

GAN을 이용한 이미지 변환

| | | | |
|----|--------------------|----|-----|
| 학교 | 경상대학교 | 학과 | 수학과 |
| 소속 | 수DA쟁이 | | |
| 이름 | 조한별, 최우철, 허지혜, 이수빈 | | |

CONTENTS

1. Motive

2. GAN

3. Network Architecture

4. Result & Complement

1 *Motive*

2 *GAN*

3 *Network
Architecture*

4 *Result &
Compliment*

1. Motive

1. Motive

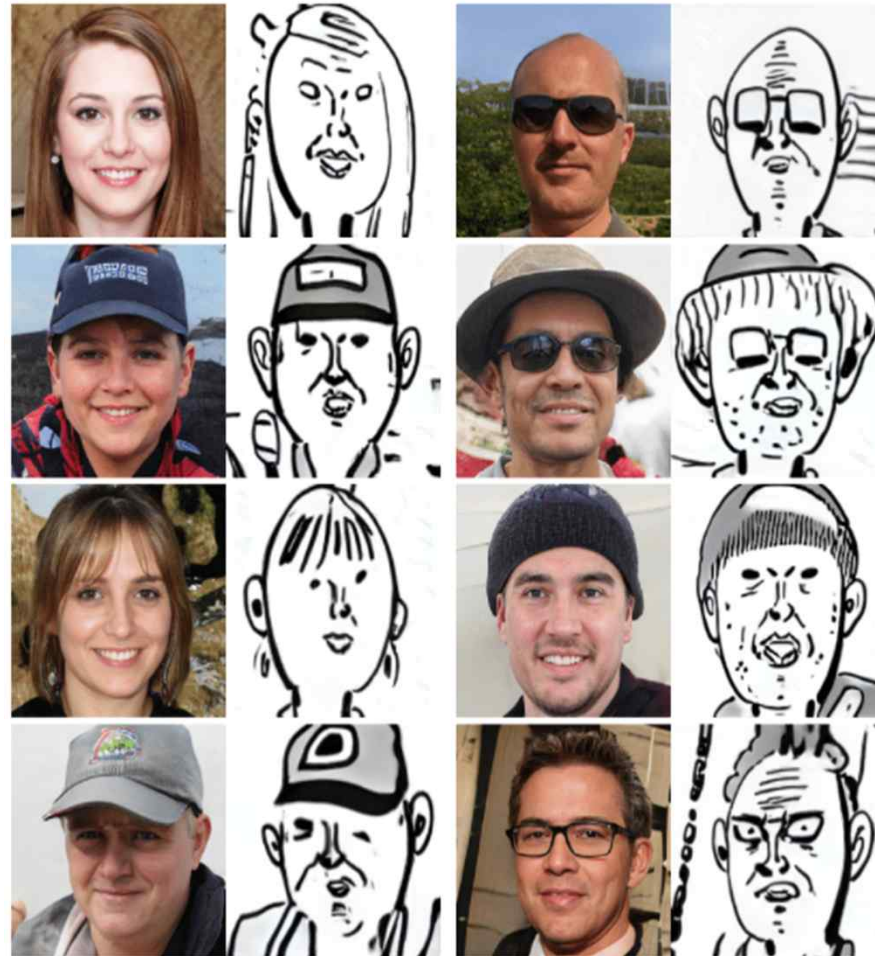
1 *Motive*

2 *GAN*

3 *Network
Architecture*

4 *Result &
Compliment*

1. Motive



웹툰 작가 이말년 그림체로 변환한 결과

1 Motive

2 GAN

3 Network
Architecture

4 Result &
Compliment

1. Motive



SNOW 사진

1 *Motive*

2 *GAN*

3 *Network
Architecture*

4 *Result &
Compliment*

1. Motive



1 *Motive*

2 *GAN*

3 *Network
Architecture*

4 *Result &
Compliment*

1. Motive

[리얼 실리콘밸리] 넷플릭스가 지브리에 2조 원 베풀한 이유

작품당 1130억 원으로 알려져...'디즈니 플러스'의 대항마 기대

" 비즈한국 "

넷플릭스가 지브리에 2조 썼다고?... '억 소리' 나는 콘텐츠 투자 동향

✎ 김임수 기자 | ⓒ 승인 2020.03.12 16:27



" TechM "

1 Motive

2 GAN

3 Network Architecture

4 Result & Compliment

2. GAN

2. GAN

1 *Motive*

2 *GAN*

3 *Network
Architecture*

4 *Result &
Compliment*

2. GAN

What is GAN?

- Generative Adversarial Network : 생성적 적대 신경망

Generator : 가짜 이미지를 생성

Discriminator : 이미지가 진짜인지 판별

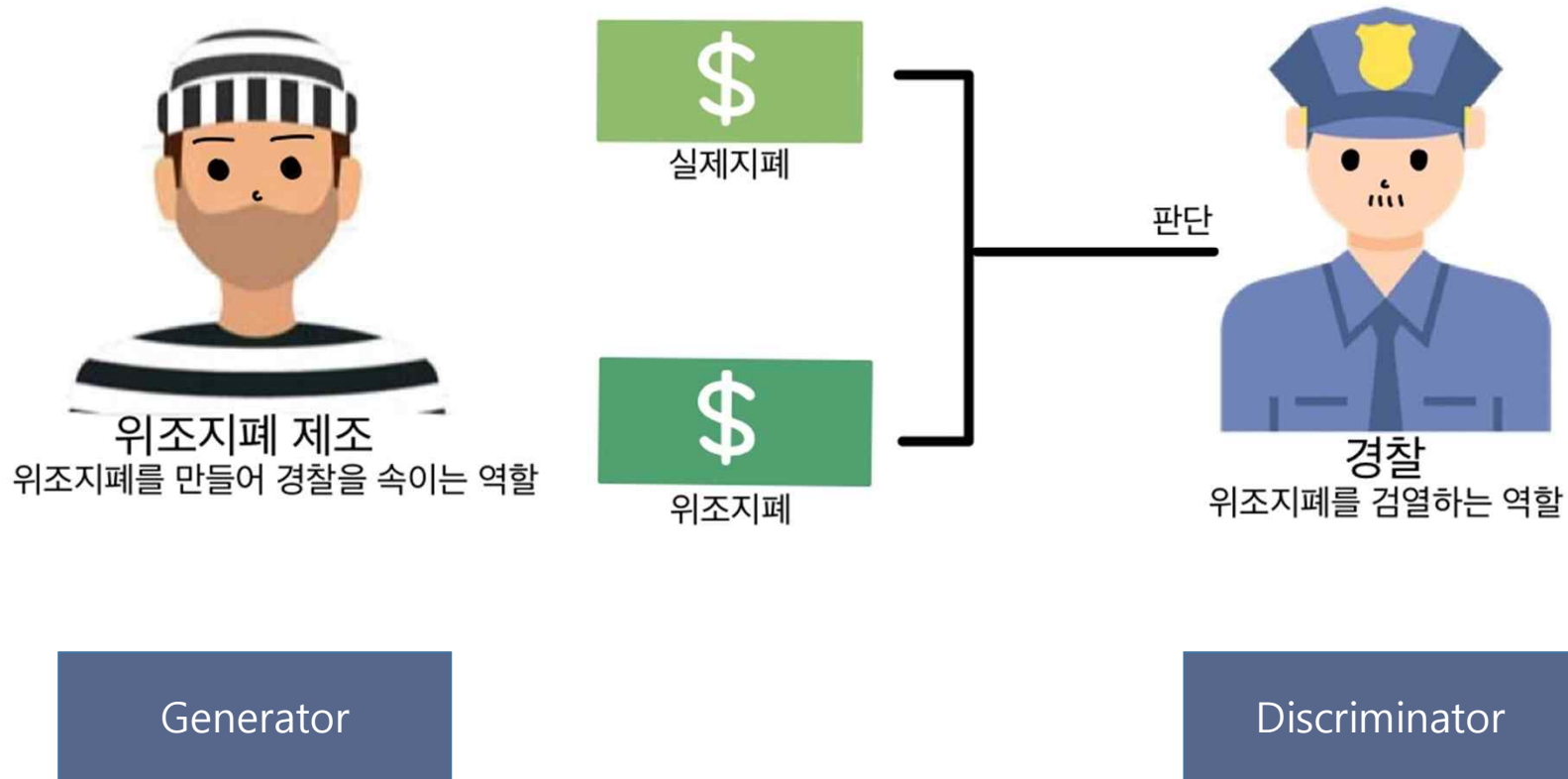
1 *Motive*

2 *GAN*

3 *Network
Architecture*

4 *Result &
Compliment*

2. GAN



1 *Motive*

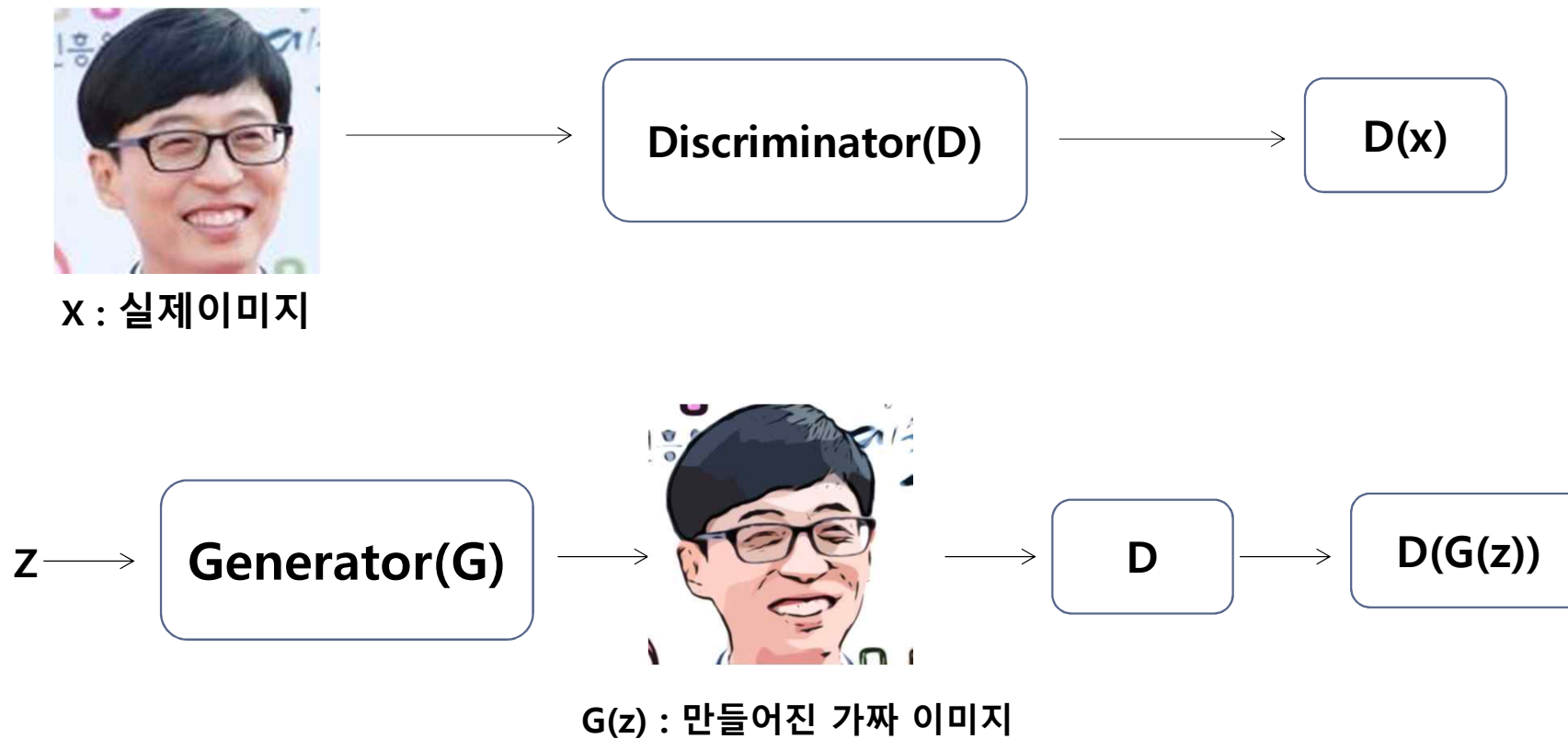
2 *GAN*

3 *Network Architecture*

4 *Result & Compliment*

2. GAN

Generative Adversarial Network



1 Motive

2 GAN

3 Network Architecture

4 Result & Compliment

3. Network Architecture

3. Network Architecture

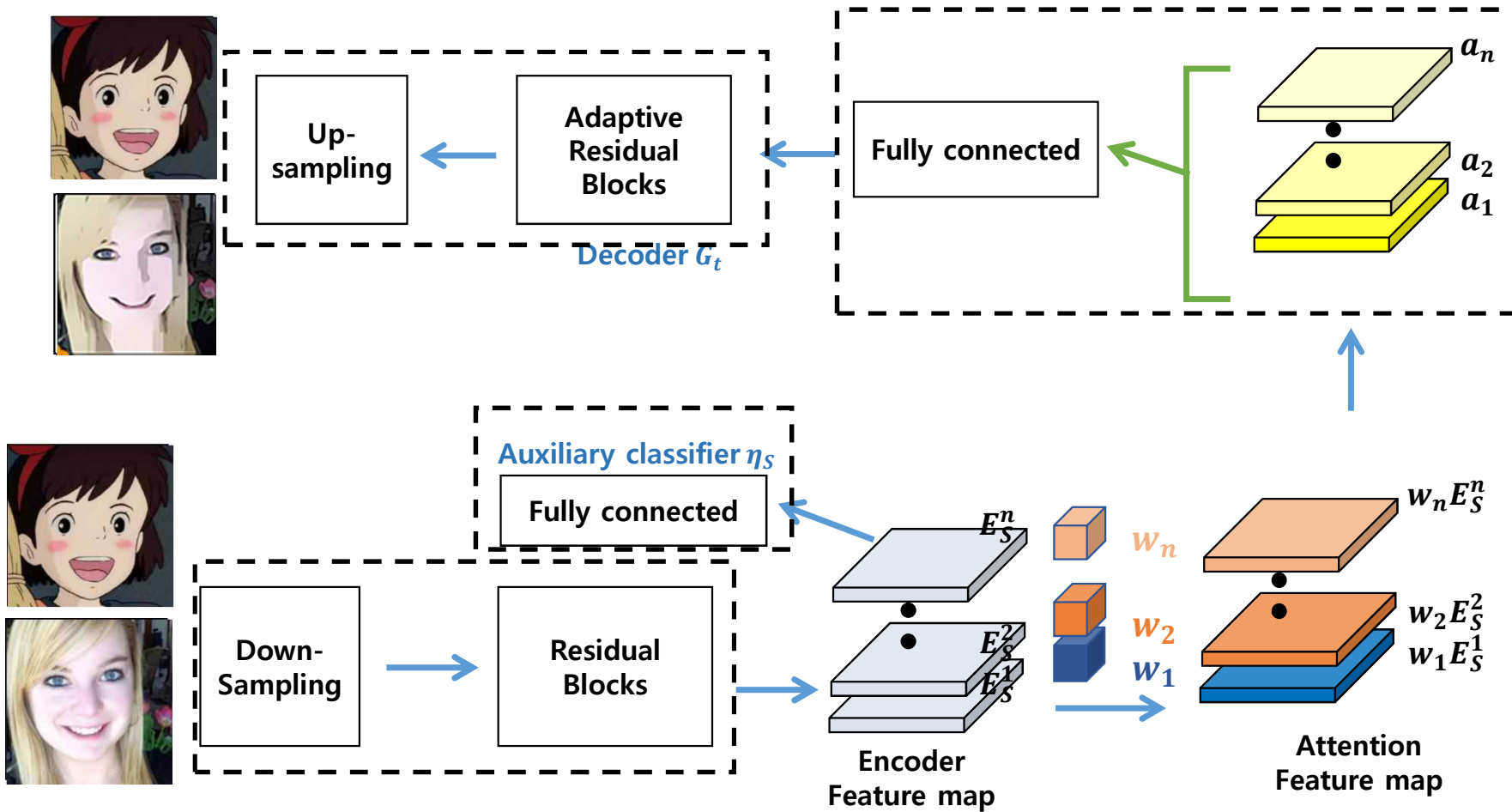
1 *Motive*

2 *GAN*

3 *Network
Architecture*

4 *Result &
Compliment*

3. Network Architecture - Generator



1 Motive

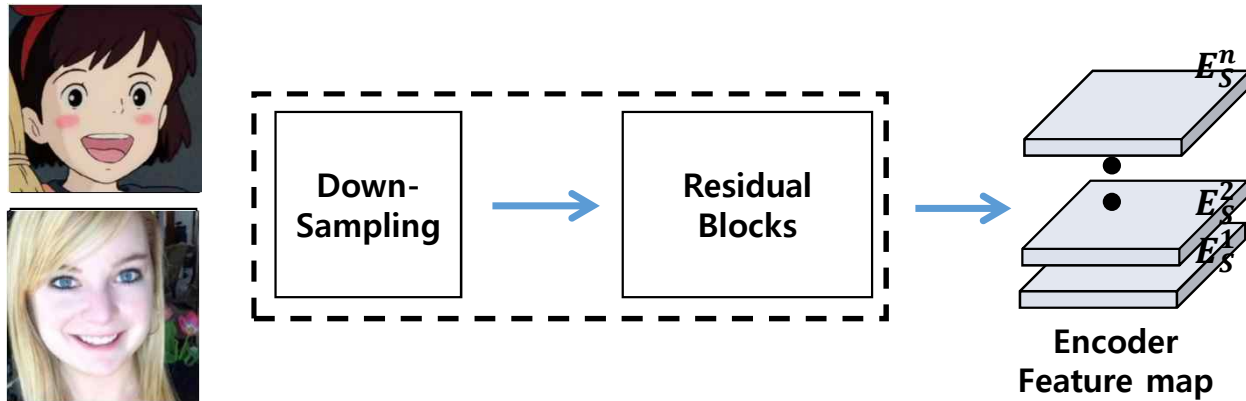
2 GAN

3 Network Architecture

4 Result & Compliment

3. Network Architecture - Generator

Generator - Encoder



1 *Motive*

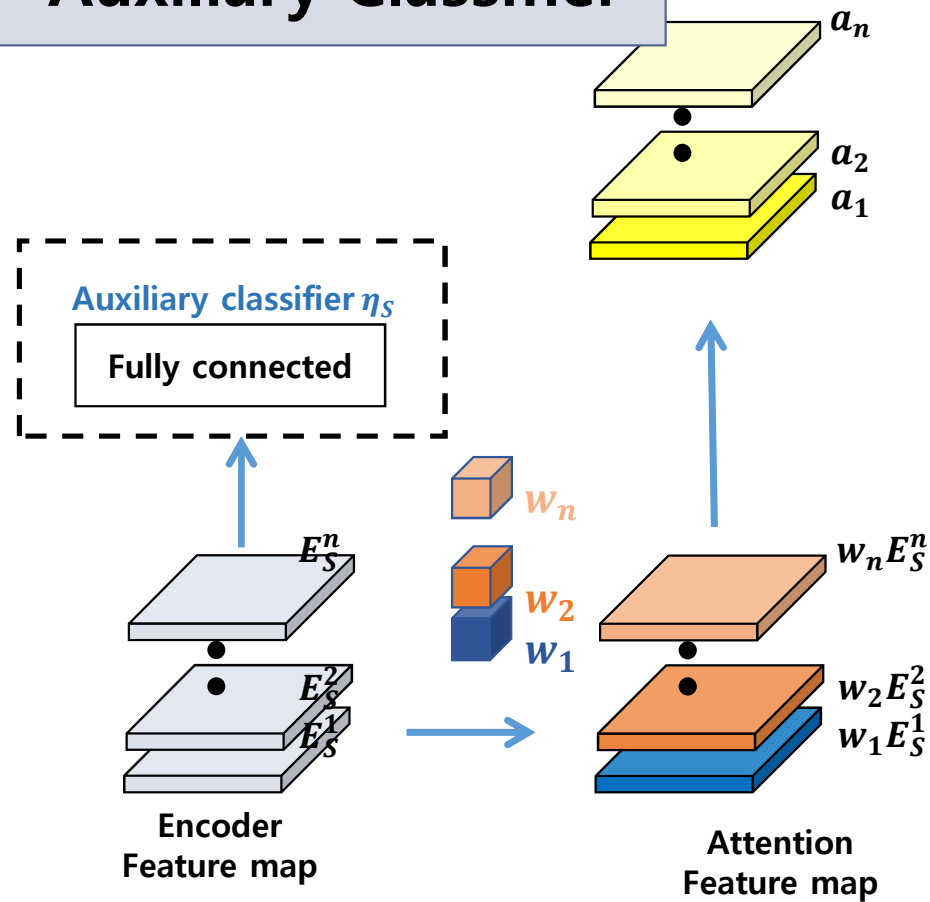
2 *GAN*

3 *Network Architecture*

4 *Result & Compliment*

3. Network Architecture - Generator

Generator - Auxiliary Classifier



1 Motive

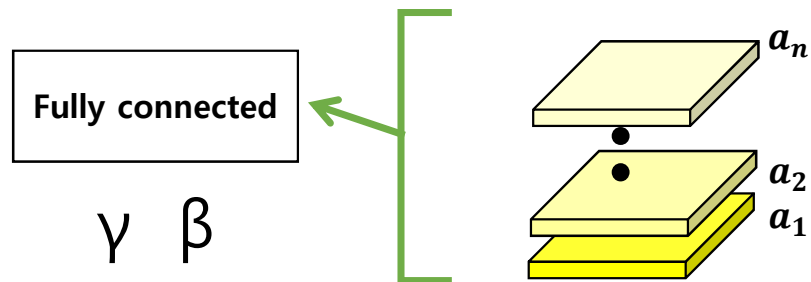
2 GAN

3 Network Architecture

4 Result & Compliment

3. Network Architecture - Generator

Generator - Fully connected



1 *Motive*

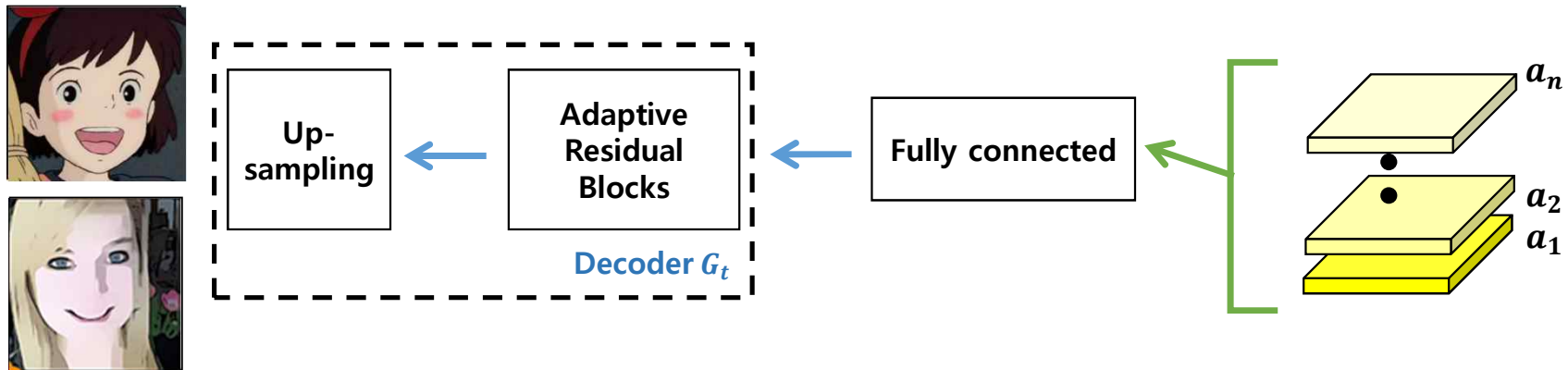
2 *GAN*

3 *Network Architecture*

4 *Result & Compliment*

3. Network Architecture - Generator

Generator - Decoder



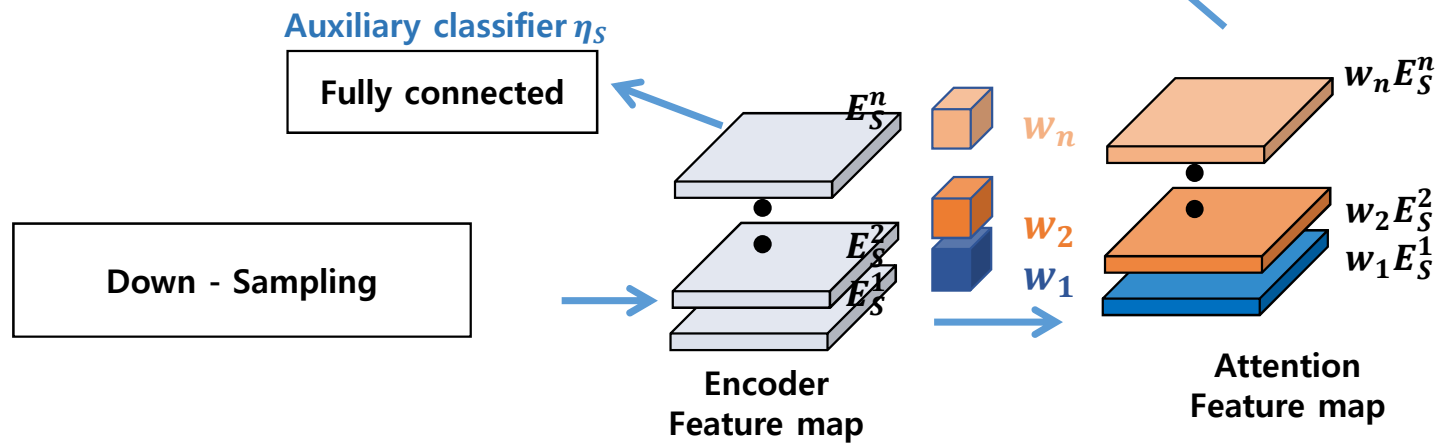
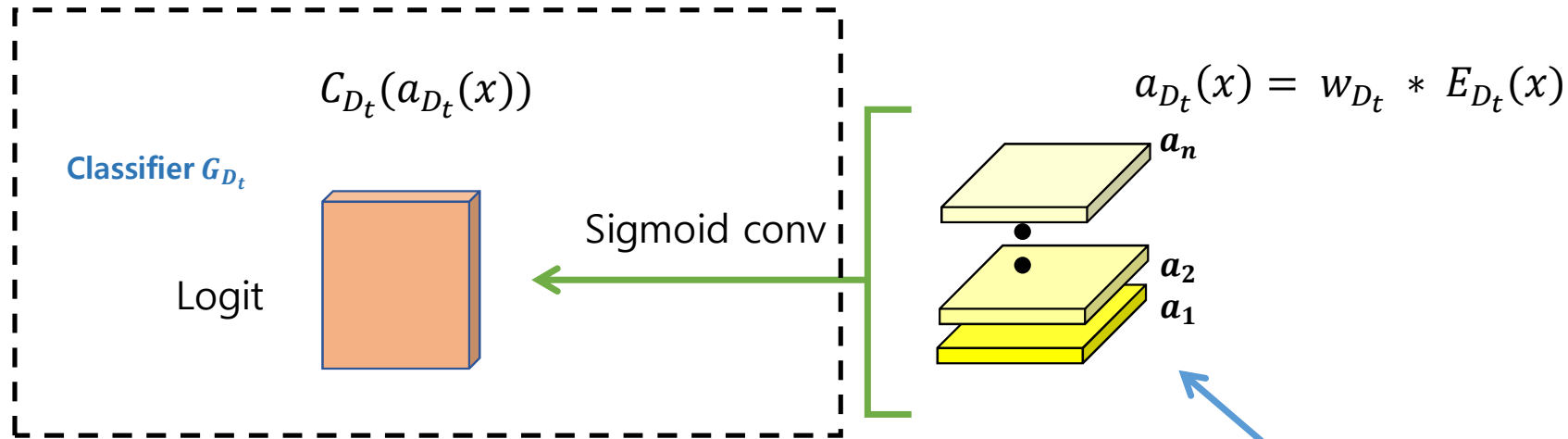
1 Motive

2 GAN

3 Network Architecture

4 Result & Compliment

3. Network Architecture - Discriminator



1 Motive

2 GAN

3 Network Architecture

4 Result & Compliment

3. Network Architecture – Loss Function

Adversarial Loss

$$L_{\text{gan}}^{s \rightarrow t} = \left(\mathbb{E}_{x \sim X_t} [(D_t(x))^2] + \mathbb{E}_{x \sim X_s} \left[(1 - D_t(G_{s \rightarrow t}(x)))^2 \right] \right).$$

Cycle Loss

$$L_{\text{cycle}}^{s \rightarrow t} = \mathbb{E}_{x \sim X_s} [|x - G_{t \rightarrow s}(G_{s \rightarrow t}(x))|_1].$$

Identity Loss

$$L_{\text{identity}}^{s \rightarrow t} = \mathbb{E}_{x \sim X_t} [|x - G_{s \rightarrow t}(x)|_1].$$

CAM Loss

$$L_{\text{cam}}^{s \rightarrow t} = -(\mathbb{E}_{x \sim X_s} [\log(\eta_s(x))] + \mathbb{E}_{x \sim X_t} [\log(1 - \eta_s(x))]),$$

$$L_{\text{cam}}^{D_t} = \mathbb{E}_{x \sim X_t} [(\eta_{D_t}(x))^2] + \mathbb{E}_{x \sim X_s} \left[(1 - \eta_{D_t}(G_{s \rightarrow t}(x)))^2 \right].$$

1 *Motive*

2 *GAN*

3 *Network Architecture*

4 *Result & Compliment*

3. Network Architecture – Loss Function

Adversarial Loss

변환된 이미지가 캐릭터 이미지의 형태와 비슷하도록 규제

S- 사람이미지
T- 캐릭터이미지

G입장

$$L_{\text{gan}}^{s \rightarrow t} = \left(\frac{\mathbb{E}_{x \sim X_t} [(D_t(x))^2]}{1} + \mathbb{E}_{x \sim X_s} \left[\frac{(1 - D_t(G_{s \rightarrow t}(x)))^2}{0} \right] \right).$$

= G ↓
= D ↑

D입장



1 Motive

2 GAN

3 Network Architecture

4 Result & Compliment

3. Network Architecture – Loss Function

Cycle Loss

모델의 형태를 보존하기 위해 CycleGAN 컨셉 적용

G입장

$$L_{cycle}^{s \rightarrow t} = \mathbb{E}_{x \sim X_s} \left[\frac{\overbrace{|x - G_{t \rightarrow s}(G_{s \rightarrow t}(x))|}^0}{\underbrace{1}} \right]. \quad \begin{matrix} = G \downarrow \\ = D \uparrow \end{matrix}$$

D입장

1 Motive

2 GAN

3 Network Architecture

4 Result & Compliment

3. Network Architecture – Loss Function

Identity Loss

Input image와 output image의 색상 분포가 비슷하도록
G에 Identity consistency 제약을 적용

G입장

$$L_{identity}^{s \rightarrow t} = \mathbb{E}_{x \sim X_t} [|x - \underbrace{G_{s \rightarrow t}(x)}_{\text{원본 이미지와 비슷하게}}|].$$

= G ↓

= D ↑

D입장

1 Motive

2 GAN

3 Network Architecture

4 Result & Compliment

3. Network Architecture – Loss Function

CAM Loss

보조분류기에서 $G_{s \rightarrow t}$ 와 D_t 에 대해 현재 상태에서 큰 차이를 파악해 규제

η_s : 이미지가 s일 확률
 η_t : 이미지가 t일 확률

G입장

$$L_{cam}^{s \rightarrow t} = -(\underbrace{\mathbb{E}_{x \sim X_s}[\log(\underbrace{\eta_s(x)})]}_{\substack{0 \\ 1}}) + \mathbb{E}_{x \sim X_t}[\log(\underbrace{1 - \eta_s(x)})]_{\substack{1 \\ 0}}) = \text{G} \downarrow$$

D입장

1 Motive

2 GAN

3 Network Architecture

4 Result & Compliment

3. Network Architecture – Loss Function

CAM Loss

보조분류기에서 $G_{s \rightarrow t}$ 와 D_t 에 대해 현재 상태에서 큰 차이를 파악해 규제

η_s : 이미지가 s일 확률
 η_t : 이미지가 t일 확률

G입장

$$L_{cam}^{D_t} = \mathbb{E}_{x \sim X_t} \left[\frac{0}{1} (\eta_{D_t}(x))^2 \right] + \mathbb{E}_{x \sim X_s} \left[\left(1 - \frac{1}{0} \eta_{D_t}(G_{s \rightarrow t}(x)) \right)^2 \right]$$

= G ↓
= D ↑

D입장

1 Motive

2 GAN

3 Network Architecture

4 Result & Compliment

3. Network Architecture – Loss Function

$$L_{\text{gan}} = L_{\text{gan}}^{s \rightarrow t} + L_{\text{gan}}^{t \rightarrow s}$$

$$\min_{G_{s \rightarrow t}, G_{t \rightarrow s}, \eta_s, \eta_t} \max_{D_s, D_t, \eta_{D_s}, \eta_{D_t}} = \lambda_1 L_{\text{gan}} + \lambda_2 L_{\text{cycle}} + \lambda_3 L_{\text{identity}} + \lambda_4 L_{\text{cam}}$$

$$(\lambda_1 = 1, \lambda_2 = 10, \lambda_3 = 10, \lambda_4 = 1000)$$

모델을 train하는데 최적화하는 loss 함수를 찾음.

1 Motive

2 GAN

3 Network Architecture

4 Result & Compliment

4. Result & Compliment

4. Result & Compliment

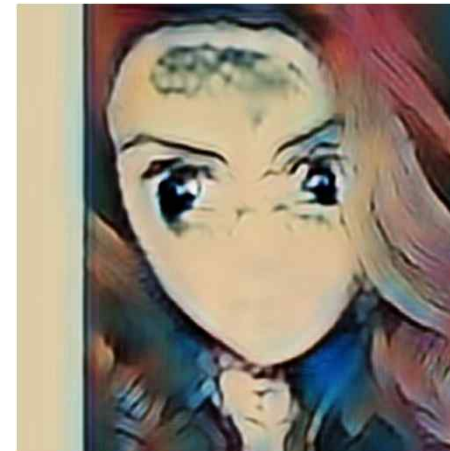
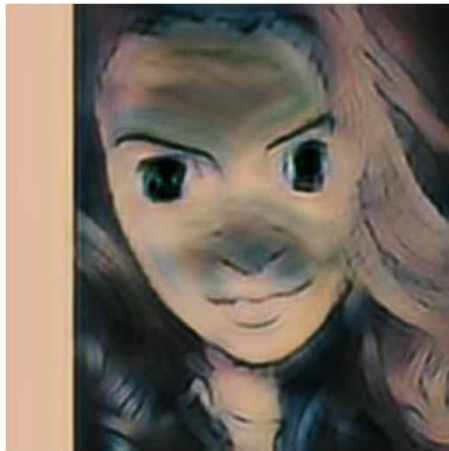
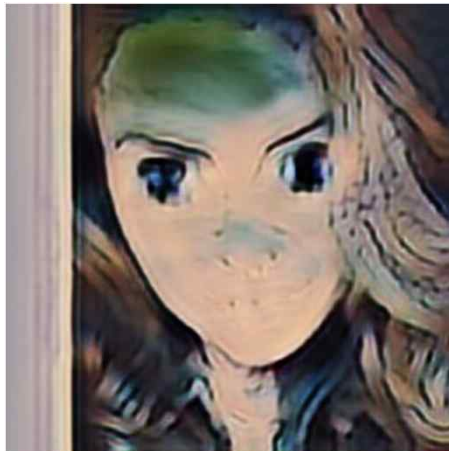
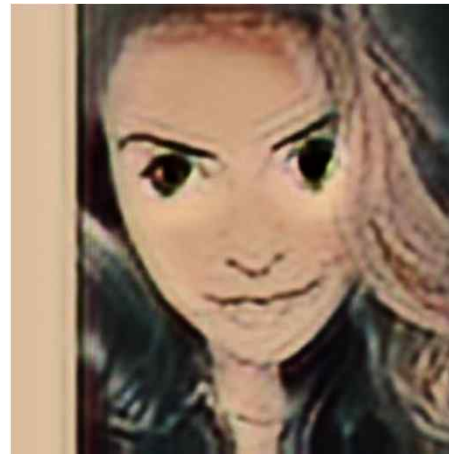
1 *Motive*

2 *GAN*

3 *Network
Architecture*

4 *Result &
Compliment*

4. Result & Compliment



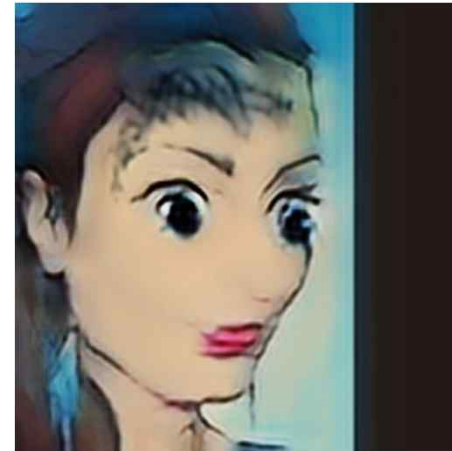
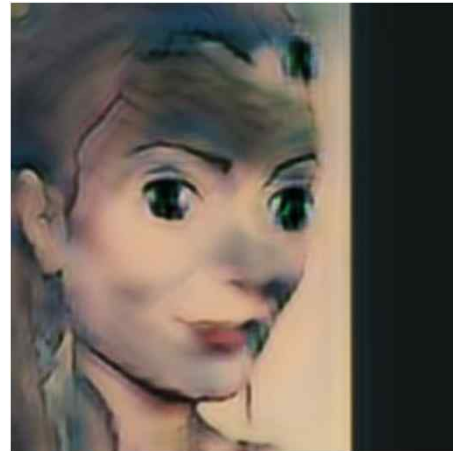
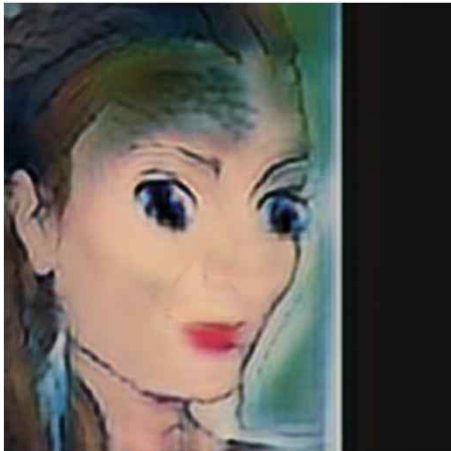
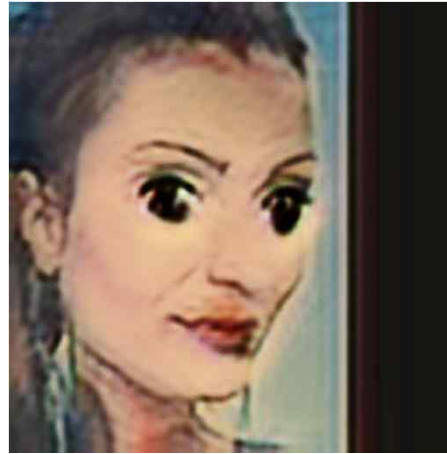
1 *Motive*

2 *GAN*

3 *Network Architecture*

4 *Result & Compliment*

4. Result & Compliment



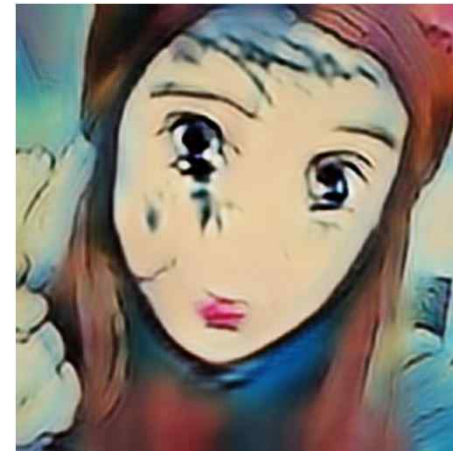
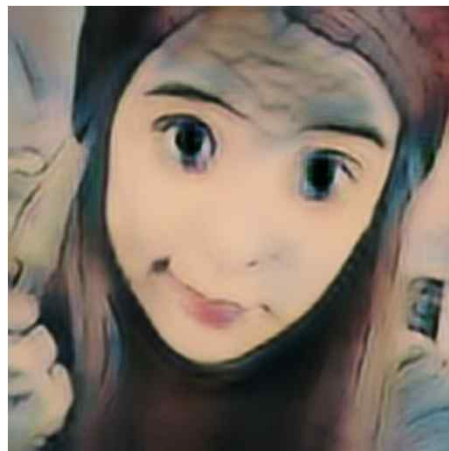
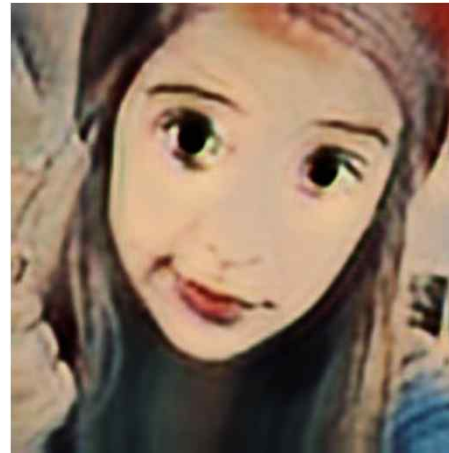
1 *Motive*

2 *GAN*

3 *Network
Architecture*

4 *Result &
Compliment*

4. Result & Compliment



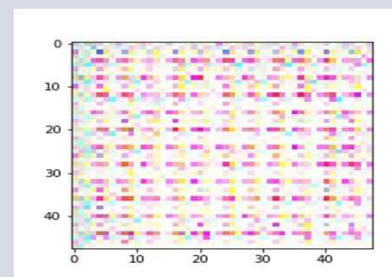
1 *Motive*

2 *GAN*

3 *Network
Architecture*

4 *Result &
Compliment*

4. Result & Compliment



Dataset의 일관성

Data양

코드 최적화

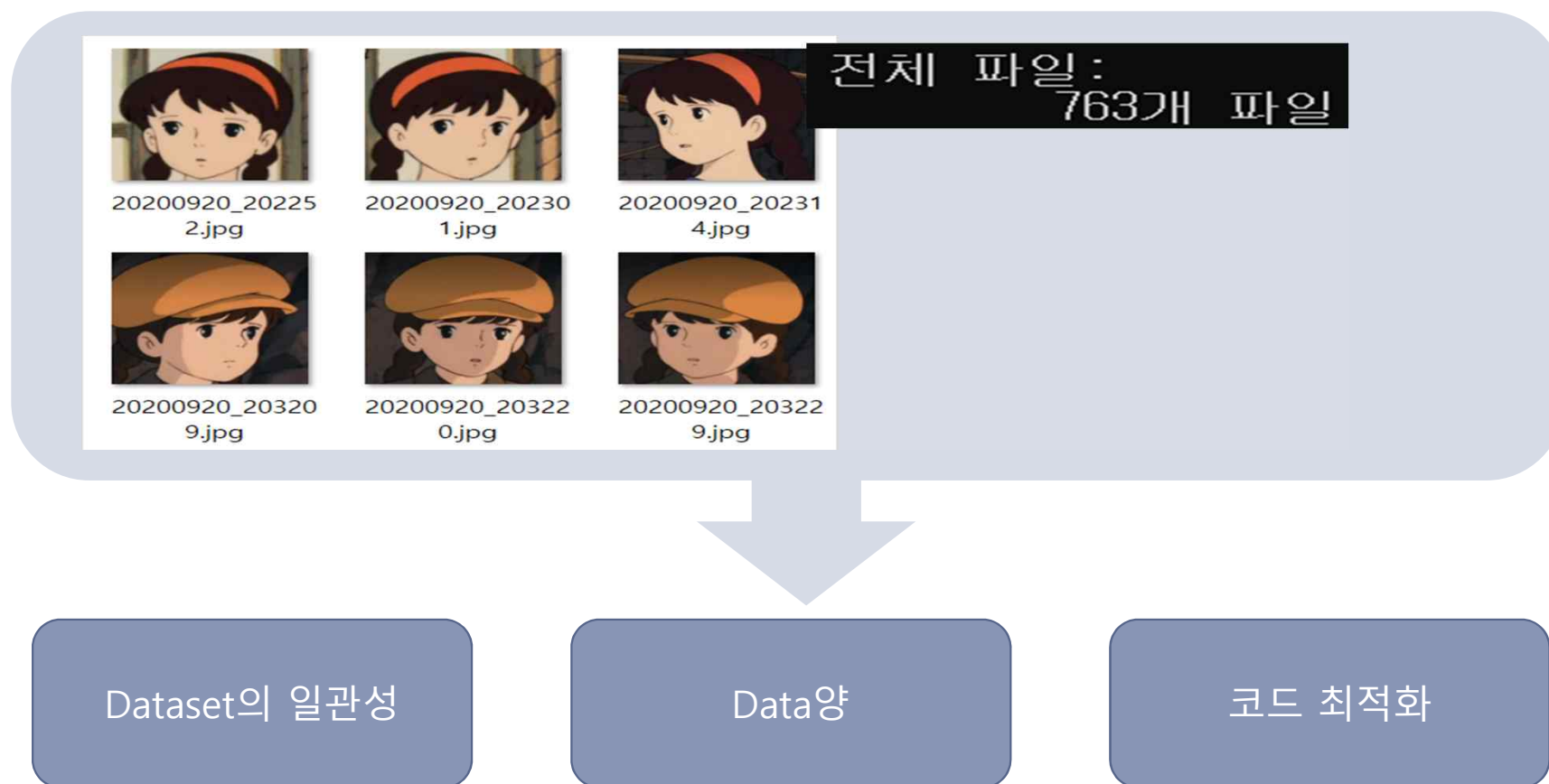
1 *Motive*

2 *GAN*

3 *Network
Architecture*

4 *Result &
Compliment*

4. Result & Compliment



- 1 Motive
- 2 GAN
- 3 Network Architecture
- 4 Result & Compliment

4. Result & Compliment

```
Epoch: [70] [ 3/ 100] time: 72807.7642 d_loss: 3.05394506  
, g_loss: 1188.32092285  
Epoch: [70] [ 4/ 100] time: 72929.2178 d_loss: 2.92211246  
, g_loss: 1270.15832520  
Epoch: [70] [ 5/ 100] time: 73057.1874 d_loss: 3.24292827  
, g_loss: 1300.79760742  
Epoch: [70] [ 6/ 100] time: 73185.5358 d_loss: 2.75377941  
, g_loss: 1119.76660156  
Epoch: [70] [ 7/ 100] time: 73313.3165 d_loss: 3.40126085  
, g_loss: 1584.58984375
```

Dataset의 일관성

Data양

코드 최적화

1 *Motive*

2 *GAN*

3 *Network
Architecture*

4 *Result &
Compliment*

4. Result & Compliment

<출처>

U-GAT-IT 논문 : [Junho Kim](#) Hyeonwoo Kang, Kwanghee

<https://github.com/taki0112/UGATIT>

참고 논문 자료 : 인공지능연구원(AIRI) 정정민

<https://www.slideshare.net/jungminchung/ugatit-unsupervised-generative-attentional-networks-with-adaptive-layerinstance-normalization-for-image-to-image-translation-173206999> ,

1 *Motive*

2 *GAN*

3 *Network
Architecture*

4 *Result &
Compliment*

Q & A