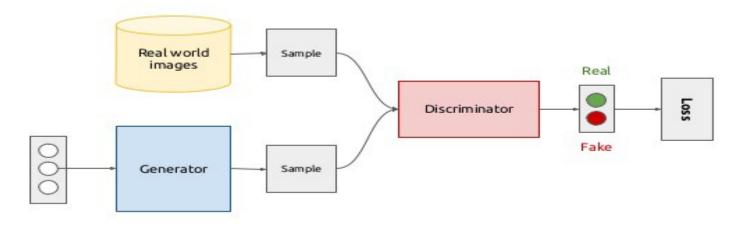
Objective

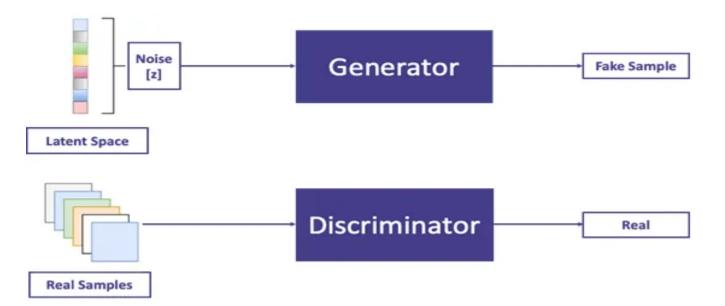
To train a generative adversarial network to generate images using the CIFAR10 dataset.

Basic Architecture for general Overview

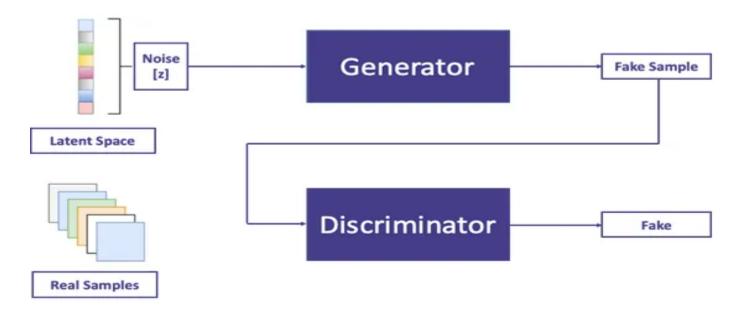
1. During Training



- For fitting real samples during training

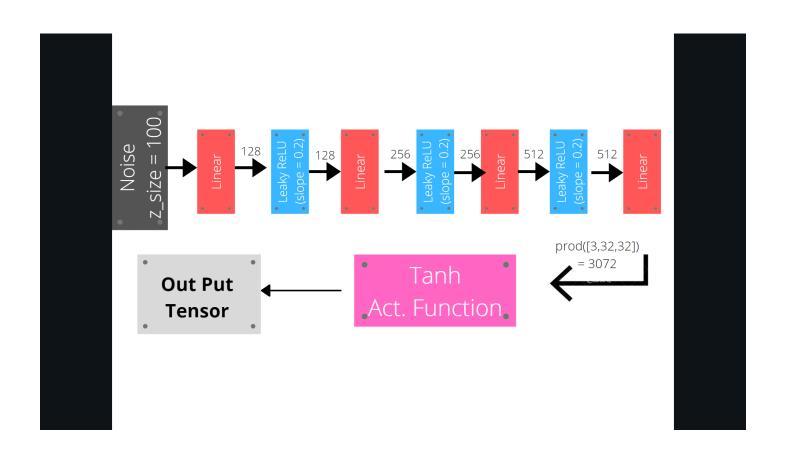


- For fitting fake samples during training

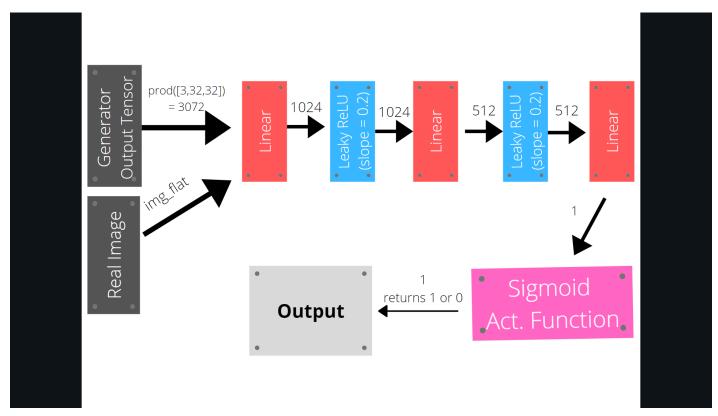


Architecture of Baseline Code

1. Generator Model



2. Discriminator Model



3. Optimisers

- For Generator SGD optimiser is used
- For Discriminator Model RMSprop is used

4. Hyperparameters

- For updating the parameters **1e-4** is used as the initial learning rate.

5. Batch Size

- In baseline code for training 256 was taken as batch size

Problem Faced

- 1. No clear image was formed for many epochs.
- 2. The model was very slow in terms of training i.e taking more epochs to form images.
- 3. It was taking large epochs to form an image having some indentation of some creature.
- 4. For each epoch it was taking more time to complete the same.
- 5. The pictures were not that effective in showing the clear different features of the same.

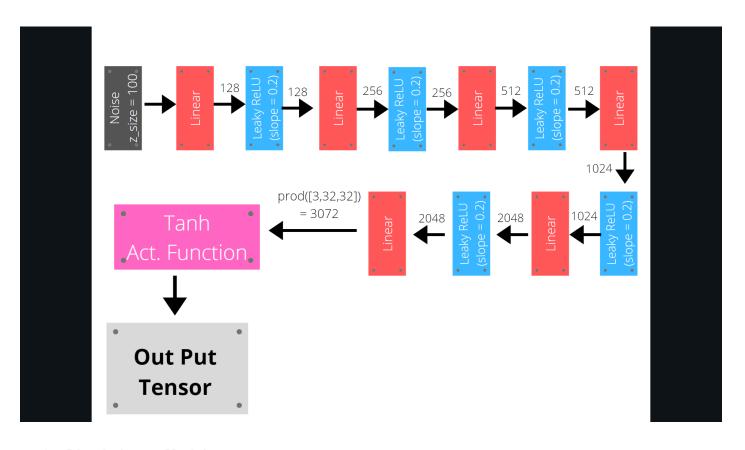
How you overcame them

I have increased the learning rate a bit more. For making GPU's speed more I decreased the batch size a bit so that the GPU can load the batch with more efficiency. So I fixed the same to 128. As the pictures came out were not that effective in showing the clear features of the object I increased the number of layers in both models.

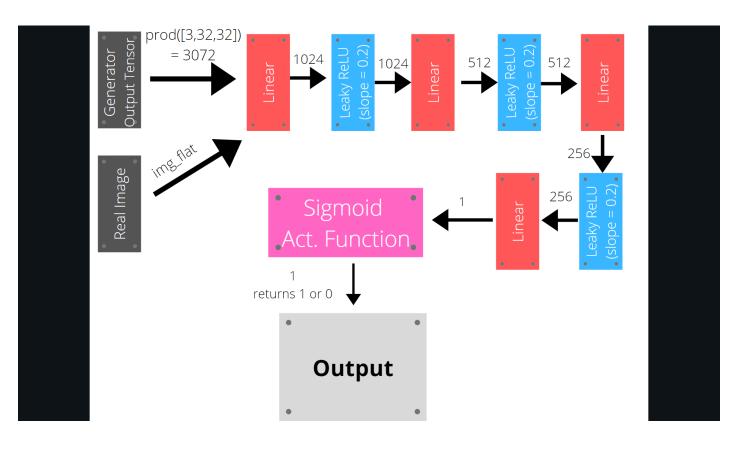
With experimenting with different optimizers finally Adam was the best one for both of my models. Hyperparameters like learning rate had a major impact during training the same, but after shifting from SGD to Adam the training was not that sensitive towards the learning rate. So finally I fixed the learning rate to 0.0002.

Architecture for Final GAN Code

1. Generator Model



2. Discriminator Model



3. Optimisers

- For Generator Adam optimiser is used
- For Discriminator Model Adam is used

4. Hyperparameters

- For updating the parameters **0.0002** is used as the learning rate.

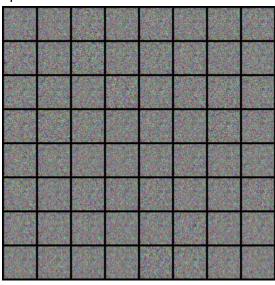
5. Batch Size

- In final GAN code for training 128 was taken as batch size

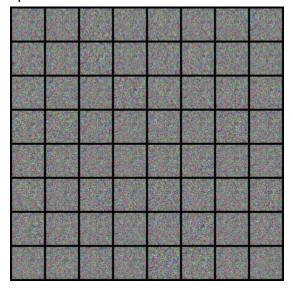
Comparison/Improvement

Baseline Model

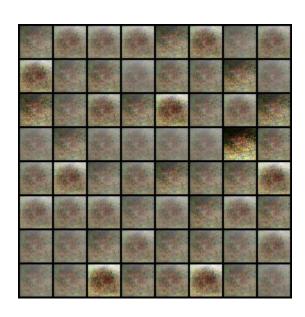
Epoch = 5

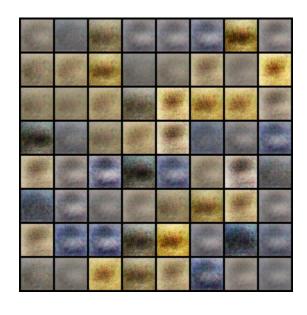


Epoch = 10



Final Model

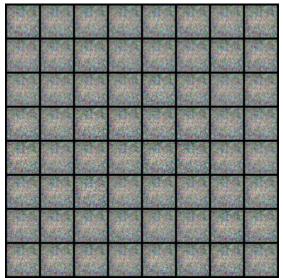




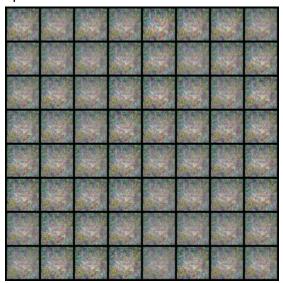
Baseline Model

Final Model

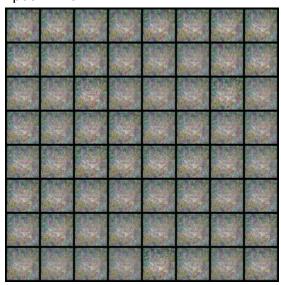
Epoch = 20



Epoch = 30



Epoch = 40



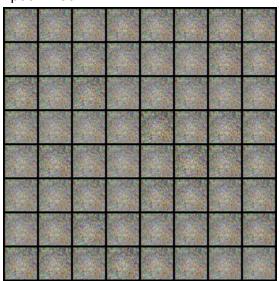






Baseline Model

Epoch = 80



Epoch = 105

. . .

Epoch = 145

Final Model

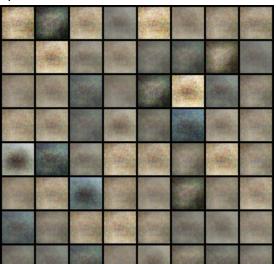






Baseline Model

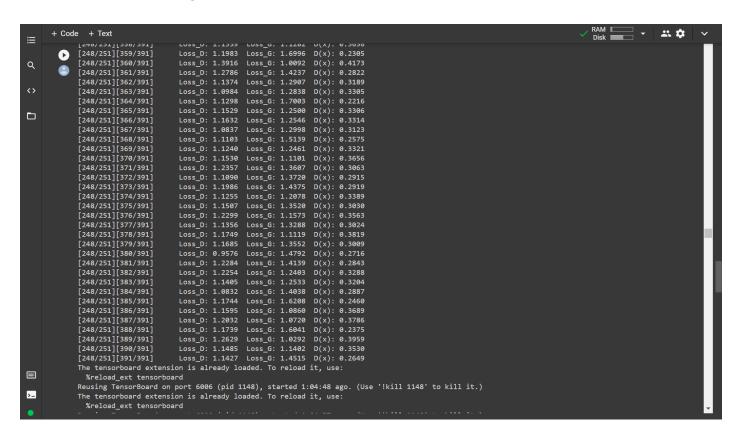
Epoch = 185



Final Model



Here is the loss values I got after 248 epochs



Insights

After about 200 epochs I have got about to clear images. The GAN algorithm really takes large epochs to be trained. Adjusting hyperparameter & choosing optimizer plays a key role in the efficiency of the model training.

Future Work

The model I made can be made more advanced. There are also GAN algorithms that generate clear images taking much less time in training. I have tried my level best to train my model. There are still some issues which can be checked in my model, So now I am working on that. The GAN models for generating human faces are more complicated, next I'll start learning & trying to make an algorithm for the same.

You can find my code for

- Baseline Model here
- Final Model <u>here</u>

Thank you

Omm Prakash Sahoo

Ops#0595

EEE