



# Lecture 9: Generative Models

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CIS 6217 – Computer Vision for Data Representation

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# Outline

1. PixelRNN/PixelCNN
2. Generative Adversarial Network (GAN)

# ● Learning Outcomes

1. Explain generative modeling concept and purpose in vision
2. Describe architecture and working of GANs
3. Differentiate **generator** and **discriminator** networks
4. Discuss GAN training and evaluation methods
5. Explore generative models in visual creativity and AI applications

- What Are Generative Models?

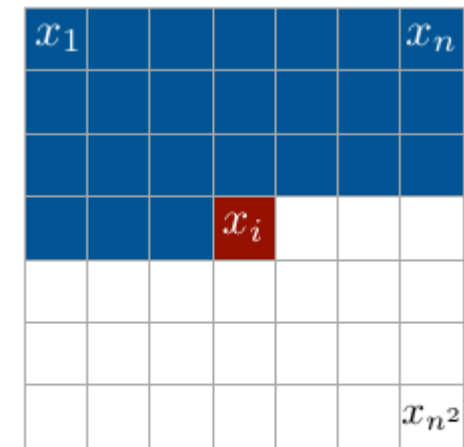


# PixelRNN/PixelCNN

Generative model that generates images pixel by pixel introduced by the researchers at Google DeepMind in 2016

# Overview

- Autoregressive generative model that predicts each pixel conditioned on previous ones.
- Learns the joint distribution:
- $P(x) = \prod_{i=1}^{n^2} p(x_i | x_1, \dots, x_{i-1})$
- Generates images pixel-by-pixel in raster-scan order (left  $\rightarrow$  right, top  $\rightarrow$  bottom).



Context

Ingham, F. (2019, May 1). *Day 4: Pixel Recurrent Neural Networks*. Medium. <https://medium.com/a-paper-a-day-will-have-you-screaming-hurray/day-4-pixel-recurrent-neural-networks-1b3201d8932d>

# ● Architecture

- **Input:** Image pixels (RGB) encoded as discrete values  $\rightarrow$  embeddings.
- **Masked Convolution:**
  - Ensures each pixel only sees *past* pixels (above and left).
  - Type A mask (first layer), Type B (subsequent layers).
- **Recurrent Layers:**
  - **Row LSTM:** scans each row sequentially.
  - **Diagonal BiLSTM:** captures dependencies across rows and columns in parallel.
- **Output:**
  - Predicts a **probability distribution (softmax)** for each pixel value.
  - Autoregressive over color channels ( $R \rightarrow G \rightarrow B$ ).

# ● PixelCNN

- **Autoregressive generative models** that predict images **pixel-by-pixel**.

Feature	PixelRNN	PixelCNN
Architecture	RNN	CNN
Generation Process	Sequential	More parallel using masked convolutions
Training speed	Slow	Fast
Dependency Modelling	Captures long-range	Capture local context



# GAN

Generative Adversarial Networks

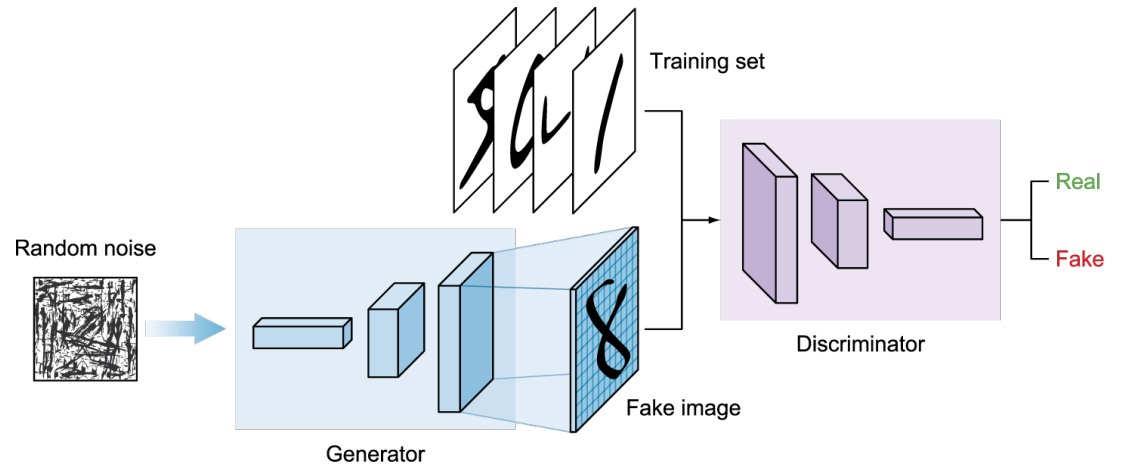
# ● Generative Adversarial Networks



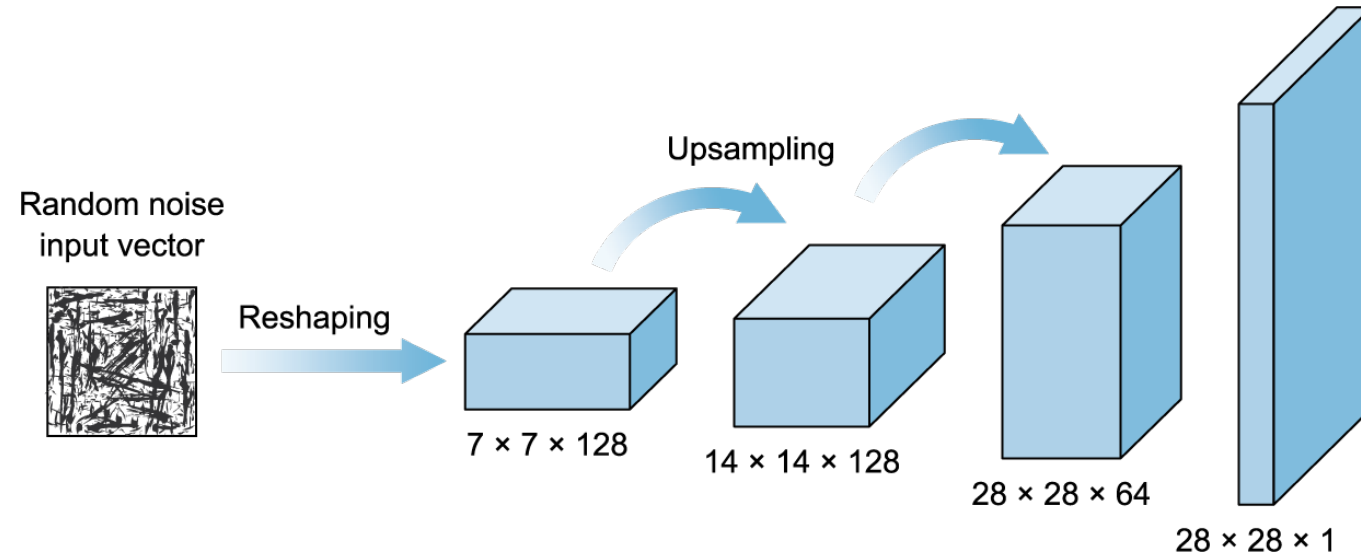
Deep Learning for Vision Systems by Mohamed Elgendy  
(2020)

# GAN Architecture

- Two main Neural Networks:
- Generator
  - Generates images from the features learned from the training dataset
- Discriminator
  - Predict whether the image is real or fake



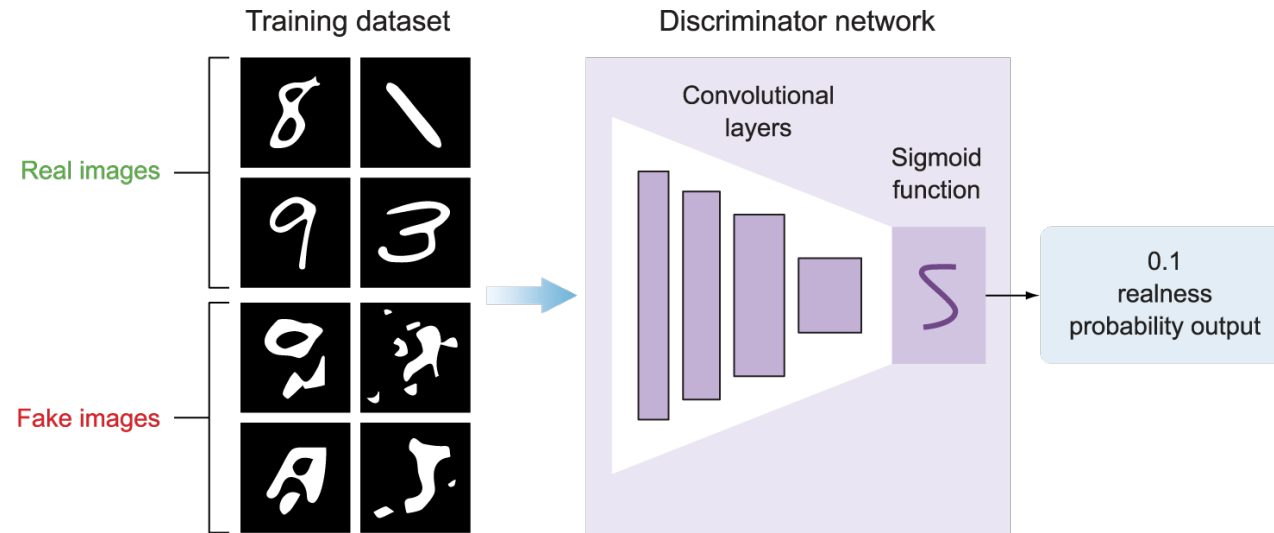
Deep Learning for Vision Systems by Mohamed Elgendy (2020)



Deep Learning for Vision Systems by Mohamed Elgendy (2020)

# The Generator Model

Uses random data and tries to mimic the training dataset to generate fake images



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# The Discriminator Model

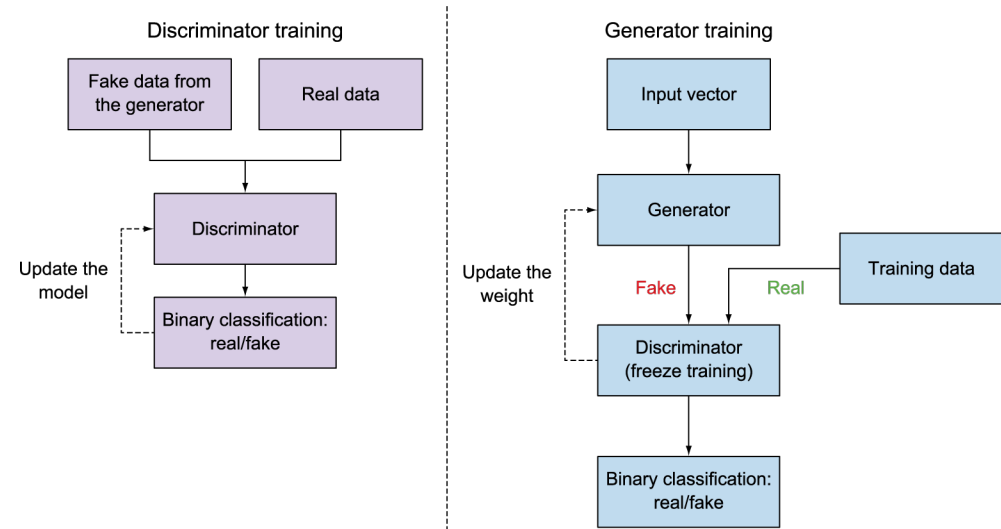
Predict whether an image is real or fake. Consisting stacked convolution layers followed by a dense output layer with sigmoid activation function

# Upsampling

- Traditional CNN uses pooling layer to downsample input image
- Upsampling is used in generative model in order to scale the image dimensions by repeating each row and column of the input pixels.

# Training GAN

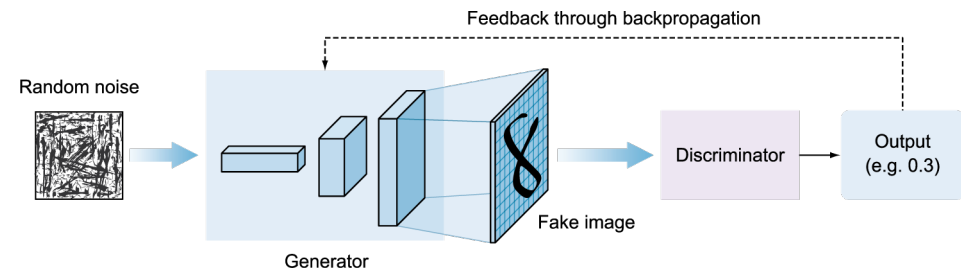
- Train the discriminator.
  - The network is given labeled images coming from the generator (fake) and the training data (real), and it learns to classify between real and fake images with a sigmoid prediction output.
- Train the generator.
  - It needs the discriminator model to tell it whether it did a good job of faking images. So, we create a combined network to train the generator, composed of both discriminator and generator models.



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# Training the Generator (Combined)

- When we want to train the generator, we freeze the weights of the discriminator model because the generator and discriminator have different loss functions pulling in different directions.

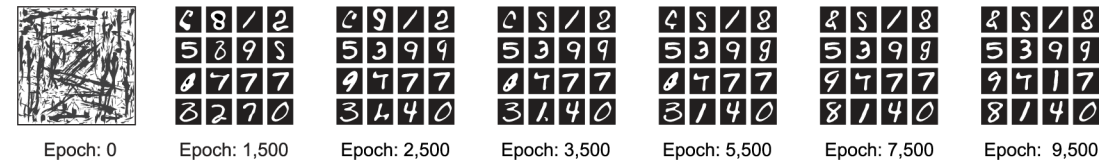


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# Training Epochs

- For each epoch, the two compiled models (discriminator and combined) are trained simultaneously. During the training process, both the generator and discriminator improve.



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(2020)

# GAN Minimax function

- minimax game theory
  - Zero-sum game
  - increase in one player's score results in a decrease in another player's score.
- The goal of the discriminator ( $D$ ) is to maximize the probability of getting the correct label of the image.
- The generator's ( $G$ ) goal, on the other hand, is to minimize the chances of getting caught.

$$\min_G \max_D V(D, G) = E_{x \sim p_{data}} [\underbrace{\log D(x)}_{\text{Discriminator output for real data } x}] + E_{z \sim P_z(z)} [\underbrace{\log(1 - D(G(z)))}_{\text{Discriminator output for generated fake data } G(z)}]$$

# Evaluating GAN Model

- Inception Score:
- Measures both the **quality** and **diversity** of images generated by a GAN.
- Fréchet inception distance (FID)
- Compares the **real** and **generated** image distributions in a shared feature space to assess how close the generated data is to real data.

# ● References

- Guide to CNNs for CV – Khan et al. (2018)
- Deep Learning with Python – Chollet (2018)
- Deep Learning in Computer Vision – Awad & Hassaballah (2020)
- Deep Learning for Vision Systems by Mohamed Elgendy (2020)