# **DIP Final Group 19 Report**

### **Group members**

B08902061 資工大四 郭柏廷 B08902070 資工大四 戴培凱

#### **Division of Work**

There's no specific division of work, it's about 50%-50%

#### Methods we used

- Style Transfer Algorithm
  - Image only
    - Neural Style Transfer (by Leon Gatys et al.)
    - SANet
  - Video and Image
    - MCCNet
    - Linear Style Transfer(Li et al.)
- Additional functions added
  - o Preserve Color Transfer
    - 2 ways to implement
      - 1. Color Histogram Matching
        - Do Color Transfer on style image with content image, or
        - Do Color Transfer on stylized result with content image
        - Downside
          - Get poor color preserve result if style image has few color
      - 2. Luminance only transfer
        - o RGB -> YUV
        - o Y is luminance, UV is colors
        - Do style transfer only on Y channel
  - o Reversible Transform

- Do forward transform on content images before style transfer, and backward transform the stylized result
- If a transform can be recovered(backward transform) without losing much details, it can be called a Reversible Transform
- Types of reversible transform we implement
  - Resize
  - Rotate
  - Swirl
  - Wavy
- Procedure of Our Program
  - For image style transfer
    - add noise
    - reversible forward
    - style transfer
    - reversible backward
    - preserve color
  - For video style transfer
    - add noise
    - reversible forward (only resize and rotate)
    - style transfer
    - reversible backward
    - preserve color
  - How to run
    - see github README

#### **Results**

- Images
  - o Image 1







o Image 2



- For videos and more result, please see Presentation and Github
  - o Presentation
    - https://docs.google.com/presentation/d/1UF8GscKSB5iiydNLau xmdw-UiMvXuGbfV8IEyJQsEmU/edit#slide=id.p
  - Github
    - https://github.com/B08902070/DIP\_final

## **Discussions**

- Ways to improve stylized results
  - Modifying Style Transfer Models
    - pre-train VGG using style transfer data instead of original pretrain weight
    - Modify weights in each layers of VGG by multiplying some coefficients or do normalization

- Do normalization on loss function
- Use exponential moving average to reduce noise
- Pre-processing content and style images
  - add noise to on single color background
  - Do normalization on lightness of style image
  - Add some effect on content images like reversible transform or color preserve
- What could be better?
  - Style Transform effect on video is not obvious
  - o Still some flickering in stylized video result
  - The artifact of add noise method on single color background is still obvious in some style images

#### Reference

- <a href="https://github.com/crowsonkb/style-transfer-pytorch">https://github.com/crowsonkb/style-transfer-pytorch</a>
- <a href="https://github.com/diviiyiii/MCCNet">https://github.com/diviiyiii/MCCNet</a>
- <a href="https://github.com/sunshineatnoon/LinearStyleTransfer/blob/master/README.">https://github.com/sunshineatnoon/LinearStyleTransfer/blob/master/README.</a>
  md
- <a href="https://github.com/MaxReimann/stroke-adjustable-nst-transforms">https://github.com/MaxReimann/stroke-adjustable-nst-transforms</a>
- https://github.com/GlebSBrykin/SANET