



# Understanding Latent Semantics in GANs

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# GANs for Synthesizing Images

2014



GANs [Goodfellow et al.]

2015



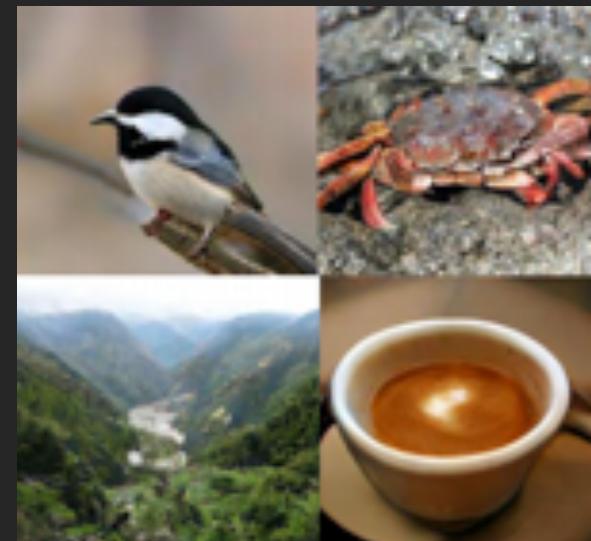
DCGAN [Radford et al.]

2017



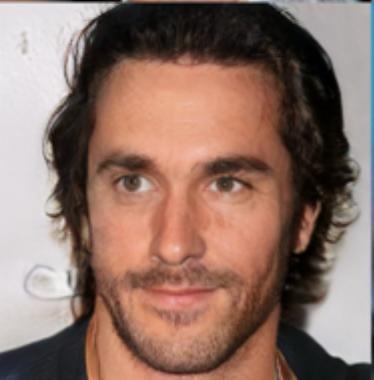
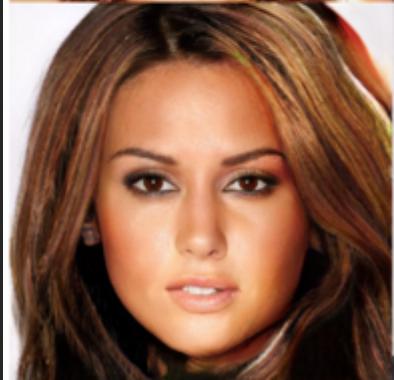
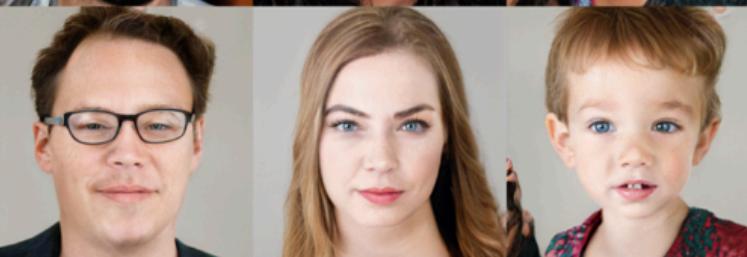
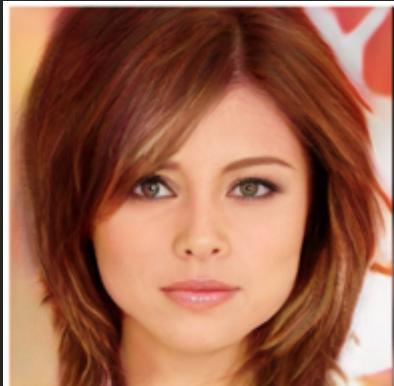
PG-GAN [Karras et al.]

2018



BigGAN [Brock et al.]

# GANs for Synthesizing Images

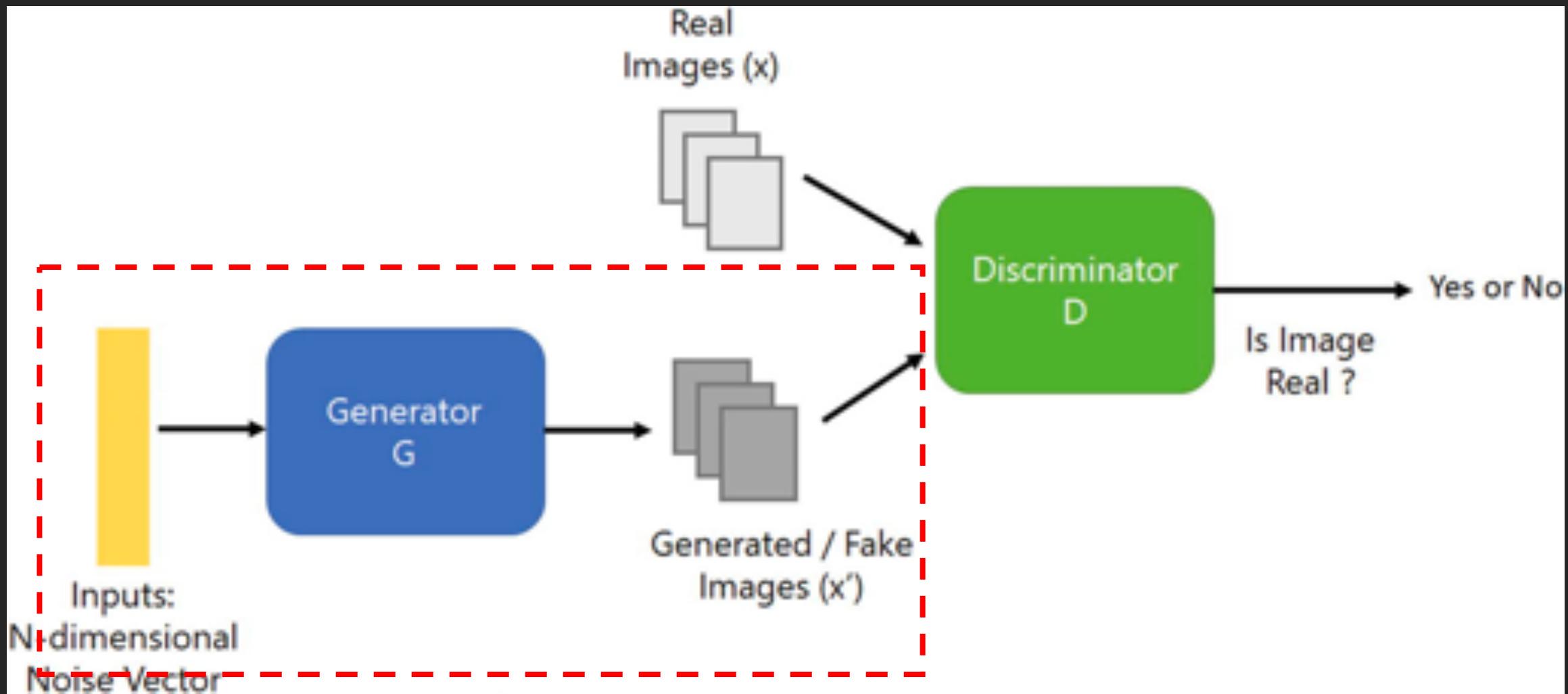


PG-GAN

StyleGAN

BigGAN

# Training GANs



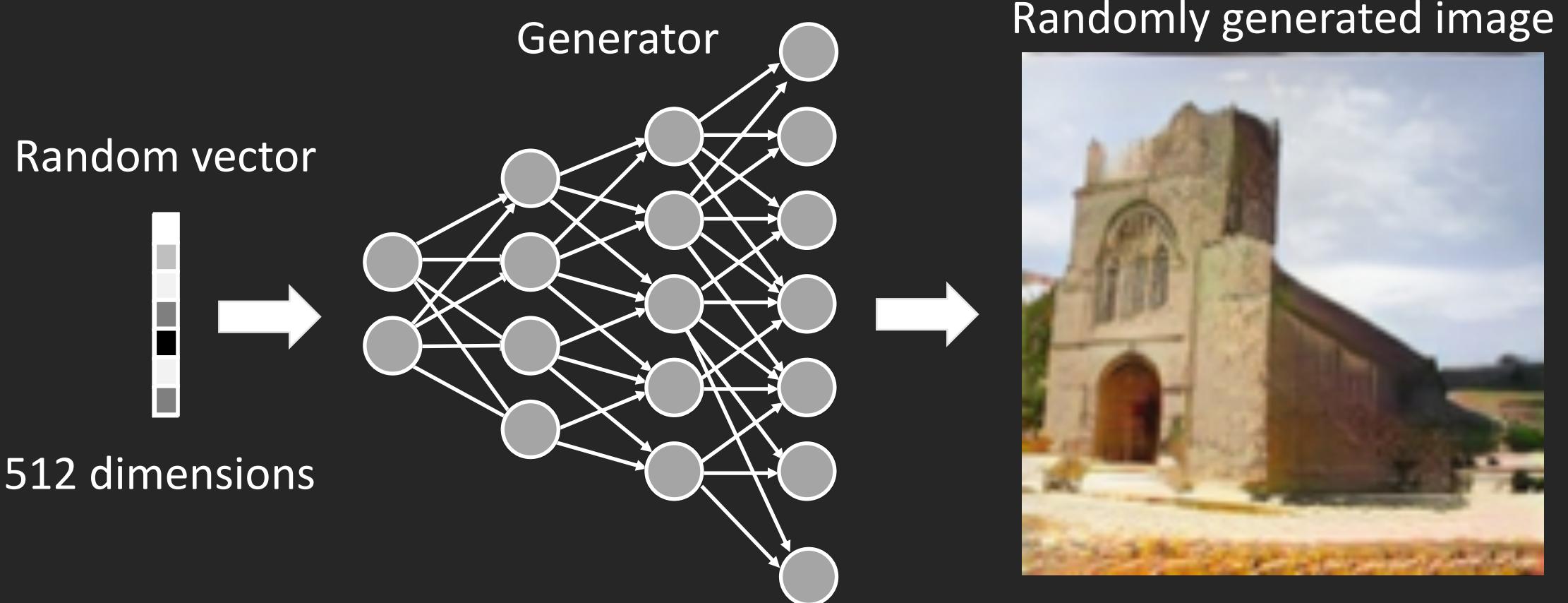
# Tutorial Outline

- Interpretable units in intermediate layers
- Semantics in the latent space
- Inversion of real images
- Future directions

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# Deep Generative Representation

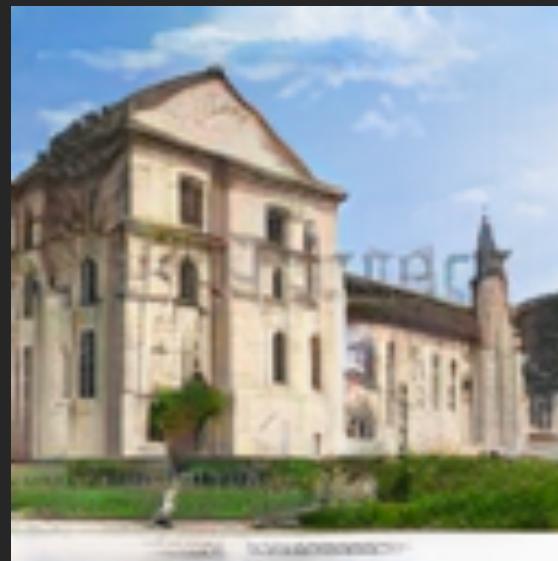




Progressive GANs [Karras et al., ICLR 2018]



Progressive GANs [Karras et al., ICLR 2018]

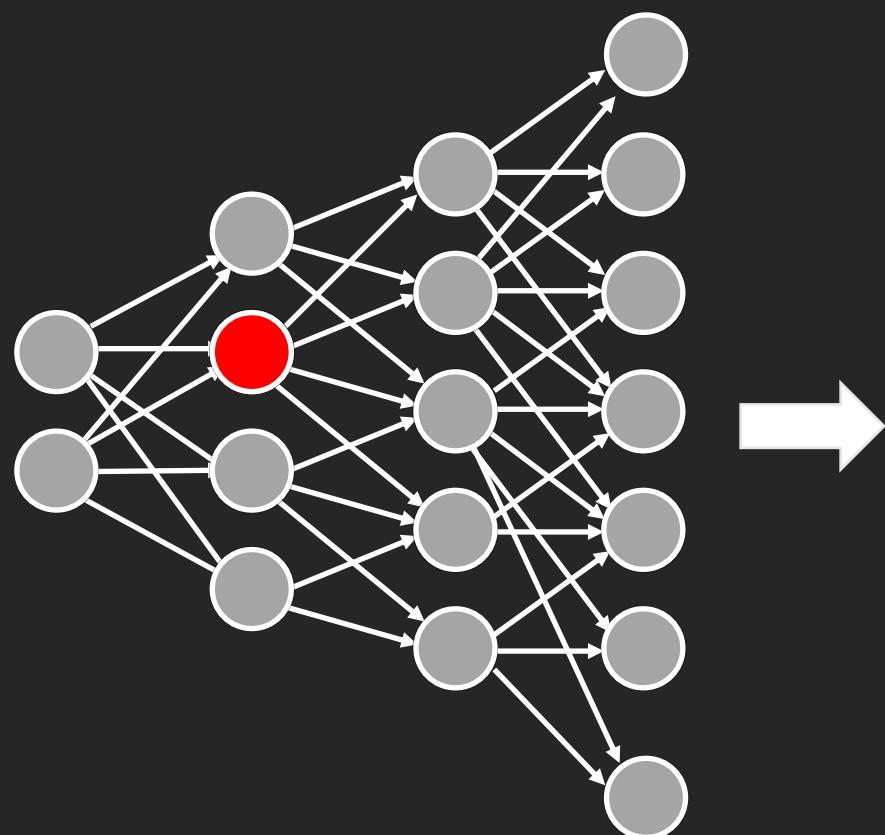


# Are there watermark units?

Random vector



512 dimensions



Randomly generated image





shutterstock - 1000x600 - 15551642



shutterstock - 1000x600 - 15551642



shutterstock - 1000x600 - 15551642



shutterstock - 1000x600 - 15551642



shutterstock - 1000x600 - 15551642



shutterstock - 1000x600 - 15551642



shutterstock - 1000x600 - 15551642



shutterstock - 1000x600 - 15551642

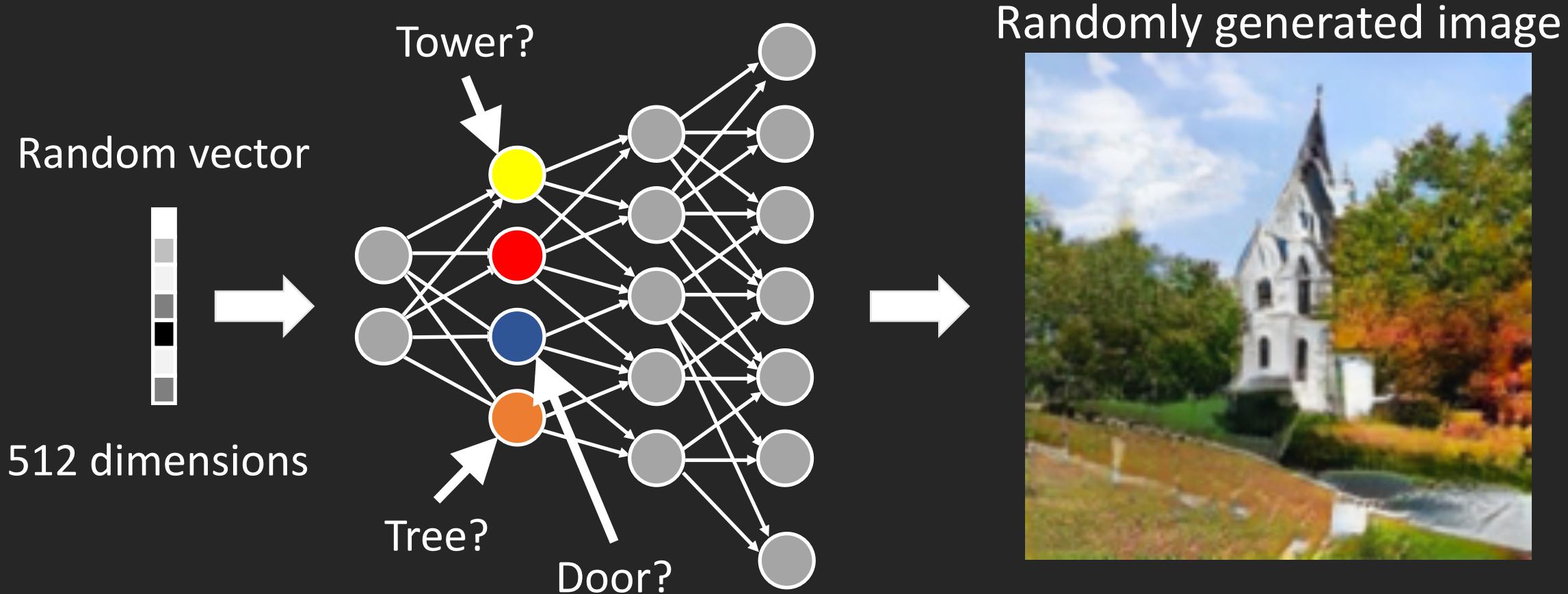
# Deactivating banner units in layer 4



# Deactivating watermark units in layer 4

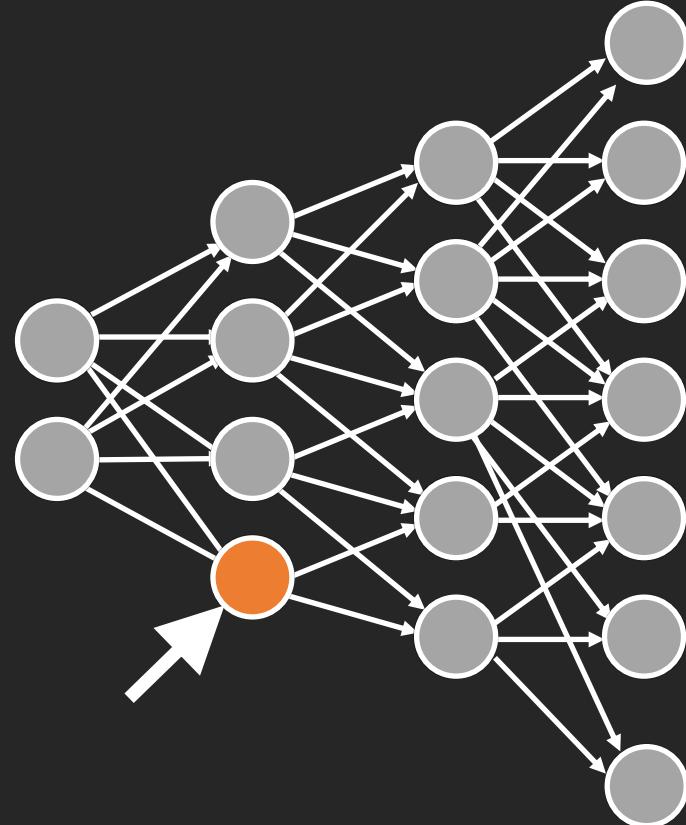


# Are there other objects?



# Are there other objects?

Random vector



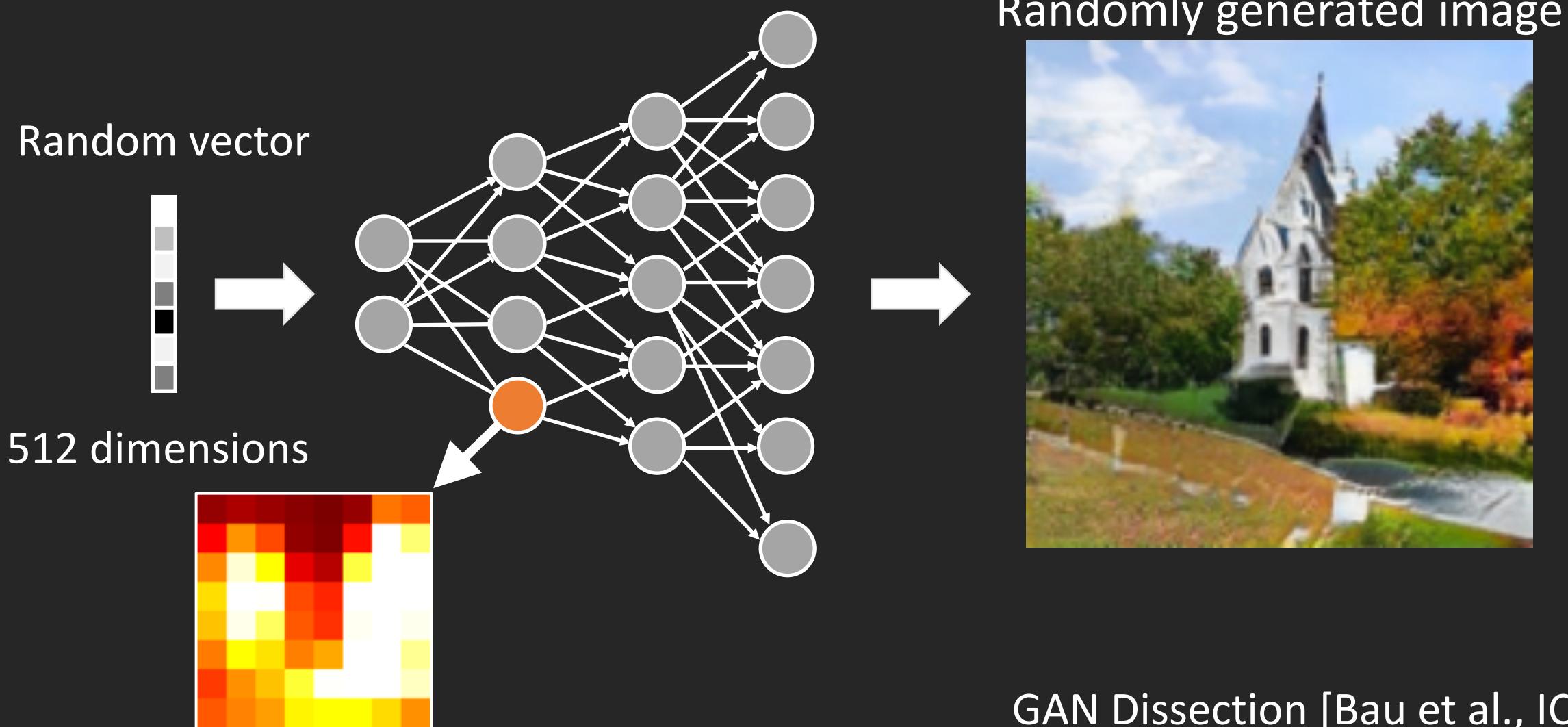
512 dimensions



Randomly generated image

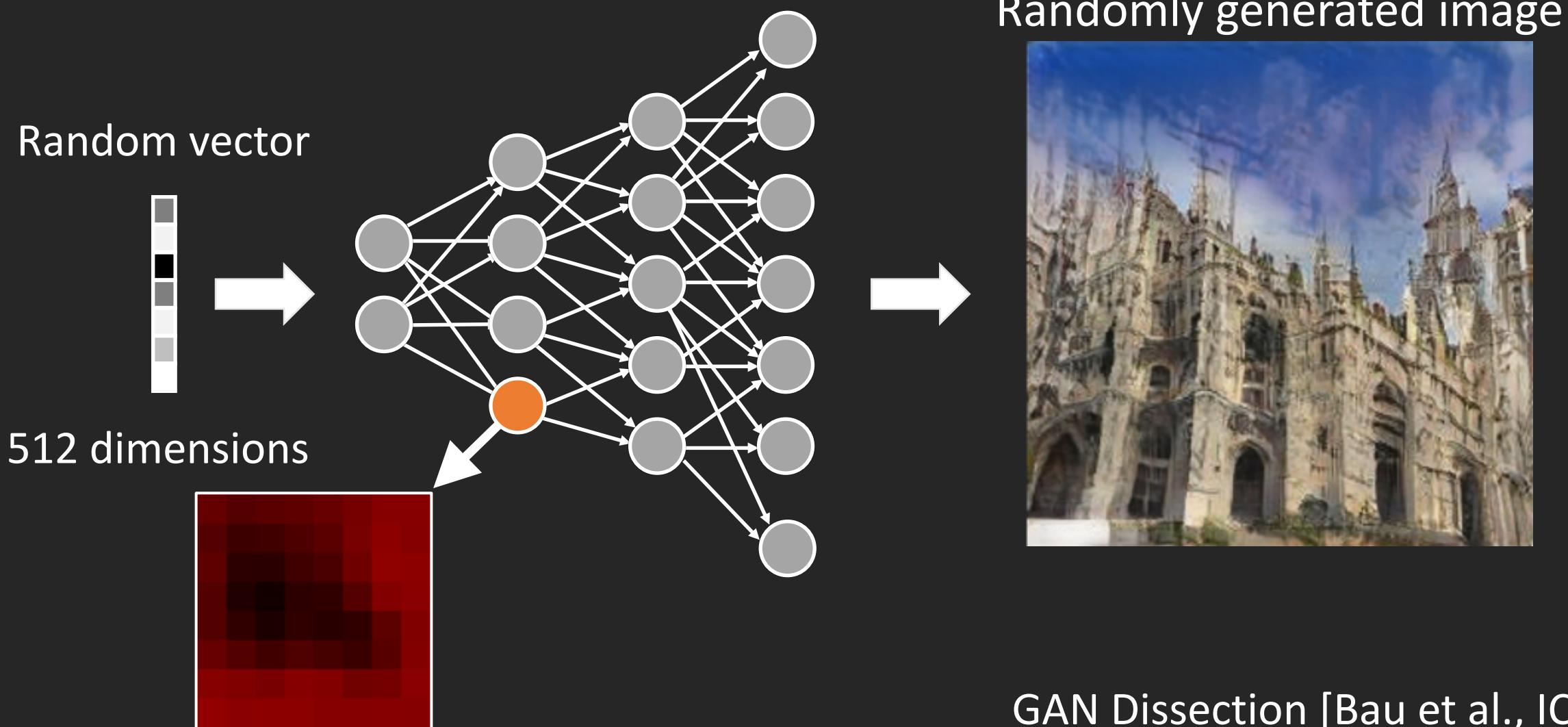


# Are there other objects?

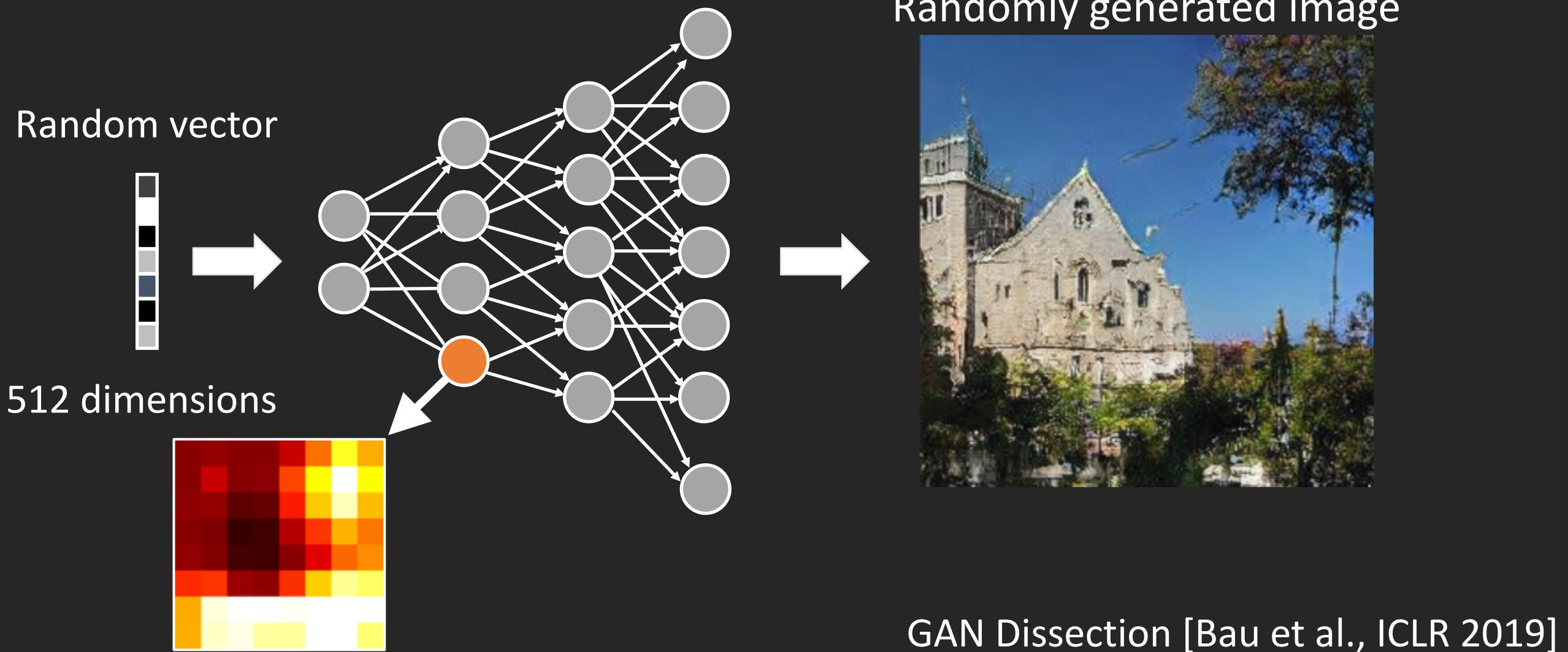


GAN Dissection [Bau et al., ICLR 2019]

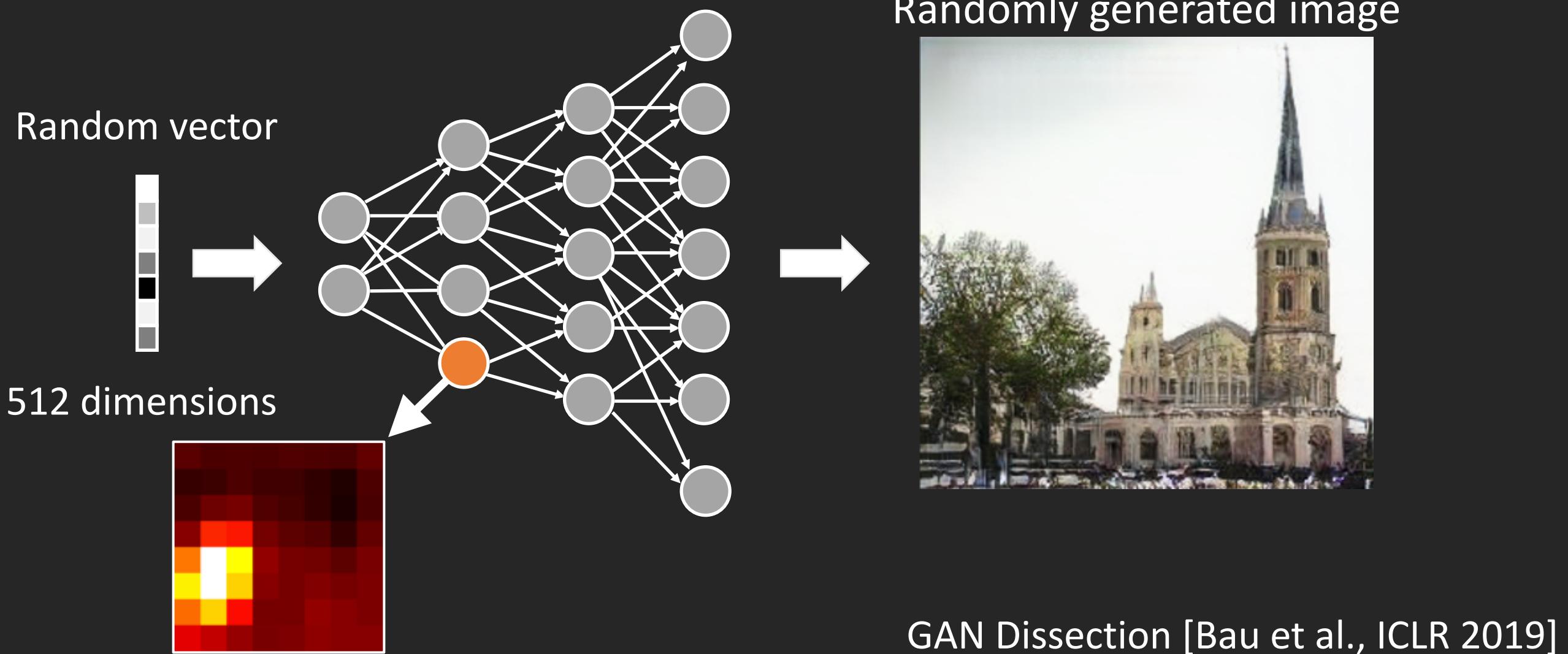
# Are there other objects?



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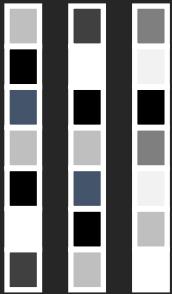


# Are there other objects?

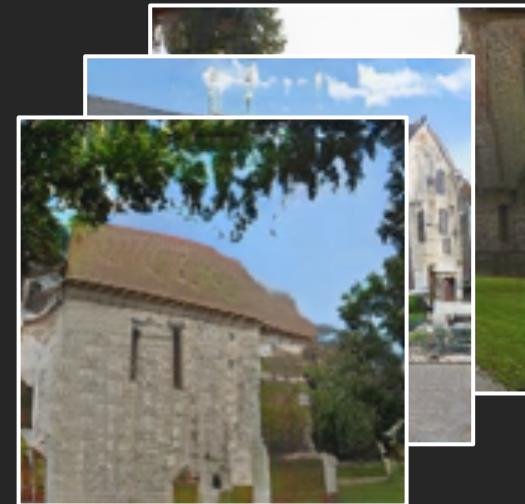


# Dissecting a GAN

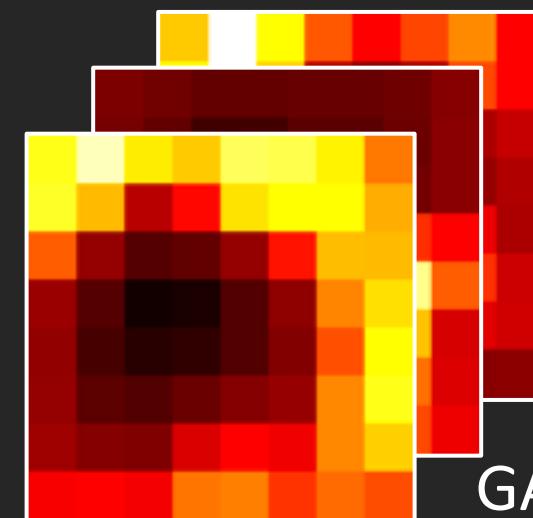
Random vectors



Generate lots of images



Semantic segmentation



Agreement

GAN Dissection [Bau et al., ICLR 2019]

# Units Emerge as Drawing Objects

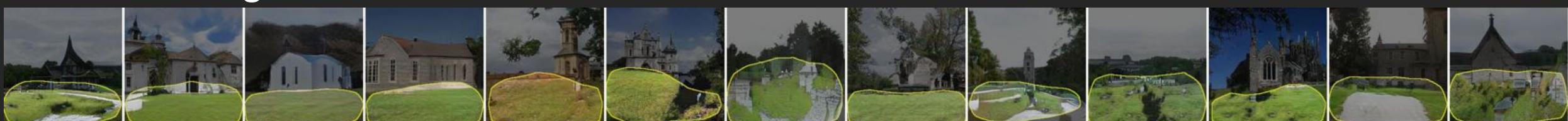
Unit 365 draws trees



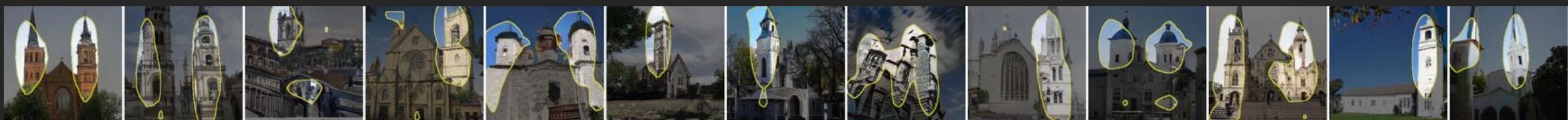
Unit 43 draws domes



Unit 14 draws grass



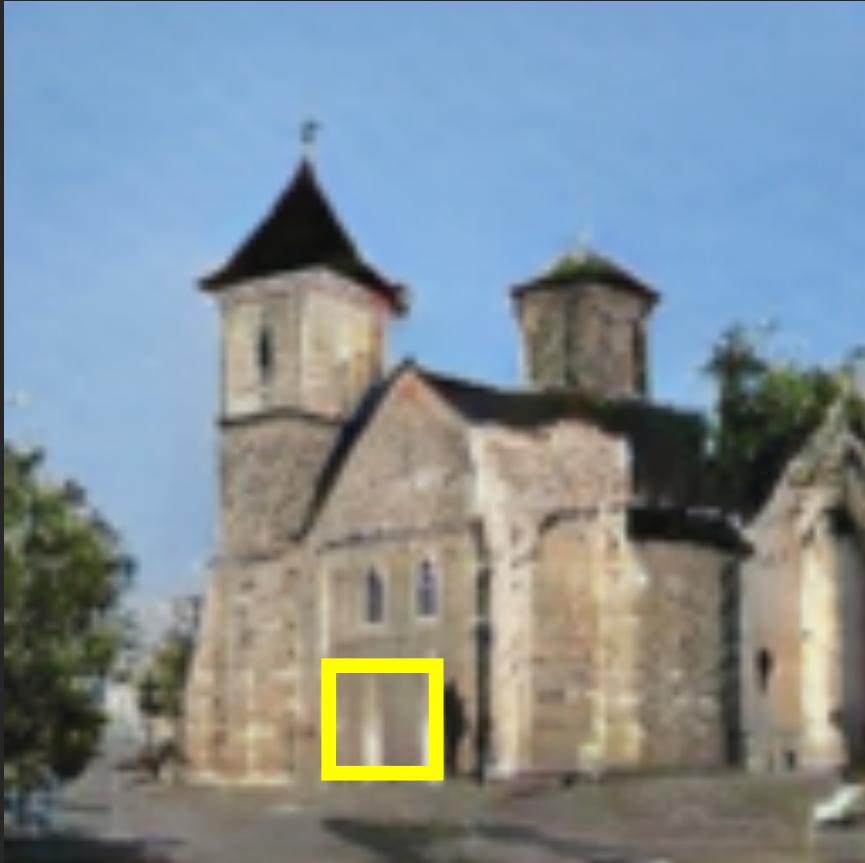
Unit 276 draws towers



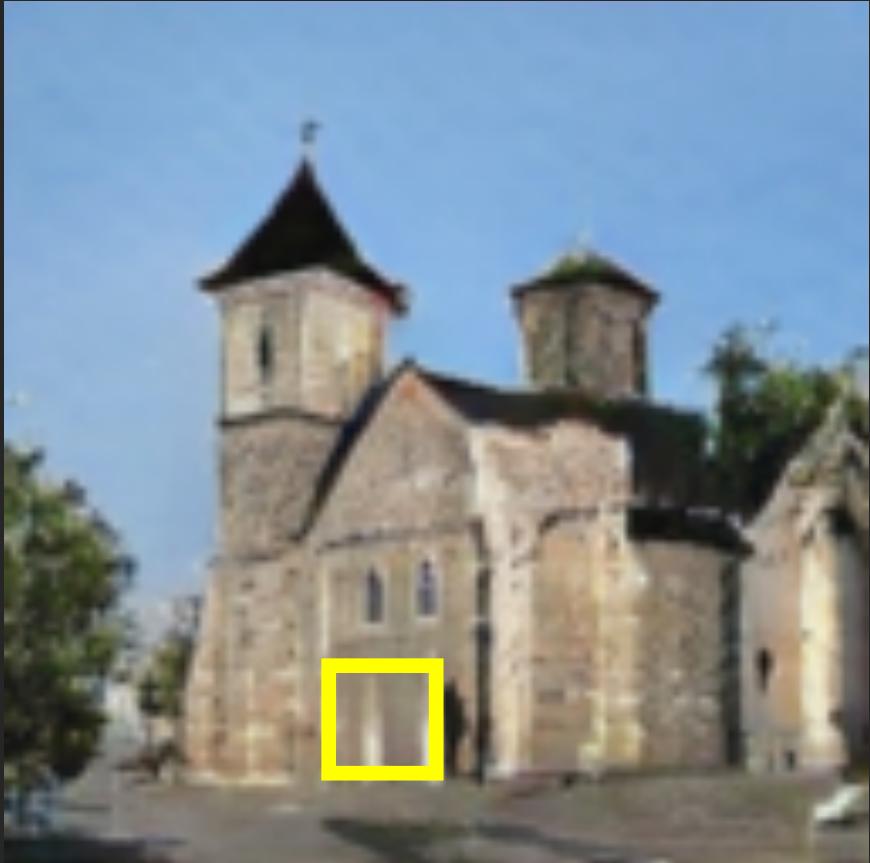
# Turning off window units



# Turning on door units



# Turning on door units



# Turning on door units



# Turning on door units



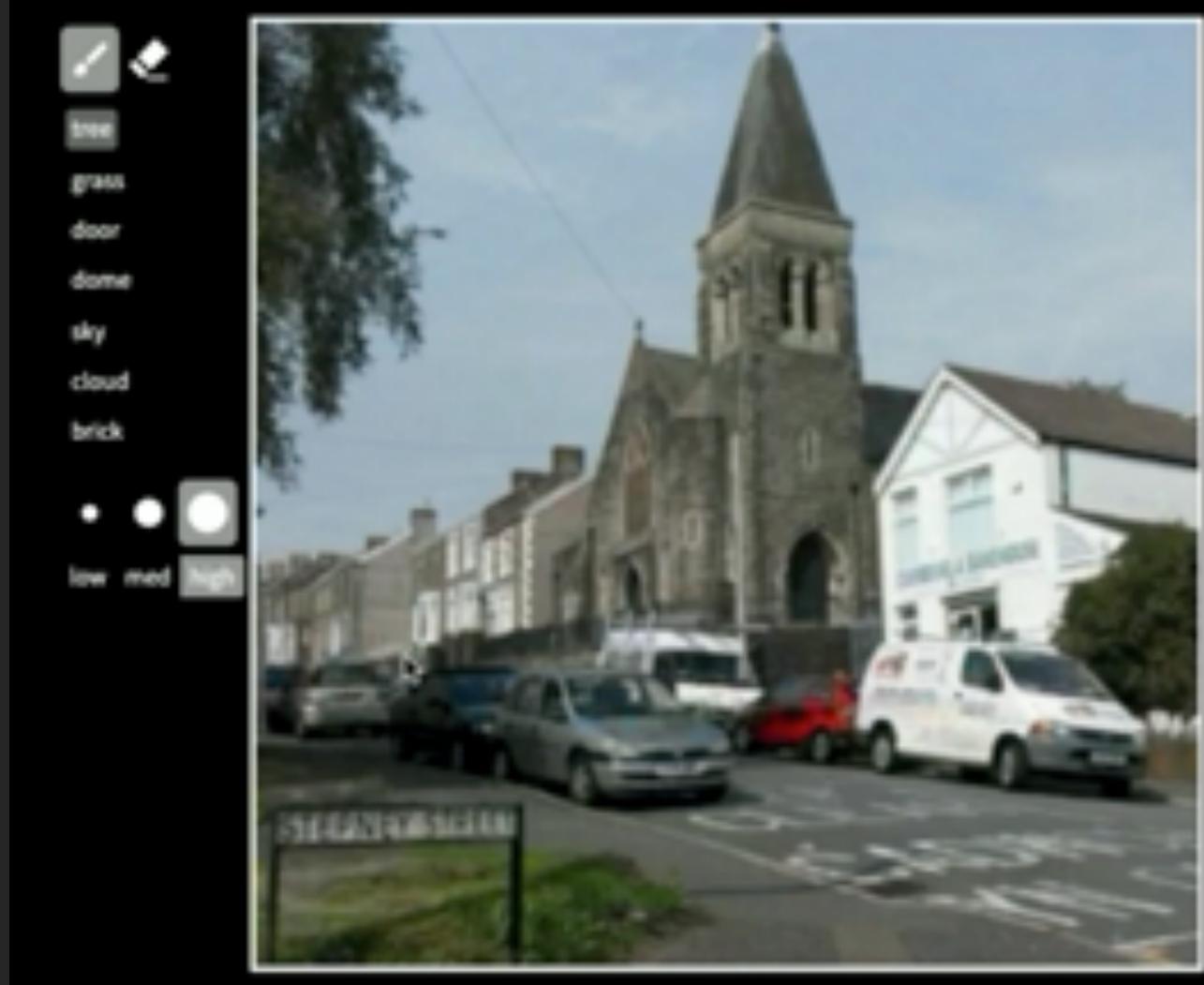
# Turning on door units



# Turning on door units



# Interactive Object Editing



Online demo:  
[ganpaint.io](https://ganpaint.io)

# Editing Objects vs. Global Attributes



# Manipulating Global Attributes

Indoor lighting



Wooden style



Different layout



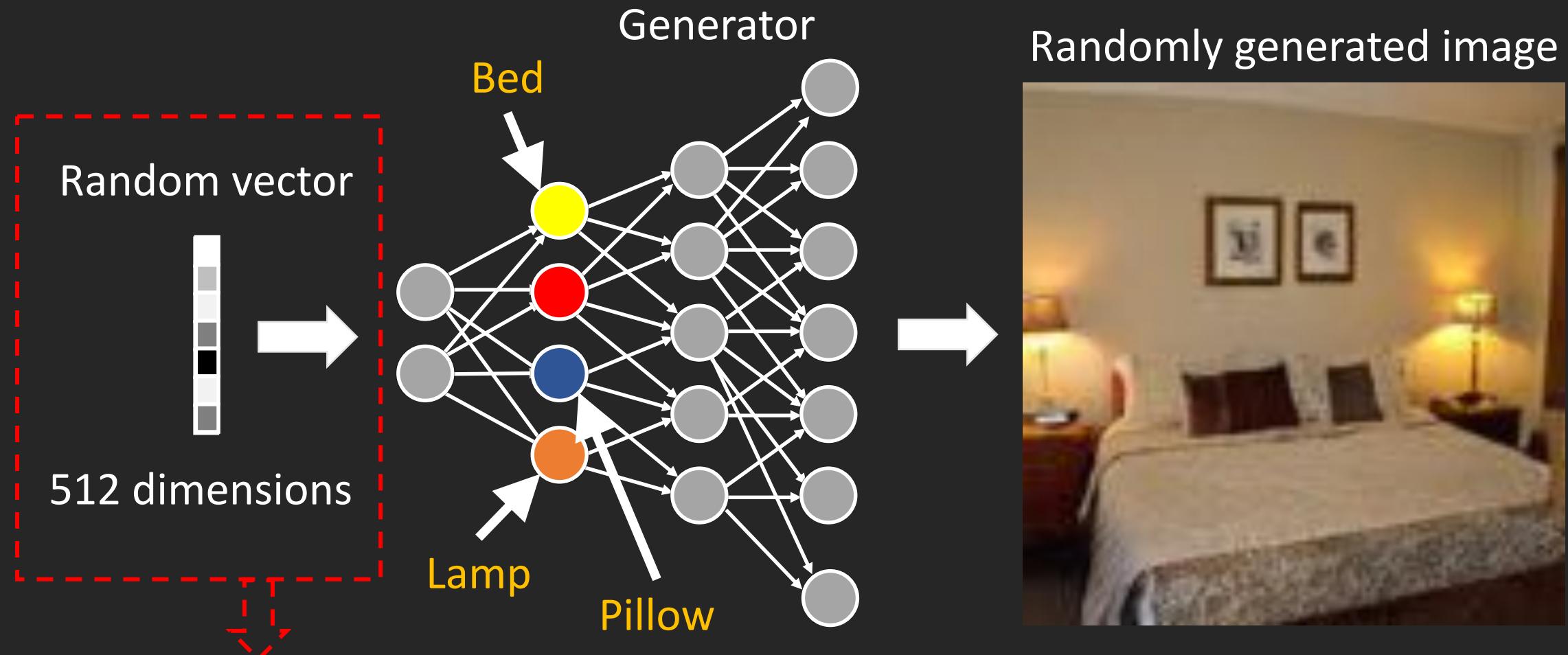
Living room



# Tutorial Outline

- Interpretable units in intermediate layers
- Semantics in the latent space
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# Deep Generative Representation



How latent code affects the output?

# Random Walk in Latent Space of Bedroom



# Multiple Levels of Abstractions for Scenes

**Scene category:**

bedroom

**Scene attributes:**

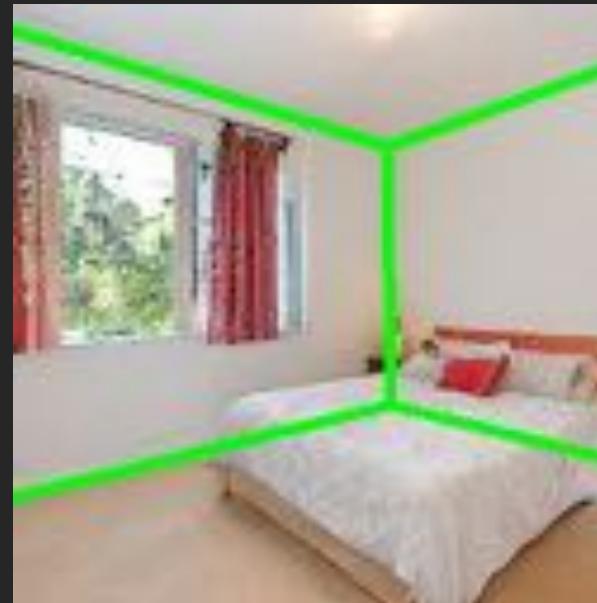
nature lighting

wood

foliage

...

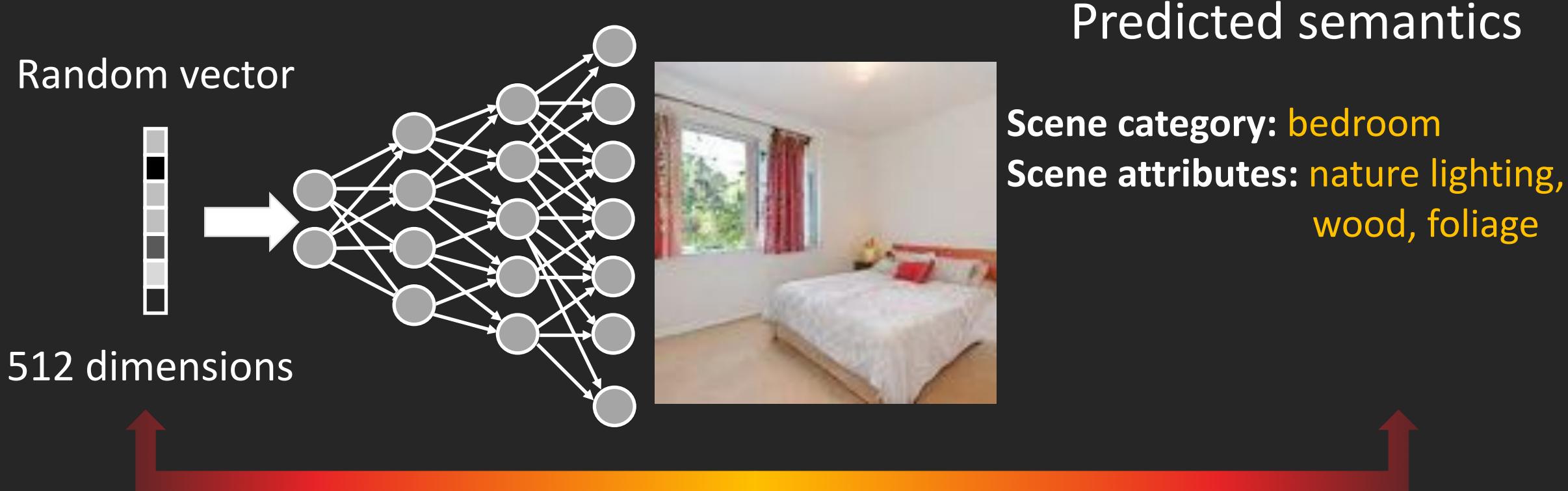
Layout



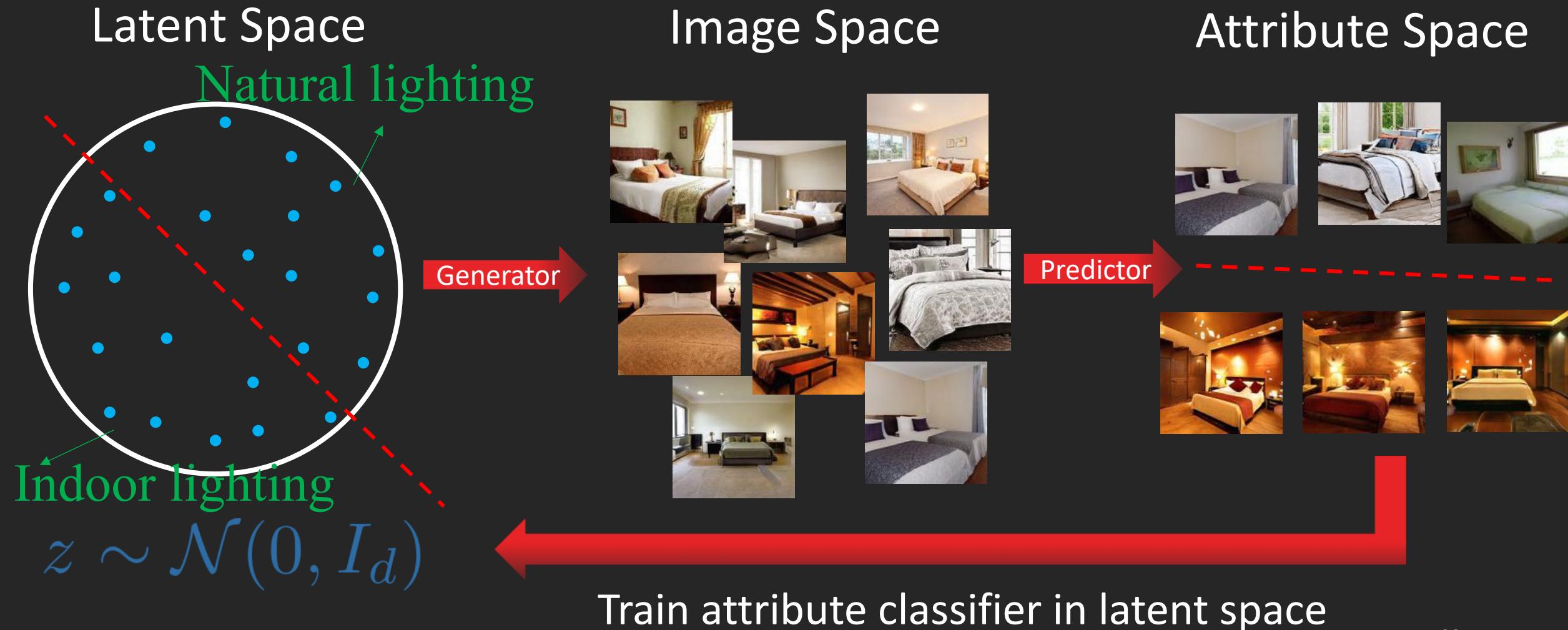
Segmentation



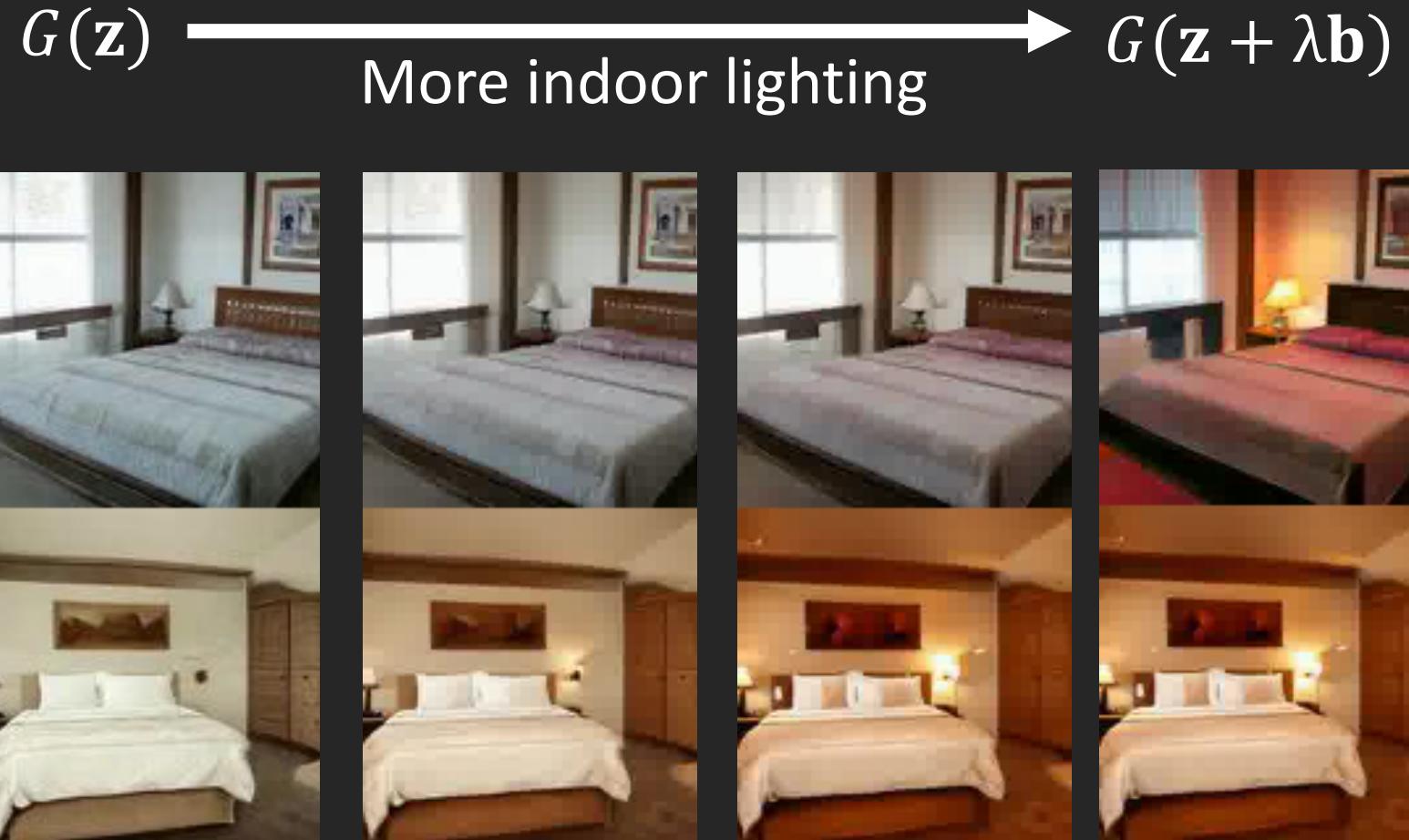
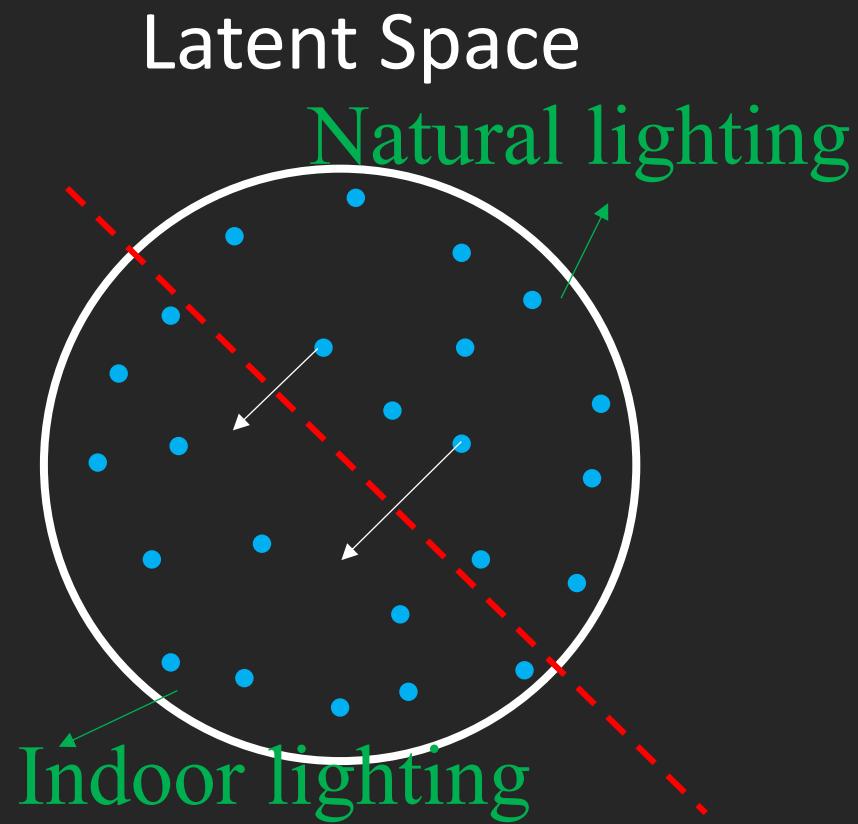
# Causal Relations between Latent Code and Semantics



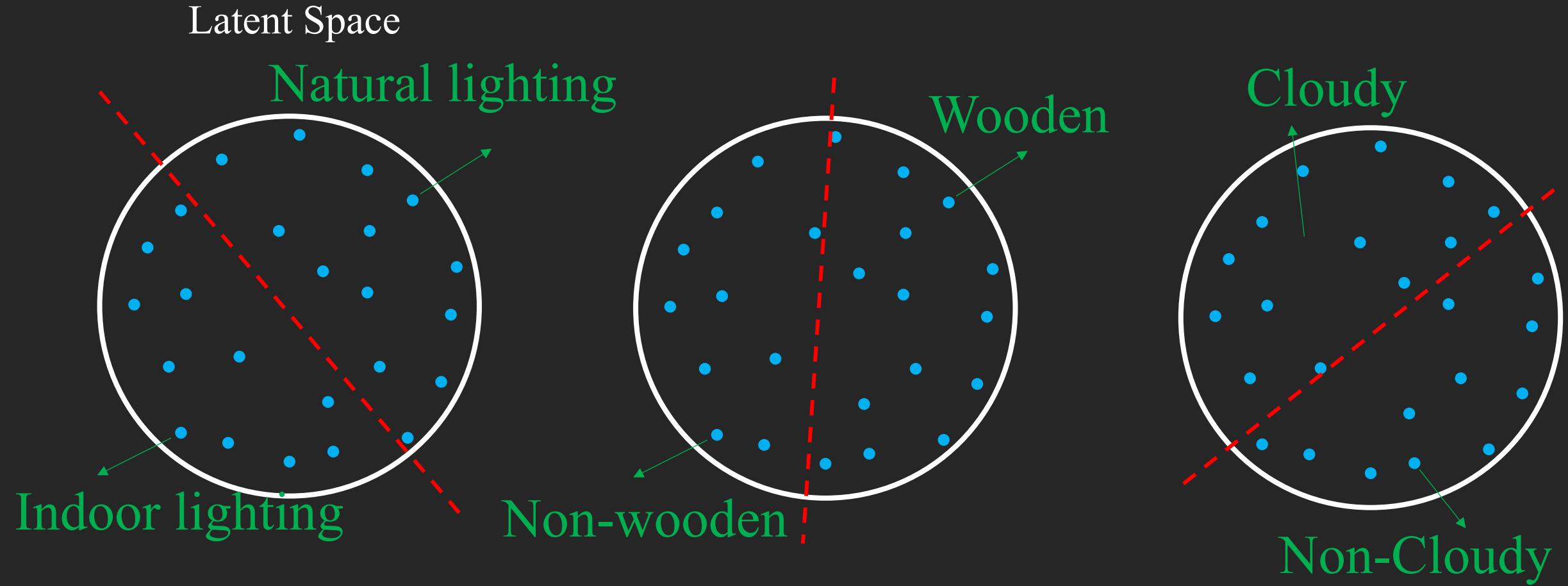
# Aligning Latent Space with Attribute Space



# Pushing Latent Code through Boundary



# Various Attribute Boundaries in Latent Space



# Turning up the light



# How to edit my own photo?



GAN-Synthesized Kitchen

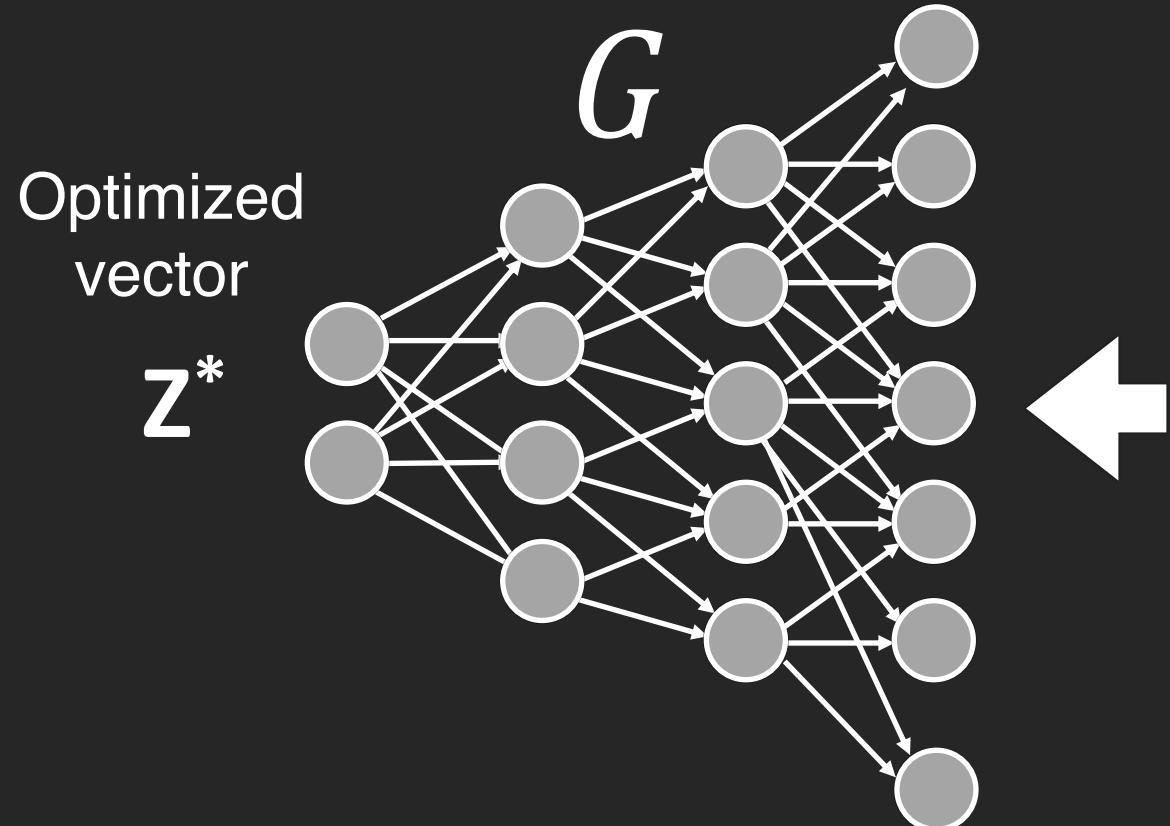


My Kitchen Photo

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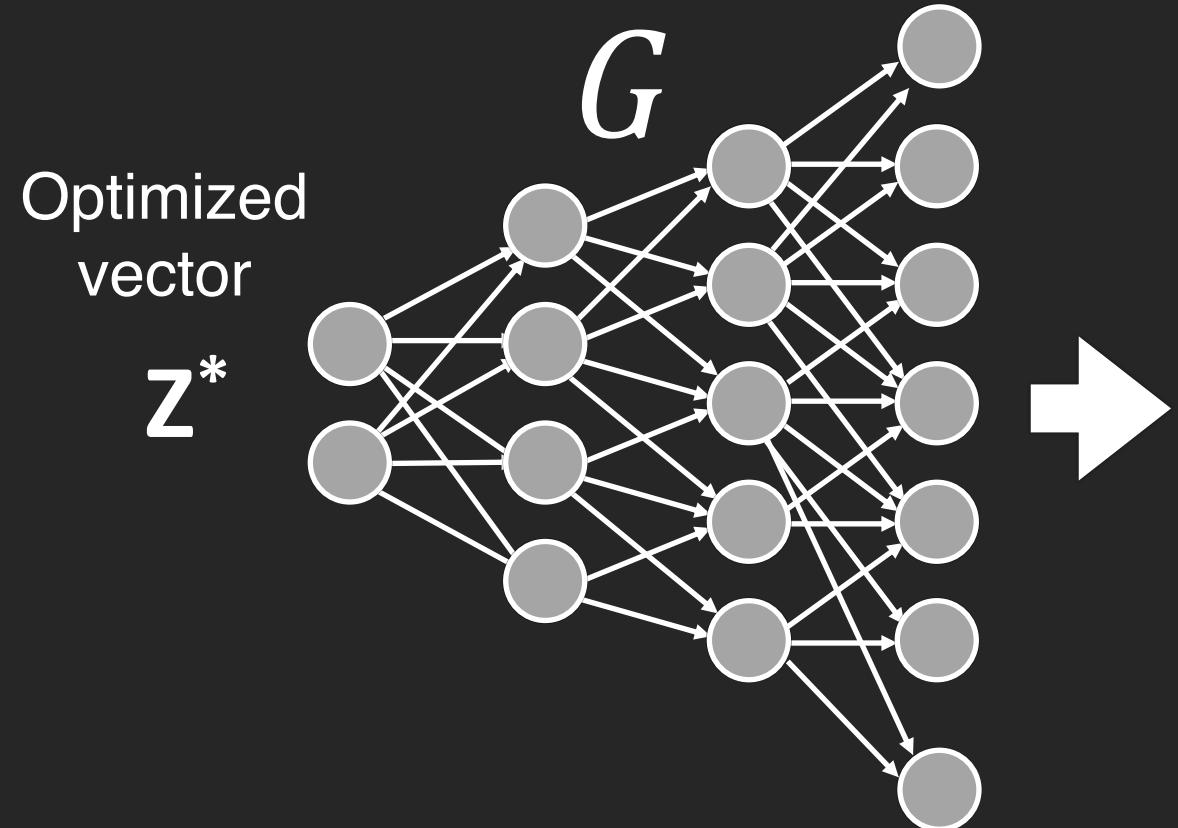
# Inverting image to GAN latent code



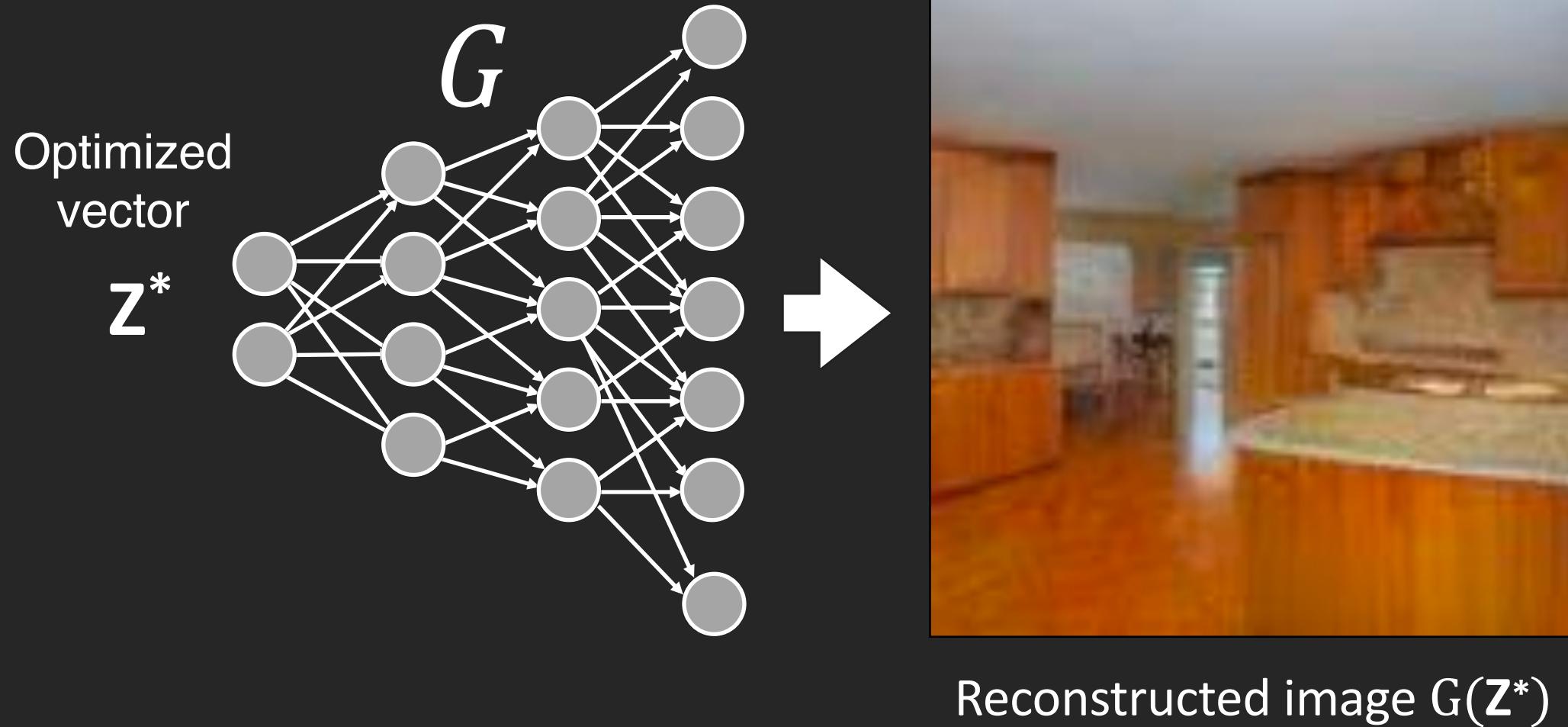
Real image  $\mathbf{x}$

$$\mathbf{z}^* = \arg \min_{\mathbf{z}} \frac{1}{2} \|G(\mathbf{z}) - \mathbf{x}\|^2$$

# Inverting image to GAN latent code



# Inverting image to GAN latent code



# Find the differences...



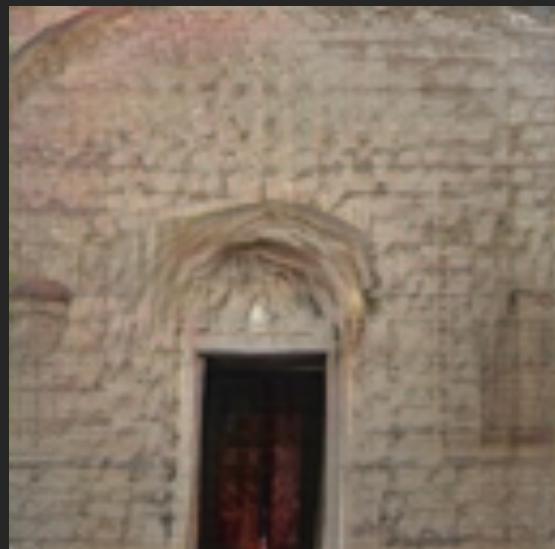
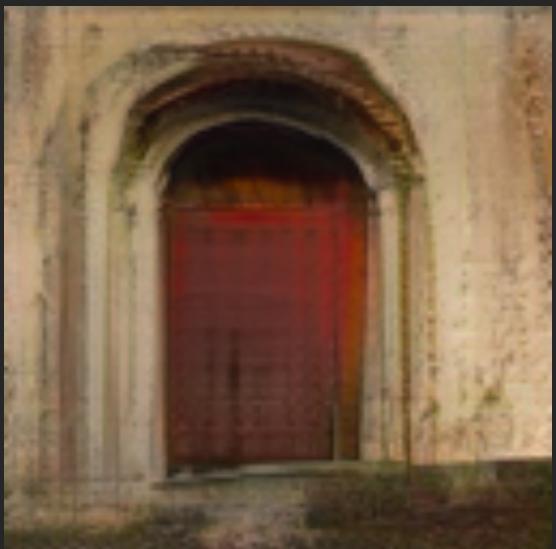
Original image



GAN reconstructed image

Fact:  
GANs don't like a lot of things!

# GANs don't like people

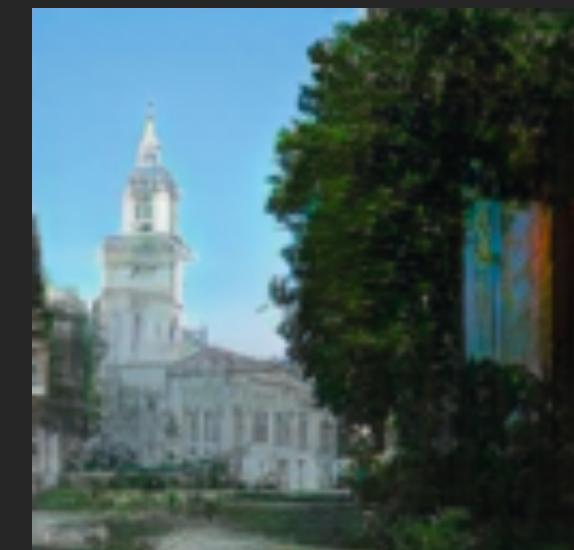


# GANs don't like people

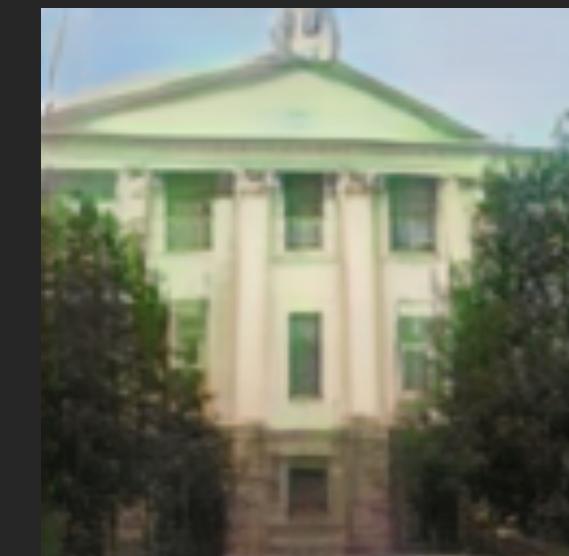
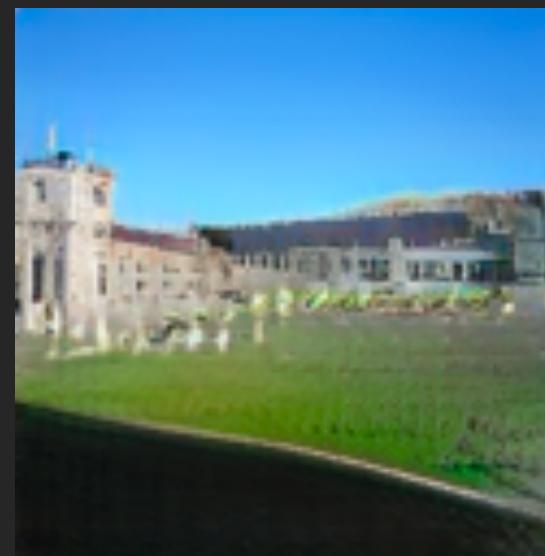
BigGAN's synthesis of Bar



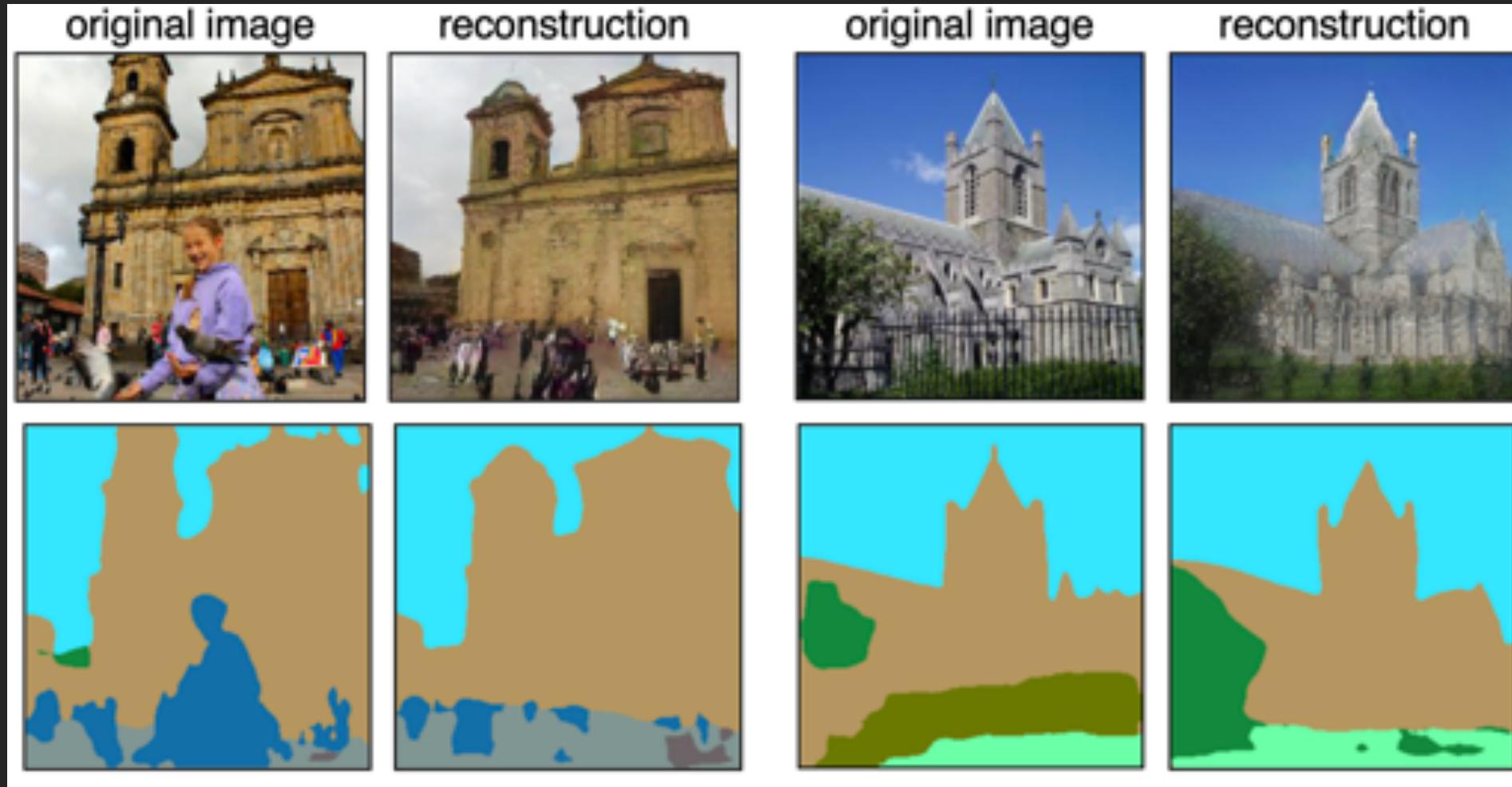
# GANs don't like vehicles



# GANs don't like signs

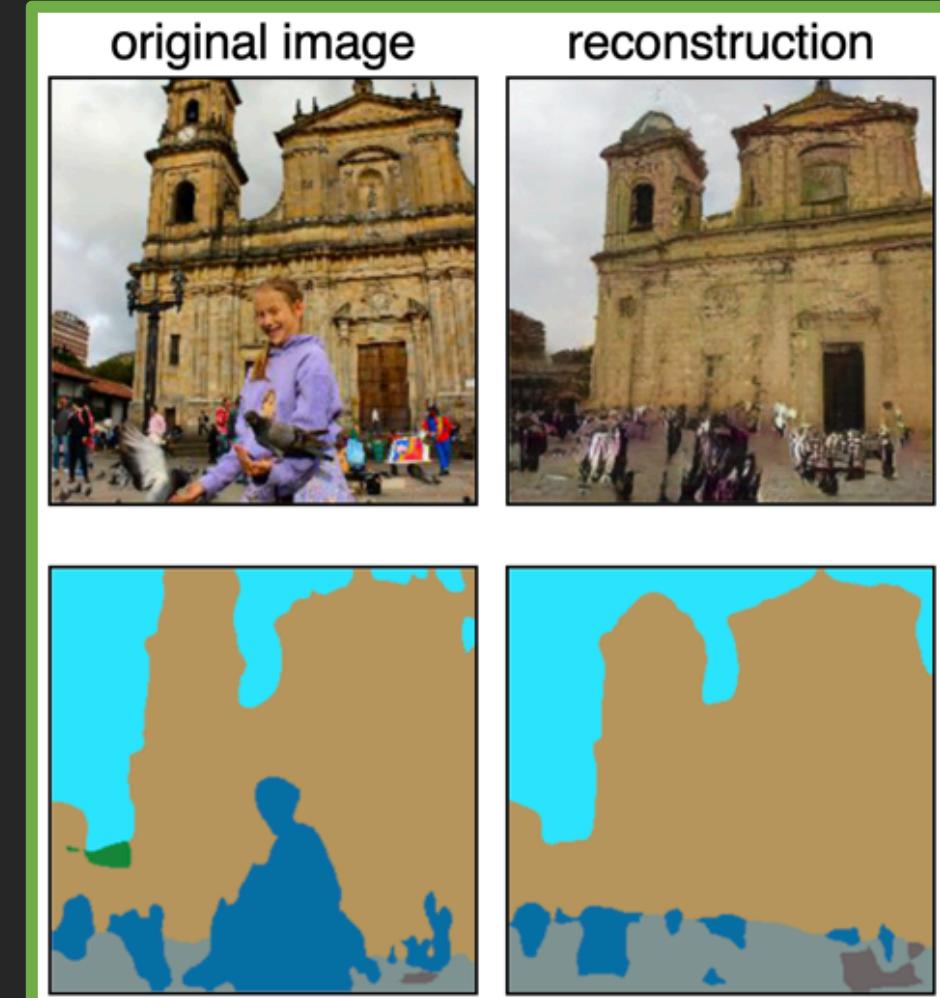
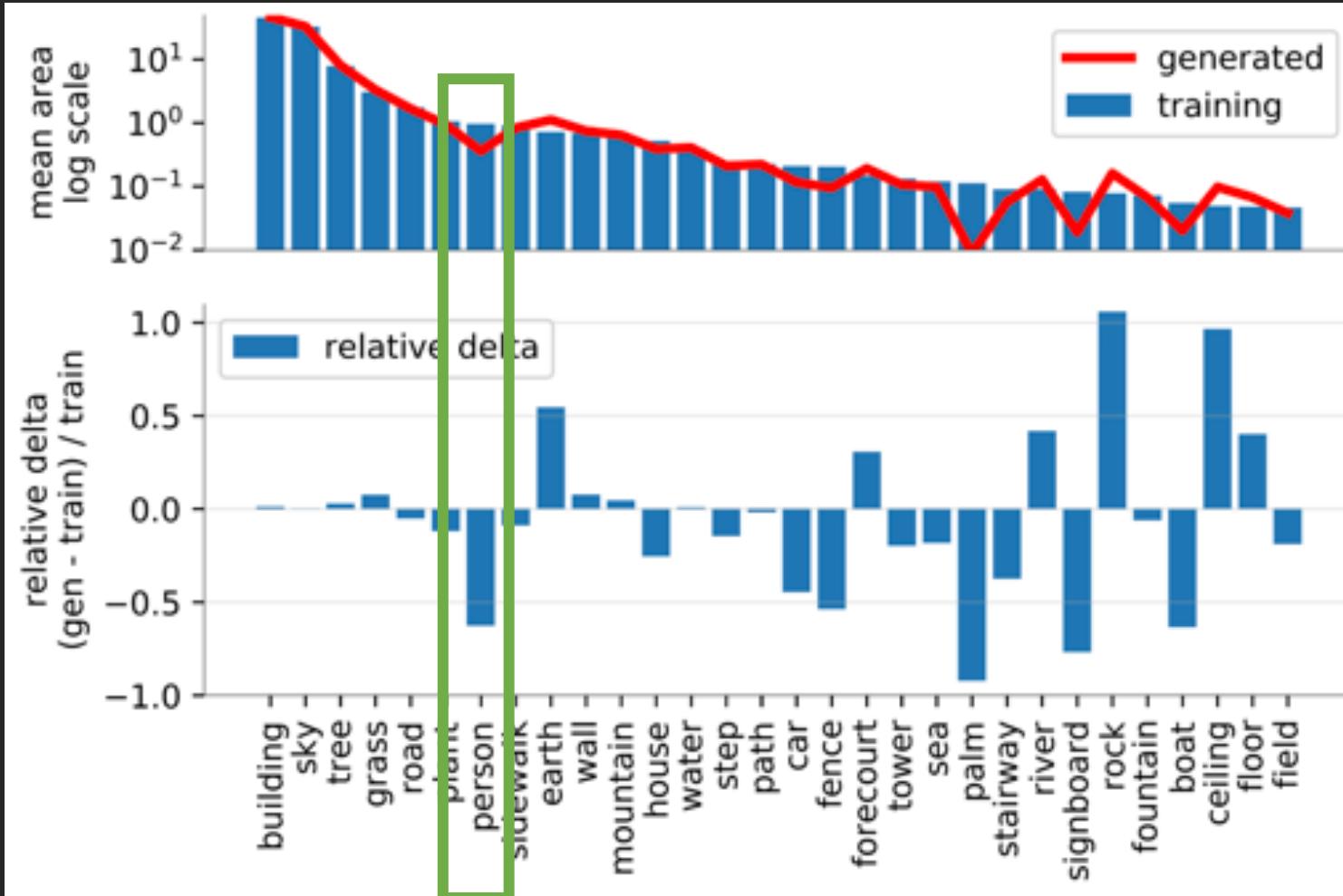


# Identify what's missing by comparing masks



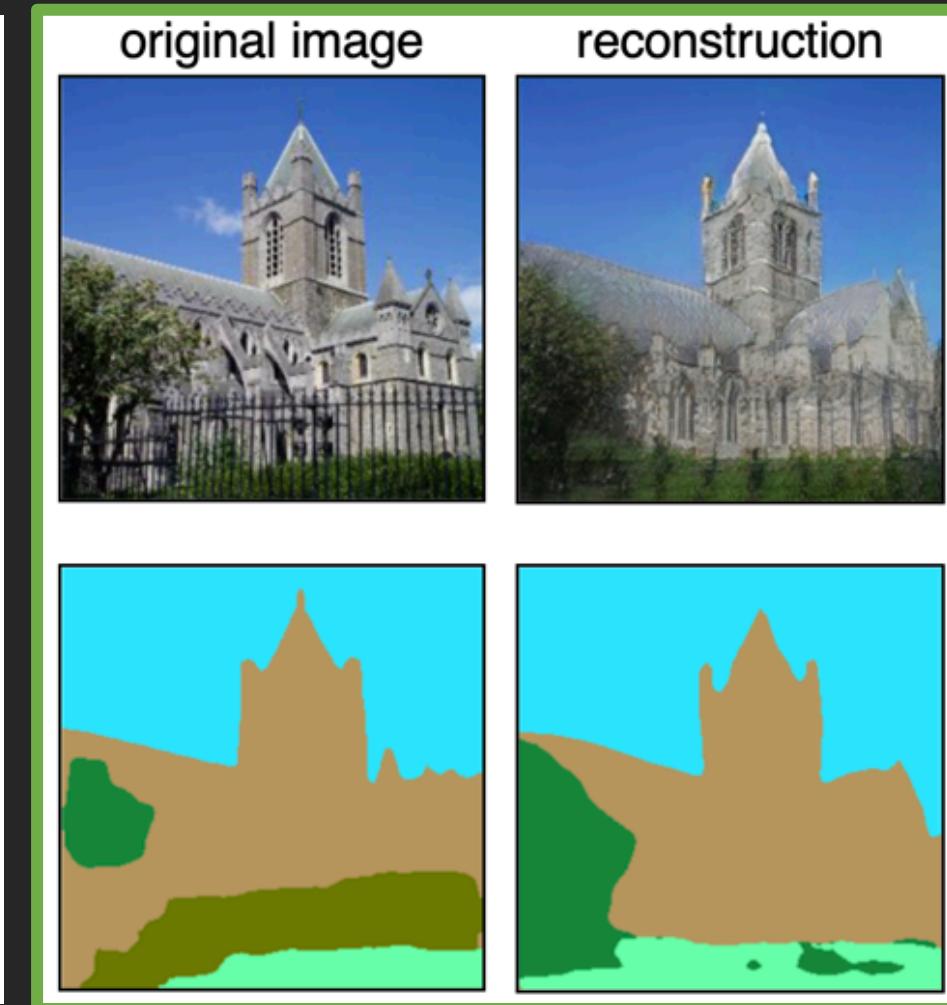
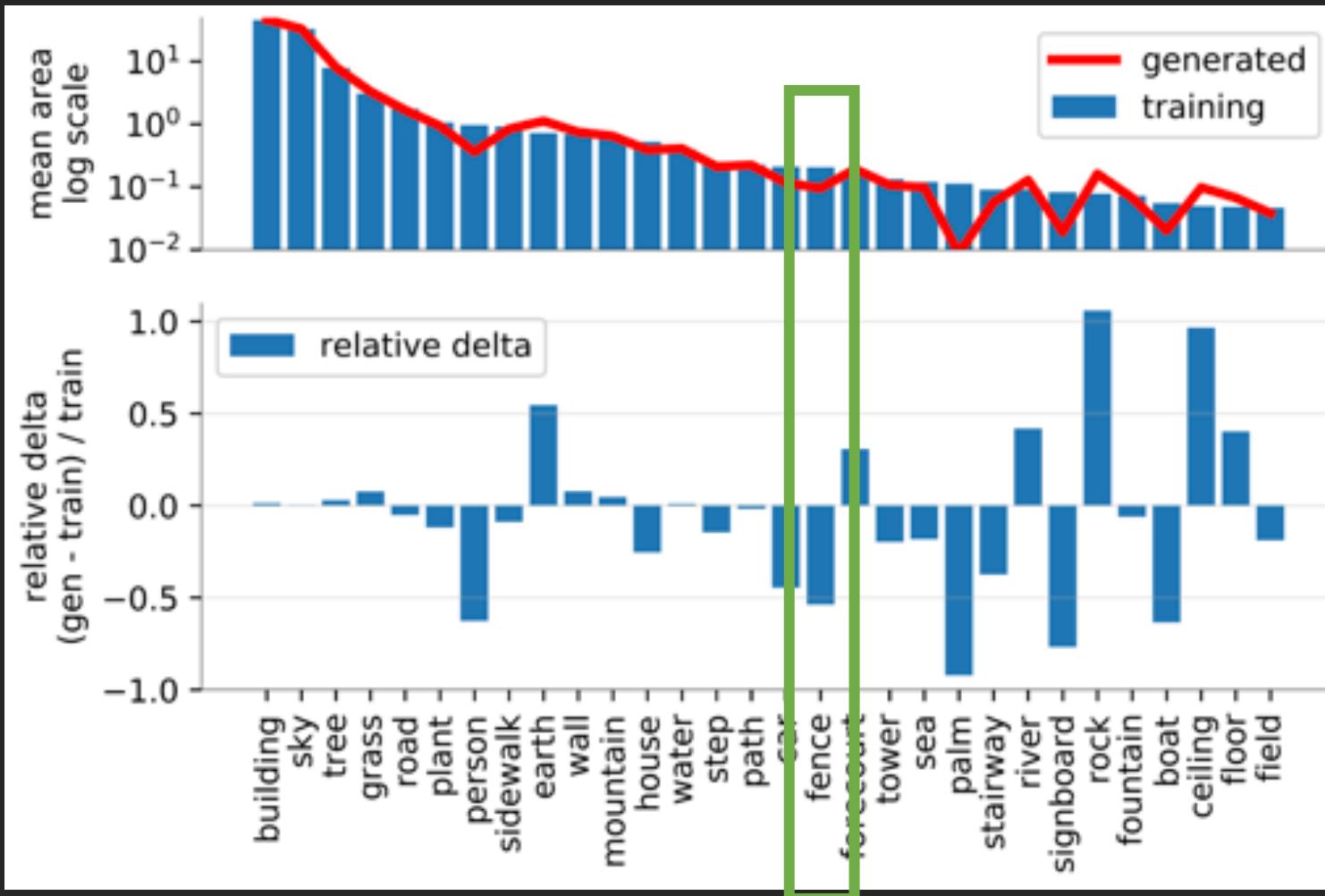
Thursday, October 31, 0900–1030 Oral 3.1A

# Statistics tells what GANs cannot generate



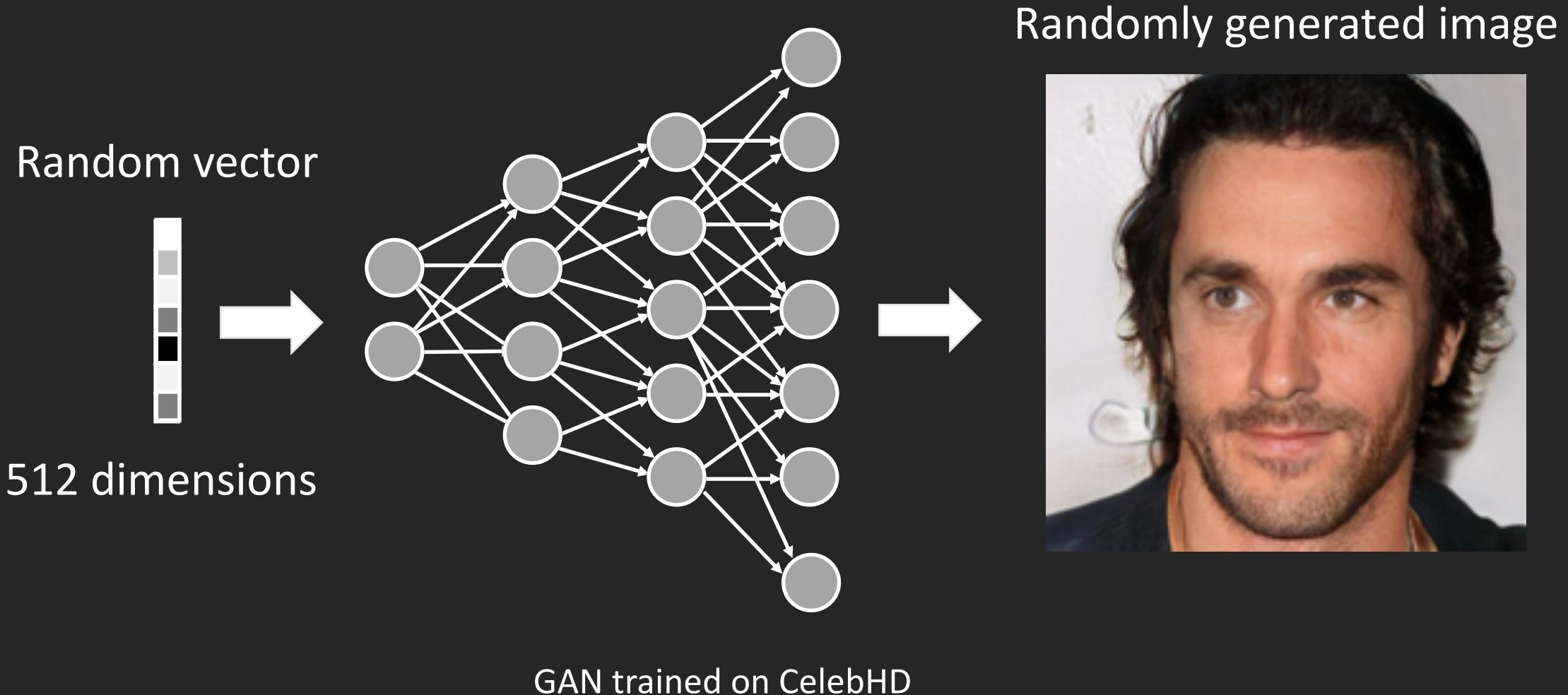
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# Statistics tells what GANs cannot generate

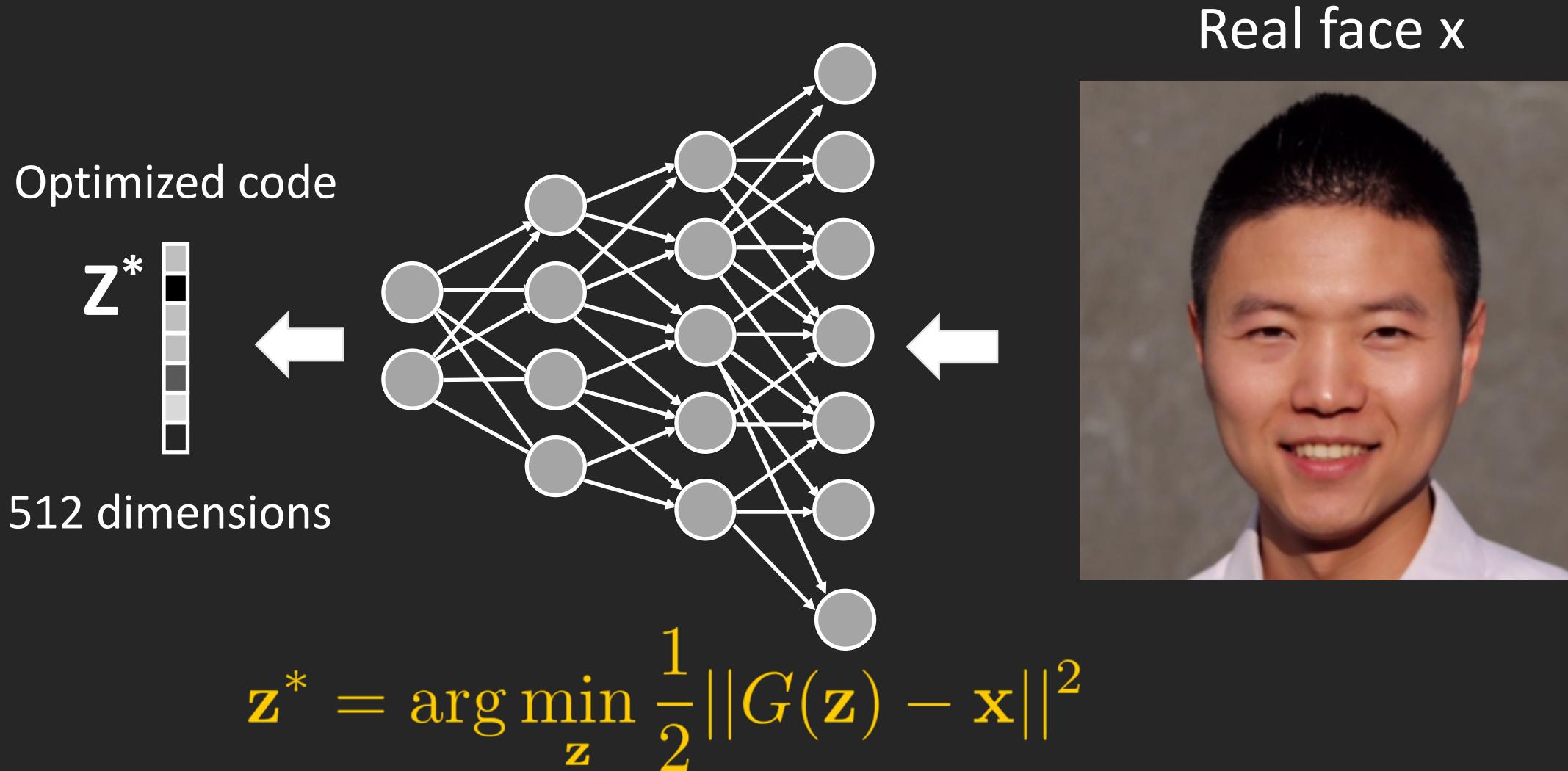


Thursday, October 31, 0900–1030 Oral 3.1A

# GAN Inversion for Faces



# GAN Inversion for Faces

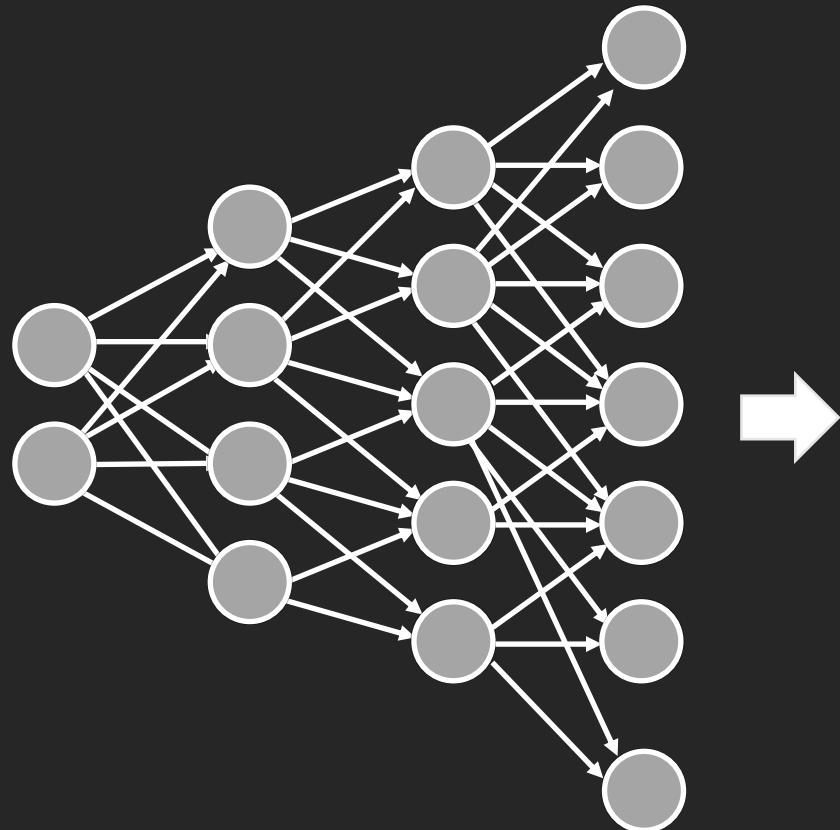


# GAN Inversion for Faces

Optimized code



512 dimensions



Reconstructed face



# Bias in GANs

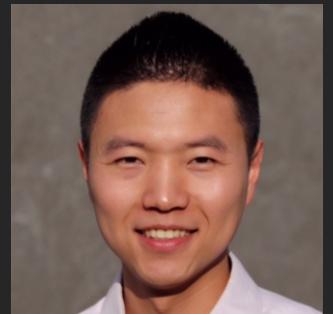
Real face



Reconstructed face

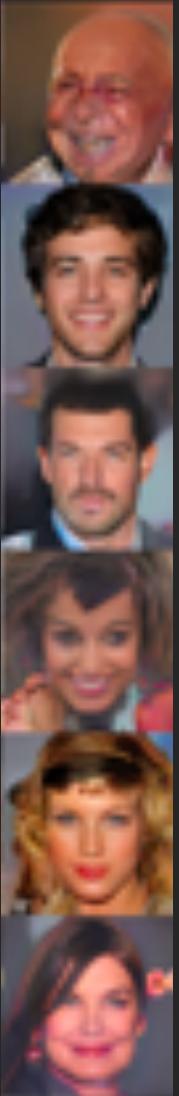


# Different random initializations

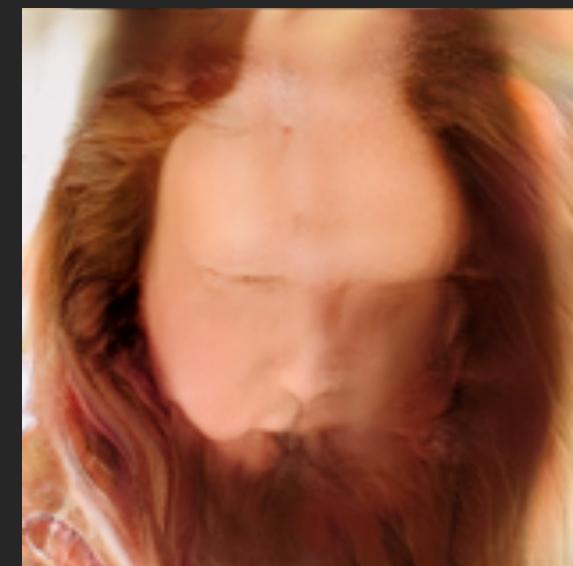
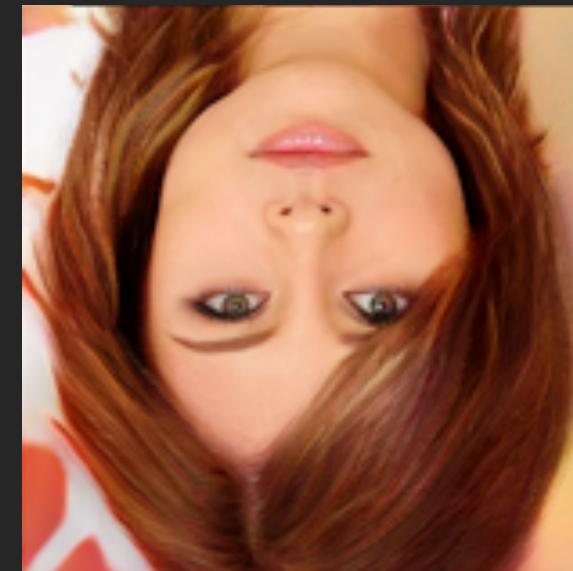


Initializations

Iteration 1 -> 500



# GAN Inversion of Non-face Images

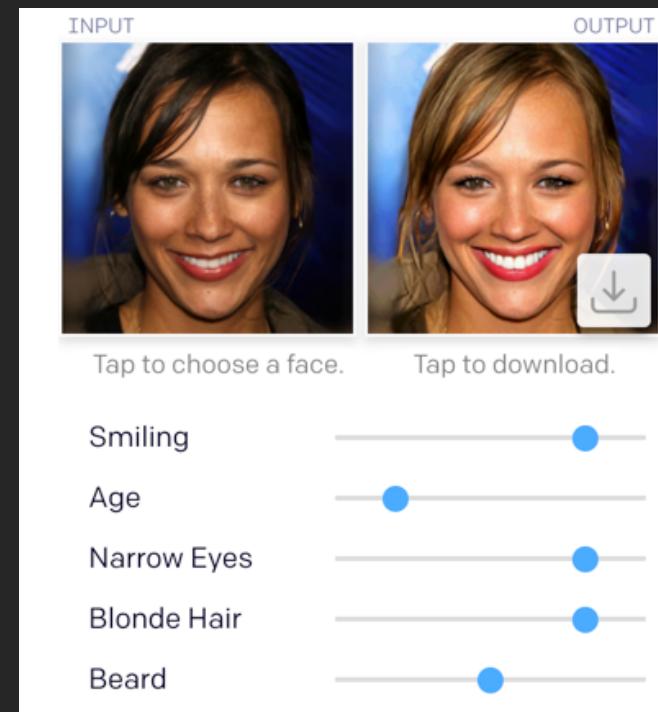
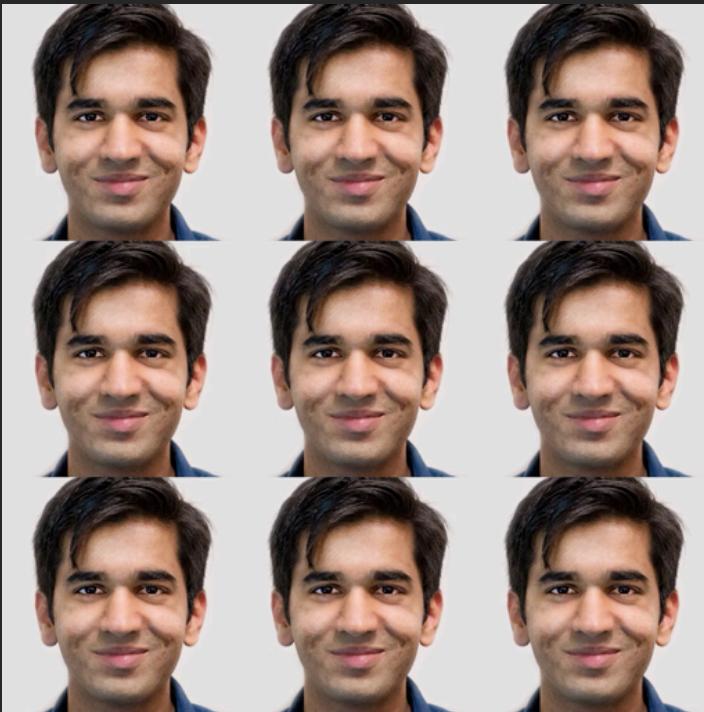


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# Invertible Generative Models

- Explicitly design reversible generative models
- Nice (Dinh et al, ICLR'15), RealNVP (Dinh et al, ICLR'17), Glow (Kingma et al, NIPS'18)

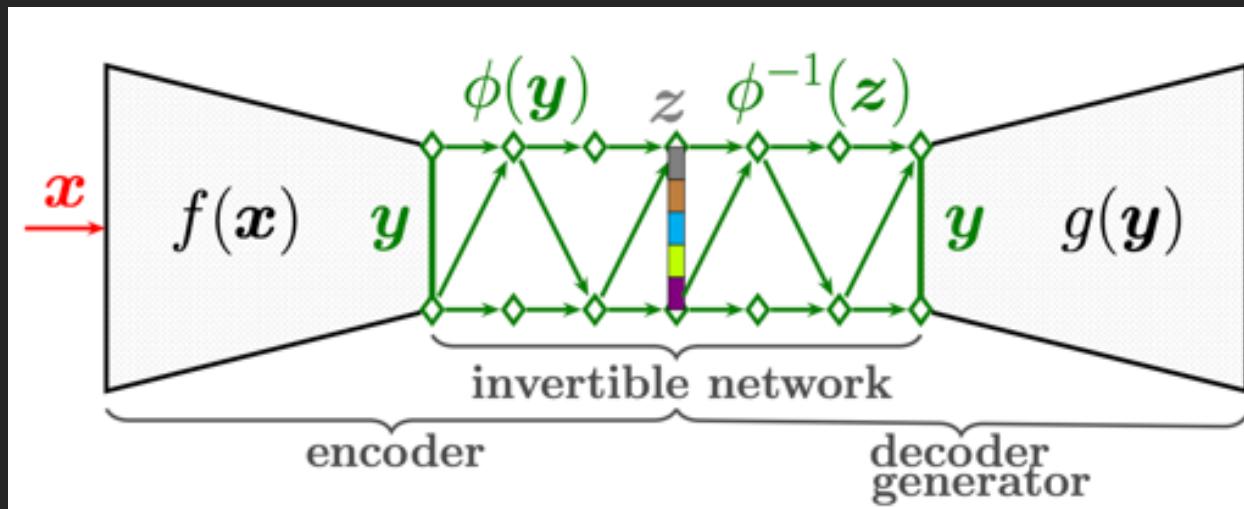


<https://arxiv.org/pdf/1410.8516.pdf>

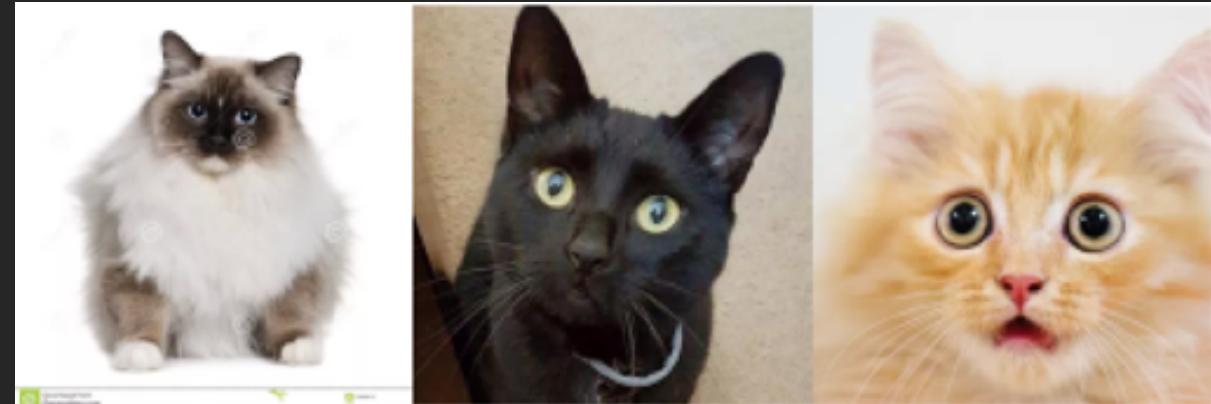
<https://arxiv.org/pdf/1807.03039.pdf>

<https://openai.com/blog/glow/>

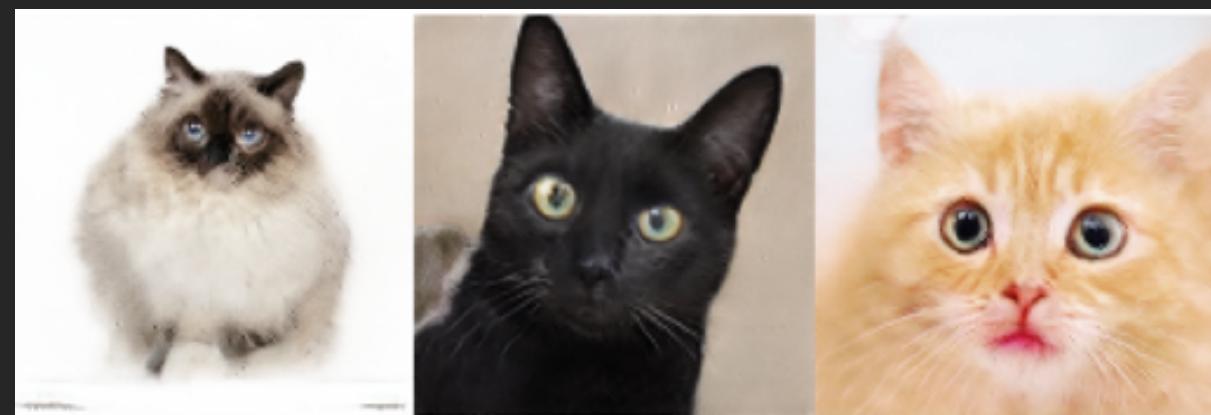
# Invertible Network + VAEs



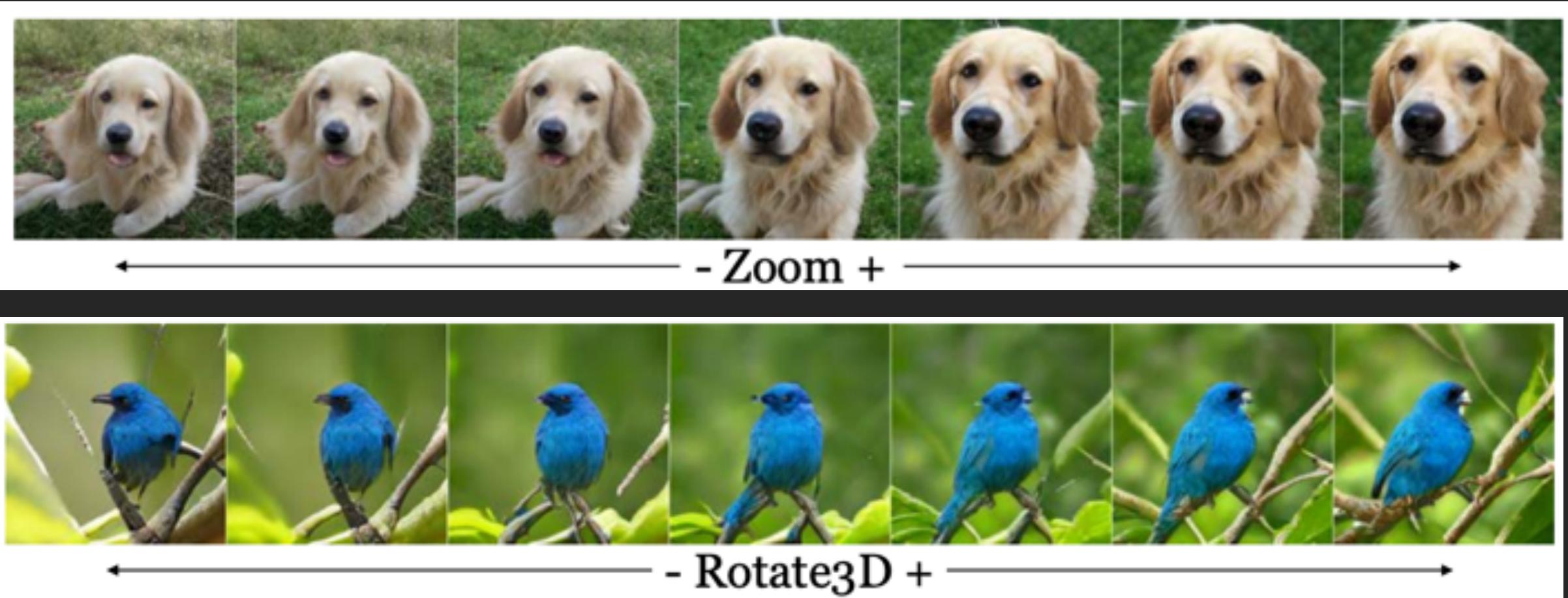
Input



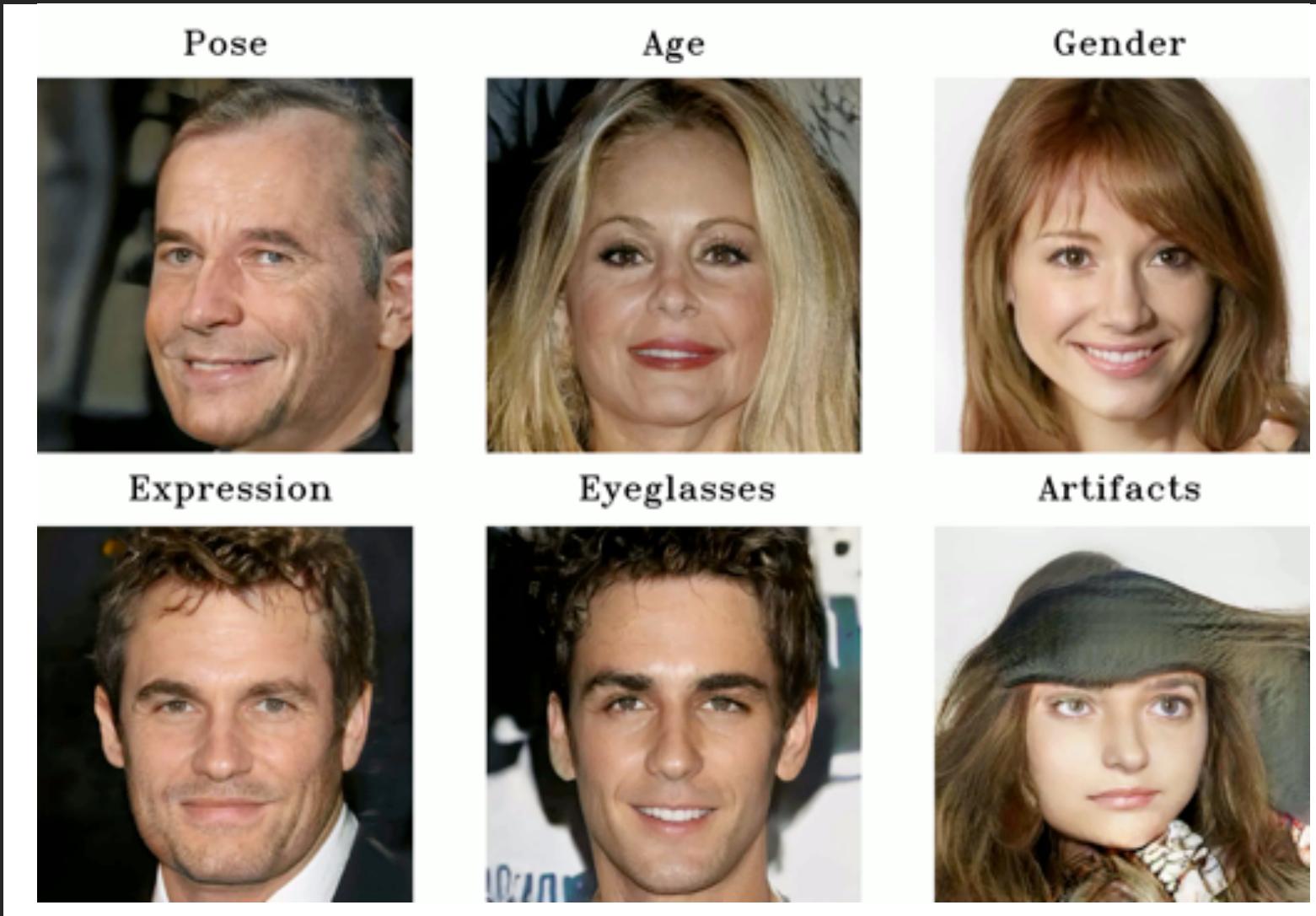
Reconstruction



# Steerability of GANs



# Facial Attributes Disentangled in Latent Space



# Acknowledgement

MIT team

Key player

David Bau



Jun-Yan Zhu



Hendrik Strobelt



Bill Peebles

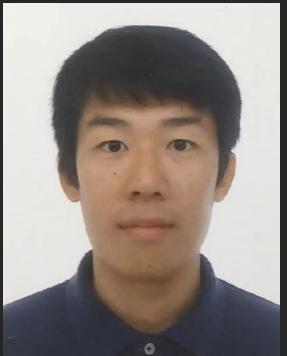


Antonio Torralba



CUHK team

Yujun Shen



Ceyuan Yang



Jinjin Gu



# Conclusion

- Latent semantics emerge in GANs
- Code and papers at <http://bzhou.ie.cuhk.edu.hk>

