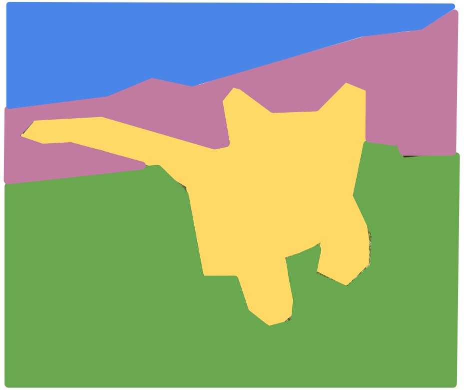
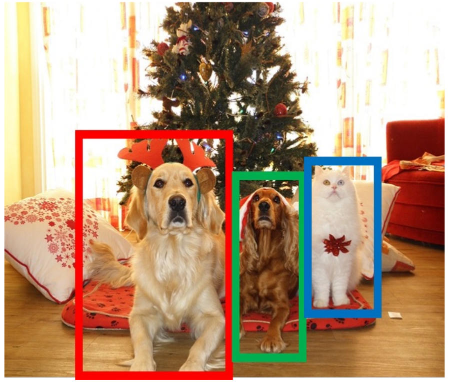
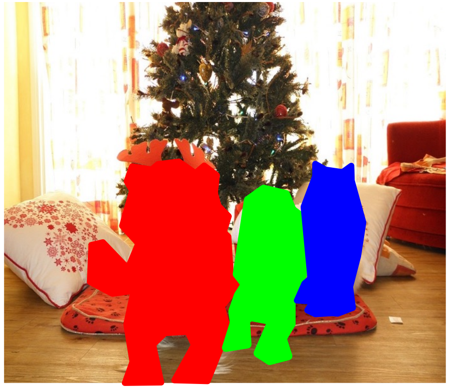
Lecture 12: Visualizing and Understanding

Last time: Lots of Computer Vision Tasks

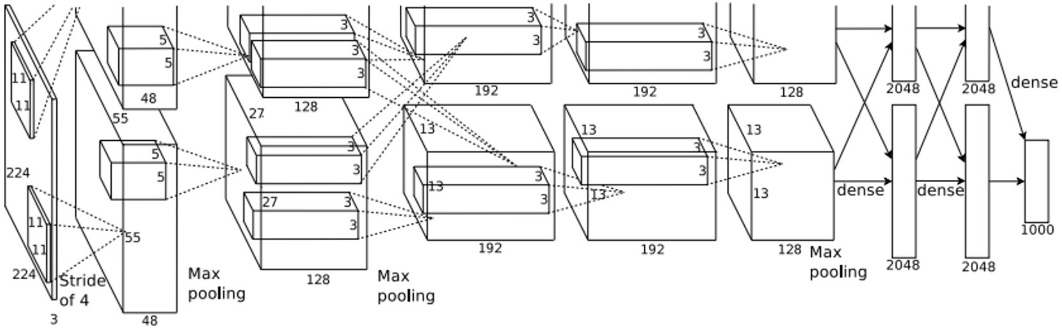
Classification	Semantic Segmentation	Object Detection	Instance Segmentation
			
CAT	**GRASS, CAT, TREE, SKY**	**DOG, DOG, CAT**	**DOG, DOG, CAT**
No spatial extent	No objects, just pixels	Multiple Object	

This image is CC0 public domain

Today: What's going on inside ConvNets?

This image is CC0 public domain

Input Image:
3 x 224 x 224



Class Scores:
1000 numbers

What are the intermediate features looking for?

Krizhevsky et al, "ImageNet Classification with Deep Convolutional Neural Networks", NIPS 2012.
Figure reproduced with permission.

Today's agenda

Visualizing what models have learned:

- Visualizing filters
- Visualizing final layer features
- Visualizing activations

Understanding input pixels

- Identifying important pixels
- Saliency via backprop
- Guided backprop to generate images
- Gradient ascent to visualize features

Adversarial perturbations

Style transfer

- Features inversion
- Deep dream
- Texture synthesis
- Neural style transfer

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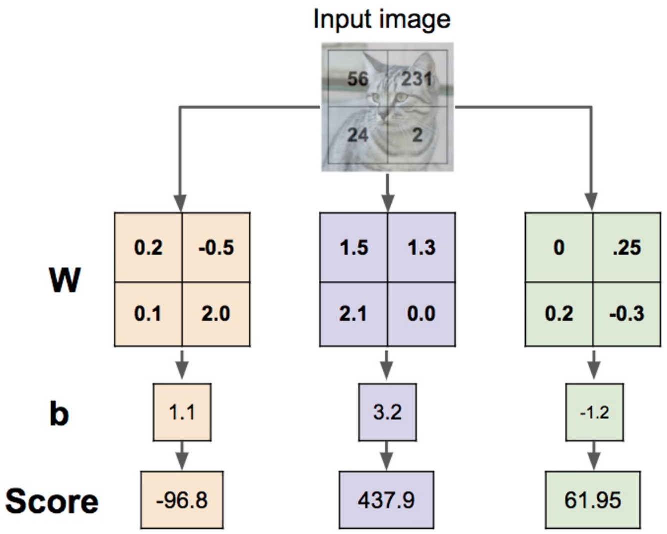
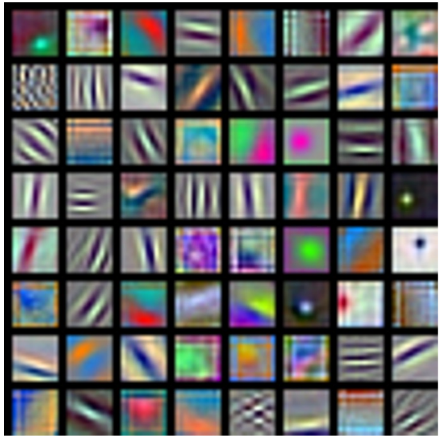
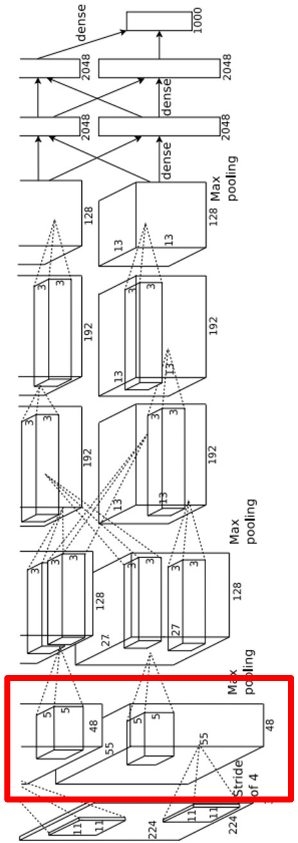
Interpreting a Linear Classifier: Visual Viewpoint



First Layer: Visualize Filters

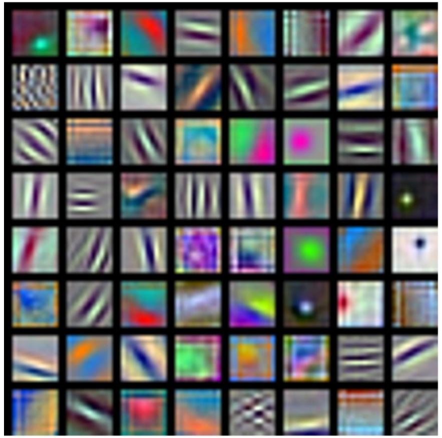


AlexNet:
64 x 3 x 11 x 11

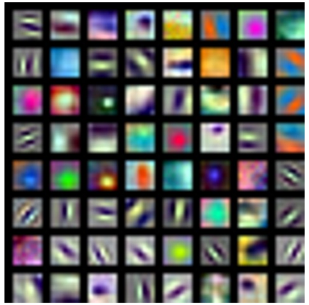


Krizhevsky, “One weird trick for parallelizing convolutional neural networks”, arXiv 2014
He et al, “Deep Residual Learning for Image Recognition”, CVPR 2016
Huang et al, “Densely Connected Convolutional Networks”, CVPR 2017

First Layer: Visualize Filters

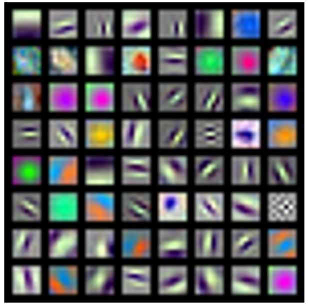


AlexNet:
64 x 3 x 11 x 11

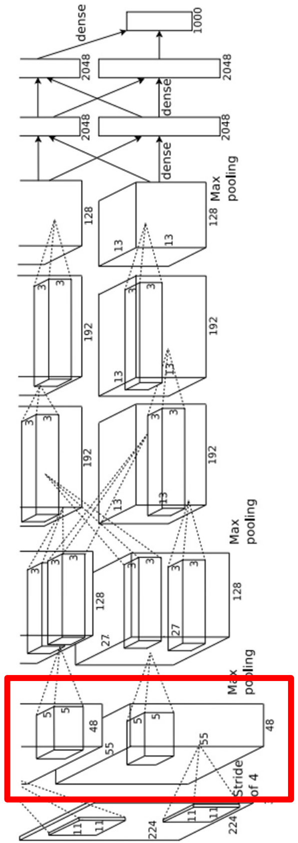


ResNet-18:
64 x 3 x 7 x 7

ResNet-101:
64 x 3 x 7 x 7



DenseNet-121:
64 x 3 x 7 x 7



Krizhevsky, “One weird trick for parallelizing convolutional neural networks”, arXiv 2014
He et al, “Deep Residual Learning for Image Recognition”, CVPR 2016
Huang et al, “Densely Connected Convolutional Networks”, CVPR 2017

Visualize the filters/kernels (raw weights)

We can visualize filters at higher layers, but not that interesting

(these are taken from ConvNetJS CIFAR-10 demo)

layer 1 weights

16 x 3 x 7 x 7

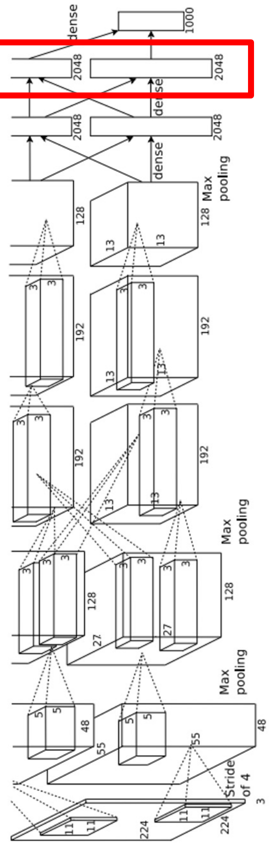
layer 2 weights

20 x 16 x 7 x 7

layer 3 weights

20 x 20 x 7 x 7

Last Layer

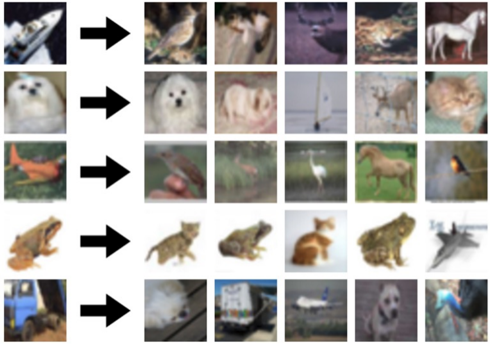


4096-dimensional feature vector for an image
(layer immediately before the classifier)

Run the network on many images, collect the feature vectors

Last Layer: Nearest Neighbors

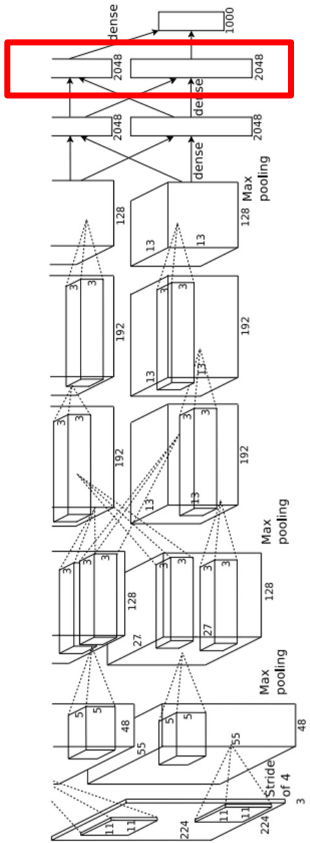
Recall: Nearest neighbors in pixel space



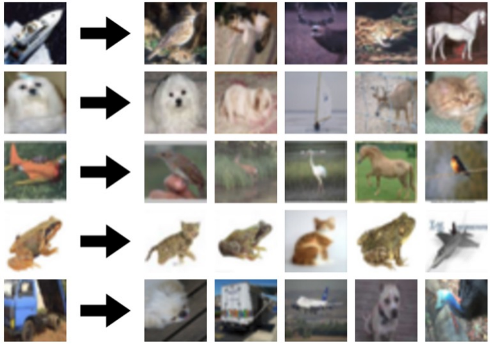
Krizhevsky et al, “ImageNet Classification with Deep Convolutional Neural Networks”, NIPS 2012.
Figures reproduced with permission.

Last Layer: Nearest Neighbors

4096-dim vector



Recall: Nearest neighbors in pixel space



Test image L2 Nearest neighbors in feature space

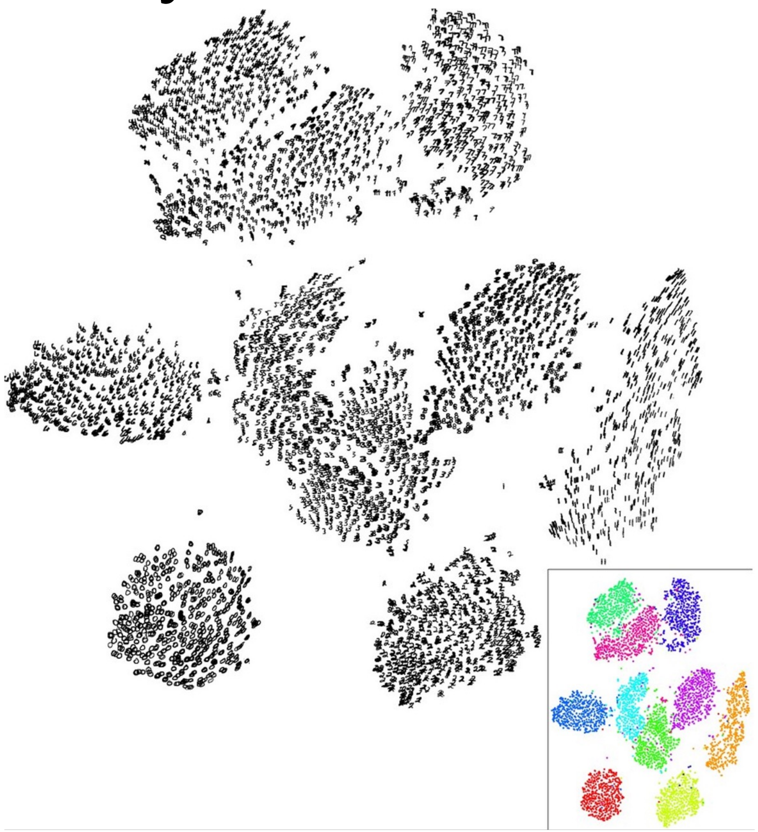
Krizhevsky et al, "ImageNet Classification with Deep Convolutional Neural Networks", NIPS 2012.
Figures reproduced with permission.

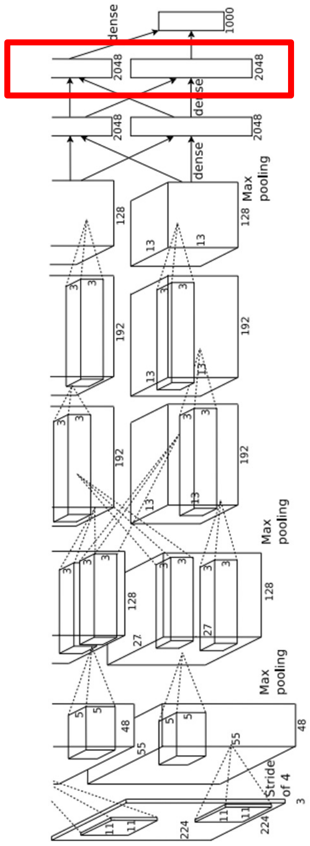
Last Layer: Dimensionality Reduction

Visualize the “space” of FC7 feature vectors by reducing dimensionality of vectors from 4096 to 2 dimensions

Simple algorithm: Principal Component Analysis (PCA)

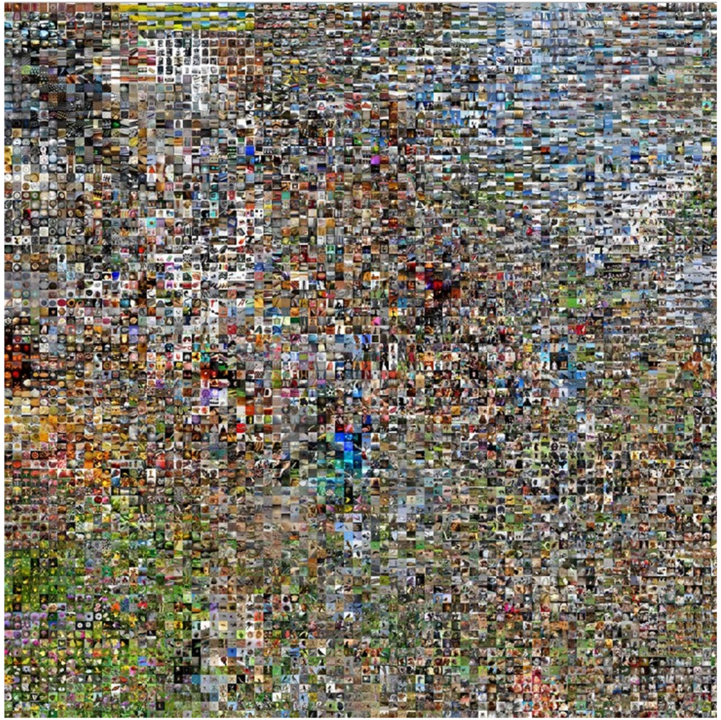
More complex: **t-SNE**

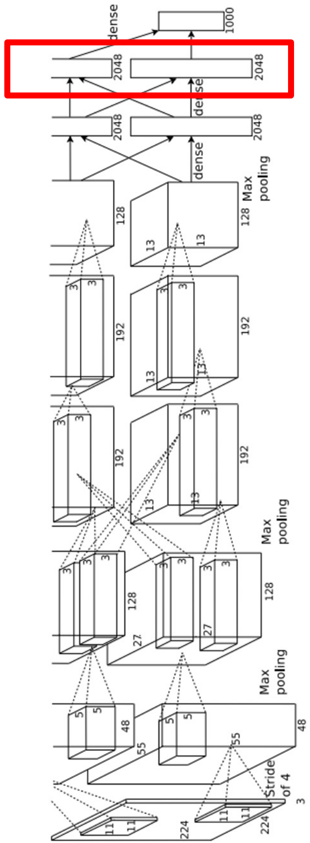




Van der Maaten and Hinton, “Visualizing Data using t-SNE”, JMLR 2008

Last Layer: Dimensionality Reduction



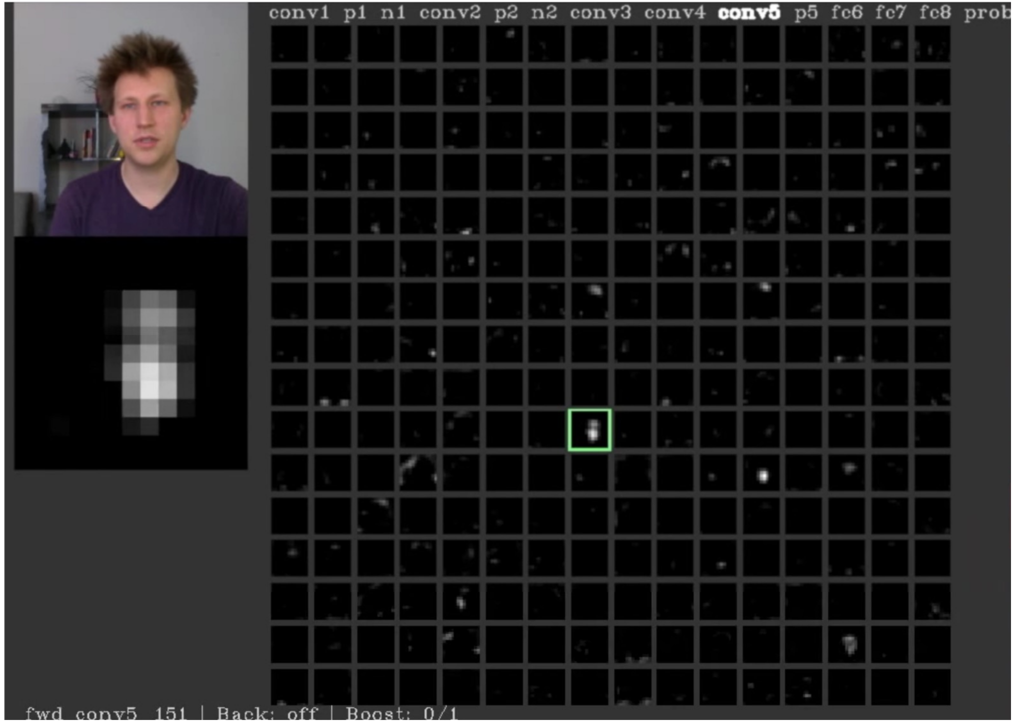


Van der Maaten and Hinton, “Visualizing Data using t-SNE”, JMLR 2008
Krizhevsky et al, “ImageNet Classification with Deep Convolutional Neural Networks”, NIPS 2012.
Figure reproduced with permission.

See high-resolution versions at
http://cs.stanford.edu/people/karpathy/cnnembed/

Visualizing Activations

conv5 feature map is 128x13x13; visualize as 128 13x13 grayscale images



Yosinski et al, “Understanding Neural Networks Through Deep Visualization”, ICML DL Workshop 2014.

Visualizing Activations

David Bau*, Bolei Zhou*, Aditya Khosla, Aude Oliva, Antonio Torralba
Network Dissection: Quantifying Interpretability of Deep Visual Representations. CVPR 2017.

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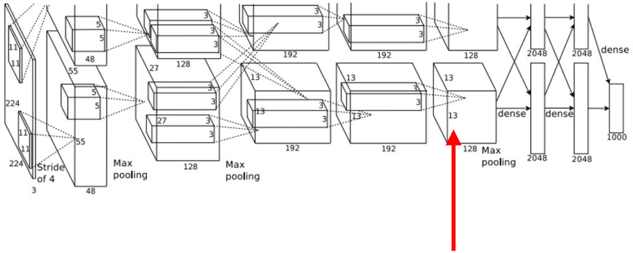
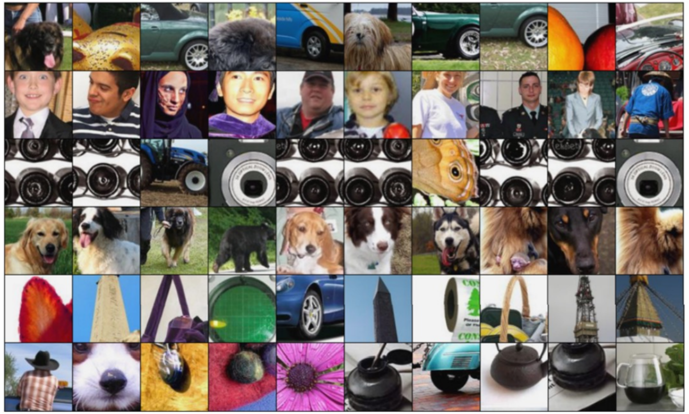
Maximally Activating Patches



Pick a layer and a channel; e.g. conv5 is 128 x 13 x 13, pick channel 17/128

Run many images through the network, record values of chosen channel

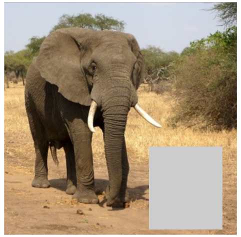
Visualize image patches that correspond to maximal activations

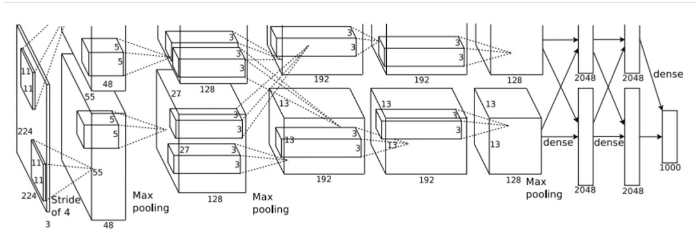


Springenberg et al, “Striving for Simplicity: The All Convolutional Net”, ICLR Workshop 2015

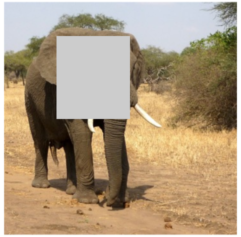
Which pixels matter: Saliency via Occlusion

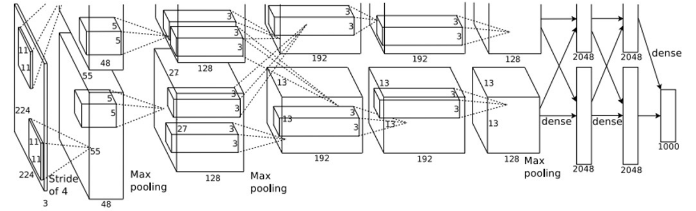
Mask part of the image before feeding to CNN, check how much predicted probabilities change





P(elephant) = 0.95



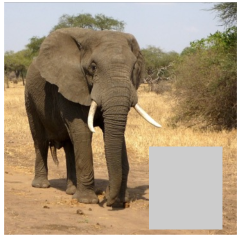


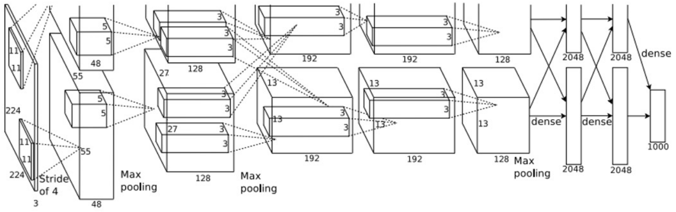
P(elephant) = 0.75

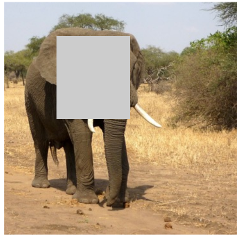
Zeiler and Fergus, "Visualizing and Understanding Convolutional Networks", ECCV 2014

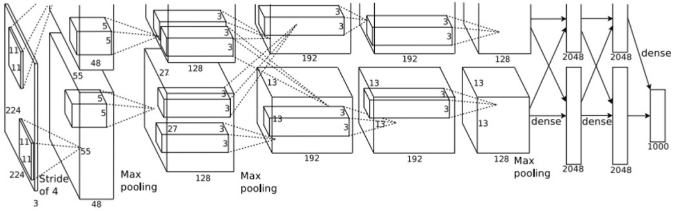
Which pixels matter: Saliency via Occlusion

Mask part of the image before feeding to CNN, check how much predicted probabilities change

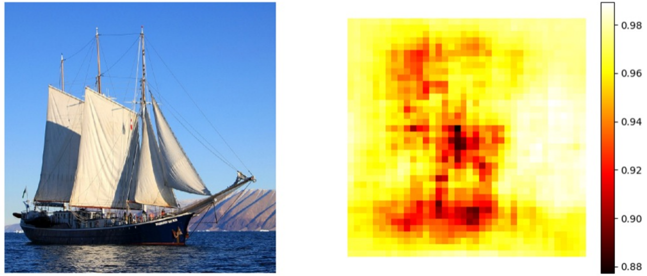








schooner



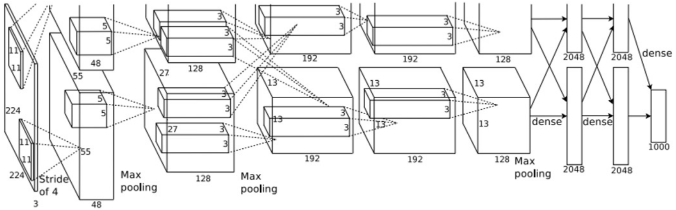
African elephant, Loxodonta africana

go-kart

Zeiler and Fergus, "Visualizing and Understanding Convolutional Networks", ECCV 2014

Which pixels matter: Saliency via Backprop

Forward pass: Compute probabilities

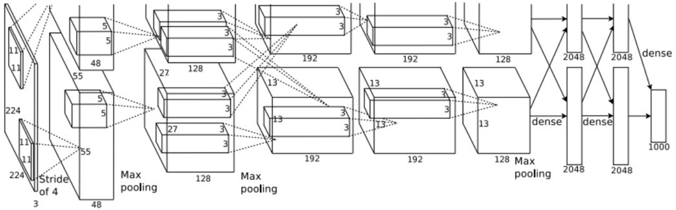


Dog

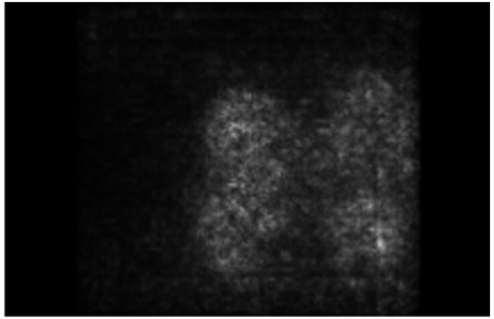
Simonyan, Vedaldi, and Zisserman, “Deep Inside Convolutional Networks: Visualising Image Classification Models and Saliency Maps”, ICLR Workshop 2014.

Which pixels matter: Saliency via Backprop

Forward pass: Compute probabilities



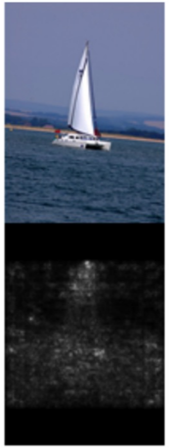
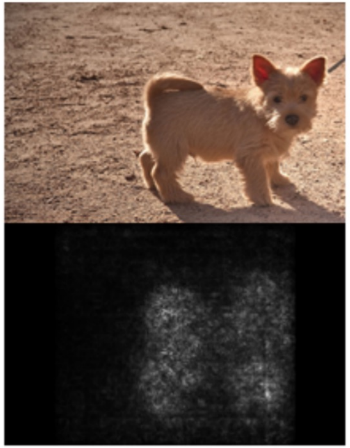
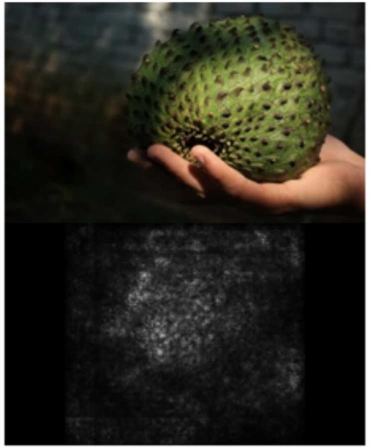
Dog

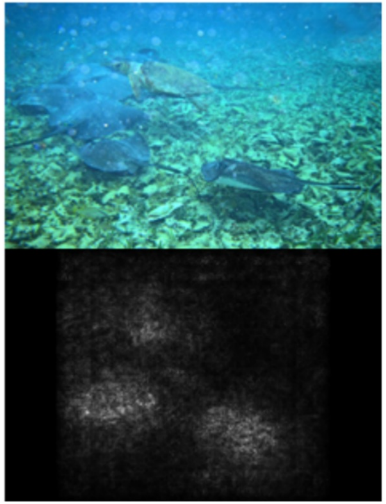


Compute gradient of **(unnormalized) class score** with respect to image pixels, take absolute value and max over RGB channels

Simonyan, Vedaldi, and Zisserman, “Deep Inside Convolutional Networks: Visualising Image Classification Models and Saliency Maps”, ICLR Workshop 2014.

Saliency Maps

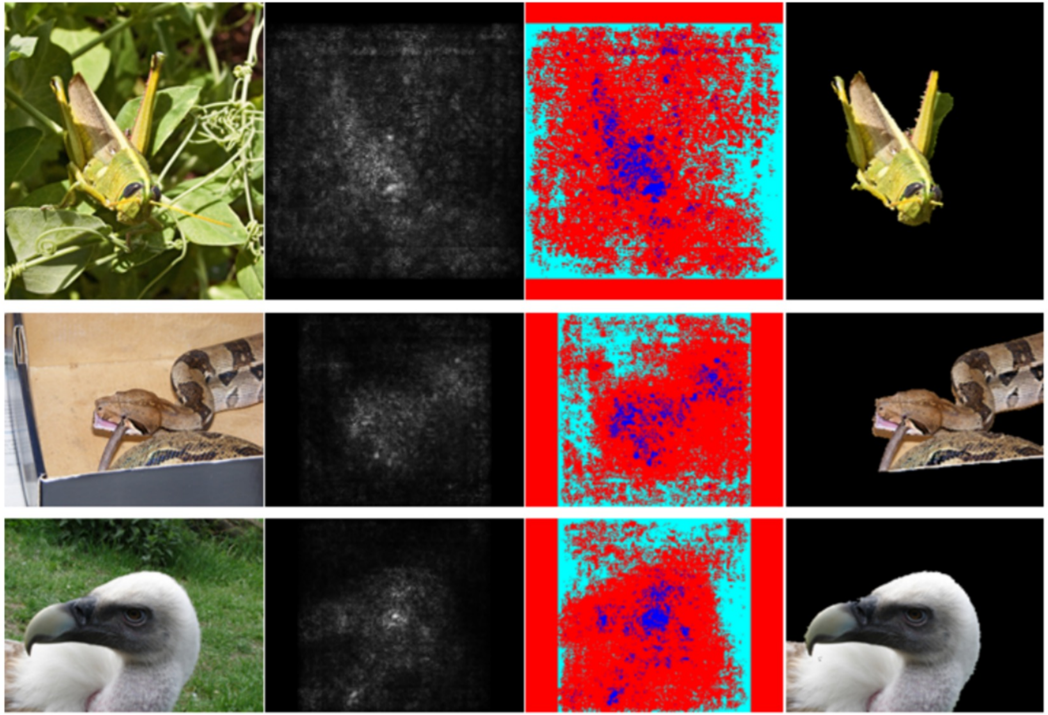






Simonyan, Vedaldi, and Zisserman, “Deep Inside Convolutional Networks: Visualising Image Classification Models and Saliency Maps”, ICLR Workshop 2014.

Saliency Maps: Segmentation without supervision

Use GrabCut on saliency map



Simonyan, Vedaldi, and Zisserman, “Deep Inside Convolutional Networks: Visualising Image Classification Models and Saliency Maps”, ICLR Workshop 2014.

Rother et al, “Grabcut: Interactive foreground extraction using iterated graph cuts”, ACM TOG 2004

Saliency maps: Uncovers biases

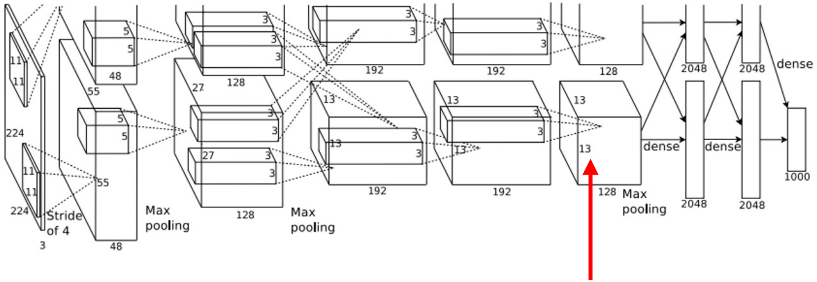
Such methods also find biases

wolf vs dog classifier looks is actually a snow vs no-snow classifier

(a) Husky classified as wolf (b) Explanation

Ribeiro et al, ““Why Should I Trust You?” Explaining the Predictions of Any Classifier”, ACM KDD 2016

Intermediate Features via (guided) backprop

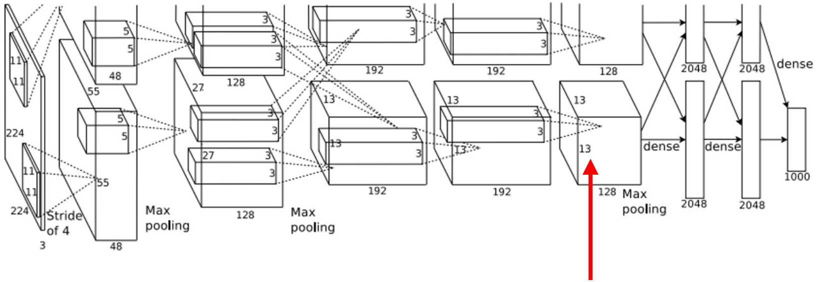


Pick a single intermediate channel, e.g. one value in 128 x 13 x 13 conv5 feature map

Compute gradient of activation value with respect to image pixels

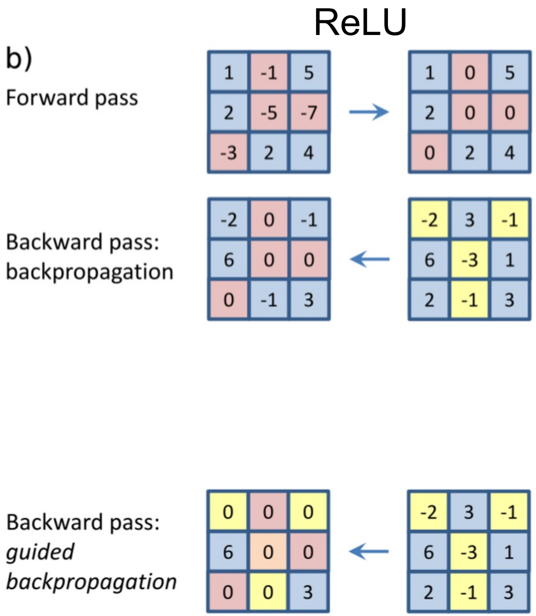
Zeiler and Fergus, “Visualizing and Understanding Convolutional Networks”, ECCV 2014
Springenberg et al, “Striving for Simplicity: The All Convolutional Net”, ICLR Workshop 2015

Intermediate Features via (guided) backprop



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

Compute gradient of neuron value with respect to image pixels



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

Figure copyright Jost Tobias Springenberg, Alexey Dosovitskiy, Thomas Brox, Martin Riedmiller, 2015; reproduced with permission.

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

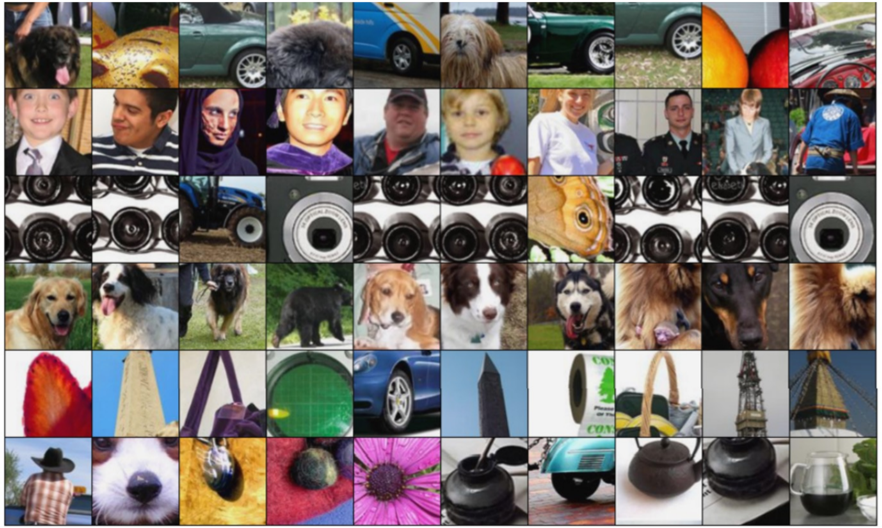
Intermediate features via (guided) backprop

Maximally activating patches
(Each row is a different neuron)

Guided Backprop

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

Intermediate features via (guided) backprop



Maximally activating patches
(Each row is a different neuron)

Guided Backprop

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

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

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

Neuron value

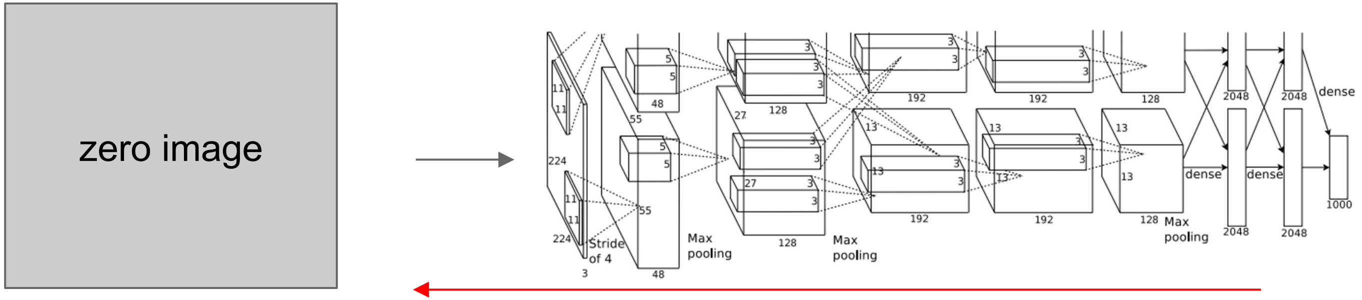
Natural image regularizer

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

Visualizing CNN features: Gradient Ascent

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

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.

Visualizing CNN features: Gradient Ascent

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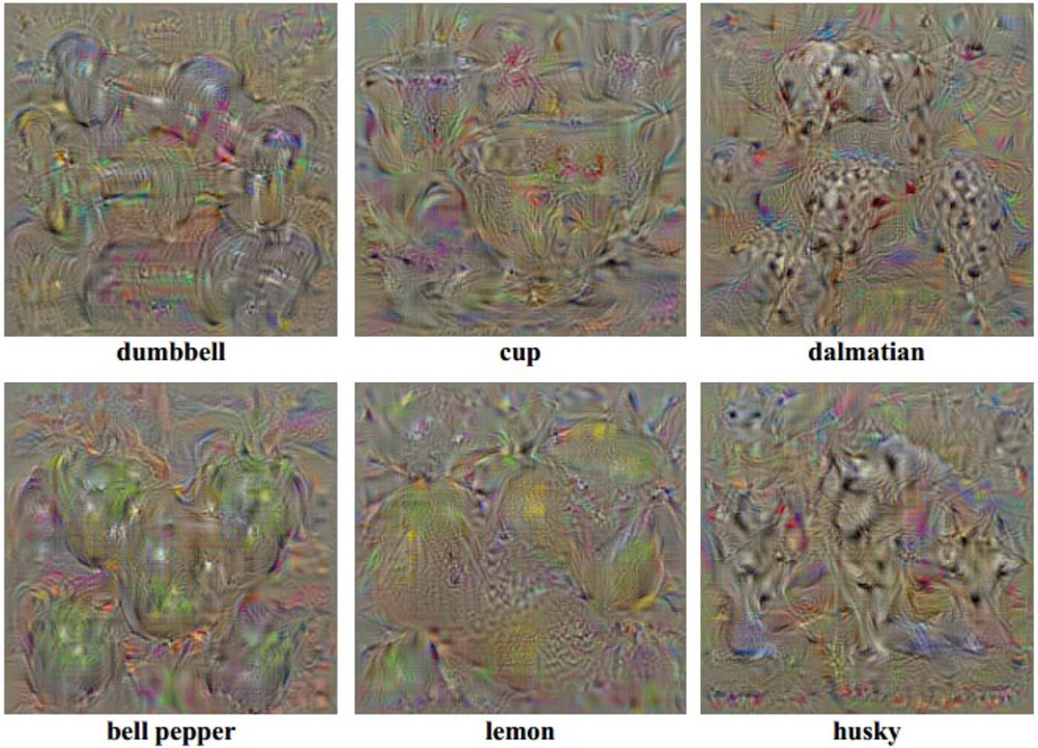

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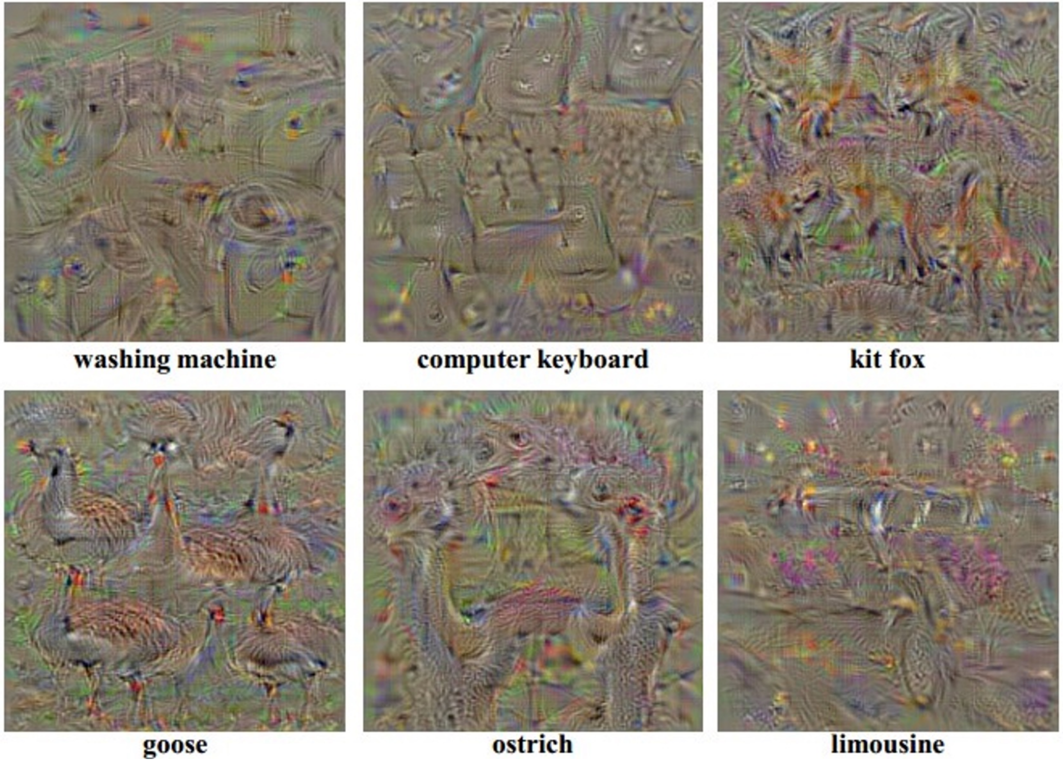

Yosinski et al, "Understanding Neural Networks Through Deep Visualization", ICML DL Workshop 2014.

Visualizing CNN features: Gradient Ascent

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

Better regularizer: Penalize L2 norm of image; also during optimization periodically

(1) Gaussian blur image
(2) Clip pixels with small values to 0
(3) Clip pixels with small gradients to 0

Yosinski et al, "Understanding Neural Networks Through Deep Visualization", ICML DL Workshop 2014.

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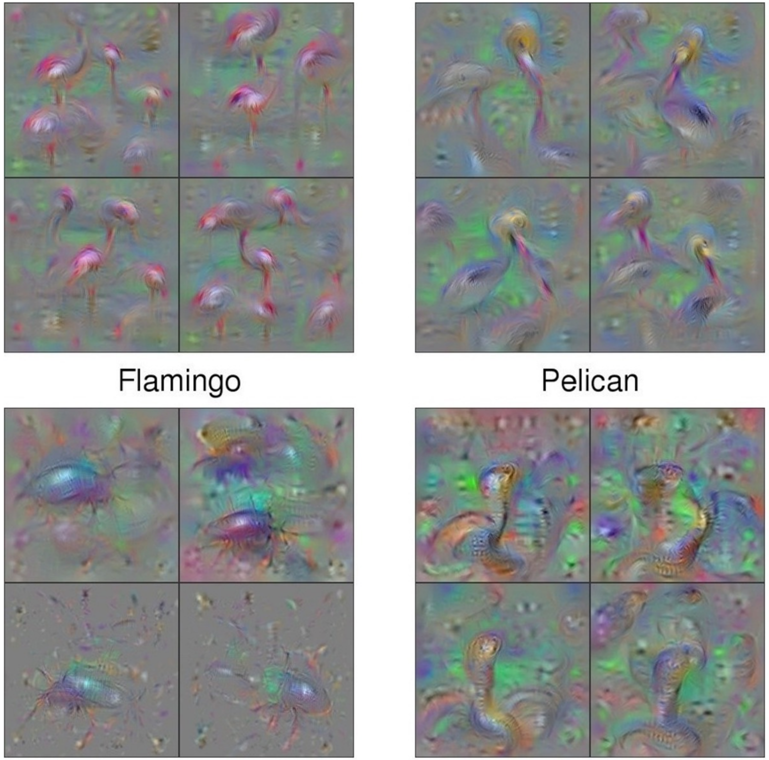

Flamingo Pelican Ground Beetle Indian Cobra

Yosinski et al, "Understanding Neural Networks Through Deep Visualization", ICML DL Workshop 2014.

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

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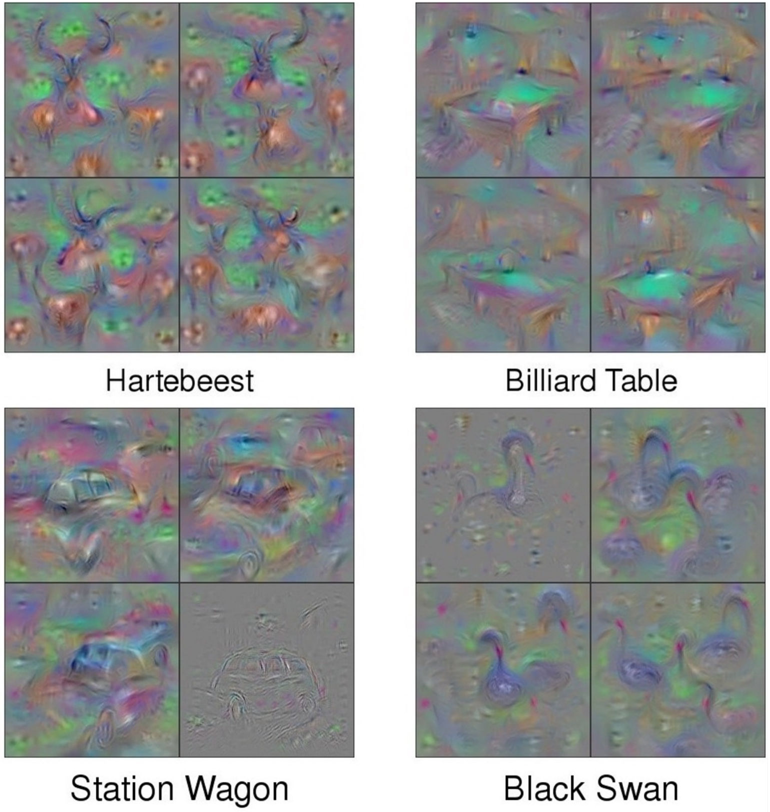
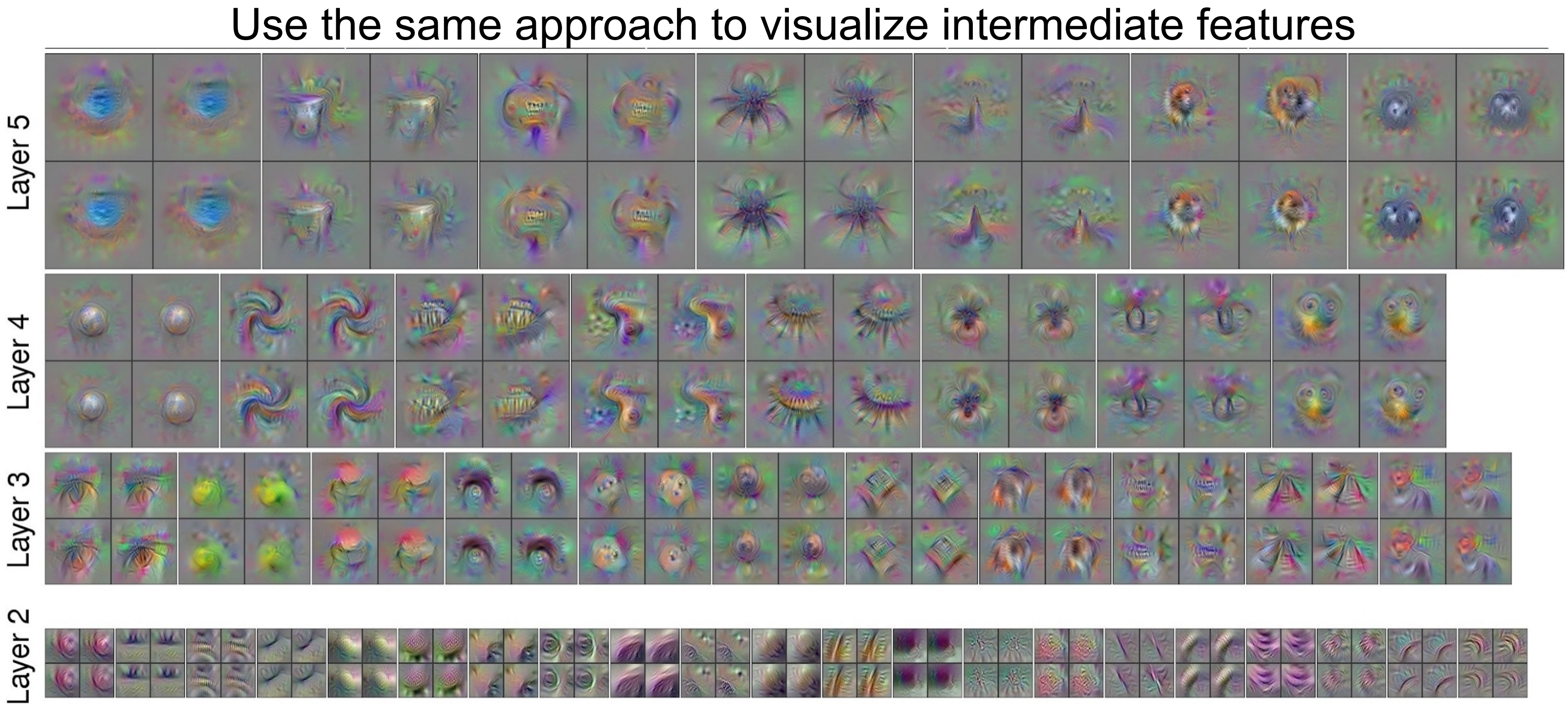


Yosinski et al, “Understanding Neural Networks Through Deep Visualization”, ICML DL Workshop 2014.

Visualizing CNN features: Gradient Ascent



Yosinski et al, “Understanding Neural Networks Through Deep Visualization”, ICML DL Workshop 2014.

Visualizing CNN features: Gradient Ascent

Adding “multi-faceted” visualization gives even nicer results:
(Plus more careful regularization, center-bias)

Reconstructions of multiple feature types (facets) recognized by the same “grocery store” neuron

Corresponding example training set images recognized by the same neuron as in the "grocery store" class

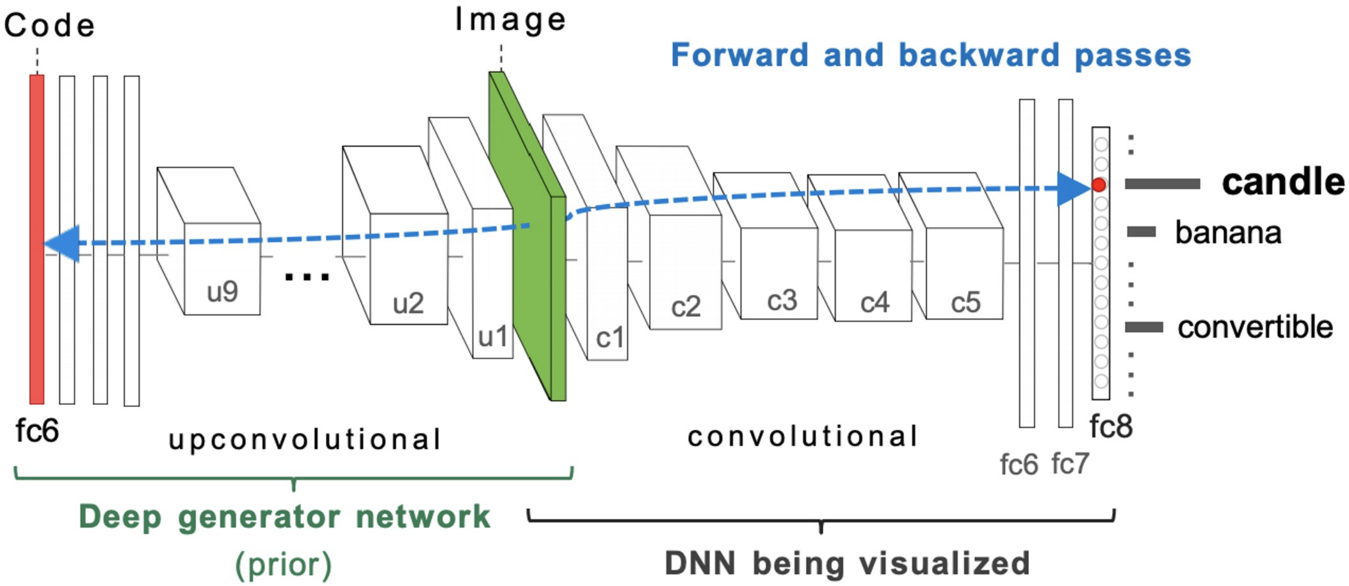
Nguyen et al, “Multifaceted Feature Visualization: Uncovering the Different Types of Features Learned By Each Neuron in Deep Neural Networks”, ICML Visualization for Deep Learning Workshop 2016.

Visualizing CNN features: Gradient Ascent

Nguyen et al, “Multifaceted Feature Visualization: Uncovering the Different Types of Features Learned By Each Neuron in Deep Neural Networks”, ICML Visualization for Deep Learning Workshop 2016.

Visualizing CNN features: Gradient Ascent

Optimize in FC6 latent space instead of pixel space:



Nguyen et al, "Synthesizing the preferred inputs for neurons in neural networks via deep generator networks," NIPS 2016

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Today's agenda

Visualizing what models have learned:
- Visualizing filters
- Visualizing final layer features
- Visualizing activations

Understanding input pixels
- Identifying important pixels
- Saliency via backprop
- Guided backprop to generate images
- Gradient ascent to visualize features

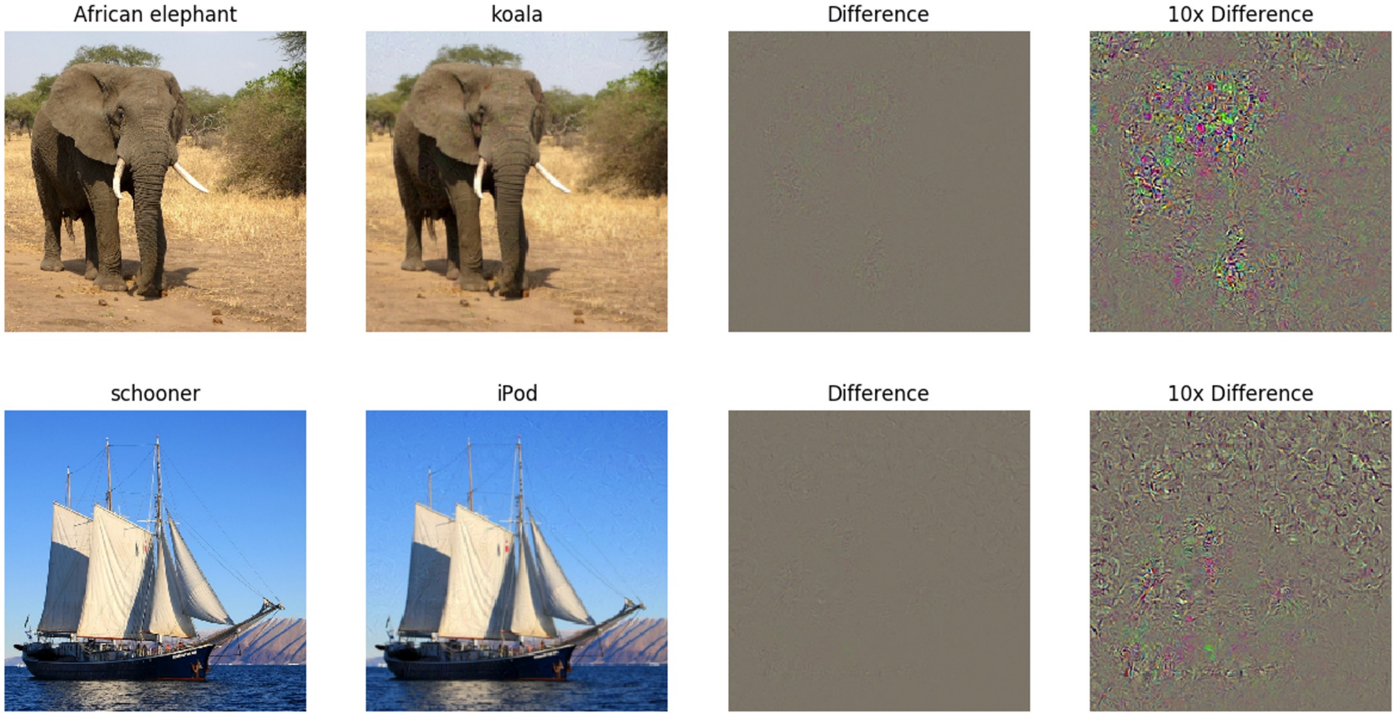
Adversarial perturbations

Style transfer
- Deep dream
- Features inversion
- Texture synthesis
- Neural style transfer

Fooling Images / Adversarial Examples

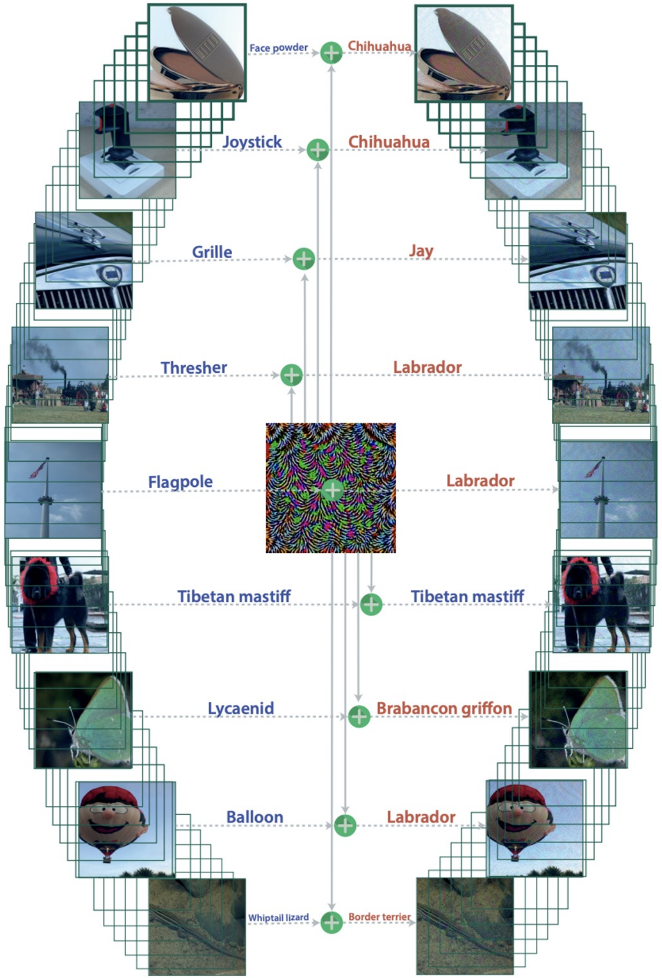
(1) Start from an arbitrary image
(2) Pick an arbitrary class
(3) Modify the image to maximize the class
(4) Repeat until network is fooled

Fooling Images / Adversarial Examples



Fooling Images / Adversarial Examples

Universal perturbations



Moosavi-Dezfooli, Seyed-Mohsen, et al. "Universal adversarial perturbations." Proceedings of the IEEE conference on computer vision and pattern recognition. 2017.
Figure reproduced with permission

Today's agenda

Visualizing what models have learned:

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Style transfer

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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

Features of new image

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

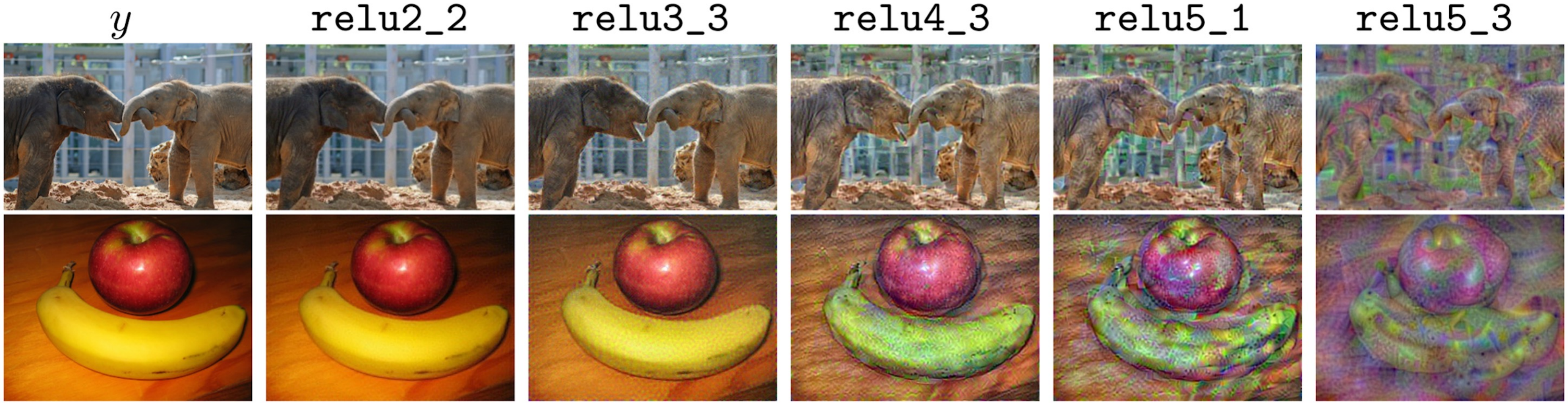
$$\mathcal{R}_{V^\beta}(\mathbf{x}) = \sum_{i,j} \left((x_{i,j+1} - x_{ij})^2 + (x_{i+1,j} - x_{ij})^2 \right)^{\frac{\beta}{2}}$$

Total Variation regularizer (encourages spatial smoothness)

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

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. Copyright Springer, 2016.
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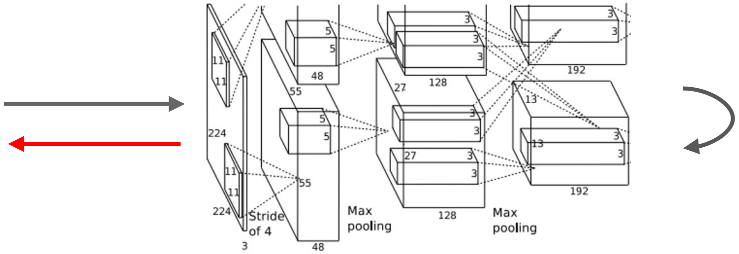
DeepDream: Amplify existing features

Rather than synthesizing an image to maximize a specific neuron, instead try to **amplify** the neuron activations at some layer in the network



Choose an image and a layer in a CNN; repeat:

1. Forward: compute activations at chosen layer
2. Set gradient of chosen layer *equal to its activation*
3. Backward: Compute gradient on image
4. Update image

Mordvintsev, Olah, and Tyka, “Inceptionism: Going Deeper into Neural Networks”, Google Research Blog. Images are licensed under CC-BY 4.0

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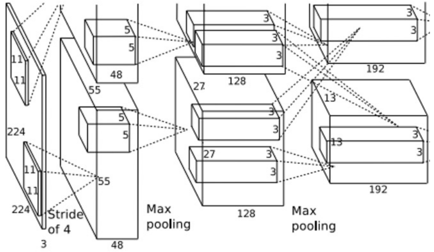

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Equivalent to:

$I^* = \arg\max_I \sum_i f_i(I)^2$

DeepDream: Amplify existing features

```
def objective_L2(dst):
    dst.diff[:] = dst.data

def make_step(net, step_size=1.5, end='inception_4c/output',
              jitter=32, clip=True, objective=objective_L2):
    '''Basic gradient ascent step.'''

    src = net.blobs['data'] # input image is stored in Net's 'data' blob
    dst = net.blobs[end]

    ox, oy = np.random.randint(-jitter, jitter+1, 2)
    src.data[0] = np.roll(np.roll(src.data[0], ox, -1), oy, -2) # apply jitter shift

    net.forward(end=end)
    objective(dst)  # specify the optimization objective
    net.backward(start=end)
    g = src.diff[0]
    # apply normalized ascent step to the input image
    src.data[:] += step_size/np.abs(g).mean() * g

    src.data[0] = np.roll(np.roll(src.data[0], -ox, -1), -oy, -2) # unshift image

    if clip:
        bias = net.transformer.mean['data']
        src.data[:] = np.clip(src.data, -bias, 255-bias)
```

Code is very simple but it uses a couple tricks:

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Jitter image

L1 Normalize gradients

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```

Code is very simple but it uses a couple tricks:

Jitter image

L1 Normalize gradients

Clip pixel values

Also uses multiscale processing for a fractal effect (not shown)

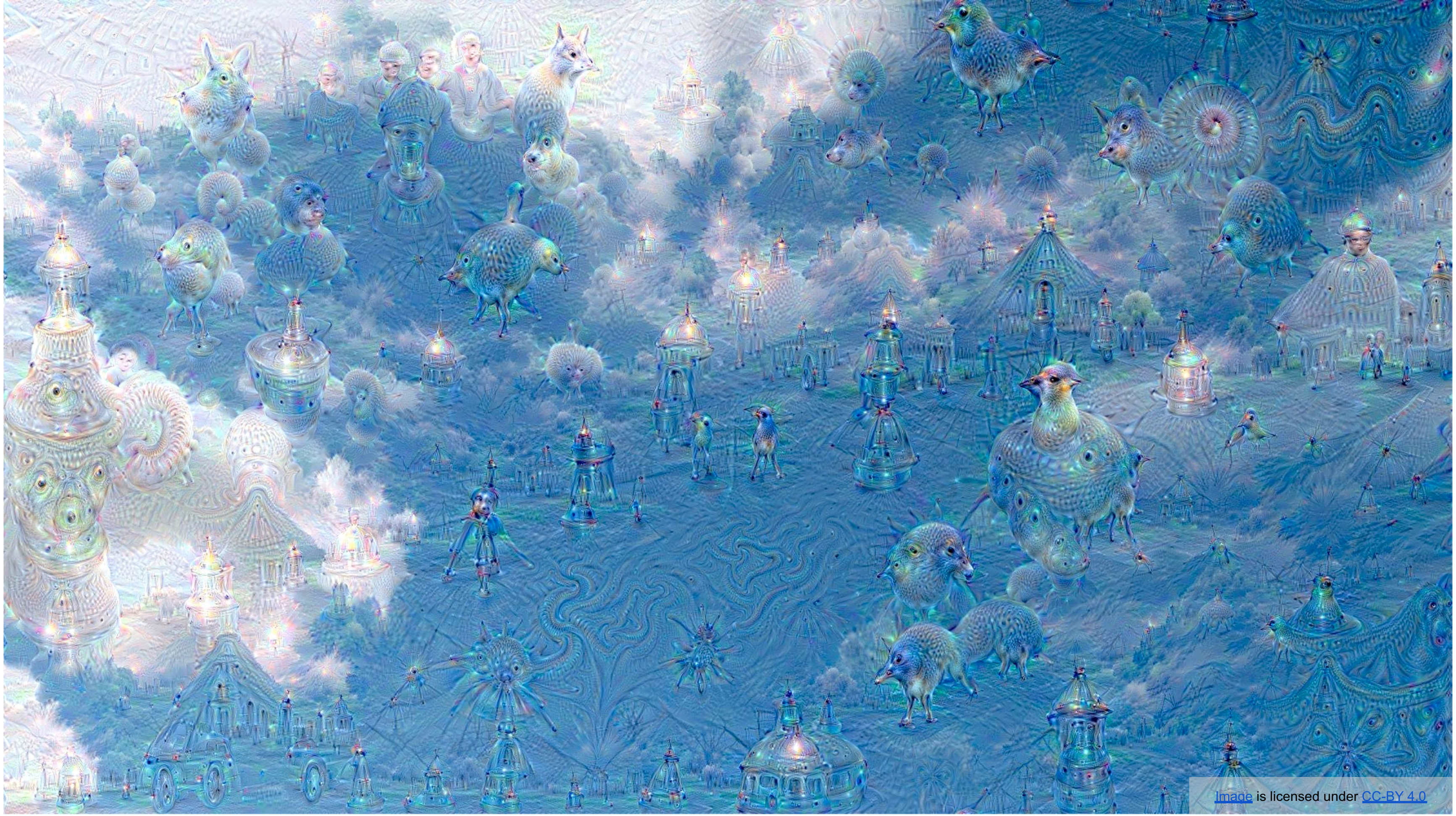
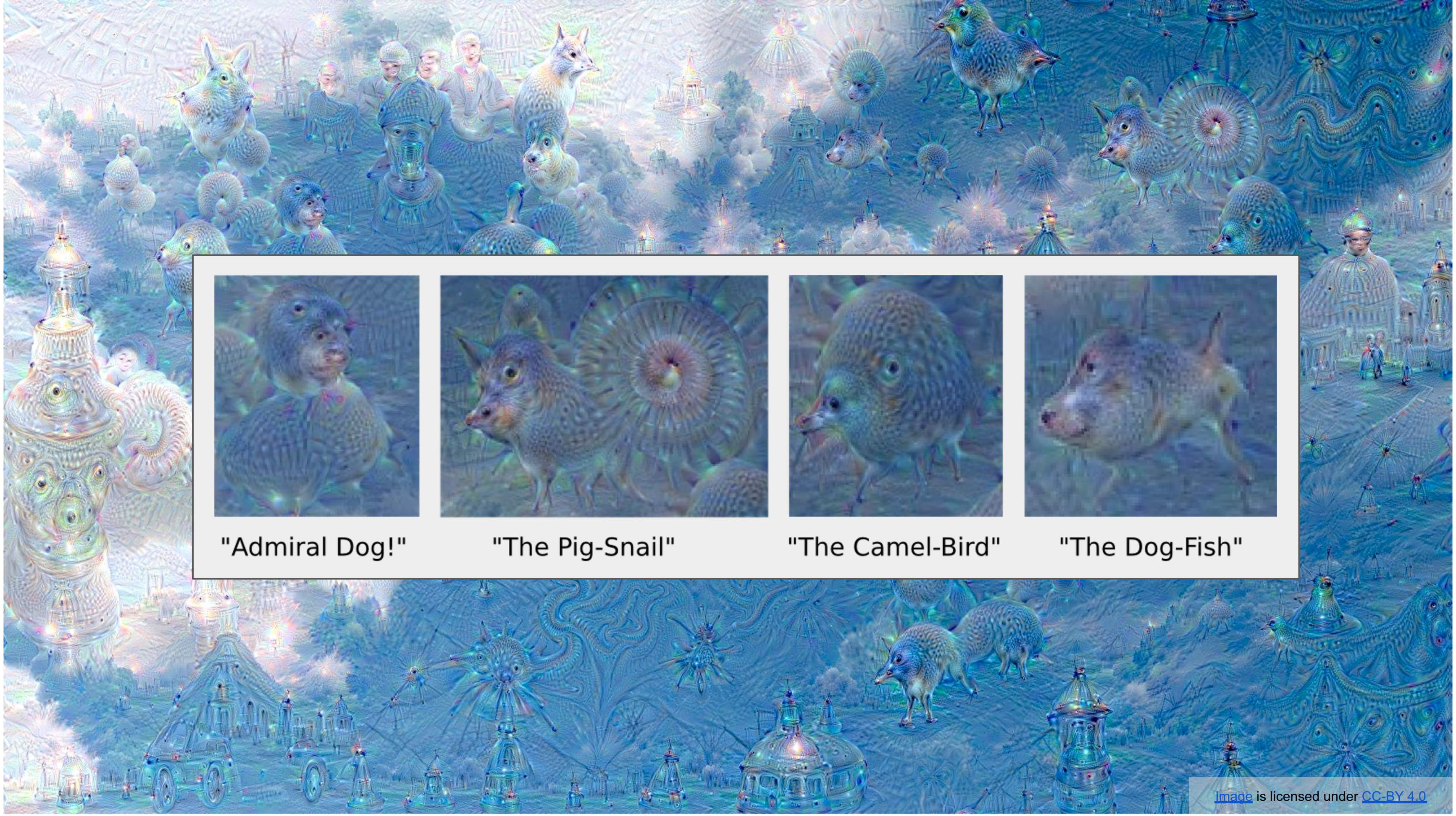
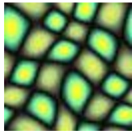


Image is licensed under CC-BY 4.0

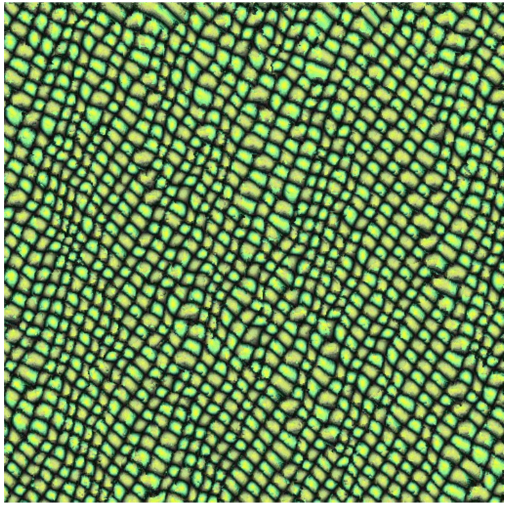

"Admiral Dog!"
"The Pig-Snail"
"The Camel-Bird"
"The Dog-Fish"

Texture Synthesis

Given a sample patch of some texture, can we generate a bigger image of the same texture?



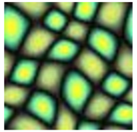
Input

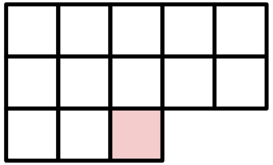


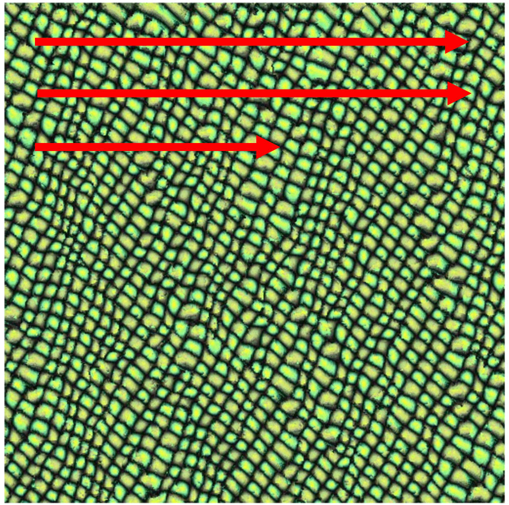
Output

Texture Synthesis: Nearest Neighbor

Generate pixels one at a time in scanline order; form neighborhood of already generated pixels and copy nearest neighbor from input

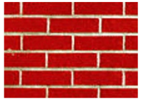


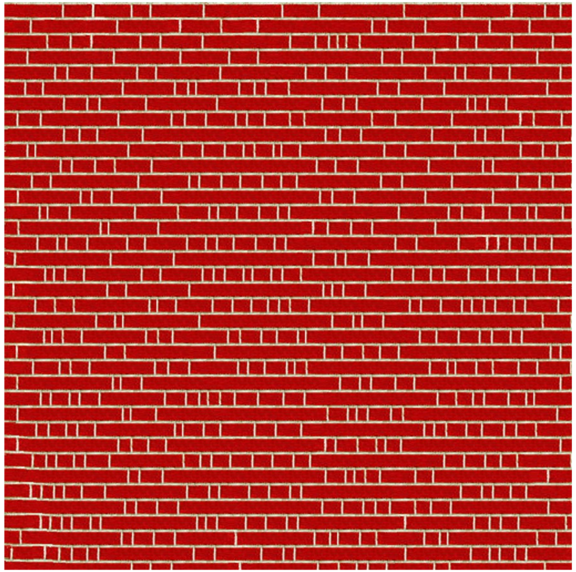


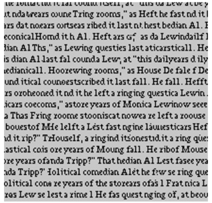


Wei and Levoy, “Fast Texture Synthesis using Tree-structured Vector Quantization”, SIGGRAPH 2000
Efros and Leung, “Texture Synthesis by Non-parametric Sampling”, ICCV 1999

Texture Synthesis: Nearest Neighbor

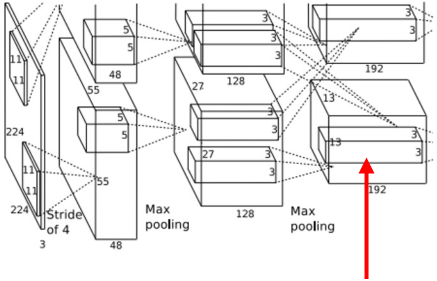


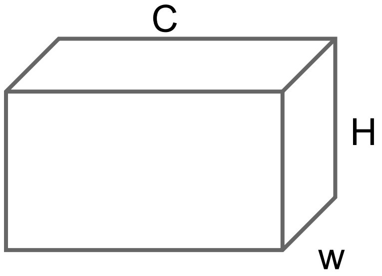




Neural Texture Synthesis: Gram Matrix

This image is in the public domain.





Each layer of CNN gives C x H x W tensor of features; H x W grid of C-dimensional vectors

Neural Texture Synthesis: Gram Matrix

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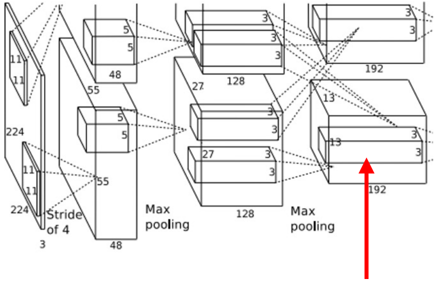

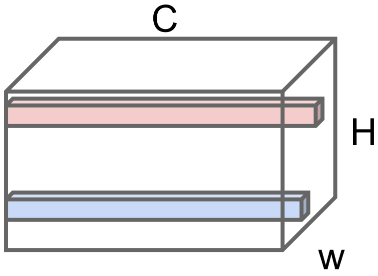

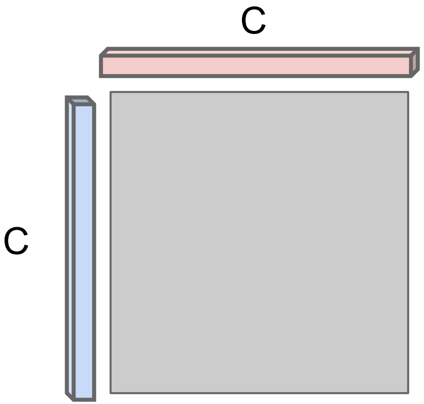

Each layer of CNN gives C x H x W tensor of features; H x W grid of C-dimensional vectors

Outer product of two C-dimensional vectors gives C x C matrix measuring co-occurrence

Neural Texture Synthesis: Gram Matrix

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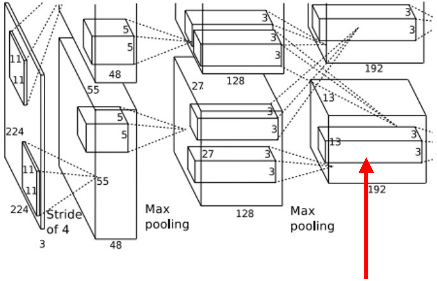
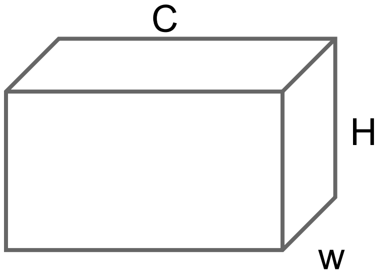
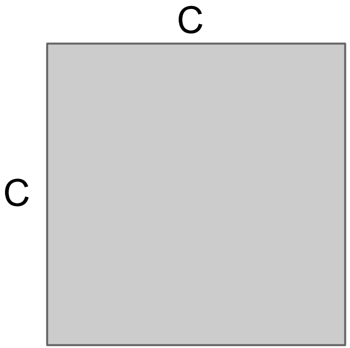






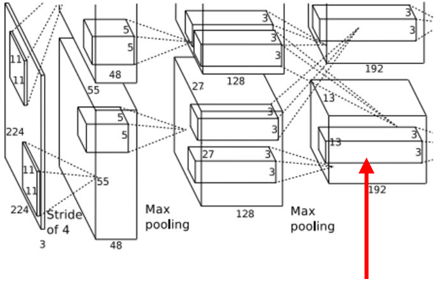
Gram Matrix

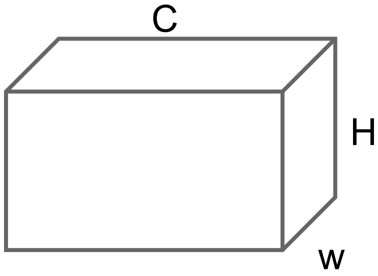
Each layer of CNN gives C x H x W tensor of features; H x W grid of C-dimensional vectors

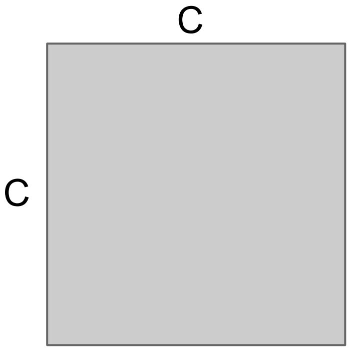
Outer product of two C-dimensional vectors gives C x C matrix measuring co-occurrence

Average over all pairs of vectors, giving **Gram matrix** of shape C x C

Neural Texture Synthesis: Gram Matrix







Each layer of CNN gives C x H x W tensor of features; H x W grid of C-dimensional vectors

Outer product of two C-dimensional vectors gives C x C matrix measuring co-occurrence

Average over all HW pairs of vectors, giving **Gram matrix** of shape C x C

Efficient to compute; reshape features from

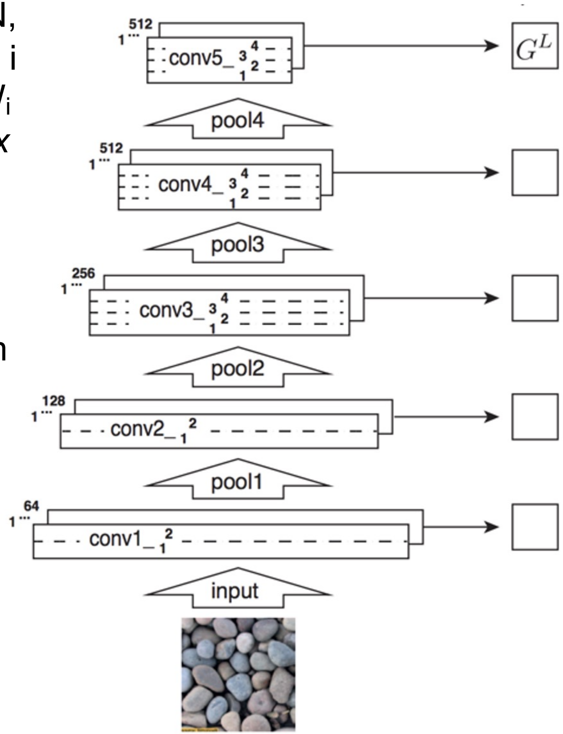
C x H x W to =C x HW

then compute $G = FF^T$

Neural Texture Synthesis

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:

$$G_{ij}^{l} = \sum_{k} F_{ik}^{l} F_{jk}^{l}$$ (shape $C_i \times C_i$)



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

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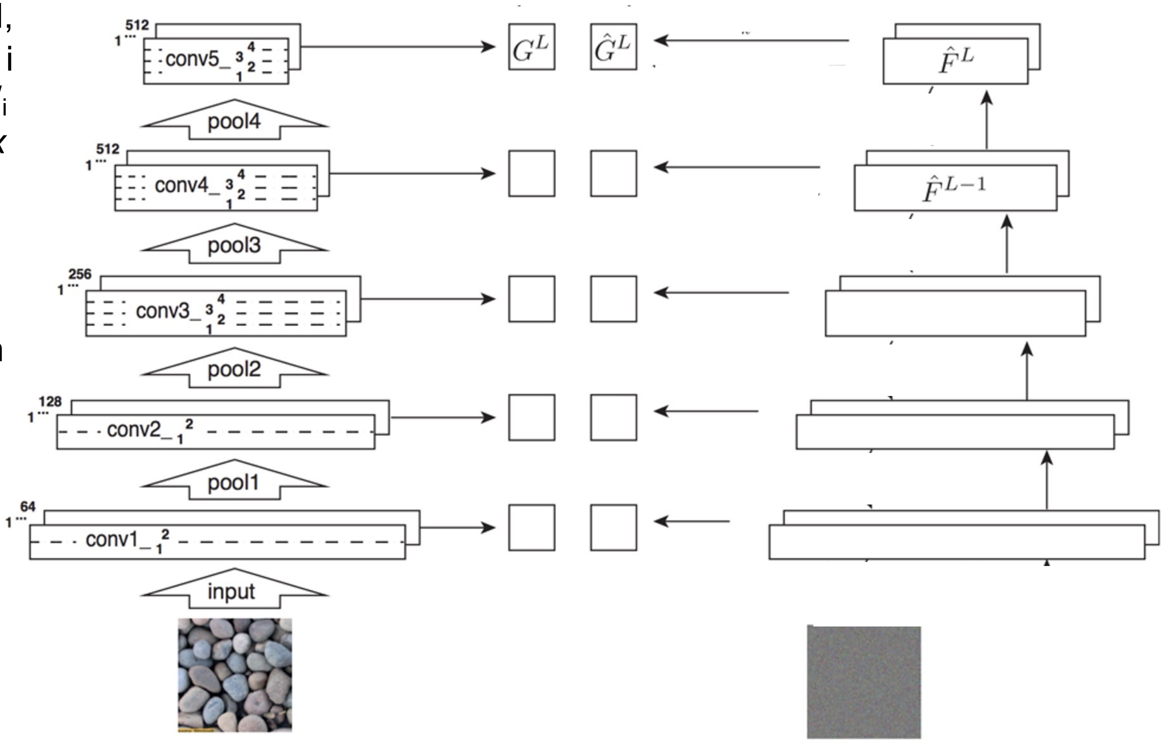
4. Initialize generated image from random noise
5. Pass generated image through CNN, compute Gram matrix on each layer



Gatys, Ecker, and Bethge, “Texture Synthesis Using Convolutional Neural Networks”, NIPS 2015

Neural Texture Synthesis

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

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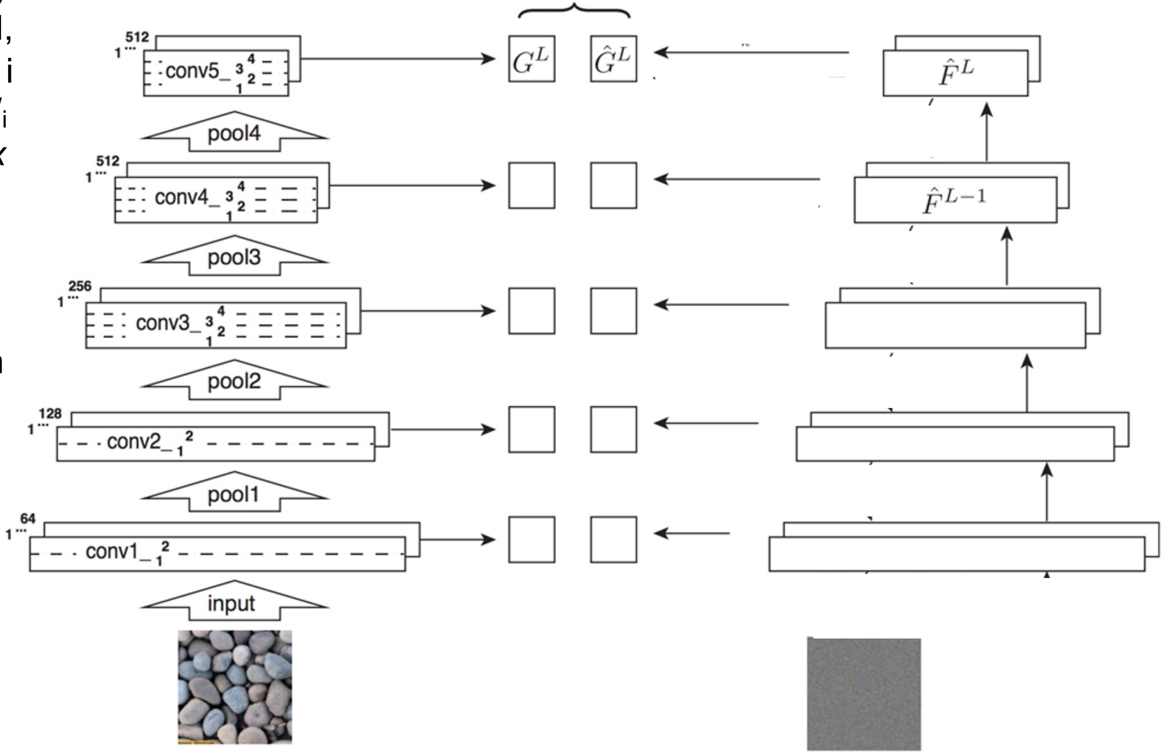
6. Compute loss: weighted sum of L2 distance between Gram matrices



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

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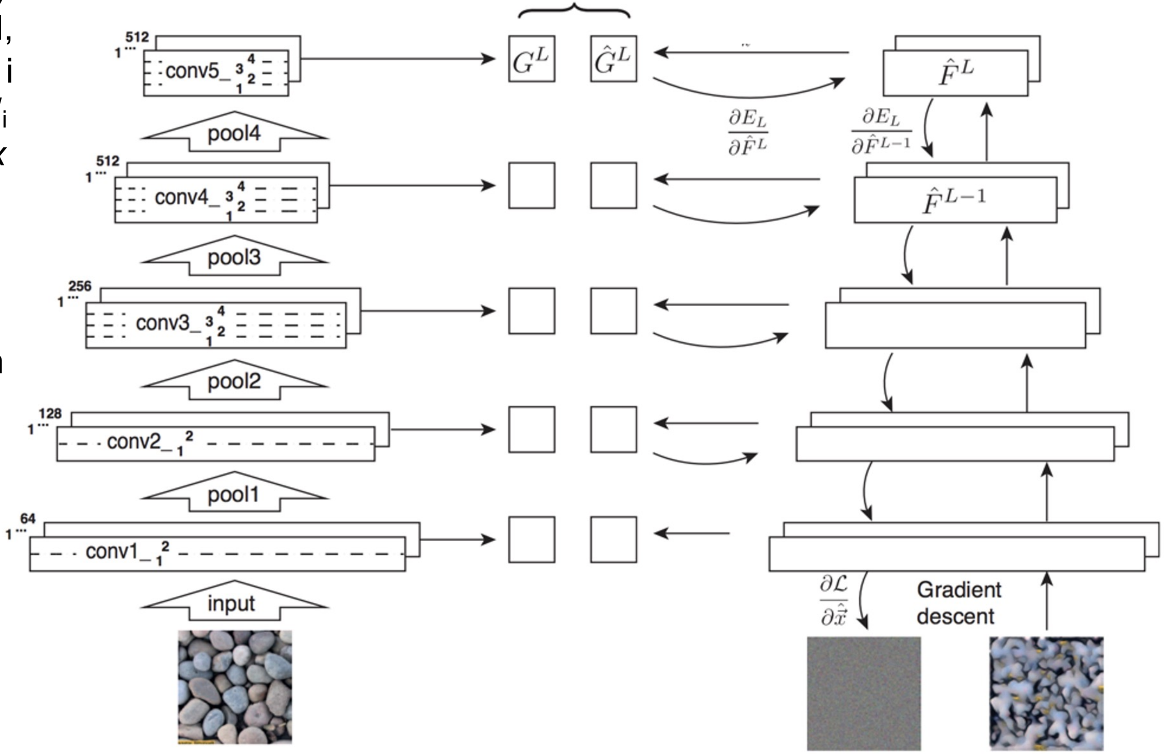
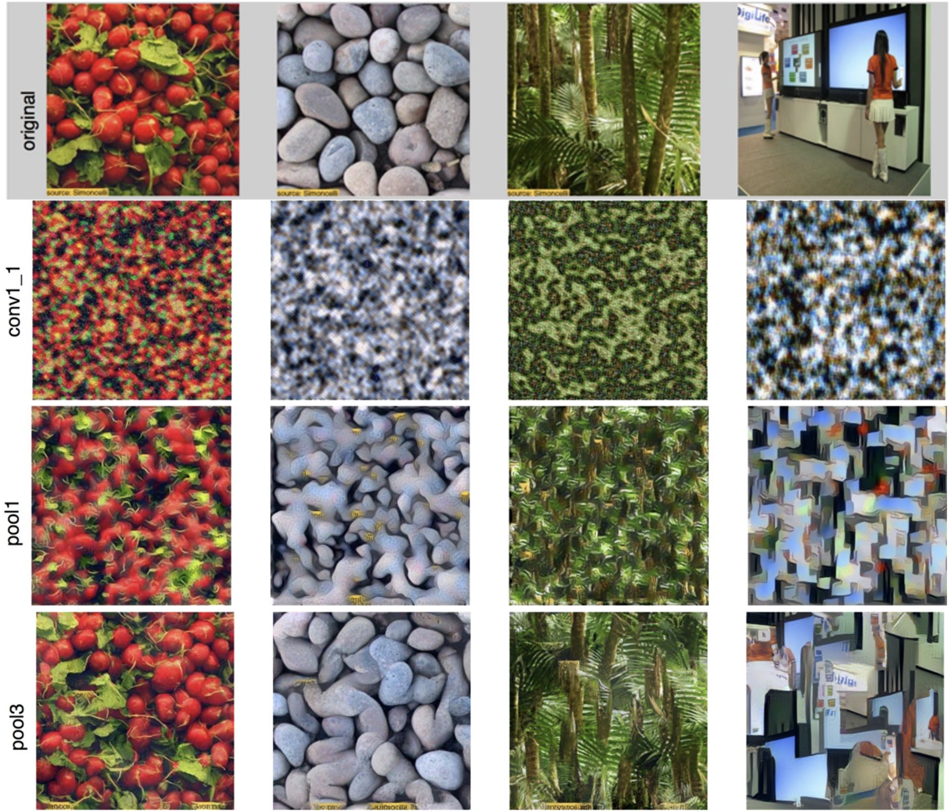
4. Initialize generated image from random noise
5. Pass generated image through CNN, compute Gram matrix on each layer
6. Compute loss: weighted sum of L2 distance between Gram matrices
7. Backprop to get gradient on image
8. Make gradient step on image
9. GOTO 5



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

Neural Texture Synthesis

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



Gatys, Ecker, and Bethge, “Texture Synthesis Using Convolutional Neural Networks”, NIPS 2015

Neural Texture Synthesis: Texture = Artwork

Texture synthesis (Gram reconstruction)

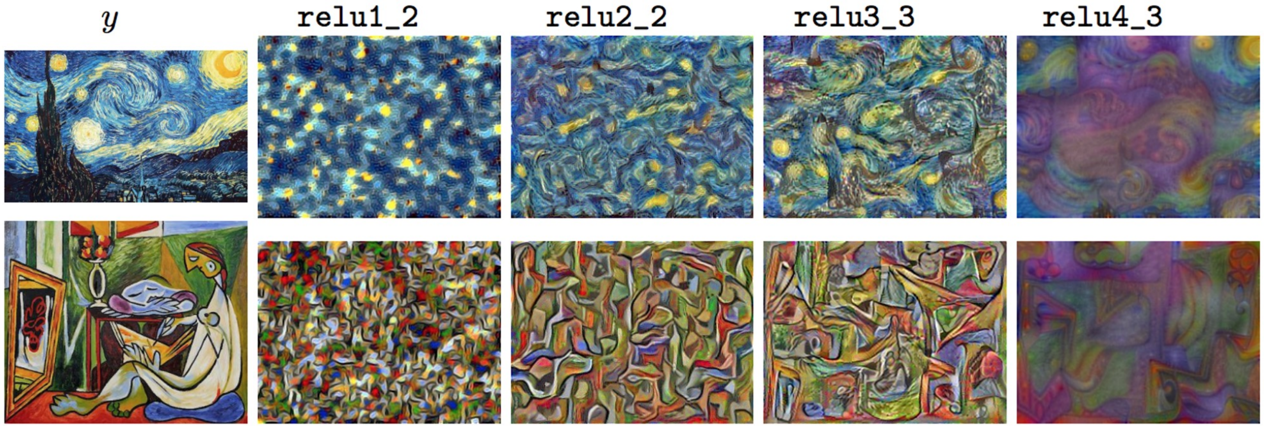
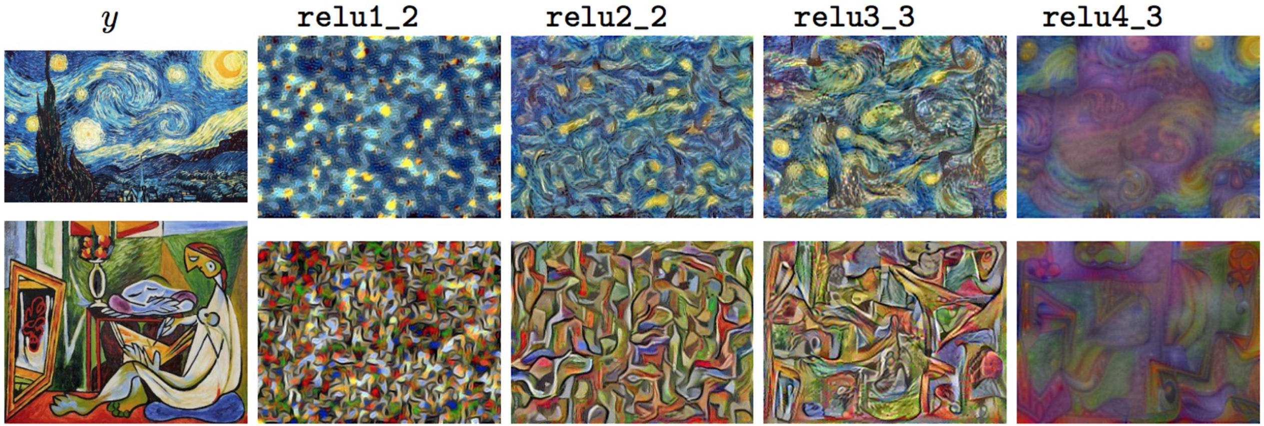


Figure from Johnson, Alahi, and Fei-Fei, “Perceptual Losses for Real-Time Style Transfer and Super-Resolution”, ECCV 2016. Copyright Springer, 2016. Reproduced for educational purposes.

Neural Style Transfer: Feature + Gram Reconstruction

Texture synthesis (Gram reconstruction)



Feature reconstruction

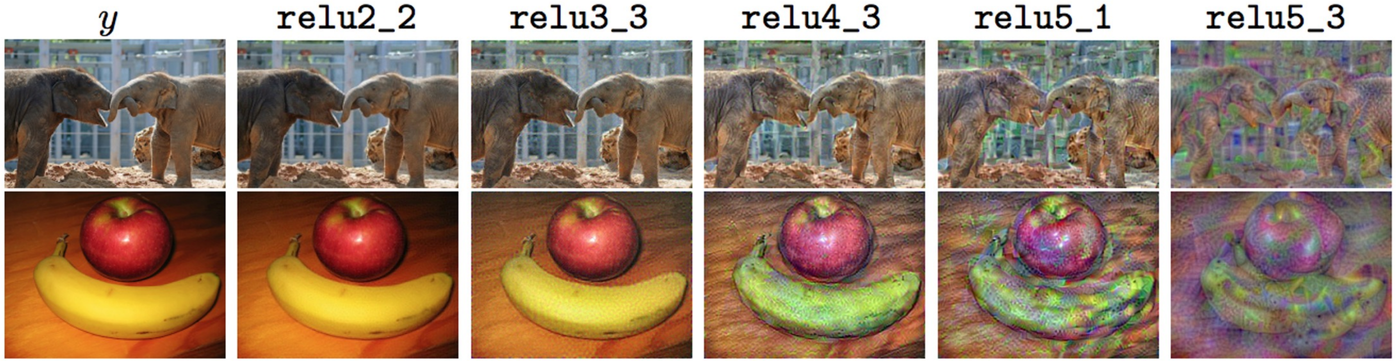


Figure from Johnson, Alahi, and Fei-Fei, "Perceptual Losses for Real-Time Style Transfer and Super-Resolution", ECCV 2016. Copyright Springer, 2016. Reproduced for educational purposes.

Neural Style Transfer

Content Image

+

Style Image

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

Neural Style Transfer

Content Image

+

Style Image

=

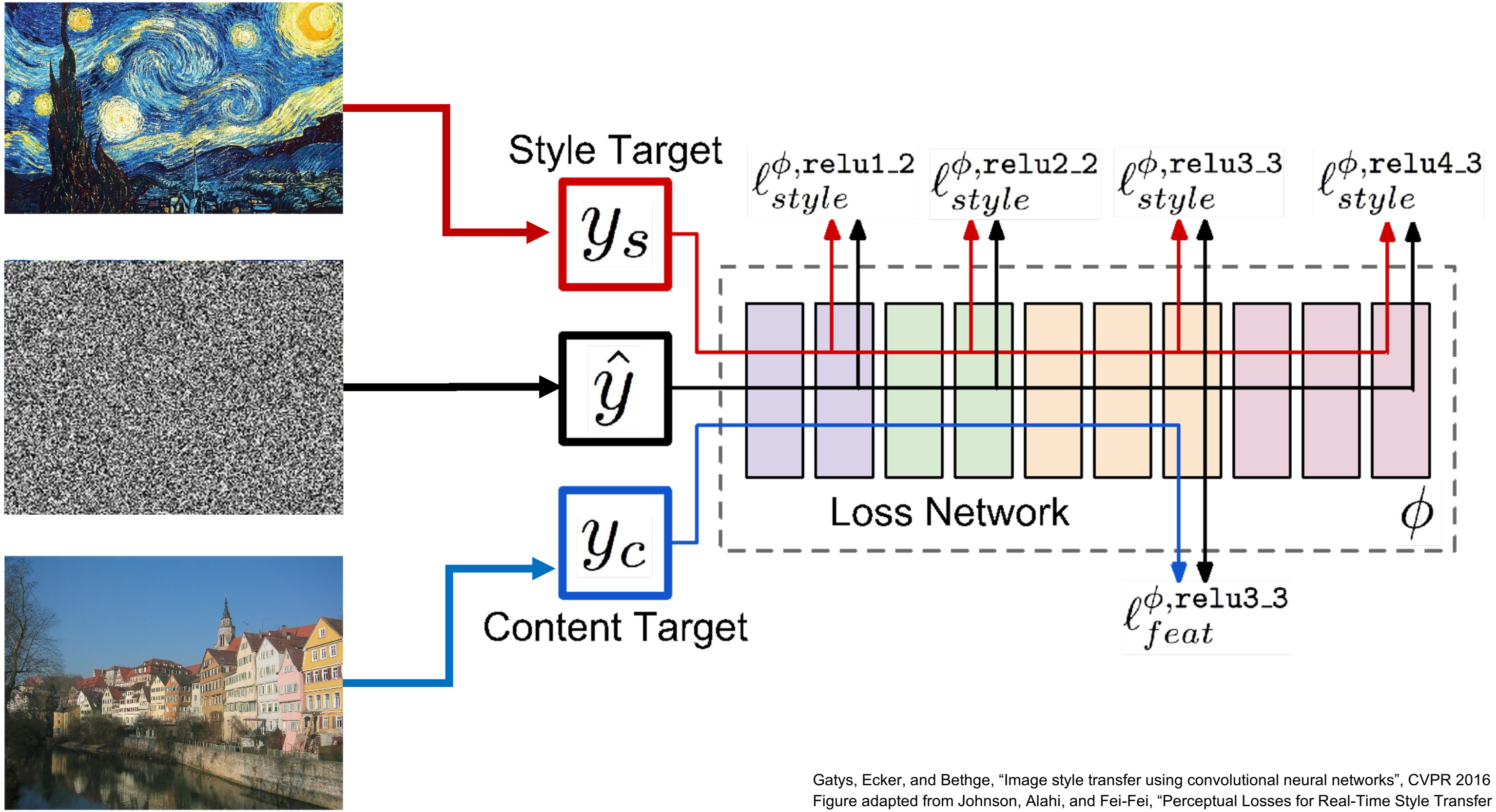
Style Transfer!

Gatys, Ecker, and Bethge, “Image style transfer using convolutional neural networks”, CVPR 2016

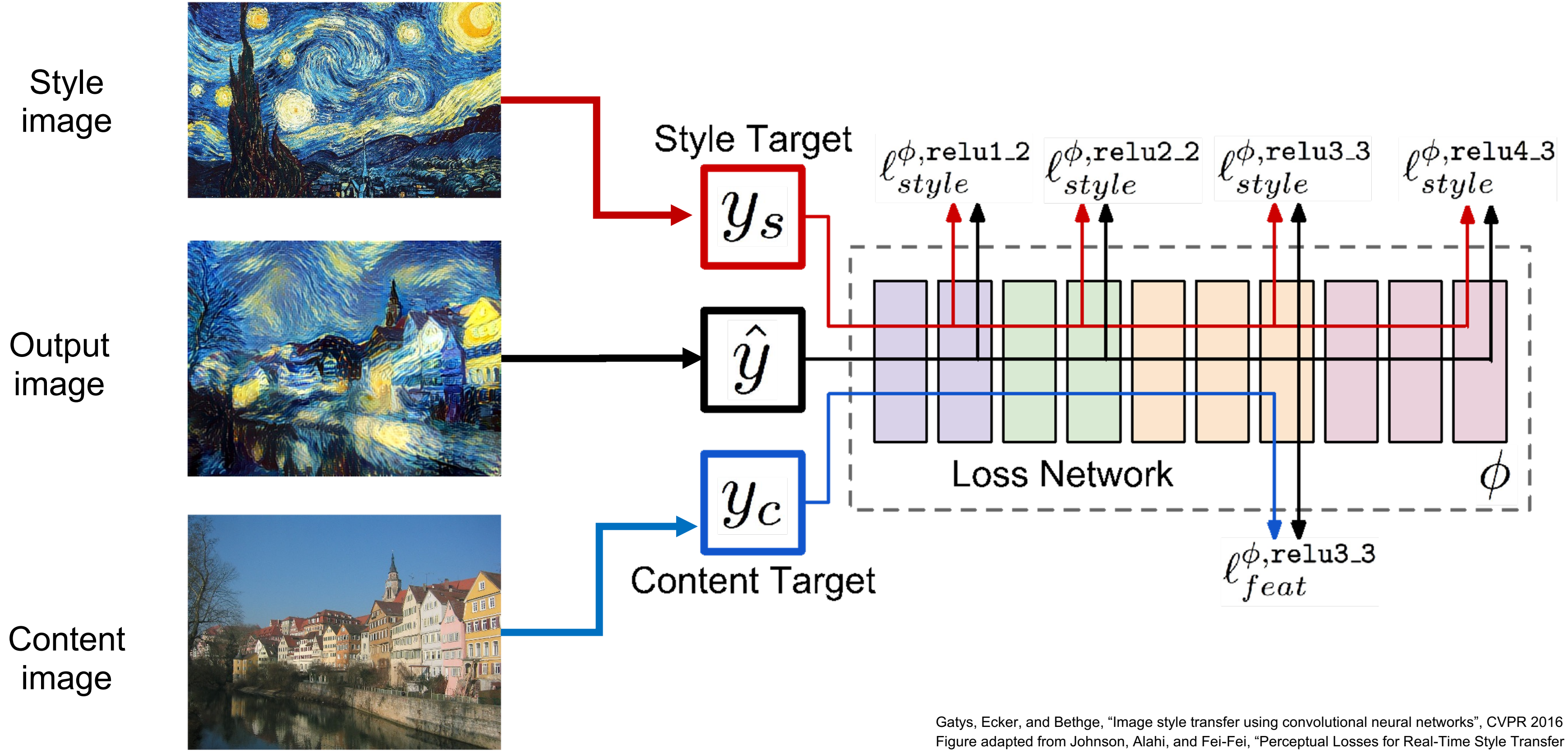
Style image

Output image (Start with noise)

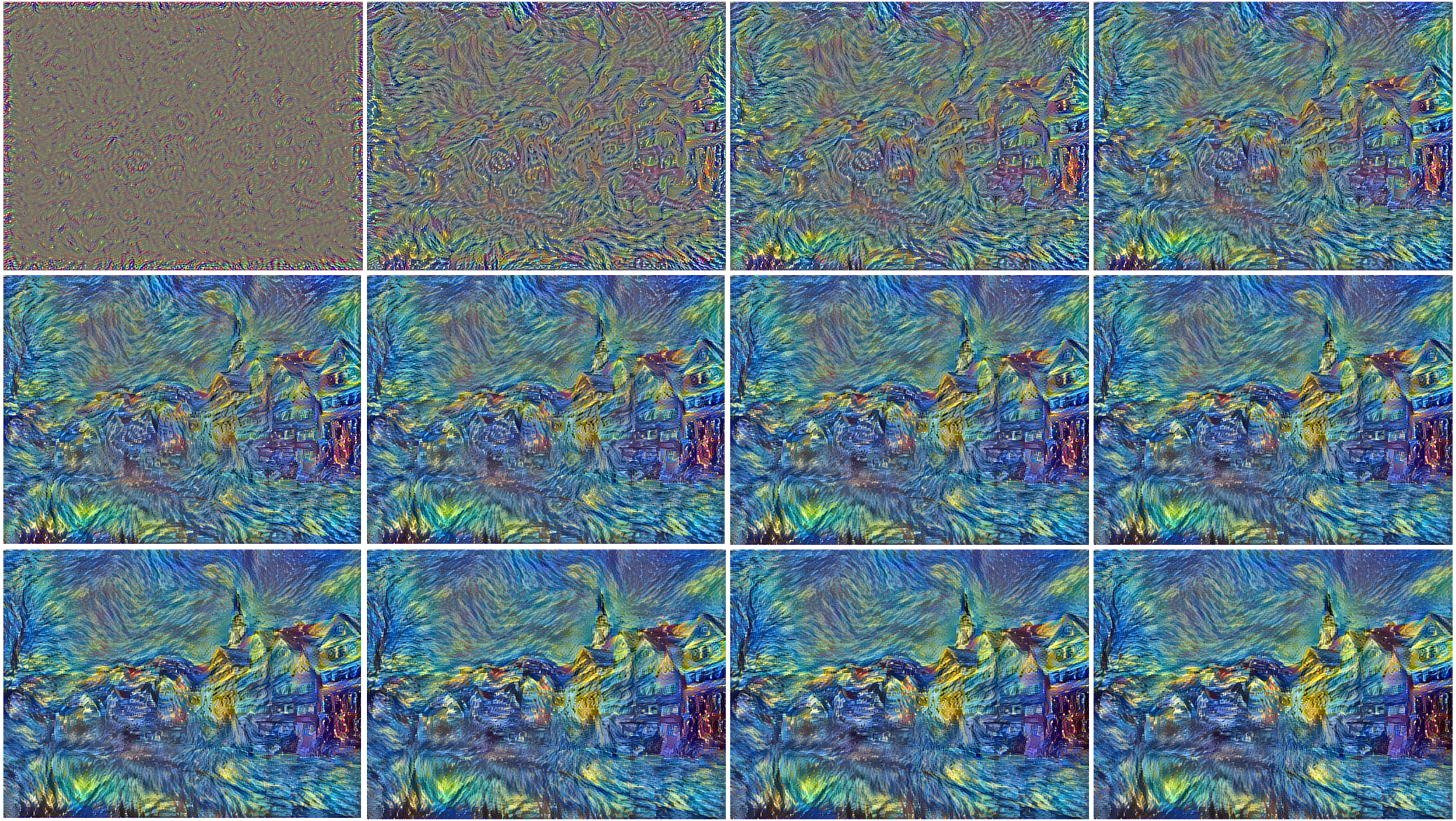
Content image



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. Copyright Springer, 2016. Reproduced for educational purposes.



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. Copyright Springer, 2016. Reproduced for educational purposes.



Neural Style Transfer

Example outputs from Lua torch [implementation](#)

Gatys, Ecker, and Bethge, “Image style transfer using convolutional neural networks”, CVPR 2016

Neural Style Transfer

More weight to content loss ⟷ More weight to style loss

Neural Style Transfer

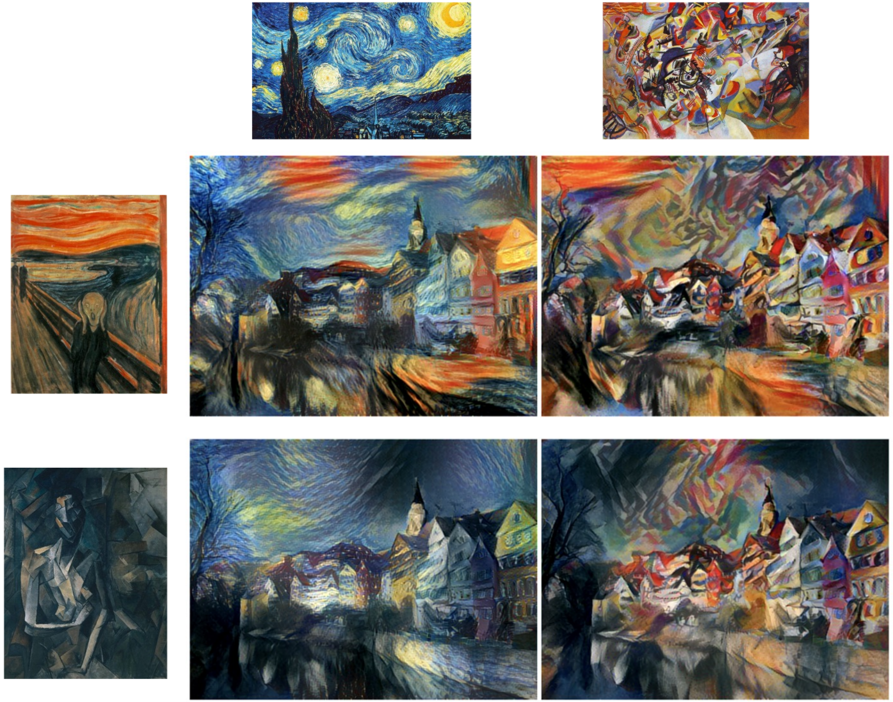
Resizing style image before running style transfer algorithm can transfer different types of features

Larger style image ⟷ Smaller style image

Gatys, Ecker, and Bethge, “Image style transfer using convolutional neural networks”, CVPR 2016

Neural Style Transfer: Multiple Style Images

Mix style from multiple images by taking a weighted average of Gram matrices



Gatys, Ecker, and Bethge, “Image style transfer using convolutional neural networks”, CVPR 2016

Neural Style Transfer

Problem: Style transfer requires many forward / backward passes through VGG; very slow!

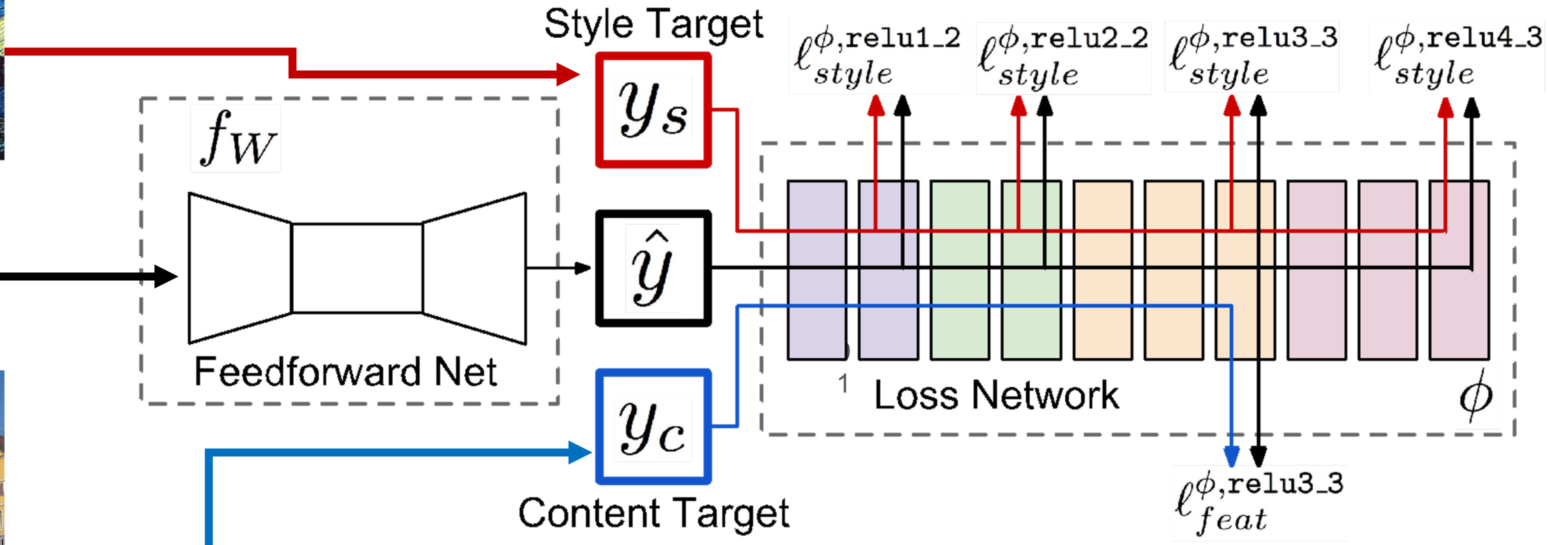
Neural Style Transfer

Problem: Style transfer requires many forward / backward passes through VGG; very slow!

Solution: Train another neural network to perform style transfer for us!

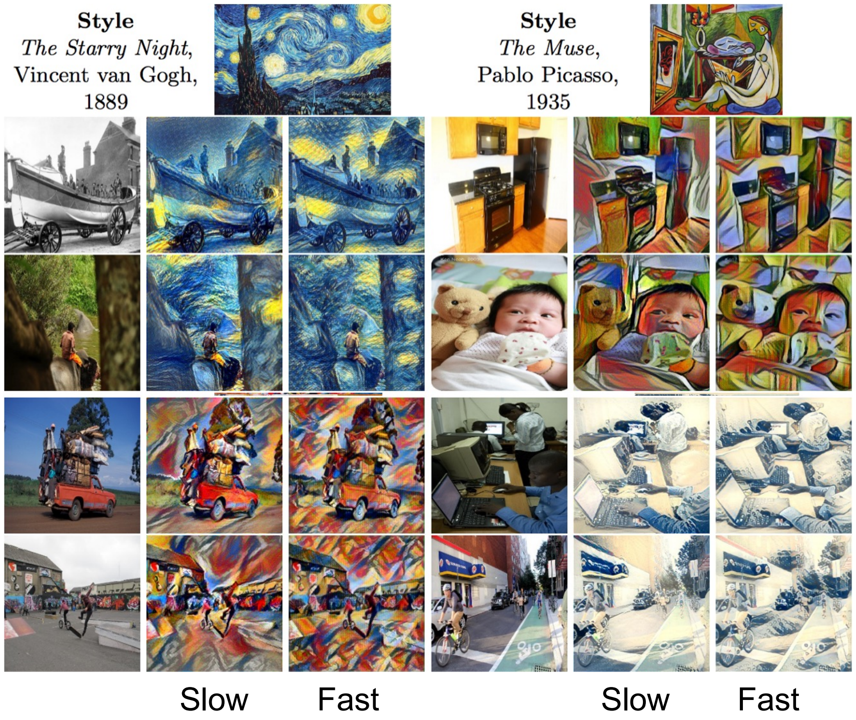
Fast Style Transfer

(1) Train a feedforward network for each style
(2) Use pretrained CNN to compute same losses as before
(3) After training, stylize images using a single forward pass



Johnson, Alahi, and Fei-Fei, "Perceptual Losses for Real-Time Style Transfer and Super-Resolution", ECCV 2016

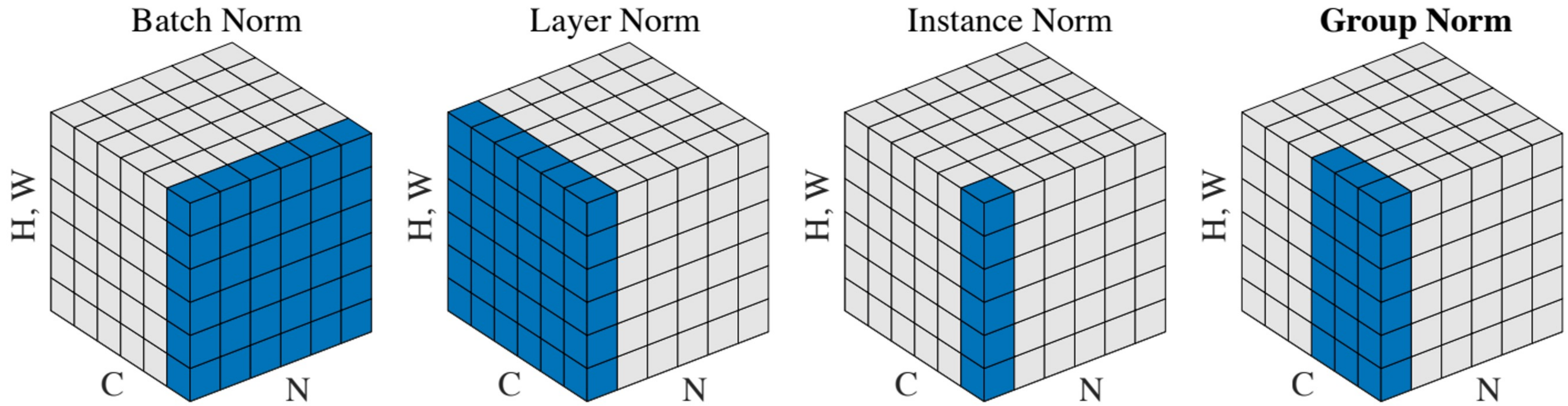
Fast Style Transfer



Johnson, Alahi, and Fei-Fei, “Perceptual Losses for Real-Time Style Transfer and Super-Resolution”, ECCV 2016

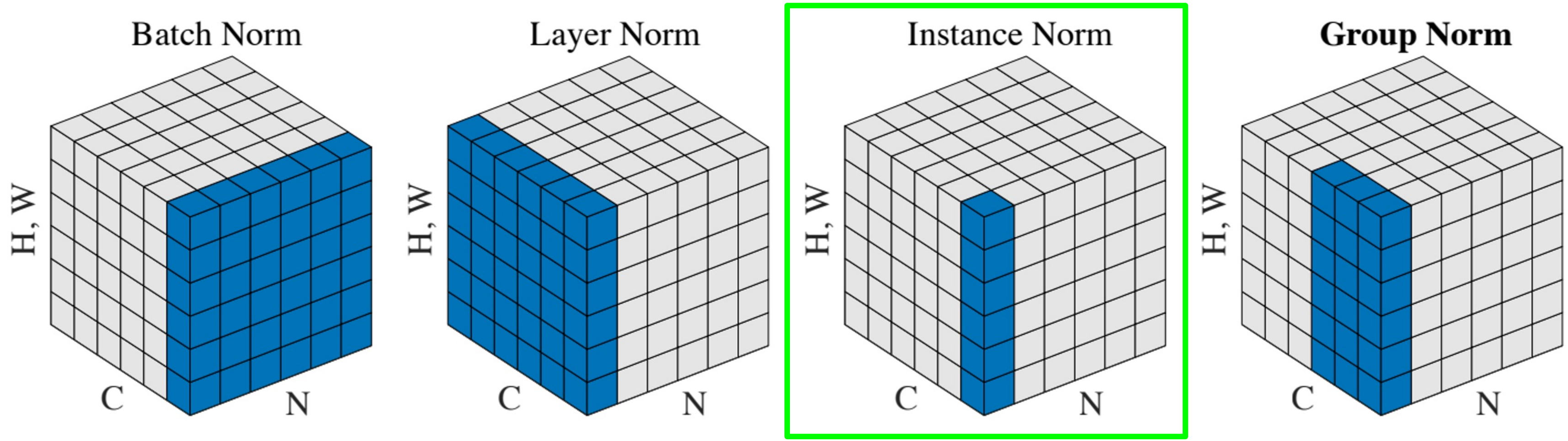
https://github.com/jcjohnson/fast-neural-style

Remember Normalization Methods?



Remember Normalization Methods?

Instance Normalization was developed for style transfer!



Fast Style Transfer

Replacing batch normalization with Instance Normalization improves results

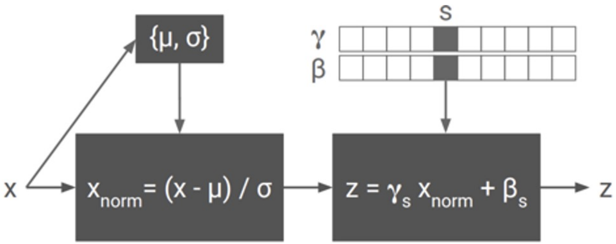
Ulyanov et al, “Texture Networks: Feed-forward Synthesis of Textures and Stylized Images”, ICML 2016
Ulyanov et al, “Instance Normalization: The Missing Ingredient for Fast Stylization”, arXiv 2016

One Network, Many Styles

Dumoulin, Shlens, and Kudlur, "A Learned Representation for Artistic Style", ICLR 2017.

One Network, Many Styles

Use the same network for multiple styles using *conditional instance normalization*: learn separate scale and shift parameters per style



Single network can blend styles after training

Dumoulin, Shlens, and Kudlur, "A Learned Representation for Artistic Style", ICLR 2017.

Summary

Many methods for understanding CNN representations

Activations: Nearest neighbors, dimensionality reduction, maximal patches, occlusion
Gradients: Saliency maps, class visualization, fooling images, feature inversion
Fun: DeepDream, style transfer

Next time:

5/16 Midterm

5/18 Self-supervised Learning