

CEPHALOPOD CAMOUFLAGE IMAGE COLORIZATION PROJECT

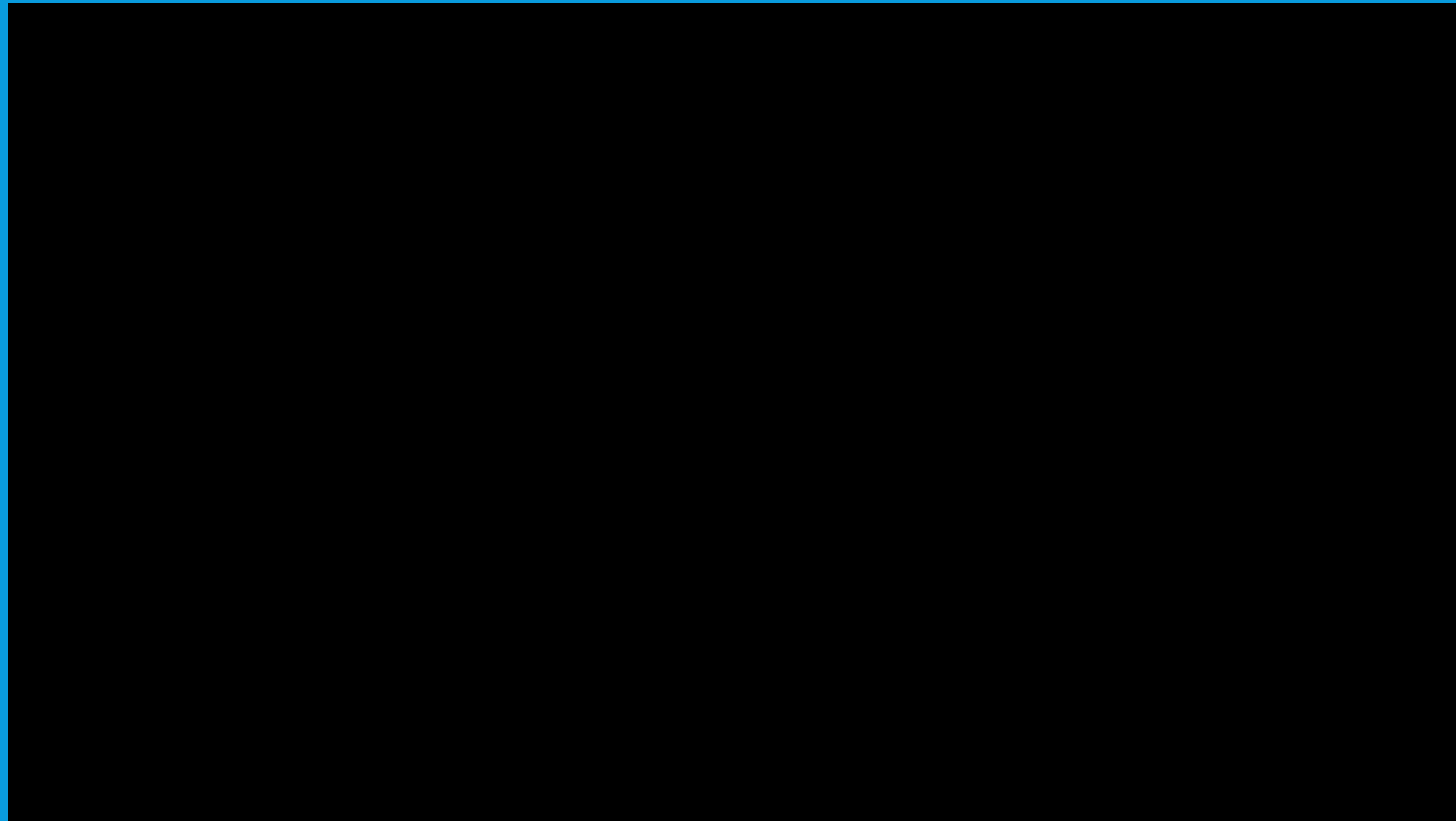
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MOTIVATION

<https://www.youtube.com/watch?v=1VjxvrXGEHk>



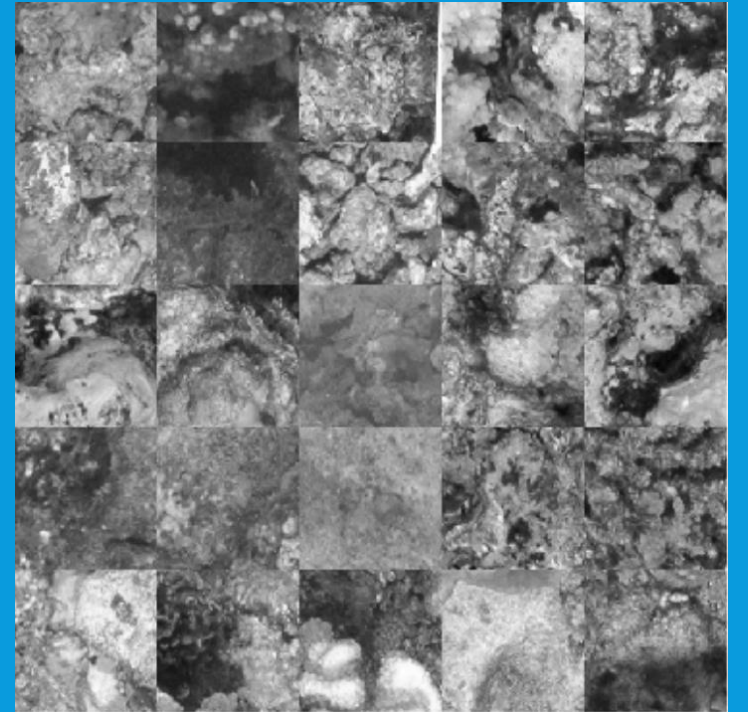
MOTIVATION

- Cephalopod Paradox
 - Near perfect camouflage
 - Color blind
- Possible Explanation
 - U shaped pupils
 - Embedded colorization systems



DATASET

- 1405 underwater natural photos, 1124 used for training
- 128 X 128 X 3
- Converged to grayscale (from opencv.org)
 $0.299 \cdot \text{red} + 0.587 \cdot \text{green} + 0.114 \cdot \text{blue}$

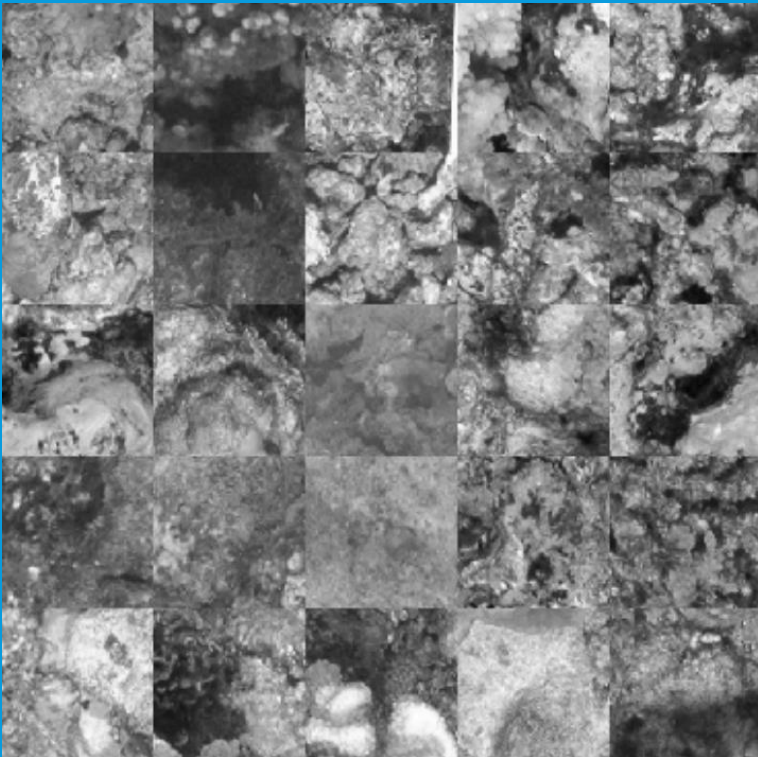


BASE CASE

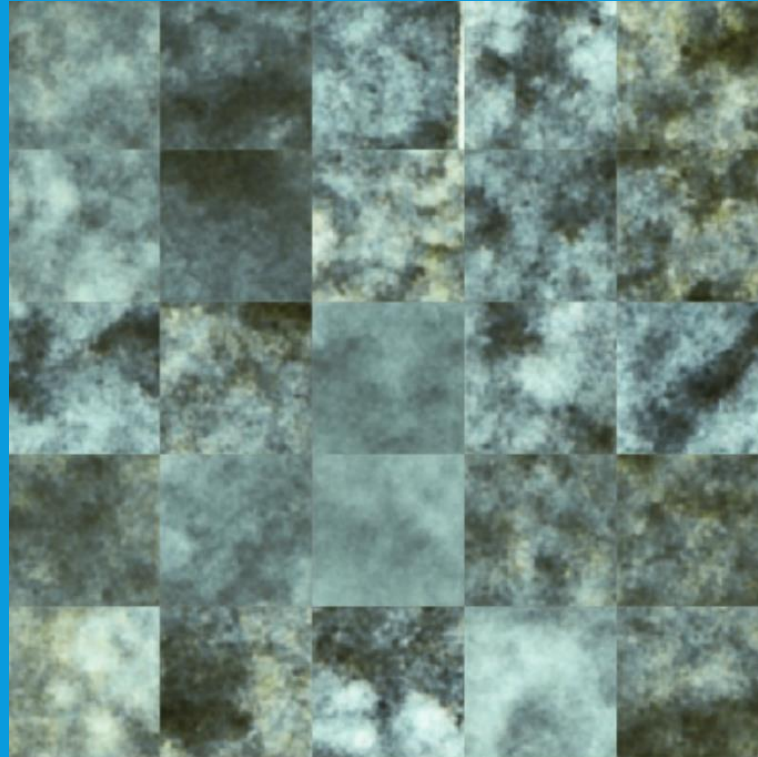
- Autoencoder
64 \Rightarrow 128 \Rightarrow 256 \Rightarrow 256 \Rightarrow 128 \Rightarrow 64
- MSE + Adam
- Blurry but was able to learn color patterns

BASE CASE

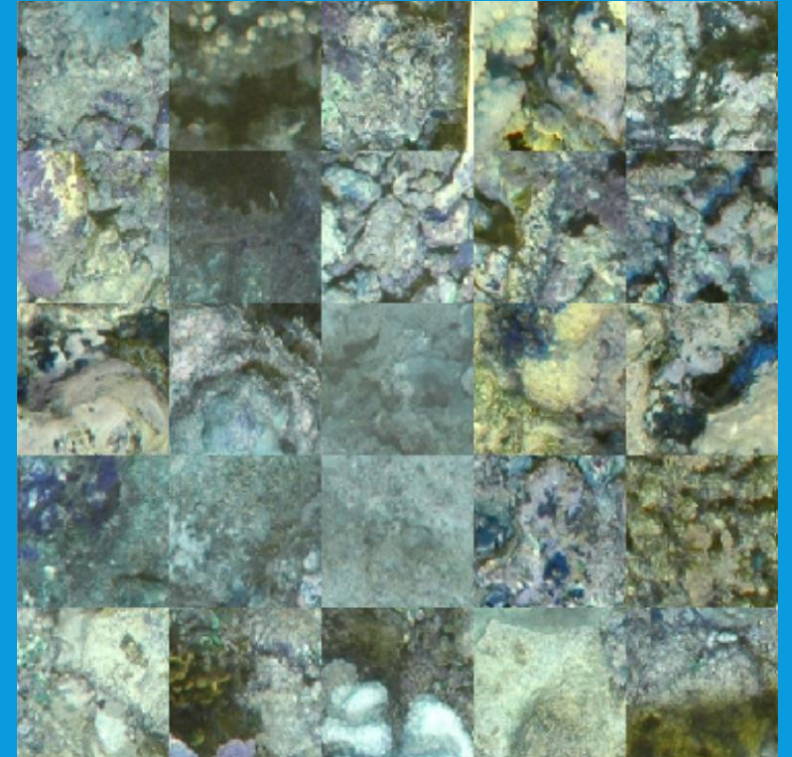
Black/White



Autoencoder



Ground Truth



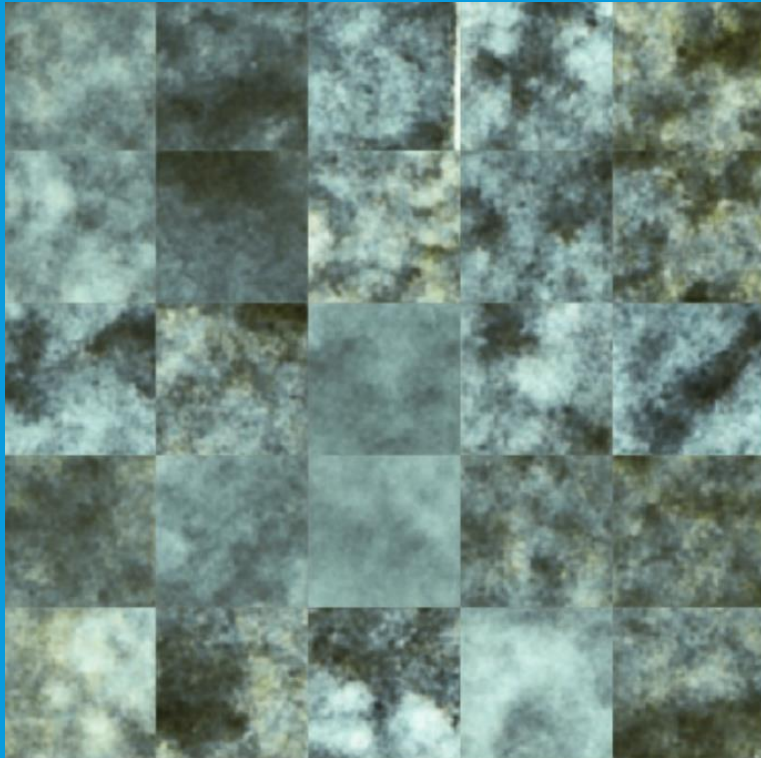
SUPER PIXEL

- Vague boundaries in base case
- Felzenszwalb image segmentation
- Minimum pixel per superpixel = 3
- Fill in average color for each superpixel
- Better boundaries, less texture

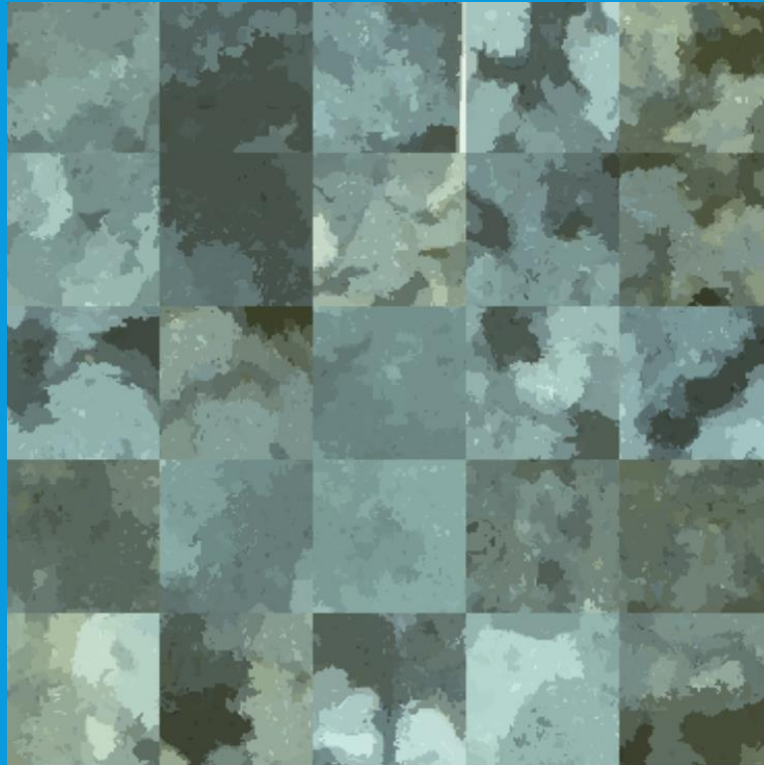


SUPER PIXEL

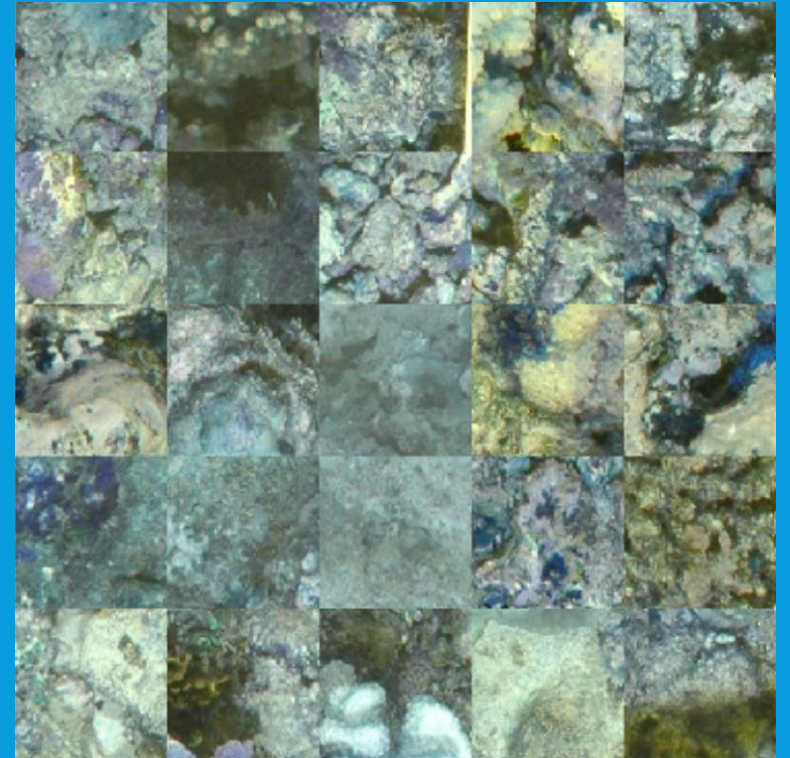
Autoencoder



Super Pixel Color



Ground Truth

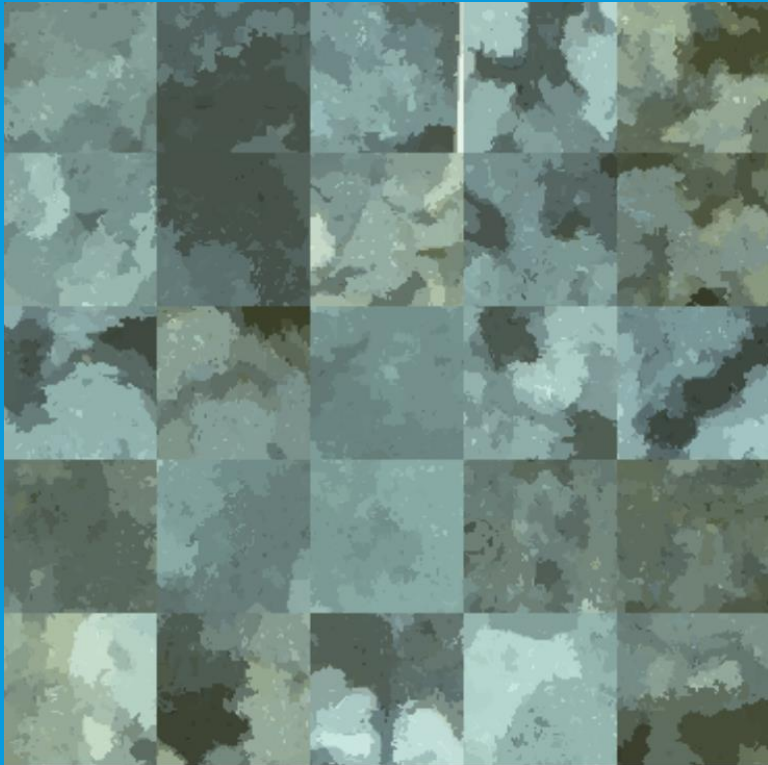


SUPER PIXEL + LUMINANCE

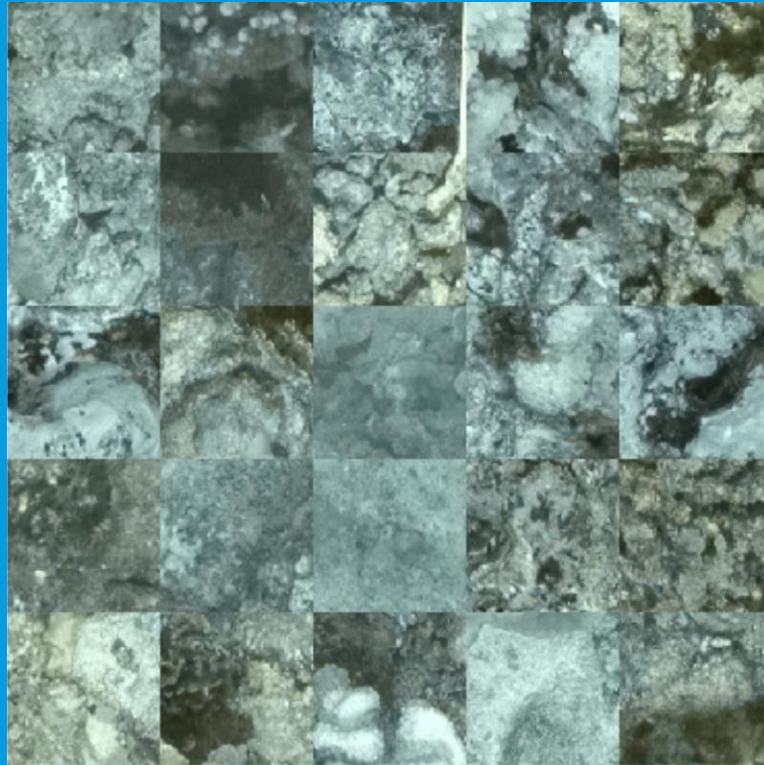
- Combine pure chromatic predictions from super pixel with luminance from base grayscale images
- For each color pixel, scale the color channels to match original grayscale values.
- Perfectly maintain texture

SUPER PIXEL + LUMINANCE

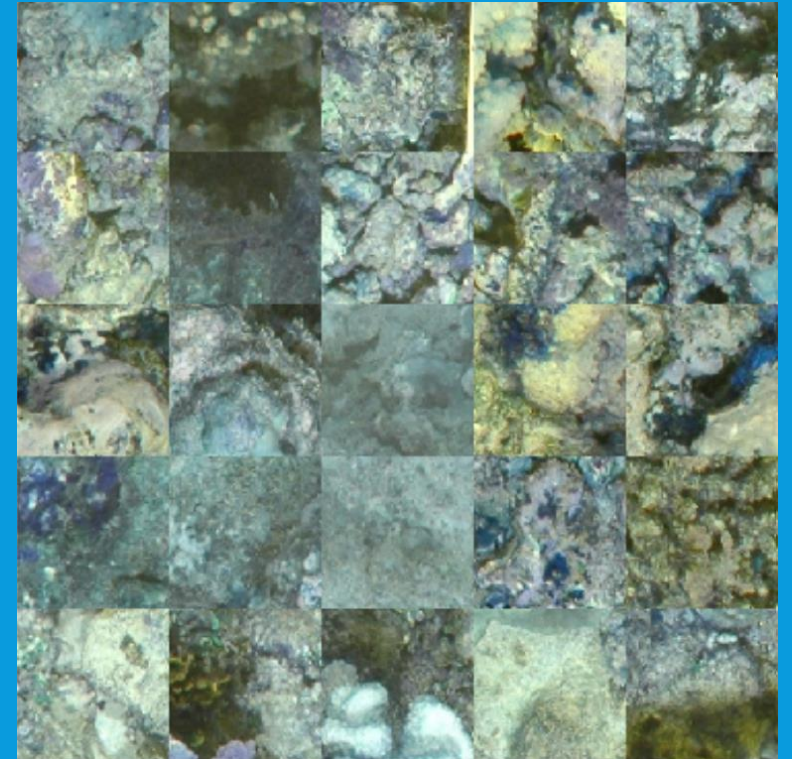
Super Pixel Color



Super Pixel + Luminance



Ground Truth



DISCUSSION + SECOND HALF QUARTER

- Possible for cephalopods to add predicted color to their black/white visions
- More hyperparameter optimization
- Better measure for difference between images
- More studies on the actual mechanisms of cephalopods' eyes and pupils



Q/A