

Author Feedback of Positional Normalization

We thank all reviewers for their insightful and constructive comments.

Reviewer #1 and #2:

Since the original paper submission, we have explored PONO in the context of other applications and model architectures. Although these results are still preliminary, they are consistently positive and highly encouraging. Precisely, we have also applied PONO-MS to:¹

- 1) Image dehazing. We apply one PONO-MS to AOD-Net [4] using the official codebase and test on the same evaluation datasets provided in the paper. For TestSet A, the PSNR increases from 19.69 to 20.38 dB, the SSIM increases from 0.8478 to 0.8587. For TestSetB, the PSNR increases from 21.54 to 21.67 dB, the SSIM increases from 0.9272 to 0.9285.
- 2) Visual Navigation. Here we add one PONO-MS to the visual processing part of the official codebase on Habitat Platform [6]. The test (phase RGBD) accuracy increases from 0.79 to 0.81.
- 3) Super-resolution (suggested by Reviewer #1). We first build an autoencoder consisting of 20 convolutional layers and test on Set5. By adding PONO-MS, the PSNR increases from 34.75 to 35.60 dB (Scale=2), 32.04 to 32.94 dB (Scale=3) and 29.93 to 30.56 dB (Scale=4). Furthermore we take preliminary study and conduct experiments using VDSR [3], EDSR [5] and CARN [1] on Set5 and B100 datasets, the results show PONO-MS can improve the PSNR of the baseline models by about 0.03 to 0.08 dB (Scale=2, 3, 4), and the SSIM improves slightly. We will explore more models of these tasks.
- 4) Other tasks. We also take preliminary trials on 2D human pose estimation task based on two-stage approach of Mask R-CNN [2], the results show that PONO-MS is able to improve the average precision (AP) of both bounding-box person detection and person keypoint detection by around 1 point.

Reviewer #3:

We apologize in case Table 4 was confusing and will try to clarify it in the final version.

- 1) Unlike previous normalization methods such as BN and GN that emphasize on accelerating and stabilizing the training of networks, PONO is used to split off part of the spatial information and re-inject it later. Therefore, PONO-MS is complimentary to these normalization methods.
- 2) Table 4 aims to show PONO-MS could be compatible with (or be applied together with) other normalization methods. <BN + PONO-MS> is simply applying <PONO-MS> to the baseline model and keep the original BN modules which have a different purpose: to stabilize and speed up the training. We also show the models where BN is replaced by LN/IN/GN as well as these models with PONO-MS. We show that PONO-MS can be applied jointly with each one of them and improve performance. The last row shows PONO-MS can work independently when we remove the original BN in the model.
- 3) Instance Normalization (IN) and PONO have their own usages and advantages. Recent GAN models, such as MUNIT and StyleGAN, use Adaptive IN (AdaIN) to control the style of the generated images. In contrast, PONO-MS is focusing on controlling the structural information — for example, when we want to translate a dog to a cat image, using a dog image A and a reference cat image B. MUNIT would extract the style information from the reference B and pass it to AdaIN, but PONO is applied to extract the structural information from the source A instead.
- 4) Thanks for your suggestion of using <BN-MS>, we will take this into consideration and explore it. While BN computes the activations over the positions and doesn't align with our story of isolating spatial information, we believe that it may be worth exploring for other applications.

References

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¹All experiments are on the basis of the same settings (including datasets) from the official papers or codebase. For task 1) and 3), we utilize the two most popular evaluation metrics PSNR and SSIM. For these scores, the higher the better.