
GAN Dissecting aGAN

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Abstract

We explore the GAN Dissection method and stuff.

NOTE: this is a big work in progress (particularly introduction and stuff), skip to sections 2,3,4 and particularly 4.2 to see current progress.

1 Introduction

Much research in the field of Deep Learning has worked towards the goal of visualizing and understanding deep neural network architectures (cite much research). Introduce Network Dissection as a means of understanding semantic representation of Convolutional Neural Networks (cite net dissect).

The field of generative models is a-boomin', and from it many unique models have emerged, including (cite unique models). A dominant/popular model for image generation is the Generative Adversarial Network (cite GANs) and many GAN variants (cite GAN variants, or maybe don't, probably don't blow all our citations so early). All of this research/progress has spawned new research into understanding generative models. And maybe go into some research on generative models (with citations). Since the generative models make use of neural networks, a lot of the research into network visualization and understanding can be applied. Bau et al. [2019] adapt their method from Bau et al. [2017] and build on it to understand and reason about GANs.

cite spam to be copied: Bau et al. [2017] Bau et al. [2019] Karras et al. [2017] Karras et al. [2018] Goodfellow et al. [2014] Nguyen et al. [2016] Yosinski et al. [2015]

2 GAN Dissection

The paper presents a framework to visualize and understand GANs at the unit-, object-, and scene-level. It aims to understand how different objects and classes of objects are encoded by the GAN.

A group of interpretable units that are closely related to object concepts are identified using a segmentation-based network dissection method. The causal effect of interpretable units is quantified by measuring the ability of interventions to control objects in the output. The contextual relationship between these units and their surroundings is examined by inserting the discovered object concepts into new images.

The structure of the featuremap is studied in two different phases

1. Dissection: Identify the classes that have an explicit representation
2. Intervention: For the represented classes identified through dissection, we identify causal sets of units and measure causal effects between units and object classes by forcing sets of units on and off

2.1 Applications

In Bau et al. [2019] during the continuous intervention phase used to identify sets of causal units, they add a regularization term to find a minimal set of causal units. We hypothesize that this minimization is equivalent to the

3 StyleGAN

As an extended version of ProGAN, StyleGAN allows for more control in the image synthetic process. This is possible in the ways that the StyleGAN generator was redesigned. Through the use of a mapping network of eight fully connected layers and getting a learned constant, this allows the model to generate a vector that can reduce the correlation between features. Then, learned affine transformations then specialize the vector (denoted as w in the paper) to styles that then control the adaptive instance normalization (AdaIN) where each feature map is normalized separately, and then scaled and biased using scalar components from the style. Lastly, "explicit noise inputs" are then introduced to generate stochastic detail. Compelling enough, this design led to improved generated image quality. Combined with that the generator architecture makes it possible to control the image synthesis through scale-specific modifications to the styles, we believe that this GAN model is a good candidate for our project because it is an interesting alternative extension to ProGAN and that we are able to utilize tools that the GAN Dissection paper used as well. Lastly, we believe that studying and performing GAN dissection on this model could lead to interesting results.

4 Methods

Our methods for this project involve researching other GAN models we think might yield interesting results when studied under the GAN Dissection Bau et al. [2019] framework. We find a pre-trained GAN and a segmented dataset as a candidate to be examined. We then apply the GAN dissection tool released by Bau et al. [2019] at <http://github.com/CSAILVision/GANDissect> which carries out dissection on the specified model, and this basically carries out the heavy lifting. The tool also produces metrics and visualizations of sets of units with high agreement with specified concepts.

4.1 Progressive GANs

We first replicate one of the experiments of Bau et al. [2019], using a Progressive GAN (Karras et al. [2017]) trained on LSUN living room images, we use the GAN dissection tool to identify units which are highly activated by certain concepts. We analyze the results of this and make sure that they align with the results provided in Bau et al. [2019]. The metrics provided by the tool will act as a sort of baseline to compare the results on other networks. Bau et al. [2019] note that GAN dissection should not be used for qualitative comparisons across GAN architectures, but through comparison we seek to reason about why their differences might be so.

4.2 Challenges / current progress

As of right now (3/18), we've been working on getting the tool set up to run the dissection. We tried running with CUDA on a personal desktop GPU (running the above experiment) and after getting dependencies working, ran into memory issues running the tool. We plan to try again using a smaller batch size, but will likely need to use cloud computing or the Auburn GPU server. One of our group members has access to a GPU in their lab but the lab is closed down due to... circumstances.

4.3 StyleGAN

Same stuff

5 Results

More to come.

6 Analysis

More to come.

7 Discussion

More to come.

Acknowledgments

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