# COCO-GAN: Generation by Parts via Conditional Coordinating

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# Example

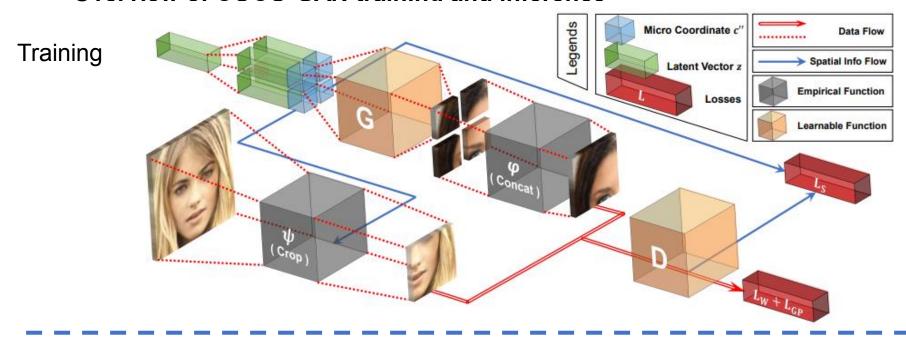




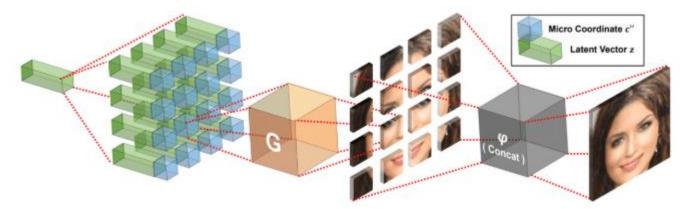
# Contribution

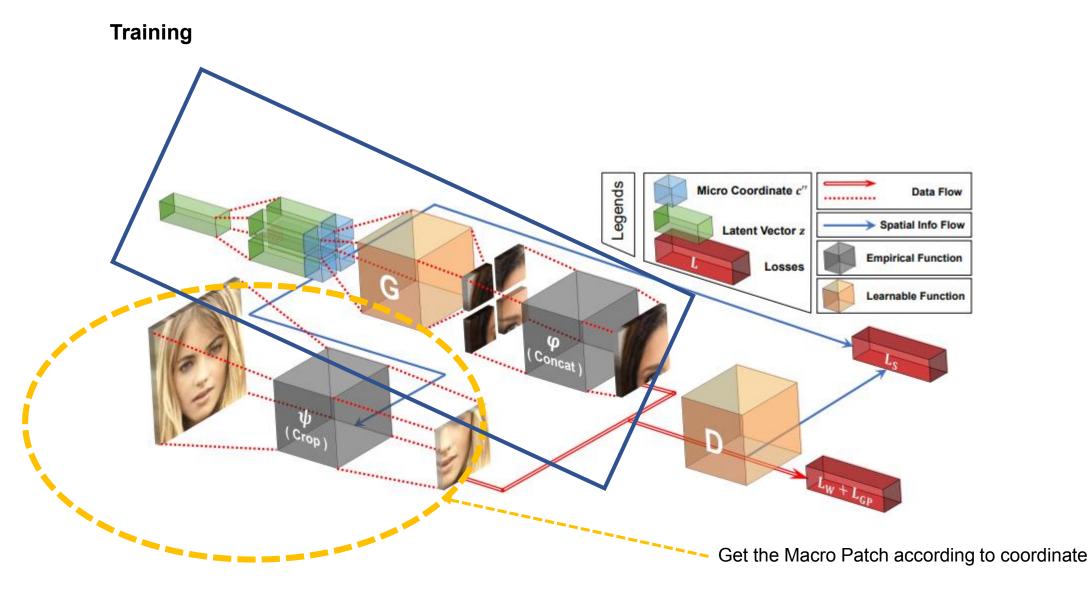
- 1. Achieve state-of-the art generation quality in FID score.
- 2. Generation image in the extrapolation coordinate patch
- Saves a significant amount of memory for both training and inference in the generating image by part
- 4. Generate panorama image without any special treatment

#### Overview of COCO-GAN training and inference









#### Loss

#### **WGAN loss**

$$L_W = \underset{x,c'}{\mathbb{E}} \left[ D(\psi(x,c')) \right] - \underset{z,\mathbf{C''}}{\mathbb{E}} \left[ D(\varphi(G(z,\mathbf{C''}))) \right].$$

#### Gradient penalty loss

$$L_{GP} = \mathbb{E}_{\hat{s}'} \left[ (\|\nabla_{\hat{s}'} D(\hat{s}')\|_2 - 1)^2 \right], \quad \hat{s}' = \epsilon \, s' + (1 - \epsilon) \, x'$$

#### Spatial consistency loss

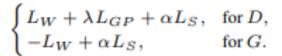
$$L_S = \mathop{\mathbb{E}}_{c'} [\|c' - A(x')\|_2] .$$

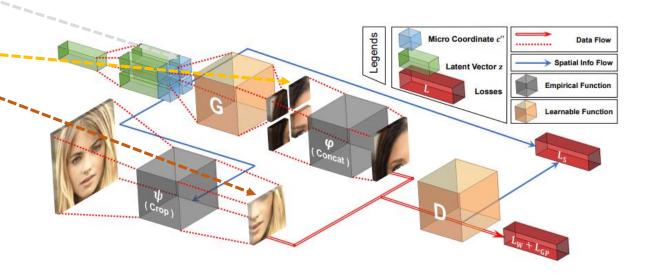
s': Generated macro patch

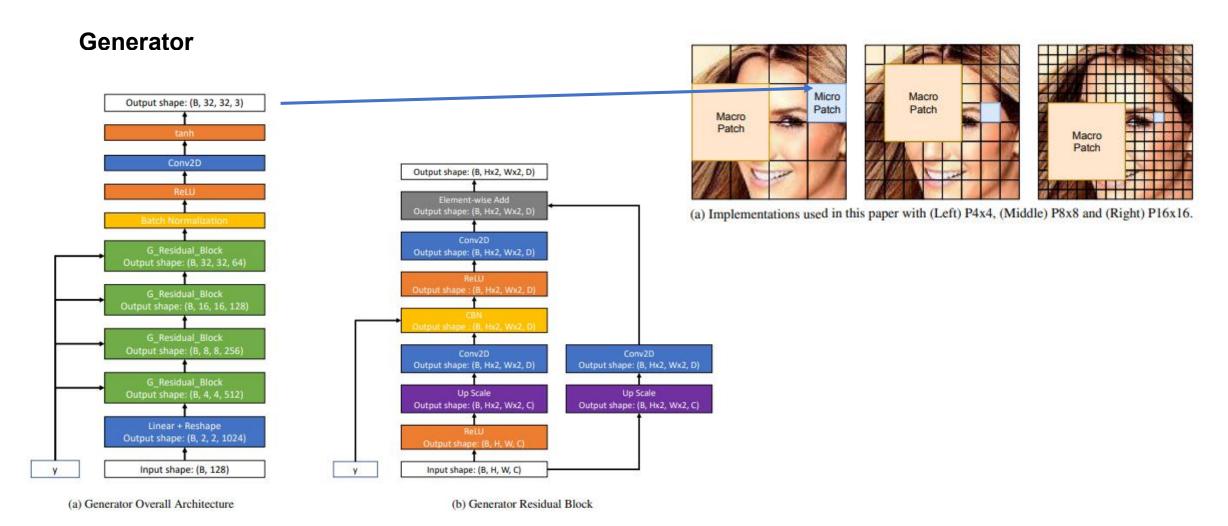
x': Real macro patch

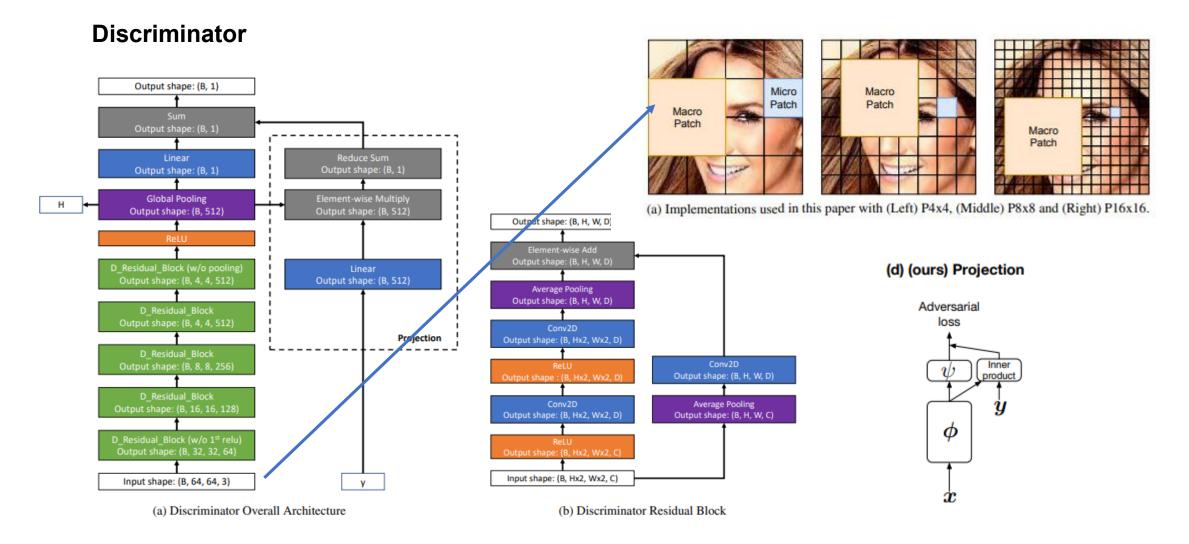
c': Macro coordinate (from macro patch, (x,y)

C": Micro coordinate (Matrix)









# **Experiments**

#### 1. Quality of Generation by Parts



Original image size: 128\*128

Macro patch size: 64\*64 (1/4 of original image)

Micro patch size: 32\*32 (1/16 of original image)





(b) CelebA (N8,M8,S8) (full image: 128×128, FID: 15.99).



(c) CelebA (N16,M16,S4) (full image: 128×128, FID: 23.90).

# **Experiments**

#### 2. Latent Space Continuity



Figure 5: The results of full-images interpolation between two latent vectors show that all micro patches are changed synchronously in response to the change of the latent vector. More interpolation results are available in Appendix G.

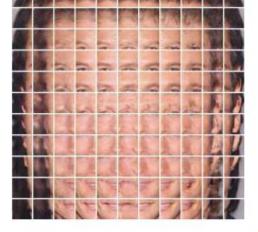




Figure 6: An example of spatial coordinates interpolation showing the spatial continuity of the micro patches. The spatial coordinates are interpolated between range [-1,1] of the micro coordinate with a fixed latent vector. More examples are shown in Appendix I.

Latent vector interpolation

Coordinate interpolation

# **Experiments**

#### 3. Beyond-Boundary Generation

Training coordinate: [-1,1]

Augmented coordinate: [-1.66, 1.66]



#### Post training output



Figure 7: "Beyond-Boundary Generation" generates additional contents by extrapolating the learned coordinate manifold. Note that the generated samples are  $384 \times 384$  pixels, whereas *all* of the training samples are of a smaller  $256 \times 256$  resolution. The red box annotates the  $256 \times 256$  region for regular generation without extrapolation.

# Thank you