## Multi-Direction Convolution for Semantic Segmentation

Dehui Li ${ }^{1}$, Zhiguo Cao ${ }^{1}$, Ke Xian ${ }^{1 *}$, Xinyuan $\mathrm{Qi}^{1}$, Chao Zhang ${ }^{1}$ and Hao Lu ${ }^{2}$

${ }^{1}$ Huazhong University of Science and Technology<br>${ }^{2}$ The University of Adelaide

## > Introduction

- Standard convolution is lack of context information



## $>$ Introduction

## Existing context encode method

- dilated convolution
- large kernel

- Global pooling
- PSP

- Self-attention $\longrightarrow$ inefficient


## $>$ Method



## $>$ Method

Different way to encode contextual information


## $>$ Method

## Different variants of multi-direction convolution modules



## $>$ Method

Overview of network embedding multi-direction convolution module


## $>$ Experiments

Compared segmentation results on Cityscapes validation set

| Method | mIoU\% | FLOPs | Params |
| :---: | :---: | :---: | :---: |
| ResNet-18 (baseline) | 61.97 | 103.29 G | 11.85 M |
| baseline + global | 63.94 | +0.48 G | +0.33 M |
| baseline + PSP [3] | 68.02 | +1.03 G | +0.65 M |
| baseline + ASPP [4] | 68.04 | +30.81 G | +3.90 M |
| baseline + dsASPP [26] | 69.51 | +36.20 G | +4.44 M |
| baseline + OC [8] | 67.63 | +22.90 G | +2.67 M |
| baseline + DA [9] | 68.30 | +11.78 G | +1.45 M |
| baseline + MDCM | 69.04 | +8.53 G | +1.12 M |

## $>$ Experiments

Compared segmentation results on VOC2012 validation set

| Method | mIoU\% | FLOPs | Params |
| :---: | :---: | :---: | :---: |
| ResNet-50 (baseline) | 66.60 | 104.41 G | 25.91 M |
| baseline + global | 67.17 | +0.28 G | +1.12 M |
| baseline + PSP [3] | 68.54 | +0.60 G | +2.23 M |
| baseline + ASPP [4] | 68.14 | +59.74 G | +15.11 M |
| baseline + dsASPP [23] | 68.50 | +81.90 G | +20.03 M |
| baseline + OC [8] | 67.99 | +39.67 G | +9.56 M |
| baseline + DA [9] | 68.48 | +97.18 G | +23.73 M |
| baseline + MDCM | 69.66 | +14.18 G | +3.47 M |

## $>$ Experiments

Different kernel sizes in multi-direction convolution modules

| Kernel size | Mean IoU\% | FLOPs | Params |
| :---: | :---: | :---: | :---: |
| (baseline) | 61.97 | 103.29 G | 11.85 M |
| $1 \times 1$ | 68.50 | +7.45 G | +0.92 M |
| $3 \times 3$ | 69.04 | +8.53 G | +1.12 M |
| $5 \times 5$ | 69.21 | +10.67 G | +1.51 M |
| $7 \times 7$ | 69.53 | +13.90 G | +2.10 M |

## $>$ Further Analysis and Discussions

Example of empirical receptive fields.


## $>$ Further Analysis and Discussions

Example of affinity maps.


## $>$ Conclusion

Multi-Direction Convolution is able to enlarge the receptive field and encode rich contextual information.

Multi-Direction Convolution is both effective and efficient compare with existing methods.

## Thank you!

