



# Deep Learning Methods to Solve the Inverse Problem of Artificial Image Colourisation

James Conway



# Black and White Image Colourisation

## Current Manual Process

- Artist infers the colours based on details
- Usually assisted by semi-automatic tools
- Requires time and skill

## Automatic Colourisation

- Allows colourisation in a fraction of the time
- Would allow efficient video colourisation
- New applications for monochromatic image systems (infrared)



# An Ill-Posed Inverse Problem

The diagram illustrates the relationship between functions  $f$  and  $g$ . Function  $f$  is represented by a large matrix with a triangular pattern of colored blocks (red, green, blue, and grey) containing numbers. Function  $g$  is represented by a smaller, square matrix with a similar pattern. The diagram shows  $f = g \cdot A$ , where  $A$  is a matrix of ones and zeros.

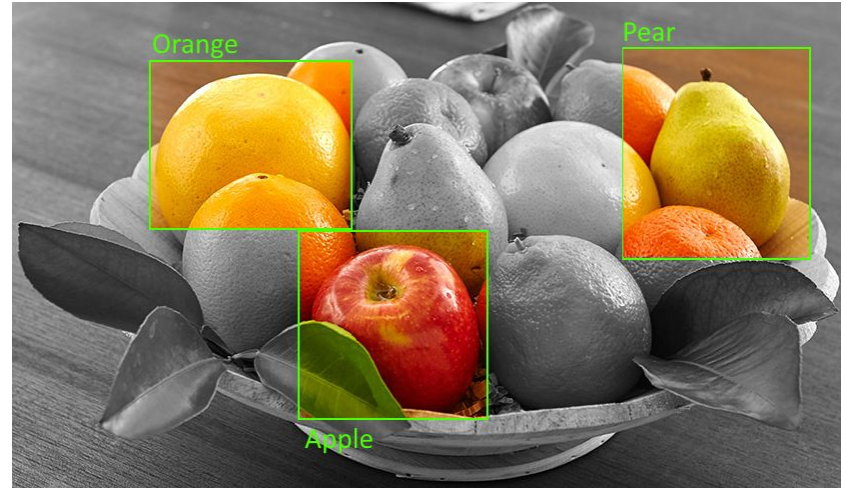
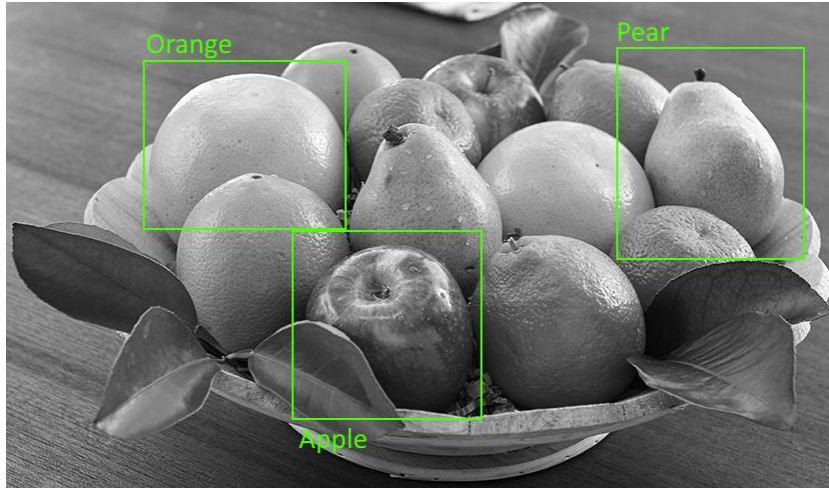
## Inverse Problem

- Greyscale to colour conversion can be seen as the inversion of colour to greyscale conversion
- Ill-posed: no unique method for this conversion

## Approximate solution

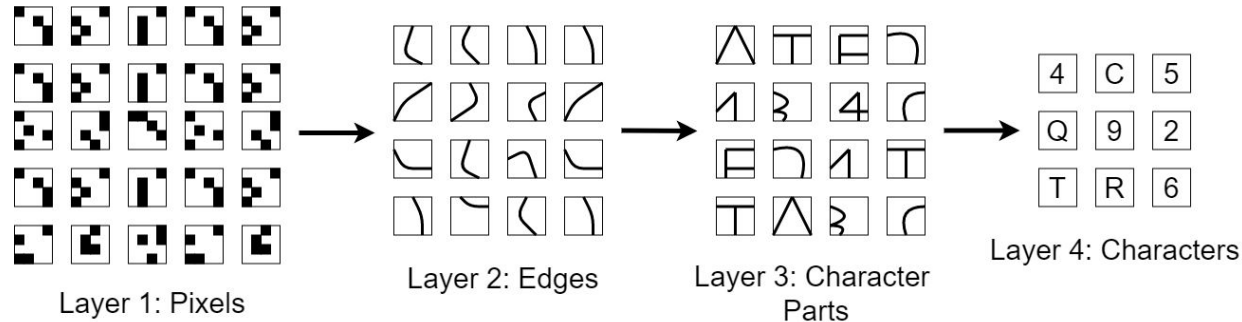
- No unique solution can be created to reverse the process
- Gather as much additional information (priors) as possible to help develop the best approximate solution

# Colourising with Priors



# Deep Learning as a Solution

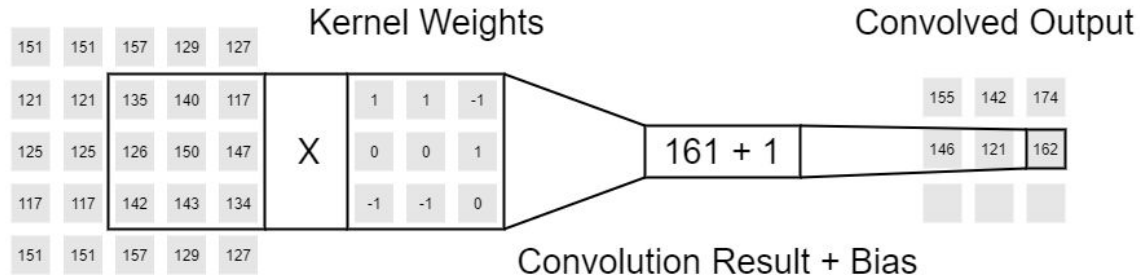
- Neural Networks can develop solutions based on the analysis of large amounts of data
- Can recognise patterns in data, and combine those patterns to find the priors that can help them develop a solution
- Deep Learning's strengths have made it a common solution for colourisation
- No consensus on which Deep Learning model is best for colourisation



# Convolutional Neural Network (CNN)

- Extracts the features in an image through “Convolution” operations
- Uses these features to learn how to best colourise the image
- Convolution is the most commonly used method for tackling Computer Vision problems with Deep Learning
- The CNN was developed first, as it could be used as a baseline for other models
- Designed with repeated testing and tuning

Input Image/Parameters



# Convolutional Generative Adversarial Network (CGAN)

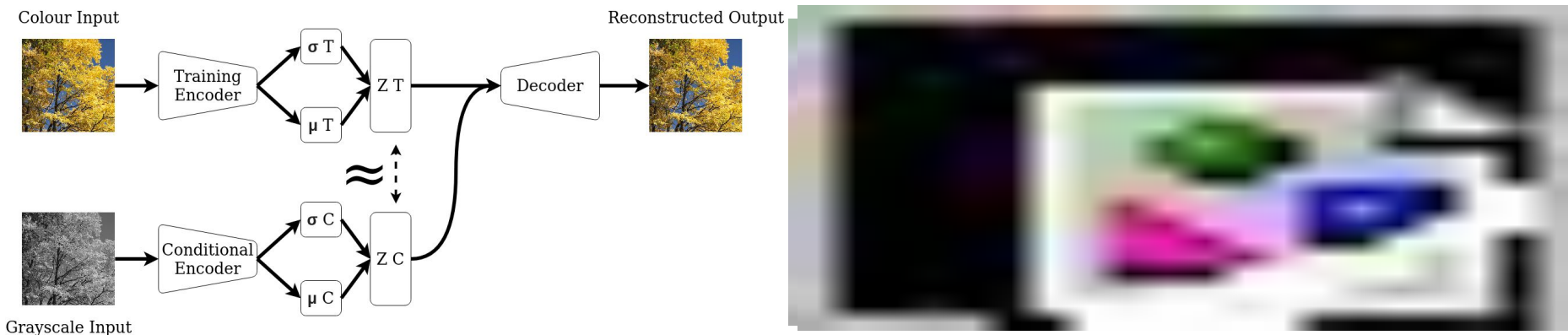
- Trains through two networks that compete together, generator learns to generate images, while the discriminator learns to determine if an image is real or generated
- Can generalise better than normal NNs
- Adopted in a number of projects for image colourisation
- Difficult and time-consuming to train
- Due to lengthy training, it was designed primarily based on examples and suggestions





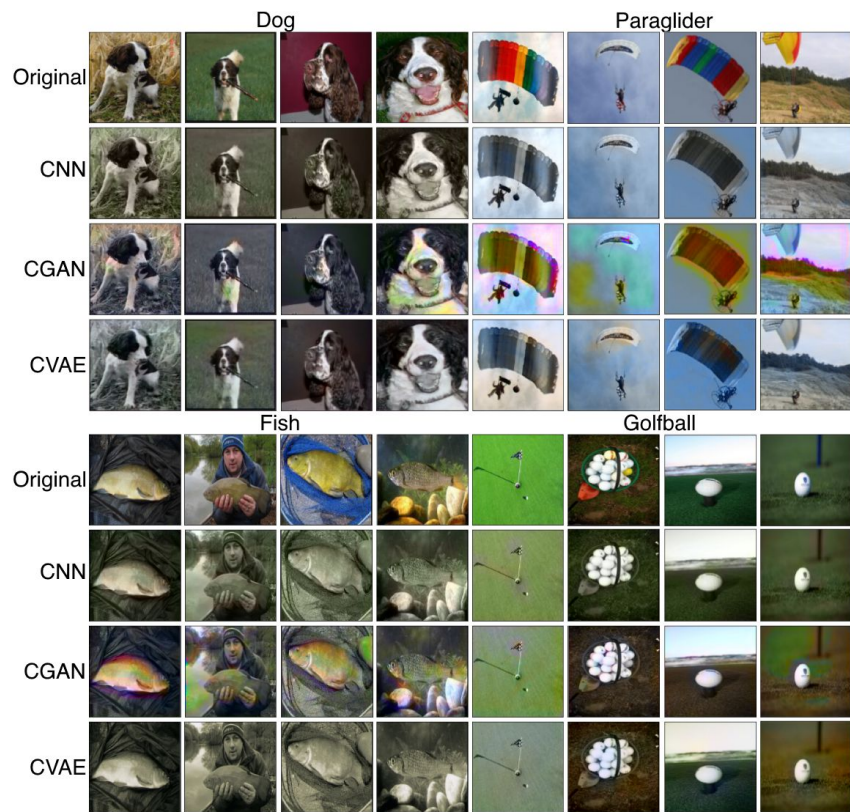
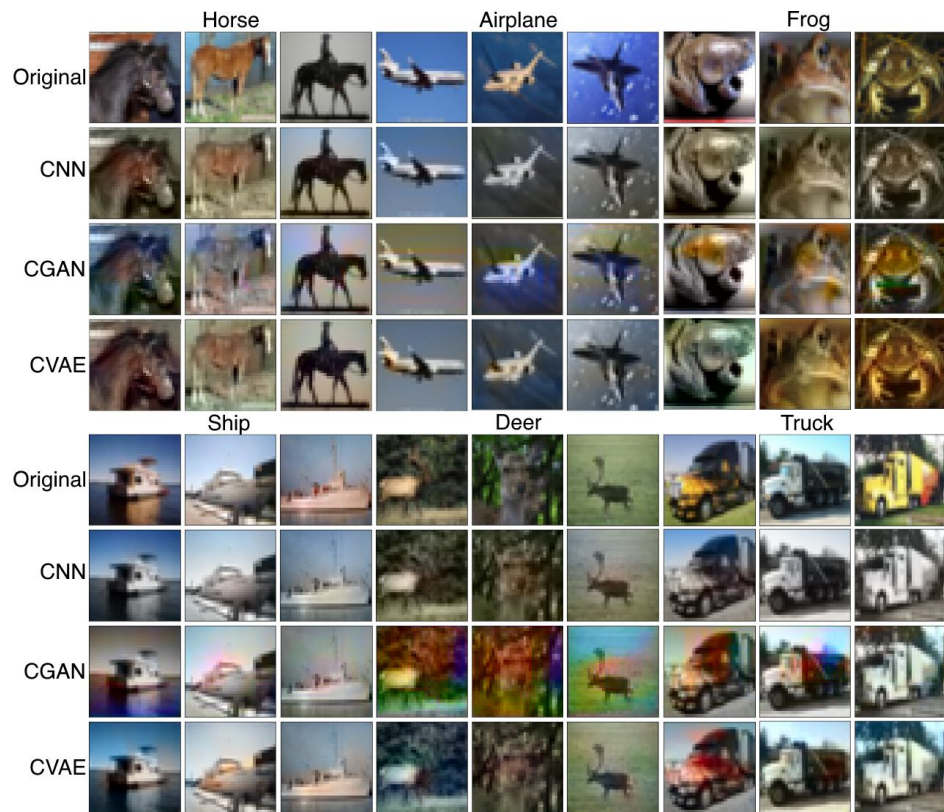
# Convolutional Variational Autoencoder (CVAE)

- Implemented after the CGAN, as it is less commonly adopted for colourisation, and needed more research
- Encoder networks compress input images into latent feature representations, while the decoder network decompresses these representations into output images
- Capable of providing diverse colourisations for a given image
- Trains very quickly, so could be better designed with repeated testing

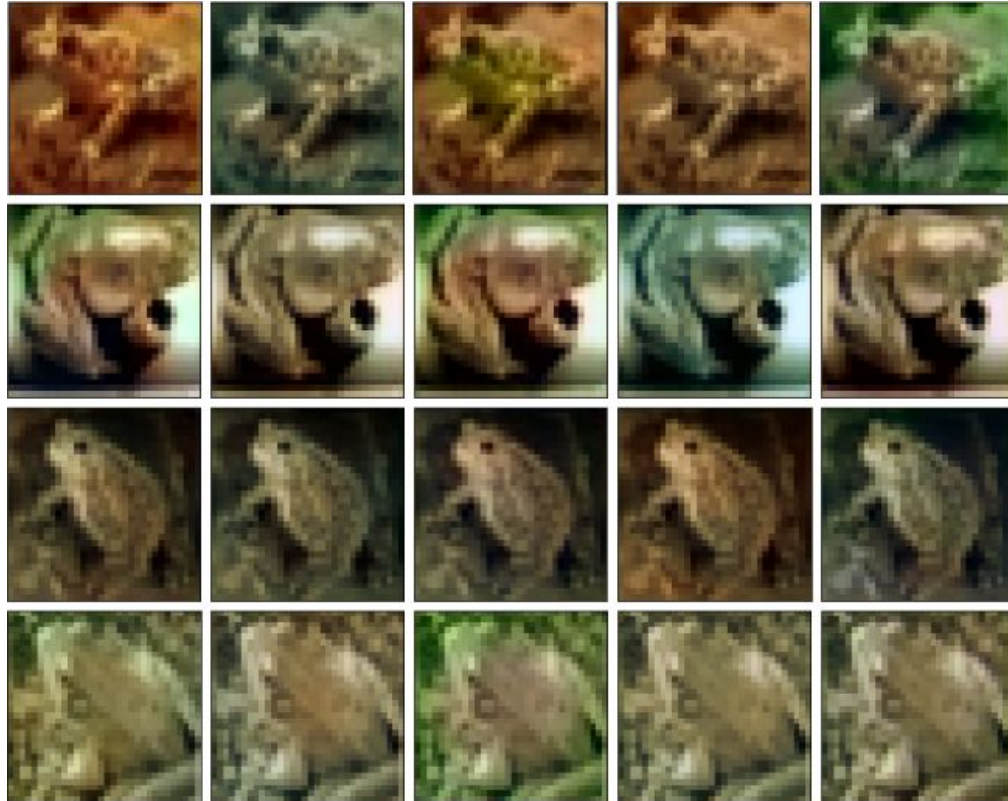




# Results



## Diverse CVAE Colourisation



# Conclusion

## CNN

- Well adapted but rudimentary
- Needs a lot of priors in order to colourise in detail

## CGAN

- Implementation difficulties
- Poor results
- Could be viable if the design were improved

## CVAE

- Most detailed outputs and fits the data very well
- Ability to produce diverse colourisations
- Most interesting solution

