

# Semantic Segmentation

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# Review

- Last lecture:
  - Single Object Tracking lecture from Dr. Samreen Anjum
- Assignments (Canvas)
  - Reading assignment was due earlier today
  - Next reading assignments due next Monday and Wednesday
  - Project proposal due in one week
- Questions?

# Semantic Segmentation: Today's Topics

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

# Semantic Segmentation: Today's Topics

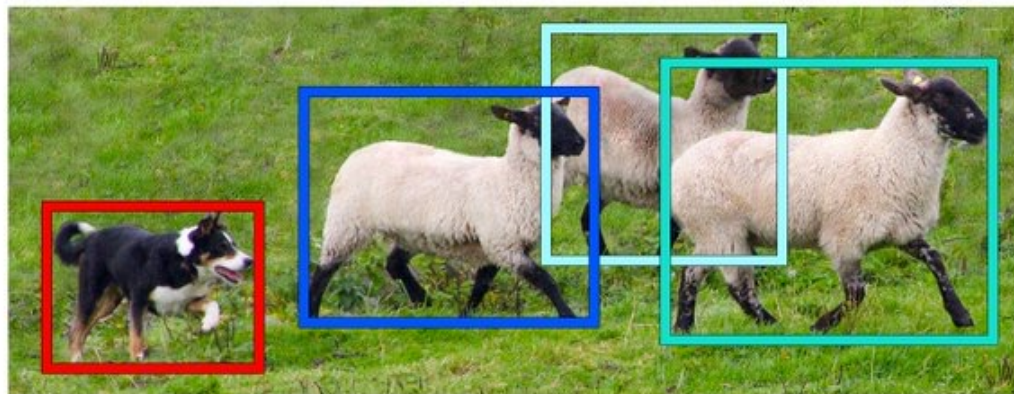
- Problem
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# Recall: Object Recognition and Detection Tasks



**Image Recognition**

Recognize categories of interest



**Object Detection**

Localize categories of interest

# Today's Scope: Localize Pixels for Each Category

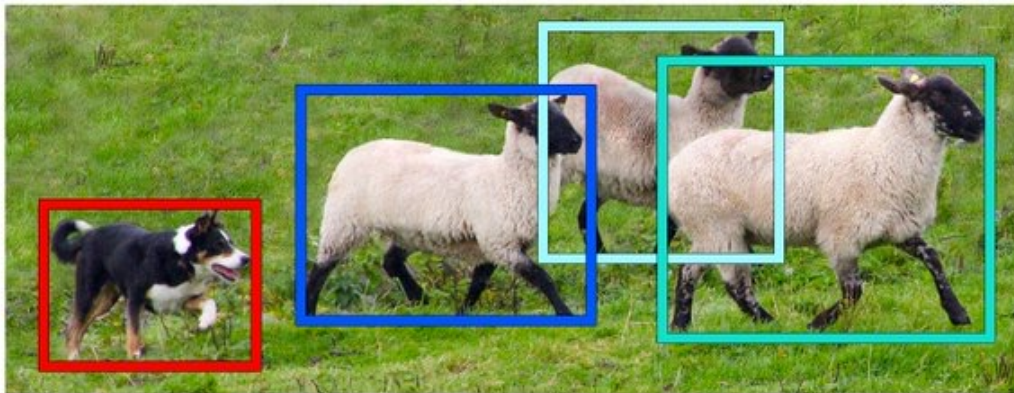


**Image Recognition**



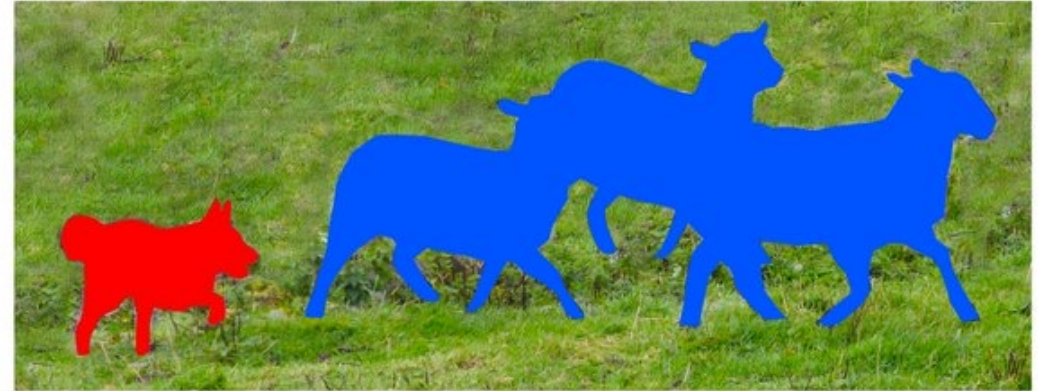
**Semantic Segmentation**

Note: instances of the same category are NOT separated



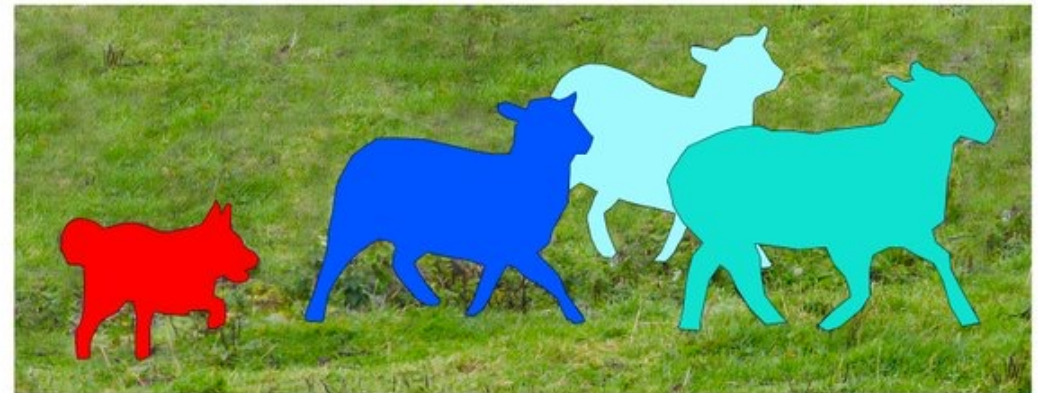
**Object Detection**

# Today's Scope: Localize Pixels for Each Category



**Semantic Segmentation**

Separating instances of the same category will be covered in a future lecture

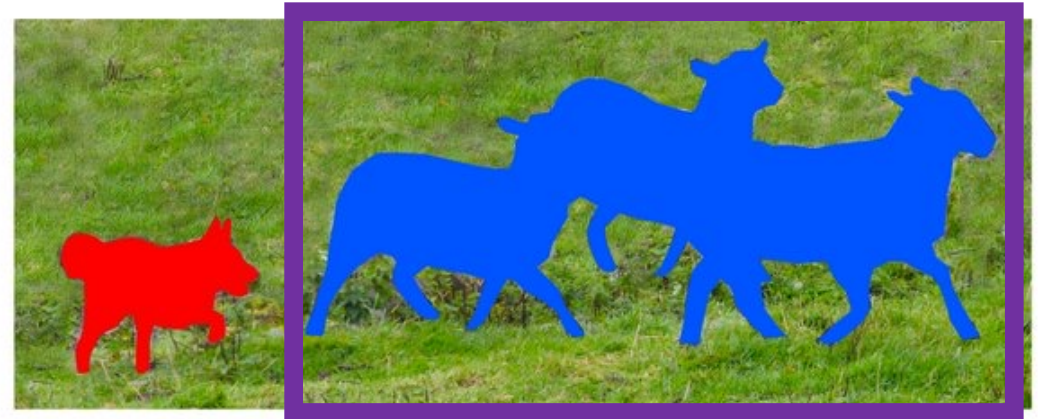


**Instance Segmentation**

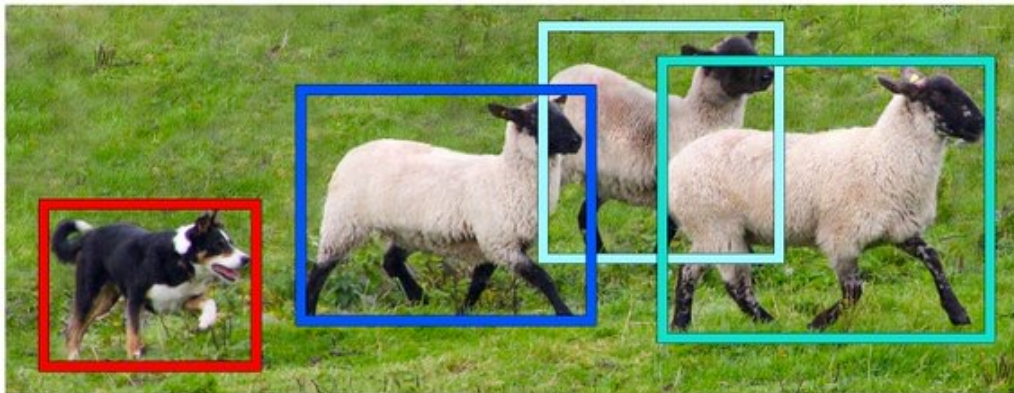
# Challenge: When to Choose Which Task?



**Image Recognition**



**Semantic Segmentation**



**Object Detection**



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# Remodeling Inspiration

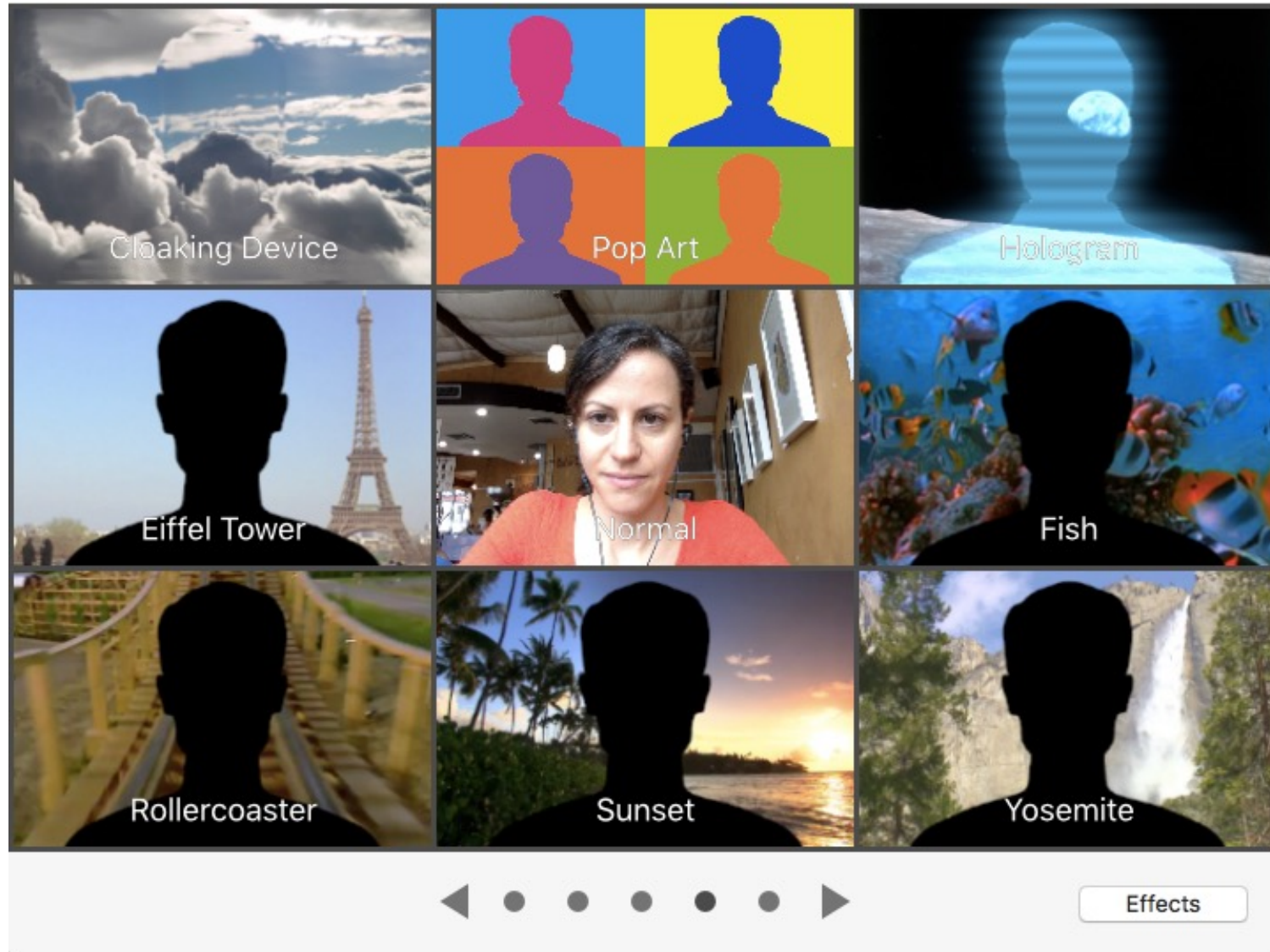


(a) Target photo



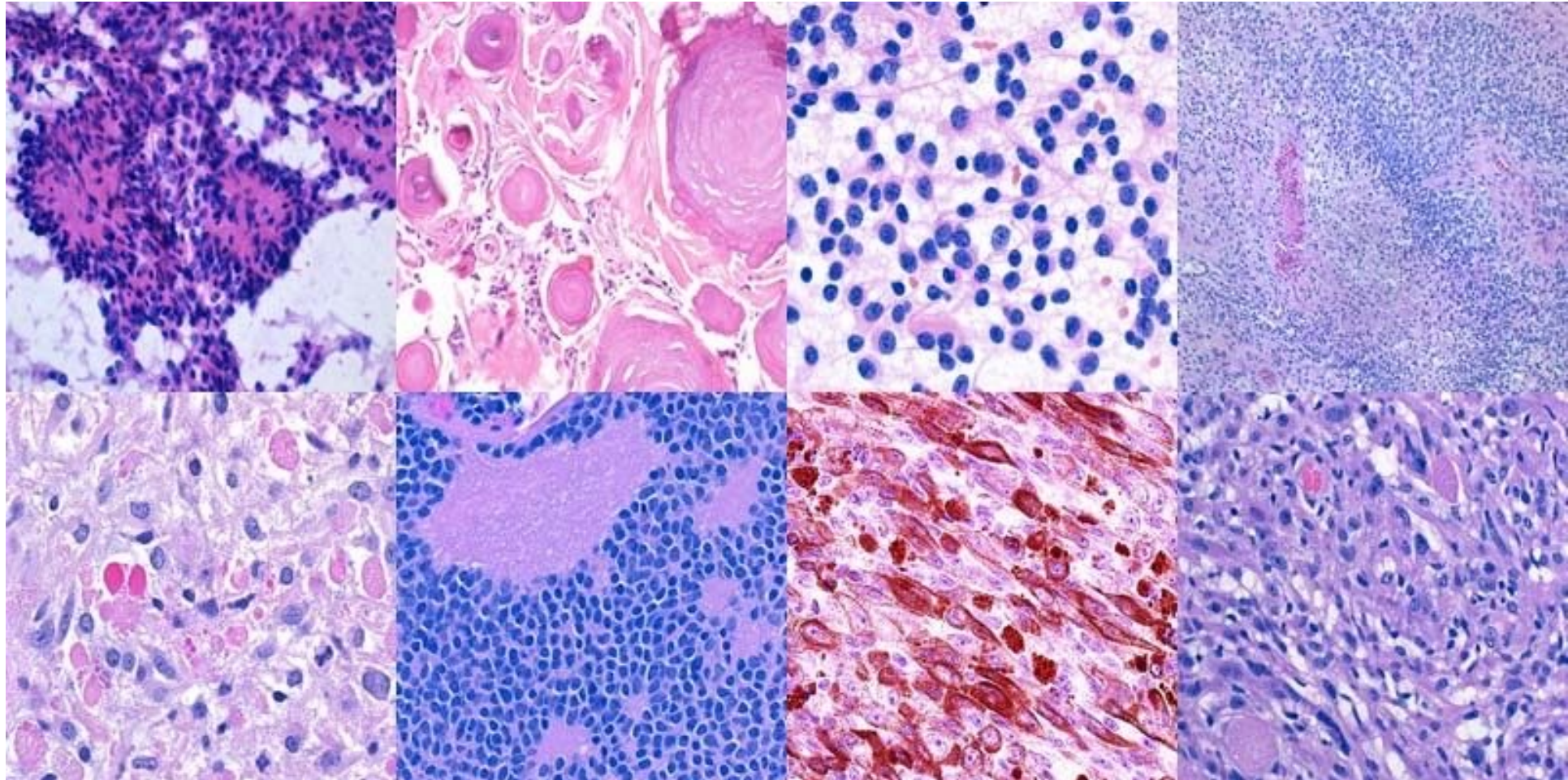
(b) Retextured

# 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>

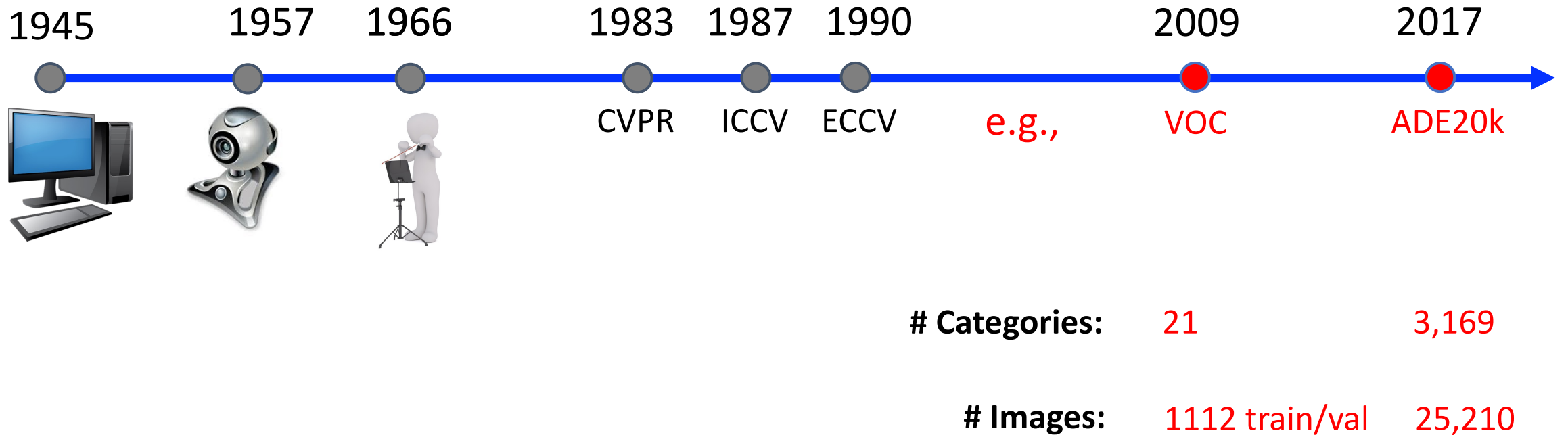
Can you think of any other  
potential applications?

# Semantic Segmentation: Today's Topics

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- **Datasets**
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# Datasets



**Trend: build bigger datasets**

# VOC

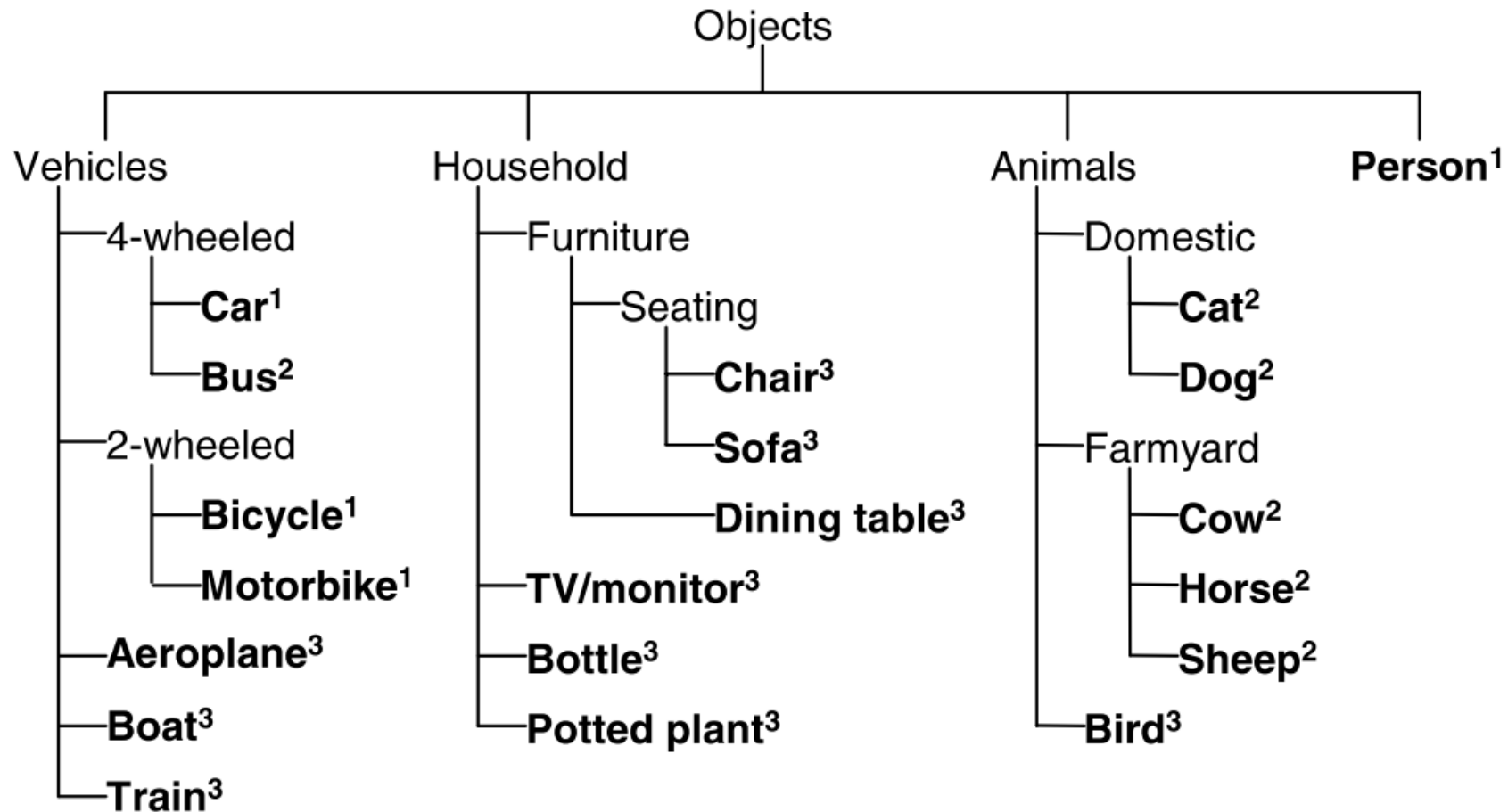
## 1. Image Collection

- 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

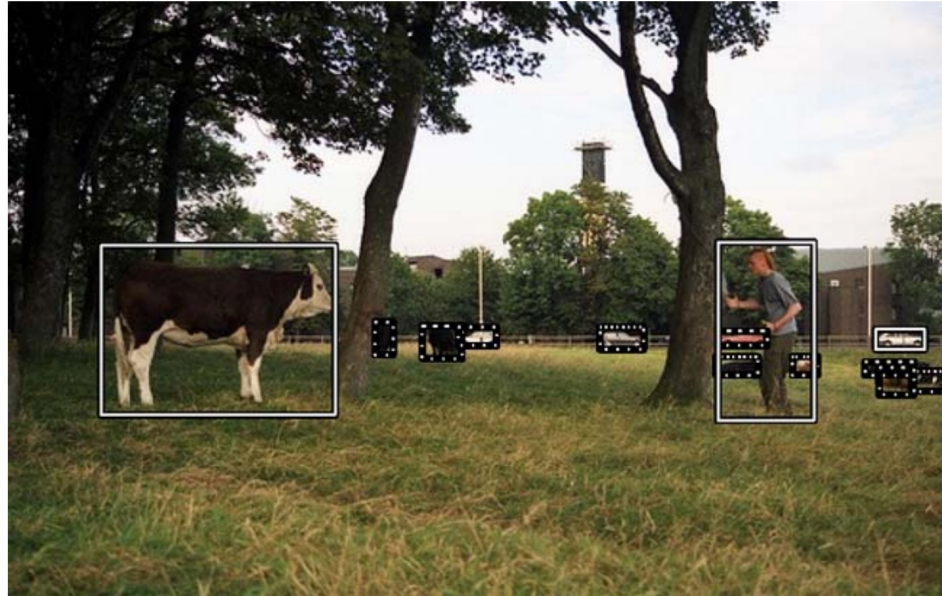


Class segmentation



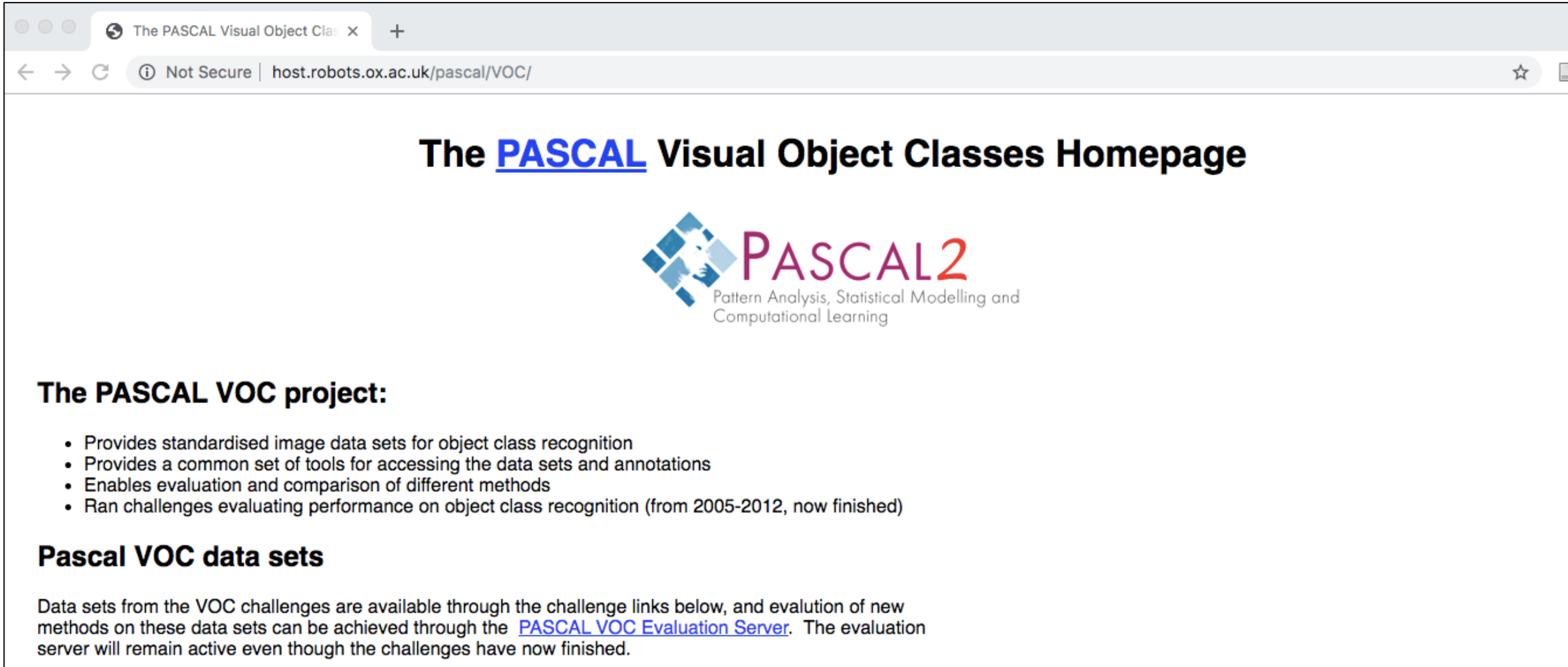
“To give high accuracy but to keep the annotation time short enough to provide a large image set, a border area of 5 pixels width was allowed around each object where the pixels were labelled neither object nor background.”

# 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

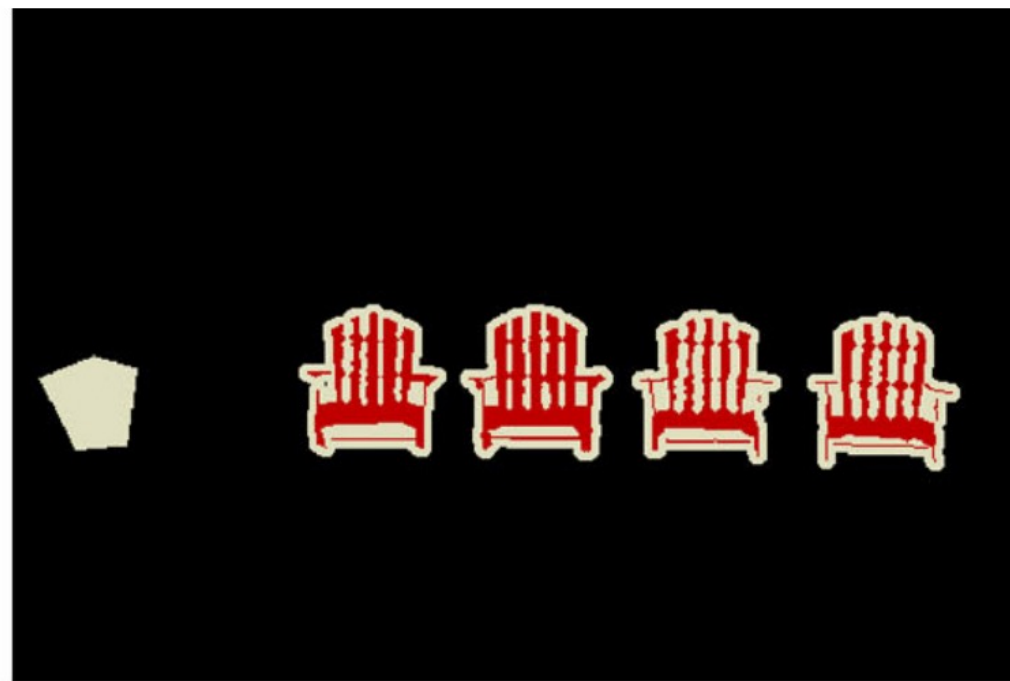


The screenshot shows a web browser window with the following content:

- Browser tabs: "The PASCAL Visual Object Clas x +"
- Address bar: "Not Secure | host.robots.ox.ac.uk/pascal/VOC/"
- Page title: "The **PASCAL** Visual Object Classes Homepage"
- Logo: A blue diamond-shaped icon with a white robot head, followed by the text "PASCAL2" in purple and red, and the subtitle "Pattern Analysis, Statistical Modelling and Computational Learning" in grey.
- 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/>

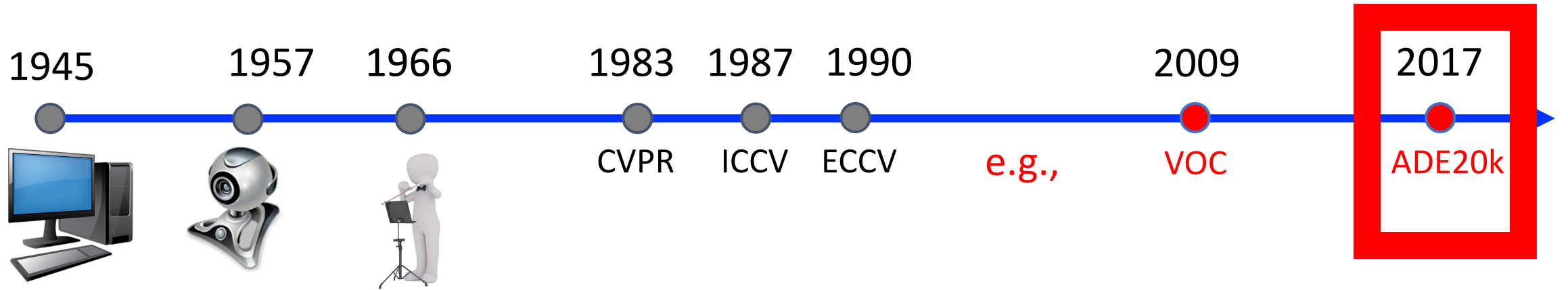
# What is a Limitation of Datasets Built Around Specific Categories (e.g., Objects)?



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

Most pixels are labeled as `background`!

# Datasets





# ADE20K

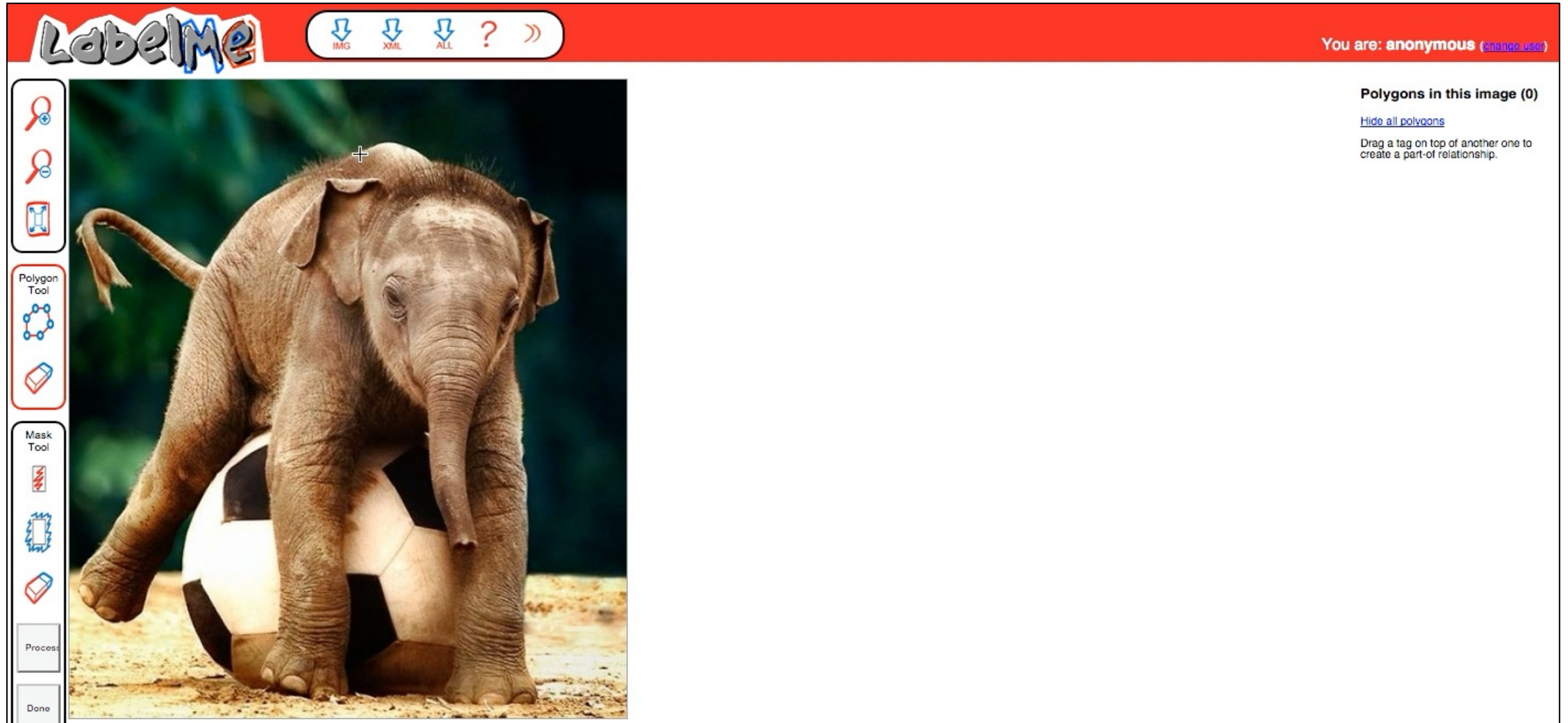
## 1. Image Collection

- 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 two buttons labeled "Process" and "Done".

On the right side of the interface, there is a text area that reads "Polygons in this image (0)" followed by a blue link "Hide all polygons" and a paragraph: "Drag a tag on top of another one to create a part-of relationship."

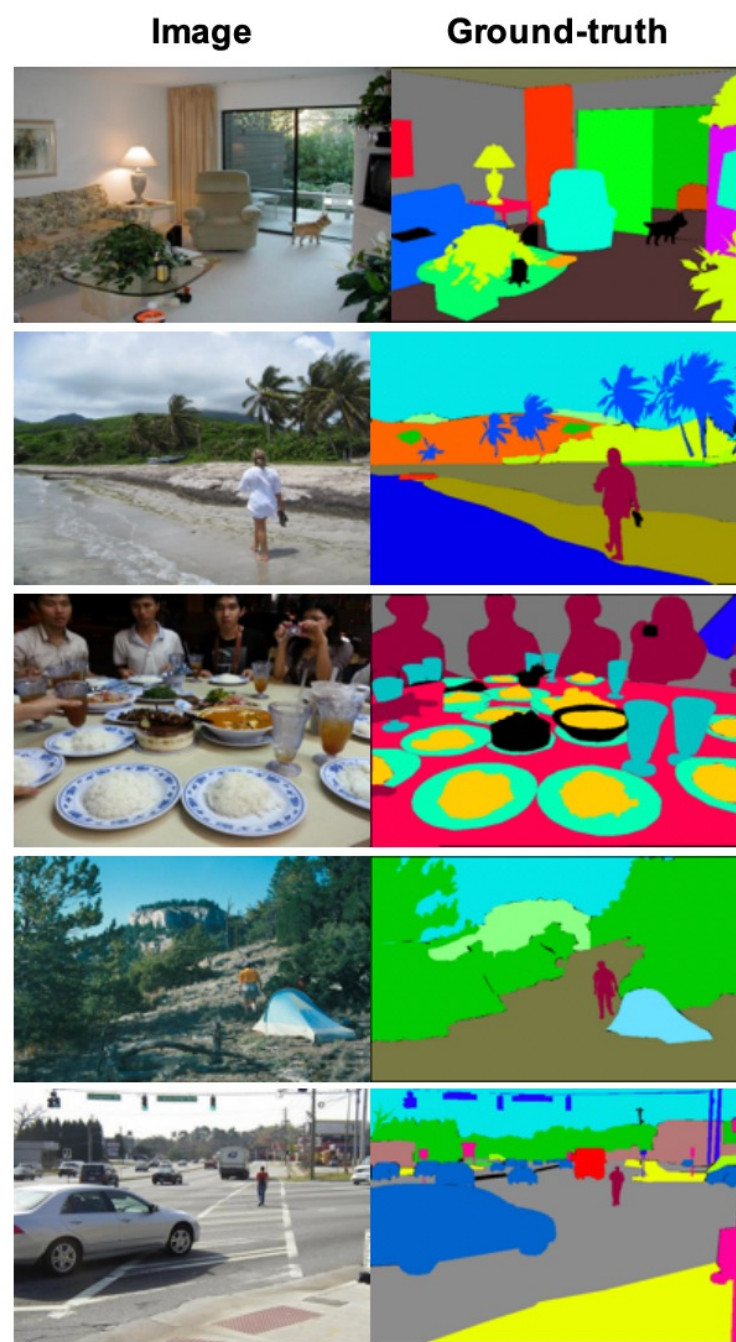
# ADE20K: User Annotation Tool



- 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

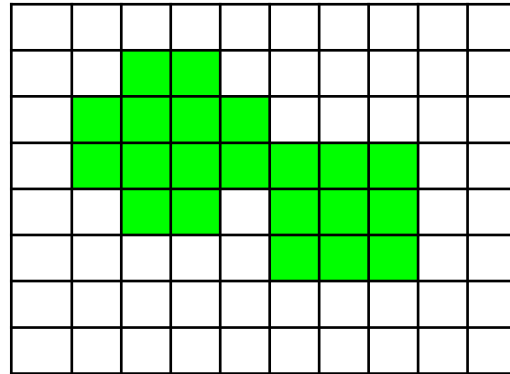


# Semantic Segmentation: Today's Topics

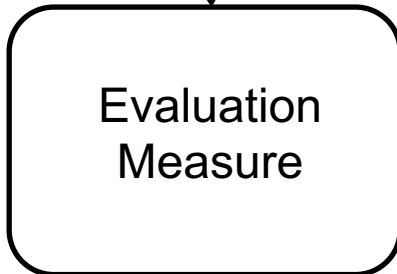
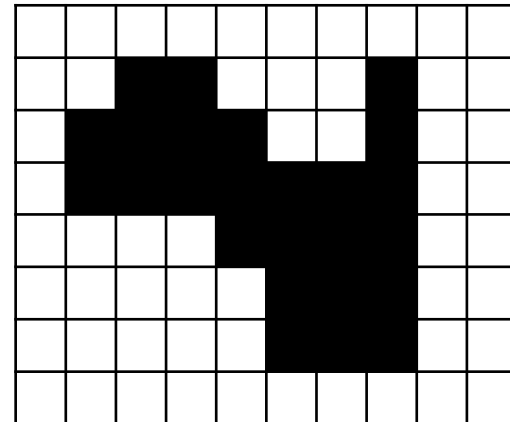
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# Evaluation Metric

Ground Truth:



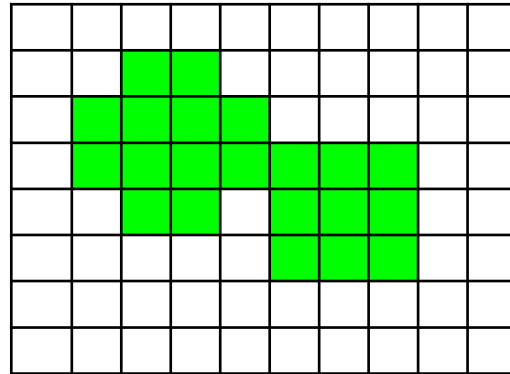
Algorithm:



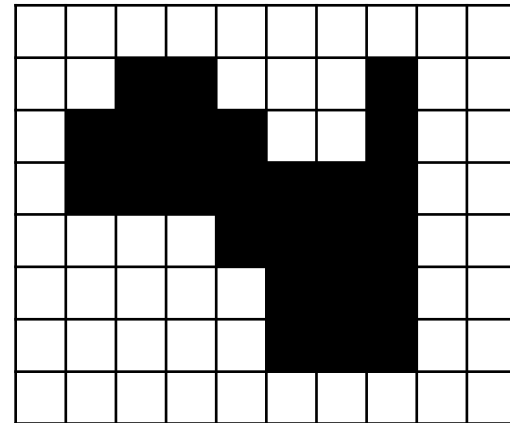
Score

# Recall: IoU Metric

Ground Truth:



Algorithm:

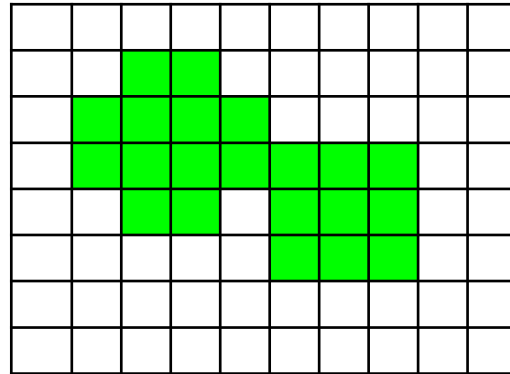


$$\frac{|A \cap B|}{|A \cup B|}$$

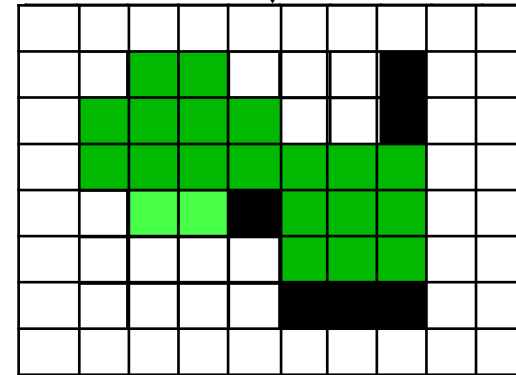
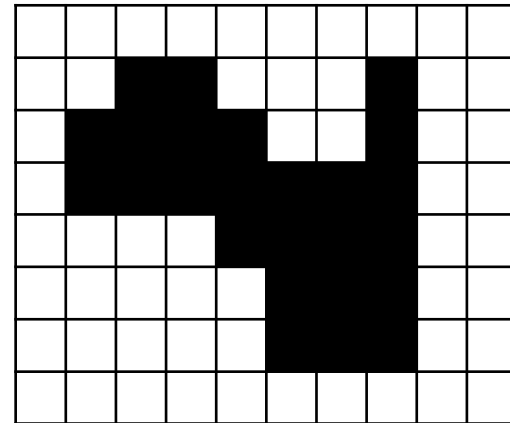
Score

# Recall: IoU Metric

Ground Truth:



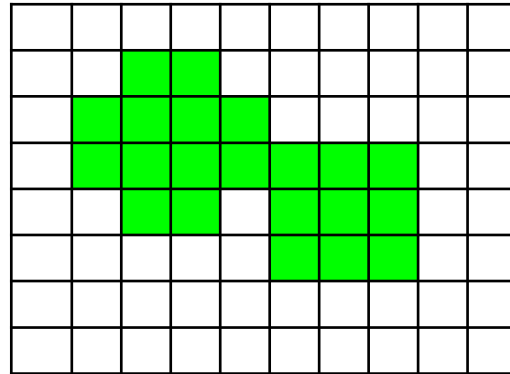
Algorithm:



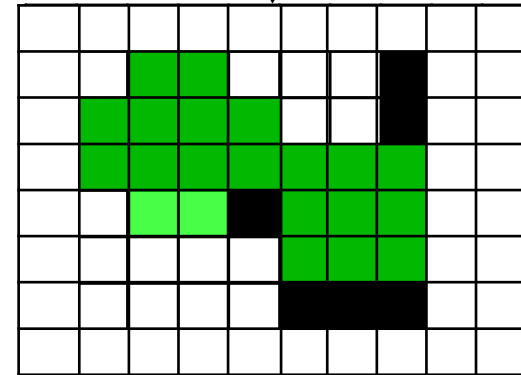
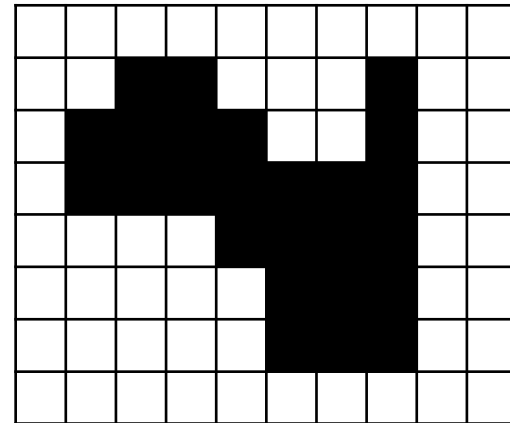


# Recall: IoU Metric

Ground Truth:



Algorithm:



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

# Mean IoU (mIoU)

- Mean IoU score 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.

# Key Novelties of Fully Convolutional Networks

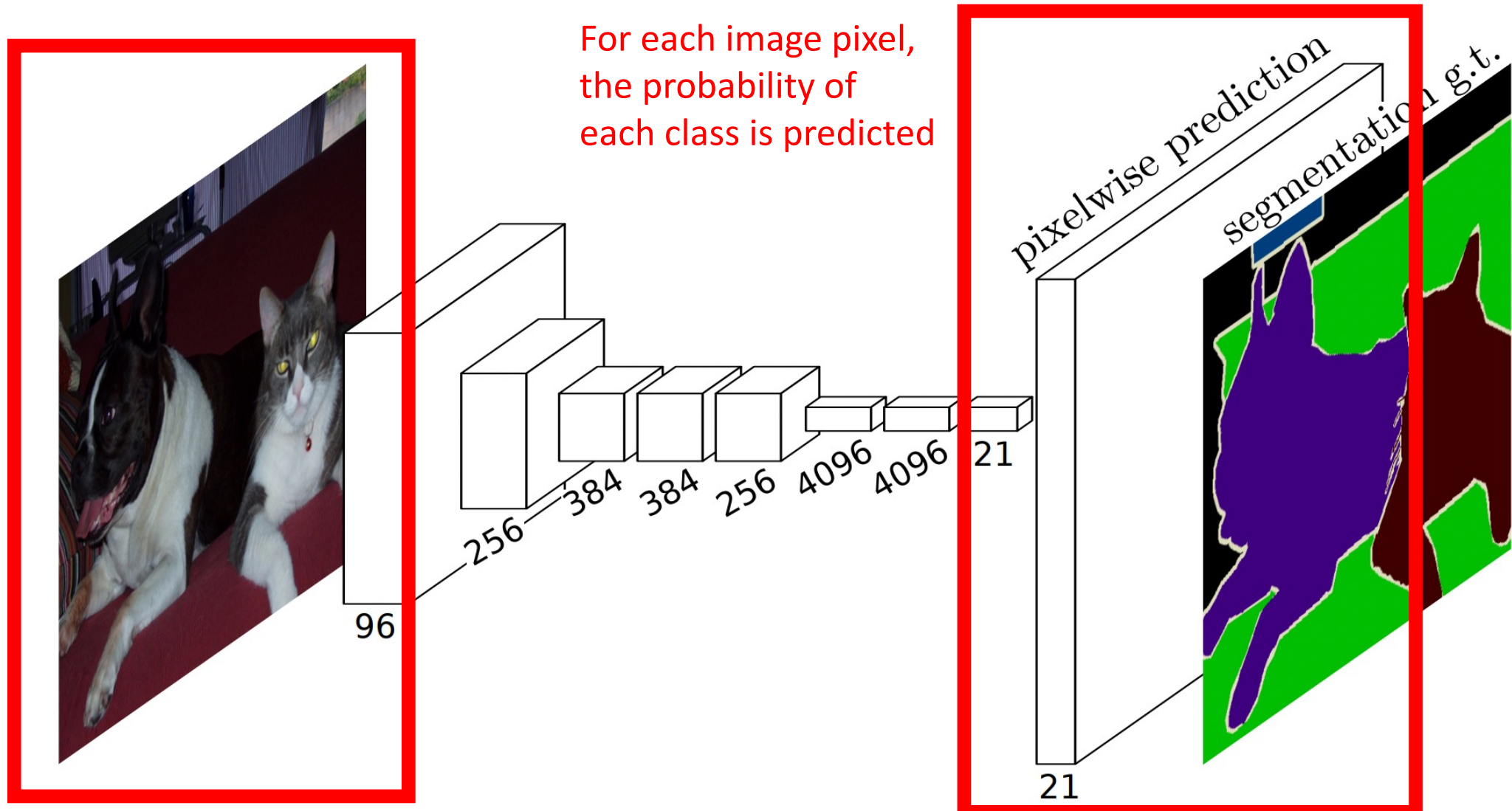
First work for pixelwise prediction to:

1. Train fully convolutional networks end-to-end
2. Use supervised pre-training (recall, R-CNN paper showed this can be a great idea when there is a scarce amount of annotated data)

# Architecture

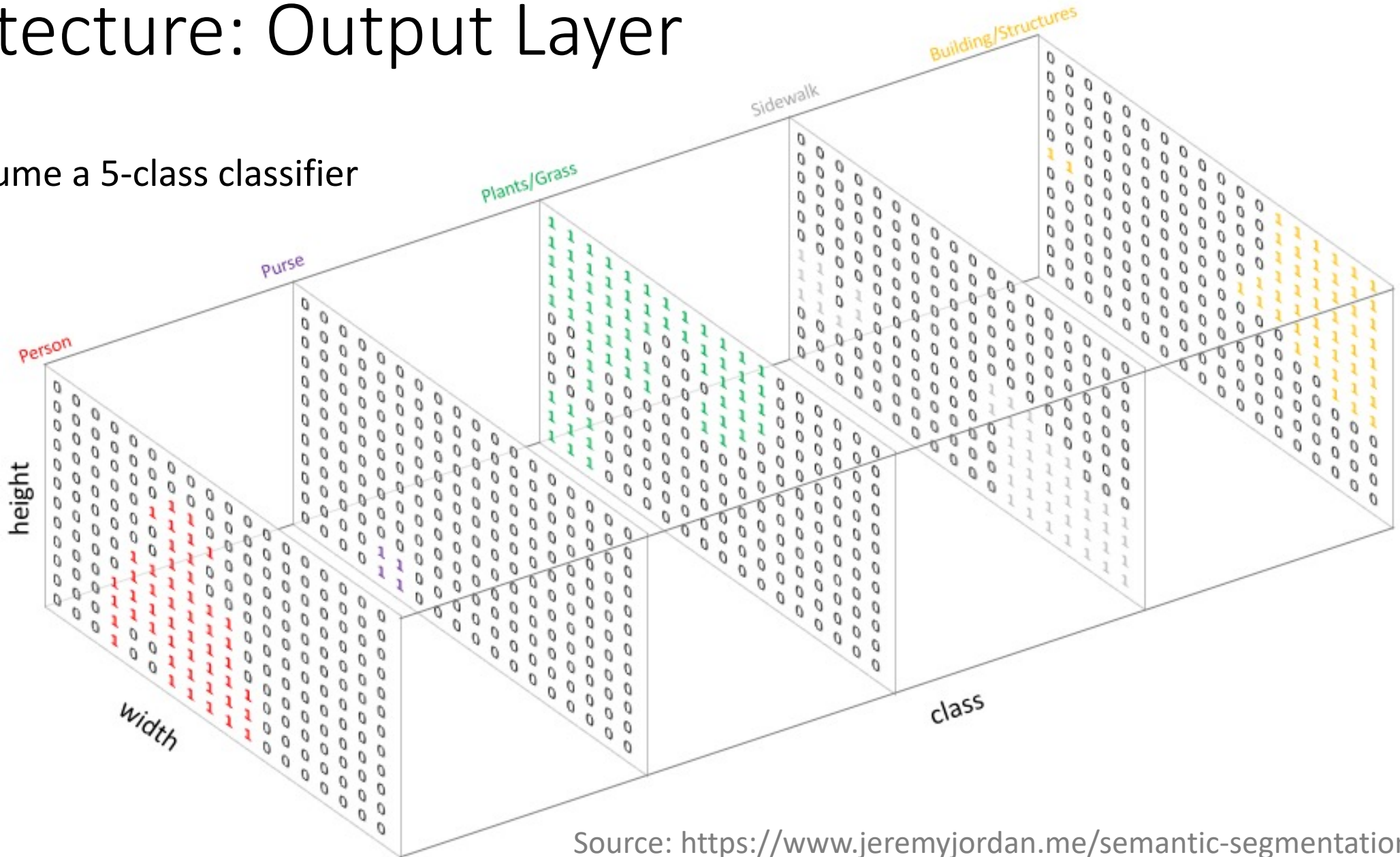
**Input:** RGB image of ANY size

**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

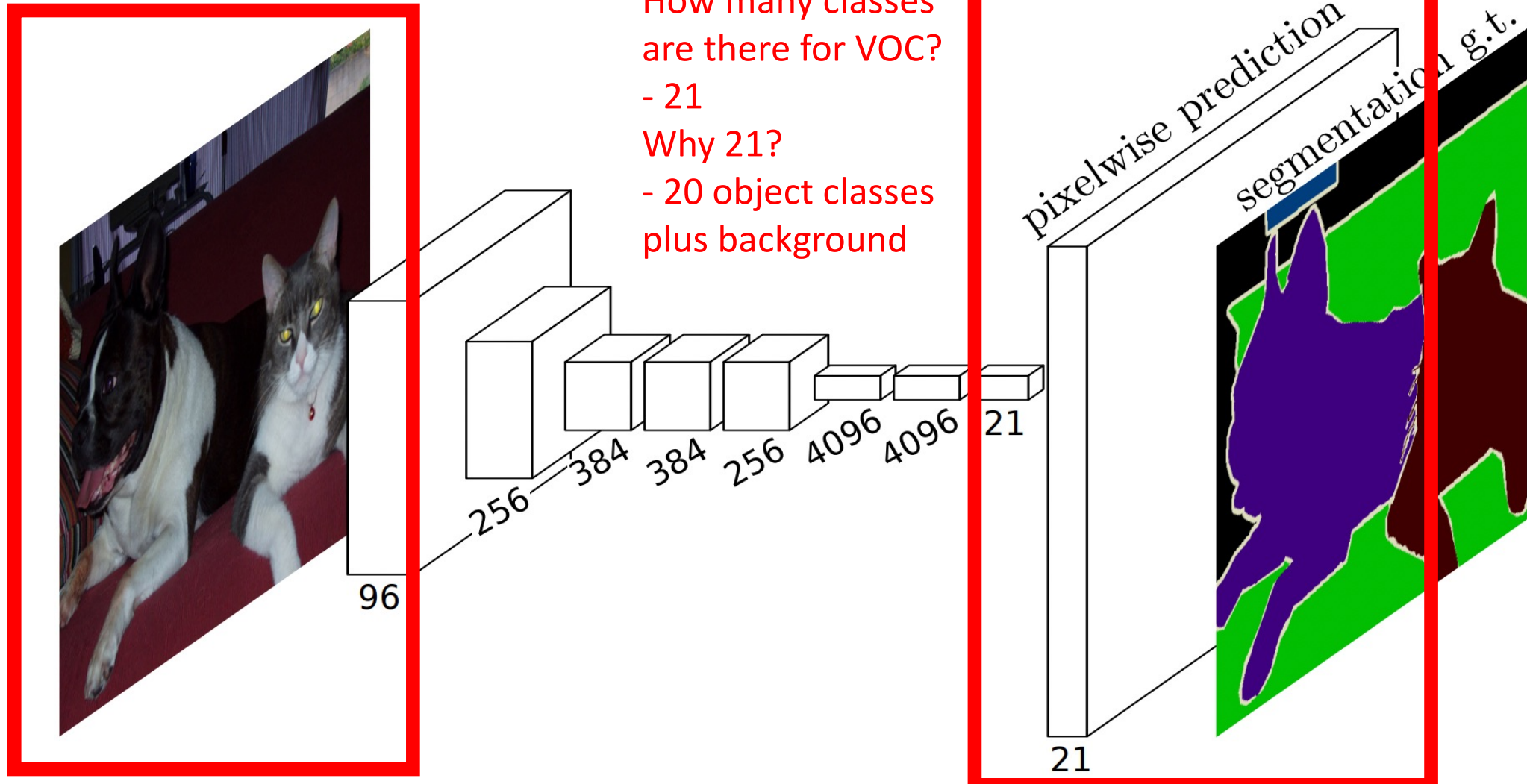
5: Building/Structures



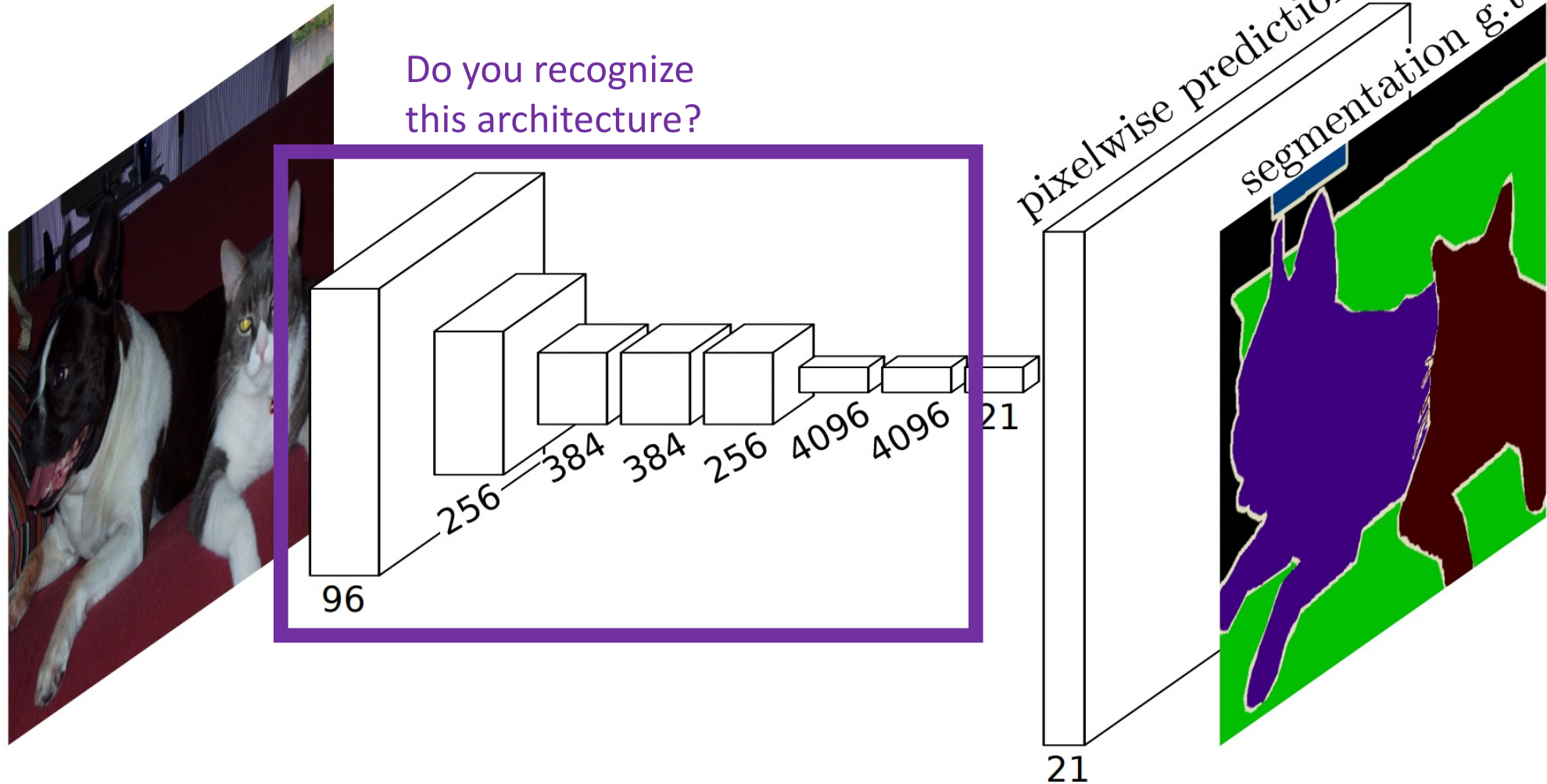
# Architecture

**Input:** RGB image of ANY size

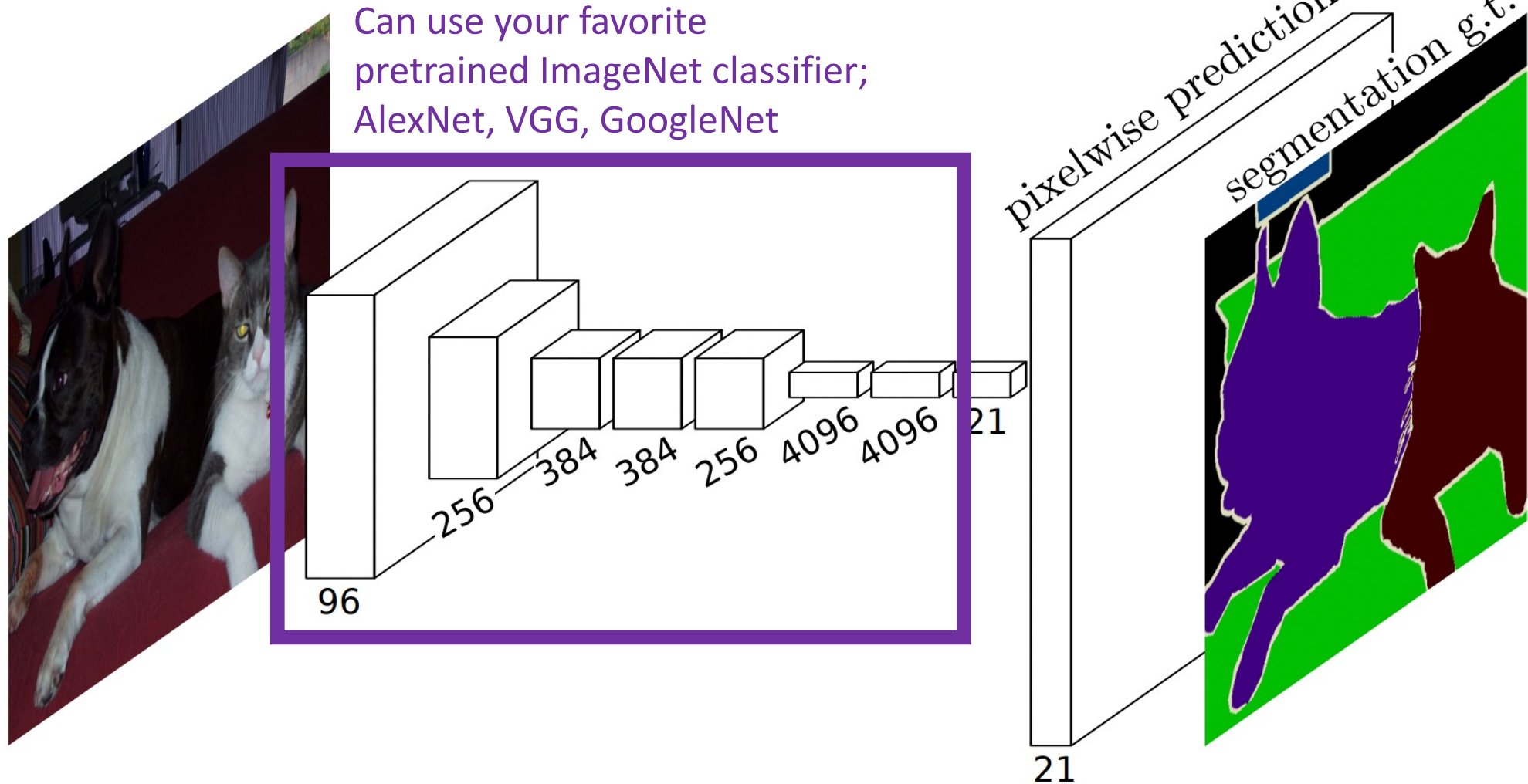
**Output:** Image of same size as input



# Architecture



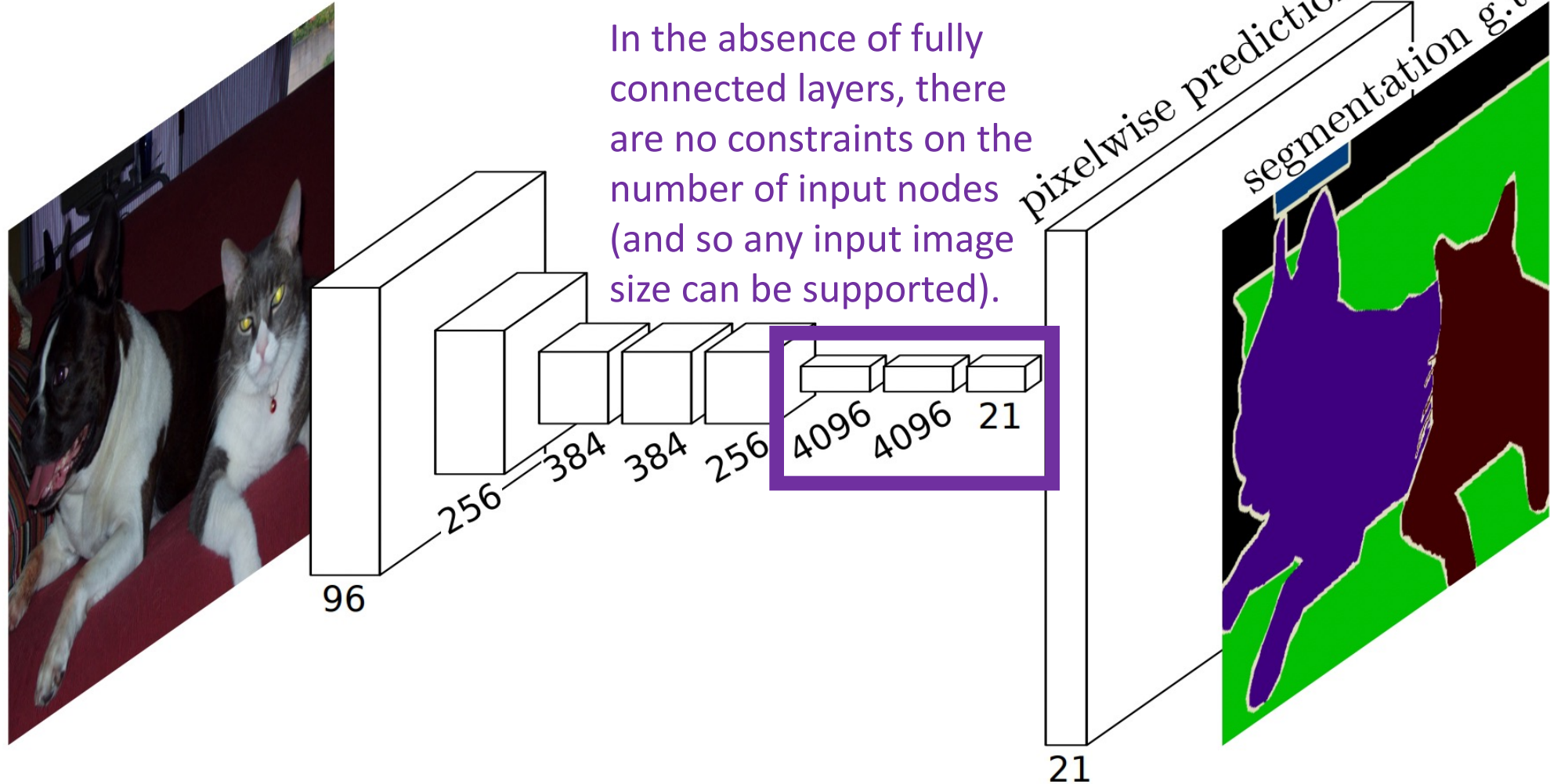
# Architecture



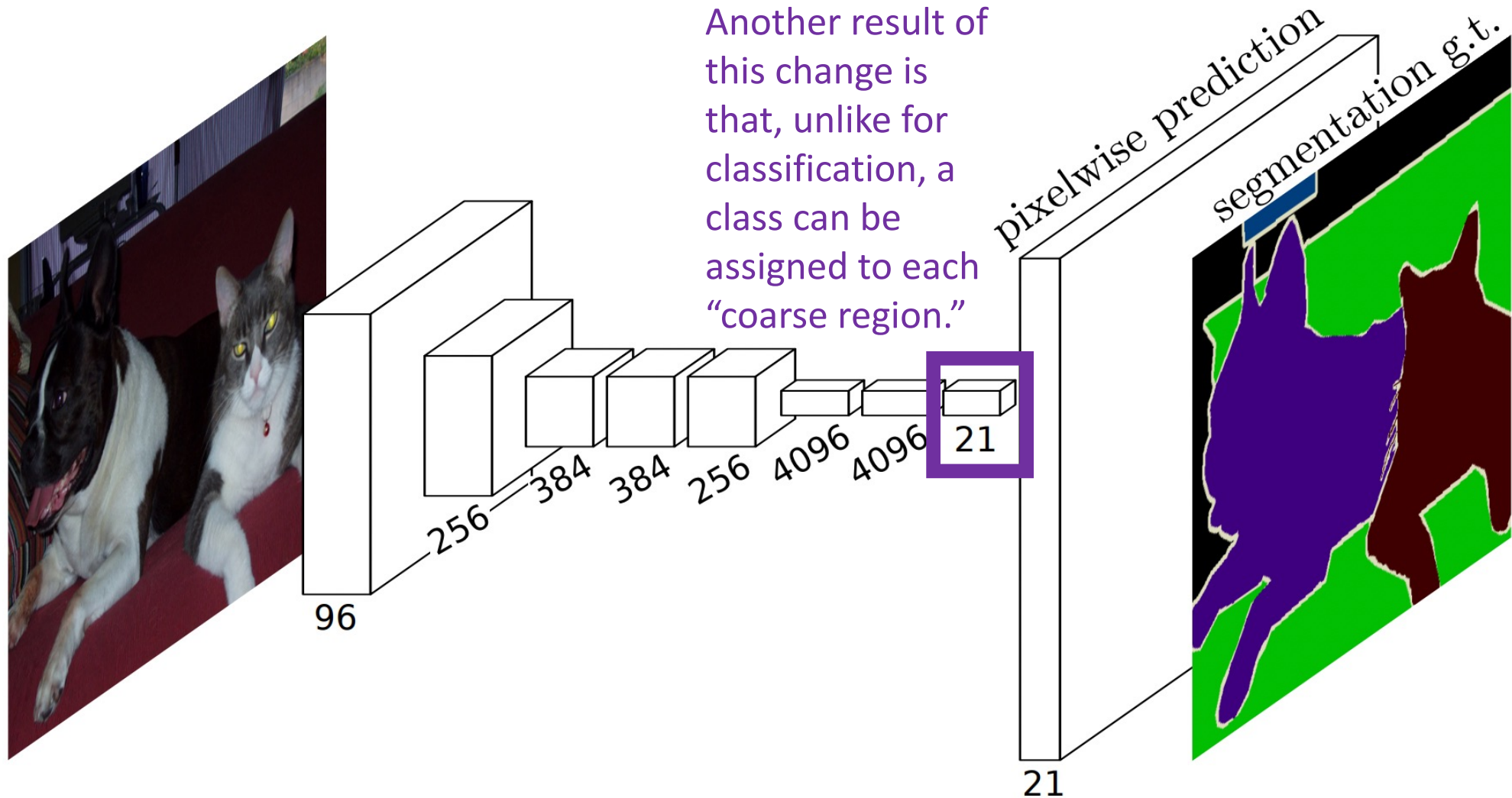
# Architecture

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).

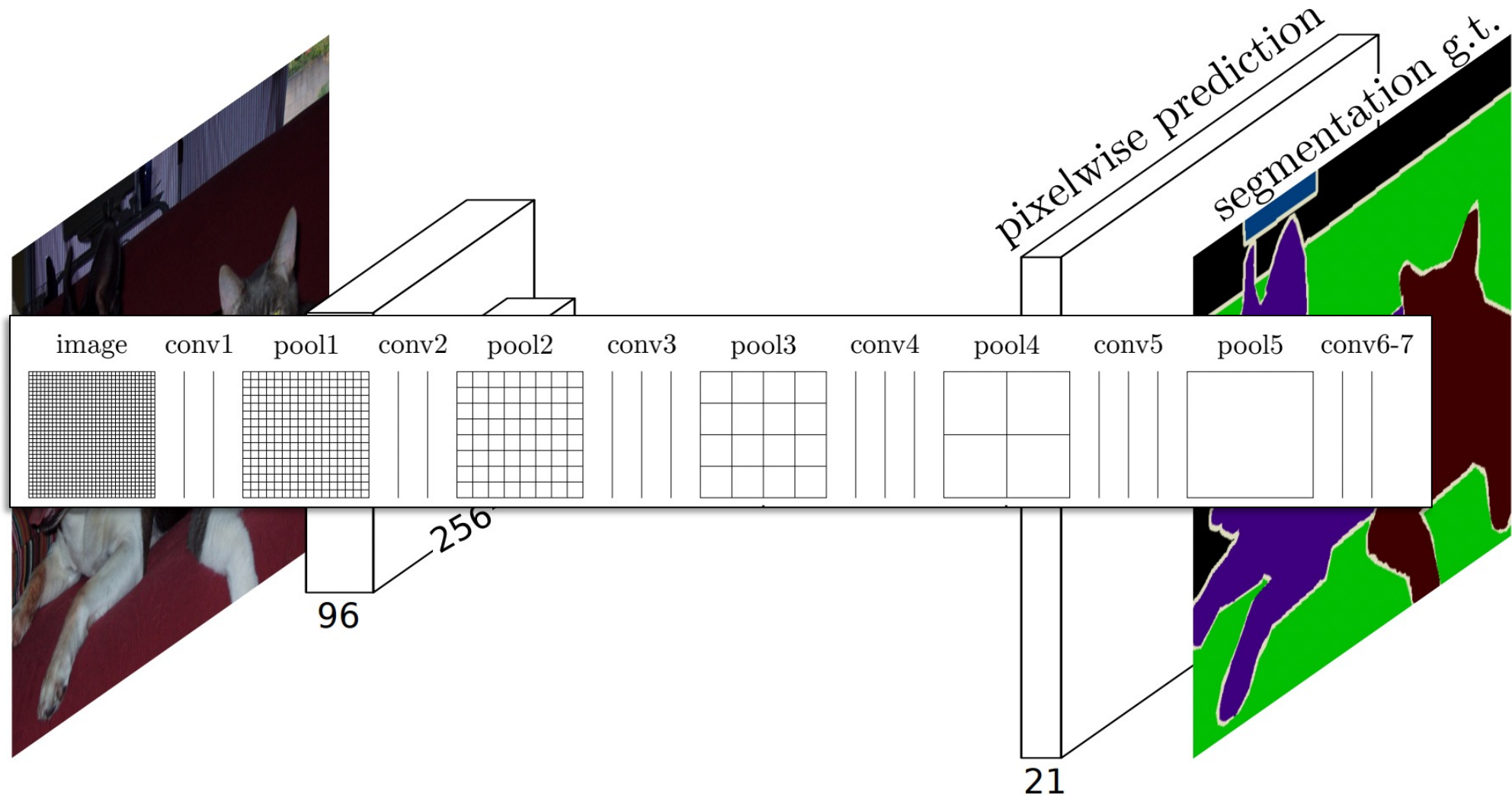


# Architecture

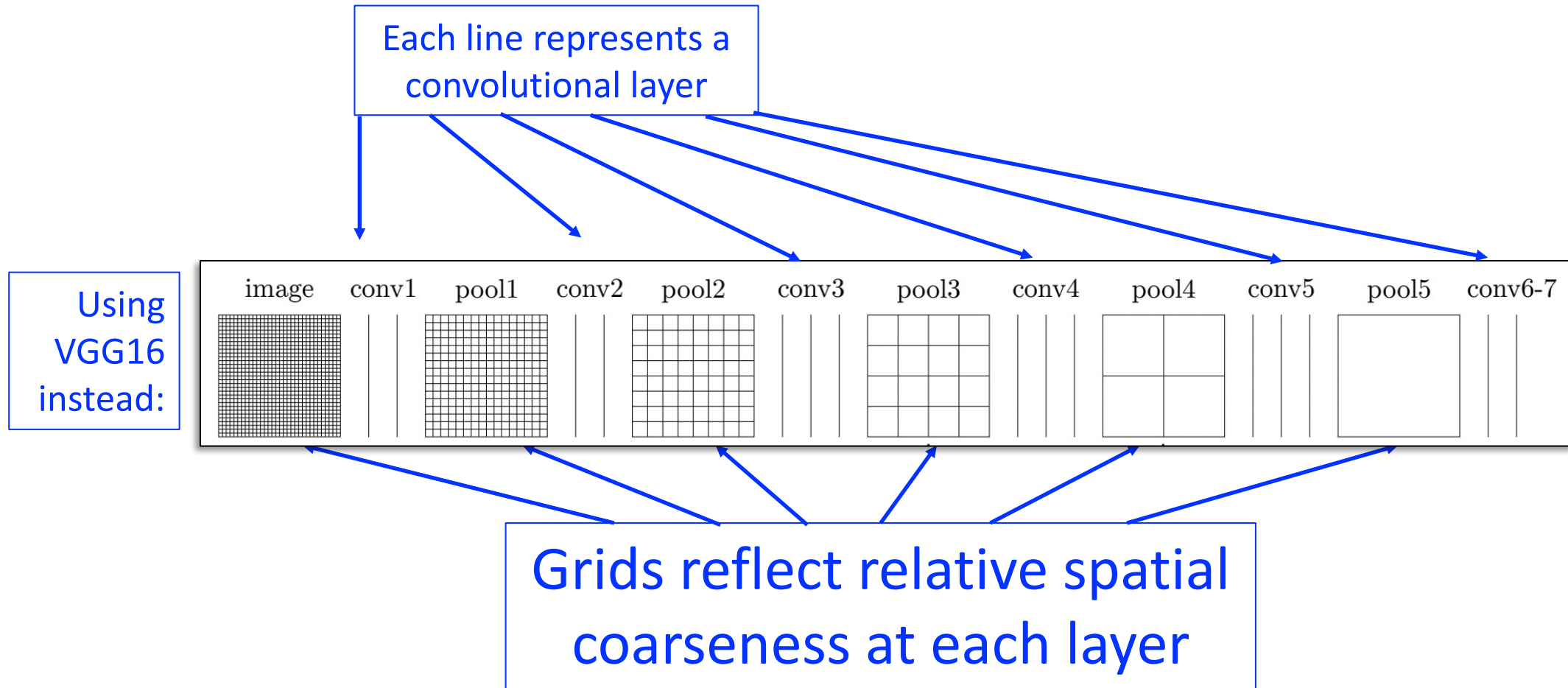


# Architecture: Coarse Region Classification (Recall Intuition)

Using  
VGG16  
instead:

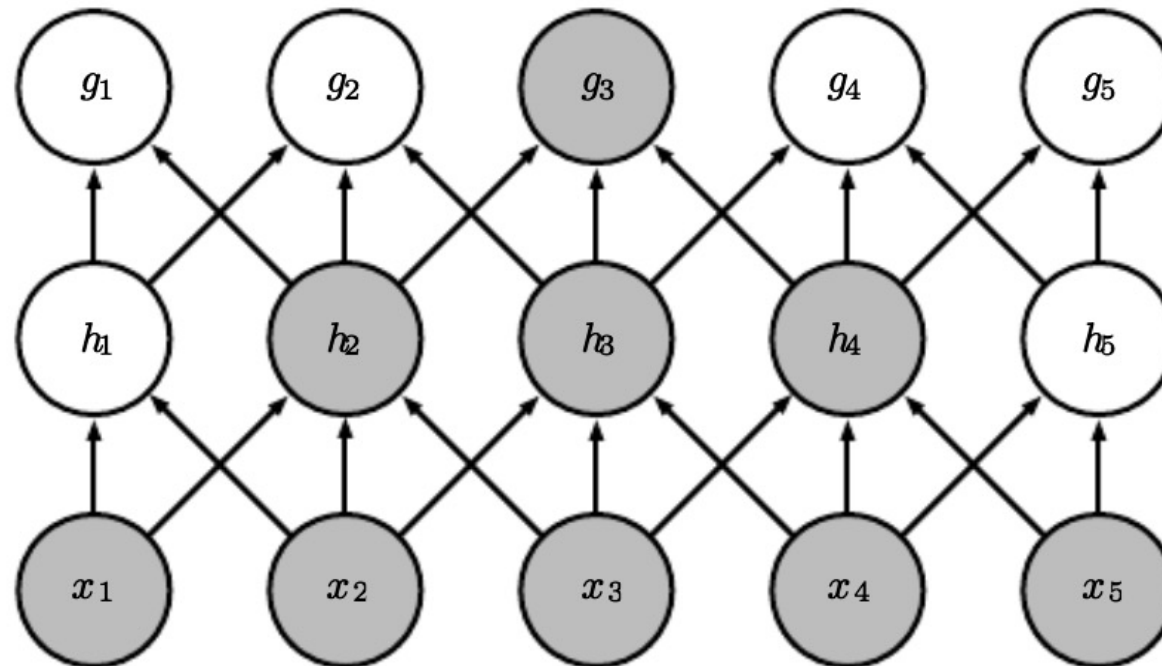


# Architecture: Coarse Region Classification (Recall Intuition)



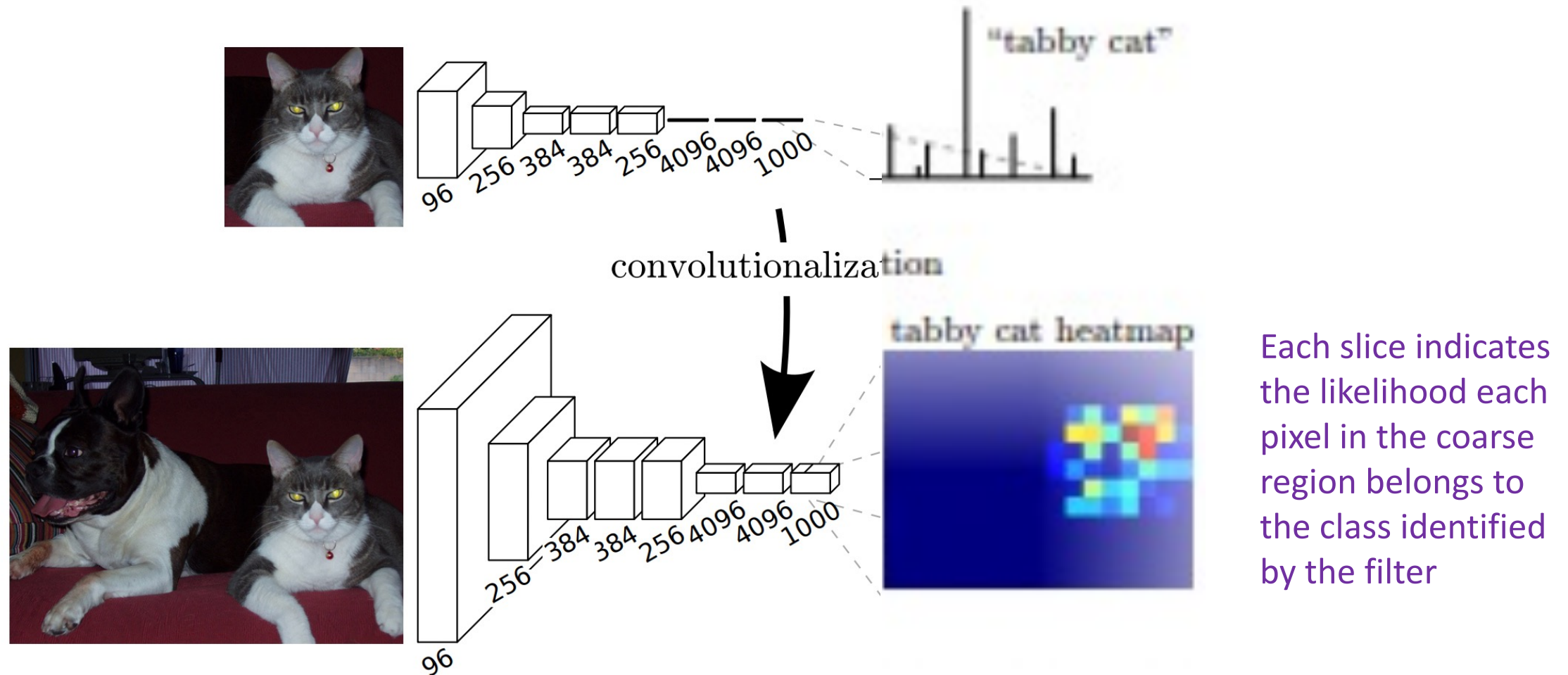
# Architecture: Coarse Region Classification (Recall Intuition)

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

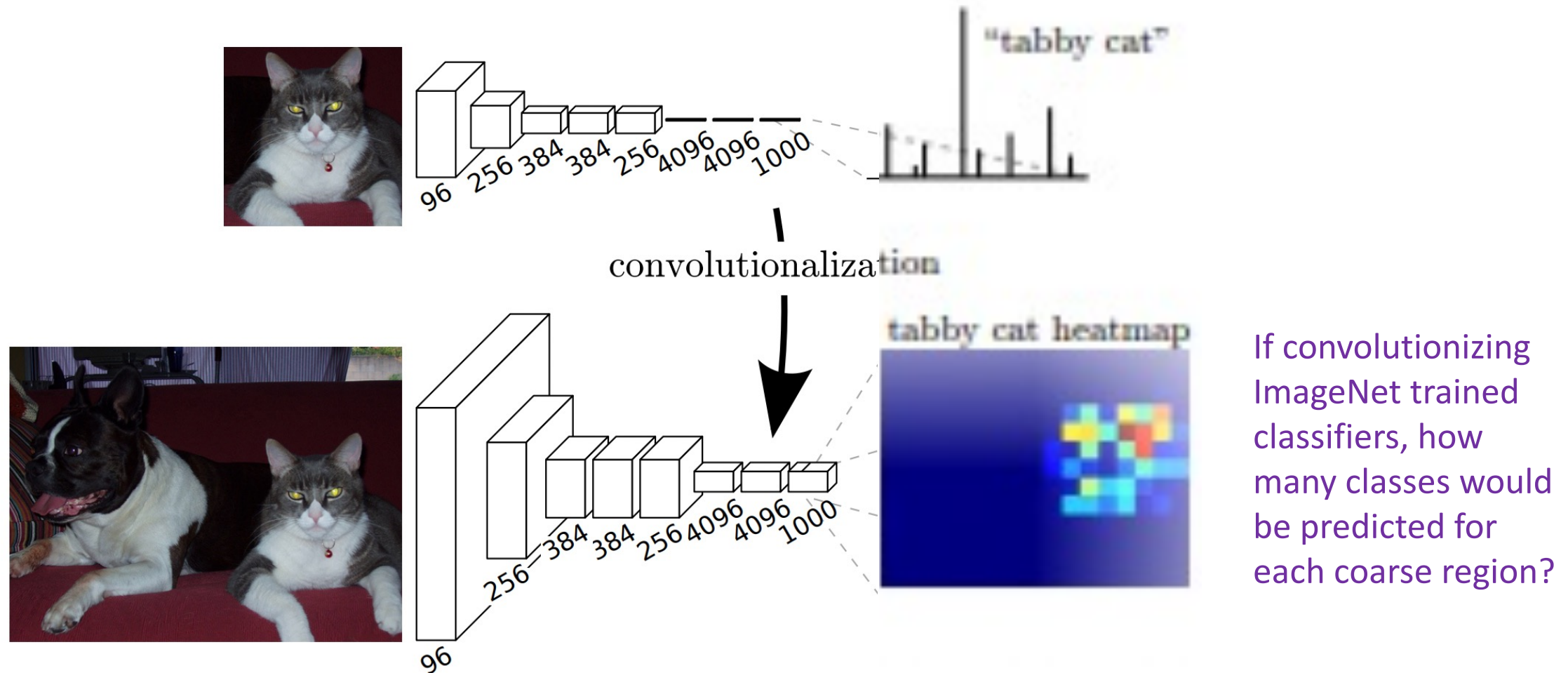




# Architecture: Fully vs Convolution Layers

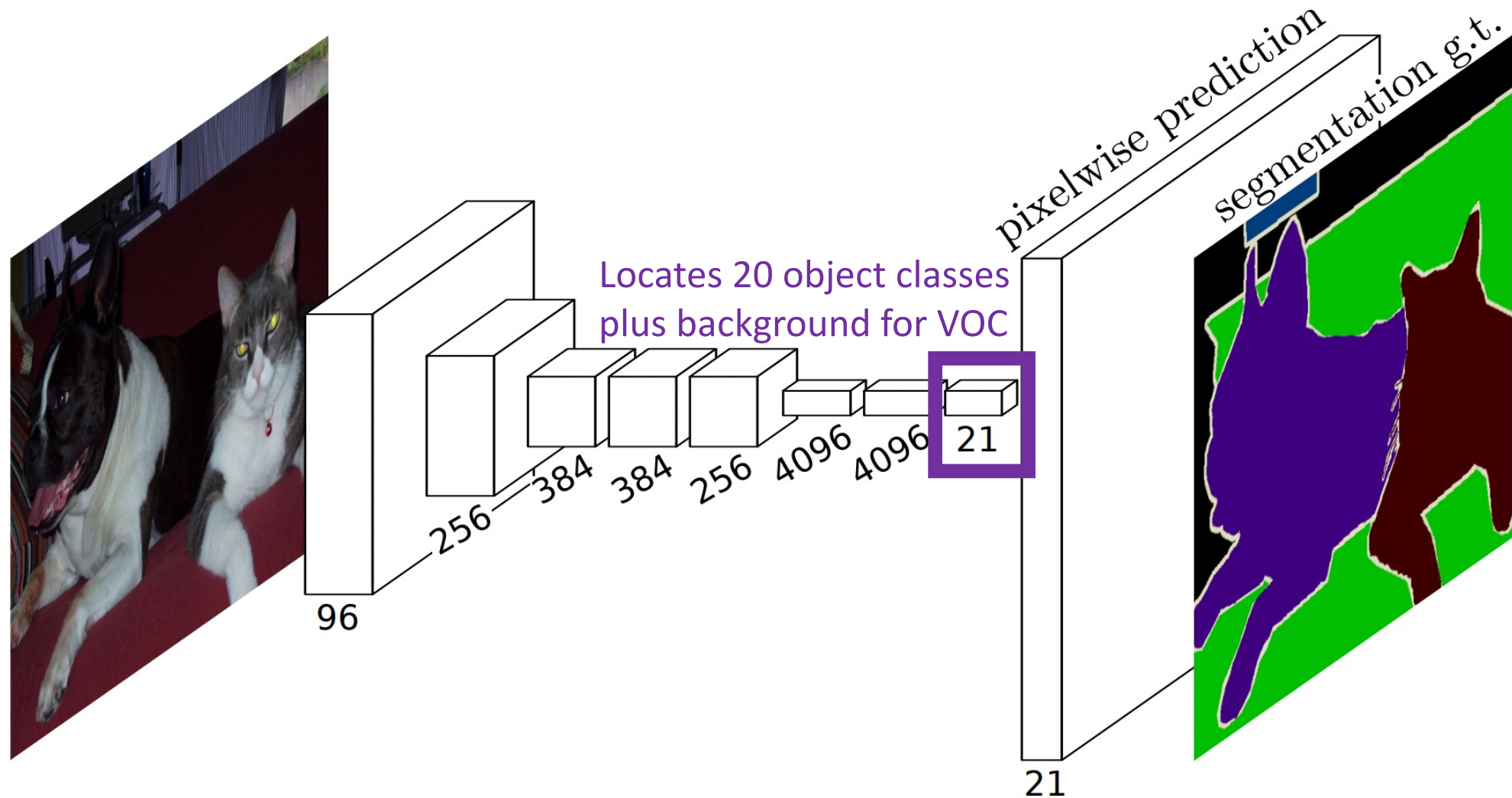


# Architecture: Fully vs Convolution Layers



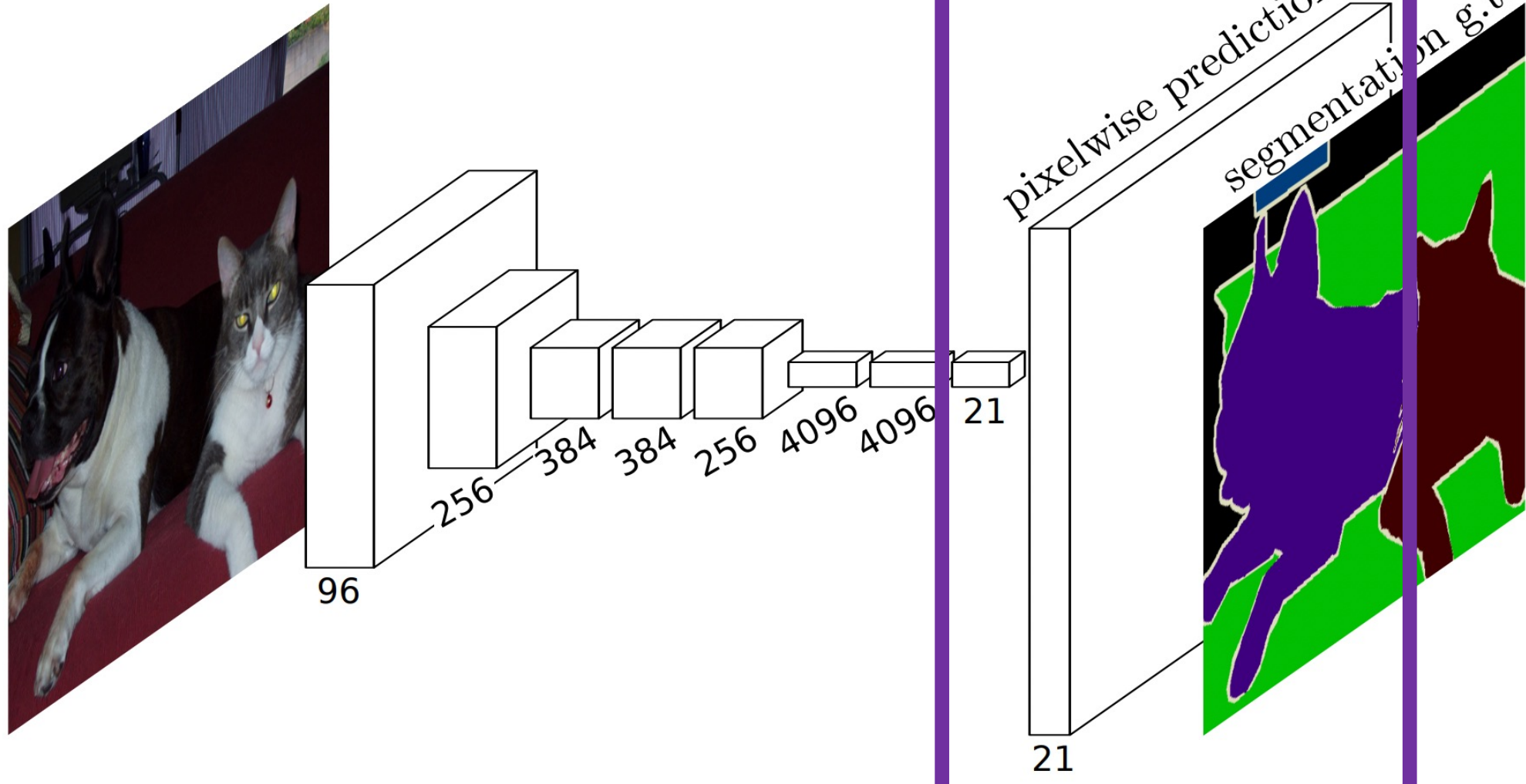
If convolutionizing ImageNet trained classifiers, how many classes would be predicted for each coarse region?

# Architecture: Coarse Region Classification

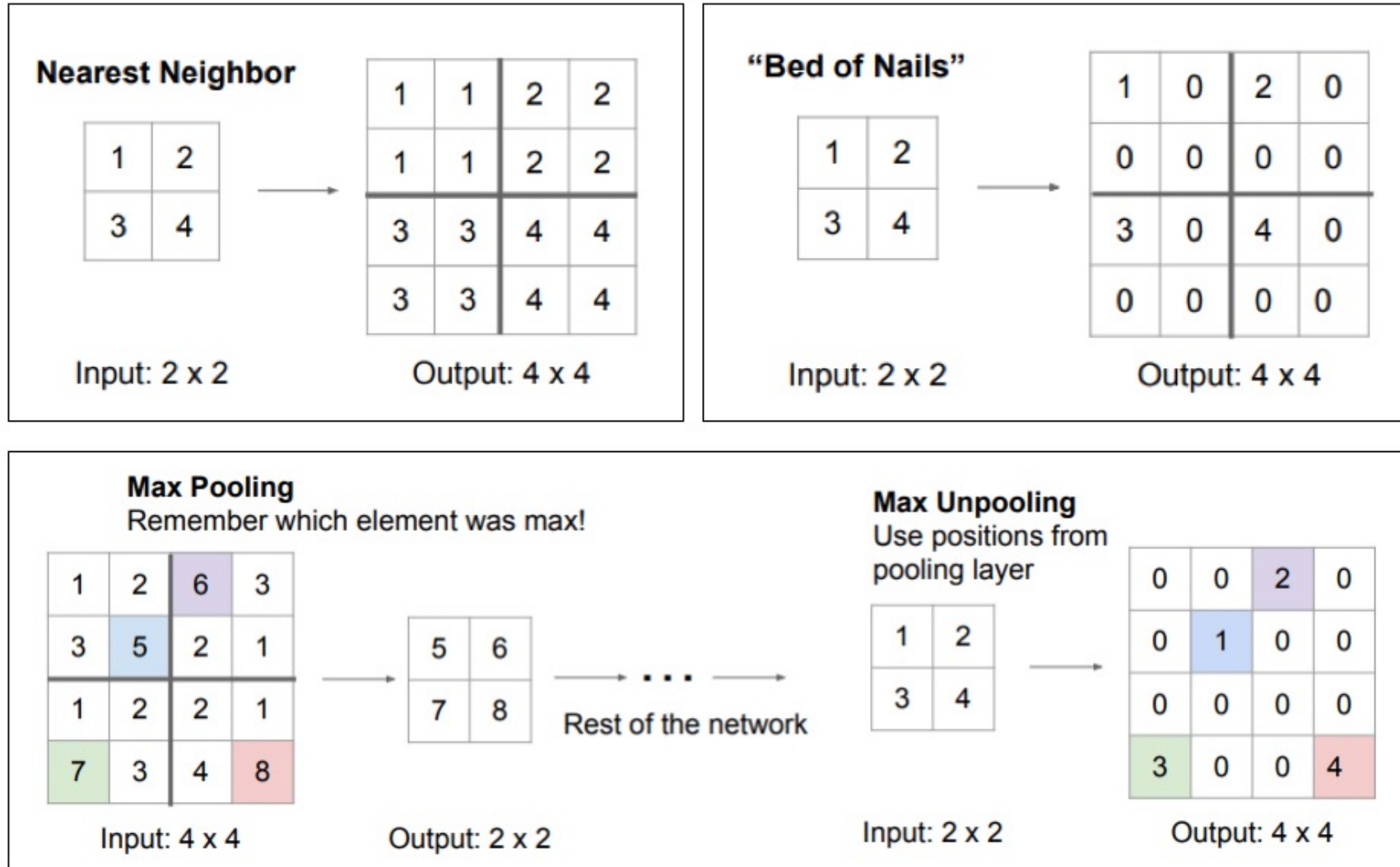


# Architecture

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



# Architecture: Upsampling (Many Approaches)



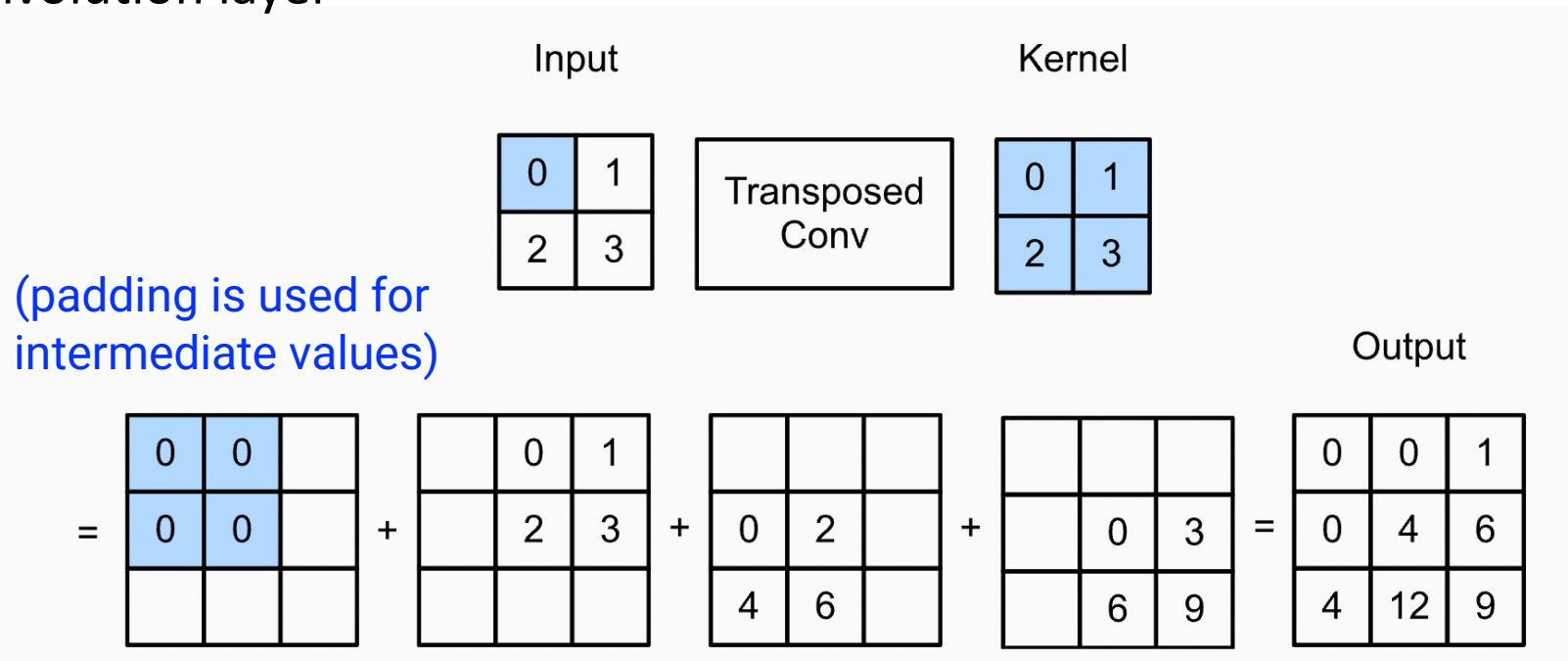
# Architecture: Upsampling (Transposed Convolutional Layer)

- **Idea:** learn convolutional filters with a fractional sized stride to upsample the coarse image while refining it; e.g.,  $1/2$  stride
- Also called “fractional convolutional layer”, “backward convolution”, and, incorrectly, “deconvolution layer”



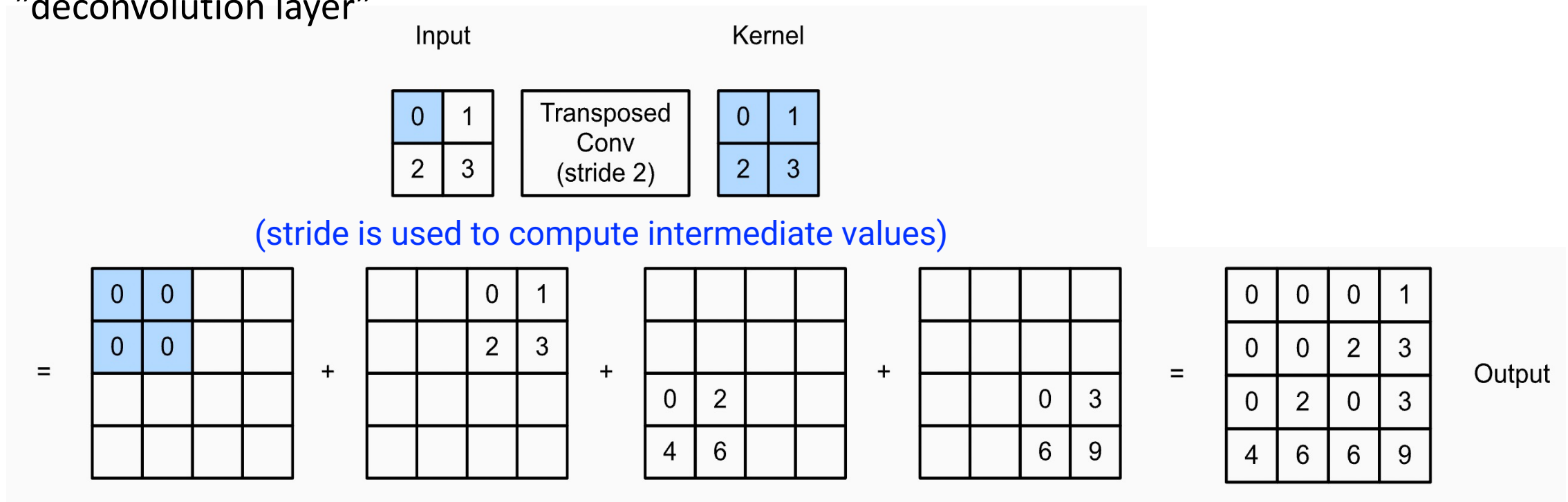
# Architecture: Upsampling (Transposed Convolutional Layer)

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# Architecture: Upsampling (Transposed Convolutional Layer)

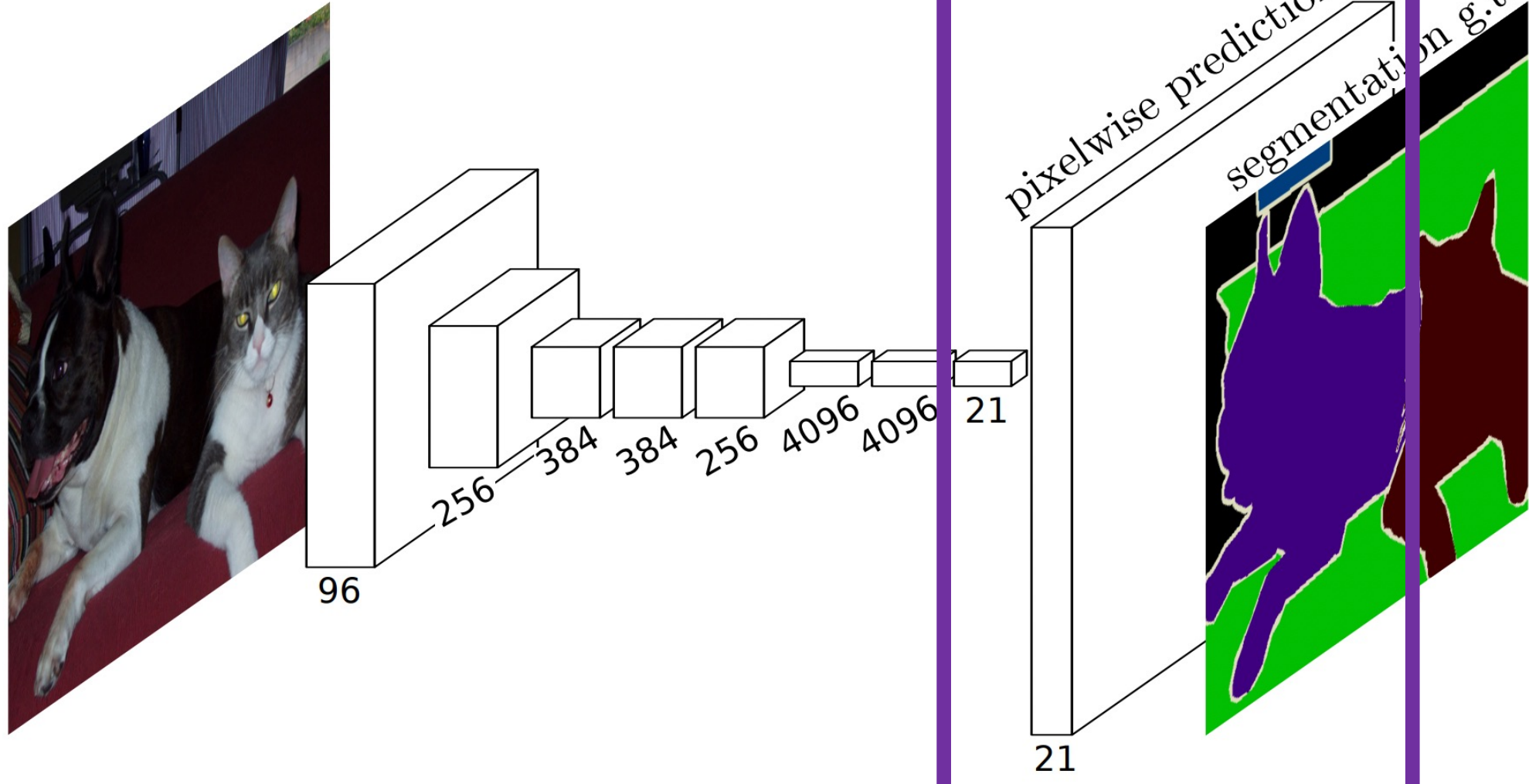
- **Idea:** learn convolutional filters with a fractional sized stride to upsample the coarse image while refining it; e.g., 1/2 stride
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# Architecture

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?

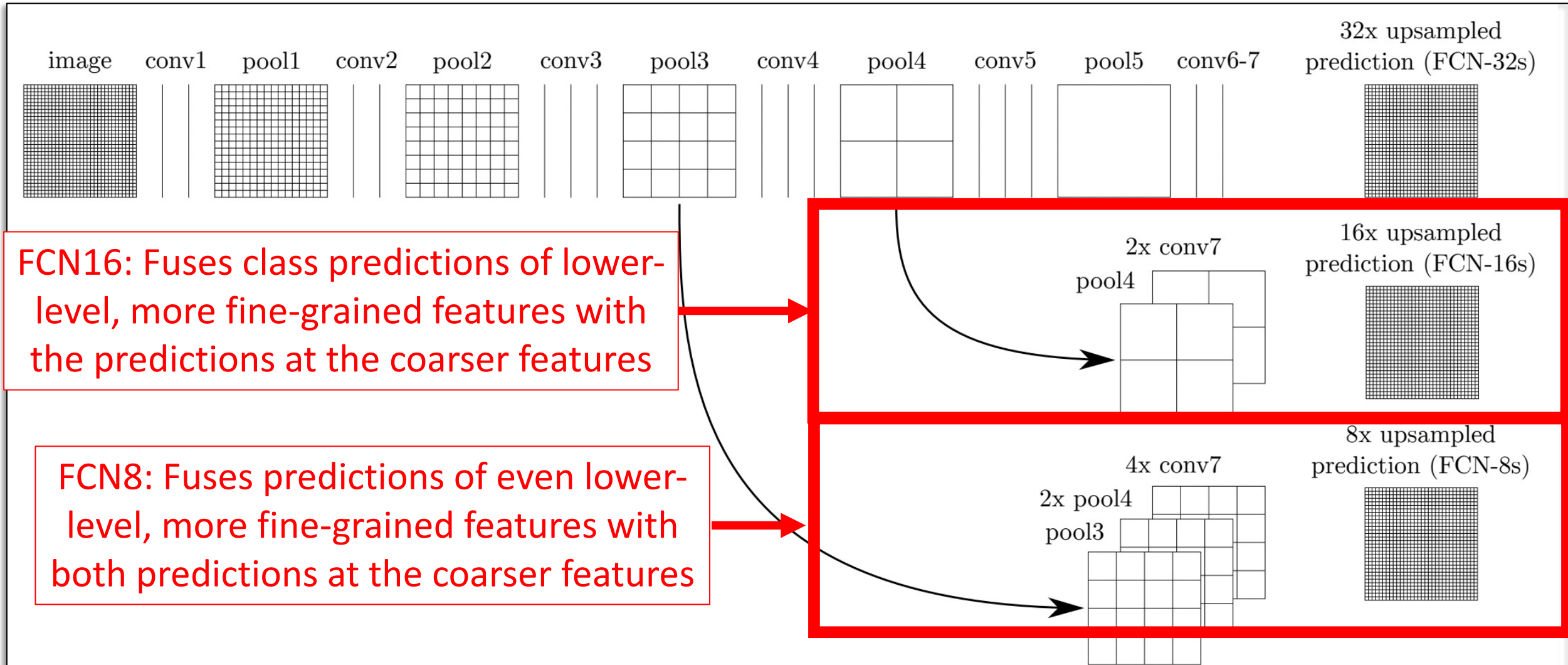
Ground truth target



Predicted segmentation



# Architecture: Update to Use Skip Connections

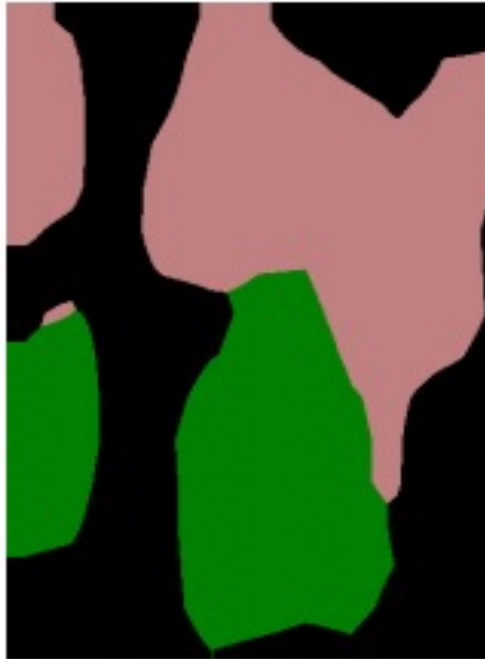


# Architecture: Results

Ground truth target



FCN-32s



FCN-16s



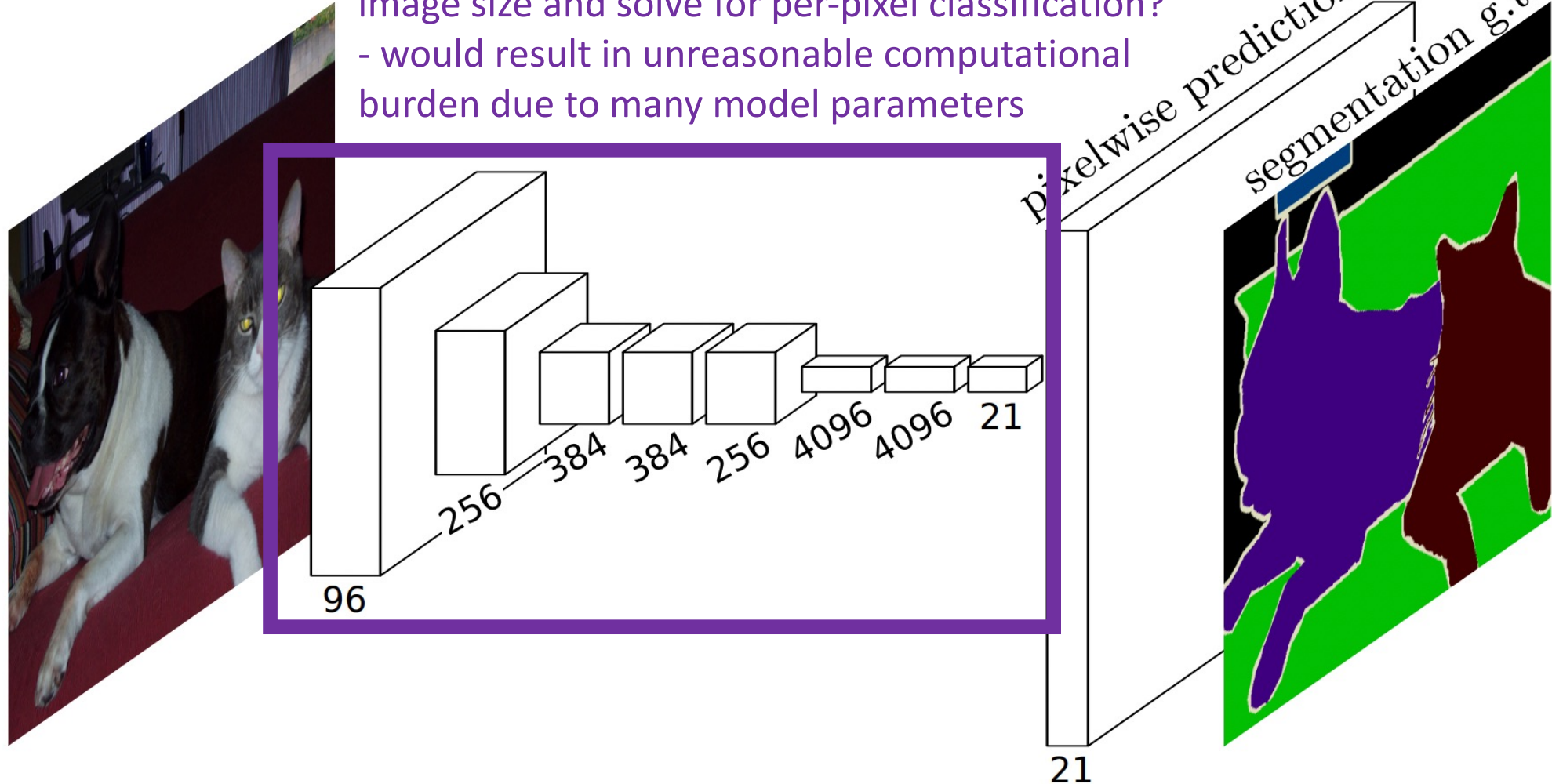
FCN-8s



Skip connections support capturing finer-grained details while retaining correct semantic information!

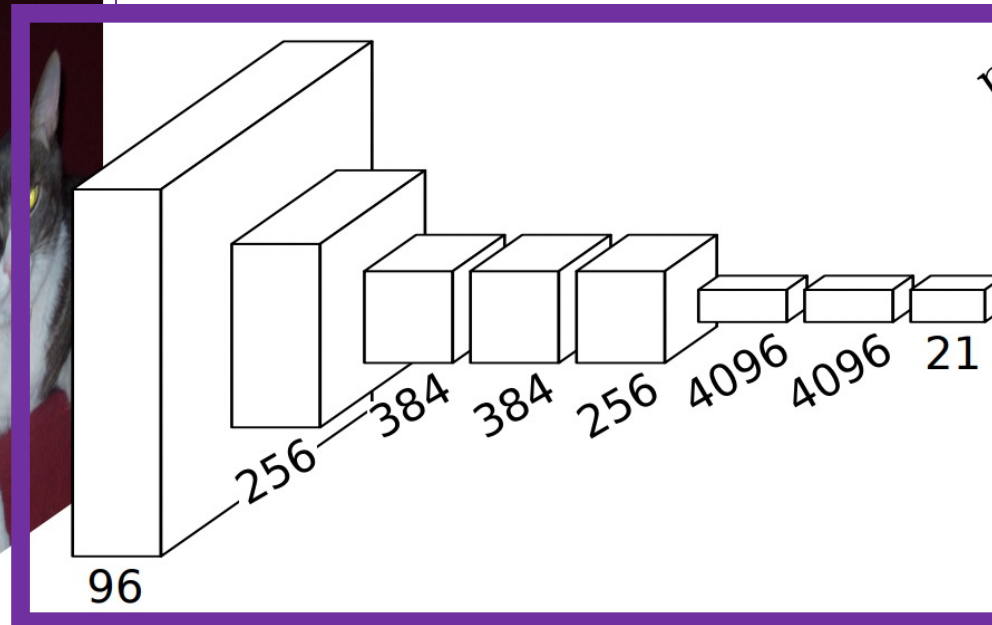
# Architecture: Upsampling + Skip Connections

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

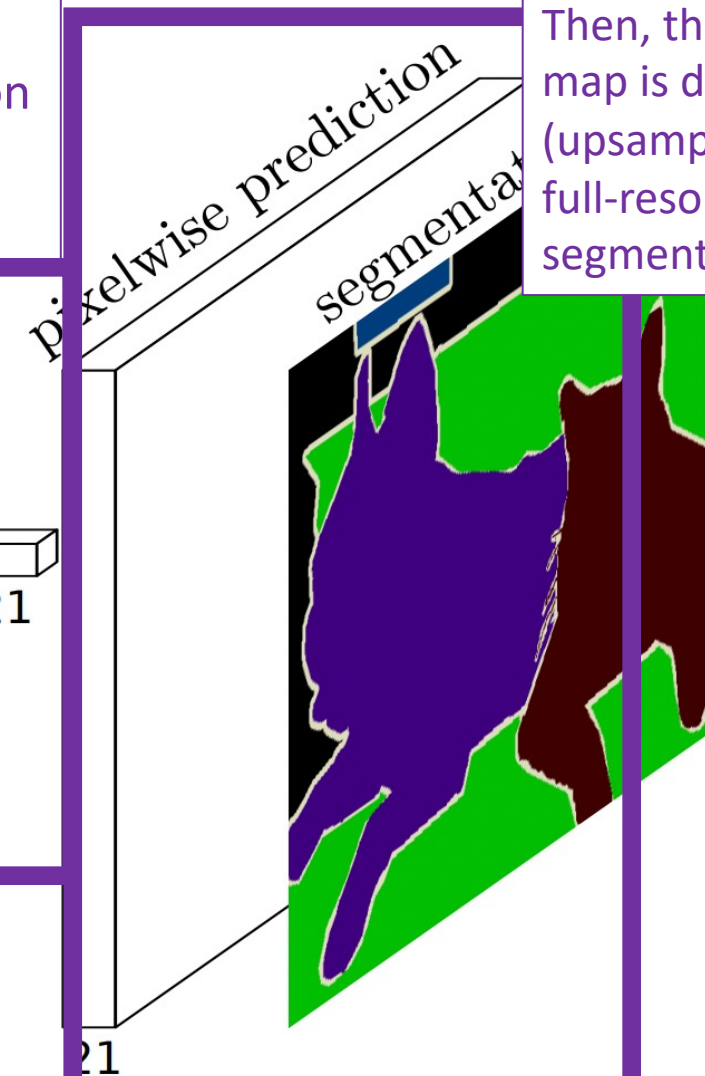


# Architecture: Encoder Decoder Architecture

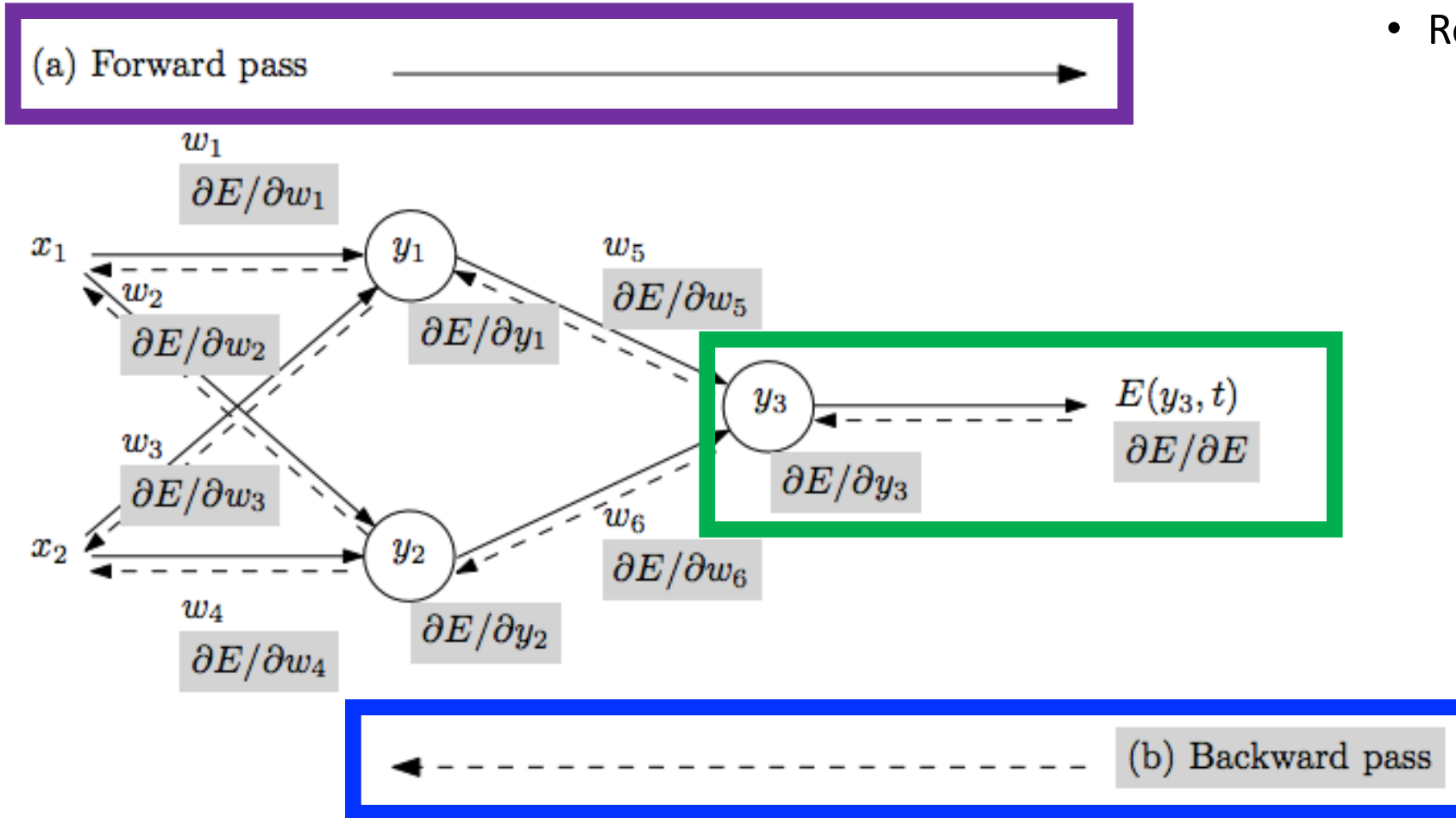
For efficiency, the image is encoded (downsampled) into a lower-resolution feature map that effectively discriminates between classes...



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



# Training: Took 3 days on 1 GPU



- 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

# Training: How Neural Networks 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

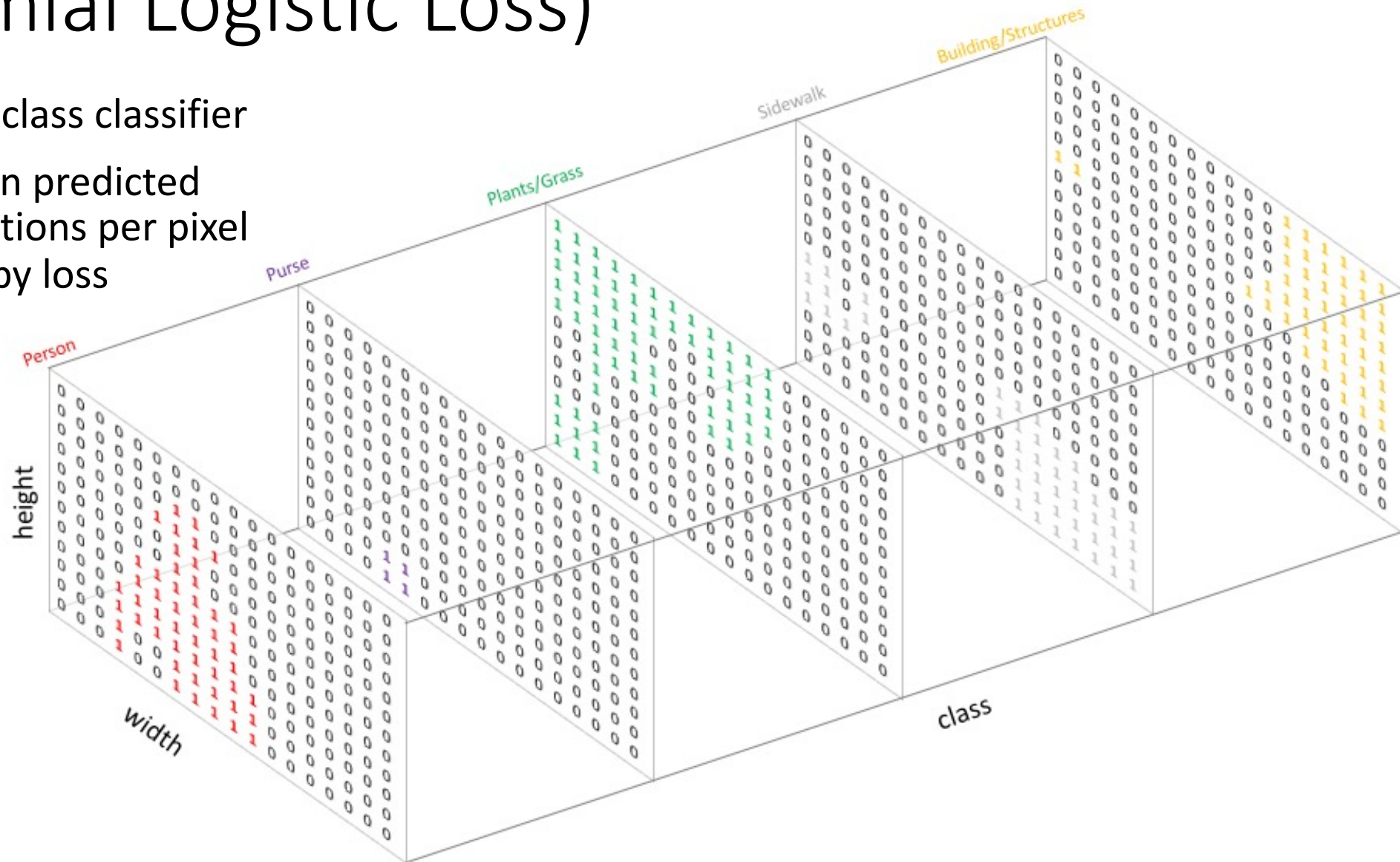
Sum across all pixels the distance between predicted and true distributions using cross entropy loss

Sum of gradients for all pixels (acts like a minibatch)

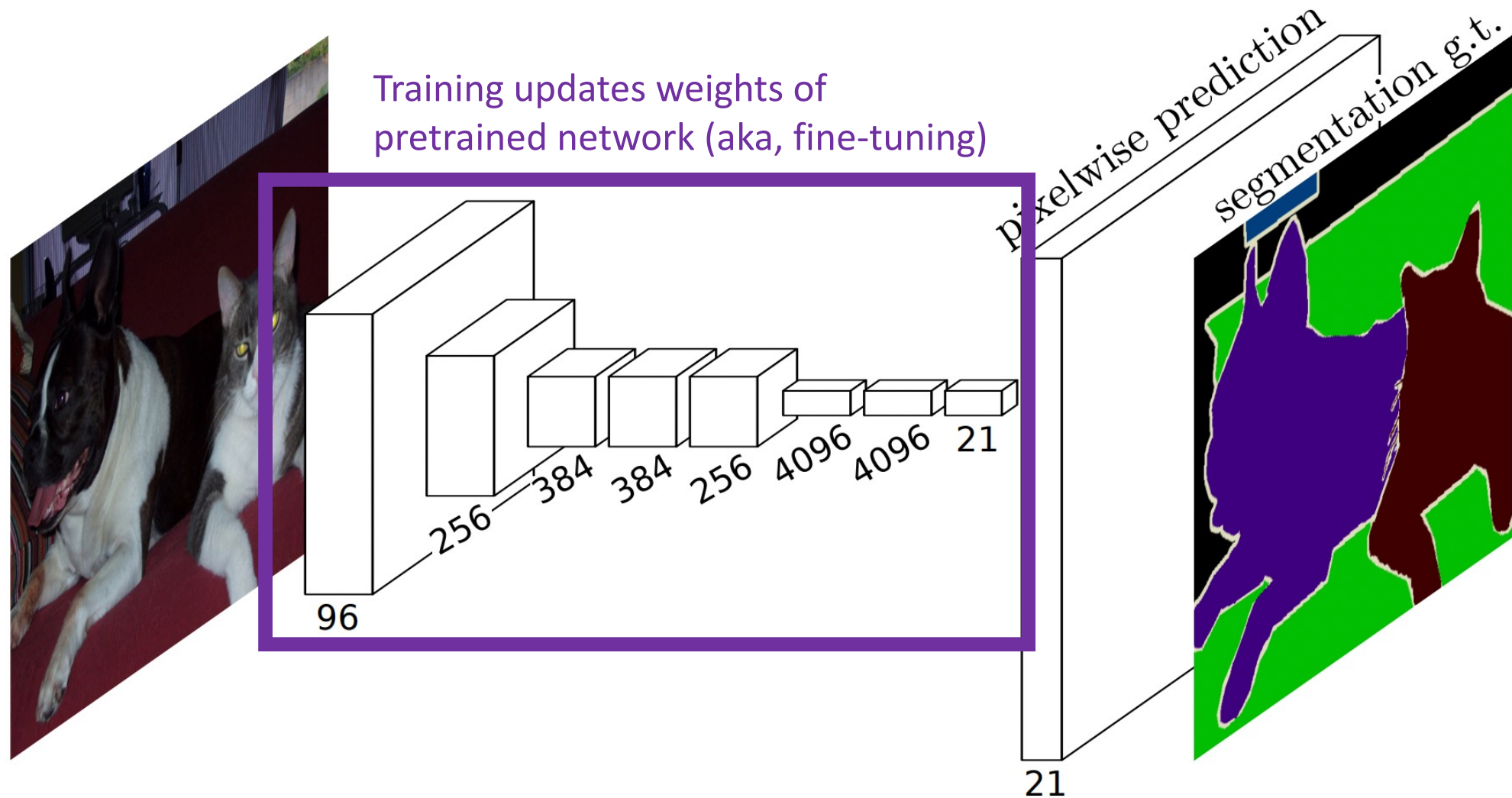


# Training: Cross Entropy Loss (Multinomial Logistic Loss)

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



# Architecture: Algorithm Training

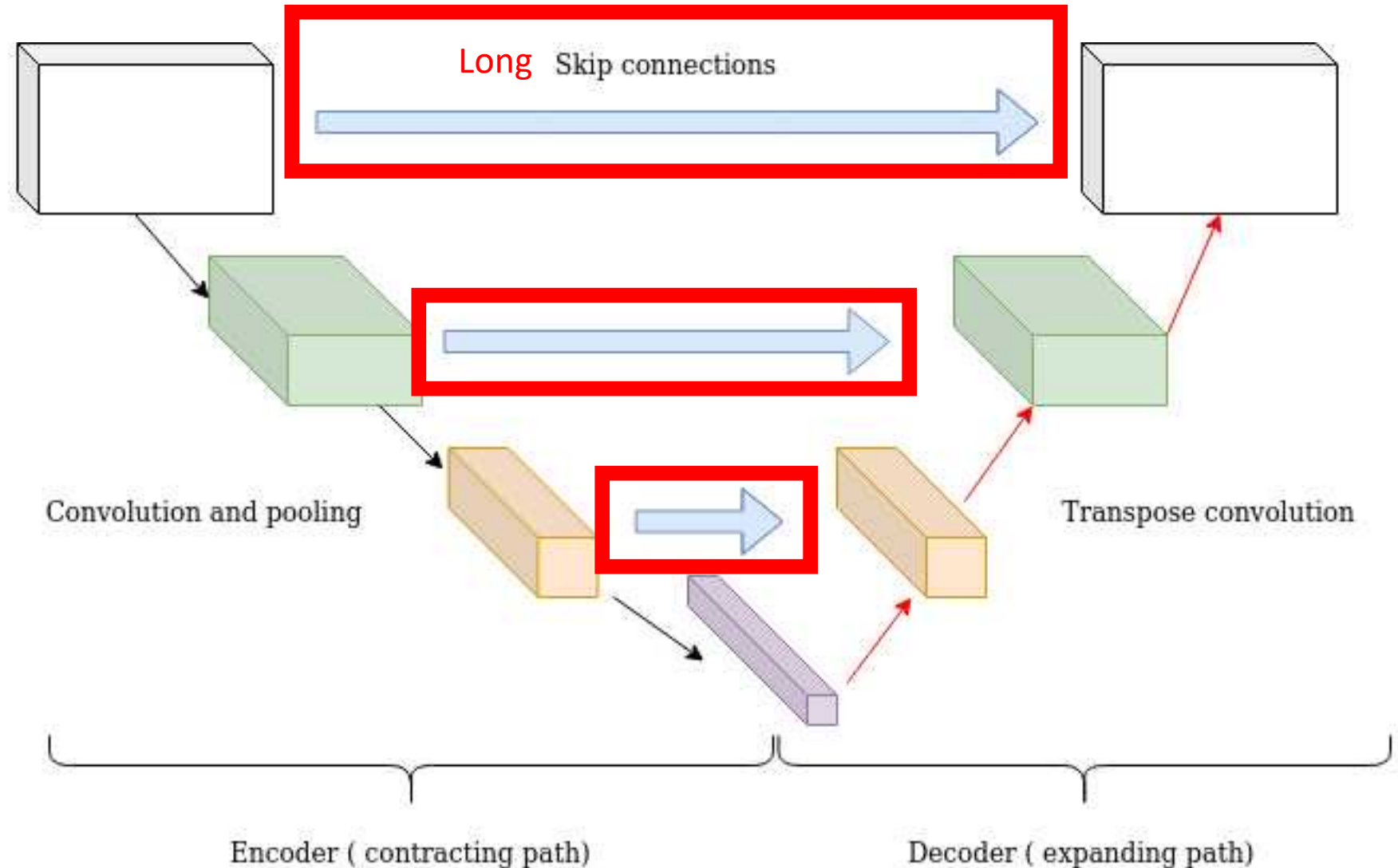


# Results

	mean IU VOC2011 test	mean IU VOC2012 test	inference time
R-CNN [12]	47.9	-	-
SDS [16]	52.6	51.6	~ 50 s
FCN-8s	<b>62.7</b>	<b>62.2</b>	~ <b>175 ms</b>

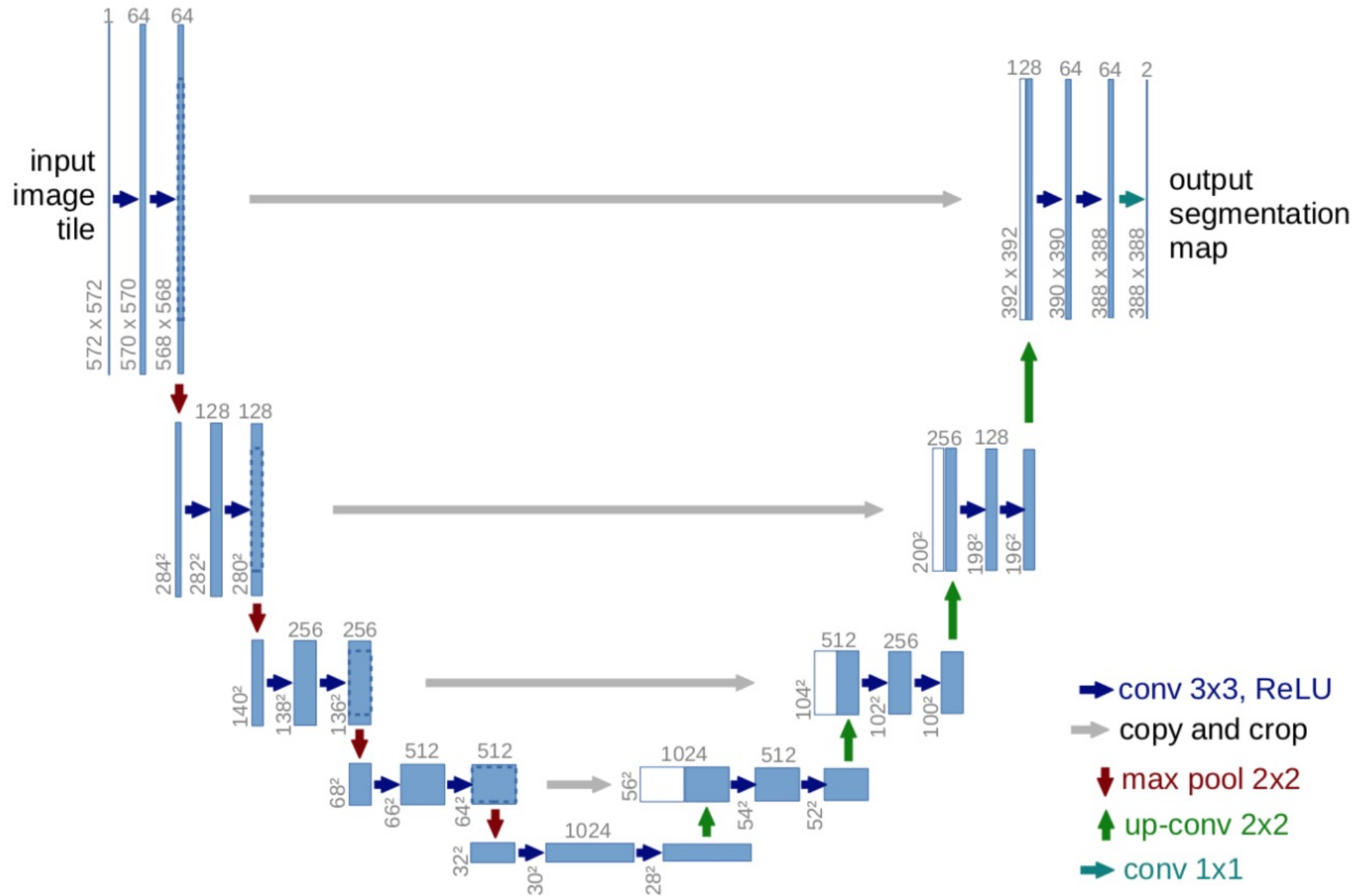
Compared to existing methods, produces better results at a faster speed!

# 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



Ronneberger, Fischer, and Brox. U-Net: Convolutional Networks for Biomedical Image Segmentation. MICCAI 2015.

# Semantic Segmentation: Today's Topics

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

# Semantic Segmentation: Today's Topics

- Problem
- Applications
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- Discussion

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, glowing circular light effect. The text "The End" is written in a white, cursive script font with a slight drop shadow.

*The End*