

Supplementary Materials for Constructing Self-motivated Pyramid Curriculums for Cross-Domain Semantic Segmentation: A Non-Adversarial Approach

1. Number of middle layers

Table 1: Results (mIoUs%) on GTAV to Cityscapes obtained by inserting different middle layers to the pyramid.

Square Size	-	+4	+8	+16	+32	+64	+128
mIoU	46.3	46.9	47.4	47.5	47.5	47.3	47.0

We report in Table 1 the experimental results of different numbers of the middle layers for adapting from GTAV to Cityscapes. Here we use ResNet-101 as the backbone network. The second column corresponds to the “top + bottom” result in PyCDA — the sixth row in Table 3 of the main paper.

We mainly draw two observations. One is that the middle layers do improve the overall performance. The other is that the results are relatively consistent over different numbers of the middle layers, though adding layers with too big pixel squares (e.g., larger than 128×128) could harm both accuracy and training speed.