The background is a complex, abstract pattern of thin, glowing lines in shades of blue, cyan, and purple. These lines are scattered across a solid black field, creating a sense of depth and movement. Some lines are straight and sharp, while others are curved and wispy, resembling a network or a nebula. The overall effect is a futuristic and ethereal visual.

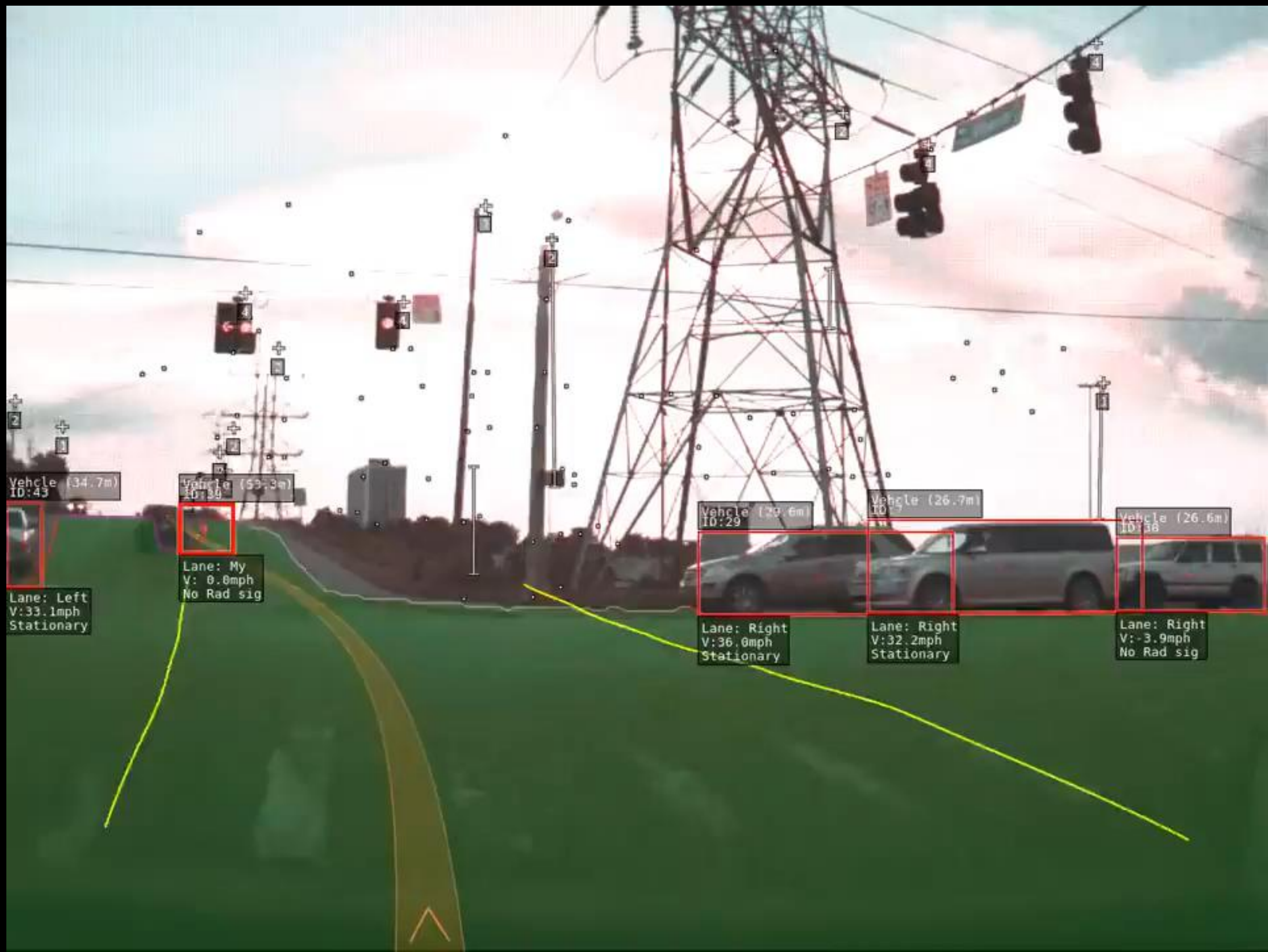
街景分割

實做案例位置
github

https://github.com/AllanYiin/DeepBelief_Course5_Examples/tree/master/epoch302_街景分割

colab

<https://drive.google.com/drive/folders/1i95eyMxrP1QekrcGL7mvHi3U2RVtceoZ?usp=sharing>

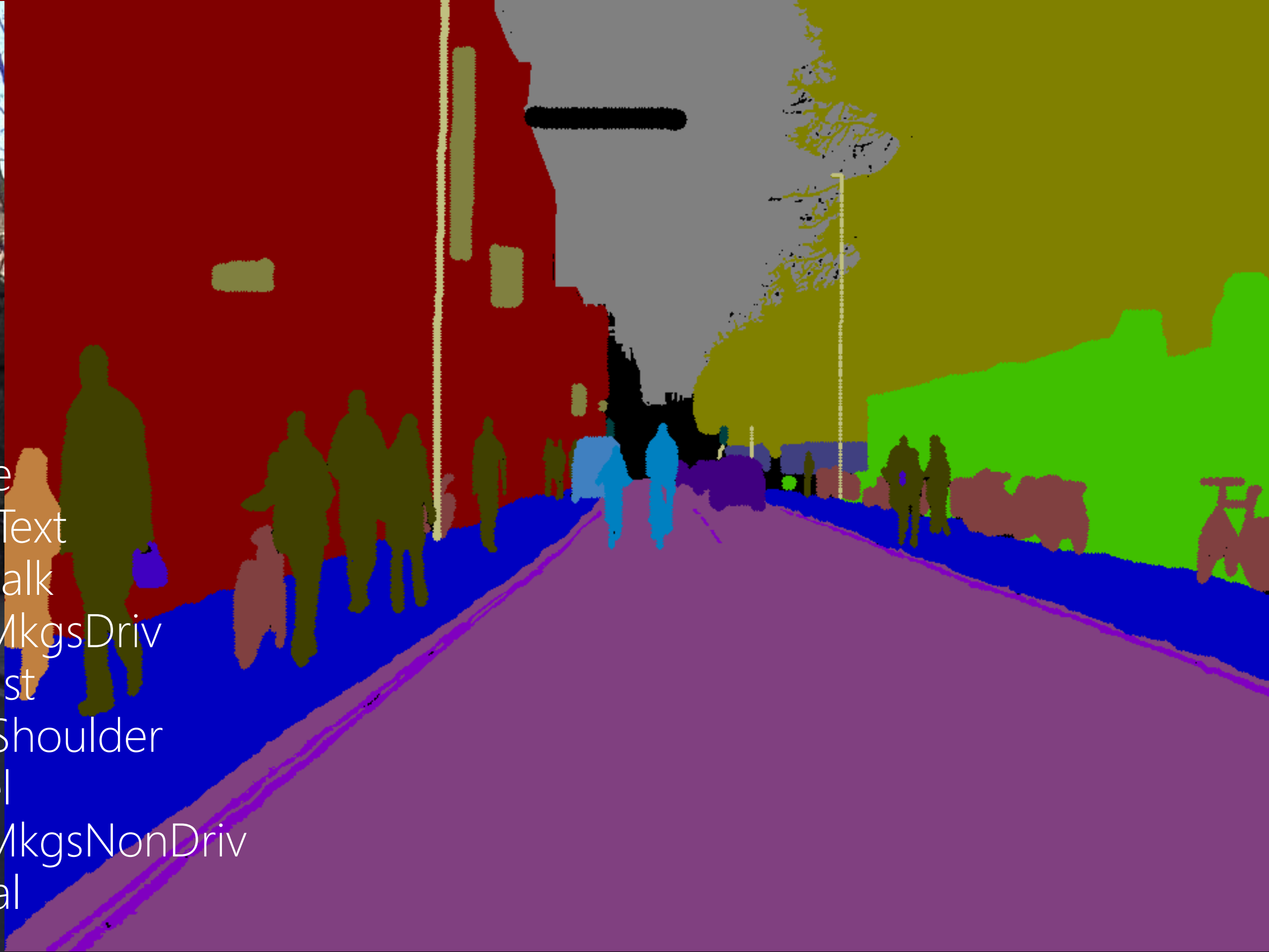




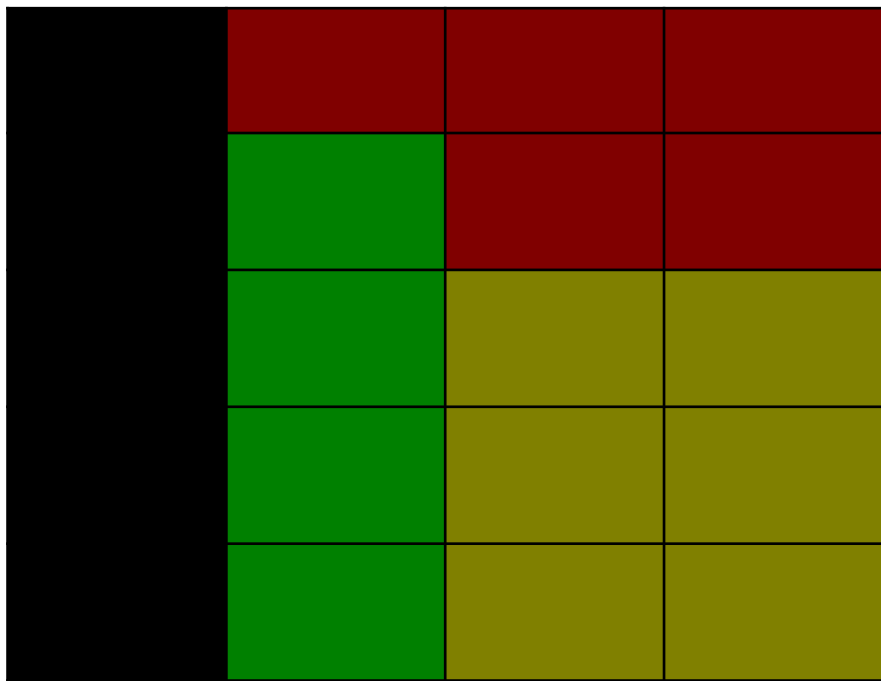
0 0 0	Void
128 0 0	Building
128 128 0	Tree
128 128 128	Sky
64 0 128	Car
192 0 128	Archway
192 128 128	SignSymbol
128 64 128	Road
64 64 0	Pedestrian
64 192 0	Wall
192 192 0	VegetationMisc
64 64 128	Fence
192 64 128	Train
64 192 128	ParkingBlock
192 192 128	Column_Pole
0 0 64	TrafficCone

0 128 64	Bridge
128 128 64	Misc_Text
0 0 192	Sidewalk
128 0 192	LaneMkgsDriv
0 128 192	Bicyclist
128 128 192	RoadShoulder
64 0 64	Tunnel
192 0 64	LaneMkgsNonDriv
64 128 64	Animal
192 128 64	Child
64 0 192	CartLuggagePram
192 0 192	MotorcycleScooter
64 128 192	SUVPickupTruck
192 128 192	Truck_Bus
0 64 64	TrafficLight
128 64 64	OtherMoving

0 128 64	Bridge
128 128 64	Misc_Text
0 0 192	Sidewalk
128 0 192	LaneMkgsDriv
0 128 192	Bicyclist
128 128 192	RoadShoulder
64 0 64	Tunnel
192 0 64	LaneMkgsNonDriv
64 128 64	Animal
192 128 64	Child
64 0 192	CartLuggagePram
192 0 192	MotorcycleScooter
64 128 192	SUVPickupTruck
192 128 192	Truck_Bus
0 64 64	TrafficLight
128 64 64	OtherMoving



數據集來源格式



色彩遮罩
形狀(h,w,3)

color2label



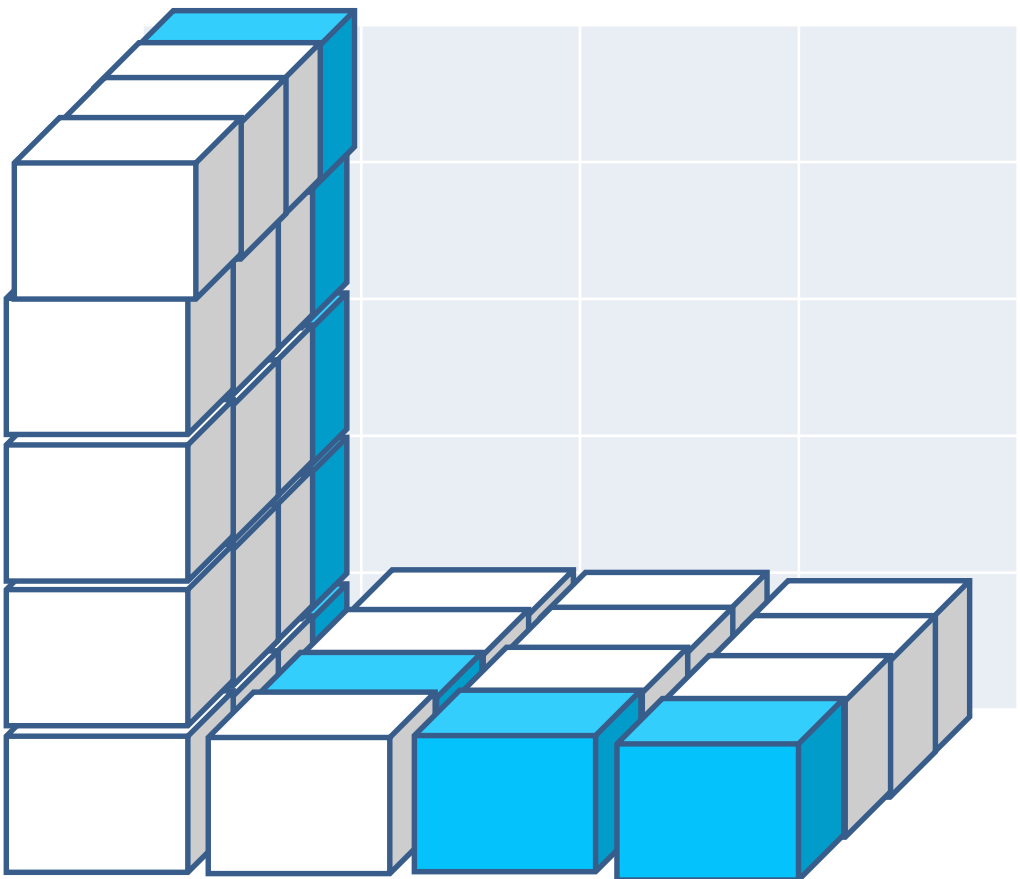
0	1	1	1
0	2	1	1
0	2	3	3
0	2	3	3
0	2	3	3

標籤遮罩
形狀(h,w)

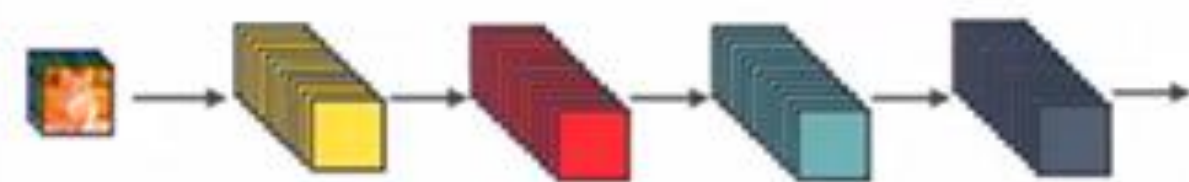
argmax



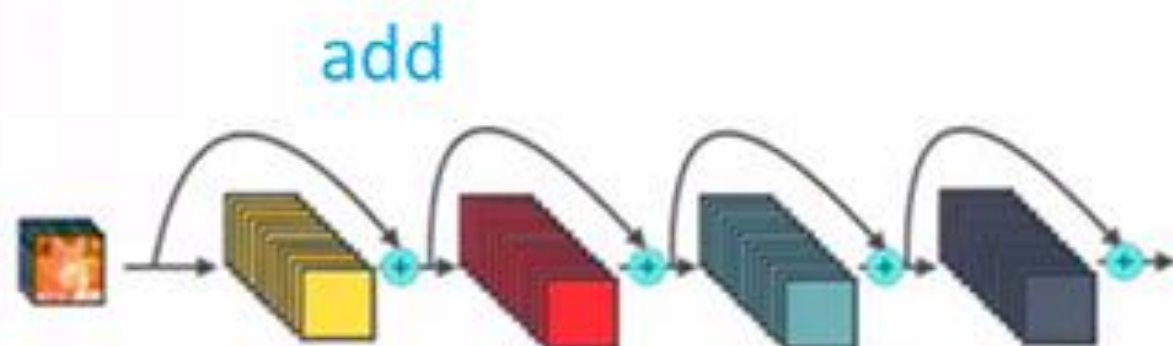
模型輸出格式



onehot遮罩
形狀(類別數,h,w)



Standard Connectivity



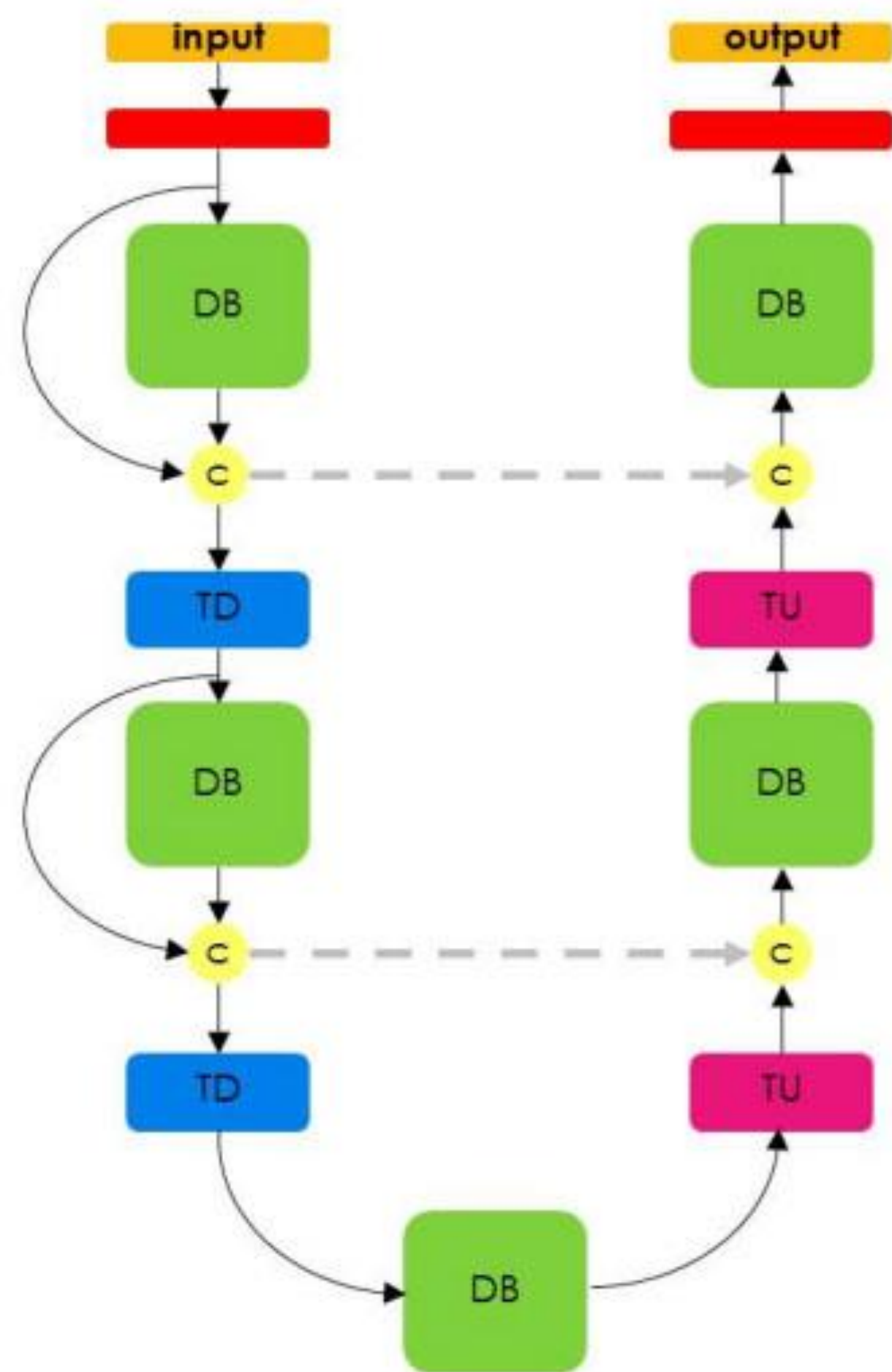
⊕ : Element-wise addition

ResNet Connectivity



● : Channel-wise concatenation

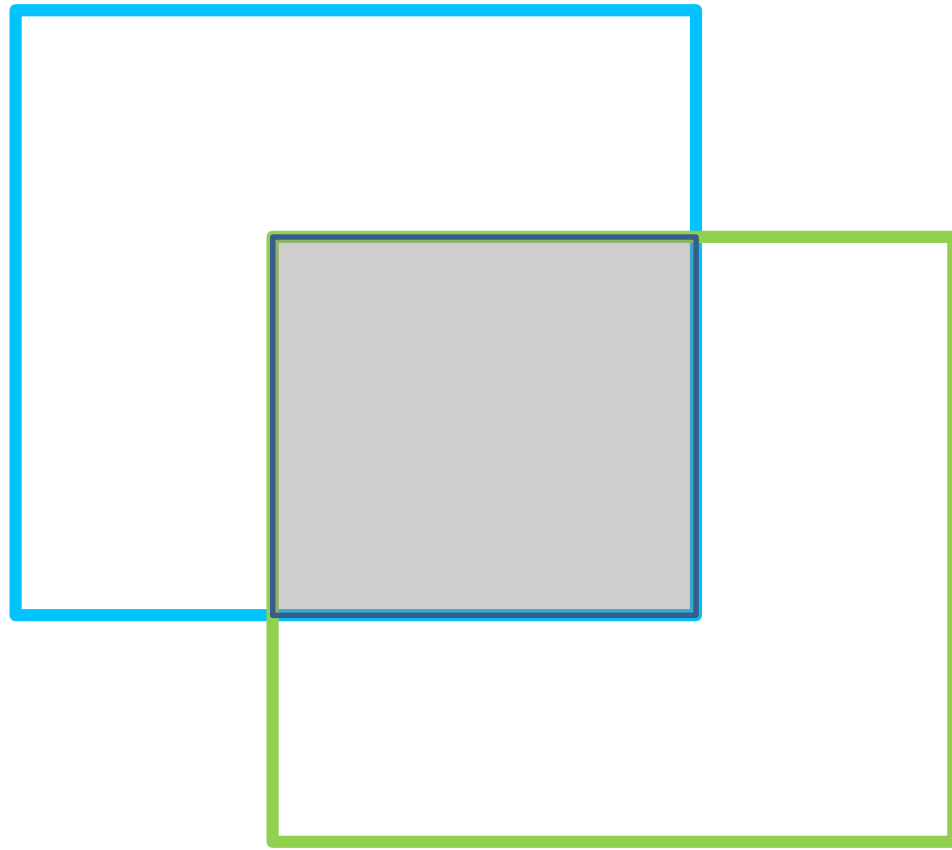
Dense Connectivity



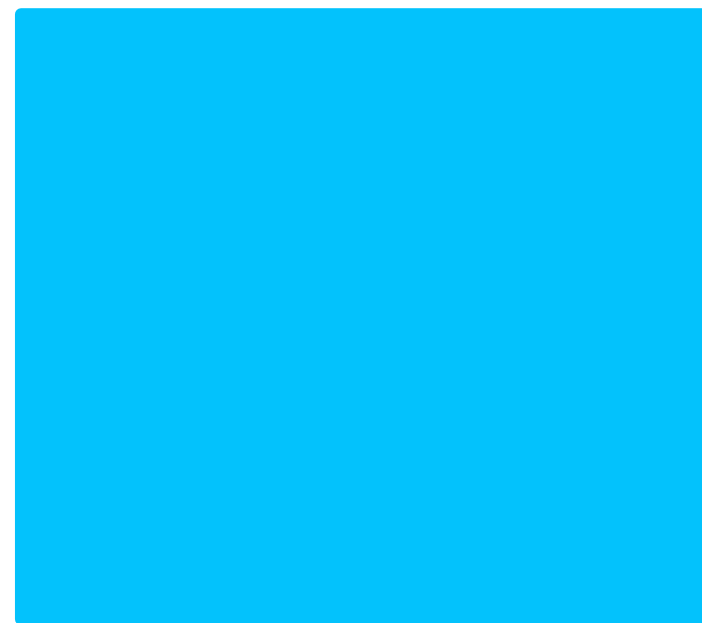
- Dense Block
- Convolution
- Transition Down
- Transition Up
- Skip Connection
- Concatenation

Dice Coefficient

$2*$



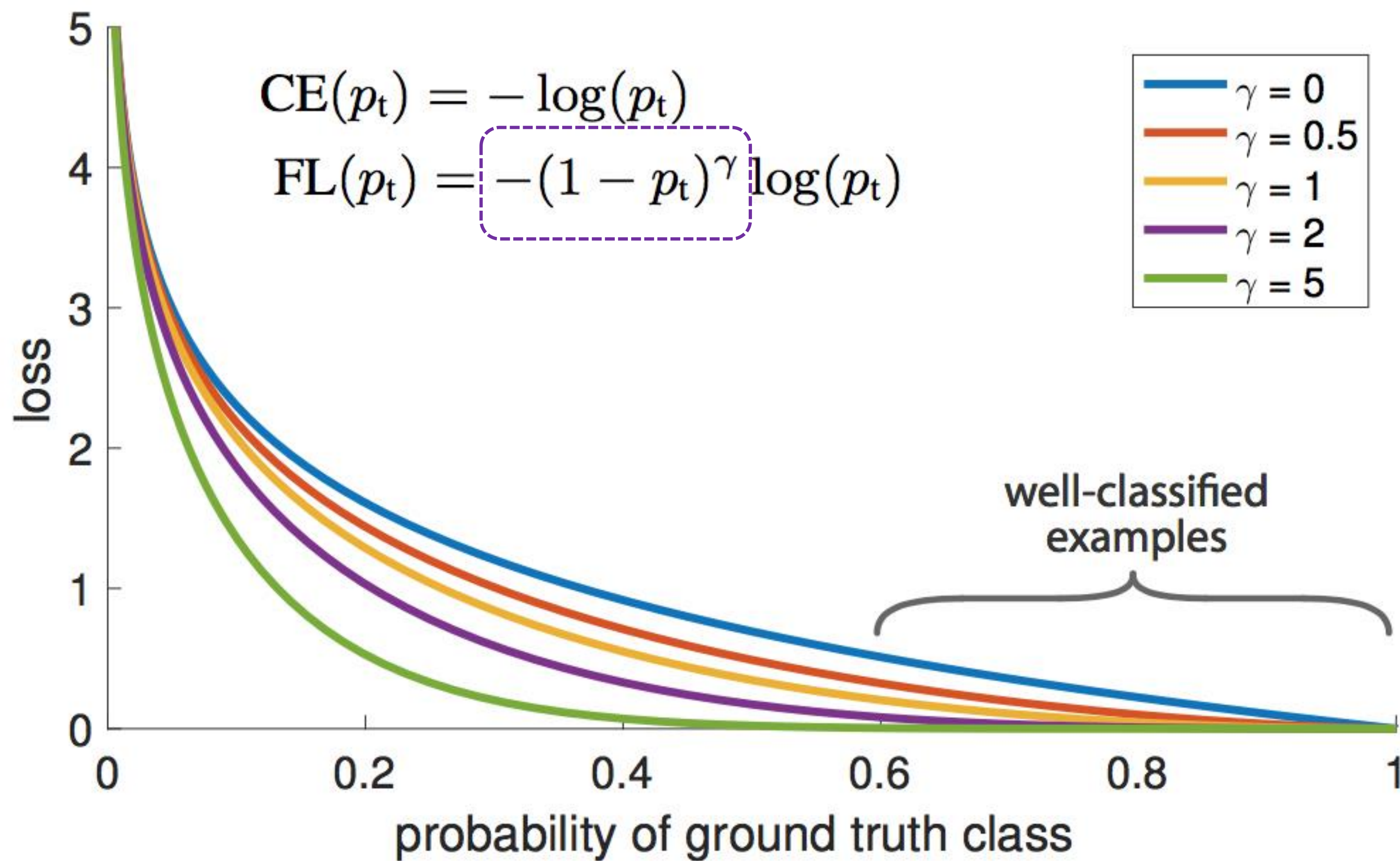
Dice Loss = $1 - \text{Dice Coefficient}$



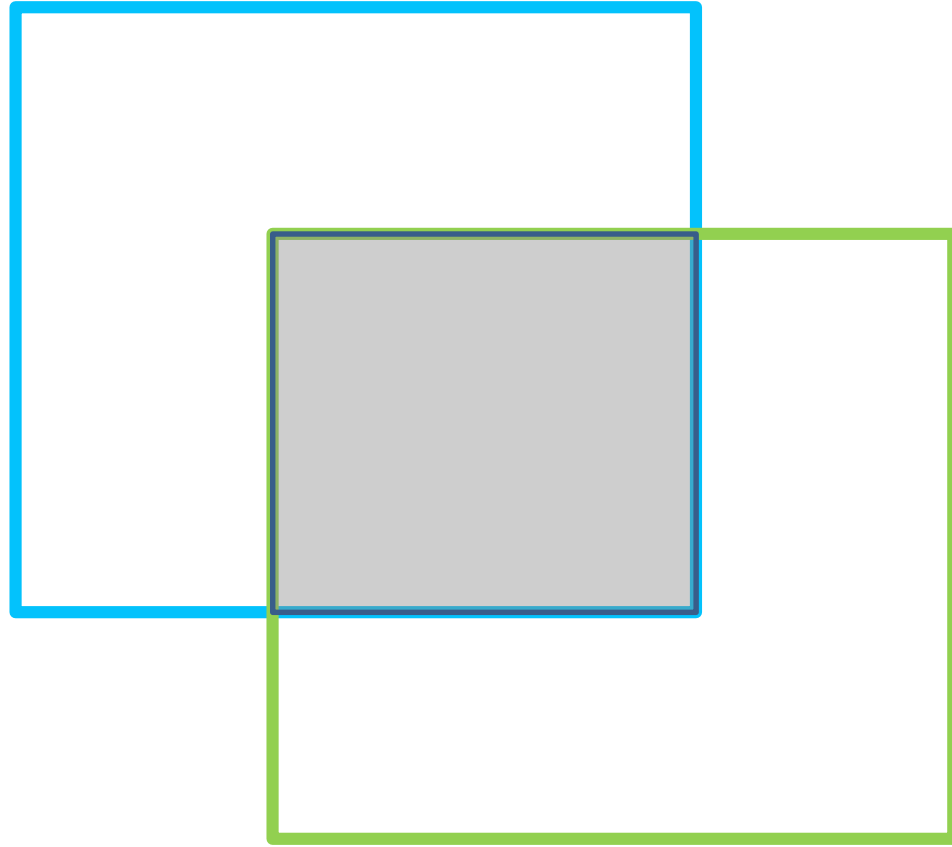
+



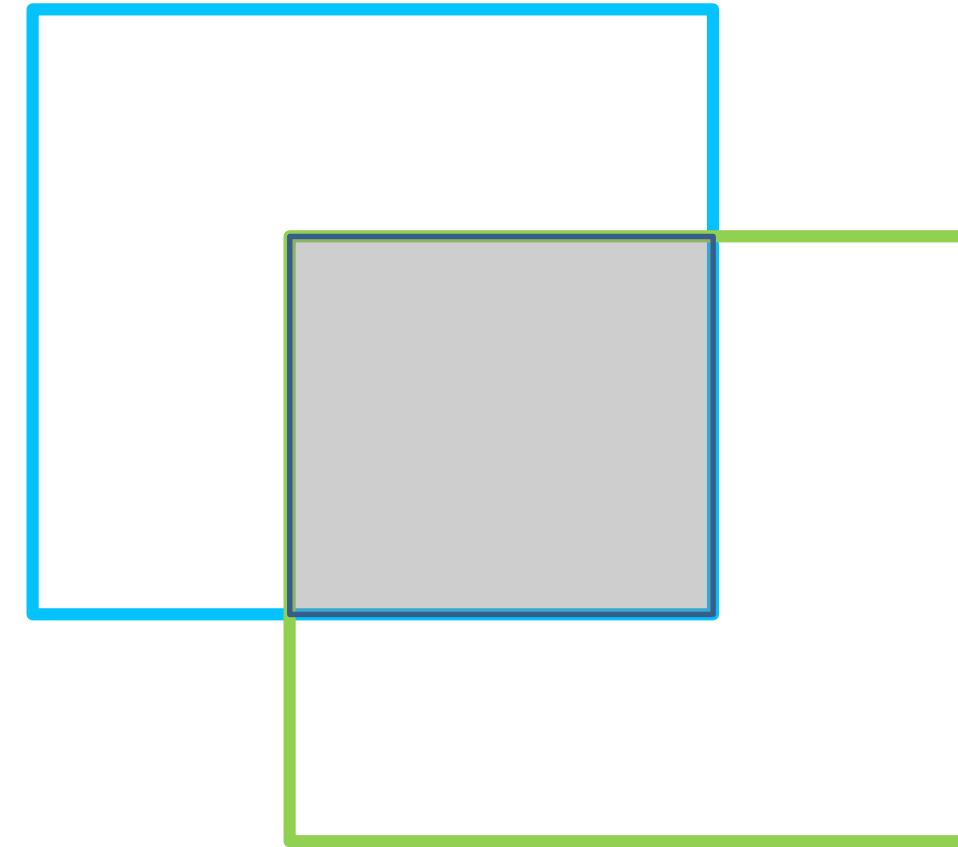
Focal Loss

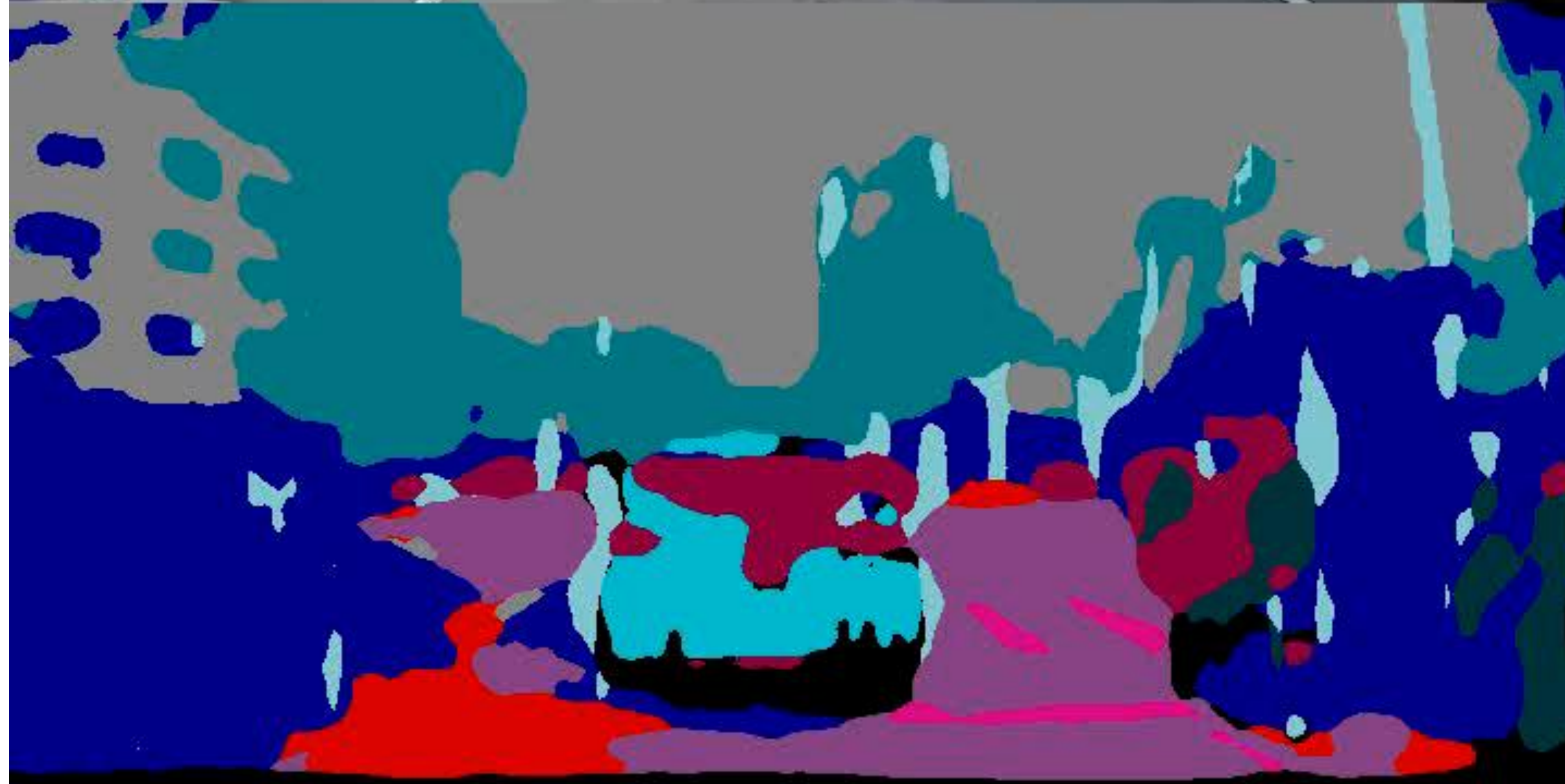


IOU



Pixel Accuracy





Q&A

