아티스트를 위한 머신러닝 & 딥러닝

텐서플로를 활용한 딥러닝#5

서울대학교 & V.DO / 김대식



Recap

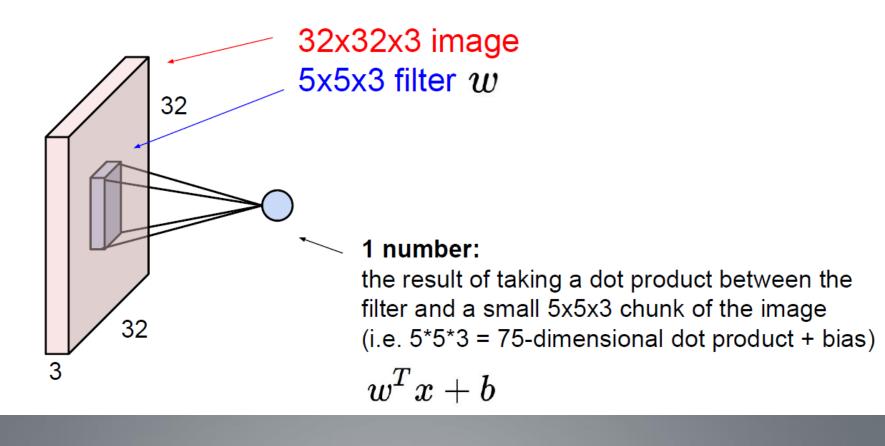


컨볼루션 비디오

https://www.youtube.com/watch?v=KiftWz 544 8

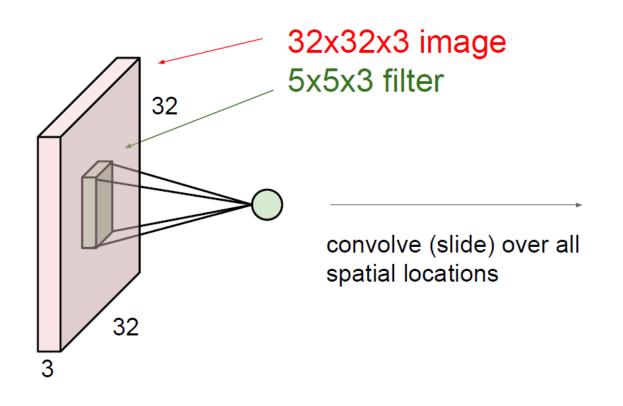


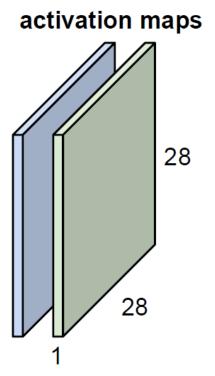
Convolution Layer

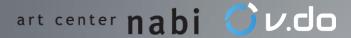


Convolution Layer

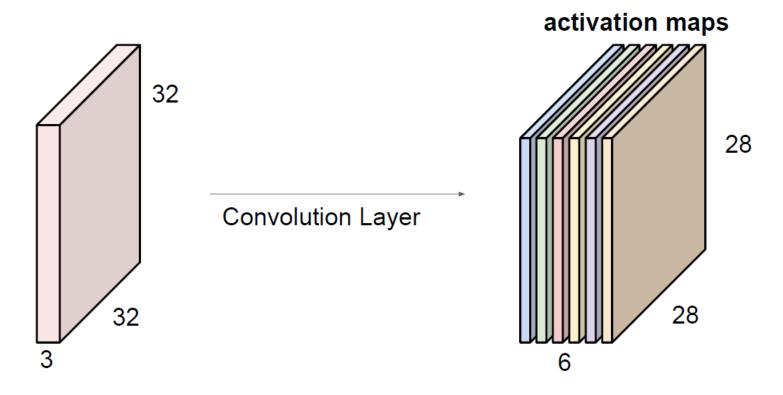
consider a second, green filter





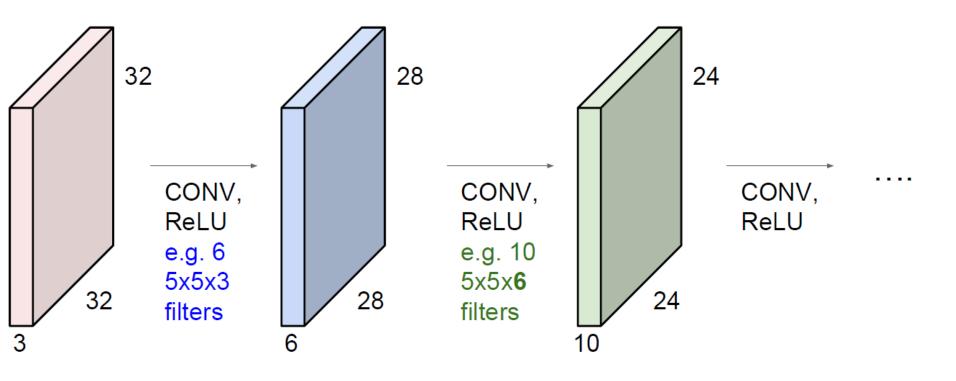


For example, if we had 6 5x5 filters, we'll get 6 separate activation maps:



We stack these up to get a "new image" of size 28x28x6!

Preview: ConvNet is a sequence of Convolutional Layers, interspersed with activation functions



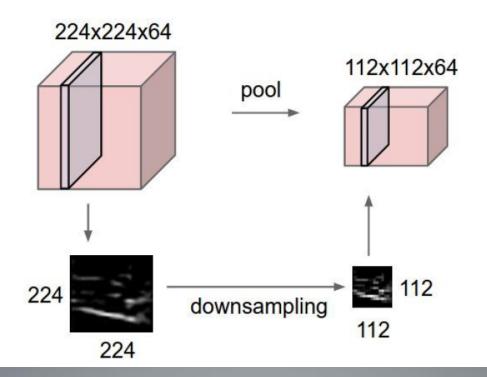
풀링 비디오

https://www.youtube.com/watch?v=mW3K **yFZDNIQ**



Pooling layer

- makes the representations smaller and more manageable
- operates over each activation map independently:



MAX POOLING

Single depth slice

 1
 1
 2
 4

 5
 6
 7
 8

 3
 2
 1
 0

 1
 2
 3
 4

max pool with 2x2 filters and stride 2

6	8
3	4

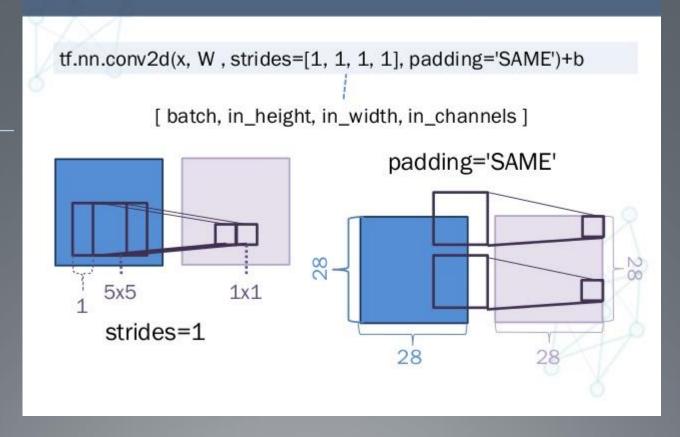
У

텐서플로 실습



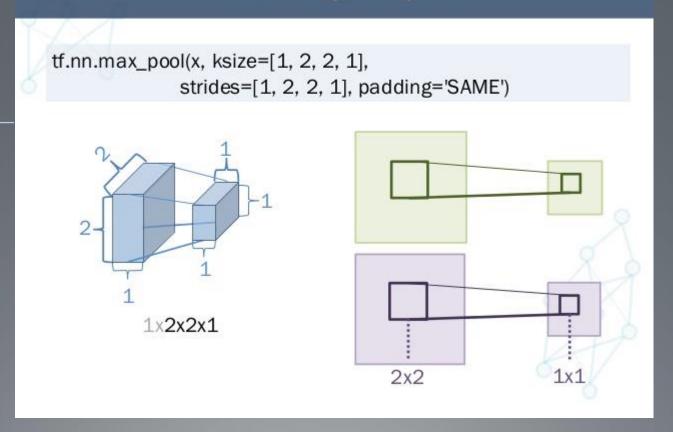
컨볼루션 in 텐서플로

Convolutional Layer



맥스풀링 in 텐서플로

Pooling Layer



<u> 컨볼루션 in 텐서플로</u>

```
def createNetwork():
    # network weights
    W conv1 = weight variable([3, 3, 4, 32])
    b conv1 = bias variable([32])
    W conv2 = weight variable([3, 3, 32, 64])
    b conv2 = bias variable([64])
    W \text{ conv3} = \text{weight variable}([3, 3, 64, 64])
    b conv3 = bias variable([64])
    W fc1 = weight variable([6400, 512])
    b fc1 = bias variable([512])
    W fc2 = weight variable([512, ACTIONS])
    b fc2 = bias variable([ACTIONS])
    # input laver
    s = tf.placeholder("float", [None, 80, 80, 4])
    # hidden lavers
    h conv1 = tf.nn.relu(conv2d(s, W conv1, 1) + b conv1)
    h_pool1 = max_pool_2x2(h_conv1)
    h conv2 = tf.nn.relu(conv2d(h pool1, W conv2, 1) + b conv2)
    h pool2 = max pool 2x2(h conv2)
    h_conv3 = tf.nn.relu(conv2d(h_pool2, W_conv3, 1) + b_conv3)
    h pool3 = max pool 2x2(h conv3)
    \#h pool3 flat = tf.reshape(h pool3, [-1, 256])
    h conv3 flat = tf.reshape(h pool3, [-1, 6400])
    h_fc1 = tf.nn.relu(tf.matmul(h_conv3 flat, W fc1) + b fc1)
```

프리 트레인 모델 (Pre-trained model) 사용하기

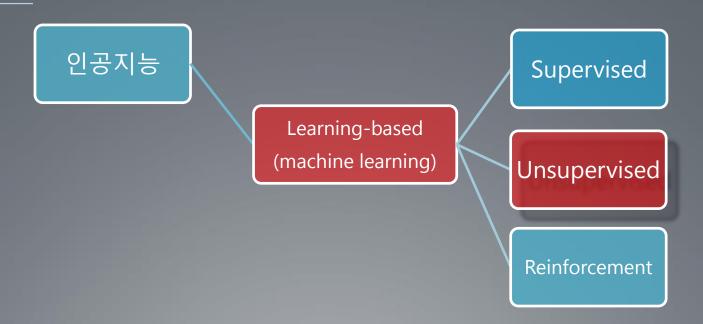


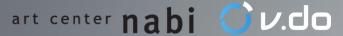
트랜스퍼 러닝 Transfer Learning

https://github.com/tensorflow/models/tree/master/research/slim

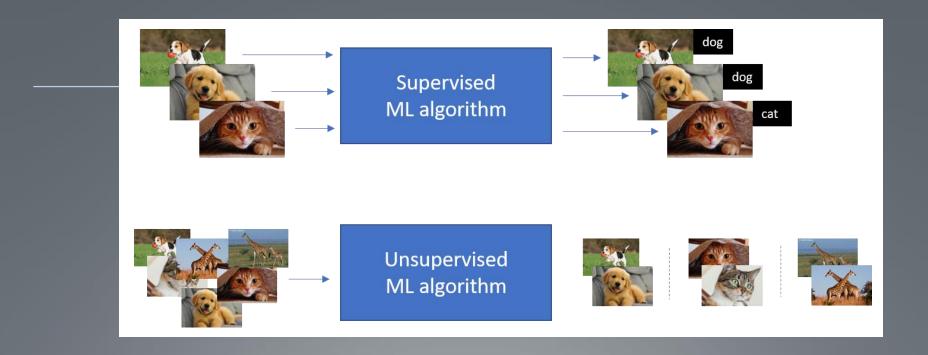


우린 Learning 배웁니다

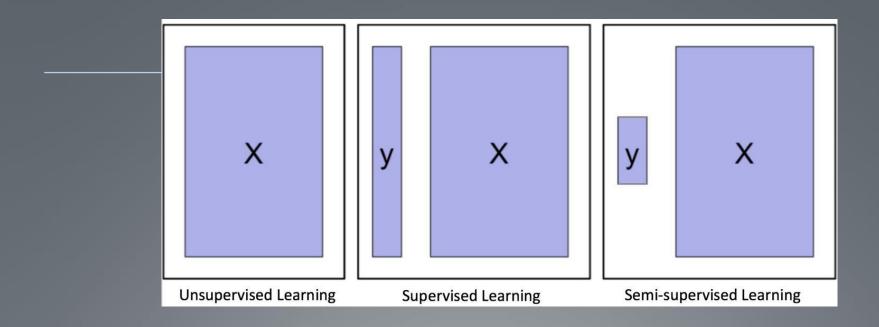




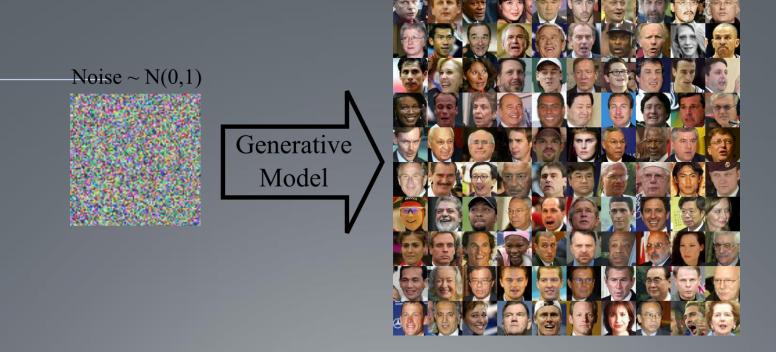
지도학습 vs 비지도학습

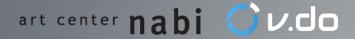


지도학습 vs 비지도학습



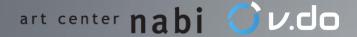
Generative Adversarial network(GAN)

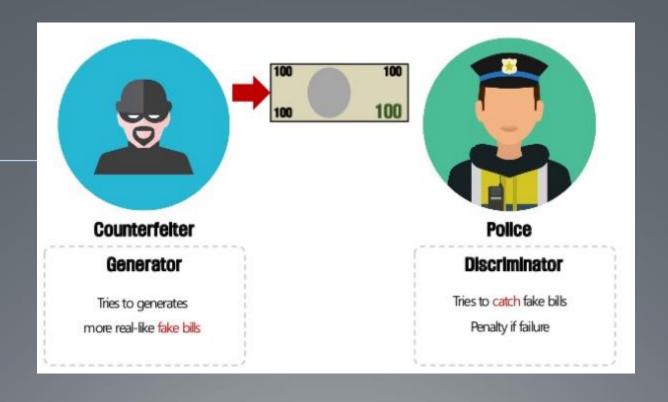




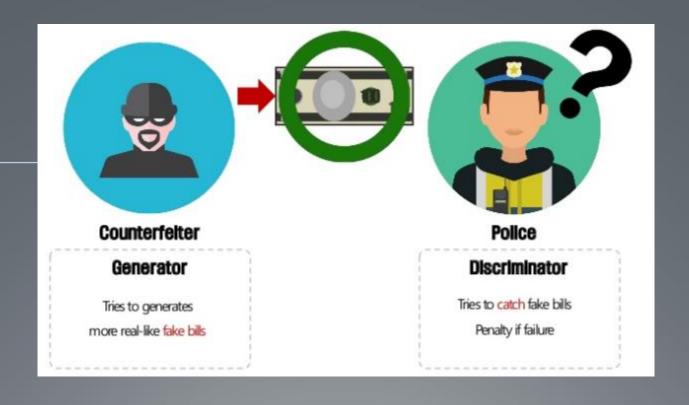
Generative Adversarial network(GAN)

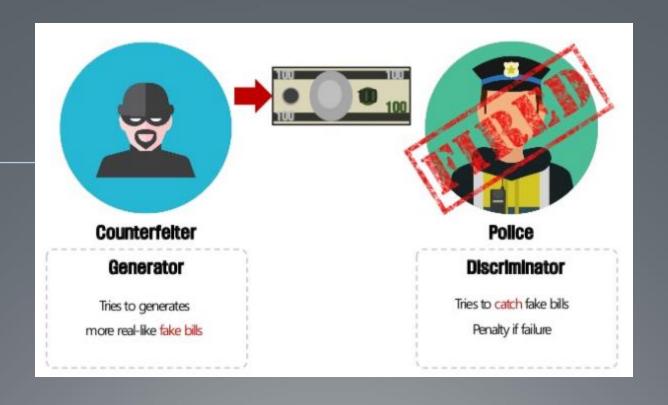


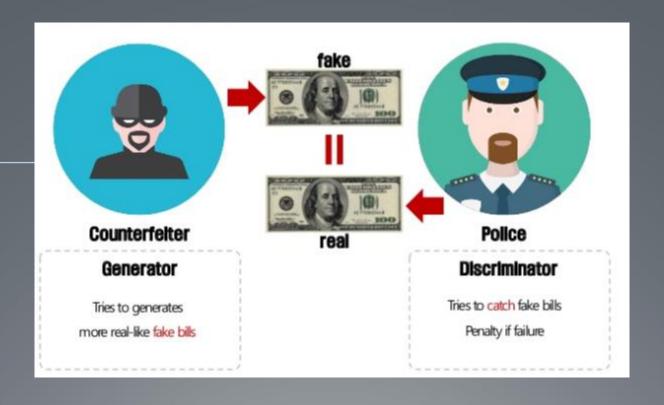


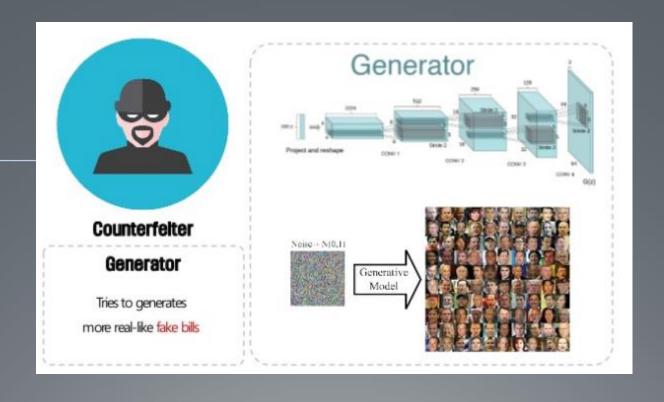


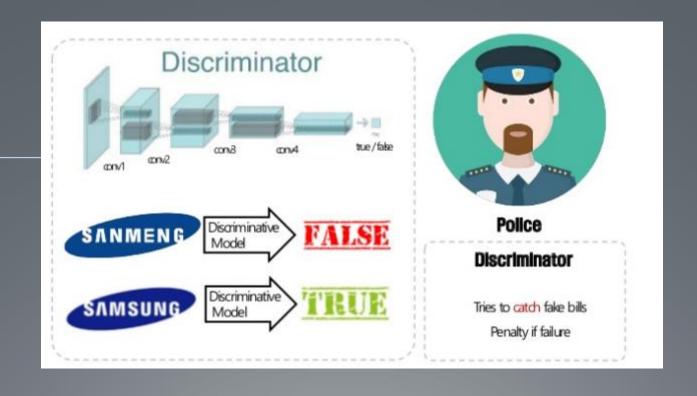




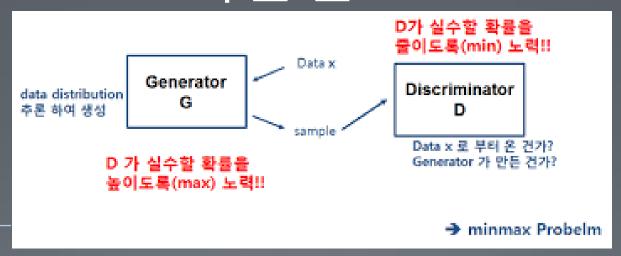






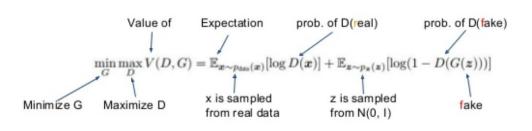


GAN 학습법



Generative Adversarial Networks - GAN

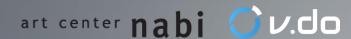
· Mathematical notation



GAN 실습

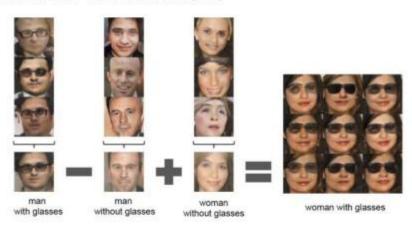


https://deephunt.in/the-gan-zoo-79597dc8c347



DCGAN - Vector Arithmetic

Deep Convolutional GAN - Alec Radford et al. (2016)



Source: Radford, Alec, Luke Metz, and Soumith Chintala. "Unsupervised representation learning with deep convolutional generative adversarial networks." arXiv preprint arXiv:1512.06434 (2015).

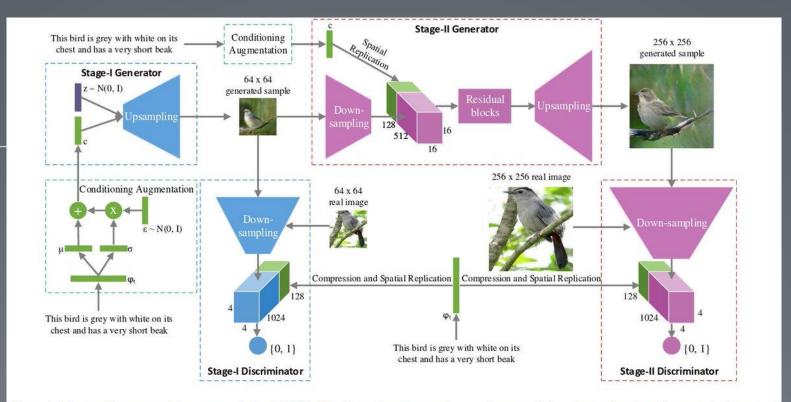
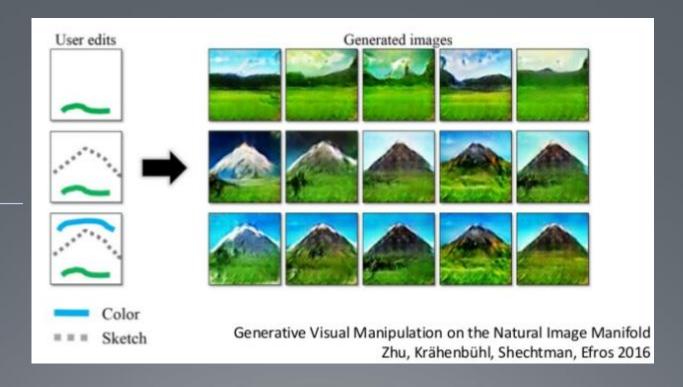
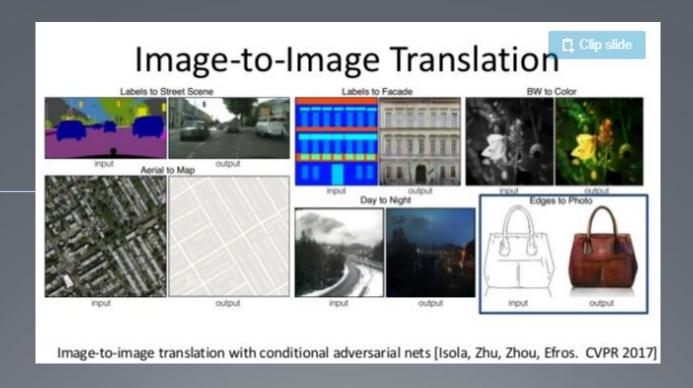


Figure 2. The architecture of the proposed StackGAN. The Stage-I generator draws a low resolution image by sketching rough shape and basic colors of the object from the given text and painting the background from a random noise vector. The Stage-II generator generates a high resolution image with photo-realistic details by conditioning on both the Stage-I result and the text again.

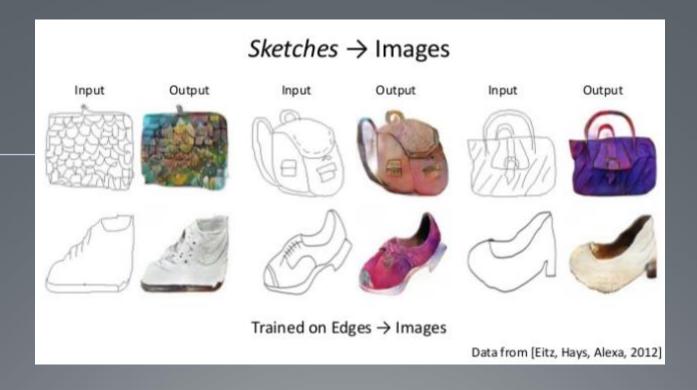


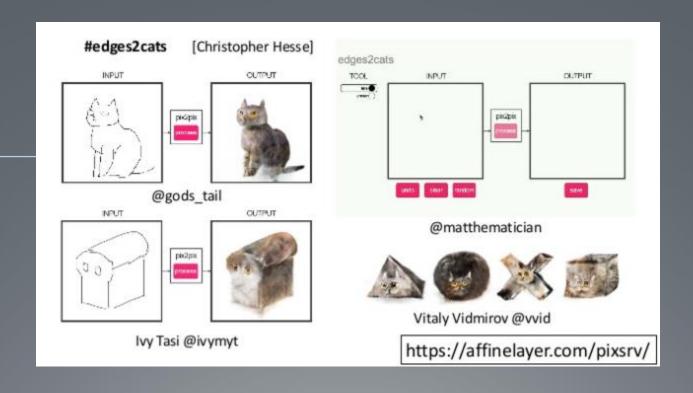
https://www.youtube.com/watch?v=9c4z6YsBGQ0

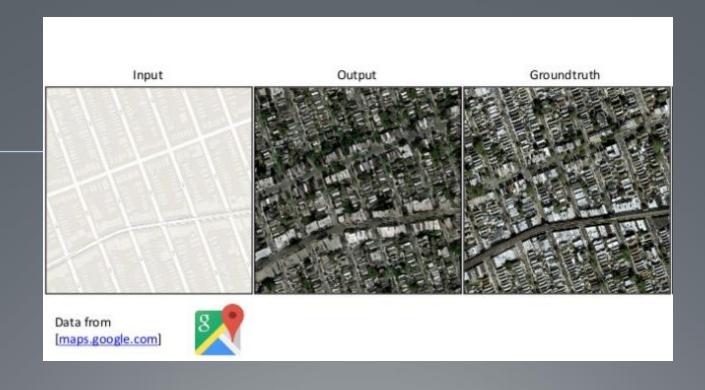


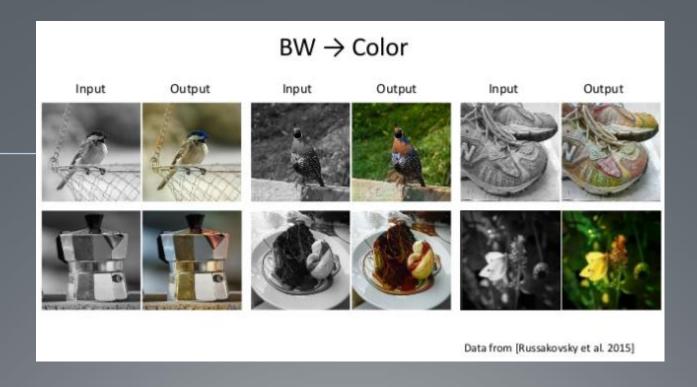
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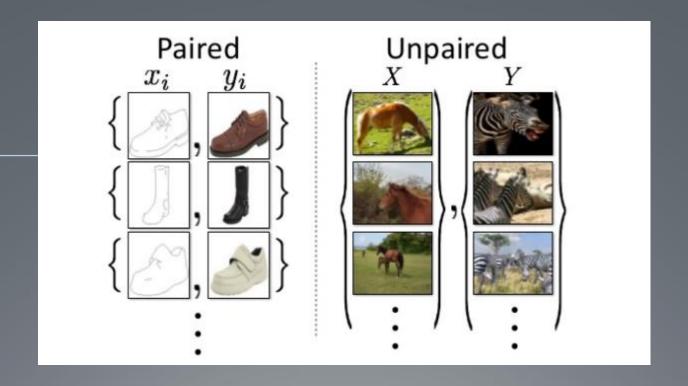


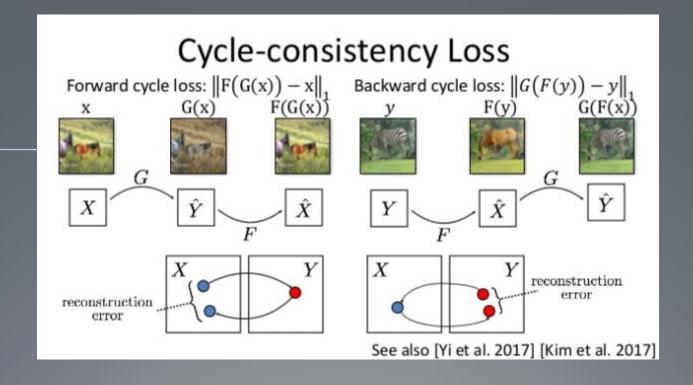


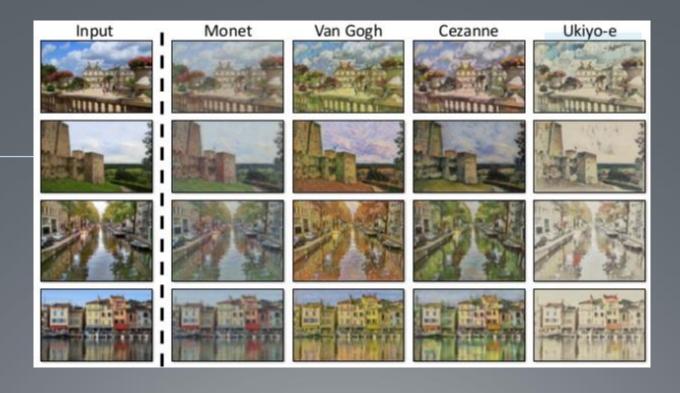












Monet's paintings → photos





Summer ↔ Winter



summer Yosemite → winter Yosemite

CG2Real: GTA5 → real streetview









GTA5 CG Input

In June 1 by [Johnson et al. 2011]

Real2CG: real streetview → GTA





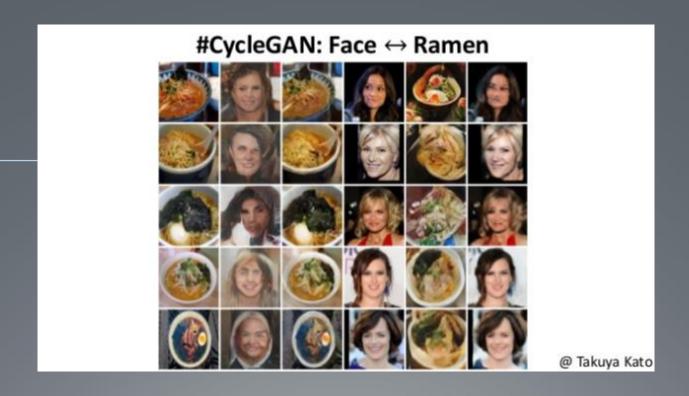


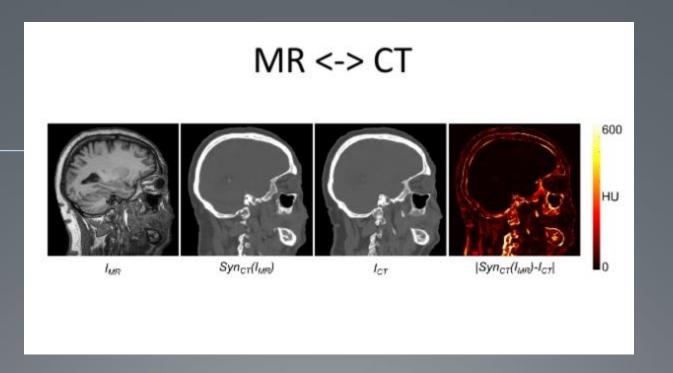


Cityscape Input

Output







https://youtu.be/36IE9tV9vm0

https://www.youtube.com/watch?v=PUkQb GaL4Fg



감사합니다

