## **Real-Time Adaptive Image Compression: Supplementary Material**

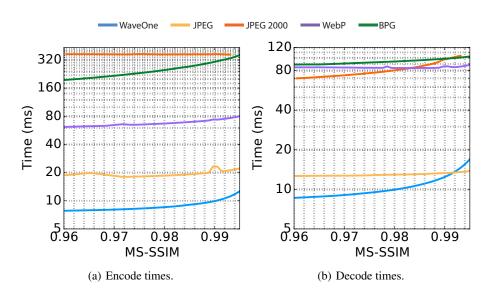


Figure 1. Average times to encode and decode images from the RAISE-1k  $512 \times 768$  dataset. Note our codec was run on GPU.

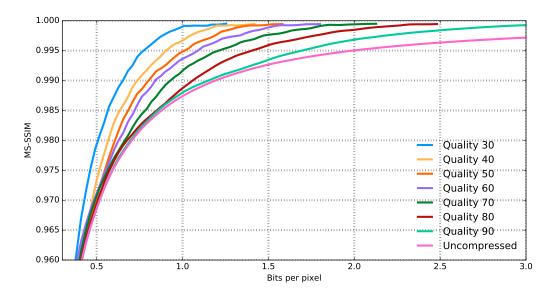


Figure 2. We used JPEG to compress the Kodak dataset at various quality levels. For each, we then use JPEG to recompress the images, and plot the resultant rate-distortion curve. It is evident that the more an image has been previously compressed with JPEG, the better JPEG is able to then recompress it.

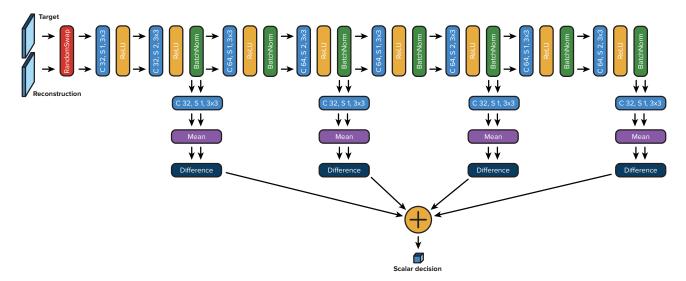
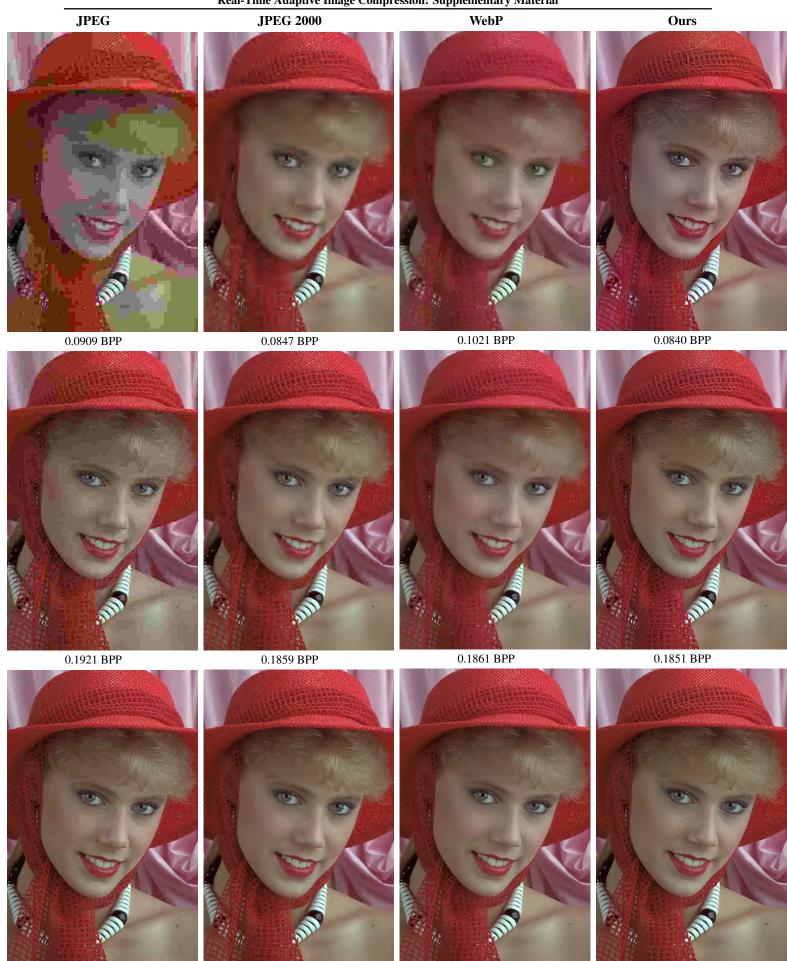
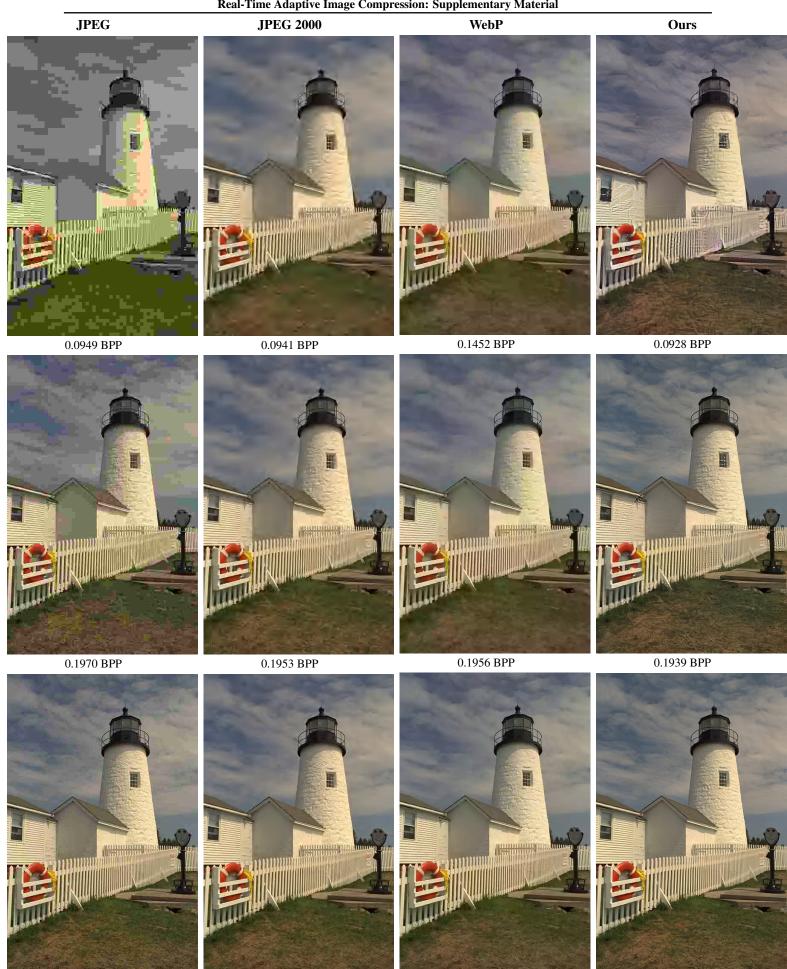


Figure 3. The architecture of the discriminator used in our adversarial training procedure. The first module randomly swaps between the targets and the reconstructions. The goal of the discriminator is to infer which of the two inputs is then the real target, and which is its reconstruction. We accumulate scalar outputs along branches constructed along the processing pipeline, branched out at different depths. We average these to attain the final value provided to the objective sigmoid function. This multiscale architecture allows aggregating information across different scales. In Section 4 of the main text we discuss the motivation for these architectural choices in more detail.



0.4064 BPP 0.4002 BPP 0.4016 BPP 0.3963 BPP



0.4035 BPP 0.4117 BPP 0.4069 BPP 0.4196 BPP

