



How Can Paul Cezanne Improve the Generalizability of Deep Learning Vision Models?

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RESEARCH

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Research Problem Introduction & Motivation

- Deep Learning (DL) vision models solve perceptual tasks (e.g., recognizing and distinguishing object types) by learning internal representations of objects from raw pixels in photographs or videos.
- However, the captured perspective of the camera does not necessarily align with how humans actually perceive the world. For example,
- unlike the single-point perspectives in photographs, human perspectives are often skewed and multi-point.



How do we enable DL models to acquire human-like
 percentions²

Hypothesis

Learning human-like visual perceptions will improve a DL model's ability to generalize.

Approach

- Instead of using photographs of objects, we train a DL model using augmented versions of the photographs that capture human-like perspectives of the objects.
- We create augmented images using the style of the late 19th-century painter Paul Cezanne.

Methodology

- Augment images in the style of Cezanne by using a style-transfer DL model.
- Train a DL convolutional neural network (CNN) model with the
- Compare its performance with a baseline DL model trained on







Main Contribution

Augmenting reality (input data) in the style of Cezanne's paintings exhibits the promise of improving the learning of a DL model's internal representations and its decision-making process.

Experimental Setup

- DL Style-transfer Model: CycleGAN
- DL Classification Model: VGG-19 (Visual Geometry Group)
- Interpretability Method: Score-CAM class activation mapping
- Original Dataset: Flowers (Daisy, Rose, Dandelion, Sunflower, and Tulip)
- Augmented Datasets: Still Life With Fruit, Still Life, and People



An image of a dandelion augmented in the following styles of Cezanne's paintings: Still Life With Fruit, Still Life, and People

Scientific Research Question # 1 Why Cezanne?

Do the images augmented with Cezanne's style improve a DL model's generalizability?

	Flowers-Original 0.793				
Test Accuracy				1890	
Classification Report	pre	mion	receil fi	40014	Report
Leabout	0	0.75	0.70	0.75	180
	1	0.74	8.70	0.72	129
	3	0.85	0.88	0.93	143
	3	0.82	0.80	0.81	127
	4	0.52	0.83	0.83	180

Performance of the VGG model trained on the original images

	Cezanne-People	Cezanne-Still Life with Fruit	Cezanne-Still Life		
Test Accuracy 0.823		0.770	0.805		
Classification Report	0 0.76 0.79 0.77 160 1 0.77 0.74 0.76 129 2 0.89 0.84 0.86 140 3 0.82 0.85 0.86 120 4 0.81 0.88 0.84 180		Precision recall 11-acres support 0 0.7% 0.76 0.76 108 1 0.70 0.74 0.72 129 2 0.00 0.61 0.85 140 3 0.62 0.78 0.80 127 4 0.86 0.88 0.86 108		

nce of the VGG model trained on the augmented images

SRQ# 1 result: Overall, augmented images improve the generalizability of a model by at least 3%. However, it depends on the style of the Cezanne paintings used for augmentation.

Scientific Research Question # 2

How does the Cezanne-transformed reality (augmented images) influence a DL model's decision-making process?



























SRQ# 2 result: Unlike the baseline model, the augmented image-based model tends to focus on larger areas of objects and the focus often includes multiple objects enabling better decision-making.



Questions? Email proberts6@huskers.unl.edu