

A Style-Based Generator Architecture for Generative Adversarial Networks (StyleGAN)

Karras et al. 2019

Reviewed & Presented by Joon Hyeok Kim

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3. Pros, cons, and updates of StyleGAN

1. What StyleGAN achieved

StyleGAN improved disentanglement by mapping latent codes to an intermediate space and controlling them as styles at different layers.

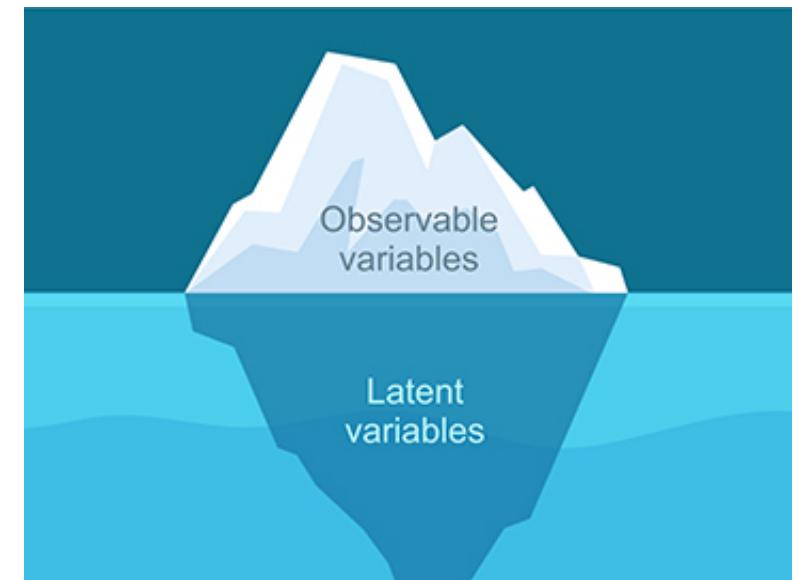
Step by step

1-1 Latent Code

1-2 Disentanglement

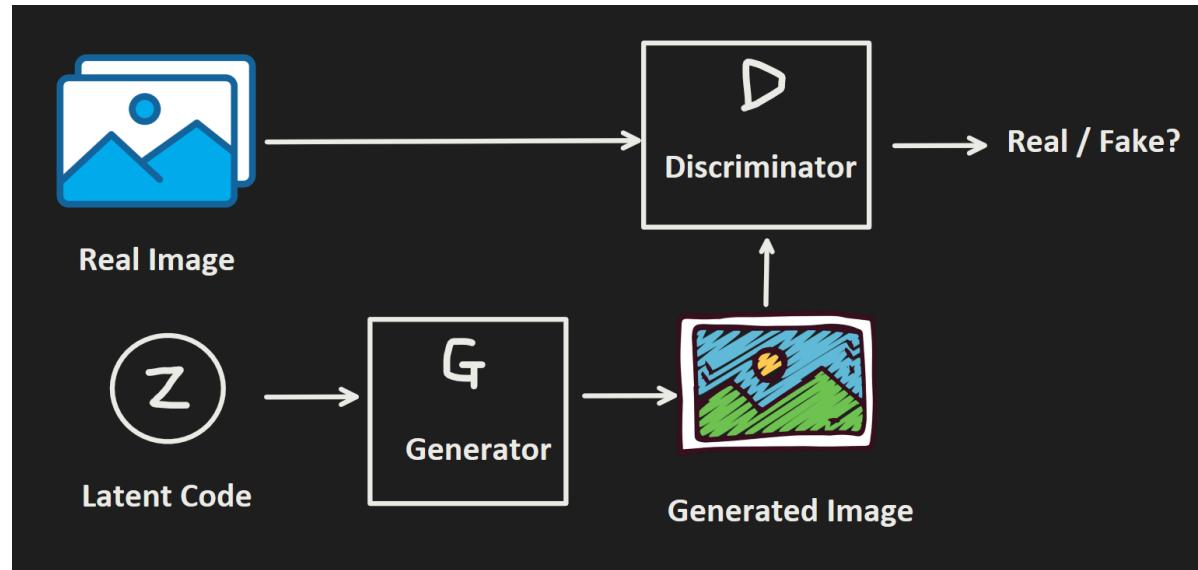
1-1 . Latent Variable (Latent Code)

- What is the latent variable z ?
 - hidden
 - believed to influence a set of observable outcomes
 - what we want to learn in VAE
- Did GAN consider latent variables?



GAN (Goodfellow et al., 2014)

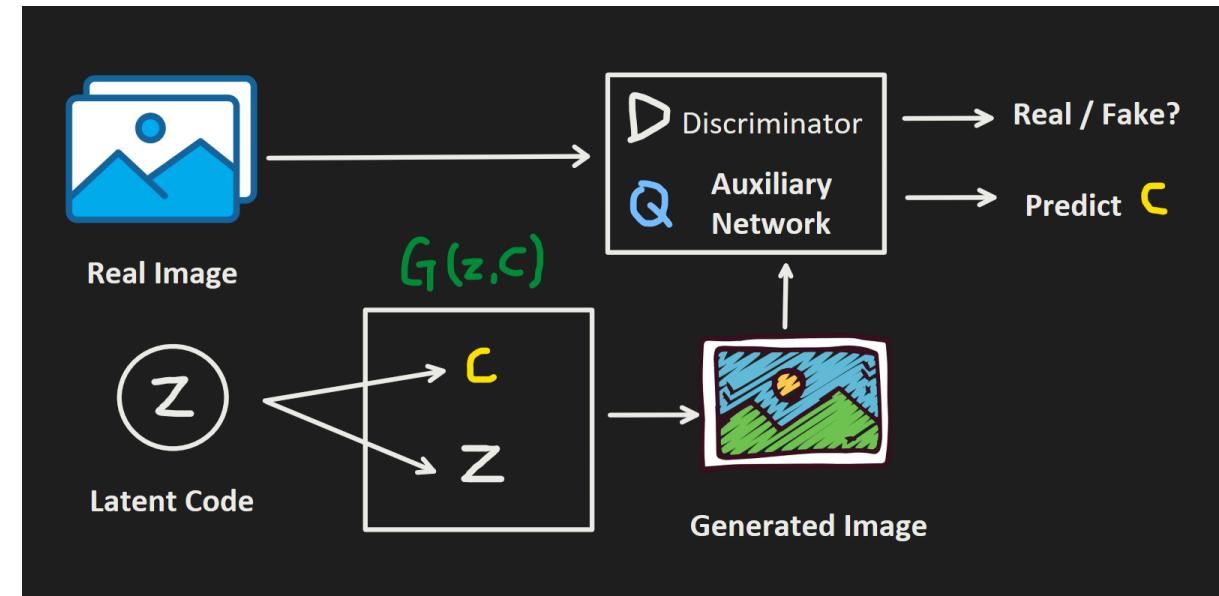
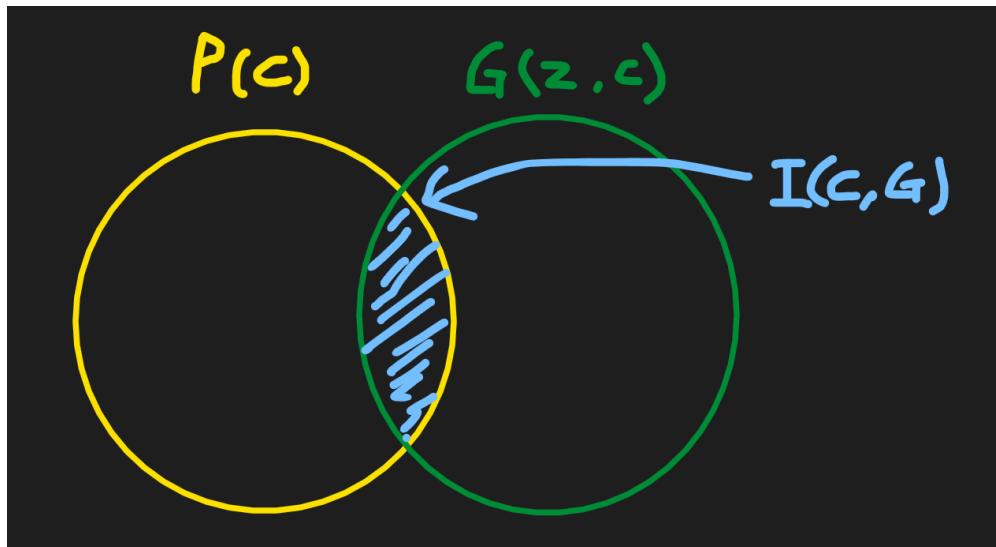
- GAN simply utilized **latent code** $z \sim \mathcal{N}(0, \mathbf{I})$
 - Corresponds to VAE's Gaussian prior of $p(z)$
- No meaningful semantics in z
- An arbitrary z' generates an image $G(z')$



Info GAN (Chen et al., 2016)

- Info GAN decomposed latent code into **noise(z)** and **latent code (c)** using information theoretic approach.

$$\min_G \max_D V_I(D, G) = \underbrace{V(D, G)}_{\text{GAN original}} - \underbrace{\lambda I(c; G(z, c))}_{\text{Mutual Info.}} = \min_{G, Q} \max_D V(D, G) - \lambda L_1(G, Q)$$



Info GAN (Chen et al., 2016)



(a) Azimuth (pose)

(b) Elevation

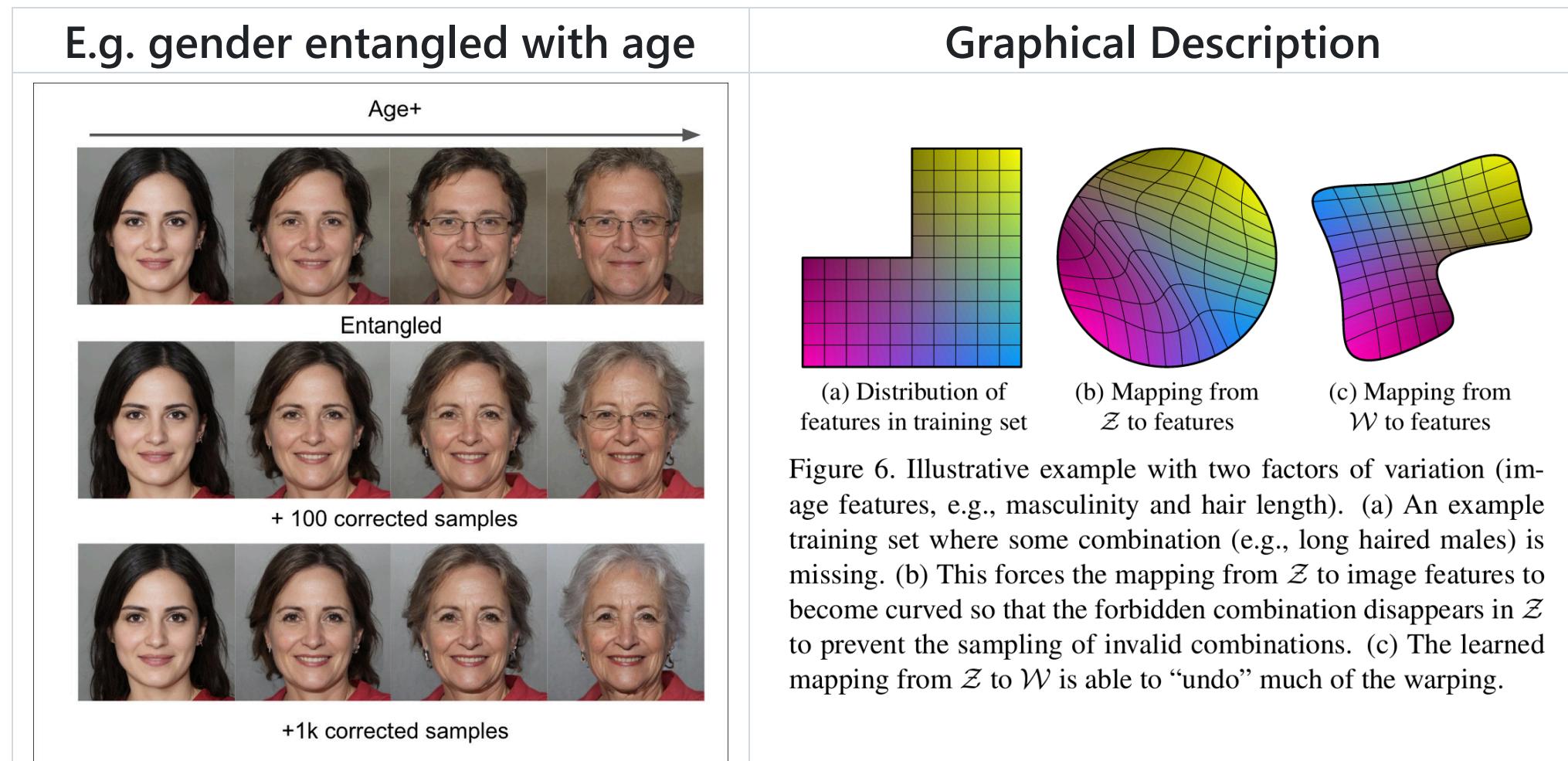


(c) Lighting

(d) Wide or Narrow

1-2 Disentanglement

Def.) different latent dimensions (or factors) control independent, semantically meaningful aspects of the generated data.



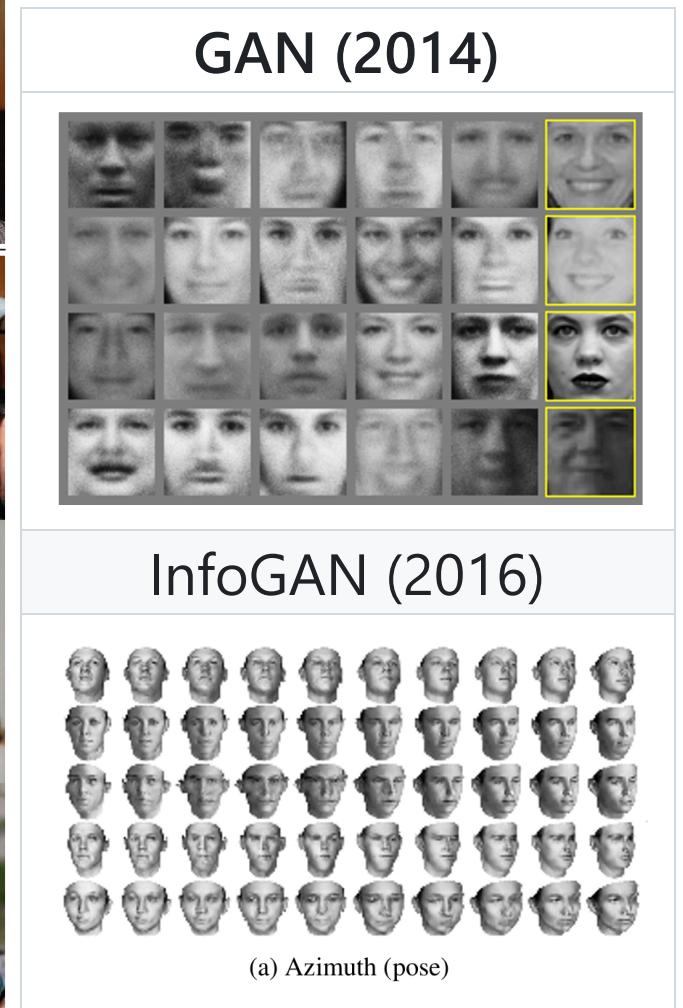
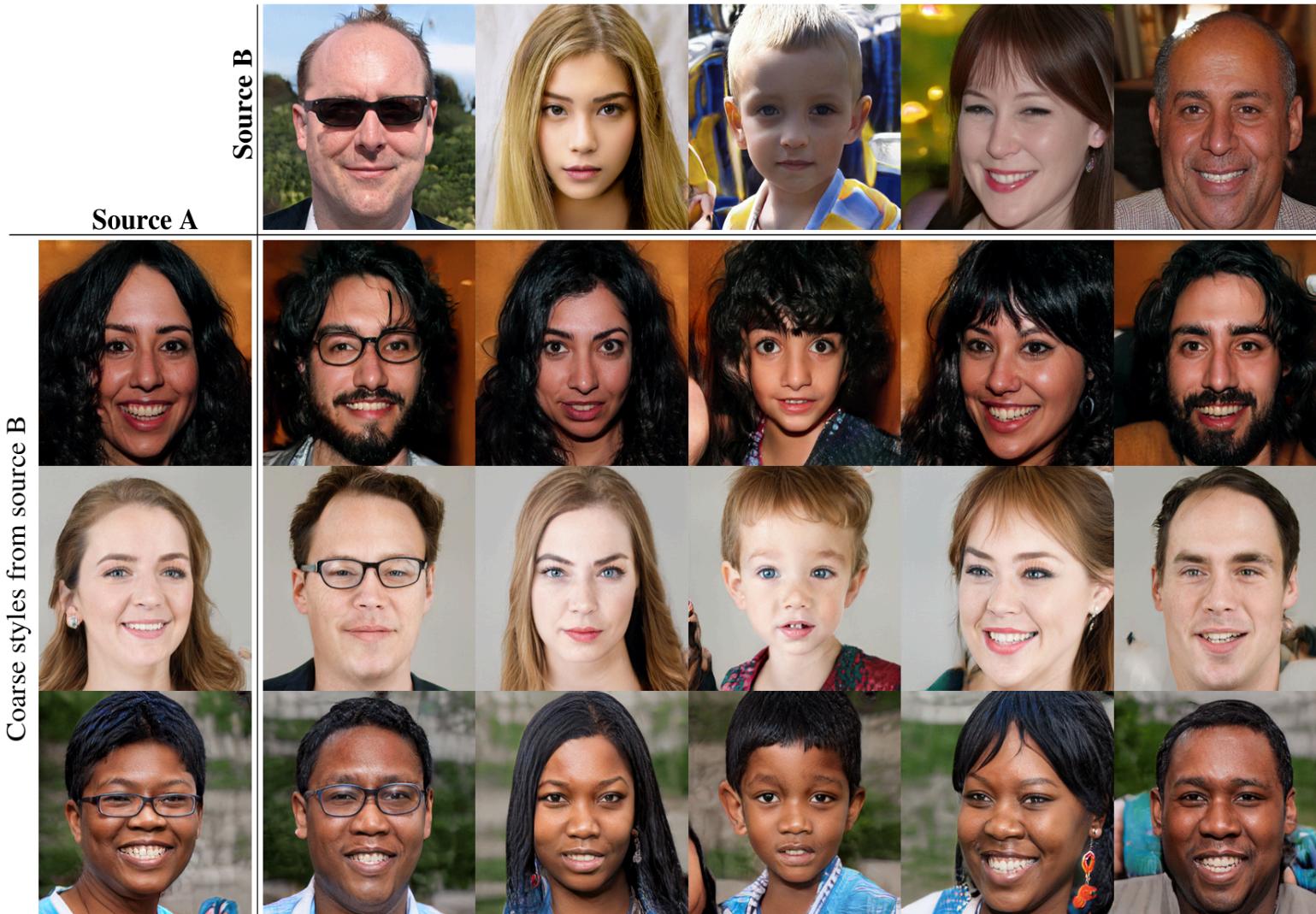
Goal

1. Identify the latent variables
2. Disentangle latent variables so that we can control them independently

Did StyleGAN achieve this?

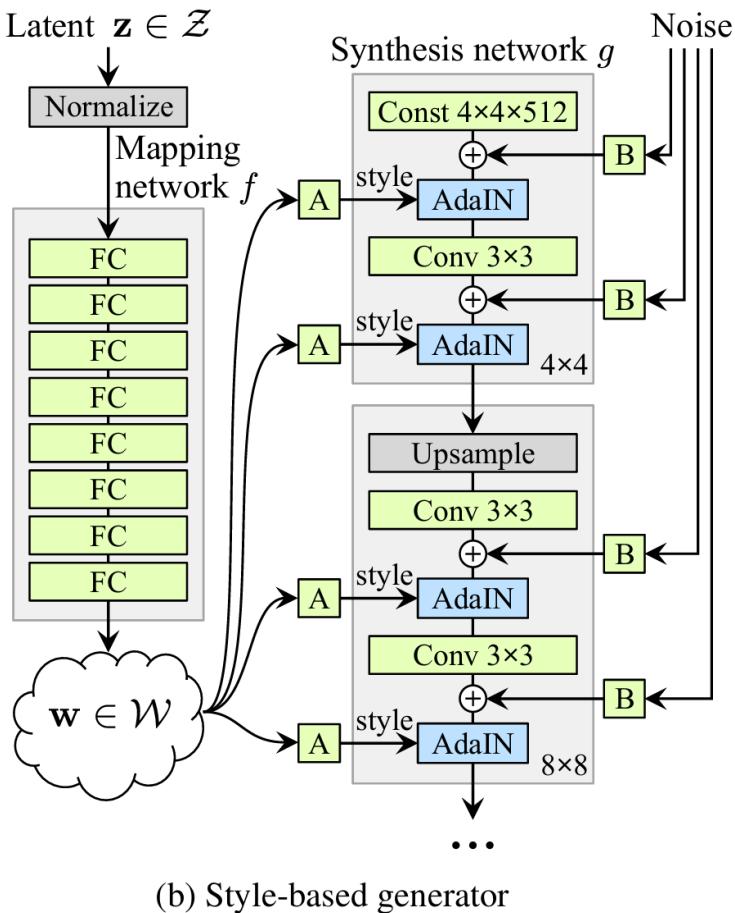
yes + High Quality Image!

StyleGAN (Karras et al., 2019)

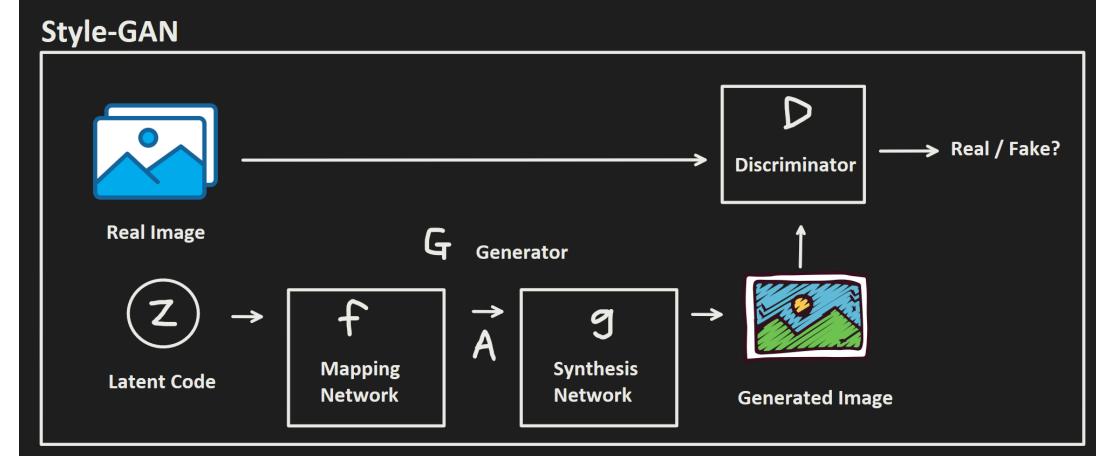


2. How did StyleGAN do that

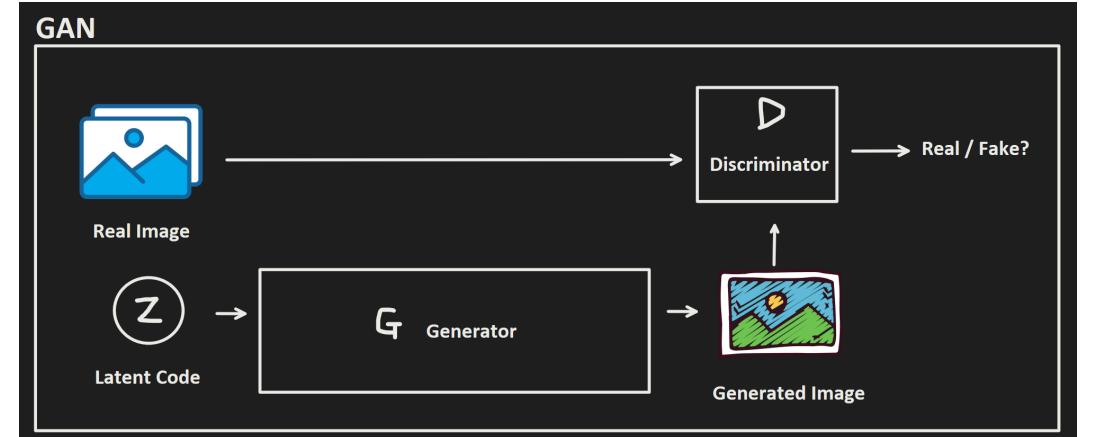
- StyleGAN Original



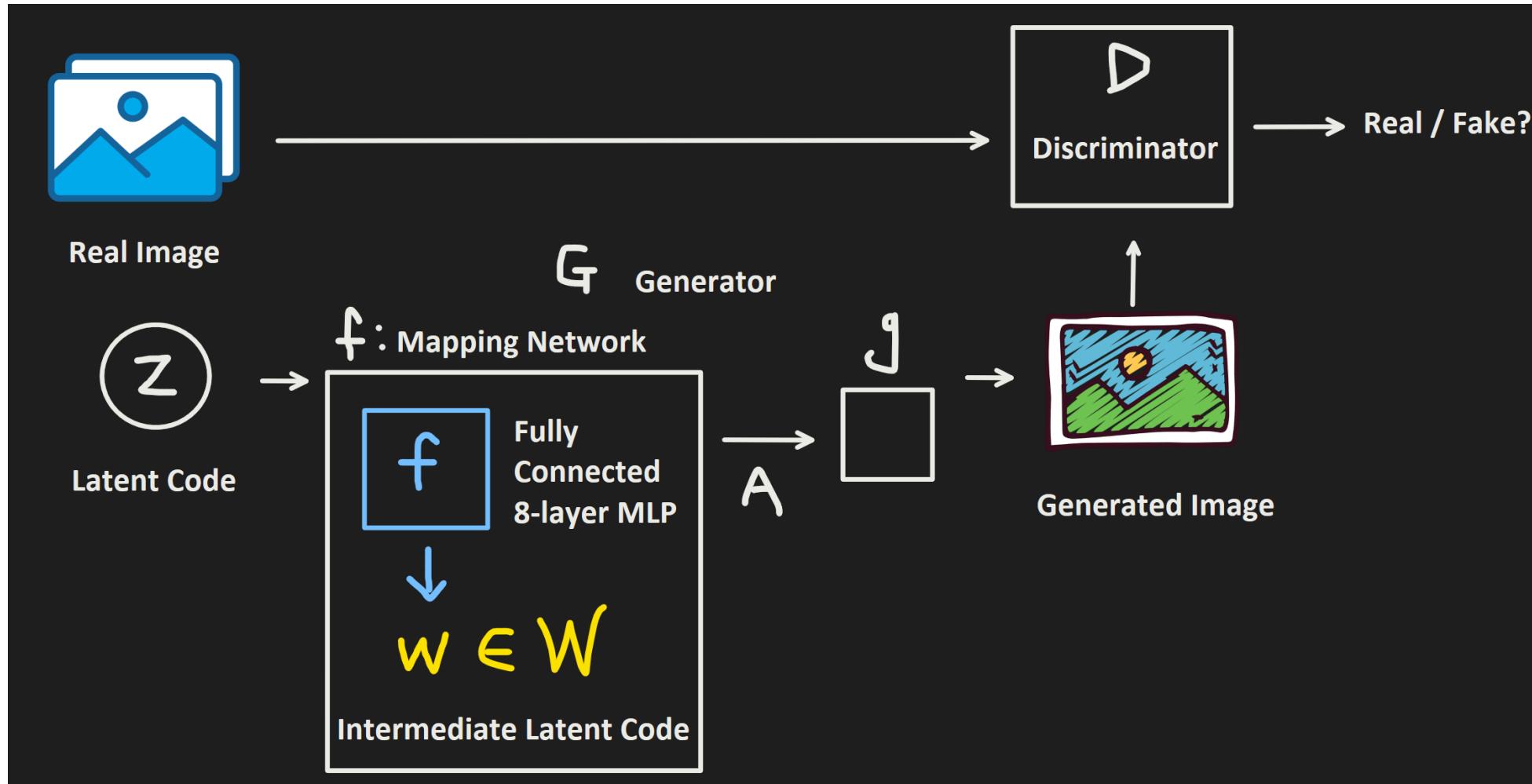
- StyleGAN Simplified



- GAN

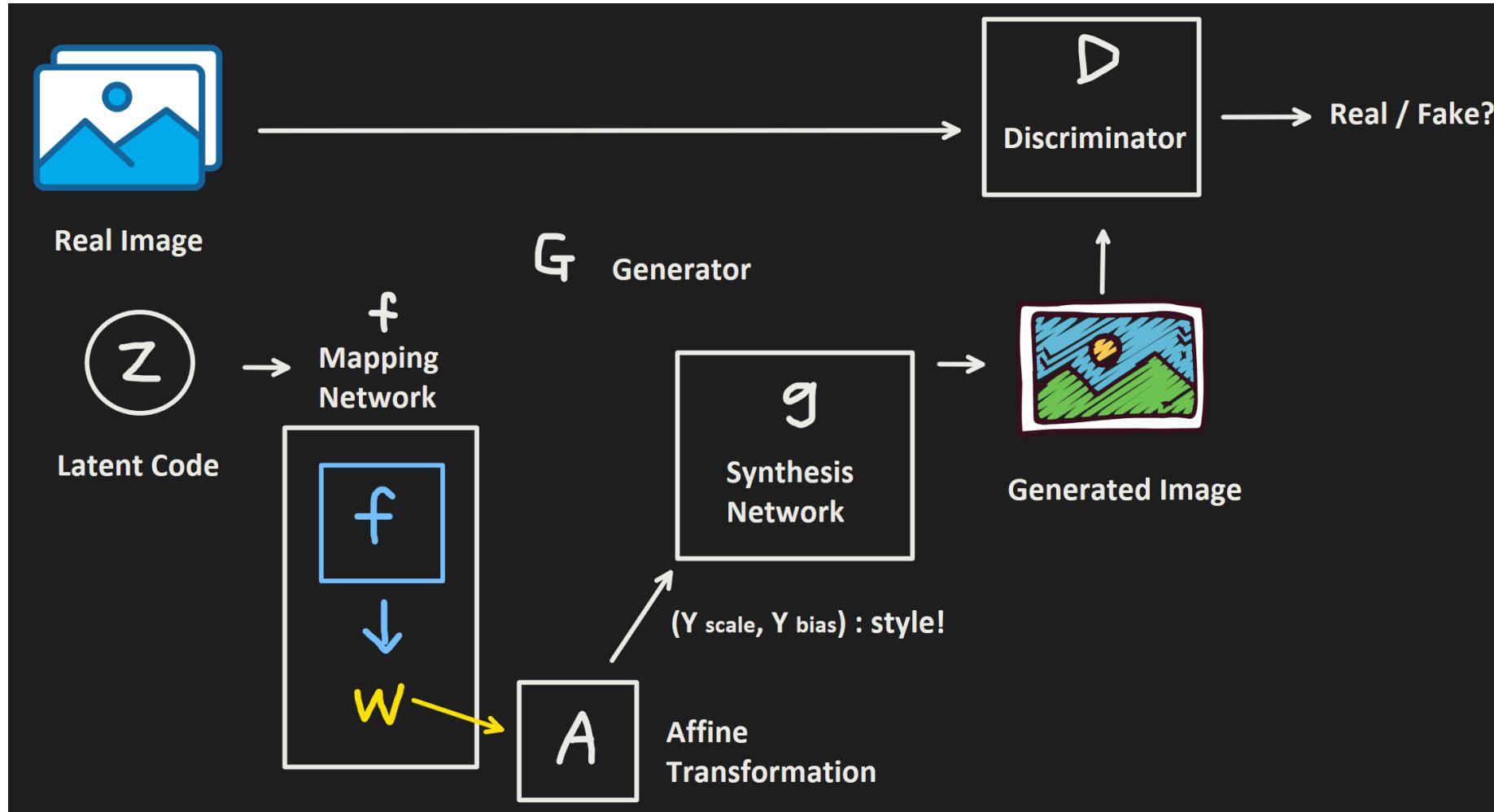


StyleGAN (Karras et al., 2019)



$$\mathbf{z} \in \mathcal{Z}, \quad \mathbf{w} \in \mathcal{W}, \quad \mathcal{Z}, \mathcal{W} \subseteq \mathbb{R}^{512}$$

StyleGAN (Karras et al., 2019)



$$A_\ell : \mathcal{W} \rightarrow \mathcal{Y}_\ell, \quad A_\ell(\mathbf{w}) = \{(\mathbf{y}_{s,i,\ell}, \mathbf{y}_{s,i,\ell})\}_{i=1}^{C_\ell}, \quad C_\ell \text{ is the \# of channel in layer } \ell$$

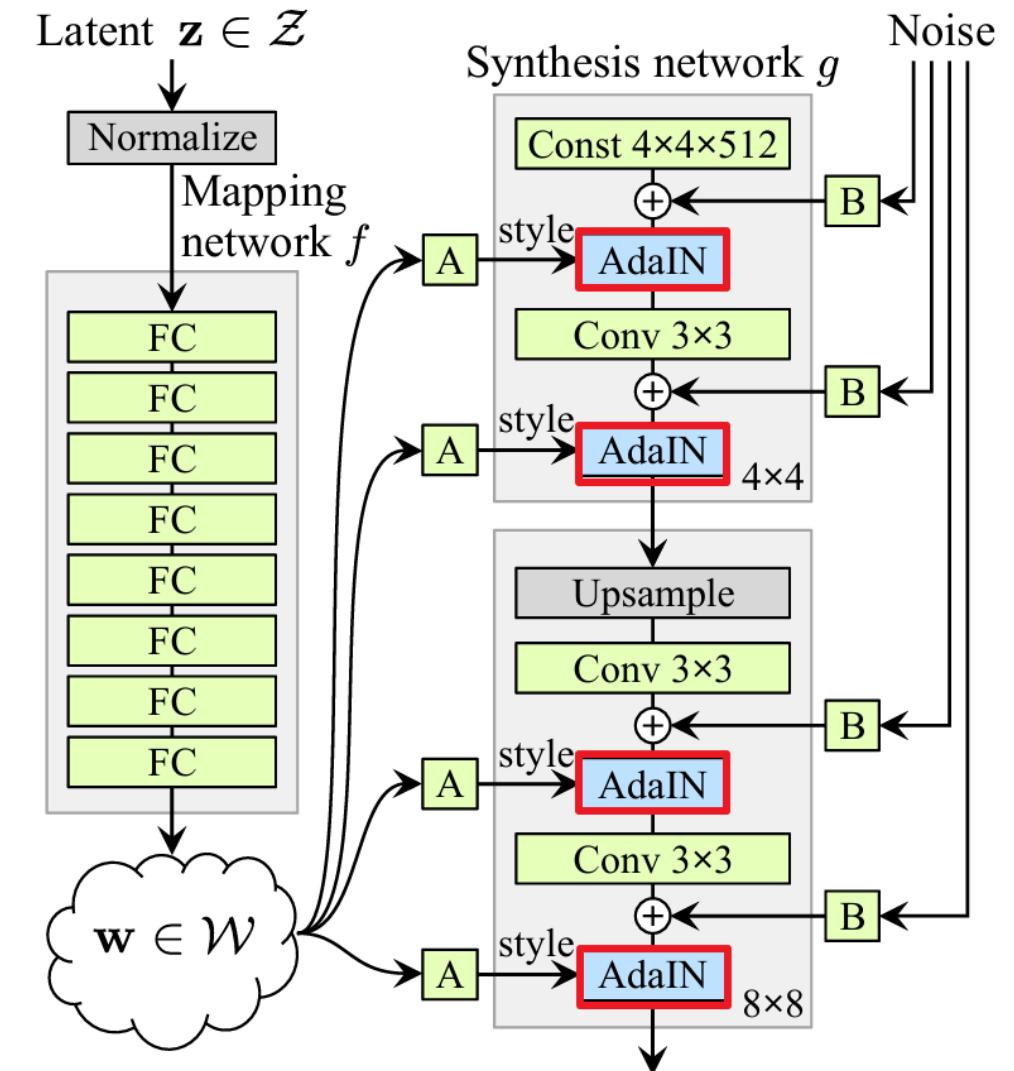
Synthetic Network (g) : AdaIN (Adaptive Instance Normalization)

$$\text{AdaIN}(\mathbf{x}_i, \mathbf{y}) = \mathbf{y}_{s,i} \frac{\mathbf{x}_i - \mu(\mathbf{x}_i)}{\sigma(\mathbf{x}_i)} + \mathbf{y}_{b,i}$$

where \mathbf{x}_i is the i -th channel (feature map) of the activation \mathbf{x}

Desc.

- AdaIN is a concept from style transfer.
- The normalization $\left(\frac{\mathbf{x}_i - \mu(\mathbf{x}_i)}{\sigma(\mathbf{x}_i)} \right)$ removes the original style, leaving only the content.
- The scale $\mathbf{y}_{s,i}$ and bias $\mathbf{y}_{b,i}$ reintroduce a new style.



Synthetic Network (g) : Progressive Growing

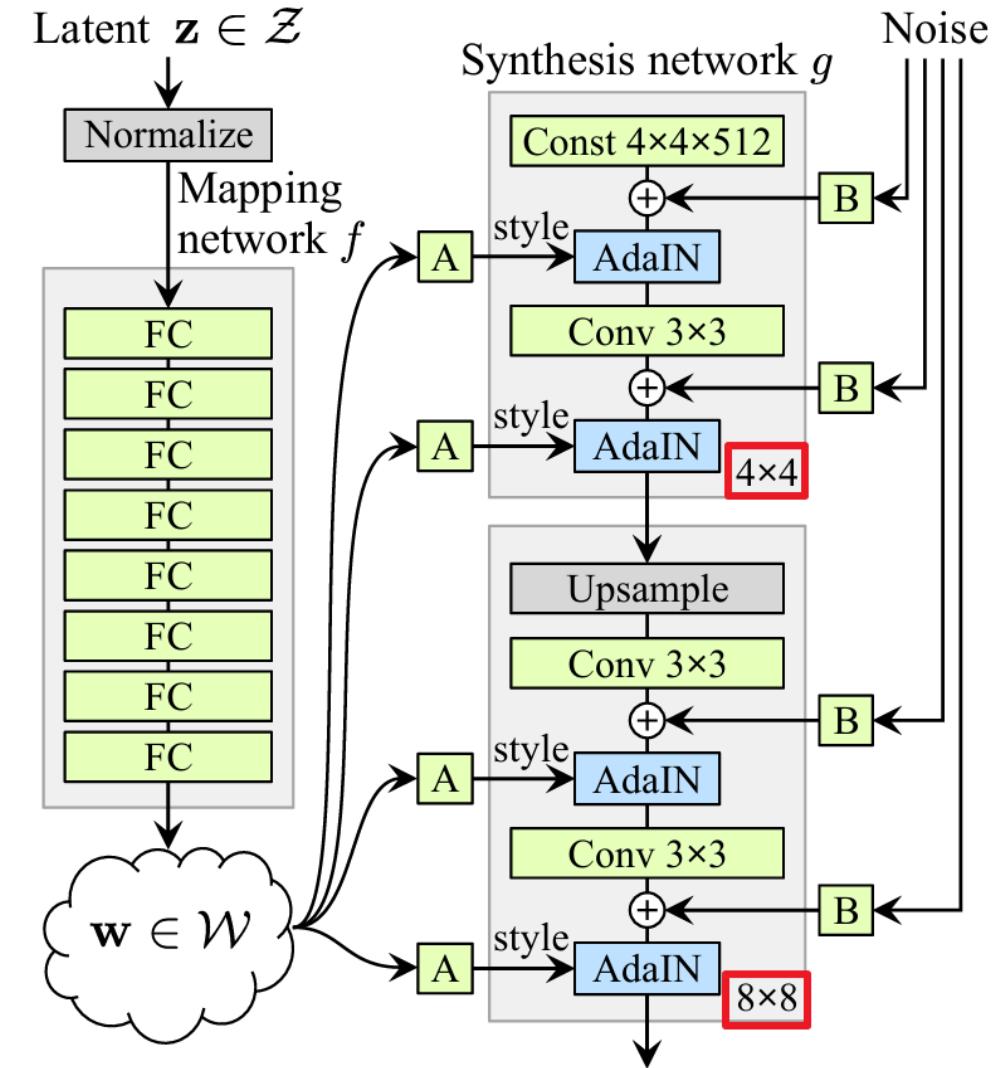
Def.)

Gradually growing the resolution of layers
(upsampling)

- $(8 \times 8) \rightarrow (16 \times 16) \rightarrow \dots \rightarrow (1024 \times 1024)$

Purpose

It stabilizes generating high-resolution 1024×1024 photo realistic image



Experiment : Style Mix

1. Start with two latent codes $\mathbf{z}_A, \mathbf{z}_B$
2. Input $\mathbf{z}_A, \mathbf{z}_B$ into the generator.

- e.g.)

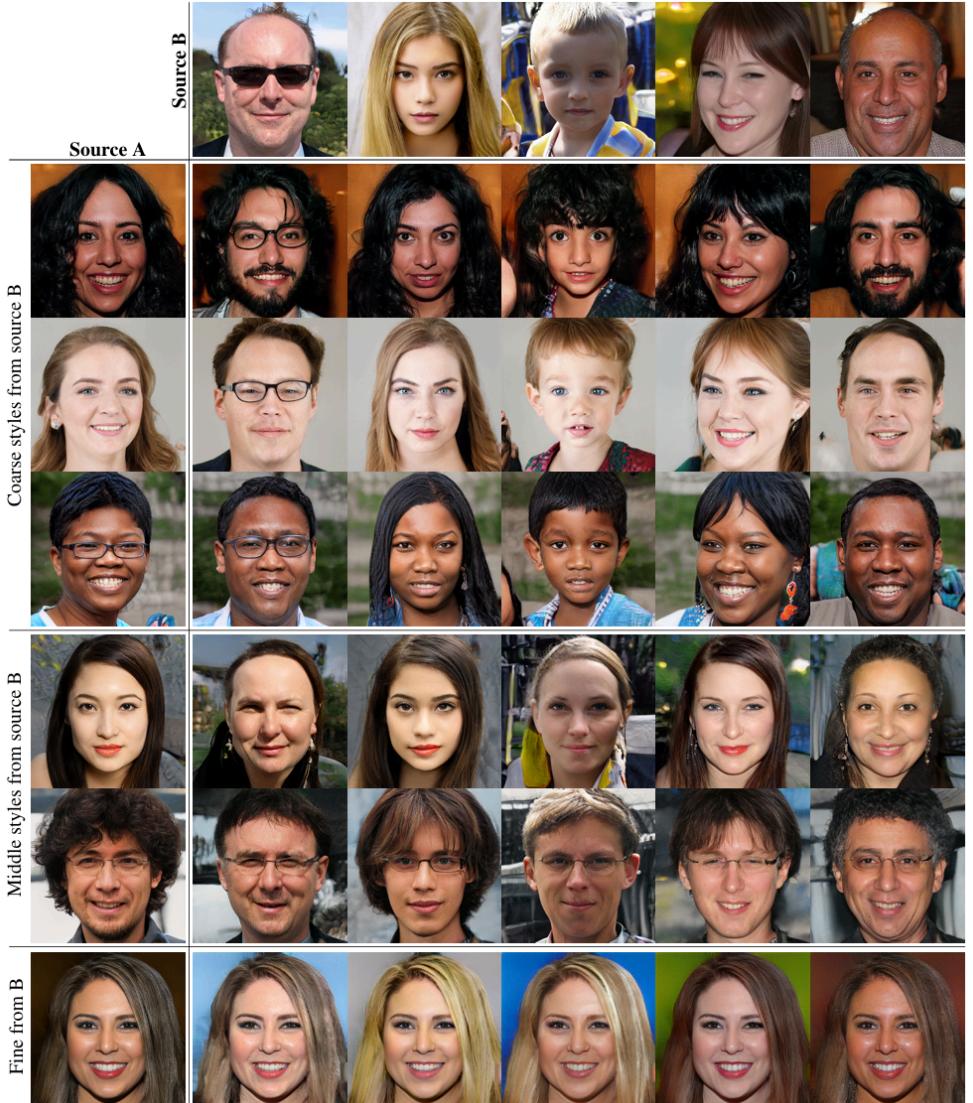
$$\mathbf{z}_A \rightarrow \mathbf{w}_A = f(\mathbf{z}_A)$$

$$\rightarrow (\mathbf{y}_s, \mathbf{y}_b)_A = A(\mathbf{w}_A)$$

$$\rightarrow \text{AdaIN}(\mathbf{x}, \mathbf{y}_A)$$

$$\rightarrow \dots \rightarrow \text{Image A}$$

3. Mix \mathbf{w}_A and \mathbf{w}_B
 - Coarse Mix : \mathbf{w}_B from low resolution
 - Fine Mix : \mathbf{w}_B only at high resolution



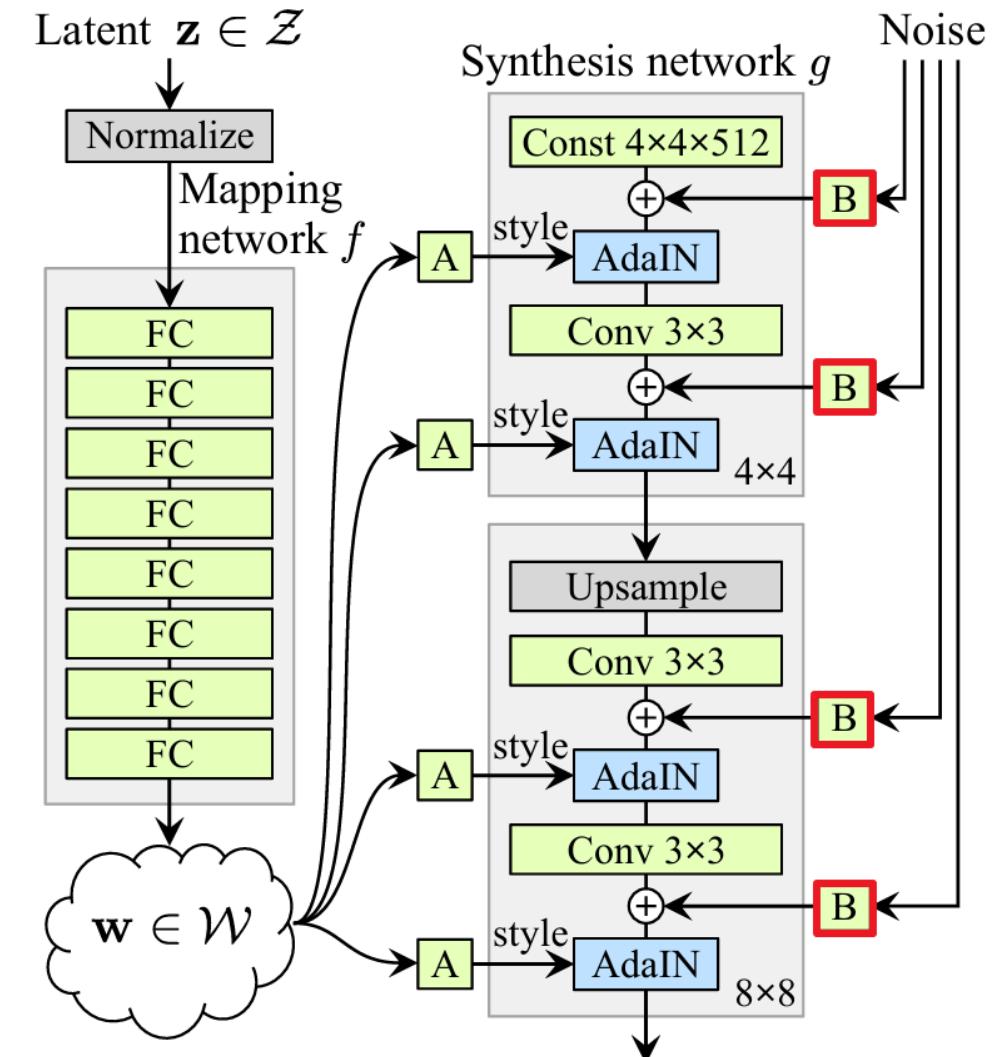
Synthetic Network (g) : Noise (Stochastic Variation)

Def.)

B_ℓ : the noise input to the ℓ -th AdaIN layer

Desc.)

- Single-channel images consisting of uncorrelated Gaussian noise
- Added independently to each pixel \Rightarrow Local Effect!
 - cf.) Styles were complete feature maps scaled and biased with the same values \Rightarrow Global Effect!
- e.g.) placement of hairs, stubble, freckles, etc



Experiment : Noise Strength Control

Noise strength

4 × 4	0.12
8 × 8	0.12
16 × 16	0.12
32 × 32	0.12
64 × 64	0.88
128 × 128	0.88
256 × 256	0.88
512 × 512	0.88
1024 × 1024	0.88



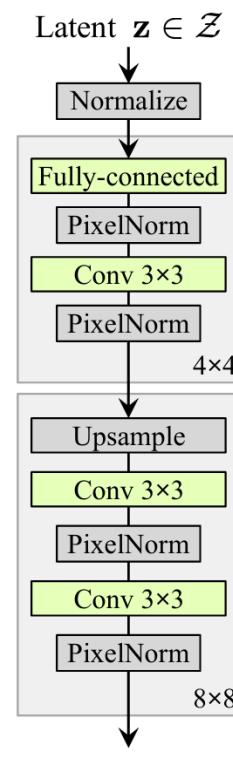
A close-up photograph of a woman with long, wavy blonde hair. She is smiling warmly at the camera. The background is slightly blurred, showing what appears to be an indoor setting with warm lighting.

▶ ▶ 🔍 2:36 / 6:17

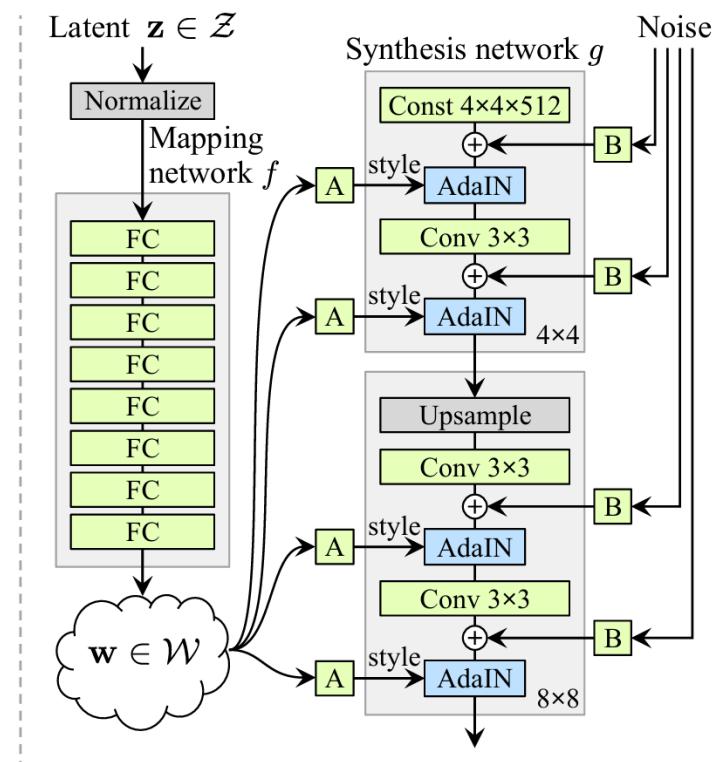
|| CC ⚙️ HD ☰

Summary : StyleGAN

- The mapping network f successfully mapped the latent code \mathbf{z} to an intermediate latent code \mathbf{w} .
- These latent codes \mathbf{w} were passed through the affine transformation A and used as interpretable style concepts.
- AdaIN normalized the style from the previous activation and re-introduced the style information from the latent code.
- Progressive growing enabled stable high-resolution image generation.
- Noise is added to introduce stochastic local variations.



(a) Traditional



(b) Style-based generator

Pros, cons, and updates on StyleGAN

Strength) StyleGAN...

- disentangled latent control (styles)
- enabled style mixing and stochastic variation
- improved interpretability of the latent dimension
 - e.g.) hair style, skin color, gender, age, etc
- achieved high quality image synthesis (ProGAN)

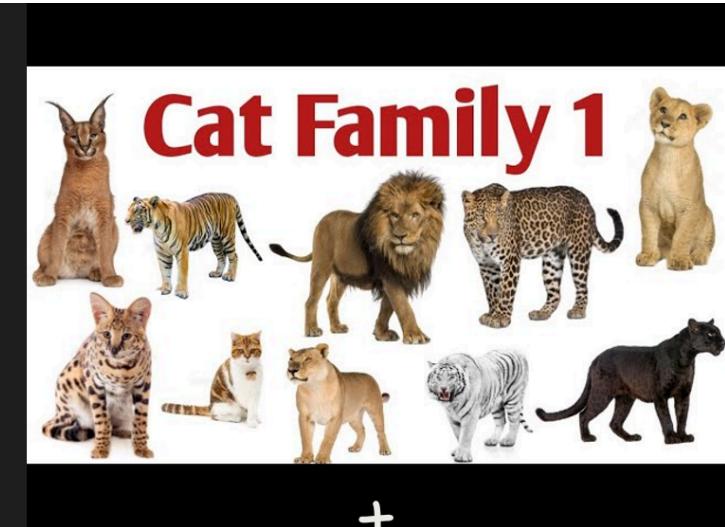
Weakness) StyleGAN...

- is unconditional, so does not support conditional image synthesis.



Weakness) StyleGAN...

- fails on multi-class datasets (cf. BigGAN on ImageNet)



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MemeCenter.com

Weakness) StyleGAN...

- is very computationally expensive at high resolution and needs multi-GPU training



Research

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People

Tero Karras



Problem?

Tero Karras works as a Senior Distinguished Research Scientist at NVIDIA Research, where his primary focus is on generative models. His research interests revolve around deep learning, generative models, and digital content creation. He has made significant contributions to the field of generative models and has also had a pivotal role in the development of NVIDIA's RTX technology, particularly in the area of real-time rendering.

Research Area(s):

- Computer Graphics
- Generative AI
- Real-Time Rendering

Main Field of Interest:

Artificial Intelligence and Machine Learning

Weakness) StyleGAN...

- has progressive growing checkerboard, droplet artifacts



- Solved in Style GAN 2 (Karras et al., 2020) by discarding AdaIN and Progressive Growing (...)
- Instead it...
 - replaced AdaIN with Weight Demodulation
 - performed full-resolution training from the start

Questions

Thank you