

Laplacian Pyramid of Conditional Variational Autoencoders

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Generative models

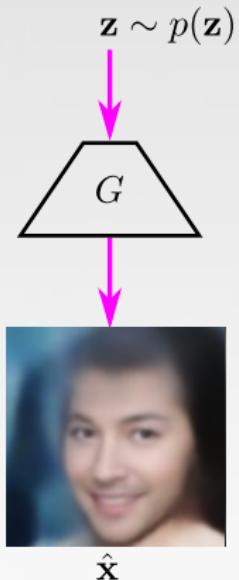


Motivation

-

Methodology

Results

 $\hat{\mathbf{x}}$

Sample

 \mathbf{z}

Latent vector

 θ

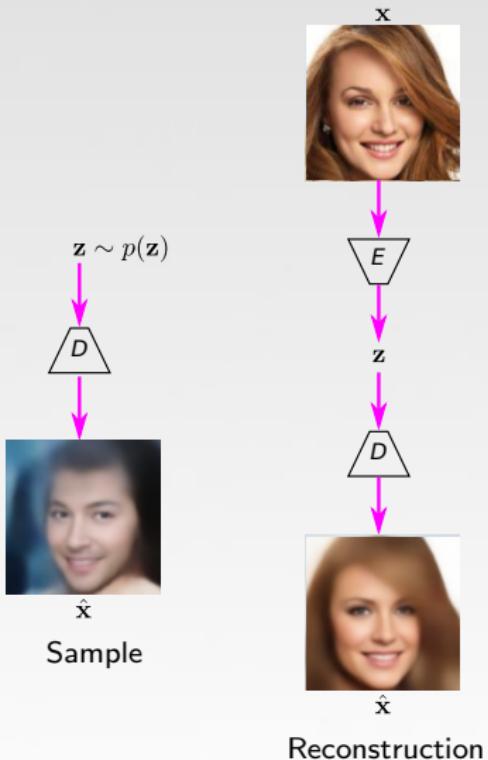
Model parameters

 $G(\mathbf{z}; \theta)$

Generative function

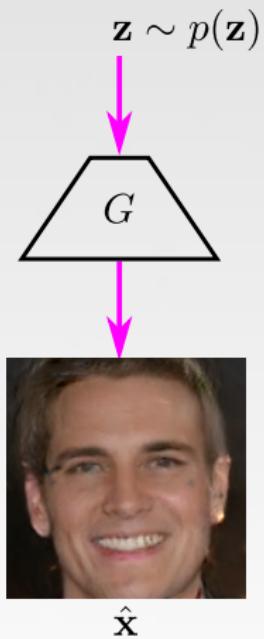
 $p(\mathbf{z})$

Simple known distribution



Variational Autoencoders [4, 5]

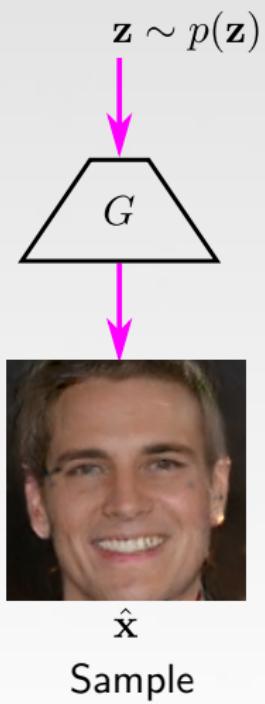
- Encoder $z \sim E(x)$
- Decoder $\hat{x} \sim D(z)$
- Gaussian likelihood estimation
 - Easy to train
 - Generate blurry images



Sample

Generative Adversarial Networks [6]

- Generator $\hat{x} = G(z)$
- Discriminator
- Implicit likelihood estimation
 - Impressive results
 - Unstable training
- Only for sampling



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VAE extensions

- Complex distributions in the latent and output space [8, 9]
- Throw away the simplicity of the Gaussian likelihood estimation.



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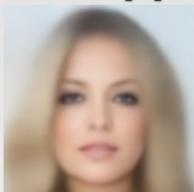
VAE extensions

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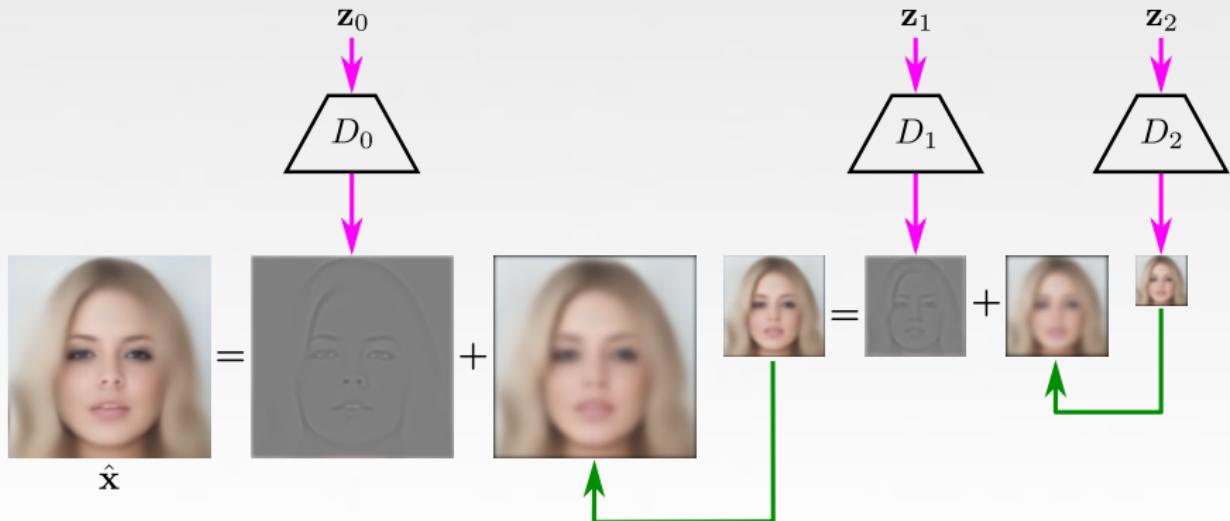


- Hierarchical approach
- Image generation in tractable steps
- Penalize errors in high-frequency images

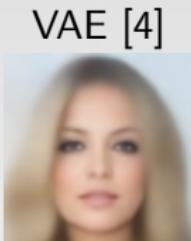
VAE [4]



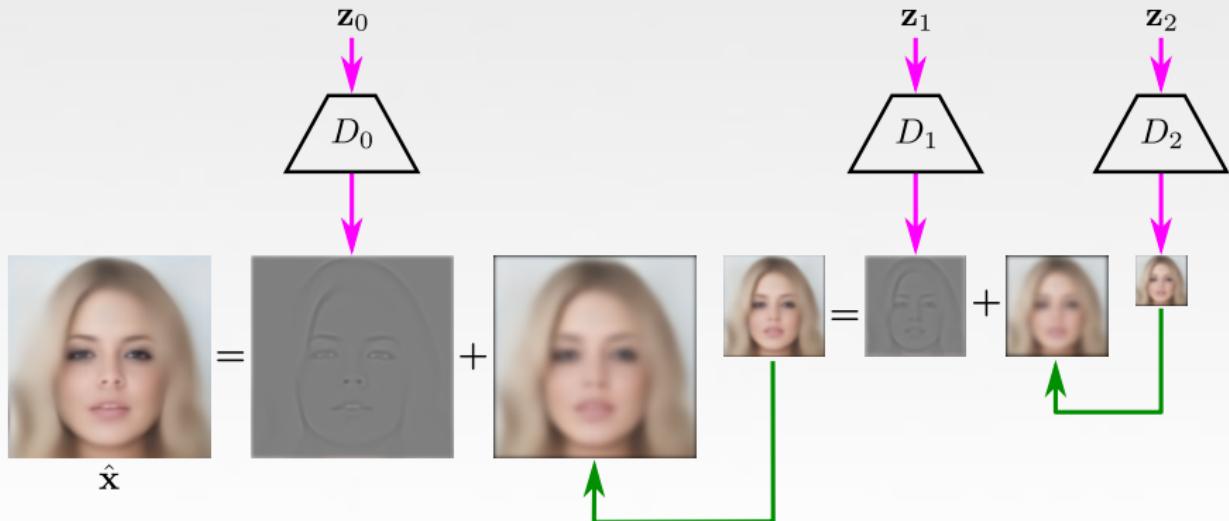
Ours



- Hierarchical approach
- Image generation in tractable steps
- Penalize errors in high-frequency images

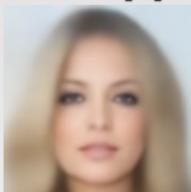


Ours



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VAE [4]



Ours

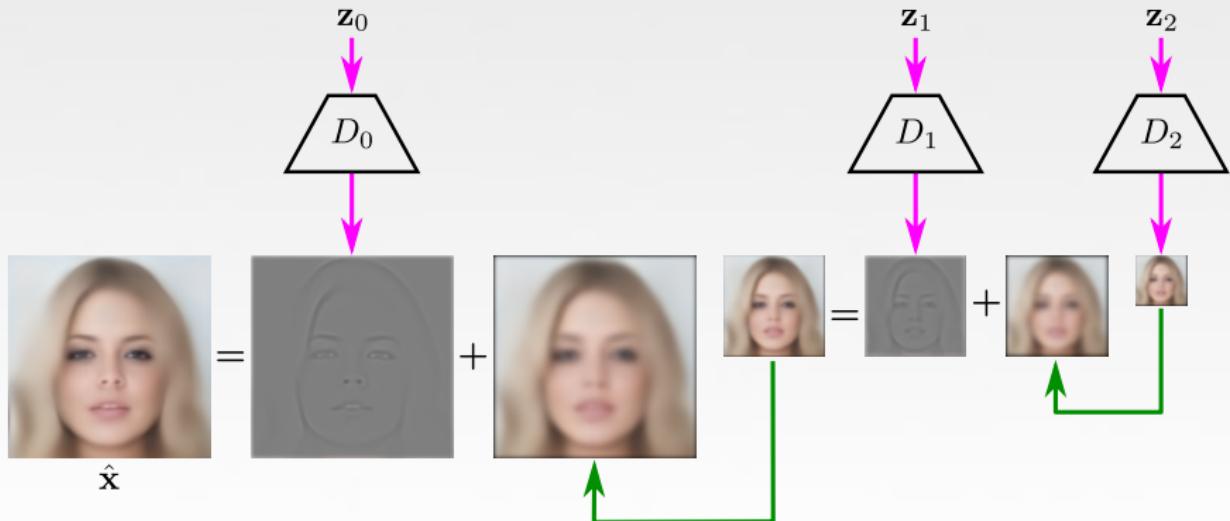


Image editing using the coarse-to-fine model structure

Reconstruction



Image editing using the coarse-to-fine model structure

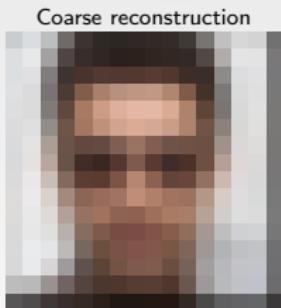
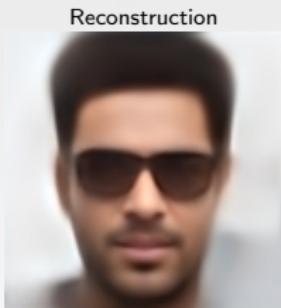


Image editing using the coarse-to-fine model structure

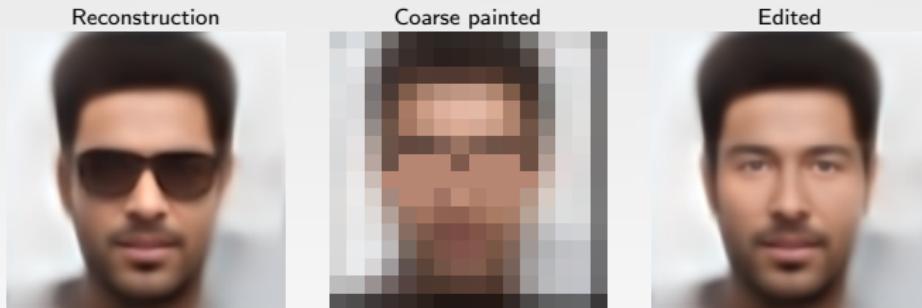
Reconstruction



Coarse painted



Image editing using the coarse-to-fine model structure



Background: VAE [4, 5]



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\mathbf{x}



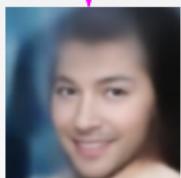
$$p(\mathbf{x} \mid \mathbf{z}; \boldsymbol{\theta}) = \mathcal{N}(\boldsymbol{\mu}, \boldsymbol{\sigma} \mathbf{I})$$

$$\mathcal{D}(\mathbf{z}) = \{\boldsymbol{\mu}, \boldsymbol{\sigma}\}$$

$$\mathbf{z} \sim p(\mathbf{z})$$



\mathbf{z}

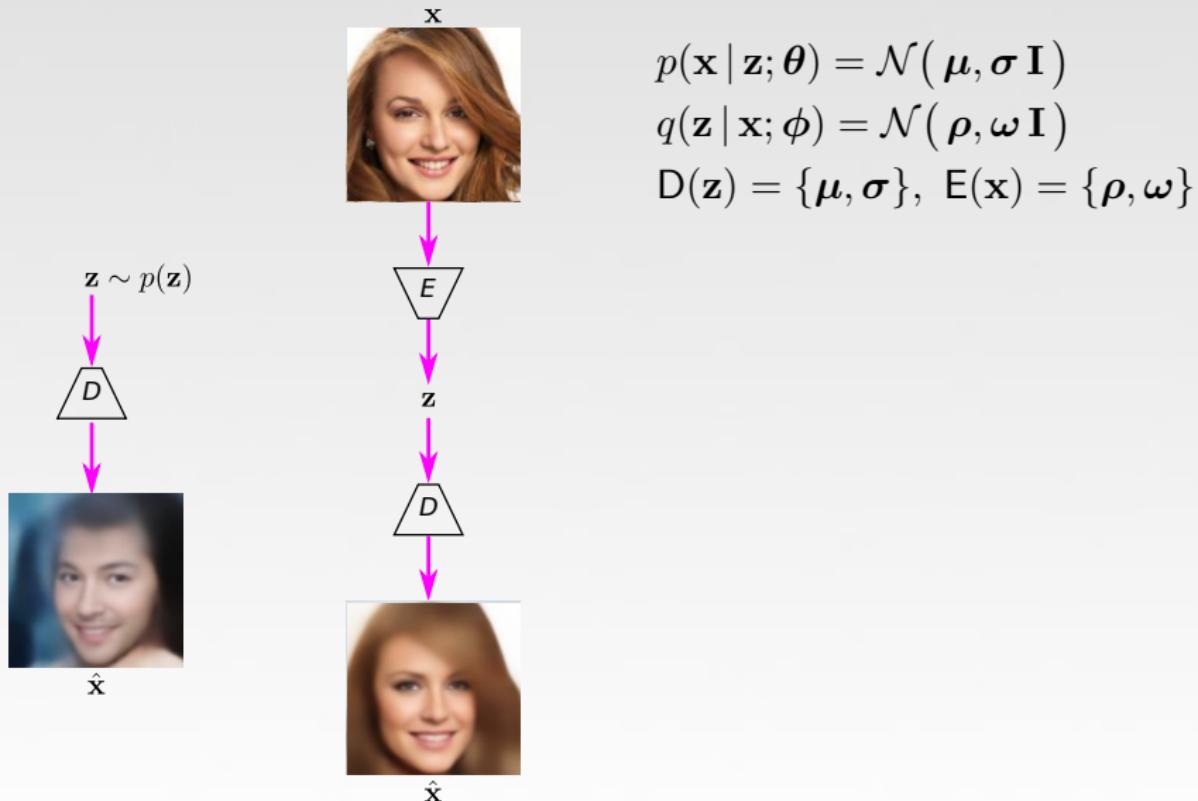


$\hat{\mathbf{x}}$

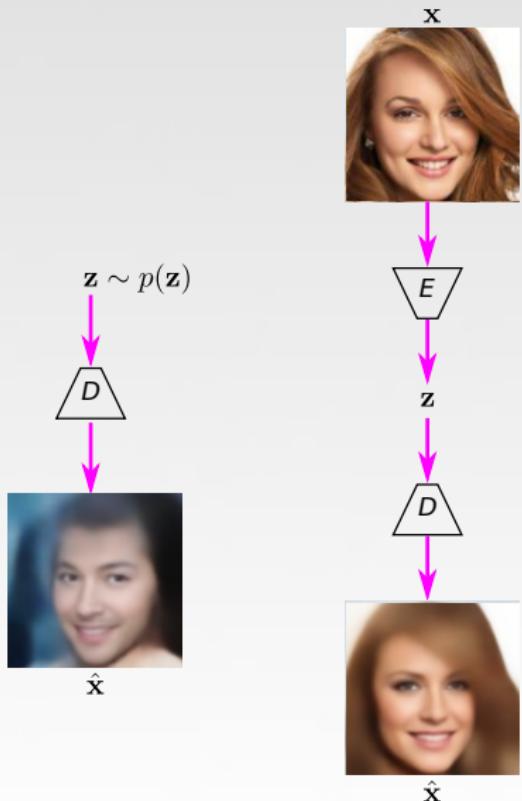


$\hat{\mathbf{x}}$

Background: VAE [4, 5]



Background: VAE [4, 5]



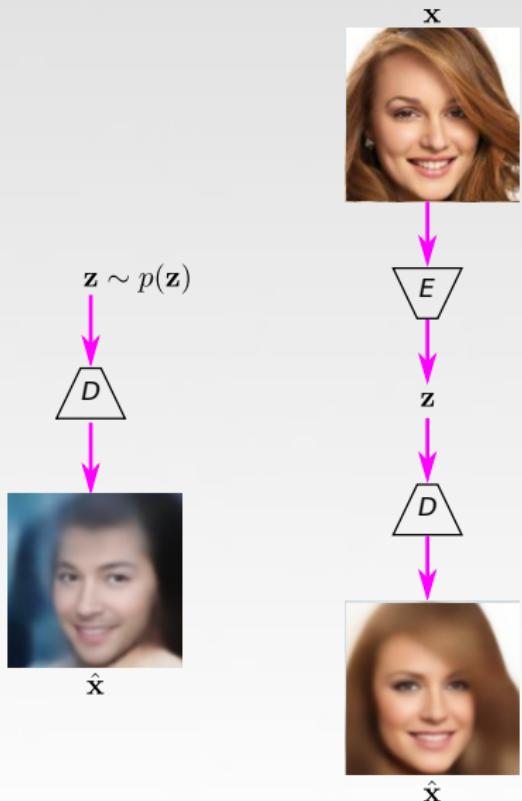
$$p(\mathbf{x} | \mathbf{z}; \boldsymbol{\theta}) = \mathcal{N}(\boldsymbol{\mu}, \boldsymbol{\sigma} \mathbf{I})$$

$$q(\mathbf{z} | \mathbf{x}; \boldsymbol{\phi}) = \mathcal{N}(\boldsymbol{\rho}, \boldsymbol{\omega} \mathbf{I})$$

$$\mathcal{D}(\mathbf{z}) = \{\boldsymbol{\mu}, \boldsymbol{\sigma}\}, \quad \mathcal{E}(\mathbf{x}) = \{\boldsymbol{\rho}, \boldsymbol{\omega}\}$$

$$L = \overbrace{-\mathbb{E}_{\mathbf{z} \sim q(\mathbf{z}|\mathbf{x}; \boldsymbol{\phi})} [\log p(\mathbf{x}|\mathbf{z}; \boldsymbol{\theta})]}^{\text{Reconstruction loss}} + \overbrace{D_{KL} [q(\mathbf{z}|\mathbf{x}; \boldsymbol{\phi}) || p(\mathbf{z})]}^{\text{Latent space loss}}$$

Background: VAE [4, 5]



$$p(\mathbf{x} | \mathbf{z}; \boldsymbol{\theta}) = \mathcal{N}(\boldsymbol{\mu}, \boldsymbol{\sigma} \mathbf{I})$$

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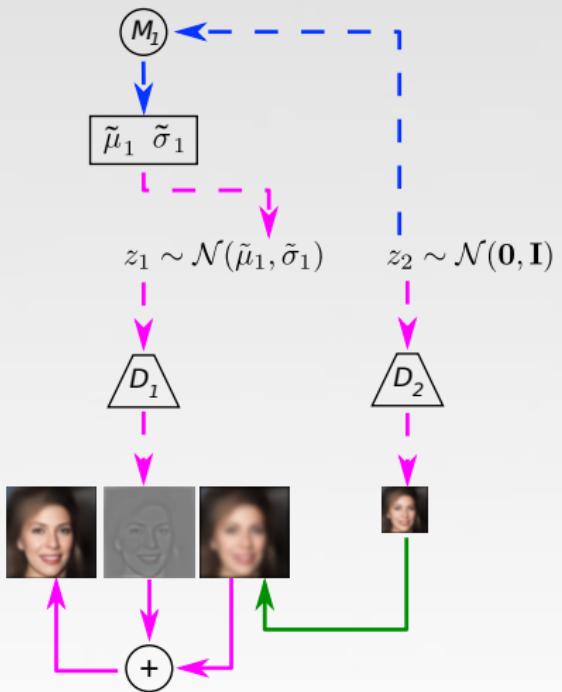
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$$p(\mathbf{z}) = \overbrace{\mathcal{N}(\mathbf{0}, \mathbf{I})}^{\text{Prior}}$$

Methodology: Sampling



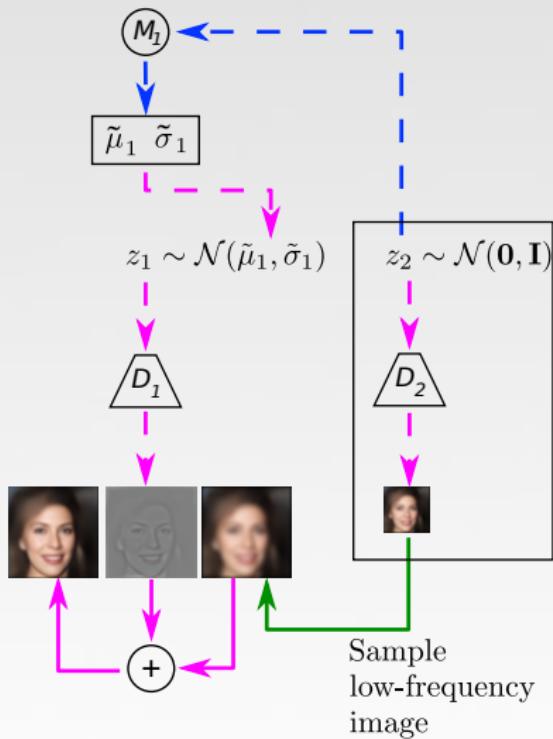
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Methodology: Sampling



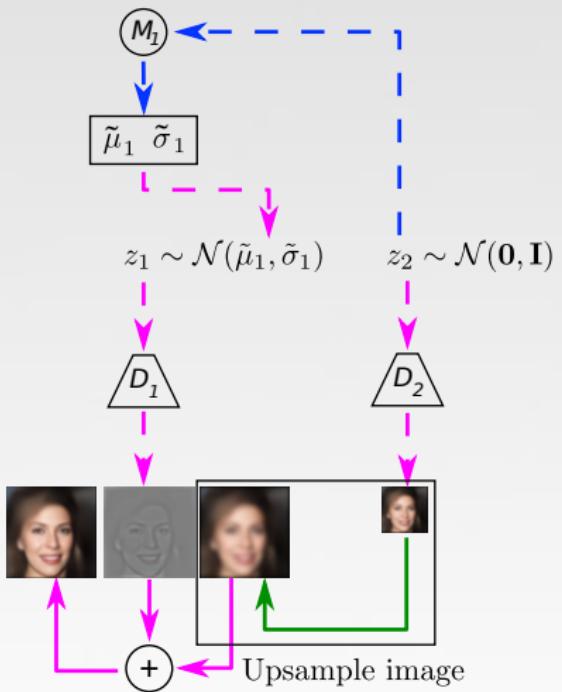
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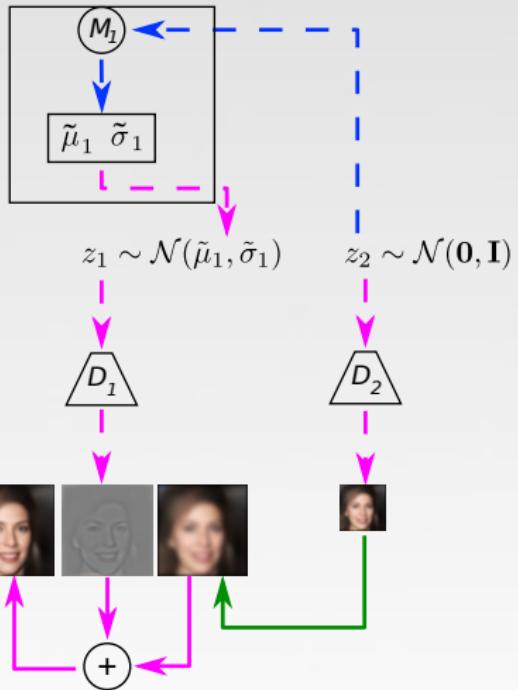
Methodology: Sampling



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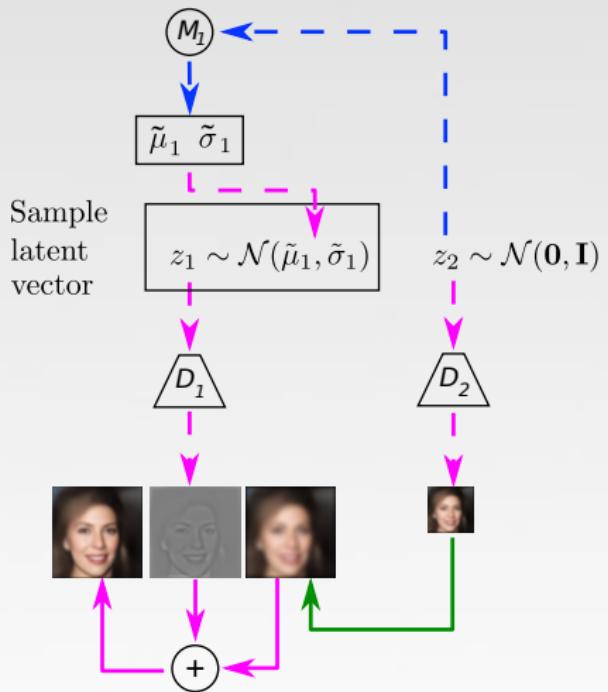
Predict the mean
and variance of
the latent vector



Methodology: Sampling



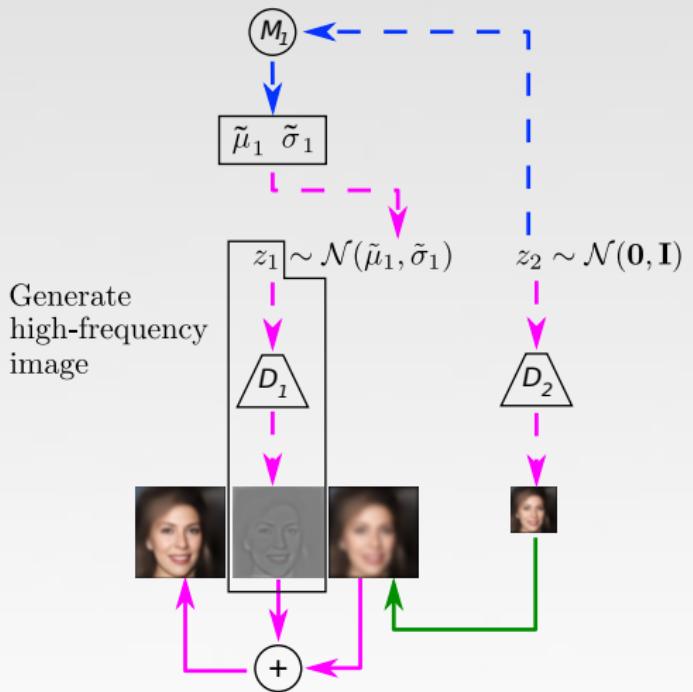
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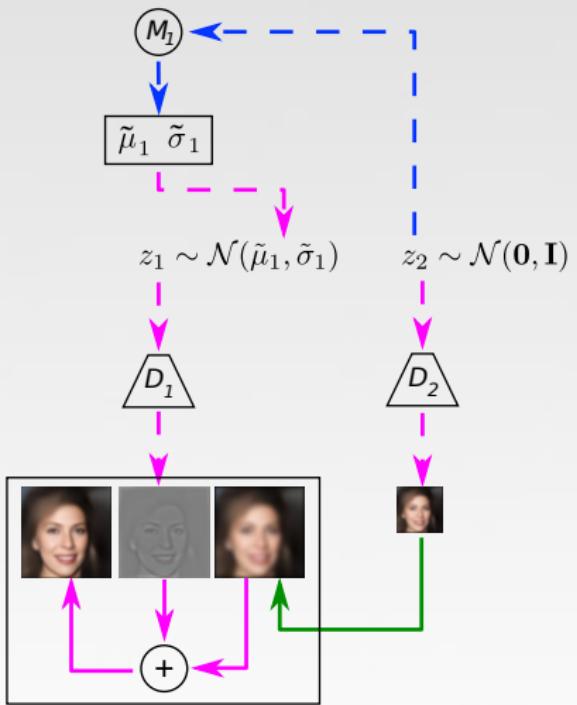


Methodology: Sampling



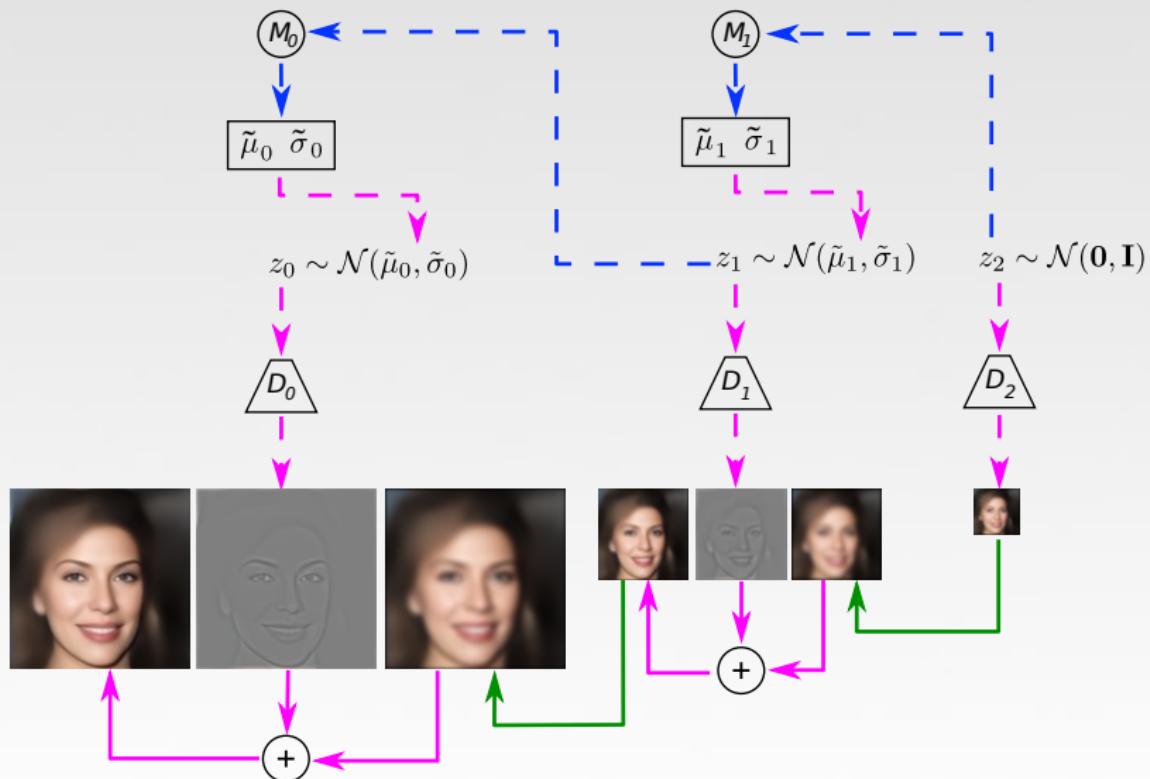
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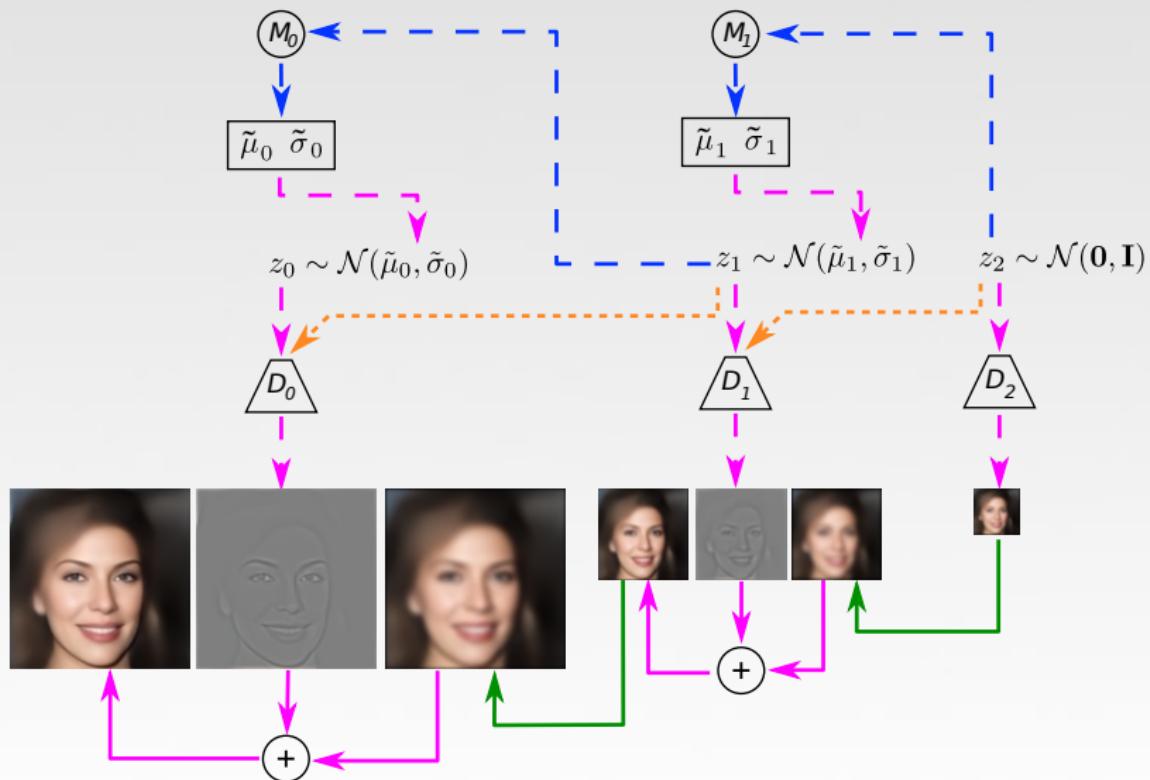


Add high-frequency image
to low-frequency image

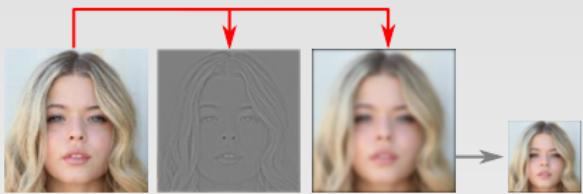
Methodology: Sampling

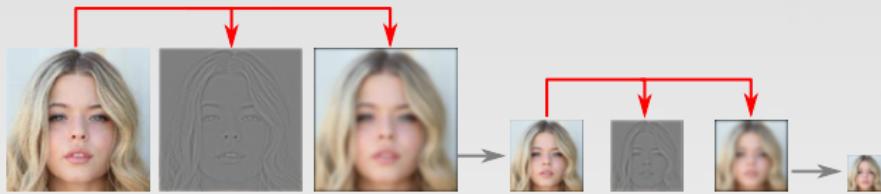


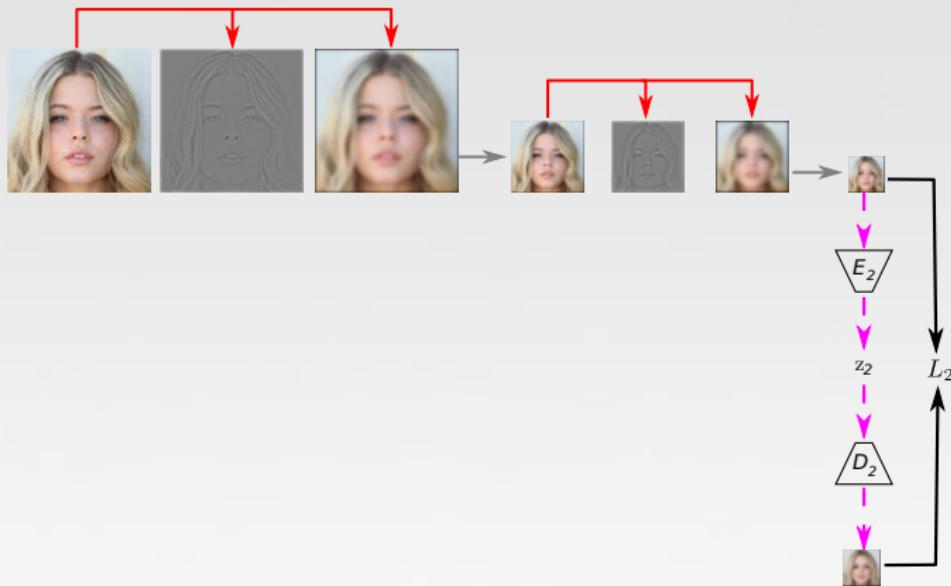
Methodology: Sampling



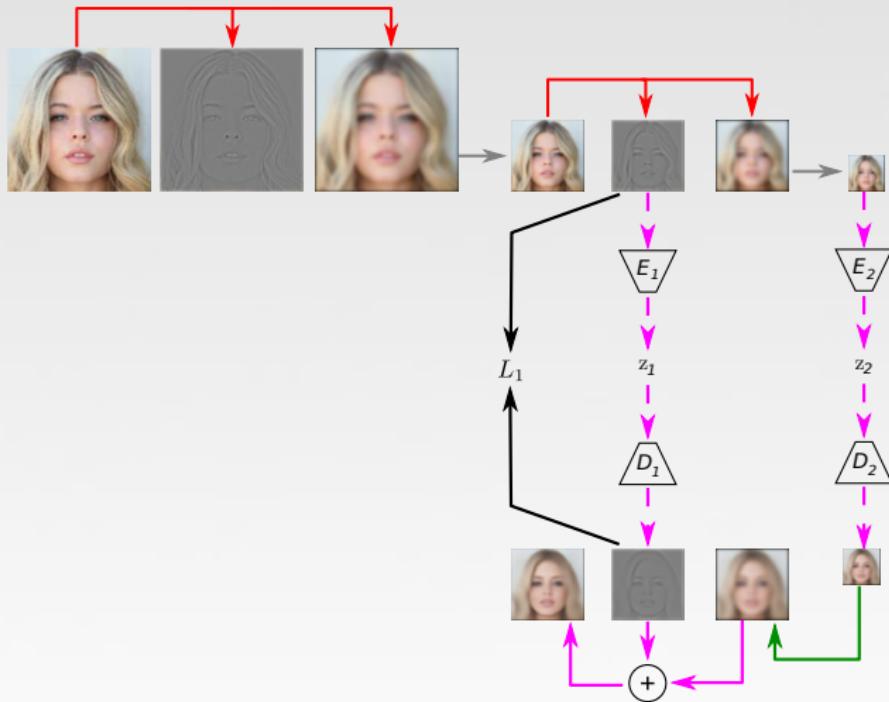


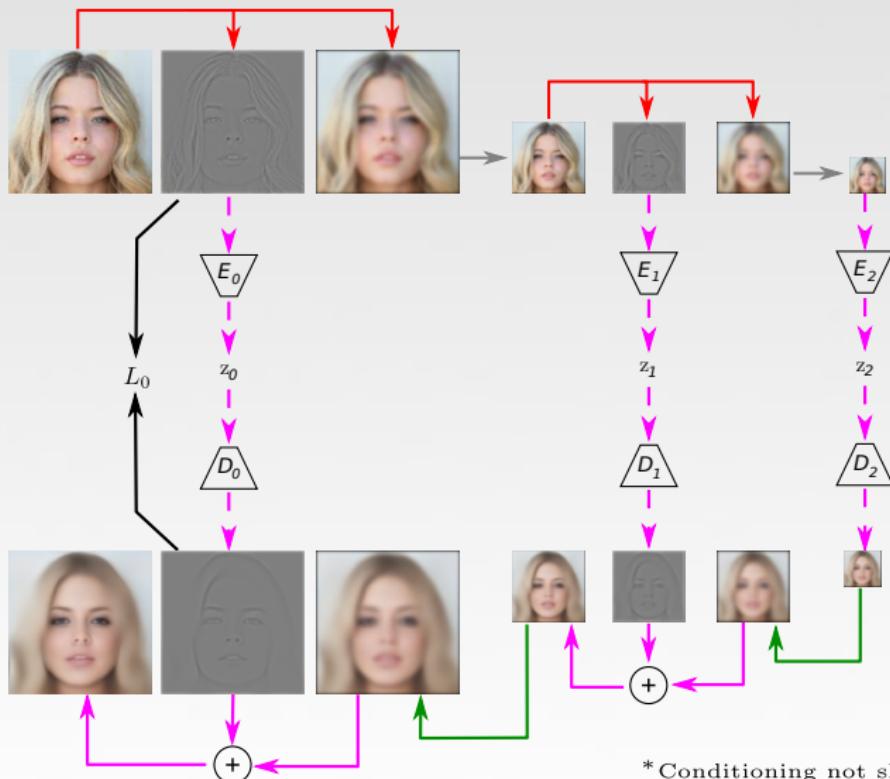




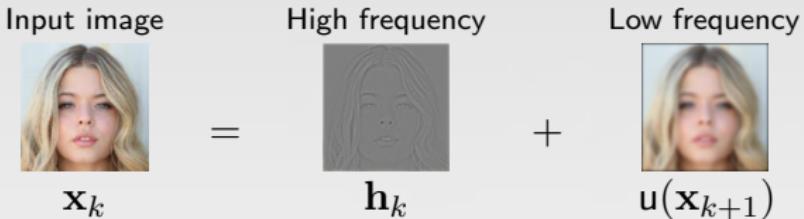


Methodology: Learning





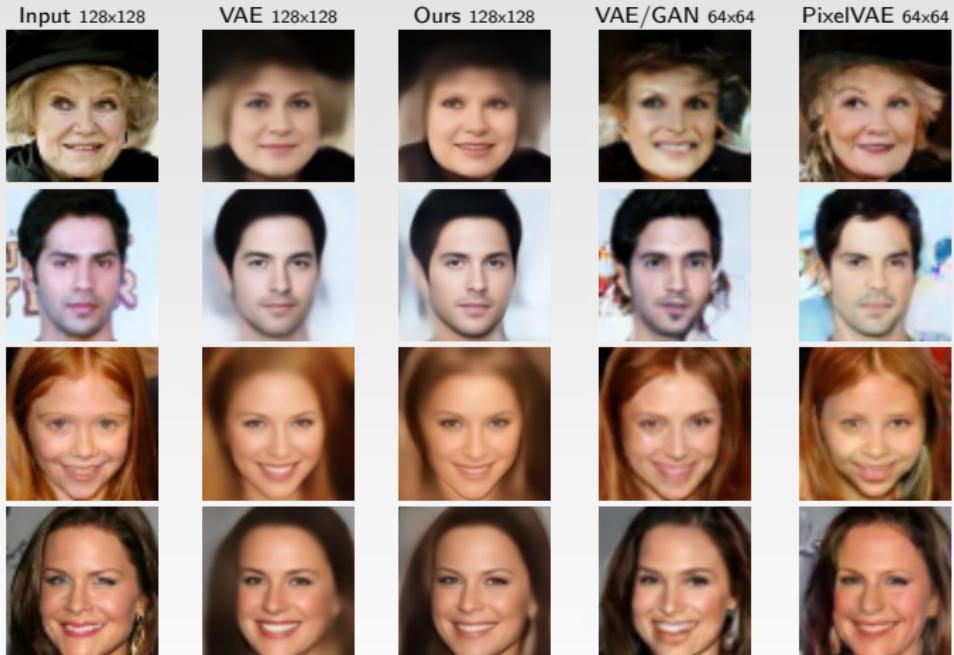
* Conditioning not shown



$$L_k = \overbrace{-\mathbb{E}_{\mathbf{z}_k \sim q_k(\mathbf{z}_k|\mathbf{h}_k, u(\mathbf{x}_k); \boldsymbol{\phi}_k)} [\log p_k(\mathbf{h}_k|\mathbf{z}_k, \mathbf{z}_{k+1}, \dots, \mathbf{z}_K; \boldsymbol{\theta}_k)]}^{\text{Reconstruction loss}} + \\ \overbrace{\lambda_k D_{KL} [q_k(\mathbf{z}_k|\mathbf{h}_k, u(\mathbf{x}_{k+1}); \boldsymbol{\phi}_k) || p(\mathbf{z}_k)]}^{\text{Latent space loss}}$$

$$p(\mathbf{z}_k) = \overbrace{\mathcal{N}(R_k(\boldsymbol{\mu}_{k+1}; \boldsymbol{\xi}_k), S_k(\boldsymbol{\sigma}_{k+1}; \boldsymbol{\omega}_k))}^{\text{Prior}}, \quad M_k = \overbrace{\{R_k, S_k\}}^{\text{Prior network}}$$

Reconstructions



Comparison of image reconstructions

Model	Error ($\sqrt{\text{MSE}}$)
VAE [4] 64×64	22.78 ± 4.64
VAE/GAN [8] 64×64	30.49 ± 7.32
Ours 64×64	20.60 ± 4.81
<hr/>	
VAE [4] 128×128	20.75 ± 4.40
Ours 128×128	20.61 ± 5.15

Quantitative model comparison of image reconstructions

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Quantitative model comparison of image reconstructions



Model	Preference %
	Without original
VAE [4]	15.61 ± 8.14
Ours	84.39 ± 8.14

User study: evaluation of pairs of reconstructions

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Quantitative model comparison of image reconstructions

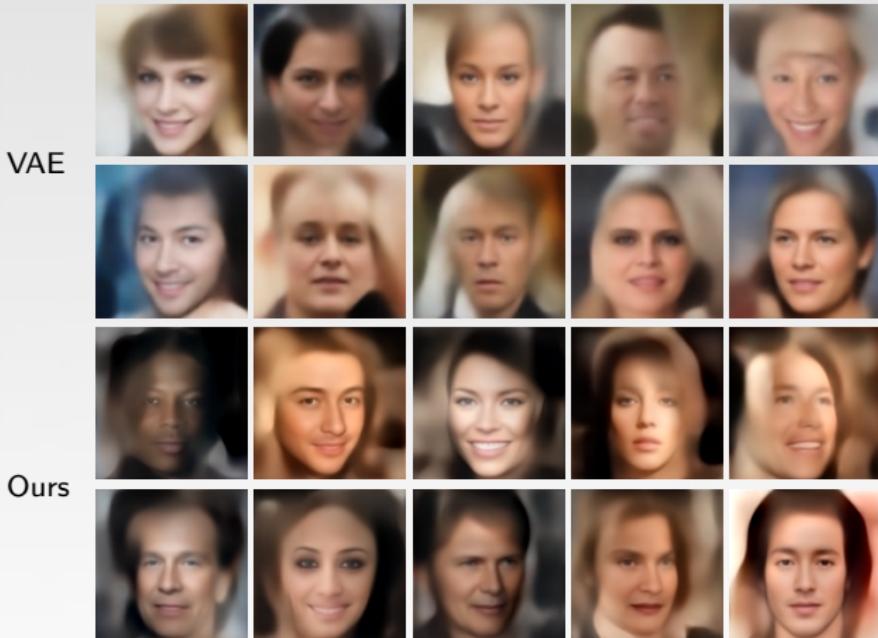


Model	Preference %	
	Without original	With original
VAE [4]	15.61 ± 8.14	26.30 ± 7.35
Ours	84.39 ± 8.14	73.70 ± 7.35

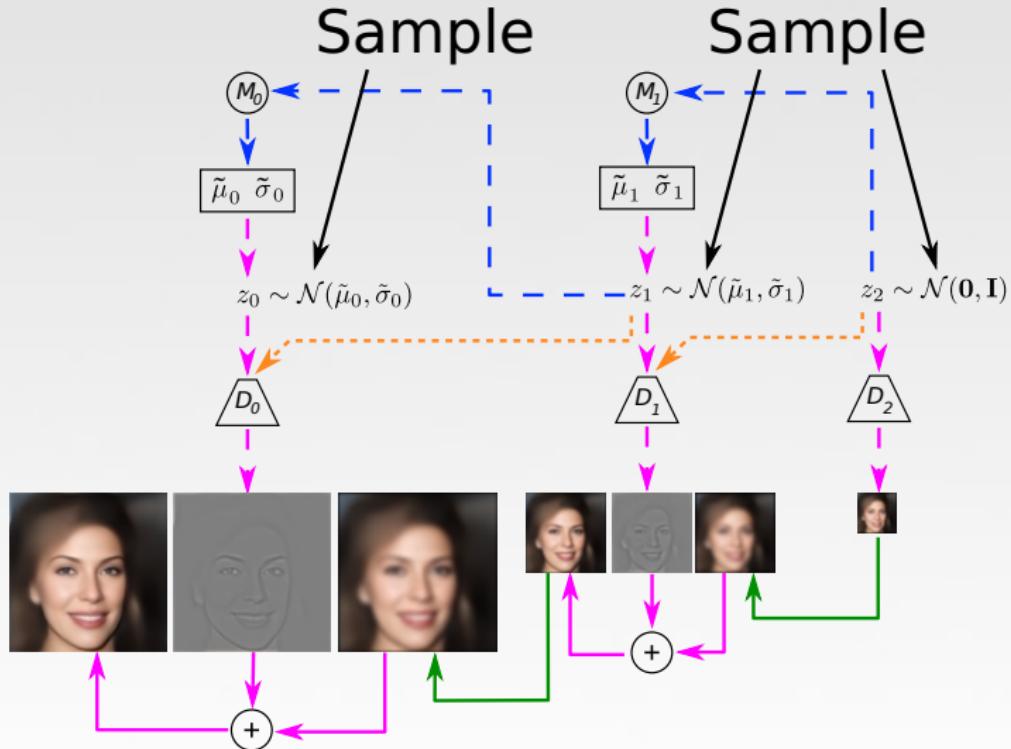
User study: evaluation of pairs of reconstructions



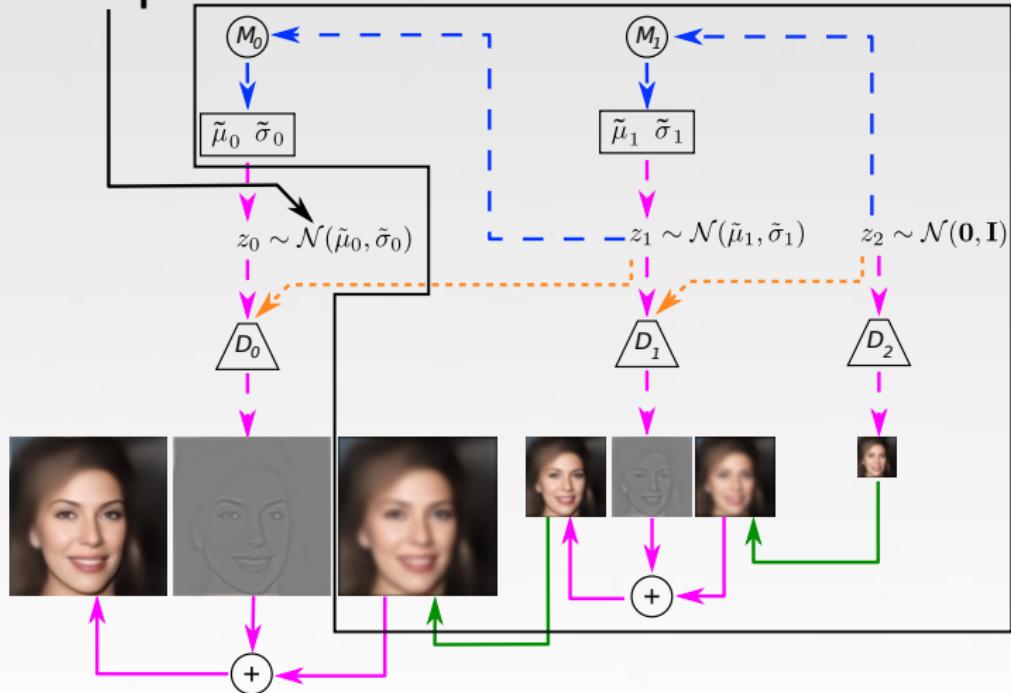
Samples from VAE and our model



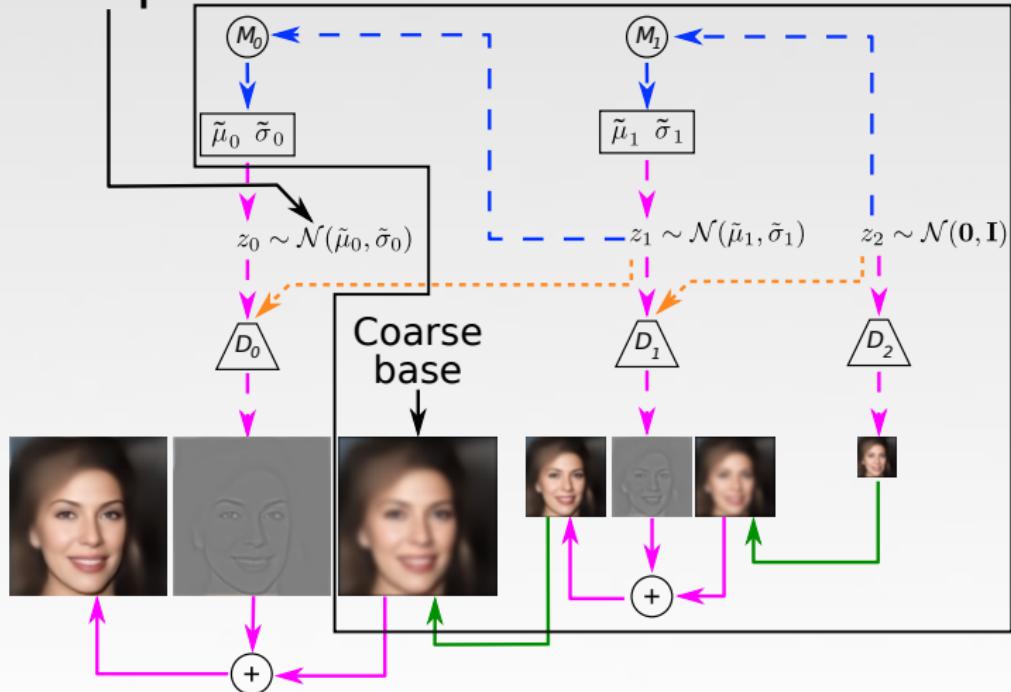
Samples from VAE and our model



Sample Fixed



Sample Fixed



Coarse base



Samples



Sampling with $z_{k \dots K}$ fixed at different levels of the pyramid

Coarse base



Samples



Sampling with $z_{k \dots K}$ fixed at different levels of the pyramid

Coarse base



Samples



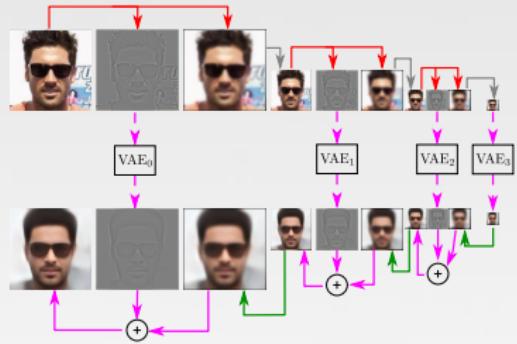
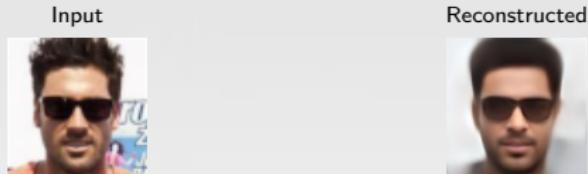
Sampling with $z_{k \dots K}$ fixed at different levels of the pyramid

Input



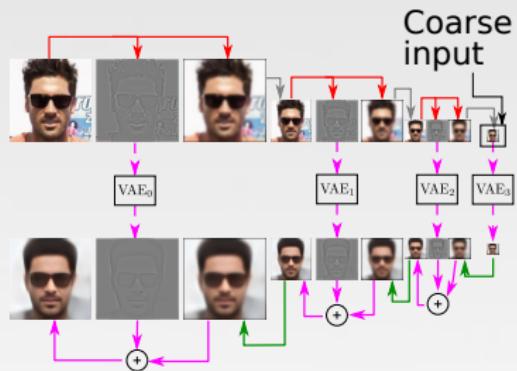
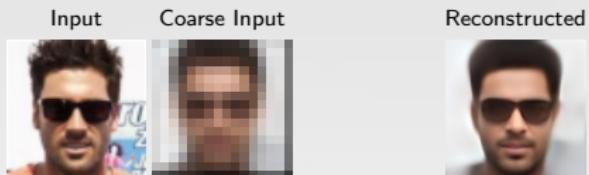
Laplacian pyramid of input

Editing: removing glasses



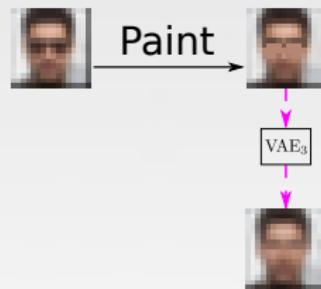
Reconstruct input

Editing: removing glasses



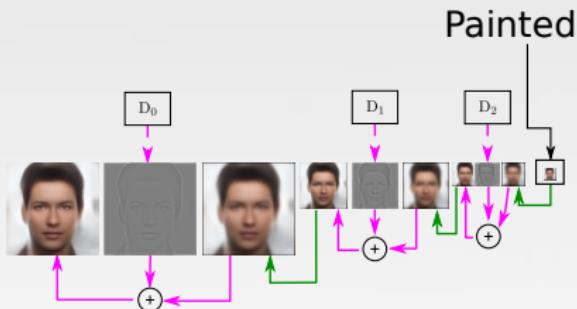
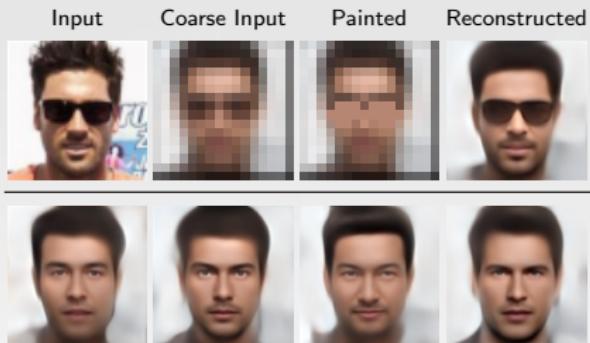
Select coarse level

Editing: removing glasses



Paint coarse level

Editing: removing glasses



Sample from painted coarse image

Editing: removing glasses

Input Coarse Input Painted Reconstructed

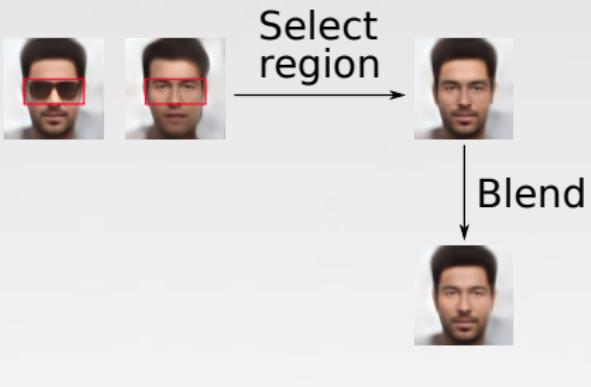
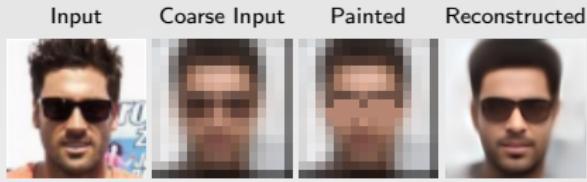


Blend samples

Editing: removing glasses

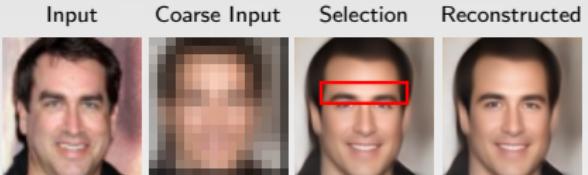


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Blend samples

Editing: more examples



Add lipstick and adjust eyebrows

Conclusions

- Presented a conditional multi-scale extension of VAE
- Reconstructions and samples are sharper than VAE
- Model allows partial sampling

Limitations and extensions

- Greedy learning
 - End-to-end training strategies
- Gaussian likelihood
 - Complex distributions: perceptual loss or PixelCNN layers

Thank you

Questions?

- [1] Tero Karras, Timo Aila, Samuli Laine, and Jaakko Lehtinen. Progressive growing of gans for improved quality, stability, and variation. *arXiv preprint arXiv:1710.10196*, 2017.
- [2] Xinchen Yan, Jimei Yang, Kihyuk Sohn, and Honglak Lee. Attribute2image: Conditional image generation from visual attributes. *Proceedings of European Conference on Computer Vision (ECCV)*, 2016.
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- [4] Diederik P Kingma and Max Welling. Auto-encoding variational bayes. *International Conference on Learning Representations*, 2014.
- [5] Danilo Jimenez Rezende, Shakir Mohamed, and Daan Wierstra. Stochastic backpropagation and approximate inference in deep generative models. *ICML*, 2014.
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- [7] David Berthelot, Tom Schumm, and Luke Metz. Began: Boundary equilibrium generative adversarial networks. *CoRR*, 2017.
- [8] Anders Boesen Lindbo Larsen, Søren Kaae Sønderby, and Ole Winther. Autoencoding beyond pixels using a learned similarity metric. In *Proceedings of The 33rd International Conference on Machine Learning*, volume 48, pages 1558–1566. JMLR, 2016.
- [9] Ishaan Gulrajani, Kundan Kumar, Faruk Ahmed, Adrien Ali Taiga, Francesco Visin, David Vazquez, and Aaron Courville. PixelVAE: A Latent Variable Model for Natural Images. In *International Conference on Learning Representations (ICLR)*, 2017.