# TEXT-TO-IMAGE GENERATION



**PROBLEM STATEMENT** 

2. RELATED WORK

- 3. CONTRIBUTION
- 4. PROGRESS

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# PROBLEM STATEMENT

#### **Problem**

Translate text in the form of human-written description into image that is indistinguishable from realistic one



# **Examples**[1]

a flower with long pink petals and raised orange stamen.



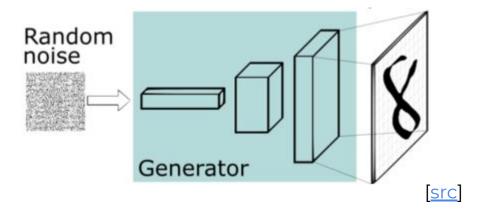


a sheep standing in an open grass field.

# 2 RELATED WORK

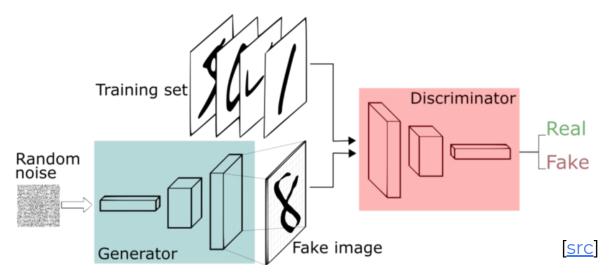
### **Background: Generative Adversarial Network (GAN)**[2]

- Want to sample from a complex distribution (Hard)
- Sample from a simple distribution (e.g. random noise) then learn the transformation using a neural network (Easy)



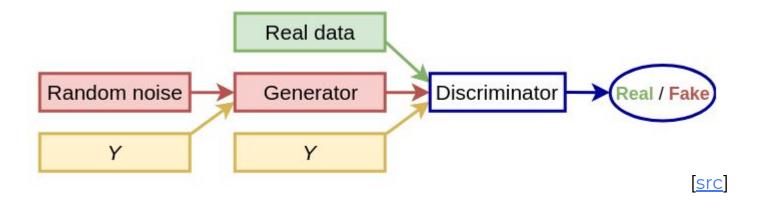
### **Background: Generative Adversarial Network (GAN)**

- How to train? Minimax game
  - Generator: fool the discriminator by generating pseudo-real images
  - o **Discriminator**: distinguish between real and fake images



### **Background: Conditional GAN**

- Adding a vector of features to control the output of the generator
- Make the output conditioned on the input features



## **DC-GAN (Reed et al., 2016)**[1]

 Train a DC-GAN conditioned on text features encoded by a hybrid character-level Convolutional RNN

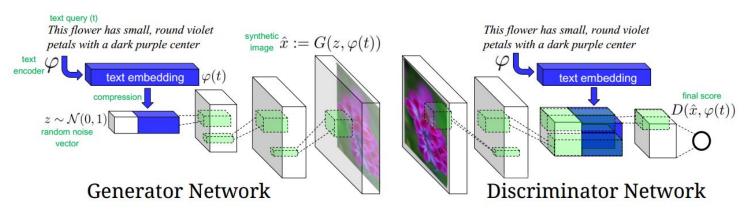


Figure 2. Our text-conditional convolutional GAN architecture. Text encoding  $\varphi(t)$  is used by both generator and discriminator. It is projected to a lower-dimensions and depth concatenated with image feature maps for further stages of convolutional processing.

## StackGAN (Zhang et al., 2017)[3]

- A low resolution image is generated using Stage-I GAN. It sketches the primitive shape and basic colors of the object.
- By conditioning on the generated image and the text again, Stage-II GAN then yields a high resolution image.
- This decomposition allows Stage-II GAN to capture text information that is omitted by Stage-I GAN and draw more details

# 3 CONTRIBUTION

#### **Contribution**

Build on **DC-GAN**[1]

#### **Hyper-parameters**

Try to tune to increase performance

#### **Architecture**

Try to modify (e.g. introduce progressive augmentation)

#### 2-in-one image

Filter COCO to get images with birds and flowers in same text description, then train the model on them

# 4 Progress

## **Building simple model**<sup>[4]</sup>

- Understand and train a simple conditional GAN
- Fashion-MNIST: 60,000
   28×28 pixel grayscale images of items of 10 types of clothing
- Generate images based on the class label

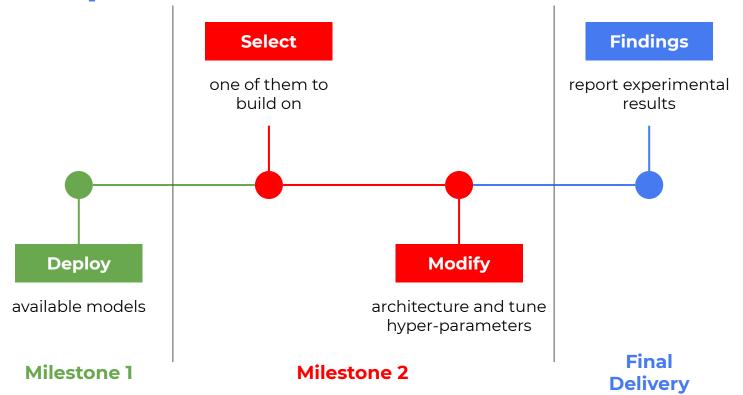


# **Deploying original model**

- Found 2 implementations of the paper in TensorFlow
  - https://github.com/paarthneekhara/text-to-image
  - https://github.com/zsdonghao/text-to-image
- Try to deploy them, but found some errors

# 5 Next Steps

### **Next Steps**



#### References

- 1. Reed, S., Akata, Z., Yan, X., Logeswaran, L., Schiele, B., and Lee, H. (2016b). Generative adversarial text to image synthesis. Proceedings of the International Conference on Machine Learning (ICML). Available: <a href="https://arxiv.org/pdf/1605.05396.pdf">https://arxiv.org/pdf/1605.05396.pdf</a>
- 2. Generative Models, CS231n Stanford course. Available: http://cs231n.stanford.edu/slides/2019/cs231n\_2019\_lecture11.pdf
- 3. Zhang, H., Xu, T., Li, H., Zhang, S., Wang, Z., Huang, X., and Metaxas, D. (2017b). Stackgan: Text to photo-realistic image synthesis with stacked generative adversarial networks. In IEEE International Conference on Computer Vision (ICCV), Venice, pages 5908–5916.
  Available: <a href="https://arxiv.org/pdf/1612.03242v2.pdf">https://arxiv.org/pdf/1612.03242v2.pdf</a>
- 4. How to Develop a Conditional GAN (cGAN) From Scratch, Jason Brownlee. Available: <a href="https://machinelearningmastery.com/how-to-develop-a-conditional-generative-adversarial-network-from-scratch/">https://machinelearningmastery.com/how-to-develop-a-conditional-generative-adversarial-network-from-scratch/</a>

# **OUR TEAM**

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# Thanks!