

## Semantic Understanding of Urban Street Scenes

Home » Method Details

# **Method Details**

# Details for method 'FSFFNet'

#### **Method overview**

name	FSFFNet
challenge	pixel-level semantic labeling
details	Feature Scaling Feature Fusion Network
publication	Anonymous
public in benchmark	no
project page / code	
used Cityscapes data	fine annotations, coarse annotations
used external data	
runtime	n/a
subsampling	no
submission date	2021-06-30 11:03:33
previous submissions	

### **Average results**



Semantic Understanding of Urban Street Scenes

iIoU Classes 40.3635

IoU Categories 87.068

iIoU Categories 68.472

#### **Class results**

Class	loU	iloU
road	97.4411	_
sidewalk	78.4959	_
building	90.7274	_
wall	41.7536	_
fence	46.0893	_
pole	57.8297	_
traffic light	65.3265	-
traffic sign	68.5013	-
vegetation	92.0029	_
terrain	63.9974	_
sky	94.4019	_
person	79.1799	53.9591
rider	56.992	31.5266
car	93.9136	84.9889
truck	55.3569	22.2772
bus	65.689	32.0117
train	54.3536	26.5156



## Semantic Understanding of Urban Street Scenes

### **Category results**

Category	loU	iloU
flat	96.7782	-
nature	91.4755	_
object	64.1045	_
sky	94.4019	_
construction	90.193	_
human	79.7861	55.1737
vehicle	92.737	81.7704

#### Links

Download results as .csv file

Benchmark page

View my submissions

Logout



Cityscapes 3D Benchmark Online October 17, 2020

Cityscapes 3D Dataset Released August 30, 2020

Coming Soon: Cityscapes 3D June 16, 2020

Robust Vision Challenge 2020 June 4, 2020

Panoptic Segmentation May 12, 2019





# Semantic Understa**kon tatu**rban Street Scenes

<u>Cityscapes Team</u>

Imprint / Impressum

Data Protection / Datenschutzhinweis

© 2021 Cityscapes Dataset