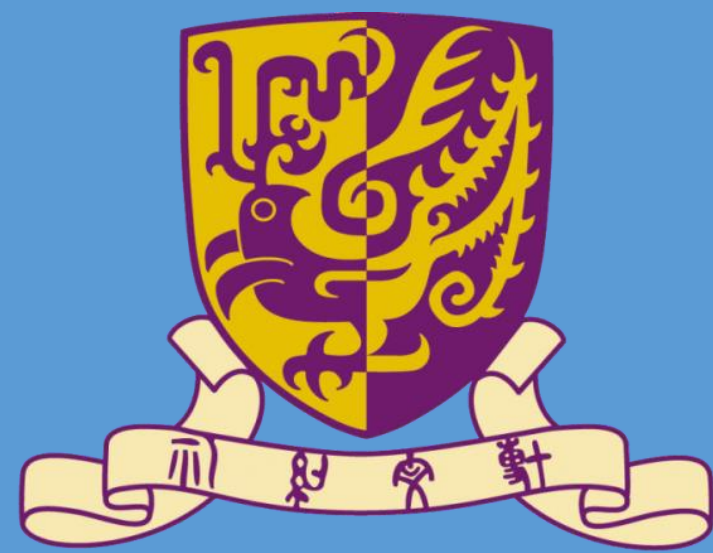




Not All Pixels Are Equal: Difficulty-Aware Semantic Segmentation via Deep Layer Cascade

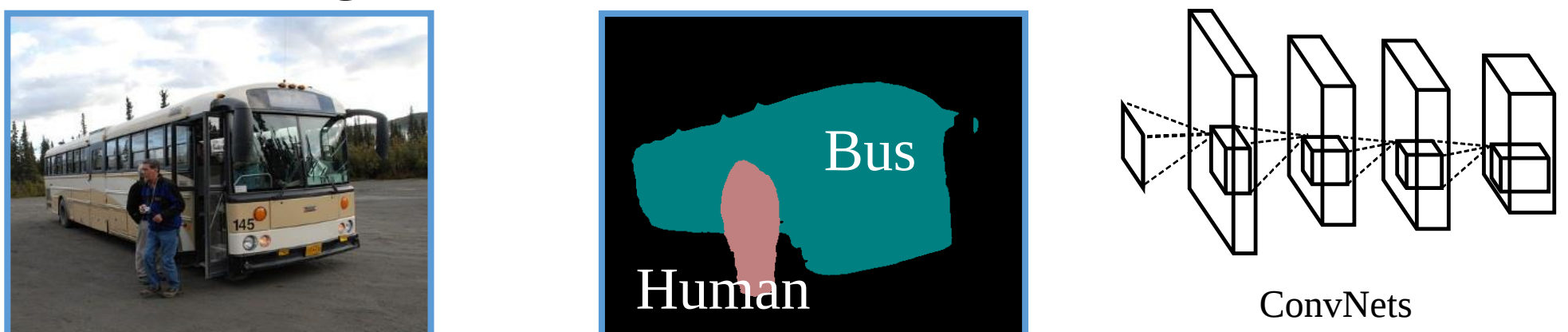
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Computer Vision and Pattern
Recognition



1. Introduction

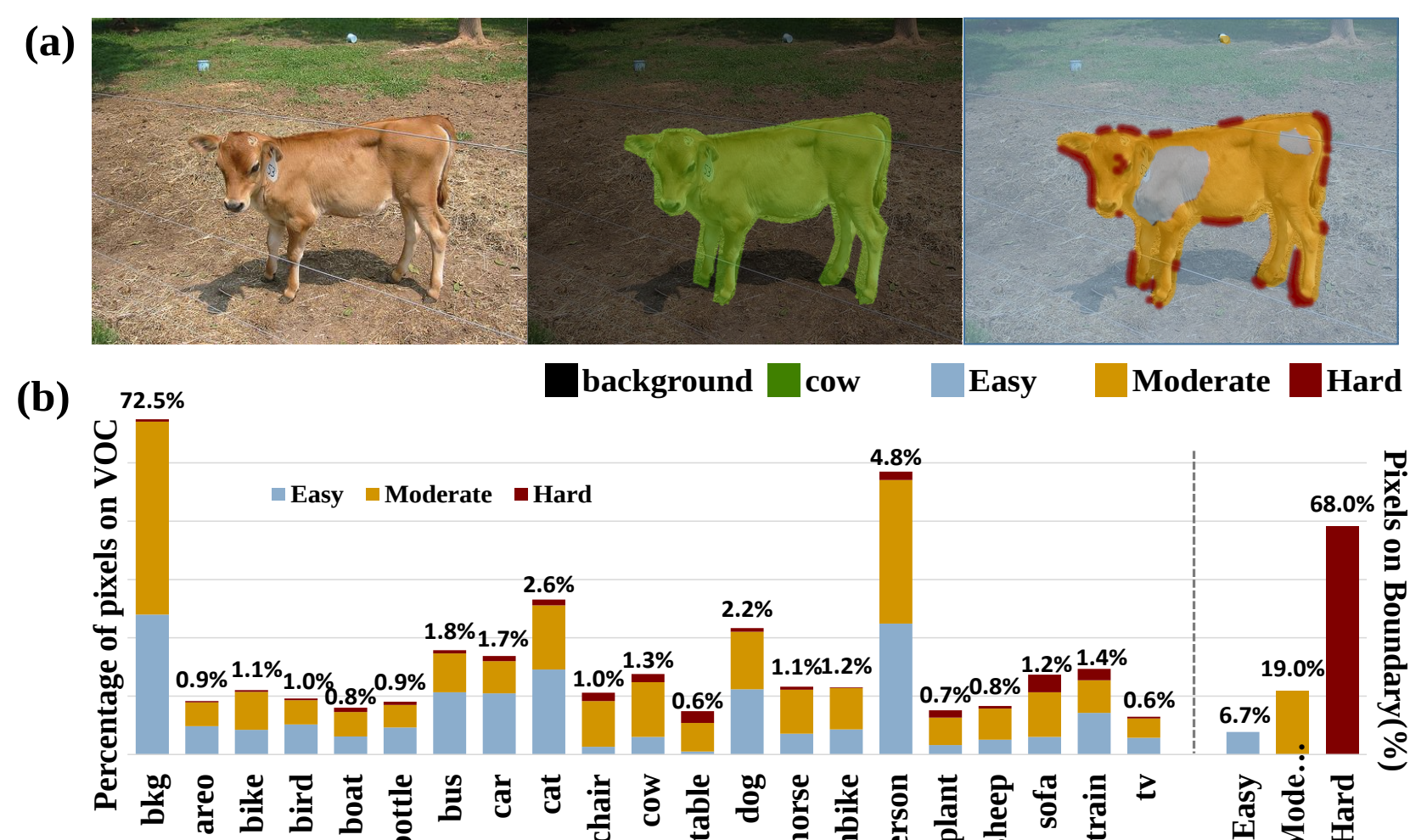
- Task & General Approaches:**
Semantic Segmentation



- Existing Works:**
Increase the model capacity to achieve promising results
High runtime complexity

Backbone Network	Speed(300*500 image)
VGG16	5.7 fps
ResNet-101	7.1 fps
Inception-ResNet	9.0 fps
Layer Cascade	14.7 fps
Layer Cascade (fast)	23.6 fps

- Motivation:**
Partition all pixels into three sets by classification confidence

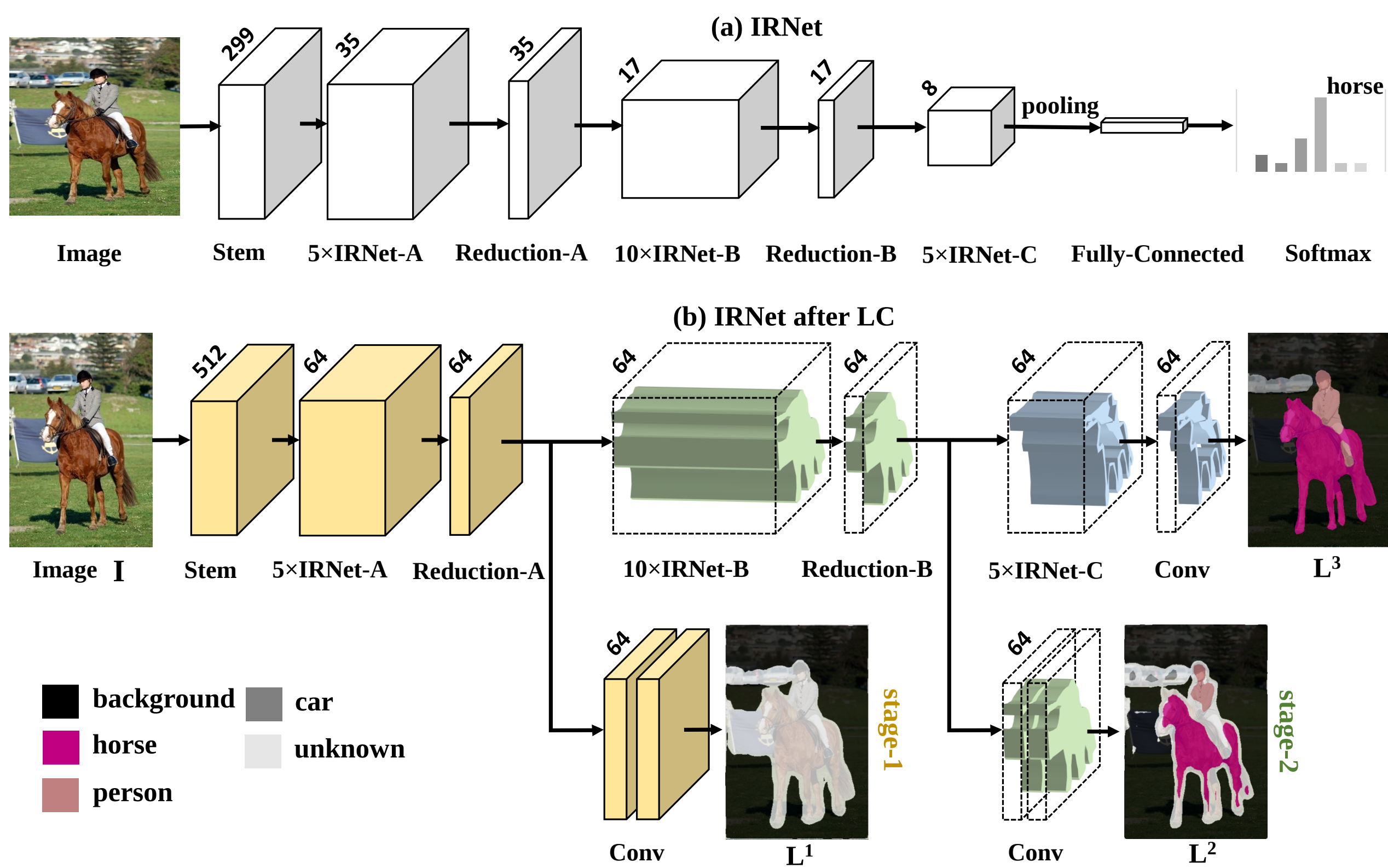


Nearly 40% easy region

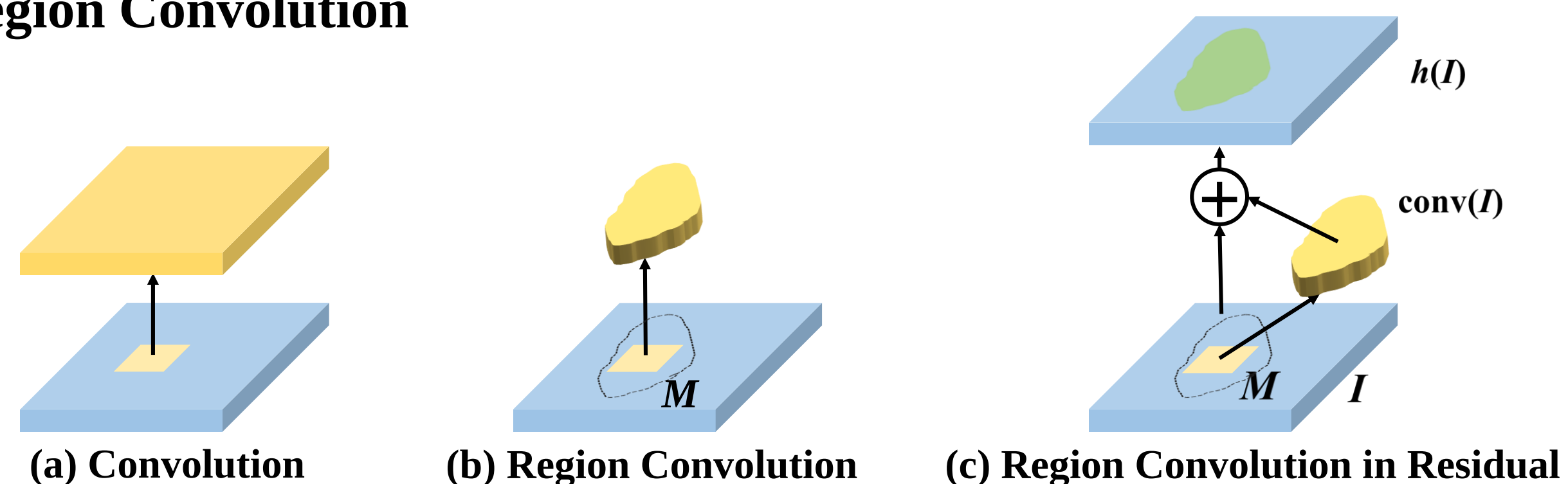
- Our Idea:**
Treats a **single** deep model as a **cascade of several sub-models**
Earlier sub-models are trained to handle **easy and confident regions**
Feed-forward **harder regions** to the **next sub-model** for processing

2. Approach

- Turning Inception-ResNet into Deep Layer Cascade (LC)**



- Region Convolution**



5. Overall Performance

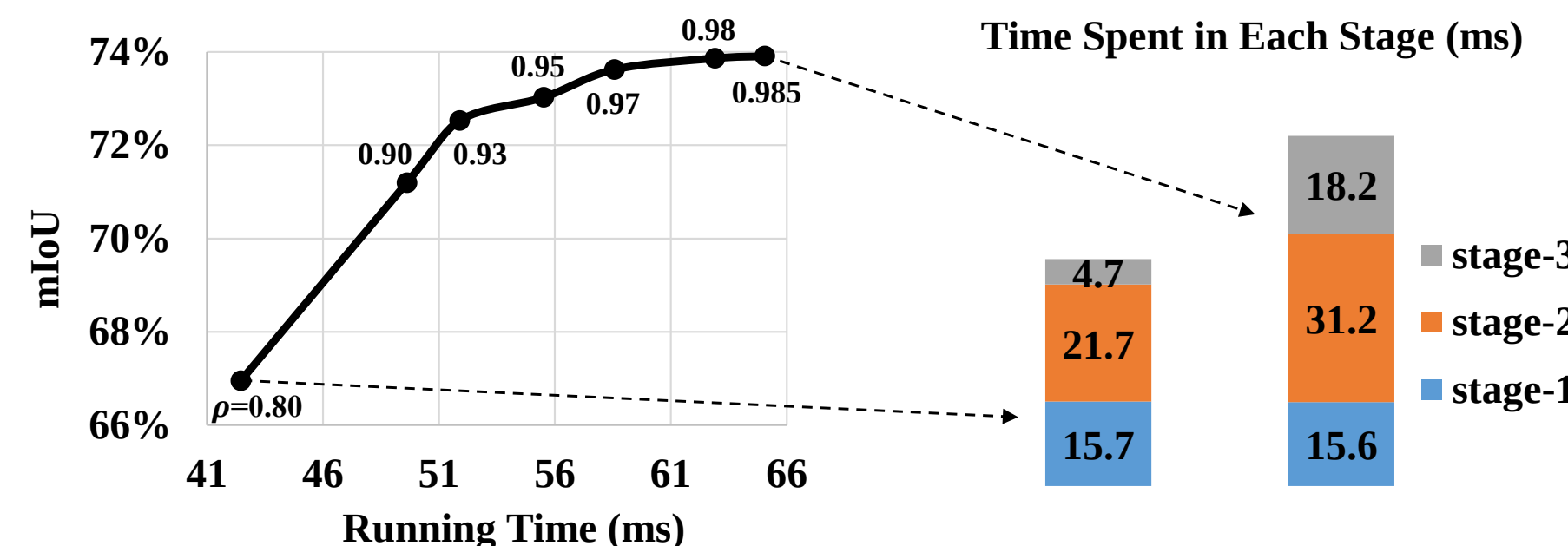
	areo	bike	bird	boat	bottle	bus	car	cat	chair	cow	table	dog	horse	mbike	person	plant	sheep	sofa	train	tv	mIoU
FCN	76.8	34.2	68.9	49.4	60.3	75.3	74.7	77.6	21.4	62.5	46.8	71.8	63.9	76.5	73.9	45.2	72.4	37.4	70.9	55.1	62.2
DeepLab	84.4	54.5	81.5	63.6	65.9	85.1	79.1	83.4	30.7	74.1	59.8	79.0	76.1	83.2	80.8	59.7	82.2	50.4	73.1	63.7	71.6
RNN	87.5	39.0	79.7	64.2	68.3	87.6	80.8	84.4	30.4	78.2	60.4	80.5	77.8	83.1	80.6	59.5	82.8	47.8	78.3	67.1	72.0
Adelaide	91.9	48.1	93.4	69.3	75.5	94.2	87.5	92.8	36.7	86.9	65.2	89.1	90.2	86.5	87.2	64.6	90.1	59.7	85.5	72.7	79.1
RNN [†]	90.4	55.3	88.7	68.4	69.8	88.3	82.4	85.1	32.6	78.5	64.4	79.6	81.9	86.4	81.8	58.6	82.4	53.5	77.4	70.1	74.7
BoxSup [†]	89.8	38.0	89.2	68.9	68.0	89.6	83.0	87.7	34.4	83.6	67.1	81.5	83.7	85.2	83.5	58.6	84.9	55.8	81.2	70.7	75.2
DPN [†]	89.0	61.6	87.7	66.8	74.7	91.2	84.3	87.6	36.5	86.3	66.1	84.4	87.8	85.6	85.4	63.6	87.3	61.3	79.4	66.4	77.5
DeepLab-v2 [†]	92.6	60.4	91.6	63.4	76.3	95.0	88.4	92.6	32.7	88.5	67.6	89.6	92.1	87.0	87.4	63.3	88.3	60.0	86.8	74.5	79.7
LC	94.1	63.0	91.2	67.9	79.5	93.4	90.0	93.8	37.4	83.7	65.9	90.7	86.1	88.8	87.5	68.5	86.9	64.3	85.6	72.2	80.3
LC [†]	85.5	66.7	94.5	67.2	84.0	96.1	89.8	93.5	47.2	90.4	71.5	88.9	91.7	89.2	89.1	70.4	89.4	70.7	84.2	79.6	82.7

Per-class results on VOC12 test set. Approaches pre-trained on COCO are marked with [†].

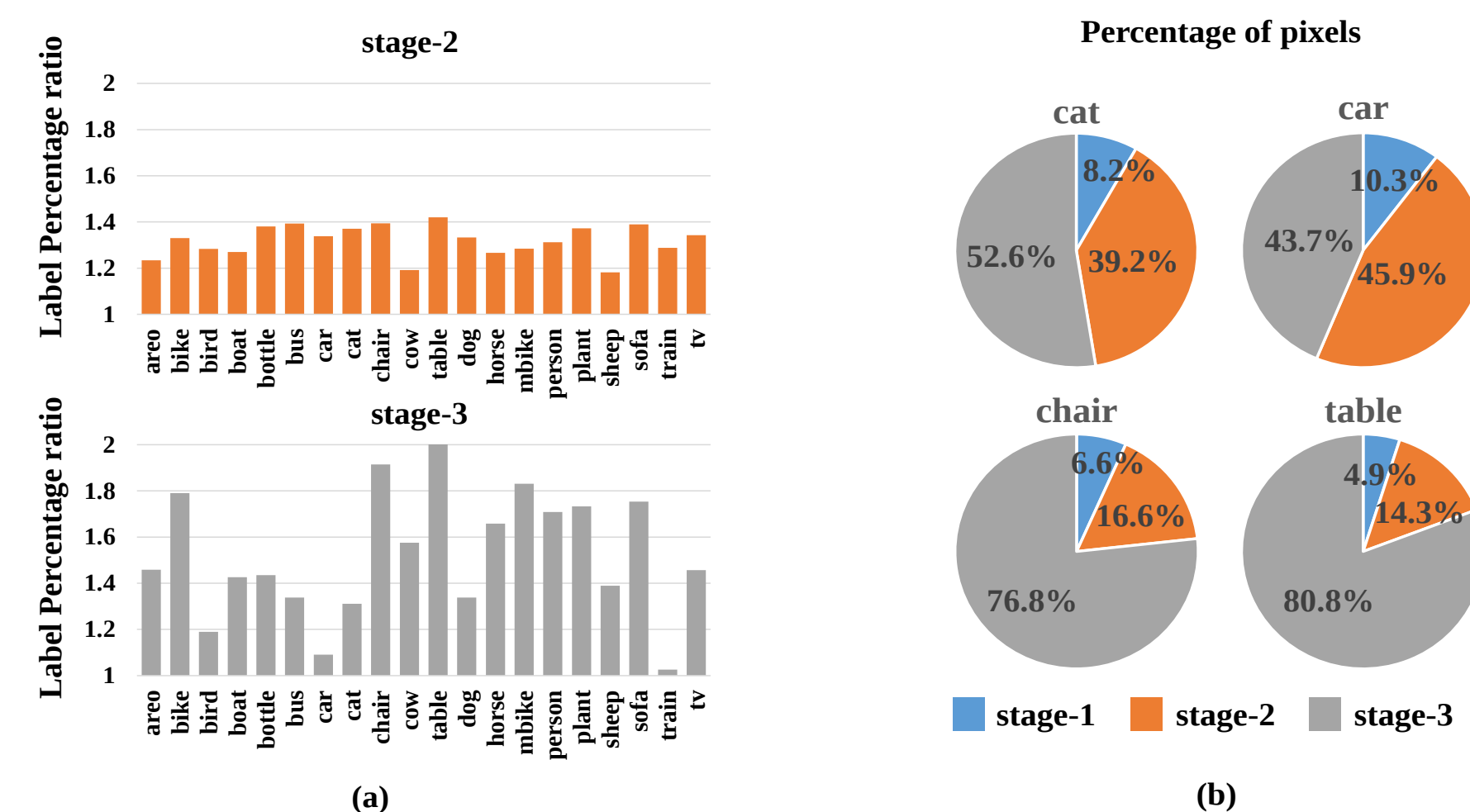
3. Experiments

- Ablation Study on Probability Thresholds ρ**
 ρ controls percentage of easy and hard regions
- Performance and Speed Trade-off**

ρ	1	0.995	0.985	0.970	0.950	0.930	0.900	0.800
stage-1 (%)	0	15	23	30	35	35	44	56
stage-2 (%)	0	14	29	31	30	41	31	29
mIoU (%)	72.70	73.56	73.91	73.63	73.03	72.53	71.20	66.95

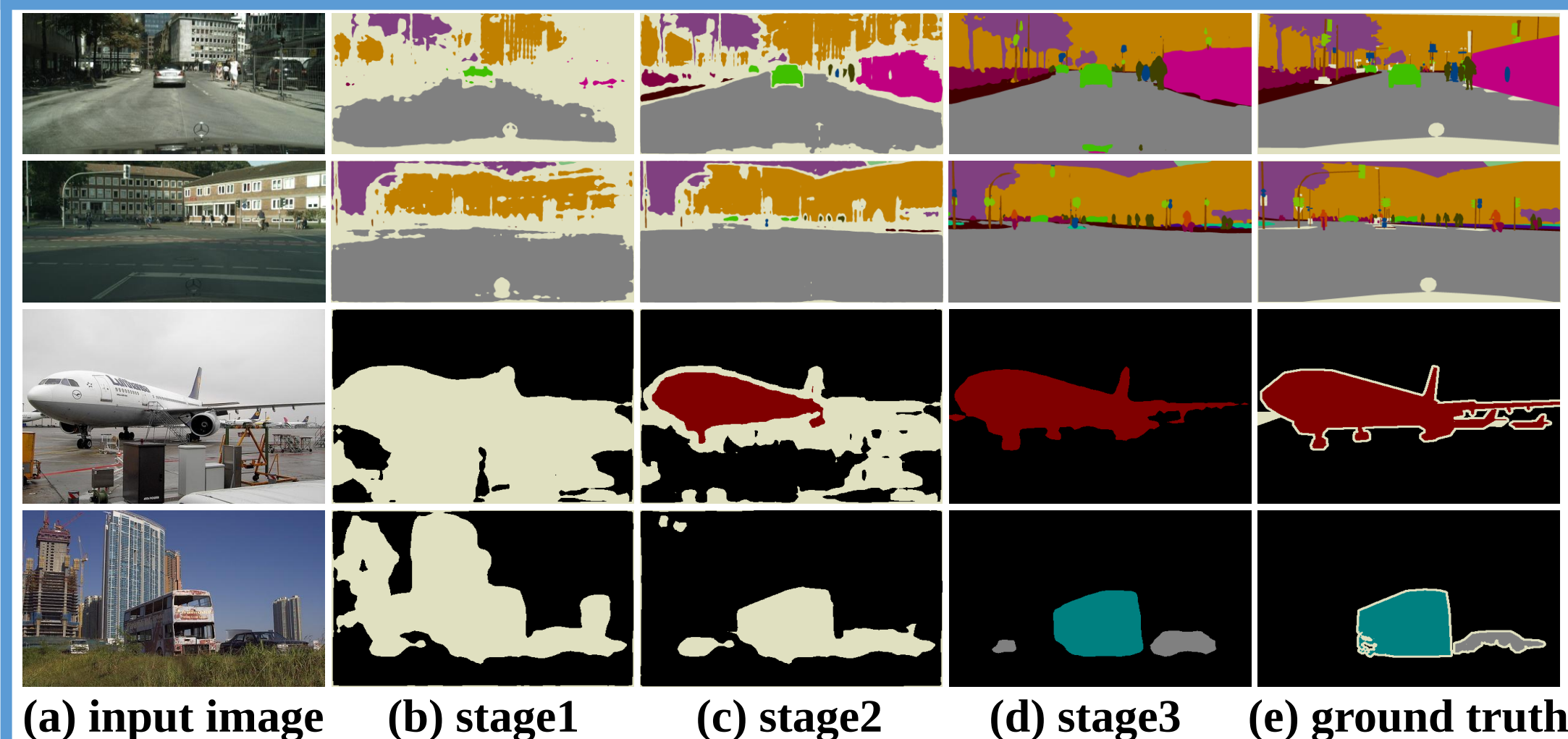


- Stage-wise Label Distribution**



Stage-1 handles the easy regions (background)
Stage-2 focus more on the foreground than stage-1 does
Stage-3 further focus on harder classes

4. Stages' Outputs



6. Conclusion

- LC adopts a “**difficulty-aware**” learning paradigm.
- LC accelerates both training and testing by the usage of **region convolution**. It is capable of running in **real-time**.
- LC is an **end-to-end trainable** framework that jointly optimizes the feature learning for different regions.

