



JOHANNES GUTENBERG  
UNIVERSITÄT MAINZ

# Deep Feature Interpolation for Image Content Change

Steven Lang, Manfred Faldum

February 6, 2017

## Motivation

## Basic Idea

# Motivation

- ▶ Right picture: add attribute in pixel-space



# Motivation

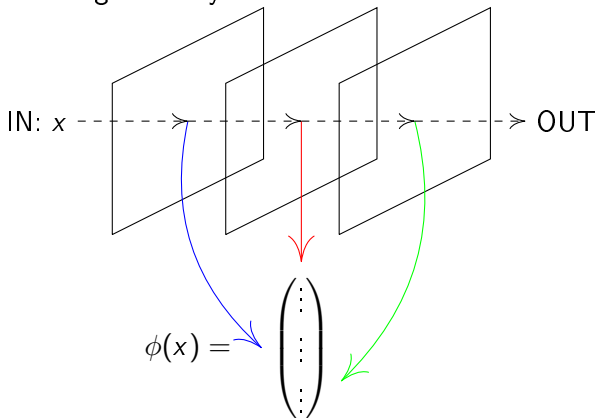
- ▶ Right picture: add attribute in pixel-space
- ▶ New idea: add attribute in deep-feature-space



# Basic Idea

How to get the attribute in deep-feature-space?

- ▶ Let  $\phi(x)$  be the mapping from pixel-space into deep-feature-space by concatenating some layers



# Basic Idea

- ▶ Take  $k$  nearest neighbor images with existing attribute:  $S^+$
- ▶ Take  $k$  nearest neighbor images with missing attribute:  $S^-$
- ▶  $\phi^+ = \phi(S^+)$  and  $\phi^- = \phi(S^-)$
- ▶ Build the mean  $\overline{\phi^+}$  and  $\overline{\phi^-}$
- ▶ Representation of attribute  $w = \overline{\phi^+} - \overline{\phi^-}$

# Basic Idea

How to get the output picture?

- ▶  $\phi(z) = \phi(x) + \alpha w$
- ▶ Reverse mapping of  $\phi(z)$  into pixel space
- ▶  $\tilde{z} = \operatorname{argmin}_{\tilde{z}} \frac{1}{2} \|\phi(z) - \phi(\tilde{z})\|_2^2 + \lambda R_\beta(\tilde{z})$
- ▶ with  $R_\beta(\tilde{z}) = \sum_{i,j} ((\tilde{z}_{i,j+1} - \tilde{z}_{i,j})^2 + (\tilde{z}_{i+1,j} - \tilde{z}_{i,j})^2)^{\frac{\beta}{2}}$

# Practical

- ▶ Model VGG 19 trained on LFW dataset
- ▶ Used for  $\phi(x)$  the third, fourth and fifth Relu Layer
- ▶ For regularization used  $\beta = 2$  and  $\lambda = 0.001$