



北京交通大学  
BEIJING JIAOTONG UNIVERSITY



数字媒体信息处理研究中心  
Center of Digital Media Information Processing

Meeting of Paper Sharing

# Insight into the Super-Resolution Network

Qi Tang  
2023/2/19

# Interpreting Super-Resolution Networks with Local Attribution Maps

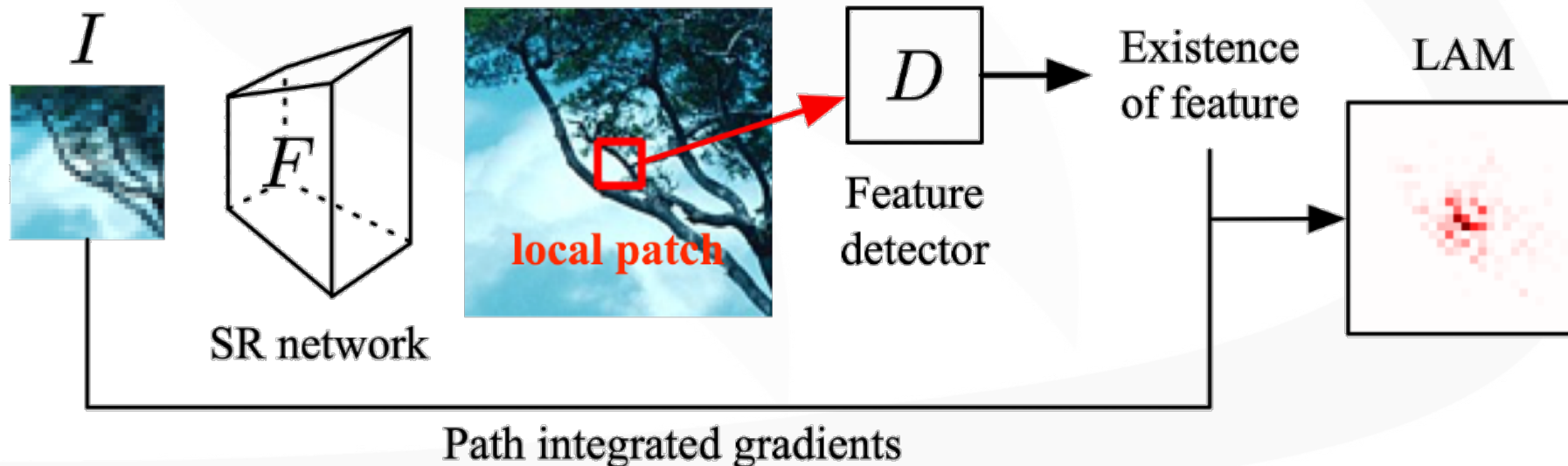
Jinjin Gu<sup>1</sup>

Chao Dong<sup>2,3</sup>

<sup>1</sup>School of Electrical and Information Engineering, The University of Sydney.

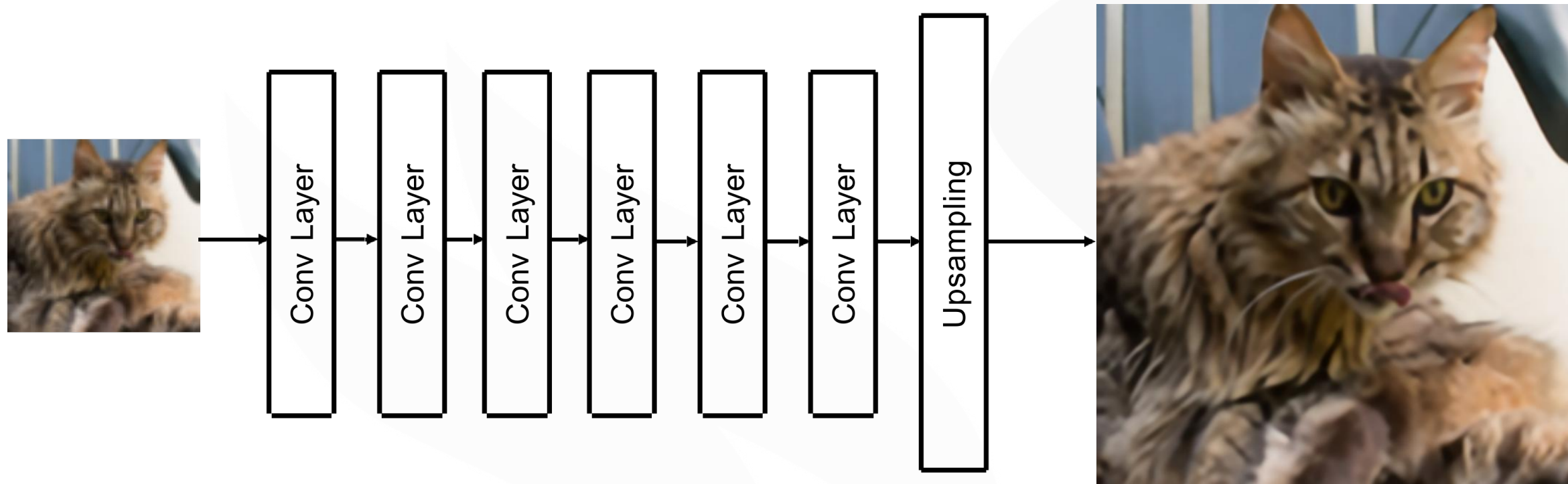
<sup>2</sup>Key Laboratory of Human-Machine Intelligence-Synergy Systems,  
Shenzhen Institutes of Advanced Technology, Chinese Academy of Sciences.

<sup>3</sup>SIAT Branch, Shenzhen Institute of Artificial Intelligence and Robotics for Society





## Super-Resolution Networks



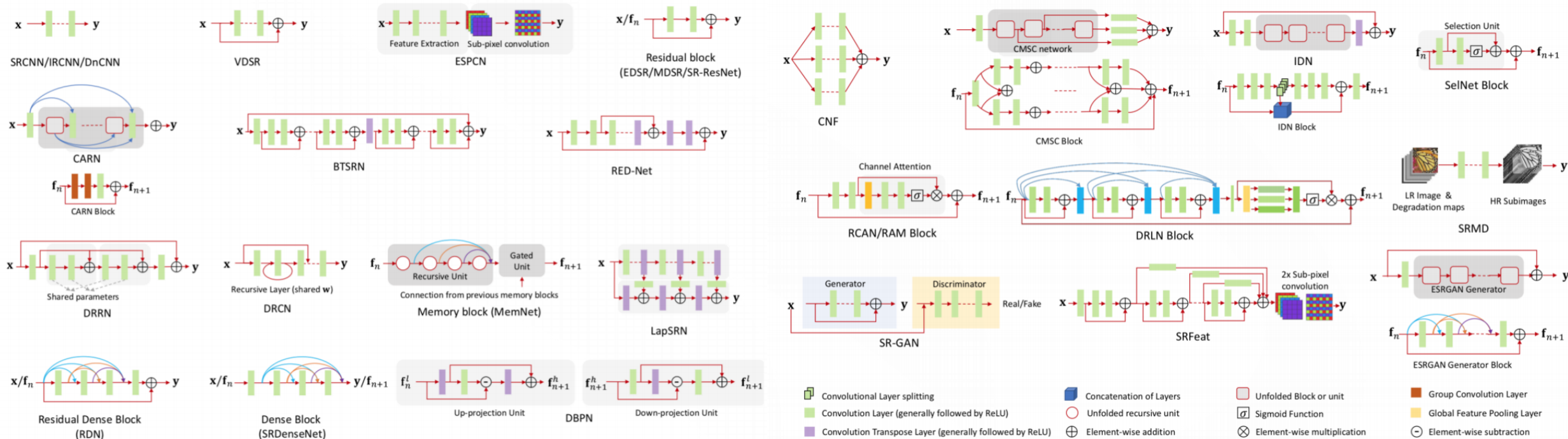
SR networks build up of convolutional layers and upsampling blocks, with parameter  $\theta$ .  
SR networks are trained using thousands of image pairs.

# Pixel: What pixels contribute most to restoration?



## Super-Resolution Networks

Many SR network architectures have been proposed.  
What makes their different performance?



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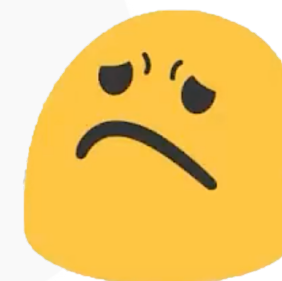


## ↗ SR networks are still mysterious

Have you met these scenarios?

- Do you need multi-scale architecture or a larger receptive field?
- Does non-local attention module work as you want?
- Why different SR networks perform differently?

**We lack understanding toward these questions  
And also research tools**

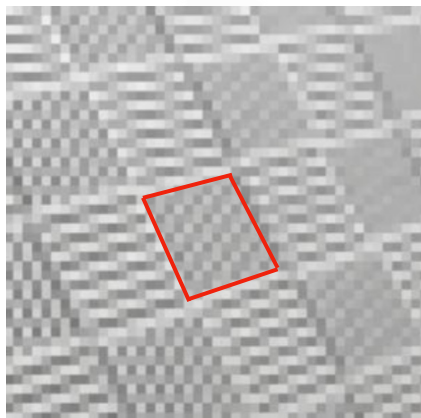


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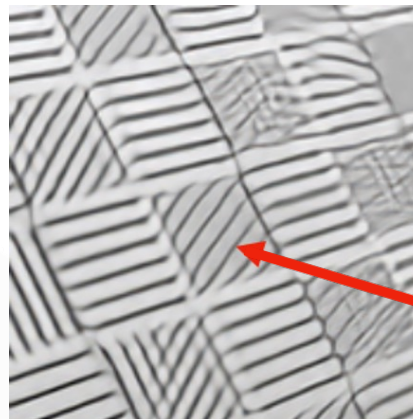
# Pixel: What pixels contribute most to restoration?



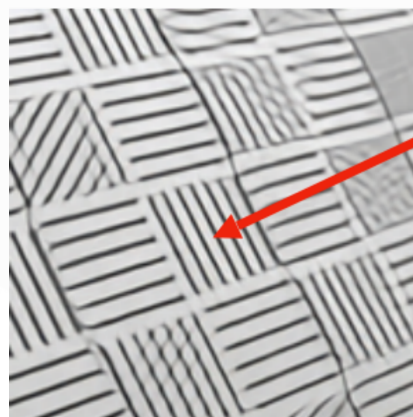
## Attribution Analysis



Input Image



EDSR



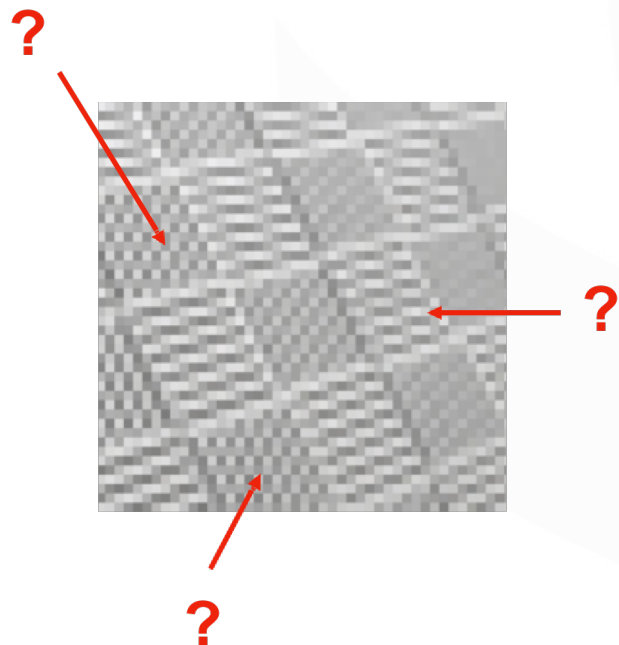
RARN

Why RARN gives correct results in the center?

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## Attribution Analysis



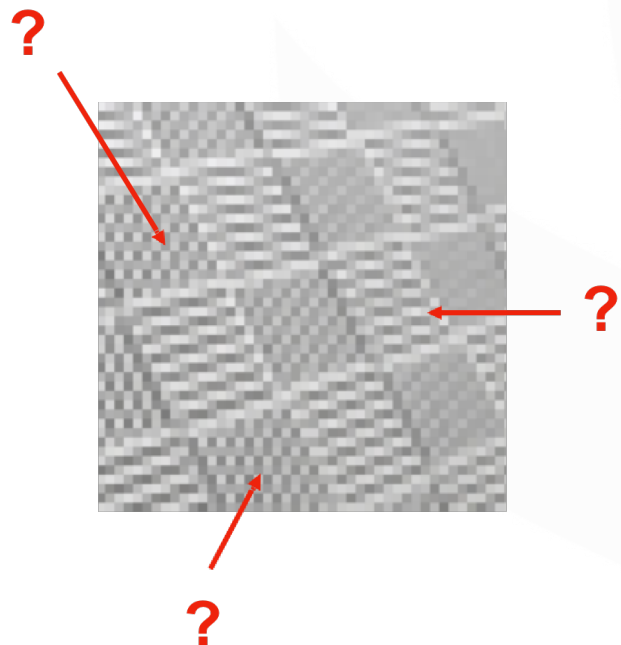
What did RNAN notice from the input that allowed it to make the correct prediction?

Does EDSR notice this information?

# Pixel: What pixels contribute most to restoration?



## Attribution Analysis



Identify input features responsible for SR results.



# Pixel: What pixels contribute most to restoration?

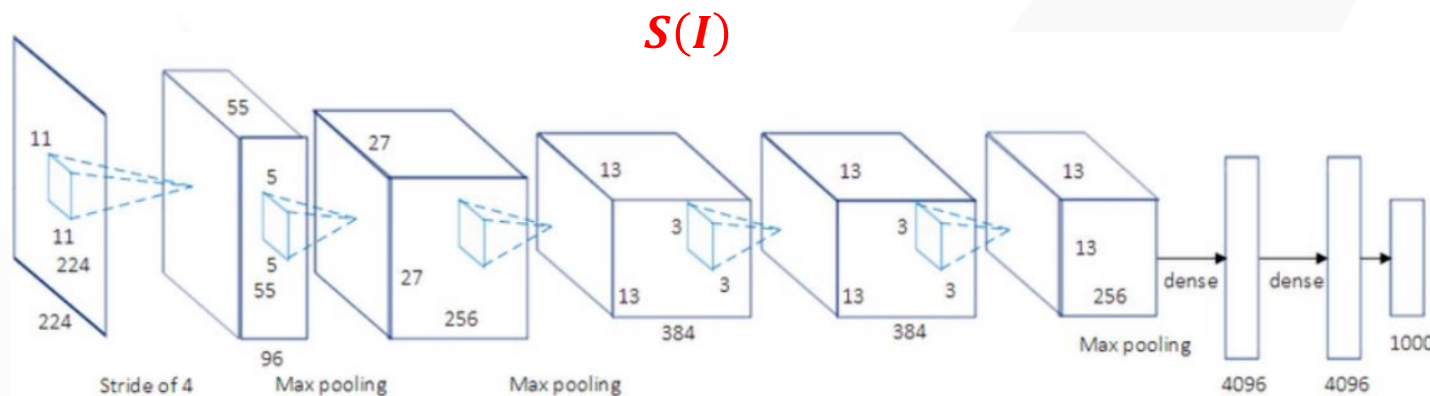
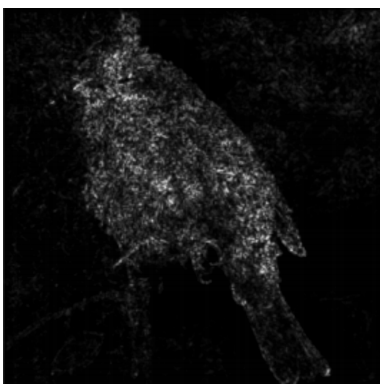


## Attribution Analysis for High-level Networks

What is  $S(I)$  looking at?



$I$



98% house finch  
10% bird  
1% People

Backprop methods: gradient

$$\text{Grad}_S(I) = \frac{\partial S(I)}{\partial I}$$

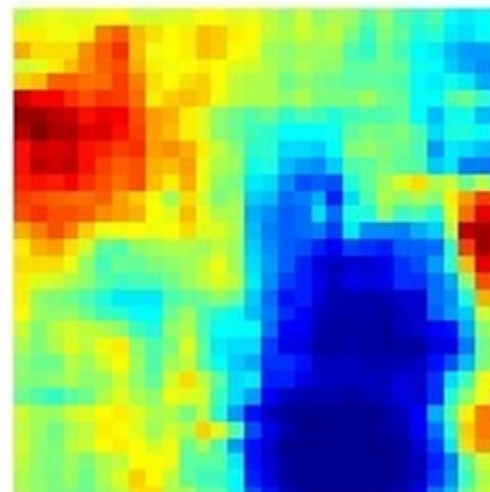
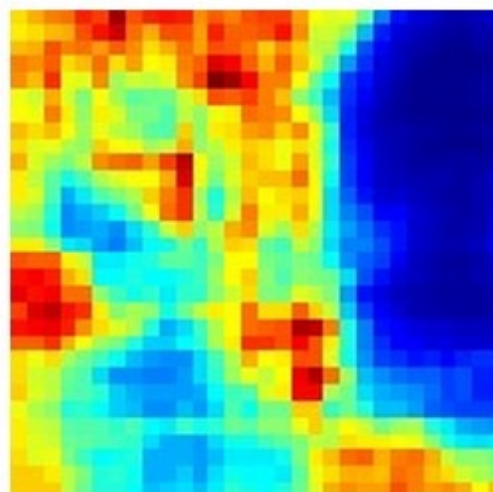
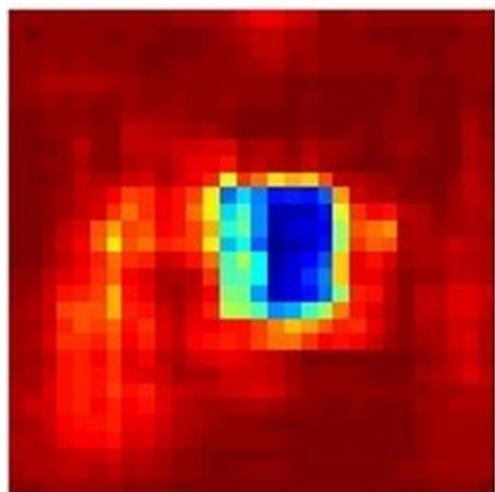
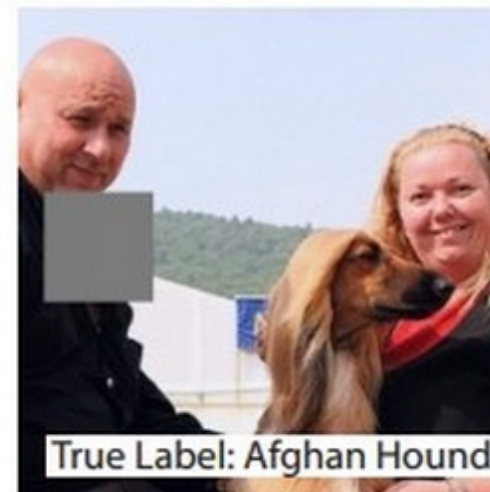
The visualized attribution map

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# Pixel: What pixels contribute most to restoration?



## Attribution Analysis for High-level Networks



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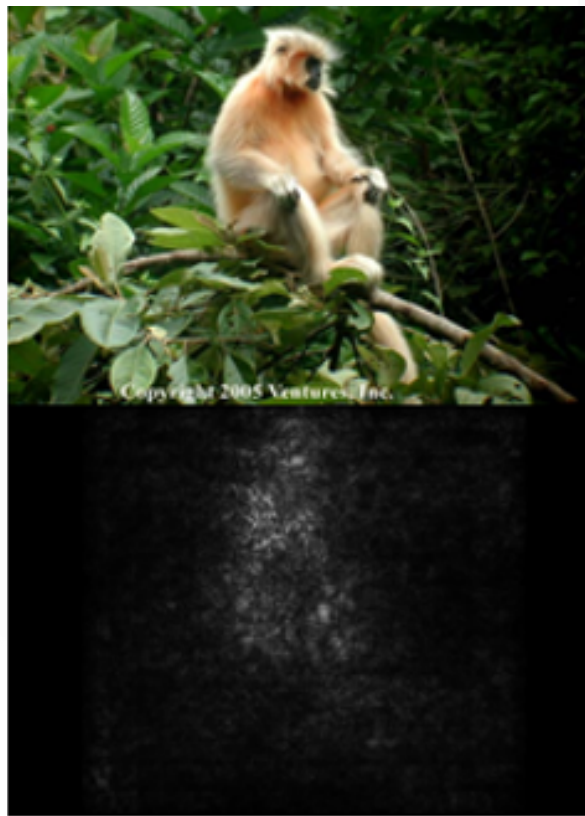


## Attribution Analysis for High-level Networks

$$\{x_1, \dots, x_n, \dots, x_N\} \rightarrow \{x_1, \dots, x_n + \Delta x, \dots, x_N\}$$

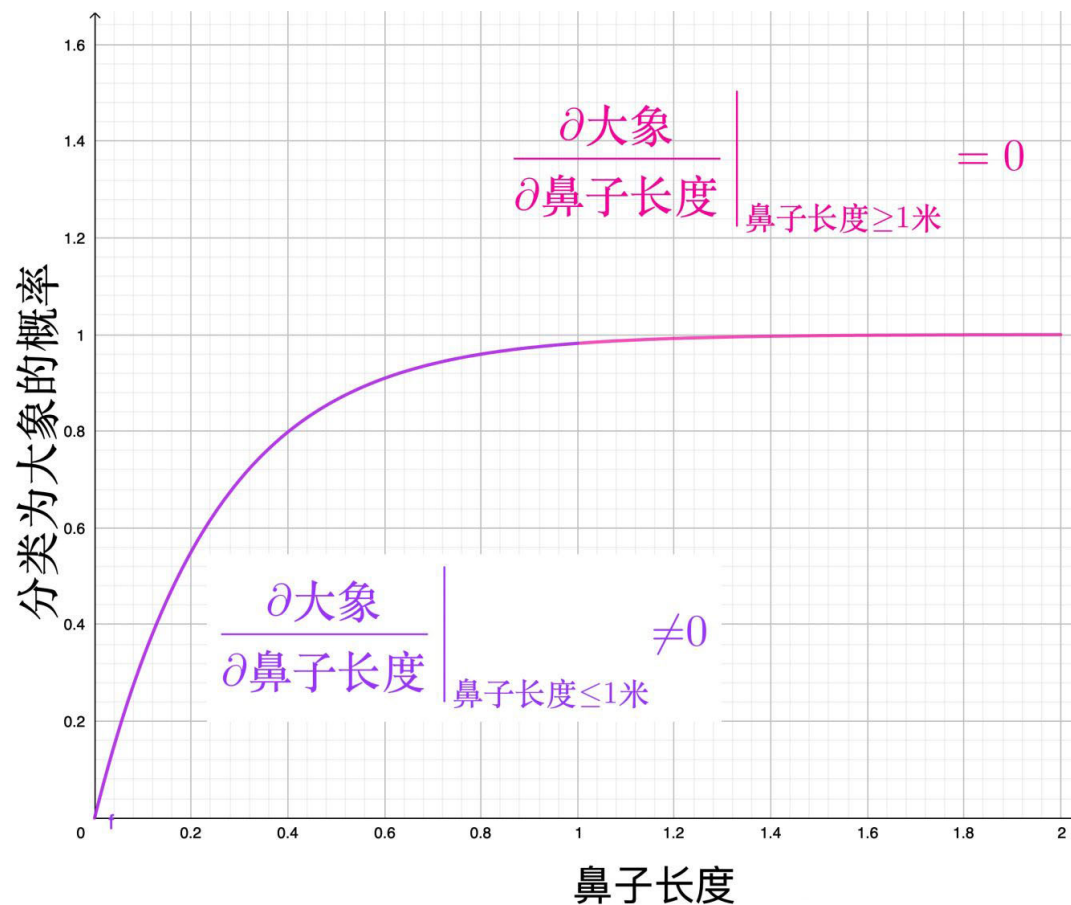
$$y_k \rightarrow y_k + \Delta y$$

$$\left| \frac{\Delta y}{\Delta x} \right| \rightarrow \left| \frac{\partial y_k}{\partial x_n} \right|$$



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## Attribution Analysis for High-level Networks



$$\text{特征重要性} = \int_0^{2m} \frac{\partial \text{大象}}{\partial \text{鼻子长度}} \partial \text{鼻子长度}$$

$$x' + \alpha(x - x')$$

## Attribution Analysis for High-level Networks

$$\phi_i^{IG}(f, x, x') = \overbrace{(x_i - x'_i)}^{\text{Difference from baseline}} \times \int_{\alpha=0}^1 \frac{\delta f(x' + \alpha(x - x'))}{\delta x_i} d\alpha$$

$$\gamma(\alpha) = x' + \alpha(x - x')$$

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- Generate the baseline input. In case of image, we generate all-zero image to as the baseline



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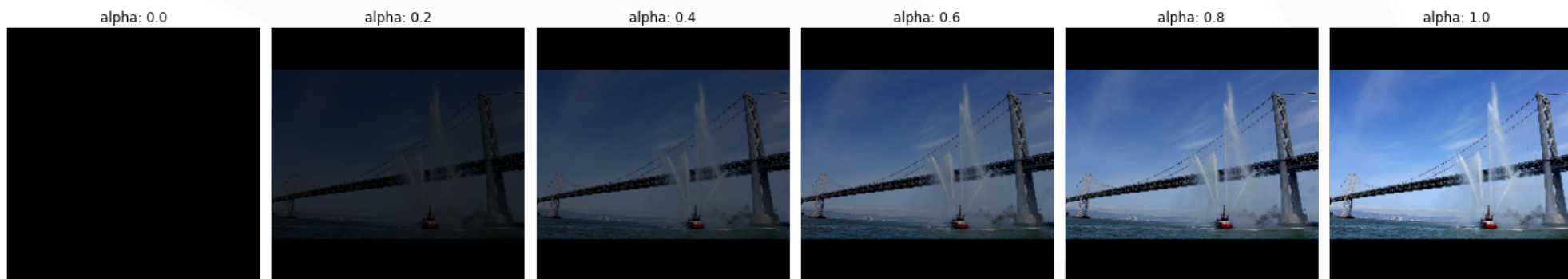


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- Compute the  $\alpha$ -blended between the baseline input and the actual input.



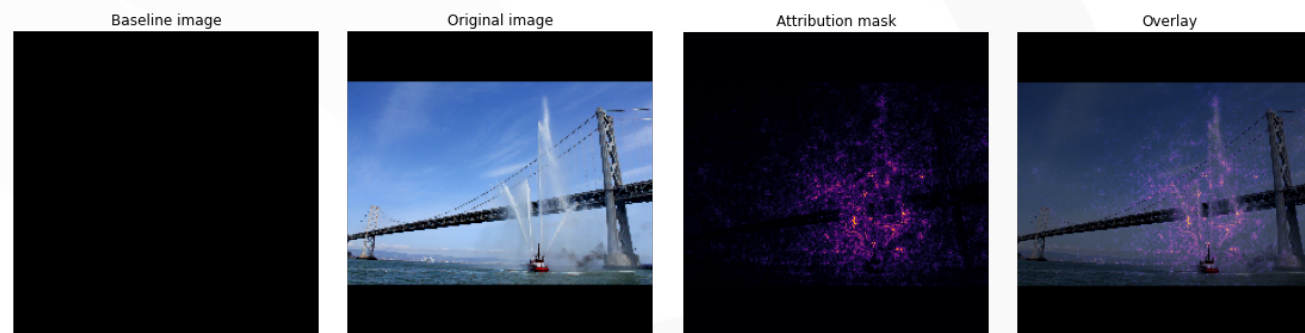
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$$\gamma(\alpha) = x' + \alpha(x - x')$$

- Generate the baseline input. In case of image, we generate all-zero image to as the baseline
- Compute the  $\alpha$ -blended between the baseline input and the actual input.
- Compute the gradient for all  $\alpha$ -blended images. Then estimate the attribute from the gradient and visualize with the original image.

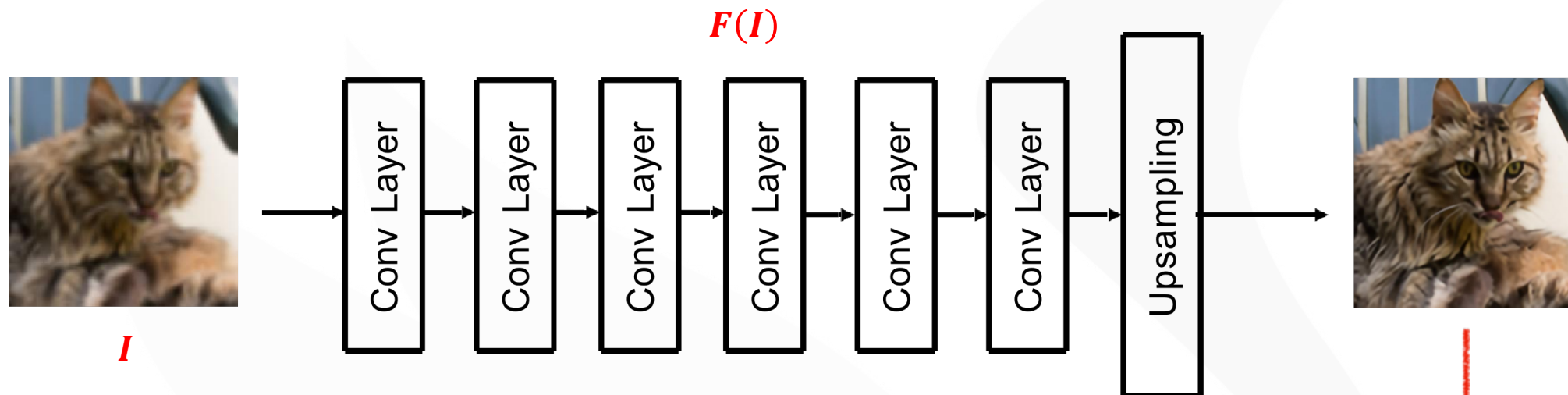


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## Attribution Analysis for High-level Networks



?

How to calculate gradient for low-level networks?

## ➤ Auxiliary Principles

We introduce auxiliary principles for interpreting low-level networks:

- Interpreting local not global

SR networks can not  
be interpreted globally



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## ➤ Auxiliary Principles

We introduce auxiliary principles for interpreting low-level networks:

- Interpreting local not global
- Interpreting hard not simple

Interpreting simple cases  
can provide limited help



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## ↗ Auxiliary Principles

We introduce auxiliary principles for interpreting low-level networks:

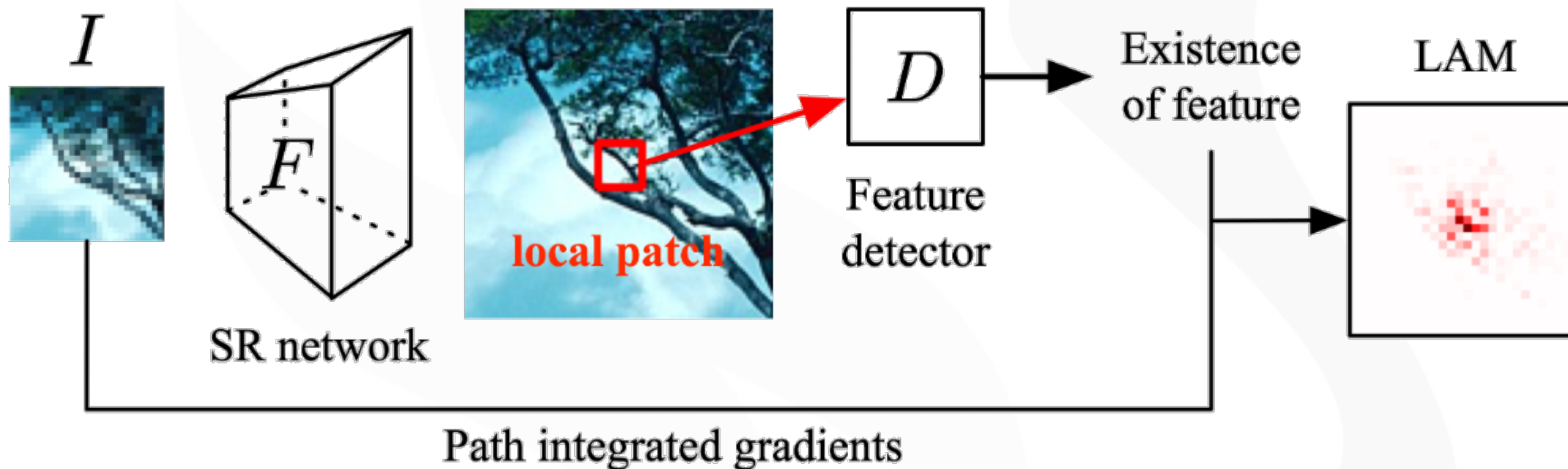
- Interpreting local not global
- Interpreting hard not simple
- Interpreting features not pixels

We convert the problem into **whether there exists edges/textures or not**, instead of why these pixels have such intensities.

# Pixel: What pixels contribute most to restoration?



## Local Attribution Maps (LAM)



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## Local Attribution Maps (LAM)

We employ Path Integral Gradient

$$\text{LAM}_{F,D}(\gamma)_i := \int_0^1 \frac{\partial D(F(\gamma(\alpha)))}{\partial \gamma(\alpha)_i} \times \frac{\partial \gamma(\alpha)_i}{\partial \alpha} d\alpha$$

SR Network  $F$

Feature Detector  $D$

Path Function  $\gamma(\alpha), \alpha \in R$

Baseline Input  $\gamma(0) = I'$

Input  $\gamma(1) = I$



## Local Attribution Maps (LAM)

We design the Baseline Input and Path function especially for SR networks.

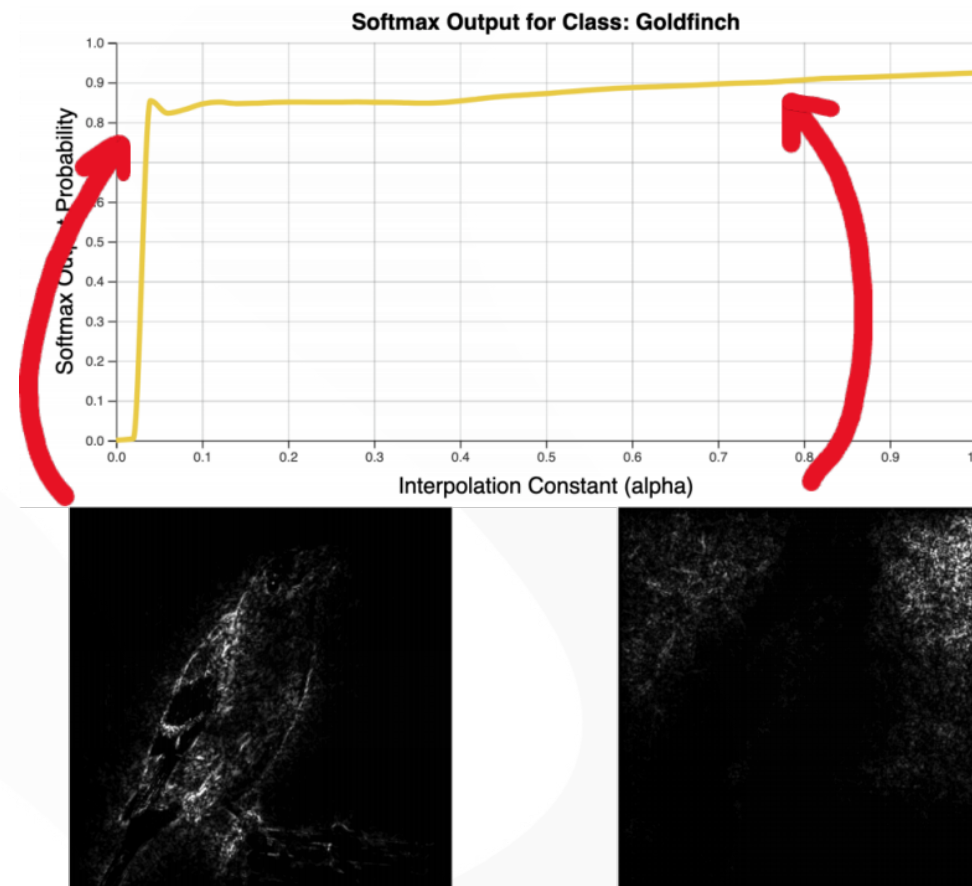
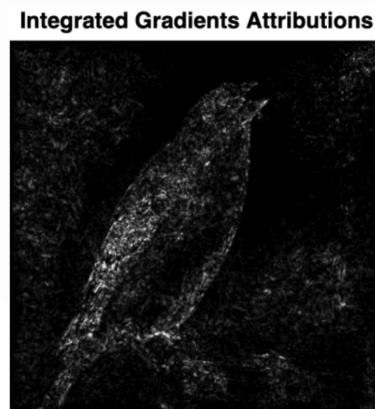
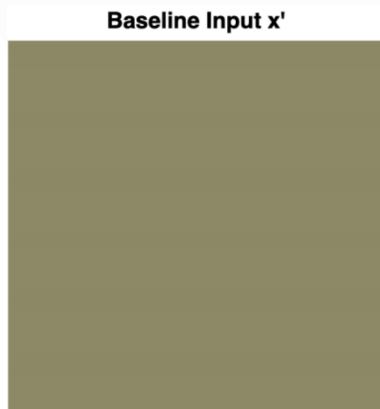
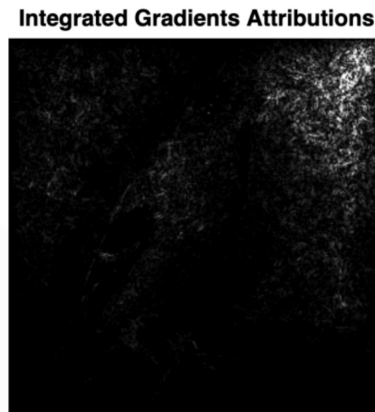
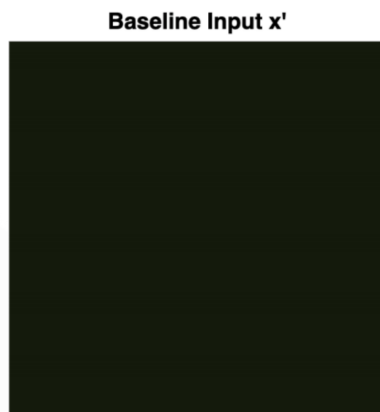
Blurred image as baseline input :  $I' = \omega(\sigma) \otimes I$

Progressive blurring path function :  $\gamma_{pb}(\alpha) = \omega(\sigma - \alpha\sigma) \otimes I$

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The Gradient  
of interpolation

The weight  
determined by  
path function

SR Network  $F$

Feature Detector  $D$

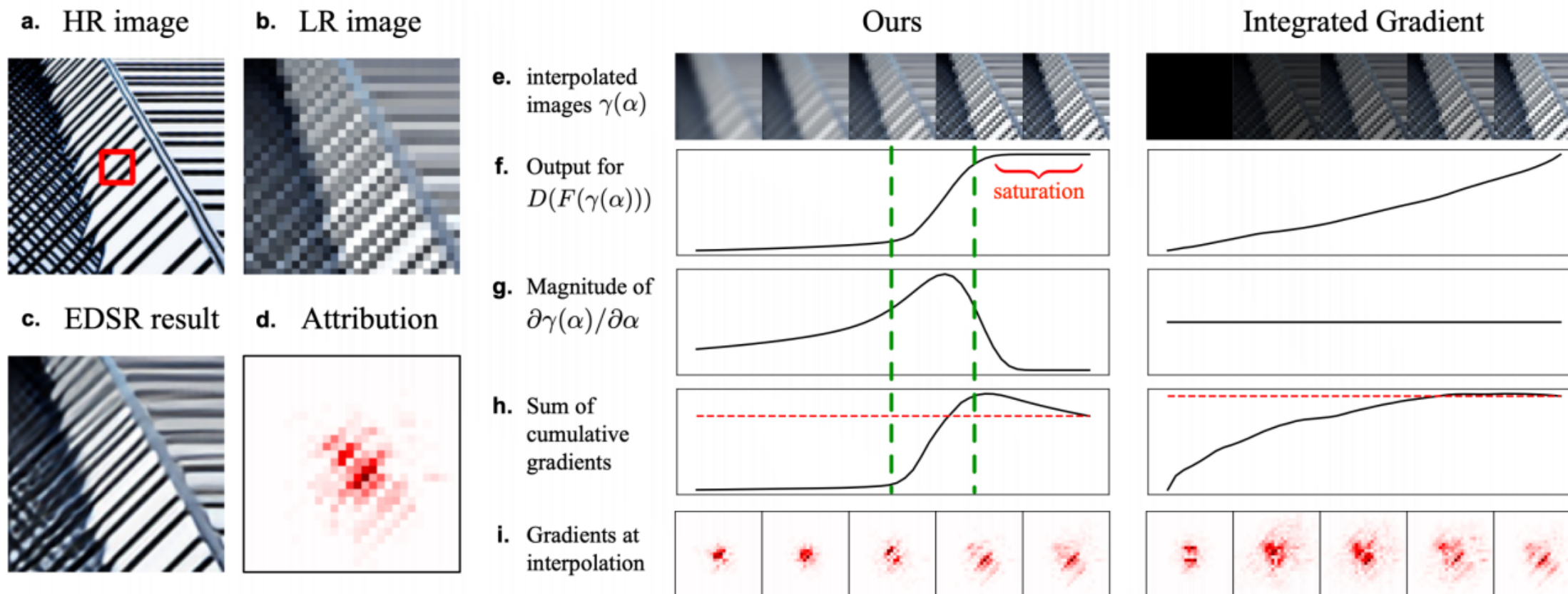
Path Function  $\gamma(\alpha), \alpha \in \mathbb{R}$

Baseline Input  $\gamma(0) = I'$

Input  $\gamma(1) = I$

## Local Attribution Maps (LAM)

Why using path integral gradient: Gradient Saturation



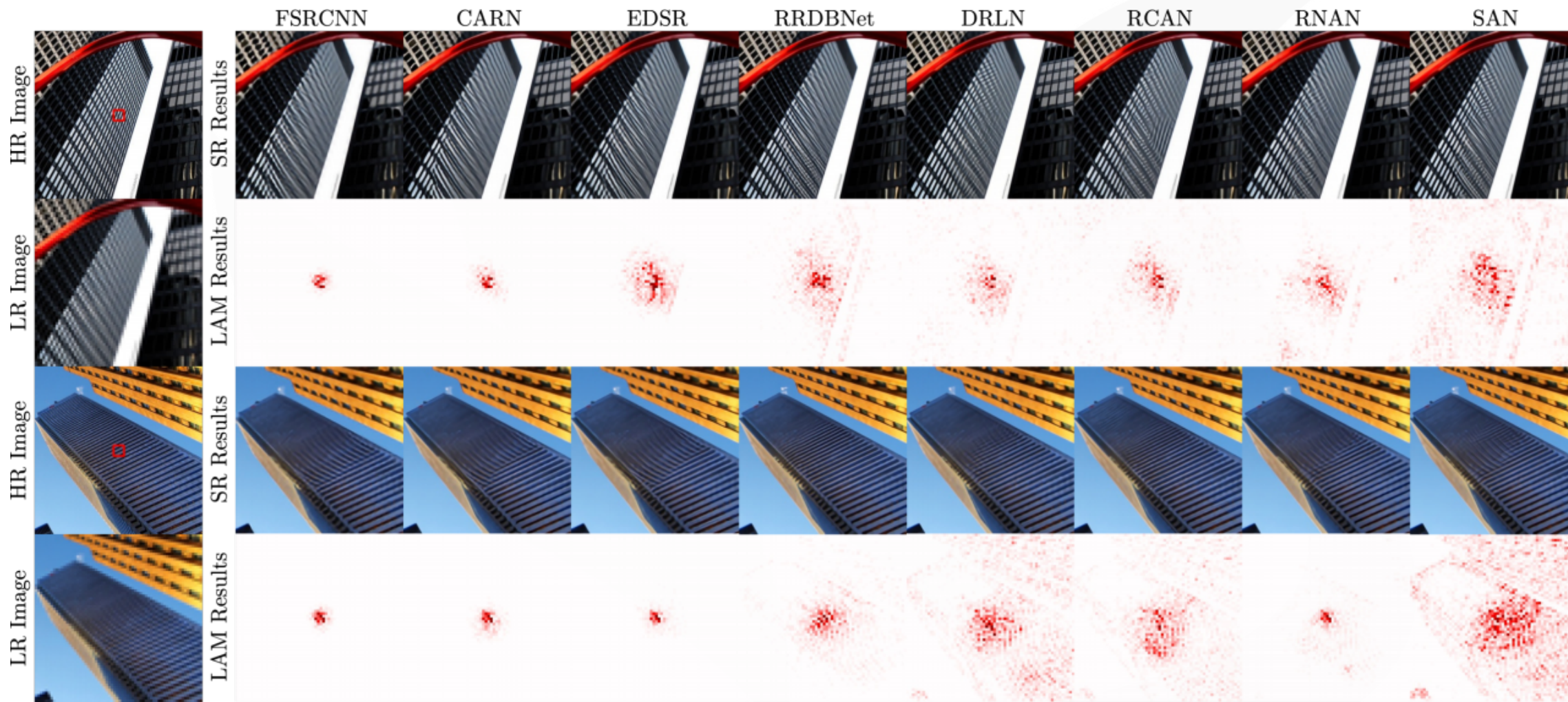
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## Local Attribution Maps (LAM)

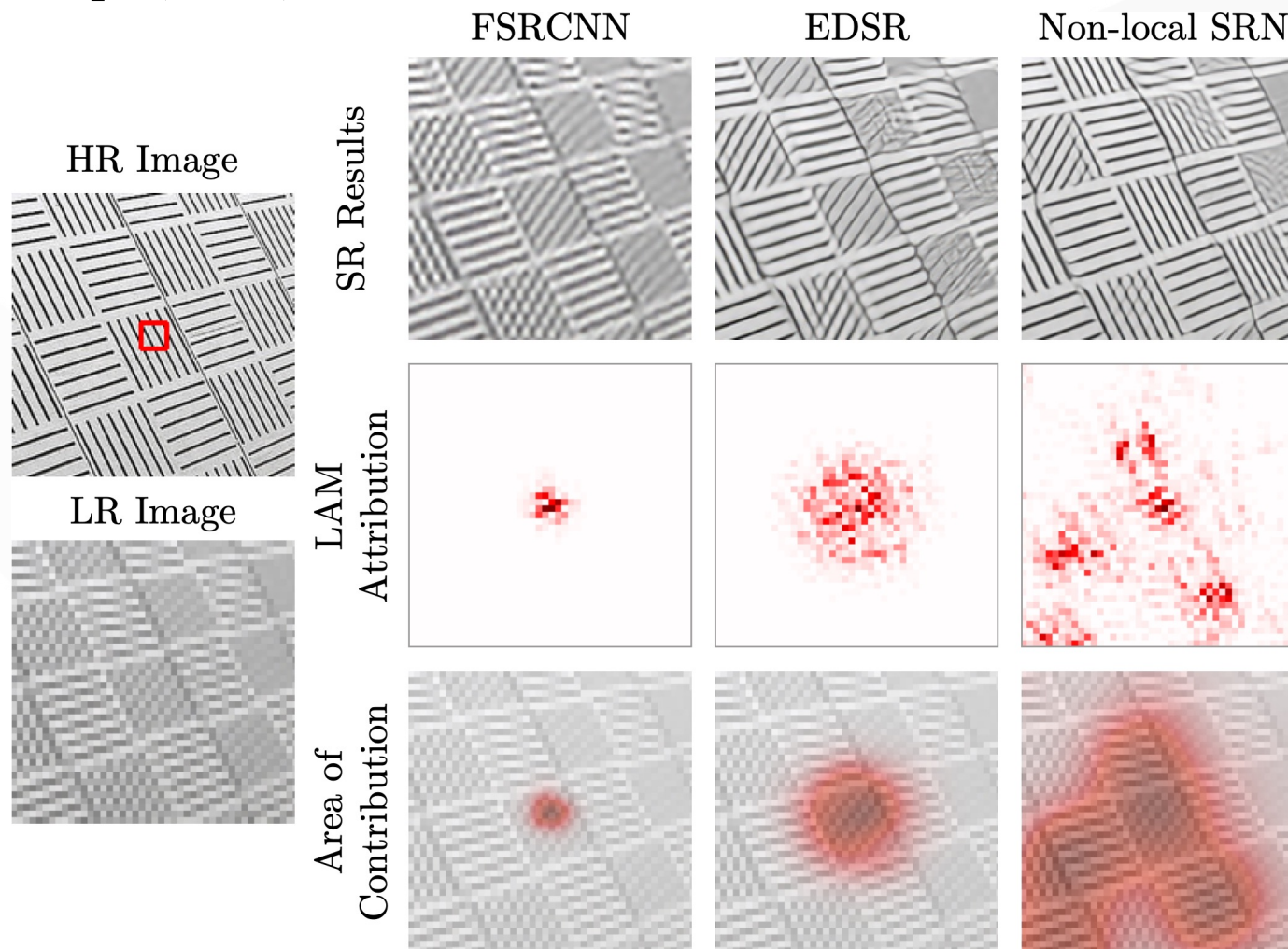


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## Local Attribution Maps (LAM)



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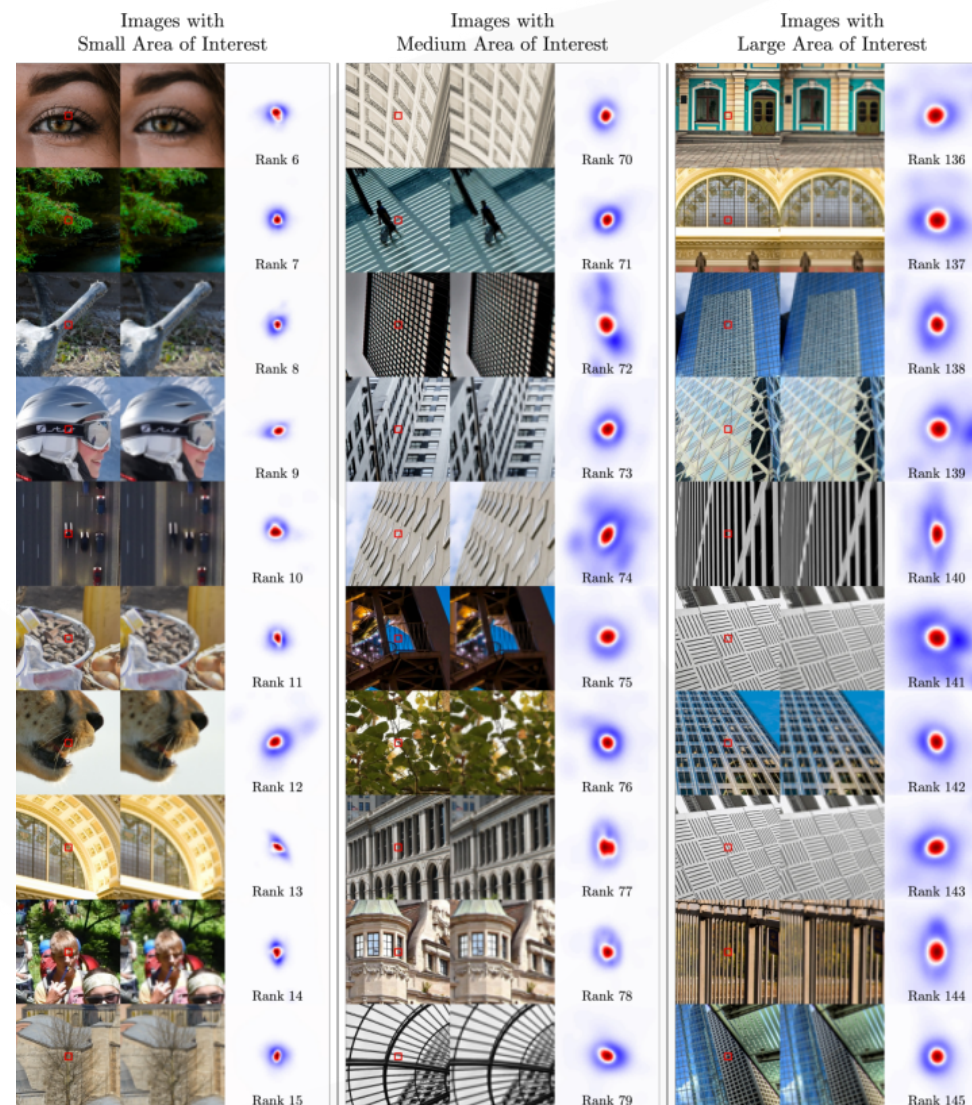
# Pixel: What pixels contribute most to restoration?



## Informative Areas

The similarities and differences of LAM results for different SR networks

- Red areas can be used for the most preliminary level of SR
- Blue areas show the potential informative areas

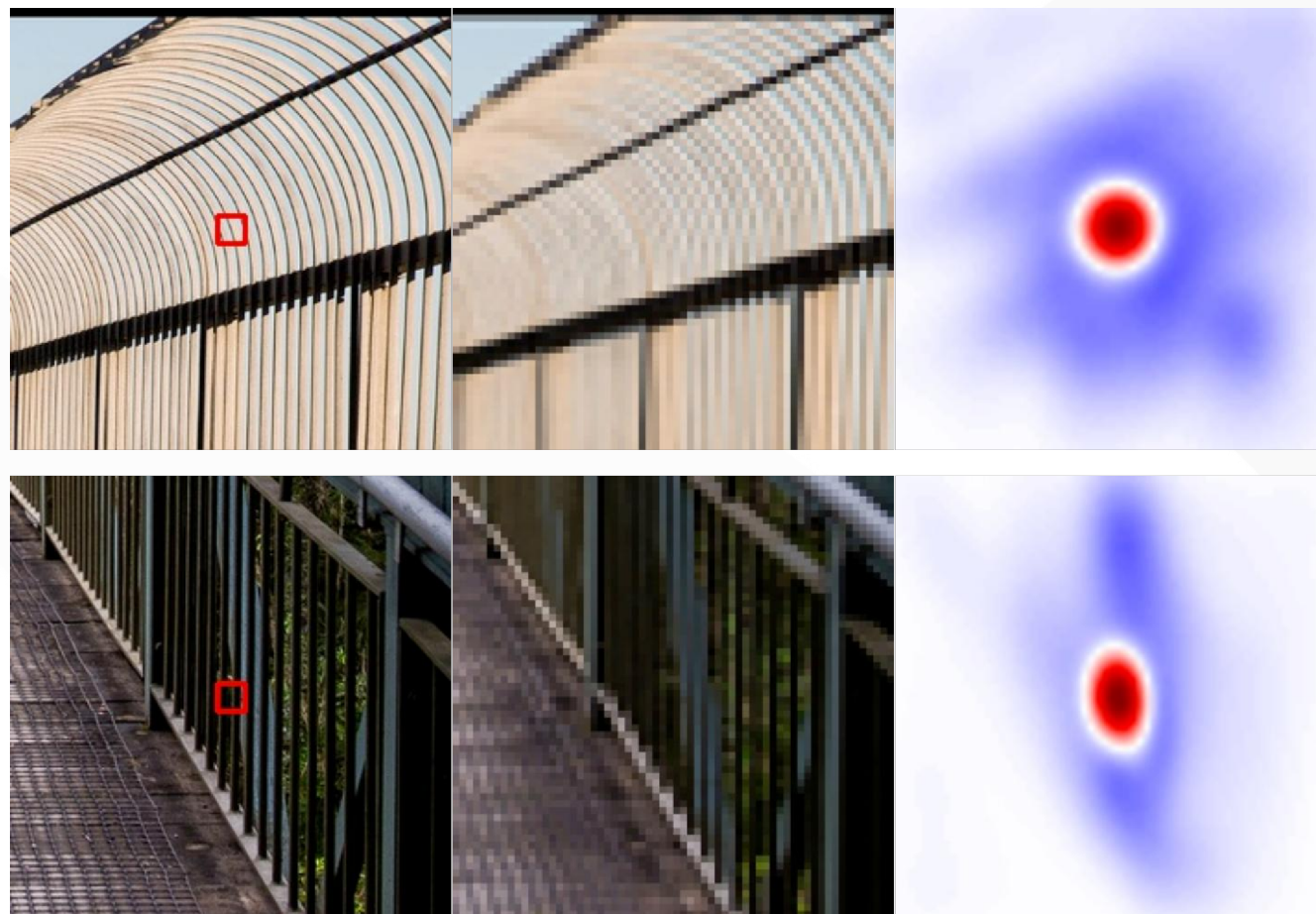


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## Informative Areas



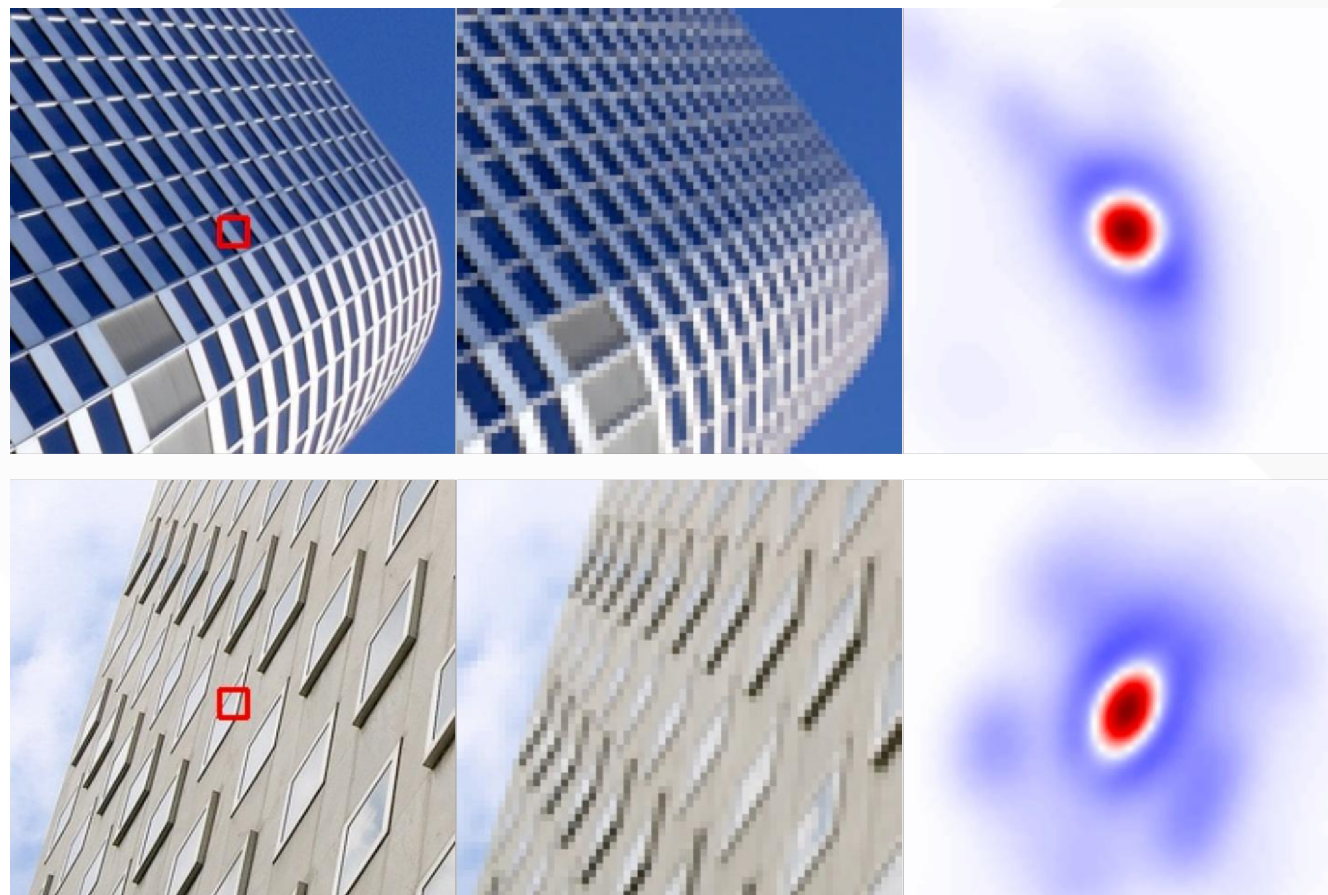
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## Informative Areas



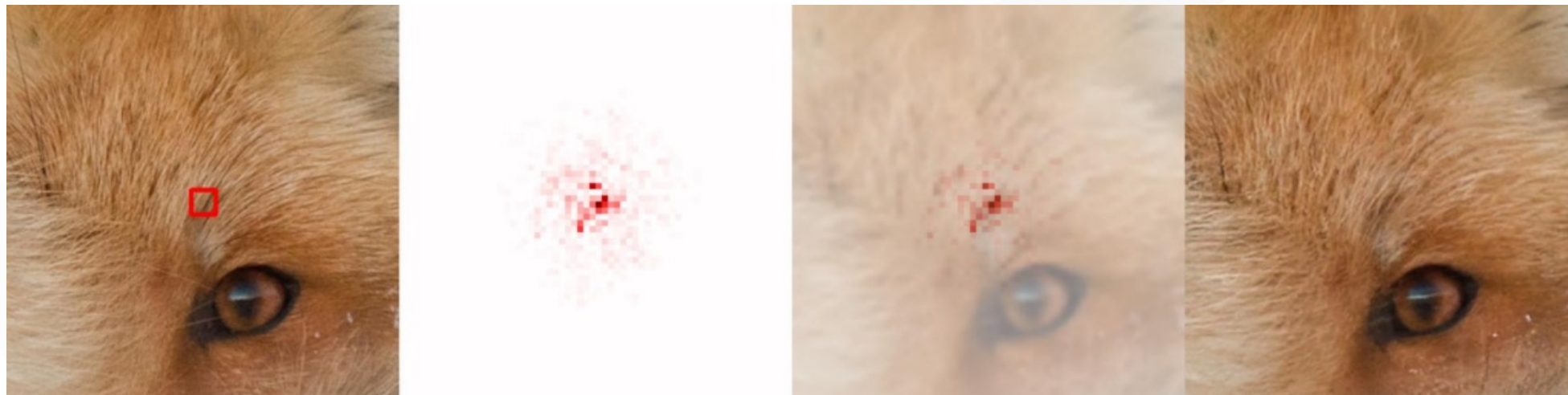
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## SRGANs Learn More Semantics

RankSRGAN



RRDBNet



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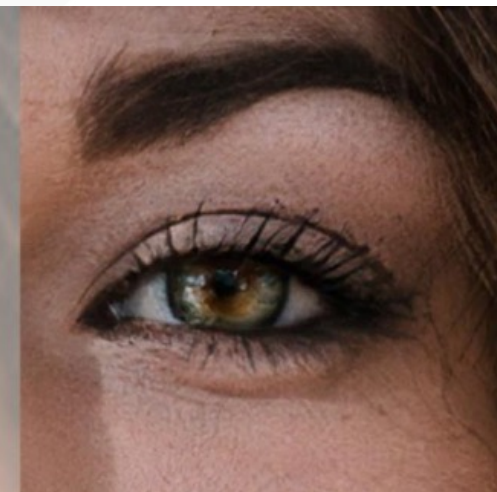
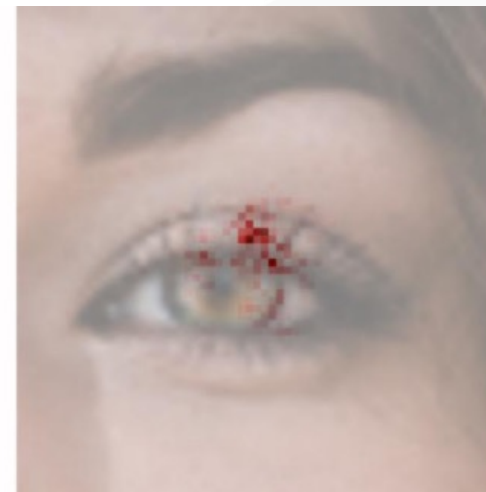
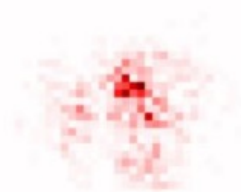
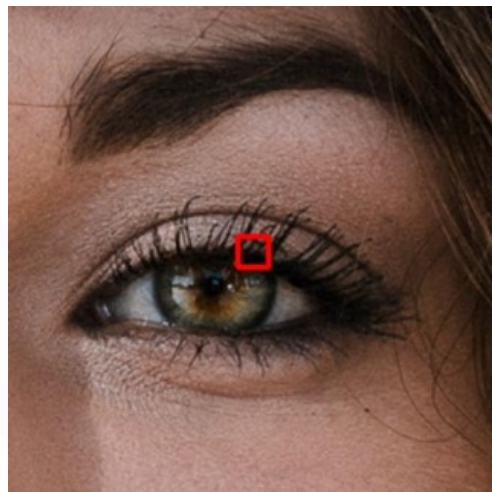


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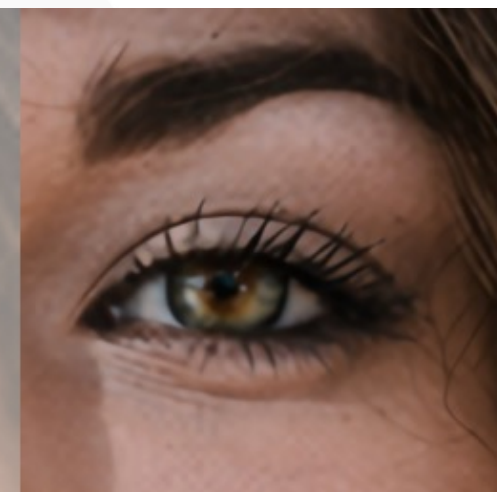
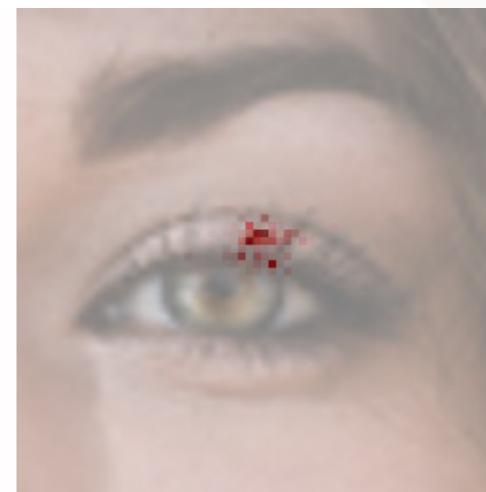
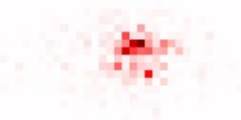
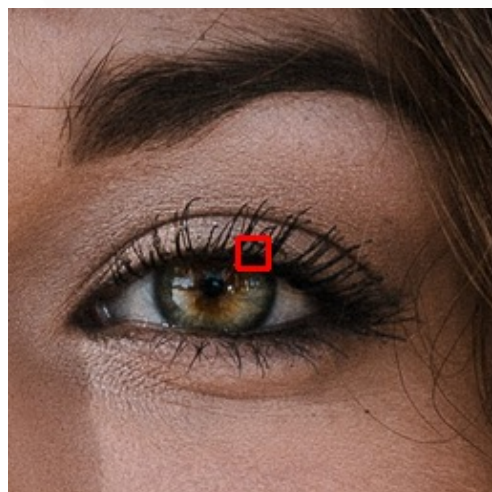


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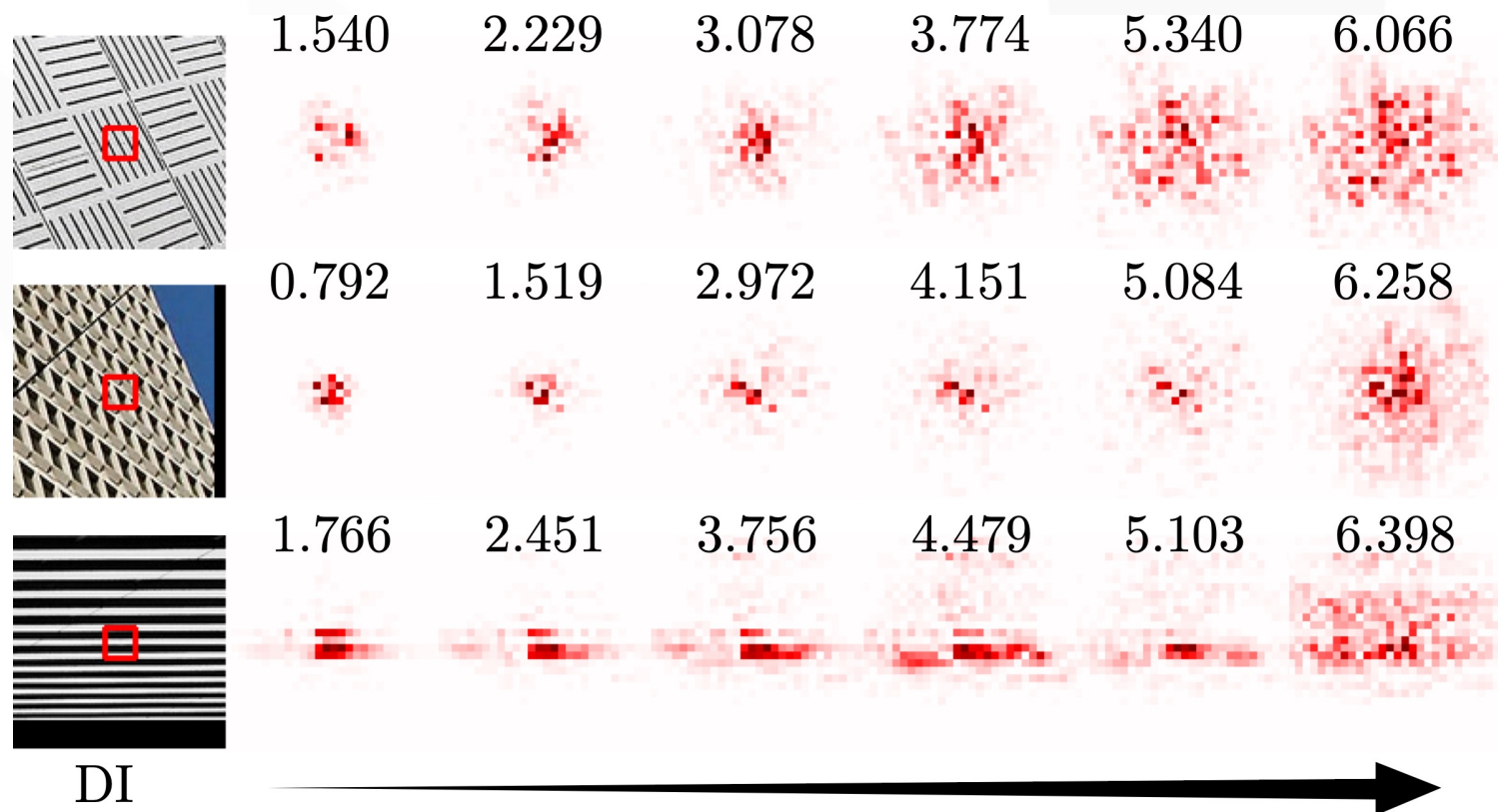
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## Exploration with LAM

We use Gini Index to indicate the range of involved  $G = \frac{\sum_{i=1}^n \sum_{j=1}^n |g_i - g_j|}{2n^2 \bar{g}}$

And propose Diffusion Index for quantitative analysis:  $DI = (1 - G) \times 100$



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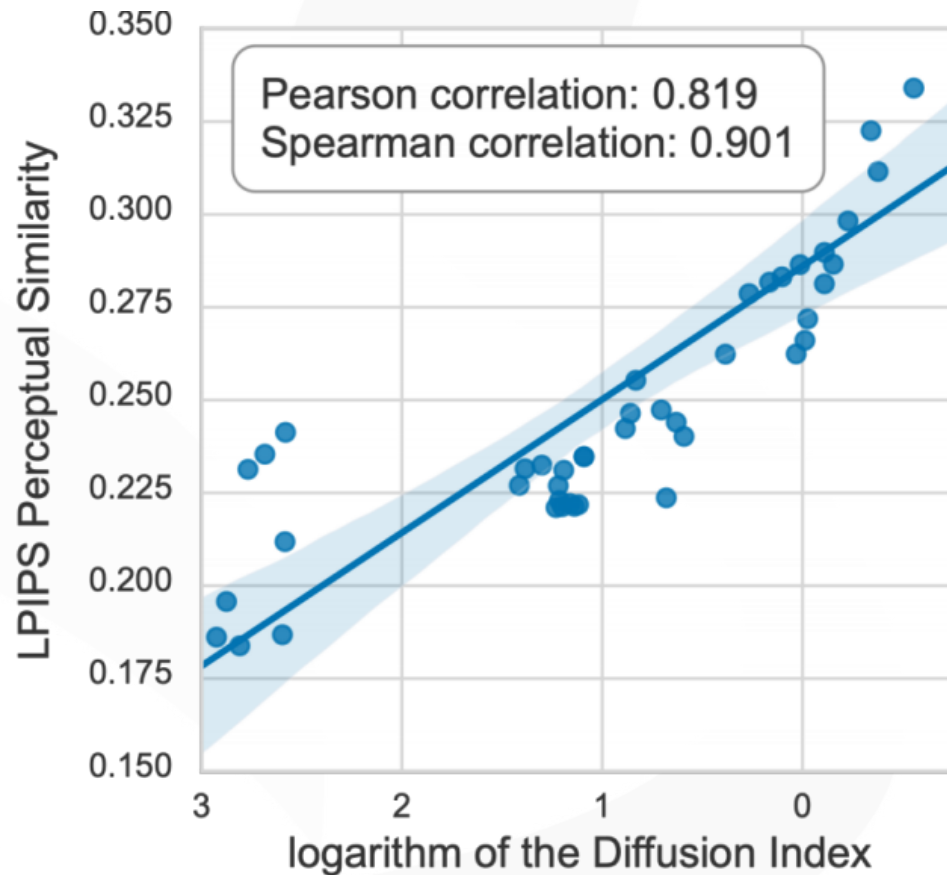
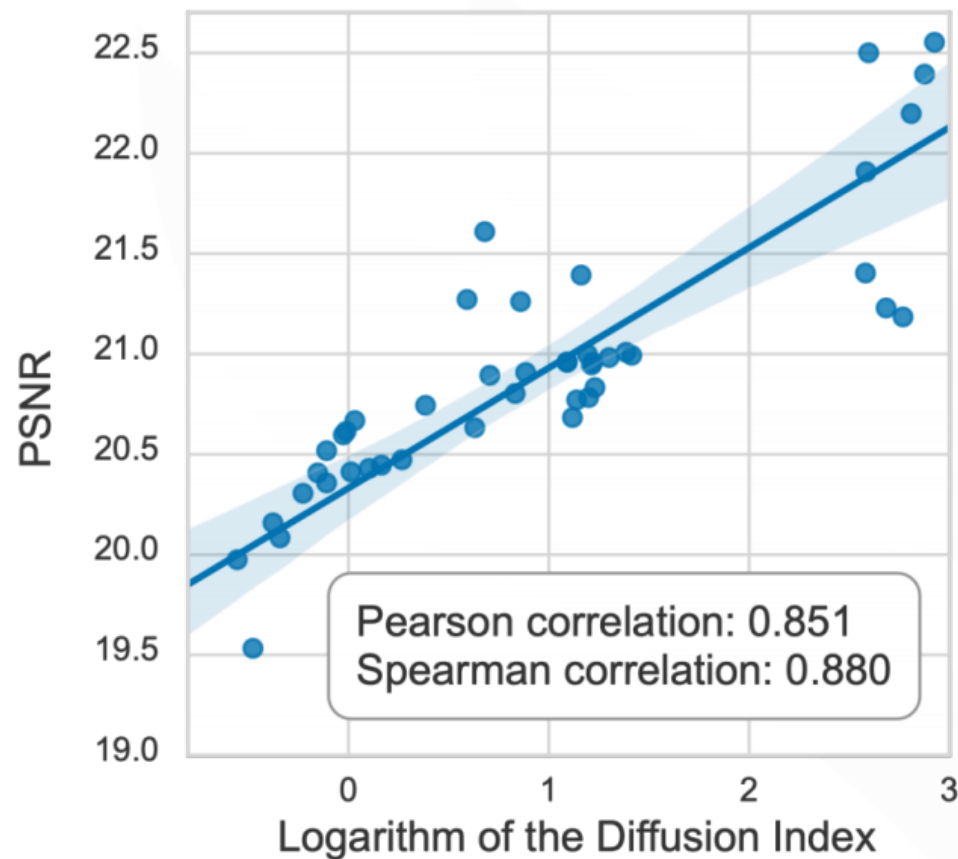


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## Exploration with LAM

Diffusion Index vs. Network Performances.



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## Exploration with LAM

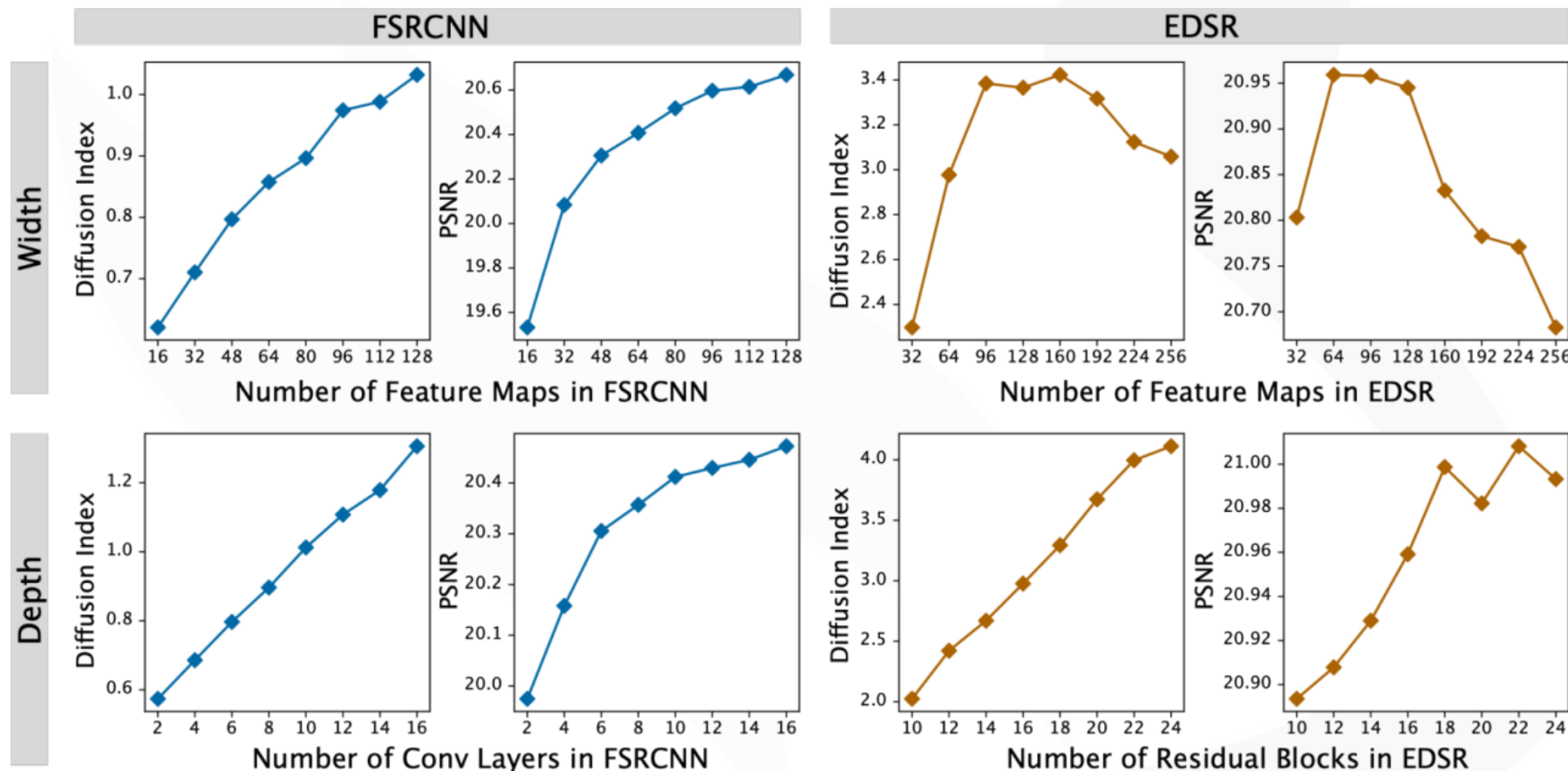
Diffusion Index vs. Receptive Field.

Model	Recpt. Field	PSNR	DI	Remark
FSRCNN	$17 \times 17$	20.30	0.797	Fully convolution network.
CARN	$45 \times 45$	21.27	1.807	Residual network.
EDSR	$75 \times 75$	20.96	2.977	Residual network.
MSRN	$107 \times 107$	21.39	3.194	Residual network.
RRDBNet	$703 \times 703$	20.96	13.417	Residual network.
IMDN	global	21.23	14.643	Global pooling.
RFDN	global	21.40	13.208	Global pooling.
RCAN	global	22.20	16.596	Global pooling.
RNAN	global	21.91	13.243	Non-local attention.
SAN	global	22.55	18.642	Non-local attention.

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## Exploration with LAM

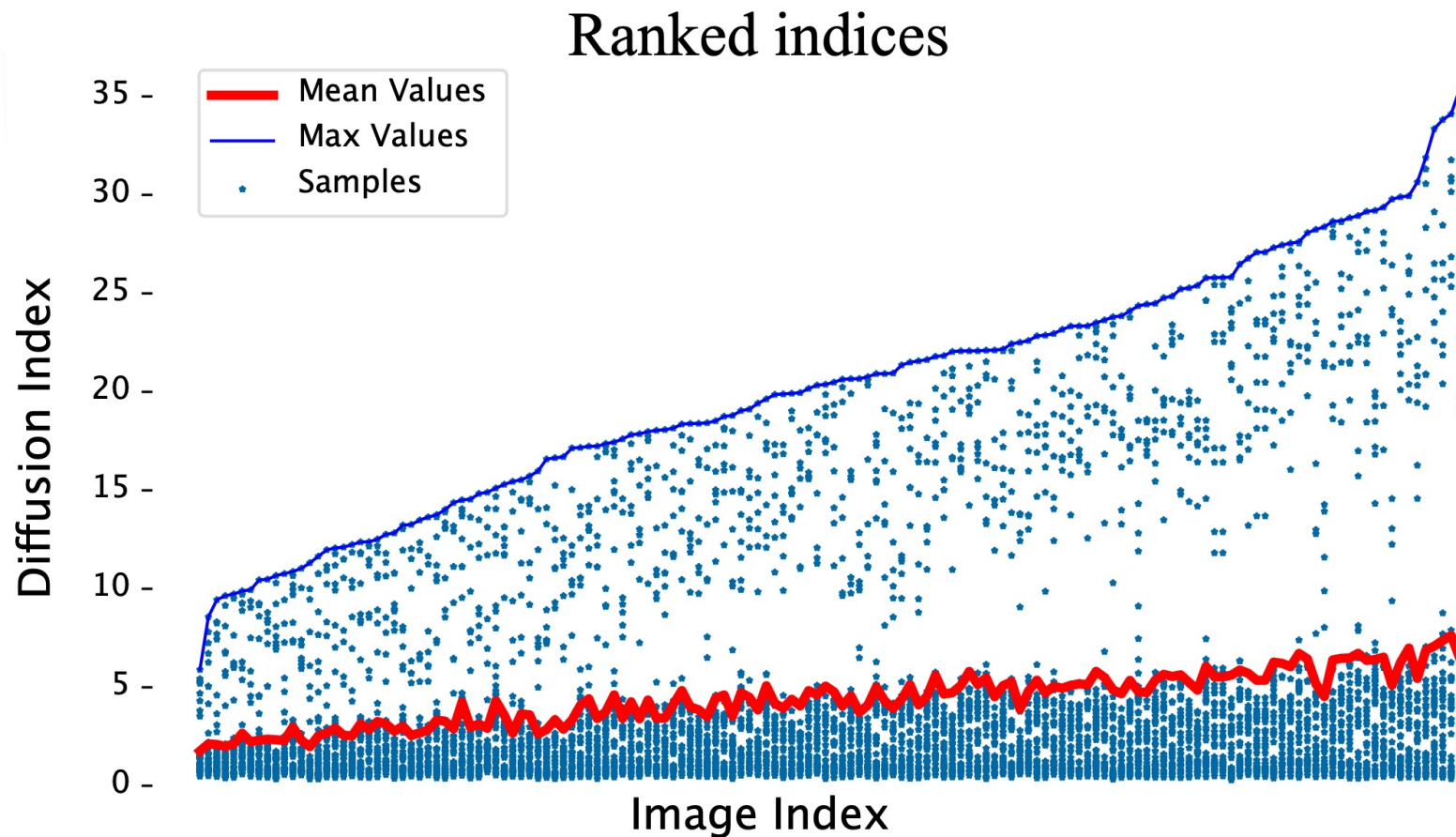
Diffusion Index vs. Network Scale.



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## Exploration with LAM

Diffusion Index vs. Image Content.



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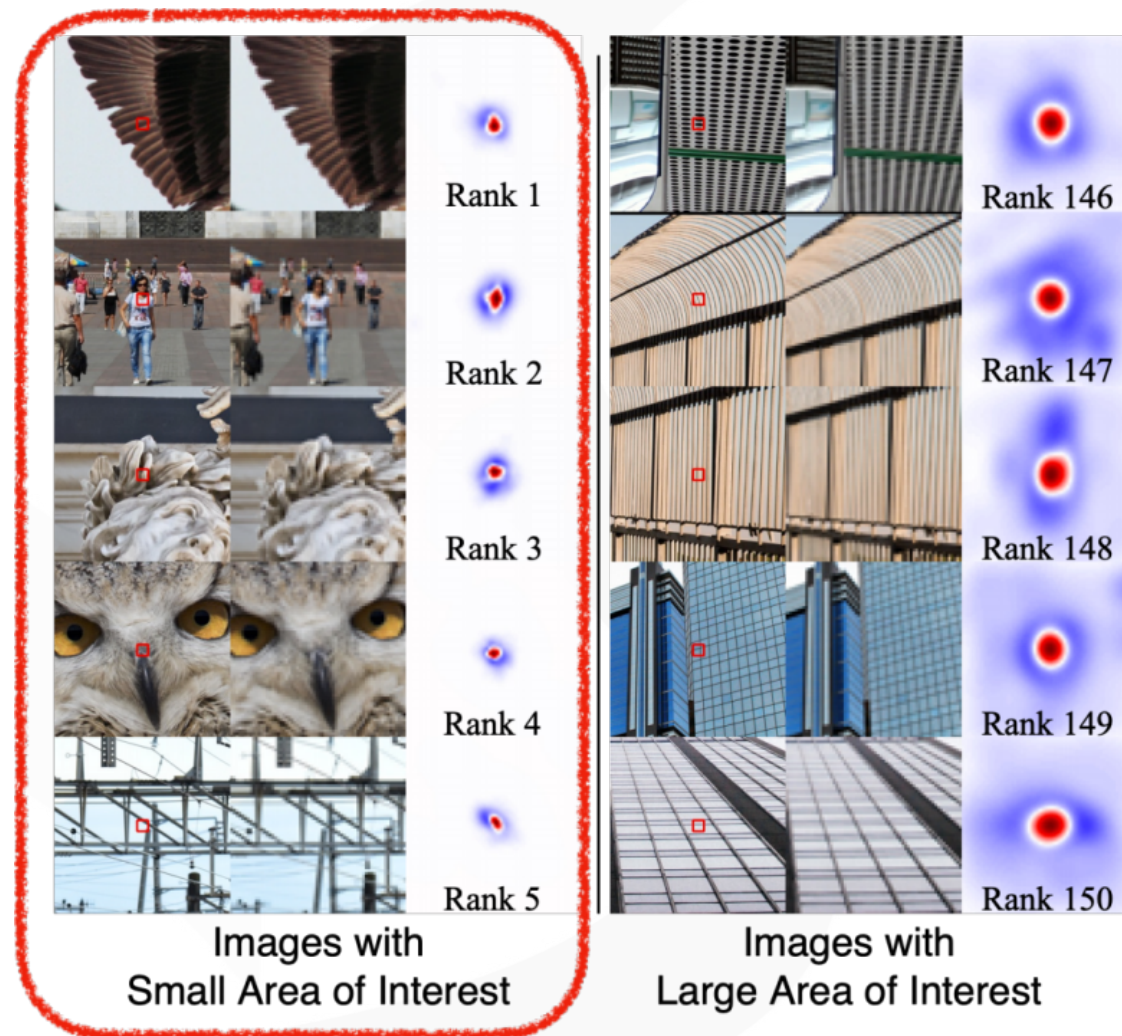
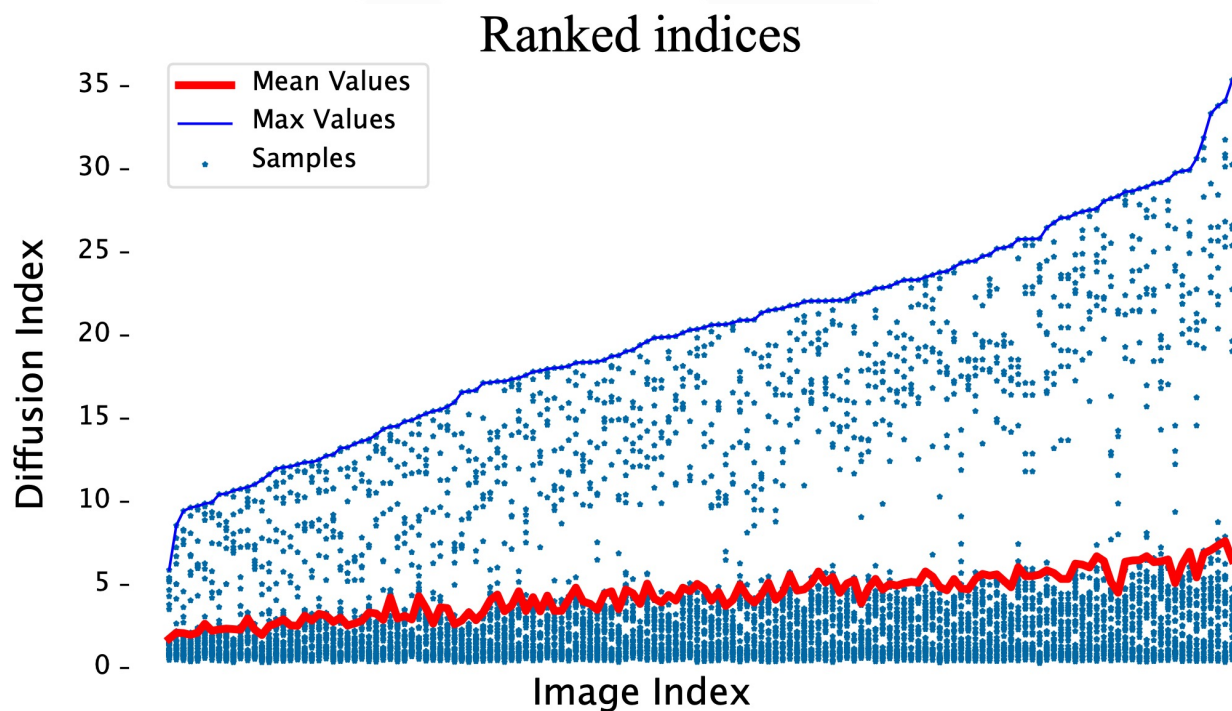


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Diffusion Index vs. Image Content.



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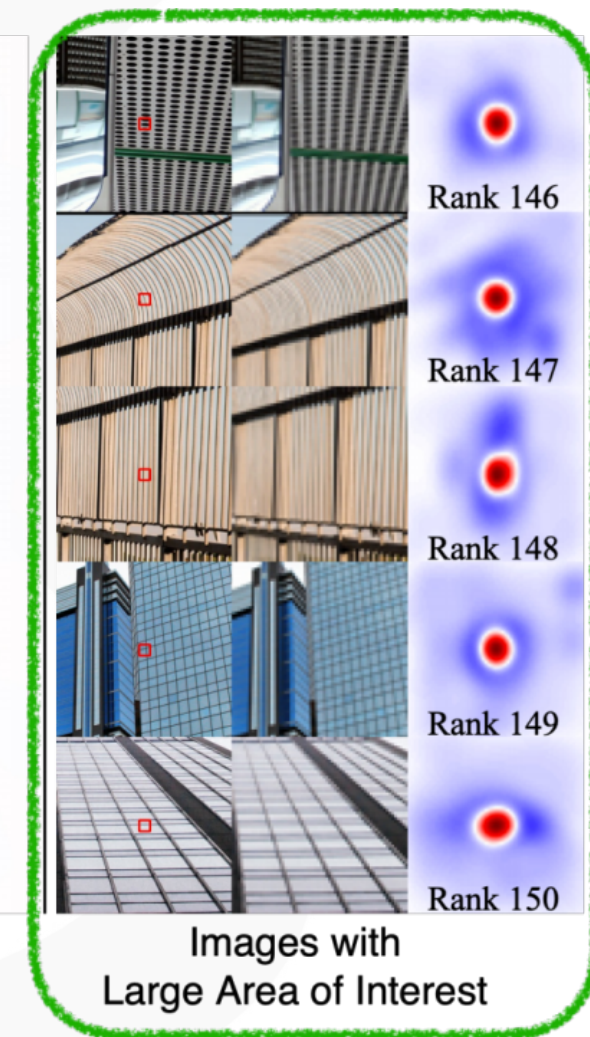
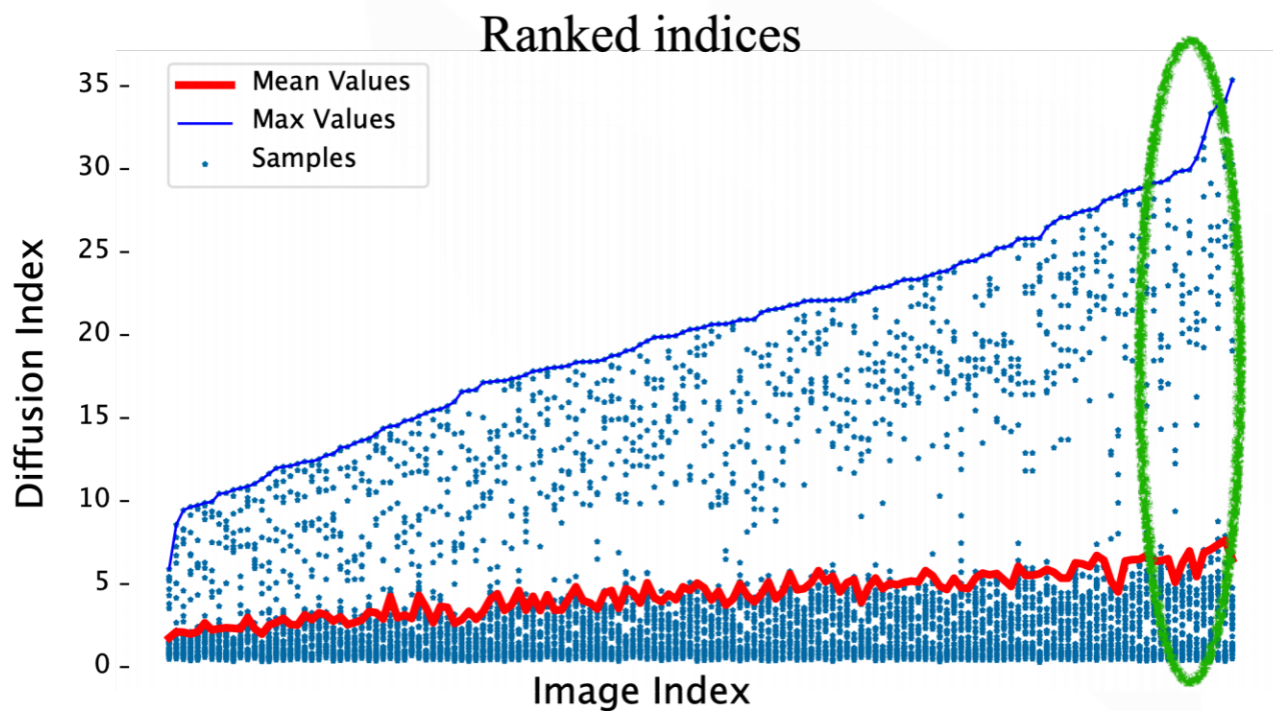


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## Exploration with LAM

Diffusion Index vs. Image Content.



Jinjin Gu and Chao Dong. 2021. Interpreting Super-Resolution Networks With Local Attribution Maps. In IEEE Conference on Computer Vision and Pattern Recognition. 9199–9208.

# Pixel: What pixels contribute most to restoration?



## LAM Playground



LocalAttributionMapsDemo.ipynb ☆

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+ Code + Text

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### Interpreting Super-Resolution Networks with Local Attribution Maps

Jinjin Gu, Chao Dong

Project Page: <https://x-lowlevel-vision.github.io/lam.html>

This is an online Demo. Please follow the code and comments, step by step

First, click `file` and then COPY you own notebook file to make sure your changes are recorded. Please turn on the colab GPU switch.

#### ▼ Import packages

```
[ ] 1 import torch, cv2, os, sys, numpy as np, matplotlib.pyplot as plt  
    2 from PIL import Image
```

#### ▼ Load model codes and model files

**This may take a while**

# Activating More Pixels in Image Super-Resolution Transformer

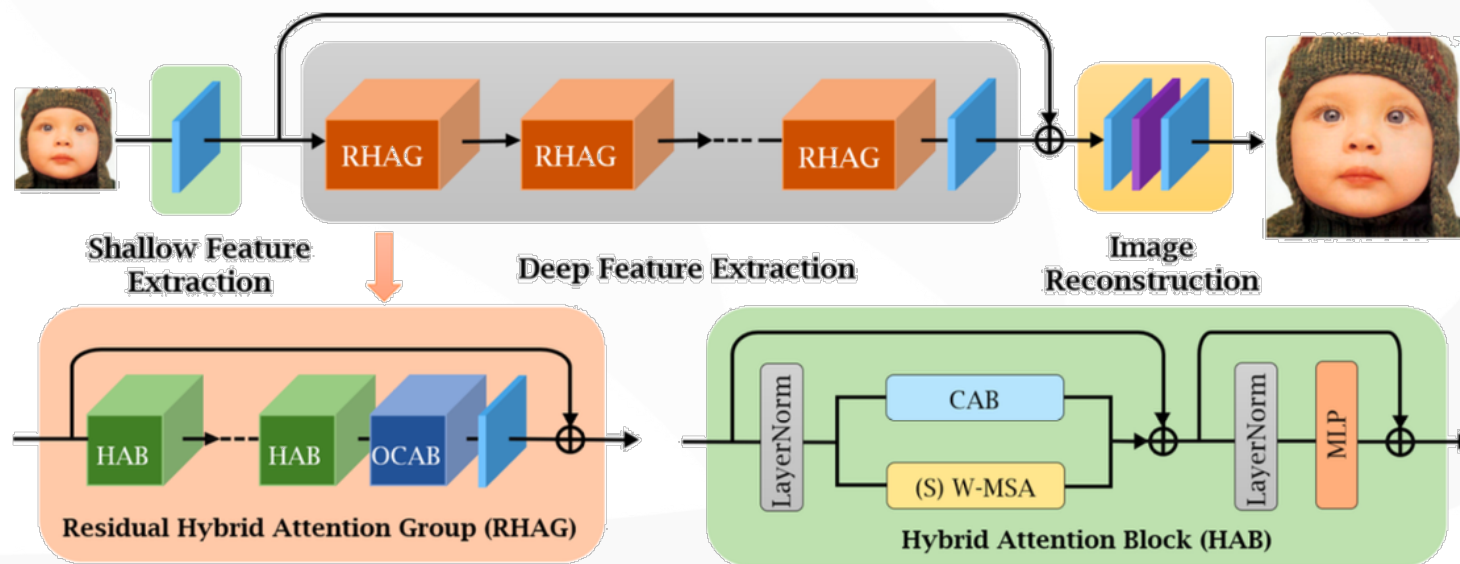
Jinjin Gu<sup>1</sup>

Chao Dong<sup>2,3</sup>

<sup>1</sup>School of Electrical and Information Engineering, The University of Sydney.

<sup>2</sup>Key Laboratory of Human-Machine Intelligence-Synergy Systems,  
Shenzhen Institutes of Advanced Technology, Chinese Academy of Sciences.

<sup>3</sup>SIAT Branch, Shenzhen Institute of Artificial Intelligence and Robotics for Society

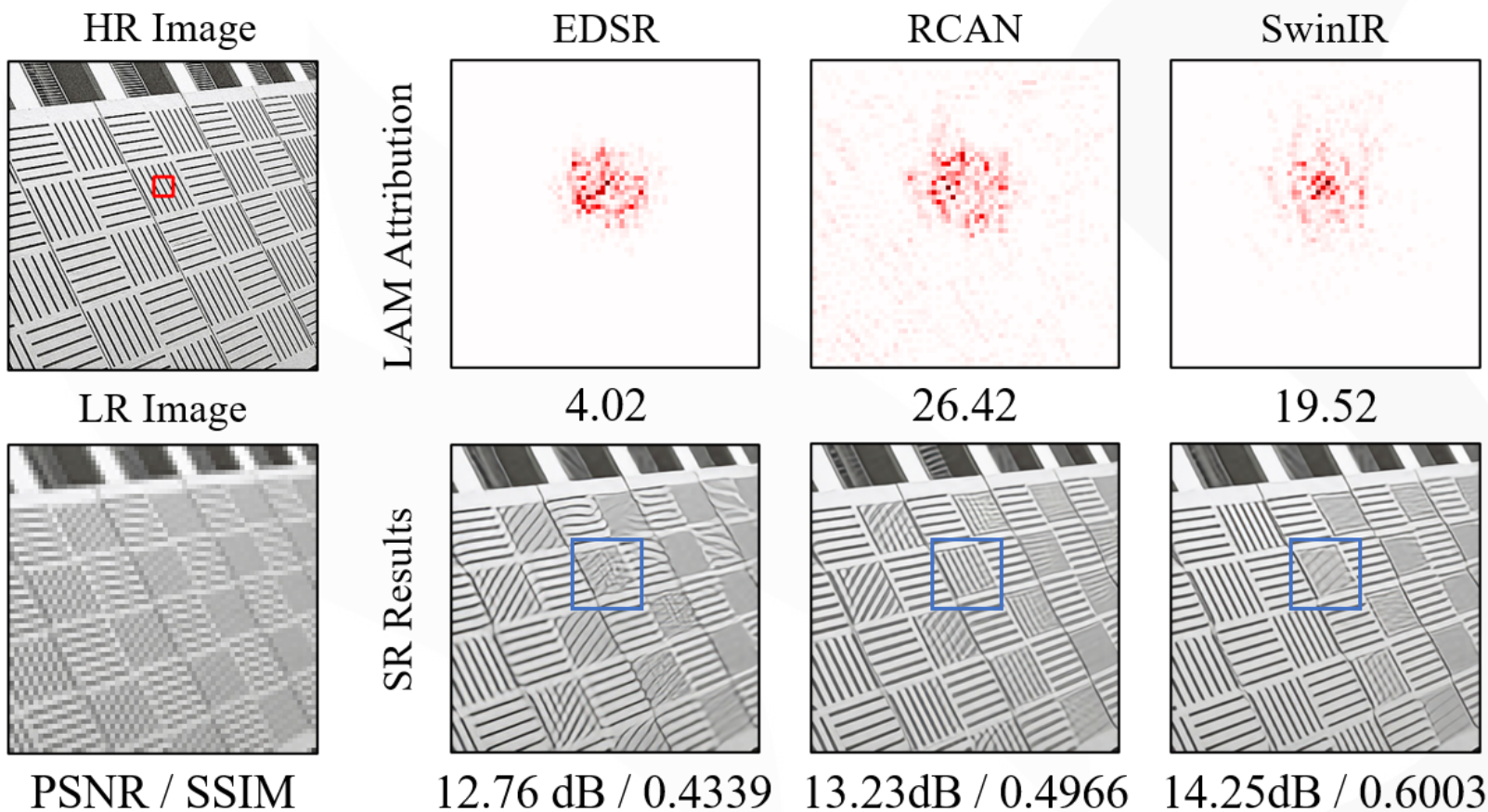




# Pixel: What pixels contribute most to restoration?



## How to activate more pixels?

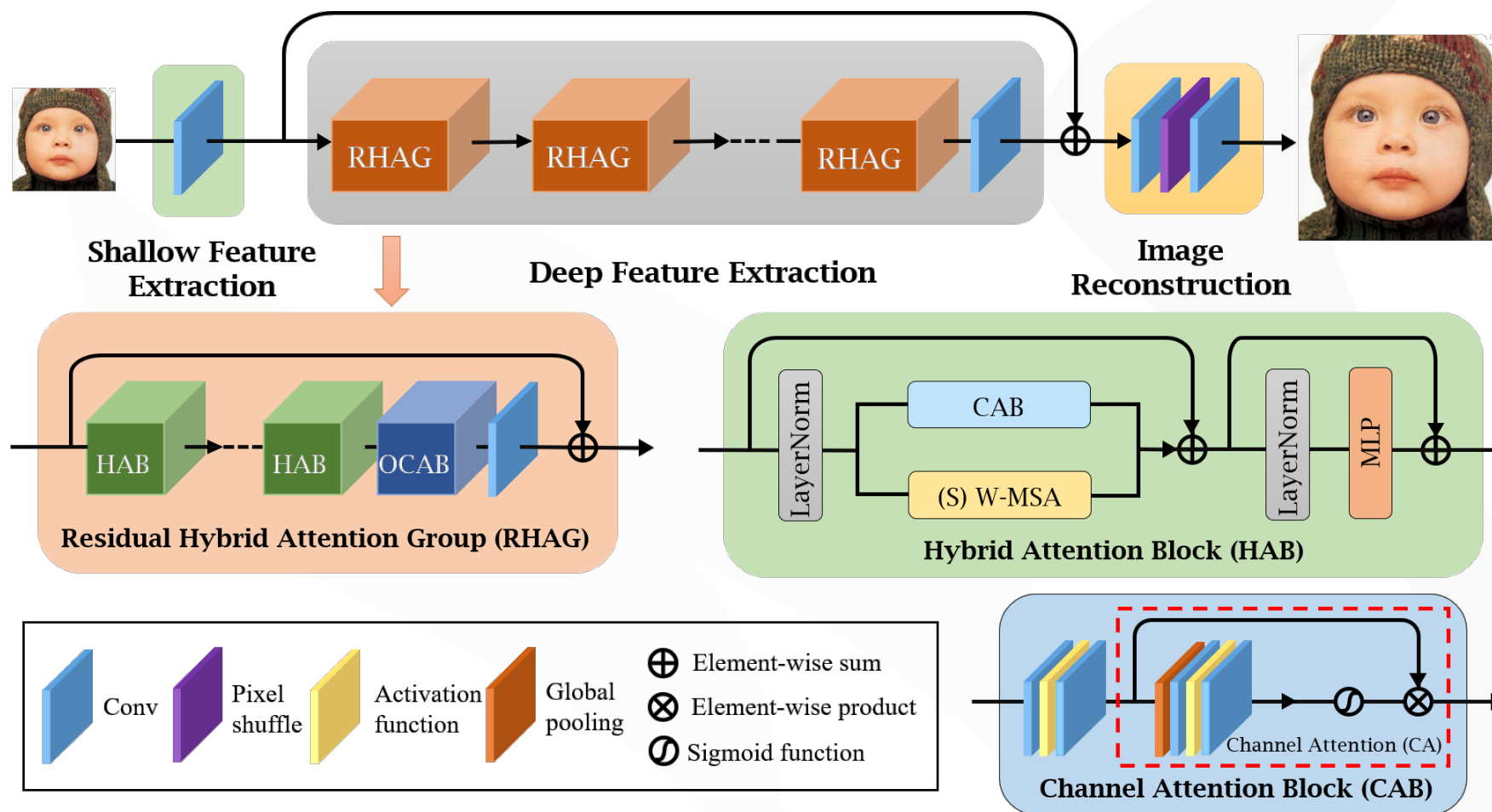


Yihao Liu, Anran Liu, Jinjin Gu, Zhipeng Zhang, Wenhao Wu, Yu Qiao and Chao Dong. 2022. Activating More Pixels in Image Super-Resolution Transformer. arXiv preprint arXiv:2205.04437.

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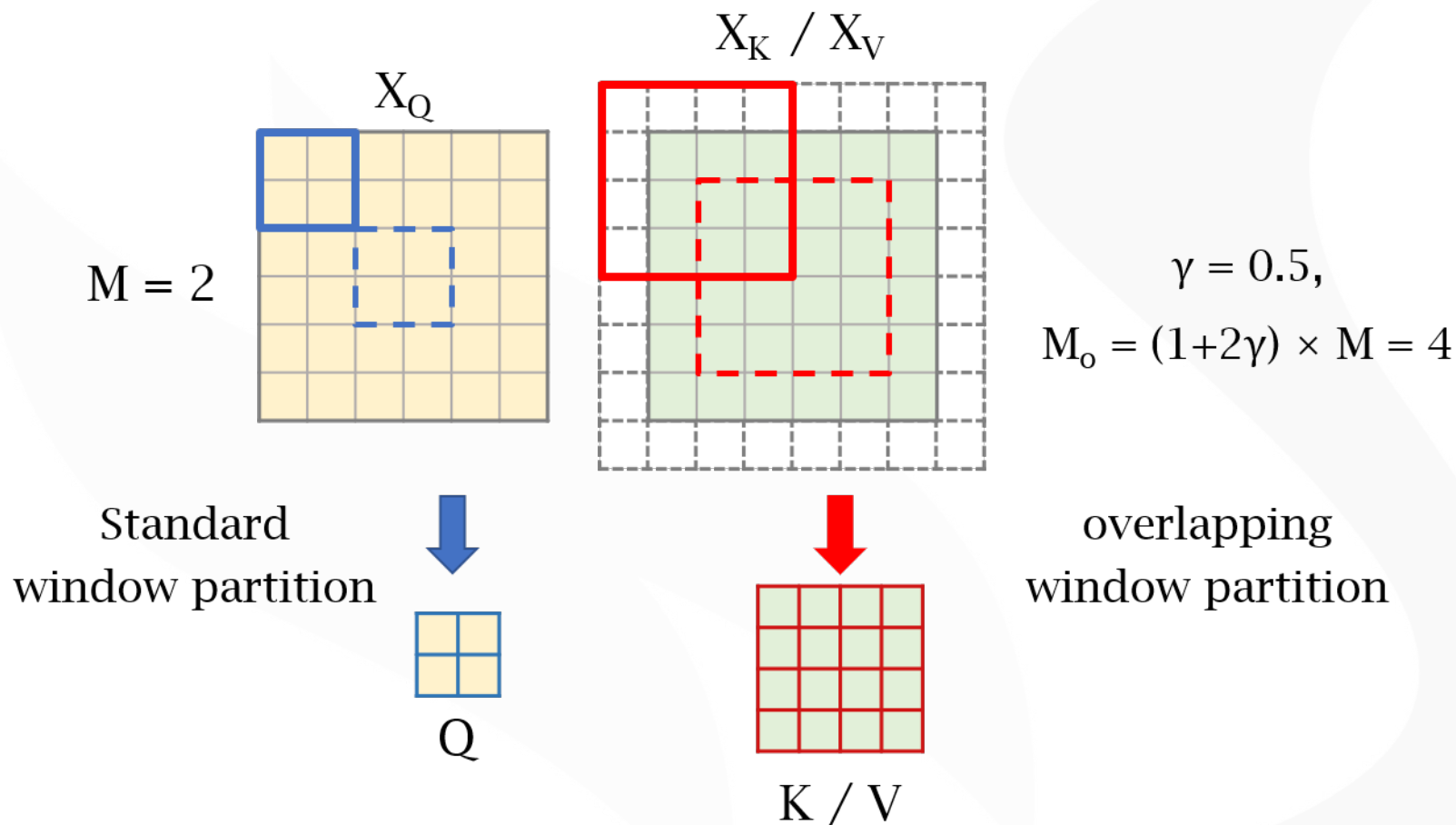
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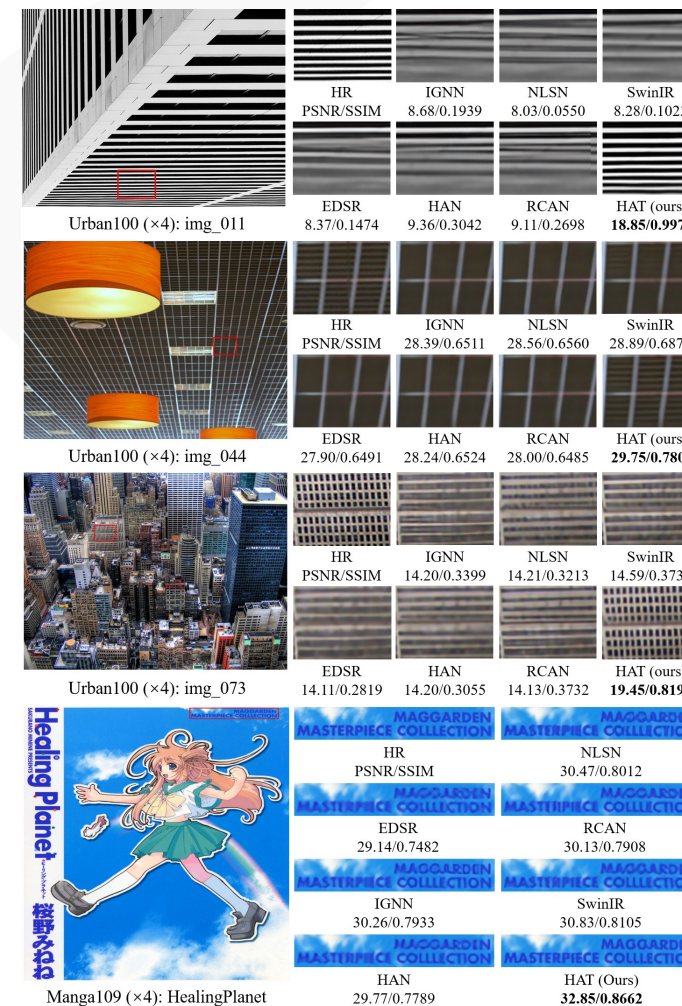
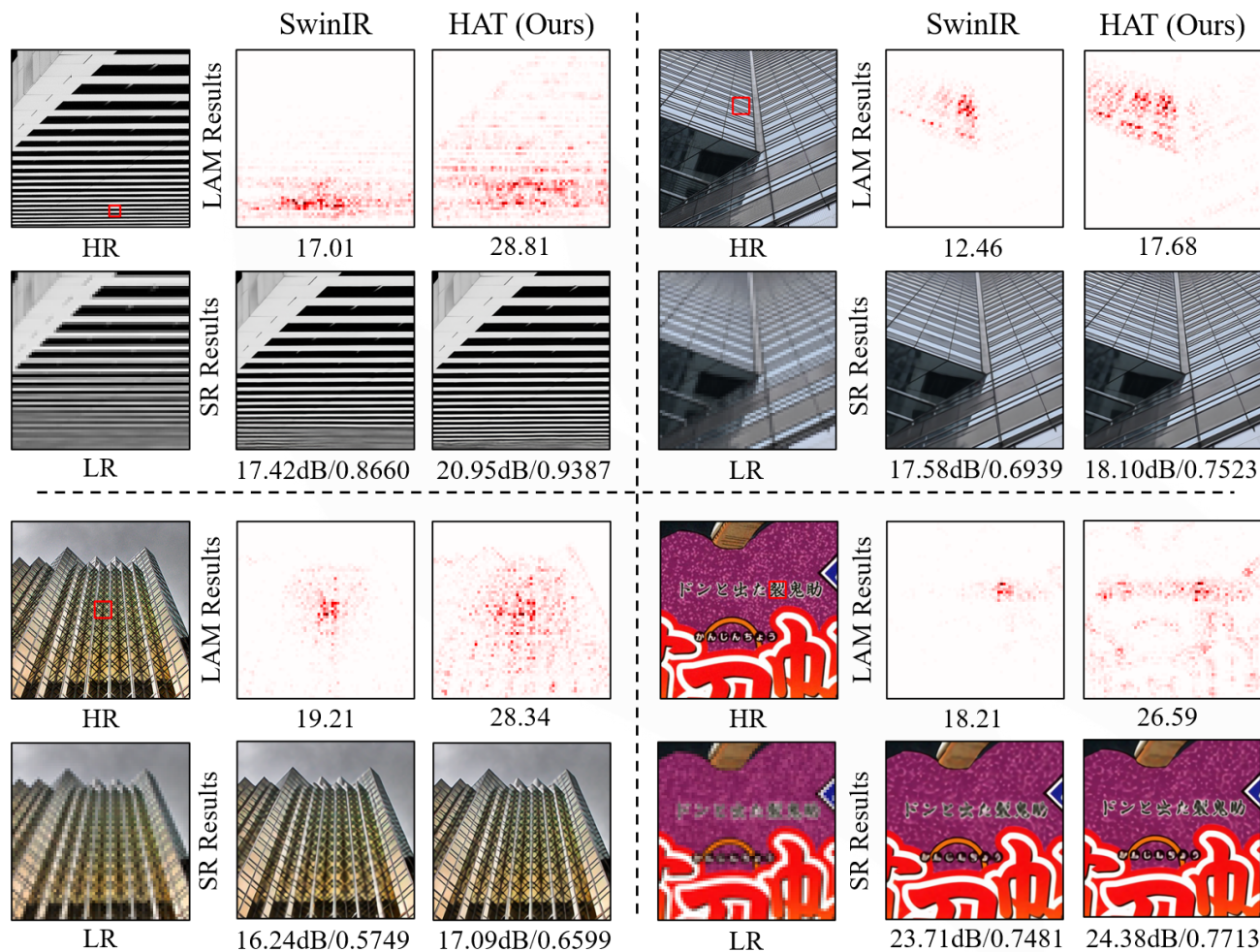


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# Discovering "Semantics" in Super-Resolution Networks

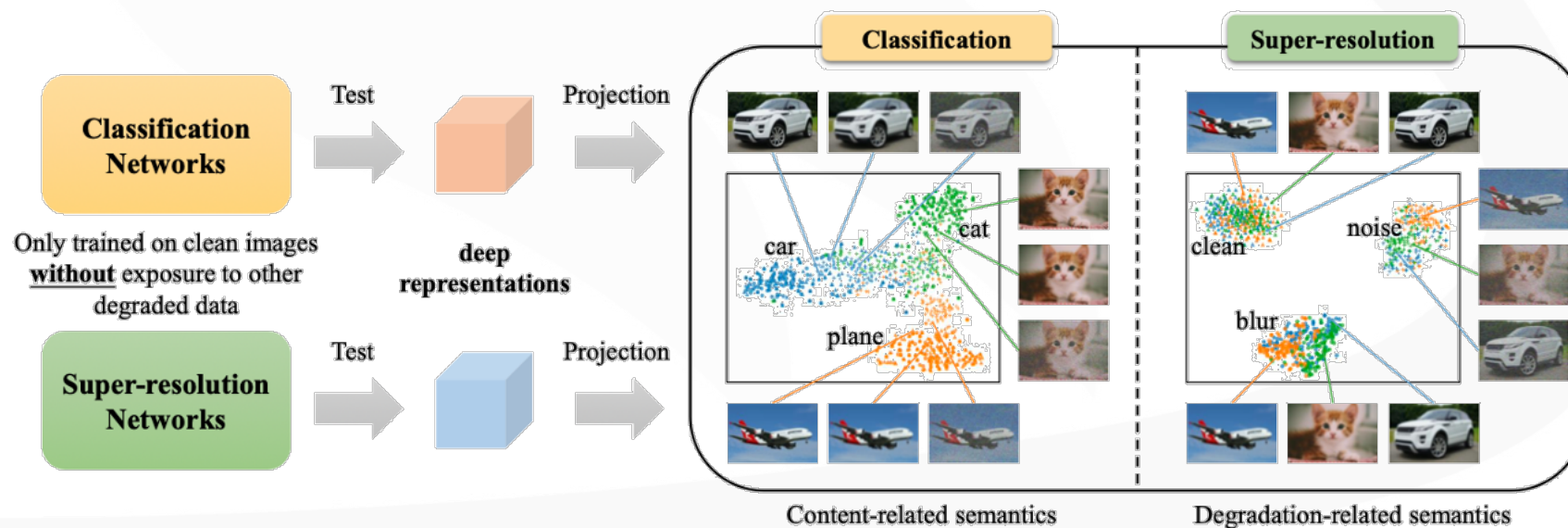
Yihao Liu<sup>1 2\*</sup> Anran Liu<sup>1 4\*</sup> Jinjin Gu<sup>1 5</sup> Zhipeng Zhang<sup>2 6</sup> Wenhao Wu<sup>7</sup> Yu Qiao<sup>1 3</sup> Chao Dong<sup>1 3†</sup>

<sup>1</sup>Shenzhen Institute of Advanced Technology, CAS

<sup>2</sup>University of Chinese Academy of Sciences

<sup>3</sup>Shanghai AI Lab <sup>4</sup>The University of Hongkong

<sup>5</sup>University of Sydney <sup>6</sup>Institute of Automation, CAS <sup>7</sup>Baidu Inc.



## Interpreting Super-Resolution Networks

No Semantics

Traditional Methods such  
as Interpolation methods

?? Semantics

Low-level Vision models  
such as Super-Resolution  
Networks

Clear Semantics

High-level Vision models  
such as Classification  
networks

Yihao Liu, Anran Liu, Jinjin Gu, Zhipeng Zhang, Wenhao Wu, Yu Qiao and Chao Dong. 2021.  
Discovering Distinctive "Semantics" in Super-Resolution Networks. arXiv preprint arXiv:2108.00406.



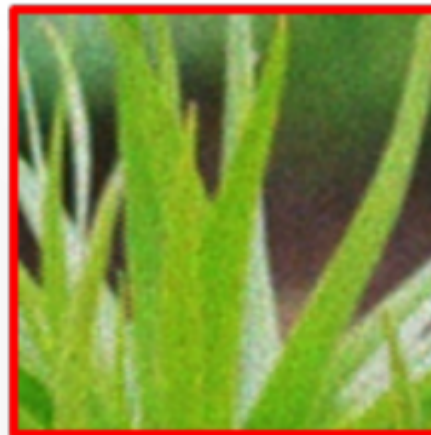
# Feature: Where can we find semantics in SR networks?



## Warm up: An observation



Input



CinCGN



BM3D



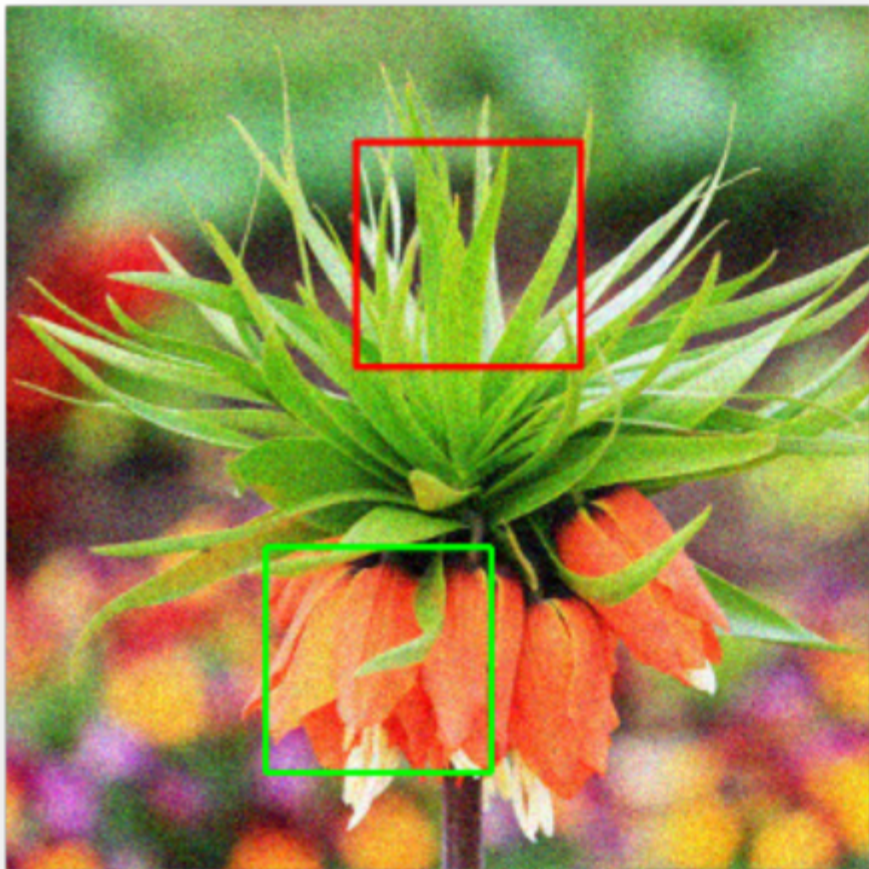
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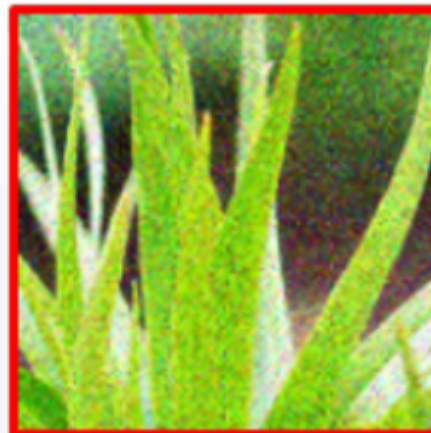
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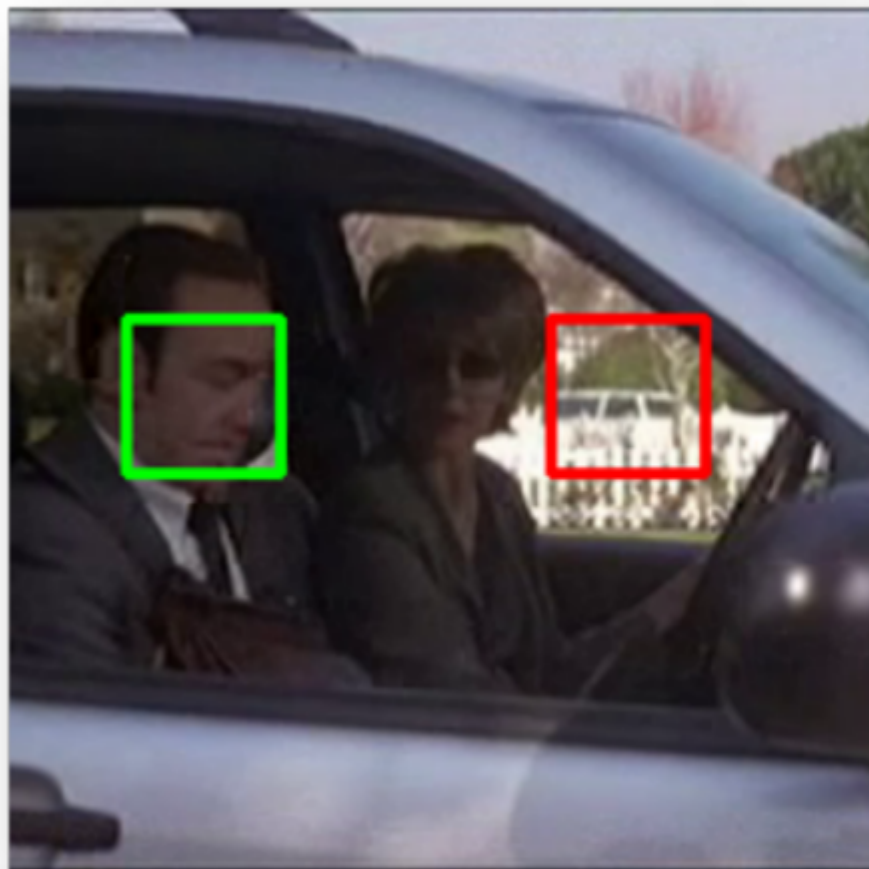


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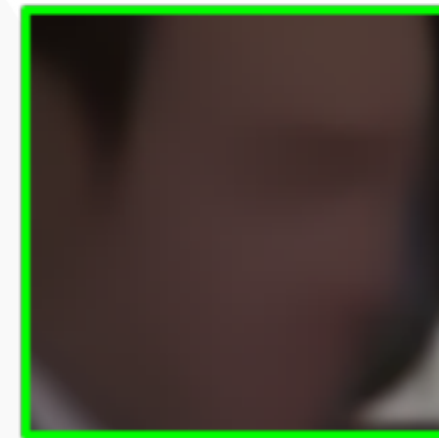
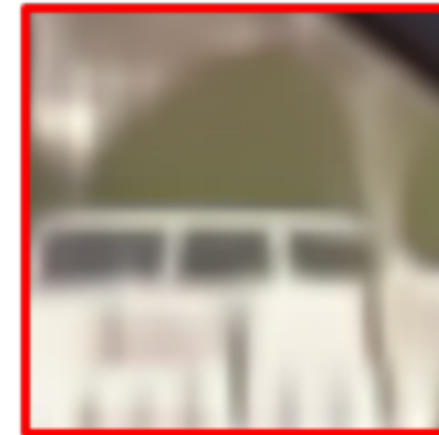
Input



CinCGN



BM3D

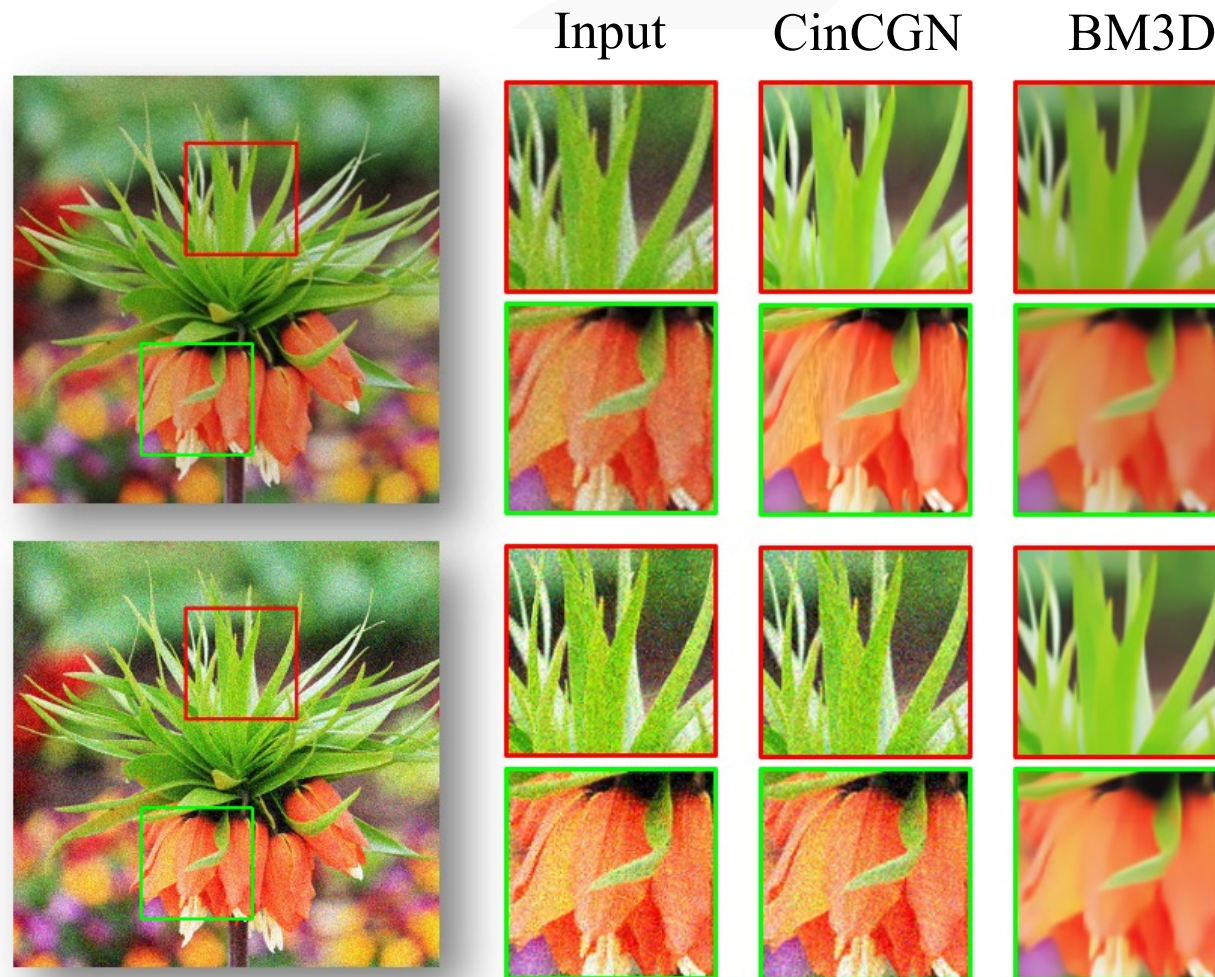


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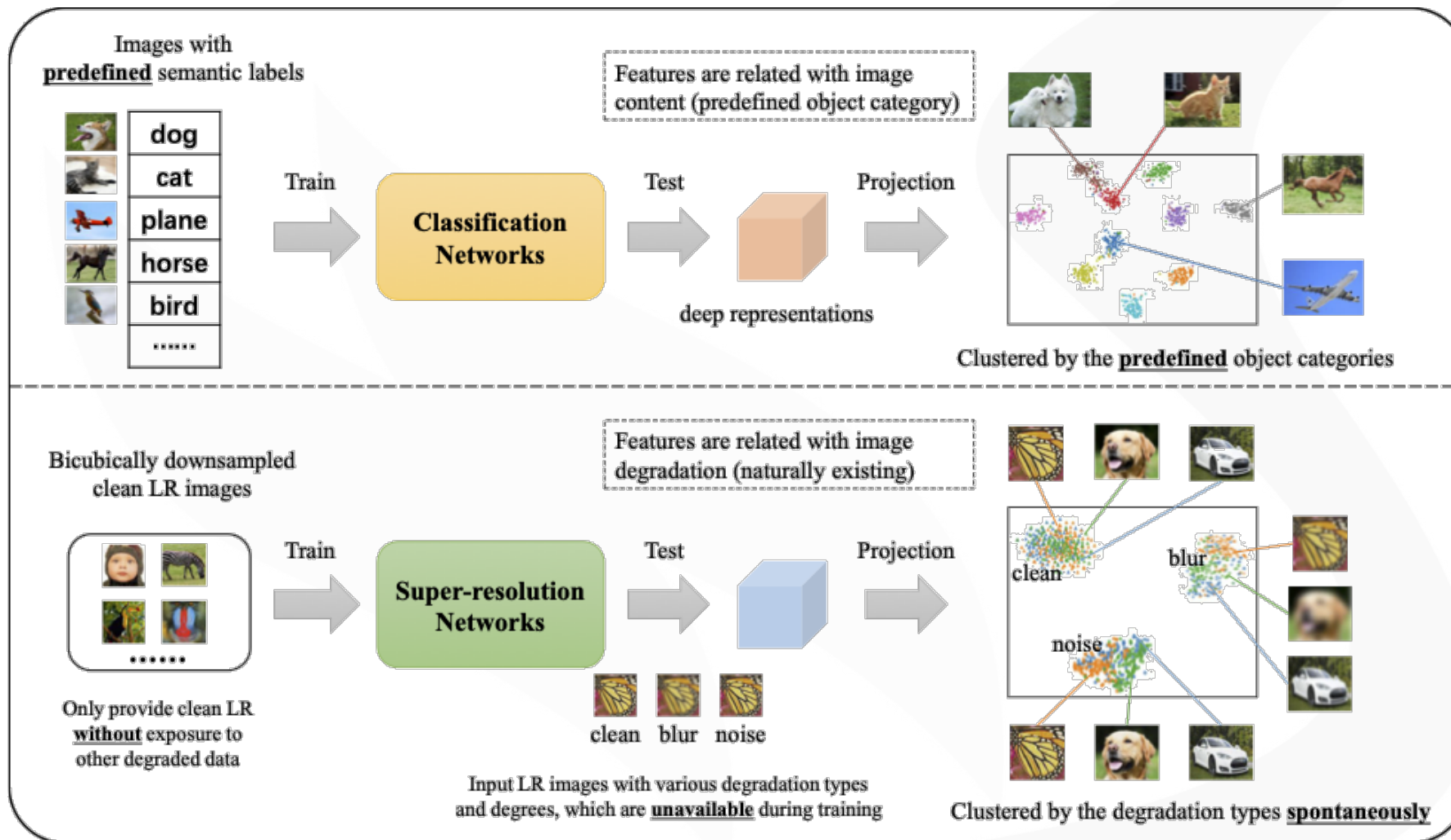
- CinCGAN can figure out the specific degradation within its training data
- The degradation mismatch will make the network “**turn off**” its ability



Yihao Liu, Anran Liu, Jinjin Gu, Zhipeng Zhang, Wenhao Wu, Yu Qiao and Chao Dong. 2021. Discovering Distinctive Semantics in Super-Resolution Networks. arXiv preprint arXiv:2108.00406.



## Methodology



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## Methodology

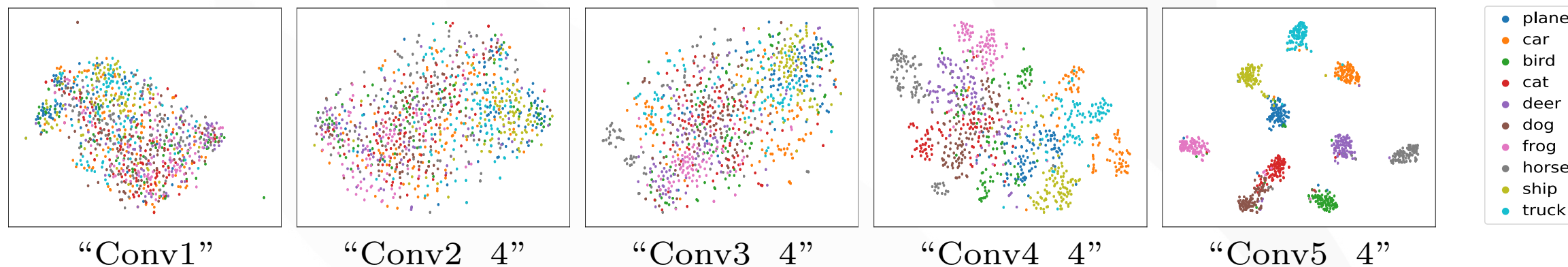
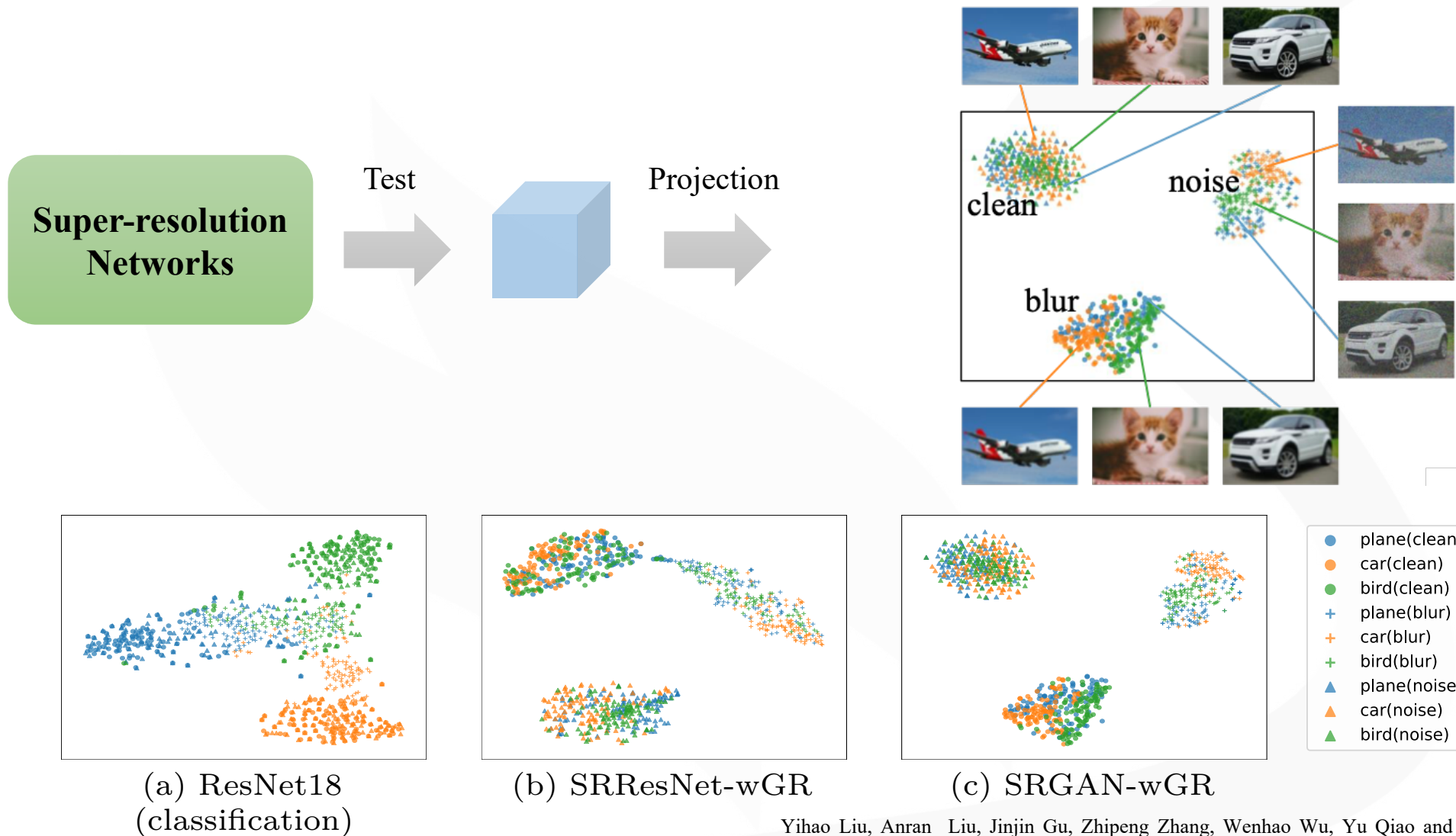


Figure 1: Projected feature representations extracted from different layers of ResNet18 using t-SNE. With the network deepens, the representations become more discriminative to object categories, which clearly shows the semantics of the representations in classification.

# Feature: Where can we find semantics in SR networks?



## Observation

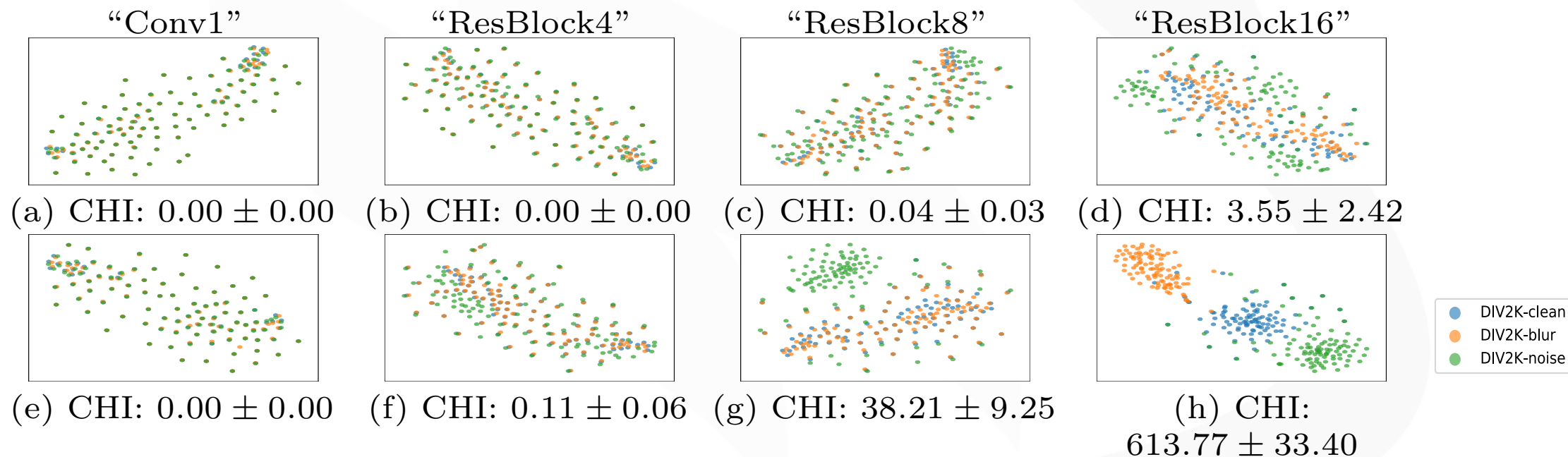


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## Observation

SR networks with global residual shows discriminability shows more obvious discriminability to different types.

GAN-based SR networks shows more obvious discriminability.

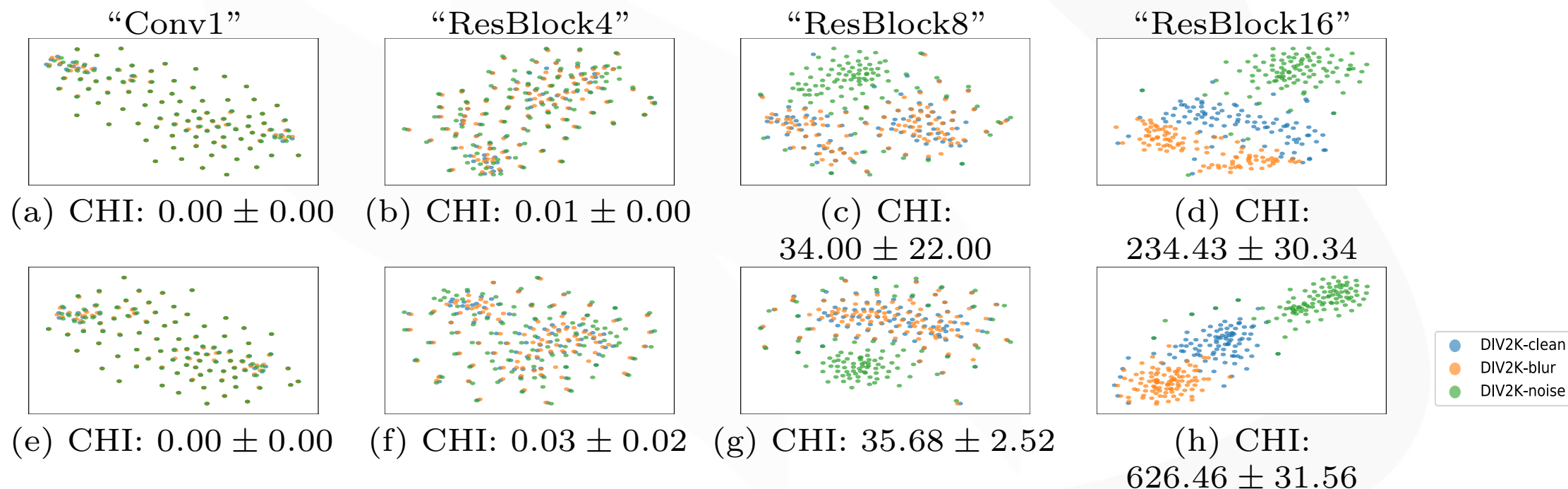




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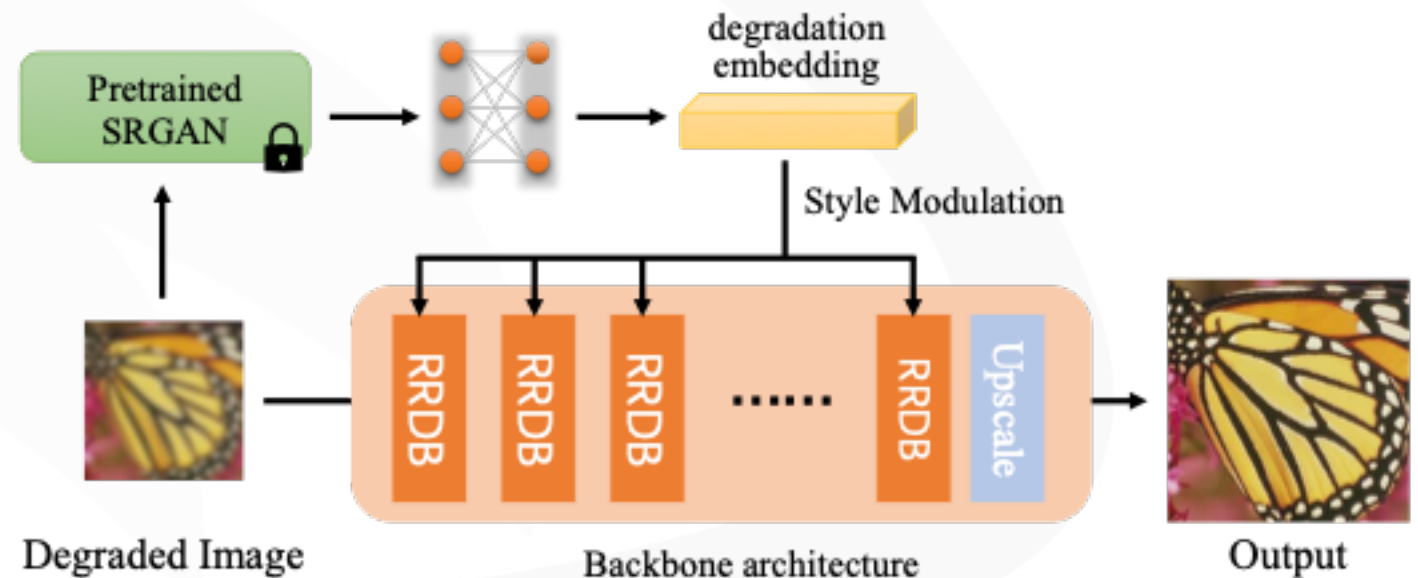
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## ↑ Inspirations

- Interpreting the Generalization of SR (low-level) Networks
- Developing degradation-adaptive Algorithms
- Disentanglement of Image Content/Degradation
- Degradation Classification/Detection



Yihao Liu, Anran Liu, Jinjin Gu, Zhipeng Zhang, Wenhao Wu, Yu Qiao and Chao Dong. 2021. Discovering Distinctive" Semantics" in Super-Resolution Networks. arXiv preprint arXiv:2108.00406.

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# Rethinking Alignment in Video Super-Resolution Transformers

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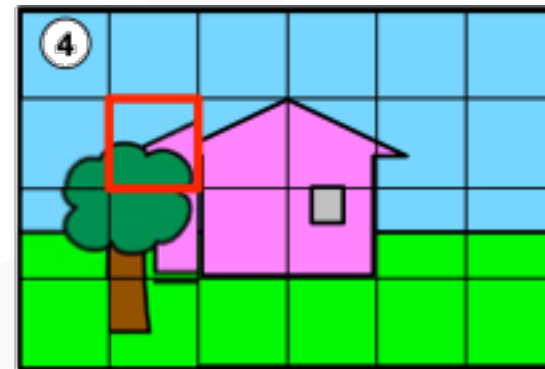
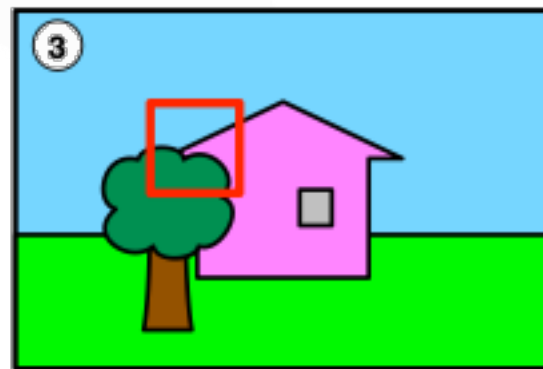
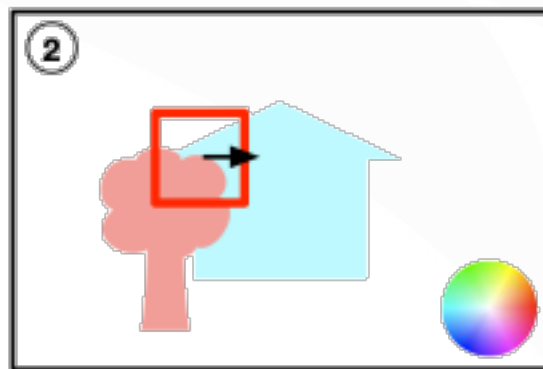
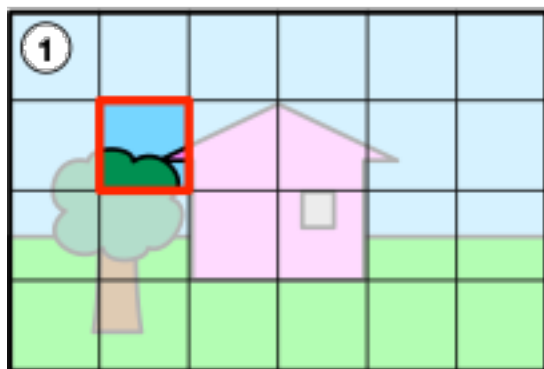
Shuwei Shi<sup>1,2,\*</sup>, Jinjin Gu<sup>3,4,\*</sup>, Liangbin Xie<sup>2,5,6</sup>, Xintao Wang<sup>6</sup>, Yujiu Yang<sup>1</sup>, Chao Dong<sup>2,3,†</sup>

<sup>1</sup> Shenzhen International Graduate School, Tsinghua University

<sup>2</sup> Shenzhen Institutes of Advanced Technology, Chinese Academy of Sciences

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<sup>5</sup> University of Chinese Academy of Sciences <sup>6</sup> ARC Lab, Tencent PCG

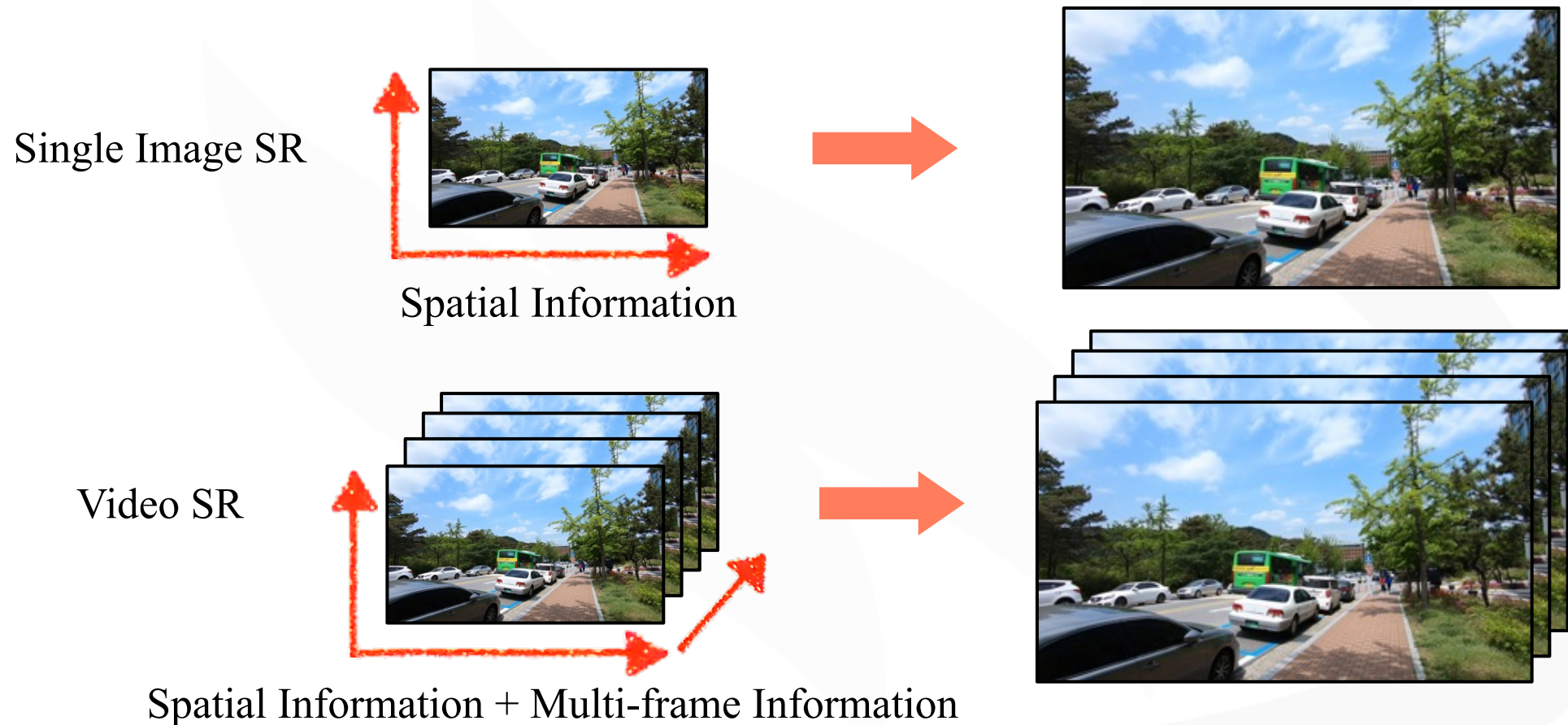


# Alignment: Which method benefit to VSR Transformer?



## Video Super-Resolution

Video SR exploit the complementary sub-pixel information from multiple frames.



Shuwei Shi, Jinjin Gu, Liangbin Xie, Xintao Wang, Yujiu Yang and Chao Dong. 2022. Rethinking Alignment in Video Super-Resolution Transformers. In Advances in Neural Information Processing Systems.

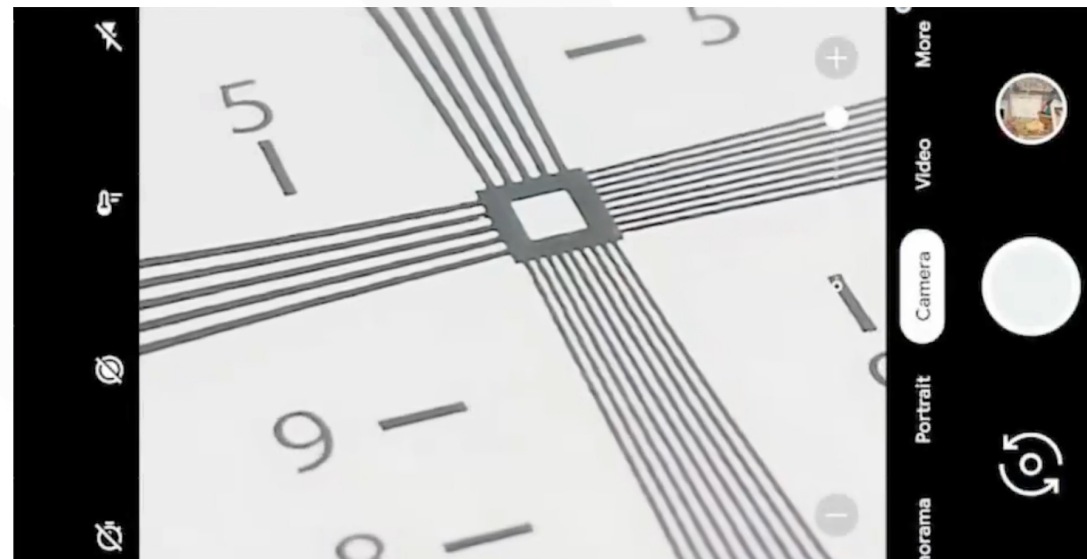


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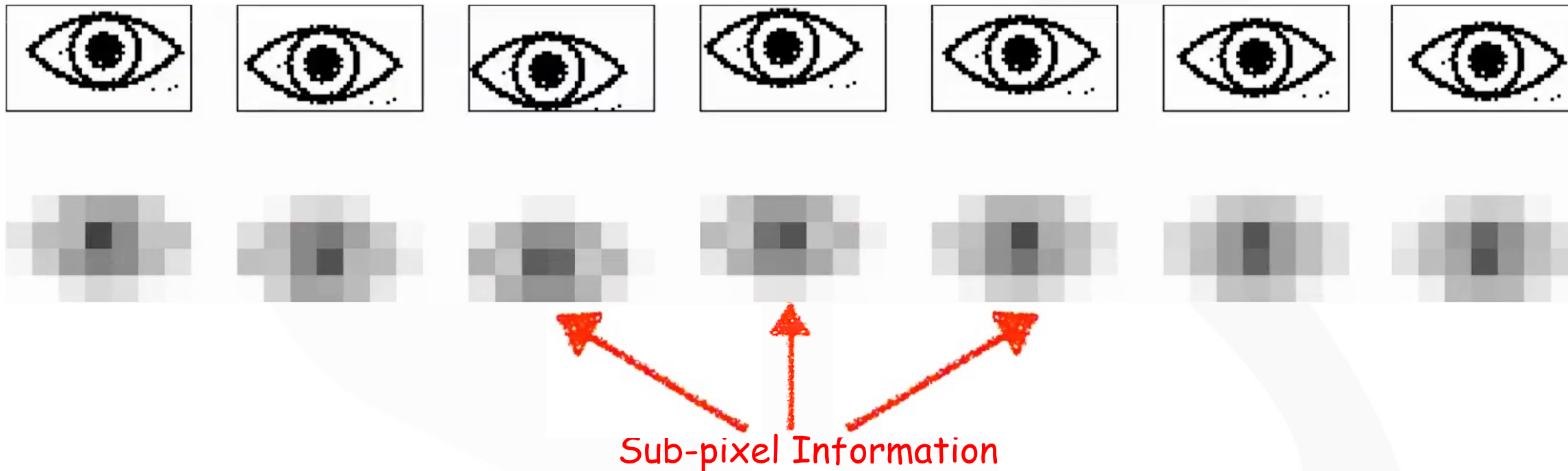
SISR

VSR



Shuwei Shi, Jinjin Gu, Liangbin Xie, Xintao Wang, Yujiu Yang and Chao Dong. 2022. Rethinking Alignment in Video Super-Resolution Transformers. In Advances in Neural Information Processing Systems.

## Video Super-Resolution



Different downsampled observations of the same object across frames provide additional constraints/information for SR

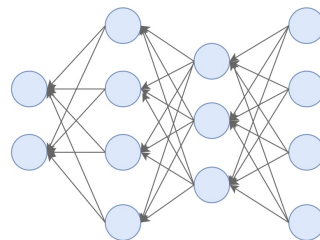
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## Video Super-Resolution

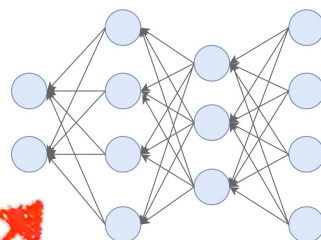
Video SR exploit the complementary sub-pixel information from multiple frames.

Single Image SR



Spatial Information

Video SR

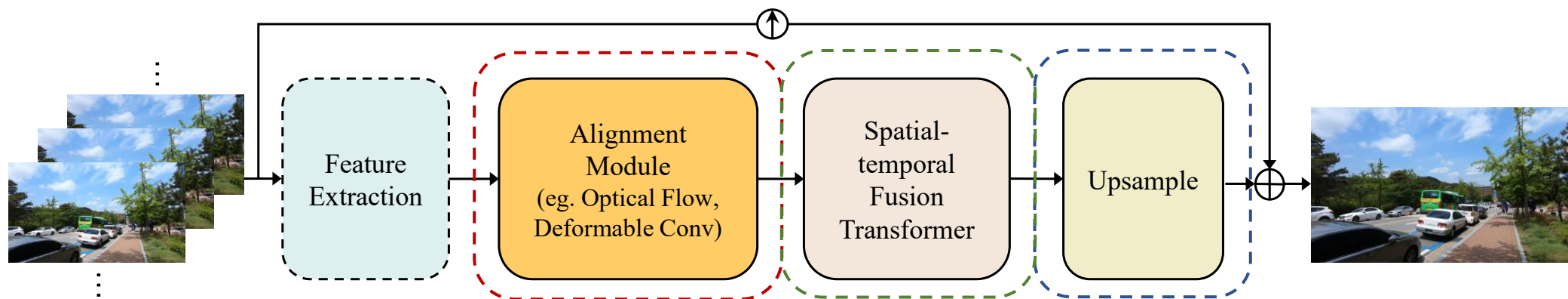


Spatial Information + Multi-frame Information

Shuwei Shi, Jinjin Gu, Liangbin Xie, Xintao Wang, Yujiu Yang and Chao Dong. 2022. Rethinking Alignment in Video Super-Resolution Transformers. In Advances in Neural Information Processing Systems.

## Framework design

Existing methods can be roughly divided into sliding window-based and recurrent methods.



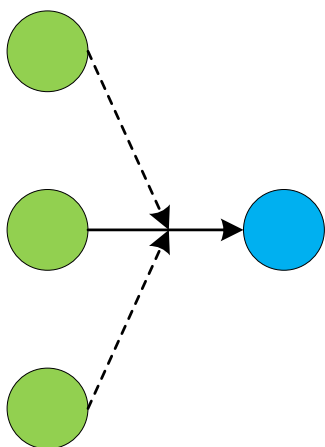
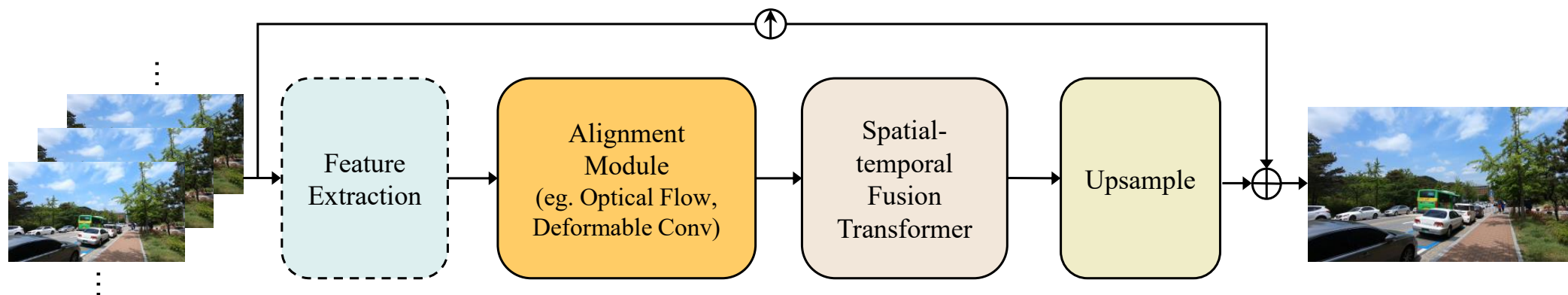
	Sliding-Window			Recurrent				
	EDVR	MuCAN	TDAN	BRCN	FRVSR	RSDN	BasicVSR	IconVSR
Propagation	Local	Local	Local	<b>Bidirectional</b>	Unidirectional	Unidirectional	<b>Bidirectional</b>	<b>Bidirectional</b> (coupled)
Alignment	<b>Yes</b> (DCN)	<b>Yes</b> (correlation)	<b>Yes</b> (DCN)	No	<b>Yes</b> (flow)	No	<b>Yes</b> (flow)	<b>Yes</b> (flow)
Aggregation	Concatenate + <b>TSA</b>	Concatenate	Concatenate	Concatenate	Concatenate	Concatenate	Concatenate	Concatenate + <b>Refill</b>
Upsampling	Pixel-Shuffle	Pixel-Shuffle	Pixel-Shuffle	Pixel-Shuffle	Pixel-Shuffle	Pixel-Shuffle	Pixel-Shuffle	Pixel-Shuffle

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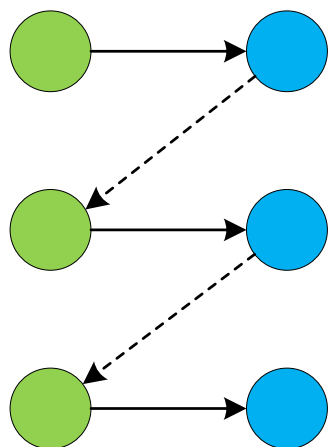
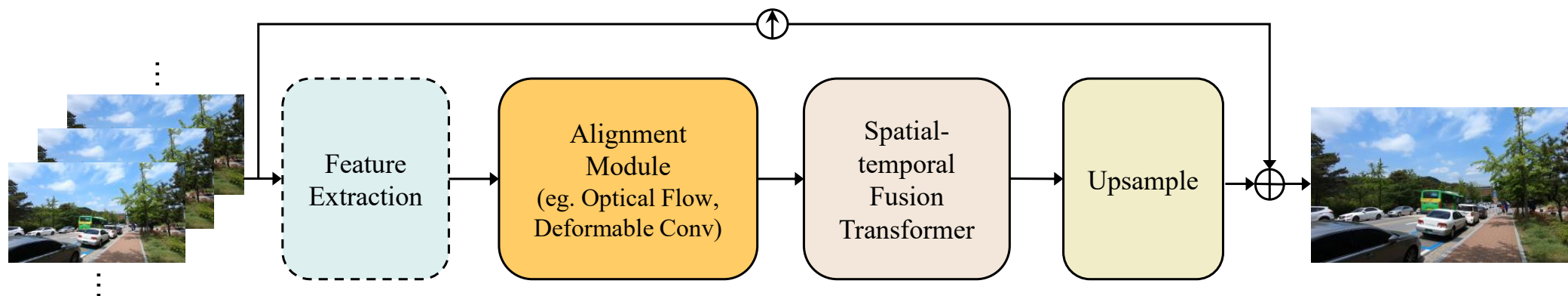


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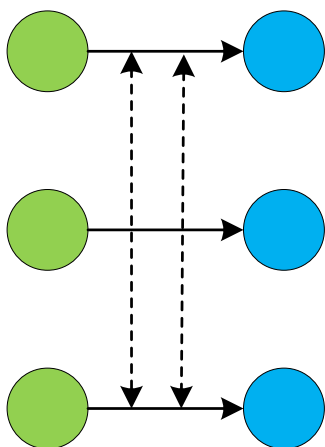
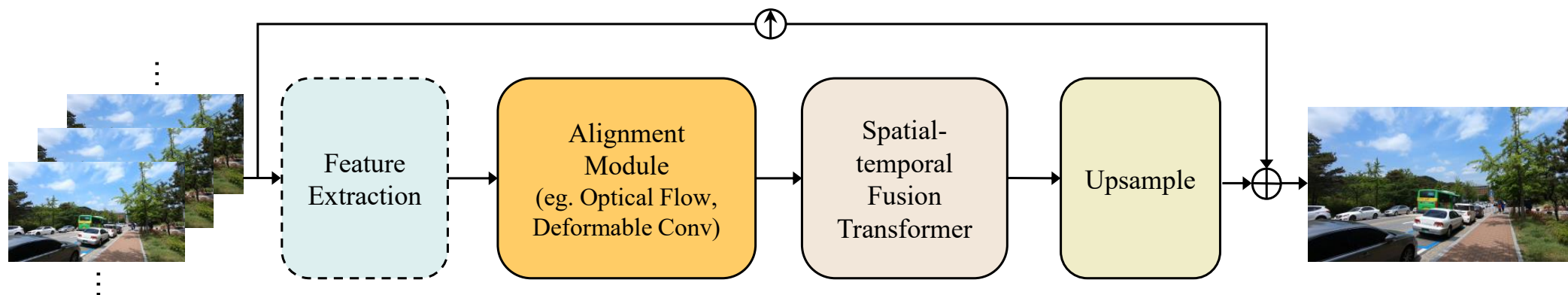


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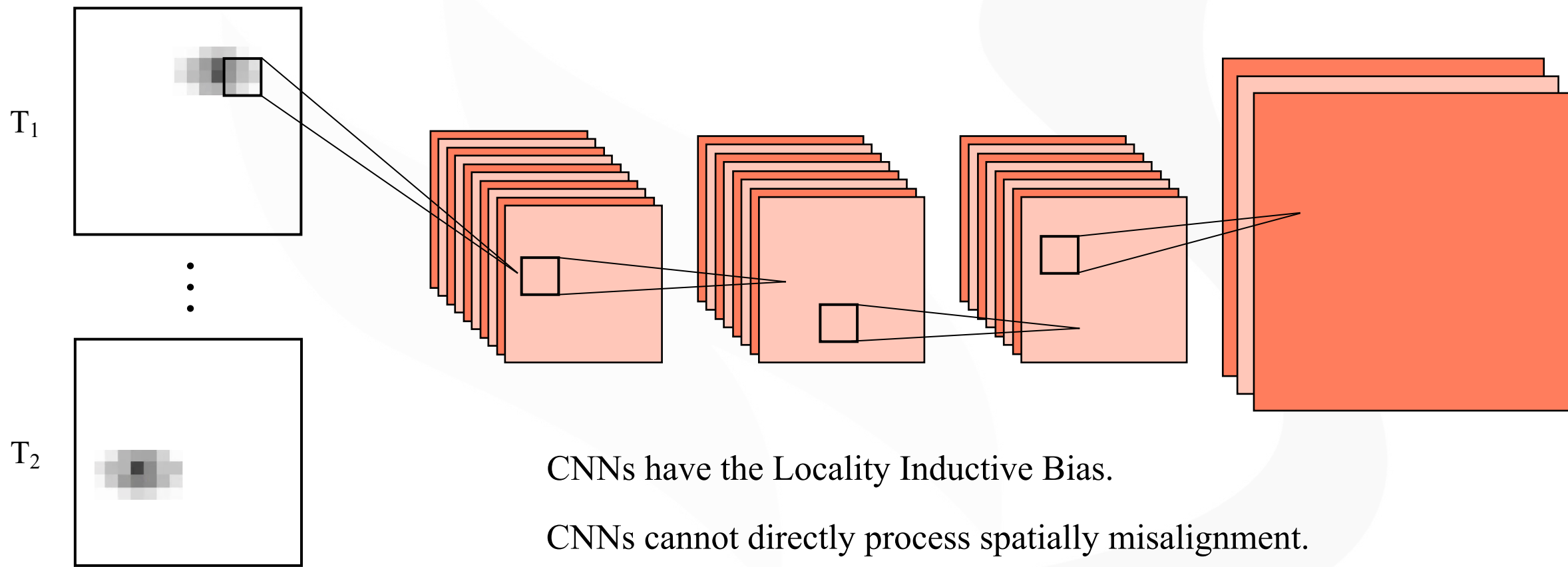


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Shuwei Shi, Jinjin Gu, Liangbin Xie, Xintao Wang, Yujiu Yang and Chao Dong. 2022. Rethinking Alignment in Video Super-Resolution Transformers. In Advances in Neural Information Processing Systems.

## Alignment

Why we should conduct alignment in a VSR convolutional network.



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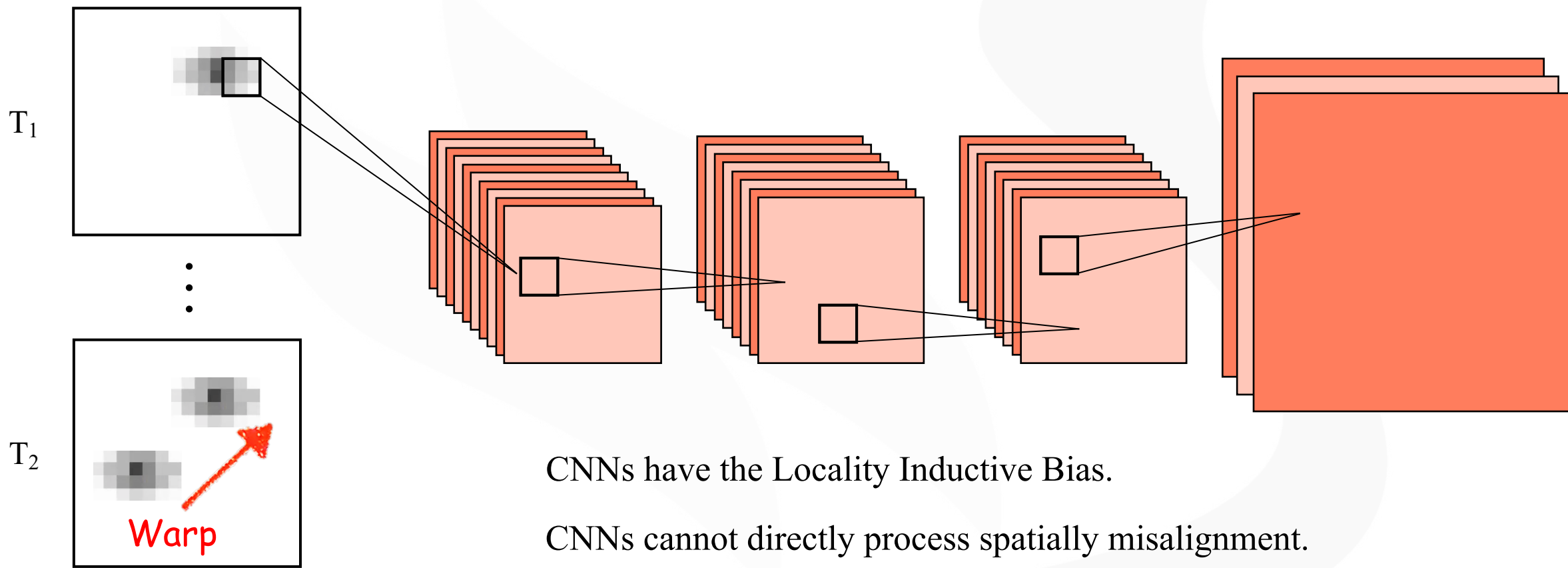


# Alignment: Which method benefit to VSR Transformer?



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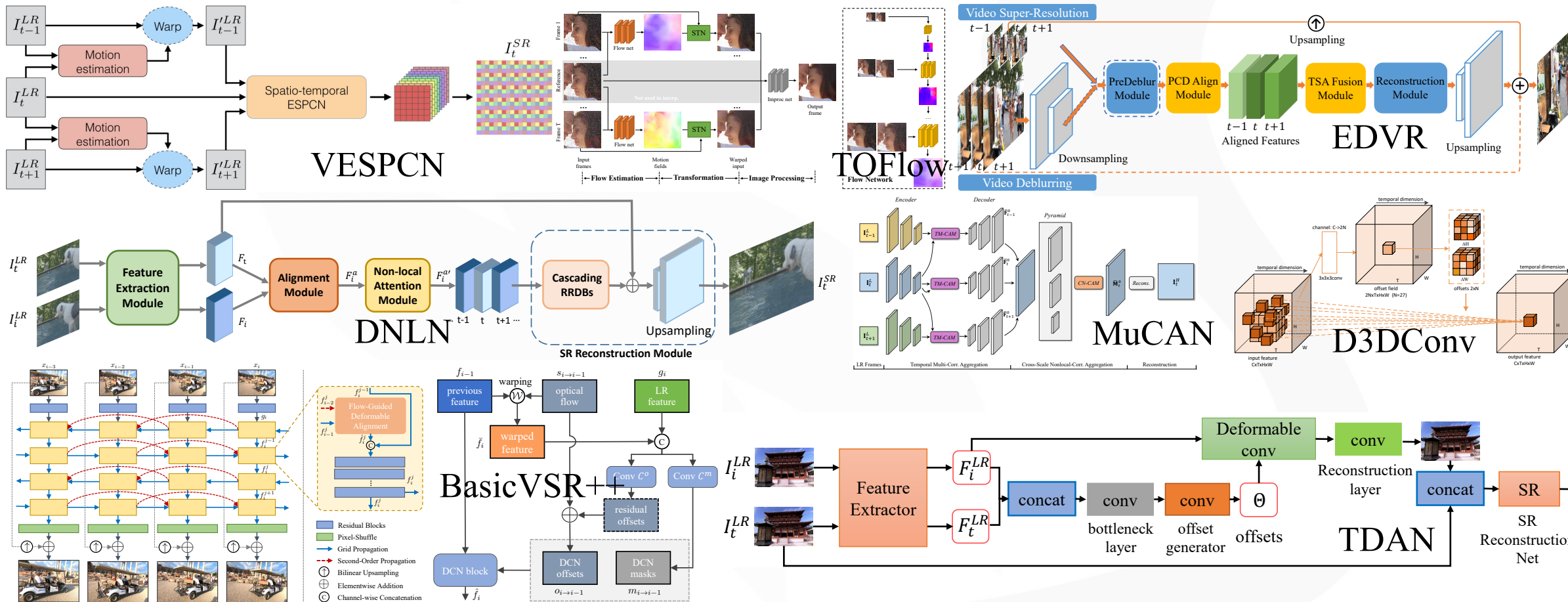
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# Alignment: Which method benefit to VSR Transformer?



## Alignment

Alignment is an important module and is the core of VSR method development.



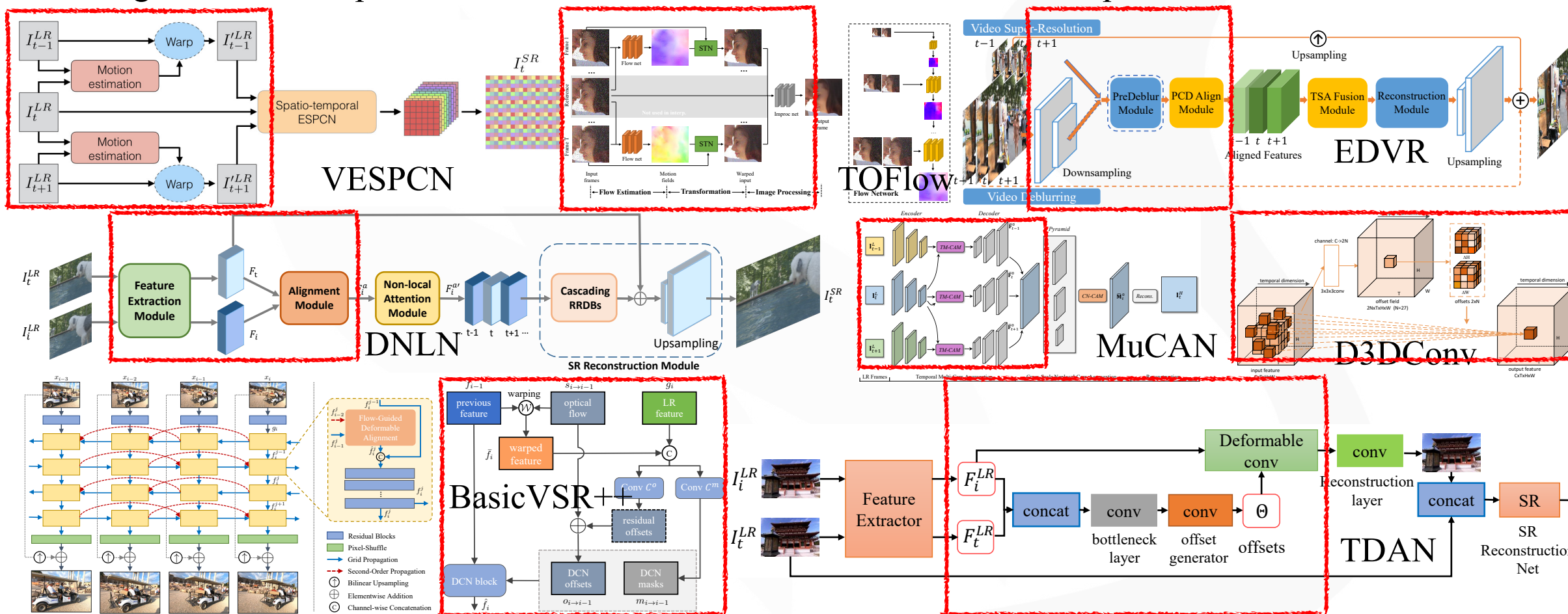
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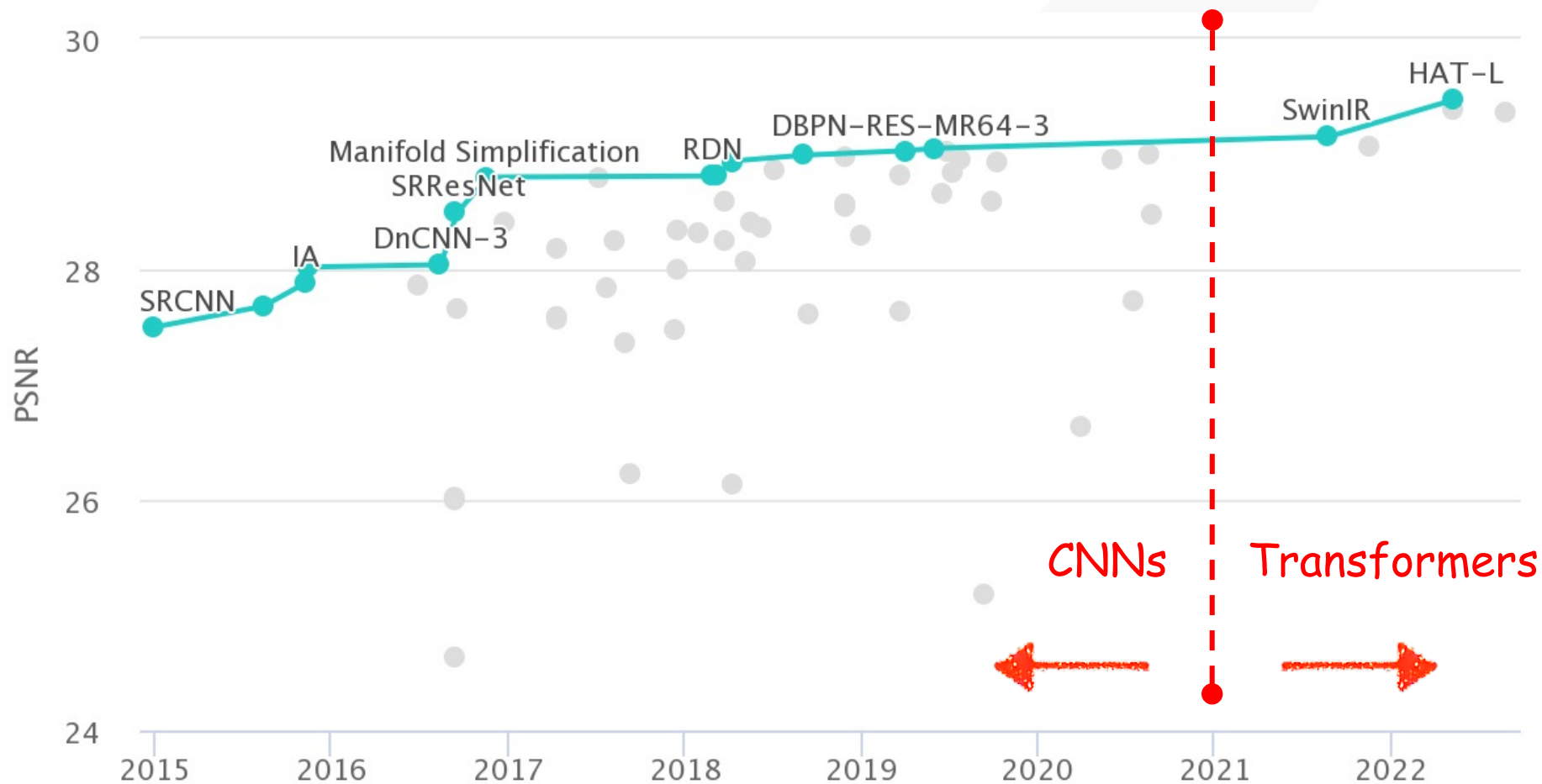
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# Alignment: Which method benefit to VSR Transformer?



## Image Restoration Transformers

Transformers refresh the state-of-the-art in Network designs.



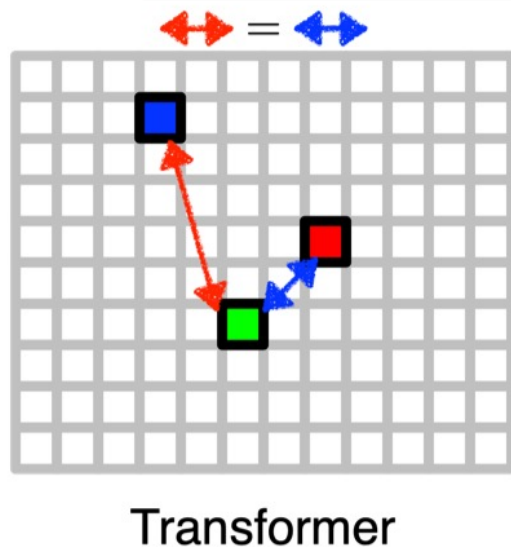
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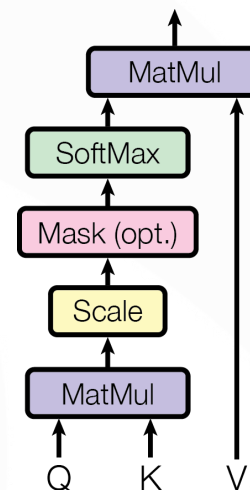
## Image Restoration Transformers

Transformers:

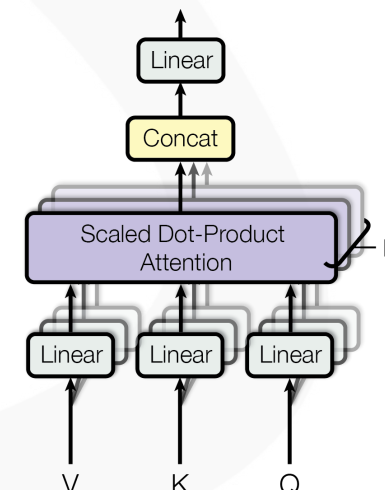
- Treat the input signal as tokens. In image restoration, one pixel is one token.
- Using self-attention to process spatial information, instead of convolutions.
- Self-attention is efficient for spatially long-term distributed elements.
- Do not assume the locality inductive bias.



Scaled Dot-Product Attention



Multi-Head Attention

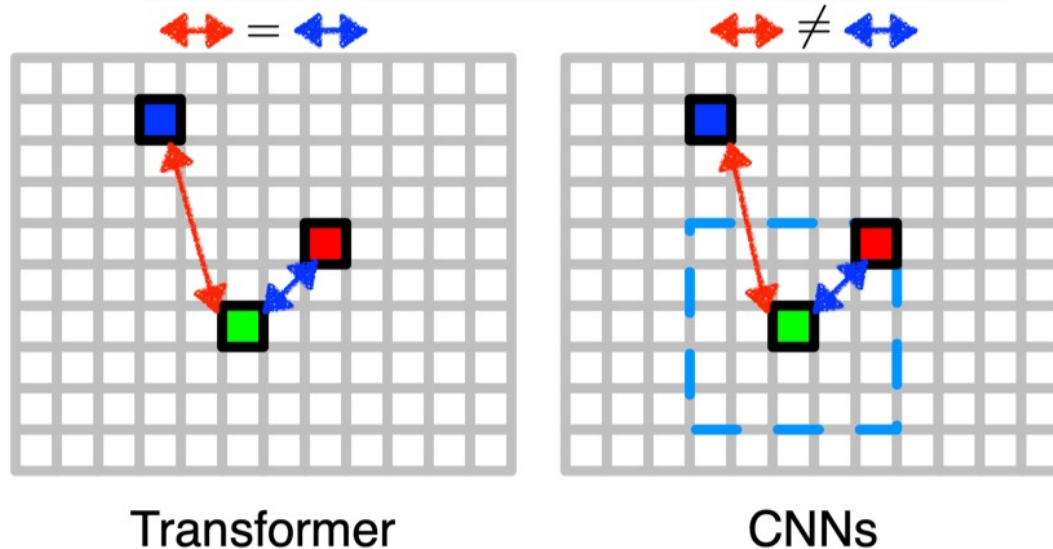


Shuwei Shi, Jinjin Gu, Liangbin Xie, Xintao Wang, Yujiu Yang and Chao Dong. 2022. Rethinking Alignment in Video Super-Resolution Transformers. In Advances in Neural Information Processing Systems.

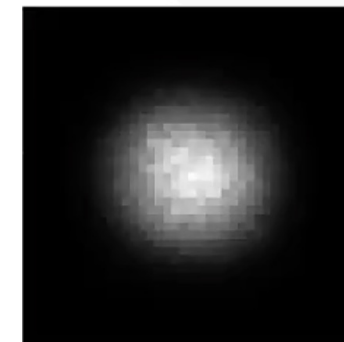
## Image Restoration Transformers

Transformers:

- Treat the input signal as tokens. In image restoration, one pixel is one token.
- Using self-attention to process spatial information, instead of convolutions.
- Self-attention is efficient for spatially long-term distributed elements.
- **Do not assume the locality inductive bias.**



CNNs' locality inductive bias



Luo, Wenjie, et al. "Understanding the Effective Receptive Field in Deep Convolutional Neural Networks." NIPS2016.

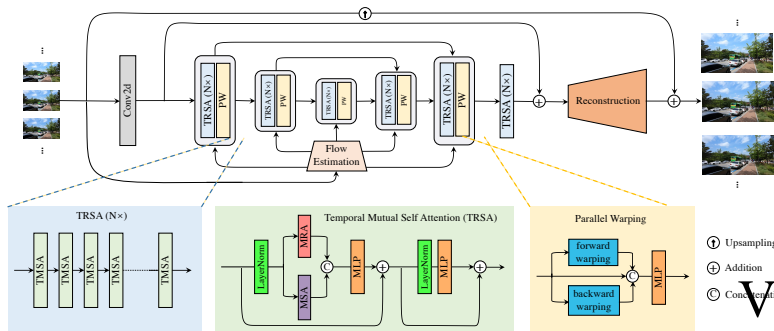
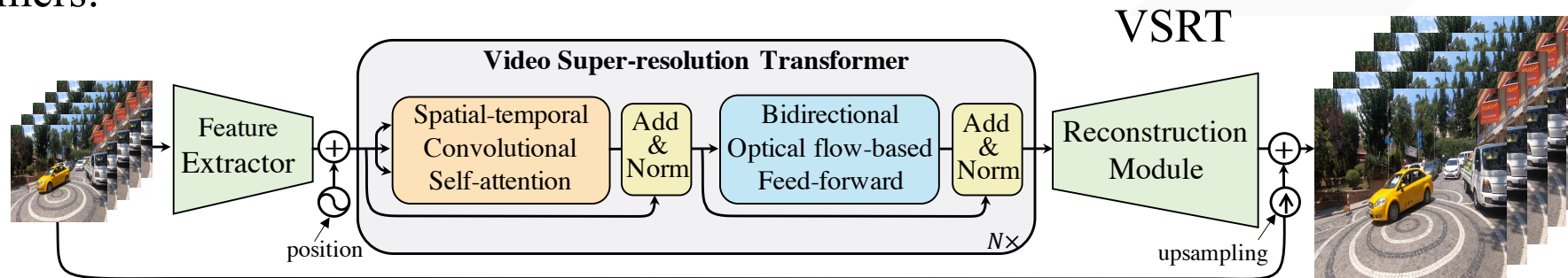
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# Alignment: Which method benefit to VSR Transformer?

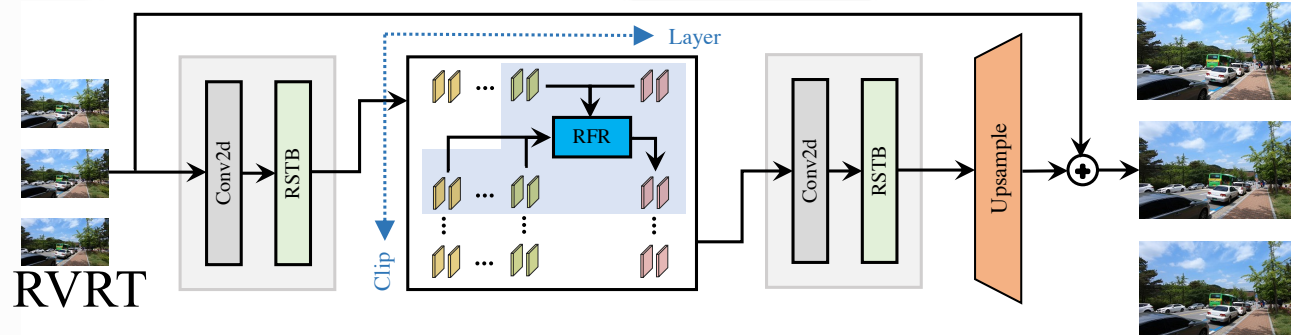


## Video Restoration Transformers

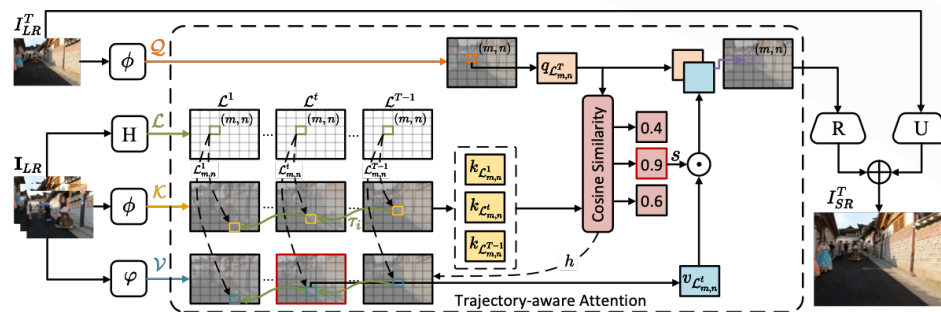
Transformers:



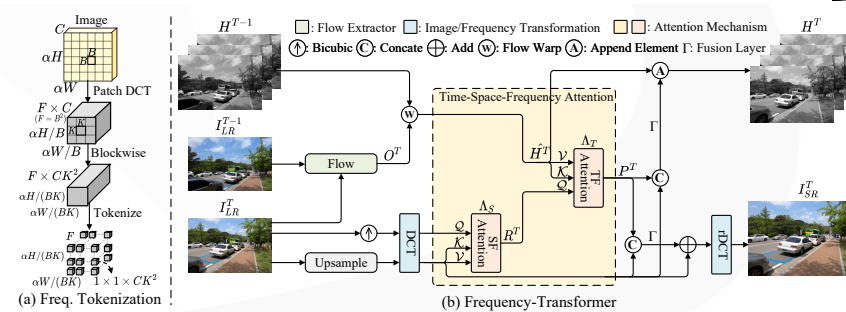
VRT



RVRT



TTVSR



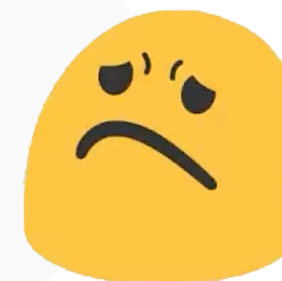
FTVSR

Shuwei Shi, Jinjin Gu, Liangbin Xie, Xintao Wang, Yujiu Yang and Chao Dong. 2022. Rethinking Alignment in Video Super-Resolution Transformers. In Advances in Neural Information Processing Systems.

## Rethinking

Question 1:

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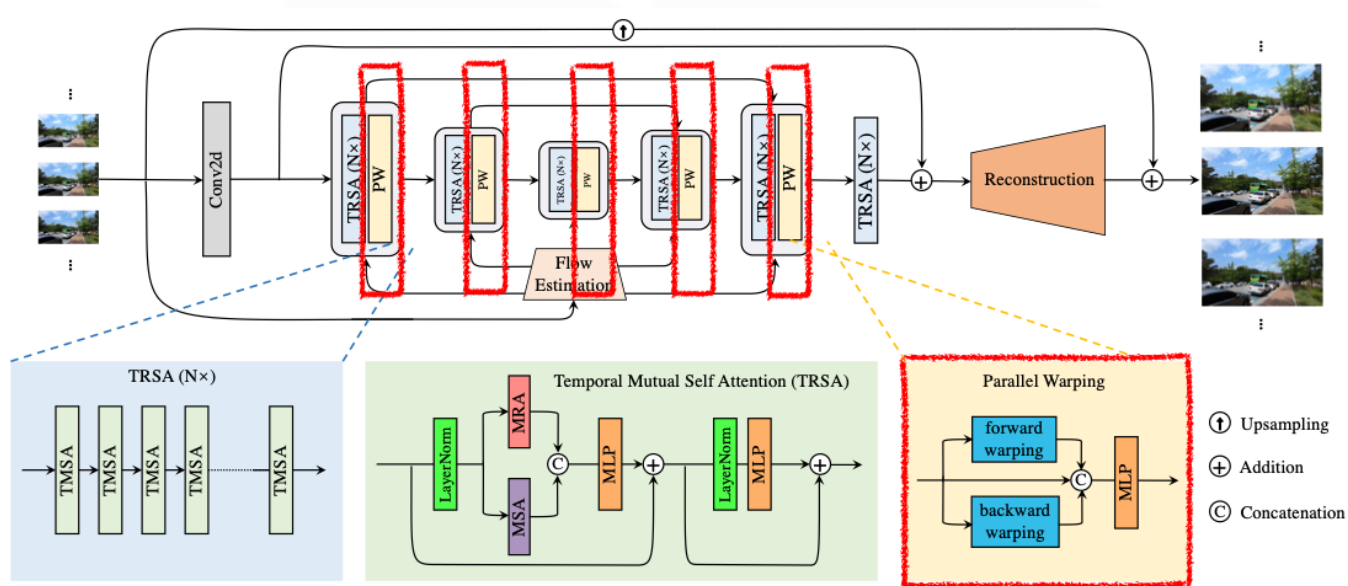
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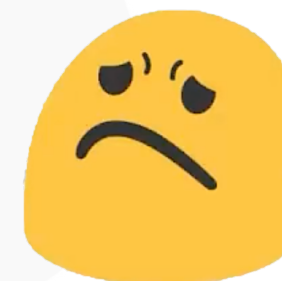
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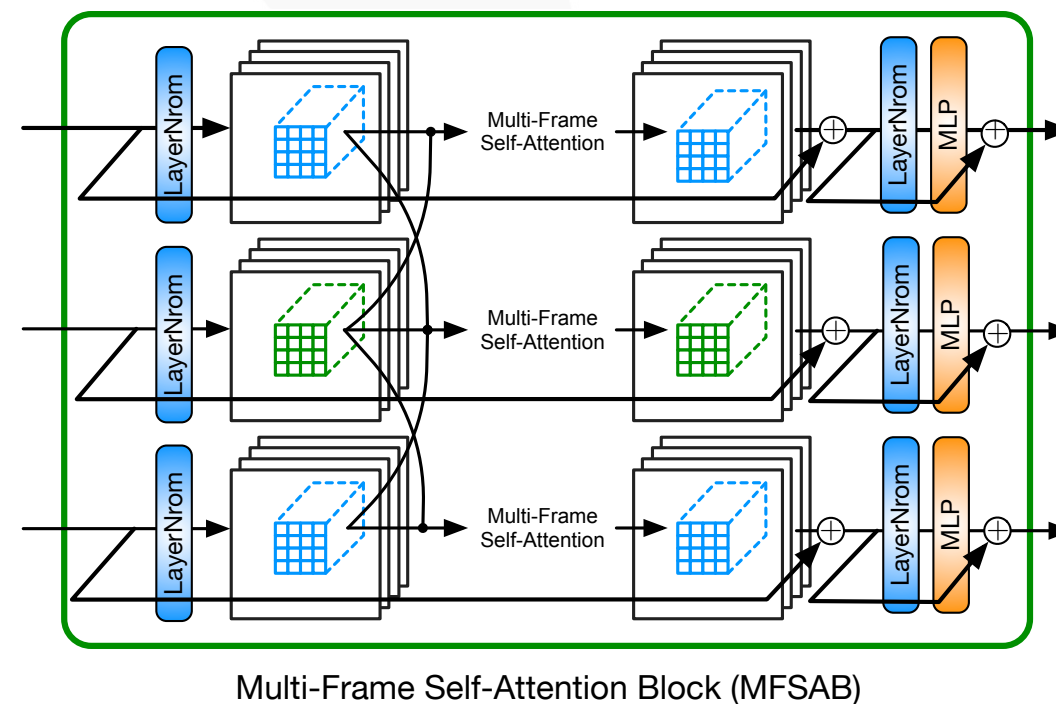
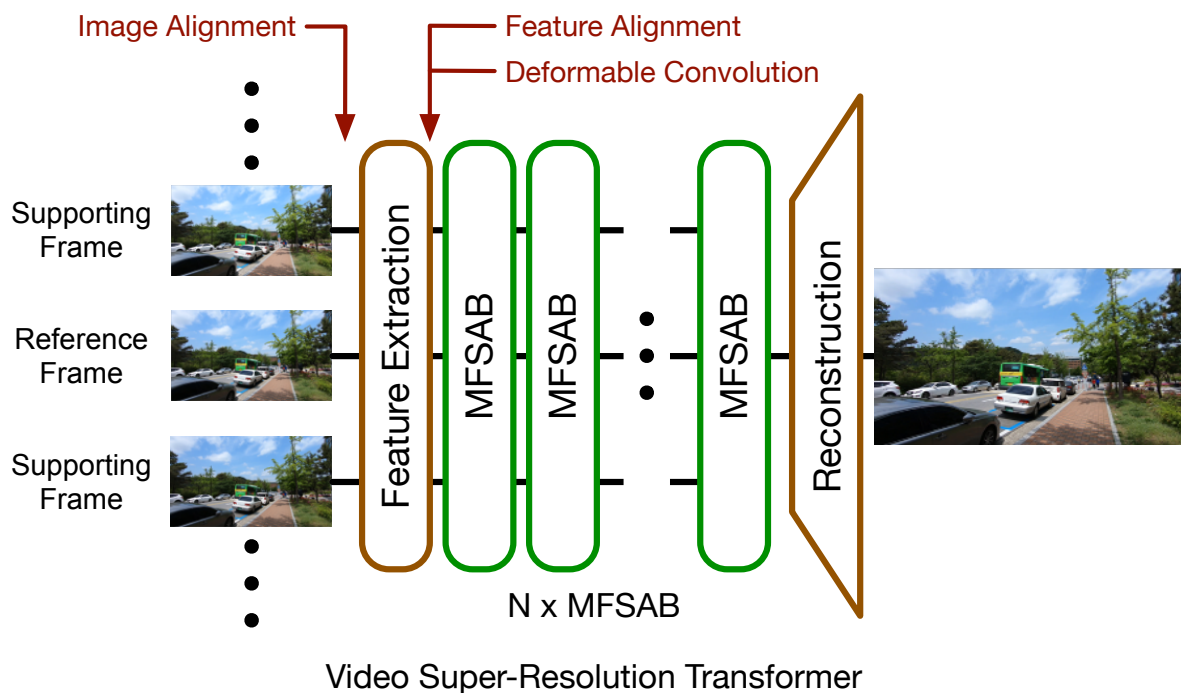
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## ➤ Preliminary Settings

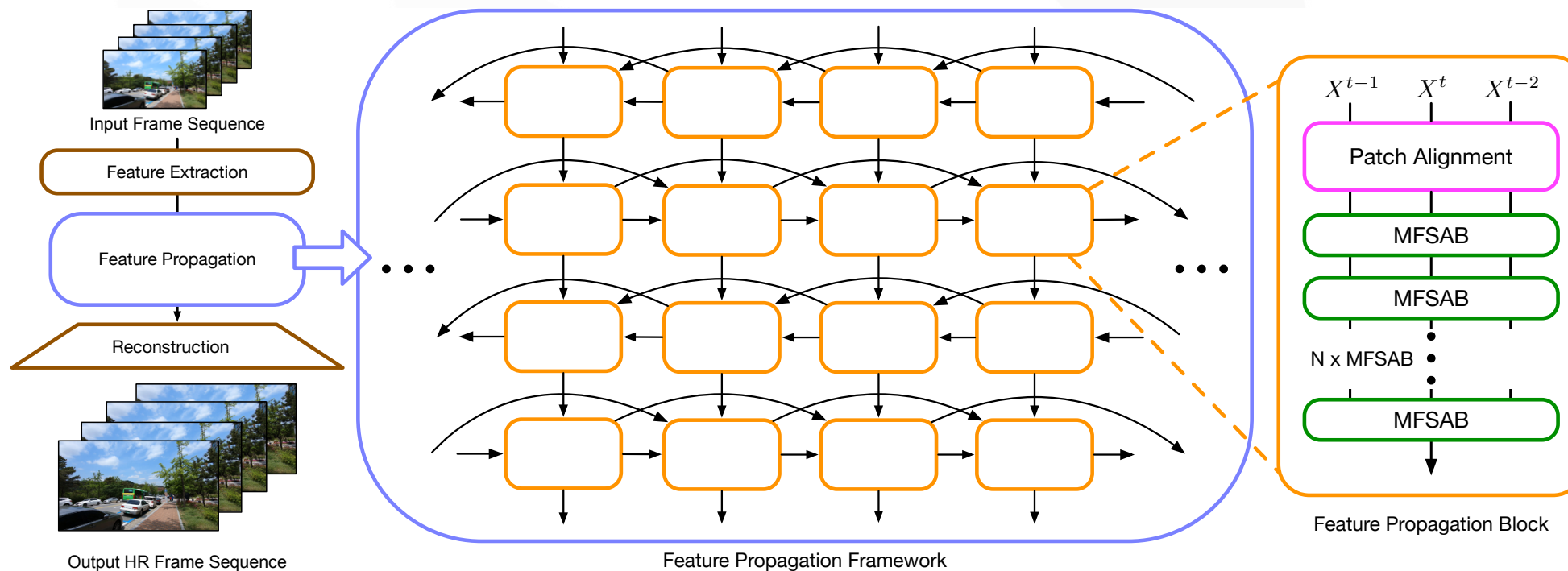
We build the basic VSR Transformer model using multi-frame self-attention blocks. This is an example basic on the sliding window strategy.



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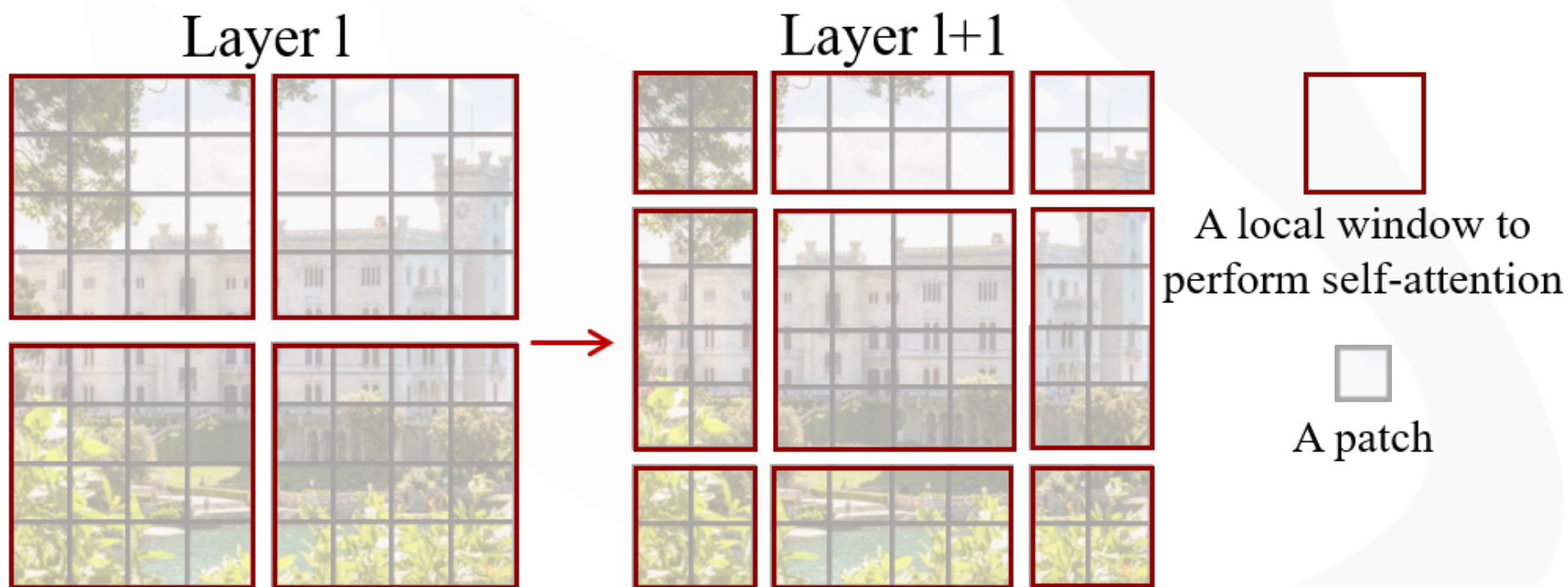


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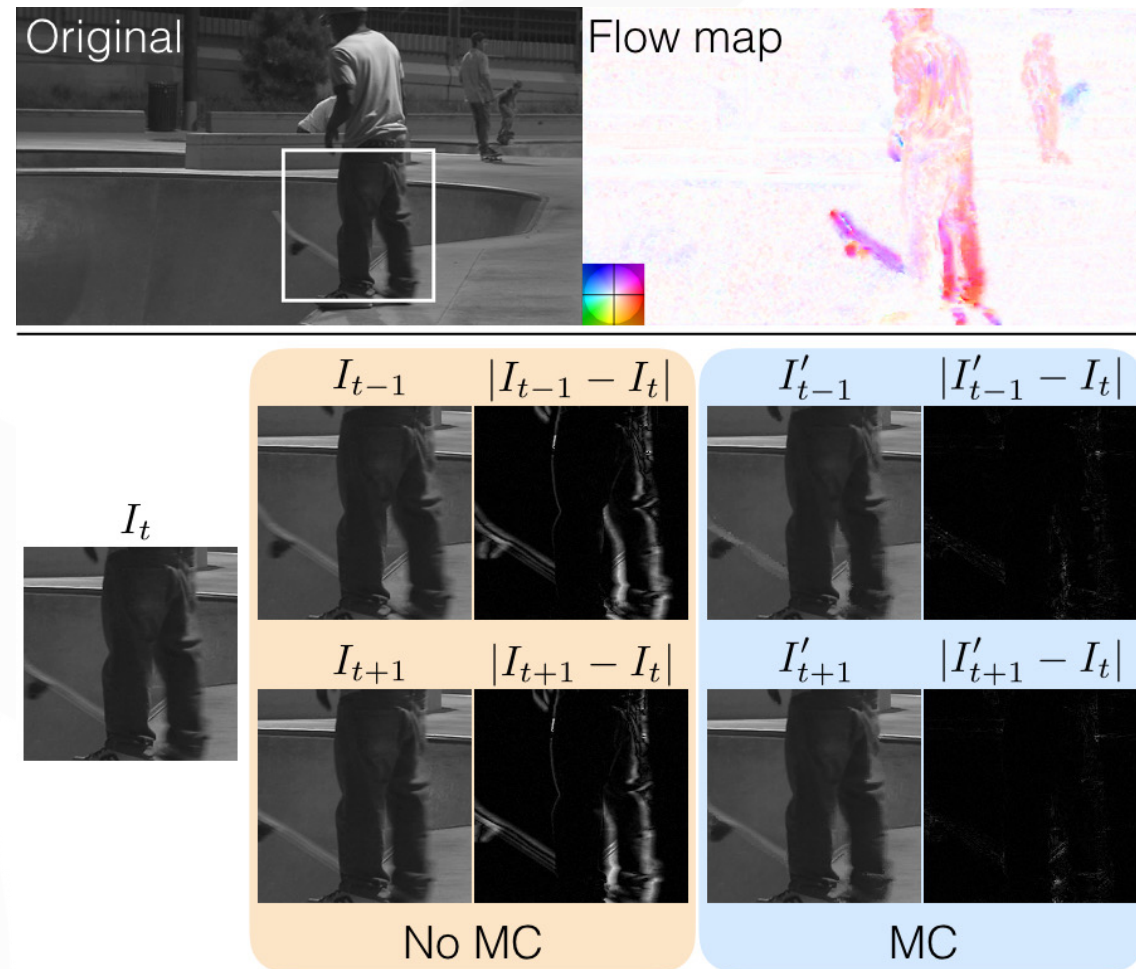
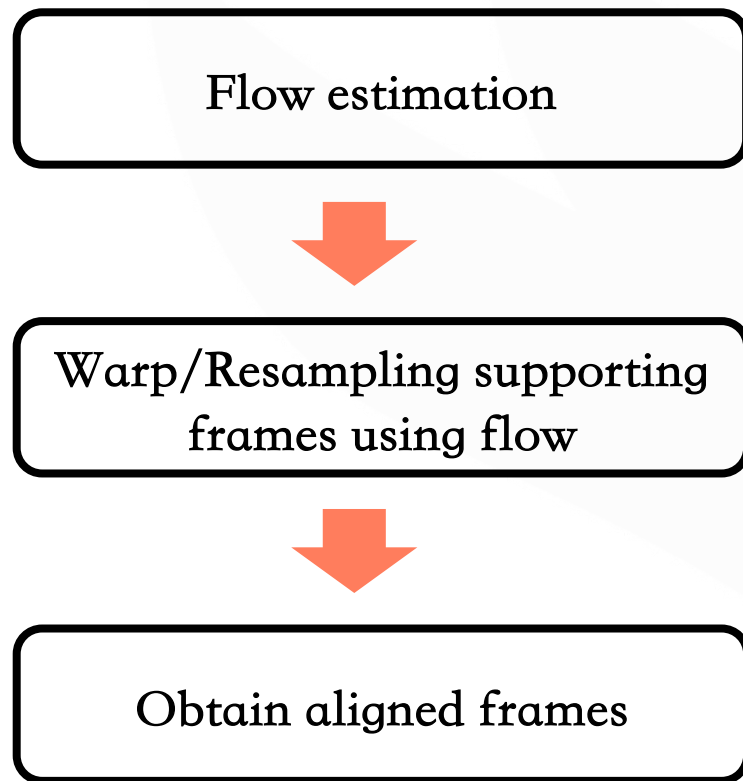


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Alignment Methods:

1. Image Alignment.

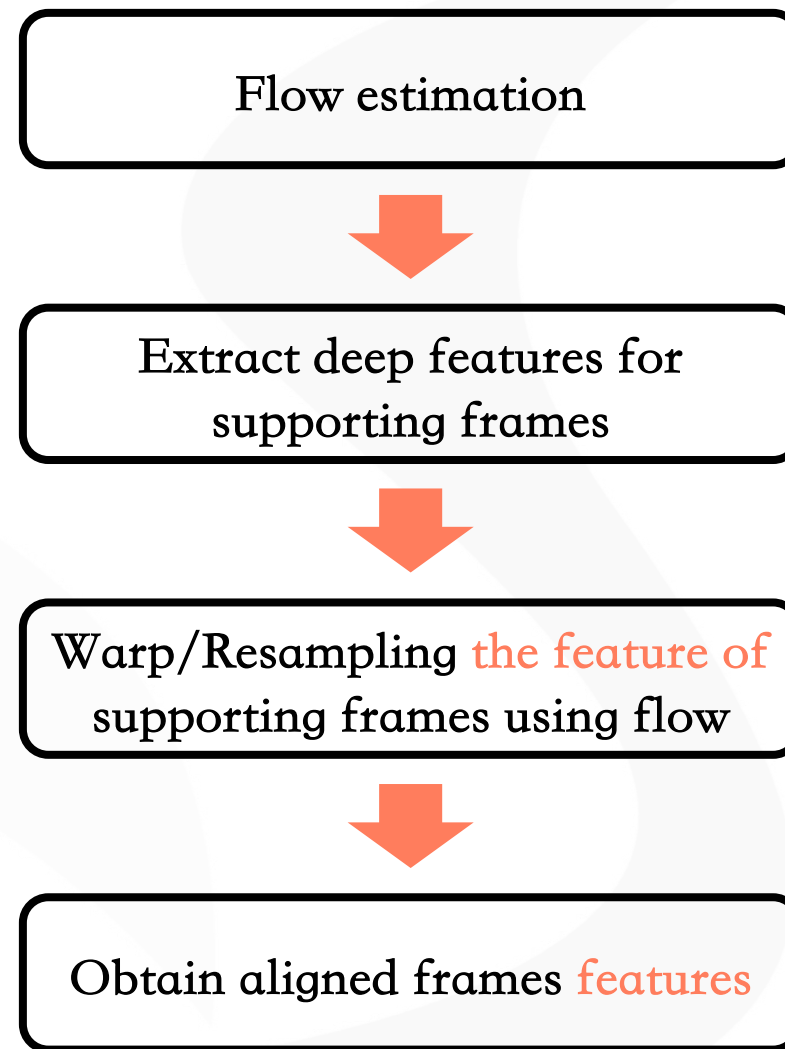


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2. Feature Alignment.

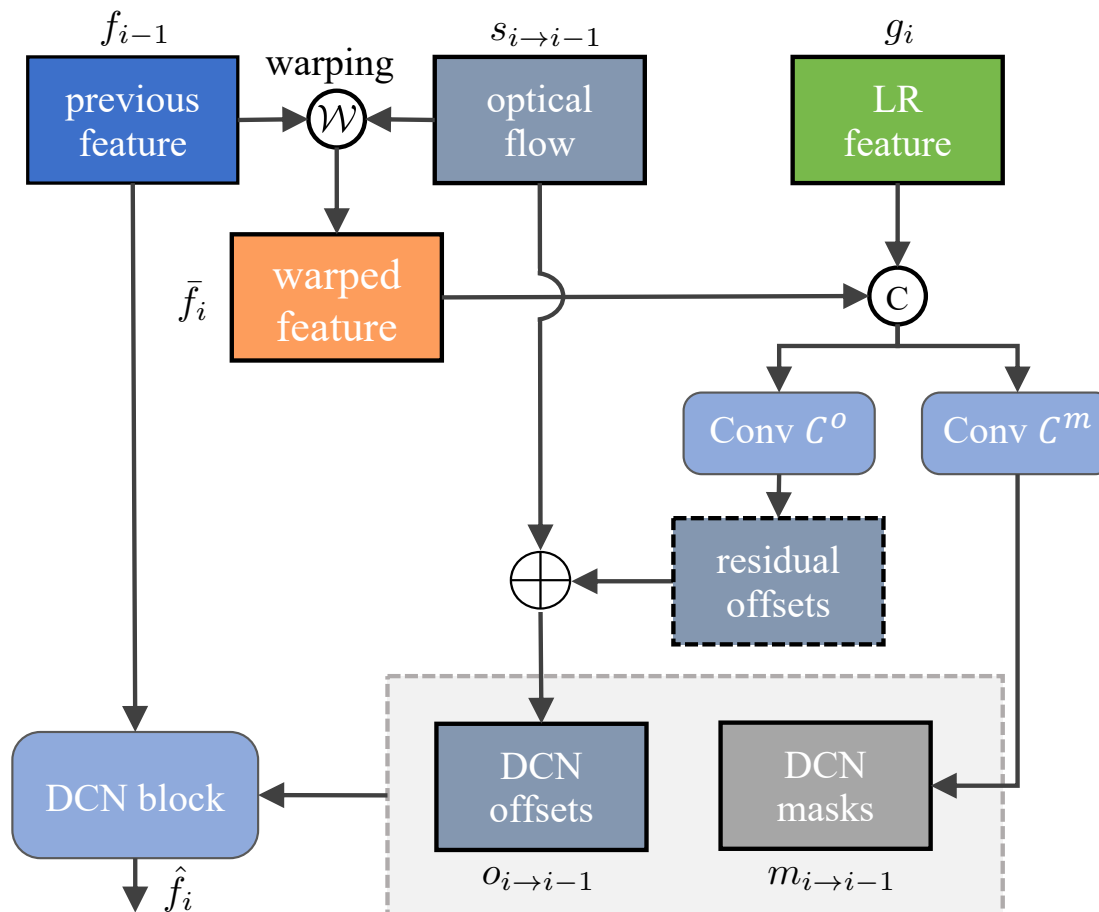


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## Preliminary Settings

Alignment Methods:

1. Image Alignment.
2. Feature Alignment.
3. Flow Guided Deformable Convolution.



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Shuwei Shi, Jinjin Gu, Liangbin Xie, Xintao Wang, Yujiu Yang and Chao Dong. 2022. Rethinking Alignment in Video Super-Resolution Transformers. In Advances in Neural Information Processing Systems.

## ➤ Preliminary Settings

Dataset and Benchmarks:

### ➤ Setting One:

Training: REDS dataset, 266 sequences

Testing: READS4 test sequences

### ➤ Setting Two:

Training: Vimeo-90K dataset, 64,612 sequences

Testing:

1. Vimeo-90K testing set, 7,824 video sequences

2. Vid4 testing set, 4 video sequences

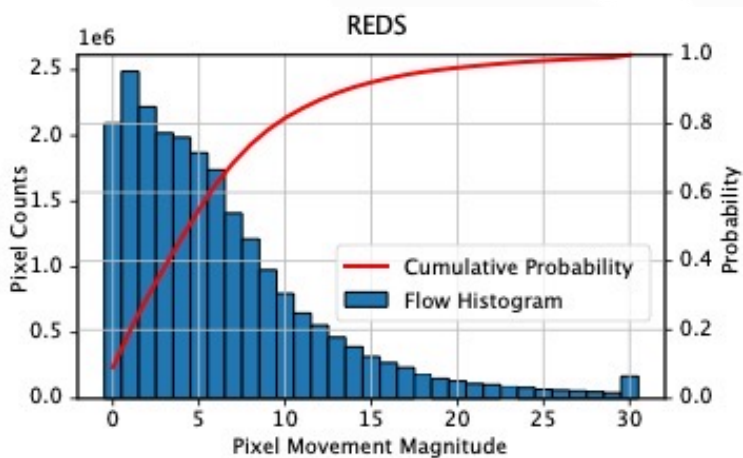
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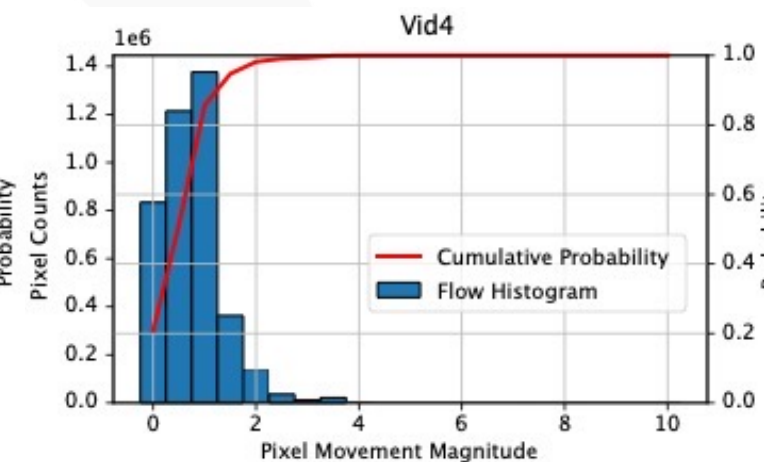
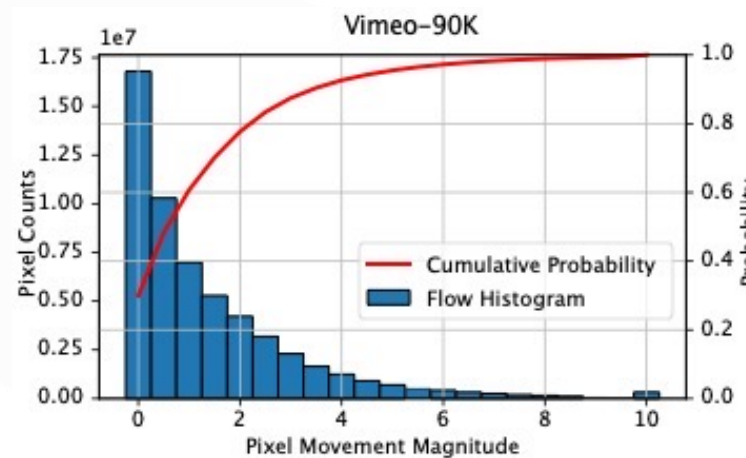
## Preliminary Settings

The distribution of movement:

### Large Movement



### Small Movement



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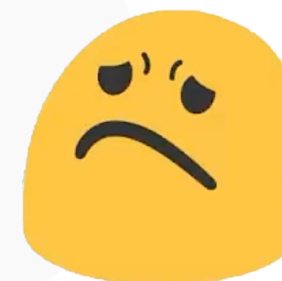
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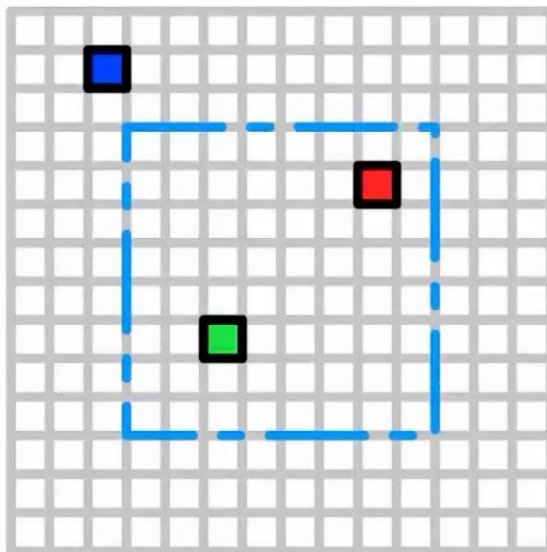
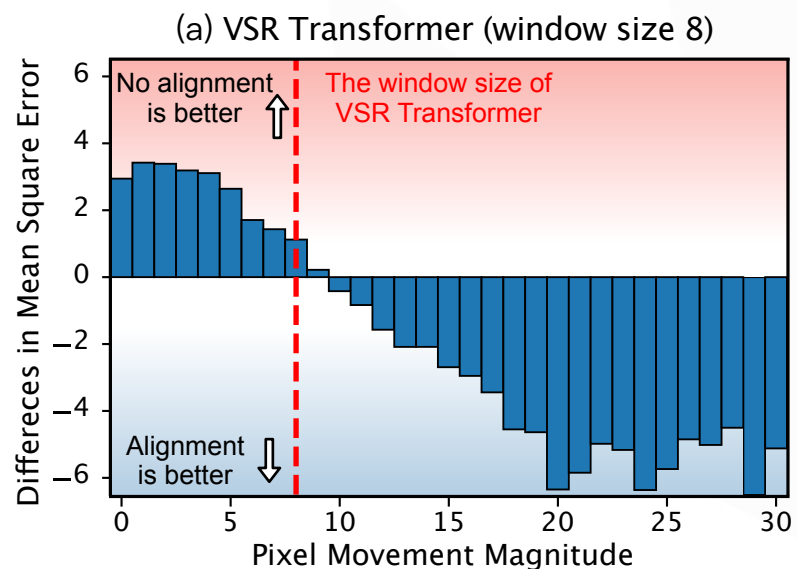


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## Does alignment benefit VSR Transformers?

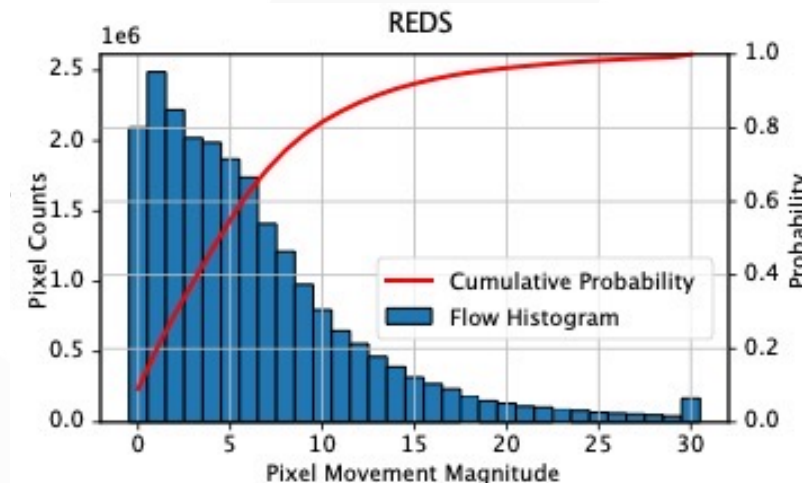
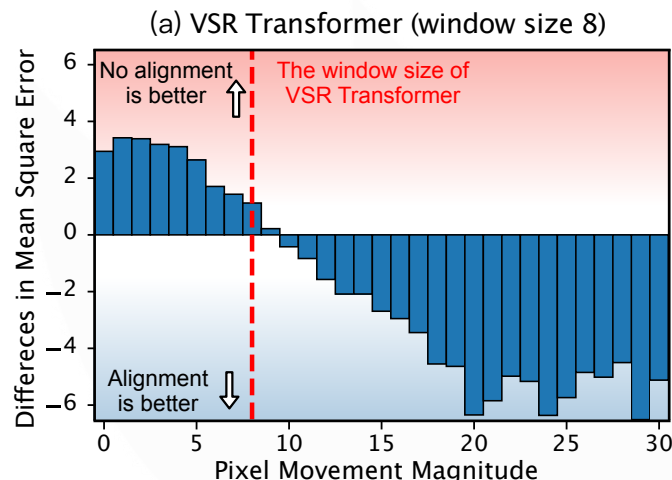
Differences in pixel processing effects for different movement conditions.



Transformer with 8x8 attention window:  
Only pixels inside the window can have direct interactions.  
Can not process movement larger than the window size.

## Does alignment benefit VSR Transformers?

Differences in pixel processing effects for different movement conditions.



Exp. Index	Method	Alignment	Remark	Vimeo90K-T		REDS4	
				PSNR	SSIM	PSNR	SSIM
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2	VSR-CNN	No alignment		36.24	0.9359	28.95	0.8280
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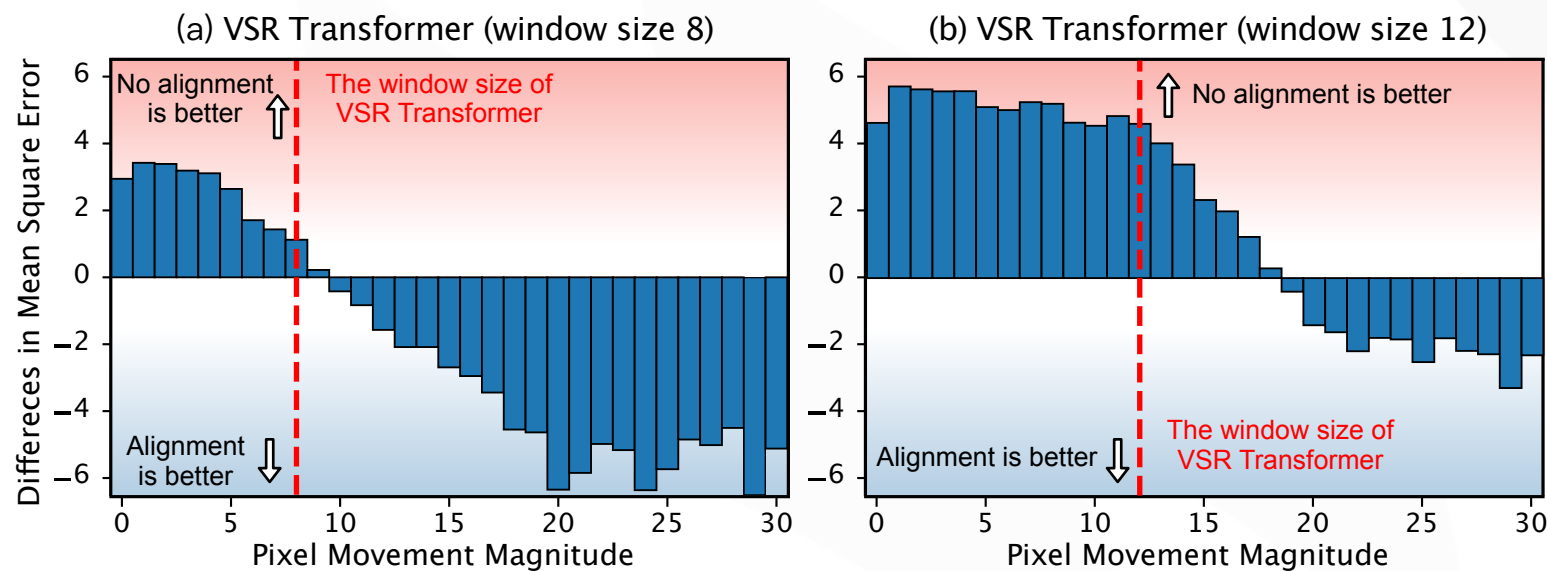
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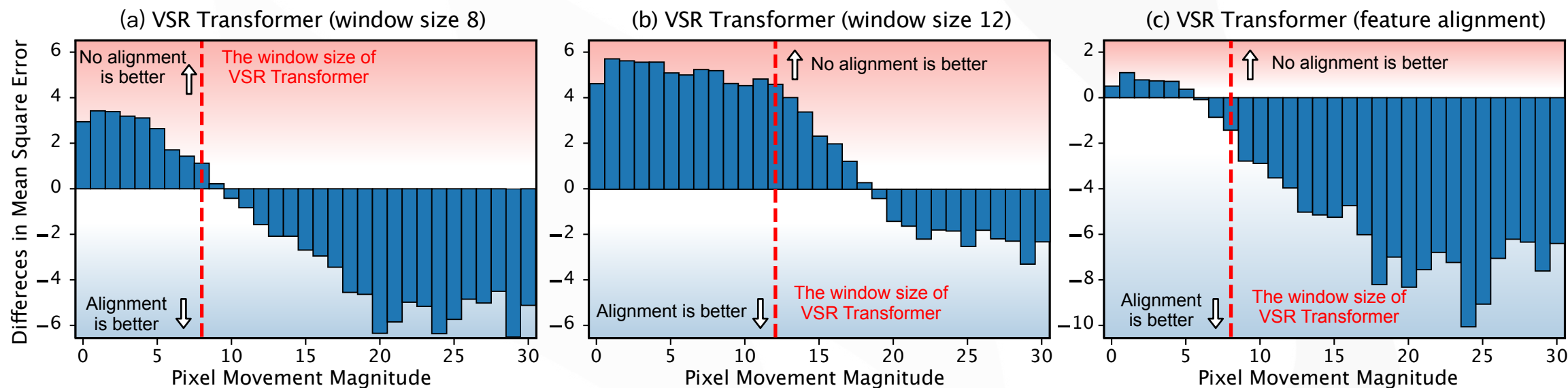
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Conclusions:

1. The VSR Transformer can handle misalignment within a certain range, and using alignment at this range will bring negative effects.
2. This range is closely related to the window size of the VSR Transformer.
3. Alignment is necessary for motions beyond the VSR Transformer's processing range.

- **Do we still need alignment for VSR Transformers?**
- **To a certain extent, it is not necessary.**



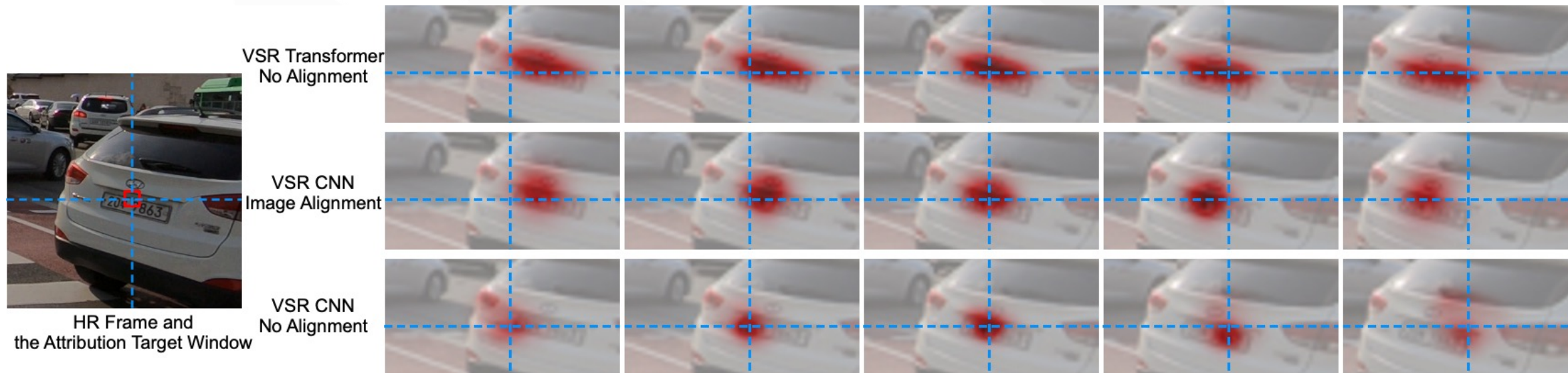
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# Alignment: Which method benefit to VSR Transformer?



## Does Transformer implicitly track the motion between unaligned frames?

Can an alignment-like function be done inside the VSR Transformers?



Shuwei Shi, Jinjin Gu, Liangbin Xie, Xintao Wang, Yujiu Yang and Chao Dong. 2022. Rethinking Alignment in Video Super-Resolution Transformers. In Advances in Neural Information Processing Systems.

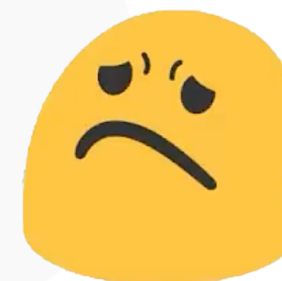
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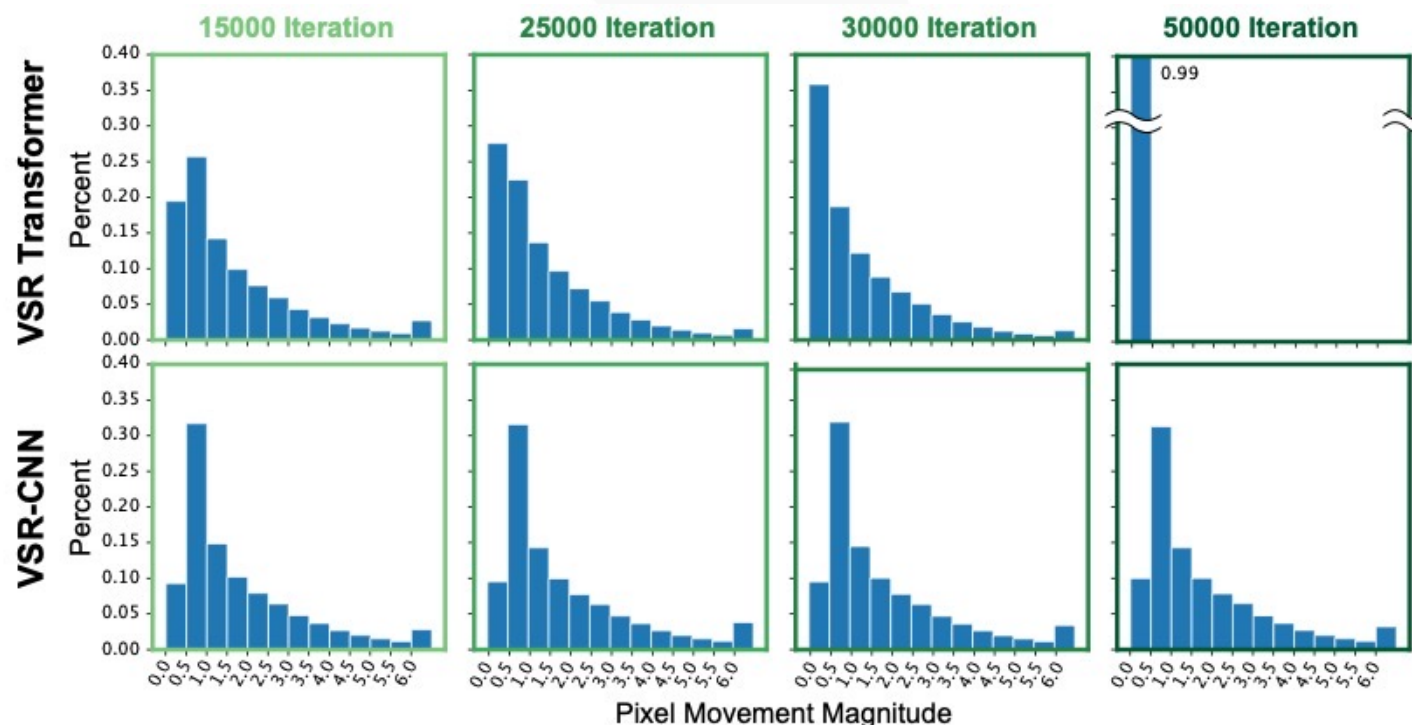
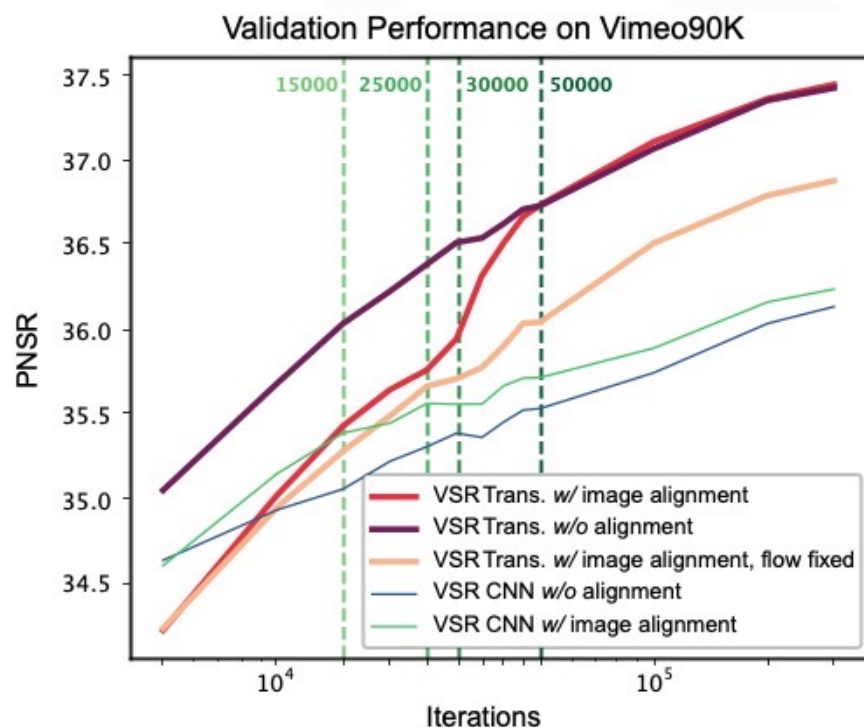
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## Do alignment methods have negative effects? And Why?

At least two reasons:

1. The flow is noisy. And this noise introduces uncertainty to the mode between frames. And harm the performance.
2. The resampling operation also causes the sub-pixel information loss.

#	Alignment Method				Position		Resampling		Params. (M)	REDS4 PSNR / SSIM
	No Ali.	Img. Ali.	Feat. Ali.	FGDC	Img.	Feat.	BI	NN		
1	✓								12.9	30.92 / 0.8759
2		✓			✓		✓		12.9	30.84 / 0.8752
3			✓			✓	✓		14.8	31.06 / 0.8792
4			✓			✓		✓	14.8	31.11 / 0.8801
5				✓		✓			16.1	31.11 / 0.8804

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Why alignment hurts VSR Transformer?

1. Inaccurate flow
2. Resampling Operation



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## ↗ How to do better?

We want better Transformer:

1. Increasing the Transformer's window size (Too expensive)
2. A new alignment method.

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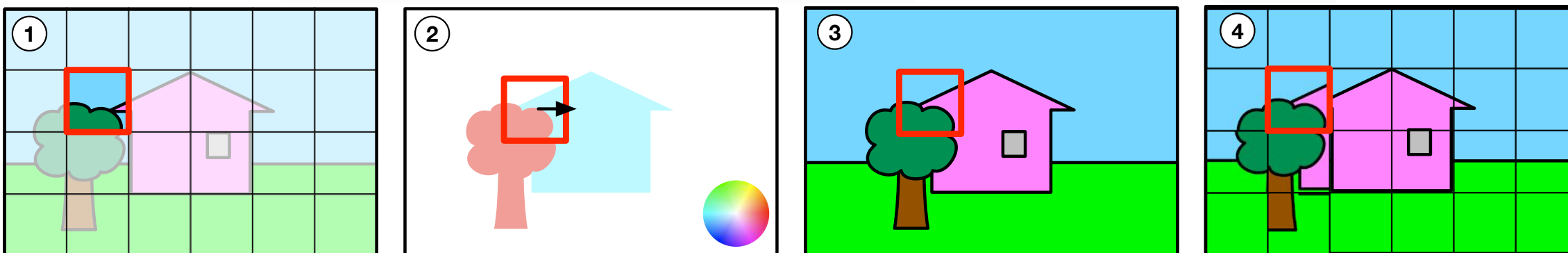
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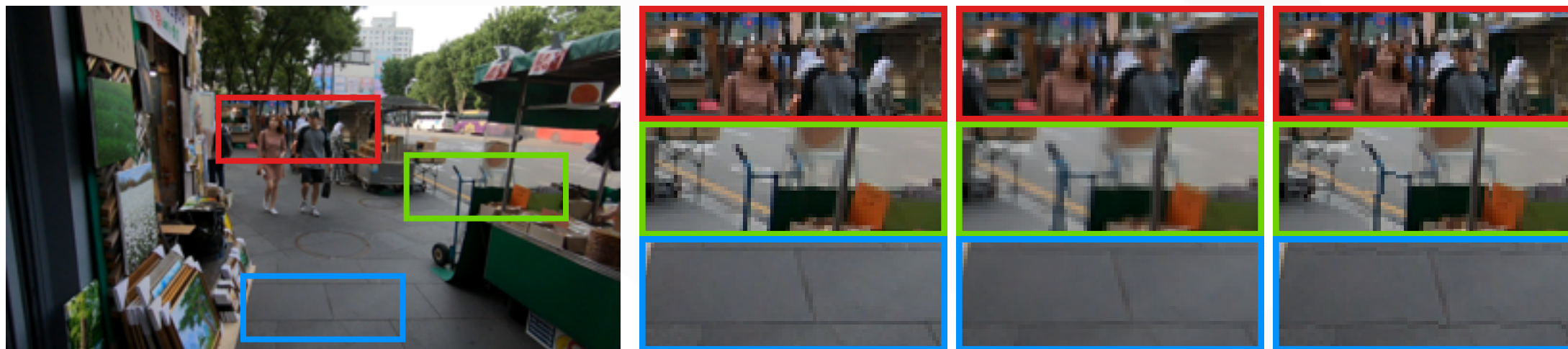
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Reference Frame

Image Alignment

Patch Alignment

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## Experimental Results

Compare to other alignment methods:

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Method	Position		Resampling		REDS4	
	Img.	Feat.	BI	NN	PSNR	SSIM
Patch Alignment	✓			✓	31.11	0.8800
		✓	✓		31.00	0.8781
		✓		✓	31.17	0.8810

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# Alignment: Which method benefit to VSR Transformer?



## Experimental Results

Compare to state-of-the-art:

Method	Frames REDS/Vimeo	Params (M)	REDS4		Vimeo-90K-T		Vid4	
			PSNR	SSIM	PSNR	SSIM	PSNR	SSIM
Bicubic	-/-	-	26.14	0.7292	31.32	0.8684	23.78	0.6347
RCAN	-/-	-	28.78	0.8200	35.35	0.9251	25.46	0.7395
SwinIR	-/-	11.9	29.05	0.8269	35.67	0.9287	25.68	0.7491
TOFlow	5/7	-	27.98	0.7990	33.08	0.9054	25.89	0.7651
DUF	7/7	5.8	28.63	0.8251	-	-	27.33	0.8319
PFNL	7/7	3.0	29.63	0.8502	36.14	0.9363	26.73	0.8029
RBPN	7/7	12.2	30.09	0.8590	37.07	0.9435	27.12	0.8180
EDVR	5/7	20.6	31.09	0.8800	37.61	0.9489	27.35	0.8264
MuCAN	5/7	-	30.88	0.8750	37.32	0.9465	-	-
VSR-T	5/7	32.6	31.19	0.8815	37.71	0.9494	27.36	0.8258
PSRT-sliding	5/-	14.8	31.32	0.8834	-	-	-	-
VRT	6/-	30.7	<b>31.60</b>	<b>0.8888</b>	-	-	-	-
PSRT-recurrent	6/-	10.8	<b>31.88</b>	<b>0.8964</b>	-	-	-	-
BasicVSR	15/14	6.3	31.42	0.8909	37.18	0.9450	27.24	0.8251
IconVSR	15/14	8.7	31.67	0.8948	37.47	0.9476	27.39	0.8279
BasicVSR++	30/14	7.3	32.39	0.9069	37.79	0.9500	27.79	0.8400
VRT	16/7	35.6	32.19	0.9006	<b>38.20</b>	<b>0.9530</b>	27.93	0.8425
RVRT	30/14	10.8	<b>32.75</b>	<b>0.9113</b>	38.15	0.9527	<b>27.99</b>	<b>0.8462</b>
PSRT-recurrent	16/14	13.4	<b>32.72</b>	<b>0.9106</b>	<b>38.27</b>	<b>0.9536</b>	<b>28.07</b>	<b>0.8485</b>

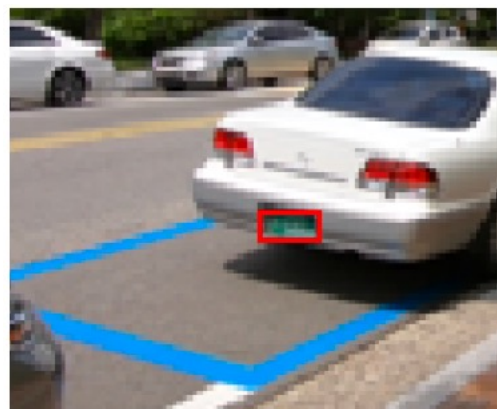
Shuwei Shi, Jinjin Gu, Liangbin Xie, Xintao Wang, Yujiu Yang and Chao Dong. 2022. Rethinking Alignment in Video Super-Resolution Transformers. In Advances in Neural Information Processing Systems.

# Alignment: Which method benefit to VSR Transformer?

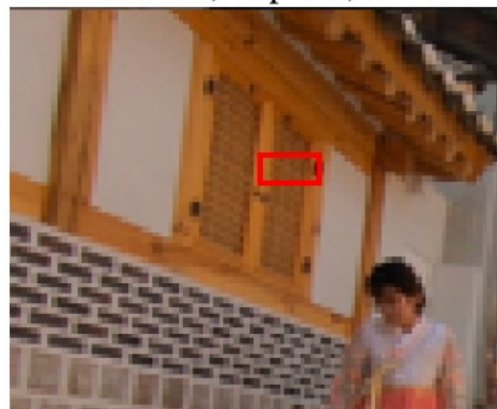
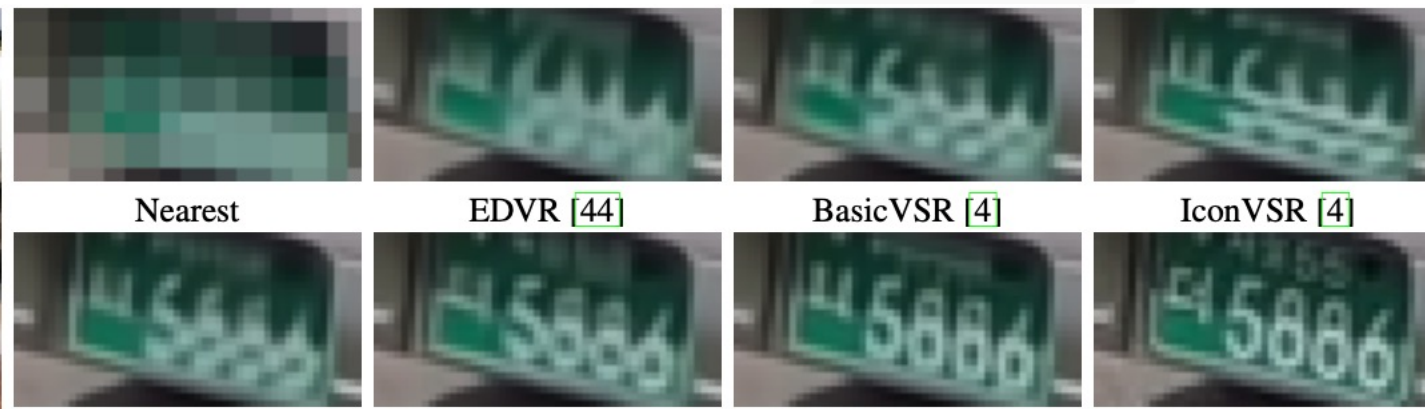


## Experimental Results

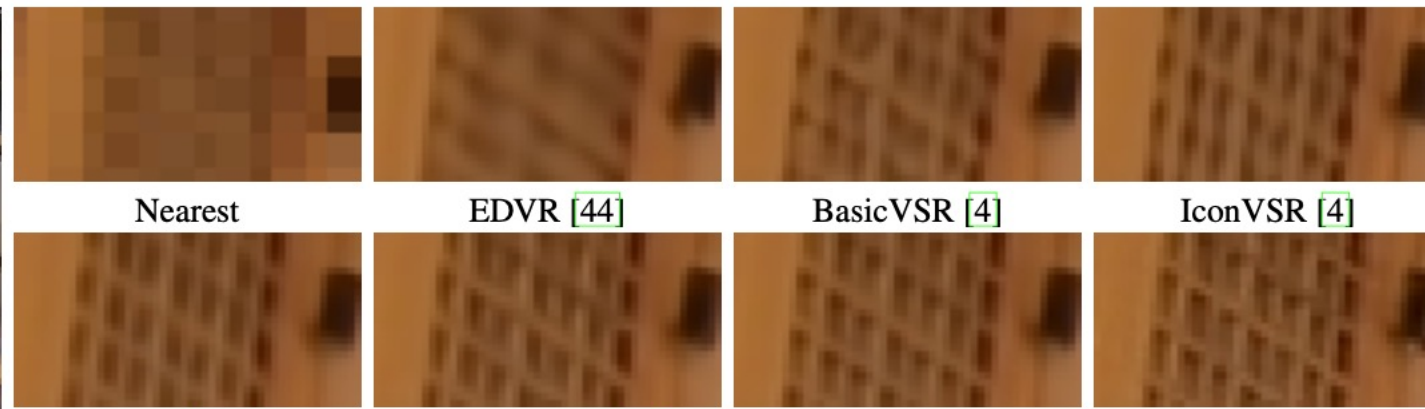
Compare to state-of-the-art:



Frame 043, Clip 000, REDS



Frame 005, Clip 011, REDS



Shuwei Shi, Jinjin Gu, Liangbin Xie, Xintao Wang, Yujiu Yang and Chao Dong. 2022. Rethinking Alignment in Video Super-Resolution Transformers. In Advances in Neural Information Processing Systems.

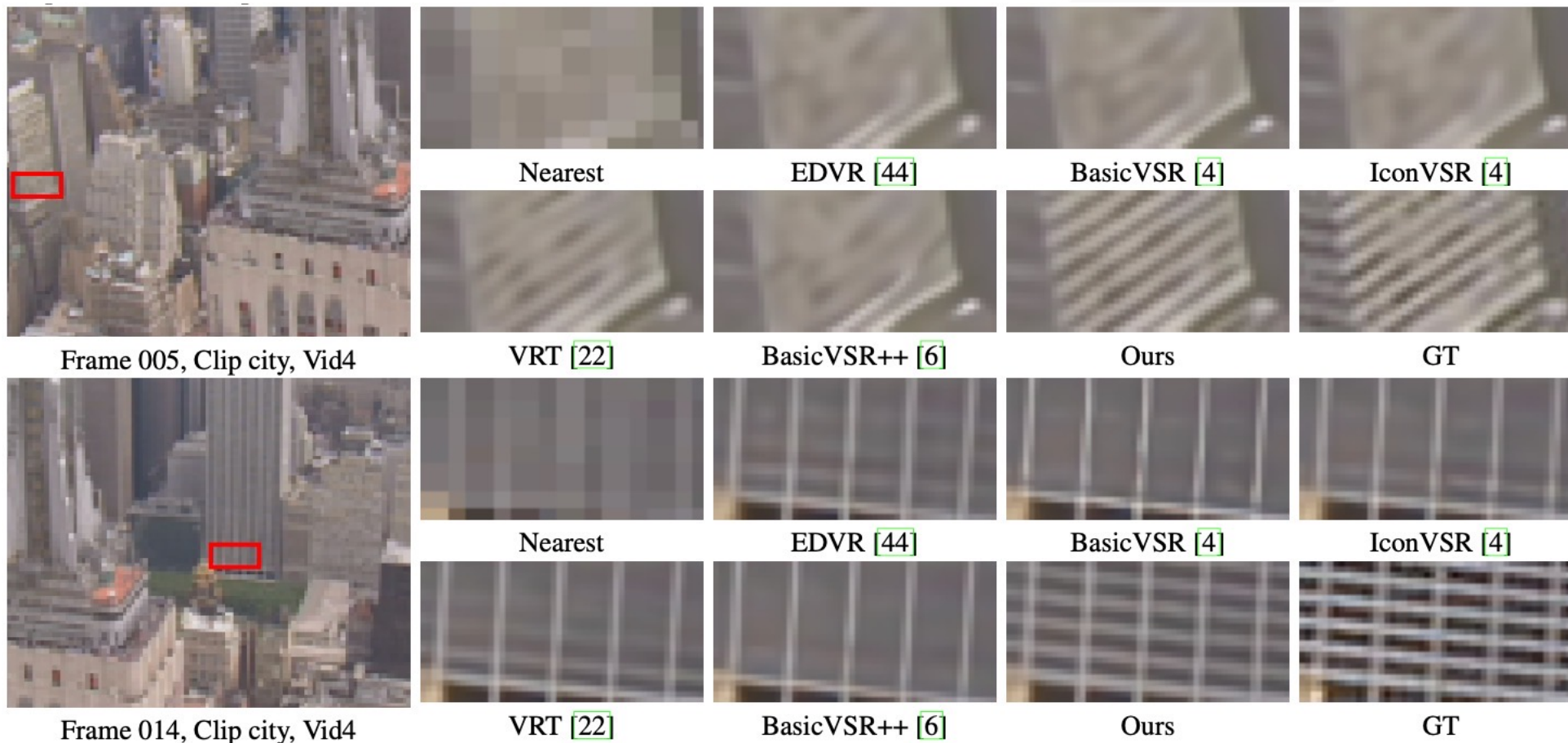


# Alignment: Which method benefit to VSR Transformer?



## Experimental Results

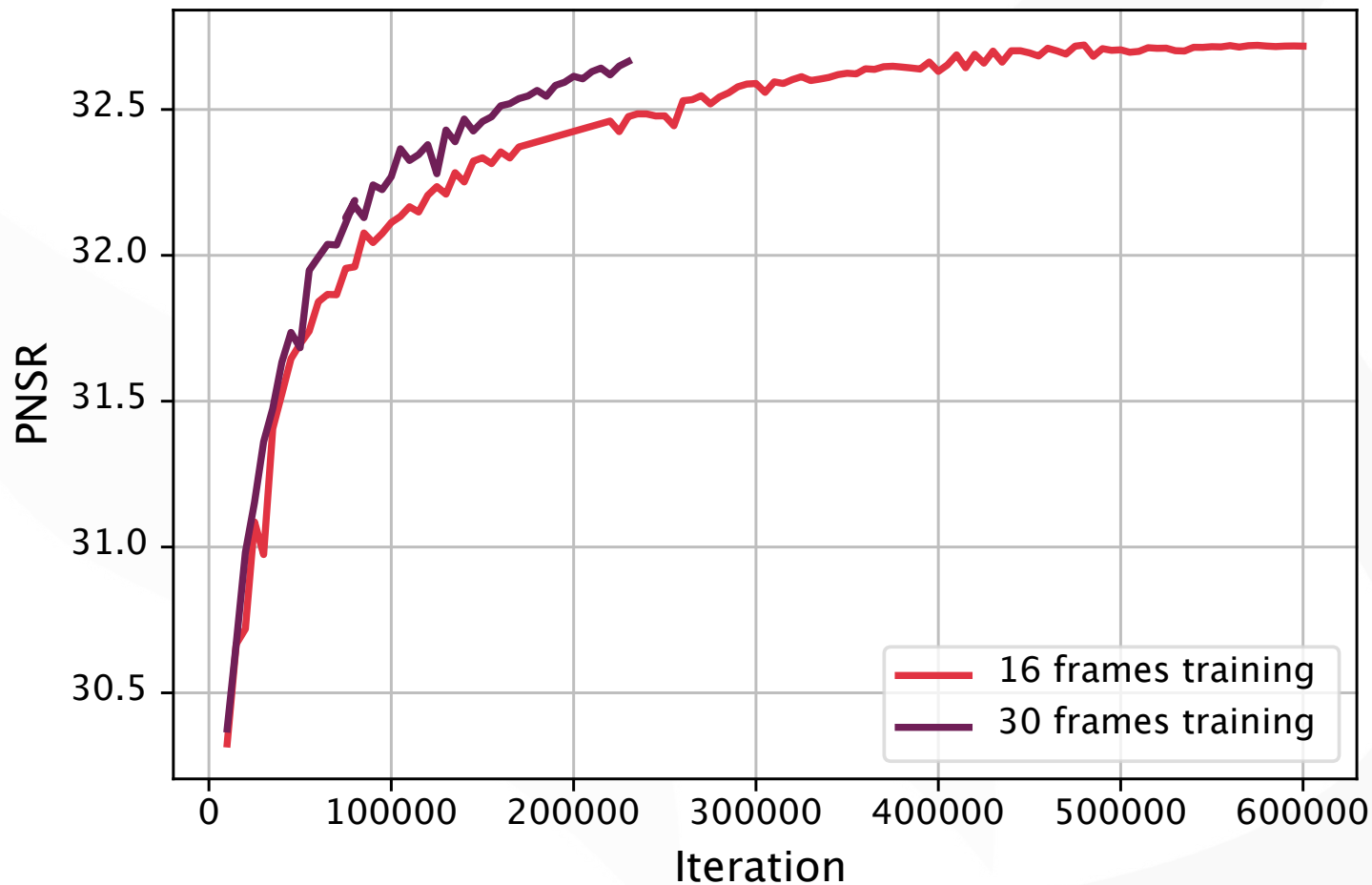
Compare to state-of-the-art:



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## Experimental Results

Compare to state-of-the-art:



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**Thank you**



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