Generative Adversarial Networks

To

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• Generative • Learn a generative model

Introduction



• Adversarial • Trained in an adversarial setting



• Networks • Use Deep Neural Networks

Applications of GAN











Create Anime Characters

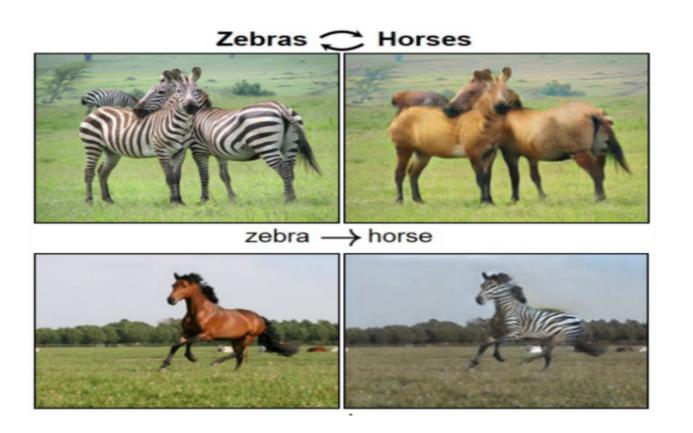


Pose Guided Person Image Generation



(c) Generating from a sequence of poses

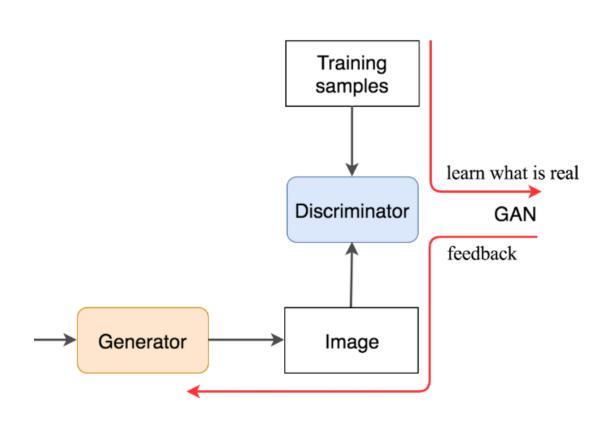
CycleGAN



Super Resolution



Proposed Model



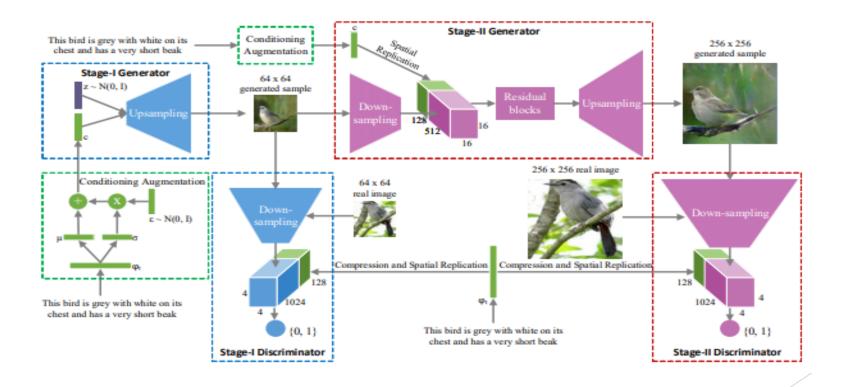
- Generator
- Discriminator

Working of Two-Stage GAN

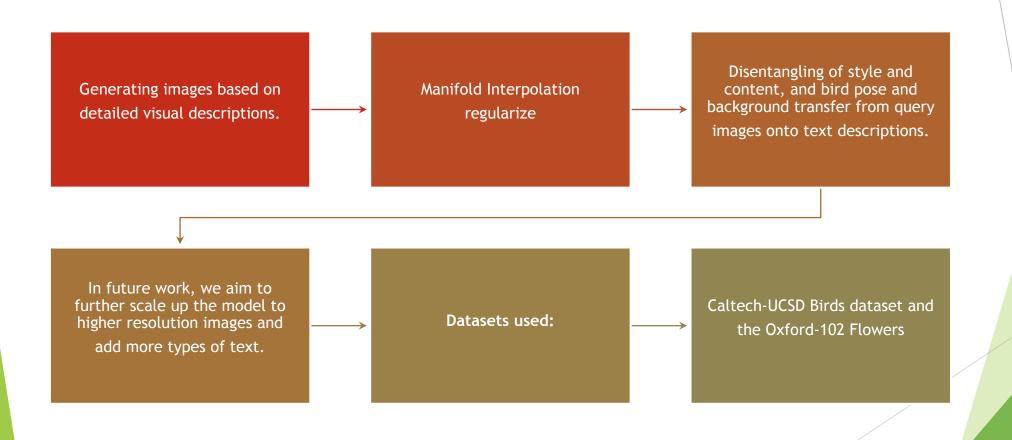
- Stage-I GAN: it sketches the primitive shape and basic colors of the object conditioned on the given text description and draws the background layout from a random noise vector, yielding a low-resolution image.
- Stage-II GAN: it corrects defects in the low-resolution image and completes details of the object by reading the text description again, producing a high-resolution photo-realistic image.



Text to Image Synthesis Model Architecture



Feature Selection



Results

A large bird has large thighs and large wings that have white wingbars

Stage-I images





The small bird has a red head with feathers that fade from red to gray from head to tail

Stage-I images

Stage-II images



This bird sits close to the ground with his short yellow tarsus and feet; his bill is long and is also yellow and his color is mostly white with a black crown and primary feathers

Stage-I images

Stage-II images



Conclusion



Performed stacked Generative Adversarial Networks (StackGAN) for synthesizing photorealistic images.



Decomposing the synthesis process into two more manageable stages



Extensive quantitative and qualitative results demonstrate the effectiveness of our proposed method.



Generates higher resolution images (e.g., 256 × 256) with more photo-realistic details.

THANK YOU