

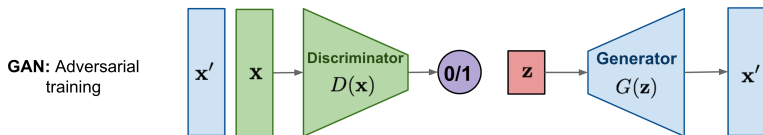
# **MAC5921 – Deep Learning**

Aula 19 – 31/10/2023

## **GAN models**

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# Vanilla GAN



<https://www.rootstrap.com/blog/how-to-generate-images-with-ai/>

$x$ : entrada real

$x'$ : entrada fake / imagem gerada por  $G$

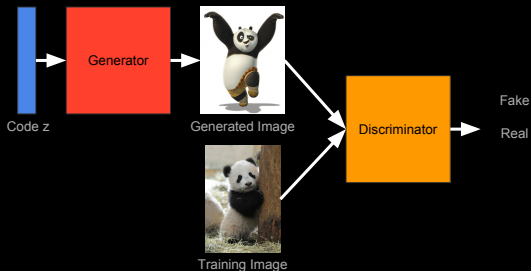
$z$ : vetor latente

$$\min_G \max_D \mathcal{L}(D, G) = E_x [\log D(x)] + E_z [\log(1 - D(z))]$$

# Generative Adversarial Network (GAN)

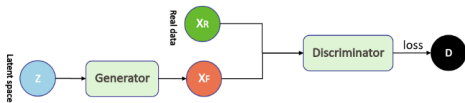
Intuitions:

- Generator tries the best to cheat the discriminator by generating more realistic images
- Discriminator tries the best to distinguish whether the image is generated by computers or not

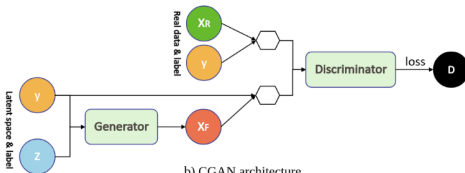


## c-GAN

$$\min_G \max_D \mathcal{L}(D, G) = E_x [\log D(x|y)] + E_z [\log(1 - D(z|y))]$$



a) GAN architecture

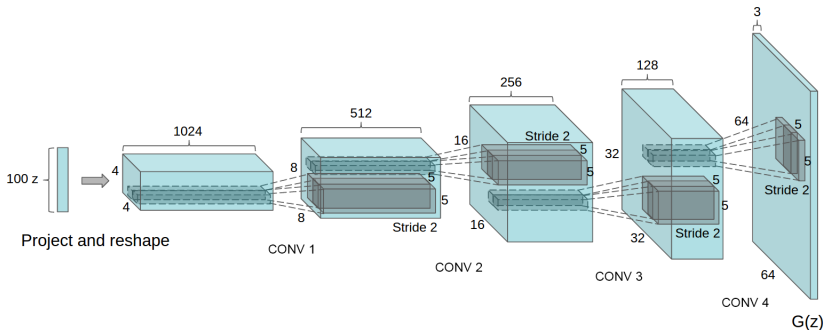


b) CGAN architecture

<https://mc.ai/a-tutorial-on-conditional-generative-adversarial-nets-keras-implementation/>

# DCGAN – Deep Convolutional GAN

<https://arxiv.org/abs/1511.06434>



## Architecture guidelines for stable Deep Convolutional GANs

- Replace any pooling layers with strided convolutions (discriminator) and fractional-strided convolutions (generator).
- Use batchnorm in both the generator and the discriminator.
- Remove fully connected hidden layers for deeper architectures.
- Use ReLU activation in generator for all layers except for the output, which uses Tanh.
- Use LeakyReLU activation in the discriminator for all layers.

## pix2pix – usa duas imagens pareadas

<https://arxiv.org/abs/1611.07004>

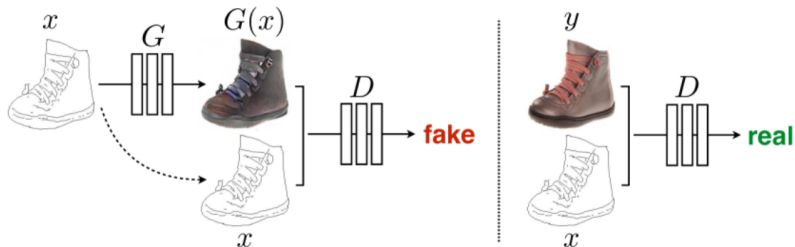
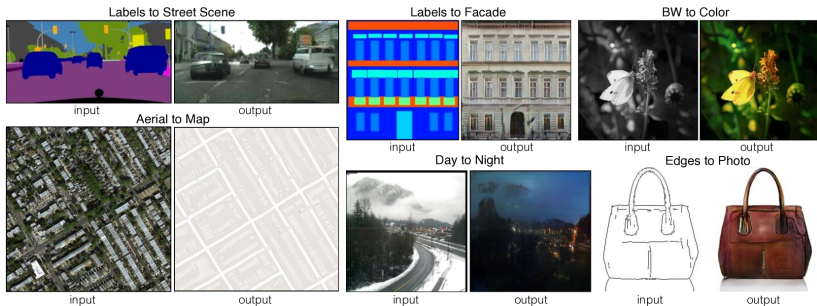


Figure 2: Training a conditional GAN to map edges→photo. The discriminator,  $D$ , learns to classify between fake (synthesized by the generator) and real {edge, photo} tuples. The generator,  $G$ , learns to fool the discriminator. Unlike an unconditional GAN, both the generator and discriminator observe the input edge map.

# pix2pix

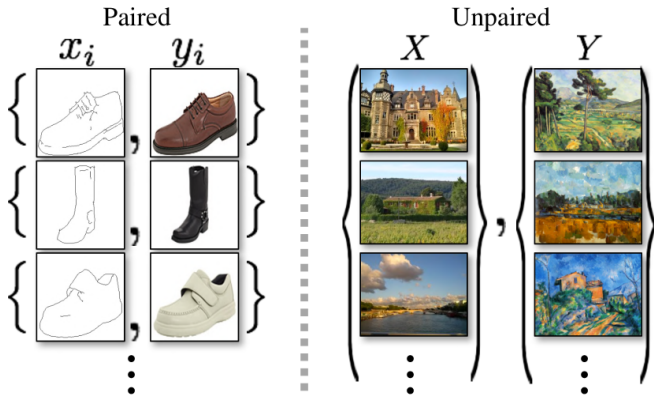
<https://arxiv.org/abs/1611.07004>





## CycleGAN – usa duas imagens não pareadas

<https://arxiv.org/pdf/1703.10593.pdf>



# CycleGAN

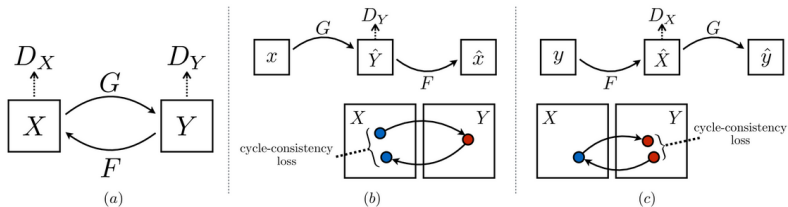
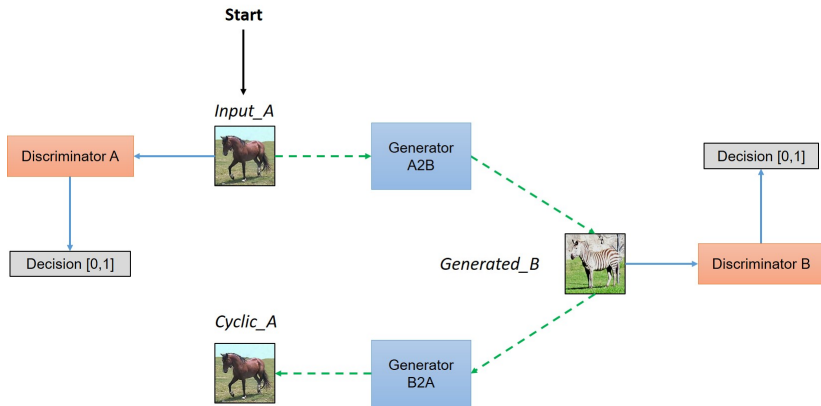
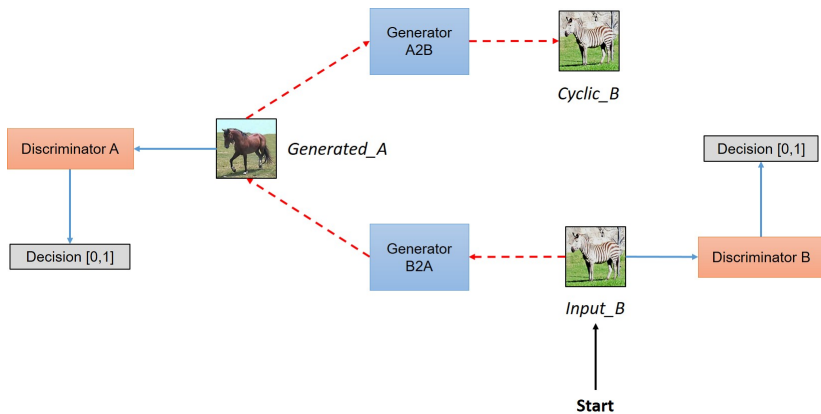


Figure 3: (a) Our model contains two mapping functions  $G : X \rightarrow Y$  and  $F : Y \rightarrow X$ , and associated adversarial discriminators  $D_Y$  and  $D_X$ .  $D_Y$  encourages  $G$  to translate  $X$  into outputs indistinguishable from domain  $Y$ , and vice versa for  $D_X$  and  $F$ . To further regularize the mappings, we introduce two *cycle consistency losses* that capture the intuition that if we translate from one domain to the other and back again we should arrive at where we started: (b) forward cycle-consistency loss:  $x \rightarrow G(x) \rightarrow F(G(x)) \approx x$ , and (c) backward cycle-consistency loss:  $y \rightarrow F(y) \rightarrow G(F(y)) \approx y$

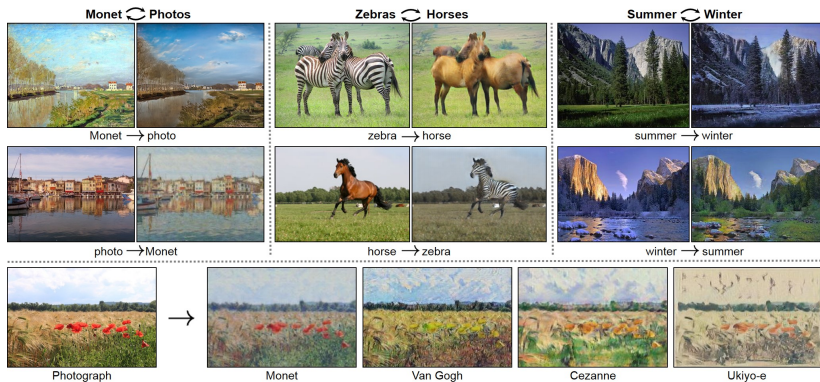
# CycleGAN



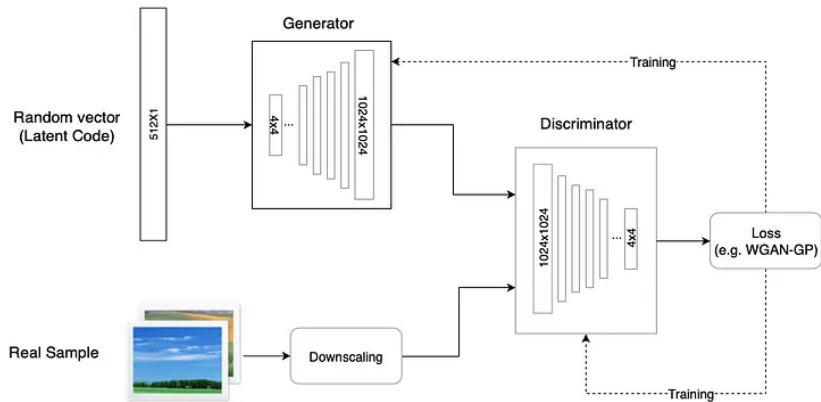
# CycleGAN



# CycleGAN



# proGAN



## Style GAN

<https://arxiv.org/abs/1812.04948>

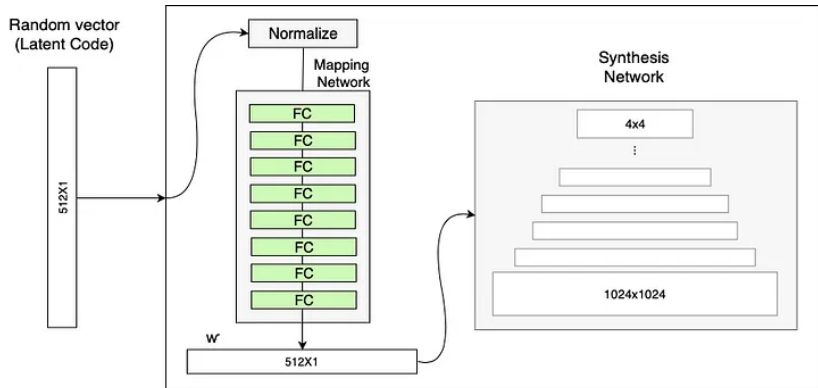
StyleGAN generates the artificial image gradually, starting from a very low resolution and continuing to a high resolution ( $1024 \times 1024$ ). By modifying the input of each level separately, it controls the visual features that are expressed in that level, from coarse features (pose, face shape) to fine details (hair color), without affecting other levels.

# Style GAN



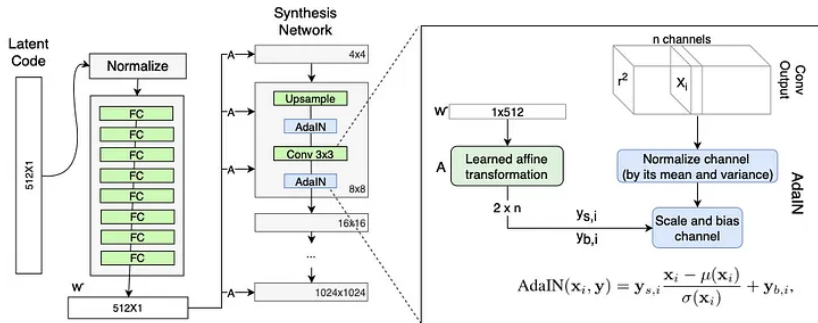


## Style GAN – The Mapping Network



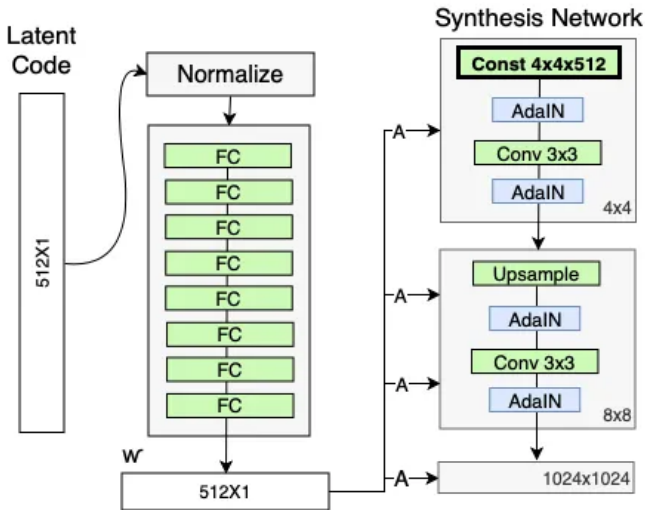
Gerar um novo vetor latente em que cada componente representa uma feature, menos correlacionados entre si

## Style GAN – Style Modules (AdaIN)

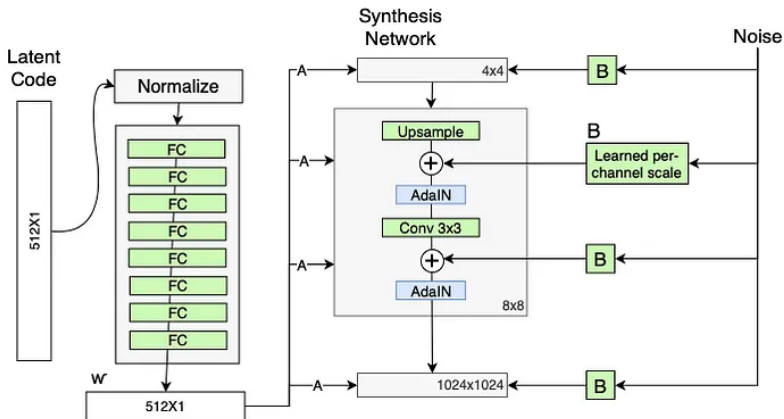


Transfere o novo vetor latente para o módulo de síntese

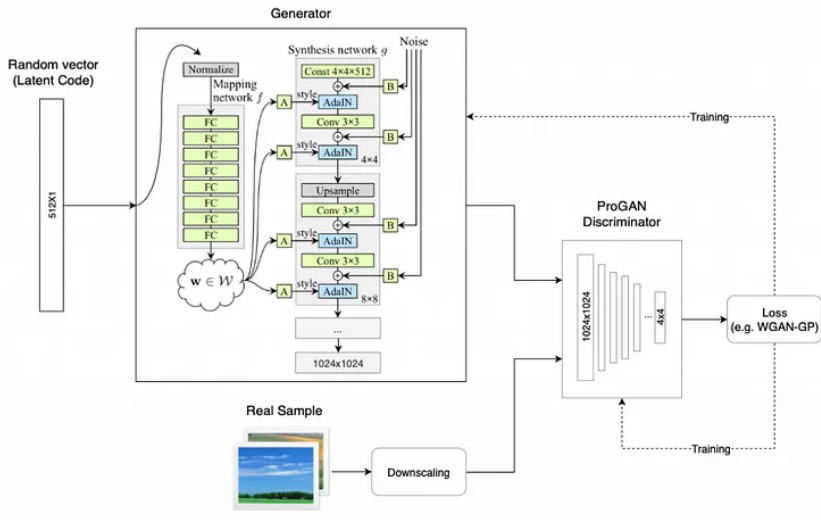
# Style GAN – remover a entrada tradicional do módulo de síntese



## Style GAN – adicionar variação estocástica a cada camada do módulo de síntese



# Style GAN - arquitetura completa



# Super Resolution GAN (SRGAN)

<https://arxiv.org/pdf/1609.04802.pdf>