
Applications of Generative Adversarial Networks in Single Image Datasets

Dylan E. Cramer
crame160@morris.umn.edu
Division of Science and Mathematics
University of Minnesota, Morris
Morris, Minnesota, USA

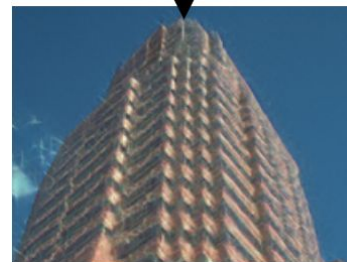
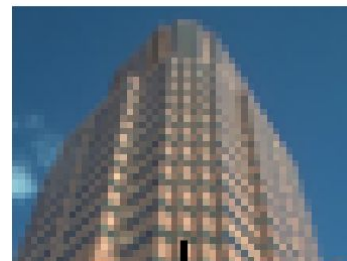
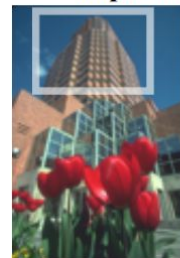
Introduction: Applications and Motivations

- Create new images
 - Learn what qualities make an image appealing

Introduction: Applications and Motivations

- Create new images
 - Learn what qualities make an image appealing
- Restore lost detail to an image with super resolution

Super-resolution

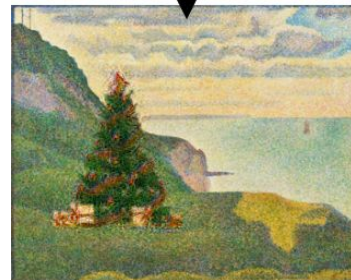
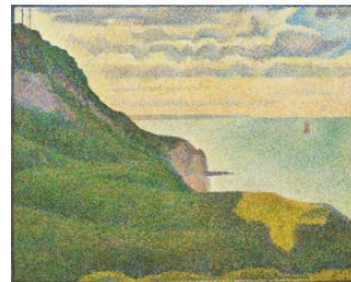


Source: Shaham (2019)

Introduction: Applications and Motivations

- Create new images
 - Learn what qualities make an image appealing
- Restore lost detail to an image with super resolution
- Image harmonization

Harmonization



Source: Shaham (2019)

Introduction: The Generative Problem

- Study a collection of training examples
- Learn the probability distribution that generated them
- Generate new examples that are indistinguishable from the real ones



Source: Goodfellow (2020) & Shaham (2019)

Introduction: ConSinGAN

- Single image

Introduction: ConSinGAN

- Single image
- SinGAN (Single Image Generative Adversarial Network)

SinGAN

Input



Generated Images



Introduction: ConSinGAN

- Single image
- SinGAN (Single Image Generative Adversarial Network)
- Concurrent SinGAN (ConSinGAN): faster and preferred by users over its predecessor SinGAN

SinGAN

ConSinGAN



Input

Generated Images



Source: Hinz (2020)

Outline

1. Background

- a. Machine Learning
- b. Neural Networks
 - i. Convolutional Neural Networks (CNNs)
- c. Generative Adversarial Networks (GANs)

2. ConSinGAN

- a. Image Generation
 - i. Methods
 - ii. Results
- b. Image Harmonization
 - i. Methods
 - ii. Results

3. Conclusion

Outline

1. Background
 - a. Machine Learning
 - b. Neural Networks
 - i. Convolutional Neural Networks
 - c. Generative Adversarial Networks
2. ConSinGAN
 - a. Image Generation
 - i. Methods
 - ii. Results
 - b. Image Harmonization
 - i. Methods
 - ii. Results
3. Conclusion

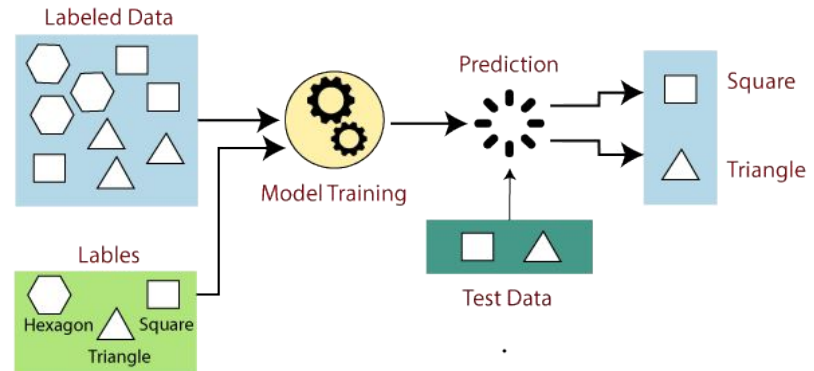
Machine Learning Models

- A *model* makes predictions without being explicitly programmed
- Has *parameters* whose values start randomly
- Values adjusted through the process of training
- *Hyperparameters* control the rate of adjustment
 - *Learning rate* is an example of a hyperparameter

Supervised Learning vs Unsupervised Learning

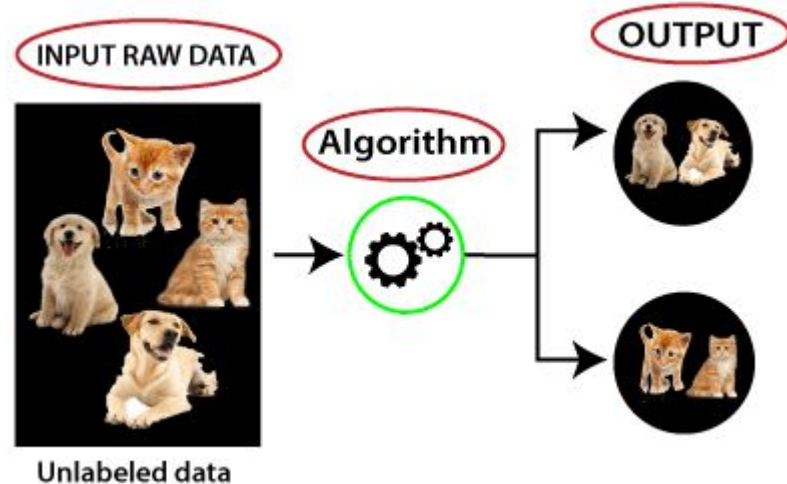
- **Supervised Learning**

- Requires a labeled dataset
- Learns to associate the labels with the inputs
- Used for problems such as classification



Supervised Learning vs Unsupervised Learning

- Supervised Learning
 - Requires a labeled dataset
 - Learns to associate the labels with the inputs
 - Used for problems such as classification
- Unsupervised Learning
 - Only requires the input
 - Learns patterns or properties of the data
 - Outputs associations between the dataset, such as its probability distribution

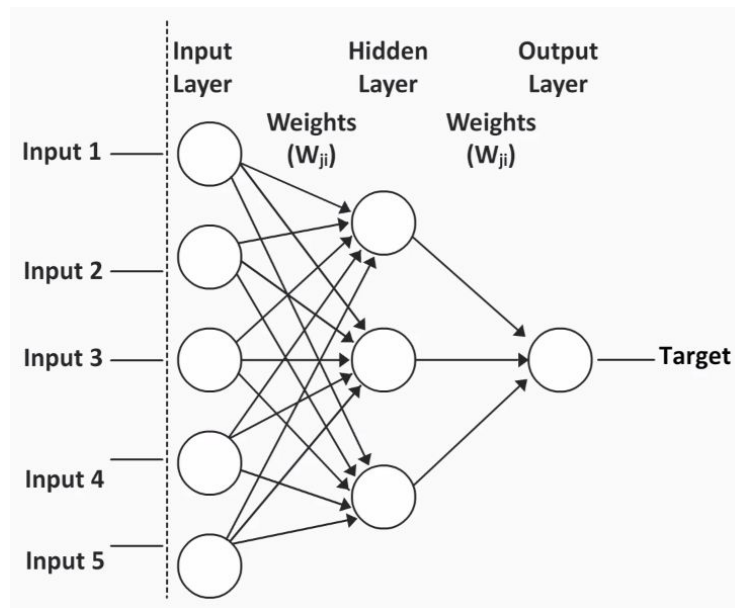


Outline

1. Background
 - a. Machine Learning
 - b. Neural Networks
 - i. Convolutional Neural Networks
 - c. Generative Adversarial Networks
2. ConSinGAN
 - a. Image Generation
 - i. Methods
 - ii. Results
 - b. Image Harmonization
 - i. Methods
 - ii. Results
3. Conclusion

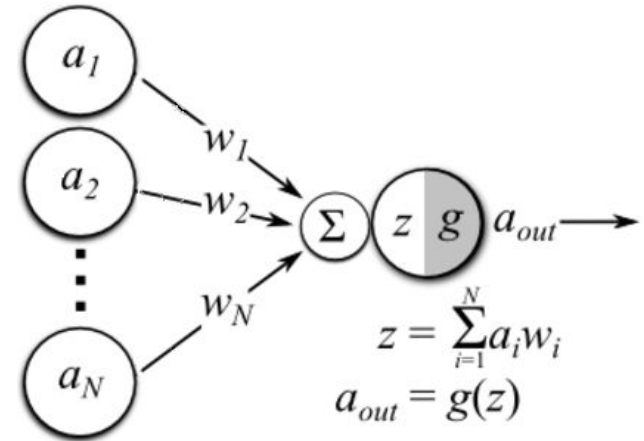
Neural Networks

- An **artificial neural network (ANN)** is composed of layers of nodes:
 - An input layer
 - Any number of hidden layers
 - An output layer
- Edges of nodes defined by *weights*



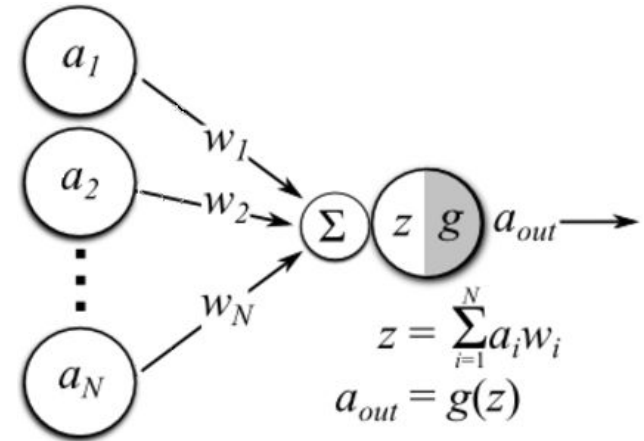
Neural Networks

- An artificial neural network (ANN) is composed of layers of nodes:
 - An input layer
 - Any number of hidden layers
 - An output layer
- Edges of nodes defined by *weights*
- **Nodes**
 - Activation function determines how much the node effects the nodes it's connected to in the next layer



Neural Networks

- An artificial neural network (ANN) is composed of layers of nodes:
 - An input layer
 - Any number of hidden layers
 - An output layer
- Edges of nodes defined by *weights*
- Nodes
 - Activation function determines how much the node effects the nodes it's connected to in the next layer
- **Weights adjusted after each iteration through a loss function**
 - Loss is calculated by the difference between the expected output and real output



<https://machine-learning.paperspace.com/wiki/weights-and-biases>

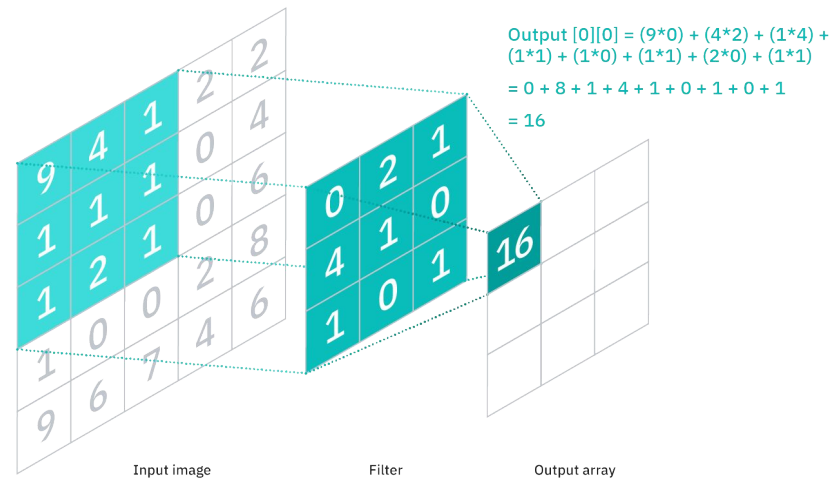
Convolutional Neural Networks (CNNs)

- Type of ANN specialized for image classification and processing
- Three main types of hidden layers:
 - Convolutional layers
 - Pooling layers
 - Fully connected layer

Functions of CNN Layers

- **Convolutional layers**

- Performs feature extraction
- Filter strides across an image
- Outputs feature maps



<https://www.ibm.com/cloud/learn/convolutional-neural-networks>

Functions of CNN Layers

- Convolutional layers
 - Performs feature extraction
 - Filter strides across an image
 - Outputs feature maps
- **Pooling layers**
 - Combines feature maps
 - Dimensionality reduction using pooling

2	2	7	3
9	4	6	1
8	5	2	4
3	1	2	6

Max Pool
→

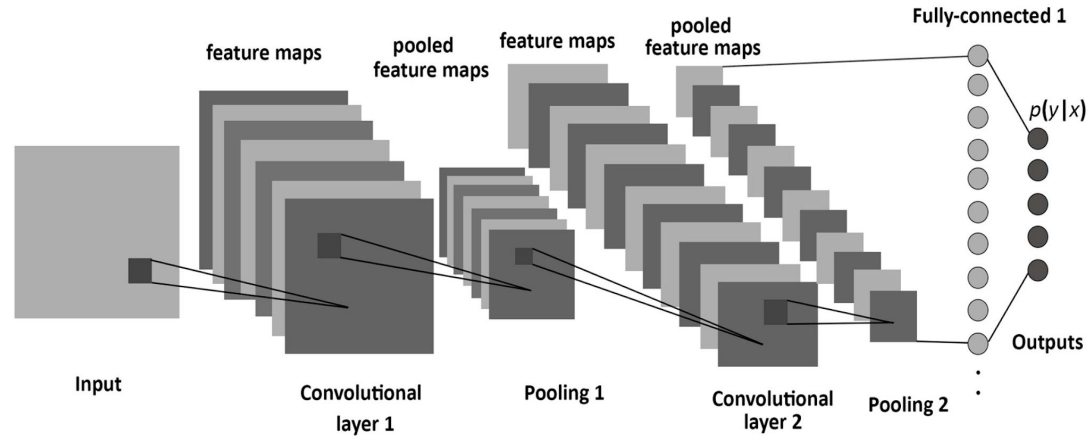
Filter - (2 x 2)
Stride - (2, 2)

9	7
8	6

[cnn-introduction-to-pooling-layer](#)

Functions of CNN Layers

- Convolutional layers
 - Performs feature extraction
 - Filter strides across an image
 - Outputs feature maps
- Pooling layers
 - Combines feature maps
 - Dimensionality reduction using pooling
- **Fully connected layer**
 - Performs classification using the connections to previous layers



<https://www.mdpi.com/1099-4300/19/6/242>

Outline

1. Background

- a. Machine Learning
- b. Neural Networks
 - i. Convolutional Neural Networks
- c. Generative Adversarial Networks

2. ConSinGAN

- a. Image Generation
 - i. Methods
 - ii. Results
- b. Image Harmonization
 - i. Methods
 - ii. Results

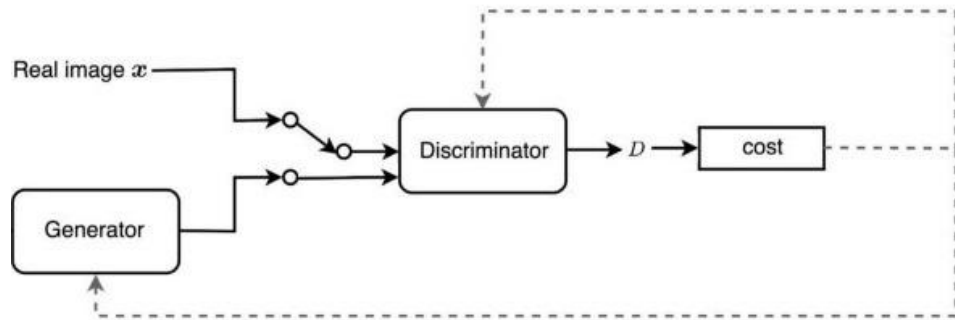
3. Conclusion

Generative Adversarial Networks

- Applies game theory to the field of deep learning
- Composed of two parts:
 - Generator starting off with random noise
 - Discriminator trained on the dataset

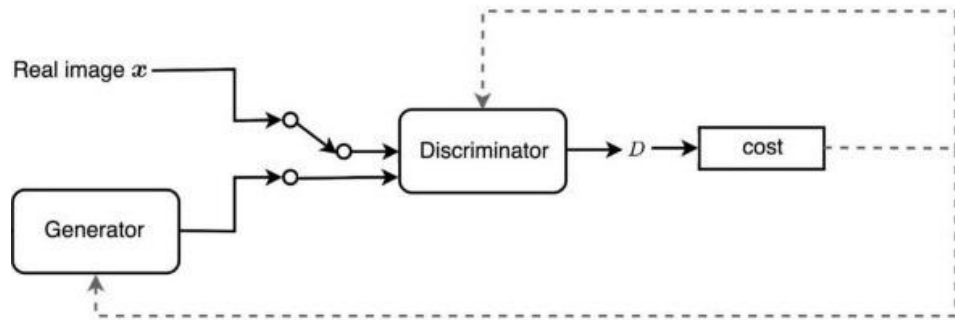
Generative Adversarial Networks

- Applies game theory to the field of deep learning
- Composed of two parts:
 - Generator starting off with random noise
 - Discriminator trained on the dataset
- One network's gain is the other's loss



Generative Adversarial Networks

- Applies game theory to the field of deep learning
- Composed of two parts:
 - Generator starting off with random noise
 - Discriminator trained on the dataset
- One network's gain is the other's loss
- Training is indirect, unsupervised

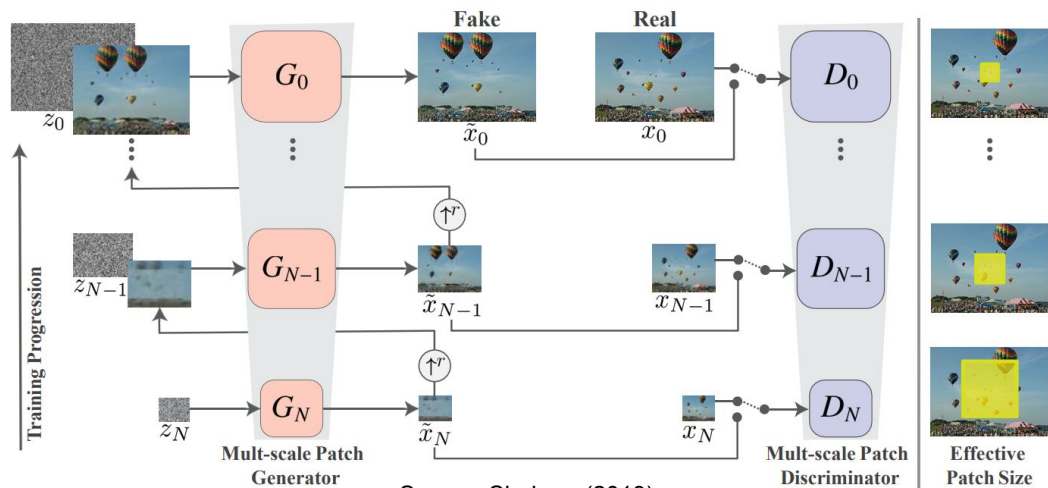


Outline

1. Background
 - a. Machine Learning
 - b. Neural Networks
 - i. Convolutional Neural Networks
 - c. Generative Adversarial Networks
2. ConSinGAN
 - a. Image Generation
 - i. Methods
 - ii. Results
 - b. Image Harmonization
 - i. Methods
 - ii. Results
3. Conclusion

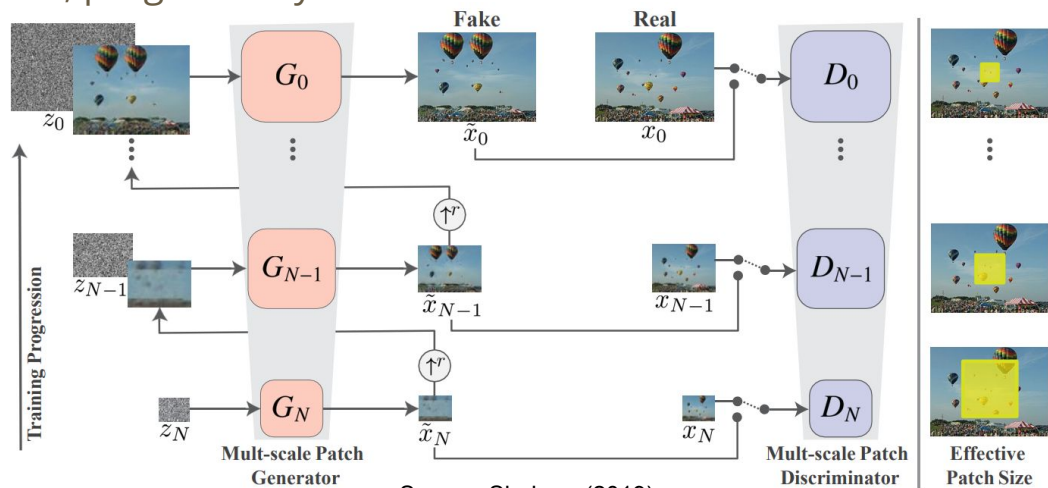
Contextualizing Methods with SinGAN

- Stages of Convolutional GANs that build a pyramid
 - First generator starts with random noise, small resolution
 - Up scaled result plus noise inputted into next stages generator



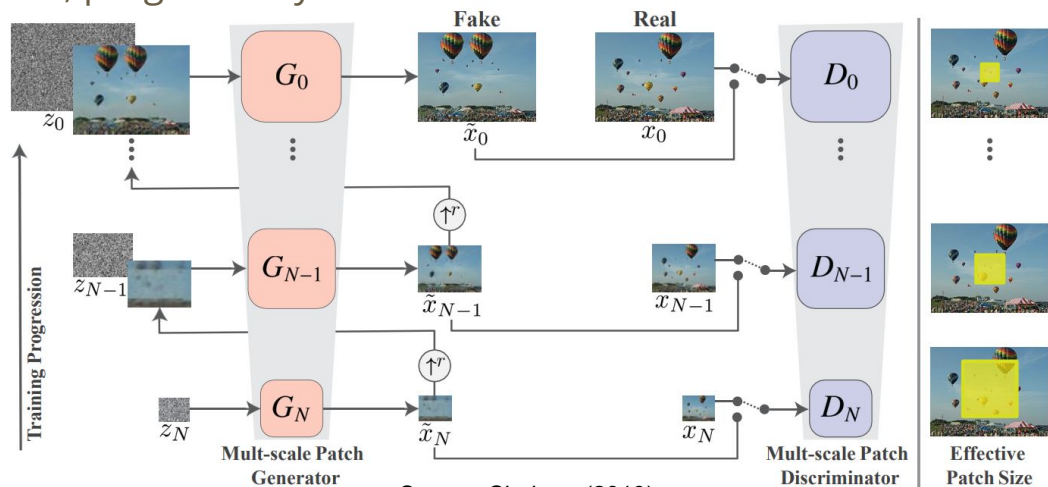
Contextualizing Methods with SinGAN

- Stages of Convolutional GANs that build a pyramid
 - First generator starts with random noise, small resolution
 - Up scaled result plus noise inputted into next stages generator
- Resolution increases with each stage, patch size (filter size) decreases
 - First stages learn the image structure, progressively finer details learned



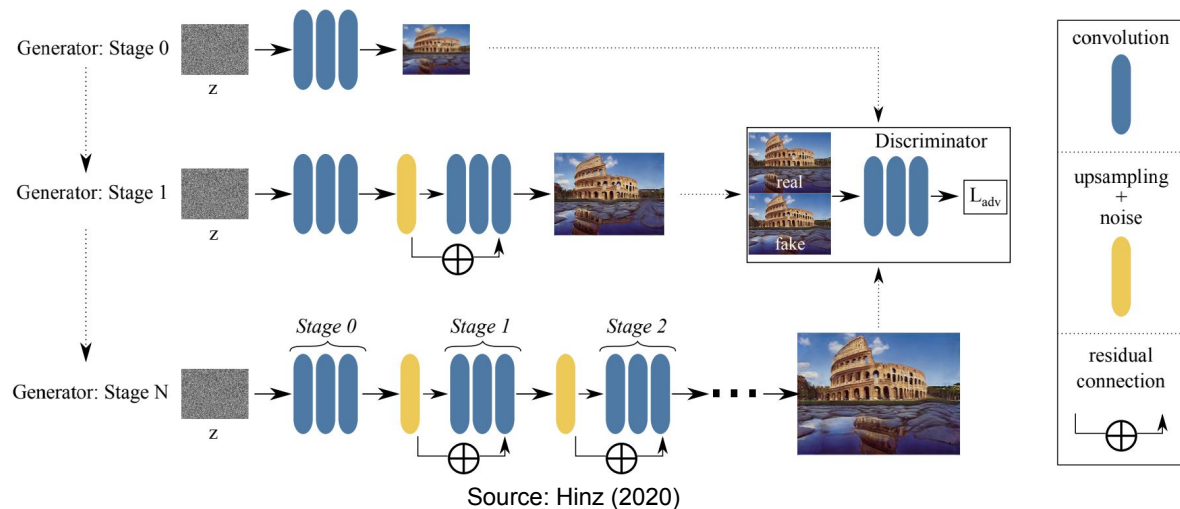
Contextualizing Methods with SinGAN

- Stages of Convolutional GANs that build a pyramid
 - First generator starts with random noise, small resolution
 - Up scaled result plus noise inputted into next stages generator
- Resolution increases with each stage, patch size (filter size) decreases
 - First stages learn the image structure, progressively finer details learned
- Weights of each completed stage are frozen



ConSinGAN Methods

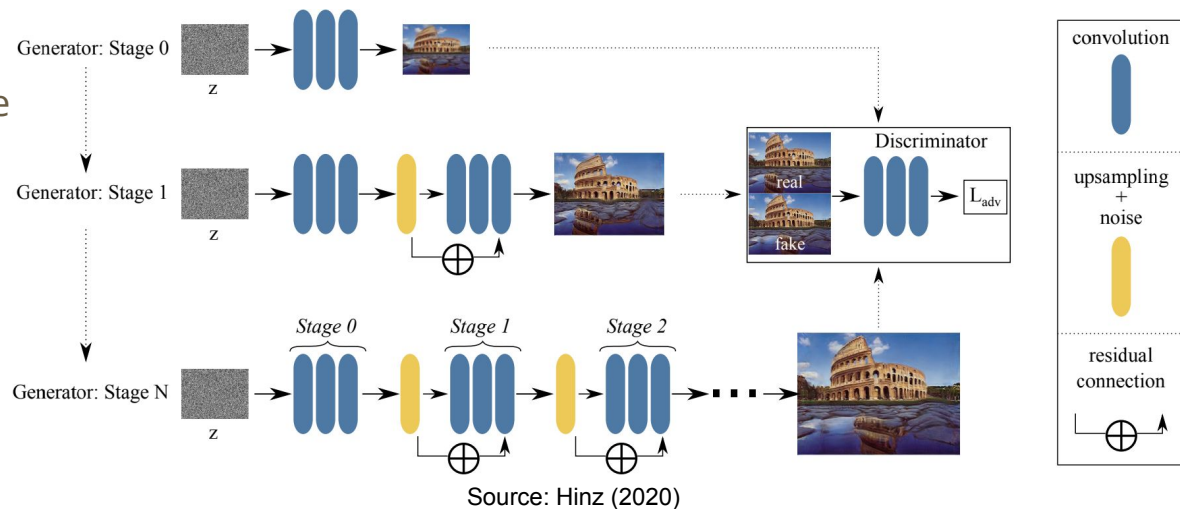
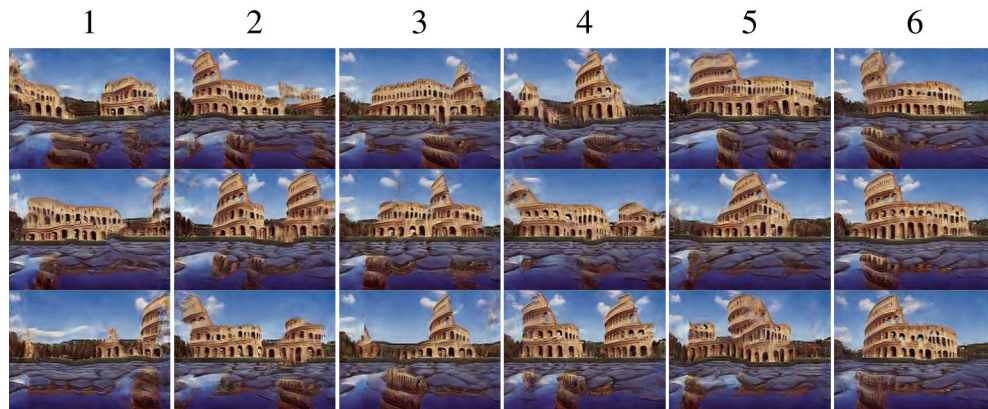
- Trains multiple stages in parallel
 - More realistic images
 - Less training time
- Scales up feature maps from previous stages



ConSinGAN Methods

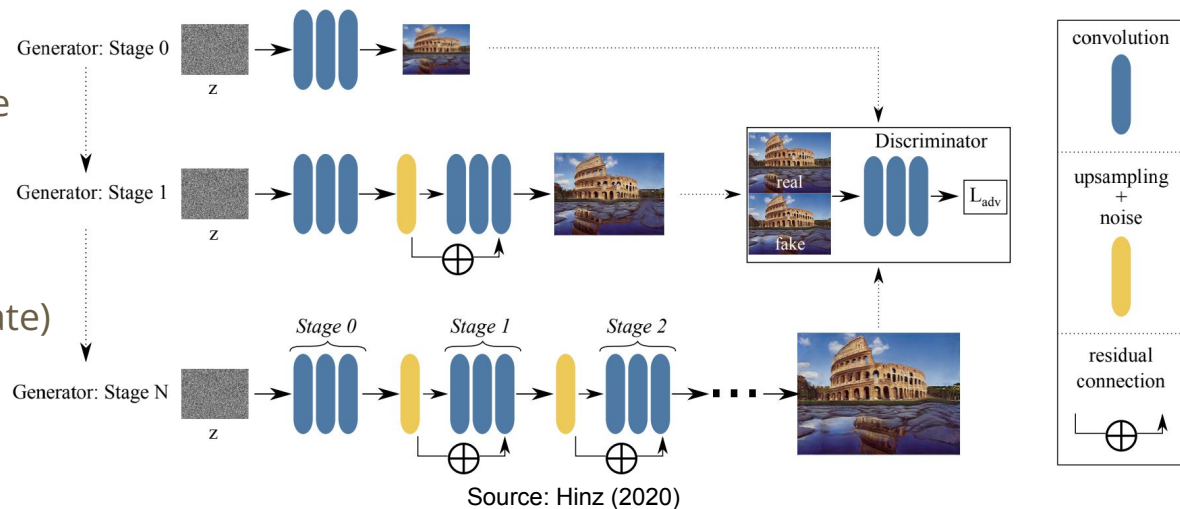
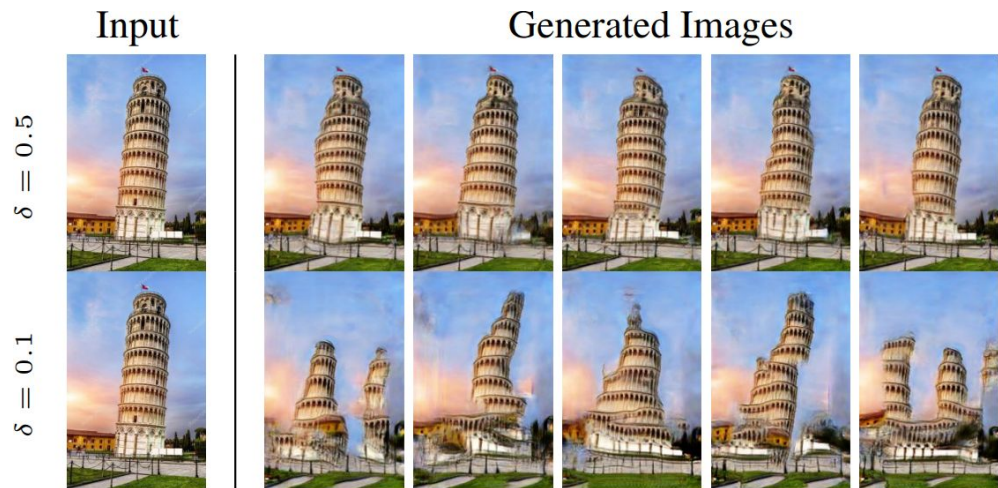
- Trains multiple stages in parallel
 - More realistic images
 - Less training time
- Scales up feature maps from previous stages
- **Allows for tradeoffs**
 - More stages, less variance

Number of Concurrently Trained Stages



ConSinGAN Methods

- Trains multiple stages in parallel
 - More realistic images
 - Less training time
- Scales up feature maps from previous stages
- Allows for tradeoffs
 - More stages, less variance
- **Scales the learning rate**
 - Emphasises lower stages
 - Reduces overfitting
 - Scaled by $(\delta^N * \text{learning rate})$



ConSinGAN Results: SinGAN's Test

- 'Places' dataset
- Training image is shown next to the generated image
 - Users are asked to choose the real image
 - Confusion is the % of users that chose the generated image

Model	Confusion \uparrow	SIFID \downarrow	Train Time	# Stages	# Parameters
ConSinGAN	16.0% \pm 1.4%	0.06 \pm 0.03	24 min	5.9	~660k
SinGAN	17.0% \pm 1.5%	0.09 \pm 0.07	152 min	9.7	~1.34m

Table 1. Results of the user study and SIFID on images from the 'Places' dataset [3].

Source: Hinz (2020)

ConSinGAN Results: SinGAN's Test

- 'Places' dataset
- Training image is shown next to the generated image
 - Users are asked to choose the real image
 - Confusion is the % of users that chose the generated image
- **Single Image Frechet Inception Distance (SIFID) used for quantitative analysis**
 - Compares the distribution of a pre-trained network's activations between the sets of generated and real images
 - Lower scores shown to correlate with higher quality images

Model	Confusion \uparrow	SIFID \downarrow	Train Time	# Stages	# Parameters
ConSinGAN	16.0% \pm 1.4%	0.06 \pm 0.03	24 min	5.9	~660k
SinGAN	17.0% \pm 1.5%	0.09 \pm 0.07	152 min	9.7	~1.34m

Table 1. Results of the user study and SIFID on images from the 'Places' dataset [3].

ConSinGAN's Test

- LSUN dataset
- Generated images from both models are shown next to each other
 - Users are asked to choose which image is better
 - First study chooses one image randomly from the set of generated images of SinGAN and ConSinGAN, likely from different training images
 - Second study pairs images from the same training image

Model	Random \uparrow	Paired \uparrow	SIFID \downarrow	Train Time	# Stages	# Parameters
ConSinGAN	56.7% \pm 1.9%	63.1% \pm 1.8%	0.11 \pm 0.06	20 min	5.9	\sim 660K
SinGAN	43.3% \pm 1.9%	36.9% \pm 1.8%	0.23 \pm 0.15	135 min	9.1	\sim 1.0M

Table 2. Results of the user studies and SIFID on images from the LSUN dataset [3].

Outline

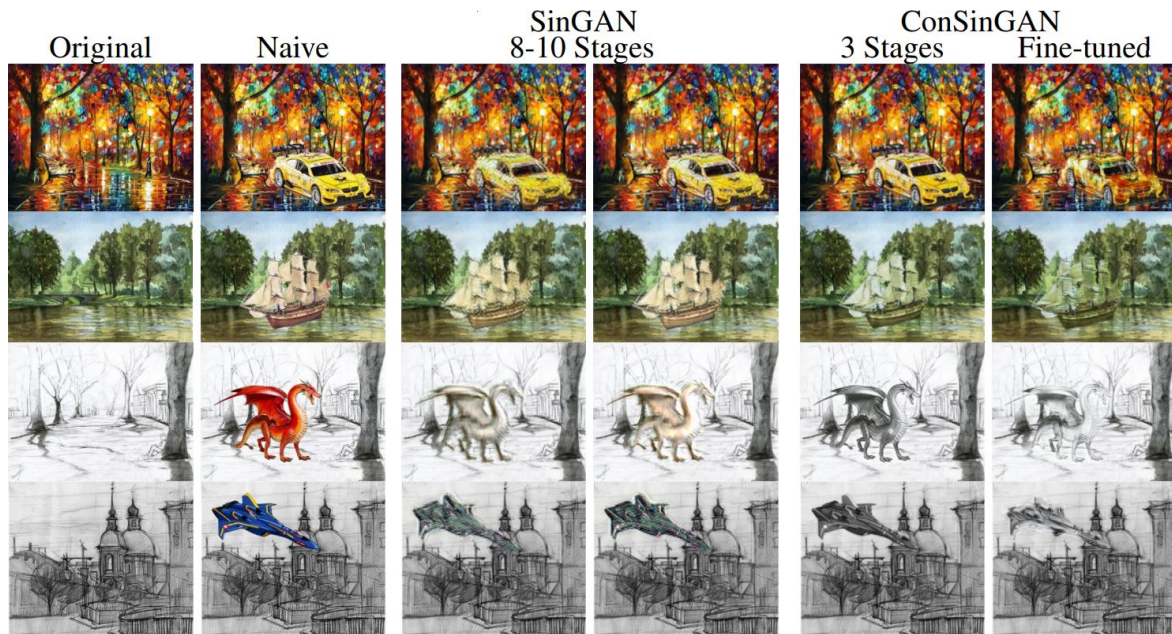
1. Background
 - a. Machine Learning
 - b. Neural Networks
 - i. Convolutional Neural Networks
 - c. Generative Adversarial Networks
2. ConSinGAN
 - a. Image Generation
 - i. Methods
 - ii. Results
 - b. Image Harmonization
 - i. Methods
 - ii. Results
3. Conclusion

Image Harmonization Methods

- Same architecture as image generation
- Trained for exactly three stages per image
- One thousand iterations per stage
- Random sample chosen every iteration
 - Combinations of additive noise and color transformations added

Image Harmonization Results

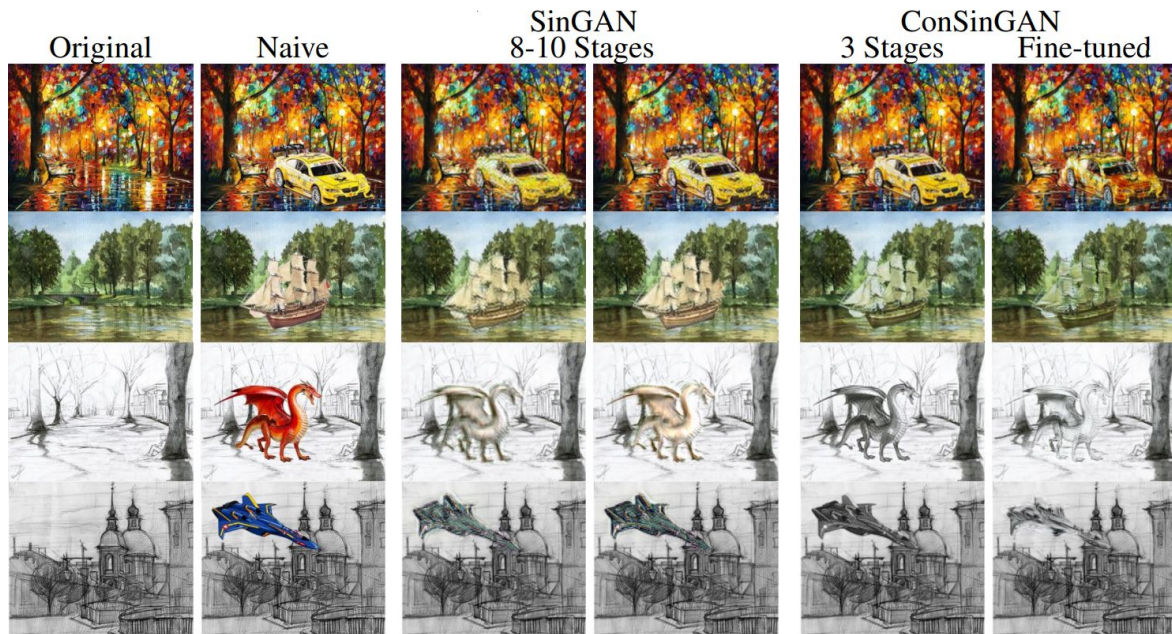
- SinGAN
 - Model needs to be fully trained
 - Artifacts
 - Colors not integrating



Source: Hinz (2020)

Image Harmonization Results

- SinGAN
 - Model needs to be fully trained
 - Artifacts
 - Colors not integrating
- ConSinGAN
 - Less than 10 minutes to train
 - Colors 'absorbed' into the image



Source: Hinz (2020)

Conclusion

- Improved upon the groundwork laid by SinGAN
- Drastically reduced training time
- Similar or better image generation results in both tested applications
 - Image Generation
 - Image Harmonization
- More testing needed

References

Ian Goodfellow, Jean Pouget-Abadie, Mehdi Mirza, Bing Xu, David Warde-Farley, Sherjil Ozair, Aaron Courville, and Yoshua Bengio. 2020. Generative adversarial networks. *Commun. ACM* 63, 11 (November 2020), 139–144.

<https://doi-org.ezproxy.morris.umn.edu/10.1145/3422622>

T. R. Shaham, T. Dekel and T. Michaeli, "SinGAN: Learning a Generative Model From a Single Natural Image," 2019 IEEE/CVF International Conference on Computer Vision (ICCV), 2019, pp. 4569-4579, doi: 10.1109/ICCV.2019.00467.

Hinz, Tobias, et al. "Improved techniques for training single-image gans." *Proceedings of the IEEE/CVF Winter Conference on Applications of Computer Vision*. 2021.

https://openaccess.thecvf.com/content/WACV2021/html/Hinz_Improved_Techniques_for_Training_Single-Image_GANs_WACV_2021_paper.html

Questions?

Input



Random Samples



Source: Hinz (2020)