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Synopsis Entitled

**PICTURE REGENERATION WITH GENERATIVE
MODELS**

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Abstract

Current advances in Generative Adversarial Networks allow us to obtain near realistic images of faces but it is still quite distinguishable from actual photographic images. The technology is also not very amiable to changes in the orientation of faces in Convolutional Neural Networks(CNN). Additionally, the amount of data required to train the network must be exhaustible, for example, in case different perspectives of a face are required the various perspectives must be explicitly present in the training data to achieve the result. Thus the network requires humongous amounts of data.

In this paper we propose a novel approach to accomplish the same results using CapsNet. CapsNet employs a dynamic routing algorithm which replaces the scalar-output feature detectors of the CNN with vector-output capsules. A capsule is essentially a group of neurons describing a specific part of object or image. Active capsules at one level make predictions, via transformation matrices, for the instantiation parameters of higher-level capsules. In essence, the CapsNet is the reverse of the common Computer Graphics pipeline where we convert objects to their renders. The CapsNet works from the pixel level and works up towards the object.

We propose that the amount of data required to train a comparable model is very small while it gives comparable, if not better, results.

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Introduction

"What I cannot create, I do not understand."

Richard Feynman

One of the main aspirations of Artificial Intelligence is to develop algorithms and techniques that enrich computers with ability to understand our world. Generative models are one of the most promising approaches towards achieving this goal.

A generative model is a mathematical or statistical model to generate all values of a phenomena. To train such a model, we first collect a large amount of data in some domain (e.g., think millions of images, sentences, or sounds, etc.) and then train a model to generate data like it.

A generative algorithm models how data was generated to classify a signal. It poses the question: according to my generation hypotheses, which category is most likely to generate this signal? A discriminant algorithm does not care about how the data was generated, it just classifies a given signal. A generative model learns the joint probability distribution $p(x, y)$ while a discriminative model learns the conditional probability distribution $p(y|x)$ "probability of y given x ".

The trick is that the neural networks that we use as generating models have a significantly smaller number of parameters than the amount of data on which we train them, so the models are forced to effectively discover and internalize the essence of the data to generate it.

There are multiple approaches to build a generative models

- Generative adversarial networks (GANs) are a class of generative algorithms used in unsupervised machine learning, implemented by a system of two neural networks competing in a zero-sum game framework. They were presented by Ian Goodfellow et al. in 2014 [1]. This technique can generate photographs that seem at least superficially authentic to human observers, having many realistic features (though in tests people can tell real from generated in many cases).
- Variational Autoencoders (VAEs) allow us to formalize this problem in the framework of probabilistic graphical models where we are maximizing a lower bound on the log likelihood of the data
- Autoregressive models such as PixelRNN, on the other hand train a network that models the conditional distribution of every individual pixel given previous pixels (to the left and to the top). This is similar to plugging the pixels of the image into a char-rnn, but the RNNs runs both horizontally and vertically over the image instead of just a 1D sequence of characters.

Generative Adversarial Networks, which we already discussed above, pose the training process as a game between two distinct networks: a generator network (as seen above) and a second discriminative network that tries to classify samples as either coming from the true distribution $p(x)$ or the model distribution $\hat{p}(x)$. Every time the discriminator notices a difference between the two distributions the generator adjusts its parameters slightly to make it go away, until at the end (in theory) the generator exactly reproduces the true data distribution and the discriminator is guessing at random, unable to find a difference.

Literature Survey

“Adversarial training is the coolest thing since sliced bread”

Yann LeCun,
Director of AI Research at Facebook
and Professor at NYU

GANs were first introduced by Ian Goodfellow et al. in 2014[1] in Neural Information Processing Systems 2014 (NIPS 2014). The paper proposes a completely new framework for estimating generative models via an adversarial process. In this process two models are simultaneously trained. According to [1] the network has a generative model G that captures the data distribution, and a discriminative model D that estimates the probability that a sample came from the training data rather than G . This framework corresponds to a minimax two-player game. There is no need for any Markov chains or unrolled approximate inference networks during either training or generation of samples. This original work by Ian Goodfellow uses fully connected neural networks in the generator and the discriminator.

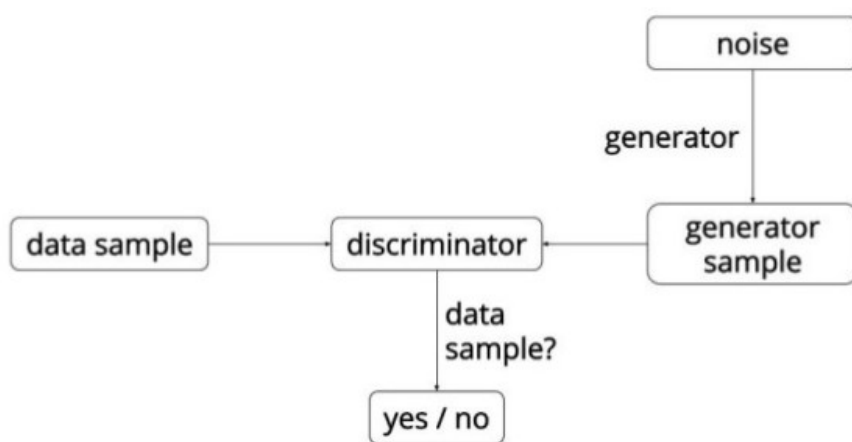


Figure 2.1: VanillaGAN

Since then, there has been tremendous advancements in Deep Learning. A convolutional neural network (CNN, or ConvNet) [2] is a class of deep, feed-forward artificial neural networks that has successfully been applied to analyzing visual imagery. These networks use convolution layers in its core. The convolution layer's parameters consist of a set of learnable filters, also called as kernels, which have a small receptive field, but they extend through the full depth of the input volume. During the forward pass, each filter is convolved across the width and height of the input volume, computing the dot product between the entries of the filter and the input and producing a 2-dimensional activation map of that filter. As a result, the network learns filters that activate when it detects some specific type of feature at some spatial position in the input.

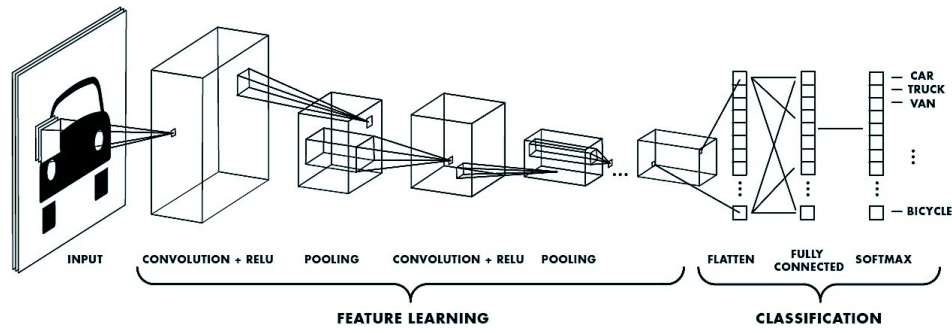


Figure 2.2: CNN

A breakthrough development that occurred in Adversarial Networks was the introduction of “Deep Convolutional Generative Adversarial Networks” by Alec Radford et al, ICLR, 2016 in 2016 in ICLR[3]. He applied a list of empirically validated tricks as the substitution of pooling and fully connected layers with convolutional layers.

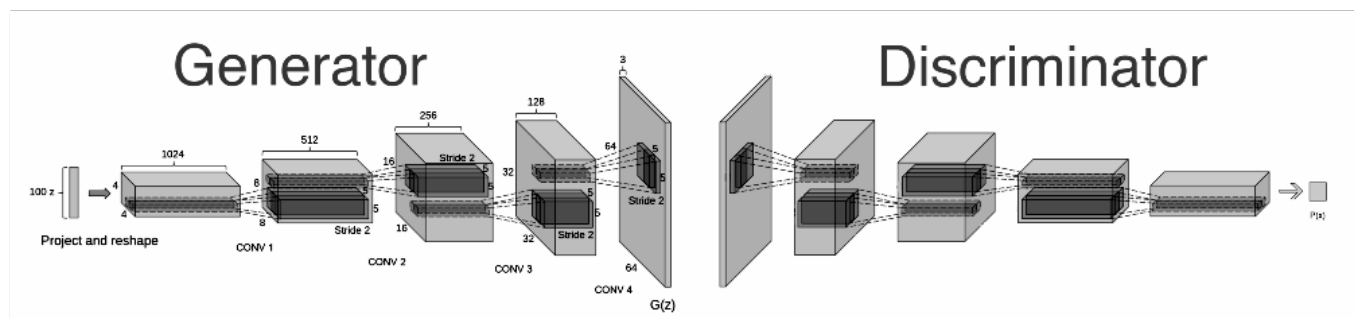


Figure 2.3: DCGAN

The power of the features encoded in the latent variables was further explored by Chen et al. [4]. They made use of the fact that the latent space of a regular GAN is underspecified to add additional input parameters (referred to as extend code) and thereby functionality. They decomposed the code in the latent code seen before and an additional latent component, which targets the semantic features of the data distribution. The goal is to learn disentangled and interpretable representations.

Today, most GANs are loosely based on the former shown DCGAN [3] architecture. Many papers have focused on improving the setup to enhance stability and performance. Many key insights were given by Salimans et al.[5]:

- Usage of convolution with stride instead of pooling
- Usage of Virtual Batch Normalization
- Usage of Minibatch Discrimination in DD
- Replacement of Stochastic Gradient Descent with Adam Optimizer [6]
- Usage of one-sided label smoothing

Another huge development came with the introduction of Wasserstein GANs by Martin Arjovsky [7]. He introduced a new algorithm named WGAN, an alternative to traditional GAN training. In this new model, he showed that the stability of learning can be improved, remove problems like mode collapse, and provide good learning curves useful for debugging and hyperparameter searches.

This recently proposed Wasserstein GAN (WGAN) makes progress toward stable training of GANs, but sometimes can still generate only low-quality images or fail to converge. Ishaan Gulrajani with Martin Arjovsky proposed an alternative in [8] to fix the issues the previous GAN faced. This proposed method

performs better than standard WGAN and enables stable training of a wide variety of GAN architectures with almost no hyperparameter tuning, including 101-layer ResNets[9] and language models over discrete data.

A big breakthrough in the field of Deep Learning came with the introduction of CapsNets or Capsule Networks[10] by the Godfather of Deep Learning, Geoffrey Hinton. CNNs perform exceptionally great when they are classifying images which are very close to the data set. If the images have rotation, tilt or any other different orientation then CNNs have poor performance. This problem was solved by adding different variations of the same image during training.

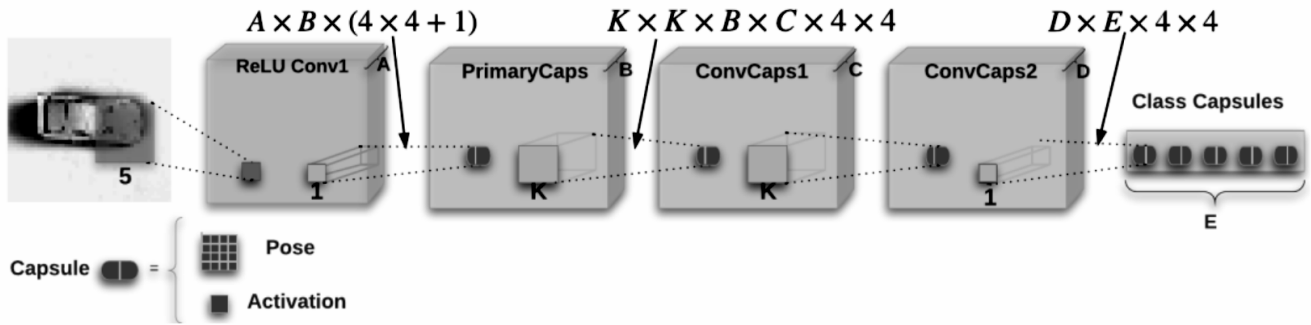


Figure 2.4: CapsNet

The key features of this breakthrough are Layer based Squashing and Dynamic Routing. In a typical Convolutional Neural Network, the squashing function is added to each layer of the CNN model. A squashing function compresses the input to one of the ends of a small interval, introducing nonlinearity to the neural network and enables the network to be effective. Whereas, in a Capsule network, the squashing function is applied to the vector output of each capsule.

Instead of applying non-linearity to each neuron, the squashing function applies squashing to a group of neurons i.e the capsule. To be more precise, it applies nonlinearity to the vector output of each capsule. The squashing function also tries to squash the vector output to zero if it is a small vector. If the vector is too long, the function tries to limit the output vector to 1.

Dynamic routing algorithm in CapsNet replaces the scalar-output feature detectors of the CNN with the vector-output capsules. Also, the max pooling feature in CNNs, which led to positional invariance, is replaced with 'routing by agreement'. The algorithm ensures that when they forward propagate the data, it goes to the next most relevant capsule in the layer above. Although dynamic routing adds an extra computational cost to the capsule network, it has been proved to be advantageous to the network by making it more scalable and adaptable.

Objective

The broad objective is to use the existing Generative Adversarial Networks technologies to aid in the generation of human faces such that the GAN generated images is indistinguishable from the images of the real people used to train the network, i.e fake images should look very much real. This would be then extended to completion of faces, ie. reconstruction of facial features given a partial face.

The internal specific objective would be to achieve the above said objectives using a ground breaking technology released in fall 2017, the Capsule Nets. The existing latest state-of-the-art GAN architectures use Convolution Neural Networks in their Generators and Discriminators. The CNNs are said to have the drawbacks as mentioned before, where they cannot understand orientation and spatial relationships unless they are extensively trained with all possible images. This major drawback is handled by Capsule Networks. Using the CapsNet architecture into the Generator/Discriminator could improve these Adversarial Networks quite drastically. This mating of the revolutionary Generative Adversarial Networks along with the ground-breaking Capsule Networks, resulting in “Capsule Net GANs” is the overarching objective.

Scope

Generative Adversarial Networks are one of the hottest topics in Deep Learning right now. The applications of GANs are far ranging and immense. Creating Infographics from text, creating animations for rapid development of marketing content, generating website designs are to name a few. Our focus in this project is to implement a way to complete images of faces by generating the missing pieces using a GAN. A previous implementation exists based on DCGAN and we aim to reproduce the results using CapsNET to yield similar if not better results.

This particular implementation of the technology would be immensely useful in a variety of circumstances. A few straightforward applications include face sketching of suspects in a crime using eye witness accounts, super resolution of CCTV camera footage to enhance faces, filling in of old degraded color photos, etc.

Methodology

Methodology text

Technology

Technology text

Conclusion

Conclusion text