

Team 21:

Aakash Jain - 2019101028 Abhayram Nair - 2019102016 Aravind Narayanan - 2019102014 Ritvik Kalra -2019115002



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Results

Displaying obtained results for a variety of experiments.



You can enter a subtitle here if you need it



Produce plausible colorization

We want to create a system that can use semantic and texture cues to create plausible colorizations. In that sense, we want to model the dependency between semantic and texture cues with color.

Objective



Self-supervised learning technique

We aim to employ a self-supervised learning technique not requiring manual annotations or labels. We plan to use CNNs to predict a and b color channels from the lightness channel L (CIE).



Visually compelling results

We aim to generate visually compelling results that are able to fool human observers. Even if the images don't match the ground truth, if it is able to fool a human observer, we consider it a success.



Prior Work

Parametric

Non-parametric methods, given an input grayscale image, first define one or more color reference images to be used as source data.

Non-Parametric

Parametric methods learn prediction functions from large datasets of color images at training time, posing it as either a regression or classification problem.







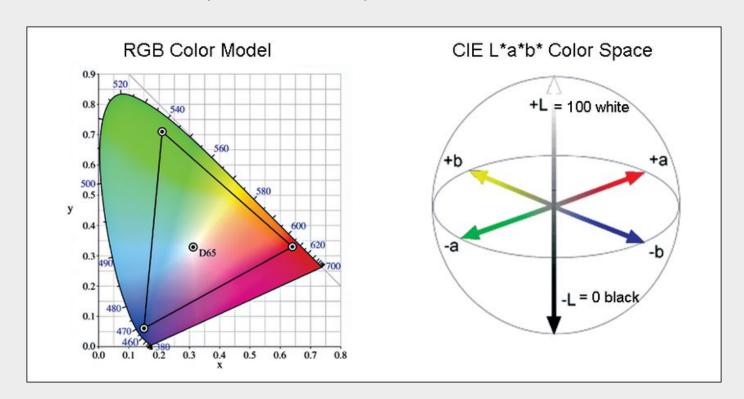
02

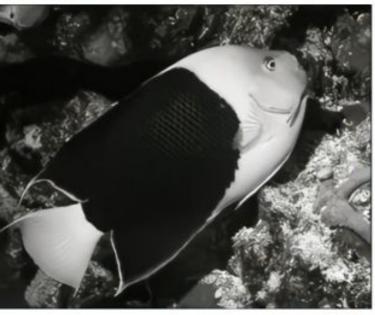
Methodology

Solution Approach of the paper

Preprocessing

Conversion from RGB Color Space to CIE Lab Space









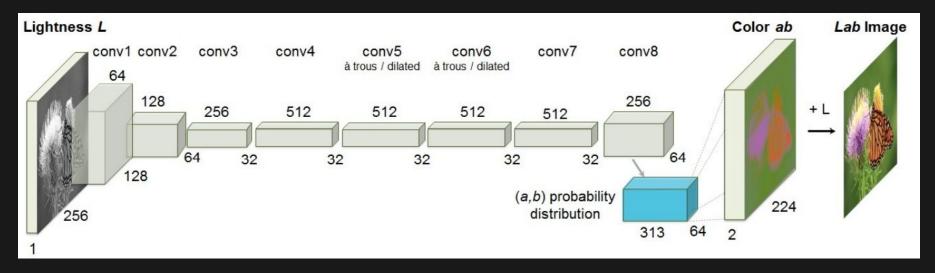
Grayscale image: L channel

$$\mathbf{X} \in \mathbb{R}^{H \times W \times 1}$$

Color information: *ab* channels

$$\widehat{\mathbf{Y}} \in \mathbb{R}^{H \times W \times 2}$$

Model Architecture







Loss Function

Multinomial Classification

Loss



We arrive at this loss function after quantizing the ab output space into bins

$$L(\widehat{\mathbf{Z}}, \mathbf{Z}) = -\frac{1}{HW} \sum_{h, w} \sum_{q} \mathbf{Z}_{h, w, q} \log(\widehat{\mathbf{Z}}_{h, w, q})$$

Euclidean Loss

Not robust. Graying results. Implausible results if plausible colorizations are not convex.

$$L_2(\widehat{\mathbf{Y}}, \mathbf{Y}) = \frac{1}{2} \sum_{h, w} ||\mathbf{Y}_{h, w} - \widehat{\mathbf{Y}}_{h, w}||_2^2$$

Loss after class rebalancing

Removes the biasing seen towards desaturated colors through reweighting

$$L_{cl}(\widehat{\mathbf{Z}}, \mathbf{Z}) = -\sum_{h, w} v(\mathbf{Z}_{h, w}) \sum_{q} \mathbf{Z}_{h, w, q} \log(\widehat{\mathbf{Z}}_{h, w, q})$$

Class Probabilities to Point Estimates

Using Mode of predicted distribution

Vibrant but spatially inconsistent results

Using Mean of predicted distribution

Spatially consistent but desaturated results



$$\mathcal{H}(\mathbf{Z}_{h,w}) = \mathbb{E}[f_T(\mathbf{Z}_{h,w})], \quad f_T(\mathbf{z}) = \frac{\exp(\log(\mathbf{z})/T)}{\sum_q \exp(\log(\mathbf{z}_q)/T)}$$

Best of both worlds using Annealed mean operation Interpolation is done by adjusting the temperature T of the softmax

nterpolation is done by adjusting the temperature T of the softmax distribution and taking the mean of the result. Temperature T = 0.38 captures the vibrancy of mode while maintaining the spatial coherency of the mean



Tasks



Task Generalisation

Analyse the model's representative learning ability by conducting a study on task generalization.



Recreate **Original Results**

Implement the paper's solution approach from scratch on a smaller dataset and compare results and scores



Analyse the importance of dilation convolution, different CNN layers by changing the number of layers and comparing results

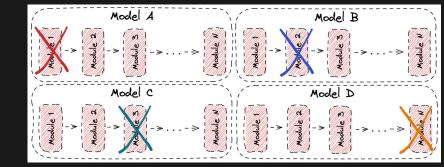






Need for an Ablation Study

- Ablation study investigates the impact of changing the number of layers in a neural network.
- Systematically remove or add layers to determine the optimal number of layers that balance model complexity and performance.
- Ablation study helps understand how each layer contributes to the model's performance and improves the neural network architecture.
- This experimentation leads to more efficient and accurate machine learning models.









Ablation Study

Experiment - 1

- 5 CNN Blocks
- 1 dilated convolutional block

Experiment - 2

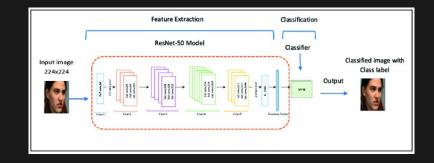
- 4 CNN Blocks
- Executed without the dilated convolutional layers





Task Generalisation - Object Detection

- We aim to show that our colorized images are realistic enough to be useful for downstream tasks like object classification.
- To test our claim, we run a object classification pipeline using resnet50 with a pretrained model and parse our colourised images and compare the output.







Task 1: Implementation of Baseline Colorization

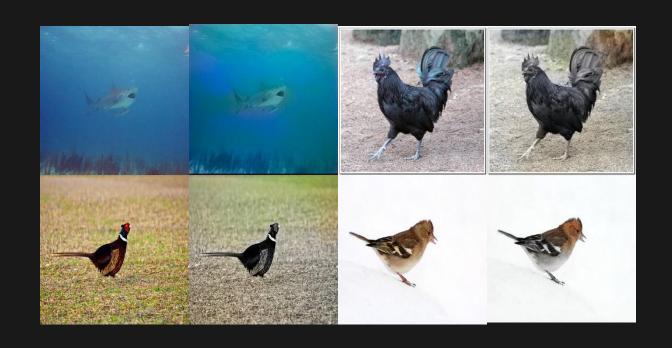
The results for the the colorization of images are categorised into the following categories:

- Great looking results
- Bad looking results (wrong colourization, faded/negligible colouring for obvious images)
- Confusing results (images whose colorisation is just as likely as ground truth and can confuse humans)
- Color Bleeding results
- Legacy black (images for which there is no colorized ground truth)





Good Looking Results









Badly Colorised Results



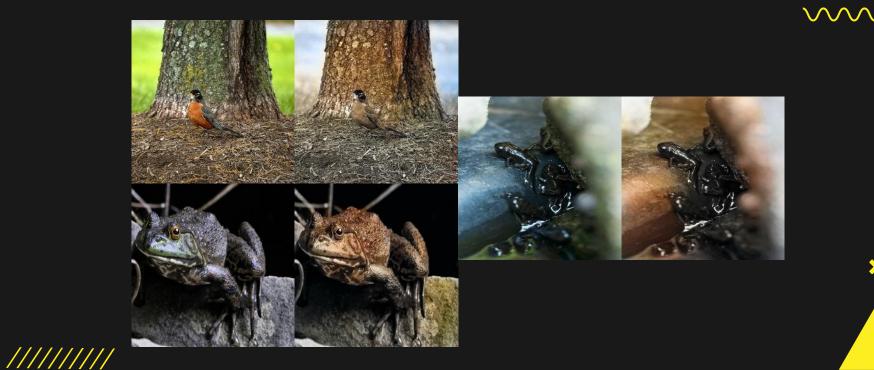




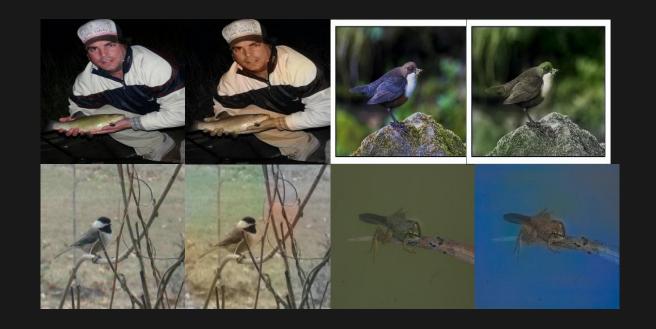




Results that can fool humans



Color Bleeding Results











Legacy Black Image Results





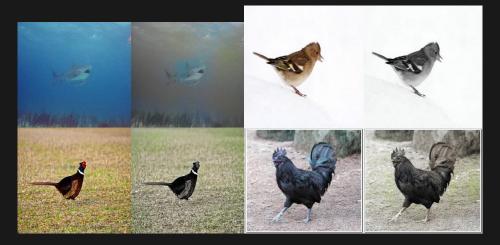
✓✓✓





Task 2: Ablation Study Experiment 1

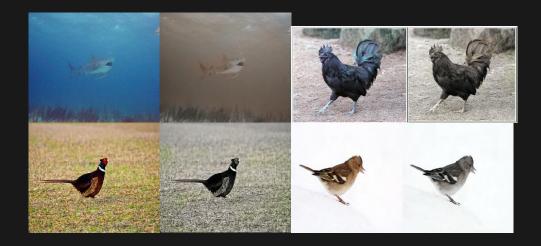
• A few sample ablation results obtained are as follows:





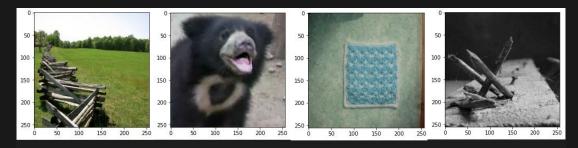
Task 2: Ablation Study Experiment 2

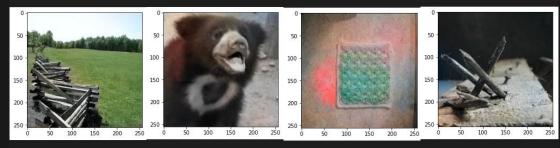
A few sample ablation results obtained are as follows:





Task 3: Image Classification





worm fence 0.9999993 lumbermill 2.7462394e-07 picket fence 2.1672166e-07 stone wall 7.8555864e-08 cannon 5.1384337e-08

sloth bear 0.8310369 lesser panda 0.059745934 giant panda 0.050954733 gibbon 0.019803464 American black bear 0.012891338washbasin 0.034598205

doormat 0.22281262 trav 0.17279541 milk can 0.09955564 prayer rug 0.07435007 nail 0.89224887 sundial 0.017181283 horned viper 0.015135847 wreck 0.005819217 pencil sharpener 0.005610763

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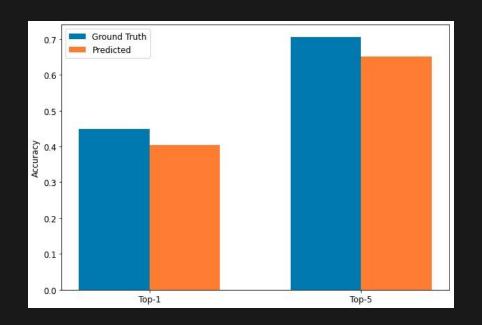


Performance

Model	Epoch	Test Loss	Validation Loss
Baseline Model	126	2.5449	3.7656
Ablation Task 1	50	3.2005	3.2157
Ablation Task 2	50	3.1573	3.1835



Performance Metrics



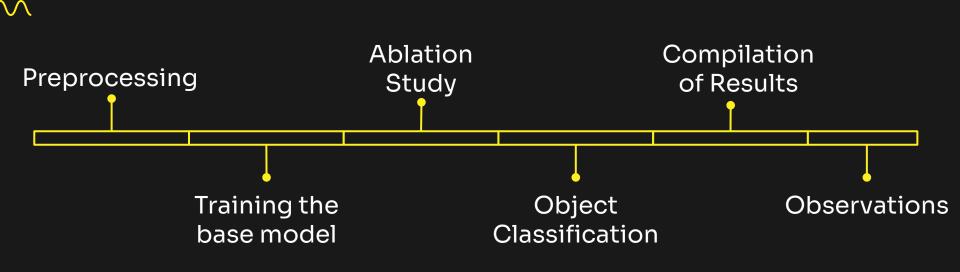








Timeline





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Thanks!



