

# Deep Internal Learning

## Assaf Shocher<sup>1</sup>

### Collaborators:



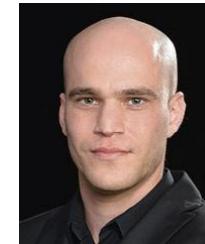
1

Yossi  
Gandelsman



1

Shai  
Bagon



2

Nadav  
Cohen



3

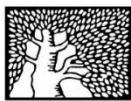
Phillip  
Isola



1

Michal  
Irani

1



מכון ויצמן למדע  
WEIZMANN INSTITUTE OF SCIENCE

2

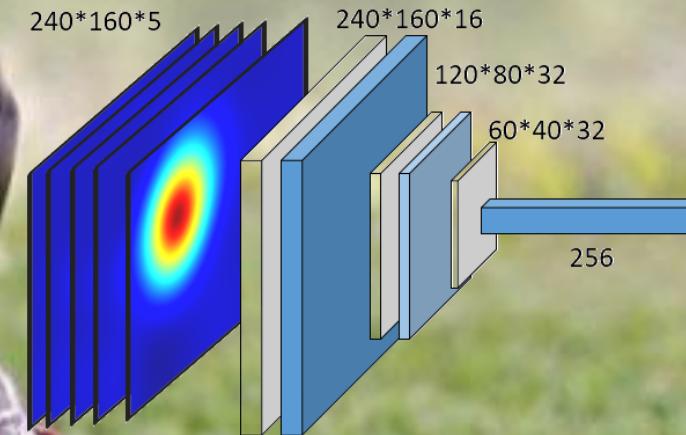


3



Massachusetts  
Institute of  
Technology

**HAHAHAHHAHAAHAHA**



**I WIN AGAIN!!**

With

\* Imag

[Efros,

[Wexle

Irani '0

\* Imag

NLM, L

\* Visua

imgflip.com

...

09],

...

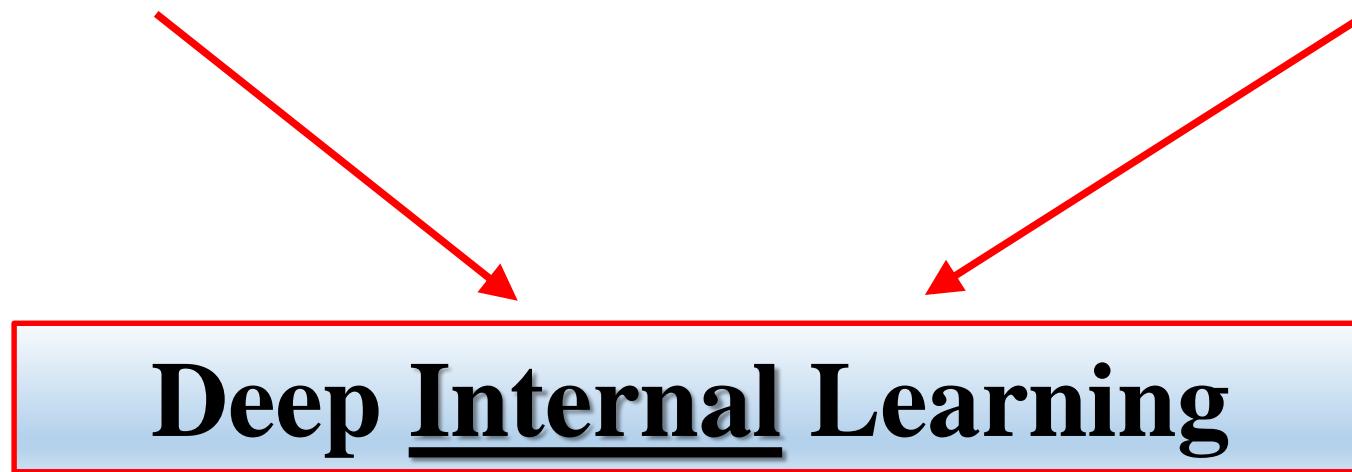
14]

**Outperformed by Deep-Learning**

# Main idea:

---

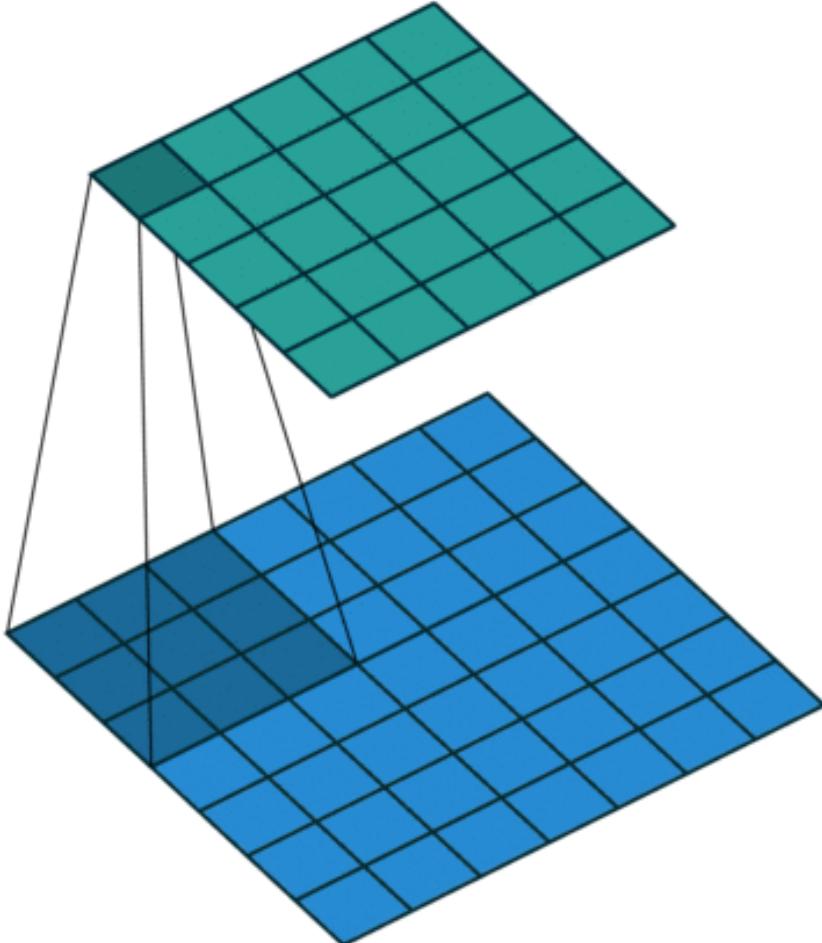
Deep learning + Internal statistics



We train an Image-Specific CNN  
At test time  
On the test image only

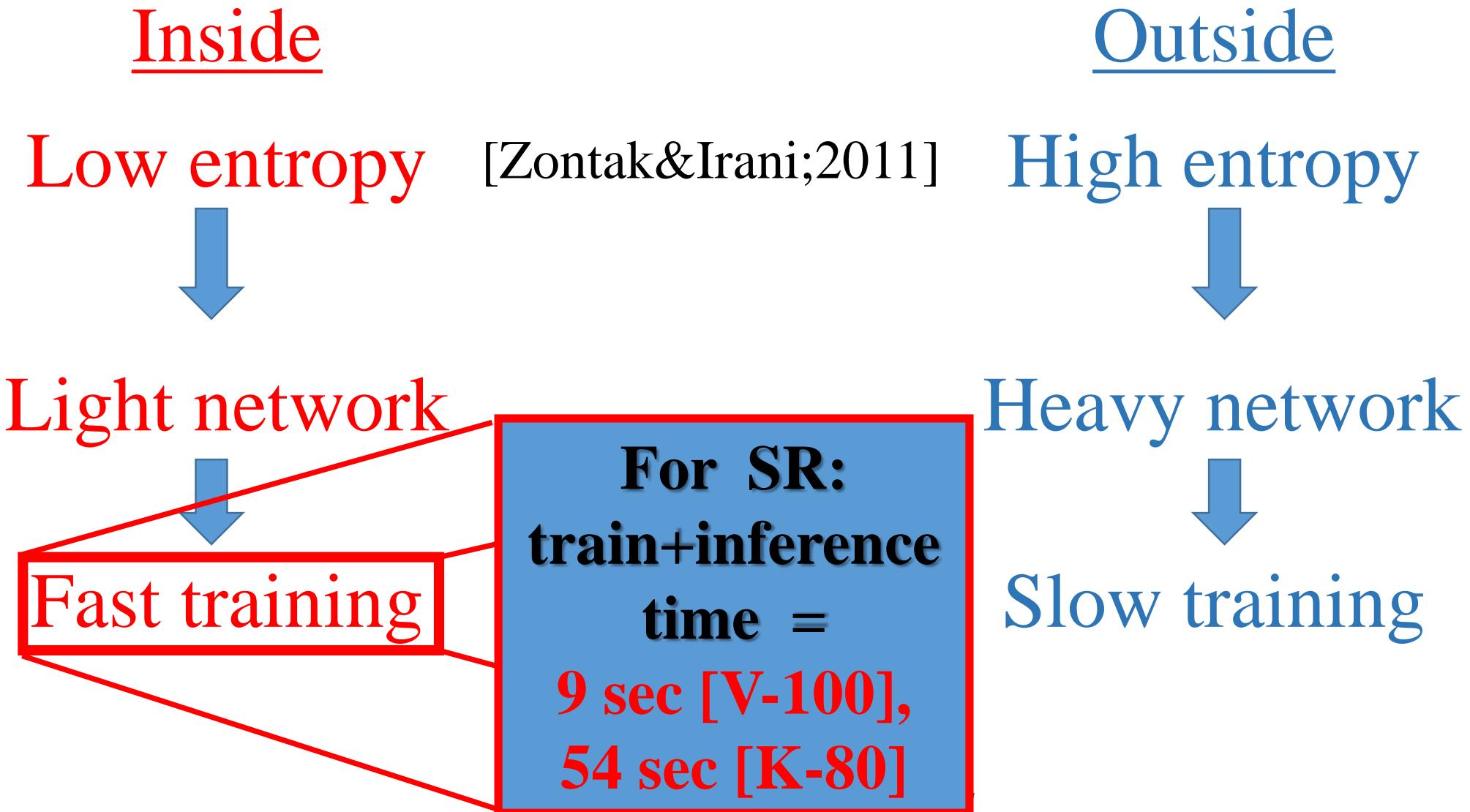
# A single image contains tons of data!

---



- A fully-conv net is actually learning from a "bag of patches"
- # of patches  $\approx$  # of pixels of an image
- So, an image is a huge batch of many patch example pairs

# How can a network be trained at test time?





מכון ויצמן למדע  
WEIZMANN INSTITUTE OF SCIENCE

# “Zero-Shot” Super-Resolution using Deep Internal Learning

Assaf Shocher  
Weizmann

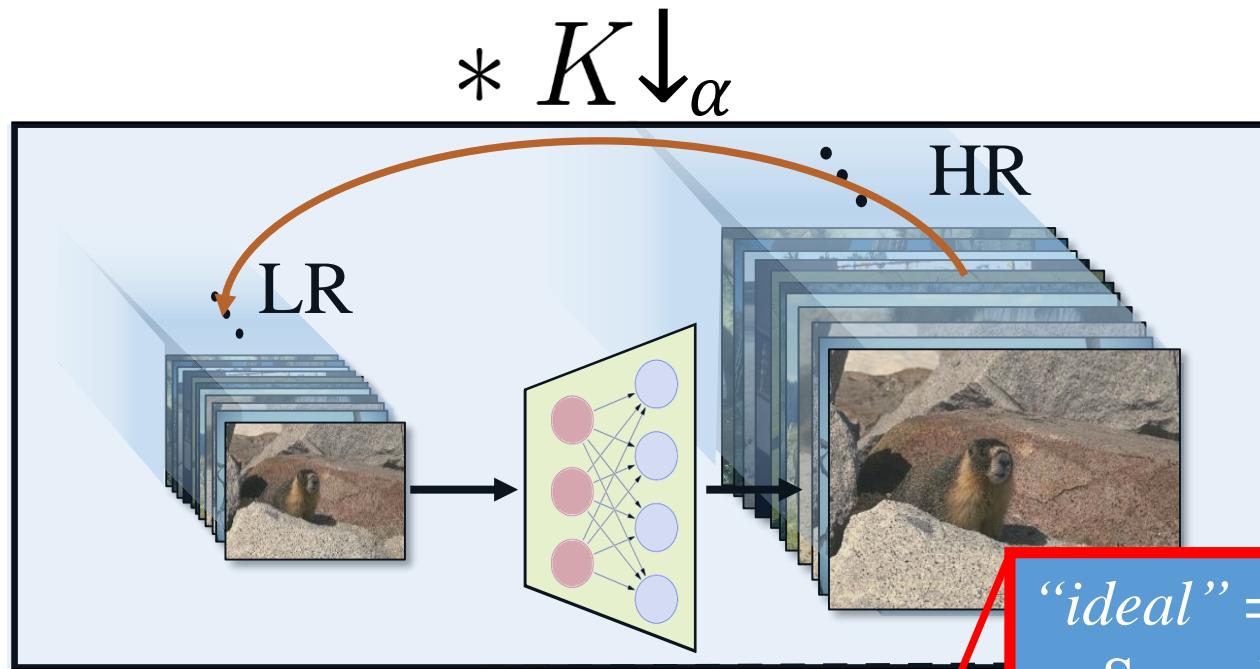
Nadav Cohen  
IAS

Michal Irani  
Weizmann

CVPR’18

# Prior Work: External CNN-based SR

Training



- SRCNN; Dong et al, 2014
- VDSR; Kim et al, 2016
- EDSR+; Lim et al, 2017  
+2 dB improvement

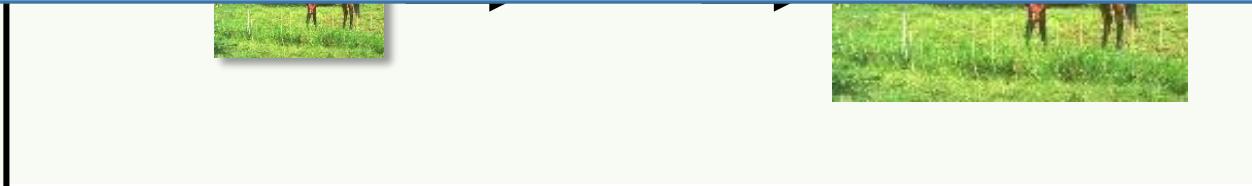
## PROBLEMS:

“ideal” =  

- Same kernel
- No artifacts

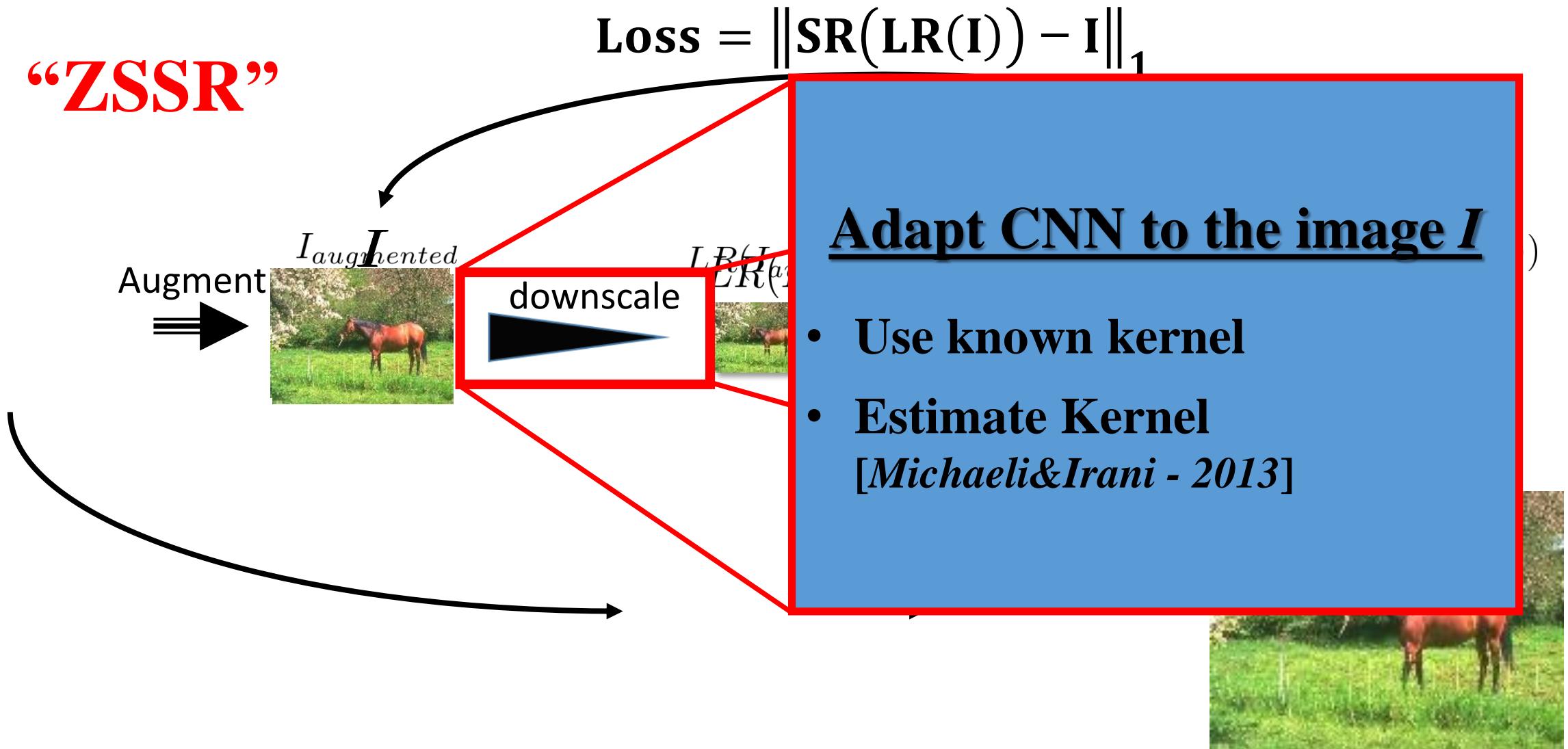
1. Work well only in “ideal” conditions
2. Do not exploit well *Internal Information*

Testing



# “Zero-Shot” SR using Deep Internal Learning

“ZSSR”



- ✓ Any date
- ✓ Any down
- ✓ Unknown
- ✓ To any s

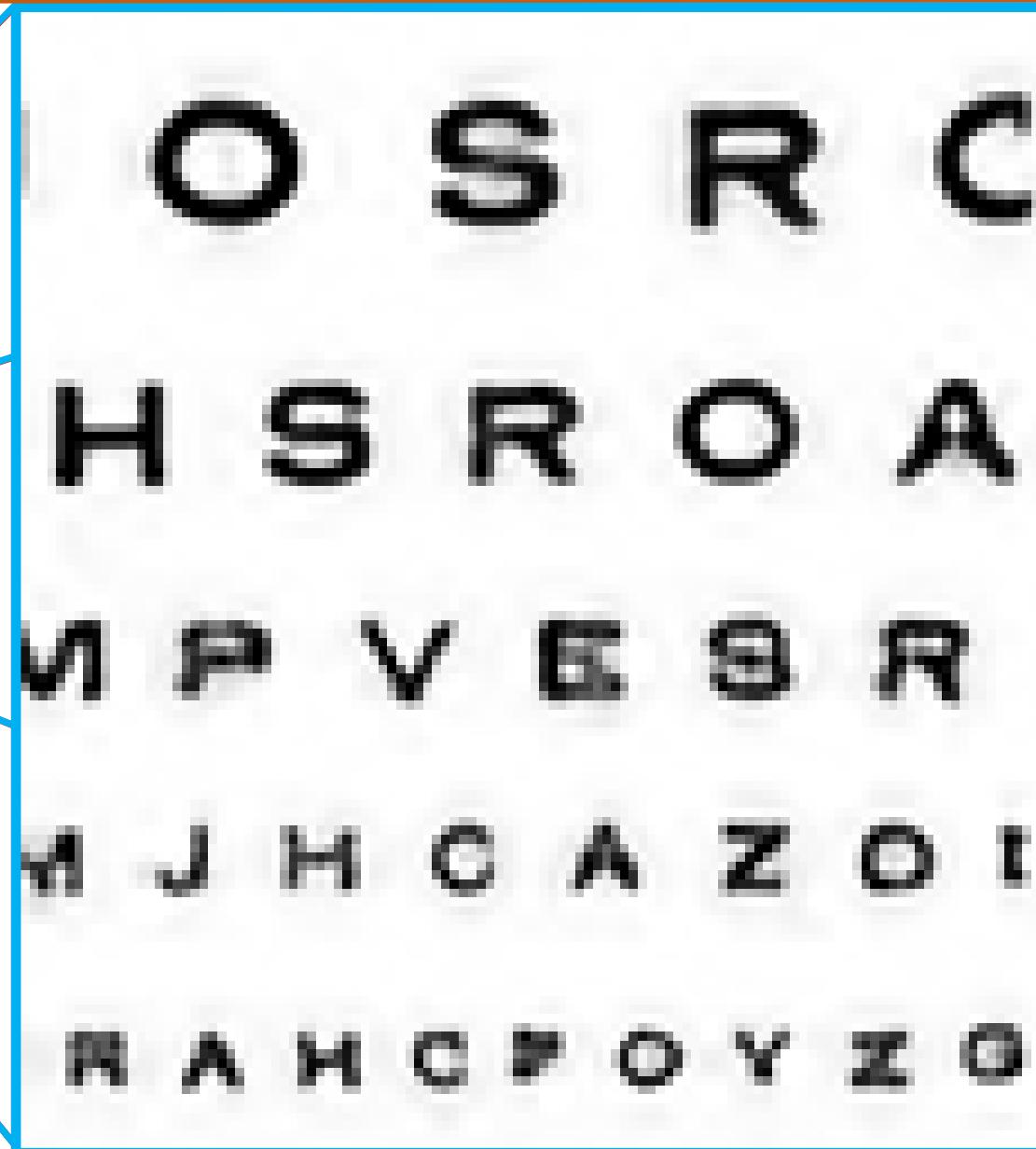




ZSSR (ours)

# “Ideal” case

ZSHC  
HSKRN  
CHKRVD  
HONSDCV  
OKHDNRCS  
VHDNKISOSRC  
BDCLKZVHSROA  
HKOBGANDIPVESE  
PKUBORTYXWJHCAZRI  
DNTWUJLJEPYV  
BANCSTERE



**ZSSR(ours)**

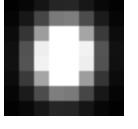
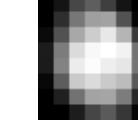
PSNR

EDSR+: 25.29 dB

ZSSR: 25.68 dB

# Non-ideal downscaling kernels



 "ideal"  
(bicubic)  
kernel       The true  
(unknown)  
kernel       Estimated  
Kernel  
(via Blind-SR)

PSNR

EDSR+: 26.42 dB  
Blind-SR: 27.29 dB  
ZSSR: 29.42 dB



# Non-ideal downscaling kernels



Ground Truth



ZSSR (ours)

# Poor-quality LR images



PSNR

EDSR+: 24.91 dB  
ZSSR: 26.25 dB



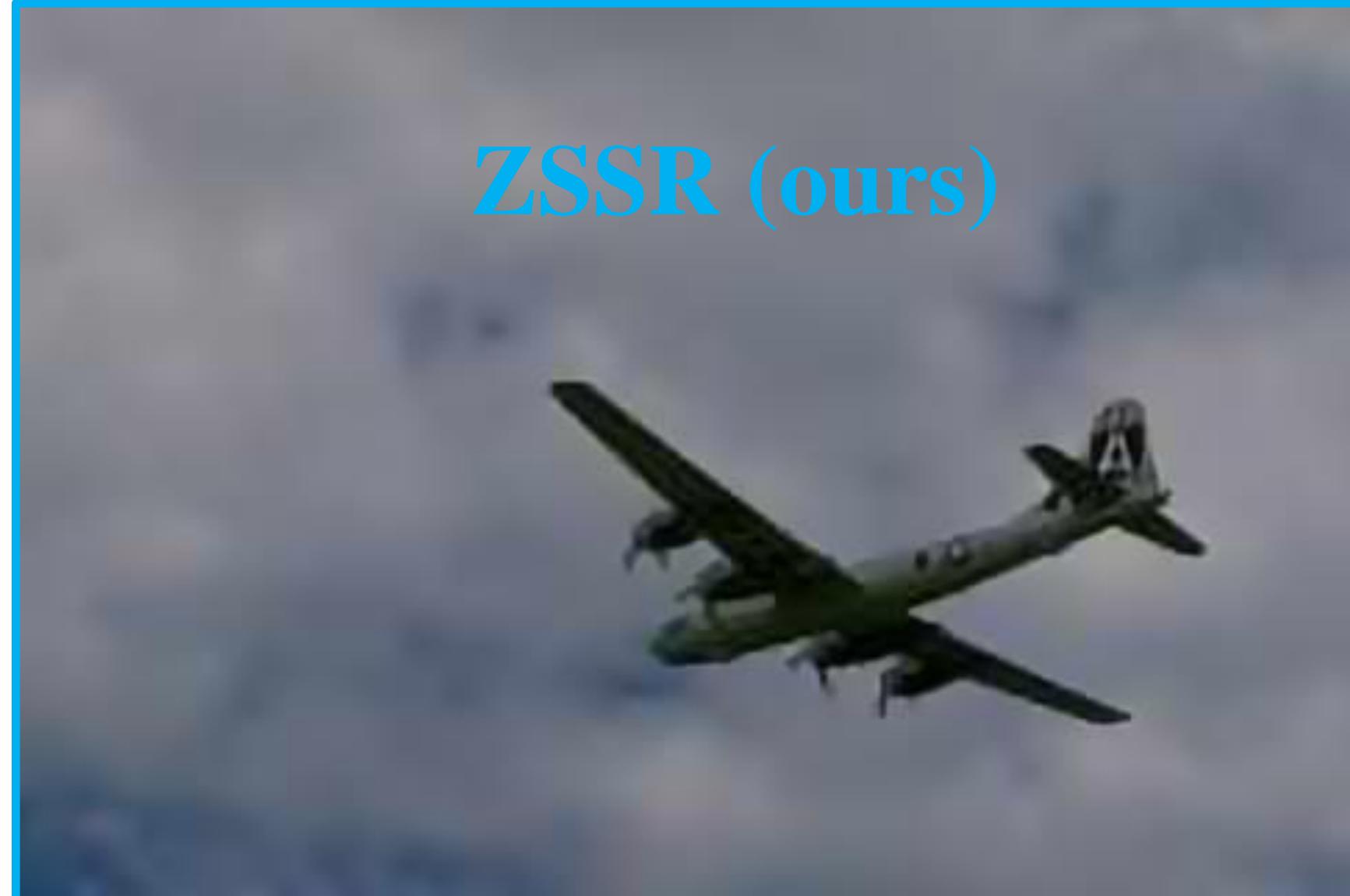
# Poor-quality LR images



PSNR

EDSR+: 35.88 dB  
ZSSR: 37.80 dB

ZSSR (ours)



# Empirical evaluations

---

- On “ideal” images → reasonably well
- On *non-ideal* images → 1dB - 2dB better than SotA



# “InGAN”: Capturing and Replicating the “DNA” of a Natural Image

Assaf Shocher,<sup>1</sup> Shai Bagon<sup>1</sup>, Phillip Isola<sup>2</sup>, Michal Irani<sup>1</sup>

<sup>1</sup>Weizmann Institute of Science

<sup>2</sup>Massachusetts Institute of Technology

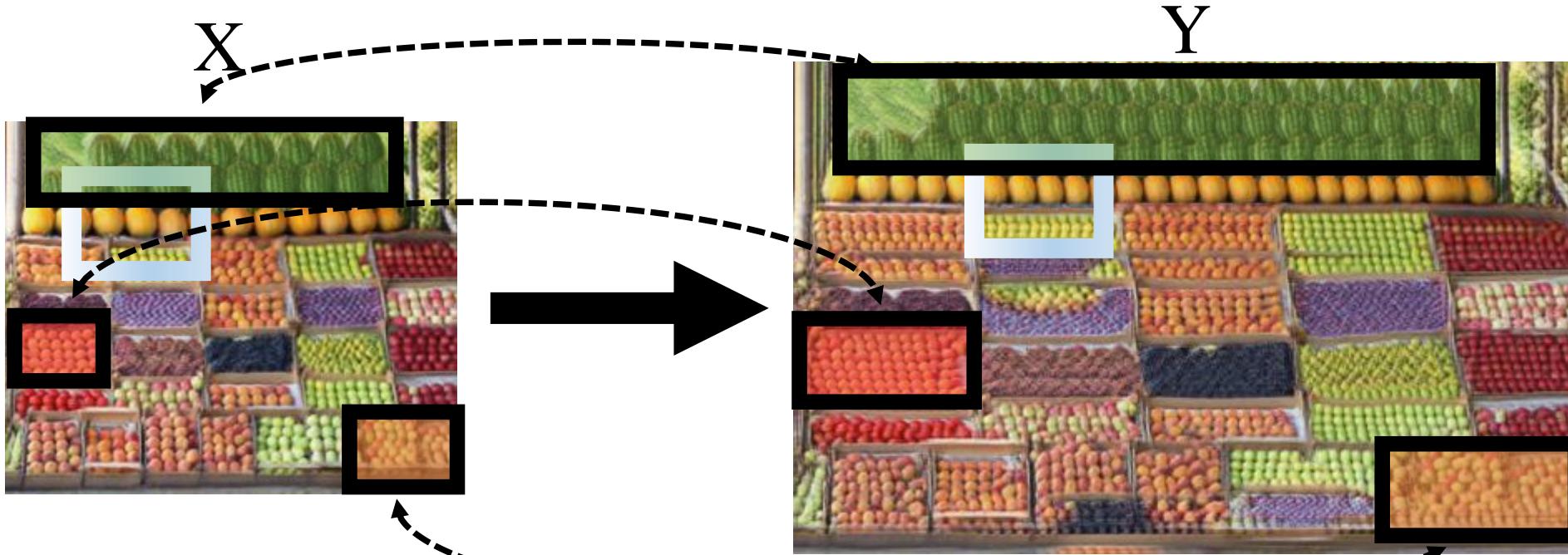
# Goal

---



Preserve various element sizes and relative locations

# Our approach:



- Bidirectional mapping:  $X \xleftrightarrow{loc} Y \Leftrightarrow Y \xleftrightarrow{loc} X$
- In all scales (Simakov et al.)
- Local  
Preserve relative locations  
of patches  
in all scales

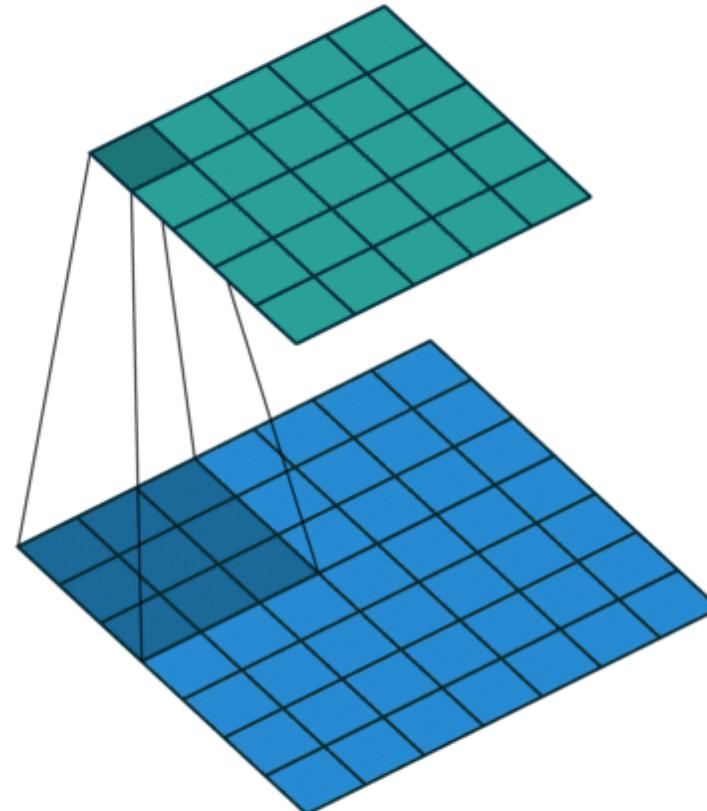
# How can we match distributions?

GANs  
(Goodfellow et al. 2014)

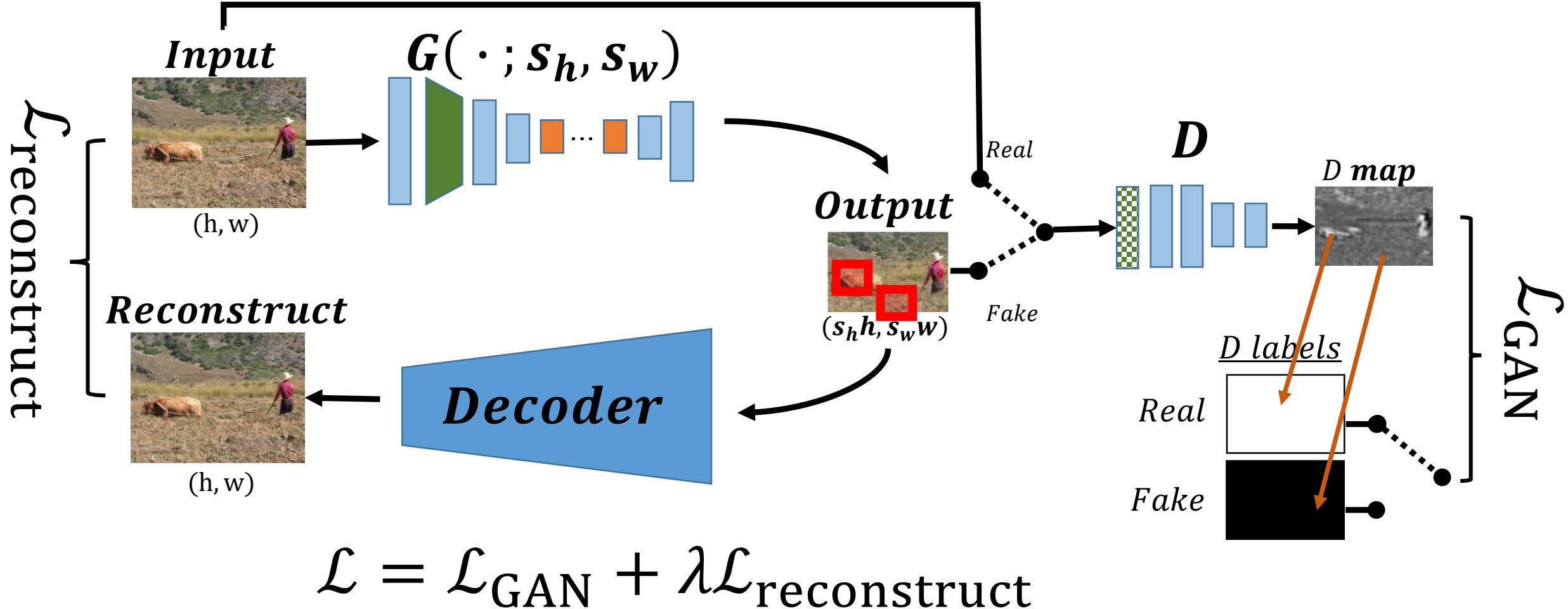
Deep Internal Learning:  
On image patches?  
Tons of data in one image  
(Shocher et al. 2018)

Internal GAN

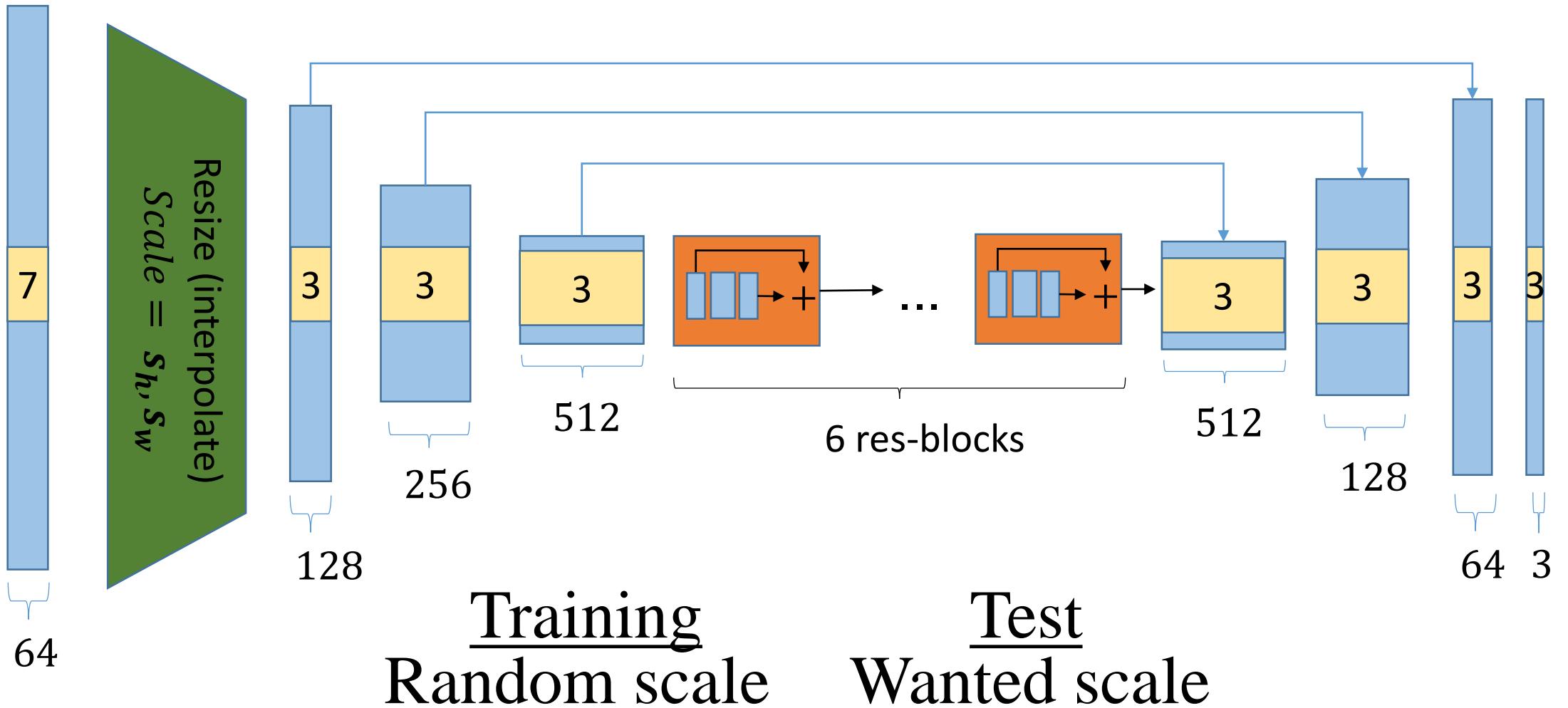
We train a GAN on a single



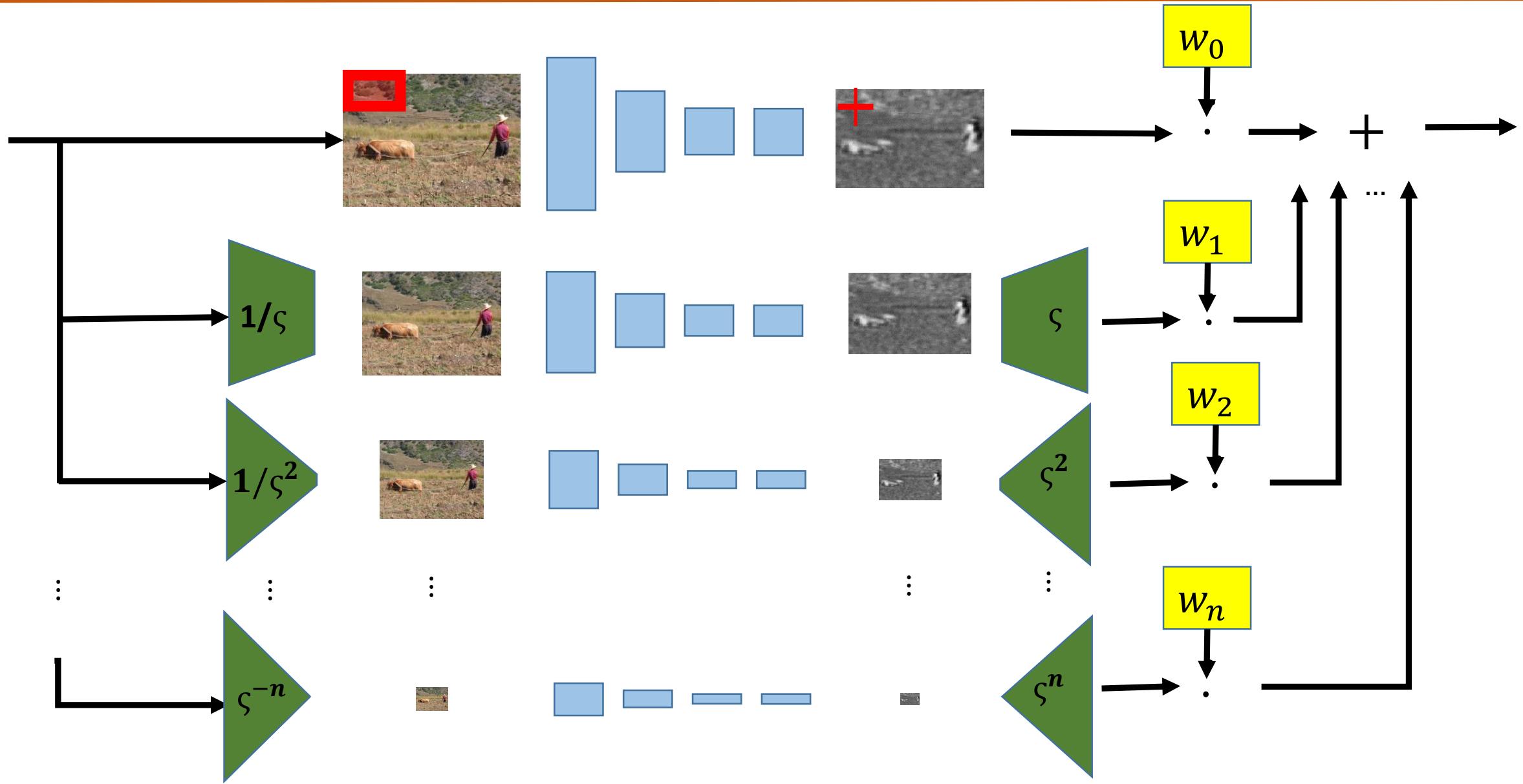
# InGAN:



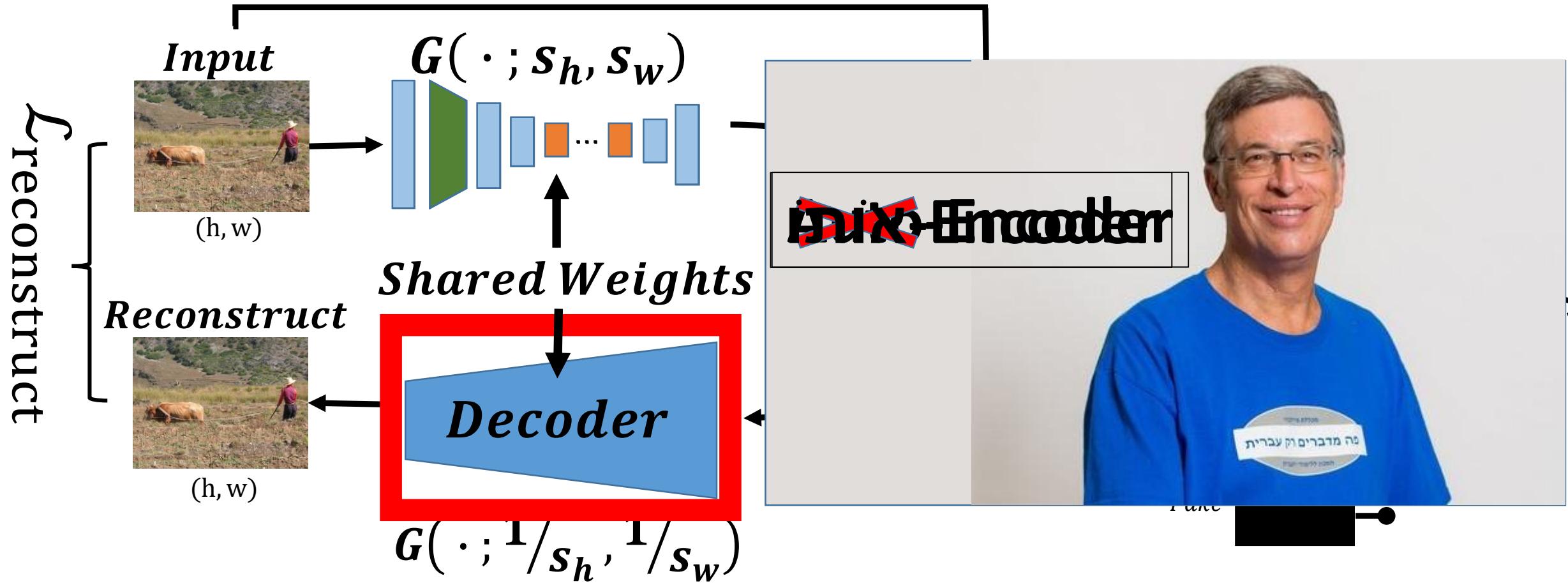
# Generator Architecture:



# Adaptive Multiscale Patch Discriminator:



# Invertible Generator:



# Results:

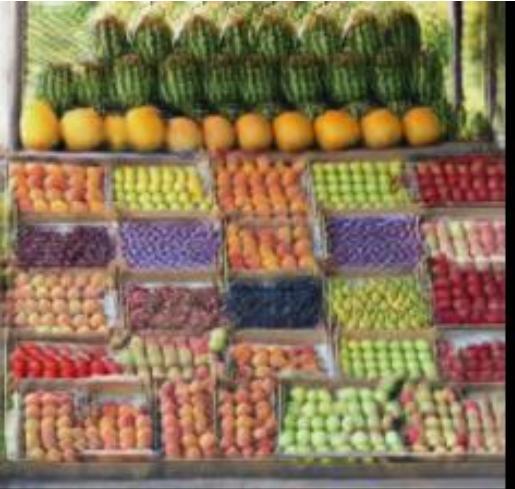


Input



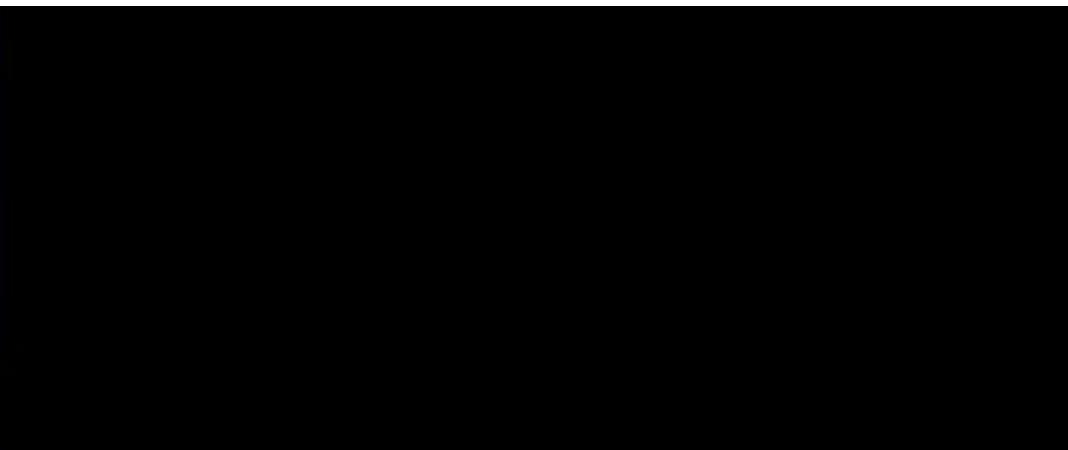
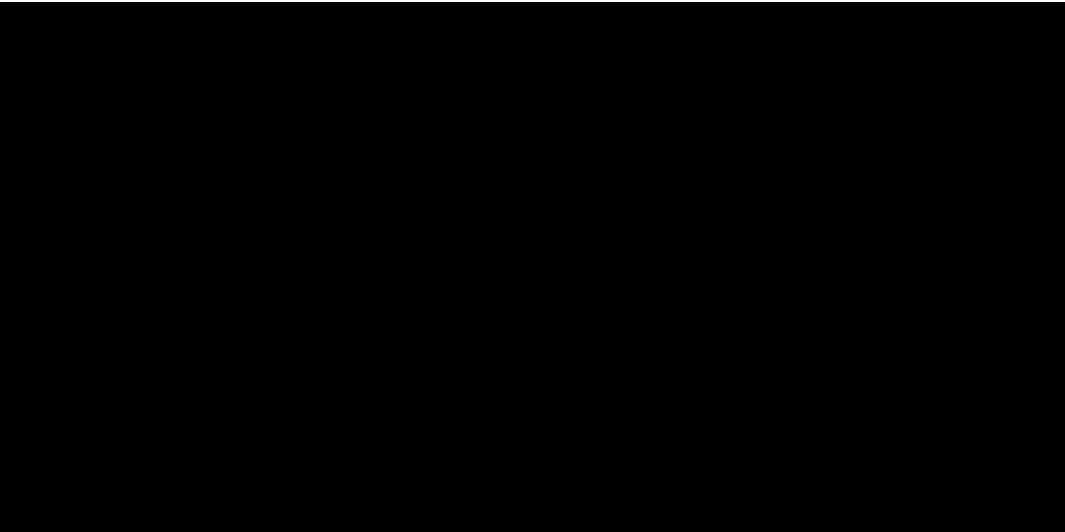
# Results:

---

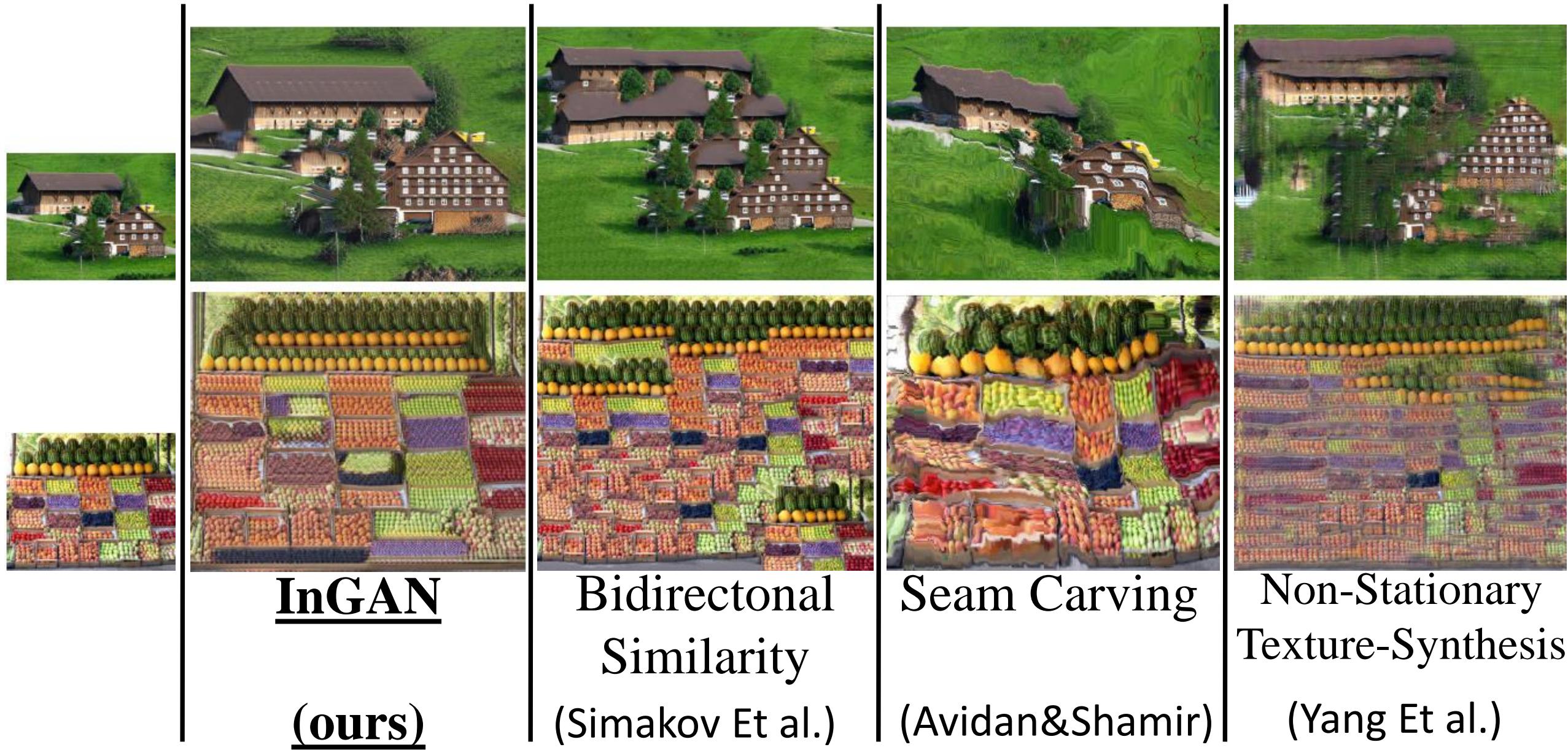


# Results:

---



# $\times 2$ Comparison:



# Comparison:



*BiDir*



*SC*



*InGAN (ours)*



input



*BiDir*



*SC*



***InGAN***

# Results:

---



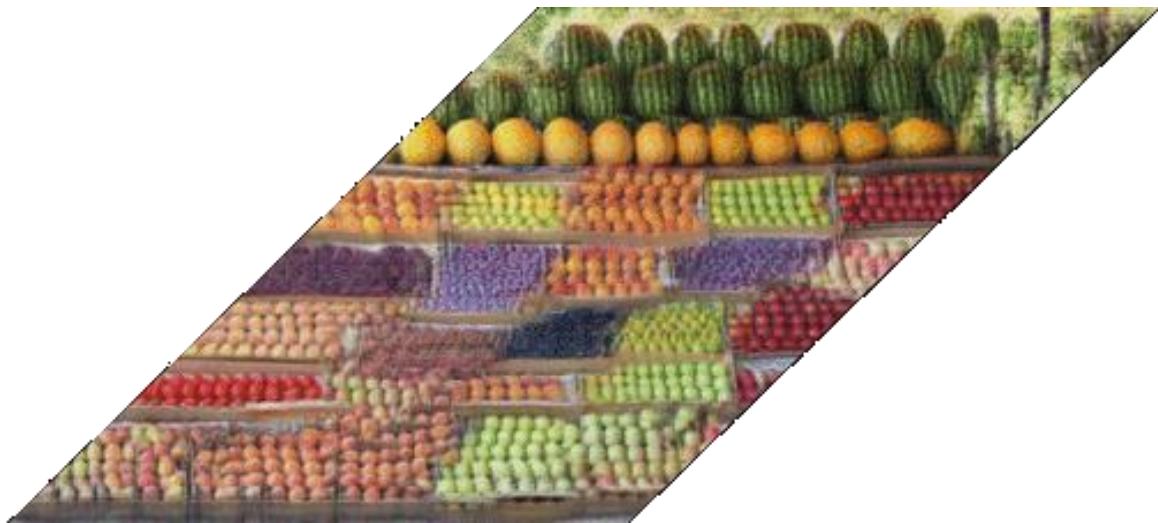
# Results:

---



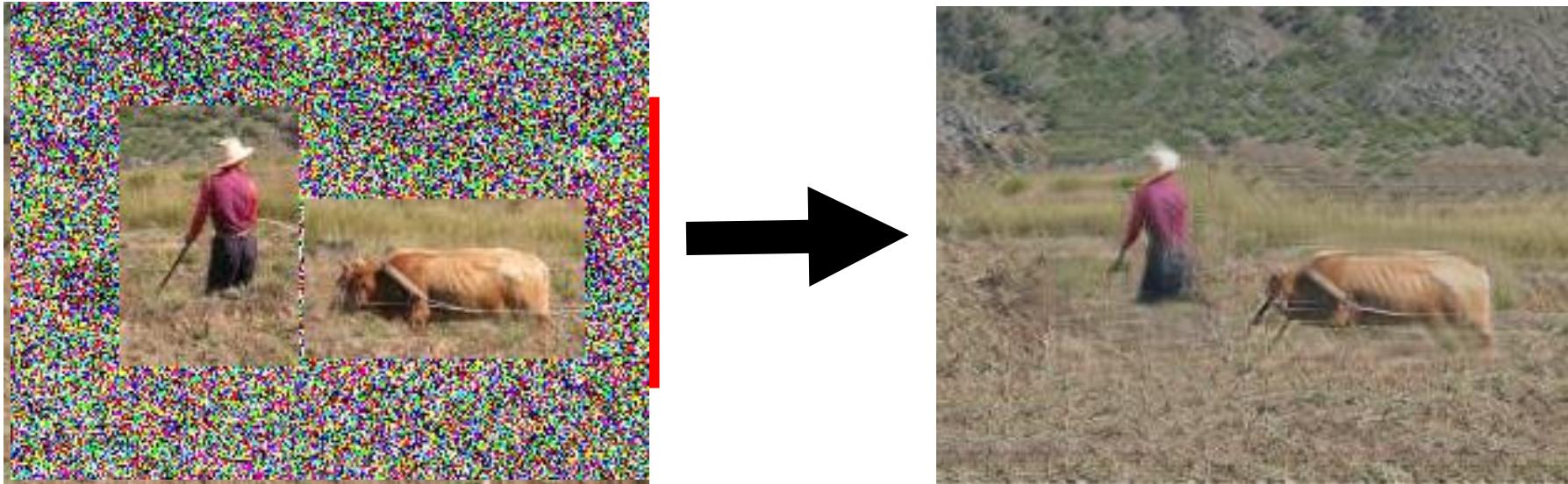
# Not only resizing

---



# Not only resizing

---





# Double-DIP: Unsupervised Image Decomposition via Coupled Deep-Image-Priors

Yossi Gandelsman

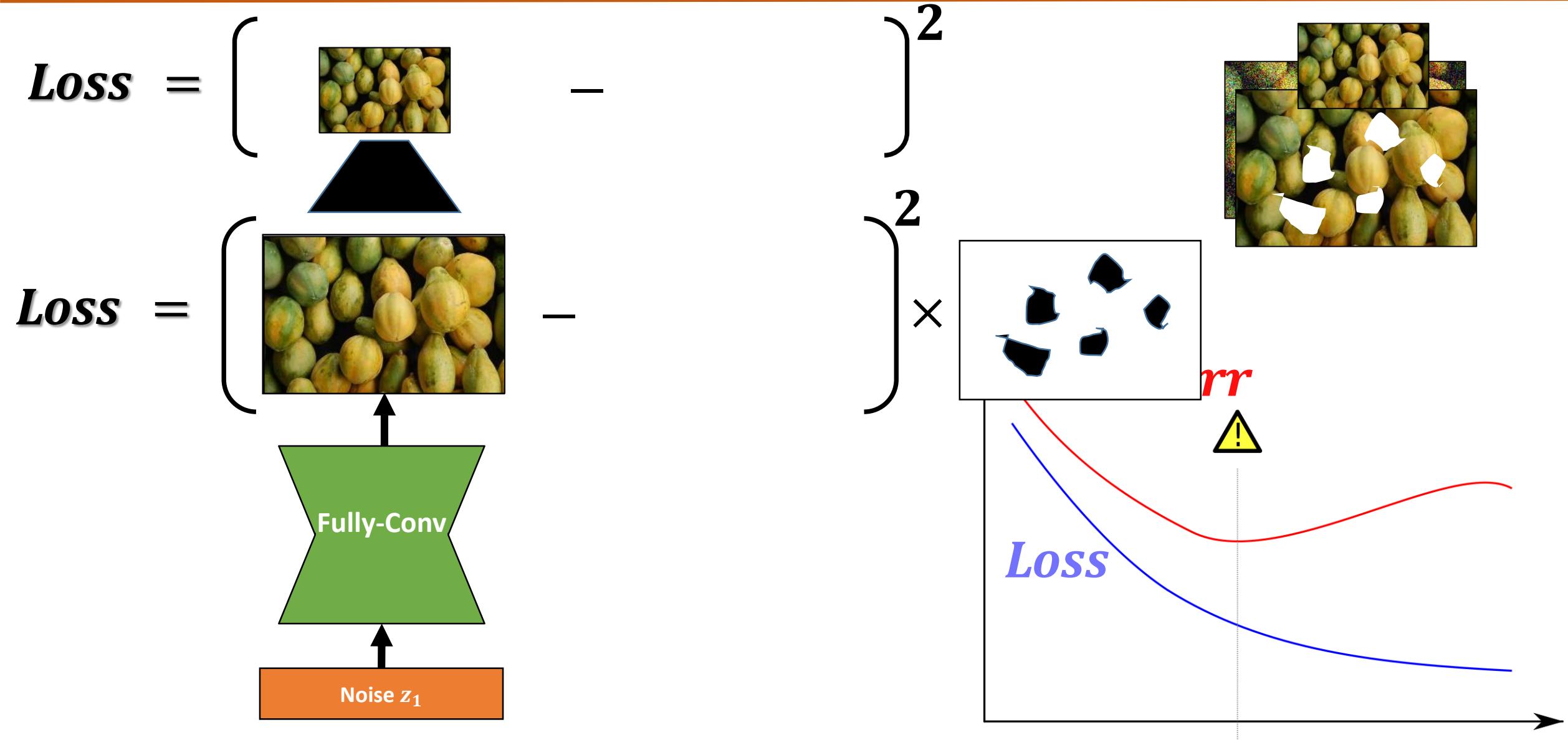
Assaf Shocher

Michal Irani

Weizmann Institute of Science

Accepted CVPR'19 (oral)

# Deep Image Prior [Ulyanov Et al.]



# Image Decomposition

Image Segmentation

$$\text{Image} = \left[ \begin{array}{c} \text{Mask} \\ \hline \text{Zebra Image} \end{array} \right] \times \left[ \begin{array}{c} \text{First Layer} \\ \hline \text{Zebra Pattern Image} \end{array} \right] + \left[ \begin{array}{c} (1 - \text{Mask}) \\ \hline \text{Silhouette Image} \end{array} \right] \times \left[ \begin{array}{c} \text{Second Layer} \\ \hline \text{Grass Image} \end{array} \right]$$

Image Dehazing

$$\text{Image} = \left[ \begin{array}{c} \text{Tmap} \\ \hline \text{Hazy Image} \end{array} \right] \times \left[ \begin{array}{c} \text{Haze-free Image} \\ \hline \text{Original Image} \end{array} \right] + \left[ \begin{array}{c} (1 - \text{Tmap}) \\ \hline \text{Airlight} \end{array} \right] \times \left[ \begin{array}{c} \text{Airlight} \\ \hline \text{Constant Image} \end{array} \right]$$

Transparency

$$\text{Image} = \left[ \begin{array}{c} \text{Transparency Coefficient} \\ \hline \text{Pink Horse Image} \end{array} \right] \times \left[ \begin{array}{c} \text{First Layer} \\ \hline \text{Brown Horse Image} \end{array} \right] + \left[ \begin{array}{c} \text{Transparency Coefficient} \\ \hline \text{Black Horse Image} \end{array} \right] \times \left[ \begin{array}{c} (1 - \alpha) \\ \hline \text{Pink Horse Image} \end{array} \right]$$

# DoubleDIP

*Binary!*



$Loss_{rec}$



$$\text{Mixing} \\ my_1 + (1 - m)y_2$$



$Loss_{exc}$



DIP<sub>1</sub>

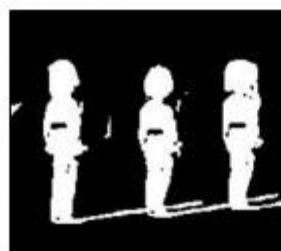
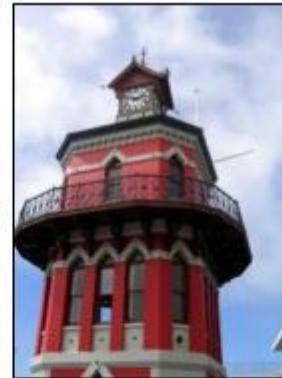
DIP<sub>2</sub>

Noise  $z_1$

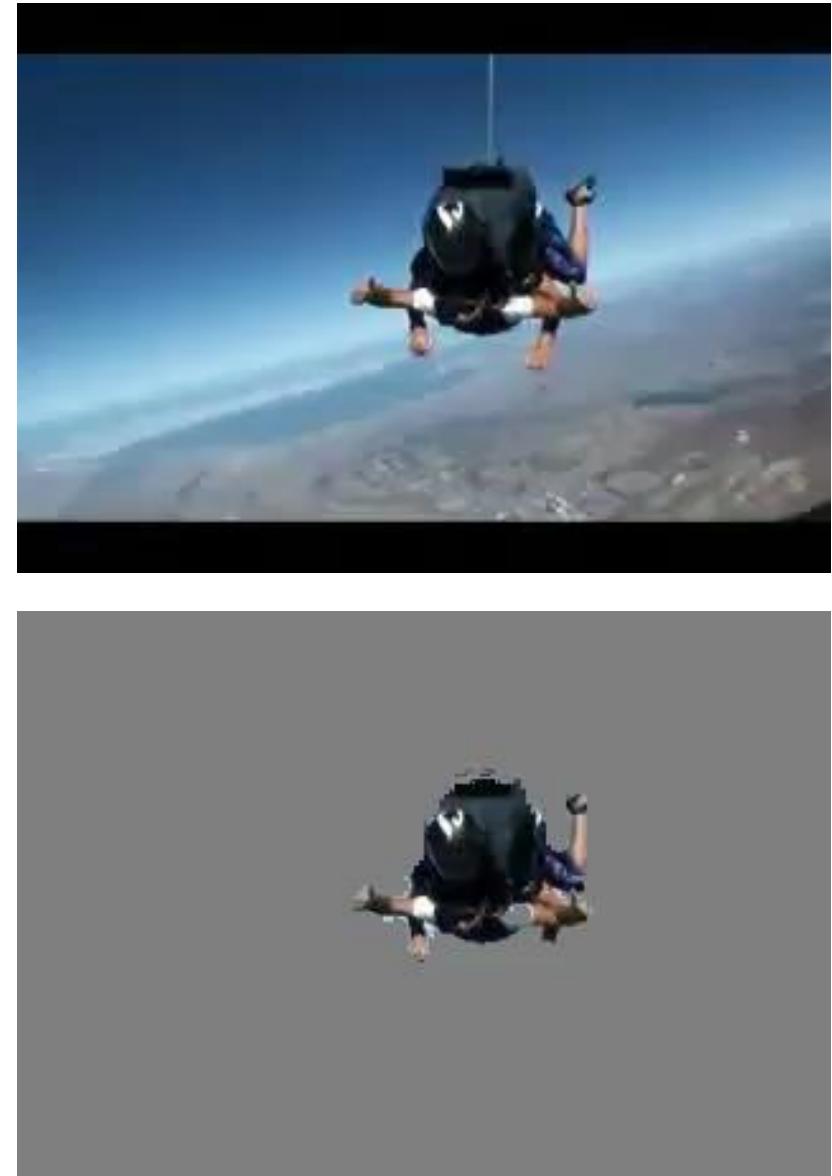
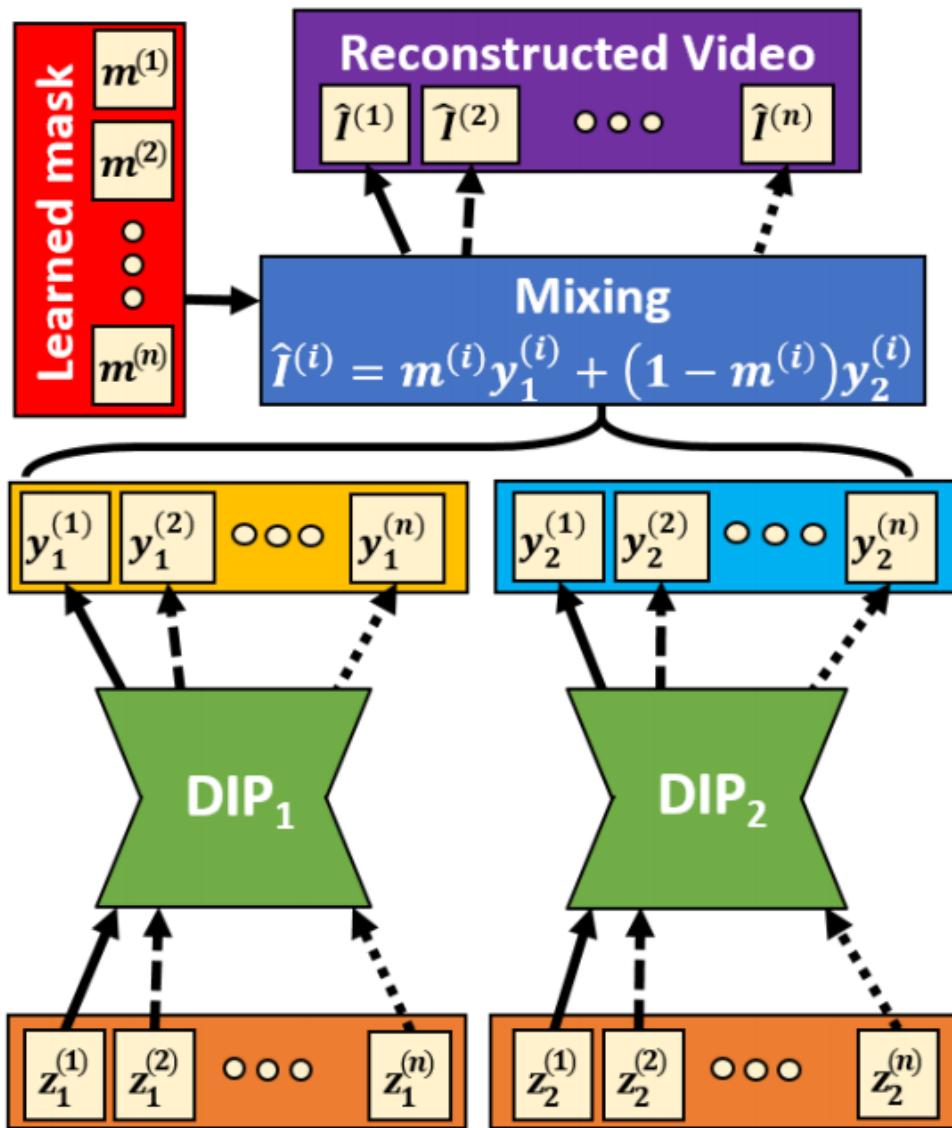
Noise  $z_2$

# Segmentation

---



# DoubleDIP for Video



# Watermark removal

---

A **single** input image (with watermark)



The recovered output image (watermark removed)



# Watermark removal

**Input Watermarked Images**



**Recovered Images**



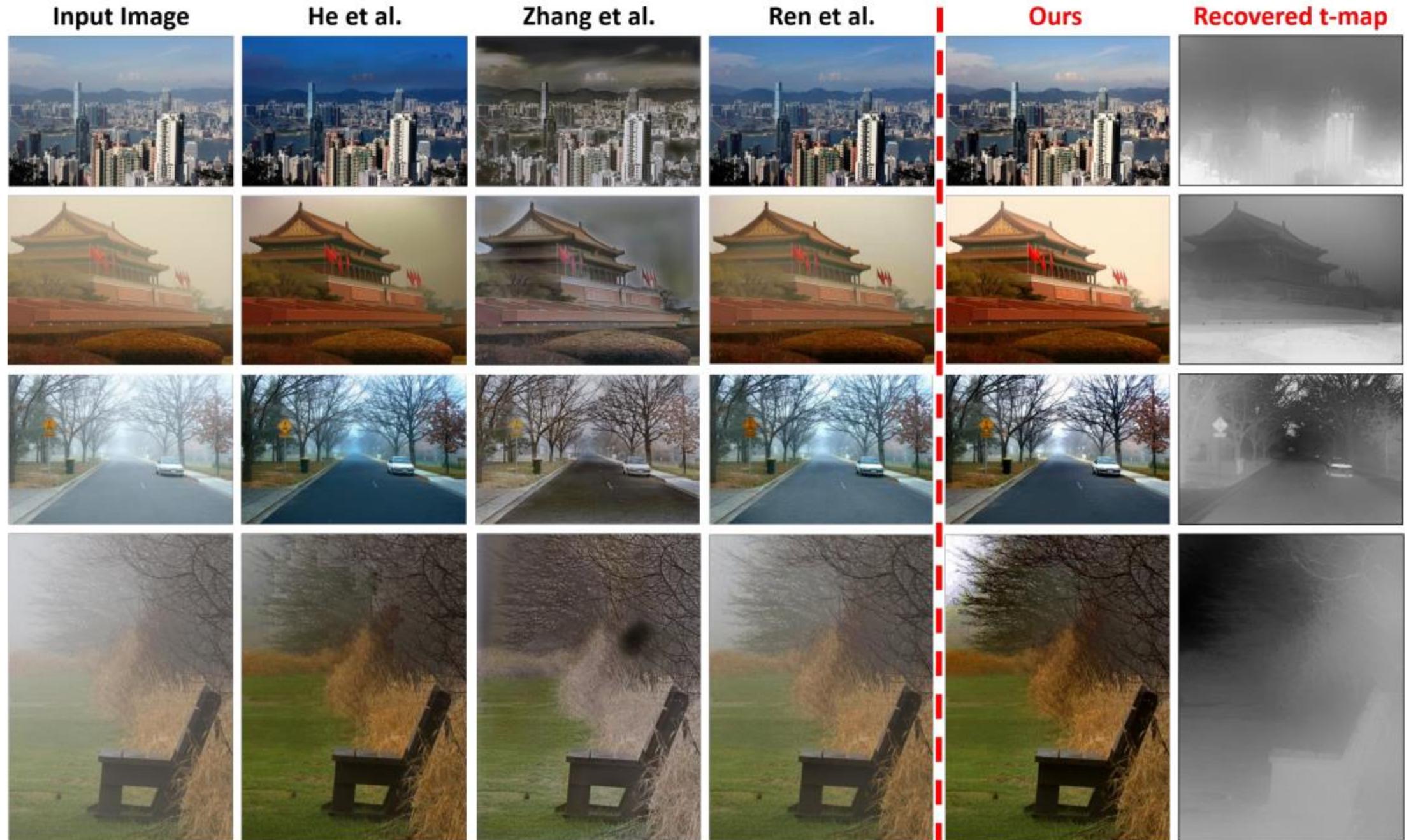
**Recovered Watermark**



# Dehazing

$$I(x) = t(x)J(x) + (1 - t(x))A(x)$$





# Dehazing: Non-uniform airlight

Input Image



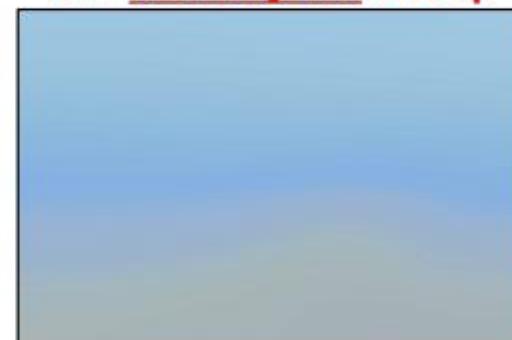
Our recovered t-map



Our Dehazed Image



Our non-uniform A-map



Bahat's Dehazed Image



Bahat's uniform A color



# Take Home Message

---

- Tons of data in a single instance
- Local patch distribution is the DNA of an image
- Deep Internal Learning needs nothing but the input

