



## Contributions

- Examining how errors related to computational color constancy can adversely affect DNNs trained for *image classification* and *image* semantic segmentation.
- Showing that traditional color augmentation methods are not well suited to deal with color errors caused by cameras.
- We propose a novel color augmenter to emulate WB errors.
- Our WB augmenter improves accuracy for image classification and semantic segmentation with < 7.3 sec (CPU) and 1.0 sec (GPU) to generate **ten** full-resolution ~12 Mpix.

# What Else Can Fool Deep Learning? Addressing Color Constancy Errors on Deep Neural Network Performance

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### **Our WB emulator**











### **References:**

ImageNet: J Deng, et al., Imagenet: A large-scale hierarchical image database. In CVPR, 2009. **ResNet:** K He, et al., Deep residual learning for image recognition. In CVPR, 2016. ADE20K: B Zhou, et al., Scene parsing through ADE20K dataset. In CVPR, 2017. **VGG:** K Simonyan and A Zisserman, Very deep convolutional networks for large-scale image recognition. arXiv CIFAR: A Krizhevsky and G Hinton, Learning multiple layers of features from tiny images. Technical preprint, 2014. report, 2009. **GoogLeNet:** C Szegedy, et al., Going deeper with convolutions. In CVPR, 2015.

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**DilatedNet:** F Yu and V Koltun, Multi-scale context aggregation by dilated convolutions. In ICLR, 2015. SmallNet: L Perez and J Wang. The effectiveness of data augmentation in image classification using deep learning. **RefineNet:** G Lin, et al., Refinenet: Multi-path refinement networks for highresolution semantic segmentation. In arXiv preprint, 2017. CVPR, 2017. AlexNet: A Krizhevsky, et al., Imagenet classification with deep convolutional neural networks. In NIPS, 2012

SegNet: V Badrinarayanan, et al., Segnet: A deep convolutional encoder-decoder architecture for image segmentation.



ar generated   all	t = 48004 Rende Rende RGB Jit RGB Jit Trac	ered image with co ered image with co fering tering	t = t = t = t = t = t = t = t = t = t =	z 2850K E cal rendering w Catalant and a second Catalant and a se	$\frac{1}{t} = 3800 \text{K}$ $\frac{1}{t} = 7500 \text{K}$ $\frac{1}{t} = 7500 \text{K}$ $\frac{1}{t} = 3800 \text{K}$
HSV jittering aug.		RGB Jittering aug.		Our WB augmenter	
assification (classification acc.)					
S: 0.80   A: 0.92 (↓ 0-1%)		S: 0.78   A: 0.	92 (↓ 1-2%)	S: 0.81   A:	<b>0.93 (</b> ↑ <b>0-1%)</b>
S: 0.75   A: 0.86 (↑ 6-9%)		S: 0.77   A: 0.8	87 († 7-11%)	S: 0.79   A:	<mark>0.89 (↑ 9-13%)</mark>
A: 0.72 (↓ 5%)		A: 0.72	(↓ 5%)	A: 0.7	4 (↓ 4%)
A: 0.61 (↑ 8%)		A: 0.65 († 12%)		A: 0.67 (↑ 14%)	
S: 0.48   A: 0.78 (↑ 1%)		S: 0.47   A: 0.78 (↑ 1-2%)		S: 0.48   A:	<mark>0.79 (</mark> ↓↑ 1.5%)
S: 0.46   A: 0.77 (↑ 4-6%)		S: 0.48   A: 0.78 (↑ 5-8%)		S: 0.50   A:	<mark>0.79 (↑ 5-10%)</mark>
mantic segmentation (pxl-acc)					
0.58 (↓ 2%)		0.54 (↓ 6%)		C	0.60
0.54 († 2%)		0.53 (↓ 3%)		<b>0.58 (</b> ↑ 2%)	

TPAMI, 2017.

**WB Correction:** M Afifi, et al., When color constancy goes wrong: Correcting improperly white-balanced images. In CVPR, 2019.