

# GAN DISSECTION: VISUALIZING AND UNDERSTANDING GENERATIVE ADVERSARIAL NETWORKS

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Presented by Nolan Dey

Slides are heavily borrowed from <https://gandissect.csail.mit.edu/slides/tutorial.pptx>

# Demo

Select a feature brush & strength and enjoy painting:

tree

grass

door

sky

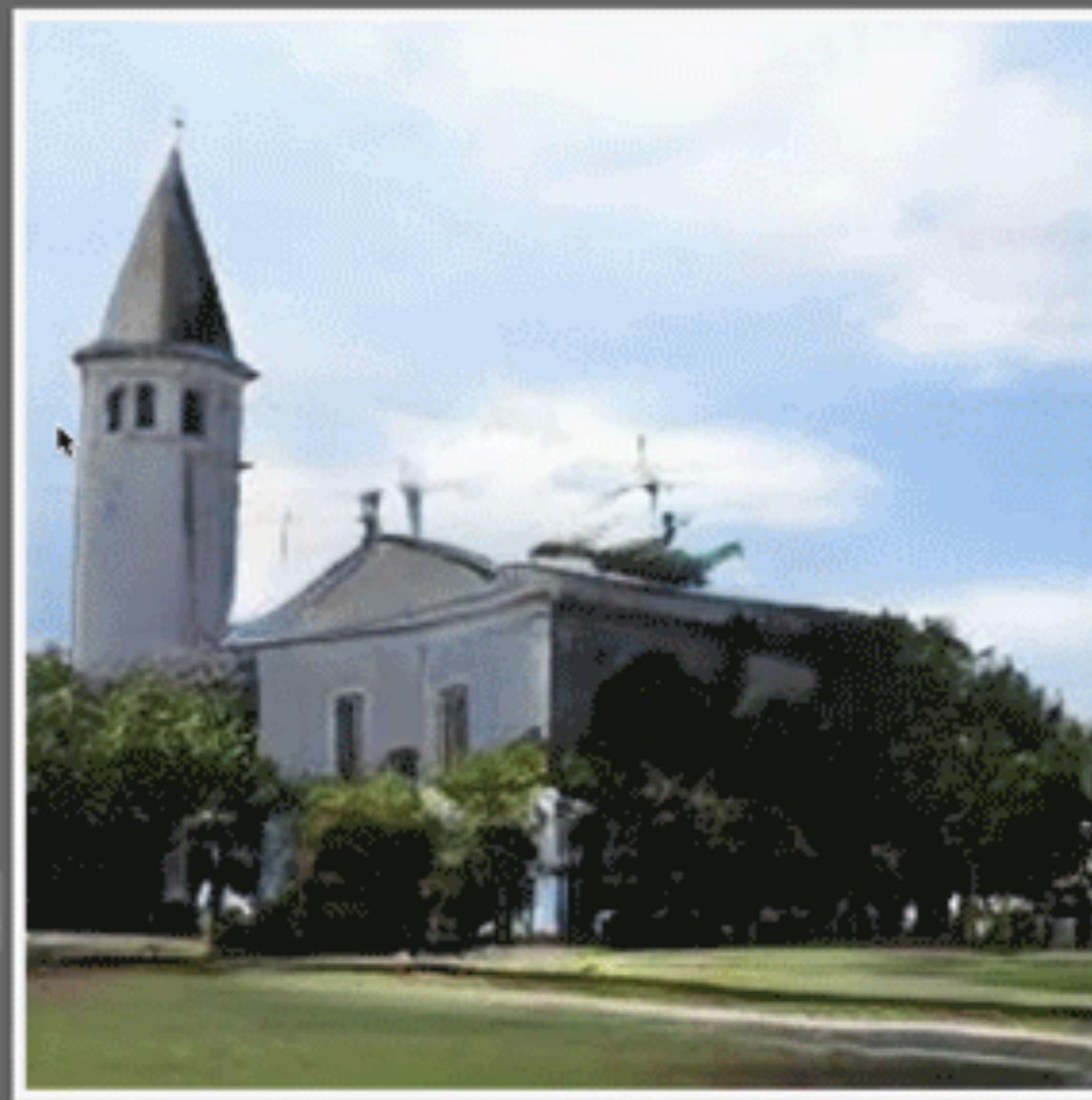
cloud

brick

dome

draw remove

undo reset



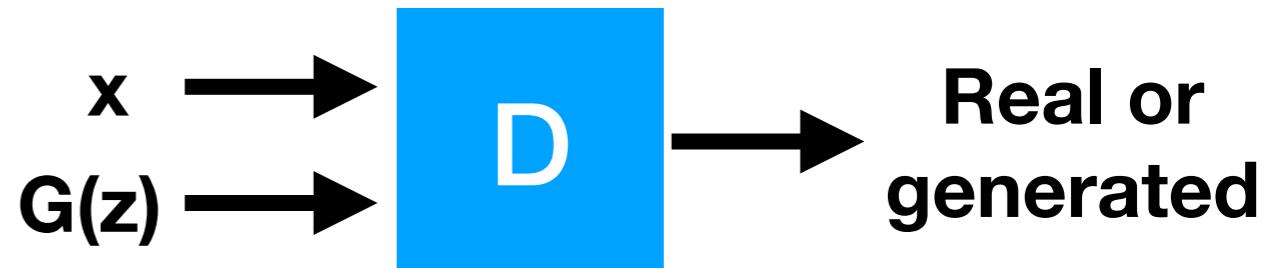
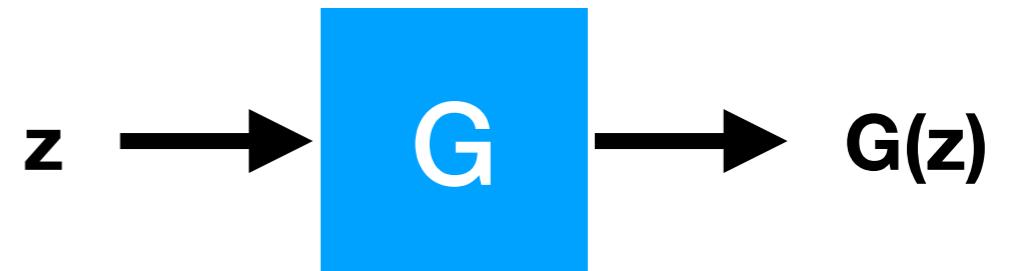
<https://ganpaint.io/demo/?project=church>

# Motivation

- What do GANs learn in order to generate realistic-looking images?
  - Do they memorize pure pixel patterns?
  - Do they learn to compose a scene out of concepts it has learned to detect?

# What are GANs?

- Generator G
  - Input: Latent vector  $z$
  - Output: Generated image  $G(z)$
- Discriminator D
  - Input: Real image  $x$  or a generated image  $G(x)$
  - Output: Guess if input was real or generated
- Train G and D together until generated images look realistic



Church



Living room



Restaurant



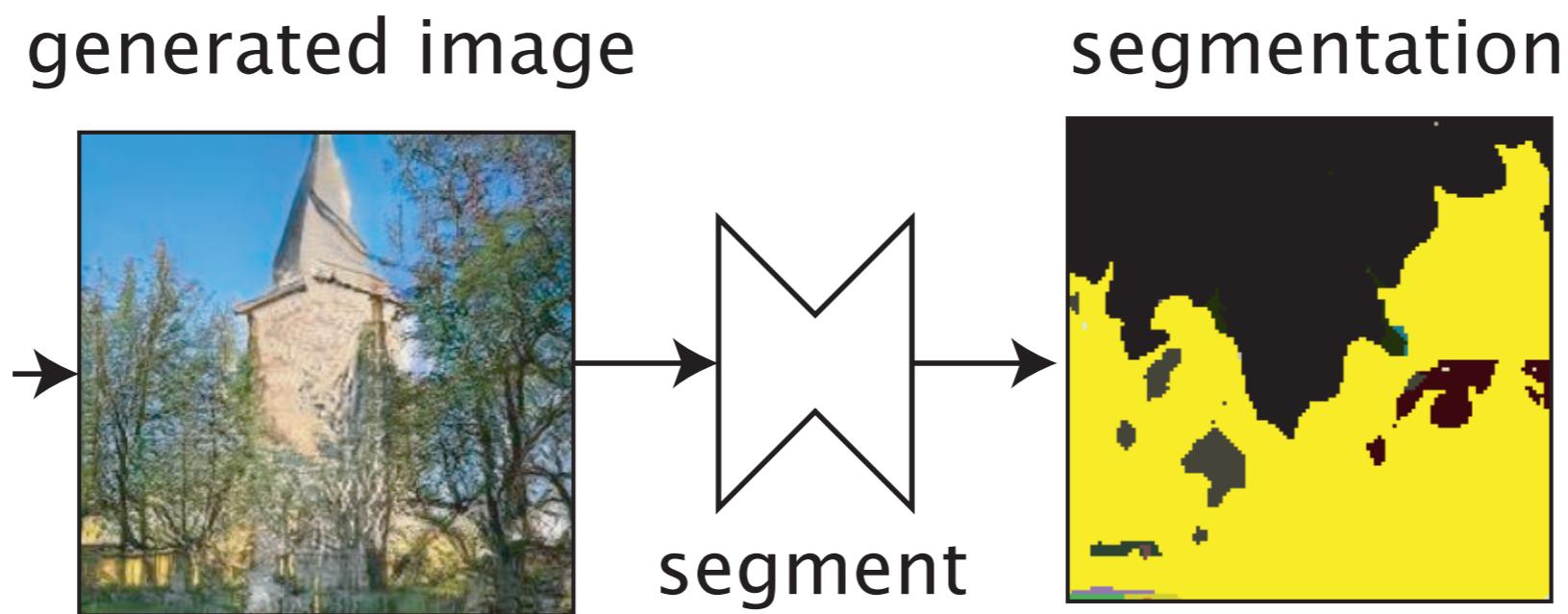
256x256 images synthesized by a Progressive GAN [Karras, et al 2017]

# Method Overview

1. Dissection: What units **correlate** with a concept?
2. Intervention: What units **cause** a concept?
3. GANPaint: Add/remove visual concepts from images!

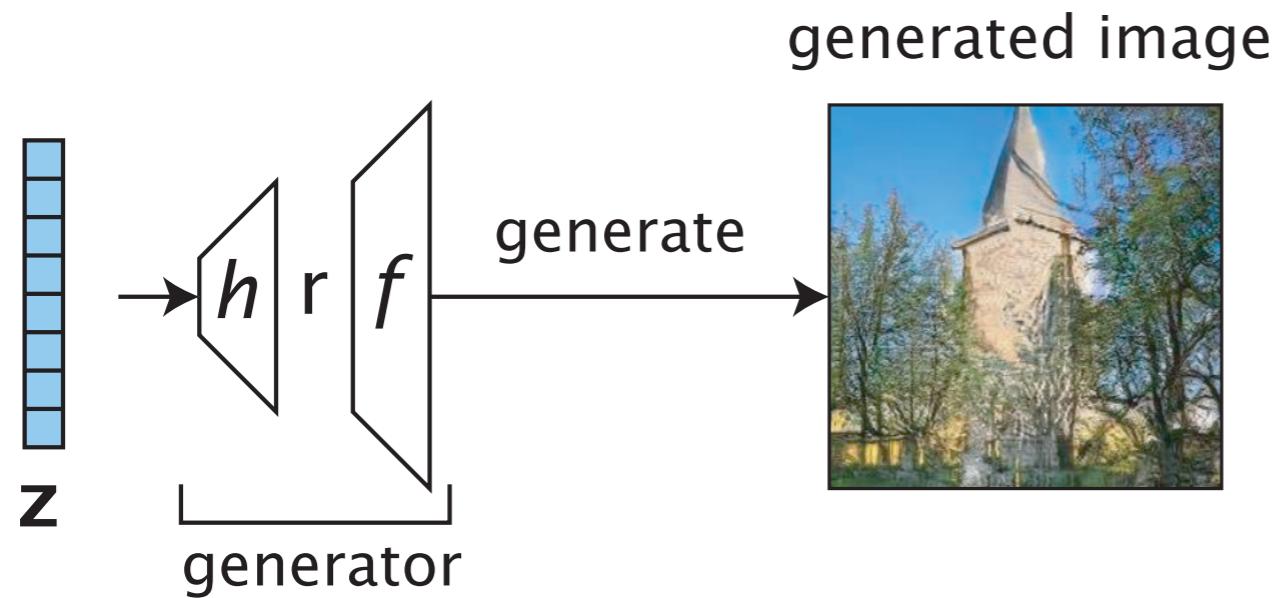
# Segmentation Network

- Segmentation network was trained on the ADE20K dataset
- Outputs a pixel-wise segmentation map  $S_c(x)$  for a concept  $c$  and image  $x$
- Segments 336 objects, 29 large object parts, 25 materials

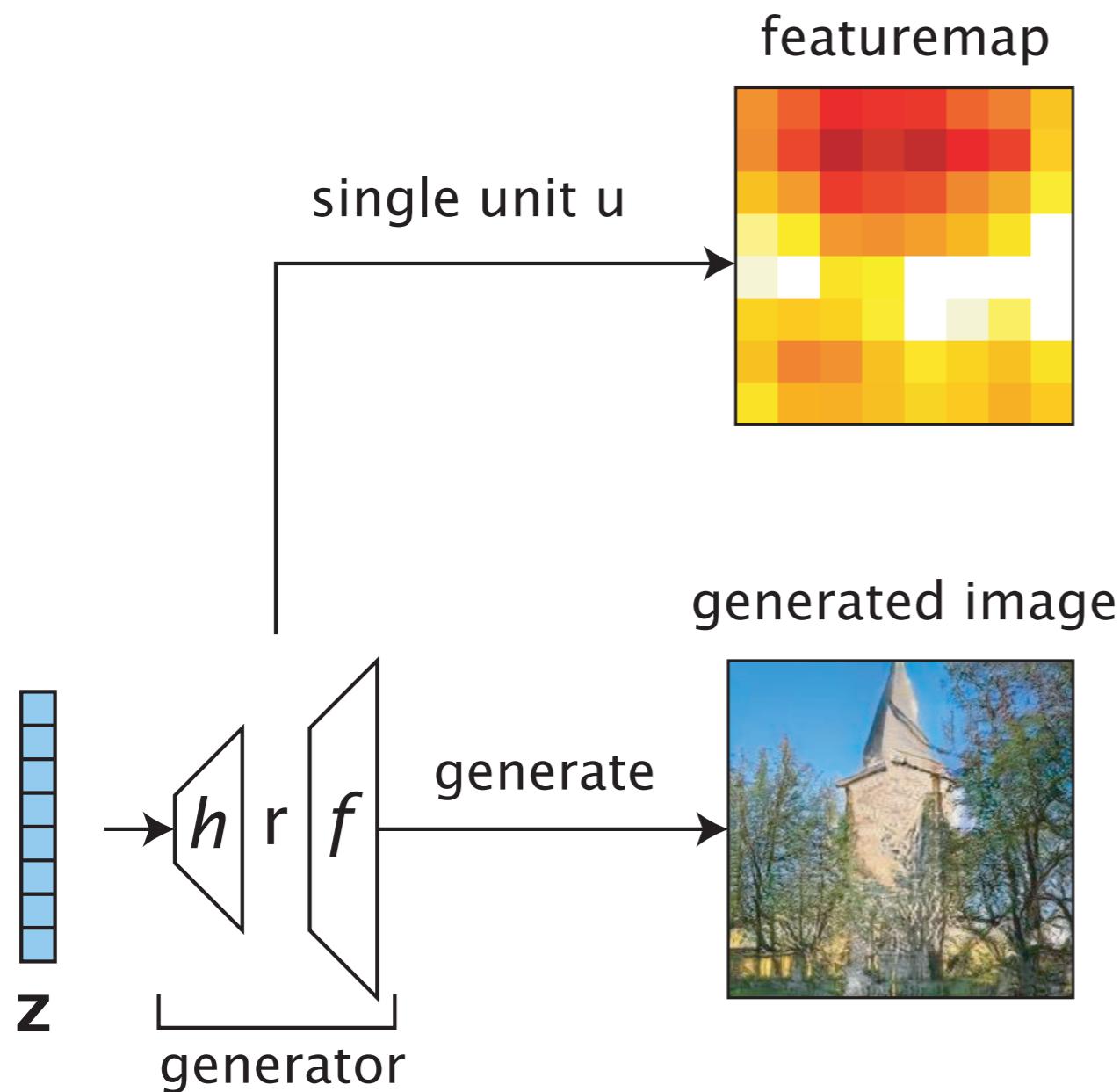


**(1 / 3) Dissection: What  
units correlate with a  
concept?**

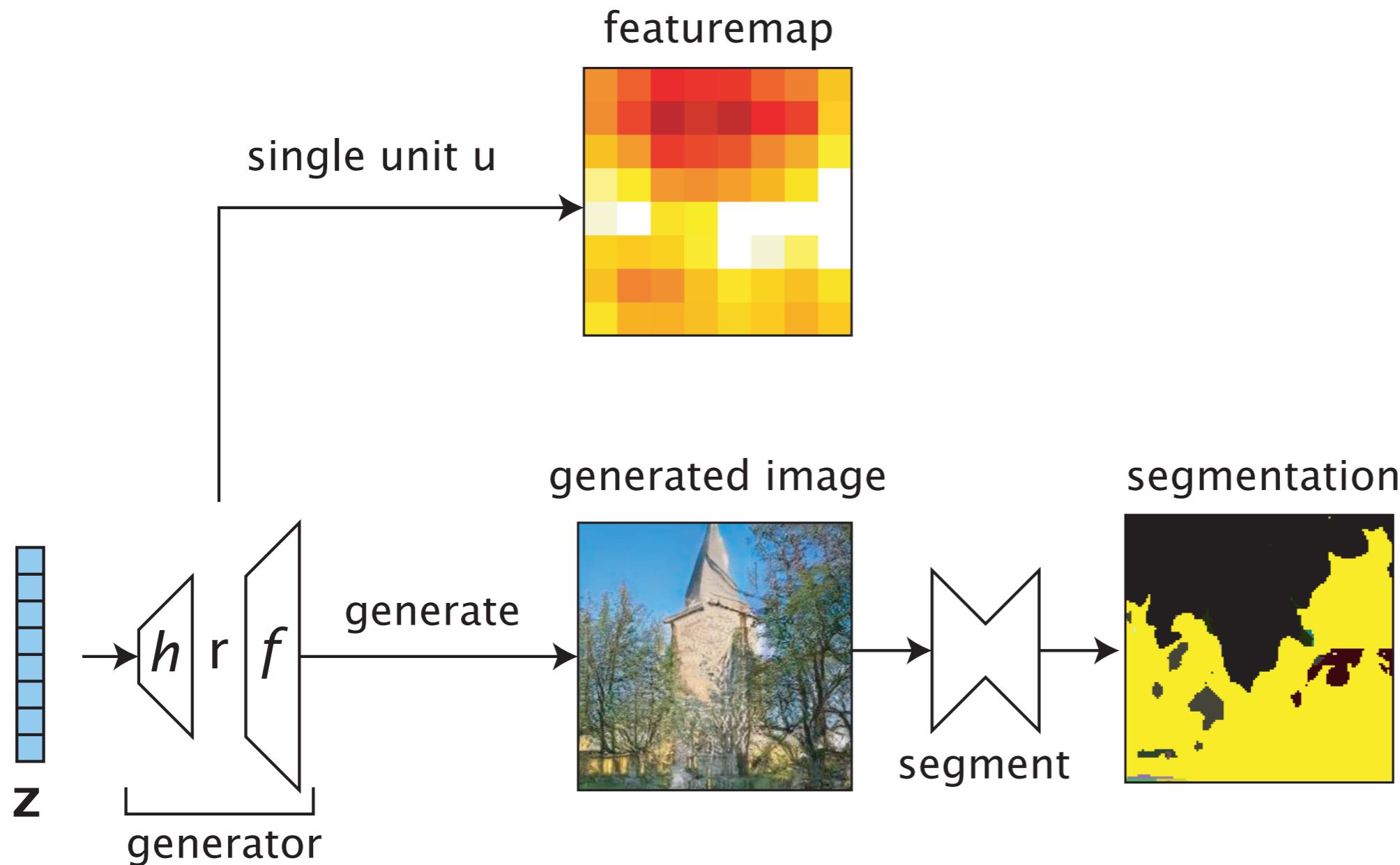
# Dissection: What units correlate with a concept?



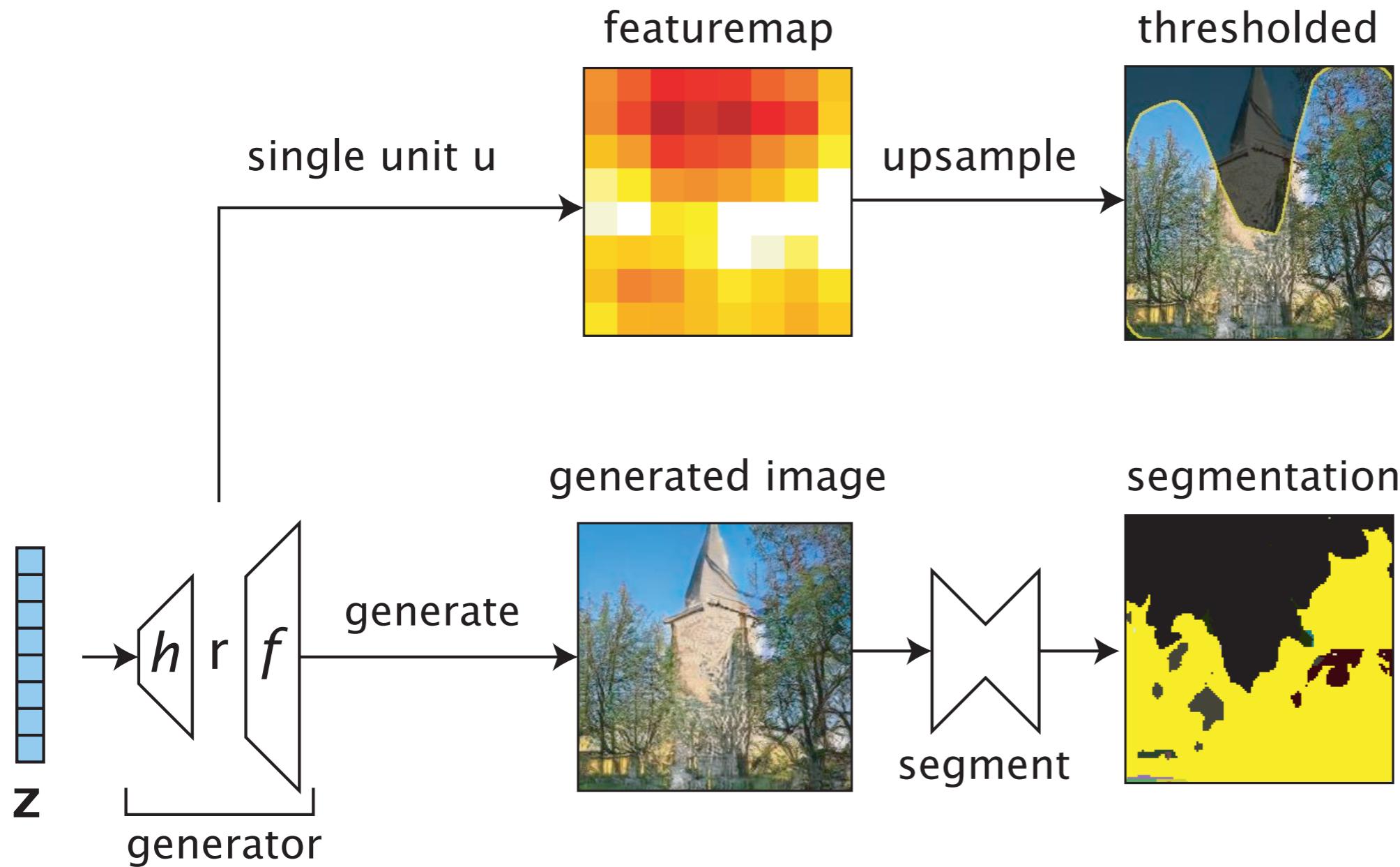
# Dissection: What units correlate with a concept?



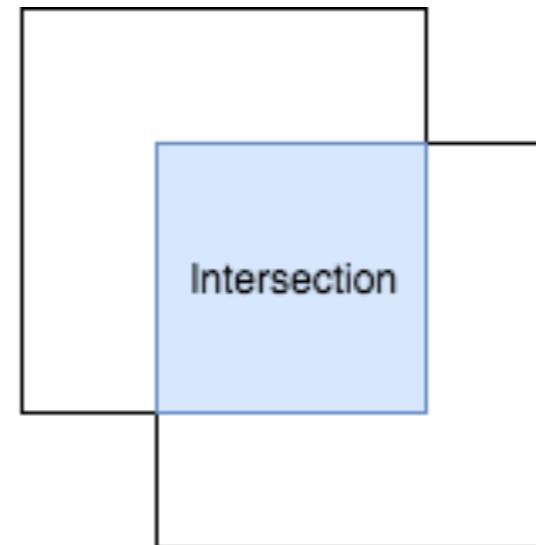
# Dissection: What units correlate with a concept?



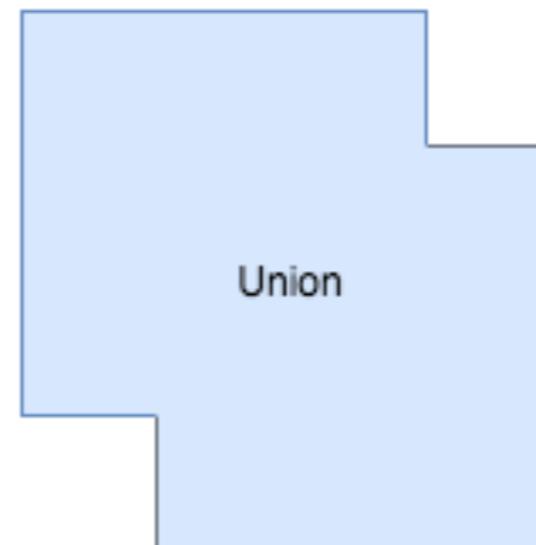
# Dissection: What units correlate with a concept?



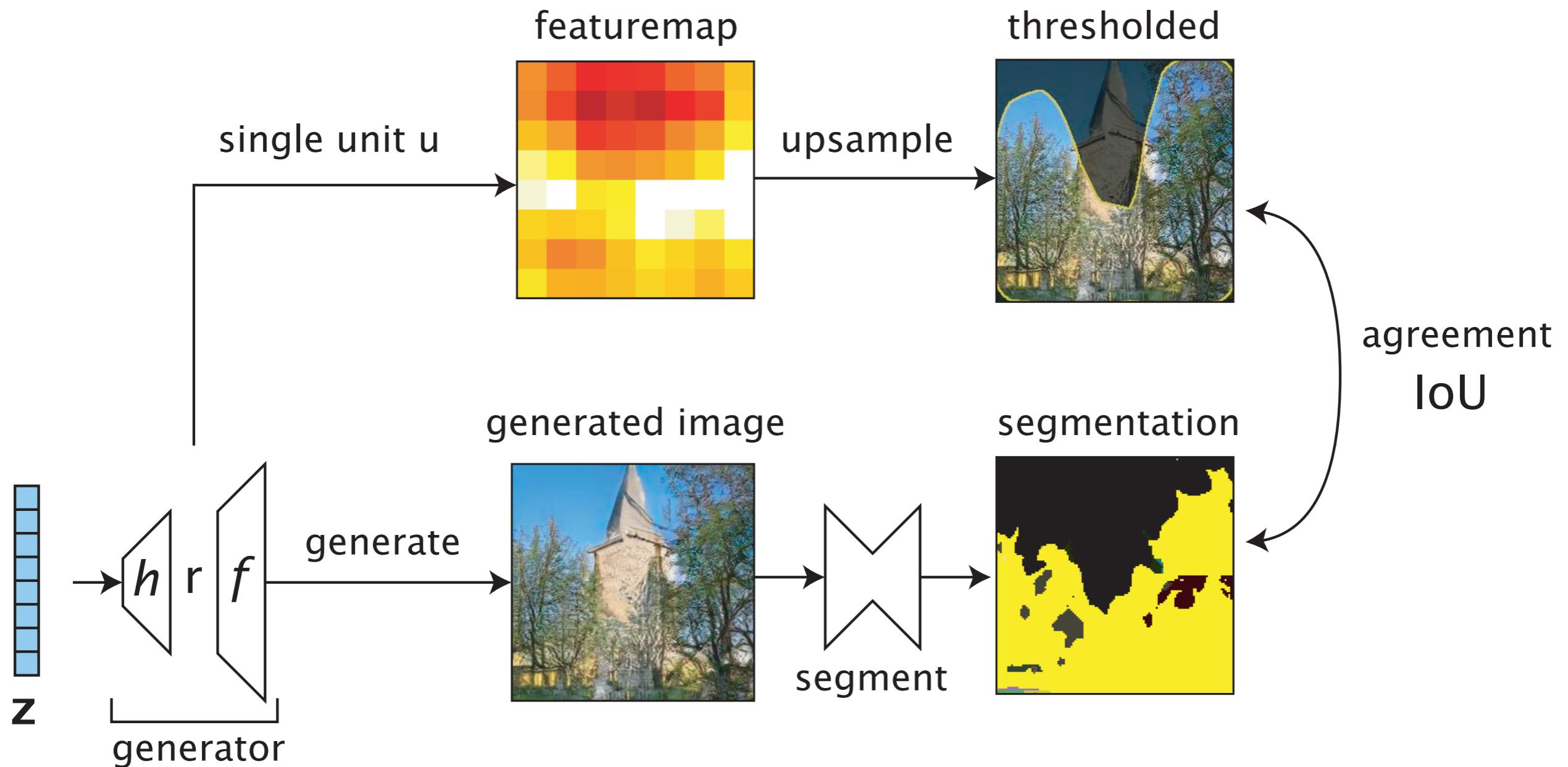
# Intersection over union



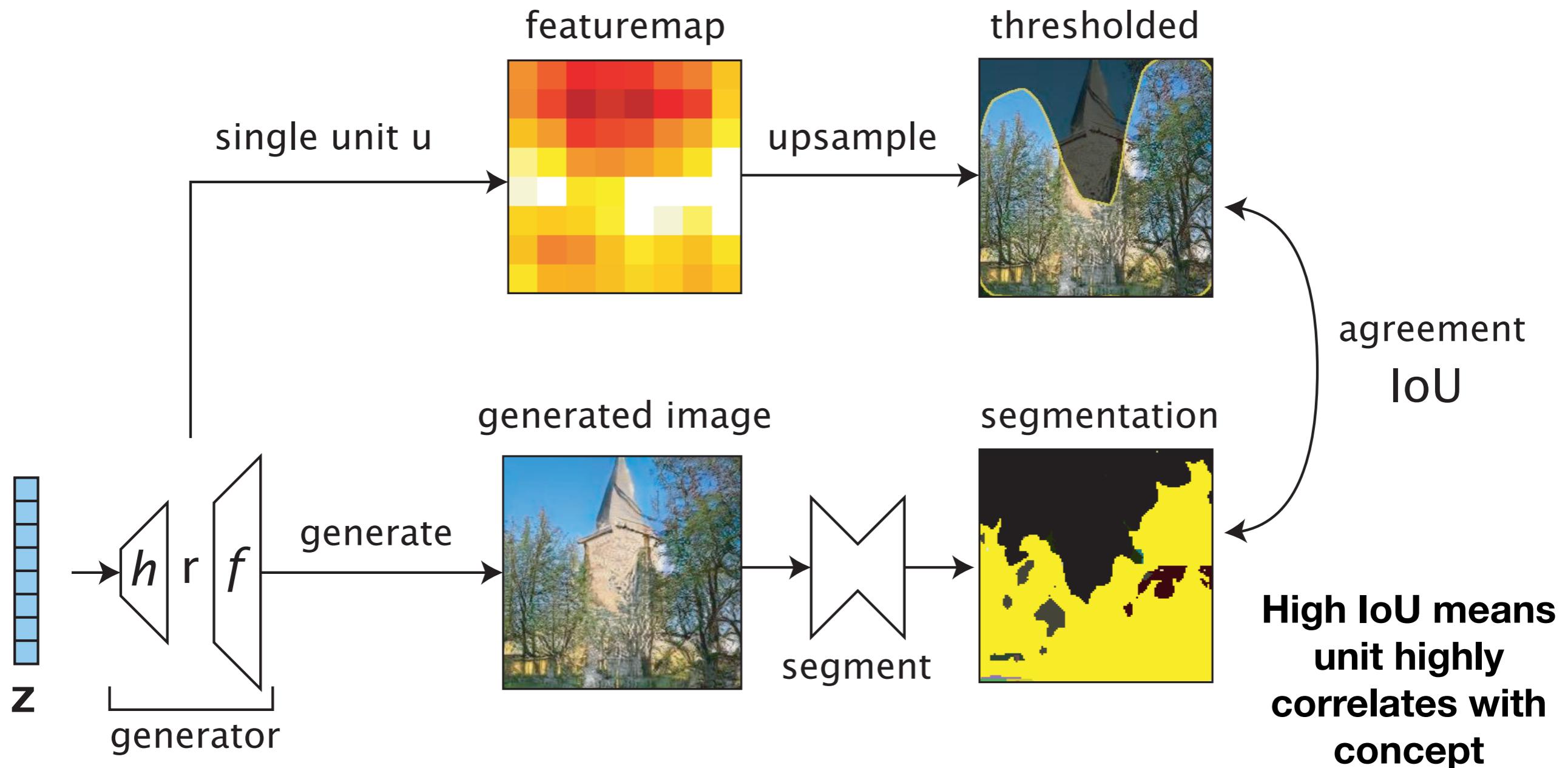
$$\text{IoU} = \frac{\text{Intersection}}{\text{Union}}$$



# Dissection: What units correlate with a concept?



# Dissection: What units correlate with a concept?



# Dissection examples

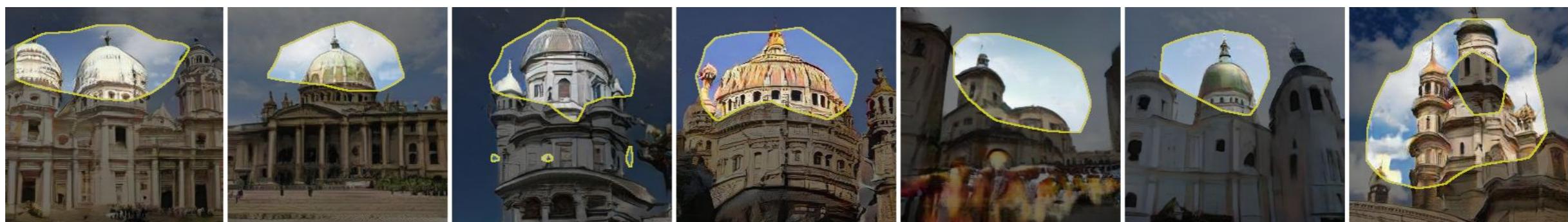
Church samples



Unit #119  
Tree



Unit #32  
Dome



# Dissection examples

Dining room samples



Unit #139  
Window

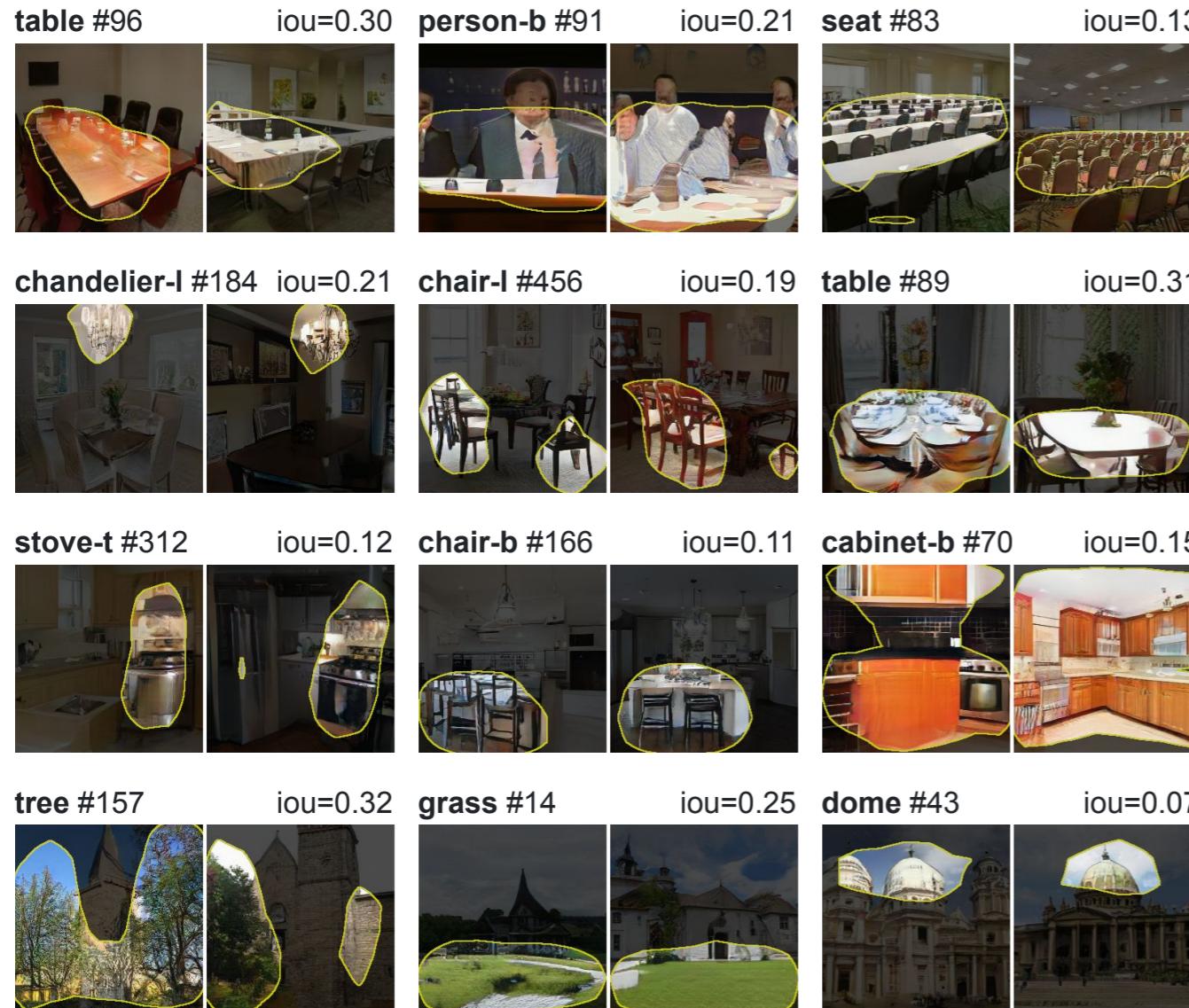


Unit #65  
Table

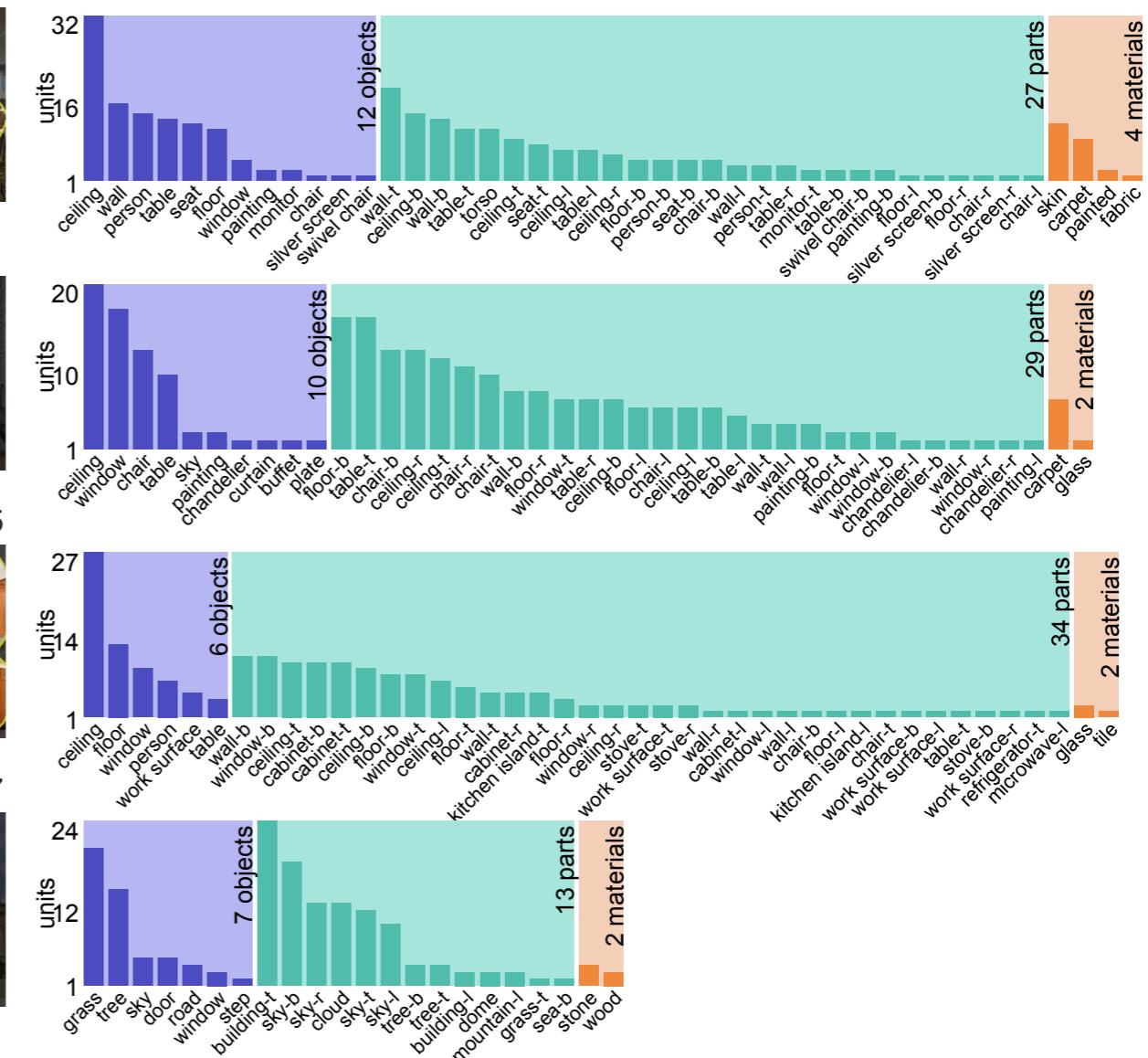


# Dissection: Comparing datasets

Units in scene generator



Unit class distribution

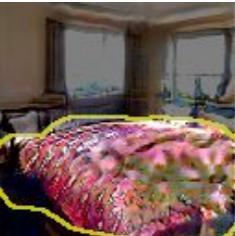


# Dissection: Comparing models

interpretable units	SWD
<b>base prog GAN</b>	
512 units total	
74 object units	167 units
84 part units	7.60
9 material units	
<b>+batch stddev</b>	
512 units total	
55 object units	189 units
128 part units	6.48
6 material units	
<b>+pixelwise norm</b>	
512 units total	
82 object units	226 units
128 part units	4.01
16 material units	

## Best "bed" unit

## **bed layer4 #253**



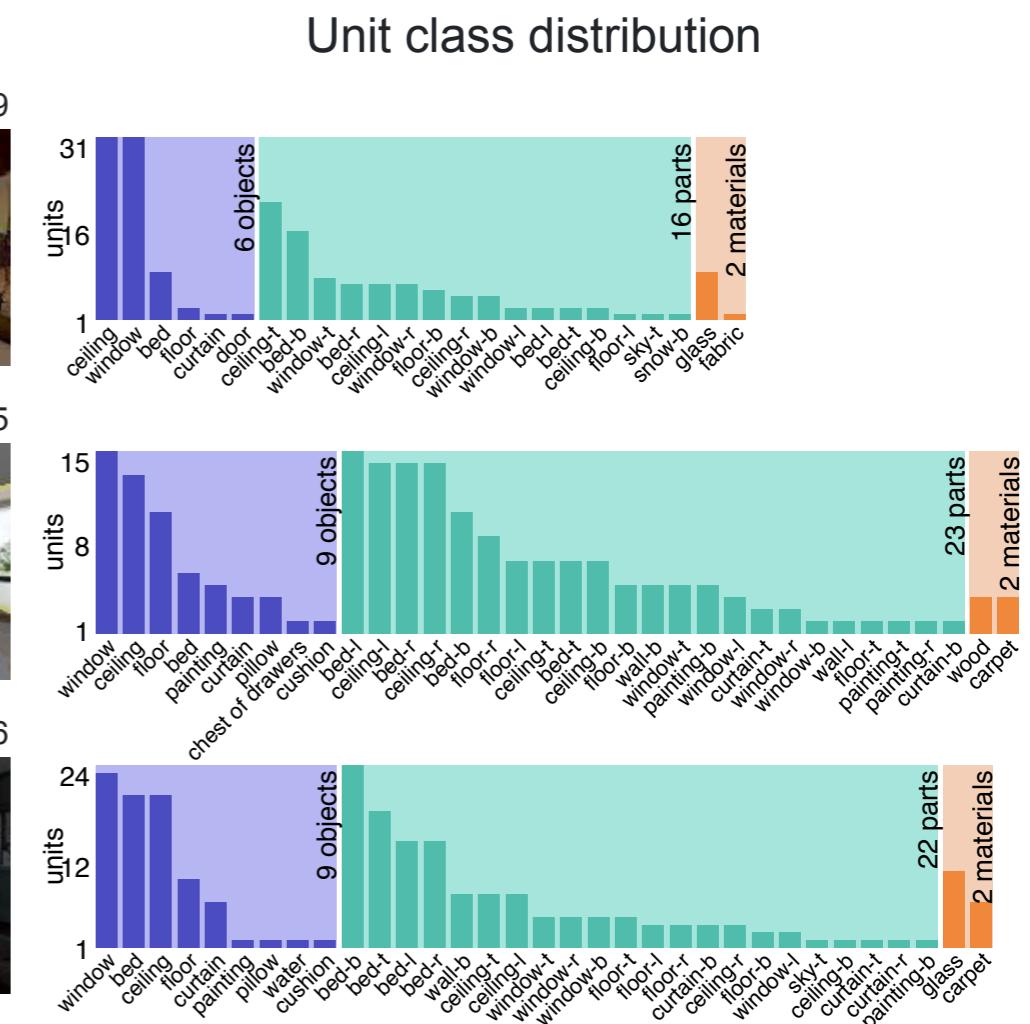
iou

iou=



## Best "window" unit

**window layer4 #142** iou=0

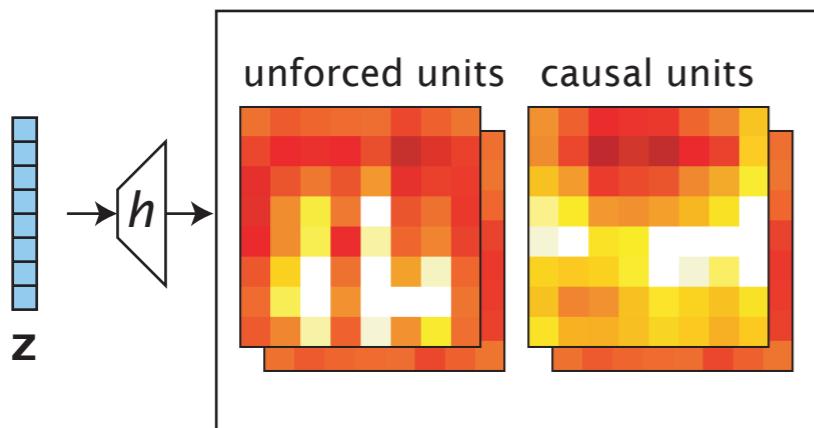




**(2/3) Intervention: What  
units cause a concept?**

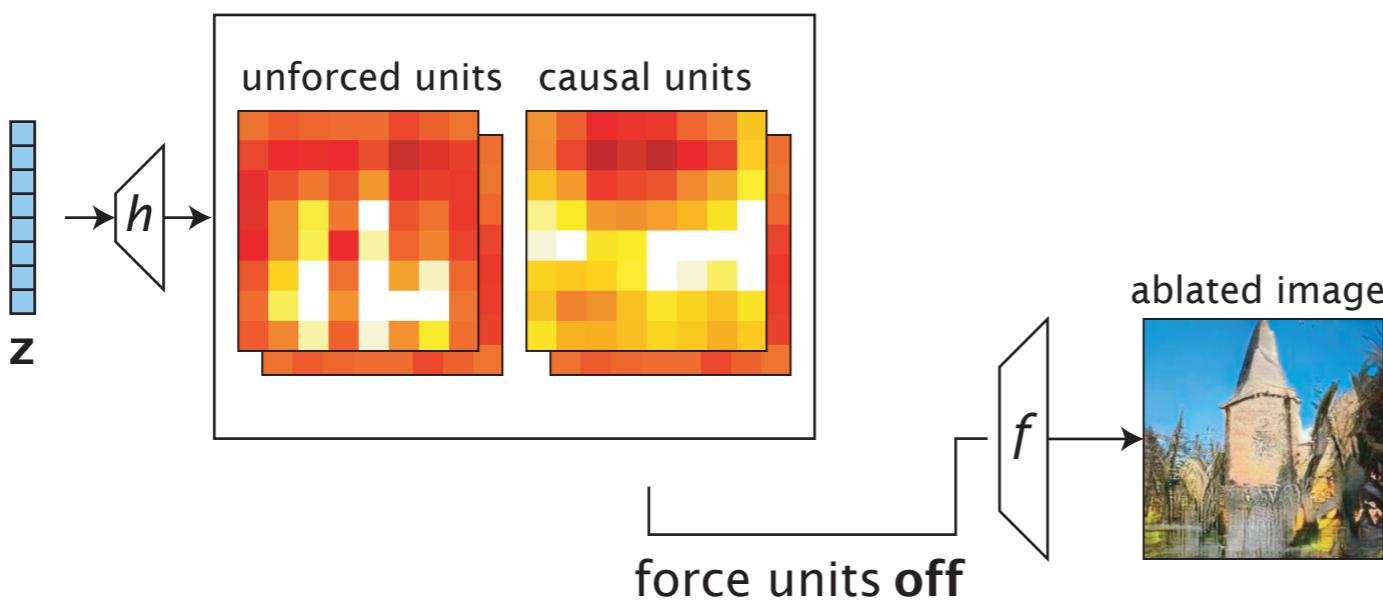
# Intervention: What units cause a concept?

- Choose ~20 units at a layer that we suspect are causal (based on dissection results)



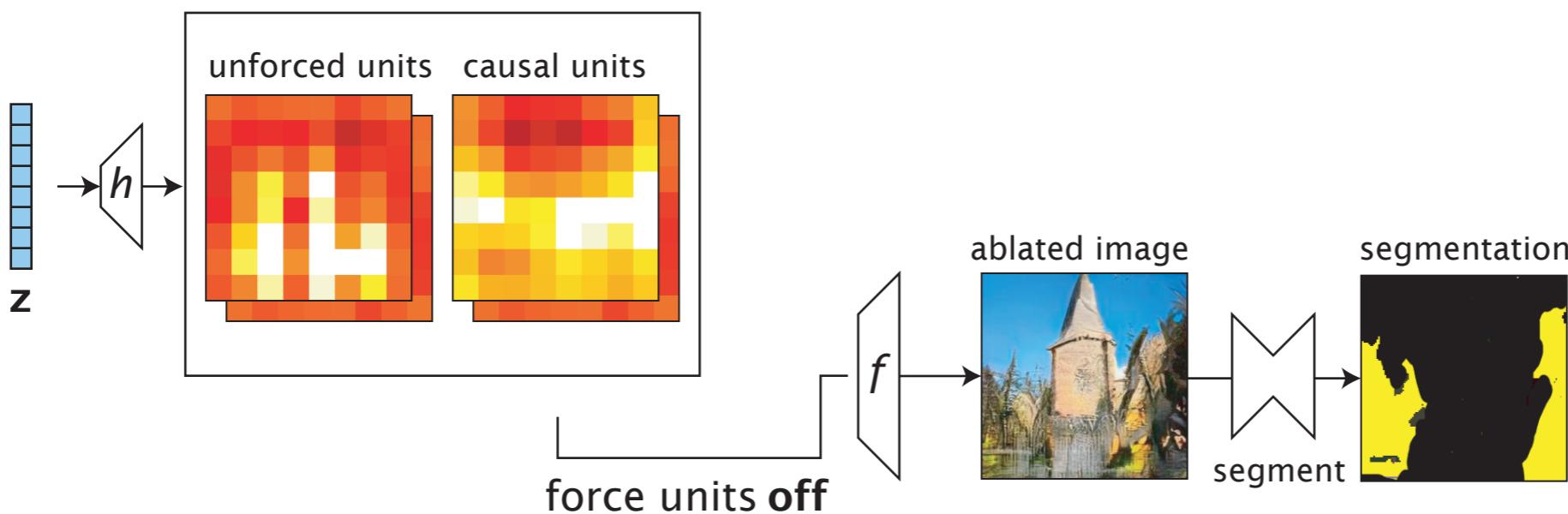
# Intervention: What units cause a concept?

- Force feature map of suspected causal units to 0 and forward propagate to obtain ablated image  $x_a$



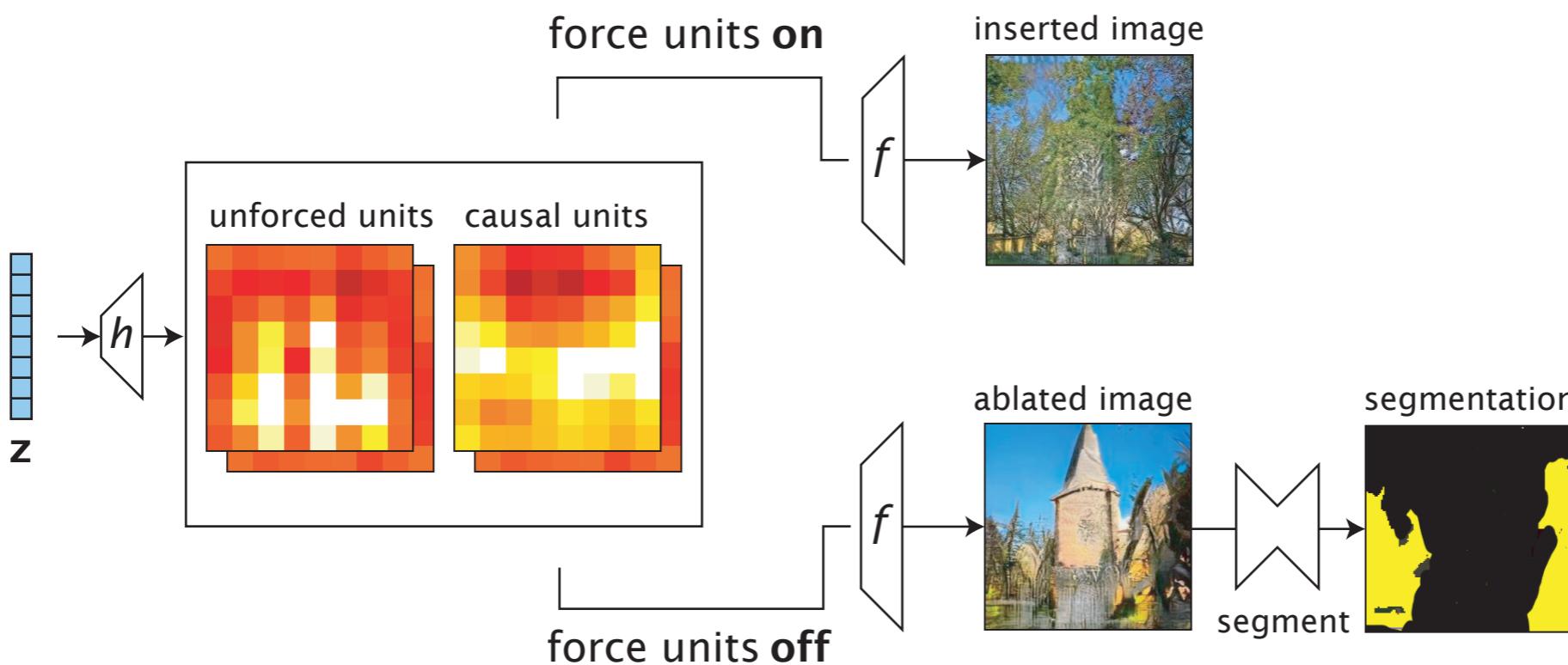
# Intervention: What units cause a concept?

- Obtain segmentation  $S_c(x_a)$



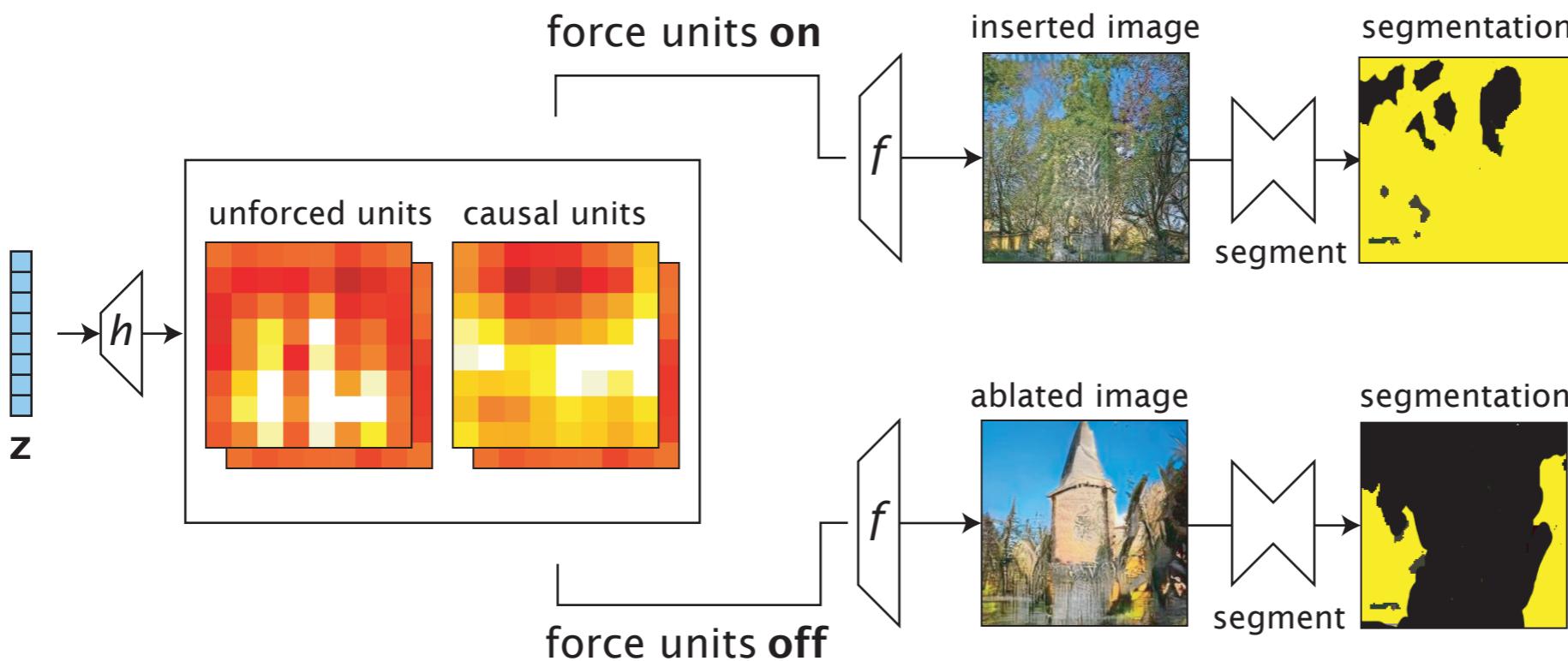
# Intervention: What units cause a concept?

- Force feature map of suspected causal units to positive value and forward propagate to obtain inserted image  $x_i$



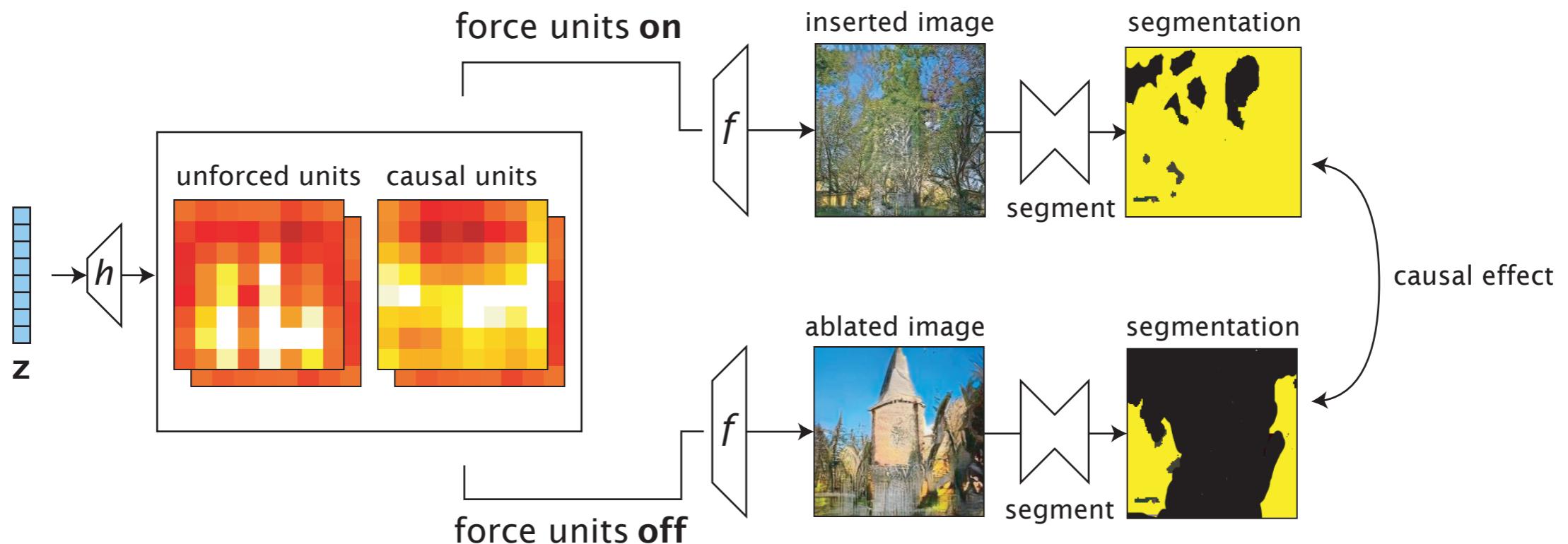
# Intervention: What units cause a concept?

- Obtain segmentation  $S_c(x_i)$



# Intervention: What units cause a concept?

- Average causal effect:  $\delta_{u \rightarrow c} = \mathbb{E}[S_c(x_i)] - \mathbb{E}[S_c(x_a)]$
- Average  $\delta_{u \rightarrow c}$  over many images
- Use optimization to find how strongly each unit should be inserted or ablated to cause a concept



**(3/3) GANPaint: Add/  
remove visual concepts  
from images!**

# Demo

Select a feature brush & strength and enjoy painting:

tree

grass

door

sky

cloud

brick

dome

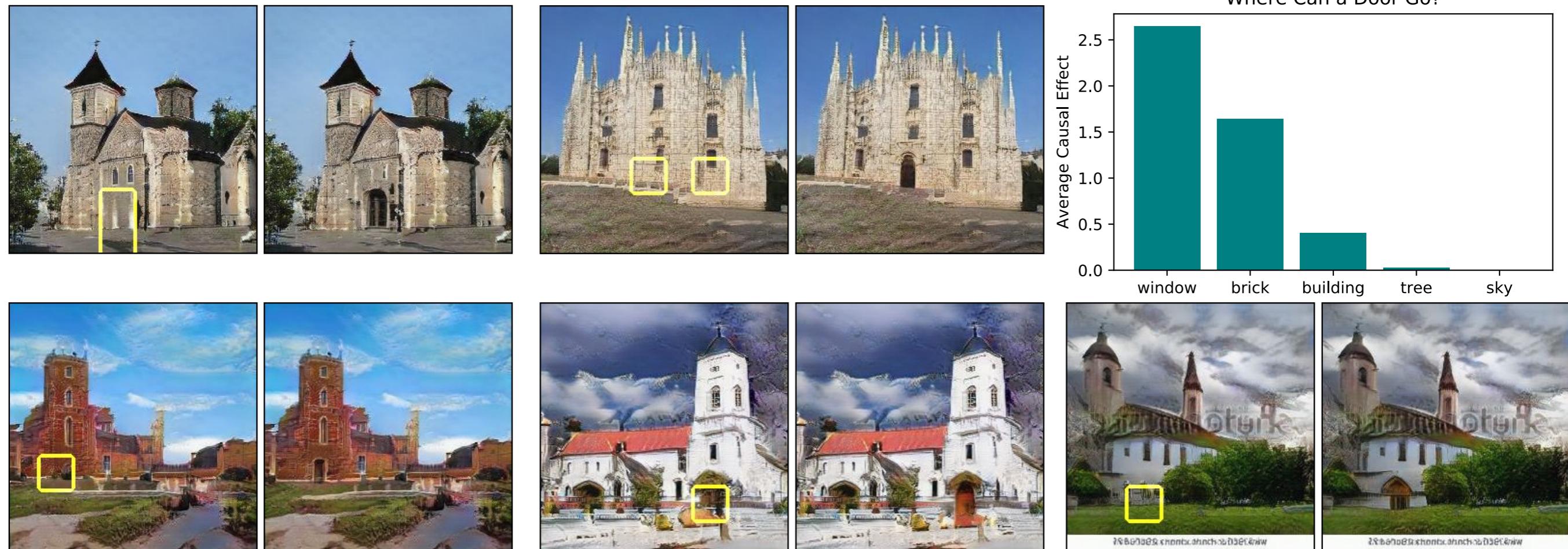
draw remove

undo reset



<https://ganpaint.io/demo/?project=church>

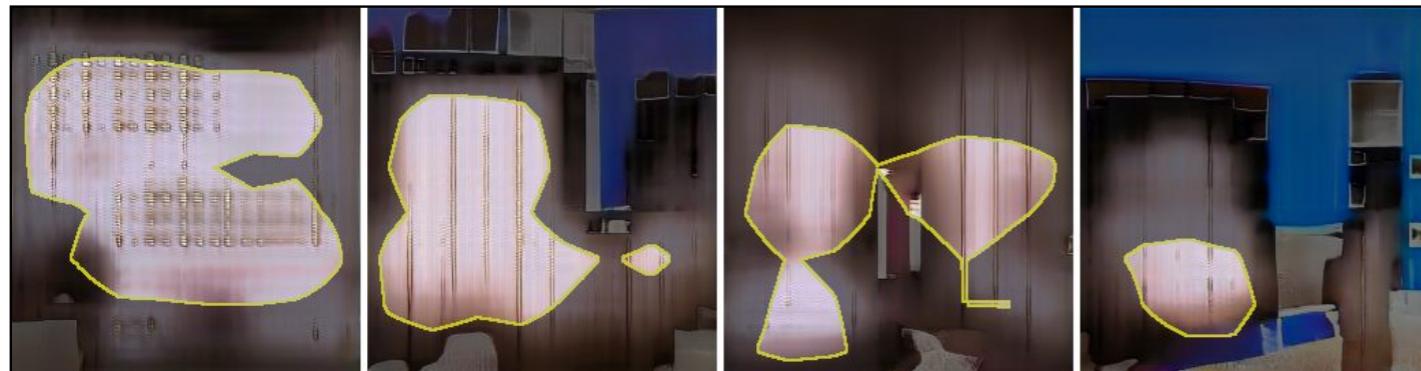
# Object-scene relationship



**Yellow** bounding box: highlight every location where we can insert doors.

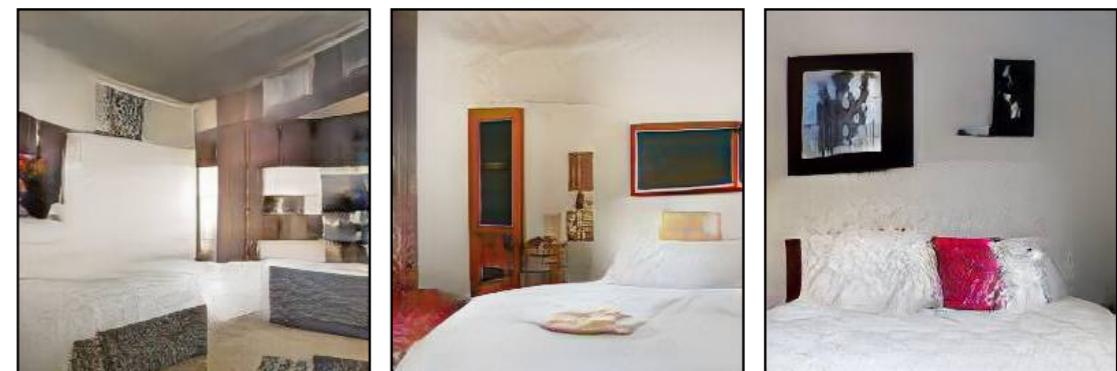
# Removing artifacts

Unit #63



Bedroom images with artifacts

Unit #231



Example artifact-causing units

Ablating “artifact” units improves results

**Thank you**

# **Extra slides**

# Intervention: What units cause a concept?

**Finding sets of units with high ACE.** Given a representation  $\mathbf{r}$  with  $d$  units, exhaustively searching for a fixed-size set  $U$  with high  $\delta_{U \rightarrow c}$  is prohibitive as it has  $\binom{d}{|U|}$  subsets. Instead, we optimize a continuous intervention  $\boldsymbol{\alpha} \in [0, 1]^d$ , where each dimension  $\alpha_u$  indicates the degree of intervention for a unit  $u$ . We maximize the following average causal effect formulation  $\delta_{\boldsymbol{\alpha} \rightarrow c}$ :

$$\text{Image with partial ablation at pixels } P : \quad \mathbf{x}'_a = f((1 - \boldsymbol{\alpha}) \odot \mathbf{r}_{U,P}, \mathbf{r}_{\bar{U},\bar{P}}) \quad (5)$$

$$\text{Image with partial insertion at pixels } P : \quad \mathbf{x}'_i = f(\boldsymbol{\alpha} \odot \mathbf{k} + (1 - \boldsymbol{\alpha}) \odot \mathbf{r}_{U,P}, \mathbf{r}_{\bar{U},\bar{P}})$$

$$\text{Objective :} \quad \delta_{\boldsymbol{\alpha} \rightarrow c} = \mathbb{E}_{\mathbf{z},P} [\mathbf{s}_c(\mathbf{x}'_i)] - \mathbb{E}_{\mathbf{z},P} [\mathbf{s}_c(\mathbf{x}'_a)],$$

where  $\mathbf{r}_{U,P}$  denotes the all-channel featuremap at locations  $P$ ,  $\mathbf{r}_{\bar{U},\bar{P}}$  denotes the all-channel featuremap at other locations  $\bar{P}$ , and  $\odot$  applies a per-channel scaling vector  $\boldsymbol{\alpha}$  to the featuremap  $\mathbf{r}_{U,P}$ . We optimize

$\boldsymbol{\alpha}$  over the following loss with an L2 regularization:

$$\boldsymbol{\alpha}^* = \arg \min_{\boldsymbol{\alpha}} (-\delta_{\boldsymbol{\alpha} \rightarrow c} + \lambda \|\boldsymbol{\alpha}\|_2), \quad (6)$$

where  $\lambda$  controls the relative importance of each term. We add the L2 loss as we seek a minimal set of causal units. We optimize using stochastic gradient descent, sampling over both  $\mathbf{z}$  and featuremap locations  $P$  and clamping the coefficient  $\boldsymbol{\alpha}$  within the range  $[0, 1]^d$  at each step ( $d$  is the total number of units). More details of this optimization are discussed in Section S-6.4. Finally, we can rank units by  $\alpha_u^*$  and achieve a stronger causal effect (i.e., removing trees) when ablating successively larger sets of tree-causing units as shown in Figure 4.

# Network Dissection

1. Identify a broad set of human-labeled visual concepts
2. Gather hidden variables' response to known concepts
3. Quantify alignment of hidden variable - concept pairs

# 1. Identify a broad set of human-labeled visual concepts

- Broden dataset: Broadly and densely labelled dataset
- 63,305 images with 1197 visual concepts
- Concept labels are assigned pixel-wise

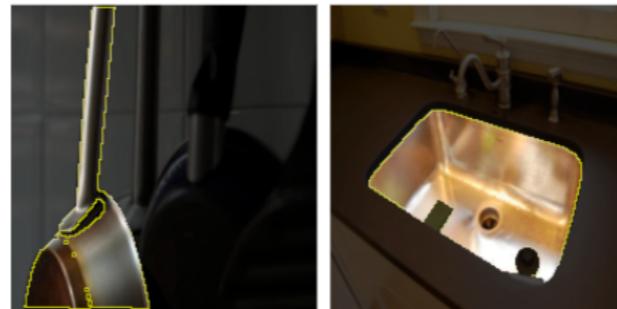
swirly (texture)



pink (color)



metal (material)



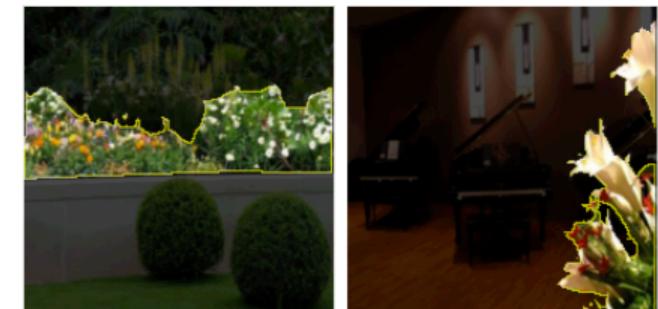
headboard (part)



street (scene)

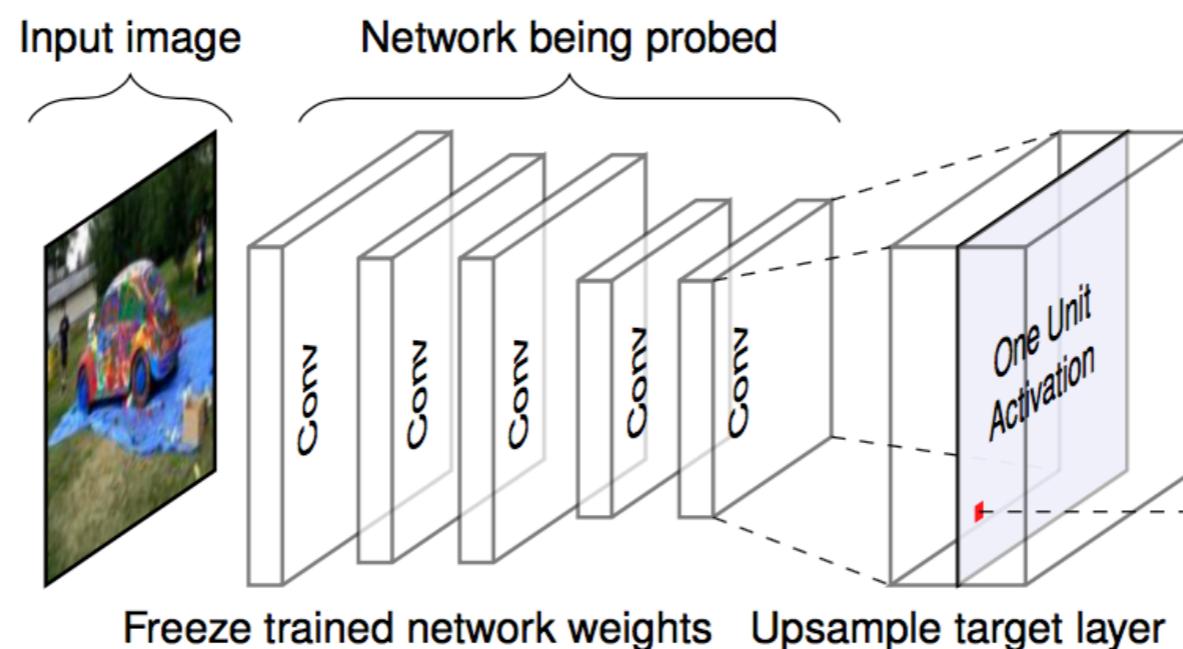


flower (object)



# 2. Gather hidden variables' response to known concepts

- For convolutional neurons, compute their activation map
- In other words, what is the output of a particular convolutional filter for a given image
- Threshold this activation map to convert it to a binary activation map



# 3. Quantify alignment of hidden variable - concept pairs

- Measure the IoU between the binary activation map and the labelled concept images
- If activation map overlaps highly with a concept, the neuron is a detector for that concept

conv5 unit 107 road (object) IoU=0.15

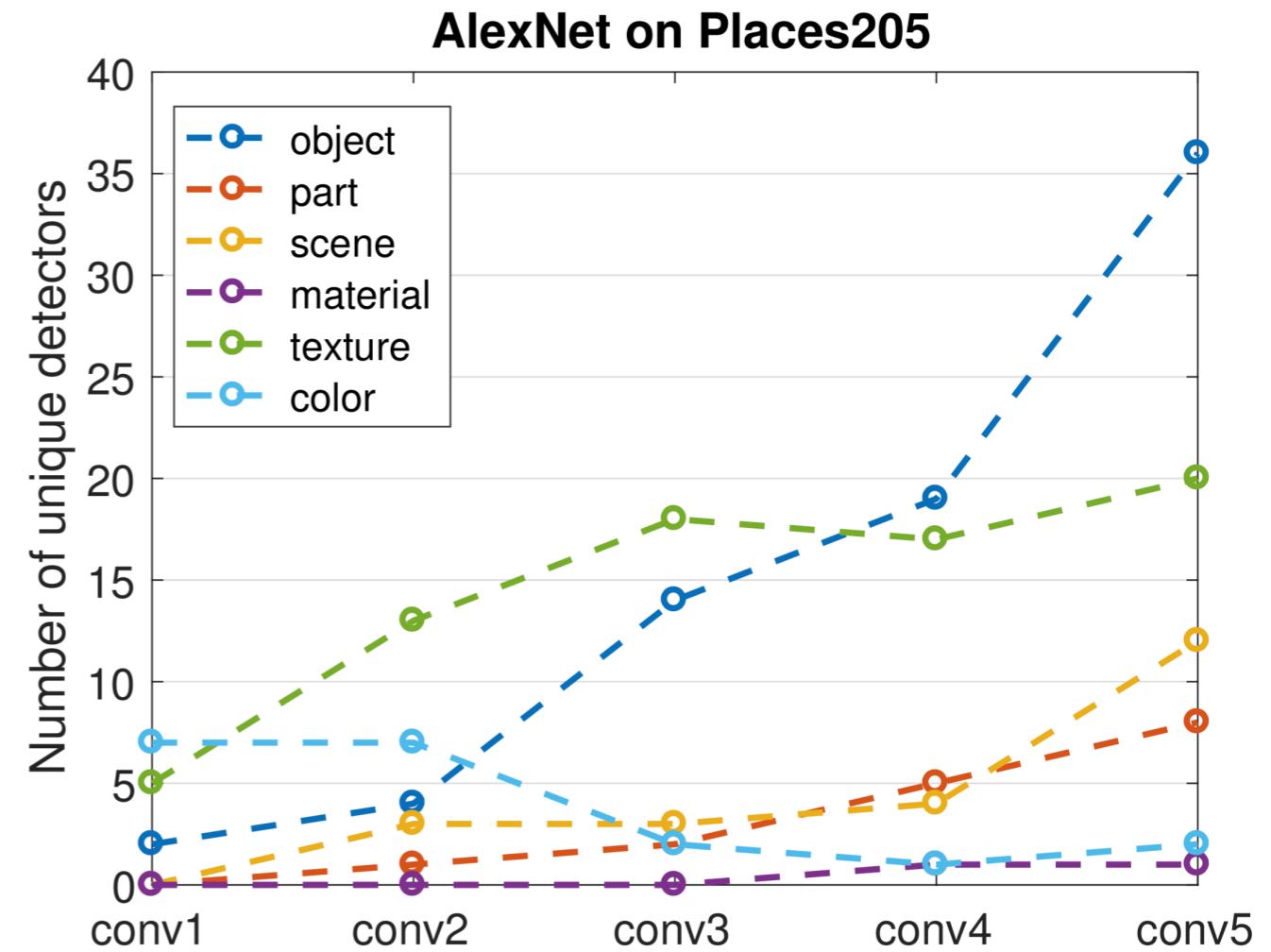
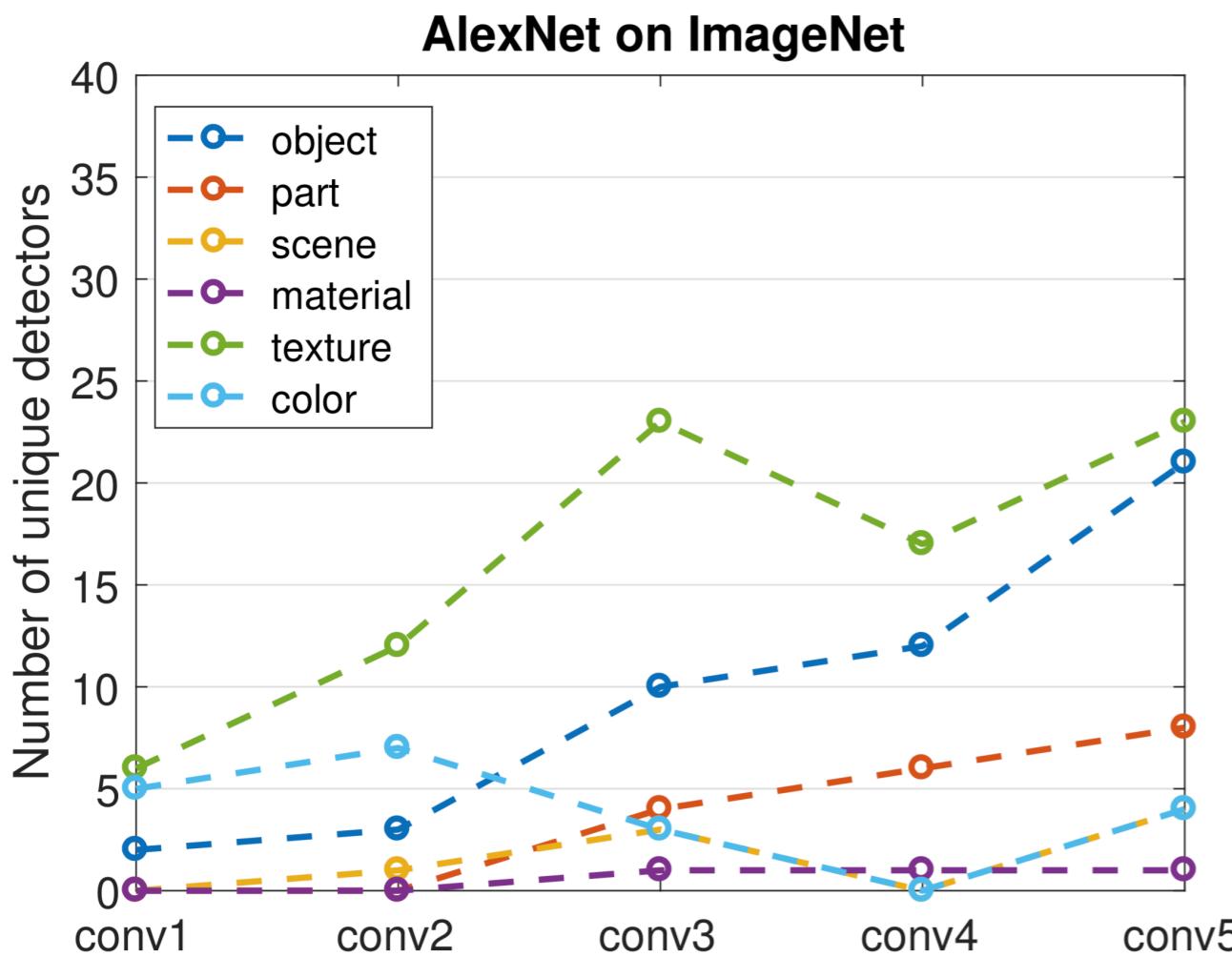


conv5 unit 79 car (object) IoU=0.13



# Quantifying interpretability of deep visual representations

- Interpretability is quantified by how well the network aligns with a set of human interpretable concepts



# Effect of regularization on interpretability

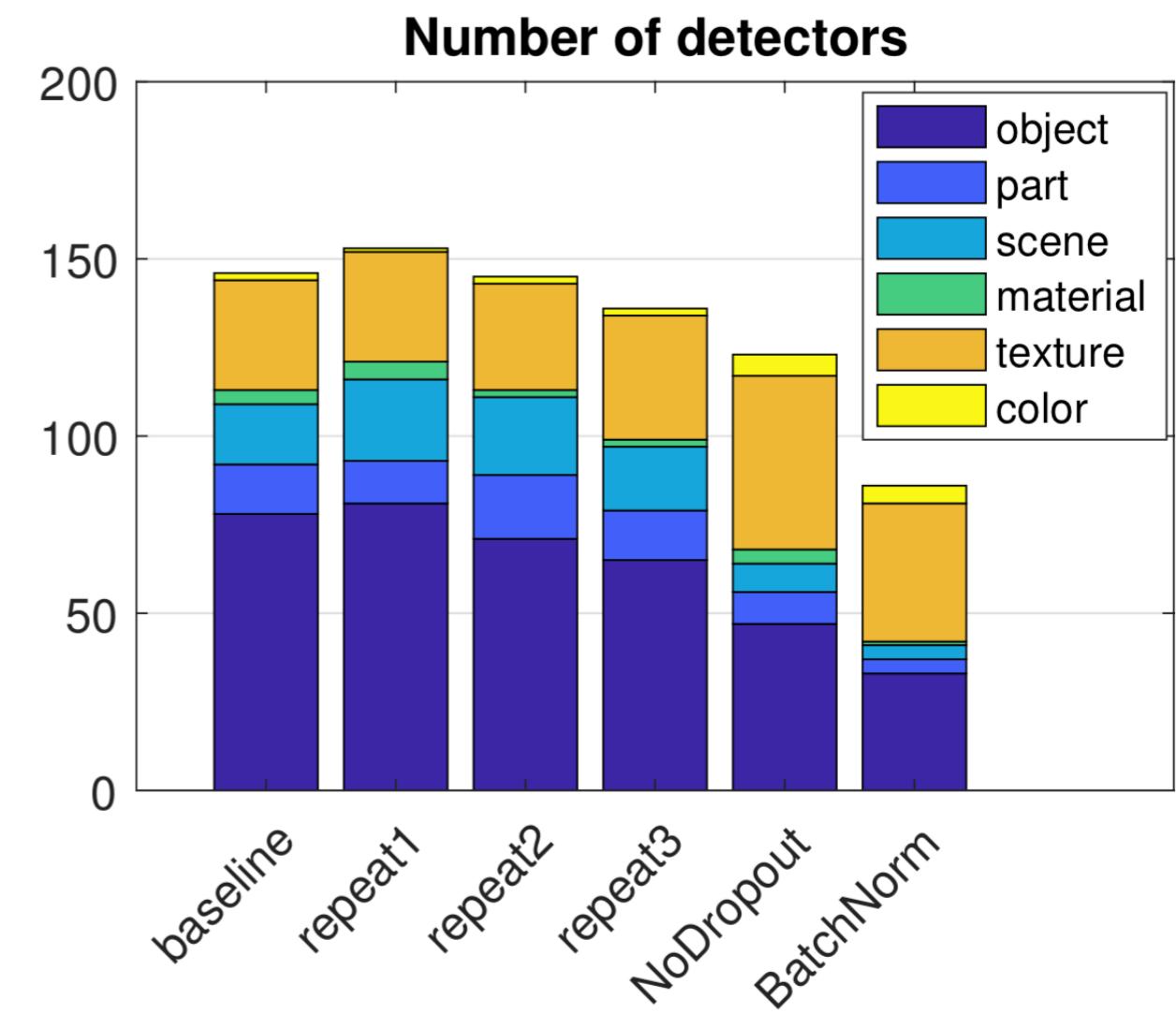
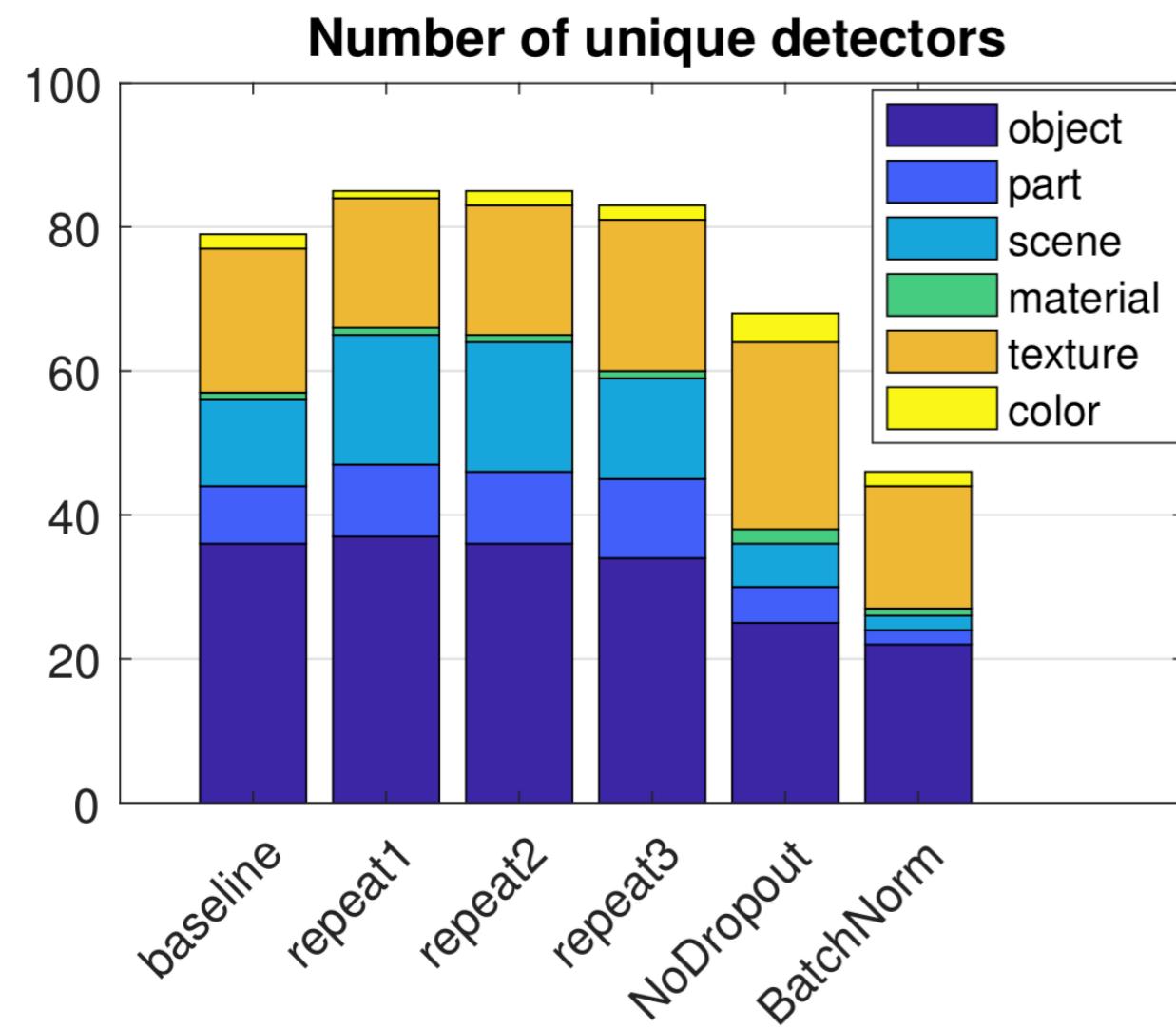
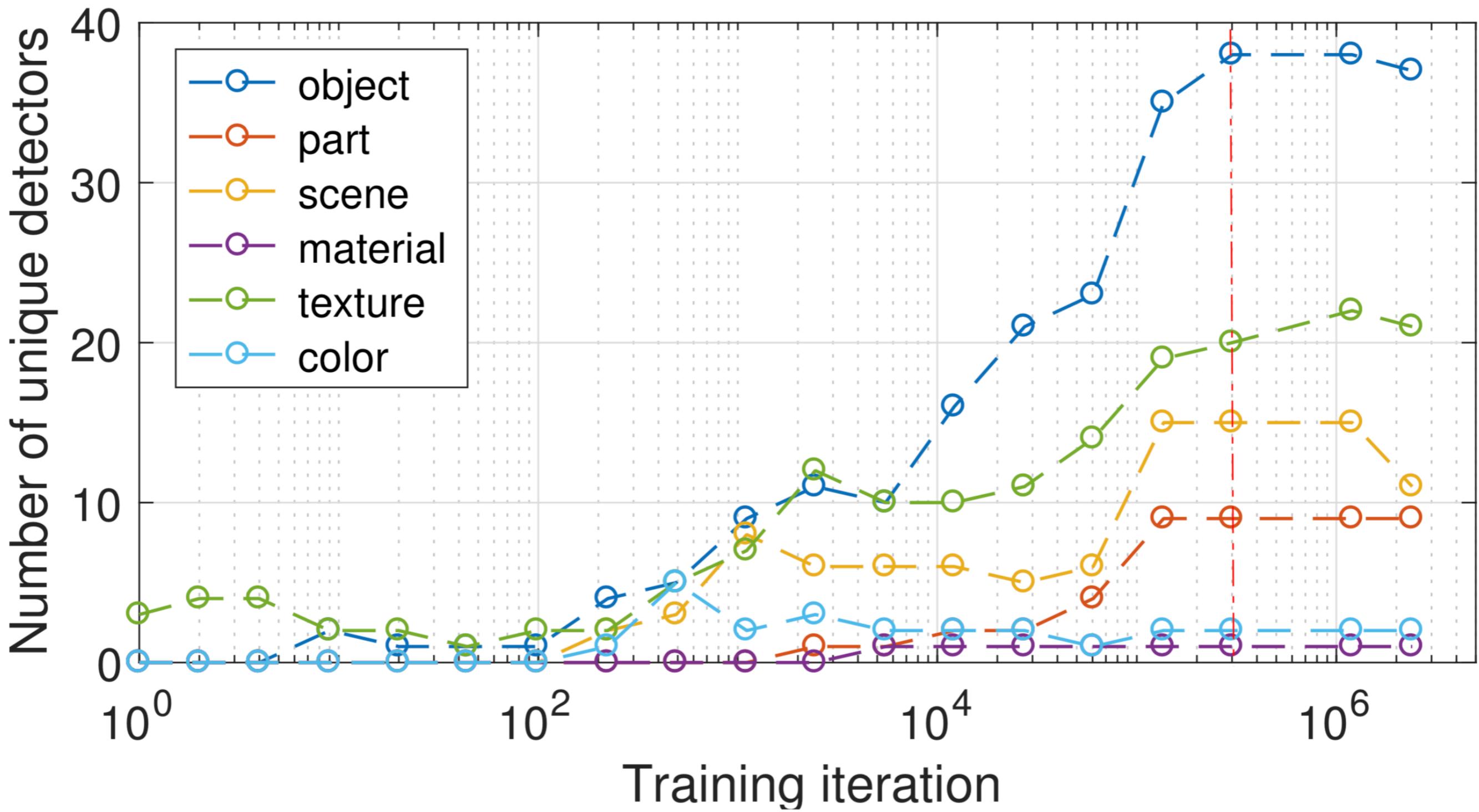


Figure 11. Effect of regularizations on the interpretability of CNNs.

# Number of detectors vs epoch



# Other experiments

- Random initialization does not seem to affect interpretability
- Widening of AlexNet showed an increase in the number of concept detectors