

POLYTECHNIQUE MONTRÉAL

LE GÉNIE EN PREMIÈRE CLASSE

GANlab

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GitHub: https://github.com/TheDriller/GAN-Lab

Handwritten Digits/



1st experiment

- Generate handwritten digits
- Easiest task to test basic GAN



MNIST [1]

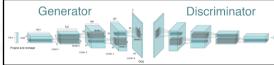
60'000 black and white 64 x 64 images

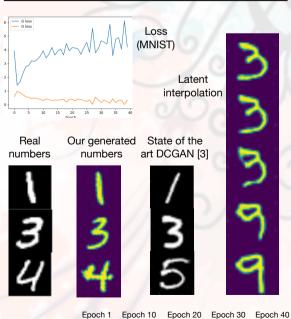


Improvements

with time

Models are convolutional networks Inspired by **DCGAN** [2]

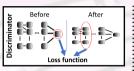




Goal: Train GANs to generate artistic and creative results

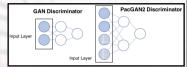
How? Different GAN architectures and techniques over different datasets. Included improvements to prevent mode collapse:

Feature matching Compute loss based on features



PacGAN2

Send 2 images at a time of the same class to the discriminator



Painting

2nd experiment

- Use more complex dataset than experiment 1
- Use different styles of painting (cubism and impressionism)

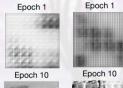


Painter by Numbers, Kaggle [4] Images cropped to 128 x 128 Experimented with greyscale Color will be explored later



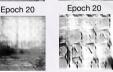
Same architecture as experiment 1, based on convolutional layers

Improvements with time





Loss (cubism)













hear a training

Références

- 1. LeCan et al. (1999)
- 2. https://arxiv.org/abs/1511.06434
- 3. https://github.com/znxlwm/pytorch-MNIST-CelebA-**GAN-DCGAN**
- 4. https://www.kaggle.com/c/painter-by-numbers
 - https://www.mfiles.co.uk/classical-mp3.htm
- 6. https://arxiv.org/abs/1611.09904





3rd experiment

- · Use art form less studied with GAN
- · Use architecture appropriate for temporal data



Dataset from mfiles [5]

193 classical mp3 songs, subsampled and cut down to 10 seconds



Use basic RNN and LSTM Inspired by C-RNN-GAN [6]

