### Università degli Studi di Firenze

SCUOLA DI SCIENZE MATEMATICHE, FISICHE E NATURALI TESI DI LAUREA TRIENNALE IN INFORMATICA

Riproduzione e analisi di un modello generativo per la creazione di immagini vettoriali

Candidato Giuliano Gambacorta



Relatore Prof. Paolo Frasconi

Anno Accademico 2016/2017

# Outline

#### Introduzione

Variational Autoencoder Gaussian Mixture Model

#### Sketch-RNN

Dataset

Modello

Addestramento

### Esempi

Reti condizionate

Rete non condizionata

#### Osservazioni

Consistenza

#### Conclusioni

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Variational Autoencoder

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### Modelli discriminativi 1

- Regressione lineare
- Support Vector Machine (SVM)
- .
- Modelli generativi 2

- Modelli discriminativi 1
  - ▶ Regressione lineare
  - Support Vector Machine (SVM)
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- Modelli generativi 2
  - Hidden Markov Model (HMM)
  - Generative Adversarial Networks
  - (GAN)
  - Variational Autoencoder (VAE)
  - Mixture Density Network (MDN)

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### Formalmente:

$$f(\mathbf{x}) = \arg\max_{\mathbf{y}} p(\mathbf{y}|\mathbf{x}) \quad (1)$$

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# Esempio: GAN





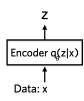
(b)

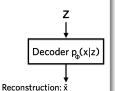


(c)

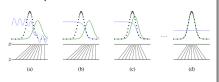


# VAE





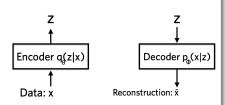
## Esempio: GAN



- Reti avversarie
- **z** arbitraria
- ► Loss:

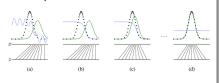
 $E_{\mathbf{x} \sim p_{data}}[\log D(\mathbf{x})] + E_{\mathbf{z} \sim p_{\mathbf{z}}}[\log(1 - D(G(\mathbf{z})))]$ 

## VAE



- Encoder Decoder
- z condizionata
- **IOSS:**  $-E_{z\sim q}[\log(p(x|z))] + KL(q(z|x)||p(z))$

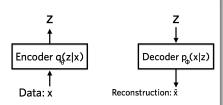
## Esempio: GAN



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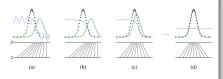
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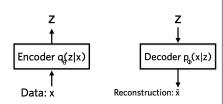
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- Loss:

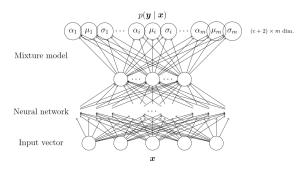
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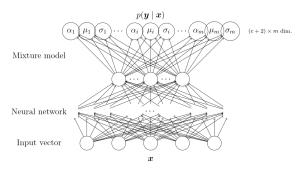
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- loss:  $-E_{\mathbf{z}\sim q}[\log(p(\mathbf{x}|\mathbf{z}))] + KL(q(\mathbf{z}|\mathbf{x})||p(\mathbf{z}))$

# Mixture Density Network



- Combina una rete neurale con una Mistura Gaussiana
- La rete fornisce i parametri della mistura
- ▶ Loss:  $-\log(\rho(y|x)) = -\log\left(\sum_{i=1}^{m} \alpha_i(x)\phi_i(y|x)\right)$

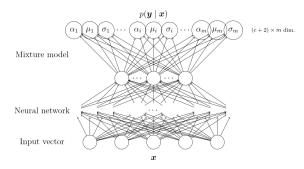
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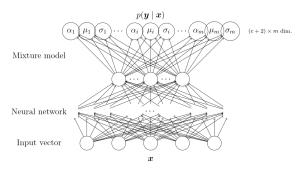
#### Gaussian Mixture Model

# Mixture Density Network



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Introduzione

Sketch-RNN

Dataset

Modello

Addestramento

Esemp

Osservazion

Conclusion

# Quick, Draw!

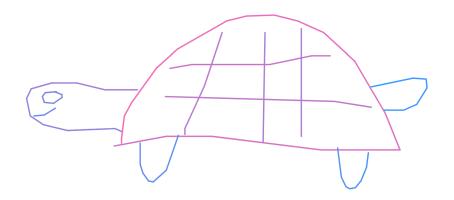


# Quick, Draw!

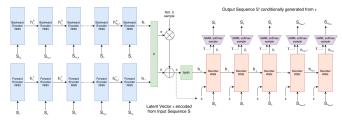
```
44,
                                              6,
                                                                                       36.
                                     [ 41,
                                                                              F 6.
                                               -48.
         6,
                                                                              F 14.
                                                                              [4,
                                     [4,
                                                                              Г4.
         -14.
                                     F 14.
                                               9,
[-49,
                                               6,
                                                                                       -14,
         -4.
                                               -41.
                                                                                       -44.
[ 45,
                                               4,
                                                                              [ 14,
                                                                                       -6,
                                               6,
         42,
                                                                              [-45.
```

Giuliano Gambacorta

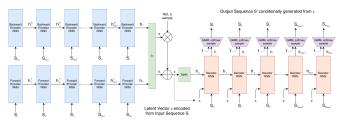
# Quick, Draw!



# Struttura



## Struttura



### Encoder

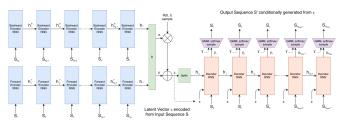
- Bidirectional LSTM
- Rete densamente connessa:

μ

► Rete densamente connessa:

 $\log \sigma$ 

### Struttura



### Encoder

- Bidirectional LSTM
- Rete densamente connessa: μ
- Rete densamente connessa: log σ

## Decoder (MDN)

- tanh inizializza gli stati della LSTM
- LSTM (autoregressiva)
- Gaussian Mixture Model

### VAE:

$$L = -E_{\boldsymbol{z} \sim Q}[\log(P(\boldsymbol{x}|\boldsymbol{z}))] + KL(Q(\boldsymbol{z}|\boldsymbol{x})||P(\boldsymbol{z}))$$
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$$L = -\log\left(\sum_{i=1}^{m} \alpha_i(\mathbf{x})\phi_i(\mathbf{y}|\mathbf{x})\right) \tag{4}$$

#### Combinando:

Ricostruzione (MDN + softmax):  $L_R = L_s + L_p$ 

$$L_{s} = -\frac{1}{N_{max}} \sum_{i=1}^{N_{s}} \log(\sum_{j=1}^{M} \Pi_{j,i} \mathcal{N}(\Delta x_{i}, \Delta y_{i} | \mu_{x,j,i}, \mu_{y,j,i}, \sigma_{x,j,i}, \sigma_{y,j,i}, \rho_{xy,j,i}))$$
 (5)

$$L_{\rho} = -\frac{1}{N_{max}} \sum_{i=1}^{N_{max}} \sum_{k=1}^{3} p_{k,i} \log(q_{k,i})$$
 (6)

Divergenza Kullback-Leibler

$$L_{KL} = -\frac{1}{2N_z} (1 + \hat{\sigma} - \mu^2 - \exp(\hat{\sigma}))$$
 (7)

▶ Loss:  $L_R + w_{KL}L_{KL}$ 

Addestramento

## Loss

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Addestramento

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Conclusion

#### LA RETE PRODUCE IMMAGINI UNICHE E ORIGINALI













Si noti la figura umana in basso a destra ed i tentativi di ricostruirla

#### INTERPRETA SECONDO I SUOI CANONI FIGURE SCONOSCIUTE





















# Temperature



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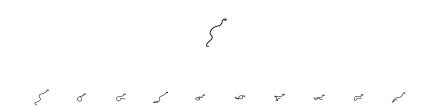














# Interpolazioni



# Interpolazioni

$$\tau = 0.2$$





















$$\tau = 0.4$$





















$$\tau = 0.6$$





















$$\tau = 0.8$$





















$$au = 1$$





















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### Perché valorizzare la divergenza KL?

Dataset	$w_{KL} = 1$		$w_{KL} = 0.5$		$w_{KL} = 0.25$		Decoder only
	L <sub>R</sub>	$L_KL$	L <sub>R</sub>	$L_KL$	L <sub>R</sub>	$L_KL$	L <sub>R</sub>
cat	-0.98	0.29	-1.33	0.70	-1.46	1.01	-0.57
pig	-1.14	0.22	-1.37	0.49	-1.52	0.80	-0.82
cat, pig	-1.02	0.22	-1.24	0.49	-1.50	0.98	-0.75
crab, face, pig, rabbit	-0.91	0.22	-1.04	0.40	-1.47	1.17	-0.67
face	-1.13	0.27	-1.55	0.71	-1.90	1.44	-0.73
firetruck	-1.24	0.22	-1.26	0.24	-1.78	1.10	-0.90
garden	-0.79	0.20	-0.81	0.25	-0.99	0.54	-0.62
owl	-0.93	0.20	-1.03	0.34	-1.29	0.77	-0.66
mosquito	-0.67	0.30	-1.02	0.66	-1.41	1.54	-0.34
yoga	-0.80	0.24	-1.07	0.55	-1.51	1.33	-0.48

Sketch-RNN

### Perché valorizzare la divergenza KL?



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## Progetti correlati

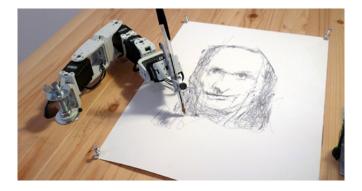
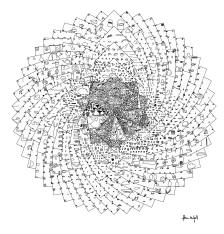


Figura: Paul the Robot

# Progetti correlati



#### Sviluppi futuri

- Didattica
  - Disegno
  - Disturbi dell'apprendimento
- Arte
  - Assistenza del processo creativo
- ▶ Tecnica
  - Assistenza alla progettazione
- Scienza
  - Rappresentare il mondo reale

Sketch-RNN



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