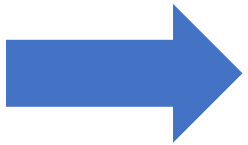
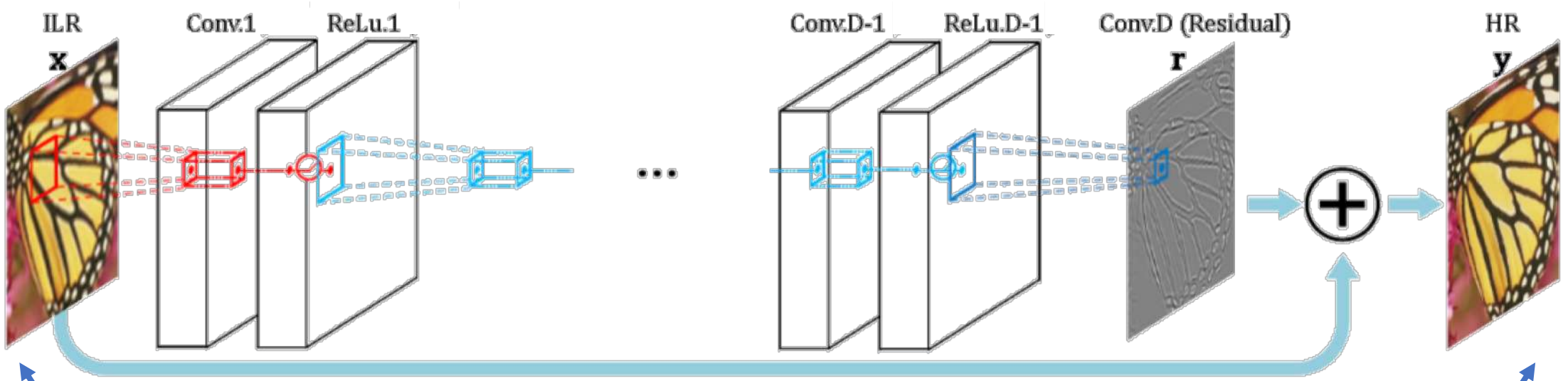
Generative Models

SuperResolution

SuperResolution



SuperResolution



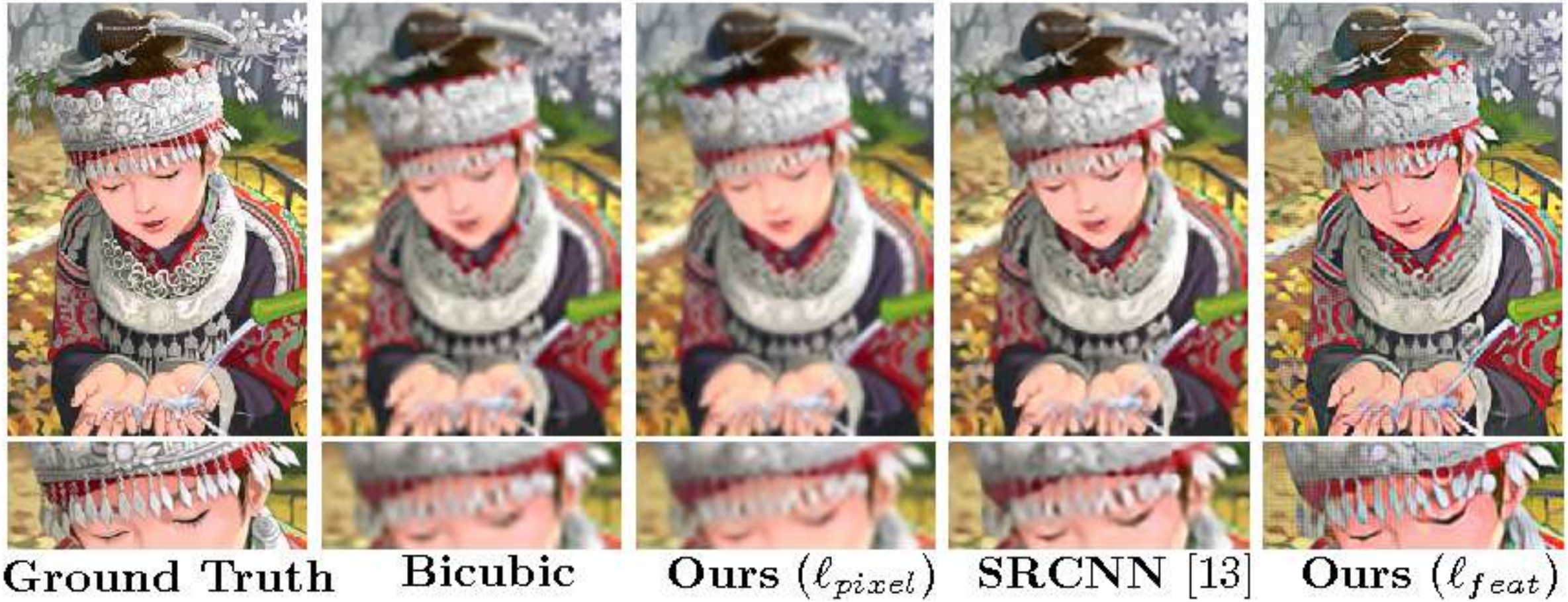
upsampled low-res image

$$\frac{1}{2}||\mathbf{y} - f(\mathbf{x})||^2$$

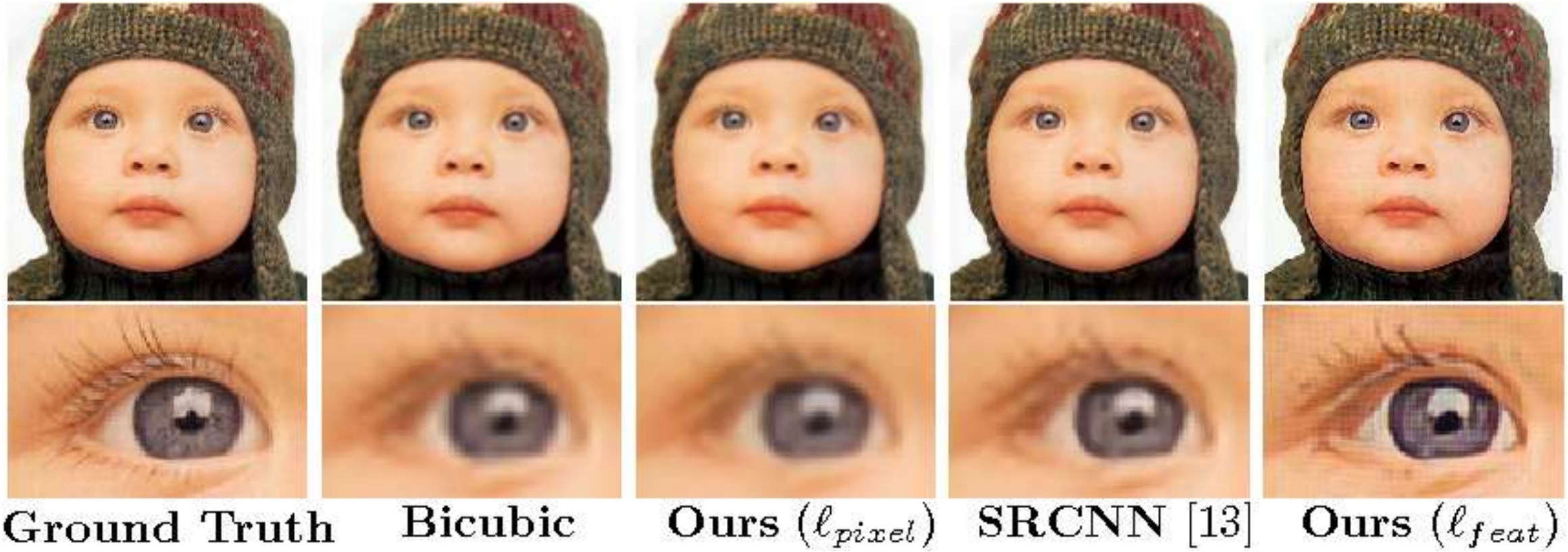
Приятная особенность задачи:
Не нужна разметка данных

Source: Kim et al. CVPR16

SuperResolution



SuperResolution



Loss Functions

Pixel-wise MSE

$$\sum_i \|f(x_i;\theta) - y_i\|^2$$

В чем проблема?

Усреднение дает смазанную картинку

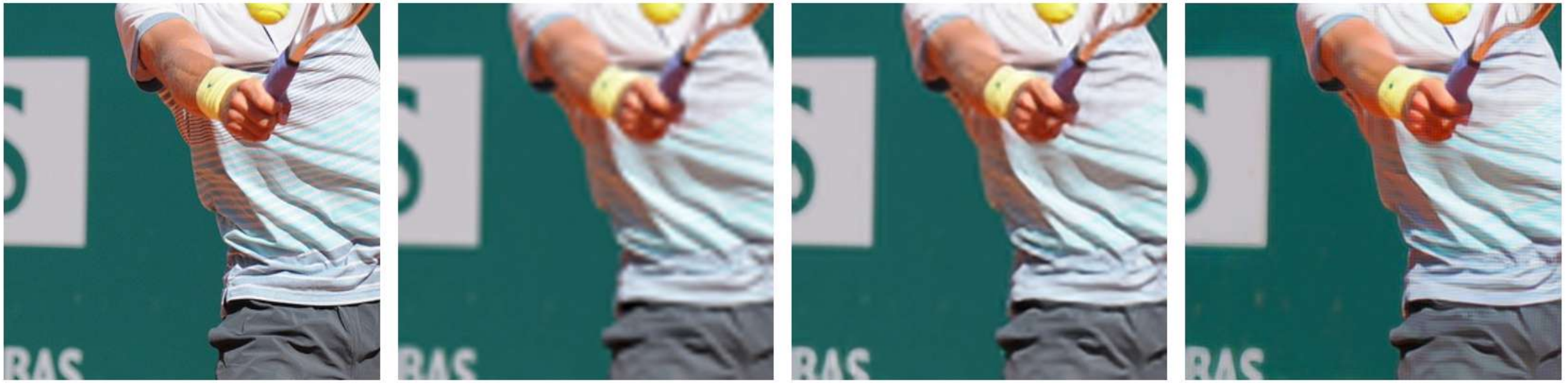
Perceptual loss

$$\frac{1}{C_j H_j W_j} \|\phi_j(\hat{y}) - \phi_j(y)\|_2^2$$

Почему это хорошее решение?

Так мы можем ориентироваться на разрешение картинки в целом

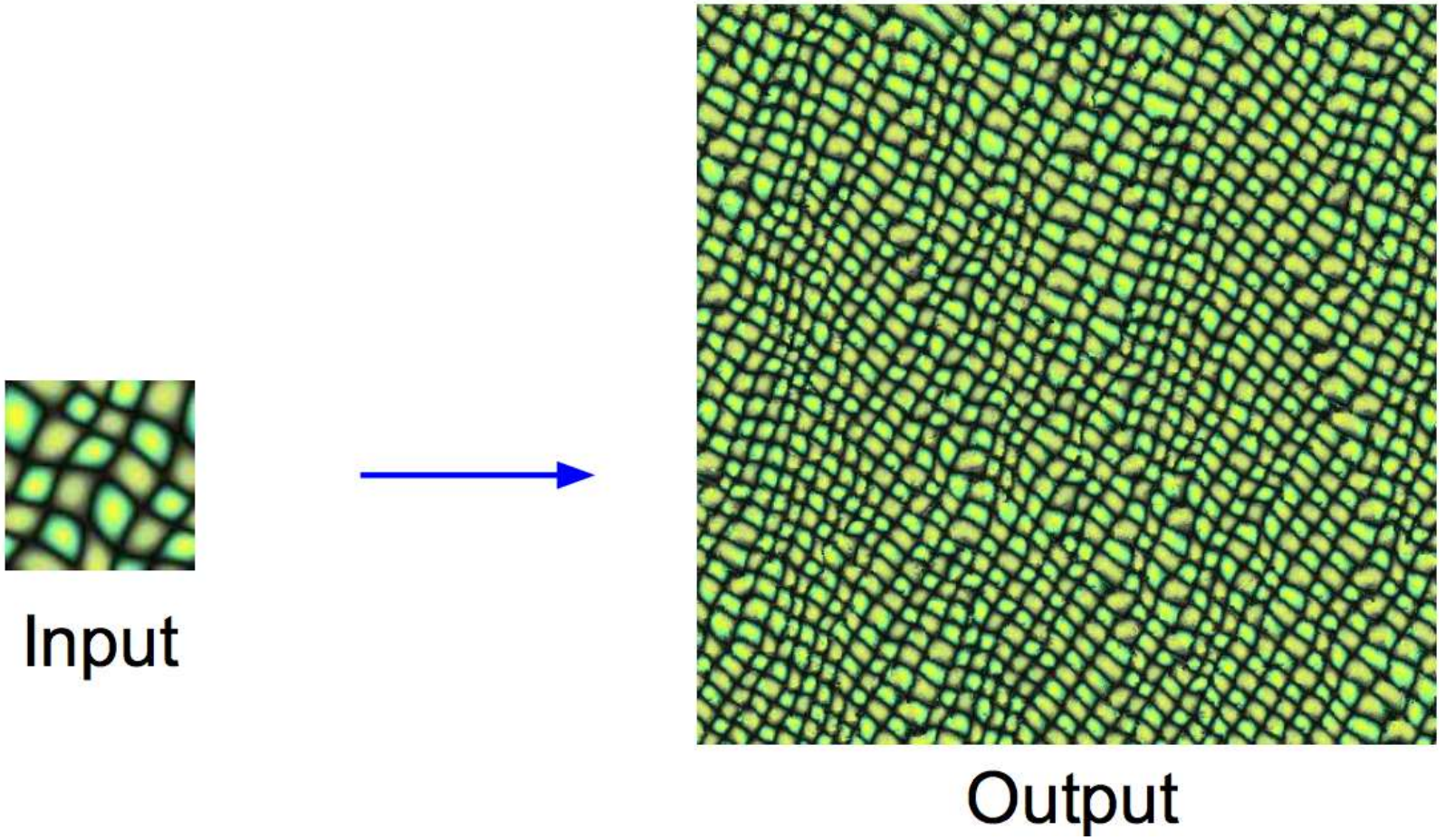
Loss Functions



Source: Johnson et al. CVPR16

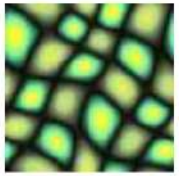
Texture Synthesis

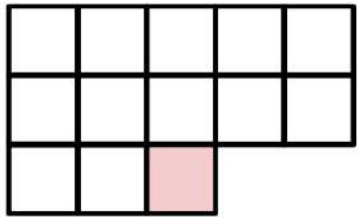
Texture Synthesis

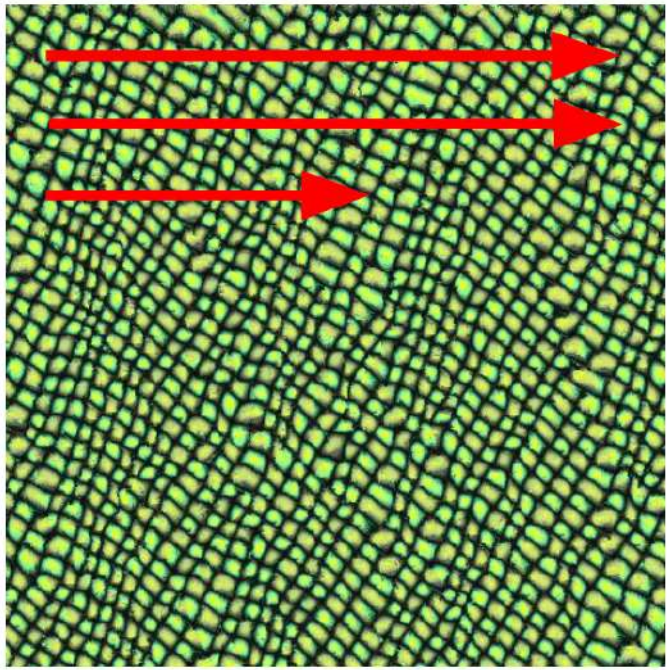


Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

Texture Synthesis: Nearest Neighbor

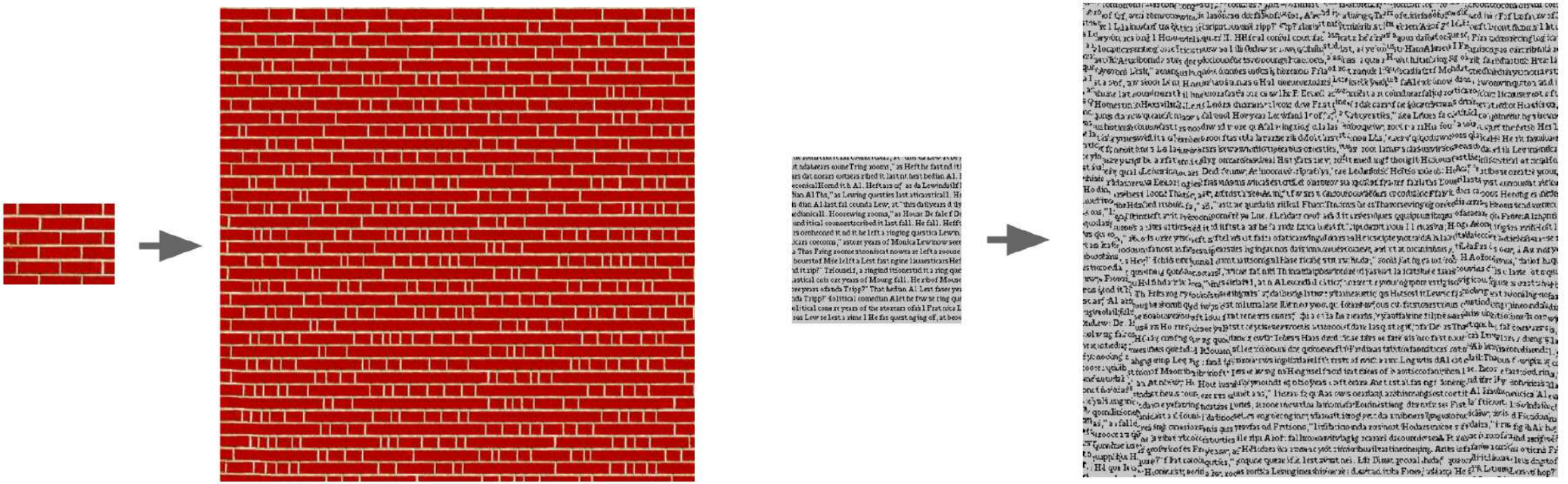






Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

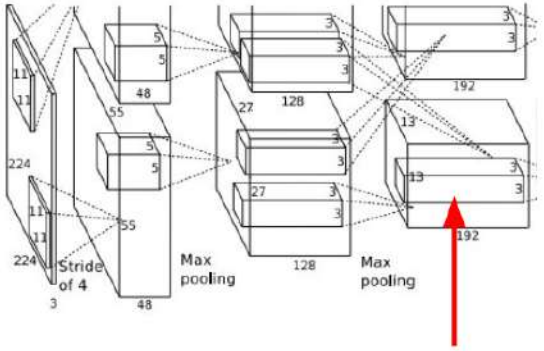
Texture Synthesis: Nearest Neighbor Results

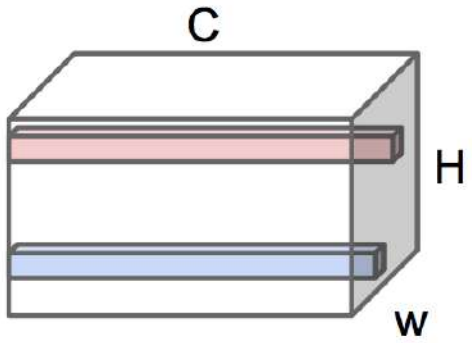


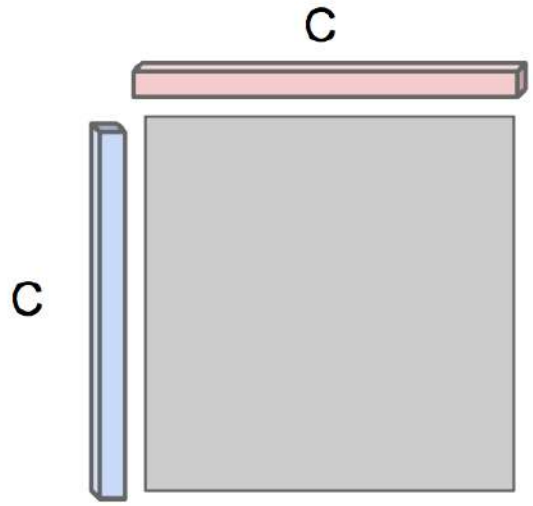
Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

Texture Synthesis: Gram Matrix

This image is in the public domain.







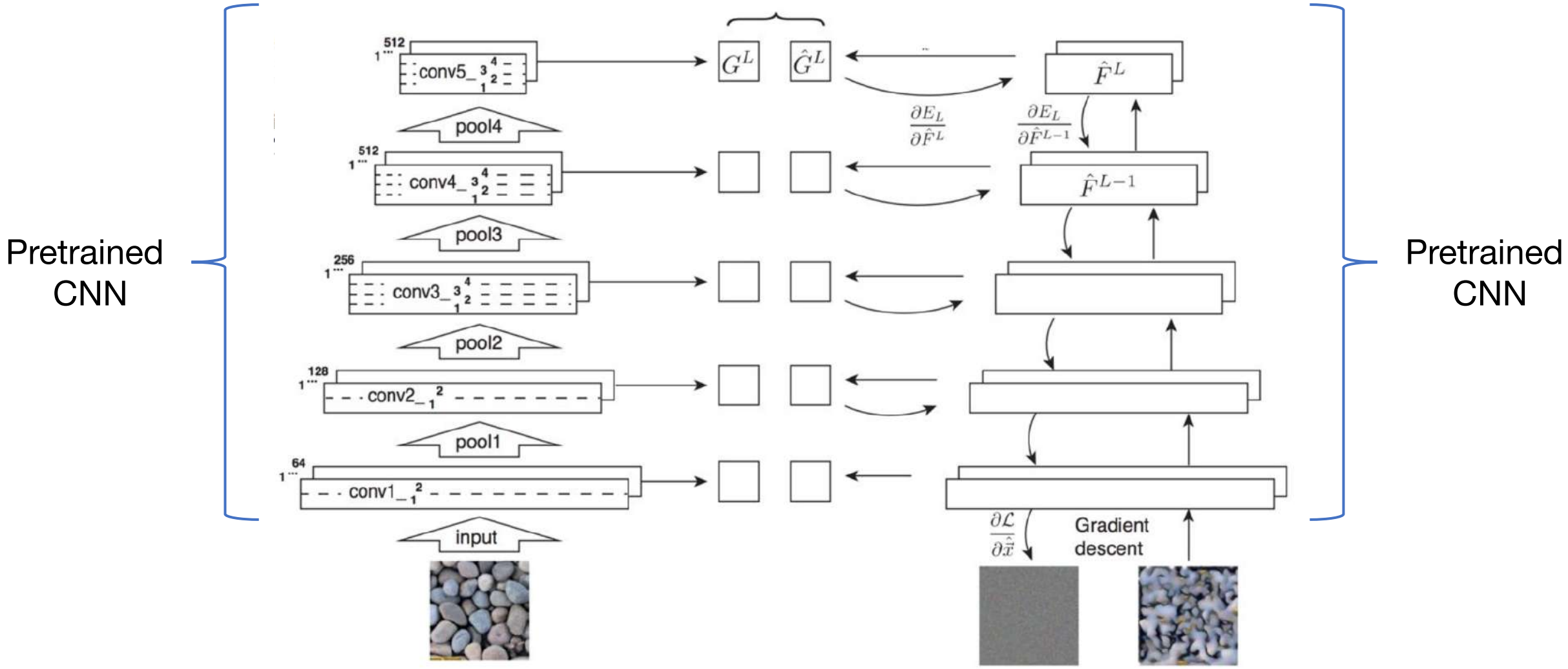
Каждый слой CNN дает тензор C x H x W
или сетку H x W векторов размерности C.

Внешнее произведение двух C-мерных векторов дает матрицу C x C, которая измеряет совстречаемость паттернов.

Усредним значения всех возможных матриц и получим матрицу Грама.

Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

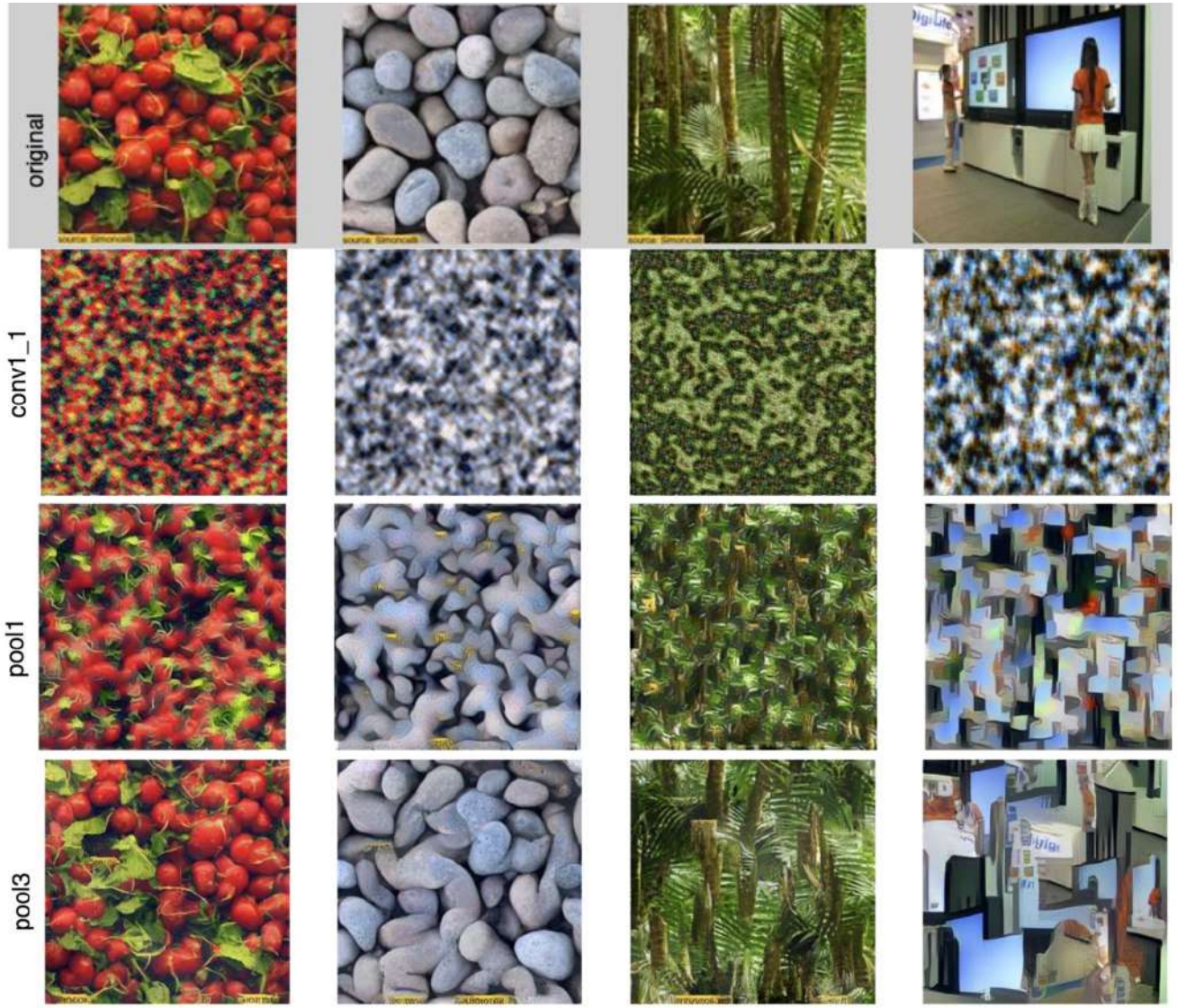
Neural Texture Synthesis



Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

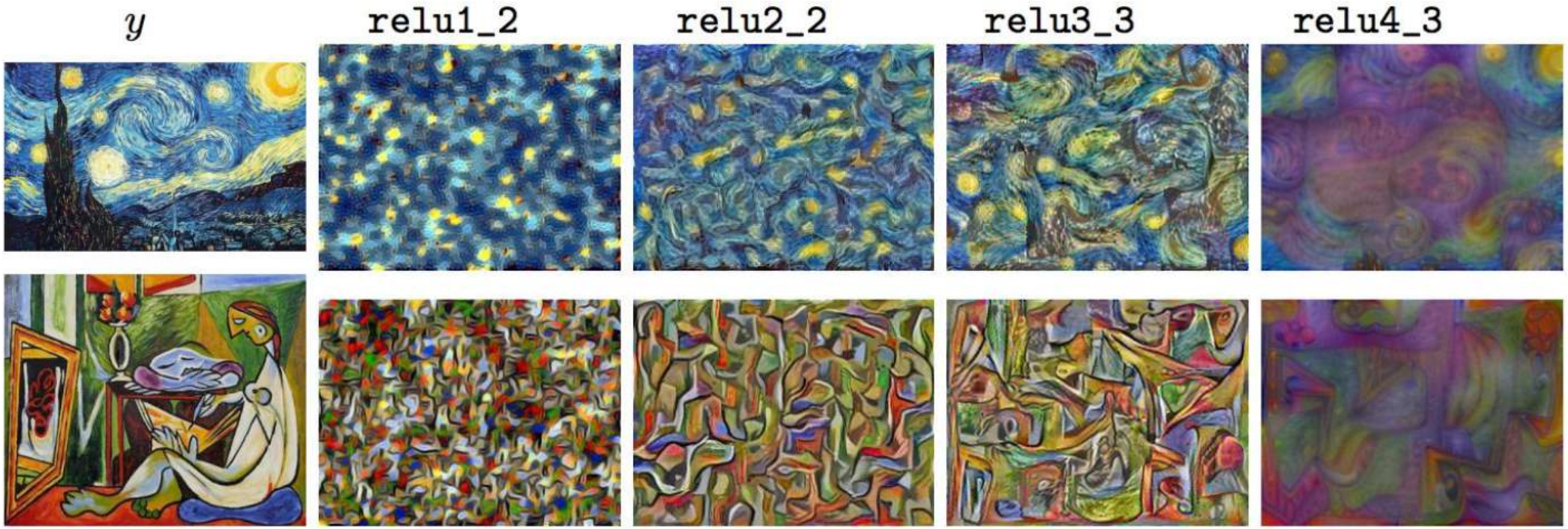
Neural Texture Synthesis

Реконструкция изображений с верхних слоев сети позволяет экстрактировать большие признаки из оригинального изображения.



Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

Neural Texture Synthesis

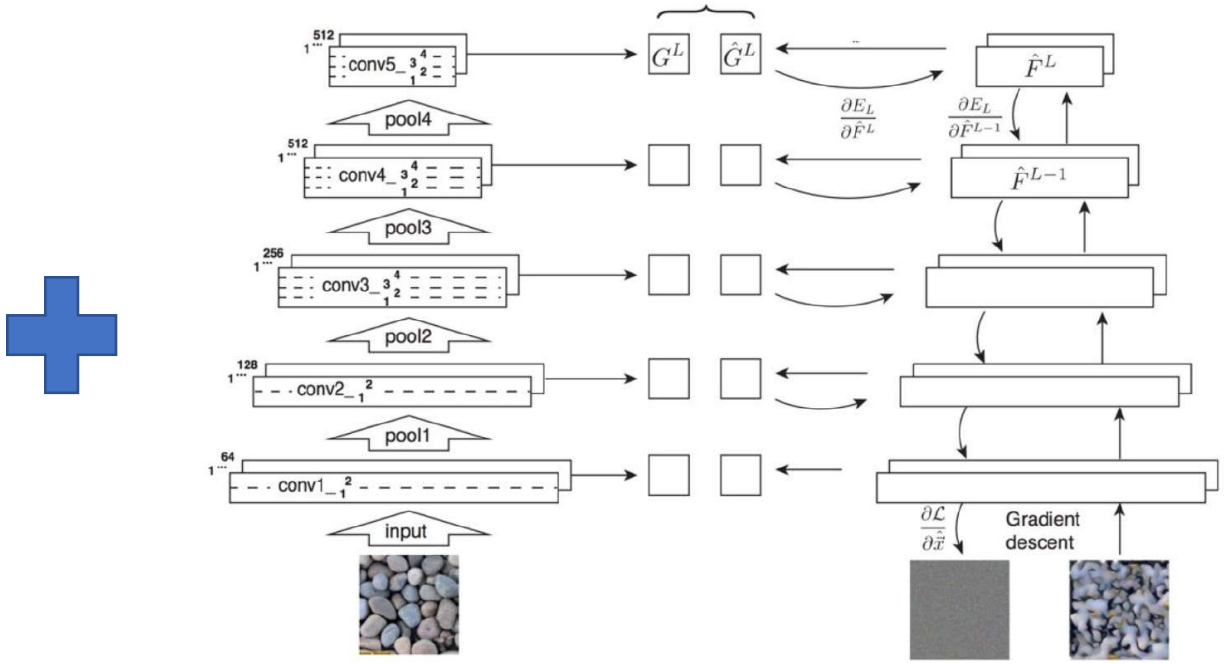


Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

Perceptual Loss + Texture Synthesis

Perceptual loss

$$\frac{1}{C_j H_j W_j} \|\phi_j(\hat{y}) - \phi_j(y)\|_2^2$$



Style Transfer

Style Transfer

Content Image

This image is licensed under CC-BY 3.0

+

Style Image

Starry Night by Van Gogh is in the public domain

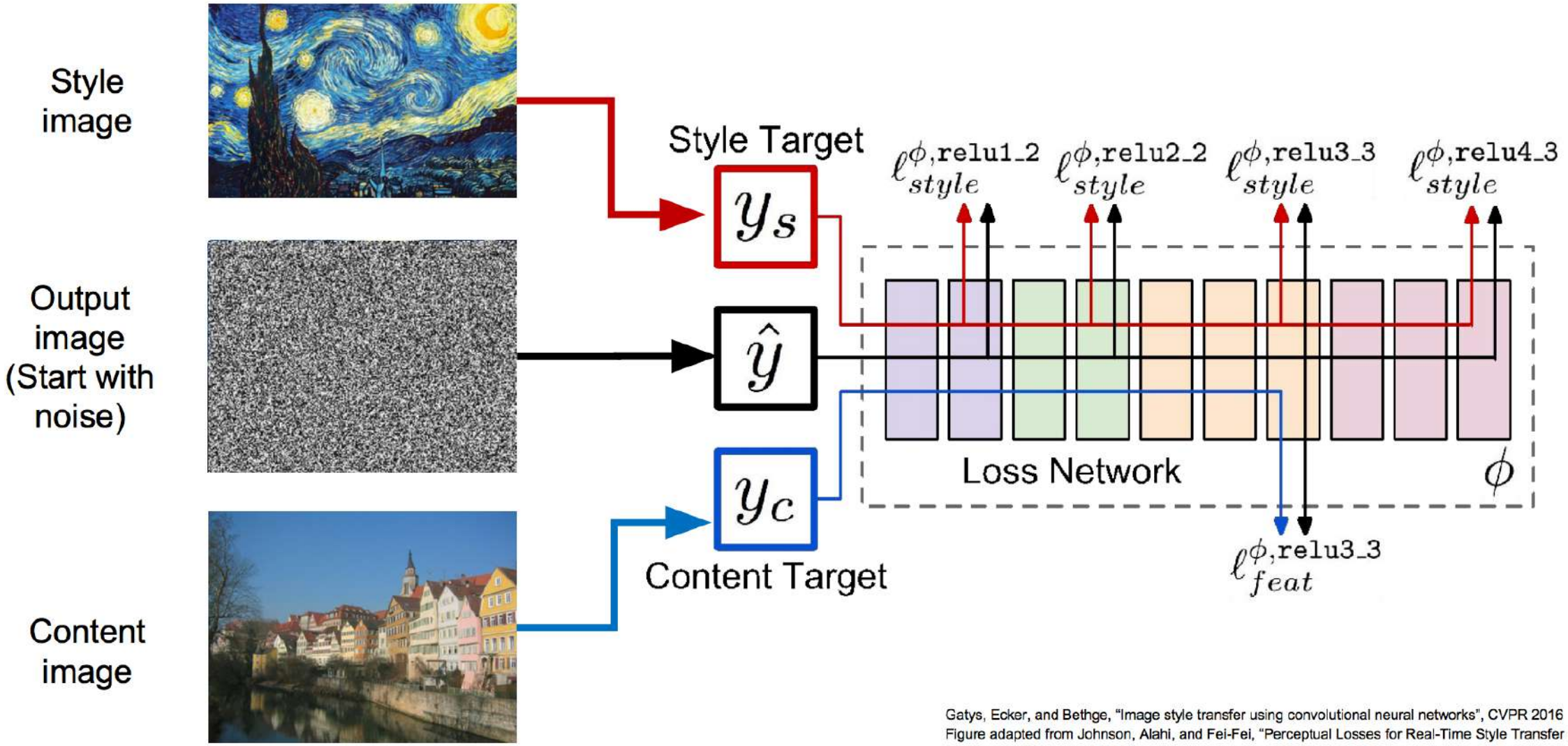
=

Style Transfer!

This image copyright Justin Johnson, 2015. Reproduced with permission.

Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

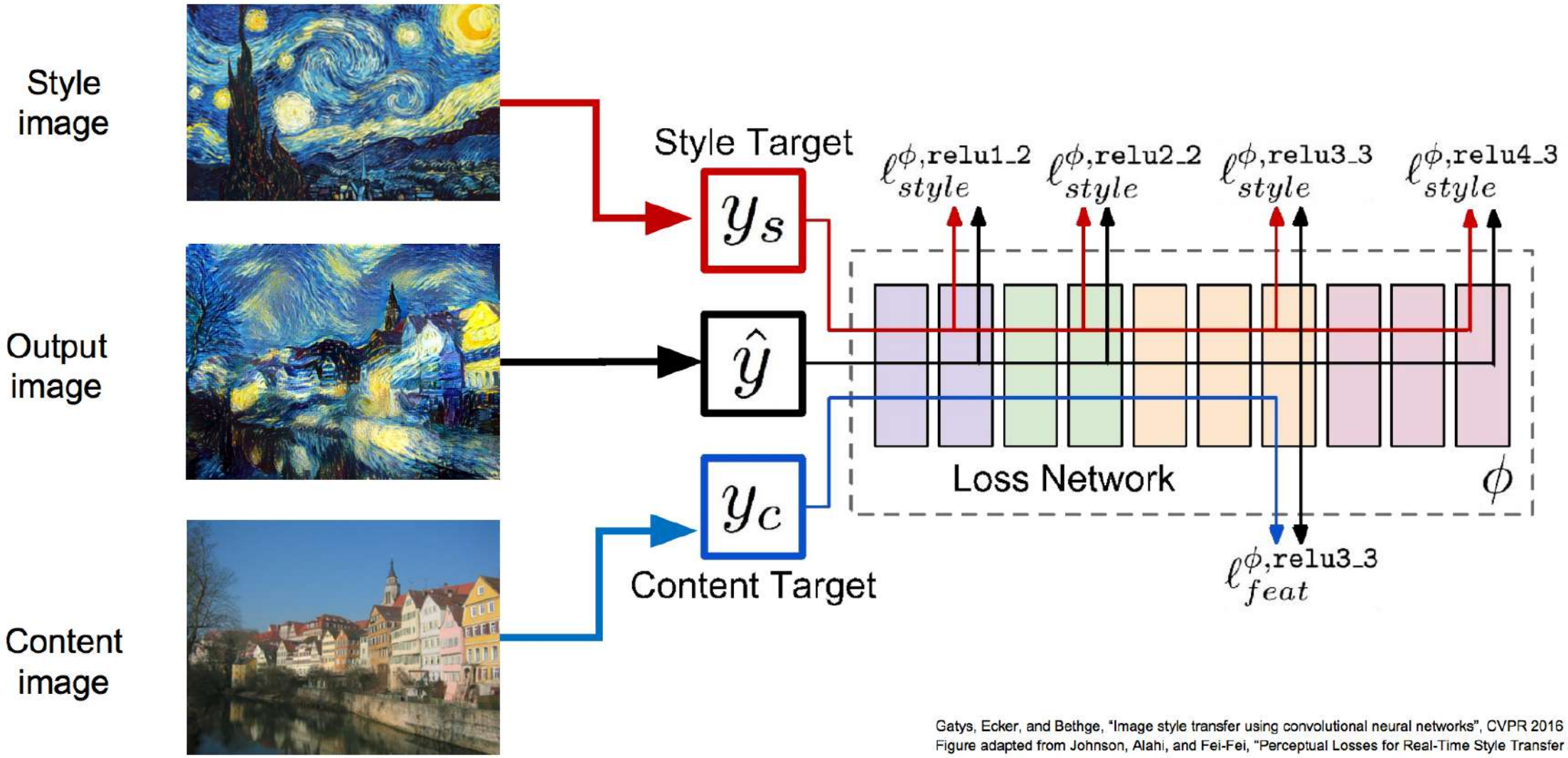
Style Transfer



Gatys, Ecker, and Bethge, "Image style transfer using convolutional neural networks", CVPR 2016
Figure adapted from Johnson, Alahi, and Fei-Fei, "Perceptual Losses for Real-Time Style Transfer and Super-Resolution", ECCV 2016. Copyright Springer, 2016. Reproduced for educational purposes.

Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

Style Transfer



Gatys, Ecker, and Bethge, "Image style transfer using convolutional neural networks", CVPR 2016
Figure adapted from Johnson, Alahi, and Fei-Fei, "Perceptual Losses for Real-Time Style Transfer and Super-Resolution", ECCV 2016. Copyright Springer, 2016. Reproduced for educational purposes.

Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

Style Transfer

Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

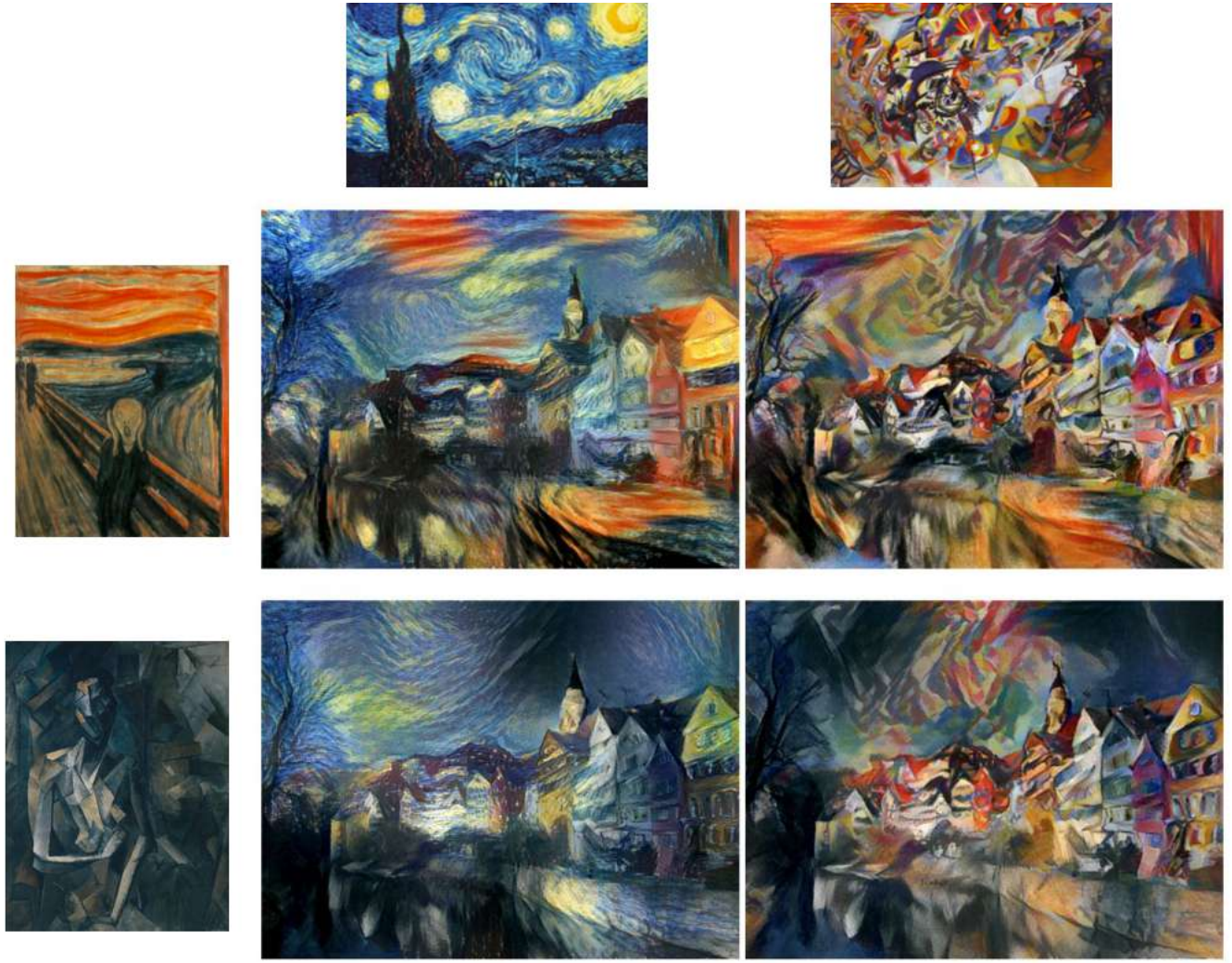
Style Transfer

More weight to content loss

More weight to style loss

Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

Style Transfer: Mixing Styles



Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

Style Transfer

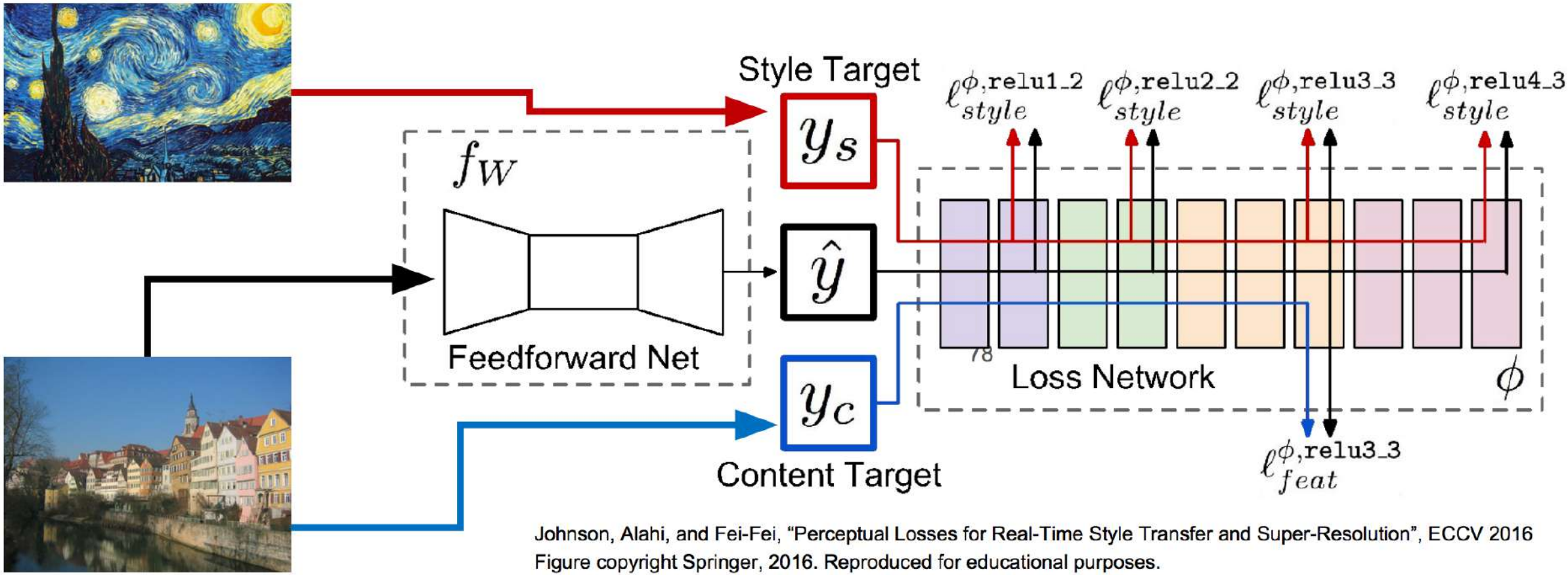
Проблема:
В процессе оптимизации требуется много раз пройти через нейронную сеть, чтобы получить изображение. Это долго.

Решение:
Натренировать еще одну нейронную сеть делать style transfer (имитировать процесс оптимизации).

Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

Style Transfer

Для каждого стиля тренируем по одной нейронной сети.

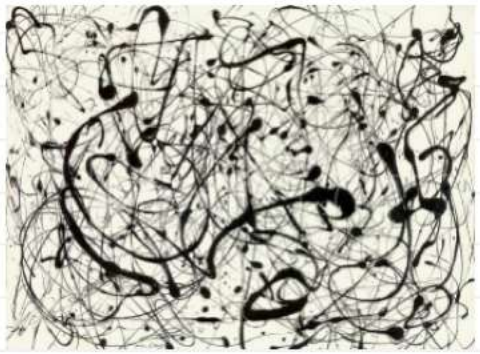


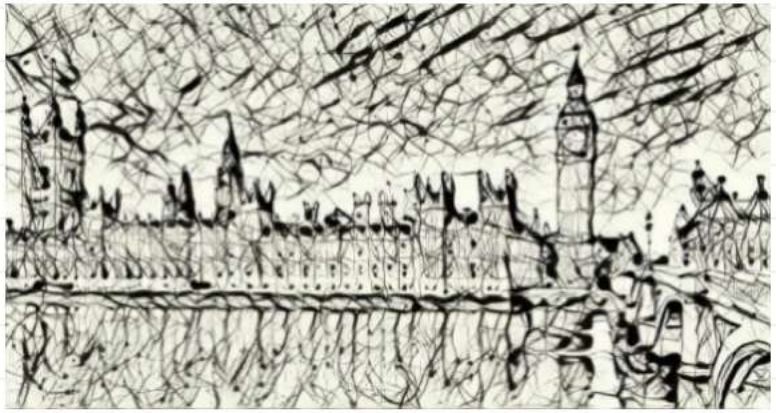
Johnson, Alahi, and Fei-Fei, "Perceptual Losses for Real-Time Style Transfer and Super-Resolution", ECCV 2016
Figure copyright Springer, 2016. Reproduced for educational purposes.

Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

Style Transfer

Style Transfer

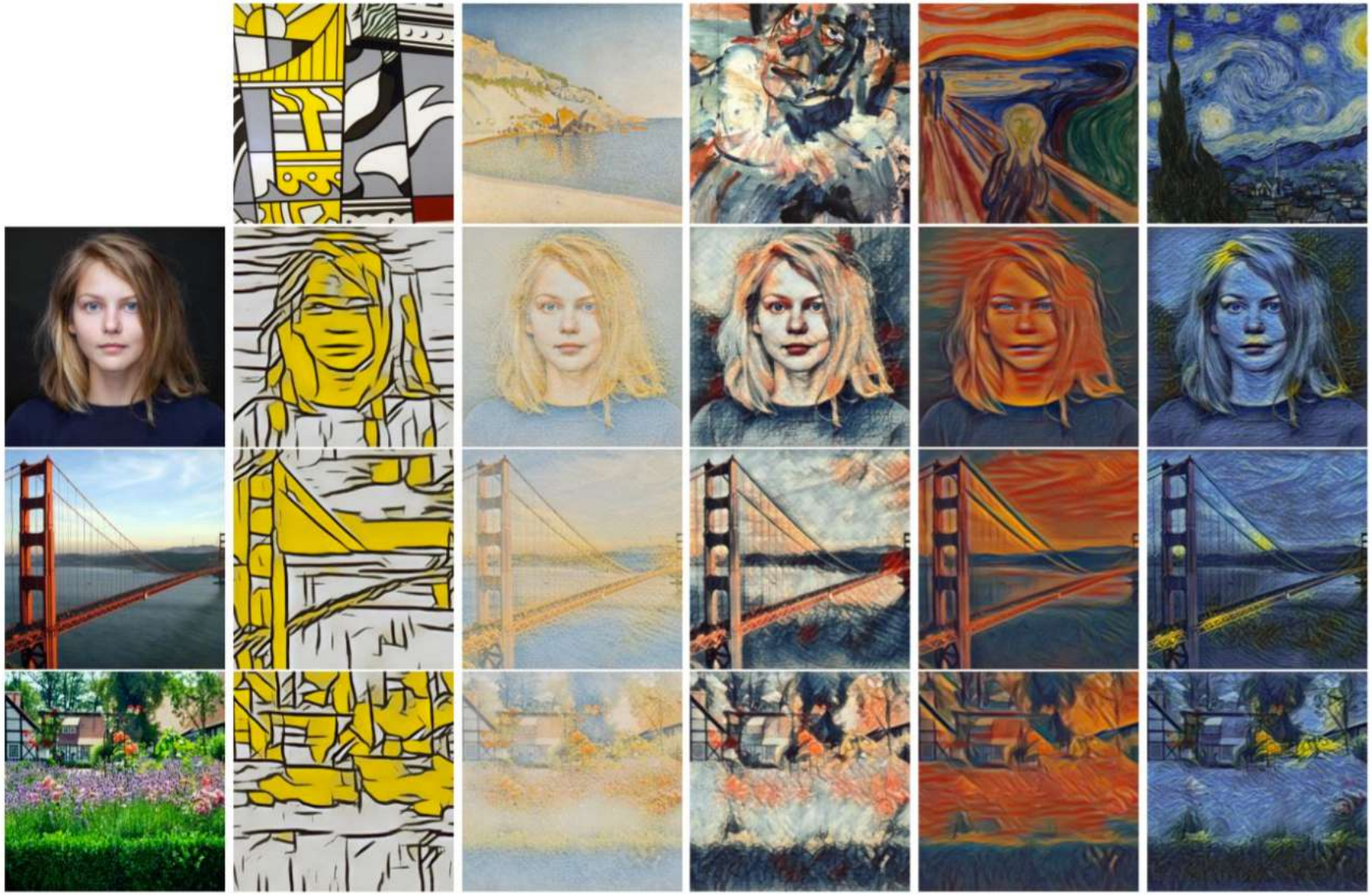




feedforward

optimization

Style Transfer: One Net Many Styles



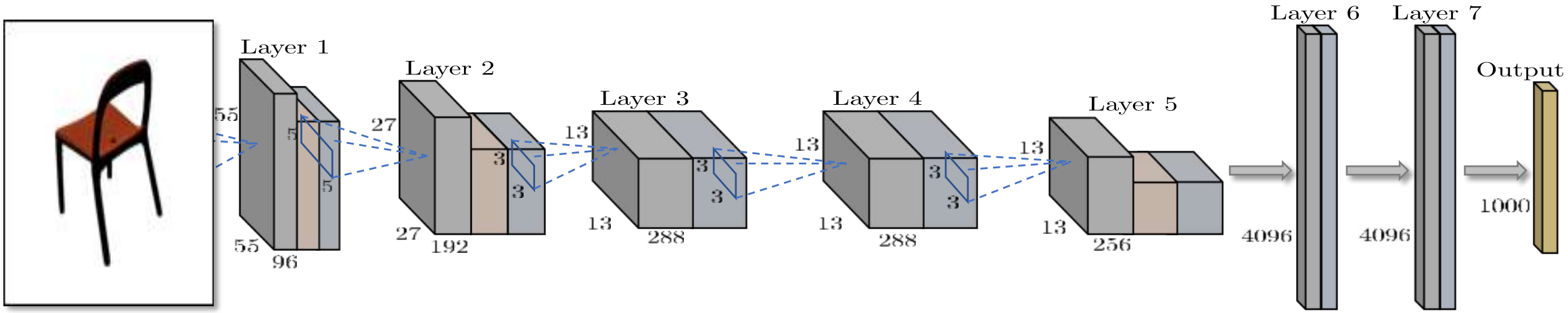
Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

Style Transfer: Morphing Between Styles

Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture12.pdf

Conditional Generation

Conditional Generation

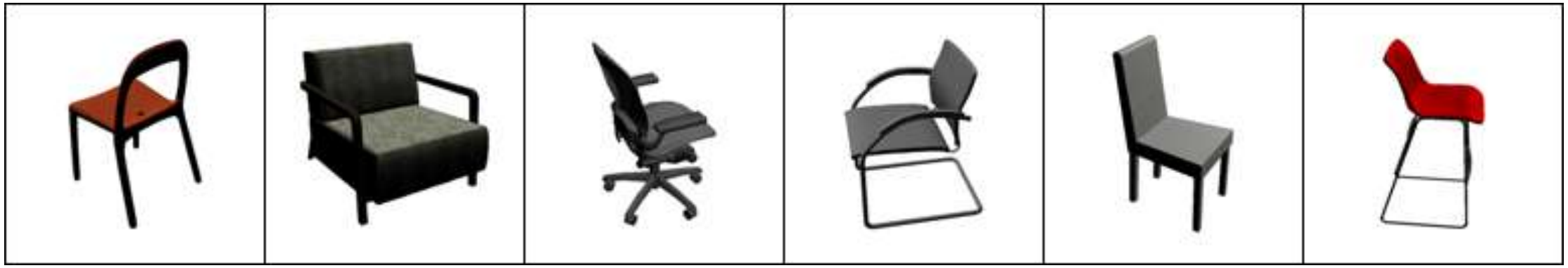


У нас есть картинки стульев,

мы хотим их классифицировать на разные модели.

Source: Dosovitskiy et al. CVPR 2015

Conditional Generation

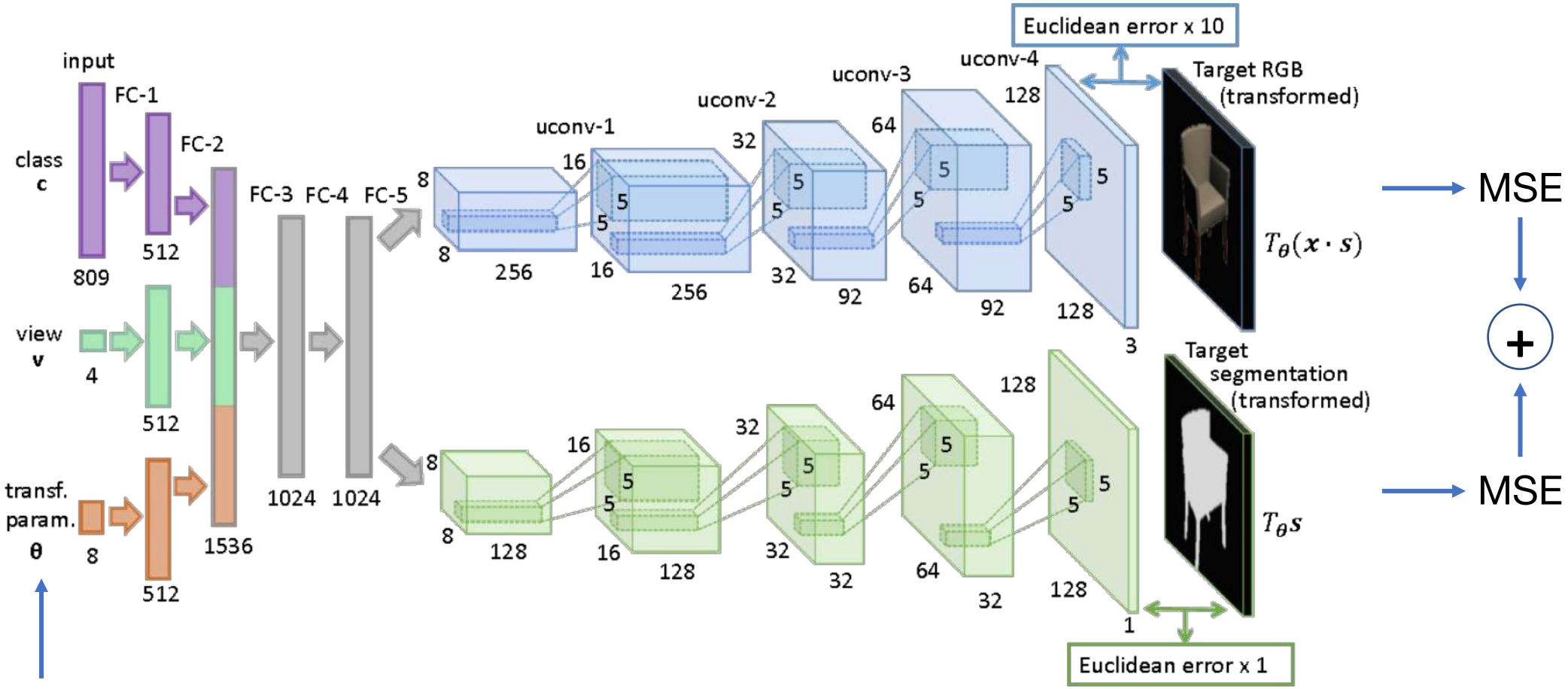


Для каждой картинки у нас есть ID стула и параметры угла обзора.

Мы хотим генерировать стулья исходя из этих признаков.

Source: Dosovitskiy et al. CVPR 2015

Conditional Generation



in-plane rotation, translation, zoom, stretching horizontally or vertically etc.

Source: Dosovitskiy et al. CVPR 2015

Conditional Generation: Morphing Chairs

Source: Dosovitskiy et al. CVPR 2015

PixelRNN and PixelCNN

Fully Visible Belief Network

$$p(x) = \prod_{i=1}^{n} p(x_i | x_1, \ldots, x_{i-1})$$

Likelihood of image x

Probability of i'th pixel value given all previous pixels

Как моделировать распределения пикселей?

Какой-нибудь нейронной сетью.

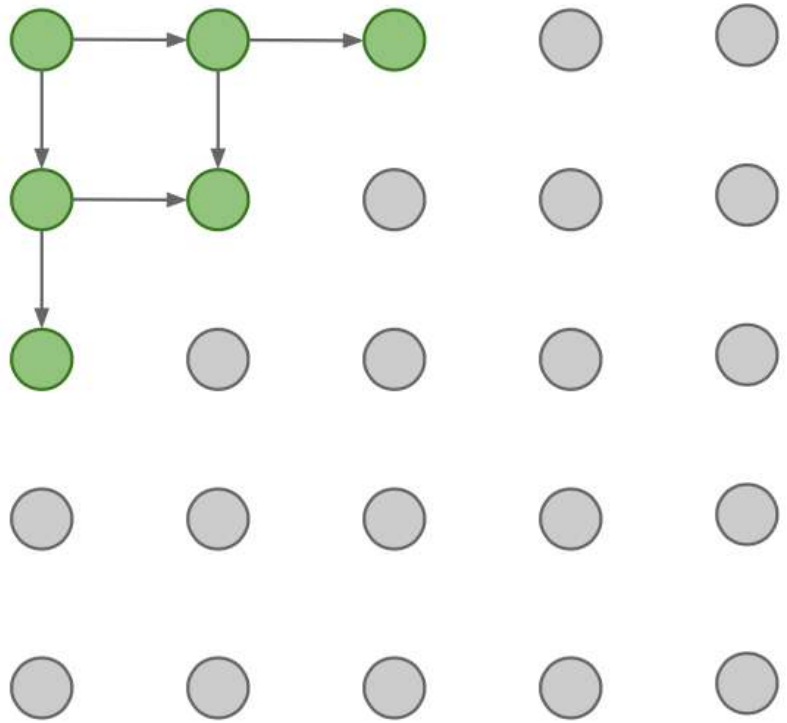
Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture13.pdf

PixelRNN

Будем генерировать пиксели в соответствии с каким-нибудь порядком (например, слева-направо, сверху-вниз.

Распределение пикселей будем моделировать с помощью LSTM.

Очень медленная тренировка и генерация изображений.



Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture13.pdf

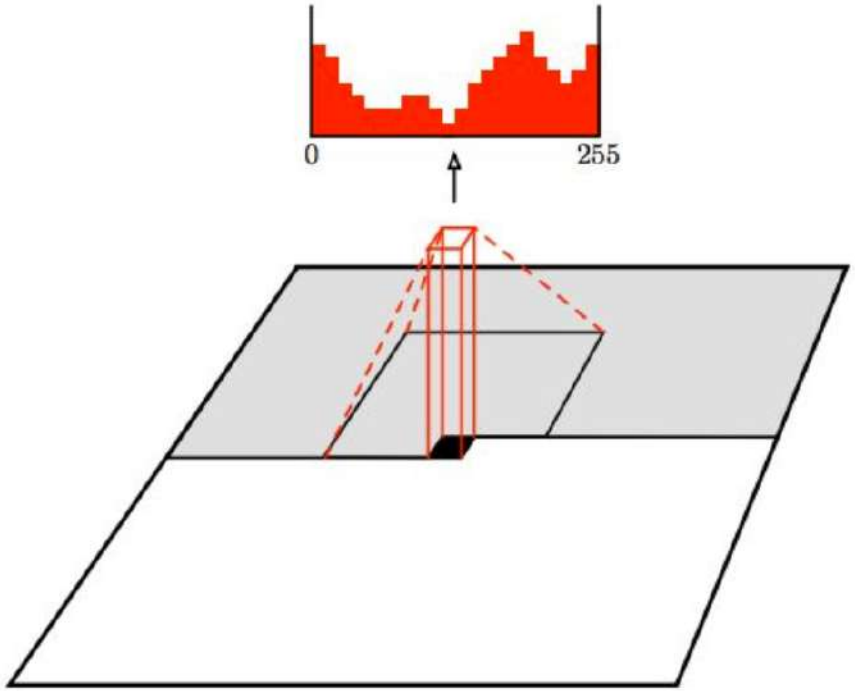
PixelCNN

По-прежнему будем генерировать пиксели в соответствии с каким-нибудь порядком.

Но теперь распределение пикселей будем моделировать с помощью CNN по окну.

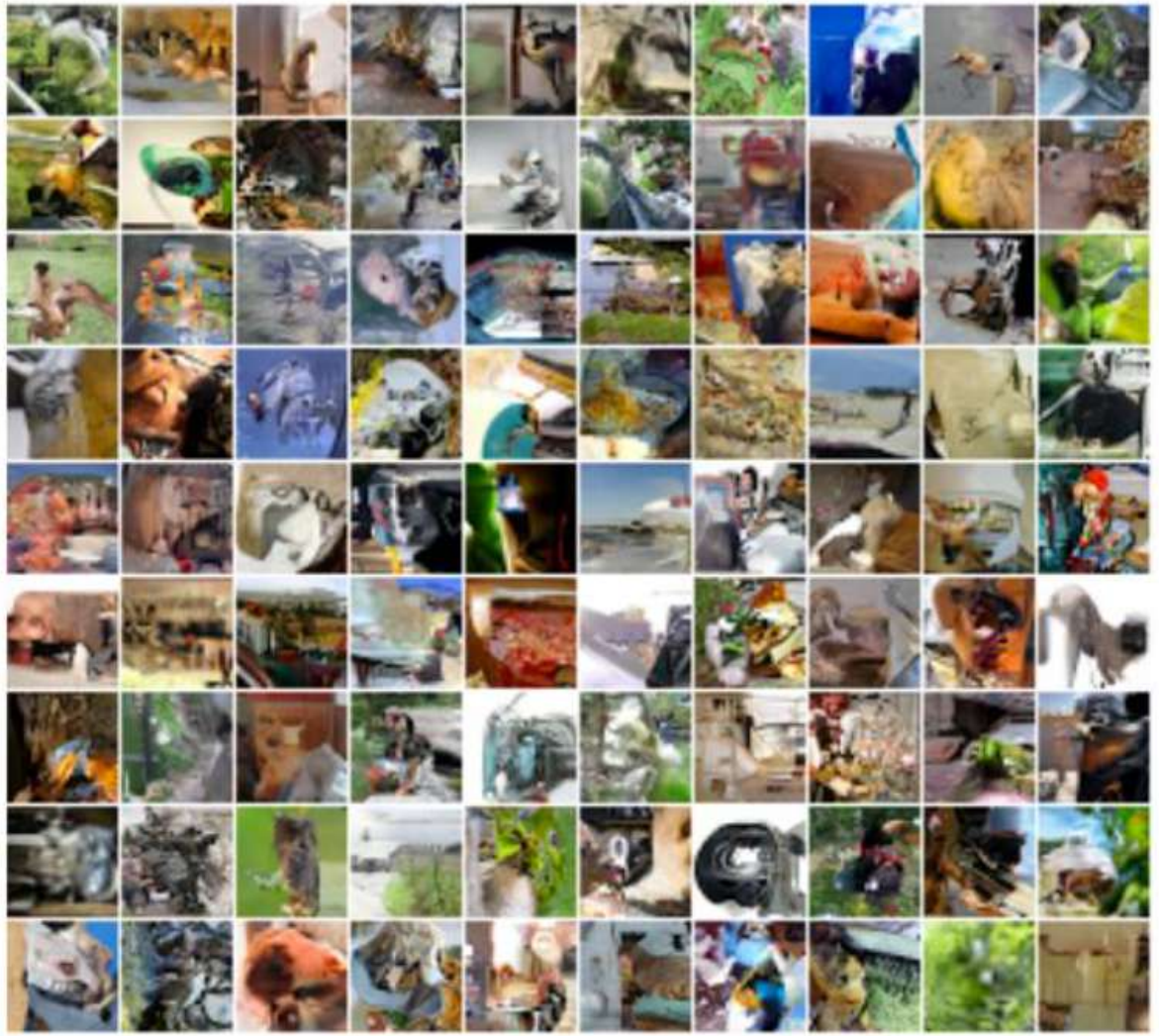
Быстрая тренировка.

Все еще медленная генерация изображений.



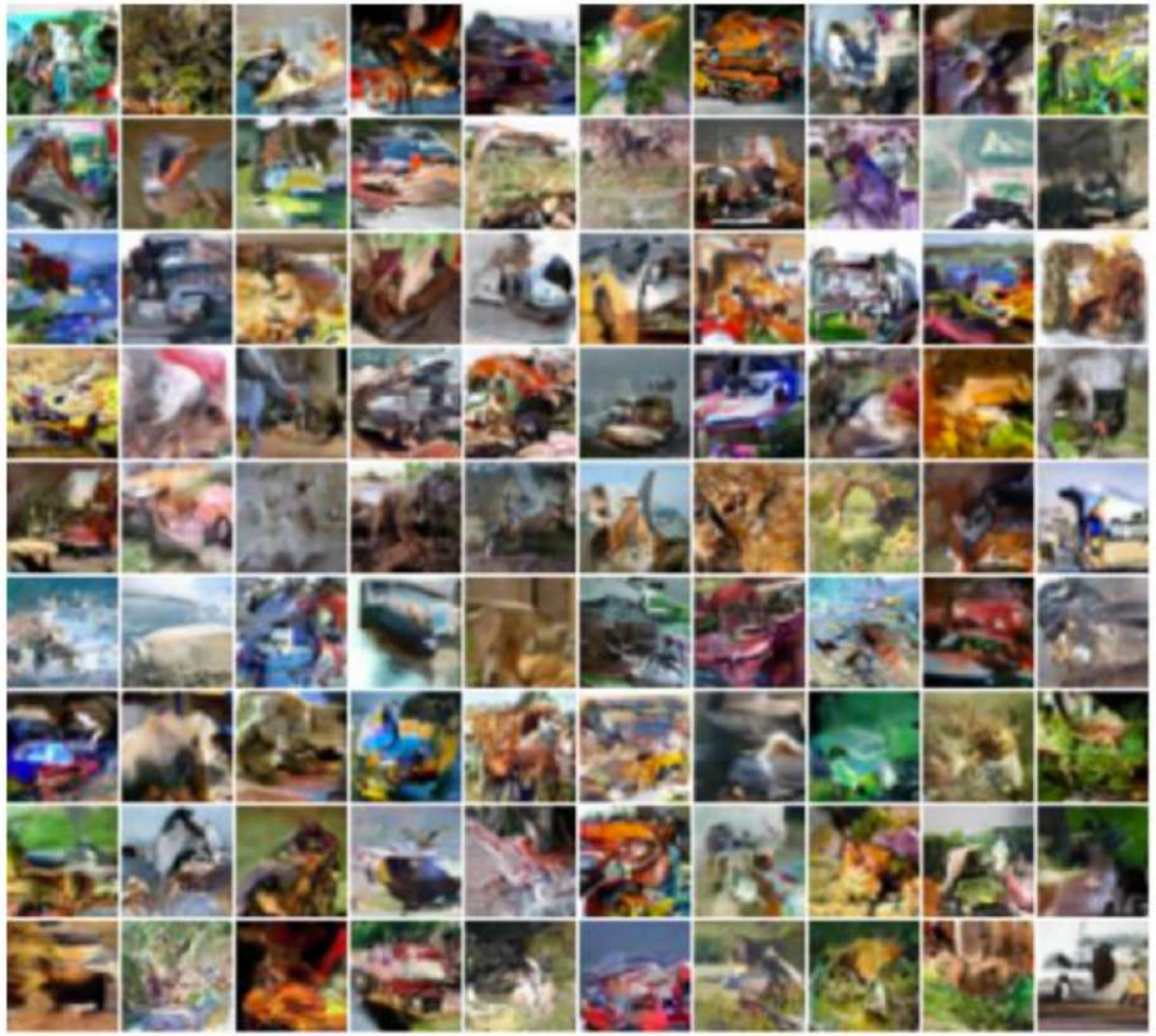
Source: http://cs231n.stanford.edu/slides/2017/cs231n_2017_lecture13.pdf

PixelRNN and PixelCNN



32x32 ImageNet

PixelRNN and PixelCNN



32x32 CIFAR-10

Useful Materials

cs231 лекция про style transfer, texture synthesis etc.
https://www.youtube.com/watch?v=6wcs6szJWMY&list=PL3FW7Lu3i5JvHM8ljYj-zLfQRF3EO8sYv

cs231 лекция про генеративные модели
https://www.youtube.com/watch?v=5WoItGTWV54&list=PL3FW7Lu3i5JvHM8ljYj-zLfQRF3EO8sYv

Статья про генерацию стульев (Learning to Generate Chairs with Convolutional Neural Networks)
https://www.robots.ox.ac.uk/~vgg/rg/papers/Dosovitskiy_Learning_to_Generate_2015_CVPR_paper.pdf