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# Image Colorization and Upscaling using DC-GANs

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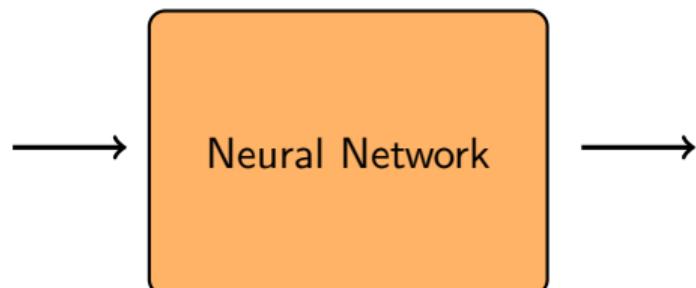
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## The image colorization problem

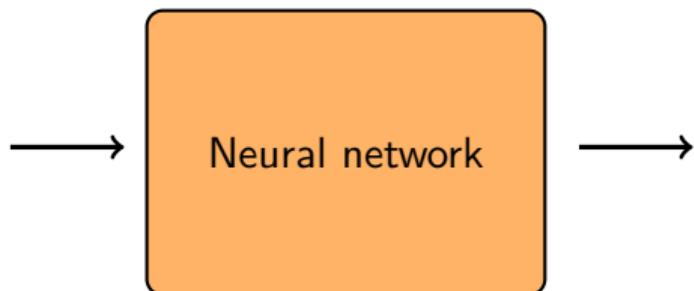


Grayscale image



Colorized image

## The image upscaling problem



Low-resolution image



High-resolution image

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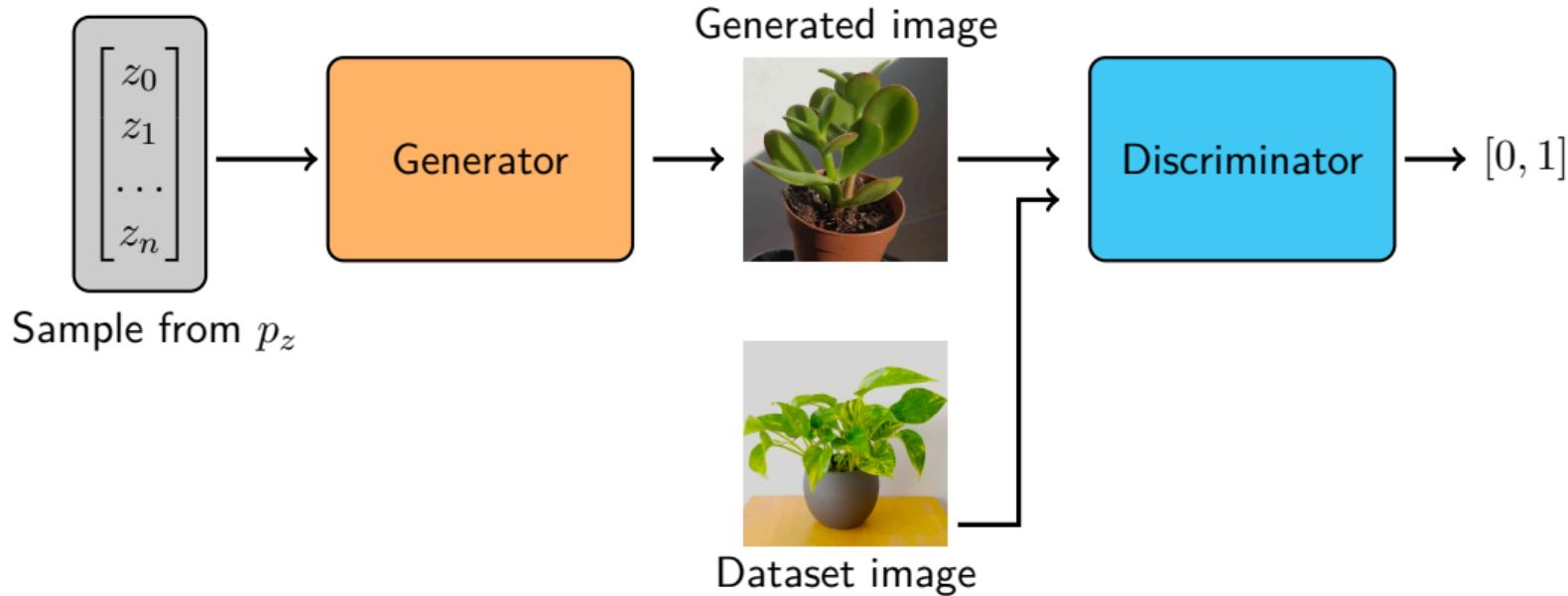
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# Generative Adversarial Networks (GANs)



# Generative Adversarial Networks (GANs)

## Generation

- The generator  $G_{\theta_G}$  takes a random noise vector  $z$  as input and outputs an image  $G_{\theta_G}(z)$ .
- The discriminator  $D_{\theta_D}$  takes an image  $x$  as input and outputs a probability  $D_{\theta_D}(x)$  that the image is real.
- Minimax game problem:

$$\min_{\theta_G} \max_{\theta_D} V(G_{\theta_G}, D_{\theta_D}) = \min_{\theta_G} \max_{\theta_D} \mathbb{E}_x[\log D_{\theta_D}(x)] + \mathbb{E}_z[\log(1 - D_{\theta_D}(G_{\theta_G}(z)))]$$

# Generative Adversarial Networks (GANs)

Image colorization or upscaling

Change the generator to fit the colorization/upscaling problem using conditional GANs:

- Replace the noise vector  $z$  by a grayscale/lows-res image  $z$ .
- The generator  $G_{\theta_G}$  takes a grayscale/lows-res image  $z$  as input and outputs an enhanced image  $G_{\theta_G}(z)$ .
- The discriminator receives both the enhanced image and the enhanced image (condition) as input, and outputs a probability  $D_{\theta_D}(x|z)$  that the image is real.

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## Possible approaches

**Goal:** build a pipeline transforming a grayscale and low-res image into a colorized, high-res image.

Two different possibilities:

- **Two-step approach:** colorize and upscale the image using two networks trained separately.
- **Single-step approach:** colorize and upscale the image at the same time, using a single GAN trained.

## Using the LAB color space

**Idea for colorization:** instead of trying to learn the three RGB channels, learn only the two channels  $A$  and  $B$  of the LAB color space, given the channel  $L$ .

**Idea for upscaling:** learn to upscale the  $L$  channel, and use bicubic interpolation for the  $A$  and  $B$  channels.



Figure 1: Standard grayscale is very similar to the  $L$  channel

## Generator model: U-Net

As a generator, we use the U-Net model, mostly used in segmentation tasks.

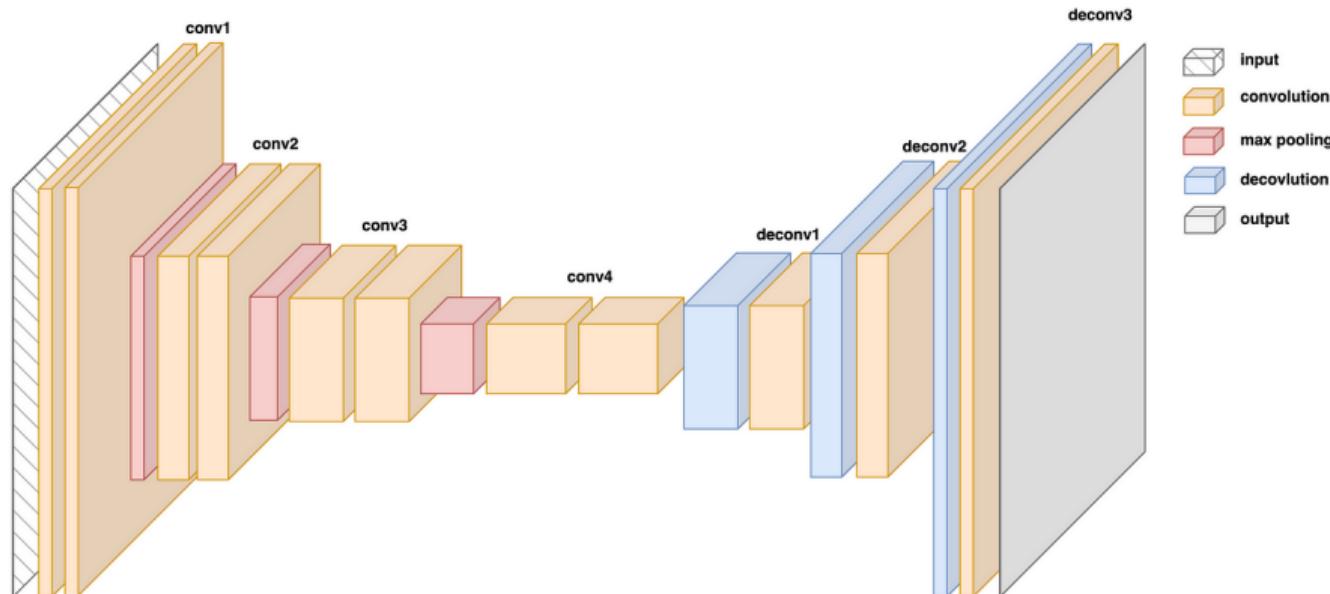


Figure 2: Architecture of the U-Net model

## Upscaling model: ESPCN

As a generator, we use the ESPCN model.

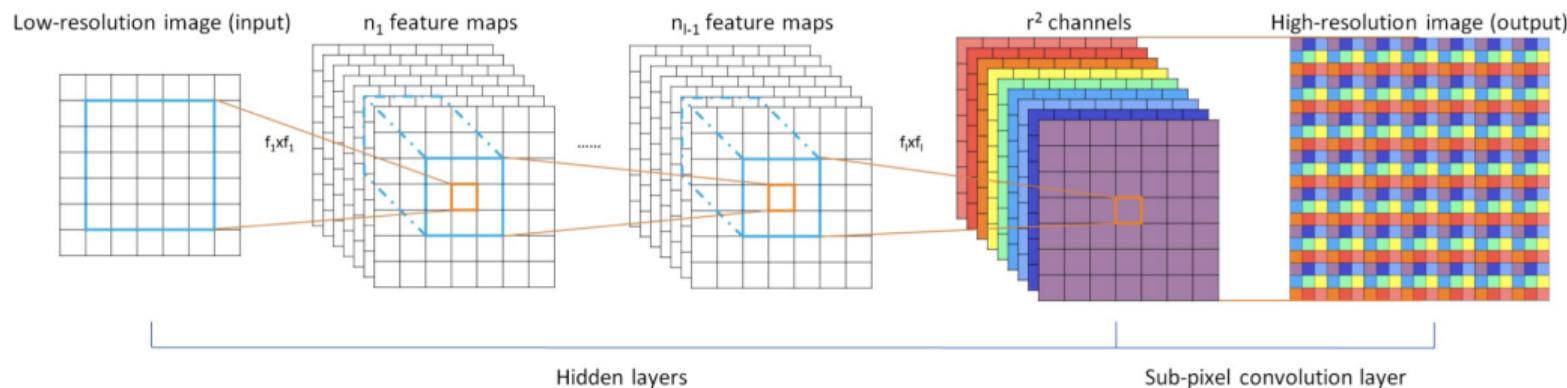


Figure 3: Architecture of the ESPCN model

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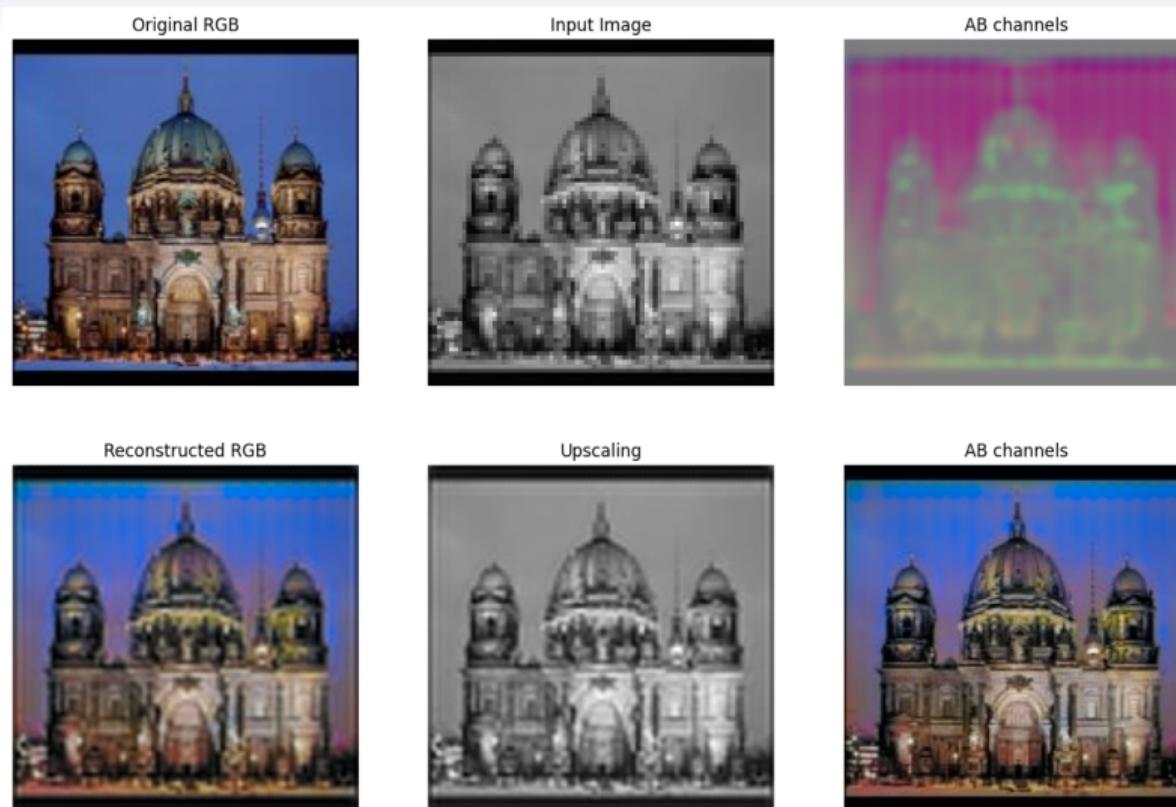


Figure 4: Colorization results for U-Net trained on Imagenette (separate training)

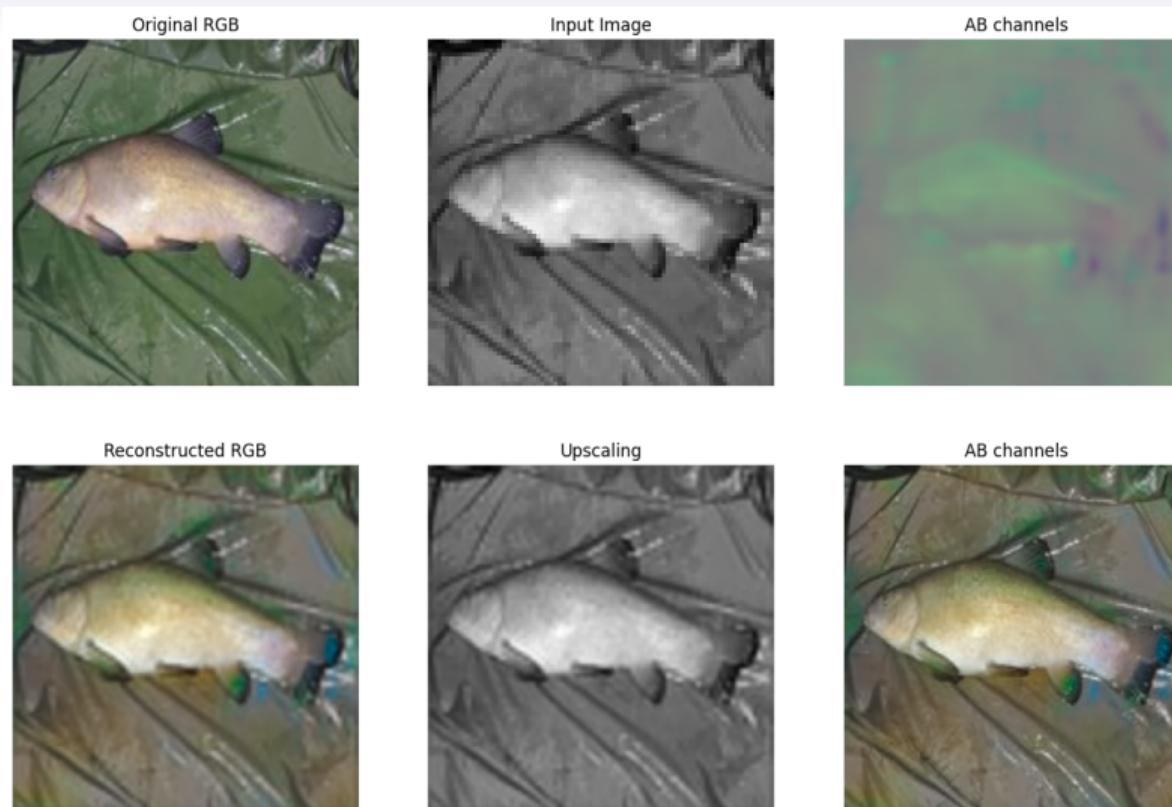


Figure 5: Colorization results for U-Net trained on Imagenette (separate training)



Figure 6: Colorization results for U-Net trained on Imagenette (separate training)

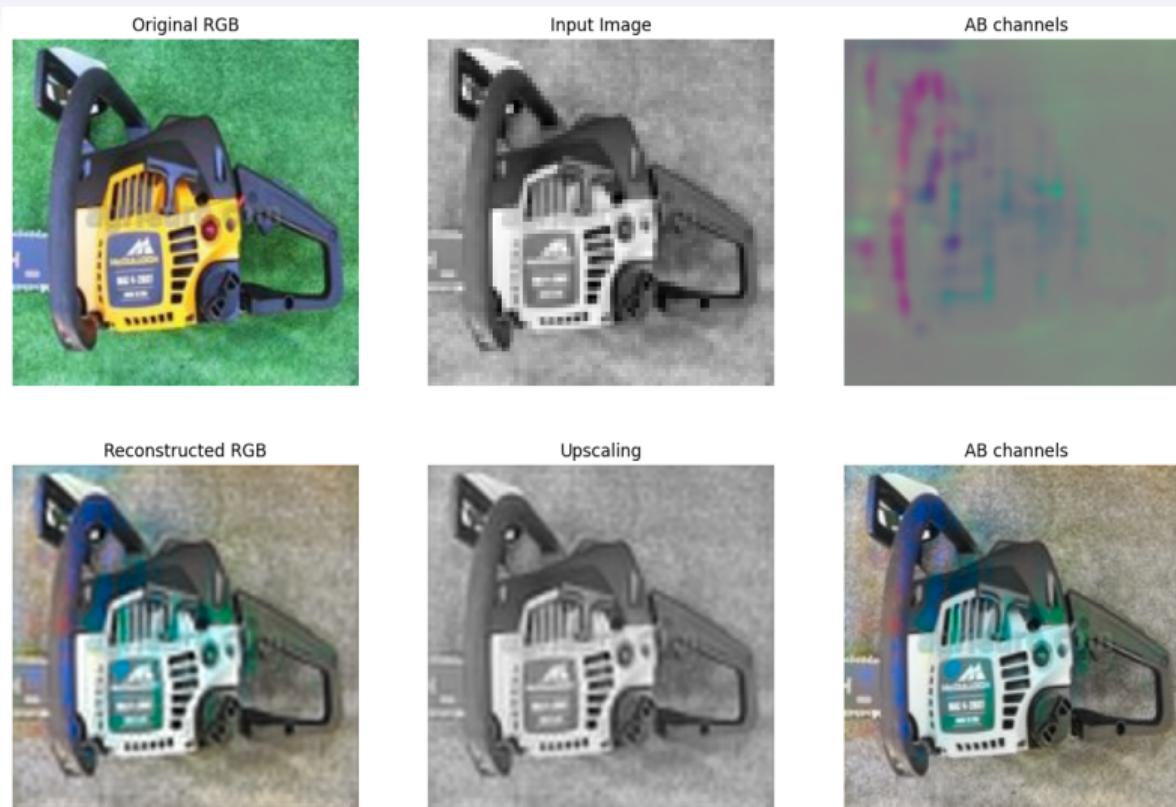


Figure 7: Colorization results for U-Net trained on Imagenette (separate training)



Figure 8: Colorization results for U-Net trained on Imagenette (separate training)

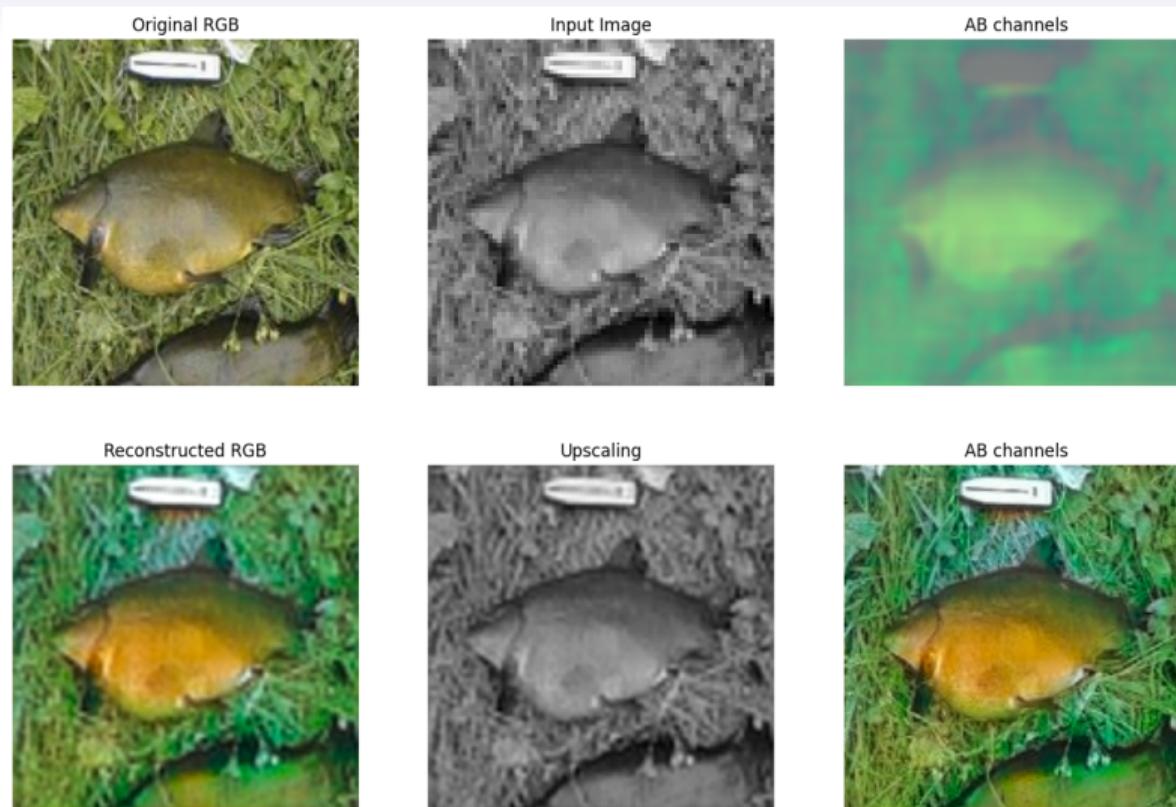


Figure 9: Colorization results for U-Net trained on Imagenette (separate training)

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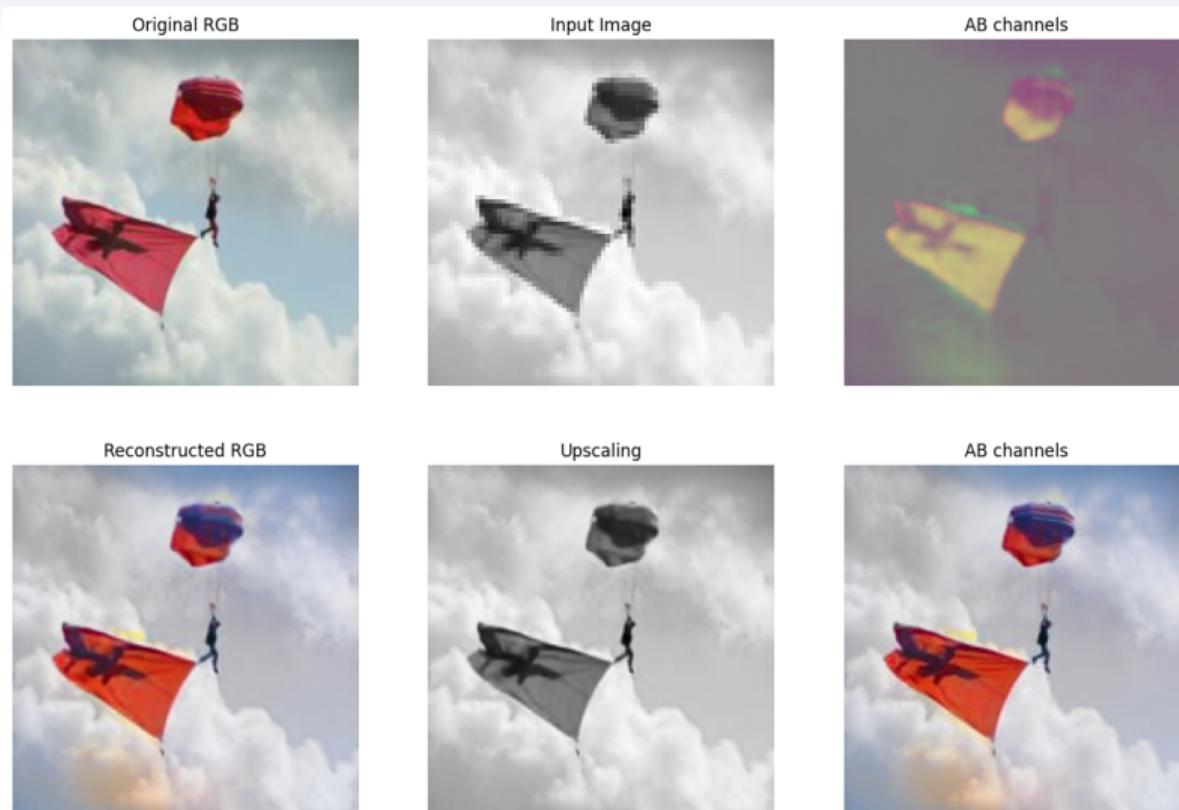


Figure 10: Colorization results for U-Net trained on Imagenette (joint training)



Figure 11: Colorization results for U-Net trained on Imagenette (joint training)

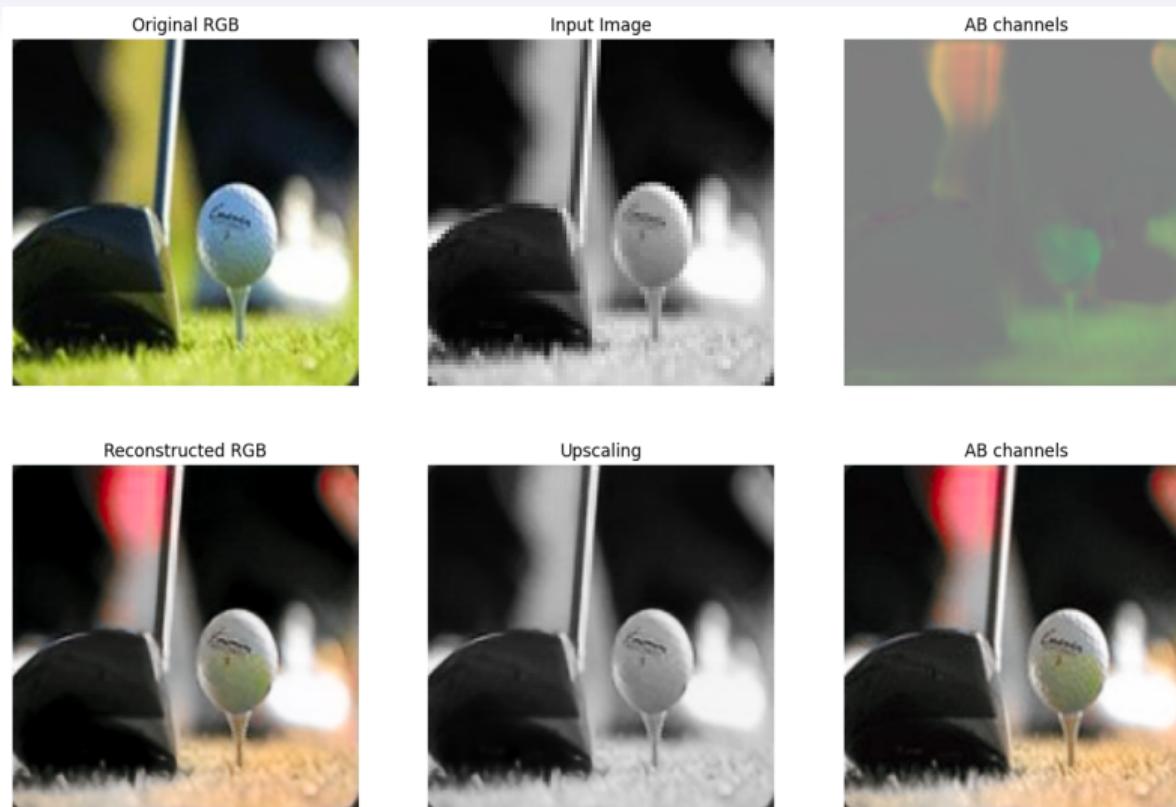


Figure 12: Colorization results for U-Net trained on Imagenette (joint training)

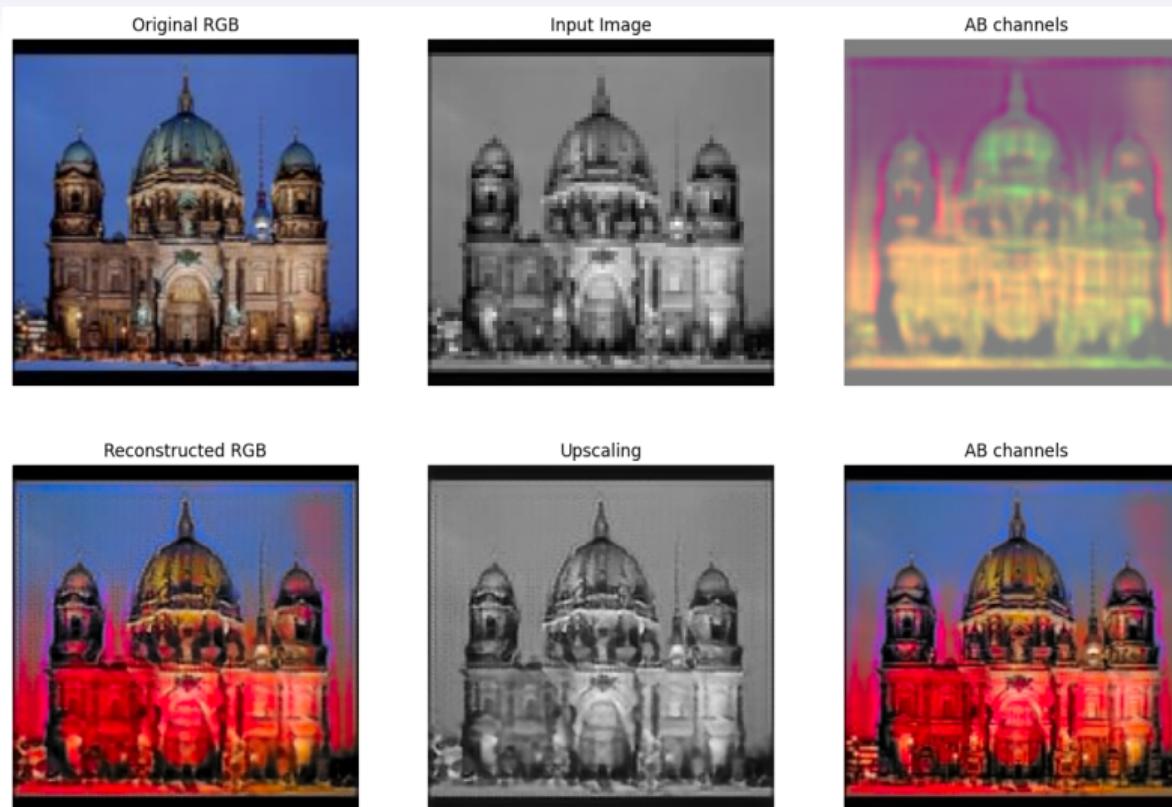


Figure 13: Colorization results for U-Net trained on Imagenette (joint training)

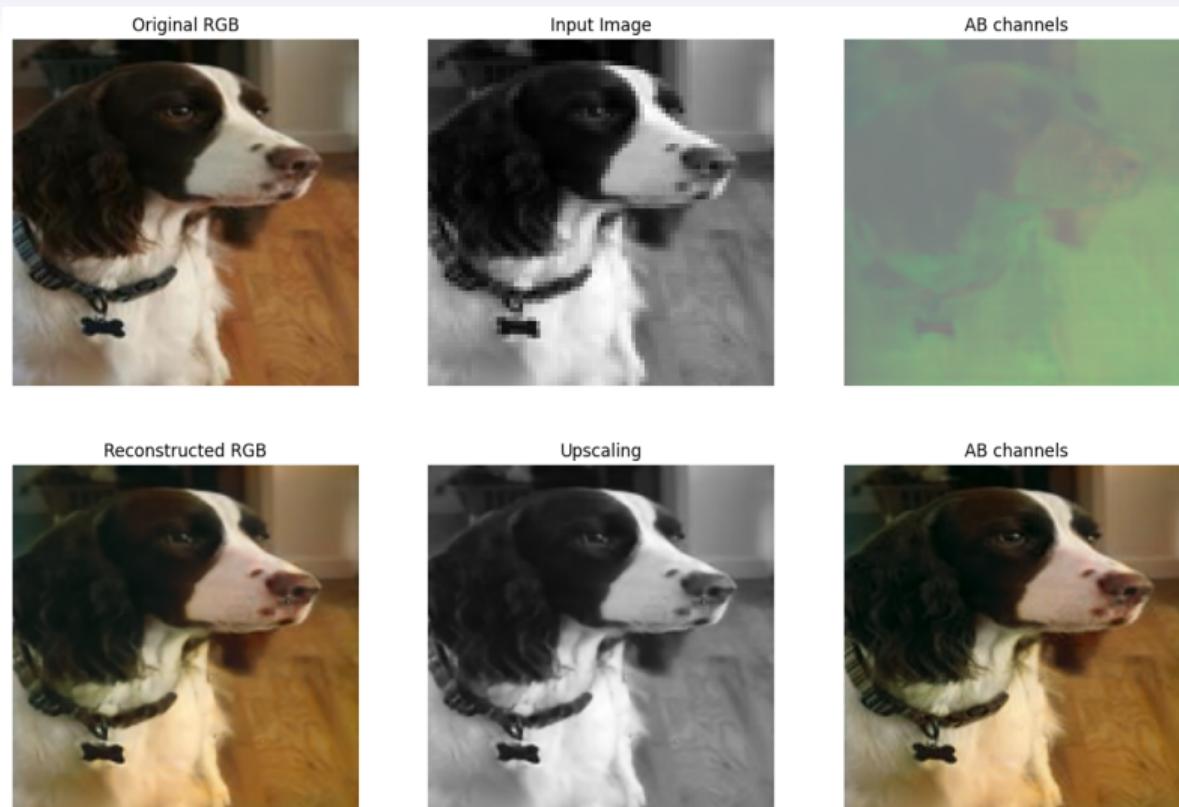


Figure 14: Colorization results for U-Net trained on Imagenette (joint training)

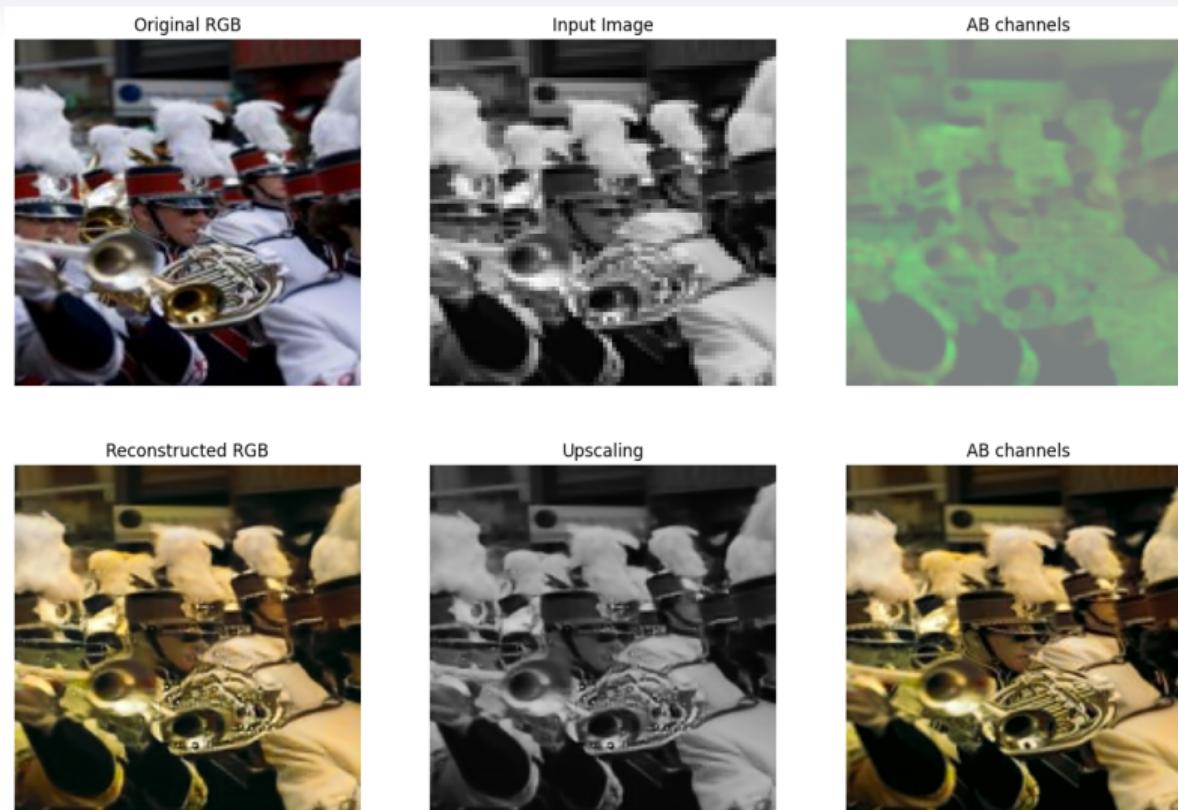


Figure 15: Colorization results for U-Net trained on Imagenette (joint training)

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## References

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