

failure.pdf CycleGAN

$$\begin{aligned} & \overline{XY} M_X M_Y x \in \\ & X m_x \in \\ & M_X Y \end{aligned}$$

instance.pdf

$$\begin{aligned} & ??? M_X M_Y G_S : \\ & M_X \rightarrow \\ & M_Y F_S : \\ & M_Y \rightarrow \\ & M_X m_x \in \\ & M_X G_S \hat{m}_y = \\ & G_S(m_x) D_T \hat{m}_y m_y \in \\ & M_Y F_S \hat{m}_y \hat{m}_x F_S(G_S(m_x)) \approx \\ & m_x \quad ? G_S F_S ? G_S : \\ & M_X \rightarrow \\ & M_Y D_{S_y} \end{aligned}$$

$$\begin{aligned} & \mathcal{L}_{advx}^{shape} = E_{m_y}[\log D_{S_y}(m_y)] + E_{m_x}[\log(1 - D_{s_y}(G_S(m_x)))] \\ (1) \quad & G_S M_Y D_{S_y} \hat{m}_y m_y F_S : \\ & M_Y \rightarrow \\ & M_X D_{S_x} \end{aligned}$$

$$\begin{aligned} & \mathcal{L}_{advy}^{shape} = E_{m_x}[\log D_{S_x}(m_x)] + E_{m_y}[\log(1 - D_{s_x}(F_S(m_y)))] \\ (2) \quad & F_S D_{S_x} G_S D_{S_y} \end{aligned}$$

$$\begin{aligned} & \mathcal{L}_{adv}^{shape} = \mathcal{L}_{advx}^{shape} + \mathcal{L}_{advy}^{shape} \\ (3) \quad & M_X m_x F_S(G_S(m_x)) \approx \\ & m_x M_Y m_y G_S(F_S(m_y)) \approx \\ & m_y \end{aligned}$$

$$\begin{aligned} & \mathcal{L}_{cyc}^{shape} = E_{m_x}[\|F_S(G_S(m_x)) - m_x\|_1] + E_{m_y}[\|G_S(F_S(m_y)) - m_y\|_1] \\ (4) \quad & \end{aligned}$$

$$\begin{aligned} & \min_{G_S, F_S} \max_{D_{S_x}, D_{S_y}} \mathcal{L}_{total}^{shape} = \lambda_{adv}^{shape} \mathcal{L}_{adv}^{shape} + \lambda_{cyc}^{shape} \mathcal{L}_{cyc}^{shape} \\ (5) \quad & \lambda_{adv}^{shape} \lambda_{cyc}^{shape} \\ & \hat{m}_y \hat{m}_y Y ??? m_y \\ & y y m_y \in \\ & M_Y y G_T G_T : \\ & M_Y \rightarrow \\ & Y y m_y y_f D_T \hat{y}_f = \\ & G_T(\hat{m}_y) y_f \\ & \hat{y}_f Y_F \end{aligned}$$

$$\begin{aligned} & \mathcal{L}_{adv}^{texture} = E_{m_y, y}[\log D_T(m_y, y)] + E_{m_y, y}[\log(1 - D_T(m_y, G_T(m_y)))] \\ (6) \quad & \end{aligned}$$

$$\begin{aligned} & \mathcal{L}_{rec}^{texture} = E_{m_y, y}[\|G_T(m_y) - y\|_1] \\ (7) \quad & ? \end{aligned}$$

$$\begin{aligned} & \mathcal{L}_{col}^{texture} = \sum_p \angle((G_T(m_y)_p), (y)_p) \\ (8) \quad & ()_p \angle(,) \end{aligned}$$

$$\begin{aligned} & \min_{G_T} \max_{D_T} \mathcal{L}_{total}^{texture} = \lambda_{adv}^{texture} \mathcal{L}_{adv}^{texture} + \lambda_{rec}^{texture} \mathcal{L}_{rec}^{texture} + \lambda_{col}^{texture} \mathcal{L}_{col}^{texture} \\ (9) \quad & \lambda_{adv}^{texture} \lambda_{rec}^{texture} \lambda_{col}^{texture} \mathcal{L}_{adv}^{texture} \mathcal{L}_{rec}^{texture} \mathcal{L}_{col}^{texture} \\ & ? x m_x \hat{x}_b \\ & \hat{m}_y \hat{y}_f \hat{x}_b ??? \hat{y}_r G_R \hat{y} = \\ & G_R(\hat{y}_r) \end{aligned}$$

$$\begin{aligned} & \hat{y}_r = \hat{y}_f \times \hat{m}_y + \hat{x}_b \times (1 - \hat{m}_y) \\ (10) \quad & Y \hat{y} \hat{y}_r \end{aligned}$$

$$refine: F = \frac{1}{2} \|G_S(\hat{x}) - (1 - \hat{x}) - \hat{x} - (1 - \hat{x})\|^2$$