



SC395: Image Generative Models in Computer Vision

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Lecture 2

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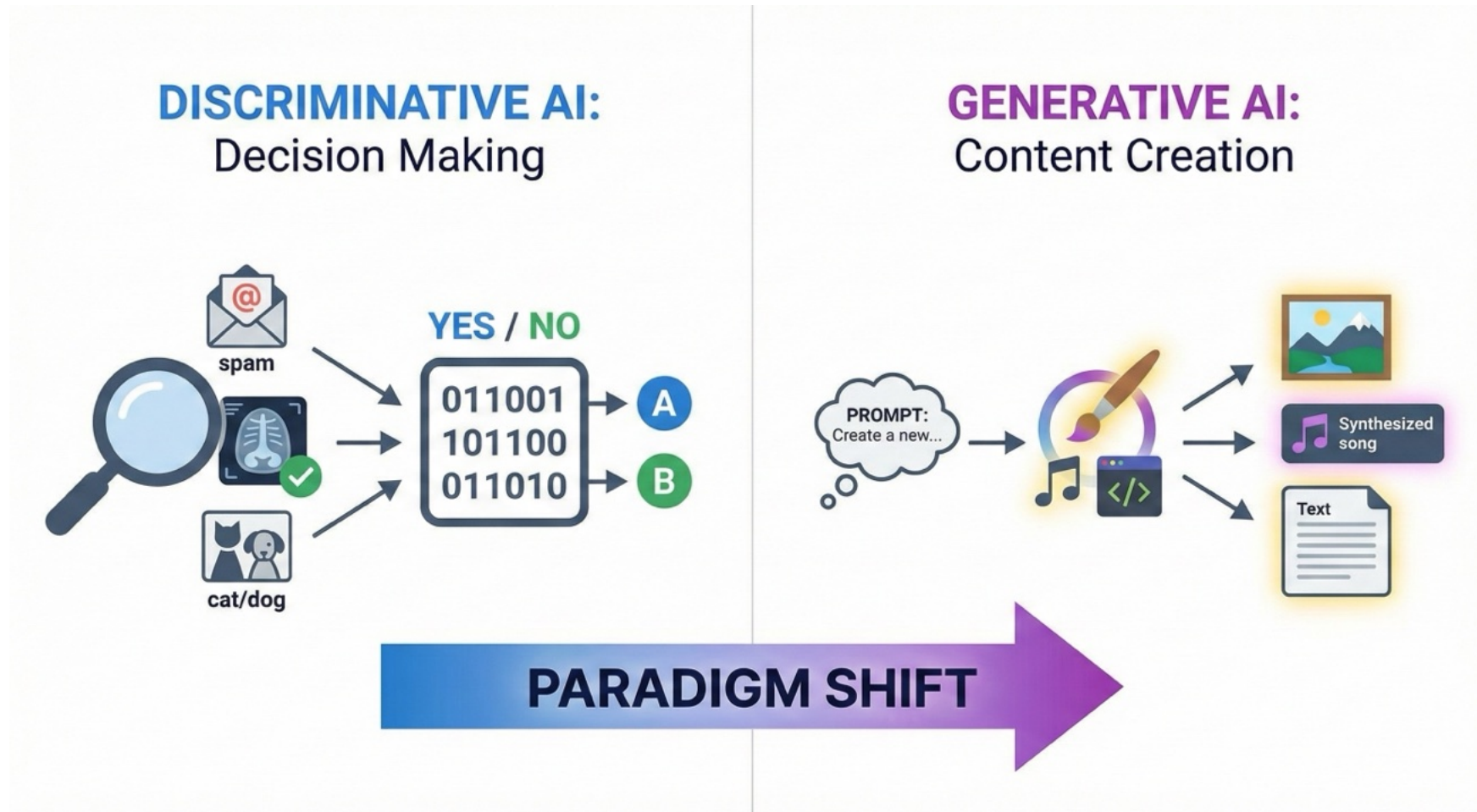




Lecture 2: GANs and Applications

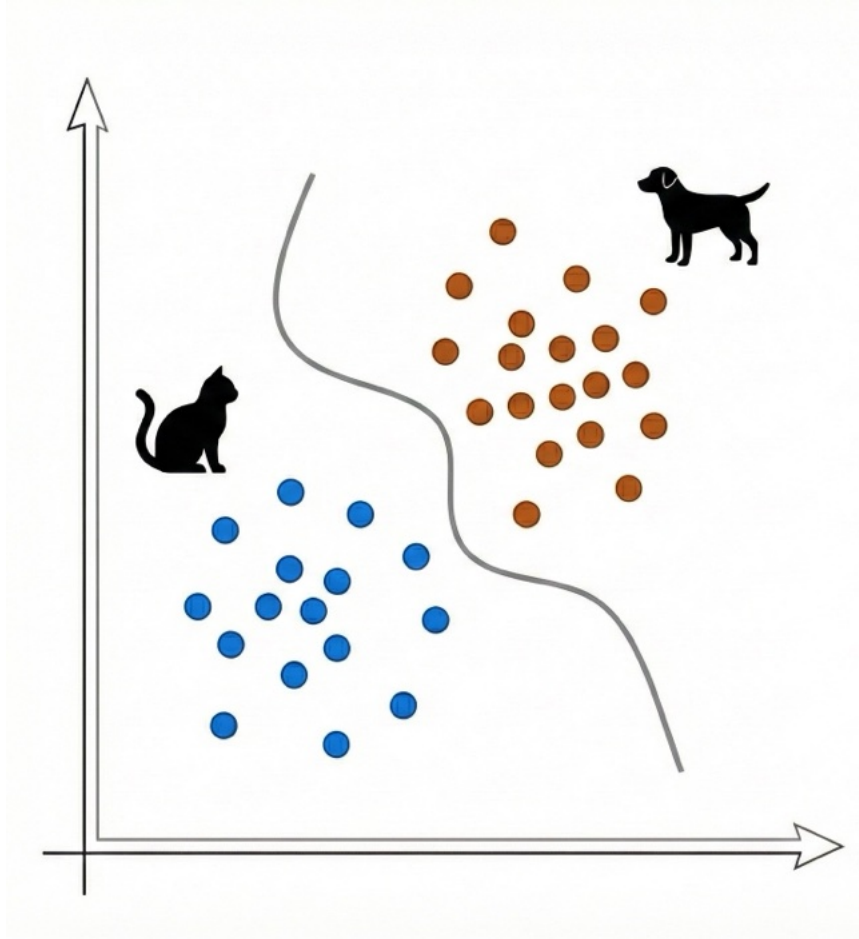


Paradigm Shift: Discriminative Models → Generative Models



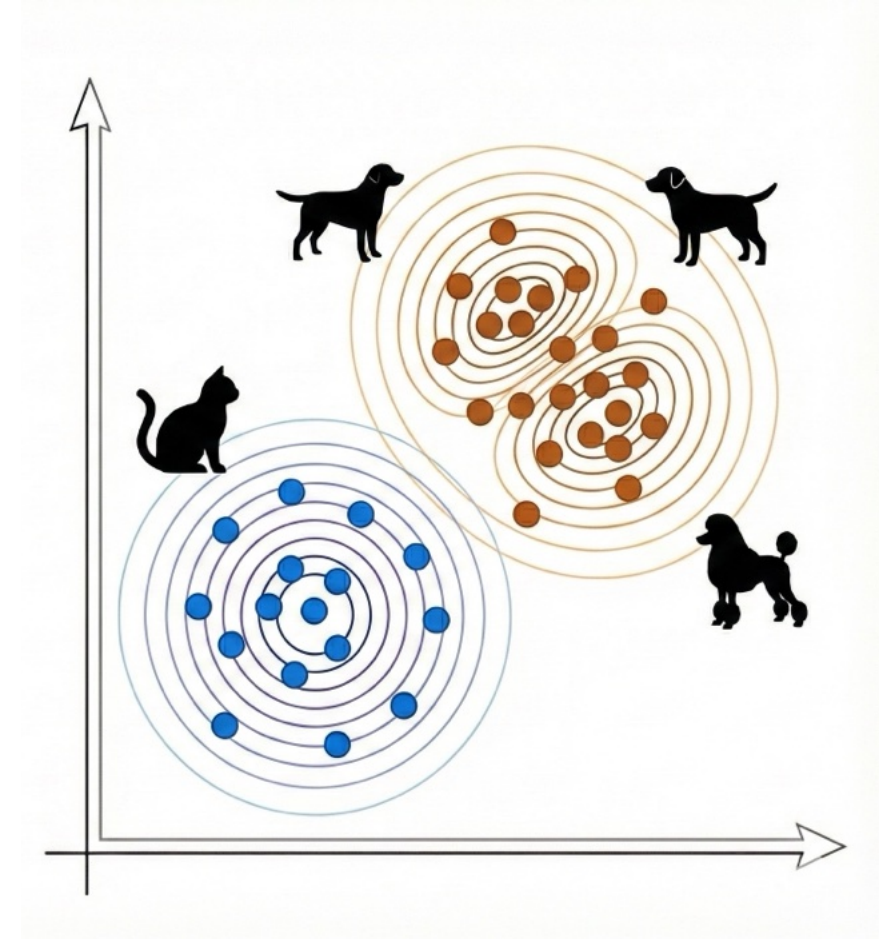


Discriminative Models vs. Generative Models



Predict the label given the Input

Learns $P(Y/X)$



Generate new content by understanding **the abstract patterns of the data**

Learns $P(X, Y)$



Naïve Attempt: Maximum Likelihood Estimation

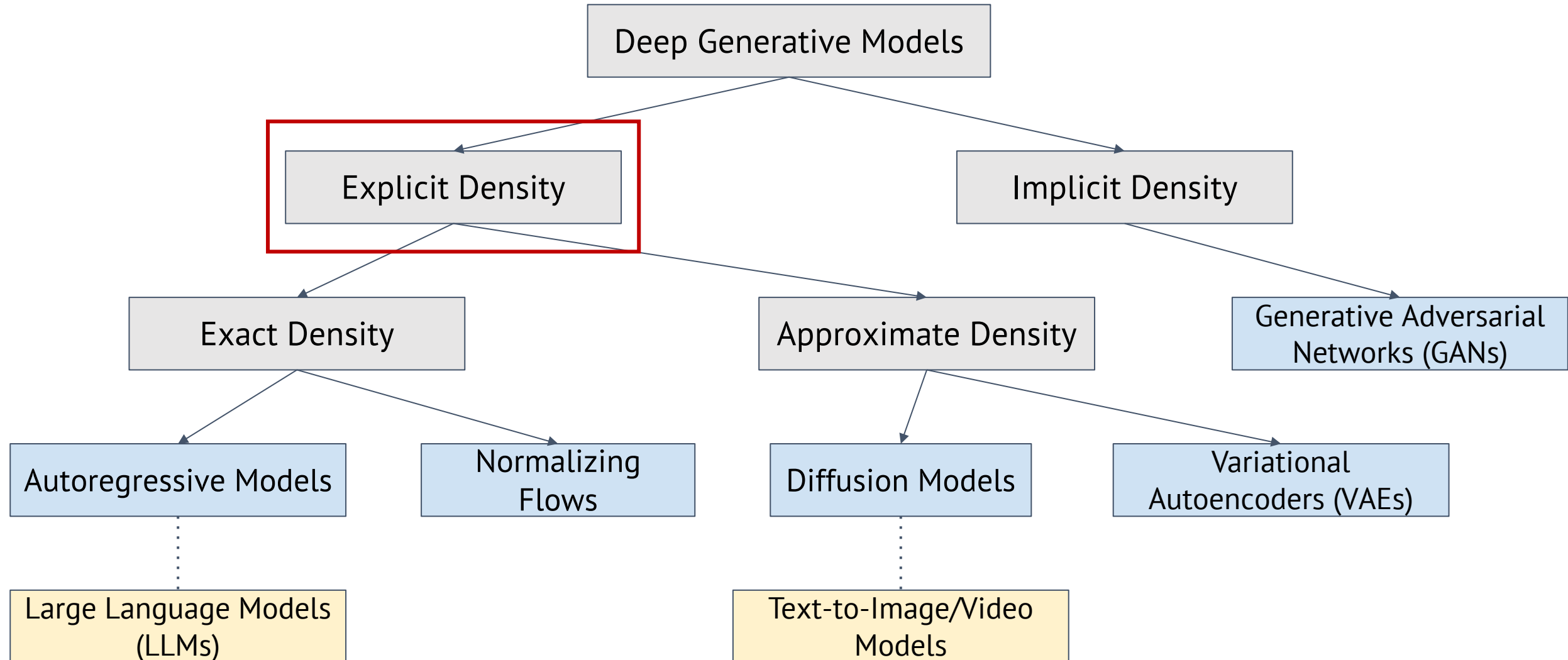
- Our data distribution is $p_{data}(\mathbf{x})$: we have m samples: $(x^{(1)}, x^{(2)}, \dots, x^{(m)})$
- Our generative model is parameterized by θ ,
 - Likelihood of each sample is given by: $p_{model}(x^{(i)}; \theta)$
- MLE: choose the parameters for the model that maximize the likelihood of the training data:

$$\theta^* = \arg \max_{\theta} \prod_{i=1}^m p_{model}(x^{(i)}; \theta)$$

Minimize KL Divergence



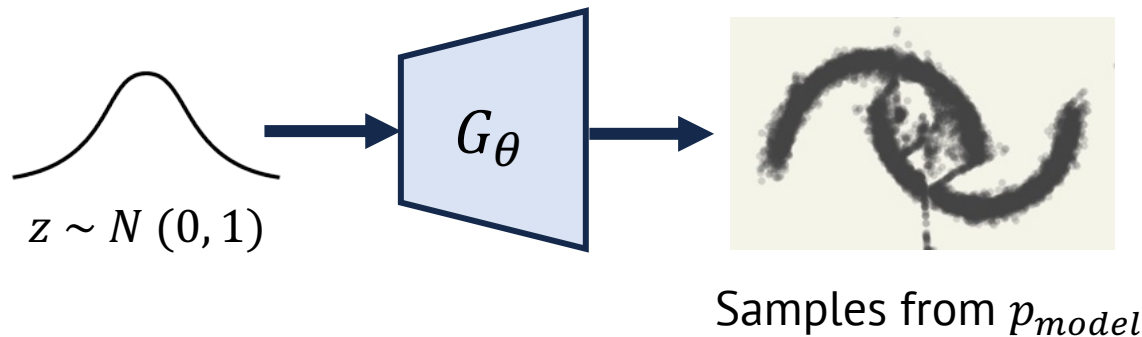
Deep Generative Models





Implicit Generative Models

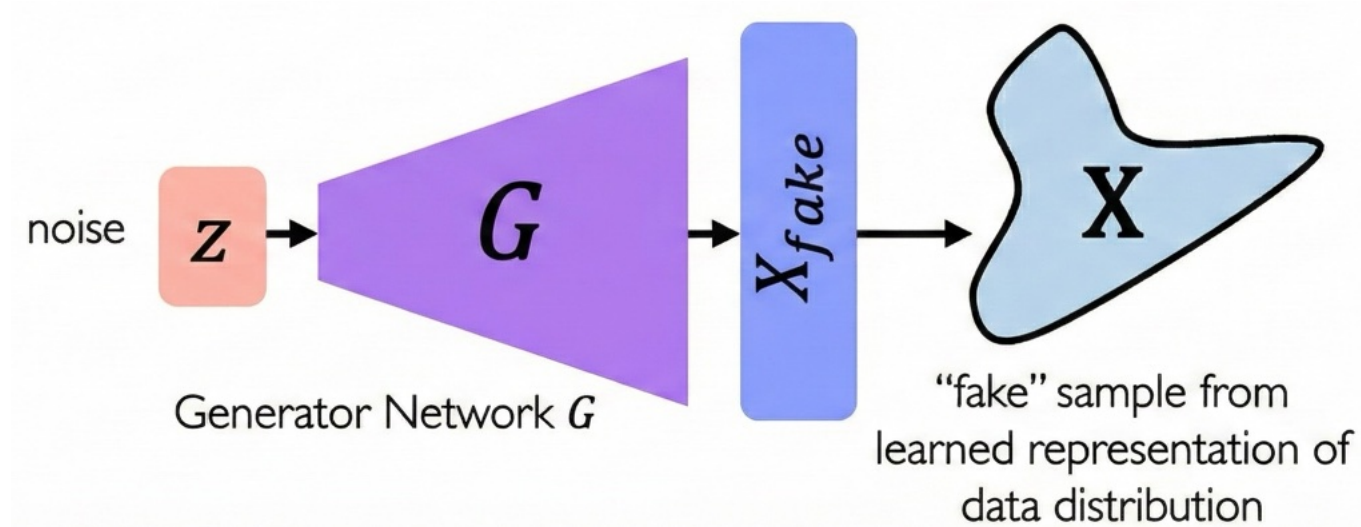
- No explicit definition of the density function p_{model}
- Interact only indirectly with p_{model} :
 - via **sampling** from it
 - No need to parameterize p_{model}
 - Instead, use **latent variable** z and generator G_θ such that $G_\theta(z) \sim p_{model}$





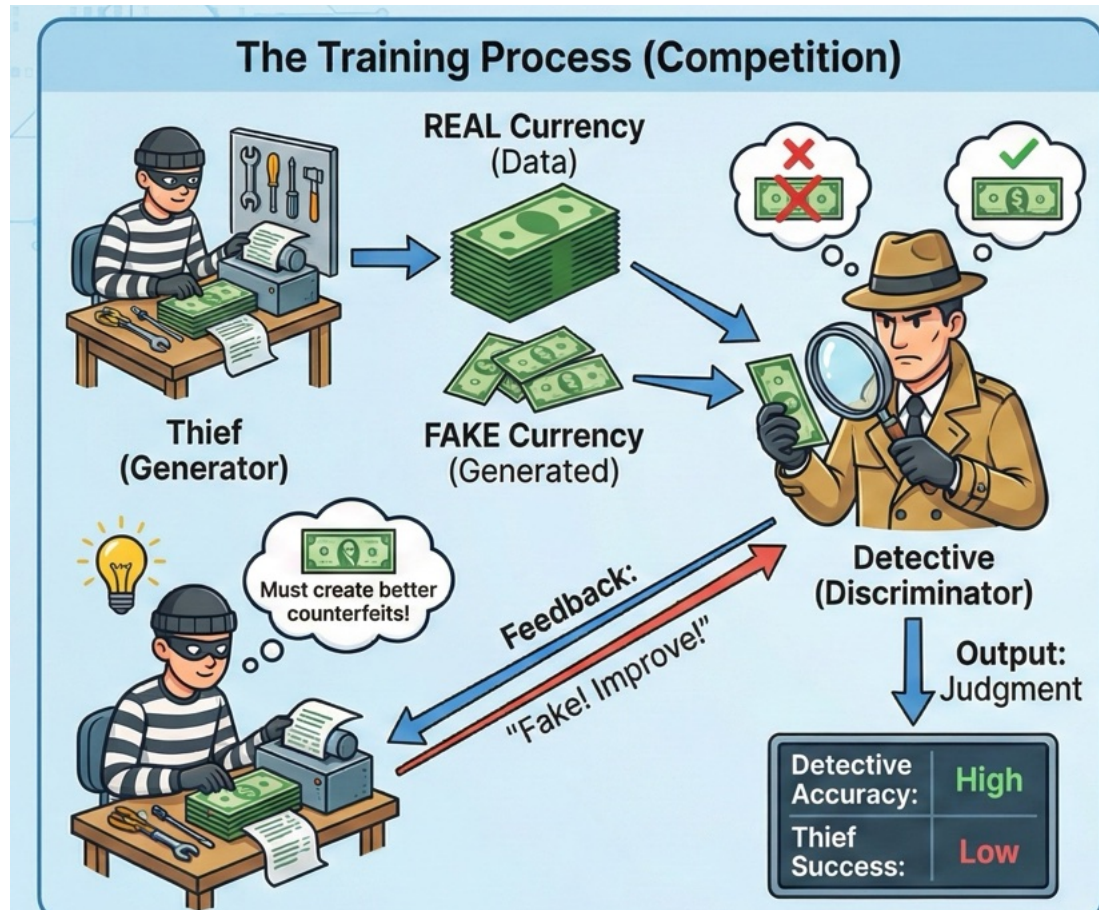
Implicit Models: What if we just want to sample?

- **Idea:** don't explicitly model density, just sample to generate new instances
- **Problem:** want to sample from complex distribution -- can't do this directly!
- **Solution:** sample from something simple (e.g. noise), learn a transformation to the data distribution

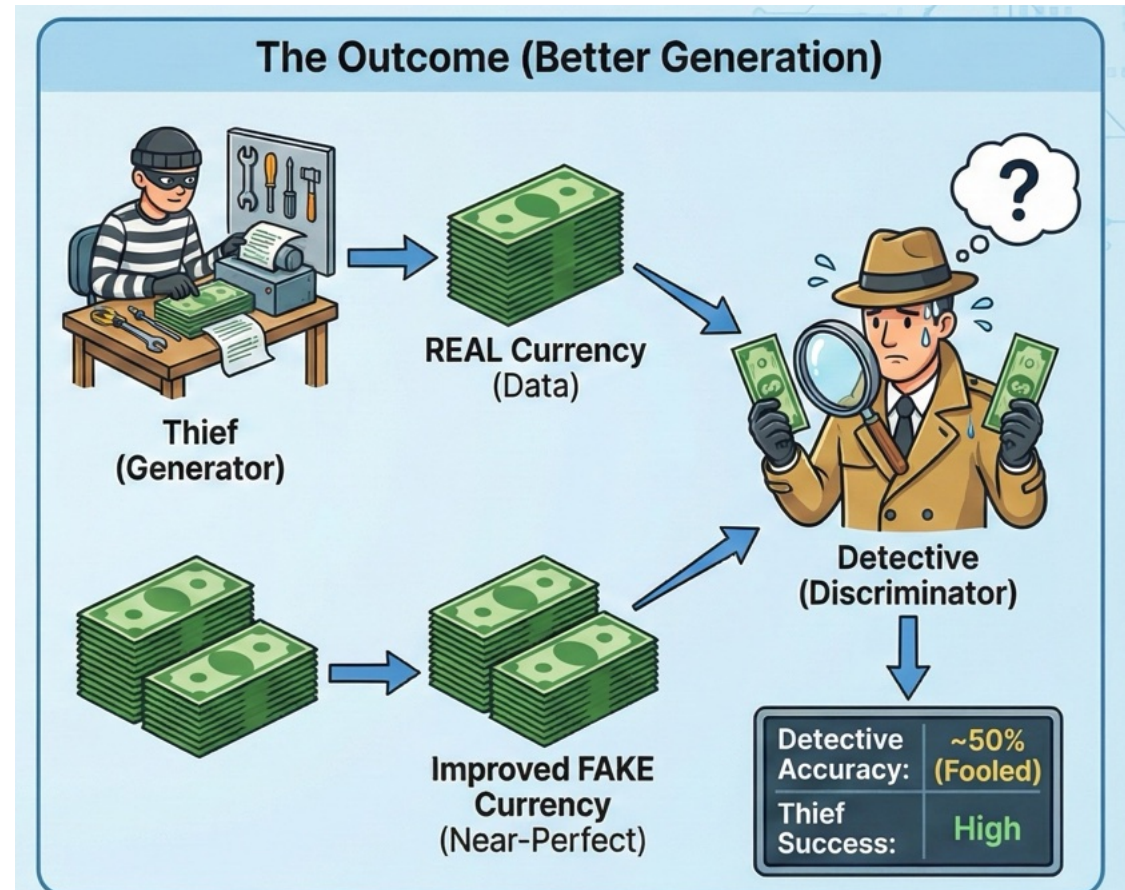


Generative Adversarial Networks (GANs)

Obtain a generative model by having two neural networks competing with each other



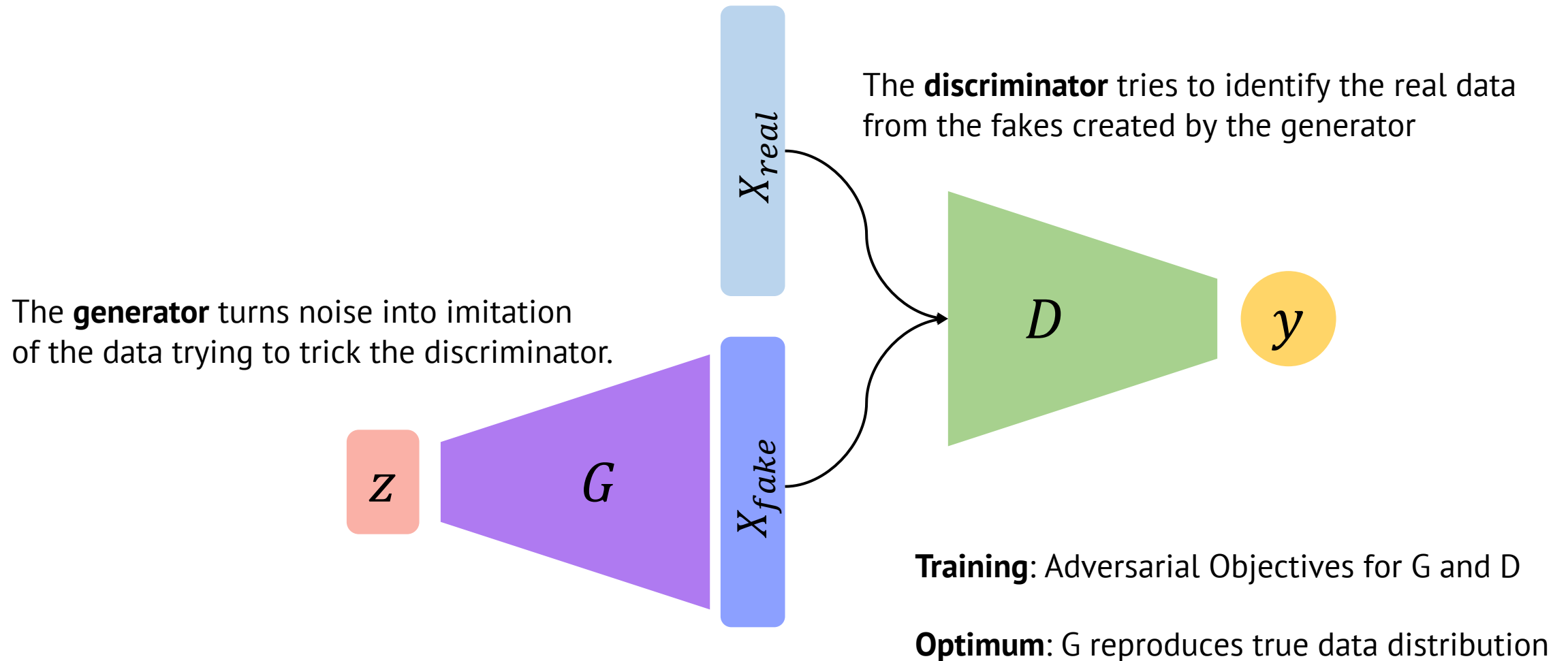
The Thief tries to fool the Detective, while the Detective tries to catch the Thief's fakes. This constant competition drives both to improve.



Result: The Thief has learned to create counterfeits so convincing that the Detective can no longer reliably distinguish them from the real currency, meaning the Generator can now create highly realistic data.

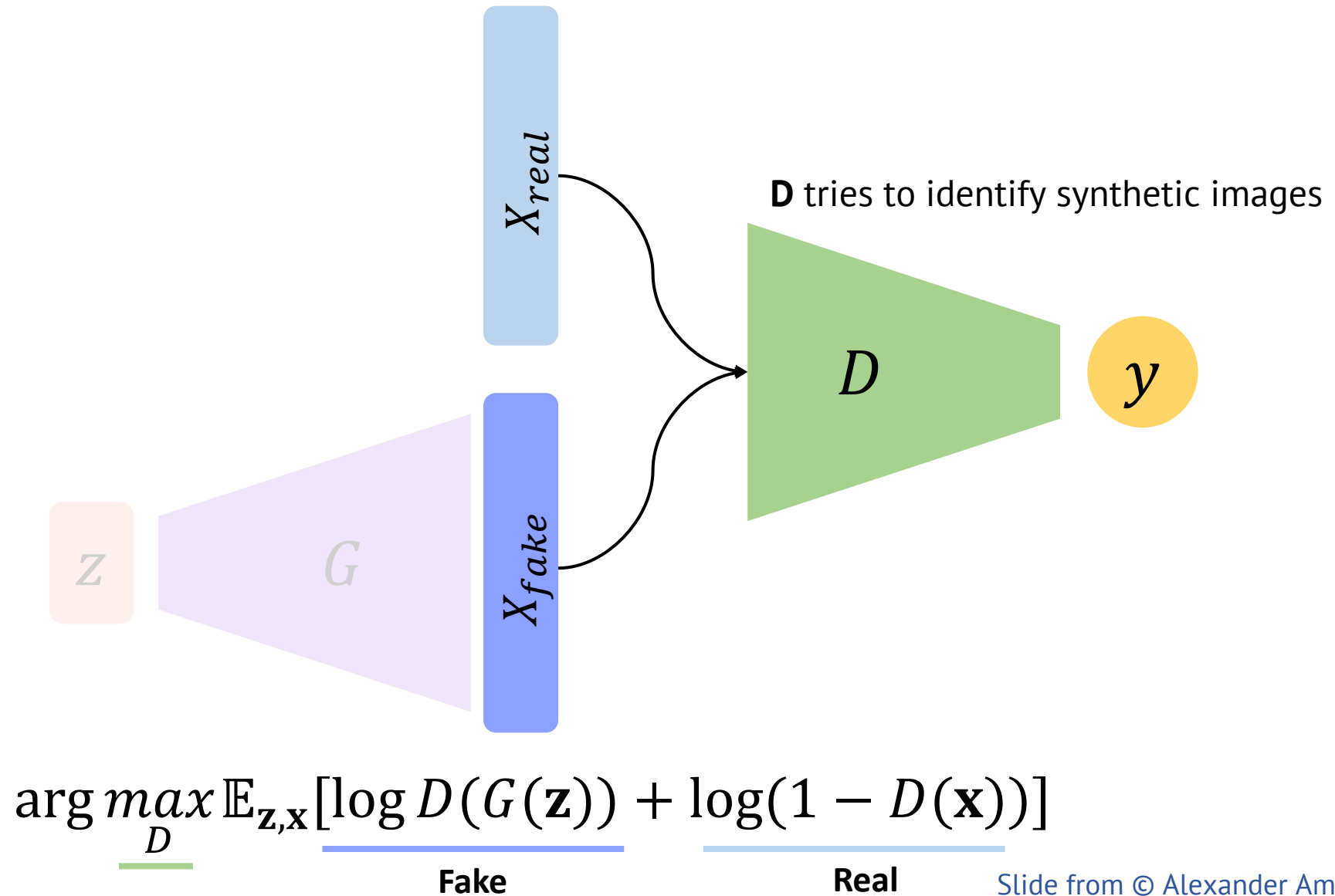


Generative Adversarial Networks (GANs)



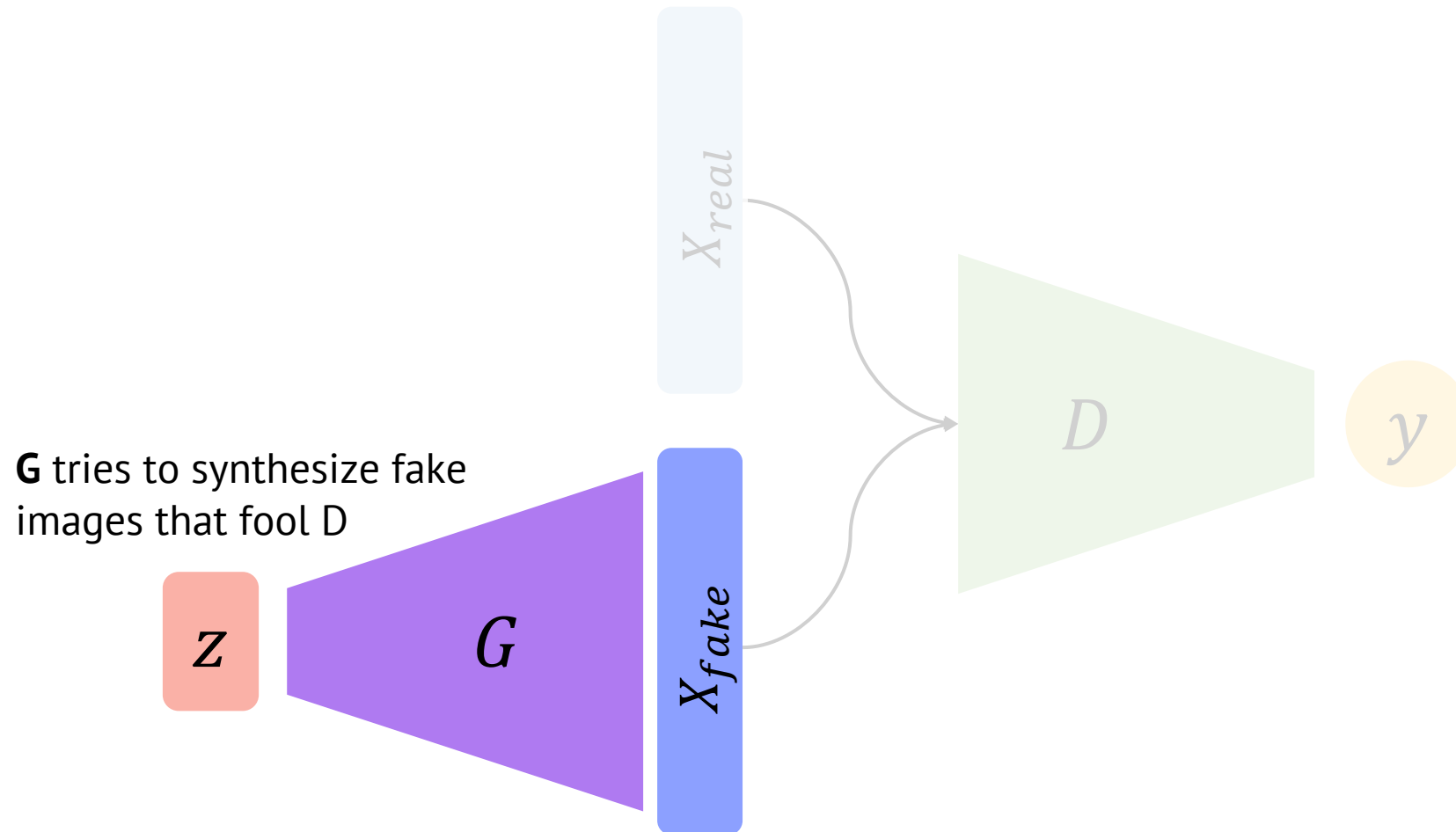


Generative Adversarial Networks (GANs)





Generative Adversarial Networks (GANs)

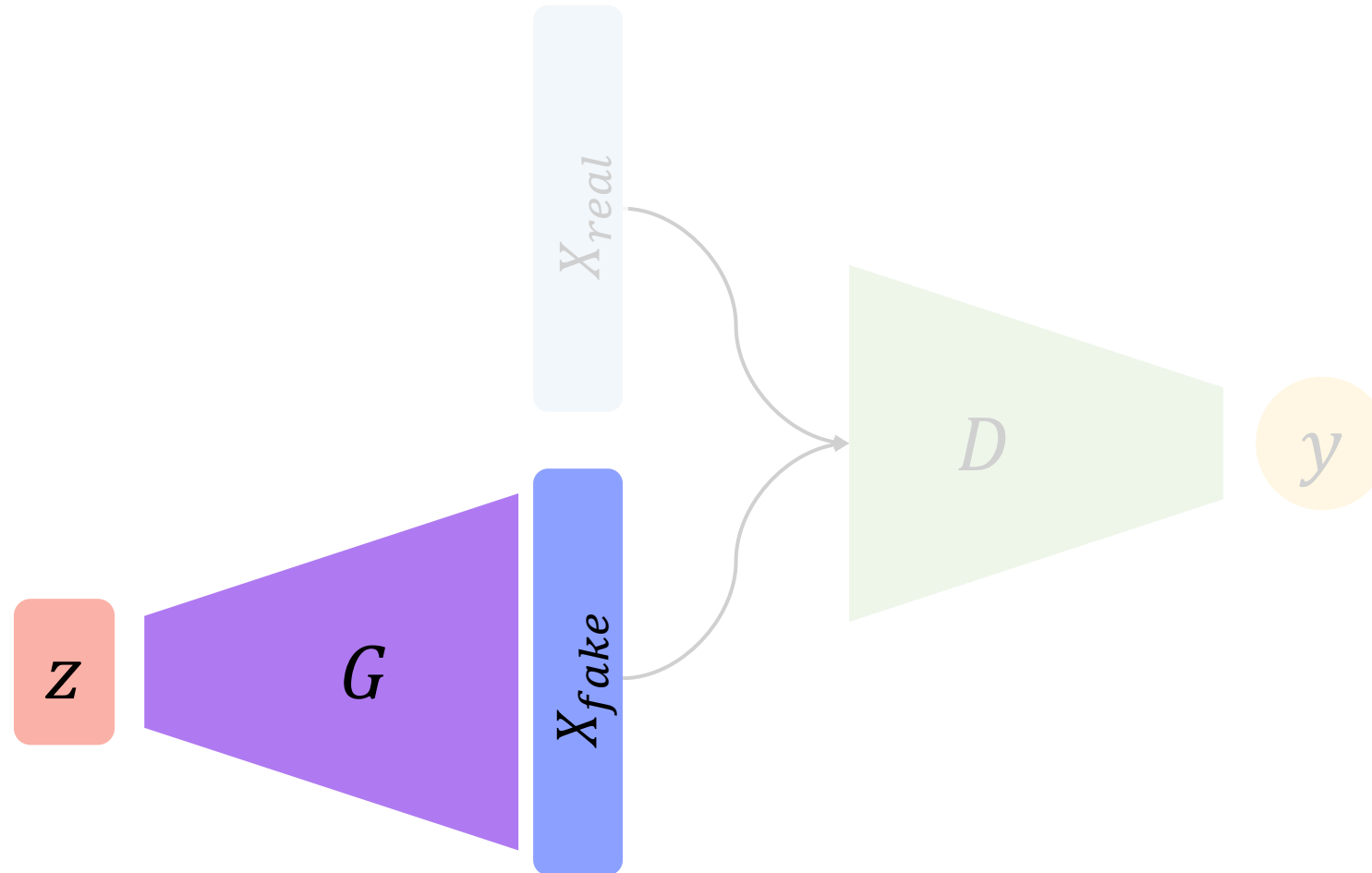


$$\arg \min_{\underline{G}} \mathbb{E}_{\mathbf{z}, \mathbf{x}} [\log D(\underline{G(\mathbf{z})}) + \log(1 - D(\mathbf{x}))]$$

Fake



Generative Adversarial Networks (GANs)



After training, use the generator to synthesize new data



Optimal solution of the minimax game

Optimal **discriminator** cost:

$$V(G, D) = \mathbb{E}_{x \sim p_{\text{data}}} [\log D(x)] + \mathbb{E}_{z \sim p(z)} [\log(1 - D(G(z)))]$$

$$\nabla_y [a \log y + b \log(1 - y)] = 0 \implies y^* = \frac{a}{a + b} \quad \forall \quad [a, b] \in \mathbb{R}^2 \setminus [0, 0]$$

$$\implies D^*(x) = \frac{p_{\text{data}}(x)}{(p_{\text{data}}(x) + p_g(x))}$$



Generator Objective under Optimal Discriminator

$$V(G, D^*) = \mathbb{E}_{x \sim p_{\text{data}}} [\log D^*(x)] + \mathbb{E}_{x \sim p_g} [\log(1 - D^*(x))]$$



Generator Objective under Optimal Discriminator

$$\begin{aligned} V(G, D^*) &= \mathbb{E}_{x \sim p_{\text{data}}} [\log D^*(x)] + \mathbb{E}_{x \sim p_g} [\log(1 - D^*(x))] \\ &= \mathbb{E}_{x \sim p_{\text{data}}} \left[\log \frac{p_{\text{data}}(x)}{p_{\text{data}}(x) + p_g(x)} \right] + \mathbb{E}_{x \sim p_g} \left[\log \frac{p_g(x)}{p_{\text{data}}(x) + p_g(x)} \right] \\ &= -\log(4) + \underbrace{KL \left(p_{\text{data}} \parallel \left(\frac{p_{\text{data}} + p_g}{2} \right) \right) + KL \left(p_g \parallel \left(\frac{p_{\text{data}} + p_g}{2} \right) \right)}_{\text{(Jensen-Shannon Divergence (JSD) of } p_{\text{data}} \text{ and } p_g) \geq 0} \end{aligned}$$

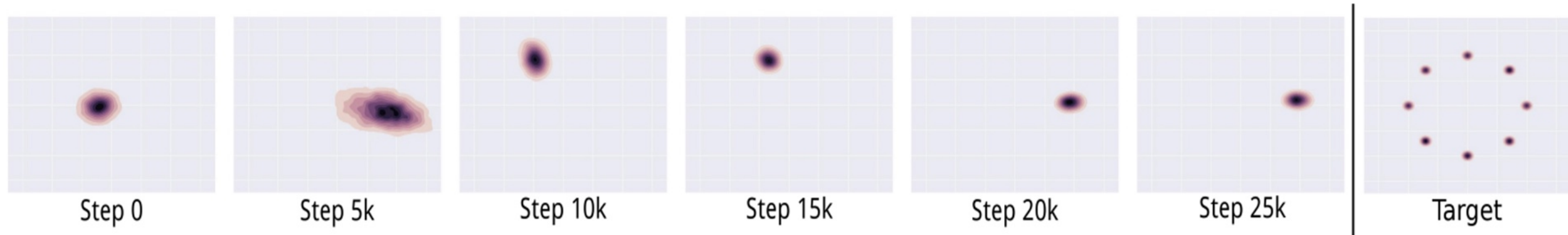
$$V(G^*, D^*) = -\log(4) \text{ when } p_g = p_{\text{data}}$$



Mode Collapse

Try:

<https://poloclub.github.io/ganlab/>



Standard GAN training collapses when the true distribution is a mixture of gaussians (Figure from Metz et al 2016)



Back to our GAN objective

- Is it feasible to run the inner optimization to completion?
- For this specific objective, would it create problems if we were able to do so?

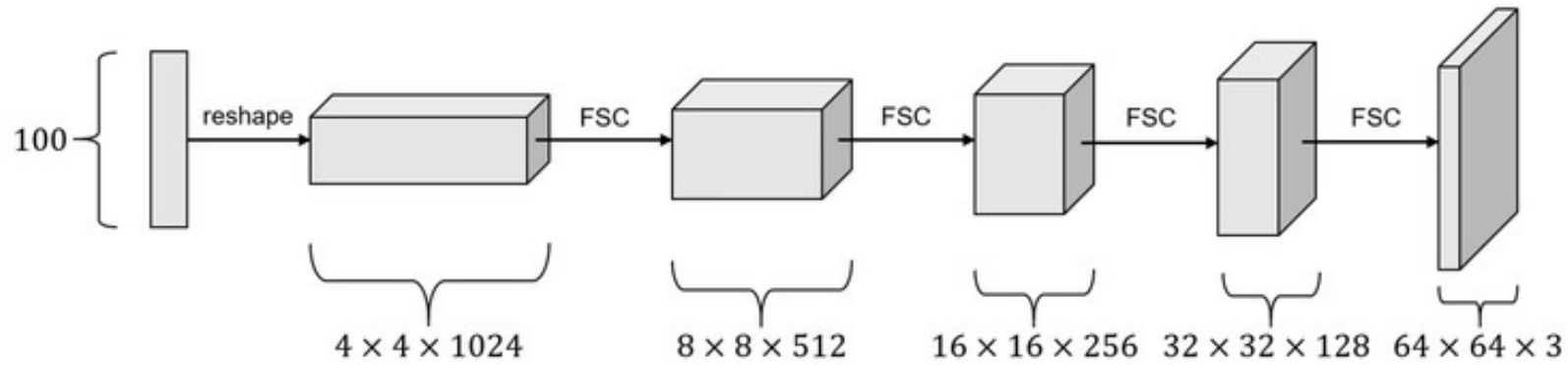
$$\min_G \max_D V(D, G)$$
$$V(D, G) = \mathbb{E}_{x \sim p(x)} [\log D(x)] + \mathbb{E}_{z \sim q(z)} [\log(1 - D(G(z)))]$$

$$\nabla_{\theta_G} V(D, G) = \nabla_{\theta_G} \mathbb{E}_{z \sim q(z)} [\log(1 - D(G(z)))]$$

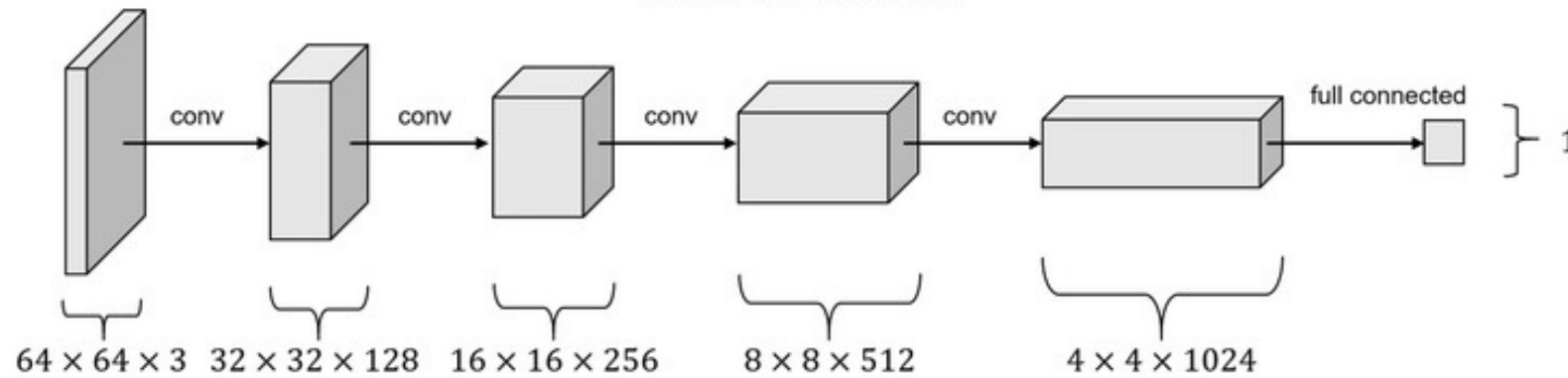
- $\nabla_a \log(1 - \sigma(a)) = \frac{-\nabla_a \sigma(a)}{1 - \sigma(a)} = \frac{-\sigma(a)(1 - \sigma(a))}{1 - \sigma(a)} = -\sigma(a) = -D(G(z))$
- Gradient goes to 0 if D is confident, i.e. $D(G(z)) \rightarrow 0$
- Minimize $-\mathbb{E}_{z \sim q(z)} [\log D(G(z))]$ for **Generator** instead (keep Discriminator as it is)



Deep Convolutional GAN (DCGAN)



Generator Network



Discriminator Network

- Remove max-pooling and mean-pooling
- Upsample using transposed convolutions in the generator
- Downsample with strided convolutions and average pooling

DCGAN - Key Results

- Good samples on datasets with 3M images (Faces, Bedrooms) for the first time



DCGAN - Key Results



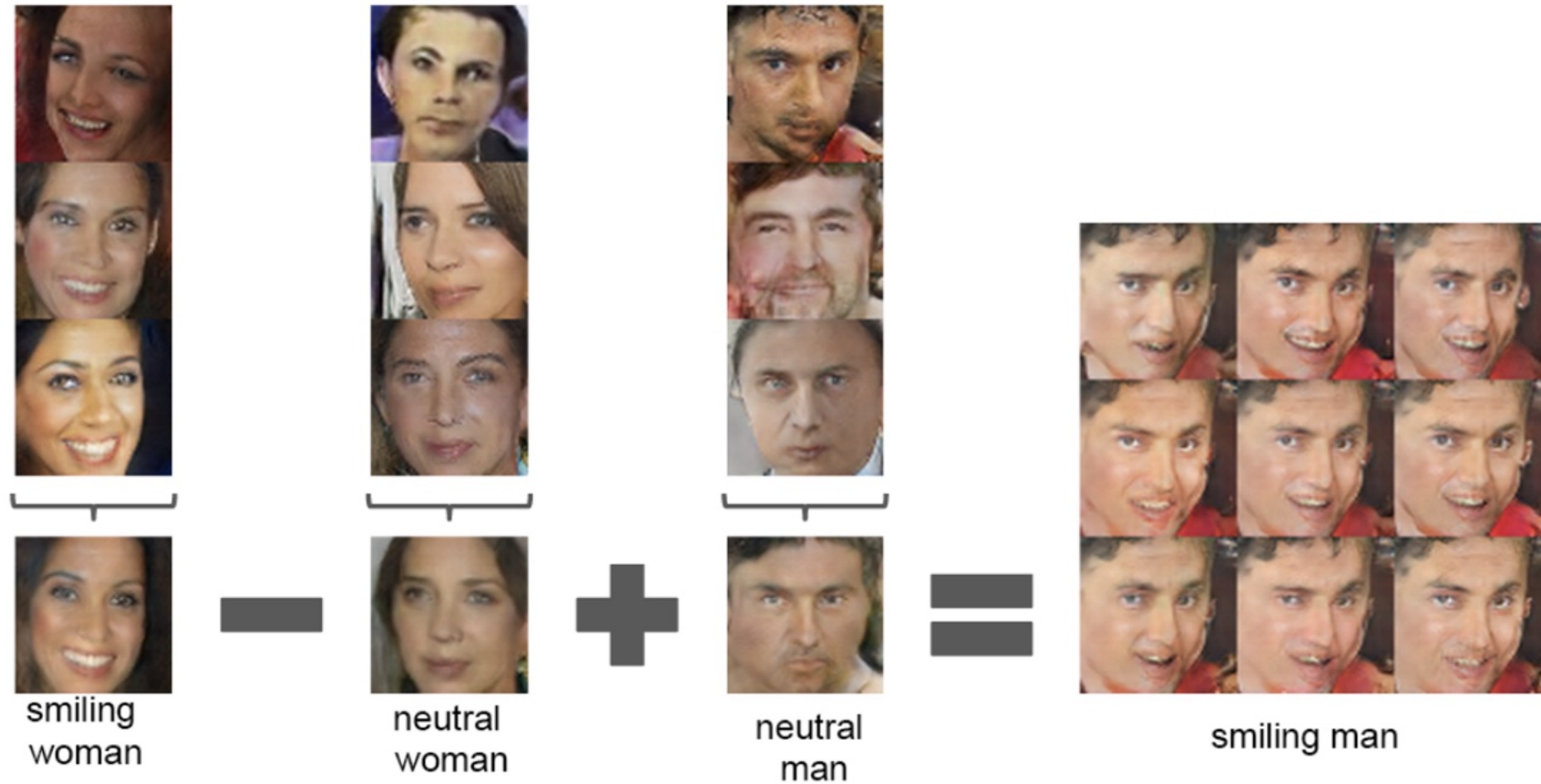
DCGAN - Key Results

- Smooth interpolations in high dimensions

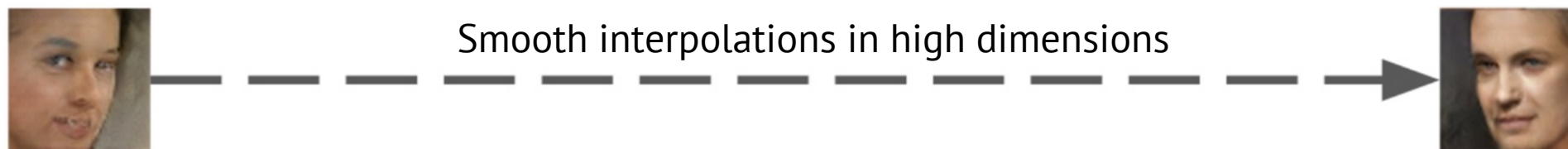


DCGAN - Key Results

- Vector Arithmetic in Latent Space (z)



DCGAN - Key Results

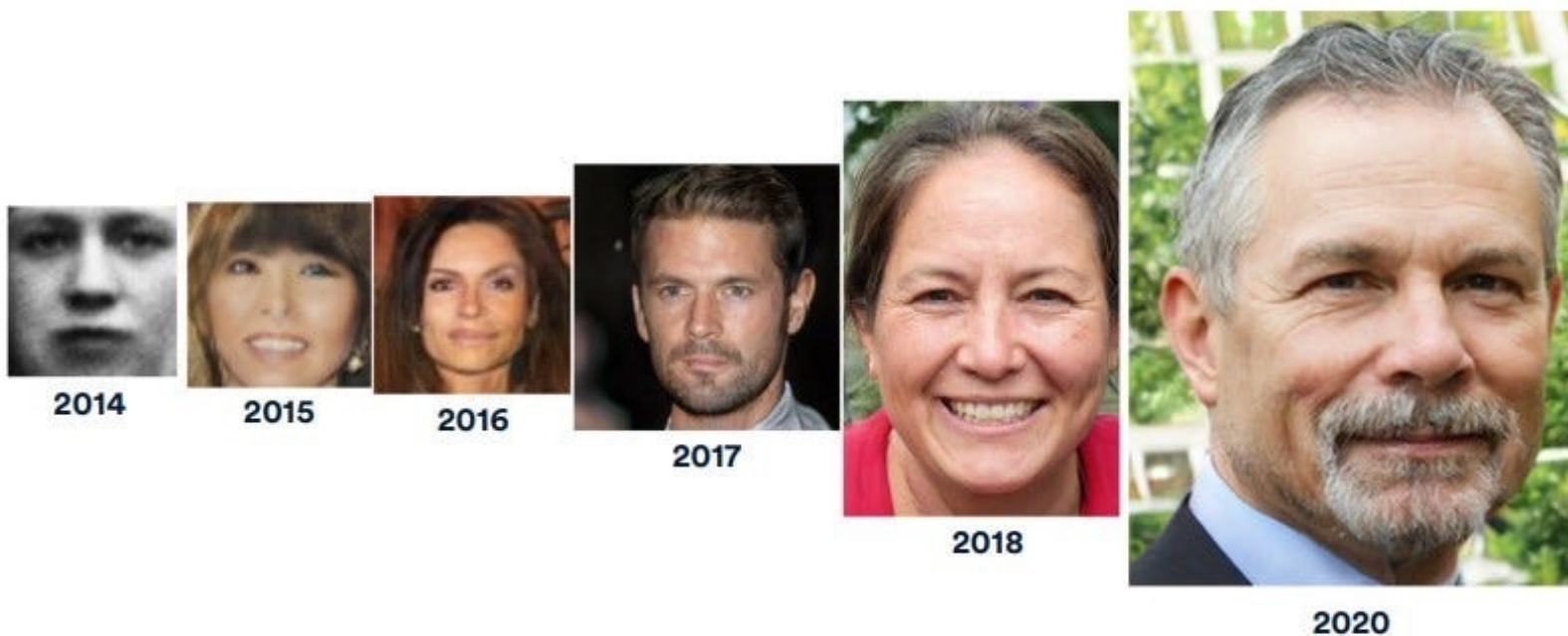


GANs: Progress



GAN PROGRESS ON FACE GENERATION

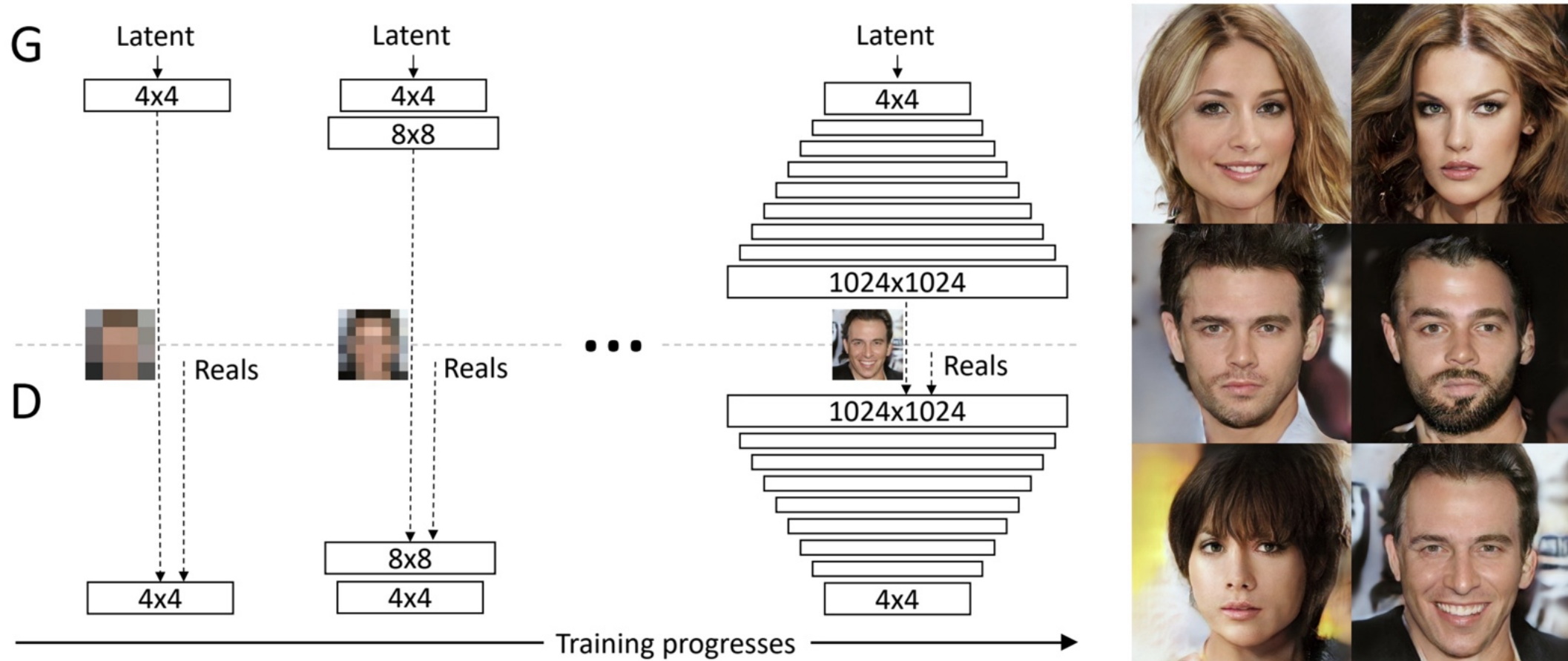
Source: Goodfellow et al., 2014; Radford et al., 2016; Liu & Tuzel, 2016; Karras et al., 2018; Karras et al., 2019; Goodfellow, 2019; Karras et al., 2020; AI Index, 2021



Progressive growing of GANs



First high quality samples from any generative models



Progressive growing of GANs



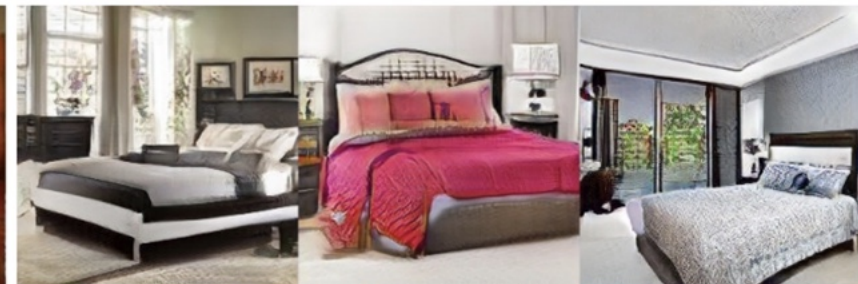
Progressive growing of GANs



Mao et al. (2016b) (128×128)



Gulrajani et al. (2017) (128×128)



Our (256×256)

Karras et al
2017

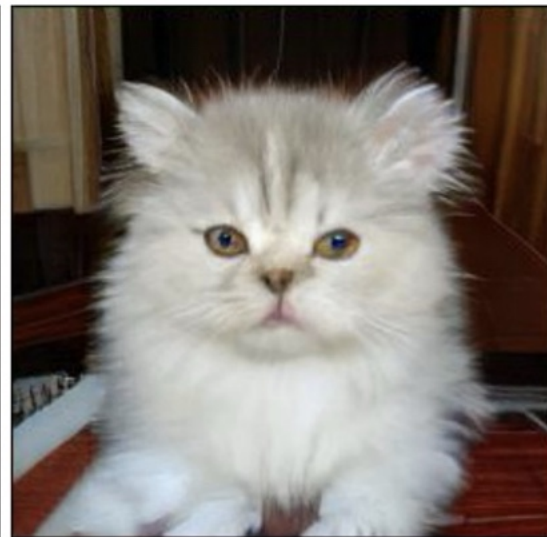
Progressive growing of GANs



Progressive growing of GANs



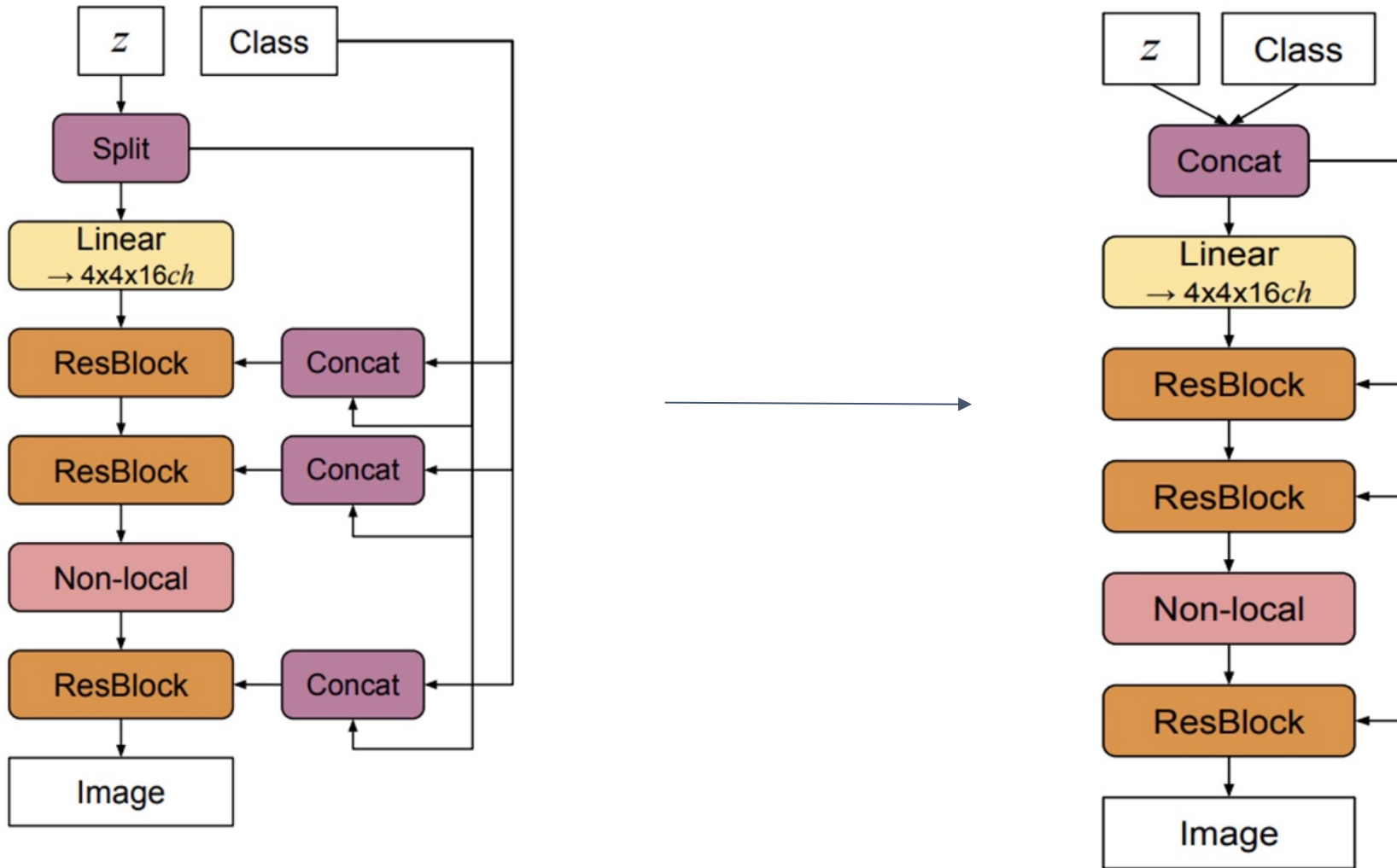
BigGAN



BigGAN

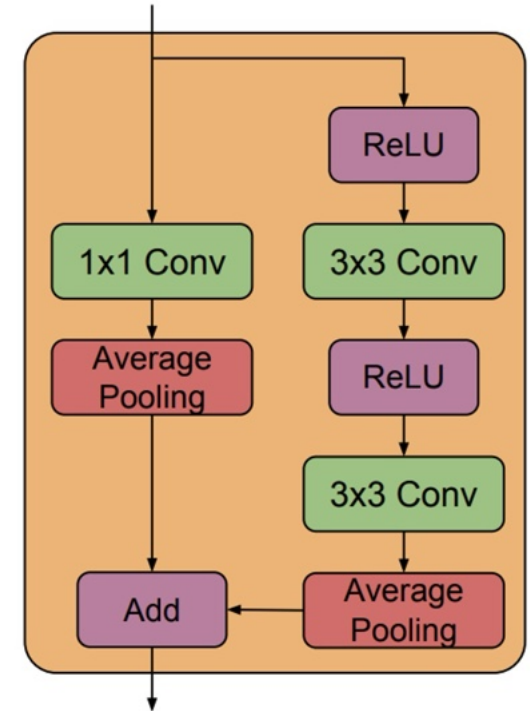
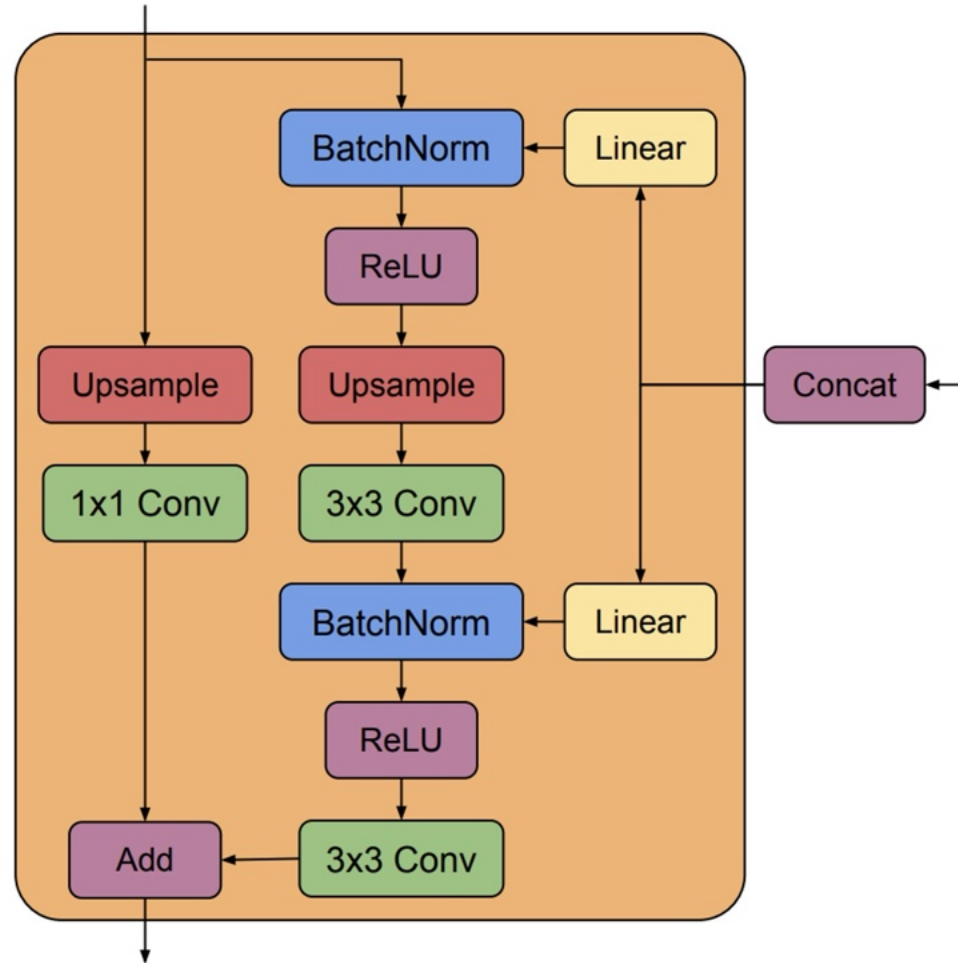
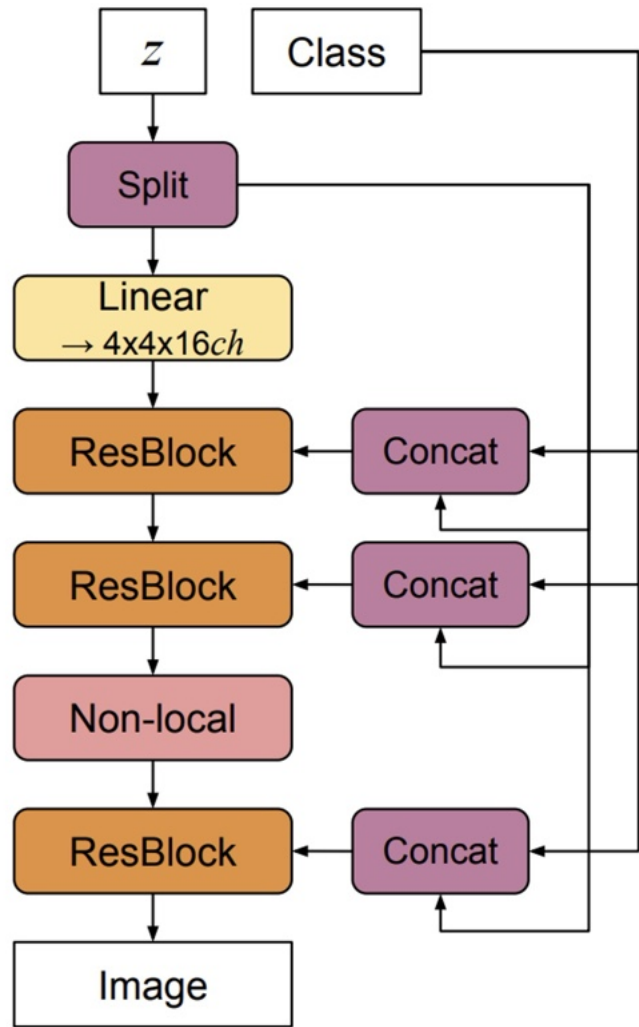


BigGAN and BigGAN-deep



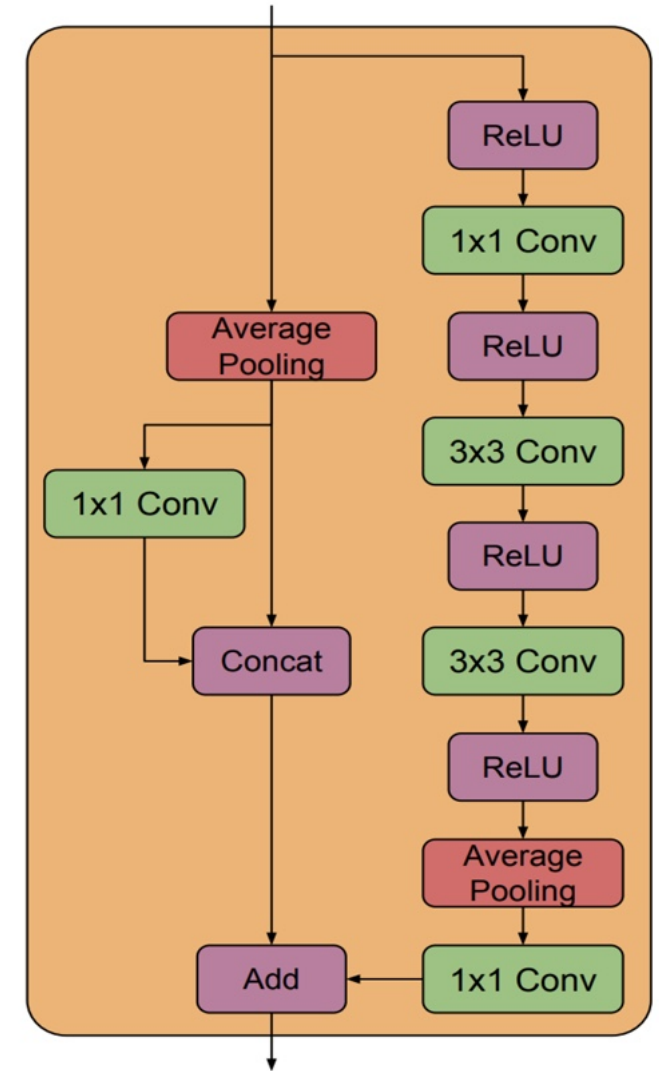
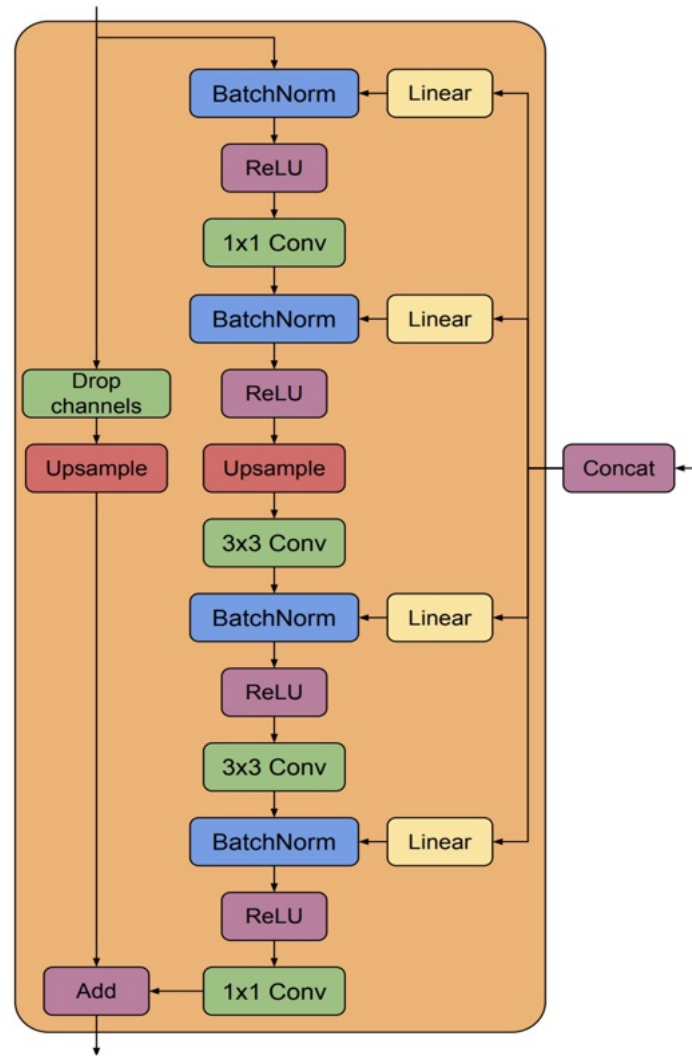
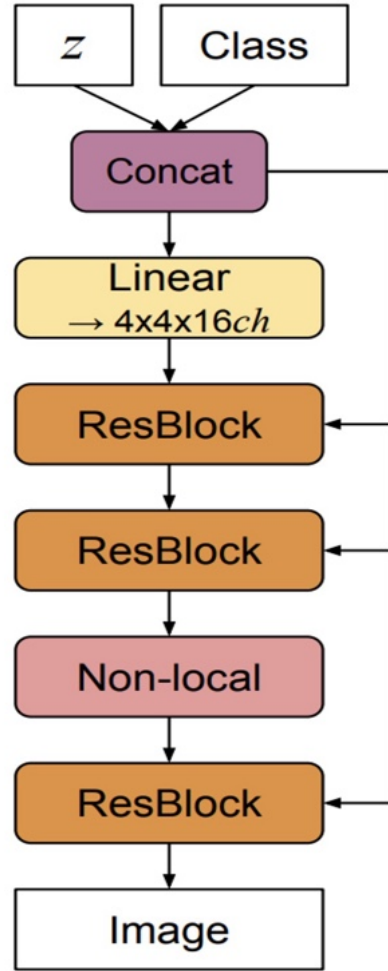


BigGAN





BigGAN-deep





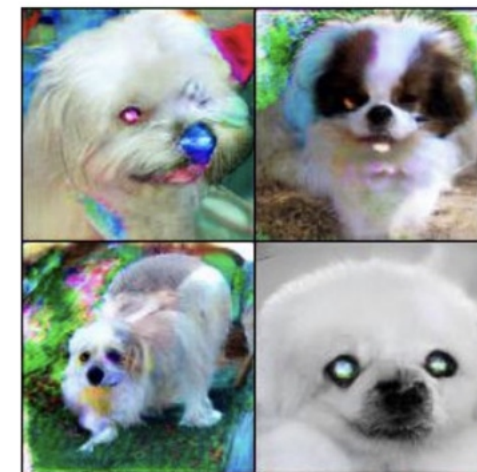
BigGAN

- Salient bits
 - Increase your batch size (as much as you can)
 - Use Cross-Replica (Sync) Batch Norm
 - Increase your model size
 - Wider helps as much as deeper
 - Fuse class information at all levels
 - Hinge Loss
 - Orthonormal regularization & Truncation Trick (on z)

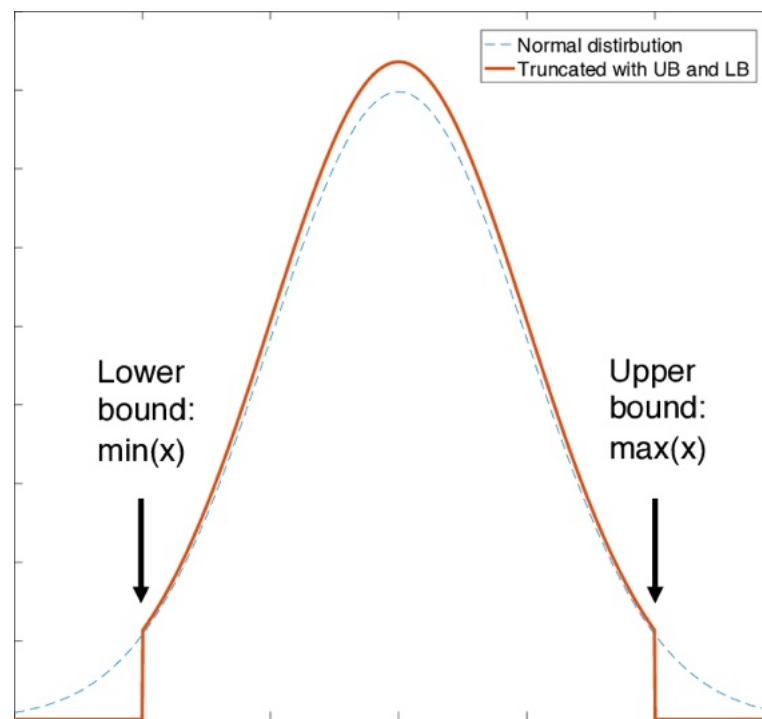
BigGAN - Truncation Trick



(a)



(b)



BigGAN



(a) 128×128



(b) 256×256



(c) 512×512

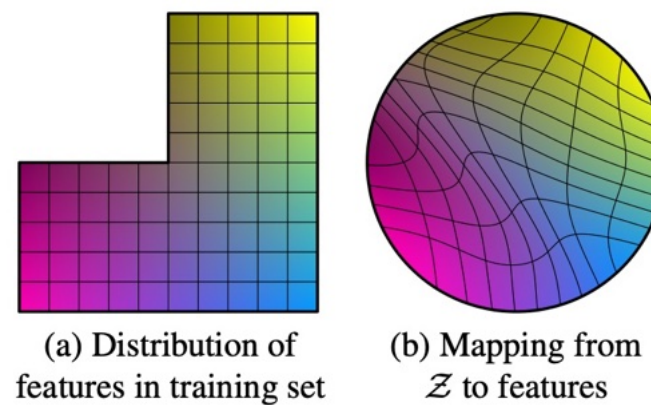
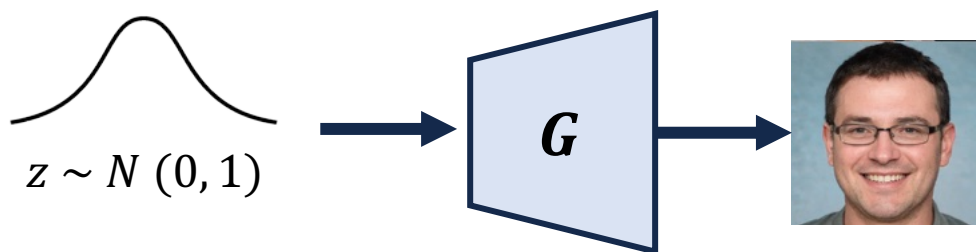


(d)

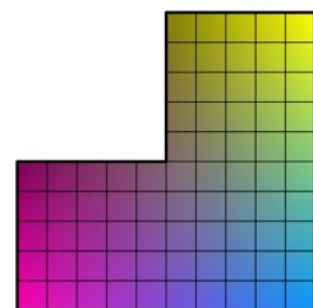
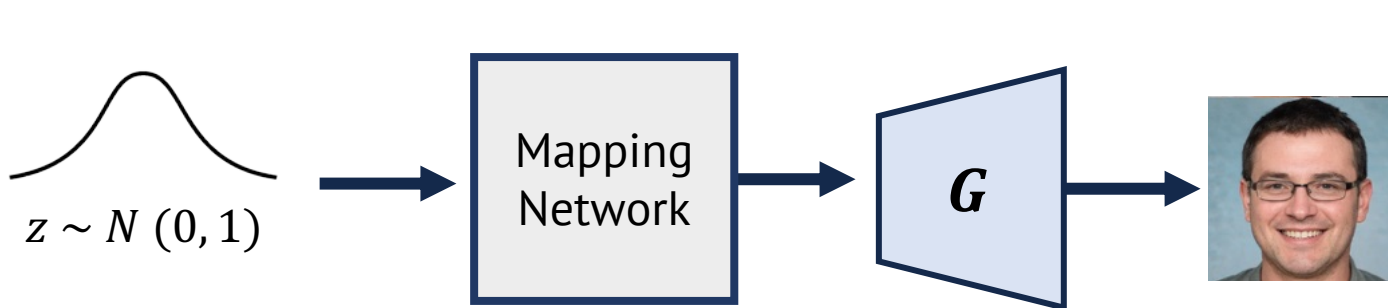
BigGAN



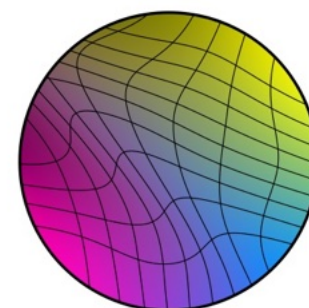
StyleGAN



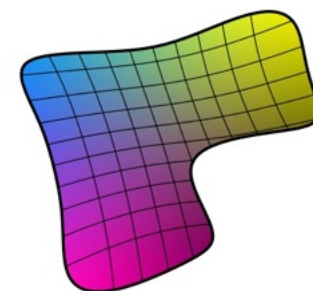
StyleGAN



(a) Distribution of features in training set

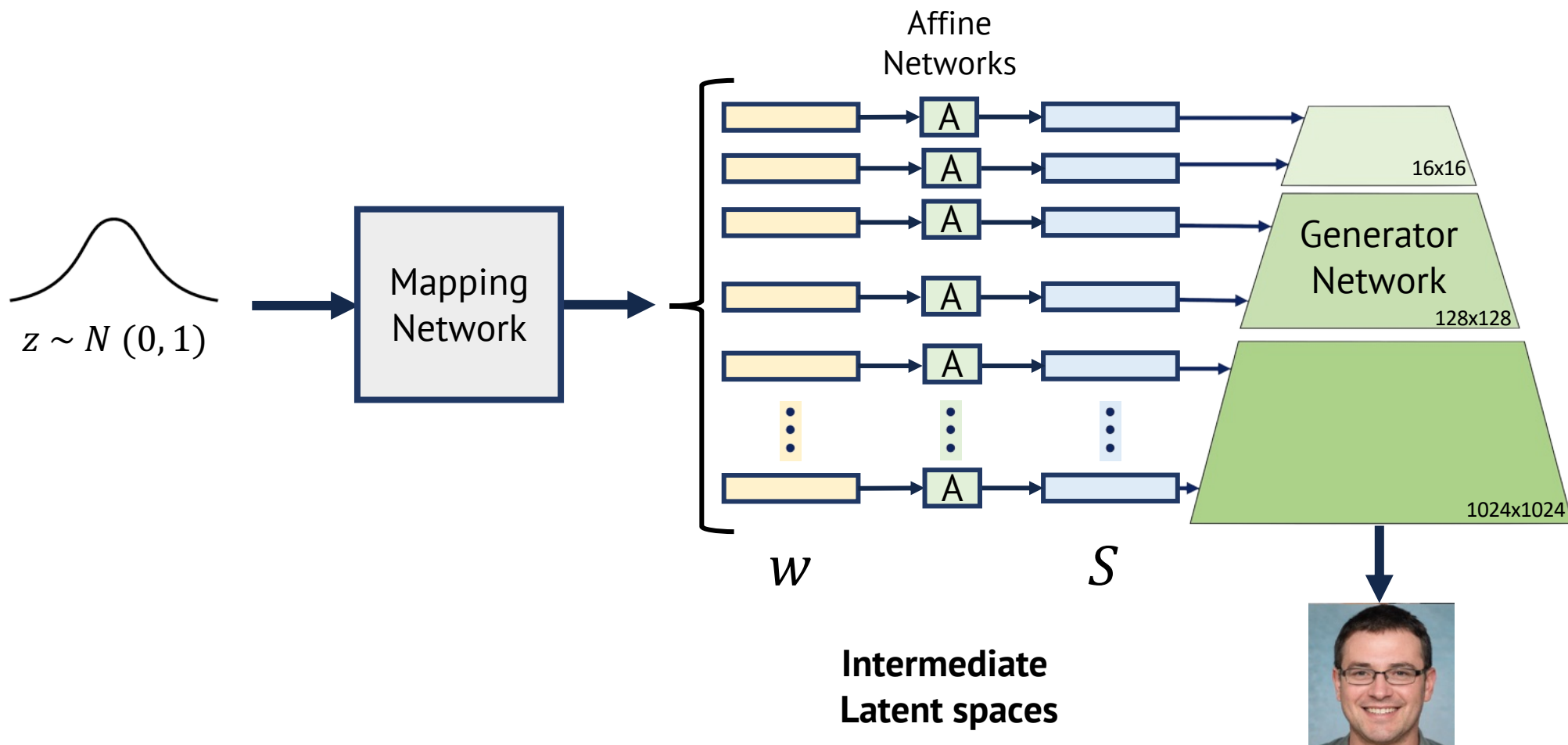


(b) Mapping from \mathcal{Z} to features



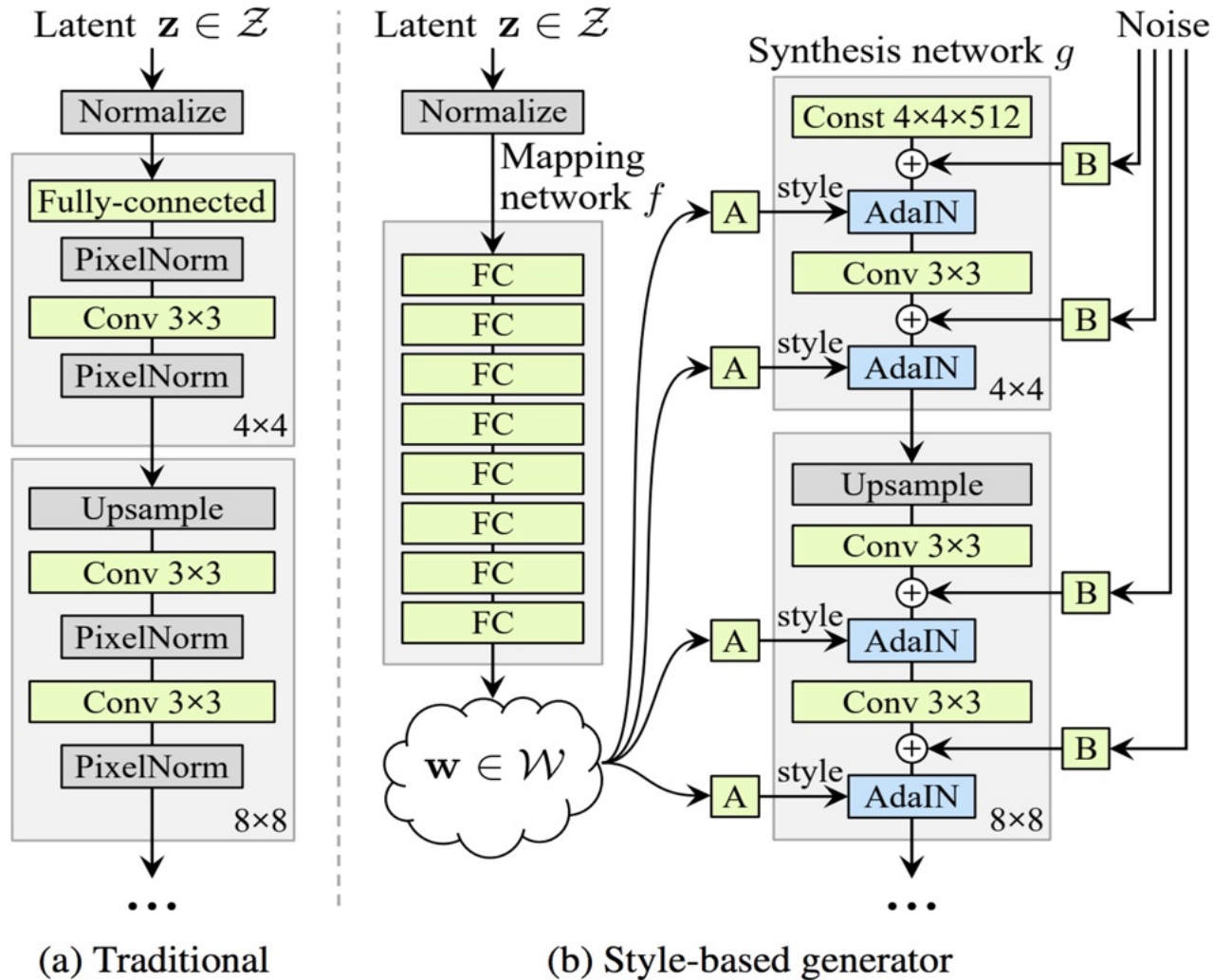
(c) Mapping from \mathcal{W} to features

StyleGAN





StyleGAN



$$\text{AdaIN}(\mathbf{x}_i, \mathbf{y}) = \mathbf{y}_{s,i} \frac{\mathbf{x}_i - \mu(\mathbf{x}_i)}{\sigma(\mathbf{x}_i)} + \mathbf{y}_{b,i}$$

Instance normalization =
normalize per channel per sample



StyleGAN – “Style” Transfer

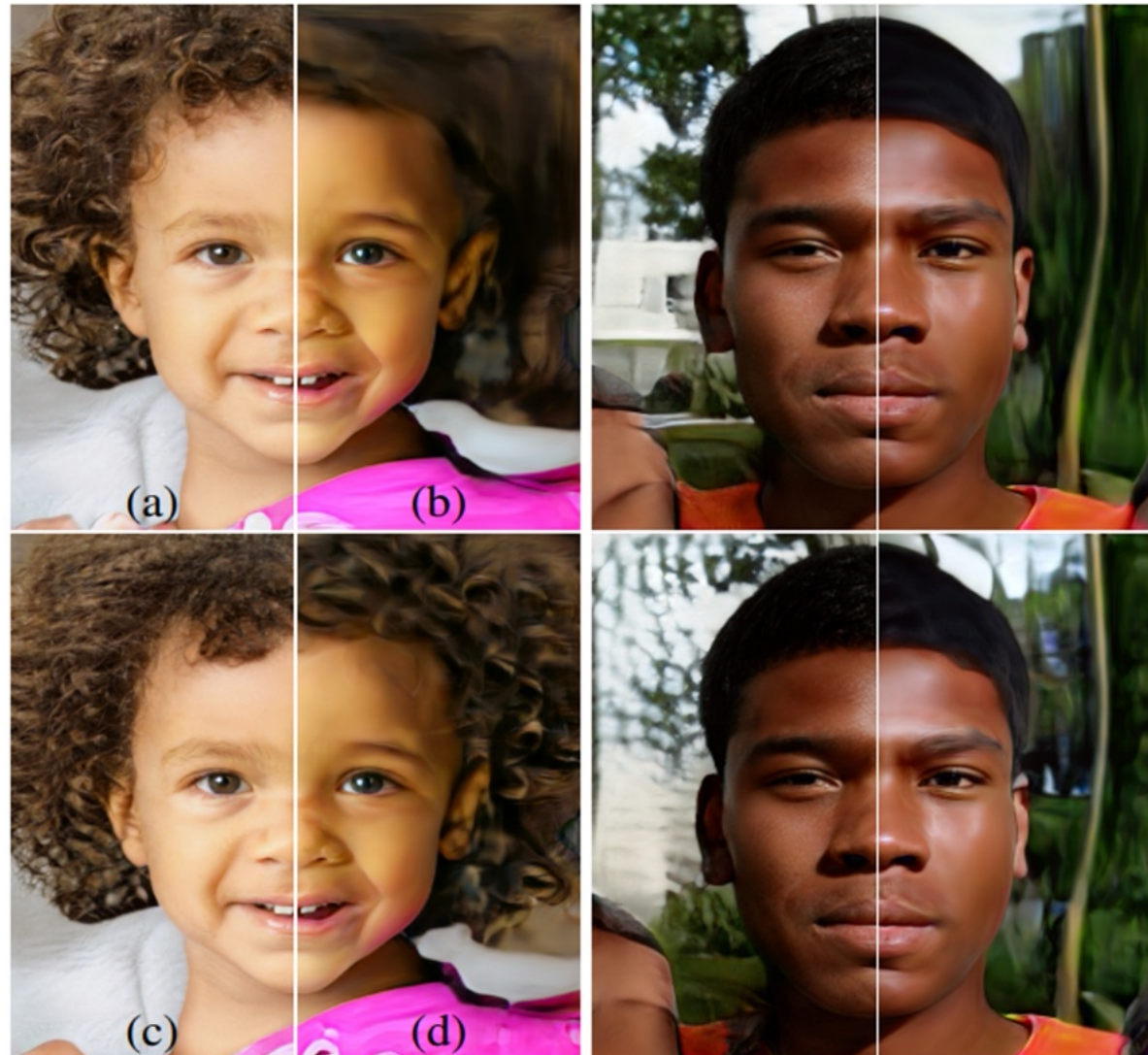


Ref: StyleGAN, Karras et al. CVPR '19;
StyleGAN2, Karras et al. CVPR '20

StyleGAN



StyleGAN - Effect of adding noise



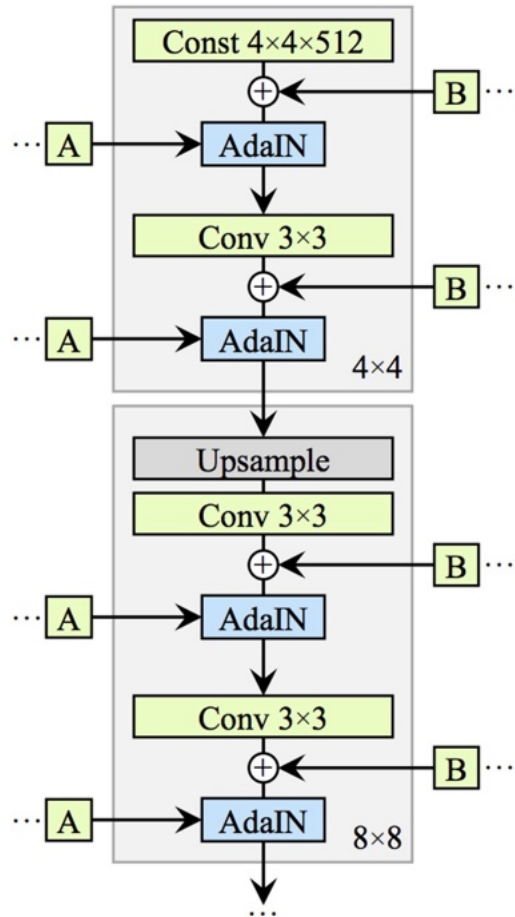
StyleGAN-v2



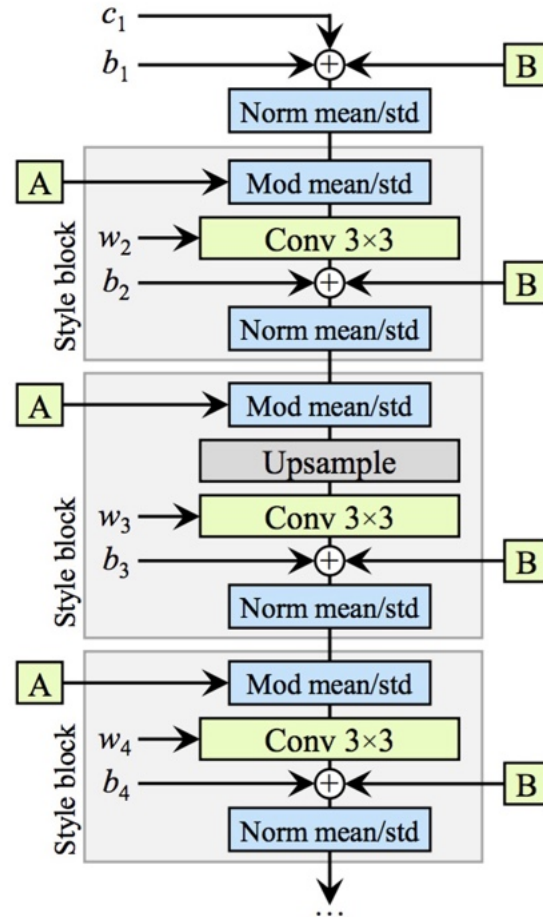
Figure 1. Instance normalization causes water droplet -like artifacts in StyleGAN images. These are not always obvious in the generated images, but if we look at the activations inside the generator network, the problem is always there, in all feature maps starting from the 64x64 resolution. It is a systemic problem that plagues all StyleGAN images.



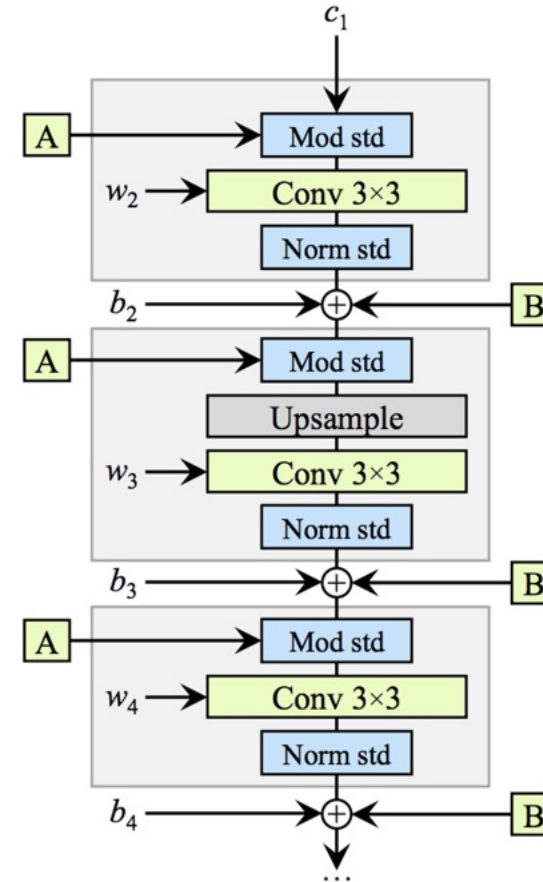
StyleGAN-v2



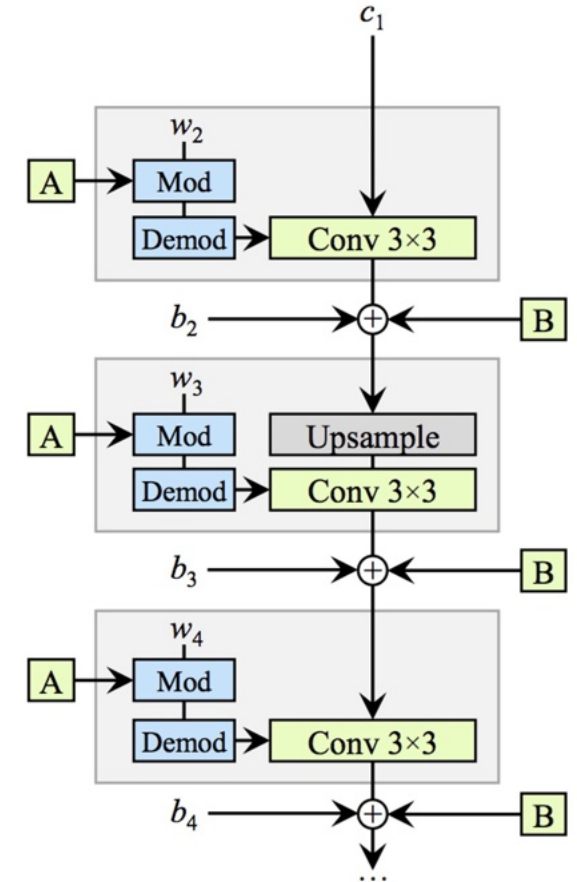
(a) StyleGAN



(b) StyleGAN (detailed)



(c) Revised architecture



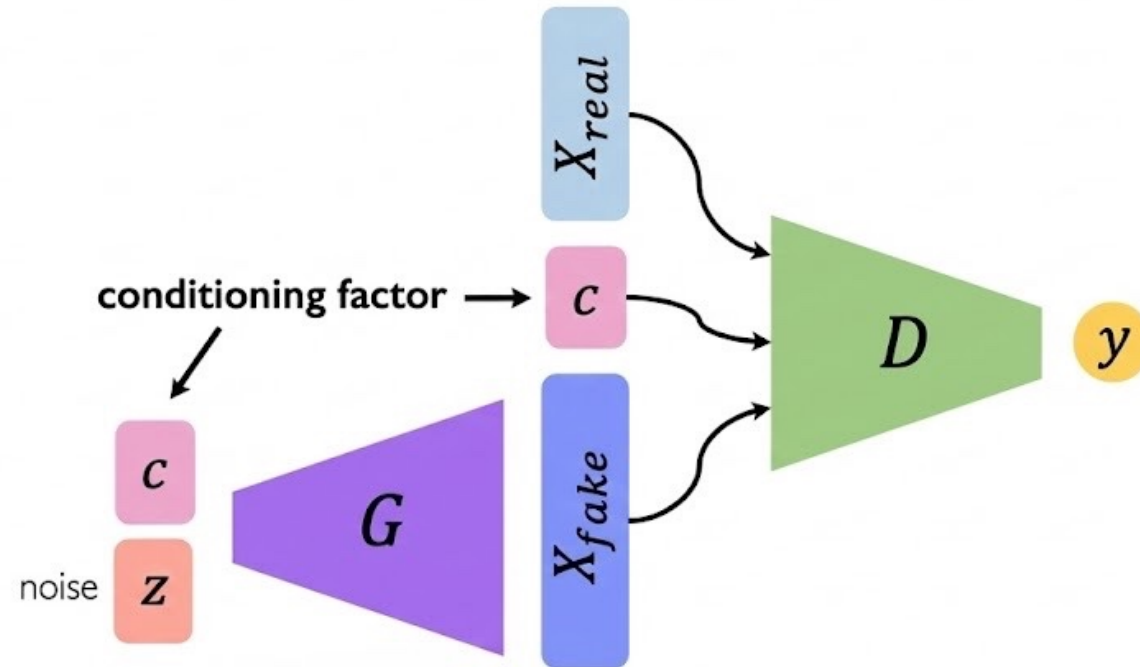
(d) Weight demodulation



Conditional Generation using GANs

Conditional GANs

What if we want to control the nature of the output, by **conditioning** on a label?



Pix2Pix: Conditional Image-to-Image Generation

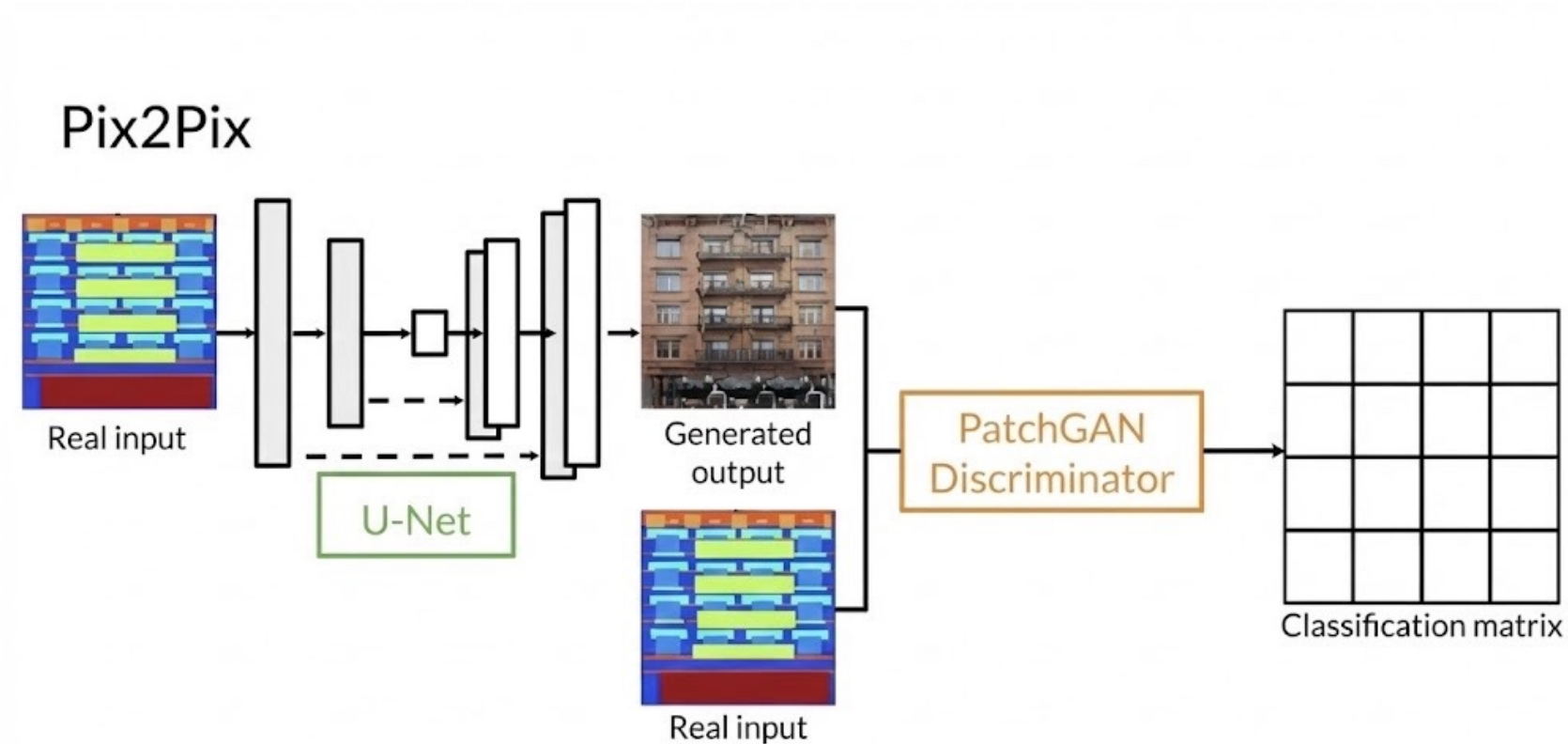
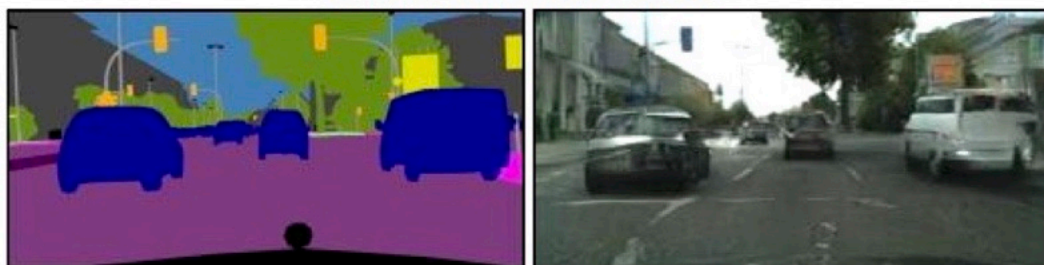


Image available from: <https://arxiv.org/abs/1611.07004>

Pix2Pix: Results

Labels to Street Scene



input

output

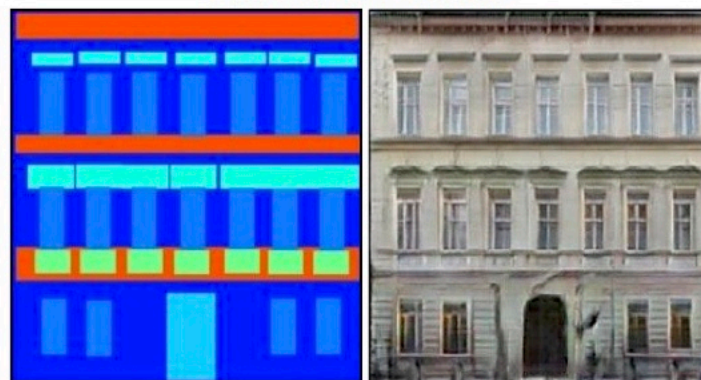
Aerial to Map



input

output

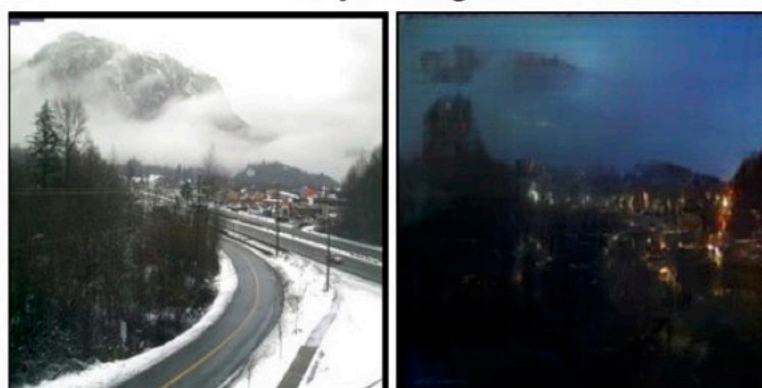
Labels to Facade



input

output

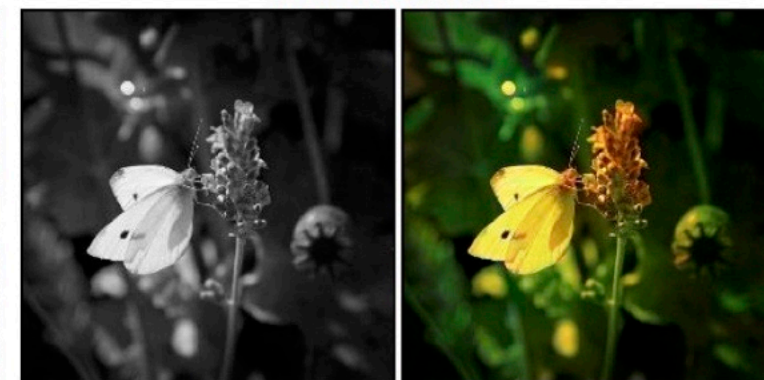
Day to Night



input

output

BW to Color



input

output

Edges to Photo

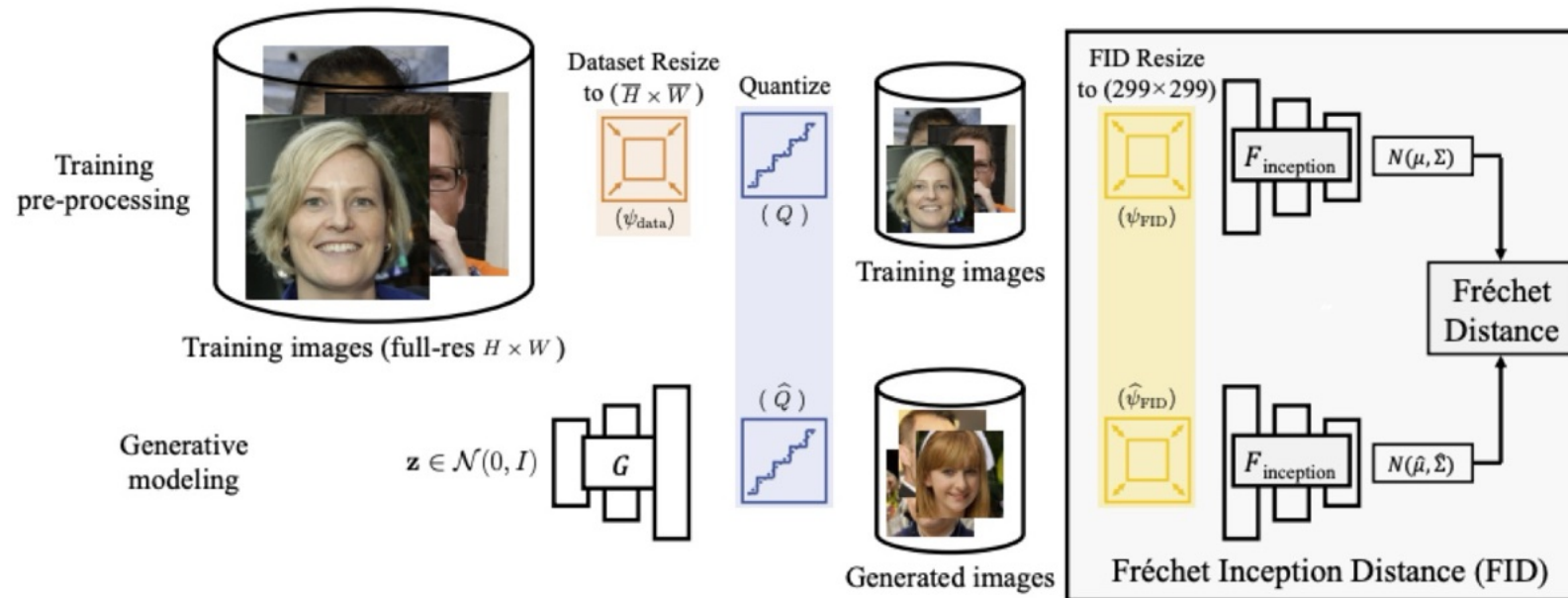


input

output



How to evaluate performance of GAN?



Fréchet Inception Distance (FID)

$$\mathbf{FID} = ||\mu - \hat{\mu}||_2^2 + \text{Tr}(\Sigma + \hat{\Sigma} - 2(\Sigma\hat{\Sigma})^{1/2})$$



GANs: Applications

- Rich representation of the image data
- Smooth latent space with interpolation capabilities
- Fast, single step inference

Image Restoration using GANs

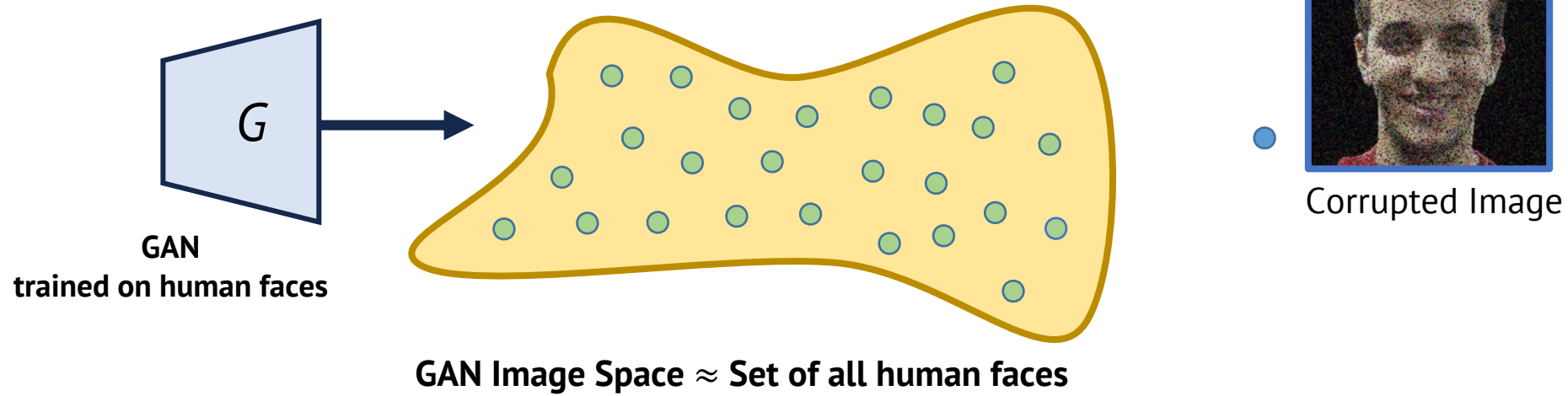


Image Restoration using GANs

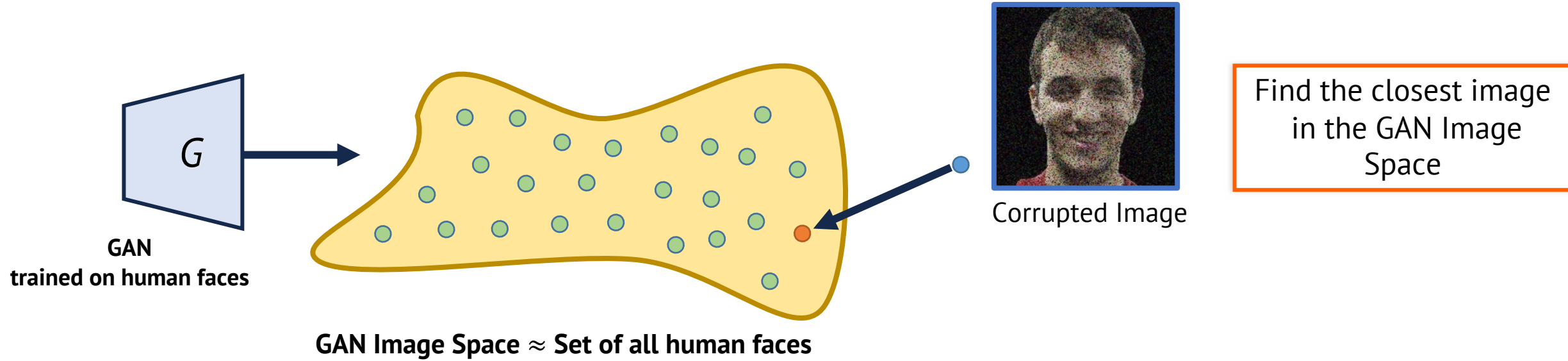
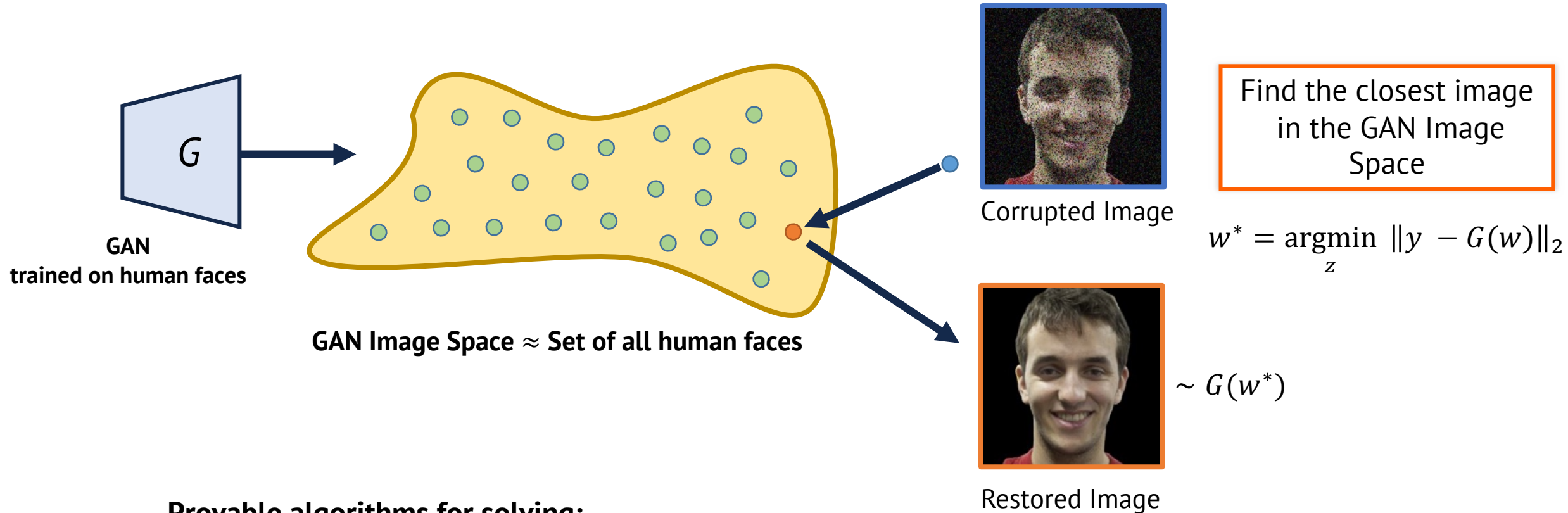


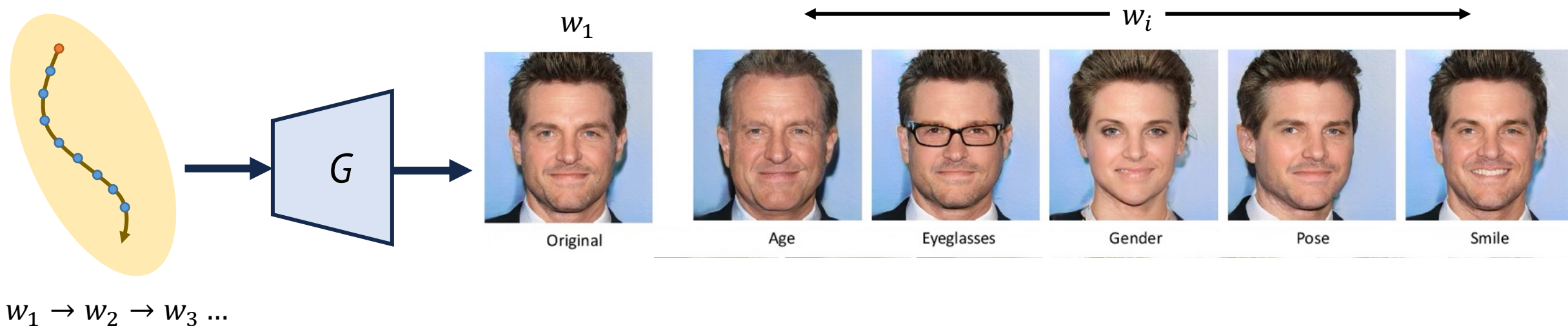
Image Restoration using Generative Models



Provable algorithms for solving:

- Image Restoration
- Image Denoising, Inpainting etc.

GAN Inversion is necessary for Image Editing

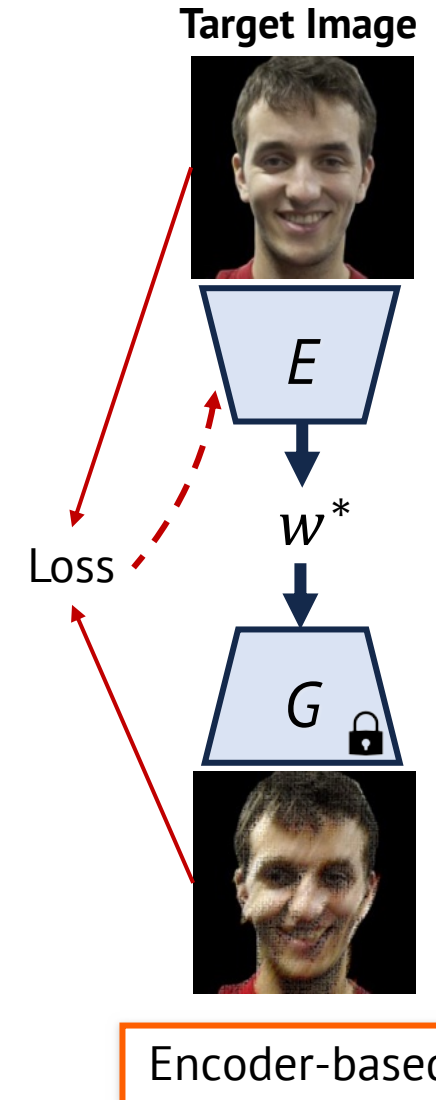
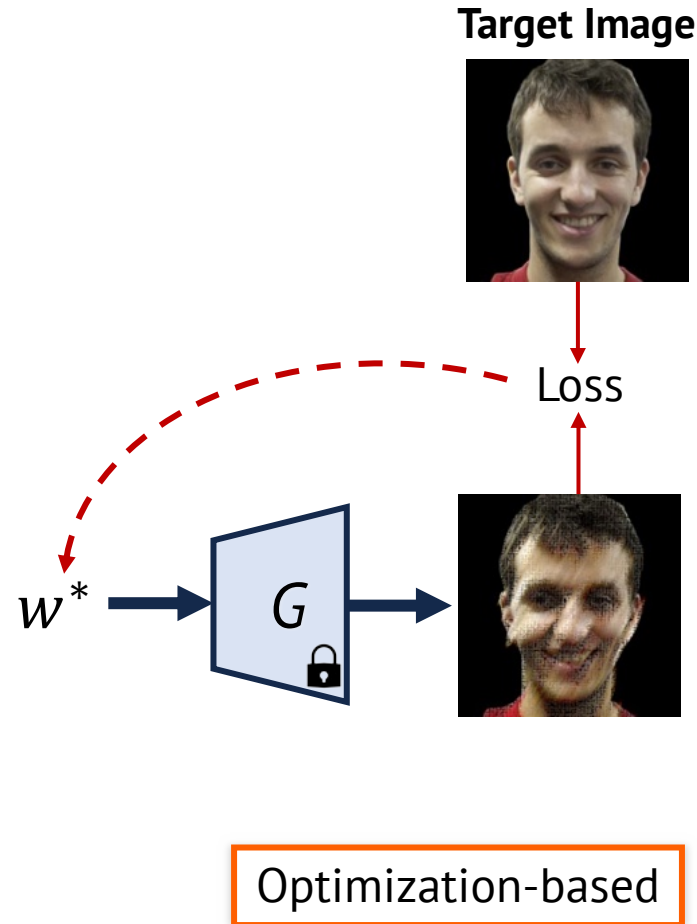
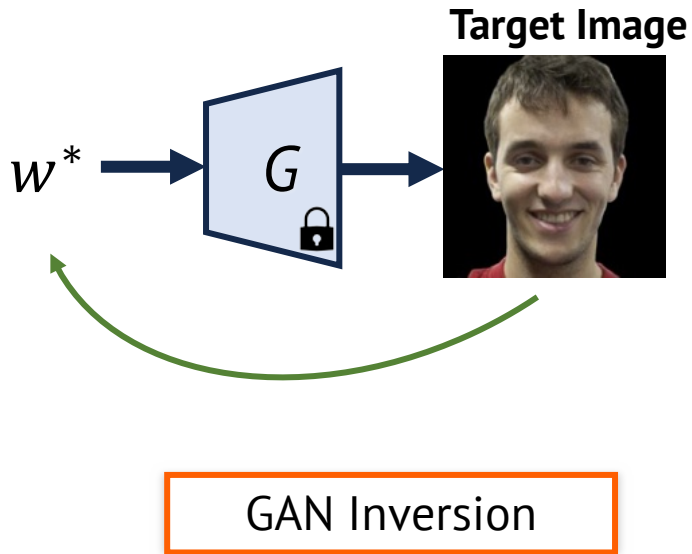


Edit a real image?

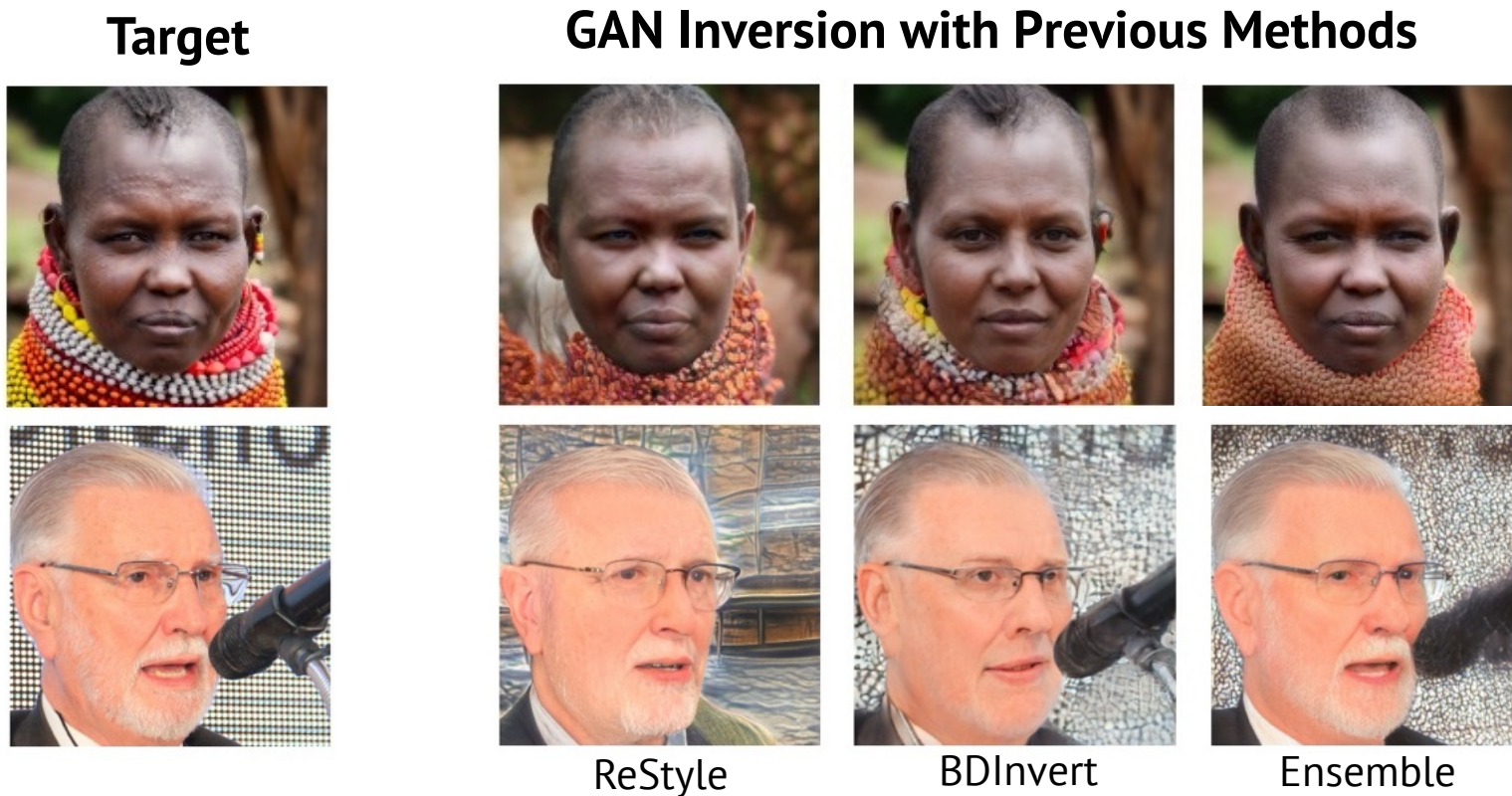
Corresponding Latent code must be known!



GAN Inversion

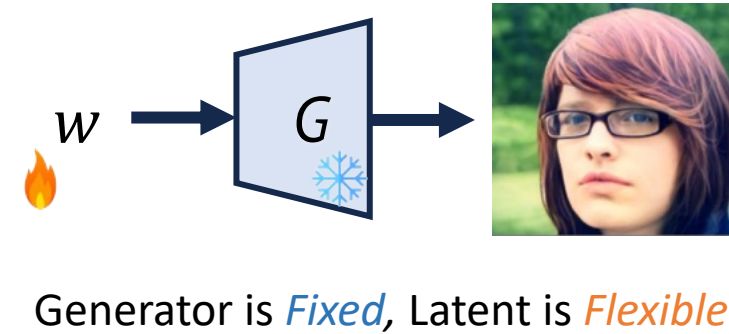
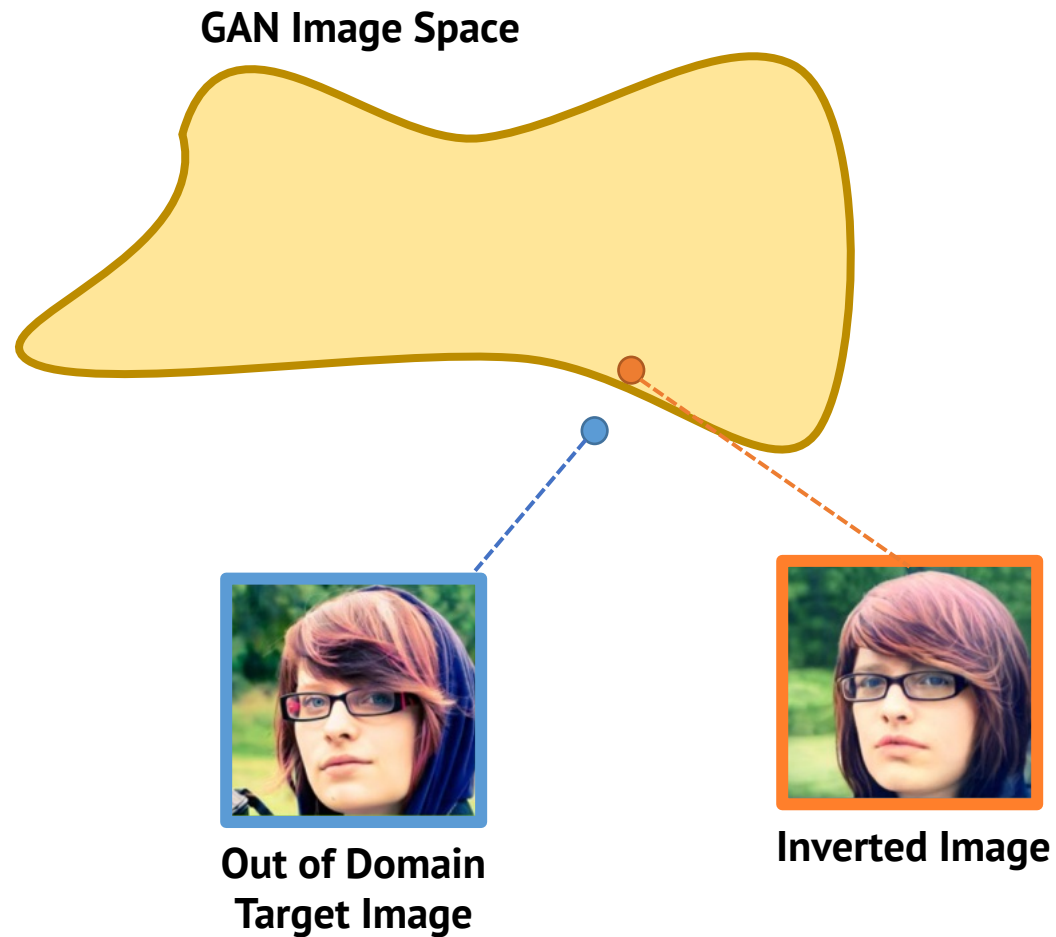


GAN Inversion: Most Techniques Fail on out-of-domain Images

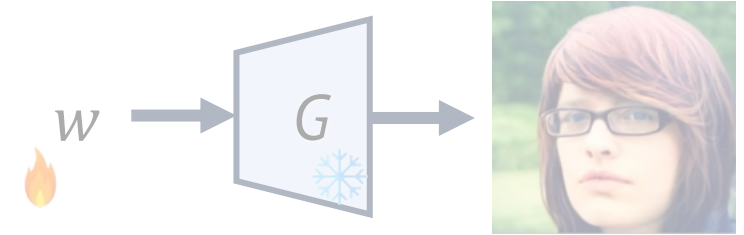
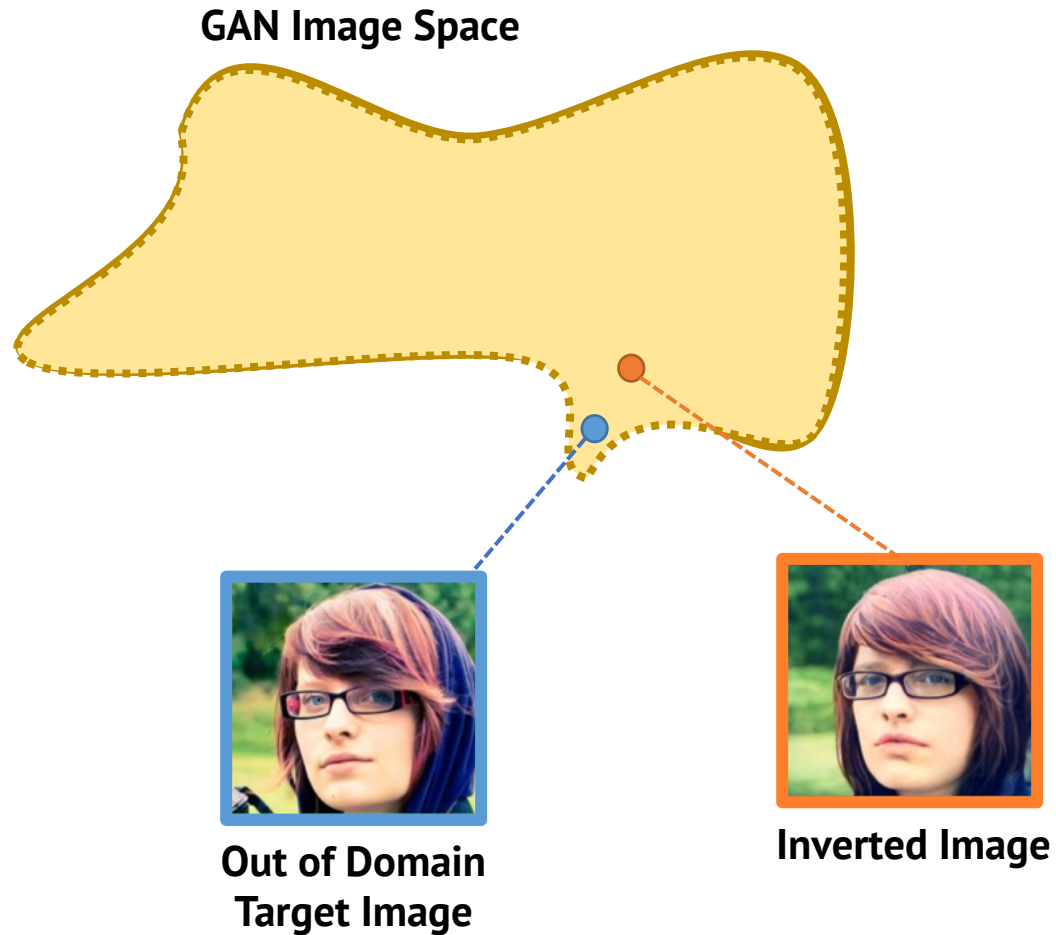


Ref: ReStyle, Alauf et al., ICCV '21
BDInvert, Kang et al., ICCV '21
Ensemble, Cai et al., CVPR '21

Key Challenge in Inverting a Frozen GAN

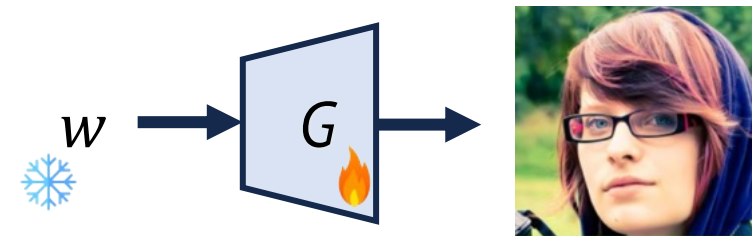


Key Challenge in Inverting a Frozen GAN



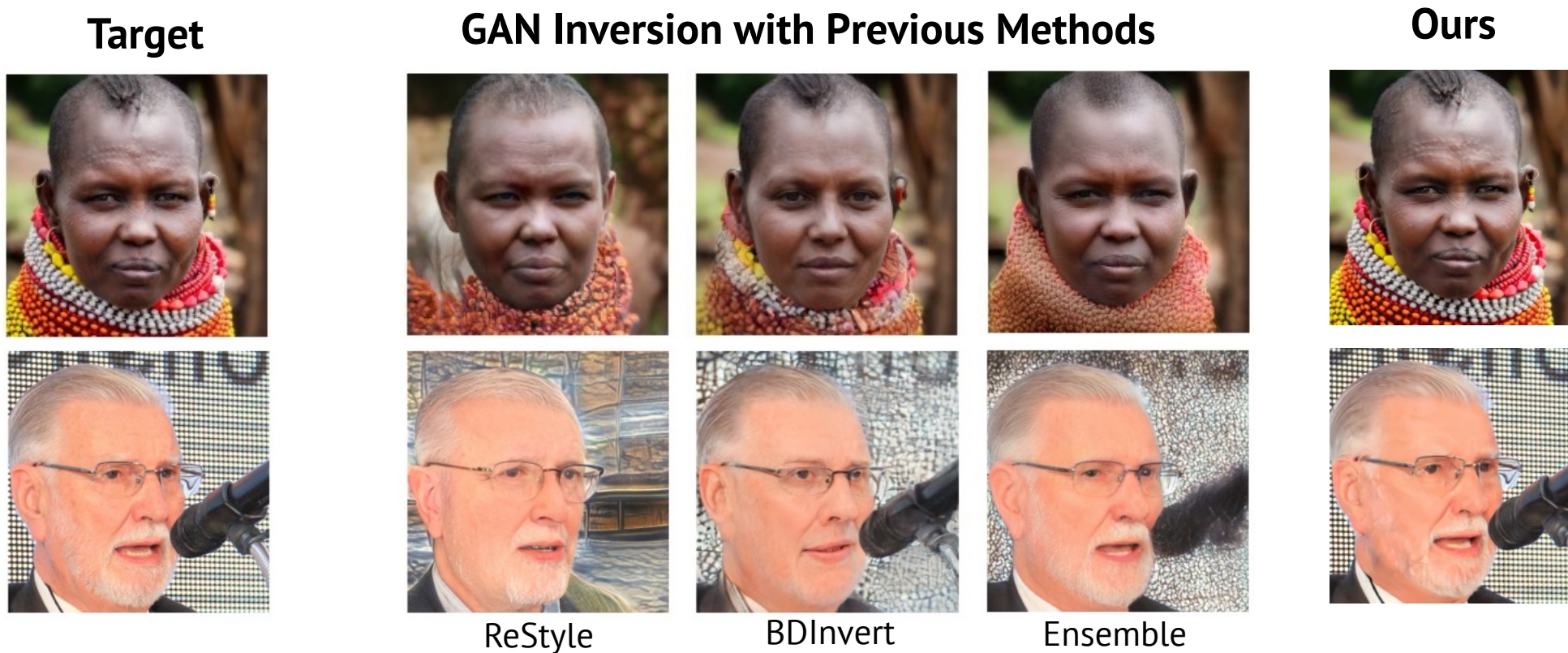
Generator is *Frozen*, Latent is *Trainable*

Proposed Idea:



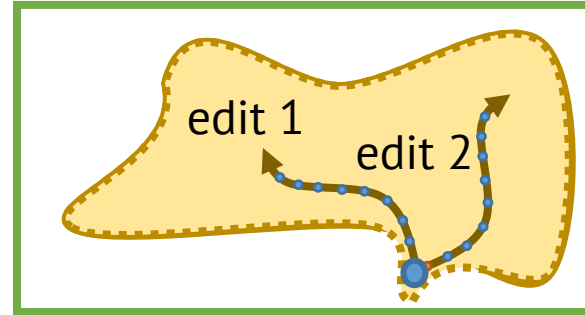
Generator is *Flexible*, Latent is *Fixed*

Our Method Achieves Near-perfect GAN Inversion



Ref: ReStyle, Alauf et al., ICCV '21
BDInvert, Kang et al., ICCV '21
Ensemble, Cai et al., CVPR '21

Most off-the-shelf Editing methods work!



Eyes



Lipstick



Mouth



Hair



using **StyleSpace Editing Directions**

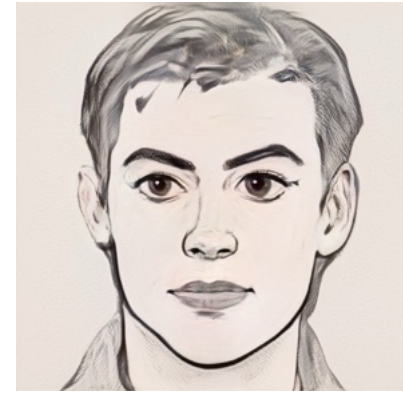
One-shot Image Stylization



Style Reference



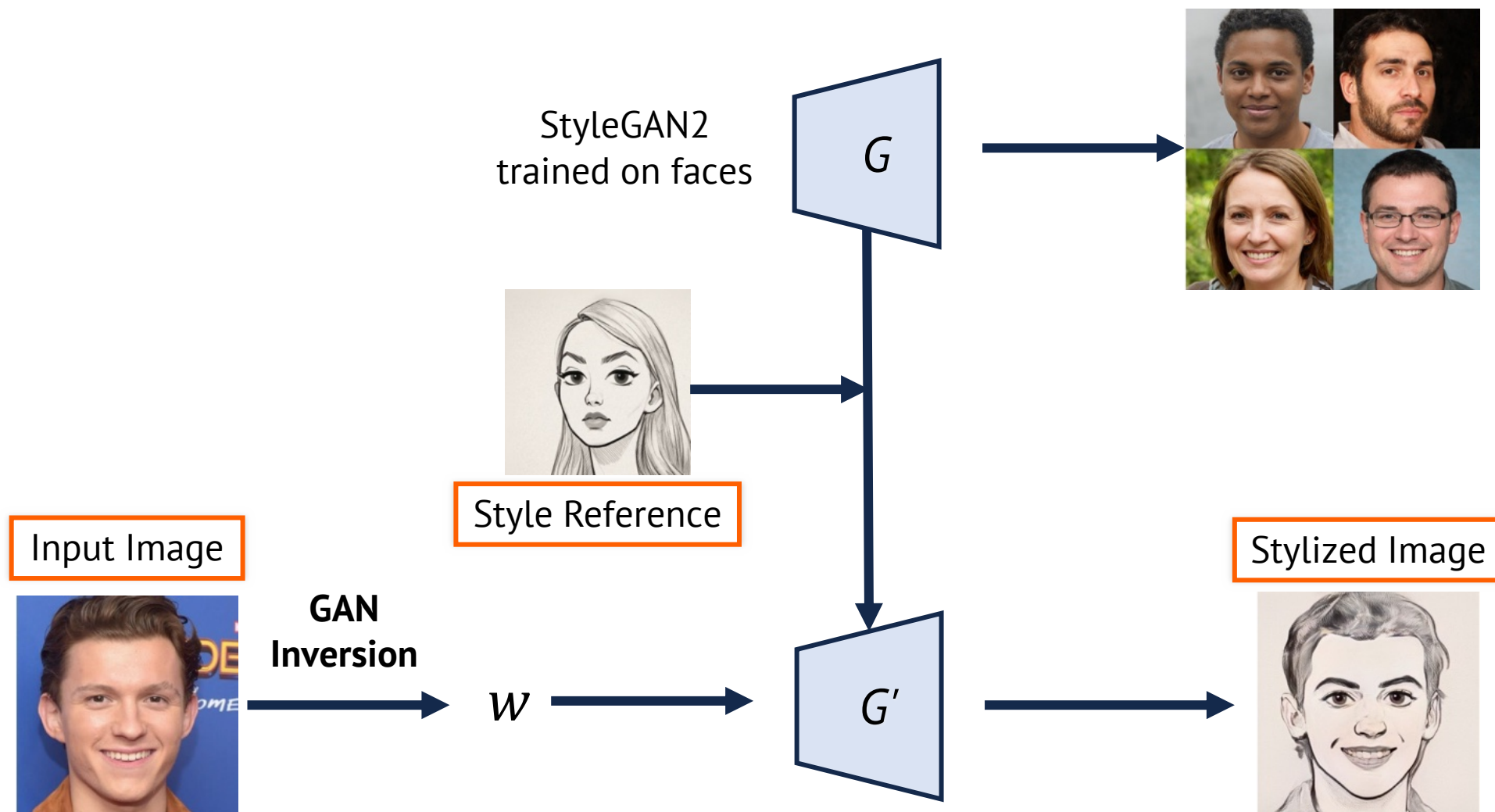
Input Image



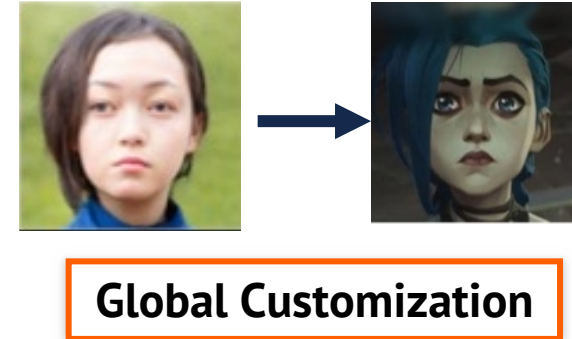
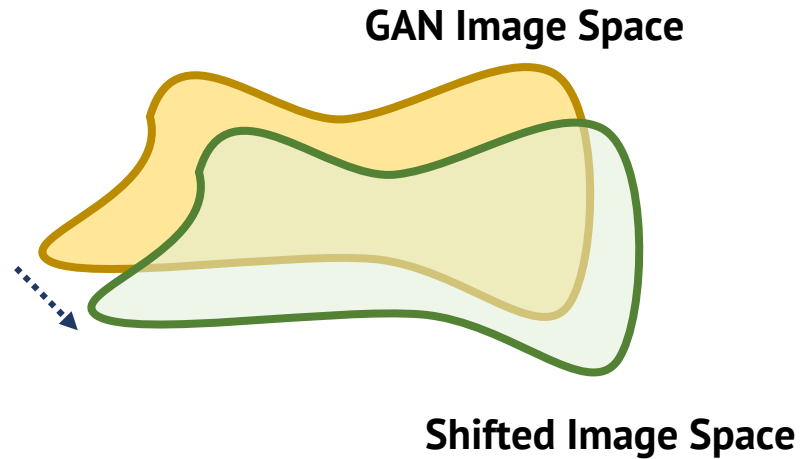
Stylized Image

Stylizing an Input Image in the style of a Reference Style using only *one* example

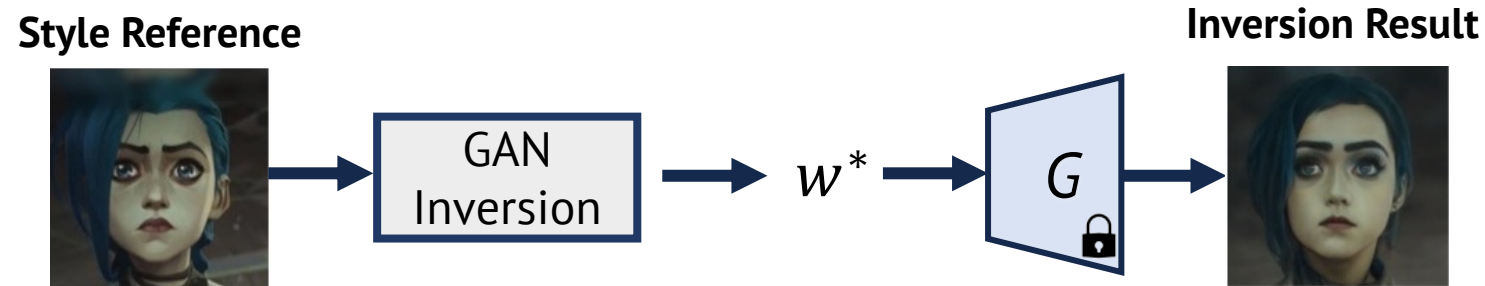
Pre-trained GAN for one-shot Stylization



How to perform global customization of StyleGAN2?



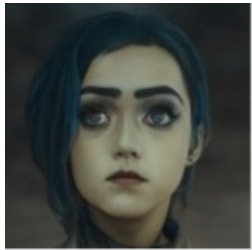
Step 1: GAN Inversion



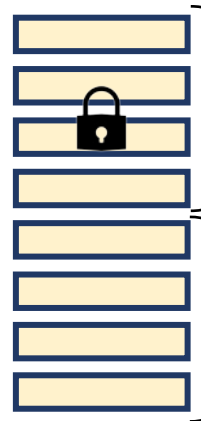
JoJoGAN: Style-mixing

Step 2. Use Style-mixing property to Create a Training Set

Inversion result

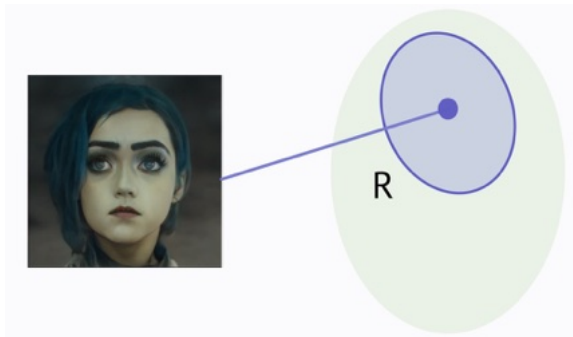


W^*



Rows responsible
for identity

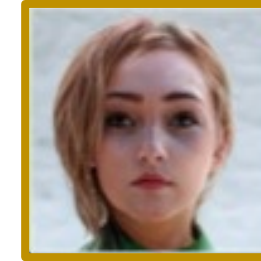
Rows responsible
for stylistic features



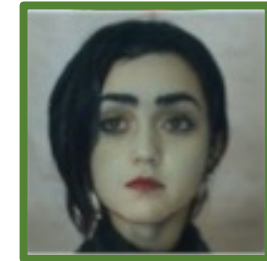
S or W space



W_1

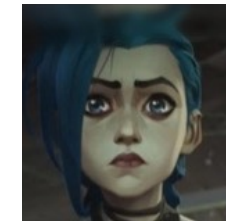


W_2



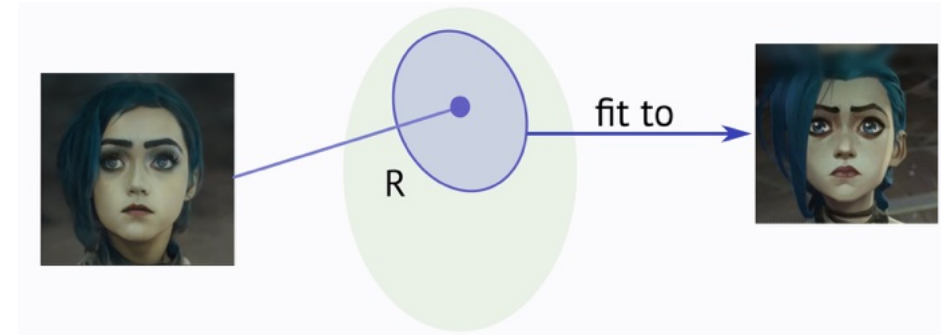
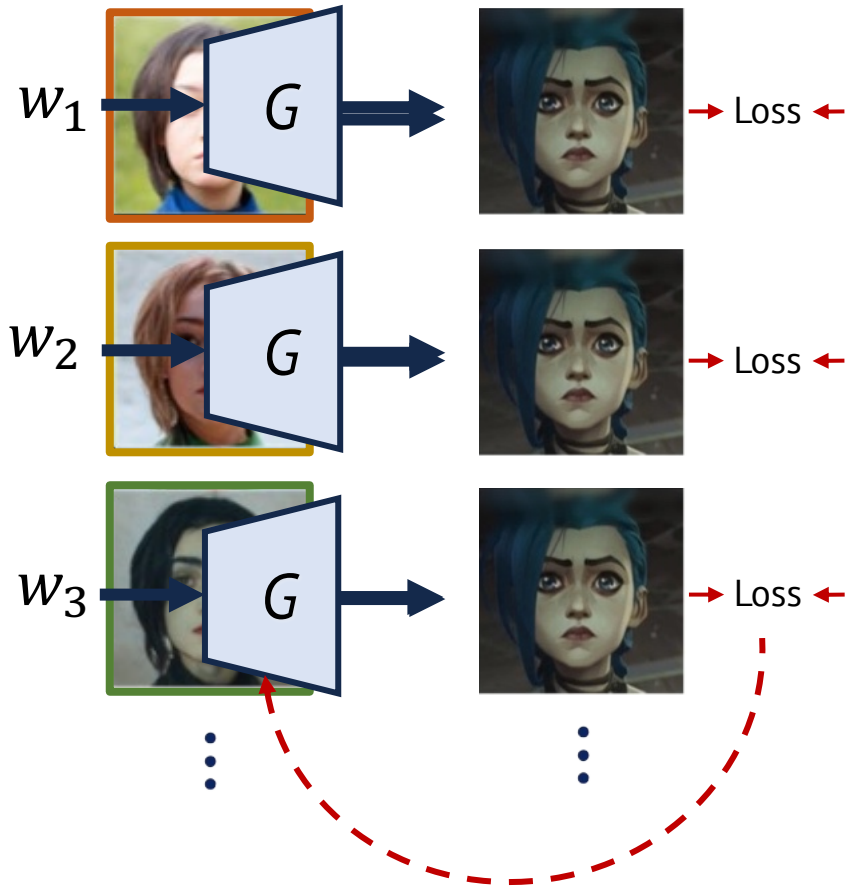
W_3

...

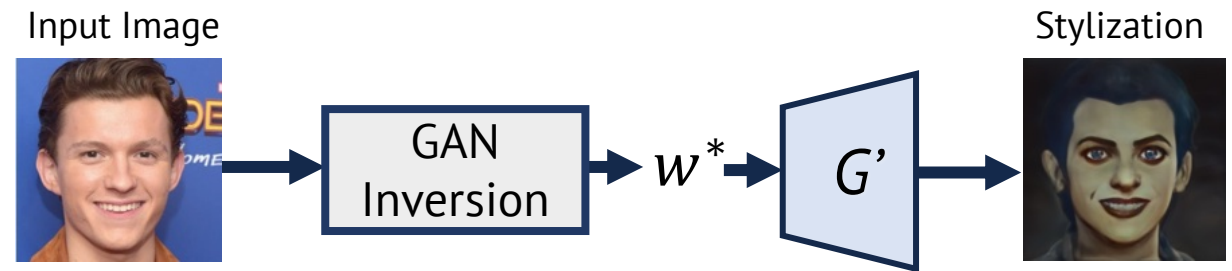


How to Fine-tune StyleGAN2 ? : JoJoGAN

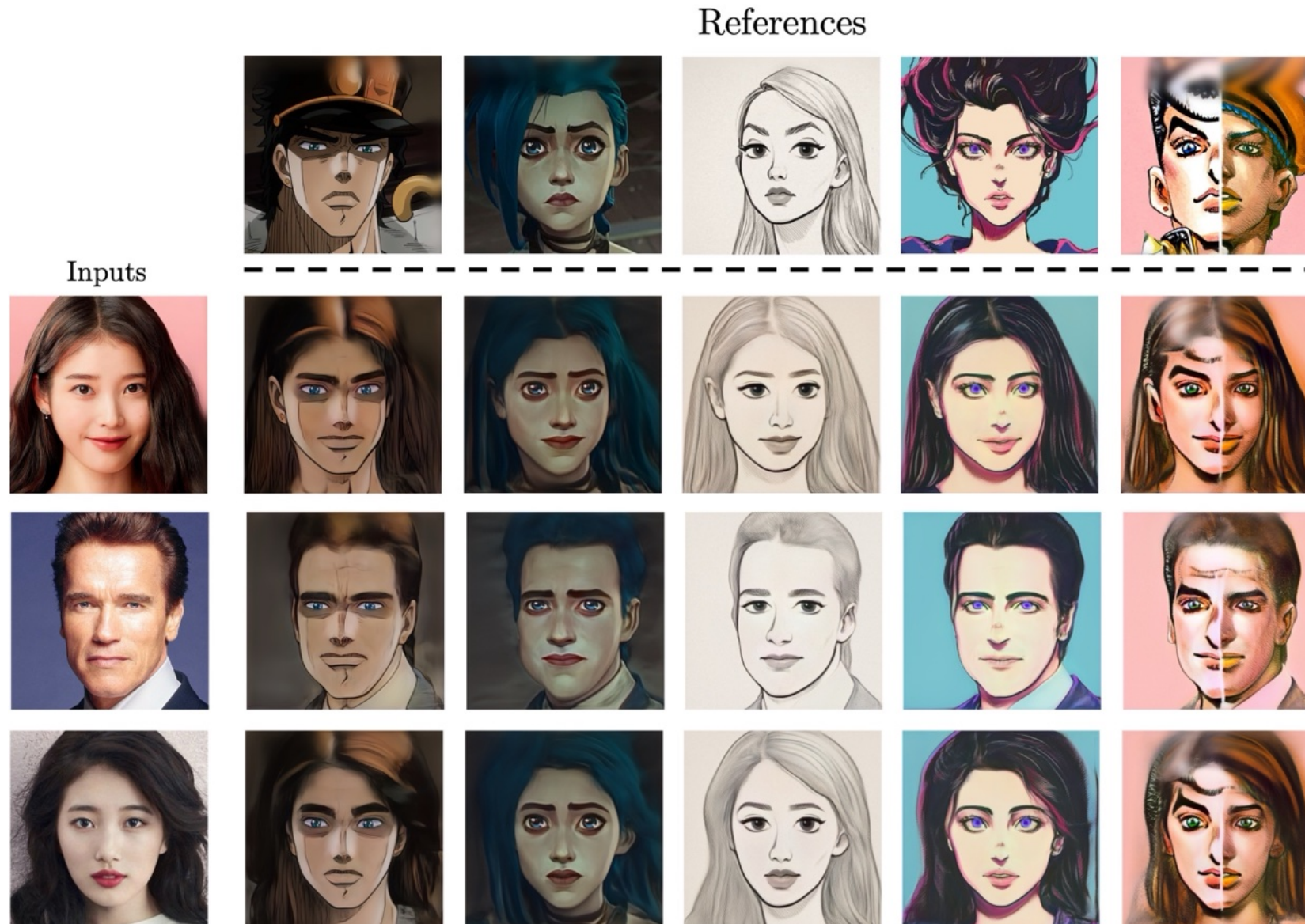
Fine-tune G using pixel-level losses



Inference on fine-tuned G



JoJoGAN: Results





GANs: Summary

- Tremendous progress in training algorithm, architecture, and conditioning mechanism
- Rich understanding of image features with disentangled representation
- Smooth interpolations in latent space
- Vast variety of applications of pre-trained GANs in all engineering domains through,
 - GAN conditioning
 - GAN Inversion + latent space traversal
 - GAN customization (fine-tuning)
- Are GANs still relevant?! : [current and future trends](#)