

1. CNN
2. Quelques Architectures CNN
3. Data Augmentation
4. Transfer Learning

## Generative Adversial Networks: (GAN)

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#### GAN:quoi?

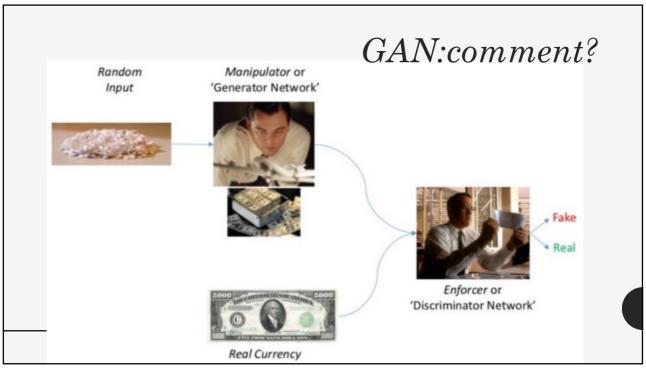
- · Des modèles génératifs qui utilisent des techniques d'apprentissage profond
- Une méthode non-supervisée générative:
  - Les données ne sont pas labelisées ni catégorisées.
  - Pas de généralisation pour la prédiction des classes de nouvelles données.
- Un GAN découvre automatiquement des motifs (pattern) à partir d'un ensemble de données, et est capable de générer des données vraisemblables.

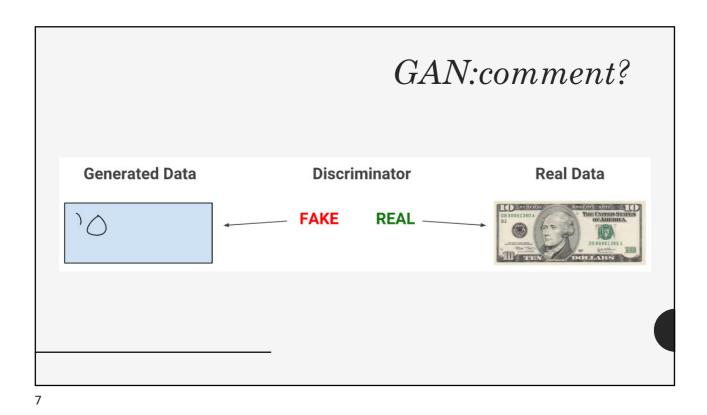
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#### *GAN:comment?*

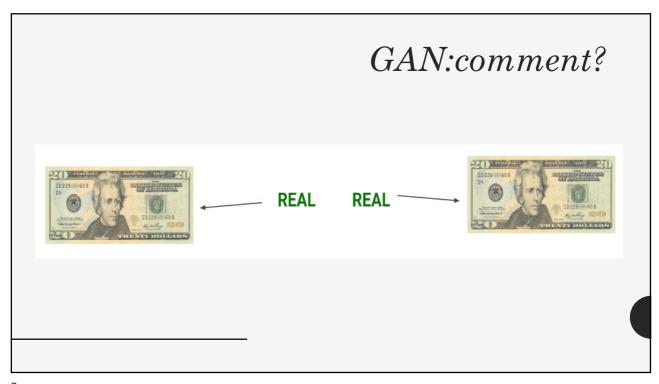
- GAN est formalisé comme un problème supervisé pour réaliser une tache non supervisée:
- Composé d'une paire de réseaux de neurones: generator *G*/discriminator *D*:
  - *G <u>produit</u>* de nouvelles images et
  - *D* essaye de *distinguer* les images générées des réelles. (partie supervisée)
- Les deux modèles sont entrainés ensemble de façon antagoniste à somme nulle.
- G essaye de tromper D, et D essaye de rester discriminant.

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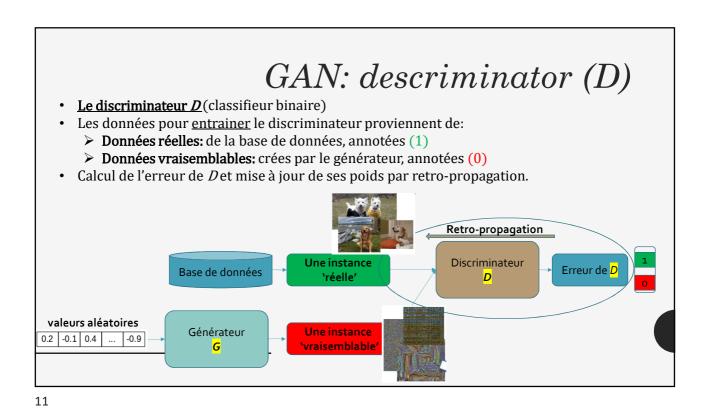


*GAN:comment?* 10 \_\_\_\_ FAKE REAL -



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#### GAN:détails



• Le Discriminateur D veut:

→ Reconnaître une vraie image x comme 'vraie' => valeur prédite proche de 1

Label = 1 valeur erreur grande

Pred = 0.1

Une instance réelle'

Discriminateur

Discriminateur

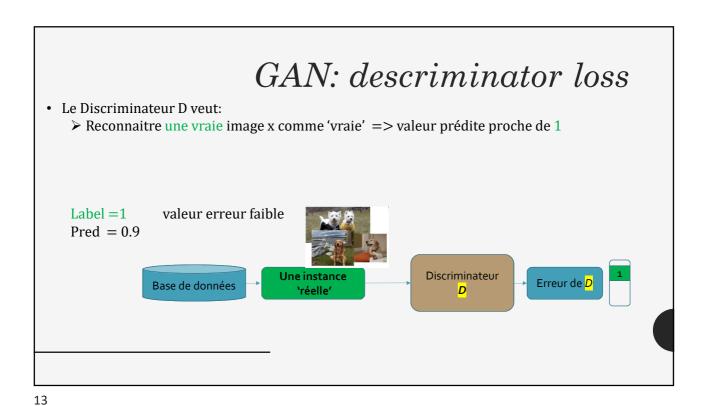
Discriminateur

Discriminateur

Discriminateur

Discriminateur

Discriminateur



• Le Discriminateur D veut:

➤ Reconnaitre une vraie image x comme 'vraie' => valeur prédite proche de 1

Label = 1 valeur erreur grande -ln(0.1) = 2.3

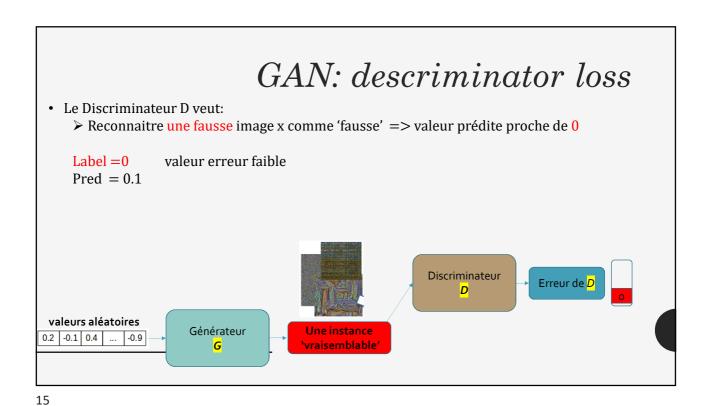
Pred = 0.1

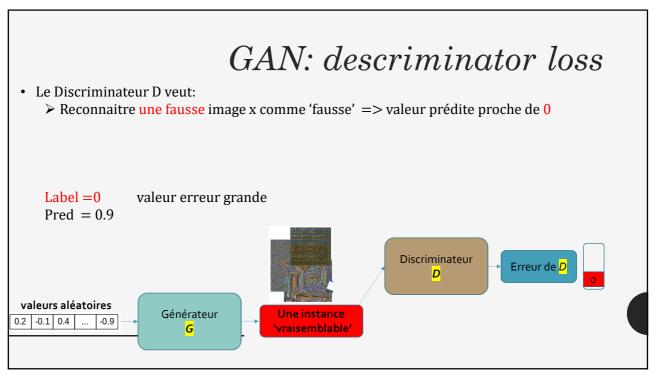
Label = 1 valeur erreur faible -ln(0.9) = 0.1

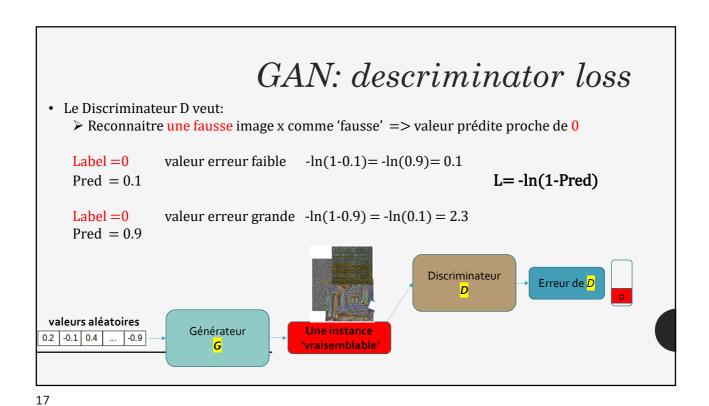
Pred = 0.9

Une instance réelle'

Discriminateur

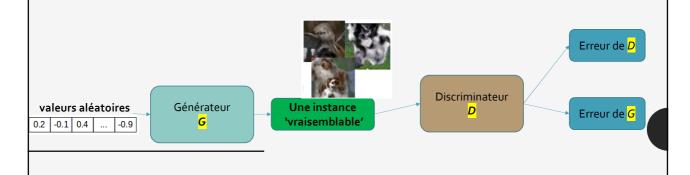




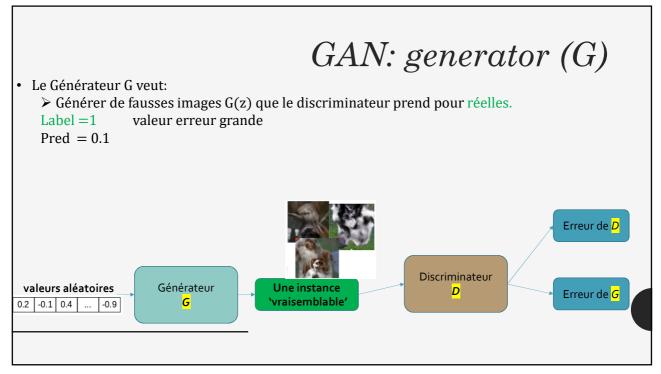


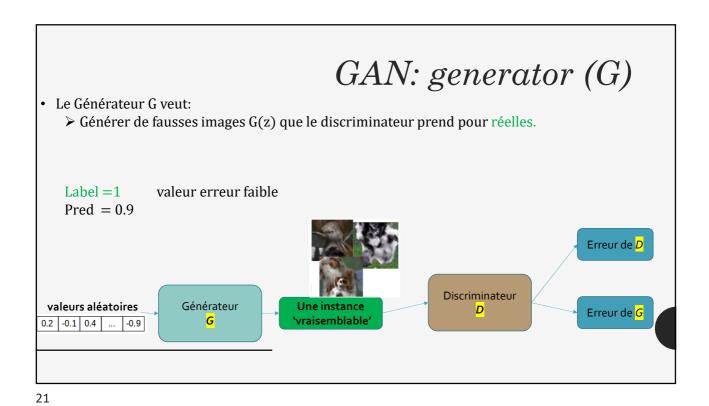
 $GAN: \ descriminator\ (D)$  • Descriminator-loss  $\nabla_{\theta_d} \frac{1}{m} \sum_{i=1}^m \left[ \log D\left( \boldsymbol{x}^{(i)} \right) + \log \left( 1 - D\left( G\left( \boldsymbol{z}^{(i)} \right) \right) \right]$  Retro-propagation Discriminateur Discriminateur Discriminateur Créelle' Duraisemblable' Une instance Creen Control of Contro

- $GAN: \ generator\ (G)$  Un générateur G apprend à générer des données vraisemblables à partir d'un vecteurs de valeurs aléatoires.
- Calculer la fonction d'erreur du discriminateur.
- Retro-propager à travers le discriminateur et le générateur.
- Mettre à jours les poids du générateur G <u>uniquement</u>. Les poids de D restent inchangés.



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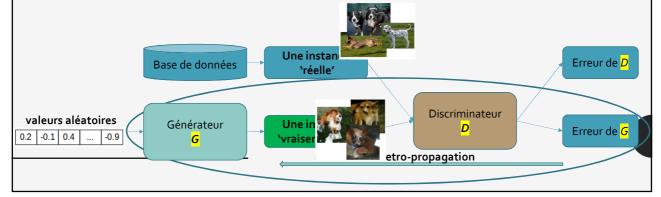
GAN: generator (G) Le Générateur G veut: ➤ Générer de fausses images G(z) que le discriminateur prend pour réelles. valeur erreur grande  $-\ln(0.1) = 2.3$ Label = 1L = -ln(Pred)Pred = 0.1Label = 1valeur erreur faible  $-\ln(0.9) = 0.1$ Pred = 0.9Erreur de D Discriminateur Générateur valeurs aléatoires Une instance Erreur de G 0.2 -0.1 0.4 ... -0.9

### GAN: generator (G)

• Generator-loss:

$$\nabla_{\theta_g} \frac{1}{m} \sum_{i=1}^{m} \log \left(1 - D\left(G\left(\boldsymbol{z}^{(i)}\right)\right)\right)$$

• Au lieu d'entrainer G à minimiser log(1-D(G(z))), on l'entraine à maximiser log(D(G(z))).



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#### GAN: zero-sum game

Score de sortie pour une vraie image

Score de sortie pour une image produite par G

$$\min_{G} \max_{D} V(D, G) = \mathbb{E}_{\boldsymbol{x} \sim p_{\text{data}}(\boldsymbol{x})}[\log D(\boldsymbol{x})] + \mathbb{E}_{\boldsymbol{z} \sim p_{\boldsymbol{z}}(\boldsymbol{z})}[\log (1 - D(G(\boldsymbol{z})))]$$

- Le Discriminateur D veut:
  - ➤ Reconnaitre une vraie image x comme 'vraie' => un score proche de 1
  - ➤ Reconnaitre une fausse image x comme 'fausse' => un score proche de 0
- Le Générateur G veut:
  - ➤ Générer de fausses images G(z) que le discriminateur prend pour réelles.

### <u>lg</u>orithm

Algorithm 1 Minibatch stochastic gradient descent training of generative adversarial nets. The number of steps to apply to the discriminator, k, is a hyperparameter. We used k=1, the least expensive option, in our experiments.

for number of training iterations do

for k steps do

- Sample minibatch of m noise samples  $\{z^{(1)}, \ldots, z^{(m)}\}$  from noise prior  $p_g(z)$ .

  Sample minibatch of m examples  $\{x^{(1)}, \ldots, x^{(m)}\}$  from data generating distribution  $p_{\text{data}}(\boldsymbol{x})$ .
- Update the discriminator by ascending its stochastic gradient:

$$\nabla_{\theta_d} \frac{1}{m} \sum_{i=1}^{m} \left[ \log D\left(\boldsymbol{x}^{(i)}\right) + \log\left(1 - D\left(G\left(\boldsymbol{z}^{(i)}\right)\right)\right) \right].$$

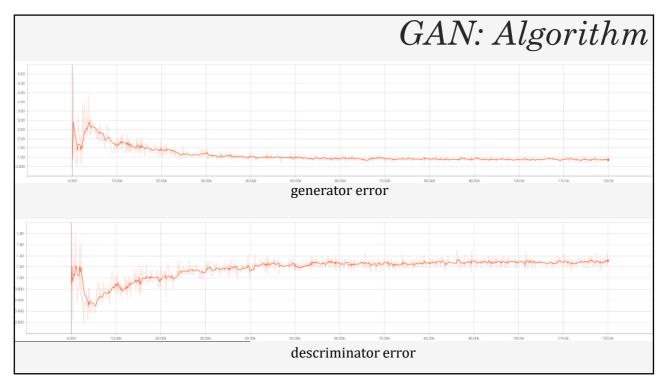
- Sample minibatch of m noise samples  $\{z^{(1)}, \dots, z^{(m)}\}$  from noise prior  $p_q(z)$ .
- Update the generator by descending its stochastic gradient:

$$\nabla_{\theta_g} \frac{1}{m} \sum_{i=1}^m \log \left( 1 - D\left( G\left( \boldsymbol{z}^{(i)} \right) \right) \right).$$

end for

The gradient-based updates can use any standard gradient-based learning rule. We used momentum in our experiments.

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### GAN: applications



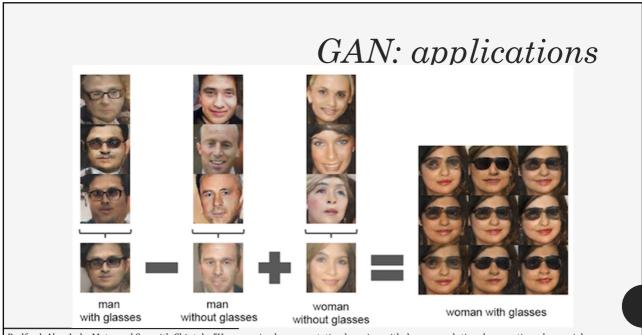
Radford, Alec, Luke Metz, and Soumith Chintala. "Unsupervised representation learning with deep convolutional generative adversarial networks."  $arXiv\ preprint\ arXiv:1511.06434$  (2015).

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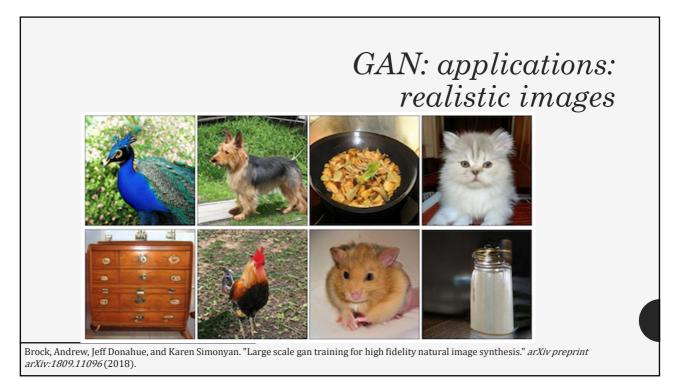


Karras, Tero, et al. "Progressive growing of gans for improved quality, stability, and variation." arXiv preprint arXiv:1710.10196 (2017).



Radford, Alec, Luke Metz, and Soumith Chintala. "Unsupervised representation learning with deep convolutional generative adversarial networks."  $arXiv\ preprint\ arXiv:1511.06434$  (2015).

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GAN: applications: anime caracters

Jin, Yanghua, et al. "Towards the automatic anime characters creation with generative adversarial networks." arXiv preprint arXiv:1708.05509 (2017)

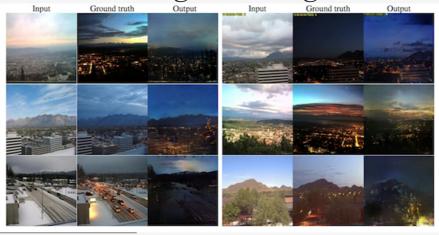
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GAN: applications: Project PokeGAN

ttps://awesomeopensource.com/project/moxiegushi/pokeGAN

# GAN: applications: image-to-image translation



Isola, Phillip, et al. "Image-to-image translation with conditional adversarial networks."  $Proceedings \ of \ the \ IEEE \ conference \ on \ computer \ vision \ and \ pattern \ recognition. \ 2017.$ 

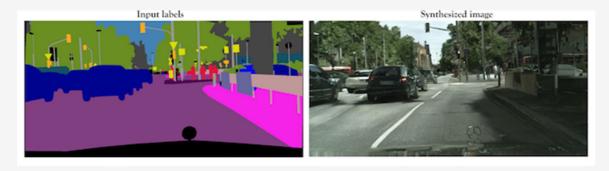
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### GAN: applications: image-to-image translation



Isola, Phillip, et al. "Image-to-image translation with conditional adversarial networks." *Proceedings of the IEEE conference on computer vision and pattern recognition.* 2017.

### $GAN: applications: semantic-image-to-photo\ translation$



Wang, Ting-Chun, et al. "High-resolution image synthesis and semantic manipulation with conditional gans."  $Proceedings \ of \ the \ IEEE \ conference \ on \ computer \ vision \ and \ pattern \ recognition. 2018.$ 

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Zhang, Zhifei, Yang Song, and Hairong Qi. "Age progression/regression by conditional adversarial autoencoder." *Proceedings of the IEEE conference on computer vision and pattern recognition.* 2017.

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