



IMT Atlantique

Bretagne-Pays de la Loire

École Mines-Télécom

Computational Imaging Project

Combining Markov Random Fields and Convolutional Neural Networks for Image Synthesis

Team 5-a

Content

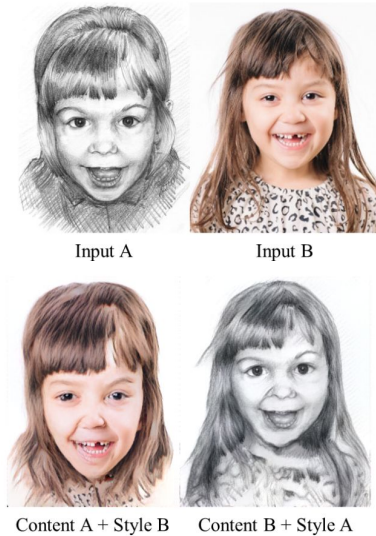
1. Summary of methodology
2. Choice of network + Metrics
3. Results and Discussion



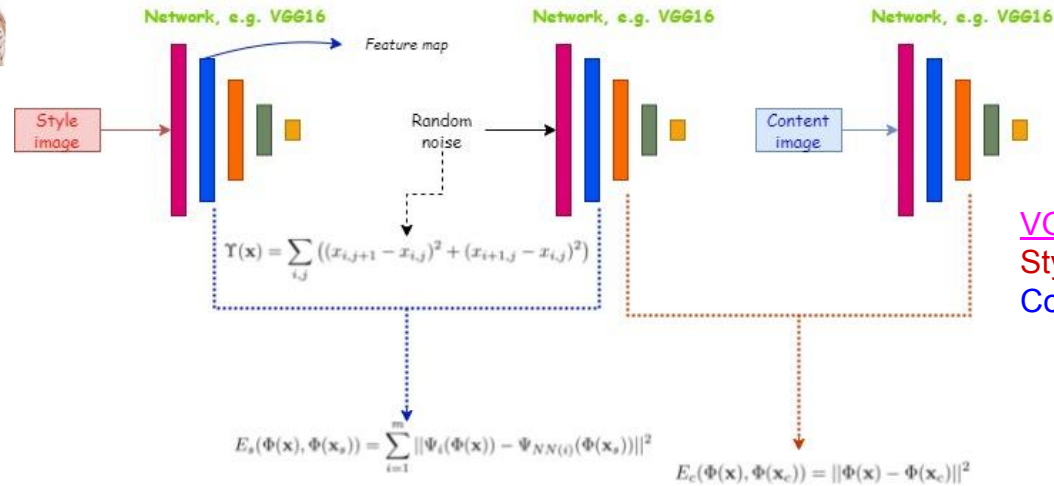
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Objective:

Synthesize an image x with its template guided by a content image x_c and having the textures from a style image $x_s \rightarrow$ **A minimization problem:**



$$\mathbf{x} = \arg \min_x E_s(\Phi(\mathbf{x}), \Phi(\mathbf{x}_s)) + \alpha_1 E_c(\Phi(\mathbf{x}), \Phi(\mathbf{x}_c)) + \alpha_2 \Upsilon(\mathbf{x})$$



VGG-19
Style: relu3_1, relu4_1
Content: relu4_2

CHAPTER 2 : Network choice and Metrics

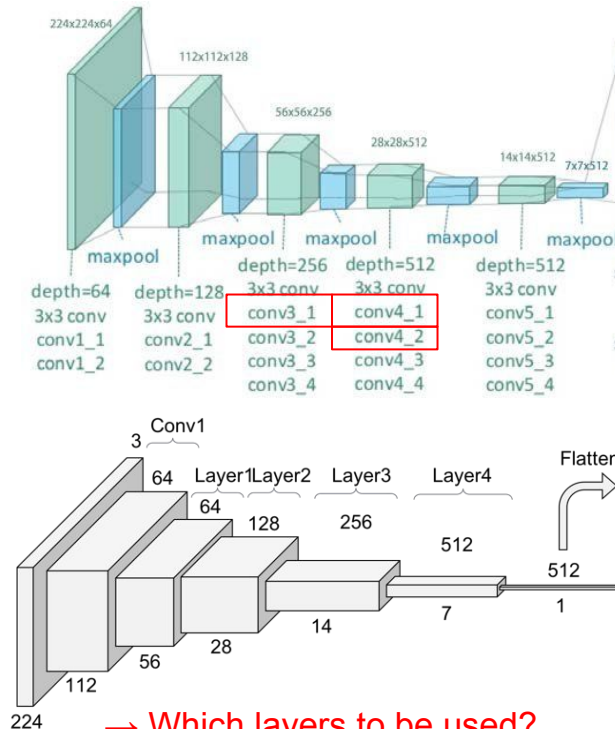
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2.1 Network

Idea:

Change pretrained VGG-19 to another pretrained network.

VGG-19, source:
Research Gate



Resnet-34, source:
Toward Data Science

Layer name	Resnet-34
conv1	7x7, 64, stride 2
pool1	3x3, max pool, stride 2
conv2_x	$3 \times 3, 64$ $3 \times 3, 64$ $\times 3$
conv3_x	$3 \times 3, 128$ $3 \times 3, 128$ $\times 4$
conv4_x	$3 \times 3, 256$ $3 \times 3, 256$ $\times 6$
conv5_x	$3 \times 3, 512$ $3 \times 3, 512$ $\times 3$
fc1	4x1, 512, stride 1
pool time	1x10, avg pool, stride 1
fc2	1x1, 50

2.2 Quantitative measurement

Idea:

Choose some relevant metrics for **quantitative** evaluation of synthesized images (*This is a bonus section beside the qualitatively perceptual metric*).

→ Wang, Zhizhong & Zhao, Lei & Chen, Haibo & Zuo, Zhiwen & Li, Ailin & Xing, Wei & Lu, Dongming. (2021). **Evaluate and improve the quality of neural style transfer**. *Computer Vision and Image Understanding*. 207. 103203. 10.1016/j.cviu.2021.103203.

3 metrics: Content fidelity (CF), Global effect (GE) and Local pattern (LP) → Use simplified version

Content fidelity

$$CF(\vec{x}, \vec{c}) = \frac{1}{N} \sum_{l=1}^N \frac{f_l(\vec{x}) \cdot f_l(\vec{c})}{\|f_l(\vec{x})\| \cdot \|f_l(\vec{c})\|}$$

Global effect

$$GC(\vec{x}, \vec{s}) = \frac{1}{3} \sum_{c=1}^3 \frac{hist_c(\vec{x}) \cdot hist_c(\vec{s})}{\|hist_c(\vec{x})\| \cdot \|hist_c(\vec{s})\|}$$

$$HT(\vec{x}, \vec{s}) = \frac{1}{N} \sum_{l=1}^N \frac{\mathcal{G}(f_l(\vec{x})) \cdot \mathcal{G}(f_l(\vec{s}))}{\|\mathcal{G}(f_l(\vec{x}))\| \cdot \|\mathcal{G}(f_l(\vec{s}))\|}$$

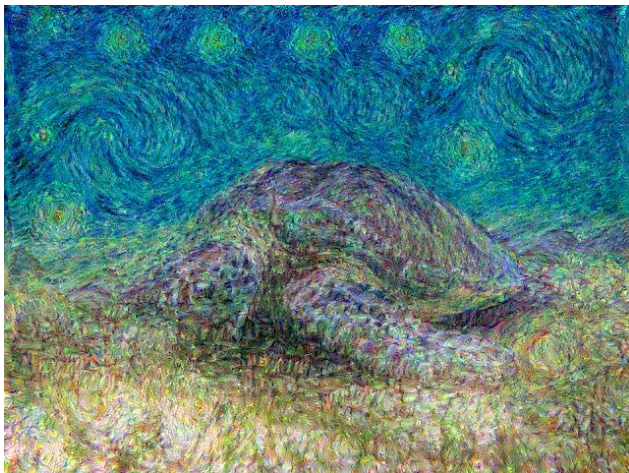
$$GE(\vec{x}, \vec{s}) = \frac{1}{2} (GC(\vec{x}, \vec{s}) + HT(\vec{x}, \vec{s}))$$

Local pattern

$$LP_1(\vec{x}, \vec{s}) = \frac{1}{Z} \sum_{l=1}^N \sum_{i=1}^{n_x} \frac{\Phi_i^l(\vec{x}) \cdot \Phi_{CM(i)}^l(\vec{s})}{\|\Phi_i^l(\vec{x})\| \cdot \|\Phi_{CM(i)}^l(\vec{s})\|}$$

$$LP_2(\vec{x}, \vec{s}) = \frac{1}{N} \sum_{l=1}^N \frac{t_{cm}^l}{t_s^l}$$

$$LP(\vec{x}, \vec{s}) = \frac{1}{2} (LP_1(\vec{x}, \vec{s}) + LP_2(\vec{x}, \vec{s}))$$

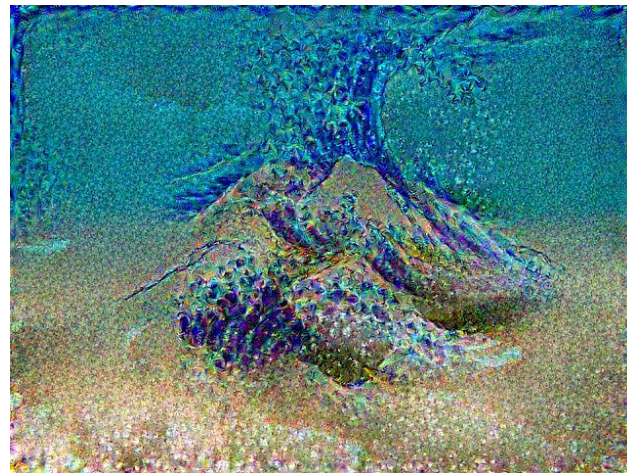


Content + Style 1

CF = 0.78

GE = 0.76

LP = 0.0147

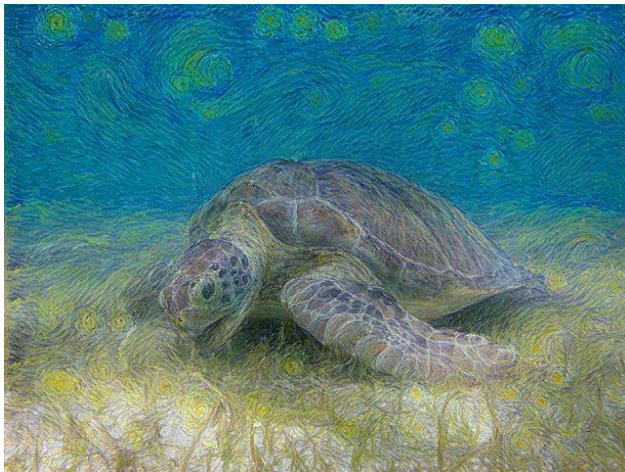


Content + Style 2

CF = 0.82

GE = 0.55

LP = 0.0149

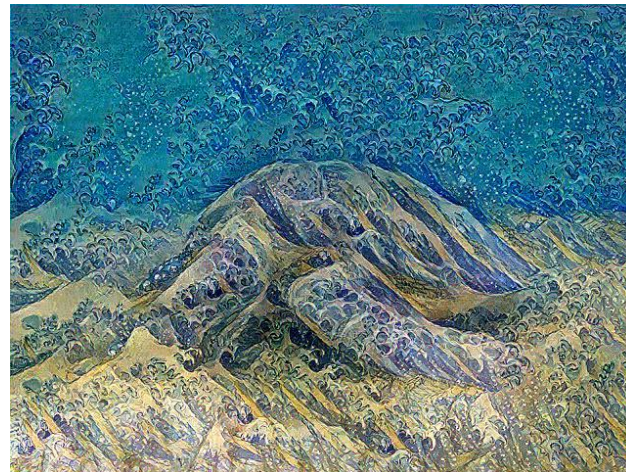


Content + Style 1

CF = 0.78

GE = 0.76

LP = 0.0148



Content + Style 2

CF = 0.53

GE = 0.55

LP = 0.0143

Content



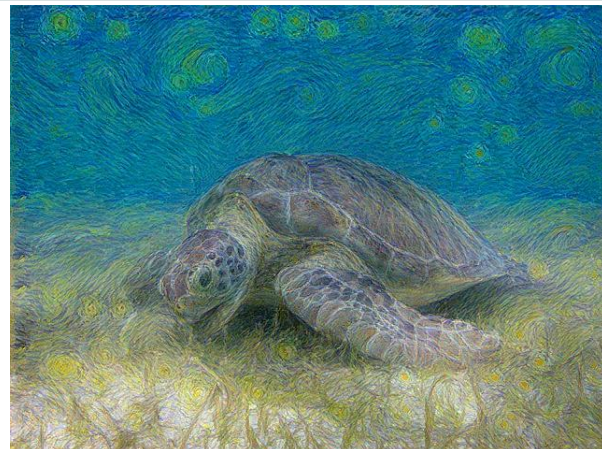
VGG-19 results

Content + Style 1

CF = 0.781866

GE = 0.7619

LP = 0.014755



Style



Content + Style 2

CF = 0.531313

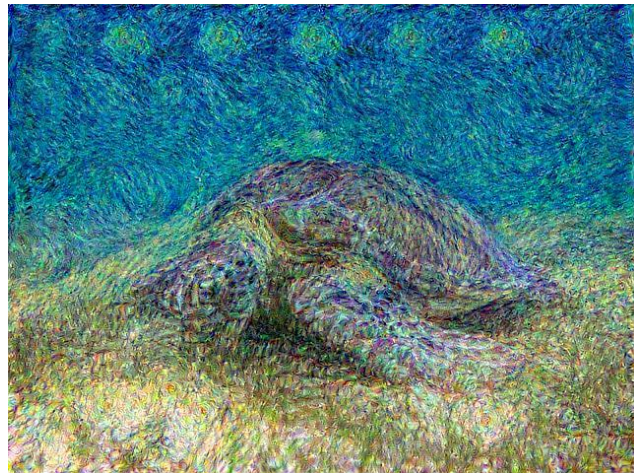
GE = 0.55236

LP = 0.014287



Content + Style 1

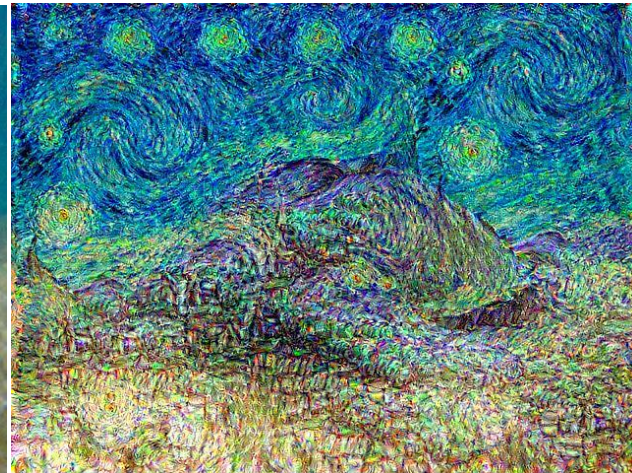
Results on different layers, **style_weight = 0.5**, number of iterations = 60, number of resolutions = 3, style patch size = 3, stride = 1



Content = conv4_5
content_weight = 0.3
Style = conv3_1
CF = 0.83
GE = 0.77
LP = 0.0151



Content = conv4_5
content_weight = 0.3
Style = conv4_1
CF = 0.88
GE = 0.60
LP = 0.0084

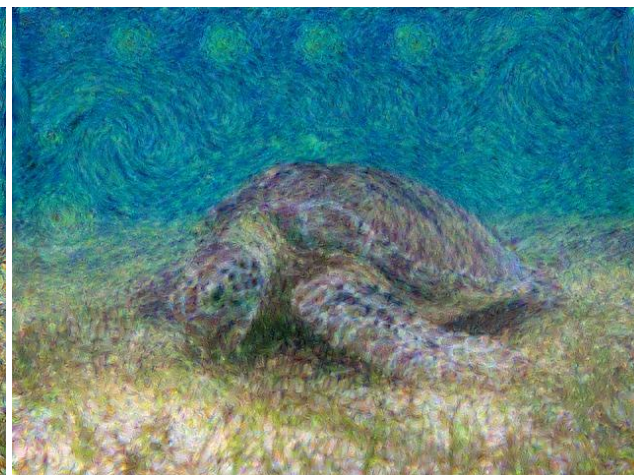
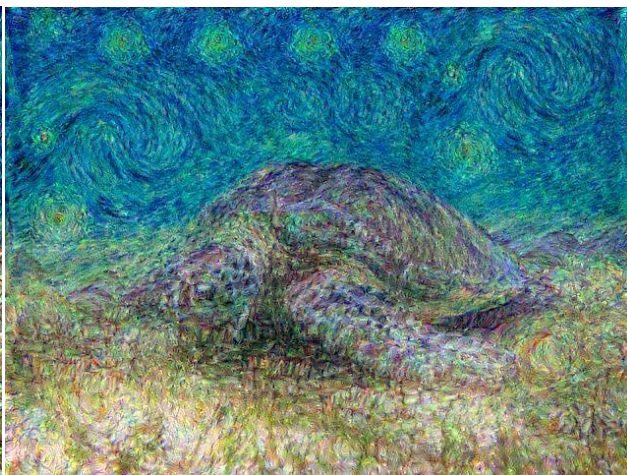
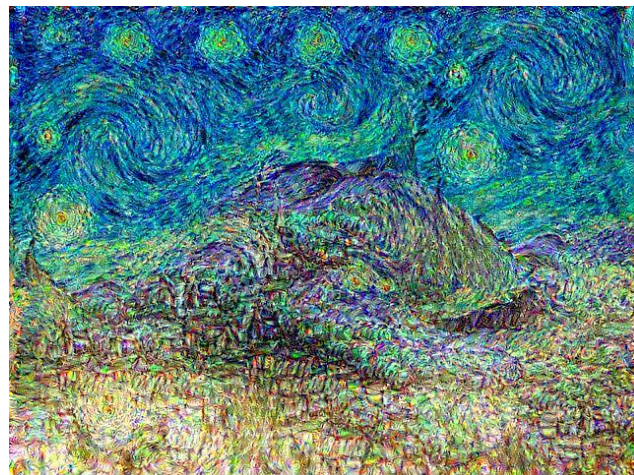


Content = conv4_5
content_weight = 0.3
Style = conv3_1, conv4_1
CF = 0.68
GE = 0.80
LP = 0.0161

Content + Style 1

Results on different layers, **style_weight = 0.5**, number of iterations = 60, number of resolutions = 3, style patch size = 3, stride = 1

Style weight variation



Content = conv4_5
content_weight = 0.3
Style = conv3_1, conv4_1

CF = 0.68
GE = 0.80
LP = 0.0161



Content = conv4_5
content_weight = 0.4
Style = conv3_1, conv4_1

CF = 0.78
GE = 0.76
LP = 0.0147

Content = conv4_5
content_weight = 0.5
Style = conv3_1, conv4_1

CF = 0.83
GE = 0.68
LP = 0.0137

Content + Style 1

Results on different layers, **style_weight = 0.5**, **number of iterations = 60**, **number of resolutions = 3**, **style patch size = 3**, **stride = 1**

Style patch size + Stride variation

CF = 0.95
GE = 0.58
LP = 0.0126



Content = conv5_3
Style = conv4_2, conv4_5

CF = 0.95
GE = 0.58
LP = 0.0035



Content = conv5_3
Style = conv4_1, conv4_2
stride = 3

Content + Style 1

Results on different layers, **style_weight = 0.1**, **number of iterations = 60**, **number of resolutions = 3**, **style patch size = 3**, **stride = 2**

Style patch size + Stride variation

CF = 0.95
GE = 0.57
LP = 0.0021



Content = conv5_3
Style = conv4_2, conv4_5

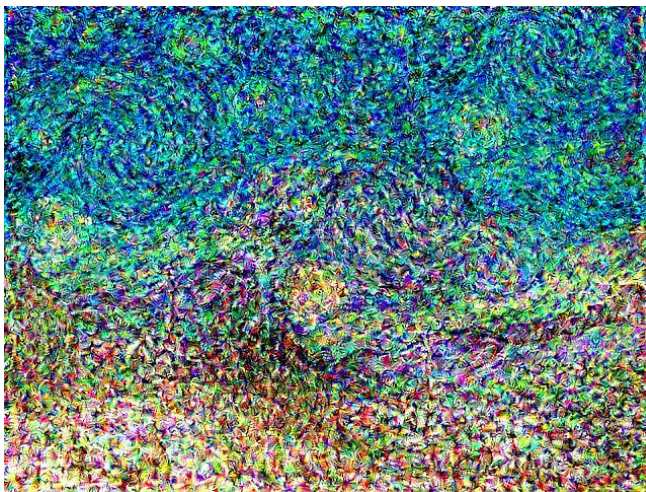
CF = 0.95
GE = 0.57
LP = 0.0022



Content = conv5_3
Style = conv4_1, conv4_2
style patch size = 5
stride = 1

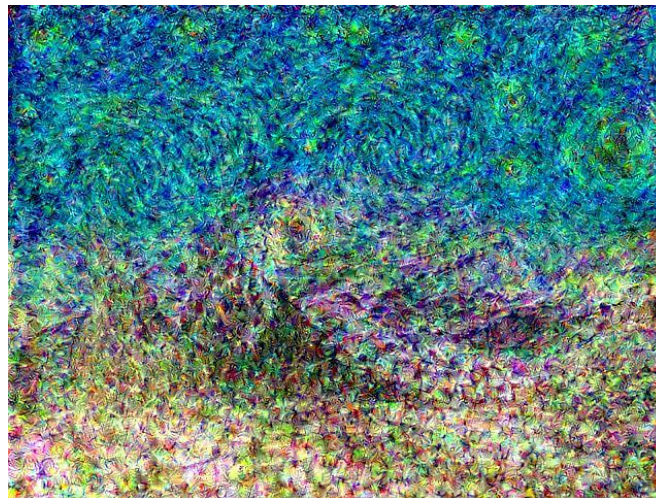
Content + Style 1

Some other extreme cases (some parameters are abnormal)



Content = conv4_5
Style = conv4_1, conv4_2
number of iterations = 250

CF = 0.67
GE = 0.59
LP = 0.0242

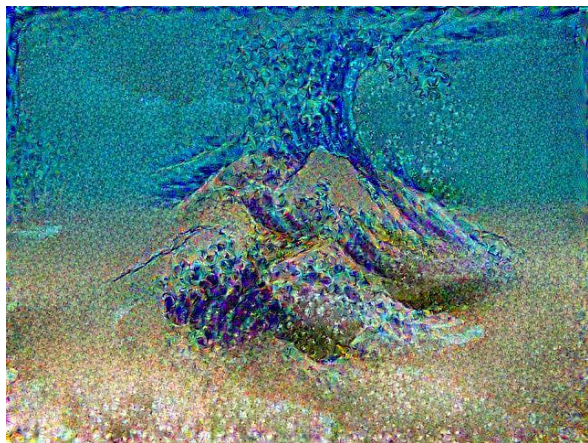


Content = conv4_5
Style = conv4_1, conv4_2
number of resolution = 4

CF = 0.68
GE = 0.68
LP = 0.0221

Content + Style 2

Results on different layers, $\alpha_1 = 0.5$ number of iterations = 150, number of resolutions = 3, style patch size = 3, stride = 1

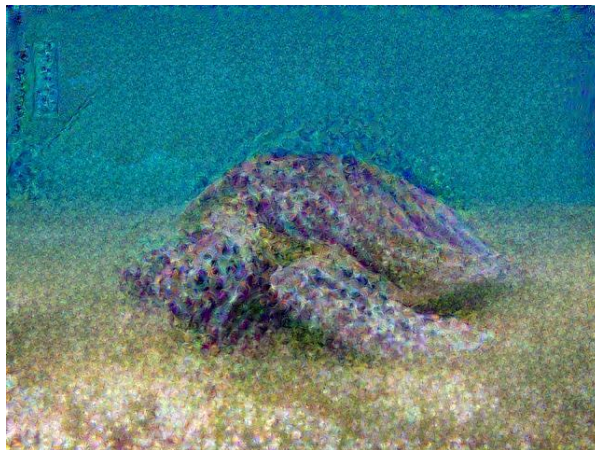


Content = conv4_5
Style = conv3_1, conv4_1

CF = 0.82

GE = 0.55

LP = 0.0149

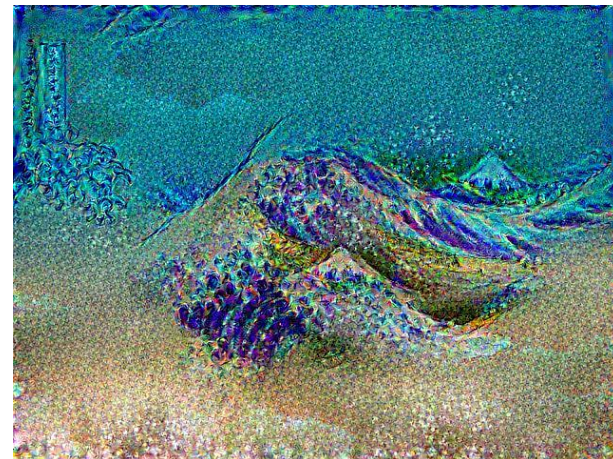


Content = conv4_5
Style = conv3_2, conv4_3

CF = 0.84

GE = 0.48

LP = 0.0125



Content = conv4_5
iterations = 100
Style = conv3_1, conv3_2, conv4_4

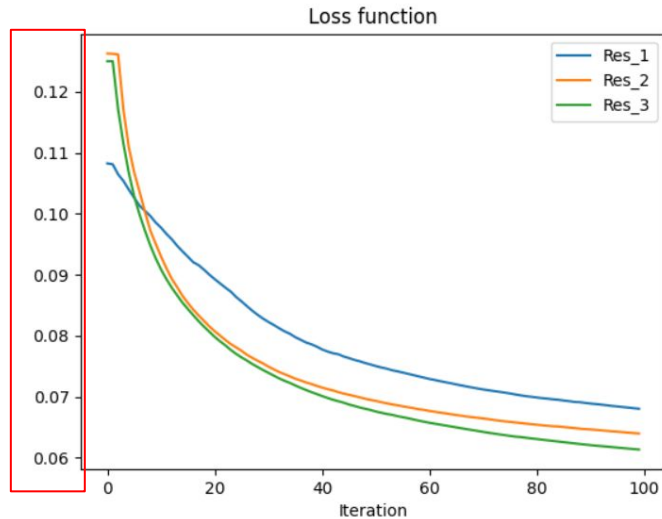
CF = 0.73

GE = 0.60

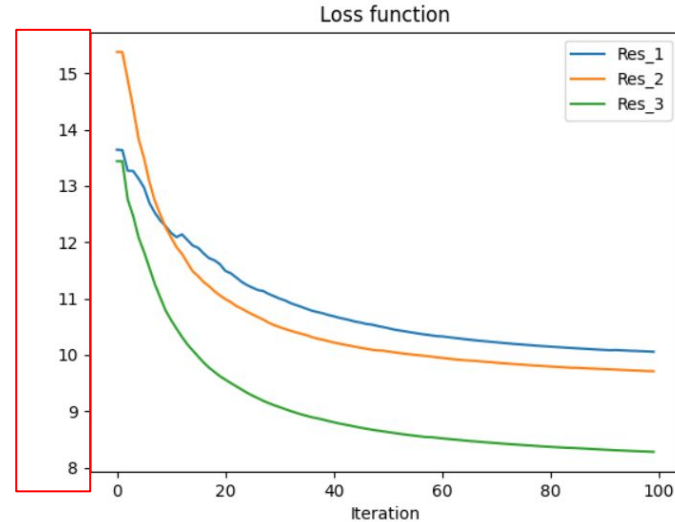
LP = 0.0137



LOSS FUNCTION EVOLUTION



Resnet34



VGG19

$$\arg \min_x E_s(\Phi(\mathbf{x}), \Phi(\mathbf{x}_s)) + \alpha_1 E_c(\Phi(\mathbf{x}), \Phi(\mathbf{x}_c)) + \alpha_2 \Upsilon(\mathbf{x})$$



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Thank you for your attention

Team 5-a