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# Learning Distortion Invariant Representation for Image Restoration from A Causality Perspective

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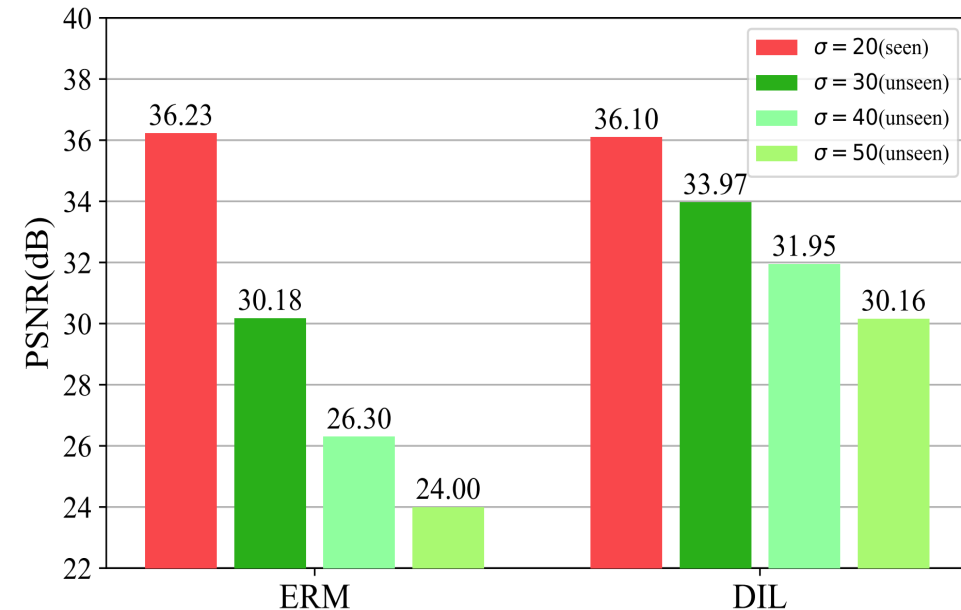
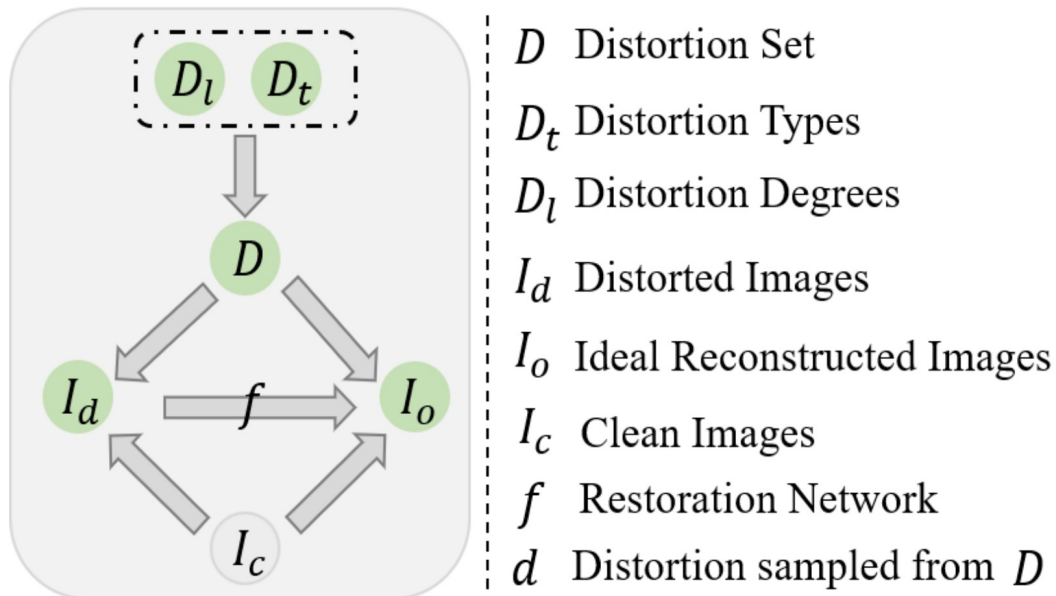
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**Poster Tag: TUE-AM-163**



## Motivation

- Existing works on image restoration cannot generalize well to real-world degradations with different degrees and types.
- A spurious correlation between  $I_d$  and  $I_o$  is captured by ERM, which introduces the bad confounding effects of specific distortion  $d$  and destroys the generalization capability of IR network.





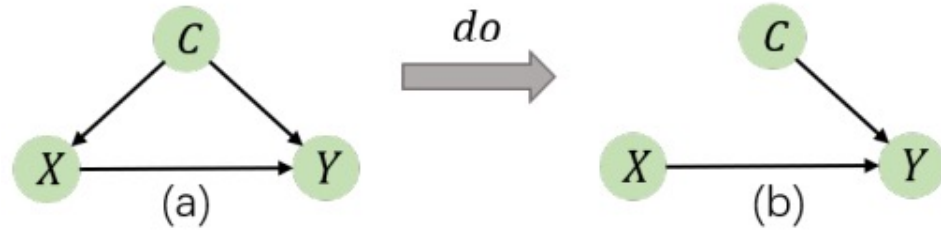
## Contributions

- We revisit the image restoration task from a causality view and pinpoint that the reason for the poor generalization of the restoration network, is that the restoration network is not independent to the distortions in the training dataset.
- Based on the back-door criterion in causality, we propose a novel training paradigm, Distortion Invariant representation Learning (DIL) for image restoration, where the intervention is instantiated by a virtually model updating under the counterfactual distortion augmentation and is eliminated with the optimization based on meta-learning.



## Methods

- Backdoor criterion in causal inference



$$P(Y|do(X)) = \sum_c P(Y|X, C = c)P(C = c)$$

- Image restoration with back-door criterion

$$P(I_o|do(I_d)) = \sum_{i=1}^n P(I_o|I_d, D = d_i)P(D = d_i)$$

- Modeling  $P(I_o|I_d, D = d_i)$  in optimization process

$$\phi_{d_i} = \theta - \alpha \nabla_{\theta} \mathcal{L}(f_{\theta}(I_{d_i}), I_c) \Rightarrow \mathcal{L}(f_{\phi_{d_i}}(I_d), I_c)$$

- Modeling  $P(I_o|do(I_d))$  with meta learning

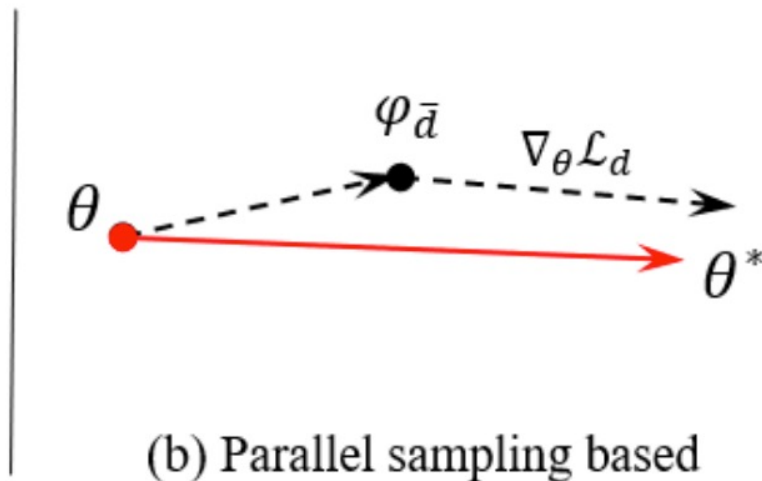
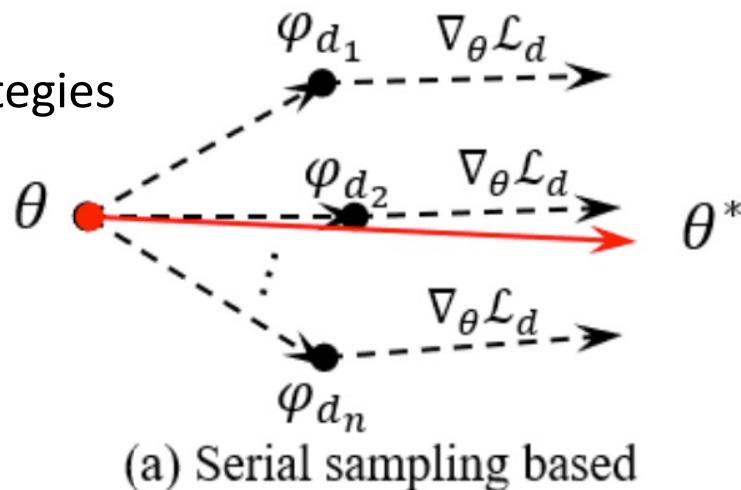
$$\theta^* = \arg \min_{\theta} \mathbb{E}_{(I_d, I_c) \sim \mathcal{D}} \left[ \sum_{d_i \in D} \mathcal{L}(f_{\phi_{d_i}}(I_d), I_c) \right]$$

- Four Variants:

- $DIL_{pf}$ : parallel sampling  
first-order gradient
- $DIL_{ps}$ : parallel sampling  
second-order gradient
- $DIL_{sf}$ : **serial** sampling  
first-order gradient
- $DIL_{ss}$ : **serial** sampling  
second-order gradient



- Two sampling strategies



$$\begin{aligned}
 \theta^* &= \arg \min_{\theta} \mathbb{E}_{(I_d, I_c) \sim \mathcal{D}} \left\{ \frac{1}{n} \sum_{d_i \in D} [\mathcal{L}(f_{\theta}(I_d), I_c) \right. \\
 &\quad \left. - \alpha \nabla_{\theta} \mathcal{L}(f_{\theta}(I_{d_i}), I_c) \nabla_{\theta} \mathcal{L}(f_{\theta}(I_d), I_c) \right. \\
 &\quad \left. + o(\nabla_{\theta} \mathcal{L}(f_{\theta}(I_d), I_c))] \right\} \\
 &= \arg \min_{\theta} \mathbb{E}_{(I_d, I_c) \sim \mathcal{D}} [ \\
 &\quad \mathcal{L}(f_{(\theta - \alpha \nabla_{\theta} \sum_{d_i \in D} \frac{1}{n} \mathcal{L}(f_{\theta}(I_{d_i}), I_c))}(I_d), I_c)]
 \end{aligned}$$

$$\begin{aligned}
 \theta^* &= \arg \min_{\theta} \mathbb{E}_{(I_d, I_c) \sim \mathcal{D}} [\mathcal{L}(f_{\phi_{\bar{d}}}(I_d), I_c)], \\
 \text{where } \phi_{\bar{d}} &= \theta - \alpha \nabla_{\theta} \sum_{d_i \in D} \frac{1}{n} \mathcal{L}(f_{\theta}(I_{d_i}), I_c)
 \end{aligned}$$



# Learning Distortion Invariant Feature Representation for Image Restoration from A Causality Perspective

## Experiments

### ➤ Image Denoising

Datasets	Levels	Methods				
		ERM	$DIL_{sf}$	$DIL_{pf}$	$DIL_{ss}$	$DIL_{ps}$
CBSD68 [40]	30 ( <i>unseen</i> )	24.90/0.581	<b>30.29</b> (5.39↑) / <b>0.866</b>	29.92 (5.02↑) / 0.858	27.48 (2.58↑) / 0.809	29.14 (4.24↑) / 0.802
	40 ( <i>unseen</i> )	21.12/0.400	<b>28.35</b> (7.23↑) / <b>0.825</b>	28.10 (6.98↑) / 0.812	25.90 (4.78↑) / 0.746	25.74 (4.62↑) / 0.629
	50 ( <i>unseen</i> )	18.96/0.307	<b>26.64</b> (7.68↑) / <b>0.779</b>	26.61 (7.65↑) / 0.766	24.63 (5.67↑) / 0.686	23.34 (4.38↑) / 0.501
Kodak24 [16]	30 ( <i>unseen</i> )	25.12/0.533	<b>31.39</b> (6.27↑) / <b>0.867</b>	30.87 (5.75↑) / 0.858	27.92 (2.80↑) / 0.801	29.86 (4.74↑) / 0.782
	40 ( <i>unseen</i> )	21.22/0.352	<b>29.49</b> (8.27↑) / <b>0.831</b>	29.15 (7.93↑) / 0.817	26.46 (5.24↑) / 0.738	26.13 (4.91↑) / 0.588
	50 ( <i>unseen</i> )	19.02/0.263	<b>27.76</b> (8.74↑) / <b>0.788</b>	27.67 (8.65↑) / 0.775	25.24 (6.22↑) / 0.677	23.60 (4.58↑) / 0.457
McMaster [75]	30 ( <i>unseen</i> )	25.65/0.569	<b>31.70</b> (6.05↑) / <b>0.873</b>	31.04 (5.39↑) / 0.853	28.15 (2.50↑) / 0.794	30.09 (4.44↑) / 0.800
	40 ( <i>unseen</i> )	21.73/0.373	<b>29.81</b> (8.08↑) / <b>0.831</b>	29.07 (7.34↑) / 0.802	26.59 (4.86↑) / 0.728	26.24 (4.51↑) / 0.605
	50 ( <i>unseen</i> )	19.47/0.278	<b>28.02</b> (8.55↑) / <b>0.783</b>	27.31 (7.84↑) / 0.749	25.20 (5.73↑) / 0.664	23.60 (4.13↑) / 0.466
Urban100 [22]	30 ( <i>unseen</i> )	25.46/0.648	<b>30.93</b> (5.47↑) / <b>0.898</b>	30.26 (4.80↑) / 0.884	26.95 (1.49↑) / 0.825	29.73 (4.27↑) / 0.841
	40 ( <i>unseen</i> )	21.53/0.479	<b>28.82</b> (7.29↑) / <b>0.866</b>	28.32 (6.79↑) / 0.848	25.26 (3.73↑) / 0.767	26.25 (4.72↑) / 0.691
	50 ( <i>unseen</i> )	19.28/0.389	<b>26.88</b> (7.60↑) / <b>0.829</b>	26.63 (7.35↑) / 0.811	23.85 (4.57↑) / 0.710	23.71 (4.43↑) / 0.575
Manga109 [41]	30 ( <i>unseen</i> )	26.62/0.653	<b>31.97</b> (5.35↑) / <b>0.910</b>	31.14 (4.52↑) / 0.901	26.02 (-0.6↑) / 0.833	31.05 (4.43↑) / 0.858
	40 ( <i>unseen</i> )	22.34/0.442	<b>29.02</b> (6.68↑) / <b>0.888</b>	28.53 (6.19↑) / 0.875	24.31 (1.97↑) / 0.784	27.29 (4.95↑) / 0.704
	50 ( <i>unseen</i> )	19.95/0.342	<b>26.52</b> (6.57↑) / <b>0.860</b>	26.34 (6.39↑) / 0.846	22.82 (2.87↑) / 0.734	24.47 (4.52↑) / 0.564



## Experiments

### ➤ Image Deblurring

Datasets	Methods	Levels				
		4.2 ( <i>unseen</i> )	4.4 ( <i>unseen</i> )	4.6 ( <i>unseen</i> )	4.8 ( <i>unseen</i> )	5.0 ( <i>unseen</i> )
Set5 [4]	ERM	29.31/0.844	26.55/0.776	24.43/0.709	22.96/0.648	22.00/0.602
	<b>DIL</b>	29.58 (0.27↑)/0.848	27.52 (0.97↑)/0.802	25.66 (1.23↑)/0.751	24.38 (1.42↑)/0.708	23.46 (1.46↑)/0.671
Set14 [71]	ERM	27.22/0.781	24.93/0.726	23.16/0.671	21.89/0.624	20.88/0.583
	<b>DIL</b>	27.24 (0.02↑)/0.778	25.78 (0.85↑)/0.746	24.35 (1.19↑)/0.708	23.23 (1.34↑)/0.672	22.37 (1.49↑)/0.640
BSD100 [40]	ERM	27.20/0.784	25.17/0.732	23.50/0.682	22.24/0.639	21.28/0.602
	<b>DIL</b>	27.37 (0.17↑)/0.781	26.16 (0.99↑)/0.753	24.91 (1.41↑)/0.719	23.86 (1.62↑)/0.686	23.02 (1.74↑)/0.658
Urban100 [22]	ERM	24.95/0.797	22.41/0.723	20.59/0.657	19.33/0.606	18.40/0.565
	<b>DIL</b>	24.97 (0.02↑)/0.793	23.26 (0.85↑)/0.743	21.76 (1.17↑)/0.693	20.70 (1.37↑)/0.651	19.92 (1.52↑)/0.618
Manga109 [41]	ERM	28.16/0.865	23.96/0.791	21.21/0.713	19.63/0.652	18.63/0.606
	<b>DIL</b>	28.09 (-0.07↑)/0.867	25.41 (1.45↑)/0.822	23.15 (1.94↑)/0.771	21.69 (2.06↑)/0.726	20.72 (2.09↑)/0.691



## Experiments

### ➤ Hybrid-distorted Image Restoration

Datasets	Methods	Distortion level		
		Mild (unseen)	Moderate (unseen)	Severe (seen)
BSD100 [40]	ERM	25.31/0.687	24.62/0.642	25.27/0.617
	<b>DIL</b>	26.37/0.691	25.23/0.645	25.22/0.613
Urban100 [22]	ERM	23.97/0.736	22.51/0.674	23.38/0.655
	<b>DIL</b>	25.00/0.747	23.13/0.682	23.20/0.645
Manga109 [41]	ERM	27.43/0.863	24.85/0.808	26.50/0.815
	<b>DIL</b>	28.41/0.868	25.30/0.810	26.19/0.766
DIV2K [2]	ERM	26.19/0.766	25.94/0.744	27.42/0.742
	<b>DIL</b>	27.84/0.785	26.89/0.756	27.38/0.737

### ➤ RealSR

Methods	Datasets	
	RealSR V3 [5] (unseen)	DrealSR [61] (unseen)
Real-ESRNet [57]	26.19/0.7989	28.22/0.8470
BSRNet [74]	27.46/0.8082	29.45/0.8579
ERM	27.65/0.8098	29.73/0.8628
DIL <sub>sf</sub>	27.94(0.29↑)/0.8098	29.99(0.26↑)/0.8648
DIL <sub>ps</sub>	28.12(0.47↑)/0.8067	30.58(0.85↑)/0.8712

### ➤ Cross different backbones

Models	Methods	Datasets		
		CBSD68 [40]	Kodak24 [16]	Urban100 [22]
RRDB	ERM	24.90/0.581	25.12/0.533	25.46/0.648
	<b>DIL</b>	30.28/0.866	31.39/0.867	30.93/0.898
SwinIR	ERM	24.22/0.551	24.22/0.493	24.73/0.618
	<b>DIL</b>	29.08/0.798	29.71/0.774	29.72/0.834





## Experiments

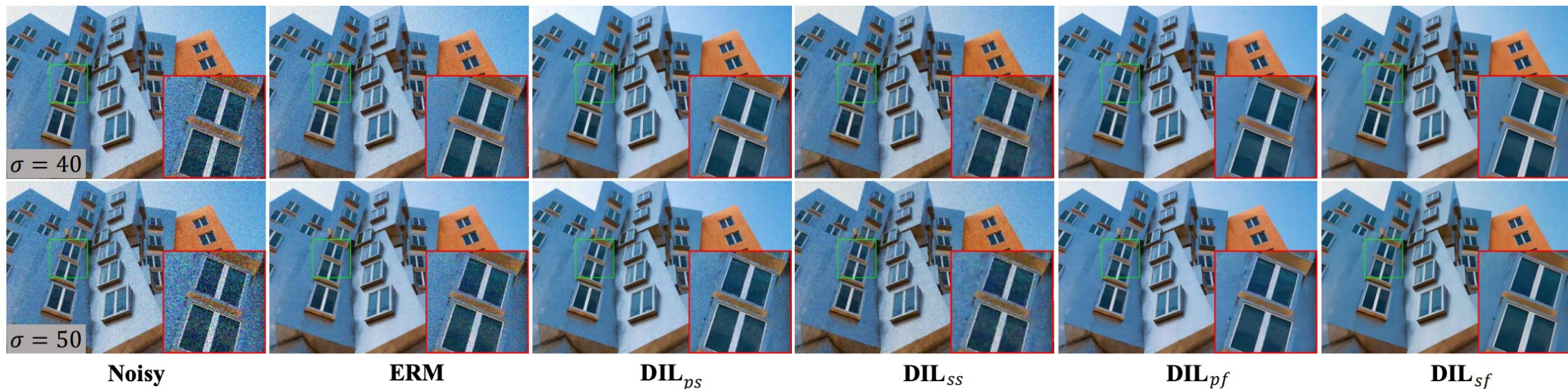
➤ Real Image Denoising & Image Deraining

Methods	Datasets (Real Denoising)		Datasets (Deraining)		
	SIDD [1]	DND [47]	Rain100L [64]	Rain12 [33]	Rain800 [73]
ERM	38.90/0.9379	38.67/0.9549	27.61/0.8577	31.44/0.8947	23.36/0.8199
DIL <sub>sf</sub>	39.96 (1.06↑)/0.9410	39.16 (0.49↑)/0.9531	28.15 (0.54↑)/0.8679	32.43 (0.99↑)/0.9163	23.41 (0.05↑)/0.8261
DIL <sub>ps</sub>	39.92 (1.02↑)/0.9385	39.03 (0.36↑)/0.9553	28.37 (0.76↑)/0.8739	33.07 (1.63↑)/0.9266	23.52 (0.16↑)/0.8281



## Subjective Comparison

➤ Image Denoising



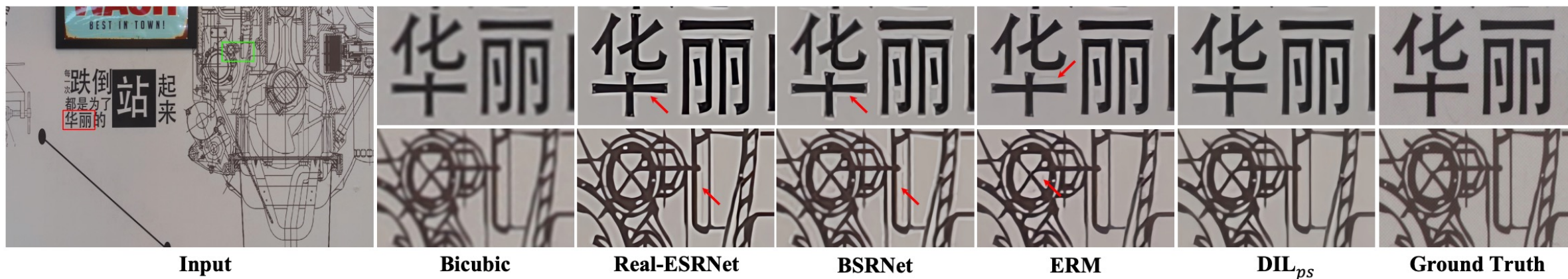


## Subjective Comparison

### ➤ Hybrid-distorted Image Restoration



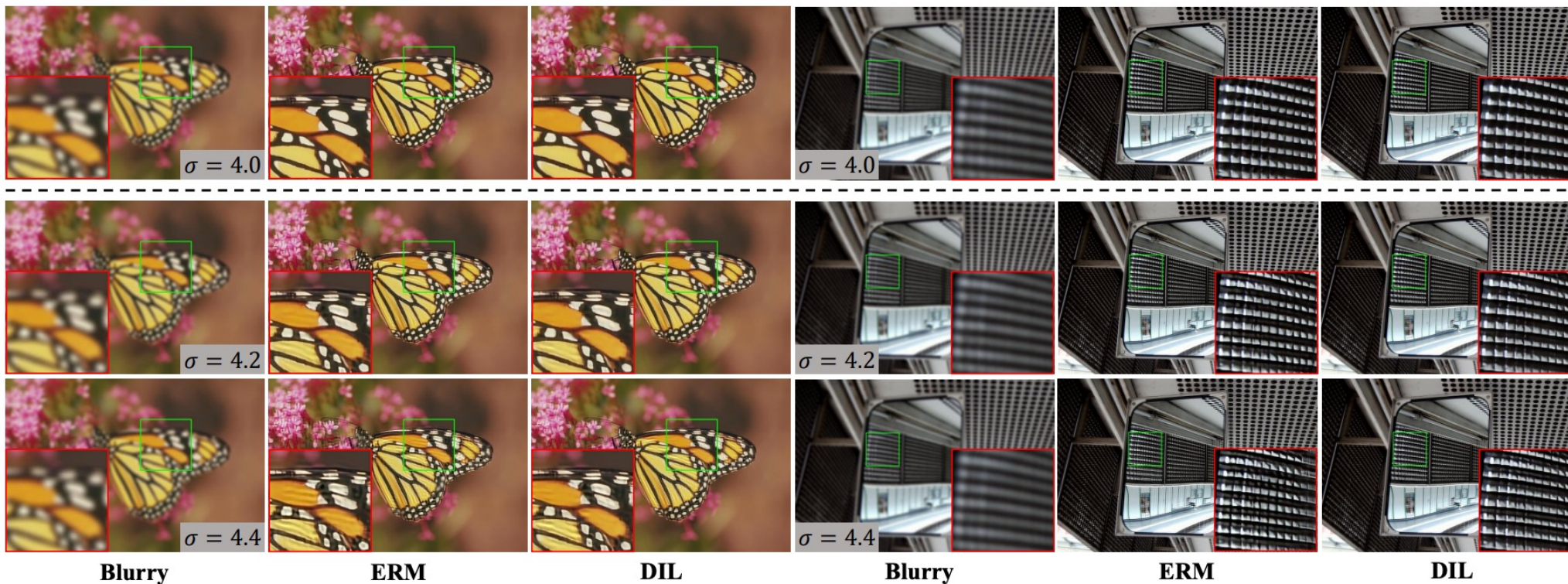
### ➤ RealSR





## Subjective Comparison

### ➤ Image Deblurring





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# THANK YOU

