# **CYEDA: CYCLE-OBJECT EDGE CONSISTENCY DOMAIN ADAPTATION**

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# Introduction

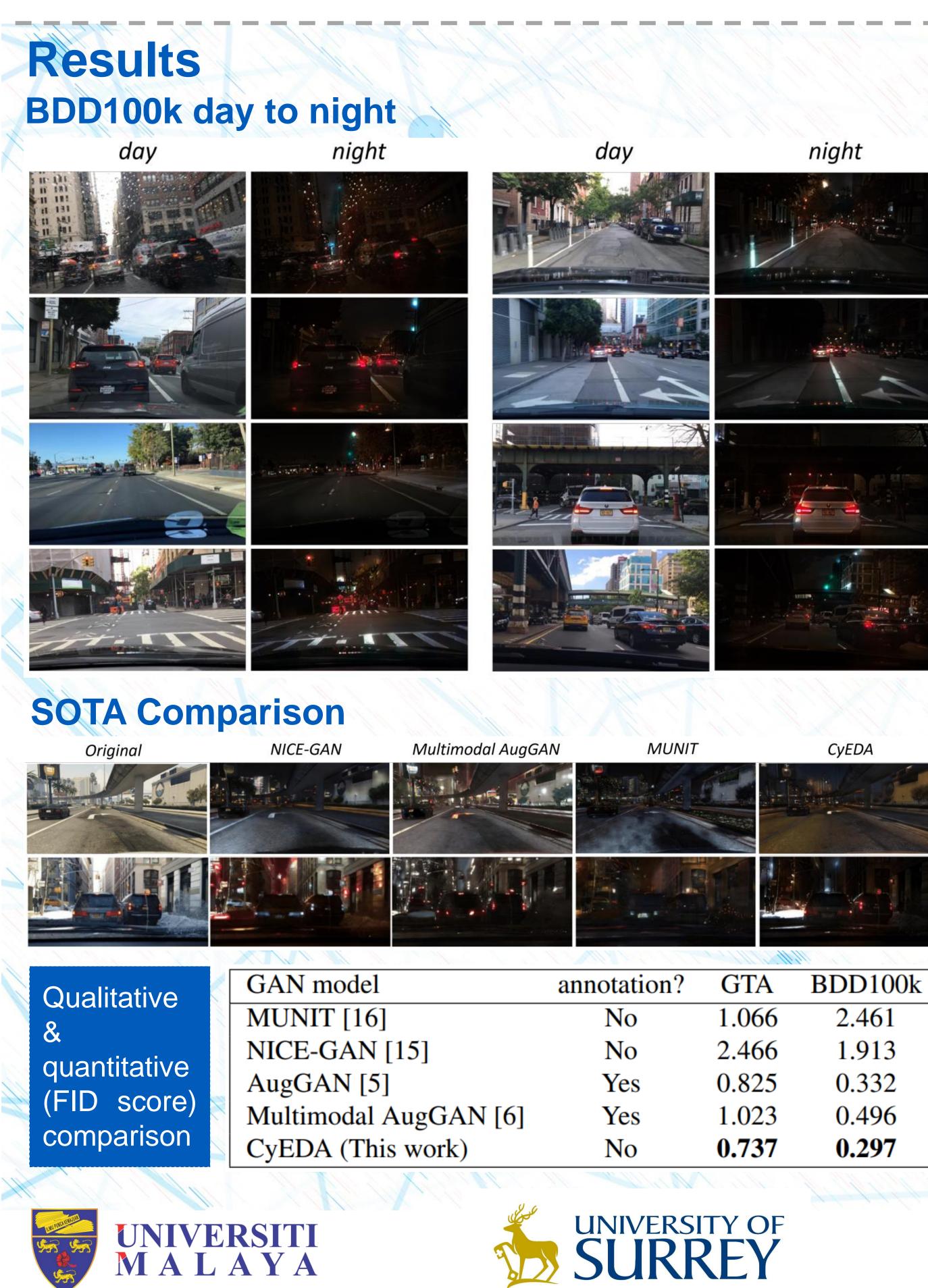
We propose a new approach to achieve instance-level domain adaptation results without any detection subnet integration

Our contributions consist of following:

Masking

### Cycle-Object Edge Consistency Loss

Github repository link is available in the QR code.



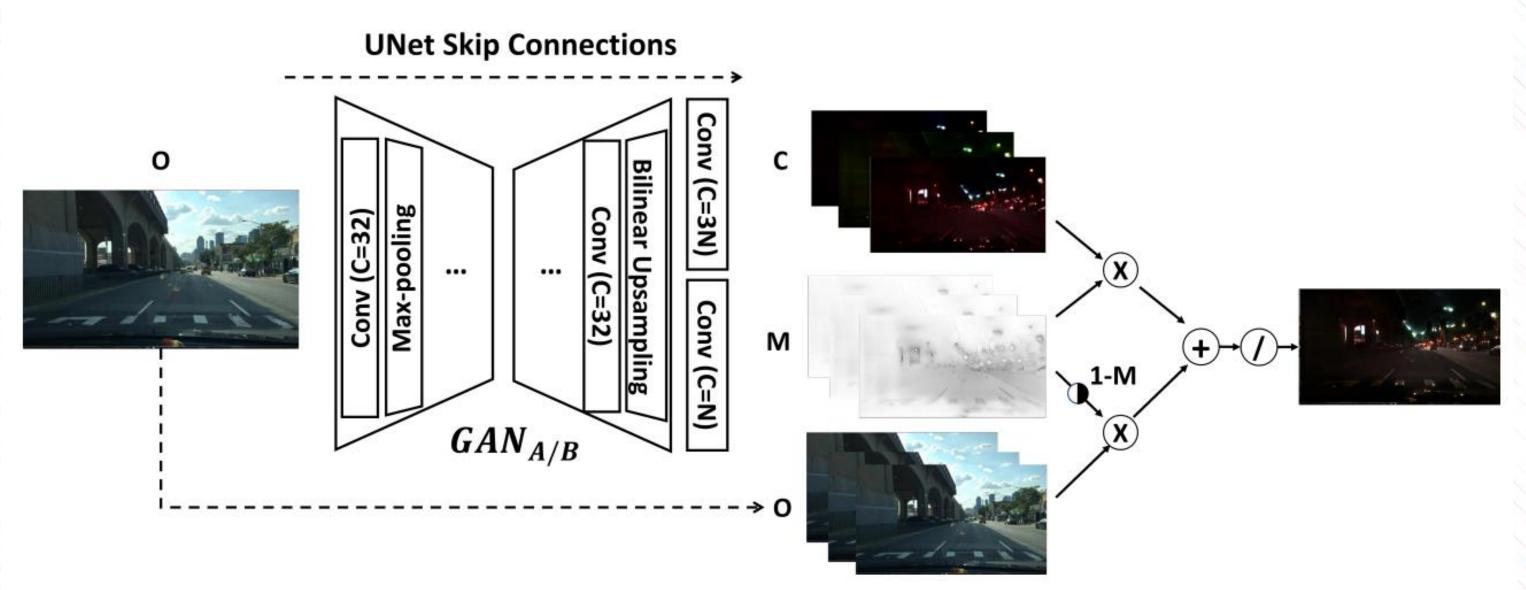
## Methodology Mask UNet

Model learns to make color changes to every pixel of original image instead of generating whole image from hidden embedding.

We modify the last layer of UNet into two separate blocks:

- a convolution layer that yields 3N channels of output followed by tanh
- activation layer (predicted color changes, C)
- a convolution layer that yields N channels of output followed by sigmoid activation layer (predicted degree of color changes / mask, M)

Translated image is computed by summing the weighted mask of color changes and the inverted weighted mask of the original image and normalized by number of mask N

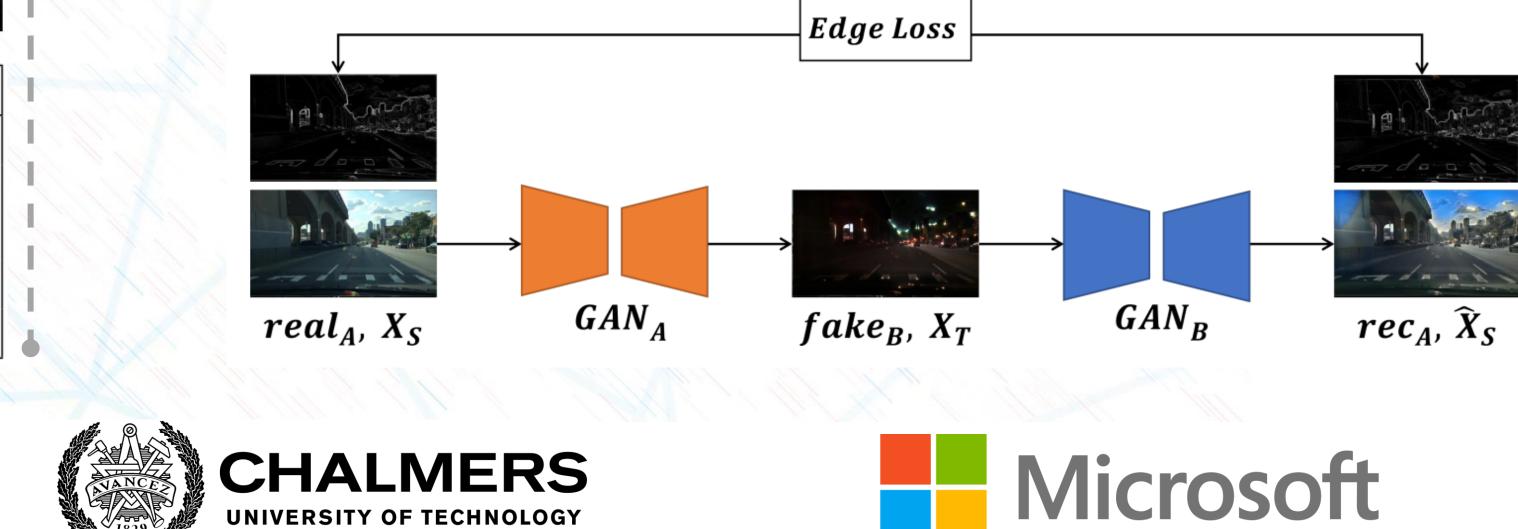


## **Cycle-Object Edge Consistency Loss**

CycleGAN learns to hide information in the network to satisfy L1 cycle consistency requirement <sup>[1]</sup>.

We argue that the cycle consistency loss should only enforce the preservation of objects in the images instead of every pixel details.

We enforce L1 consistency between edge of real and reconstructed images instead of the image itself.









# **Ablation Study**

Mask UNet contributes on maintaining colour contrast of translated image as can be seen in Fig.(c) and edge loss removes unnecessary details as shown in Fig.(d).



Qualitative and quantitative results of ablation study to show contributions of Mask Unet and Cycle-Object Edge Consistency Loss

# **Domain Adaptation**

YOLOv5s model is used to train with BDD100k real night images with and without translated day-to-night images.

Training Dataset (B) det-train-night + det-val-day day-to

# Conclusion

This paper introduced an approach to retain instance-level detail when translating images to a target domain by generating masks from UNet and performing color finetuning on original images according to the masks using cycle-object edge consistency loss to remove unnecessary details and provide extra capacity for model to perform more realistic image-translation

# Reference



# Christopher Zach <sup>3</sup>

| (a)                            | (b)                 |
|--------------------------------|---------------------|
|                                |                     |
| No mask + L1 (CycleGAN + Unet) | No mask + Edge      |
| (c)                            | (d)                 |
|                                |                     |
| Mask + L1                      | Mask + Edge (CyEDA) |
| Experiment Settings            | FID                 |
| No mask + L1 (CycleGA          | N + UNet 0.551      |
| No mask + Edge                 | 0.579               |
| Mask + L1                      | 0.389               |
| Mask + Edge (CyEDA)            | 0.297               |

| BDD100k) | mAP (whole) | AP (car) |
|----------|-------------|----------|
|          | 0.444       | 0.627    |
| o-night  | 0.465       | 0.644    |
|          |             |          |

Casey Chu, Andrey Zhmoginov, and Mark Sandler, "Cyclegan, a master of steganography," arXiv preprint arXiv:1712.02950, 2017.





