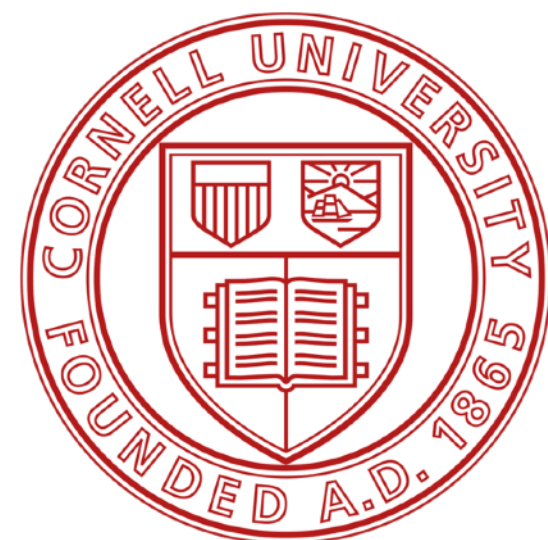


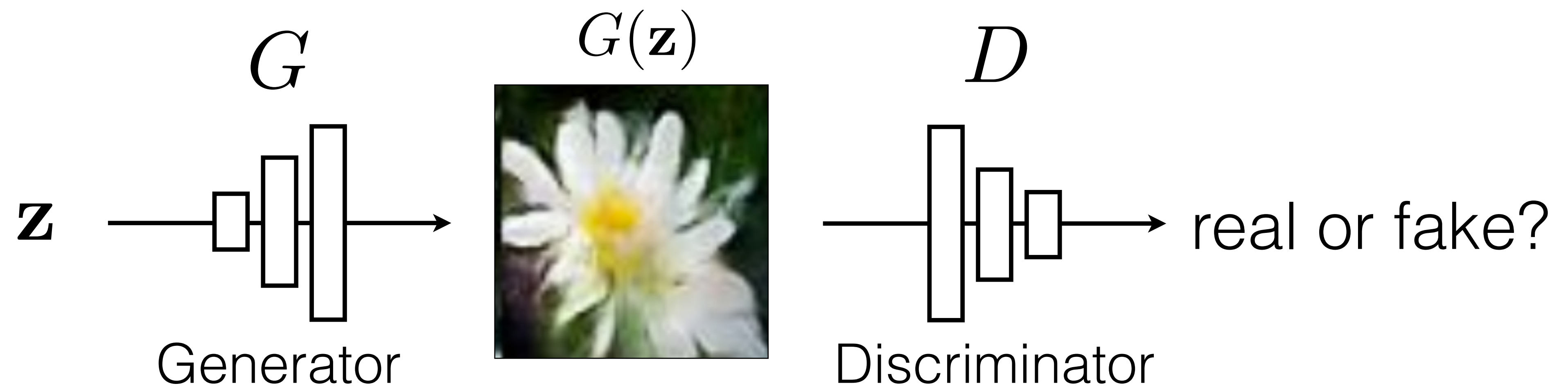
Lecture 8: GANs for conditional image manipulation

CS 5788: Introduction to Generative Models



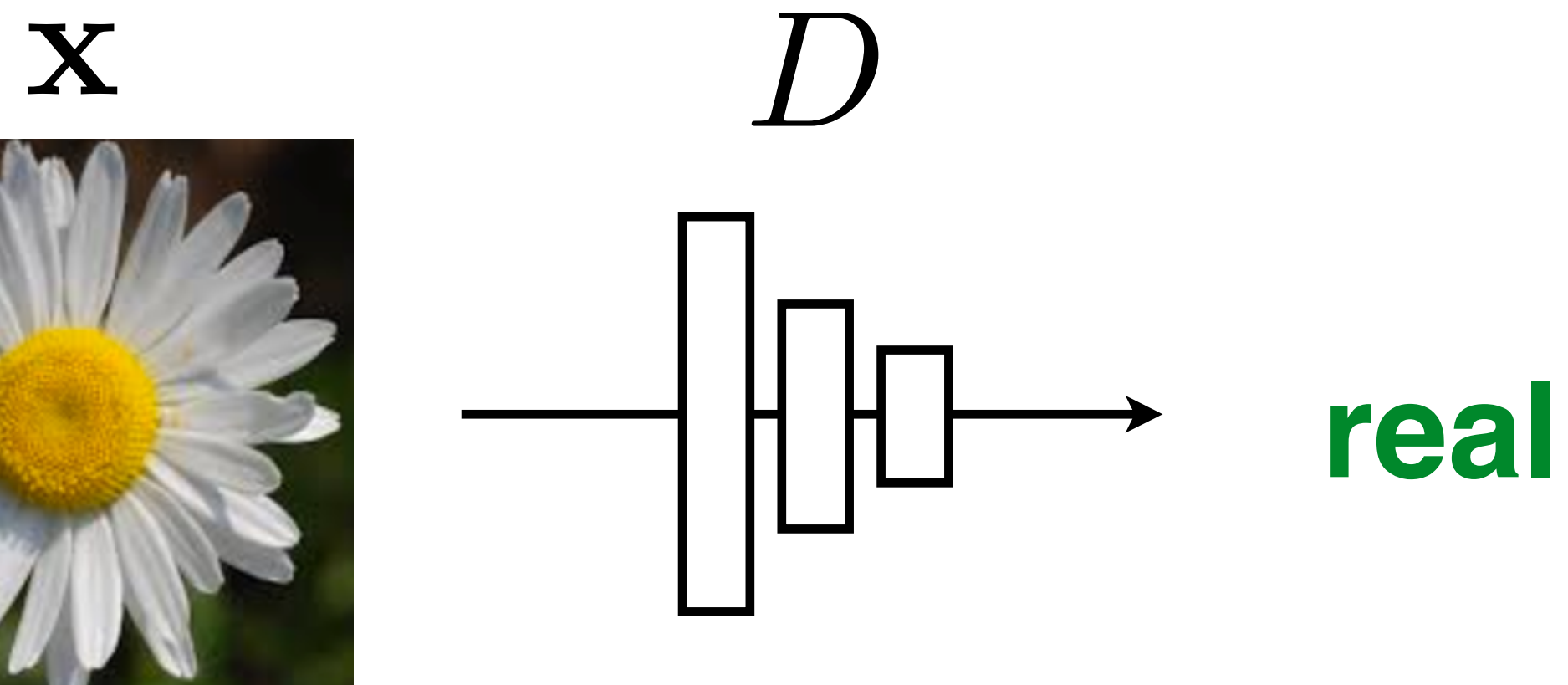
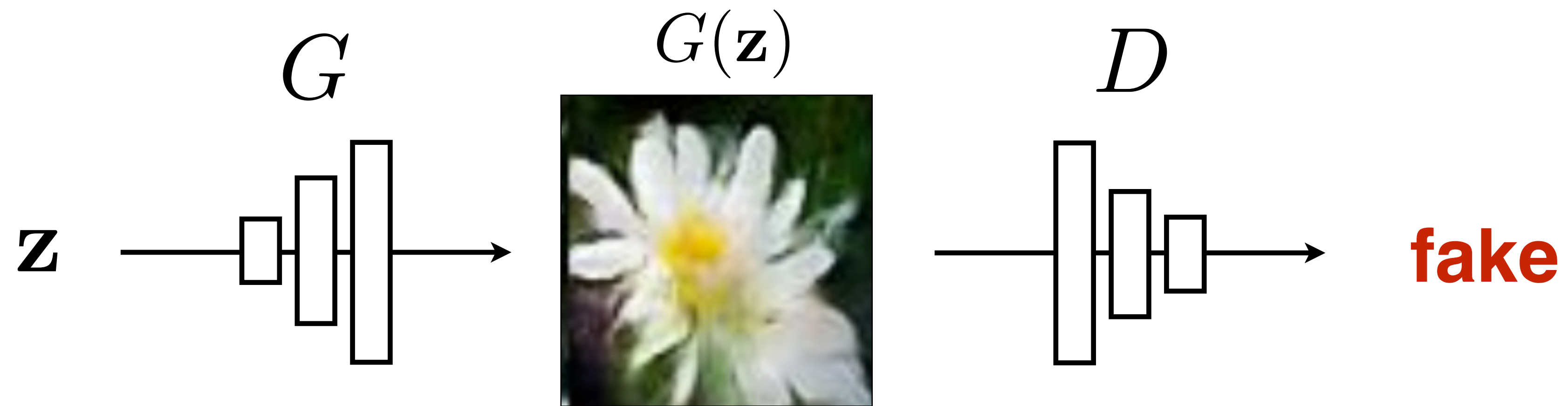
Many slides from Phillip Isola

GAN review



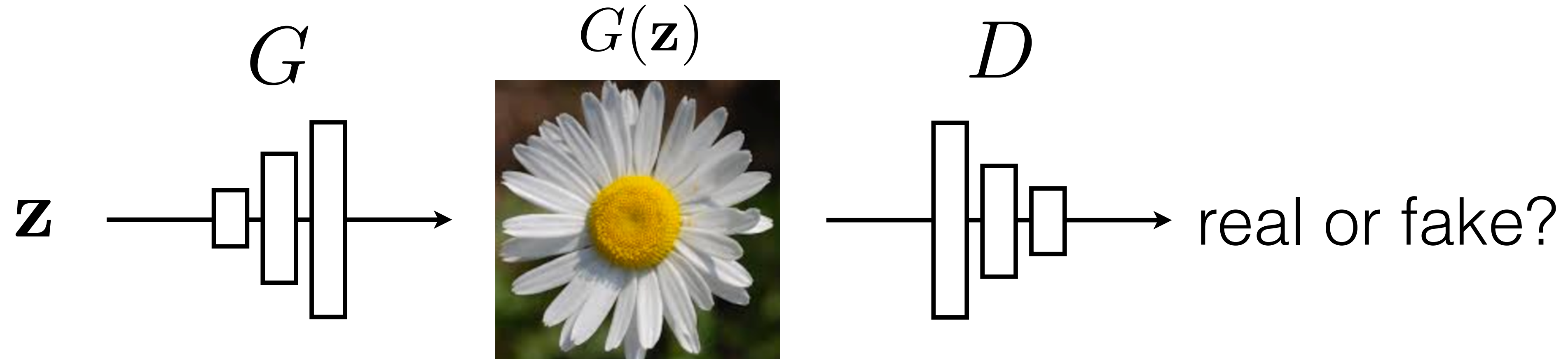
G tries to synthesize fake images that fool **D**

D tries to identify the fakes



$$\arg \max_D \mathbb{E}_{\mathbf{z}, \mathbf{x}} \left[\log D(G(\mathbf{z})) + \log (1 - D(\mathbf{x})) \right]$$

Training



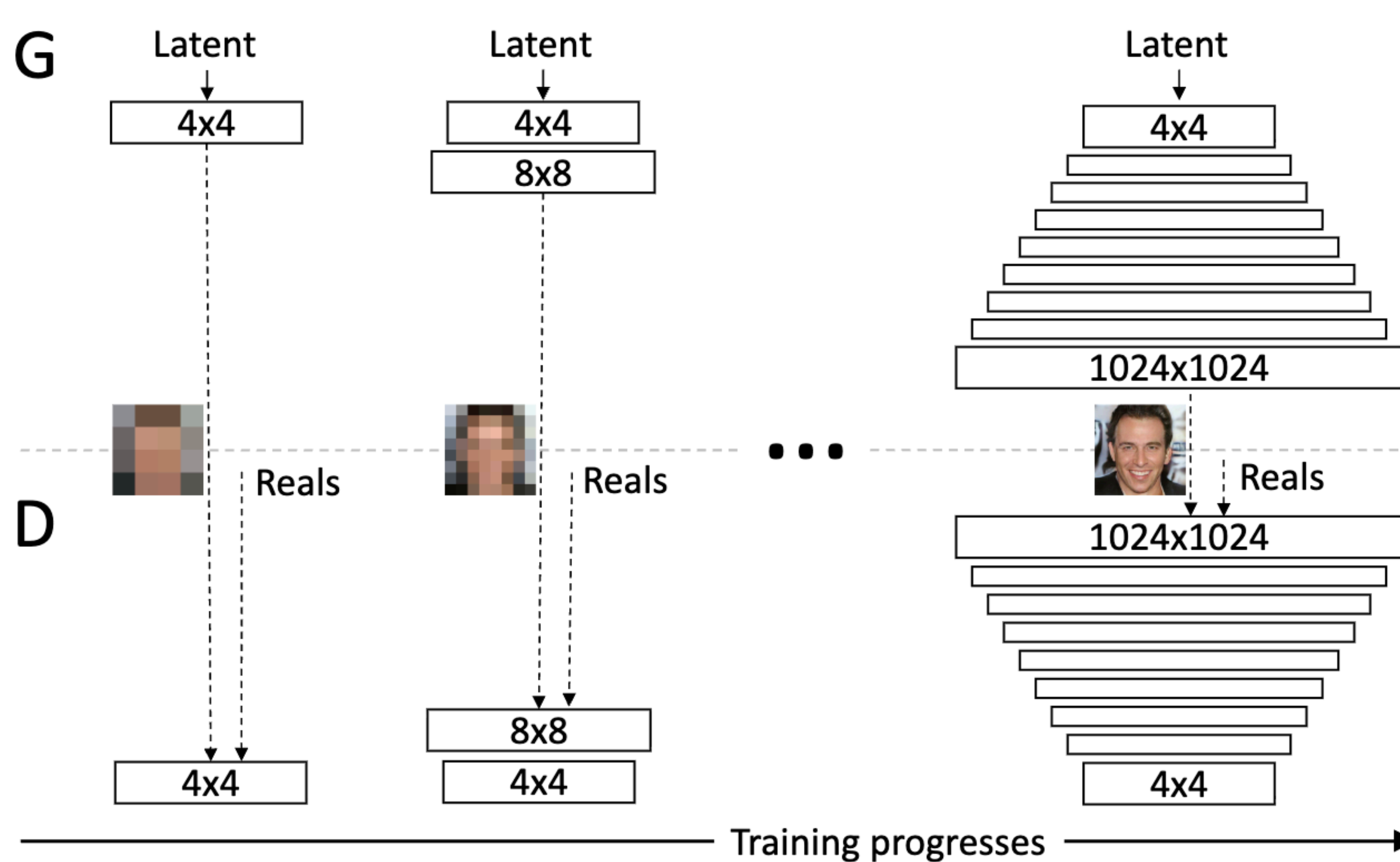
G tries to synthesize fake images that fool **D**

D tries to identify the fakes

- Training: iterate between training **D** and **G** with backprop.
- Global optimum when **G** reproduces data distribution.

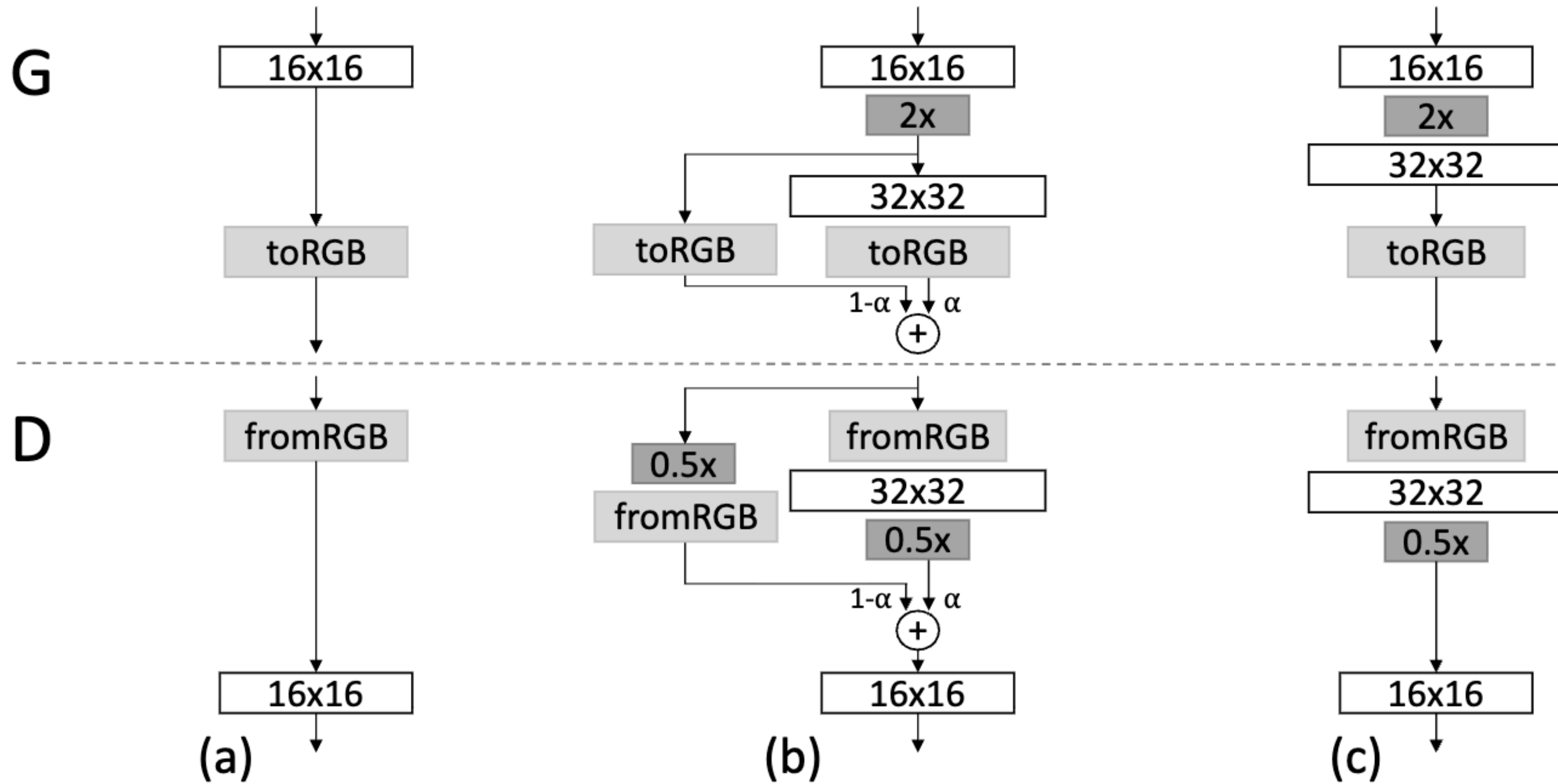
Image generation with GANs

Progressive generation



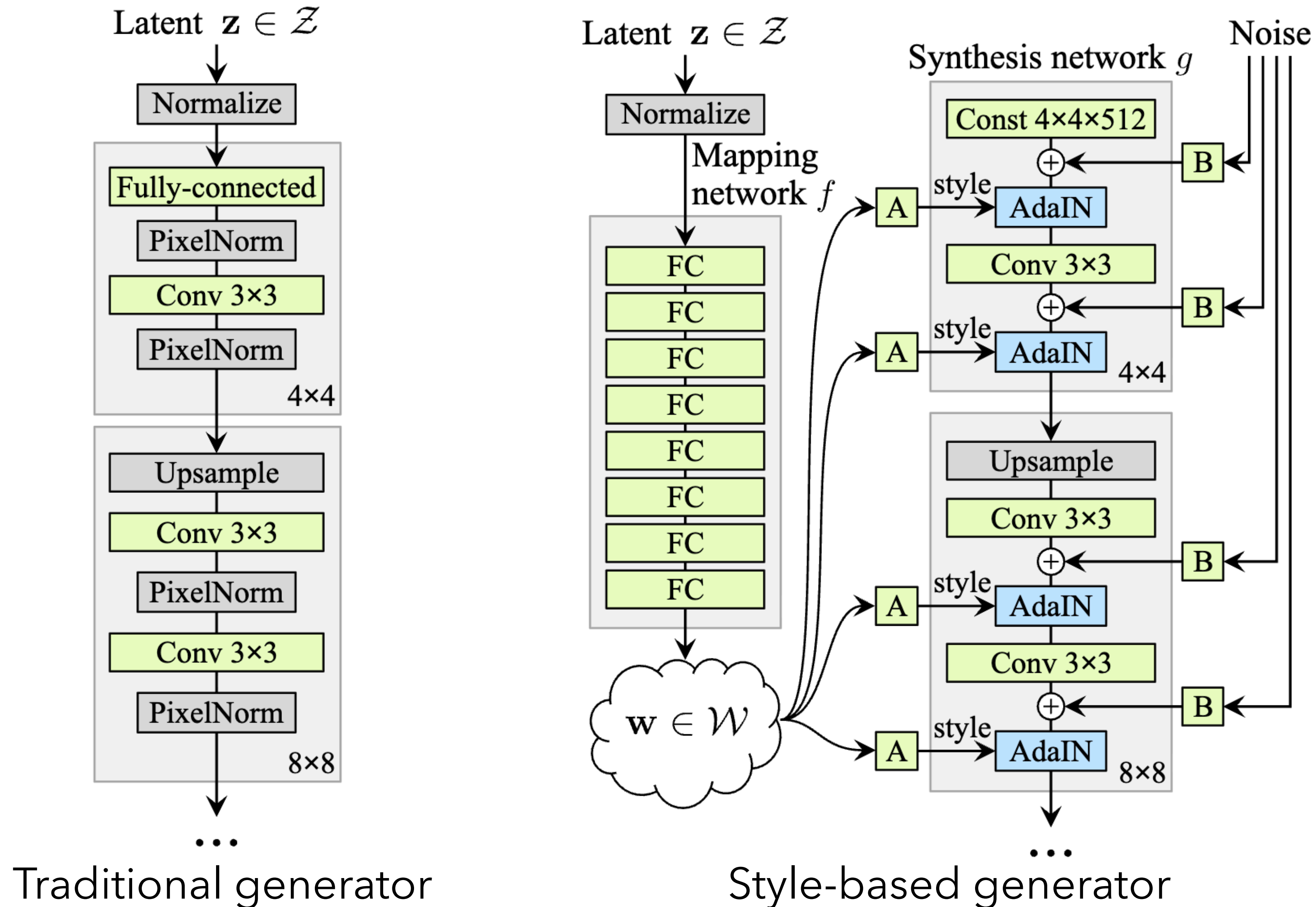
Train a small model, add more layers to G and D , repeat.
Speeds up training and deals with instabilities.

Adding new layers



[Karras et al., "ProGAN", 2018]

Separating style and content





Copying coarse-scale style from source B to source A transfers pose, hair style, face shape.

[Karras et al., "StyleGAN", 2019]

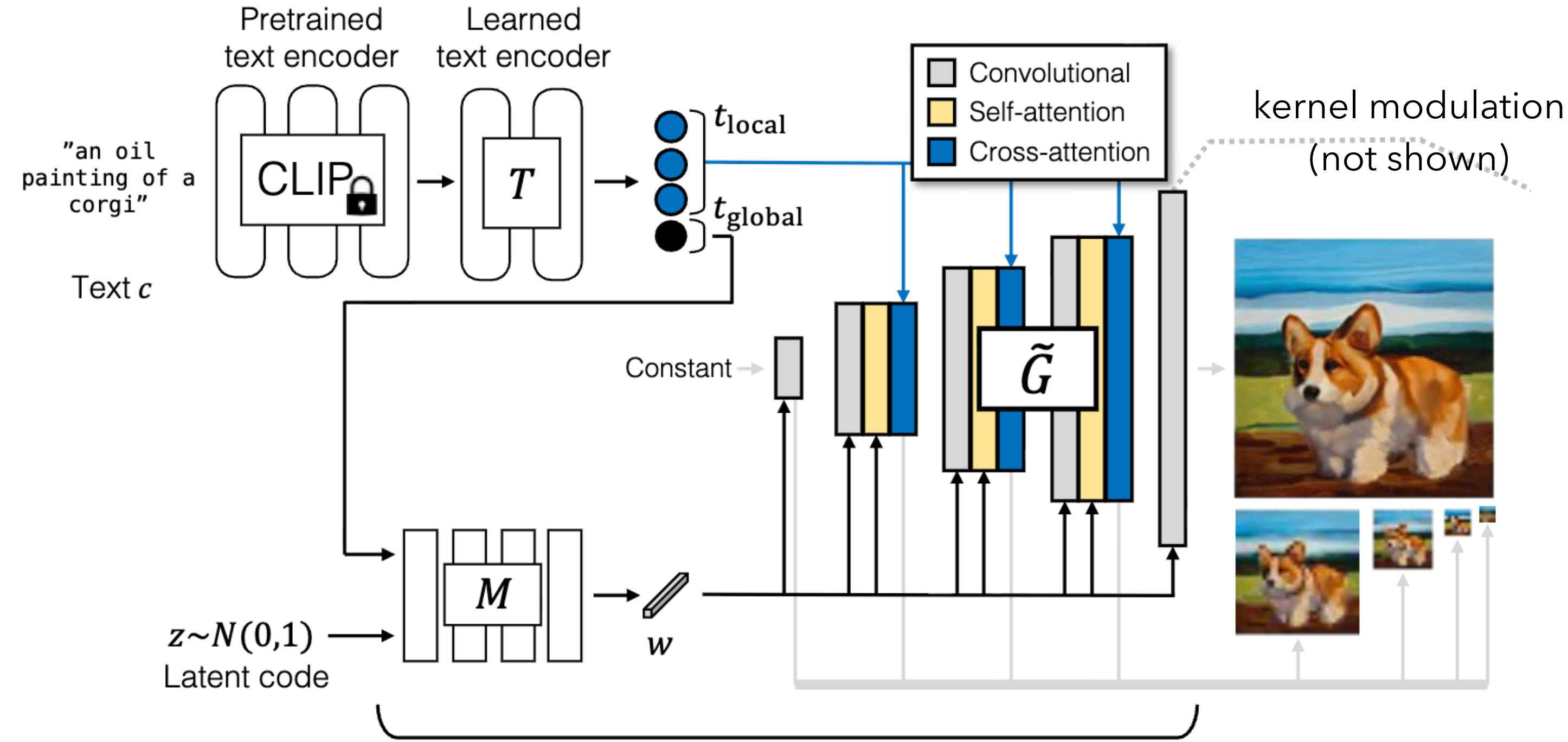


Copying middle-scale style from source B to source A transfers fine-scale features.

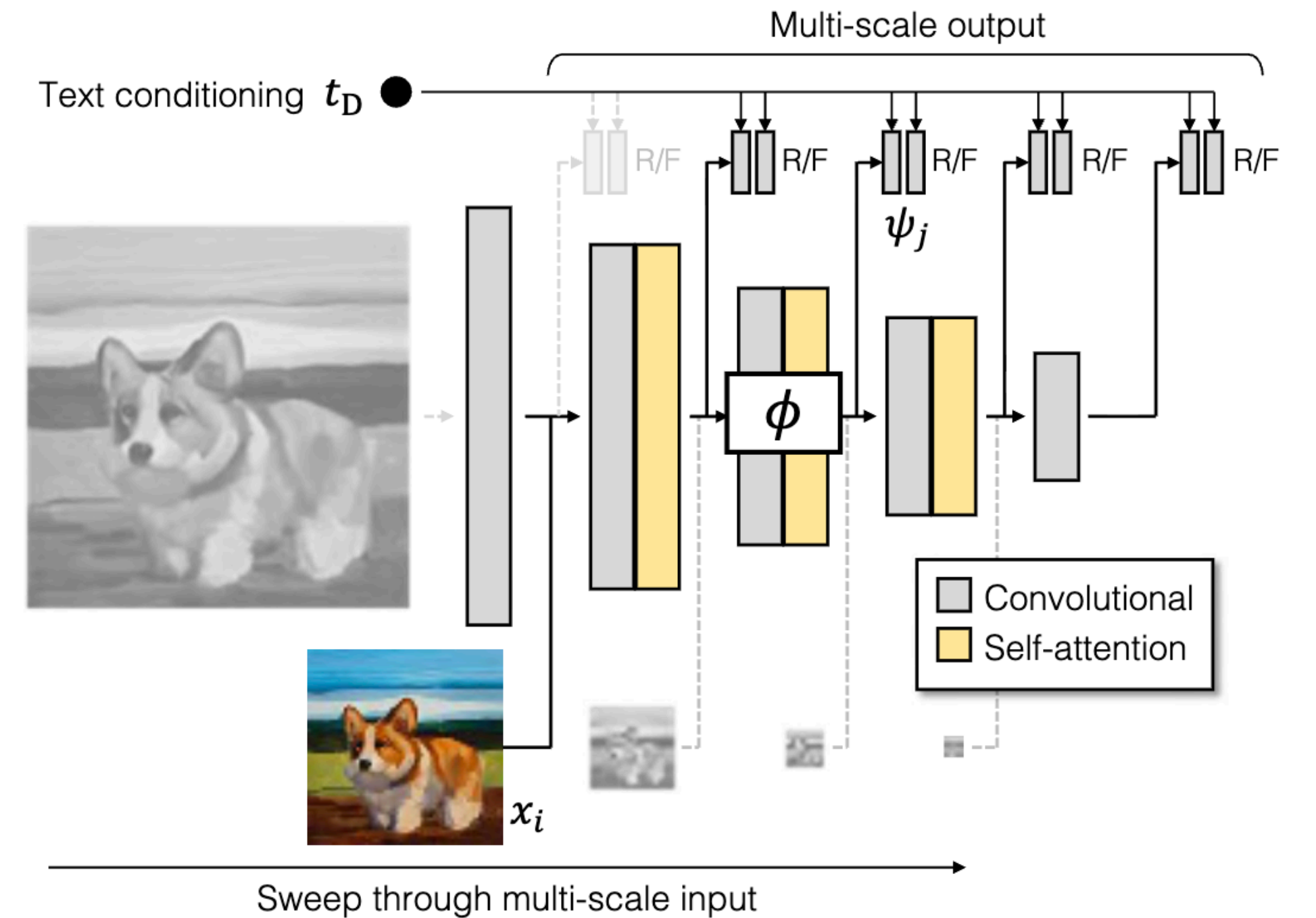
[Karras et al., "StyleGAN", 2019]

Text-conditioned image generation

Generator



Discriminator



Multiscale loss:
$$\mathcal{V}_{\text{MS-I/O}}(G, D) = \sum_{i=0}^{L-1} \sum_{j=i+1}^L \mathcal{V}_{\text{GAN}}(G_i, D_{ij}) + \mathcal{V}_{\text{match}}(G_i, D_{ij}).$$

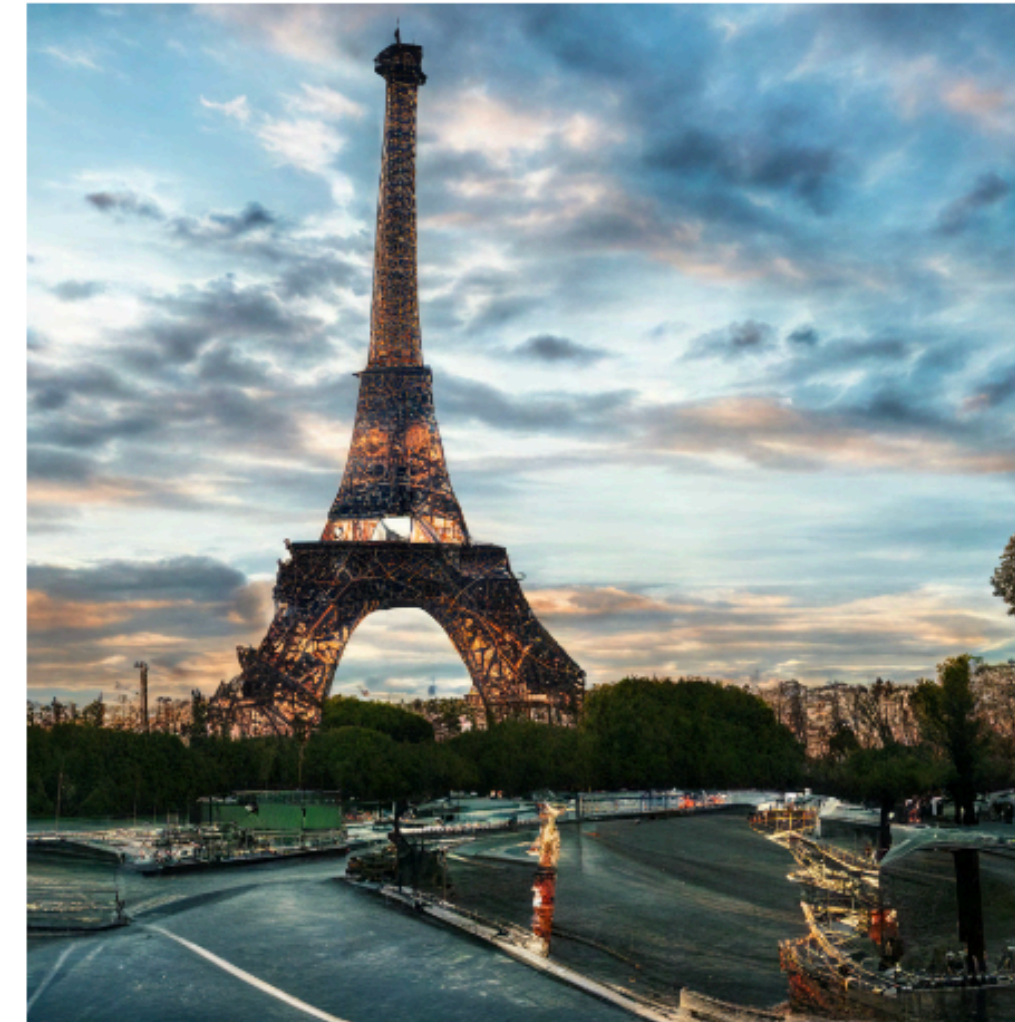
Text-to-image GANs



A living room with a fireplace at a wood cabin. Interior design.



a blue Porsche 356 parked in front of a yellow brick wall.



Eiffel Tower, landscape photography



A painting of a majestic royal tall ship in Age of Discovery.



Isometric underwater Atlantis city with a Greek temple in a bubble.



A hot air balloon in shape of a heart. Grand Canyon



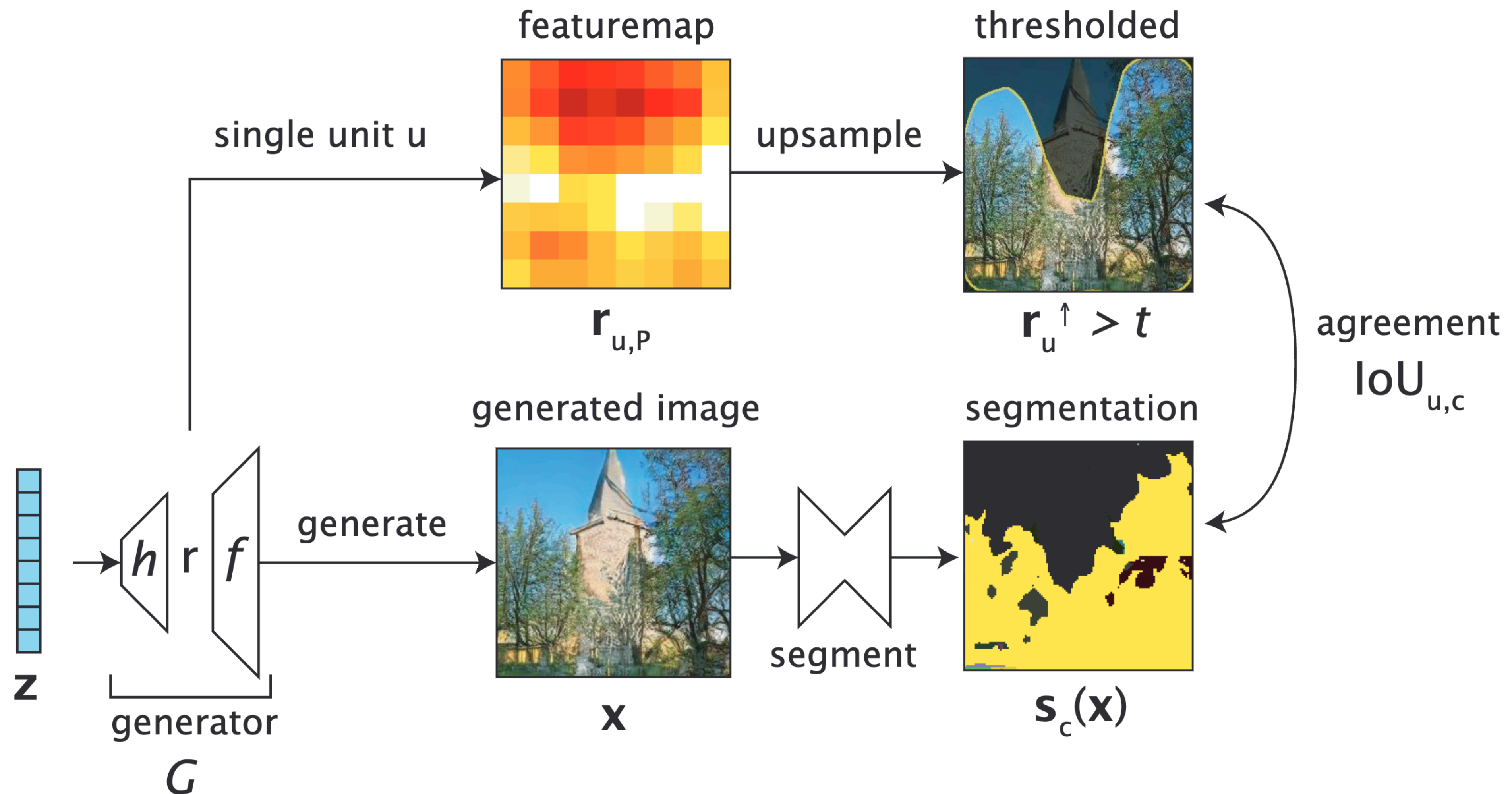
low poly bunny with cute eyes



A cube made of denim on a wooden table

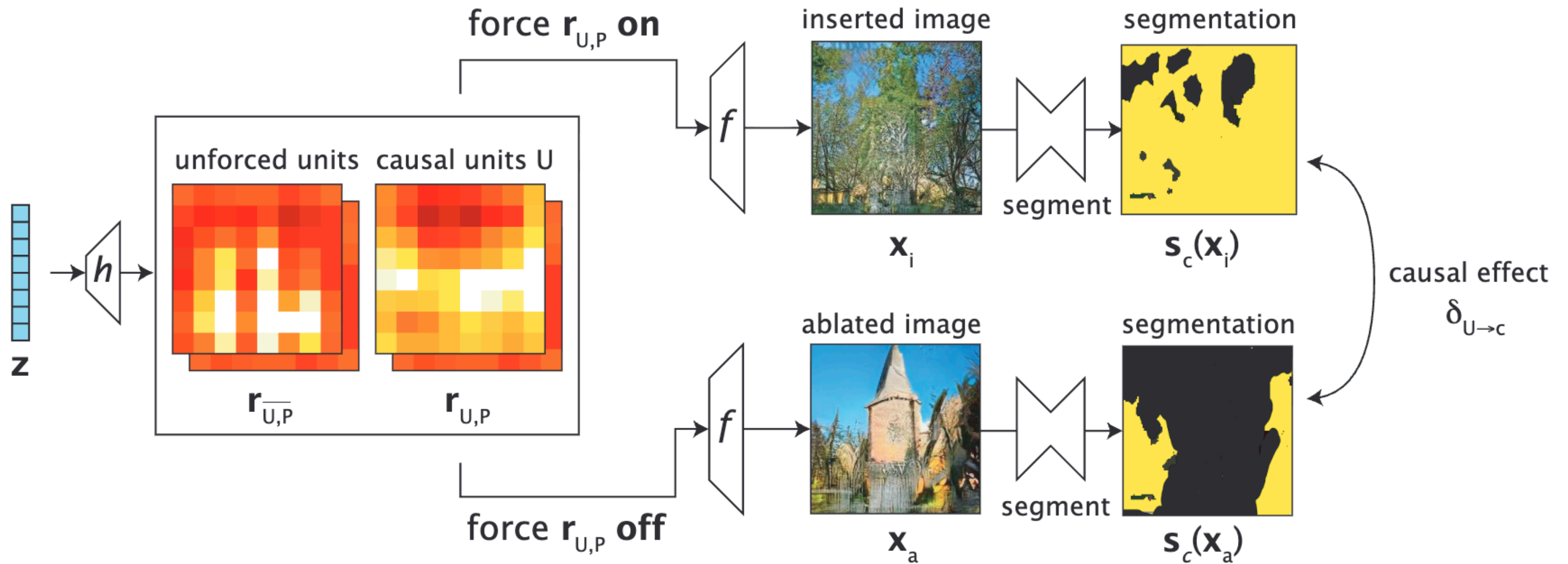
[Kang et al., "Scaling up GANs for Text-to-Image Synthesis", 2023]

What are the features that a GAN learns?



There are CNN units whose activations correlate with object categories, like trees.

Manipulating images by editing a network's feature representation





Generate images of churches

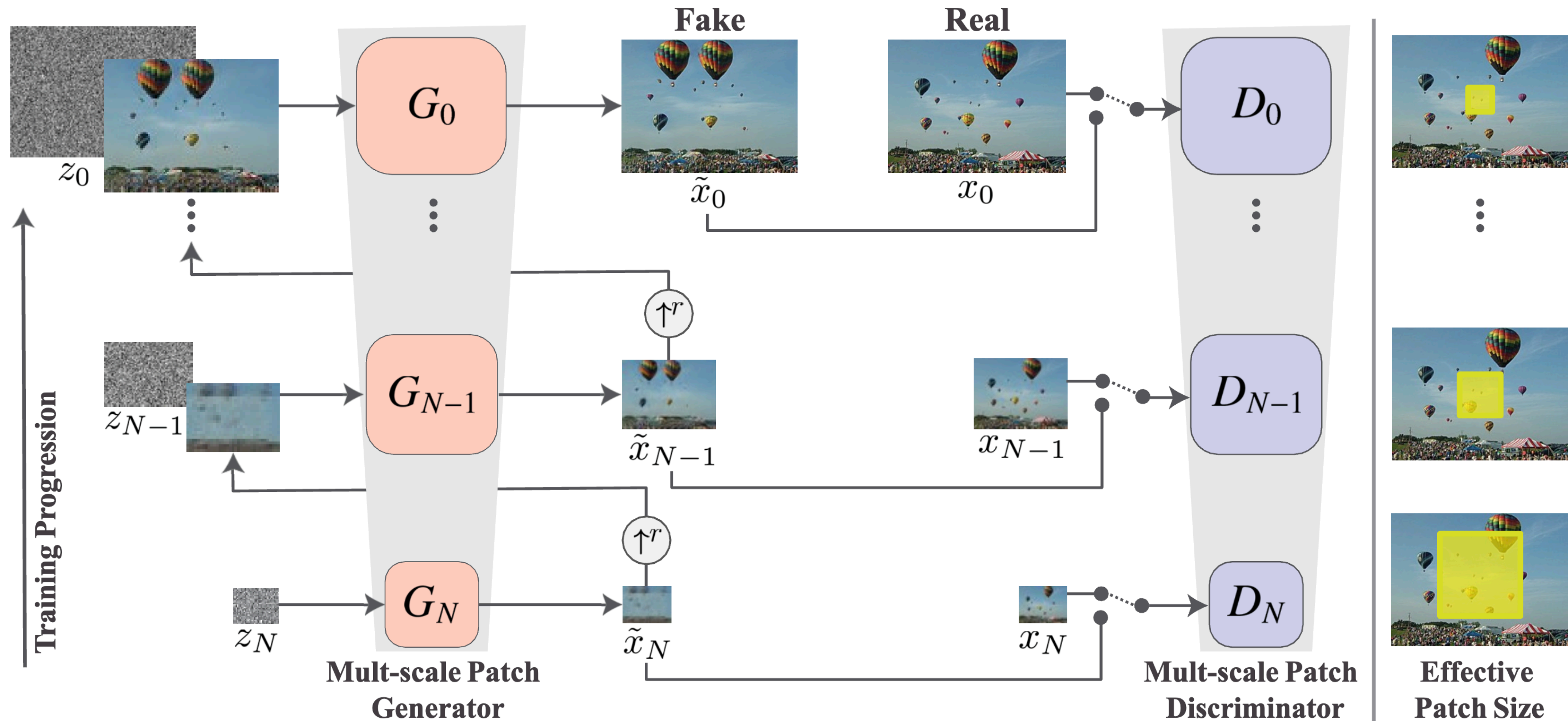
Interactive Editing with GANPaint



Do they "internal statistics" of an image give us useful information?

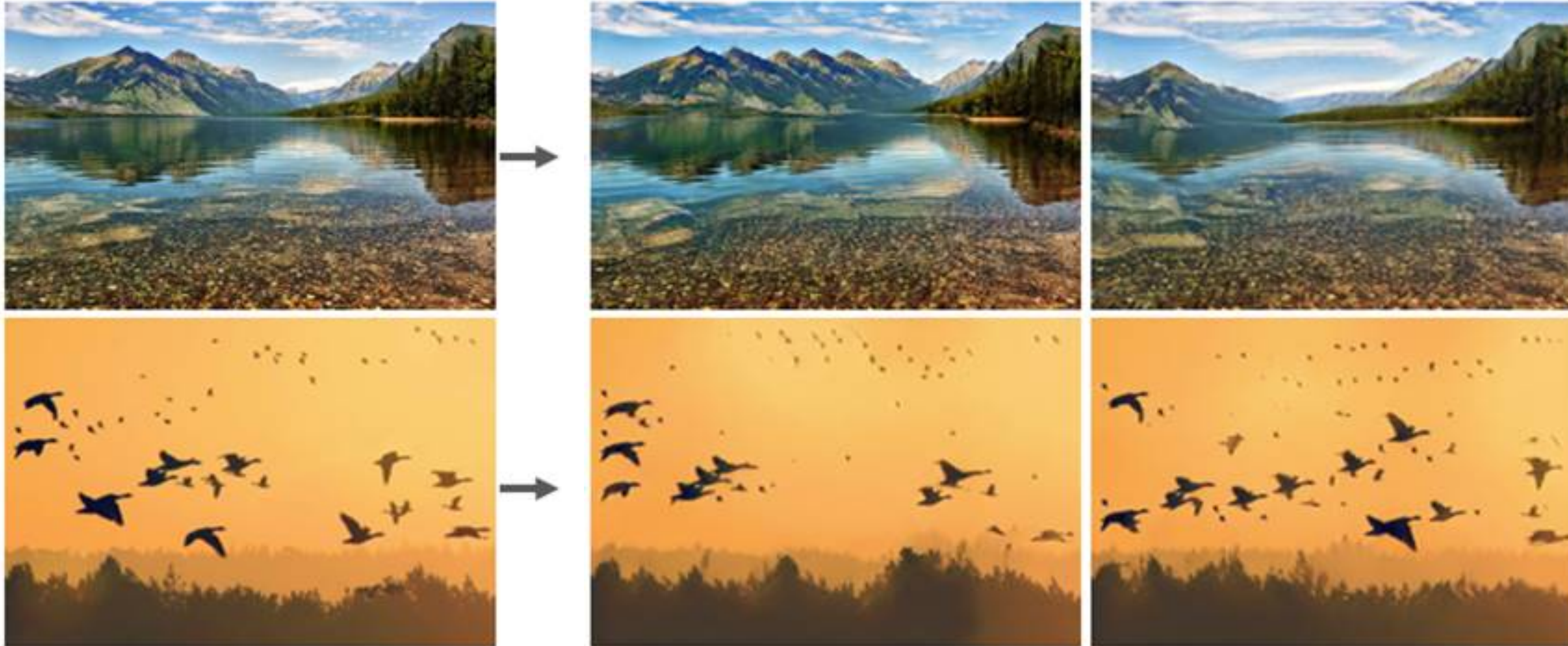
Figure source: [Zontak and Irani, "Internal Statistics of a Single Natural Image", 2011]

Single-image GAN



Do they "internal statistics" of an image give us useful information?

Single-image GAN



Training image

Random samples from GAN trained on single image

Single-image GAN



Training image

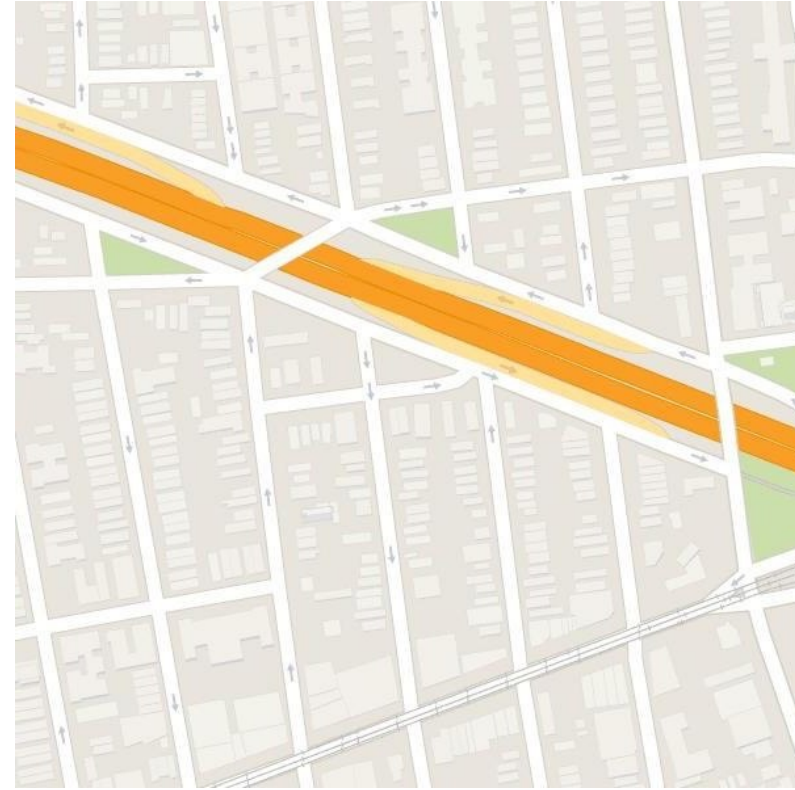
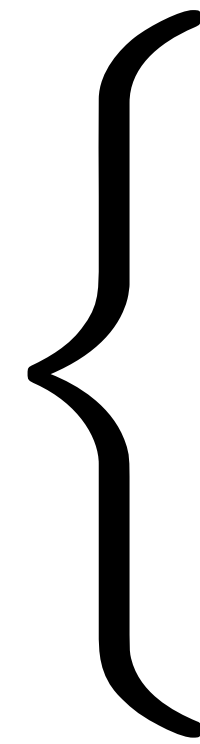
Random samples from GAN trained on single image (different aspect ratios)

Conditional generation

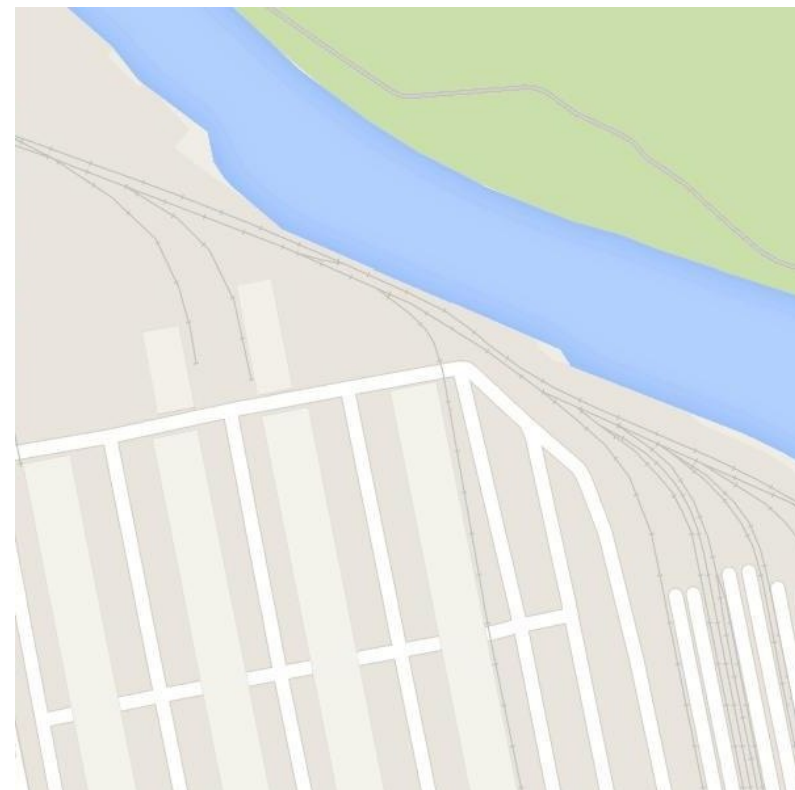
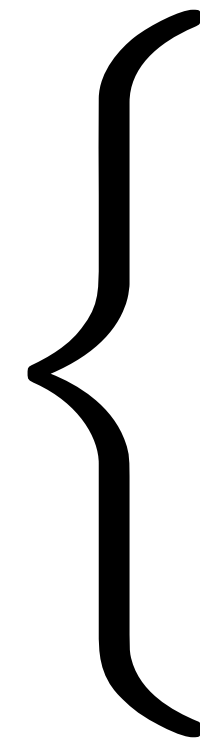
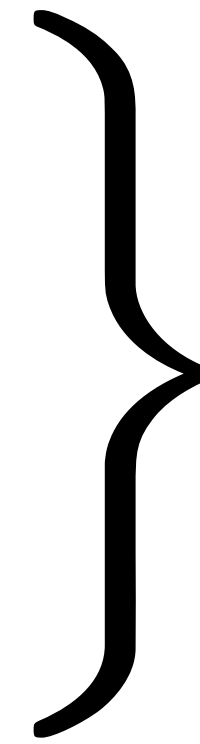
Map2Sat

x

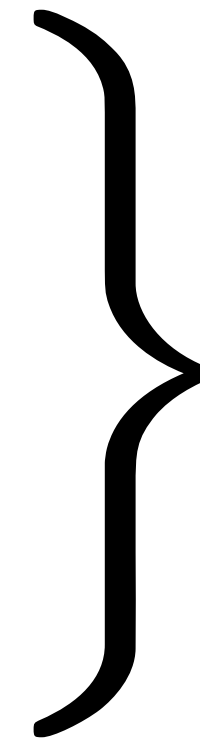
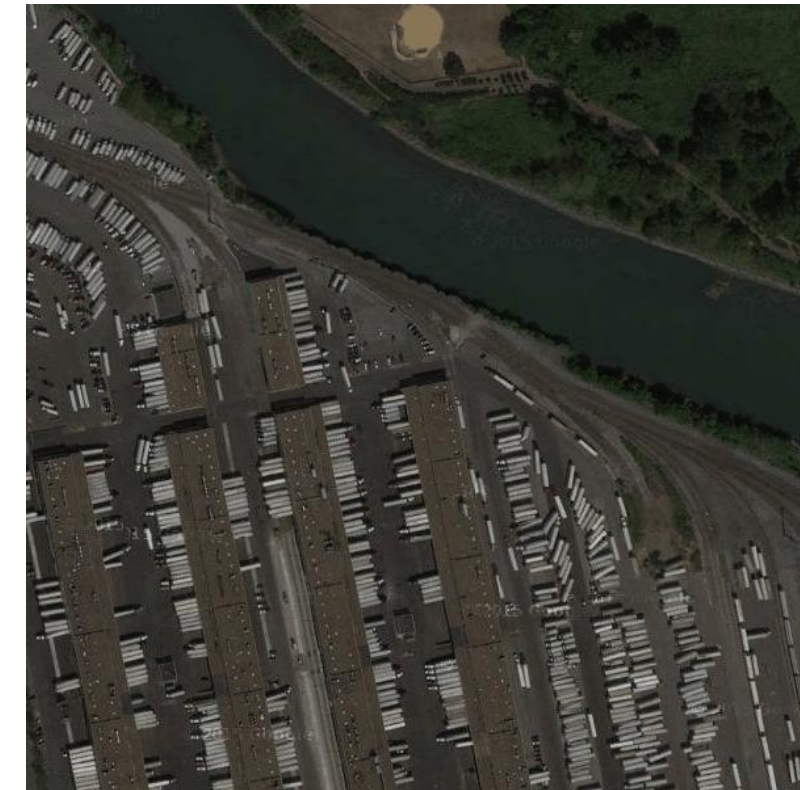
y

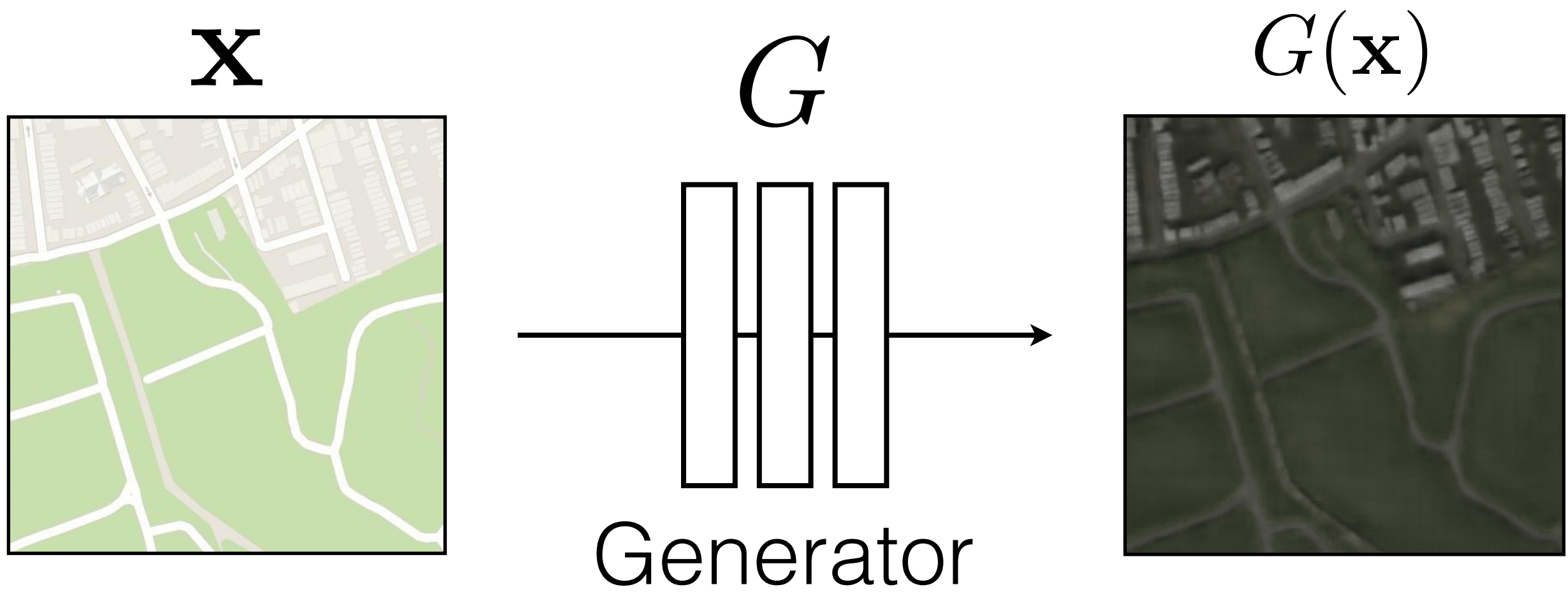


,



,

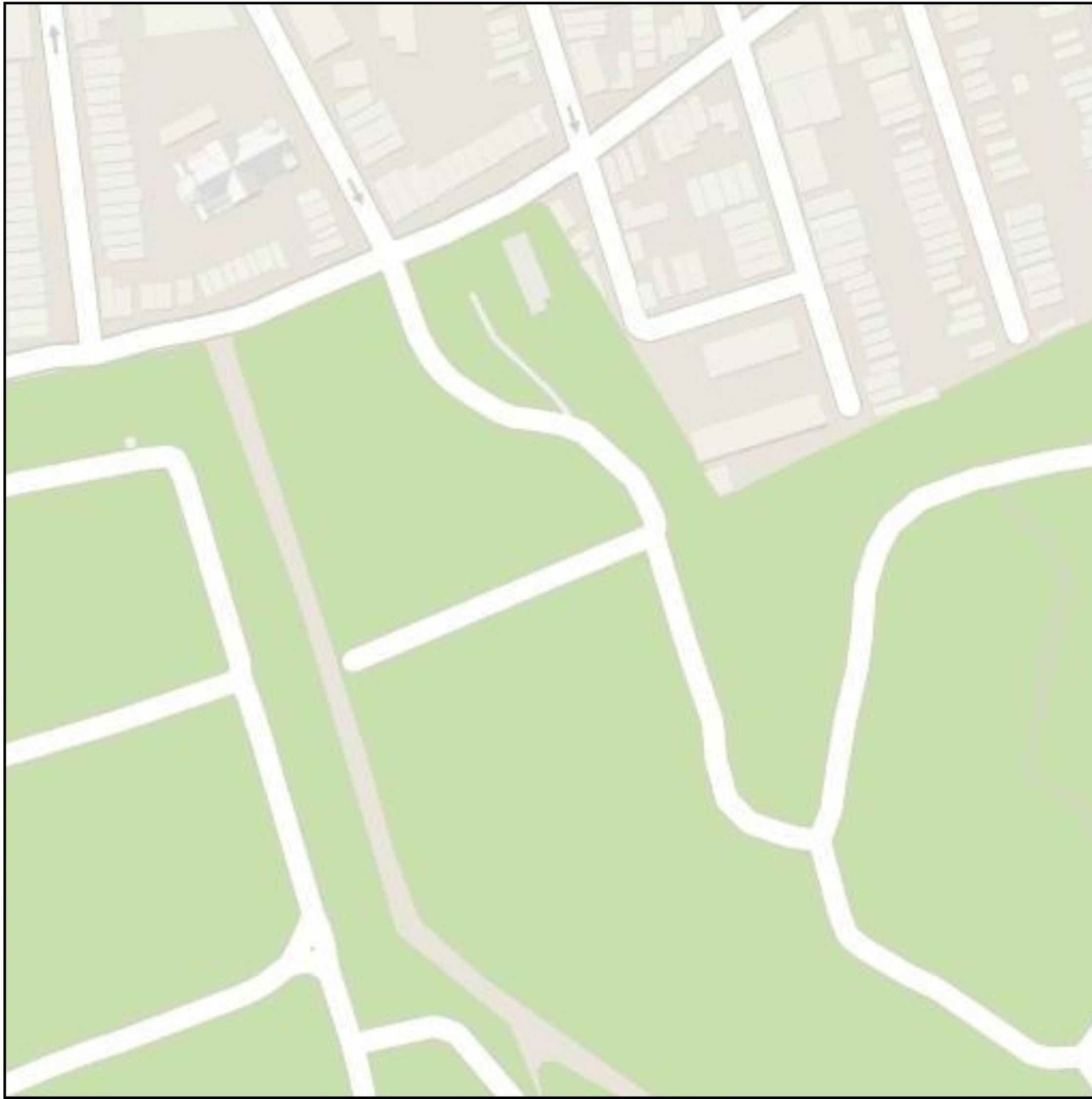




Idea: L1 loss

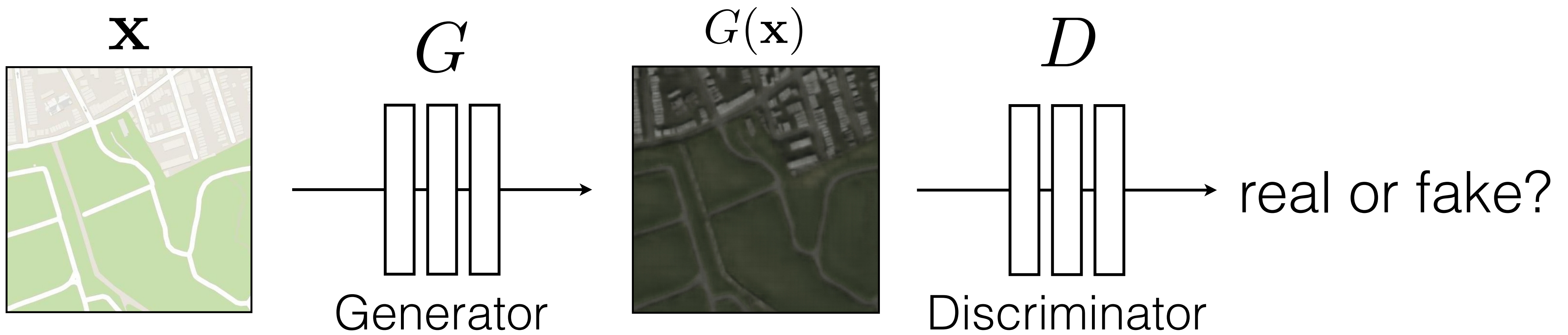
$$\|G(\mathbf{x}) - \mathbf{y}\|_1$$

Input



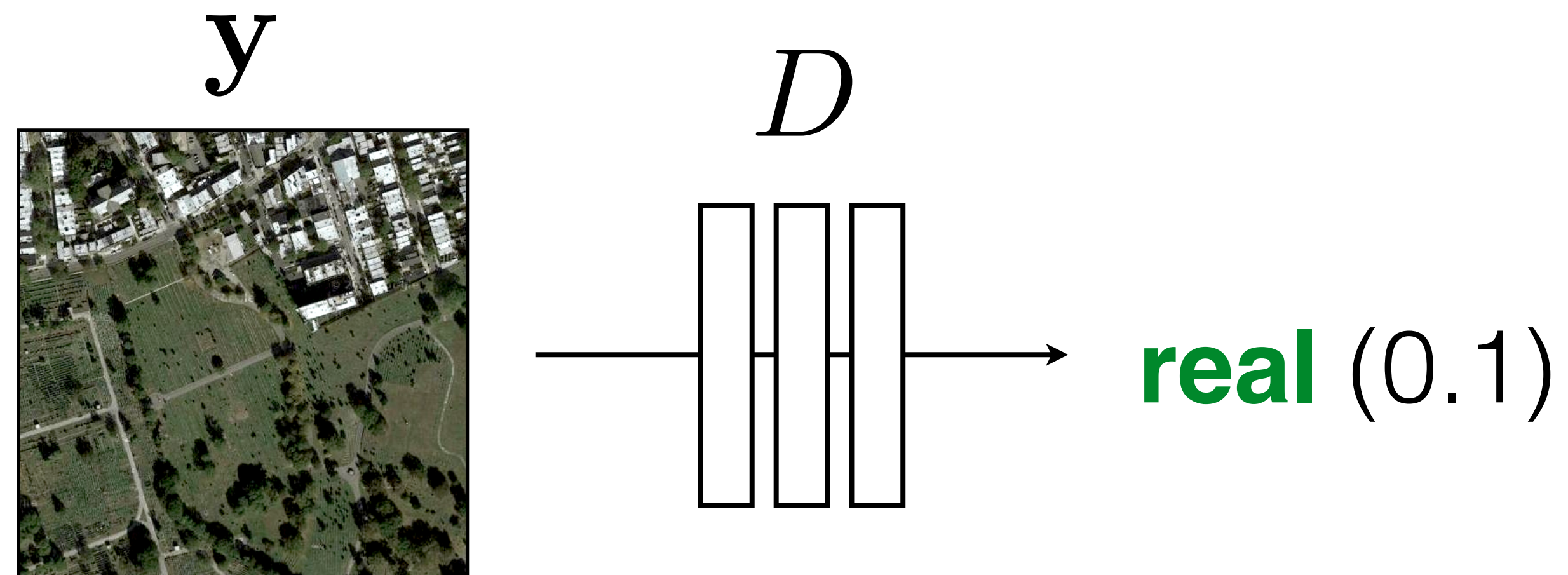
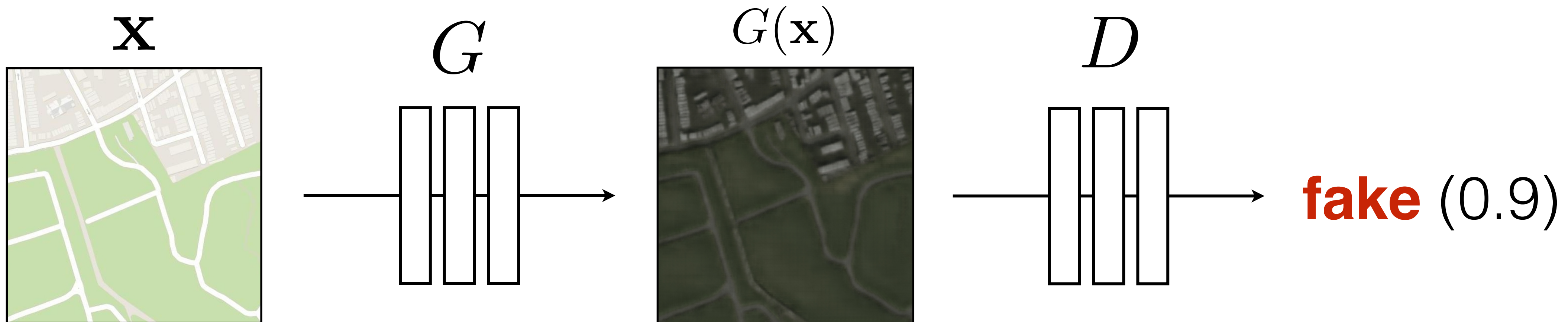
L1 loss



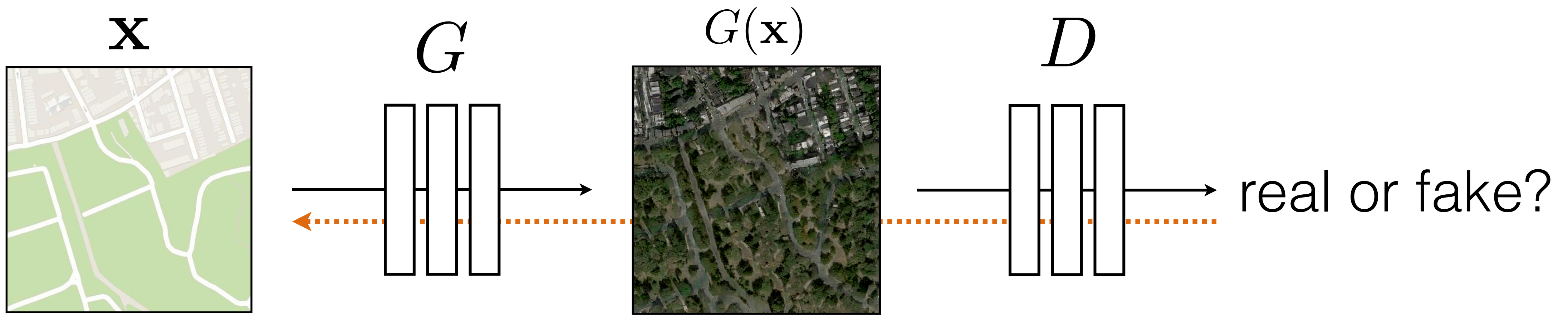


G tries to synthesize fake images that fool **D**

D tries to identify the fakes

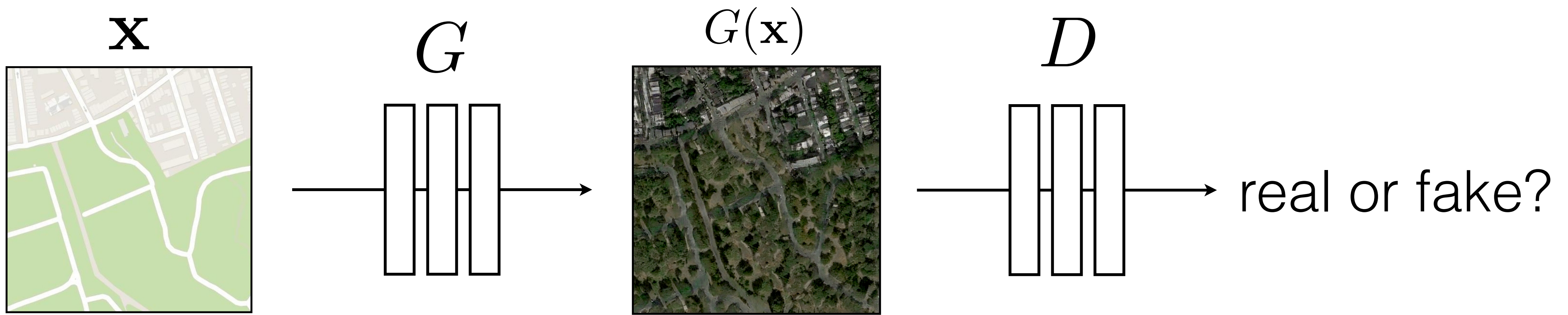


$$\arg \max_D \mathbb{E}_{\mathbf{x}, \mathbf{y}} [\log D(G(\mathbf{x})) + \log(1 - D(\mathbf{y}))]$$



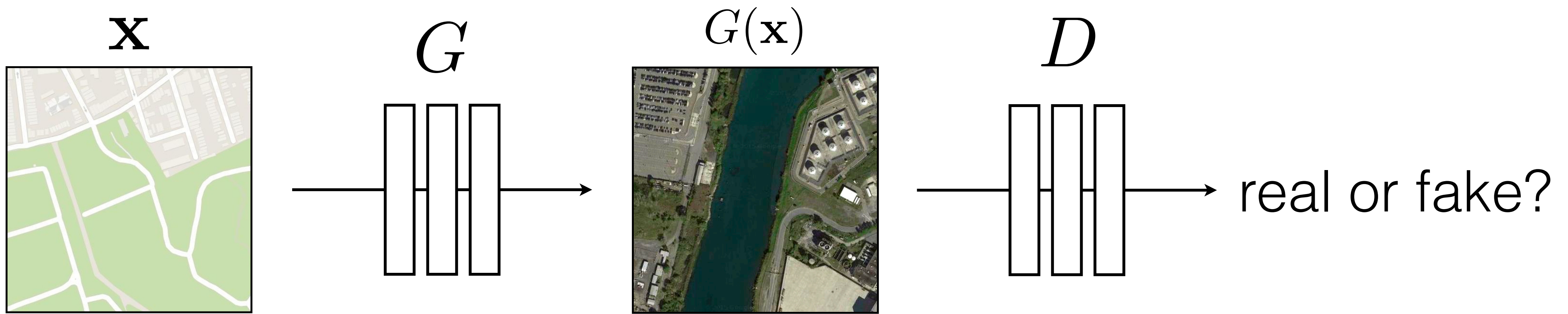
G tries to synthesize fake images that *fool* **D**:

$$\arg \min_G \mathbb{E}_{\mathbf{x}, \mathbf{y}} [\log D(G(\mathbf{x})) + \log(1 - D(\mathbf{y}))]$$

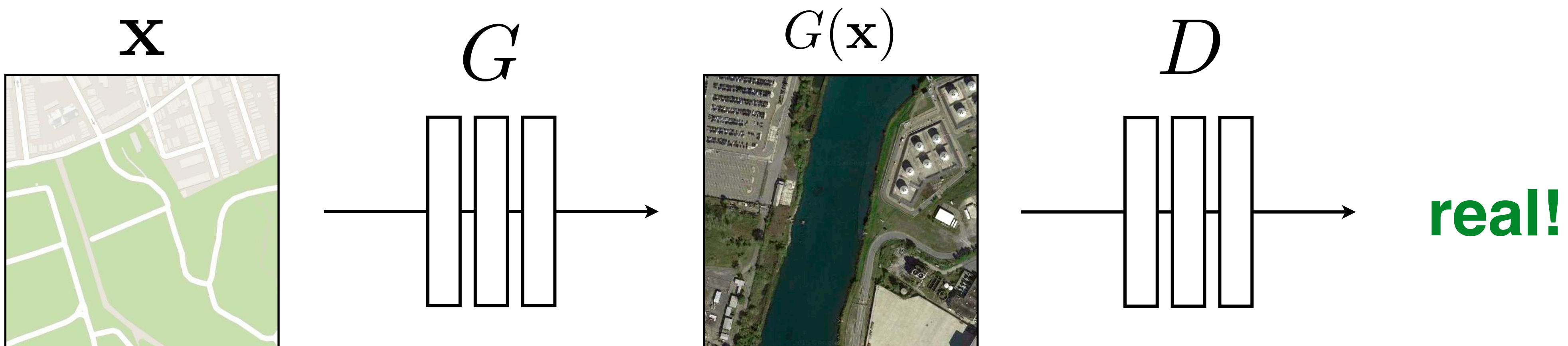


G tries to synthesize fake images that *fool* the *best* **D**:

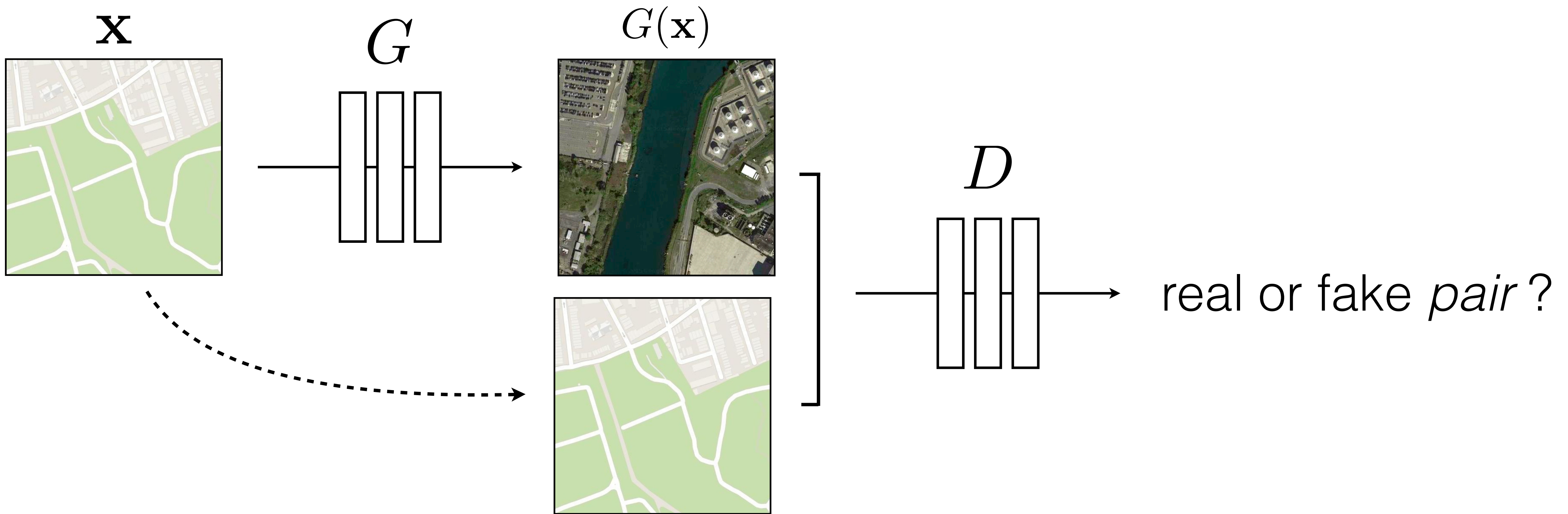
$$\arg \min_G \max_D \mathbb{E}_{\mathbf{x}, \mathbf{y}} [\log D(G(\mathbf{x})) + \log(1 - D(\mathbf{y}))]$$



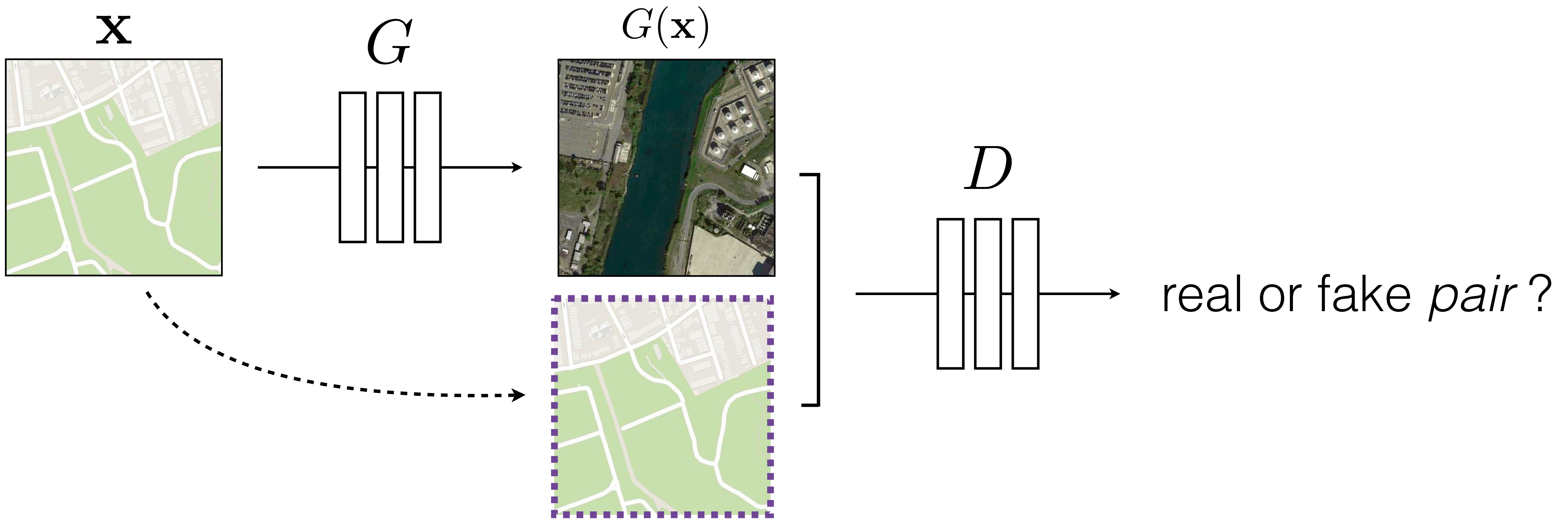
$$\arg \min_G \max_D \mathbb{E}_{\mathbf{x}, \mathbf{y}} [\log D(G(\mathbf{x})) + \log(1 - D(\mathbf{y}))]$$



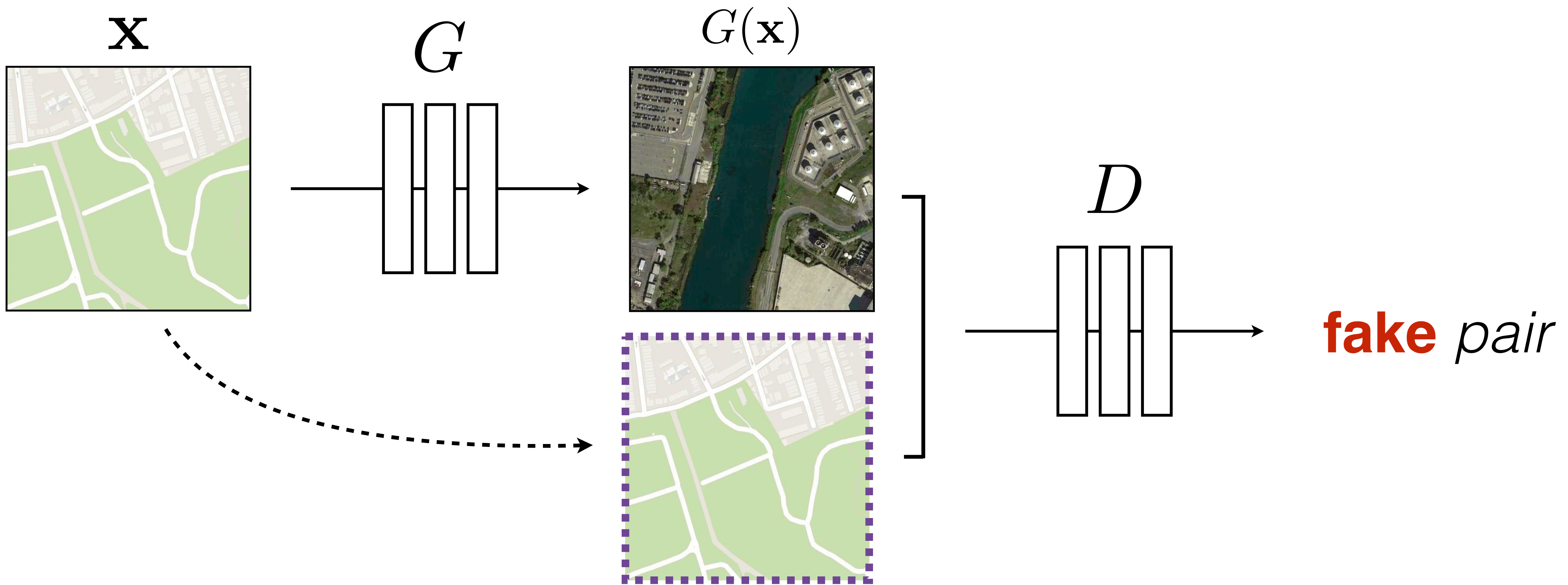
$$\arg \min_G \max_D \mathbb{E}_{\mathbf{x}, \mathbf{y}} [\log D(G(\mathbf{x})) + \log(1 - D(\mathbf{y}))]$$



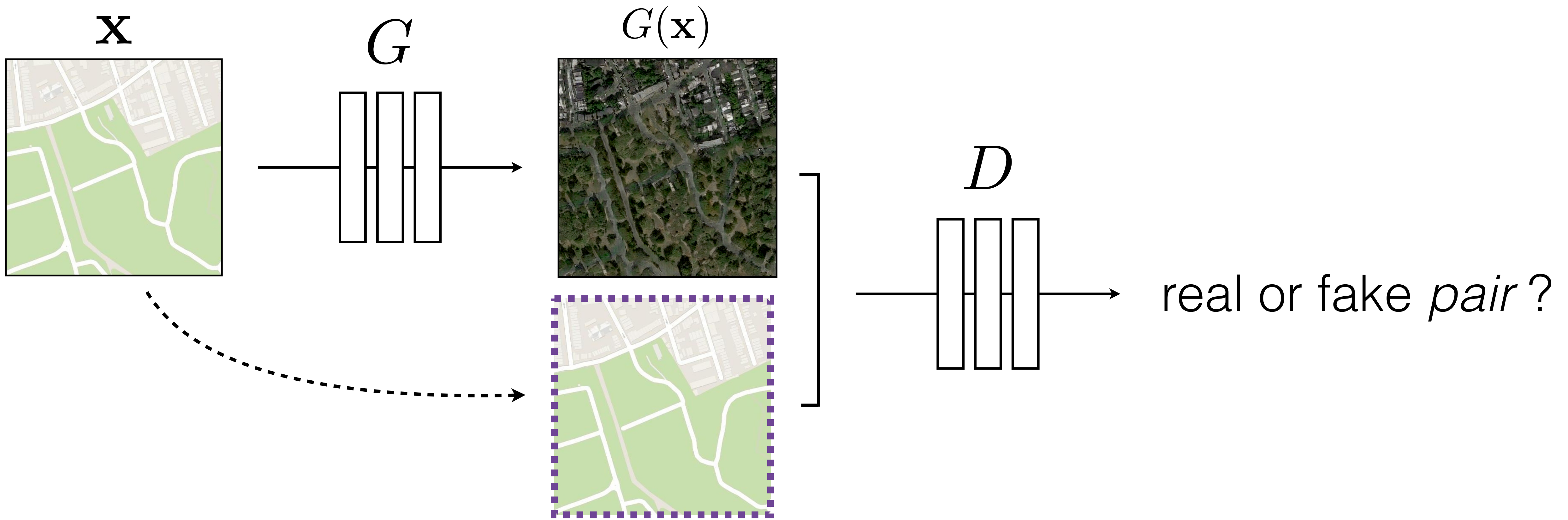
$$\arg \min_G \max_D \mathbb{E}_{\mathbf{x}, \mathbf{y}} [\log D(G(\mathbf{x})) + \log(1 - D(\mathbf{y}))]$$



$$\arg \min_G \max_D \mathbb{E}_{\mathbf{x}, \mathbf{y}} [\log D(\boxed{\mathbf{x}}, G(\mathbf{x})) + \log(1 - D(\boxed{\mathbf{x}}, \mathbf{y}))]$$



$$\arg \min_G \max_D \mathbb{E}_{\mathbf{x}, \mathbf{y}} [\log D(\boxed{\mathbf{x}}, G(\mathbf{x})) + \log(1 - D(\boxed{\mathbf{x}}, \mathbf{y}))]$$

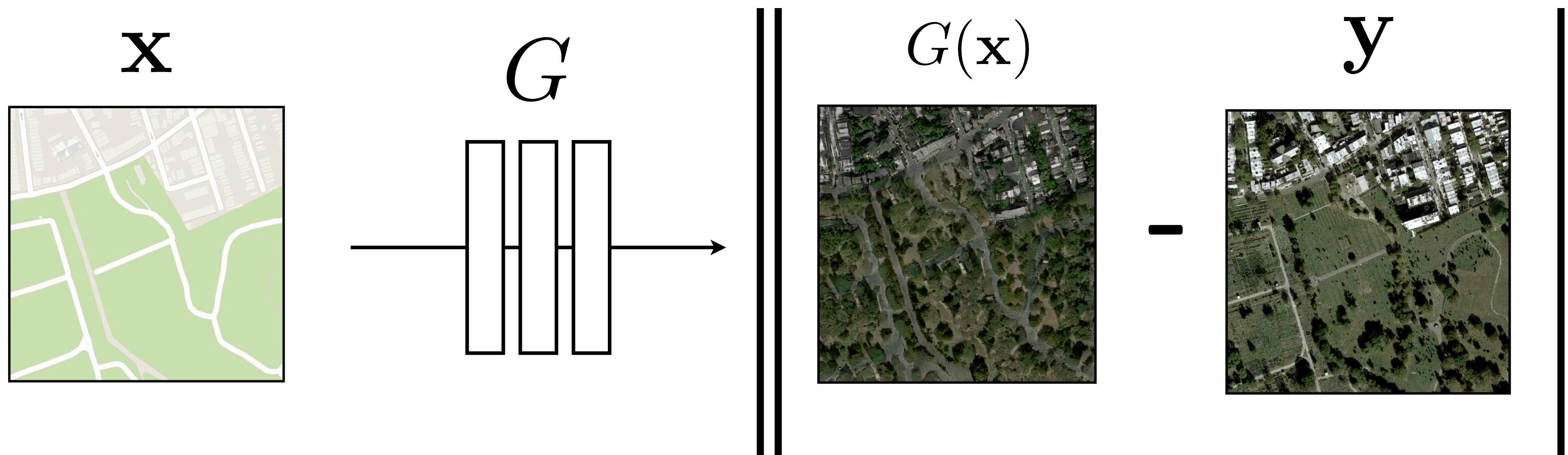


$$\arg \min_G \max_D \mathbb{E}_{\mathbf{x}, \mathbf{y}} [\log D(\mathbf{x}, G(\mathbf{x})) + \log(1 - D(\mathbf{x}, \mathbf{y}))]$$

Training Details: Loss function

Conditional GAN

$$G^* = \arg \min_G \max_D \mathcal{L}_{cGAN}(G, D) + \lambda \mathcal{L}_{L1}(G)$$

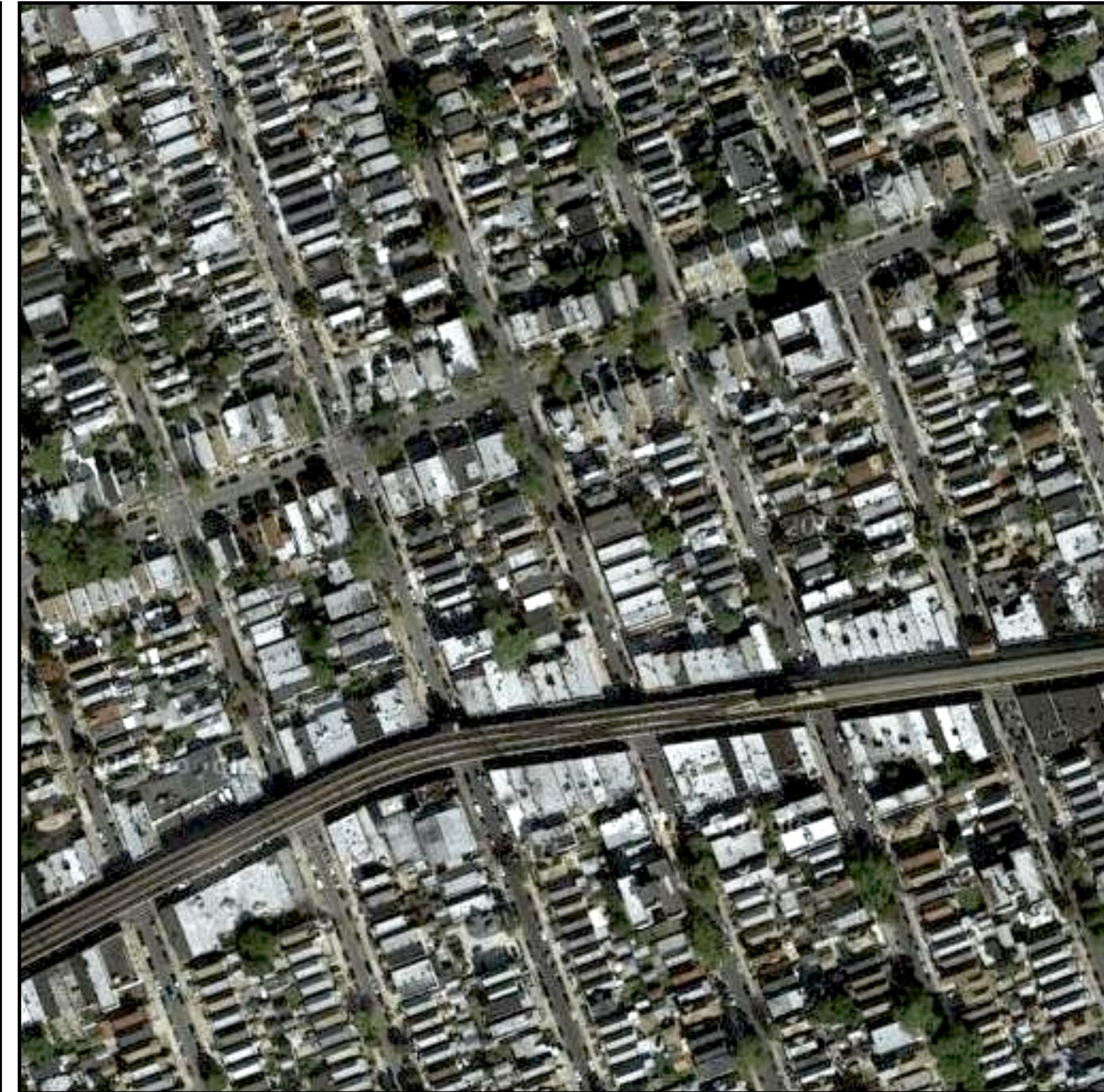
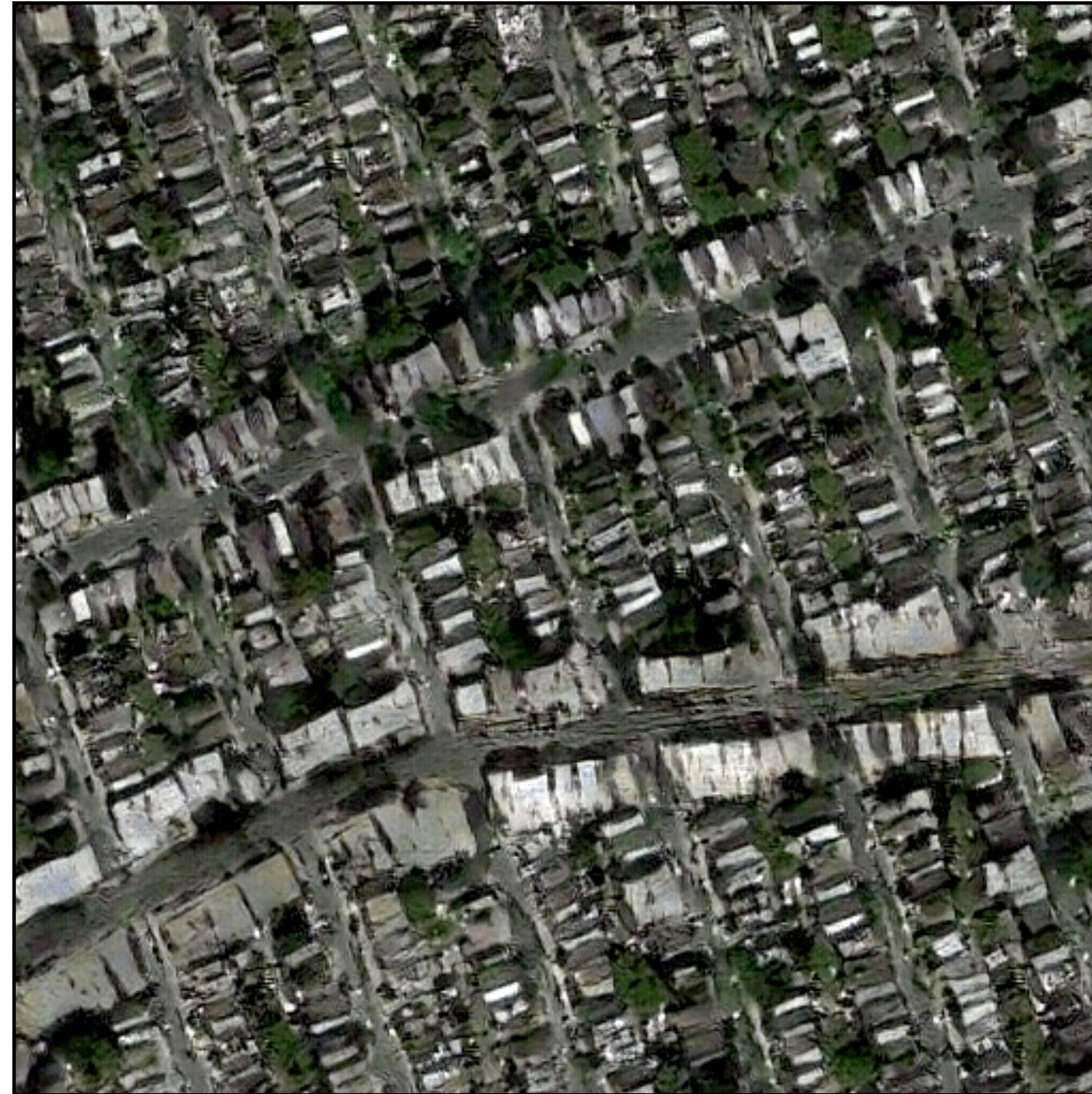


Pixel-wise loss helps stabilize training + faster convergence

Input

Output

Ground truth



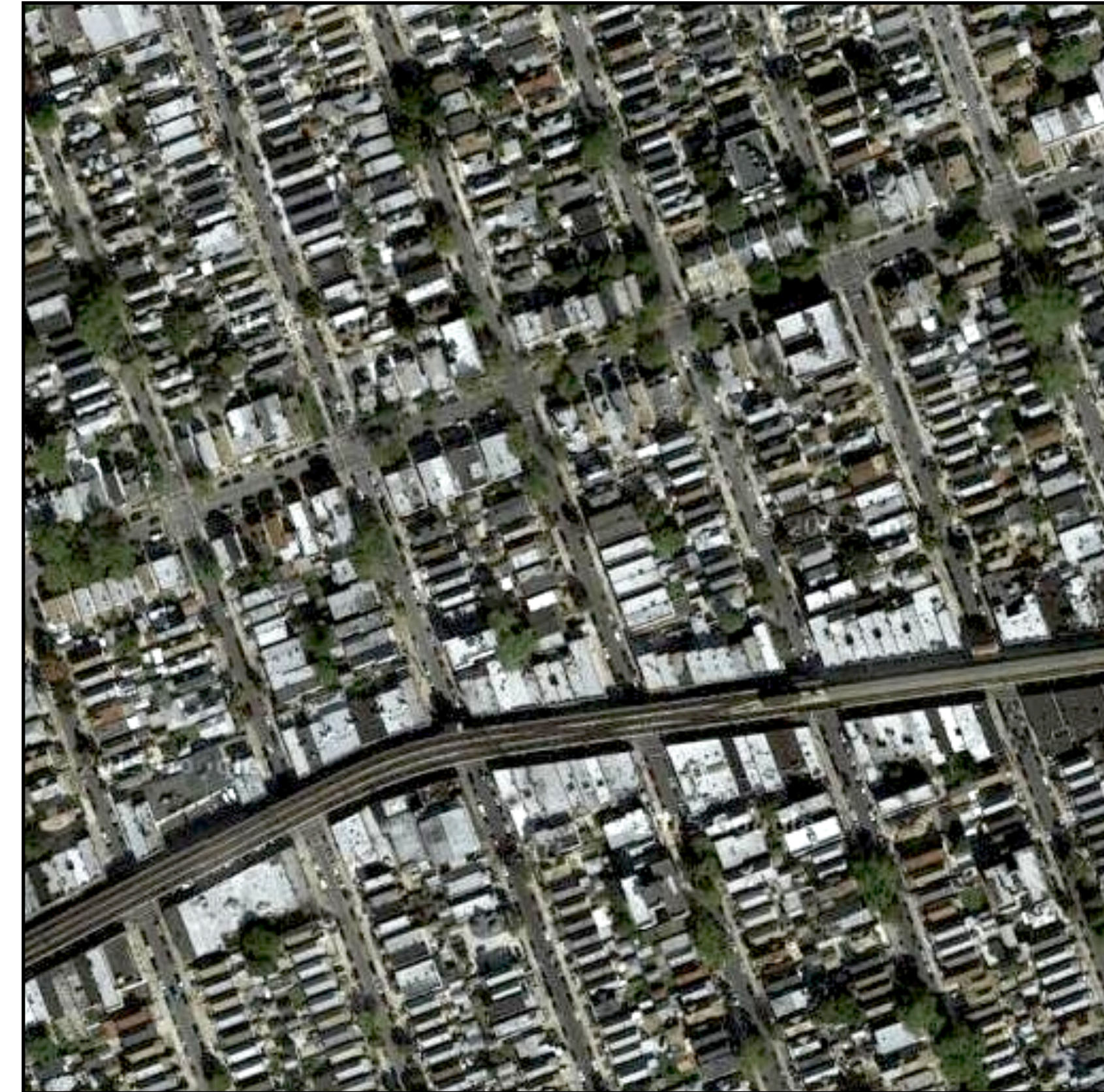
Data from
[\[maps.google.com\]](https://maps.google.com)



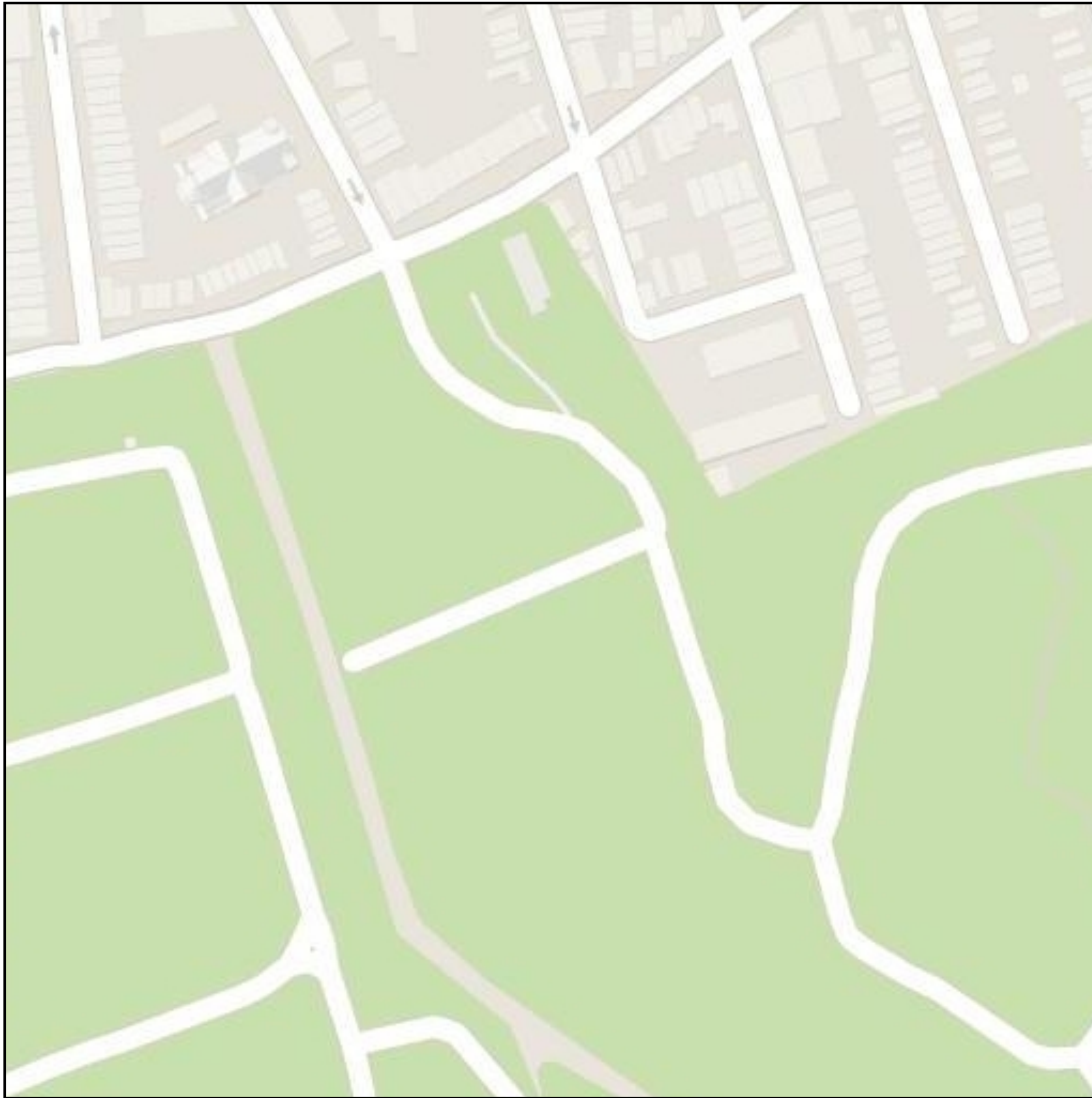
Input

Output

Ground truth



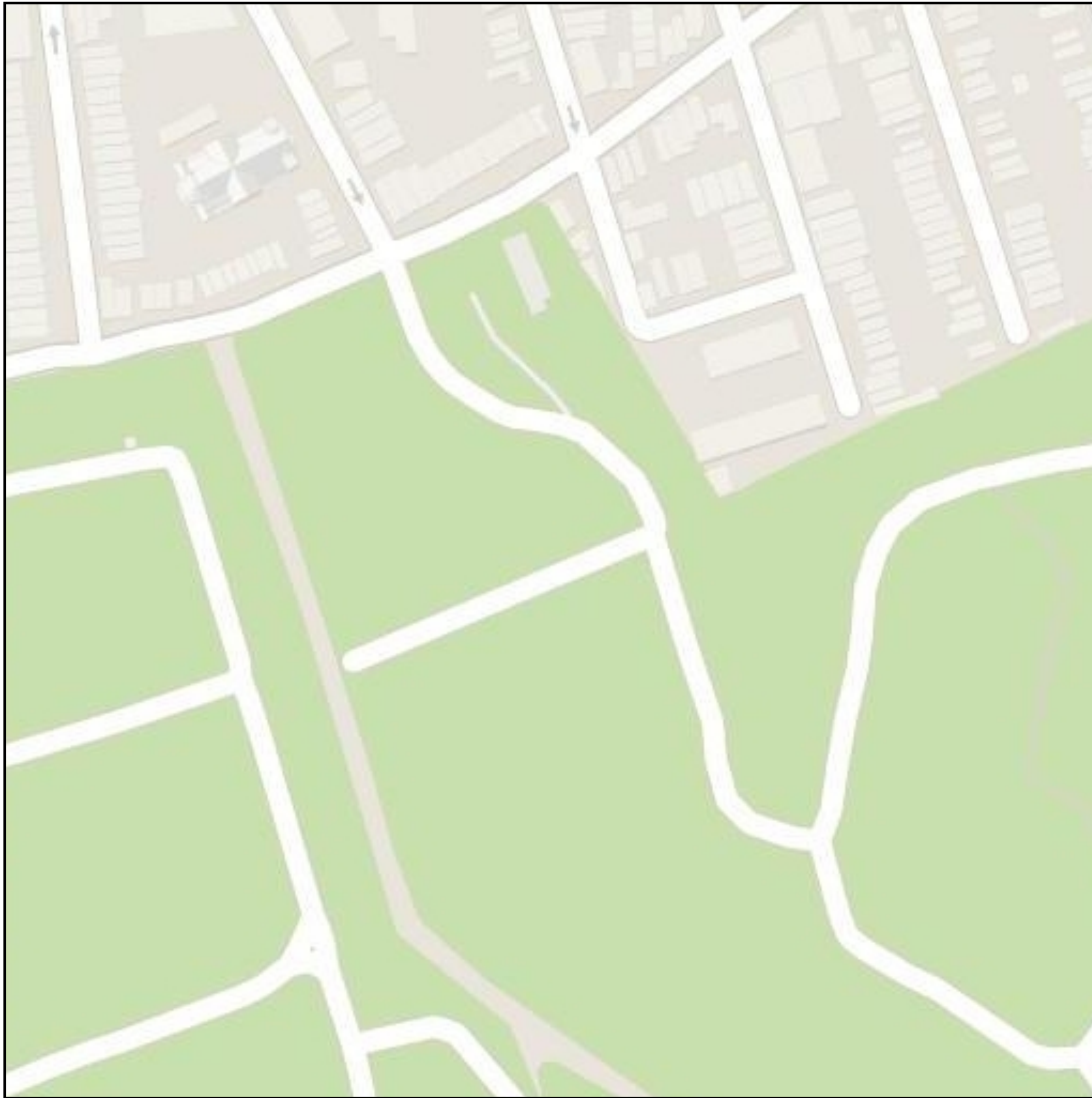
Input



L1 loss only



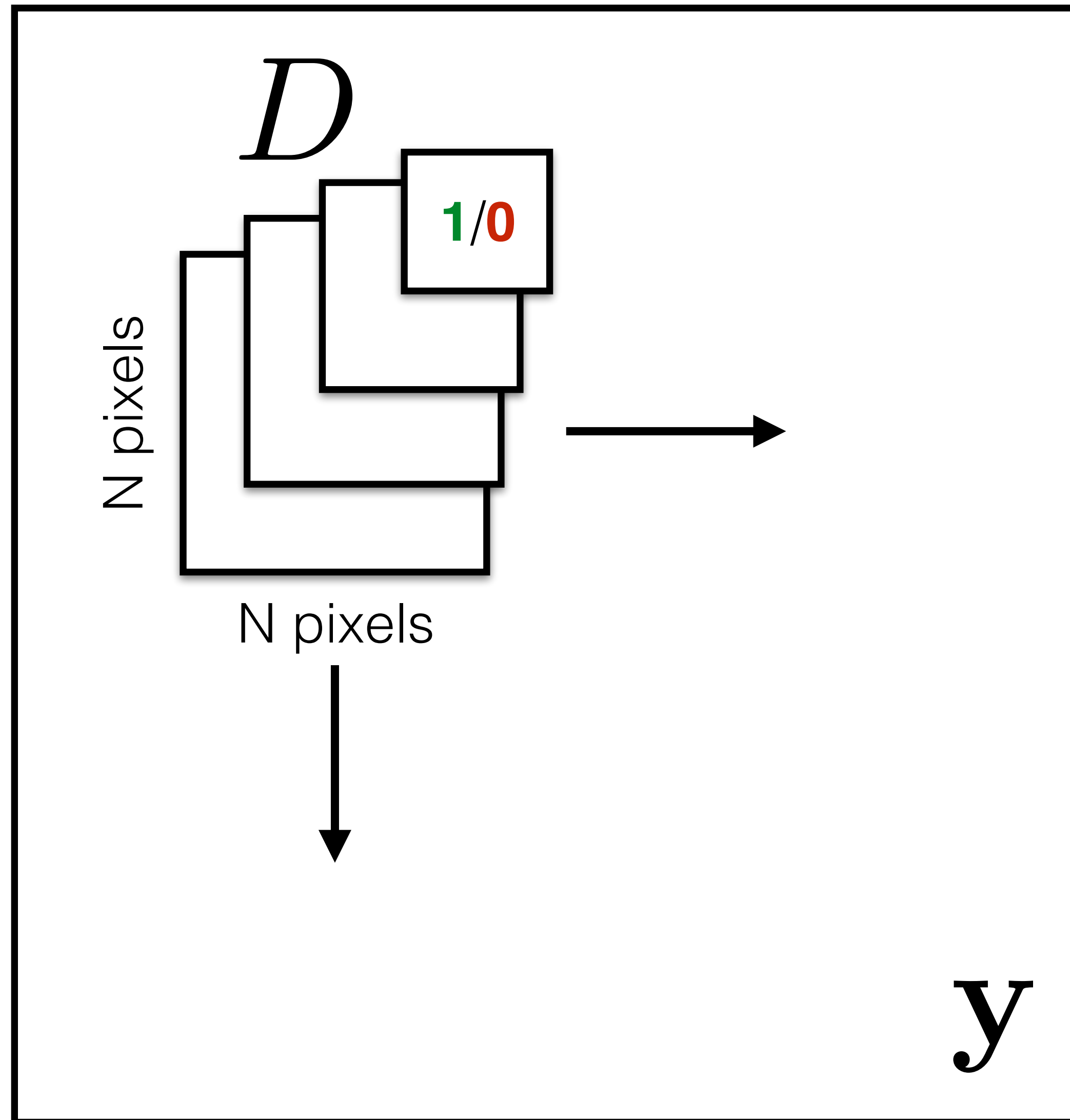
Input



L1 loss + discriminator



Patch Discriminator

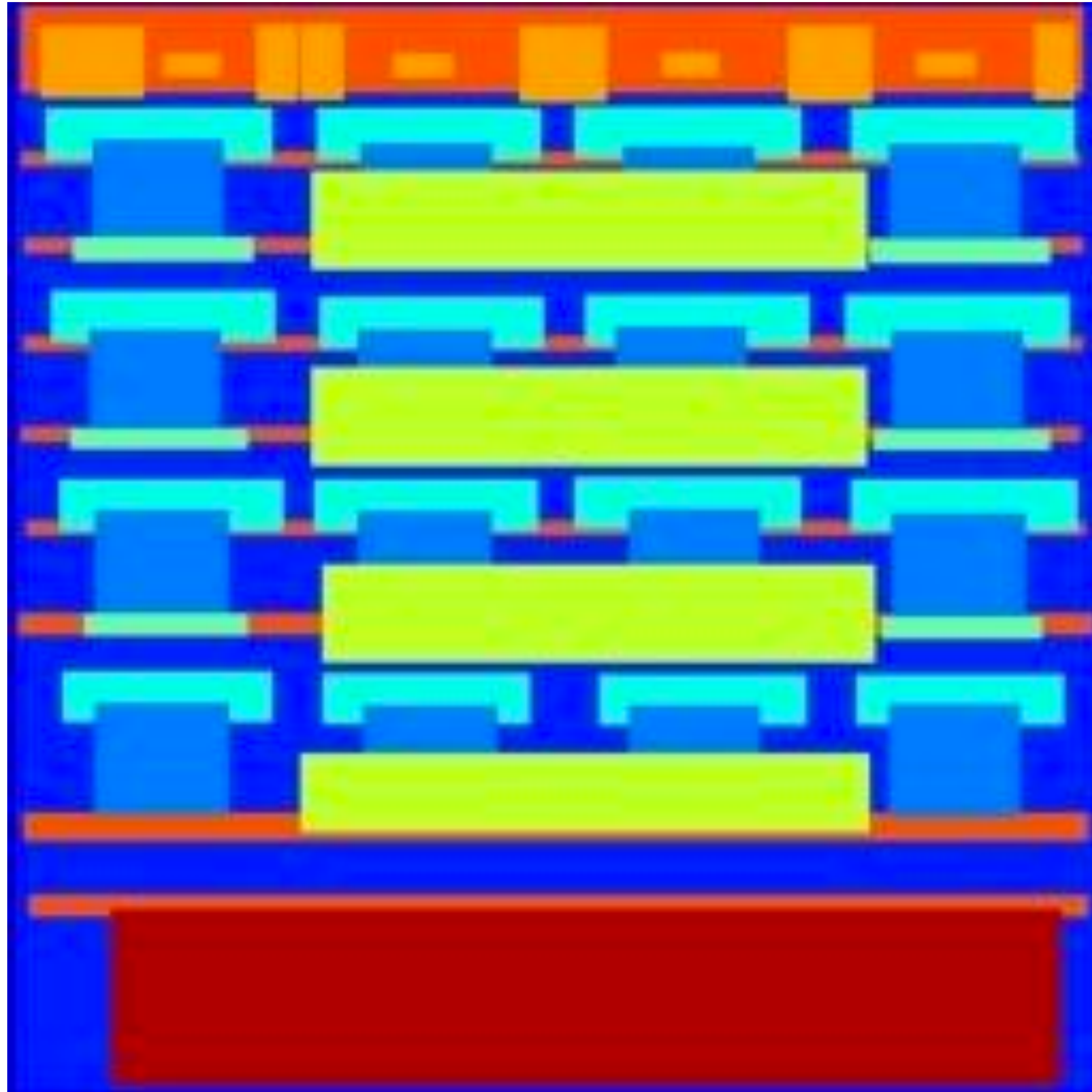


Rather than penalizing if output *image* looks fake, penalize if each overlapping *patch* in output looks fake

- Faster, fewer parameters
- More supervised observations
- Applies to arbitrarily large images

Labels → Facades

Input

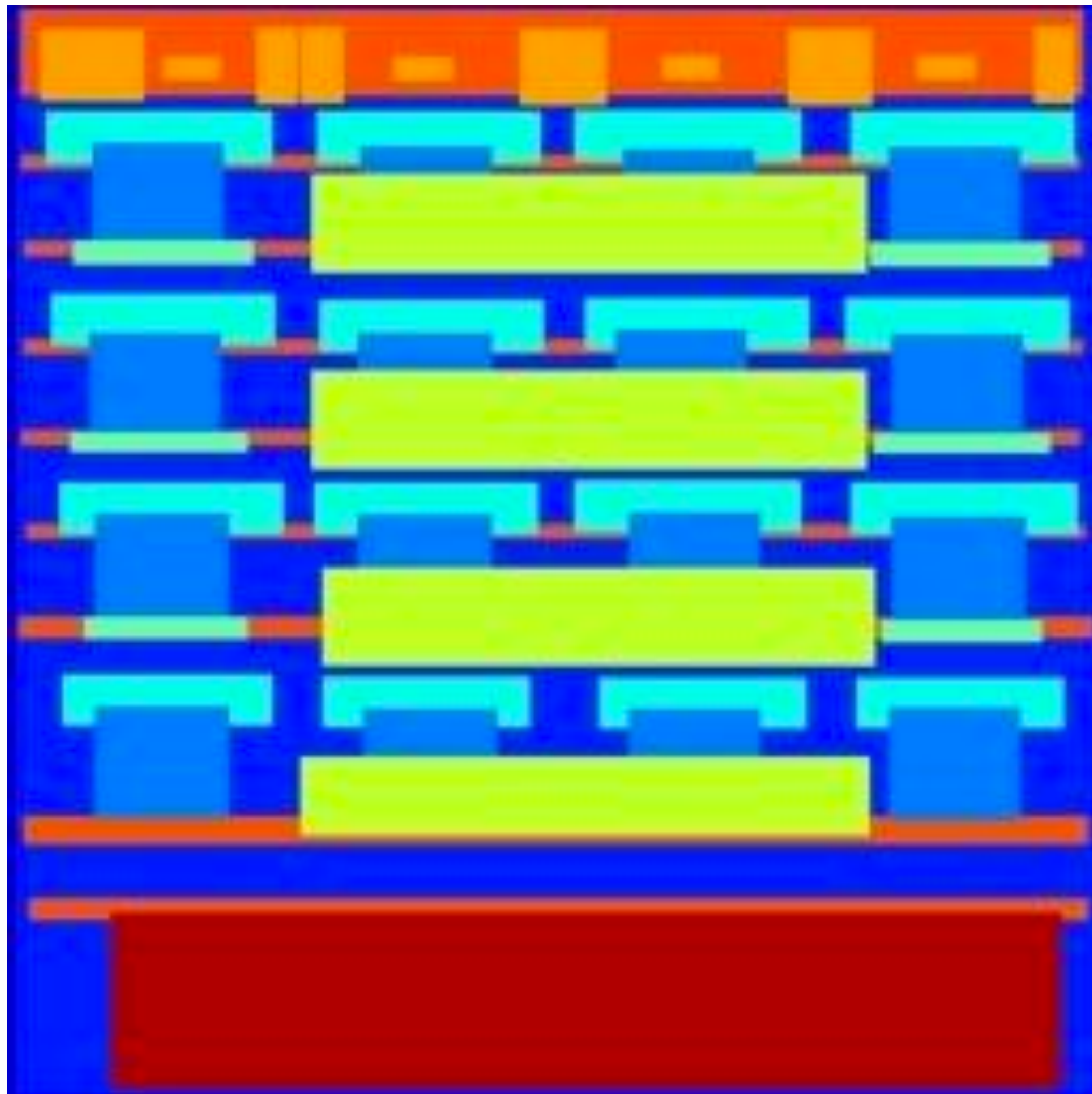


1x1 Discriminator



Labels → Facades

Input

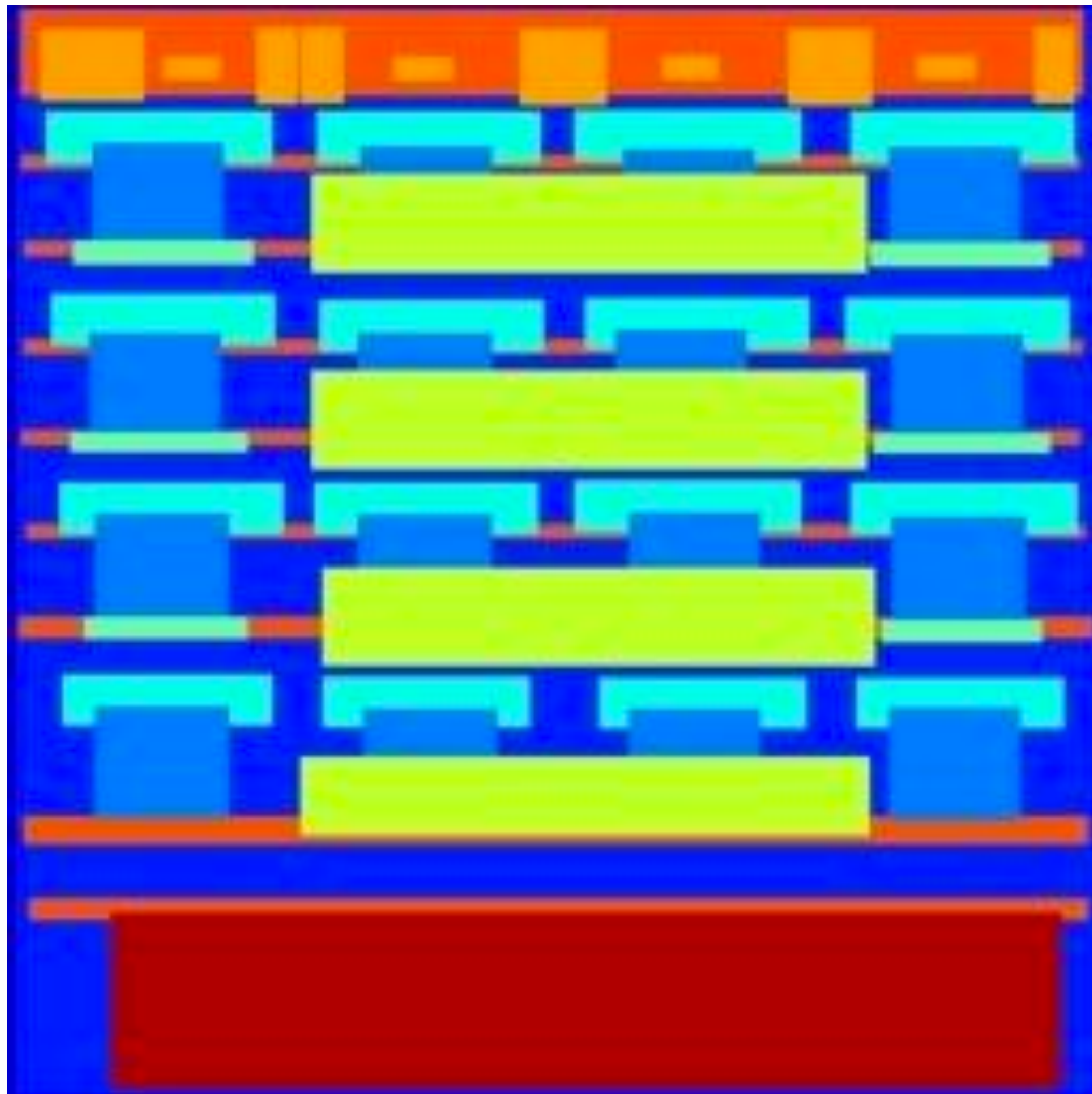


16x16 Discriminator



Labels → Facades

Input



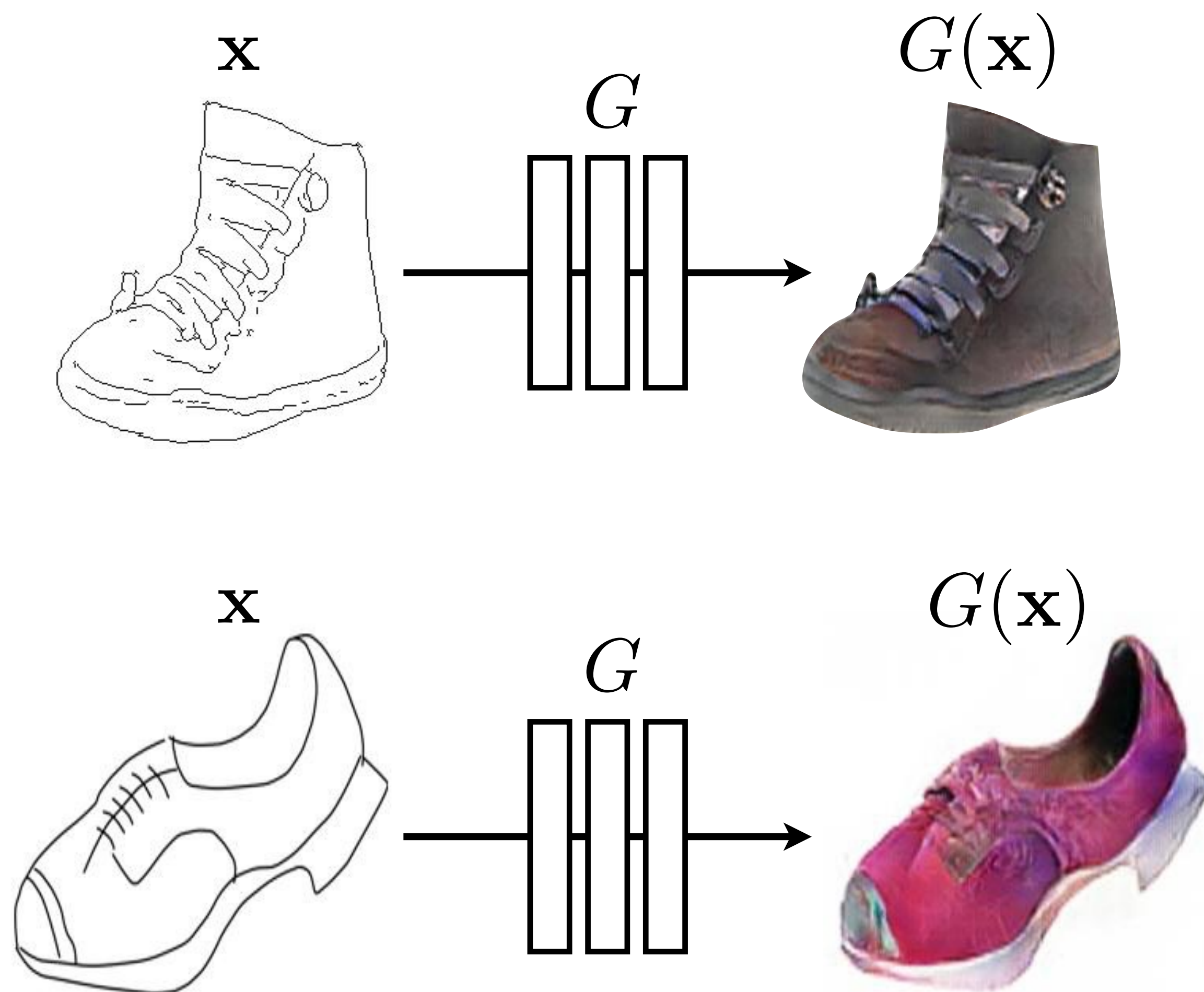
70x70 Discriminator



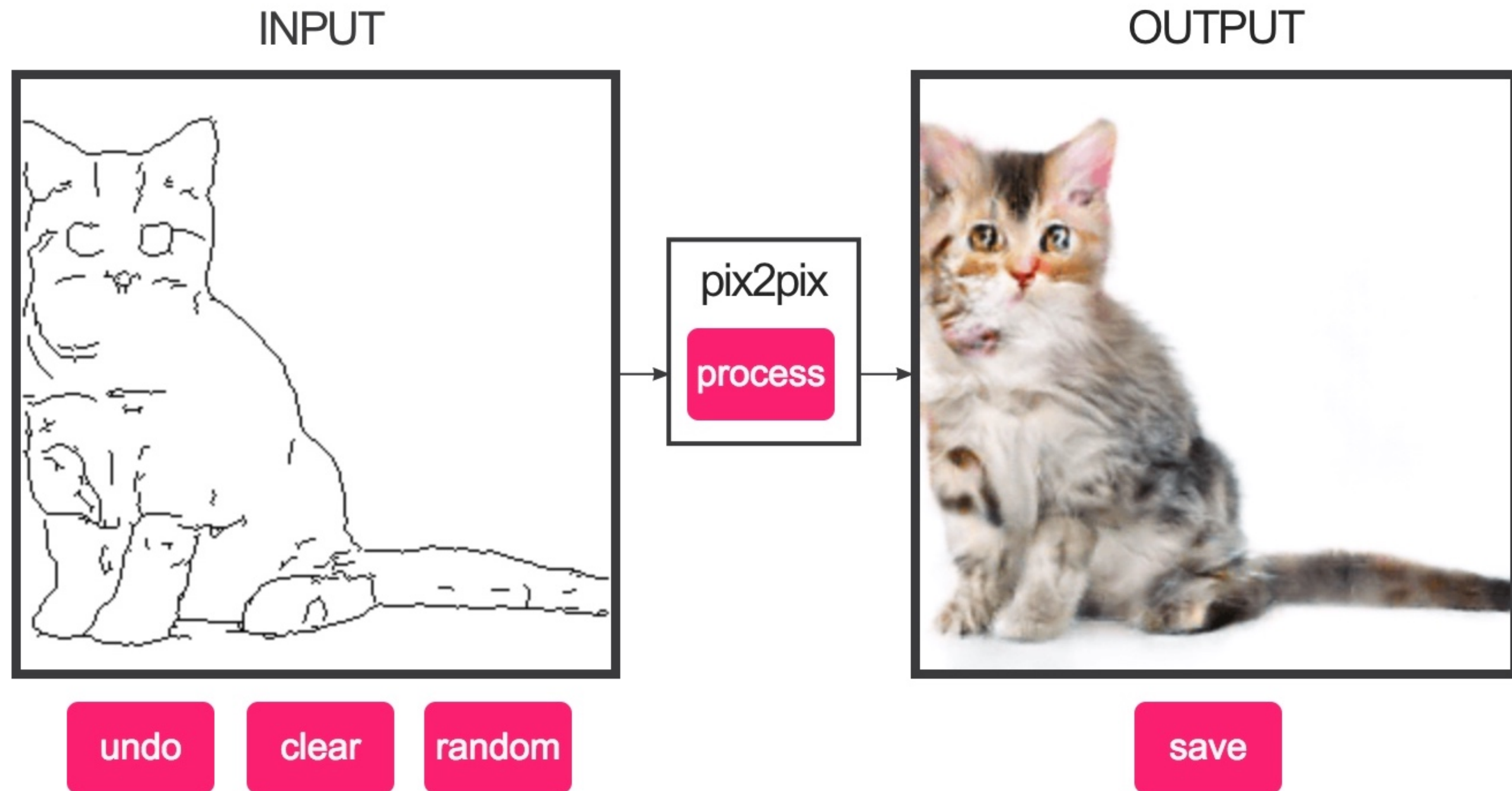
Training data



[HED, Xie & Tu, 2015]

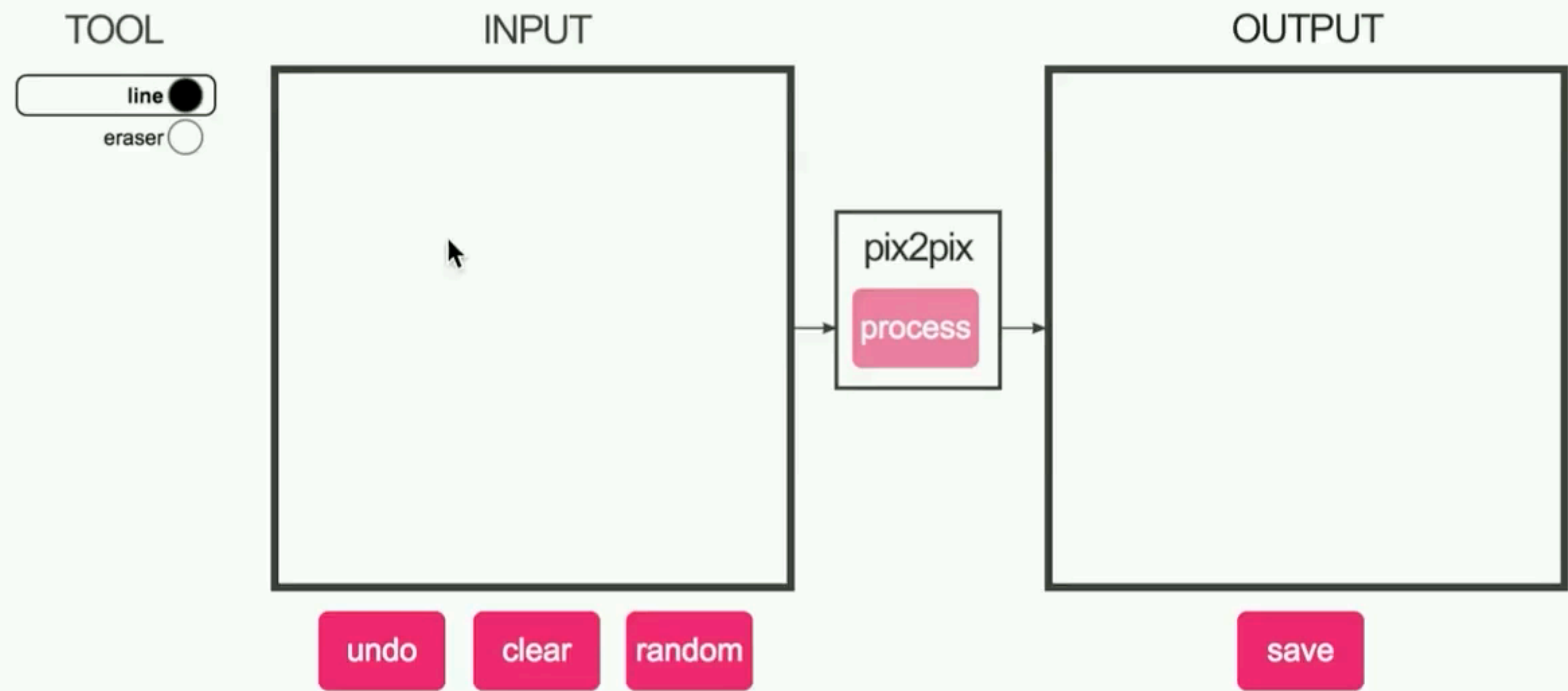


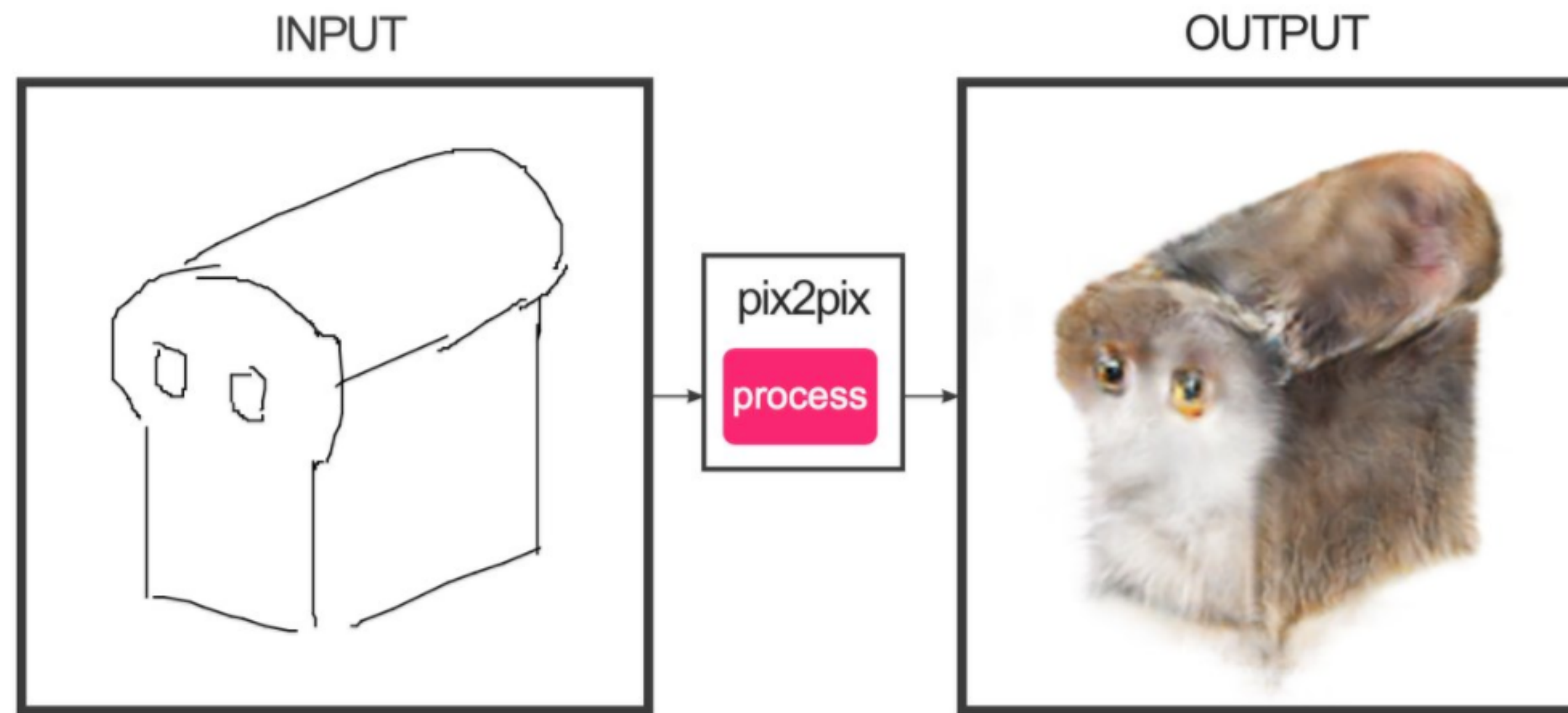
edges2cats



[Chris Hess, [edges2cats](#)]

edges2cats





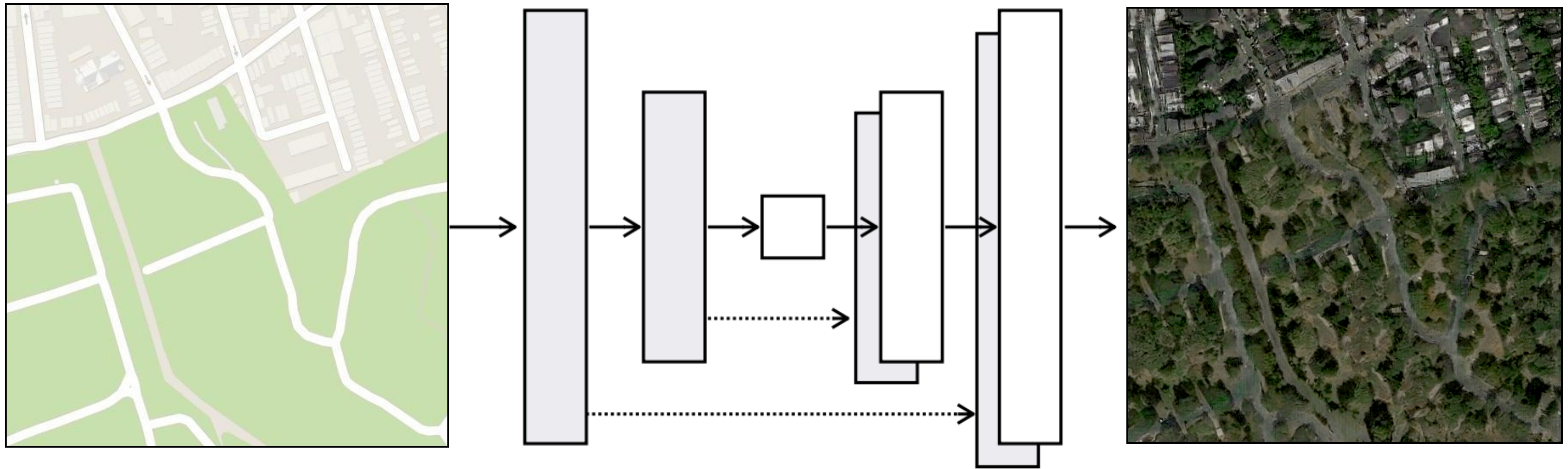
Ivy Tasi @ivymyt



Vitaly Vidmirov @vvid

Architectures

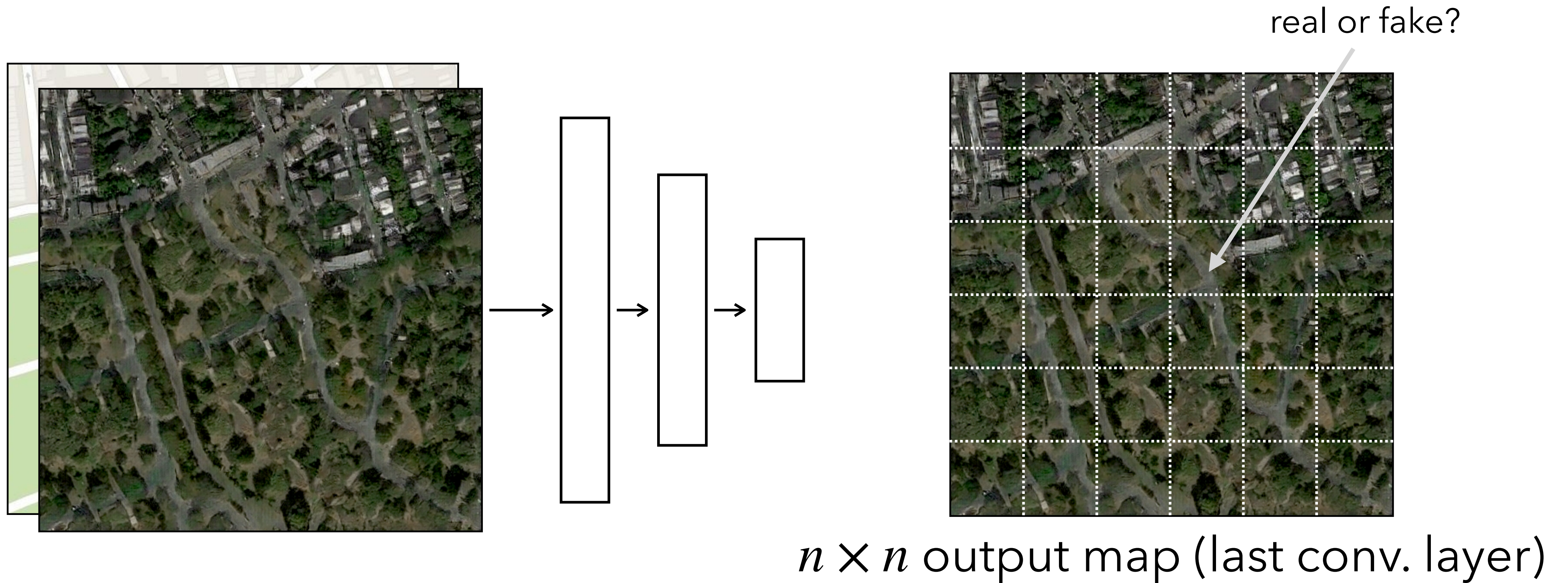
Generator: U-Net



Skip connections between encoder and decoder layers

Architectures

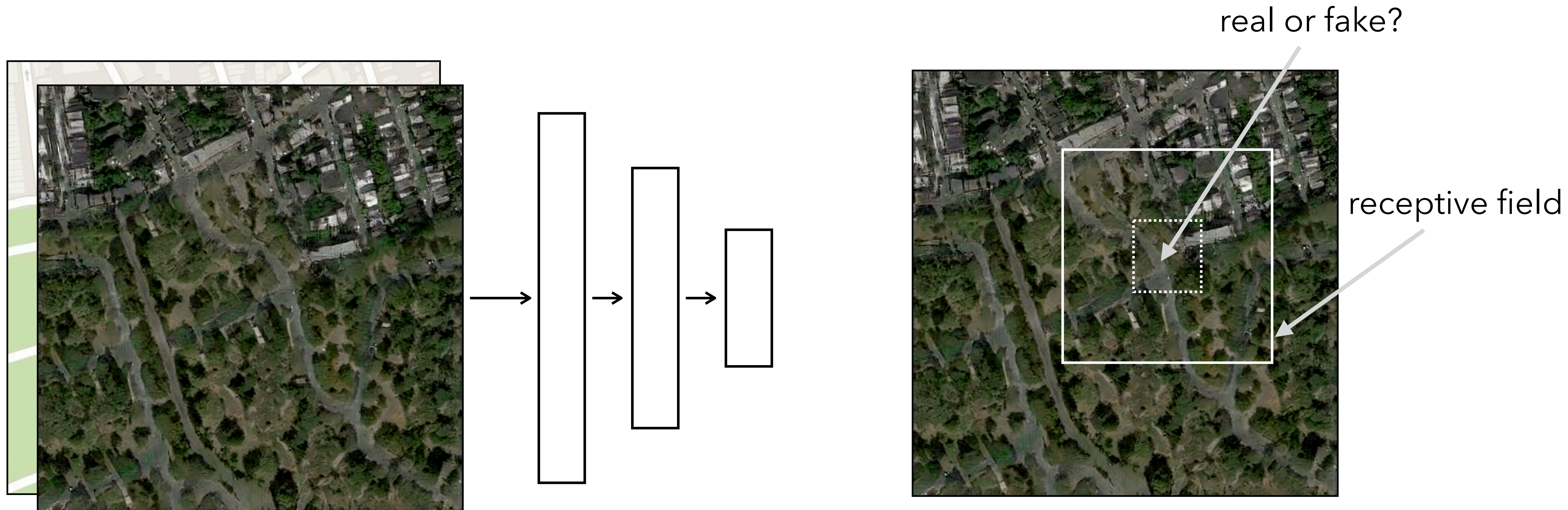
Discriminator: fully convolutional network



Sequence of strided convolutions

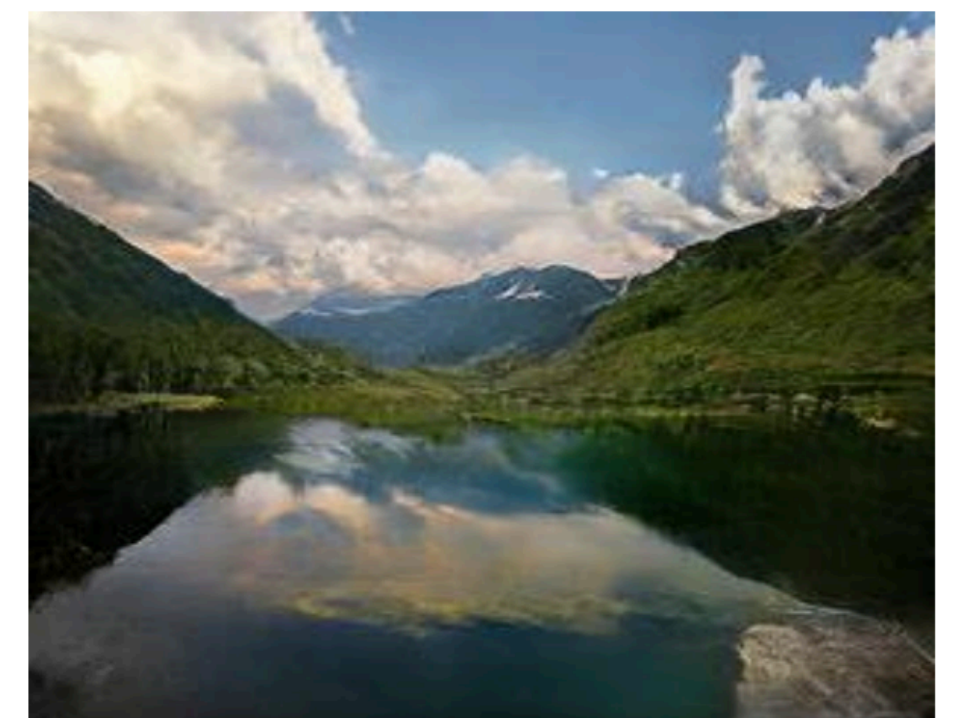
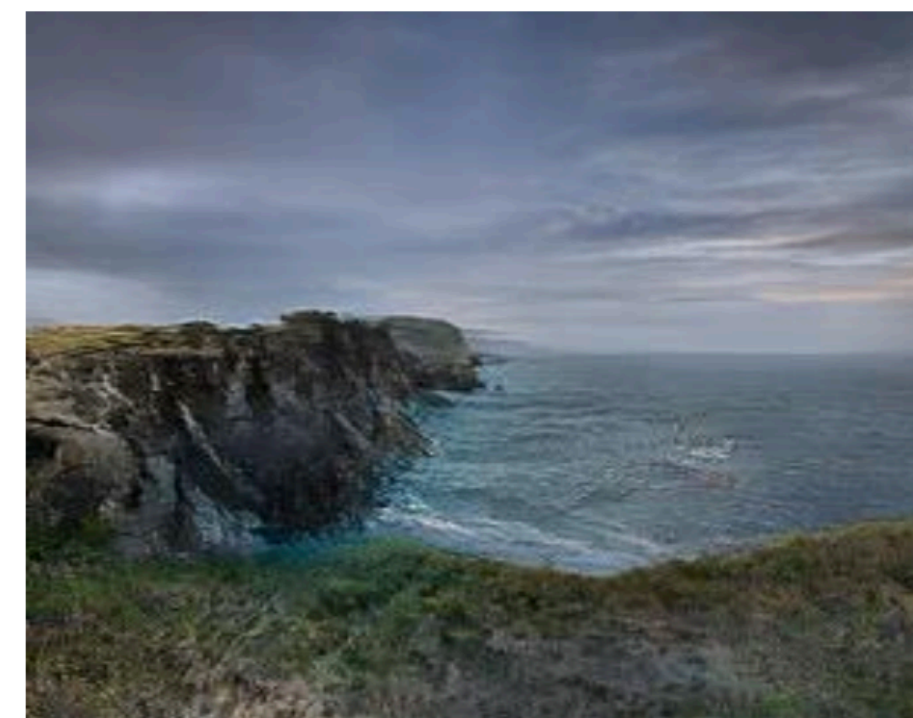
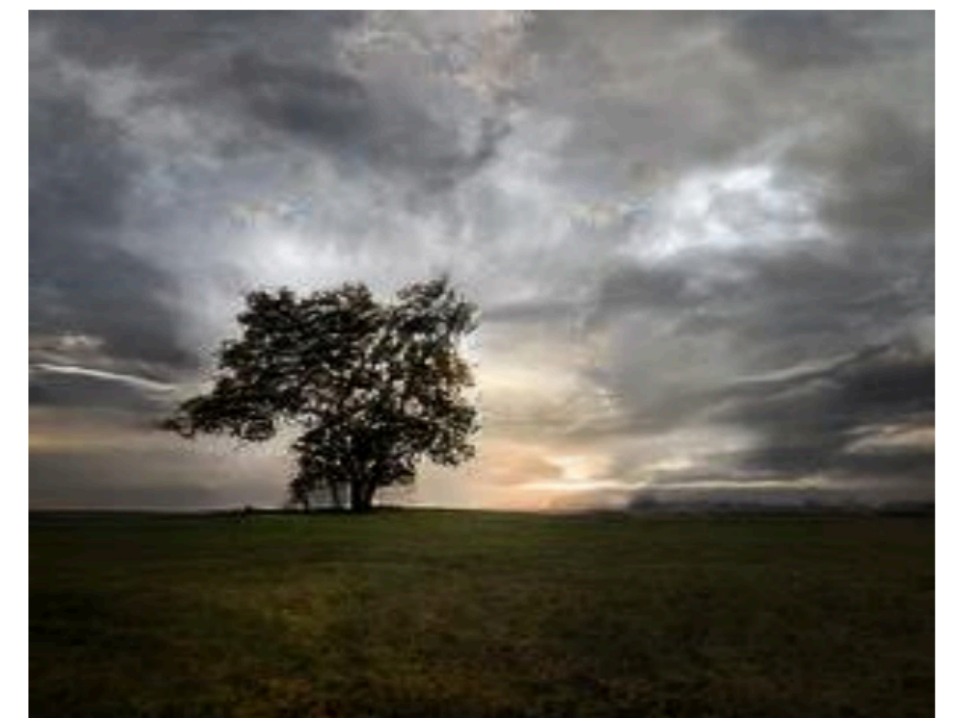
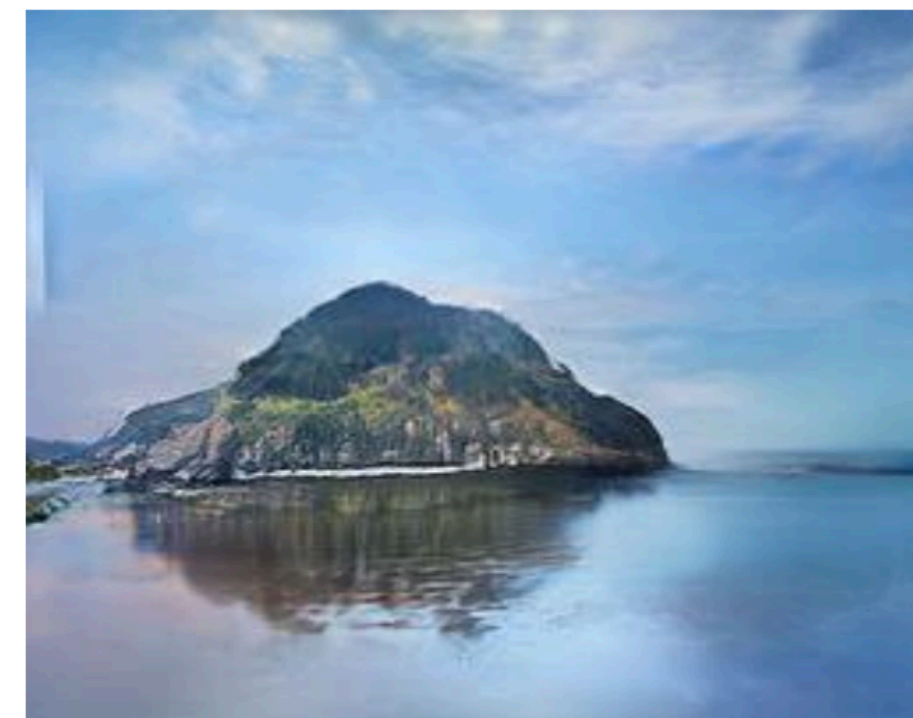
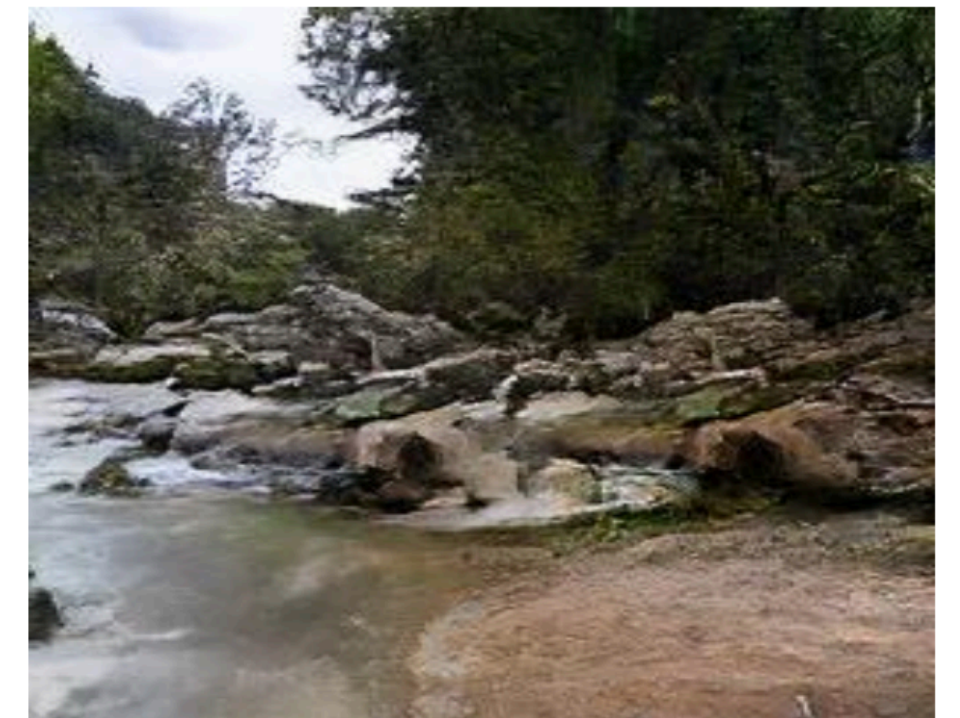
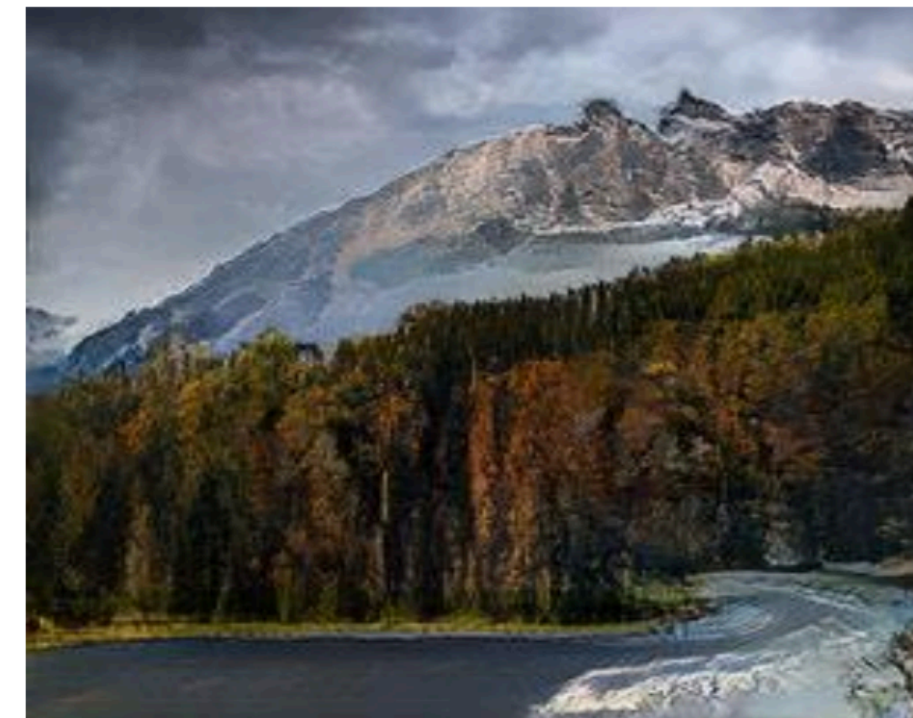
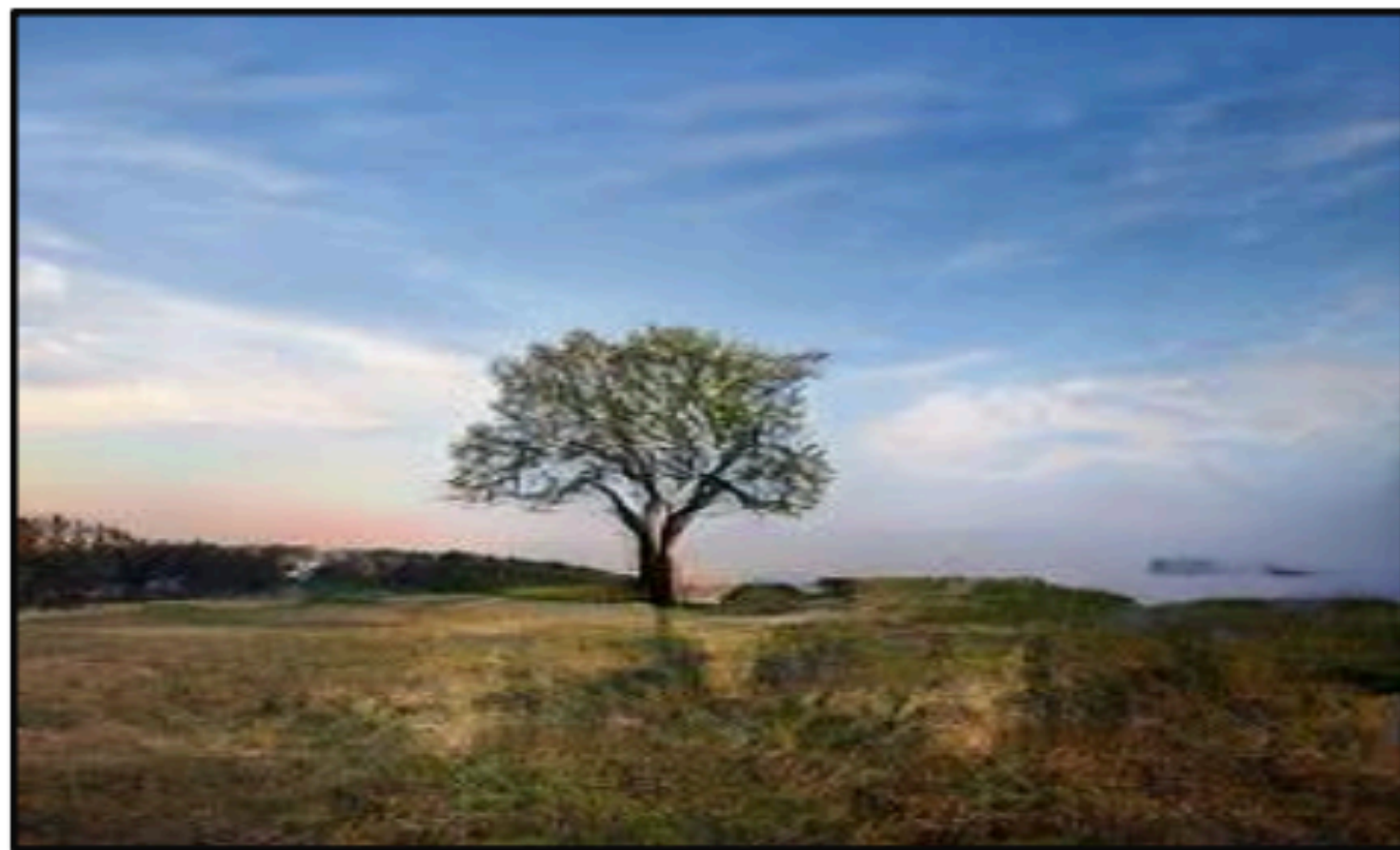
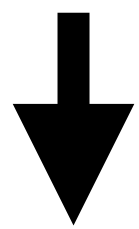
Architectures

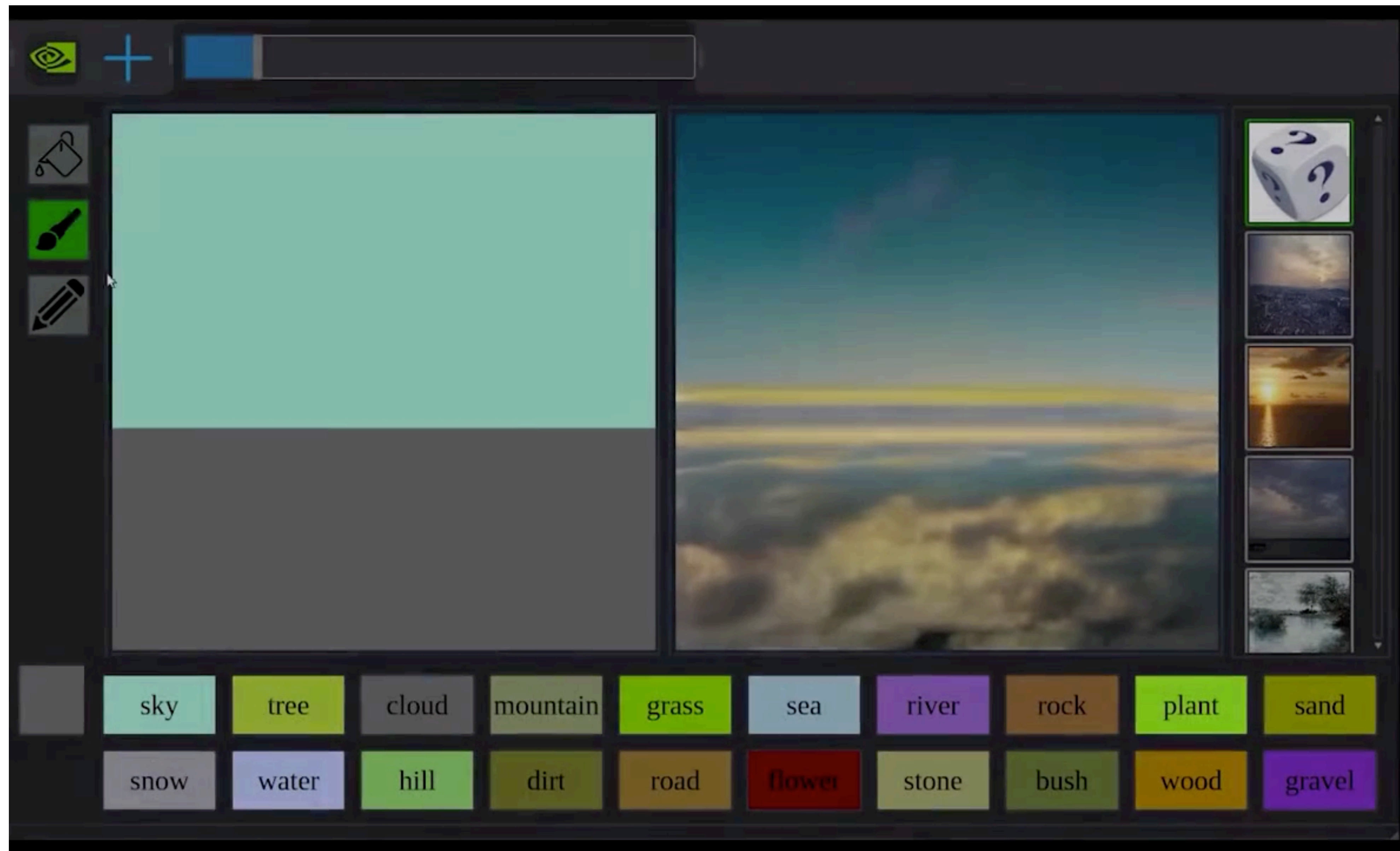
Discriminator: fully convolutional network



Sometimes called a Patch GAN, since it effectively only looks at patches

Larger models



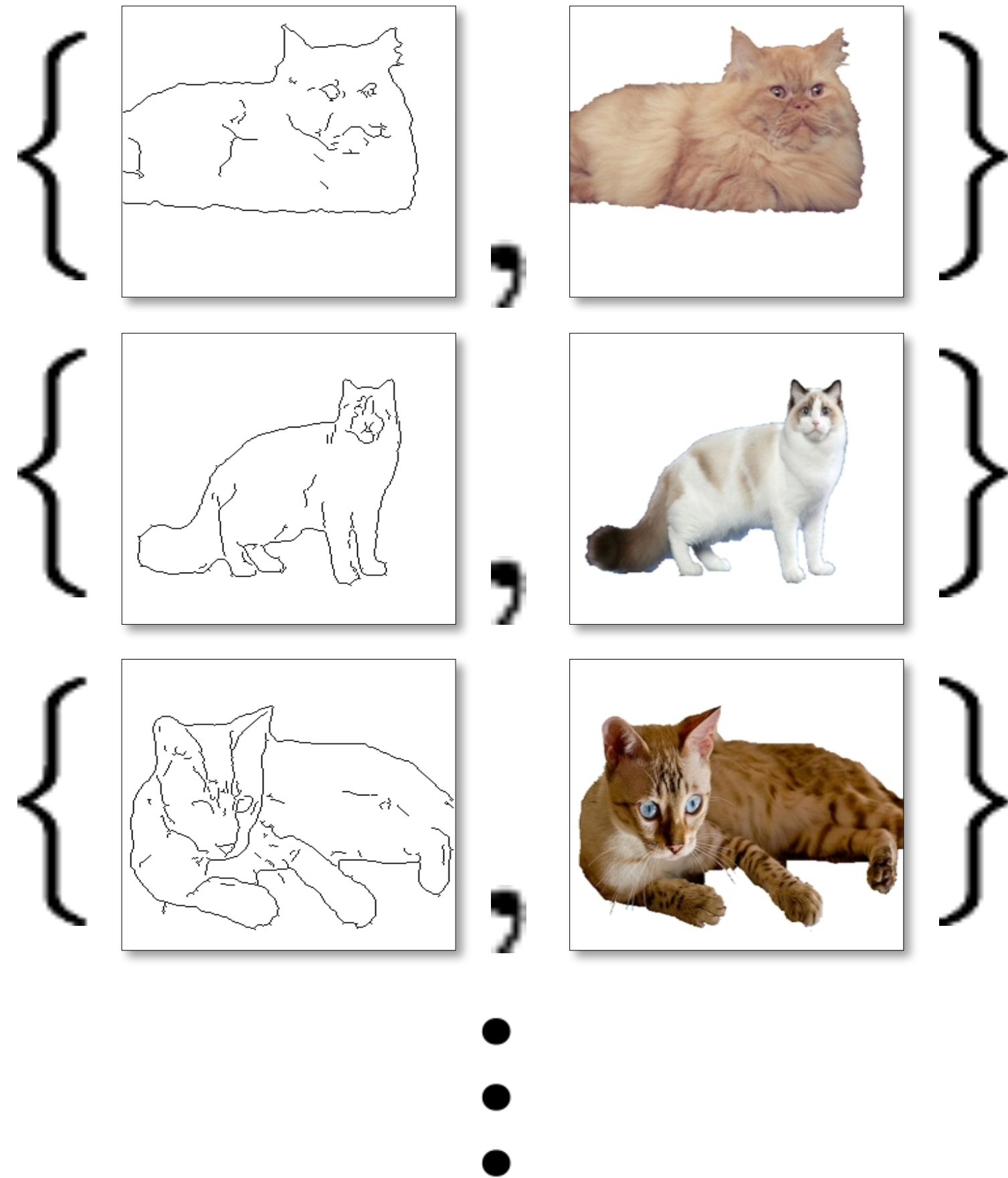


Handling unpaired data

Paired data

x_i

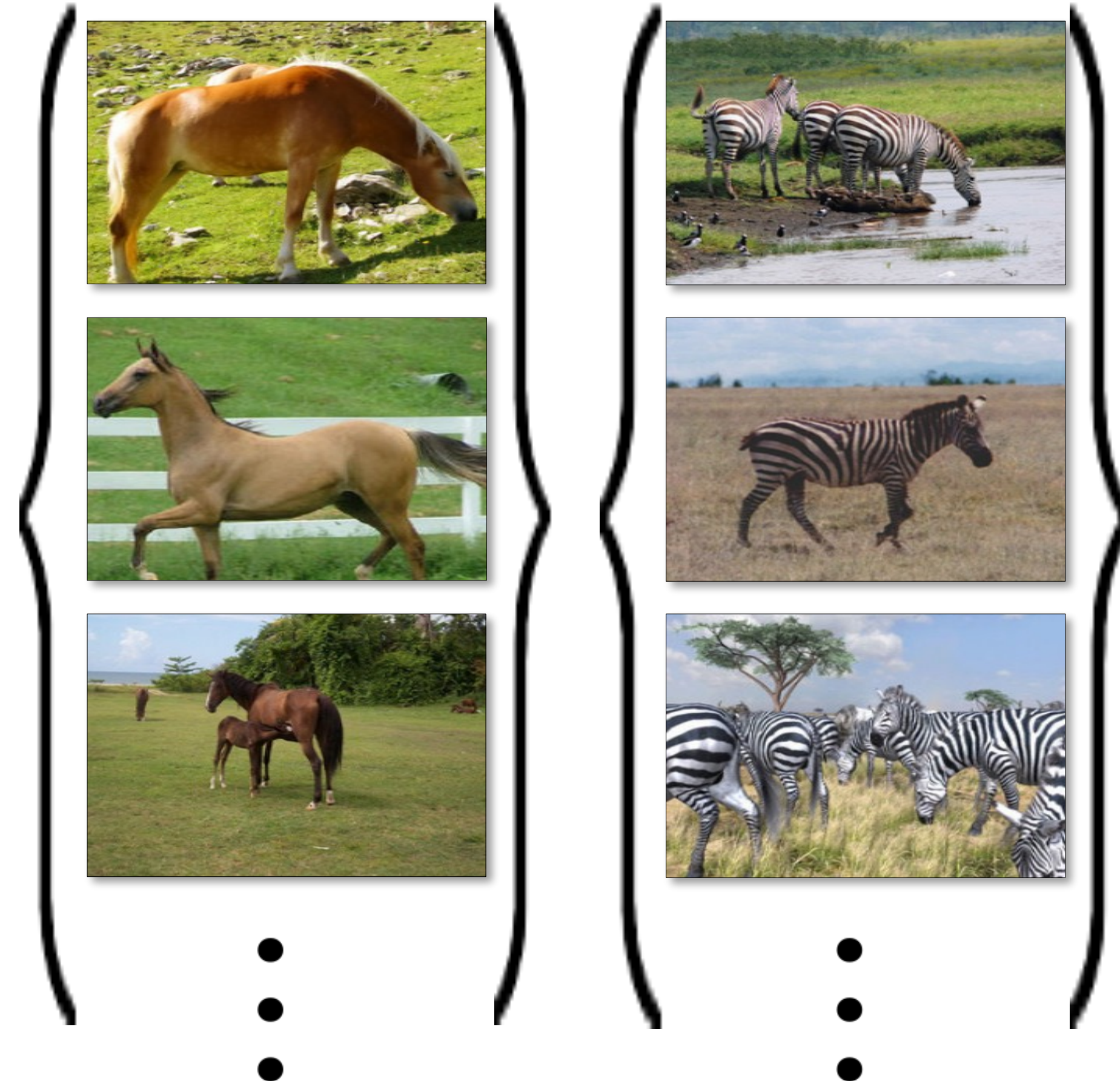
y_i

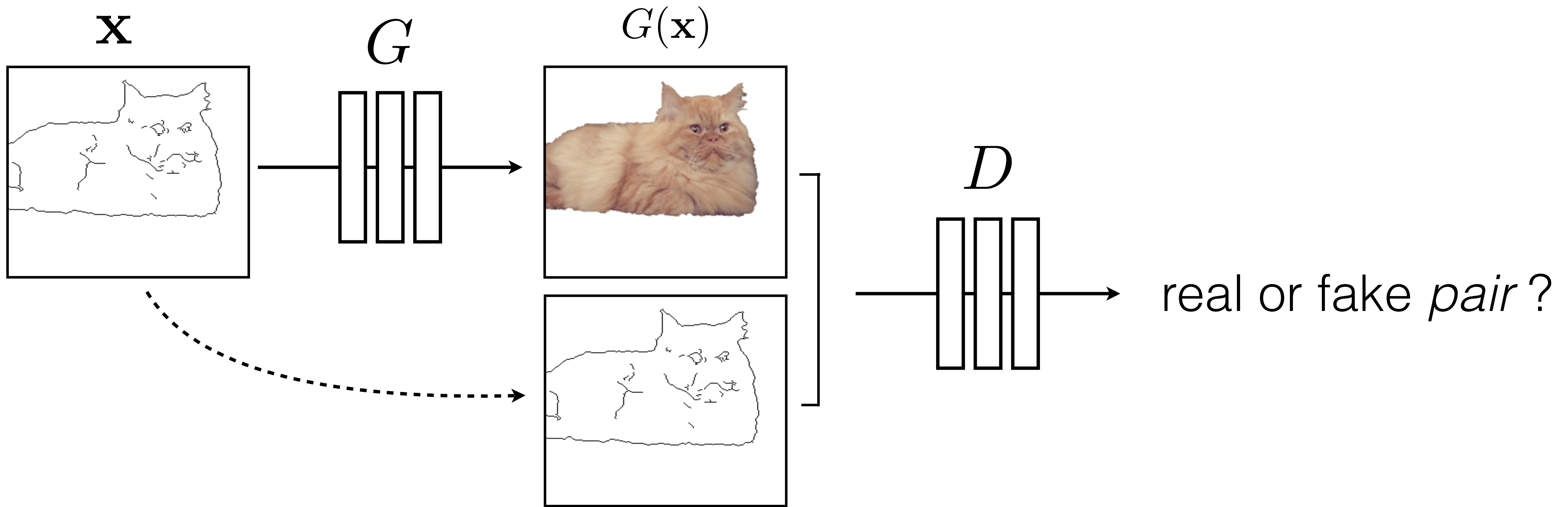


Unpaired data

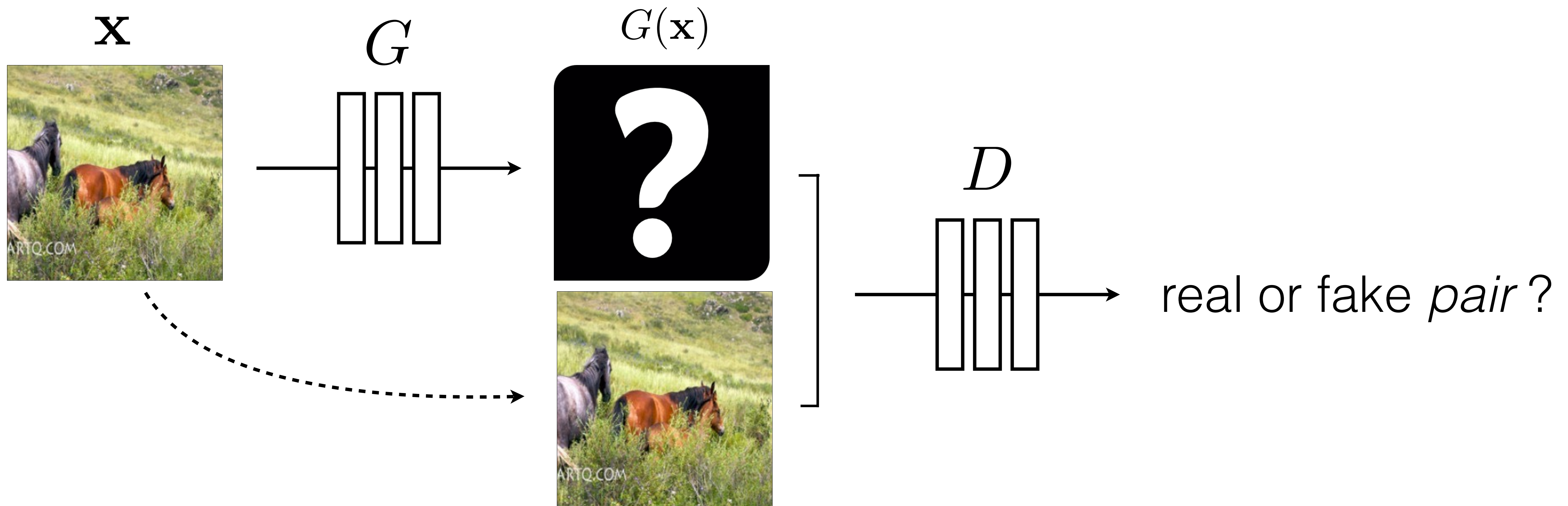
X

Y



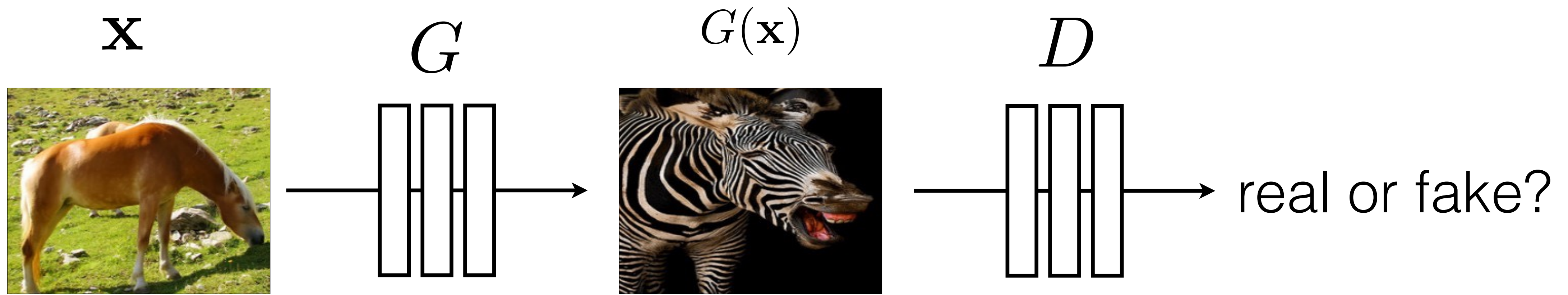


$$\arg \min_G \max_D \mathbb{E}_{\mathbf{x}, \mathbf{y}} [\log D(\mathbf{x}, G(\mathbf{x})) + \log(1 - D(\mathbf{x}, \mathbf{y}))]$$



$$\arg \min_G \max_D \mathbb{E}_{\mathbf{x}, \mathbf{y}} [\log D(\mathbf{x}, G(\mathbf{x})) + \log(1 - D(\mathbf{x}, \mathbf{y}))]$$

No input-output pairs!



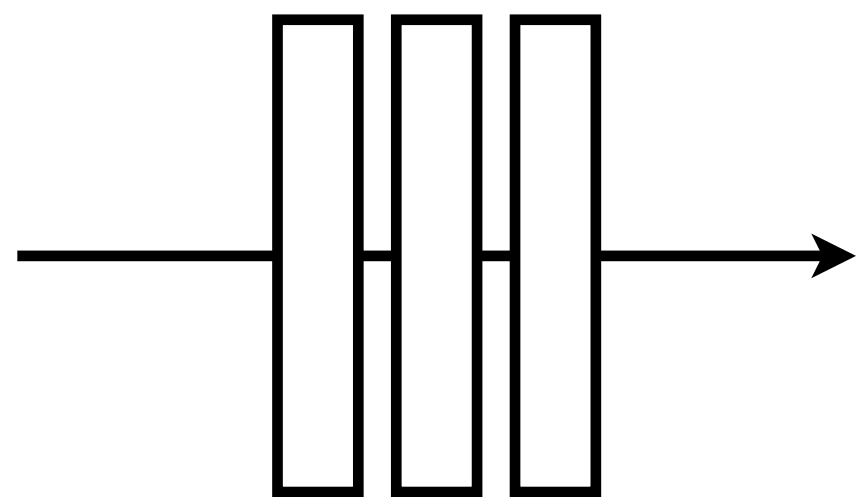
$$\arg \min_G \max_D \mathbb{E}_{\mathbf{x}, \mathbf{y}} [\log D(G(\mathbf{x})) + \log(1 - D(\mathbf{y}))]$$

GAN loss checks if output is part of an admissible *set*

$\mathbf{x}$



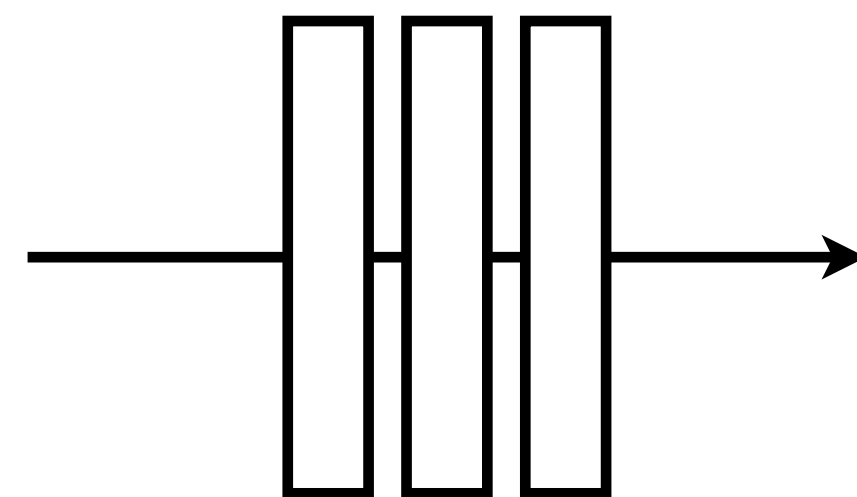
G



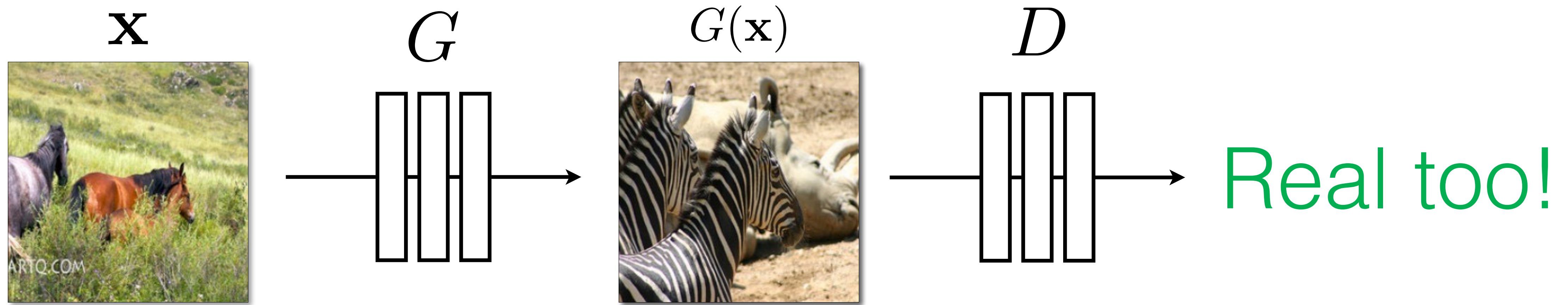
$G(\mathbf{x})$



D

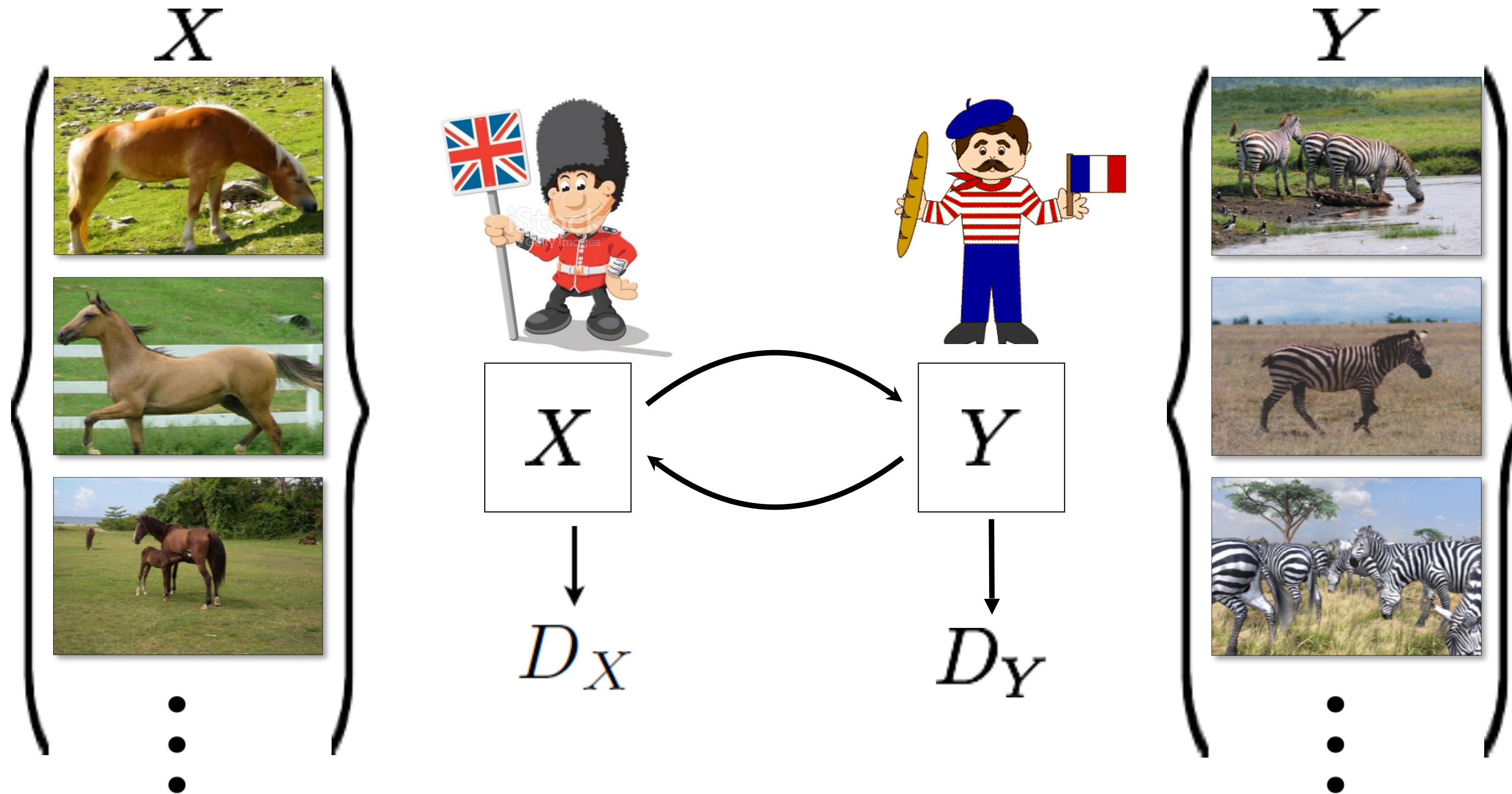


Real!

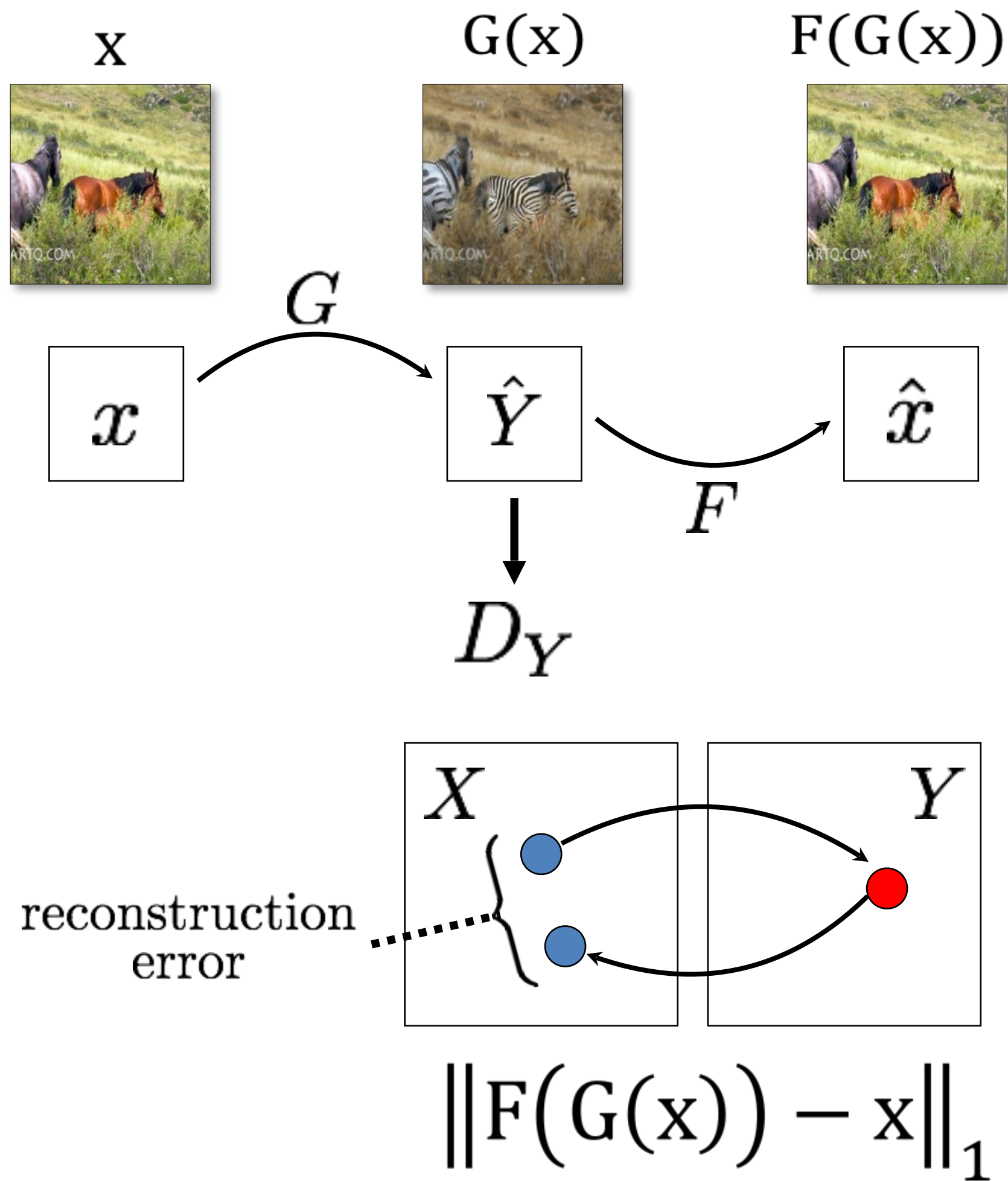


Nothing to force output to correspond to input

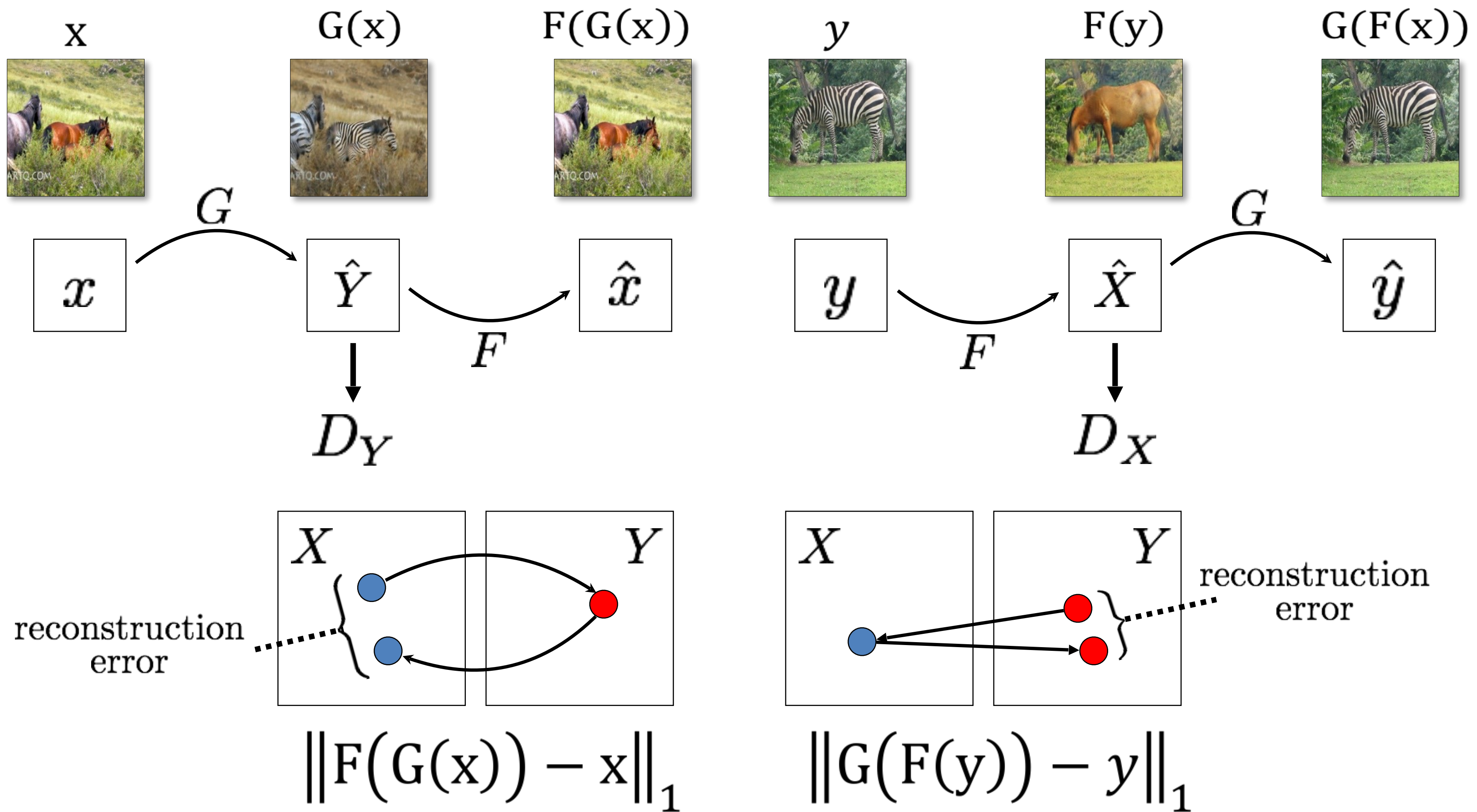
CycleGAN



Cycle Consistency Loss



Cycle Consistency Loss







Collection Style Transfer



Photograph



Monet



Van Gogh



Cezanne



Ukiyo-e

Input



Monet



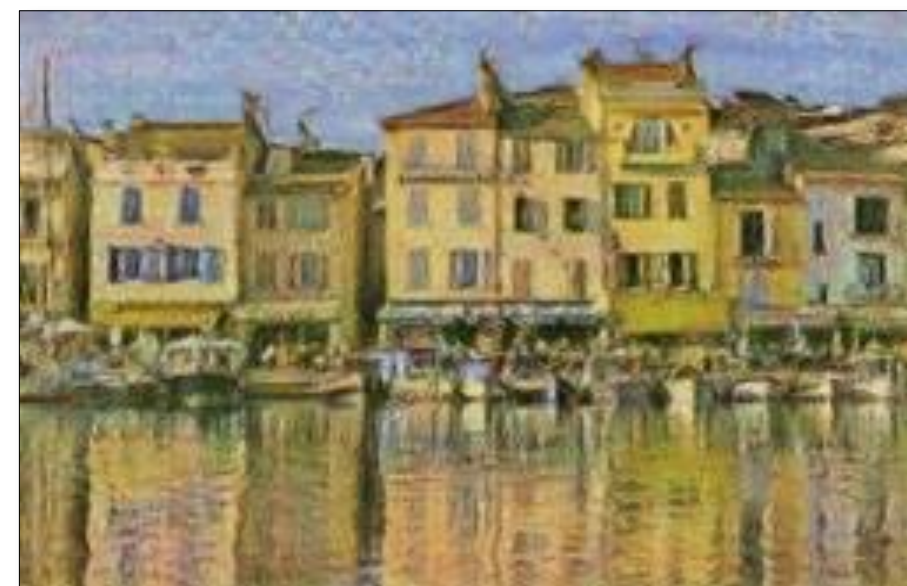
Van Gogh



Cezanne



Ukiyo-e



Monet's paintings → photos



Monet's paintings → photos

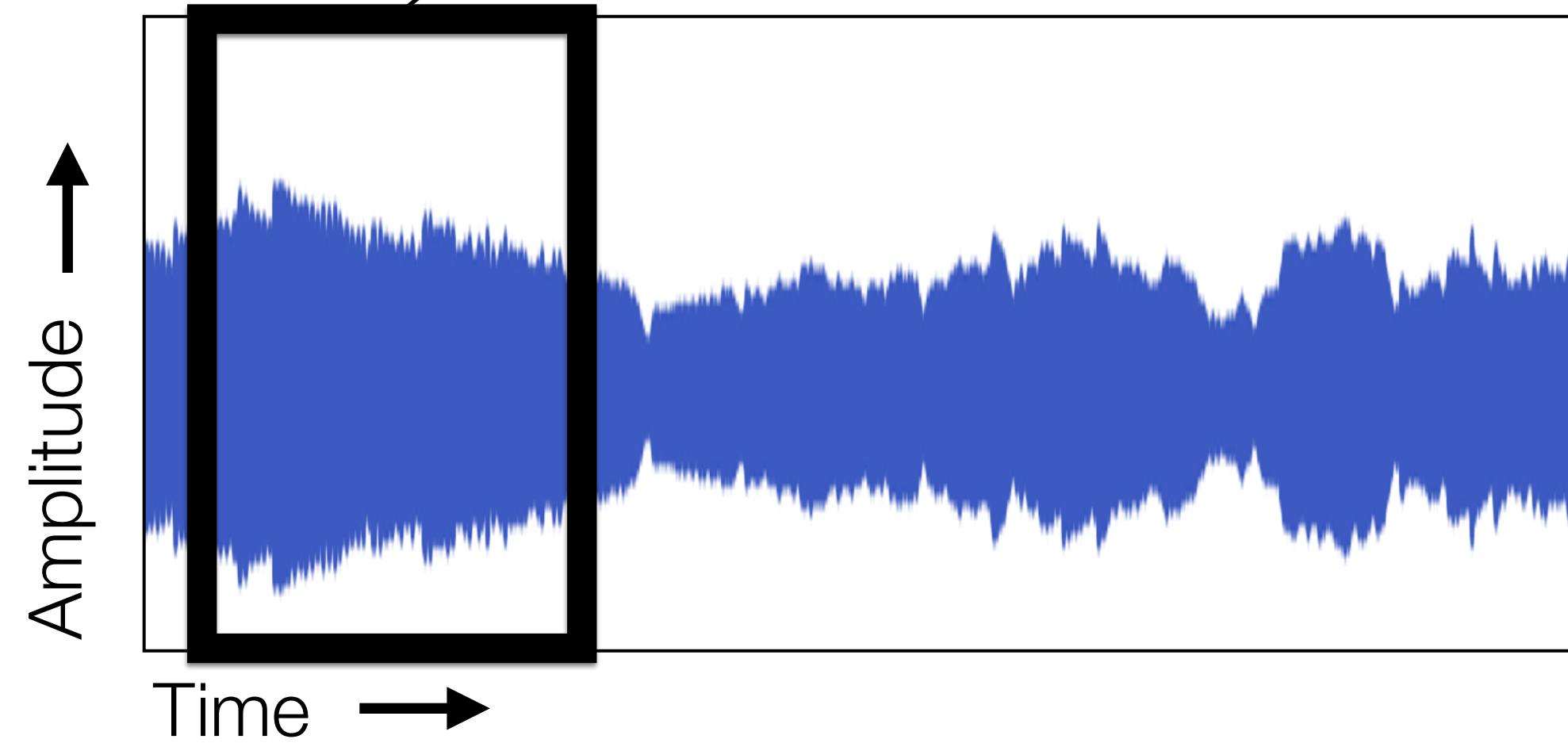




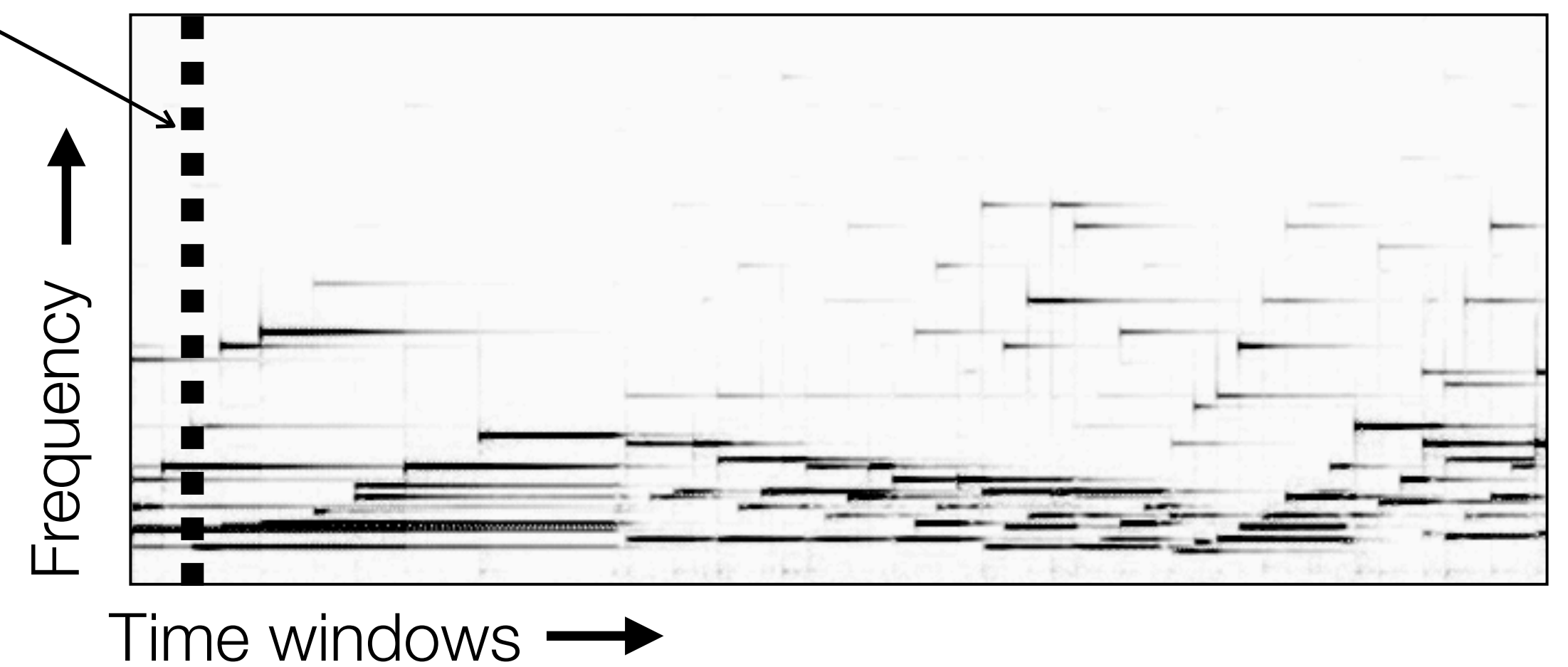
Other applications

Spectrograms for audio

Fourier transform

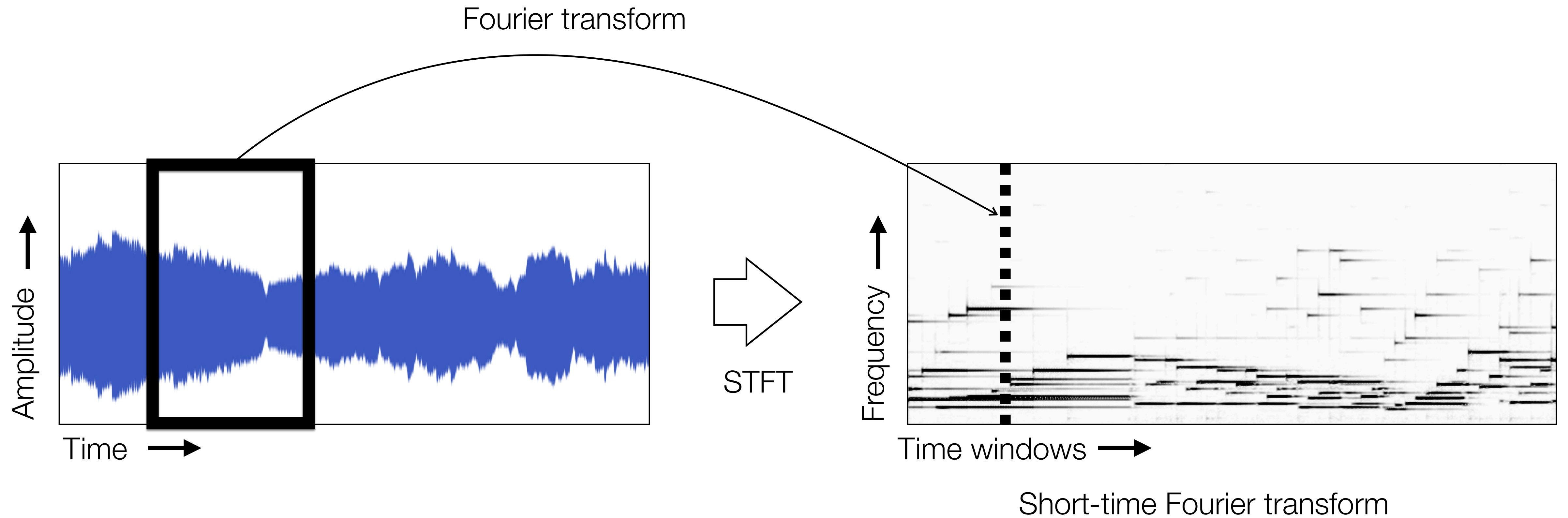


STFT

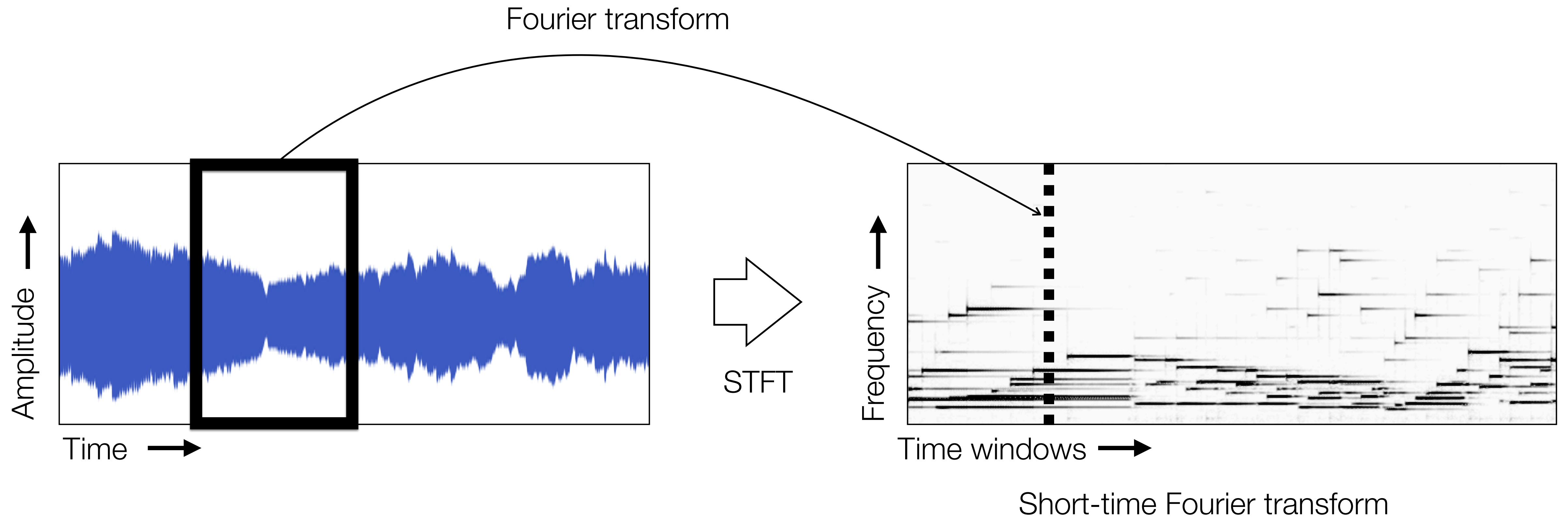


Short-time Fourier transform

Spectrograms for audio

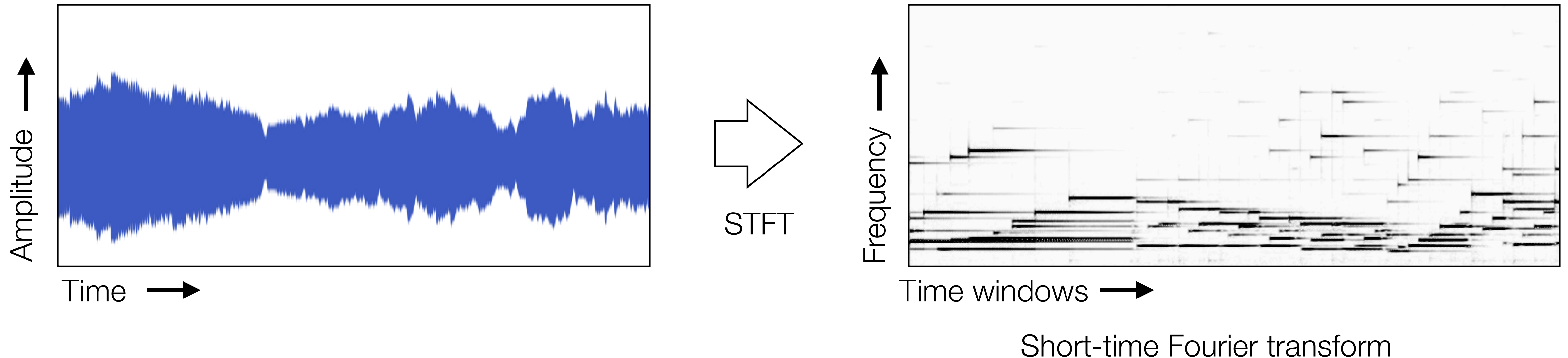


Spectrograms for audio



Spectrograms for audio

Treat it like an image and
process with a CNN!



Usually lower dimensional: e.g. 16,000 samples becomes 256 x 256 spectrogram

Audio generation with GANs

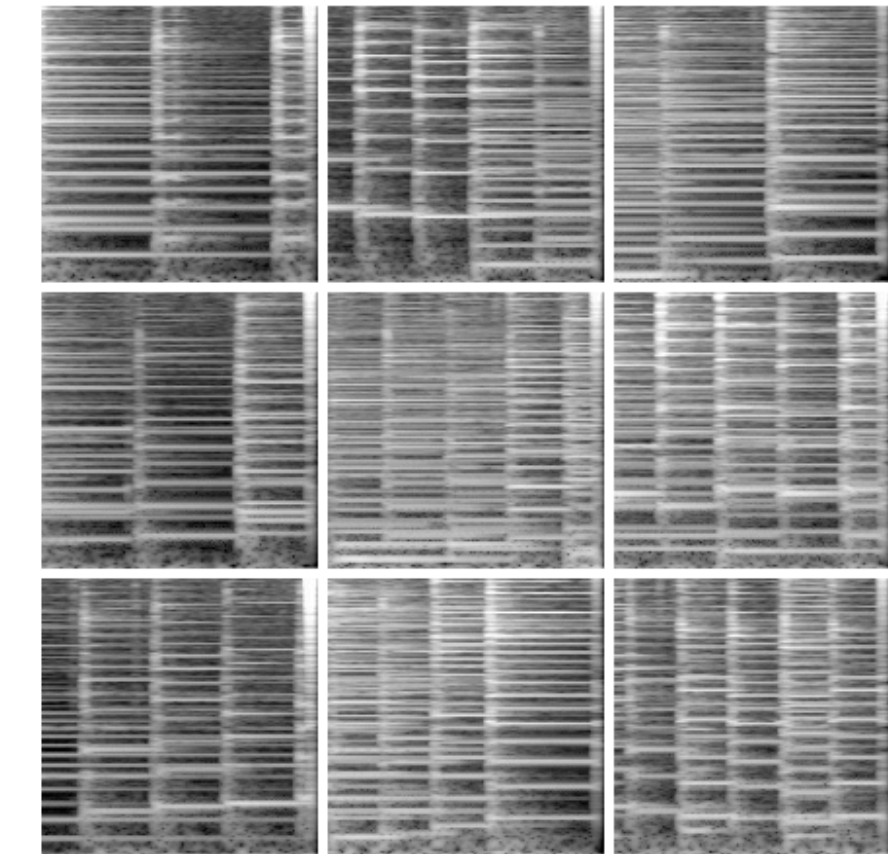
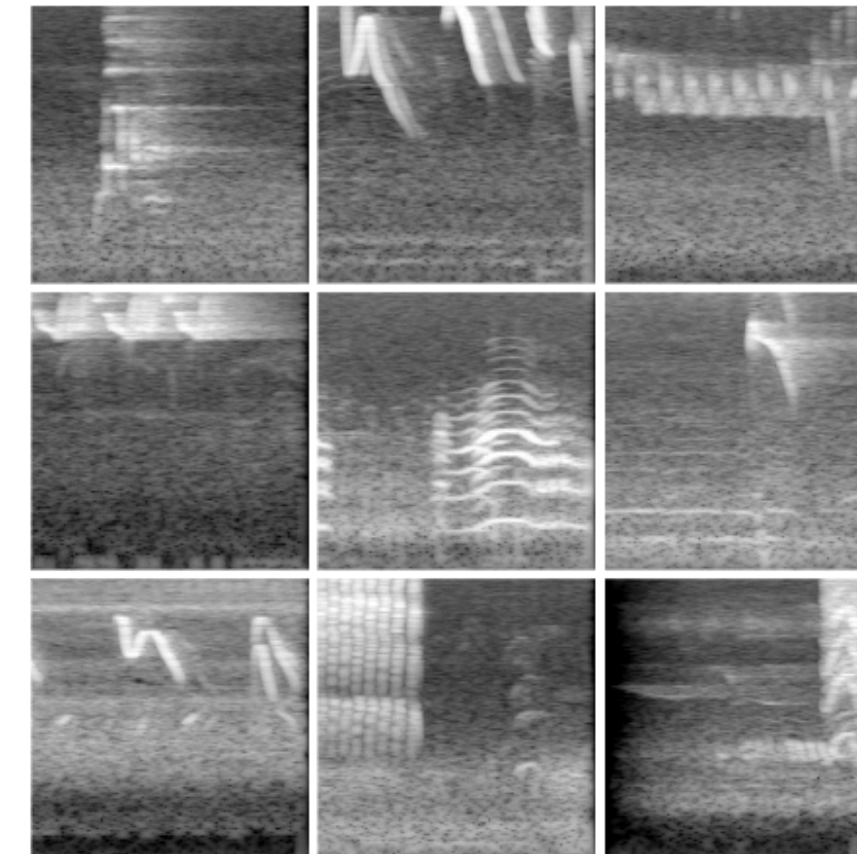
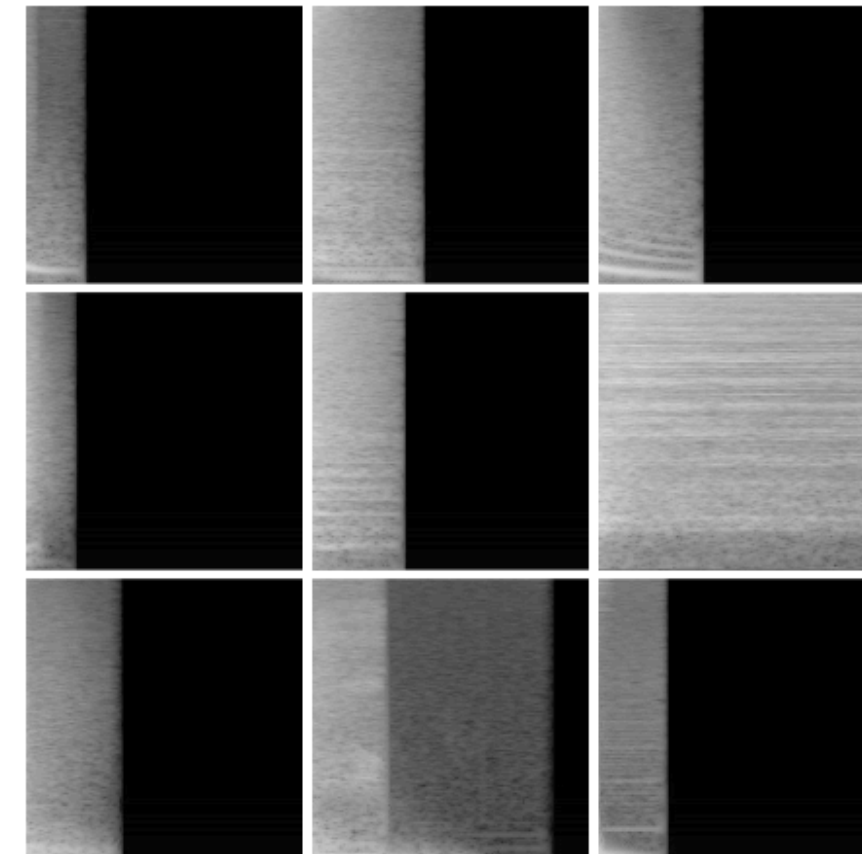
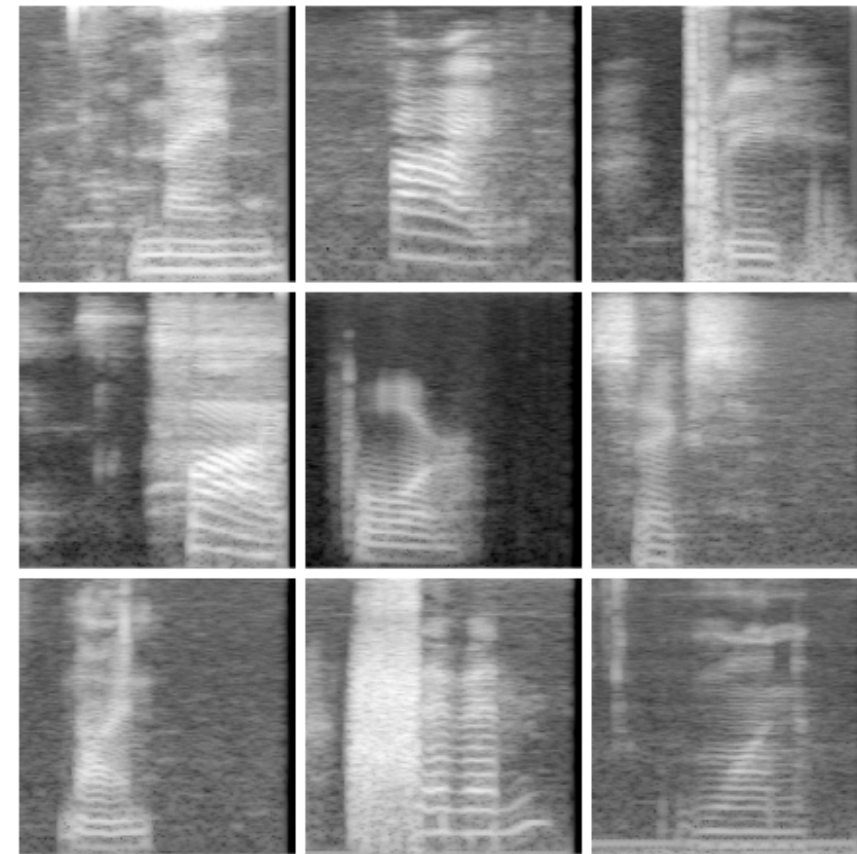
SC09

Drums

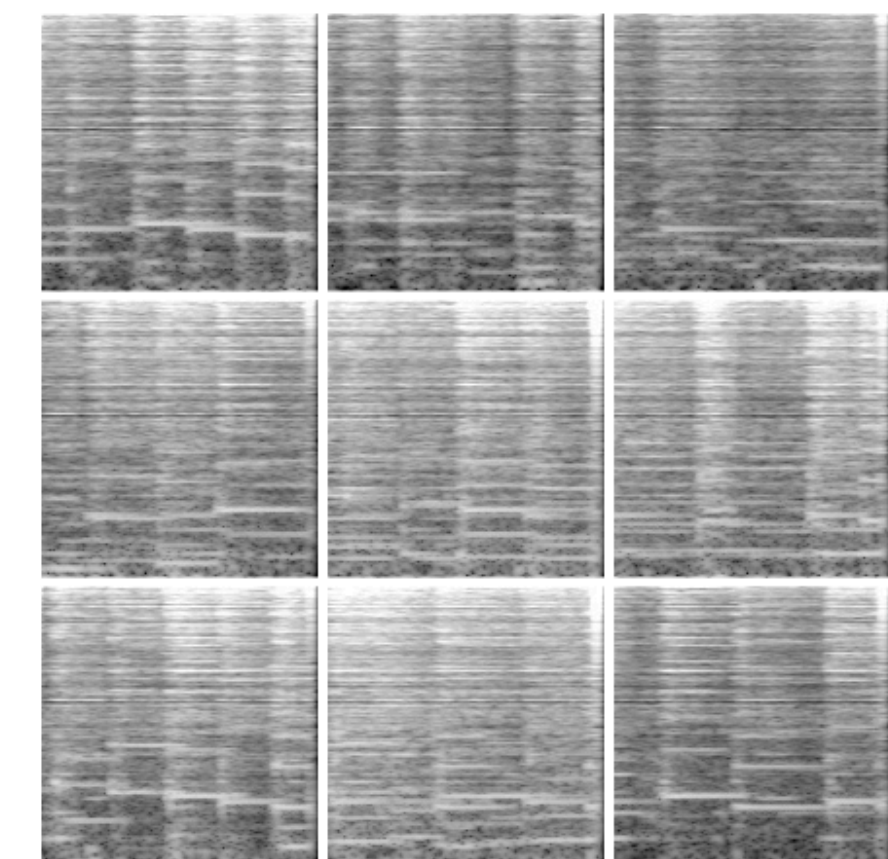
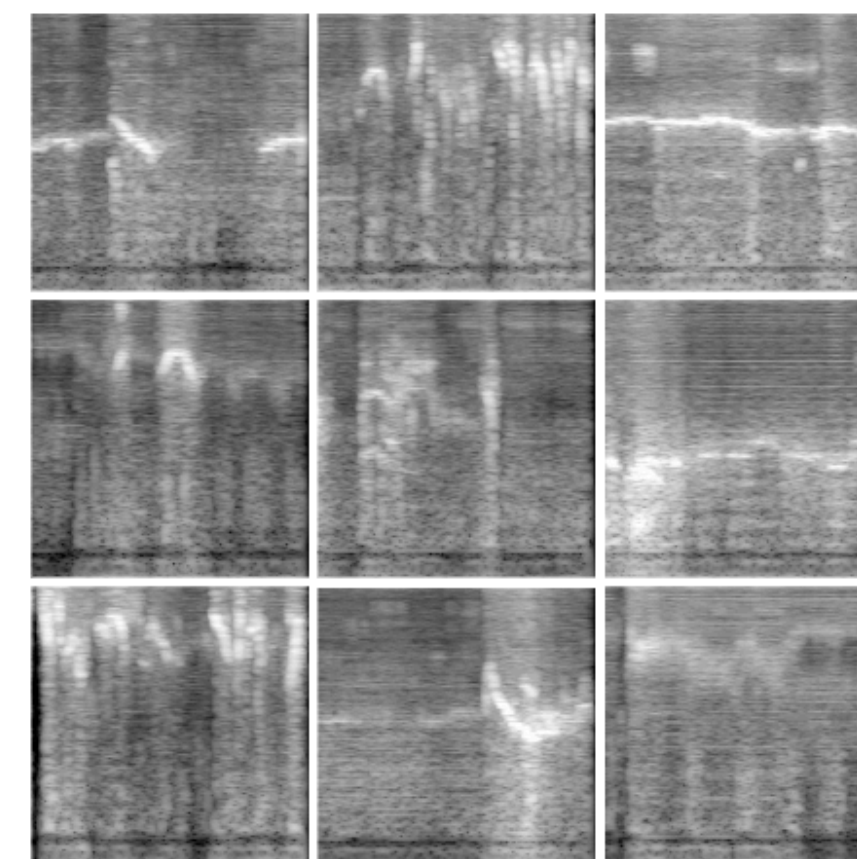
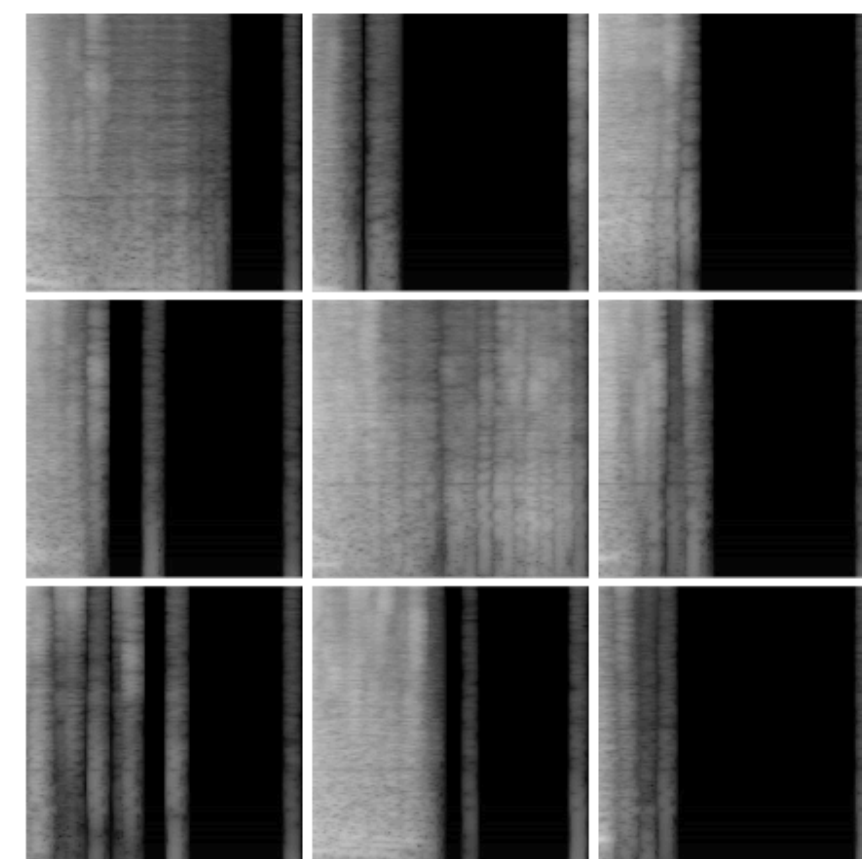
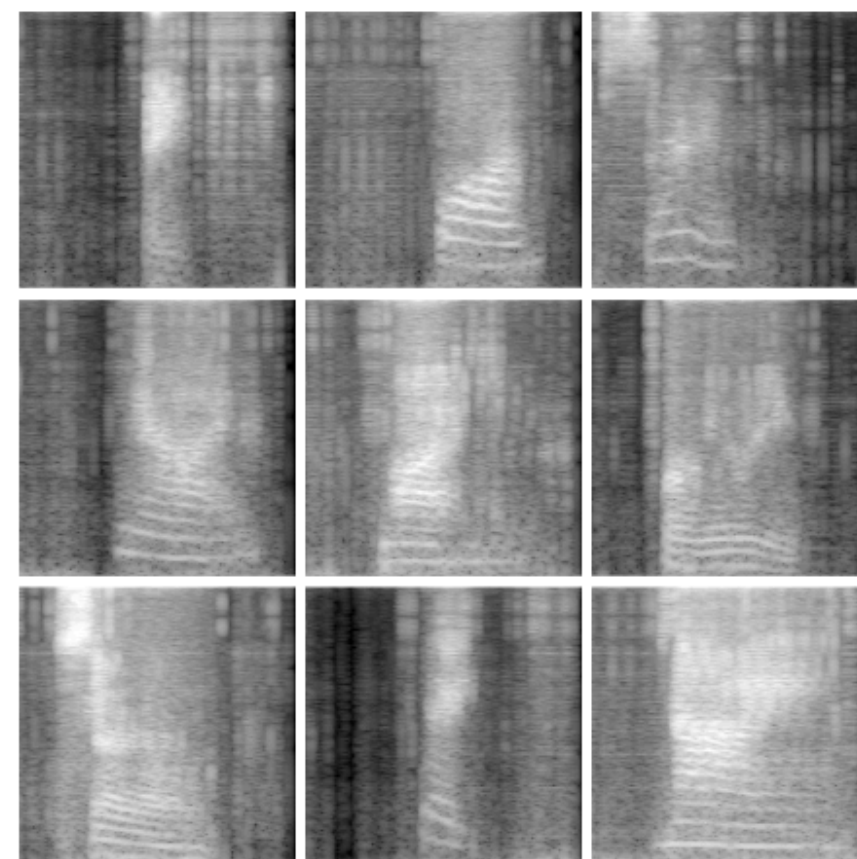
Birds

Piano

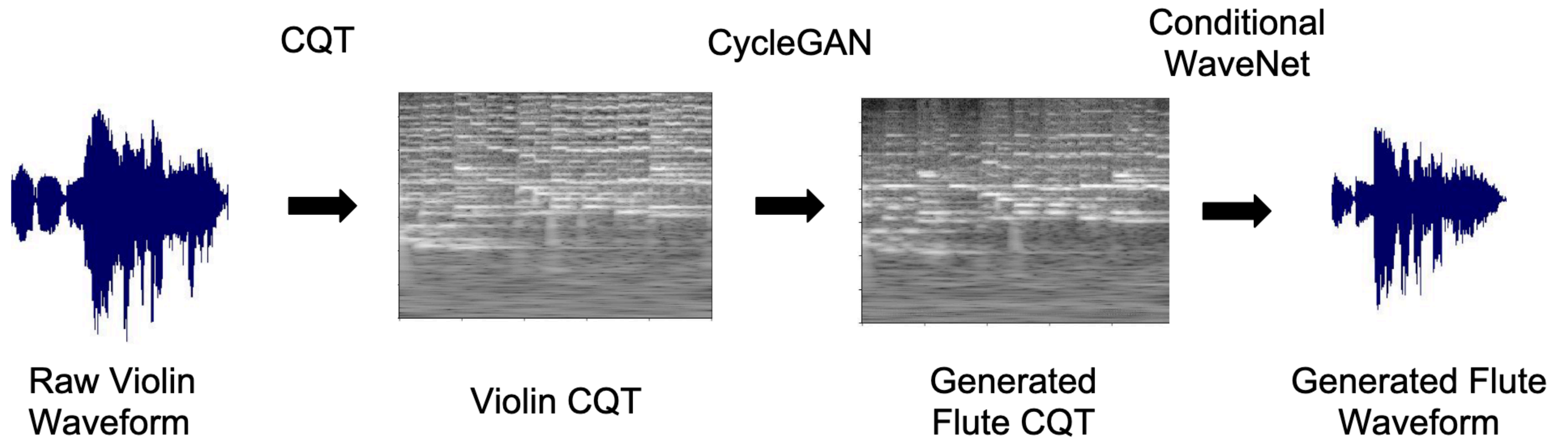
Real



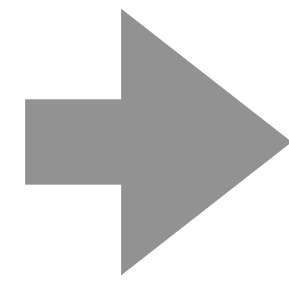
WaveGAN



CycleGAN for audio

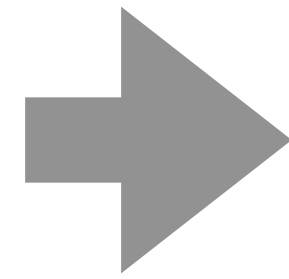


CycleGAN for audio



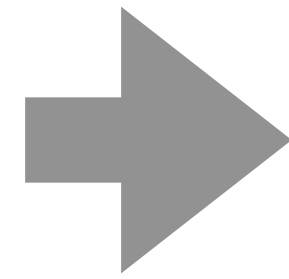
[Huang et al., "TimbreTron", 2019]

CycleGAN for audio



[Huang et al., "TimbreTron", 2019]

CycleGAN for audio



[Huang et al., "TimbreTron", 2019]

Domain adaptation

source domain

target domain

(where we actual use our model)

Train a model on p_{source} test on p_{target}

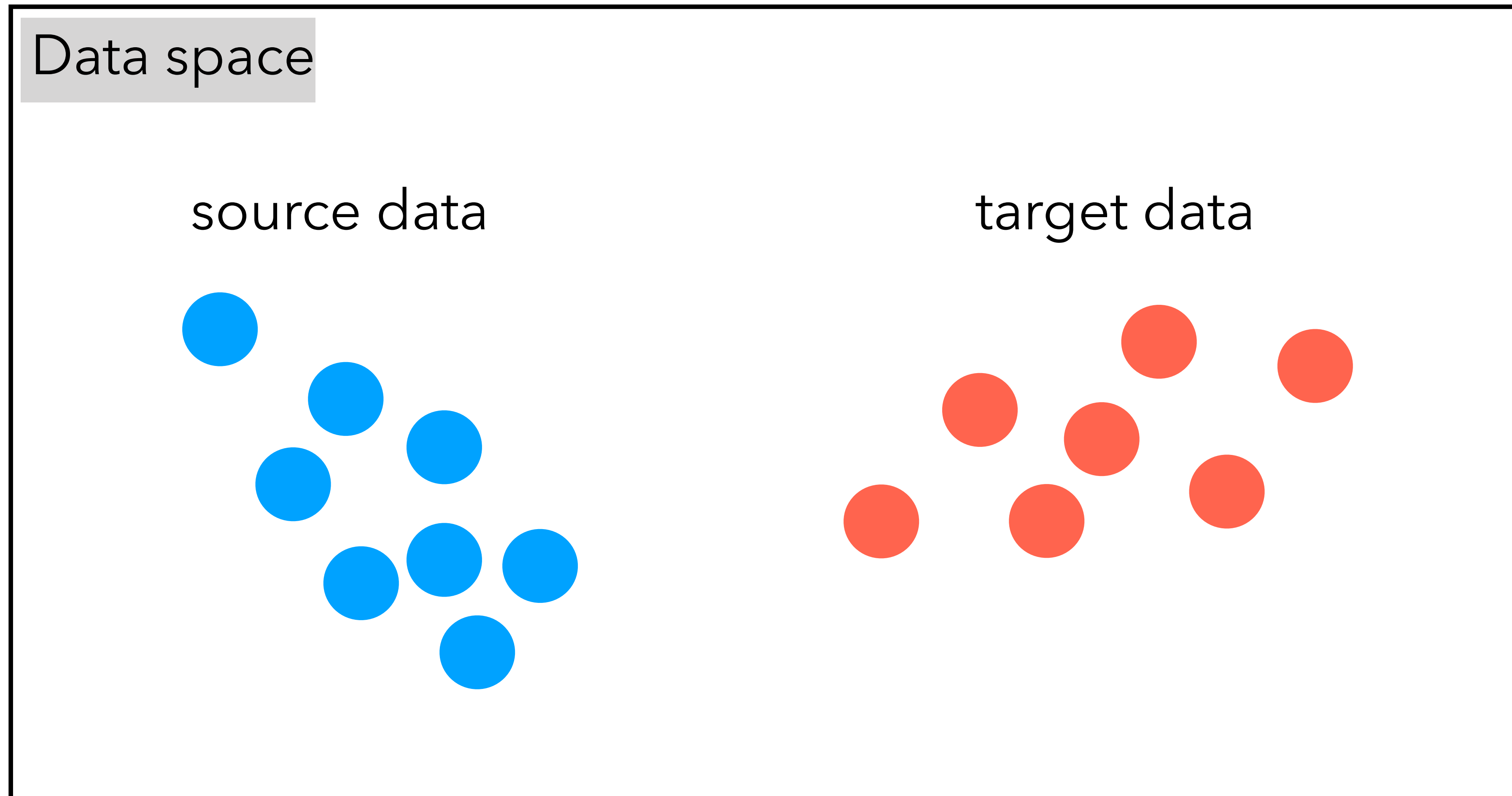
Space of images

Source data



Target data

Domain adaptation



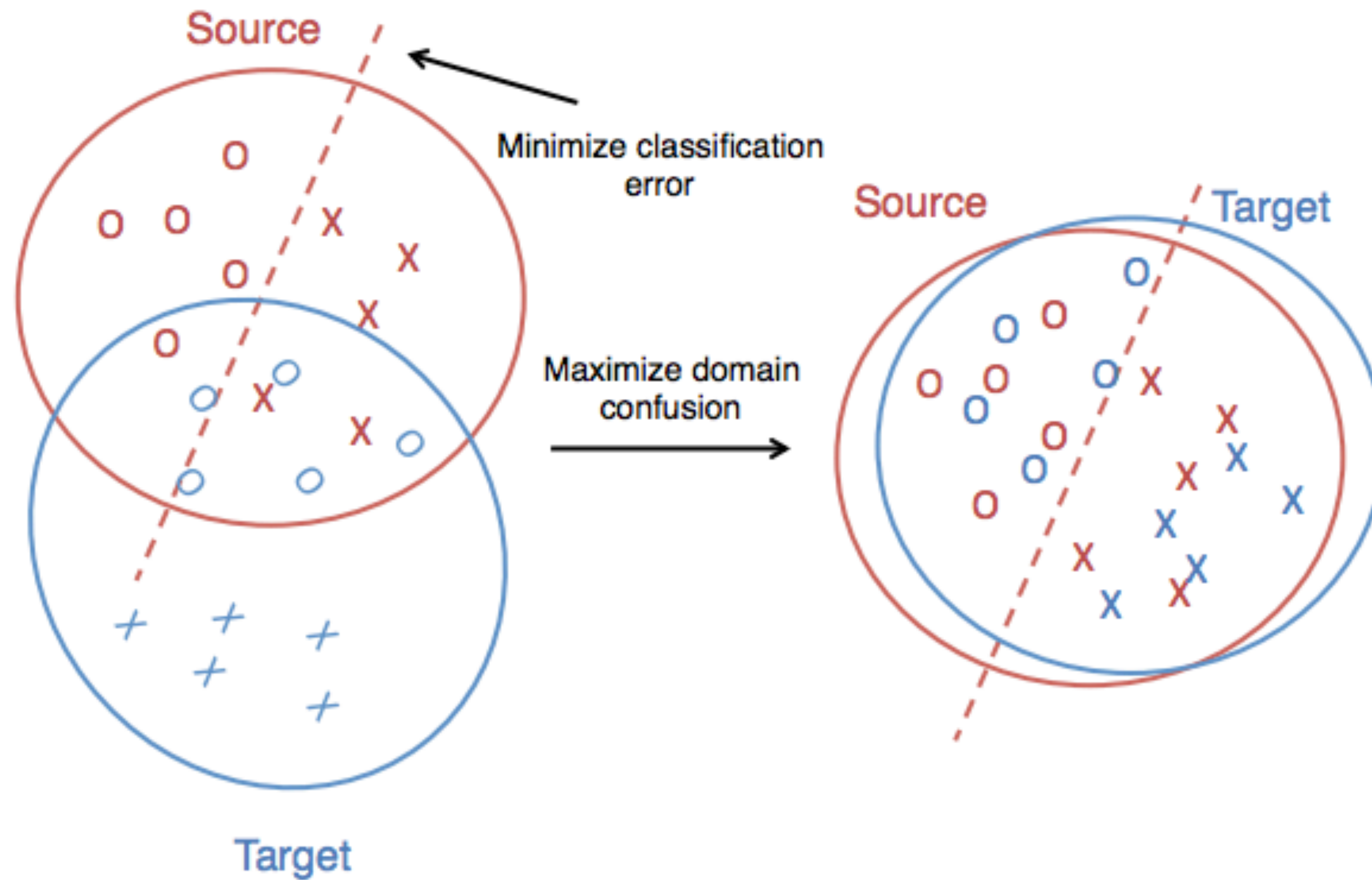
82

(Or vice versa)

Domain adaptation

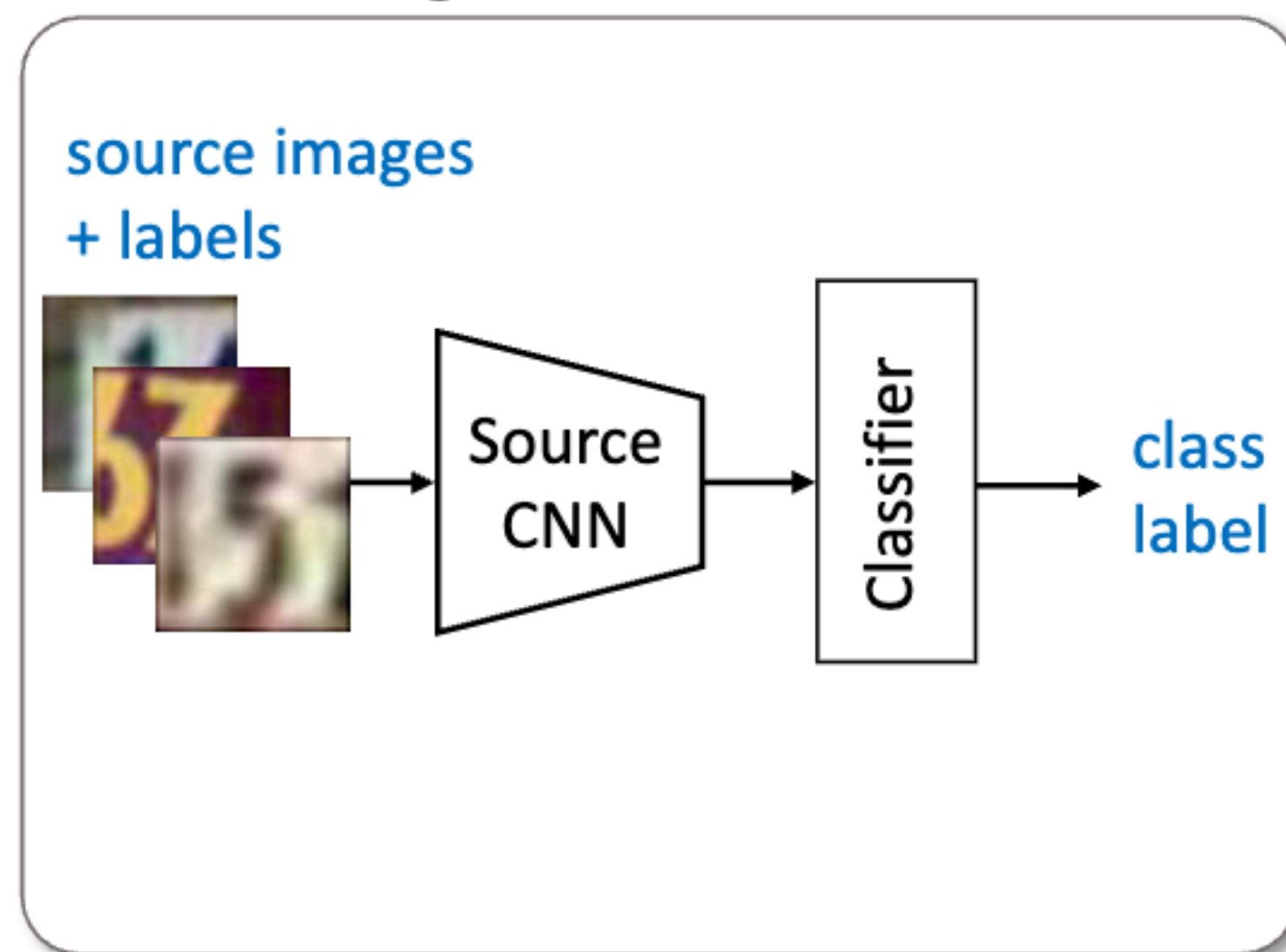
- We have source domain pairs $\{\mathbf{x}^{\text{source}}, \mathbf{y}^{\text{source}}\}$
- Learn a mapping $F: \mathbf{x}^{\text{source}} \rightarrow \mathbf{y}^{\text{source}}$
- We want to apply F to target domain data $\mathbf{x}^{\text{target}}$
- Find transformation $T: \mathbf{x}^{\text{target}} \rightarrow \mathbf{x}^{\text{source}}$
- Now apply $F(T(\mathbf{x}^{\text{target}}))$ to predict $\mathbf{y}^{\text{target}}$

Domain Adaptation

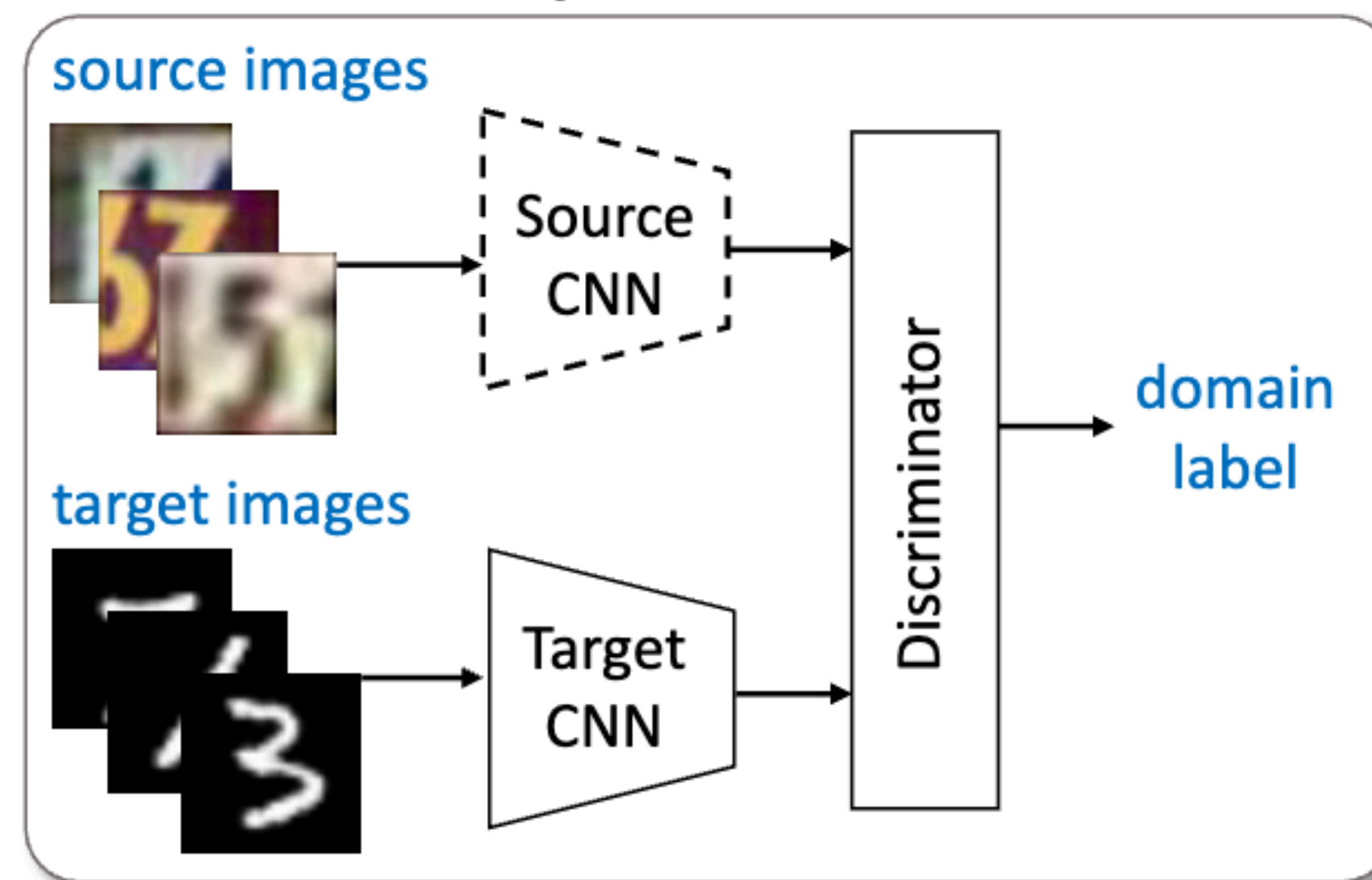


Domain adaptation

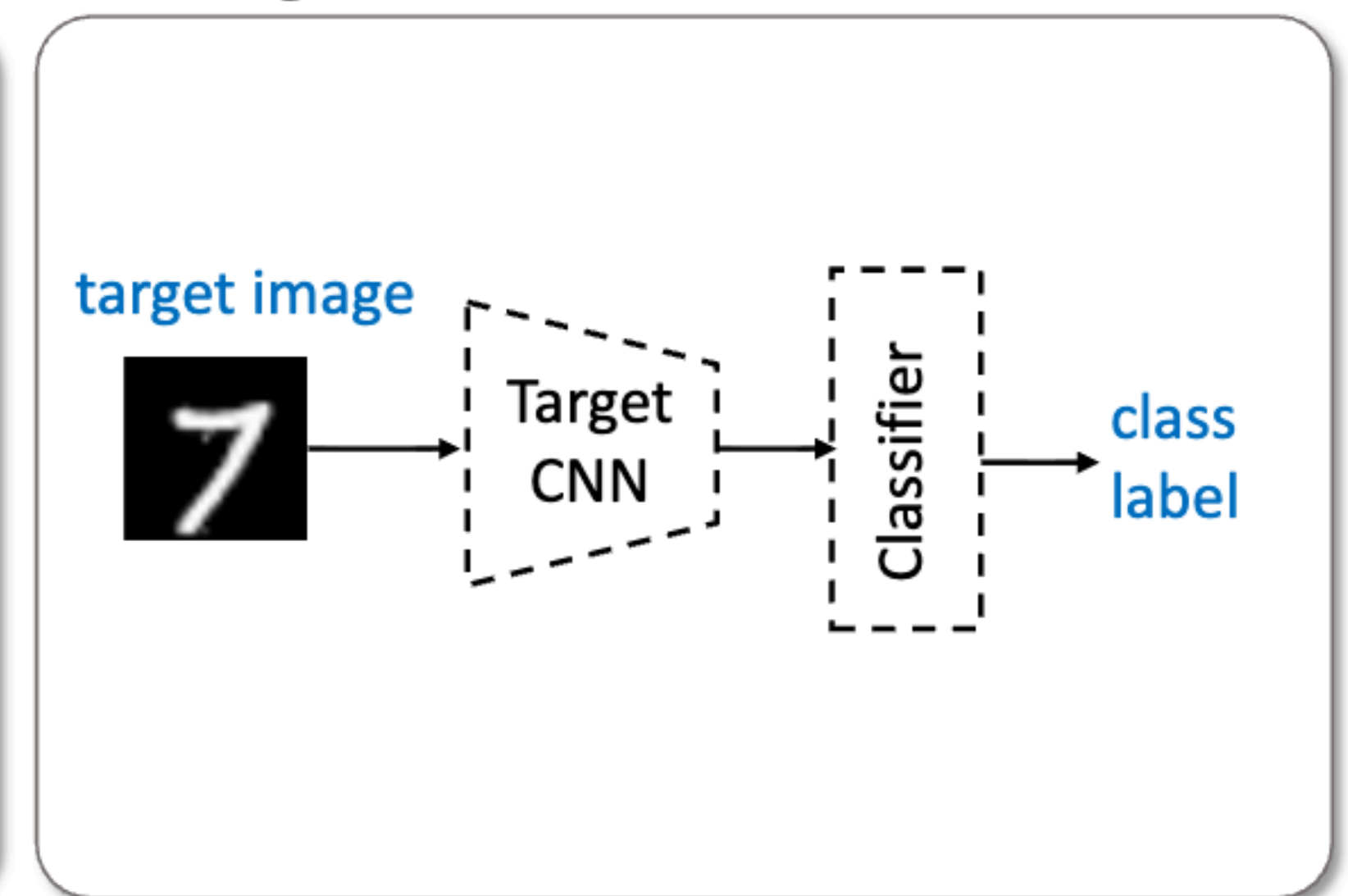
Pre-training



Adversarial Adaptation



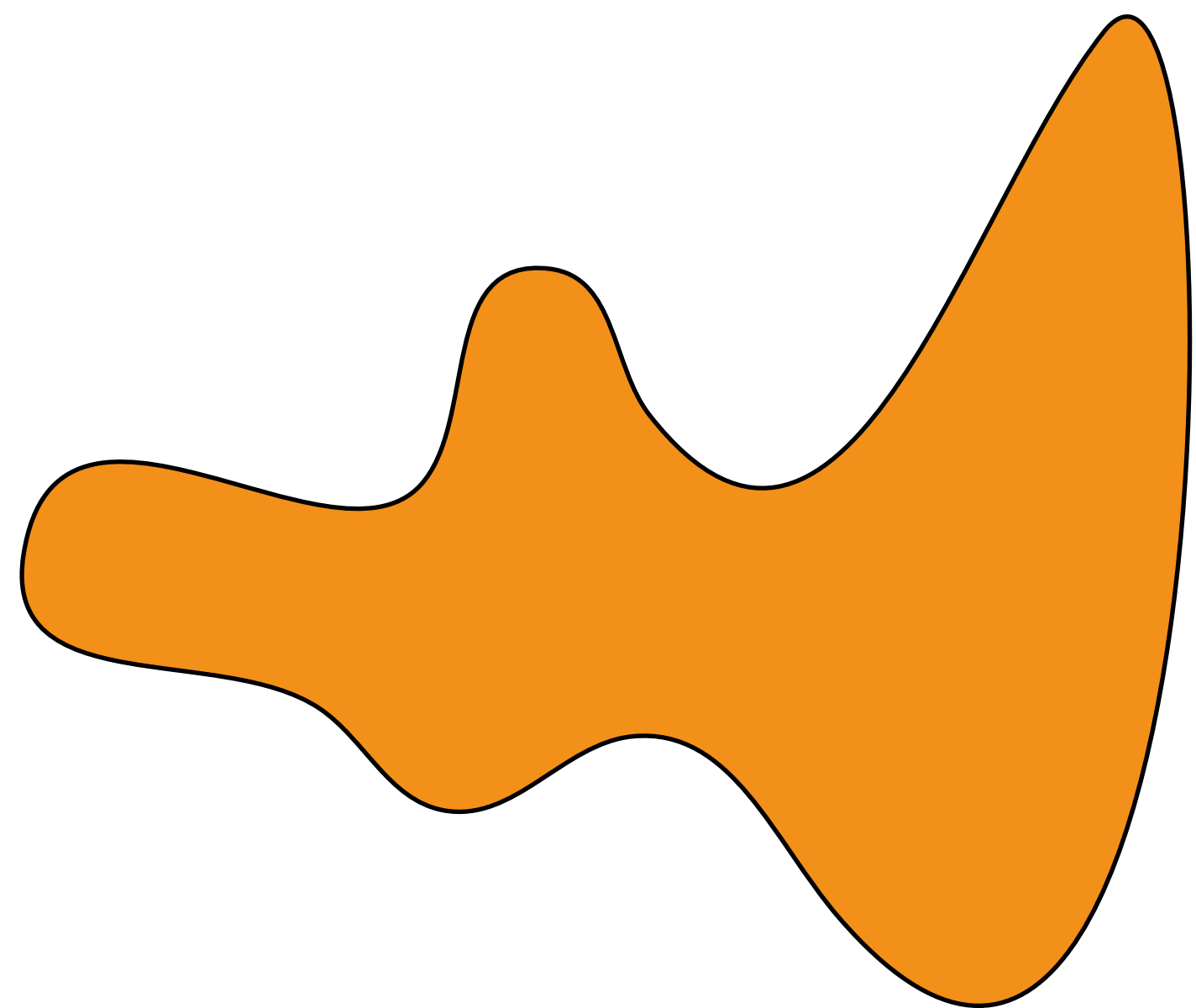
Testing



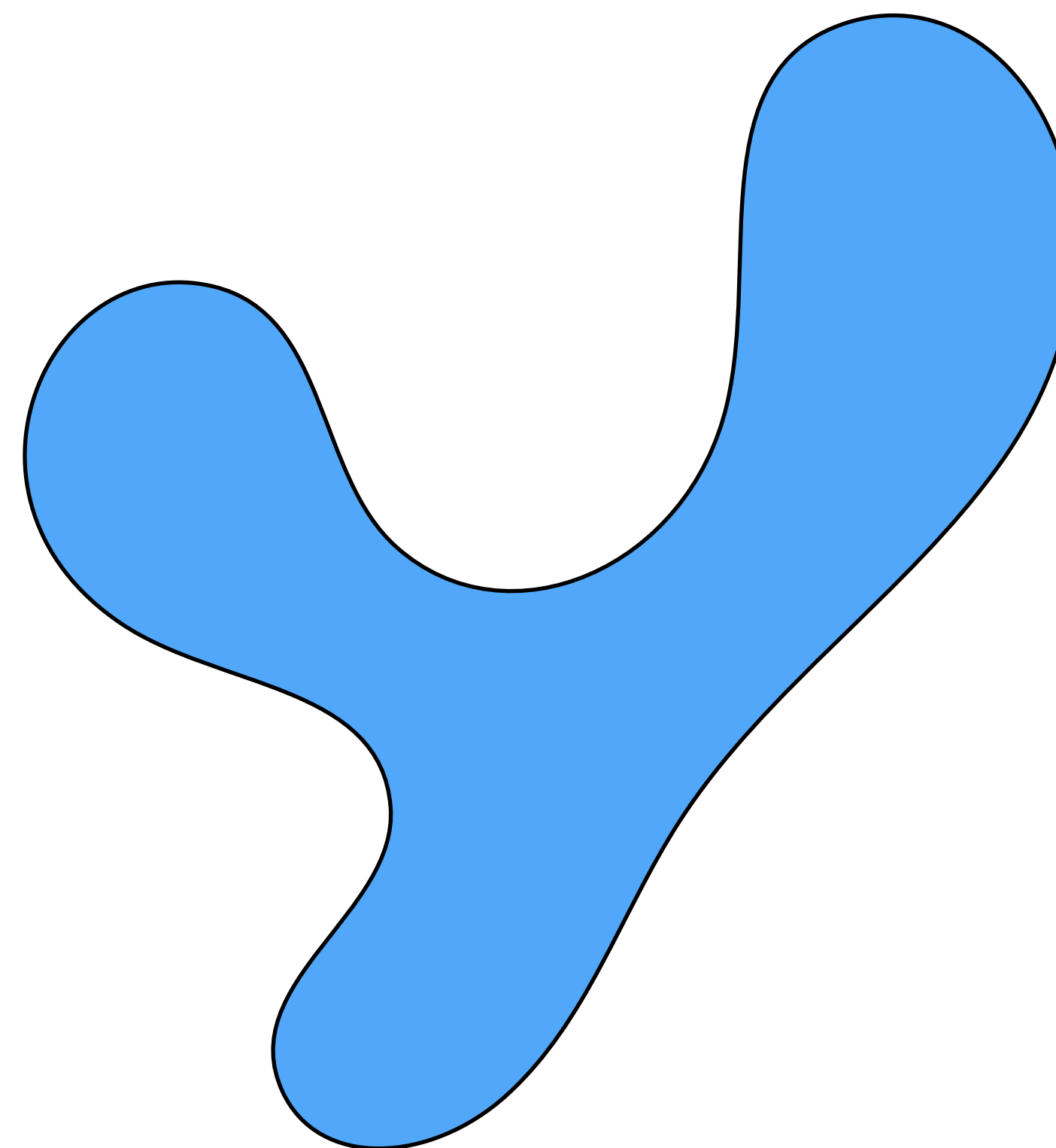
CycleGAN

Horses

Zebras

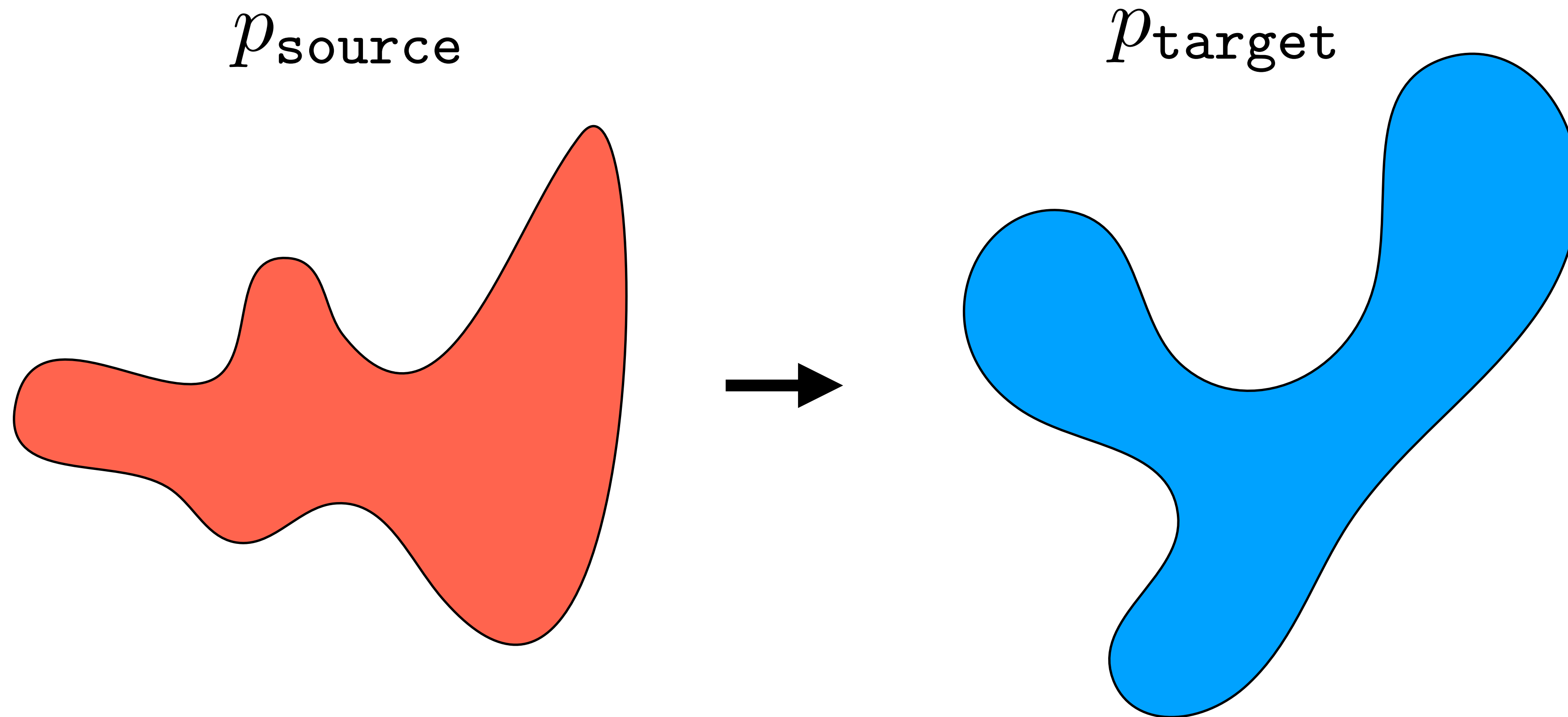


X



Y

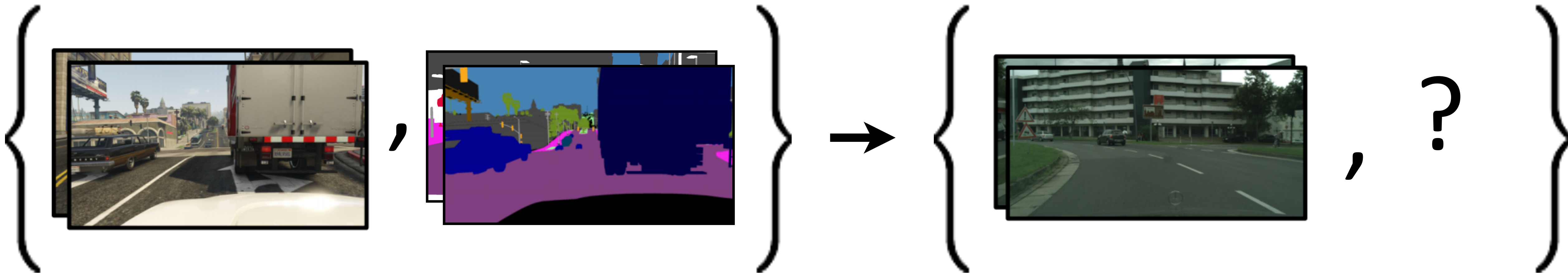
Domain adaptation



Domain adaptation by image translation

Source domain

Target domain



[Hoffman, Tzeng, Park, Zhu, Isola, Saenko, Darrell, Efros, "CyCADA", 2017]

CycleGAN



Training data



CycleGAN



Training data



Image synthesis with GANs

- We can generate images, audio (and other continuous signals) with conditional and unconditional GANs.
- Translate between two domains without paired data using cycle consistency.
- GANs can be hard to train, and thus sometimes require bespoke architectures.
- No built-in encoder (unlike VAEs or normalizing flow)
- GANs learn useful internal representations that are useful for image manipulation.

Next class: energy-based models