COMP 449 Final Project

- Team Members:
 Chen Si
 Ding Zhang
 Dong Shu
 Yuchen Wang

Task Description

Objective:

Develop an "Art generator": given a list of paintings of famous artists (e.g. Davinci, Van Gogh), aim to generate pictures that mimics the styles of the artists.

Methodology:

- Perform web scraping on the given website and form the image dataset
- Data pre-processing
- Train GAN on the dataset and evaluate performance

Dataset Description

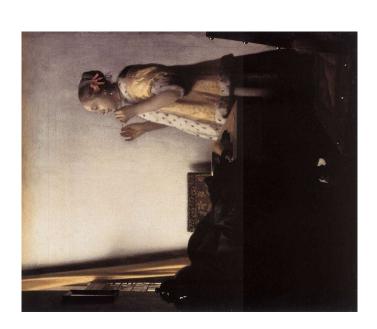
- The art catalog csv from WGA (Web Gallery of Art)
- Consists of 30000+ entries of web url containing the image itself, and its art form, type, school, and its timeframe

Web Scraping

- Retrieve image viewing urls from WGA Catalog file
- Filtered out images that were not paintings (like architecture, ceramics, glassware, ...)
- Uses BeautifulSoup for finding correct web components and save images in local folder

Example

- Example Entry:
- https://www.wga.hu/html/v/vermeer/03a/1
 9woman.html, painting, portrait, Dutch,
 1651-1700



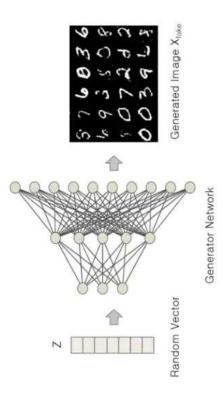
Pre-processing Phase

- Resize, center, and crop all images to ensure consistency of sizes
- Convert the images into tensors and normalize them
- Create the Data Loader and form batches of image



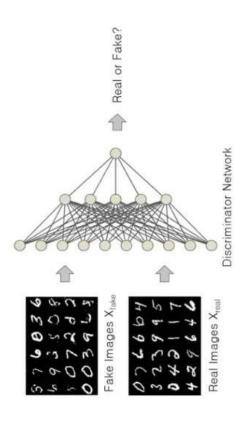
Generator

- Generate or produce new and synthetic samples of a certain input, which could be a random set of values or noise.
- Does its best to produce a new fake image with the hope that the discriminator would consider the image to be authentic.



Discriminator

- Process the images from the generator and classify them as either real or fake.
- Works as a binary classifier by taking two inputs: the first being a real image (from training data), and the other being the image the generator produced.



Full Training Loop shown on the right

Image_size: 64

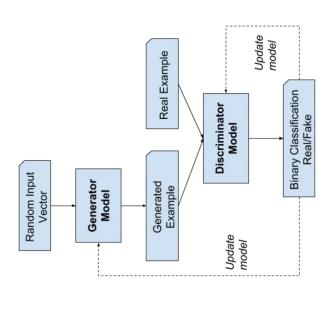
Batch_size: 64

Num_epochs: 300

Learning rate (Ir): 0.0002

Optimizer: torch.optim.Adam

Loss_function: binary_cross_entropy



Generator Layers:

 $128 (latent_size) \times 1 \times 1$

 $512 \times 4 \times 4$

256×8×8

 $128\times16\times16$

 $64 \times 32 \times 32$

 $3 \times 64 \times 64$

Discriminator Layers:

 $3 \times 64 \times 64$

 $64 \times 32 \times 32$

 $128\times16\times16$

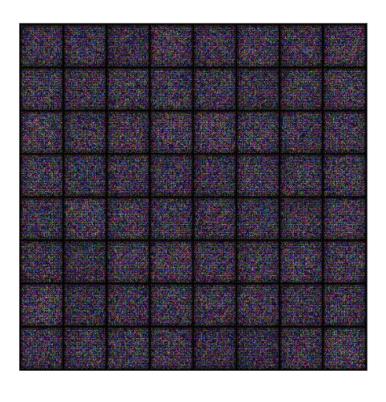
256×8×8

 $512 \times 4 \times 4$

 $1 \times 1 \times 1$

Baseline

- The baseline we are comparing is when the epoch is equal to 0.
 - epoch is equal to 0.
 As we can see on the right, the model is generating random noise, with real scores equal to 0.



Results

Epoch 40:



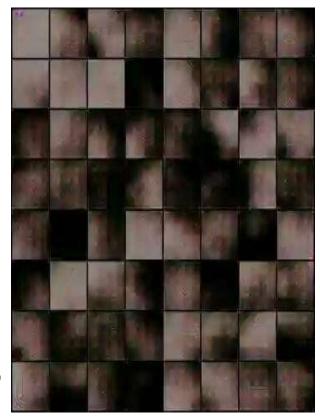
Epoch 150:



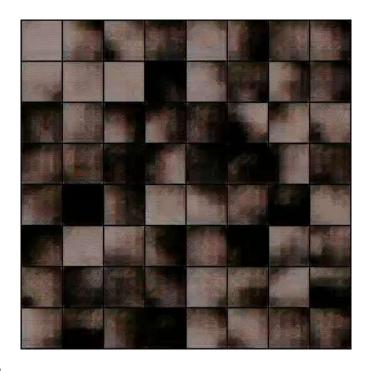
Epoch 270:



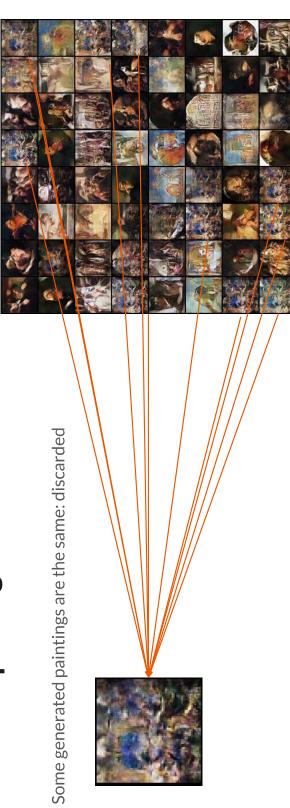
Result Timelapse



Result Timelapse

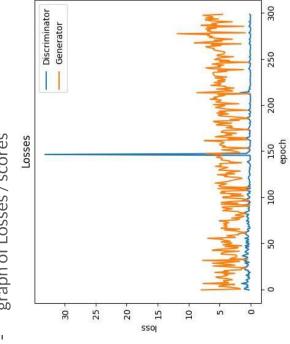


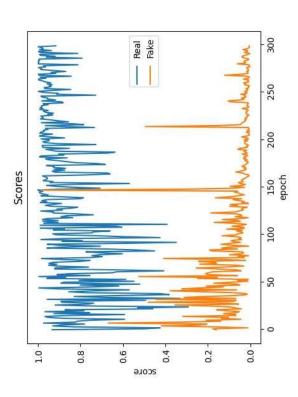
Result: epoch 300



Analysis of Results







Limitations and Key Assumptions



- Due to the limit of computational resources, we weren't able to use the entire image dataset with all artists
- keep only artists who have the number of art works greater or equal to 250.
- The dataset contains paintings in a realistic style, whereas our generator is currently limited to producing paintings in a more abstract style.
- In order for our model to generate a painting that specific to a particular author, it requires more epochs (much greater than 300 epochs).

THANK YOU!

- References:

 https://algoscale.com/blog/how-to-use-gan-to-generate-images/
 https://github.com/soham2707/ARTGAN/blob/master/ARTGAN.ipvnb
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