

What we do in the Shadows GANs

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Who am I



ML Engineer @ Rails Reactor

ML Engineer @ [REDACTED] (censored)



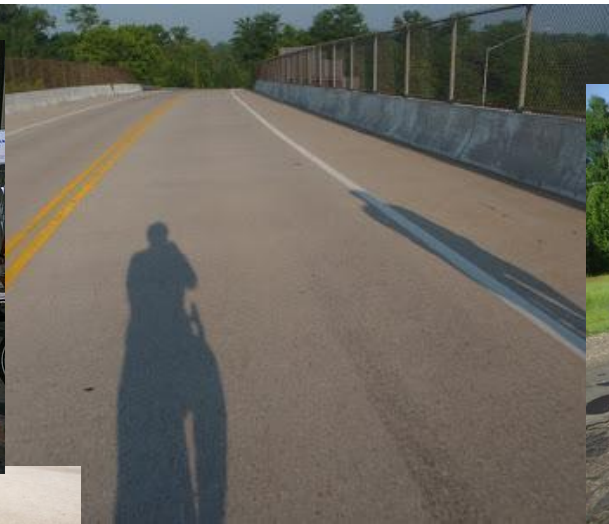
Disclaimer!

All the provided information based on open publication and datasets

Agenda

- Motivation
- Shadow detection
- Shadow removal
- Shadow generation
- Summary

What's wrong with shadows?



What do we want?



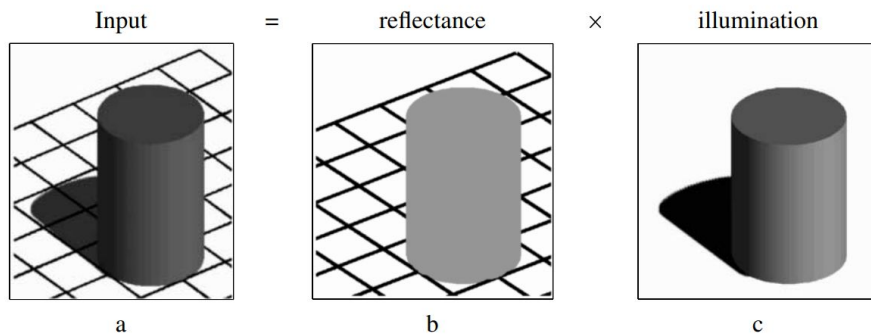
Datasets

SBU Dataset ([link](#)) - this new dataset contains 4,727 images (4,089 train images and 638 test images) with pixel based ground truth.

ISTD Dataset ([link](#)) - it contains 1870 triplets of shadow, shadow mask and shadow-free image under 135 different scenarios.

Approach #1 - Shadow Detection

Intrinsic image - get reflectance and illuminance constituents.

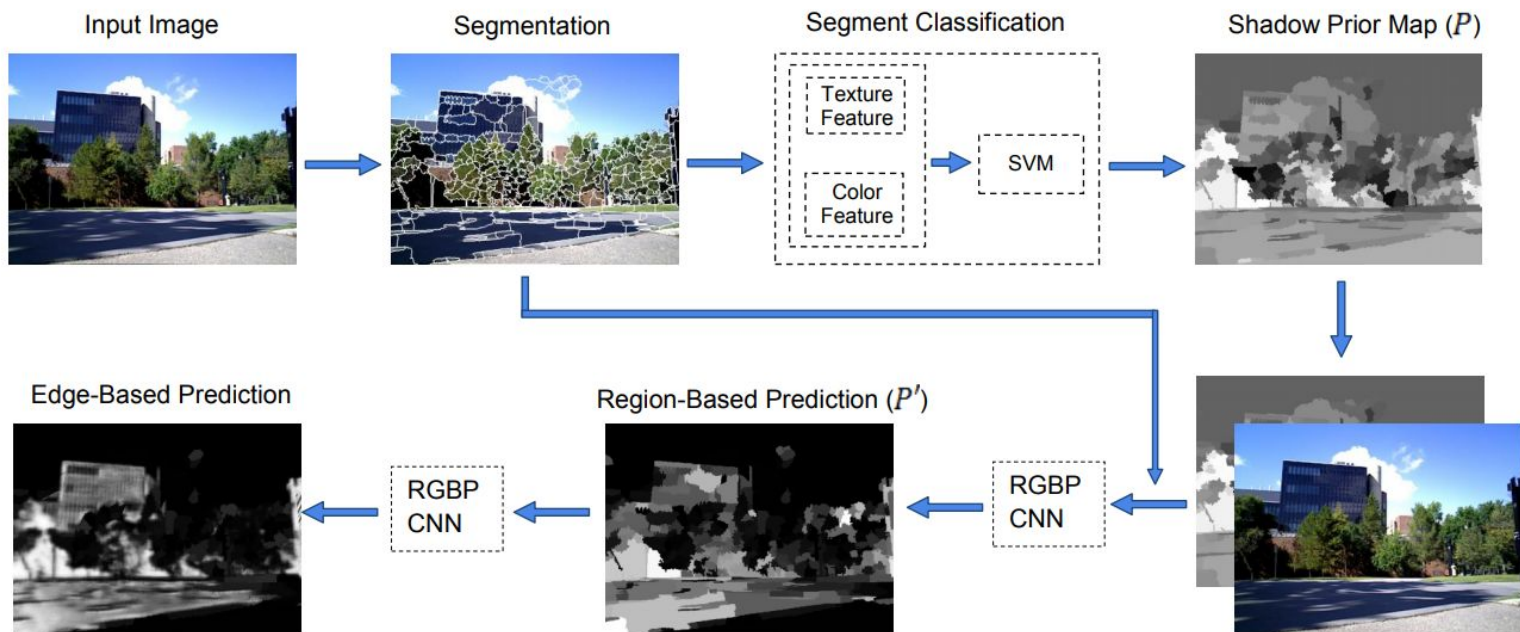


Cons:

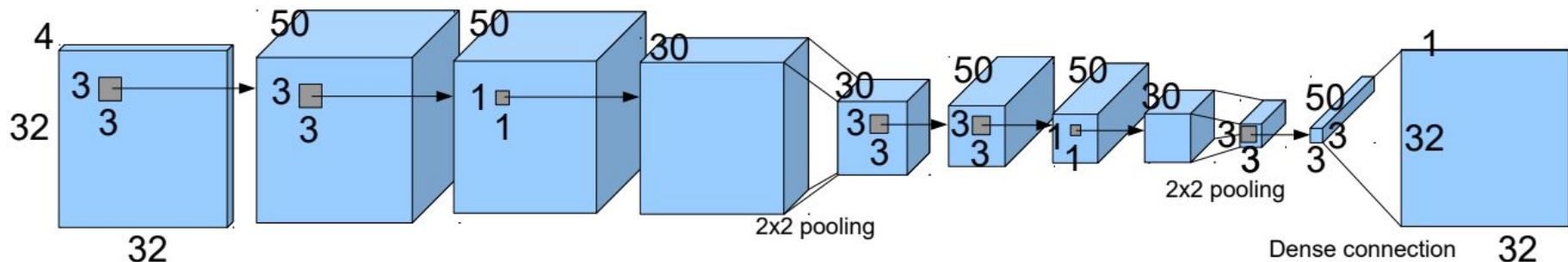
- environment calibration
- twilight/night
- spectral properties of the camera
- modify the original color and intensity of images

Shadow Detection

Fast Shadow Detection from a Single Image Using a Patched Convolutional Neural Network (2018)



Patched-CNN



Input: 32x32 RGBP path

NN: 6 conv 2 pooling and one fully connected layers

Output: probability map of patch

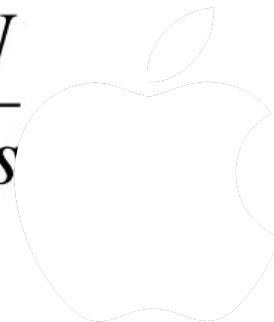
Loss: negative log-likelihood of the prediction of all pixels

Evaluation Metric

$$\textit{ShadowAccuracy} = \frac{TP}{\textit{all shadow pixels}}$$

$$\textit{Non-shadowAccuracy} = \frac{TN}{\textit{all non-shadow pixels}}$$

$$\textit{TotalAccuracy} = \frac{TP + TN}{\textit{all pixels}}$$



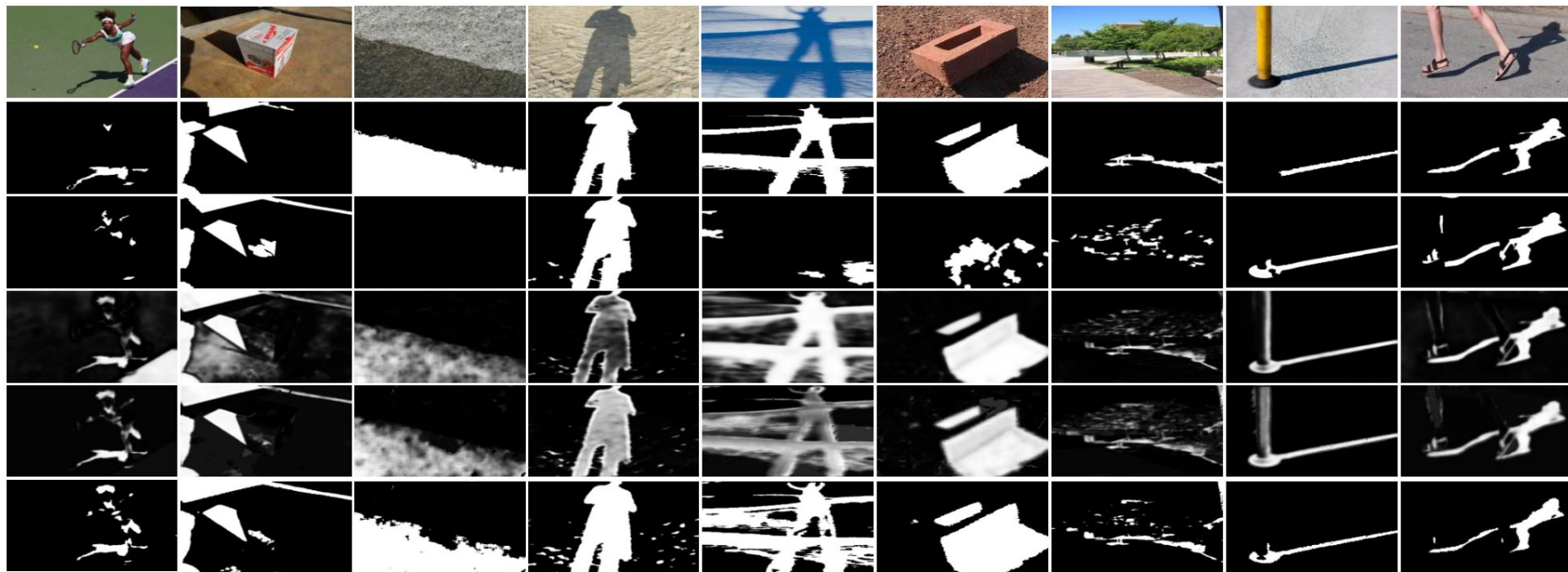


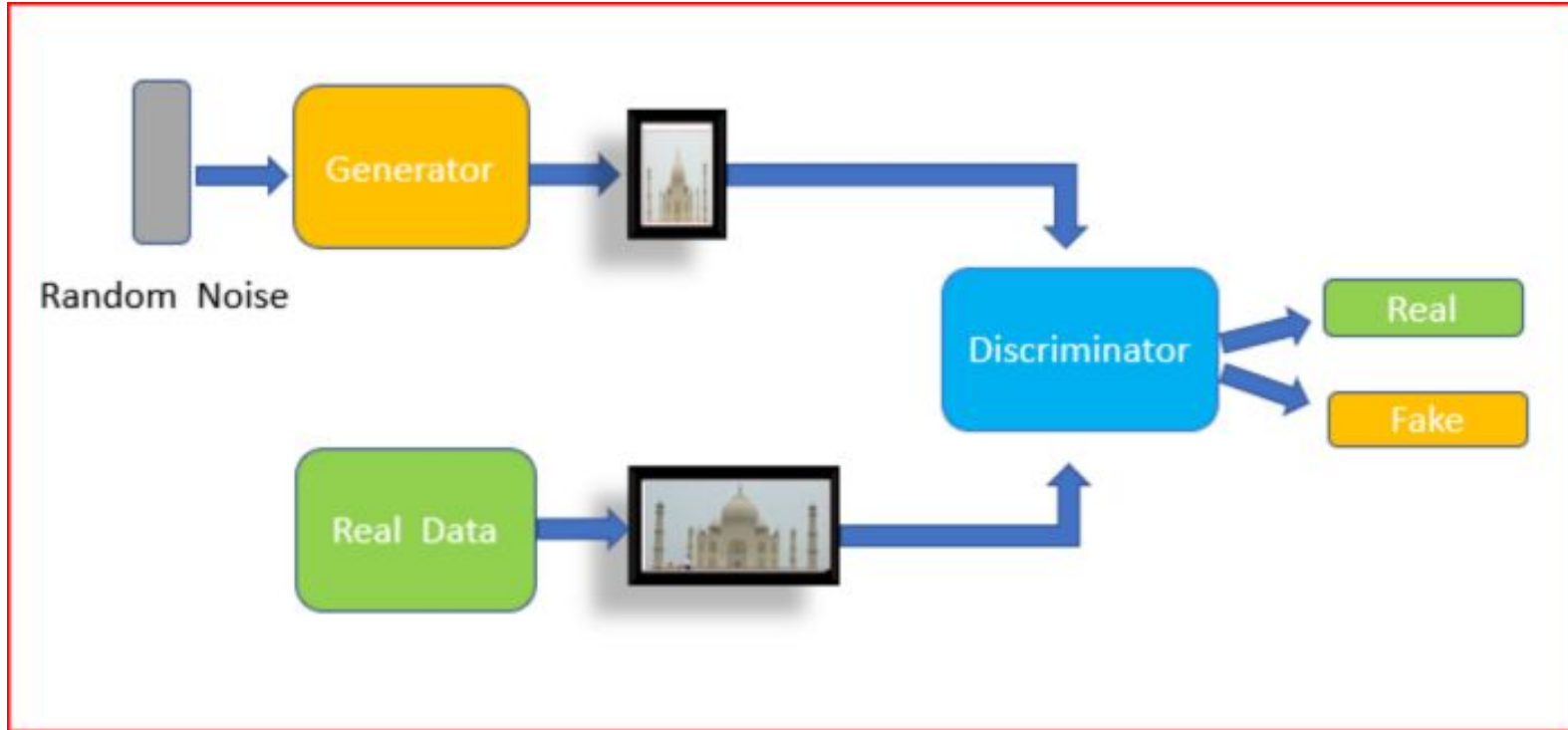
Fig. 2. Comparison of our qualitative results with the results of other methods. Rows from top to bottom: input images, ground truths, results of unary-pairwise method, results of stacked-CNN, obtained probability map of our method, binary mask of shadows based on the probability map of our method.

Shadow detected

What next?



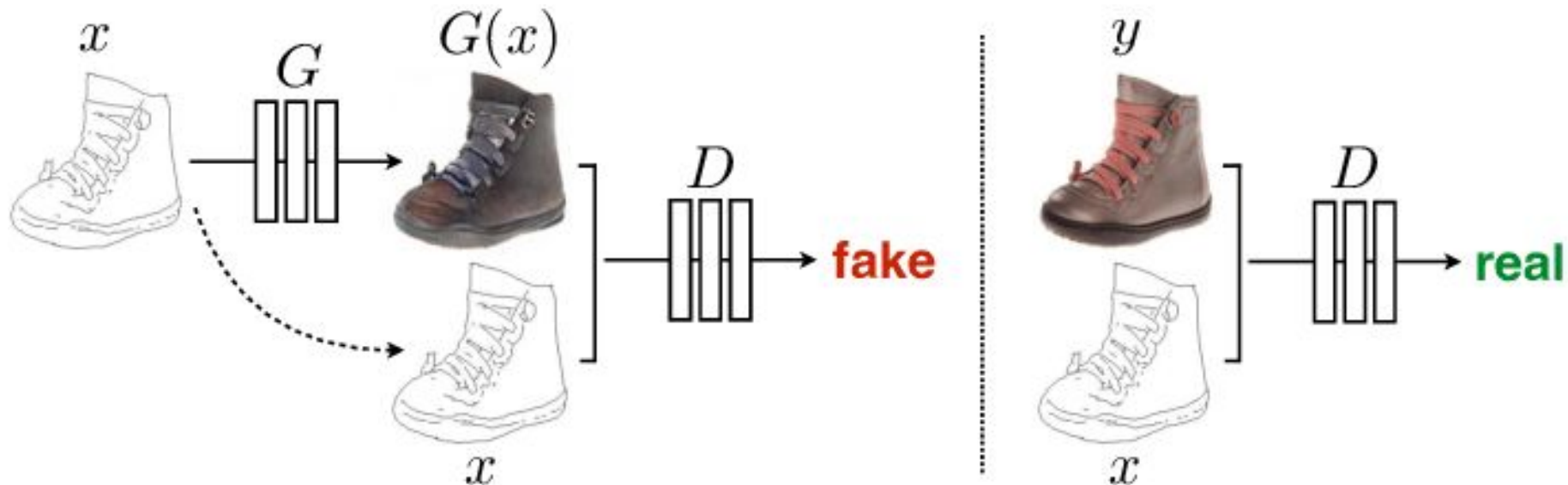
Generative Adversarial Networks



GAN objective

$$\min_G \max_D V(D, G) = \mathbb{E}_{\mathbf{x} \in p_{\text{data}}(\mathbf{x})} [\log D(\mathbf{x})] + \mathbb{E}_{\mathbf{z} \in p_{\mathbf{z}}(\mathbf{z})} [\log(1 - D(G(\mathbf{z})))]$$

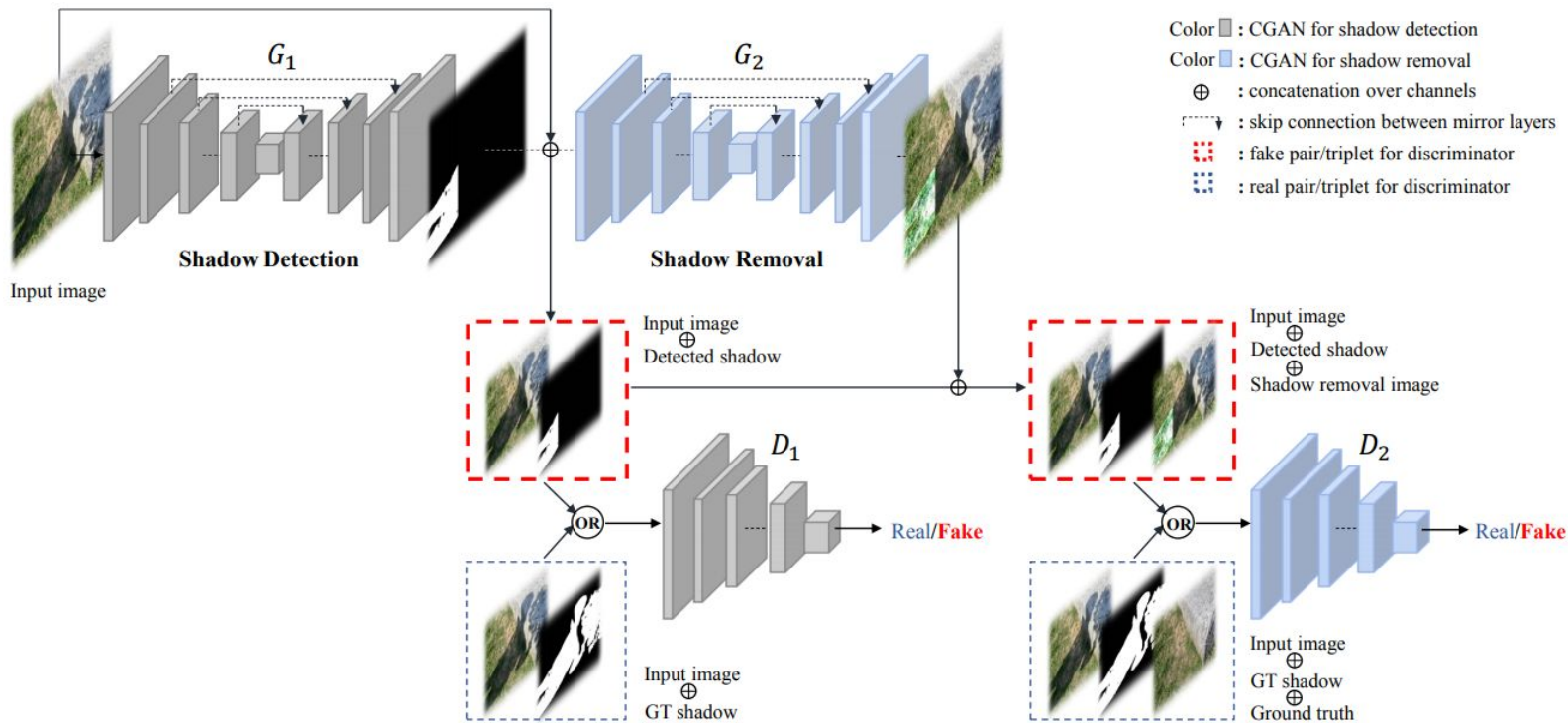
Conditional GAN



Conditional GAN

$$\min_G \max_D V(D, G) = \mathbb{E}_{\mathbf{x} \sim p_{\text{data}}(\mathbf{x})} [\log D(\mathbf{x}|\mathbf{y})] + \mathbb{E}_{\mathbf{z} \sim p_z(\mathbf{z})} [\log(1 - D(G(\mathbf{z}|\mathbf{y})))].$$

Approach #2 - Shadow Detection & Removing



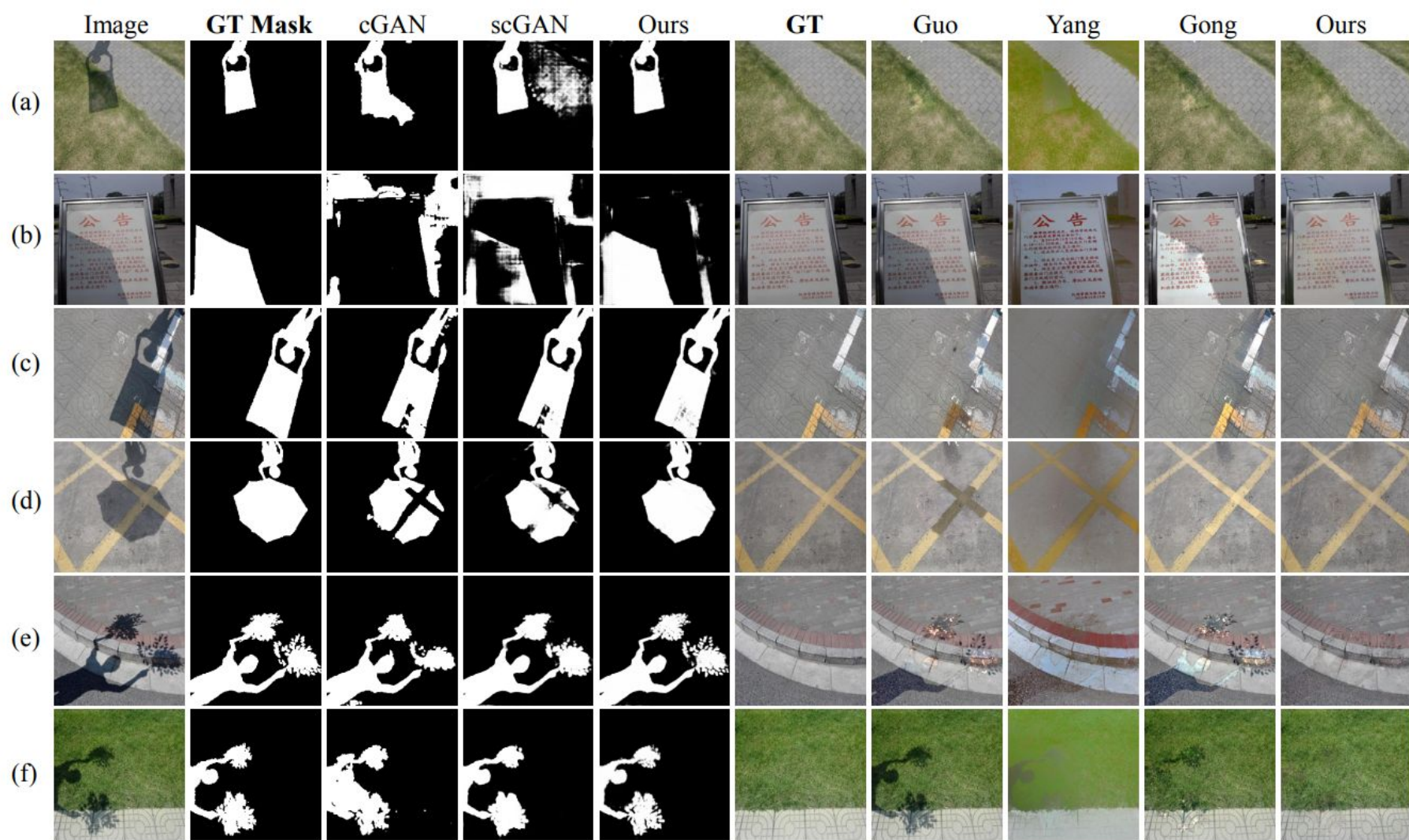
Shadow Detection & Removing

$$\min_{G_1, G_2} \max_{D_1, D_2} \mathcal{L}_{data_1}(G_1) + \lambda_1 \mathcal{L}_{data_2}(G_2|G_1) + \lambda_2 \mathcal{L}_{CGAN_1}(G_1, D_1) + \lambda_3 \mathcal{L}_{CGAN_2}(G_2, D_2|G_1).$$

$$BER = 1 - \frac{1}{2} \left(\frac{TP}{TP + FN} + \frac{TN}{TN + FP} \right)$$

Detection: Balance Error Rate (BER) for ground-truth masks and the predicted ones.

Removal: Root Mean Square Error (RMSE) in LAB color space between the ground truth shadow-free image and the recovered image.



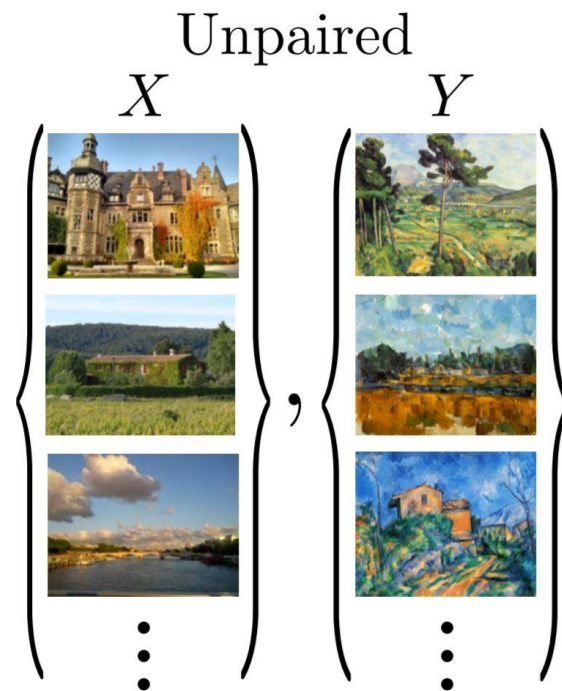
Shadow Detection & Removing



Approach #3 - Shadow Generation/Augmentation



Cycle GAN - Datasets



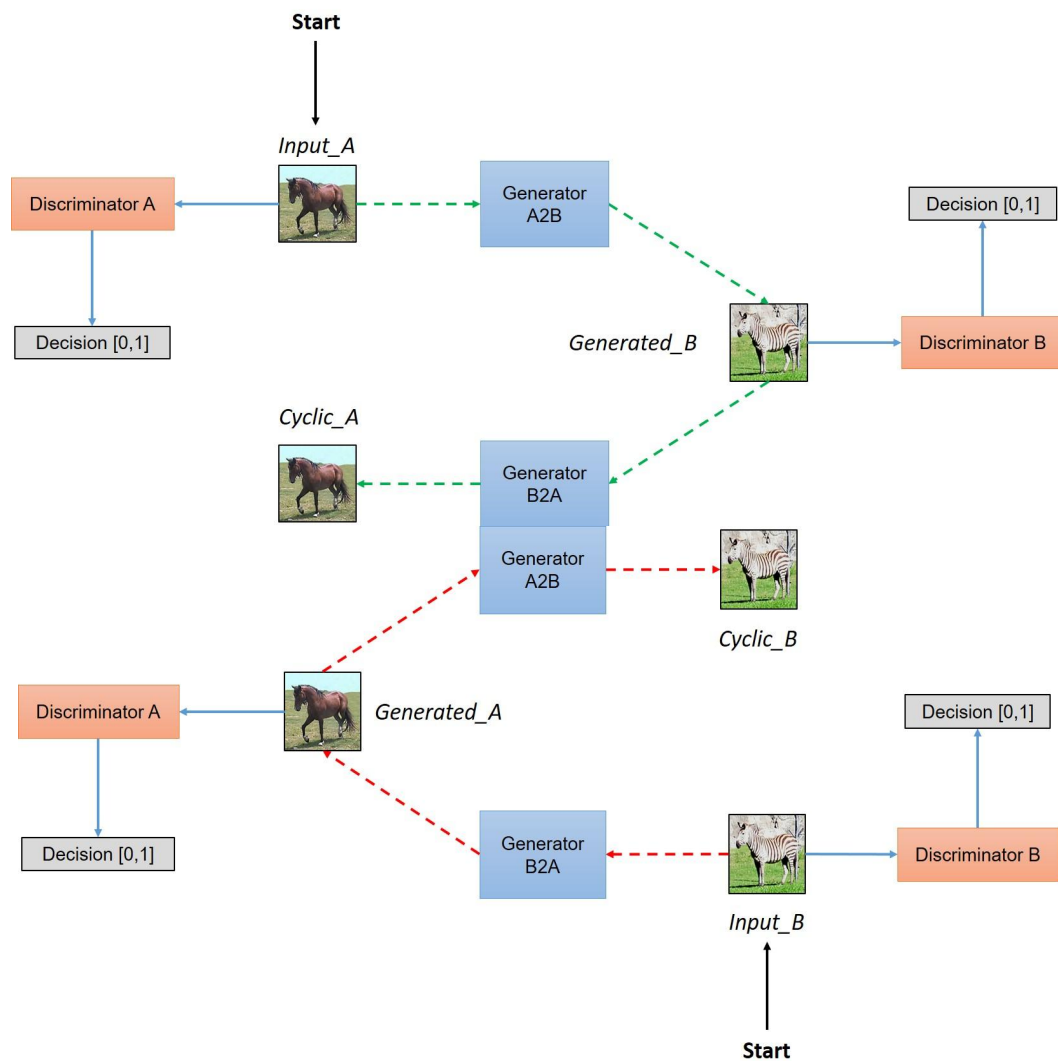
Cycle GAN

Unpaired Image-to-Image Translation

using

Cycle-Consistent Adversarial Networks

(2017)



Cycle GAN objective

$$\begin{aligned}\mathcal{L}(G, F, D_X, D_Y) = & \mathcal{L}_{\text{GAN}}(G, D_Y, X, Y) \\ & + \mathcal{L}_{\text{GAN}}(F, D_X, Y, X) \\ & + \lambda \mathcal{L}_{\text{cyc}}(G, F),\end{aligned}$$

Cycle GAN

Input



Output



Input



Output



horse $\rightarrow$ zebra

Input



Output



zebra $\rightarrow$ horse



Cycle GAN

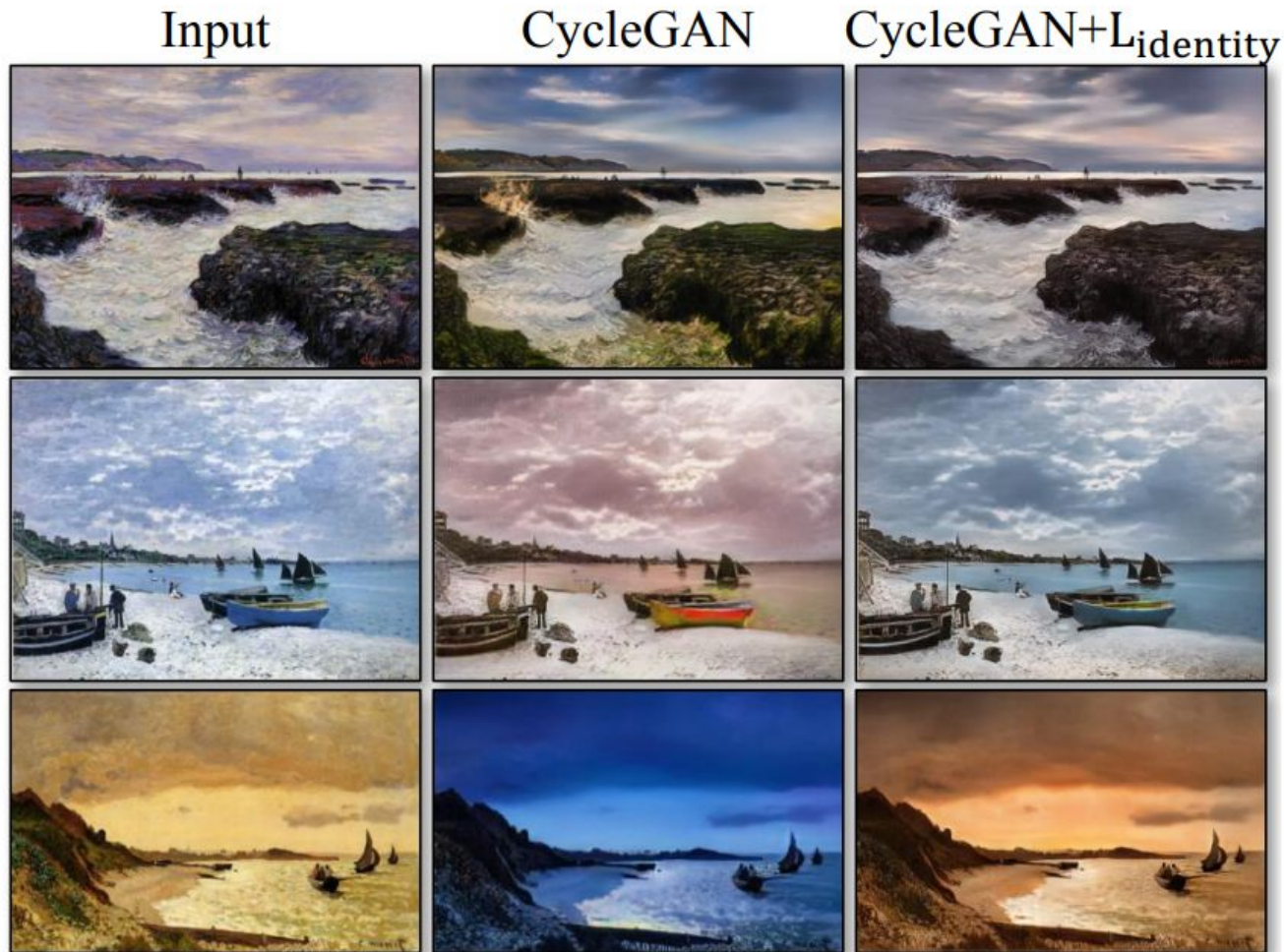


Identity Loss

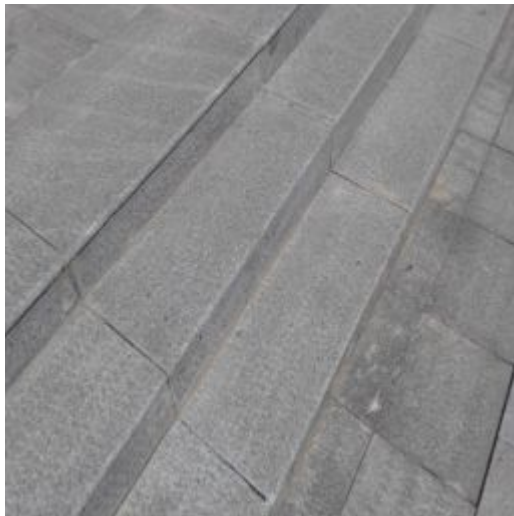
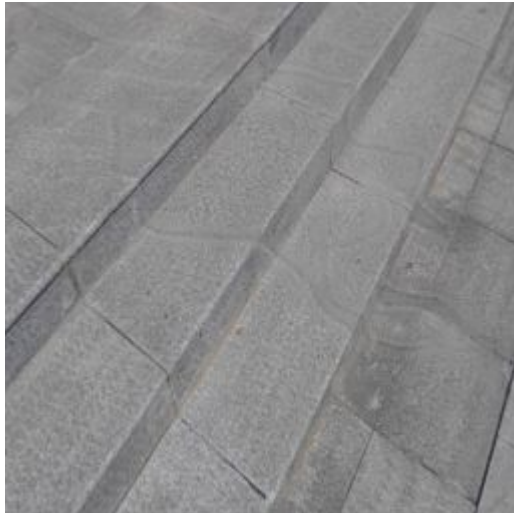
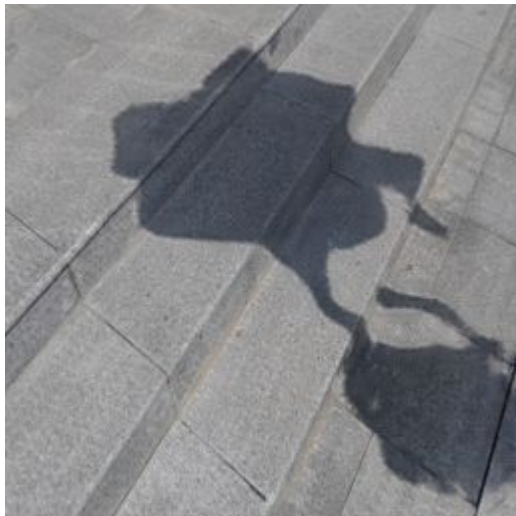
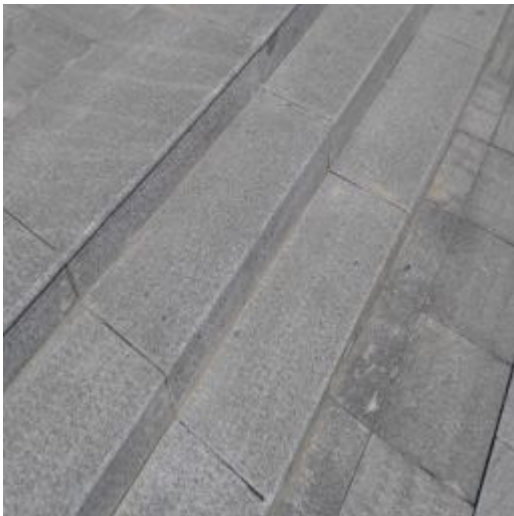
$$\mathcal{L}_{\text{identity}}(G, F) =$$

$$\mathbb{E}_{y \sim p_{\text{data}}(y)} [\|G(y) - y\|_1] +$$

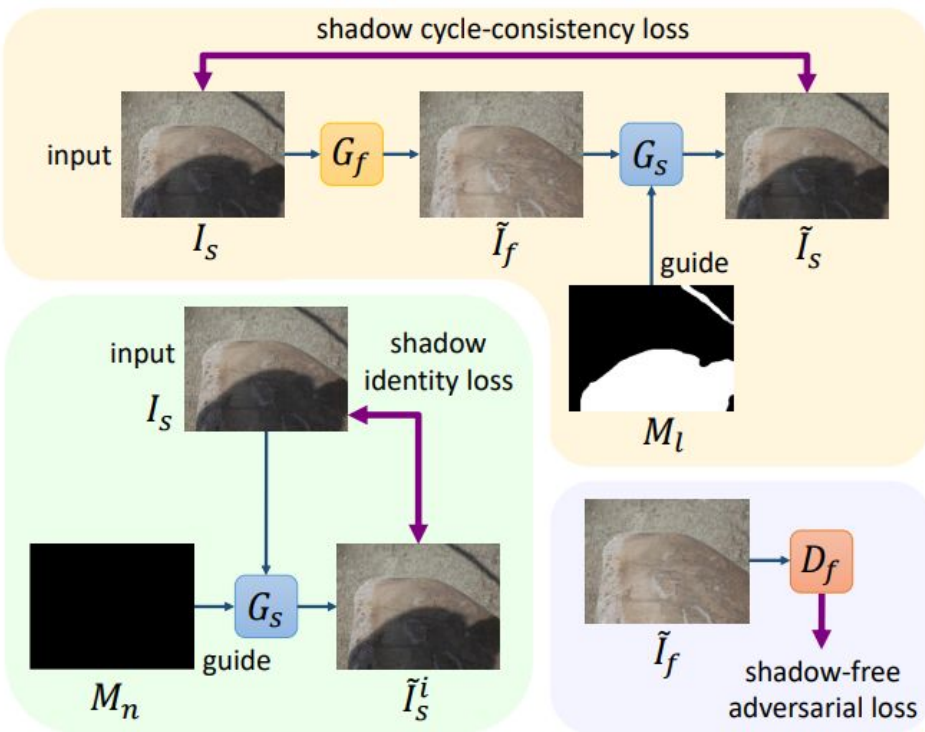
$$\mathbb{E}_{x \sim p_{\text{data}}(x)} [\|F(x) - x\|_1].$$



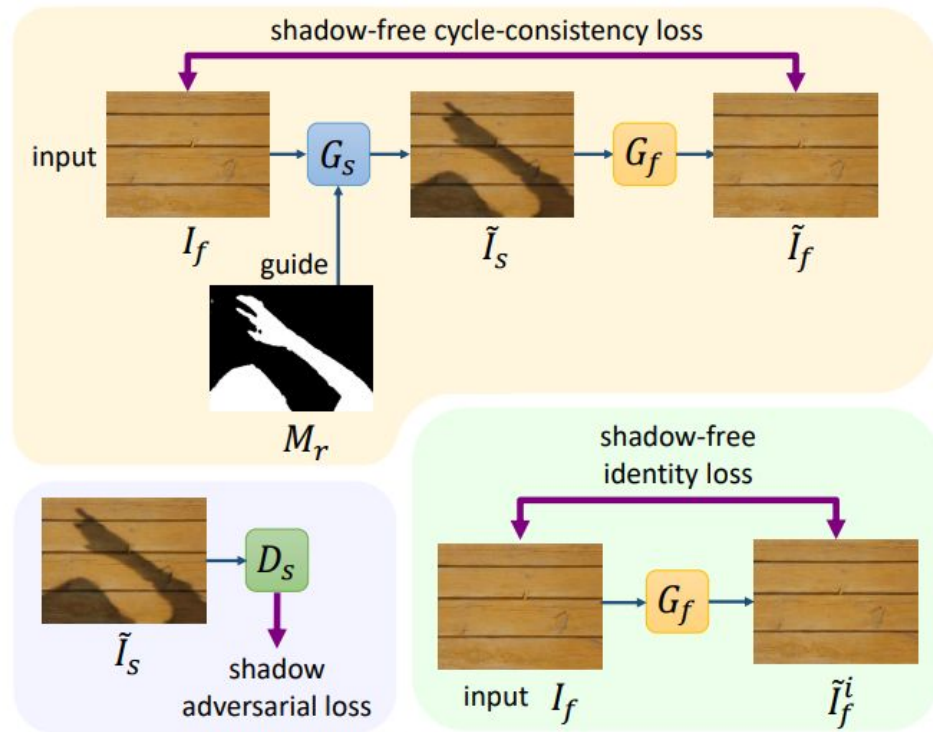
Cycle GAN



Mask-ShadowGAN



(a) Learning from shadow images



(b) Learning from shadow-free images

Mask-ShadowGAN

$$\begin{aligned} L_{final}(G_s, G_f, D_s, D_f) \\ = \omega_1 (L_{GAN}^a(G_f, D_f) + L_{GAN}^b(G_s, D_s)) \\ + \omega_2 (L_{cycle}^a(G_f, G_s) + L_{cycle}^b(G_s, G_f)) \\ + \omega_3 (L_{identity}^a(G_s) + L_{identity}^b(G_f)) . \end{aligned}$$

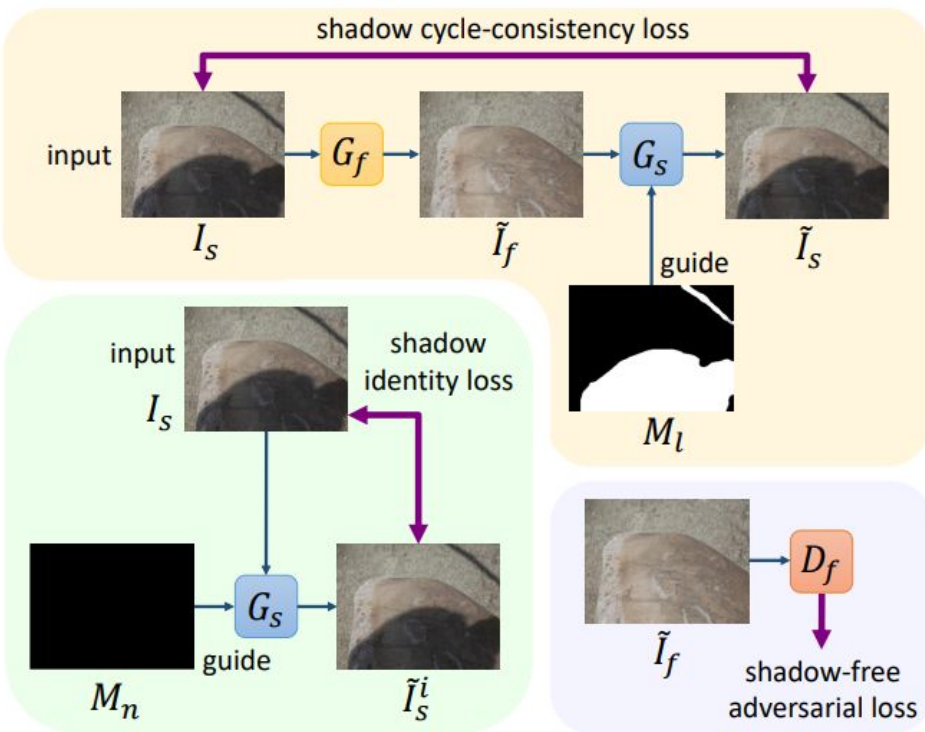
Mask-ShadowGAN



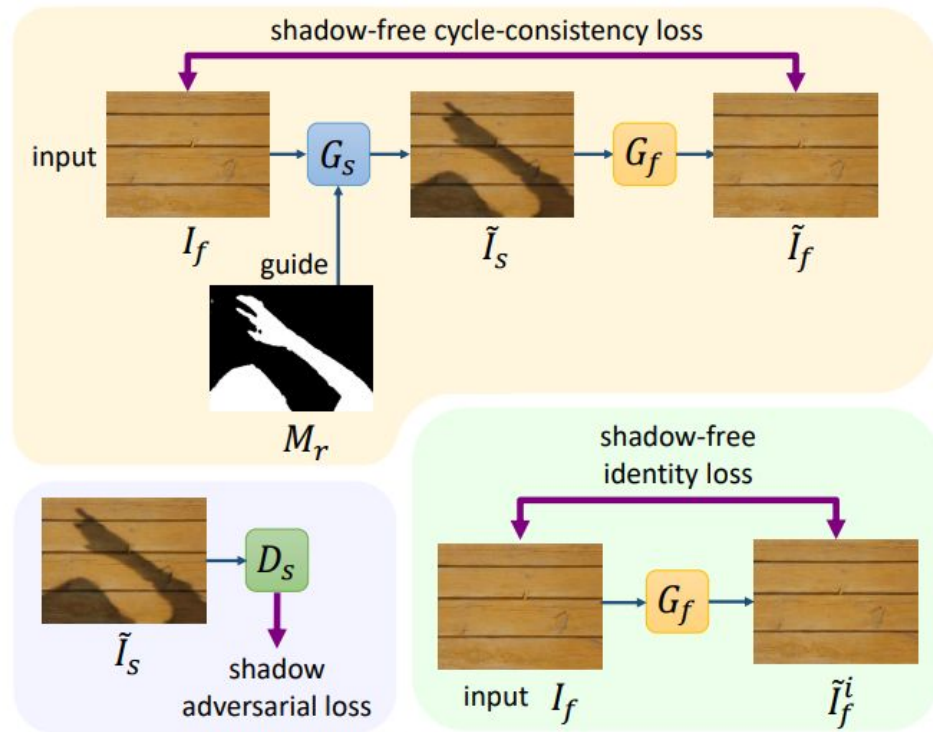
Mask-ShadowGAN



Mask-ShadowGAN



(a) Learning from shadow images



(b) Learning from shadow-free images

Summary



Thanks for your time and attention!

Questions?

