

# Supplementary Material for “Graph Interaction Network for Scene Parsing”

Tianyi Wu<sup>1,2\*</sup>, Yu Lu<sup>3\*</sup>, Yu Zhu<sup>1,2</sup>,  
Chuang Zhang<sup>3</sup>, MingWu<sup>3</sup>, Zhanyu Ma<sup>3</sup>, and Guodong Guo<sup>1,2\*</sup>

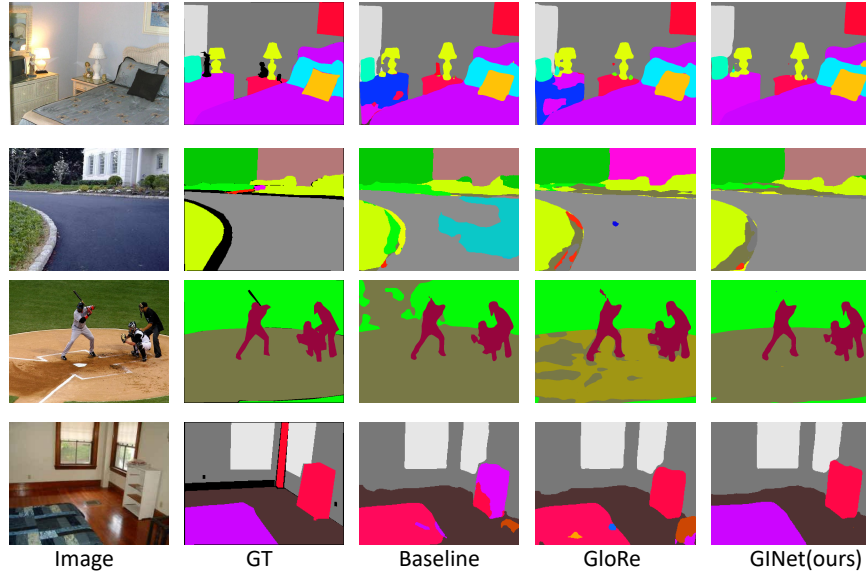
<sup>1</sup> Institute of Deep Learning, Baidu Research, Beijing, China  
{wutianyi01, zhuyu05, guogudong01}@baidu.com

<sup>2</sup> National Engineering Laboratory for Deep Learning Technology and Application,  
Beijing, China

<sup>3</sup> Beijing University of Posts and Telecommunications, Beijing, China  
{aniki, zhangchuang, wuming, mazhanyu}@bupt.edu.cn

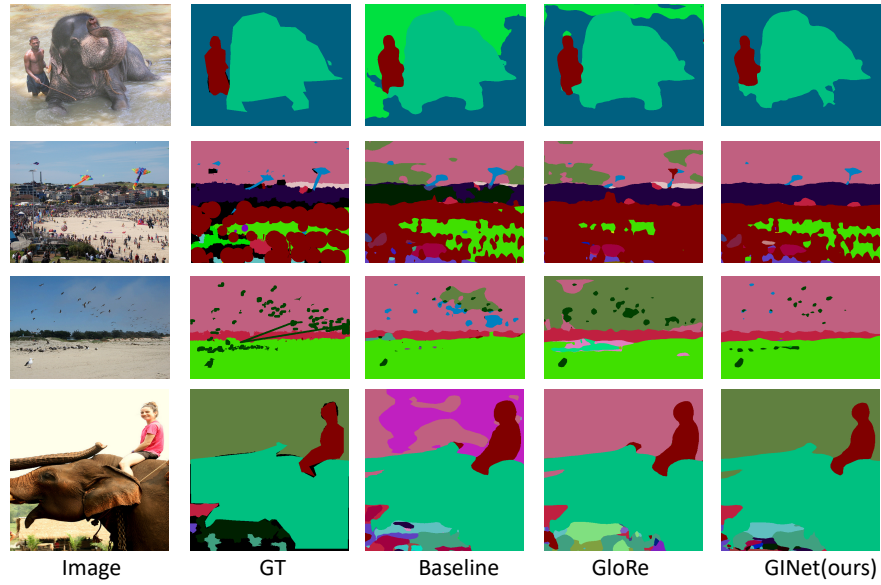
## 1 Qualitative Results

This section provides more qualitative results of the proposed approach on ADE20k[3] and COCO Stuff [1].



**Fig. 1.** Results illustration of the proposed GINet on ADE20k validation set. From left to right are: input image, ground truth, prediction of the Baseline, prediction of the GloRe[2], and prediction of the proposed GINet. (*Best viewed in color.*)

\* Equal contribution \* Corresponding author



**Fig. 2.** Results illustration of the proposed GINet on COCO Stuff test set. From left to right are: input image, ground truth, prediction of the Baseline, prediction of the GloRe[2], and prediction of the proposed GINet. (*Best viewed in color.*)

**Table 1.** Performance comparison of using different numbers of nodes on Pascal Context. “N” indicates the number of nodes in visual graph.

N	Backbone	mIoU
16	Res50	51.0
32	Res50	51.1
64	Res50	51.7
128	Res50	51.1

## 2 Effect of different numbers of nodes for Visual Graph

Table 1 shows the effects of using different numbers of nodes for the visual graph. The GINet configured with 64 nodes in the GI unit can obtain the best performance. This means that a larger number of nodes does not result in a higher performance, and using the right number of nodes is also very important for our model.

## References

1. Caesar, H., Uijlings, J., Ferrari, V.: Coco-stuff: Thing and stuff classes in context. In: CVPR (2018)
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3. Zhou, B., Zhao, H., Puig, X., Fidler, S., Barriuso, A., Torralba, A.: Scene parsing through ade20k dataset. In: CVPR (2017)