



## AUCSeg: AUC-oriented Pixel-level Long-tail Semantic Segmentation

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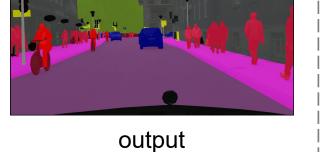


#### **Pixel-level Long-tail Semantic Segmentation (PLSS)**

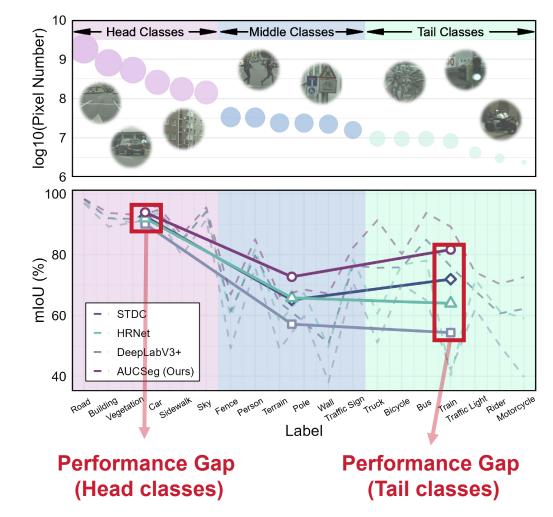




input



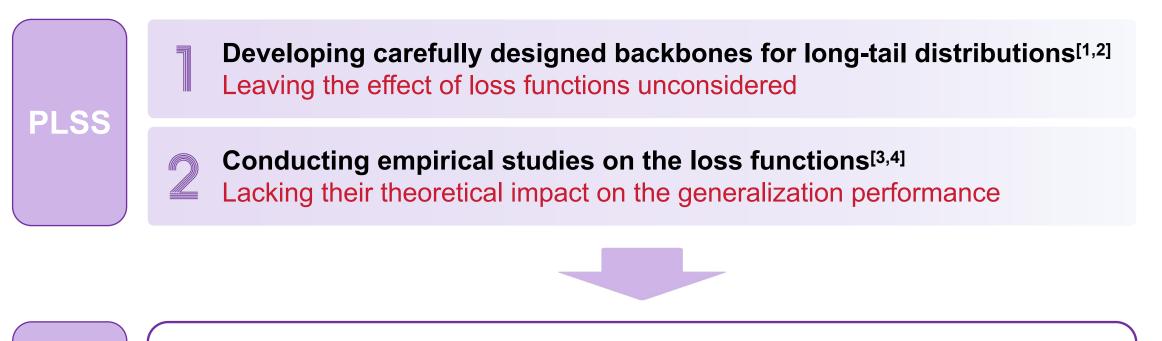
- Semantic Segmentation assigns a label to each pixel in the input image and is commonly used in fields such as autonomous driving and disease diagnosis.
- Different models show little variation in head class performance, with tail classes being the main factor limiting the model performance.



Goal



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# Can we find a theoretically grounded loss function for PLSS on top of SOTA backbones?

Hanzhe Hu et al. Semi-supervised semantic segmentation via adaptive equalization learning. In NeurIPS, pages 22106–22118, 2021.
Yuchao Wang et al. Balancing logit variation for long-tailed semantic segmentation. In CVPR, pages 19561–19573, 2023.
Songyang Zhang et al. Distribution alignment: A unified framework for long-tail visual recognition. In CVPR, pages 2361–2370, 2021.
Yuchao Wang et al. Balancing logit variation for long-tailed semantic segmentation. In CVPR, pages 19561–19573, 2023.
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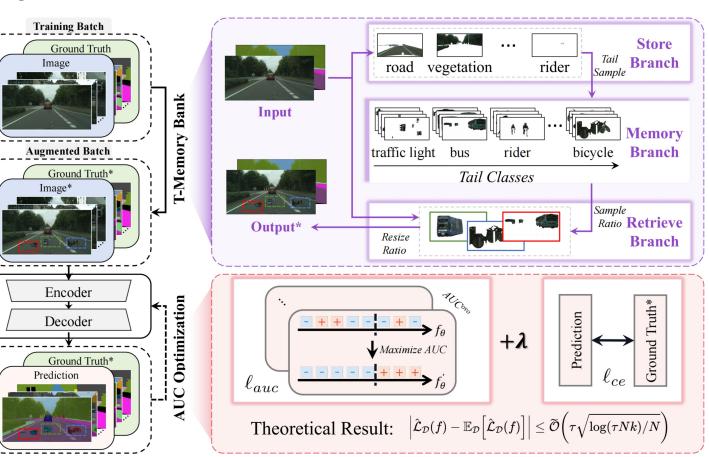
AUCSeg is a generic optimization method that can be directly applied to any SOTA backbone for semantic segmentation.



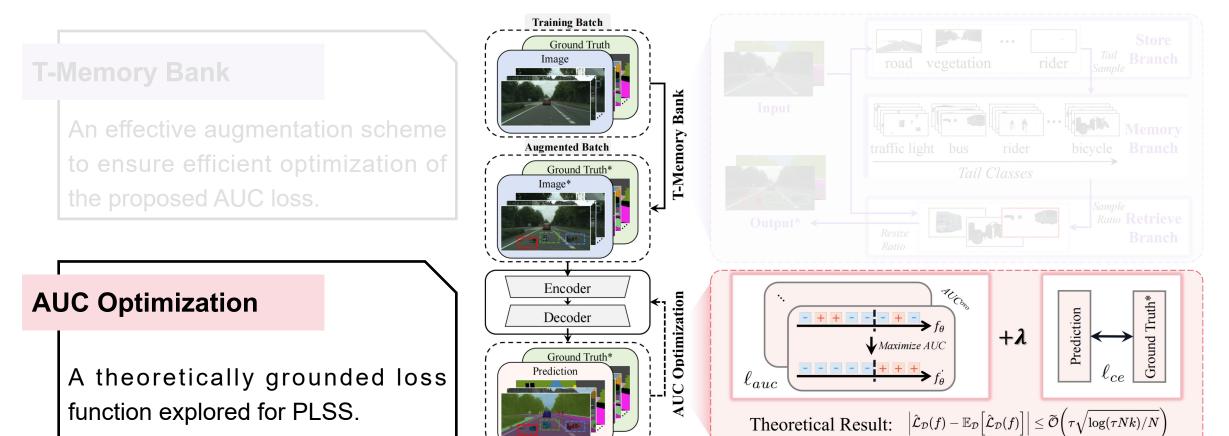
An effective augmentation scheme to ensure efficient optimization of the proposed AUC loss.



A theoretically grounded loss function explored for PLSS.



AUCSeg is a generic optimization method that can be directly applied to any SOTA backbone for semantic segmentation.



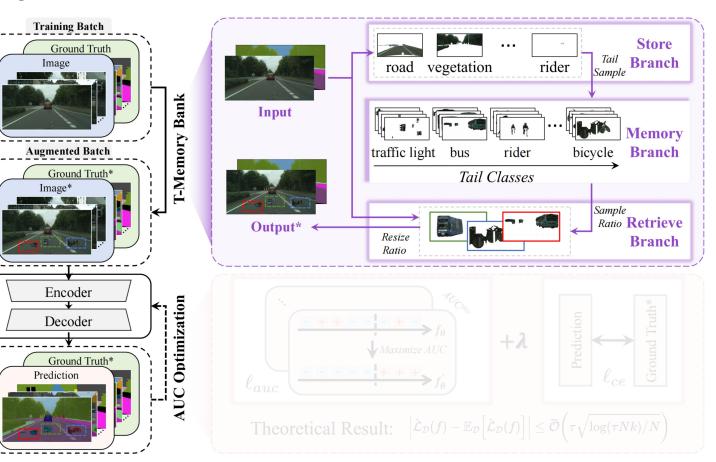
AUCSeg is a generic optimization method that can be directly applied to any SOTA backbone for semantic segmentation.

#### **T-Memory Bank**

An effective augmentation scheme to ensure efficient optimization of the proposed AUC loss.

**AUC Optimization** 

A theoretically grounded loss function explored for PLSS.

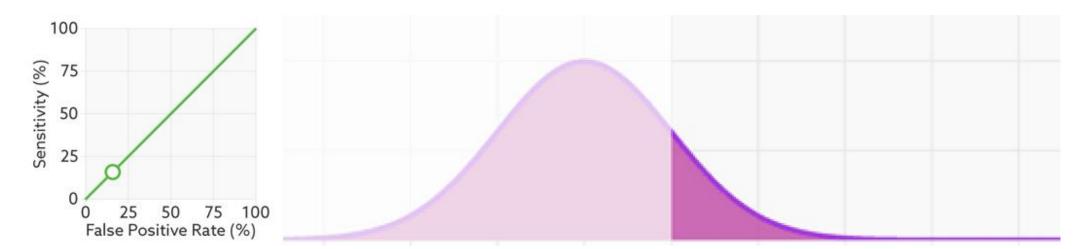


AUC optimization for binary classification

$$AUC(f_{\theta}) = \mathbb{P}\left(f_{\theta}(\mathbf{X}^{+}) > f_{\theta}(\mathbf{X}^{-})|y^{+} = 1, y^{-} = 0\right)$$

Maximizing its unbiased empirical estimation:

$$A\hat{U}C(h_{\theta}) = 1 - \frac{1}{n^{+}n^{-}} \sum_{i=1}^{n^{+}} \sum_{j=1}^{n^{-}} \ell(h_{\theta}(\mathbf{X}^{+}) - h_{\theta}(\mathbf{X}^{-}))$$
  
minimize



Distribution Insensitive

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AUC optimization for multi-class semantic segmentation

$$\ell_{auc} := \sum_{c=1}^{K} \sum_{c' \neq c} \sum_{\mathbf{X}_{m}^{p} \in \mathcal{N}_{c}} \sum_{\mathbf{X}_{n}^{p} \in \mathcal{N}_{c'}} \frac{1}{|\mathcal{N}_{c}||\mathcal{N}_{c'}|} \ell_{sq}^{c,c',m,n}$$
  
binary AUC score

The proposed loss enjoys a well-guaranteed generalization bound

### AUCSeg - Tail-class Memory Bank

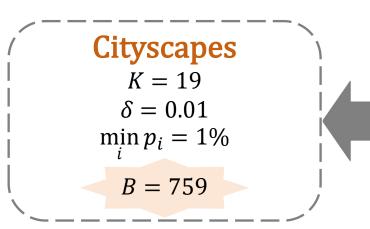
pixels of label c.

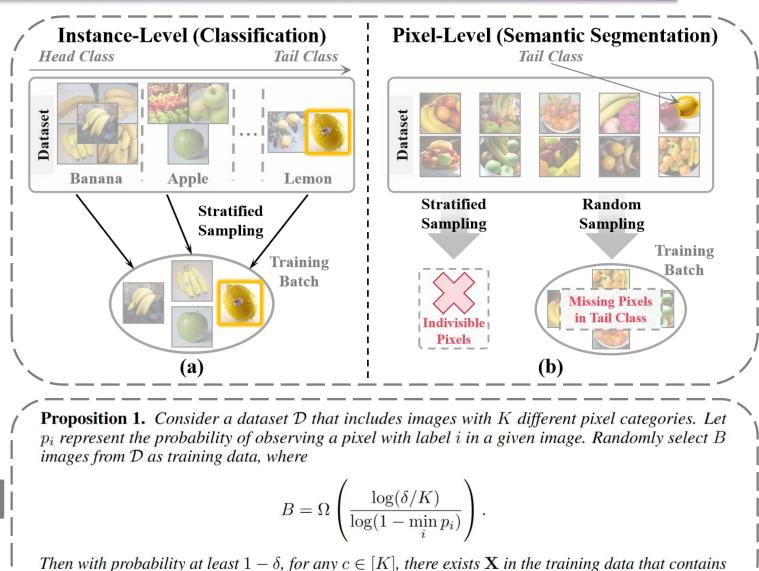
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Two commonly used sampling methods:

- Stratified sampling
- Random sampling

Not suitable for this task





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Tail-class Memory Bank identifies missing tail classes of all images involved in a mini-batch and randomly replaces some pixels in the image with missing classes based on stored historical class information in T-Memory Bank.

	Store	Previous Memory Bank	
Input	road vegetation rider Tail Branch	Storing the instance-level or image-level features	
Inpar	traffic light bus rider bicycle Branch		
	Tail Classes	Tail-class Memory Bank	
Output* ←	Resize Ratio	Storing the original pixels for each object	

#### **Results - Quantitative**



17 12020 (251 - 22)	ADE20K			Cityscapes			COCO-Stuff 164K					
Method	Overall	Head	Middle	Tail	Overall	Head	Middle	Tail	Overall	Head	Middle	Tail
DeepLabV3+	31.95	75.88	51.96	26.01	66.53	90.11	57.16	54.36	29.11	51.11	32.93	24.82
EncNet	32.12	75.34	51.60	26.32	71.34	91.62	60.76	63.03	27.31	49.89	30.41	23.09
FastFCN	29.78	74.20	49.44	23.86	63.97	90.37	52.43	51.22	28.37	50.60	32.52	23.96
EMANet	32.83	75.77	50.03	27.36	70.93	91.69	60.61	61.97	28.48	49.73	29.97	24.85
DANet	33.83	74.62	51.01	28.52	65.77	89.66	55.30	54.26	26.83	49.60	31.14	22.29
HRNet	31.83	75.35	49.98	26.19	73.40	91.98	65.79	64.00	28.65	48.00	30.74	25.16
OCRNet	29.64	74.00	49.40	23.72	66.95	90.24	63.18	50.21	28.67	51.04	32.41	24.33
DNLNet	33.24	75.90	51.16	27.69	70.68	91.98	59.90	61.66	30.23	50.71	33.05	26.41
PointRend	17.77	67.18	37.60	11.46	60.67	89.79	53.92	41.49	11.17	21.17	13.64	9.04
BiSeNetV2	10.26	60.38	28.72	4.10	73.04	92.00	63.52	64.93	10.30	34.96	12.71	5.92
ISANet	29.53	74.34	48.77	23.64	70.63	91.67	61.50	60.43	26.37	48.87	30.78	21.86
STDC	30.17	73.36	48.02	24.58	76.30	92.58	65.09	71.94	29.83	51.74	33.40	25.61
SegNeXt	47.45	80.54	60.35	43.28	82.41	94.08	72.46	80.92	42.42	57.05	41.71	40.33
VS	24.72	75.30	48.02	17.86	55.40	92.16	52.52	26.36	24.27	47.80	30.38	19.19
LA	31.16	77.07	53.43	24.77	62.75	92.98	64.79	35.09	28.56	49.67	33.16	24.21
LDAM	33.11	74.06	51.26	27.65	65.95	92.72	69.27	40.17	42.39	56.85	41.59	40.34
Focal Loss	47.68	80.54	59.04	43.73	82.44	93.90	72.79	80.89	41.98	56.87	41.51	39.79
DisAlign	48.15	80.33	59.14	44.31	81.94	93.61	72.12	80.36	42.10	55.20	41.24	40.28
BLV	46.76	79.96	58.96	42.67	81.81	93.84	71.83	80.05	42.17	56.83	41.52	40.06
AUCSeg (Ours)	49.20	80.59	<u>59.45</u>	45.52	82.71	<u>93.91</u>	72.72	81.67	42.73	<u>56.95</u>	41.93	40.72



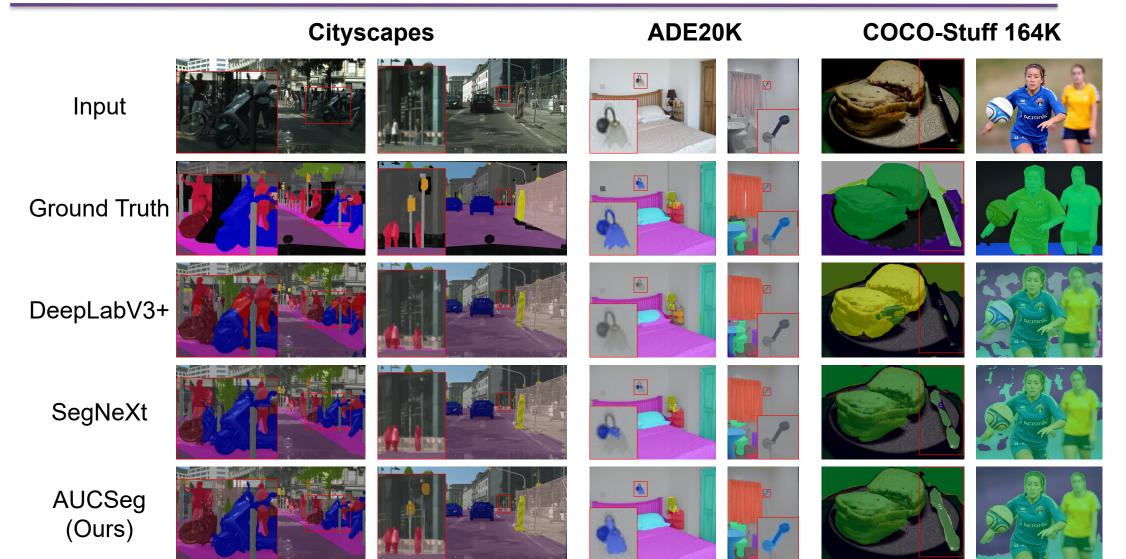
#### Backbone Extension:

Backbone	AUCSeg	Overall	Tail	
DeepLabV3+	X	31.95	26.01	
	✓	<b>36.13</b>	<b>31.10</b>	
EMANet	X	32.83	27.36	
	✓	<b>36.32</b>	<b>31.39</b>	
OCRNet	X	29.64	23.72	
	✓	<b>34.82</b>	29.75	
ISANet	×	29.53	23.64	
	✓	<b>35.07</b>	<b>30.13</b>	

Backbone	AUCSeg	Overall	Tail
Tiny	×	38.73	33.96
	✓	<b>39.00</b>	<b>34.52</b>
Small	×	43.25	38.90
	✓	43.29	<b>39.18</b>
Base	×	45.45	41.33
	✓	<b>46.37</b>	<b>42.49</b>
Large	× ✓	47.45 <b>49.20</b>	43.28 <b>45.52</b>

#### **Results - Qualitative**





□ Methodologically: propose a novel AUCSeg to address pixel-level long-tail semantic segmentation.

- **Theoretically**: demonstrate the generalization performance of AUCSeg in semantic segmentation.
- **D** Empirically: comprehensive experiments justify the effectiveness of our method.







<sup>1</sup> MMSegmentaion: https://github.com/open-mmlab/mmsegmentation/tree/v0.24.1

<sup>2</sup> XCurve: https://github.com/statusrank/XCurve