ComicDemo

November 1, 2018

1 Comic Neural Style Transfer Demo

Demonstration of neural style transfer particularly suitable for comic books. Uses SoS notebook with itorch kernel.

This implementation has the advantage for demos that it is very fast and displays steps graphically.

However the original is more flexible and useful in all other respects.

1.1 Select Comic Style

```
In [1]: %matplotlib inline
        import glob
        import matplotlib.pyplot as plt
        import matplotlib.image as mpimg
        import numpy as np
        from ipywidgets import interactive
        from IPython.display import display
        from shutil import copyfile
        #Get a list of style files
        imgs = []
        for f in glob.glob('/z/aolney/repos/AdaIN-style/input/style/best-input/*.jpg'):
            img = mpimg.imread(f)
            imgs.append((f,img))
        #display them
        imax,jmax = 2,6 #hard coded dim
        f,ax = plt.subplots(imax,jmax,figsize=(30, 12))
        i,j = 0,0
        for f,img in imgs:
            ax[i,j].imshow(img)
            if j < jmax - 1:</pre>
                i += 1
            else:
                j = 0
                i += 1
        #Create an image chooser widget
```

```
def browse_images(imgs):
                                            n = len(imgs)
                                             def view_image(i):
                                                           f,img = imgs[i]
                                                           plt.imshow(img)
                                                           plt.show()
                                                           return f
                                            return interactive(view_image, i=(0,n-1))
In [2]: # Choose one!
                             w = browse_images(imgs)
                             display(w)
interactive(children=(IntSlider(value=5, description='i', max=11), Output()), _dom_classes=('was a second of the control 
In [143]: #Save it
                                     copyfile(w.result, '/z/aolney/repos/AdaIN-style/input/style/geek101-style.jpg')
Out[143]: '/z/aolney/repos/AdaIN-style/input/style/geek101-style.jpg'
1.2 Acquire Content Image
Press 'q' to take picture from webcam
In [144]: # No license: https://gist.github.com/cbednarski/8450931
                                     import cv2
                                     cap = cv2.VideoCapture(1) #Hard codes; not sure how to get a list of devices
                                     while(True):
                                                    ret, frame = cap.read()
```

rgb = cv2.cvtColor(frame, cv2.COLOR_BGR2BGRA)

```
cv2.imshow('frame', rgb)
if cv2.waitKey(1) & 0xFF == ord('q'):
    out = cv2.imwrite('/z/aolney/repos/AdaIN-style/input/content/capture.jpg', f:
    break

cap.release()
cv2.destroyAllWindows()
```

1.3 Apply Deep Style Transfer

```
In [148]: # MIT License: https://github.com/xunhuang1995/AdaIN-style/blob/master/test.lua
          require 'torch'
          require 'cutorch' -- not in original
          require 'cudnn' -- not in original
          require 'cunn' -- not in original
          require 'nn'
          require 'image'
          require 'paths'
          require 'lib/AdaptiveInstanceNormalization'
          require 'lib/utils'
          alpha = 1
          vgg = torch.load('models/vgg_normalised.t7')
          for i=53,32,-1 do
              vgg:remove(i)
          end
          local adain = nn.AdaptiveInstanceNormalization(vgg:get(\#vgg-1).nOutputPlane)
          decoder = torch.load('models/decoder.t7')
          cutorch.setDevice(1) -- use nvidia-smi
          vgg = cudnn.convert(vgg, cudnn):cuda()
          adain:cuda()
          decoder:cuda()
          local function styleTransfer(content, style)
              content = content:cuda()
              style = style:cuda()
              styleFeature = vgg:forward(style):clone()
              contentFeature = vgg:forward(content):clone()
              targetFeature = adain:forward({contentFeature, styleFeature})
              targetFeature = targetFeature:squeeze()
              targetFeature = alpha * targetFeature + (1 - alpha) * contentFeature
              return decoder:forward(targetFeature)
          paths.mkdir('geek101')
          local contentPaths = {}
          local stylePaths = {}
          -- TODO: get camera image here or above
          table.insert(contentPaths, '/z/aolney/repos/AdaIN-style/input/content/capture.jpg')
```

```
table.insert(stylePaths, '/z/aolney/repos/AdaIN-style/input/style/geek101-style.jpg')
local contentPath = contentPaths[1]
local contentExt = paths.extname(contentPath)
local contentImg = image.load(contentPath, 3, 'float')
local contentName = paths.basename(contentPath, contentExt)
local contentImg = sizePreprocess(contentImg, false, 512)
local stylePath = stylePaths[1]
styleExt = paths.extname(stylePath)
styleImg = image.load(stylePath, 3, 'float')
styleImg = sizePreprocess(styleImg, false, 512)
styleName = paths.basename(stylePath, styleExt)
local output = styleTransfer(contentImg, styleImg)
t = os.time(os.date("!*t"))
local savePath = paths.concat('geek101', t .. '.' .. 'jpg' )
    -- contentName .. '_stylized_' .. styleName .. '.' .. 'jpg')
image.save(savePath, output)
```

1.4 View the Result

```
In [157]: import os
    result = os.listdir('/z/aolney/repos/AdaIN-style/geek101/')
    result.sort() #hack we always display the last timestamped image
    img = mpimg.imread('/z/aolney/repos/AdaIN-style/geek101/' + result[-1])
    f = plt.figure(figsize=(10, 10))
    ax = f.add_subplot(1,1,1)
    ax.imshow(img)
    plt.show()
```

