

Semantic Segmentation

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Dec 14, 2018

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What ? - Definition

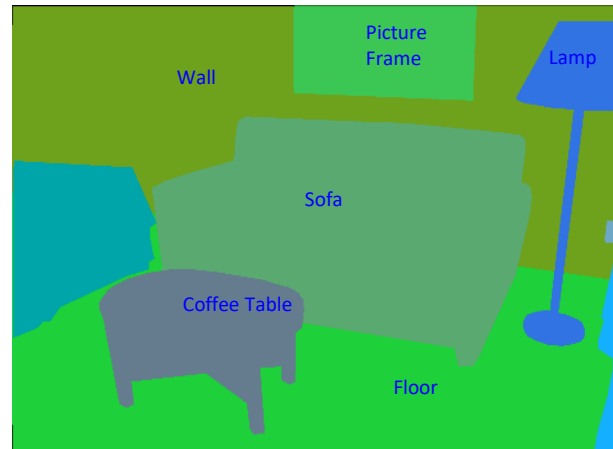
- Semantic Segmentation is a process of understanding an image at pixel level
 - Assigns a label or object class to each pixel in the image
 - Delineates the boundaries of each object class or label
 - Involves dense pixel-wise predictions unlike classification



Input Image



Object Classification



Semantic Segmentation

Where ? – Applications

- Semantic Segmentation is quite useful in various domains such as

- Autonomous Driving

- ✓ Delineates the exact boundaries of the road and curb

- AR Navigation

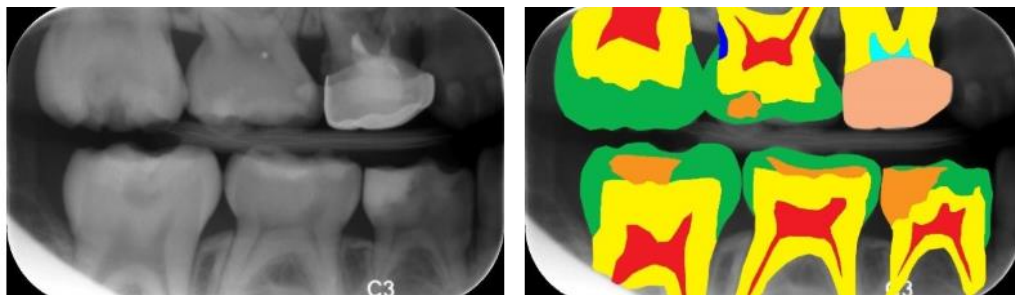
- ✓ Outlines the walking path in AR world

- Medical Diagnostics

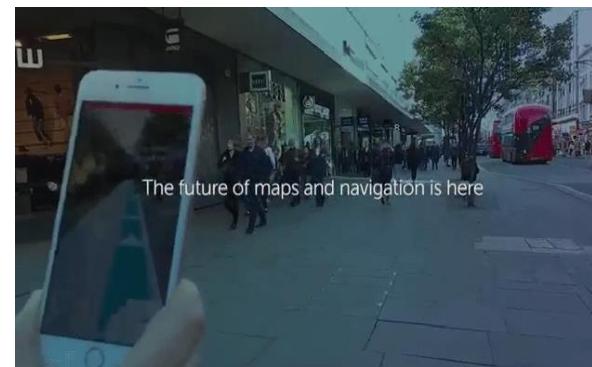
- ✓ Automatic Detection of Dental Caries



Autonomous Driving



Medical Diagnostics



AR Navigation

How ? – Using Deep Learning

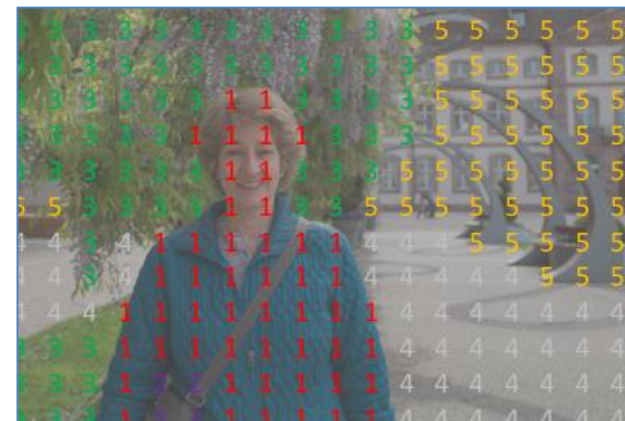
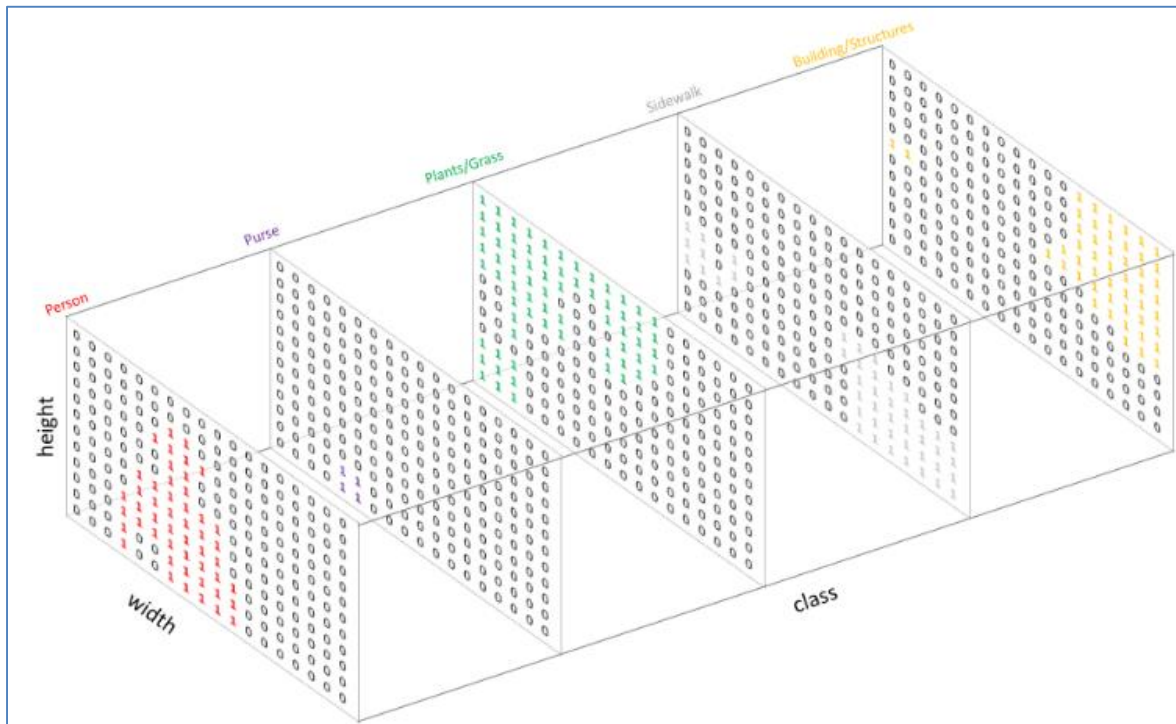
- Modeling semantic segmentation problem using deep learning broadly consists of following steps
 - Visual Representation
 - Naïve Architecture
 - Challenges
 - Available Datasets
 - ✓ PASCAL VOC 2012
 - ✓ COCO 2018
 - ✓ BDD100K
 - ✓ CamVid
 - ✓ Cityscapes
 - ✓ Mapillary Vistas
 - ✓ ApolloScape Scene Parsing



Sample Annotated Cityscapes Dataset

Visual Representation

- Goal : Output a segmentation map where each pixel contains a class label
 - One-hot encoding for each possible class



0: Background/Unknown

1: Person

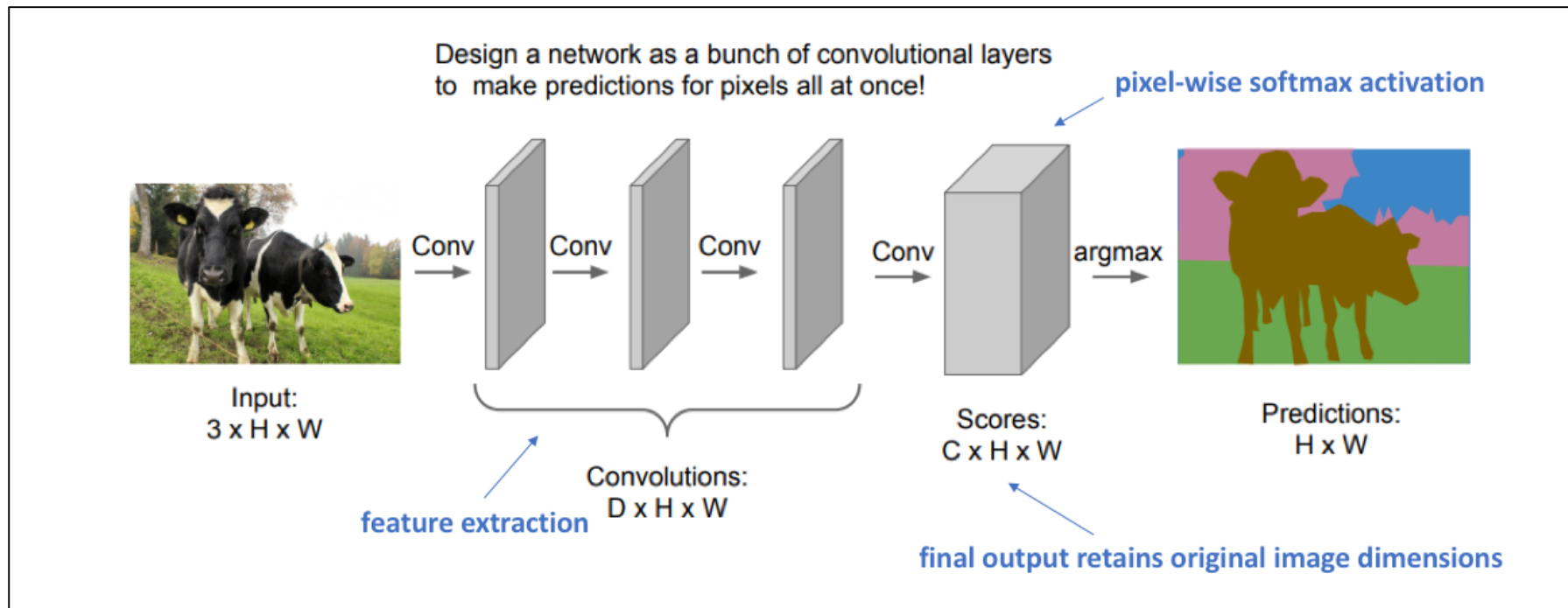
2: Purse

3: Plants/Grass

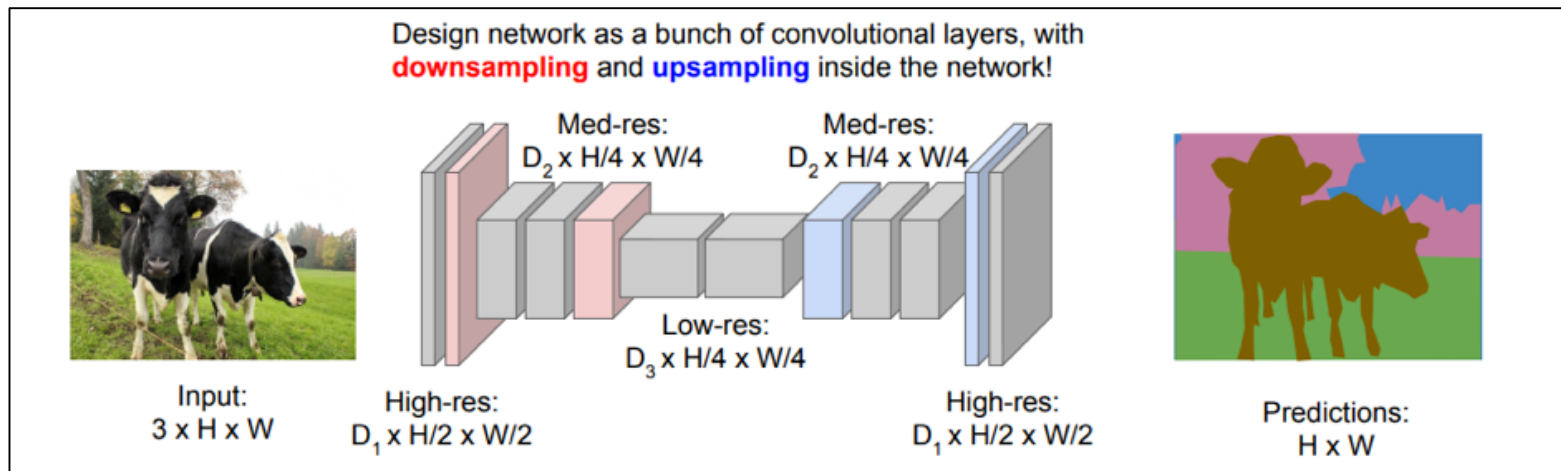
4: Sidewalk

5: Building/Structures

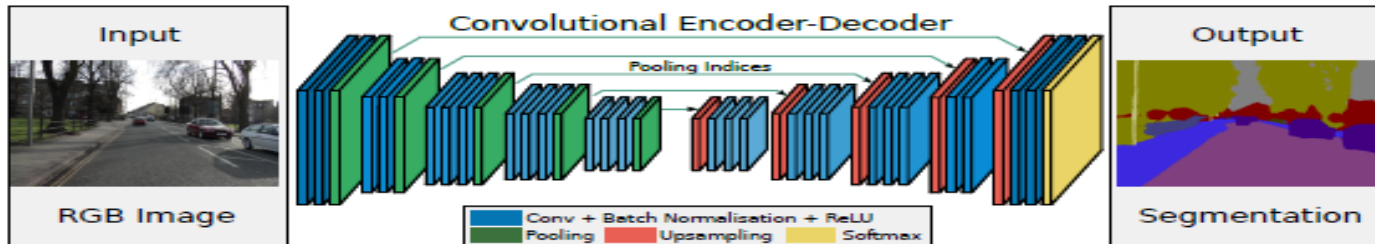
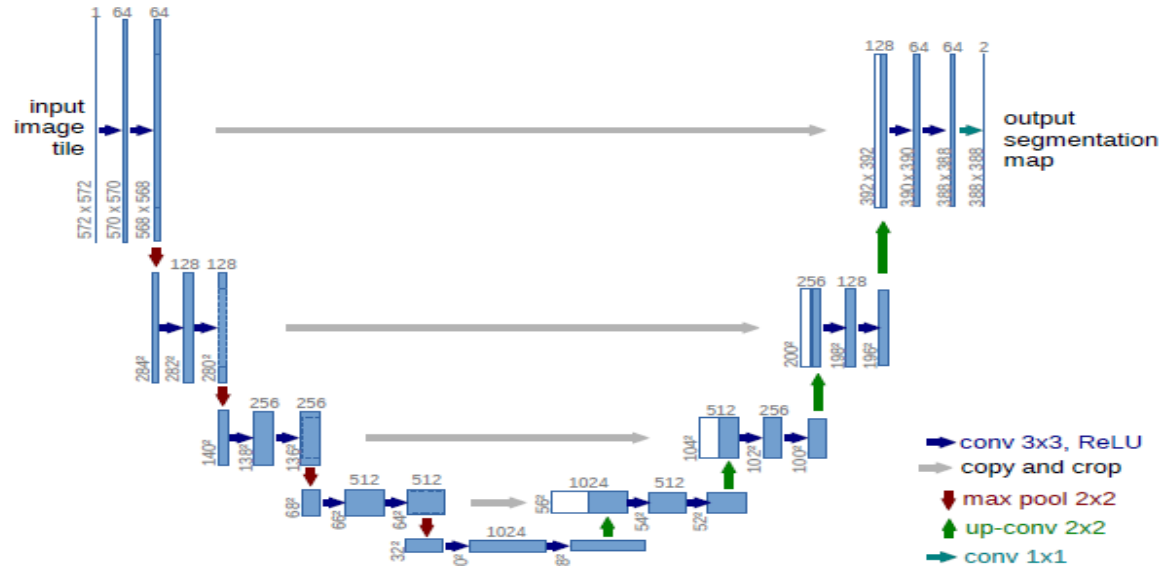
- A stack of convolutional layers with same padding to preserve dimension
- Learns a direct mapping from input to output pixel label through successive transformation of features



- Computationally very expensive to preserve image dimensions through entire network
- **Solution:** Encoder/Decoder Architecture
 - Low resolution feature mappings : Highly efficient to discriminate between classes
 - Downsample the spatial resolution of input i.e., **Pooling**
 - Upsample the feature representation to full resolution segmentation map i.e., **Unpooling**
 - Skip Connections between encoder and decoder layers

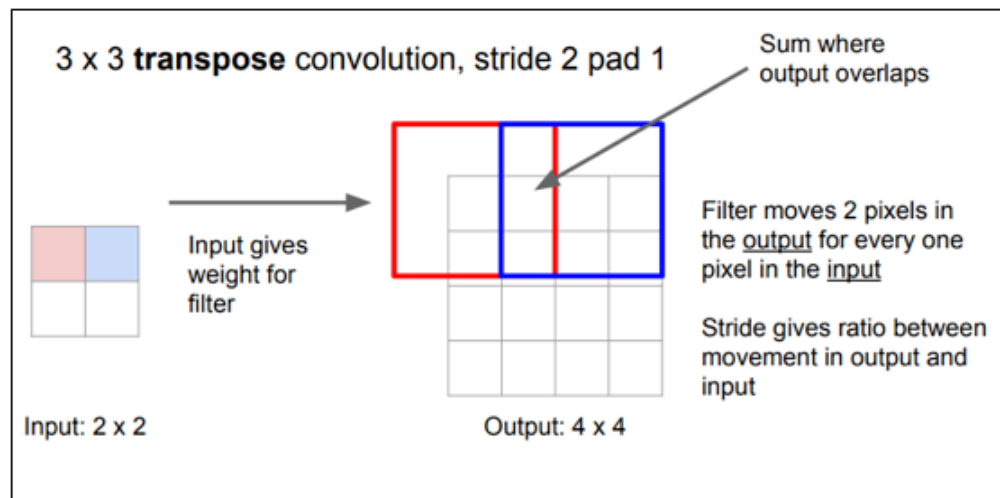
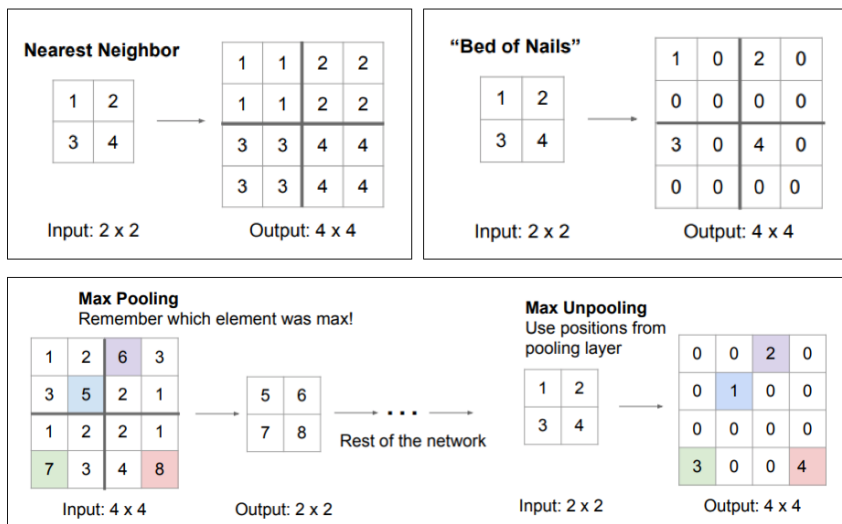


Encoder Decoder Architecture



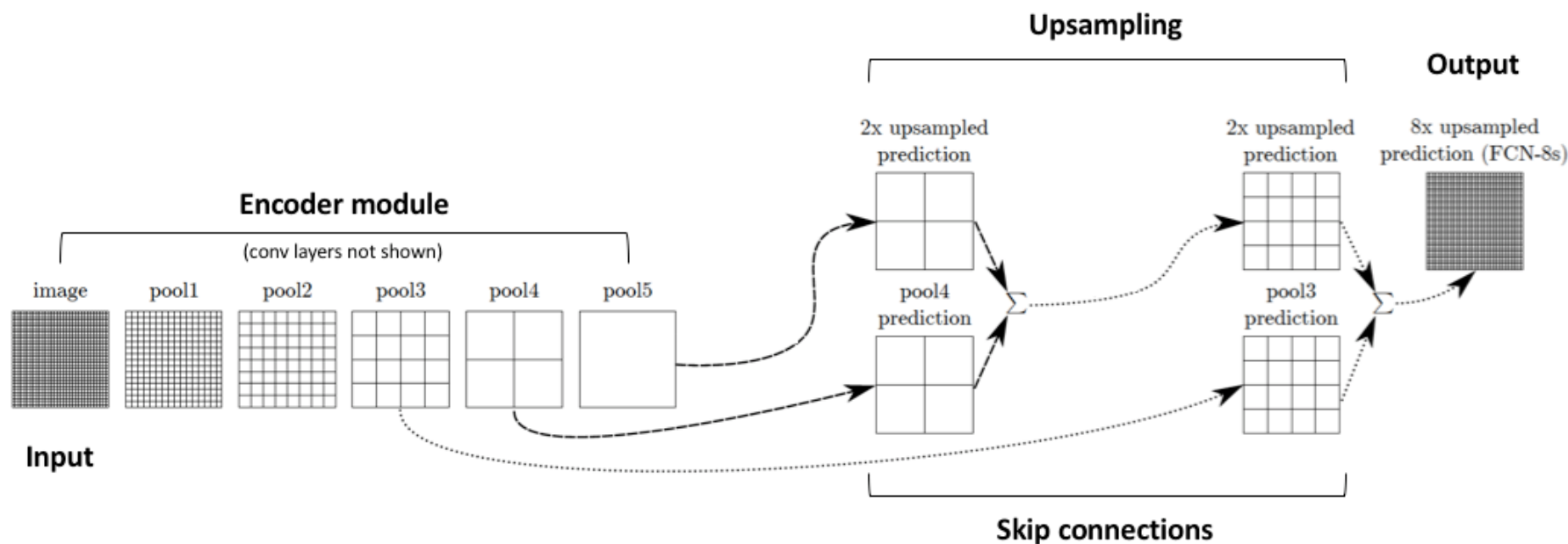
Methods of Upsampling - Unpooling

- Up-sample the resolution by distributing a single value into higher resolution
- Uses the indices from pooling layers



Adding Skip Connections

- Combines fine layers and coarse layers to ensure that the global structure is retained while making local predictions



Decoder Layers Visualization

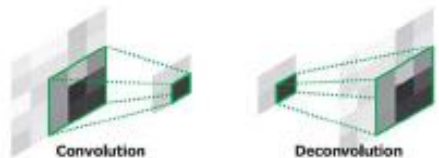
- Unpooling

- Place activations to pooled location
- Preserve structure of activations



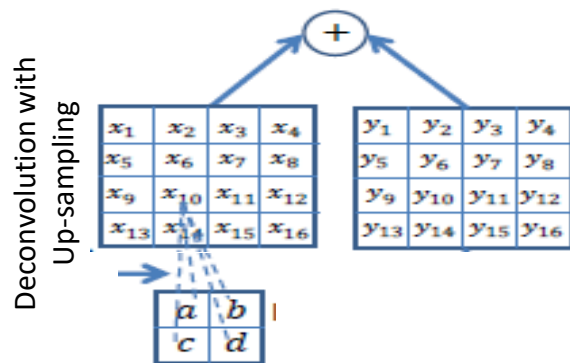
- Deconvolution

- Densify sparse activations
- Bases to reconstruct shape

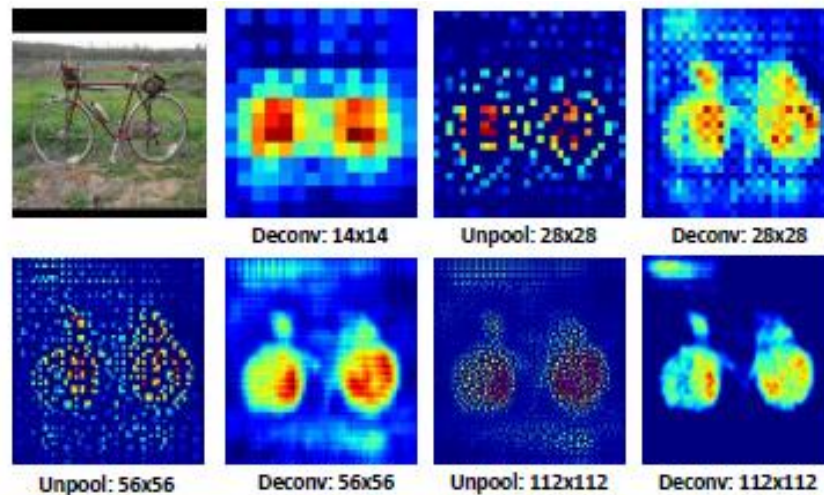
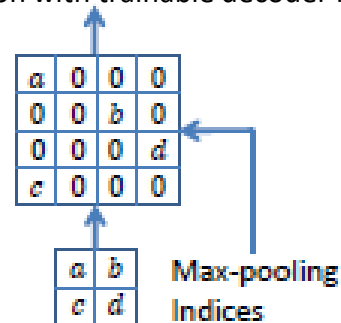


- ReLU

- Same with convolution network

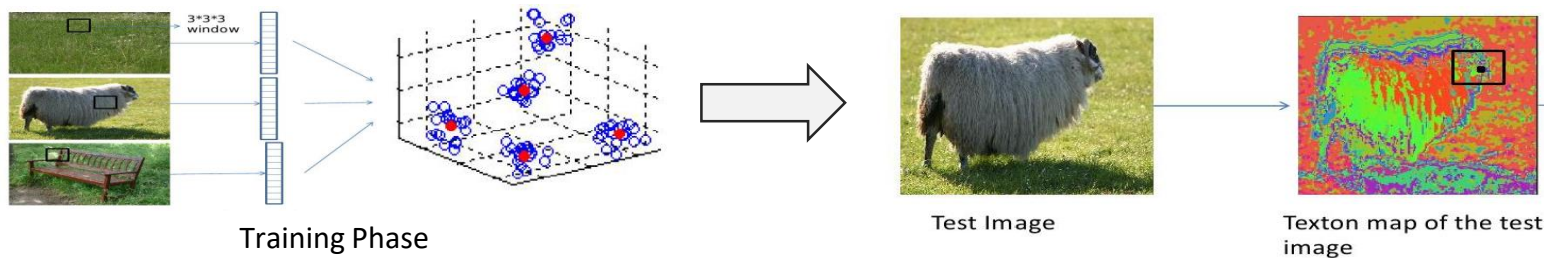


Convolution with trainable decoder filter

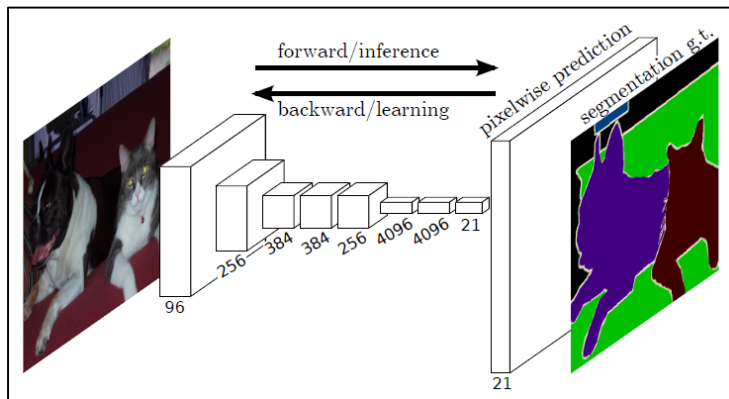


Different Deep Learning Approaches

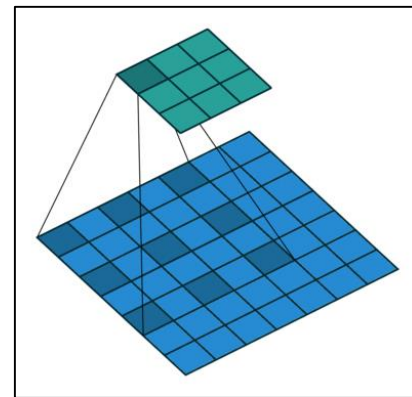
- Texton Forest and Random forest based classifiers



- Patch based classification
- CNN based semantic segmentation
 - Encoder Decoder Architecture
- Available Network architectures
 - FCN
 - SEGNET
 - ENET
 - DeepLab v1 & v2

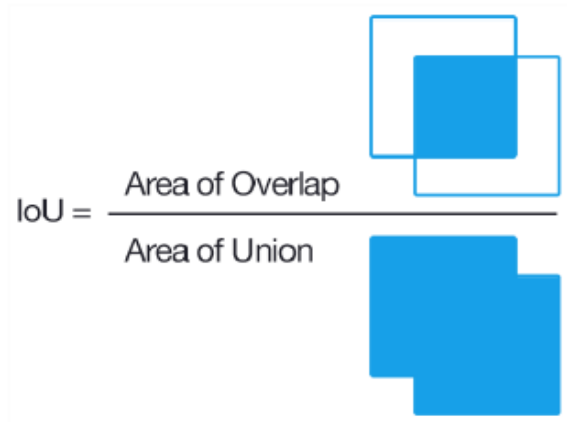


FCN Architecture

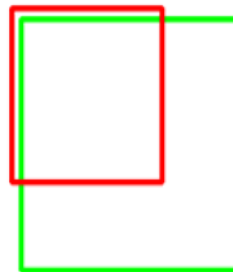


Atrous/Dilated Convolution

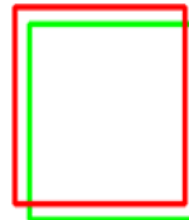
- Mean of Intersection over Union (mIoU) – Metric used for accuracy evaluation of methods



IoU: 0.4034

**Poor**

IoU: 0.7330

**Good**

IoU: 0.9264

**Excellent**

$$IoU_i = \frac{\sum_n I_j}{\sum_n U_j}$$

$$mIoU = \left(\frac{1}{N}\right) \left(\sum IoU_i\right)$$

where

IoU=Intersection over Union

mIoU =mean IoU

n =number of classes

N=number of images

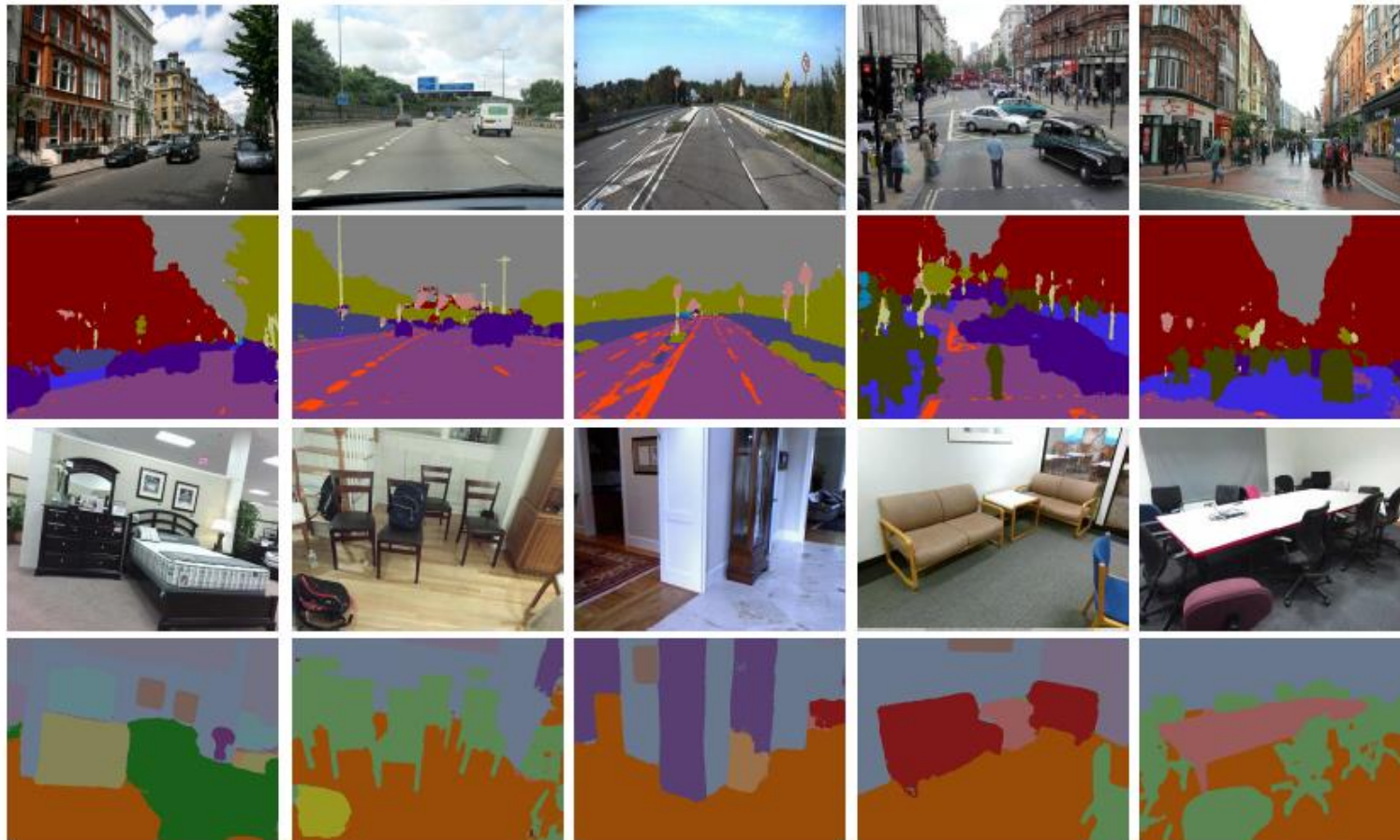
 I_j =Intersection of class j for an image U_j =Union of class j for an image

Comparison Summary

| Network architecture | Accuracy | Performance* (on PC) | Intended application |
|----------------------|----------|-------------------------|--|
| ICNET, Y2017 | 69.5 | 33 ms | Semantic Segmentation (High Resolution) |
| ENET, Y2016 | 58.3 | 13 ms | ADAS use case |
| PSP NET, Y2016 | 81.2 | Very slow | ADAS use case |
| SEGNET, Y2016 | 57 | 60 ms | ADAS use case |
| UNET, Y2015 | 77.50 | | Medical use case |
| FCN, Y2014 | 70 | | Object segmentation |

- *GPU with CUDA acceleration, is used for performance benchmarking
 - <https://www.cityscapes-dataset.com/benchmarks/>

Sample Outputs using SegNet



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- Extend sincere gratitude to following members for providing their valuable support and inputs
 - Dr. Lokesh Rayasandra Boregowda
 - Raj Narayana Gadde
 - Sujoy Saha
 - Suhas Shantaraja Palasamudram
 - Akankshya Kar
 - Vasanthakumar Rajagopalan
 - Sourav Kumar Bose
 - Anand Bhoraskar



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