

report

1. Result from existing model & description of context encoder

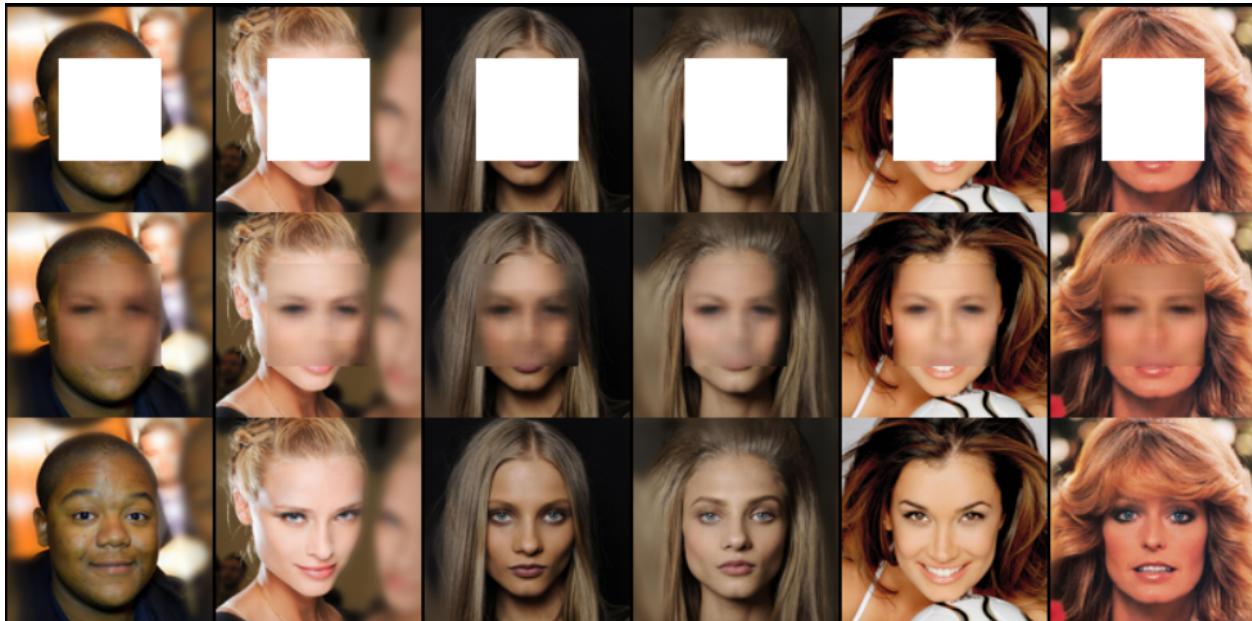


Figure1. Result from test code with existing model

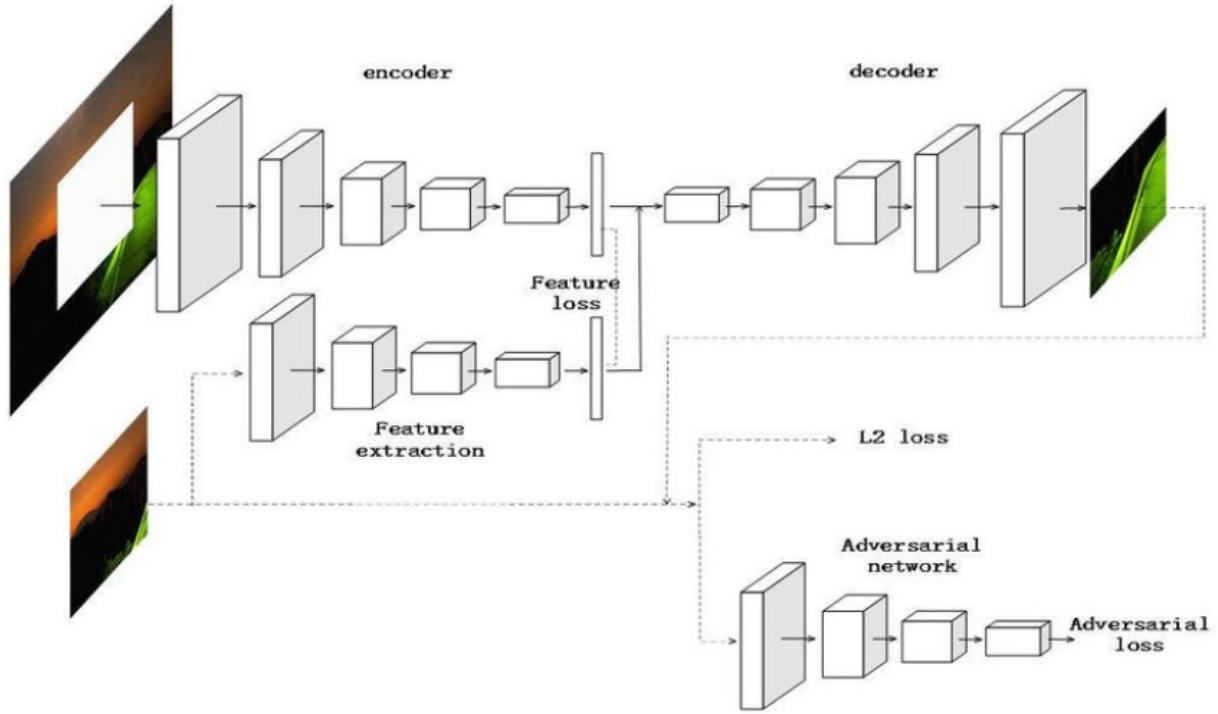


Figure 2. Architecture of context encoder

Context Encoders is trained to generate the contents of an arbitrary image region conditioned on its surroundings. Pixel-wise reconstruction loss and adversarial loss, are used for training as you can see the Figure 2.

2. Result from initial training code

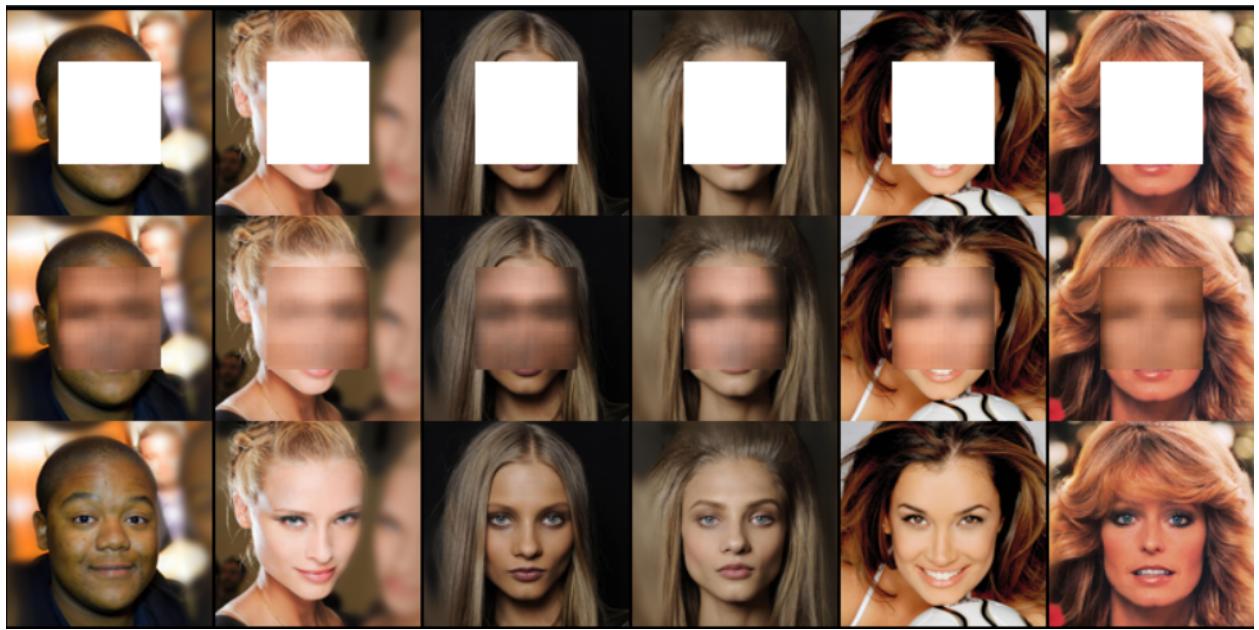


Figure 3. Result from model of initial code with **epoch=3**.

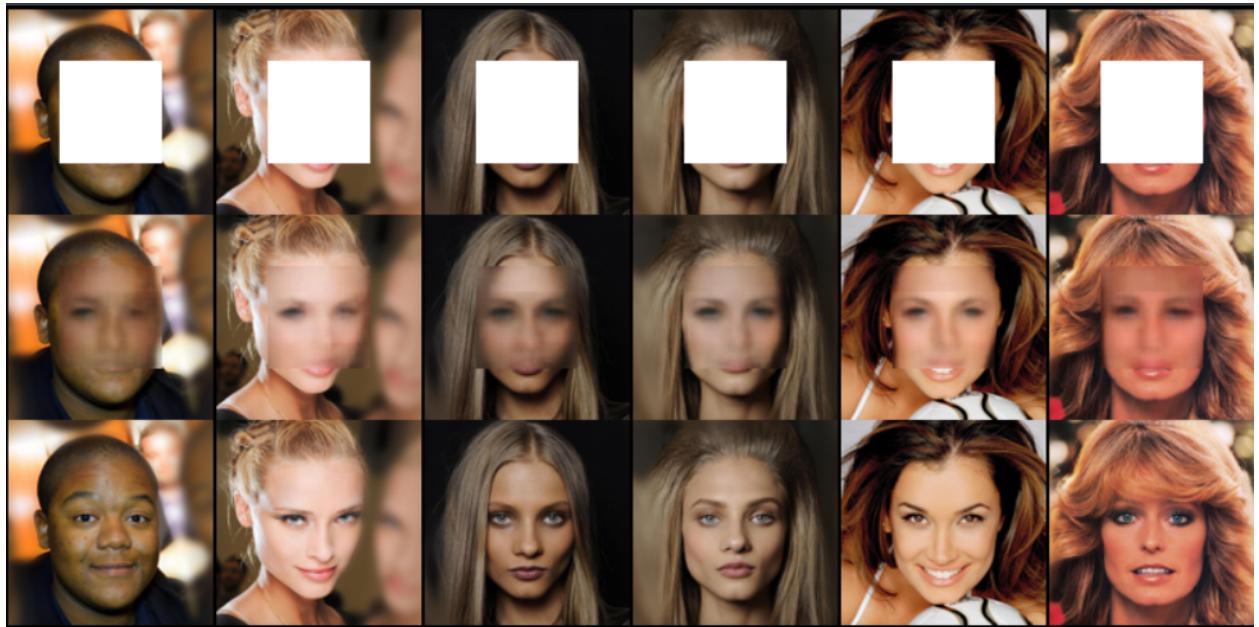


Figure 4. Result from model of initial code with **epoch=50**.

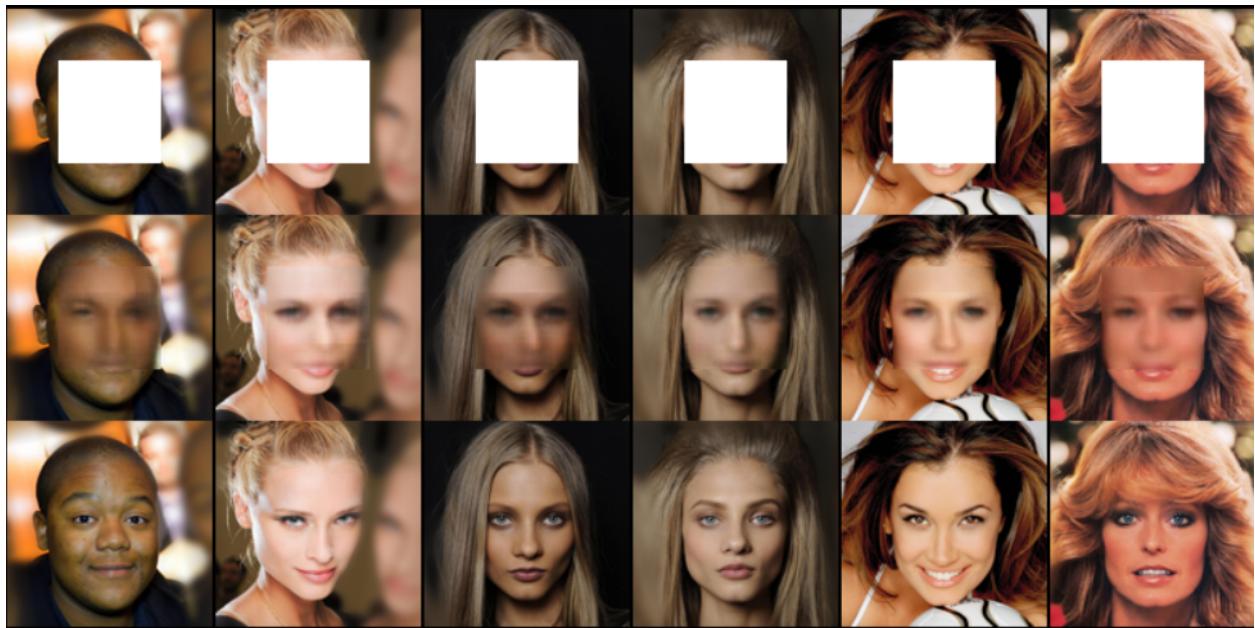


Figure 5. Result from context encoder with adversarial loss with $\text{epoch}=50$.

The result from context encoder with advererial loss is more naural and less blurry than thos with result using only auto encoder as you can see difference between Figure 4 and Figure 5

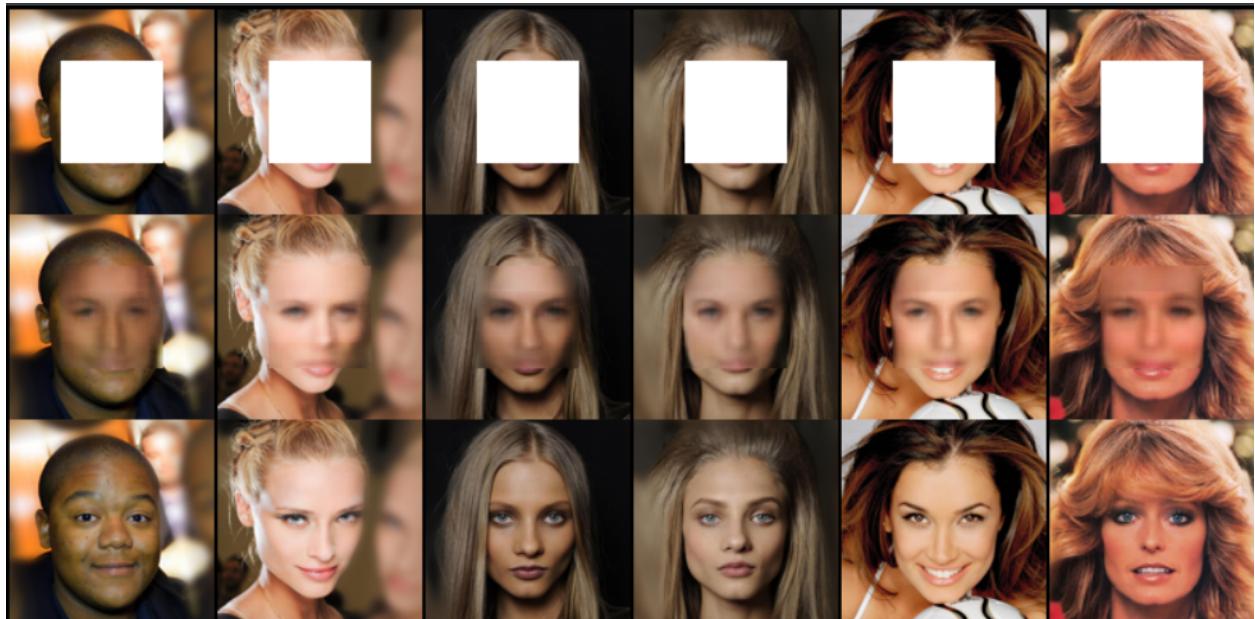


Figure 6. Result from context encoder with $\lambda=0.5$

$$total_loss = adv_loss \times lambda + pixel_loss$$

From the equation above, the result of reduced lambda reduces the impact from adverial loss. This is observed on result from Figure 6, in which the result on Figure 6 shows smaller eyes than result on Figure 5. This is presumed to be pixel loss effects more as lambda decreases since it has completely different color between color of eye and skin.