

112 TP1 Design Proposal

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1 Project Overview

1.1 Project Description

Overall, the goal of this project is to provide a useful and fluid framework for performing style transfer in real time through modification of game assets and textures. Most notably, this project is designed to have novel applications for both game development and fan mods, which motivate much of the project's design.

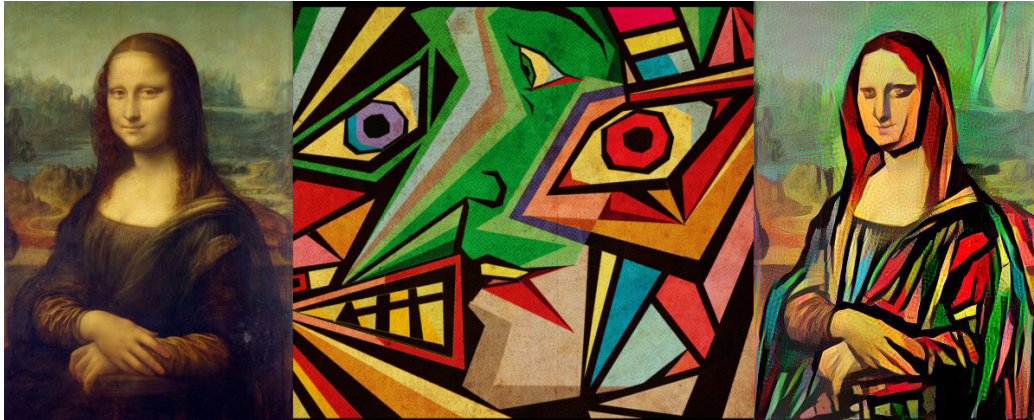
That's quite a wordy introduction though, so let's break down the various terms and components of the project:

1.1.1 Style Transfer:

A cool subset of Machine Learning/Deep Learning that seeks to quantify the "style" or an image or painting, then apply it to other images.

Examples:





1.1.2 Application of Style Transfer,

: Issue with generalized style transfer algorithms for real time video: Very computationally expensive. For arbitrary video streams, based on the algorithm used, single frames can take anywhere from seconds to minutes to process, even on (very) good hardware. Doesn't preserve temporal coherence, frequently resulting in flickering between frames.

My project aims to implement real-time style transfer on a very narrow subset of "arbitrary video streams:" video games.

The output from video games is algorithmically generated, computationally using a combination of in-game models and textures to specify color. Thus, we can "style transfer" onto the assets/textures used by the game, effectively getting similar results. Analogy: doing style transfer at "compile-time" instead of "run-time."

1.2 Competitive Analysis

As mentioned above, most

1.3 Structural Plan

In terms of code, my source

1.4 Algorithmic Plan

Terms: Style Image: the image from which the “Style” of the desired output image is extracted. Input/Content Image: the image that dictates the “content” and overall geometry of the desired output image

Convolutional Neural Network + Gradient Descent: Using a pretrained neural network (traditionally, vgg16/vgg19), we can quantify “style” and “content” differences between two image by looking at various layers of the convolution. To do this, we simply run each image through the neural network, examine the desired layer, and take the RMS difference between each component in the tensor. This gives us two different notions of “distance”: style distance and content distance. Our goal is to minimize these.

To do this, we simply compute the gradients of each entry of the “image tensor,” and perform gradient descent on the entire tensor.

After the desired number of iterations, we return the output image and save it to a file.

Cycle GANs: Two primary components: Generator Discriminator First, we write a generator that naively does some basic operations on the input/style images. Most importantly, this generator is very fast, and can produce multiple images from a given pair of inputs very quickly.

Then, we write a discriminator that can pick the “best” image out a set of candidate images, and run the generator again on this “best” image. As part of the “cycle” aspect, we also frequently regularize the outputs of this as to not get stuck in local maxima. Complete toolchain: Main technologies: Pytorch, QT, Dolphin Emulator (for actually running the games) Workflow: (Optional/computationally demanding) Extract textures from the game using Dolphin Emulator, facilitated by a QT GUI Parse the extracted textures from dolphin with Python builtin file operations Run the style transfer algorithms on above images with custom implementations in Pytorch Replace the original textures in dolphin Play the game again, using a button somewhere in the GUI.

1.5 Timeline Plan

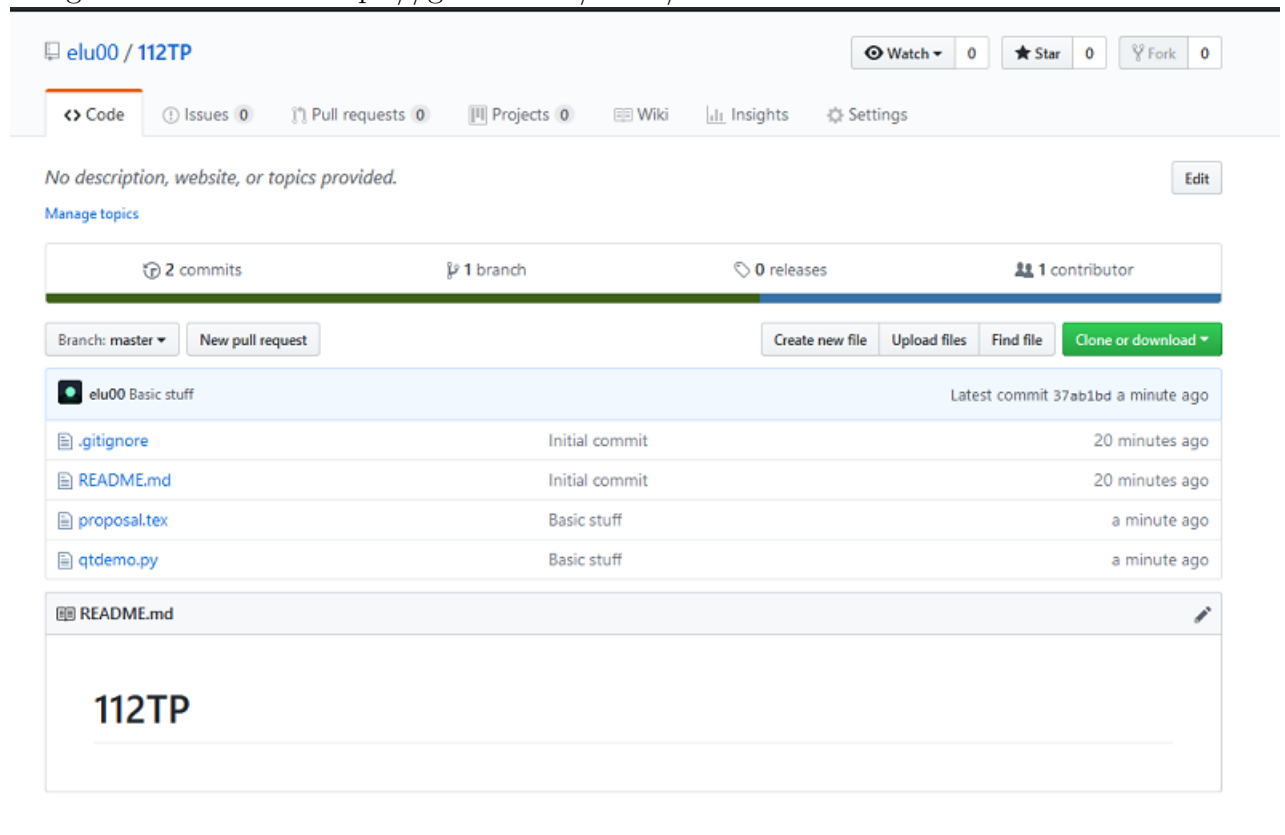
TP1: Have user interface/GUI designed and implemented. Seperately, have working versions of the algorithms.

TP2: Bind the two together, add necessary filesystem manipulations to the GUI.

TP3: Add synthetic benchmarking and related graph/statistic visualization.

1.6 Version Control Plan

I'll be using GitHub to backup/version control my code. The repo I'll be using can be found at <https://github.com/elu00/112TP>.



1.7 Module list

1. Pytorch/torchvision + PIL.
2. PyQt for QT bindings/User Interface.
3. Built-in Python packages (os, subprocess) for file manipulations.

2 Storyboard