

# Non-Adversarial Image Synthesis with Generative Latent Nearest Neighbors<sup>1</sup>

February 12, 2020

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<sup>1</sup> "Non-Adversarial Image Synthesis With Generative Latent Nearest Neighbors" by Hoshen, Li, and Malik

# Overview

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- ▶ They achieved competitive FID/PRD scores and good interpolation properties.

# Generative Latent Optimization (GLO)

- ▶ For each image  $x_i$  define (randomly) a latent vector  $z_i$ , s.t.  $\|z_i\| = 1$
- ▶ Define a decoder  $G_\theta(z_i) = x_i$ .
- ▶ Optimize both  $G_\theta$  and  $z_1, \dots, z_n$  to minimize

$$\min_{\theta, z_1, \dots, z_n} \sum_{i=1}^n \|G_\theta(z_i) - x_i\|_2^2$$

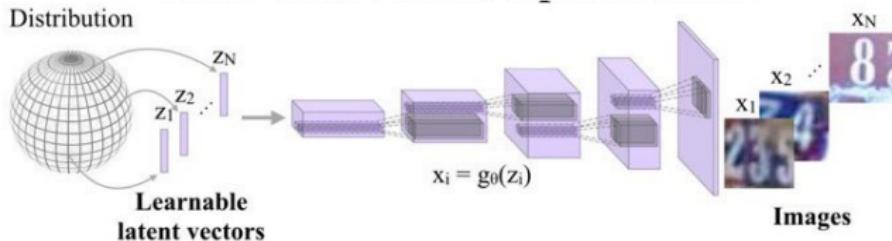


Figure: Generative Latent Optimization (GLO)<sup>2</sup>

<sup>2</sup>The picture by Shao-Hua Sun @shaohua0116

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- ▶ We have to store  $O(n)$  training latent vectors  $z_i$

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- ▶ Find the closest image  $x$  from your dataset and optimize  $\|G(e) - x\|_2^2$ .
- ▶ This procedure was shown to be equivalent to MLE.

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- ▶ Samples are blurry

# Generative Latent Nearest Neighbors (GLANN)

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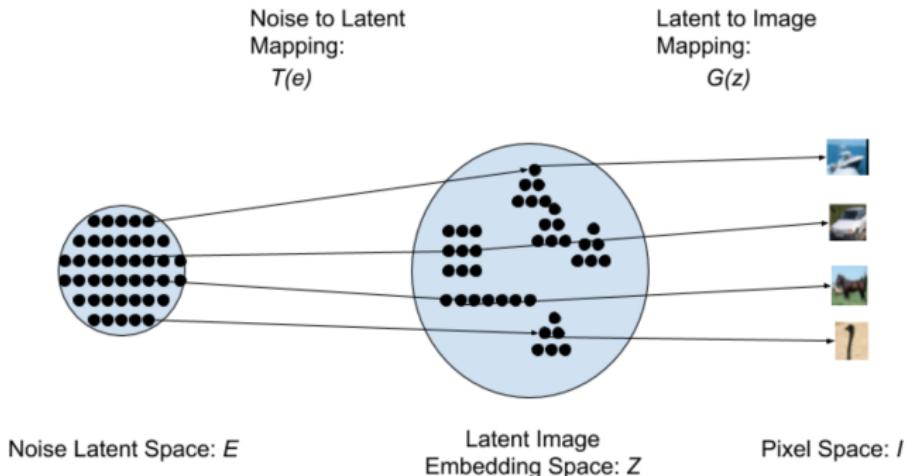
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- ▶ Some details: use perceptual loss instead of Laplacian pyramid to train it.
- ▶ Stage 2. Train an IMLE model  $T : e \rightarrow z$  on top of latent vectors.



# Results

Table 1. Quality of Generation (FID)

Dataset	Adversarial					Non-Adversarial		
	MM GAN	NS GAN	LSGAN	WGAN	BEGAN	VAE	GLO	Ours
MNIST	9.8 ± 0.9	6.8 ± 0.5	7.8 ± 0.6	<b>6.7 ± 0.4</b>	13.1 ± 1.0	23.8 ± 0.6	49.6 ± 0.3	8.6 ± 0.1
Fashion	29.6 ± 1.6	26.5 ± 1.6	30.7 ± 2.2	21.5 ± 1.6	22.9 ± 0.9	58.7 ± 1.2	57.7 ± 0.4	<b>13.0 ± 0.1</b>
Cifar10	72.7 ± 3.6	58.5 ± 1.9	87.1 ± 47.5	55.2 ± 2.3	71.4 ± 1.6	155.7 ± 11.6	65.4 ± 0.2	<b>46.5 ± 0.2</b>
CelebA	65.6 ± 4.2	55.0 ± 3.3	53.9 ± 2.8	41.3 ± 2.0	<b>38.9 ± 0.9</b>	85.7 ± 3.8	52.4 ± 0.5	46.3 ± 0.1

Figure: GLANN FID scores



Figure: GLANN interpolations properties