INTRODUCTION TO PYTHON

Image Colorization

A REPORT

Submitted by

Group-A3

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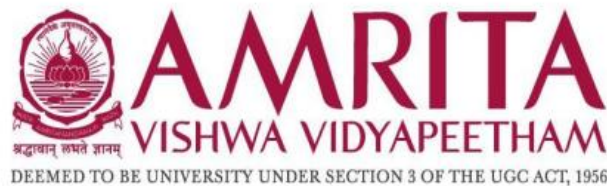**Surya Santhosh Kumar (CB.EN.U4AIE22049)**

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In partial fulfilment for the award of the degree of

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BONAFIDE CERTIFICATE

This is to certify that the thesis entitled "Building Computer, Lexical Analyser, Recreating the classic space invaders game Submitted by "**Anushka Singh (CB.EN.U4AIE22006), Lakshmi KN (CB.EN.U4AIE22023), Surya Santhosh Kumar (CB.EN.U4AIE22049), ABHIRAMARAJU RALLABANDI (CB.EN.U4AIE22066)"** for the award of the Degree of Bachelor of Technology in the "CSE(AI) " is a bonafide record of the work carried out by her under our guidance and supervision at Amrita School of Artificial Intelligence, Coimbatore.

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DECLARATION

I, **Anushka Singh (CB.EN.U4AIE22006), Lakshmi KN (CB.EN.U4AIE22023), Surya Santhosh Kumar (CB.EN.U4AIE22049), ABHIRAMARAJU RALLABANDI (CB.EN.U4AIE22066)** hereby declare that this thesis entitled "Building Computer , lexical Analyser,Recreating the classic space invaders game", is the record of the original work done by me under the guidance of Ms. Sreelakshmi K, Assistant Professor, Centre for Computational Engineering and Networking, Amrita School of Artificial Intelligence, Coimbatore. To the best of my knowledge this work has not formed the basis for the award of any degree/diploma/ associate ship/fellowship/or a similar award to any candidate in any University.

Place: Coimbatore

Date: **Signature of the Student**

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1. Introduction

Image colorization poses a considerable challenge as an ill-posed problem, characterized by color-multimodality, wherein multiple plausible colorized versions may exist for a given grayscale image. Historically, manual image colorization was undertaken by skilled artists relying on their expertise and mental visualization of specific scenes. This labor-intensive process demanded significant dedication for colorizing a single image. Semi-modern approaches often necessitate user intervention, involving manual annotation of different image areas with colors to guide the algorithm in the colorization process. In contrast, our approach is entirely automatic, eliminating the need for user involvement. Upon inputting a grayscale image, the user is presented with the colorized version without further intervention. While the superiority of one method over the other is context-dependent, automatic approaches are advantageous in situations demanding swift, intervention-free output, such as colorizing films with numerous frames. Conversely, semi-automatic methods offer maximum control over colors and areas, beneficial when precise colorization is paramount, facilitated by color anchors. In recent years, a third category has emerged—Hybrid image colorization—blending the effectiveness of semi-automatic precision with the rapidity of automatic processing, all achieved in an automated manner.
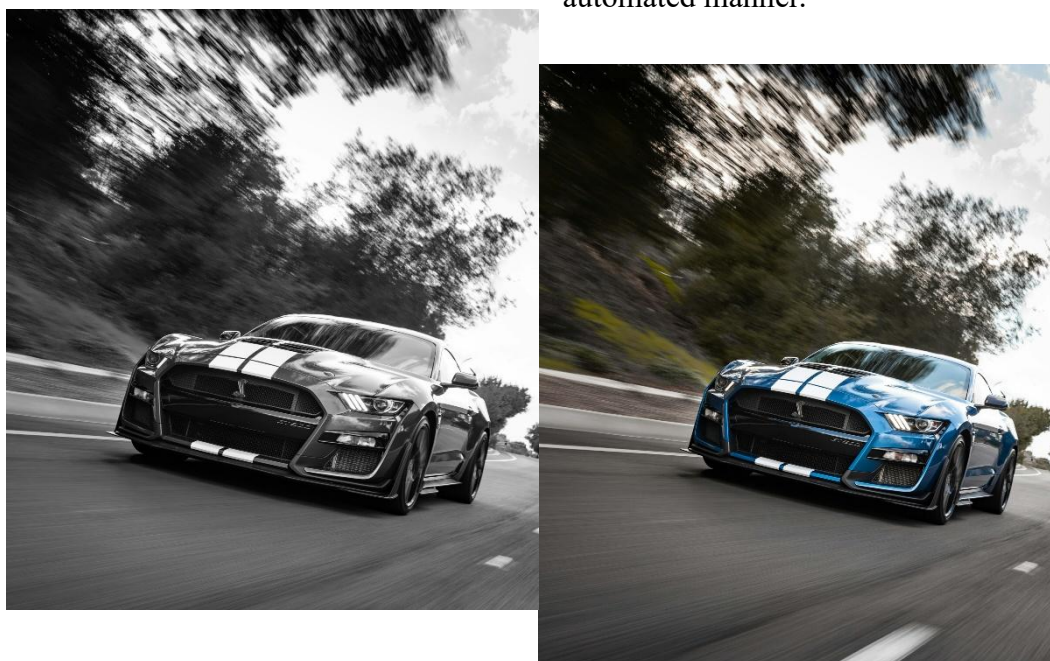

Figure 1 Image Colorization

In this project, we have restated the image colorization problem as an image classification problem and employ Support Vector Regressions for our backbone operation.

2. Dataset

The dataset selection focused on images showcasing Yellowstone National Park, sourced from Flickr using the tags "yellowstone" and "landscape." This strategy ensured a diverse collection encompassing various elements, including animals, humans, and buildings. To maintain uniformity, all images in the dataset underwent standardization, fixing their width at a constant 500 pixels. Notably, pre-existing grayscale photos were systematically excluded from consideration.

Figure 2 A glimpse into the Dataset

3. Feature Extraction

3.1 Segmentation

Image segmentation refers to the splitting up of an image into various areas of interest called segments. It is usually done with the help of an image segmentation algorithm which on its own can be a semi-automatic and also an automatic approach. There is a whole another Machine Learning model behind segmentation. For our task we use a SLIC(Simple Linear Iterative Clustering) Algorithm for segmentation.

For the classification of local features, we use segment the images into sections utilizing the SLIC superpixel algorithm. Our preference for the SLIC algorithm over other segmentation methods stems from its efficacy in generating uniform, compact segments. The implementation in scikit-image was utilized for this purpose. The results of SLIC clustering on one of our test images are illustrated in the figure.

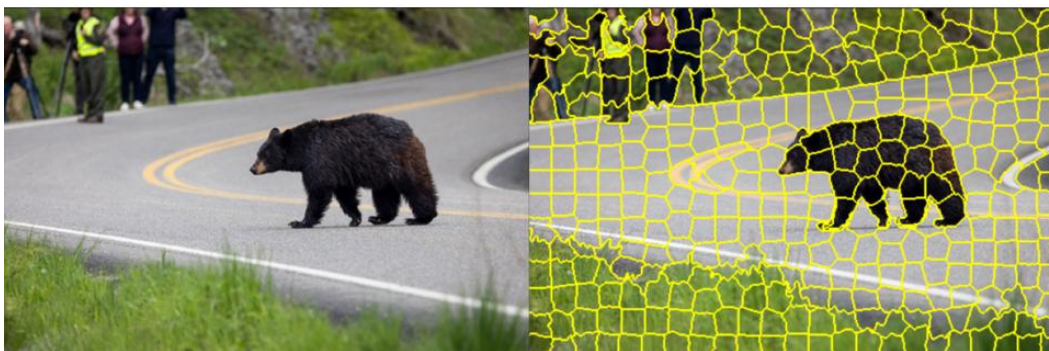*Figure 3 Segmentation by SAM (Segment Anything Model) by Meta AI*

Figure 4 SLIC Segmentation demo (n_segments=350, compactness=25)

- **n_segments**: This parameter defines the approximate number of segments (or superpixels) that the image will be divided into. Higher values will result in a larger number of smaller segments, while lower values will produce fewer larger segments.
- **compactness**: The compactness parameter balances color proximity and spatial proximity. Higher values make the segments more square and more regularly shaped, while lower values may result in more irregularly shaped segments.

Experimenting with different values for 'n_segments' and 'compactness' is recommended. The SLIC algorithm is typically designed to work with color images, and it may not provide optimal results when applied directly to grayscale images. This is because SLIC takes advantage of both spatial and color information to create superpixels, and if you use it on a grayscale image, it lacks the color information. If you are using the SLIC algorithm on a grayscale image, make sure to set an additional argument channel-axis=None while making the function call (This was understood through errors obtained while coding, and if you obtain errors while using SLIC on grayscale image, then use this).

3.2 Subsquare Data

Once you have the segments of an image, we now find the centroid of each of those segments. The way we do that is we construct a mask of the segment over the original image. The segment mask image (imagine image as a matrix) will have 1's for all pixels that comes within the segment and 0's for all other pixels of the image. We find the mean of all rows to get x-coordinate of centroid and mean of all columns to get y-coordinate of centroid. After finding the centroid, we construct a 10x10 square around the centroid, this is called a Subsquare. We convert the Subsquare (which is in RGB scale initially while training) into YUV scale. Then here we perform 3 things with the Y, U and V channels. We take the Fast Fourier Transform(FFT) of the Y Subsquare, which gives us 100 complex numbers (100 values because Subsquare is 10x10 size. We split it as 100 real + 100 imaginary numbers giving a 1x200 vector). Then we take the average U and V values of the same Subsquare giving us 2 additional values U_{avg} and V_{avg}. For one Segment, we will be left with a 1x200 vector (FFT), a 1x1 value (U_{avg}) and another 1x1 value (V_{avg}). We perform this feature extraction for all segments of a image. For example, if an image has 180 segments, there will be 180 Subsquares which gives a 180x200 matrix of feature vectors, 180x1 vector of U values and another 180x1vector of V values.

```python
def generateSubsquareFeatureData(im):
    segments = slic(im, n_segments=n_segments, compactness=compactness, sigma=1)

    square_size = 10
    fv=[]
    U=[]
    V=[]

    ...
    ...
    ...

    return fv, U, V
```

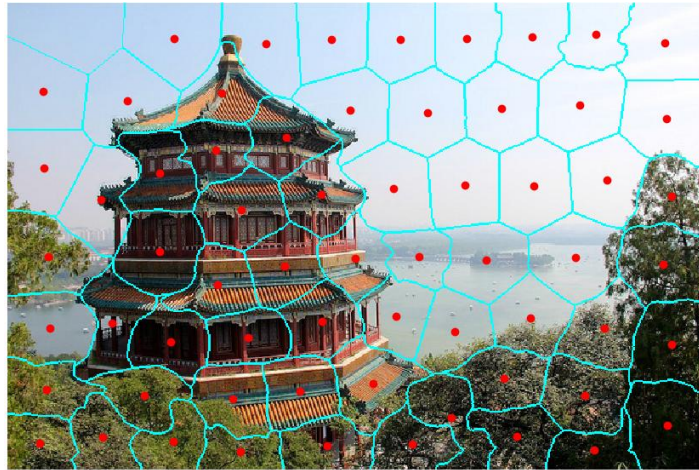*Figure 5 Generating subsquare feature data: code snippet*

Figure 6 Subsquare Centroids

Ofcourse, there are cases when the Subsquare does not fit inside the segment. In which case we might have to do one of few things. Increase the size of each segment so that the subsquare can fit in (by decreasing n_segments of SLIC), or reduce the size of the subsquare for all the segments, maybe take a 5x5 instead of 10x10 (less preferred), or, the final thing to do would be to completely ignore extracting features for that particular Subsquare (We do this, it is the best way)

3.3 Preparing the Training Data

If there are 10 images, and each image has 180 segments. Assuming we are using a 10x10 sliding window for FFT feature extraction we will be left with a 180x200 matrix for each image.

```python
def resize_and_generate_feature_data(files):
    ...
    ...
    ...
    return Y, features, U, V
```

Figure 7 Preparing training data: code snippet

If the training was done only on one image, then the **X_train** would just be the 180x200 matrix just obtained. However, since there are 10 images, a 10x180x200 matrix will be obtained. In reality, some images may have more or less segments, so the actual size of data we obtain might vary. (eg: $F_{180x200}$, $F_{230x200}$, $F_{165x200}$......$F_{220x200}$ list of 10 matrices for each image). Finally, all the matrices are stacked vertically using vstack function.

4. Model Training

Training the SVR model with our extracted data is a straightforward process. The feature vectors are stored in the variable **X_train**, while **U_train** and **V_tr**ain hold the corresponding U and V values for each feature vector. The training procedure is concise, consisting of merely six lines of code. Firstly both SVRs are trained by providing **X_train** as the first input, it serves as the first input for both models. Subsequently, the U and V values from **U_train** and **V_train** are supplied to the respective SVR models. To streamline future use, the trained model can be saved in the directory using the **joblib** module, employing the **joblib.dump()** method. This enables seamless utilization of the model for subsequent colorization tasks without the need for re-training.
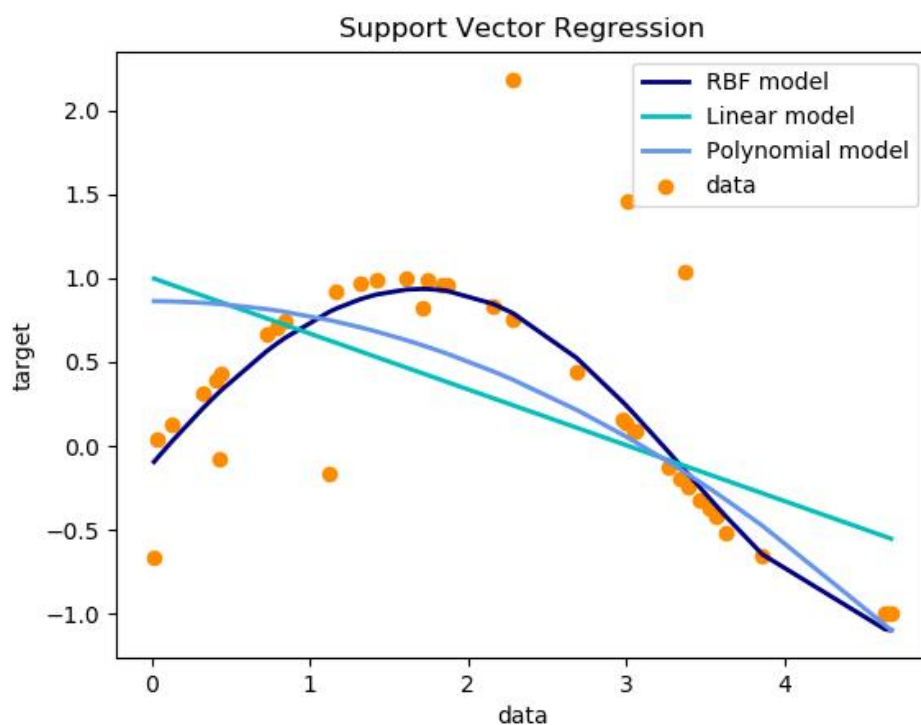

Figure 8 Support Vector Regression plot on some random data to showcase the difference between different kernels

The selection of SVR (Support Vector Regression) as our Machine Learning Model stems from its design tailored for regression tasks. Unlike SVM (Support Vector Machines), which predicts categorical labels, SVR focuses on forecasting continuous output. The outcome of SVR is a real number that represents the predicted value. Post-training, the two SVR models obtained are denoted as **U_SVR** and **V_SVR**. Both models are capable of predicting U and V values, respectively, when provided with a feature vector input.

5. Hyperparameter Tuning

The SVR Model has additional parameters called Hyperparameters. These are called C and Epsilon. These parameters can be seen in the equations of the SVM formulation given in the image below.

By varying the C and Epsilon values one can control the training of the model. Choosing an optimal C and Epsilon value is very crucial for the effectiveness and performance of the model.

$$\text{minimize} \quad \frac{1}{2}\|w\|^2 + C \sum_{i=1}^{\ell}(\xi_i + \xi_i^*)$$

$$\text{subject to} \quad \begin{cases} y_i - \langle w, x_i \rangle - b \leq \varepsilon + \xi_i \\ \langle w, x_i \rangle + b - y_i \leq \varepsilon + \xi_i^* \\ \xi_i, \xi_i^* \quad\quad\quad\quad \geq 0 \end{cases}$$

$$|\xi|_\varepsilon := \begin{cases} 0 & \text{if } |\xi| \leq \varepsilon \\ |\xi| - \varepsilon & \text{otherwise.} \end{cases}$$

Figure 9 Support Vector Regression Formulation

The constant C > 0 determines the trade-ff between the flatness of f and the amount up to which deviations larger than Epsilon are tolerated. One additional parameter is the kernel for the SVR, this is a special function that maps the input feature vectors to a higher dimensional space and draws a classifier in that higher dimensional space. There are many kernels experimented like ***poly***, ***linear***, ***rbf*** etc.. and we found that the RBF kernel (Radial Basis Function) works best for the the model.

To assess the model's effectiveness, various error formulation methods are at our disposal. In this project, Mean Squared Error (MSE) has been chosen as the metric for evaluating the

model's performance. A lower MSE value signifies closer proximity to the ground truth, indicating superior colorization results.

6. Results

Presented here are the outcomes yielded by our model. It is evident that the model performs admirably in numerous instances, exhibiting minimal errors. Nevertheless, discernible instances exist wherein the model encounters challenges in achieving flawless colorization of images. Currently, the model serves as a color transfer mechanism, being trained on a singular reference image and subsequently applying that color scheme to our input test image through feature matching. It is noteworthy that the model also demonstrates efficacy when trained on a corpus of images, enabling it to predict the coloration of various test images.

Figure 10 Image Colorization

The results highlight areas for enhancement. Notably, improving segmentation involves adopting global image segmentation to identify object classes and then performing local segmentation. This dual approach enhances the model's understanding with a consideration of both global and local features. Another refinement is transitioning to advanced feature extraction methods, such as Haar-DWT or histogram features. These adjustments aim to elevate the model's proficiency in image colorization.All these results leave a lot of room for improvement, and this project paper is just a small stepping stone towards in the right direction towards our goal of Image colorization.
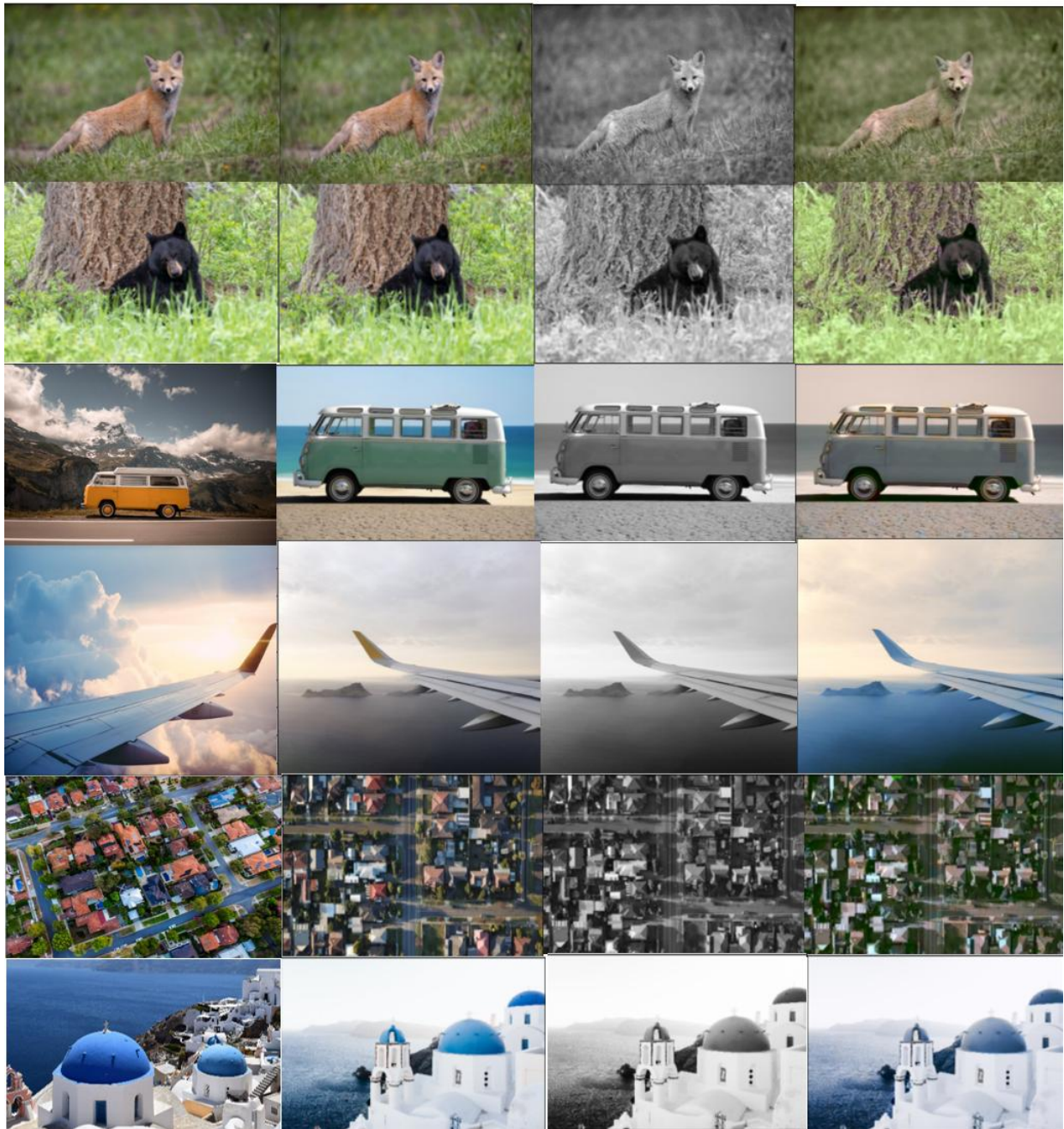
Github link:

Figure 11 Image Colorization using SVR - Our Results a) Trained Reference Image, b)Groundtruth Image, c) Grayscale Input, d) Colorized Output

Testing No.	C	Epsilon	MSE(U)	MSE(V)	Total Error
1	91	7	230.24	183.65	
2	91	7	54.34	108.71	
3	91	5	124.91	264.06	
4	91	7	145.22	164.21	
5	91	7	343.51	531.32	
6	11	7	19.40	75.47	

7. Conclusion

In the vibrant journey of exploring image colorization, we have delved into the intricate world of algorithms and methodologies. From the historical hands of manual colorization by skilled artists to the automatic prowess of our chosen approach, we've witnessed the evolution of a captivating process. Our automatic approach, requiring no user intervention, emerges as a beacon of efficiency in transforming grayscale images into vivid, lifelike compositions. As we conclude this chapter of our project, it's crucial to acknowledge the dynamic nature of colorization techniques. One method may not universally overshadow the other; instead, their effectiveness depends on the context and requirements. Whether it's the swift pace of automatic colorization for film frames or the meticulous control afforded by semi-automatic methods, the art of colorization unfolds in diverse ways.

This project not only unravelled the complexities of image colorization but also underscored the importance of adaptability in choosing the right method for the right scenario. The canvas of possibilities is vast, and our exploration is but a stroke in the grand masterpiece of computer vision.

8. Future Work

🞣 Refined Segmentation Techniques:

The accuracy of image colorization is tied to the quality of segmentation. Future endeavors should aim to explore and develop more sophisticated segmentation techniques.

🞣 Enhanced Feature Extraction Methods:

The richness of colorization lies in the features extracted from grayscale images. Future work should delve into refining and expanding feature extraction methods. By uncovering more intricate details and patterns, we can enhance the model's ability to

faithfully replicate the colors of the real world, ensuring a more lifelike and visually appealing output.

🔸 Evolving Kernels for Enhanced Performance:

The heart of Support Vector Regression (SVR) lies in its kernel function. A dedicated exploration into refining and diversifying kernel options can open new avenues for improved colorization results.

9. References

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