Generative Adversarial Nets GANs
- and how it's used to generate art

Final project presentation

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Team # 33

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Outline

Claude Monet

- Oscar-Claude Monet was a French painter (1840 –1926)

- He is one of the founders of the impressionism (an art movement) along with his friends Renoir, Sisley and Bazille.

Reference: https://www.claudemonetgallery.org/

Style of Monet

Use GANs to create art

Reference: (Unpaired Image-to-Image Translation using Cycle-Consistent Adversarial Networks) https://arxiv.org/pdf/1703.10593.pdf

CycleGAN

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Unpaired Image-to-Image Translation.

- As an example: a transformation between images of horse and zebra,

Reference: (Unpaired Image-to-Image Translation using Cycle-Consistent Adversarial Networks) https://arxiv.org/pdf/1703.10593.pdf

CycleGAN

- A transformation between winter image and summer image and so on.

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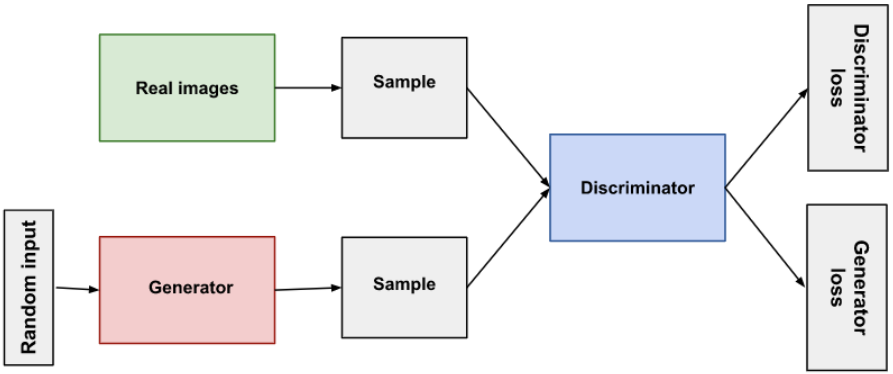
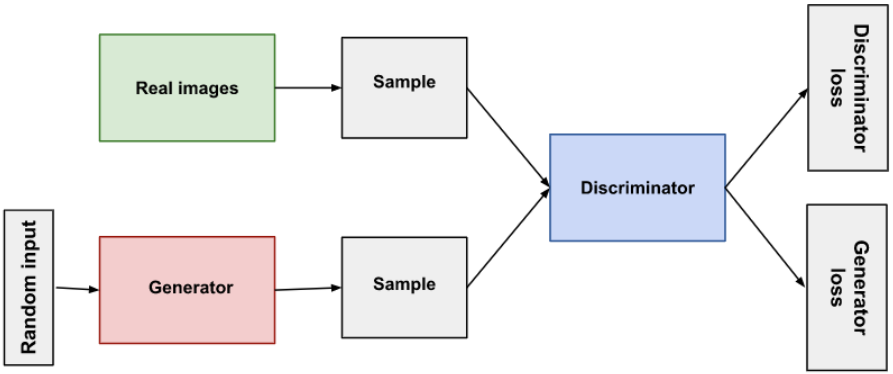
FaceApp is one of the most popular examples of CycleGAN where human faces are transformed into different age groups.

GAN Architecture - Part II



GAN Architecture - Part II



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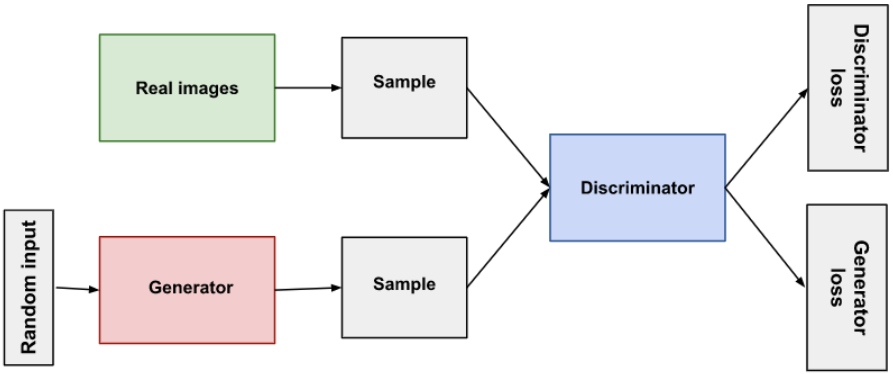

- G converts real images to Monet style painting and Dy is used to distinguish whether the image is real or generated.
- CycleGAN builds 2 networks G and F to construct images from one domain to another (a real image to a Monet style picture) and in the reverse direction (a Monet style picture to a real image).

Cost function - Part III

$$\mathcal{L}(G, F, D_X, D_Y) = \mathcal{L}_{\text{GAN}}(G, D_Y, X, Y) + \mathcal{L}_{\text{GAN}}(F, D_X, Y, X) + \lambda \mathcal{L}_{\text{cyc}}(G, F),$$

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- Cycle consistency loss which measures the L1-norm reconstruction cost for the real image and the Monet paintings.

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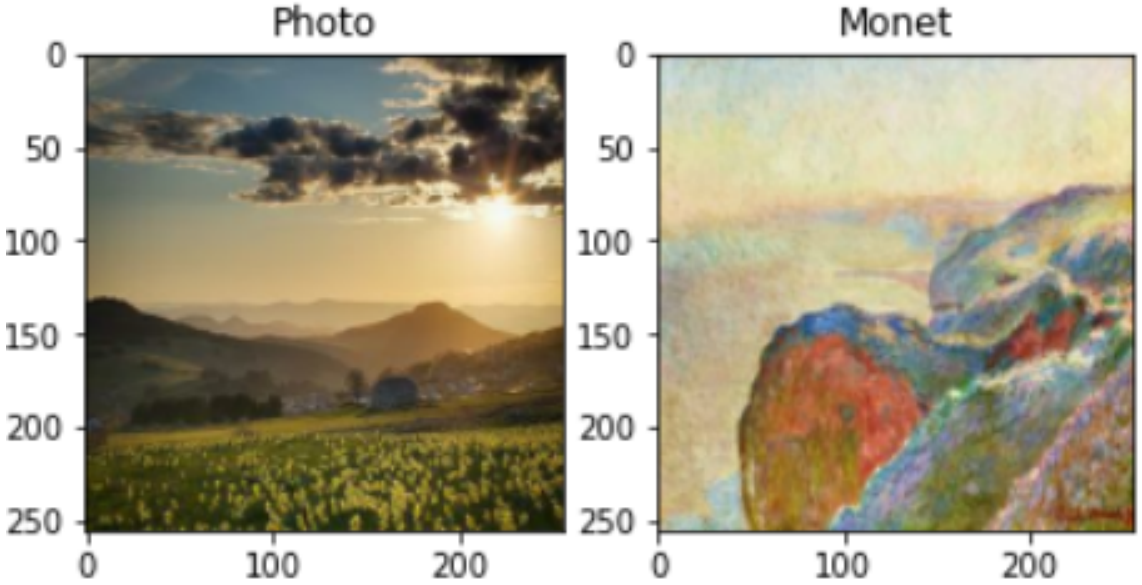
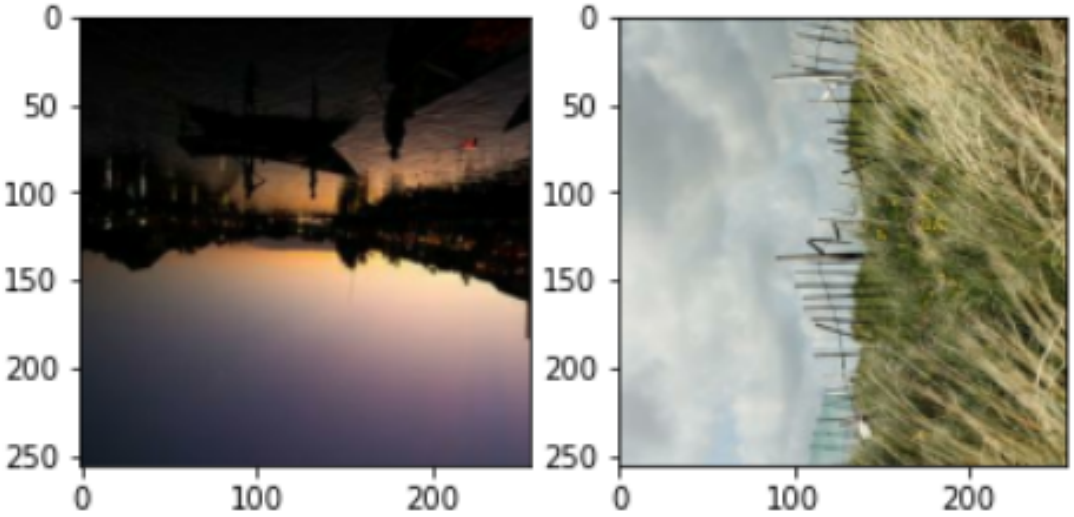
Pre-processing

Monet images: 300
Fake photos: 7038
(256 x 256 x 3)



Applying Augmentation

- Applied random jittering
- Applied random rotation (270º, 180º, 90º)
- Applied random mirroring (flipping left/right/up/down)



Building CycleGAN

- Downsampling
- Upsampling
- Build the generator
- Build the discriminator
- Define the discriminator and generator loss function (BinaryCrossentropy)
- Define the optimizer

The architecture

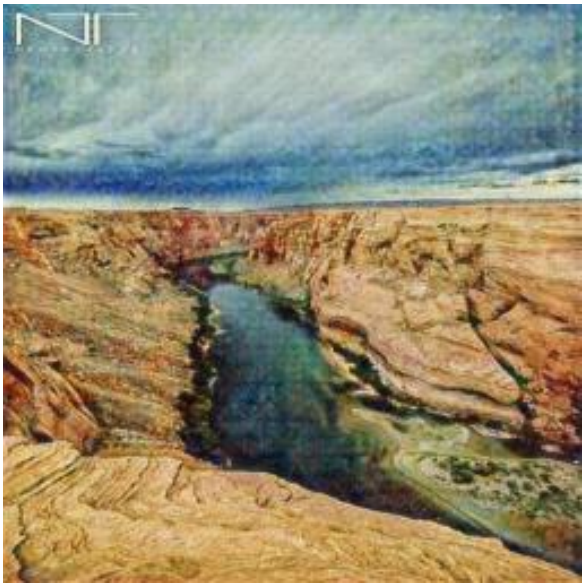
- Generator has 16 CNNs (Conv2D and Conv2DTranspose), Dropout, instance normalization, 8 LeakyReLu activations and 7 ReLu activations
- Discriminator has 5 Conv2D, 3 Dropouts, Batch normalization, 4 LeakyReLu
- Total 54,414,979 trainable parameters

Training

- EPOCHS = 35
- Each epoch takes about 61s (with TPU)

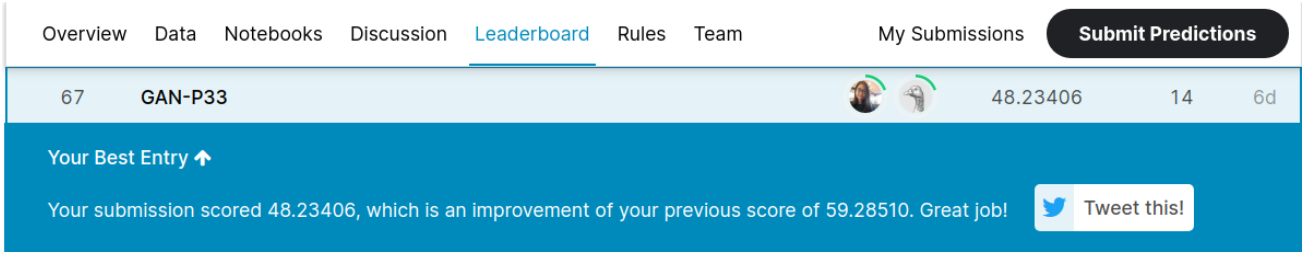
Generate the dataset

Generate the dataset



Generate the dataset

Evaluation



- Augmentation does improve the performance
- More number of epochs helps to increase the performance but number of epochs too high can cause over-fitting

Lessons Learned

- Had fun exploring Kaggle competitions
- Learn about GANs and image processing techniques

Kernels used

Kernel used:
- https://www.kaggle.com/amyjang/monet-cyclegan-tutorial
- https://www.kaggle.com/dimitreoliveira/improving-cyclegan-monet-paintingsAugmentations
- https://www.kaggle.com/swepat/cyclegan-to-generate-monet-style-images

Our implementation:
- https://github.com/measmolika/GANs-P33

Thank You For Listening