这是一个GAN网络的优化和Hyperband超参数搜索

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说在前头

此项目继承于我的上一任图像生成项目进行改进, git网址:

xsfsss/A-lightweight-GAN-network-for-anime-avatar-generation: None (github.com)

总览

Overview

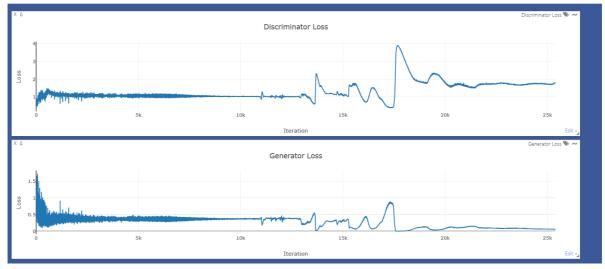
这是一个简单的GAN动漫头像生成网络,其中我们对cnn部分的网路进行了优化:

- 在Discriminator加入了残差模块
- 调整了卷积核大小
- 添加 Dropout 层,可以根据需要调整丢弃概率
- Generator和Discriminator都增加了一个block

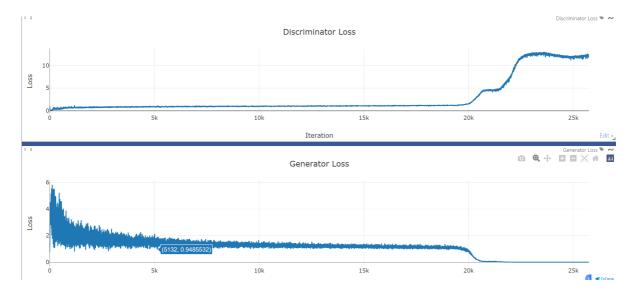
原版网络在cnn_gan中可以找到

128x128 的 CnnGAN:

128x128 CnnGAN



优化调整后:



前期Discriminator的波动明显减小,Generator的loss相应变大是正常的

虽然还是有梯度爆炸的情况,但是明显后移了 (13k左右后移至20k)

Hyperband运行结果:

```
check point res
[(0.3984914627075195, (0, 0, 0)), (0.5965874195098877, (1, 0, 0)), (0.5276305079460144, (2, 0, 0)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, (0.70))), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059631348, (3, 0.70)), (0.8471322059631348, (3, 0, 0)), (0.6895819902420044, (4, 0.70)), (0.8471322059
```

可以通过Hyperband_Cnn_gan得到如上配置结果

当然,此方代码并不完善,如下报错并不影响我们得到程序的最优解,因此我没有后续优化代码。

```
File "D:\ProgramData\Anaconda3\envs\pytorchE\lib\site-packages\Pyro4\core.py", line 596, in __pyroCreateConnection connect_and_handshake(conn)

File "D:\ProgramData\Anaconda3\envs\pytorchE\lib\site-packages\Pyro4\core.py", line 549, in connect_and_handshake raise ce

Pyro4.errors.CommunicationError: cannot connect to ('localhost', 50557): [WinError 10061] 由于目标计算机积极拒绝,无法连接。

The above exception was the direct cause of the following exception:

Traceback (most recent call last):
File "D:\ProgramData\Anaconda3\envs\pytorchE\lib\threading.py", line 932, in _bootstrap_inner self.run()

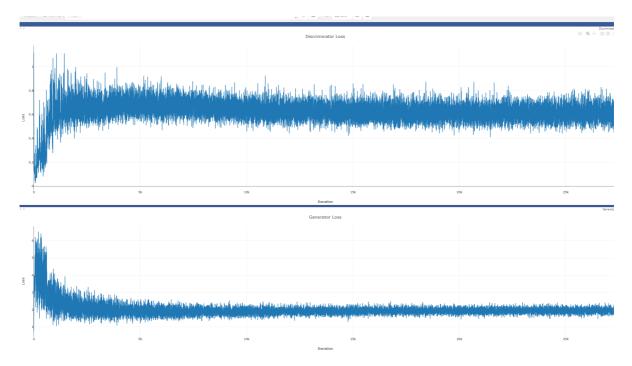
File "D:\ProgramData\Anaconda3\envs\pytorchE\lib\threading.py", line 870, in run self._target(*self._args, **self._kwargs)

File "D:\ProgramData\Anaconda3\envs\pytorchE\lib\site-packages\hpbandster\core\dispatcher.py", line 201, in discover_workers with Pyro4.locateNS(host=self.nameserver, port=self.nameserver_port) as ns:

File "D:\ProgramData\Anaconda3\envs\pytorchE\lib\site-packages\Pyro4\core.py", line 2016, in _locateNS raise e

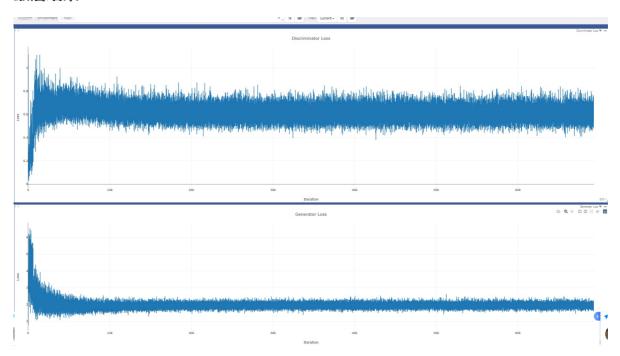
Pyro4.errors.NamingError: Failed to locate the nameserver
```

优化参数后:



在25k次的生活并没有出现梯度爆炸的情况,并且loss趋于收敛

最后结果:



梯度爆炸消失!!

缺点

在代码设计中,本项目以discriminator的loss作为优化指标(原生hyperband只能二维最优)因此可能会出现Generator无法学习的情况,例如Generator的loss一直很高,使得Discriminator的loss值很低,这个需要进一步炼丹。

本作者认为,discriminator和generator的loss参数是独立开来的,即为代码中d1和d2可以分开通过hyperband找到,不过由于设备原因,暂不进行深入研究

一些后话

Hyperband的NicknameServer弃用了,直接用NameServer即可(上面最后的报错可能跟这个有关)

在worker中我将源文件的logging输出由DEBUG级别改为了ERROR,否则后台一直会有输出

设备建议: 16G以上显卡

To start

环境配置

Environment configuration

- python >= 3.6
- torch >= 1.10 + 对应 cuda
- visdom

开启 visdom

Start visdom

python
python visdom.server -m