

# DANICE: Domain adaptation without forgetting in neural image compression

Sudeep Katakol<sup>1,(2)</sup>, Luis Herranz<sup>2,3</sup>, Fei Yang<sup>2,3,4</sup>, Marta Mrak<sup>5</sup>

<sup>1</sup>University of Michigan, Ann Arbor, <sup>2</sup>Computer Vision Center, <sup>3</sup>Universitat Autònoma de Barcelona, <sup>4</sup>Northwestern Polytechnical University, <sup>5</sup>BBC R&D

CLIC 2021 (@CVPR 2021)

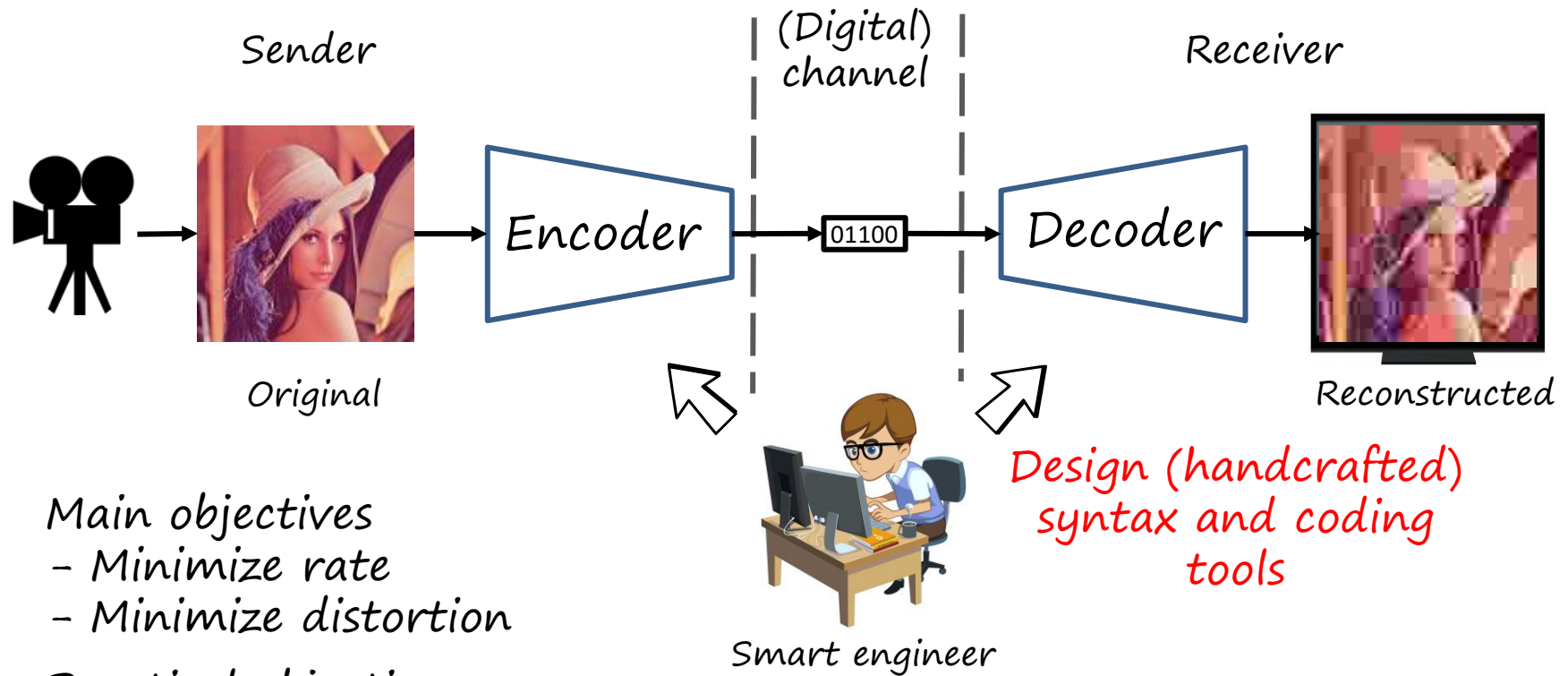


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# Developing traditional image/video codecs



## Main objectives

- Minimize rate
- Minimize distortion

## Practical objectives

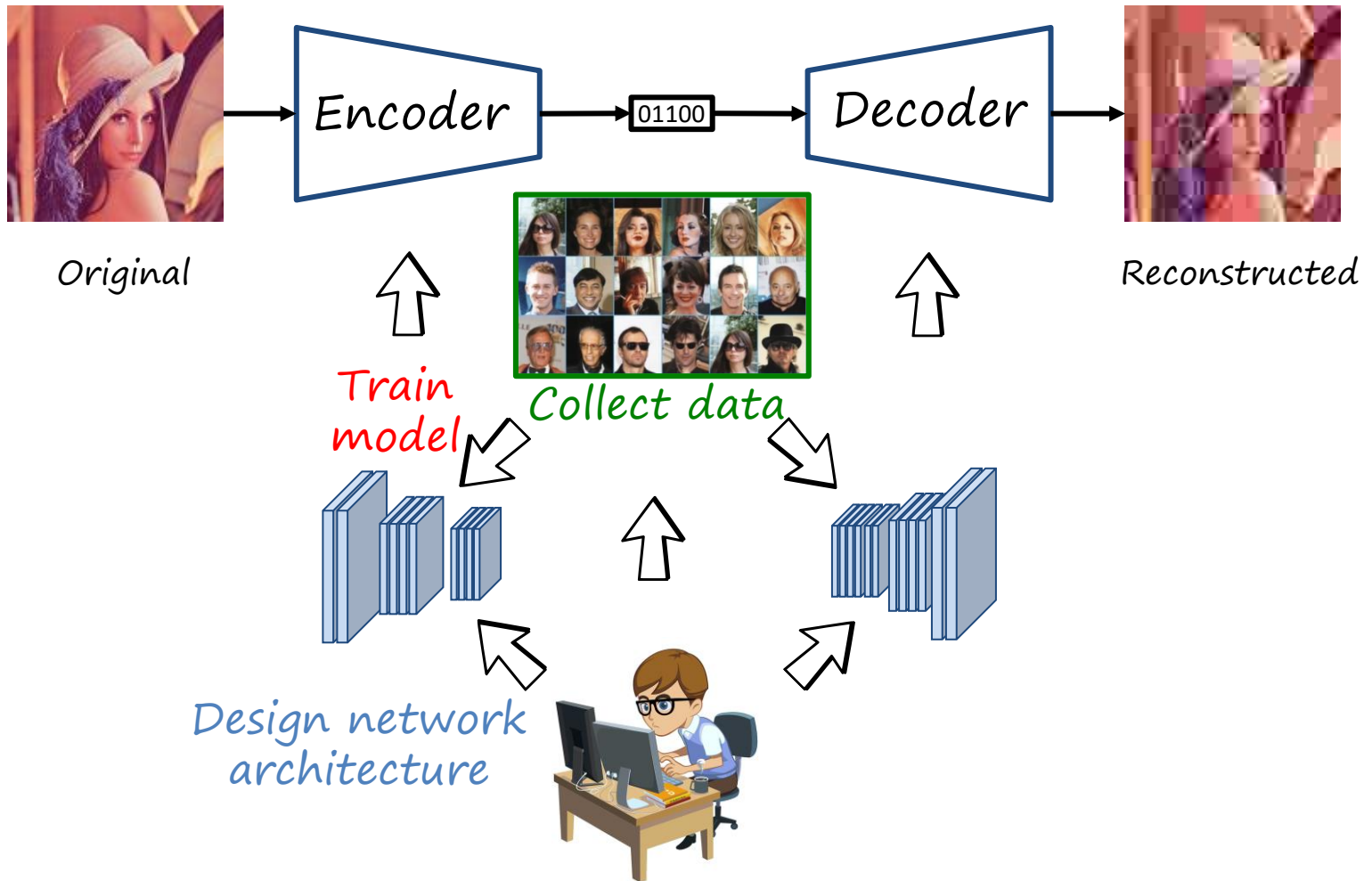
- Variable rate
- Low memory
- Low computation
- Low latency

## Other practical considerations

- Domain-specific codecs (e.g. videoconf., screencast)
- Backward/forward compatibility with legacy formats and encoders/decoders

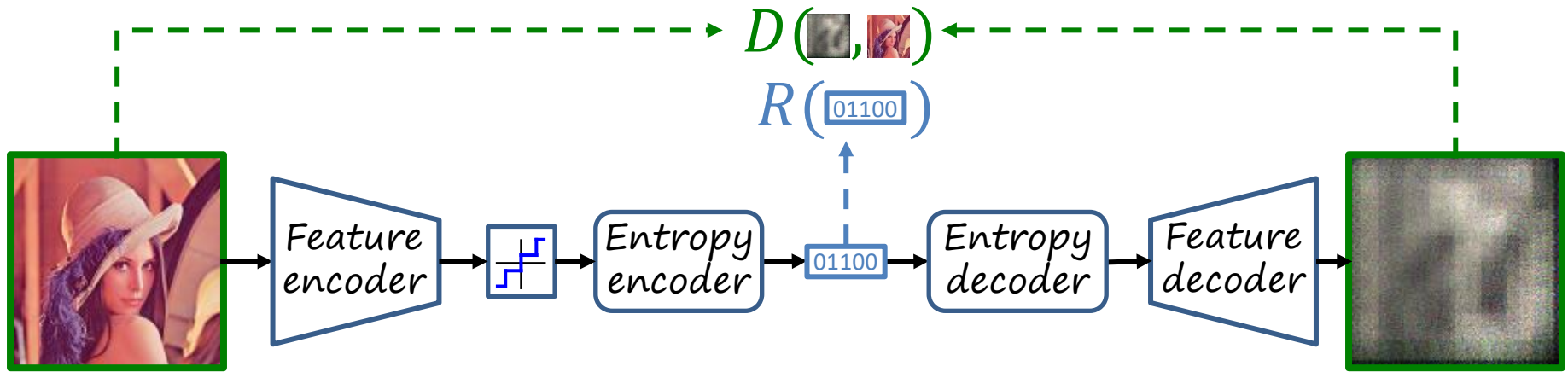
# Neural image/video codecs

- Coding tools and syntax are **parametric** and **learned**
- Encoders/decoders are **deep neural networks**



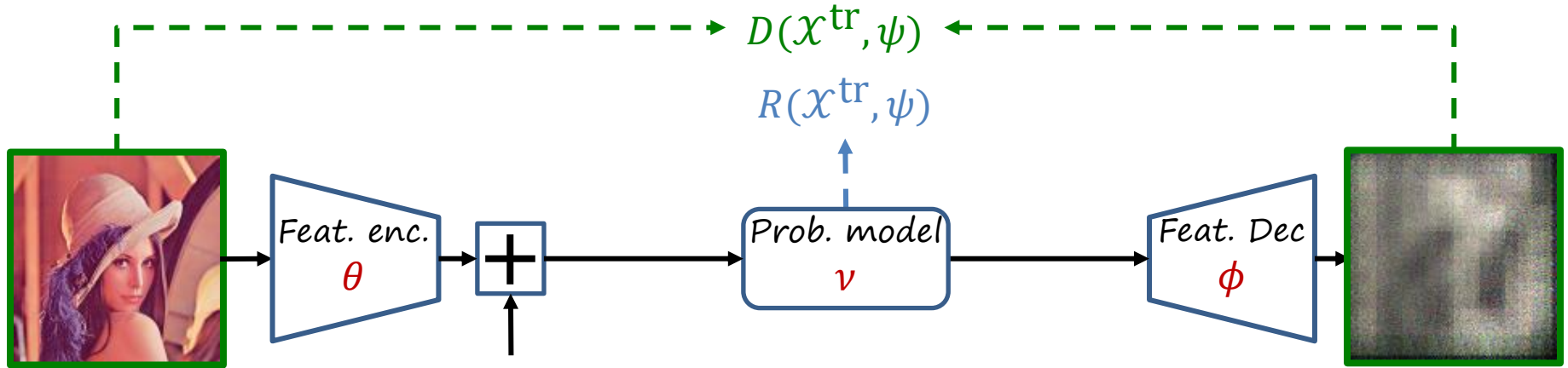
# Neural image compression

Compressive autoencoder (CAE) [Theis2017, Balle2017]  
(autoencoder+quantization+entropy coding)



# Neural image compression

Training (using differentiable proxies)



$$n \sim U\left(-\frac{1}{2}, \frac{1}{2}\right)$$

Model parameters

$$\psi = (\theta, \phi, \nu)$$

Loss

$$J(x^{\text{tr}}, \psi; \lambda) = R(x^{\text{tr}}, \psi) + \lambda D(x^{\text{tr}}, \psi)$$

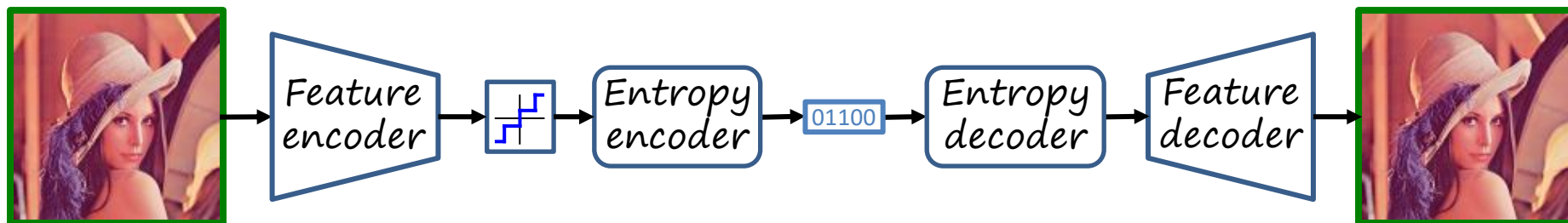
Optimization problem

$$\psi^* = \min_{\psi} J(x^{\text{tr}}, \psi; \lambda)$$



Training data  $X^{\text{tr}}$

# Practical considerations in neural image compression



## Main objectives

- Minimize rate
- Minimize distortion

## Practical objectives

- Variable rate
- Low memory
- Low computation
- Low latency

Check our paper

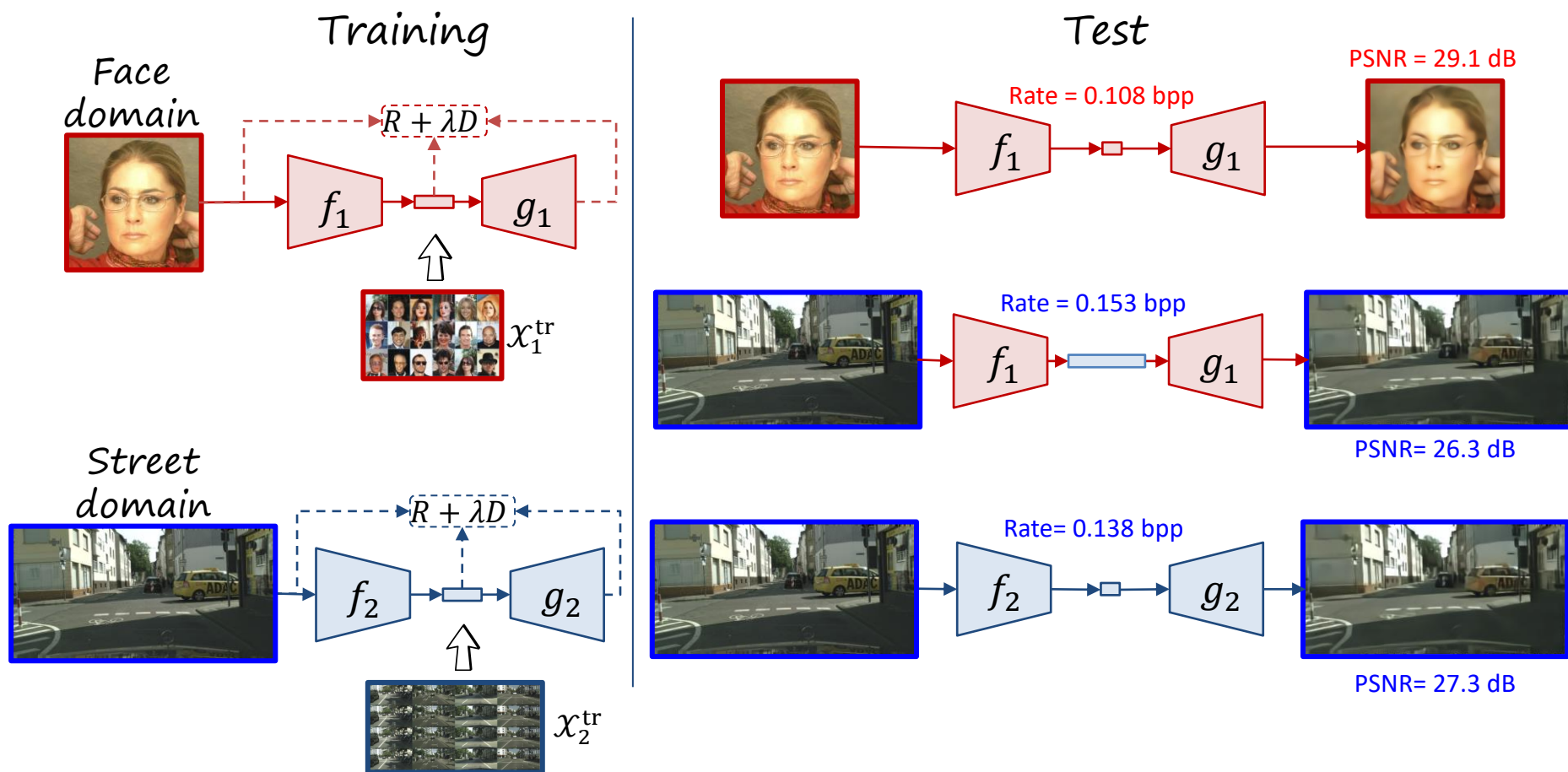
[SlimCAE](#) [CVPR2021]

## Other practical considerations (this work)

- **Domain-specific codecs**  
(e.g. videoconference, screencast)
- **Backward/forward compatibility** (with legacy formats and encoders/decoders)

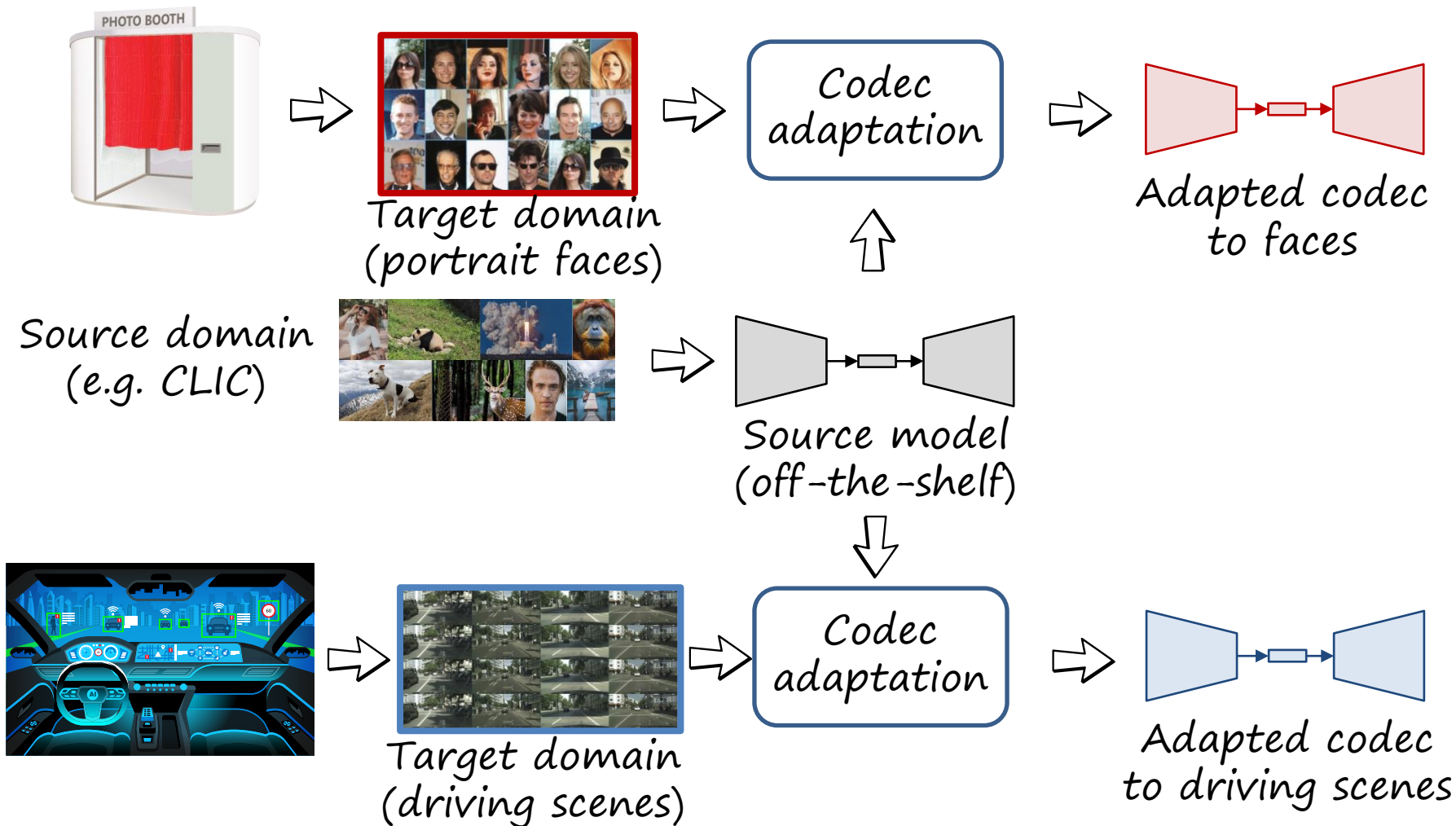
# Rate-distortion optimality of learned codecs

*Learned codecs are only optimal in the domain of the training data*



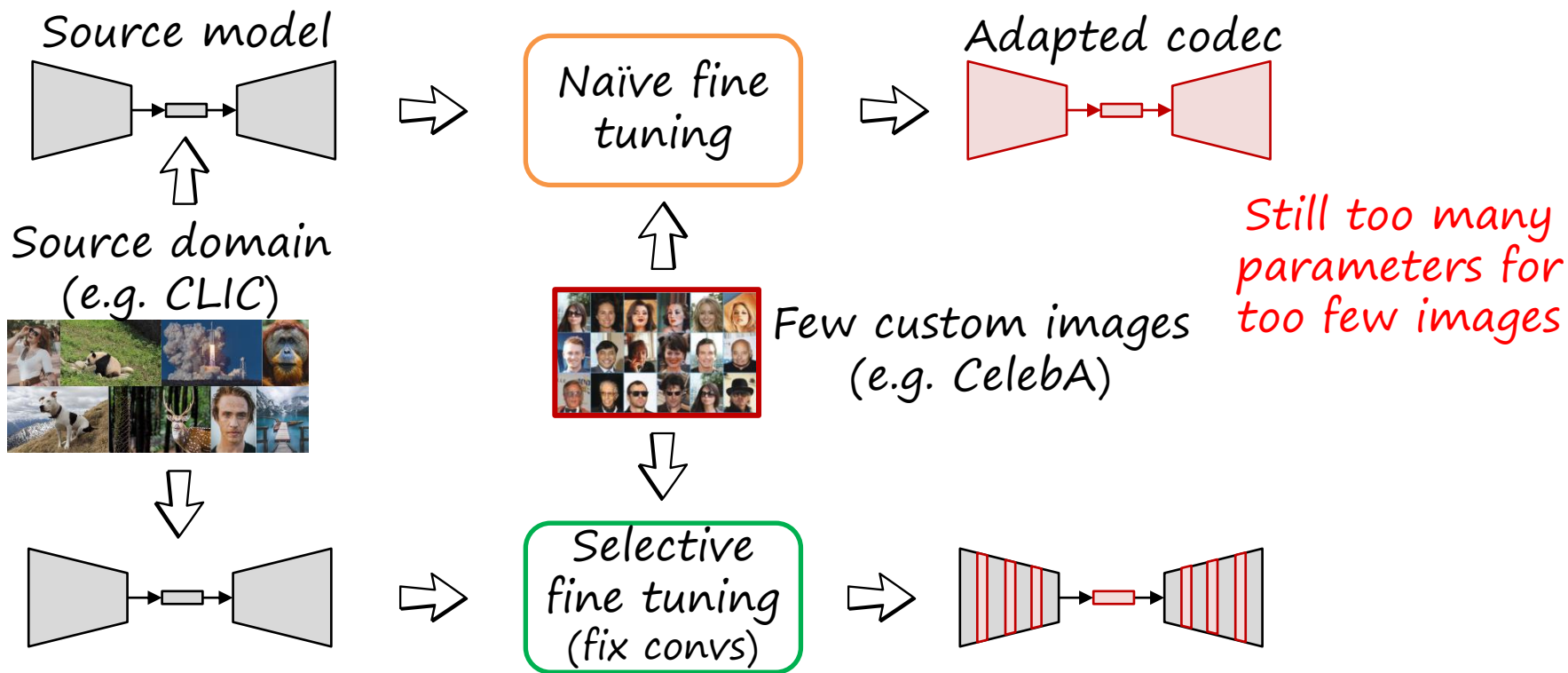
# Domain Adaptation in Neural Image Compression (DANICE)

Learned codecs can be customized with user content to specific domains  
Problem: usually we don't have enough custom data; training is expensive  
Solution: transfer pre-trained codecs





# Domain adaptation via fine tuning

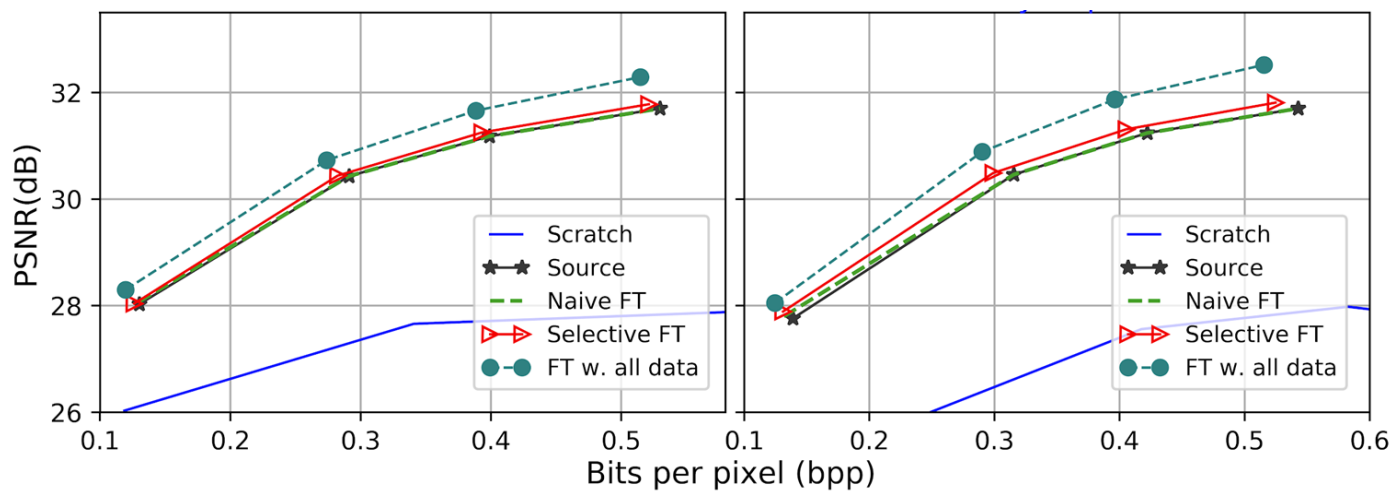
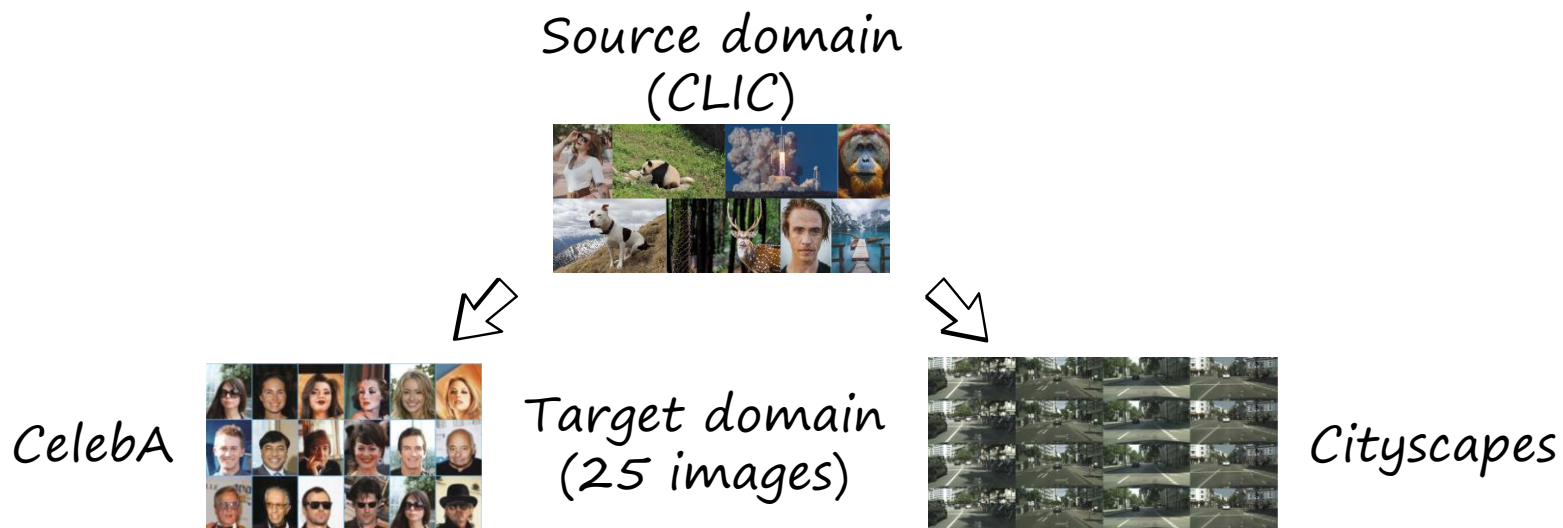


Experiments

	CLIC → CelebA		CLIC → Cityscapes	
Source model	19.24		23.93	
Number of target images	Naïve fine tuning	Selective fine tuning	Naïve fine tuning	Selective fine tuning
10	19.24	<b>16.46</b>	22.96	<b>17.54</b>
25	18.76	<b>14.93</b>	18.44	<b>15.79</b>
50	15.59	<b>13.73</b>	16.29	<b>15.33</b>

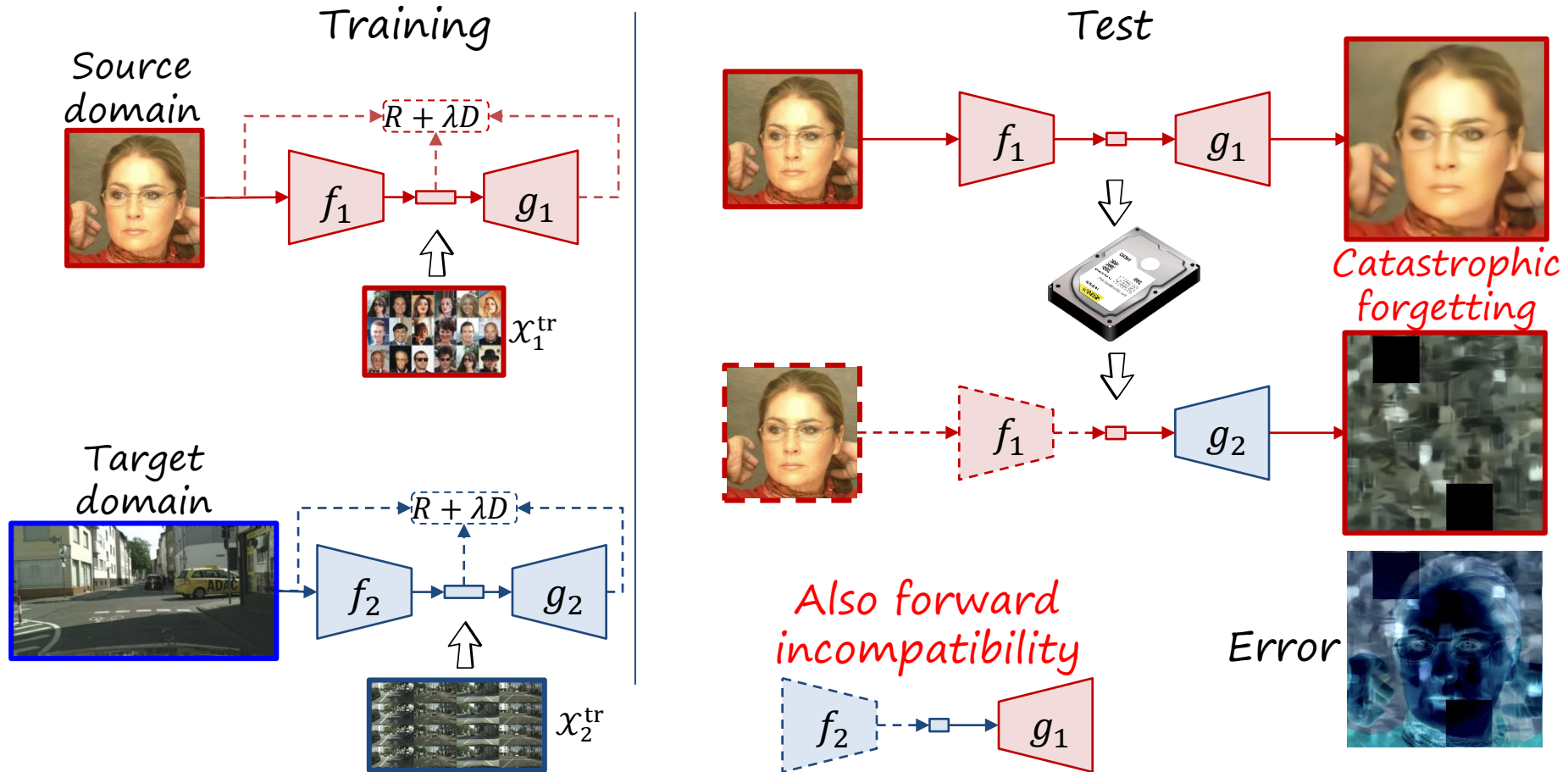
BD-rate  
(reference: training with all target data)

# Domain adaptation via fine tuning



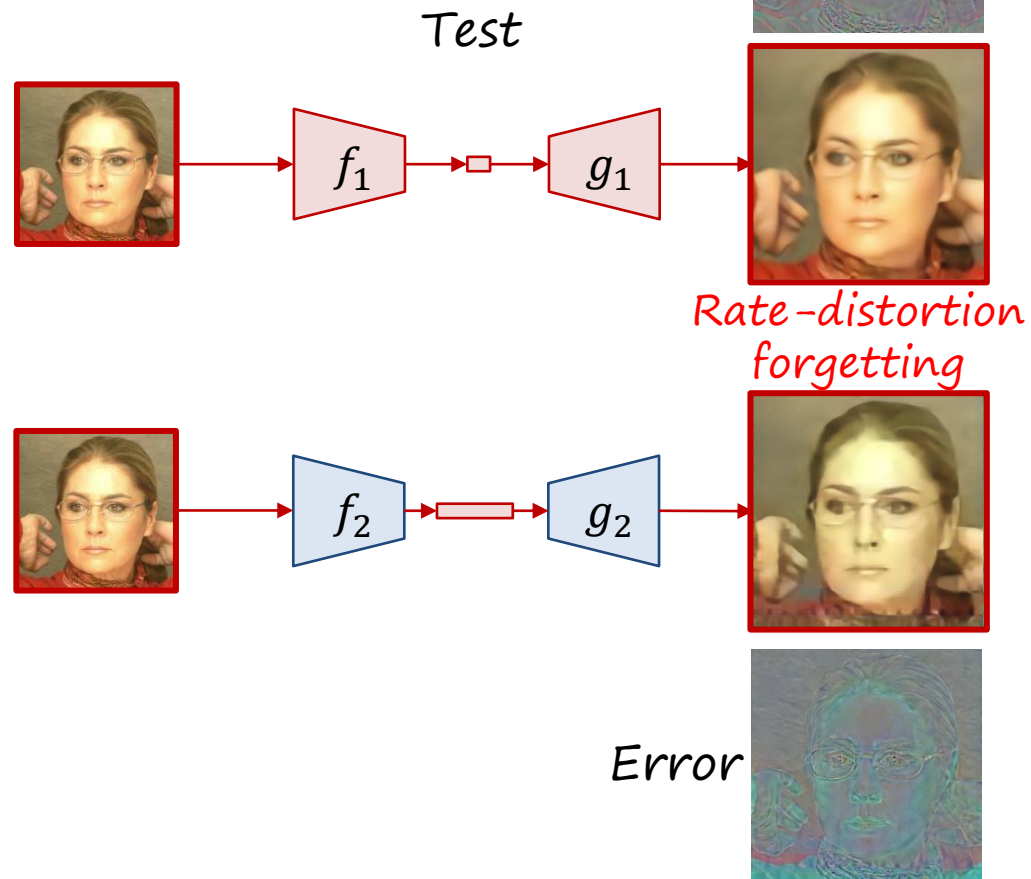
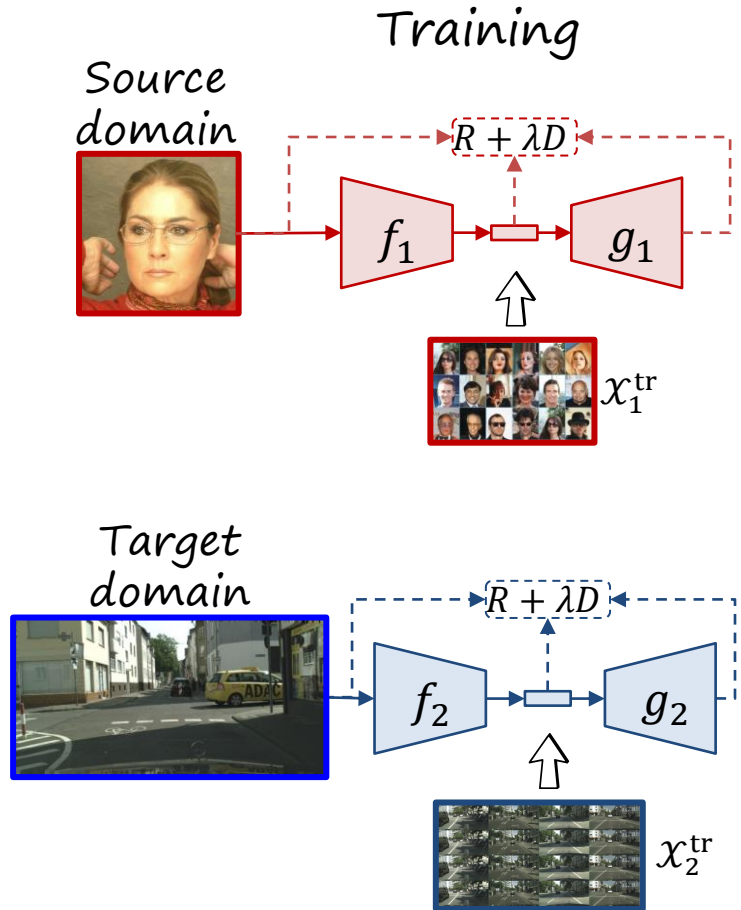
# Backward incompatibility with legacy bitstreams: catastrophic forgetting

*Misalignment between encoding-decoding latent spaces (i.e. bitstream syntax incompatible)*



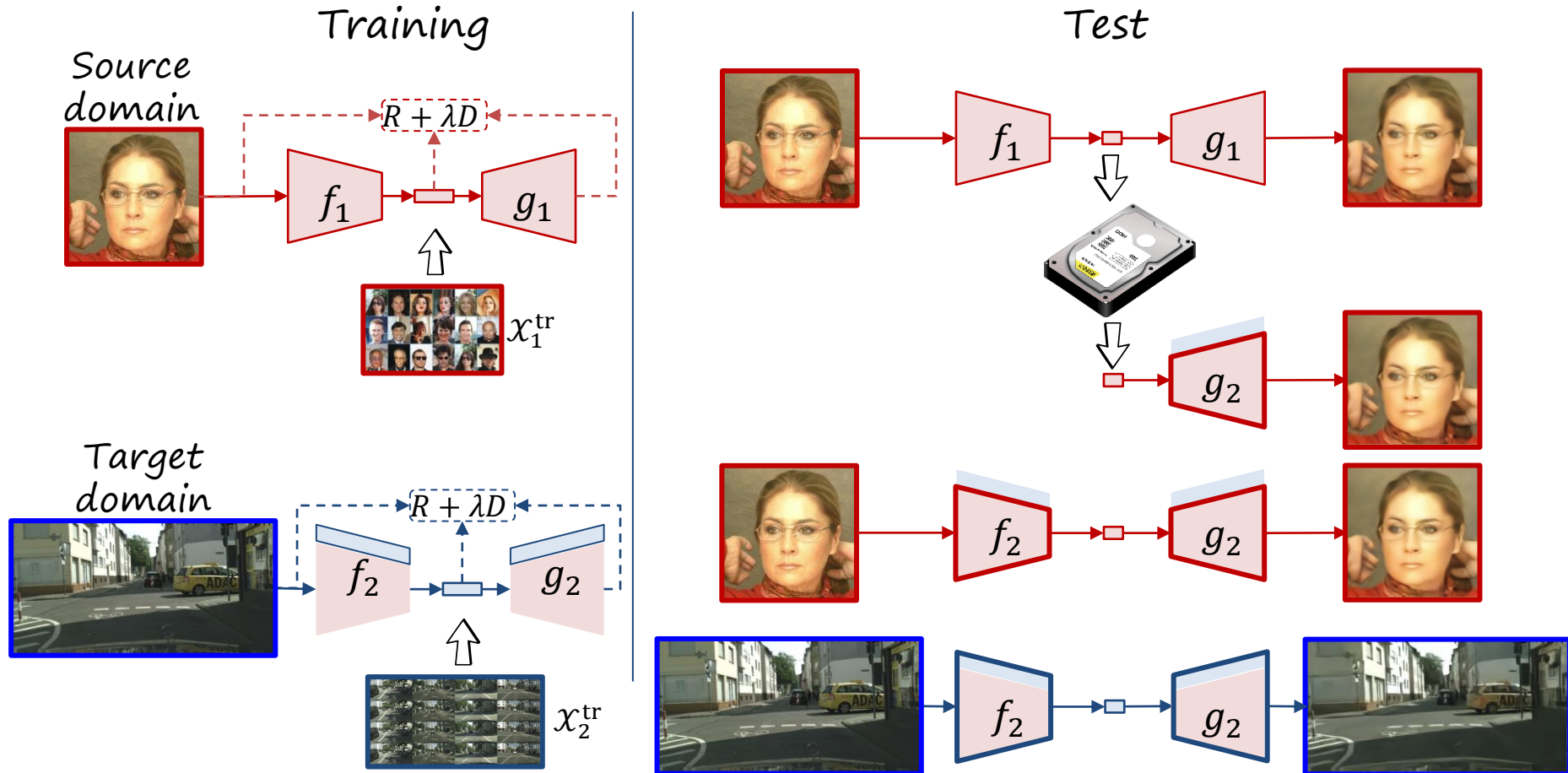
# Rate-distortion forgetting

Encoding-decoding latent spaces aligned, but suboptimal (i.e. bitstream syntax compatible, yet degraded)



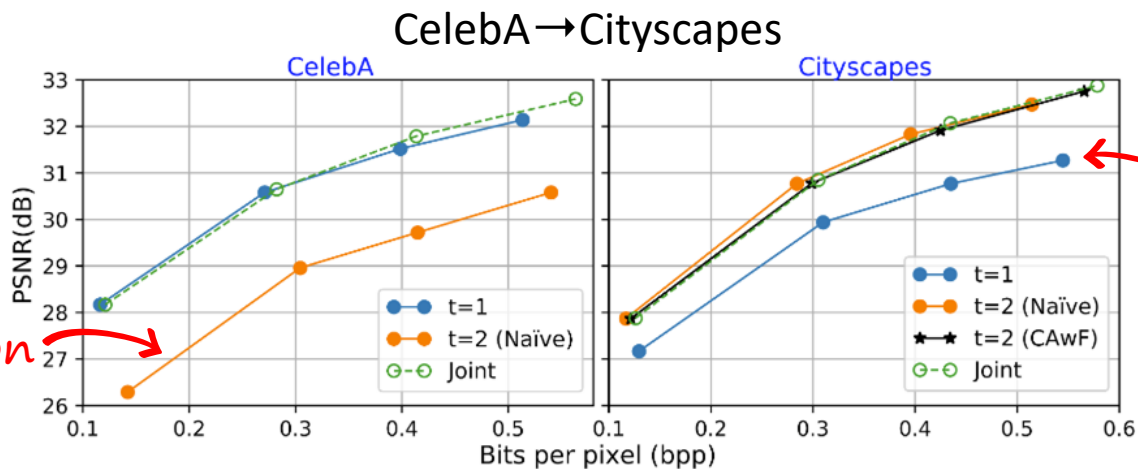
# Codec adaptation without forgetting (CAwF)

Freeze source codec, and learn target codec as an enhancement layer  
Drawback: adds additional parameters

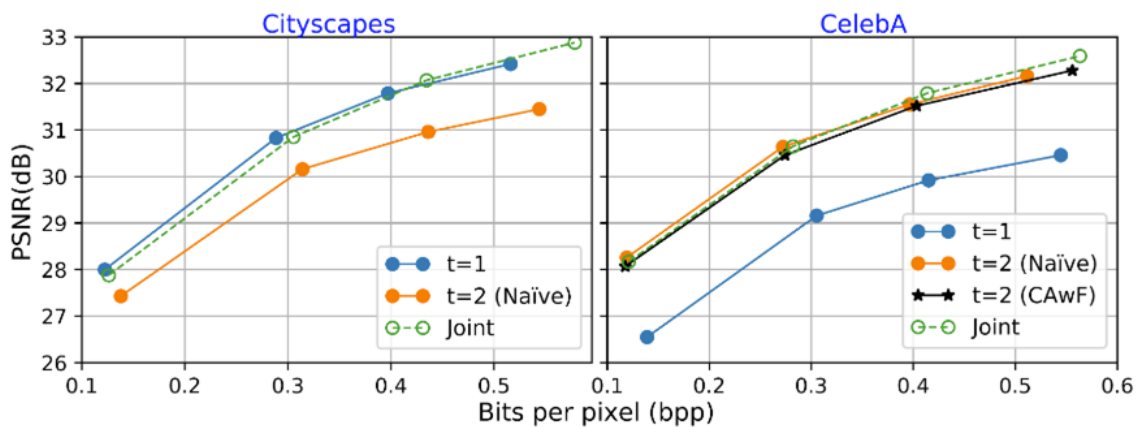


# Codec adaptation without forgetting (CAwF)

*Naive adaptation forgets at t=2*



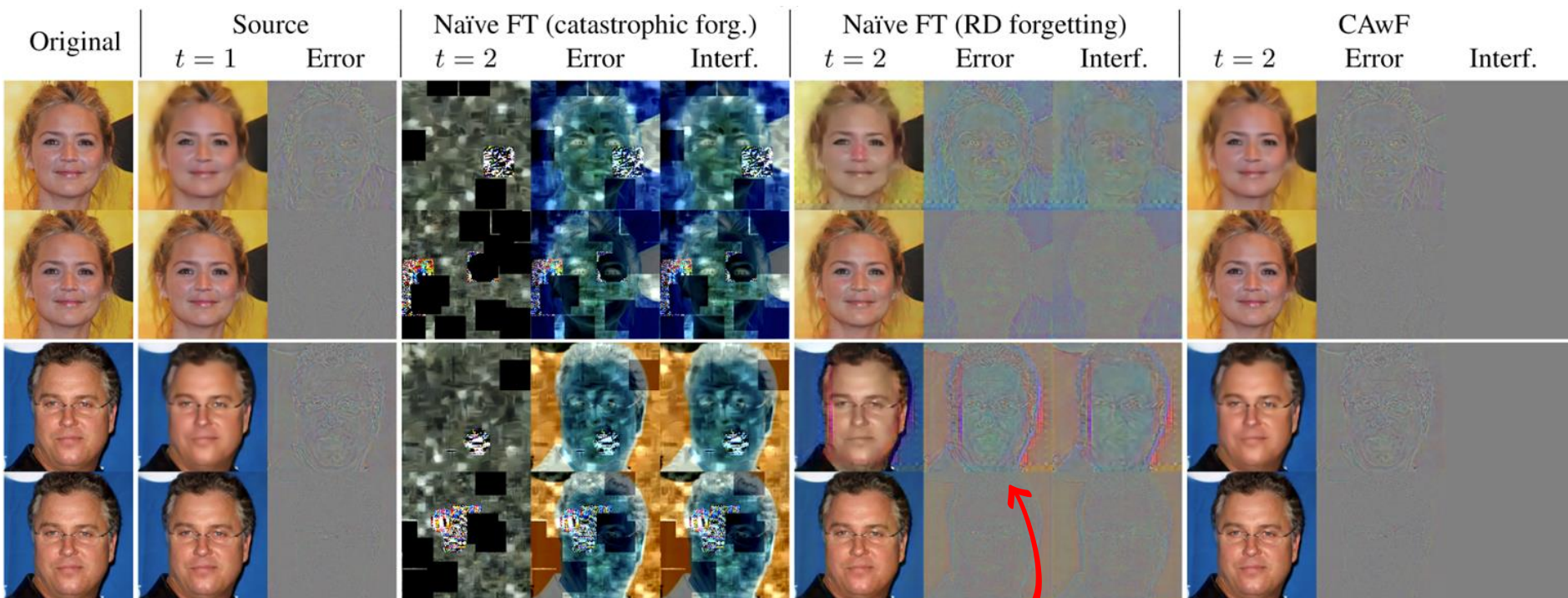
*Source codec is suboptimal at t=2*



Cityscapes → CelebA

# Codec adaptation without forgetting (CAwF)

*CelebA → Cityscapes*  
(source domain)



Adaptation artifacts

# Thanks!

<https://arxiv.org/abs/2103.15726>



*Sudeep Katakol*



*Luis Herranz*



*Fei Yang*



*Marta Mrak*

