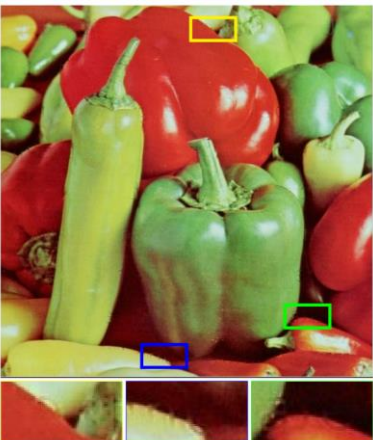
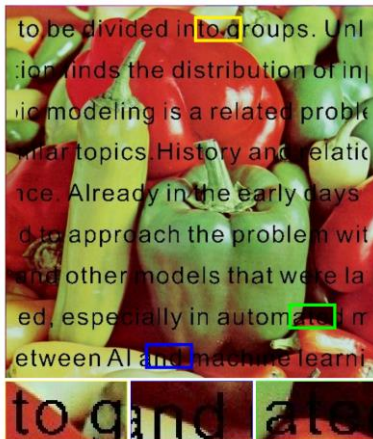


Goal: Reconstruct corrupted images

Corrupted image

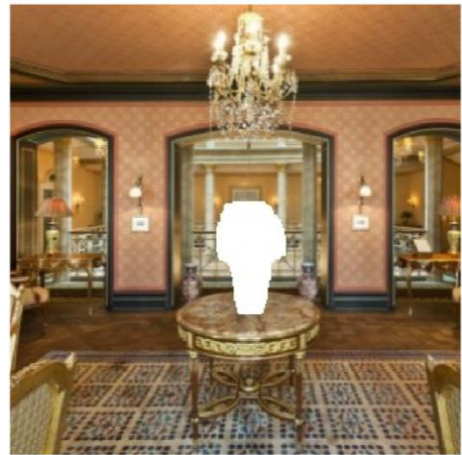
Text / watermark



Noise



Inpainting



...



...

Reconstructed image

Regularized approach

x_0 ... corrupted image

x_{rec} ... reconstructed image

$$x_{\text{rec}} = \underset{x}{\operatorname{argmin}} d(x_0, x) + R(x)$$

e.g.

$$x_{\text{rec}} = \underset{x}{\operatorname{argmin}} \underbrace{\|x_0 - x\|^2}_{\text{similarity to input image}} + \lambda \underbrace{TV(x)}_{\text{regularizer / prior}}$$

Regularizer $R(x)$ judges how „image-like“ x is:

- Hand-crafted (e.g. total variation)
- Learned by training (e.g. on ImageNet)

$$TV(x) = \sum_{ij} \sqrt{|x_{i,j} - x_{i+1,j}|^2 + |x_{i,j} - x_{i,j+1}|^2}$$

Regularized approach

x_0 ... corrupted image

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e.g.

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Deep Image Prior

f_θ ... conv-net

z ... fixed random input

$$\theta_{\text{rec}} = \underset{\theta}{\operatorname{argmin}} d(x_0, f_\theta(z))$$

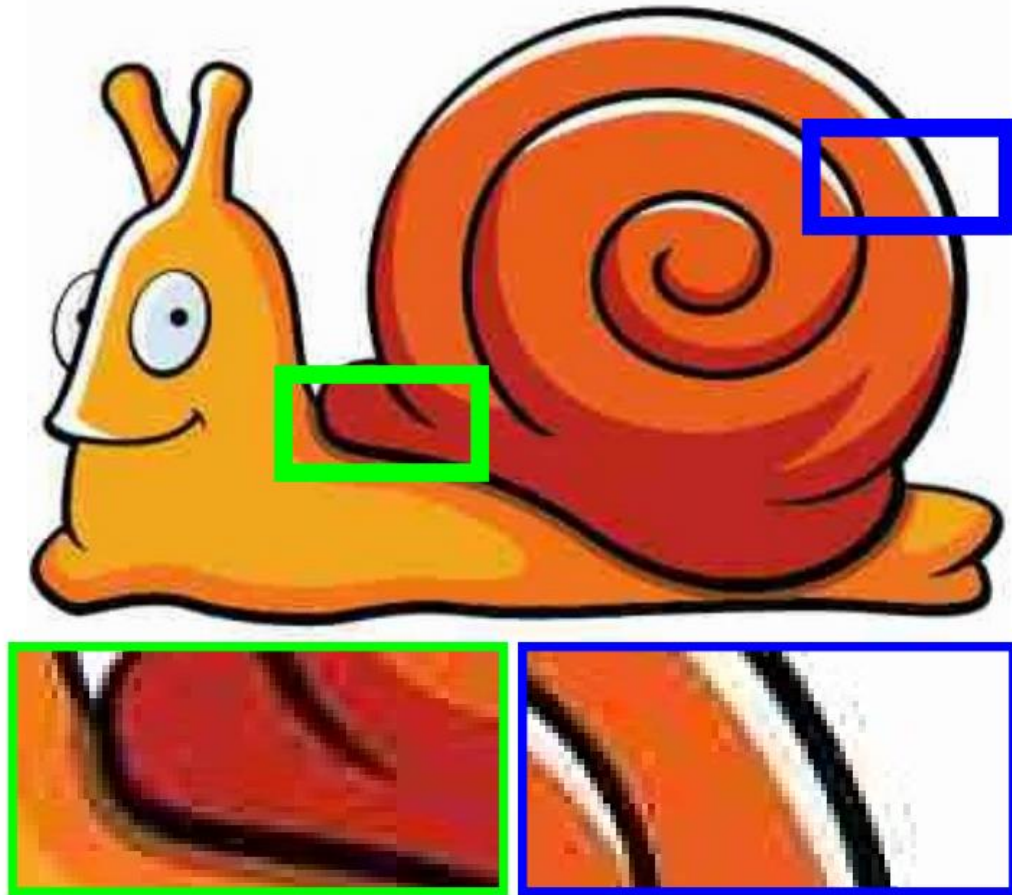
$$x_{\text{rec}} = f_\theta(z)$$

Regularization through structure / biases in function f_θ

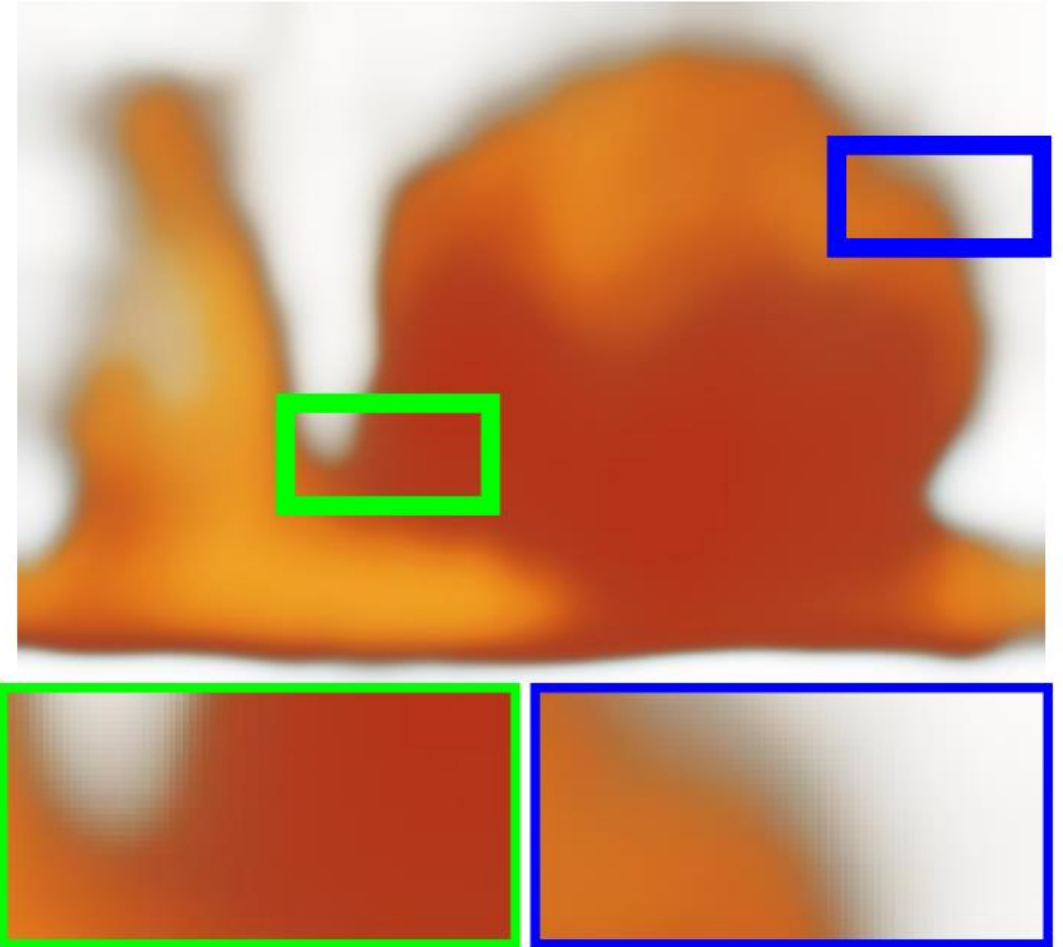
Optimization in parameter space θ , instead of pixel space x

Training requires early stopping, otherwise corrupted image is reproduced

Example: JPEG artifact removal



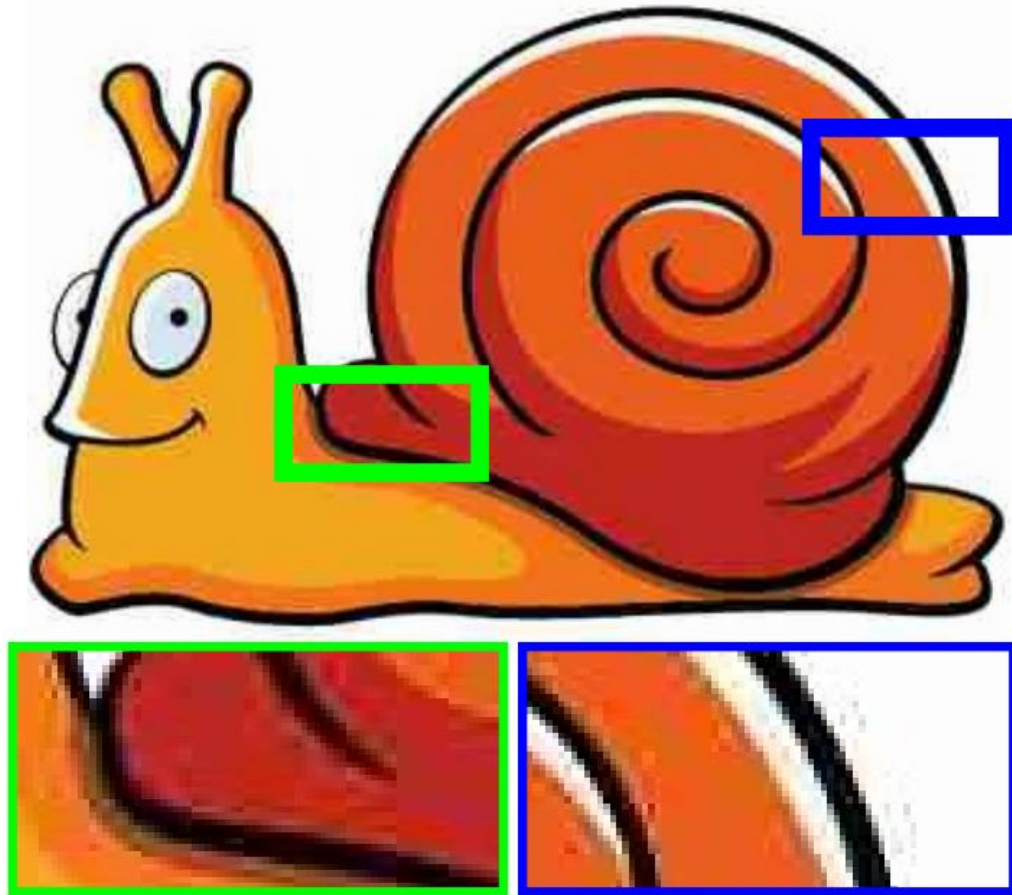
Corrupted



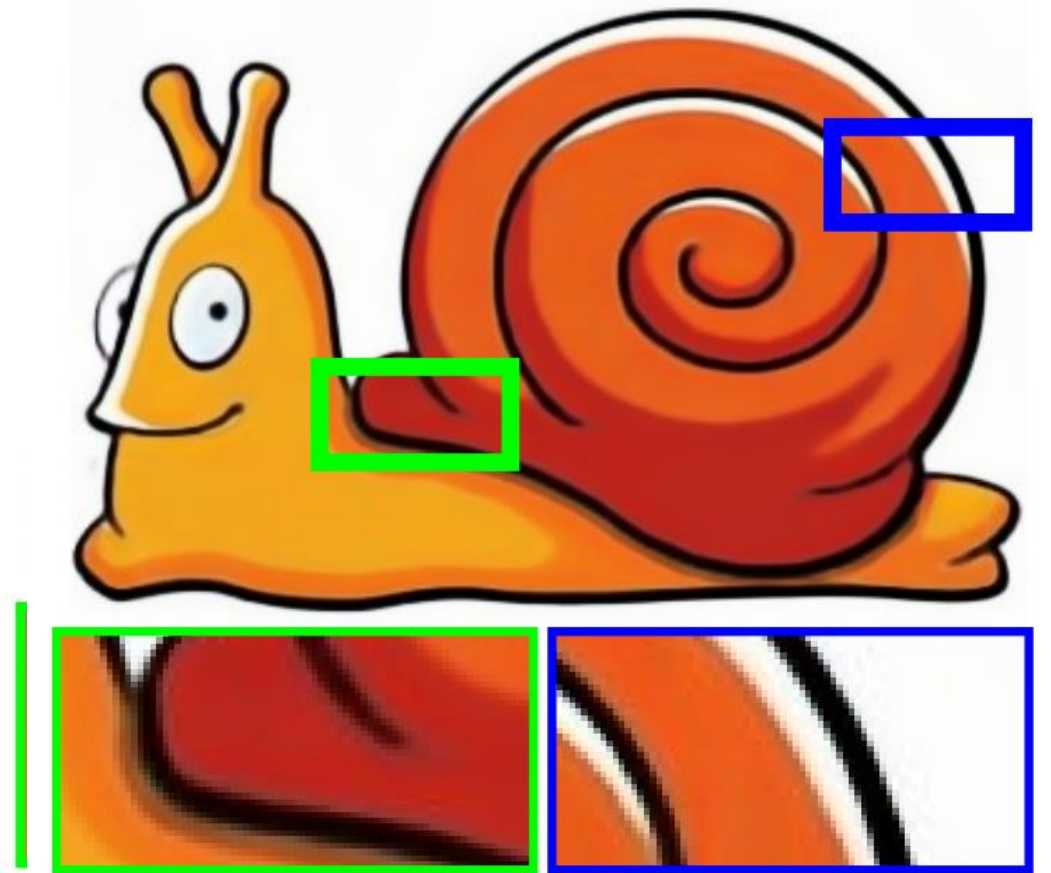
100 iterations

Training requires early stopping, otherwise corrupted image is reproduced

Example: JPEG artifact removal



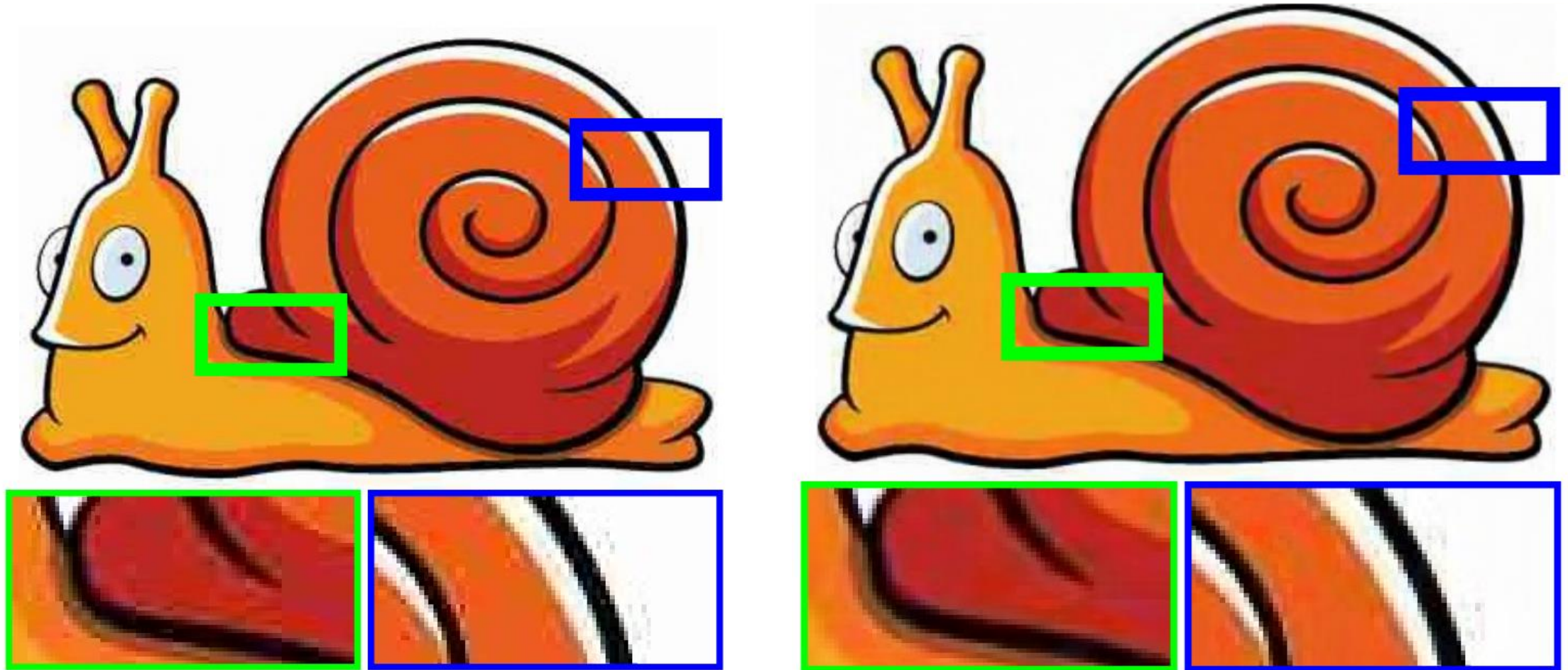
Corrupted



2400 iterations

Training requires early stopping, otherwise corrupted image is reproduced

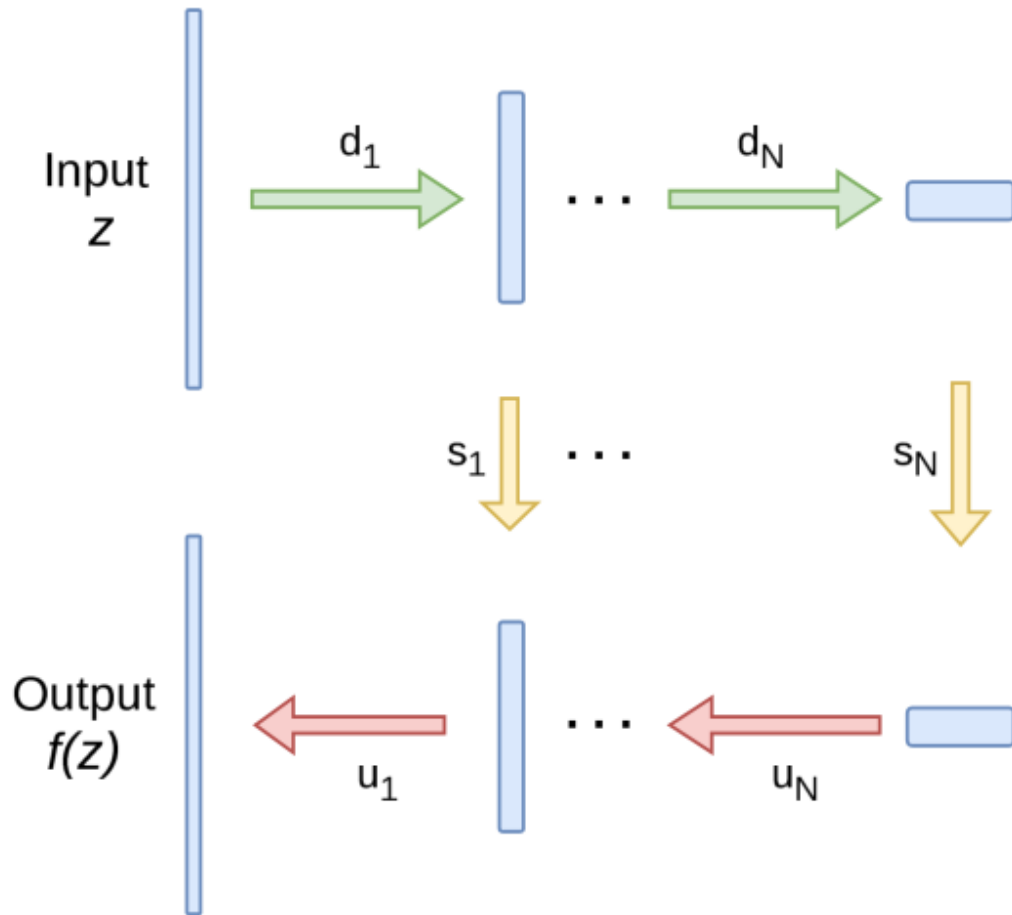
Example: JPEG artifact removal



Corrupted

50K iterations

Used architecture: Encoder + decoder / U-net



Architecture

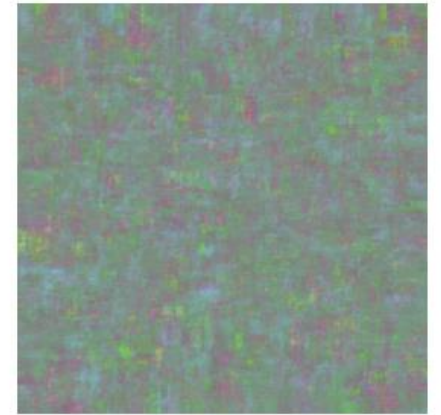
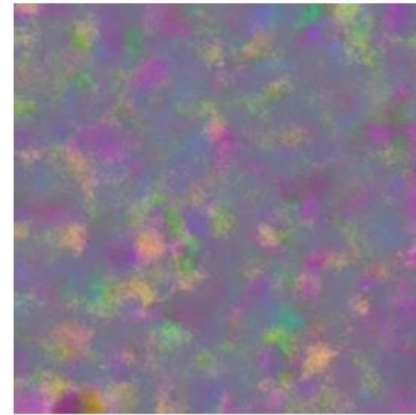
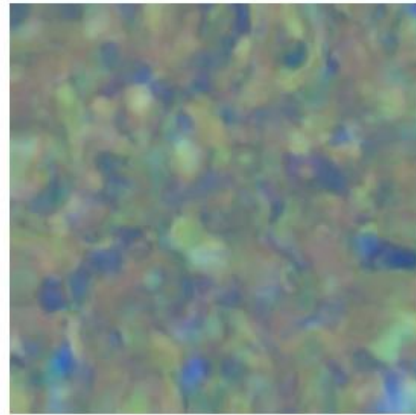
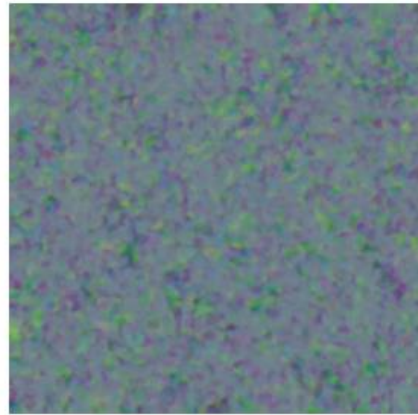
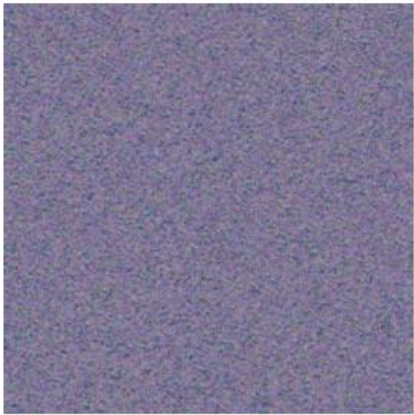
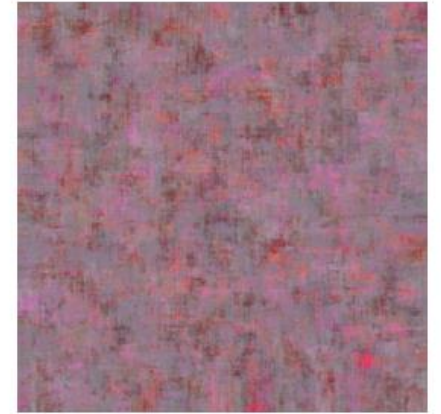
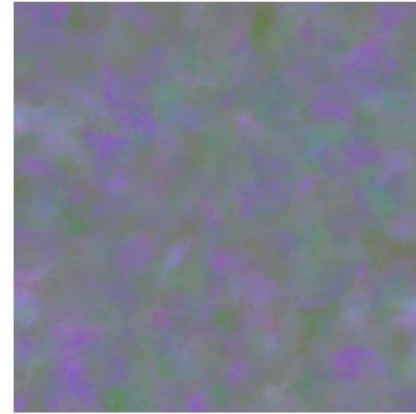
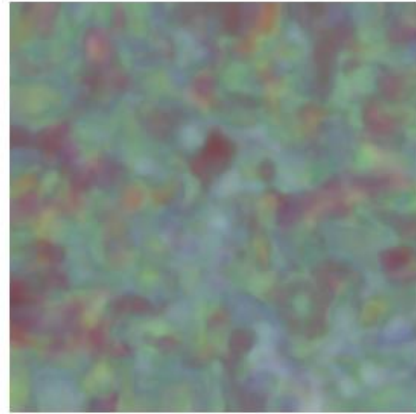
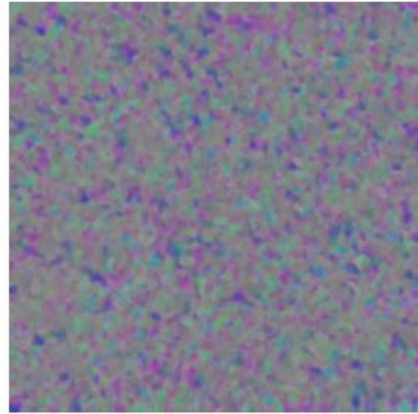
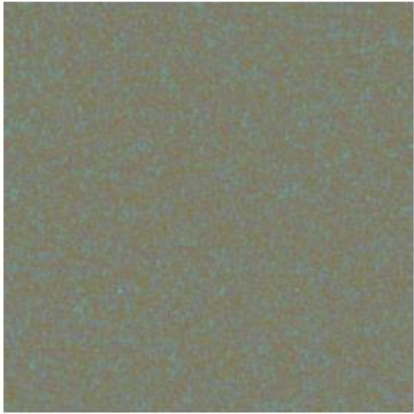
- 5-6 downsampling layers + 5-6 upsampling layers
- Each layer 2x:
 - Convolution
 - Batch-Norm
 - Leaky ReLU
 - No skip connection / residual
- Downsampling: Strides during first convolution
- Upsampling: nearest / bilinear

Hyperparameters

- Similar across tasks, but slightly tuned
- 2000 – 3000 optimization steps
- Adam: LR = 10^{-1} - 10^{-3}

Why it works: U-nets produce image-like outputs

Outputs of untrained, randomly initialized U-nets $f_{\theta_0}(z)$



a) Hourglass-1

b) Hourglass-3

c) Hourglass-5

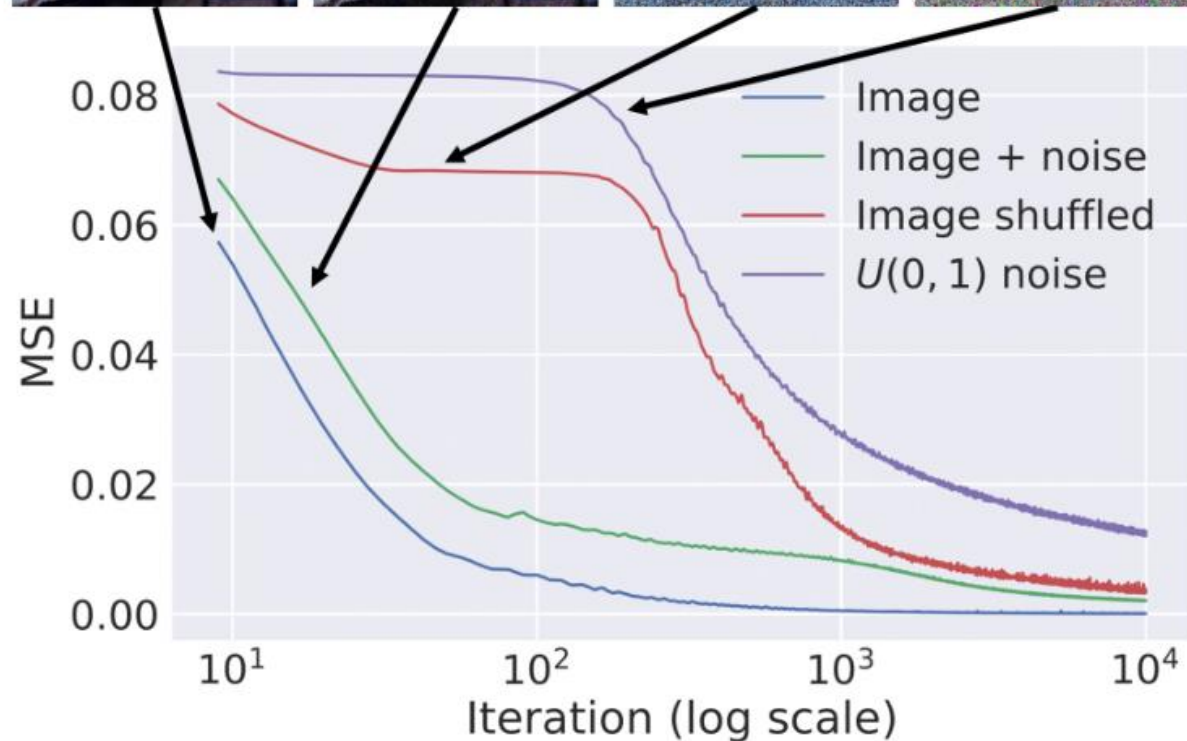
d) Skip-5

e) Skip-5-nearest

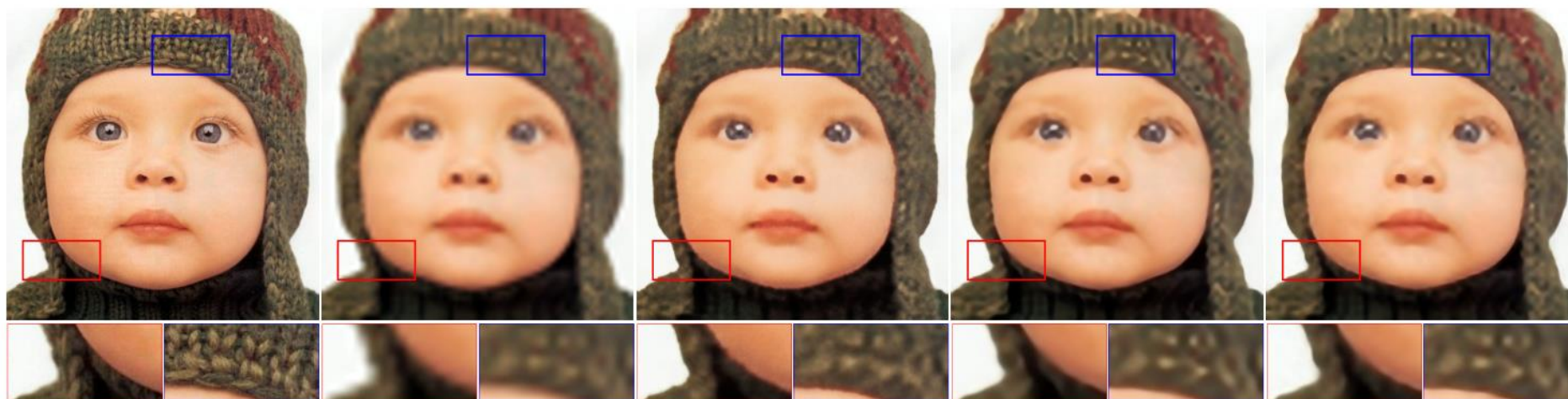
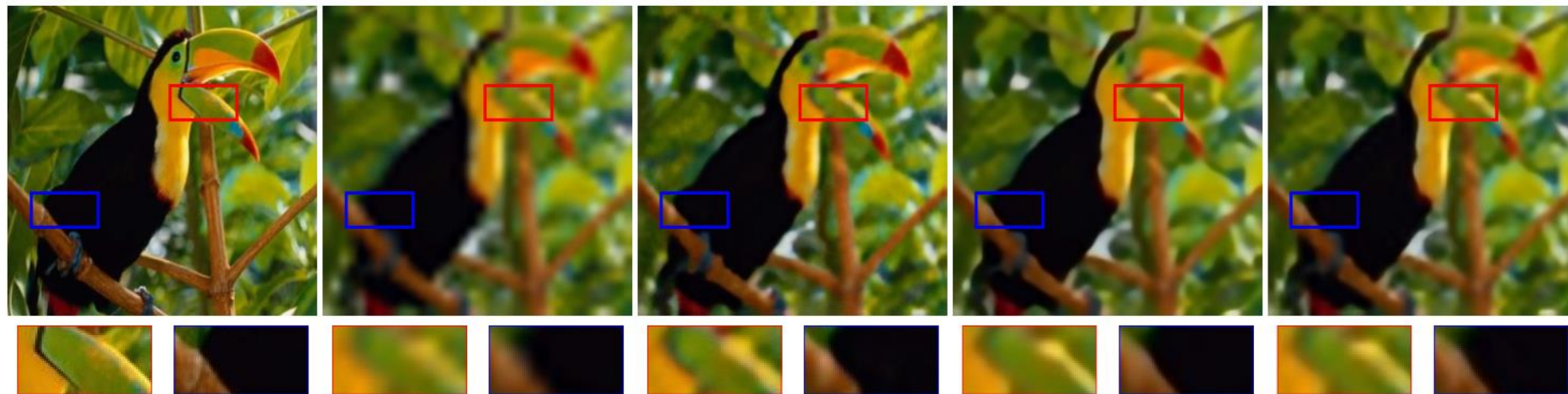
Why it works: U-nets can easily model images, but struggle to reproduce high-frequency noise



$$MSE = \|x_0 - f_{\theta}(z)\|^2$$



Pretty pictures: Super-resolution



(f) Original image

(g) Bicubic,
Not trained

(h) Ours,
Not trained

(i) LapSRN,
Trained

(j) VDSR,
Trained

Pretty picture: Activation maximization for AlexNet

Which input looks most like a Cheesburger?

Deep Image
Prior

Black Swan



a

Goose



b

Frog



c

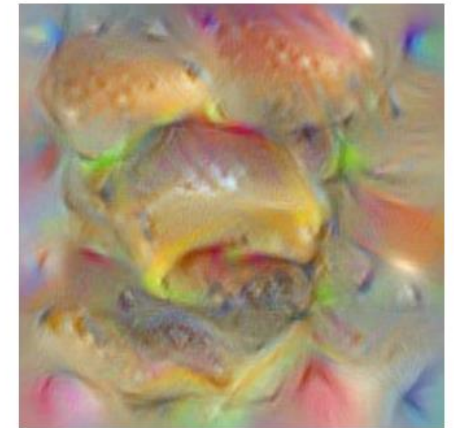
Cheeseburger



d

AlexNet activation maximization with Deep Image Prior

Total Variation
Prior



AlexNet activation maximization with Total Variation prior [38]

Pretty pictures: Inpainting



(a) Input (white=masked)



(b) Encoder-decoder, depth=6

Pretty pictures: Inpainting



(a) Input (white=masked)



(e) ResNet, depth=8

Adding skip connections (i.e. ResNet) deteriorates image prior

Unexpected Overlap

“ ... Deep image prior is also used in [6] to perform phase retrieval for Fourier ptychography. ”

[6] Boominathan, L., Maniparambil, M., Gupta, H., Baburajan, R., Mitra, K.: Phase retrieval for fourier ptychography under varying amount of measurements. CoRR (2018)