Image Generation: What's Next?



- Introduction to Image Generation
- What are Generative Models?
- Understanding Generative Adversarial Networks
- Project on Texture Generation using GANs
 - Simple Implementation
 - Better GAN Architectures

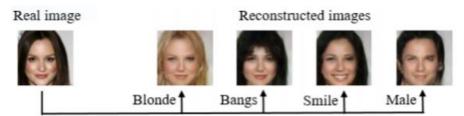


Image Generation is the task of generating completely new realistic images which does not belong to the training dataset, but resembles them





- Synthetic Dataset Creation
 - For training DL models



- Image Editing
 - Reconstruct Variations

- Cyber Security
 - Detecting forgery



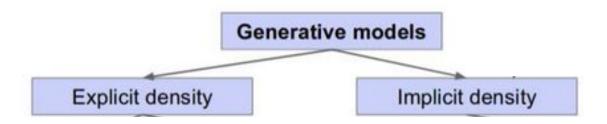






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- PixelRNN/CNN
- Variational Autoencoder

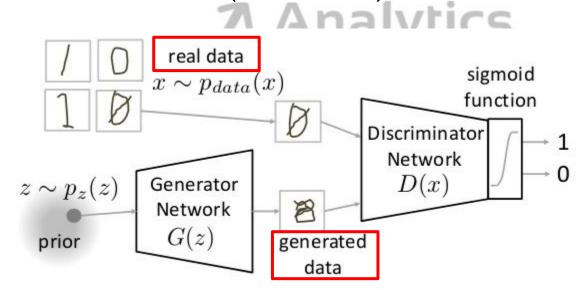
- Generative Adversarial Networks
- Boltzmann Machine



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- Broadly a GAN architecture has two main subparts
 - Generator Network (MLP network)
 - Discriminator Network (MLP network)





- **Step 1:** Define architecture of Discriminator
- **Step 2:** Define architecture of Generator
- **Step 3:** Train Discriminator (for one or more iterations)

 - **Step 3.1:** Take samples from real data **Step 3.2:** Generate fake data from Generator
 - Step 3.3: Update the parameters of Discriminator on the combined batch
- **Step 4:** Train generator
 - **Step 4.1:** Generate fake data from Generator
 - Step 4.2: Update the parameters of Generator on how well the Discriminator is fooled
- Step 5: (Optional) Check if the fake data visually if it seems legit. If yes, stop training, else go to Step 3

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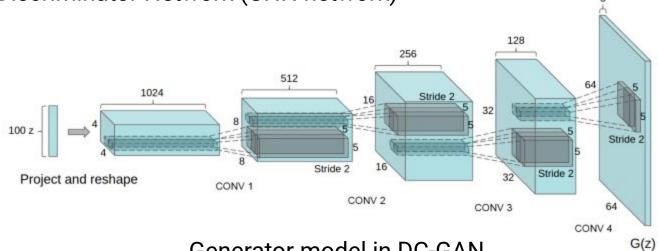




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- Broadly a GAN architecture has two main subparts
 - Generator Network (CNN network)
 - Discriminator Network (CNN network) Ο



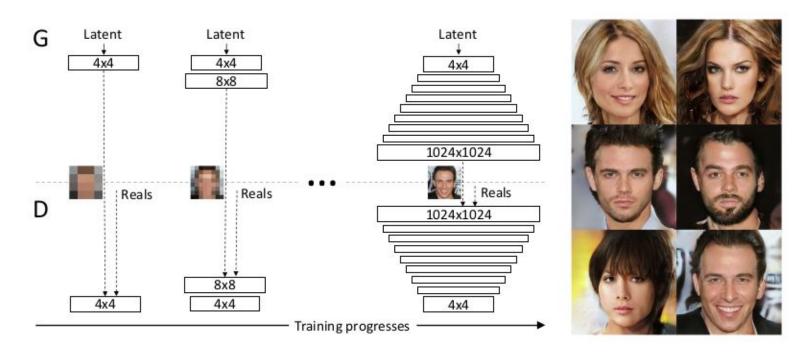
Generator model in DC-GAN



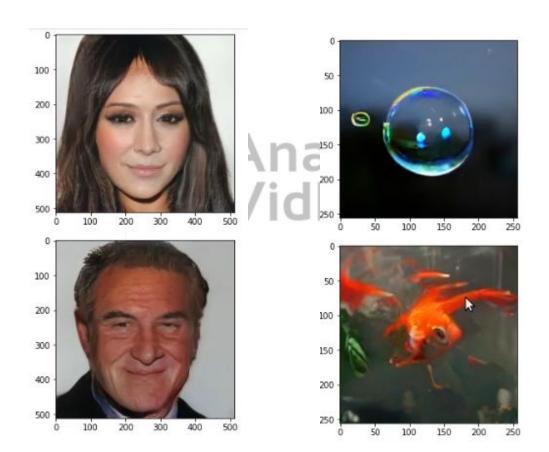
The Earth-Mover (EM) distance or Wasserstein-1

$$W(\mathbb{P}_r, \mathbb{P}_g) = \inf_{\gamma \in \Pi(\mathbb{P}_r, \mathbb{P}_g)} \mathbb{E}_{(x,y) \sim \gamma} [\|x - y\|]$$











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GAN Architectures (GAN zoo)

