

Simulation möglicher Waldbrandausbreitung mittels GANs

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Gliederung

- Erläuterung der Grundidee (Sebastian)
- Zusammenstellung des Datensets (Sebastian)
- Satellitenbilder-Ansätze (Bot, Google Earth) (Sebastian)
- Einstieg GANs (Dennis)
- Welche GANs sind für unseren Zweck geeignet (Dennis)
- Tiefer in CycleGAN und DeepGAN (Ersan + Dennis)
- Weitere Ansatz Pix2Pix (Ersan + Dennis)

Grundidee

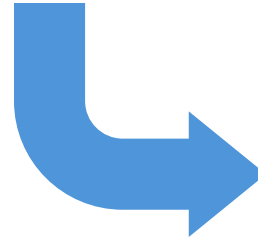
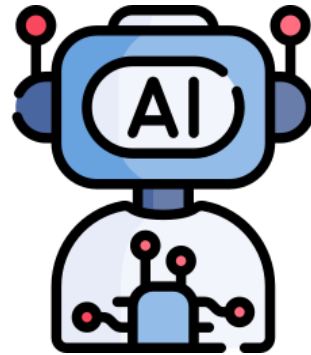
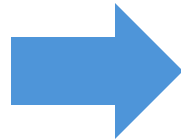
Können GANs dazu verwendet werden die Ausbreitung von Waldbränden realistisch darzustellen?



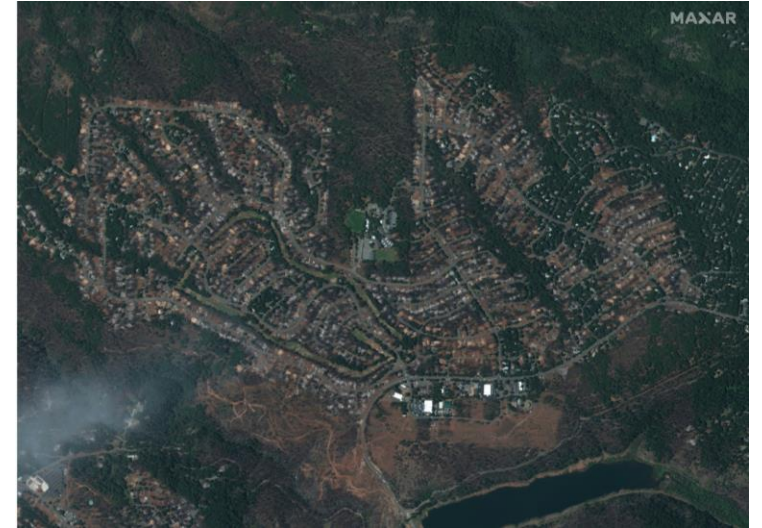
Paradise Pines, California, vor, während und nach einem Camp-Feuer 2018.

Grundidee

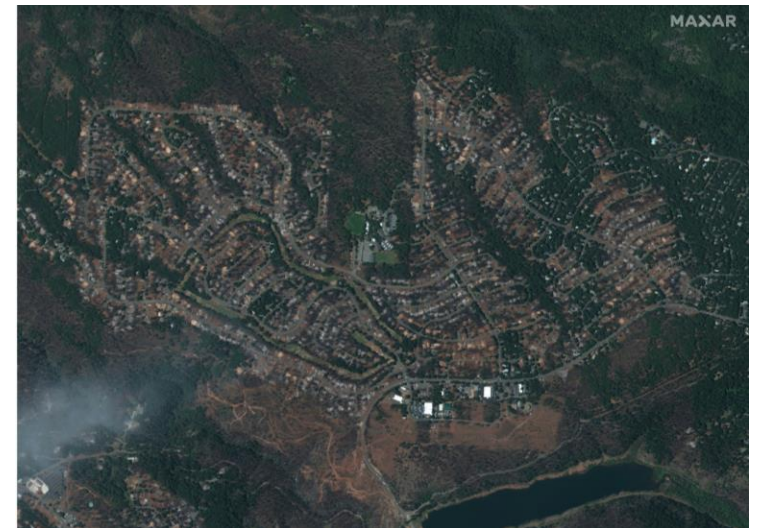
Input



Output (expected)



Output (actual)



Datenset

Wildfire Prediction Dataset (Satellite Images)^[1]

- 22.710 Bilder von Waldbränden
- 20.140 Bilder ohne Waldbrände



Datenset

Problem:

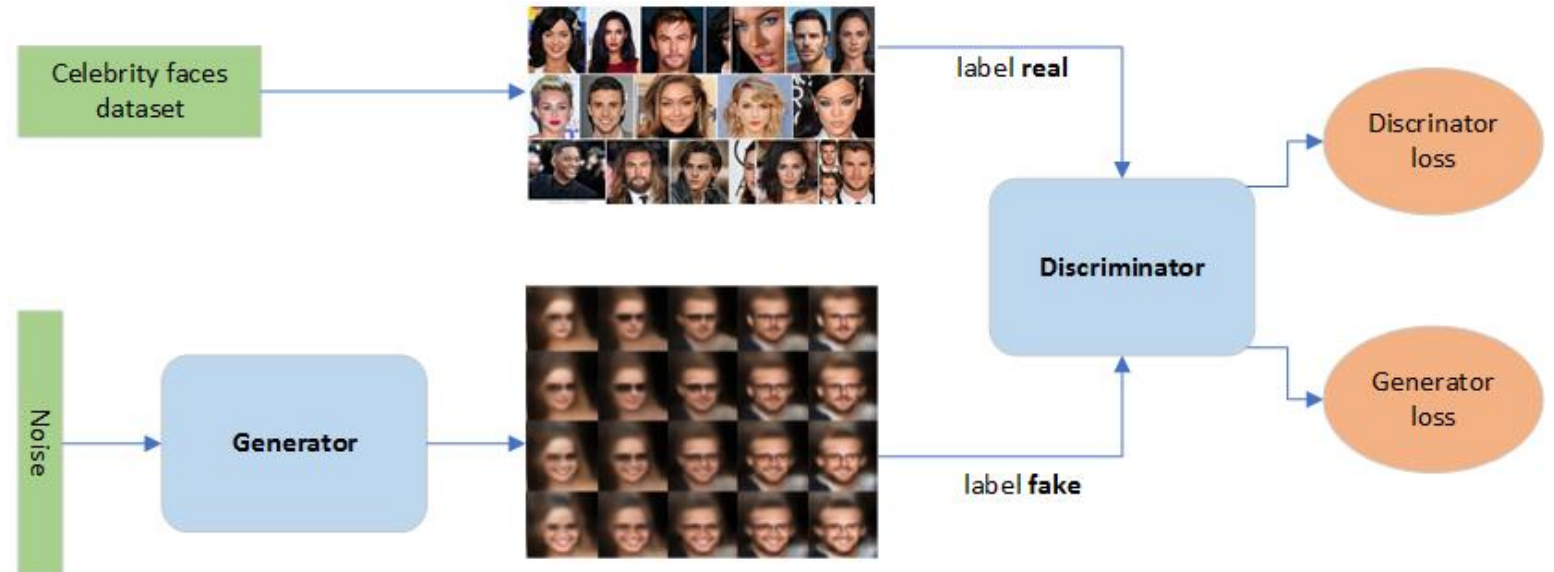
- Keine vor- und nachher Bilder der gleichen Umgebung
- Kein Vergleich des Outputs mit tatsächlichen Waldbränden möglich

Lösung

- Erweitern des Datensets um aktuelle Satellitenbilder von Gegenden, für die wir Waldbrände haben
- Erster Ansatz: Download von Satellitenbildern via Bot
- Zweiter Ansatz: Download via Google Maps API

Was sind GANs?

- GANs = Generative Adversarial Networks
- Generator
- Diskriminator
- Anwendung



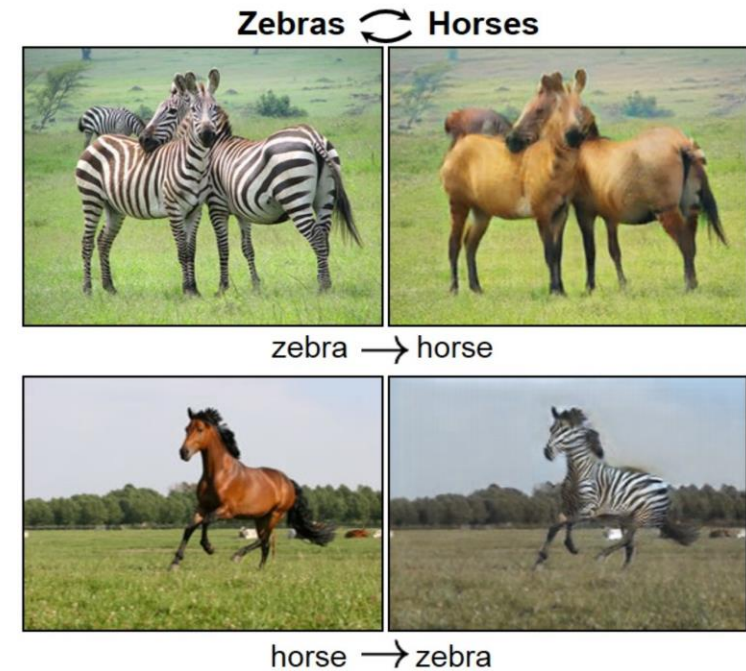
<https://towardsdatascience.com/generative-adversarial-network-gan-for-dummies-a-step-by-step-tutorial-fdefff170391>

Funktionsweise von GANs

- Initialisierung mit zufälligen Werten
- Training des Generators und Diskriminators
- Iterationen

Welche GANs gibt es?

- DCGAN (Deep Convolutional GAN)
- CGAN (Conditional GAN)
- WGAN (Wasserstein GAN)
- CycleGAN
- StyleGAN
- Pix2Pix
- Weitere GANs mit Vor- und Nachteilen(<https://docs.google.com/document/d/1MYEDzg9DSmH47d-IqOXHvddCKhRWP5WZy4DRDH97C98/edit>)



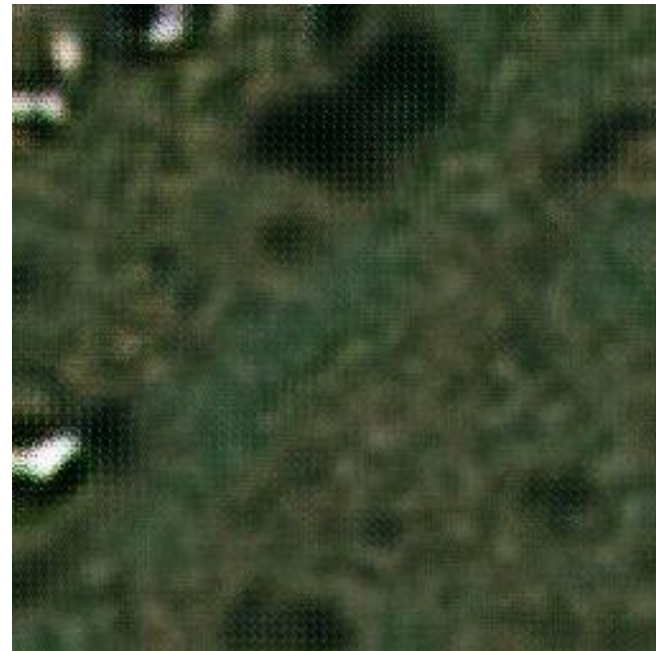
<https://aws.amazon.com/de/what-is/gan/>

Welches GAN eignet sich für unsere Anwendung?

- DCGAN
- CycleGAN
- Pix2Pix

CycleGAN

- Diskriminator
- Generator
- Trainingsprozess

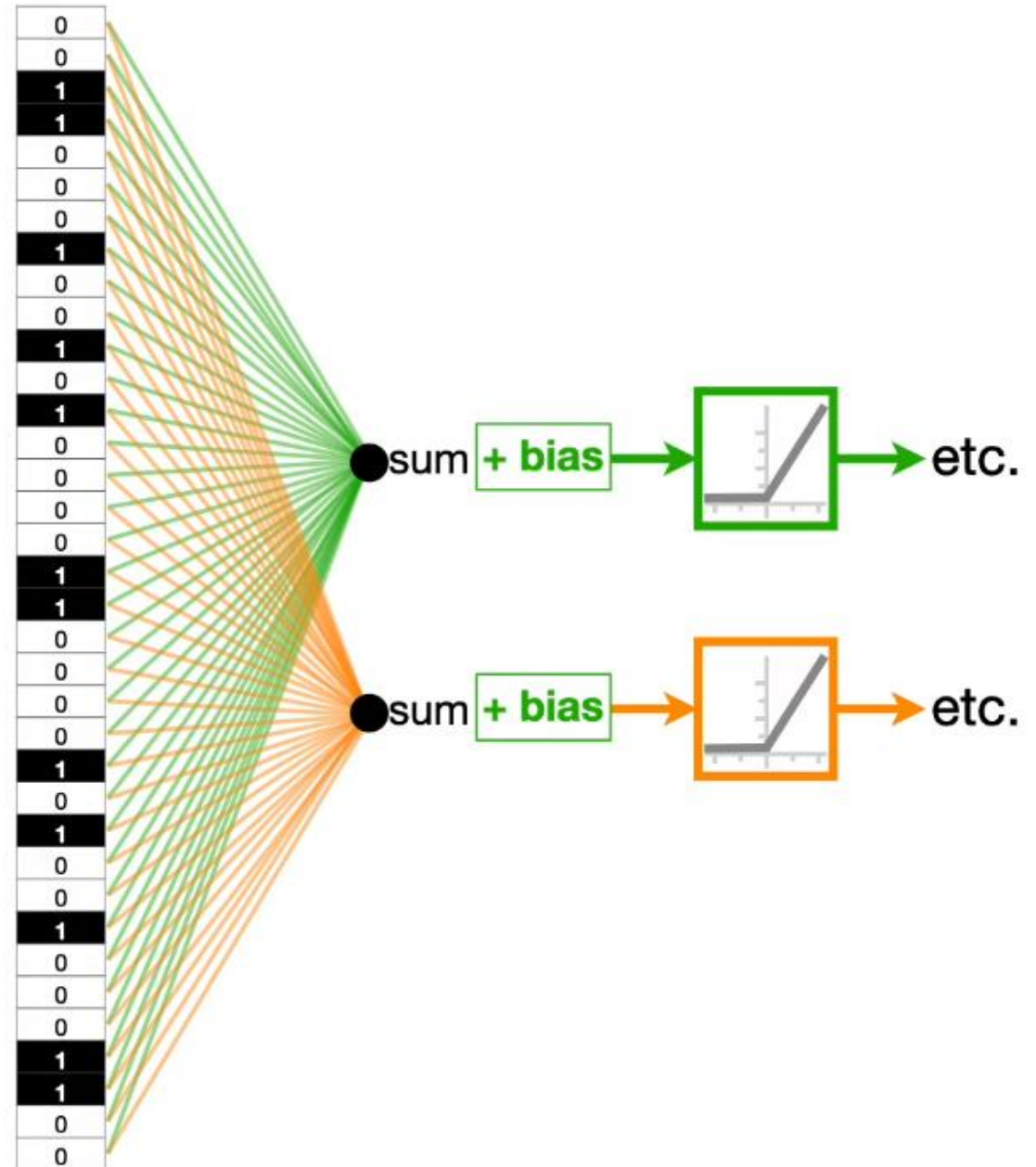


Warum Convolutions?

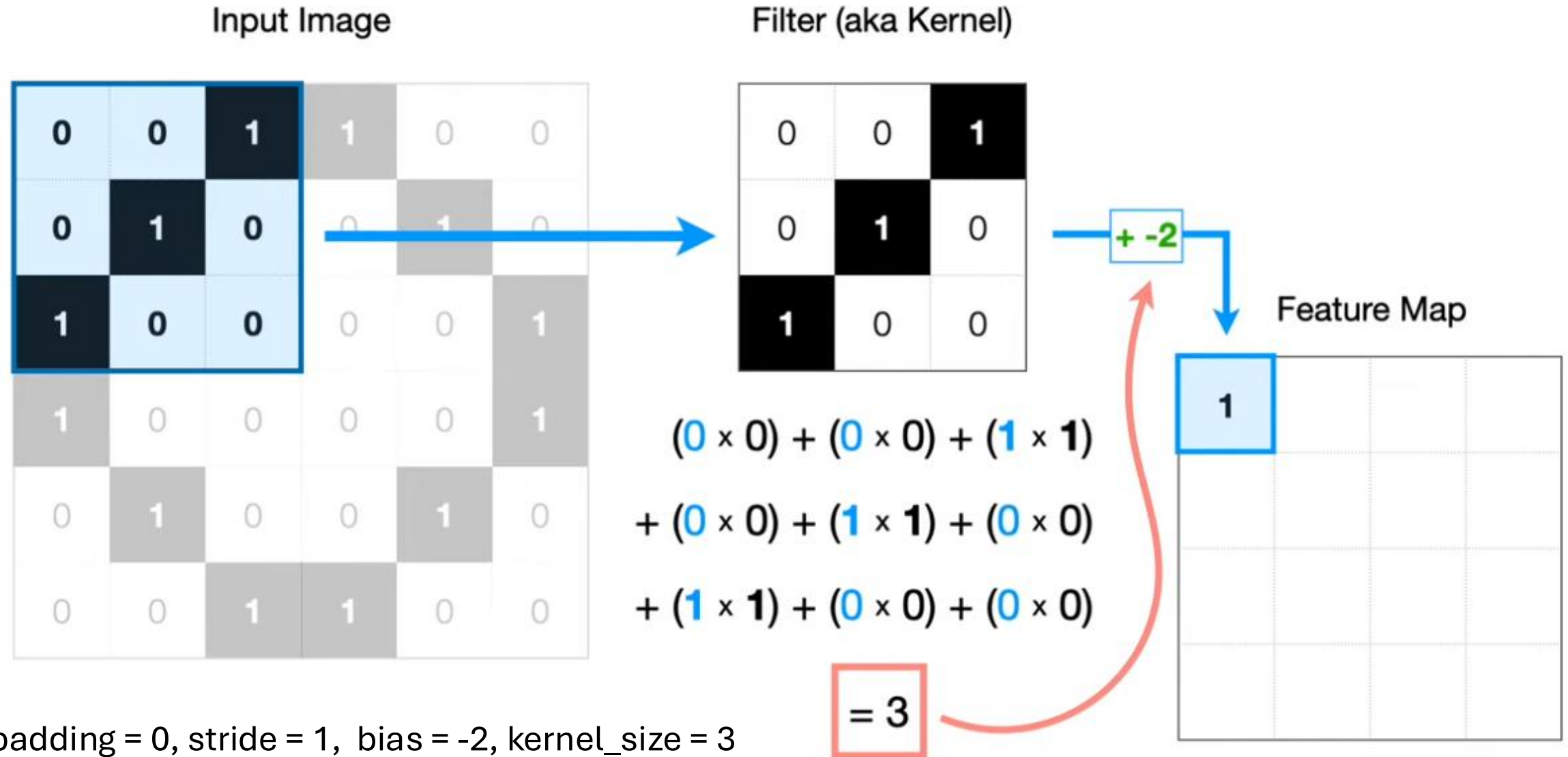
0	0	1	1	0	0
0	1	0	0	1	0
1	0	0	0	0	1
1	0	0	0	0	1
0	1	0	0	1	0
0	0	1	1	0	0

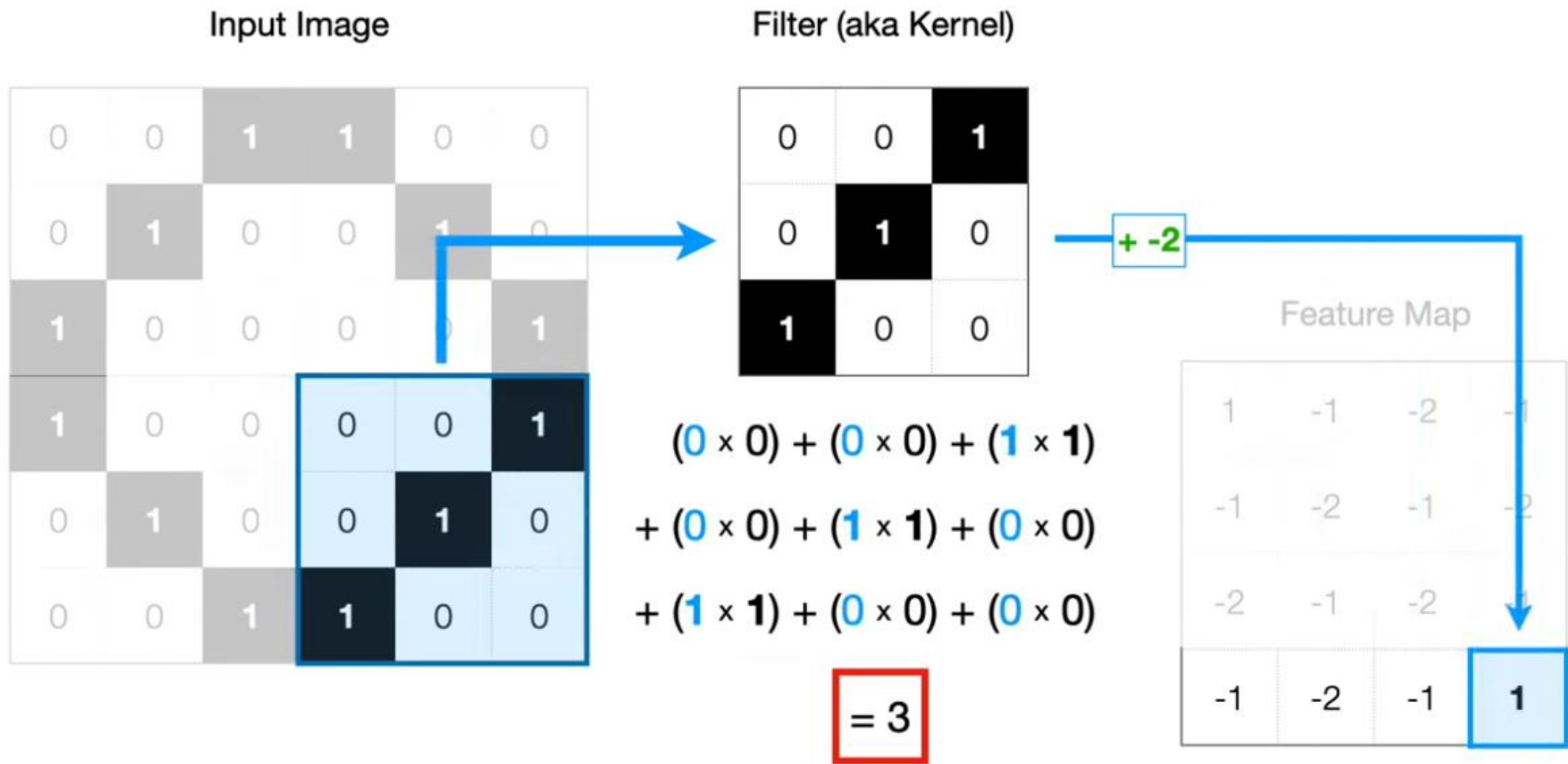
Im Beispiel: $6 \times 6 = 36$ Gewichte pro Knoten

Bei $100 \times 100 = 10000$ Gewichte pro Knoten

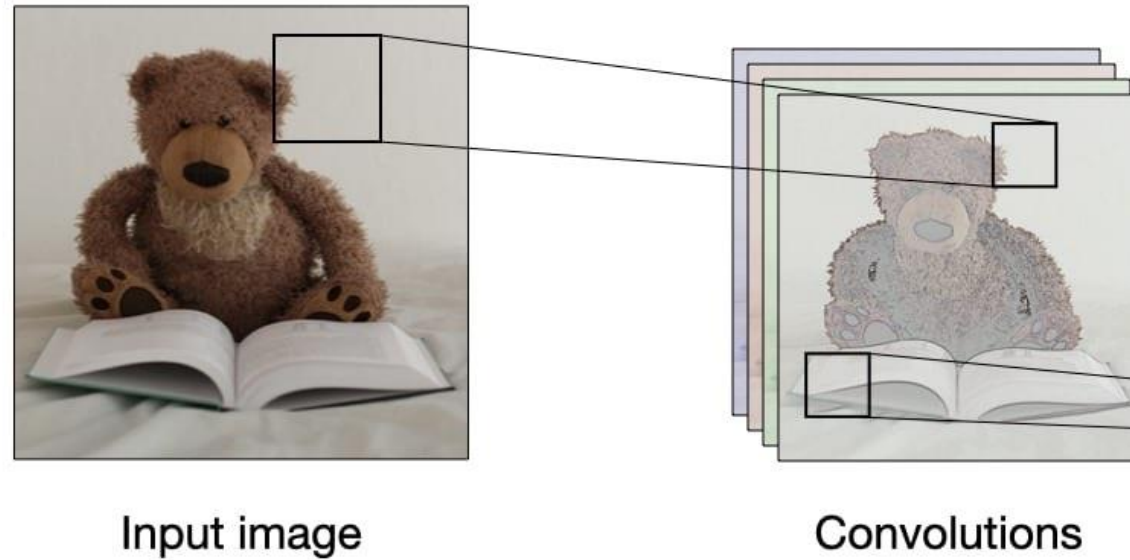


Convolution





Beispiel einer Feature Map



Jeder Filter erkennt verschiedene Features im Bild

Transposed Convolution



=

0	0		
0	0		

+

		1	4
		2	3

+

2	8		
4	6		

+

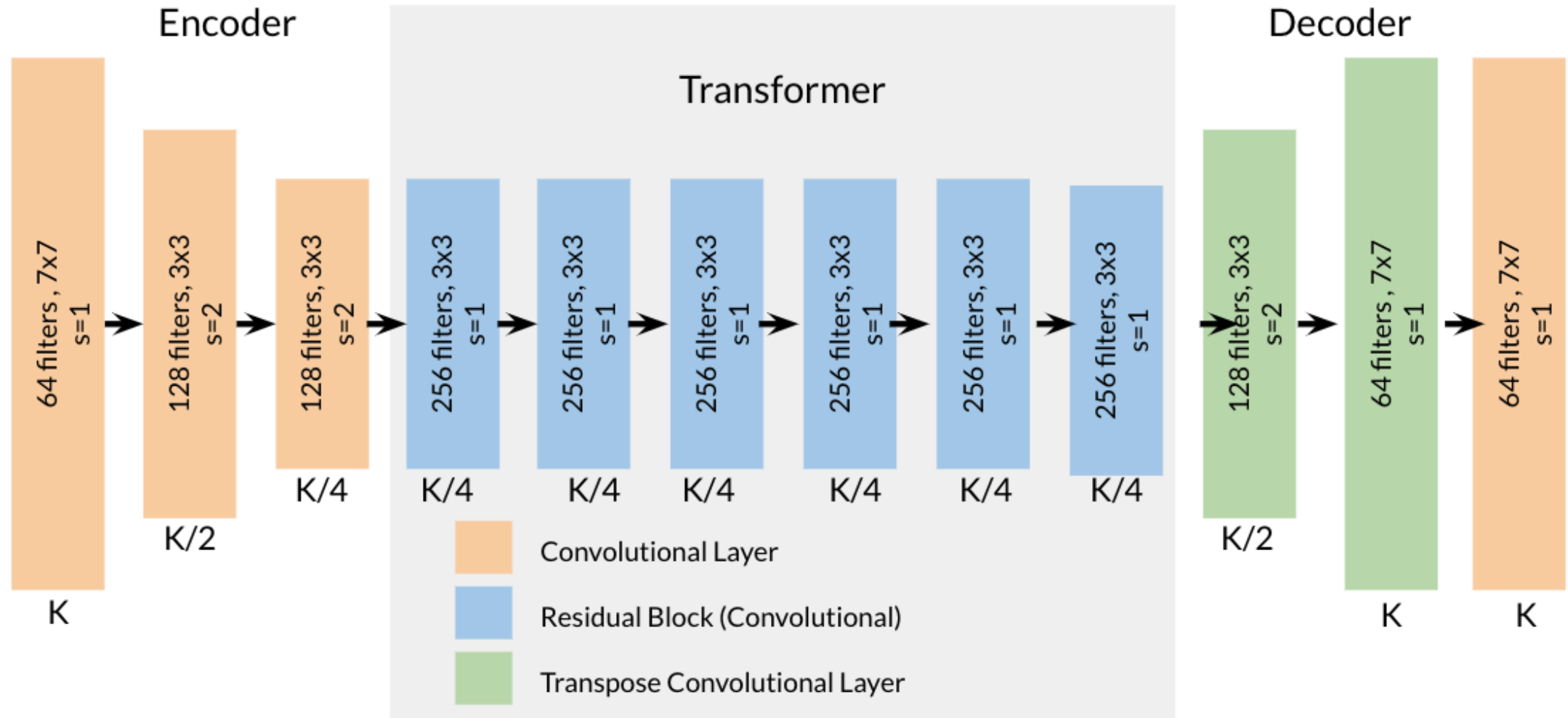
		3	12
		6	9

=

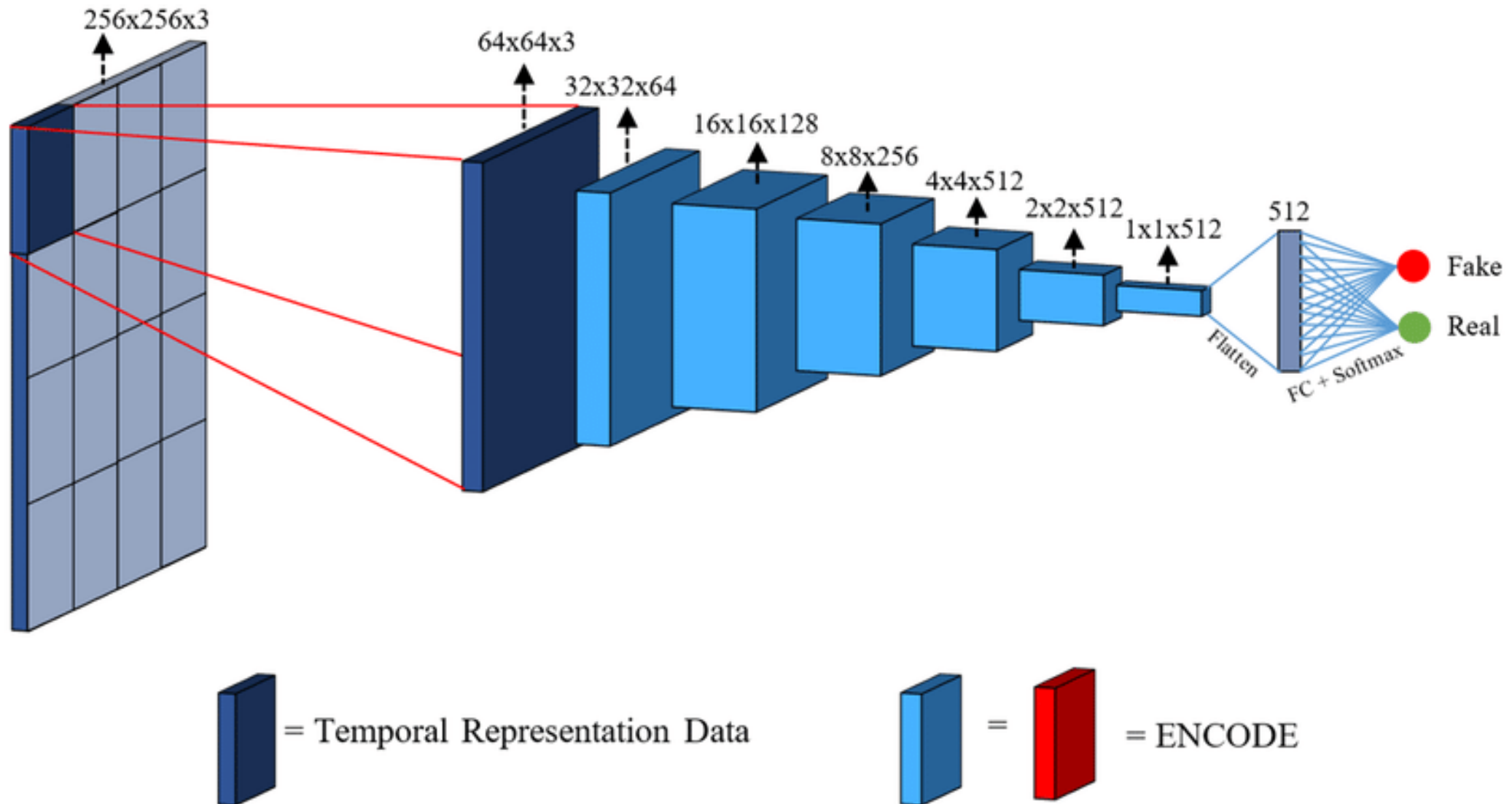
Output

0	0	1	4
0	0	2	3
2	8	3	12
4	6	6	9

Architektur des Generators

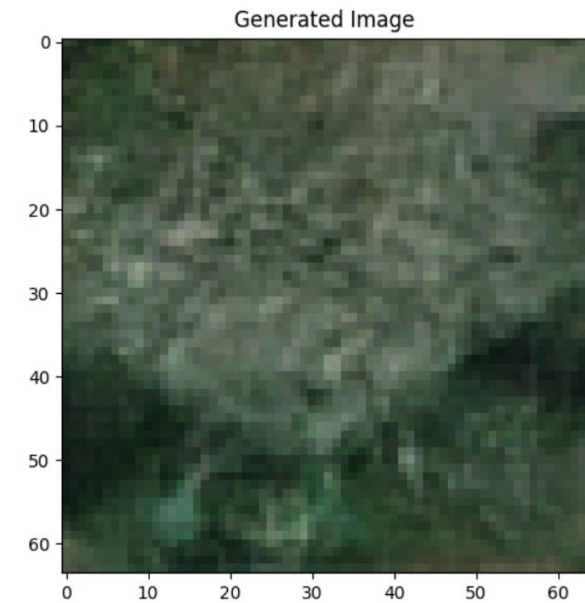
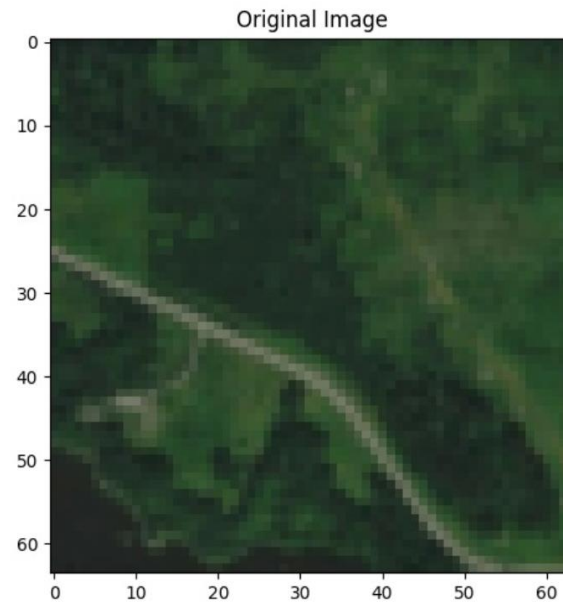


Architektur des Diskriminators

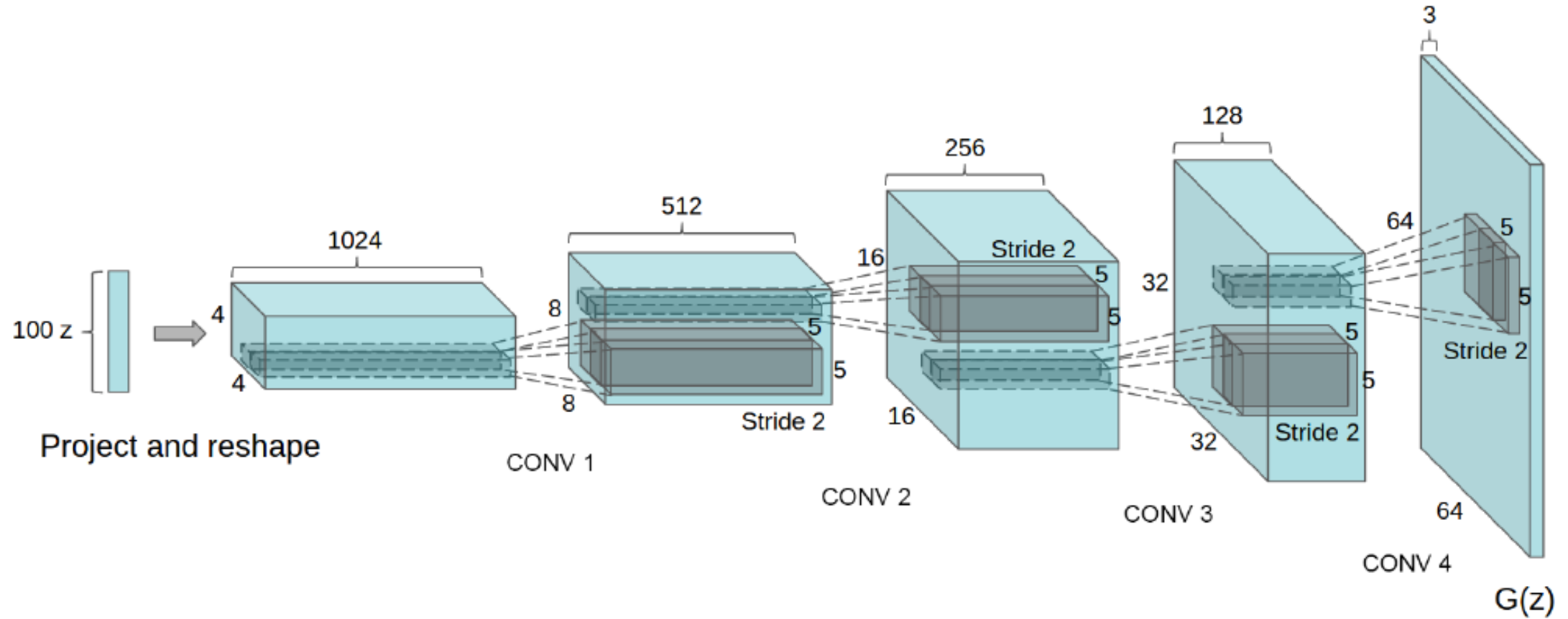


DCGAN

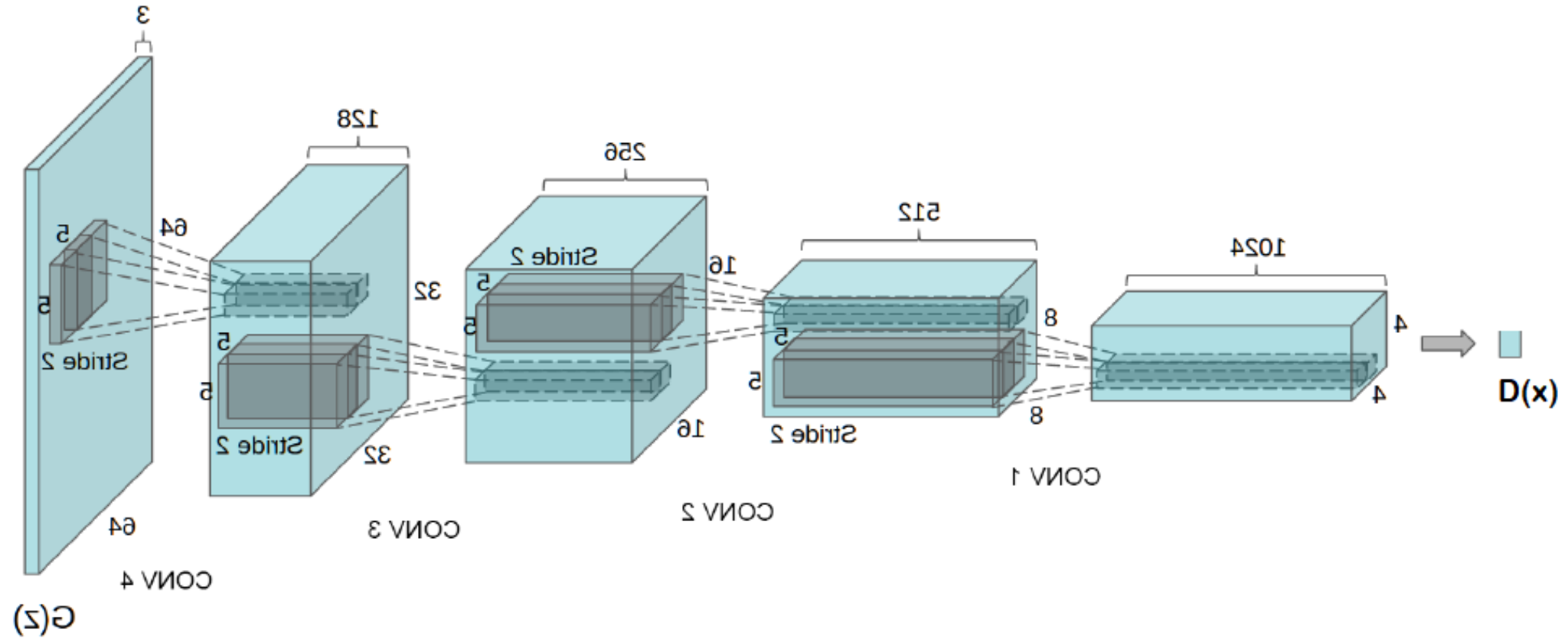
- Diskriminator
- Generator
- Trainingsprozess



Architektur des Generators

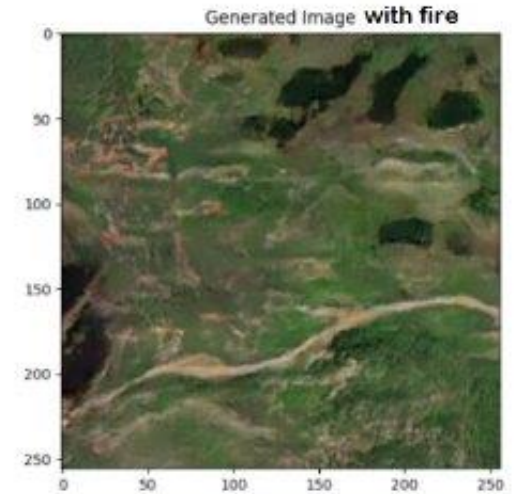
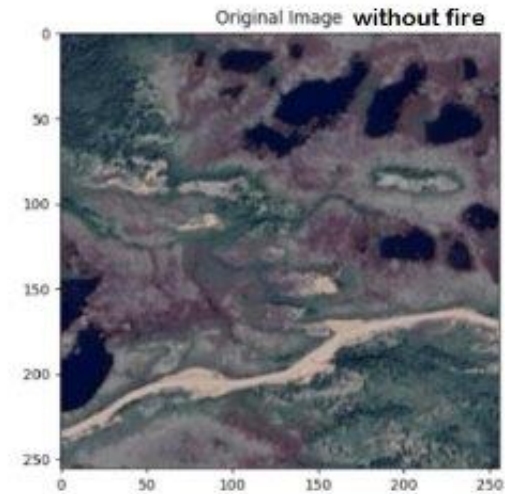


Architektur des Diskriminators



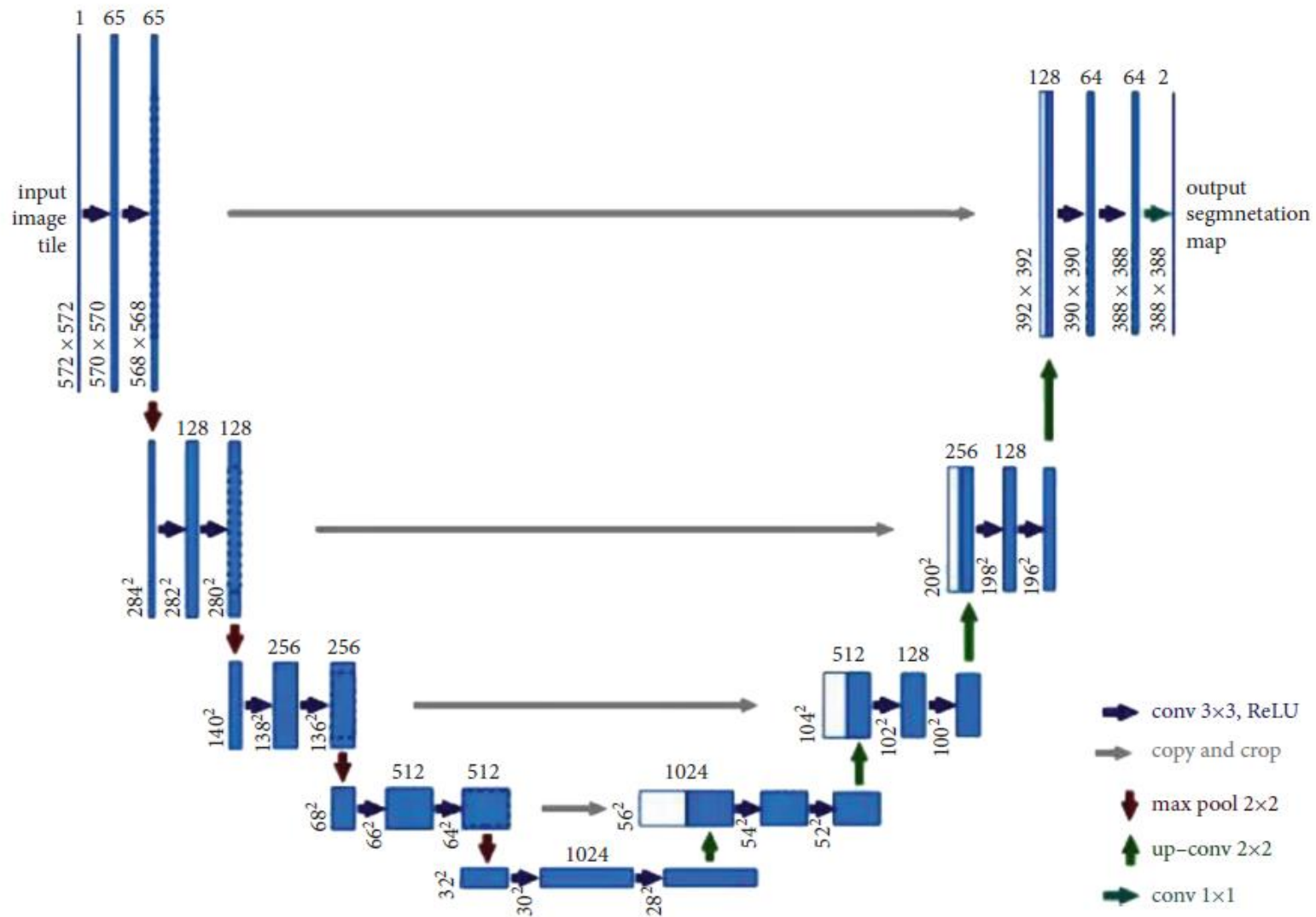
Pix2Pix

- Diskriminator
- Generator
- Trainingsprozess



Architektur des Generators

U-Net



Architektur des Diskriminators

- Wie beim CycleGAN

Vergleich von Pix2Pix und CycleGAN

		Loss	Per-pixel acc.	Per-class acc.	Class IOU	IoU = $\frac{\text{Intersection}}{\text{Union}}$
Labels -> Fotos		CoGAN [32]	0.40	0.10	0.06	
		BiGAN/ALI [9, 7]	0.19	0.06	0.02	
		SimGAN [46]	0.20	0.10	0.04	
		Feature loss + GAN	0.06	0.04	0.01	
		CycleGAN (ours)	0.52	0.17	0.11	
		pix2pix [22]	0.71	0.25	0.18	

FCN-Score

		Loss	Per-pixel acc.	Per-class acc.	Class IOU
Fotos -> Labels		CoGAN [32]	0.45	0.11	0.08
		BiGAN/ALI [9, 7]	0.41	0.13	0.07
		SimGAN [46]	0.47	0.11	0.07
		Feature loss + GAN	0.50	0.10	0.06
		CycleGAN (ours)	0.58	0.22	0.16
		pix2pix [22]	0.85	0.40	0.32

Vergleich zu
Ground-Truth-Labels

Input



Möglicher Feuergebiete bei
einem Ausbruch



Quellen

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