

# Style Transfer

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TNT 24-1 CV  
Min Seo Lee  
2024/05/07



# Content

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## **1. Michigan – Deep Learning for Computer Vision**

: Visualizing and Understanding

## **2. Image Style Transfer Using Convolution Neural Network**

# Lecture Review

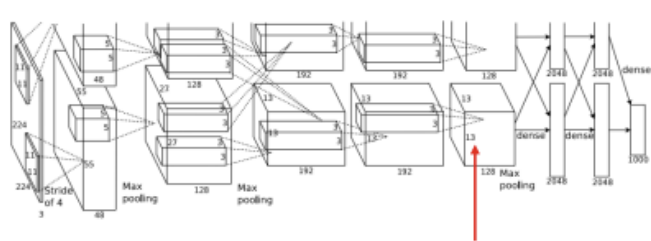
**Michigan – Deep Learning for Computer Vision**

Lecture 14: Visualizing and Understanding

# Lecture

## Guided Backprop

### Intermediate Features via (guided) backprop



Pick a single intermediate neuron, e.g. one value in  $128 \times 13 \times 13$  conv5 feature map

Compute gradient of neuron value with respect to image pixels

Zeiler and Fergus, "Visualizing and Understanding Convolutional Networks", ECCV 2014  
Springenberg et al, "Striving for Simplicity: The All Convolutional Net", ICLR Workshop 2015

b)

Forward pass

1	-1	5
2	-5	-7
-3	2	4

→

1	0	5
2	0	0
0	2	4

Backward pass: backpropagation

-2	0	-1
6	0	0
0	-1	3

←

-2	3	-1
6	-3	1
2	-1	3

Backward pass: "deconvnet"

0	3	0
6	0	1
2	0	3

←

-2	3	-1
6	-3	1
2	-1	3

Backward pass: guided backpropagation

0	0	0
6	0	0
0	0	3

←

-2	3	-1
6	-3	1
2	-1	3

Images come out nicer if you only backprop positive gradients through each ReLU (guided backprop)

- Input image를 intermediate neuron에 통과-> 어떤 픽셀이 영향을 많이 미치는지를 계산
- guided backprop  
→ negative인 경우 전부 0으로 (ReLU 이용)
- 이유는 없고 그냥 이미지가 잘 나와서 이렇게 함

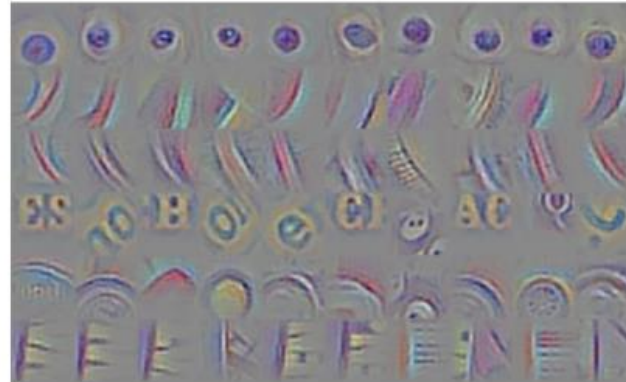
# Lecture

## Guided Backprop

Intermediate Features via (guided) backprop



Maximally activating patches  
(Each row is a different neuron)



Guided Backprop

- 어떤 픽셀이 뉴런의 value에 영향을 미치는지 visualize
- test image에 국한하지 말고 어떤 image가 classification score를 maximize 하는지를 확인해보자 → **gradient ascent**

Zeiler and Fergus, "Visualizing and Understanding Convolutional Networks", ECCV 2014  
Springenberg et al, "Striving for Simplicity: The All Convolutional Net", ICLR Workshop 2015  
Figure copyright Jost Tobias Springenberg, Alexey Dosovitskiy, Thomas Brox, Martin Riedmiller, 2015; reproduced with permission.

# Lecture

## Gradient Ascent

### Visualizing CNN Features: Gradient Ascent

**(Guided) backprop:**

Find the part of an image that a neuron responds to

**Gradient ascent:**

Generate a synthetic image that maximally activates a neuron

$$I^* = \arg \max_I f(I) + R(I)$$

Neuron value

Natural image regularizer

- Image를 initialize
- synthetic image를 만들 때까지 이미지를 gradient를 ascent하기

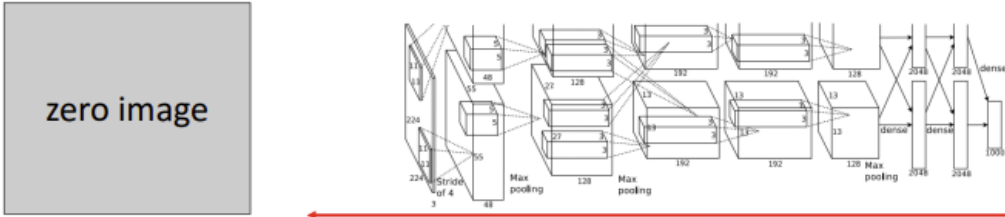
## Gradient Ascent

## Visualizing CNN Features: Gradient Ascent

$$\arg \max_I \boxed{S_c(I)} - \lambda \|I\|_2^2$$

score for class c (before Softmax)

1. Initialize image to zeros



Repeat:

2. Forward image to compute current scores
3. Backprop to get gradient of neuron value with respect to image pixels
4. Make a small update to the image

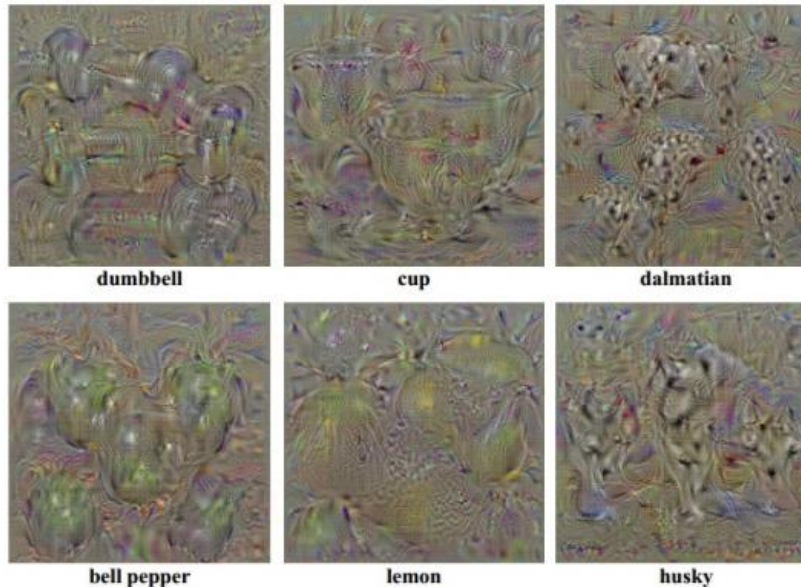
# Lecture

## Gradient Ascent

### Visualizing CNN Features: Gradient Ascent

$$\arg \max_I S_c(I) - \lambda \|I\|_2^2$$

Simple regularizer: Penalize  
L2 norm of generated image



Simonyan, Vedaldi, and Zisserman, "Deep Inside Convolutional Networks: Visualising Image Classification Models and Saliency Maps", ICLR Workshop 2014.  
Figures copyright Karen Simonyan, Andrea Vedaldi, and Andrew Zisserman, 2014; reproduced with permission.

- 이미지를 learn하도록 하는 방식
- weight는 fix, image에 대해서 gradient ascent를 진행
- 해당 이미지가 realistic하지 않기에 다른 regularizer를 사용하도록 함 (blurring/clipping을 사용해서 좀더 realistic하게 만들 수 있음)



# Lecture

## Feature Inversion

### Feature Inversion

Given a CNN feature vector for an image, find a new image that:

- Matches the given feature vector
- “looks natural” (image prior regularization)

$$\mathbf{x}^* = \underset{\mathbf{x} \in \mathbb{R}^{H \times W \times C}}{\operatorname{argmin}} \ell(\Phi(\mathbf{x}), \Phi_0) + \lambda \mathcal{R}(\mathbf{x})$$

Given feature vector

$$\ell(\Phi(\mathbf{x}), \Phi_0) = \|\Phi(\mathbf{x}) - \Phi_0\|^2$$

Features of new image

$$\mathcal{R}_{V^\beta}(\mathbf{x}) = \sum_{i,j} \left( (x_{i,j+1} - x_{ij})^2 + (x_{i+1,j} - x_{ij})^2 \right)^{\frac{\beta}{2}}$$

Total Variation regularizer (encourages spatial smoothness)

Mahendran and Vedaldi, “Understanding Deep Image Representations by Inverting Them”, CVPR 2015

- image → feature representation
- Feature representation을 가지고 새로운 이미지를 만들어 보자

# Lecture

## Feature Inversion

### Feature Inversion

Reconstructing from different layers of VGG-16



Mahendran and Vedaldi, "Understanding Deep Image Representations by Inverting Them", CVPR 2015  
Figure from Johnson, Alahi, and Fei-Fei, "Perceptual Losses for Real-Time Style Transfer and Super-Resolution", ECCV 2016.

- input image → extract feature representation → new image
- relu4/5 손실 발생  
(row level feature 의 손실)
- relu5: color, local information 손실, raw information은 보존

# Lecture

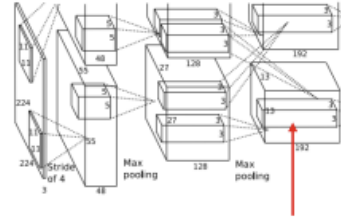
## Gram Matrix

input이미지에서 어떤 feature들이 연관이 있는지/없는지를 확인

### Texture Synthesis with Neural Networks: Gram Matrix



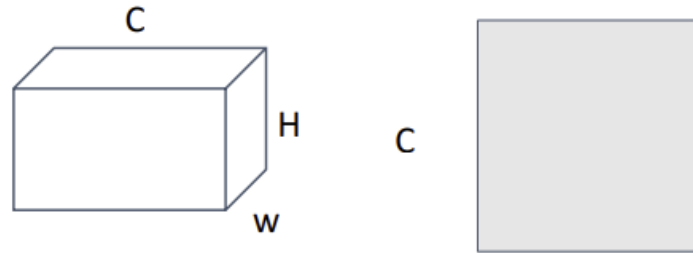
This image is in the public domain.



Each layer of CNN gives  $C \times H \times W$  tensor of features;  $H \times W$  grid of  $C$ -dimensional vectors

Outer product of two  $C$ -dimensional vectors gives  $C \times C$  matrix of elementwise products

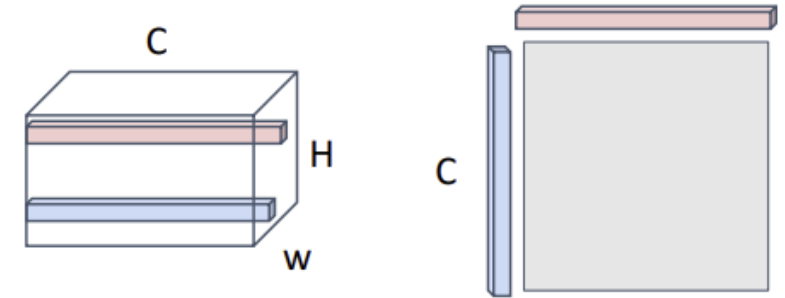
Average over all  $HW$  pairs gives **Gram Matrix** of shape  $C \times C$  giving unnormalized covariance



Efficient to compute;  
reshape features from

$C \times H \times W$  to  $F = C \times HW$

then compute  $G = FF^T$



- 공간 정보는 버리고 texture만
- CNN -> 두개의 vector뽑아서 element wise product를 진행 → average를 구하기
- Output= ( $C \times C$ : GRAM Matrix)

# Lecture

## Gram Matrix

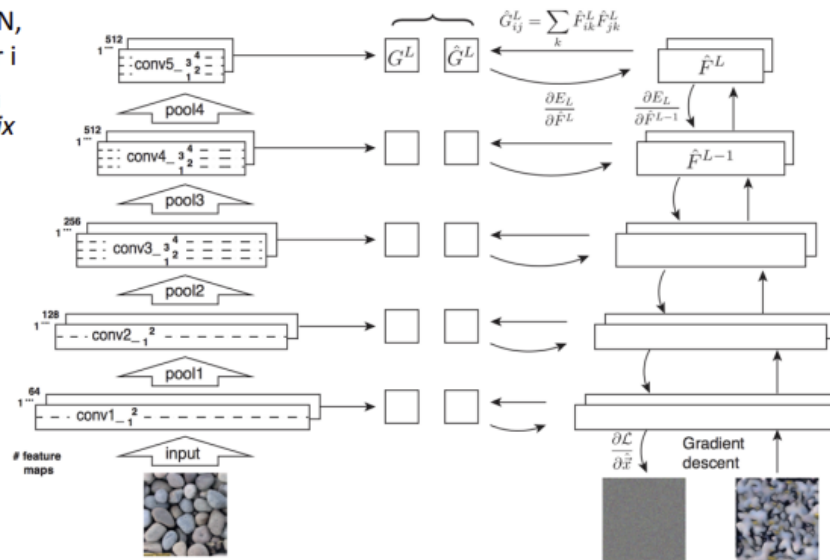
### Neural Texture Synthesis

$$E_l = \frac{1}{4N_l^2 M_l^2} \sum_{i,j} (G_{ij}^l - \hat{G}_{ij}^l)^2 \quad \mathcal{L}(\vec{x}, \hat{\vec{x}}) = \sum_{l=0}^L w_l E_l$$

1. Pretrain a CNN on ImageNet (VGG-19)
2. Run input texture forward through CNN, record activations on every layer; layer  $i$  gives feature map of shape  $C_i \times H_i \times W_i$
3. At each layer compute the *Gram matrix* giving outer product of features:

$$G_{ij}^l = \sum_k F_{ik}^l F_{jk}^l \text{ shape } C_i \times C_i$$

4. Initialize generated image from random noise
5. Pass generated image through CNN, compute Gram matrix on each layer
6. Compute loss: weighted sum of L2 distance between Gram matrices
7. Backprop to get gradient on image
8. Make gradient step on image
9. GOTO 5



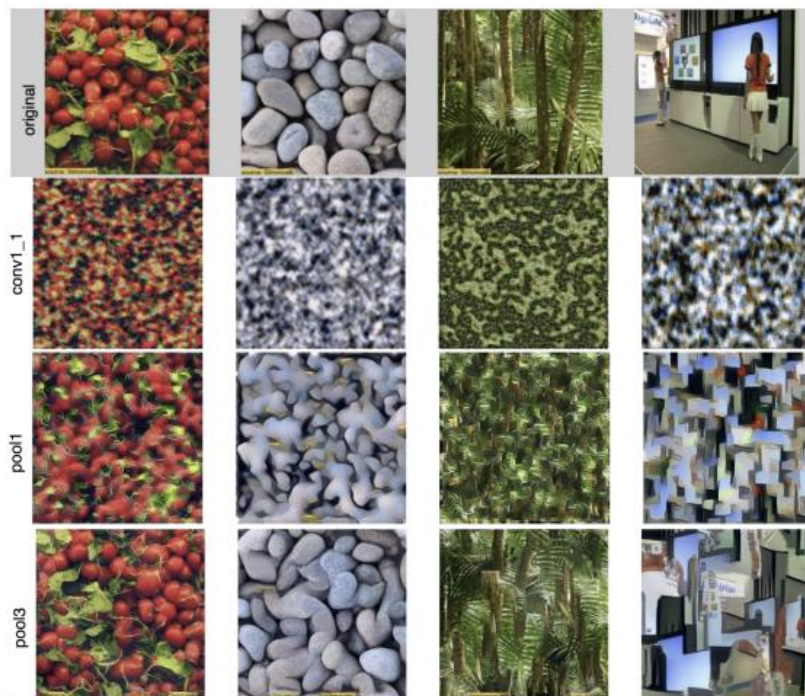
- input image → NN 통과 → gram matrix
- generated image를 initialize → 각 레이어 별로 gram matrix 계산
- real gram matrix와 유클리드 거리 → 픽셀별로 gradient descent → image에 대해서 gradient step → generate image(input과 같은 gram matrix를 가지는)

# Lecture

## Gram Matrix

### Neural Texture Synthesis

Reconstructing texture  
from higher layers  
recovers larger features  
from the input texture



Gatys, Eckert, and Bethge, "Texture Synthesis Using Convolutional Neural Networks", NIPS 2015

Justin Johnson

Lecture 14 - 66

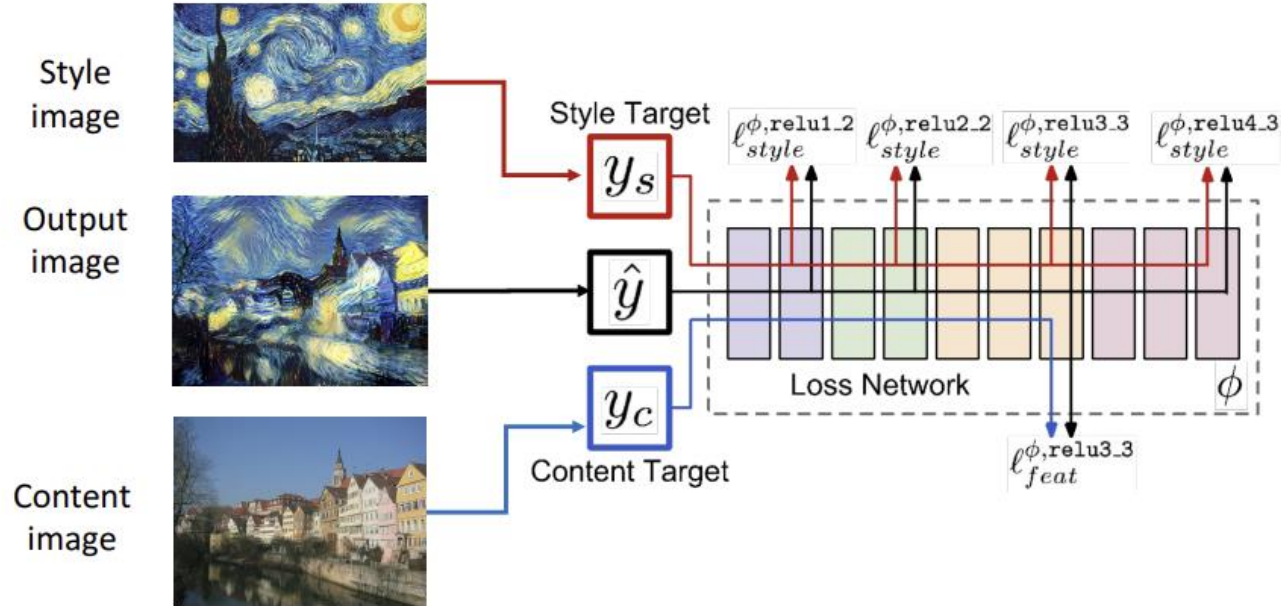
November 4, 2019

- 공간 정보 손실



# Lecture

## Style Transfer

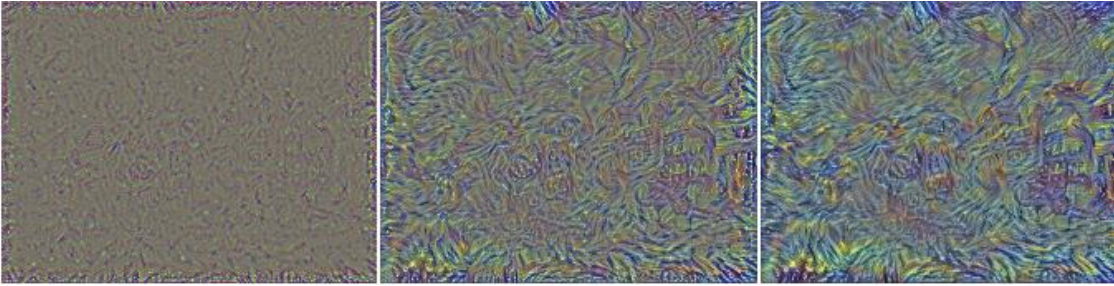


Gatys, Ecker, and Bethge, "Image style transfer using convolutional neural networks", CVPR 2016  
Figure adapted from Johnson, Alahi, and Fei-Fei, "Perceptual Losses for Real-Time Style Transfer and Super-Resolution", ECCV 2016.

- Output을 initialize하고 Style image의 gram matrix를 따르도록 gradient ascent

# Lecture

## Style Transfer



More weight to  
content loss

More weight to  
style loss



Larger style image

Smaller style image

# Paper Review

## Image Style Transfer Using Convolution Neural Network



# Paper

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1. Abstract – goal
2. Introduction – 등장 배경 + CNN 활용
3. Method/ Model – A Neural Algorithm of Artistic Style
4. Result/ Discussion

# Paper

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## Abstract

- **Previous Method**

**Problem:** Semantic information을 표현하는 **image representation**이 없음

**Solution:** content 와 style을 분리해보자

- **A Neural Algorithm of Artistic Style**

**CNN**을 통해 image representation을 추출하는 방식을 제안

이는 image content, style의 separate, recombine을 가능하게 함

**\* Image의 content와 style을 분리하는 method를 제시하겠다!!**

# Paper

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## Introduction

- **Style transfer = Texture transfer**

**Texture transfer:** semantic content는 보존하면서 texture를 소스 이미지에 합성  
등장 배경: 이전 연구에서는 저수준 이미지 특징만을 활용  
(ex. face+illumination condition, font+handwriting)

- **CNN**

CNN기반의 parametric texture model에 이미지 representation을 변경하는 방법을 combine  
**CNN을 어떤식으로 이용하는가?**

# Paper

## Method

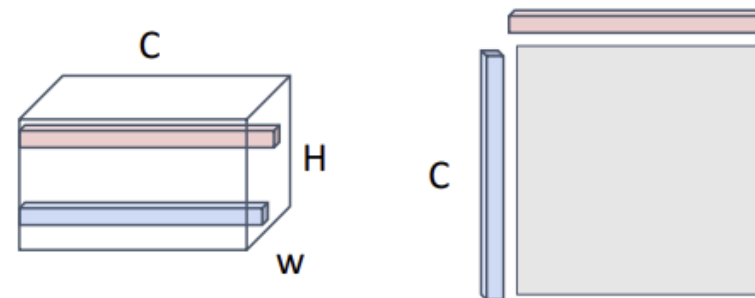
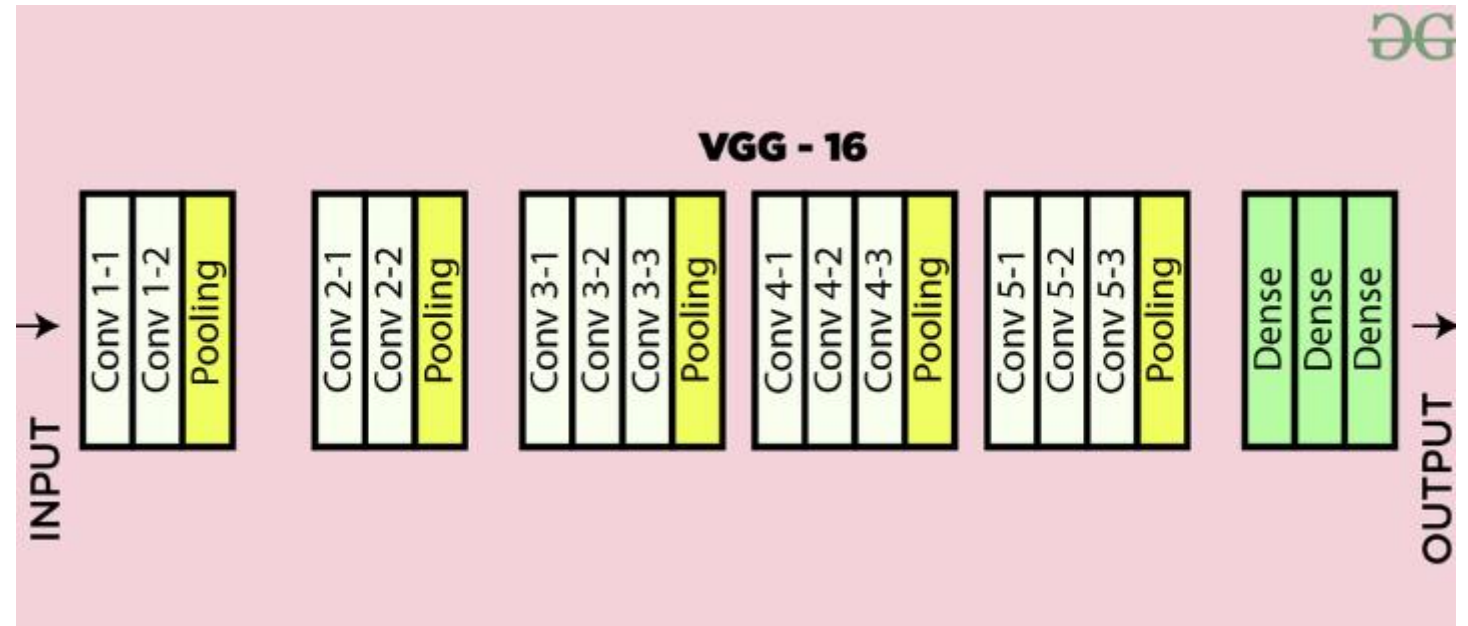
### VGG + Gram Matrices

- VGG

제일 상위의 fc layer는 사용하지 않고 image net으로 학습시킨 weight를 사용

- Gram Matrices

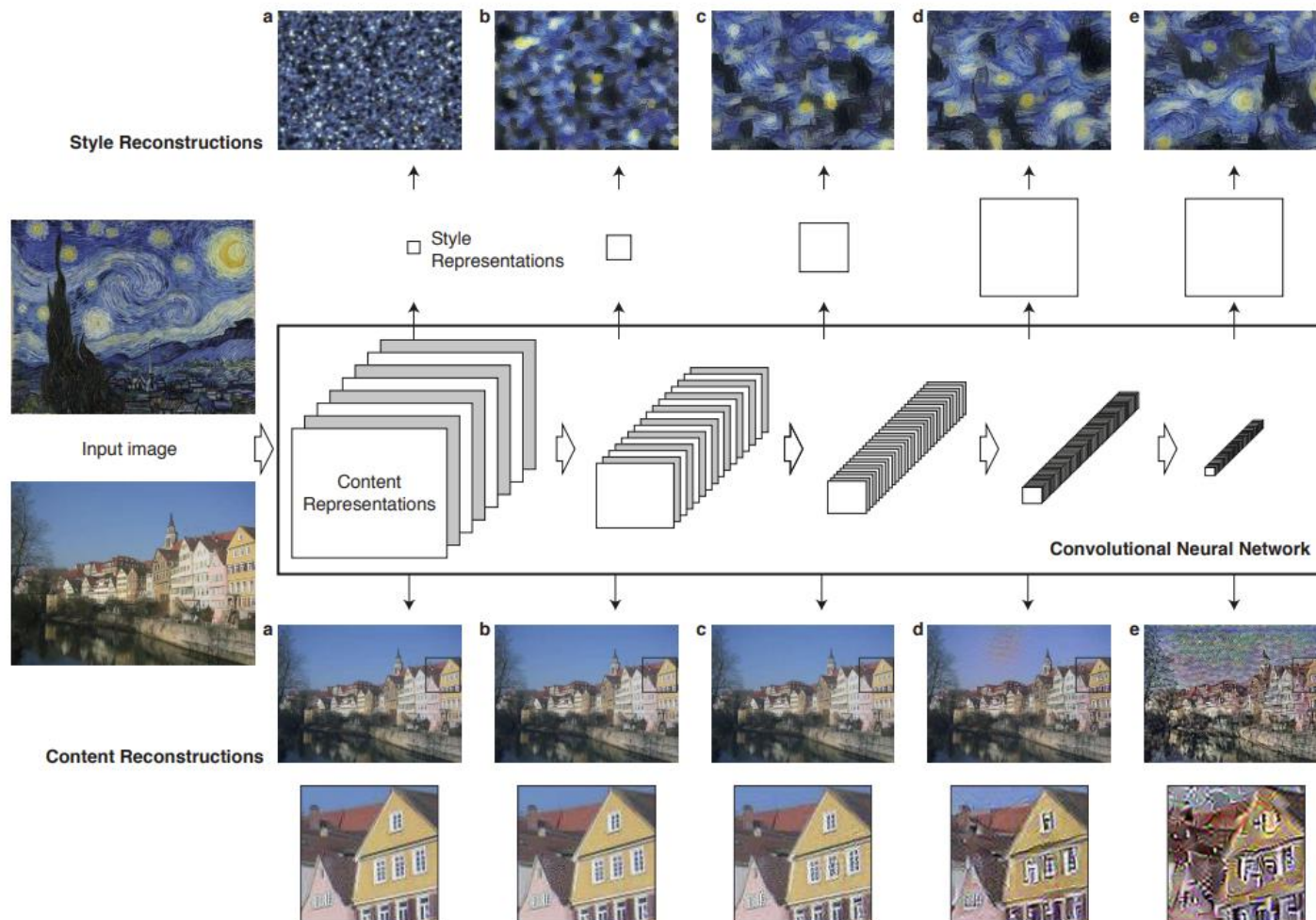
CNN결과 feature에 대해서 correlation을 구하도록 함



# Paper

## Method

- CNN의 image representation은 각 처리 단계별 필터링된 이미지 집합으로 표현
- processing stage를 따라 필터 수 증가
- 필터링된 이미지의 크기는 일부 다운샘플링 메커니즘(max pooling)에 의해 감소

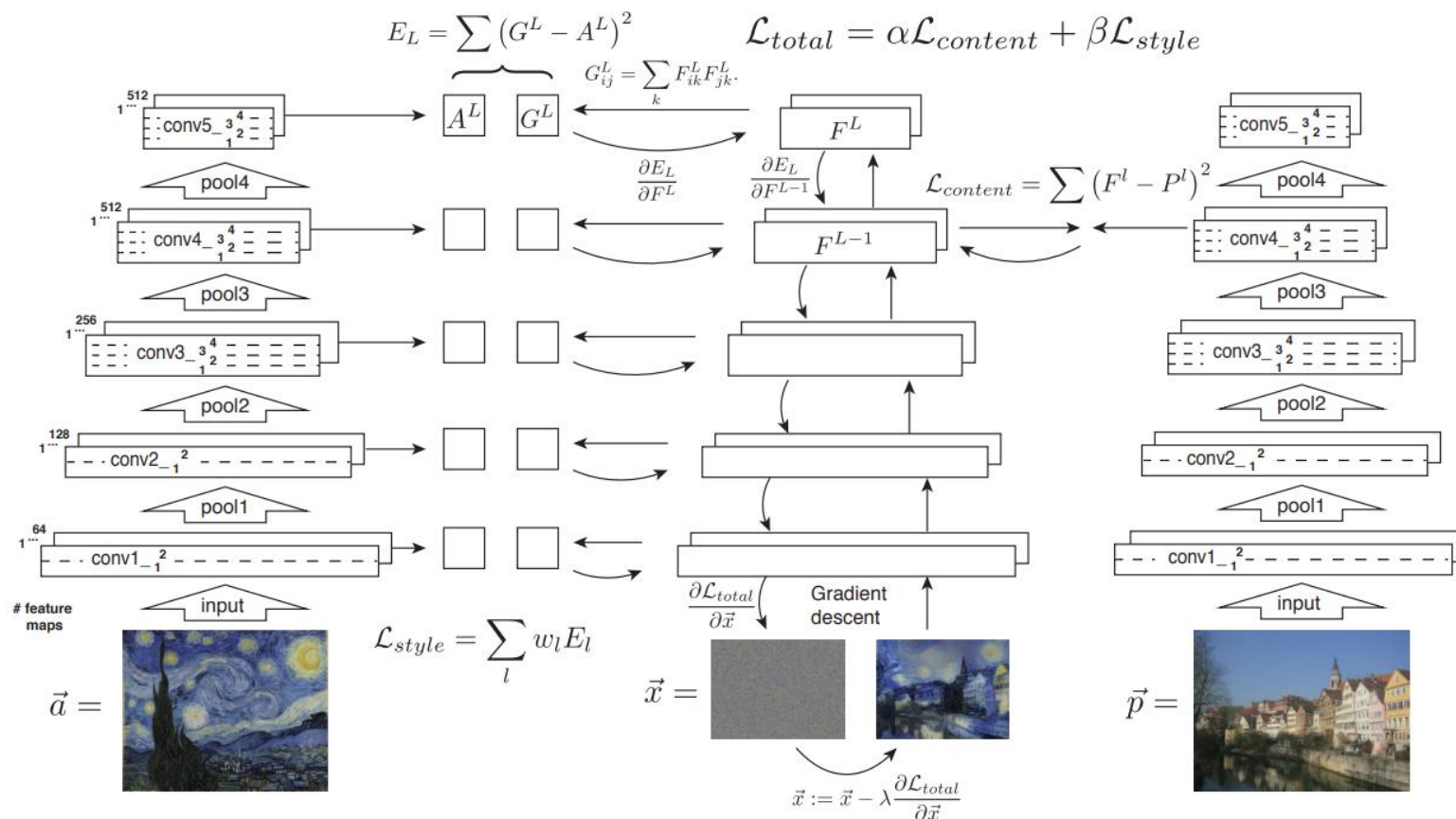


# Paper

A: style image  
P: content image  
X: generated image

## Model

1. Content, style feature 추출/저장
2. A의 style representation인  $A_l$ 이 계산/저장
3. P의 content representation  $P_l$  계산
4. random white noise image x의 style feature  $G_l$ 과 content feature 인  $F_l$ 이 계산
5.  $G_l$ 과  $A_l$  &  $F_l$  과  $P_l$  loss 계산
6. 각 loss를 linear combination해서 total loss → gradient descent



# Paper

A: style image  
P: content image  
X: generated image

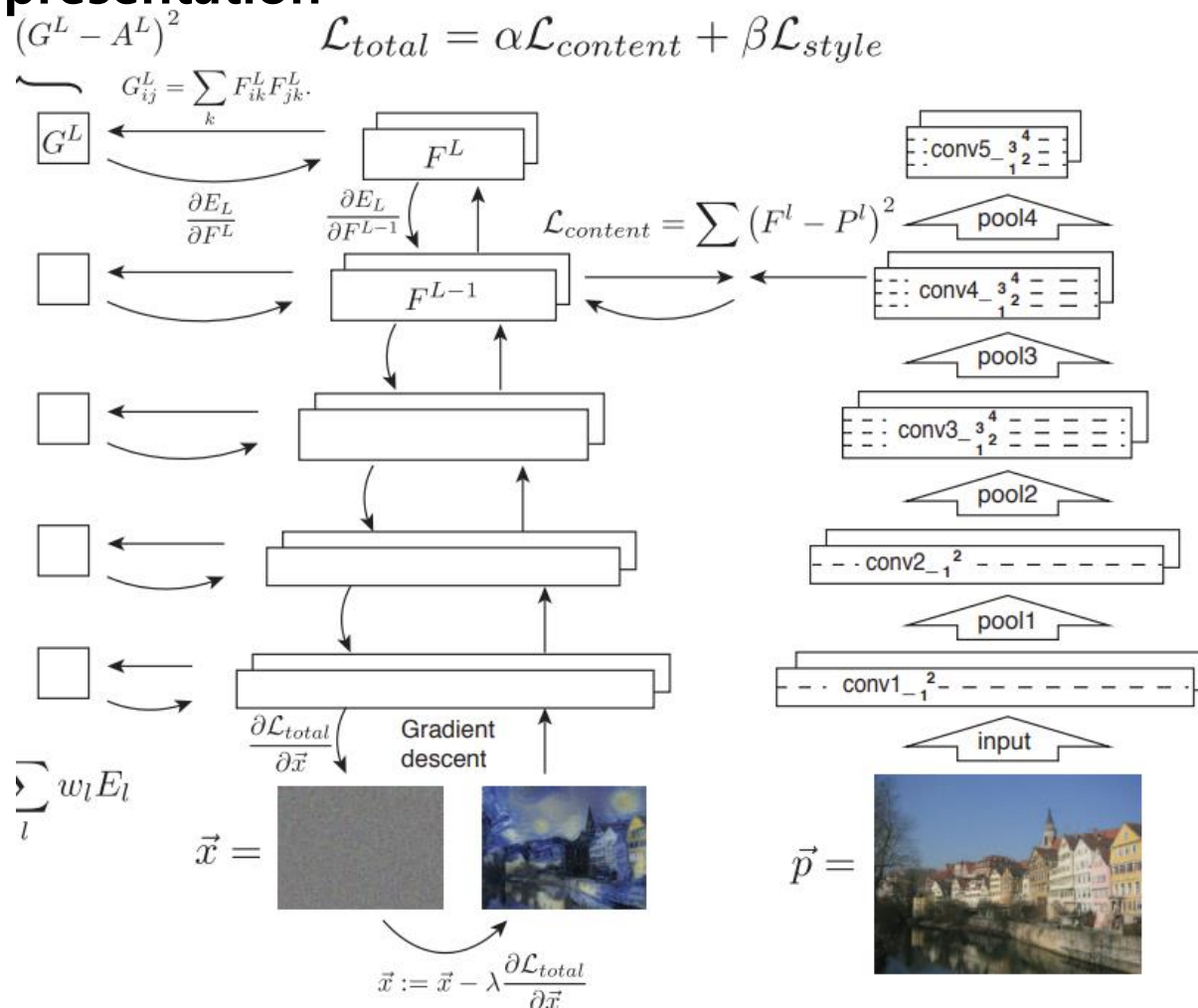
## Model

- L번째 레이어의  $F_{ij}$ 와  $P_{ij}$ 를 계산
- $F_{ij}$ 는 레이어 l의 j번째 위치에서 i번째 필터의 활성화를 의미

$$\mathcal{L}_{\text{content}}(\vec{p}, \vec{x}, l) = \frac{1}{2} \sum_{i,j} (F_{ij}^l - P_{ij}^l)^2.$$

$$\frac{\partial \mathcal{L}_{\text{content}}}{\partial F_{ij}^l} = \begin{cases} (F^l - P^l)_{ij} & \text{if } F_{ij}^l > 0 \\ 0 & \text{if } F_{ij}^l < 0, \end{cases}$$

## content representation





# Paper

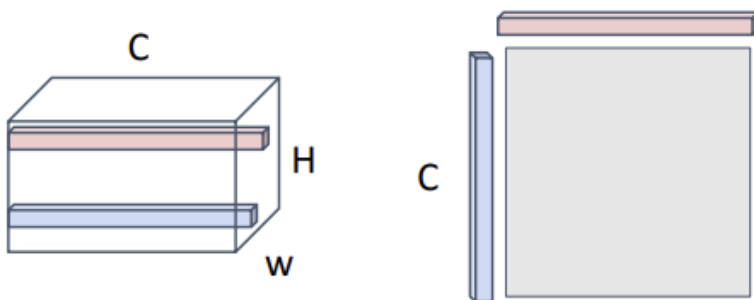
A: style image

P: content image

X: generated image

Model

Style representation

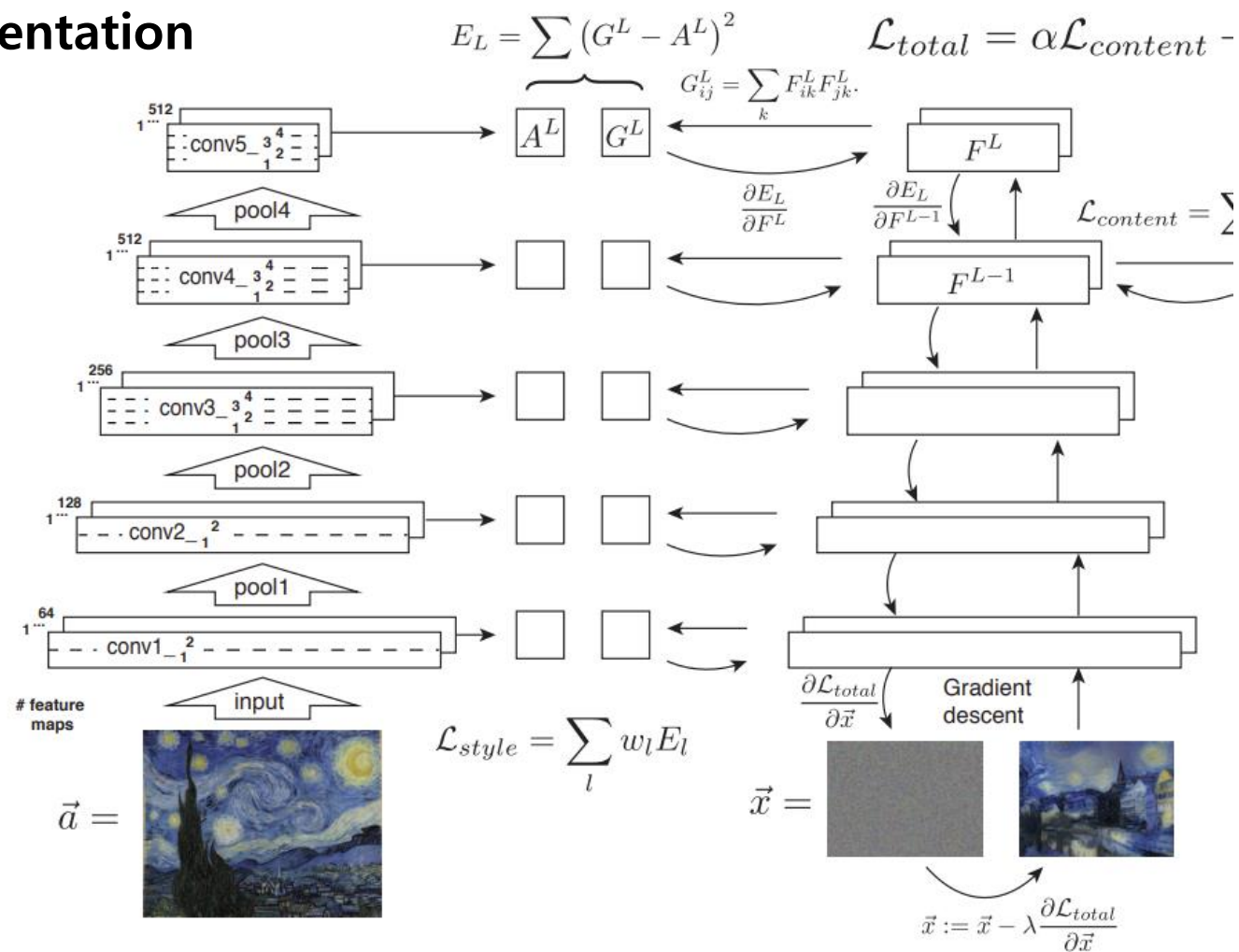


$G_l(i,j)$ 는 feature map의  $i$ 와  $j$ 의 내적

$$E_l = \frac{1}{4N_l^2 M_l^2} \sum_{i,j} (G_{ij}^l - A_{ij}^l)^2$$

$$\mathcal{L}_{\text{style}}(\vec{a}, \vec{x}) = \sum_{l=0} w_l E_l,$$

$$\frac{\partial E_l}{\partial F_{ij}^l} = \begin{cases} \frac{1}{N_l^2 M_l^2} ((F^l)^T (G^l - A^l))_{ji} & \text{if } F_{ij}^l > 0 \\ 0 & \text{if } F_{ij}^l < 0 \end{cases}$$





# Paper

## Result/Discussion

### Result

- **Trade-off between content and style matching**

content를 강조하면 style이 not well-matched

특정한 콘텐츠와 스타일 이미지 쌍에 대해서는 콘텐츠와 스타일 간의 균형을 조정 가능

- **Effect of different layers of the Convolutional Neural Network**

content와 style representation을 고를 수 있음

네트워크의 낮은 레이어에서 매치-> 작품의 질감이 단순히 사진 위에 혼합된것 처럼 보임

네트워크의 높은 레이어에서 매치-> 작품의 질감과 사진의 콘텐츠가 적절하게 병합



### Discussion

생성된 이미지의 해상도

일부 저수준의 잡음에 영향을 받음



TRAIN AND TEST