



Progressive Growing of GANs for Improved Quality, Stability, and Variation

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박서정


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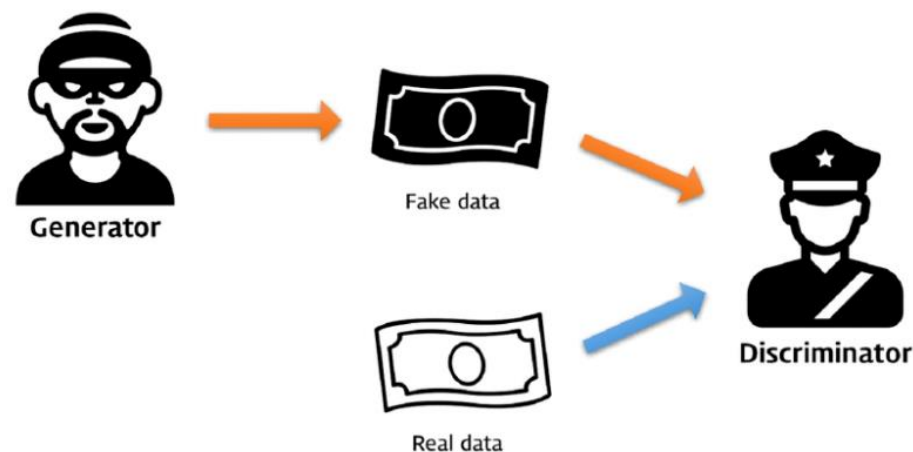


논문 선정 이유

1. 인공지능의 최적화 알고리즘이 수학적으로 완벽하다는 점
2. 두 네트워크를 대치시켜 최고의 성능을 뽑아내는 GAN의 구조에 매료
3. GAN의 구조적인 문제점을 찾다가 다양한 방법론이 제시된 해당 논문 선택

I. GAN (Generative Adversarial Network)

- What is GAN ?
 - Generative Adversarial Networks (적대적 생성 네트워크) designed by Ian. J. Goodfellow
 - The training procedure for Generator is to maximize the probability of Discriminator making a mistake.



$$\min_G \max_D V(D, G) = \mathbb{E}_{\mathbf{x} \sim p_{\text{data}}(\mathbf{x})} [\log D(\mathbf{x})] + \mathbb{E}_{\mathbf{z} \sim p_{\mathbf{z}}(\mathbf{z})} [\log(1 - D(G(\mathbf{z})))]$$

I. Previous study의 문제점

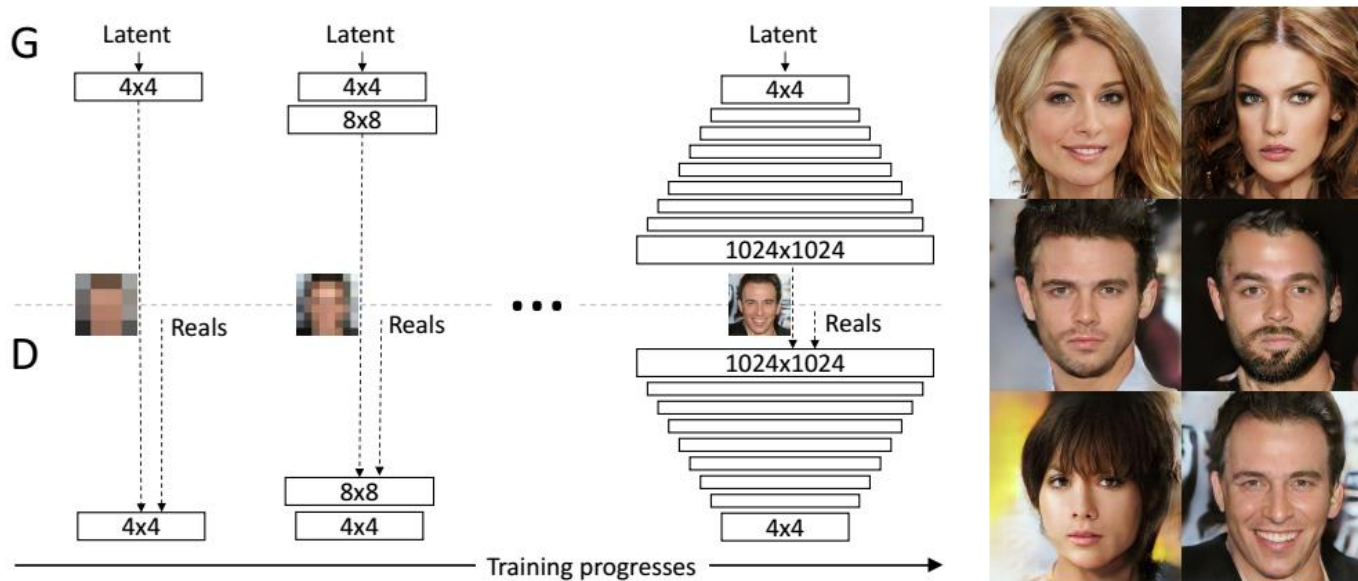
고해상도 이미지 생성 시

1. 큰 규모로 동시에 처리하게 되면 작은 영역의 특징을 부드럽게 검출해내지 못함
2. 잠재 벡터에서 고해상도로 한꺼번에 처리해 버리기 때문에 학습이 불안정함 (sudden shock)
3. 고해상도 이미지의 경우 D가 너무 쉽게 판별해 버림 (D의 성능이 G를 압도함)
4. 해상도가 크기 때문에 용량이 커져 미니배치의 크기를 작게 설정할 수 밖에 없었음

II. PGGAN (Progressive Growing GAN) Key Idea

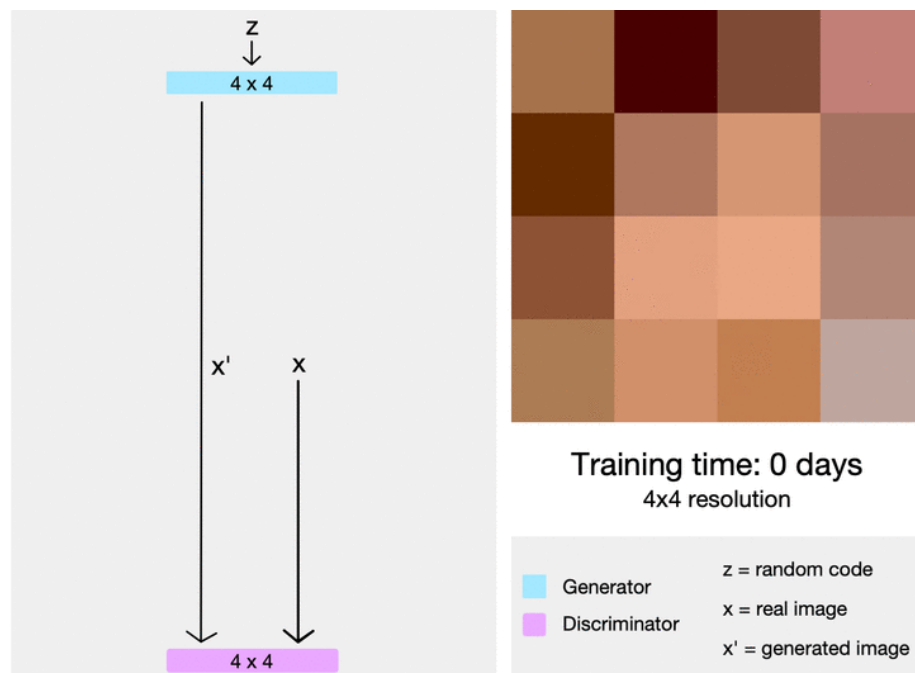
이를 해결하기 위해 해당 논문에서는

저해상도부터 시작하여 레이어를 더해감으로써 고해상도의 학습을 진행하는 구조



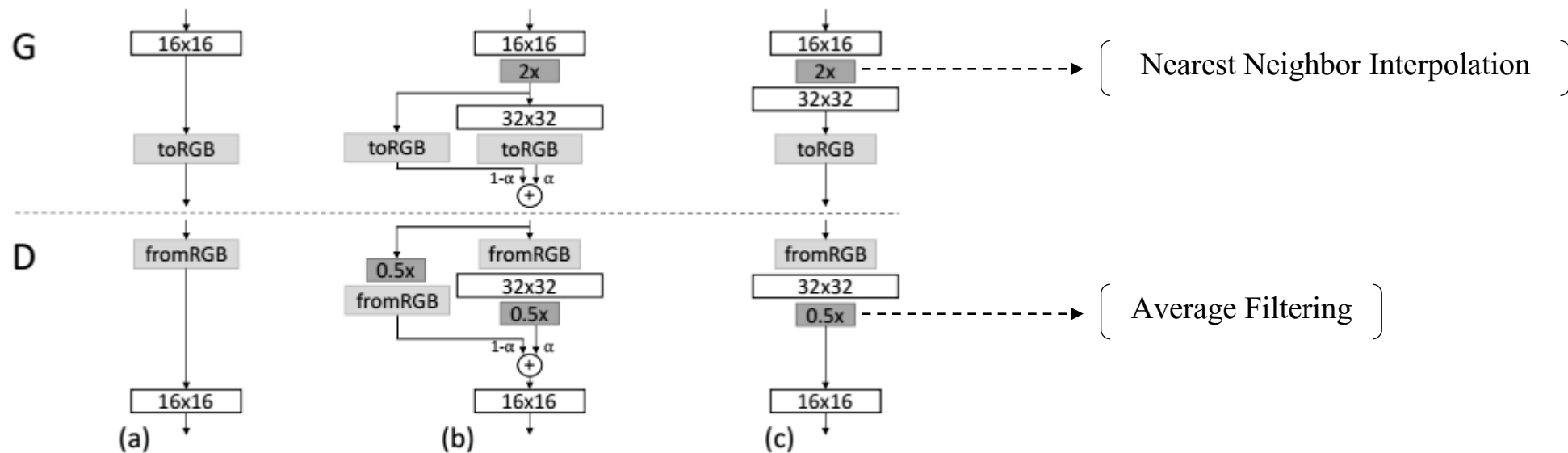
II. PGGAN (Progressive Growing GAN) Key Idea

이를 해결하기 위해 해당 논문에서는 G와 D 동시에 점진적으로 증가하는 구조를 제시



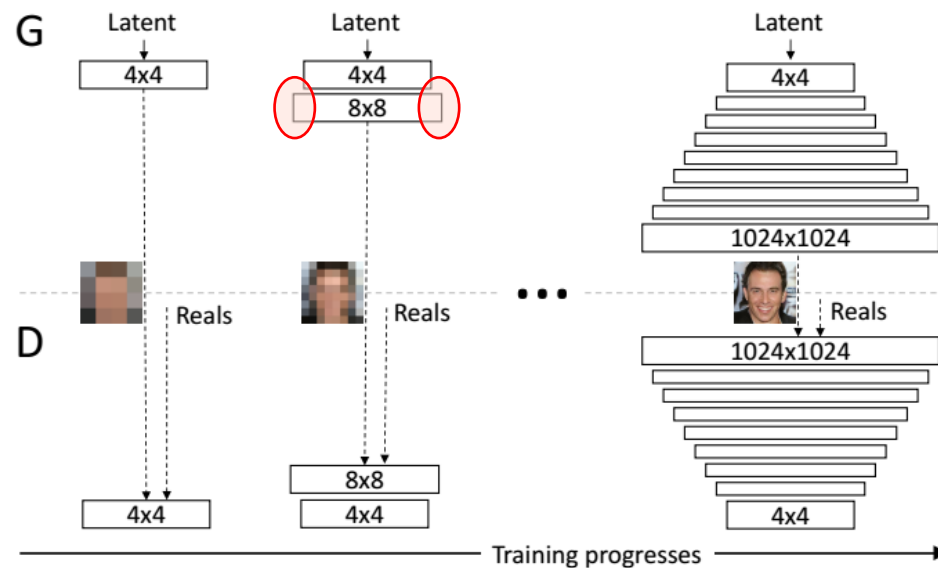
II. PGGAN (Progressive Growing GAN)

- Adding Layer



II. PGGAN Advantage

- ✓ 안정적이고 빠른 학습 가능
 - ✓ 초반에 작은 이미지에서 시작하여 적은 정보량을 추가해가며 학습을 하기 때문에 학습이 안정화 됨
 - ✓ 어려운 질문이 아닌 간단한 질문을 반복해 던지는 것과 같음



II. PGGAN Advantage

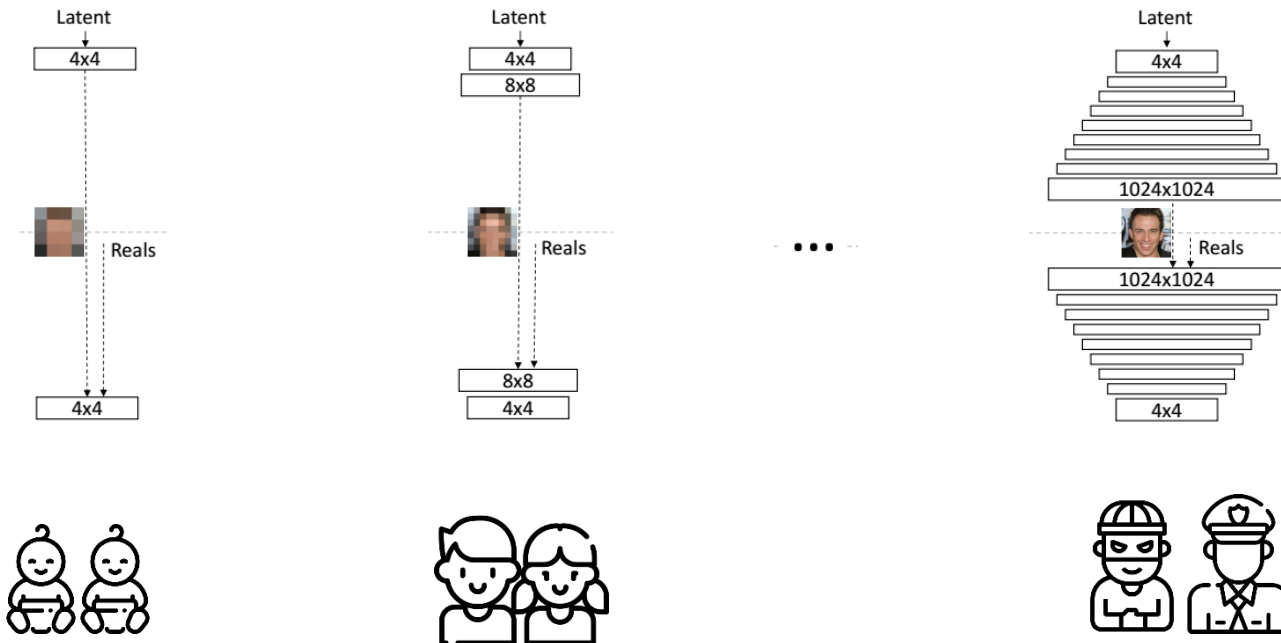
- ✓ 넓은 영역의 특징 (==작은 해상도)에서 점차 작은 영역의 특징(==고해상도)에 집중하게 됨.
- ✓ 보다 부드러운 특징 검출이 가능함
- ✓ 이미지의 커다란 구조를 먼저 파악하고 후에 미세한 구조를 파악



II. PGGAN Advantage

- ✓ 생성자와 판별자를 비슷한 정도로 함께 학습을 하기 때문에

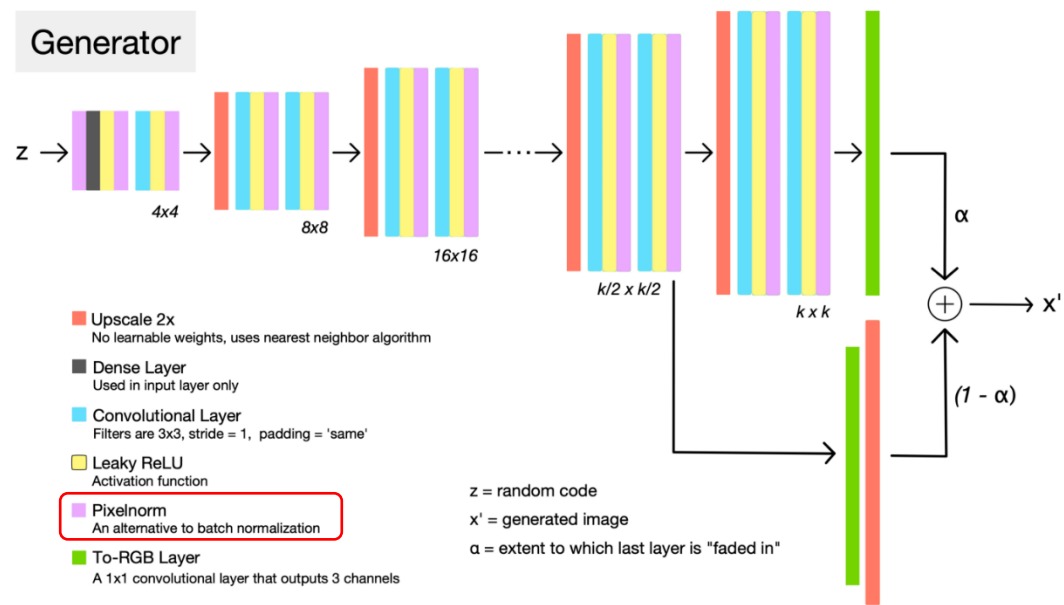
고해상도 이미지에서 판별자의 성능이 생성자의 성능을 과하게 뛰어넘는 것을 방지



III. Network Consist

- Generator

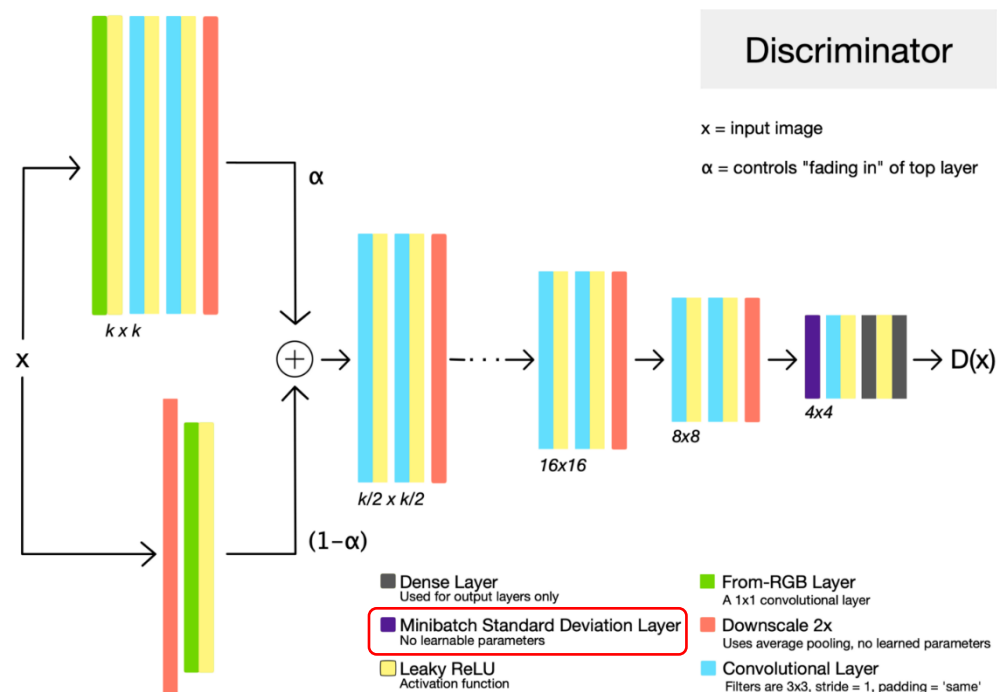
Generator	Act.	Output shape	Params
Latent vector	—	$512 \times 1 \times 1$	—
Conv 4×4	LReLU	$512 \times 4 \times 4$	4.2M
Conv 3×3	LReLU	$512 \times 4 \times 4$	2.4M
Upsample	—	$512 \times 8 \times 8$	—
Conv 3×3	LReLU	$512 \times 8 \times 8$	2.4M
Conv 3×3	LReLU	$512 \times 8 \times 8$	2.4M
Upsample	—	$512 \times 16 \times 16$	—
Conv 3×3	LReLU	$512 \times 16 \times 16$	2.4M
Conv 3×3	LReLU	$512 \times 16 \times 16$	2.4M
Upsample	—	$512 \times 32 \times 32$	—
Conv 3×3	LReLU	$512 \times 32 \times 32$	2.4M
Conv 3×3	LReLU	$512 \times 32 \times 32$	2.4M
Upsample	—	$512 \times 64 \times 64$	—
Conv 3×3	LReLU	$256 \times 64 \times 64$	1.2M
Conv 3×3	LReLU	$256 \times 64 \times 64$	590k
Upsample	—	$256 \times 128 \times 128$	—
Conv 3×3	LReLU	$128 \times 128 \times 128$	295k
Conv 3×3	LReLU	$128 \times 128 \times 128$	148k
Upsample	—	$128 \times 256 \times 256$	—
Conv 3×3	LReLU	$64 \times 256 \times 256$	74k
Conv 3×3	LReLU	$64 \times 256 \times 256$	37k
Upsample	—	$64 \times 512 \times 512$	—
Conv 3×3	LReLU	$32 \times 512 \times 512$	18k
Conv 3×3	LReLU	$32 \times 512 \times 512$	9.2k
Upsample	—	$32 \times 1024 \times 1024$	—
Conv 3×3	LReLU	$16 \times 1024 \times 1024$	4.6k
Conv 3×3	LReLU	$16 \times 1024 \times 1024$	2.3k
Conv 1×1	linear	$3 \times 1024 \times 1024$	51
Total trainable parameters			23.1M



III. Network Consist

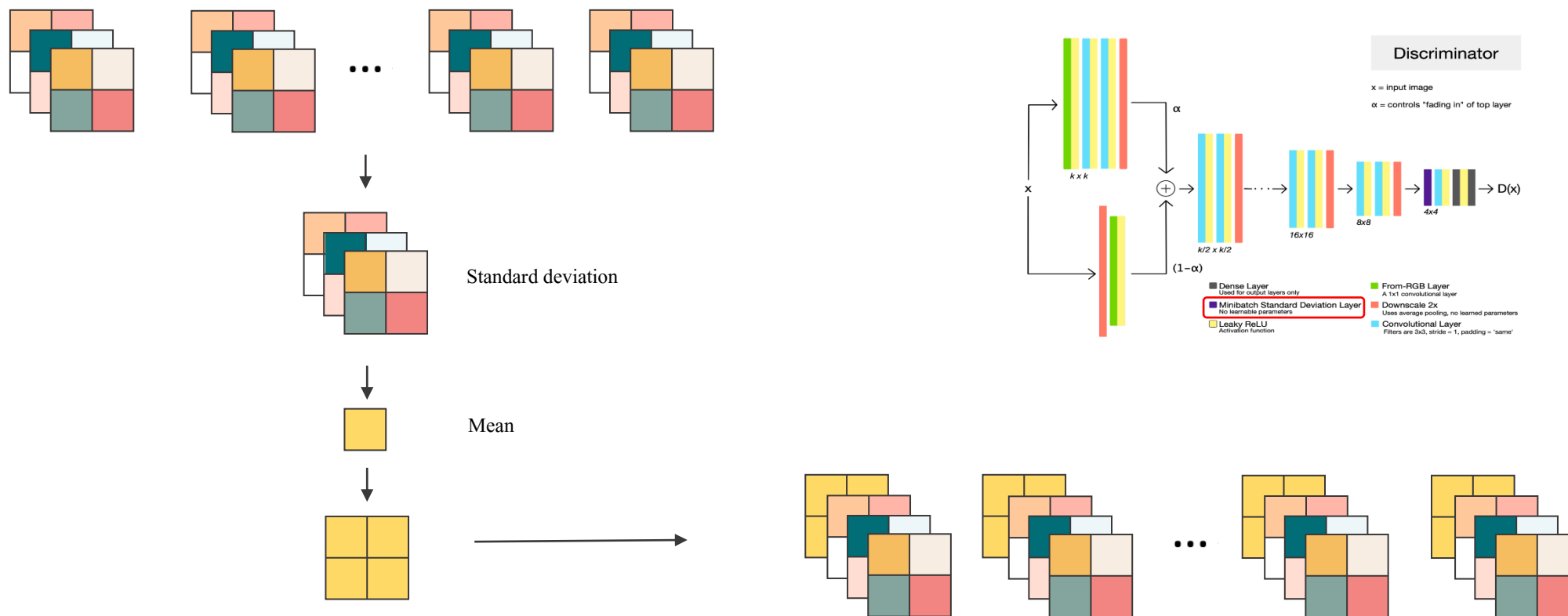
- Discriminator

Discriminator	Act.	Output shape	Params
Input image	—	$3 \times 1024 \times 1024$	—
Conv 1×1	LReLU	$16 \times 1024 \times 1024$	64
Conv 3×3	LReLU	$16 \times 1024 \times 1024$	2.3k
Conv 3×3	LReLU	$32 \times 1024 \times 1024$	4.6k
Downsample	—	$32 \times 512 \times 512$	—
Conv 3×3	LReLU	$32 \times 512 \times 512$	9.2k
Conv 3×3	LReLU	$64 \times 512 \times 512$	18k
Downsample	—	$64 \times 256 \times 256$	—
Conv 3×3	LReLU	$64 \times 256 \times 256$	37k
Conv 3×3	LReLU	$128 \times 256 \times 256$	74k
Downsample	—	$128 \times 128 \times 128$	—
Conv 3×3	LReLU	$128 \times 128 \times 128$	148k
Conv 3×3	LReLU	$256 \times 128 \times 128$	295k
Downsample	—	$256 \times 64 \times 64$	—
Conv 3×3	LReLU	$256 \times 64 \times 64$	590k
Conv 3×3	LReLU	$512 \times 64 \times 64$	1.2M
Downsample	—	$512 \times 32 \times 32$	—
Conv 3×3	LReLU	$512 \times 32 \times 32$	2.4M
Conv 3×3	LReLU	$512 \times 32 \times 32$	2.4M
Downsample	—	$512 \times 16 \times 16$	—
Conv 3×3	LReLU	$512 \times 16 \times 16$	2.4M
Conv 3×3	LReLU	$512 \times 16 \times 16$	2.4M
Downsample	—	$512 \times 8 \times 8$	—
Conv 3×3	LReLU	$512 \times 8 \times 8$	2.4M
Conv 3×3	LReLU	$512 \times 8 \times 8$	2.4M
Downsample	—	$512 \times 4 \times 4$	—
Minibatch stddev	—	$513 \times 4 \times 4$	—
Conv 3×3	LReLU	$512 \times 4 \times 4$	2.4M
Conv 4×4	LReLU	$512 \times 1 \times 1$	4.2M
Fully-connected	linear	$1 \times 1 \times 1$	513
Total trainable parameters			23.1M



III. Network Consist

- Minibatch Standard Deviation (in D) → Increasing Variation



III. Network Consist

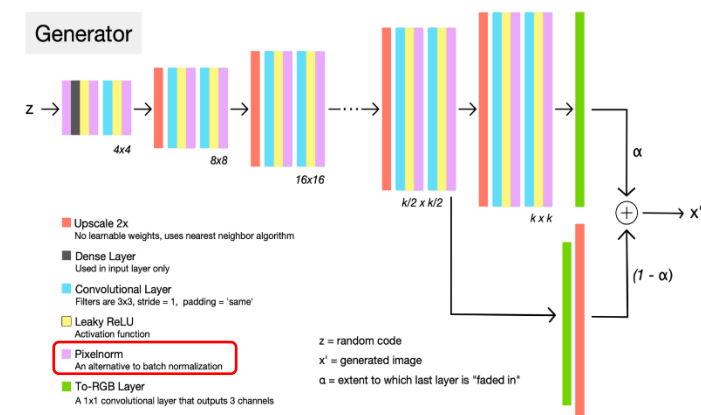
- Pixel Normalization (in G)

$$b_{x,y} = \frac{a_{x,y}}{\sqrt{\frac{1}{N} \sum_{j=0}^{N-1} (a_{x,y}^j)^2 + \epsilon}}$$

$a_{x,y}$: Origin pixel

$b_{x,y}$: pixel after Norm

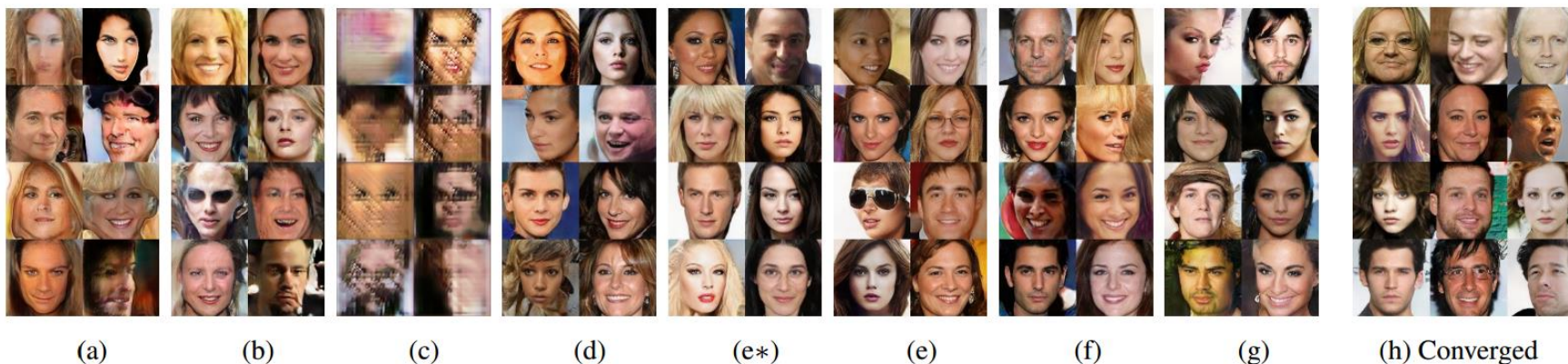
N : Number of feature map



→ Prevent the escalation of **Signal magnitudes** between G and D

IV. Result

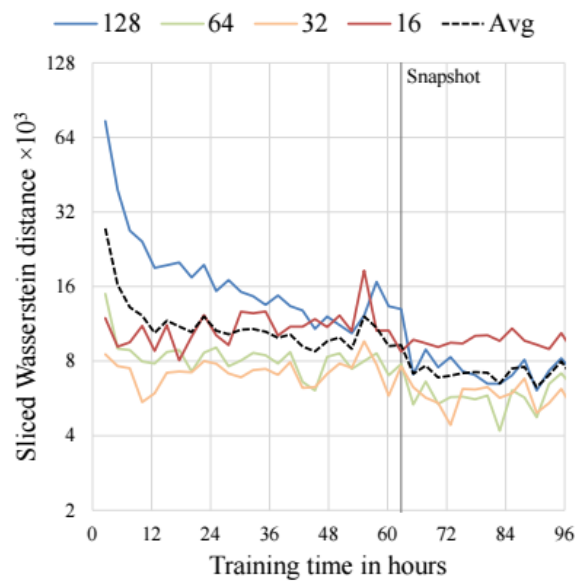
Training configuration	CELEBA						LSUN BEDROOM					
	Sliced Wasserstein distance $\times 10^3$					MS-SSIM	Sliced Wasserstein distance $\times 10^3$					MS-SSIM
	128	64	32	16	Avg		128	64	32	16	Avg	
(a) Gulrajani et al. (2017)	12.99	7.79	7.62	8.73	9.28	0.2854	11.97	10.51	8.03	14.48	11.25	0.0587
(b) + Progressive growing	4.62	2.64	3.78	6.06	4.28	0.2838	7.09	6.27	7.40	9.64	7.60	0.0615
(c) + Small minibatch	75.42	41.33	41.62	26.57	46.23	0.4065	72.73	40.16	42.75	42.46	49.52	0.1061
(d) + Revised training parameters	9.20	6.53	4.71	11.84	8.07	0.3027	7.39	5.51	3.65	9.63	6.54	0.0662
(e*) + Minibatch discrimination	10.76	6.28	6.04	16.29	9.84	0.3057	10.29	6.22	5.32	11.88	8.43	0.0648
(e) Minibatch stddev	13.94	5.67	2.82	5.71	7.04	0.2950	7.77	5.23	3.27	9.64	6.48	0.0671
(f) + Equalized learning rate	4.42	3.28	2.32	7.52	4.39	0.2902	3.61	3.32	2.71	6.44	4.02	0.0668
(g) + Pixelwise normalization	4.06	3.04	2.02	5.13	3.56	0.2845	3.89	3.05	3.24	5.87	4.01	0.0640
(h) Converged	2.42	2.17	2.24	4.99	2.96	0.2828	3.47	2.60	2.30	4.87	3.31	0.0636



* $MS - SSIM$: (SSIM + scale) 다중 스케일 정보를 결합한 SSIM (인간의 눈으로 보았을 때와 비슷한 관점으로 평가)

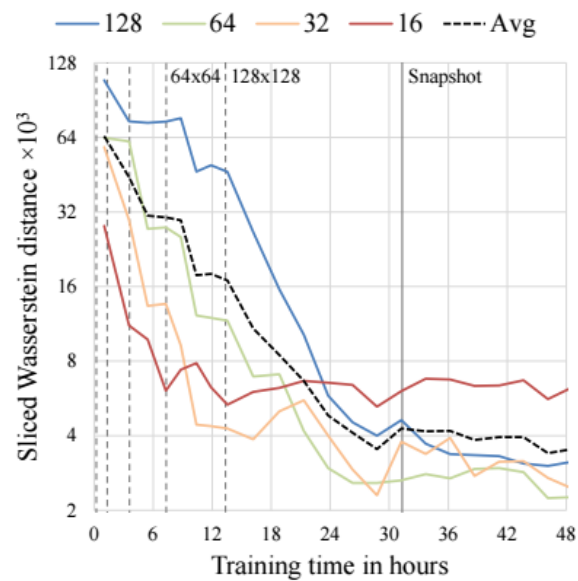
* $SSIM(x, y) = l(x, y)c(x, y)s(x, y)$: 두 이미지의 구조적 유사도를 평가

IV. Result



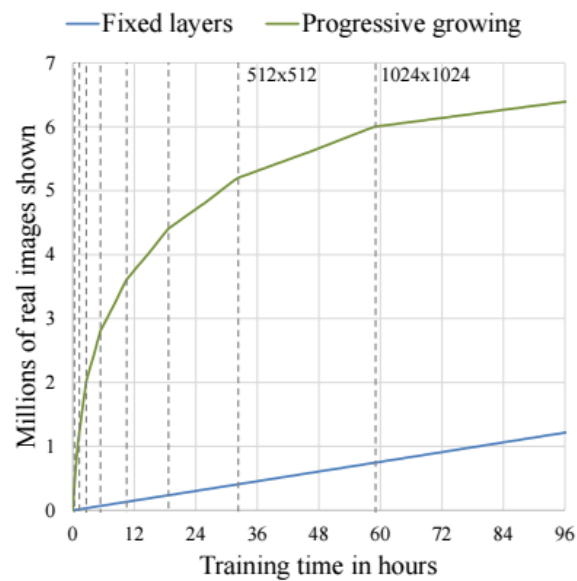
(a)

Not using
PG-layer



(b)

Using
PG-layer



(c)

IV. Result

UNSUPERVISED			LABEL CONDITIONED		
Method		Inception score	Method		Inception score
ALI	(Dumoulin et al., 2016)	5.34 ± 0.05	DCGAN	(Radford et al., 2015)	6.58
GMAN	(Durugkar et al., 2016)	6.00 ± 0.19	Improved GAN	(Salimans et al., 2016)	8.09 ± 0.07
Improved GAN	(Salimans et al., 2016)	6.86 ± 0.06	AC-GAN	(Odena et al., 2017)	8.25 ± 0.07
CEGAN-Ent-VI	(Dai et al., 2017)	7.07 ± 0.07	SGAN	(Huang et al., 2016)	8.59 ± 0.12
LR-AGN	(Yang et al., 2017)	7.17 ± 0.17	WGAN-GP	(Gulrajani et al., 2017)	8.67 ± 0.14
DFM	(Warde-Farley & Bengio, 2017)	7.72 ± 0.13	Splitting GAN	(Grinblat et al., 2017)	8.87 ± 0.09
WGAN-GP	(Gulrajani et al., 2017)	7.86 ± 0.07			
Splitting GAN	(Grinblat et al., 2017)	7.90 ± 0.09			
Our (best run)		8.80 ± 0.05			
Our (computed from 10 runs)		8.56 ± 0.06			

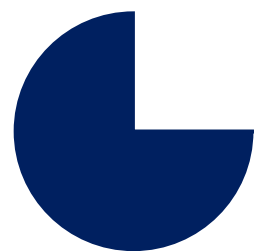
Table 3: CIFAR10 inception scores, higher is better.

* *Inception Score* : 생성된 이미지의 품질과 다양성을 기준으로 평가

두 기준이 모두 우수하다면 큰 값



Any Question?



Thank you



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