

Pixel-wise Conditioning of Generative Adversarial Networks

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December 6, 2019

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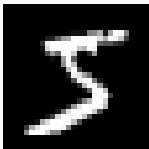
Problem

Objective

- Image reconstruction task
- Generation under pixel constraints
- Motivation: applications in geosciences

Differences with inpainting

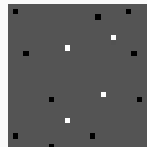
- Very few information ($\sim 0.5\%$)
- Full-size image generation
- Unstructured information



(a) Original Image



(b) Regular Inpainting



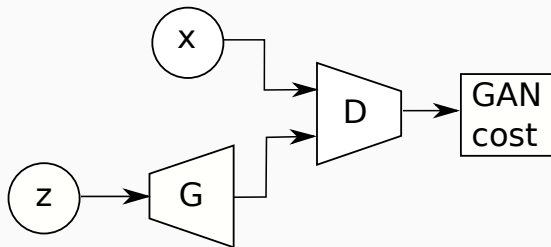
(c) Pixel Constraints

Generative Adversarial Networks [GPAM⁺14]

Two networks, a generator G and a discriminator D :

- **Generator:** produces synthetic data from a random $z \sim P_z$, where P_z is a known distribution
- **Discriminator:** binary classifier, tries to distinguish real samples from fake ones

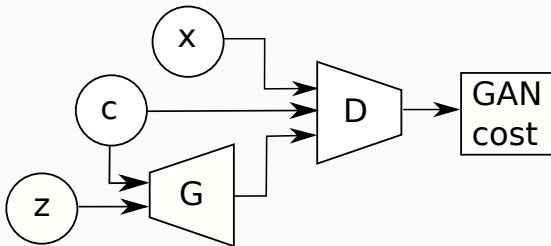
$$\min_G \max_D L(D, G) = \mathbb{E}_{X \sim P_r} [\log(D(X))] + \mathbb{E}_{z \sim P_z} [\log(1 - D(G(z)))]$$



Conditional GAN [MO14]

- Conditional variant of the GANs
- A constraint/label c is simply given as an input to both G and D
- Works well for generating image with a class constraints

$$\min_G \max_D L(D, G) = \mathbb{E}_{\substack{X \sim P_r \\ C \sim P_{C|X}}} [\log(D(X, C))] + \mathbb{E}_{\substack{Z \sim P_z \\ C' \sim P_C}} [\log(1 - D(G(Z, C'), C'))]$$



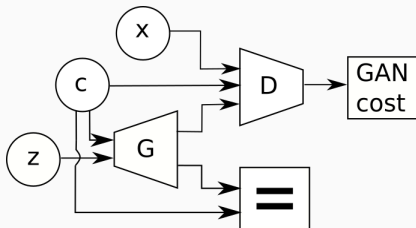
Constrained CGAN

Theoretical objective

Explicit verification, hard-constraint on the respect of C

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s.c. $C = M(C) \odot G(z, C)$



where $M(C)$ gives the binary mask of the constraints

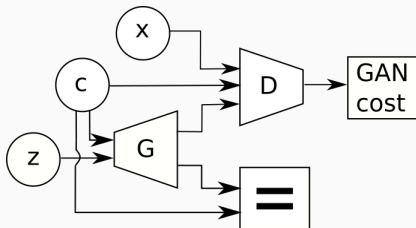
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Problem

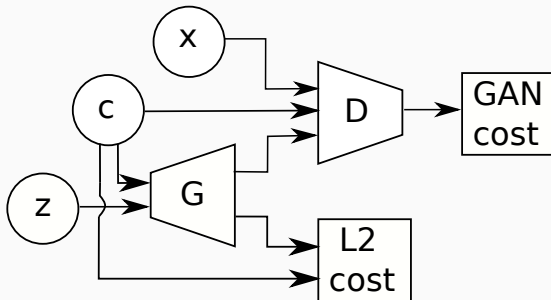
Strictly constrained objective is non-differentiable

Relaxation of the constrained CGAN

Our approach

Relaxation of the strict constraints by a regularization term

$$\min_G \max_D L_{reg}(D, G) = L(D, G) + \lambda \mathbb{E}_{\substack{z \sim P_z \\ C \sim P_C}} \left[\|C - M(C) \odot G(z, C)\|_2^2 \right]$$



Task: Hyperparameter search on λ

- Objective: find evidence of a controllable trade-off between quality and respect of the constraints
- Experiments repeated 10 times each

Metrics

- Respect of the constraints: Mean Square Error on constrained pixels
- Visual quality: Fréchet Inception Distance [HRU⁺17]:
distance between the distributions of the features of real and generated samples at the output of a deep classifier.

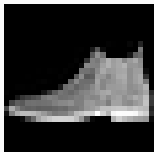
Datasets

- MNIST and FashionMNIST
- Split in train, validation and test sets
- 10% of each set used to sample constraints, then discarded

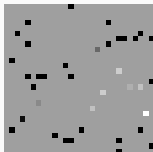
Networks architecture

- DCGAN [RMC15]-like, with only 2 convolutional/transposed convolutional layers in D and G

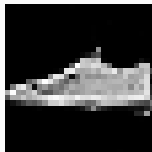
Results on FashionMNIST



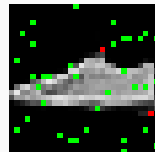
(a) Original
Image



(b) Constraints



(c) Generated
Image

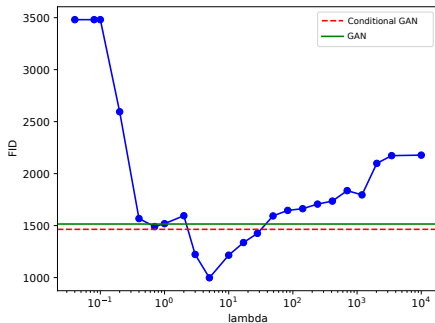
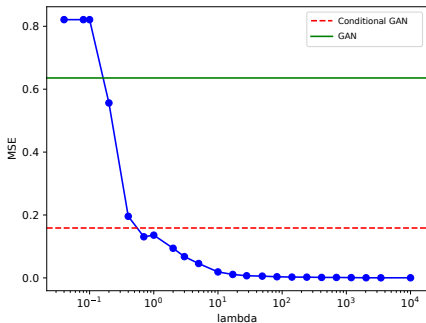


(d) Satisfied
Consts.

This method can generate samples that respects pixel precise constraints

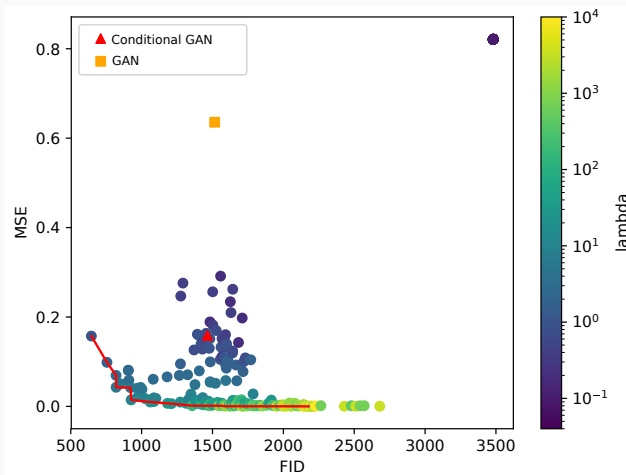
Results on FashionMNIST

MSE / FID relative to λ



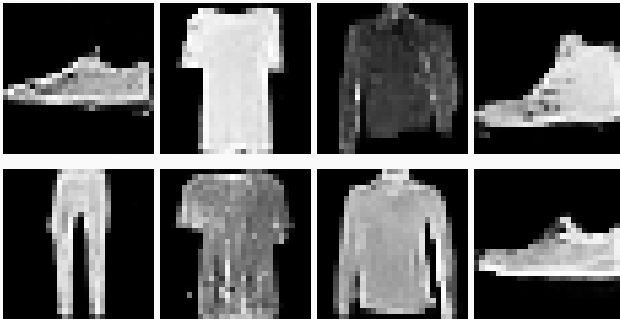
- The constraints seem able to enhance quality
- From $\lambda = 0.1$ upwards, there seem to be a trade-off between MSE and FID

Results on FashionMNIST



- Trade-off clearly visible
- Adding constraints can enhance visual quality
- Regularization enhance both quality and respect of constraints

Results on FashionMNIST



Some generated samples at $\lambda = 1$ (best ratio between quality and respect of the constraints)

Conclusion

- Conditional GANs can learn pixel-wise constraints
- The $L2$ regularization term allows to control a trade-off between visual quality and respect of the constraints

Extensions

- Applications on real-world datasets
- Extension to other kind of constraints (moments on zones, ...)





Ian Goodfellow, Jean Pouget-Abadie, Mehdi Mirza, Bing Xu, David Warde-Farley, Sherjil Ozair, Aaron Courville, and Yoshua Bengio.

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In Advances in neural information processing systems, pages 2672–2680, 2014.



Martin Heusel, Hubert Ramsauer, Thomas Unterthiner, Bernhard Nessler, and Sepp Hochreiter.

Gans trained by a two time-scale update rule converge to a local nash equilibrium.

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Mehdi Mirza and Simon Osindero.

Conditional generative adversarial nets.

arXiv preprint arXiv:1411.1784, 2014.



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Unsupervised representation learning with deep convolutional generative adversarial networks.

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