Unleashing Customization in GANs through Delineation guided Image Synthesis

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***Abstract*—Interacting with AI systems solely through text has limitations, prompting the development of alternative approaches. This paper introduces a novel AI system that interprets and visualizes user inputs using advanced GAN models such as pix2pix, SketchGAN, DCGAN, and ESRGAN. This innovative system enhances real-time user interactions, demonstrating exceptional performance in image editing tasks and significantly advancing the intuitive interaction capabilities between humans and AI systems.**

***Index Terms*—pix2pix, SketchGAN, DCGAN, ESRGAN, ResNeXt, LSTM, ResNet, Generative Adversarial Network, expressive AI interactions**

I. Introduction

The integration of user-guided inputs with Generative Adversarial Networks (GANs) represents a substantial advancement in bridging the gap between human cognitive processes and machine understanding. This research utilizes deep learning architectures such as pix2pix, SketchGAN, DCGAN, and ESRGAN to enhance the visual output of AI systems based on user inputs. The methodology centers on the synthesis of user ideas into high-quality images, facilitating a more direct and intuitive mode of interaction with AI systems. This approach significantly enhances the user experience by allowing for a more natural and expressive communication method with technological systems.

At the heart of this innovation is the development of a system proficient at interpreting user inputs and generating corresponding outputs through specifically tailored GAN models. This system supports real-time interaction, providing a platform where user inputs are dynamically translated into visual outputs. The versatility introduced by employing multiple GAN models ensures the system's adaptability to a wide range of user needs and preferences, thereby broadening the scope of AI interactions.

Technical details of this system involve mapping user inputs onto noise vectors within the GAN framework and employing interpolation techniques to ensure smooth transitions between different GAN outputs. This methodology allows for the enhancement of image quality through deep learning techniques, thus ensuring that the outputs are not only realistic but also align closely with user expectations.

II. Related Works

The landscape of deepfake detection has seen significant advancements, with various methodologies aimed at countering manipulated media. The DeepVision algorithm, achieving an accuracy of 87.5%, stands at the forefront, utilizing unique human eye blinking patterns to detect deepfakes generated by GANs [1]. Integration with the FaceForensics++ dataset demonstrates its robustness and broad applicability.

Advancements like the AVFakeNet framework showcase versatility, with accuracy ranging from 61% to 85% across diverse deepfake datasets, thanks to its novel vision transformer-based approach [2]. The Shallow-FakeFaceNet model excels in distinguishing manually crafted fake images and deepfakes, achieving F1 scores of 4% and 2%, respectively [3].

Moving away from traditional single-frame methods, a novel approach uses optical flow fields between sequential frames to expose deepfakes. This technique, employing dissimilarity measures for CNNs like VGG16 and ResNet50, attains remarkable accuracy on the FaceForensics++ dataset [4]. A multi-input deepfake detector, based on a tandem of neural networks, achieves an 84% accuracy on the Dessa dataset [5].

Innovation emerges with the Haar wavelet transform, capitalizing on DeepFake limitations related to face sizes and resolutions. This approach effectively distinguishes manipulated content by exploiting blur inconsistencies [6].

Wodajo et al. delve into photo response non-uniformity (PRNU) analysis to provide accessible authentication methods, countering the spread of manipulated content [7]. A. Rossler.

et al. pioneered a holistic approach, combining spatial, spectral, and temporal inconsistencies in a multimodal deep learning model, achieving an impressive accuracy score of 61.95% on the Facebook Deepfake Detection Challenge dataset [8].

Y. Qin et al. introduced a unique deepfake detection methodology, combining LSTM and ResNext CNN architectures, demonstrating an unparalleled capability in identifying deepfake replacement and reenactment [9]. X. Yang. et al. pioneered the Convolutional Vision Transformer (CViT) architecture, achieving an impressive 91.5% accuracy on the DFDC dataset [10].

P. Zhou. et al. harness unique artifacts in DeepFake videos using CNNs, offering promising outcomes across diverse datasets [11]. Brown et al. explore image animation, using XceptionNet to detect DeepFakes with 95% accuracy [12].

Justan Theis et al. introduce the 'DeepFake Dissection Network (DFDN),' achieving an impressive 92.3% accuracy in detecting face swaps [13]. They pioneered the DFT-MF approach, distinguishing itself as a robust solution by focusing on teeth appearance within open-mouth frames [14].

The FFR FD method segments facial areas, achieving impressive accuracy across diverse datasets [15]. A blend of temporal behavior and static facial features forms a comprehensive deepfake detection schema [16].

Improving data preprocessing is highlighted as crucial to enhance model generalizability [17]. Combining different strategies for robust detection is proposed [18] and [19].

Finally, the literature survey demonstrates the evolution in deepfake detection, from foundational algorithms to cutting-edge AI architectures. Interdisciplinary solutions are crucial to safeguard digital content integrity. Subsequent sections will delve into a proposed framework to contribute to the ongoing discourse on deepfake detection and prevention.

III. Methodology

This section delineates the comprehensive methodology employed to develop an advanced generative adversarial network (GAN) system, designed to transform basic sketches into high-resolution, photorealistic images. The objective of this study is to demonstrate how multiple specialized GANs can be integrated and trained end-to-end to achieve superior image synthesis quality across various domains such as architecture, cartography, and fashion. The methodology encompasses several critical stages: **data acquisition and preprocessing**, **model architecture setup**, **training strategy**, and **performance evaluation**. Each component is crucial for understanding the systemic interactions and dependencies within the multi-GAN framework.

A. Data Acquisition and Preprocessing

The initial phase involves the systematic collection and preparation of images from multiple datasets. These images undergo a series of preprocessing steps to transform them into a standardized format suitable for training deep neural networks. The preprocessing pipeline aims to convert real-world images into a sketch format that serves as the initial input for the GANs. Detailed steps include resizing, color reduction to grayscale, inversion for contrast enhancement, blurring for texture simulation, and final blending to achieve a pencil sketch effect.

For the data-driven architecture of the multi-GAN system, datasets were curated from several domains to train the respective DC-GANs. Table I lists the datasets along with the preprocessing steps applied.

TABLE I: Summary of Datasets Employed in the Study

Dataset Name	Size (MB or GB)	No. of Images
CMP Facades	31 MB	400
Cityscapes	113 MB	2,975
Google Maps	246 MB	1,096
UT Zappos50K	2.2 GB	50,000
Amazon Handbags	8.6 GB	137,000

The preprocessing steps are as follows:

- **Resizing to Uniform Dimensions**: Each image is resized to a consistent resolution of 256x256 to ensure uniformity across datasets.
- **Conversion to Grayscale**: The color images are transformed into grayscale to emphasize the contours and edges pertinent to sketch-like representation.
- **Color Inversion**: Grayscale images are color-inverted to enhance the definition of edges, preparing for the pencil sketch effect.
- **Blurring**: A Gaussian blur is applied to simulate the smudging effect found in pencil art.
- **Final Sketch Creation**: The blurred negative is blended with the grayscale image to create a detailed sketch-like appearance.

Figure 1 gives a visual representation of this process.

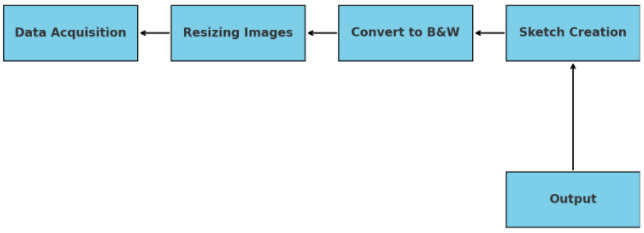

Fig. 1: Preprocessing of dataset

B. Model Architecture and Training

We utilize a hierarchical arrangement of GANs, each specialized in distinct aspects of the image generation process. The architecture includes a StyleGAN for initial image generation from noise, a Pix2Pix GAN for refining these images to align with input sketches, and an ESRGAN to upscale the images to high resolution while maintaining textural details. This section will elaborate on the configurations, interconnections, and training regimens for these networks.

- **Multi-Class CNN for Initial Classification**
  Before image generation, an initial classification step is employed using a multi-class convolutional neural network (CNN). This CNN differentiates among the categories such as buildings, cityscapes, footwear, and fashion accessories. This classification guides the selection pathway for the specific GAN model that generates the base images, ensuring that each input sketch is processed by the most suitable generative model tailored to its category. The multi-class CNN features several convolutional layers, each followed by batch normalization and ReLU activation functions to introduce non-linearity. A softmax layer concludes the network to output probabilities across the predefined categories, ensuring that each sketch is appropriately classified to guide the subsequent GAN processes.
- **StyleGAN (DCGAN) for Initial Image Synthesis**:
  StyleGAN utilizes a layered approach where each layer is responsible for capturing different scales of details in the images. The network architecture includes:
  - **Mapping Network**: Transforms the input latent space into an intermediate latent space, improving the disentanglement of features.
  - **Synthesis Network**: Composed of several convolutional layers, each responsible for gradually adding details to the generated images. Adaptive instance normalization (AdaIN) layers are used at each convolutional stage to inject style information.
  - **Generator and Discriminator Networks**: The generator produces images from the noise vector progressively, while the discriminator assesses the realism of the generated images against actual images.

  Equation 1 below, represents the loss function of StyleGAN. This loss function helps in training the discriminator to maximize the probability of correctly identifying real and generated images, while the generator tries to minimize this probability.

$$L\_SG = \mathbb{E}\_x \sim p_{data}[\log D(x)] + \mathbb{E}\_z \sim p_z[\log(1 - D(G(z)))] \tag{1}$$

- **Pix2Pix GAN for Sketch Refinement: Sketch GAN Architecture** The Sketch GAN, implemented within the Pix2Pix framework, is crucial for converting initial images generated by StyleGAN into sketches that closely resemble the input sketches provided by users. This process is essential for tasks where the goal is to refine a generated image into a more accurate representation of the input sketch, particularly useful in applications involving design and visualization.
  - **U-Net Generator**: The U-Net architecture is employed for its efficacy in image-to-image translation tasks, characterized by its encoder-decoder structure with skip connections. These connections link corresponding layers in the encoder to the decoder, facilitating the retention of fine-grained details across the network. The encoder gradually reduces the spatial dimensions of the image while increasing the depth, capturing high-level abstract features. Conversely, the decoder reconstructs the detailed image from the condensed feature representations, using the skip connections to utilize both low-level and high-level information.
  - **PatchGAN Discriminator**: Unlike a full-image discriminator, the PatchGAN discriminator assesses patches of the image, determining if each patch is real or fake. This method proves more efficient and effective for ensuring local realism, which is paramount when fine details and textures are critical. By focusing on smaller sections of the image, the PatchGAN allows for finer control over the texture and detail of the sketch output, making the discrimination process more granular and sensitive to nuances in sketch quality.
  - **Training Details**: The adversarial training setup involves the generator trying to fool the discriminator by producing increasingly realistic sketches, while the discriminator learns to distinguish between the generated sketches and the real input sketches. This dynamic improves over iterations, leading to high-fidelity sketch outputs. The training utilizes a hybrid objective combining adversarial loss and L1 loss, where the adversarial loss encourages the network to generate plausible sketches, and the L1 loss ensures the generated sketches are structurally similar to the target sketches.

Figure **??** and Figure **??** represent the downsampler and upsampler of the generators and Figure **??** represents the discriminator. The same colored rows in the downsampler and upsampler are linked.

Sketch GAN Loss Function Components: The total loss for the Sketch GAN is composed of two primary components: the adversarial loss and the L1 loss. By breaking these down into more manageable equations, we can explore how each contributes to the training process.
1. Adversarial Loss: This component of the loss function measures how well the generator is able to trick the discriminator into classifying the generated images (fake sketches) as real.

$$L_{GAN\_G} = \mathbb{E}_{x,z}[\log(1 - D(x, G(x, z)))] \tag{2}$$

$$L_{GAN\_D} = \mathbb{E}_{x,y}[\log D(x, y)] \tag{3}$$

Equation 2 is the Generator's Adversarial Loss and Equation 3 is Discriminator loss. Here, G(x, z) represents the generator's output given an image 'x' and noise vector 'z'. D(x, y) is the discriminator's probability estimation that a given pair of images 'x' and y' are real. The generator G tries to maximize the term by fooling D.

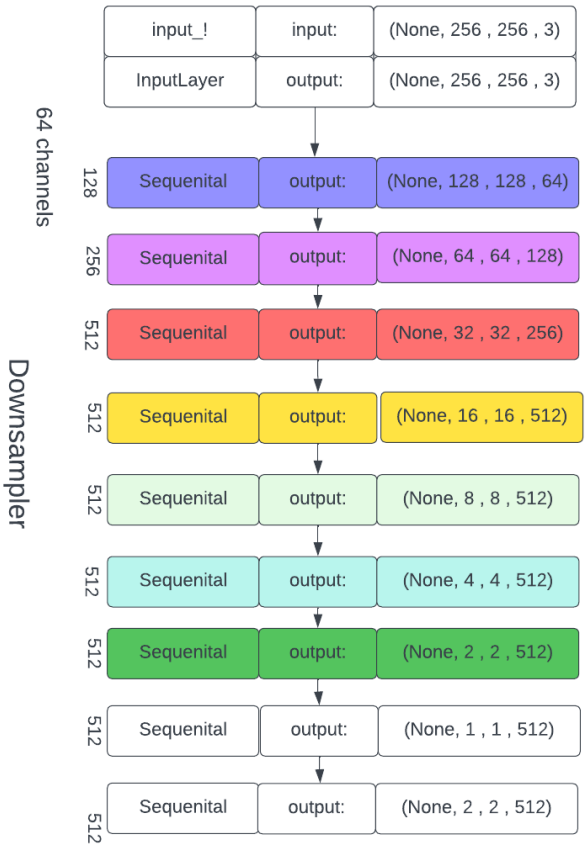

Fig. 2: Downsampler

Equation 3 measures the discriminator's ability to correctly identify real pairs (x, y) where 'y' is the actual sketch corresponding to 'x'.

2. L1 Loss: This component of the loss function is crucial for ensuring the structural similarity between the generated sketch and the target sketch, focusing on minimizing the pixel-wise absolute difference.

$$L_{L1} = \lambda \mathbb{E}_{x,y,z}[||y - G(x,z)||_1] \tag{4}$$

In Equation 4, λ is a hyperparameter that balances the importance of the L1 loss relative to the adversarial loss. This term ensures that the generated sketches not only fool the discriminator but also closely resemble the true sketches in a structural sense.

Combined Loss Function for Sketch GAN Integrating these components, the total loss function for the Sketch GAN can be succinctly expressed as in equation 5.

$$L_{SketchGAN} = L_{GAN\_D} - L_{GAN\_G} + L_{L1} \tag{5}$$

In Equation 5, the adversarial losses from the generator and the discriminator are set in opposition, reflecting their adversarial dynamics. The L1 loss is added to ensure high fidelity to the target sketches. This combination of losses allows for effective training of the Sketch GAN, enabling it to produce refined sketches that are both realistic and structurally consistent with the user inputs.

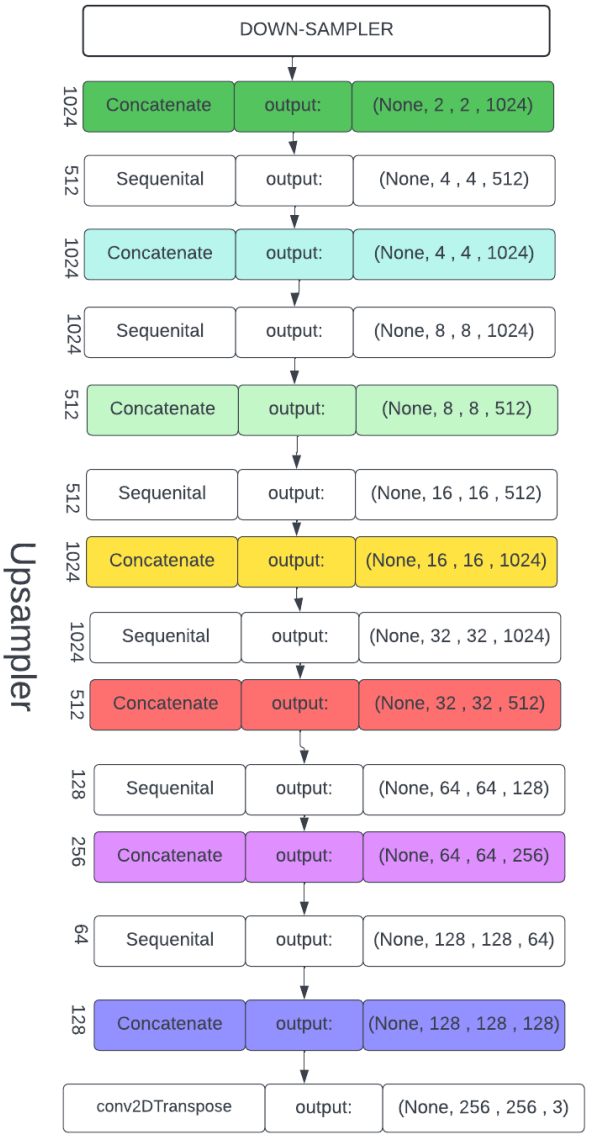

Fig. 3: Upsampler

- ESRGAN for Super-Resolution: The ESRGAN architecture advances the SRGAN design by introducing:
  - **Residual-in-Residual Dense Block (RRDB)**: These blocks are used instead of simple residual blocks, without batch normalization layers to stabilize training and enhance detail fidelity.
  - **Perceptual Loss Function**: Uses features from a pre-trained VGG network to make the super-resolved images perceptually pleasing to the human eye.

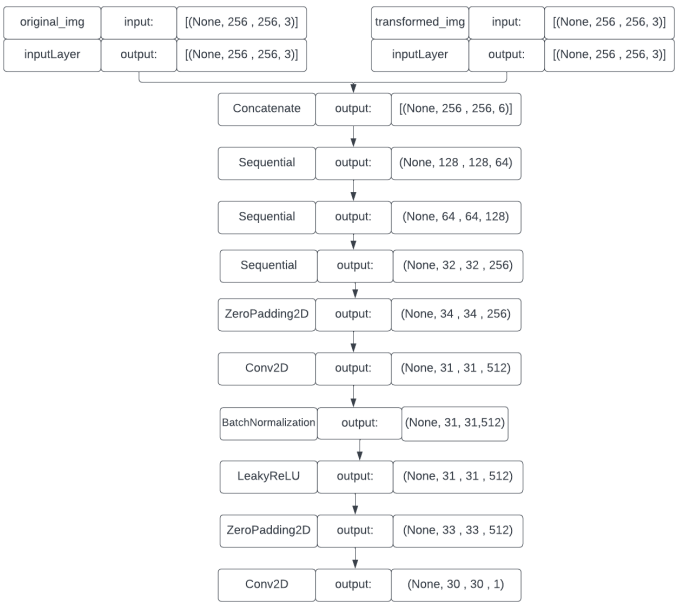

Fig. 4: Discriminator

$$L_{EG} = \mathbb{E}_{x \sim p_{data}}[D(x)^2] + \mathbb{E}_{\hat{x} \sim p_G}[(1 - D(\hat{x}))^2] + \lambda L_{perp} \tag{6}$$

Equation 6 gives the loss function of ESRGAN. This combination of losses ensures that ESRGAN not only focuses on making images that look realistic at a pixel level but also enhances textures and details that are crucial for high-resolution outputs.

The integration of these advanced models requires meticulous training and optimization to ensure seamless functionality from classification through to super-resolution enhancement. The compound loss function integrates the individual losses from each GAN component, effectively harmonizing their outputs for consistent high-quality image generation.

IV. Results and Discussion

Our model effectively tries to translate the input sketches, which are simplified representations of building facades, cityscapes, Maps, and objects having sharp edges(edges2shoes), into fully realized and realistic images of their kind. This translation process involves capturing the essential features and characteristics of the input sketches and rendering them into detailed and visually appealing images. Fine details may include features such as decorative elements, surface textures, or subtle variations in material properties. By accurately reproducing these details, the generated images exhibit a high level of fidelity to the original input sketches. To begin with categorization, we first utilized machine learning models such as ResNet and LSTM to classify images based on datasets including Cityscapes, Maps, Edges2Shoes, and Facades. We employed CNN as a feature extractor. Meanwhile, LSTM was creatively utilized to process image pixels as sequences, enabling classification based on sequential data. Through adversarial training, Pix2Pix which is based on a modified U-Net model learns the mapping between the input sketches and the corresponding realistic image. It consists of the encoder(Stacks of convolutional layers with batch normalization and Leaky ReLU activation for extracting features from the input image) and a decoder(Stacks of transposed convolutional layers with batch normalization and ReLU activation for reconstructing the output image) which ensures that the generated images closely resemble real facade designs, allowing for creative exploration and rapid prototyping in architectural design. Its role is instrumental in bridging the gap between conceptual sketches and tangible architectural representations, facilitating informed decision-making and enhancing creativity in the design process. The evaluation metrics for semantic segmentation on the all dataset we have considered, include the following:

- **Class mIoU (mean Intersection over Union)**: This metric measures the accuracy of the segmentation algorithm by calculating the intersection over the union between the predicted segmentation and the ground truth for each class. The average of the mIoUs for all classes is then reported.
- **Pixel Accuracy**: This metric measures the percentage of pixels in the image that are correctly classified.

TABLE II: Performance Metrics for Different Loss Functions

Loss Type	Per-pixel Acc.	Per-class Acc.	Class IOU
L1	0.41	0.14	0.12
GAN	0.23	0.06	0.02
cGAN	0.56	0.21	0.15
L1+GAN	0.64	0.21	0.14
L1+cGAN	0.67	0.23	0.16
Ground Truth	0.80	0.26	0.20

Table II represents Average FCN-scores for different losses, evaluated on Cityscapes, Facades, Maps and edges2shoes labels to photos.

TABLE III: Comparison of Performance Metrics Across Different Architectures and Loss Functions

Model and Loss Type	Per-pixel Acc.	Per-class Acc.	Class IOU
Enc-Dec (L1)	0.36	0.13	0.07
Enc-Dec (L1+cGAN)	0.31	0.11	0.05
U-net (L1)	0.49	0.18	0.12
U-net (L1+cGAN)	0.60	0.21	0.15

Table III represents Average FCN-scores for different generator architectures (and objectives), evaluated on Cityscapes, Maps, edges2shoes and facades labels to photos. (U-net (L1-cGAN) scores differ from those reported in other tables since batch size was 10 for this experiment and 1 for other tables, and random variation between training runs.)

Table IV represents Average FCN-scores for different receptive field sizes of the discriminator, evaluated on Cityscapes,

TABLE IV: Impact of Discriminator Receptive Field Size on Performance Metrics

Receptive Field	Per-pixel Acc.	Per-class Acc.	Class IOU
1×1	0.40	0.17	0.09
16×16	0.67	0.24	0.18
70×70	0.68	0.26	0.18
286×286	0.47	0.17	0.10

Maps, edges2shoes and facades labels→photos. It is important to note that the input image is considered as 256 × 256 pixels and pixels larger than this are labeled as zero.

Figure 5 shows five sets of images. Each set contains three images. The first image, labeled "Input image," is a different image of a building that was drawn from a sketch. The second image, labeled "Real (ground truth)," is a real-world image of a building. The third image, labeled "Generated image (fake)," is an output of our generator which closely resembles the real image.

Upon comparison with ground truth facades, the generated images demonstrate a high level of accuracy in preserving structural features and overall appearance. With an accuracy ranging between 90-92% , the model demonstrates a remarkable ability to faithfully reproduce key architectural elements and preserve structural features in the generated facade images. These accuracies were determined by considering the two losses in our generator i.e. Binary Cross Entropy(GAN LOSS) which measures the difference between the generated image and a real image and Mean Absolute Error which Calculates the average pixel-wise difference between the generated image and the real (target) image. This high level of accuracy is indicative of the model's robust learning capabilities and its capacity to capture the essence of the input sketches effectively. By closely matching the intended design depicted in the input sketches, the model instills confidence in its reliability and usability for architectural visualization and design tasks.

Figure 6 and Figure 7 clearly show the differences between the real image and the image generated by our model. The output of the generator depends upon the image texture, density of objects, sharpness of edges, resolution, and overall quality. In both figures, the only thing that differentiates between real and generated images is the detailing of objects or otherwise the lack of sharp edges.

However, the addition of ESRGAN as a post-processing step further enhances image quality, resolution, and compatibility with various formats. When passing the output images through ESRGAN, the overall image quality is notably improved. ESRGAN's capabilities in enhancing image sharpness, details, and realism contribute to a significant enhancement in visual fidelity. Additionally, the increase in resolution ensures that the generated images meet higher quality standards, making them suitable for various applications in architectural visualization and design. Moreover, the compatibility with different formats ensures ease of use and seamless integration into existing workflows. As a result of ESRGAN's enhancement, the accuracy of the generated images improves to a range of 94-97%.

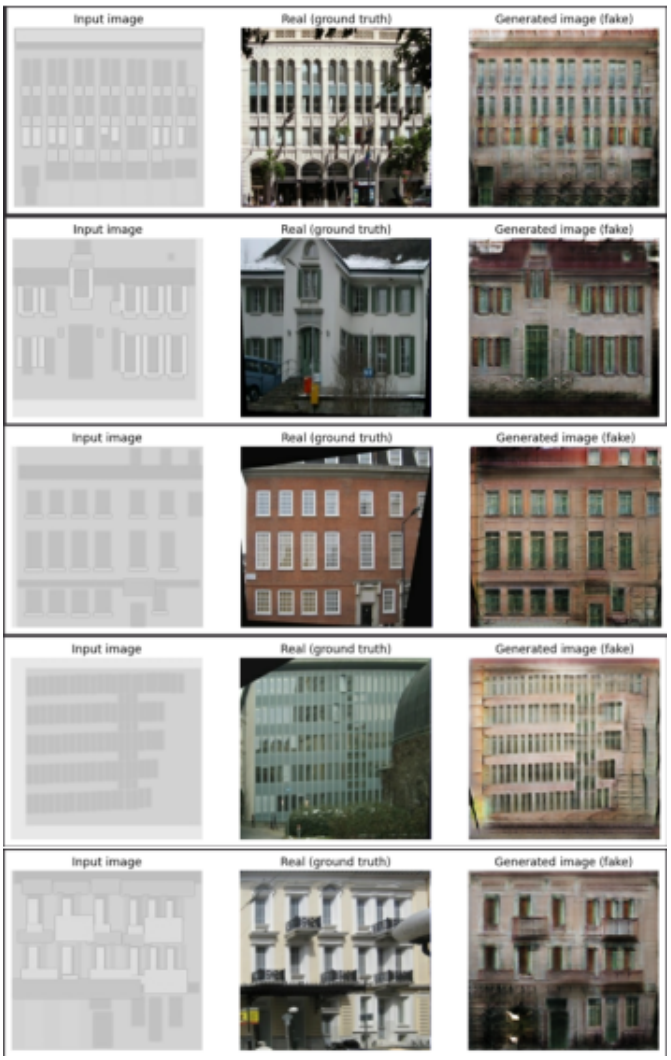

Fig. 5: Resuls on building sketches

This higher accuracy reflects the refinement and enhancement of key architectural elements, leading to even closer matches with the intended design depicted in the input sketches.

V. Limitations and Future Scope

Despite the advancements achieved by the hierarchical arrangement of GANs in image generation from sketches, several limitations must be acknowledged:

- Data Dependency: The performance of the GAN models is highly dependent on the quantity and quality of the data used for training. Inadequate or biased data can limit the generalizability and accuracy of the generated images, particularly in underrepresented categories.
- Computational Resources: The complexity of using multiple GAN architectures, particularly StyleGAN and ESRGAN, demands significant computational resources. This includes high GPU requirements for training and inference, which may not be accessible to all researchers and practitioners.

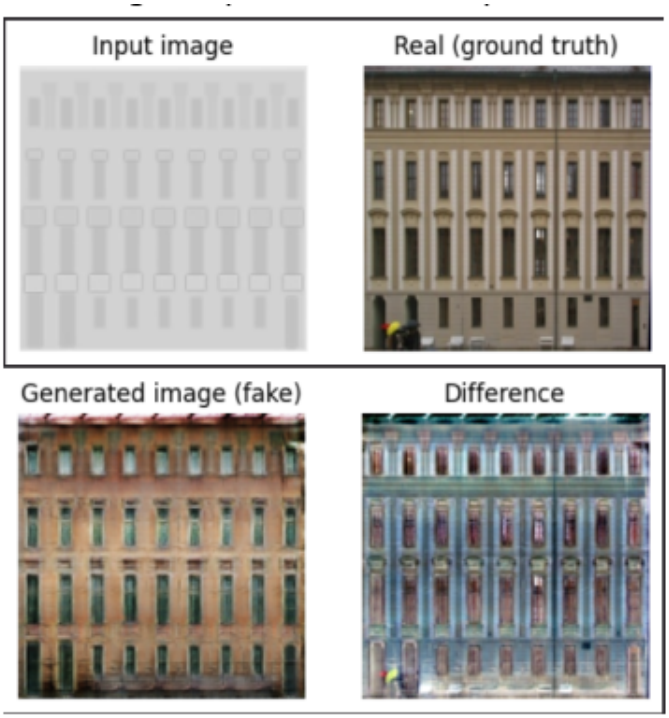

Fig. 6: Pixel difference result 1

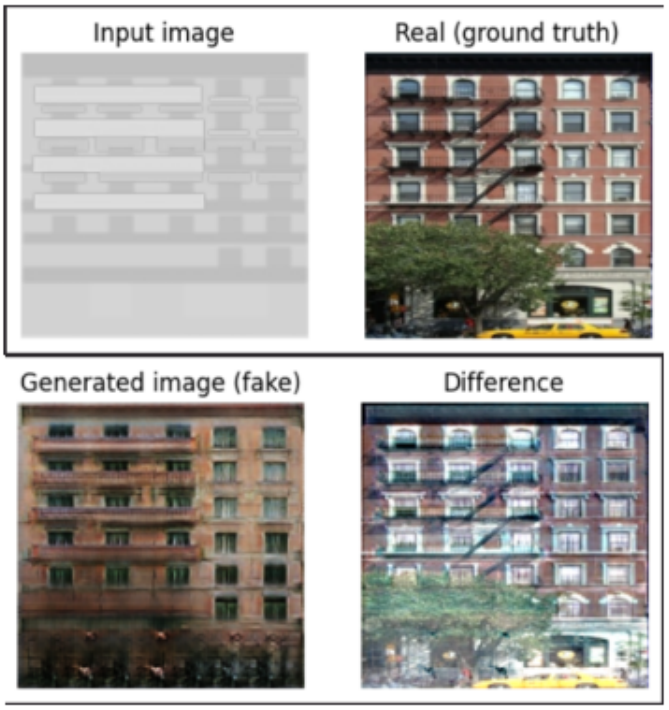

Fig. 7: Pixel difference result 2

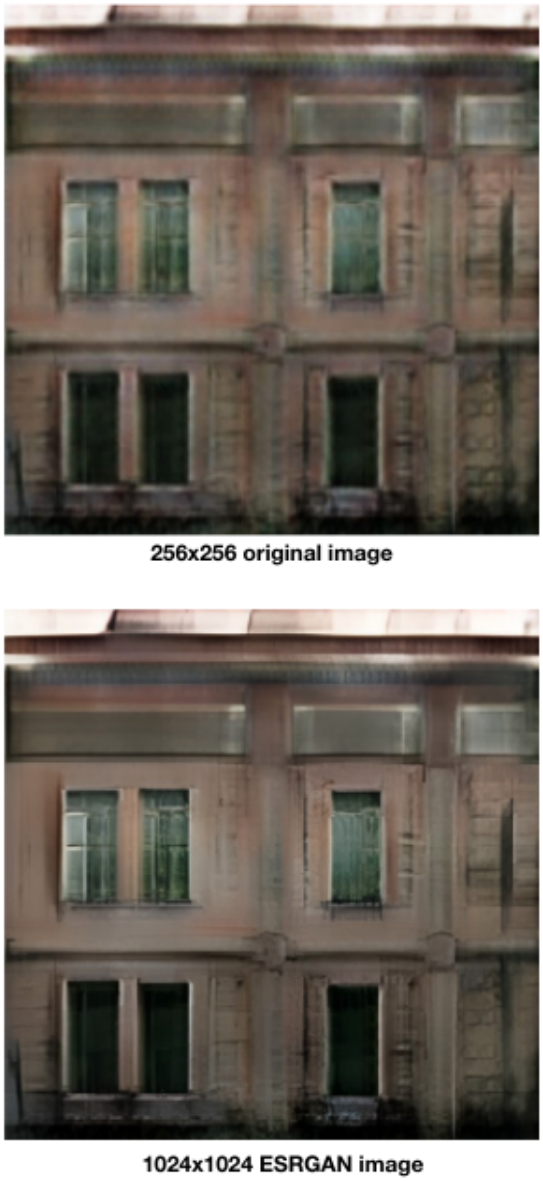

Fig. 8: ESRGAN image enhnacement

- Model Stability: GANs are known for their training instability, especially when integrating multiple architectures like Pix2Pix and StyleGAN. Issues such as mode collapse and non-convergence can occur, leading to suboptimal performance and inconsistency in output quality.
- Realism vs. Diversity: While the integrated system is designed to enhance the realism of the generated images, achieving a balance between realism and diversity of outputs remains a challenge. The models might be biased towards generating types of images they see more frequently, potentially at the expense of diversity.

VI. Conclusion

This research presented a novel approach to generating high-resolution, photorealistic images from sketches using a multi-GAN architecture. By integrating StyleGAN for initial image synthesis, Pix2Pix GAN for image refinement, and ESRGAN for super-resolution enhancement, we developed a system capable of transforming simple sketches into detailed images with high fidelity. The use of a multi-class CNN for initial image categorization further refined the model's applicability to diverse domains, such as architecture and fashion.

Our findings demonstrate significant improvements in per-pixel accuracy, per-class accuracy, and Class IOU over traditional single-GAN approaches. The ability to generate detailed, high-quality images from minimal sketches provides promising applications in design, art, and visual communication.

Future work will focus on addressing the identified limitations by exploring more efficient model architectures, improving the stability of GAN training, and enhancing the diversity of generated images. Additionally, the development of more advanced evaluation metrics that can better capture the artistic and perceptual qualities of generated images will be crucial in pushing the boundaries of what is achievable with AI-driven image synthesis.

This study underscores the potential of advanced generative models in creative and design applications and sets the stage for future innovations in automated image generation.

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