Style bank

$(\mu_{v_1}, \sigma_{v_1})$ | $(\mu_{v_2}, \sigma_{v_2})$ | ... **vegetation**

$(\mu_{s_1}, \sigma_{s_1})$ | $(\mu_{s_2}, \sigma_{s_2})$ | $(\mu_{s_3}, \sigma_{s_3})$ | sky

$(\mu_{b_1}, \sigma_{b_1})$ | $(\mu_{b_2}, \sigma_{b_2})$ | $(\mu_{b_3}, \sigma_{b_3})$ | $(\mu_{b_4}, \sigma_{b_4})$ | building

$(\mu_{r_1}, \sigma_{r_1})$ | $(\mu_{r_2}, \sigma_{r_2})$ | ... $(\mu_{r_3}, \sigma_{r_3})$ | $(\mu_{r_4}, \sigma_{r_4})$ | road

...

save style

random style

Augment

PIN

$\mathcal{A}(\cdot)$

extract style

Mix

AdaIN

Freeze

CLIP$_I$

cosine distance loss

CLIP$_I$

1 per class

CLIP$_I$

Segmenter

cross entropy

$P_{p_1} =$ Retro futurism style **building**
$P_{p_2} =$ Urban grit style **vegetation**
$P_{p_3} =$ Pop art popularity style **sky**
$P_{p_4} =$ Cosmic voyage style **road**
...

Local Style Mining

Training