

Semantic Segmentation

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Review

- Last lecture:
 - Overview of object detection algorithms
 - Baseline Model: R-CNN
 - Fast R-CNN
 - Faster R-CNN
 - YOLO
- Assignments (Canvas)
 - Reading assignment due earlier today
 - Reading assignments out that are due tomorrow and next week
- Questions?

Semantic Segmentation: Today's Topics

- Problem
- Applications
- Datasets
- Evaluation metric
- Computer vision models: fully convolutional networks

Semantic Segmentation: Today's Topics

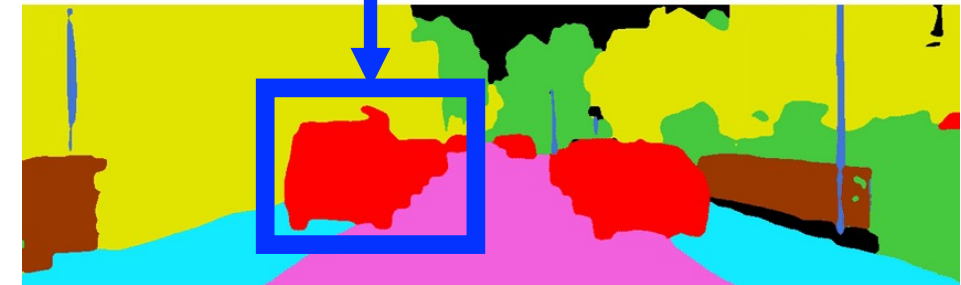
- Problem
- Applications
- Datasets
- Evaluation metric
- Computer vision models: fully convolutional networks









Definition

- Locate all pixels that belong to a particular category; e.g.,



Note: instances of the same class are NOT separated



 Road	 Sidewalk	 Building	 Fence
 Pole	 Vegetation	 Vehicle	 Unlabel

Object Segmentation vs Detection

- Why choose object “segmentation” over “detection”?



Semantic Segmentation: Today's Topics

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Remodeling Inspiration

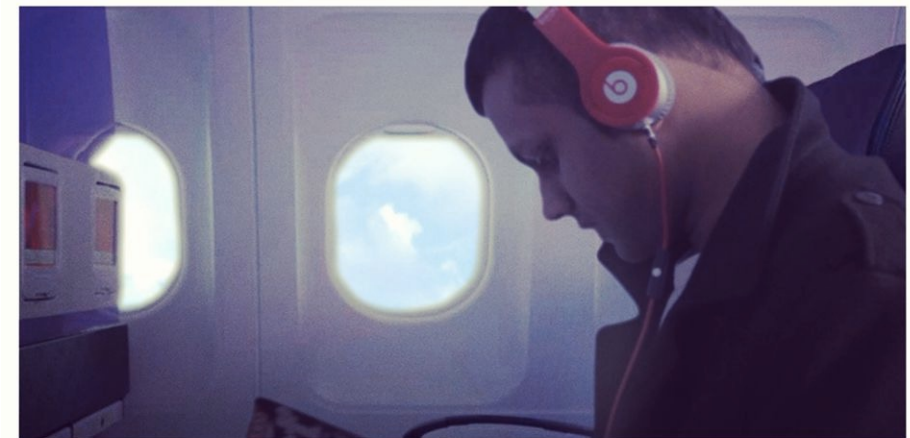
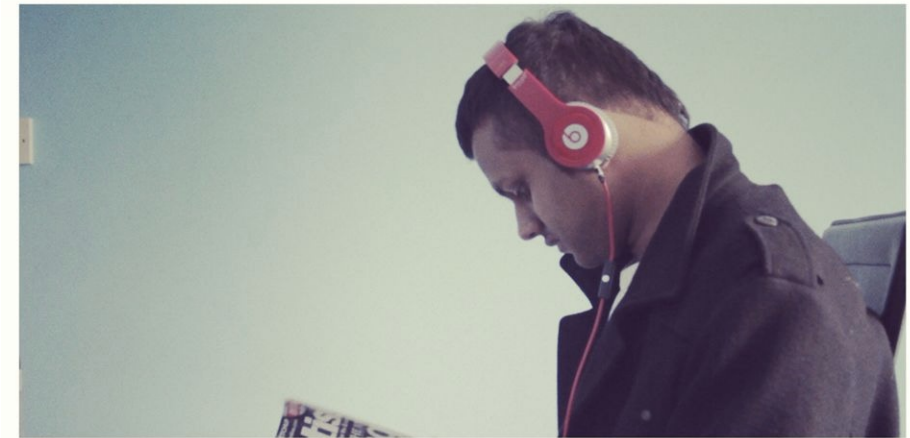
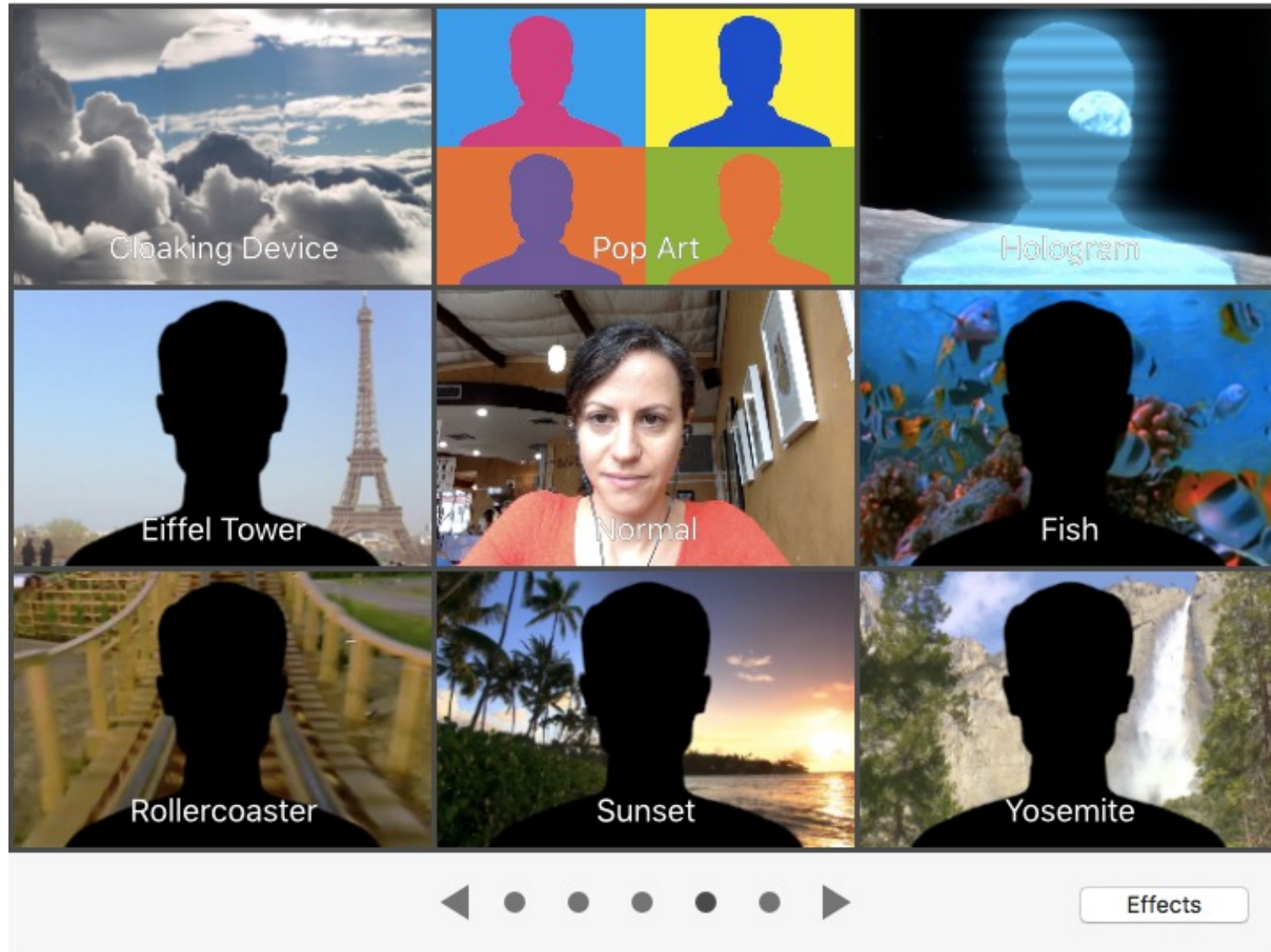


(a) Target photo



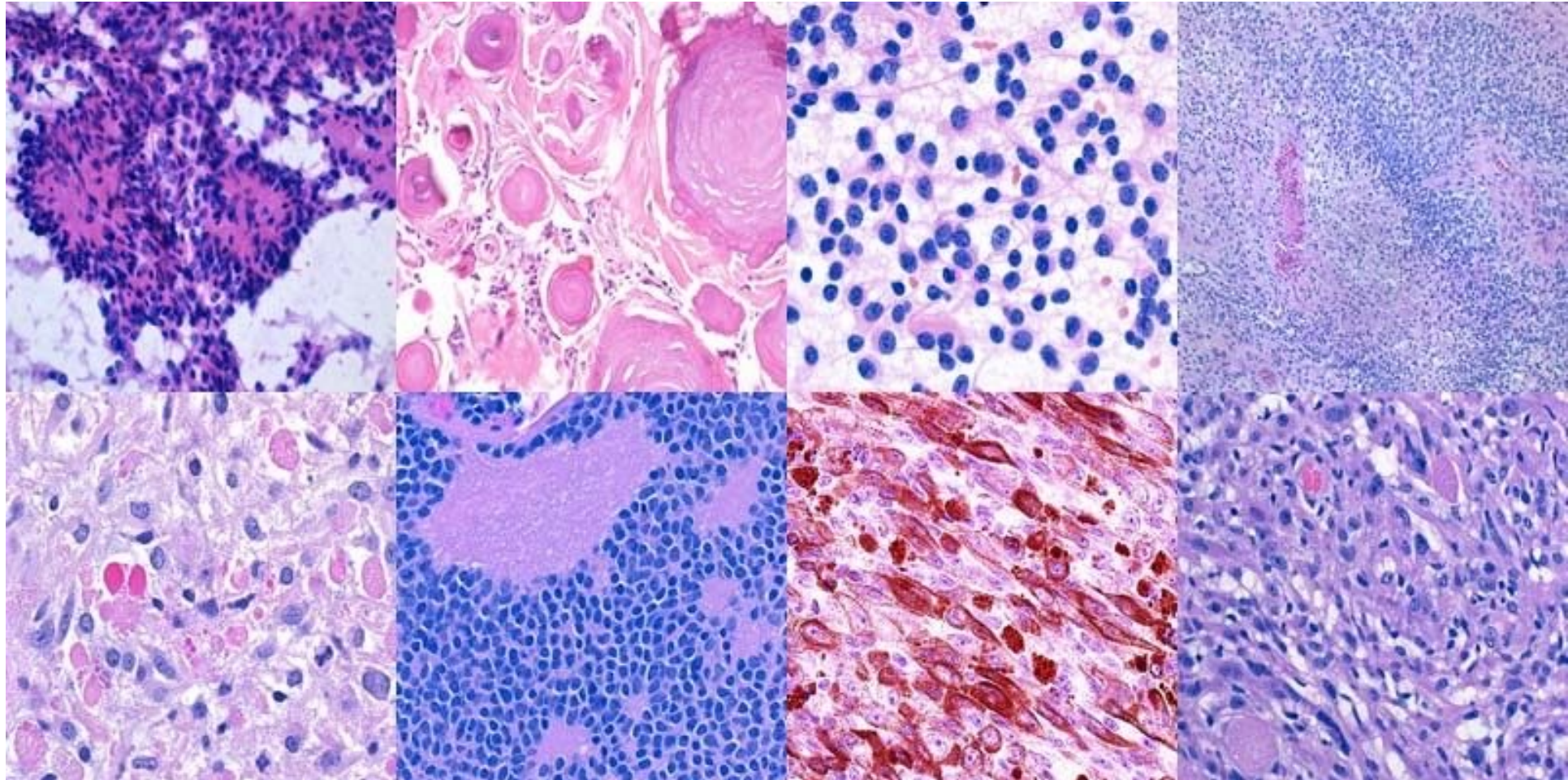
(b) Retextured

Rotoscoping (many examples on Wikipedia)



<https://www.starnow.co.uk/ahmedmohammed1/photos/4650871/before-and-after-rotoscopinggreen-screening>

Disease Diagnosis; e.g.,



Face Makeover

MAYBELLINE
NEW YORK

VIRTUAL BEAUTY STUDIO

SHOP ALL

FACE

EYES

LIPS

NAILS

TIPS & TRENDS

BRAVE TOGETHER

Home

TRY IT ON

Time to makeup your mind! Experience your perfect makeup shades or try a bold new look with Maybelline's virtual try-on tool.

To begin, turn on your camera or upload a photo.

SEE YOURSELF IN MAYBELLINE



GET STARTED!

I Consent

to the processing of my image by Maybelline NY
as set out in the [privacy policy](#).



LIVE CAMERA



UPLOAD PHOTO

Demo: <https://www.maybelline.com/virtual-try-on-makeup-tools>

Self-Driving Vehicles



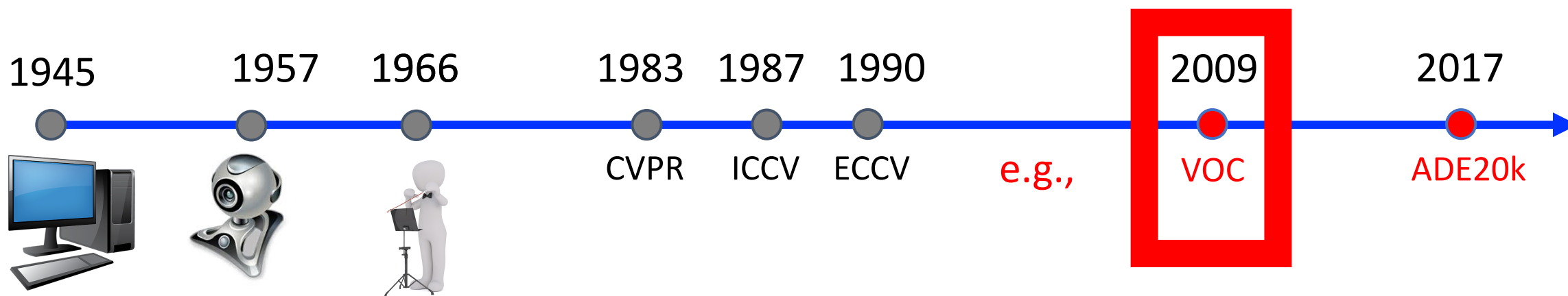
Figure Source: <https://www.inc.com/kevin-j-ryan/self-driving-cars-powered-by-people-playing-games-mighty-ai.html>

Can you think of any other
potential applications?

Semantic Segmentation: Today's Topics

- Problem
- Applications
- **Datasets**
- Evaluation metric
- Computer vision models: fully convolutional networks

Datasets



VOC

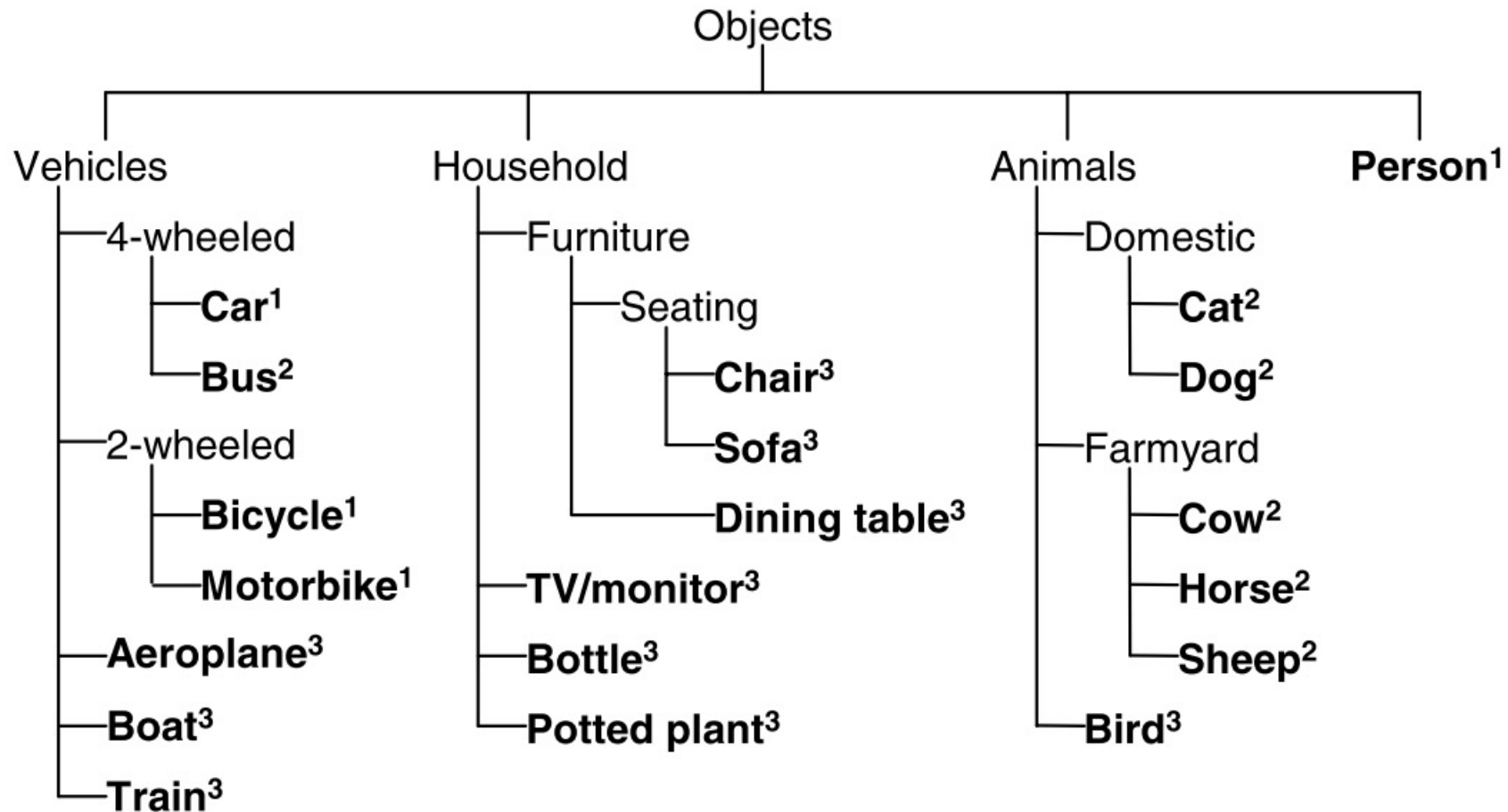
1. Image Collection

- A subset of images from the VOC detection dataset were used

2. Image Annotation

- Annotation party annually
- Annotation guidelines & real-time assistance – refine detections into segmentations
- Post-hoc correction/feedback about the number and kind of errors made
- Annotations for each of the 20 object classes were merged into class-specific segmentation regions and 1 more class was added for background

VOC: Recall Categories Included (Leaf Nodes)



VOC: Boundary Accuracy Heuristic

Image

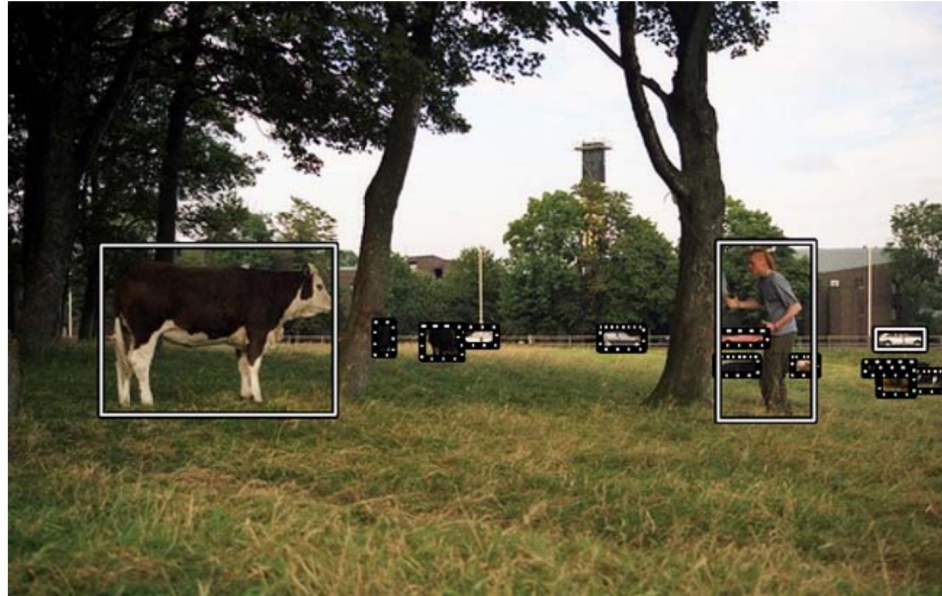


Class segmentation



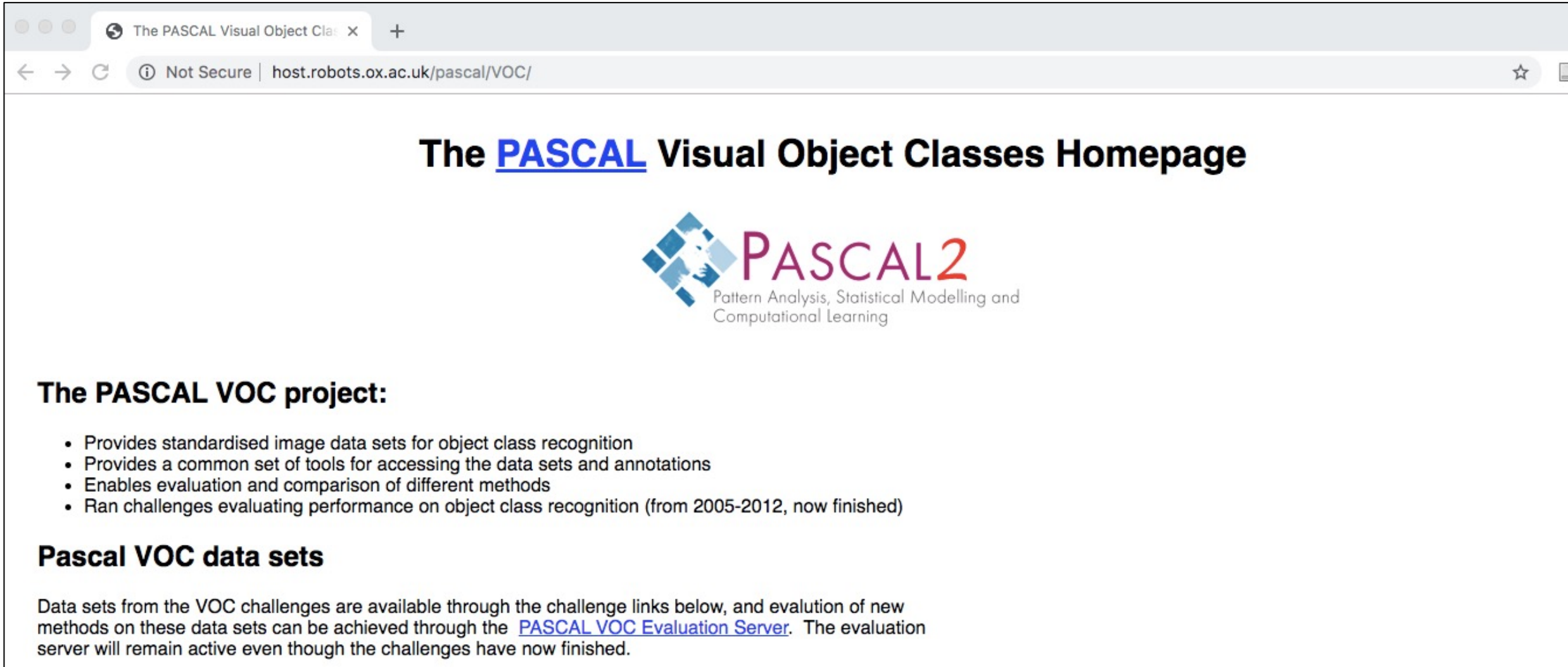
“To give high accuracy but to keep the annotation time short enough to provide a large image set, a border area of 5 pixels width was allowed around each object where the pixels were labelled neither object nor background.”

VOC: “Difficult” Objects Excluded




Objects that are challenging to recognize are discarded (i.e., dashed regions): flagged for reasons of “small size, illumination, image quality or the need to use significant contextual information... no penalty is incurred for detecting them. The aim of this annotation is to maintain a reasonable level of difficulty...”

VOC Annual Workshop

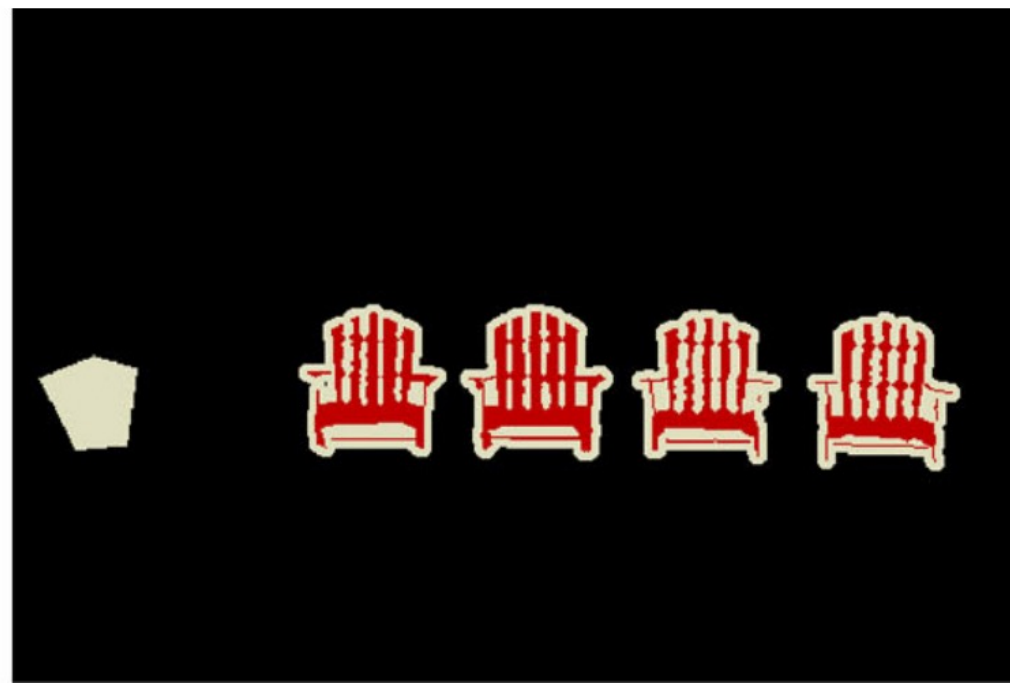


The screenshot shows a web browser window with the following content:

- Browser tab: The PASCAL Visual Object Cla: x
- Address bar: Not Secure | host.robots.ox.ac.uk/pascal/VOC/
- Page title: The **PASCAL** Visual Object Classes Homepage
- Logo:  The logo consists of a blue diamond shape with a white cross inside, followed by the text "PASCAL2" in red and "Pattern Analysis, Statistical Modelling and Computational Learning" in grey below it.
- Section header: **The PASCAL VOC project:**
- List of bullet points:
 - Provides standardised image data sets for object class recognition
 - Provides a common set of tools for accessing the data sets and annotations
 - Enables evaluation and comparison of different methods
 - Ran challenges evaluating performance on object class recognition (from 2005-2012, now finished)
- Section header: **Pascal VOC data sets**
- Text: Data sets from the VOC challenges are available through the challenge links below, and evaluation of new methods on these data sets can be achieved through the [PASCAL VOC Evaluation Server](#). The evaluation server will remain active even though the challenges have now finished.

<http://host.robots.ox.ac.uk/pascal/VOC/>

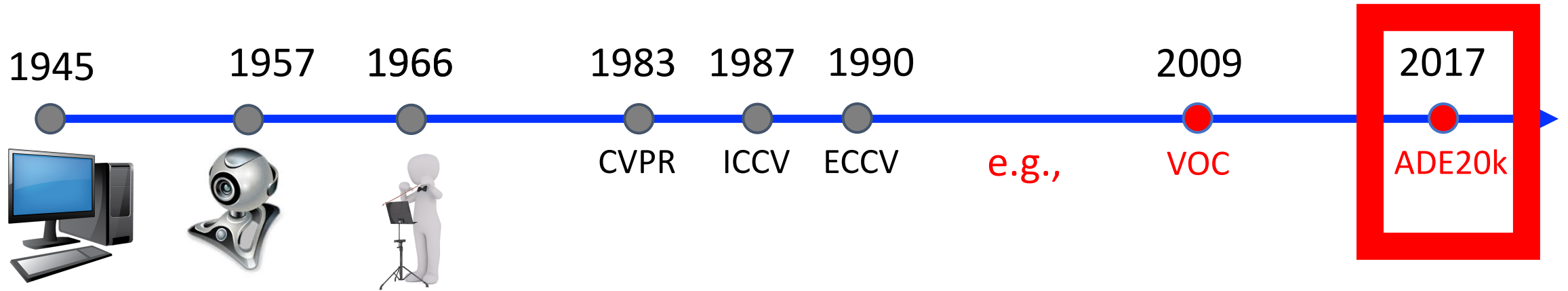
What is a Limitation of Datasets Built Around Specific Categories (e.g., Objects)?



No knowledge that anything else is in the scene, such as a house, trees or flowers!

A further consequence is that the majority of pixels are labeled as `background`.

Datasets



ADE20K

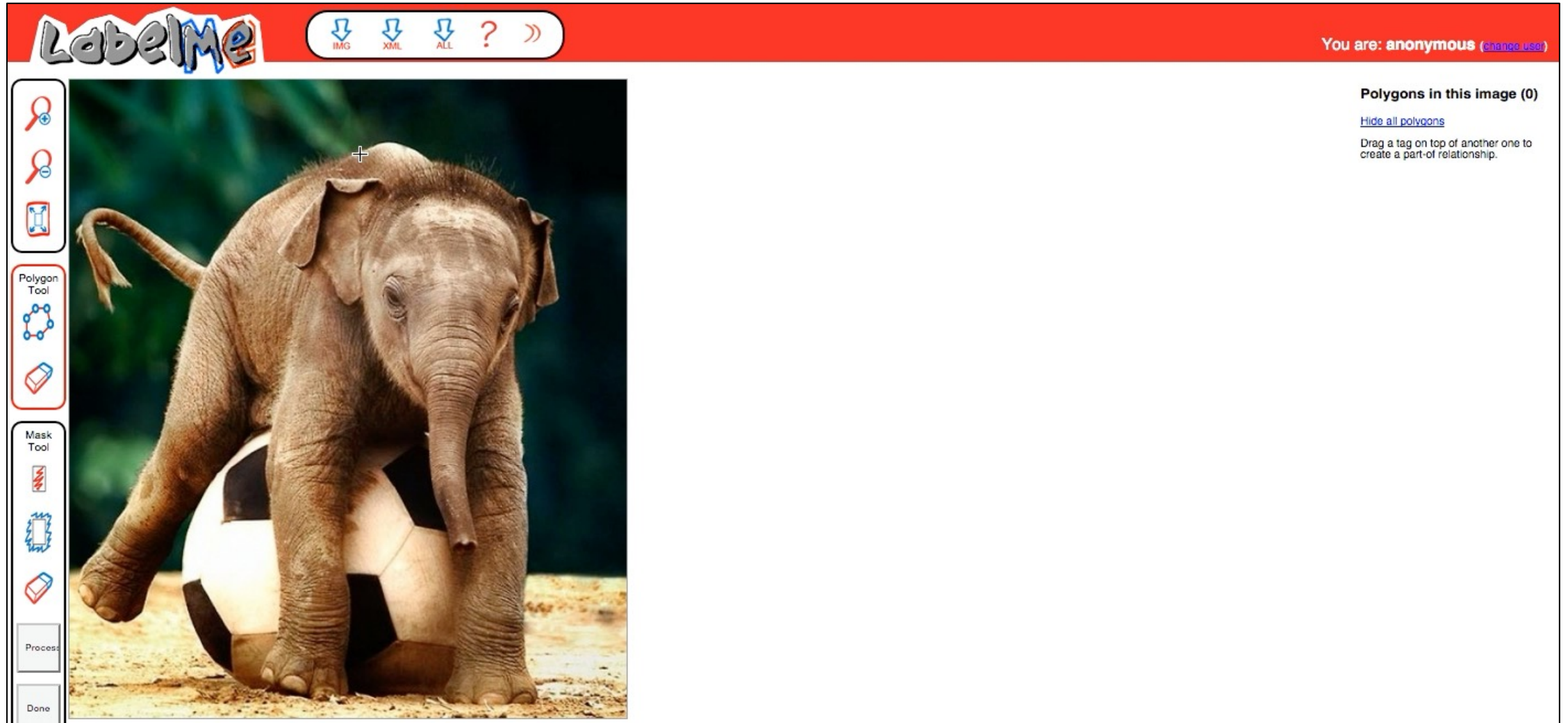
1. Image Collection

- 25,210 images collected from existing datasets (SUN, Places, and LabelMe)
- Selected to capture all scene categories defined in SUN

2. Region Localization and Category Assignment

- A single person annotated all images into three types and kept adding new categories as they were observed: (1) objects, (2) object parts, and (3) attributes (e.g., occluded)

ADE20K: User Annotation Tool



The screenshot displays the LabelMe web application interface. At the top, the "LabelMe" logo is on the left, and a navigation bar contains icons for "IMG", "XML", "ALL", "?", and ">>". On the right side of the top bar, it says "You are: anonymous (change user)".

The main area features a large image of a young elephant standing on a soccer ball. A small white crosshair is positioned on the elephant's head. To the left of the image is a vertical toolbar with several icons: a red circle with a plus sign, a red circle with a minus sign, a red square with a plus sign, a "Polygon Tool" section with a blue polygon icon and a red eraser icon, and a "Mask Tool" section with a red eraser icon, a blue square with a plus sign, and a red eraser icon. Below the toolbar are "Process" and "Done" buttons.

On the right side of the interface, there is a panel titled "Polygons in this image (0)". Below the title is a link "Hide all polygons" and a text instruction: "Drag a tag on top of another one to create a part-of relationship."

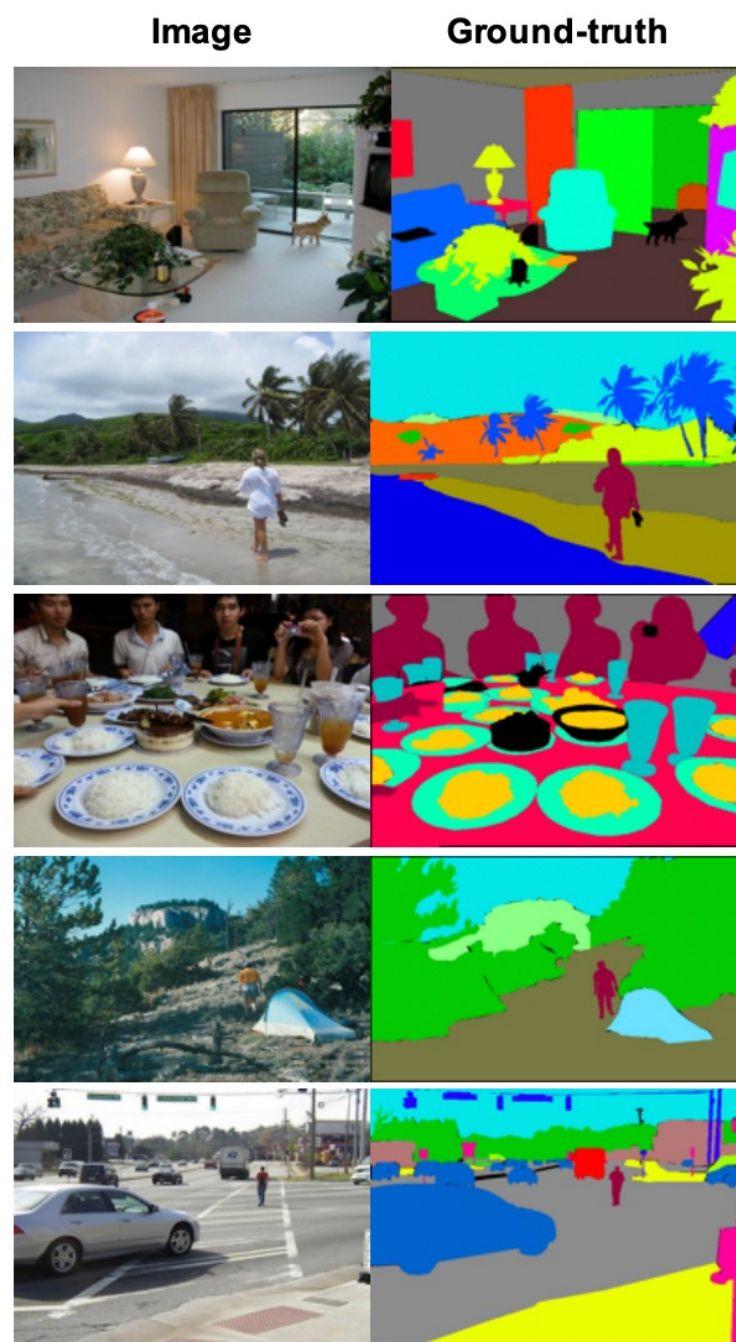
ADE20K: User Annotation Tool



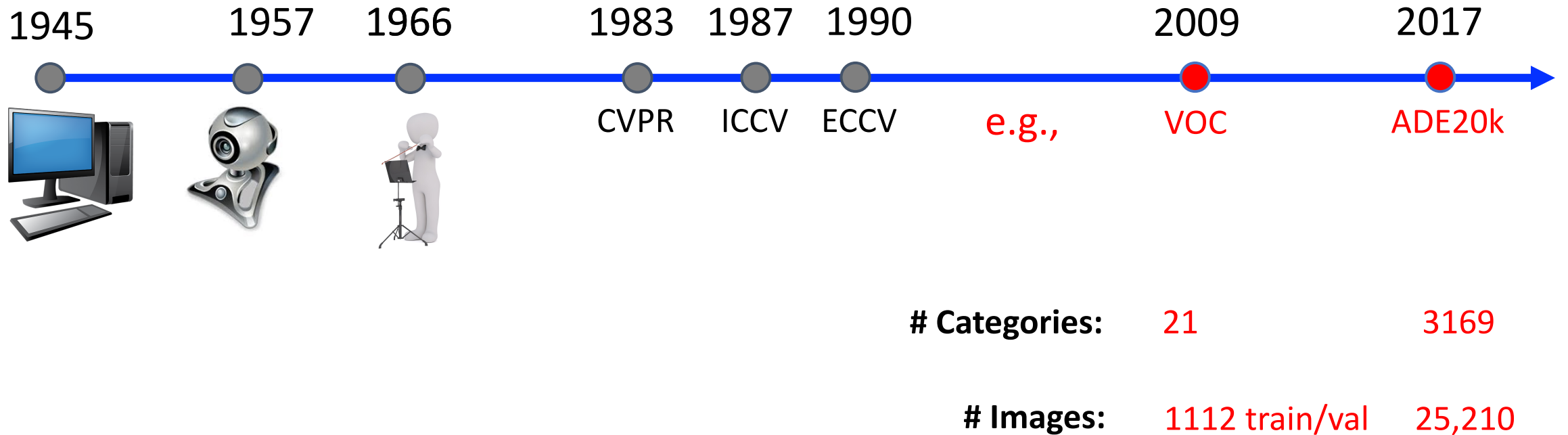
- ceiling
- wall
- wall
- window (arch)
 - ↳ pane (glass)
 - ↳ figurine
- door frame
- double door
 - ↳ door
 - ↳ handle
- tray
- figurine
- refrigerator (crop)
- cabinet
 - ↳ door
 - ↳ knob
 - ↳ door
 - ↳ knob
 - ↳ door
 - ↳ knob
- jar
- cabinet
 - ↳ door
 - ↳ knob
- cabinet
 - ↳ door
 - ↳ knob
 - ↳ door
 - ↳ knob
- cabinet
 - ↳ door
 - ↳ knob
- microwave
 - ↳ door
 - ↳ window
 - ↳ button (door release)
- outlet
- pot
- sink
 - ↳ faucet
- soap dispenser
- spice rack
- coffee maker
- knife set
- knife set
- range
 - ↳ button panel
 - ↳ dial
 - ↳ dial
 - ↳ dial
 - ↳ dial
 - ↳ screen time
 - ↳ stove
 - ↳ burner
 - ↳ burner
 - ↳ burner
 - ↳ burner
 - ↳ oven
 - ↳ door
 - ↳ handle
- toaster
- blender
- pot
- box
- worktop
- cabinet
 - ↳ drawer
 - ↳ knob
- jar
- salt cellar
- worktop
- paper towels
- dishwasher
- cabinet
- cabinet
- bottle rack
- napkin rack
- kitchen island
- glass (wine)
- glass (wine)
- coasters
- bowl
- bowl
- trash can
- dog dish
- dog dish
- chair
 - ↳ dial
 - ↳ back
 - ↳ seat (fabric)
 - ↳ leg
 - ↳ leg
 - ↳ leg
 - ↳ leg
- chair
 - ↳ back
 - ↳ seat (fabric)
 - ↳ leg
 - ↳ leg
 - ↳ leg
- chair
 - ↳ back
 - ↳ seat (fabric)
 - ↳ leg
 - ↳ leg
 - ↳ leg
- side table (crop)
- rug
- sofa (crop)
- cushion
- cushion
- cushion
- floor (tile)
- carpet
- bowl
- light switch
- picture (map)

ADE20K

- Includes:
 - “**things**”: objects that can easily be labeled; e.g., person, chair
 - “**stuff**”: objects with no clear boundaries; e.g., sky, grass



Datasets



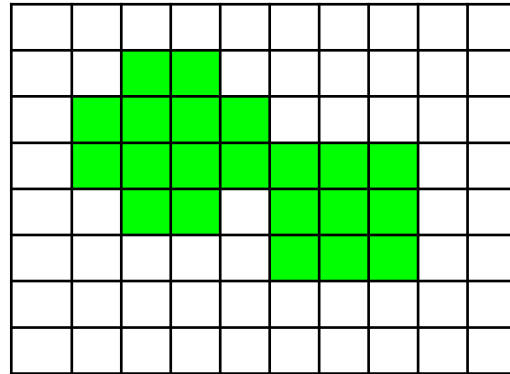
Trend: build bigger datasets

Semantic Segmentation: Today's Topics

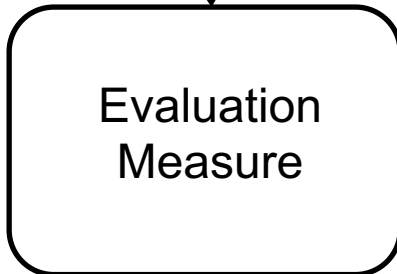
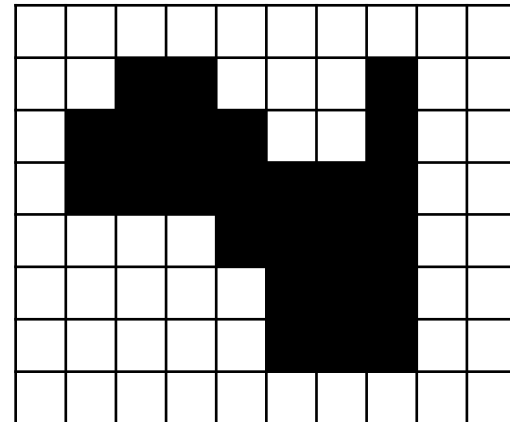
- Problem
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- **Evaluation metric**
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Evaluation Metric

Ground Truth:



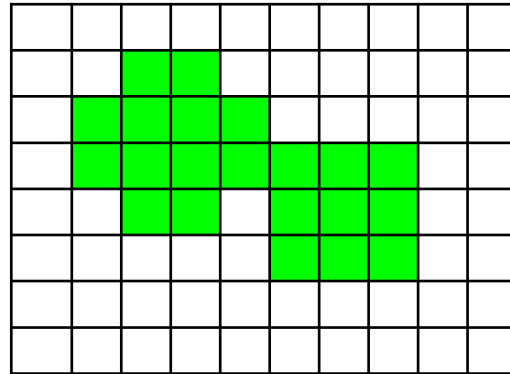
Algorithm:



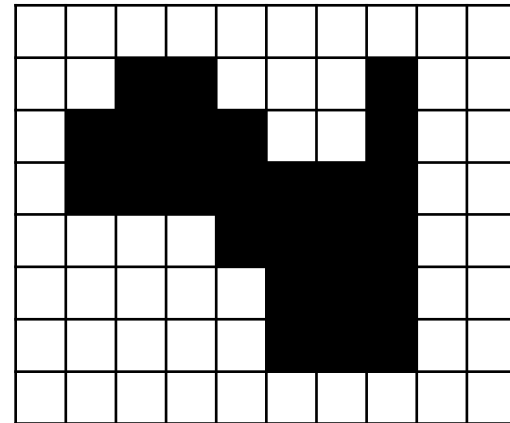
Score

Recall: IoU Metric

Ground Truth:



Algorithm:

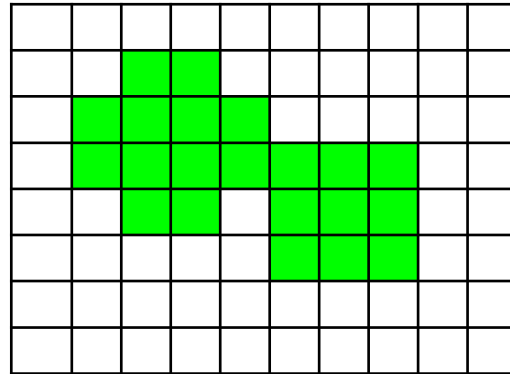


$$\frac{|A \cap B|}{|A \cup B|}$$

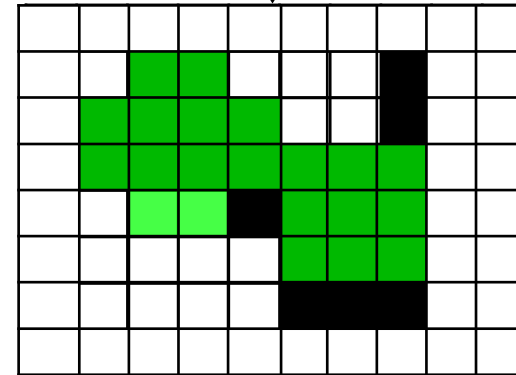
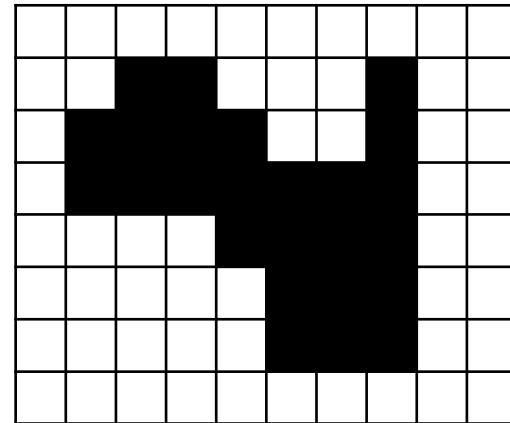
Score

Recall: IoU Metric

Ground Truth:

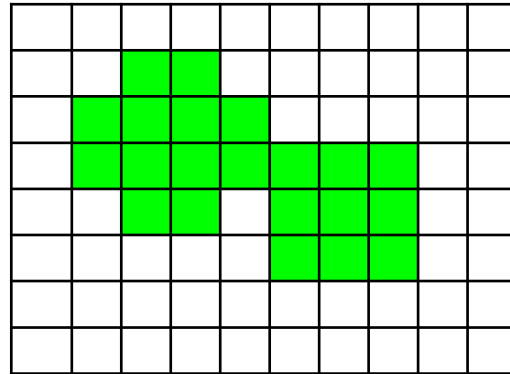


Algorithm:

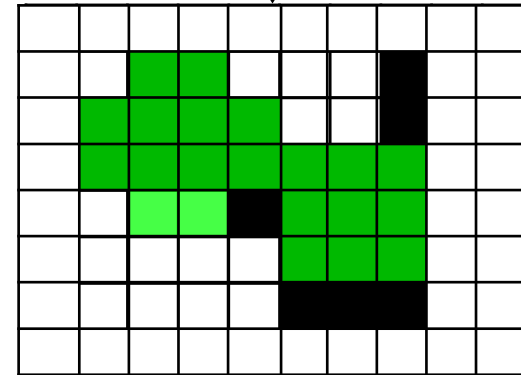
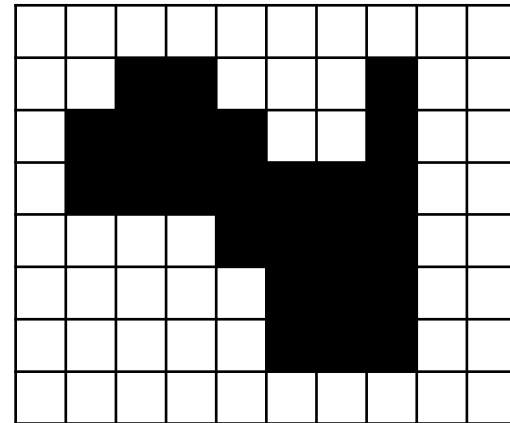


Recall: IoU Metric

Ground Truth:



Algorithm:



$$\frac{19}{27}$$

Semantic Segmentation

- **Mean IoU:** IoU between predicted and ground-truth pixels, averaged over all categories
- **Weighted IoU:** IoU weighted by the total pixel ratio of each category
- **Pixel accuracy:** proportion of correctly classified pixels
- **Mean accuracy:** proportion of correctly classified pixels, averaged over all categories

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Why Fully Convolutional Network?

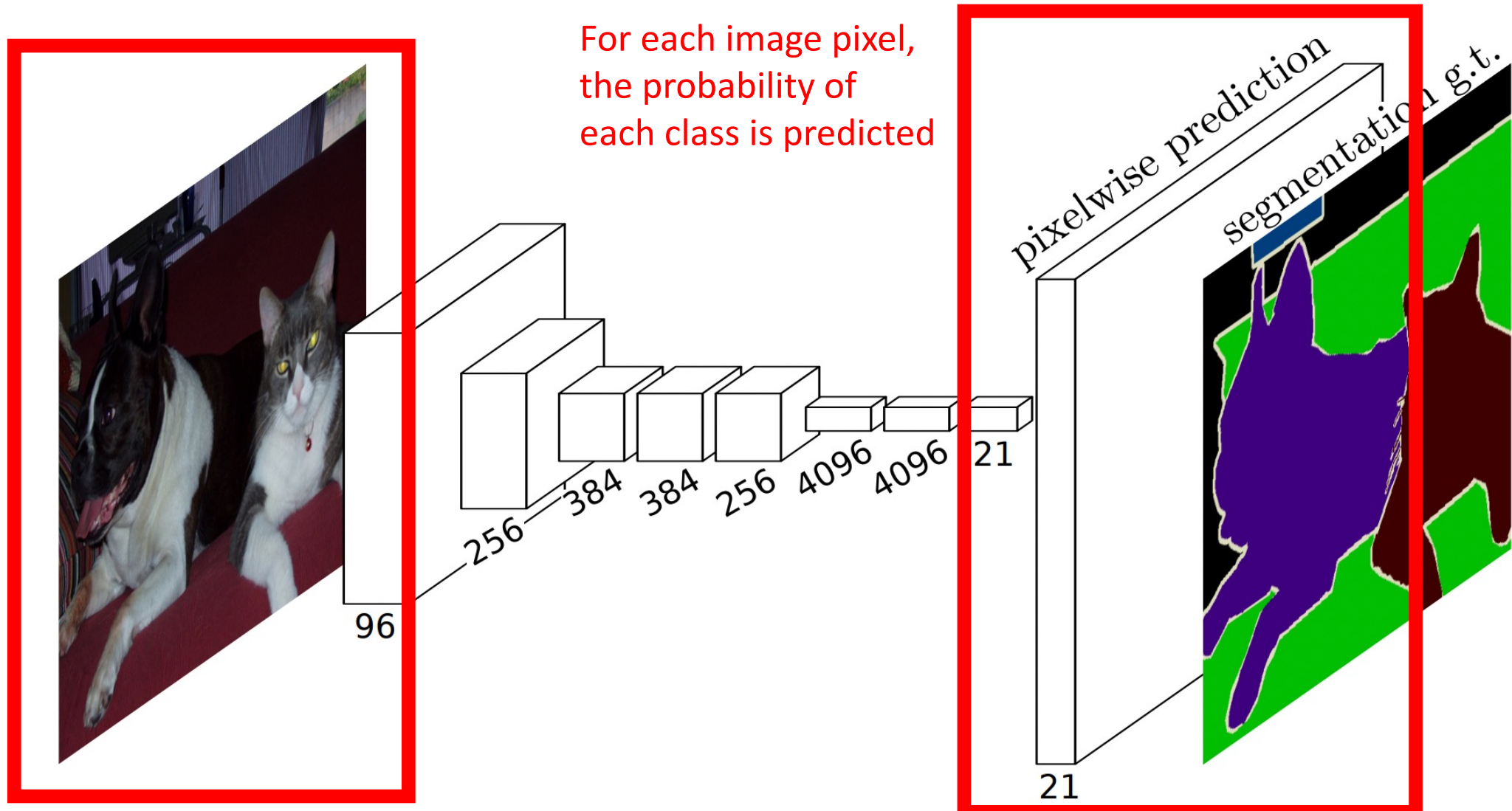
Named after the proposed technique that excludes fully connected layers:

Jonathon Long, Evan Shelhamer, and Trevor Darrell. “Fully Convolutional Networks for Semantic Segmentation.” CVPR 2015.

Architecture

Input: RGB image of ANY size

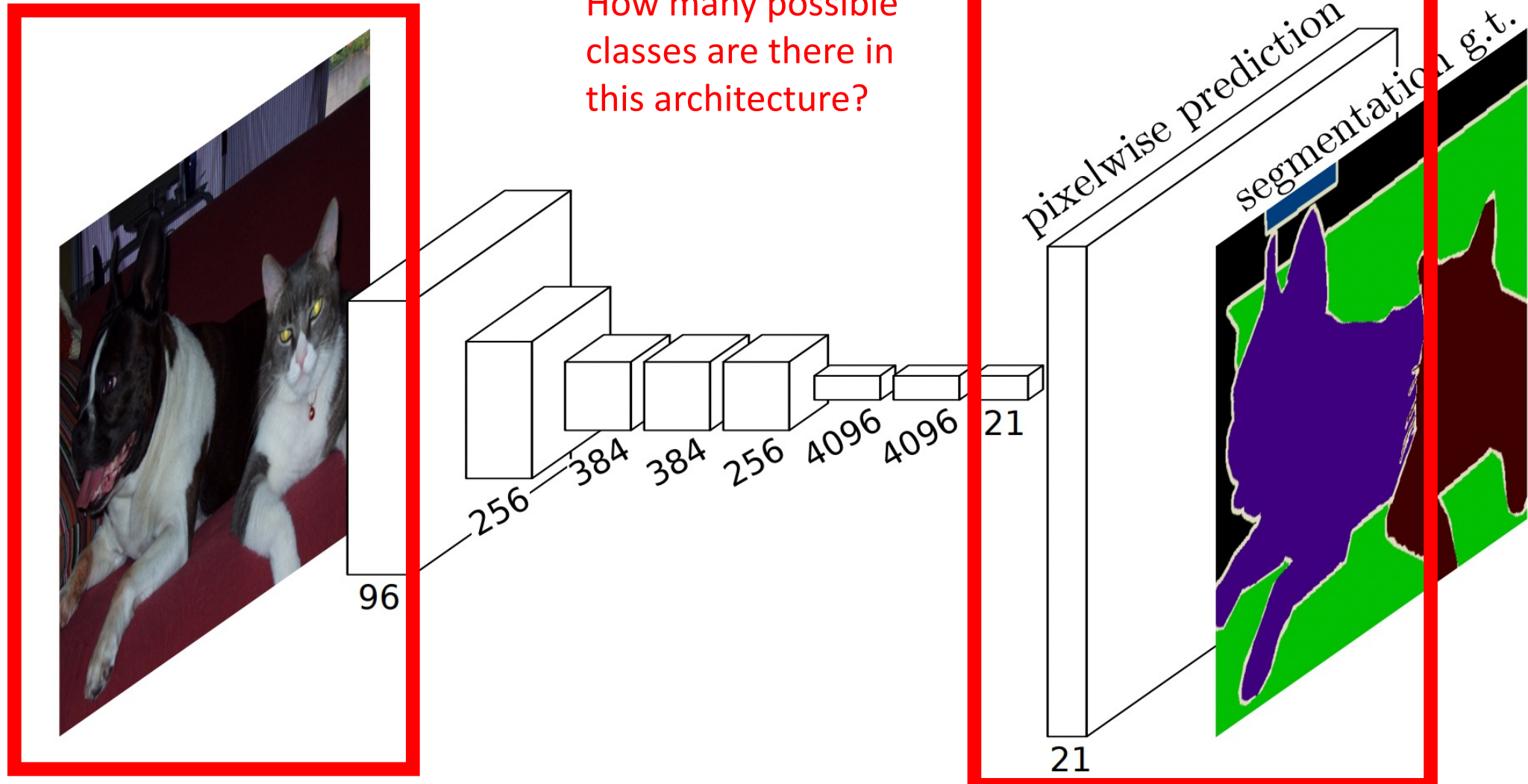
Output: Image of same size as input



Architecture

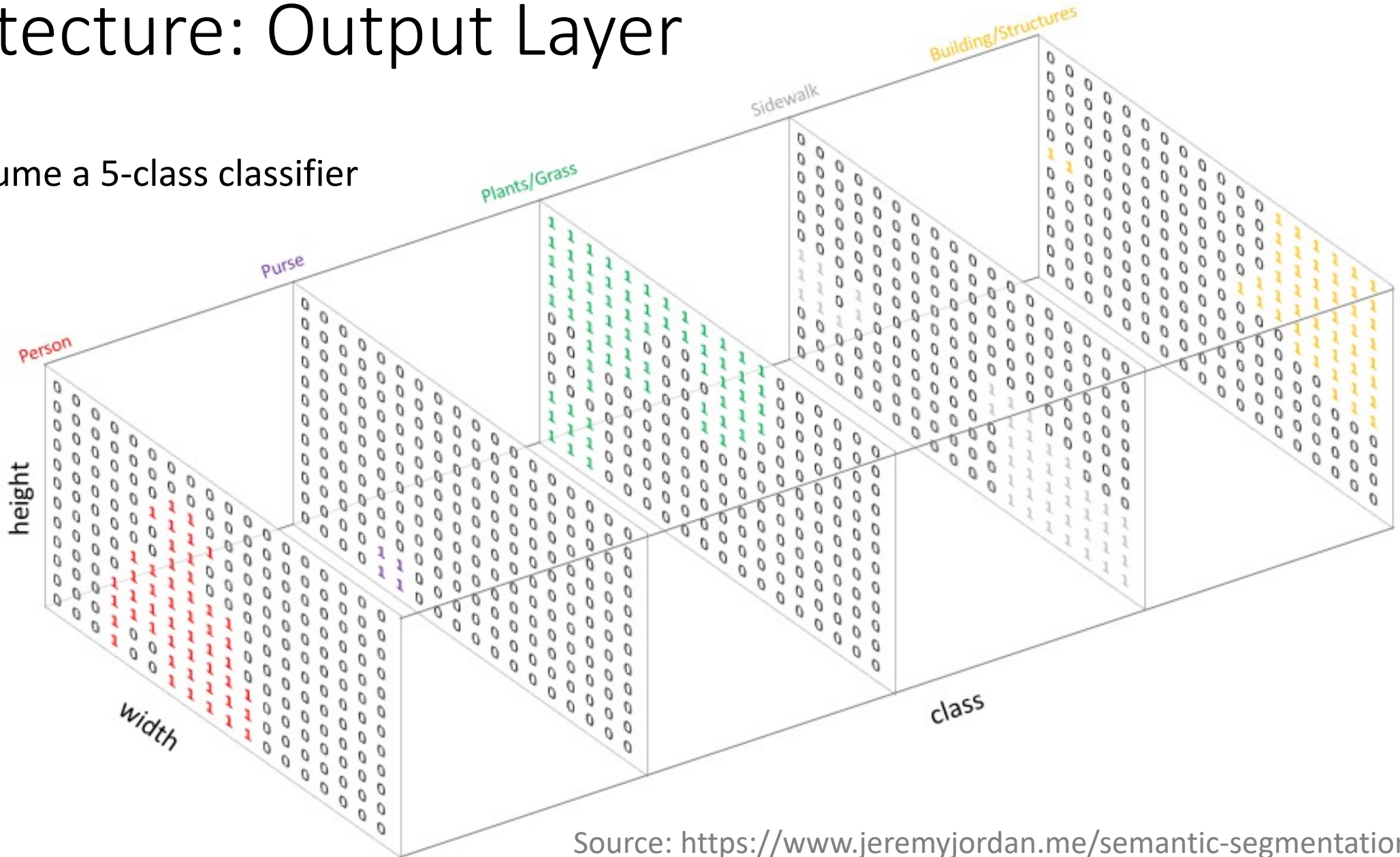
Input: RGB image of ANY size

Output: Image of same size as input



Architecture: Output Layer

- e.g., assume a 5-class classifier



Architecture: Output Layer

- e.g., assume a 5-class classifier; output 1-hot encoding collapsed into single mask image

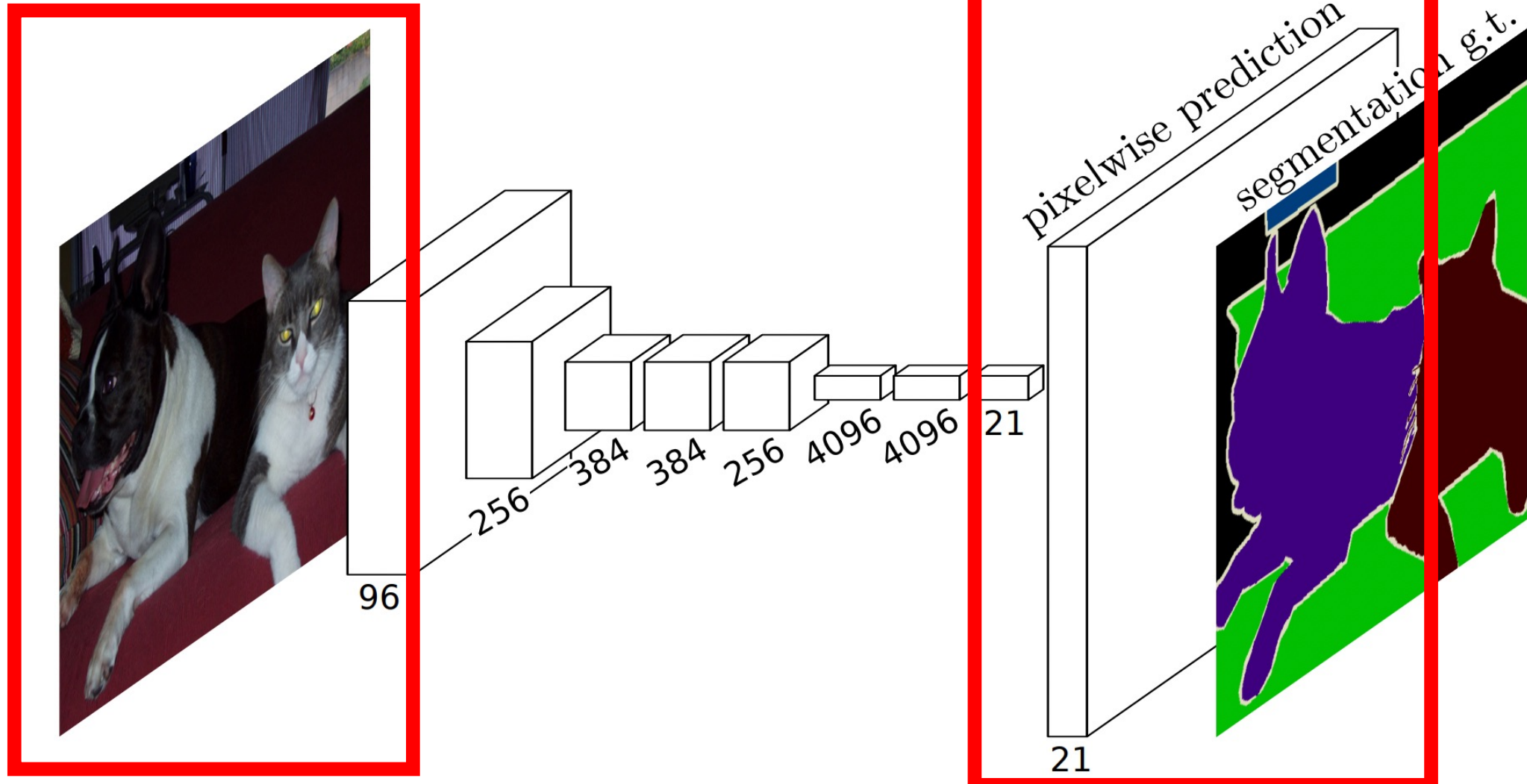


0: Background/Unknown
1: Person
2: Purse
3: Plants/Grass
4: Sidewalk
5: Building/Structures

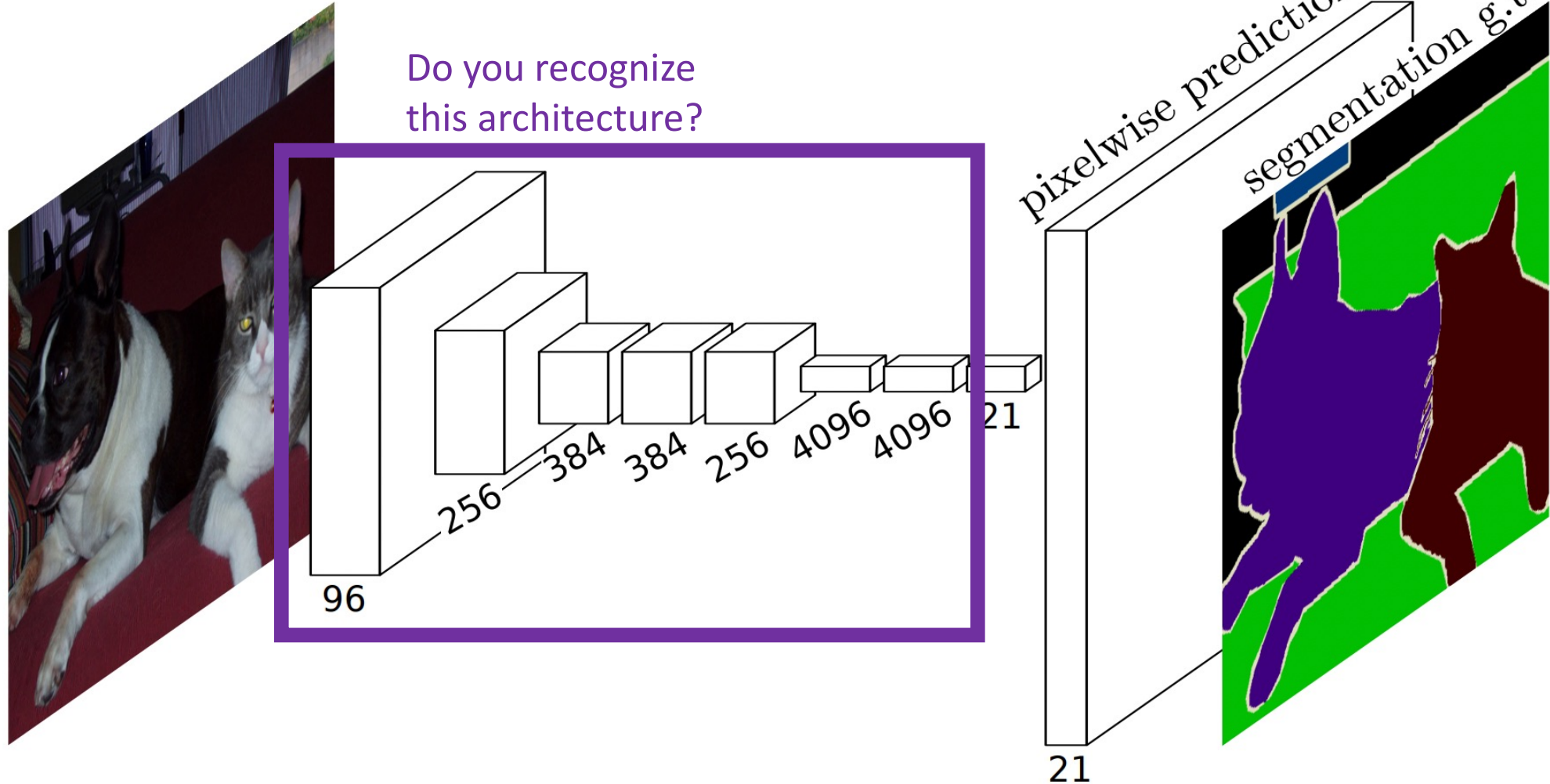
Architecture

Input: RGB image of ANY size

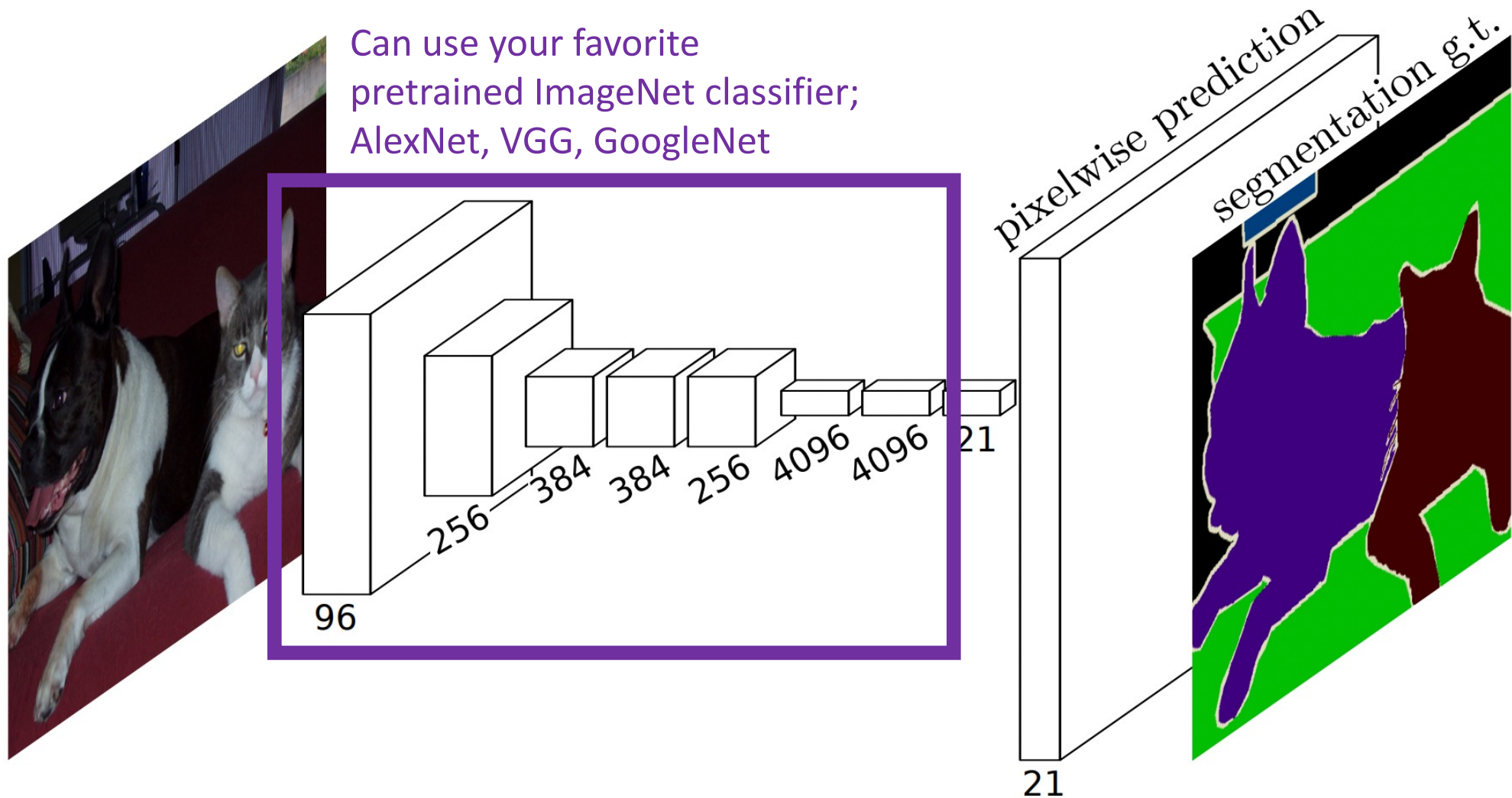
Output: Image of same size as input



Architecture



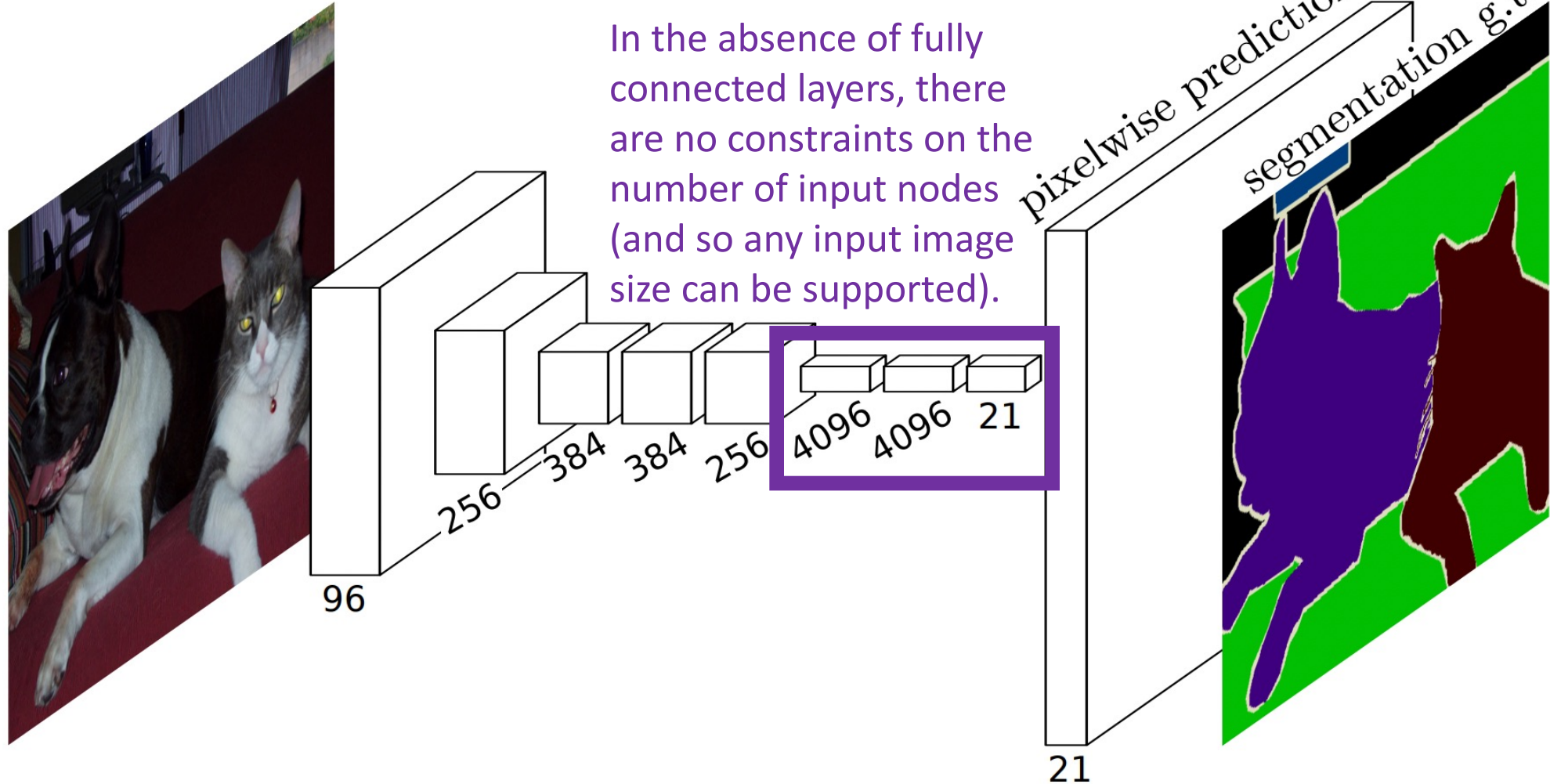
Architecture



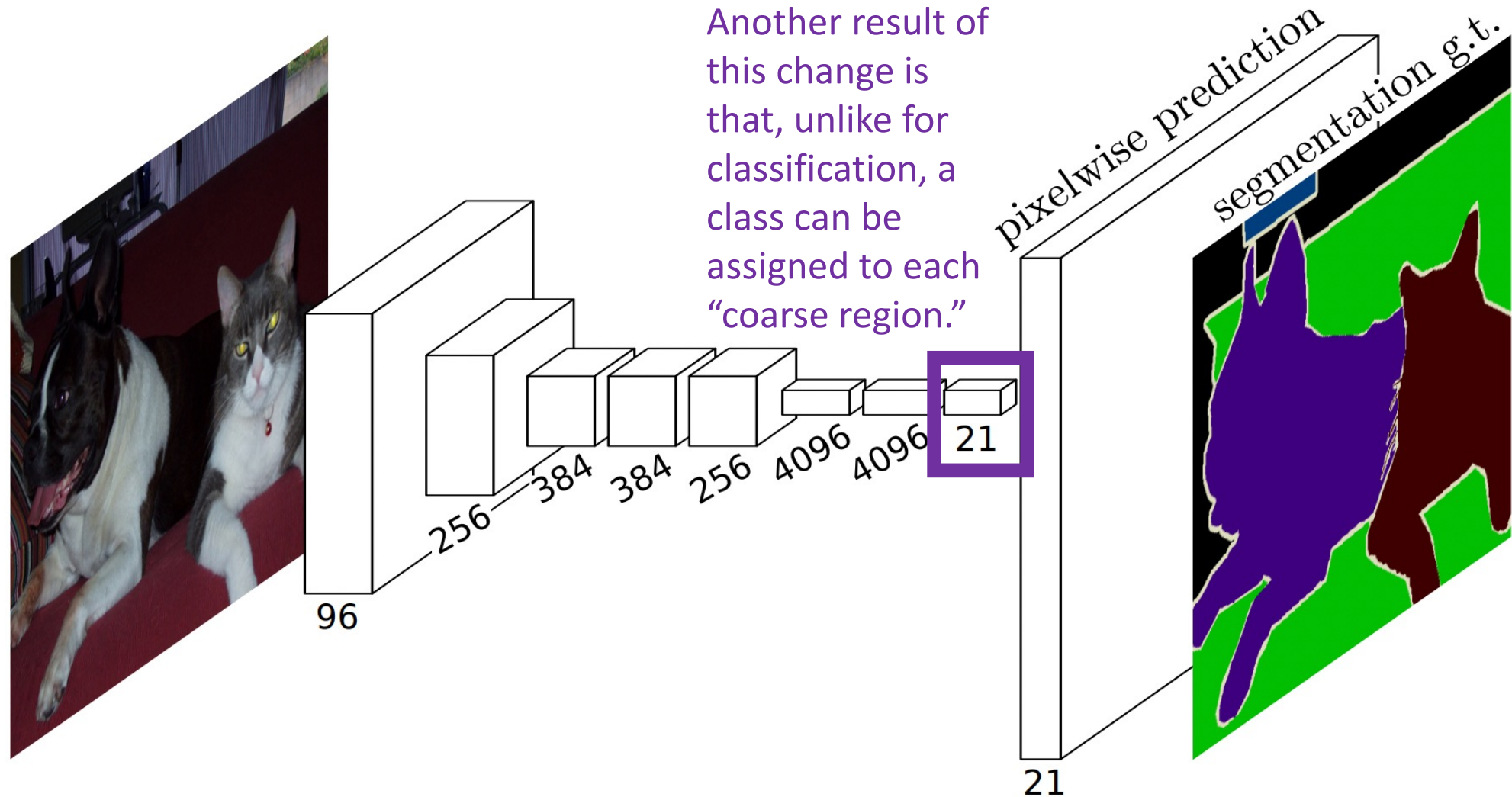
Architecture

To make the architecture fully convolutional, fully connected layers are converted to convolutional layers.

In the absence of fully connected layers, there are no constraints on the number of input nodes (and so any input image size can be supported).

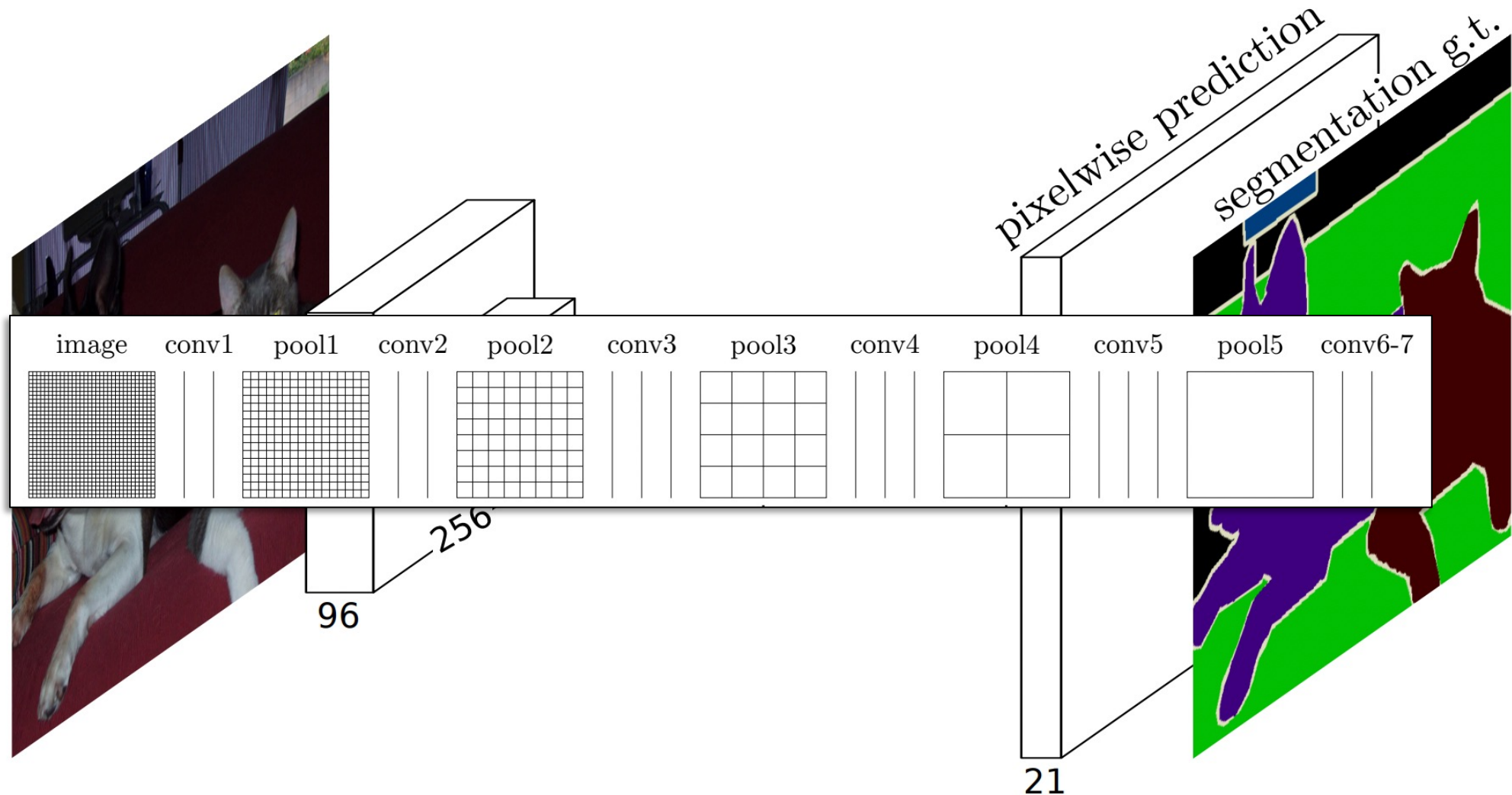


Architecture

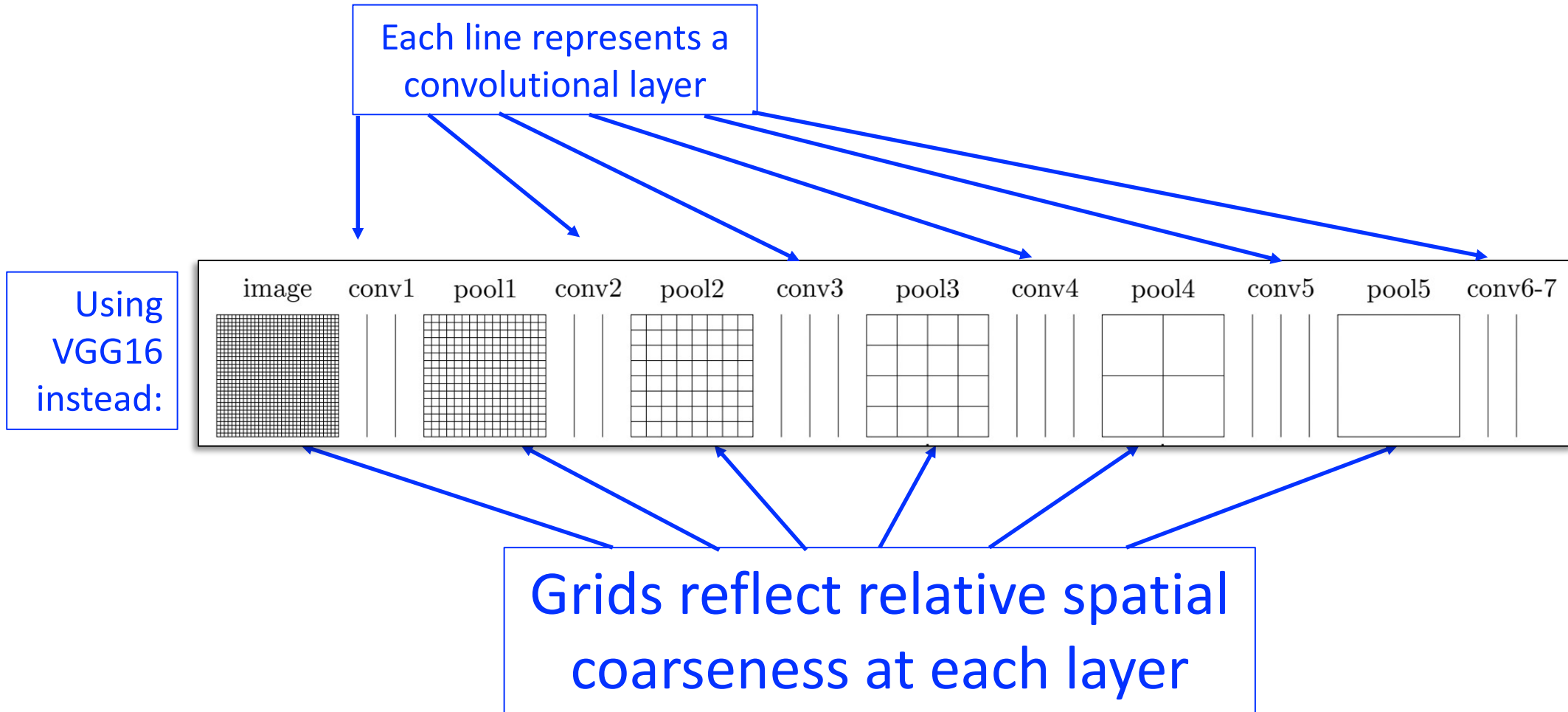


Architecture: Coarse Region Classification (Recall Intuition)

Using
VGG16
instead:

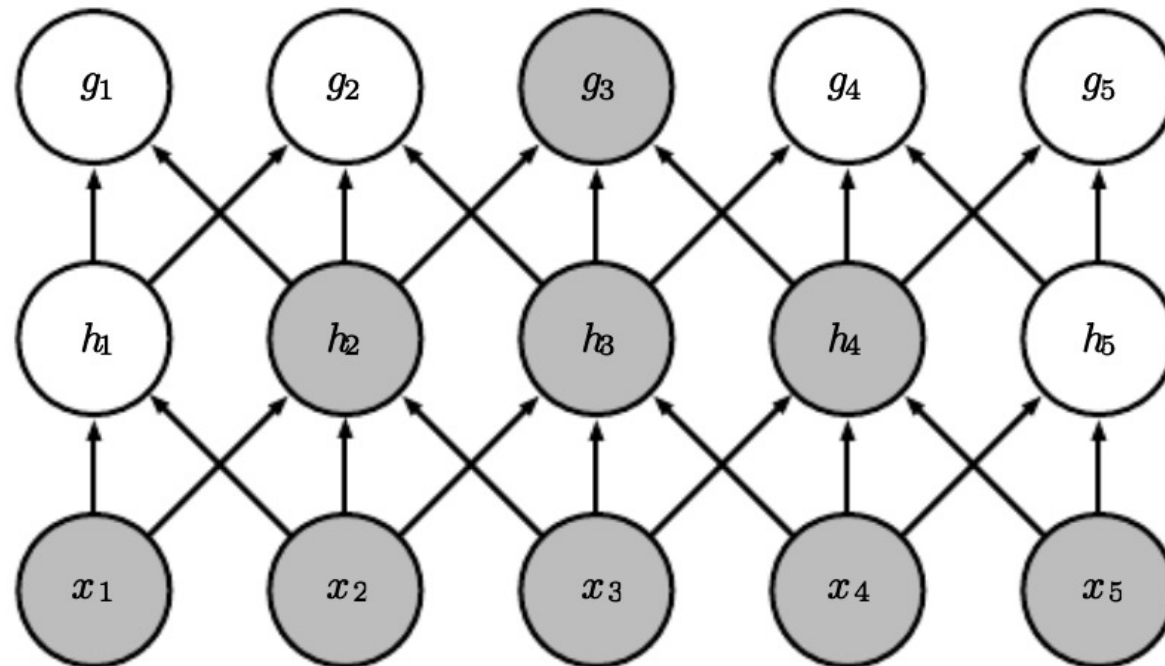


Architecture: Coarse Region Classification (Recall Intuition)

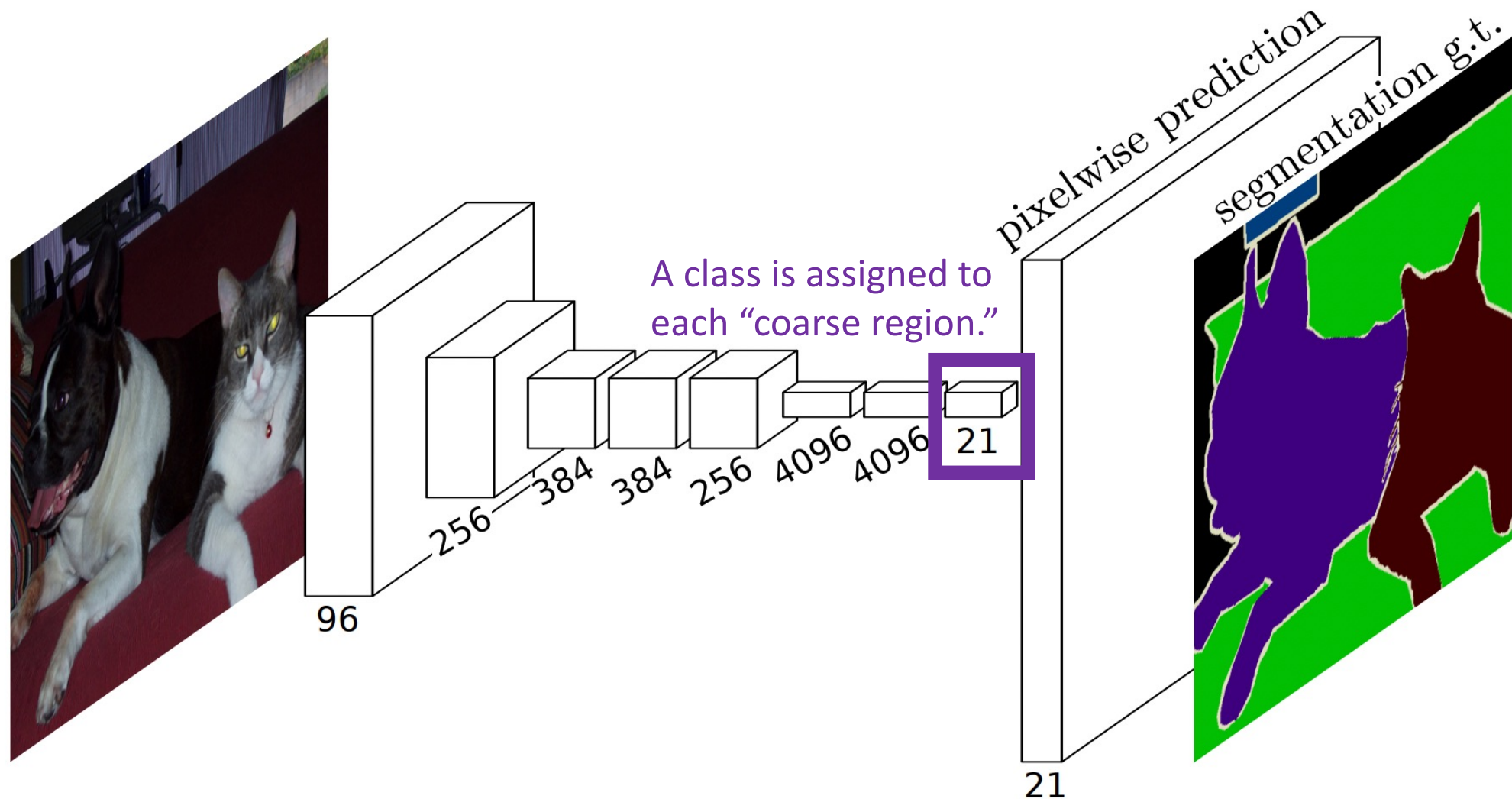


Architecture: Coarse Region Classification (Recall Intuition)

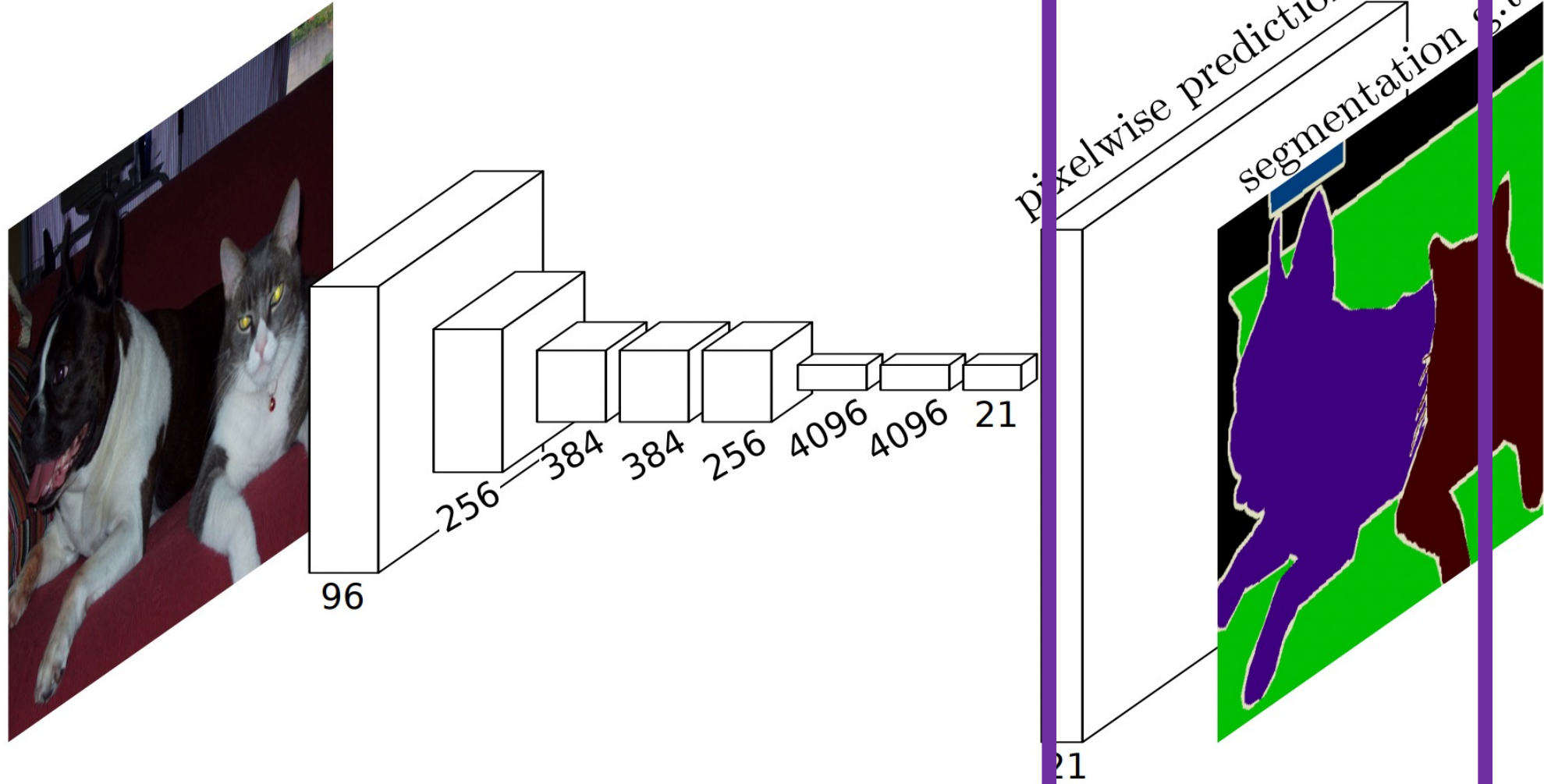
Stacking many convolutional layers leads to learning patterns in increasingly **larger regions of the input (e.g., pixel) space.**



Architecture: Coarse Region Classification (Recall Intuition)

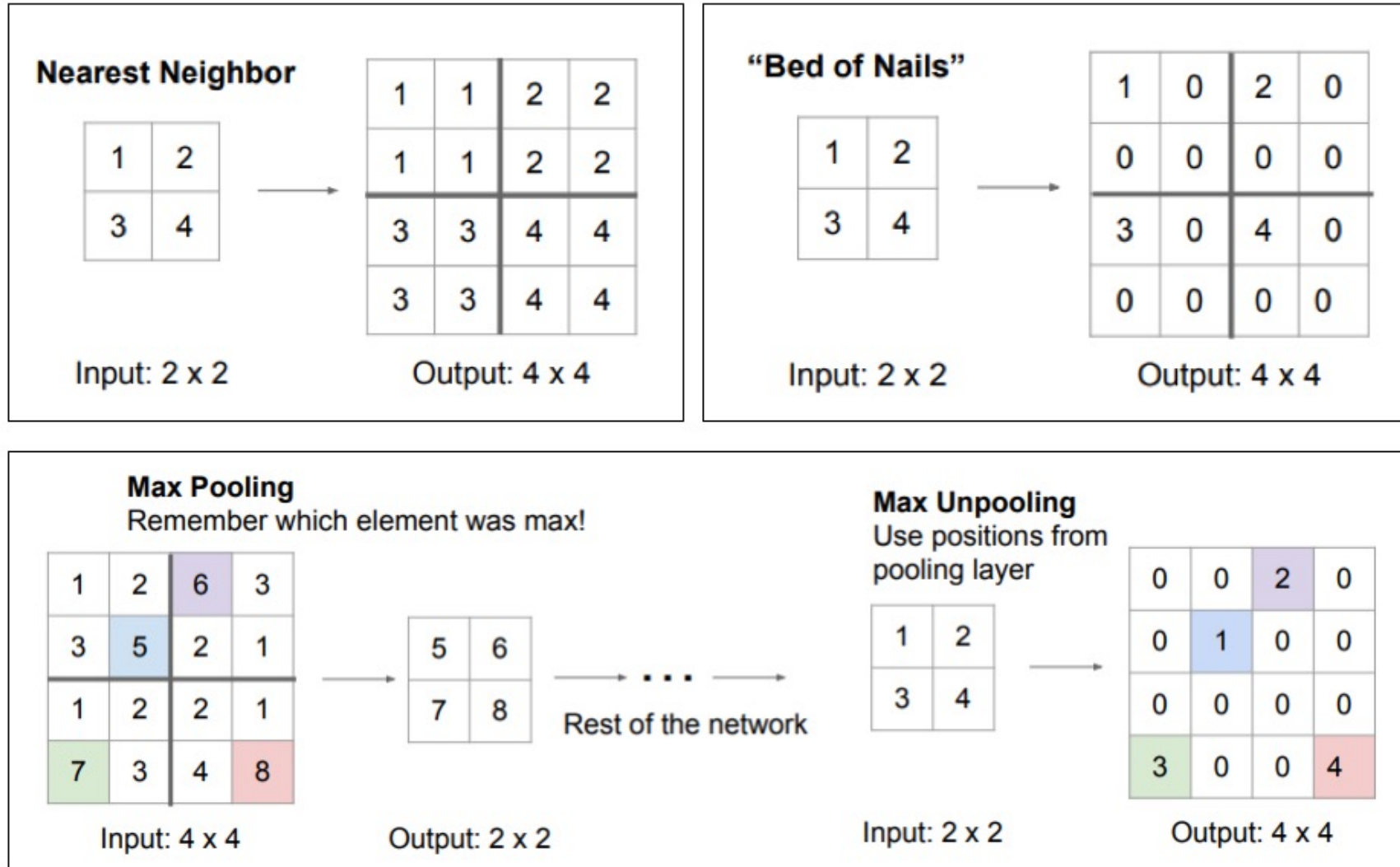


Architecture



Challenge: how to decode from coarse region classifications to per pixel classification?

Architecture: Upsampling (Many Approaches)



Architecture: Upsampling (Transposed Convolutional Layer)

- Prior approaches used a convolutional layer to clean-up/refine the hard-coded upsampling approaches
- Idea: learn filters to refine the subsampled image *while* upsampling
- Implementation: looks like convolution in that the number of filters and kernel size of each filter must be specified; stride differs though by appearing like a fractional input, e.g. with a stride of $f=1/2$ insert rows and columns of 0.0 to achieve the desired stride.
- Also called “fractional convolutional layer” and, incorrectly, “deconvolution layer”

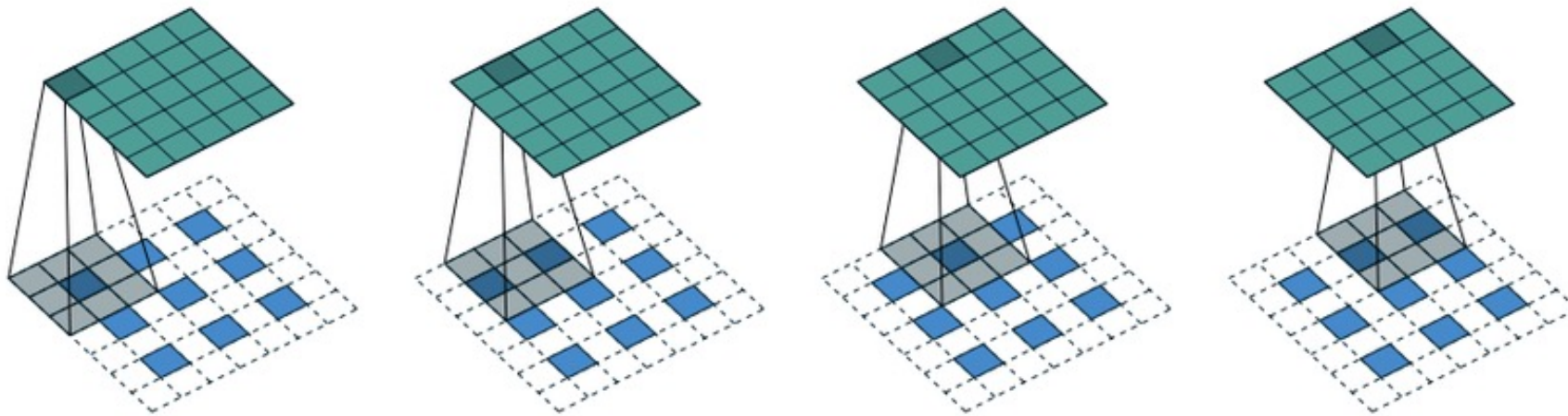
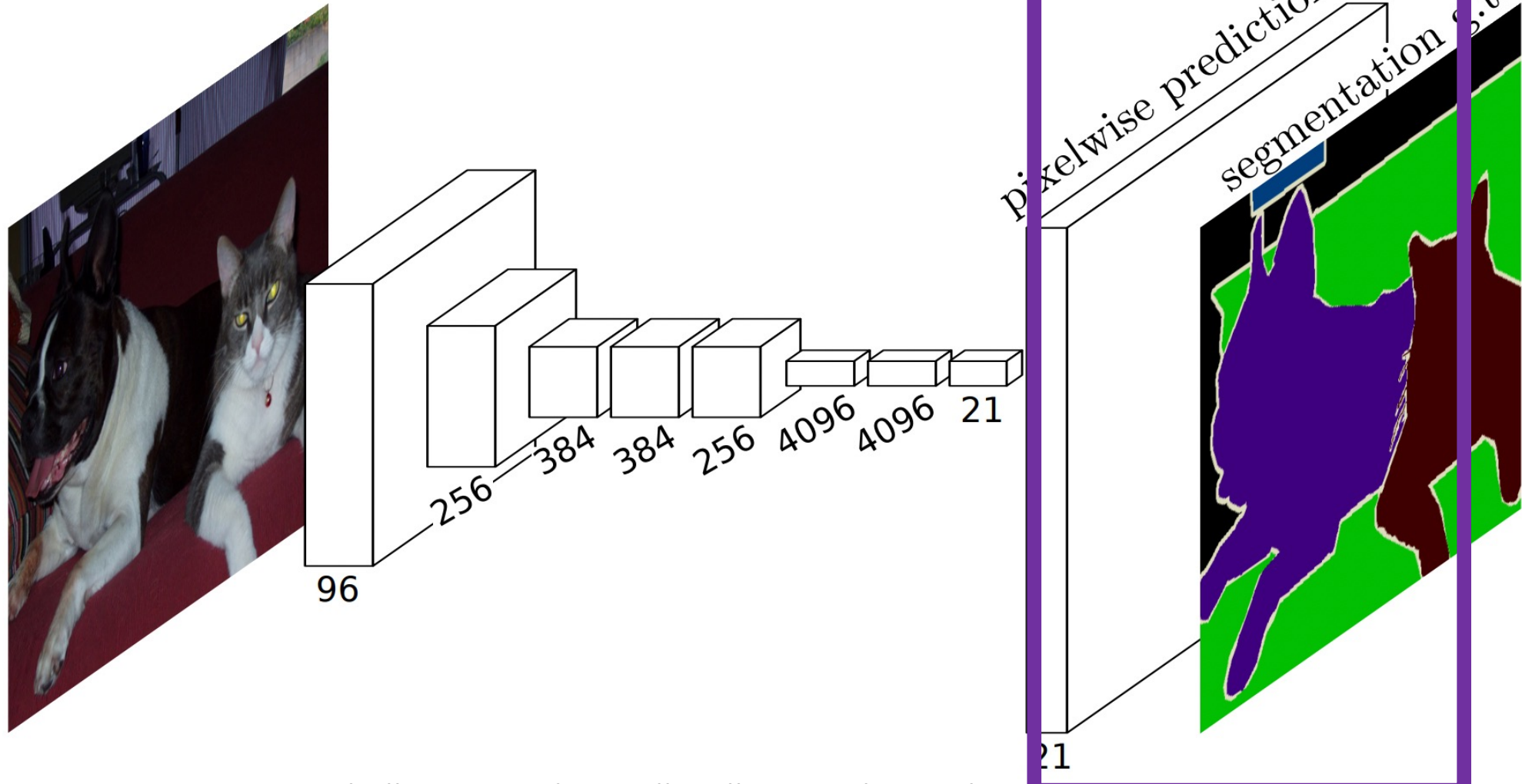


Image Source:

https://www.researchgate.net/publication/324783775_Text_to_Image_Synthesis_Using_Generative_Adversarial_Networks

Architecture

Next challenge: how to decode a **highly detailed** per pixel classification from the coarse region classifications?



Architecture: Results

Next challenge: how to decode a **highly detailed** per pixel classification from the coarse region classifications?

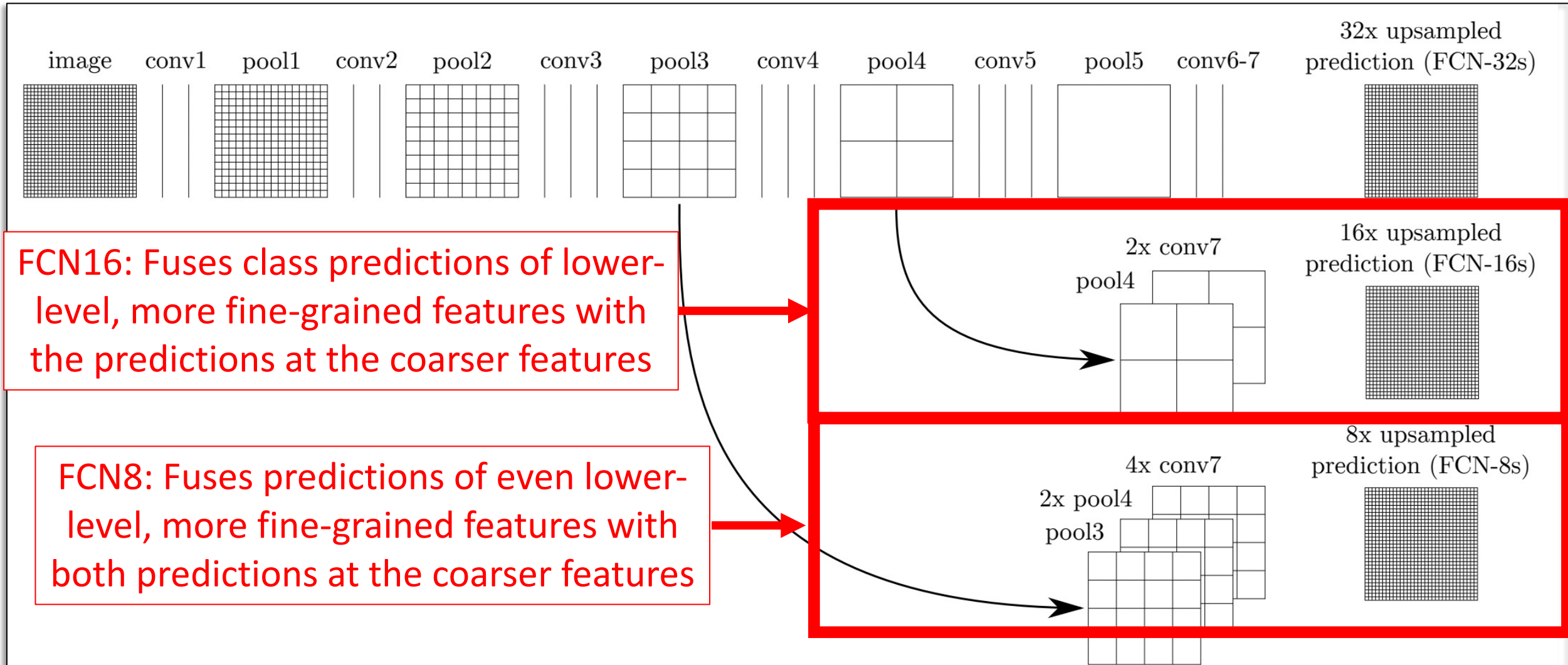
Ground truth target



Predicted segmentation



Architecture: Update to Use Skip Connections

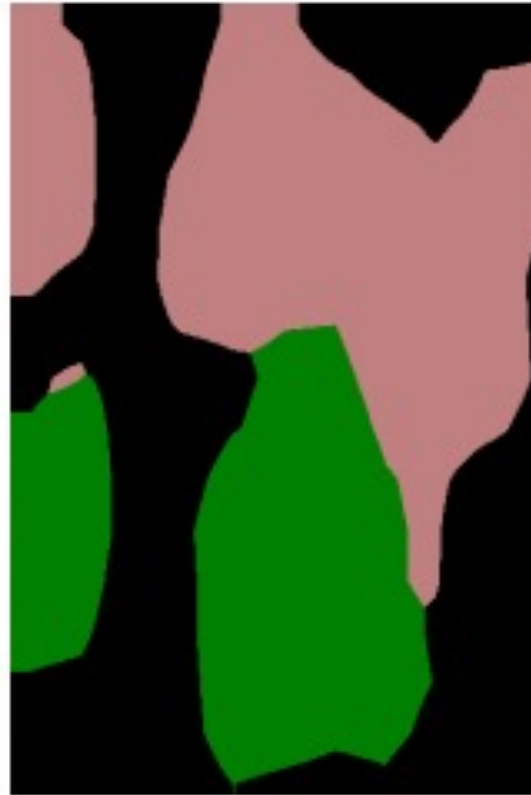


Architecture: Results

Ground truth target



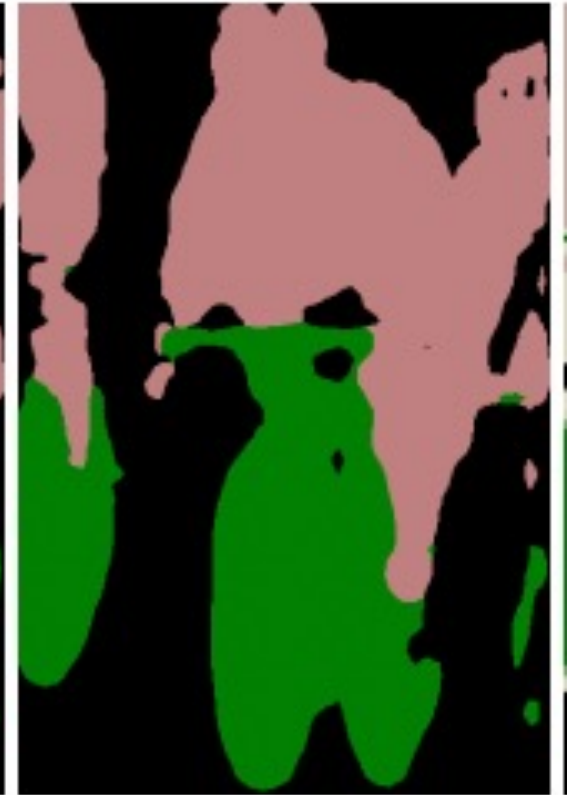
FCN-32s



FCN-16s

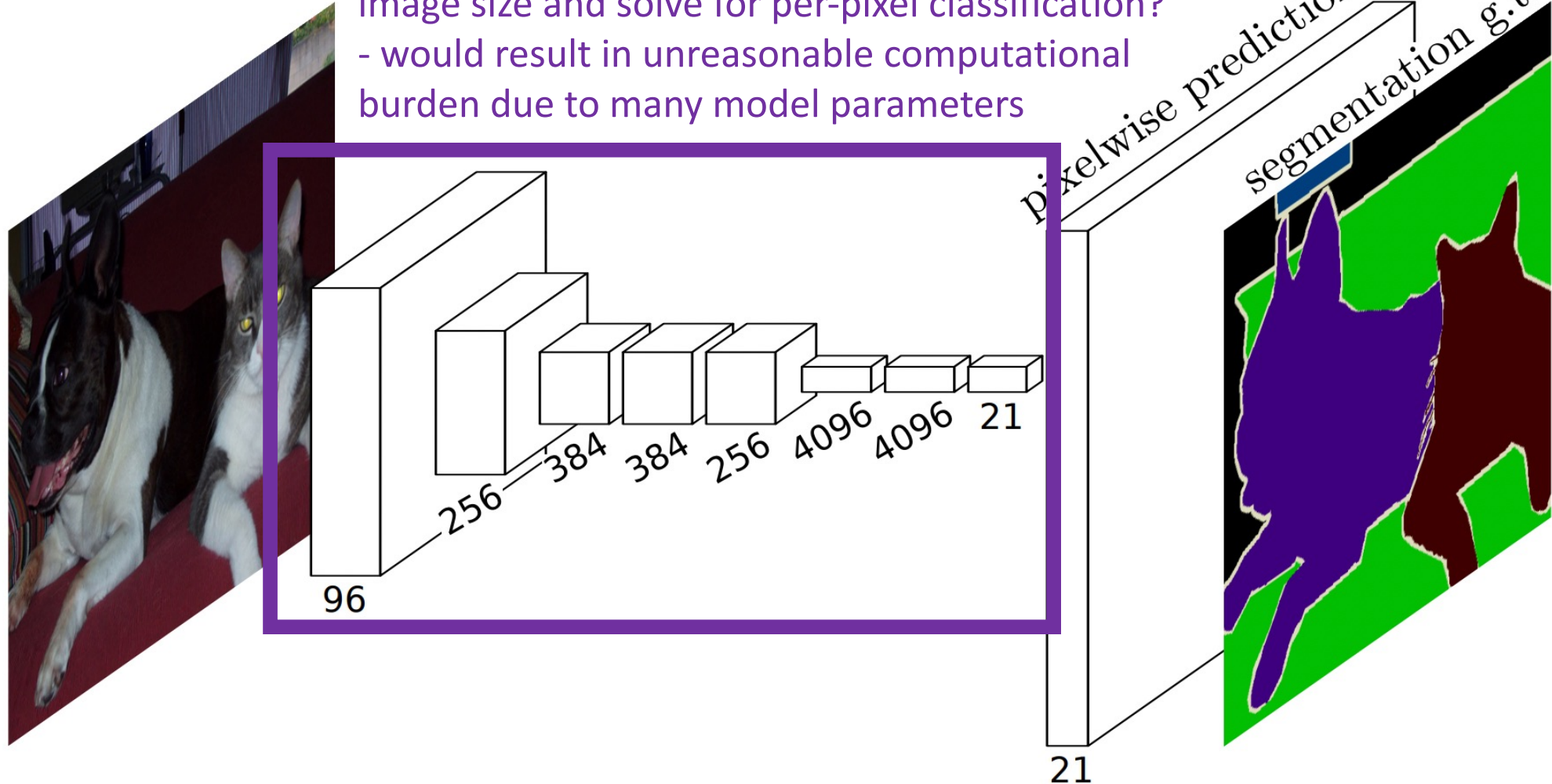


FCN-8s



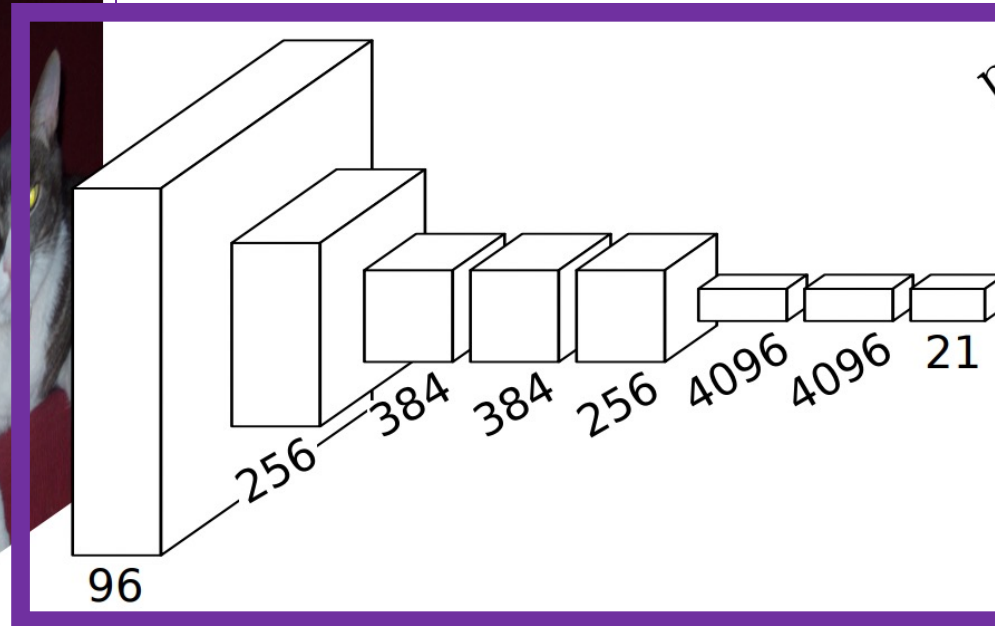
Architecture: Upsampling + Skip Connections

Seems complicated... why not instead preserve the image size and solve for per-pixel classification?
- would result in unreasonable computational burden due to many model parameters

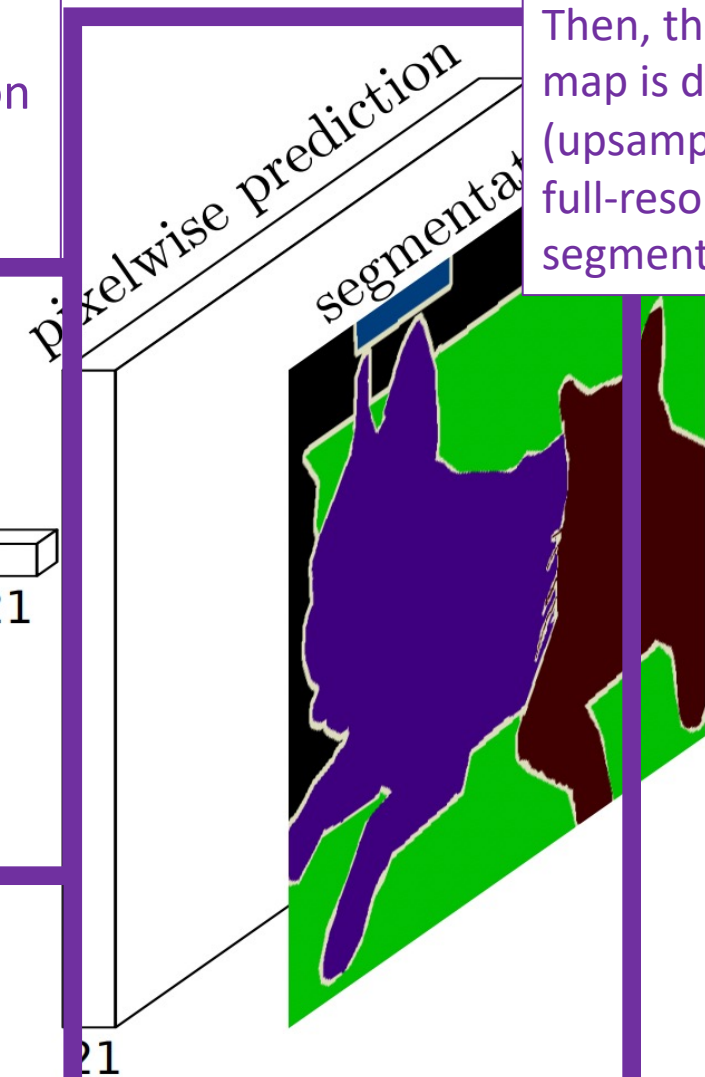


Architecture: Encoder Decoder Architecture

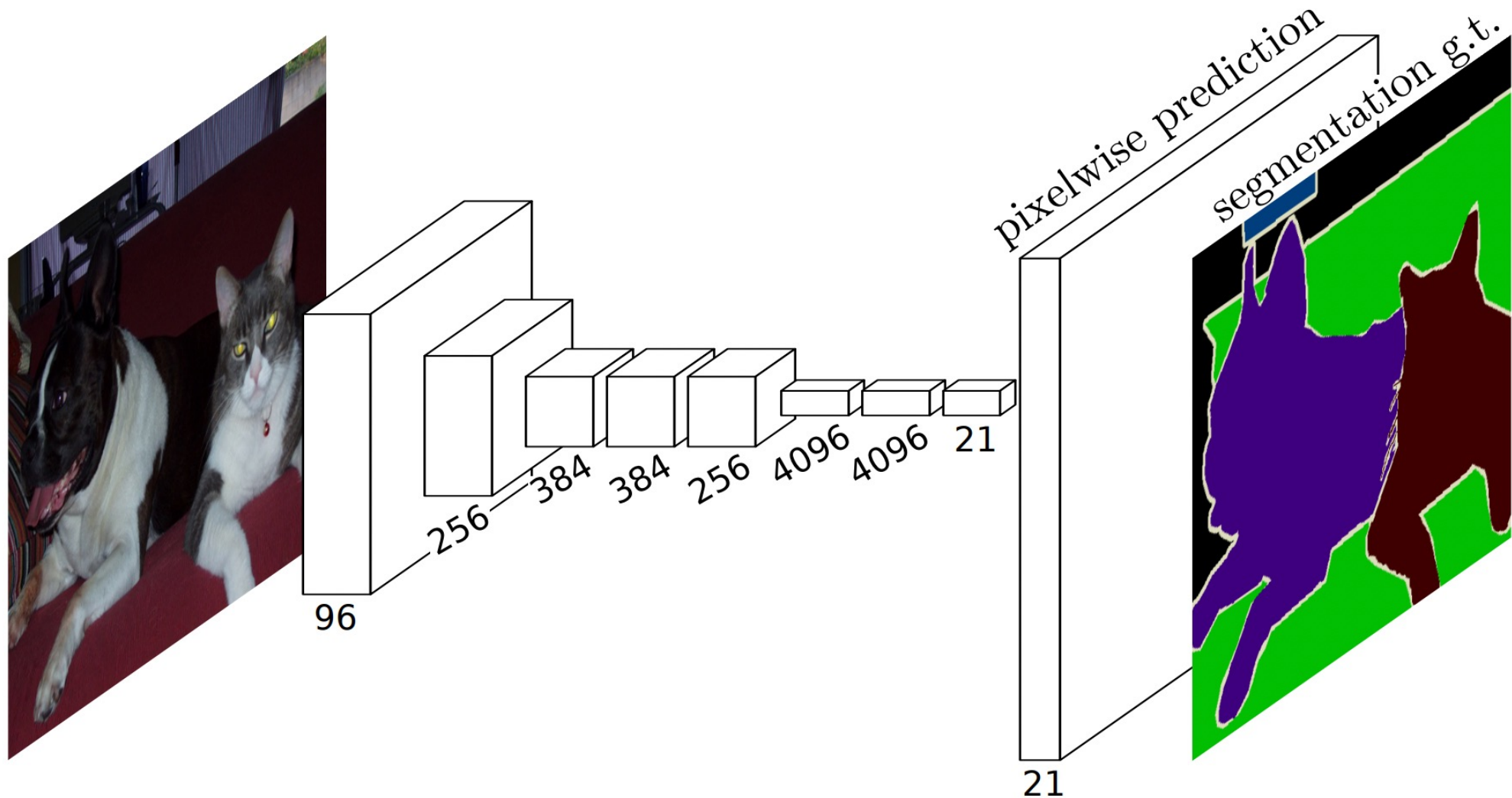
For efficiency, the image is encoded (downsampled) into a lower-resolution feature map that effectively discriminates between classes...



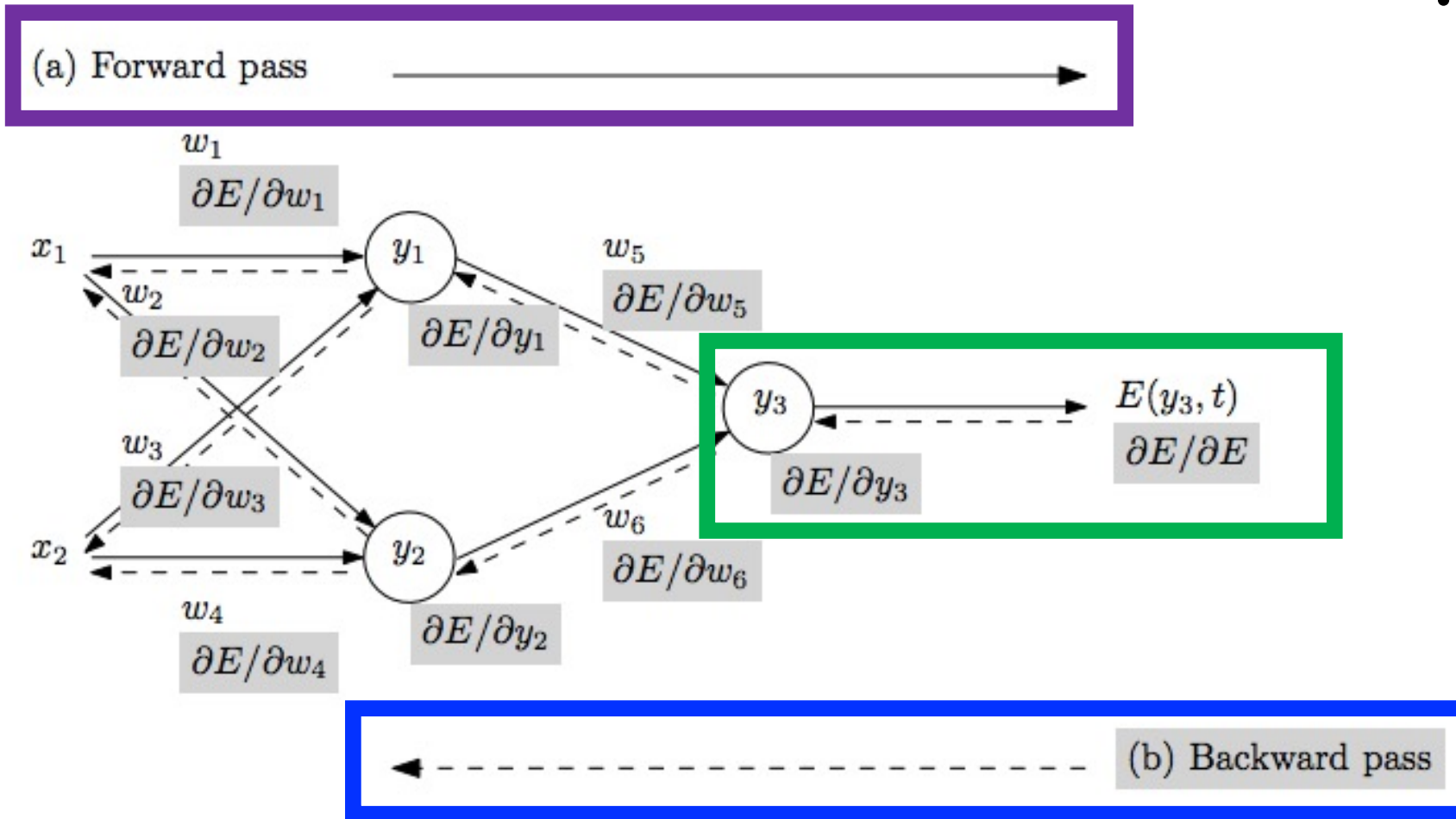
Then, the feature map is decoded (upsampled) into a full-resolution segmentation map.



Architecture: Algorithm Training

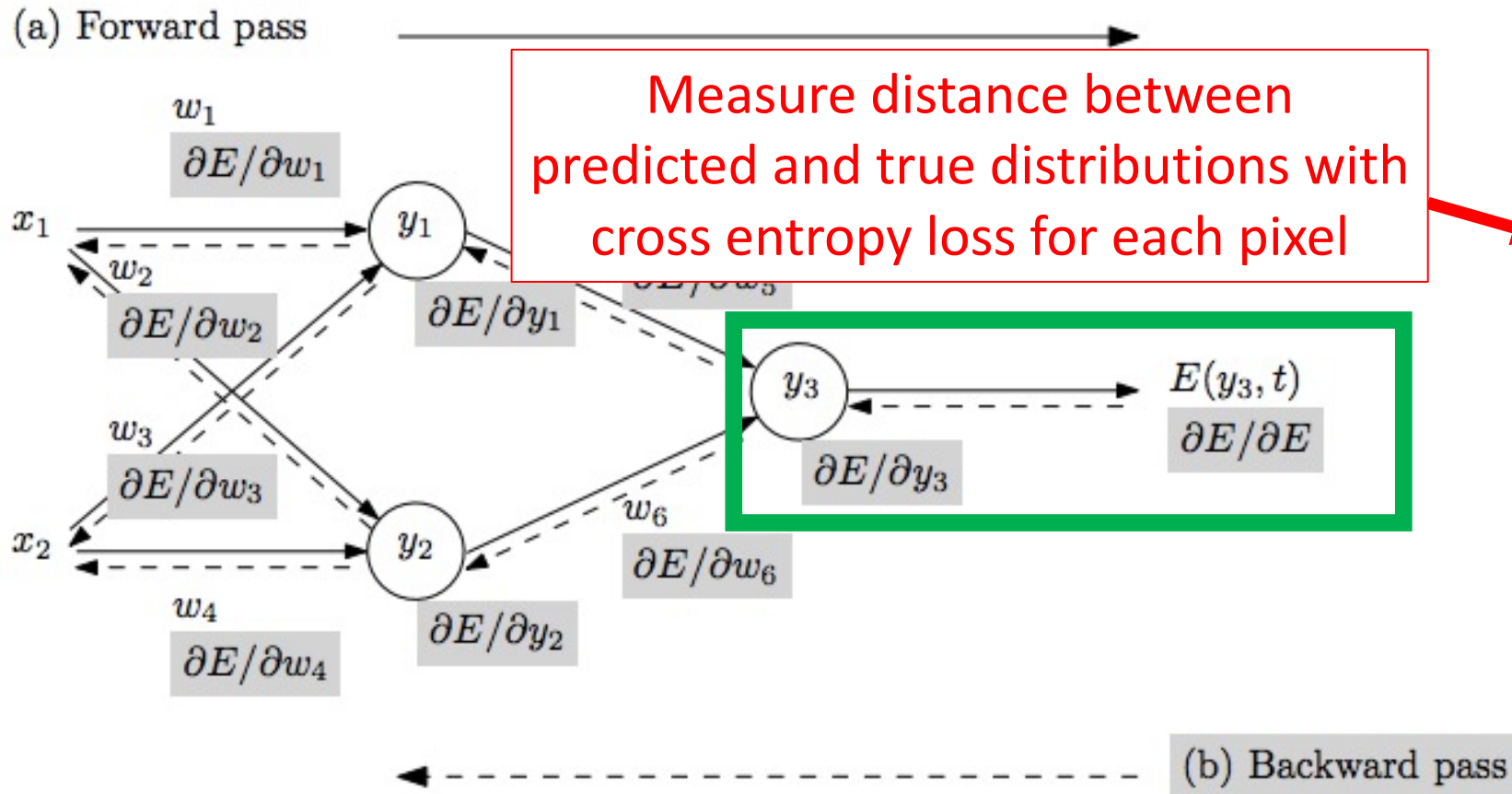


Algorithm Training: Recall How NNs Learn



- Repeat until stopping criterion met:
 1. **Forward pass:** propagate training data through model to make prediction
 2. Quantify the dissatisfaction with a model's results on the training data
 3. **Backward pass:** using predicted output, calculate gradients backward to assign blame to each model parameter
 4. Update each parameter using calculated gradients

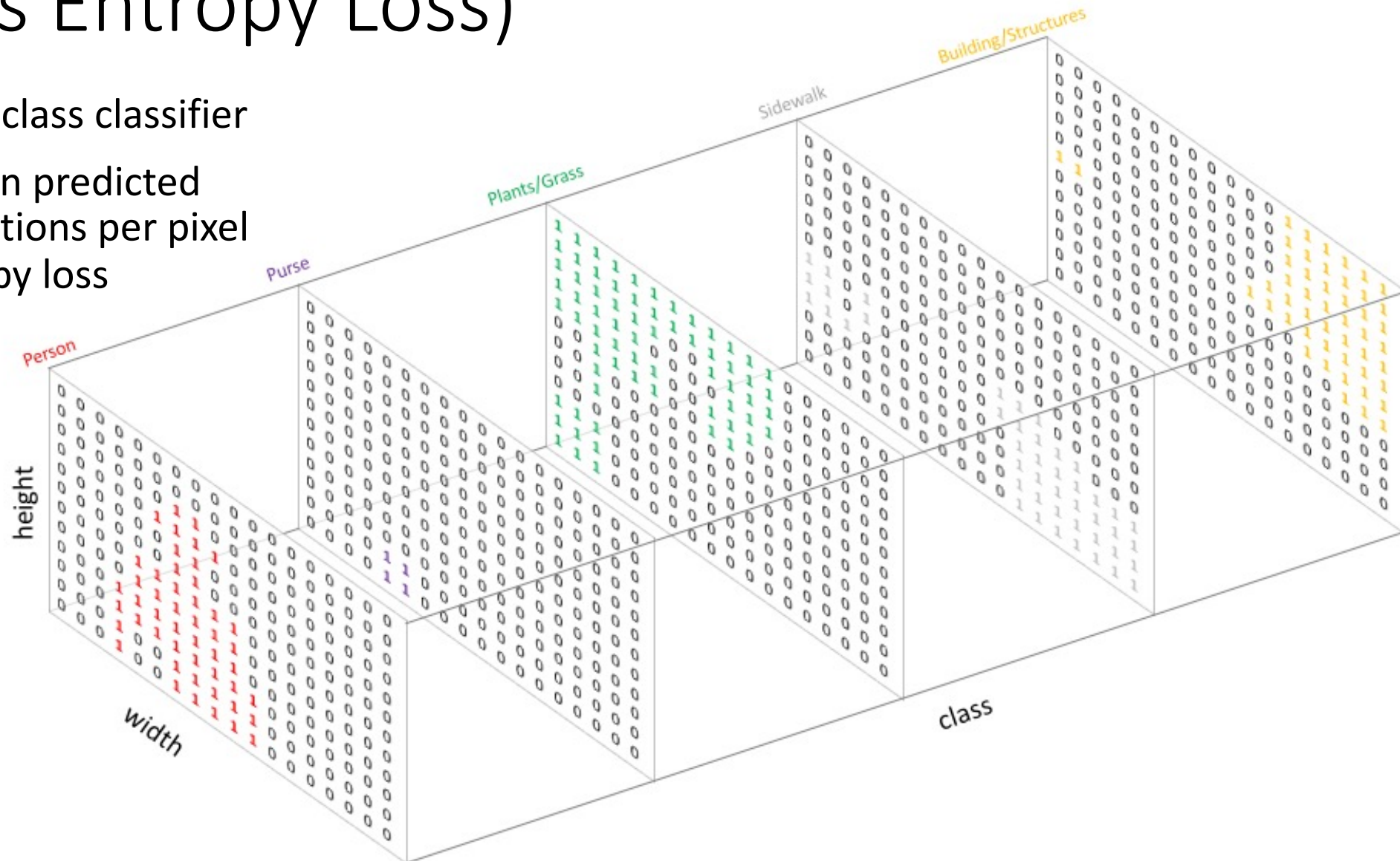
Algorithm Training: CNN



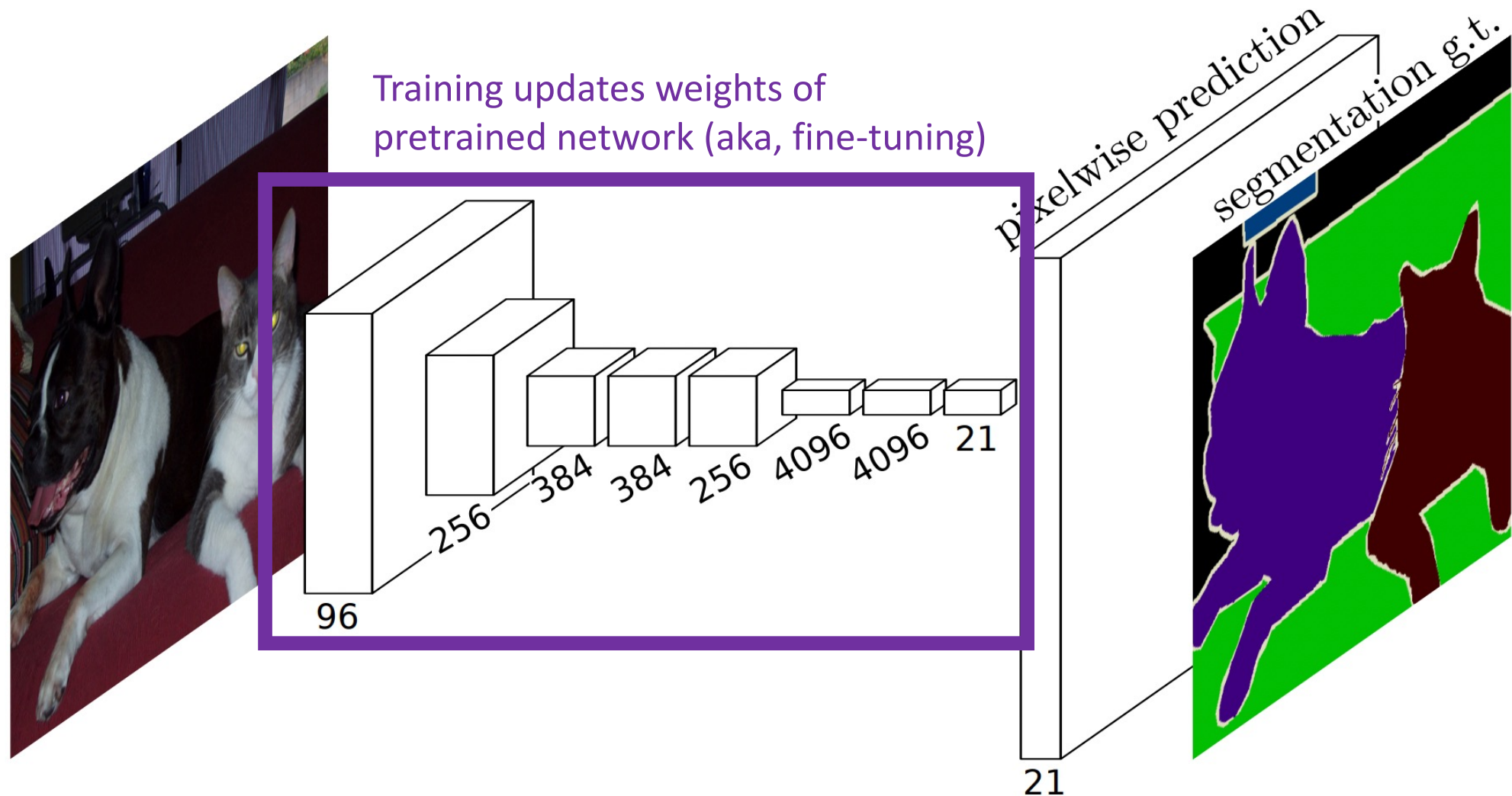
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 3. **Backward pass:** using predicted output, calculate gradients backward to assign blame to each model parameter
 4. Update each parameter using calculated gradients

Algorithm Training: Multinomial Logistic Loss (i.e., Cross Entropy Loss)

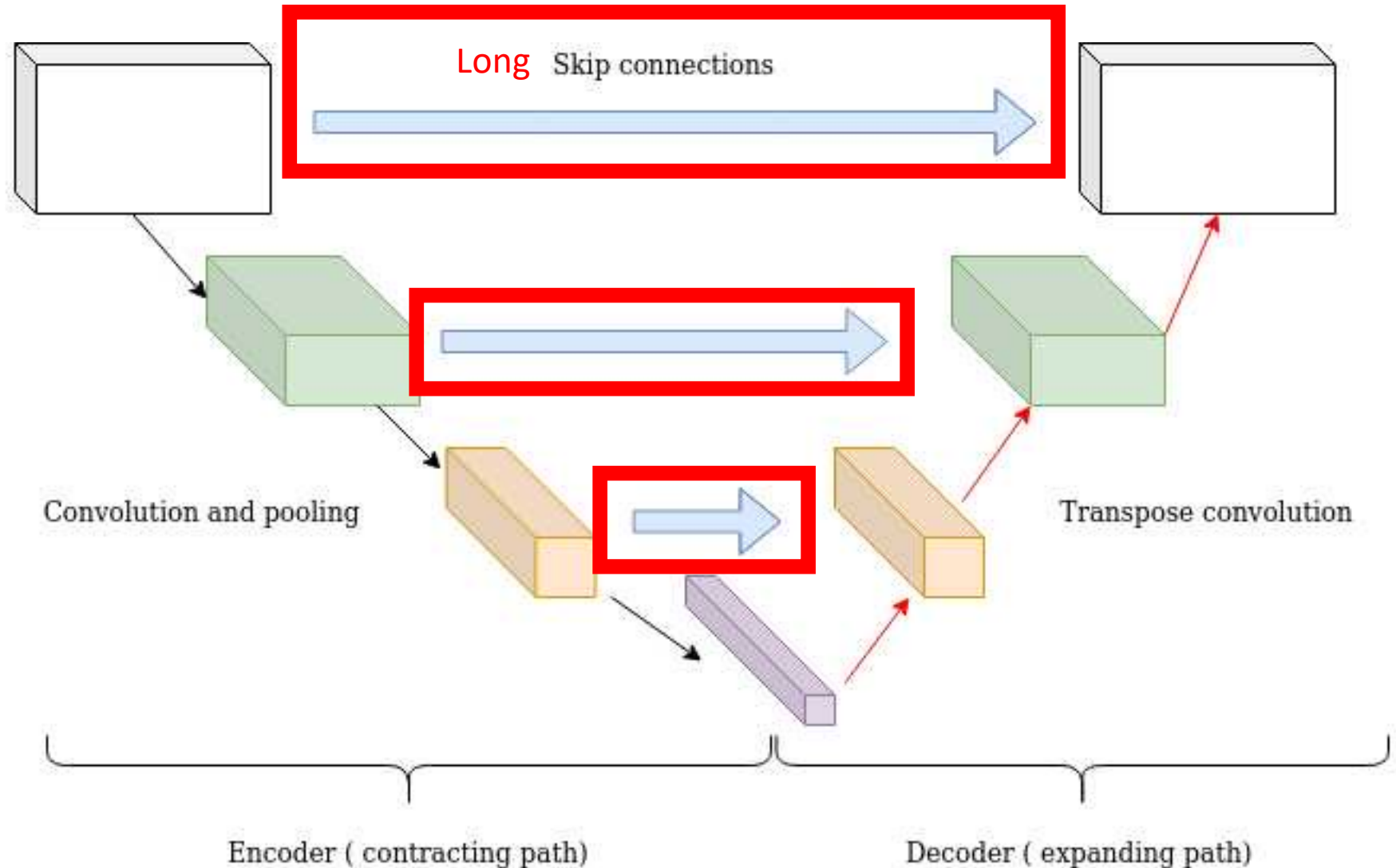
- e.g., assume a 5-class classifier
- Distance between predicted and true distributions per pixel with cross entropy loss



Architecture: Algorithm Training

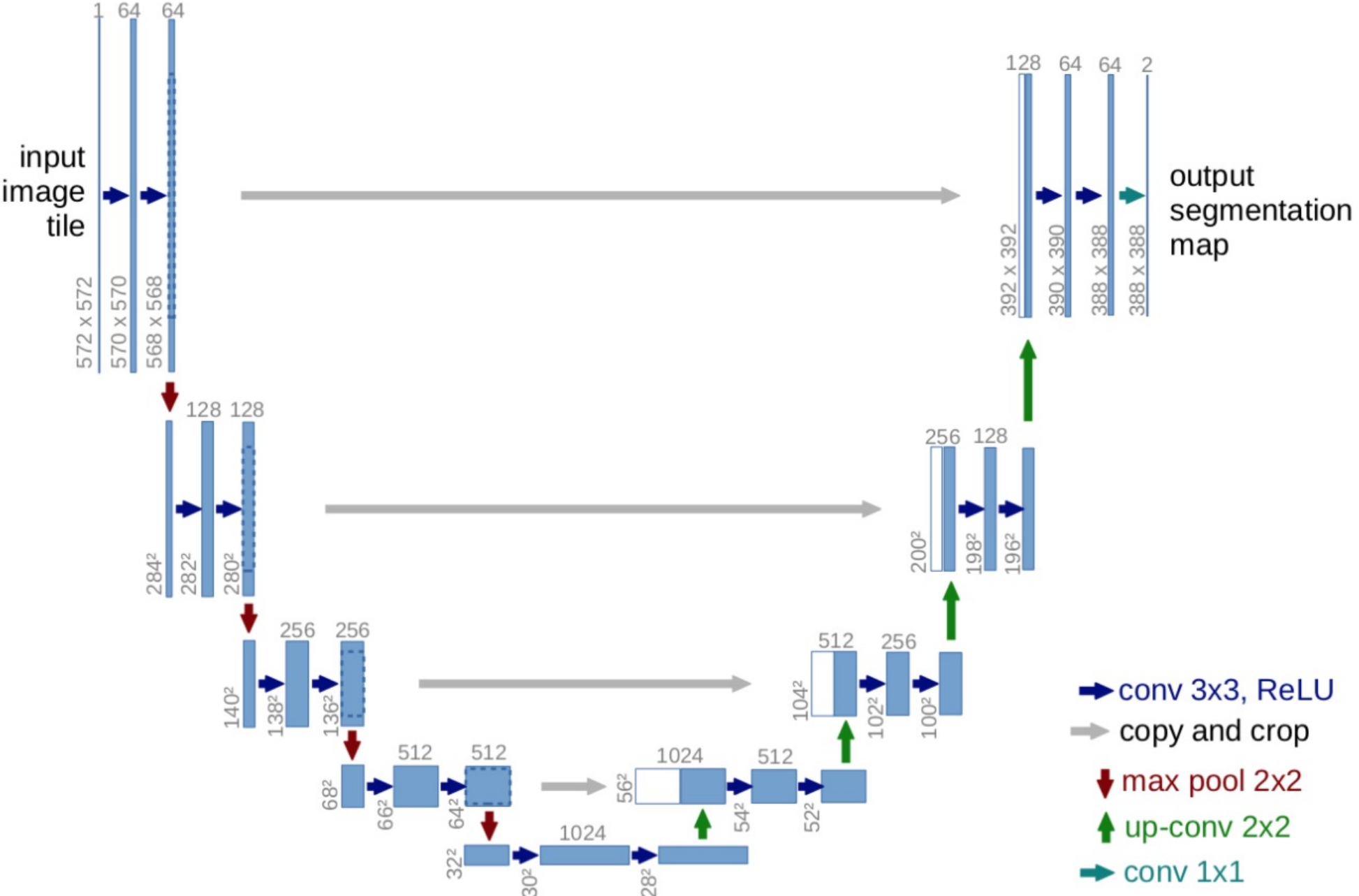


Improved Architecture: U-Net



Passes information lost in the encoder to the decoder from each downsampling layer in the encoder to its corresponding upsampling layer in the decoder, while also keeping the computation low.

U-Net



Semantic Segmentation: Today's Topics

- Problem
- Applications
- Datasets
- Evaluation metric
- Computer vision models: fully convolutional networks

A dark gray background with a white film strip border on the left and right sides. The film strip has rectangular sprocket holes. In the center, there is a faint, circular white glow. The text "The End" is written in a white, cursive script font with a slight drop shadow, centered within the glow.

The End