

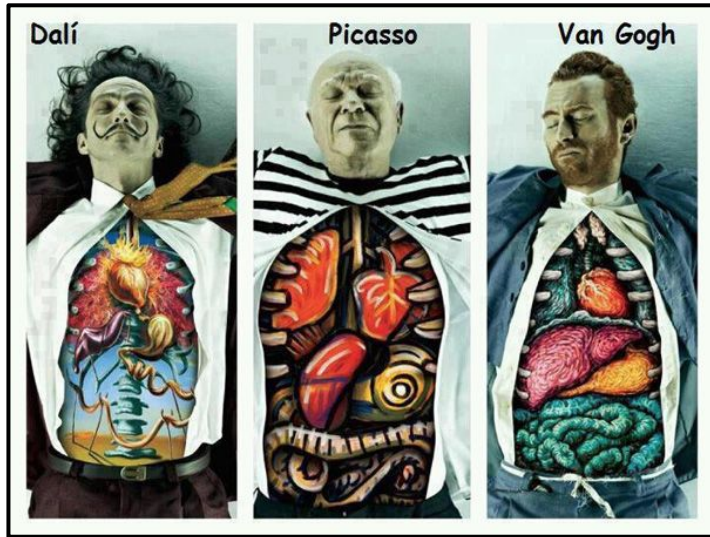


A Neural Algorithm of Artistic Style

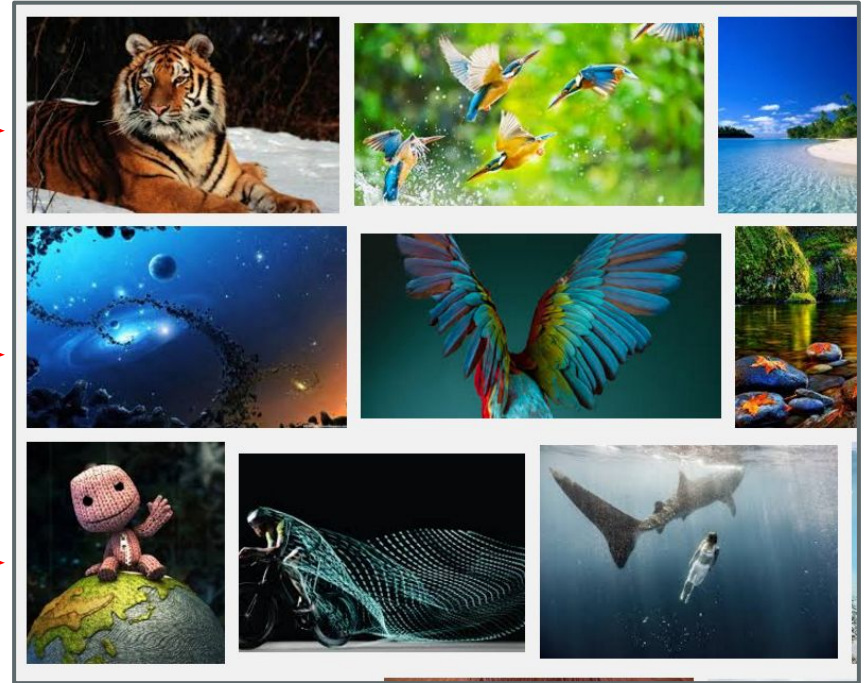
Leon A. Gatys et. al

The Question

Can we apply any style to any content?



MASP Art School campaign done by DDB Brazil

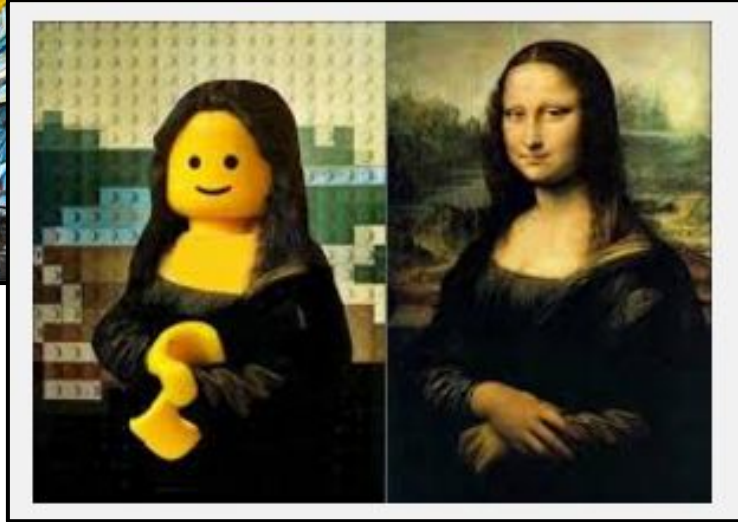


Google search on "images"

“Previous Work”



Print by James Hance

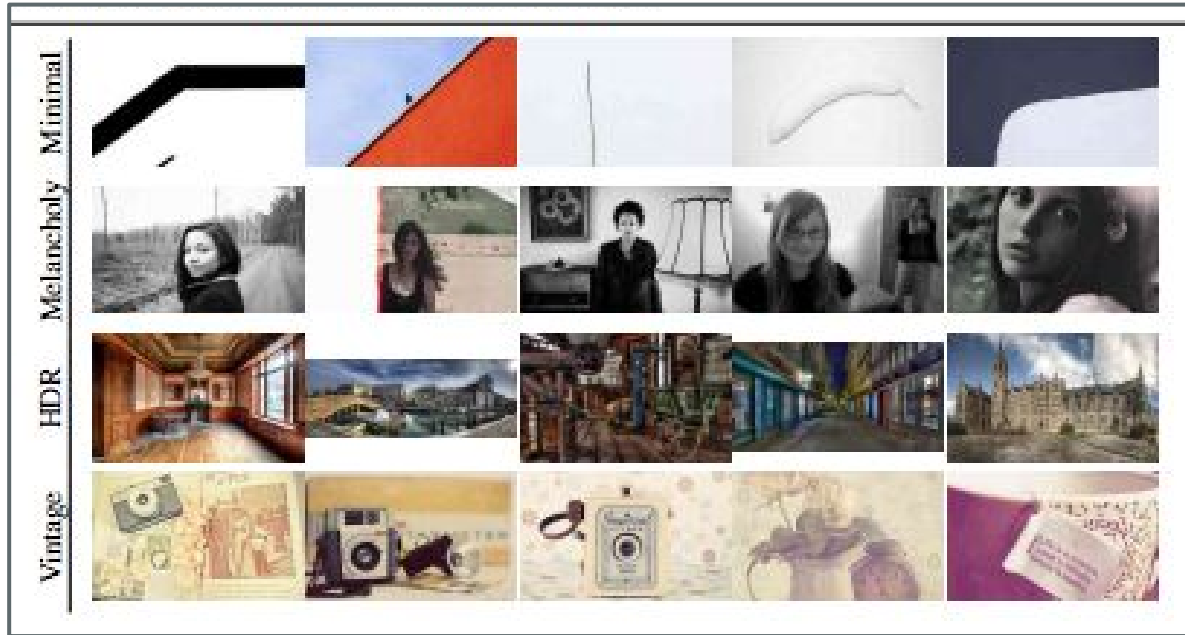


http://thirddime.com/blog/10_awesome_lego_versions_of_famous_paintings/



<http://www.artfido.com/blog/artist-photoshops-her-fat-cat-into-famous-artworks/>

Previous Work: Learning Styles



“We also show that **style is highly content-dependent.**”

Contributions

- Learn best pairing between **content** and **style**



Contributions: Visual Results



<https://youtu.be/cB84sgqkR4?t=27>



<https://www.youtube.com/watch?v=g9BxIwIQWlc>

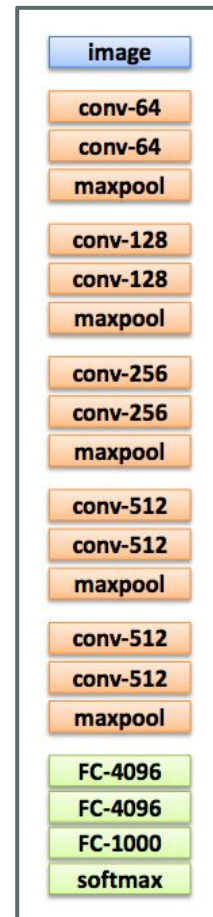
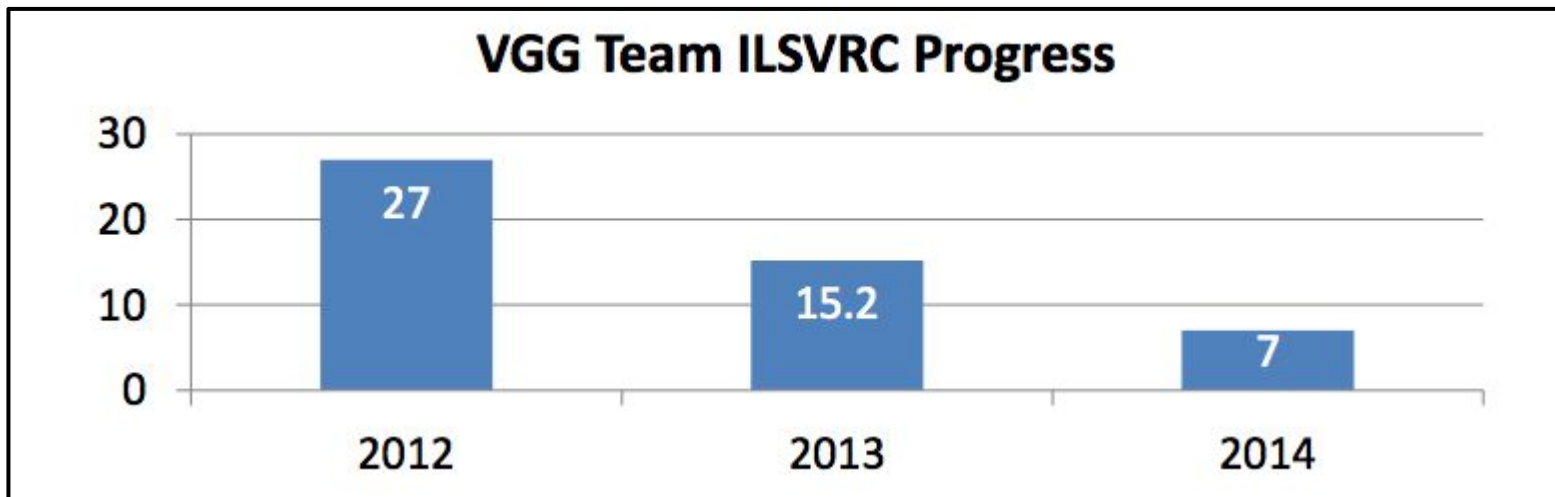
Methodology

- Leverage CNNs
 - Trained for object recognition
- Jointly learn content and style
 - Texture synthesis captures style
 - Separate representations of content and style
 - Recombinations of content and style based on loss functions

Methodology

Very Deep ConvNets (VGG)

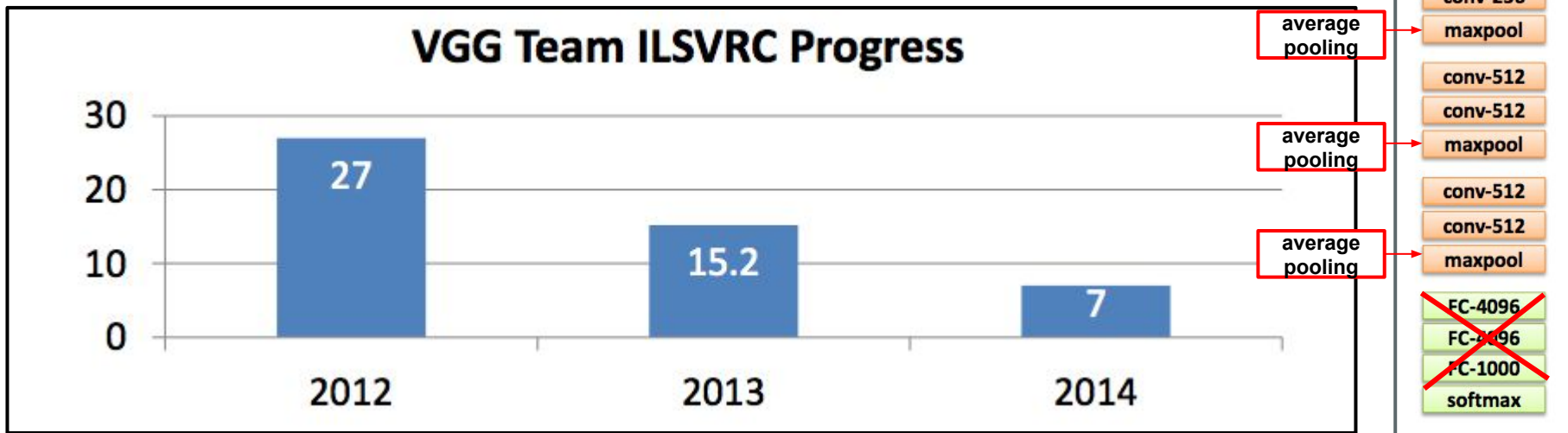
- **Key factors:** small kernels, stride of 1, ReLU, deeper depths



Methodology

Very Deep ConvNets (VGG)

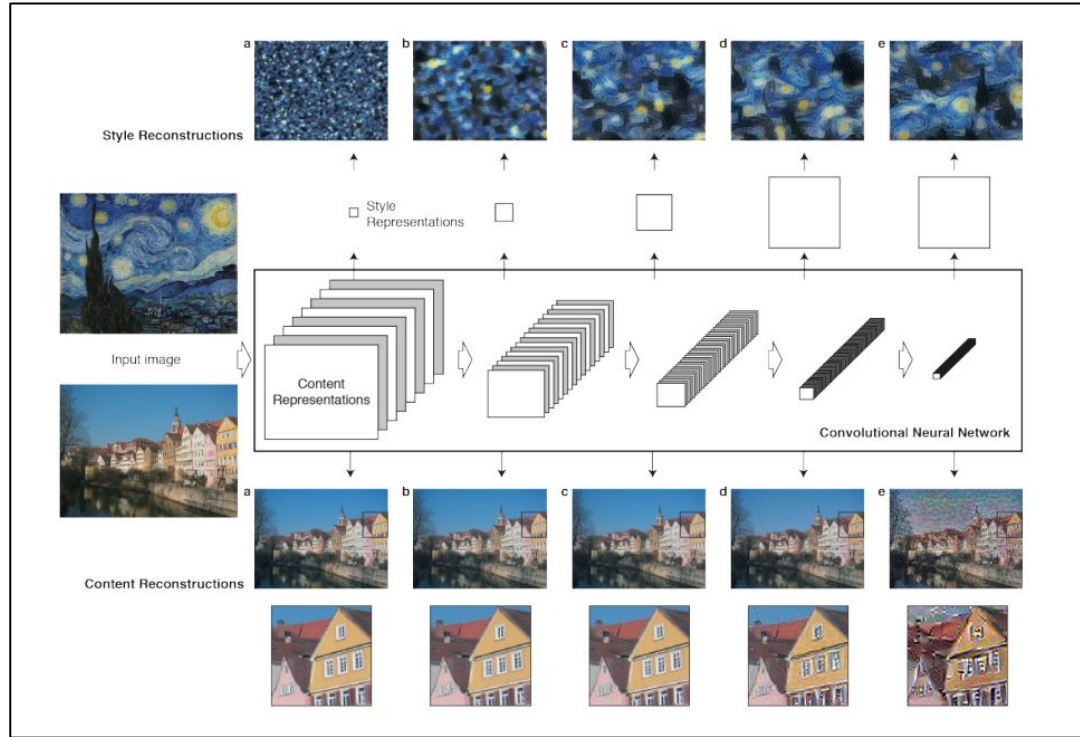
- Key factors: small kernels, stride of 1, ReLU, deeper depths



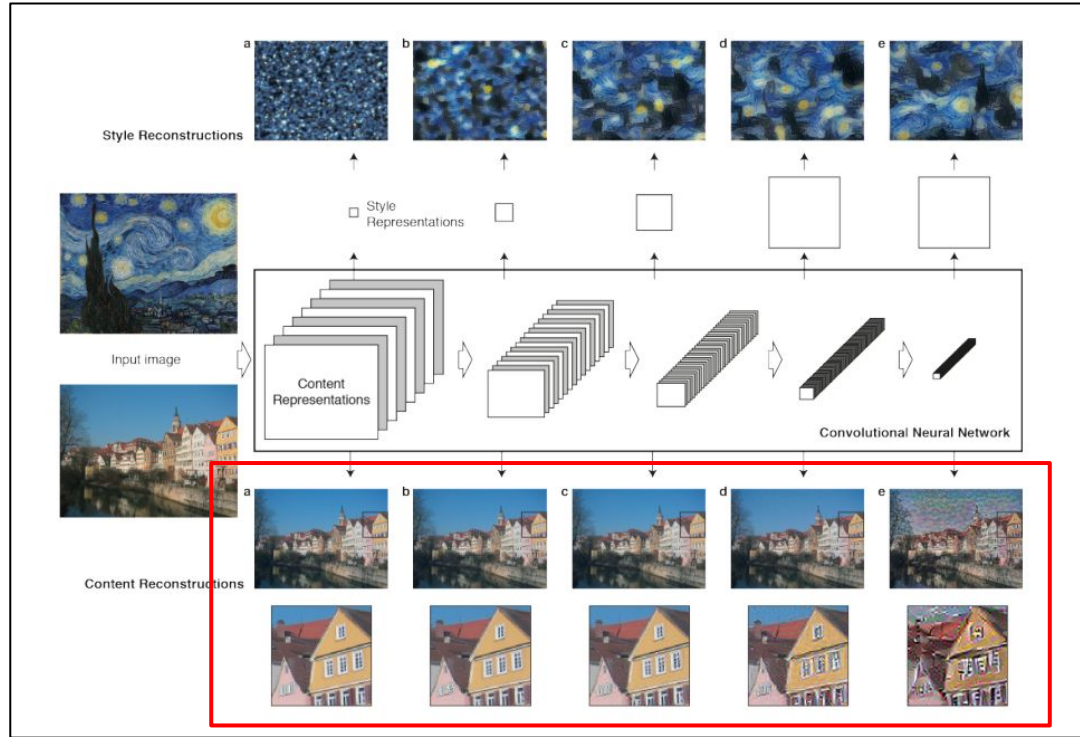
Methodology

- More flexibility!
- Content and style trained separately (for the most part)
 - Cannot have perfect synthesis → loss functions with its parameters

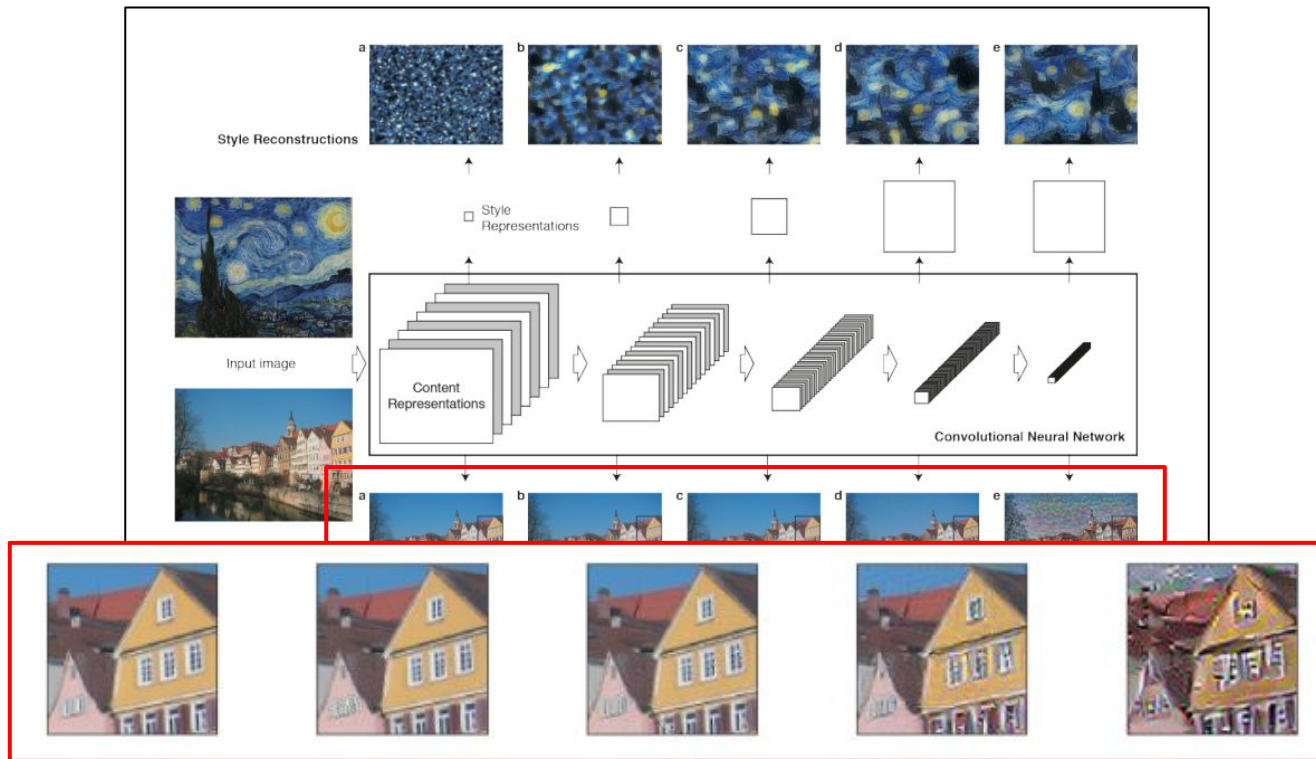
Methodology



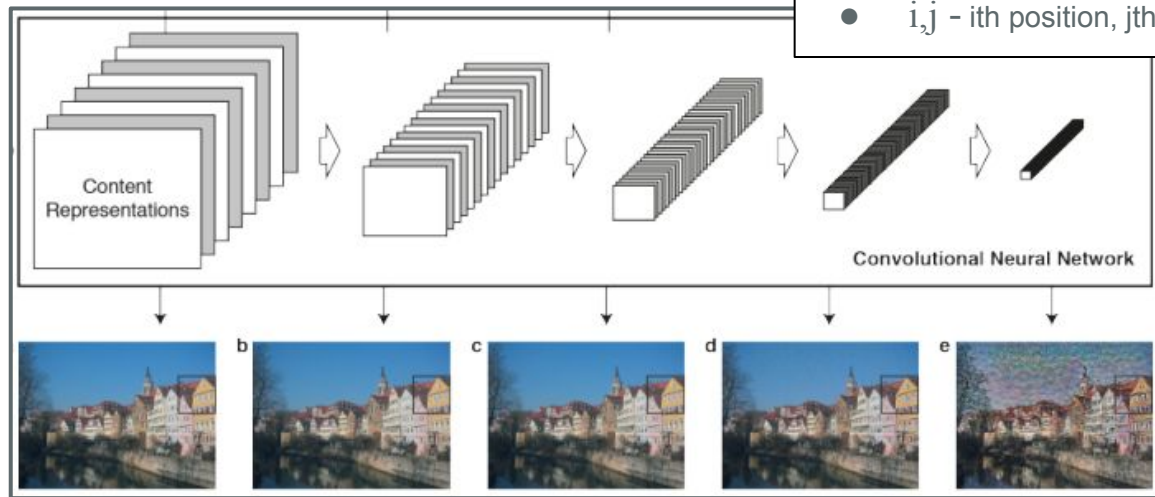
Methodology



Methodology



Loss Function: Content




- p - original image
- x - generated image
- F - responses stored in matrix
- P - feature representation of original image
- i, j - i th position, j th filter

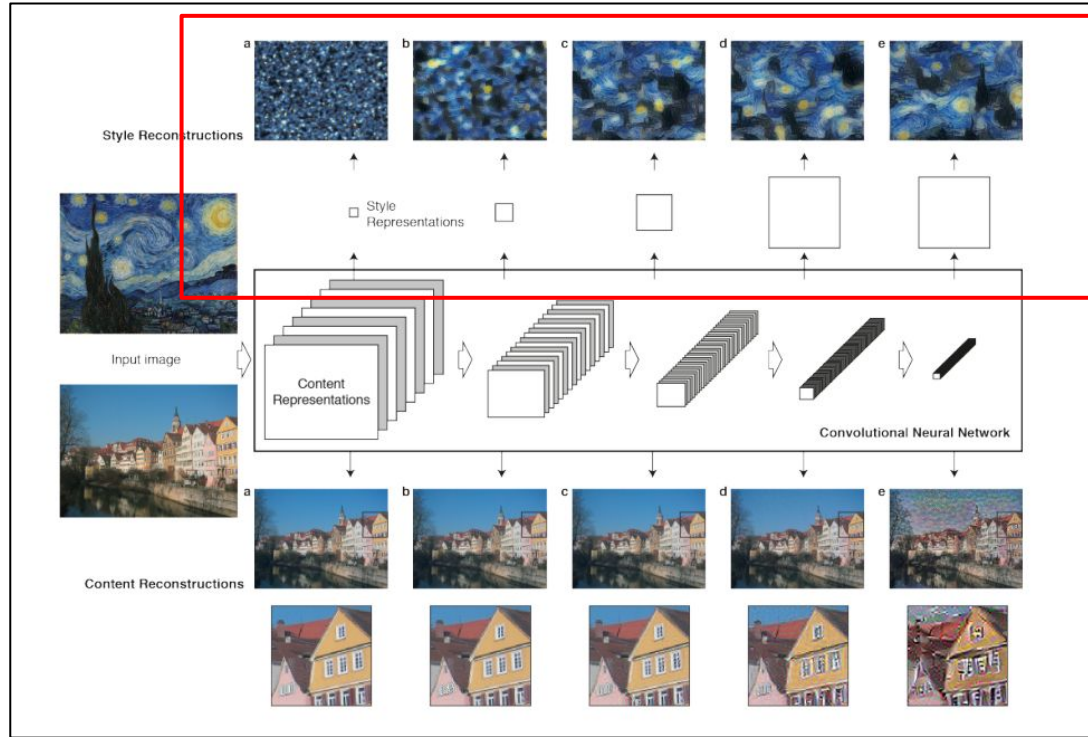
$$\mathcal{L}_{content}(\vec{p}, \vec{x}, l) = \frac{1}{2} \sum_{i,j} (F_{ij}^l - P_{ij}^l)^2$$

Loss Function: Content

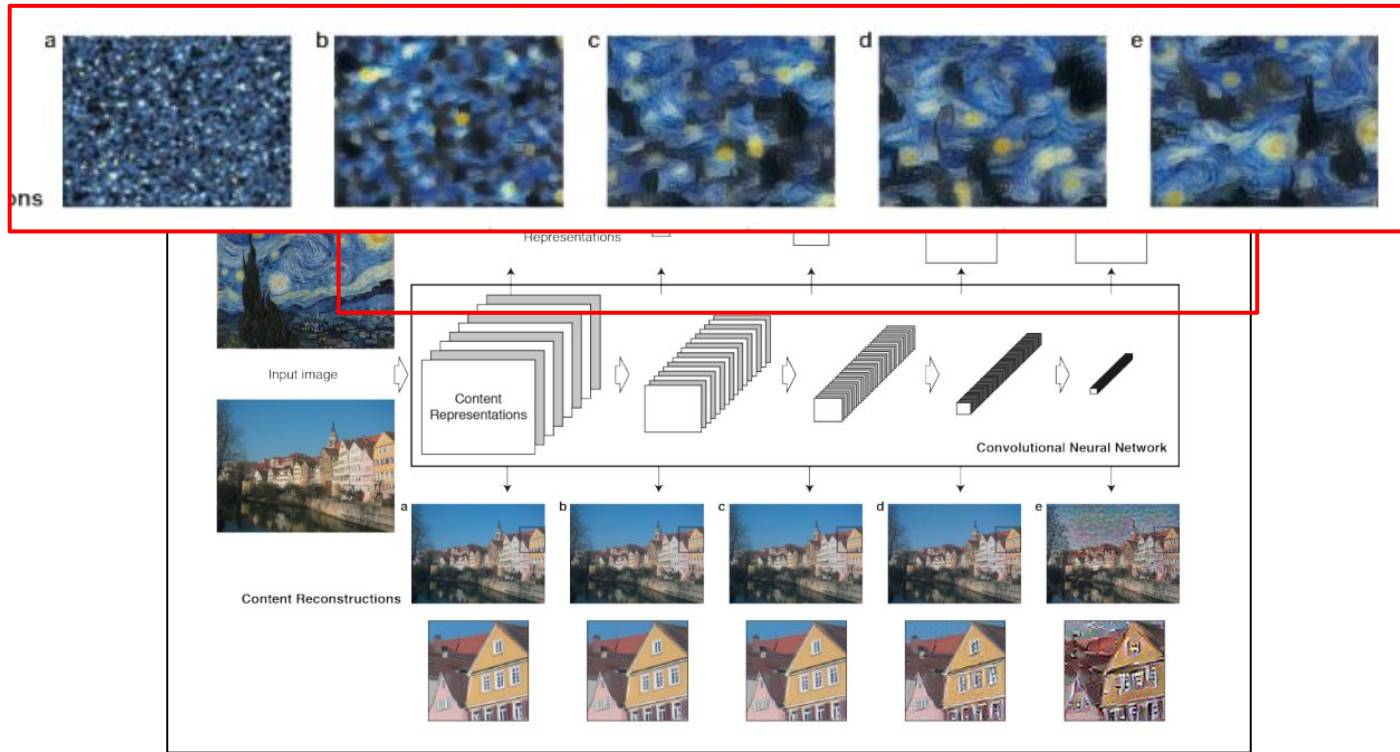
$$\mathcal{L}_{content}(\vec{p}, \vec{x}, l) = \frac{1}{2} \sum_{i,j} (F_{ij}^l - P_{ij}^l)^2$$


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

Methodology

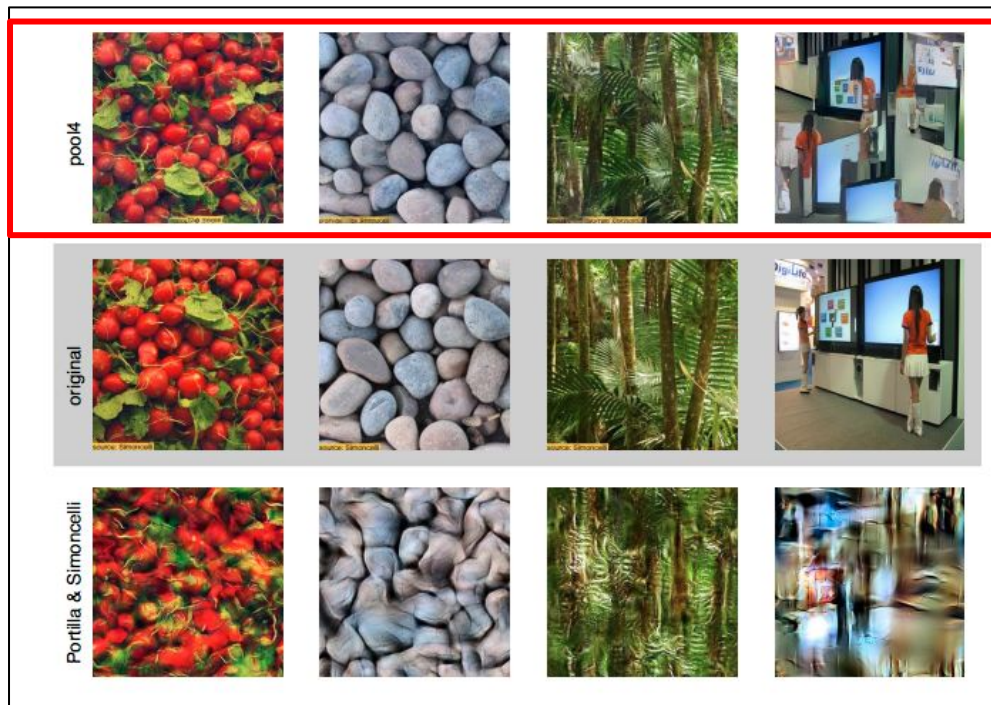


Methodology



Methodology: Texture Synthesis

- As previously seen:
 - Create textures from feature representations
 - Discriminative
 - Captures salient features
 - Also uses VGG architecture



Loss Function: Style

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

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

- G - content representation
- A - style representation
- a - original art image
- N, M - N feature maps of size M
- w - weight factors of layer l
- E - style loss at layer l

Loss Function: Style

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



- G - content representation

representation
image
es map of size M
ors of layer l
layer l

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

Loss Function: Style

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

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

- $w_l = 1/\text{numActiveLayers}$
with non-zero loss weight w_l

Loss Function: All together

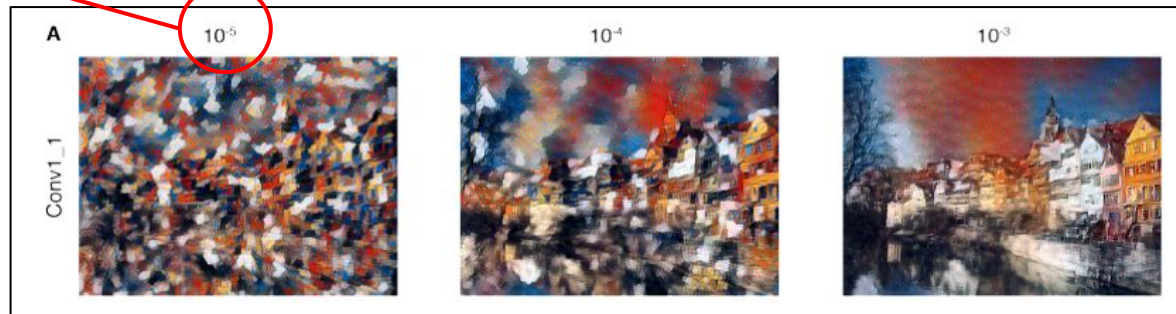
$$\mathcal{L}_{total}(\vec{p}, \vec{a}, \vec{x}) = \alpha \mathcal{L}_{content}(\vec{p}, \vec{x}) + \beta \mathcal{L}_{style}(\vec{a}, \vec{x})$$

- α and β are parameters to control regularization

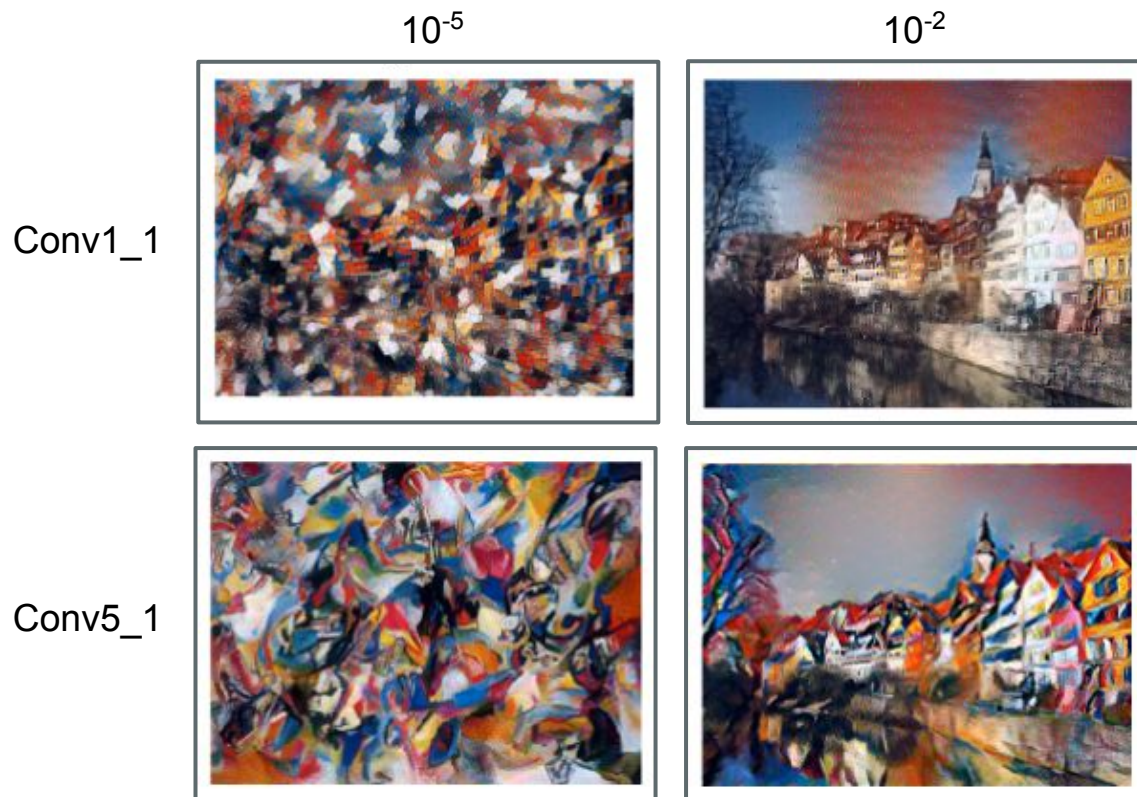
Loss Function: All together

$$\mathcal{L}_{total}(\vec{p}, \vec{a}, \vec{x}) = \alpha \mathcal{L}_{content}(\vec{p}, \vec{x}) + \beta \mathcal{L}_{style}(\vec{a}, \vec{x})$$

- α and β are parameters to control regularization
- alpha / beta



Content/Style Representations



Content/Style Representations

Conv1_1



10^{-5}



10^{-2}

- Content represented in lower layers

Content/Style Representations

Conv5_1



10^{-5}



10^{-2}

- Style represented in feature space
 - local arrangements, textural information

Conclusions

- Learn best pairing between content and style
 - (Mostly) separable

