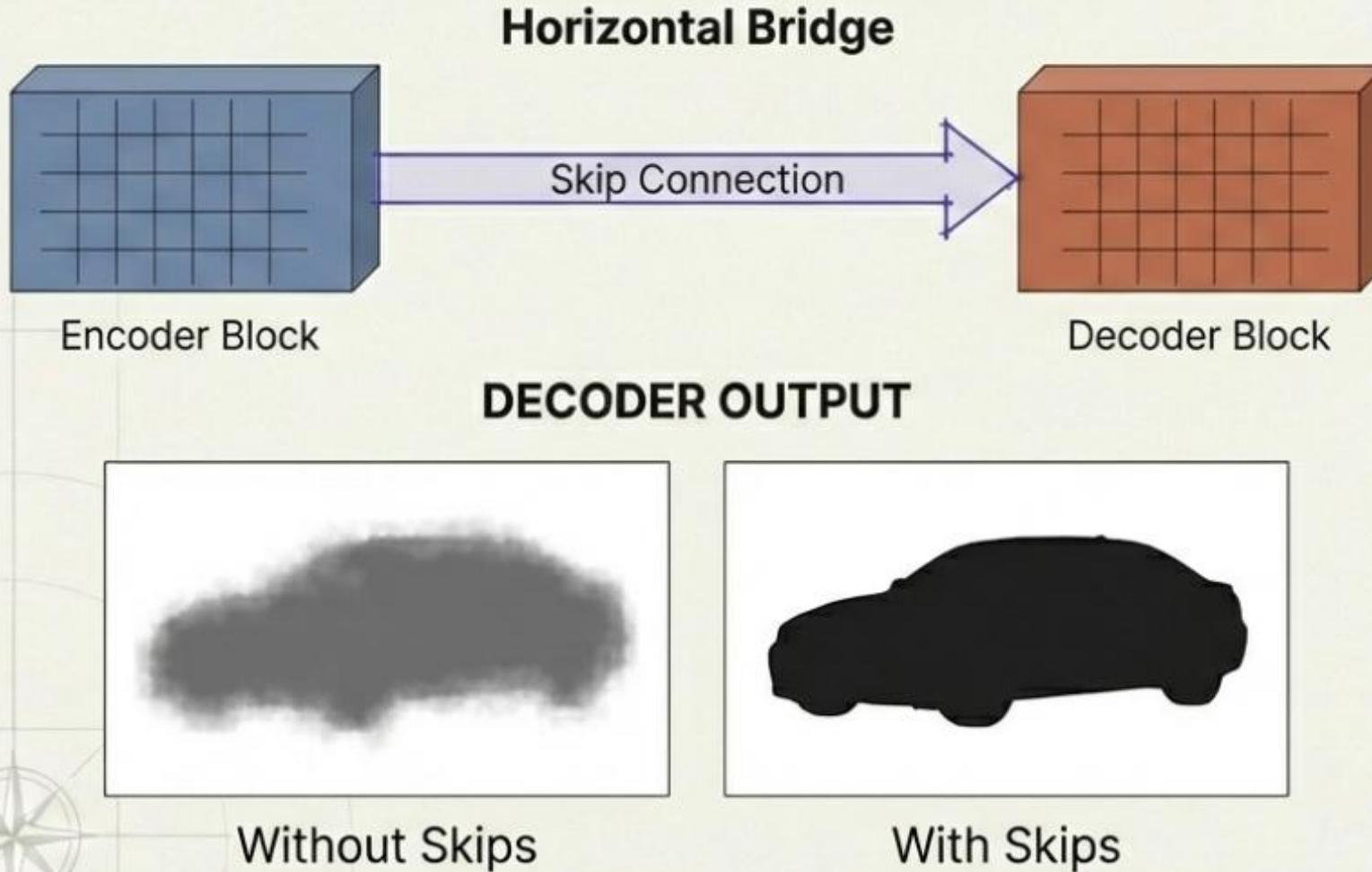
Upsample (Transposed convolution)

4.98	-2.8			
5.40	-1.3			

0.84	-1.0
0.94	-0.65

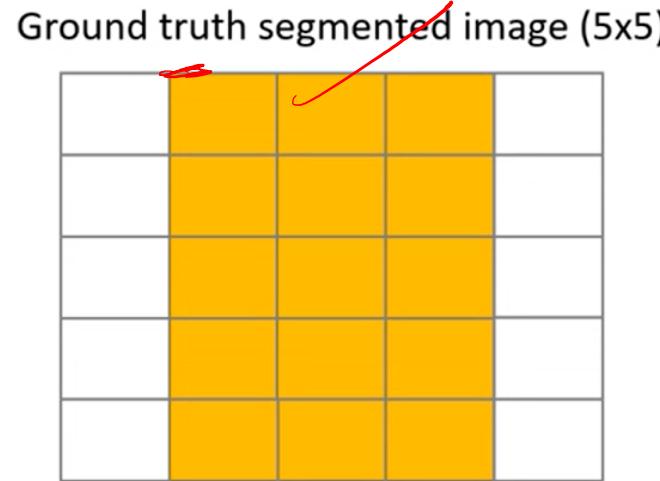
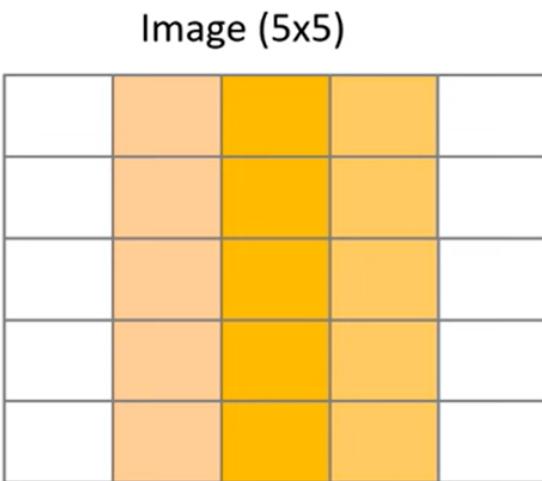
Bias = 1.43

Skip Connections bridge the gap between “What” and “Where”



- **Skip Connections** copy high-resolution feature maps from the Encoder and **CONCATENATE** them to the Decoder.
- **Effect:** The decoder receives a spatial ‘tracer sketch’ (edges, boundaries) from the encoder to guide its upsampling.

Intersection Over Union



$$\text{IoU} = \frac{|A \cap B|}{|A \cup B|} = \frac{\text{Intersection}}{\text{Union}} = \frac{14}{14 + 1 + 1} = 0.875$$

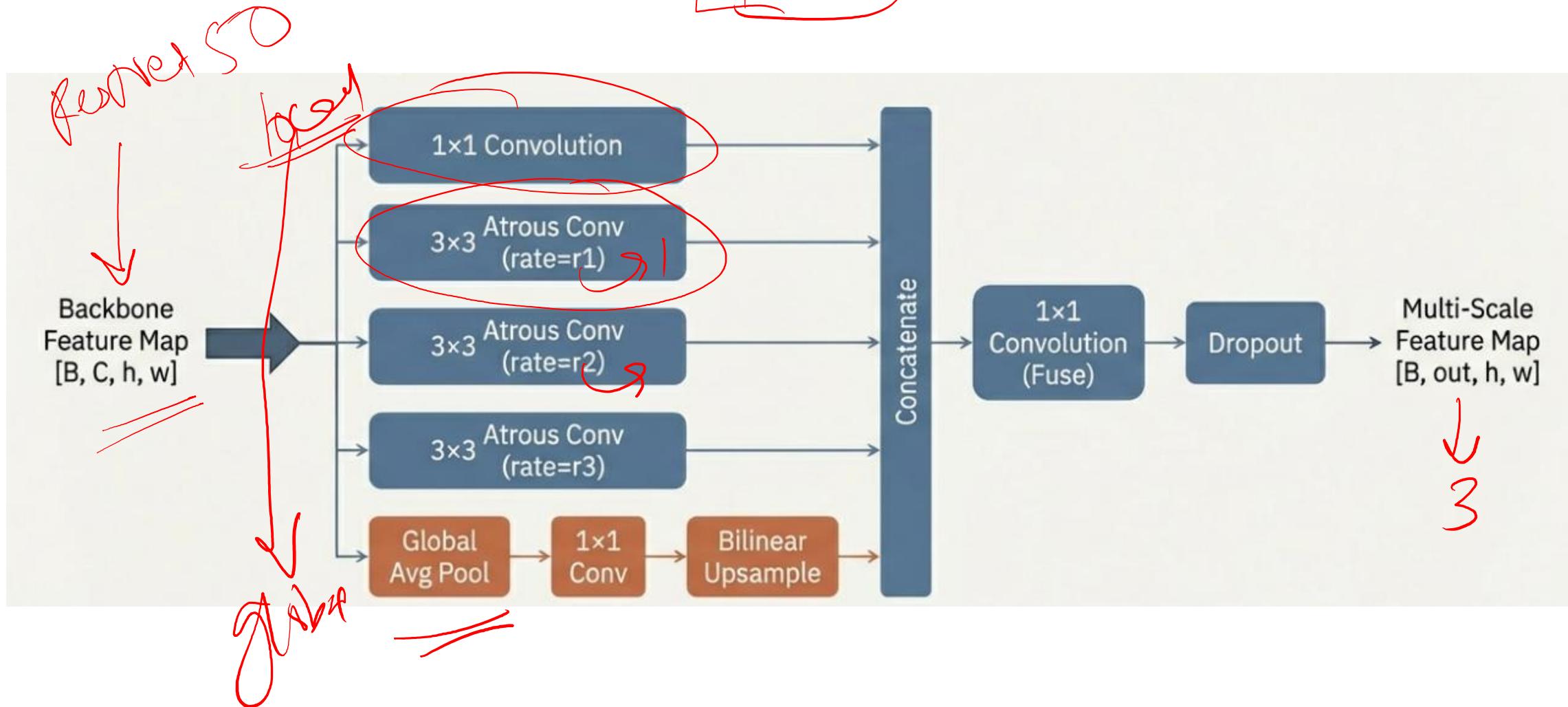
[b]

Lab: Segmentation using UNet

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<https://github.com/sakharamg/DeepLearningFrameworks>

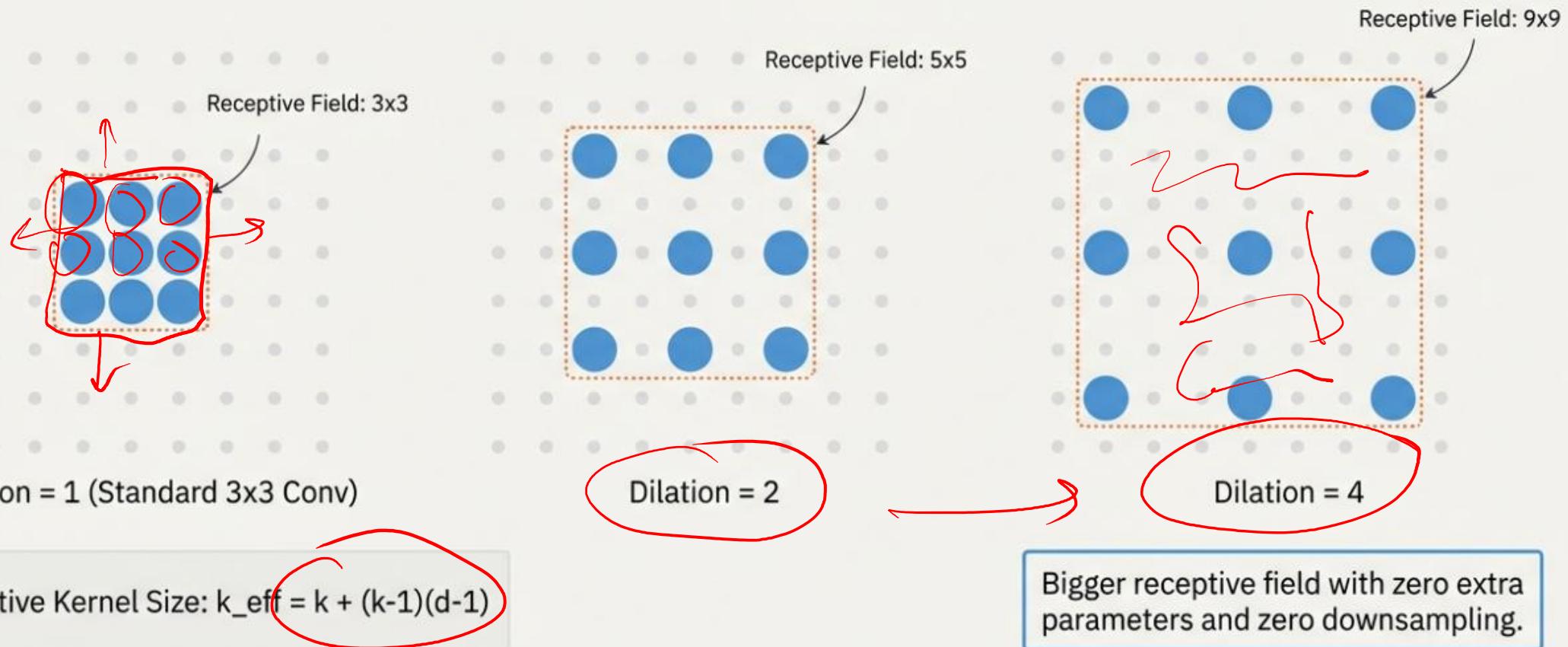
DeepLab v3





Atrous or Dilation Convolution

An atrous convolution introduces a “dilation rate” (d) that defines the spacing between kernel points. It effectively “inflates” the kernel’s view without adding parameters.



Lab: Segmentation using DeepLabv3

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Thank You