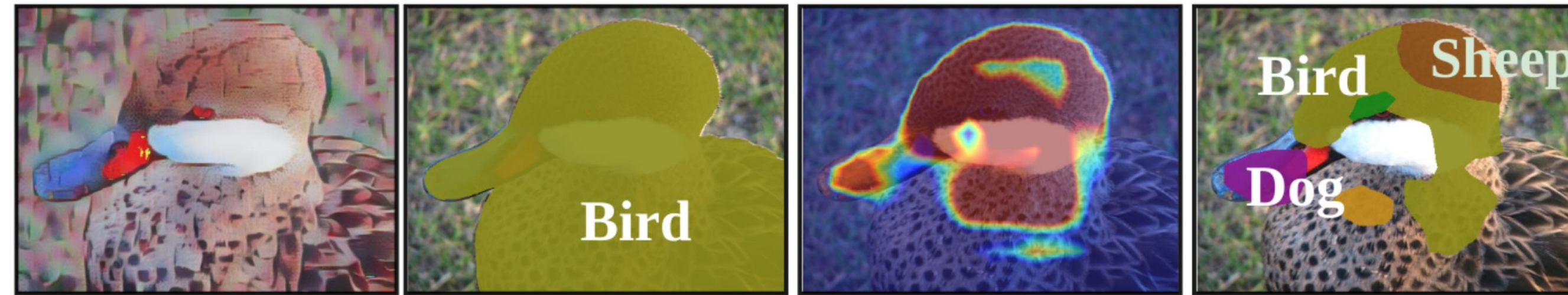
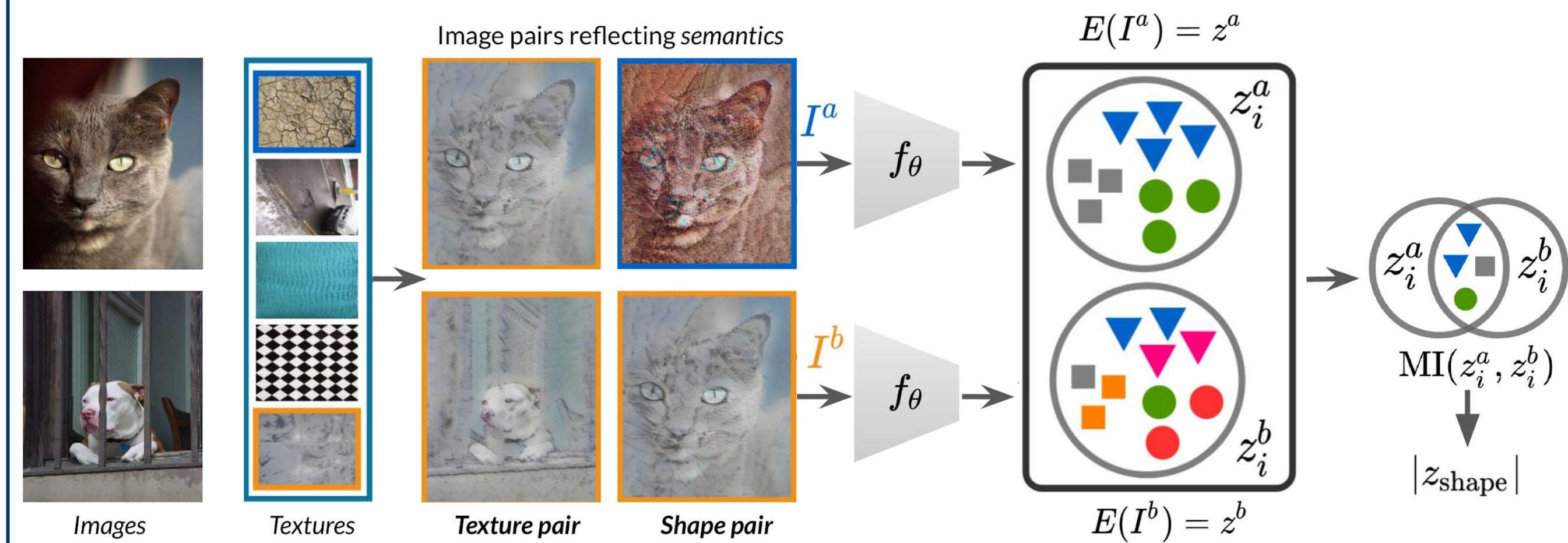


## Shape and Texture Bias IN CNNs



- “Shape Bias models make predictions based on object’s shape” -> Do they?
- We lack metrics for measuring the amount of *shape* encoded in CNNs.
- We propose the following **two new metrics**:

## Estimating Shape and Texture Encoding Neurons 1



$$\text{Compute Mutual Information} \rightarrow \text{MI}(z_i^a, z_i^b) \geq -\frac{1}{2} \log(1 - \rho_i^2), \quad \text{where } \rho_i = \frac{\text{Cov}(z_i^a, z_i^b)}{\sqrt{\text{Var}(z_i^a) \text{Var}(z_i^b)}}$$

- We calculate the mutual information between the latent representations to produce an estimate of which neurons encode *shape*.

## Decoding Per-Pixel Shape Information 2



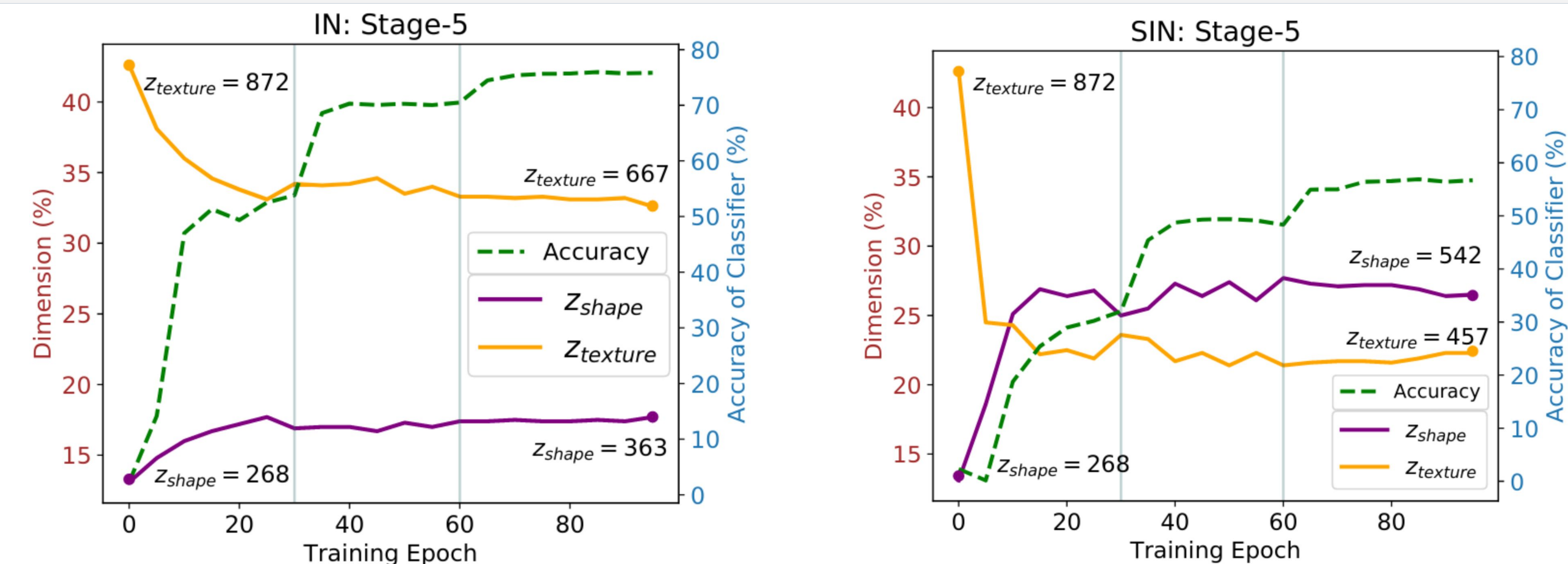
- Quantifying per-pixel shape information in the latent representation of CNNs

## Dimensionality Estimation of Shape and Texture

Model	Shape	Texture	Dataset*	Shape	Texture
ResNet50	349	692	ImageNet	349	692
BagNet33	284	825	Stylized ImageNet	536	477
BagNet9	276	841	IN + SIN	376	640

- BagNets have more neurons encoding *texture* than the *shape*
- *Shape* biased models have more *shape* encoding neurons than traditional ImageNet pretrained model

## When Does Shape Become Relevant During Training?



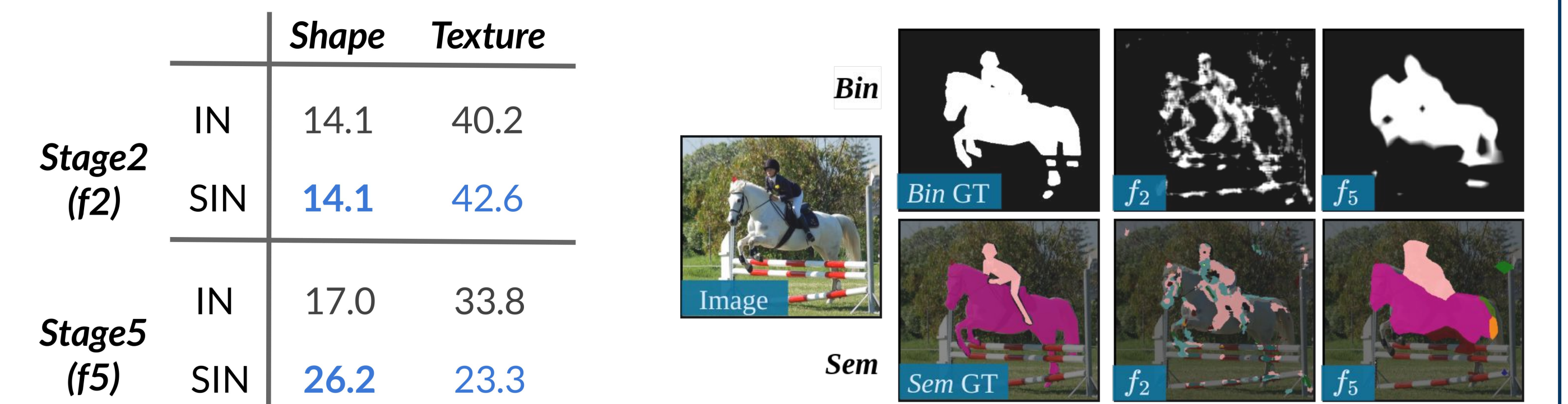
- Shape encoding neurons increase only marginally for IN but grows much larger and faster in case of SIN over the course of training.
- Texture factor decreases as the training progresses.

## Decoding Per-pixel Shape from a Pretrained Network

Training Initialization	Shape	Semantic	Training Initialization	Shape	Semantic
Random	48.0	6.1	IN	79.8	61.6
IN-Freeze	80.2	62.7	SIN	76.4	53.7
IN	70.6	50.9	IN+SIN	77.8	58.0

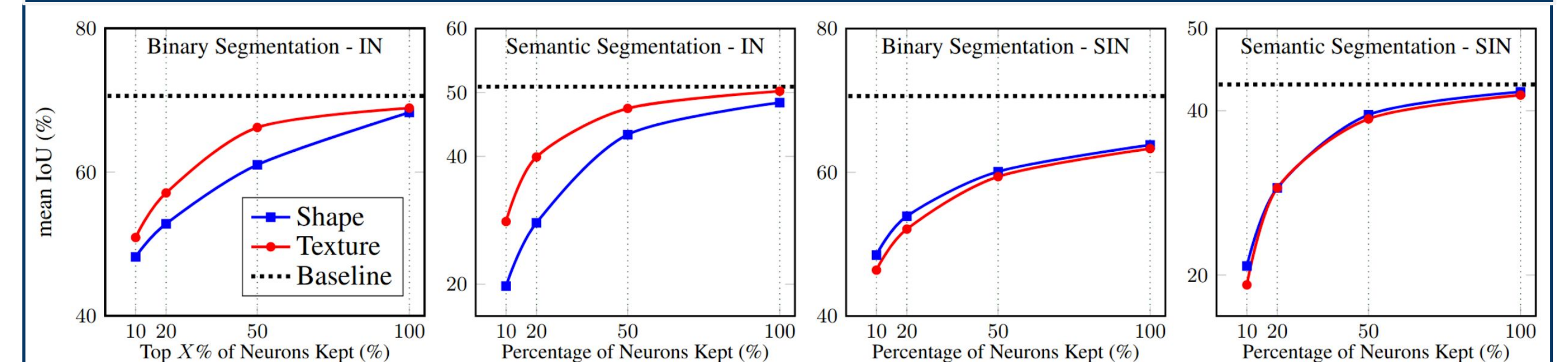
- Measure the amount of decodable *shape* from frozen CNN by training a one layer convolutional readout module.

## Where is Shape Information Stored?



- Examine if *shape* information is **equally distributed** across different stages
- CNNs encode a surprising amount of *shape* information at all stages

## Targeting Shape and Texture Neurons



- Validate if the most *texture* or **shape-specific neurons** can influence the shape decoding performance when keeping these specific neurons during training.
- Shape biased model is *more reliant on shape neurons* than a texture biased model

## Conclusions

- Introduced two new methods for quantifying *shape* information in the latent representation of CNNs in terms of **Neurons** and **Pixels**
- *Shape* is mostly learned during the first part of training
- *Shape* bias models do not encode global object *shape*
- Biasing a CNN towards shape predominantly changes the number of *shape* encoding neurons in the last feature encoding stage.