

# Video Style Transfer

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# Outline

- Introduction
- R.O.F Total Variation
- Parallel Program
- Comparison
- Reference
- Assignment
- Q&A

# Introduction

- Video  
60 frame per second

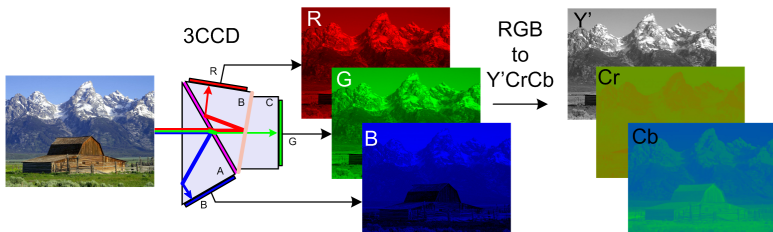


- Style Transfer



# Introduction

- Color Space Transfer

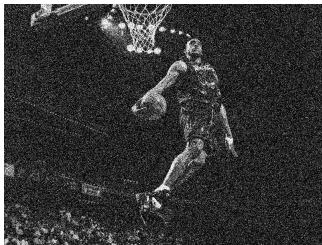


- L.I.Rudin, S.Osher and E.Fatemi, Nonlinear total variation based noise removal algorithms. 1992.

# R.O.F Total Variation



(a) Original



(b) Noise



(c) Denoise 500 steps



(d) Denoise 1000 steps

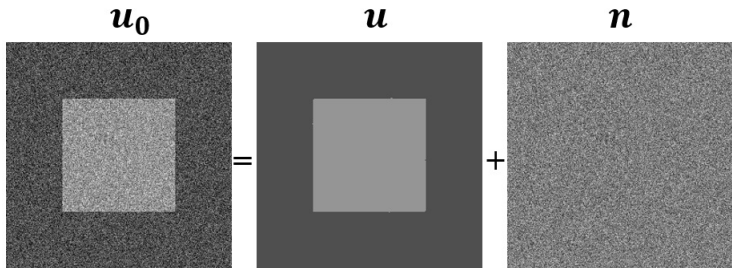
# R.O.F Total Variation

- $\Omega$  image domain (Height, Width)
- Noisy image  $u_0(x, y)$  where  $x, y \in \Omega$
- Desired clean image  $u(x, y)$

Then we have

$$u_0(x, y) = u(x, y) + n(x, y) \quad (1)$$

where  $n(x, y)$  is the additive noise.



# R.O.F Total Variation

We have a minimization problem:

$$\min \int \int_{\Omega} \sqrt{u_x^2 + u_y^2} dx dy \quad (2)$$

subject to

$$\int \int_{\Omega} u dx dy = \int \int_{\Omega} u_0 dx dy \quad (3)$$

since the white noise  $n(x, y)$  in (1) is zero mean and

$$\int \int_{\Omega} \frac{1}{2} (u - u_0)^2 dx dy = \sigma^2 \quad (4)$$

where  $\sigma > 0$  is given.

# R.O.F Total Variation

Let  $x_i = ih$ ,  $y_j = jh$ ,  $i, j = 0, 1, \dots, N$ , with  $Nh = 1$ .

The numerical method is as follows:

$$\begin{aligned} u_{ij}^{n+1} = & u_{ij}^n + \frac{\Delta t}{h} \left[ \nabla_-^x \left( \frac{\nabla_+^x u_{ij}^n}{((\nabla_+^x u_{ij}^n)^2 + (m(\nabla_+^y u_{ij}^n, \nabla_-^y u_{ij}^n))^2)^{1/2}} \right) \right. \\ & + \nabla_-^y \left( \frac{\nabla_+^y u_{ij}^n}{((\nabla_+^y u_{ij}^n)^2 + (m(\nabla_+^x u_{ij}^n, \nabla_-^x u_{ij}^n))^2)^{1/2}} \right) \\ & \left. - \Delta t \lambda^n (u_{ij}^n - u_0(ih, jh)) \right] \end{aligned} \quad (5)$$

with boundary conditions

$$u_{0j}^n = u_{1j}^n, u_{Nj}^n = u_{N-1,j}^n, u_{i0}^n = u_{iN}^n = u_{i,N-1}^n \quad (6)$$



# R.O.F Total Variation

Remark for (5),

$$\nabla_{\mp}^x u_{ij} = \mp(u_{i\mp 1,j} - u_{ij}), \quad \nabla_{\mp}^y u_{ij} = \mp(u_{i,j\mp 1} - u_{ij}) \quad (7)$$

$$\begin{array}{ccc} & \nabla_+^x u = u_{x,y+1} - u_{x,y} & \\ & \uparrow & \\ \nabla_-^x u & u_{x,y} & \nabla_+^x u \\ = -(u_{x-1,y} - u_{x,y}) & & = u_{x+1,y} - u_{x,y} \\ & \downarrow & \\ & \nabla_-^y u = -(u_{x,y-1} - u_{x,y}) & \end{array}$$

$$m(a, b) = \minmod(a, b) = \left( \frac{\text{sgn } a + \text{sgn } b}{2} \right) \min(|a|, |b|) \quad (8)$$

$$\begin{aligned} \lambda^n = & -\frac{h}{2\sigma^2} \left[ \sum_{i,j} \left( \sqrt{(\nabla_+^x u_{ij}^n)^2 + (\nabla_+^y u_{ij}^n)^2} \right. \right. \\ & \left. \left. - \frac{(\nabla_+^x u_{ij}^0)(\nabla_+^x u_{ij}^n)}{\sqrt{(\nabla_+^x u_{ij}^n)^2 + (\nabla_+^y u_{ij}^n)^2}} - \frac{(\nabla_+^y u_{ij}^0)(\nabla_+^y u_{ij}^n)}{\sqrt{(\nabla_+^x u_{ij}^n)^2 + (\nabla_+^y u_{ij}^n)^2}} \right) \right] \quad (9) \end{aligned}$$

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**Algorithm 1** R.O.F Total Variation Algorithm

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**Input:** Noise Image  $u_0$ ,  $iter$ ,  $\Delta t$ ,  $\sigma$ ,  $\epsilon$

- 1:  $u_t \leftarrow u_0$ ,  $\lambda_t \leftarrow 1$
- 2: **repeat**
- 3:     Compute  $\nabla_+^y u_t$ ,  $\nabla_-^y u_t$ ,  $\nabla_+^x u_t$ ,  $\nabla_-^x u_t$
- 4:     Solve for  $u_t$  using Eq.(5)
- 5:     Solve for  $\lambda_t$  using Eq.(9)
- 6: **until**  $l \geq iter$

**Output:** Denoise Image  $u_t$

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# Comparison

figure

# Reference

- 1 L.I.Rudin, S.Osher and E.Fatemi, Nonlinear total variation based noise removal algorithms. *Physica D: Nonlinear Phenomena*, 1992, 60(1): 259-268
- 2 T.F.Chen, G.H.Golub and P.Mulet, A nonlinear primal-dual method for total variation-based image restoration. *SIAM Journal on Scientific Computing*, 1996, 20(6): 1964-1997
- 3 D.P.Bertsekas, *Nonlinear Programming*. 2nd ed. Nashua: Athena Scientific, 1999: 9.
- 4 A.Chambolle, An Algorithm for Total Variation Minimization and Applications. *Journal of Mathematical Imaging and Vision* 20: 89-97, 2004

# Assignment

- 許睿之: Serial R.O.F TV, PPT
- 湯沂達: CUDA R.O.F TV
- 彭詩峰: thread, OpenMP R.O.F TV

# Q&A