## **Video Frame Interpolation**

Revue de littérature

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#### **Contenu de cette presentation**

- Comprendre le problème
- Revue de littérature
  - Deep bayesian video frame interpolation
  - Exploring Motion Ambiguity and Alignment for High-Quality Video Frame Interpolation
  - IFRNet: Intermediate Feature Refine Network for Efficient Frame Interpolation
  - Uncertainty-Guided Spatial Pruning Architecture for Efficient Frame Interpolation
  - Clearer Frames, Anytime: Resolving Velocity Ambiguity in Video Frame Interpolation
- Que retenir de ces recherches ?
- Conclusion
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## Interpolation d'images

#### Le problème

En se basant sur une série d'images

$$\mathcal{I} = I_{-k}, ..., I_0, I_1, ... I_k$$

Construire un modèle  ${\mathcal F}$  capable de générer une image intermédiaire.

$$I_t = \mathcal{F}(\mathcal{I}, t), \;\; 0 < t < 1$$

k paramétrise le modèle et le training set,  $\mathrm{D} = \mathrm{I}_{i-k}$ ,  $\mathrm{I}_{i+k}$ 

- k=1, triplets
- k=2, quintuplets
- k=3, septuplets

Le deep learning nous permet d'approcher ce problème de regression.

# **Regression "pure"**

Le modele  ${\mathcal F}$  tente de capturer la relation directe entre l'output  $I_t$  et les images adjacentes, ces relations sont encodées dans un training set

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### **Some maths**

$$y = mx + b$$

### Some code

```
def fibonacci(n):
if n <= 1:
    return n
else:
    return fibonacci(n-1) + fibonacci(n-2)</pre>
```

### References

- Liste des articles
  - Yu, Zhiyang, & al. "Deep bayesian video frame interpolation." Oct 2022.
  - Choi, Kim, & al. "Channel Attention Is All You Need for Video Frame Interpolation" 2020.
  - Zhou, Li, & al. "Exploring Motion Ambiguity and Alignment for High-Quality Video Frame Interpolation" Mar 2022
  - Kong, Jiang, & al. "IFRNet: Intermediate Feature Refine Network for Efficient Frame Interpolation" May 2022
  - Cheng, Jiang, & al. "Uncertainty-Guided Spatial Pruning Architecture for Efficient Frame Interpolation" Oct 2023
  - Zhong, Krishnan, & al. "Clearer Frames, Anytime: Resolving Velocity Ambiguity in Video Frame Interpolation" Nov 2023

Autres références

The end.