



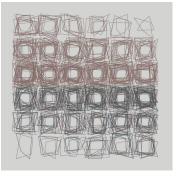


Discovering GANs algorithmic aesthetics

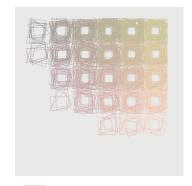
Tristan Debeaune, Wendy Gervais



Original Artwork : Véra Molnar, *Structure de quadrilatère*, 1985



p5* Static recoding



p5*

Dynamic recoding

1. Generating the dataset

Pseudo-algorithm

```
void setup()
  create a 64*64 canvas

void draw()

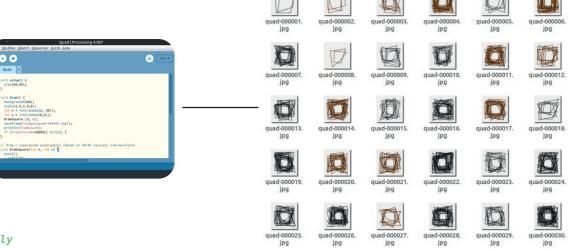
int n <- random int between 2 and 30
  int c <- random int between 0 and 1

DrawSquare (n, c)

save 10 000 times, as «output/quad-#####.jpg»

void DrawSquare(int n, int c)
  exactly the same as in recoding project, it draws n randomly
scribbled quads over the same position

but in addition, checks c
  if c=0, draw in brown
  if c=1, draw in black</pre>
```





Generated 10 000 with Processing

Possibilities and examples

$$N = 2 \left(\prod_{i=2}^{30} 27^{(2*4)} \right) \approx 10^{320} \text{ possibilities}$$

Black or brown * we superpose from 2 to 30 quads * 27 possible values for each x and y of 4 vertices of each quad (they vary by (-12,-12) to (+15,+15) from the original positions of regular square)



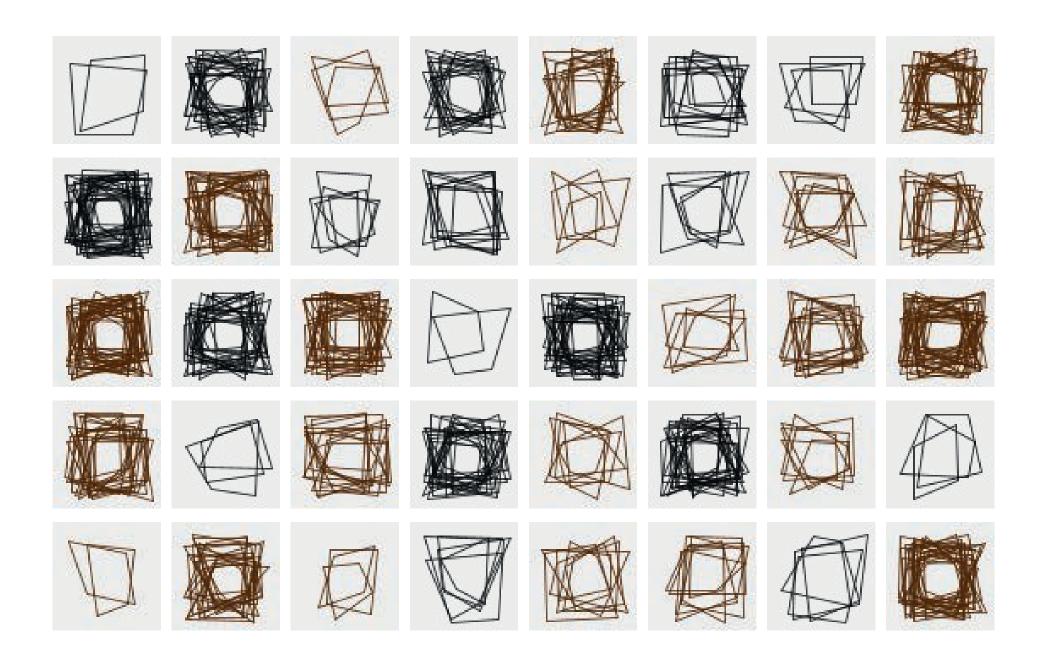




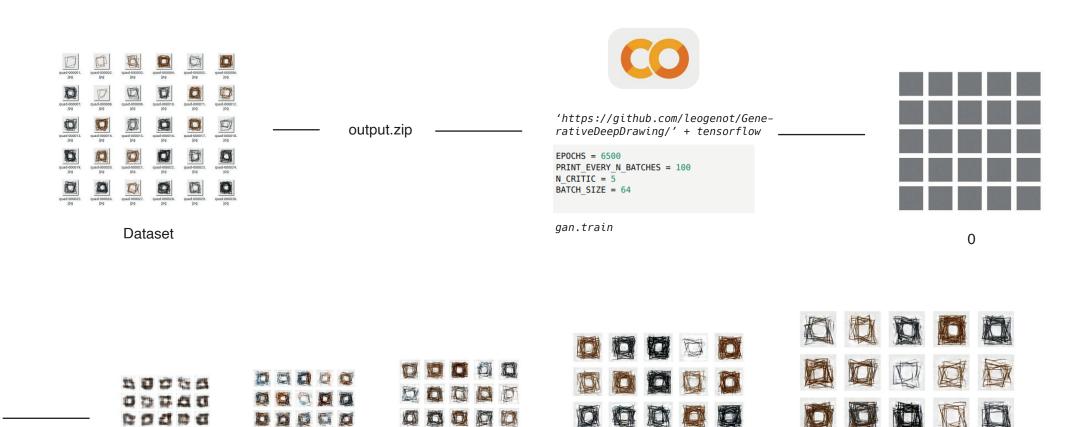


c = 1n -> 30 c = 1 $n \rightarrow 2$ c = 0n -> 30

c = 0 n -> 2

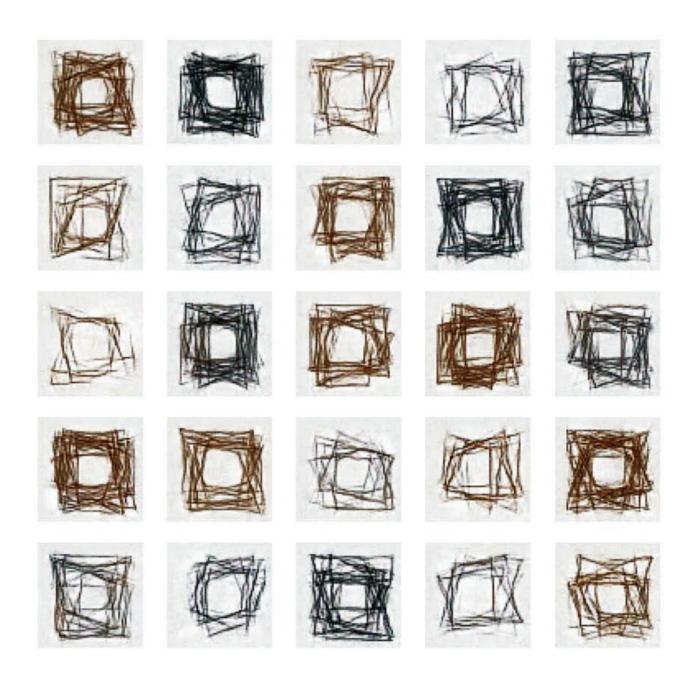


2. Training the GAN



COCOC

2500 5000



6500 + generator.h5

3. Exploring the latent space



generator.h5

```
# create a plot of generated images
size = 64

# load model
model = load_model('generator (4200).h5')

# generate points (vectors) in latent space
pts = generate_latent_points(100, 2)
print(pts.shape)

# interpolate points in latent space
interpolated = interpolate_points(pts[0], pts[1], 20)

# generate images (INFERENCE)

**
** model.predict(interpolated)

# scale from [-1,1] to [0,1]
X = (X + 1) / 2.0

# plot the result
plot_generated(X, len(interpolated))
```

