

Font generation

Alena Shilova, Darina Dvinskikh

Skoltech, Deep learning

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Outline

1 Problem statement

2 Data

- Data presentation
- Data preprocessing

3 Algorithms

- Neural Network with l_2 loss
- Variational autoencoder
- Generative adversarial networks

4 Results

- Generative neural network with l_2 loss
- Variational autoencoder
- Generative adversarial network

Problem statement

We had two goals which we wanted to achieve:

- to build and train neural networks which could generate already existing fonts for different letters
- to build and train neural networks which could create new fonts for different letters

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Data presentation



Different letters in various styles

Data preprocessing

Convert letters by means of One Hot Encoder

- | | |
|--------------------|--------------------|
| ■ A — [1000000000] | ■ F — [0000010000] |
| ■ B — [0100000000] | ■ G — [0000001000] |
| ■ C — [0010000000] | ■ H — [0000000100] |
| ■ D — [0001000000] | ■ I — [0000000010] |
| ■ E — [0000100000] | ■ J — [0000000001] |

In total, there are 1873 different fonts in train data set, for each of them we have also applied One Hot Encoder

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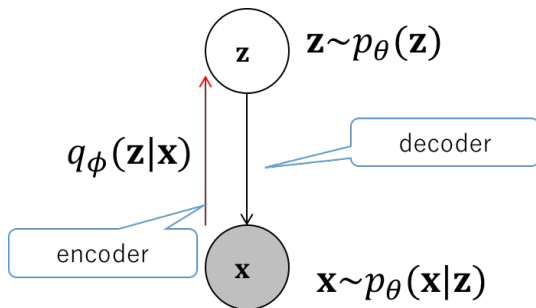
- Generative neural network with l_2 loss
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Neural Network with l2 loss

Architecture

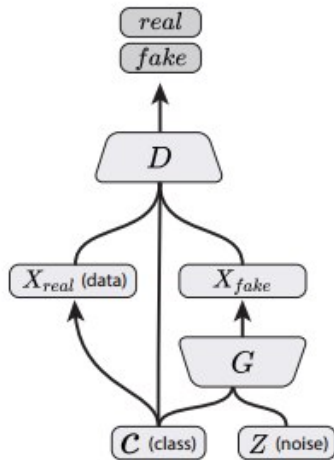
- 2 input layers for encoded letter and for encoded font style respectively
- 2 fully connected layers for each input layer correspondingly
- Layer for merging the layers mentioned above
- Reshape layer (to obtain 128 feature maps with the size 8×8)
- 2 combinations of layers Upscaling + Convolutional + Convolutional

Variational autoencoder



Variational autoencoder

Generative adversarial networks



Architecture

- 2 input layers for encoded noise and for encoded letter respectively
- 2 fully connected layers with 1024 neurons and tangent function of activation for each input layer correspondingly
- Concatenation layer
- Fully connected layer with $10 \times 8 \times 8$ neurons and tangent function of activation
- Reshape layer (to obtain 10 feature maps with the size 8×8)
- Combination of 4 Deconvolution layers and 1 upscale layers
- Convolution layer with filter size 3

Architecture

- Input layer for encoded real image
- Combination of 2 Convolution layers and Pooling
- 2 fully connected layers with 128 neurons and tangent function of activation applied to previous layers and letter input correspondingly
- Deconvolution layer with 128 neurons and filter size 5
- Concatenation layer
- 2 fully connected layers with sigmoid function of activation in the last layer

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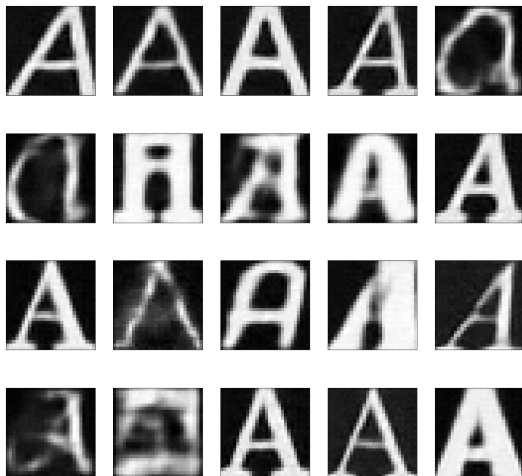
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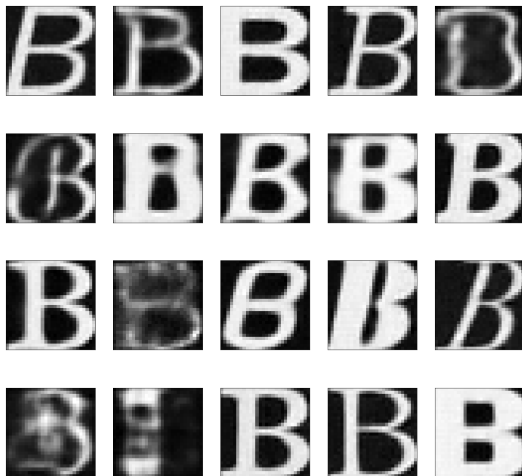
- Generative neural network with l2 loss

Generative neural network with l2 loss



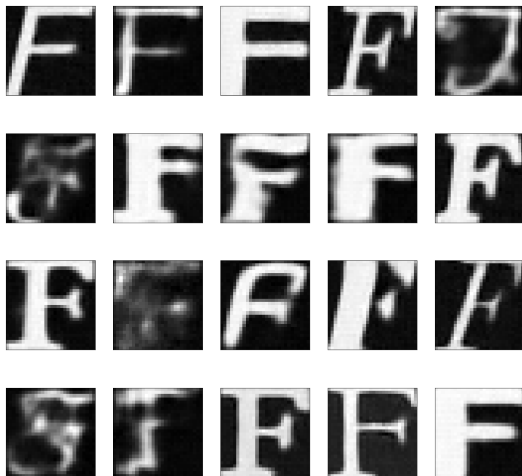
Generation of letter A

Generative neural network with l2 loss



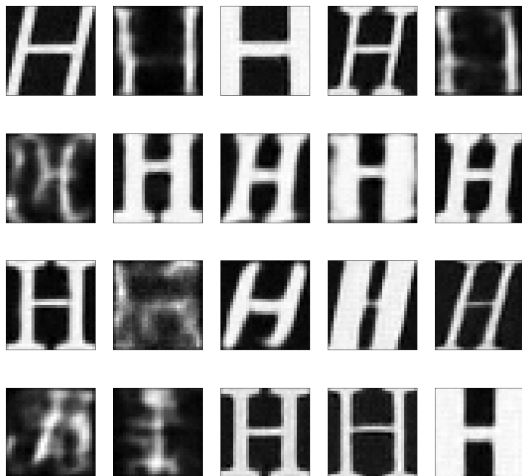
Generation of letter B

Generative neural network with l2 loss



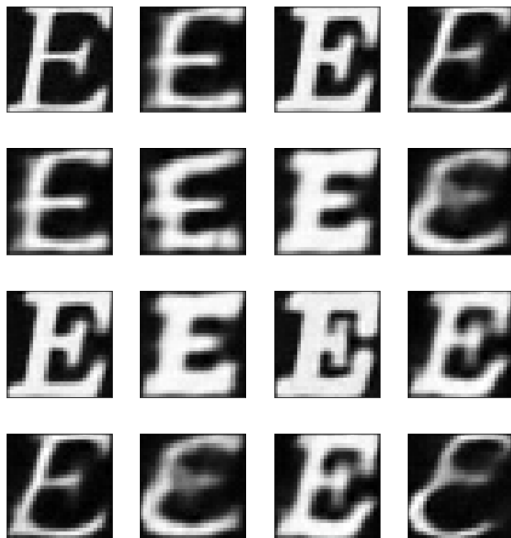
Generation of letter F

Generative neural network with l2 loss



Generation of letter H

Mixture of fonts

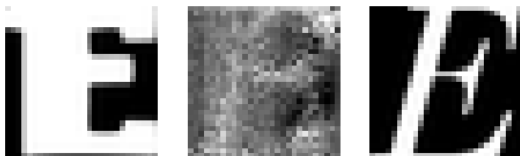


- Variational autoencoder

Transformations using VAE



A transformation



E transformation

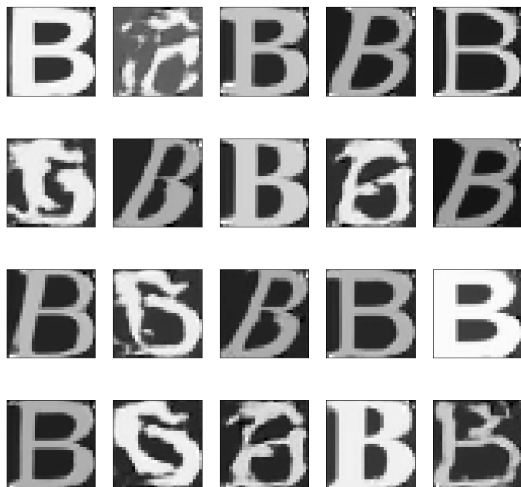
- Generative adversarial networks

Generative adversarial network



Generation of letter A

Generative adversarial network



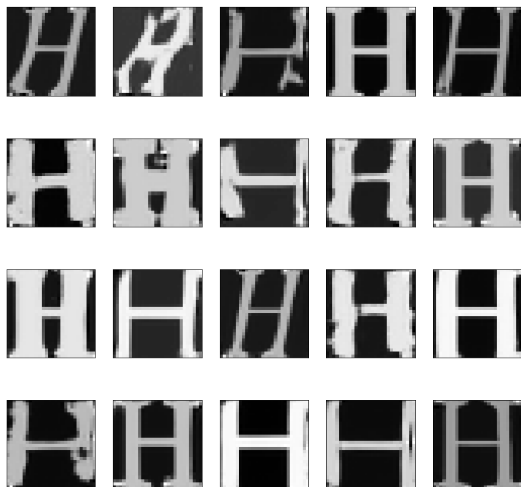
Generation of letter B

Generative adversarial network



Generation of letter F

Generative adversarial network



Generation of letter H

Generative adversarial network



Generative letters VS real letters

Conclusion

- VAE, GAN and other generative neural network with l2-loss were built and trained
- generative neural network with l2-loss was used to adapt a new font style for a fixed letter given some other letters with that style and also to mix different font styles to get a new one
- VAE was tested on ability "to subtract or to add" different styles to a fixed letter
- GAN is capable of generating new font styles which are noticeably different from existing ones