

# Applying DCGAN on anime images

PLXIV

Universitat Politècnica de Barcelona.


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**Block 1:  
Presentation**

## **Project Scope and motivation.**

- Build an anime avatar generator using a simple GAN's.
- Learn and take my first steps towards GAN's.
- Seemed kinda fun.





## **State of the art and context on anime projects (Topics)**

Main topics related with anime:

- Anime generators
- Increase resolution
- Paint images
- Decensoring images
- Human to cartoons.

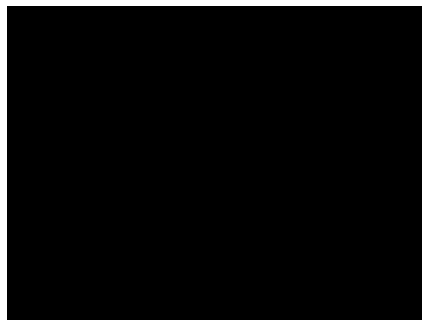
## State of the art and context on anime projects (Papers)

- [2018,2019] Generate anime (avatar and full body) images. X
- [2017] Paint anime images using style transfer AC-GAN
- [2018] Decensor anime using PEPSI
- [2016] Increasing the resolution of the images.
- [2019] Transformation of human image into a cartoon image using CycleGAN.

<https://github.com/deepomf/DeepLearningAnimePapers>

# State of the art and context on anime projects (Examples)

Anime generator



Decensoring



Human to anime



Style transfer



## Block 2: Implementation

### Steps followed (Planning)

- Obtain meaningful dataset
- Preprocess the dataset
- Choose a model
- Tune the parameters
- Train
- Evaluate and understand



## Dataset (Source)

1. Danbooru is a web page where users can updates their creations.
2. It is fairly well tagged and contains millions of images.
3. It provides an api which allows to download the desired images.
4. 3M. of images where downloaded from this source.

<https://danbooru.donmai.us/>

**Danbooru**

## Dataset Preprocessing (crop\_faces.py, upscale.py)

The steps performed to preprocess the images are the following ones:

- Obtain the face animes using *nagonamis* [face recognition module](#) (500.000 anime faces were obtained).
- Remove colourless faces.
- Resize images to 64x64 resolution.
- Convert all values from 0 to 255 to 0 to 1.



# Generative adversarial network architecture (nn\_models.py)

Model: "Discriminator"		
Layer (type)	Output Shape	Param #...
input_1 (InputLayer)	(None, 1, 1, 100)	0 .....
conv2d_transpose_1 (Conv2DTr	(None, 4, 4, 512)	819712 .....
batch_normalization_1 (Batch	(None, 4, 4, 512)	2048 .....
leaky_re_lu_1 (LeakyReLU)	(None, 4, 4, 512)	0 .....
dropout_1 (Dropout)	(None, 4, 4, 512)	0 .....
conv2d_transpose_2 (Conv2DTr	(None, 8, 8, 256)	2097408 .....
batch_normalization_2 (Batch	(None, 8, 8, 256)	1024 .....
leaky_re_lu_2 (LeakyReLU)	(None, 8, 8, 256)	0 .....
dropout_2 (Dropout)	(None, 8, 8, 256)	0 .....
conv2d_transpose_3 (Conv2DTr	(None, 16, 16, 128)	524416 .....
batch_normalization_3 (Batch	(None, 16, 16, 128)	512 .....
leaky_re_lu_3 (LeakyReLU)	(None, 16, 16, 128)	0 .....
dropout_3 (Dropout)	(None, 16, 16, 128)	0 .....
conv2d_transpose_4 (Conv2DTr	(None, 32, 32, 64)	131136 .....
batch_normalization_4 (Batch	(None, 32, 32, 64)	256 .....
leaky_re_lu_4 (LeakyReLU)	(None, 32, 32, 64)	0 .....
dropout_4 (Dropout)	(None, 32, 32, 64)	0 .....
conv2d_1 (Conv2D)	(None, 32, 32, 64)	36928 .....
batch_normalization_5 (Batch	(None, 32, 32, 64)	256 .....
leaky_re_lu_5 (LeakyReLU)	(None, 32, 32, 64)	0 .....
conv2d_transpose_5 (Conv2DTr	(None, 64, 64, 3)	3075 .....
activation_1 (Activation)	(None, 64, 64, 3)	0 .....
=====		
Total params: 3,616,771		
Trainable params: 3,614,723		
Non-trainable params: 2,048		

Model: "Generator"		
Layer (type)	Output Shape	Param #...
input_2 (InputLayer)	(None, 64, 64, 3)	0 .....
conv2d_2 (Conv2D)	(None, 32, 32, 64)	3136 .....
leaky_re_lu_6 (LeakyReLU)	(None, 32, 32, 64)	0 .....
dropout_5 (Dropout)	(None, 32, 32, 64)	0 .....
conv2d_3 (Conv2D)	(None, 16, 16, 128)	131200 .....
batch_normalization_6 (Batch	(None, 16, 16, 128)	512 .....
leaky_re_lu_7 (LeakyReLU)	(None, 16, 16, 128)	0 .....
dropout_6 (Dropout)	(None, 16, 16, 128)	0 .....
conv2d_4 (Conv2D)	(None, 8, 8, 256)	524544 .....
batch_normalization_7 (Batch	(None, 8, 8, 256)	1024 .....
leaky_re_lu_8 (LeakyReLU)	(None, 8, 8, 256)	0 .....
dropout_7 (Dropout)	(None, 8, 8, 256)	0 .....
conv2d_5 (Conv2D)	(None, 4, 4, 512)	2097664 .....
batch_normalization_8 (Batch	(None, 4, 4, 512)	2048 .....
leaky_re_lu_9 (LeakyReLU)	(None, 4, 4, 512)	0 .....
flatten_1 (Flatten)	(None, 8192)	0 .....
dense_1 (Dense)	(None, 1)	8193 .....
activation_2 (Activation)	(None, 1)	0 .....
=====		
Total params: 2,768,321		
Trainable params: 2,766,529		
Non-trainable params: 1,792		

## Training hyperparameters (train.py)

### Parameters of the training set:

- Optimizer: Adagram
- Learning rate: very low, slightly bigger on the generator than the discriminator (0.0002, 0.00015)
- Loss: binari\_crossentropy
- Epochs: 2000~
- batch size: 256
- Training time: 1h.

## Results (Generator)



After one 2000~ epochs of training

**Block 3:**  
**Evaluate results**

## **Conclusions and knowledge**

- Evaluate results
- Improvements
- Conclusions





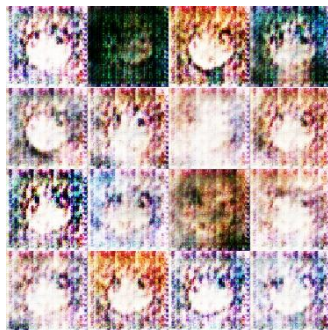
## Results (Generator)



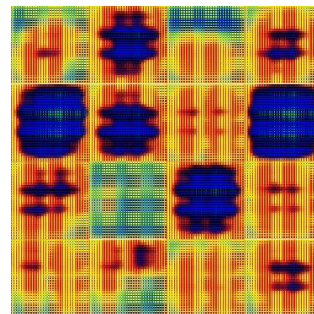
After one 2000~ epochs of training

## Results on other configurations (Generator)

low momentum



high lr



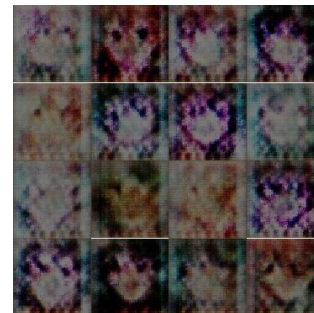
no\_dr low momen



0.4 dropout



high dropout, high lr no dropout





## Loss plot

## Improvements (Some possibilities)

- Play more time with the architecture
- Similarities inside the discriminator
- Increase data or select specific types of faces.
- Increase the training epochs
- One-side labeling smoothing
- Increase resolution of the images before resizing.
- Experience replay
- Change the cost functions
- Scale to -1 to 1 instead of 0 to 1 and use tahn.
- Use more complex and fitting GAN's



## Conclusions (Personal)

- GAN's are really hard to train, it is hard to have a balance between the discriminator and the generator.
- It is hard to determine which parameters should be modified.
- Although it was very fun it may make me realize how complex problems could be.
- The "GAN world" is huge and it could be a field by itself.
- (Reserved question to the teacher)

Thanks for hearing  
聞いてくれてありがとうございます

[lilin.pau@gmail.com](mailto:lilin.pau@gmail.com)

