

## AI : 리뷰 - Cycle GAN

Created by Unknown User (8a7f808563eba3750163edf6cb90018) on Jun 09, 2018

## 개요

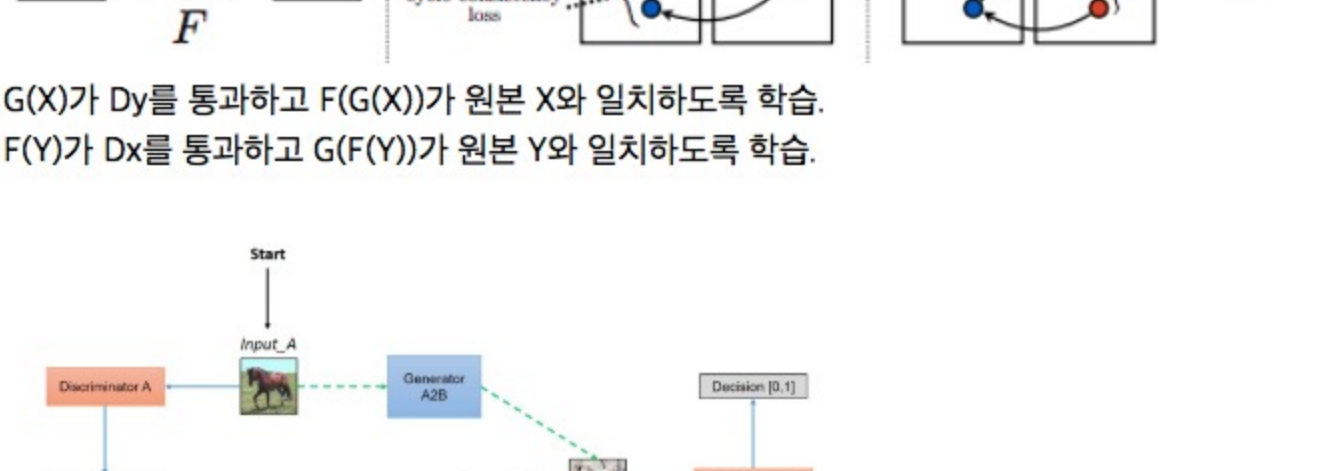
원제 : Unpaired Image-to-Image Translation using Cycle-Consistent Adversarial Networks

두 도메인간의 이미지 변형(image translation) 방법.  
paired data가 없는 데이터를 사용.

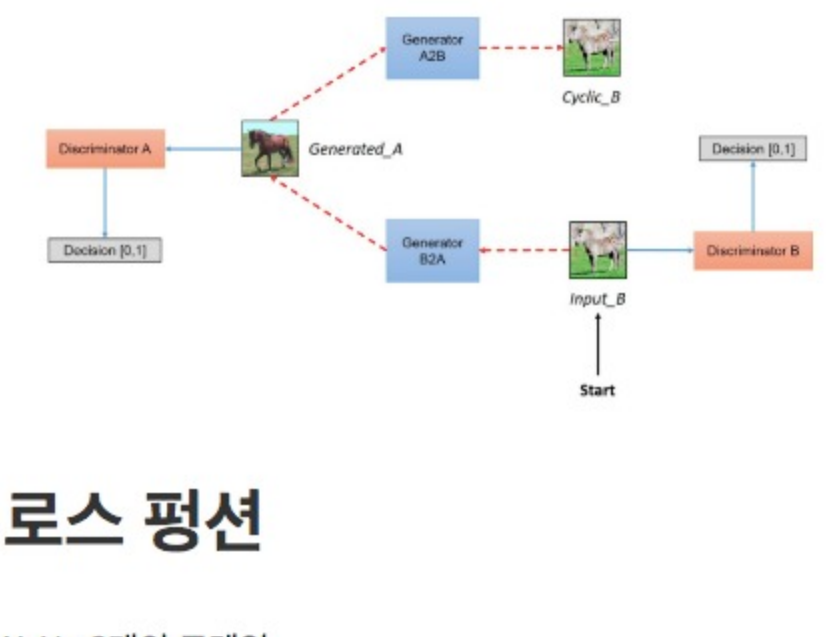
기존 많은 방법들은 paired data를 사용했는데, Cycle GAN으로 그런 paired가 없어도 가능함.



## 방법



G(X)가 Dy를 통과하고 F(G(X))가 원본 X와 일치하도록 학습.  
F(Y)가 Dx를 통과하고 G(F(Y))가 원본 Y와 일치하도록 학습.



## 로스 평선

X, Y : 2개의 도메인

2개의 generator

- G : X → Y
- F : Y → X

2개의 discriminator

- D<sub>X</sub>
- D<sub>Y</sub>

3개의 항목으로 구성

$$\mathcal{L}(G, F, D_X, D_Y) = \mathcal{L}_{\text{GAN}}(G, D_Y, X, Y) + \mathcal{L}_{\text{GAN}}(F, D_X, Y, X) + \lambda \mathcal{L}_{\text{cyc}}(G, F),$$

$$\mathcal{L}_{\text{GAN}}(G, D_Y, X, Y) = \mathbb{E}_{y \sim p_{\text{data}}(y)} [\log D_Y(y)] + \mathbb{E}_{x \sim p_{\text{data}}(x)} [\log (1 - D_Y(G(x)))]$$

$$\mathcal{L}_{\text{cyc}}(G, F) = \mathbb{E}_{x \sim p_{\text{data}}(x)} [\|F(G(x)) - x\|_1] + \mathbb{E}_{y \sim p_{\text{data}}(y)} [\|G(F(y)) - y\|_1]$$

실제 구현에서는 log를 사용하지 않은 다음을 사용.

$$G : \mathbb{E}_{x \sim p_{\text{data}}(x)} [(D(G(x)) - 1)^2]$$

$$D : \mathbb{E}_{y \sim p_{\text{data}}(y)} [(D(y) - 1)^2] + \mathbb{E}_{x \sim p_{\text{data}}(x)} [D(G(x))^2]$$

↳ loss code  
Discriminator

```
D_A_loss_1 = tf.reduce_mean(tf.squared_difference(dec_gen_A, 1))
D_B_loss_1 = tf.reduce_mean(tf.squared_difference(dec_gen_B, 1))
```

```
D_A_loss_2 = tf.reduce_mean(tf.square(dec_gen_A))
D_B_loss_2 = tf.reduce_mean(tf.square(dec_gen_B))
```

```
D_A_loss = (D_A_loss_1 + D_A_loss_2) / 2
D_B_loss = (D_B_loss_1 + D_B_loss_2) / 2
```

Generator

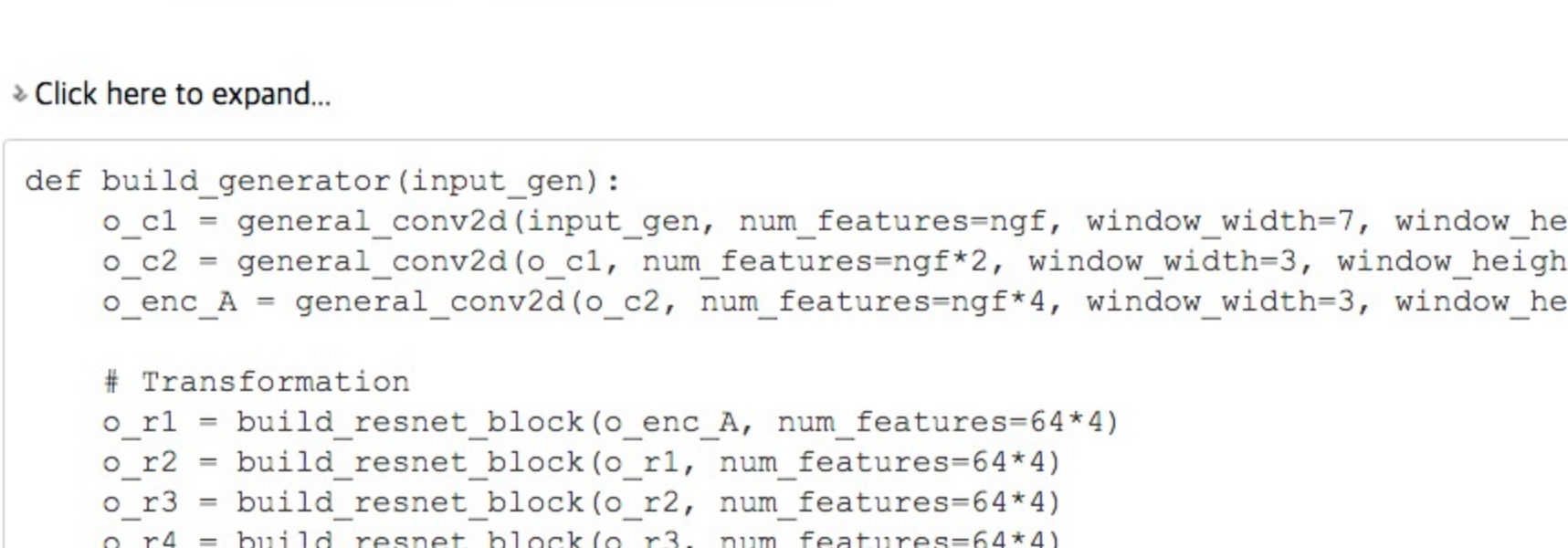
```
g_loss_B_1 = tf.reduce_mean(tf.squared_difference(dec_gen_A, 1))
g_loss_A_1 = tf.reduce_mean(tf.squared_difference(dec_gen_B, 1))
```

```
cyc_loss = tf.reduce_mean(tf.abs(input_A - cyc_A)) + tf.reduce_mean(tf.abs(input_B - cyc_B))
```

```
g_loss_A = g_loss_A_1 + 10 * cyc_loss
g_loss_B = g_loss_B_1 + 10 * cyc_loss
```

## 세부 구조

### Generator



↳ Click here to expand...

```
def build_generator(input_gen):
    o_c1 = general_conv2d(input_gen, num_features=ngf, window_width=7, window_height=7, stride_width=1, stride_height=1)
    o_c2 = general_conv2d(o_c1, num_features=ngf*2, window_width=3, window_height=3, stride_width=2, stride_height=2)
    o_enc_A = general_conv2d(o_c2, num_features=ngf*4, window_width=3, window_height=3, stride_width=2, stride_height=2)

    # Transformation
    o_r1 = build_resnet_block(o_enc_A, num_features=64*4)
    o_r2 = build_resnet_block(o_r1, num_features=64*4)
    o_r3 = build_resnet_block(o_r2, num_features=64*4)
    o_r4 = build_resnet_block(o_r3, num_features=64*4)
    o_r5 = build_resnet_block(o_r4, num_features=64*4)
    o_enc_B = build_resnet_block(o_r5, num_features=64*4)

    #Decoding
    o_d1 = general_deconv2d(o_enc_B, num_features=ngf*2, window_width=3, window_height=3, stride_width=2, stride_height=2)
    o_d2 = general_deconv2d(o_d1, num_features=ngf, window_width=3, window_height=3, stride_width=2, stride_height=2)
    gen_B = general_conv2d(o_d2, num_features=3, window_width=7, window_height=7, stride_width=1, stride_height=1)

    return gen_B
```

↳ def general\_conv2d()

```
def general_conv2d(inputconv, o_d=64, f_h=7, f_w=7, s_h=1, s_w=1):
    with tf.variable_scope(name):
        conv = tf.contrib.layers.conv2d(inputconv, num_features=(window_width, window_height), [stride_width, stride_height],
                                         padding, activation_fn=None, weights_initializer=tf.truncated_normal_initializer(stddev=std
                                         biases_initializer=tf.constant_initializer(0.0))
```

↳ def resnet\_blocks()

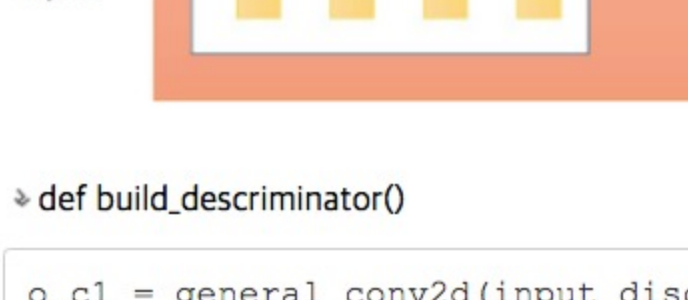
```
def resnet_blocks(input_res, num_features):

    out_res_1 = general_conv2d(input_res, num_features,
                               window_width=3,
                               window_height=3,
                               stride_width=1,
                               stride_height=1)

    out_res_2 = general_conv2d(out_res_1, num_features,
                               window_width=3,
                               window_height=3,
                               stride_width=1,
                               stride_height=1)

    return (out_res_2 + input_res)
```

### Resnet Block



### Discriminator



↳ def build\_discriminator()

```
o_c1 = general_conv2d(input_disc, ndf, f, f, 2, 2)
o_c2 = general_conv2d(o_c1, ndf*2, f, f, 2, 2)
o_enc_A = general_conv2d(o_c2, ndf*4, f, f, 2, 2)
o_c4 = general_conv2d(o_enc_A, ndf*8, f, f, 2, 2)
decision = general_conv2d(o_c4, 1, f, f, 1, 1, 0.02)
```

## 실험 결과



## Application

Monet Painting → Photo



Stylt Transfer



Object Transfiguration

