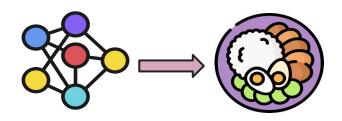


# Synthetic Dish Images



#### Students:

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Professora: Paula Paro Costa

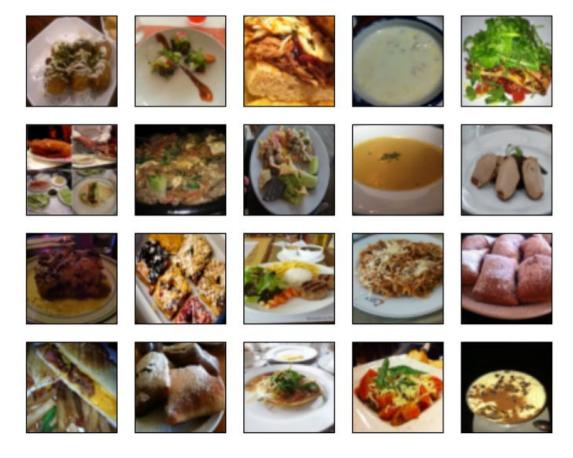
#### **Datasets**



- Datasets were difficult to use, as most had few images of many different types of foods
- Food101 used as a standard
  - 100 images of 101 different types of food
- ChineseFoodNet was unavailable and Food11 had too few images

# **Examples of Food101 Dataset**



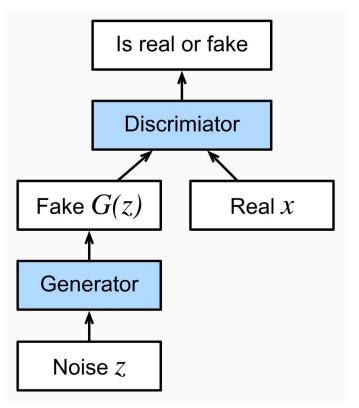


#### **Networks**



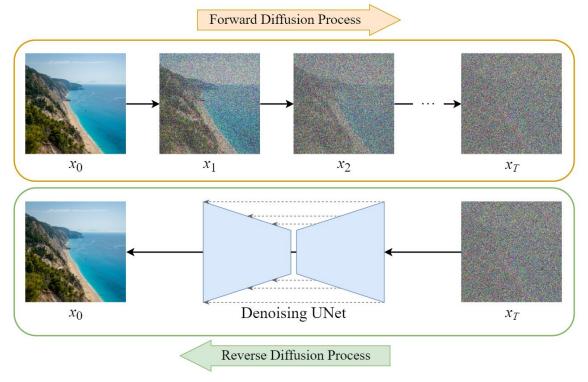
- GAN
  - First attempts with a Convolutional GAN
  - Use of the Progressive GAN project
    - Based on <a href="https://github.com/odegeasslbc/Progressive-GAN-pytorch">https://github.com/odegeasslbc/Progressive-GAN-pytorch</a>
- Diffusion
  - Use of diffusion searching for an alternative
    - Based on <a href="https://github.com/dome272/Diffusion-Models-pytorch/tree/main">https://github.com/dome272/Diffusion-Models-pytorch/tree/main</a>





Model of a Generative Adversarial Network Source: Dive in to Deep Learning





#### Source:

https://medium.com/@j askaranbhatia/summar izing-the-evolution-of-d iffusion-models-insight s-from-three-researchpapers-6889339eba4

Model of a Diffusion network

#### **First Network**



- Convolutional GAN
- Inputs and Outputs 64x64 pixel images
- Generator with 4 convolutional layers plus one non linear layer
- Discriminator with 5 convolutional layers

#### **Convolutions for images:**

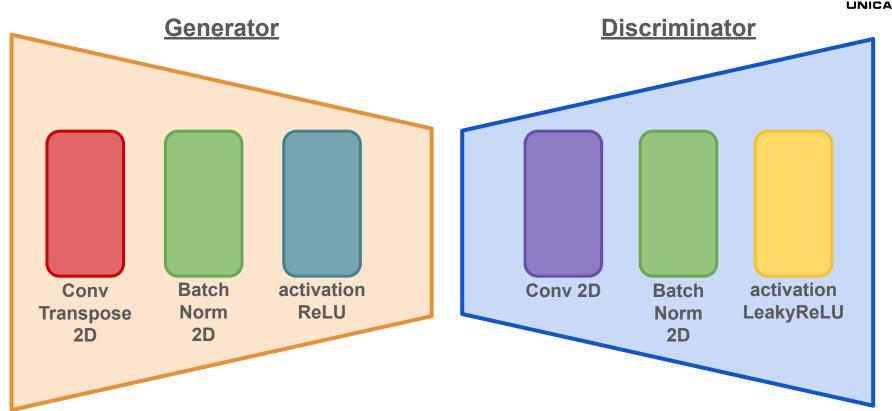
Input			Kernel					Output	
0	1	2		0	1			19	25
3	4	5	*	2	3	:	=	37	43
6	7	8			3		37	43	

$$0 \times 0 + 1 \times 1 + 3 \times 2 + 4 \times 3 = 19$$
  
 $1 \times 0 + 2 \times 1 + 4 \times 2 + 5 \times 3 = 25$   
 $3 \times 0 + 4 \times 1 + 6 \times 2 + 7 \times 3 = 37$   
 $4 \times 0 + 5 \times 1 + 7 \times 2 + 8 \times 3 = 43$ 

$$0 \times 0 + 1 \times 1 + 3 \times 2 + 4 \times 3 = 19$$

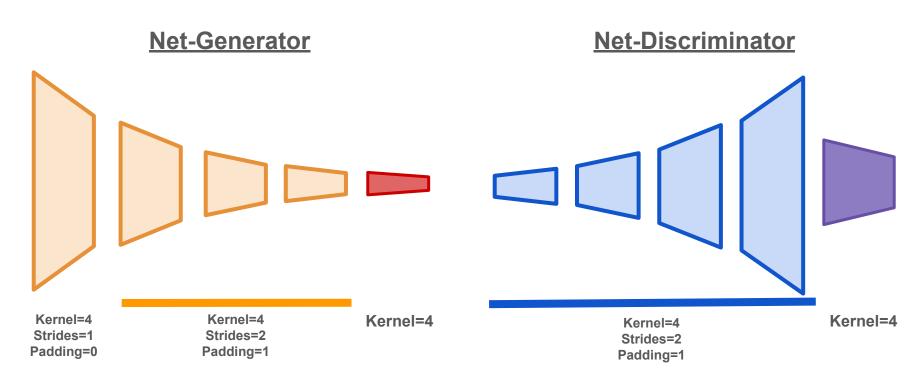
# **Architecture of Our G and D**





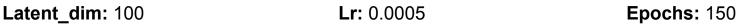
### **Architecture of Our GAN**

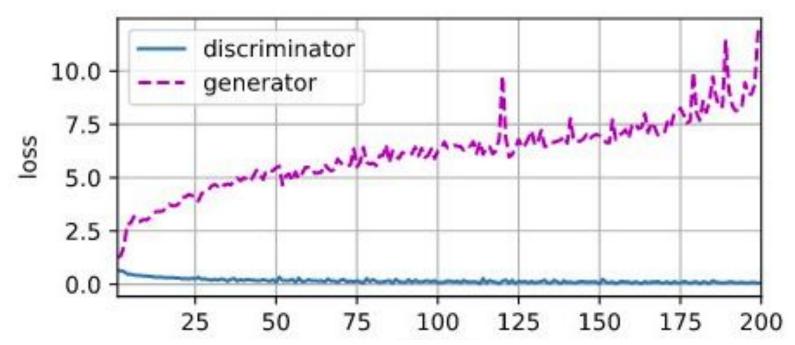










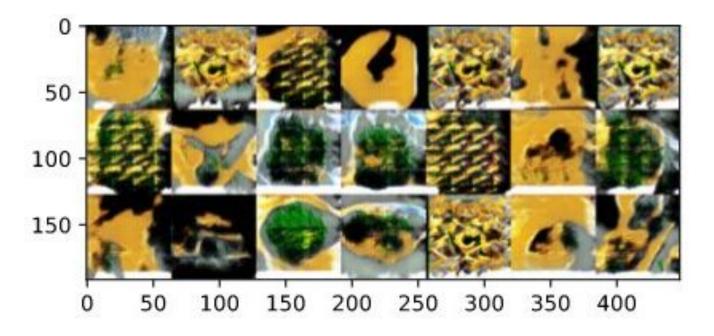


Failure to produce recognizable images



Set:

**Latent\_dim:** 100 **Lr:** 0.0005 **Epochs:** 150

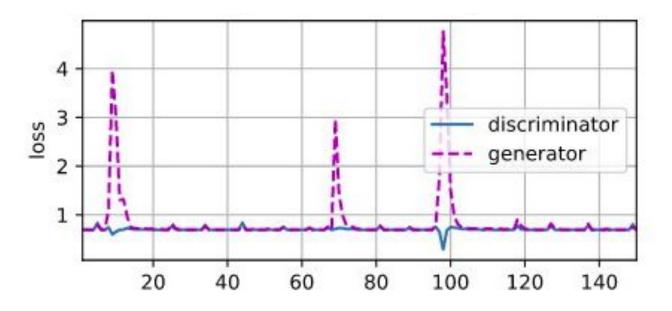


#### Failure to produce recognizable images



Set:

Train generator 5 times as often as discriminator

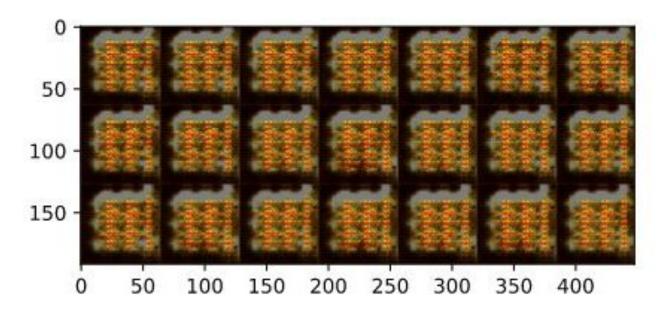


Failure to produce recognizable images



Set:

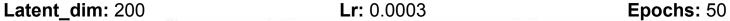
Train generator 5 times as often as discriminator

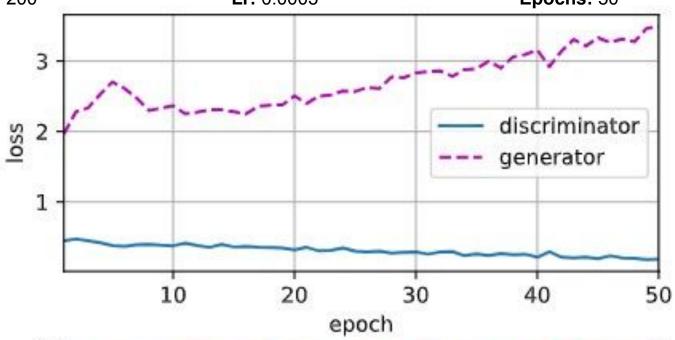


Failure to produce recognizable images









Out:

**Loss\_D:** 0.188

**Loss\_G**: 3.492

Examples/sec on CPU: 64.7



Set:

**Latent\_dim:** 200 **Lr:** 0.0003 **Epochs:** 50



Out:

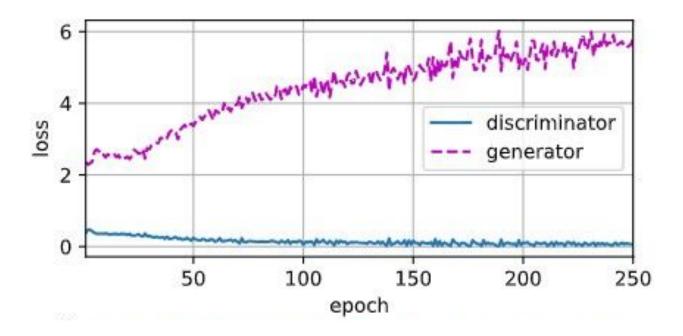
**Loss\_D**: 0.188 **Loss\_G**: 3.492

Examples/sec on CPU: 64.7



Set:

**Latent\_dim:** 200 **Lr:** 0.0003 **Epochs:** 250



Out:

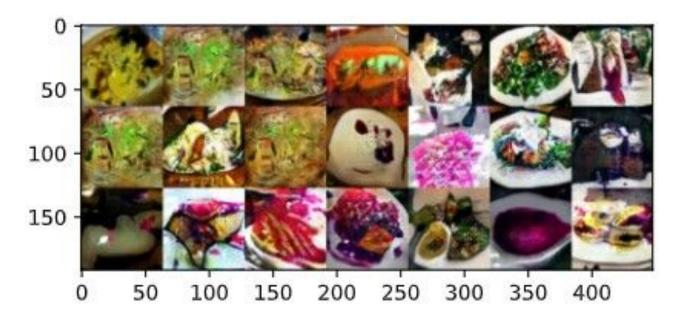
**Loss\_D**: 0.065 **Loss\_G**: 5.816

Examples/sec on CPU: 63.9



Set:

**Latent\_dim:** 200 **Lr:** 0.0003 **Epochs:** 250



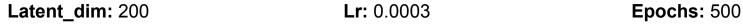
Out:

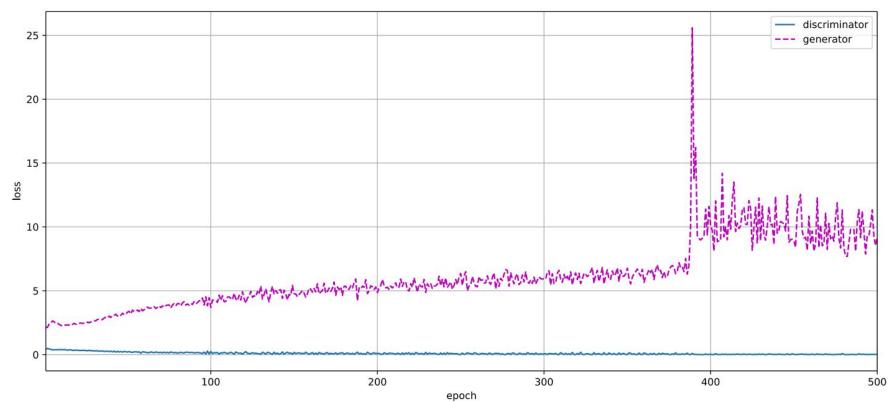
**Loss\_D**: 0.065 **Loss\_G**: 5.816

Examples/sec on CPU: 63.9



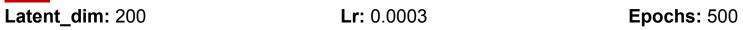
Set:

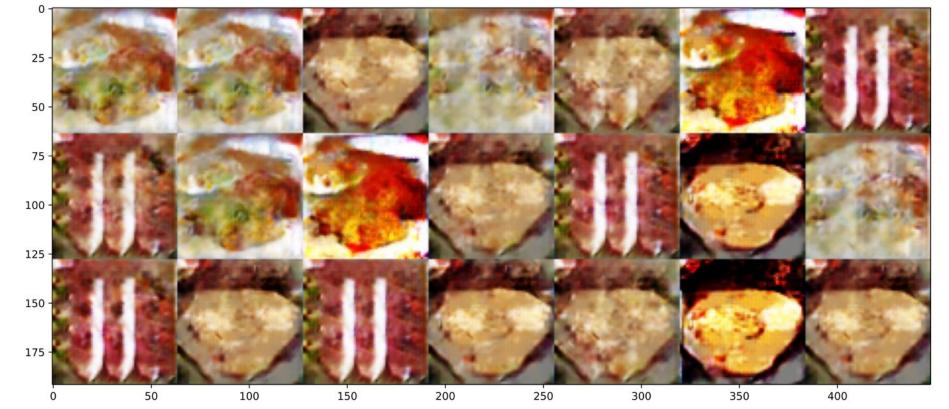






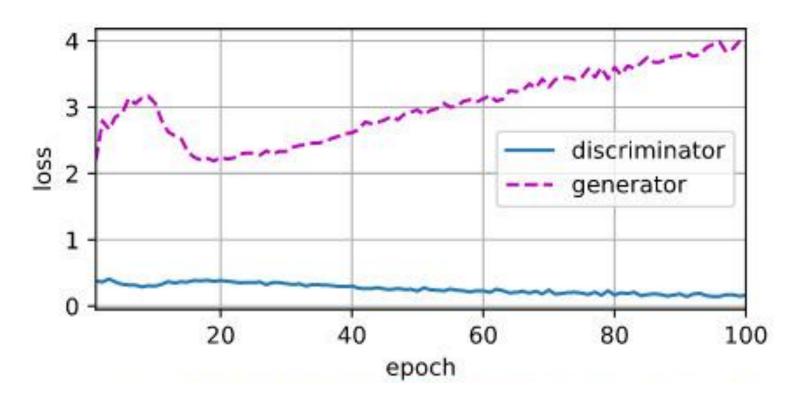
#### Set:





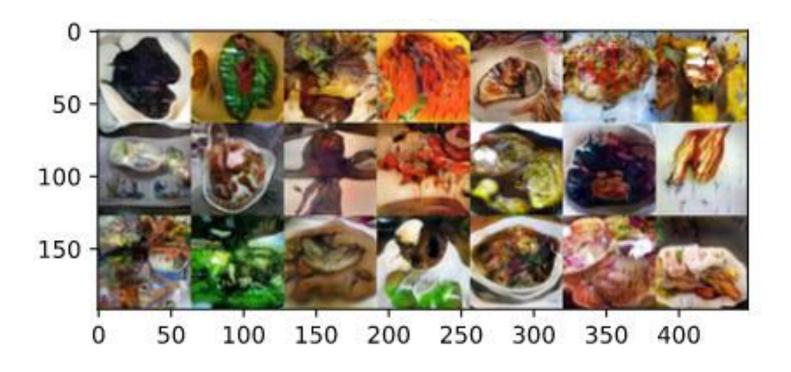


Set:





Set:



### **Results 1-6 Conclusions**

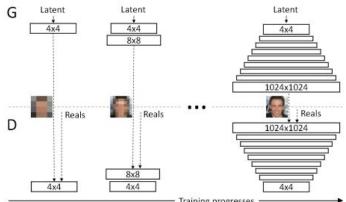


- Smaller learning rates were good for image quality
- Increases in latent dimensions also good
- Defects start appearing on high number of epochs
- Discriminator loss tends to zero, generator can't properly catch-up
- Attempts at overtraining generator failed
  - Code issue?

#### **Second Network**



- Progressive GAN
  - Starts with smaller images and less layers, then progressively increases both image and network sizes
- Images begin at 8x8 sizes and progress up to 128x128
- Begins with 2 layers on generator and discriminator, grows to 6 layers on each



Source: PROGRESSIVE GROWING OF GANS FOR IMPROVED QUALITY, STABILITY, AND VARIATION, Tero Karras, Timo Aila, Samuli Laine, Jaakko Lehtinen



Set:

Progressive GAN (8 - 128px) Lr: 0.001 Iterations: 300000





Set:

Progressive GAN (8 - 128px) Lr: 0.0003 Iterations: 30000



#### **Results 7-8 Conclusions**

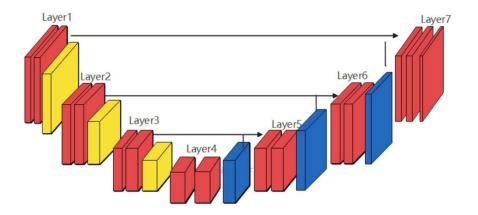


- Progressive GAN allows for faster training for bigger networks
- Results at higher image sizes
- Longer training times affected test run quantity

### **Third Network**



- Diffusion modelUNet type
- Varying beta



Conv+BatchNormalization+ReLU

Pooling operation

Upsampling Layer

→ Skip-Connection

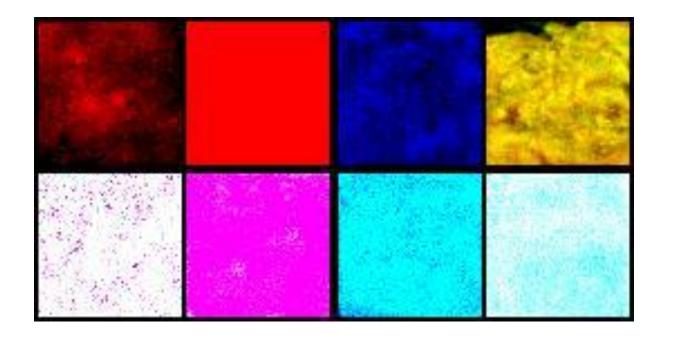
Source: https://www.frontiersin.org/articles/10.3389/fnagi.2022.841297/full



Set:
Diffusion (64px)

**Lr:** 0.0003

Epochs: 10



#### **Result 9 Conclusions**



- Diffusion models often ran into memory issues
- Iterations/Epochs took longer than GANs
- Memory and time issues forced worse training parameters
  - Unsatisfactory results ensued

#### **Overall Conclusions**



- GANs seem to be more economical than Diffusion models
- Even though Diffusion models produce very good results, we failed to reproduce that
- Progressive GANs are good solutions to the problem of increasing network resources demand
- However, training a network from scratch is always costly