Deep Fake Detection

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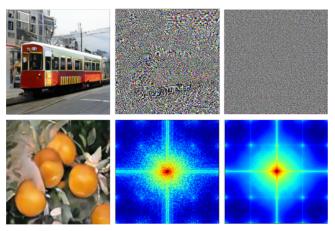


Figure 1. Examples of GAN synthetic images together with their not visible artifacts. From top to bottom: artificial fingerprint and its averaged version, Fourier spectrum and its averaged version.

1. Task

In recent years, people have proposed and implemented a large number of methods for artificially synthesizing pictures and media files based on deep learning. Generative Adversarial Networks (GANs) in particular have brought huge quality improvements. Using GANs it is even possible to regenerate images as well as modify existing ones. Based on these functions, some practical software or programs are gradually developed, such as improving the clarity of pictures, or intelligently retouching pictures. However, the technology can also be used for malicious purposes, such as generating fake profiles on social networks or generating fake news. Users are easily confused by GAN-generated images because they may differ from real images by a small amount. Therefore, there is an urgent need for automated tools that can reliably distinguish between authentic and manipulated content. This is also the purpose of our project.

2. Related Work

The content involved in [3] is mainly an overview, and some common deep fake detection methods are mentioned. A "contrastive learning based approach" has been raised in [1], It aims to make the method generalize and robust in practical scenarios. The

authors tested the performance of this method against other methods to illustrate the merits of the method. In [2], Seven different GAN detectors are mentioned by the authors, and these detectors are divided into three categories according to the detection method. The authors tested the performance of these detectors on the same dataset and visualized the results with images.

3. Approach

We set out to achieve the performance of the seven different detectors involved in [2] and draw corresponding conclusions. We will use two methods: learning spatial domain features and Learning frequency domain features, as shown in Figure 1. Once that's done, we'll try to synthesize them, and observe the results. When we combine the two methods, the final judgment ratio will be related to the performance of the method. We will give a related calculation method. Ultimately, we draw conclusions by comparing the combined results with the results of the two detectors themselves.

4. Dataset and Metric

For training, we use the dataset provided by [4], comprising 362K real images extracted from the LSUN dataset and 362K generated images obtained by 20 ProGAN models, each trained on a different LSUN object category. All images have a resolution of 256 256 pixel. A subset of 4K images is used for validation. Available testing datasets are outlined in Figure 2, and we will use at least several of them to perform the testing in both low and high resolution.

We will measure the final performance by the accuracy, and we hope that our combined detector will have a higher detecting accuracy.

5. Approximate Timeline

Task	Deadline
Implement detectors in two approaches	03/27/2022
Combine Metrics for more robust detectors	04/10/2022
Prepare report and presentation	04/25/2022

Low Resolution (256×256)		
Name	Content	# Images
Various	ImageNet, COCO, Unpaired-real	11.1k
StyleGAN	Generated objects (LSUN)	6.0k
StyleGAN2	Generated objects (LSUN)	8.0k
BigGAN	Generated objects (ImageNet)	2.0k
CycleGAN	Image-to-image translation	4.0k
StarGAN	Generated faces (CelebA)	2.0k
RelGAN	Generated faces (CelebA)	3.0k
GauGAN	Generated scenes (COCO)	5.0k
High Resolution (1024×1024)		
Name	Content	# Images
RAISE [18]	Central crop of real photos	7.8k
ProGAN	Generated faces (CelebA-HQ)	3.0k
StyleGAN	Generated faces (CelebA-HQ)	3.0k
StyleGAN	Generated faces (FFHQ)	3.0k
StyleGAN2	Generated faces (FFHQ)	3.0k

Figure 2. Datasets used for testing the methods under analysis

References

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