

"(Talk) Photorealistic Image Stylization:

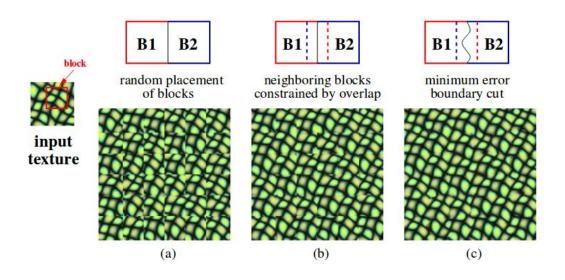
Image Stylization using Convolutional Neural Networks

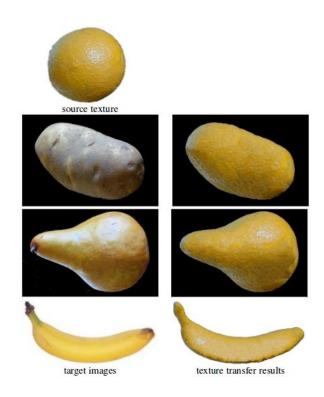
Leon A. Gatys, Alexander S. Ecker, Matthias Bethge CVPR 2016

Presented by: Abhishek Jha

Related Work

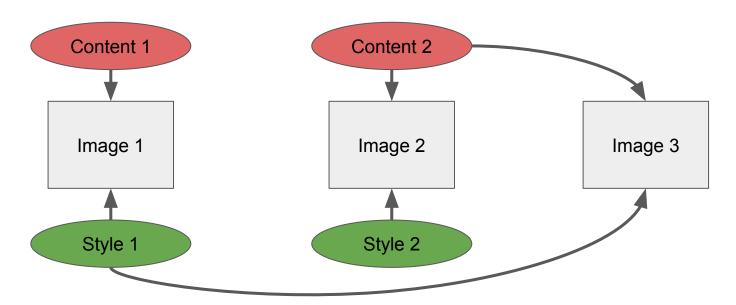
Efros and Freeman, 2001.





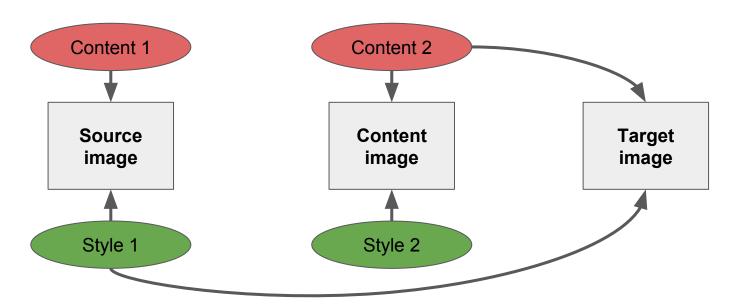
Motivation

- Any image can be factorize into content and style.
- Content provides the semantics of the entities present in the image.
- Style provide the textures corresponding to those entities.

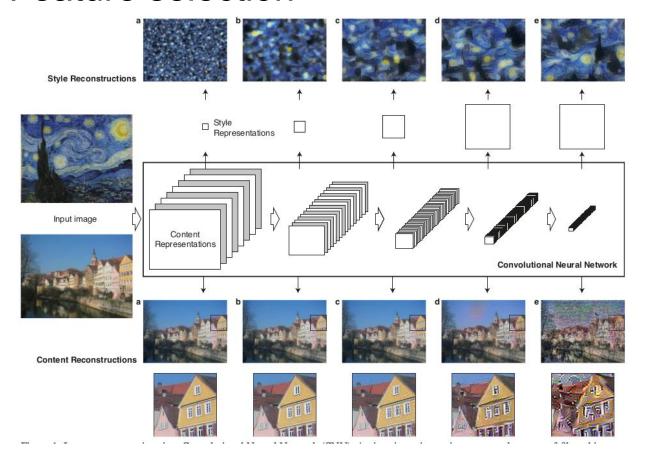


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Feature selection



are features Depth from which the reconstructed detail of the level Pixel

Content Representation

For any image χ ; the filter response in layer ℓ : $F^l \in \mathcal{R}^{N_l \times M_l}$ Where N_ℓ is number of filters in layer ℓ and M_ℓ = HxW of the feature map.

Content Loss:

If F_{ij}^l is the activation of *i-th* filter in the position j in the layer ℓ .

Let $p \rightarrow original image$



Let $x \rightarrow$ generated image



S.t. P^l and F^l are their respective feature response in layer ℓ .

$$\mathcal{L}_{\mathrm{content}}(\vec{p}, \vec{x}, l) = \frac{1}{2} \sum_{i,j} \left(F_{ij}^l - P_{ij}^l \right)^2$$
 (1)

$$\frac{\partial \mathcal{L}_{\text{content}}}{\partial F_{ij}^l} = \begin{cases} \left(F^l - P^l\right)_{ij} & \text{if } F_{ij}^l > 0\\ 0 & \text{if } F_{ij}^l < 0 \end{cases}, \tag{2}$$

Style Representation

For any image χ ; the Gram matrix for layer ℓ : $G^l \in \mathcal{R}^{N_l \times N_l}$ is the inner product between the vectorised feature maps i and j in layer ℓ .

Style Loss:

 $G_{ij}^l = \sum_k F_{ik}^l F_{jk}^l.$

If $F_{i,j}^l$ is the activation of *i-th* filter in the position j in the layer ℓ .

Let $a \rightarrow original image$



Let $x \rightarrow$ generated image



S.t. A^l and G^l are their respective feature response in layer ℓ .

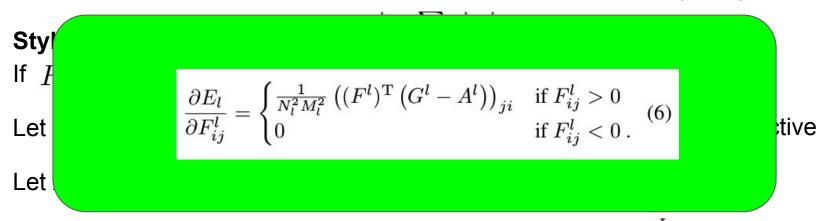
$$E_{l} = \frac{1}{4N_{l}^{2}M_{l}^{2}} \sum_{i,j} (G_{ij}^{l} - A_{ij}^{l})^{2}$$

$$(4)$$

$$\mathcal{L}_{\text{style}}(\vec{a}, \vec{x}) = \sum_{l=0}^{L} w_{l} E_{l},$$

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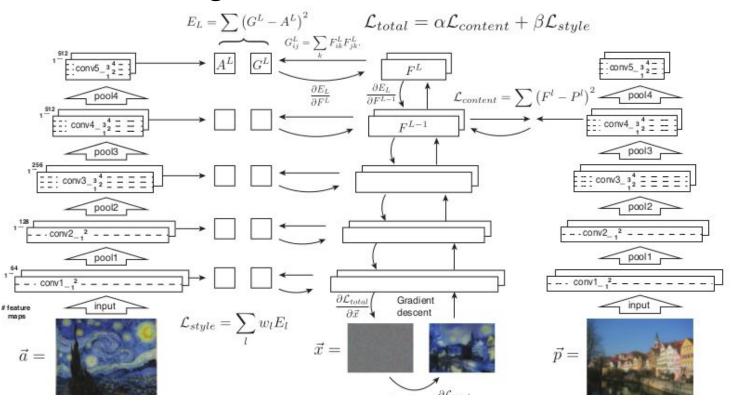


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Style Transfer Algorithm



$$\mathcal{L}_{\text{total}}(\vec{p}, \vec{a}, \vec{x}) = \alpha \mathcal{L}_{\text{content}}(\vec{p}, \vec{x}) + \beta \mathcal{L}_{\text{style}}(\vec{a}, \vec{x})$$

Trade-off between Content and Style: α/β



Trade-off between Content and Style: α/β



Selection of layer for content matching





Effect of different initialization





Content image

Style image

Effect of different initialization (different white noises)



Thanks!