



## **PROBLEM STATEMENT**

Evaluate how well metrics correspond with human perceptual judgments.

- 1) Collect a large-scale perceptual similarity dataset
- 2) Deep features across training objectives outperform widely-used perceptual metrics (e.g., SSIM)
- 3) Train new metric (LPIPS) on perceptual judgments
- Try it: <u>richzhang.github.io/PerceptualSimilarity/</u>

# **TWO ALTERNATIVE FORCED CHOICE (2AFC)**

**Goal**: Collect large-scale set of human perceptual judgments on distortions **Procedure**: Sample a patch. Distort it twice. Ask human which is smaller.

## **Distortions for Train&Val:**

(1) Traditional distortions noise, photometric, blur, warps, compression (2) CNN-Based distortions Randomly generated denoising autoencoders by varying hyperparameters

## **Distortions for Val only:**

(3) Real algorithms Outputs from superresolution, frame interpolation, video deblurring, colorization algorithms



# The Unreasonable Effectiveness of Deep Features as a Perceptual Metric

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Off-the-shelf networks already perform well. Training a linear layer (LPIPS) on top yields small performance boost. But fine-tuni through representation *leads to overfitting on specified distortion distribution*.





Though SSIM was *not designed to handle geometric distortions*, it is commonly used, even when such distortions are a large factor.