

# Polychromify

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Deep Convolutional Autoencoder  
for Landscape Image Colorization

# Image Colorization

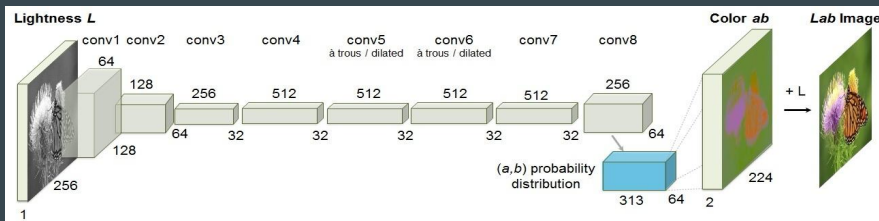
- Hallucinating colors from black & white photos
- Useful to revive historical photos & films with colors
- Difficult task even for humans (ill-posed problem)
- Very challenging & fascinating problem



# Learning-based colorization approach

## ECCV16

- [Zhang et al. 2016](#)
- Convolutional Neural Network
- Classification setup + class rebalancing
- Rich colorization results

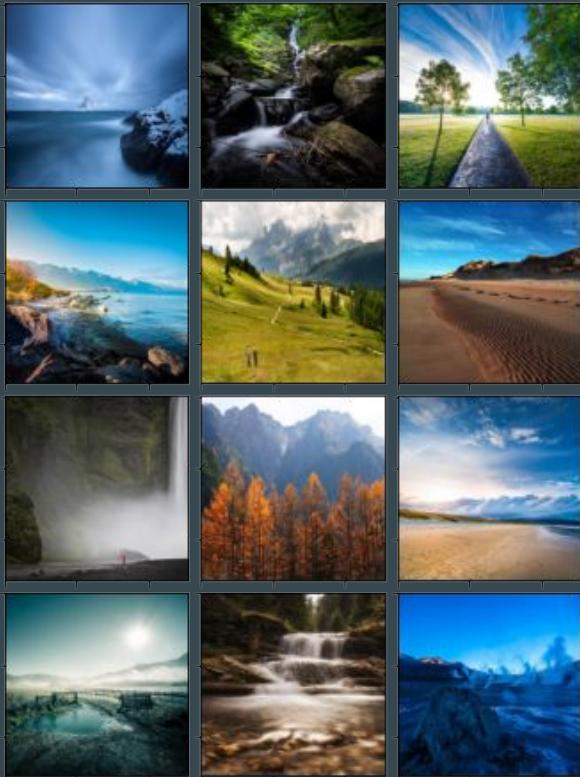


## SIGGRAPH17

- [Zhang et al. 2017](#)
- CNN + *user colors hints*
- Merge automatic + user input approach
- Several plausible colorization + more realistic results



# Landscapes Dataset - Sample Overview



## Features:

- 4.3k total images
- Diverse landscapes categories
- Different sizes with high resolution
- Dataset split
  - 2752 images ( 64% )
  - 688 images ( 16% )
  - 860 images ( 20% )

# Pre-processing

1. Resize to fixed size of 128x128 pixels
2. RGB to CIELAB color space conversion ( closer to human perception + easier to separate )
3. Normalization of AB channels to range  $[-1, 1]$  for better training ( avoiding saturation activation function )



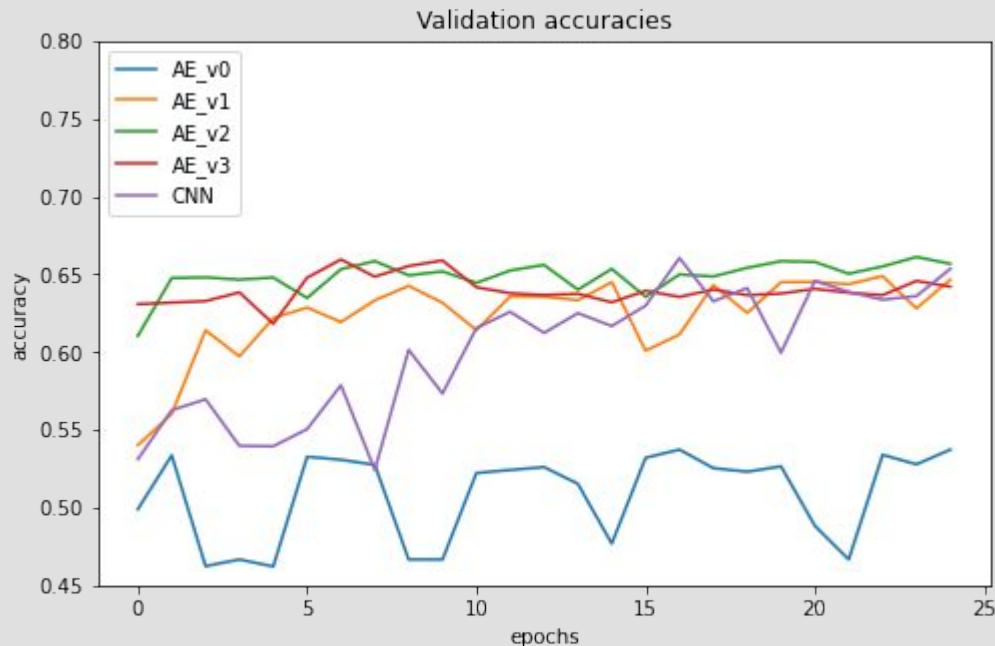
# Model selection

1. Vanilla Autoencoder ( v0 )
2. Convolutional Autoencoder ( v1 )
3. Convolutional Dense Autoencoder ( v2 )
4. Deep Convolutional Autoencoder ( v3 )
5. CNN

**Convolution is key!**

Best Architecture :

**Convolutional Dense ( v2 )**



# Hyper-parameter tuning

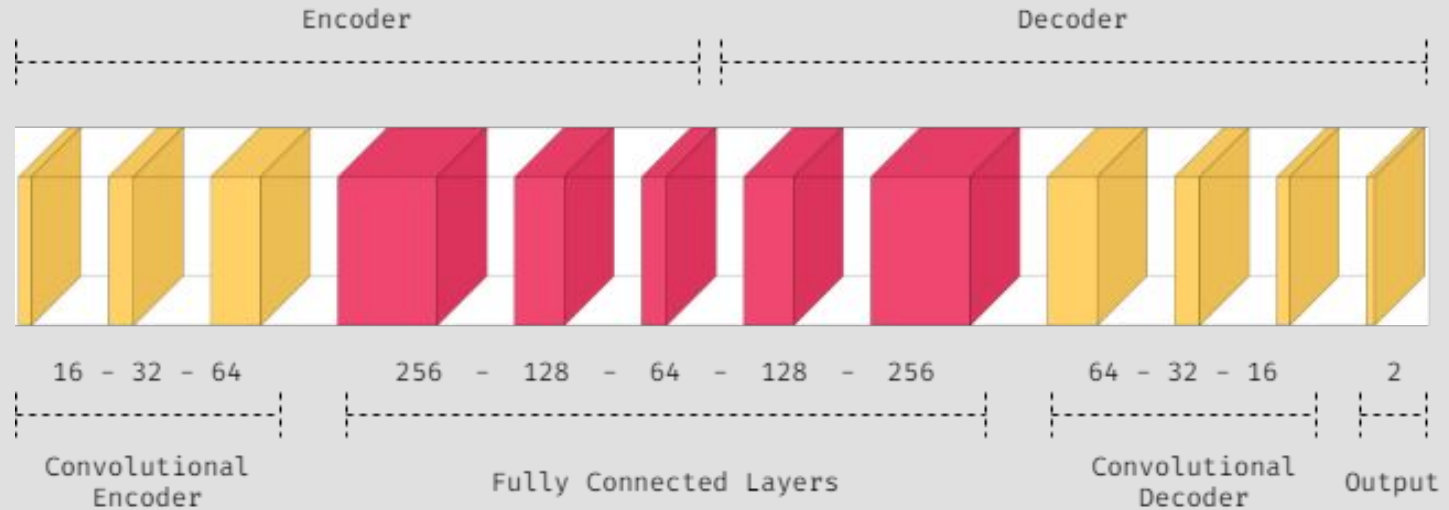
Hyper-parameters						
Models	Neurons*	Filters**	Strides/Upsampling	BN	Accuracy	Time
v1	Low	Low	No	No	0.6814	35 min
v2	Medium	Low	No	No	0.6792	52 min
v3	High	Low	No	No	0.6851	1h 5 min
v4	High	High	Yes	No	0.6727	1h 45 min
v5	High	High	Yes	Yes	0.6527	1h 52 min

\* *Neurons* : Low ( 64 - 32 - 16 - 32 - 64 ) / Medium  $\rightarrow$  ( 128 - 64 - 32 - 64 - 128 ) / High  $\rightarrow$  ( 256 - 128 - 64 - 128 - 256 )

\*\* *Filters*: Low ( 16 - 32 - 64 - 64 - 32 - 16 ) / High  $\rightarrow$  ( 32 - 64 - 128 - 128 - 64 - 32 )

# Polychromify Architecture

## Deep Convolutional Dense Autoencoder





# Quantitive results: accuracy

## CNN

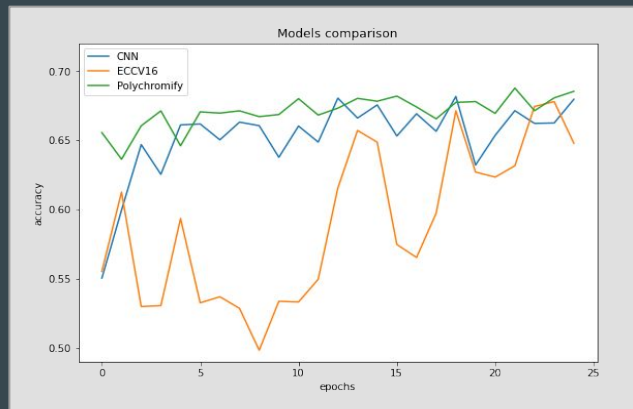
- Baseline model
- Tradeoff complexity vs accuracy

## ECCV16 ( trained from scratch )

- Powerful but high number of parameters
- Slow to train
- Data hungry model

## Polychromify

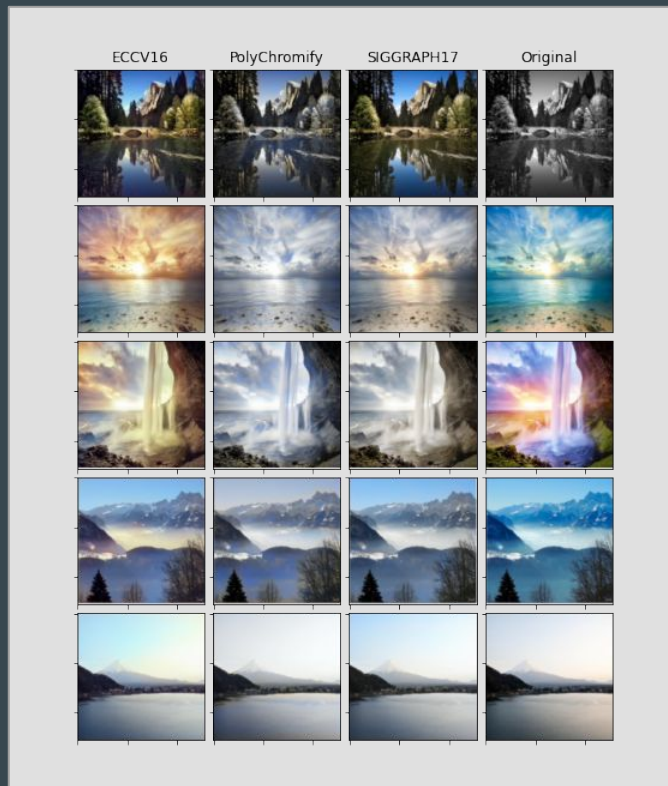
- Best overall
- Fast training
- Tuned on this specific dataset



Final results on test set			
Model	Parameters	Training Time	Accuracy
CNN	$98 \times 10^3$	2h 10 min	0.6535
ECCV16	$32 \times 10^6$	6h 40 min	0.6400
Polychromify	$293 \times 10^3$	1h 40 min	0.6845

# Qualitative results: colorization

- ECCV16 ( pre-trained )
  - Vibrant colors
  - Over-saturated predictions
- SIGGRAPH17 ( pre-trained )
  - Less saturated predictions
  - More realistic colorization
- Polychromify
  - “Shy” color predictions,  
( most from yellow to blue range )
  - Difficult to generalize from bluish pictures



# Final Remarks

## Contributions

1. Simple **Convolutional Autoencoder** architecture
2. **Fast** training + low number of parameters

## Future Improvements

- **Improve dataset** by rebalancing landscape categories
- Train on **larger dataset** ( e.g. ImageNet ) for better generalization
- **Pre-trained models** for object recognition

# The End

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Github Repository

<https://github.com/davide97g/polychromify>