# **Machine Learning HW6**

ML TAs mlta-2022spring@googlegroups.com

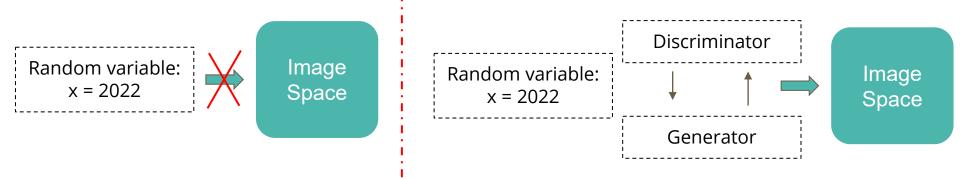
#### **Outline**

- 1. Task introduction
- 2. Dataset & Submit format
- 3. Submission & Grading
- 4. Useful information

# **Task introduction**

#### **Task introduction - GAN**

- 1. When you want to project some random variables into specific space
- 2. GAN structure: Generator and Discriminator



#### **Task introduction - Anime face generation**

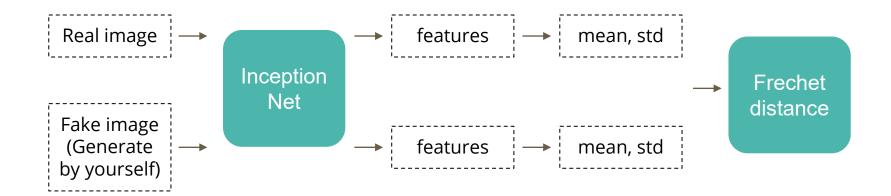
- 1. Input: random number
- 2. Output: Anime face
- 3. Implementation requirement: DCGAN & WGAN & WGAN-GP
- 4. Target: generate 1000 anime face images



#### **Task introduction - Evaluation metrics**

FID (Frechet Inception Distance) score

- 1. Use another model to create features for real and fake images
- 2. Calculate the Frechet distance between distribution of two features



#### **Task introduction - Evaluation metrics**

AFD (Anime face detection) rate

- 1. To detect how many anime faces in your submission
- 2. The higher, the better

# **Dataset & Summit format**

#### **Dataset & Submit format**

#### Crypko

- 1. Website which can generate anime face by yourself
- 2. Thanks Arvin Liu for collecting the dataset
- 3. Website Link



#### **Dataset & Submit format**

#### Crypko

- 1. Dataset link is in the colab
- 2. Dataset format
- 3. There are 71,314 pictures in the folder
- 4. You can use additional datas to increase the performance\*

```
faces
|
|__0.jpg
|__1.jpg
|__2.jpg
...
```

# **Submission & Grading**

### **Submission & Grading**

- 1. You should generate **1000** images, and name each image **<number>.**jpg a. e.g. 1.jpg, 2.jpg, ..., 1000.jpg
- 2. Use **tar** to compress your images, and name the file with **.tgz** as extension.
- 3. The untarred files should not contain the folder.
- 4. The compressing code is provided in the sample code.
- 5. Sample script:
  - cd <the images folder> && tar -zcvf ../images.tgz \*.jpg
- 1. The folder containing your generated images **should only contain 1000 images.**

#### Submission & Grading - JudgeBoi General Rules

- 5 submission quota per day, reset at midnight.
  - Users not in the whitelist will have no quota.
- The countdown timer on the homepage is for reference only.
- We do limit the number of connections and request rate for each IP.
  - o If you cannot access the website temporarily, please wait a moment.
- The system can be very busy as the deadline approaches
  - o If this prevents uploads, we do not offer additional opportunities for remediation
- Please do not attempt to attack JudgeBoi.
- Every Friday from 6:00 to 9:00 is our system maintenance time.
- For any JudgeBoi issues, please post on NTUCOOL discussion
  - o Discussion Link: <a href="https://cool.ntu.edu.tw/courses/11666/discussion\_topics/91777">https://cool.ntu.edu.tw/courses/11666/discussion\_topics/91777</a>

## Submission & Grading - JudgeBoi HW6-Specific Rules

- Only \*.tgz file is allowed, file size should be smaller than 2MB.
- You can only select one submission since there is no private score.
  - o If none of the submissions is selected, we will use the first submission.
- JudgeBoi should complete the evaluation within one minute.
  - You do not need to wait for the progress bar to finish
- Please DO NOT directly upload the anime pictures from internet

### **Submission & Grading**

- Leaderboard: JudgeBoi (4%)
- Code submission: NTU COOL (2%)
- Report submission: Gradescope (4%)

# **Submission & Grading - Leaderboard**

Score	Name	FID score	AFD rate
1%	Simple baseline	FID ≤ 30000	AFD ≥ 0
1%	Medium baseline	FID ≤ 12000	AFD ≥ 0.4
1%	Strong baseline	FID ≤ 10000	AFD ≥ 0.5
1%	Boss baseline	FID ≤ 9000	AFD ≥ 0.6

Deadline: 2022/4/22 23:59

# **Submission & Grading - Leaderboard**

Baseline	Suggestion	Estimated time
Simple baseline	Use sample code(DCGAN)	< 1 hour
Medium baseline	Use DCGAN with more epochs	1 ~ 1.5 hours
Strong baseline	Use WGAN or WGAN-GP	2 ~ 3 hours
Boss baseline	StyleGAN	< 5 hours

### **Submission & Grading - NTU COOL**

1. Compress the code, and submit to NTU COOL, the format is show below

```
Ex: <student_id>_hw6.zip
```

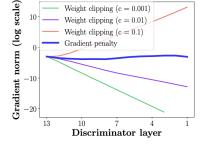
- 1. Only submit the code you use, do not submit other files (model, data...)
- 2. Deadline: 2022/4/22 23:59

### **Submission & Grading - Gradescope**

#### Report questions:

1. Describe the difference between WGAN\* and GAN\*\*, list at least two differences

- 2. Please plot the "Gradient norm" result.
  - a. Use training dataset, set the number of discriminator layer to 4 (minimum requirement)
  - b. Plot two setting:
    - i. weight clipping
    - ii. gradient penalty
  - c. Y-axis: gradient norm(log scale), X-axis: discriminator layer number (from low to high)



## **Submission & Grading - Gradescope**

#### Report submission:

- 1. Submit the files on gradescope
- 2. Deadline: 2022/4/22 23:59

### Regulations

- You should NOT plagiarize, if you use any other resource, you should cite it in the reference.
- You should NOT modify your prediction files manually.
- Do NOT share codes or prediction files with any living creatures.
- Do NOT use any approaches to submit your results more than 5 times a day. Do NOT use additional data or pre-trained models.
- Your assignment will not be graded and your final grade x 0.9 if you violate any of the above rules.
- Prof. Lee & TAs preserve the rights to change the rules & grades.

### **Useful information**

#### **DCGAN**

- 1. Sample code implementation
- 2. Use serveral conv layers to generate image



#### WGAN & WGAN-GP

#### 1. WGAN: Modify from DCGAN

- a. Remove the last sigmoid layer from the discriminator.
- b. Do not take the logarithm when calculating the loss.
- c. Clip the weights of the discriminator to a constant  $(1 \sim -1)$ .
- d. Use RMSProp or SGD as the optimizer.
- e. Link

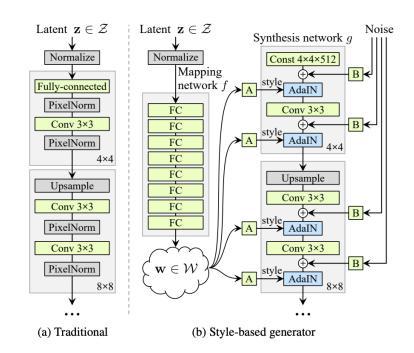
#### 2. WGAN-GP: Modify from WGAN

- a. Use gradient penalty to replace weight clipping
- b. Gradient penalty accumulate gradient from an interpolated image
- c. <u>Link</u>

# **StyleGAN**

#### 1. StyleGAN

- a. First transform latent variable z to w
- b. Use w in different stage in generator (Deal with different resolutions)
- c. Useful <u>link</u>



# Link

Colab