



#### **High Level Computer Vision**

#### Deep Learning for Computer Vision Part 3

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https://www.mpi-inf.mpg.de/hlcv

#### **Overview Today**

- Deep residual learning for image recognition
  - [He,Zhang,Ren,Sun@cvpr16] https://arxiv.org/abs/1512.03385
- From detection to segmentation
  - Main Reading: Semantic Image Segmentation with Deep Convolutional Nets and Fully Connected CRFs, Chen, Papandreou, Kokkins, Murphy, Yuille, ICLR'15 - https://arxiv.org/abs/1412.7062
  - Also
    - Hypercolumns for object segmentation and fine-grained localization Bharath Hariharan, Pablo Arbeláez, Ross Girshick, Jitendra Malik, CVPR'15 https://arxiv.org/abs/1411.5752
    - Fully Convolutional Networks for Semantic Segmentation John Long, Evan Shelhamer, Trevor Darelle, CVPR'15 https://arxiv.org/abs/1411.4038
- Cityscapes https://www.cityscapes-dataset.com

#### **1. Deep Residual Learning for Image Recognition**

- Deep residual learning for image recognition He,Zhang,Ren,Sun@cvpr16 https://arxiv.org/abs/1512.03385
- Following slides from first authors of the paper: **Kaiming He**



# Deep Residual Learning for Image Recognition

Kaiming He, Xiangyu Zhang, Shaoqing Ren, Jian Sun

work done at Microsoft Research Asia

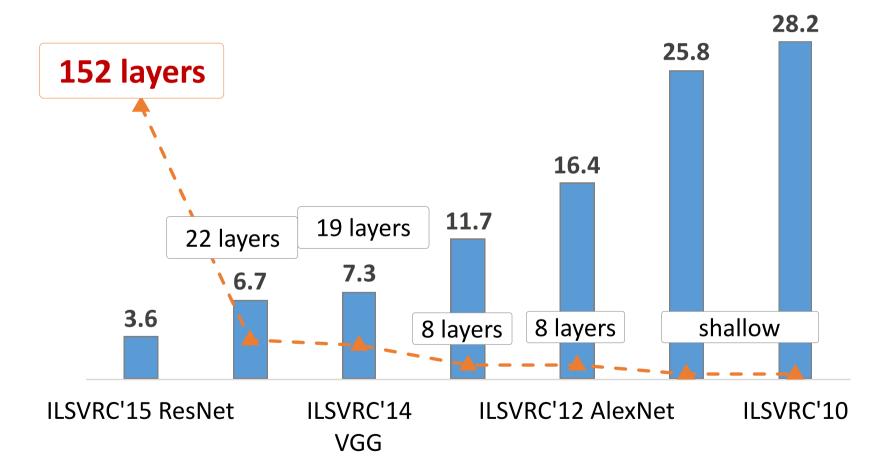
### ResNet @ ILSVRC & COCO 2015 Competitions

#### **1st places** in all five main tracks

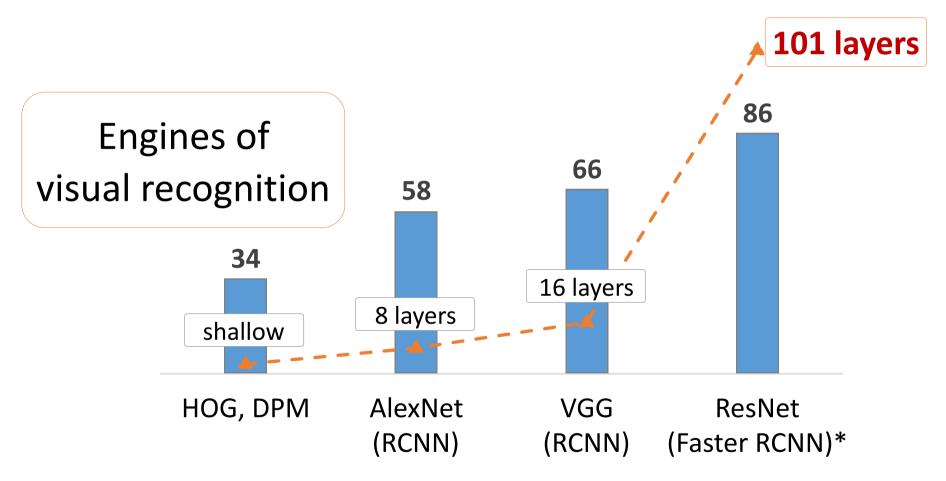
- ImageNet Classification: "Ultra-deep" 152-layer nets
- ImageNet Detection: 16% better than 2nd
- ImageNet Localization: 27% better than 2nd
- COCO Detection: 11% better than 2nd
- COCO Segmentation: 12% better than 2nd

\*improvements are relative numbers

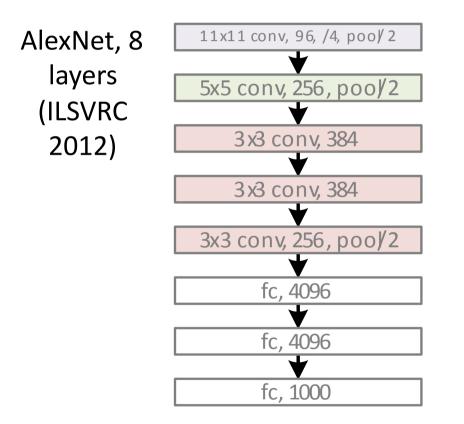
ImageNet Classification top-5 error (%)



PASCAL VOC 2007 Object Detection mAP (%)



\*w/ other improvements & more data



AlexNet, 8 layers (ILSVRC 2012)

11x11 conv, 96, /4, pooľ 2
<b>V</b>
5x5 conv, 256, pool∕2
3 x3 conv, 384
<b></b>
3 x3 conv, 384
2.2
3x3 conv, 256, poo/∕2
fc, 4096
¥
fc, 4096
★
fc, 1000

VGG, 19 layers (ILSVRC 2014)

3x3 conv, 64
3x3conv, 64, poo∦2
5x5c011, 04, p00/2
3x3 conv, 128
3x3 cony, 128, poo∦2
3x3 conv, 128, pool/2
3 x3 con v, 256
₩
3 x3 con v, 256
3 x3 con v, 256
3 x3 conv, 256
3x3 conv, 256, poo∬2
₩
3x3 conv, 512
3x3 conv, 512
3 x3 conv, 512
3x3 conv, 512
*
3x3 conv, 512, poo∦2
3x3 conv, 512
3 X3 COTTV, 512
3x8 conv, 512
3x3 conv, 512
3 x3 conv, 512
3x3 conv, 512, poo∦2
4
fc, 4096
*
fc, 4096
fc, 1000
, 1000

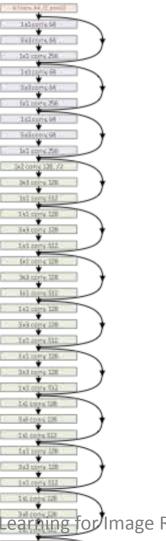
GoogleNet, 22 layers (ILSVRC 2014)

And and a second second

AlexNet, 8 layers (ILSVRC 2012) VGG, 19 layers (ILSVRC 2014) ResNet, 152 layers (ILSVRC 2015)

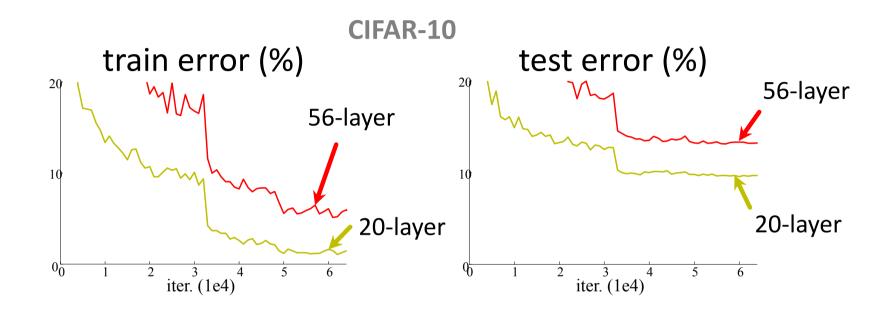
Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". CVPR 2016.

ResNet, 152 layers



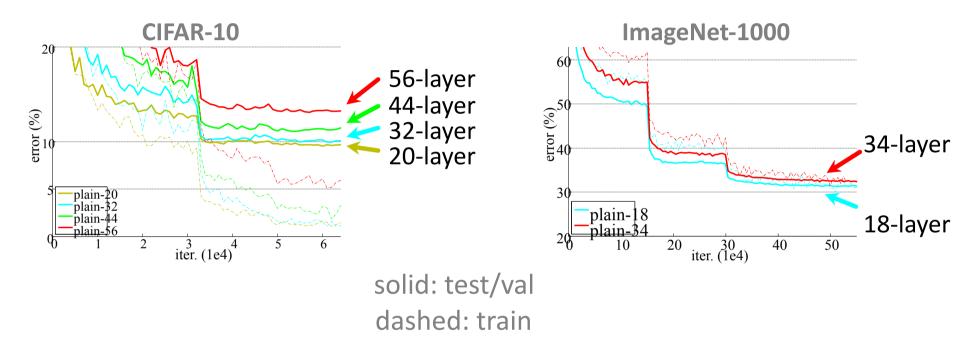
Is learning better networks as simple as stacking more layers?

### Simply stacking layers?



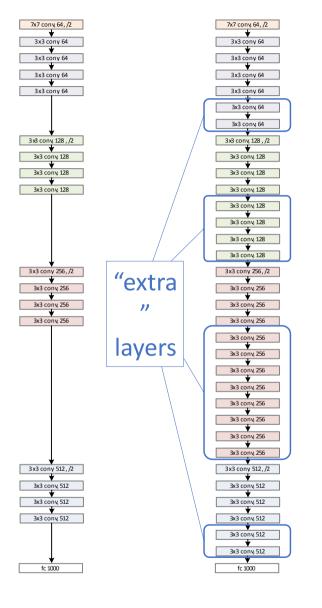
- *Plain* nets: stacking 3x3 conv layers...
- 56-layer net has higher training error and test error than 20-layer net

### Simply stacking layers?



- "Overly deep" plain nets have higher training error
- A general phenomenon, observed in many datasets

a shallower model (18 layers)

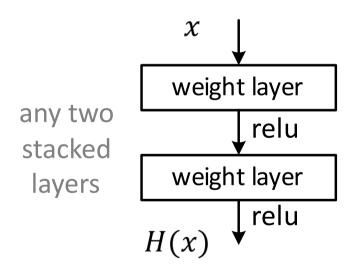


a deeper counterpart (34 layers)

- Richer solution space
- A deeper model should not have higher training error
- A solution *by construction*:
  - original layers: copied from a learned shallower model
  - extra layers: set as identity
  - at least the same training error
- Optimization difficulties: solvers cannot find the solution when going deeper...

### Deep Residual Learning

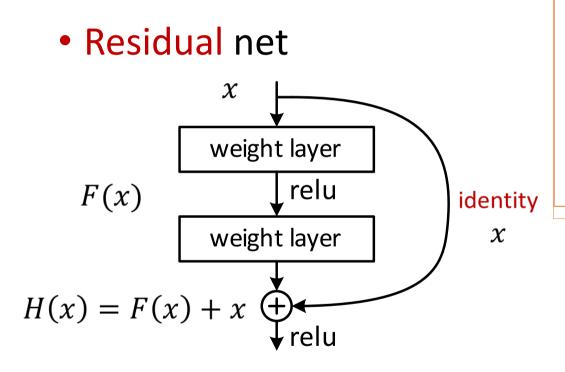
• Plaint net



H(x) is any desired mapping,

hope the 2 weight layers fit H(x)

### Deep Residual Learning



H(x) is any desired mapping,

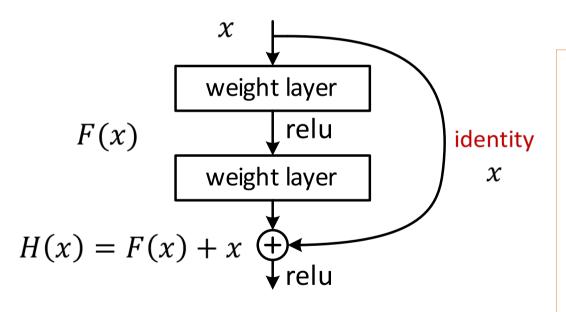
hope the 2 weight layers fit H(x)

hope the 2 weight layers fit F(x)

let H(x) = F(x) + x

### Deep Residual Learning

• F(x) is a residual mapping w.r.t. identity



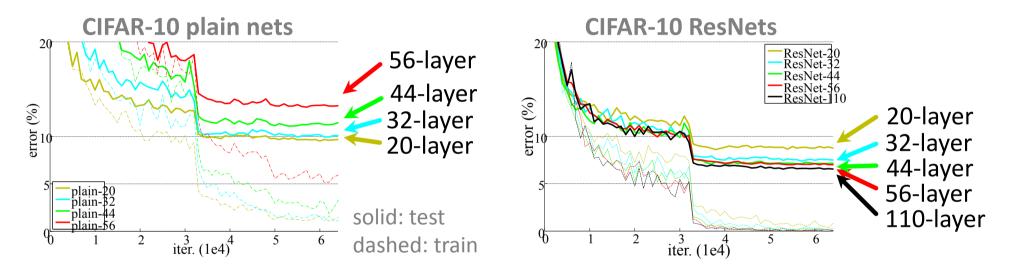
- If identity were optimal, easy to set weights as 0
- If optimal mapping is closer to identity, easier to find small fluctuations

# Network "Design"

- Keep it simple
- Our basic design (VGG-style)
  - all 3x3 conv (almost)
  - spatial size /2 => # filters x2
  - Simple design; just deep!

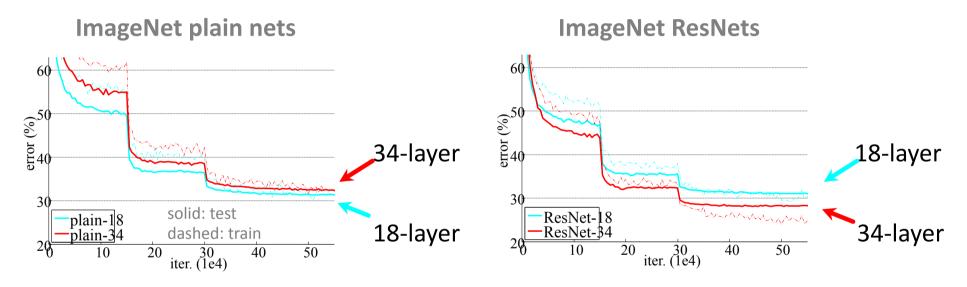
7x7 conv, 64, /2 7x7 conv. 64, /2 ¥ ¥ pool/2 pool/2 \*-3:3 conv 64 3x3 conv 64 3x3 cony 64 3x3 conv, 64 3x3 conv, 64 3x3 cony 64 ResNet plain net 3x3 conv. 64 3x3 conv 64 3x3 conv. 64 3x3 cony 64 3x3 conv, 64 3x3 conv; 64 3:3 conv. 128, /2 3x8 cony 128 , /2 3:3 conv 128 3x3cony, 128 3:3 conv. 128 3x3 cony 128 3x3 conv, 128 3x3 conv, 128 ¥ ٠ 3x3 cony, 128 3x3 cony, 128 3x3 conv. 128 3x3 conv 128 3x3 conv; 128 3:3 cony 128 ¥ 3x3 conv, 128 3x3 cony 128 3x3 cony 256, /2 3x3 conv, 256, /2 3x3 conv. 256 3x3 conv, 256 3x3 cony, 256 3x3 cony 256 3x3 conv, 256 3x3cony, 256 3x3 cony 256 3x3cony 256 3x3 conv 256 3x3cony, 256 3x3 conv 256 3x3 cony, 256 3x3 conv, 256 3x3 cony 256 3x3 conv 256 3x3cony, 256 3x3 conv 256 3x3cony, 256 3x3 conv, 256 3x3 cony, 256 3x3 conv 256 3:3 conv 256 3x3 cony 512, /2 3x3 cony, 512, /2 3x3 conv 512 3x3 conv 512 3x3 conv 512 3x3 conv. 512 ¥ ٠ 3x3 conv 512 3x3 cony 512 3x3 cony 512 3x3 cony 512 3x3 conv; 512 3x3 conv; 512 avg pool avg pool fc 1000 fc 1000





- Deep ResNets can be trained without difficulties
- Deeper ResNets have lower training error, and also lower test error



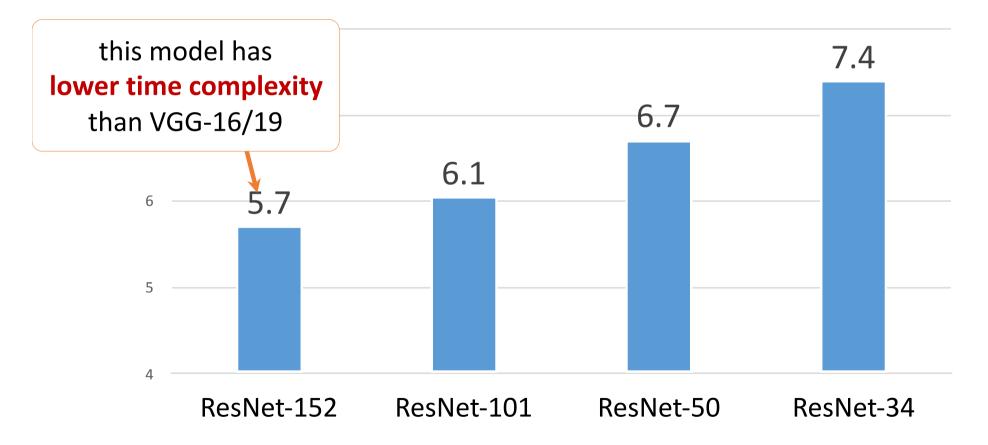


- Deep ResNets can be trained without difficulties
- Deeper ResNets have lower training error, and also lower test error

### ImageNet experiments

• **Deeper** ResNets have **lower** error

10-crop testing, top-5 val error (%)

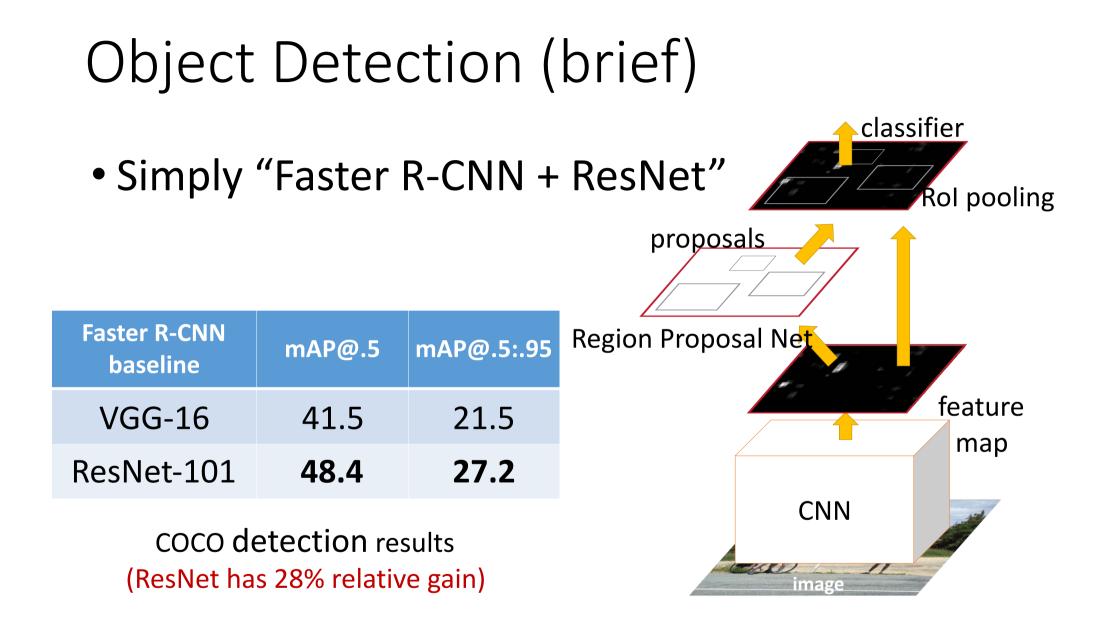


# "Features matter."

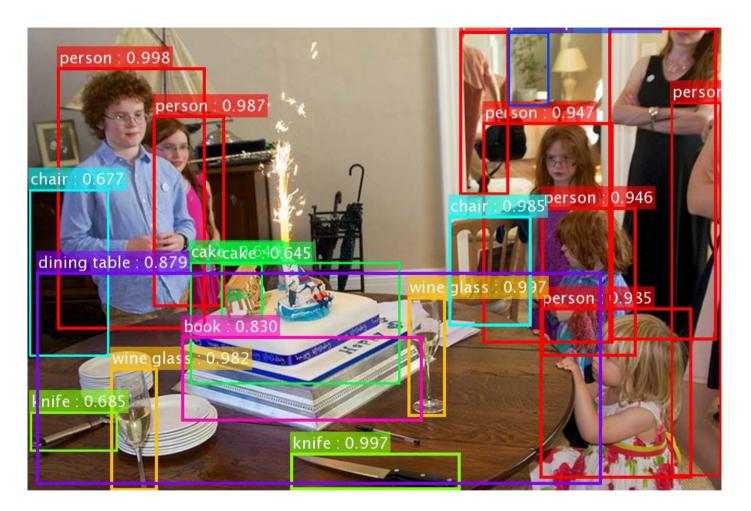
(quote [Girshick et al. 2014], the R-CNN paper)

task	2nd-place winner	margin (relative)	
ImageNet Localization (top-5 error)	12.0	9.0	27%
ImageNet Detection	53.6 <b>8</b> .9	olute 5% 62.1 ter!	<b>16%</b>
COCO Detection (mAP@.5:.95)	33.5	37.3	11%
COCO Segmentation (mAP@.5:.95)	25.1	28.2	<b>12%</b>

- Our results are all based on ResNet-101
- Our features are well transferrable



Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". CVPR 2016. Shaoqing Ren, Kaiming He, Ross Girshick, & Jian Sun. "Faster R-CNN: Towards Real-Time Object Detection with Region Proposal Networks". NIPS 2015.

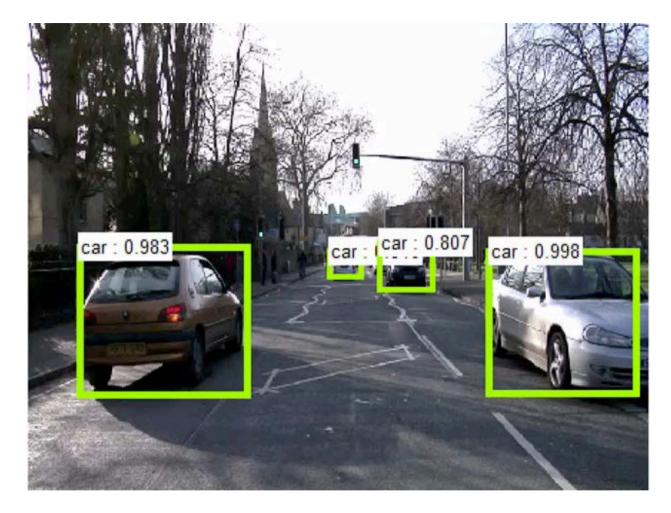


#### Our results on MS COCO

\*the original image is from the COCO dataset

Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". CVPR 2016. Shaoqing Ren, Kaiming He, Ross Girshick, & Jian Sun. "Faster R-CNN: Towards Real-Time Object Detection with Region Proposal Networks". NIPS 2015.

#### this video is available online: https://youtu.be/WZmSMkK9VuA



# Results on real video. Model trained on MS COCO w/ 80 categories. (frame-by-frame; no temporal processing)

Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". CVPR 2016. Shaoqing Ren, Kaiming He, Ross Girshick, & Jian Sun. "Faster R-CNN: Towards Real-Time Object Detection with Region Proposal Networks". NIPS 2015.

# More Visual Recognition Tasks

ResNets lead on these benchmarks (incomplete list):

- ImageNet classification, detection, localization
- MS COCO detection, segmentation
- PASCAL VOC detection, segmentation
- VQA challenge 2016
- Human pose estimation [Newell et al 2016]
- Depth estimation [Laina et al 2016]
- Segment proposal [Pinheiro et al 2016]
- ...



#### PASCAL segmentation leaderboard

		mean	aero plane		bird	boat	bottle	bus	car	cat (
		-								$\bigtriangledown$
•	Faster RCNN, ResNet (VOC+COCO) [7]	83.8	92.1	<b>1</b> 8.4	84.8	7	71.4	86.3	87	94
	R-FCN, ResNet (VOC+COCO) [7]	82.0	89.5	8.	83.5	7.8	Je	8.5	86.1	9 2
2	OHEM+FRCN, VGG16, VOC+COCO 113	80.1	90.1	07.4	79.9	05.8	00.3	00.1	05.0	92.9
	SSD500 VGG16 VOC + COCO [?]	78.7	89.1	85.7	78.9	63.3	57.0	85.3	84.1	92.3
	HFM_VGG16 [7]	77.5	88.8	85.1	76.8	64.8	61.4	85.0	84.1	90.0
$\triangleright$	IFRN_07+12 [?]	76.6	87.8	83.9	79.0	64.5	58.9	82.2	82.0	91.4
D	ION [7]	76.4	87.5	84.7	76.8	63.8	58.3	82.6	79.0	90.9

PASCAL detection leaderboard

### Potential Applications

ResNets have shown outstanding or promising results on: **Visual Recognition** 

Image Generation

(Pixel RNN, Neural Art, etc.)

Natural Language Processing (Very deep CNN)

Speech Recognition (preliminary results)

Advertising, user prediction (preliminary results)

### Conclusions

- Deep Residual Learning:
  - Ultra deep networks can be easy to train
  - Ultra deep networks can simply gain accuracy from depth
  - Ultra deep representations are well transferrable
- Follow-up [He et al. arXiv 2016]
  - 200 layers on ImageNet, 1000 layers on CIFAR

Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Identity Mappings in Deep Residual Networks". arXiv 2016. Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". CVPR 2016.

### Resources

# **Thank You!**

- Models and Code
  - Our ImageNet models in Caffe: <u>https://github.com/KaimingHe/deep-residual-networks</u>

#### • Many available implementations:

(list in <a href="https://github.com/KaimingHe/deep-residual-networks">https://github.com/KaimingHe/deep-residual-networks</a>)

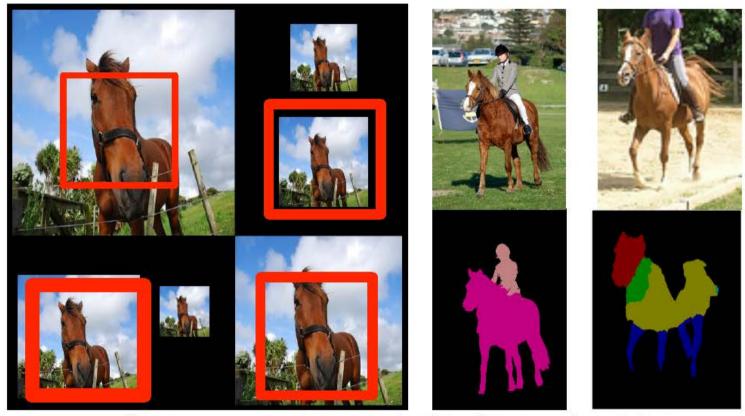
- Facebook AI Research's Torch ResNet: <u>https://github.com/facebook/</u> <u>fb.resnet.torch</u>
- Torch, CIFAR-10, with ResNet-20 to ResNet-110, training code, and curves: code
- Lasagne, CIFAR-10, with ResNet-32 and ResNet-56 and training code: code
- Neon, CIFAR-10, with pre-trained ResNet-32 to ResNet-110 models, training code, and curves: code
- Torch, MNIST, 100 layers: blog, code
- A winning entry in Kaggle's right whale recognition challenge: blog, code
- Neon, Place2 (mini), 40 layers: blog, code

•

#### 2. From detection to segmentation

- Main Reading:
  - Semantic Image Segmentation with Deep Convolutional Nets and Fully Connected CRFs, Chen, Papandreou, Kokkins, Murphy, Yuille, ICLR'15 https://arxiv.org/abs/1412.7062
- Also
  - Hypercolumns for object segmentation and fine-grained localization Bharath Hariharan, Pablo Arbeláez, Ross Girshick, Jitendra Malik, CVPR'15 - https://arxiv.org/abs/1411.5752
  - Fully Convolutional Networks for Semantic Segmentation John Long, Evan Shelhamer, Trevor Darelle, CVPR'15 https://arxiv.org/abs/1411.4038

### Fully Convolutional Neural Networks for Classification, Detection & Segmentation



or, all your computer wanted to know about horses

Iasonas Kokkinos Ecole Centrale Paris / INRIA Saclay

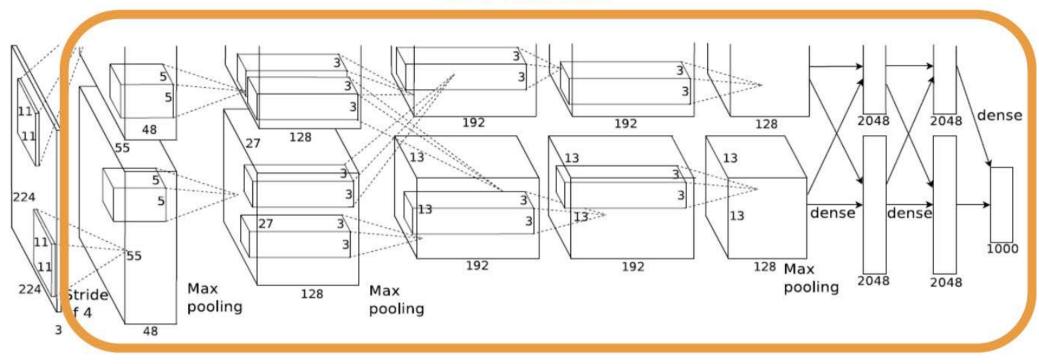
& G. Papandreou, P.-A. Savalle, S. Tsogkas, L-C Chen, K. Murphy, A. Yuille, A. Vedaldi

#### **Fully convolutional neural networks**

#### convolutional fully connected з dense · .... ----3/ ense densé 13. 128 Ma Max po ng Max Stride pooling pooling f4

### **Fully convolutional neural networks**

#### convolutional

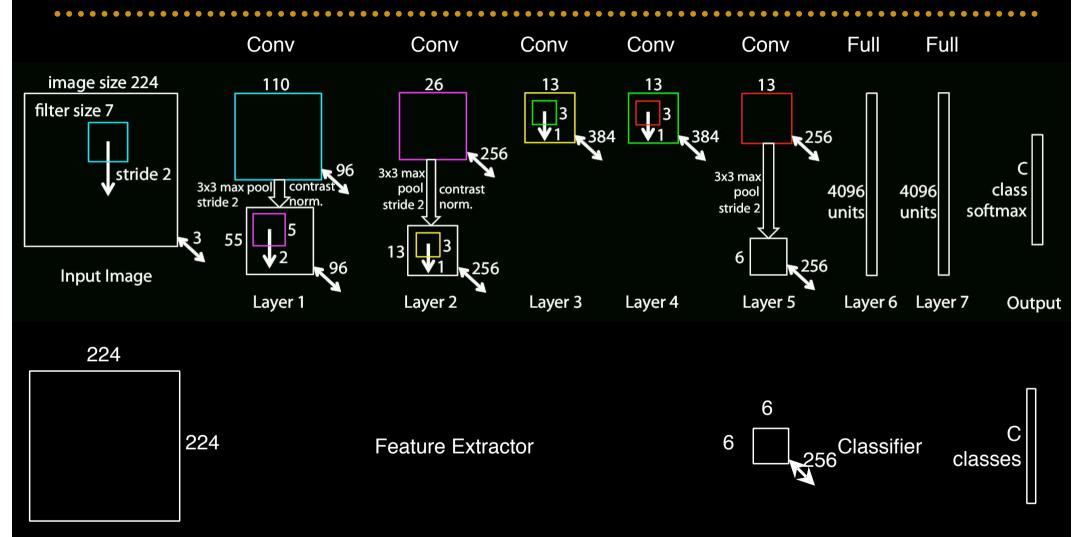


Fully connected layers: 1x1 spatial convolution kernels

Allows network to process images of arbitrary size

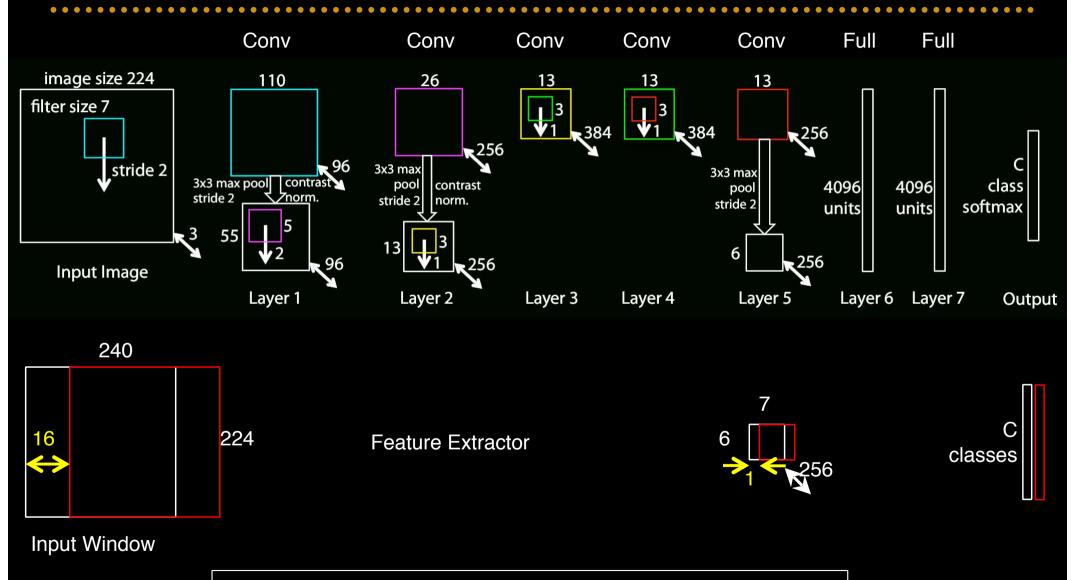
P. Sermanet, D. Eigen, X. Zhang, M. Mathieu, R. Fergus and Y. LeCun, OverFeat, ICLR, 2014 M. Oquab, L. Bottou, I. Laptev, J. Sivic, Weakly Supervised Object Recognition with CNNs, TR2014 J. Long, E. Shelhamer, T. Darrell, Fully Convolutional Networks for Semantic Segmentation, CVPR 15

### Sliding Window with ConvNet



**Input Window** 

### Sliding Window with ConvNet



No need to compute two separate windows Just one big input window, computed in a single pass

### **Fully convolutional neural networks**



### Fast (shared convolutions) Simple (dense)

### Part 2: FCNNs for semantic segmentation



G. Papandreou







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L-C. Chen, UCLA K. Murphy, Google A. Yuille, UCLA

L.-C. Chen, G. Papandreou, I. Kokkinos, K. Murphy and A. Yuille Semantic Image Segmentation with Deep Convolutional Nets and Fully Connected CRFs, <u>http://arxiv.org/abs/1412.7062</u>

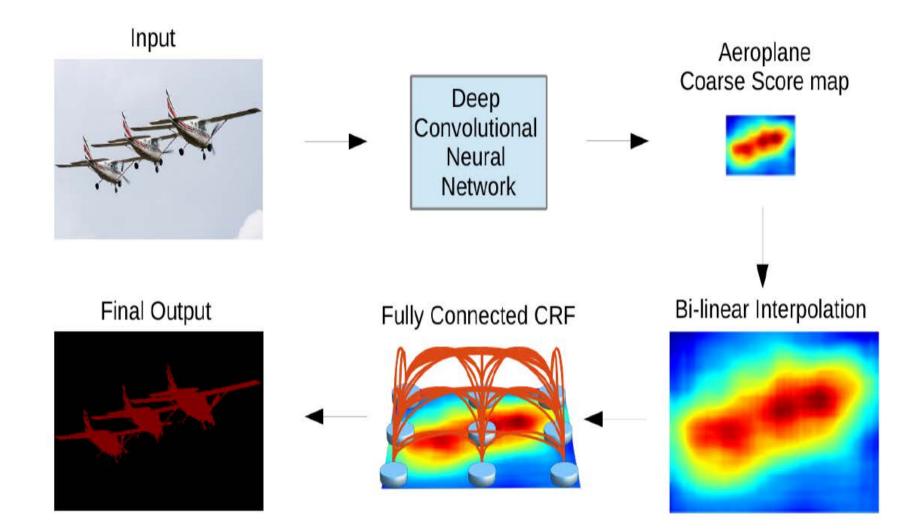
### Semantic segmentation task







## System outline

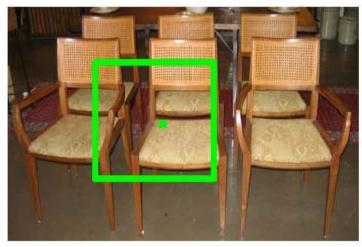


J. Long, E. Shelhamer, T. Darrell, FCNNs for Semantic Segmentation, CVPR 15 P. Krähenbühl and V. Koltun, Efficient Inference in Fully Connected CRFs with Gaussian Edge Potentials, NIPS 2011

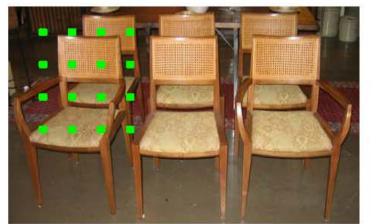
### **Repurposing DCNNs for semantic segmentation**

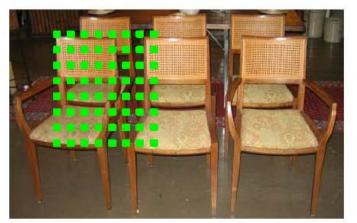
Accelerate CNN evaluation by 'hard dropout' & finetuning
In VGG: Subsample first FC layer 7x7 → 3x3





Decrease score map stride (32->8) with 'atrous' (w. holes) algorithr



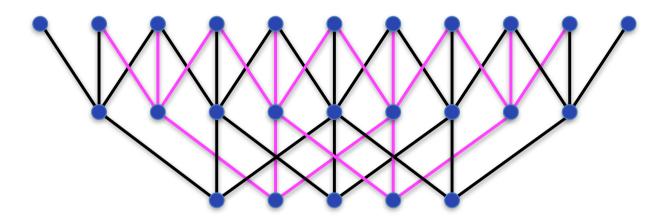




M. Holschneider, et al, A real-time algorithm for signal analysis with the help of the wavelet transform, *Wavelets, Time-Frequency Methods and Phase Space,* 1989.

#### "Hole" algorithm

- "Normal" Resolution
  - Black: Filter width = 3, Stride = 2
- Increase Resolution by Factor of 2:
  - Magenta: same Filter with width 3, Stride = 1



#### "Hole" algorithm

- skip subsampling
  - in their case for VGG-net: after the last two max-pooling layers)
- for the next layer filter: sparsely sample the feature map with "input stride" 2 (or 4 respectively)

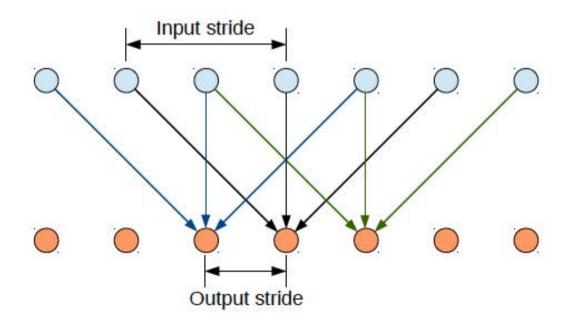


Figure 1: Illustration of the hole algorithm in 1-D, when  $kernel_size = 3$ ,  $input_stride = 2$ , and  $output_stride = 1$ .

### FCNN-DCRF: Full & densely connected



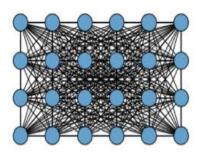




FCNN-based labelling from denselyconnected CRF

- Large CNN receptive field:
  - + good accuracy
  - worse performance near boundaries
- Dense CRF: sharpen boundaries using image-based info

P. Krähenbühl and V. Koltun, Efficient Inference in Fully Connected CRFs with Gaussian Edge Potentials, NIPS 2011



#### **CRF - Conditional Random Field**

• Energy function to be minimized

$$E(\mathbf{x}) = \sum_{i} \theta_{i}(x_{i}) + \sum_{ij} \theta_{ij}(x_{i}, x_{j})$$

with unary terms obtained from the CNN:

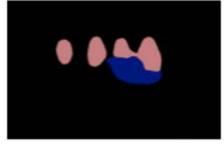
$$\theta_i(x_i) = -\log P(x_i)$$

and pairwise terms (Potts model)  $\theta_{ij}(x_i, x_j) = \mu(x_i, x_j) \sum_{m=1}^{K} w_m \cdot k^m(f_i, f_j)$   $\text{ with } \mu(x_i, x_j) = 1 \text{ if } x_i \neq x_j$   $\sum_{m=1}^{K} w_m \cdot k^m(f_i, f_j) = w_1 \exp\left(-\frac{||p_i - p_j||^2}{2\sigma_z^2} - \frac{||I_i - I_j||^2}{2\sigma_z^2}\right) + w_2 \exp\left(-\frac{||p_i - p_j||^2}{2\sigma_z^2}\right)$ 













Raw score maps



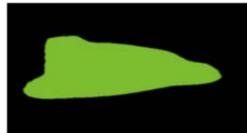




















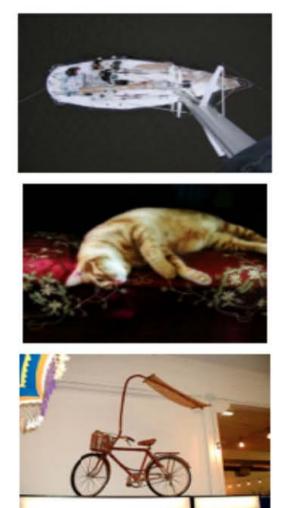






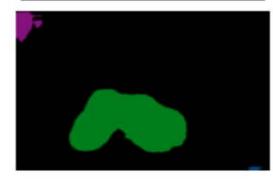


Raw score maps



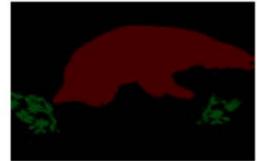






Raw score maps







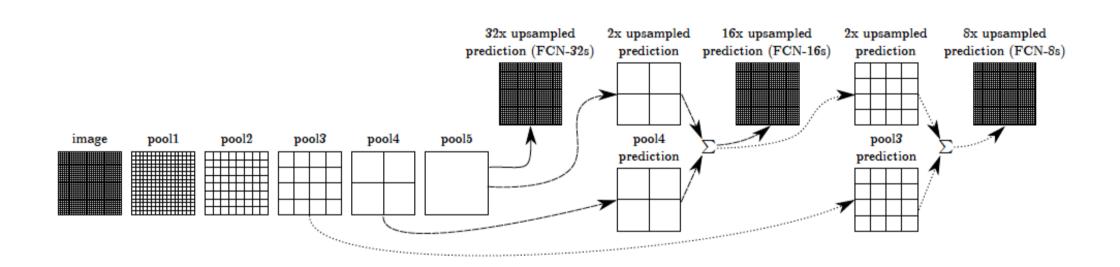


Raw score maps

### Improvements due to fully-connected CRF

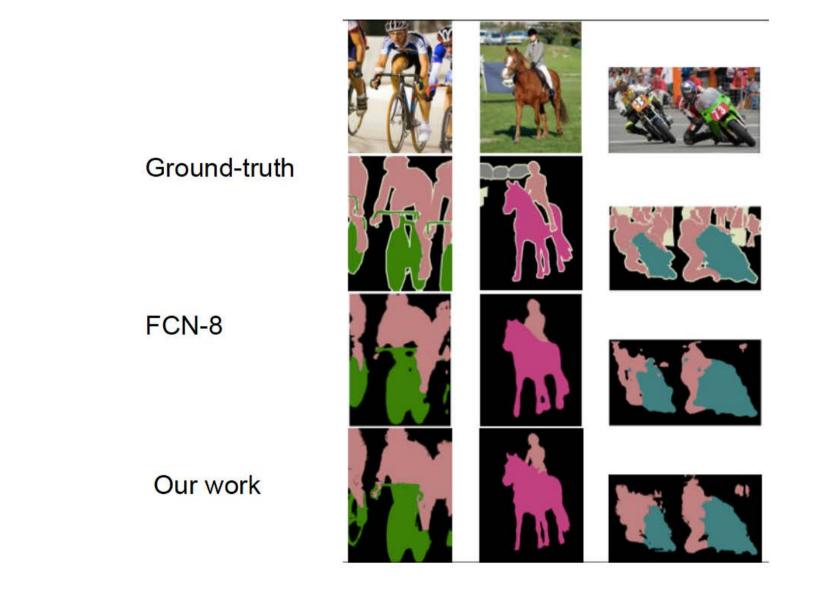
	Method	mean IOU (%)
	DeepLab	59.80
	DeepLab-CRF	63.74
	DeepLab-MSc	61.30
	DeepLab-MSc-CRF	65.21
Improvements due to Dense CRF		Krahenbuhl et. al. (TextonBoost unaries) 27.6 -> 29.1 (+1.5)
		Our work (FCNN unaries) 61.3 -> 65.21 (+3.9)

# Another fully convolutional network for semantic segmentation (without CRF)



J. Long, E. Shelhamer, and T. Darrell. Fully convolutional networks for semantic segmentation. *arXiv:1411.4038*, 2014.

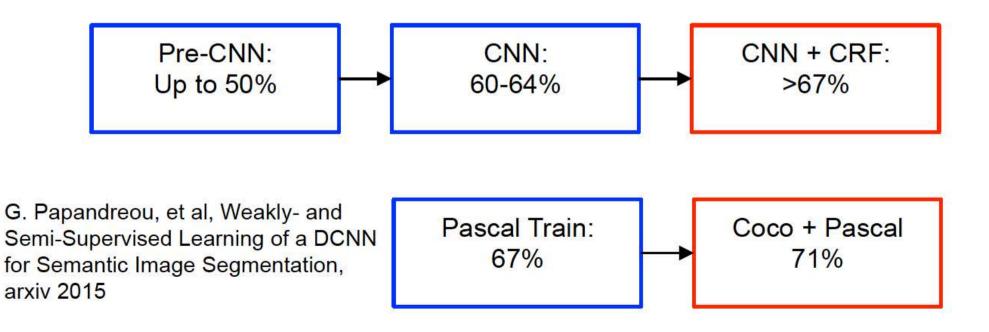
## **Comparisons to Fully Convolutional Net**



J. Long, E. Shelhamer, and T. Darrell. Fully convolutional networks for semantic segmentation. *arXiv:1411.4038*, 2014.

### Comparison to state-of-the-art (Pascal VOC test)

Method	mean IOU (%)
MSRA-CFM	61.8
FCN-8s	62.2
TTI-Zoomout-16	64.4
DeepLab-CRF (our)	66.4
DeepLab-MSc-CRF (our)	67.1



#### 3. Cityscapes Dataset

- Dataset for semantic labeling and "understanding"
  - Cordts, Omaran, Ramos, Rehfeld, Enzweiler, Benenson, Franke, Roth, Schiele @ cvpr16
  - https://www.cityscapes-dataset.net
  - http://arxiv.org/abs/1604.01685

# The Cityscapes Dataset



### for Semantic Scene Labeling and Understanding

#### https://www.cityscapes-dataset.net



Marius Cordts<sup>1,3</sup> Timo Rehfeld<sup>1,3</sup> Uwe Franke<sup>1</sup> Mohamed Omran<sup>2</sup> Markus Enzweiler<sup>1</sup> Stefan Roth<sup>3</sup> Sebastian Ramos<sup>1</sup> Rodrigo Benenson<sup>2</sup> Bernt Schiele<sup>2</sup>







# **Previous Work**

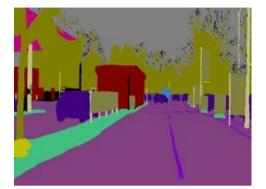




#### **KITTI** [Geiger et al. '12]

- stereo video
- no official semantic labeling or

instance labeling challen



CamVid [Brostow et al., to appear]

monocular video



Daimler Urban Scenes [Scharwächter et al. '14]

- stereo video
- limited number of classes / annotation density

# Overview



- 2 MP automotive-grade CMOS cameras (OnSemi AR0331)
- 1/3" sensor, 17Hz, rolling shutter
- 16 bit linear intensity HDR
- + 8-bit tonemapped LDR
- stereo setup (22cm baseline)
- 30 frame video snippets (~2/3 of the dataset)
- + long videos (remaining ~1/3)

# Example video snippet





# Example video snippet





# Overview



https://www.cityscapes-dataset.net

precomputed disparity



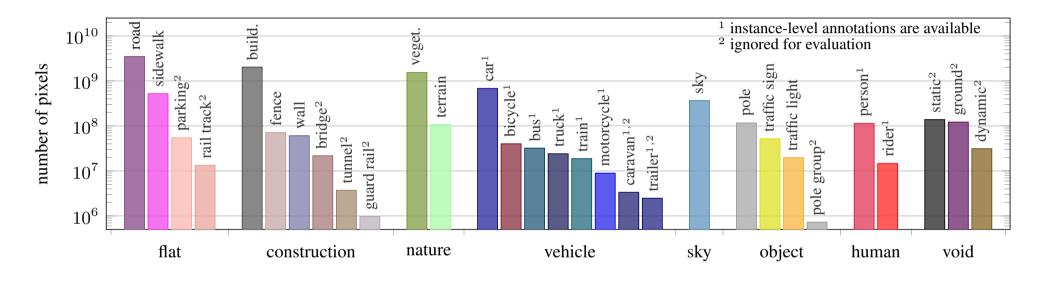
# Overview





# Labels





- 8 categories 30 classes
  - instance-level annotations for all vehicles & humans
- 19 classes evaluated
  - rare cases excluded

# Dense Labeling: 5,000 images



https://www.cityscapes-dataset.net

2975 training images 500 validation images 1525 test images (for benchmark) annotated 20<sup>th</sup> frame from every video snippet instance labels for dynamic classes

# Coarse Labeling: 20,000 images

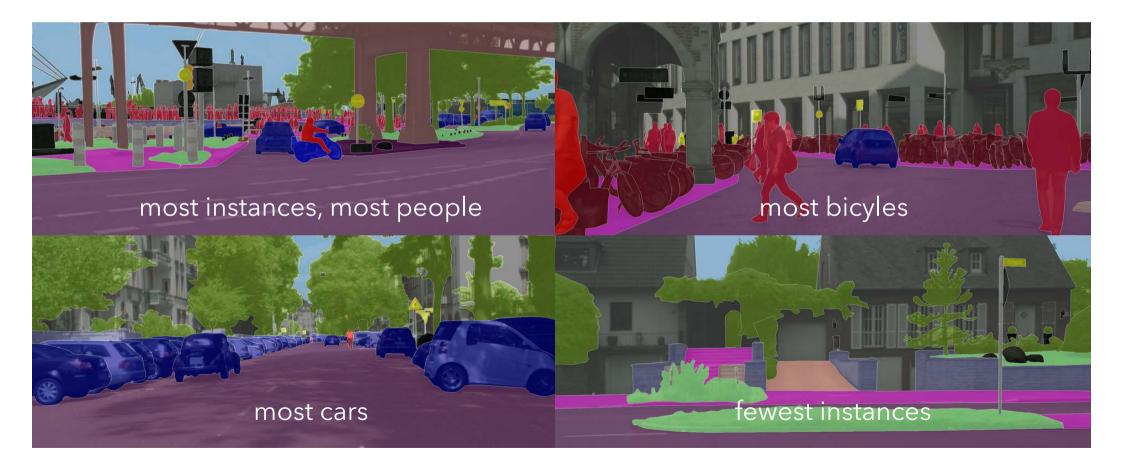


# **Objective:** Complexity



https://www.cityscapes-dataset.net

Complex, real-world scenes



# **Objective:** Diversity



#### 50 cities

- across all of Germany
- + Zürich + Strasbourg
- KITTI, CamVid & DUS: 1 city only

#### 3 seasons

- spring, summer, fall
- winter purposely excluded

#### fair weather

- rain & snow are excluded
- daytime only



# Comparison to Previous Datasets

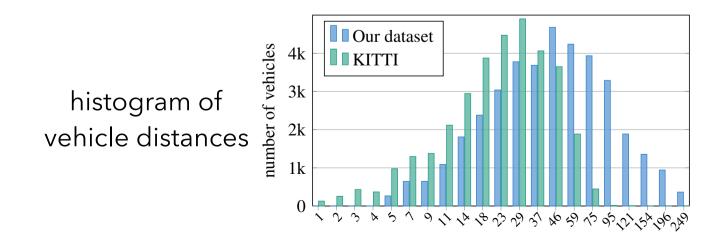
	<b>#</b> pixels [10 <sup>9</sup> ]	annot. density [%]
Ours (fine)	9.41	97.0
Ours (coarse)	26.0	67.5
CamVid	0.62	96.2
DUS	0.14	63.0
KITTI	0.23	88.9

dataset size & density

	#humans [10 <sup>3</sup> ]	#vehicles $[10^3]$	#h/image	#v/image
Ours (fine)	24.2	49.1	7.0	14.1
KITTI	6.1	30.3	0.8	4.1
Caltech	$192^{1}$	-	1.5	- )

instance statistics

- CamVid & DUS: no instance annotations
- KITTI: only bboxes



# **Control experiments CITYSCAPES** DATASET image annotation static prediction from fine labels static prediction from coarse labels 10.3% (5.0%) 10.1% (4.8%) GT segm. + coarse static prediction GT segm. + fine static prediction 10.9% (6.4%) 10.1% (6.4%)

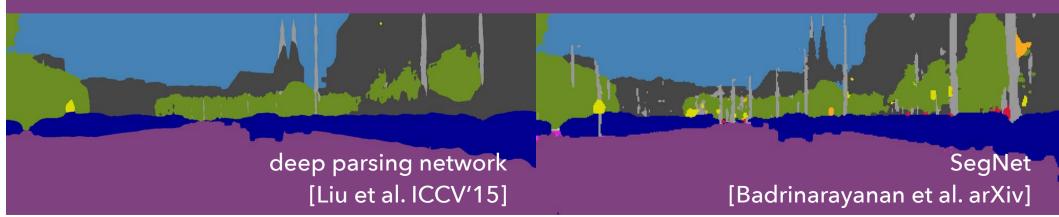


#### CRF as RNN [Zheng et al. ICCV'15]

fully convolutional network [Long et al. CVPR'15]

deepLab [Papandreou et al. ICCV'15]

"Adelaide" [Lin et al. CVPR'16]



Baselines

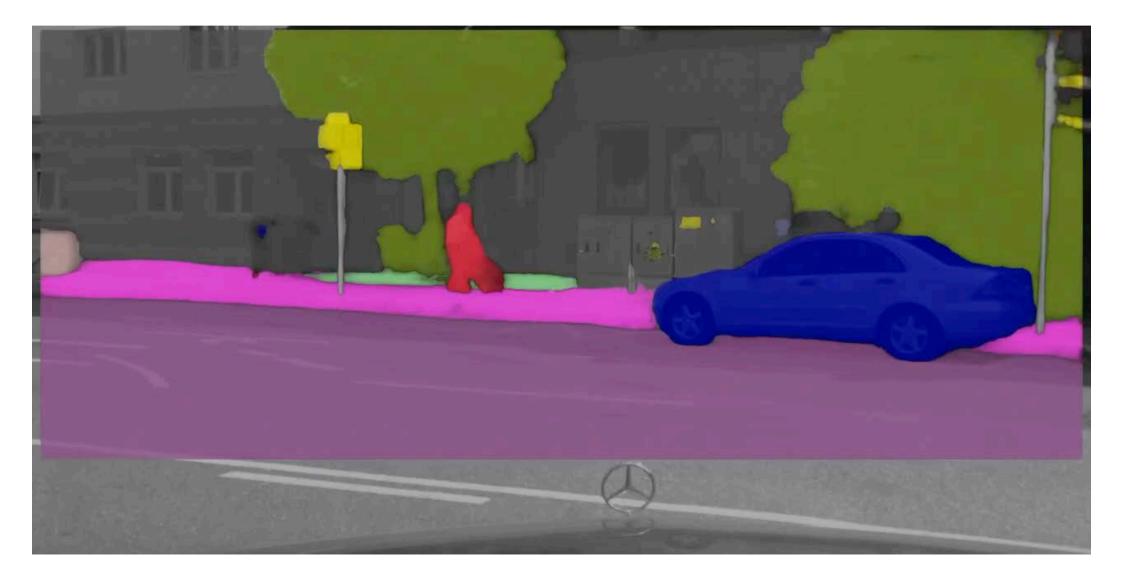
# FCN Results





# FCN Results





# **Baselines - Quantitative Results**



	train val coarse sub	Classes	Categories	
	train val coars sub	IoU iIoU	IoU iIoU	_
FCN-8s	$\checkmark$	65.3 41.7	85.7 70.1	~3,500 finely annotated images
FCN-8s	$\checkmark$ $\checkmark$ 2	61.9 $33.6$	81.6 60.9	
FCN-8s	$\checkmark$	(58.3) $37.4$	83.4 67.2	500 <b>finely</b> annotated images
FCN-8s	$\checkmark$	58.0 31.8	78.2 58.4	20,000 coarsely annotated images
				_
[4] extended	$\checkmark$ $\land$ 4	56.1 34.2	79.8  66.4	Badrinarayanan et al. @ arXiv'15
[4] basic	$\checkmark$ 4	57.0 $32.0$	79.1  61.9	Badrinarayanan et al. @ arXiv'15
[40]	$\checkmark$ $\checkmark$ $\checkmark$ 3	59.1 28.1	79.5   57.9	Liu et al @ ICCV'15
[81]	$\checkmark$ 2	62.5 $34.4$	82.7 66.0	Zheng et al @ ICCV'15
[9]	$\checkmark$ $\checkmark$ 2	63.1 $34.5$	81.2  58.7	Chen et al. @ ICLR'15
[48]	$\checkmark$ $\checkmark$ $\checkmark$ 2	64.8 $34.9$	81.3 58.7	Papandreou et al @ ICCV'15
[37]	$\checkmark$	66.4 <b>46</b> .7	82.8 67.4	Lin et al. @ CVPR'16
[79]		<b>67.1</b> 42.0	86.5  71.1	Yu & Koltun @ ICLR'16

# **Cross-Dataset Generalization**



Dataset	Best reported result	Our result
Camvid [6]	62.9 <b>[3</b> ]	72.6
KITTI [53]	61.6 [ <mark>3</mark> ]	70.9
KITTI [59]	82.2 [65]	81.2
FCN [Long et al. CVPR'15] trained on Cityscapes		

# **Cityscapes: Conclusions**



- Cityscapes is the largest and most diverse datasets for semantic segmentation of urban street scenes
  - aim is to become the standard dataset for
    - scene labeling (urban scenarios)
    - instance segmentation (people, cars, etc)
  - planned as dynamic entity which will be expanded & adapted
- Recent CNNs approaches:
  - already achieve very good results
  - impressive cross-dataset generalization
  - using coarse annotations only leads to reduced performance