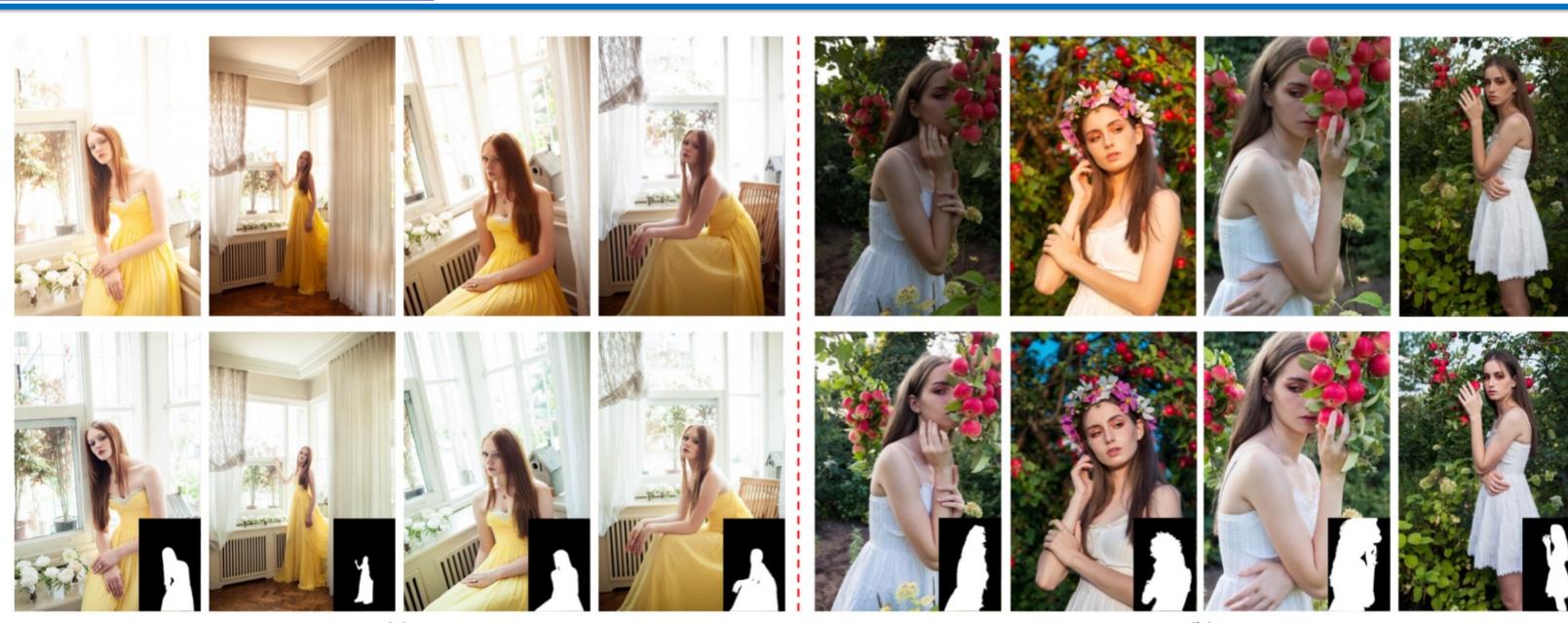




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## Introduction



Special and practical requirements of portrait photo retouching (PPR): 1) Human-Region Priority (HRP): more attention be paid to human regions

2) Group-Level Consistency (GLC): a group of portrait photos be retouched to a consistent tone

Existing datasets (FiveK) are for general purpose without the HRP and GLC consideration.

## **Dataset Construction**

#### Challenges:

- 1) photos should in raw format with high-quality, which is difficult to obtain
- 2) dataset should be large-scale and cover a wide range of real cases
- 3) high-quality retouched results with both good visual quality and group-level consistency and human-region masks should be provided

#### Information:

- 1) 11161 raw-format portraits in 1681 groups (each group contains 3-18 photos)
- 2) **3 versions of GTs** for each photo manually retouched by 3 experts
- 3) Resolution ranging from 4K-8K, DSLR cameras covering Canon, Nikon and Sony
- 4) Full-resolution human-region masks with high-quality

# **PPR10K: A Large-Scale Portrait Photo Retouching Dataset with** Human-Region Mask and Group-Level Consistency

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Dataset and code: https://github.com/csjliang/PPR10K Email: liang27jie@gmail.com

# Measures and Learning Strategies

#### **Measures:**

- *Y* denotes the target.
- 2) Human-Centered Measures:  $PSNR^{HC}$  and  $\Delta E_{ab}^{HC}$ , with weight 0.5 in background regions
- 3) Group-Level Consistency Measure: The variance of mean color components.  $Var(\mu_{\hat{l}_1^c}, \mu_{\hat{l}_2^c}, \cdots, \mu_{\hat{l}_m^c})$

Most stable: the combination of a and b channels

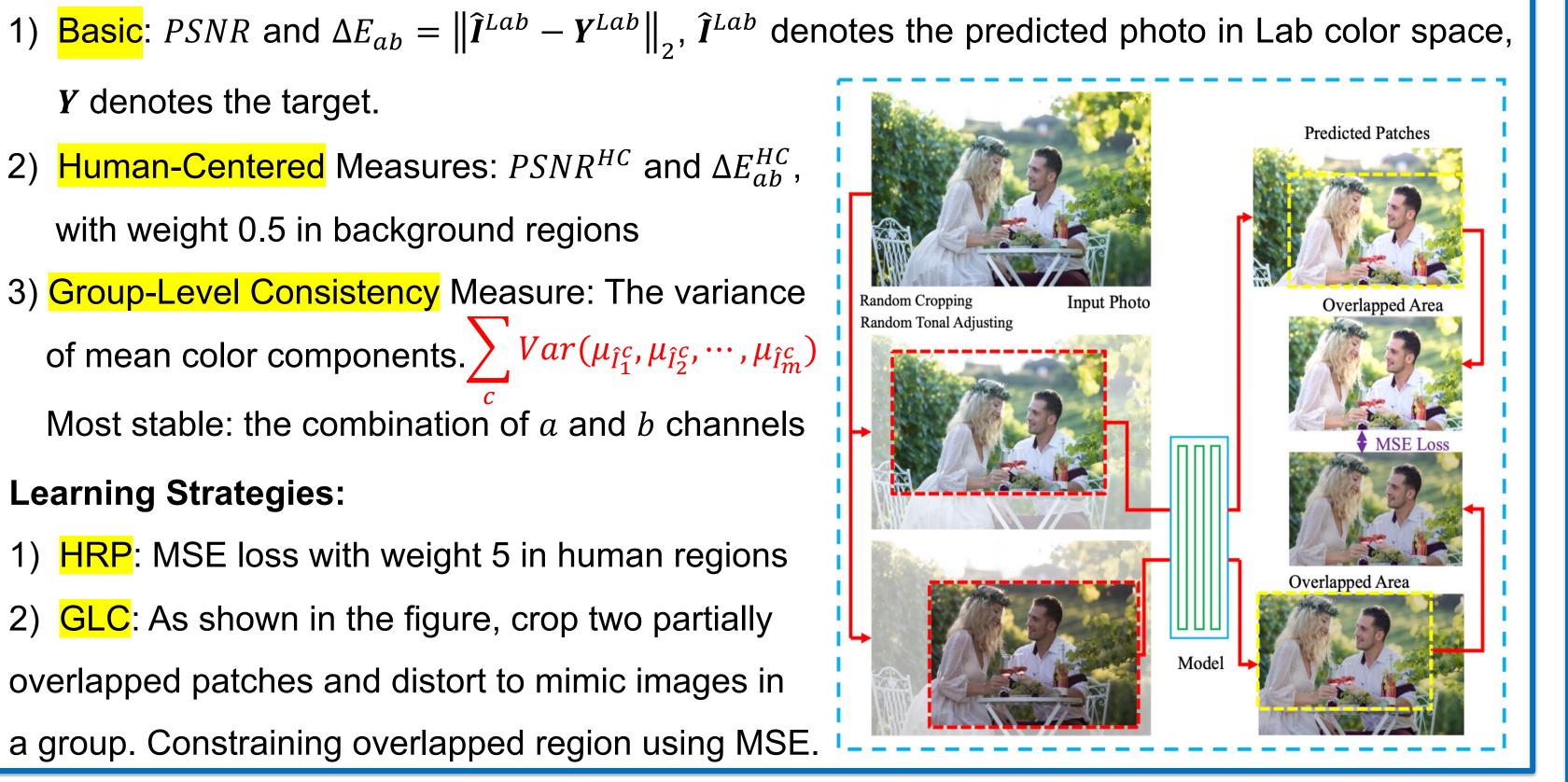
### Learning Strategies:

1) HRP: MSE loss with weight 5 in human regions

2) GLC: As shown in the figure, crop two partially overlapped patches and distort to mimic images in

 $\mathcal{M}_{GLC}$ =16.67 **3D LUT** 54  $\Box$  HRP  $\Box$  GLC **3D LUT** <u></u>  $\Box$  HRP ✓ GLC **3D LUT** 54 / HRP ✓ GLC

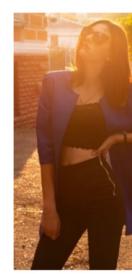
Visually more consistent in a group with GLC strategy!





| /lethod | Datas | et PSNR | $\triangle E_{ab}$ | $PSNR^{H}$ | ${}^{IC} \triangle E^{HC}_{ab}$ | $\mathcal{M}_{GLC}$ |
|---------|-------|---------|--------------------|------------|---------------------------------|---------------------|
| IDRNet  | a     | 18.20   | 17.22              | 21.44      | 11.27                           | 20.76               |
| CSRNet  | а     | 19.86   | 14.07              | 23.06      | 9.15                            | 13.97               |
| D LUT   | а     | 19.92   | 13.75              | 23.79      | 8.90                            | 13.85               |
| IDRNet  | b     | 18.74   | 16.31              | 22.00      | 10.63                           | 20.76               |
| CSRNet  | b     | 19.65   | 14.47              | 22.83      | 9.40                            | 13.97               |
| D LUT   | b     | 19.74   | 14.08              | 23.42      | 9.22                            | 13.85               |
| IDRNet  | с     | 19.71   | 14.81              | 22.96      | 9.65                            | 20.76               |
| CSRNet  | с     | 19.81   | 14.57              | 23.06      | 9.46                            | 13.97               |
| D LUT   | с     | 20.03   | 13.90              | 23.01      | 8.85                            | 13.85               |
|         |       |         |                    |            |                                 |                     |

Poor performance when training on FiveK and evaluating on PPR tasks!













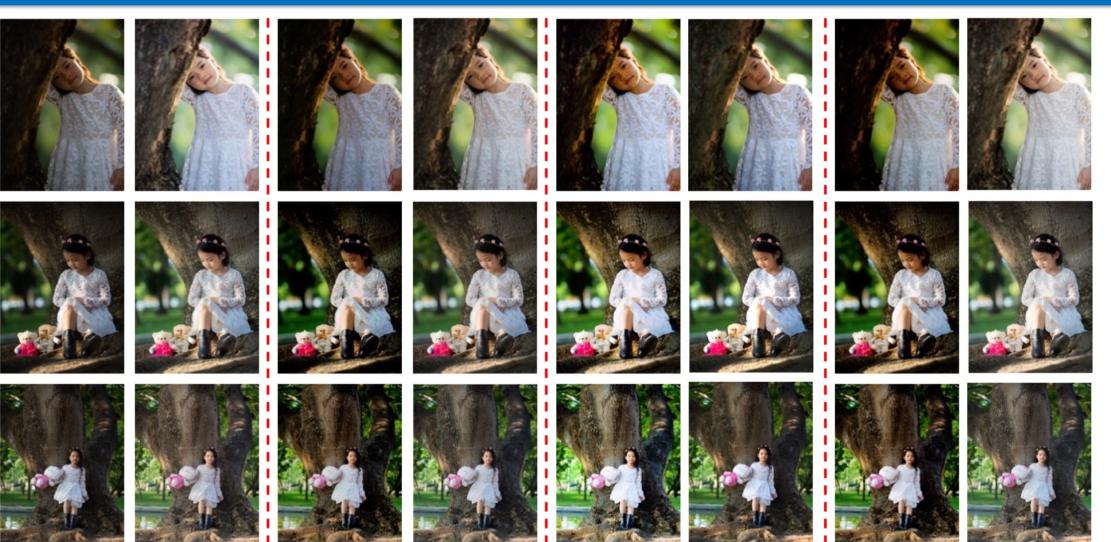
(a) Input

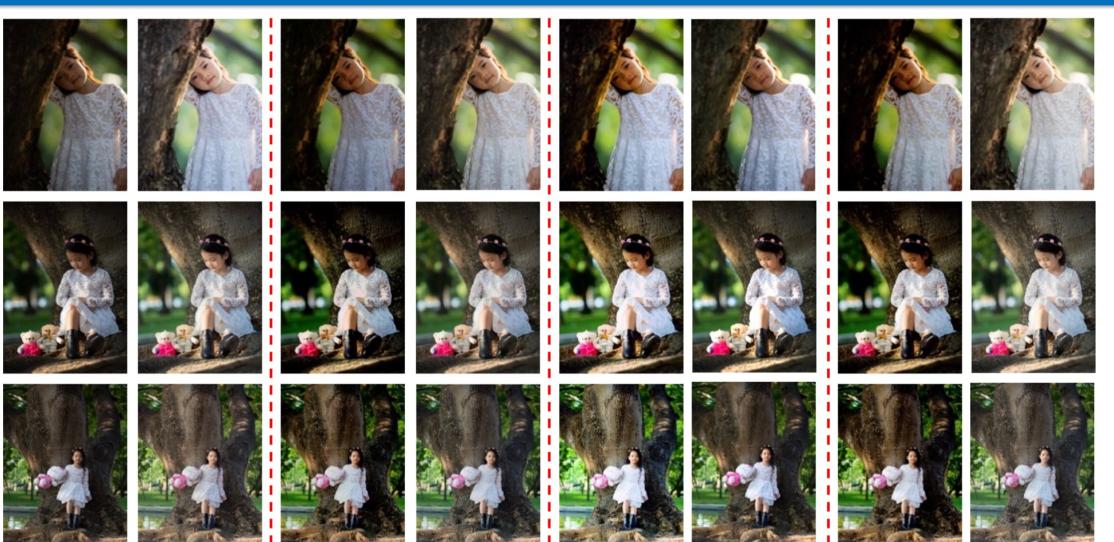
(c) 3DLUT+HRP

(e) 3DLUT

Brighter faces and more natural temperature with HRP strategy!









| # Me |                   | Dataset  | $PSNR\uparrow$ |       | $\triangle E$ | $\triangle E_{ab}\downarrow$ |       | $PSNR^{HC}\uparrow$ |      | $\triangle E^{HC}_{ab}\downarrow$ |       | $\mathcal{M}_{GLC}\downarrow$ |  |
|------|-------------------|----------|----------------|-------|---------------|------------------------------|-------|---------------------|------|-----------------------------------|-------|-------------------------------|--|
|      | Method            |          | LR             | HR    | LR            | HR                           | LR    | HR                  | LR   | HR                                | LR    | HR                            |  |
| 1    | HDRNet [7]        | PPR10K-a | 23.93          | 23.06 | 8.70          | 9.13                         | 27.21 | 26.58               | 5.65 | 5.84                              | 14.83 | 14.37                         |  |
| 2    | CSRNet [10]       | PPR10K-a | 22.72          | 22.01 | 9.75          | 10.20                        | 25.90 | 25.19               | 6.33 | 6.73                              | 12.73 | 12.66                         |  |
| 3    | 3D LUT [32]       | PPR10K-a | 25.64          | 25.15 | 6.97          | 7.25                         | 28.89 | 28.39               | 4.53 | 4.71                              | 11.47 | 11.05                         |  |
| 4    | <b>3D LUT+HRP</b> | PPR10K-a | 25.99          | 25.55 | 6.76          | 7.02                         | 28.29 | 28.83               | 4.38 | 4.55                              | 10.81 | 10.32                         |  |
| 5    | 3D LUT+GLC        | PPR10K-a | 25.06          | 24.39 | 7.39          | 7.81                         | 28.34 | 27.67               | 4.80 | 5.06                              | 9.98  | 9.77                          |  |
| 6    | 3D LUT+HRP+GLC    | PPR10K-a | 25.31          | 24.60 | 7.30          | 7.75                         | 28.56 | 27.86               | 4.75 | 5.03                              | 9.95  | 9.68                          |  |
| 7    | HDRNet [7]        | PPR10K-b | 23.96          | 23.51 | 8.84          | 9.13                         | 27.21 | 26.55               | 5.74 | 5.92                              | 13.21 | 13.04                         |  |
| 8    | CSRNet [10]       | PPR10K-b | 23.76          | 23.29 | 8.77          | 9.28                         | 27.01 | 26.62               | 5.68 | 5.90                              | 11.82 | 11.73                         |  |
| 9    | 3D LUT [32]       | PPR10K-b | 24.70          | 24.30 | 7.71          | 7.97                         | 27.99 | 27.59               | 4.99 | 5.16                              | 9.90  | 9.52                          |  |
| 10   | 3D LUT+HRP        | PPR10K-b | 25.06          | 24.66 | 7.51          | 7.73                         | 28.36 | 27.93               | 4.85 | 5.00                              | 9.87  | 9.60                          |  |
| 11   | 3D LUT+GLC        | PPR10K-b | 24.16          | 23.39 | 8.15          | 8.70                         | 27.48 | 26.71               | 5.25 | 5.61                              | 9.17  | 8.92                          |  |
| 12   | 3D LUT+HRP+GLC    | PPR10K-b | 24.52          | 23.81 | 7.93          | 8.42                         | 27.82 | 27.12               | 5.12 | 5.44                              | 9.01  | 8.73                          |  |
| 13   | HDRNet [7]        | PPR10K-c | 24.08          | 23.66 | 8.87          | 9.05                         | 27.32 | 26.93               | 5.76 | 5.99                              | 14.76 | 14.28                         |  |
| 14   | CSRNet [10]       | PPR10K-c | 23.17          | 22.85 | 9.45          | 9.87                         | 26.47 | 26.09               | 6.12 | 6.54                              | 14.64 | 14.22                         |  |
| 15   | 3D LUT [32]       | PPR10K-c | 25.18          | 24.78 | 7.58          | 7.85                         | 28.49 | 28.09               | 4.92 | 5.09                              | 13.51 | 13.16                         |  |
| 16   | 3D LUT+HRP        | PPR10K-c | 25.46          | 25.05 | 7.43          | 7.69                         | 28.80 | 28.38               | 4.82 | 4.98                              | 13.49 | 13.06                         |  |
| 17   | 3D LUT+GLC        | PPR10K-c | 24.53          | 23.94 | 8.10          | 8.49                         | 27.87 | 27.29               | 5.25 | 5.49                              | 12.96 | 12.75                         |  |
| 18   | 3D LUT+HRP+GLC    | PPR10K-c | 24.59          | 24.01 | 8.02          | 8.39                         | 27.92 | 27.33               | 5.20 | 5.43                              | 12.76 | 12.79                         |  |

Overall comparison. 3D LUT performs better than HDRNet and CSRNet. HRP loss brings better results on most individual measures. GLC loss improves the GLC measure yet slightly deteriorates the others. Combining them further improves GLC.



## Experiments

#### Models training on FiveK obtain much worse performance than trained on the PPR10K dataset: large domain gap!

# Conclusion

A large-scale PPR dataset is constructed, with 11161 diverse raw portraits in 1681 groups. Human-region priority and grouplevel consistency measures and learning strategies are theoretically demonstrated and experimentally evaluated.