

Interpreting Super-Resolution Networks

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XPixel-Group

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Interpreting Super-Resolution Networks

Interpretability
in Low-level Vision

- Pixel:** What pixels contribute most to restoration?
- Feature:** Where can we find semantics in SR-net?
- Filters:** Whether learned filters are discriminative?

Interpreting Super-Resolution Networks

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in Low-level Vision

Pixel: What pixels contribute most to restoration?

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Filters: Whether learned filters are discriminative?

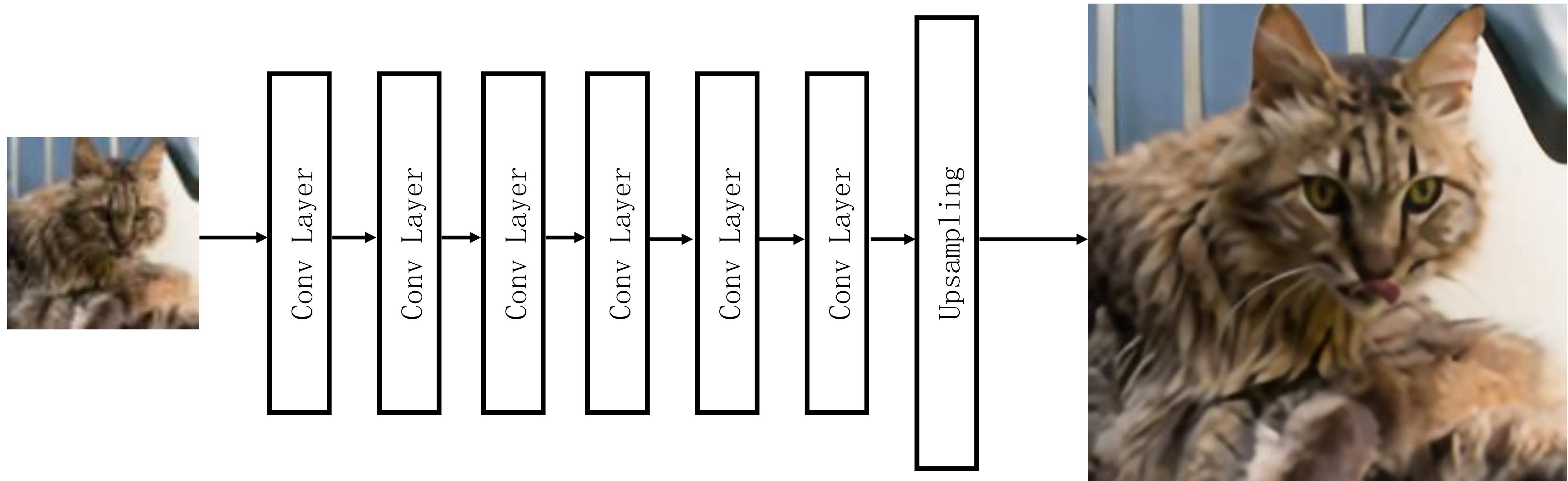


Interpreting Super-Resolution Networks with Local Attribution Maps

Jinjin Gu, Chao Dong

The University of Sydney,
Shenzhen Institutes of Advanced Technology, CAS

Super-Resolution Networks



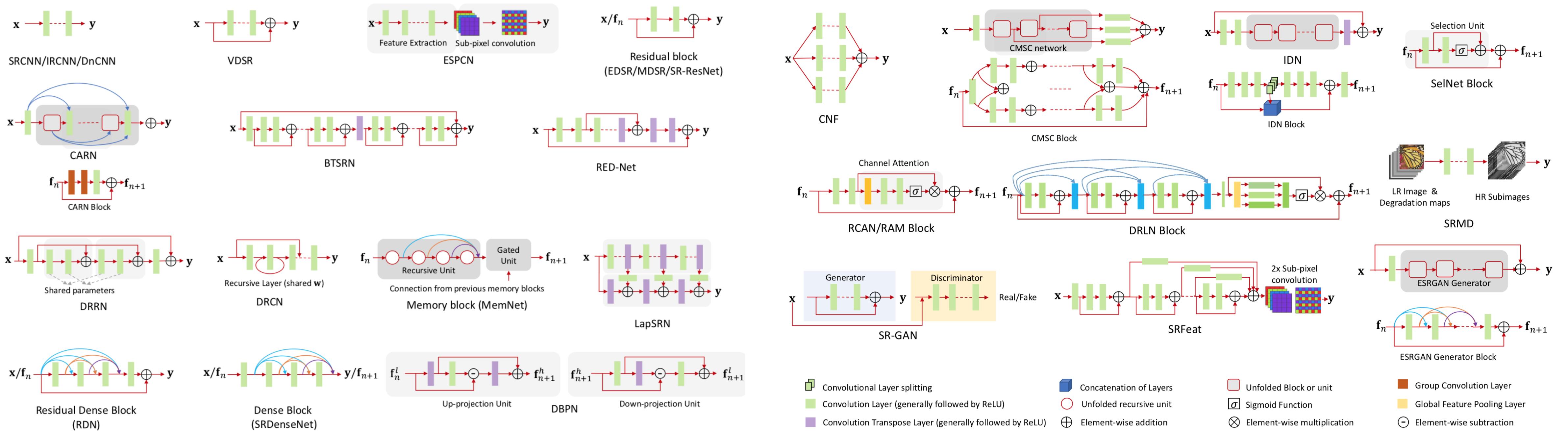
SR networks build up of convolutional layers and upsampling blocks, with parameter θ .

Similar structures can be found in denoising, deblurring, deraining, etc.

Super-Resolution Networks

Many SR network architectures have been proposed.

What makes their different performance?



SR networks are still mysterious

Have you met these scenarios?

- Do you need multi-scale architecture or a larger receptive field?
- Does non-local attention module work as you want?
- Why different SR networks perform differently?

We lack scientific understanding
and also research tools



Information usage in SR networks

In the past, we only have one metric to study SR networks:

The Performance



Add module A,
seems good

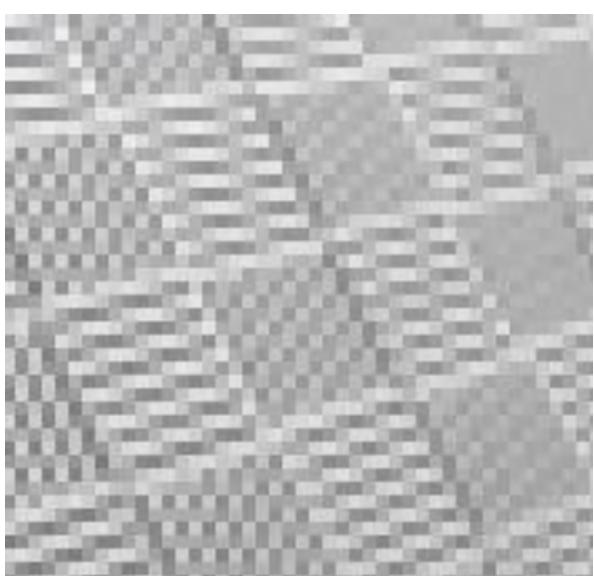


Add module B,
seems good

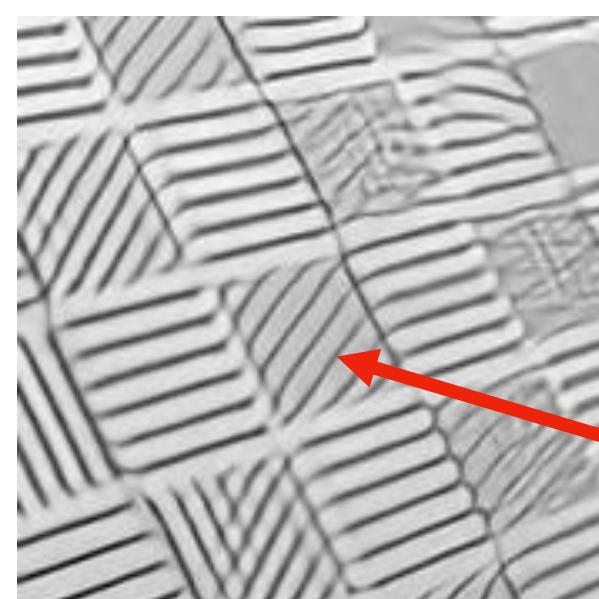


Combine A and B,
not good

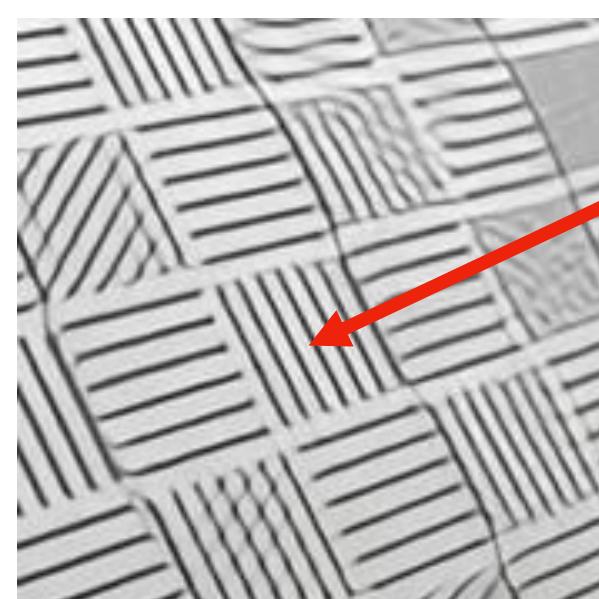
Attribution Analysis



Input image



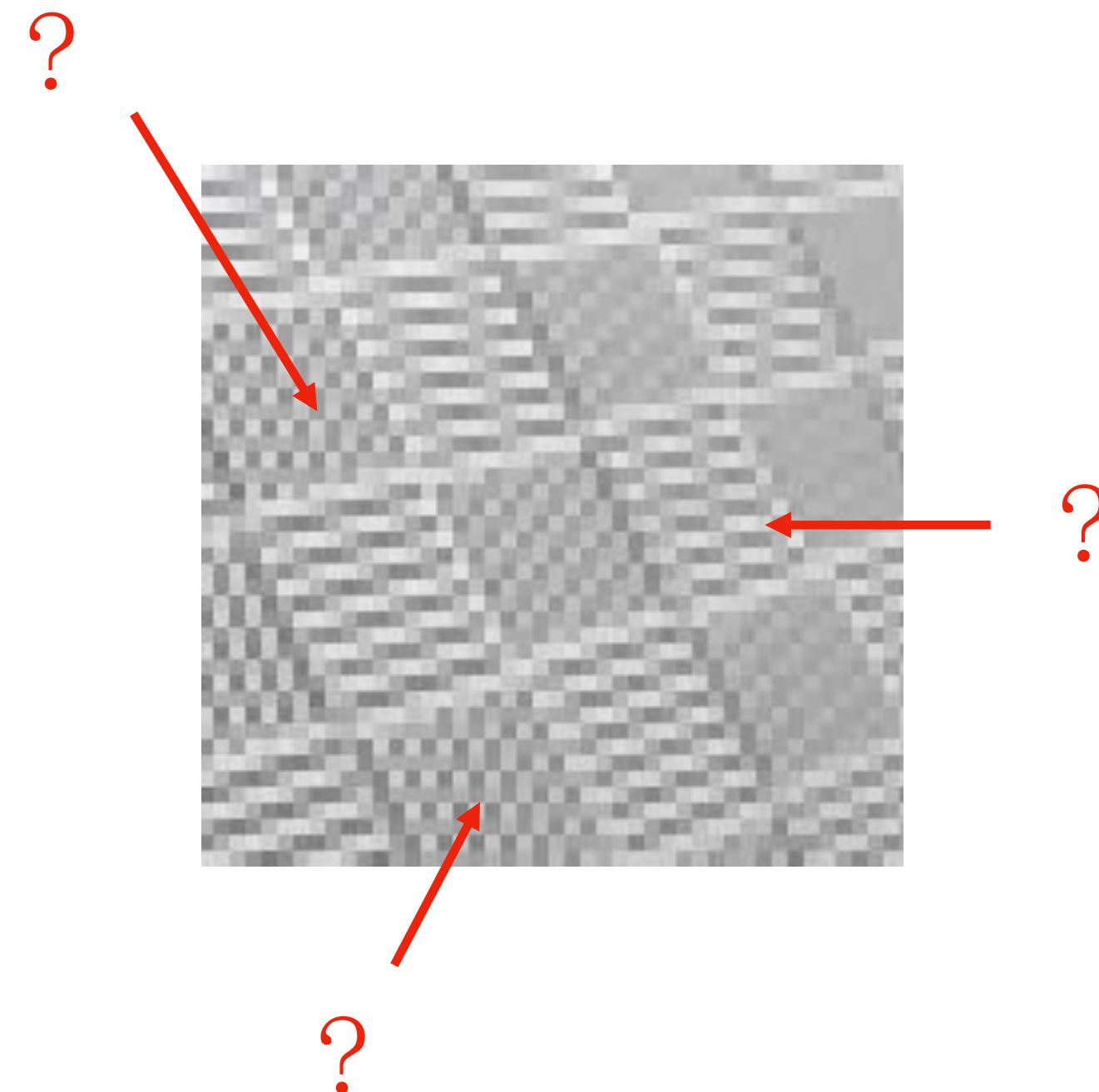
EDSR



RNAN

Why RNAN gives correct results
in the center?

Attribution Analysis



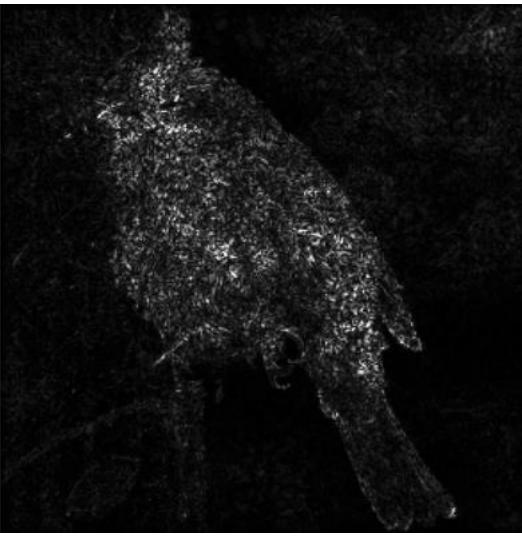
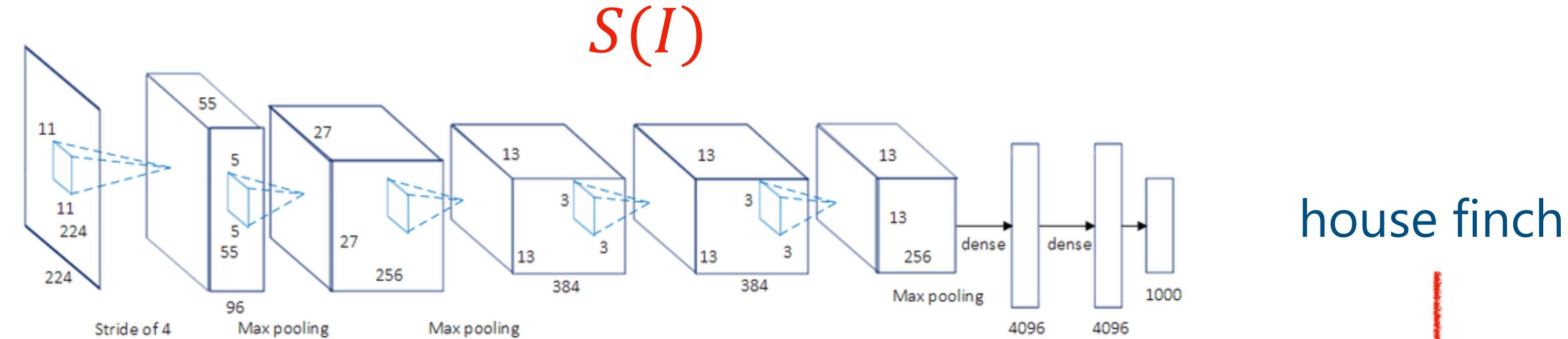
What does RNAN notice from the input?

Does EDSR notice this information?

Attribution Analysis for High-level Networks



I

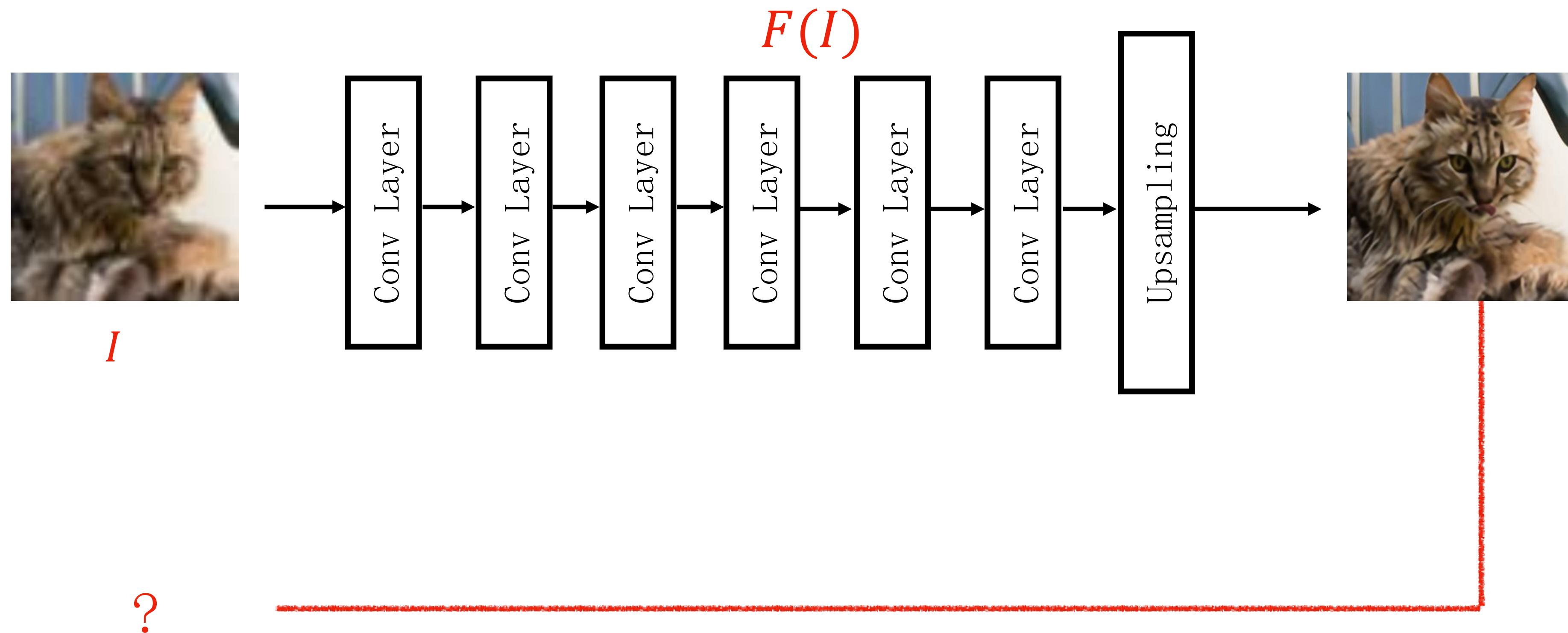


Backprop methods: gradient

$$\text{Grad}_S(I) = \frac{\partial S(I)}{\partial I}$$

The visualized attribution map

Attribution Analysis for Low-level Networks



How to calculate gradients for low-level networks?

Auxiliary Principles

We introduce auxiliary principles for interpreting low-level networks:

- Interpreting local not global

SR networks can not be interpreted globally



Auxiliary Principles

We introduce auxiliary principles for interpreting low-level networks:

- Interpreting local not global
- Interpreting hard not simple

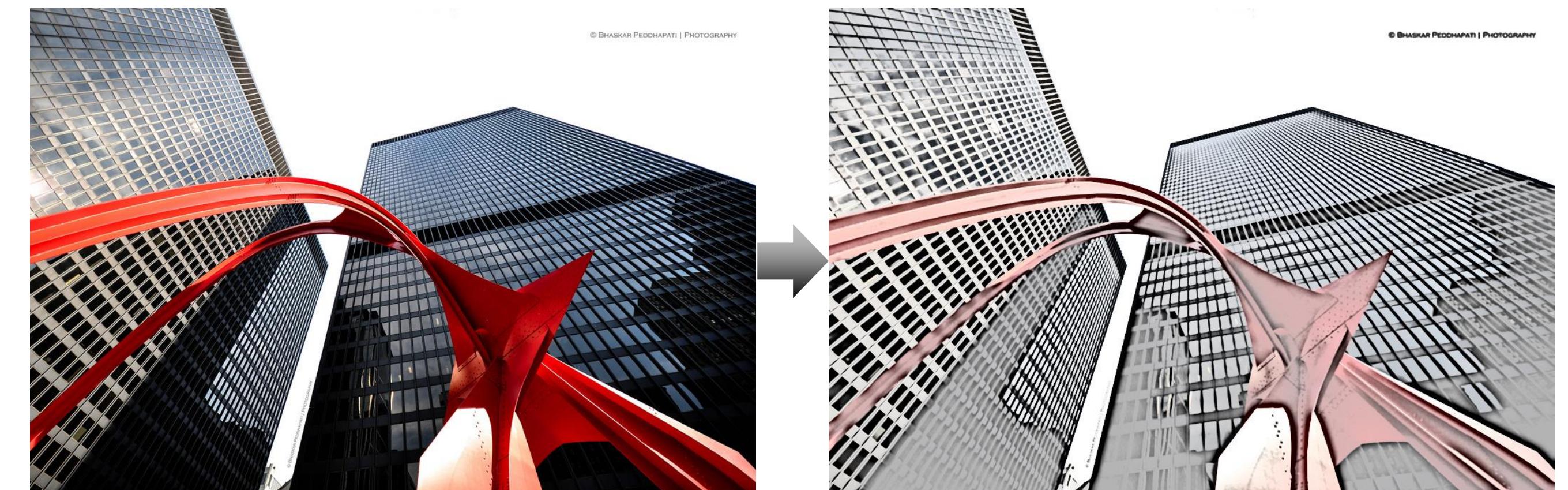
Interpreting simple cases
can provide limited help



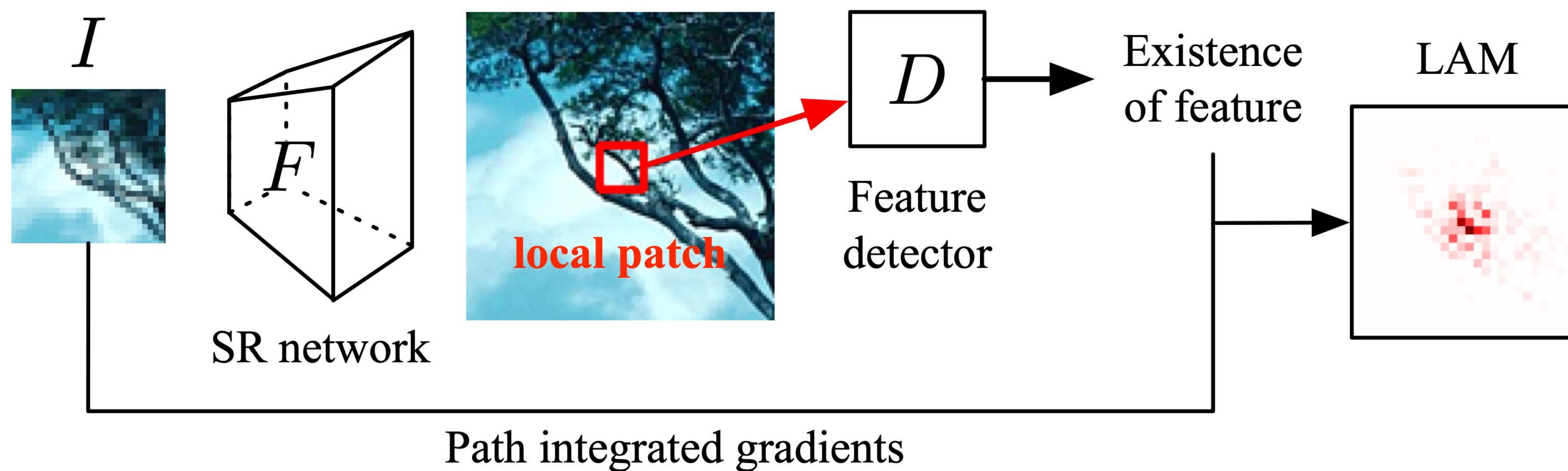
Auxiliary Principles

We introduce auxiliary principles for interpreting low-level networks:

- Interpreting local not global
- Interpreting hard not simple
- Interpreting features not pixels



Local Attribution Maps (LAM)



Local Attribution Maps (LAM)

We employ Path Integral Gradient

$$\text{LAM}_{F,D}(\gamma)_i := \int_0^1 \frac{\partial D(F(\gamma(\alpha)))}{\partial \gamma(\alpha)_i} \times \frac{\partial \gamma(\alpha)_i}{\partial \alpha} d\alpha.$$

SR Network F

Feature Detector D

Path function $\gamma(\alpha), \alpha \in \mathbb{R}$

Baseline Input $\gamma(0) = I'$

Input $\gamma(1) = I$

Local Attribution Maps (LAM)

We design the Baseline Input and Path function especially for SR networks.

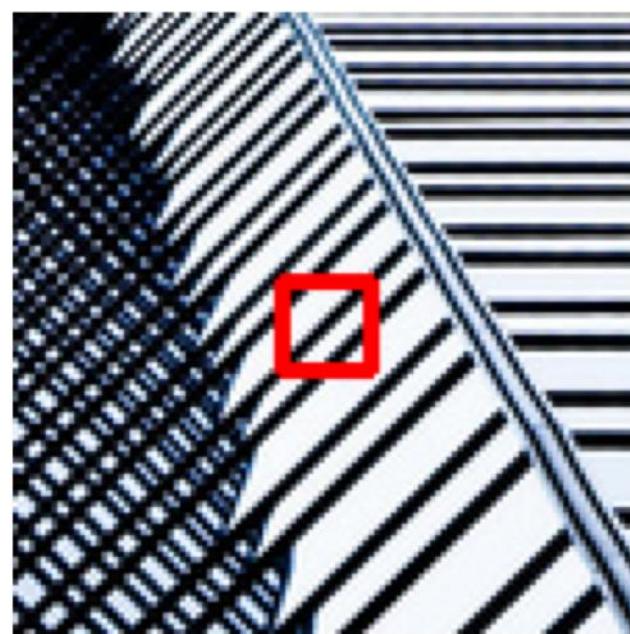
Blurred image as baseline input: $I' = \omega(\sigma) \otimes I$

Progressive blurring path function: $\gamma_{\text{pb}}(\alpha) = \omega(\sigma - \alpha\sigma) \otimes I$

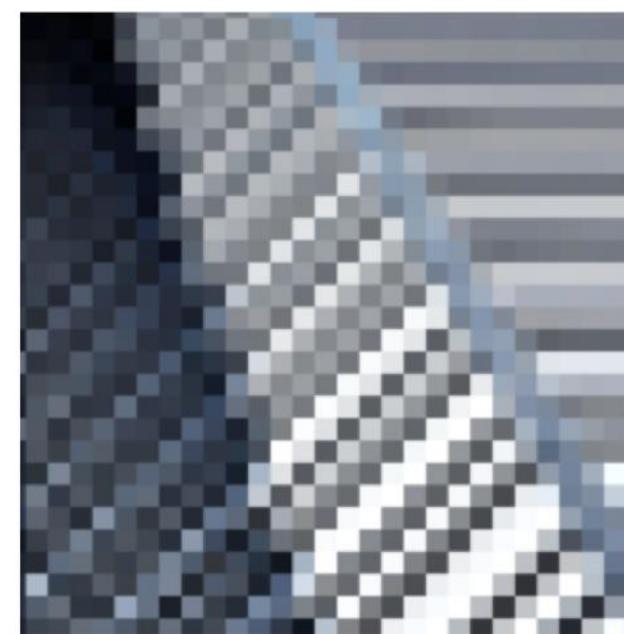
Local Attribution Maps (LAM)

Why using path integral gradient: Gradient Saturation

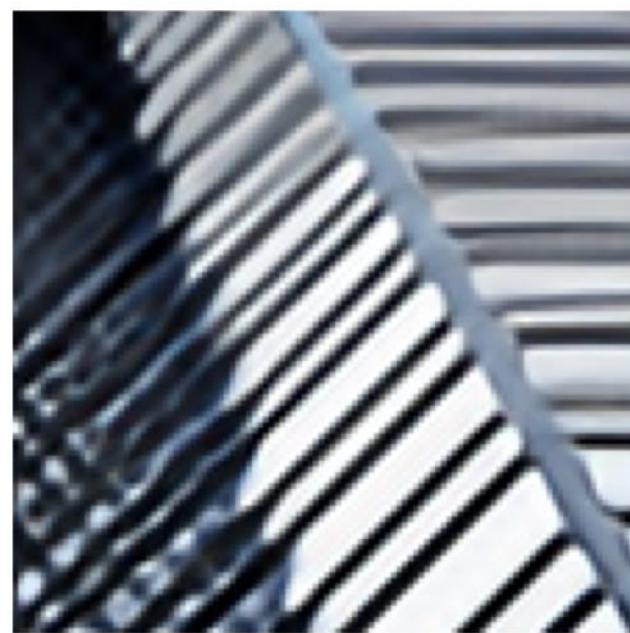
a. HR image



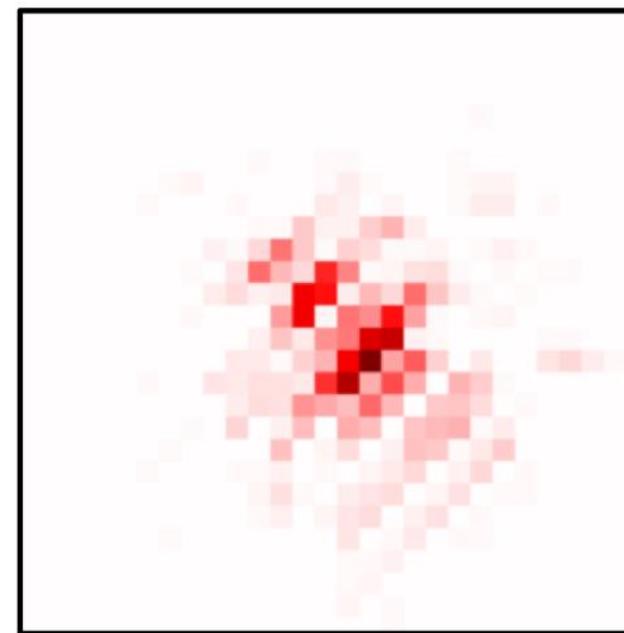
b. LR image



c. EDSR result



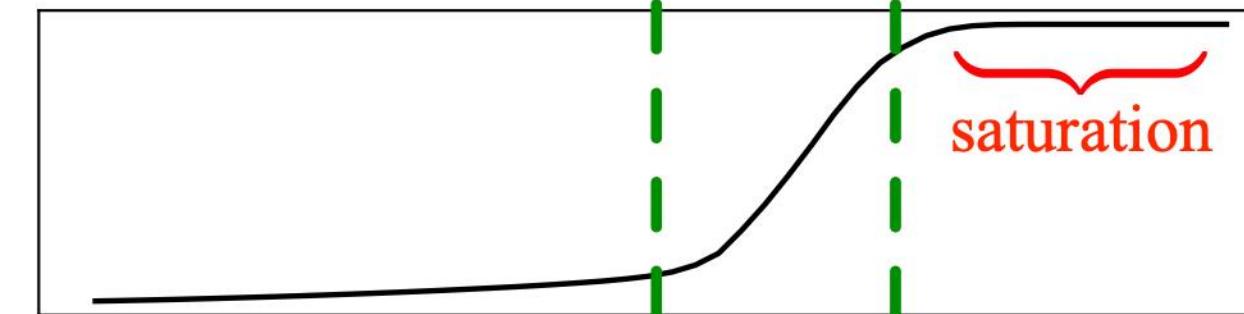
d. Attribution



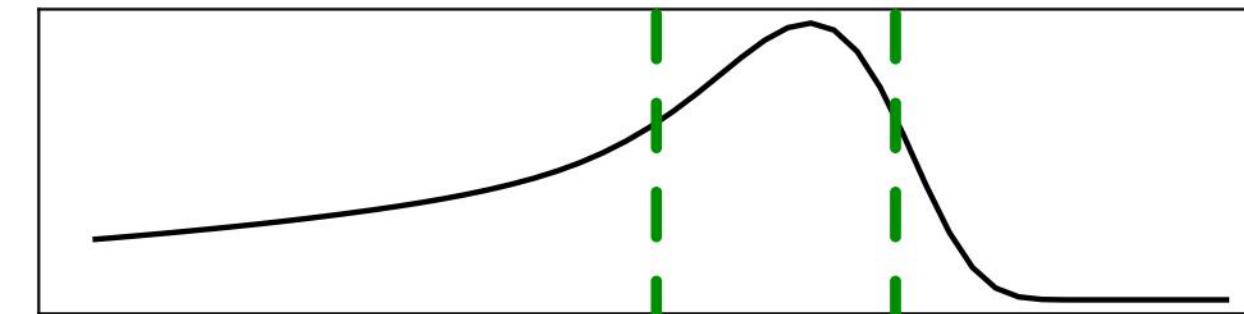
e. interpolated images $\gamma(\alpha)$



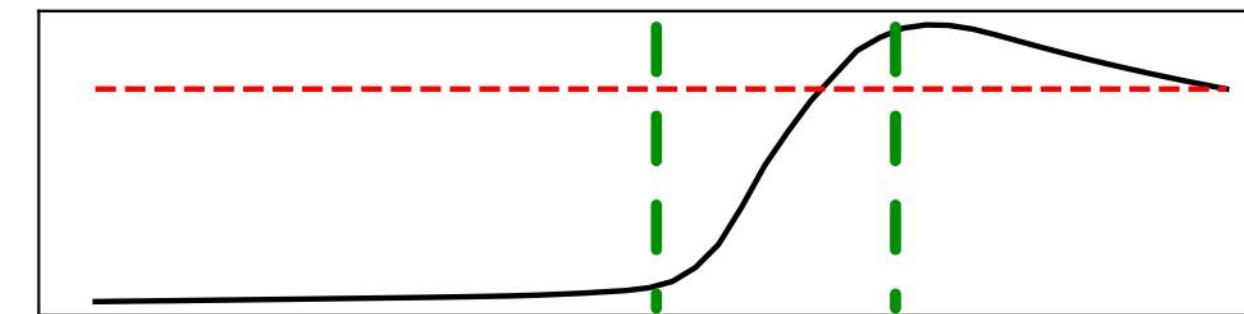
f. Output for $D(F(\gamma(\alpha)))$



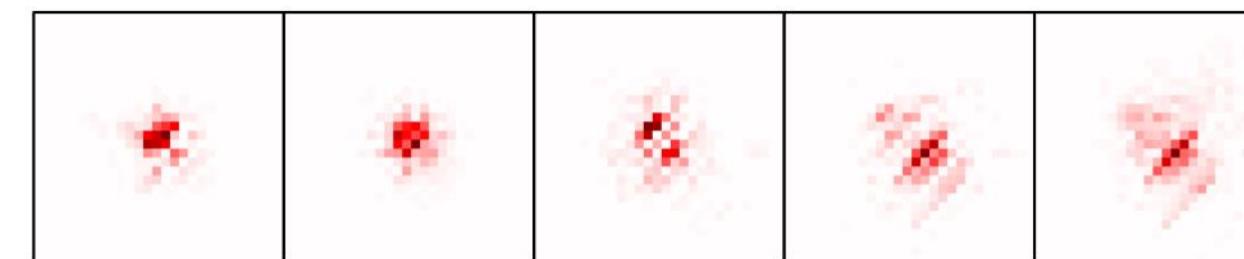
g. Magnitude of $\partial\gamma(\alpha)/\partial\alpha$



h. Sum of cumulative gradients

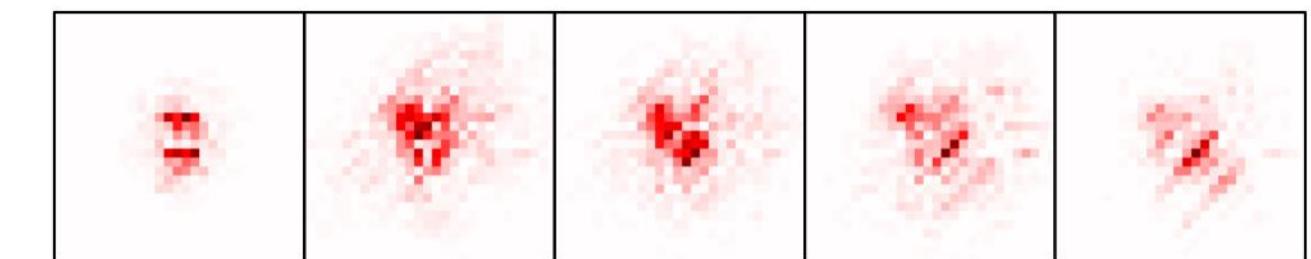
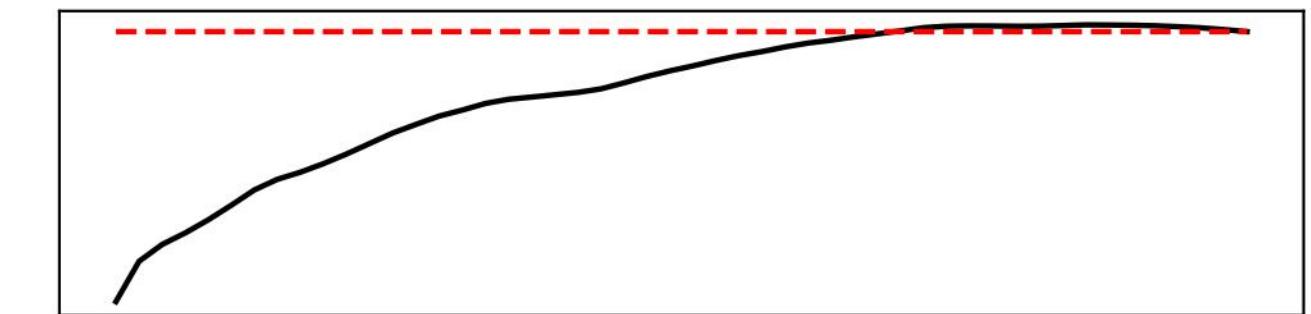
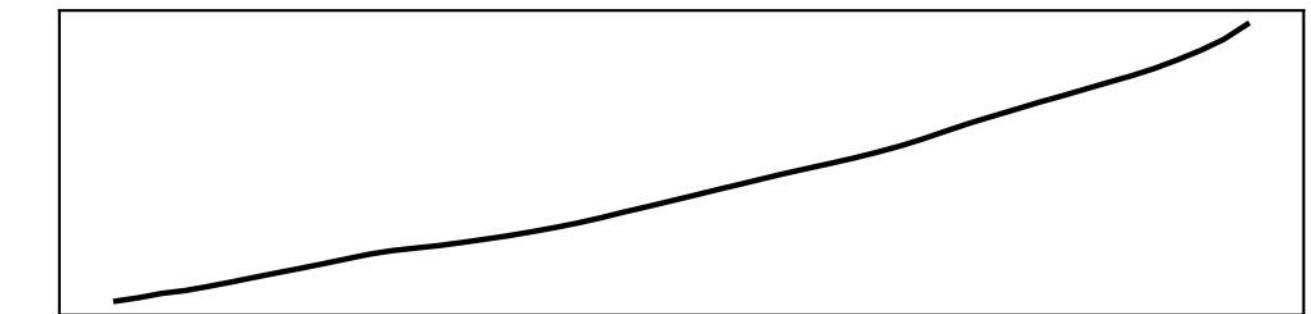
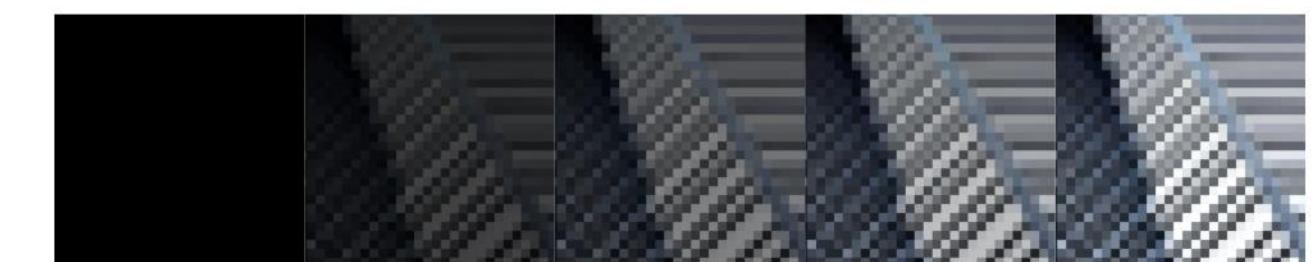


i. Gradients at interpolation

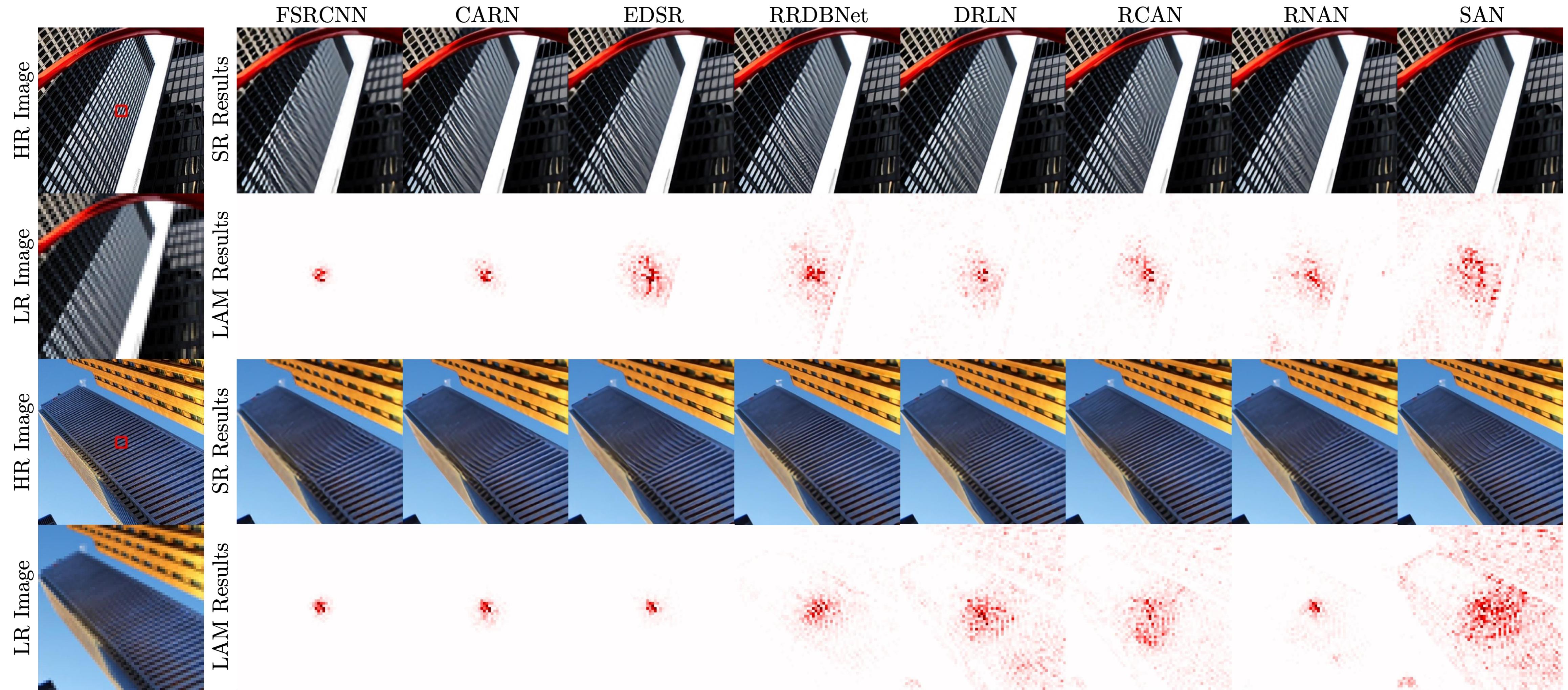


Ours

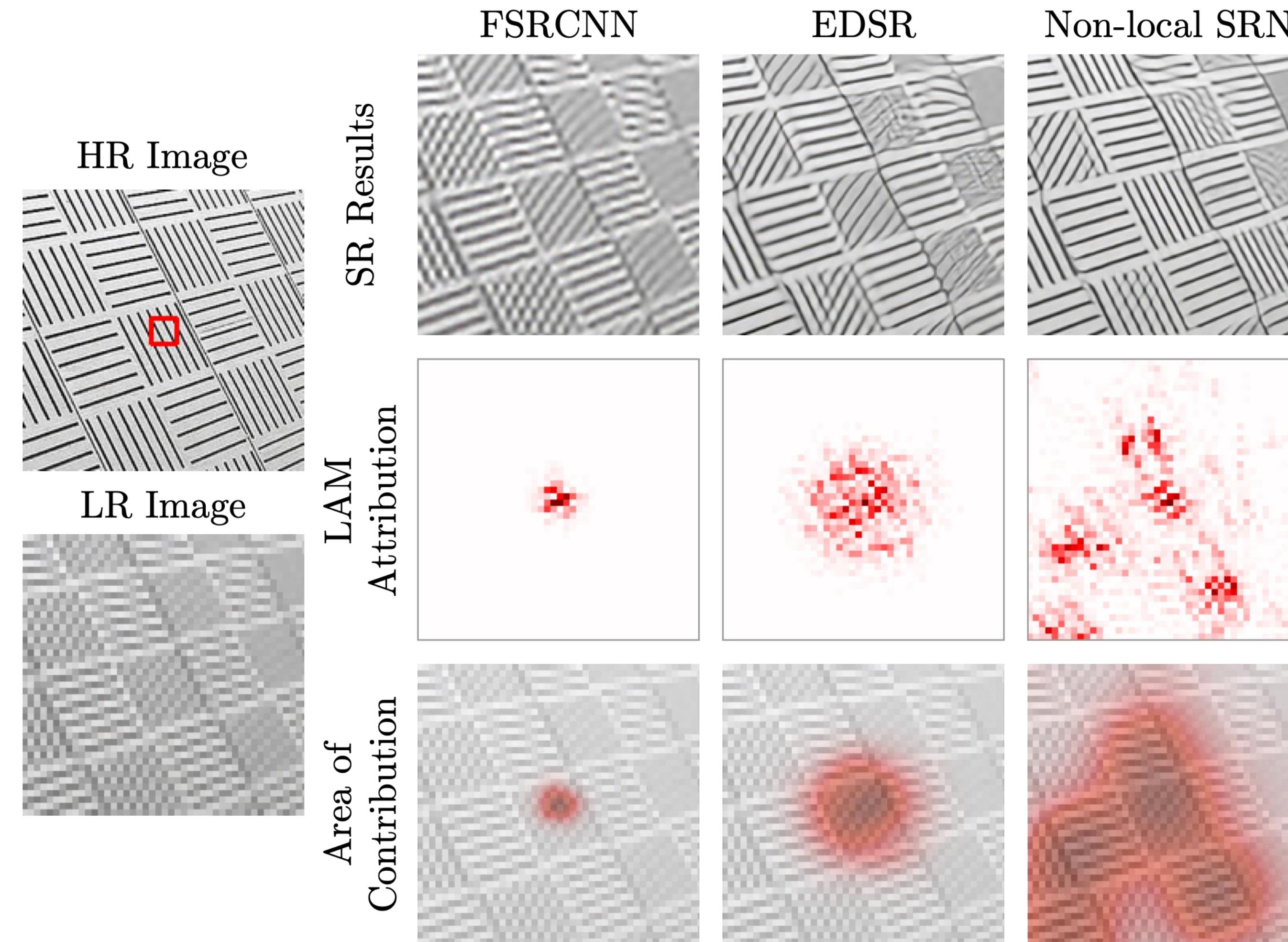
Integrated Gradient



Local Attribution Maps Results



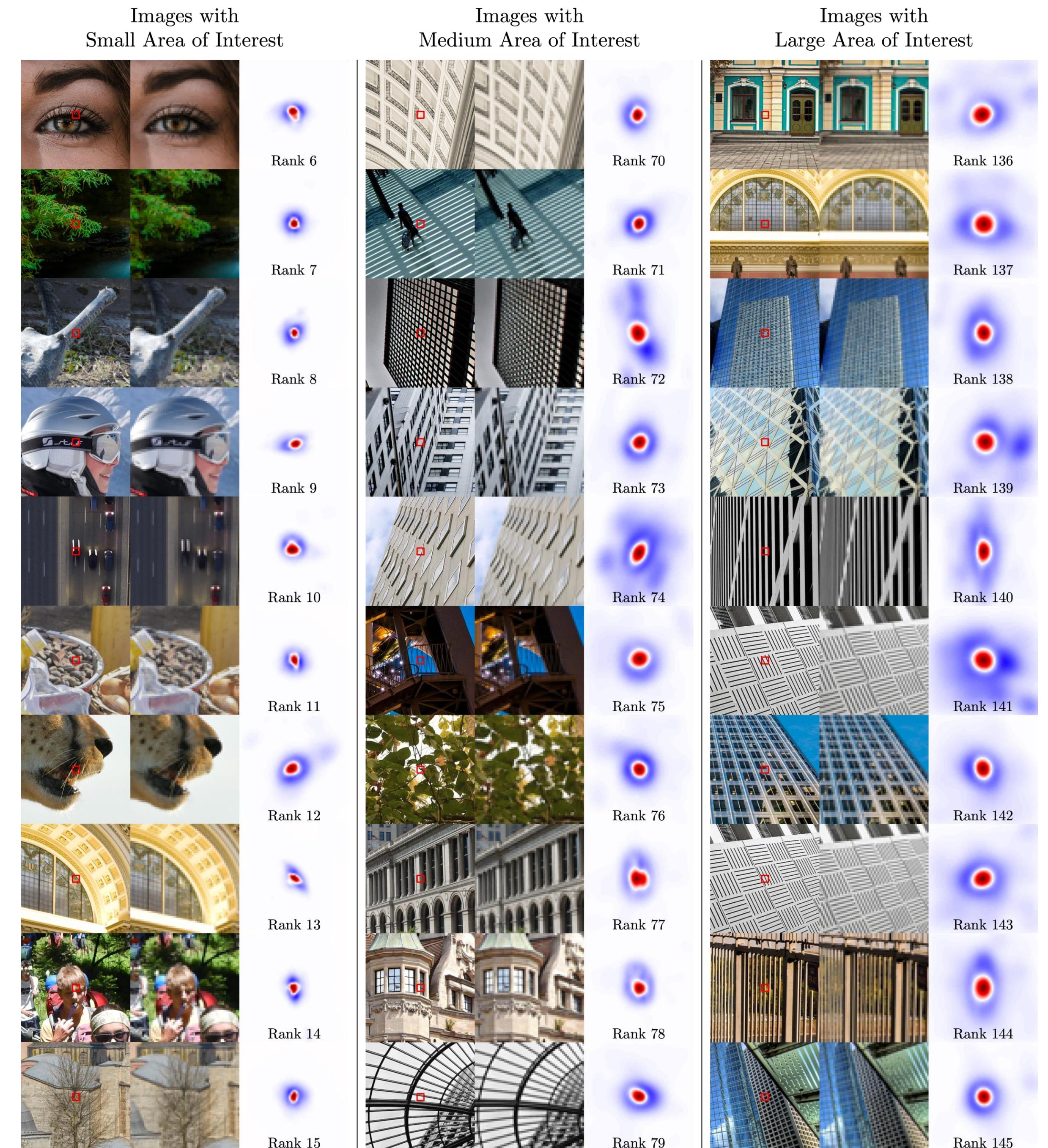
Local Attribution Maps Results



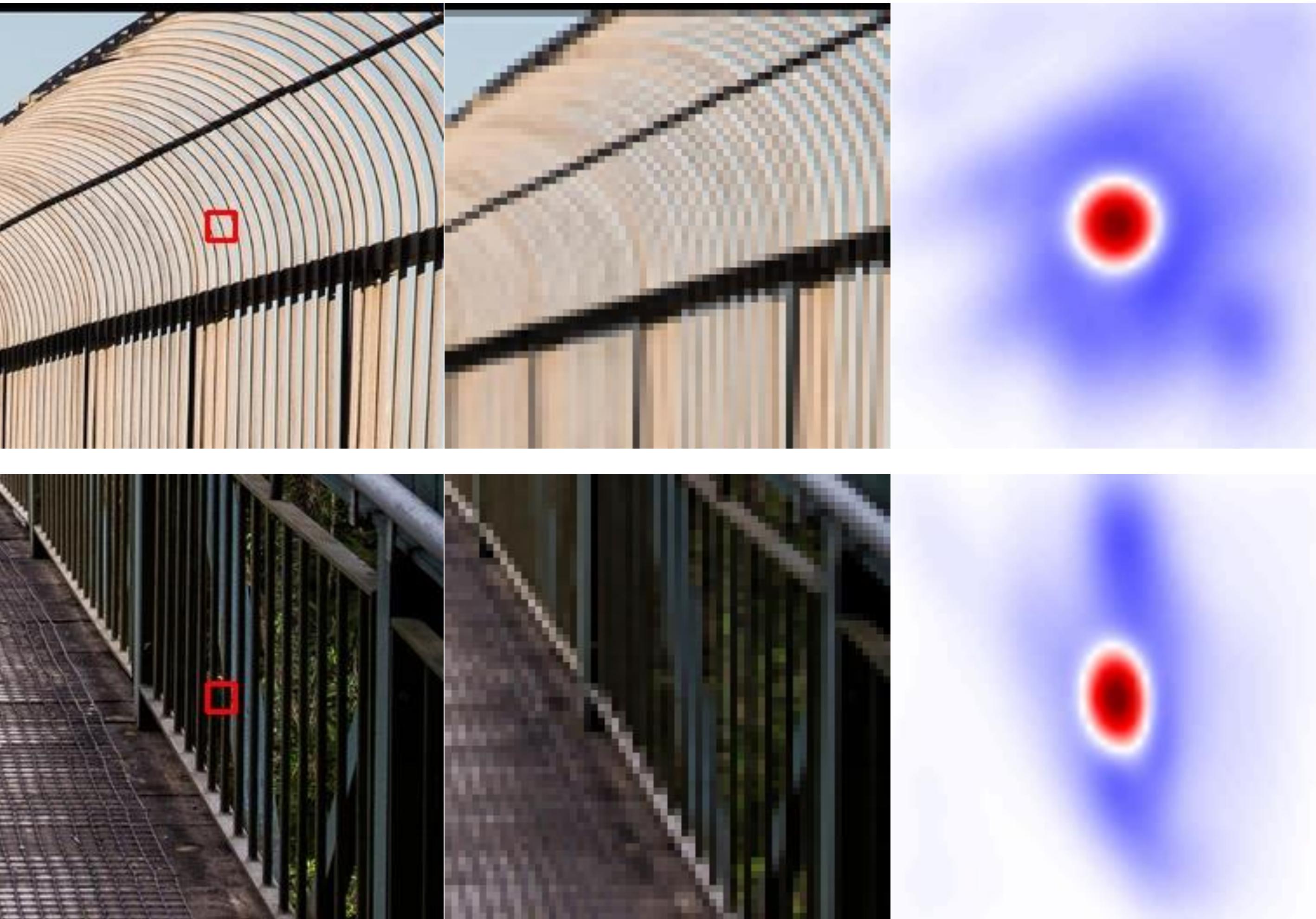
Informative Areas

The similarities and differences of LAM results for different SR networks

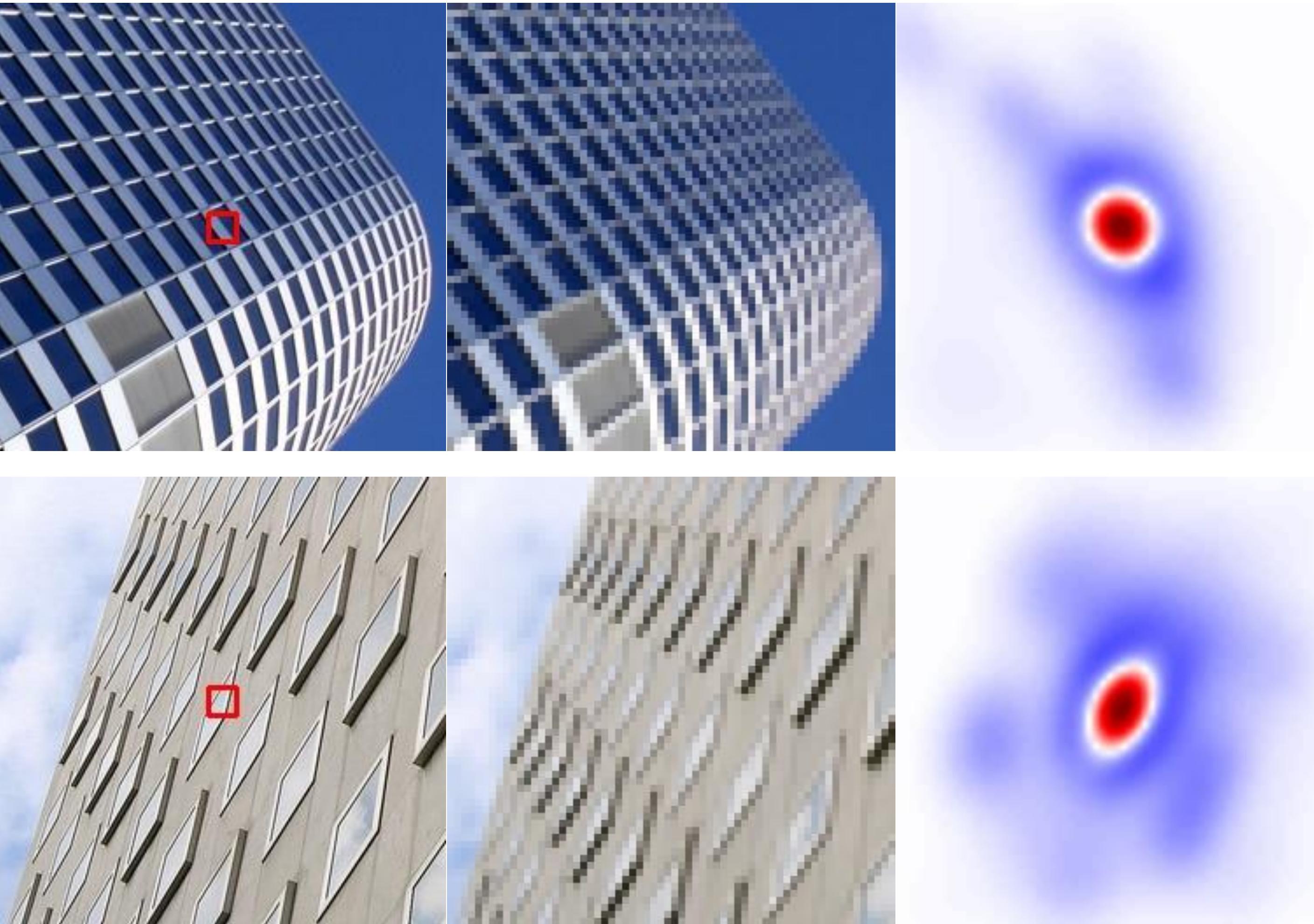
- Red areas can be used for the most preliminary level of SR
- Blue areas show the potential informative areas



Informative Areas



Informative Areas



Exploration with LAM

We use Gini Index to indicate the range of involved pixels:

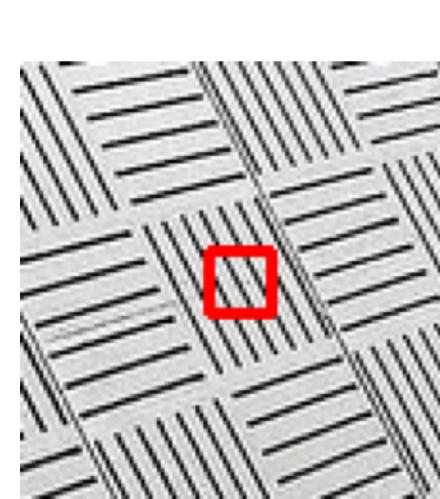
$$G = \frac{\sum_{i=1}^n \sum_{j=1}^n |g_i - g_j|}{2n^2 \bar{g}}$$

We propose Diffusion Index for quantitative analysis:

$$DI = (1 - G) \times 100$$

Exploration with LAM

Diffusion Index for Quantitative Analysis:



1.540

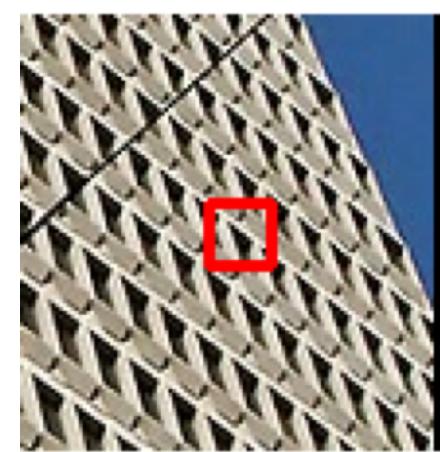
2.229

3.078

3.774

5.340

6.066



0.792

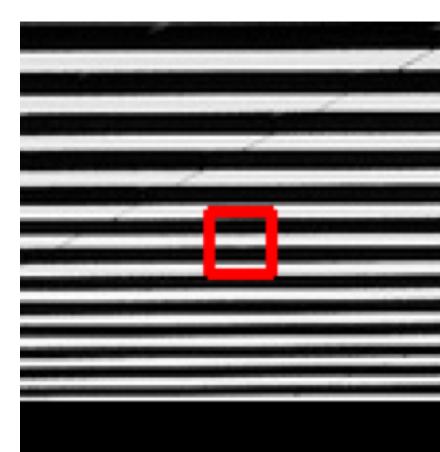
1.519

2.972

4.151

5.084

6.258



1.766

2.451

3.756

4.479

5.103

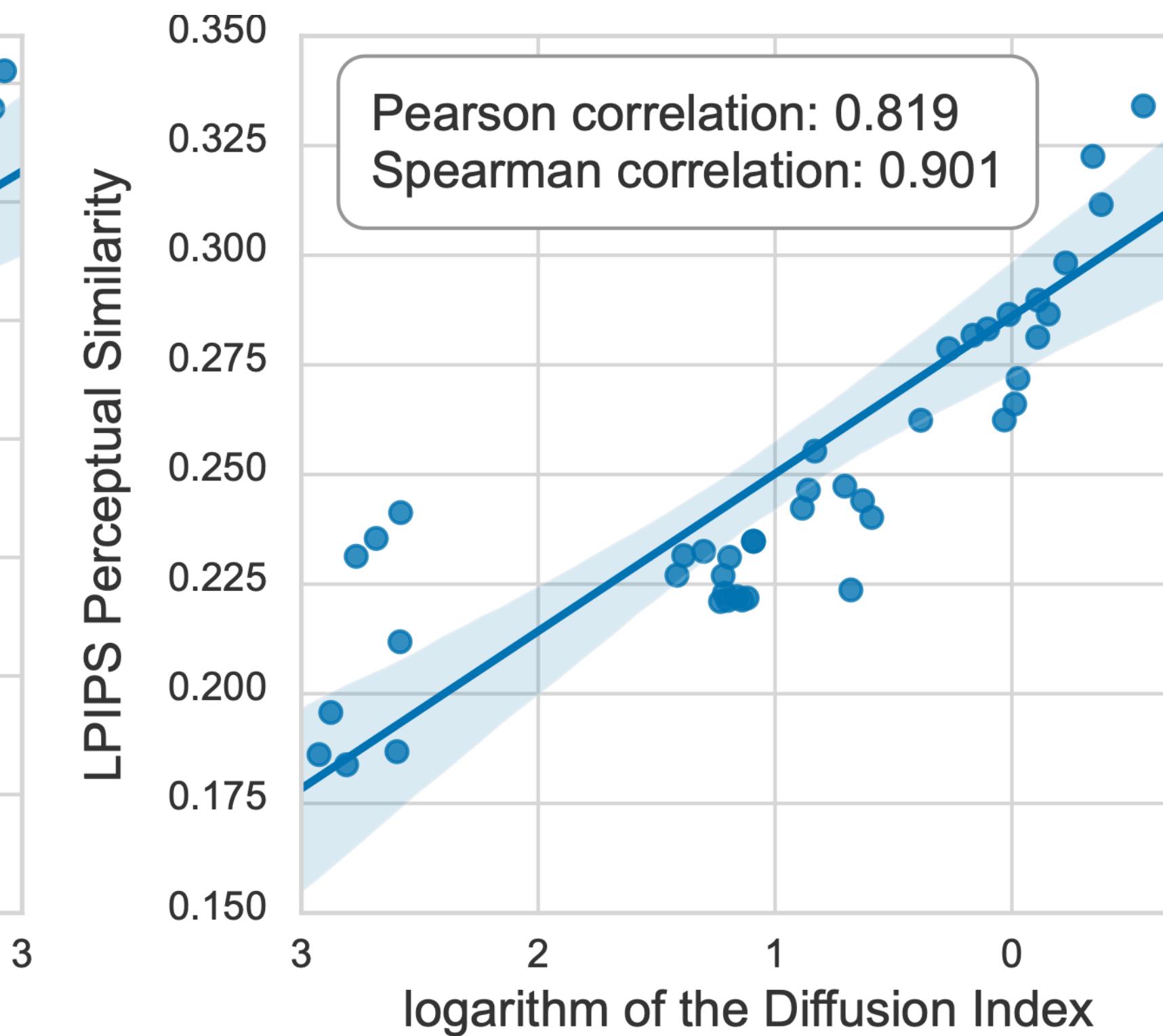
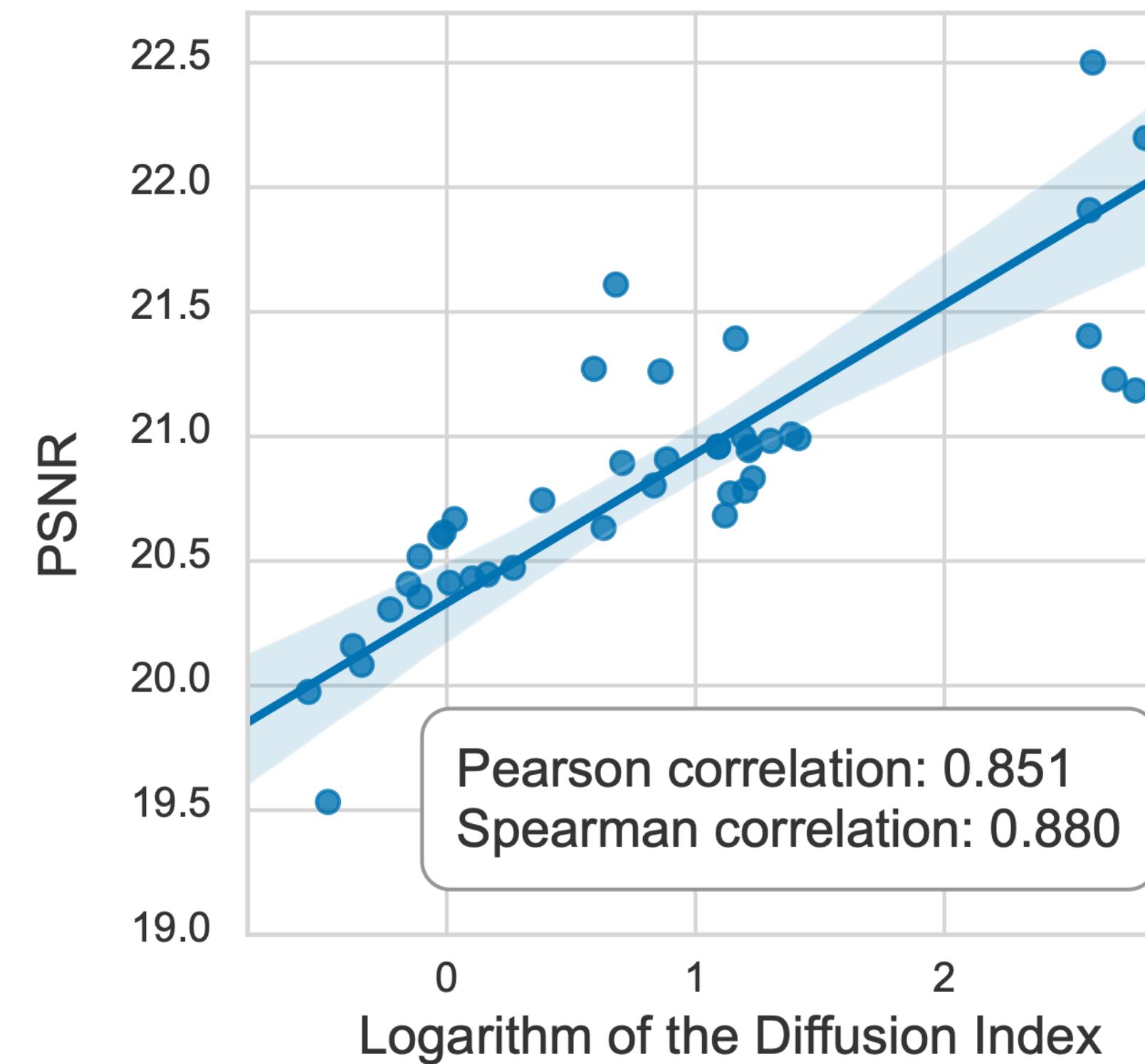
6.398

DI



Exploration with LAM

Diffusion Index vs. Network Performances.



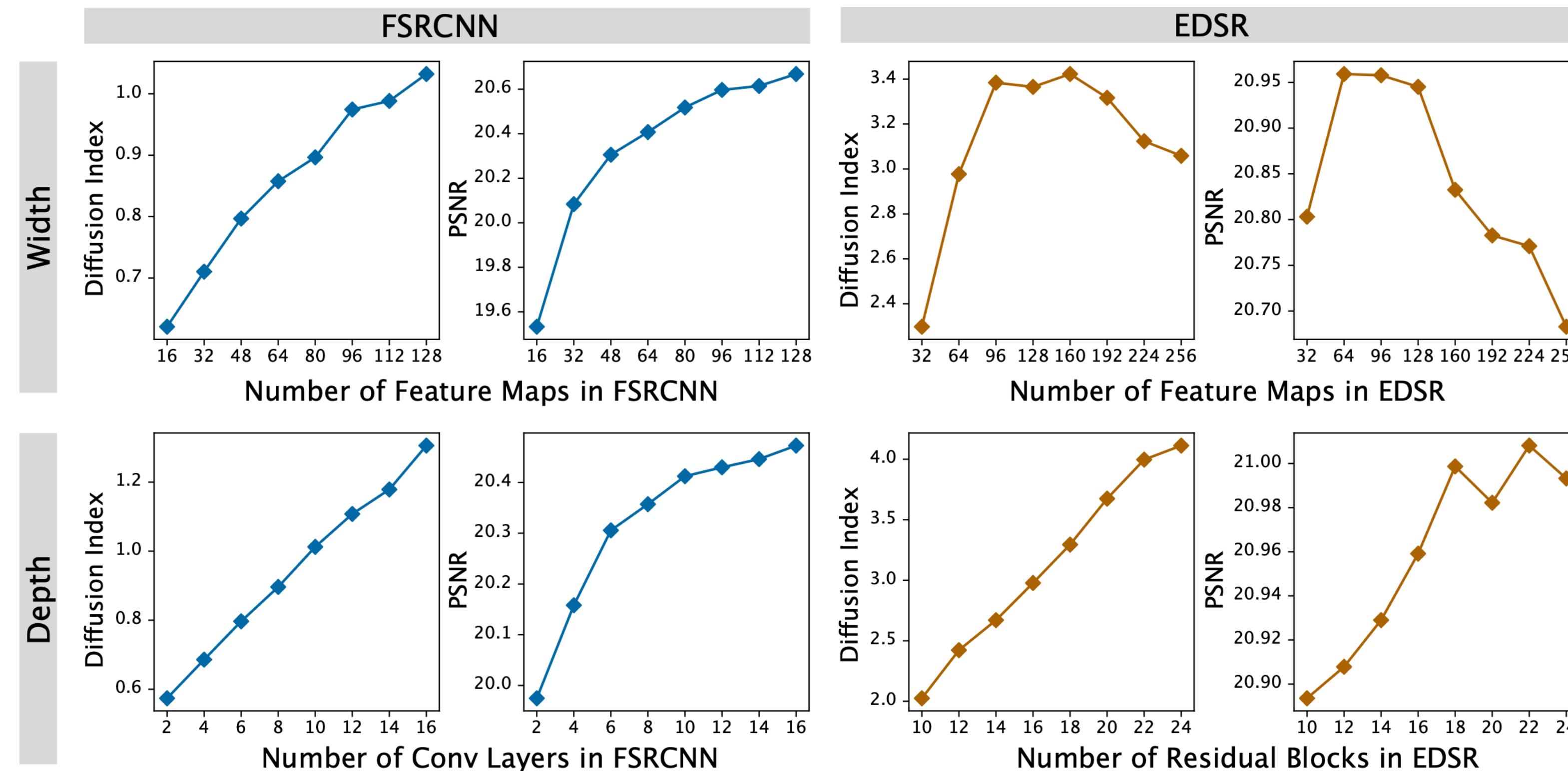
Exploration with LAM

Diffusion Index vs. Receptive Field.

Model	Recpt. Field	PSNR	DI	Remark
FSRCNN	17×17	20.30	0.797	Fully convolution network.
CARN	45×45	21.27	1.807	Residual network.
EDSR	75×75	20.96	2.977	Residual network.
MSRN	107×107	21.39	3.194	Residual network.
RRDBNet	703×703	20.96	13.417	Residual network.
IMDN	global	21.23	14.643	Global pooling.
RFDN	global	21.40	13.208	Global pooling.
RCAN	global	22.20	16.596	Global pooling.
RNAN	global	21.91	13.243	Non-local attention.
SAN	global	22.55	18.642	Non-local attention.

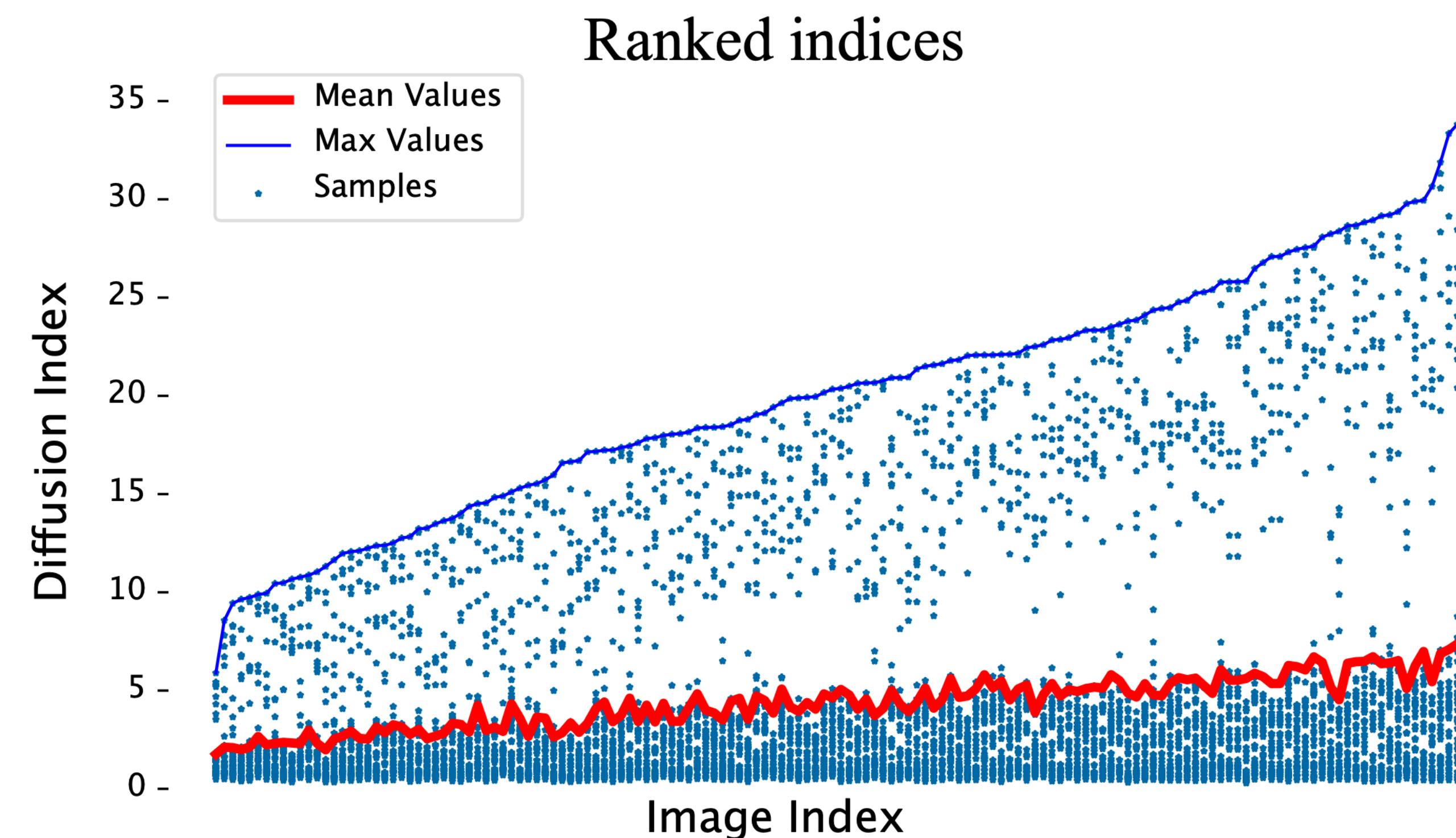
Exploration with LAM

Diffusion Index vs. Network Scale.



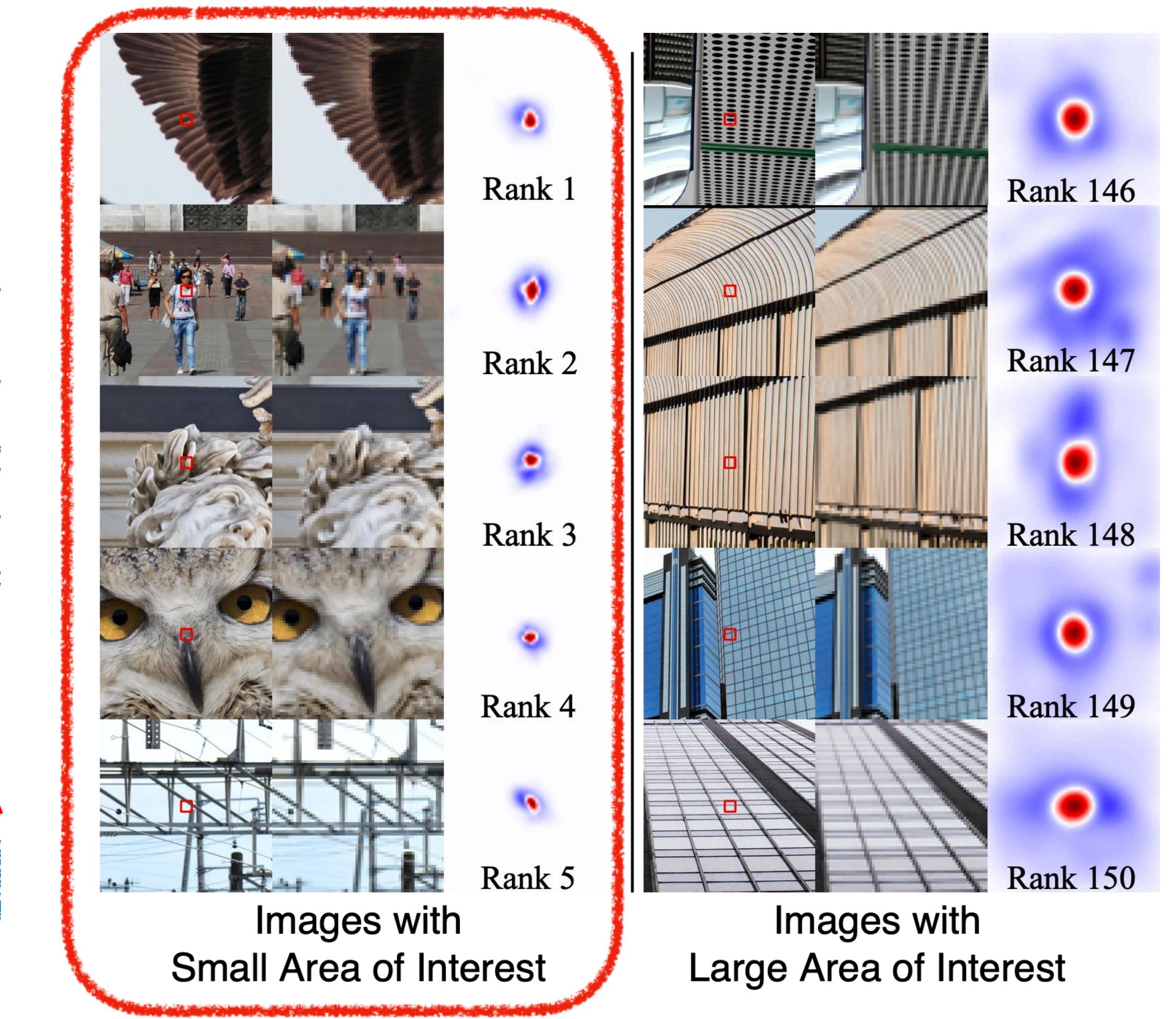
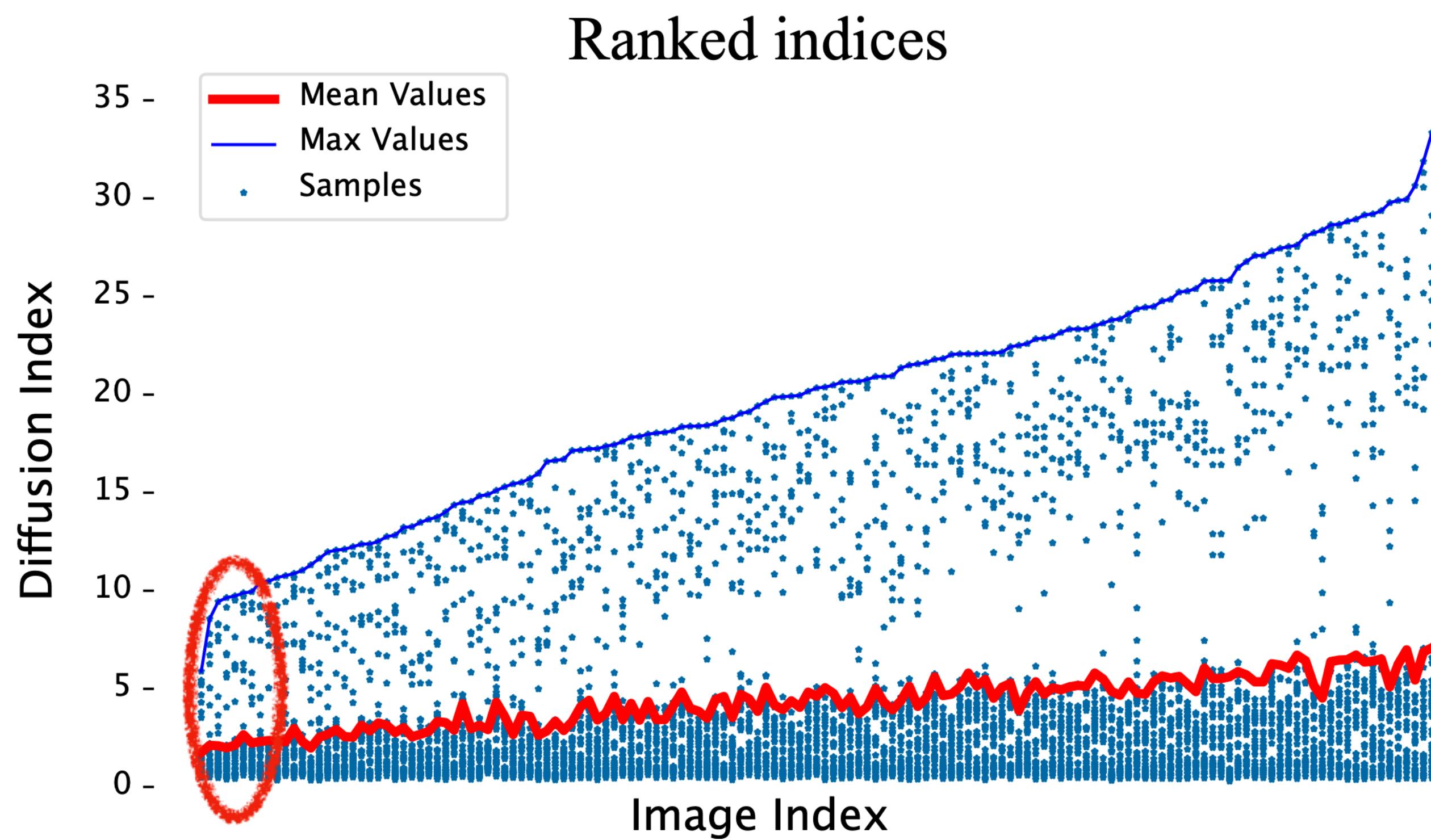
Exploration with LAM

Diffusion Index vs. Image Content.



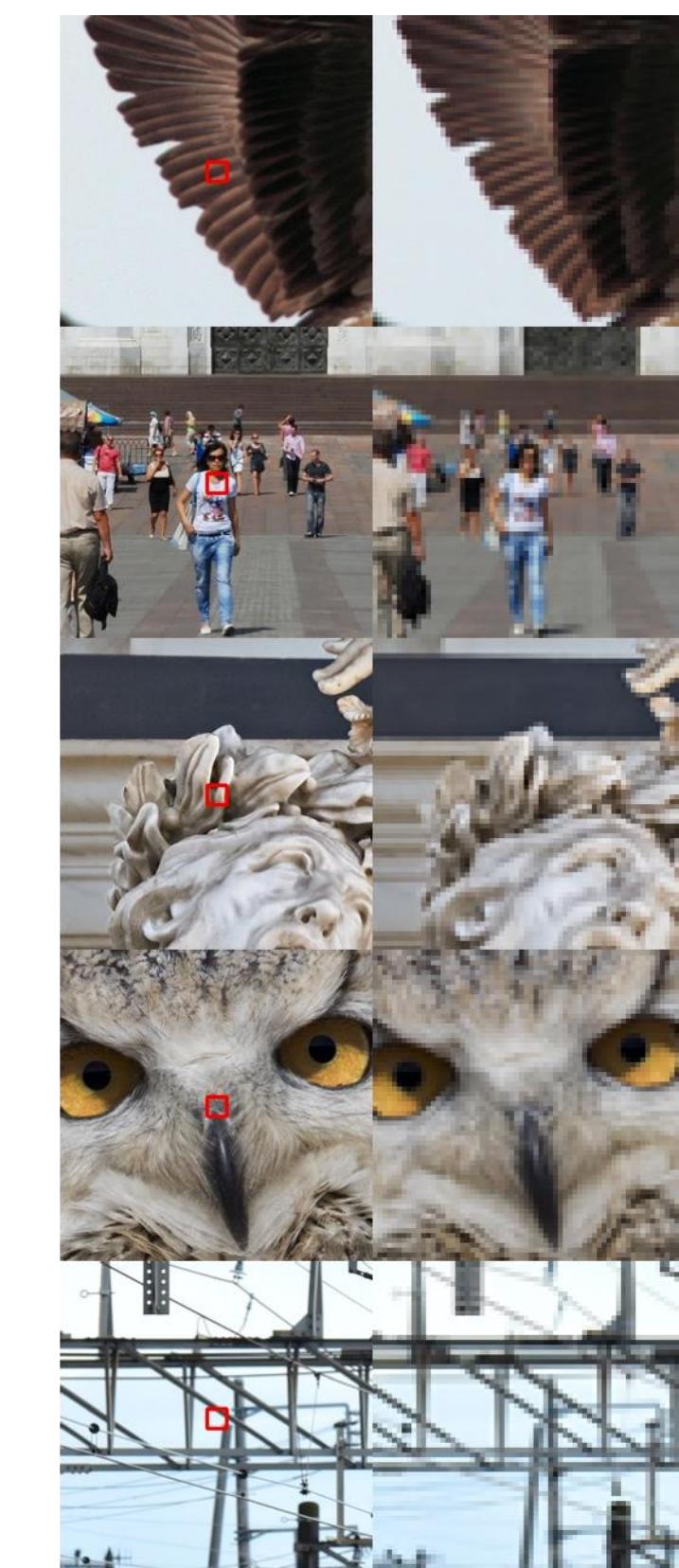
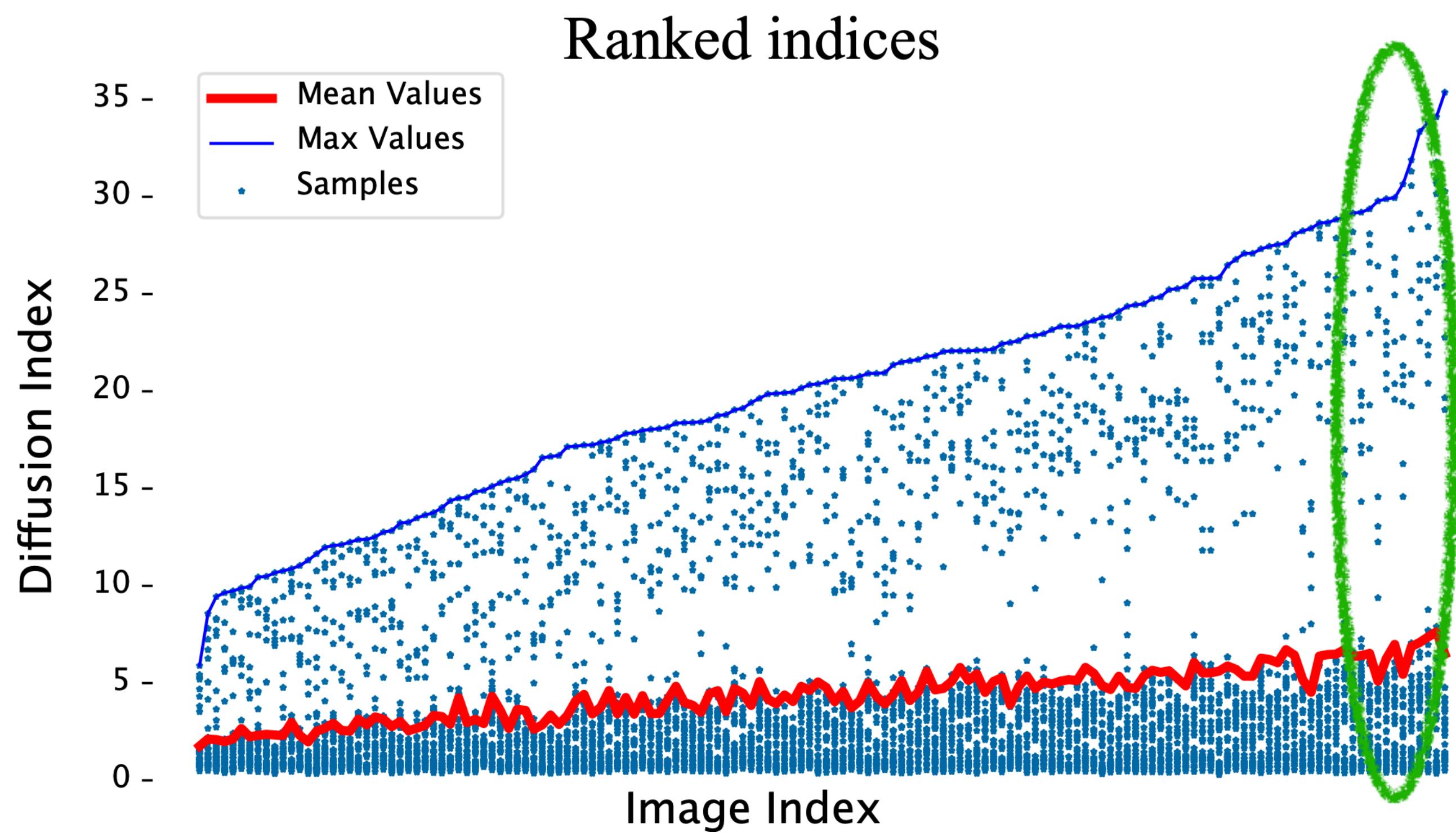
Exploration with LAM

Diffusion Index vs. Image Content.

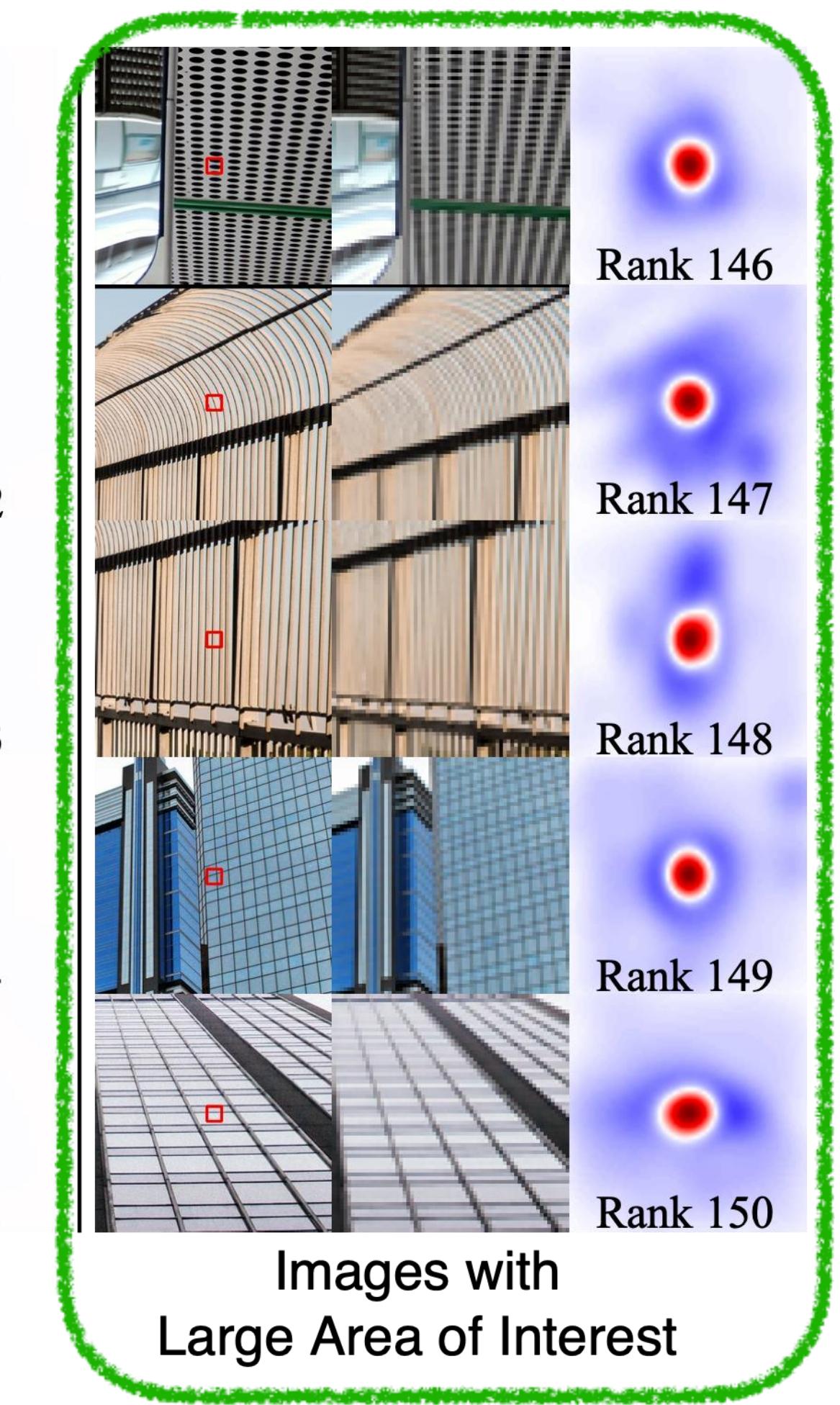


Exploration with LAM

Diffusion Index vs. Image Content.



Images with
Small Area of Interest



Interpreting Super-Resolution Networks

Interpretability
in Low-level Vision

Pixel: What pixels contribute most to restoration?

Feature: Where can we find semantics in SR-net?

Filters: Whether learned filters are discriminative?



Discovering “Semantics” in Super-Resolution Networks

**Yihao Liu, Anran Liu, Jinjin Gu, Zhipeng Zhang,
Wenhao Wu, Yu Qiao, Chao Dong**

Shenzhen Institute of Advanced Technology, CAS

The University of Hongkong

University of Sydney

Shanghai AI Lab

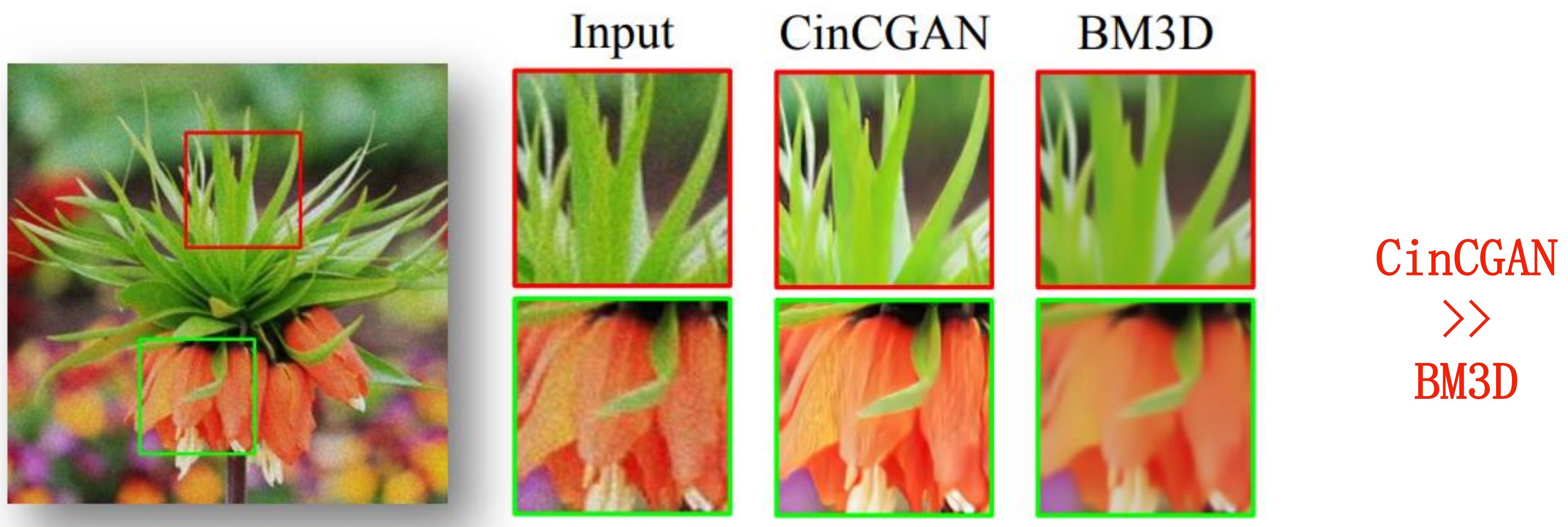
Institute of Automation, CAS

Baidu Inc.

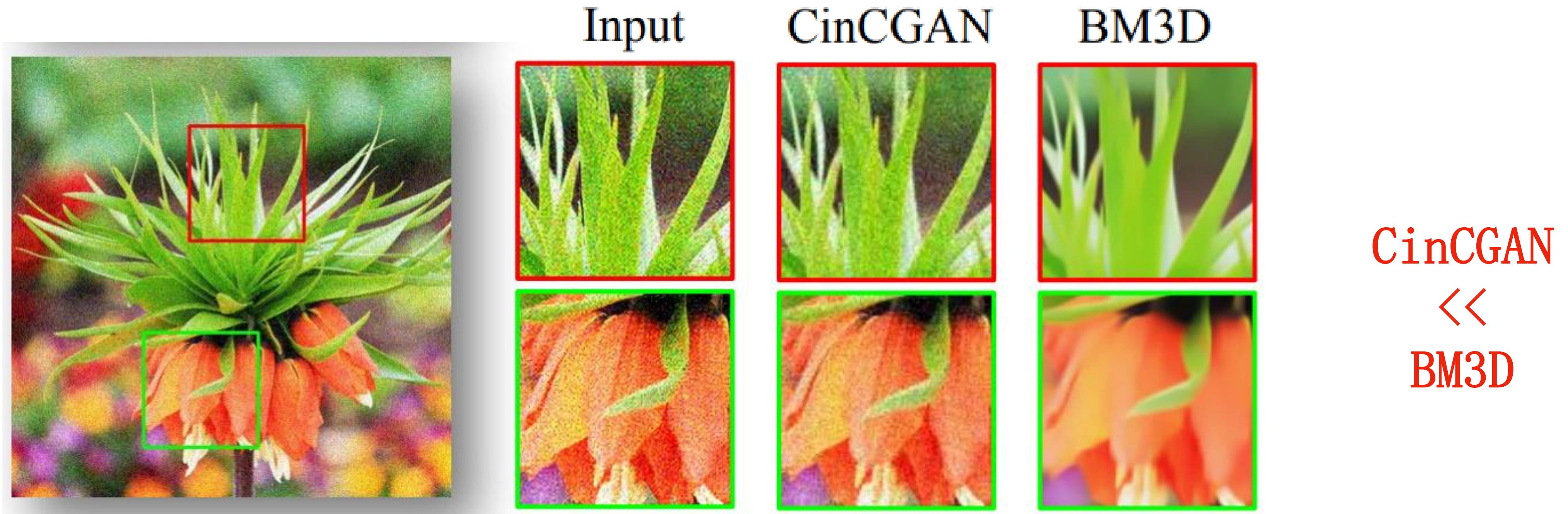
Discovering “Semantic”



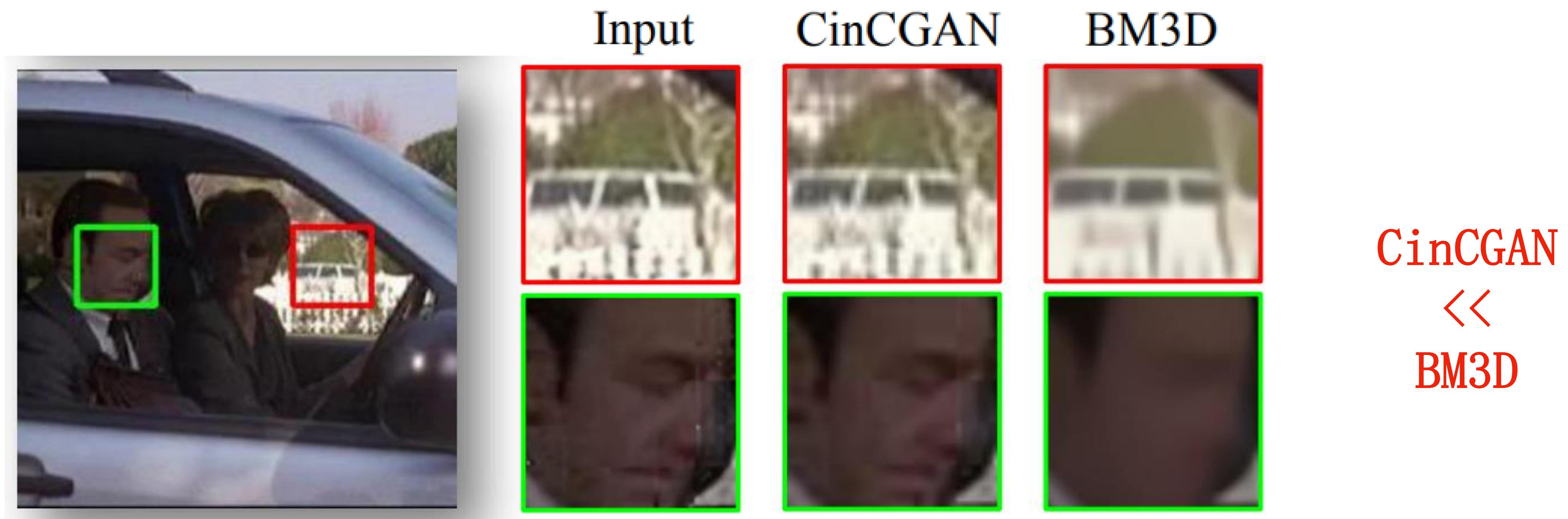
Observation



Observation

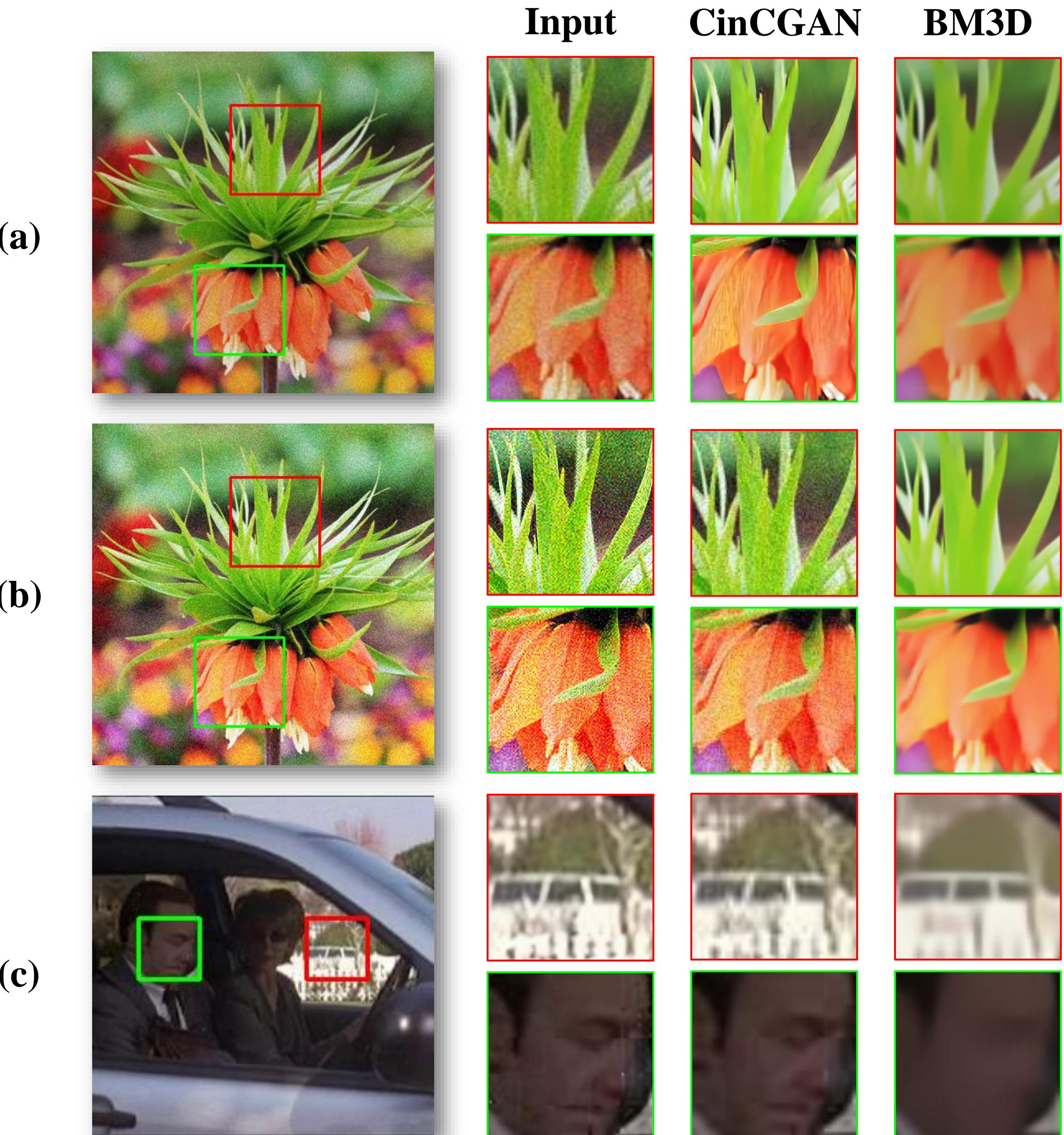


Observation



Observation

- ✓ CinCGAN can figure out the specific degradation types within its training data
- ✓ The distribution mismatch will make the network “**turn off**” its ability



Analogy to classification

Images with
predefined semantic labels

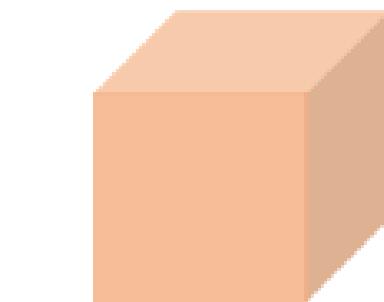
	dog
	cat
	plane
	horse
	bird
.....	

Train

Classification
Networks

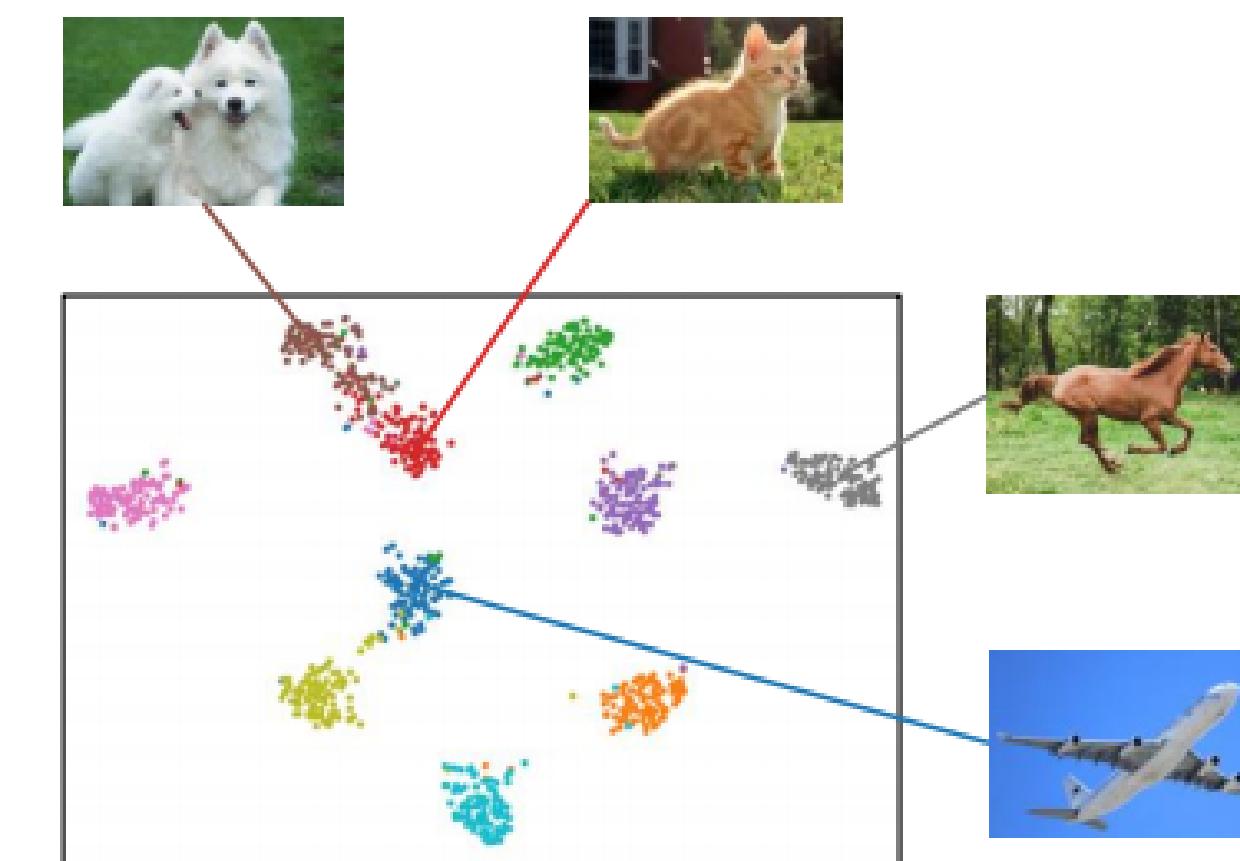
Features are related with image
content (predefined object category)

Test



deep representations

Projection



Clustered by the predefined object categories

PCA (dimensional reduction)
+ t-SNE (visualization)

Analogy to classification

- Clustering based on pre-defined object categories

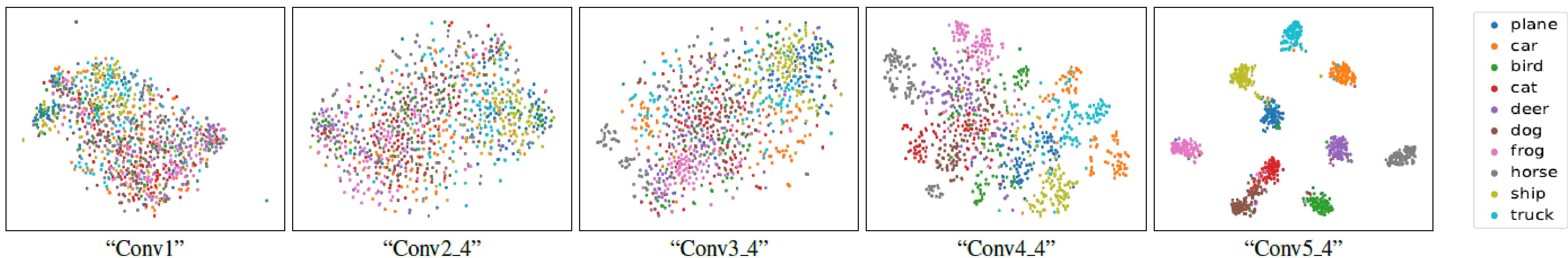
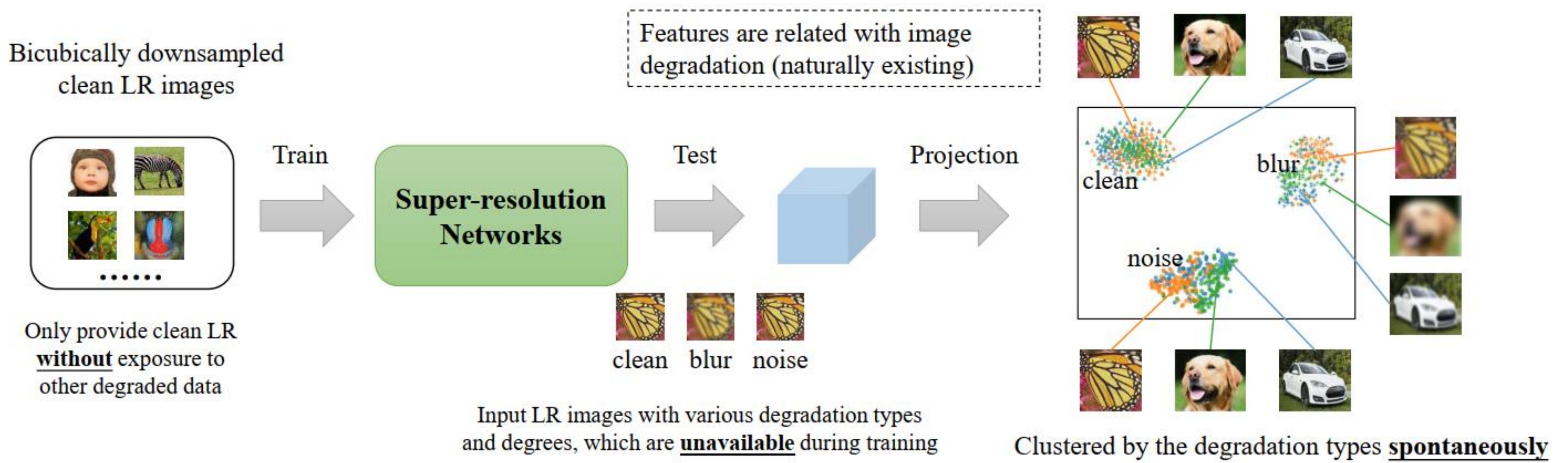


Figure 4. Projected feature representations extracted from different layers of ResNet18 using t-SNE. With the network deepens, the representations become more discriminative to object categories, which clearly shows the semantics of the representations in classification.

Deeper features contain clear semantics

Degradation-related semantics in SR-net



Features are clustered by degradations

They are trained on a single degradation type!

Classification VS. Super-resolution

Semantics in SR networks are in terms of degradation types regardless of the image contents.

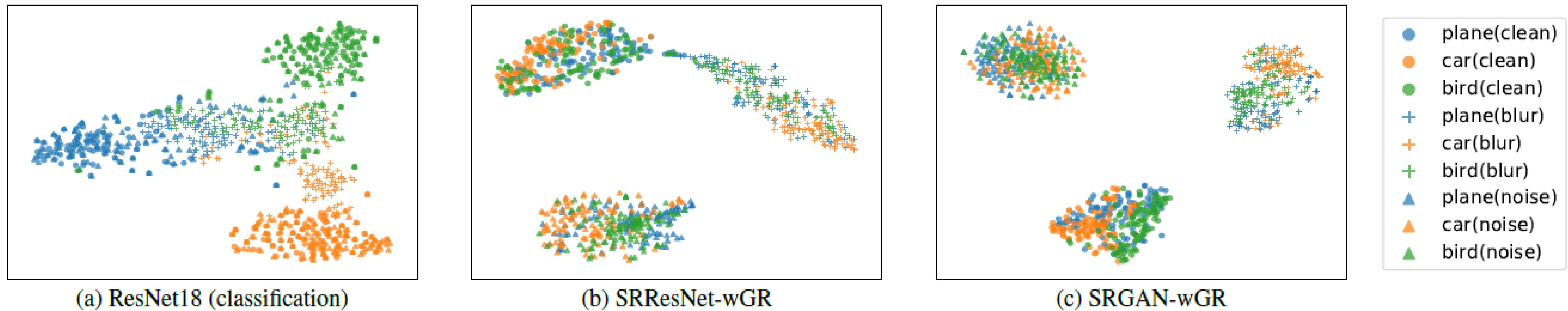


Figure 5. Feature representation differences between classification and super-resolution networks. The same object category is represented by the same color, and the same image degradation type is depicted by the same marker shape. For the classification network, the feature representations are clustered by the same color, while the representations of SR network are clustered by the same marker shape, suggesting there is a significant difference in feature representations between classification and super-resolution networks. Better viewed on the screen.

Influential Factors

- SR networks with global residual shows discriminability to different degradation types with high-level features.

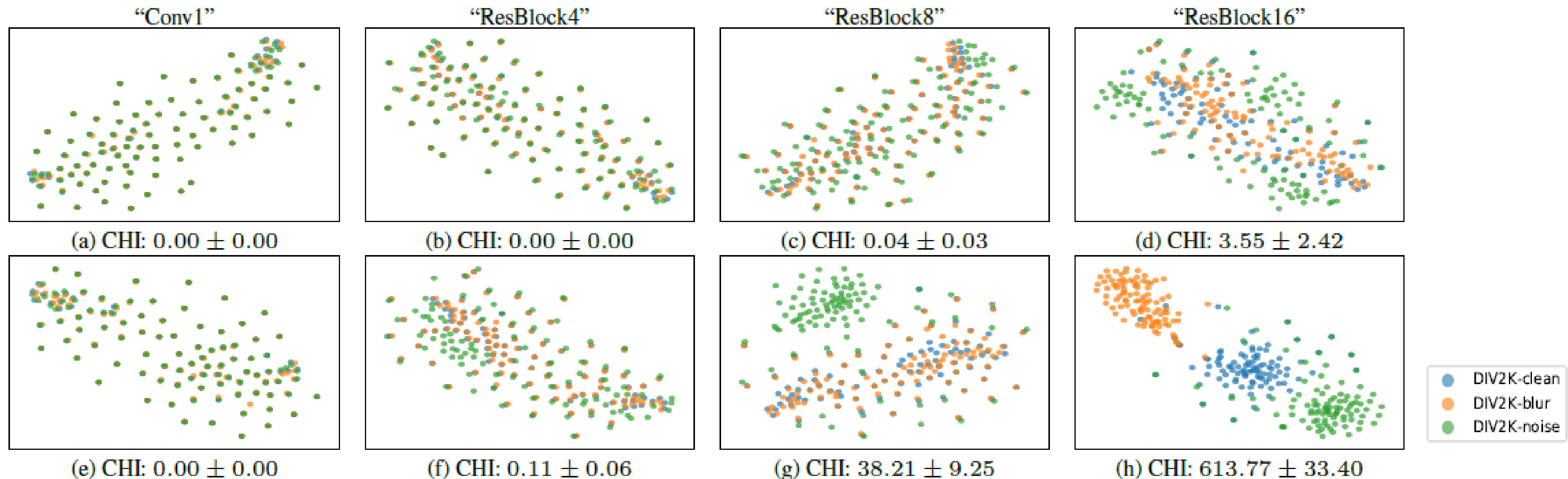


Figure 7. Projected feature representations extracted from different layers of SRResNet-woGR (1st row) and SRResNet-wGR (2nd row) using t-SNE. With image global residual (GR), the representations of MSE-based SR networks show discriminability to degradation types.

Influential Factors

- SR networks trained with discriminator (GAN) shows more obvious discriminability to different degradation types.

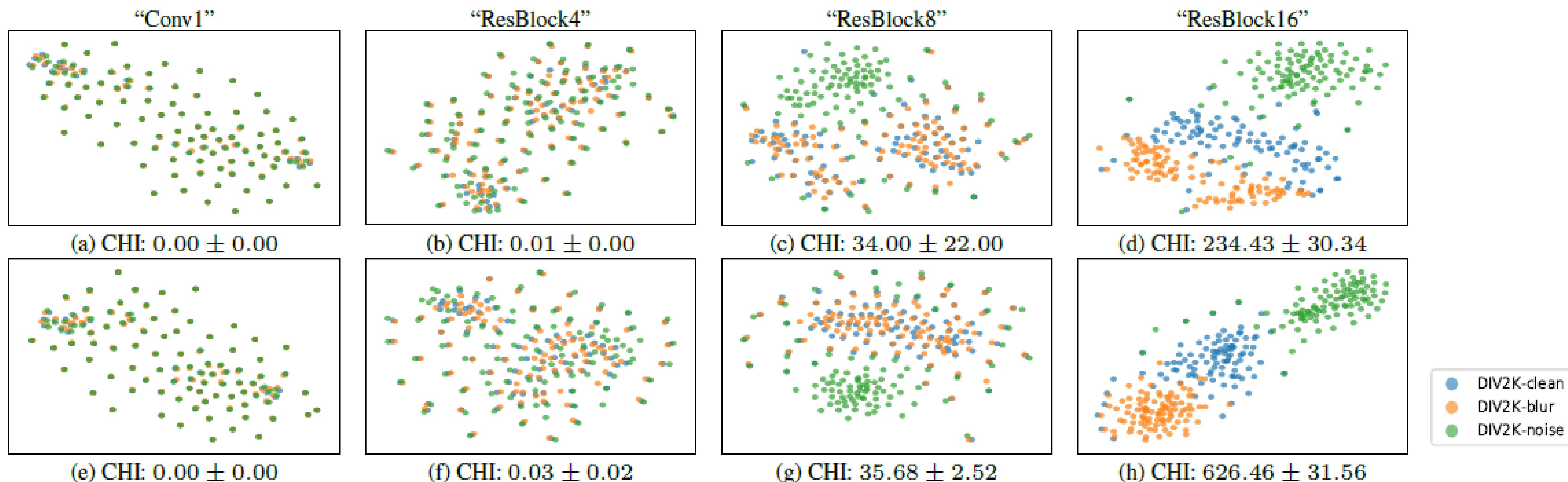


Figure 8. Projected feature representations extracted from different layers of SRGAN-woGR (1st row) and SRGAN-wGR (2nd row) using t-SNE. Even without GR, GAN-based SR networks can still obtain deep degradation representations.

Influential Factors

- Different degradation types/degrees differ a lot in discriminative ability.

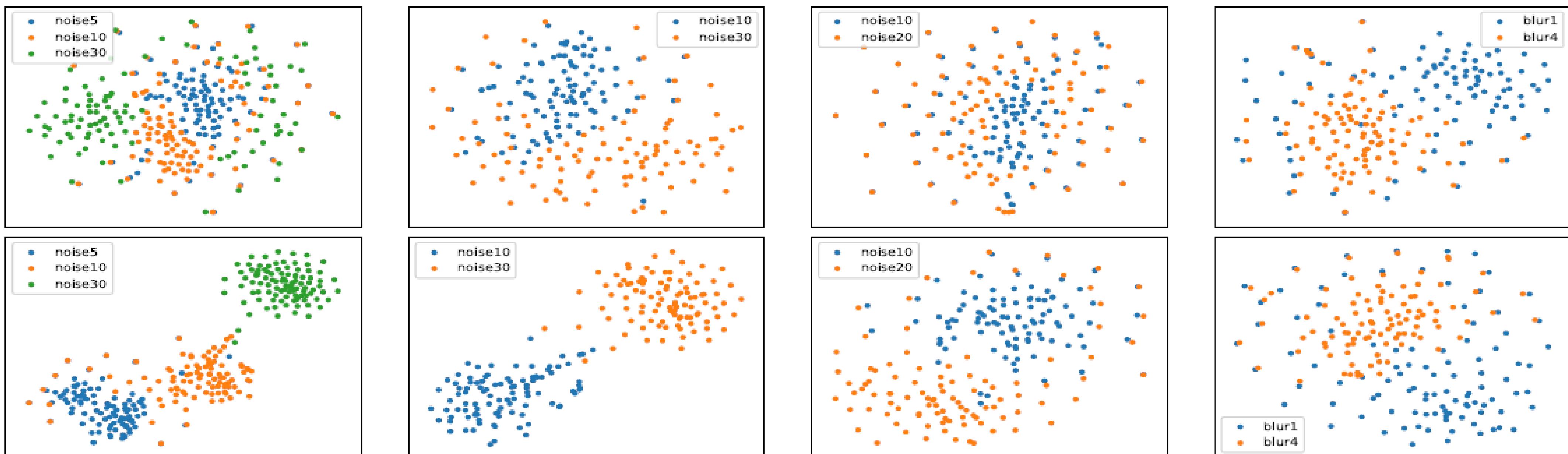


Figure 9. Even for the same type of degradation, different degradation degrees will also cause differences in features. The greater the difference between degradation degrees, the stronger the discriminability. **First row:** SRResNet-wGR. **Second row:** SRGAN-wGR.

Inspirations

- Interpreting the Generalization of SR Networks
- Developing Degradation-adaptive Algorithms
- Disentanglement of Image Content/Degradation

Interpreting Super-Resolution Networks

Interpretability
in Low-level Vision

Pixel: What pixels contribute most to restoration?
Feature: Where can we find semantics in SR-net?
Filters: Whether learned filters are discriminative?



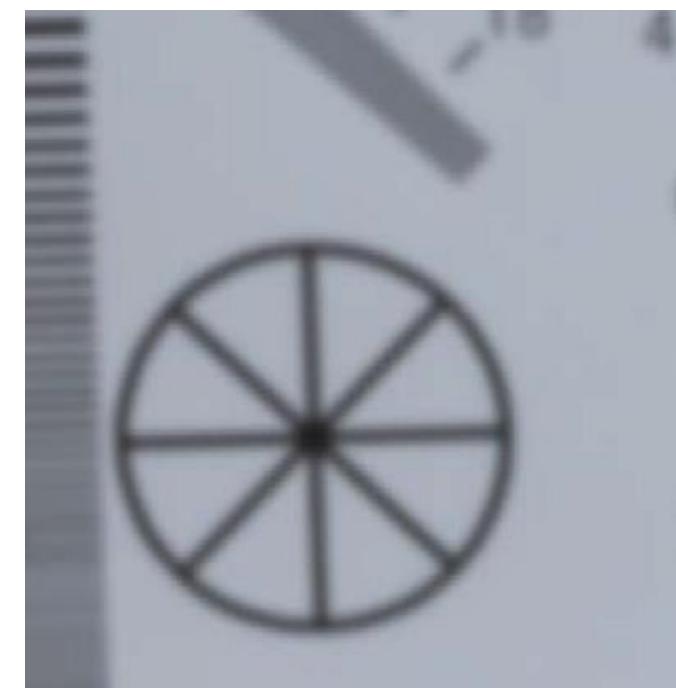
Finding Discriminative Filters for Specific Degradations in Blind Super-Resolution

**Liangbin Xie, Xintao Wang, Chao Dong
Zhongang Qi, Ying Shan**

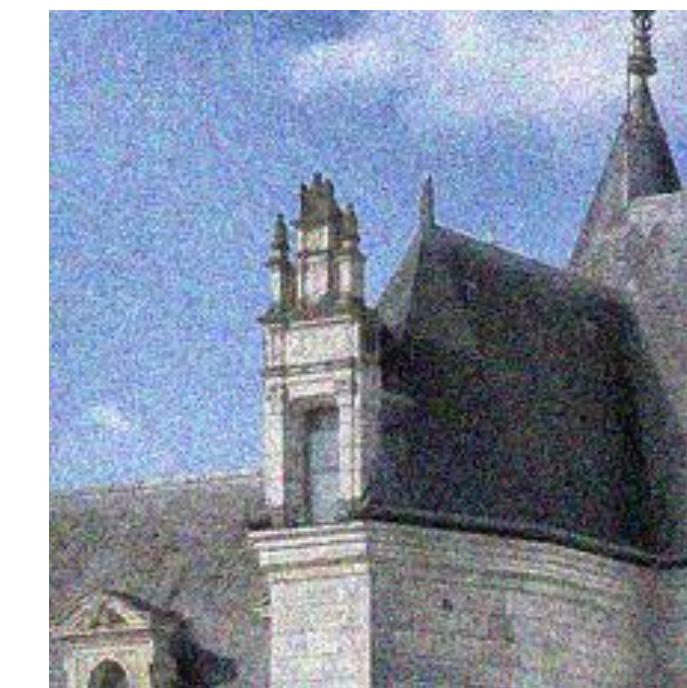
Applied Research Center (ARC), Tencent PCG
Shenzhen Institute of Advanced Technology, CAS

Background – Blind SR

Reconstruct a high-resolution image from its low-resolution counterpart which contains unknown and complex degradations



blur



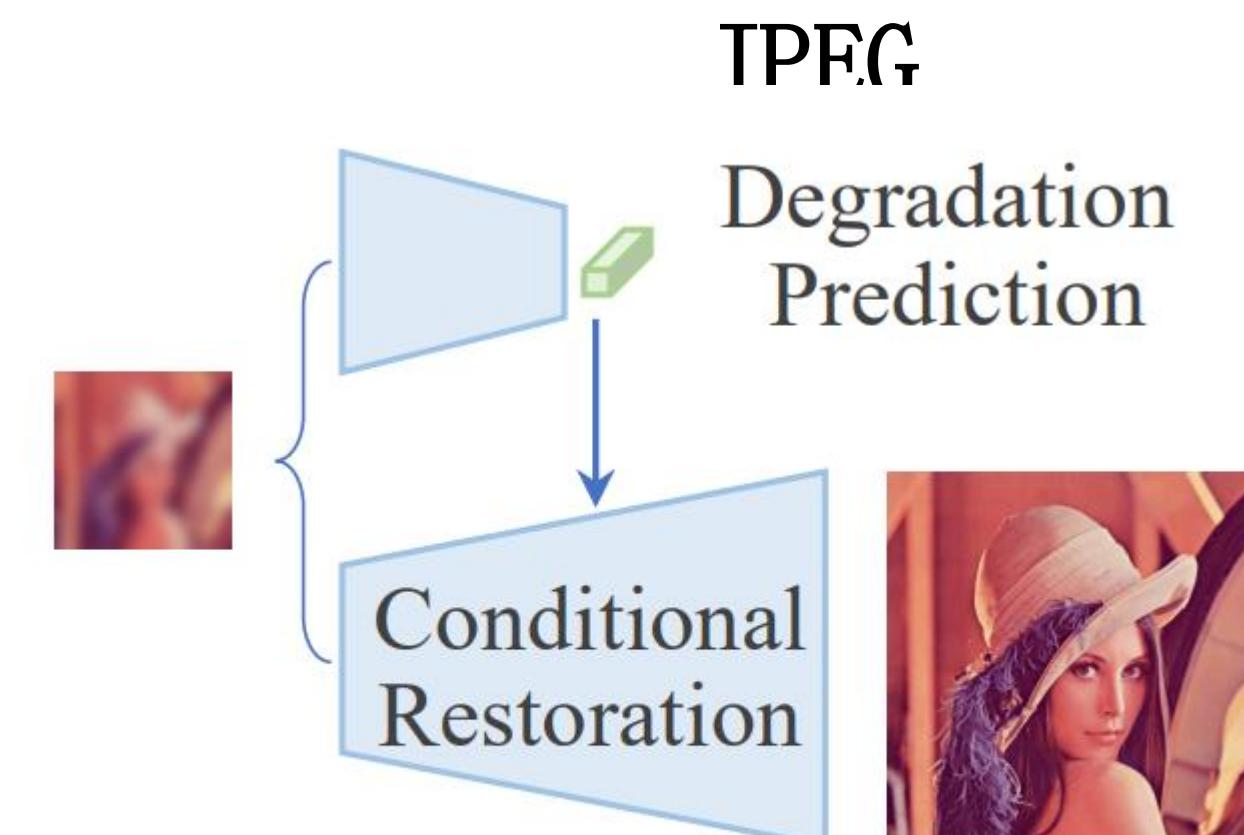
noise



JPEG

Typically, consists of two branches

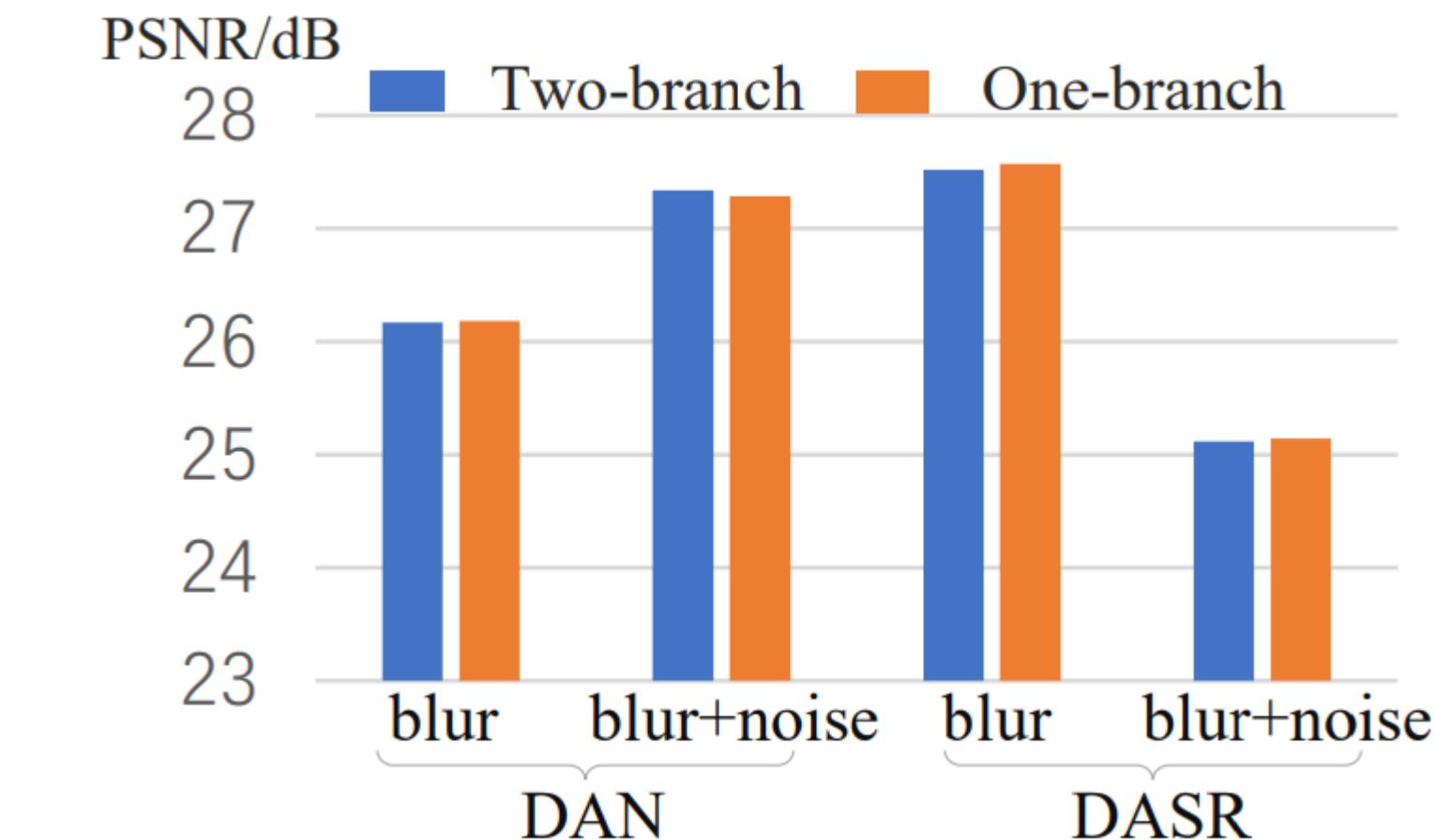
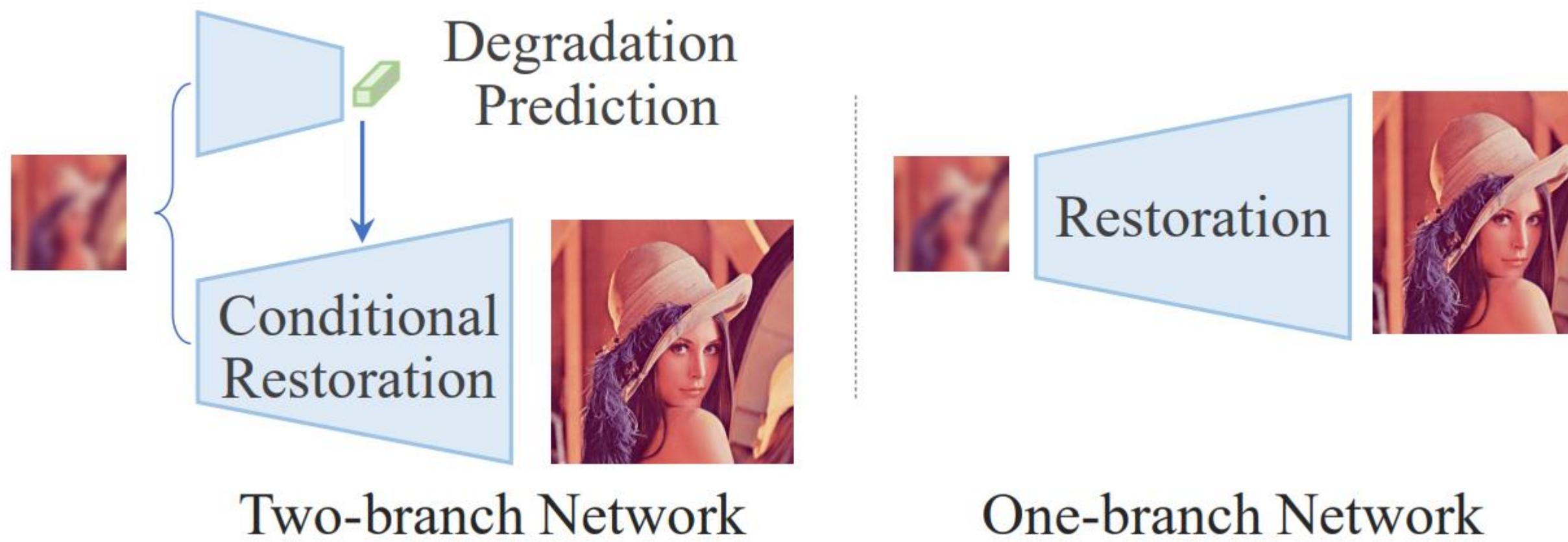
- one for degradation prediction
- the other for conditional restorations



Two-branch Network

Motivation

We conduct preliminary experiments on several state-of-the-art methods: DAN and DASR.



PSNR (dB)	DAN [3]		DASR [5]	
	blur	blur+noise	blur	blur+noise
Official two-branch	26.168±0.009	27.341±0.072	27.518±0.034	25.116±0.012
SRResNet one-branch	26.182±0.011	27.288±0.027	27.573±0.010	25.143±0.013

A unified one-branch network could achieve comparable performance !

Motivation

One-branch network

- more like a 'black-box'

Two-branch network

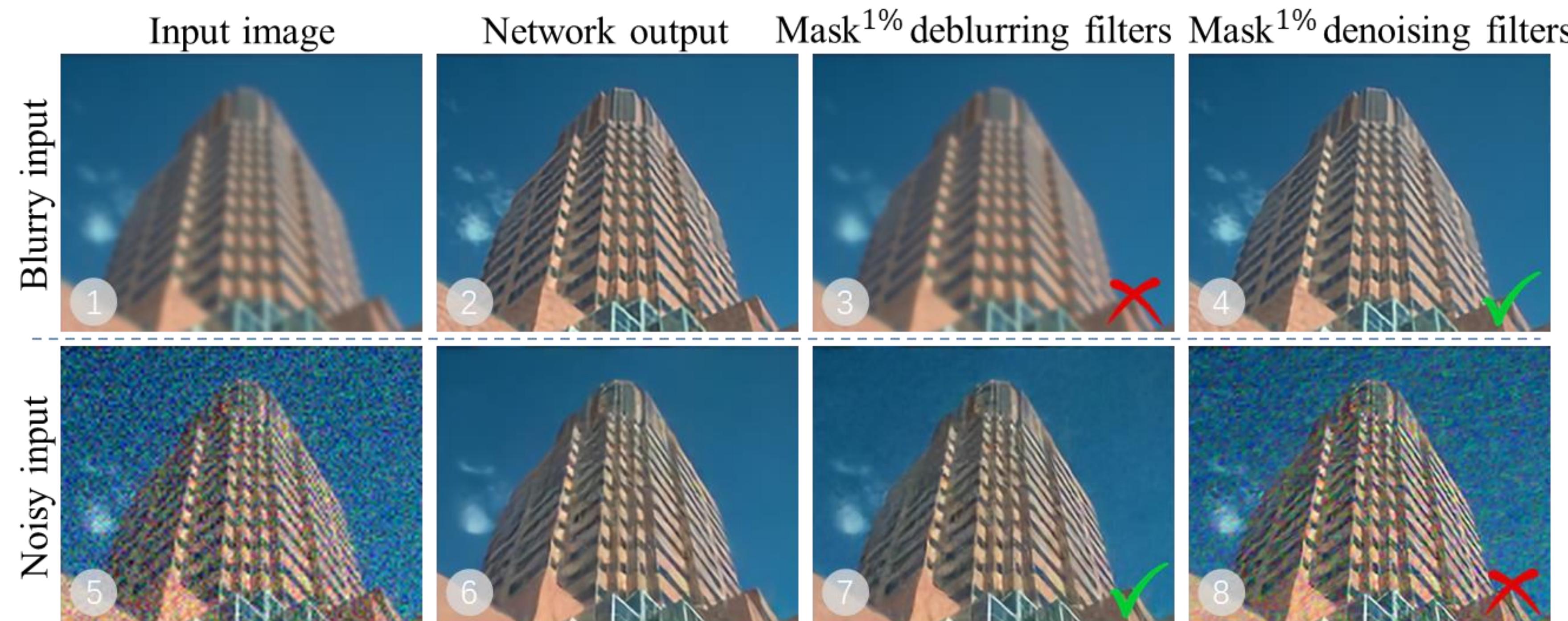
- delicate designs with higher interpretability

Two key questions:

- ✓ Could one-branch networks automatically learn to distinguish degradations as in two-branch methods?
- ✓ Are there any small sub-network (a set of filters) existing inside the unified network for a specific degradation?

Basic Finding

In one-branch blind SR networks, we are able to find a very small number of (at least to 1%) discriminative filters for each specific degradation (e.g., blur, noise).



Methods – Background

In classification task, Integrated Gradient (IG) is used to attributes the most important input components (e.g., pixels in input images) that affect the network predictions.

$$\text{IG}_i(x) = (x_i - \bar{x}_i) \times \int_{\alpha=0}^1 \frac{\partial F(\bar{x} + \alpha \times (x - \bar{x}))}{\partial x_i} d\alpha,$$

Recall that: Gradient – The fastest changing direction

So IG finds the input pixels that will change the network output largely, i.e., the most import pixels that can interpret the network prediction.

Filter Attribution Integrated Gradients (FAIG)

	Classification	Blind SR
Purpose	Find input pixels that explain network prediction	Fine core filters that explain degradation removal
Attribute to	Input pixels	network parameters (filters)
Integral path	Input space	Parameter space
Method	Integrated Gradient	Filter Attribution Integrated Gradients (FAIG)

We propose Filter Attribution Integrated Gradients (FAIG) to attribute network functional alterations to filter change.

Methods – FAIG

1. The *baseline network* $F(\bar{\theta})$ is a pure SR network that cannot remove any degradations.
2. The *target network* $F(\theta)$ is a re-trained network that can deal with complex degradations.
3. Given the same input, the changes of the network output can be attributed to the changes of network parameters (*i.e.*, filters).

Methods – FAIG

We quantify the network function of degradation removal by

$$\mathcal{L}(\theta, x) = \|F(\theta, x) - x^{gt}\|_2^2$$

We consider a continuous path between the baseline model and the target model

$$\gamma(\alpha) = \bar{\theta} + \alpha \times (\theta - \bar{\theta})$$

We can get the gradient of each dimension of network parameters with FAIG

$$\text{FAIG}_i(\theta, x) = \int_{\alpha=0}^1 \frac{\partial \mathcal{L}(\gamma(\alpha), x)}{\partial \gamma(\alpha)_i} \times \frac{\gamma(\alpha)_i}{\partial \alpha} d\alpha$$

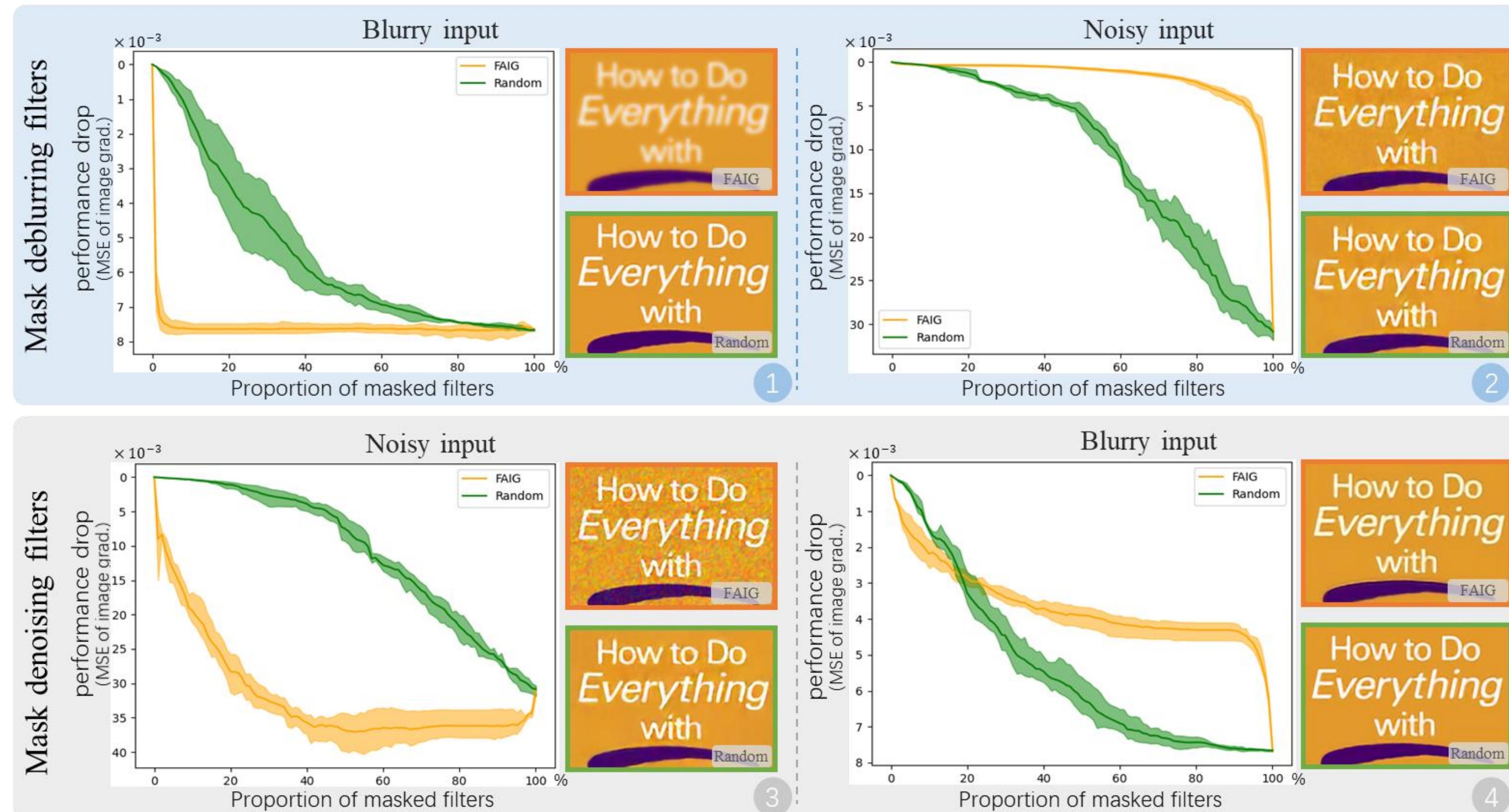
Methods – FAIG

1. We calculate the gradient difference between a specific degradation of interest D and other degradations $\sim D$.
2. We average all the gradient difference in a whole dataset to eliminate the impact of image contents.

$$\text{FAIG}_i^D(\theta) = \frac{1}{\|\mathcal{X}\|} \left(\underbrace{\sum_{x \in \mathcal{X}} |\text{FAIG}_i(\theta, x^D)|}_{\text{attribution for degradation } D} - \underbrace{\sum_{x \in \mathcal{X}} |\text{FAIG}_i(\theta, x^{\sim D})|}_{\text{attribution for other degradations}} \right)$$

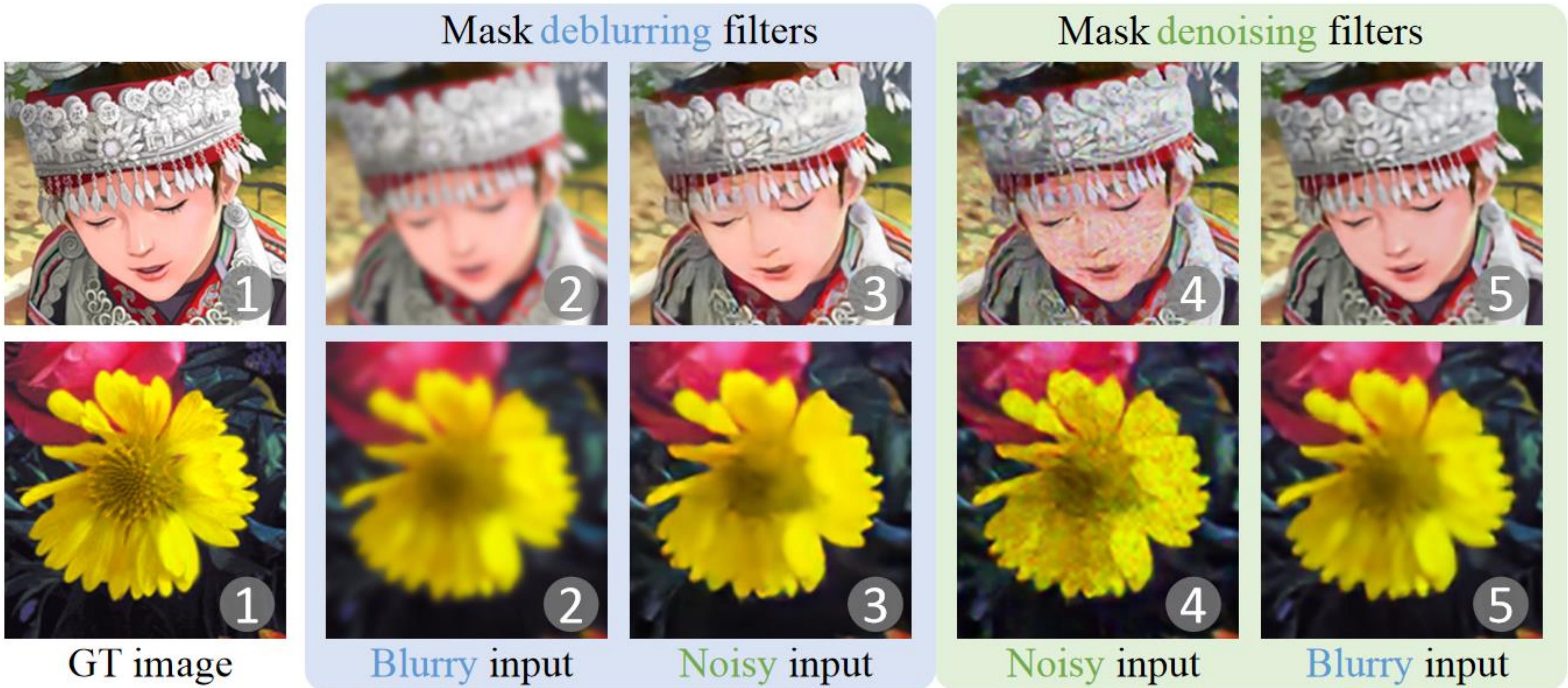
Masking Discovered Filters

We measure the importance of discovered filters by replacing them with the filters in the baseline model (at the same locations).



Masking Discovered Filters

More qualitative results – Mask 1% filters

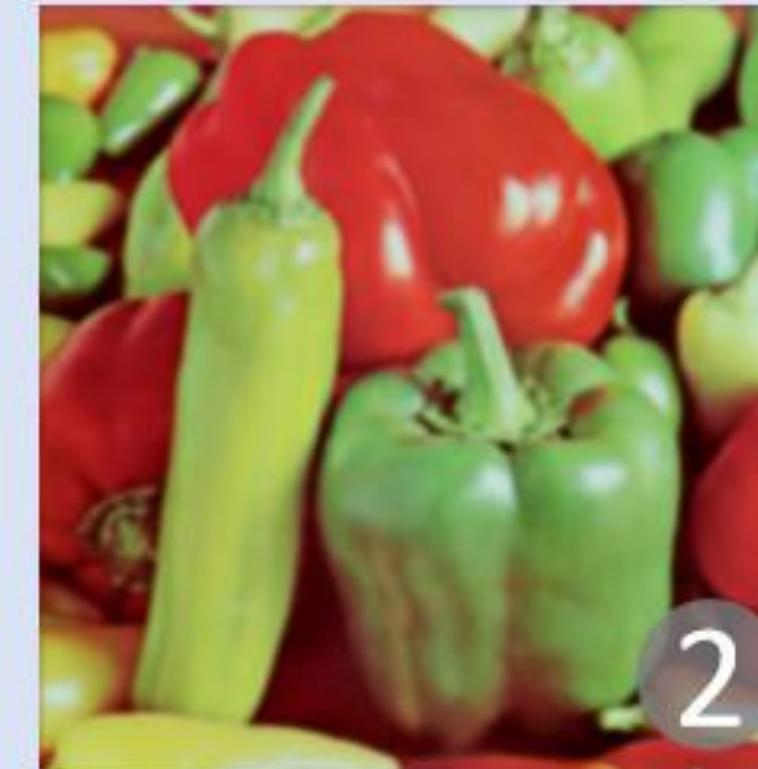


Masking Discovered Filters

More qualitative results – Mask 5% filters



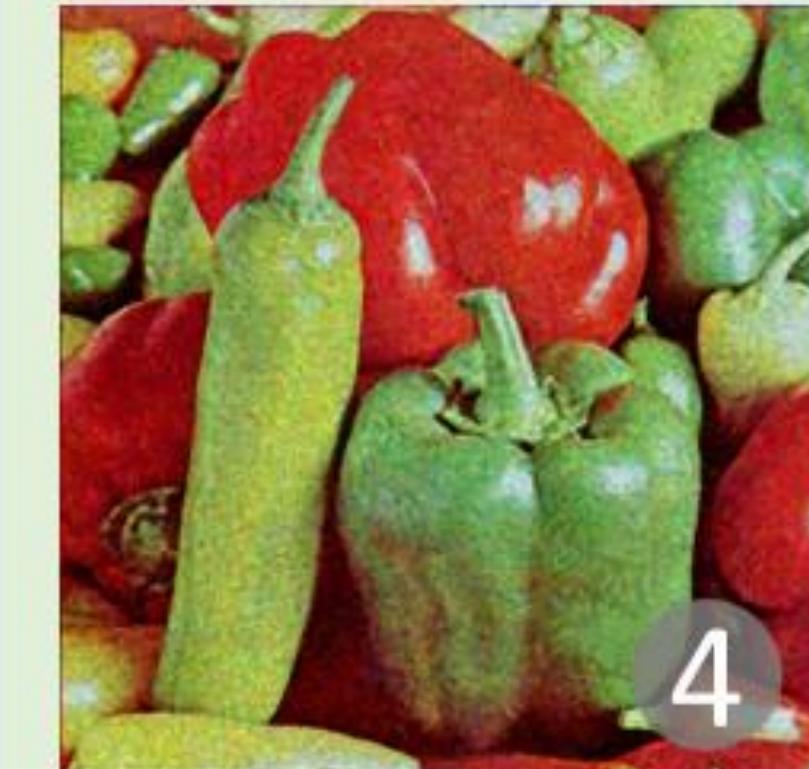
GT image



Blurry input



Noisy input



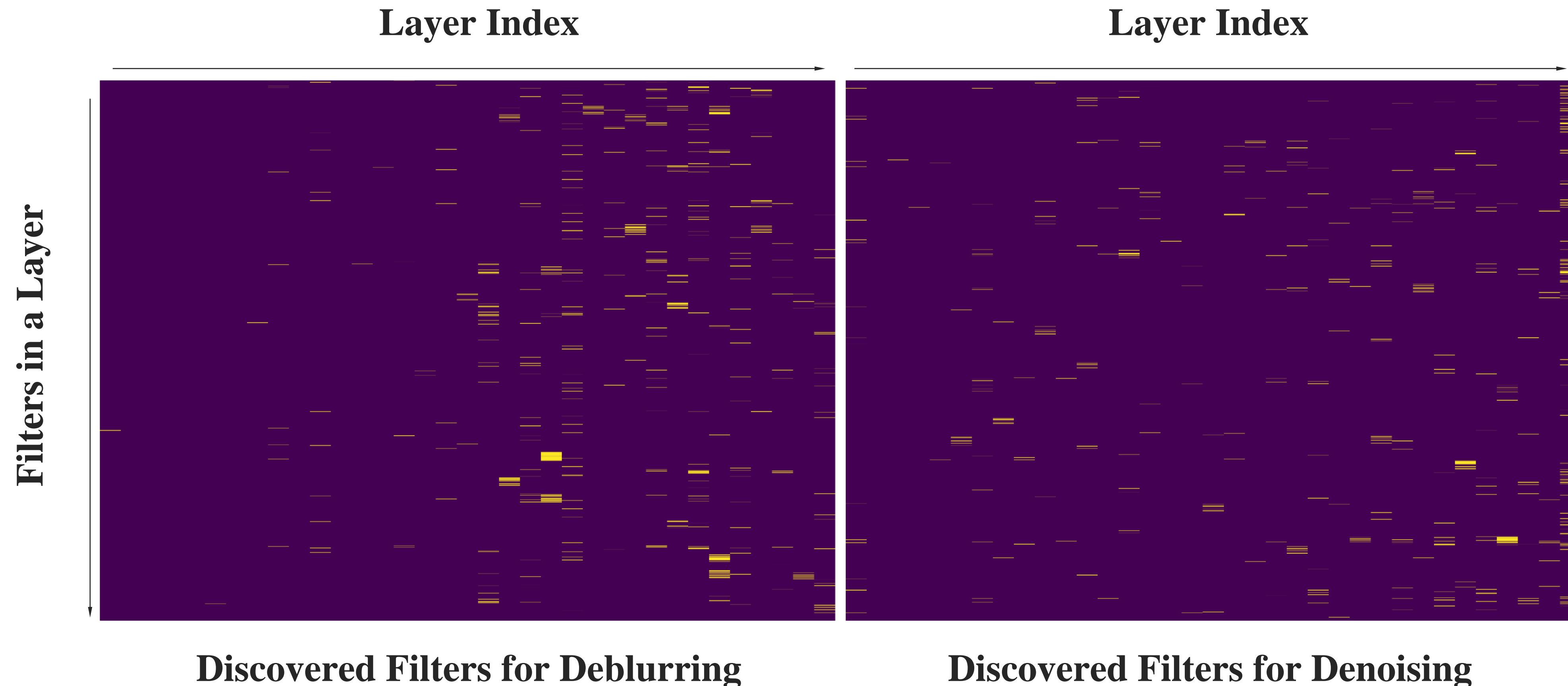
Noisy input



Blurry input

Mask **denoising** filters

Distribution of Discovered Filters



The deblurring filters are more located in the back part while denoising filters locate more uniformly.

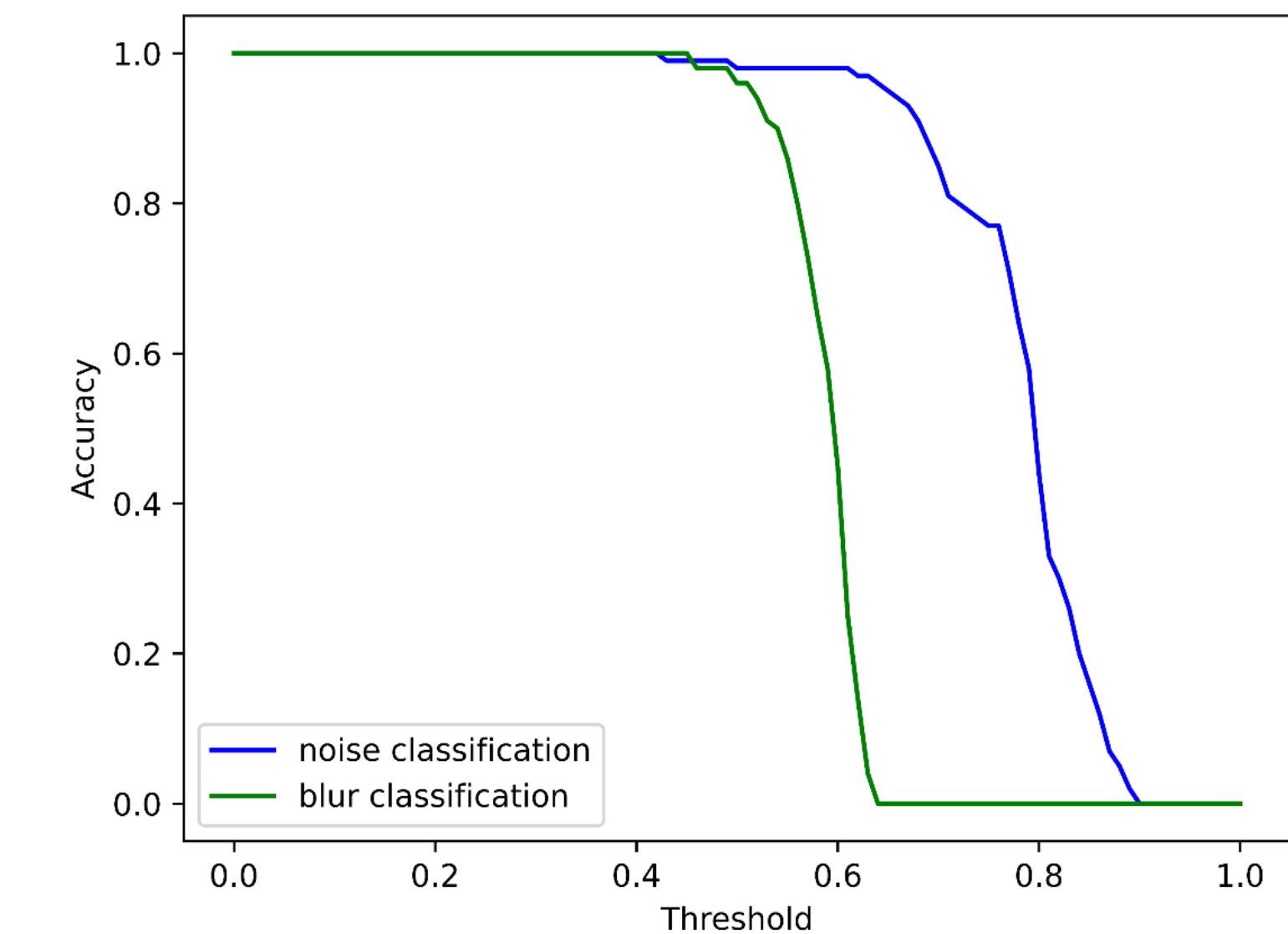
Application — Degradation Classification

Predict the degradation of input images without training in the supervision of degradation labels.

we calculate the overlap score (OS) to measure the intersection of the two sets of filters:

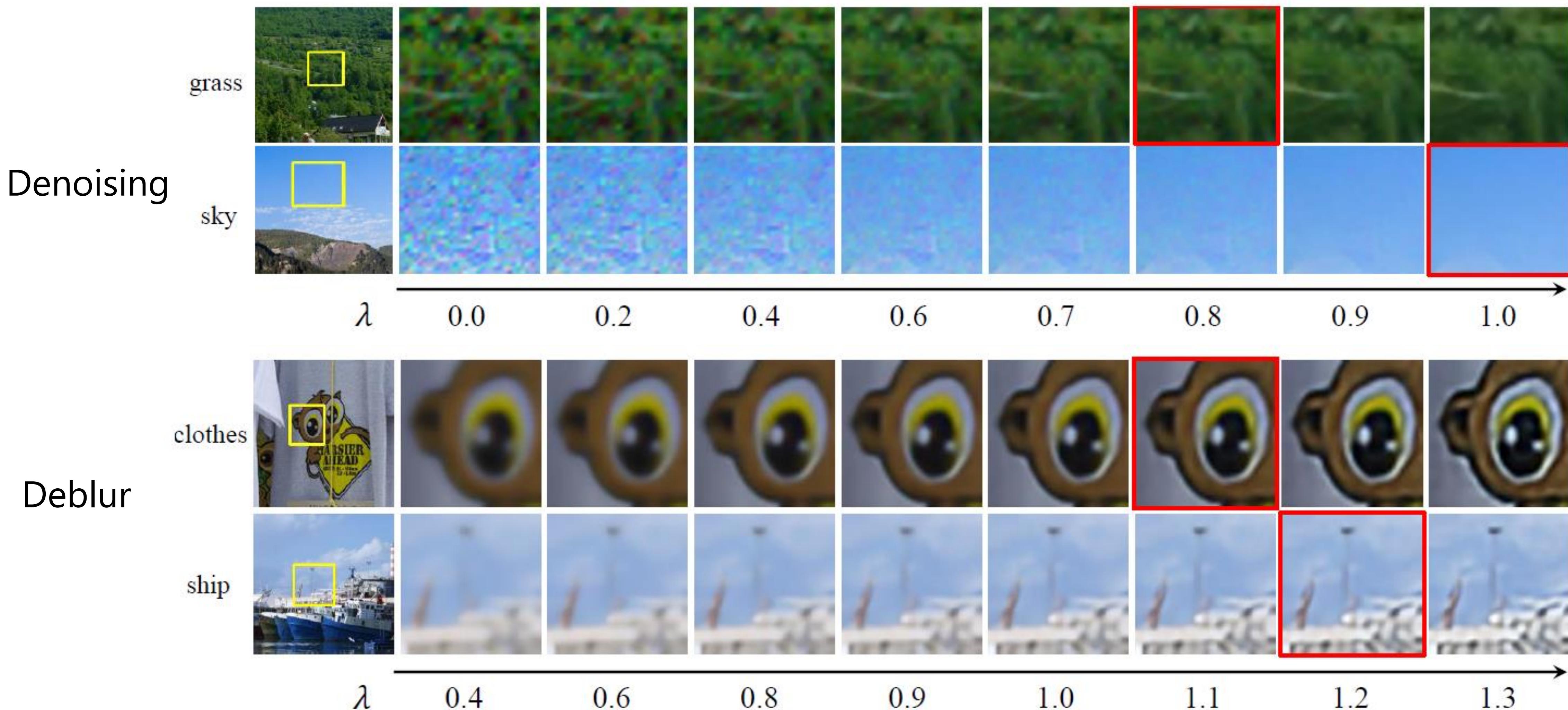
$$OS(x, \mathcal{D}) = \frac{|\{\text{filter}^{\mathcal{D}}\} \cap \{\text{filter}^x\}|}{|\{\text{filter}^x\}|}$$

By setting the thresholds: T^{noise} and T^{blur} to 0.6 and 0.5, the prediction accuracy can reach 98% and 96%.



Application — Controllable restoration

Interpolate the corresponding parameters (at the same location)



Interpreting Super-Resolution Networks

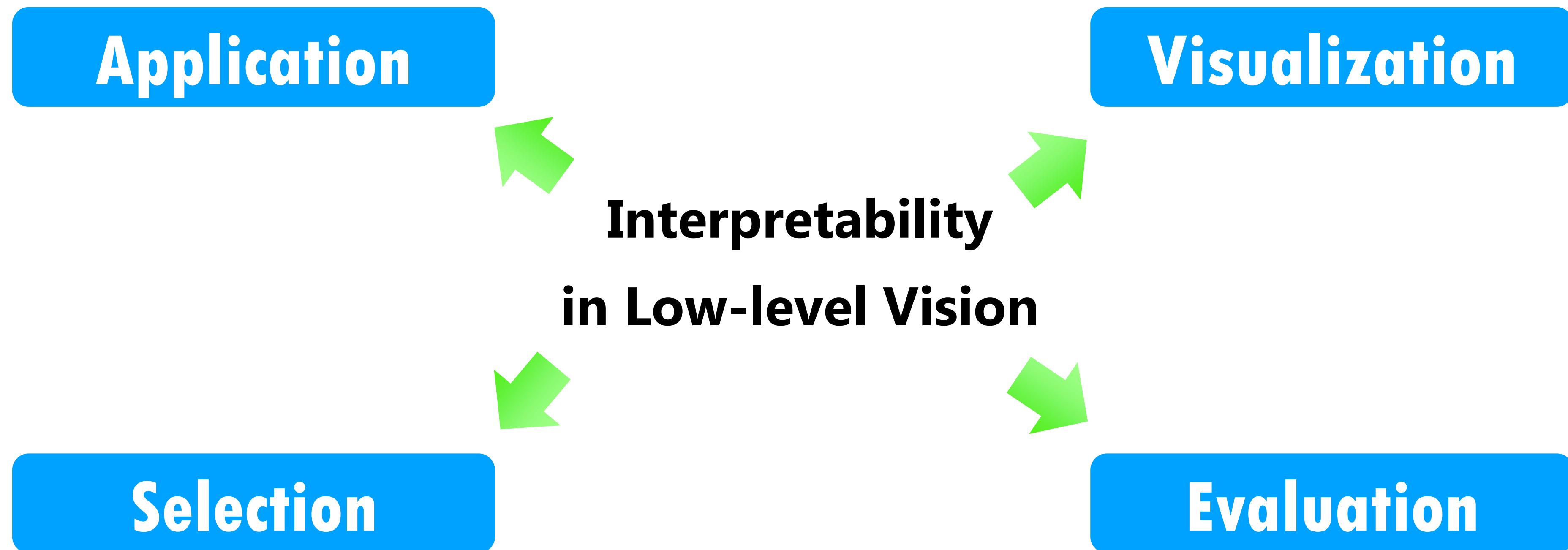
Interpretability
in Low-level Vision

Pixel: What pixels contribute most to restoration?

Feature: Where can we find semantics in SR-net?

Filters: Whether learned filters are discriminative?

Future Work



Thanks



Interpretable
Low-Level Vision



X-Pixel Group



BasicSR

