



# DeSRA: Detect and Delete the Artifacts of GAN-based Real-World Super-Resolution Models



Liangbin Xie<sup>\*1,2,3</sup>



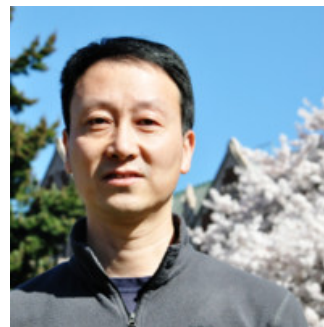
Xintao Wang<sup>\*3</sup>



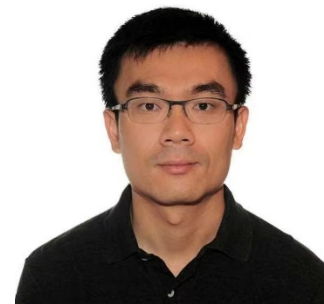
Xiangyu Chen<sup>\*1,2,5</sup>



Gen Li<sup>4</sup>



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Jiantao Zhou<sup>1</sup>



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# Background – GAN-SR Models in Real World Scene

- GAN-SR methods often generate perceptually **unpleasant artifacts**, which would seriously affect the user experience.
- These artifacts appear in the real-world **unseen** data during inference, which can be defined as **GAN-inference artifacts**. They are typically **out of training distribution** and do not appear in the training phase. **Solving GAN-inference artifacts has great practical value.**

In this paper, we deal with GAN-inference artifacts with two characteristics:

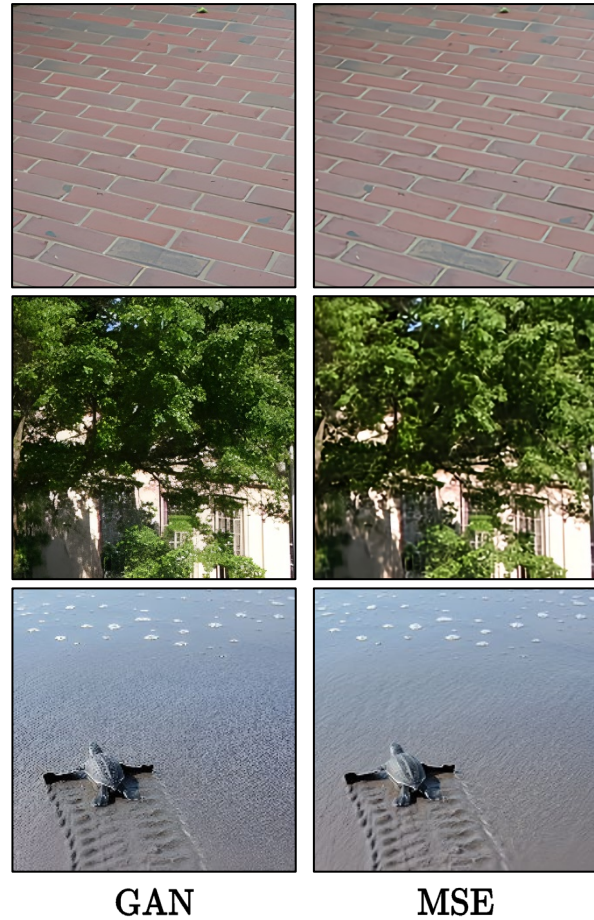


- The artifacts do not appear in the pretrained MSE-SR model.
- The artifacts are obvious and have a large area, which can be observed at the first glance.

# Method – Detect GAN-inference Artifacts

- First step: we detect GAN-inference artifacts automatically.

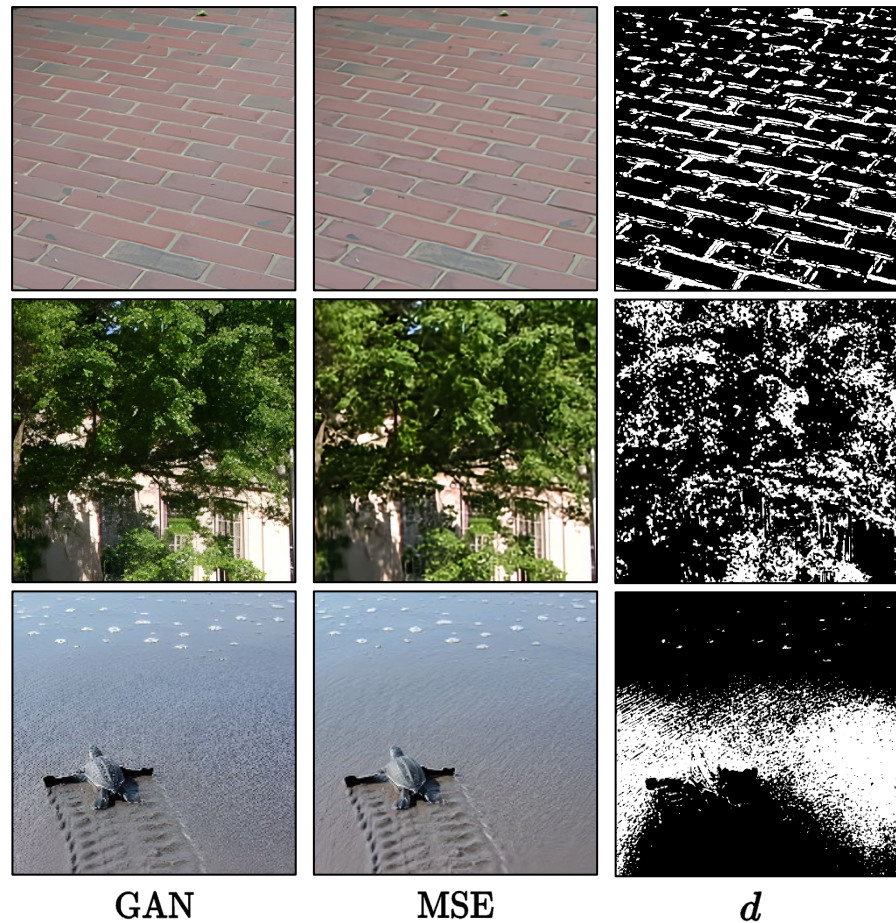
➤ We adopt the MSE-based results as the reference





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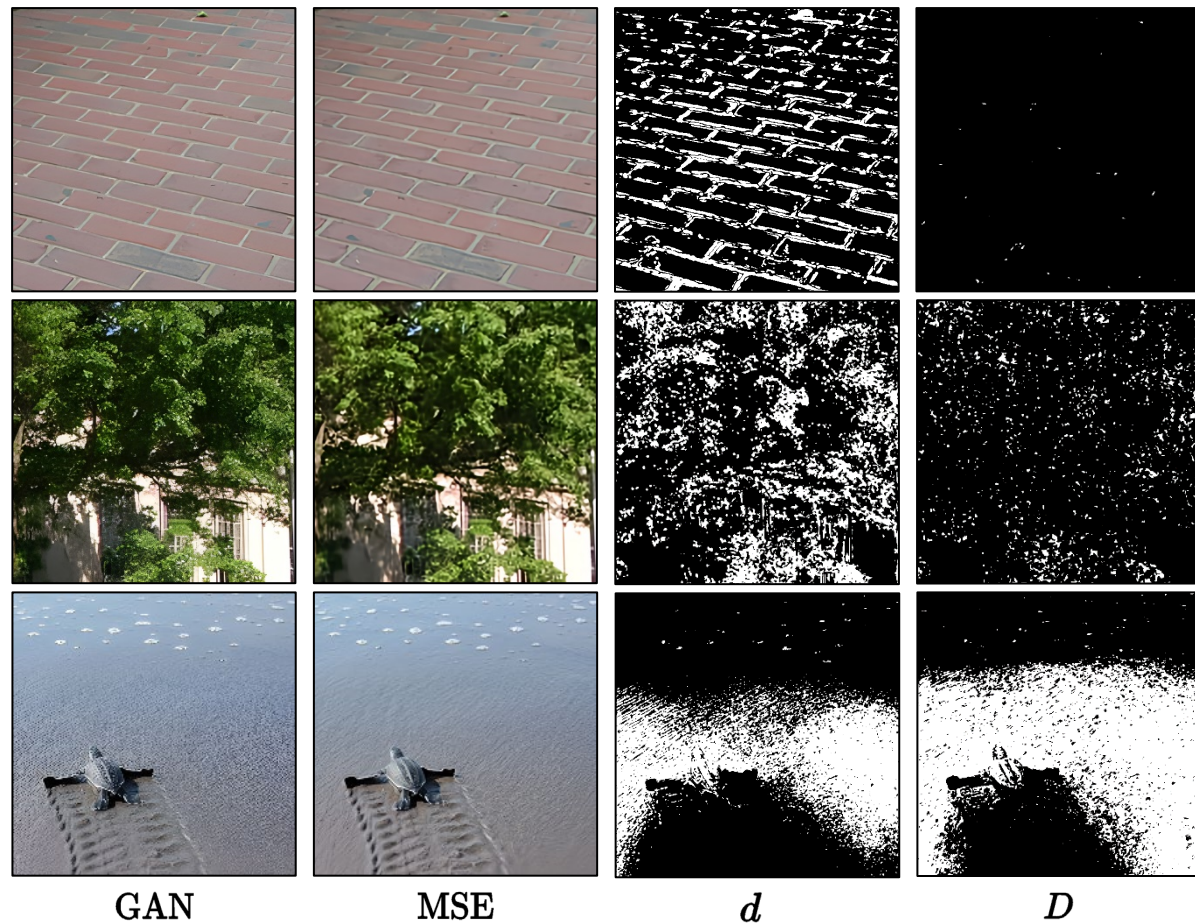
- We calculate the difference between standard deviations of GAN-SR patch and MSE-SR patch to measure the **texture difference**  $d$  as

$$d(x, y) = (\sigma_x - \sigma_y)^2$$

$\sigma_x$  refers to the local standard deviation of GAN-SR patches;  
 $\sigma_y$  refers to the local standard deviation of MSE-SR patches

# Method – Detect GAN-inference artifacts

- First step: we detect GAN-inference artifacts automatically.



- We calculate the **relative difference of local variance**  $D$  between MSE-SR and GAN-SR patches

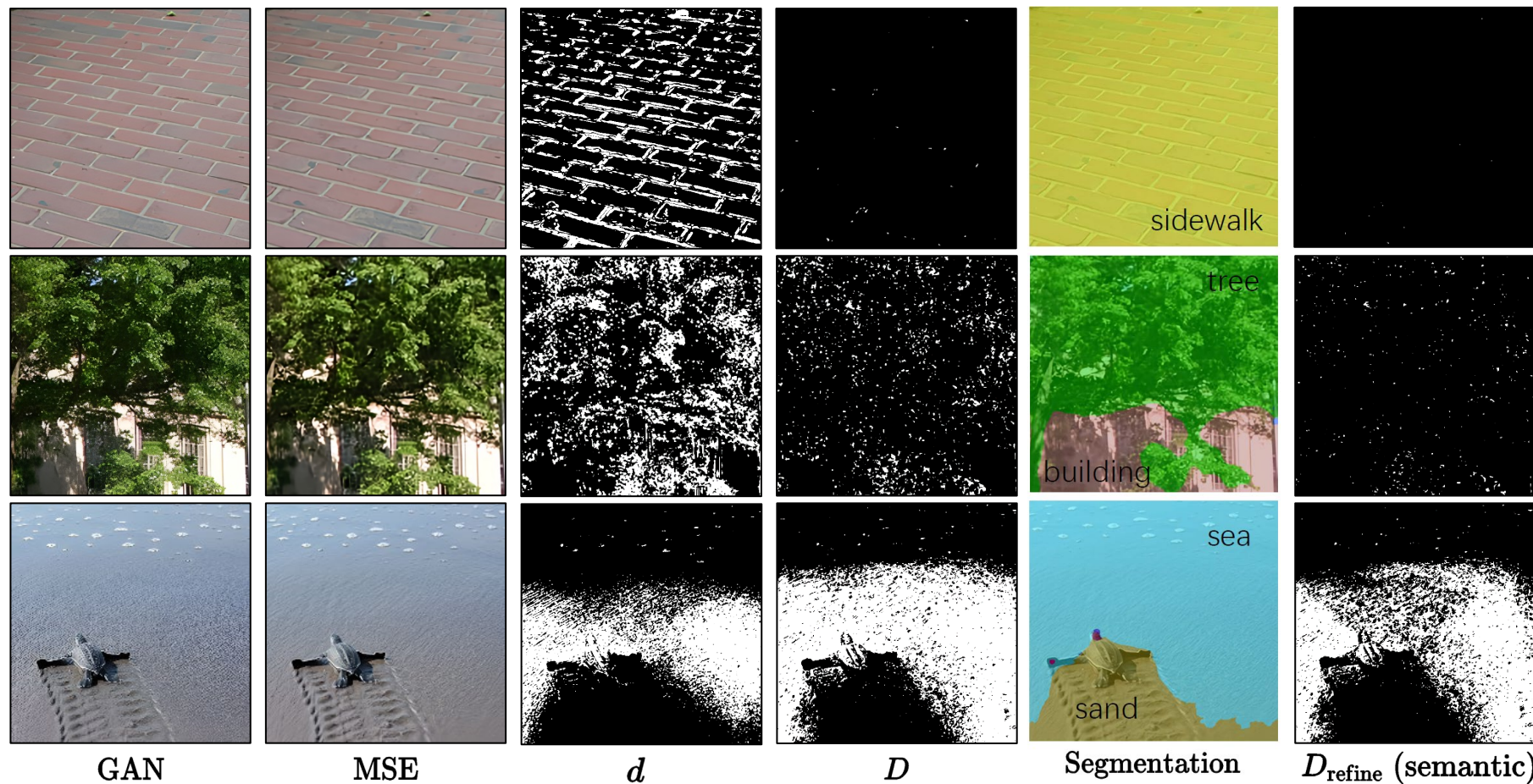
$$D = \frac{2\sigma_x\sigma_y}{\sigma_x^2 + \sigma_y^2 + C}$$

$\sigma_x$  refers to the local standard deviation of GAN-SR patches;  
 $\sigma_y$  refers to the local standard deviation of MSE-SR patches



# Method – Detect GAN-inference Artifacts

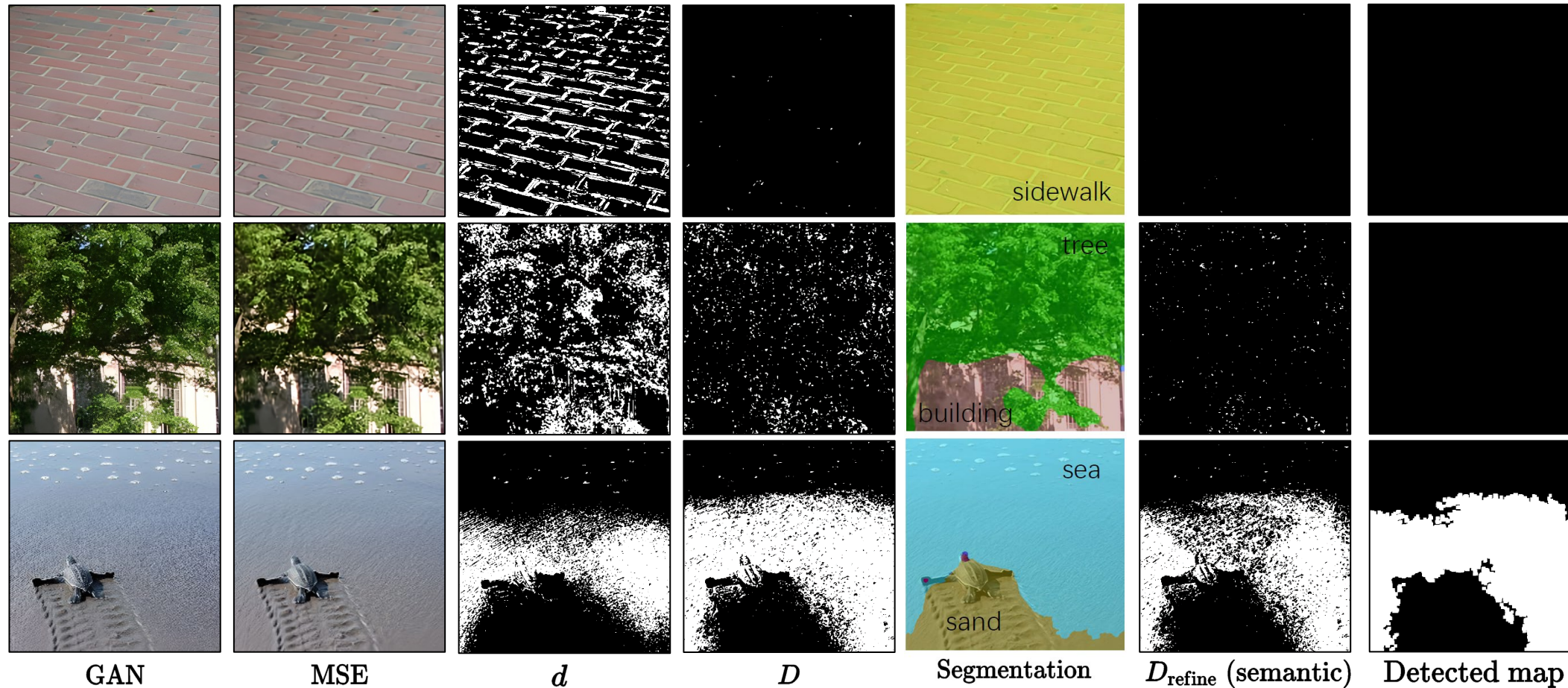
- First step: we detect GAN-inference artifacts automatically.



- We further introduce **semantic-aware adjustment** to enlarge the difference in perceptually artifact-sensitive regions (e.g., building, sea) while suppressing the difference in textured regions (e.g., foliage, animal fur).

# Method – Detect GAN-inference Artifacts

- First step: we detect GAN-inference artifacts automatically.

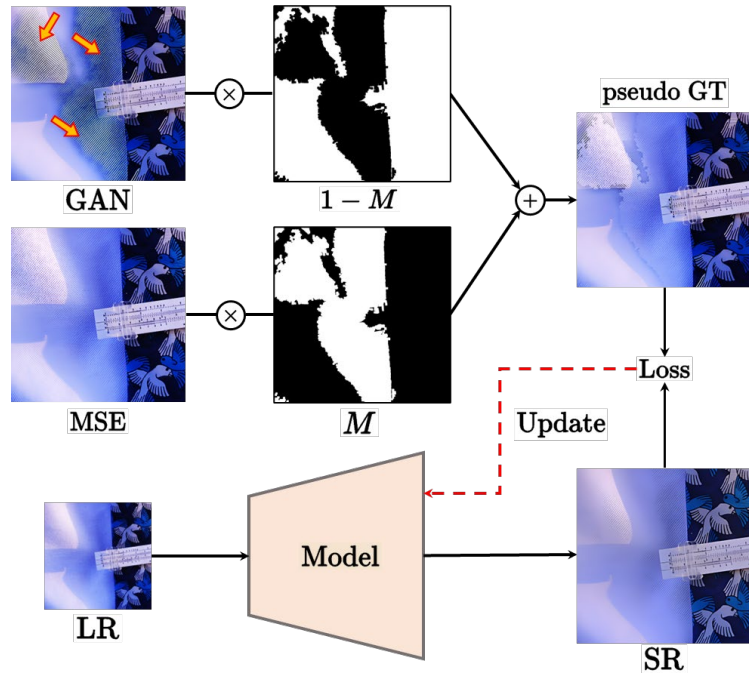


- We then **filter out detection noises** and perform **morphological manipulations** to generate the final artifact mask.



# Method – Delete GAN-inference Artifacts

- Second step: we make the pseudo GT and finetune the GAN-SR model.

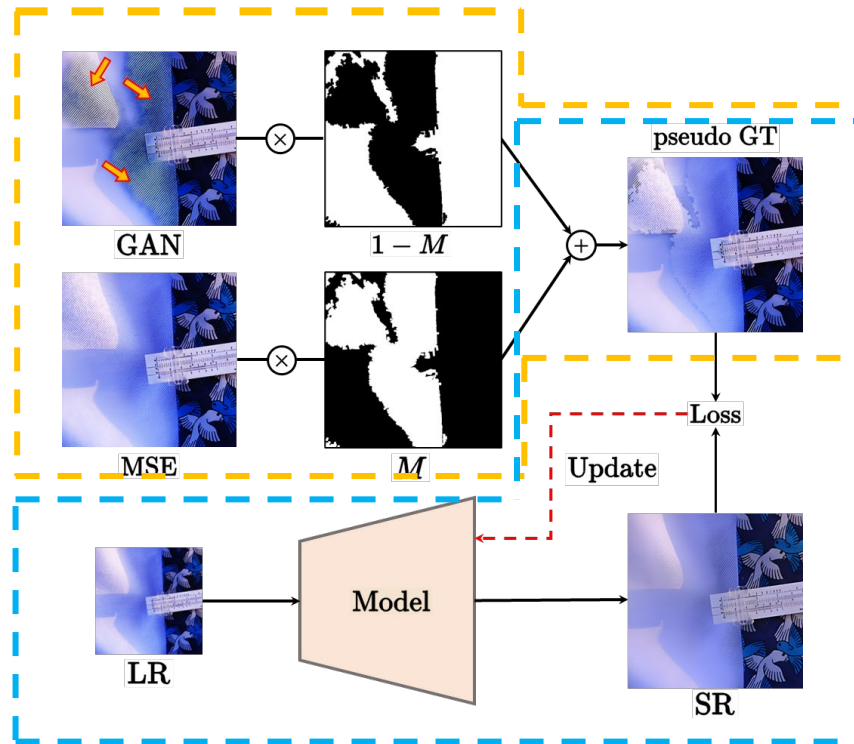


- We use MSE-SR results to replace the regions where artifacts were detected in GAN-SR results.



# Method – Delete GAN-inference Artifacts

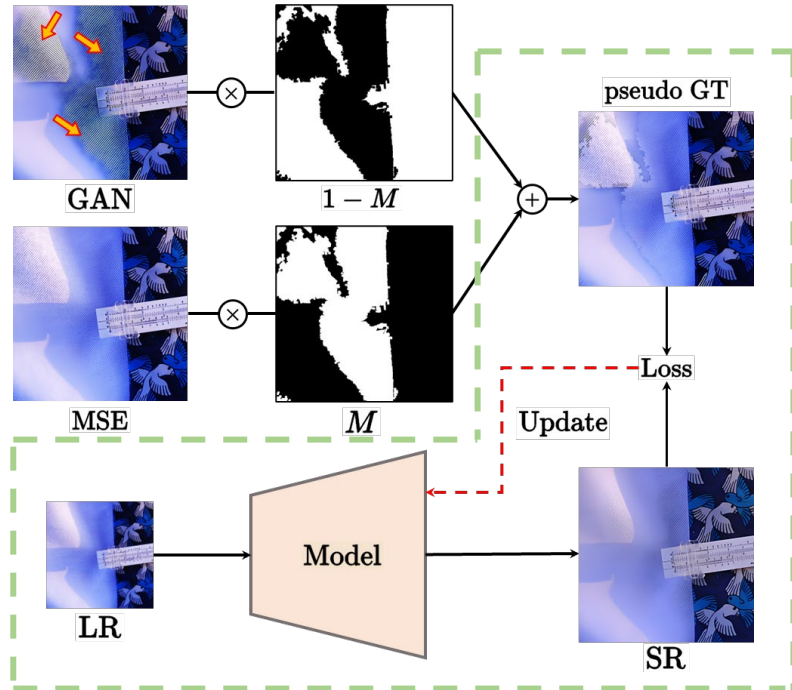
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# Method – Delete GAN-inference Artifacts

- Second step: we make the pseudo GT and finetune the GAN-SR model.



- We use MSE-SR results to replace the regions where artifacts were detected in GAN-SR results.
- We then use **a small amount of data** to generate the data pairs (LR & pseudo GT) from real data to **finetune** the model.

We only need to finetune the model for a few iterations (about **1K iterations**) and the updated model would produce perceptually pleasant results without obvious artifacts. Moreover, it does not influence other fine details in regions without artifacts.

# Experiments — Artifact Detection Results

Table 1. Artifact detection results based on Real-ESRGAN (Wang et al., 2021c). LDL\* represents the modified detection method in LDL (Liang et al., 2022b).

Method	IoU ( $\uparrow$ )	Precision	Recall
NIQE	2.9	0.0494	0.1054
PAL4Inpainting	8.4	0.0855	0.0992
LDL*(threshold=0.01)	29.9	0.3504	0.3485
LDL*(threshold=0.005)	36.2	0.2618	0.5442
LDL*(threshold=0.001)	35.3	0.1410	<b>0.8391</b>
<b>DeSRA-det (ours)</b>	<b>51.1</b>	<b>0.7055</b>	0.6081

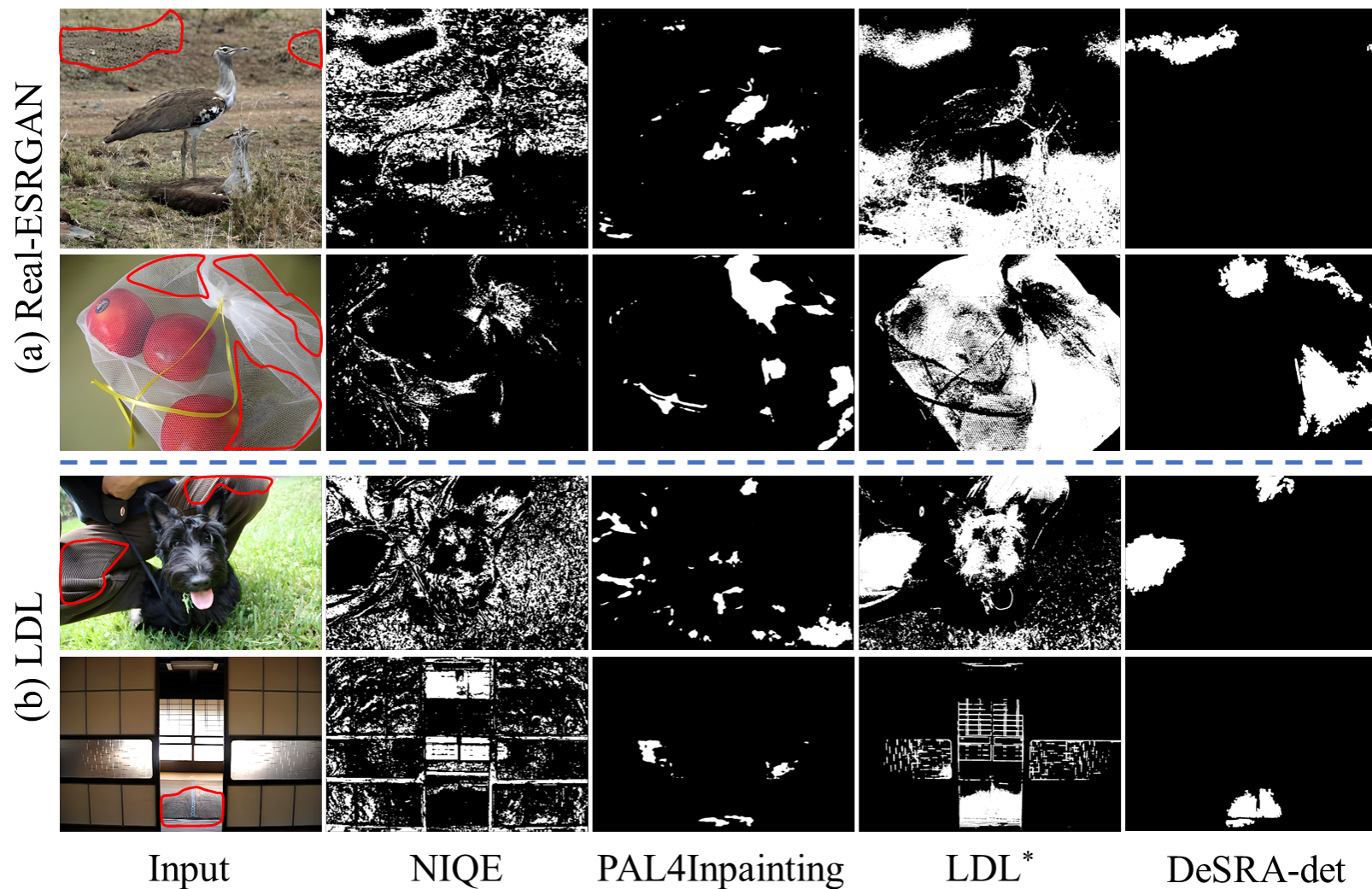
Table 2. Artifact detection results based on LDL (Liang et al., 2022b). LDL\* represents the modified detection method in LDL (Liang et al., 2022b).

Method	IoU ( $\uparrow$ )	Precision	Recall
NIQE	2.6	0.0236	0.1770
PAL4Inpainting	8.8	0.0699	0.1337
LDL*(threshold=0.01)	32.7	0.3070	0.4110
LDL*(threshold=0.005)	36.7	0.2100	0.5770
LDL*(threshold=0.001)	31.1	0.1003	<b>0.8659</b>
<b>DeSRA-det(ours)</b>	<b>44.5</b>	<b>0.6087</b>	0.5335

Our method obtains the **best IoU and Precision** that far outperform other schemes



# Experiments — Artifact Detection Results



The detection results obtained by our approach **have significantly higher accuracy** than other schemes.

# Experiments — Improved GAN-SR Results

Table 3. Artifact detection results of GAN-SR models with and without using DeSRA finetuning.

Method	IoU ( $\downarrow$ )	Removal rate	Addition rate
Real-ESRGAN	51.1	-	-
Real-ESRGAN-DeSRA	<b>12.9</b>	75.43%	0%
LDL	44.5	-	-
LDL-DeSRA	<b>13.9</b>	74.97%	0%

Three-quarters of the artifacts on unseen test data can be completely removed after finetuning.

# Experiments — Improved GAN-SR Results

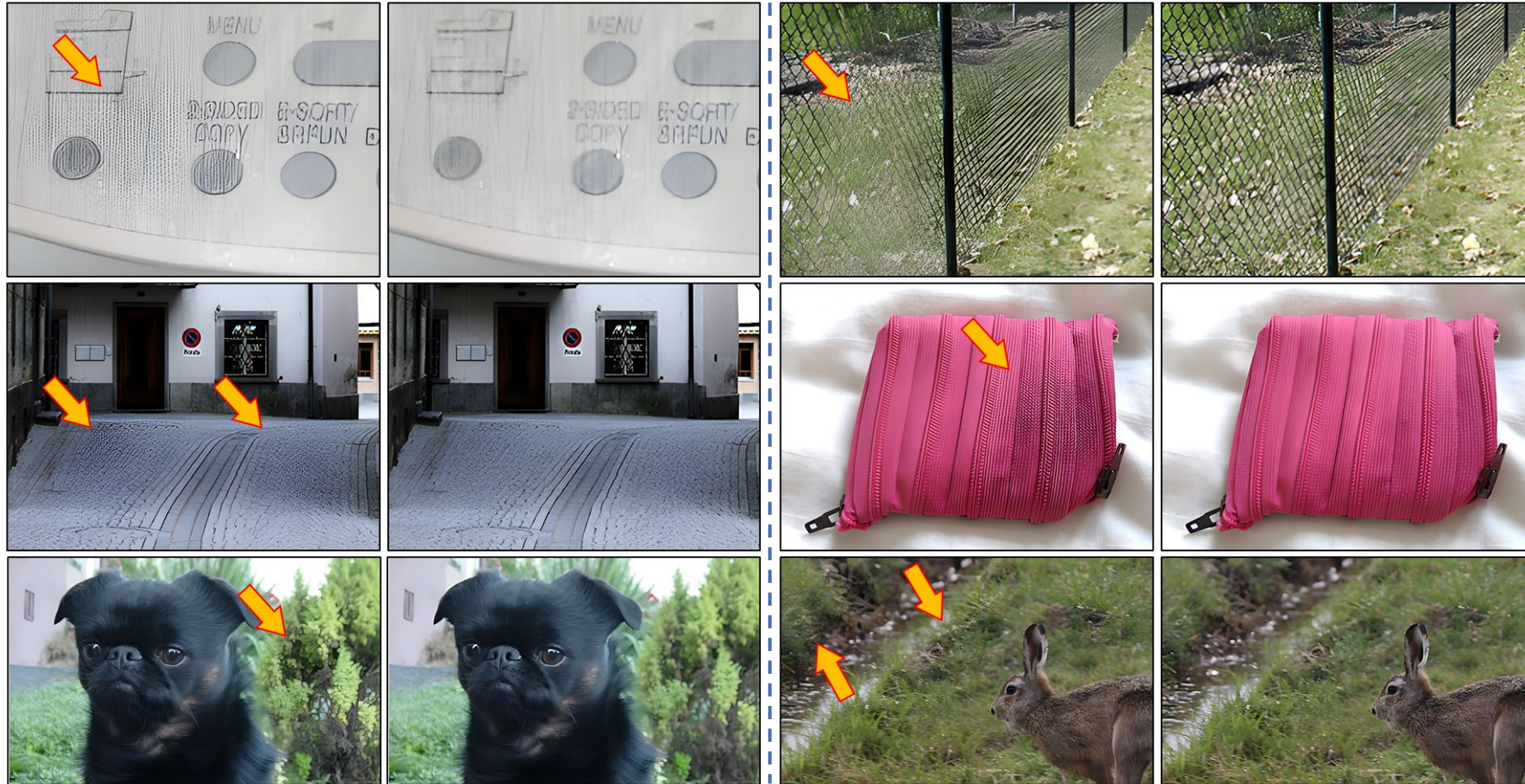
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LDL	44.5	-	-
LDL-DeSRA	<b>13.9</b>	74.97%	0%

Our method **does not introduce new additional artifacts**, as the addition rate is 0.



# Experiments — Improved GAN-SR Results



RealESRGAN

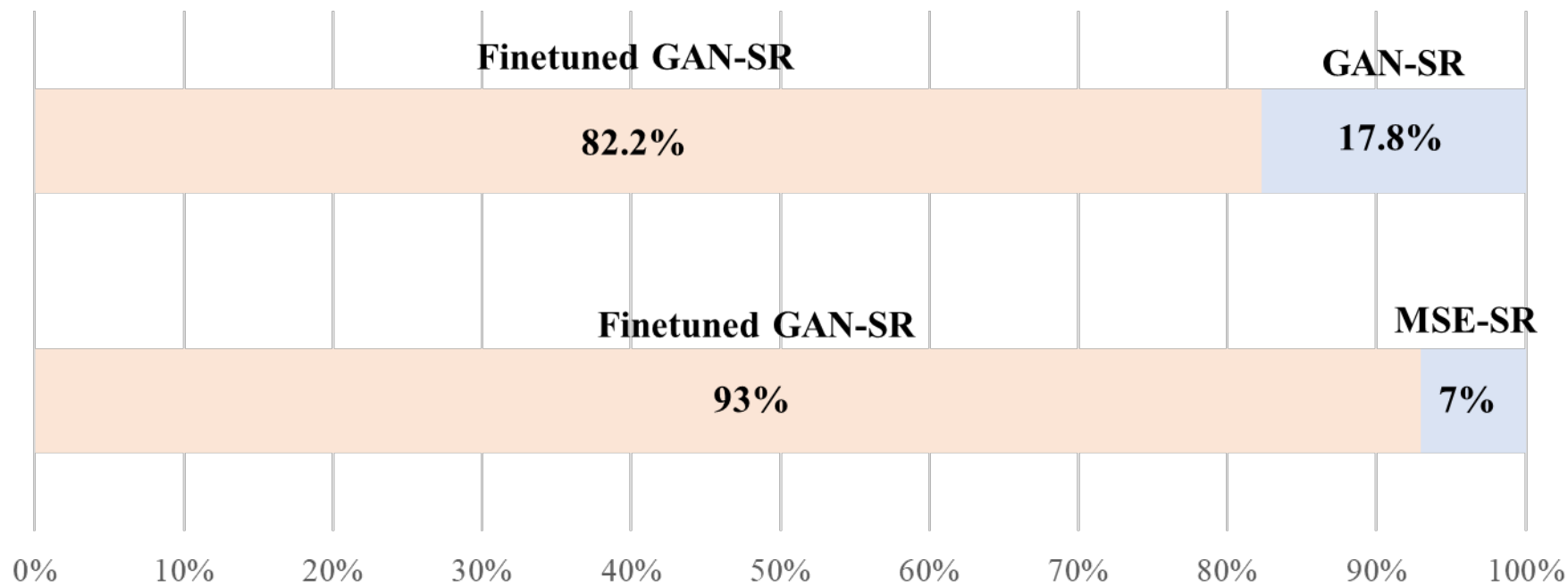
RealESRGAN-DeSRA

LDL

LDL-DeSRA

Artifacts are obviously alleviated for results produced by the improved GAN-SR models.

# Experiments — User Study



- Our method largely removes the artifacts generated by the original model.
- The finetuned GAN-SR model generates more detailed results than the MSE-SR model.

# Thanks for Watching



## DeSRA: Detect and Delete the Artifacts of GAN-based Real-World Super-Resolution Models



Liangbin Xie



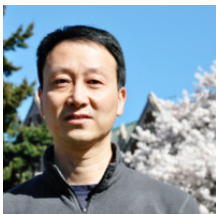
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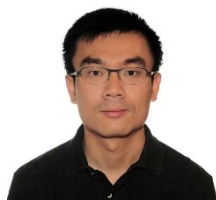
Xiangyu Chen



Gen Li



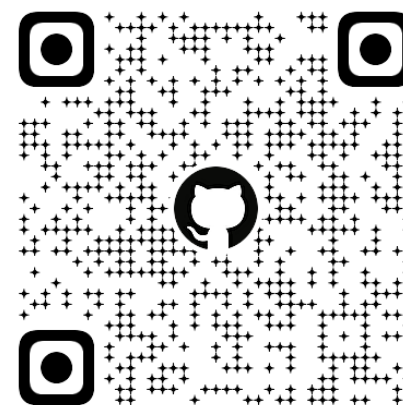
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Codes