

# Conditional Generative Adversarial Networks (cGANs)

# Conditional GANs (cGANs)

- Gain control of output
- Modeling (e.g., sketch-based modeling, etc.)
  - Add semantic meaning to latent space manifold
- Domain transfer
  - Labels on A -> transfer to B, train network on 'B', test on B
  - More later

# GAN Manifold



Train Data



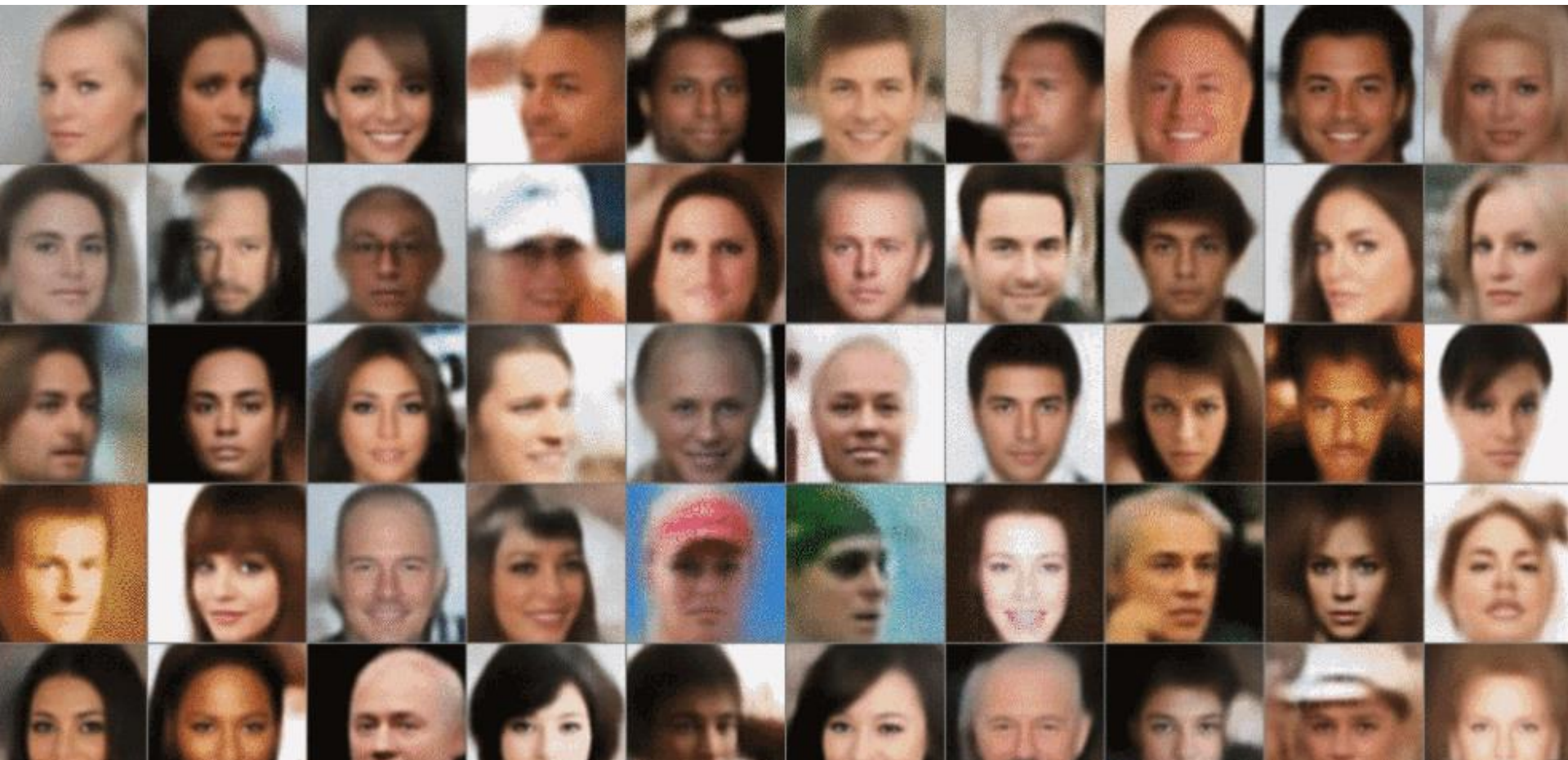
Sampled Data  $\rightarrow G(z)$

# GAN Manifold



$a - b + c$

# GAN Manifold



# GAN Manifold

$G(z_0)$



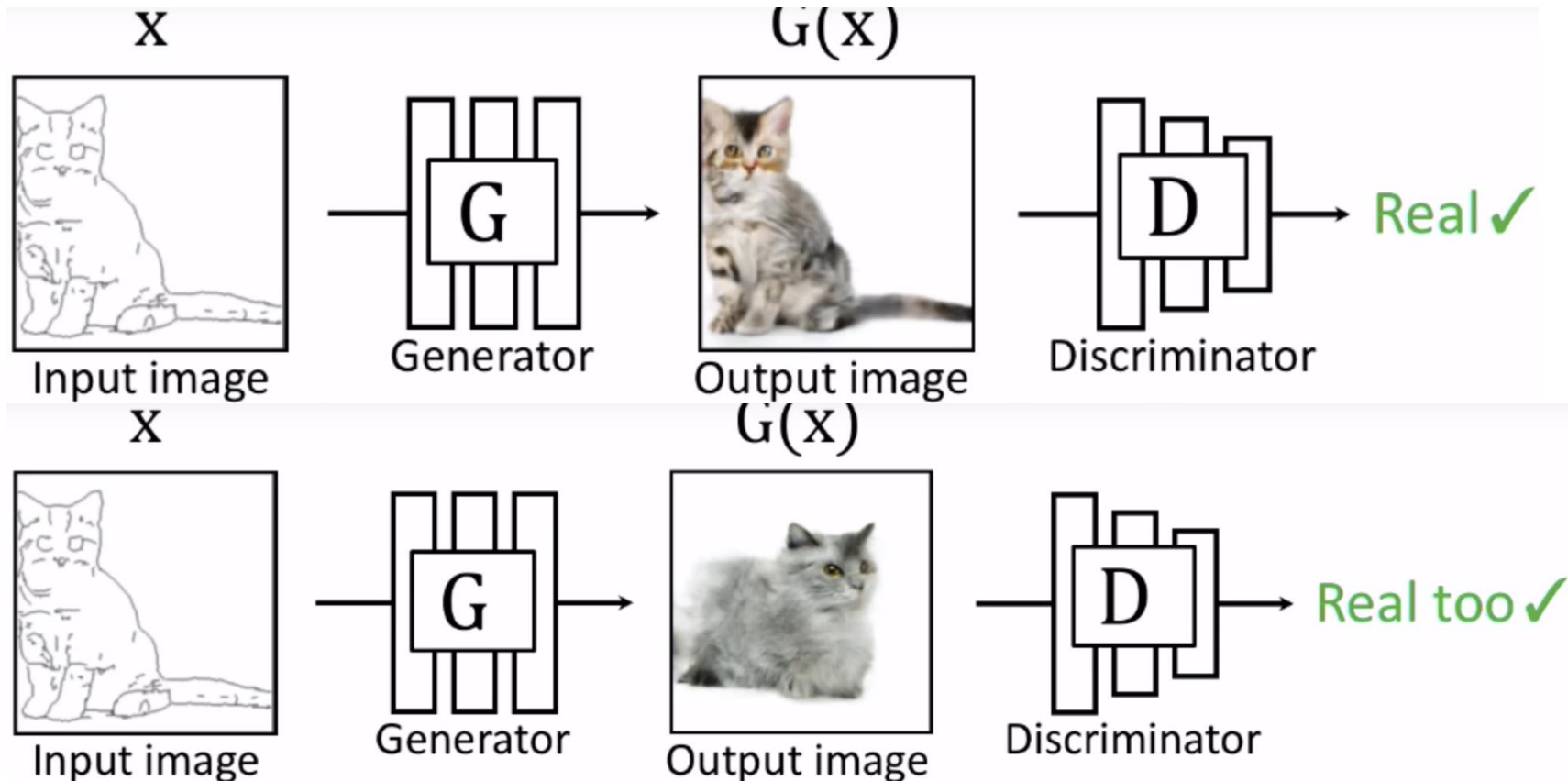
Linear interpolation in  $z$  space:  $G(z_0 + t \cdot (z_1 - z_0))$



$G(z_1)$



# Conditional GANs (cGANs)



# iGANs: Overview



original photo



different degree of image manipulation

Project 



projection on manifold

Editing UI 



 Edit Transfer



transition between the original and edited projection



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# iGANs: Projecting an Image onto the Manifold

Input: real image  $x^R$   
Output: latent vector  $z$

**Optimization**

$$z^* = \arg \min \mathcal{L}(G(z), x^R)$$

Reconstruction loss  $L$

Generative model  $G(z)$



0.196



0.238



0.332

# iGANs: Projecting an Image onto the Manifold

Input: real image  $x^R$

Output: latent vector  $z$

### Optimization

$$z^* = \arg \min \mathcal{L}(G(z), x^R)$$

### Inverting Network $z = P(x)$

$$\theta_P^* = \arg \min_{\theta_P} \sum_{x_n^R} \mathcal{L}(G(\underbrace{P(x_n^R; \theta_P)}_{\text{Auto-encoder}}), x_n^R)$$

Auto-encoder

with a fixed decoder  $G$



# iGANs: Projecting an Image onto the Manifold

Input: real image  $x^R$   
Output: latent vector  $z$

## Optimization

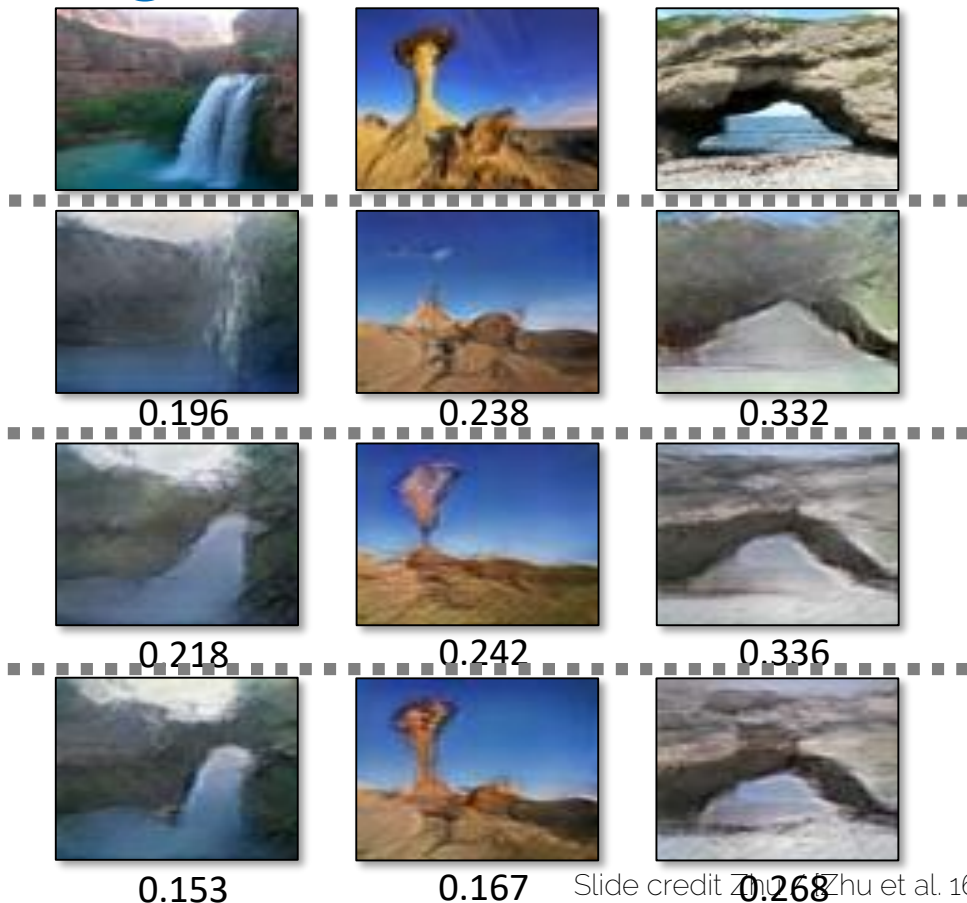
$$z^* = \arg \min \mathcal{L}(G(z), x^R)$$

Inverting Network  $z = P(x)$

$$\theta_P^* = \arg \min_{\theta_P} \sum_{x_n^R} \mathcal{L}(G(P(x_n^R; \theta_P)), x_n^R)$$

## Hybrid Method

Use the **network** as initialization  
for the **optimization** problem



# iGANs: Overview



original photo

Project 



projection on manifold



Editing UI 



different degree of image manipulation

 Edit Transfer



transition between the original and edited projection

# iGANs: Manipulating the Latent Vector

constraint violation loss  $L_g$

user guidance image

Objective: 
$$z^* = \arg \min_{z \in \mathbb{Z}} \left\{ \underbrace{\sum_g (\mathcal{L}_g(G(z)) v_g)}_{\text{data term}} + \underbrace{\lambda_s \cdot \|z - z_0\|_2^2}_{\text{manifold smoothness}} \right\}.$$

data term

manifold smoothness

Guidance

$v_g$



$z_0$

# iGANs: Overview



original photo



different degree of image manipulation

Project 



projection on manifold

Editing UI 



 Edit Transfer

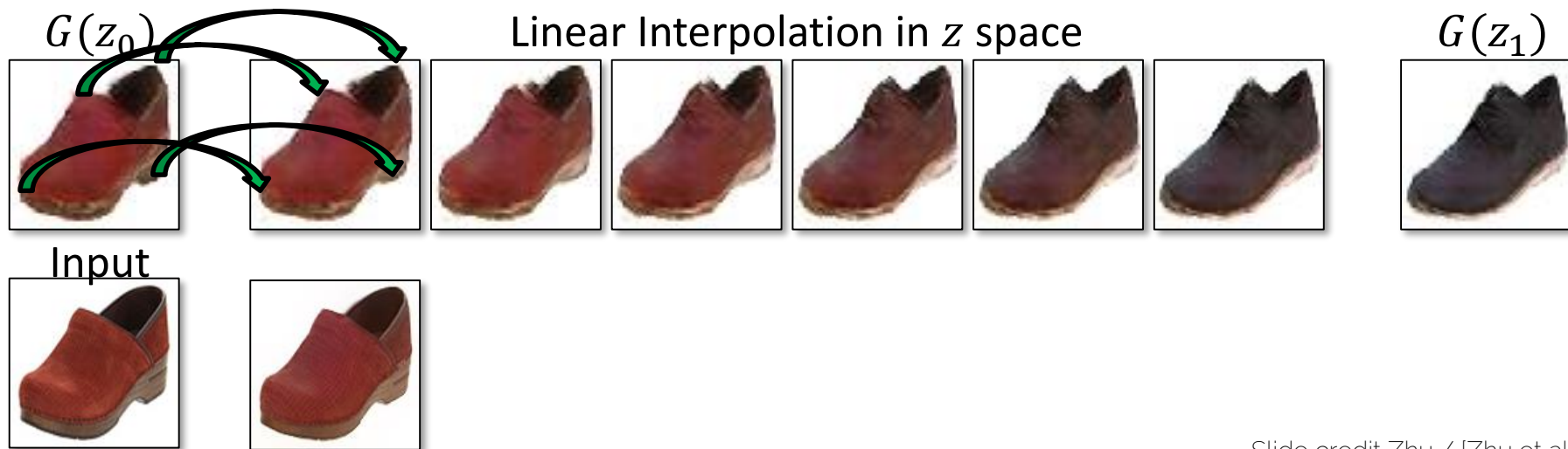


transition between the original and edited projection

# iGANs: Edit Transfer

**Motion (u, v) + Color (A<sub>3×4</sub>):** estimate per-pixel geometric and color variation

$$\iint \underbrace{\|I(x, y, t) - A \cdot I(x+u, y+v, t+1)\|^2}_{\text{data term}} + \underbrace{\sigma_s (\|\nabla u\|^2 + \|\nabla v\|^2)}_{\text{spatial reg}} + \underbrace{\sigma_c \|\nabla A\|^2}_{\text{color reg}} dx dy$$

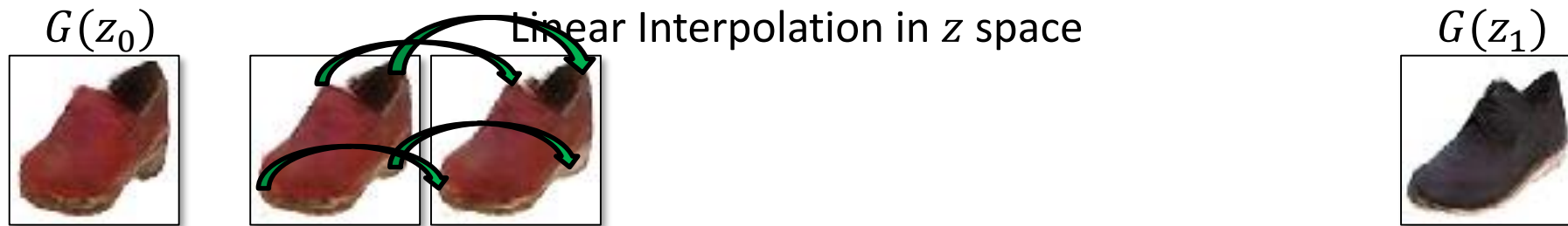




# iGANs: Edit Transfer

**Motion (u, v) + Color (A<sub>3×4</sub>):** estimate per-pixel geometric and color variation

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# iGANs: Edit Transfer

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$G(z_0)$



Linear Interpolation in z space



$G(z_1)$



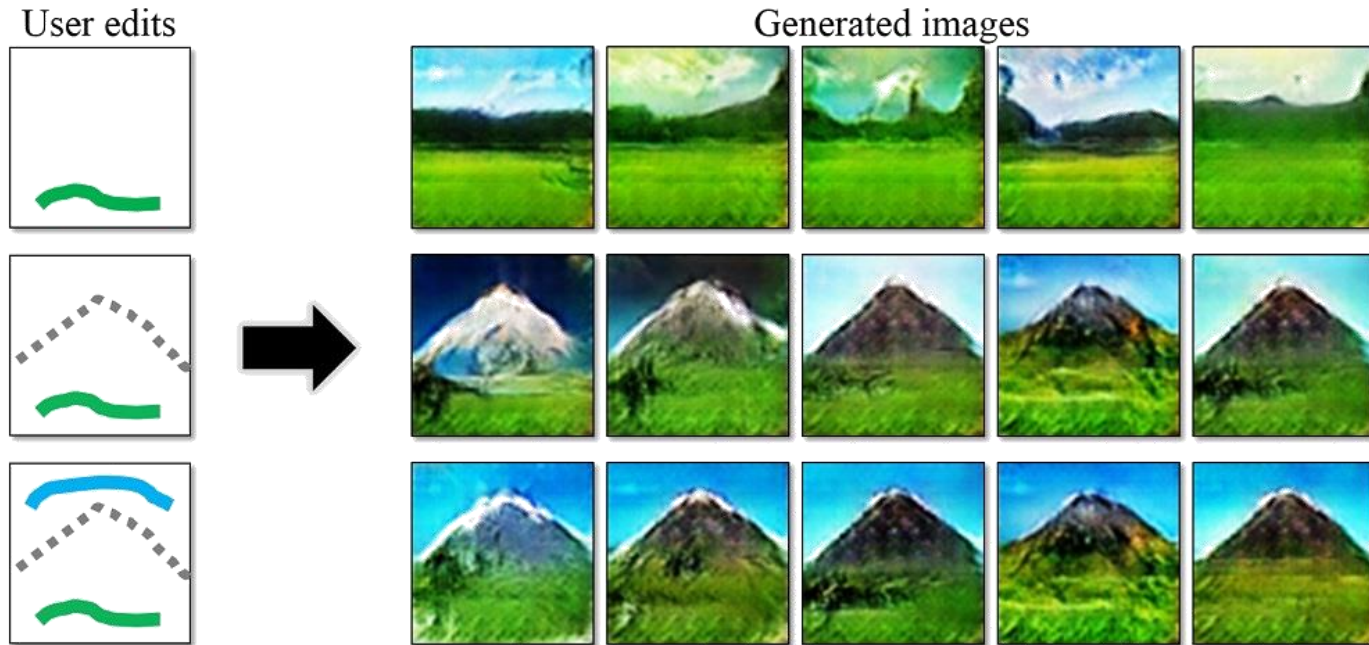
Input



Result



# cGANs: Interactive GANs



— Color  
■ ■ ■ Sketch

Interactive GANs: projection to GAN embedding

# cGANs: Interactive GANs

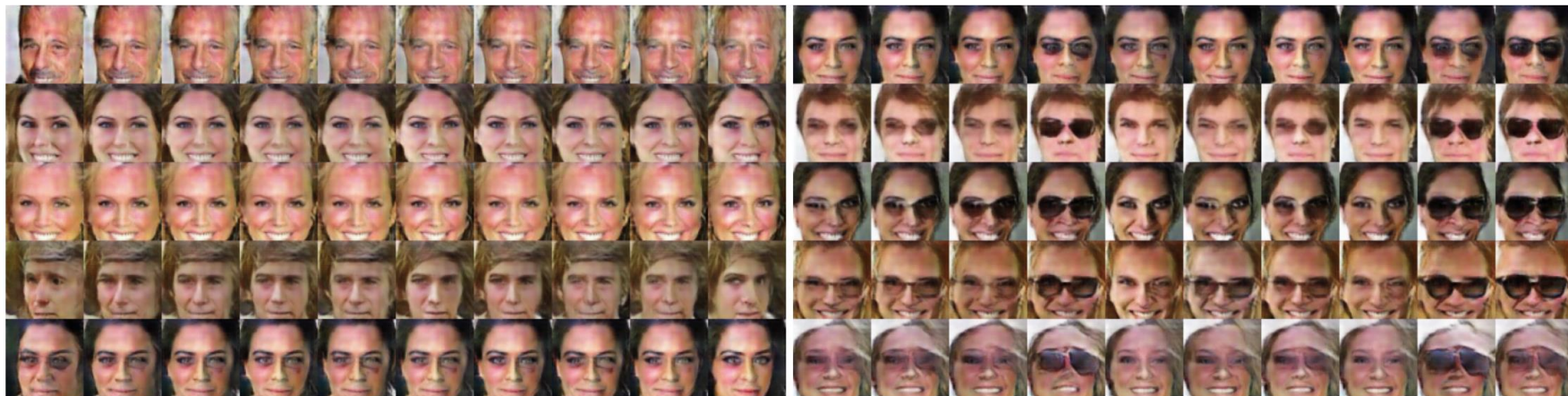
|                                  |   |   |   |   |  |   |   |   |   |   |
|----------------------------------|---|---|---|---|--|---|---|---|---|---|
| Original photos                  |  |  |  |  |  |  |  |  |  |  |
| Reconstruction via Optimization  |  |  |  |  |  |  |  |  |  |  |
|                                  | 0.165   | 0.164   | 0.370   | 0.279   | 0.350  | 0.249   | 0.437   | 0.255   | 0.178   | 0.227   |
| Reconstruction via Network       |  |  |  |  |  |  |  |  |  |  |
|                                  | 0.198   | 0.190   | 0.382   | 0.302   | 0.251  | 0.339   | 0.482   | 0.270   | 0.248   | 0.263   |
| Reconstruction via Hybrid Method |  |  |  |  |  |  |  |  |  |  |
|                                  | 0.133   | 0.141   | 0.298   | 0.218   | 0.160  | 0.204   | 0.318   | 0.185   | 0.183   | 0.190   |

# cGANs: Interactive GANs



# Mapping in Latent Space is Difficult!

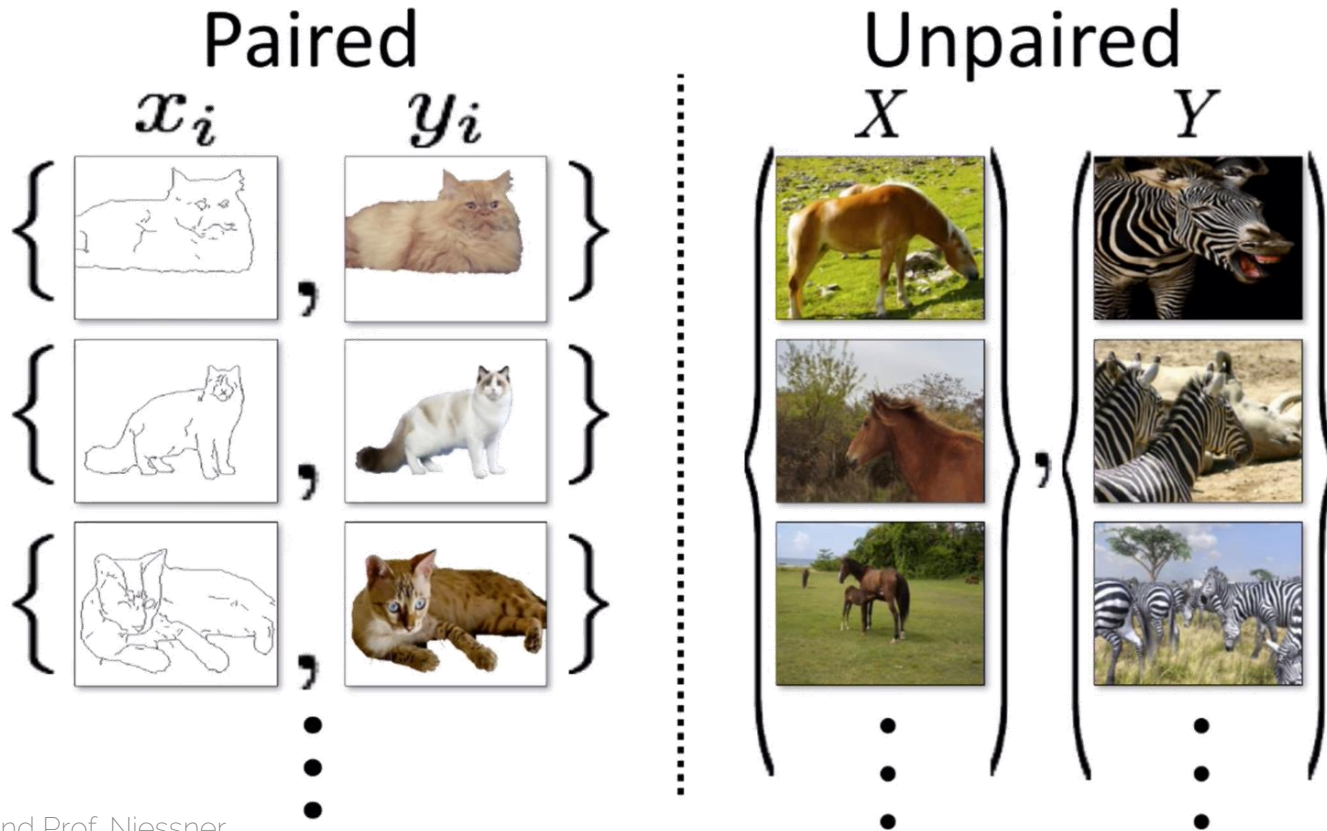
- Semantics are missing
- In most cases, no labels available
- Ideally, need some unsupervised disentangled rep.



(a) Azimuth (pose)

(b) Presence or absence of glasses

# Paired vs Unpaired Setting



# pix2pix: Image-to-Image Translation

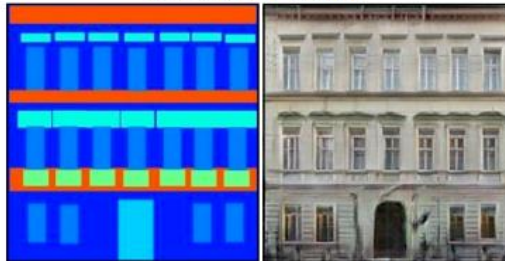
Labels to Street Scene



input

output

Labels to Facade



input

output

BW to Color



input

output

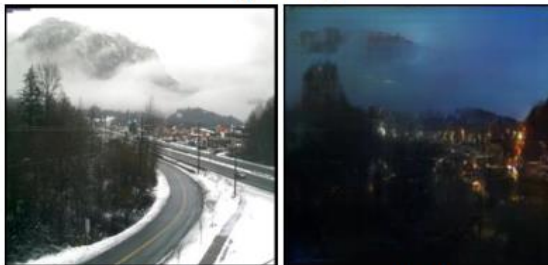
Aerial to Map



input

output

Day to Night



input

output

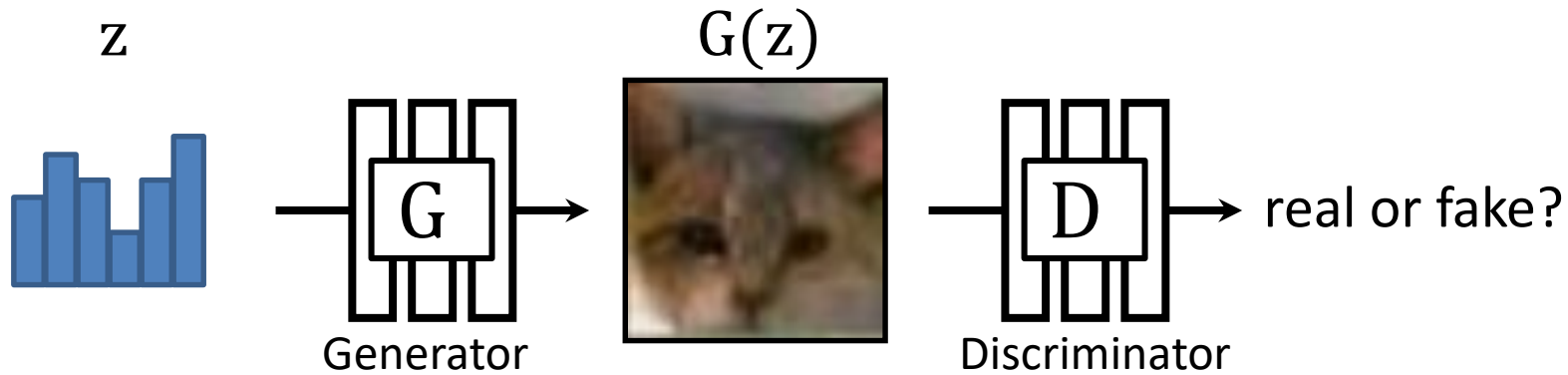
Edges to Photo



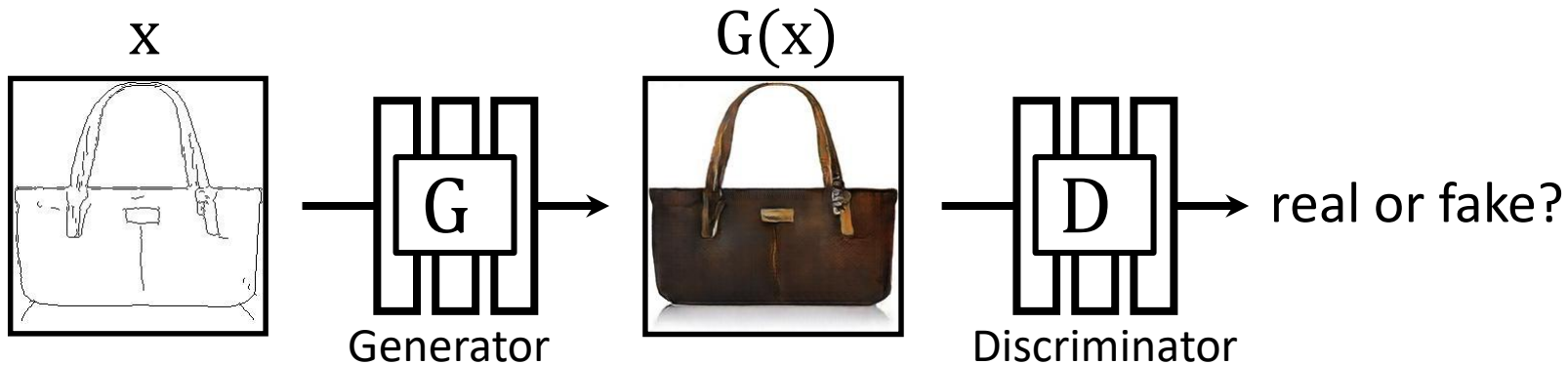
input

output

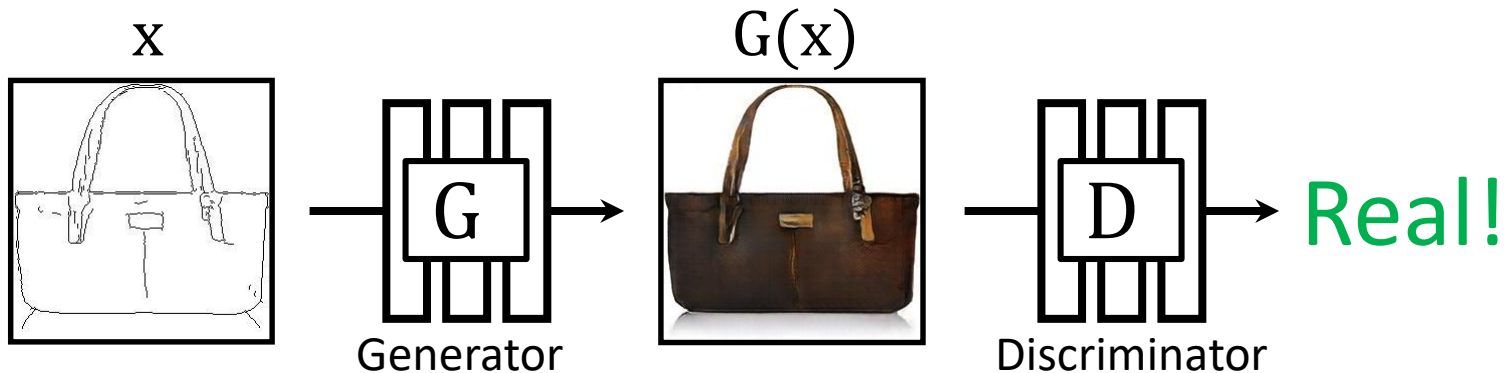




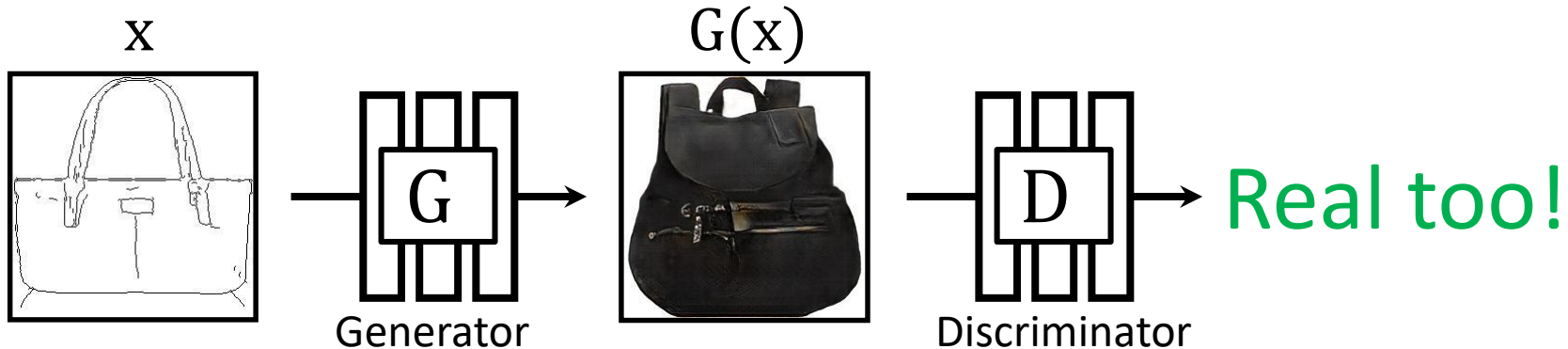
$$\min_G \max_D \mathbb{E}_{z,x} [\log D(G(z)) + \log(1 - D(x))]$$



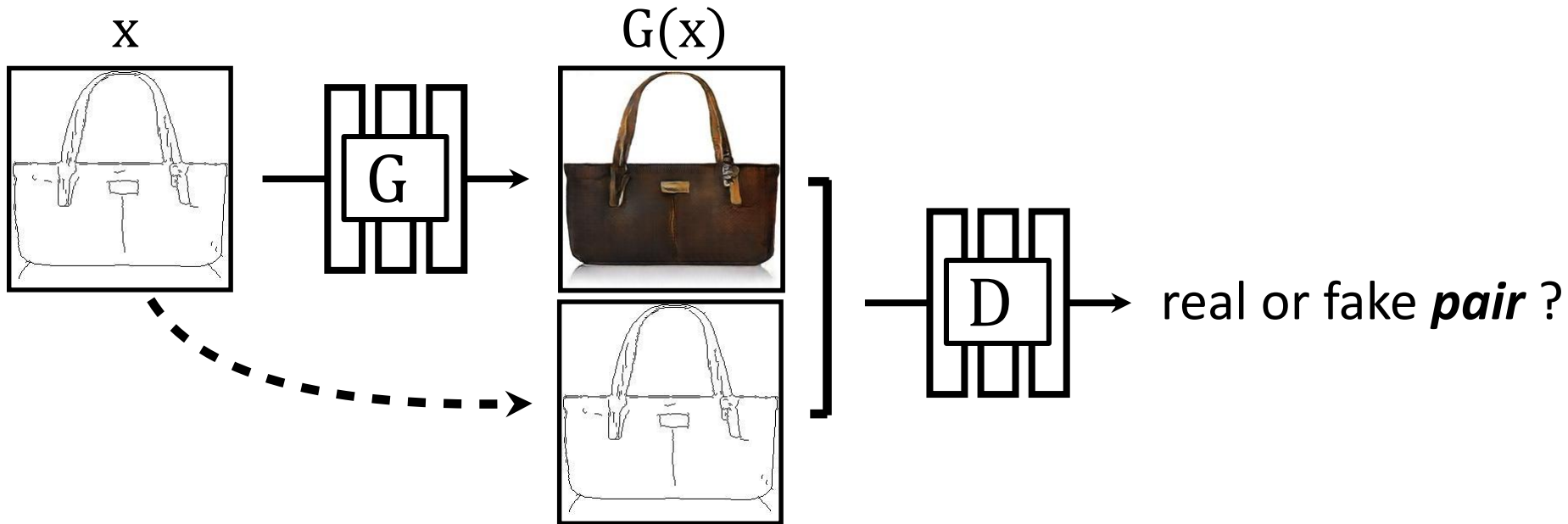
$$\min_G \max_D \mathbb{E}_{x,y} [\log D(G(x)) + \log(1 - D(y))]$$



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



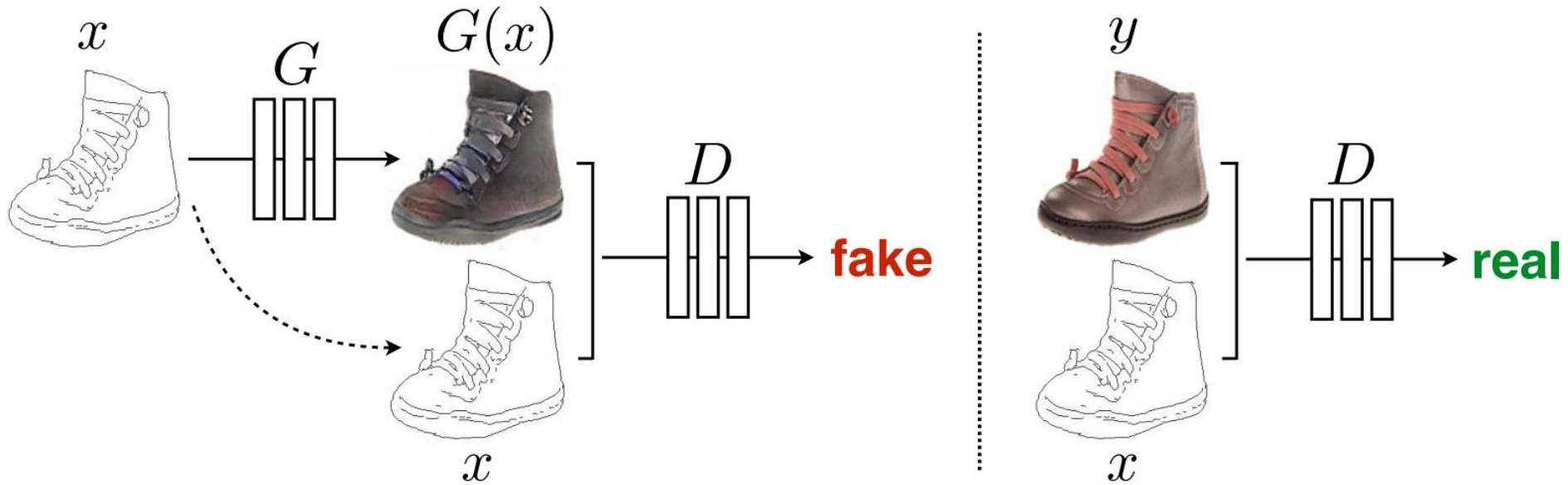
$$\min_G \max_D \mathbb{E}_{x,y} [\log D(G(x)) + \log(1 - D(y))]$$



$$\min_G \max_D \mathbb{E}_{x,y} [\log \underbrace{D(x, G(x))}_{\text{fake pair}} + \log(1 - \underbrace{D(x, y)}_{\text{real pair}})]$$

match joint distribution  $p(G(x), y) \sim p(x, y)$

# pix2pix



# Edges → Images

Input

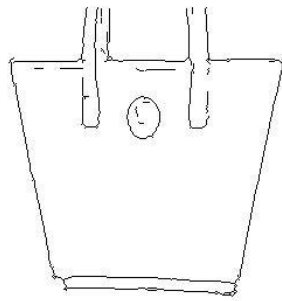
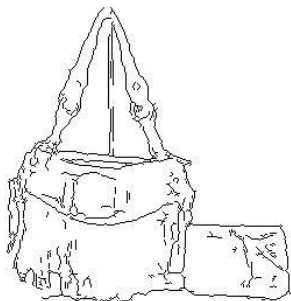
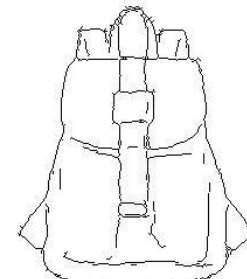
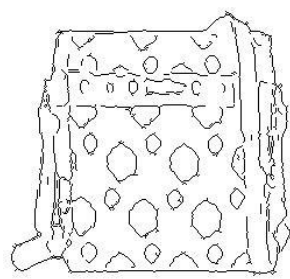
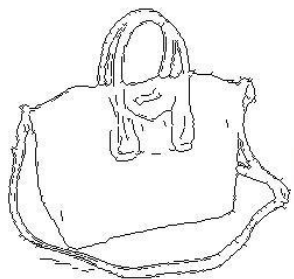
Output

Input

Output

Input

Output



Edges from [Xie & Tu, 2015]

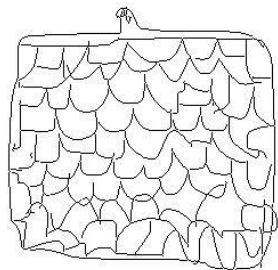
# pix2pix: Paired Setting

- Great when we have 'free' training data
- Often called self-supervised
- Think about these settings 😊



# Sketches $\rightarrow$ Images

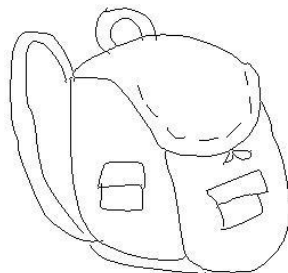
Input



Output



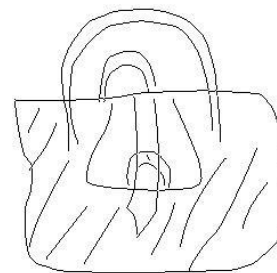
Input



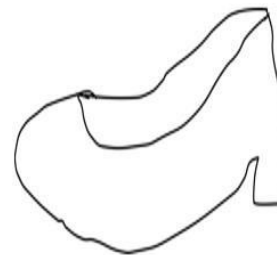
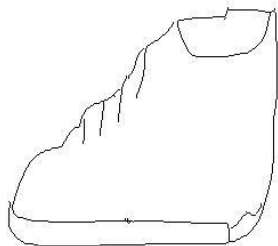
Output



Input



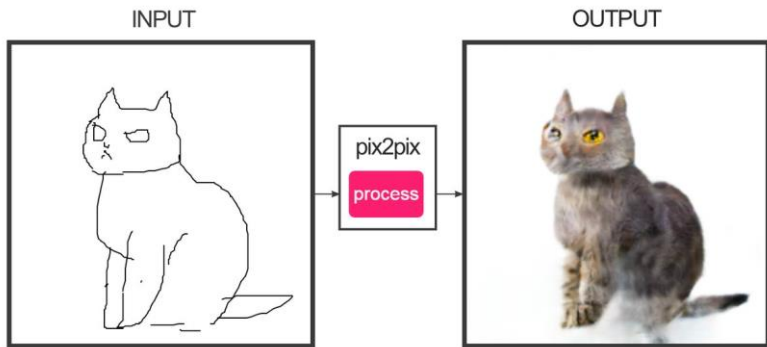
Output



Trained on Edges  $\rightarrow$  Images

Data from [Eitz, Hays, Alexa, 2012]

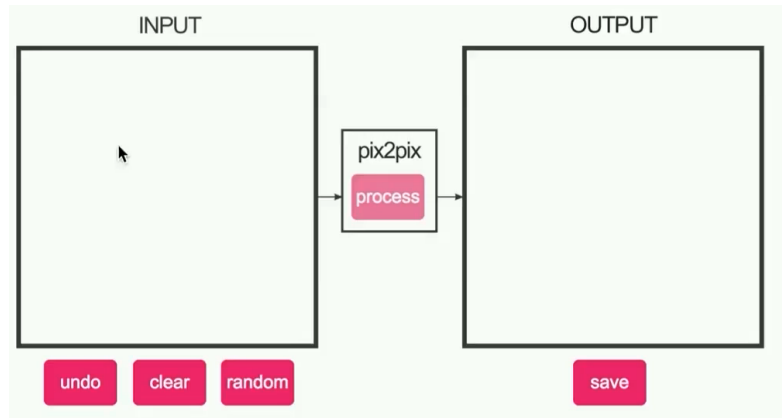
# #edges2cats [Christopher Hesse]



@gods\_tail



Ivy Tasi @ivymyt



@matthematician



Vitaly Vidmirov @vvid

<https://affinelayer.com/pixsrv/>

Input



Output



Groundtruth



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



slides credit: Isola / Zhu

# BW $\rightarrow$ Color

Input

Output

Input

Output

Input

Output



# Ideas behind Pix2Pix

- $L = L_{GAN} + \lambda L_1$  (makes it more constraint)
- Unet / skip connections for preserving structure
- Noise only through dropout
  - cGANs tend to learn to ignore the random vector  $z$
  - Still want probabilistic model

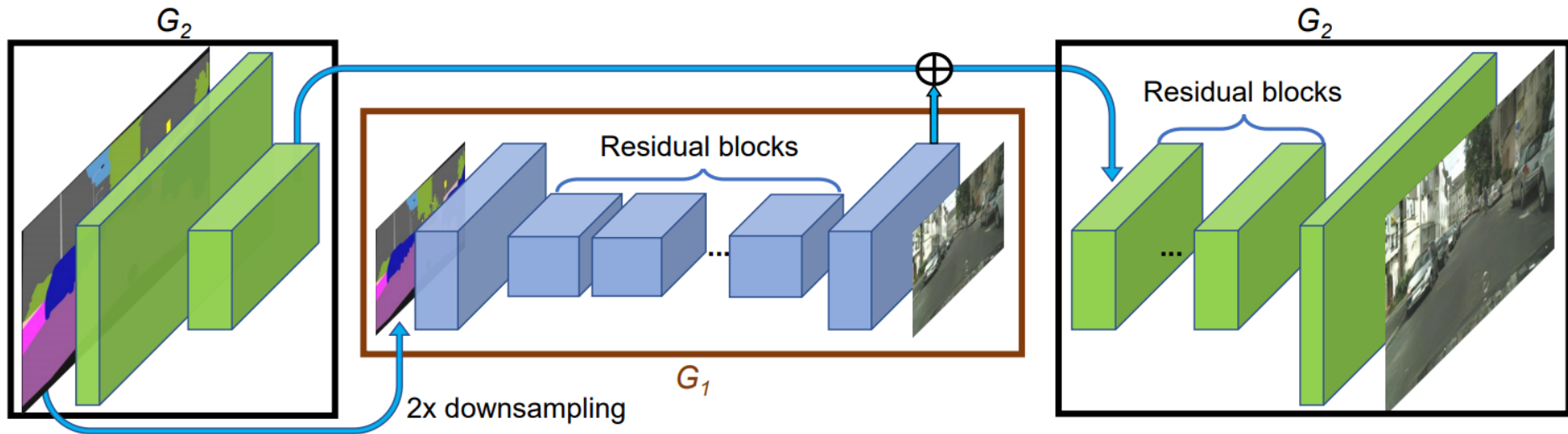
# Ideas behind Pix2Pix

- L1 or L2 loss for low frequency details
  - GAN discriminator for high frequency details
- > PatchGAN
- GAN discriminator applied only to local patches
  - It's fully-convolutional; i.e., can run on arbitrary image sizes

# Pix2PixHD

- Expand the pix2pix idea to multi-scale
- Coarse-to-fine generator + discriminator
- G's and D's are the same but since they operate on different resolutions, they have effectively a larger receptive field

# Pix2PixHD



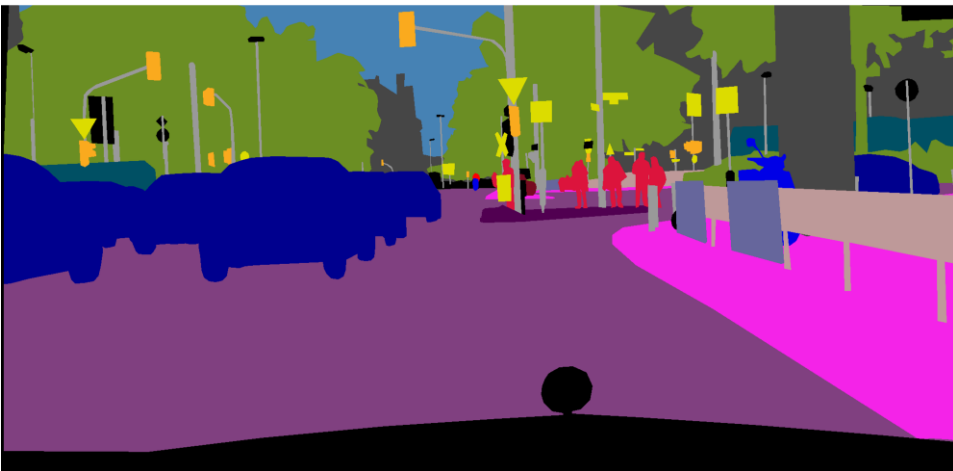


# Pix2PixHD

- Use of multi-scale discriminators
- $\min_G \max_{D_1, D_2, D_3} \sum_{k=1,2,3} L_{GAN}(G, D_k)$
- Can make various combinations of stacking discriminator and generator
  - E.g., have a single G and downsample generated and real images – or have intermediate real images (cf. ProGAN)

# Pix2PixHD

Input labels



Synthesized image



# Pix2PixHD



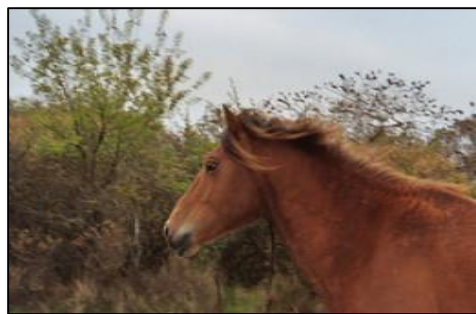
# Pix2PixHD (interactive results)



# Paired



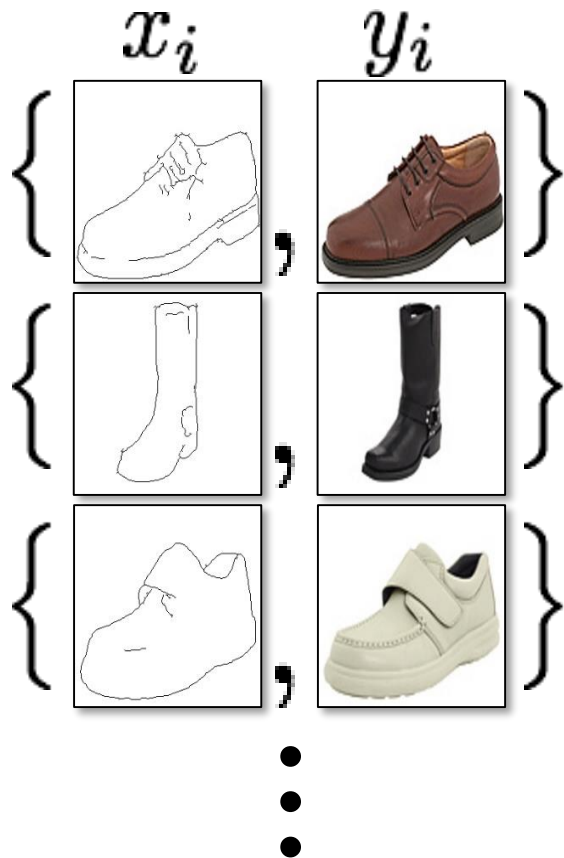
Label  $\leftrightarrow$  photo: per-pixel labeling



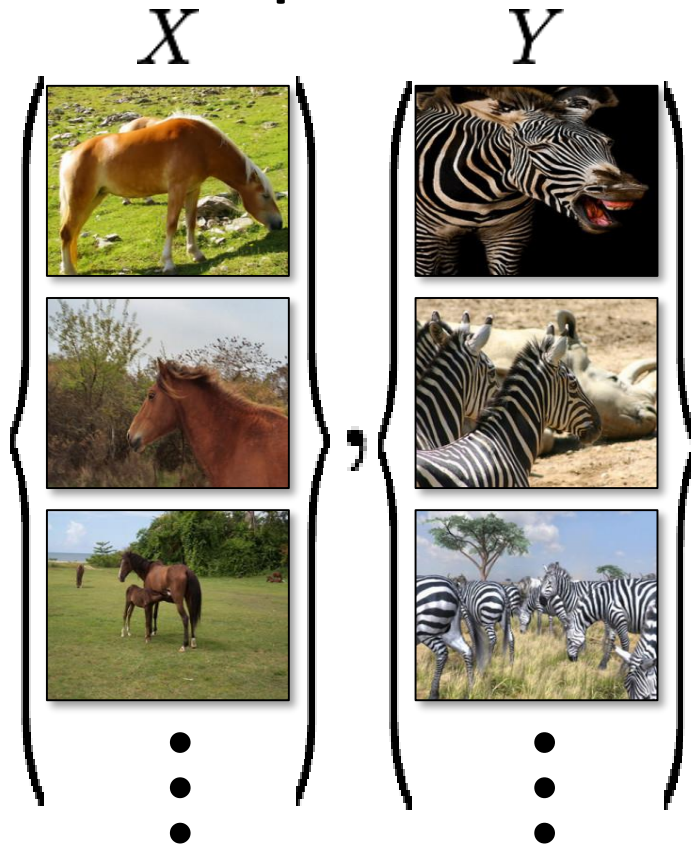
Horse  $\leftrightarrow$  zebra: how to get zebras?

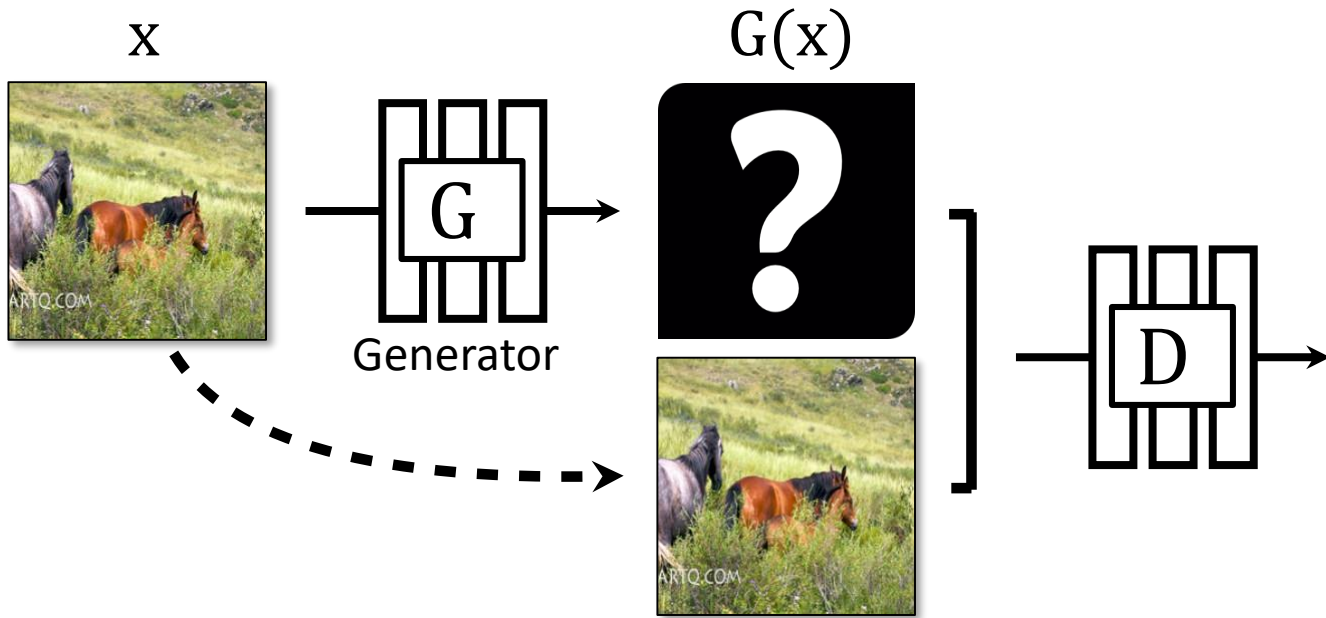
- Expensive to collect pairs.
- Impossible in many scenarios.

# Paired



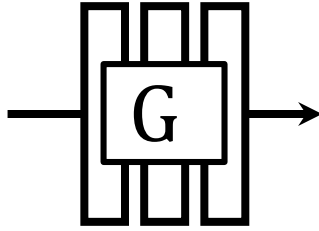
# Unpaired





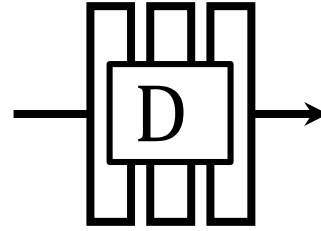
No input-output pairs!

X



Generator

$G(x)$

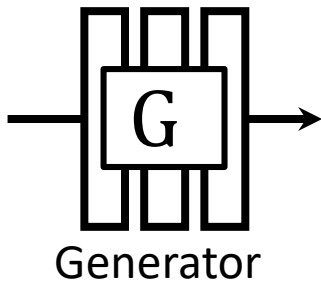


Discriminator

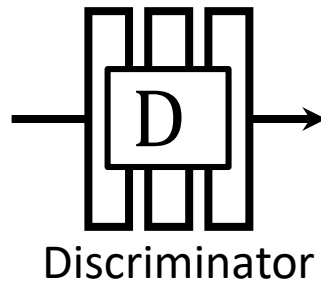
Real!



X

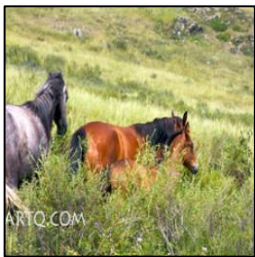


$G(x)$



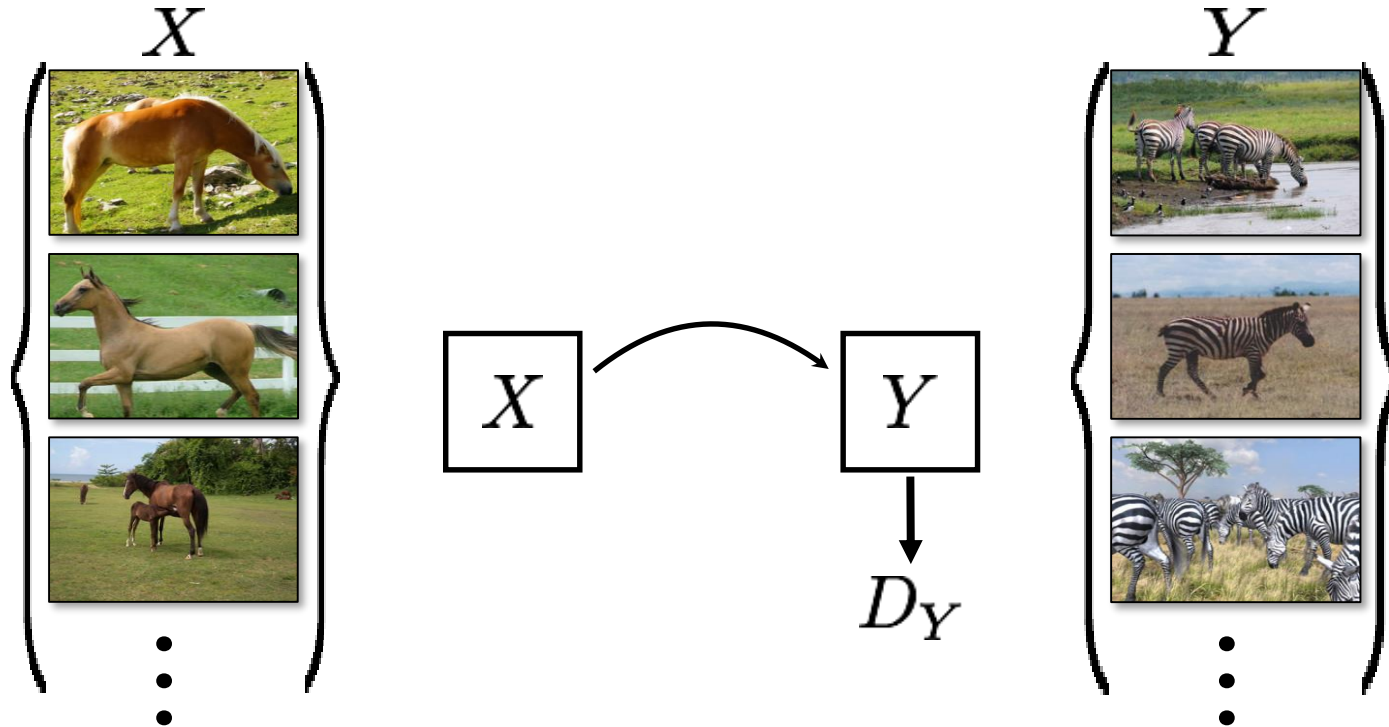
Real too!

GANs doesn't force output to correspond to input

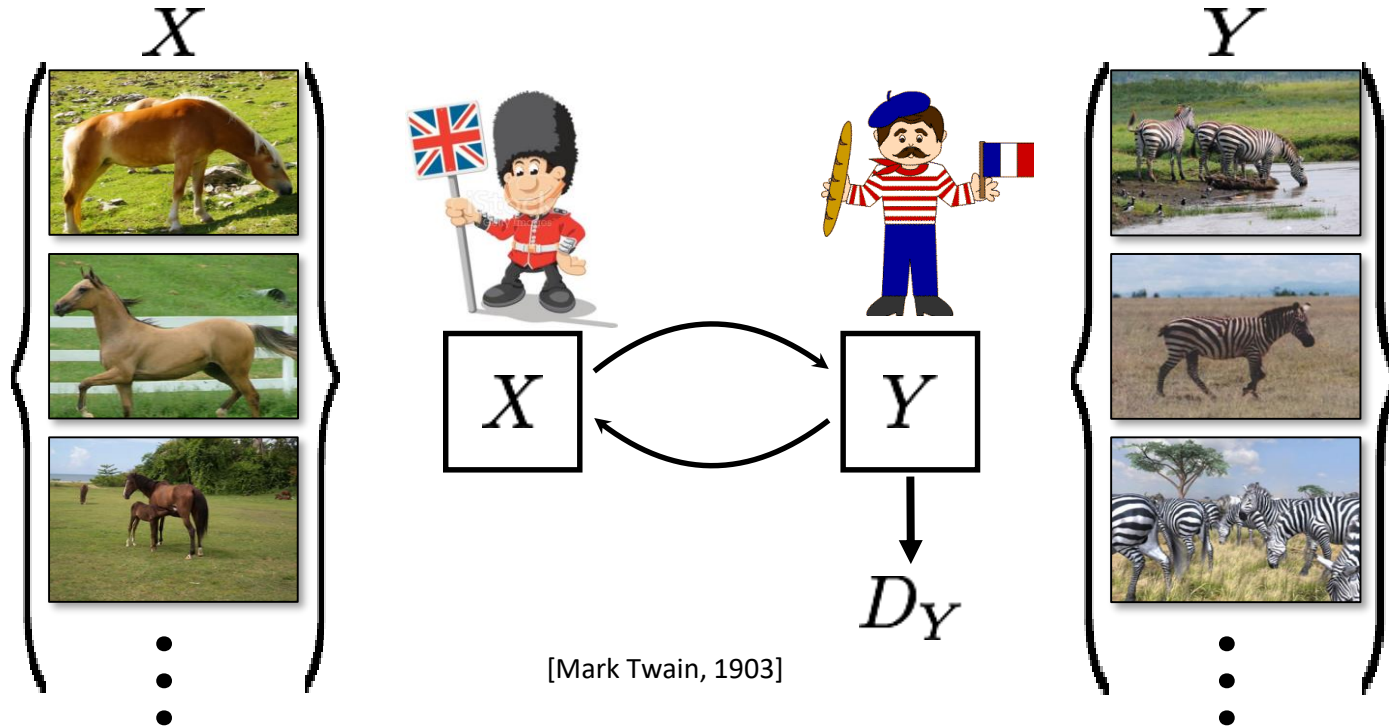


mode collapse!

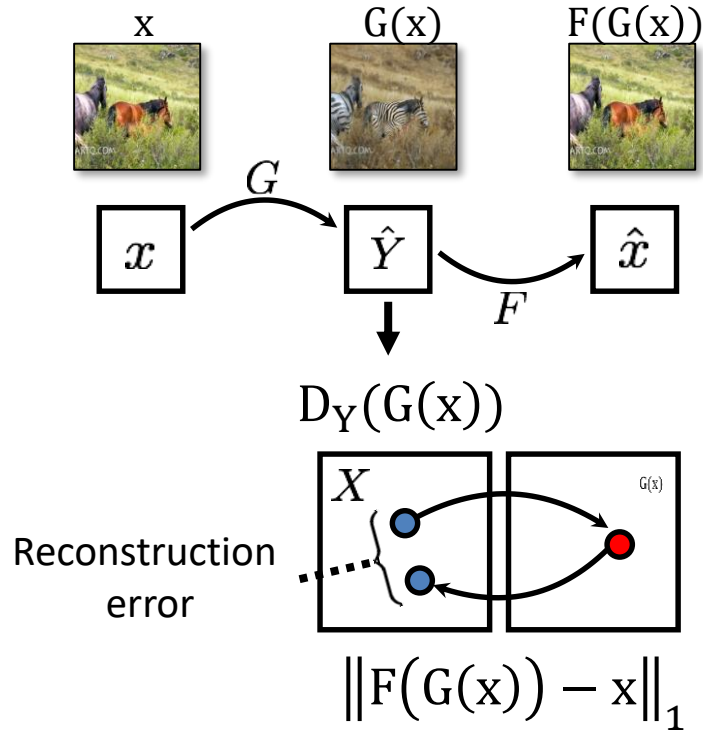
# Cycle-Consistent Adversarial Networks



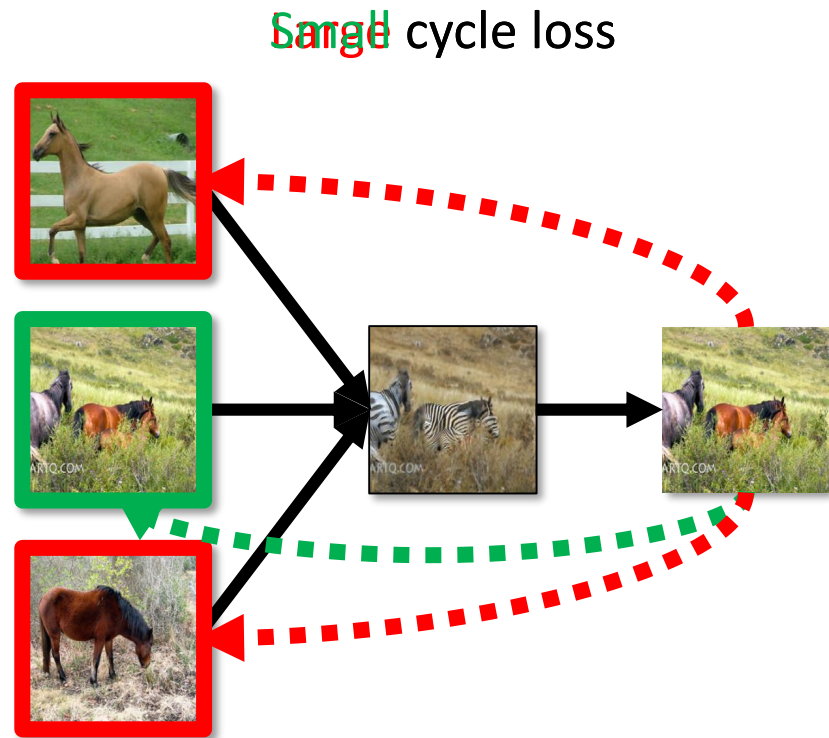
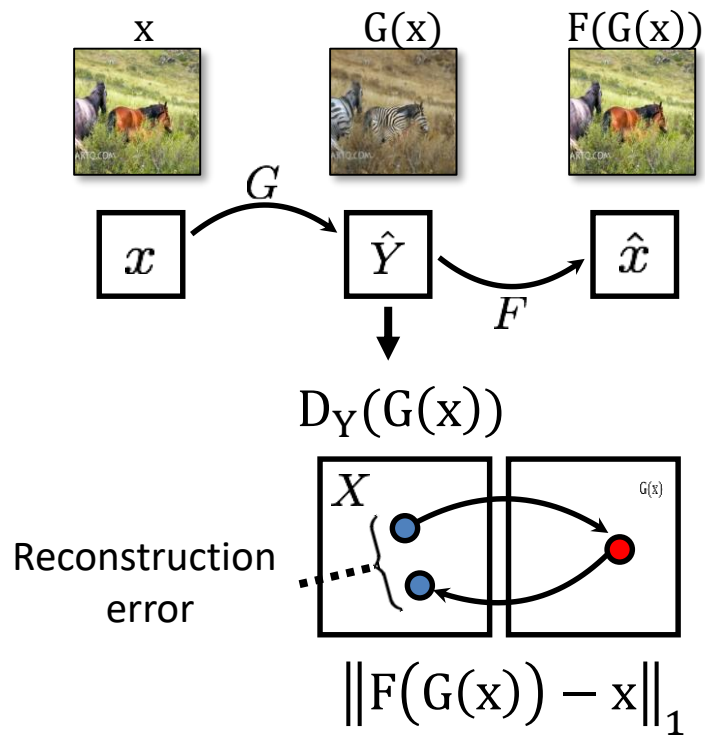
# Cycle-Consistent Adversarial Networks



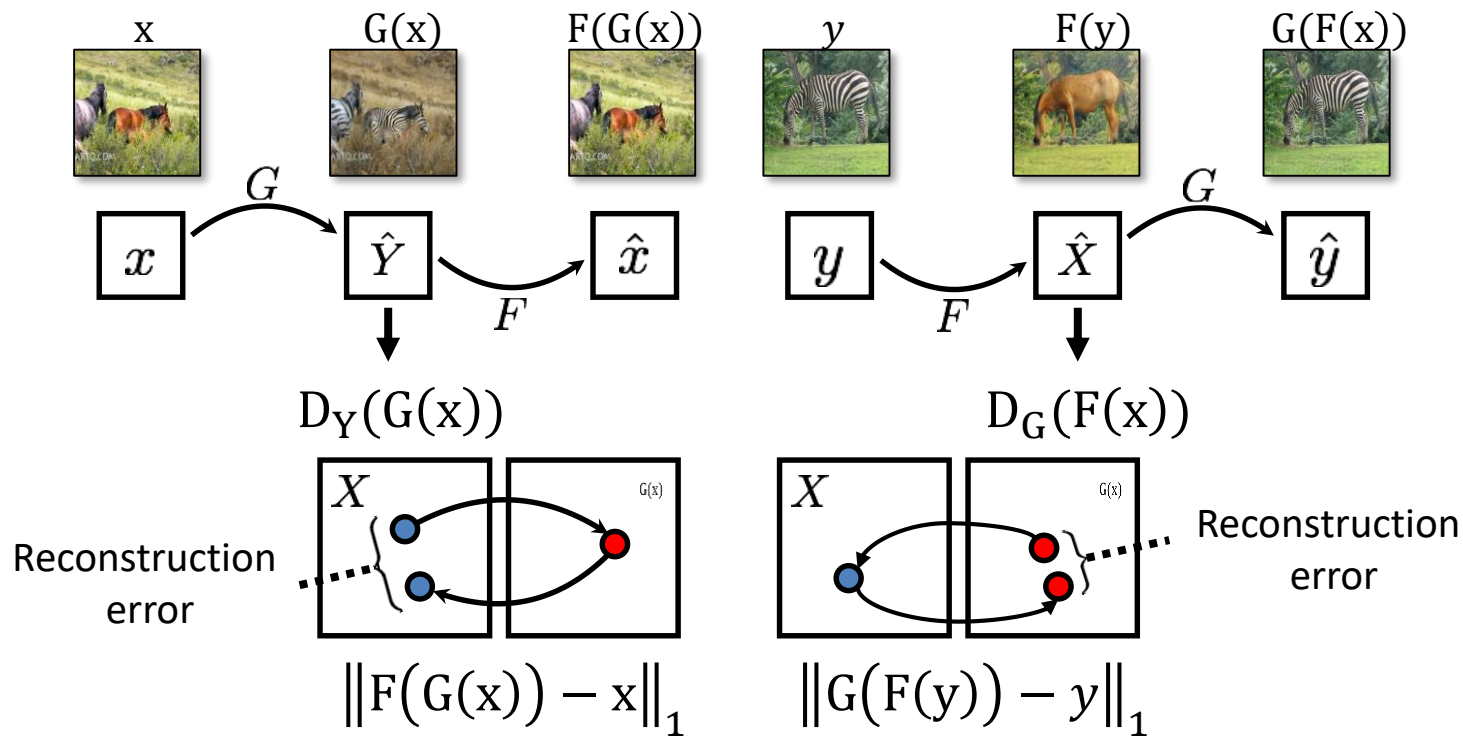
# Cycle Consistency Loss



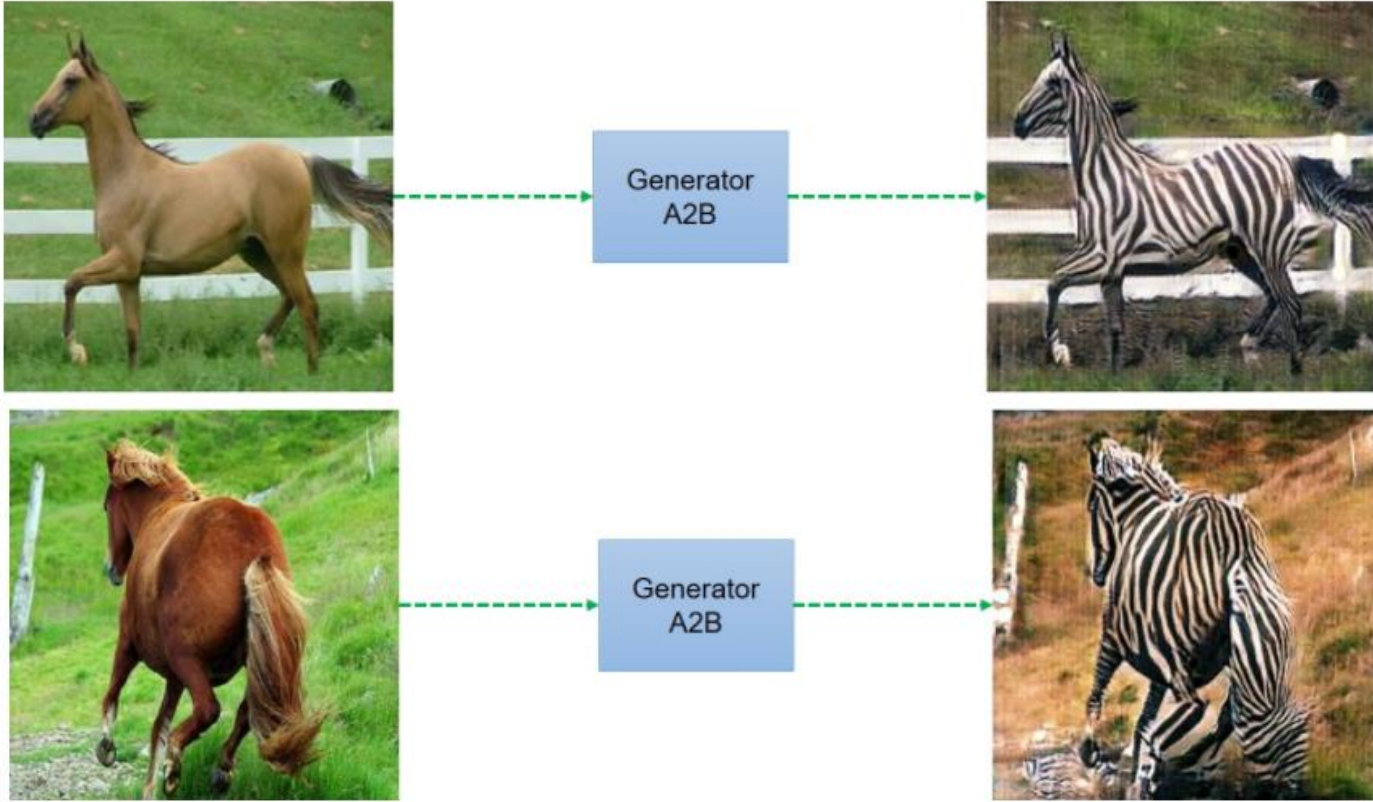
# Cycle Consistency Loss



# Cycle Consistency Loss



# Cycle GAN - Overview





# Monet's paintings → photos







# Next Lectures

- Next Monday 23<sup>rd</sup>,
  - Xmas GANs
  - No Lecture
- Next Lecture -> Jan 13<sup>th</sup>
- Keep working on the projects!

# See you next year 😊

