

Improving Replay-Based Continual Semantic Segmentation with Smart Data Selection

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#### Introduction

Replay has proven to be effective in reducing forgetting for Semantic Segmentation. The most common sample strategy for Replay is random selection, which can result in unstable results. Our works aims to develop data selection strategies to minimize catastrophic forgetting and eliminate performance variance with current random selection.

#### **Results Domain-Incremental**

#### Evaluation after training on BDD, CS (Buffer size = 64)

Method	mloU <sub>BDD</sub> [%]	mloU <sub>CS</sub> [%]	mloU <sub>Avg.</sub> [%]	
Offline Training	57.2	65.0	61.1	
Fine Tuning	29.6	67.0	48.3	
Random	44.0	68.4	56.2	
Mean Entropy	45.0	<u>69.4</u>	<u>57.2</u>	
Max Loss	25.4	66.4	45.9	
Representation	<u>45.5</u>	69.0	<u>57.2</u>	
Gradients	44.9	68.6	55.1	
Ambivalent Cls.	42.2	67.6	54.9	
Div. Class Bal.	41.7	68.6	55.1	
Testsets	BDD100k	Cityscapes	Both	



#### Methods

Class	Balanc	ed Buffer
Liasses Classes Classes		Classes Classes Replay Buffer







#### **Evaluation**





# • the higher the similarity score, the better the method is suited to prevent forgetting



### **Results Class-Incremental**

Evaluation after training on S1, S2, S3 (Buffer size = 64)

Method	mloU <sub>S</sub> 1[%]	mloU <sub>S2</sub> [%]	mloU <sub>S3</sub> [%]	mIoU <sub>All</sub> [%]
Offline Training	82.6	65.3	79.2	69.0
CIL [1]	71.3	44.4	82.4	55.8
Random	76.0	49.7	81.7	57.4
Mean Entropy	75.5	43.1	<u>80.9</u>	57.2
Max Loss	76.3	48.3	82.8	57.6
Representation	73.0	52.7	<u>81.7</u>	57.4
Gradients [2]	74.1	49.5	80.0	56.6
Ambivalent Cls.	75.0	49.6	81.5	57.4
Div. Class Bal.	77.0	58.7	81.6	60.5
Testset	S1	S2	S3	All

[1] Klingner, Marvin, et al. "Class-incremental learning for semantic segmentation re-using neither old data nor old labels." 2020 IEEE 23rd international conference on intelligent transportation systems (ITSC). IEEE, 2020.

[2] Aljundi, Rahaf, et al. "Gradient based sample selection for online continual learning." Advances in neural information processing systems 32 (2019).

## Conclusion

- Replay stabilizes internal representations
- Domain-Inc. most important
  Representational Diversity / Entropy
- Class-Inc. class-balancing most important
- +9.0 mIoU for non re-occurring classes over random selection 
   Strategic data selection

   is essential when classes are not balanced
- Data selection is important especially for small memory sizes





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