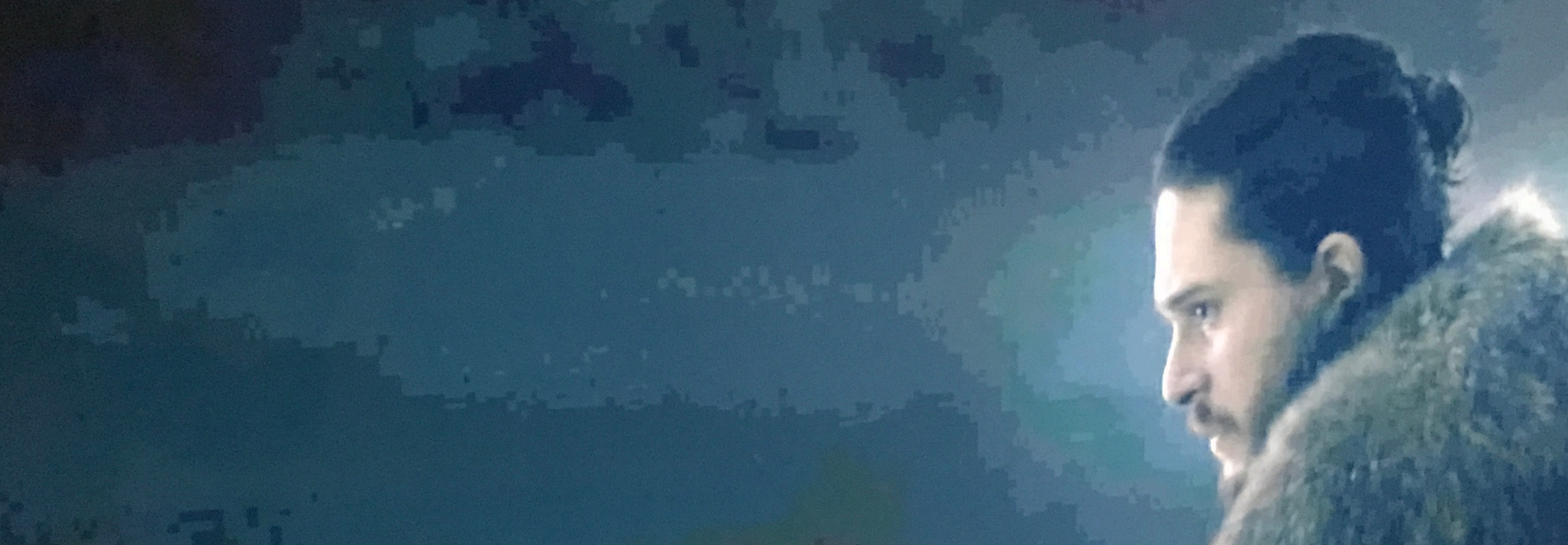


# Improving Quality of Compressed Video Using GAN

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why the long night|



why the long night **was bad**

[Remove](#)

why the long night **was good**

why the long night **was so dark**

why the long night **was terrible**

why the long night **was a disappointment**

# Why does this happens? (in 2019...)

- First Episode of Season 2 had 15M viewers
- Stream this at reasonable quality at a cost of 0,020 \$/GB\*

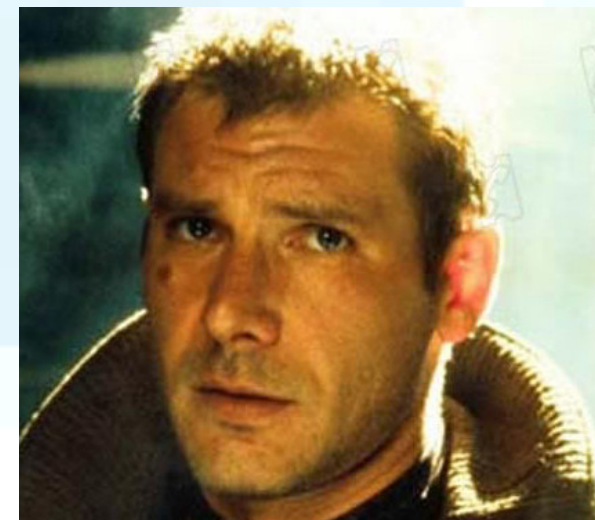
**-1,125,000 \$**



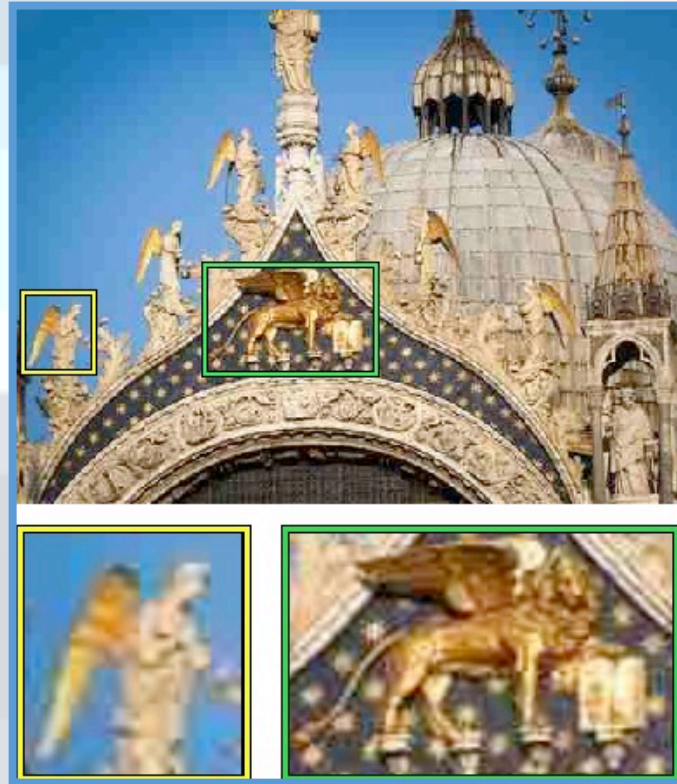
# How can we fix it



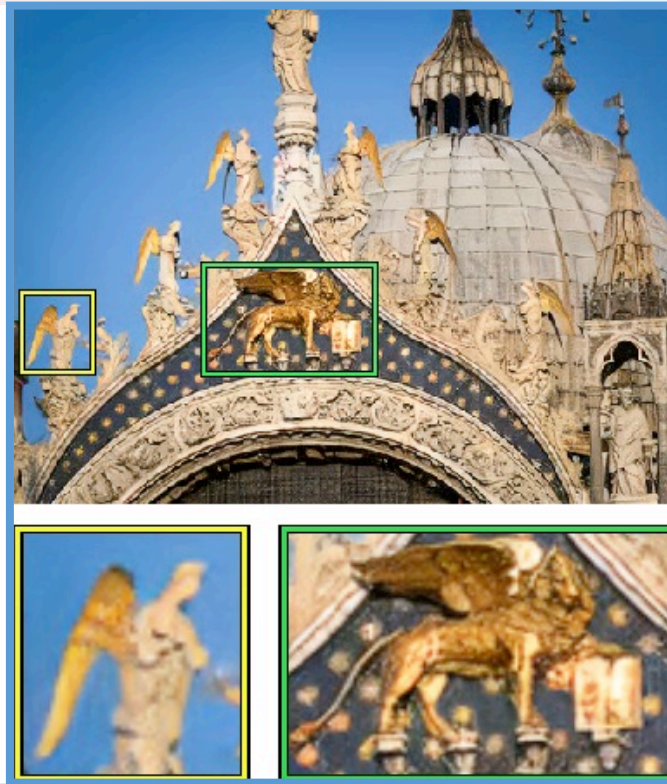
Deep CNN



# Improving Compressed Images with GANs



$x_{LQ}$



$G(x_{LQ})$

Given an uncompressed frame  $x_{HQ}$

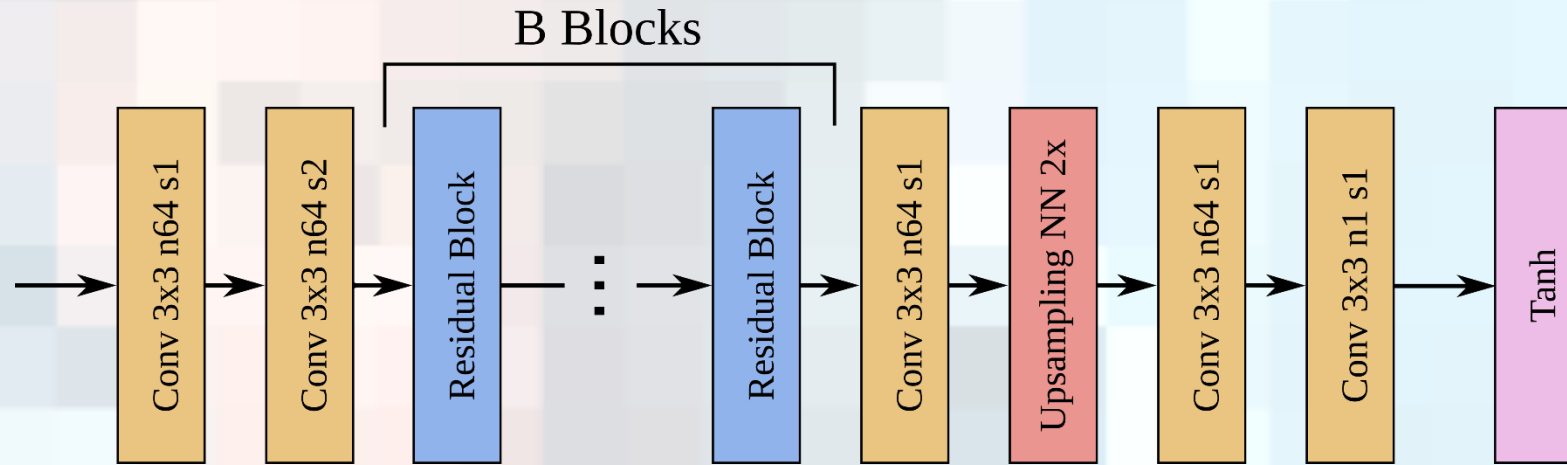
$$x_{LQ} = \mathcal{C}(x_{HQ}; \theta)$$

We want to learn a function

$$G(x_{LQ}) \approx \mathcal{C}^{-1}(x_{LQ}; \theta)$$

where  $\theta$  are codec parameters.

# A Deep Residual Network for Reconstruction



- We use strided convolution to reduce feature map size.
- We avoid checkerboard artifacts with NN upsampling followed by 2 more convolutional layers
- Trained on patches 128x128 pixel extracted from MS-COCO.

# Limitations of MSE and SSIM Losses

- SSIM and MSE losses are able to reduce effectively compression artefacts.
- However, reconstructions appear blurry and there are many missing details with respect to the uncompressed version of the image.



JPEG



SSIM Loss



GAN



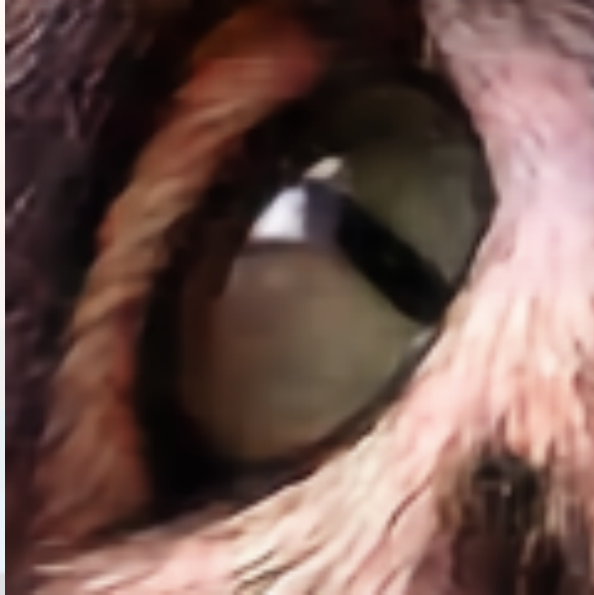
Original

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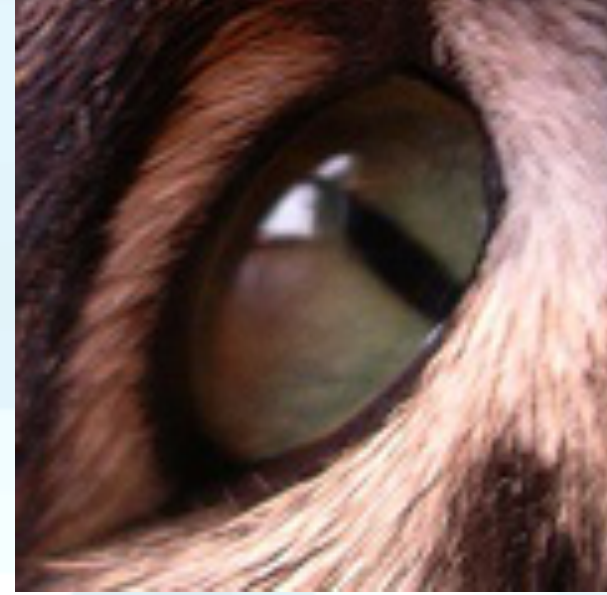
JPEG



SSIM Loss

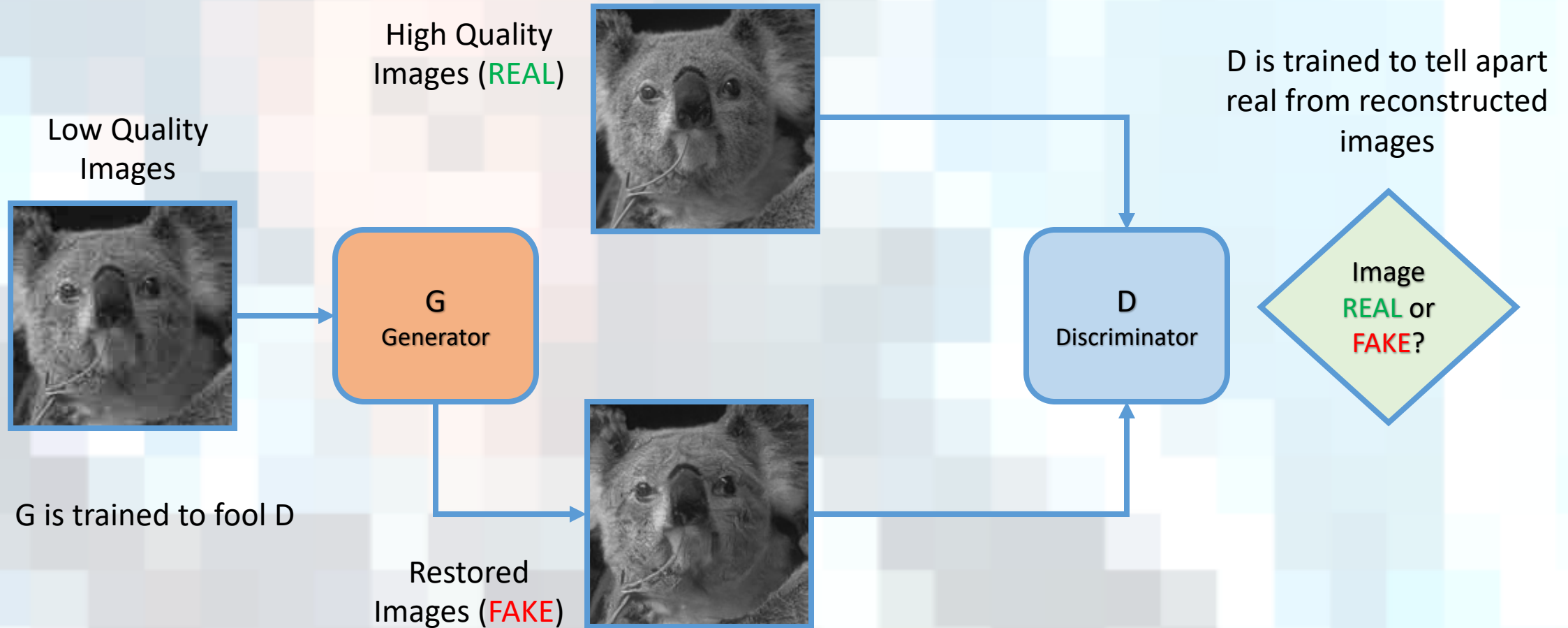


GAN

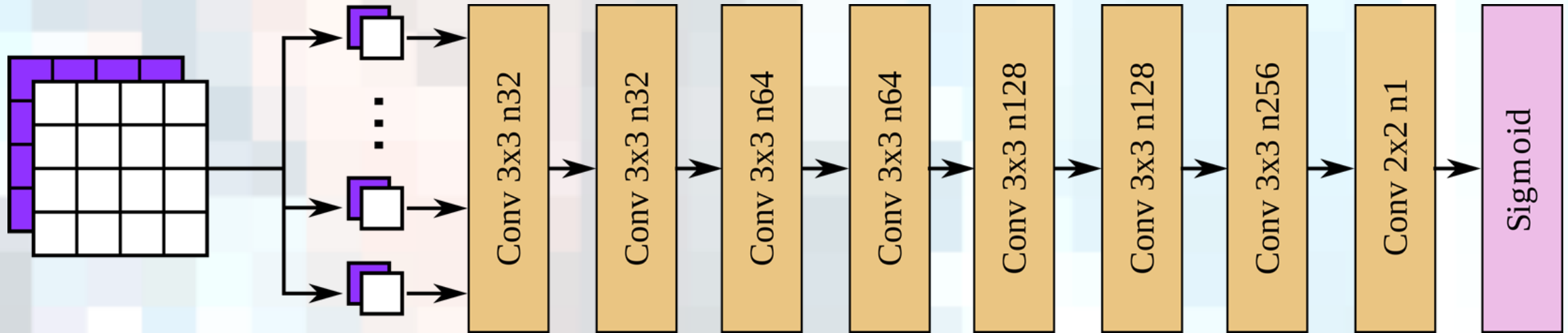


Original

# Generative Adversarial Network



# The Sub-Patch Discriminator



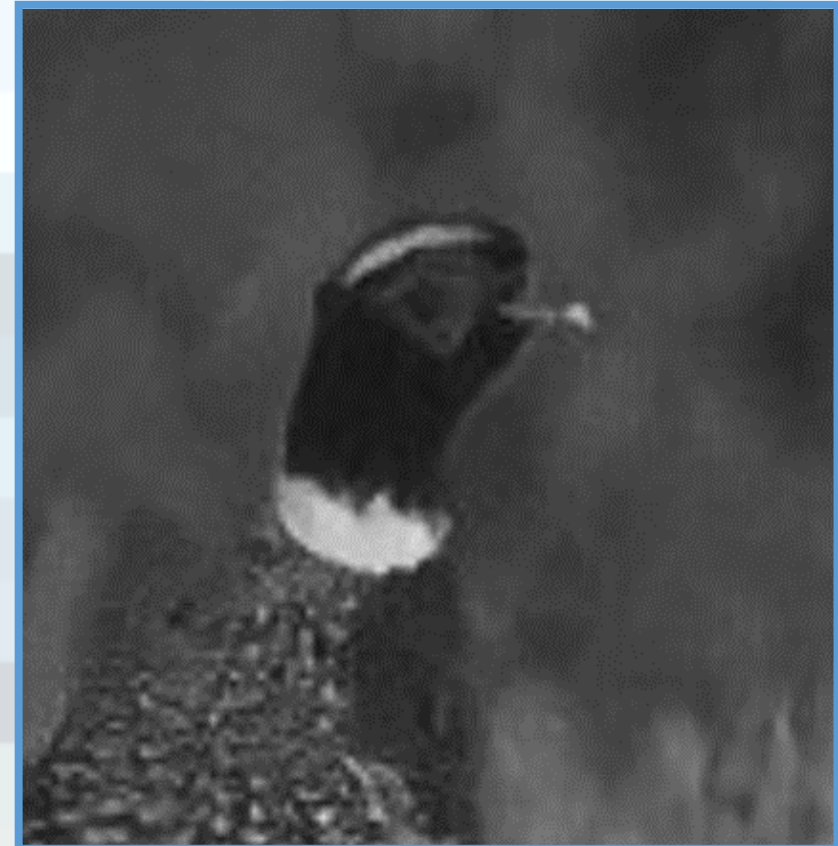
- 128 x 128 patches are split into smaller 16x16 sub-patches, concatenated with correspondent input sub-patches and processed by the discriminator.
- The discriminator is trained with a binary cross-entropy loss over all the sub-patches.

# Effect of Sub-Patch Discriminator

- This technique allows to reduce the mosquito noise present in reconstructions.

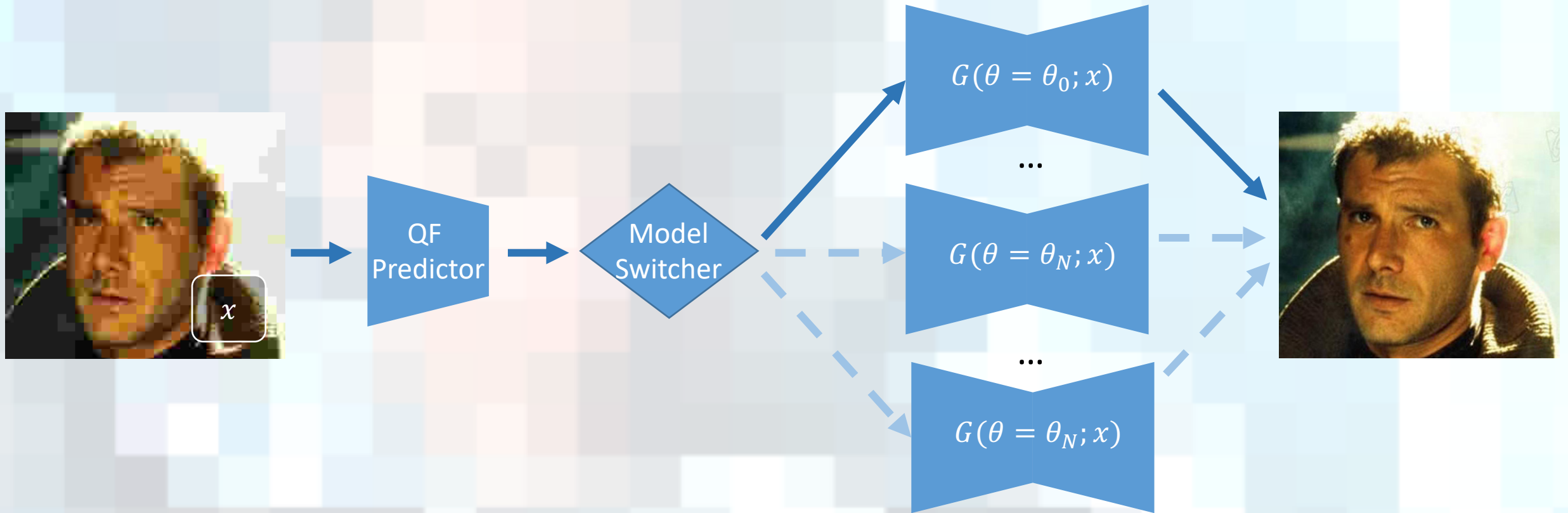


W/o Sub-Patch



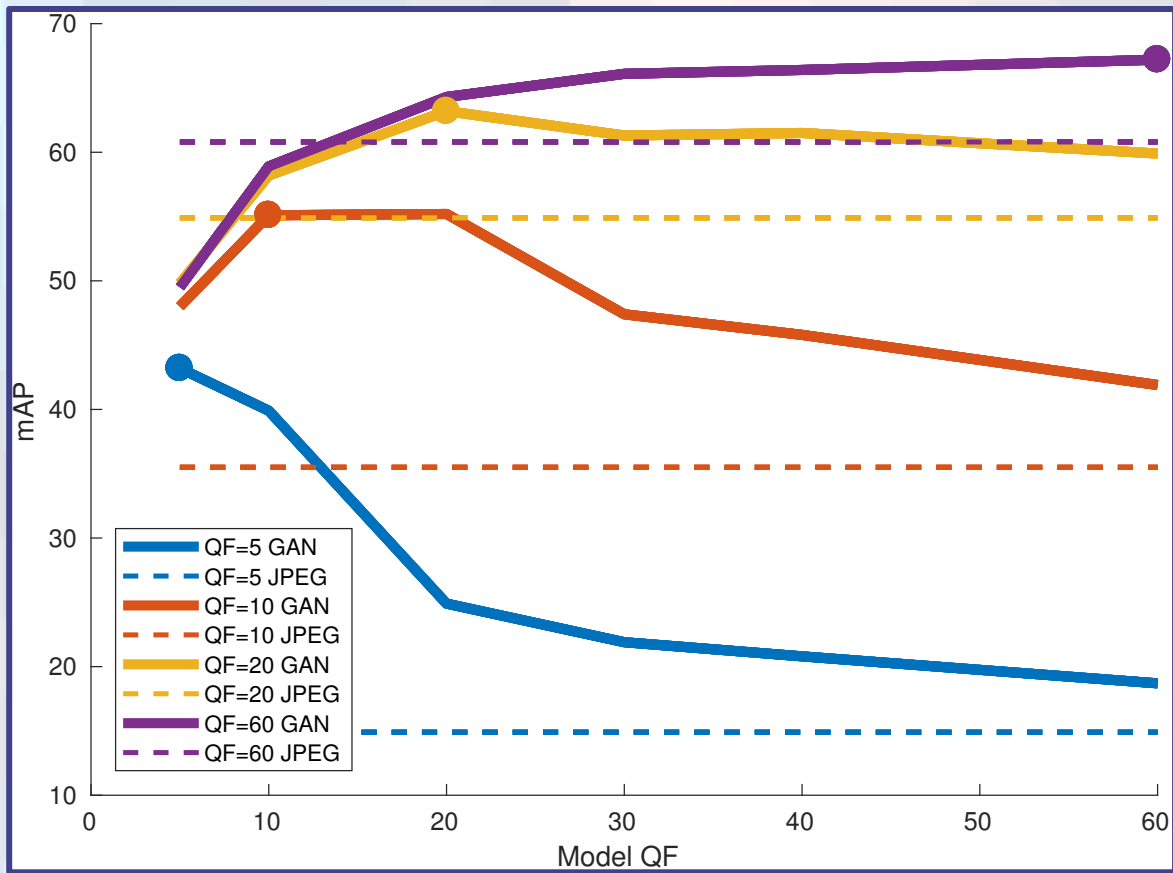
With Sub-Patch

# Predicting QF



- We train a CNN regressor, named QF predictor, to drive a finite Ensemble of Generators
- We use the most appropriate Generator to restore the image

# Quality Prediction Results

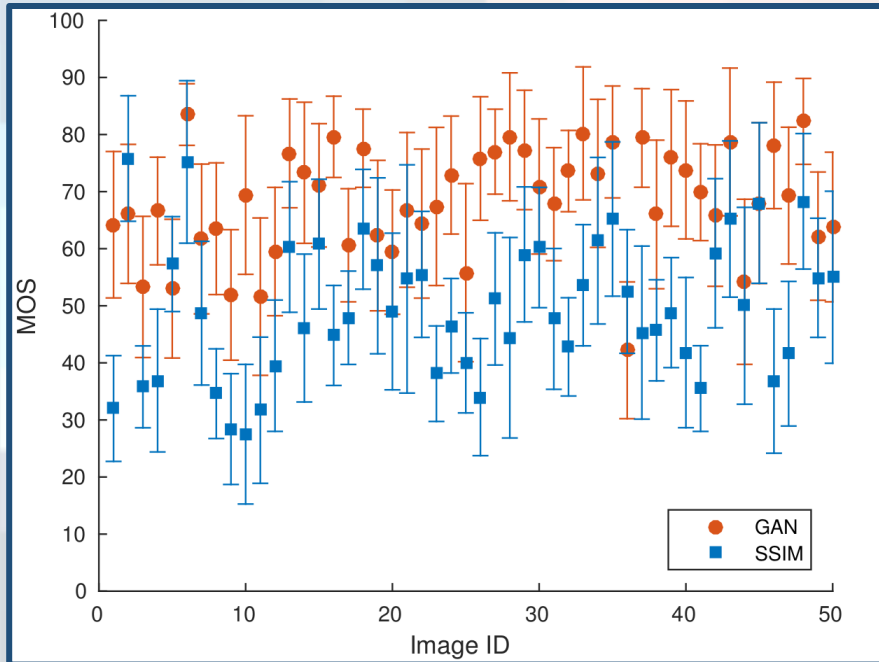


Predicted QF	5	97.5	2.2	0.3	0	0	0
	10	7	92.6	0.4	0	0	0
	20	0	0.3	99.4	0.3	0	0
	30	0	0	1.8	97.7	0.5	0
	40	0	0	0	5.4	94.5	0.2
	60	0	0	0	0	1.4	98.6
		5	10	20	30	40	60
		Target QF					

# Qualitative Results



# Subjective Evaluation

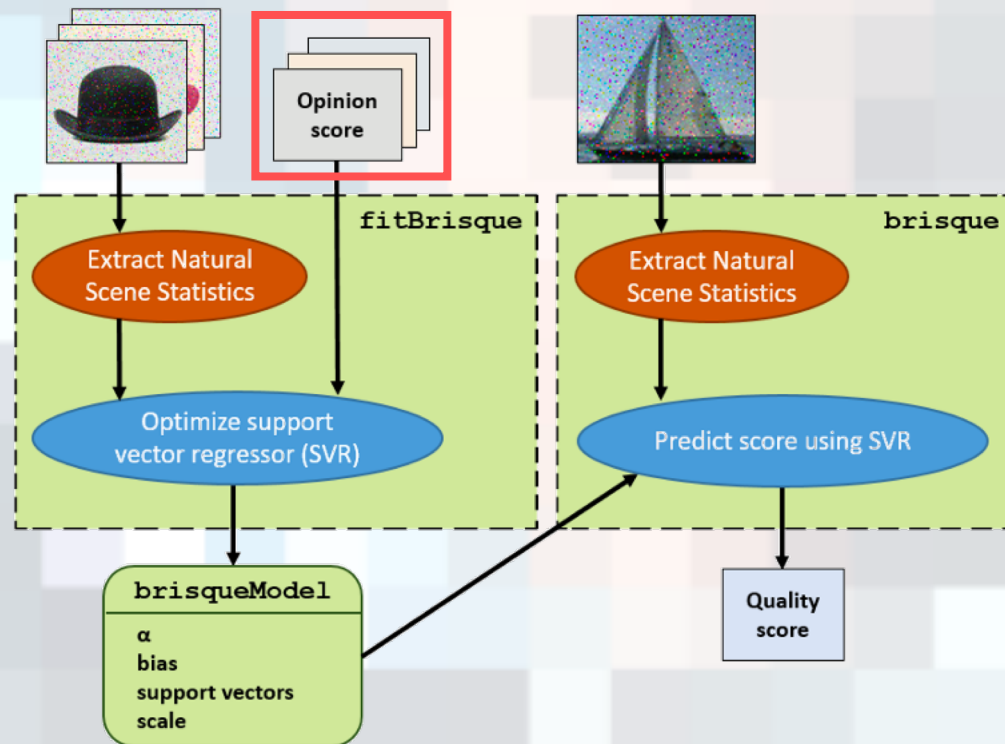


- DSIS setup test image compared to original and similarity scored in 0-100
- We compare SSIM Loss vs Adversarial Training using the same Generator architecture.
- Subjects have a strong preference for GAN restored images over SSIM ones.

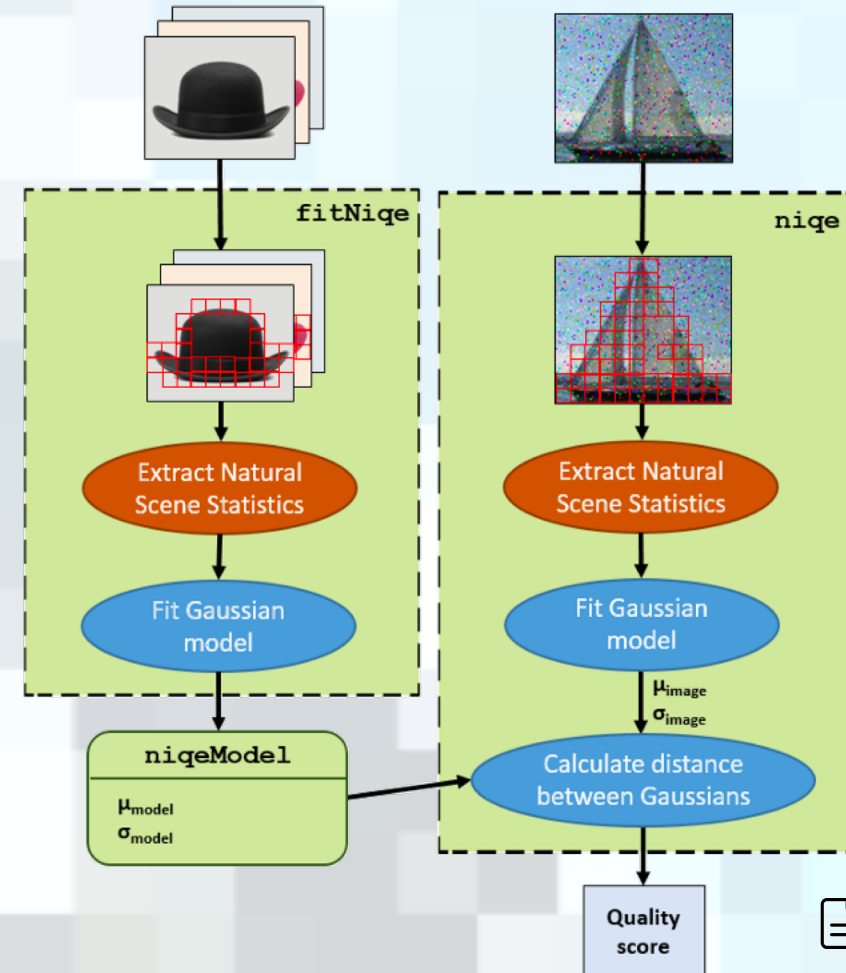
Method	MOS	Std. Dev.
SSIM	49.51	22.72
GAN	68.32	20.75

# No-Reference Image Assessment

BRISQUE [Mittal'12]



NIQE [Mittal'13]



# No-Reference vs Full Reference

- Our GAN obtains poor scores on Full Reference metrics
- On the other hand NIQE and BRISQUE value GAN images as 'more natural' than the original ones!

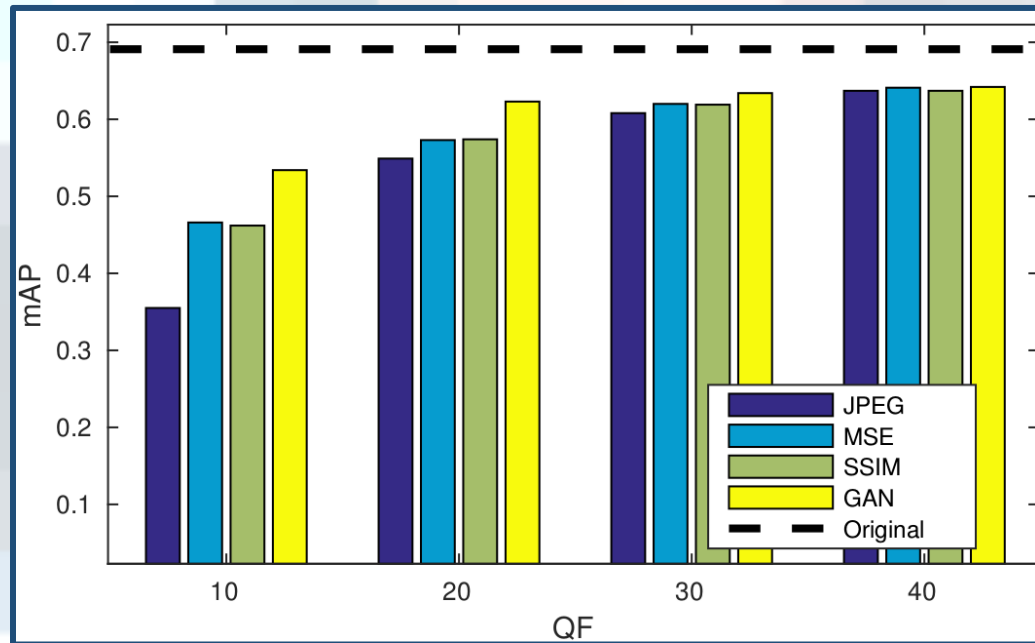
	PSNR	SSIM	NIQE	BRISQUE
JPEG10	<b>24.8245</b>	<b>0.7852</b>	6.36	53.17
GAN	23.8412	0.7605	<b>4.27</b>	<b>19.65</b>
ORIG	-	-	4.35	24.32

higher is better

lower is better

# Object Detection Results

- Use an object detector, Faster R-CNN to assess the visual quality of restored images
- Compute mAP on PASCAL VOC using several JPEG quality factors and the correspondent reconstructions.

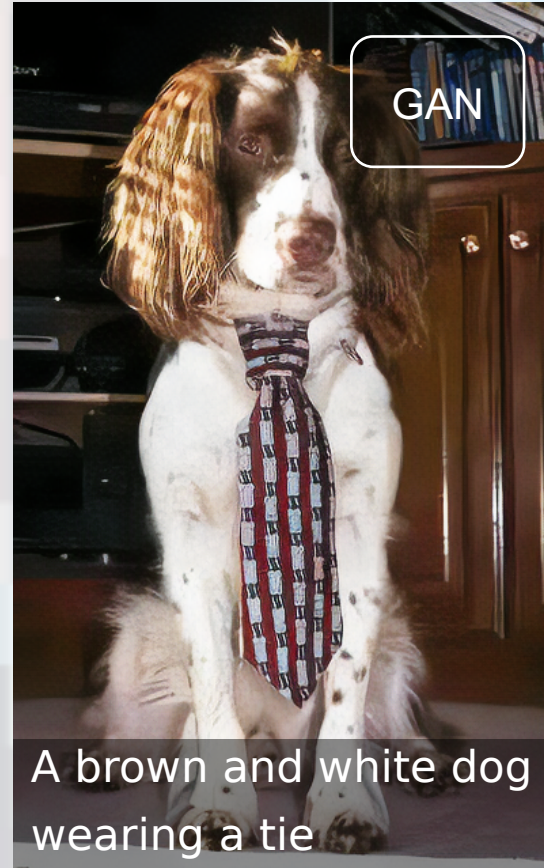


Class	GAN AP gain @QF 20
Dog	+18.6
Cat	+16.6
Sheep	+14.3
Cow	+12.5

- Large increase in detector performance
- Largest gainers are deformable 'furry' objects such as animals

# Evaluation using Language

- Use [Anderson et al. CVPR18] image captioning algorithm to evaluate the fine semantics of the image

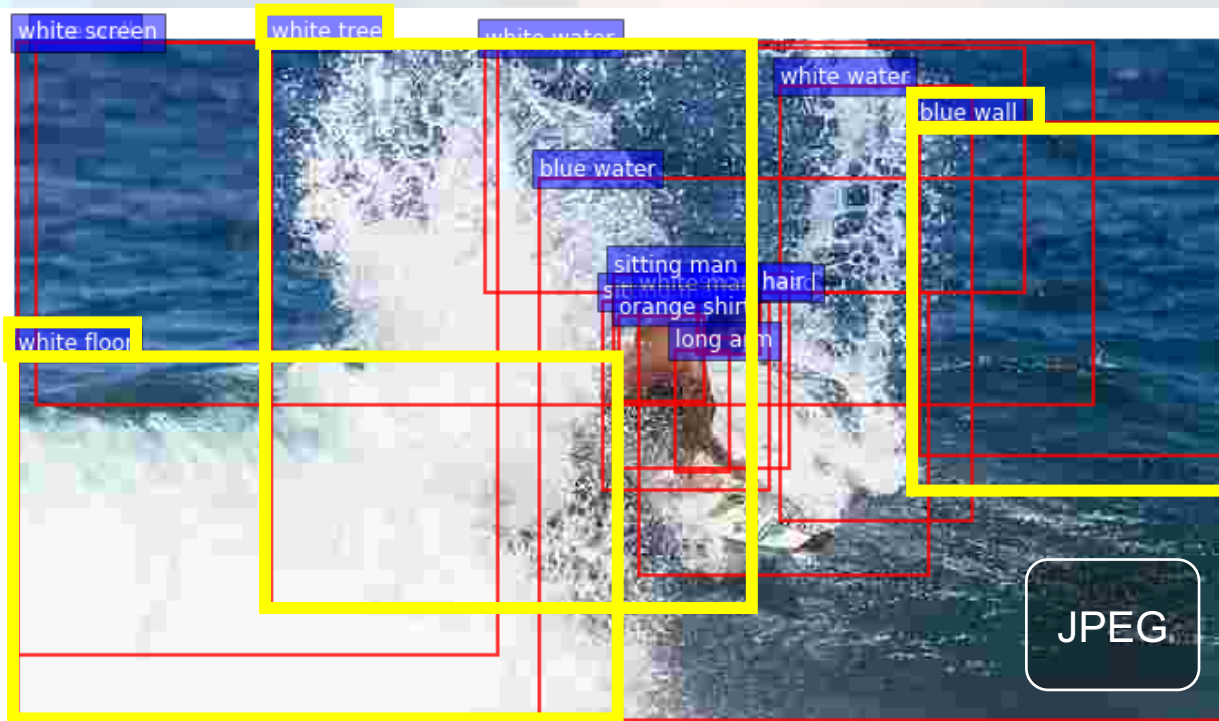


# Quantitative Analysis

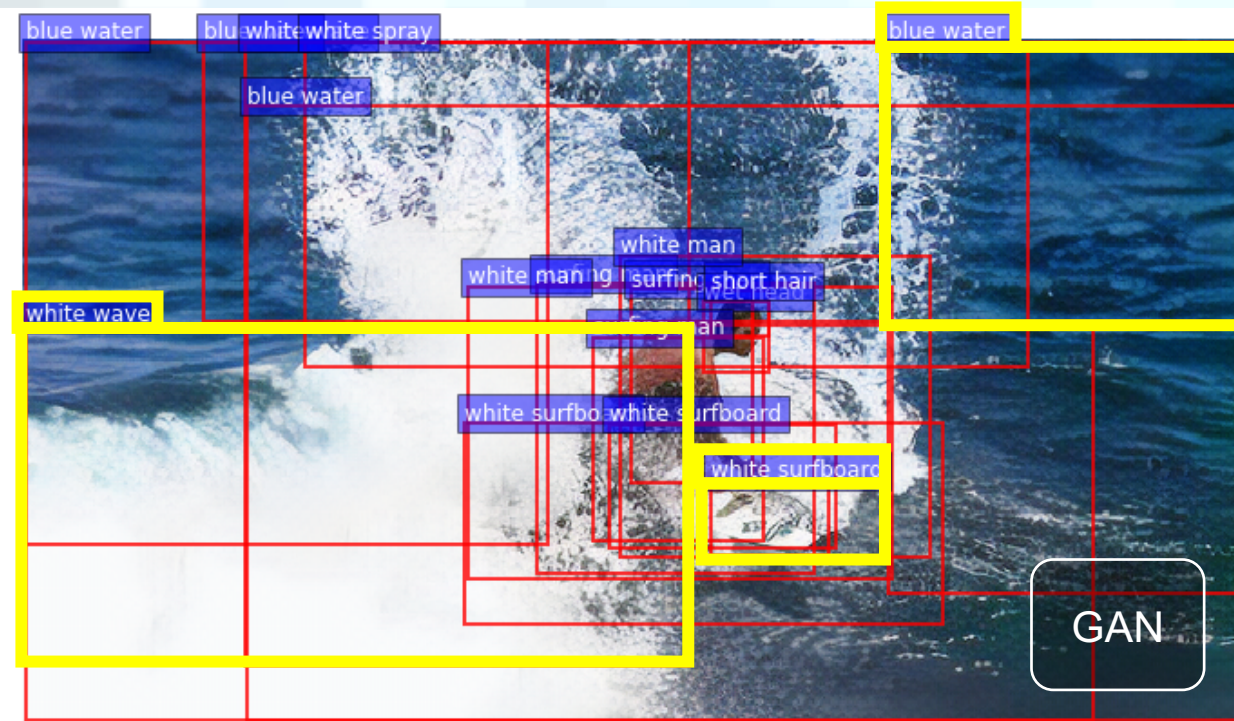
- According all captioning metrics, images enhanced with our GAN are tagged more accurately

	BLEU_1	BLEU_2	BLEU_3	BLEU_4	METEOR	ROUGE	CIDEr	SPICE	VIFIDEL
JPEG	0.685	0.500	0.360	0.250	0.220	0.490	0.810	0.150	0.309
GAN	<b>0.770</b>	<b>0.600</b>	<b>0.450</b>	<b>0.330</b>	<b>0.260</b>	<b>0.540</b>	<b>1.090</b>	<b>0.200</b>	<b>0.313</b>
ORIG	0.800	0.630	0.480	0.360	0.280	0.570	1.200	0.210	0.313

# Qualitative Analysis



*A couple of people sitting next to a christmas tree.*



*A man riding a wave on a surfboard in the ocean*

Compressed

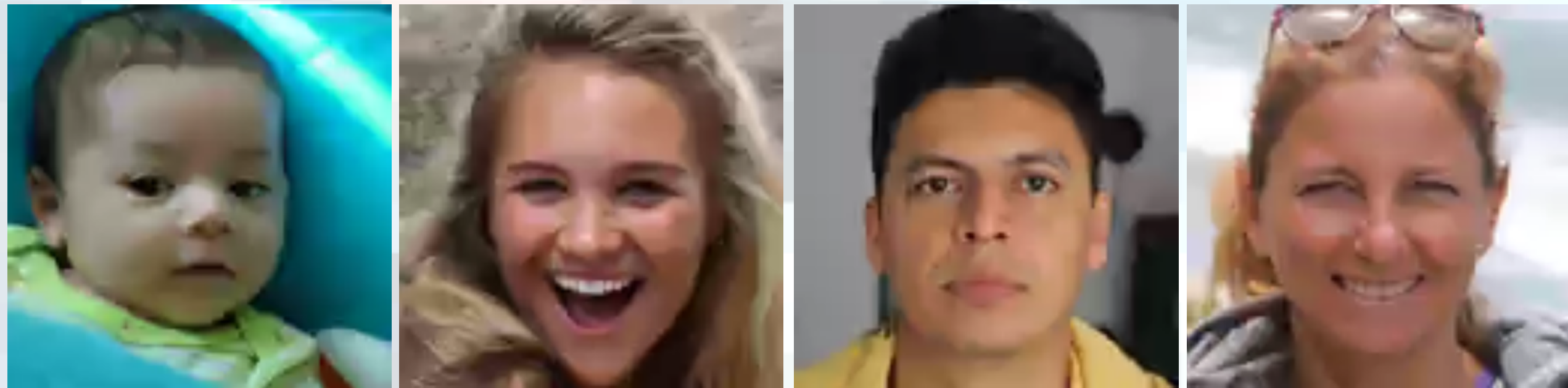


Restored



# Specialized Artifact Removal

- GANs are well known to work well when the distribution is simpler
- Faces are possibly the most interesting object we are willing to transmit
- Here what we can do with a severe degradation and a specialized GAN



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# Specialized Artifact Removal

- On a h.264 coded 'talking head' video bandwidth reduced by 150x
- Runs @24 FPS on Iphone X exploiting Neural Engine

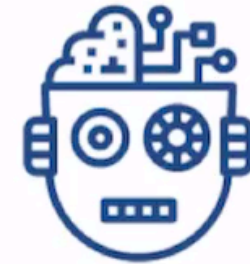




small  
pixels

Enable Smart Decompression





small  
pixels

Enable Smart Decompression



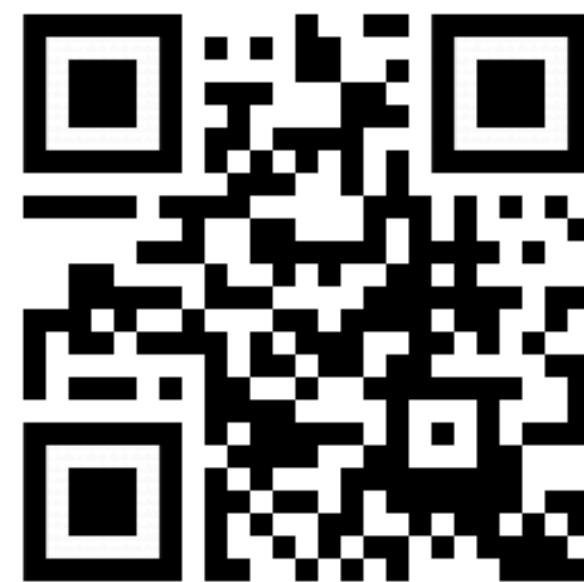
# Conclusion

- GANs are great for image enhancement. Training allows domain specialization e.g.: faces
- Do not trust standard signal based metrics to evaluate you results
- Humans >> Semantic Tasks > No Reference > Full Reference
- We may in the future see the use of these algorithms to improve user experience

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# Thanks



[www.small-pixels.com](http://www.small-pixels.com)

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