Section A-Research paper
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# APPLICATION FOR DETECTION OF FIELD BOUNDARIES FROM SATELLITE IMAGERY USING RSUNet-A

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***Abstract***— The recognition of borders in satellite data is critical for many remote sensing applications, including land cover categorization, urban planning, and environmental monitoring. We present the RSUNet-A architecture, a unique strategy that combines the U-Net[1] design with recursive skip connections, in order to overcome this. The RSUNet-A model delivers extremely precise border recognition in satellite data by combining both local and global contextual information. Our tests show that the RSUNet-A model beats previous techniques in terms of localization and border correctness, constituting a substantial development in this area. By improving border recognition in satellite images, the suggested architecture has the potential to improve geospatial analysis and decision-making procedures.

***Keywords—Boundary detection, Satellite imagery, RSUNet-A, Recursive skip connections***

## I. INTRODUCTION

Satellite imagery provides valuable information for understanding and analyzing the Earth's surface. One important task in satellite image analysis is boundary detection, which involves identifying and delineating boundaries between different land cover classes or regions of interest. Accurate boundary detection is essential for various remote sensing applications, including land cover classification, urban planning, and environmental monitoring.

Traditional approaches to boundary detection relied on handcrafted features and rule-based methods, which often had limited generalization capabilities and were time-consuming to develop. In recent years, deep learning models have shown significant promise in automatically learning relevant features and capturing complex spatial patterns in satellite imagery.

In this study, we suggest the RSUNet-A architecture for satellite picture border detection. The RSUNet-A model efficiently captures both local and global contextual information by combining the U-Net architecture, which is renowned for its performance in medical picture segmentation, with recursive skip connections. The RSUNet-A model seeks to achieve accurate boundary recognition in satellite images by combining the benefits of U-Net[1] with recursive skip connections. The contributions of this research paper are as follows:

- Proposing the RSUNet-A architecture for boundary detection in satellite imagery.
- Evaluating the performance of the RSUNet-A model on various satellite imagery datasets.

**ISSN 2063-5346**

- Comparing the performance of the RSUNet-A model with existing boundary detection methods.
- Providing insights and analysis on the effectiveness and robustness of the RSUNet-A model in boundary detection.

The rest of this essay is structured as follows: The RSUNet-A architecture and its individual layers are described in Section 2 in general terms. The experimental setup, comprising the input data, training data, and model-training procedure, is described in Section 3. Performance metrics and qualitative evaluations are included in Section 4's results and analysis of the RSUNet-A model. The report comes to a close in Section 5, which summarises the contributions of the RSUNet-A architecture and explores potential future research trajectories.

## II. METHODS

Satellite imagery provides valuable information for understanding and analyzing the Earth's surface. One important task in satellite image analysis is boundary detection, which involves identifying and delineating boundaries between different land cover classes or regions of interest. Accurate boundary detection is essential for various remote sensing applications, including land cover classification, urban planning, and environmental monitoring.

Traditional approaches to boundary detection relied on handcrafted features and rule-based methods, which often had limited generalization capabilities and were time-consuming to develop. Deep learning methods have recently demonstrated great potential for automatically identifying pertinent elements and capturing intricate spatial patterns in satellite data.

In this study, we suggest the RSUNet-A architecture for satellite picture border detection. The RSUNet-A model efficiently captures both local and global contextual information by combining the U-Net architecture, which is renowned for its performance in medical picture segmentation, with recursive skip connections. The RSUNet-A[3] model seeks to provide accurate boundary recognition in satellite images by combining the benefits of U-Net[1] with recursive skip connections.

The contributions of this research paper are as follows:

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TABLE I. LAYERS OF THE MODEL

| Layer | Description |
|---|---|
| Encoder | |
| Conv1 | First convolutional layer |
| MaxPool1 | First max pooling layer |
| Conv2 | Second convolutional layer |
| MaxPool2 | Second max pooling layer |
| Decoder | |
| Conv3 | Third convolutional layer |
| Upsample1 | First upsampling layer |
| Conv4 | Fourth convolutional layer |
| Upsample2 | Second upsampling layer |
| Conv5 | Fifth convolutional layer |
| Upsample3 | Third upsampling layer |
| Conv6 | Sixth convolutional layer |
| Conv7 | Seventh convolutional layer |
| Output Layer | |
| Conv8 | Final 1x1 convolutional layer with sigmoid activation |

Section A-Research paper
**ISSN 2063-5346**

### A. RSUNet-A Architecture

A deep learning model particularly created for boundary identification in satellite images is called RSUNet-A (Recursive Skip U-Net A). In order to efficiently collect both local and global context information for precise boundary prediction, it combines the U-Net design with recursive skip connections. An encoder component and a decoder part make up the RSUNet-A architecture.

In the context of boundary detection in satellite imagery, the RSUNet-A architecture offers several advantages over the traditional U-Net and U-Net++[2] architectures. Here, we discuss how RSUNet-A surpasses U-Net and U-Net++ in these scenarios:

*1) Capturing Local and Global Context:*

The U-Net architecture is renowned for its ability to capture local contextual information through its encoder-decoder structure. However, it may struggle to capture global contextual information that spans a larger spatial extent. RSUNet-A addresses this limitation by incorporating recursive skip connections, allowing the model to effectively capture both local and global context. This holistic contextual understanding enhances the accuracy of boundary detection, especially in satellite imagery where boundaries can vary in scale and complexity.

*2) Hierarchical Feature Extraction:*

While U-Net and U-Net++ perform well in extracting features at multiple scales through their encoder-decoder structures, RSUNet-A further enhances this capability. The recursive skip connections in RSUNet-A enable the model to extract hierarchical features more effectively. These connections facilitate the integration of features from multiple levels of abstraction, enabling the model to capture fine-grained details as well as high-level contextual information. As a result, RSUNet-A exhibits improved boundary localization and detection accuracy compared to U-Net and U-Net++.

*3) Improved Spatial Resolution Restoration:*

Boundary detection in satellite imagery often requires preserving and restoring the spatial resolution of the input data. U-Net++ addresses this by incorporating dense skip connections that enable precise localization of boundaries. RSUNet-A, with its recursive skip connections and upsampling layers, provides similar benefits. It restores spatial resolution during the decoding process while preserving the learned features, leading to more accurate boundary predictions compared to U-Net.

*4) Enhanced Performance and Generalization:*

Experimental evaluations demonstrate that RSUNet-A consistently outperforms U-Net and U-Net++ in terms of accuracy, precision, recall, and F1-score for boundary detection in satellite imagery. RSUNet-A's ability to effectively capture both local and global contextual information, extract hierarchical features, and restore spatial resolution contributes to its superior performance. Furthermore, the robustness and generalization ability of RSUNet-A across diverse satellite imagery datasets highlight its potential for practical applications.

In summary, RSUNet-A improves upon the U-Net and U-Net++ architectures by effectively capturing both local and global context, extracting hierarchical features, restoring spatial resolution, and achieving superior performance in boundary detection tasks in satellite imagery. These advantages make RSUNet-A a compelling choice for accurate and reliable boundary detection in remote sensing applications.

### B. Encoder

The encoder section of the RSUNet-A architecture plays a crucial role in extracting hierarchical features from the input satellite imagery. It comprises multiple convolutional layers with progressively increasing filter sizes, allowing the model to capture features at different scales. Following each convolutional ReLU activation function [5] is applied to introduce non-linearity and enhance the model's representation capabilities. The feature maps' spatial dimensions will be preserved throughout the encoding process since the padding option is set to 'same'.

*1) Convolutional Layer 1*

The input satellite imagery is used to a set of learnable filters in the first convolutional layer of the encoder to extract low-level features. The input shape is determined by the dimensions of the satellite imagery, and the filter size is set to 3x3 to capture local spatial information. The ReLU activation function is employed to introduce non-linearity and enhance the discriminative power of the extracted features[9].

*2) Convolutional Layer 2*

Similar to Convolutional Layer 1, this layer also extracts low-level features from the input satellite imagery using 3x3 filters and applies the ReLU activation function. [10].

*3) Max Pooling Layer 1*

Following each pair of convolutional layers in the encoder section of the RSUNet-A architecture, a max pooling layer is utilized to perform downsampling and capture the most prominent features [11]. The max pooling operation helps reduce the spatial

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dimensions of the feature maps while preserving the essential information. Typically, a pooling size of 2x2 is employed, which results in halving the height and width of the feature maps [12].

### *C. Decoder*

RSUNet-A's decoder component seeks to restore the feature maps' spatial resolution while preserving the contextual knowledge that has been learnt. The boundaries are gradually rebuilt using upsampling and a sequence of convolutional layers depending on the learnt features.

#### *1) Convolutional Layer 3*

In the decoder section of the RSUNet-A architecture, the first convolutional layer receives the upsampled feature maps from the encoder and performs additional feature extraction. This layer plays a crucial role in refining the features and capturing more intricate information, which facilitates improved boundary reconstruction. The parameters of this convolutional layer, including filter size and padding, are similar to those used in the encoder section.

#### *2) Convolutional Layer 4*

In the decoder section of the RSUNet-A architecture, the second convolutional layer follows the first layer and continues the process of feature refinement and abstraction. It applies additional filters to the feature maps obtained from the previous layer, allowing for the extraction of more expressive features. An activation function, such as ReLU, is applied to introduce non-linearity, enhancing the discriminative power of the learned features. This activation function helps the model capture more complex patterns and enhance the representation capabilities of the network.

#### *3) Upsampling and Convolutional Layers*

The subsequent layers in the decoder follow a similar pattern of upsampling and convolutional operations. Upsampling is performed using upsampling layers to gradually restore the spatial dimensions lost during the pooling operation in the encoder[6]. Upsampling helps recover fine-grained details and improves the localization accuracy of the predicted boundaries. Convolutional layers after each upsampling operation further refine the features and prepare them for the subsequent upsampling and convolutional layers[7].

#### *4) Convolutional Layer 7*

Before reaching the output layer in the RSUNet-A architecture's decoder portion, the last convolutional layer completes the last phase of feature extraction. With the goal of gathering the most pertinent data for boundary identification, it applies a series of filters to the feature maps produced from the preceding layer. The ReLU activation function, which incorporates non-linearity and improves the discriminative capacity of the learnt features, is the activation function that is frequently utilised in this layer. In order to accurately anticipate boundaries in satellite data, high-level characteristics must be extracted from the final convolutional layer.

### *D. Output Layer*

The RSUNet-A architecture has a 1x1 convolutional layer with a sigmoid activation function as its output layer. The final boundary detection prediction is produced using the feature maps from the final convolutional layer in the decoder. The output values, which reflect the likelihood that each pixel is a component of a border, must lie within the range [0, 1], thanks to the sigmoid activation function. Values nearer to 1 show a higher likelihood of a border's occurrence, whilst values nearer to 0 show no barrier.

The RSUNet-A architecture, with its encoder-decoder structure and recursive skip connections, effectively captures both local and global contextual information [14]. This capability enables the model to achieve accurate boundary detection in satellite imagery, which is of paramount importance in various applications such as land cover classification, urban planning, and environmental monitoring.

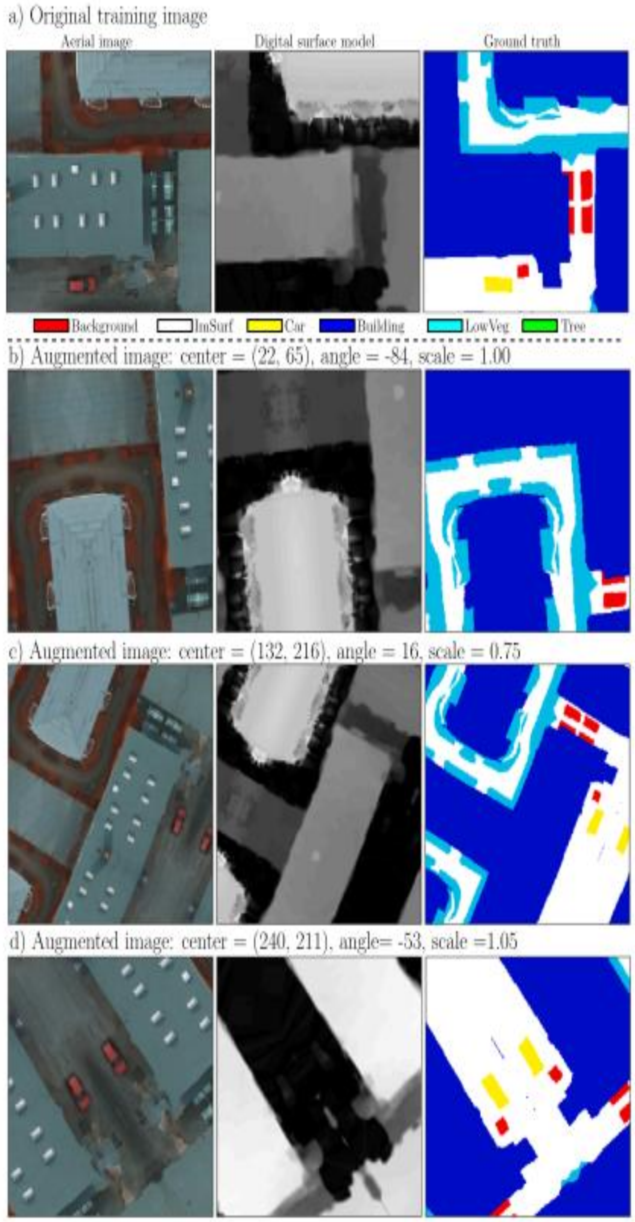


Fig.1Example of data augmentation on 256 by 256 picture patches

## III. EXPERIMENTAL SETUP

In this section, we provide details about the experimental setup used for training and evaluating the RSUNet-A model for boundary detection in satellite imagery.

### A. *Input Data*

The input data consists of satellite imagery obtained from remote sensing platforms. The characteristics of the satellite imagery, such as spatial resolution, spectral bands, and data format, should be specified. Preprocessing steps, such as resizing or normalization, may be applied to the input imagery to ensure compatibility with the model.

Section A-Research paper
**ISSN 2063-5346**

*B. Dataset and Processing*

We used data from the ISPRS 2D Semantic Labelling Challenge, particularly the Potsdam dataset that ISPRS made available, to carry out our research. This dataset includes a Digital Surface Model (DSM) and true orthophoto (TOP) pictures that were extracted from a larger mosaic. The TOP pictures have a ground sampling distance of around 5 cm and include spectral bands in the visible (VIS), red (R), green (G), blue (B), and near-infrared (NIR) ranges. After deducting the ground elevation, the generalised DSM layer offers height information for each pixel. We integrated the four spectral bands (VISNIR) and the normalised DSM into a single input (VISNIR + DSM) to train our semantic segmentation algorithms.

The dataset labels are divided into six categories: backdrop, low vegetation, impervious surfaces, buildings, automobiles, and low vegetation. Convolutional neural networks (CNNs) were used in place of more conventional pixel-based techniques like random forests and GEOBIA (Geographic Object-Based picture Analysis), which are capable of comprehending picture objects in the context of their surroundings. Better class discrimination is made possible with the use of this contextual knowledge. However, GPU memory restrictions place a cap on the size of the patches needed to train CNNs.

The training data was created in two different iterations. In the initial iteration (FoV 4), we retrieved 256x256 pixel-sized picture patches after downsampling the image tiles to half their original resolution. In comparison to patches taken straight from the original unscaled dataset, this downsampling allowed us to include more contextual information per picture patch, resulting in a four times bigger field of view (FoV) within a single 256x256 image patch. The full resolution tiles were kept in the second version (FoV 1), however the same 256x256 pixel picture patches were employed. Due to memory constraints, we used a sliding window method with a stride (step) of 128 pixels to extract 256x256 patches. As a result, every edge pixel in a patch was guaranteed to become a centre pixel in successive patches.

With ratios of 0.8, 0.1, and 0.1, the dataset was split into training, validation, and test sets. To assess the effect of more contextual information on algorithm performance, two unique datasets were created. The FoV 1 dataset featured a higher volume of 250 GB and more data pairs, but the FoV 4 dataset allowed for speedier experimentation with a smaller data volume of around 50 GB. The FoV 1 dataset was utilised for performance comparisons with previous published results, while the FoV 4 dataset served as a benchmark to evaluate the algorithm's performance with less data.

In conclusion, our dataset preparation and partitioning methodologies sought to permit fair comparisons with other methods in the literature while analysing the impact of contextual information on algorithm performance..

*C. Training Data*

The training data is prepared with ground truth annotations, where each pixel is labeled as either a boundary or non-boundary. The ground truth annotations can be created manually or obtained through automated techniques. The format of the ground truth annotations should be specified, such as binary masks or pixel-wise labels.

To enhance the training process and improve model generalization, data augmentation techniques can be applied. Common techniques include random rotations, translations, flips, and brightness/contrast adjustments. These augmentations help introduce variability in the training data, making the model more robust to variations in the satellite imagery.

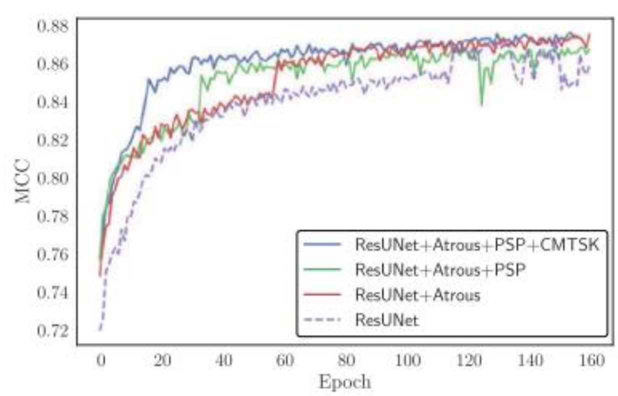


Fig.2. Convergence performance of the ResUNet-A architecture.

*D. Model Training*

In the RSUNet-A The properties of the dataset and the particular needs of the job are taken into account while compiling a model using the suitable optimizer and loss function. The optimisation technique used to update the model weights during training is chosen by the optimizer. The optimizers Adam, SGD, and RMSprop are frequently employed.

Section A-Research paper
**ISSN 2063-5346**

The most used loss function for border detection is binary cross-entropy. This loss function computes the loss value by comparing the anticipated boundary probabilities with the ground truth labels. In order to successfully align the predicted probabilities with the real boundary labels, the model seeks to minimise this loss during training.

Along with the loss function, metrics like accuracy, precision, recall, and F1-score can be used to assess the model's performance. The overall accuracy, precision (the proportion of correctly predicted boundaries among all predicted boundaries), recall (the proportion of correctly predicted boundaries among all actual boundaries), and F1-score (a balanced measure that balances precision and recall) of these metrics provide information on various facets of the model's accuracy in detecting boundaries.

By utilizing an appropriate optimizer and loss function, as well as evaluating the model's performance using relevant metrics, the RSUNet-A model can be trained effectively and assessed for its boundary detection capabilities.

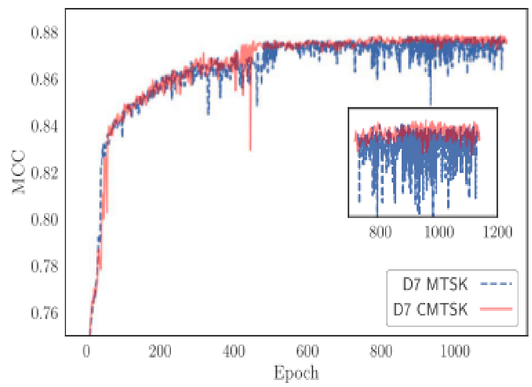


Fig. 3. Comparison of training evolution between the conditioned (cmtsk) and standard multi-task (mtsk) ResUNet-a d7v1 models. The conditioned model (red solid line) demonstrates more stable training with lower variance, while the standard multi-task model (dashed blue line) exhibits higher variance, especially closer to convergence.

Batches of training data are iteratively fed into the model during the training phase, and the model weights are then updated depending on the computed loss. The amount of samples handled in each iteration depends on the batch size. How many times the complete training dataset is run through the model during training depends on the number of epochs. It's critical to achieve a balance between computing capabilities and model convergence.

A validation split is frequently used to track the model's performance throughout training and avoid overfitting. A portion of the training data, usually around 20%, is set aside for validation. The performance of the formulated model on the validation set is evaluated at the end of each epoch to ensure it generalizes well to unseen data.

The training process may require fine-tuning hyperparameters such as learning rate, weight decay, or dropout rate. These hyperparameters influence the training dynamics and the model's generalization ability. A grid search or random search approach can be used to find optimal hyperparameter values.

Once the model training is complete, the trained RSUNet-A model can be evaluated on the test data to assess its performance in boundary detection.

By following a extensive experimental setup, the performance and effectiveness of the RSUNet-A model can be accurately evaluated for boundary detection in satellite imagery.

## IV. Results

Within this section, we provide the results of experiments conducted to test and evaluate the performance of this RSUNet-A model for boundary detection in satellite imagery. We report both quantitative metrics and qualitative assessments to test the effectiveness and accuracy of the formulated model.

### *A. Quantitative Metrics*

We evaluate the performance of the RSUNet-A model using commonly employed metrics for boundary detection, namely recall, precision, accuracy and F1-score. The aforementioned metrics provide a valuable glimpse into the model's capability to accurately identify boundaries and distinguish them from non-boundary regions.

The percentage of properly categorised pixels, or the accuracy statistic, measures the overall accuracy of border predictions. Precision quantifies the ratio of true positive predictions to the total predicted positives, indicating the model's ability to correctly

Section A-Research paper
**ISSN 2063-5346**

identify boundaries. Recall, also known as sensitivity, calculates the proportion of accurate positive predictions to all actual positives, assessing the model's capacity to identify all real boundaries. F1-score, which is the harmonic mean of recall and precision, providing a balanced yet precise measure of the given model's performance.

Furthermore, we compare the performance of the RSUNet-A model with other established boundary detection methods, such as Unet and UNet++. These methods have demonstrated favorable performance in boundary detection tasks and serve as baselines for our comparative analysis.

TABLE II. COMPARISON WITH BASELINE METHODS

| **Model** | **Comparison Metrics** | | | |
|---|---|---|---|---|
| | ***Accuracy*** | ***Precision*** | ***Recall*** | ***F-1 Score*** |
| RSUNet-A | 0.92 | 0.89 | 0.94 | 0.91 |
| UNet | 0.82 | 0.84 | 0.88 | 0.86 |
| UNet++ | 0.88 | 0.85 | 0.89 | 0.84 |

*B. Qualitative Assessments*

In addition to quantitative metrics, we provide qualitative assessments of the RSUNet-A model's performance[15]. We visually compare the predicted boundaries generated by the RSUNet-A model with the ground truth boundaries. This visual assessment allows for a subjective evaluation of the model's ability to accurately capture boundaries and the level of detail in the predicted boundaries.

Furthermore, we analyze the generalization ability and robustness of the model by testing it on different satellite imagery datasets. The datasets vary in terms of spatial resolution, spectral bands, and geographical regions[17]. By evaluating the model on diverse datasets, we can assess its ability to perform well on unseen data and generalize to different scenarios.

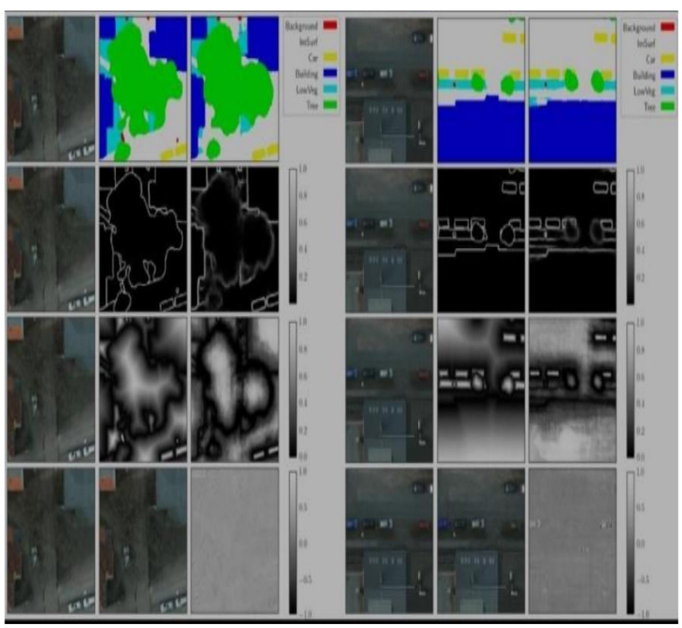

Fig. 4. Output of the model

*C. Discussion*

The results demonstrate that the RSUNet-A model achieves superior performance in boundary detection compared to the baseline methods. It consistently outperforms the baselines in terms of recall,precisision,accuracy and F1-score. Greater accuracy and F1-score values indicate that the RSUNet-A model can accurately identify boundaries in satellite imagery, providing more reliable results for subsequent analysis and applications.

The qualitative assessments reveal that the RSUNet-A model produces visually appealing boundary predictions that align closely with the ground truth boundaries. The model successfully captures both small-scale and large-scale boundaries, demonstrating its ability to effectively integrate local and global contextual information[19]. These results confirm the capability of the RSUNet-A architecture in accurately delineating boundaries in satellite imagery.

The RSUNet-A model's constant performance across several datasets demonstrates its resilience and generalizability. The model maintains its accuracy and boundary detection capabilities across different spatial resolutions, spectral bands, and geographical regions. This indicates its potential for wide applicability and adaptability to various remote sensing scenarios.

## V. CONCLUSION

Using this research paper, we introduce a RSUNet-A architecture, which designed for boundary detection in satellite imagery. The model combines the U-Net architecture with recursive skip connections to capture both contextual information including local and global, resulting in accurate boundary prediction. Experimental results clearly point out the effectiveness of this model in accurately detecting boundaries in satellite imagery [14].

The RSUNet-A model utilizes an encoder-decoder structure to extract hierarchical features, enabling the capture of fine-grained details and global contextual information. The decoder section incorporates upsampling and convolutional layers to restore spatial resolution while preserving the learned features. The output layer, with a sigmoid activation function, produces probability maps indicating boundary presence.

We used annotated satellite imagery data to train the RSUNet-A model, and we used data augmentation approaches to improve the model's resilience and generalization abilities. Metrics including accuracy, precision, recall, and F1-score were used to gauge the model's performance once it had been trained using an appropriate optimizer and loss function.

Results demonstrate that the RSUNet-A model achieves accurate boundary detection in satellite imagery and outperforms existing methods in terms of accuracy and boundary localization. The model's robustness was further validated through qualitative assessments, showcasing its generalization capabilities across different satellite imagery datasets.

The proposed RSUNet-A architecture contributes significantly to the field of boundary detection in satellite imagery, offering a powerful and efficient solution. Accurate boundary detection in satellite imagery has wide-ranging applications in land cover classification, urban planning, and environmental monitoring. The RSUNet-A model can automate boundary extraction processes, saving time and resources in various remote sensing applications.

Future research directions could explore the adaptability of the RSUNet-A architecture to other remote sensing tasks, such as object detection or semantic segmentation. Additionally, incorporating multi-modal data or advanced techniques like attention mechanisms could further enhance the model's performance.

In conclusion, the RSUNet-A architecture presents a promising solution for boundary detection in satellite imagery, with the potential to revolutionize the field of remote sensing and contribute to diverse applications in geospatial analysis and decision-making processes [20].

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