

Progressive Growing of GANs for Improved Quality, Stability, and Variation

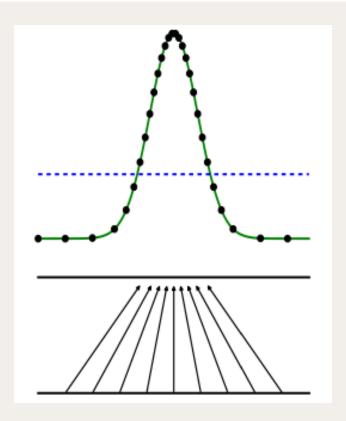
#### Contents

- Introduction
- Progressive Growing of GANs
- Increasing Variation using Minibatch Standard Deviation
- Normalization in Generator and Discriminator
- Multi-Scale Statistical Similarity for Assessing GAN Results
- Experiments

## Introduction

### Generative Models - overview

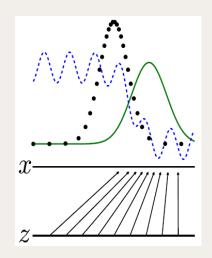
- Autoregressive model (e.g. PixelCNN)
  - Sharp images, slow to evaluate. No latent space
- VAEs
  - Fast to train, burry images
- GANs
  - Sharp images, low resolution, limited variation, unstable training

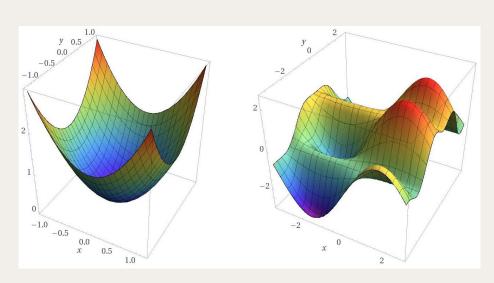


Blue, dashed line: discriminative distribution Black, dotted line: data distribution ( $P_{data}$ ) Green solid line: generative distribution ( $P_q$ )

#### Challenge 1

• If not much overlap between training and generated distributions then gradients can point in random directions.





#### Challenge 2

Little variation in results

Plot of 100 GAN Generated MNIST Figures After 100 Epochs

#### Challenge 3

• High resolution harder because easier to tell apart



Low Resolution



High Resolution

#### Challenge 4

• High resolution requires smaller minibatches so training less stable



High Resolution

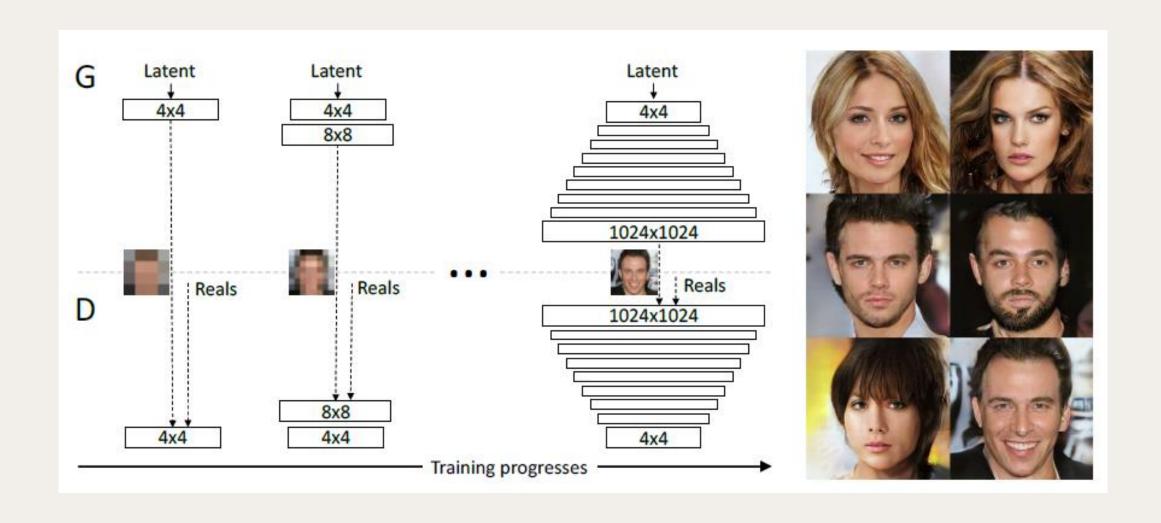
#### PGGAN - overview

- Key insight
  - we can grow both the generator and discriminator progressively,
  - starting from easier low-resolution images,
  - and add new layers that introduce higher-resolution details as the

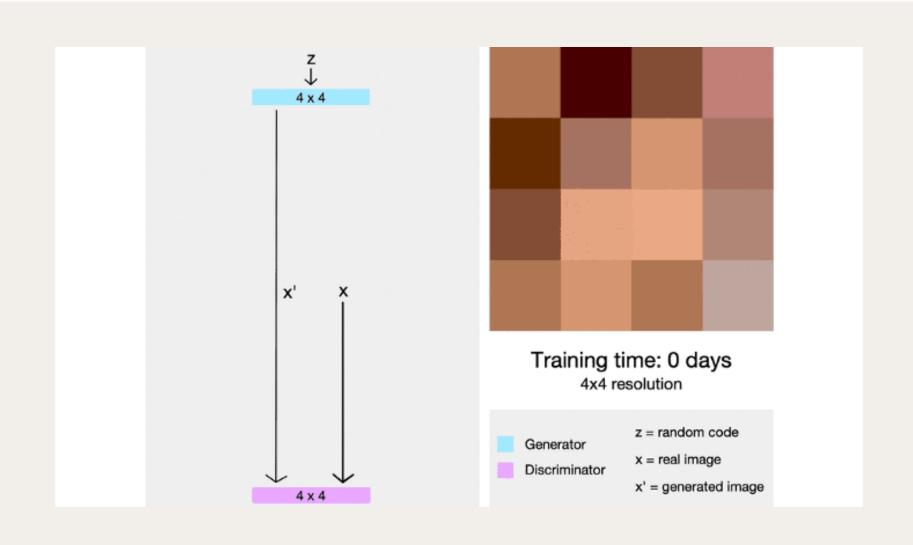
training progress

# Progressive Growing of GANs

# PGGAN - growing the GAN

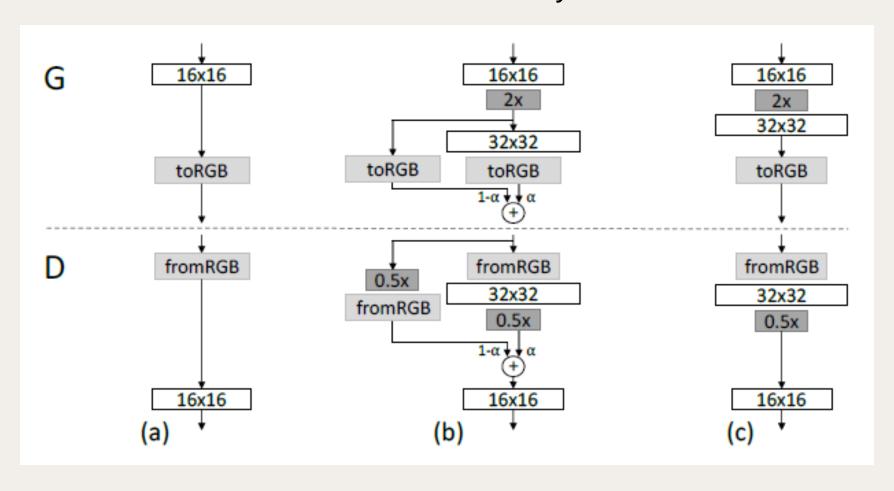


# PGGAN - growing the GAN



## PGGAN - fading in higher resolution layers

#### Fade in smoothly



#### Loss Function

- The author's say their work is independent of loss function
- Do experiments with both WGAN-GP and LSGAN

## PGGAN - benefits

- Training avoids high resolution problem of too much divergence early on
- **Faster** training, 2-6 x faster
- Only use a single GAN instead of a hierarchy of GANs
- More stable training more steps done at lower resolution with larger minibatches



#### Minibatch standard deviation

- Minibatch discrimination (Salimans et al. 2016)
  - Compute feature statistics across the minibatch
  - Encourage the minibatches of generated and training images to show similar statistics
  - Add a minibatch layer towards the end of the discriminator

#### Minibatch standard deviation

#### Minibatch standard deviation

- Simplifies the minibatch discrimination and improves variation
- How to compute ?
  - Compute standard deviation for each feature in each spatial location
  - Then average over all features and spatial locations to get a single value
  - Replicate the value and concatenate it to all spatial locations and over the minibatch, yields one additional feature map



## Equalized Learning Rate

- Use trivial N(0, 1) weight initialization and scale weights at runtime
- $\widehat{w}_i = w_i/c$ 
  - $w_i$ : weights, c: per-layer normalization constant from He's initializer
- Adaptive SGD methods normalize a gradient update by its estimated standard deviation
- If some parameters have a larger dynamic range than others, they will take longer to adjust
- Our approach ensures that the dynamic range, and thus the learning speed, is the same for all weights

#### Pixelwise Feature Vector Normalization in Generator

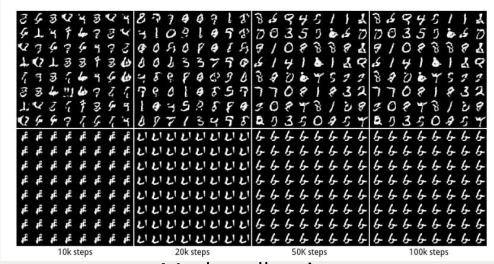
- Normalize the feature vector in each pixel to unit length in the generator after each convolutional layer
- Prevent feature map magnitudes from getting too large

$$b_{x,y} = a_{x,y} / \sqrt{\frac{1}{N} \sum_{j=0}^{N-1} (a_{x,y}^j)^2 + \epsilon}$$
, where  $\epsilon = 10^{-8}$ 

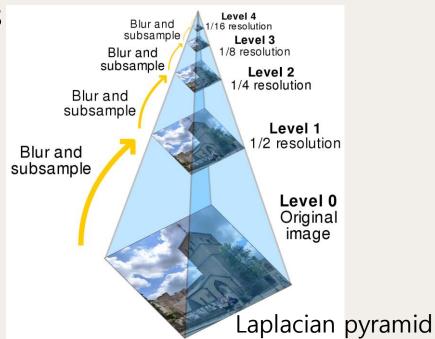
#### Multi-Scale Statistical Similarity for Assessing GAN Results

- MS-SSIM: Good at identifying global mode collapse, not good for local mode collapse like on colors and textures
- Do MS-SSIM on local patches drawn from Laplacian pyramid

representations of generated and target images



Mode collapsing



#### Multi-Scale Statistical Similarity for Assessing GAN Results

- Sample 16,384 images and extract 128 descriptors from each level of the Laplacian pyramid. Each descriptor is a 7x7 pixel neighborhood with 3 color channels
- Compute sliced Wasserstein distance between samples. Smaller distance means that at that level of resolution training images and generator samples have similar variation

# Experiments

# Importance of Individual Contributions in Teams of Statistical Similarity

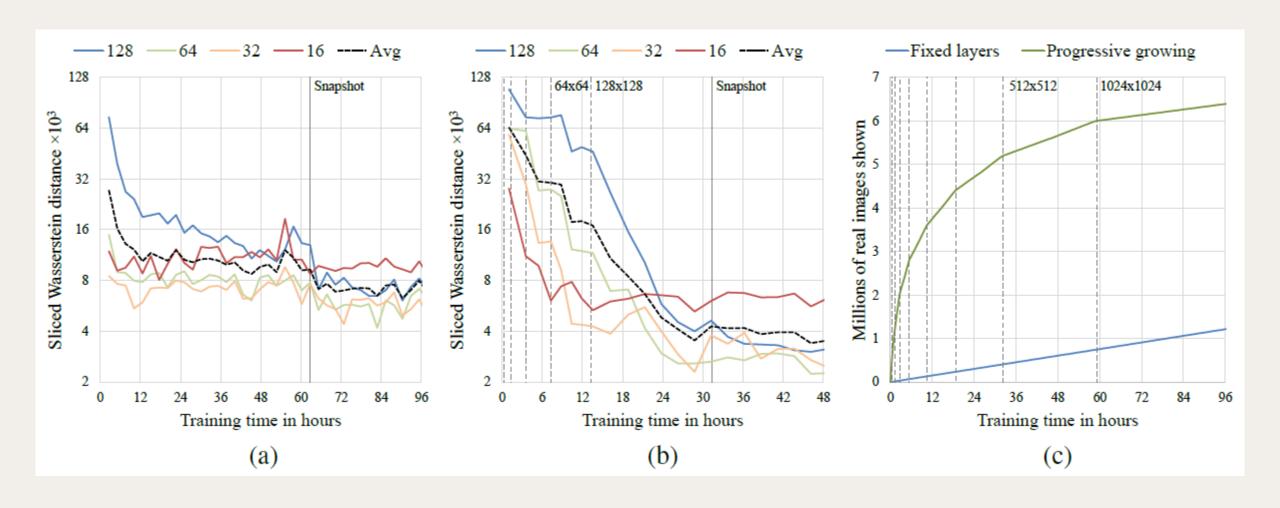
	CELEBA							LSUN BEDROOM						
Training configuration	Sliced Wasserstein distance ×10 <sup>3</sup>					MS-SSIM	Sliced Wasserstein distance ×10 <sup>3</sup> MS-S							
	128	64	32	16	Avg		128	64	32	16	Avg			
(a) Gulrajani et al. (2017)	12.99	7.79	7.62	8.73	9.28	0.2854	11.97	10.51	8.03	14.48	11.25	0.0587		
(b) + Progressive growing	4.62	2.64	3.78	6.06	4.28	0.2838	7.09	6.27	7.40	9.64	7.60	0.0615		
(c) + Small minibatch	75.42	41.33	41.62	26.57	46.23	0.4065	72.73	40.16	42.75	42.46	49.52	0.1061		
(d) + Revised training parameters	9.20	6.53	4.71	11.84	8.07	0.3027	7.39	5.51	3.65	9.63	6.54	0.0662		
(e*) + Minibatch discrimination	10.76	6.28	6.04	16.29	9.84	0.3057	10.29	6.22	5.32	11.88	8.43	0.0648		
(e) Minibatch stddev	13.94	5.67	2.82	5.71	7.04	0.2950	7.77	5.23	3.27	9.64	6.48	0.0671		
(f) + Equalized learning rate	4.42	3.28	2.32	7.52	4.39	0.2902	3.61	3.32	2.71	6.44	4.02	0.0668		
(g) + Pixelwise normalization	4.06	3.04	2.02	5.13	3.56	0.2845	3.89	3.05	3.24	5.87	4.01	0.0640		
(h) Converged	2.42	2.17	2.24	4.99	2.96	0.2828	3.47	2.60	2.30	4.87	3.31	0.0636		

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# Convergence and Training Speed



#### High-Resolution Image Generator using CelebA-HQ Dataset



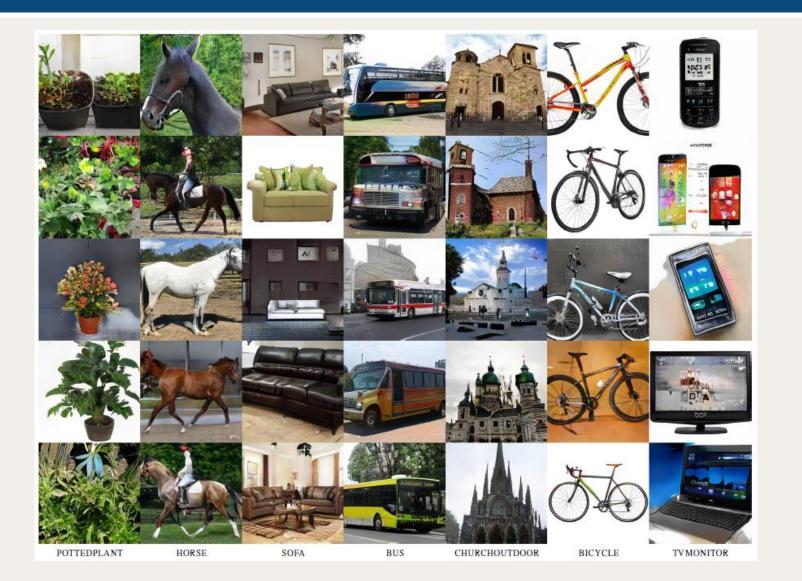
#### High-Resolution Image Generator using CelebA-HQ Dataset



## LUSN Results



## LUSN Results



# Q&A