

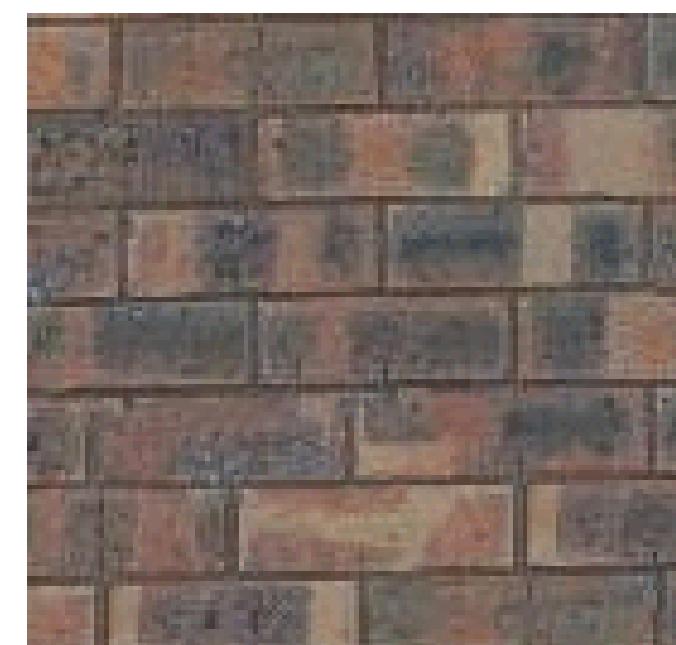
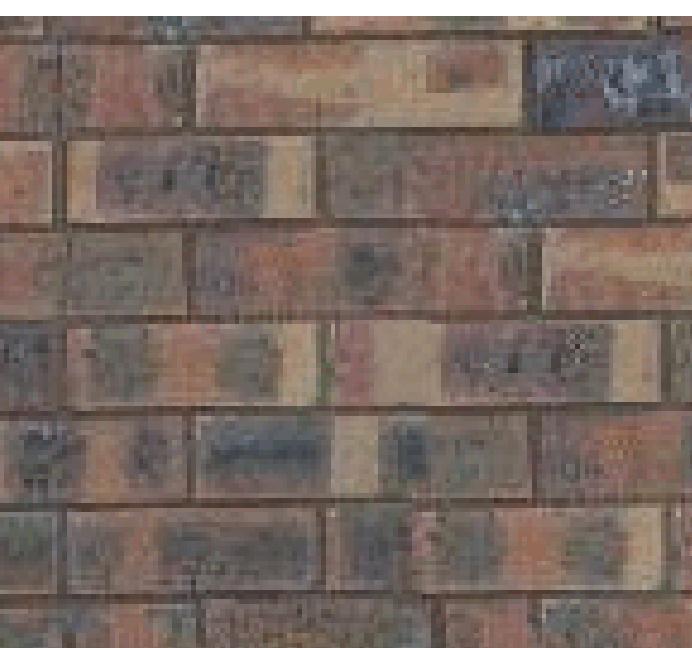
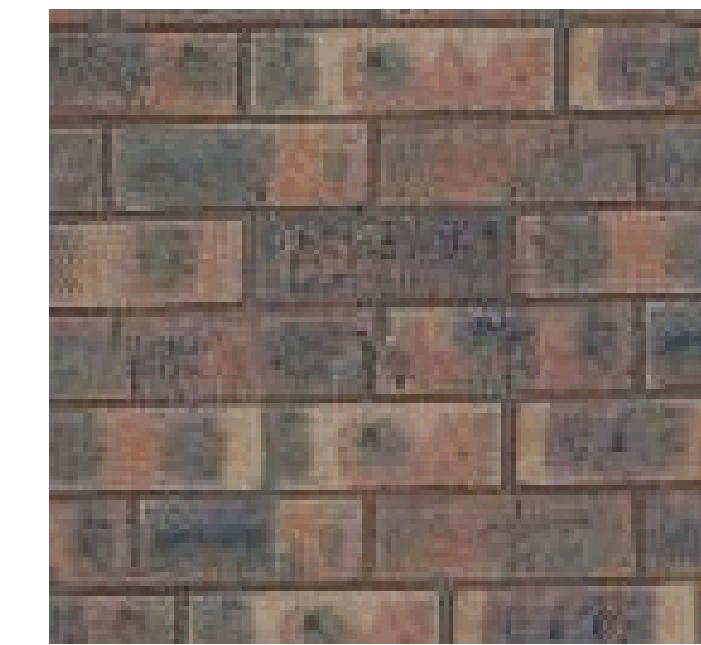
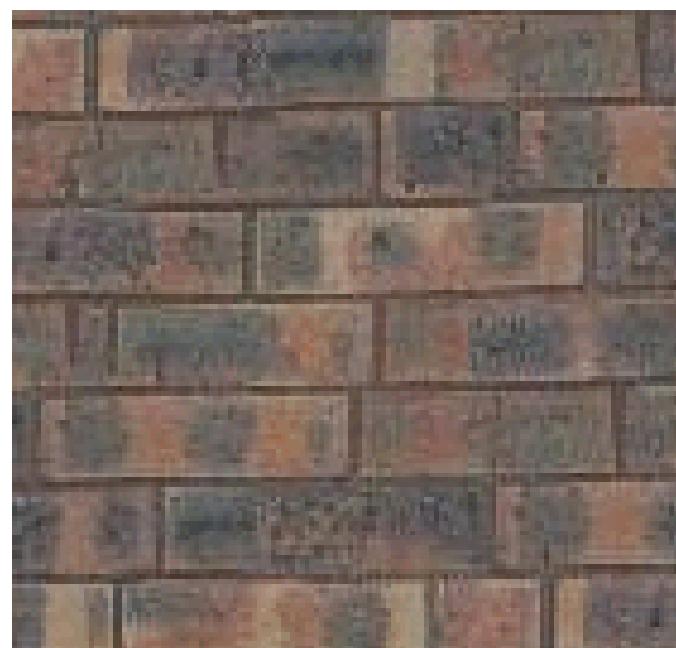
Generating Images from Noise



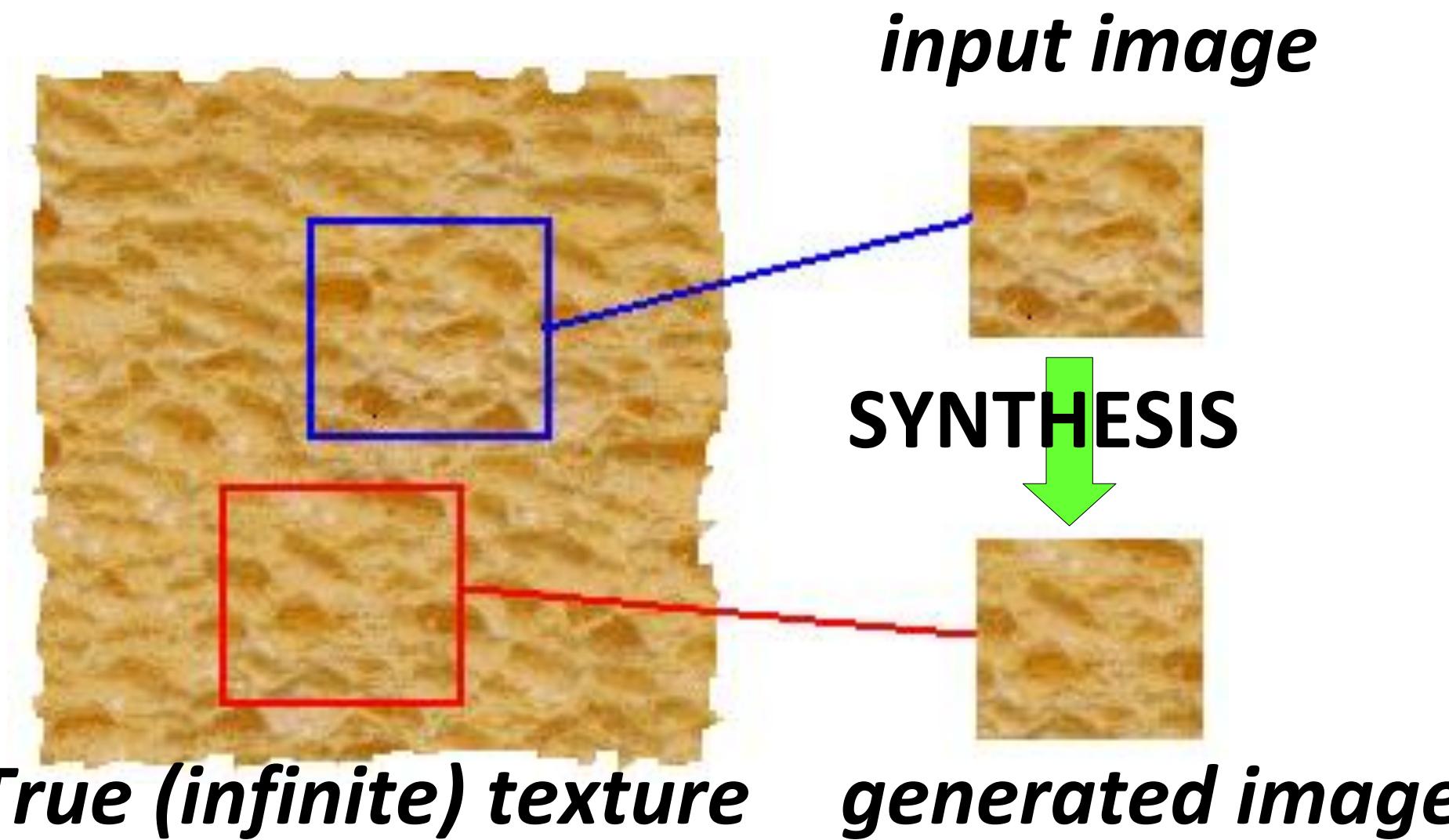
Imagen

CS180: Intro to Comp. Vision and Comp. Photo
Alexei Efros, UC Berkeley, Fall 2023

Texture as samples from distribution

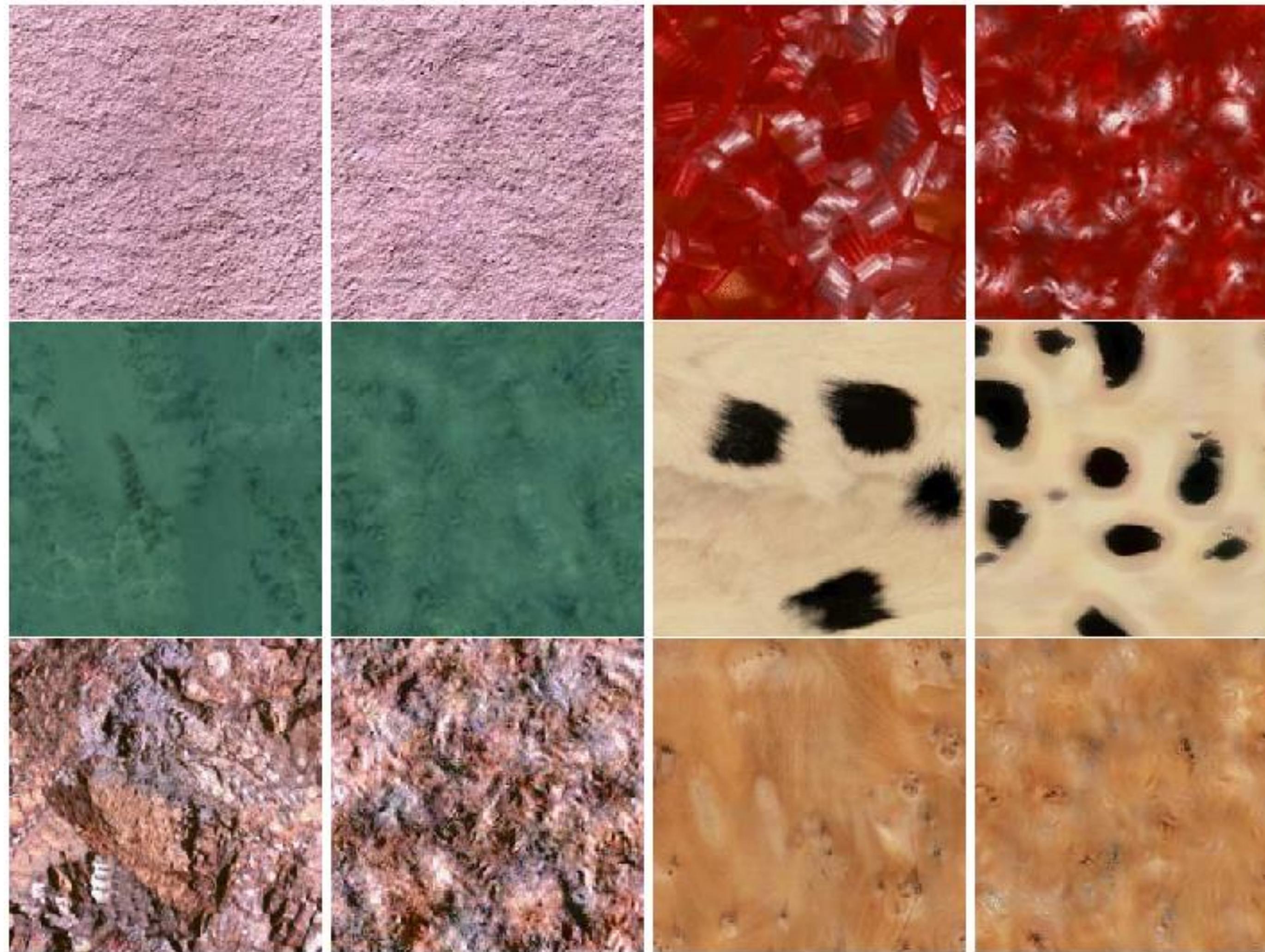


Parametric Texture Synthesis

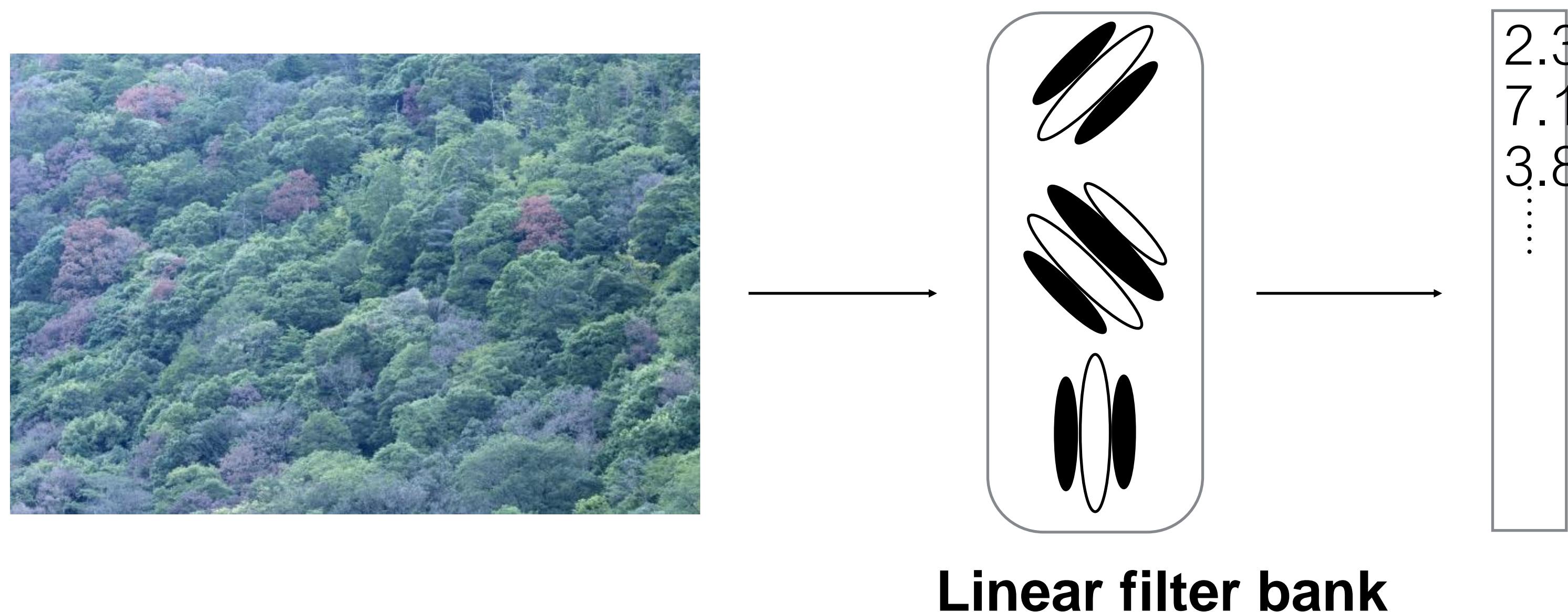


Goal: parametric generative model of the
“infinite texture”

Heeger & Bergen, SIGGRAPH'95

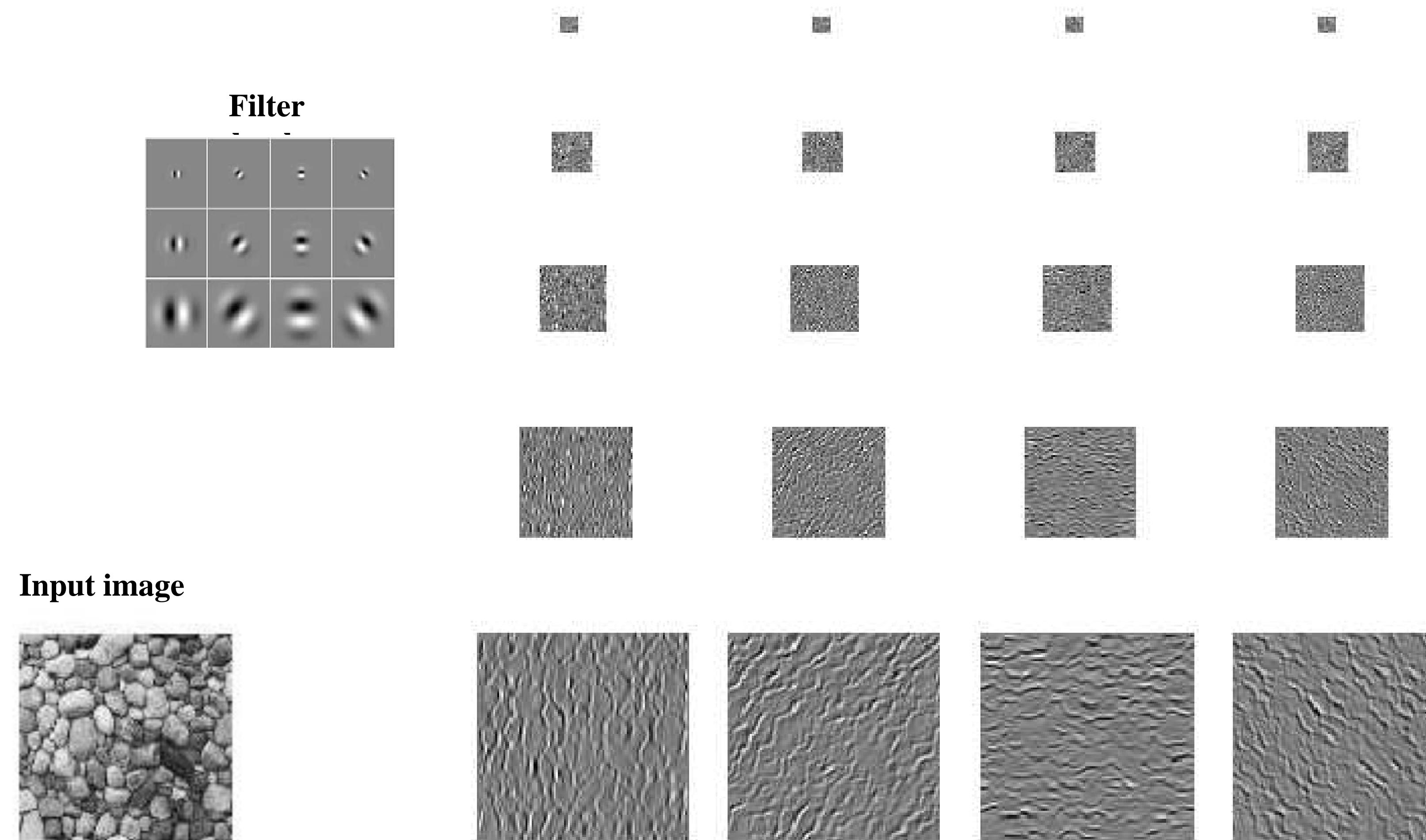


Early Vision Texture Models



Heeger & Bergen (1995)
Portilla & Simoncelli (2000)

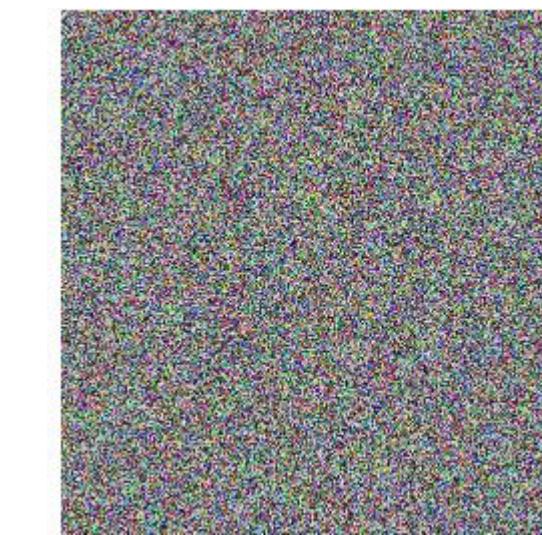
Multi-scale filter decomposition (steerable pyramid)



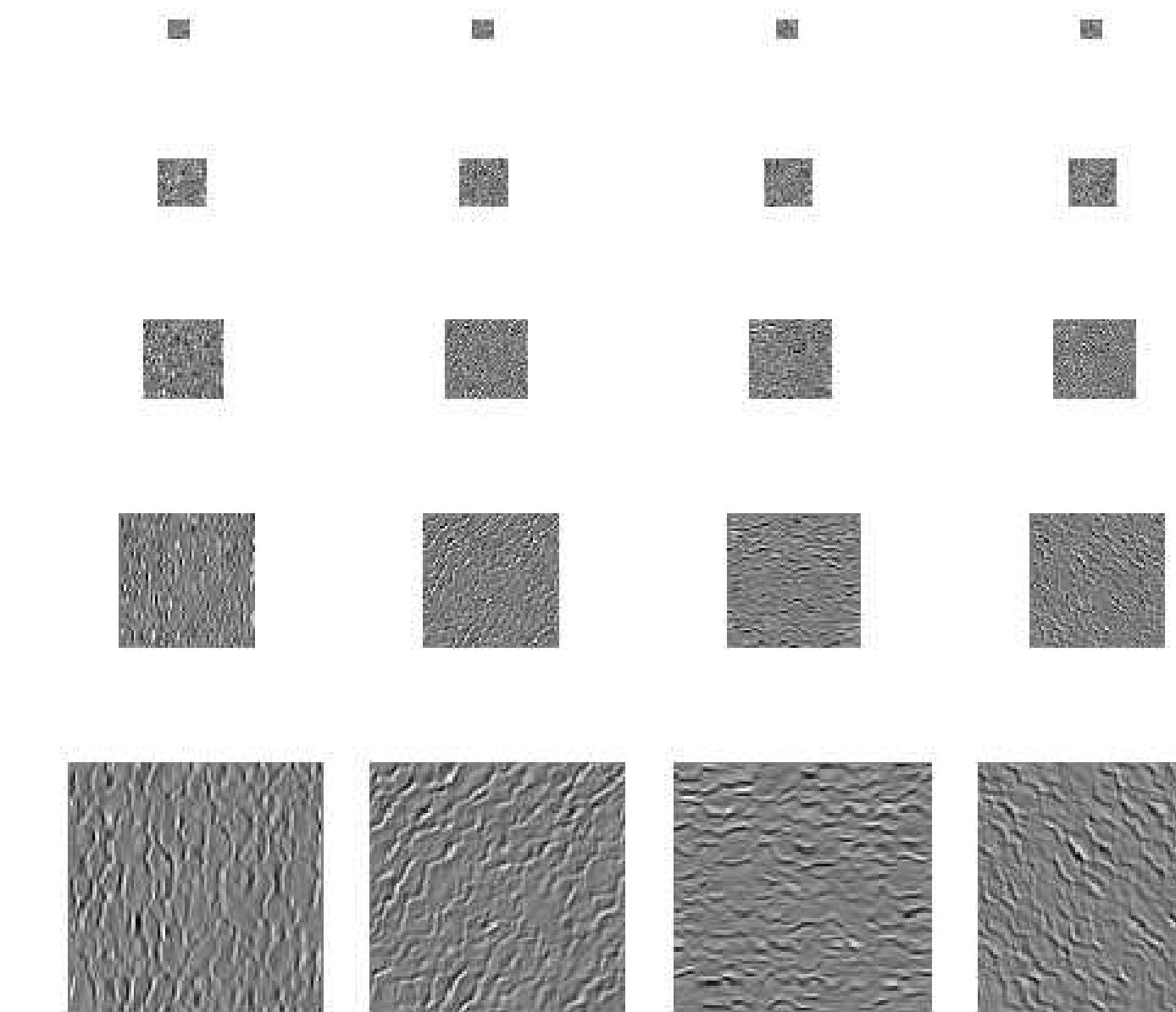
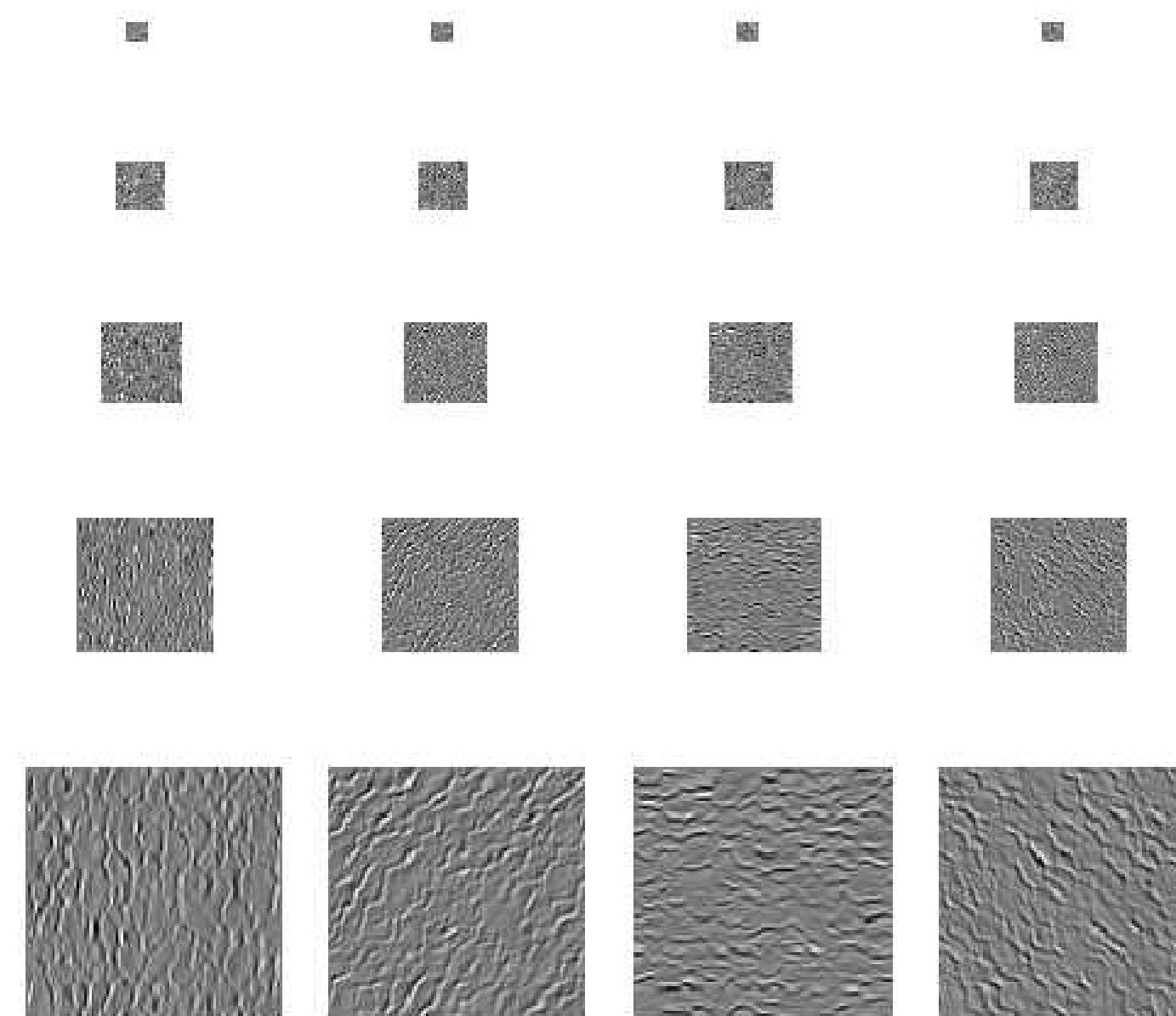
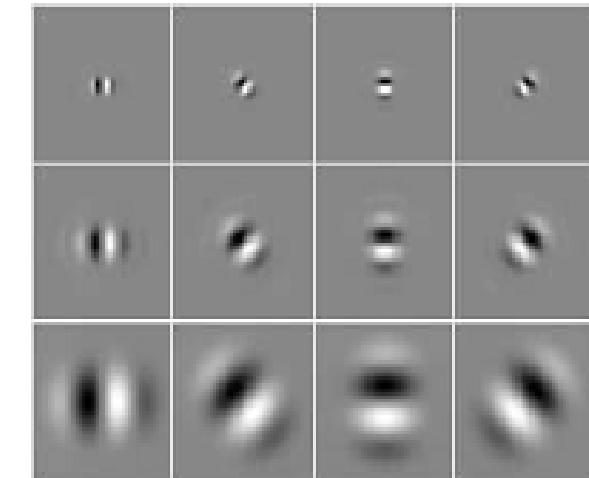
Step 1: Convolve with filterbank



input



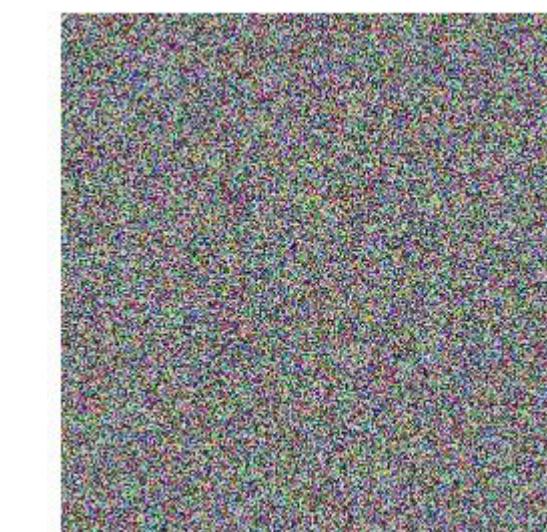
Noise image



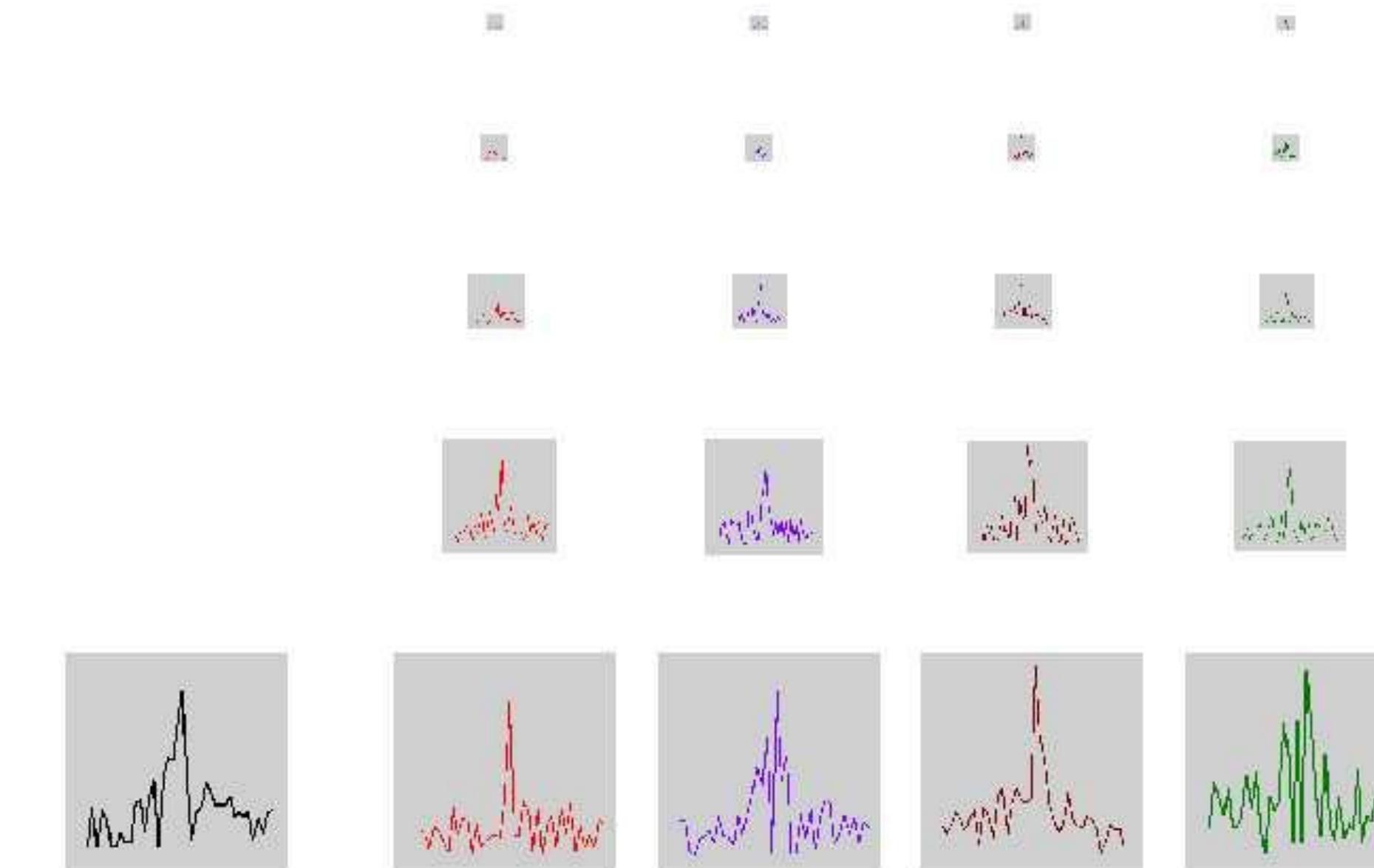
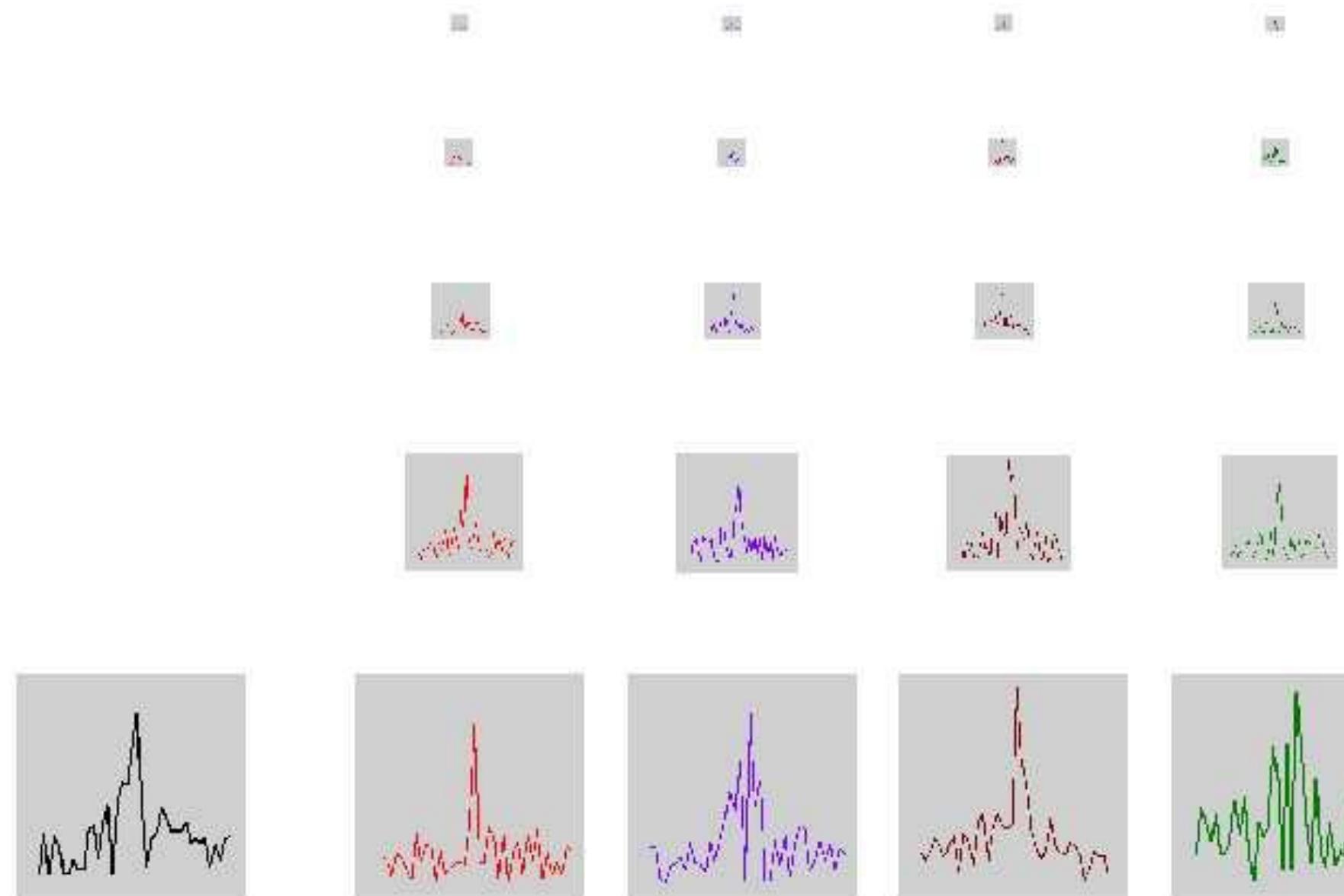
Step 2: match per-channel histograms



input



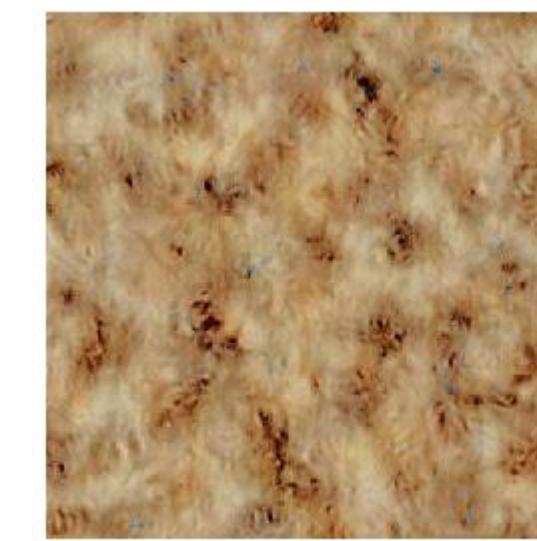
Noise image



Step 3: collapse pyramid and repeat!

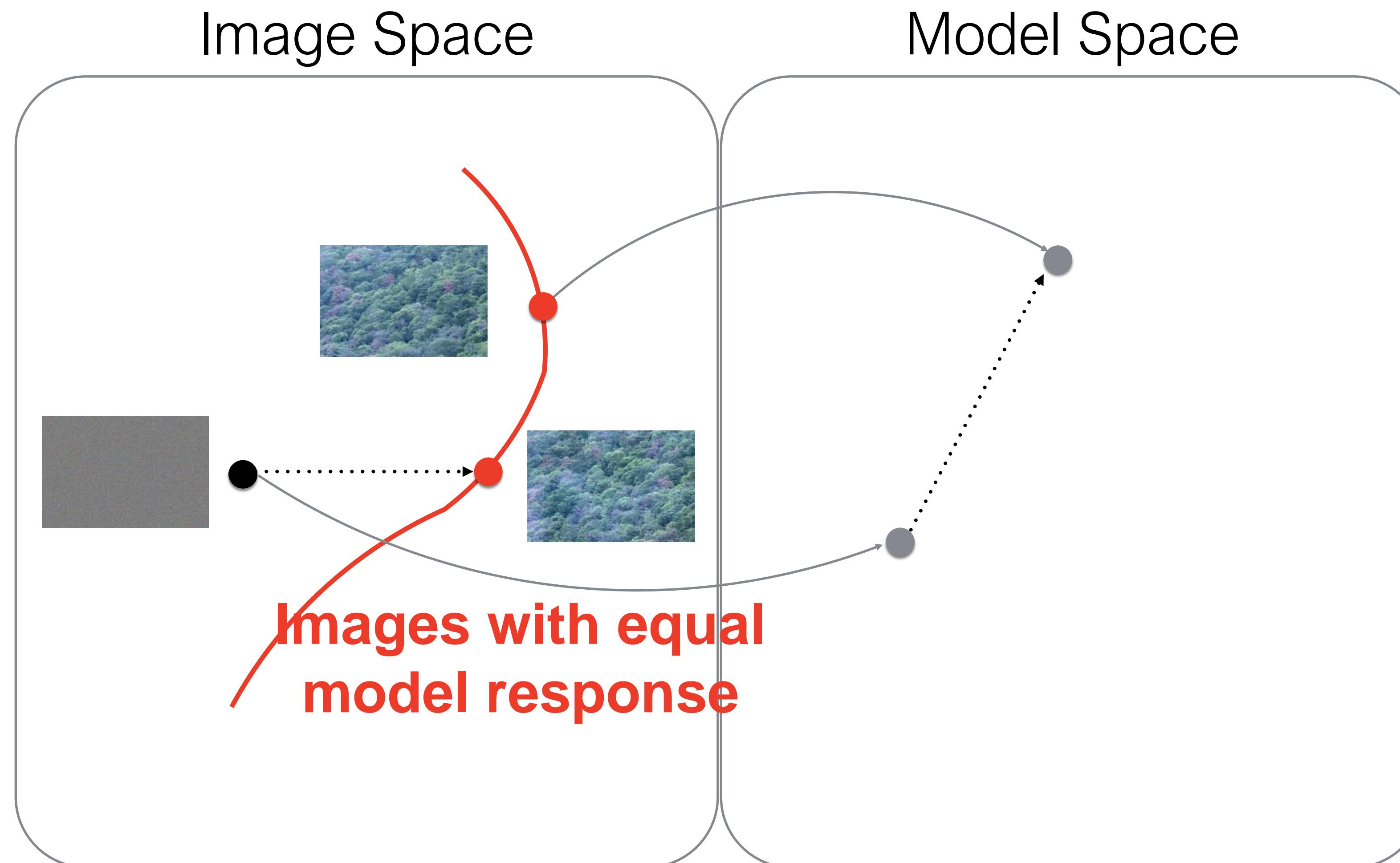


input

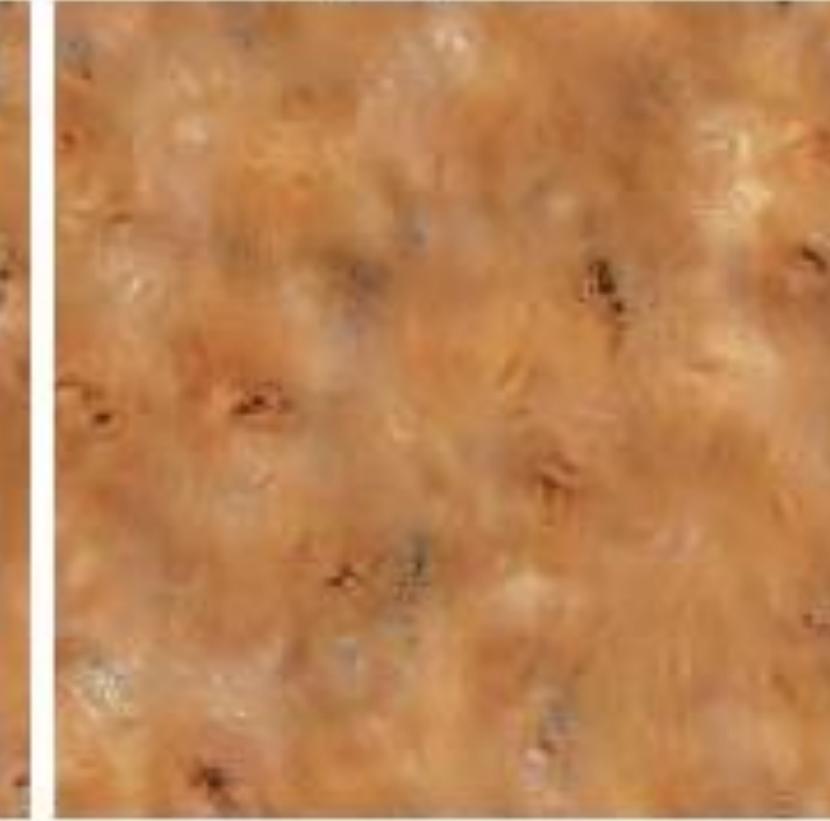
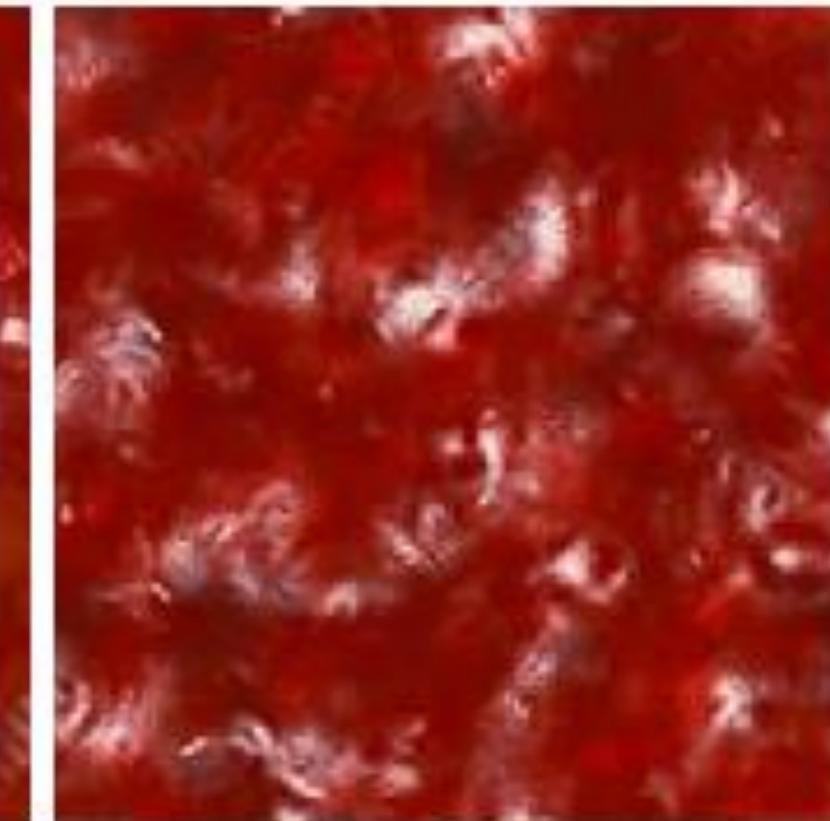


Noise image

Texture Synthesis



Portilla & Simoncelli (2000)





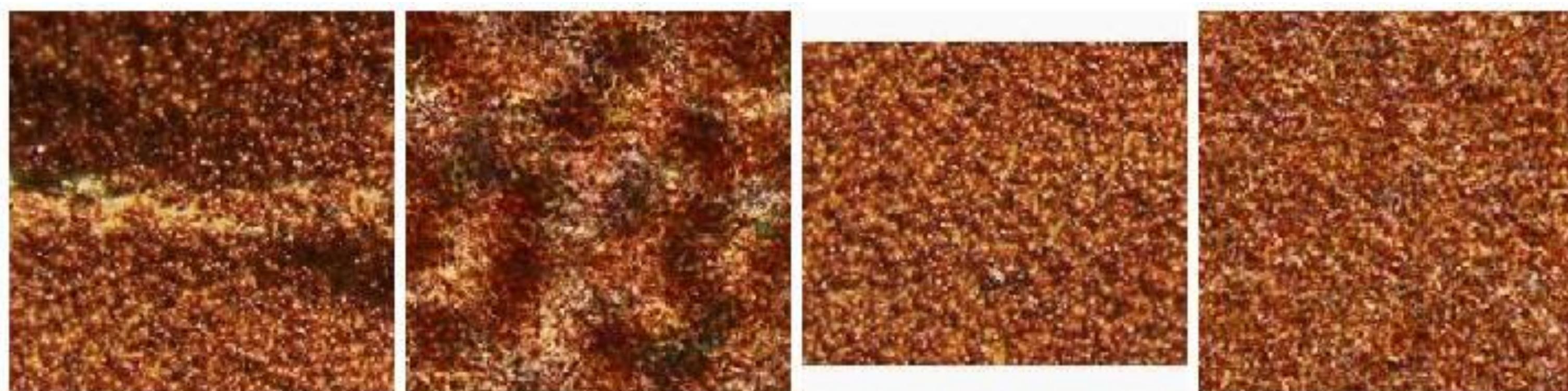


Figure 7: (Left pair) Inhomogeneous input texture produces blotchy synthetic texture. (Right pair) Homogenous input.

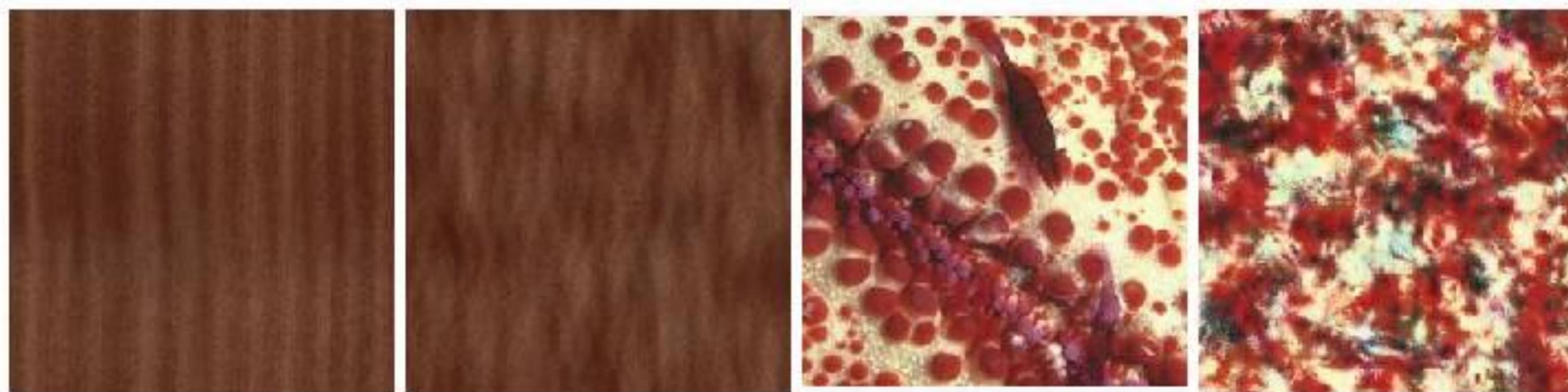


Figure 8: Examples of failures: wood grain and red coral.



Figure 9: More failures: hay and marble.

Simoncelli & Portilla '98+

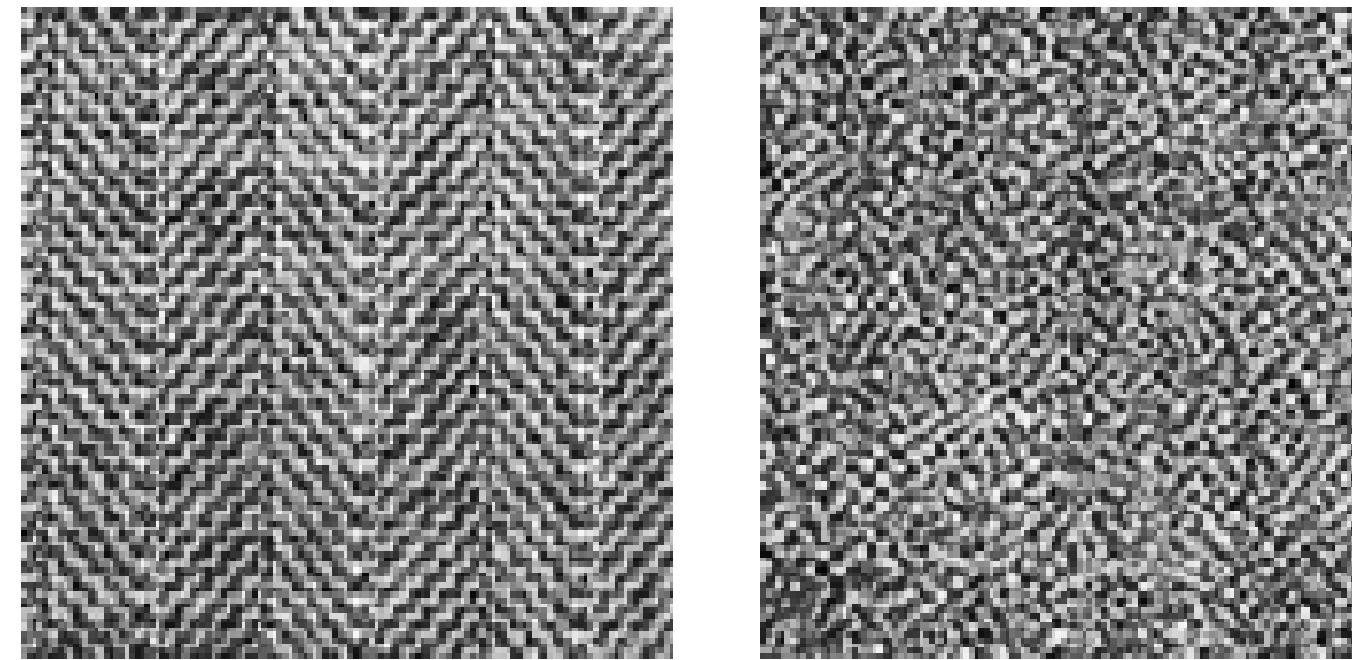
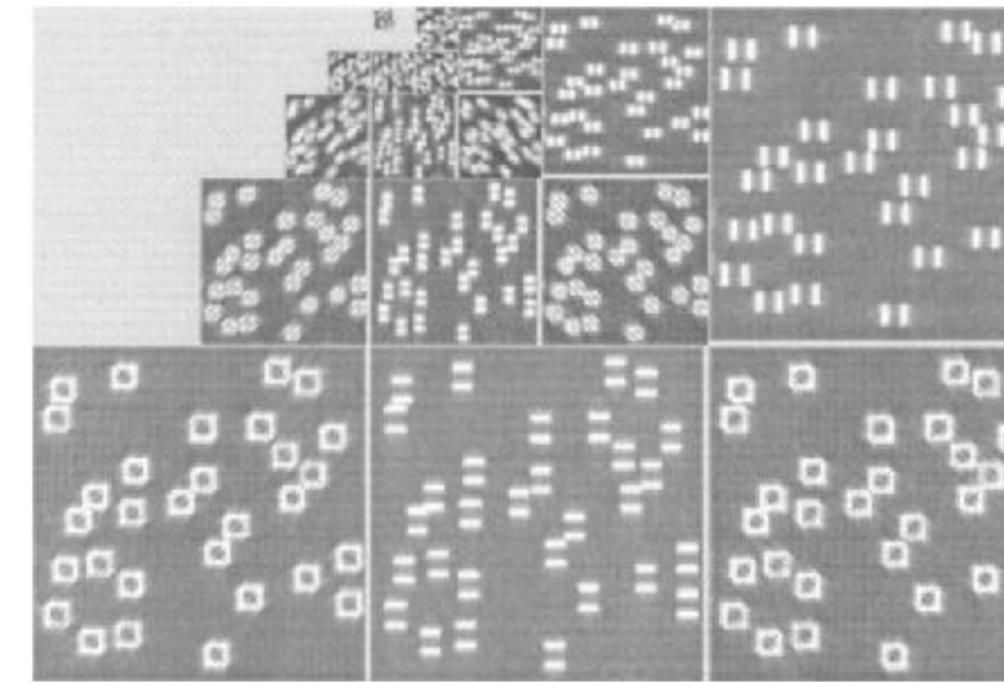
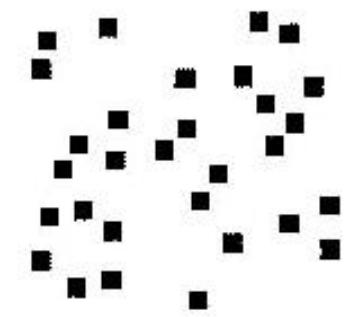


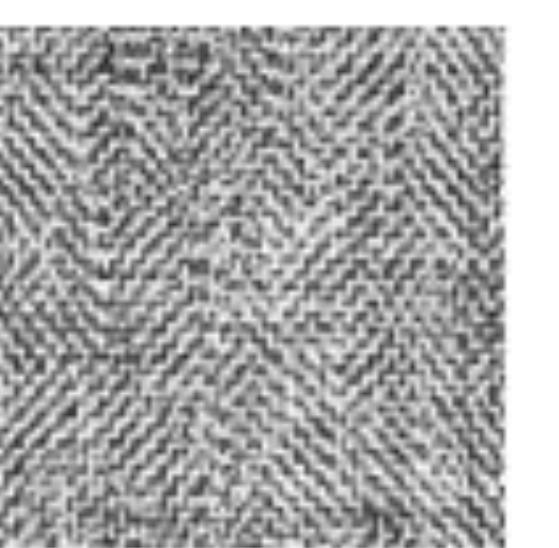
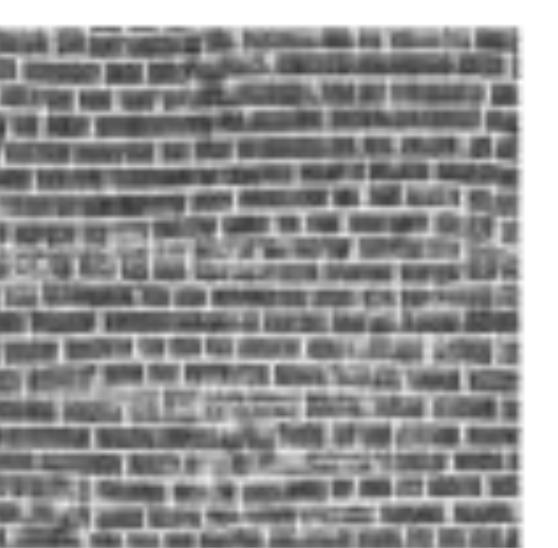
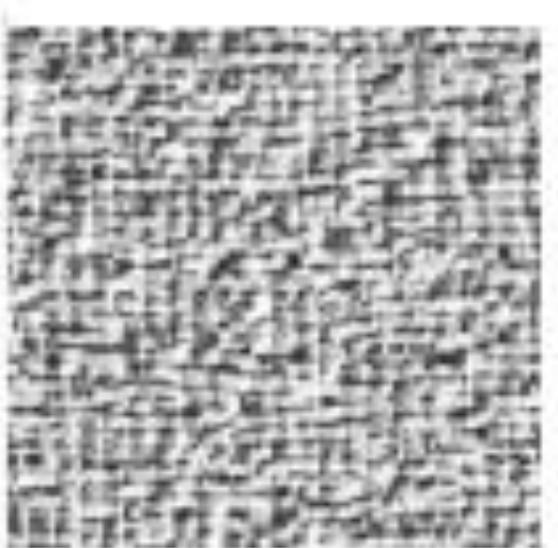
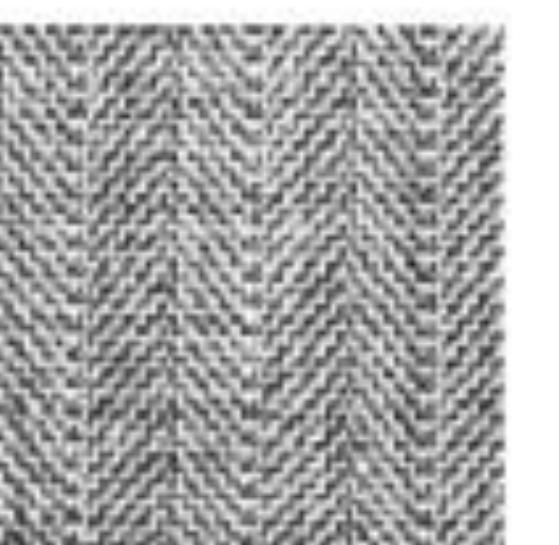
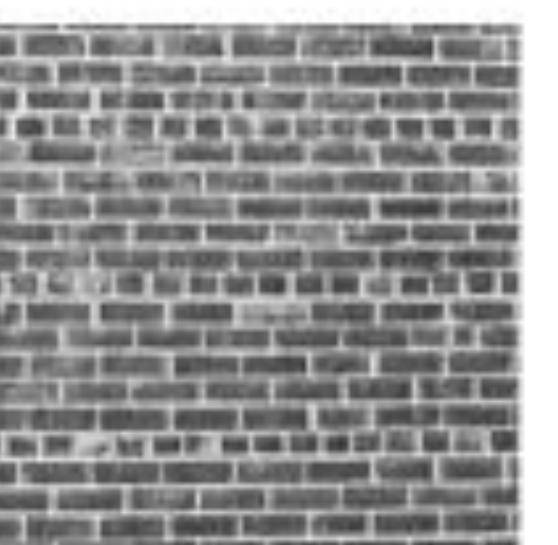
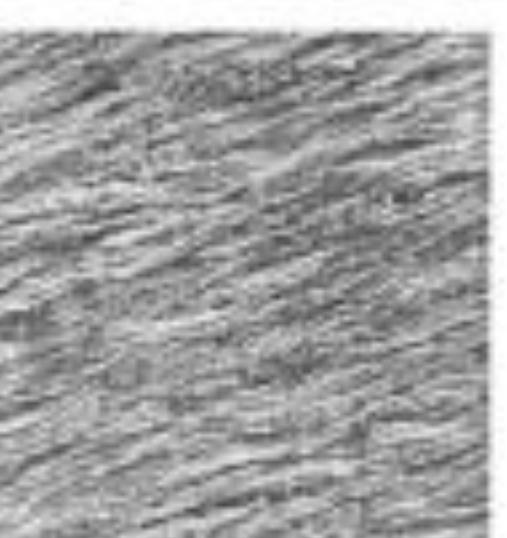
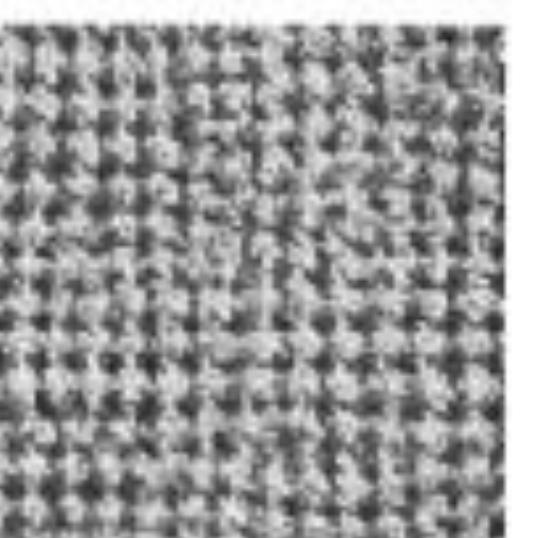
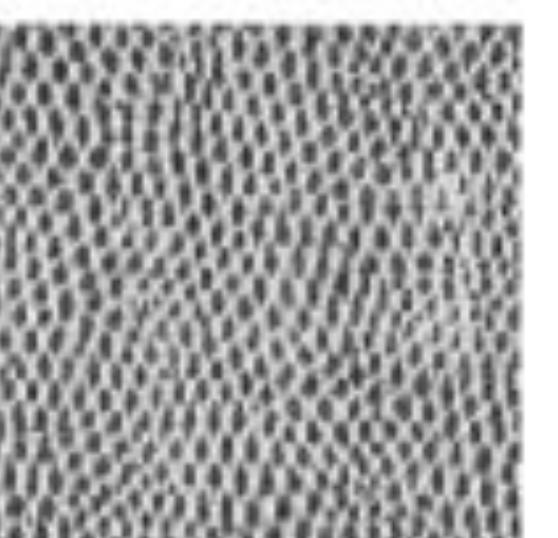
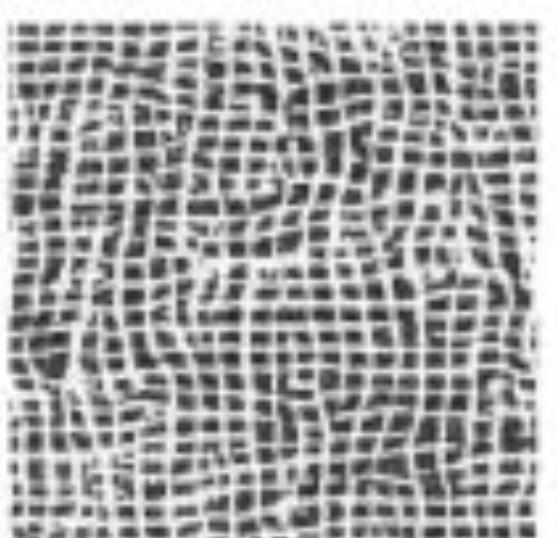
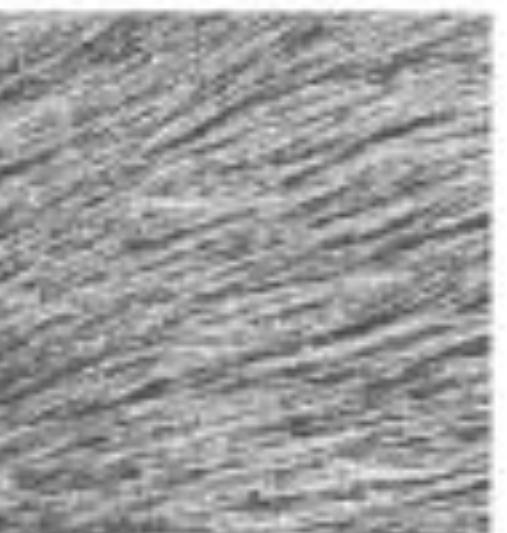
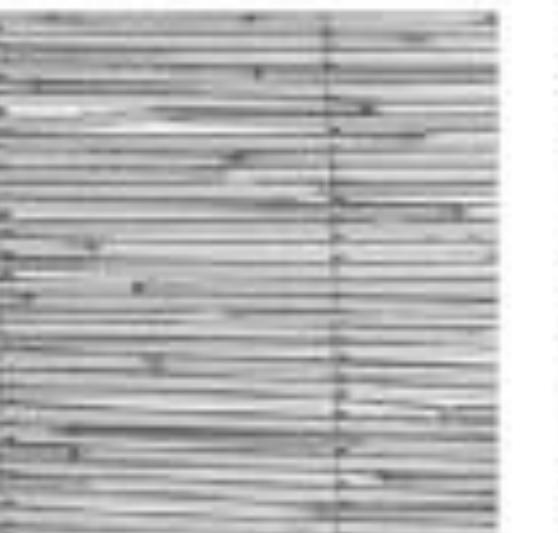
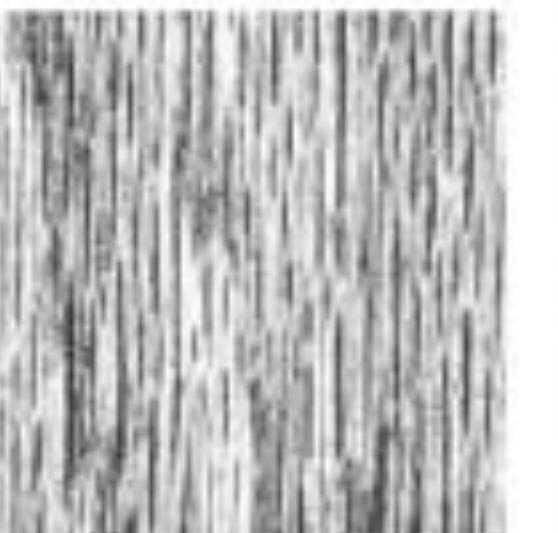
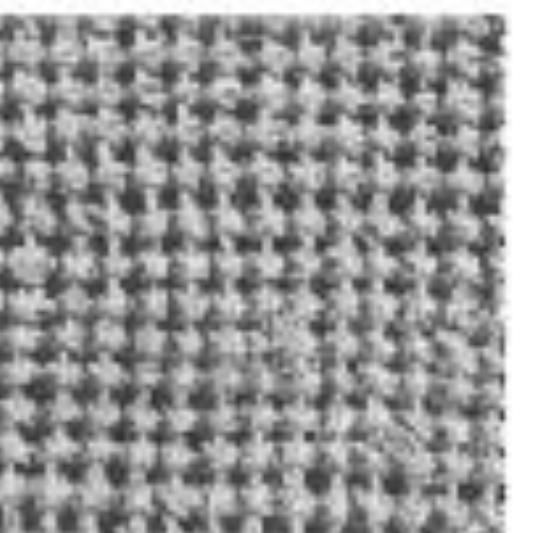
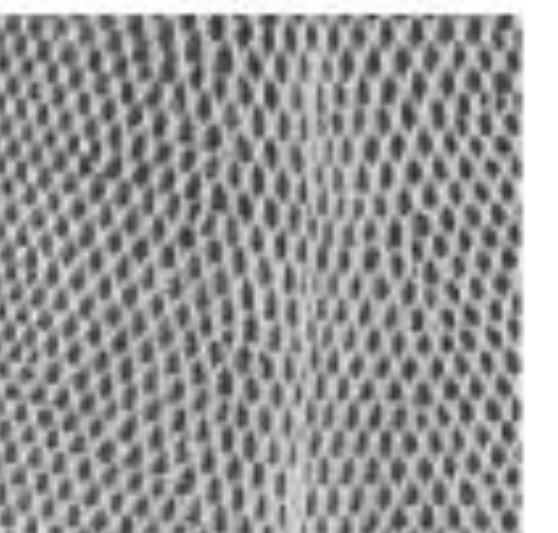
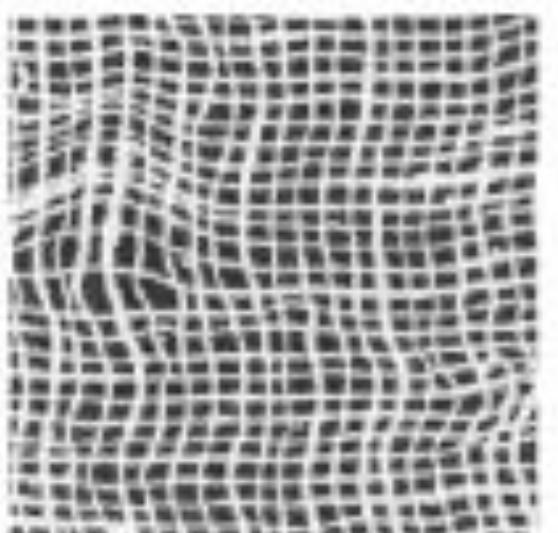
Figure 1. Textures with matching marginal statistics.

- Marginal statistics are not enough
- Neighboring filter responses are highly correlated
 - an edge at low-res will cause an edge at high-res
- Let's match 2nd order statistics too!
- J Portilla and E P Simoncelli. *A Parametric Texture Model based on Joint Statistics of Complex Wavelet Coefficients*. Int'l Journal of Computer Vision. 40(1):49-71, October, 2000.

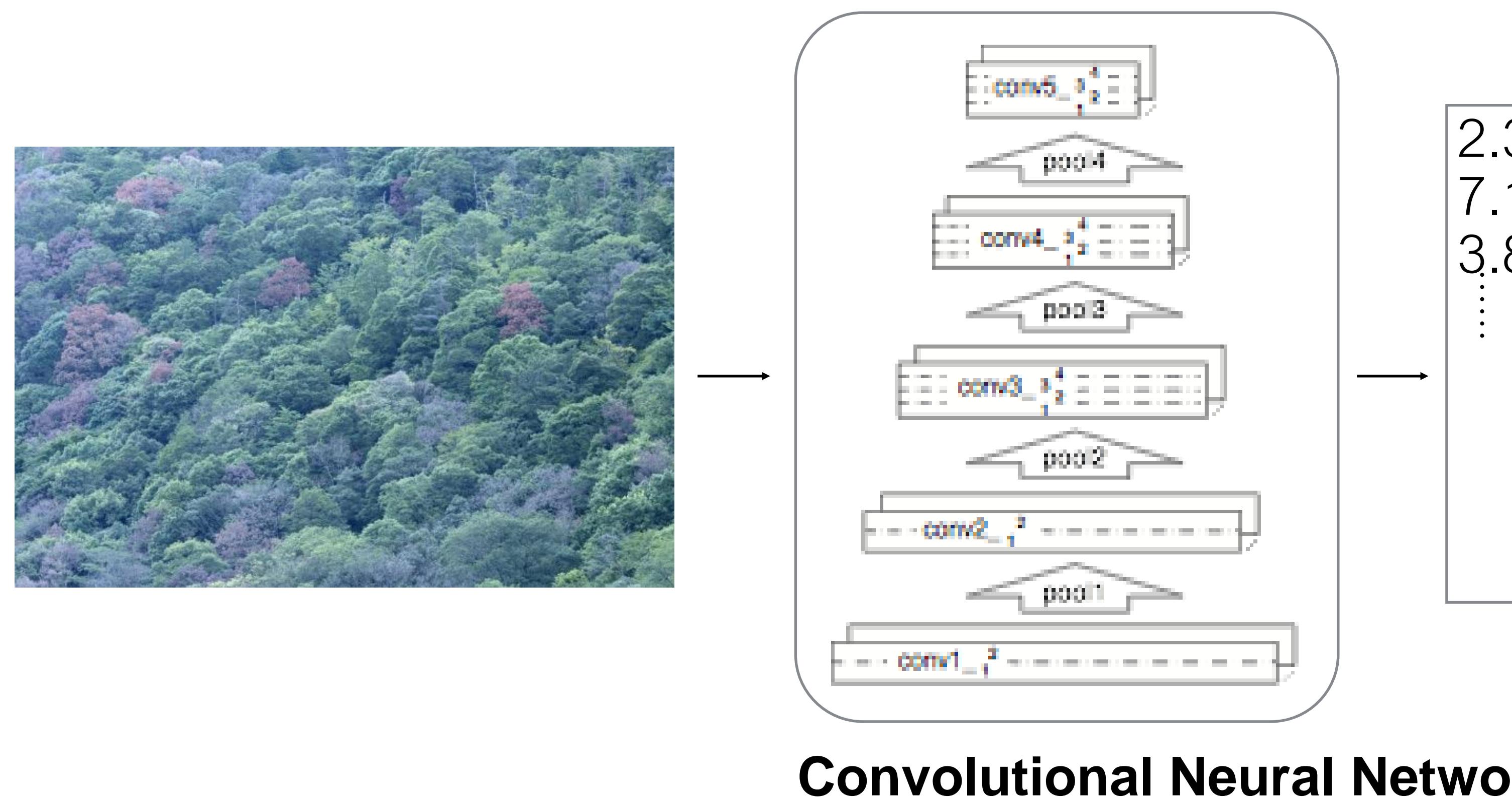
Simoncelli & Portilla '98+



- Match joint histograms of pairs of filter responses at adjacent spatial locations, orientations, and scales.
- Optimize using repeated projections onto statistical constraint surfaces



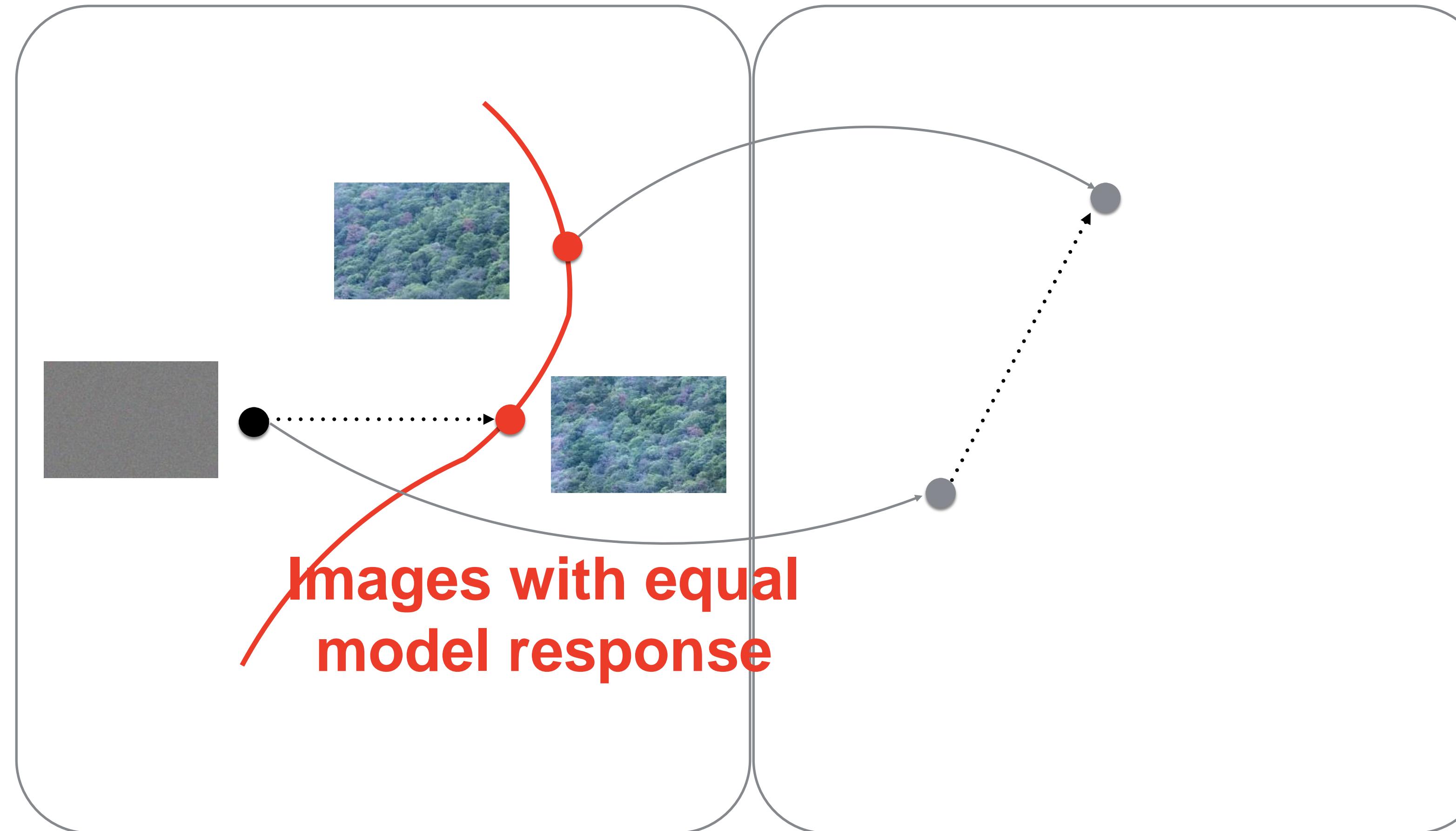
Convolutional Neural Network Texture Model



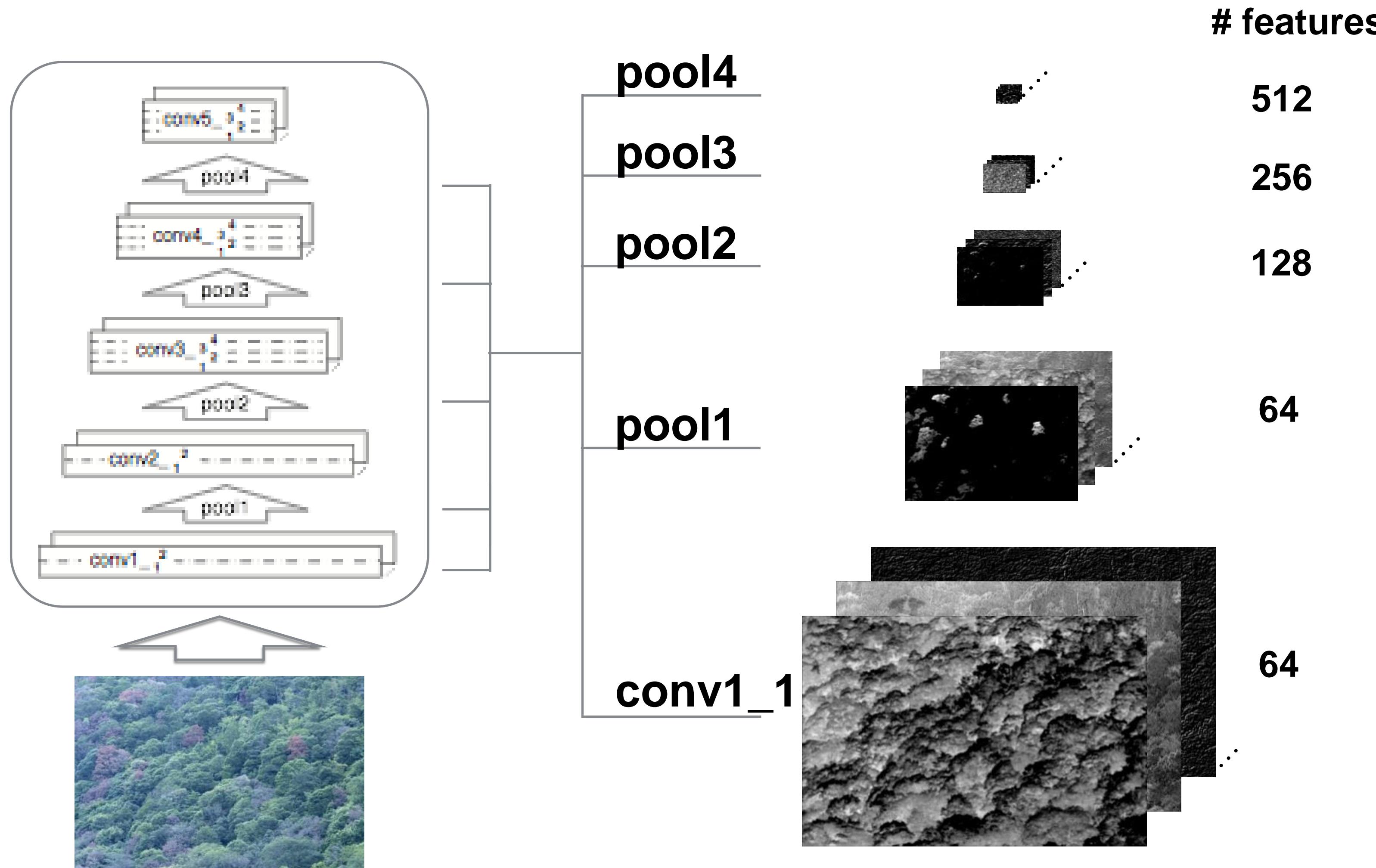
Texture Synthesis

Image Space

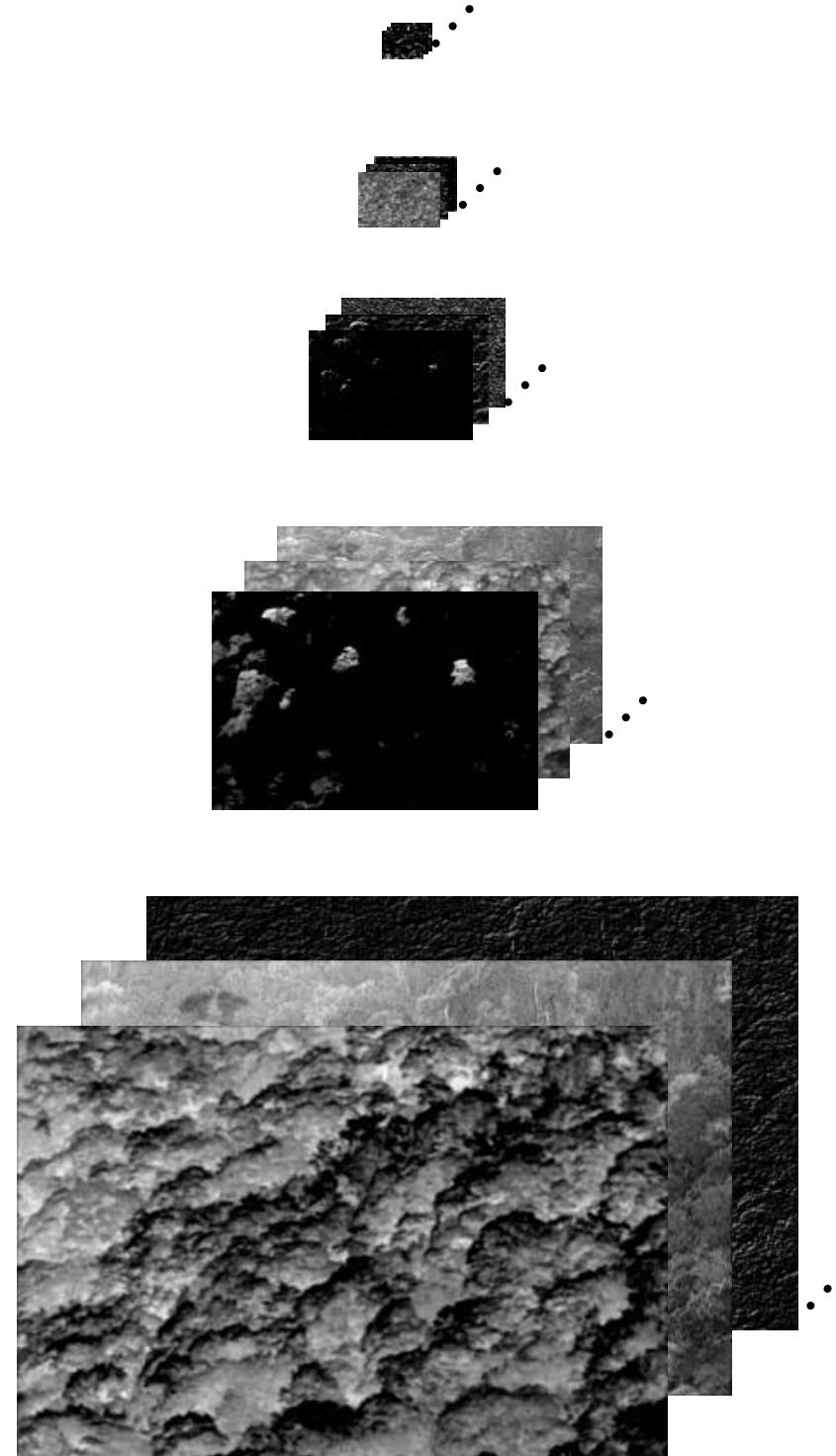
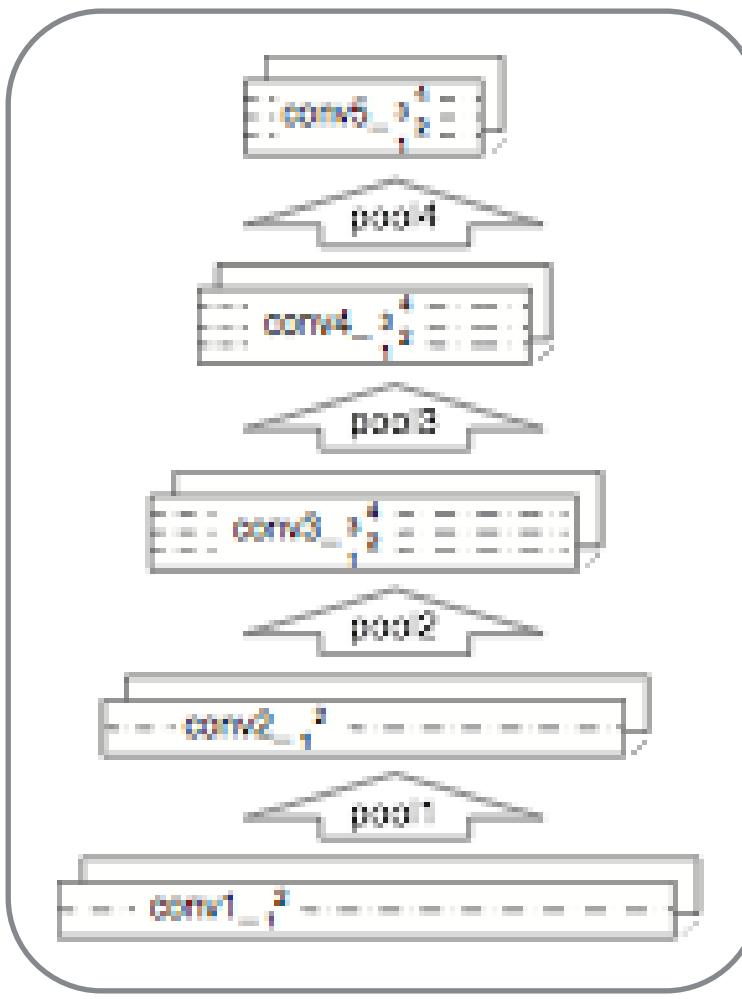
Model Space



CNN - Multiscale Filter Bank



CNN - Texture Features



$$F = [\bar{f}_1, \bar{f}_2, \bar{f}_3, \dots, \bar{f}_N]^T$$

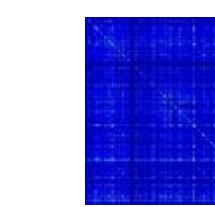
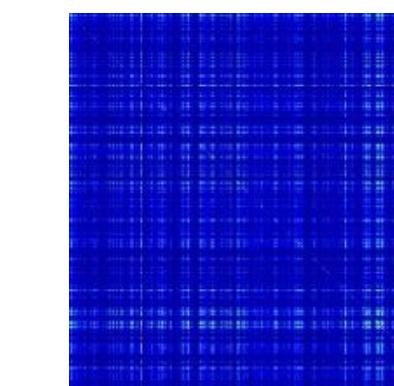
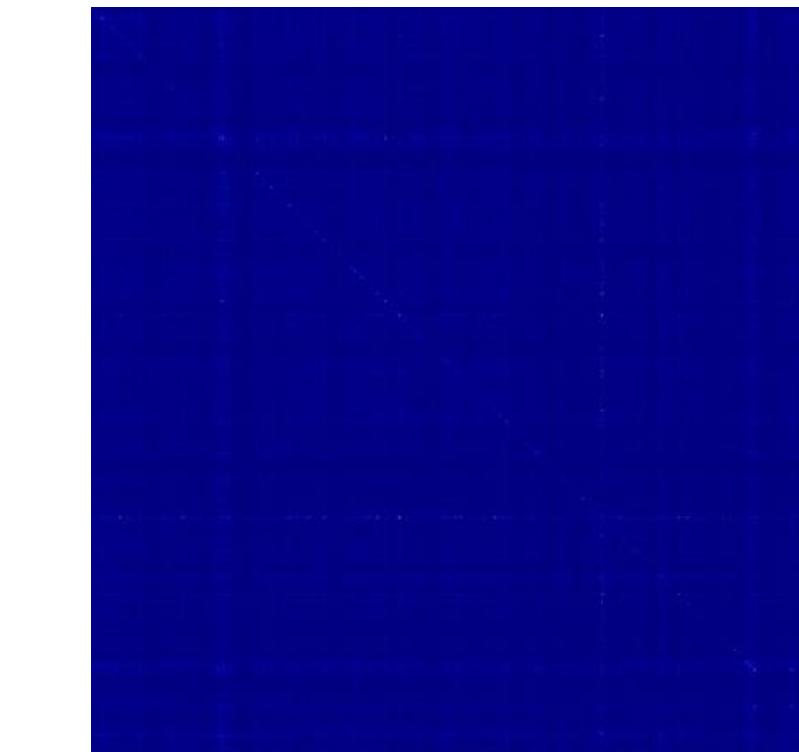
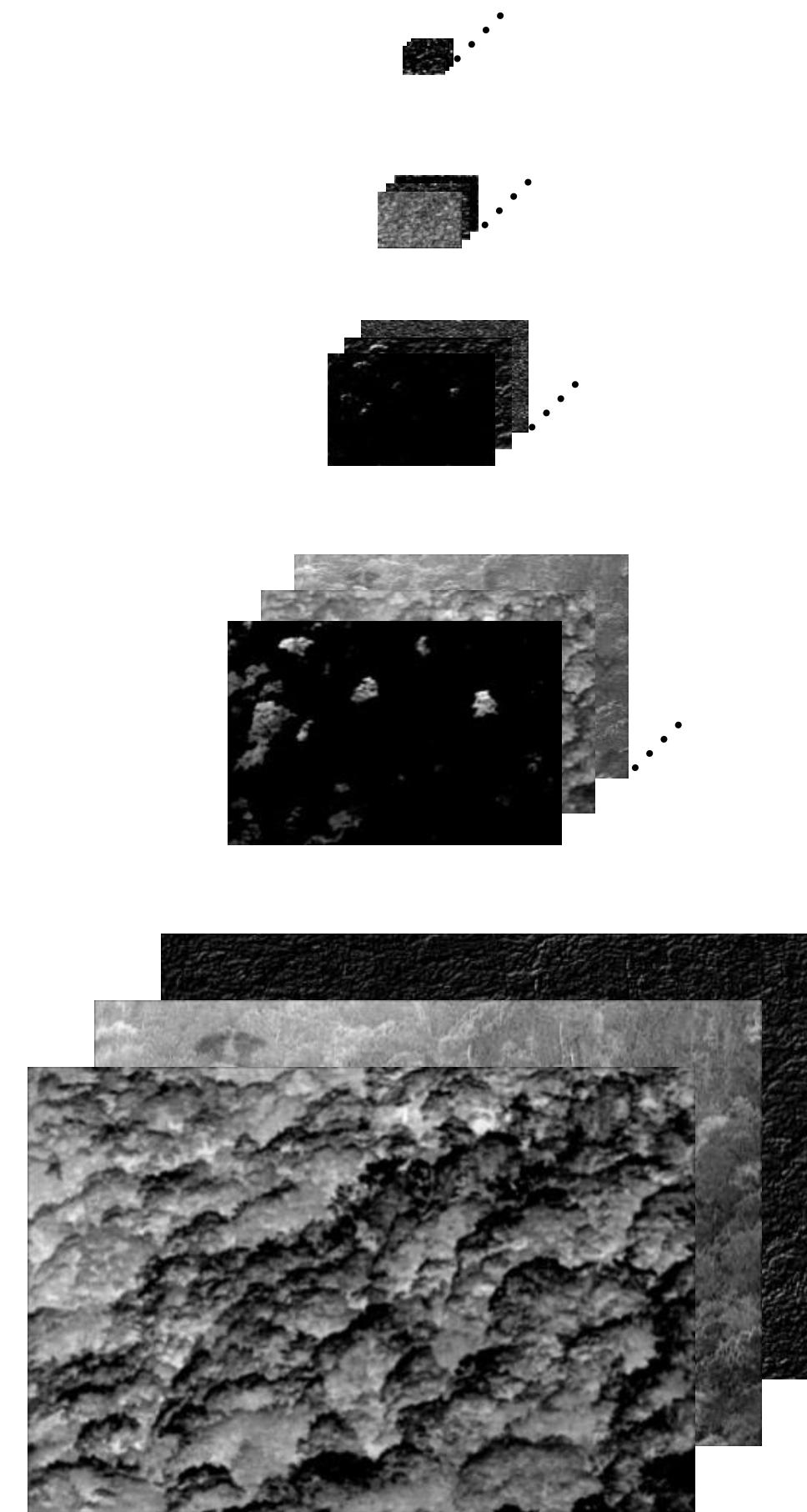
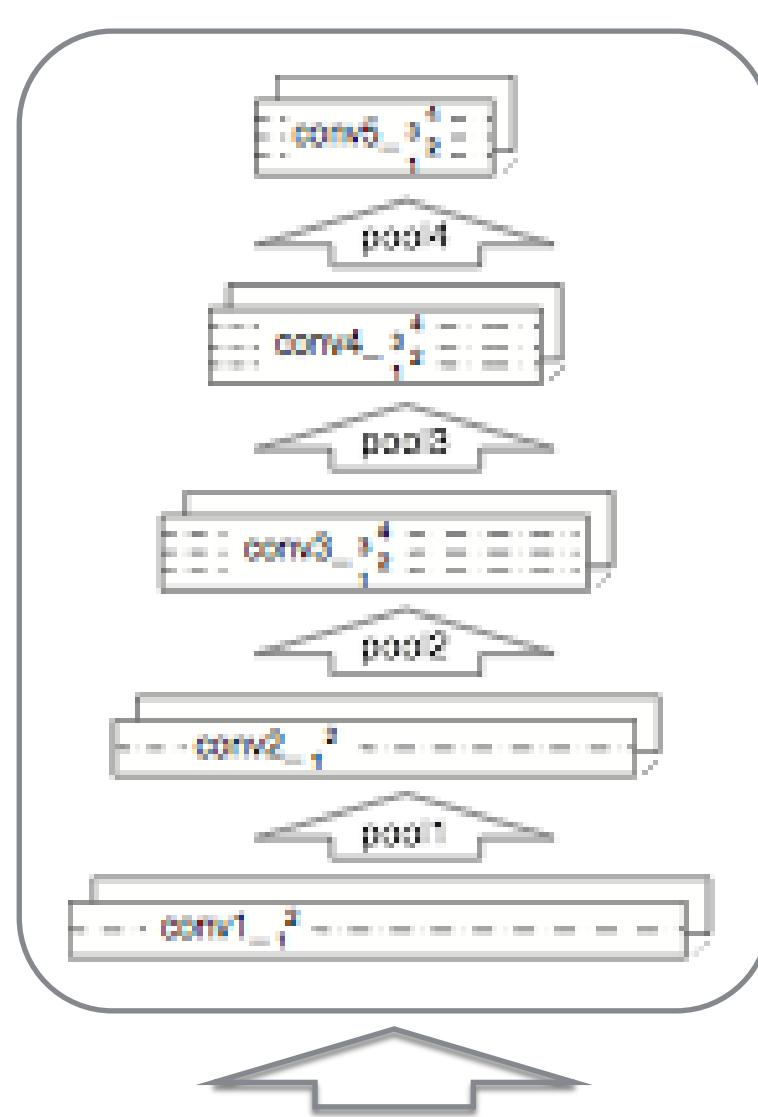
$$G = FF^T$$

$$= \begin{pmatrix} \langle \bar{f}_1, \bar{f}_1 \rangle & \cdots & \langle \bar{f}_1, \bar{f}_N \rangle \\ \langle \bar{f}_2, \bar{f}_1 \rangle & \ddots & \vdots \\ \vdots & \ddots & \vdots \\ \langle \bar{f}_N, \bar{f}_1 \rangle & \cdots & \langle \bar{f}_N, \bar{f}_N \rangle \end{pmatrix}$$

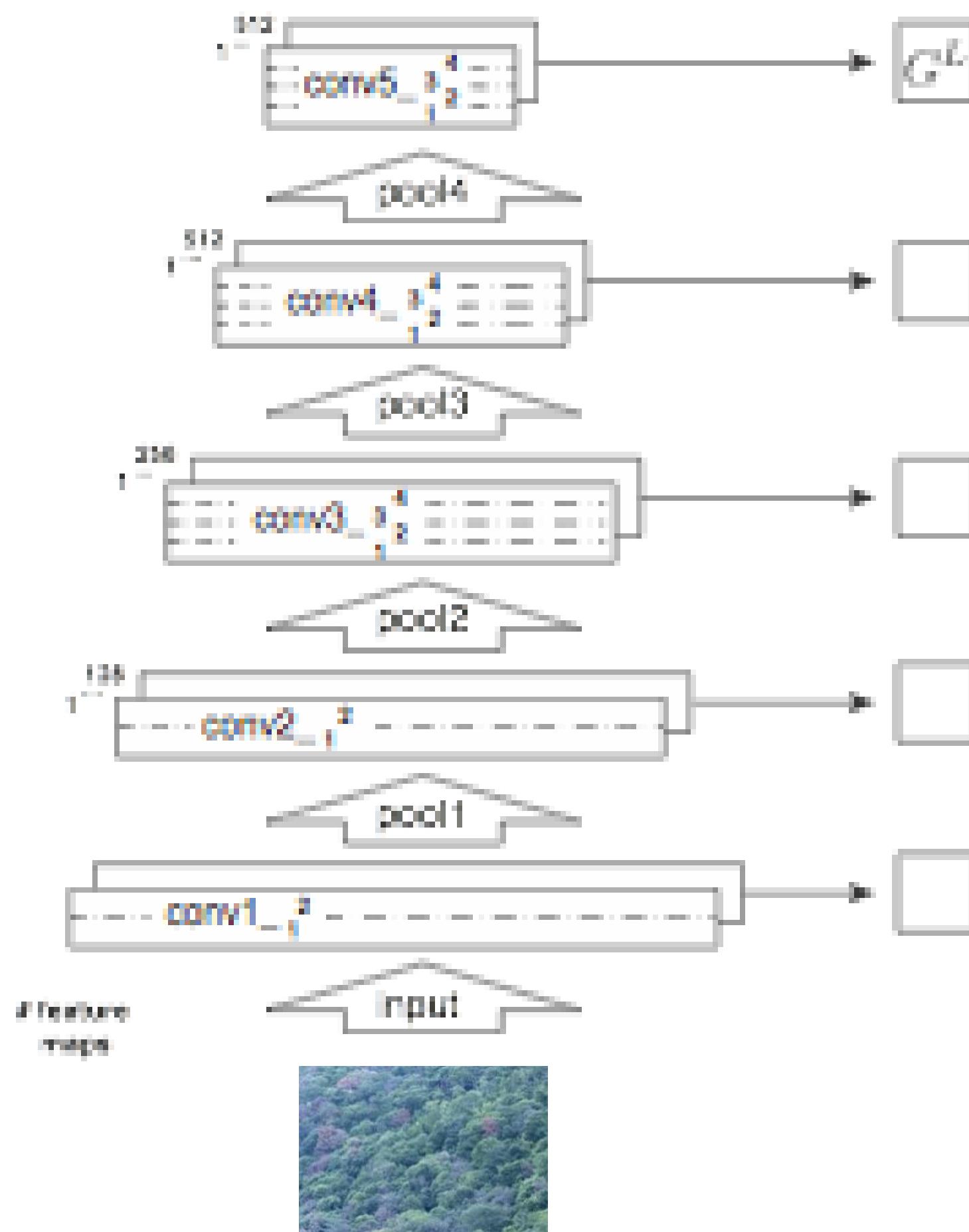
$$\langle \bar{f}_i, \bar{f}_j \rangle = \sum_k F_{ik} F_{jk}$$

CNN-Texture Features

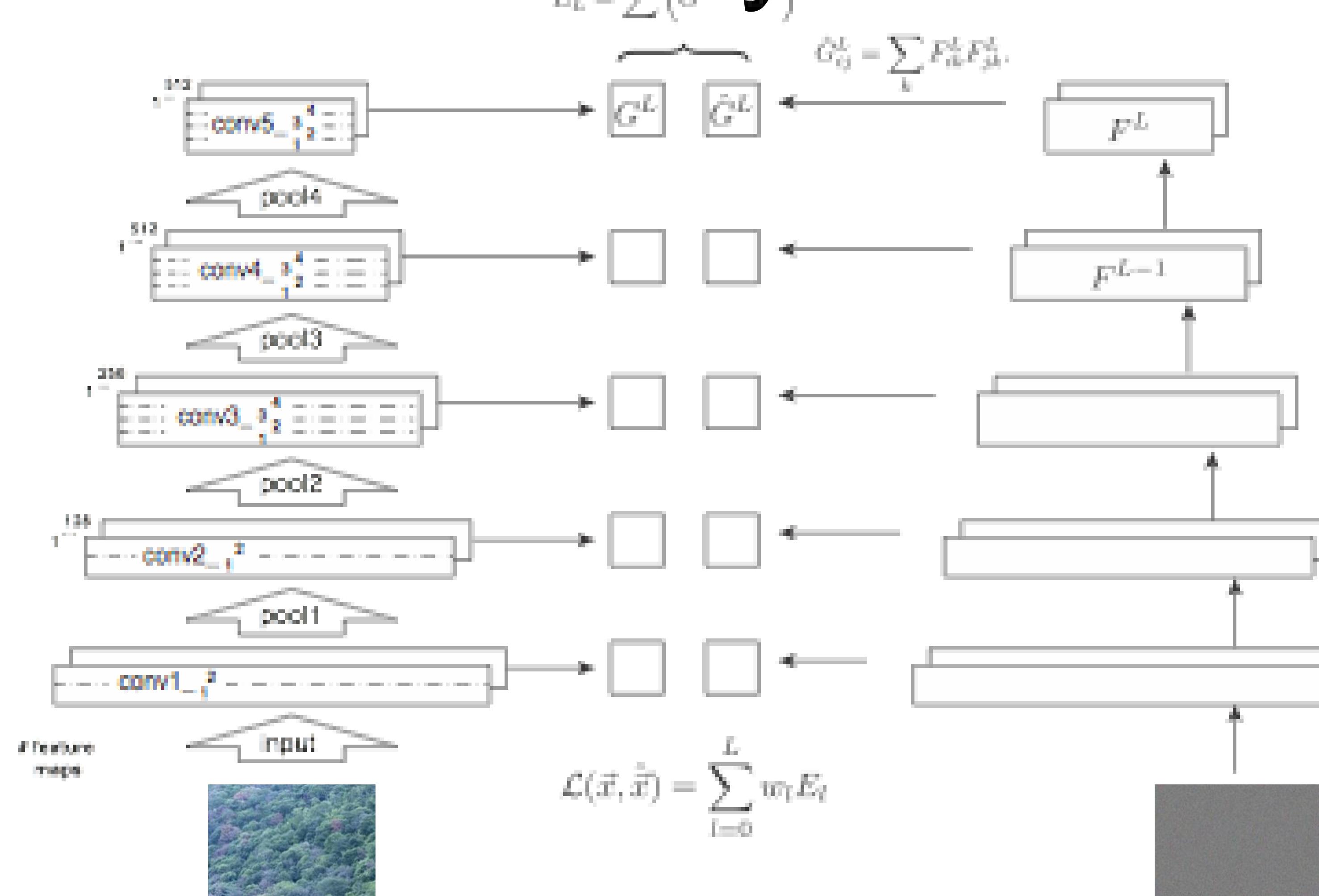
Gram Matrices



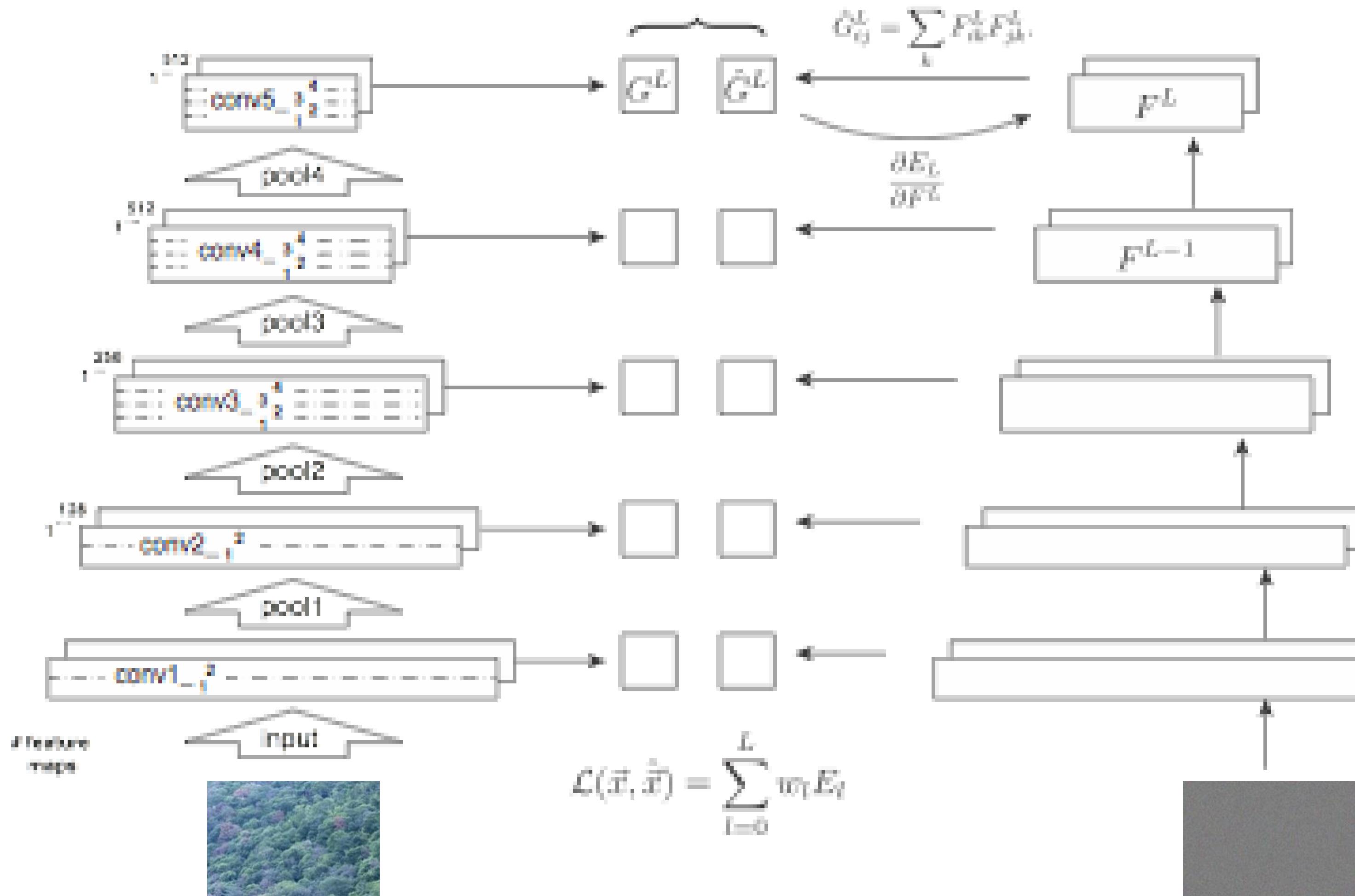
Texture Synthesis



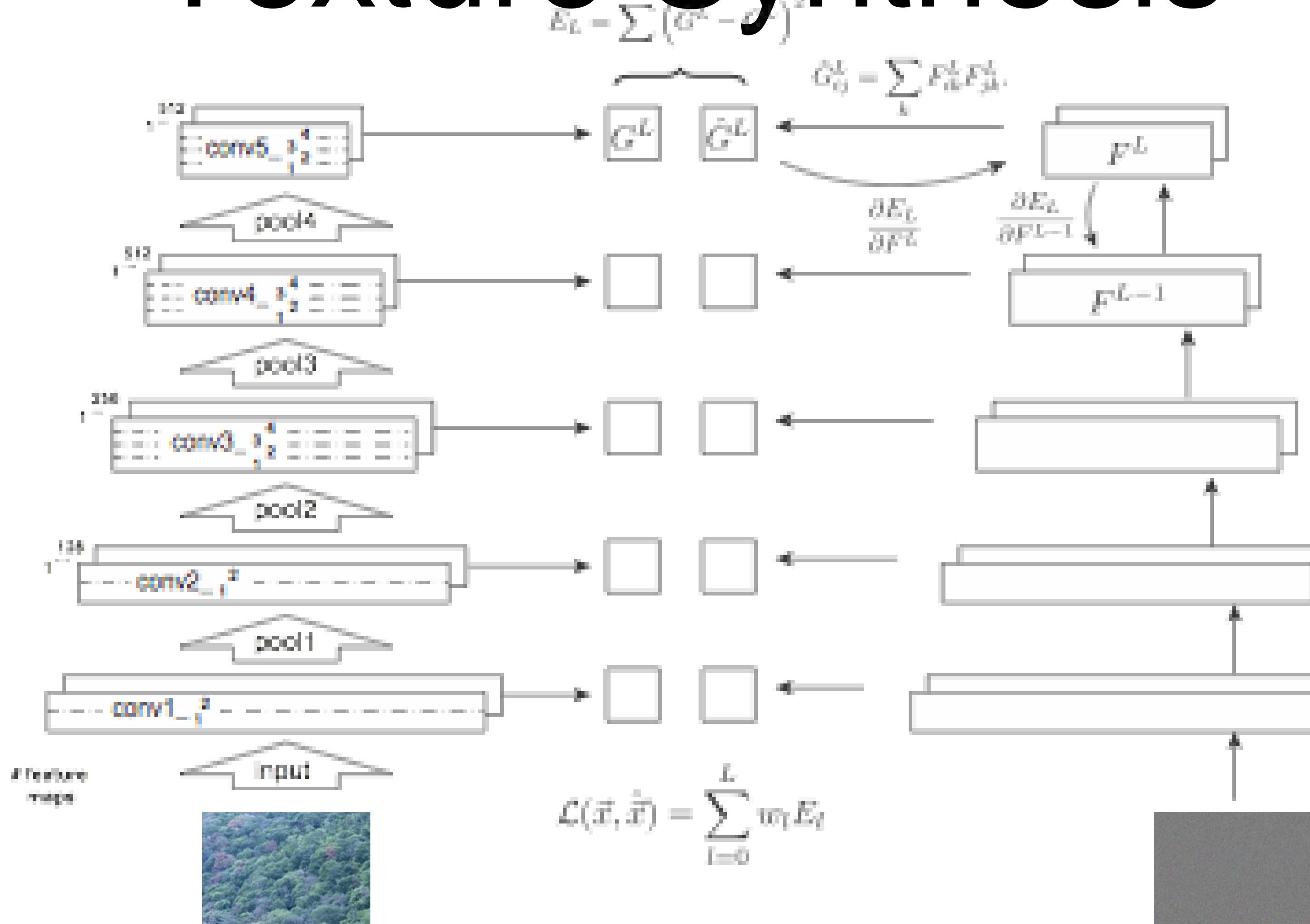
Texture Synthesis



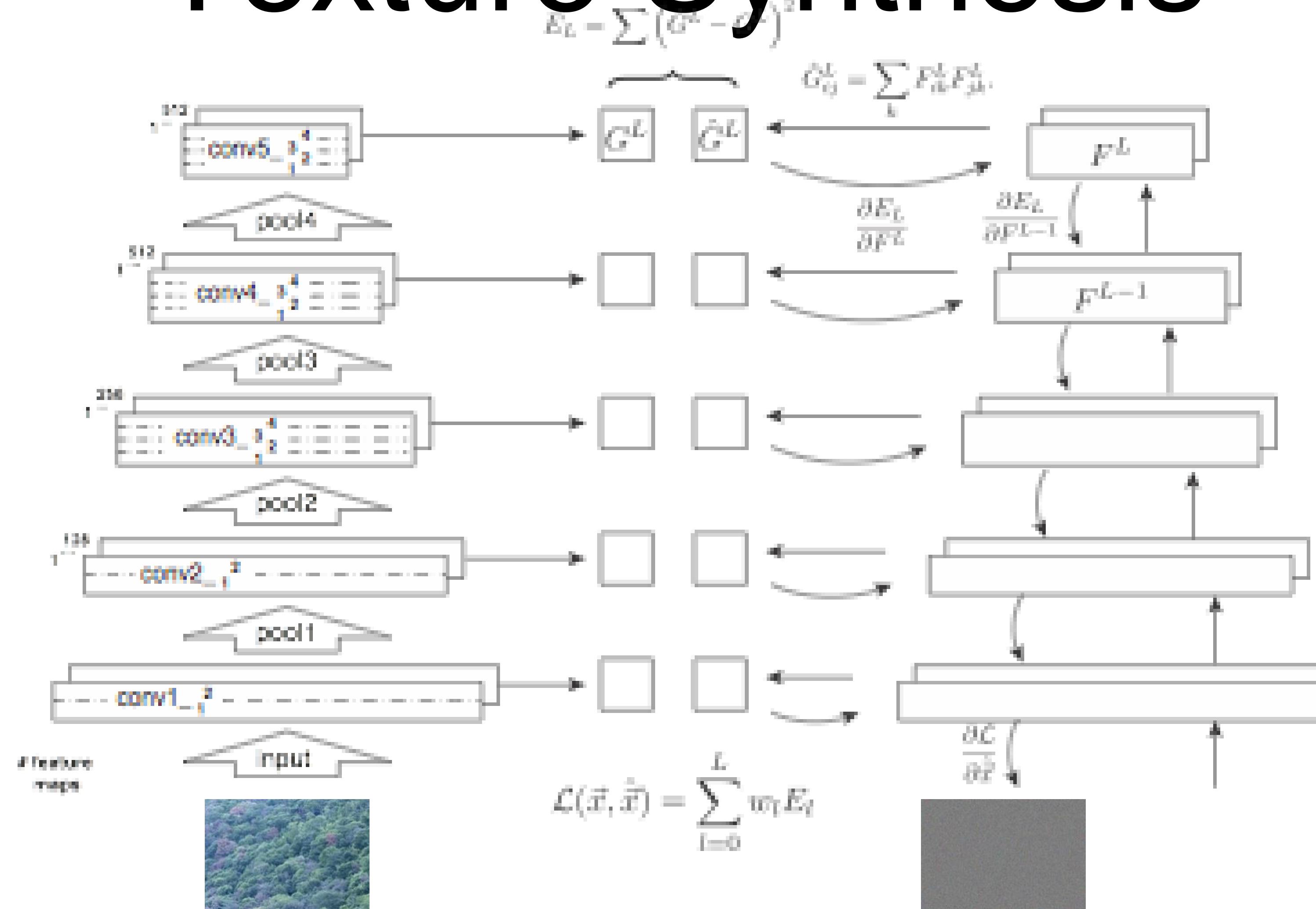
Texture Synthesis



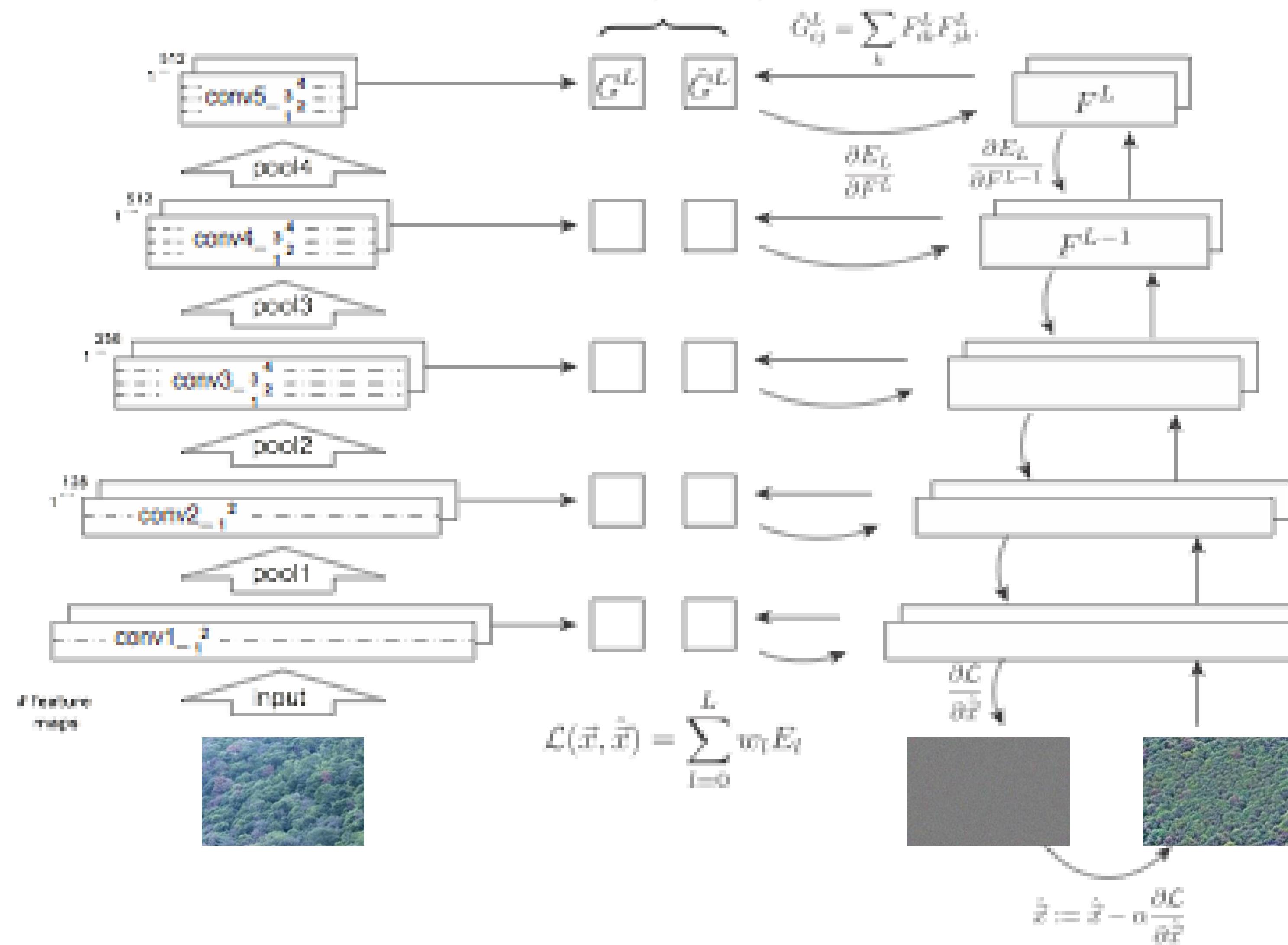
Texture Synthesis



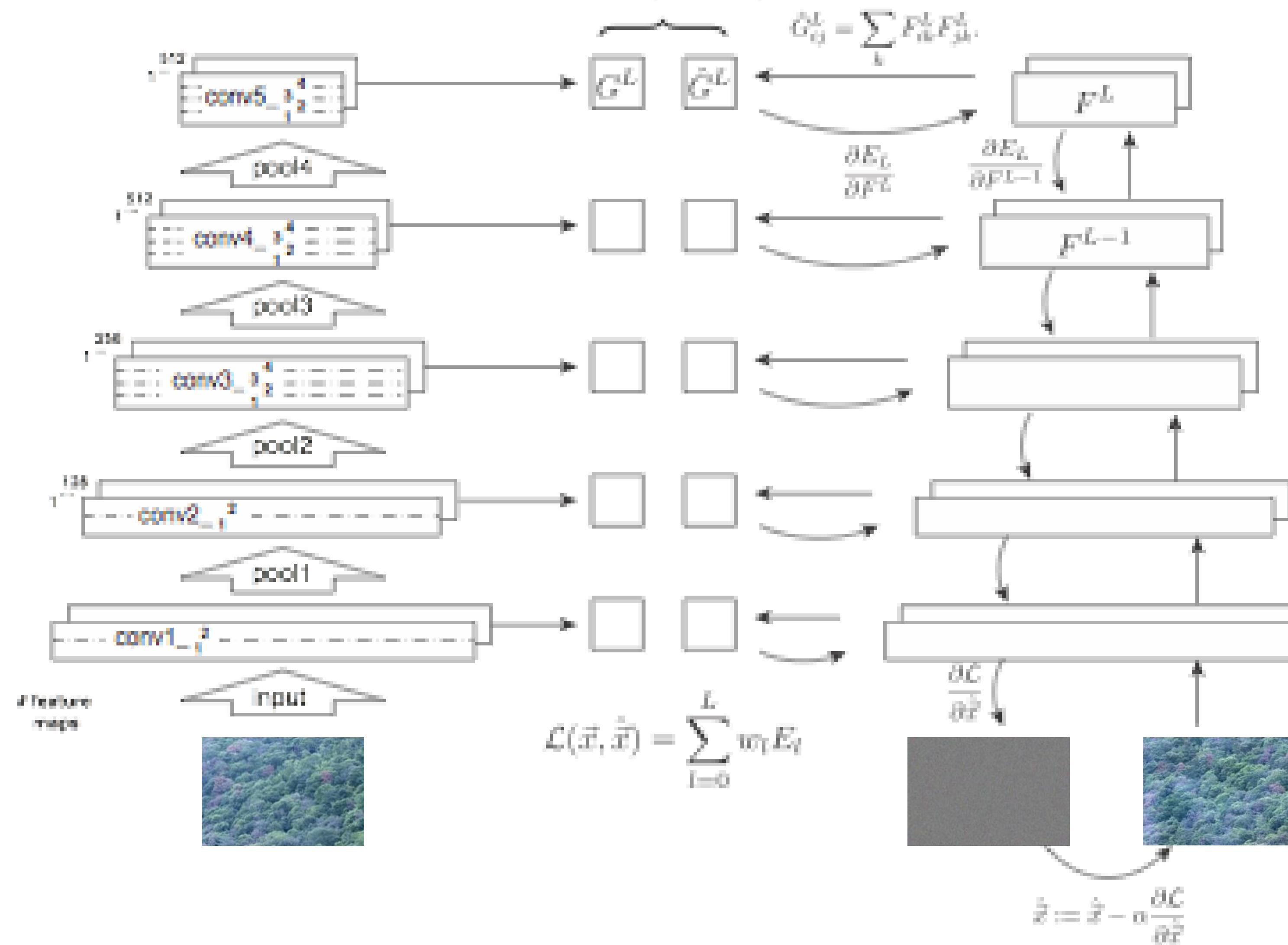
Texture Synthesis



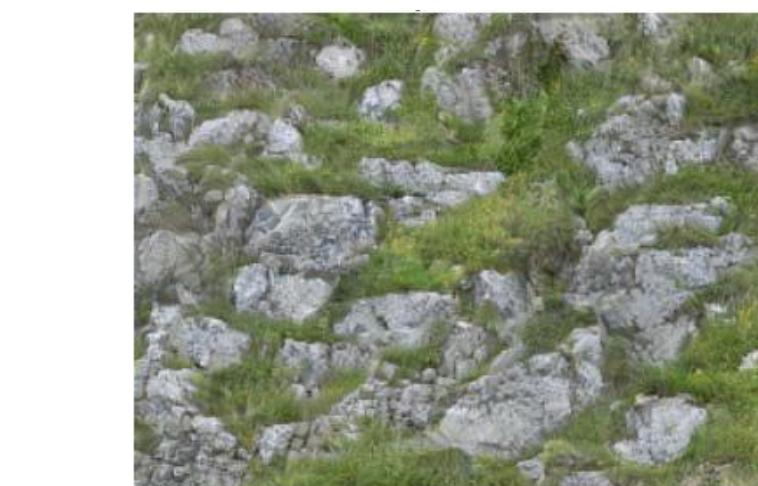
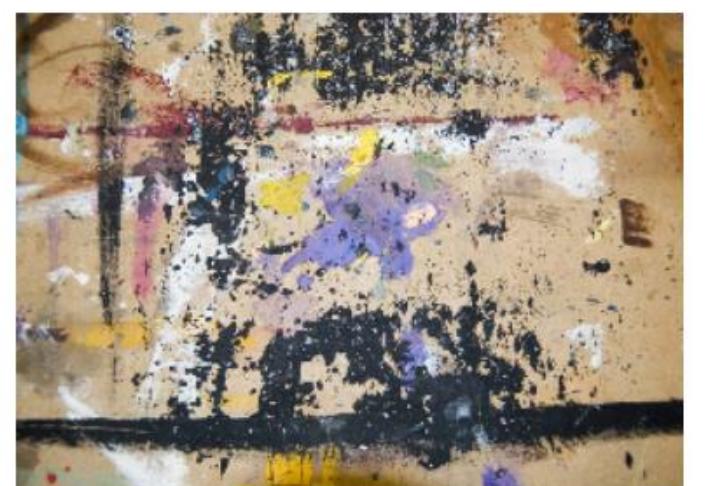
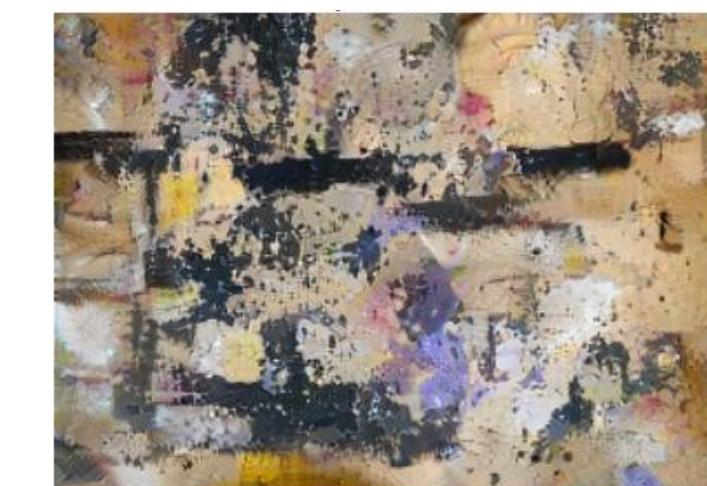
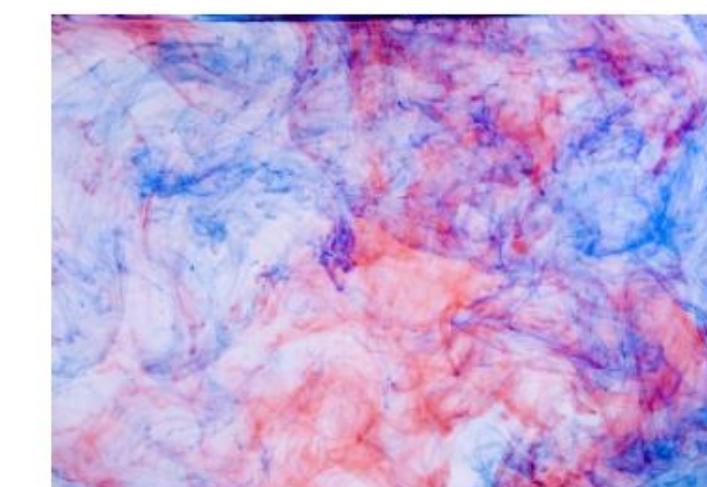
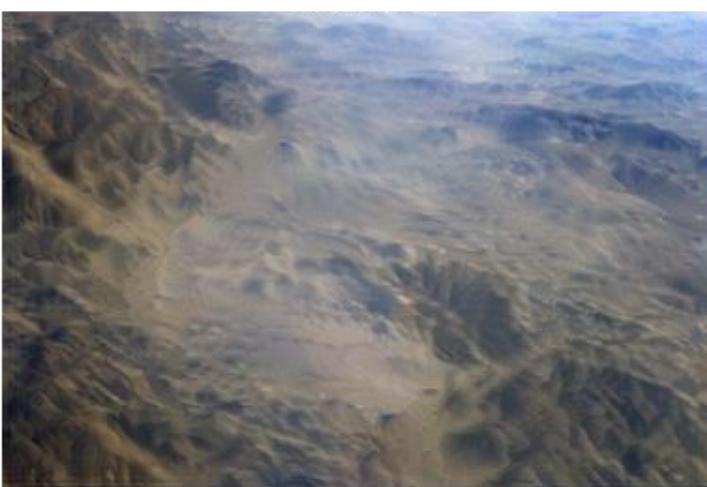
Texture Synthesis



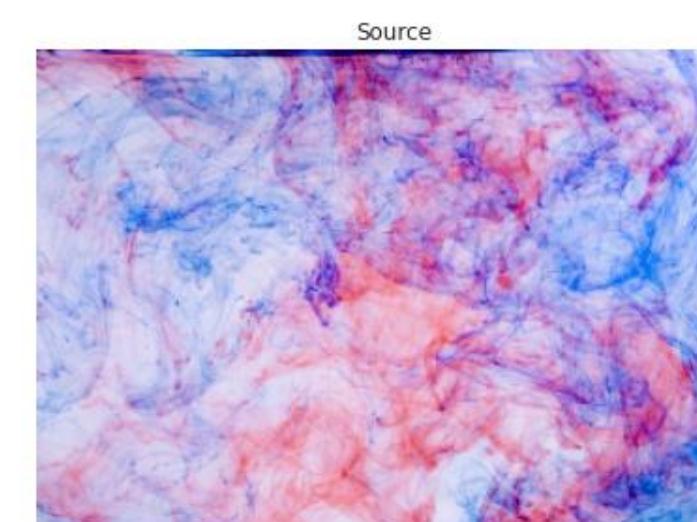
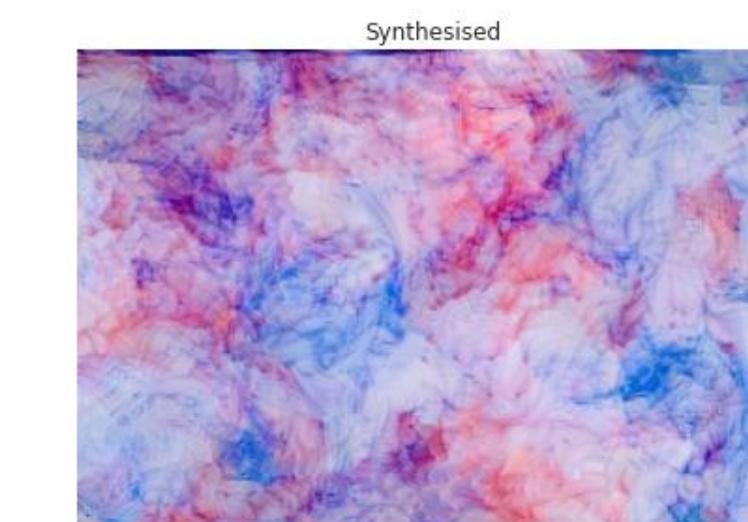
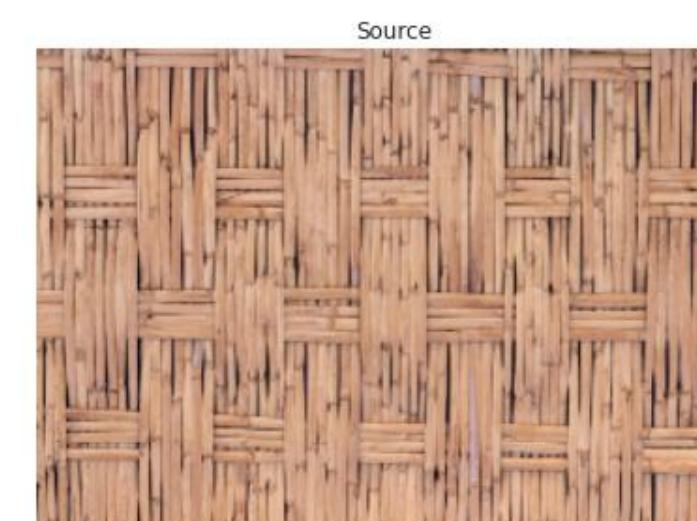
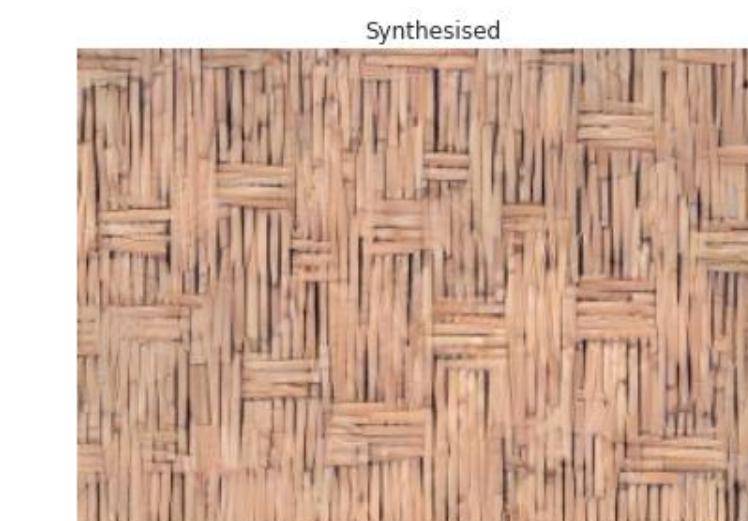
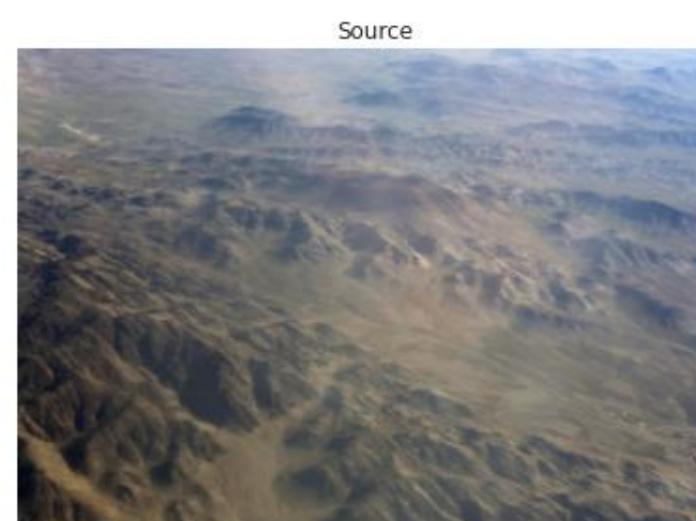
Texture Synthesis



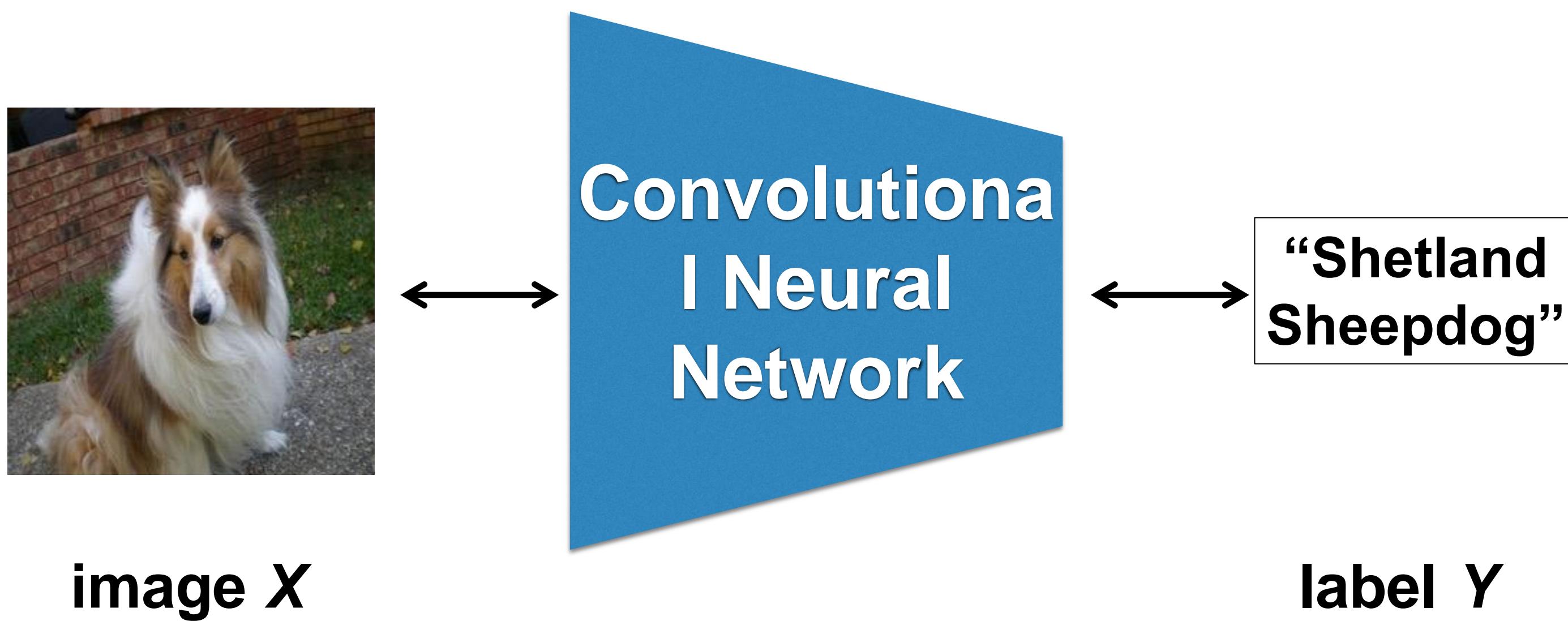
Test Julesz' Conjecture



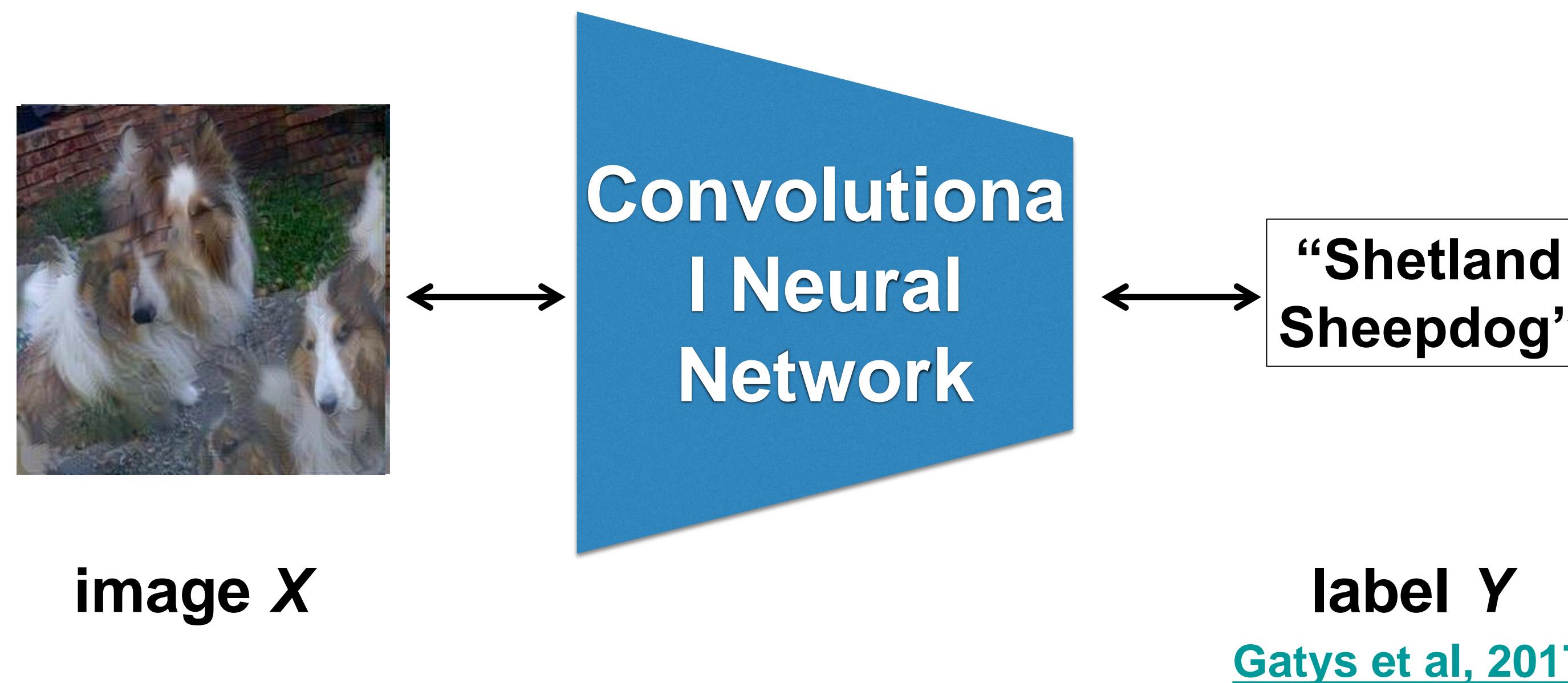
Test Julesz' Conjecture



ImageNet Recognition is just Texture Recognition



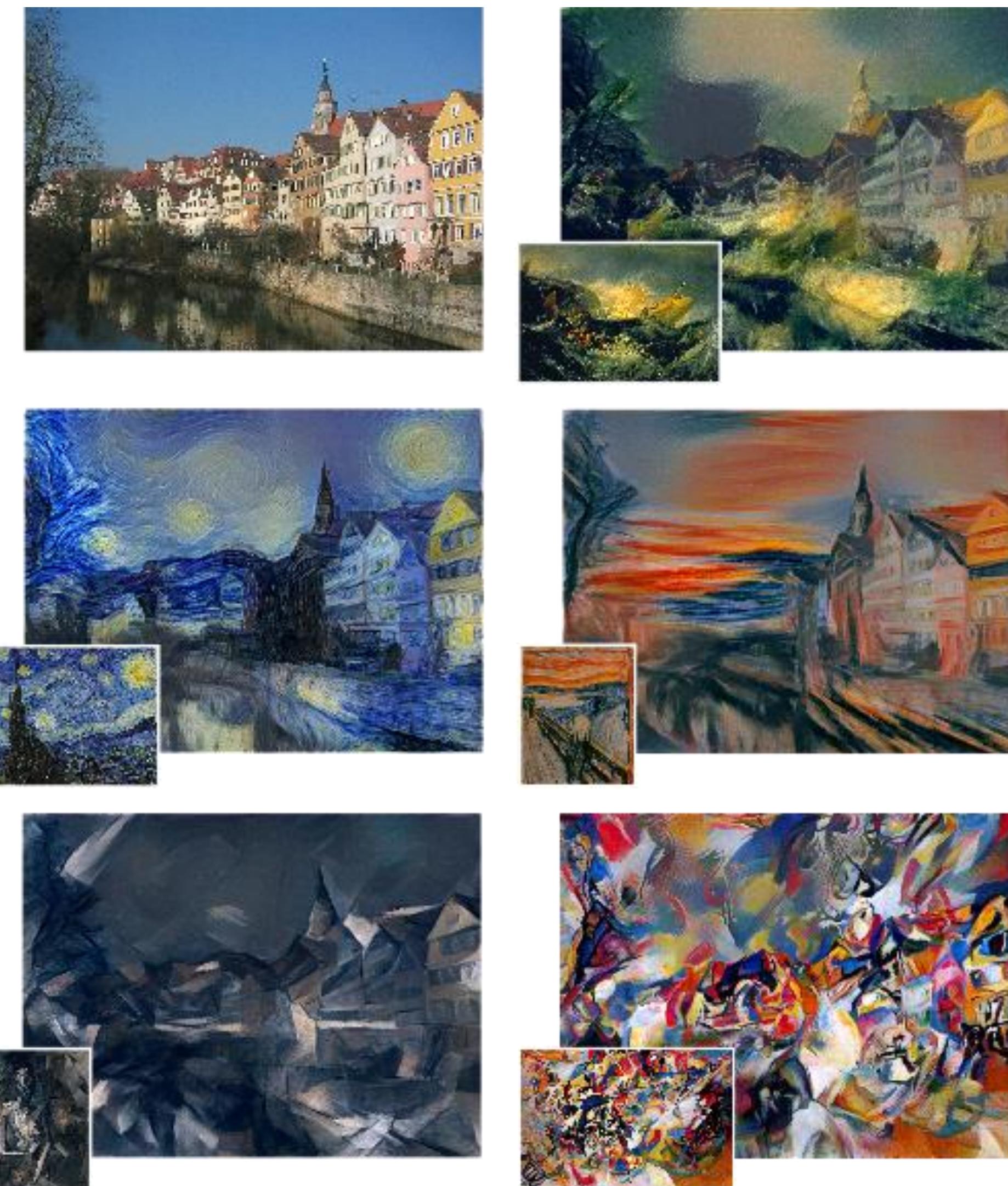
ImageNet Recognition is just Texture Recognition



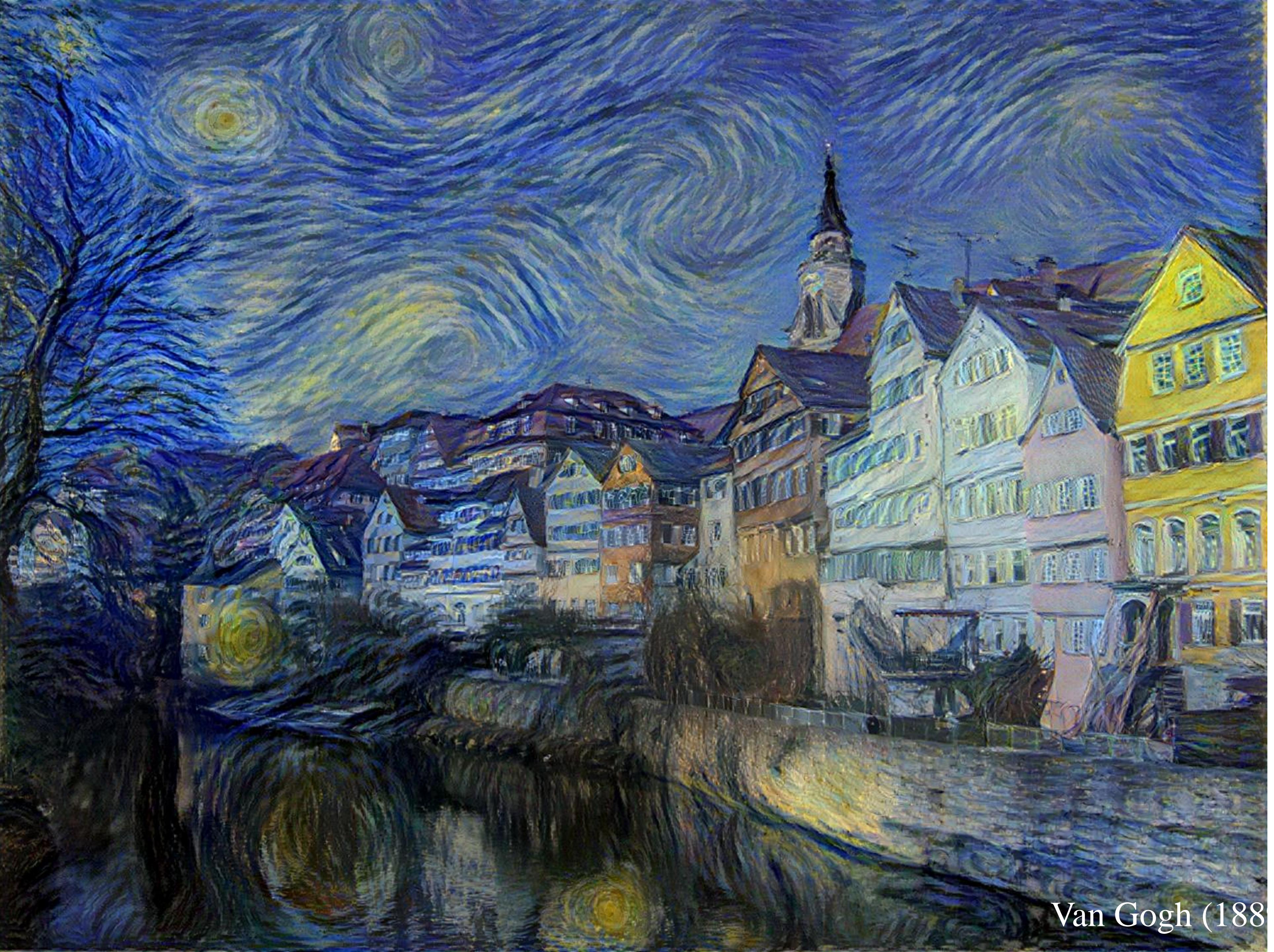
A Neural Algorithm of Artistic Style



Gatys, Ecker, Bethge (arXiv 2015)







Van Gogh (188



Picasso (1910)



Munch (1893)

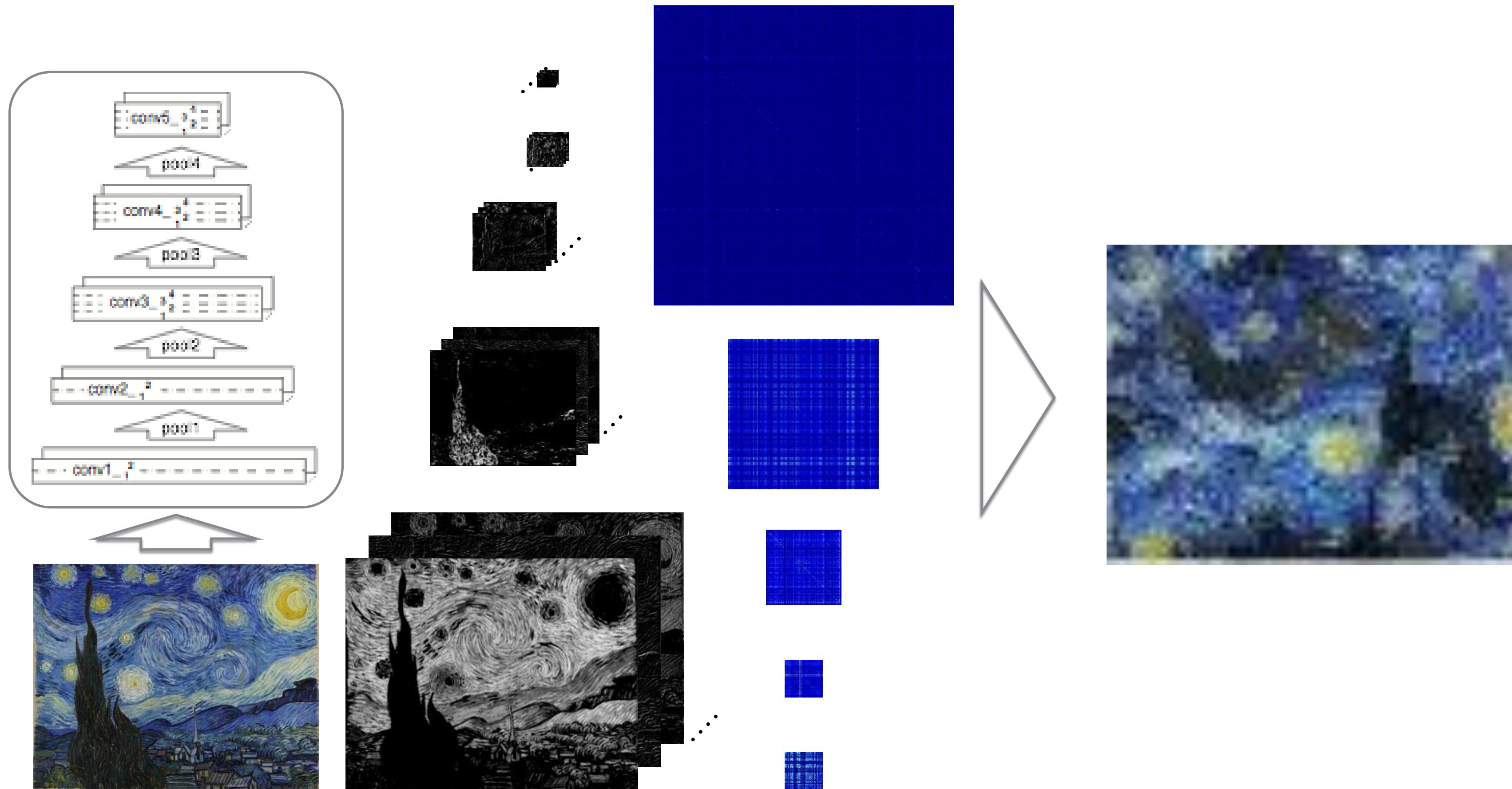


Turner (1805)



Kandinsky (191)

CNN - Texture Synthesis

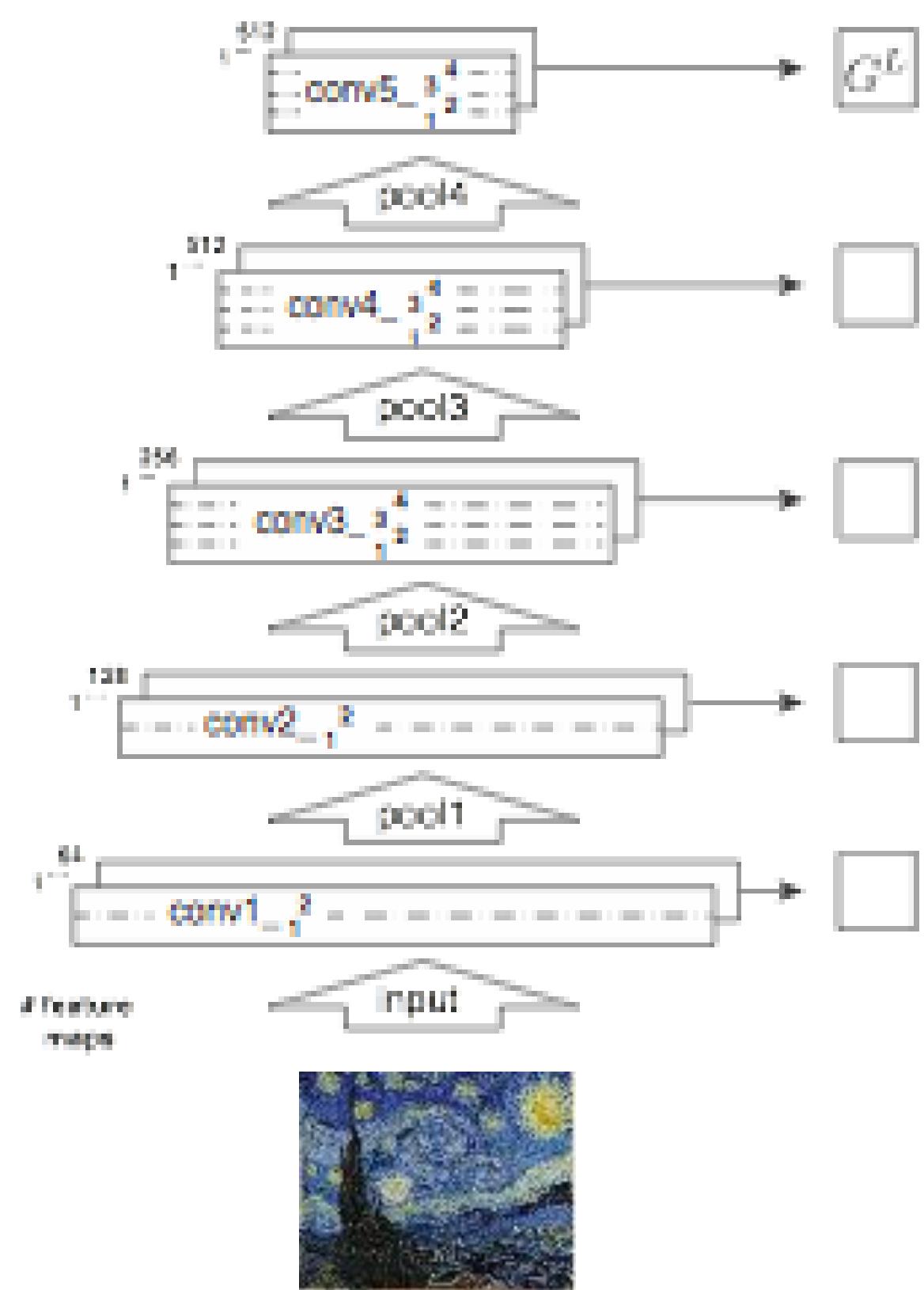


Gatys et al. (NIPS 2015)

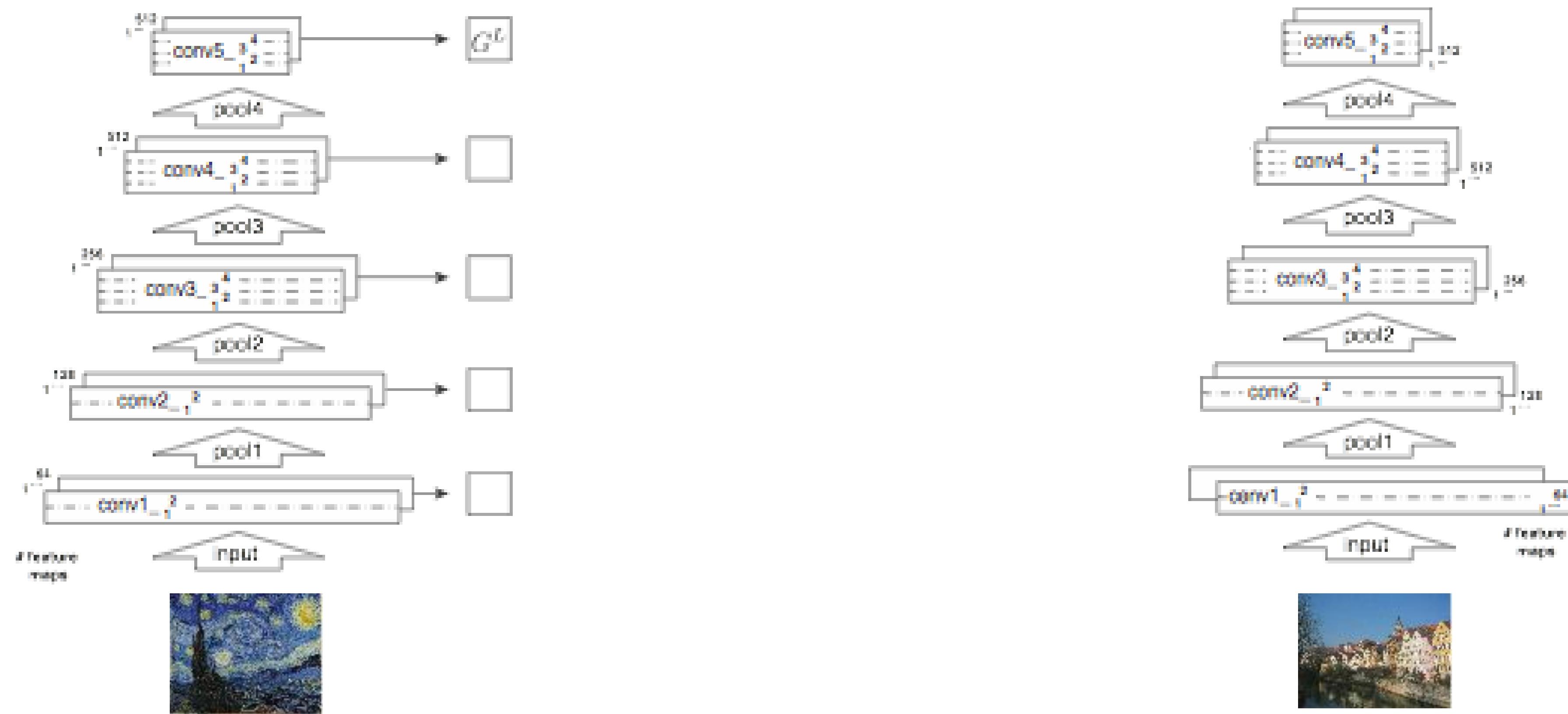
Artistic Style Transfer



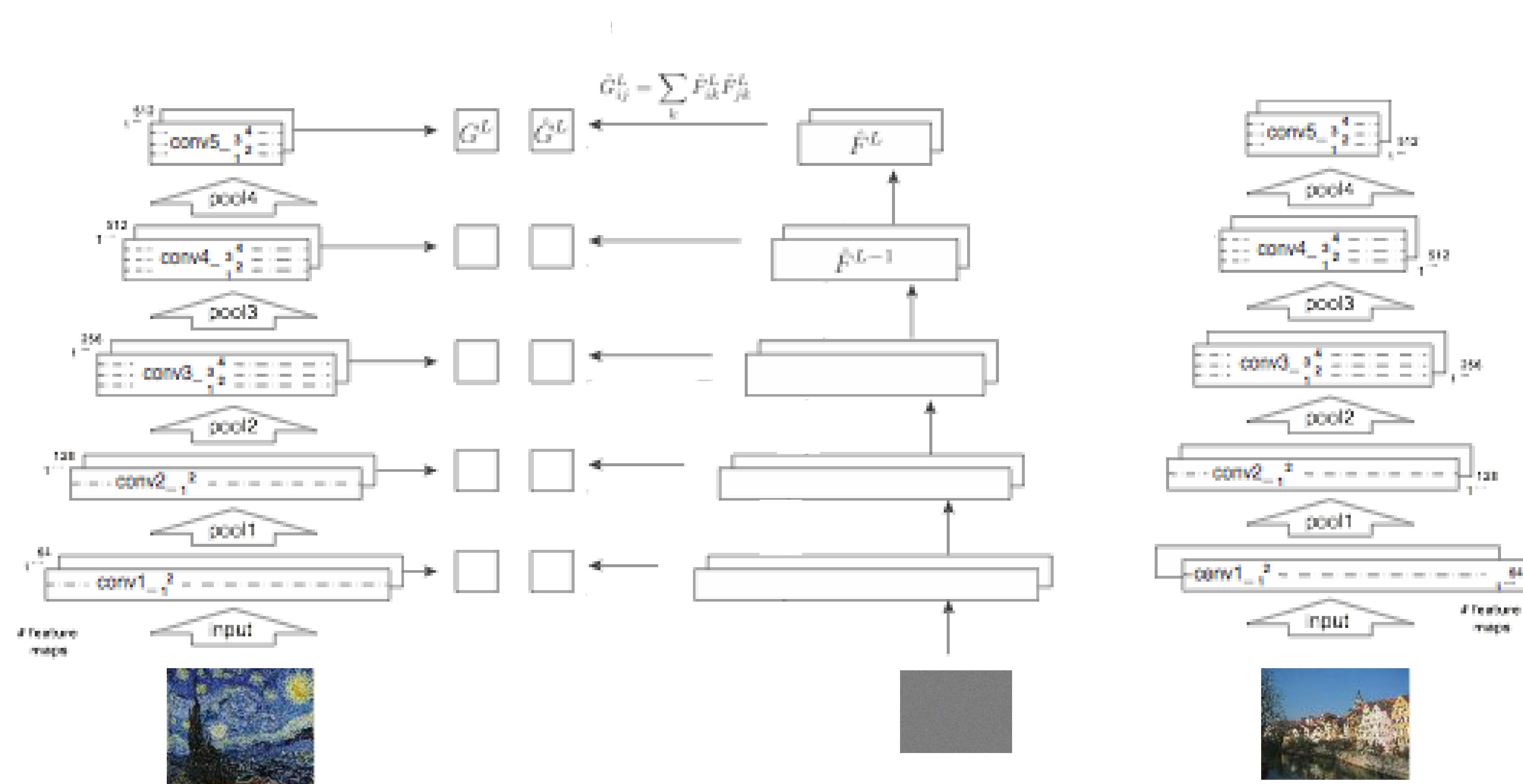
Artistic Style Transfer



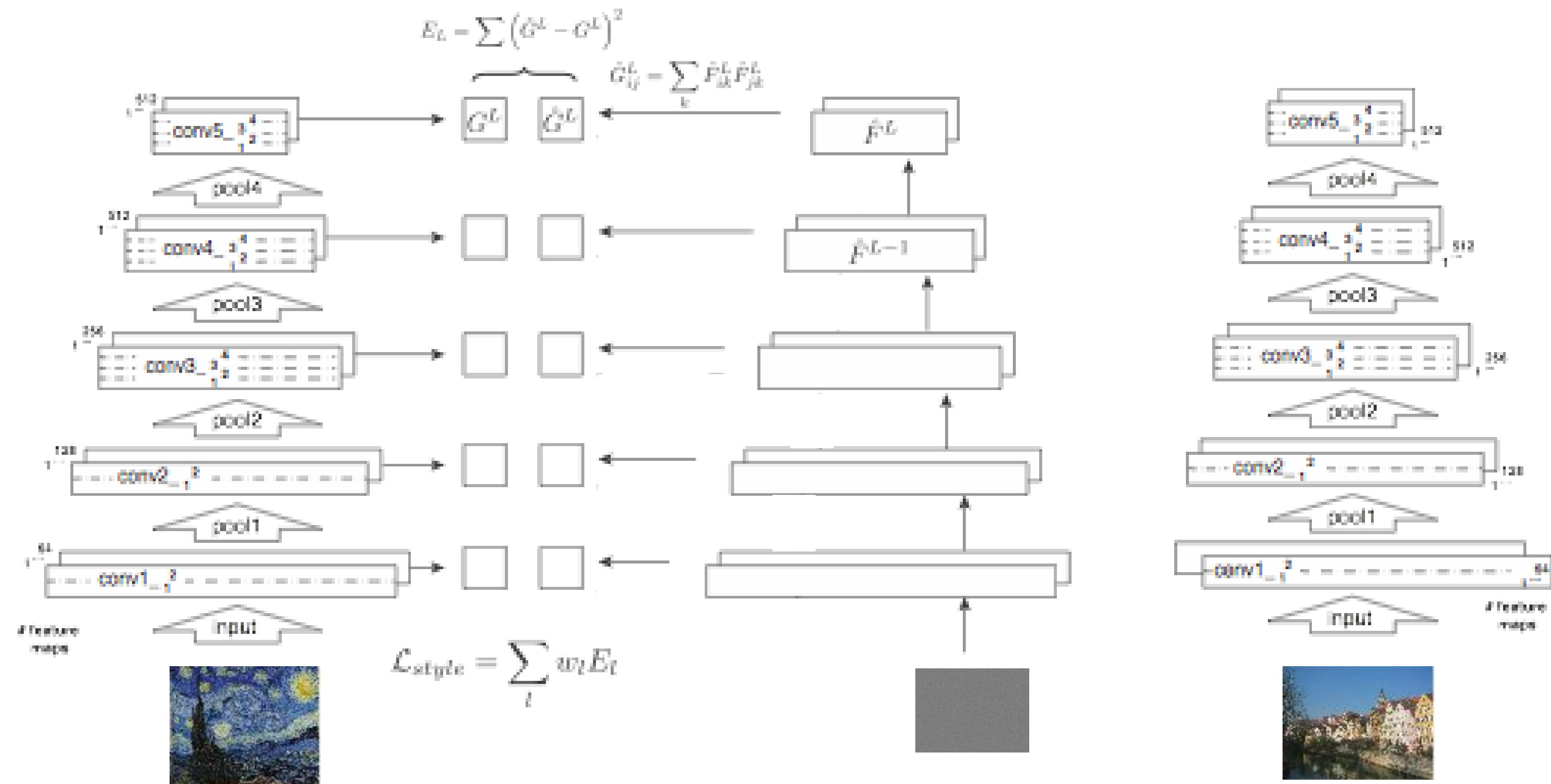
Artistic Style Transfer



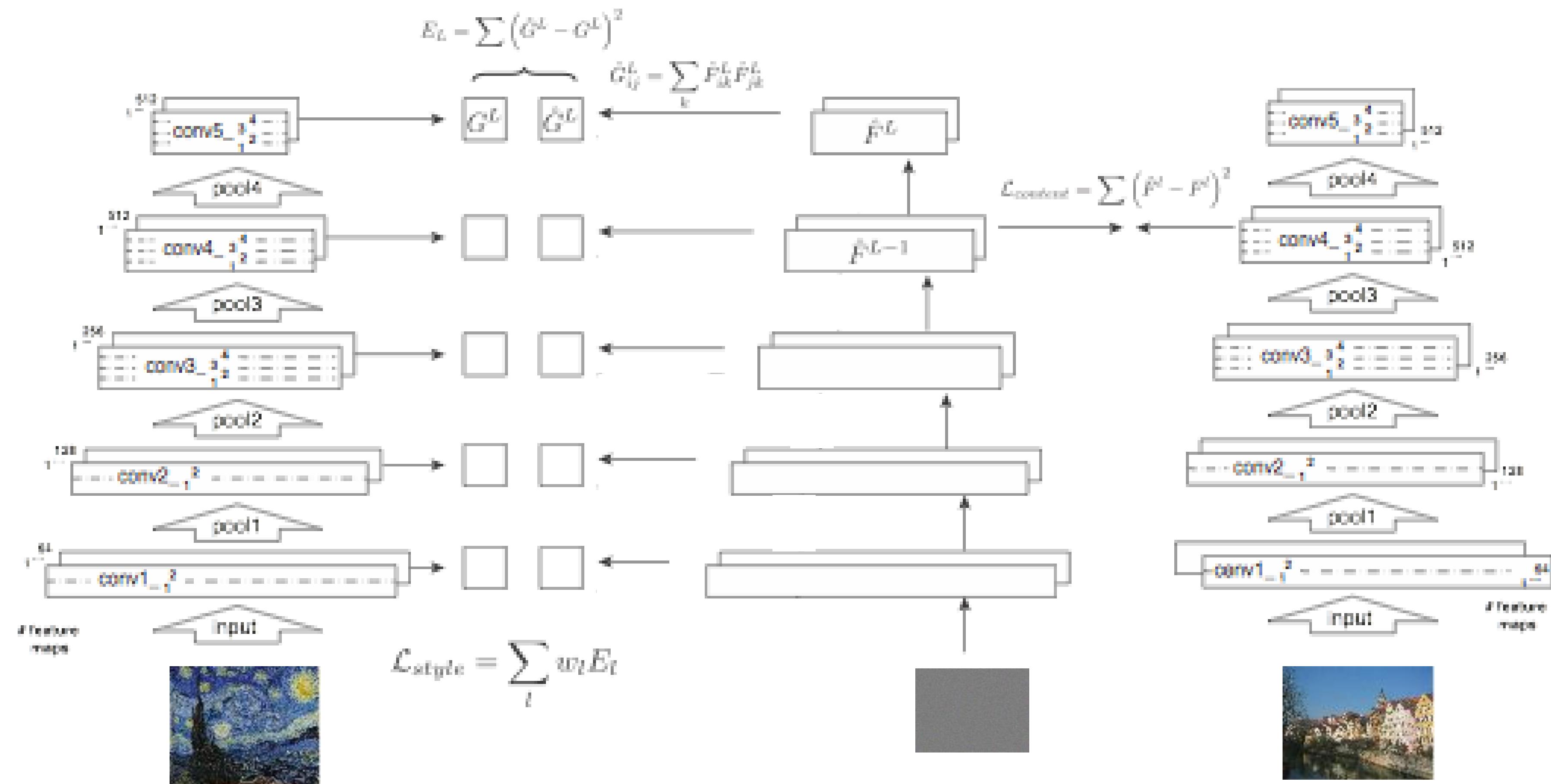
Artistic Style Transfer



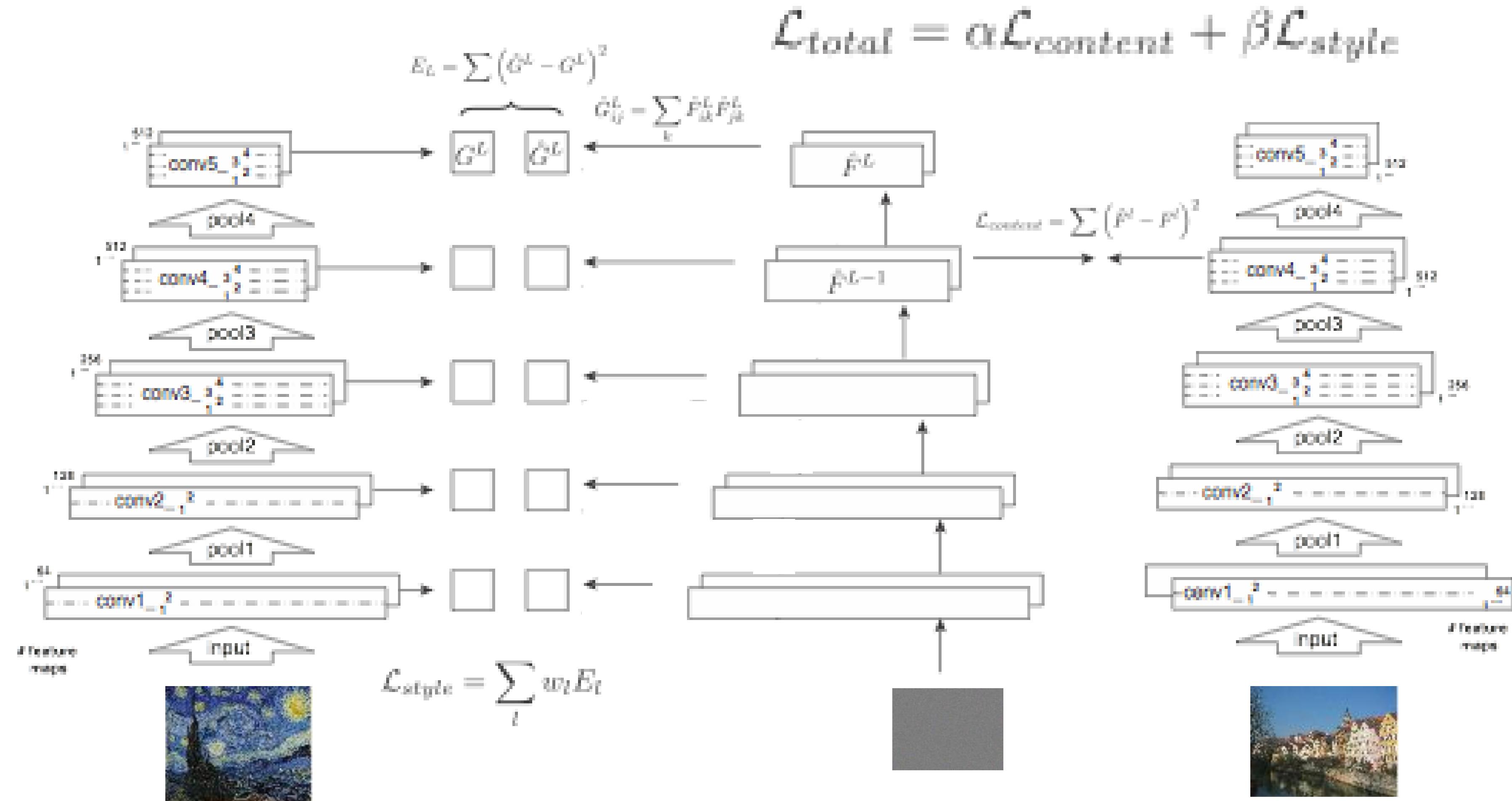
Artistic Style Transfer



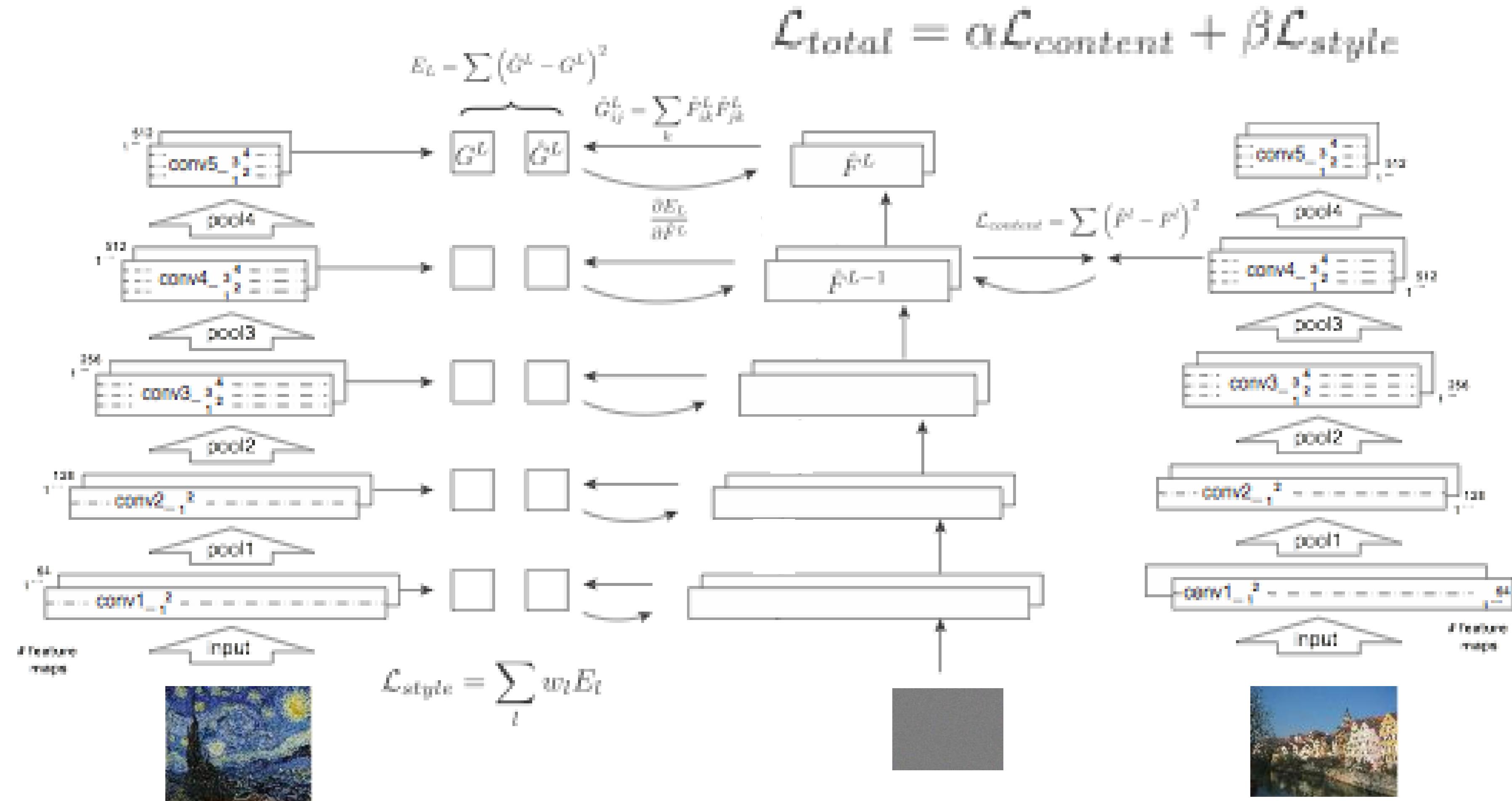
Artistic Style Transfer



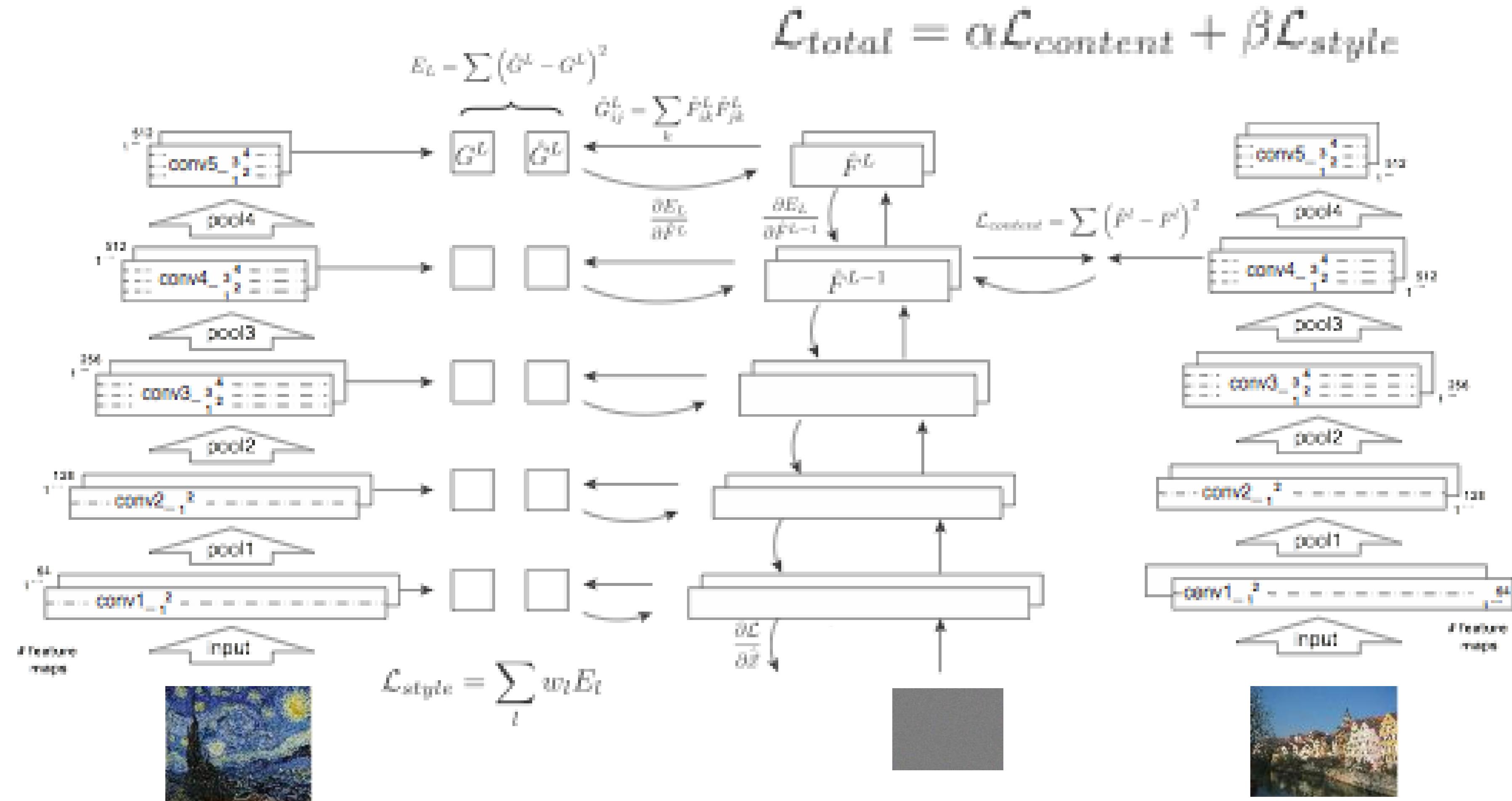
Artistic Style Transfer



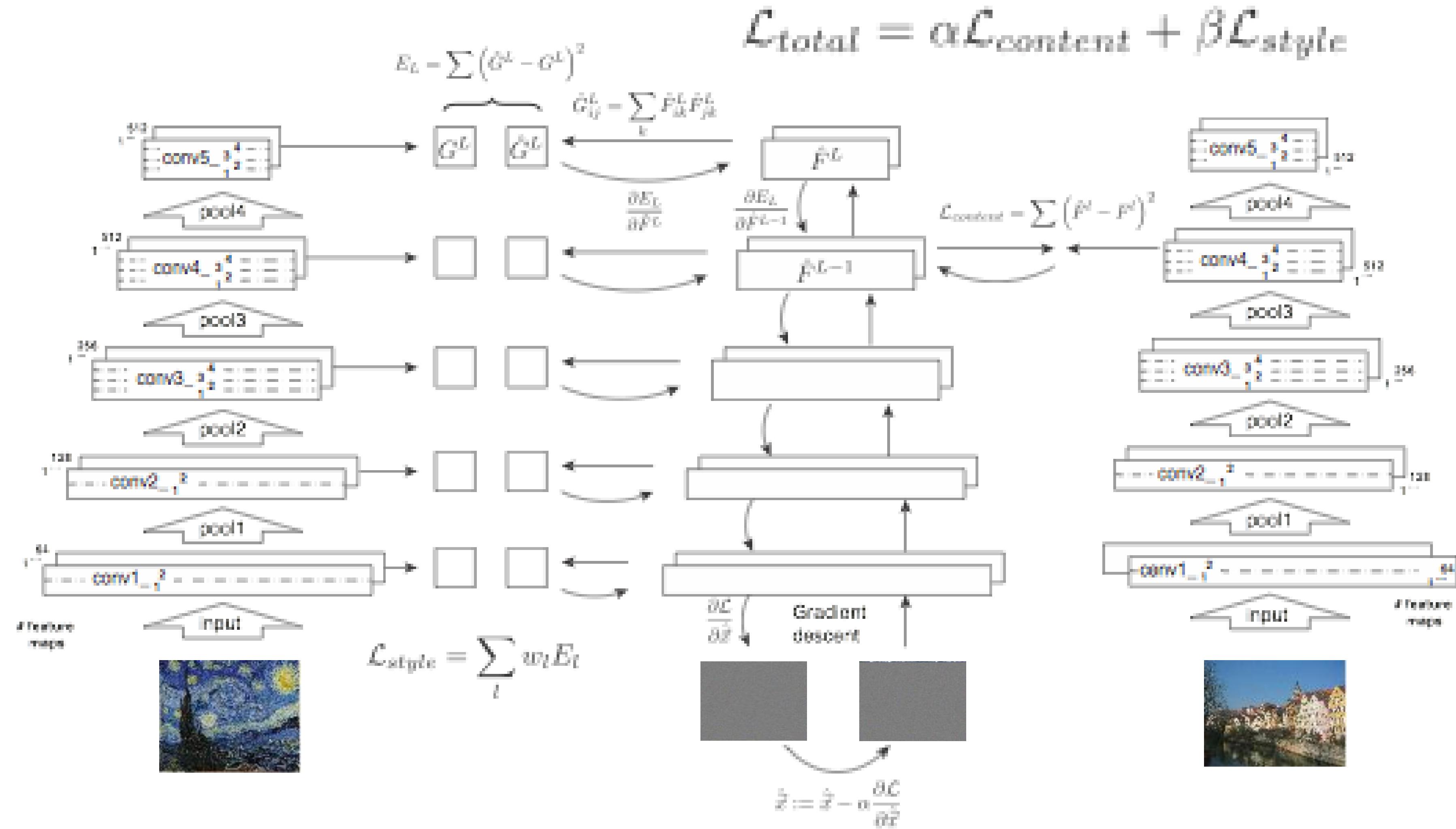
Artistic Style Transfer



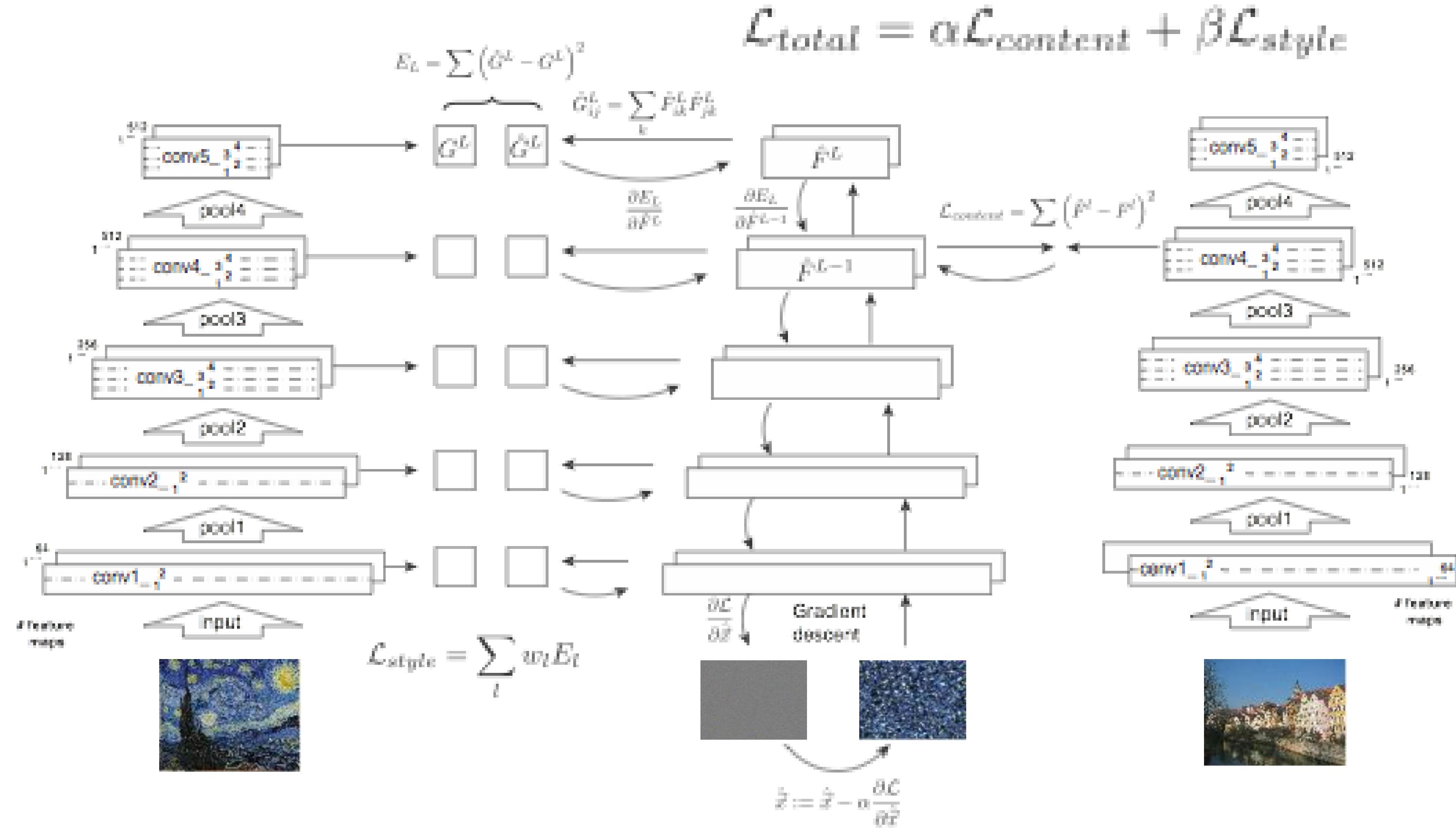
Artistic Style Transfer



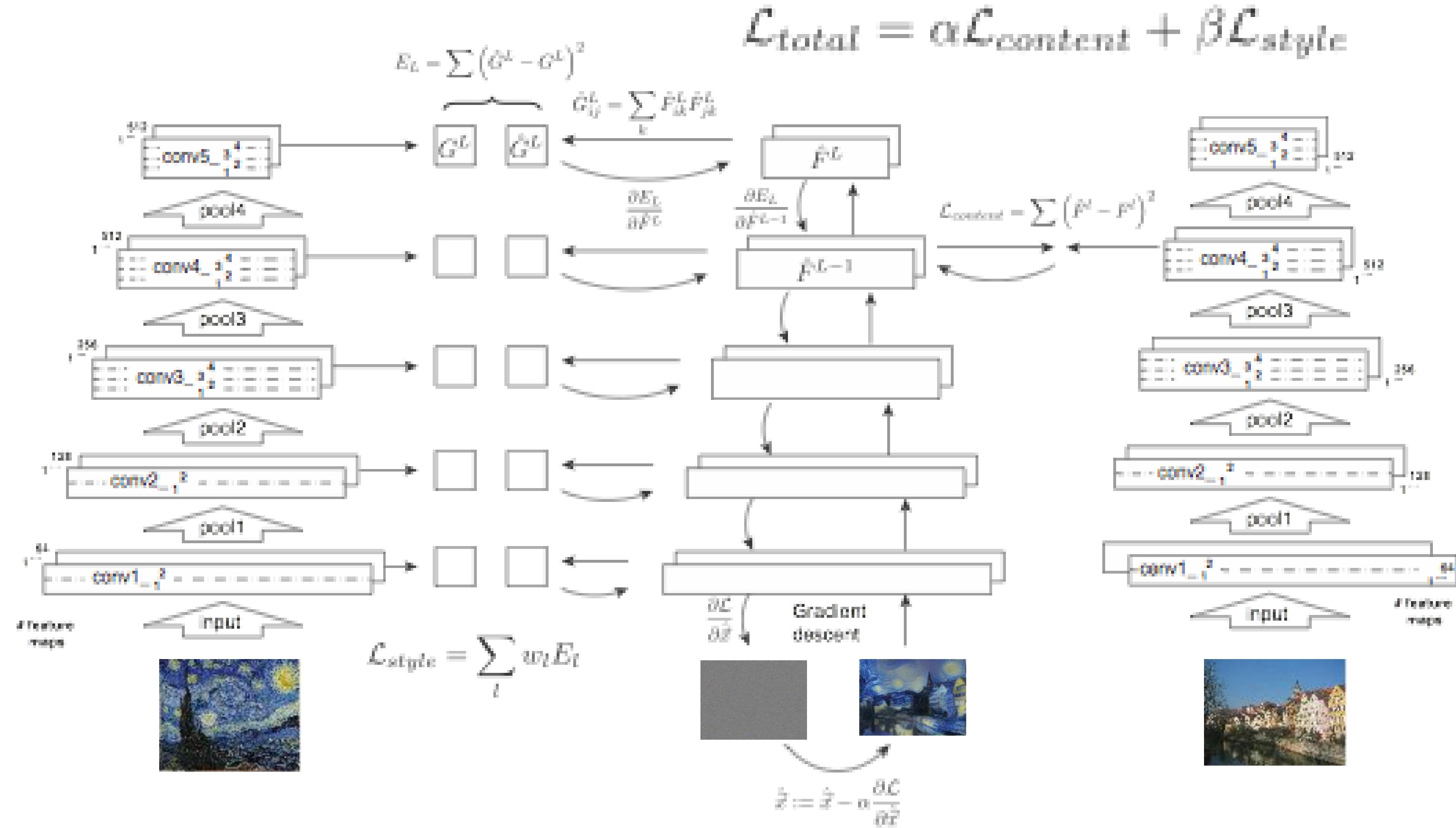
Artistic Style Transfer



Artistic Style Transfer



Artistic Style Transfer



Relative Weighting of Content and Style

1e-4



1e-3



1e-2



1e-1



Different Reconstruction Layers

Conv2_2

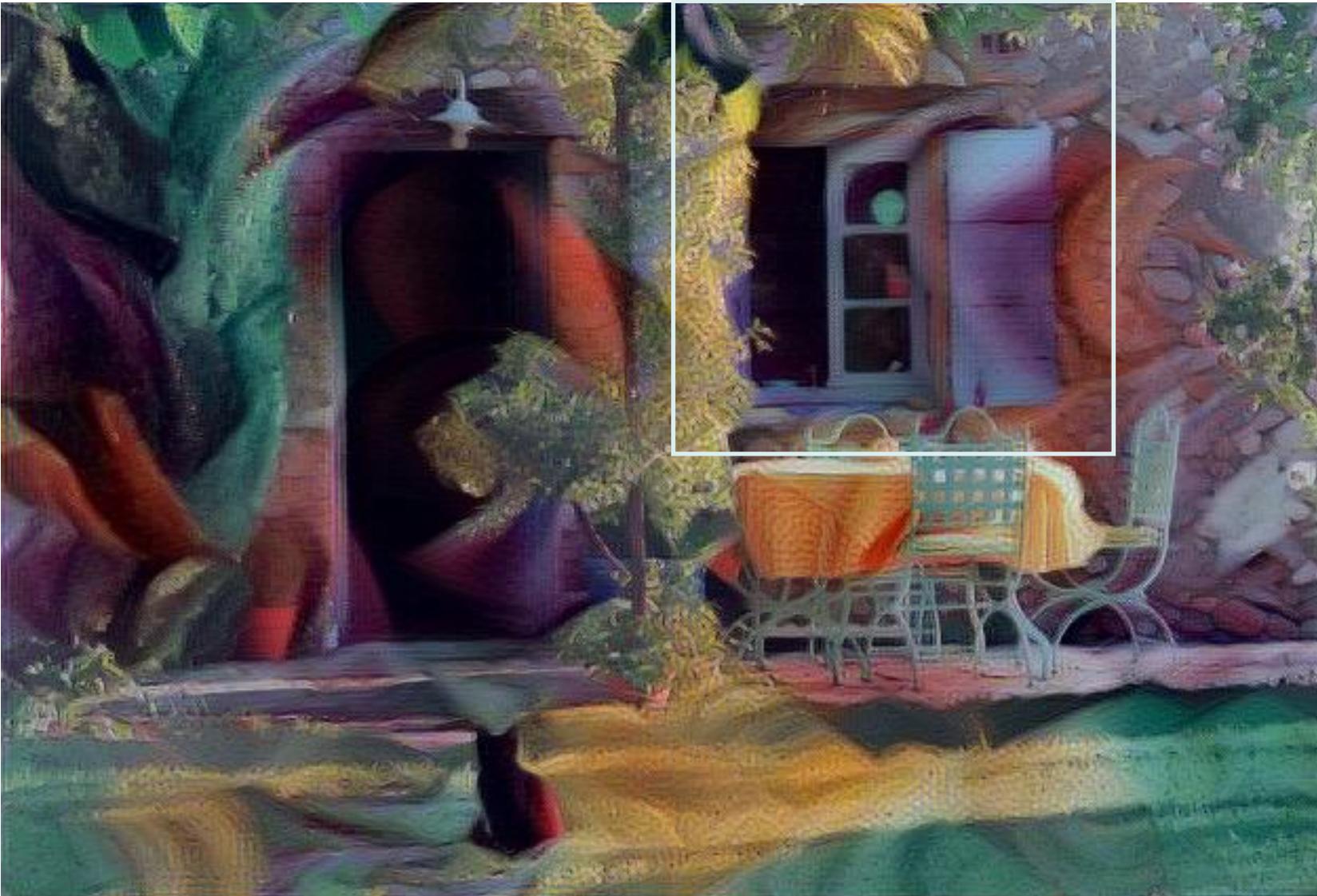


Conv4_2

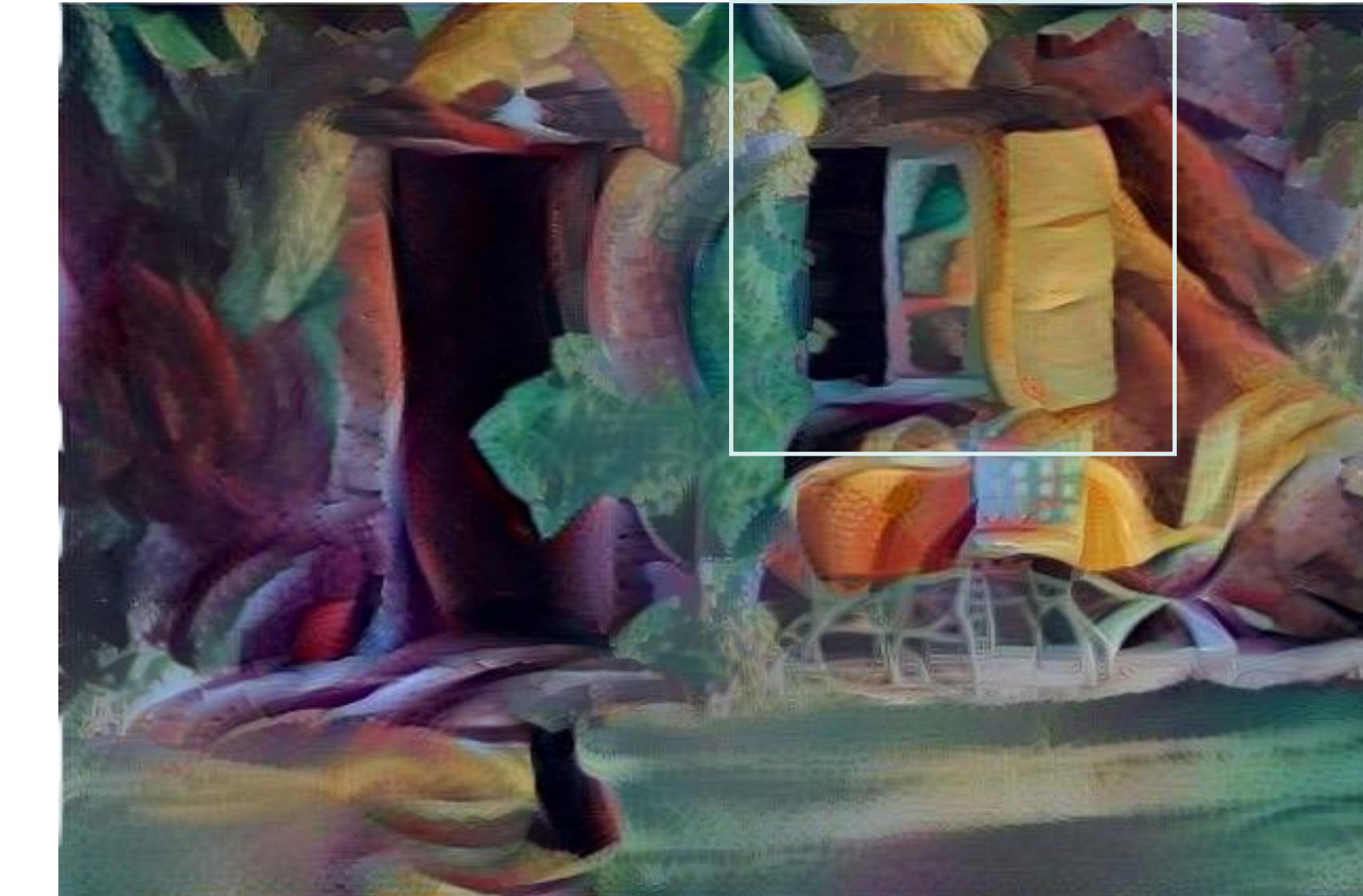


Different Reconstruction Layers

Conv2_2



Conv4_2



Different Reconstruction Layers

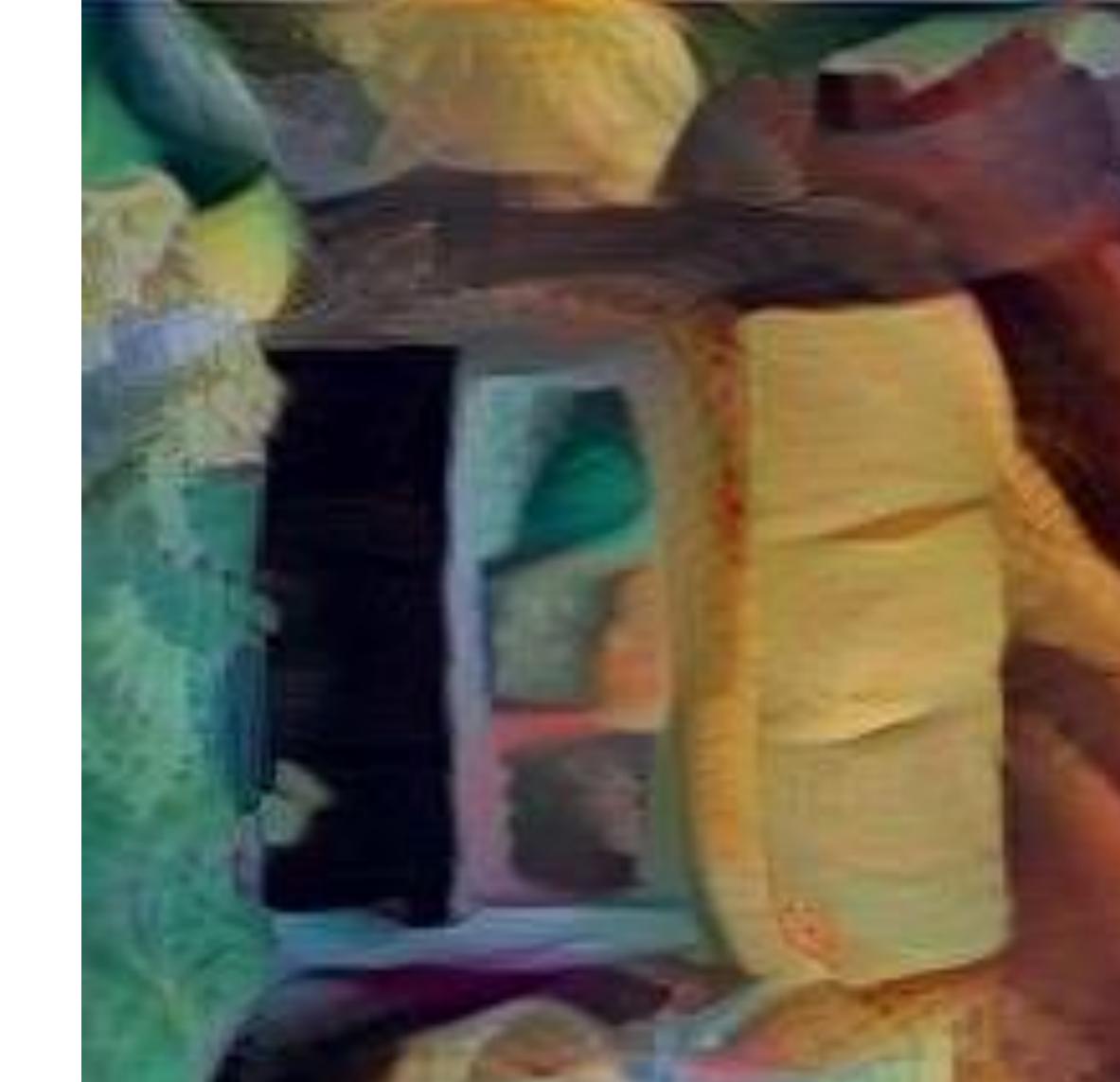
Original



Conv2_2



Conv4_2



General Style Transfer

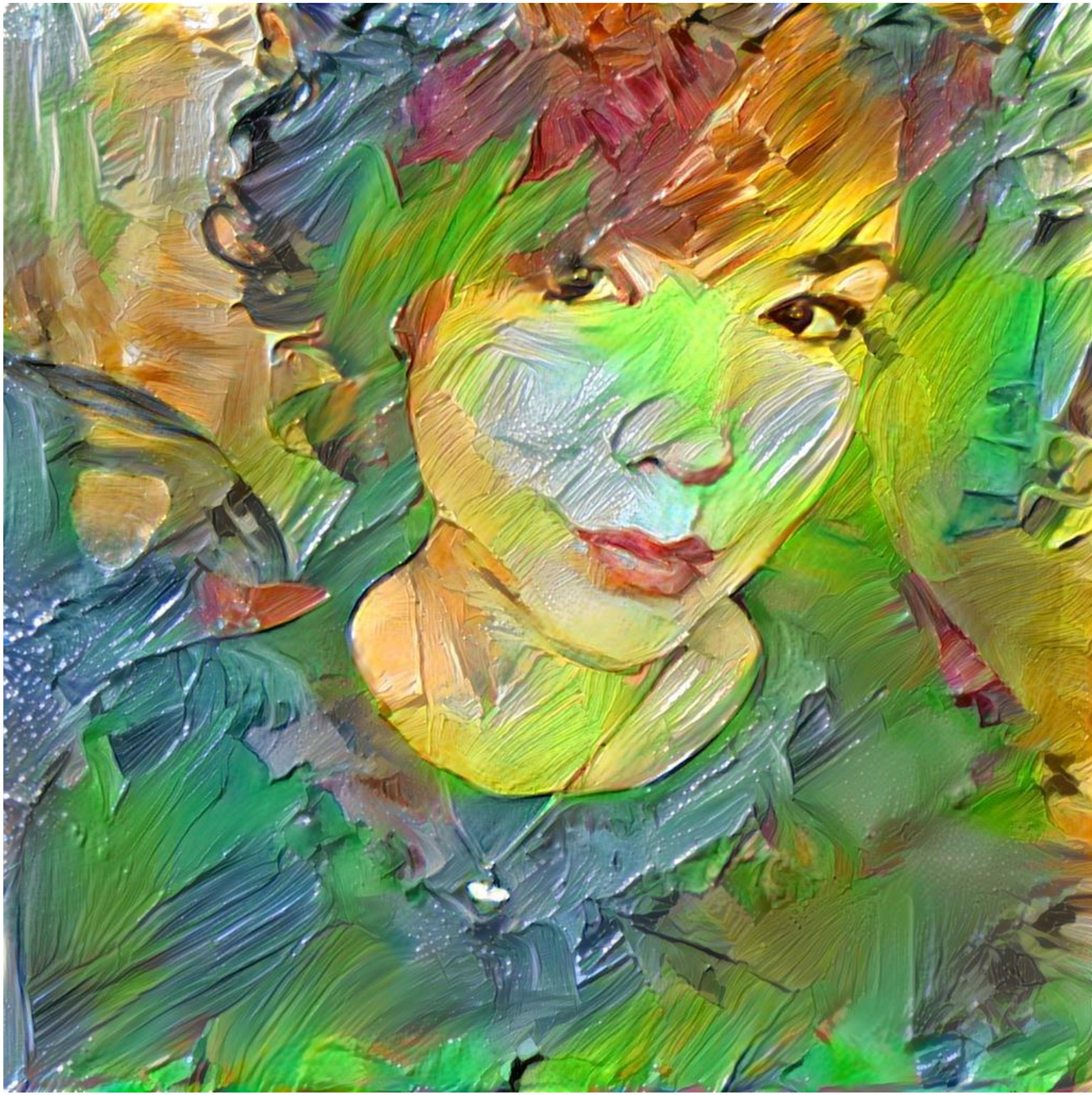


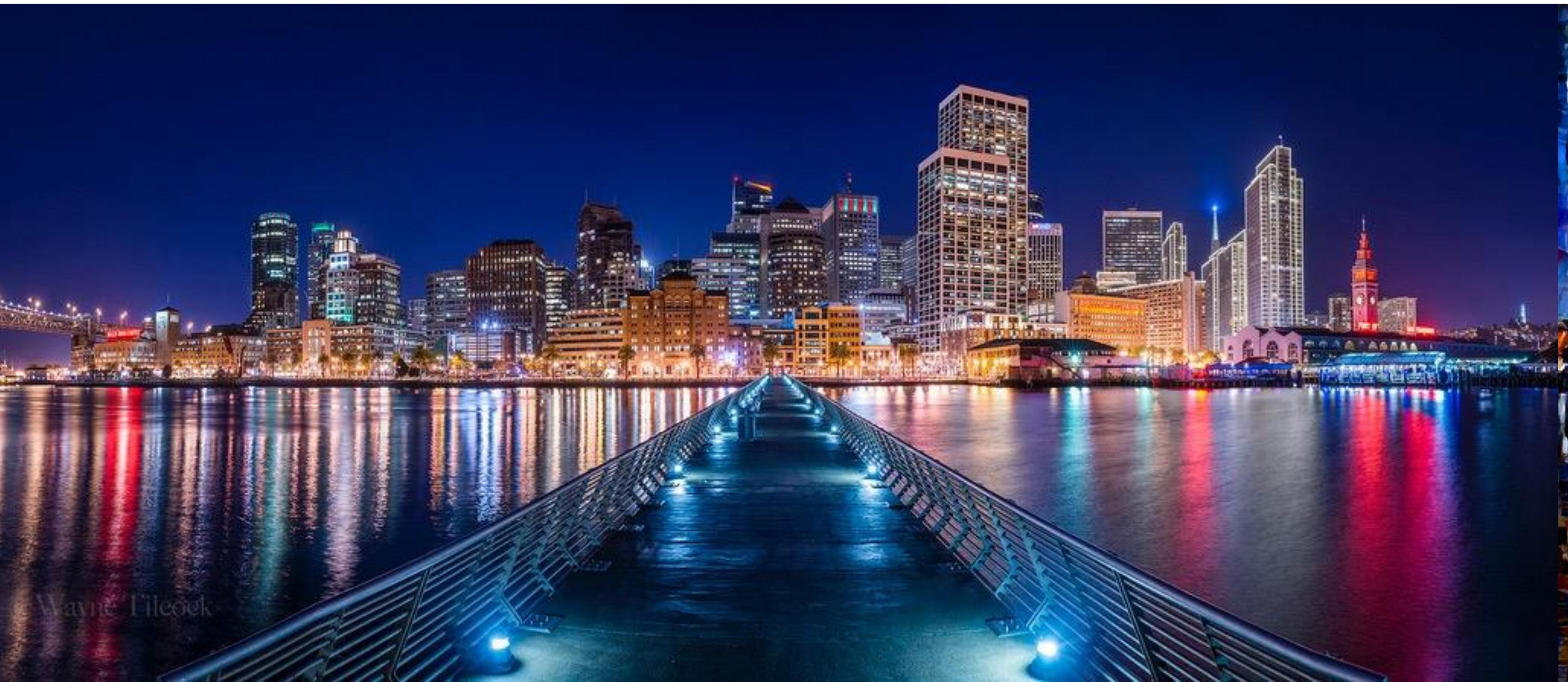
General Style Transfer







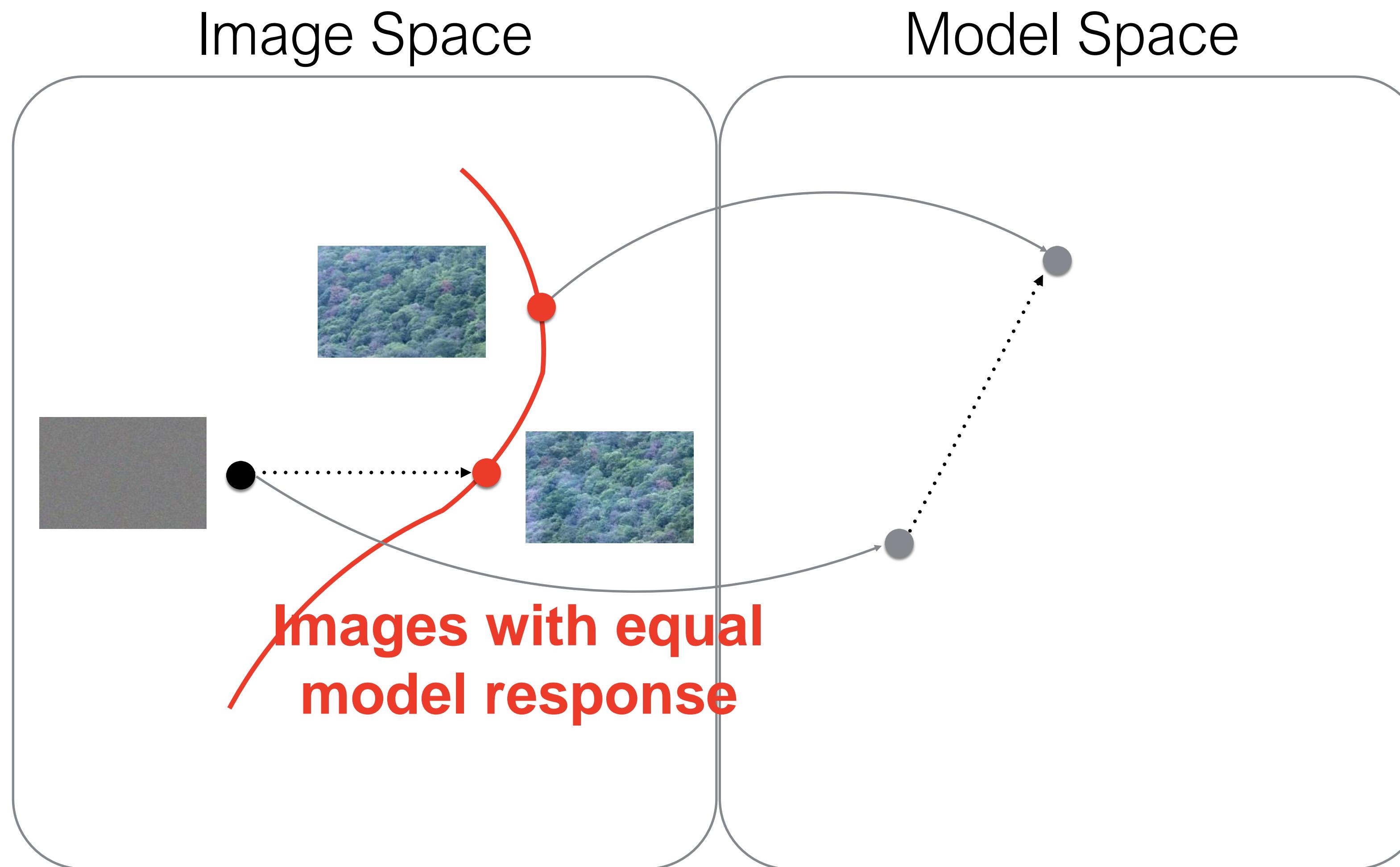




© Wayne Tilcock



Projecting onto the “Image Manifold”





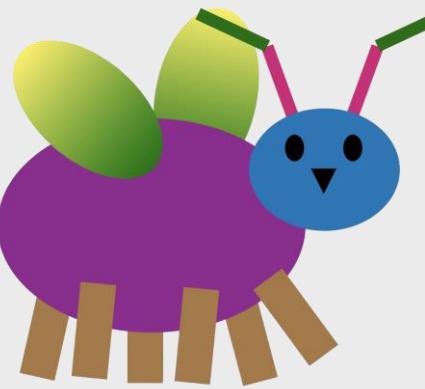
Imagen



DALL-E 2

By Steve Seitz

diffusion



**Language
Generator**

(+ pixels)

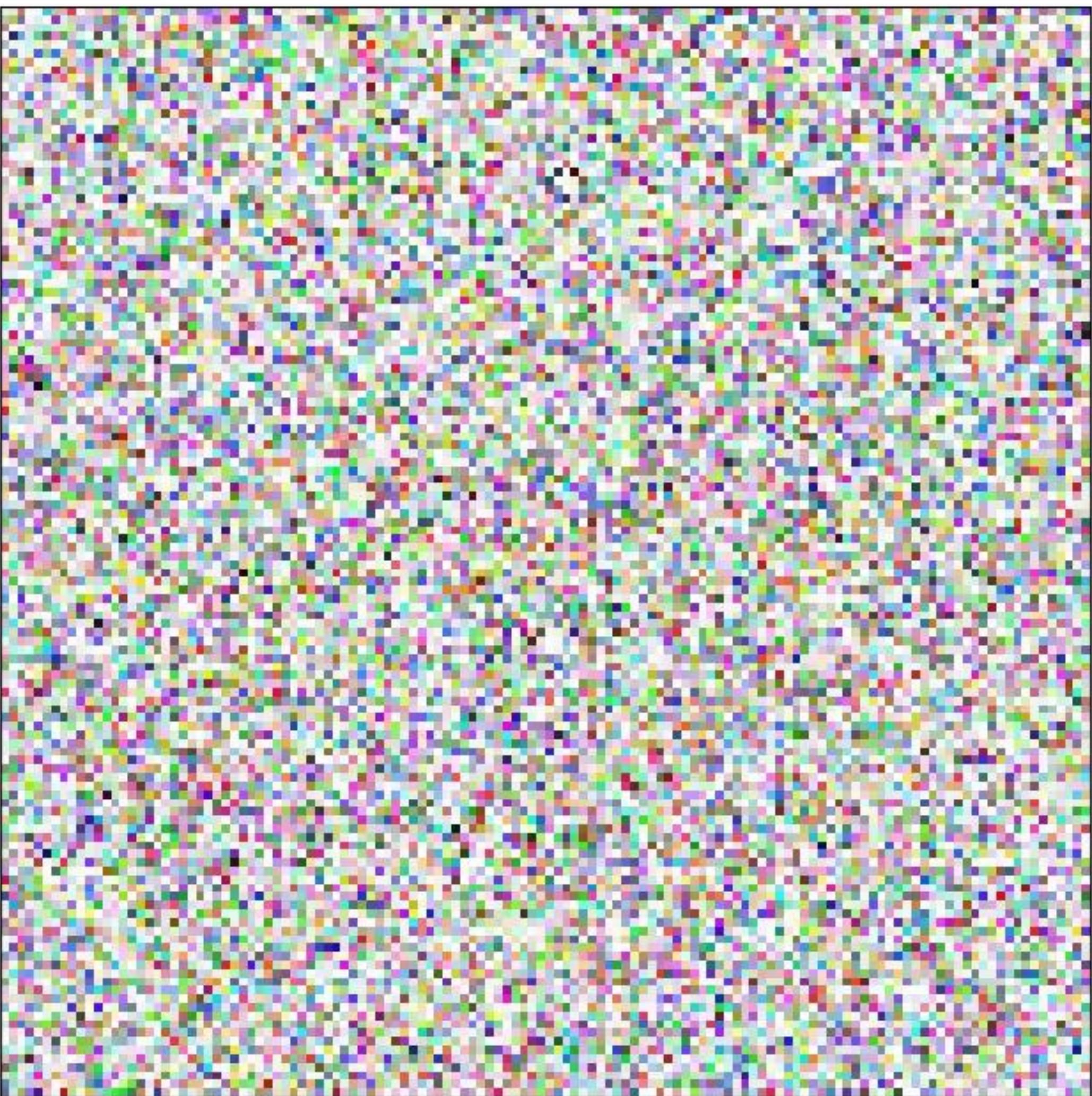
Parti

**Image
Generator**

(+ language)

Imagen

Generate 100 images



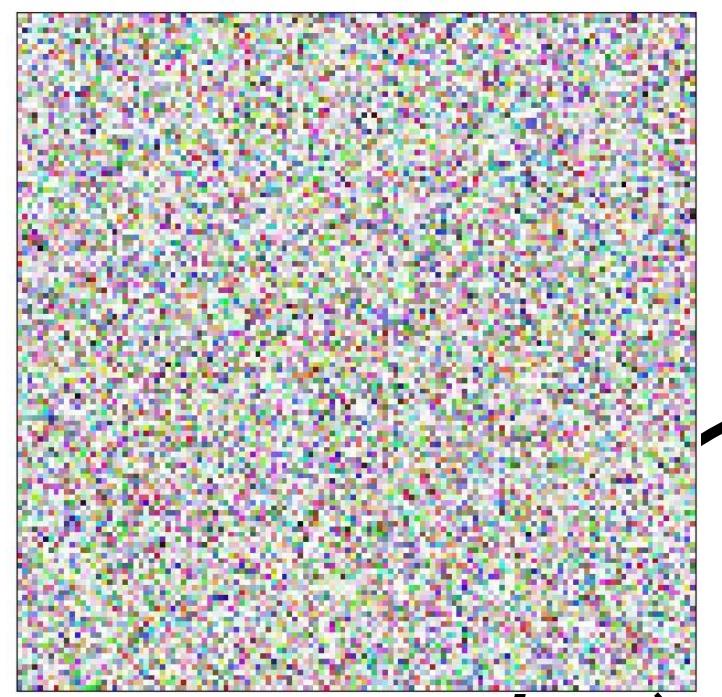
Generate 100 images

slide from Steve Seitz's [video](#)

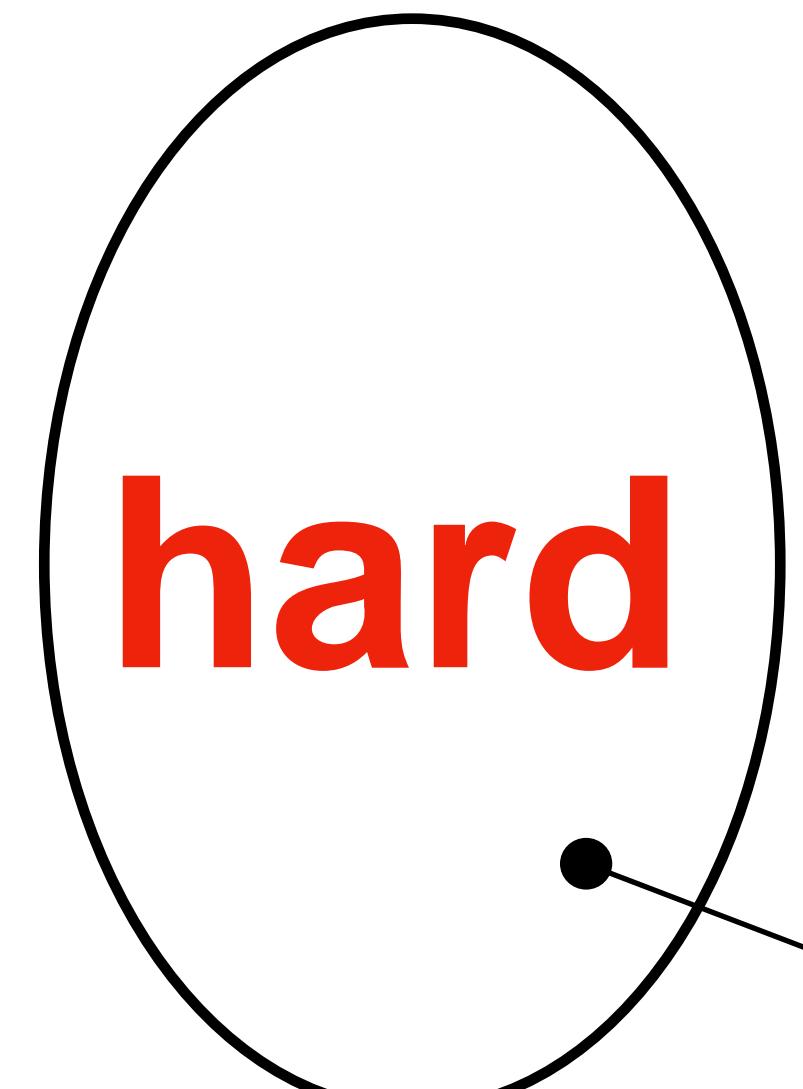


slide from Steve Seitz's [video](#)

Generate 100 images of raspberries

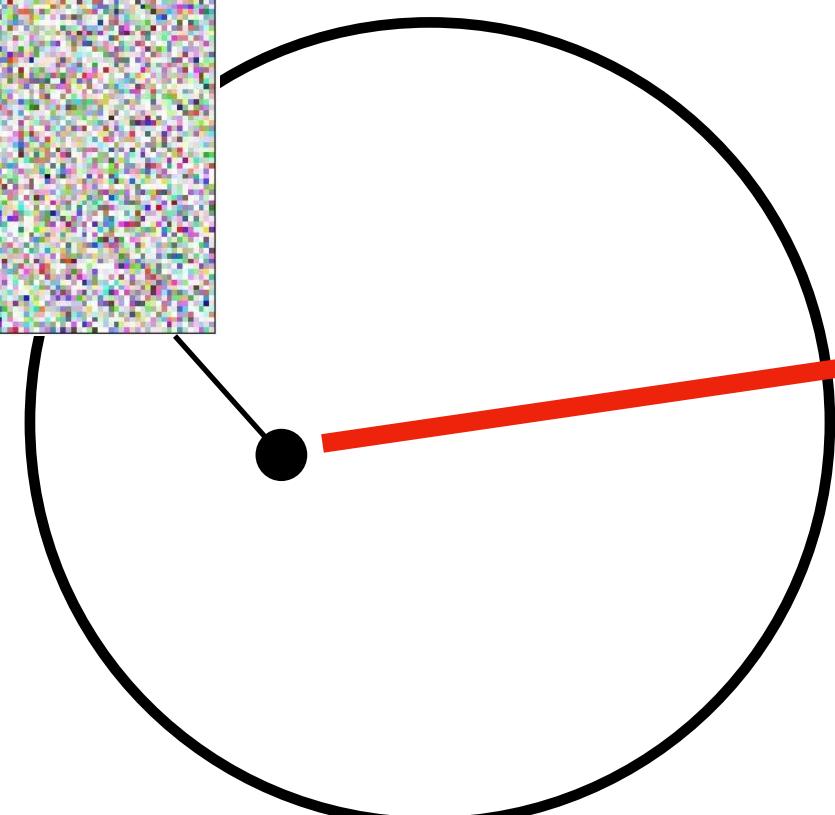
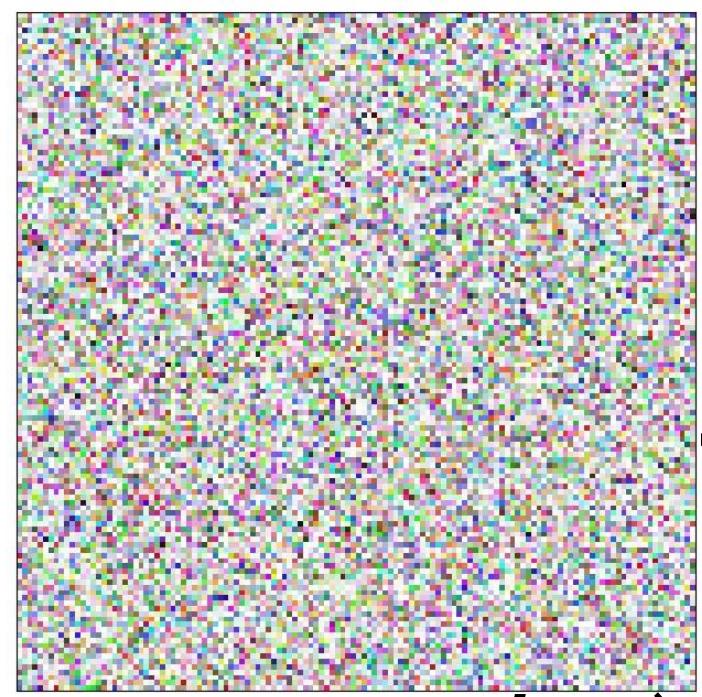


random
images



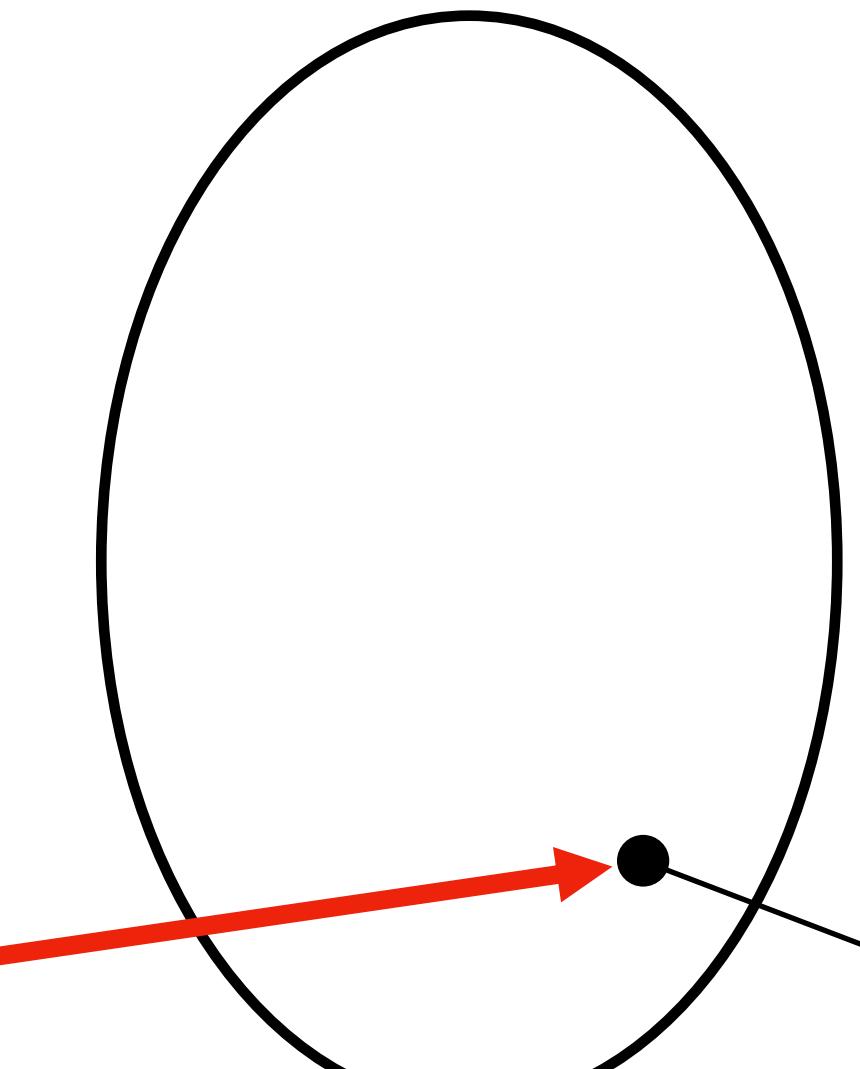
raspberry
images



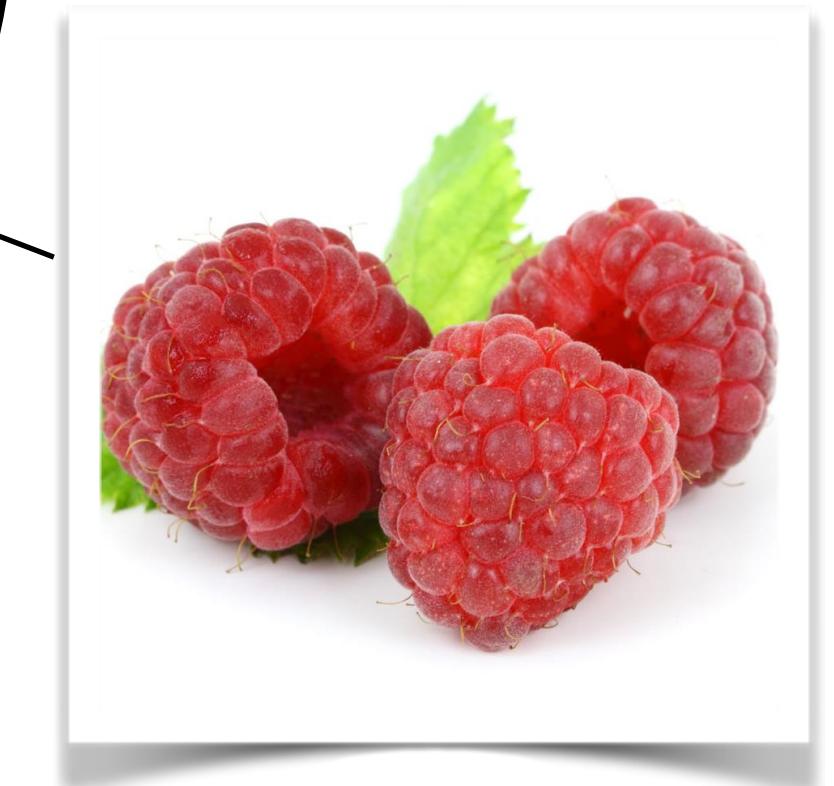


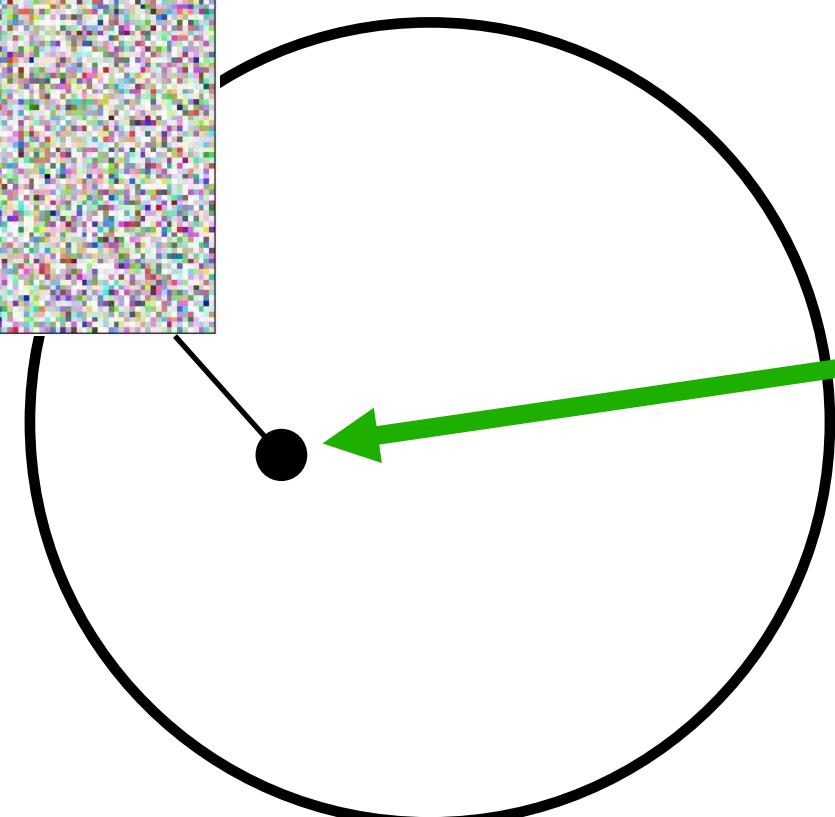
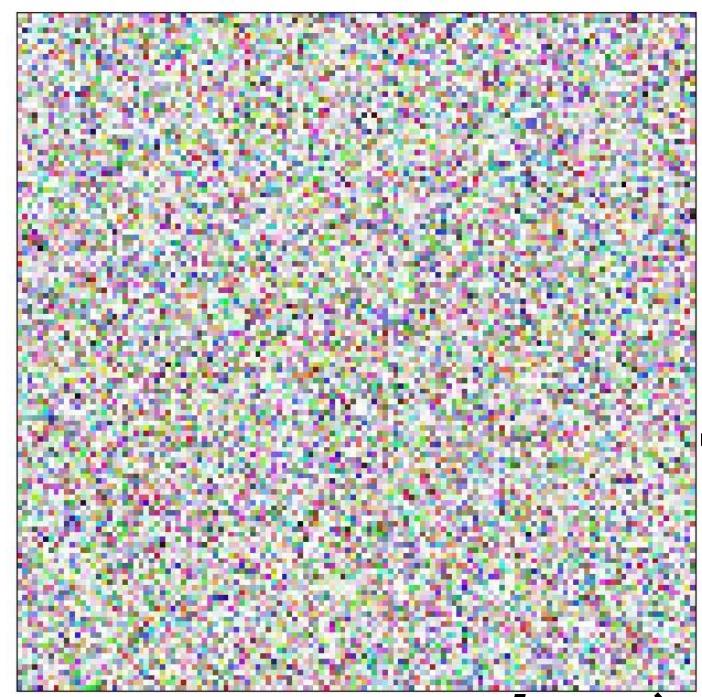
random
images

hard



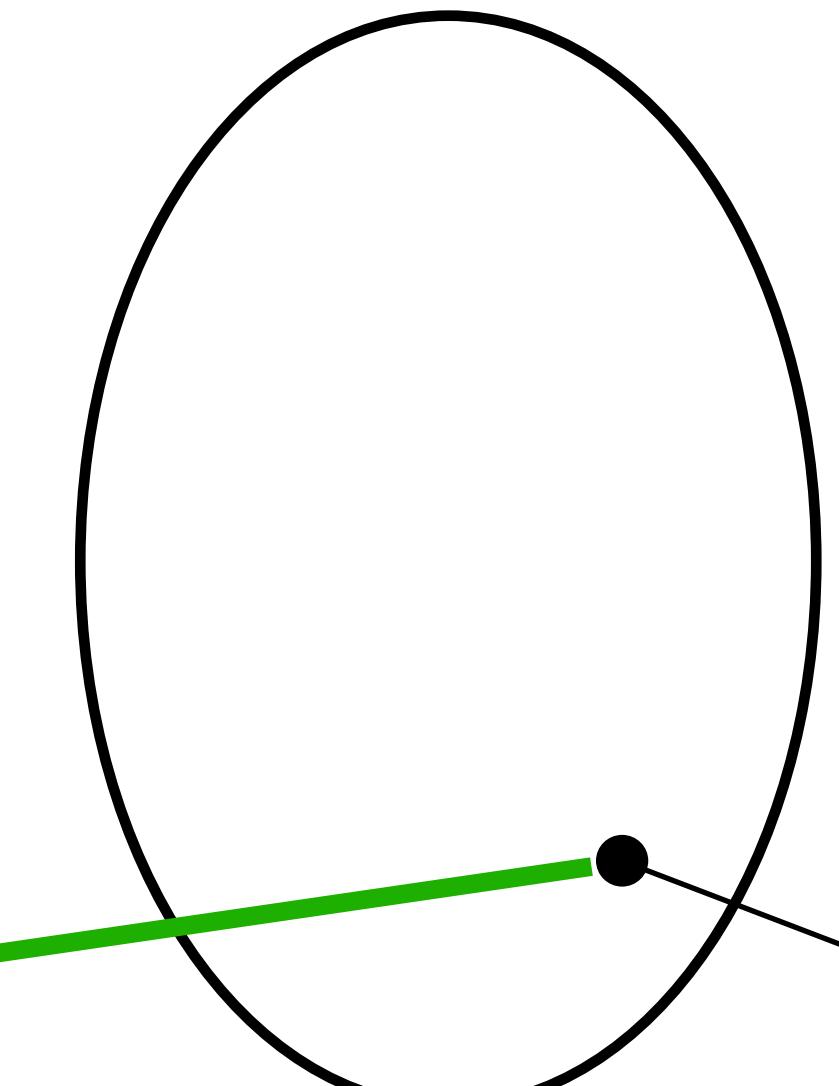
raspberry
images





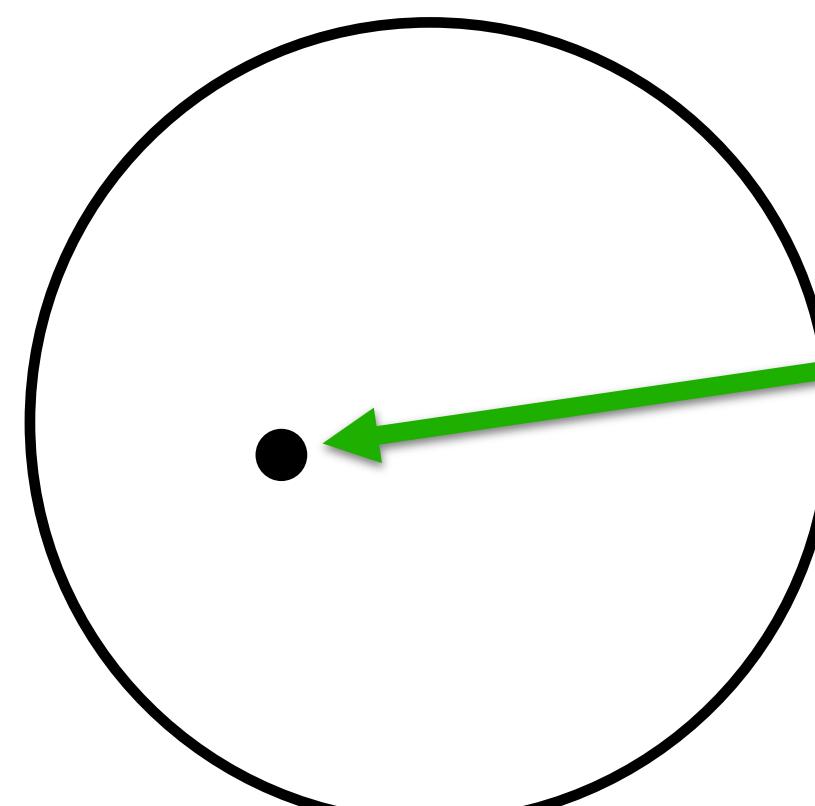
random
images

easy

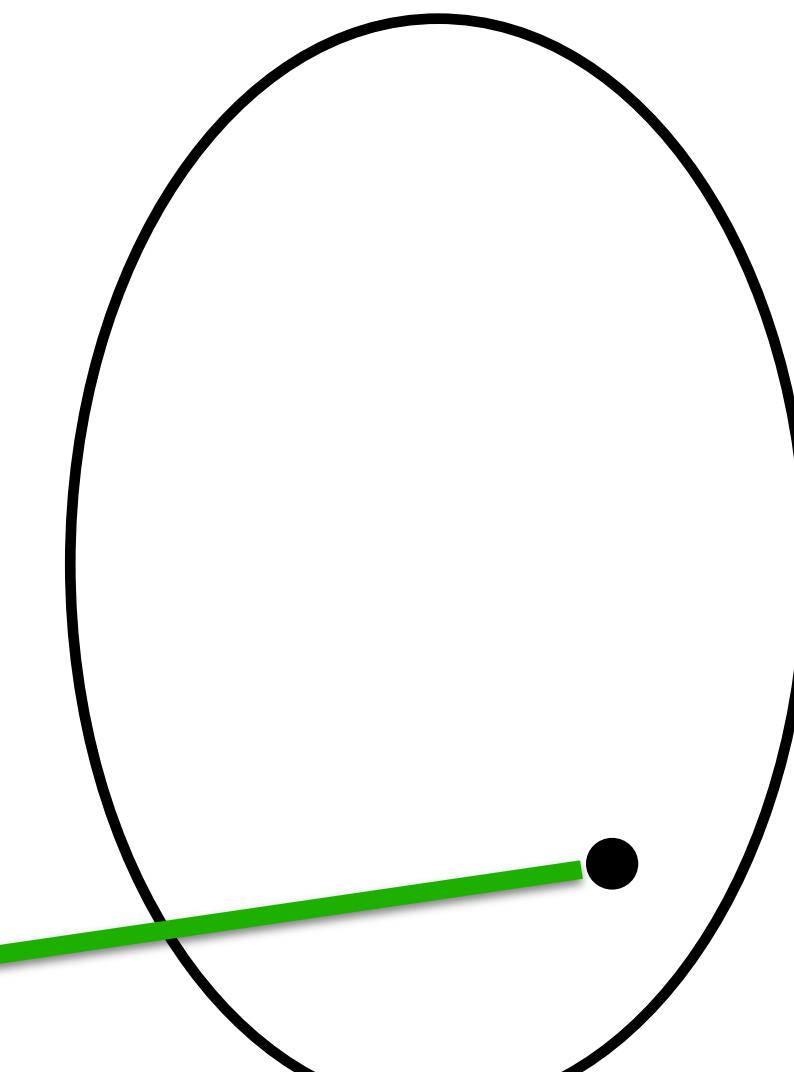
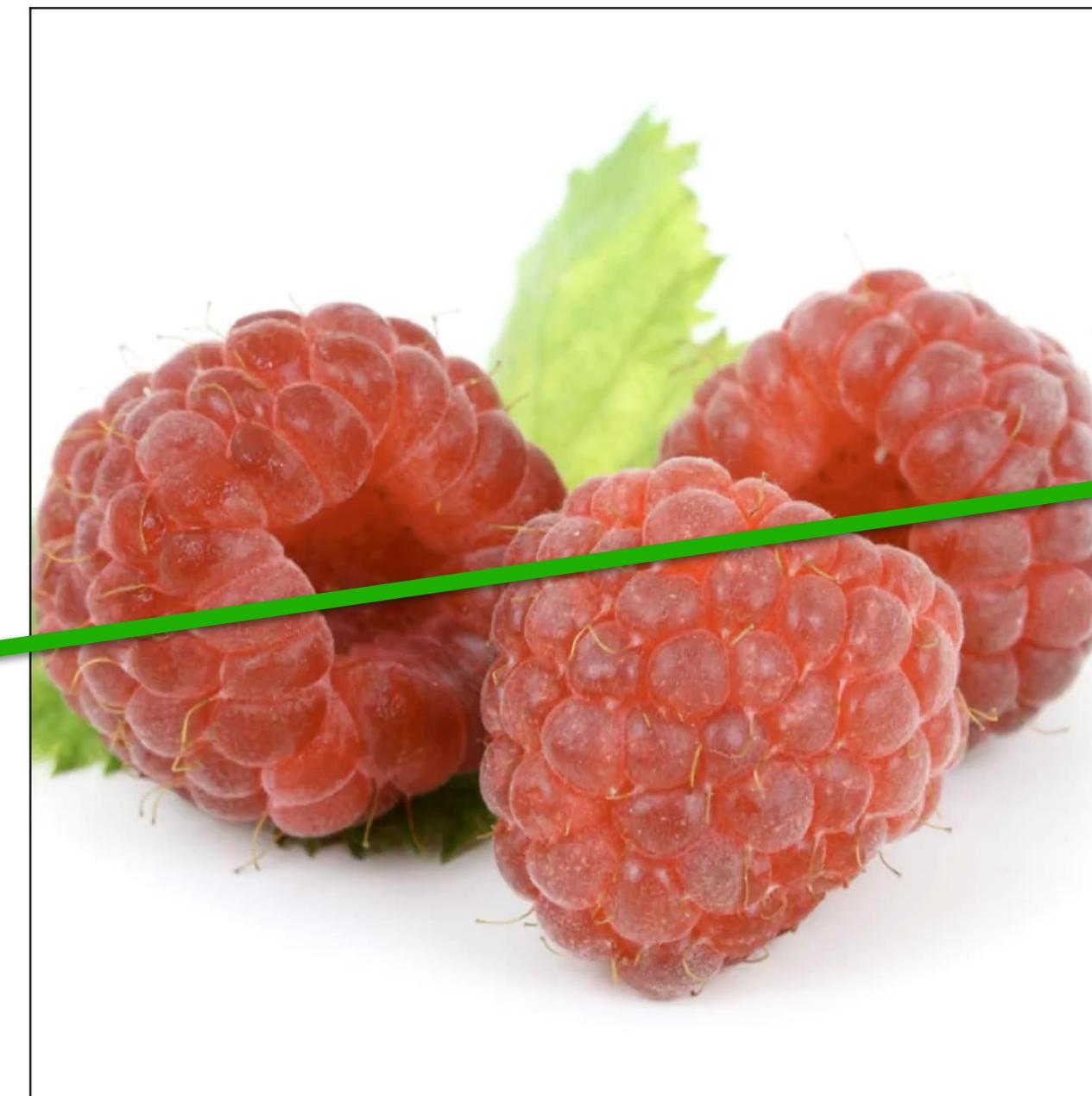


raspberry
images

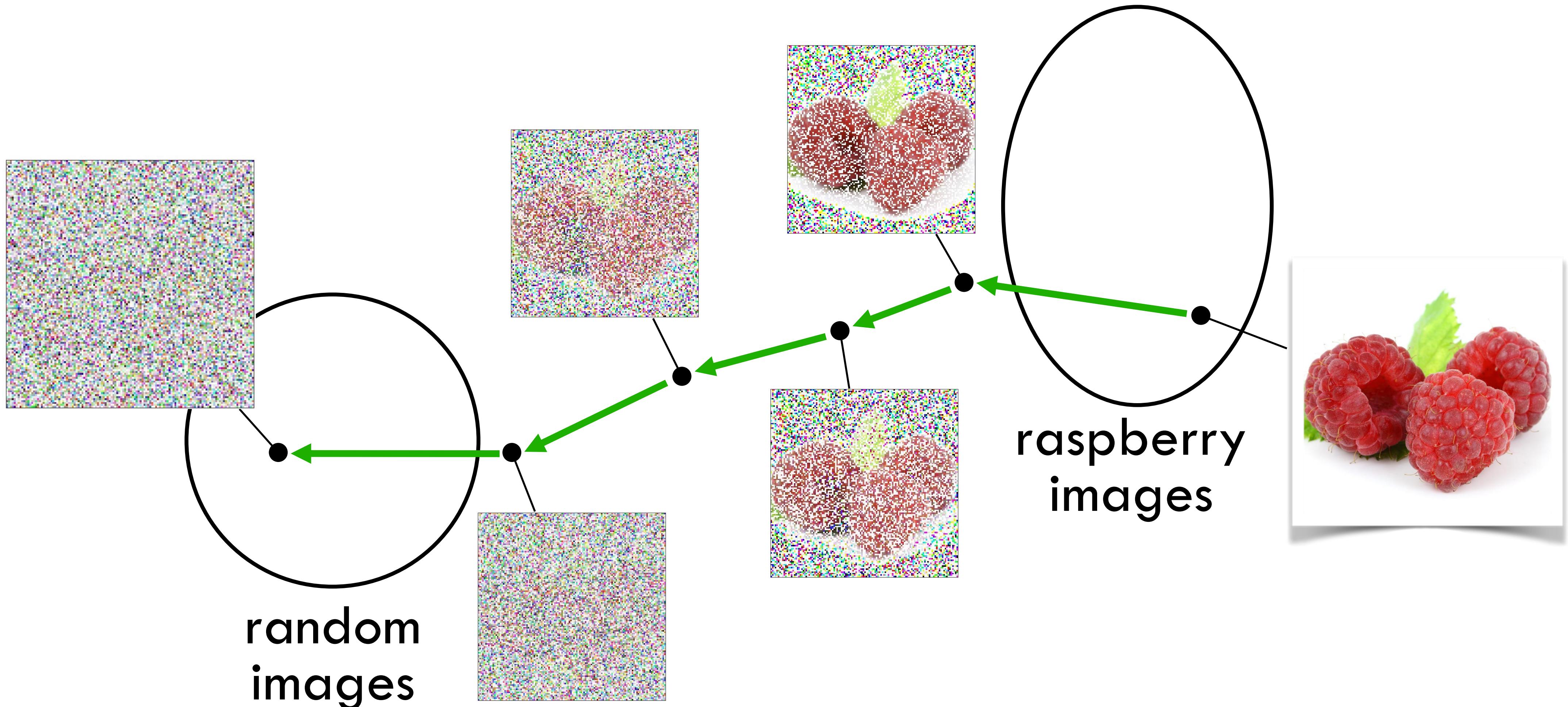


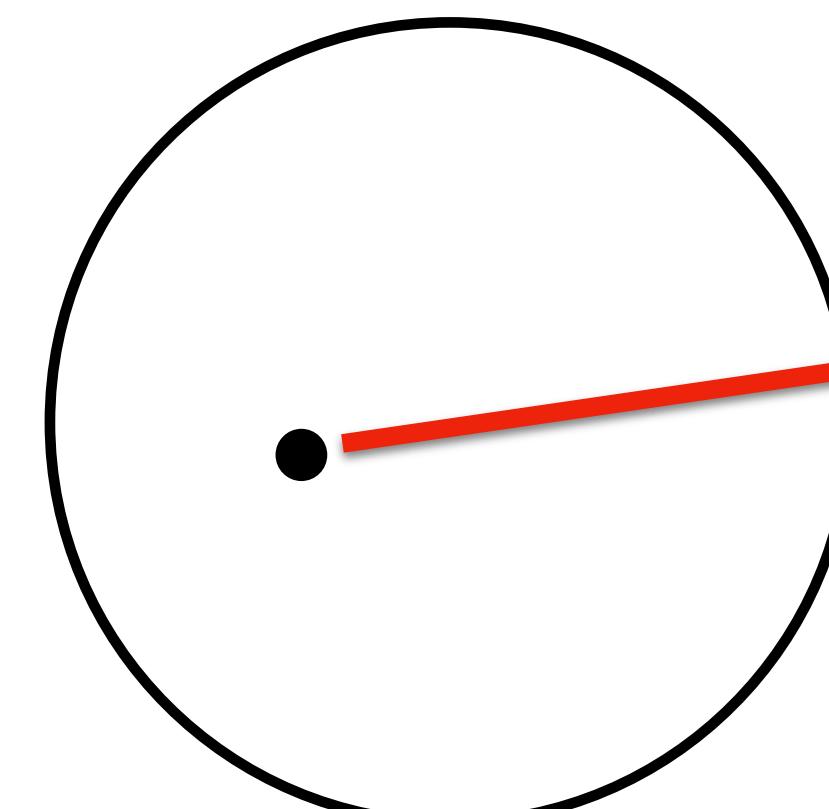


random
images

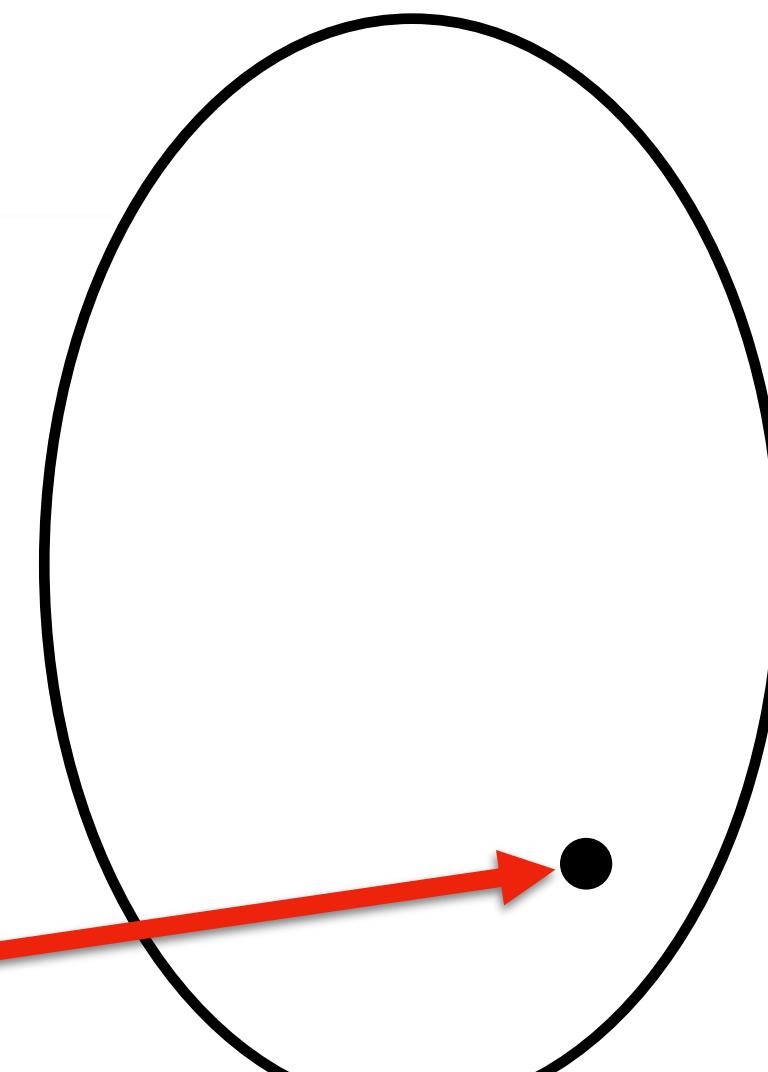
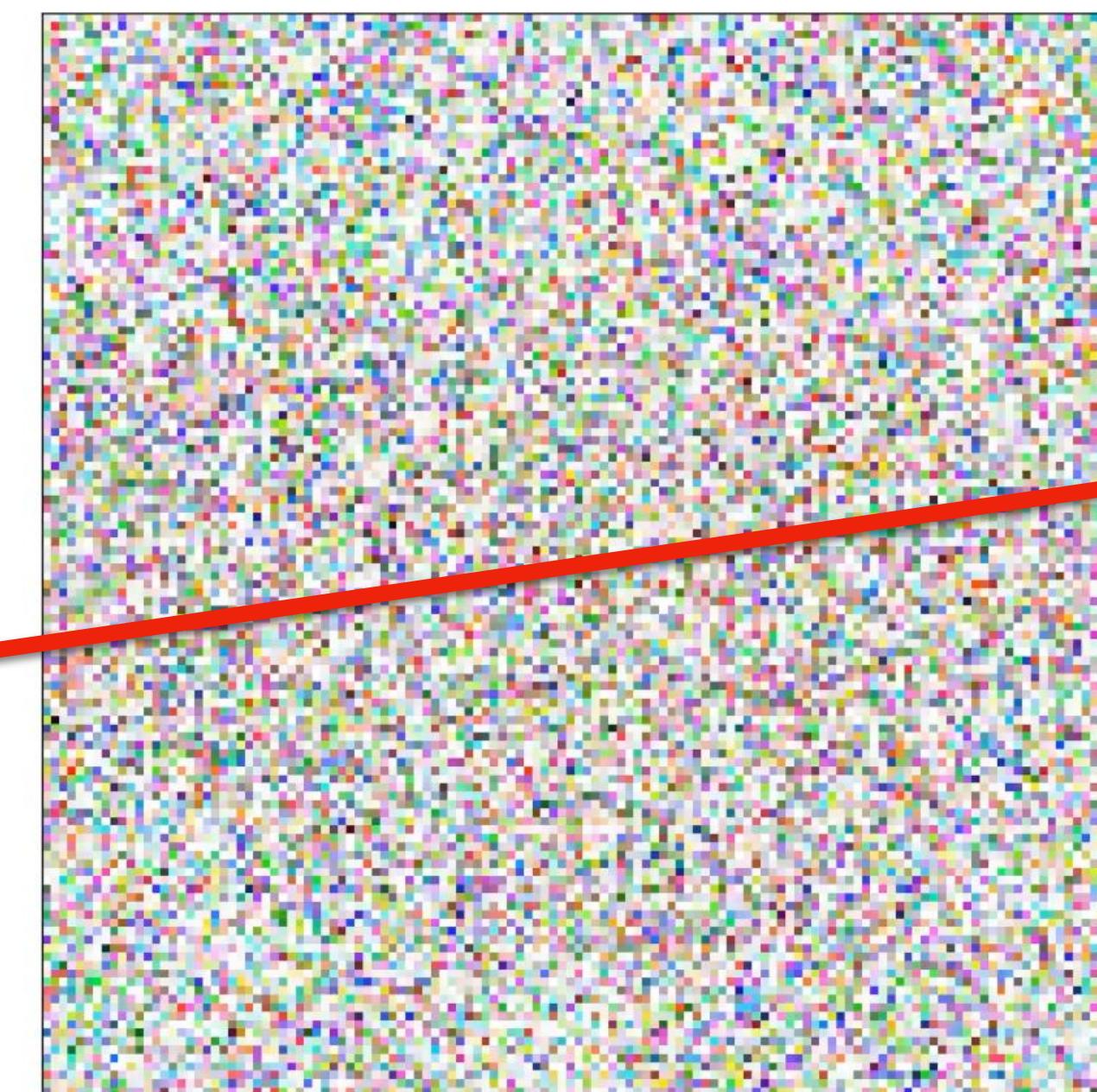


raspberry
images

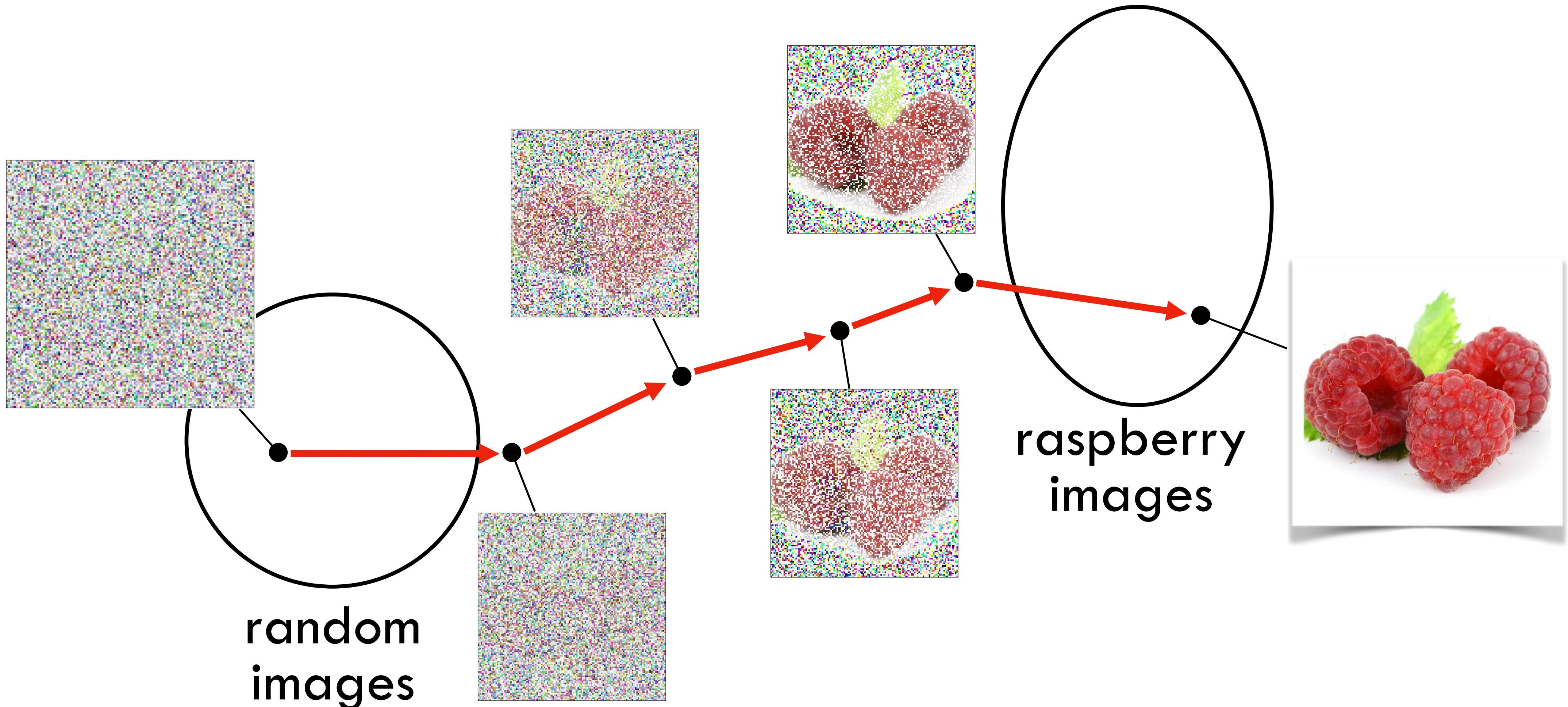


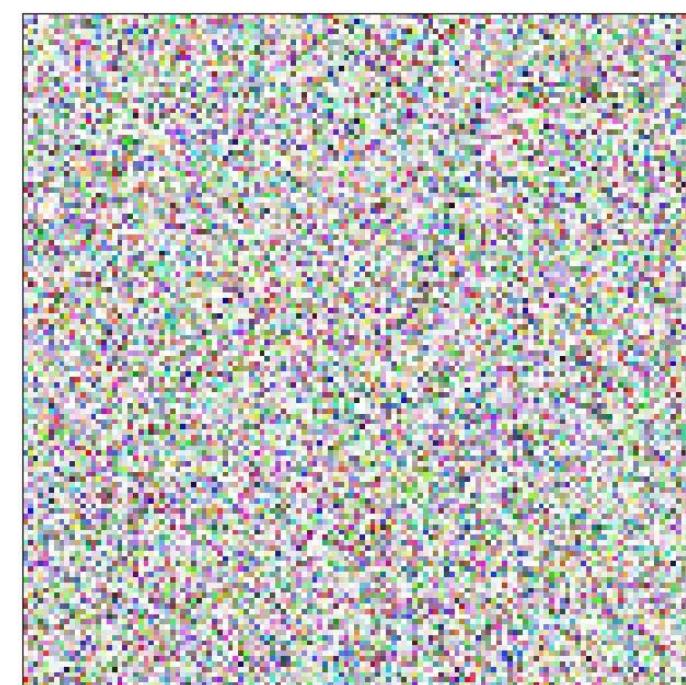


random
images

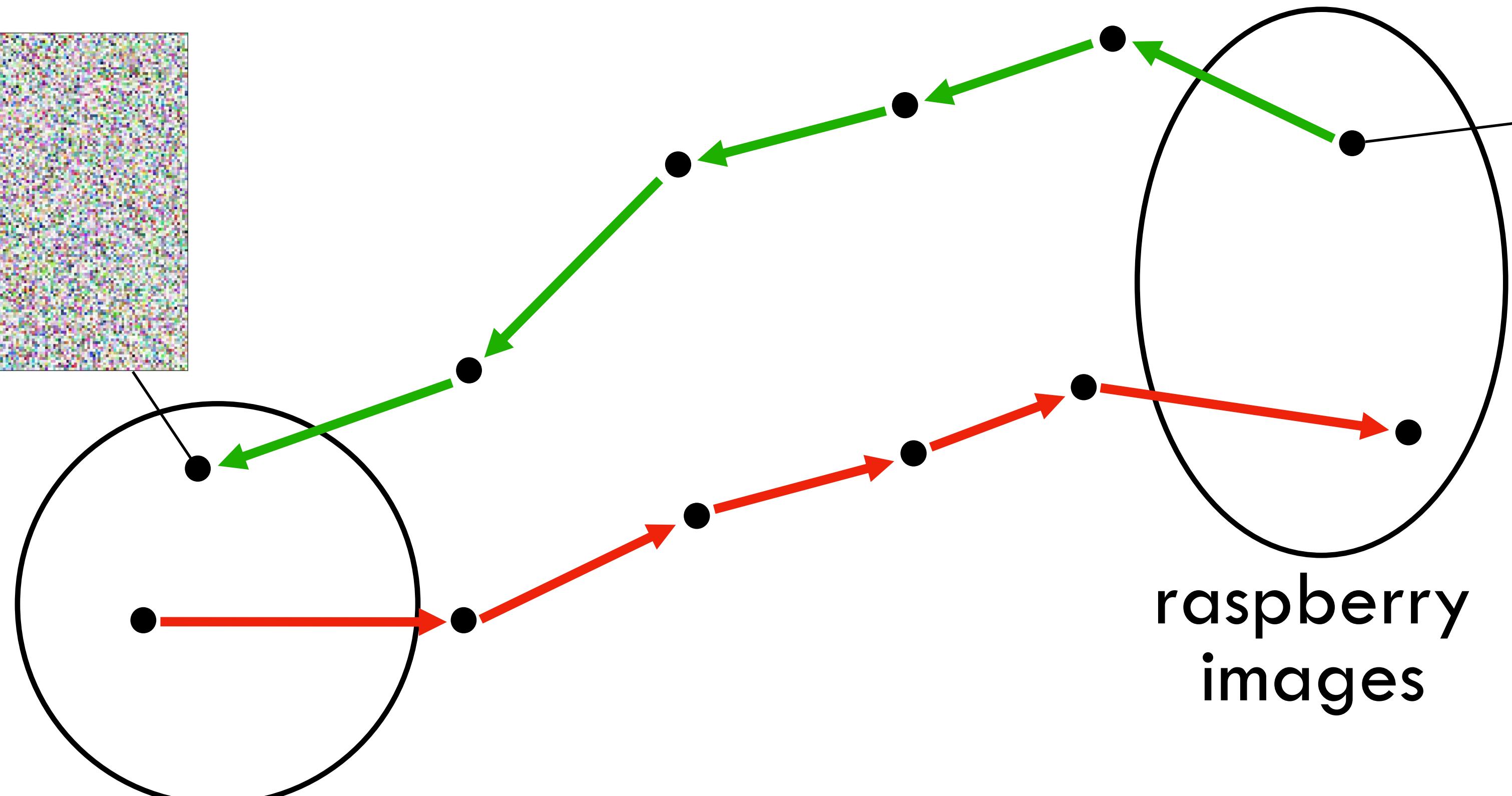


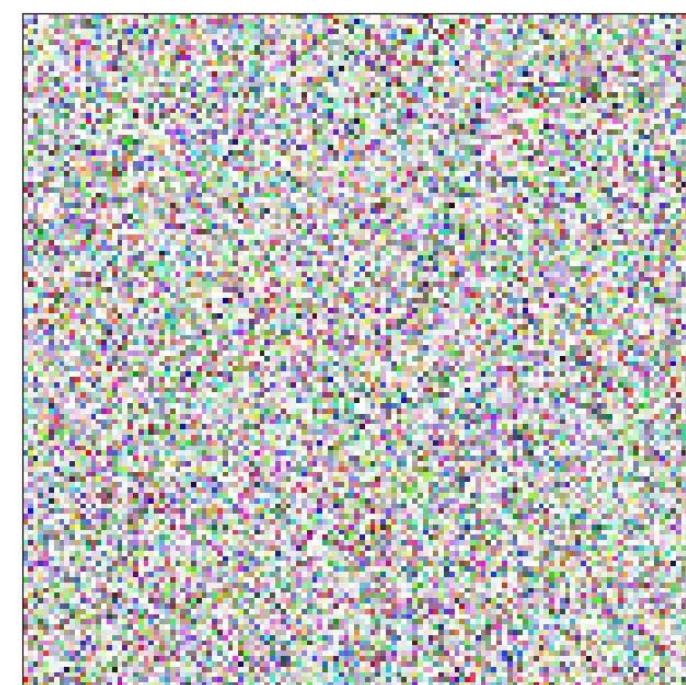
raspberry
images



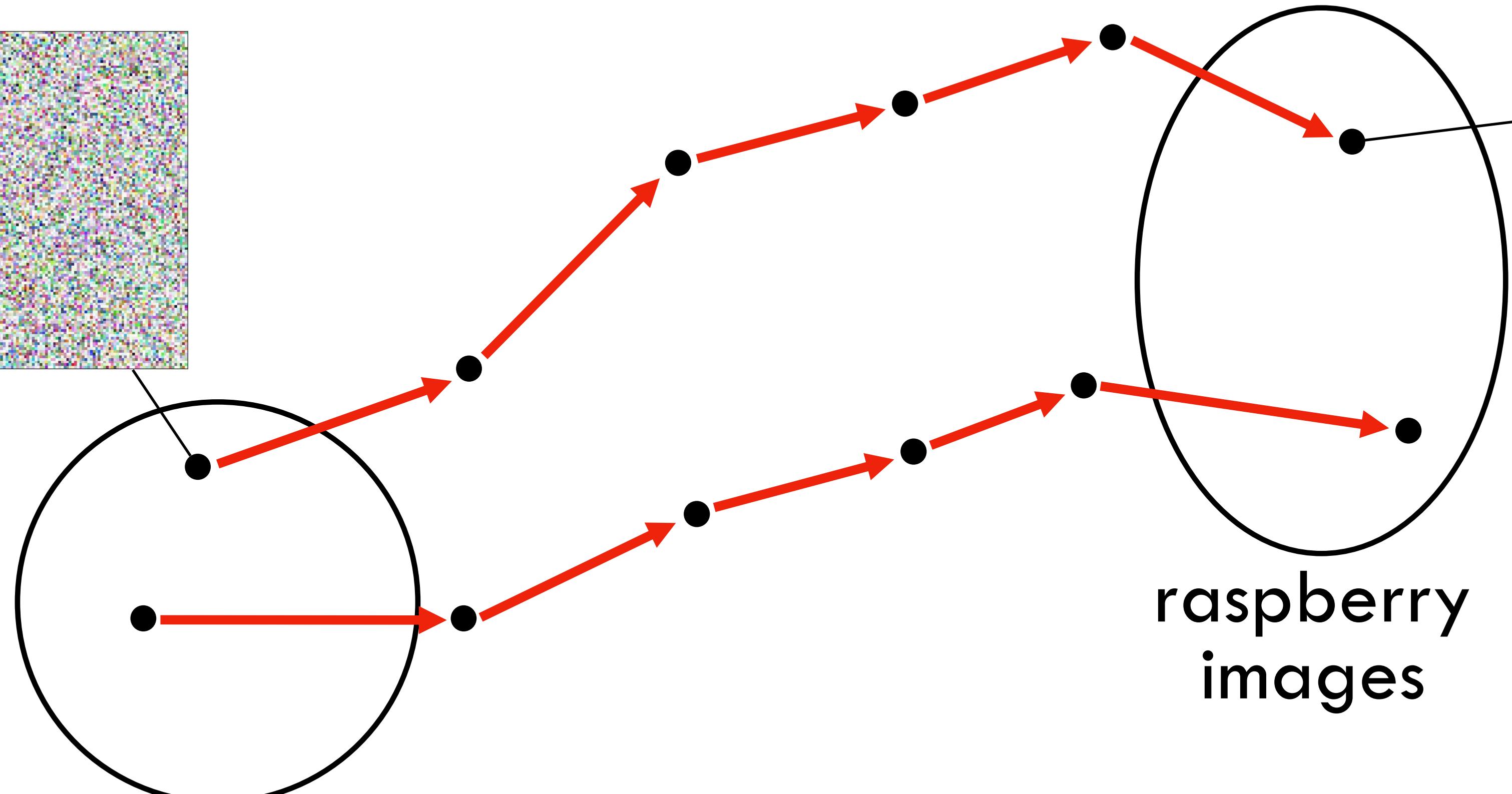


random
images

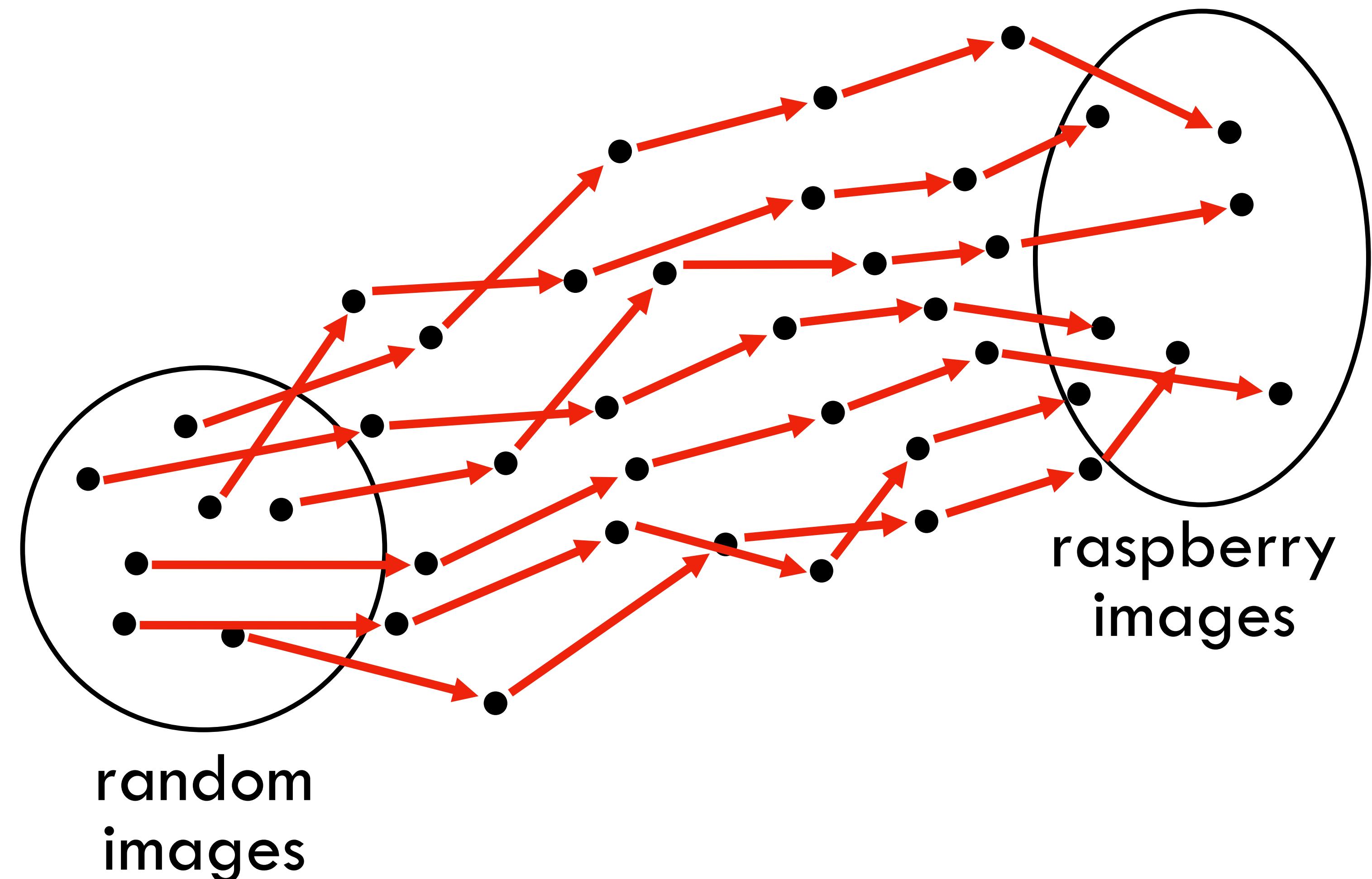


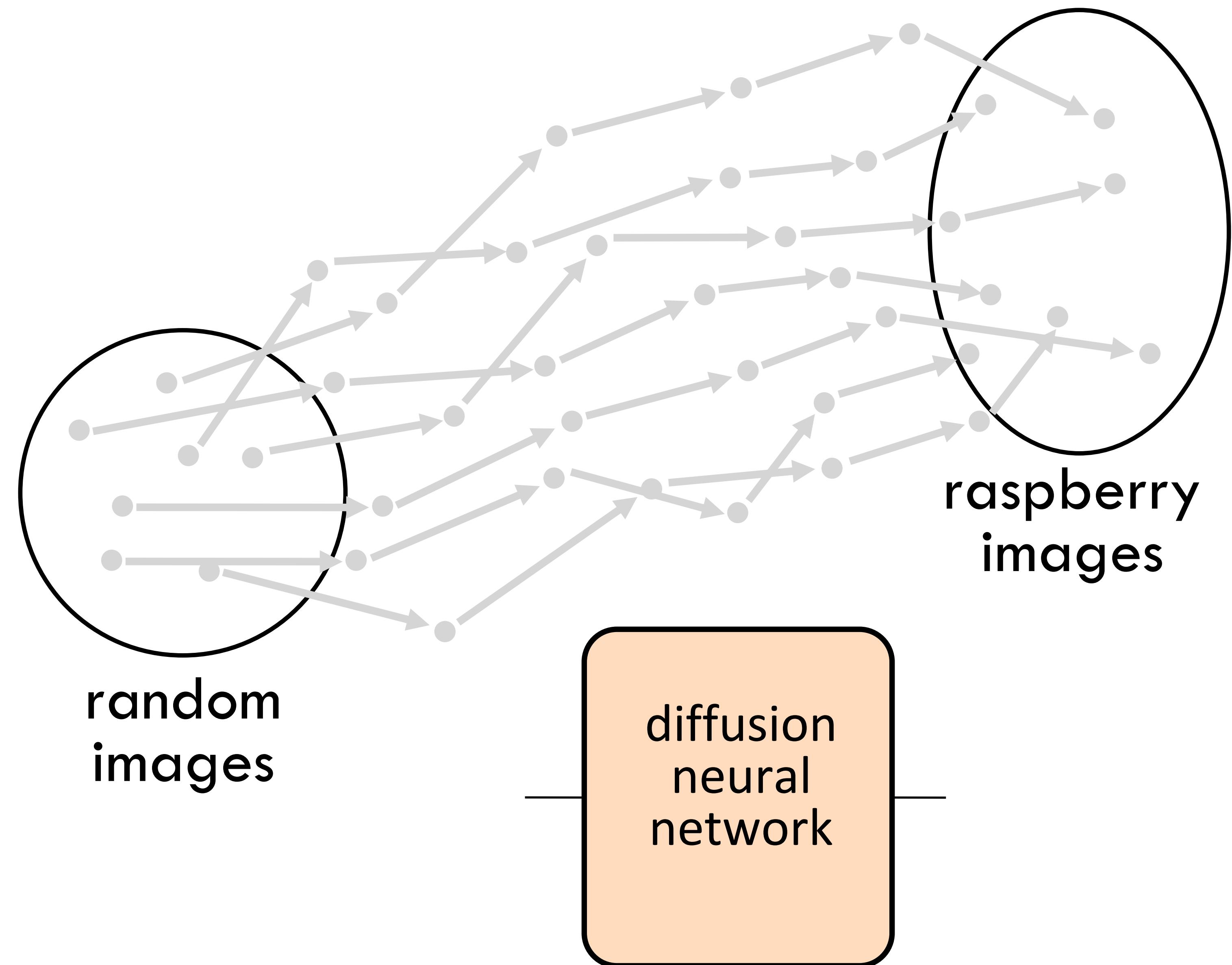


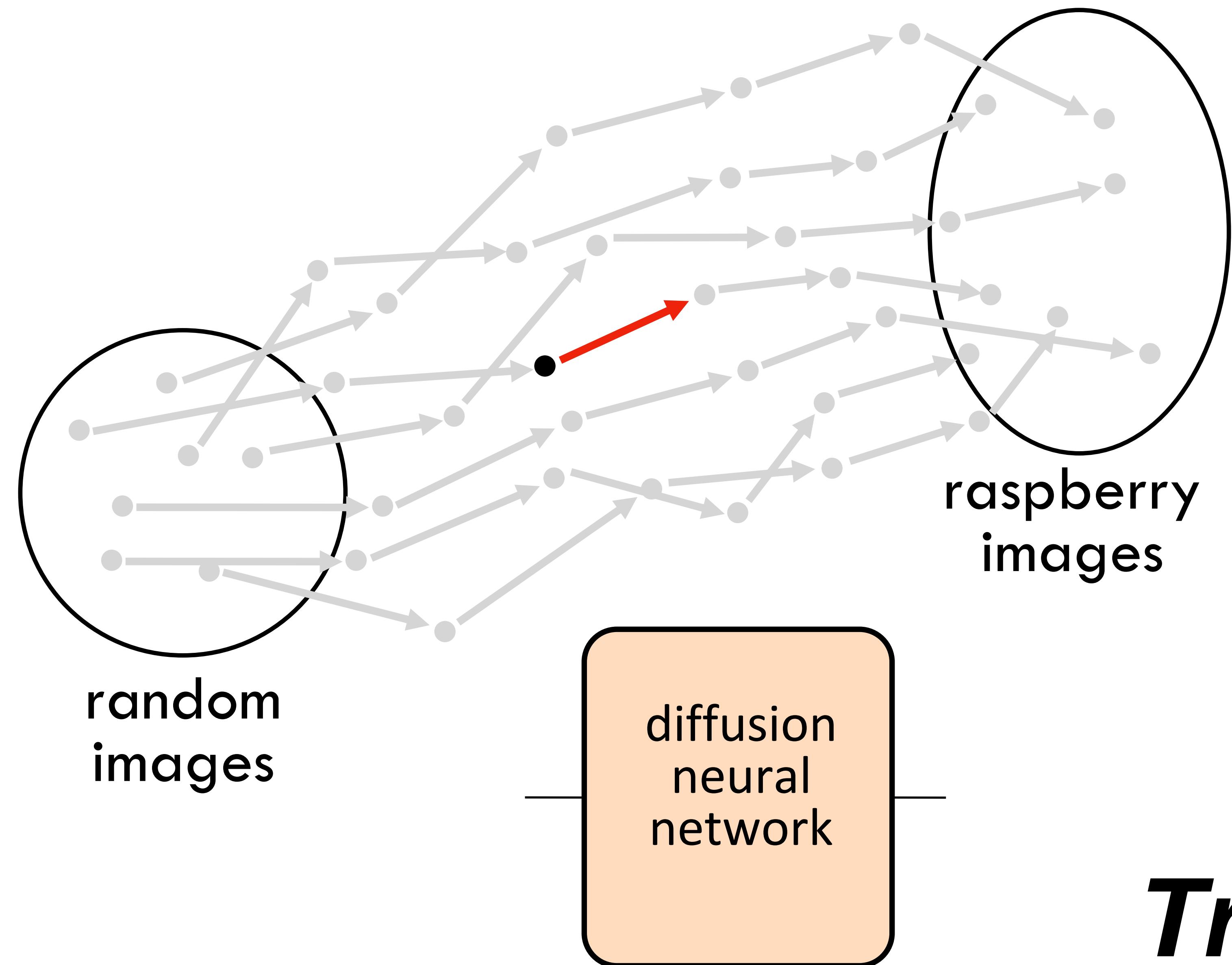
random
images



raspberry
images

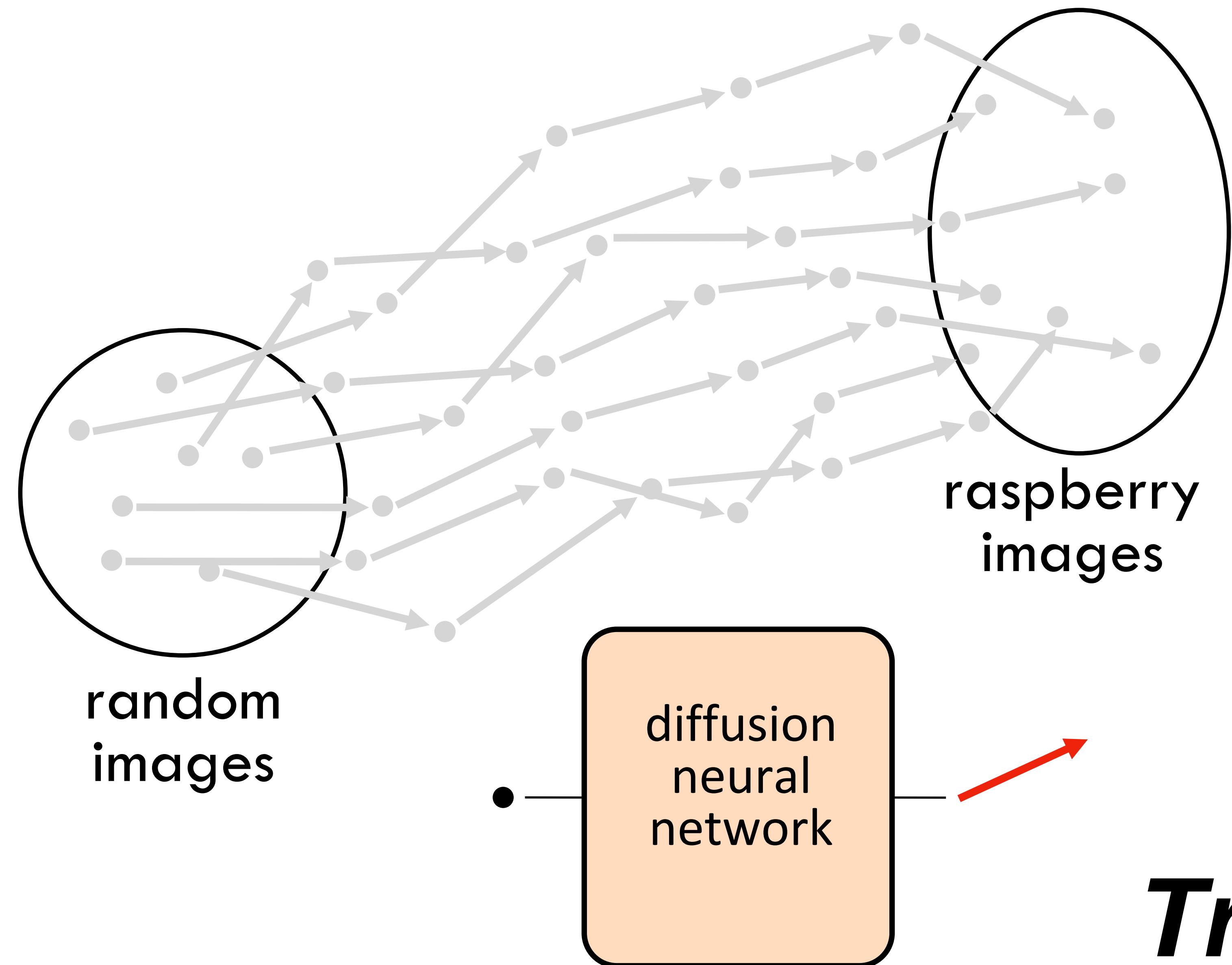






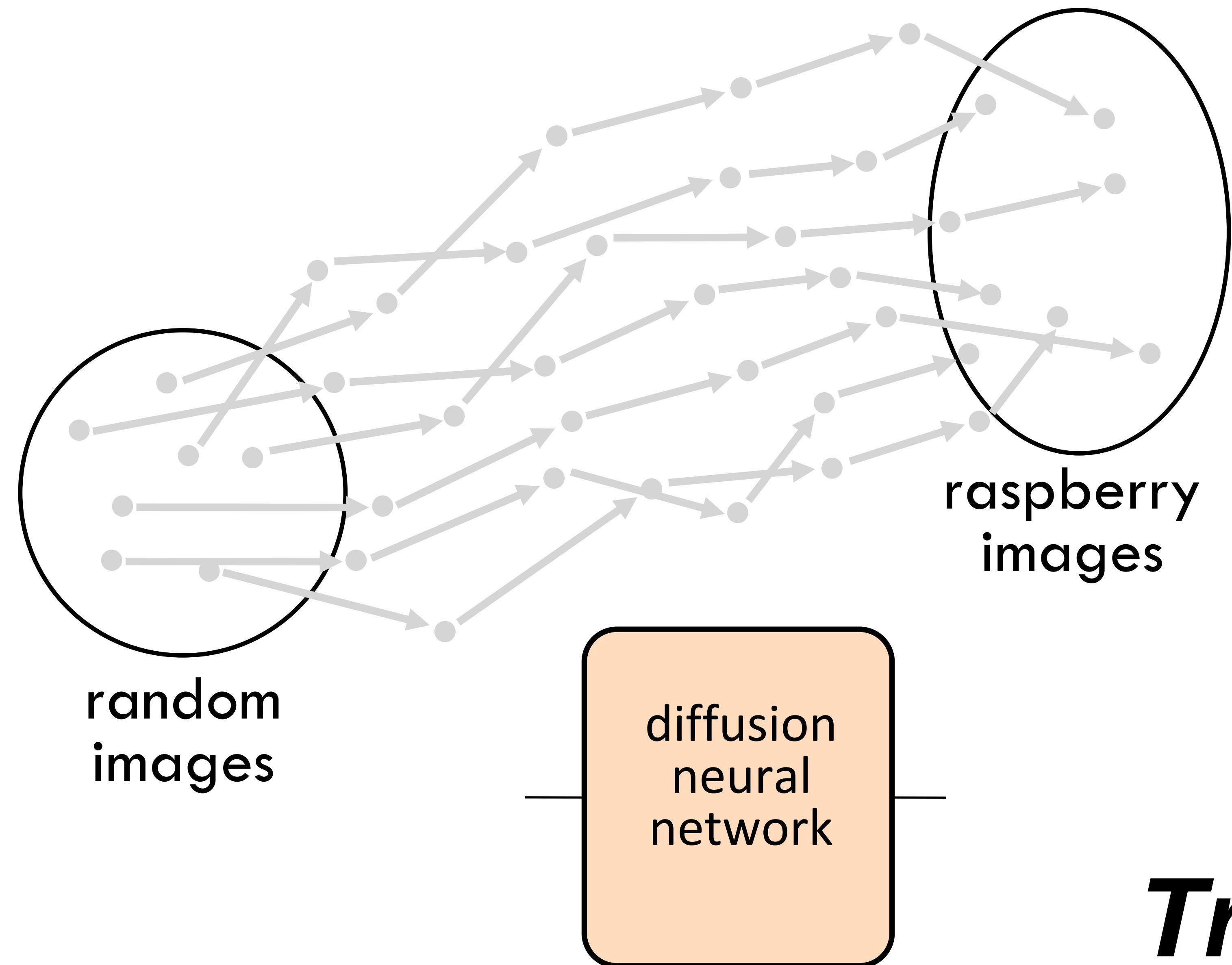
Training

slide from Steve Seitz's [video](#)



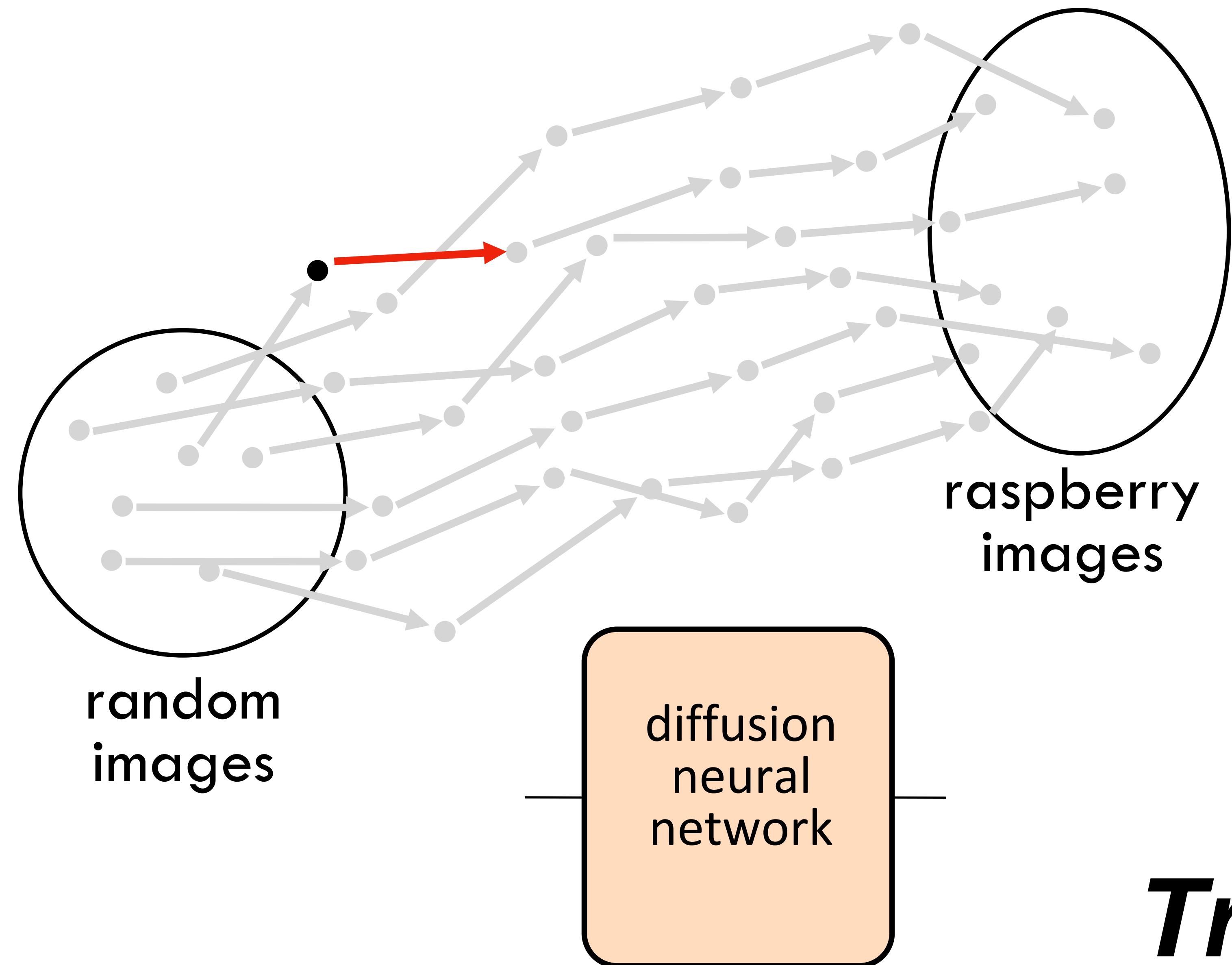
Training

slide from Steve Seitz's [video](#)



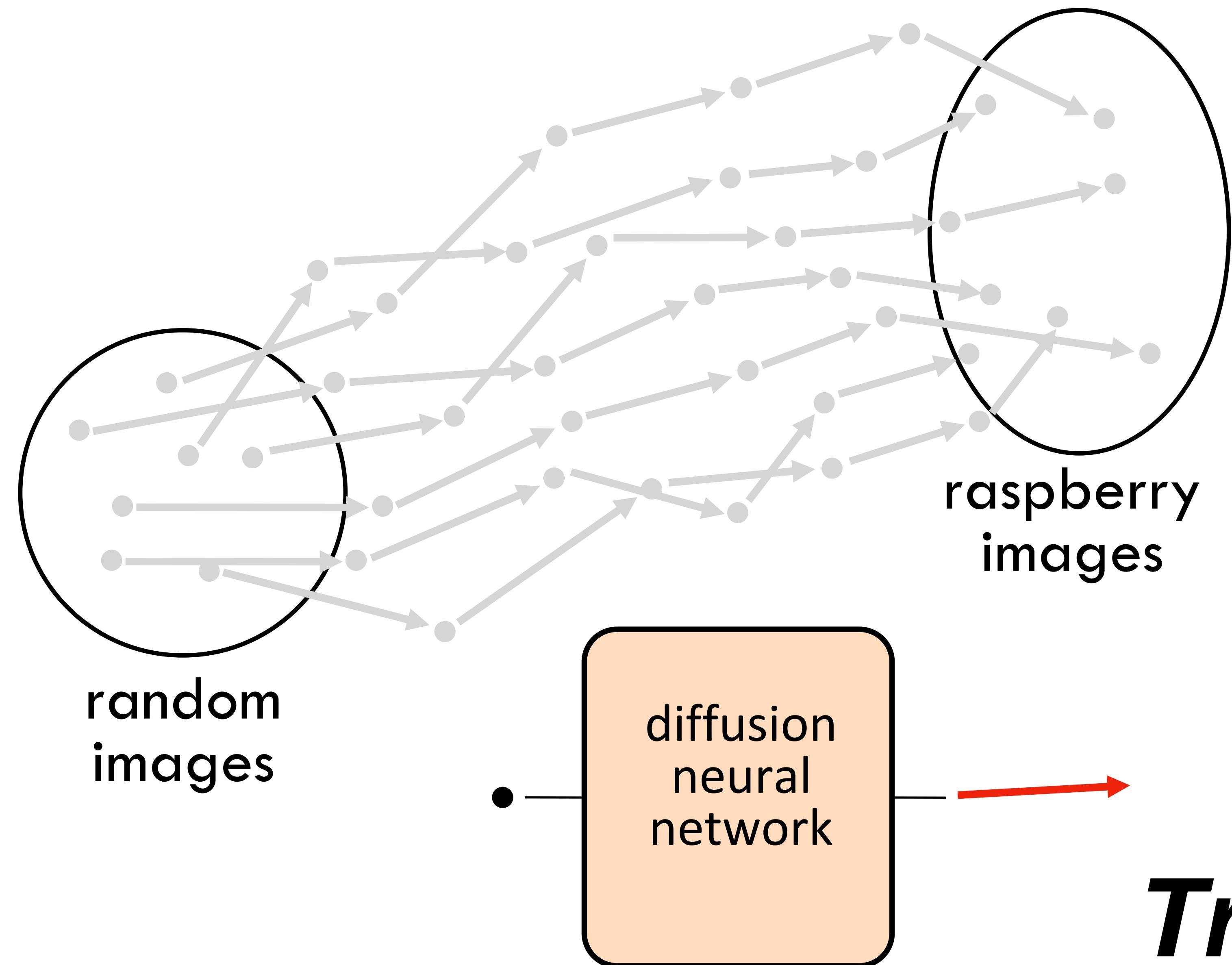
Training

slide from Steve Seitz's [video](#)



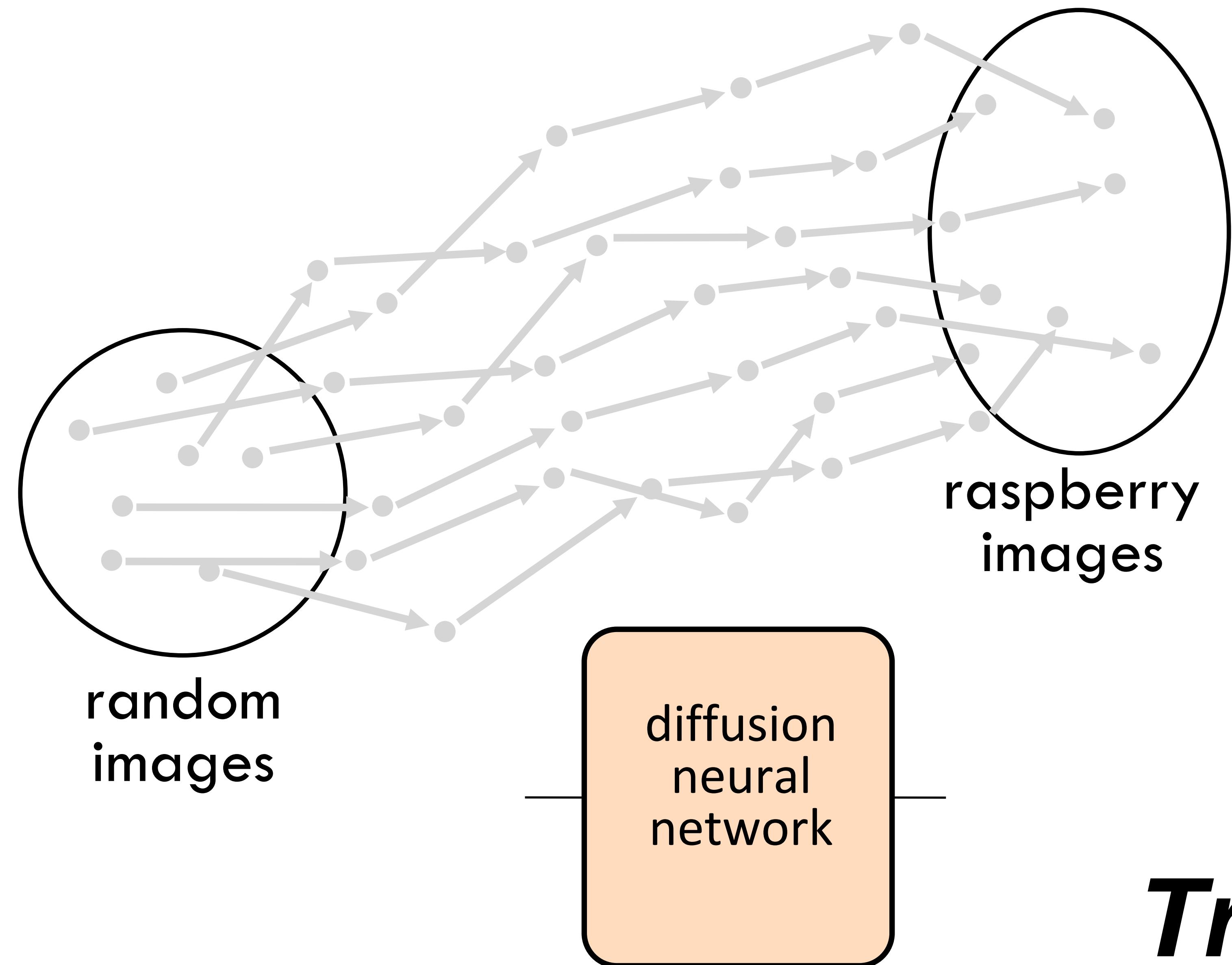
Training

slide from Steve Seitz's [video](#)



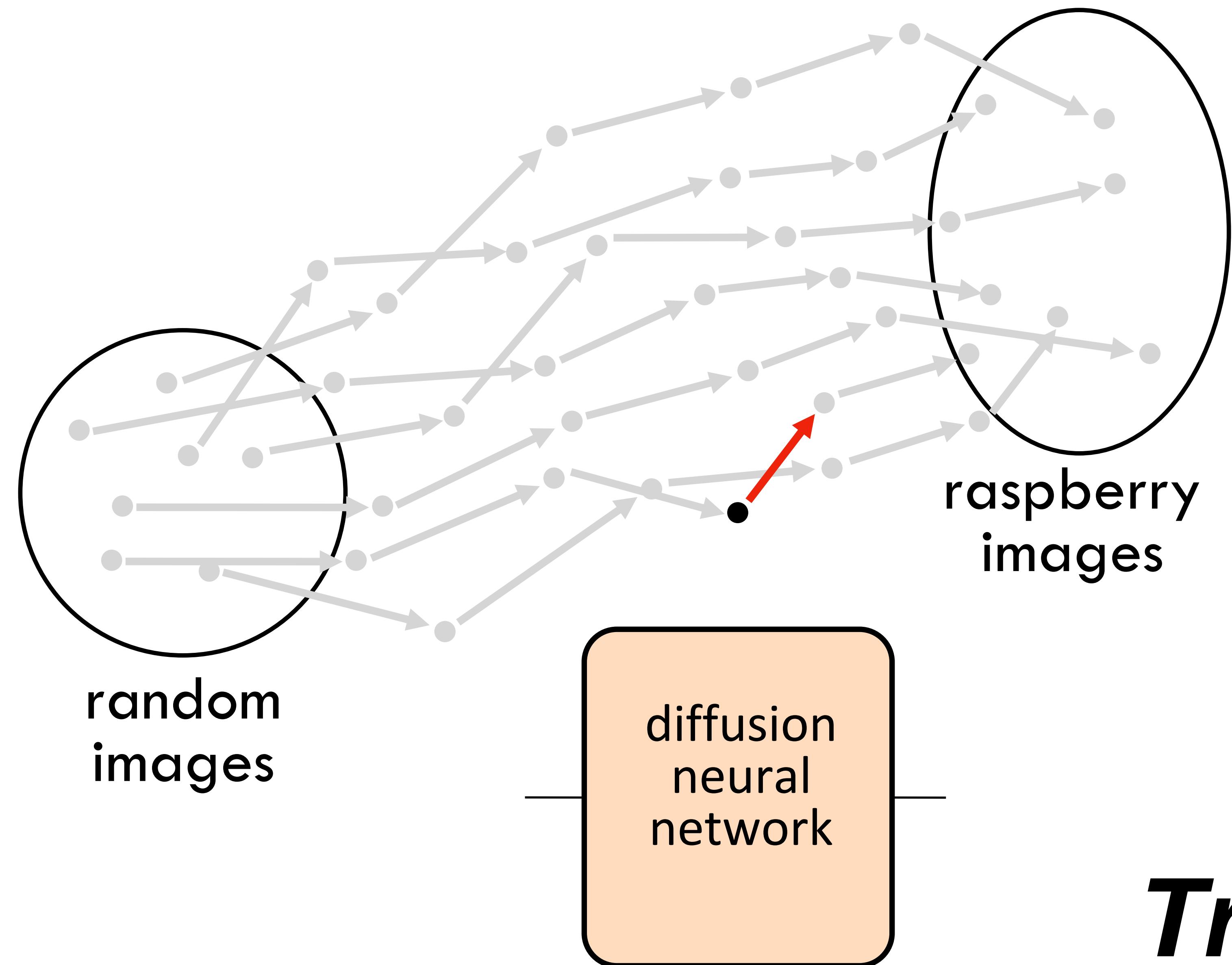
Training

slide from Steve Seitz's [video](#)



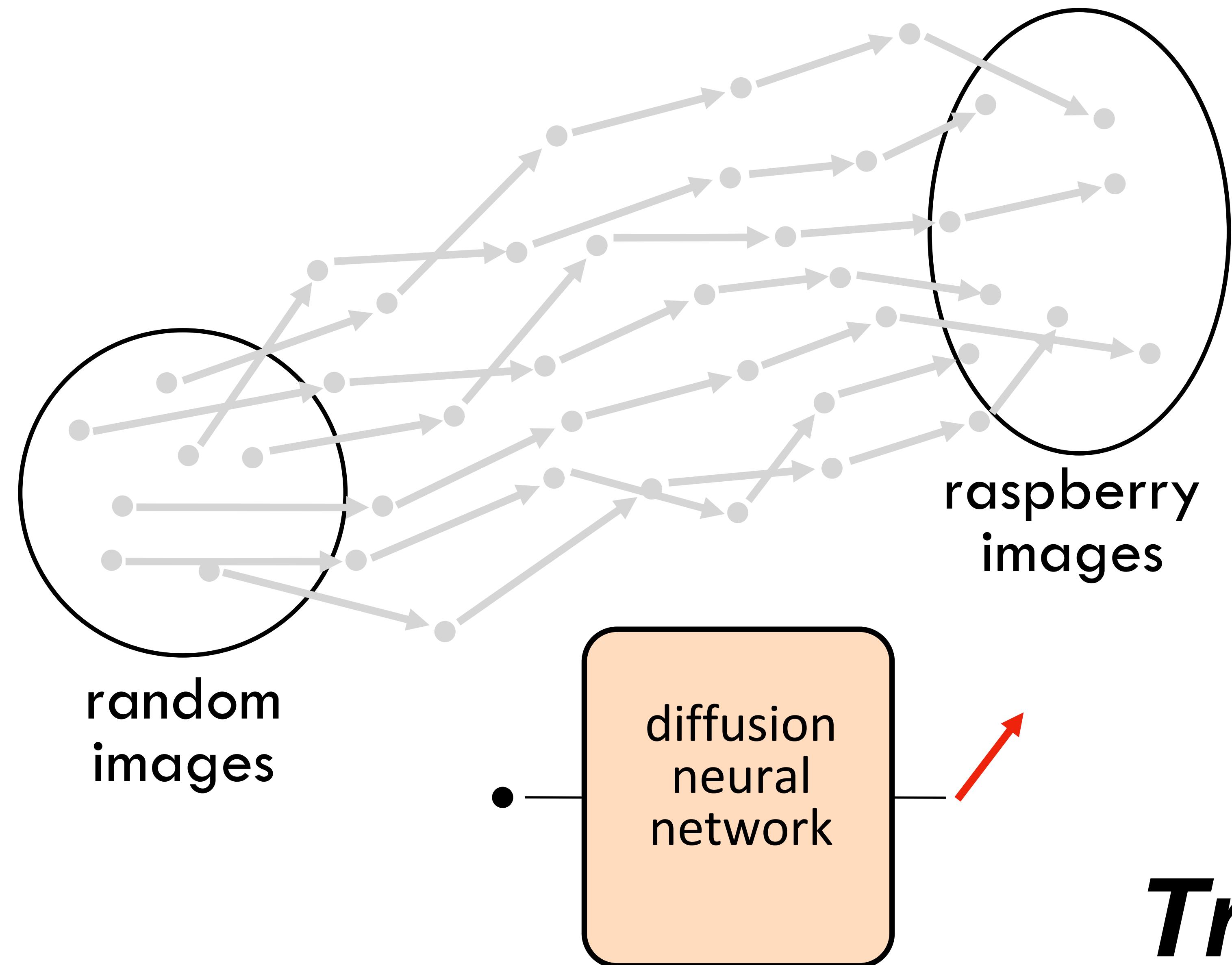
Training

slide from Steve Seitz's [video](#)



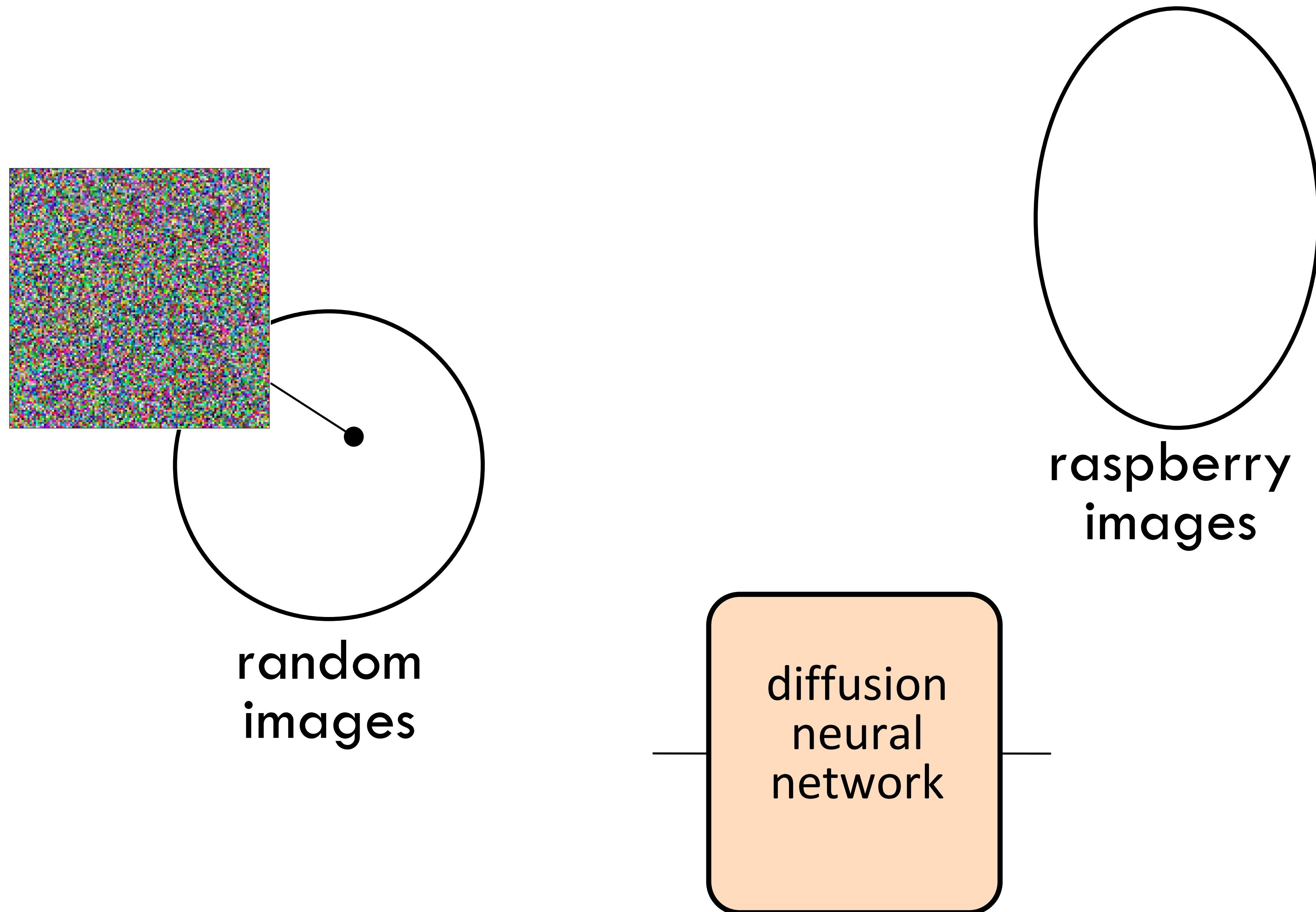
Training

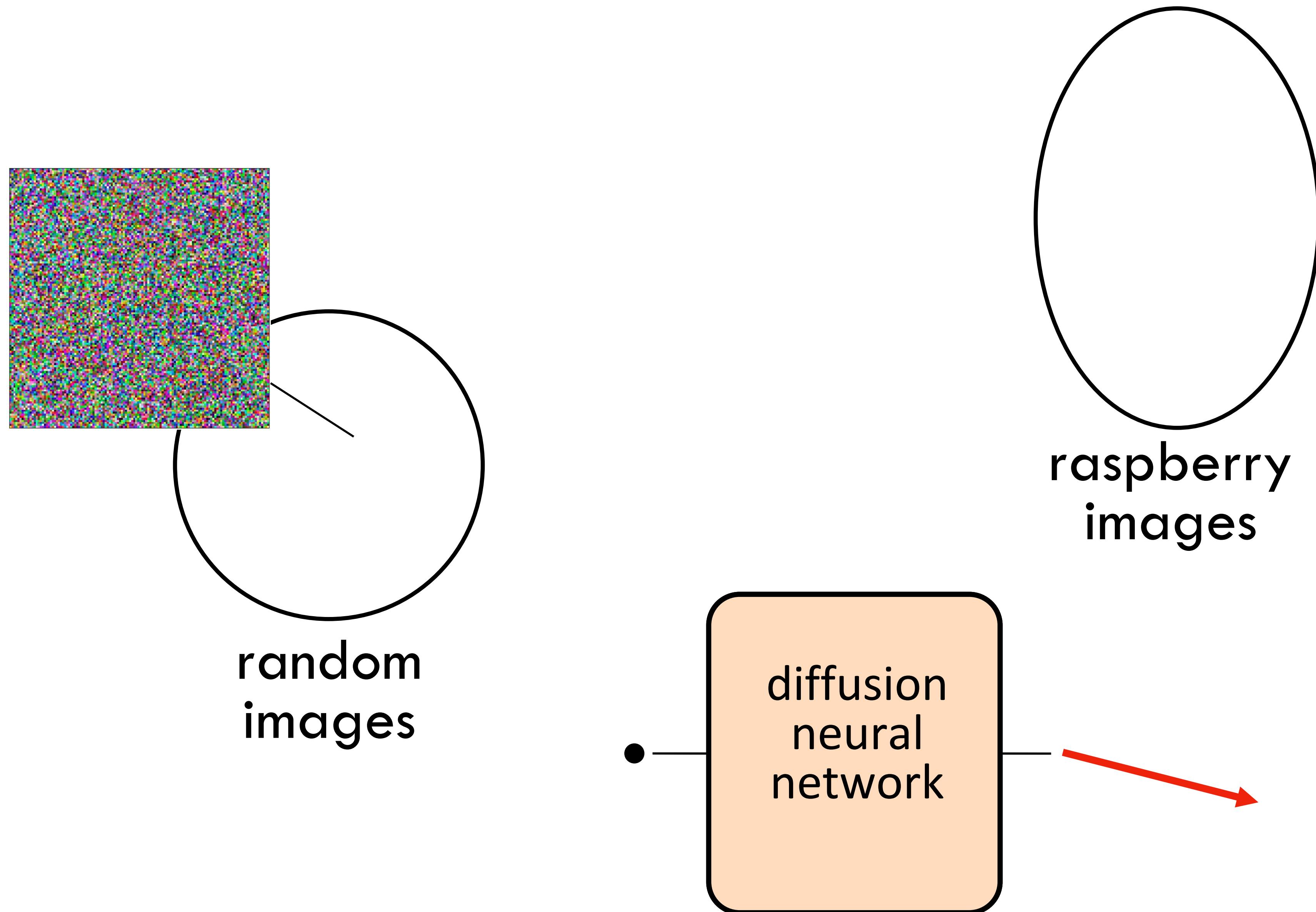
slide from Steve Seitz's [video](#)

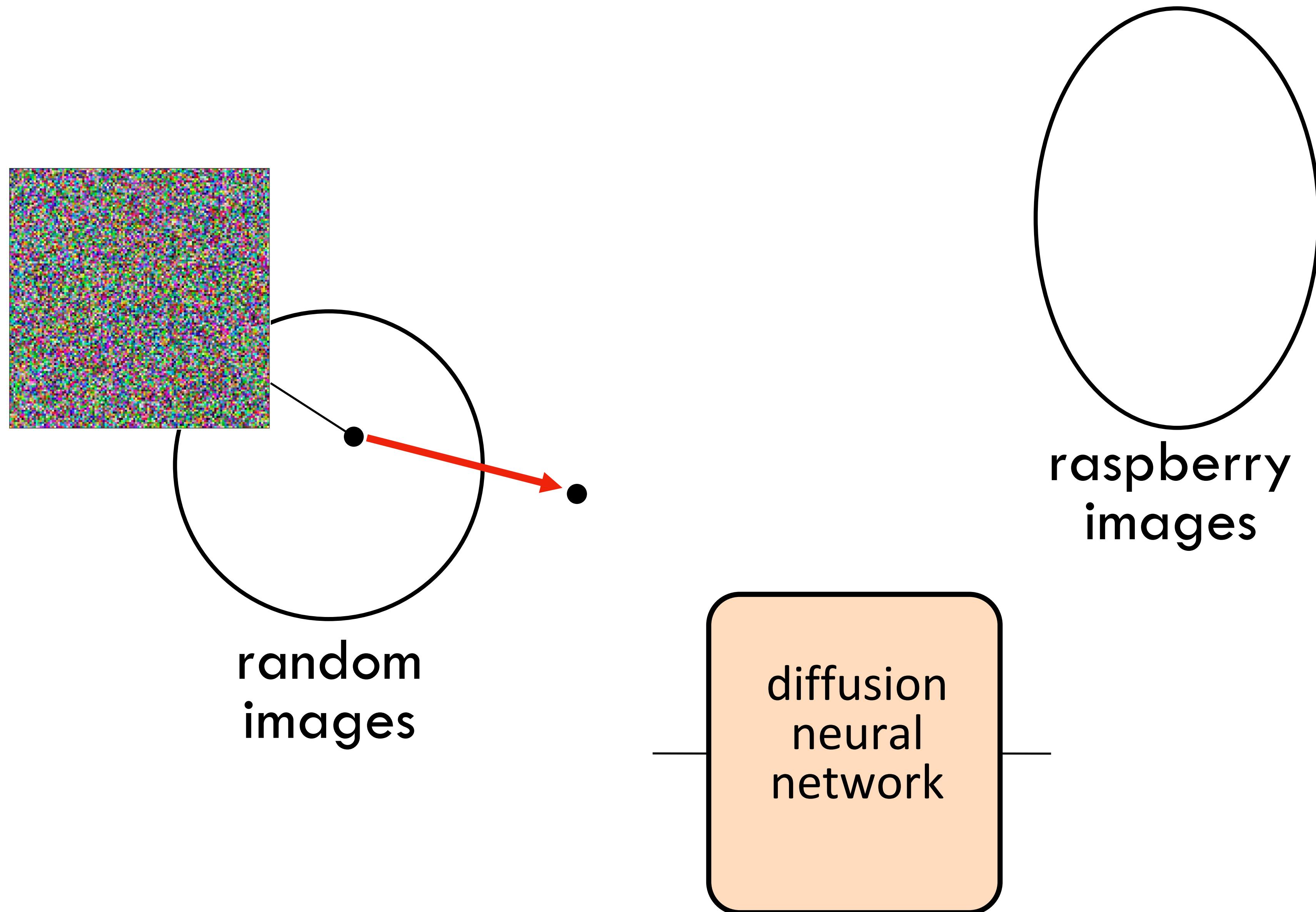


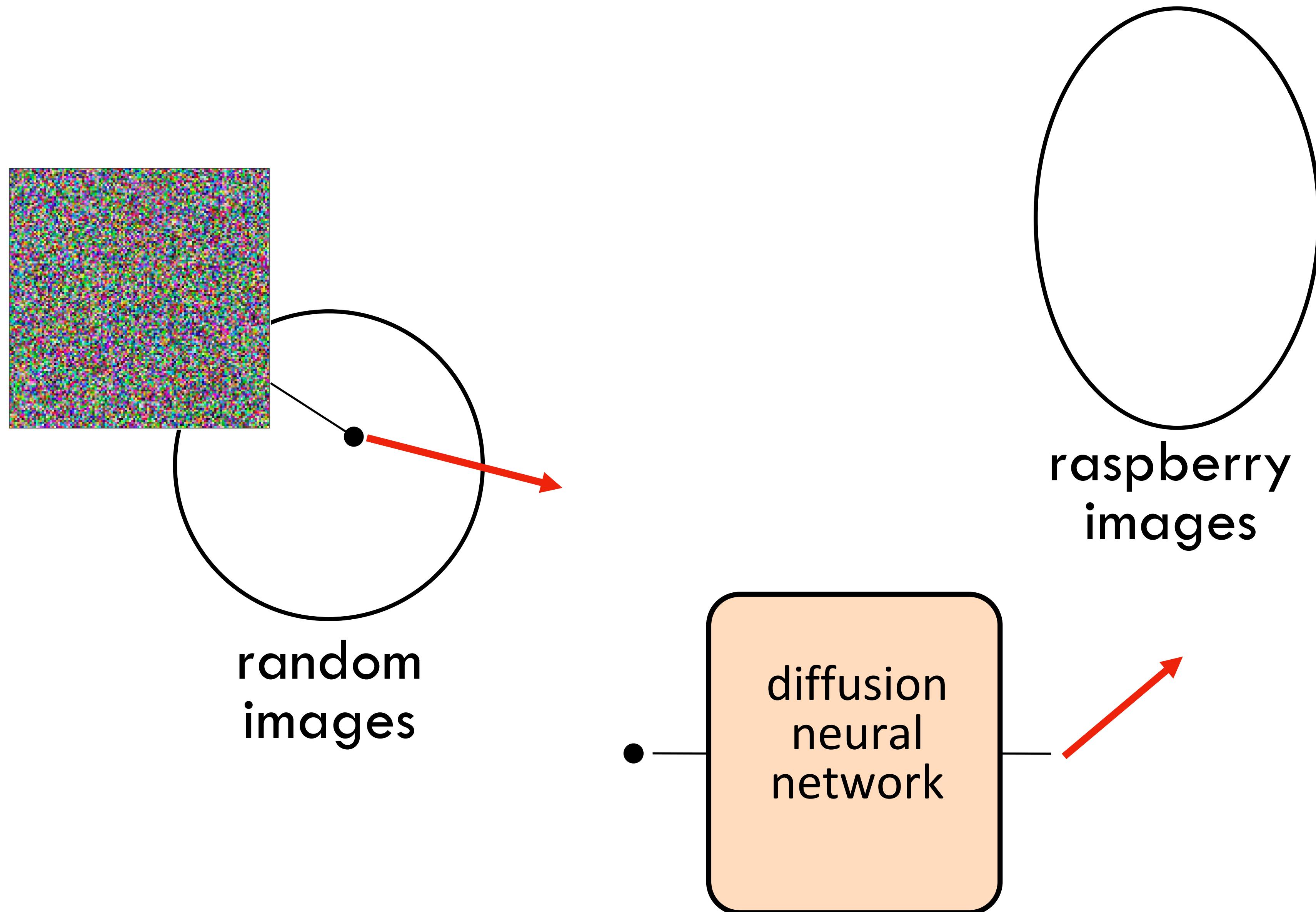
Training

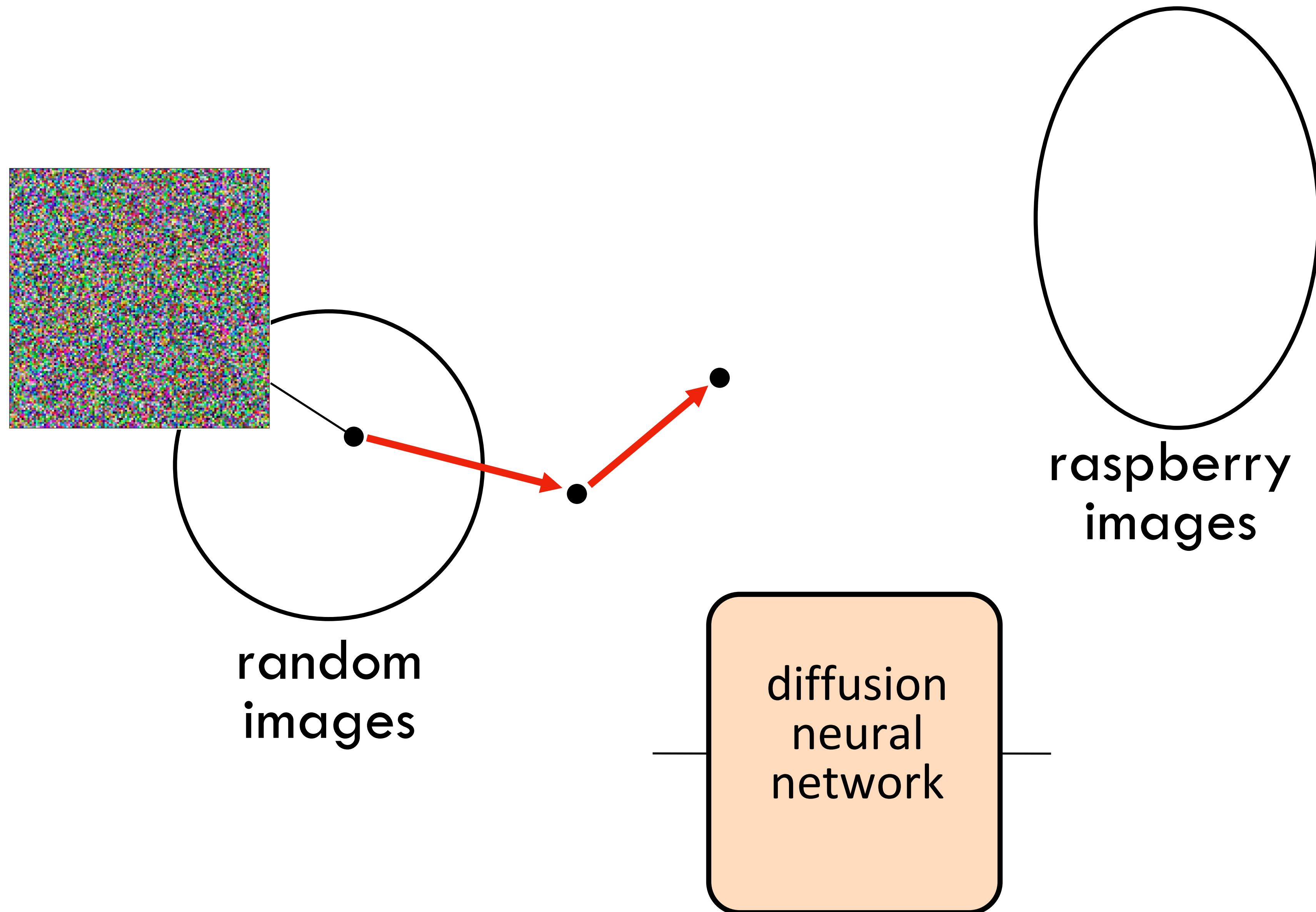
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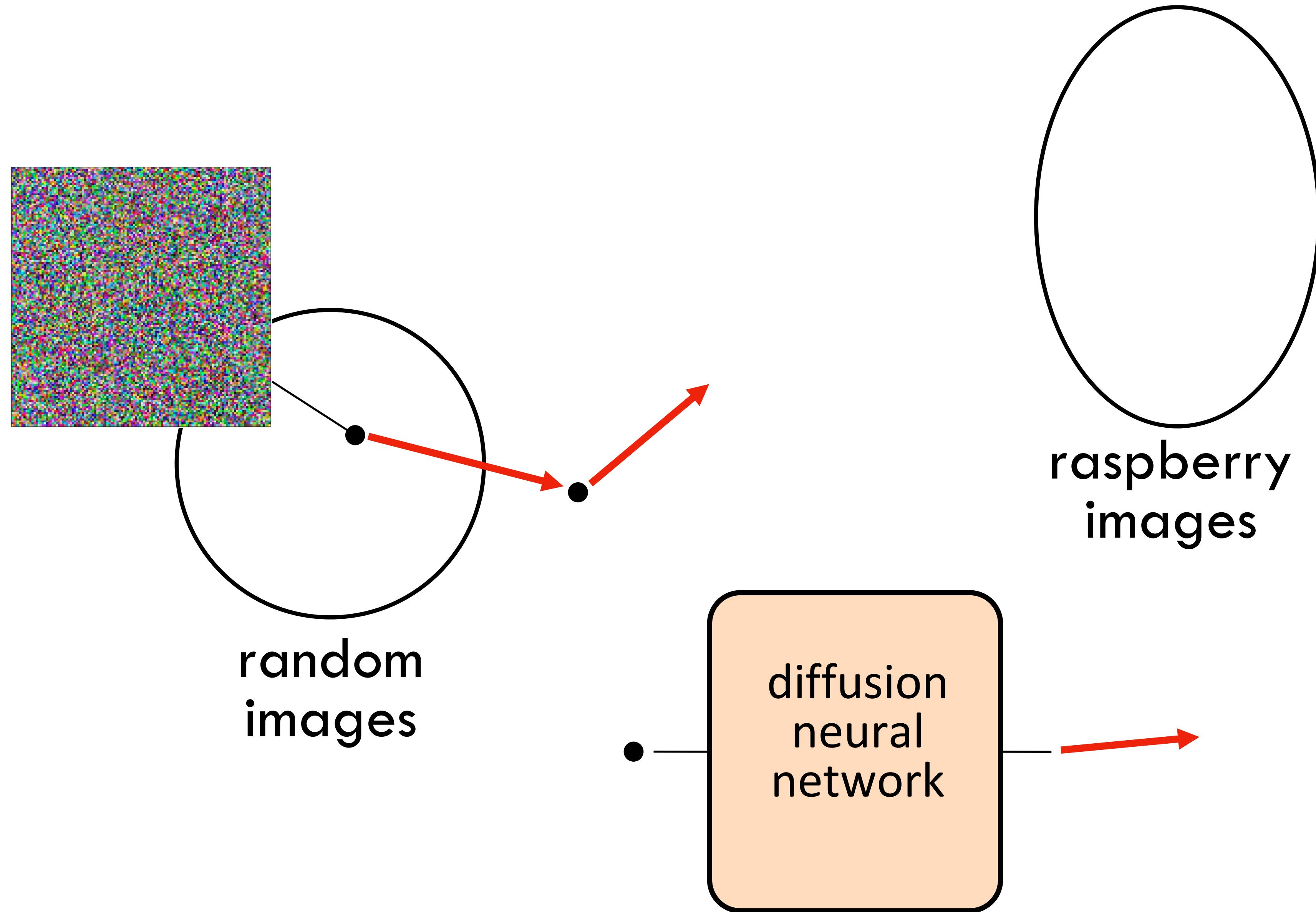


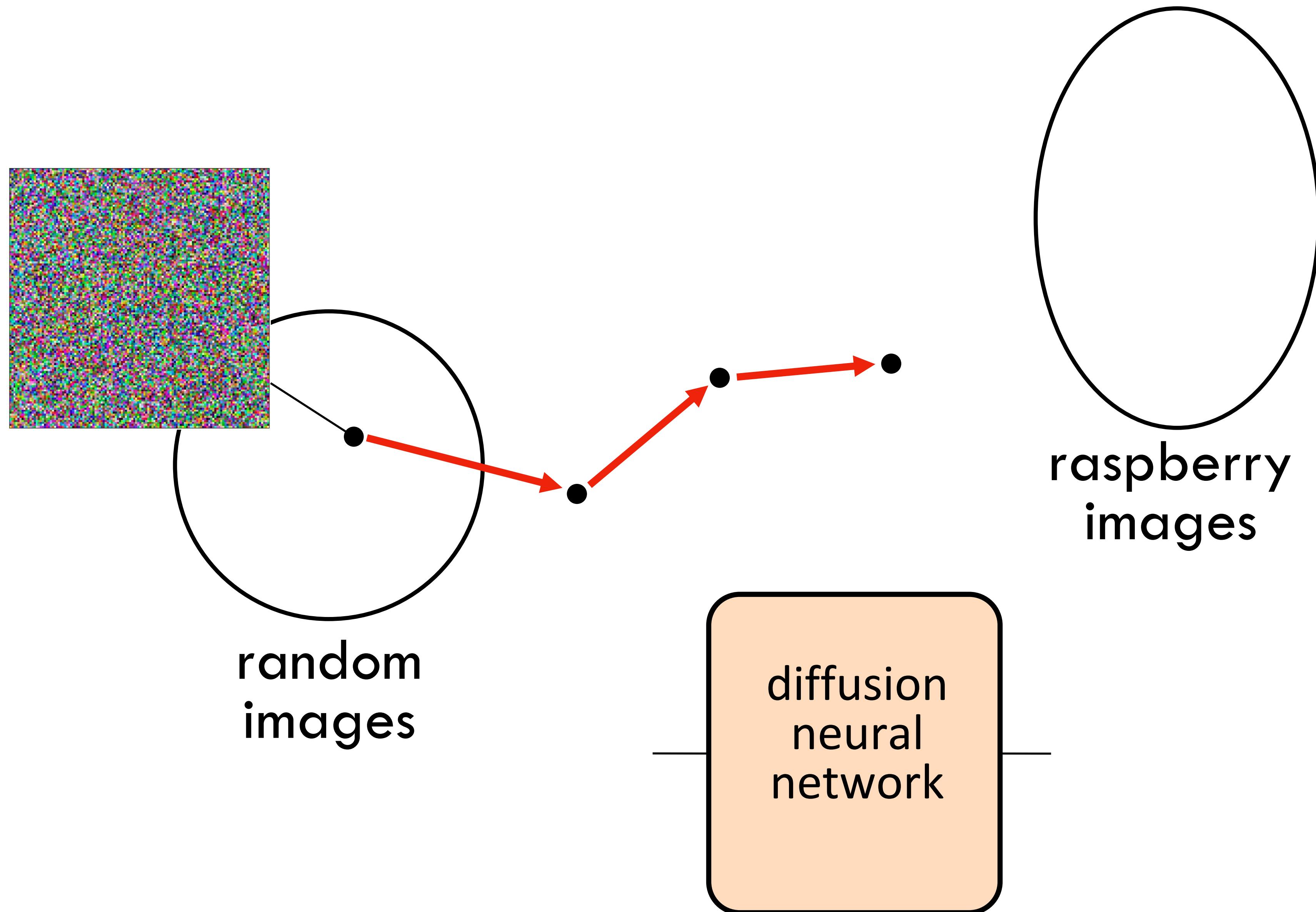


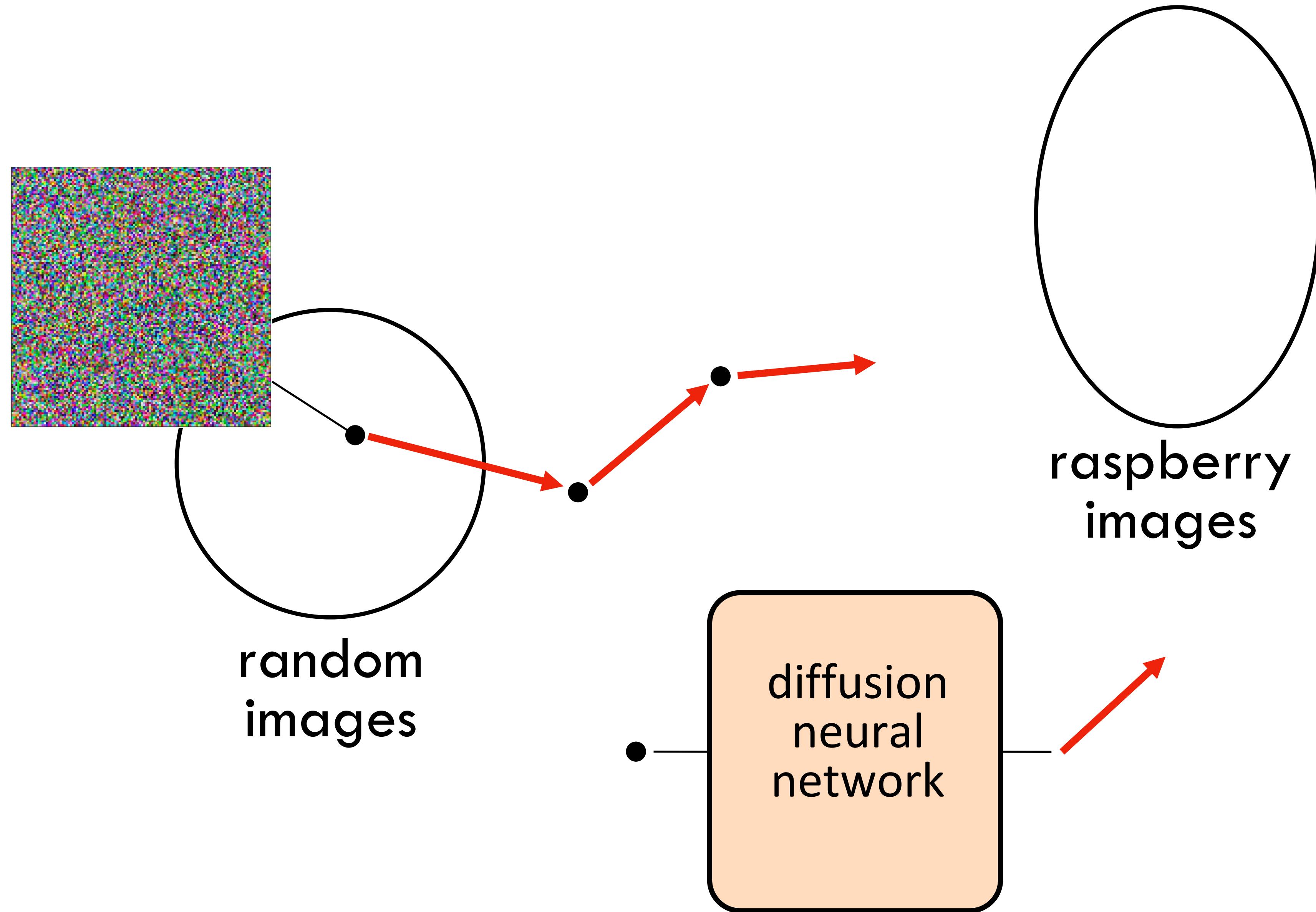


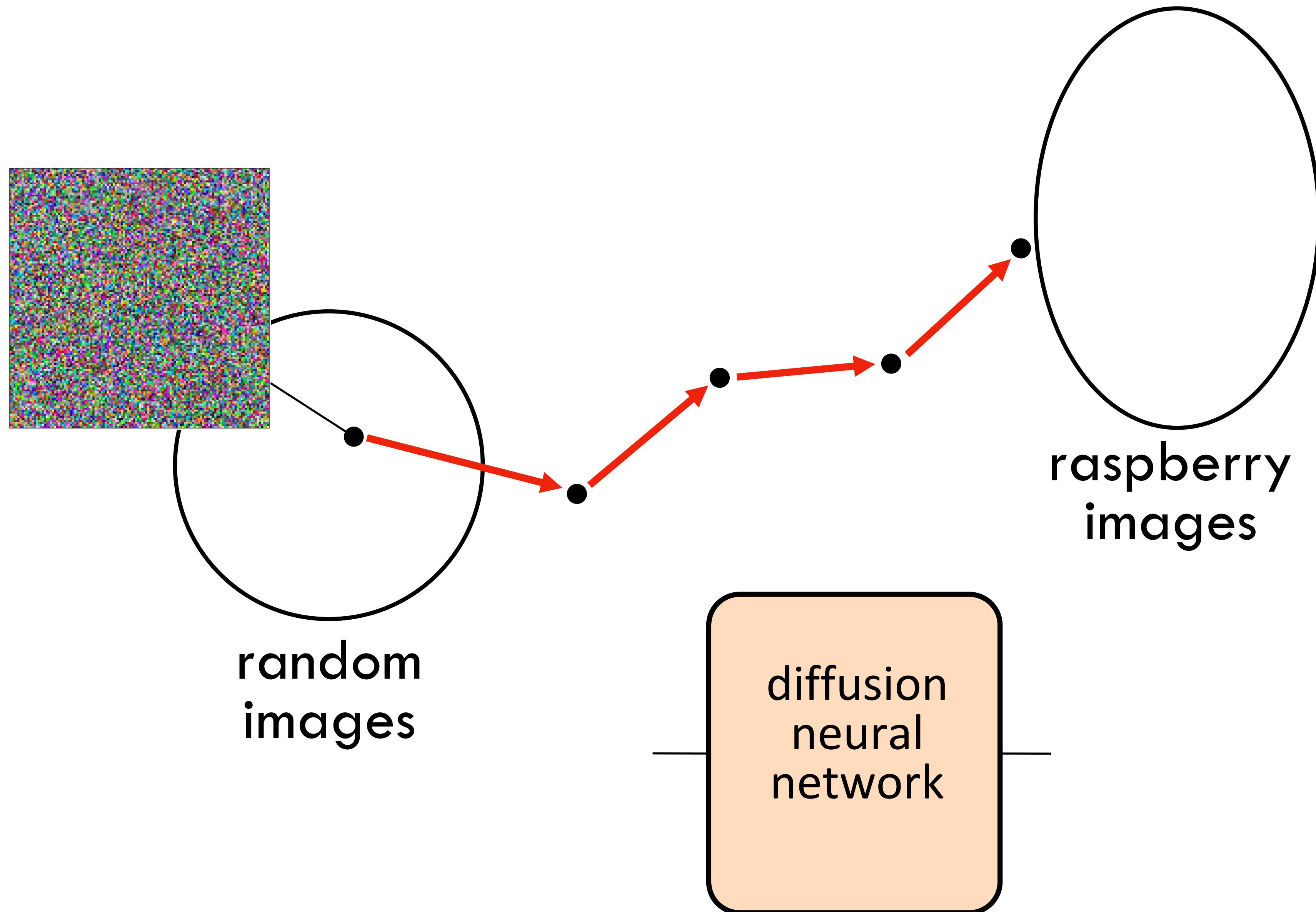


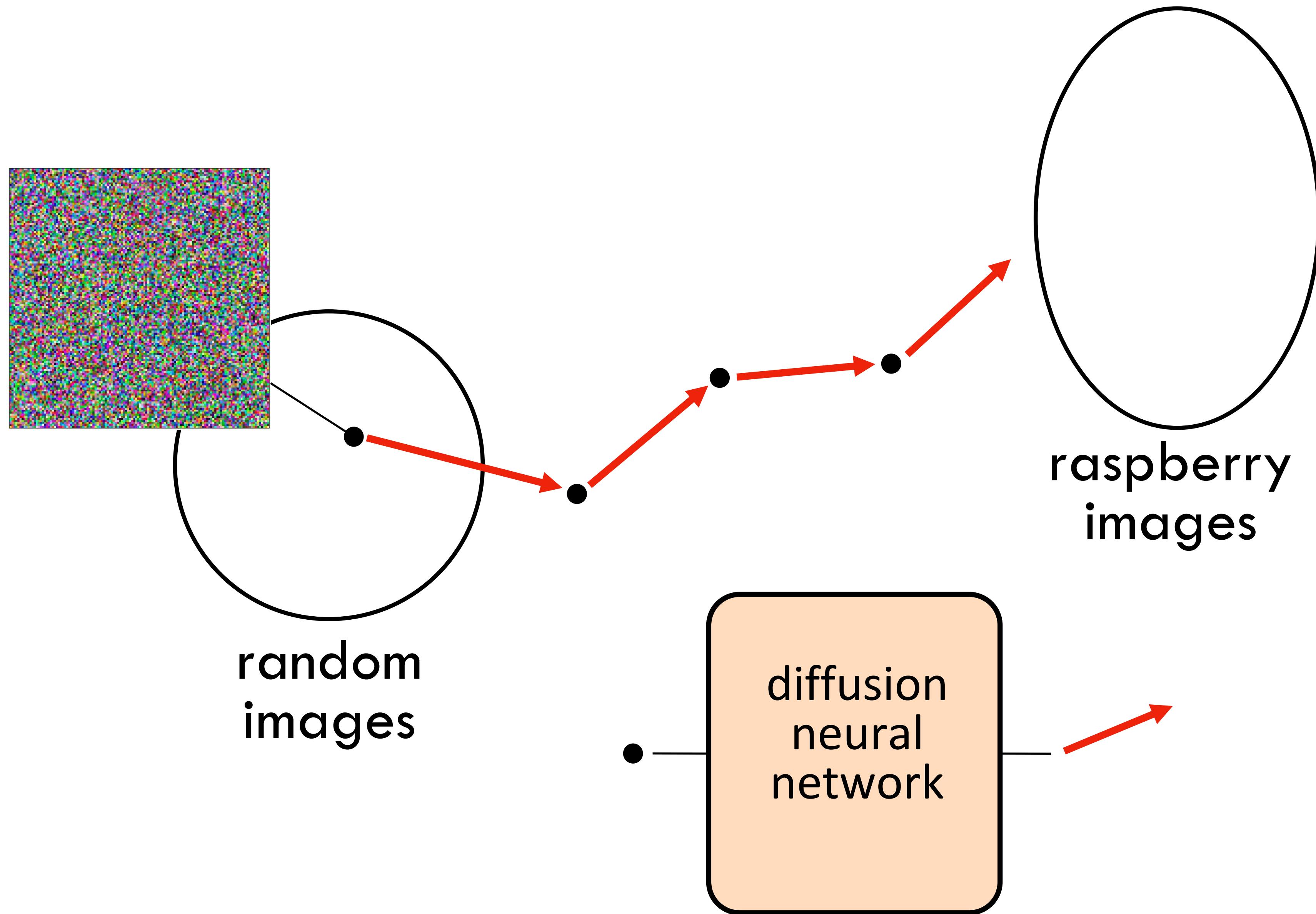


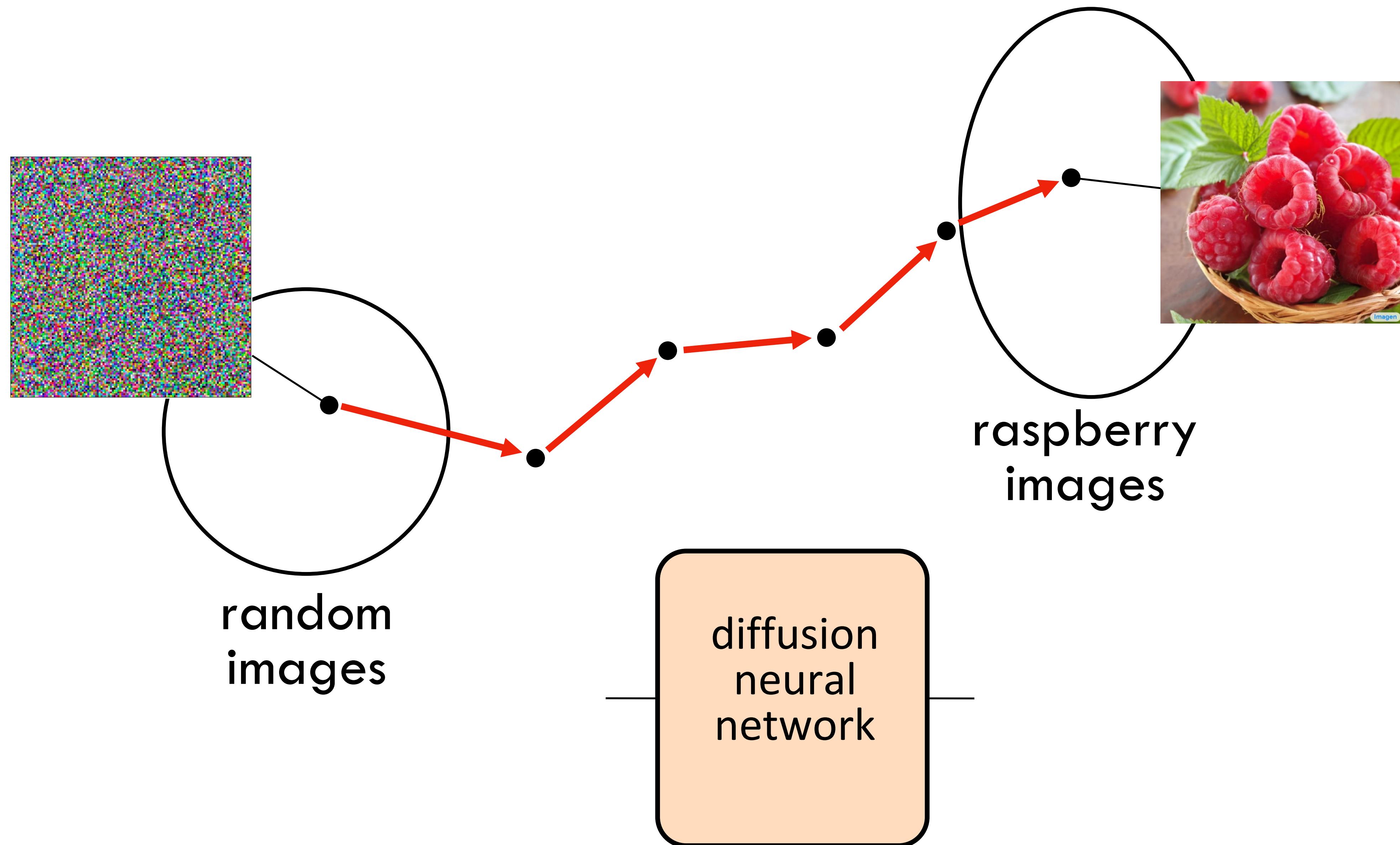


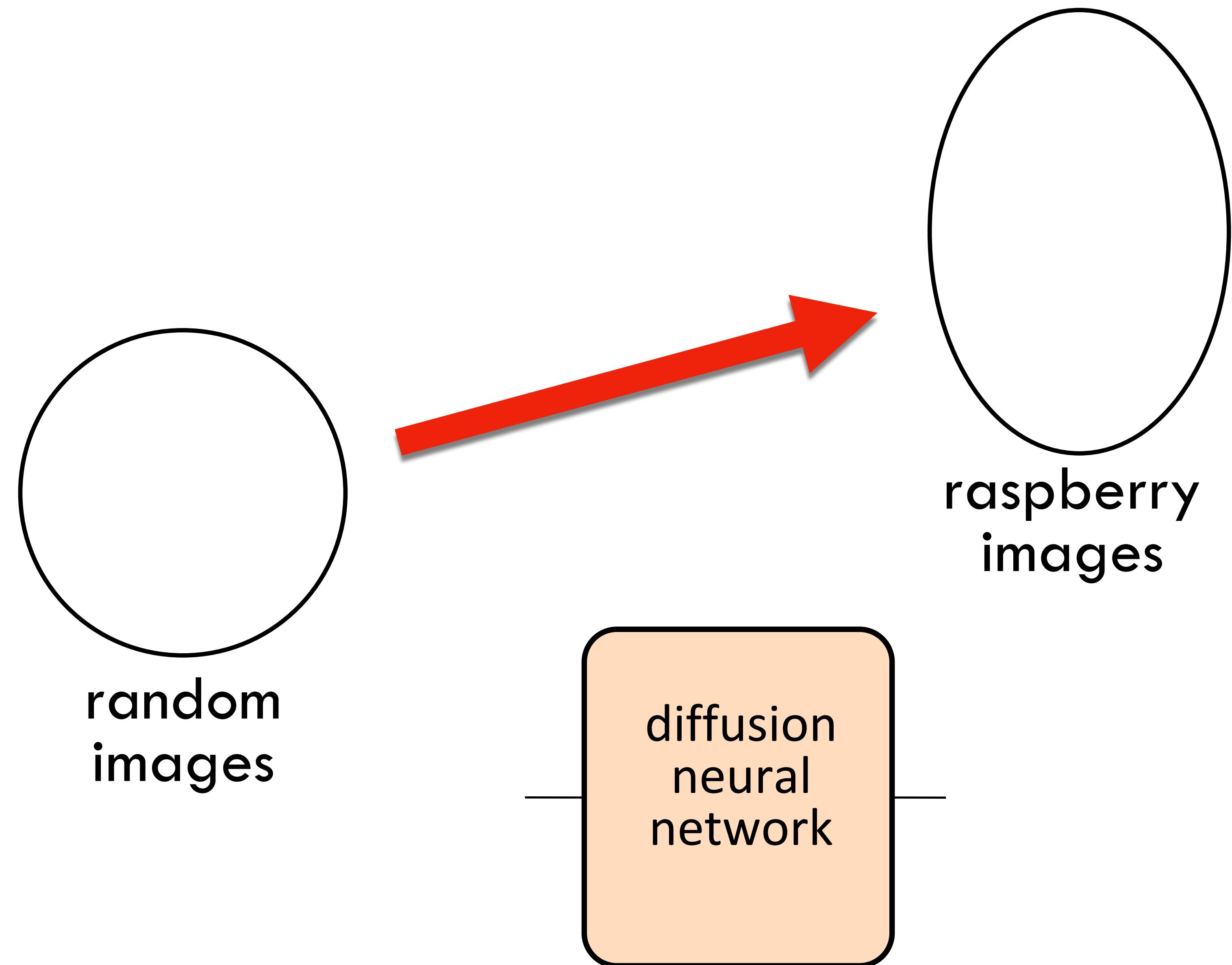


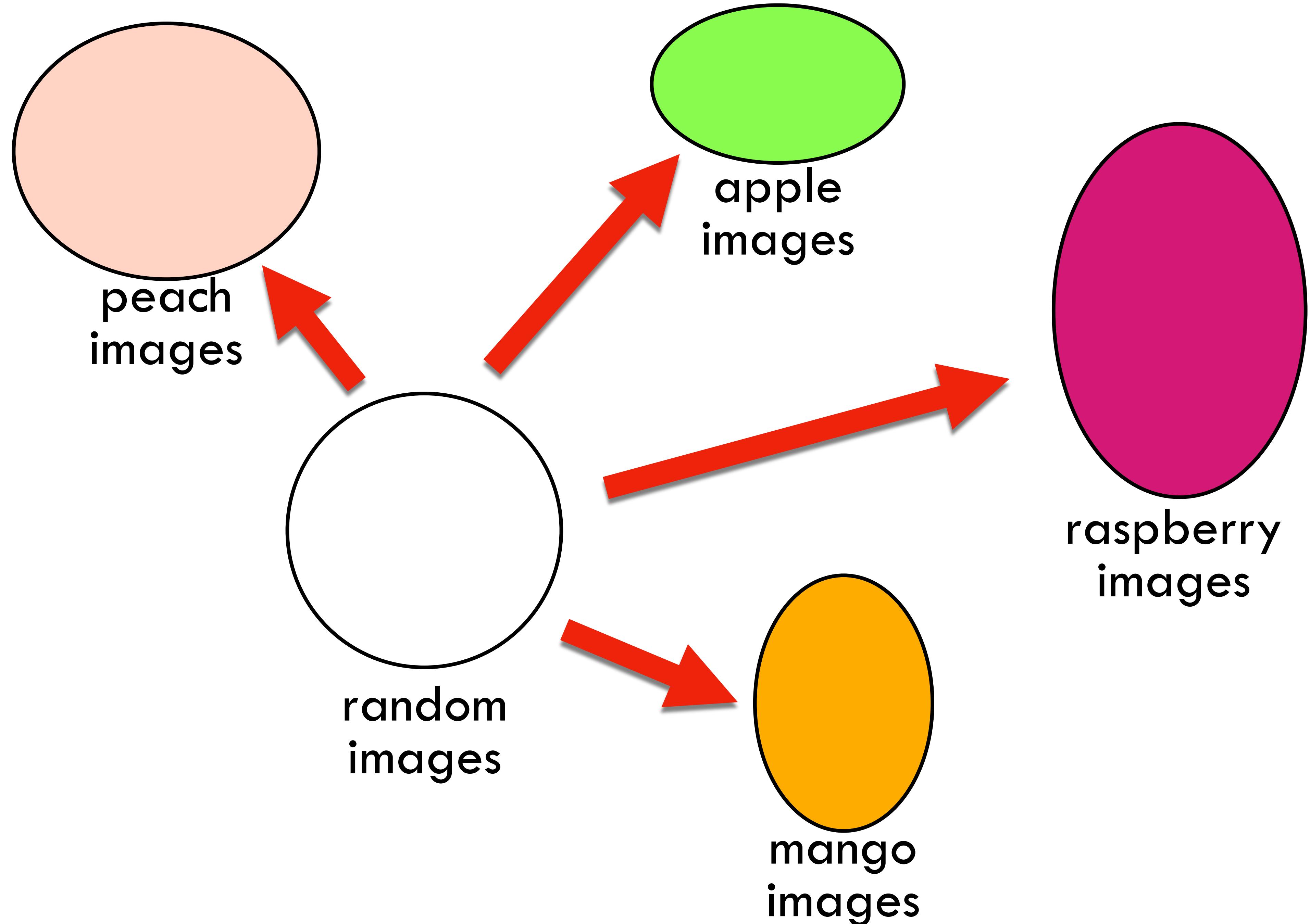


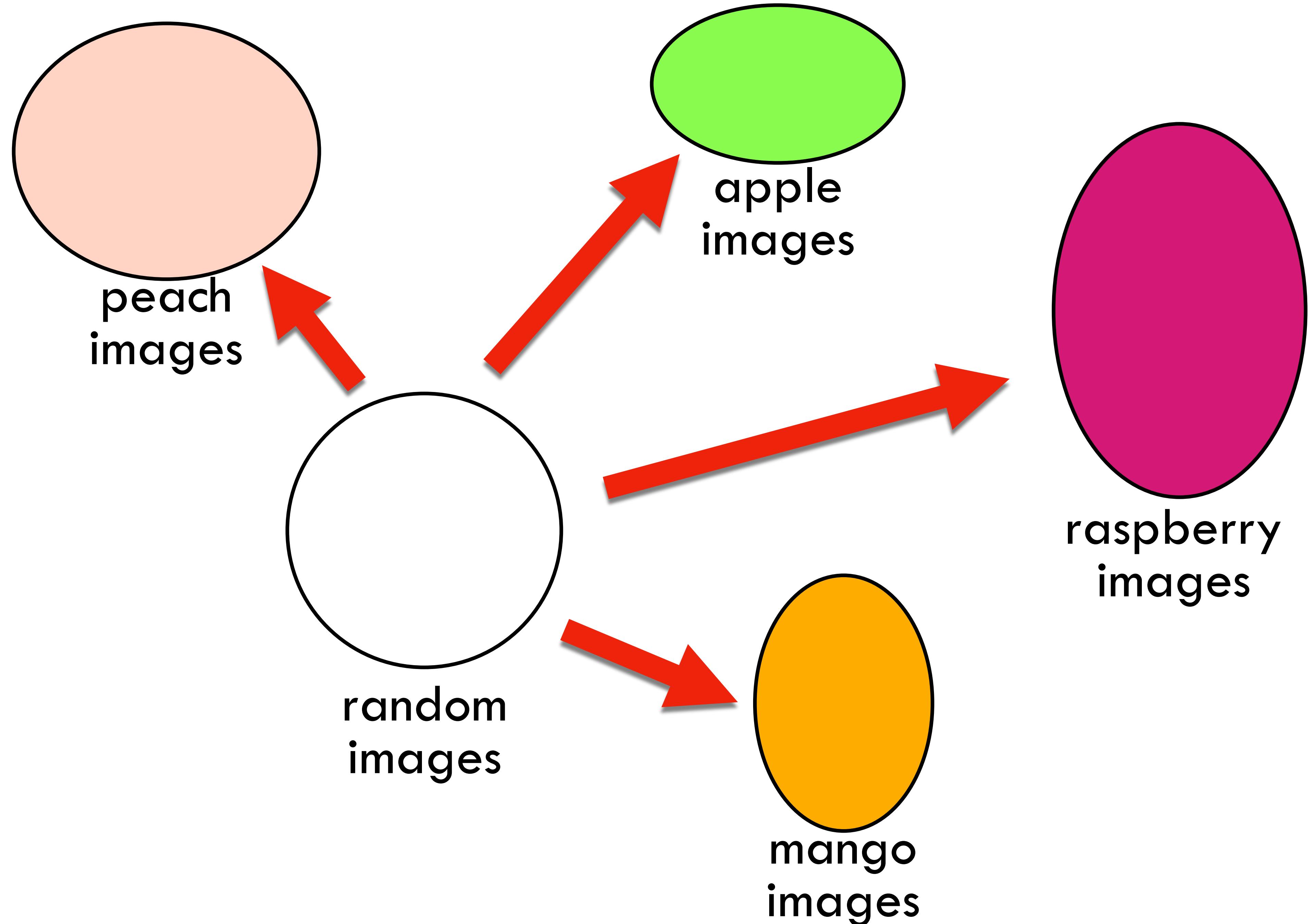


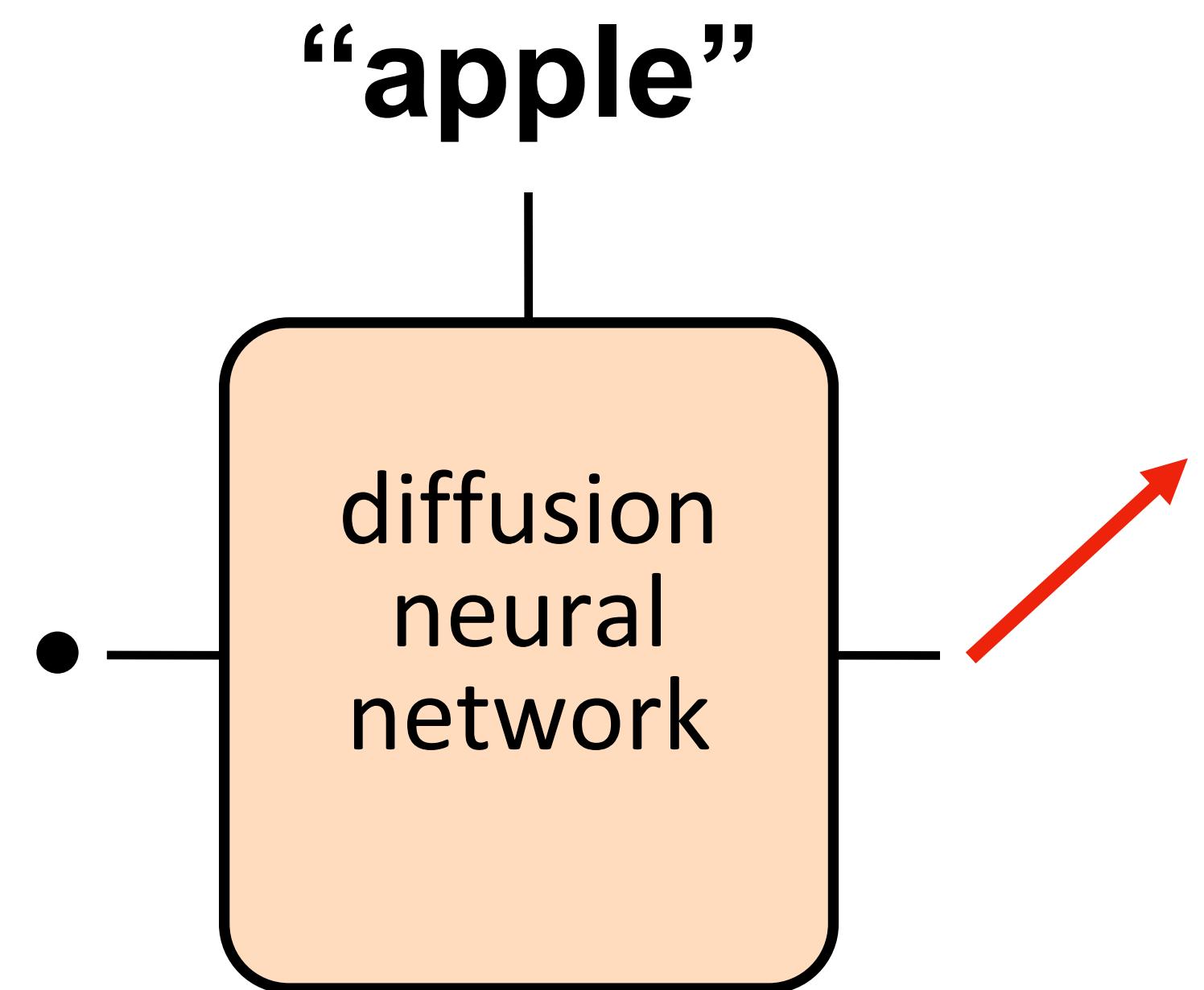
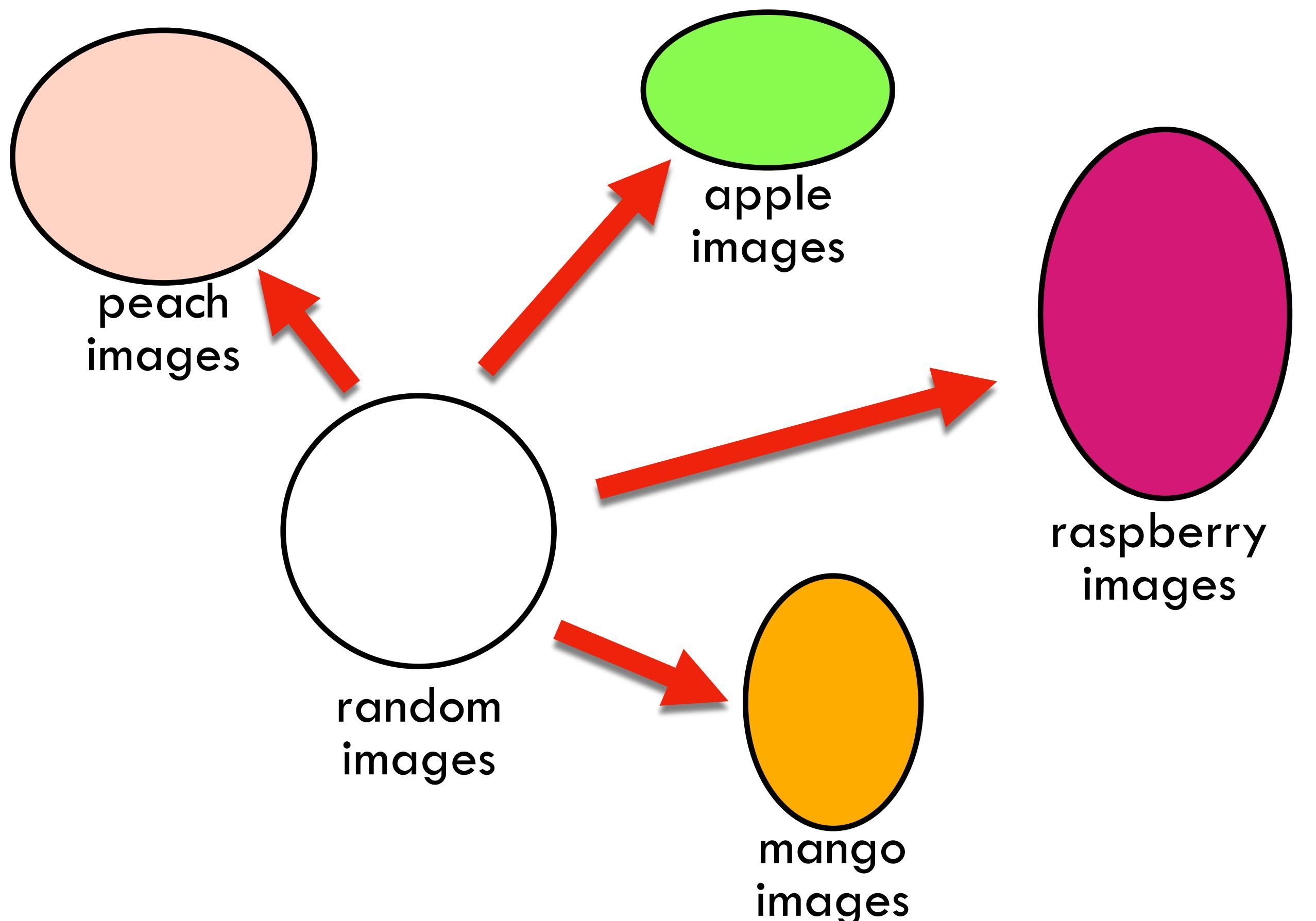


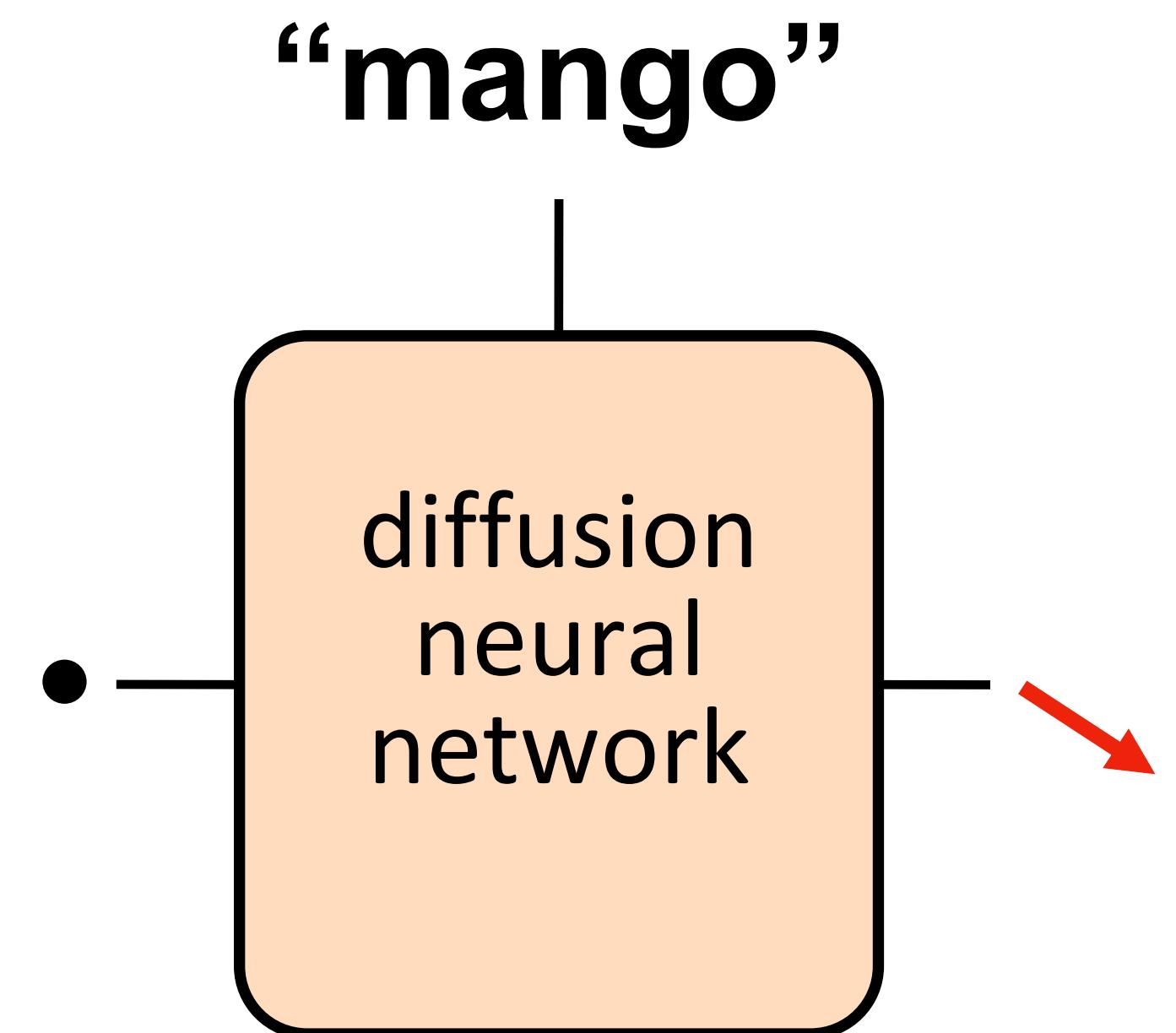
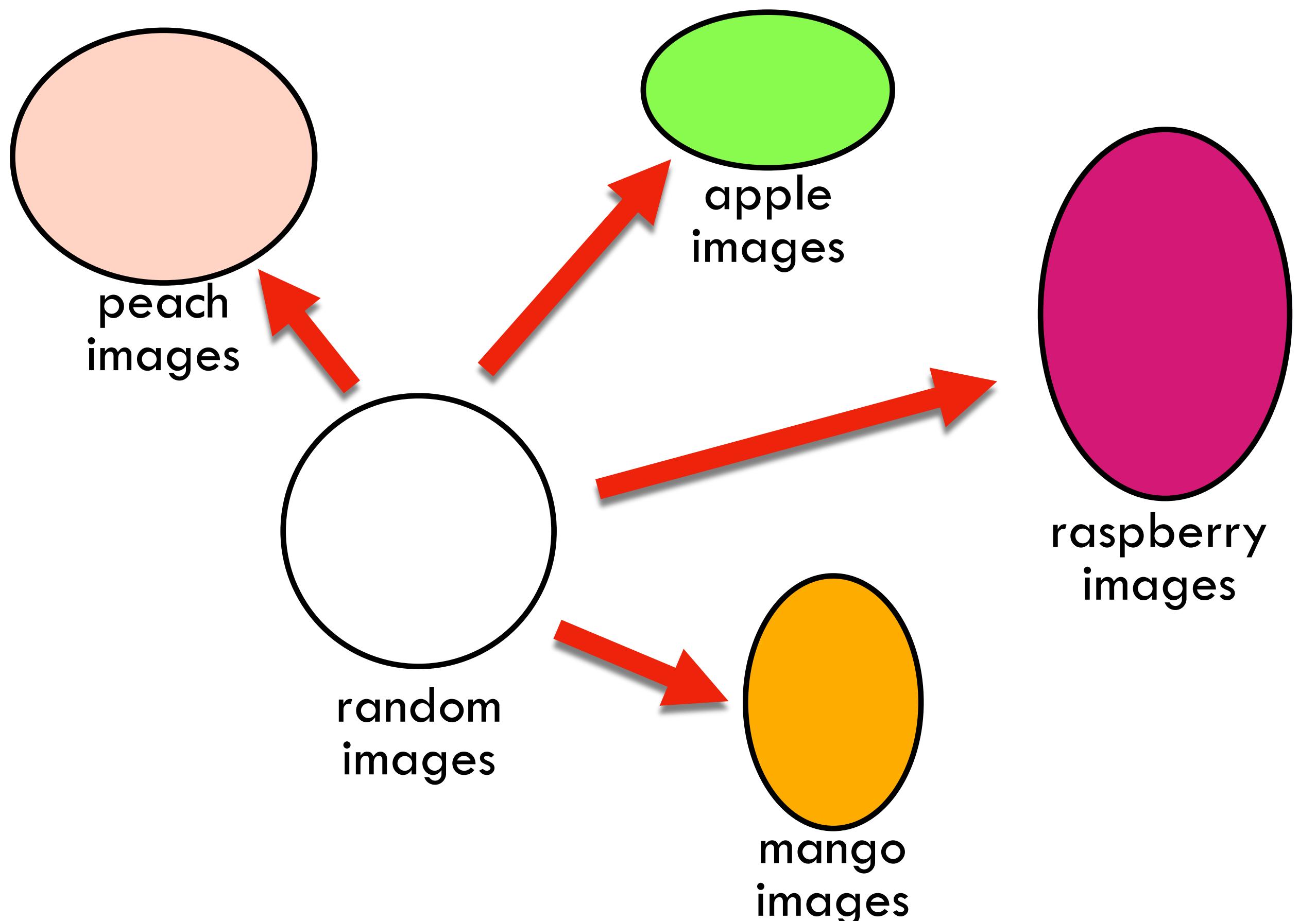




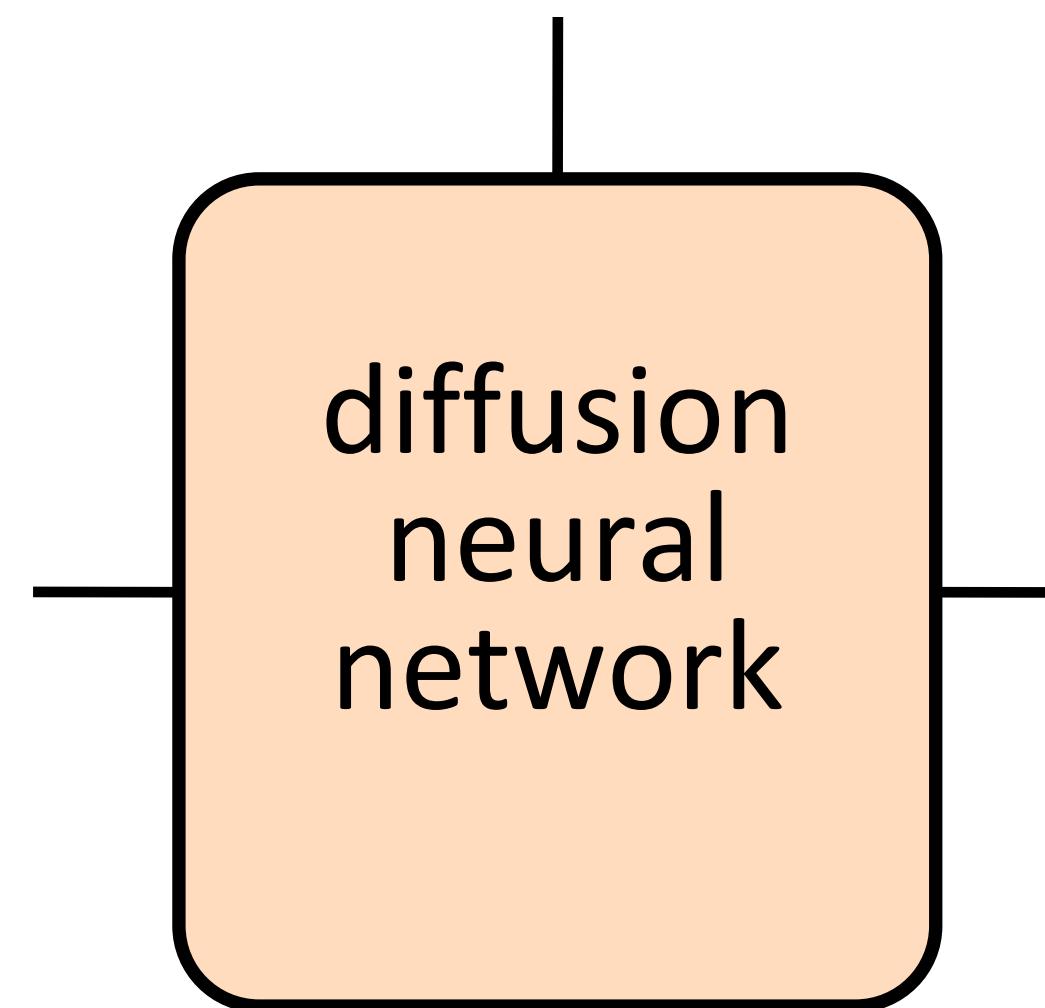


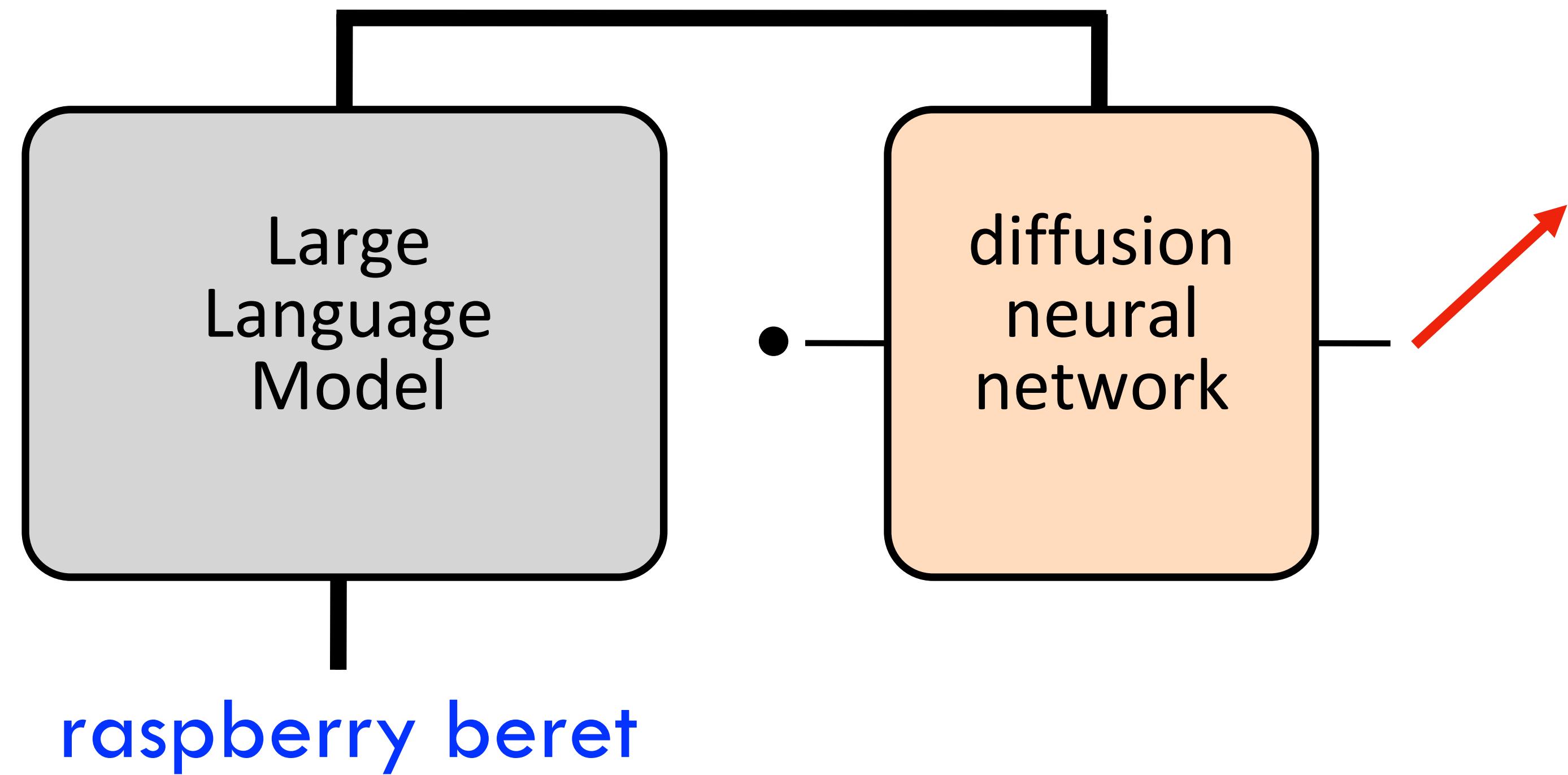




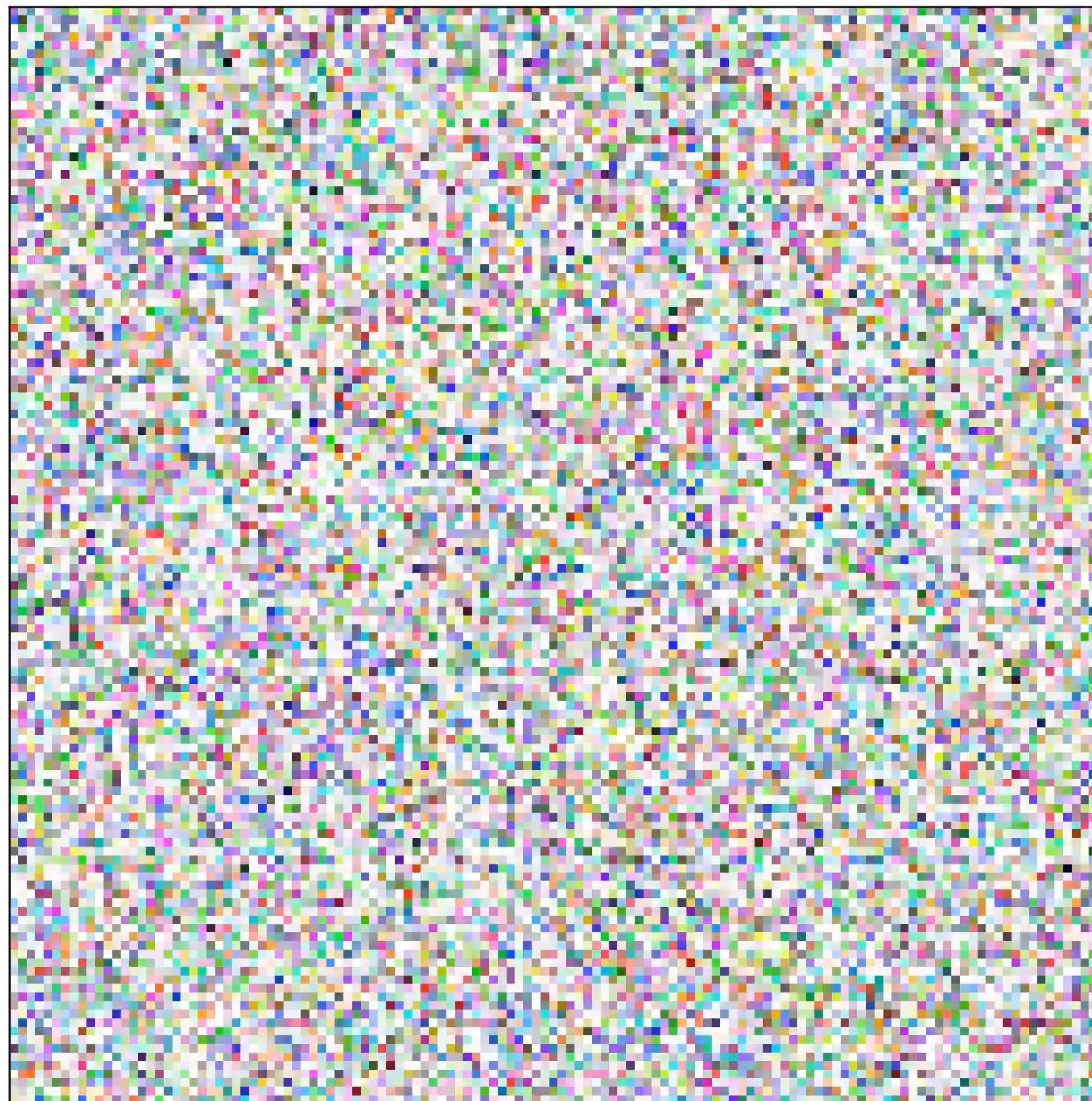


raspberry beret





raspberry beret



raspberry beret

slide from Steve Seitz's [video](#)



Imagen

raspberry beret



Imagen

slide from Steve Seitz's [video](#)

beret of raspberries



beret of raspberries

slide from Steve Seitz's [video](#)



Imagen



Imagen

beret of raspberries

slide from Steve Seitz's [video](#)



Imagen

chocolate guacamole pancakes



slide from Steve Seitz's [video](#)

squirrel inside
a nutshell



Imagen

slide from Steve Seitz's [video](#)



An astronaut riding a horse in a photorealistic style (Dall-E 2)

slide from Steve Seitz's [video](#)

**Language
Generator**
(+ pixels)

Diffusion
(+ language)

Parti

Imagen

Language Generator

+

Diffusion

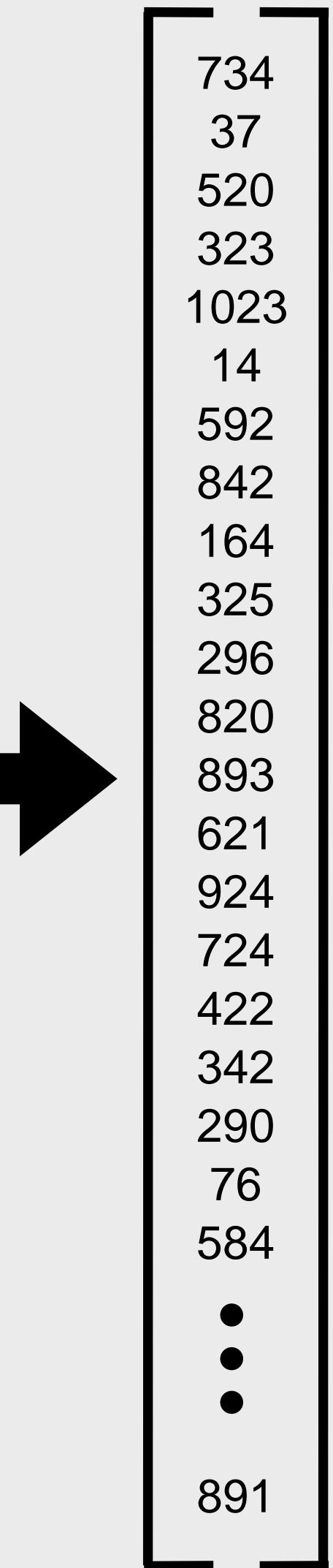
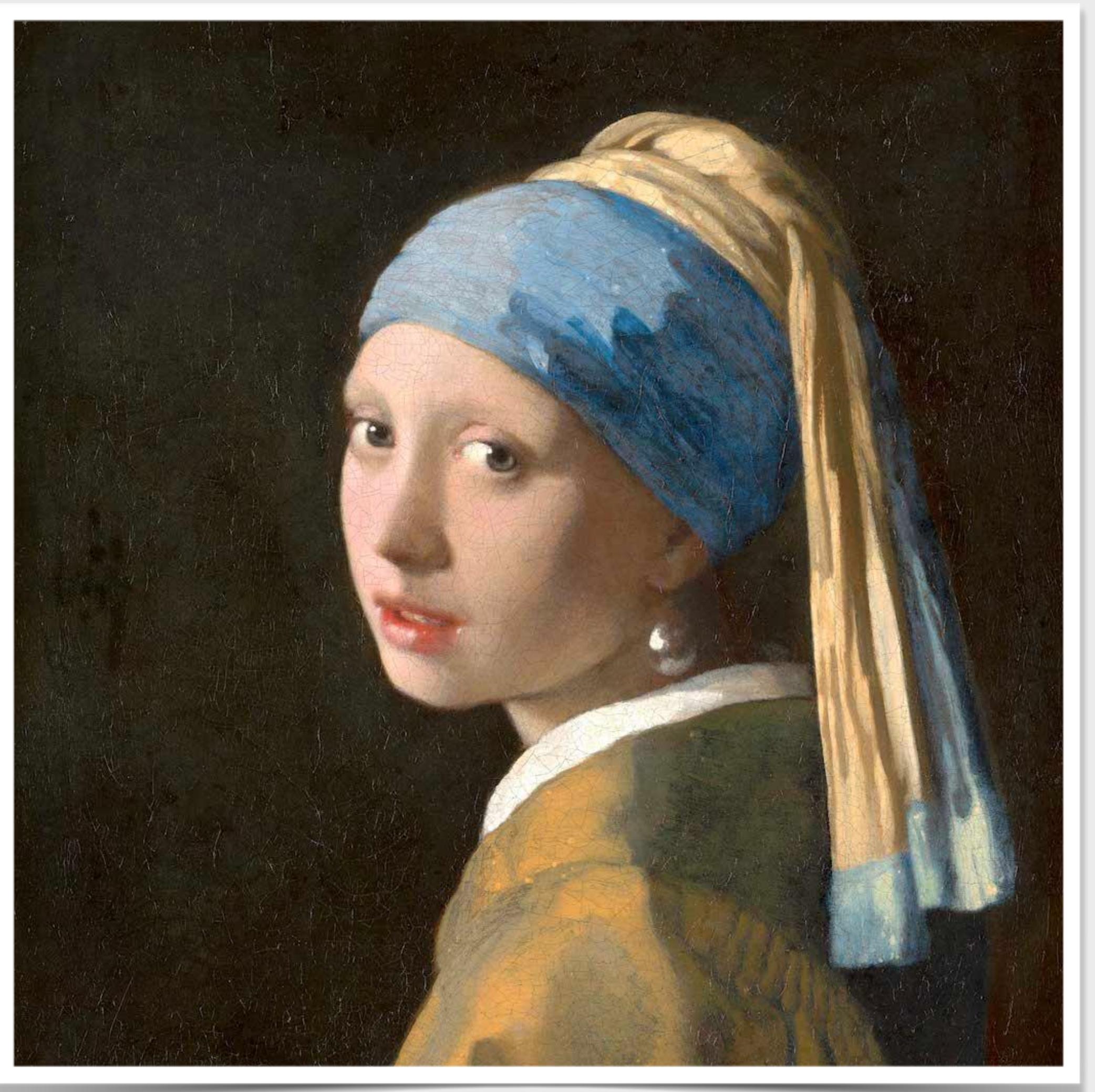
Dall-E 2

734
37
520
323
1023
14
592
842
164
325
296
820
893
621
924
724
422
342
290
76
●
●
●
891

Parti

Dall-E 2

slide from Steve Seitz's video





slide from Steve Seitz's [video](#)



slide from Steve Seitz's [video](#)



Parti

Squirrel reaching for a nut. Latte art

slide from Steve Seitz's [video](#)



Imagen

A teddy bear making chocolate guacamole pancakes

slide from Steve Seitz's [video](#)

A dog looks curious in the
mirror,
seeing a cat



Imagen

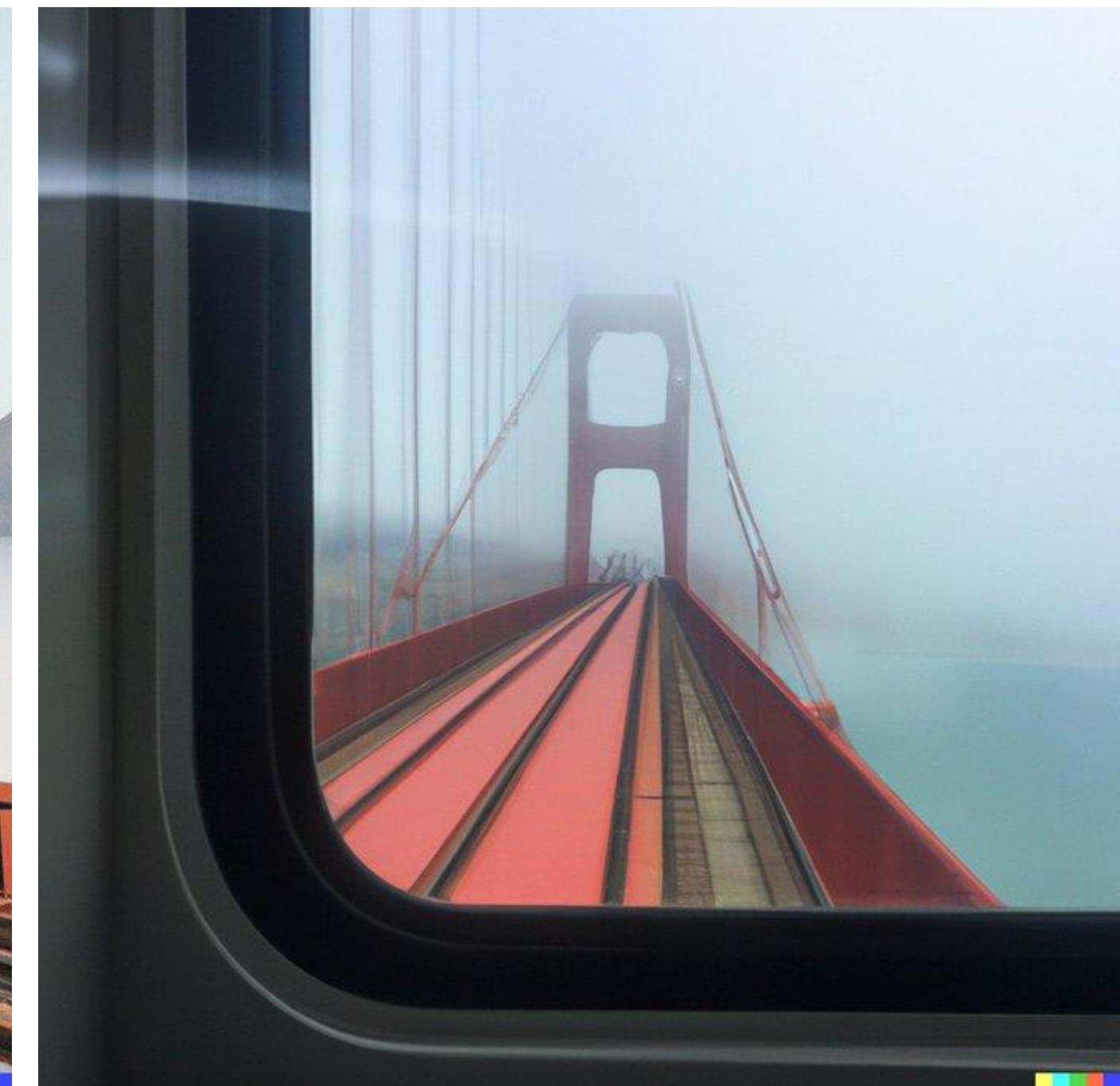
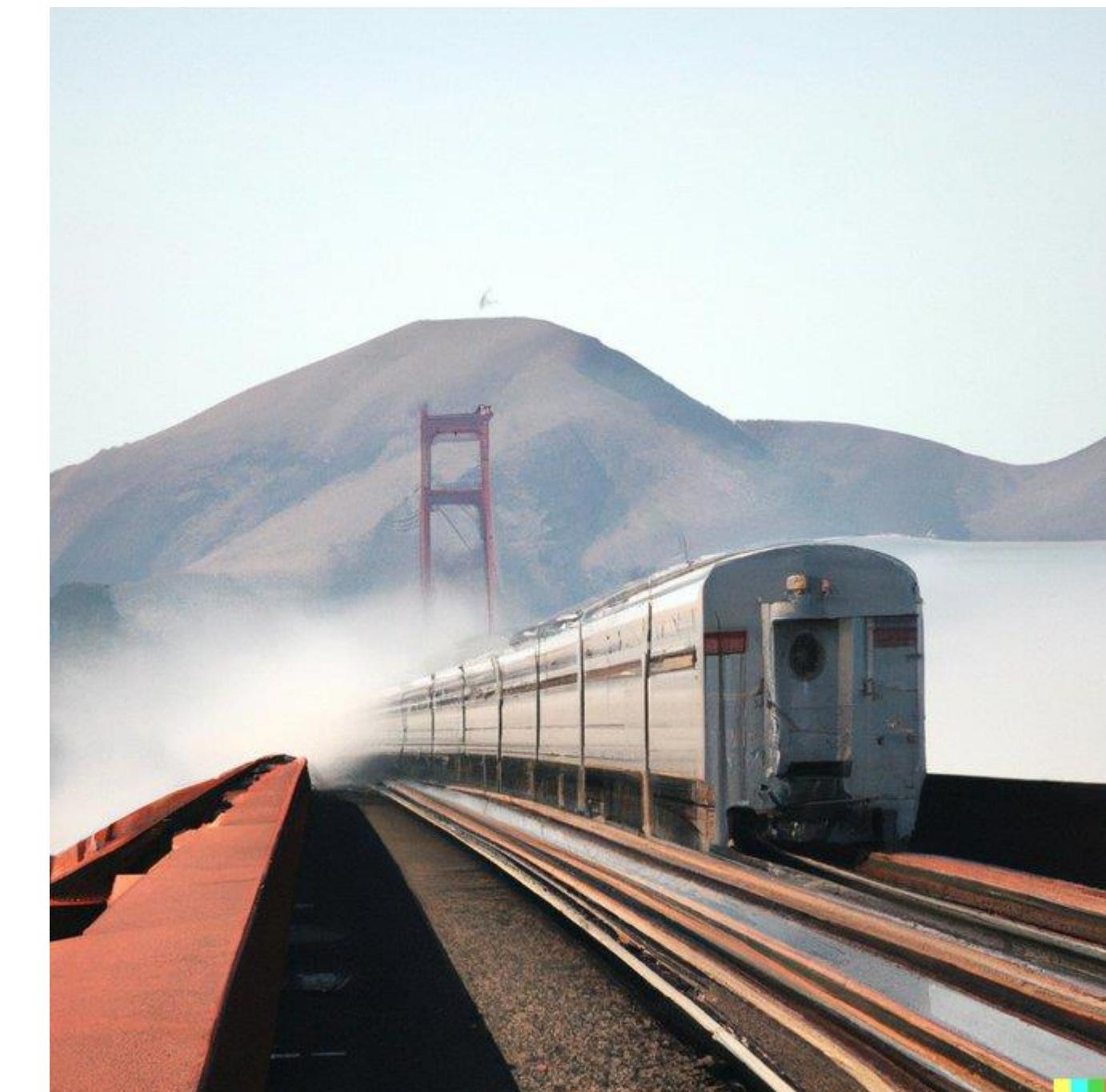
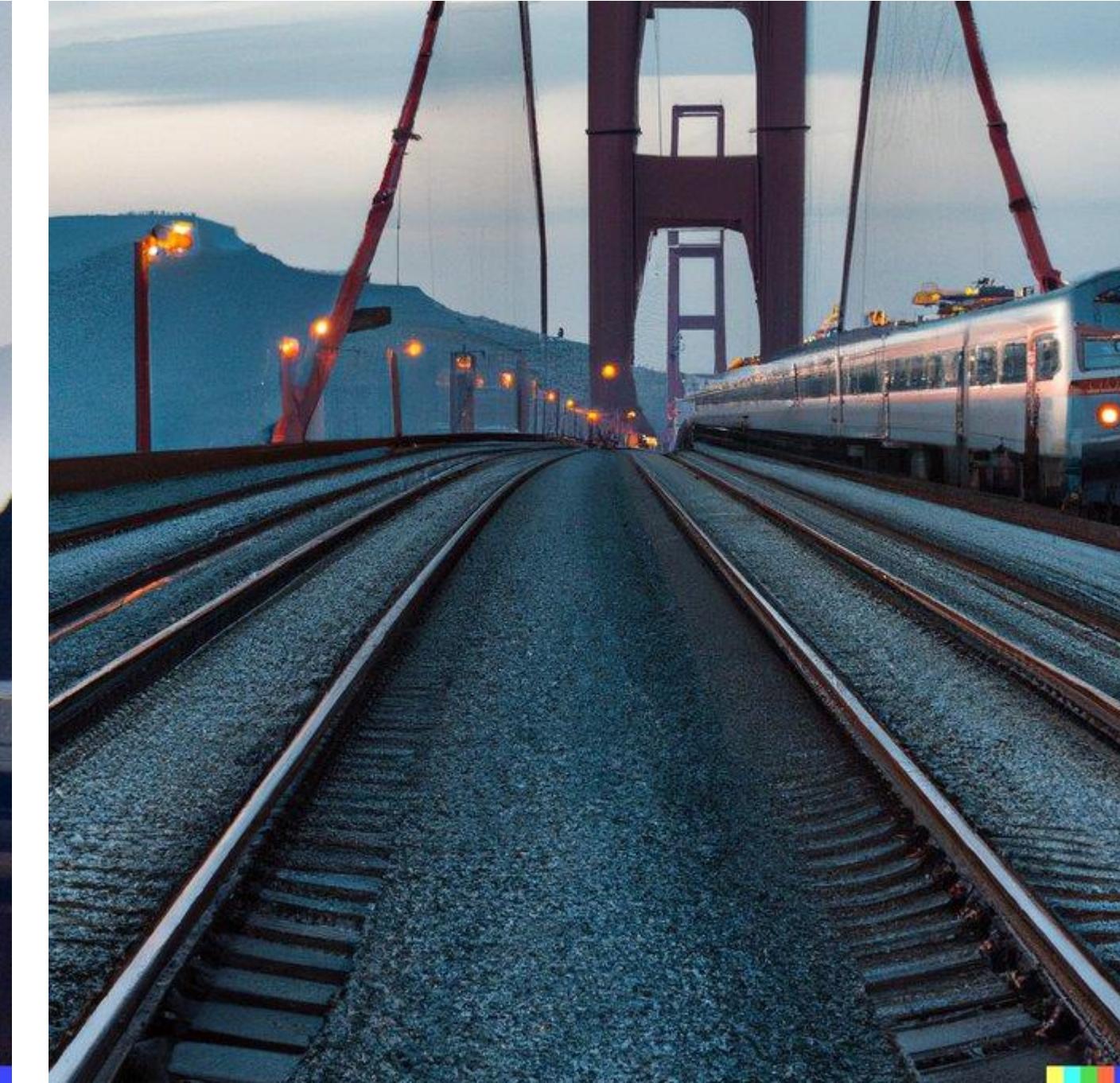
A bowl of soup
that looks like a monster
knitted out of wool



Dall-E 2



Impressive compositionality:



DALL-E + Danielle Baskin