Generative Adversarial Networks Talk & Live-Demo 26.11.2019 19:00 Linux User Group Frankfurt

GAN application examples

- "First Al-generated painting auctioned at Christie's" https://www.theverge.com/2018/10/23/18013190/ai-art-portrait-auction-christies-belamy-obvious-robbie-barrat-gans
- Automated coloring of black-white photographs https://github.com/jantic/DeOldify
- https://thispersondoesnotexist.com/
- Cross-Domain transfer
 https://hardikbansal.github.io/CycleGANBlog/
- Few-Shot transfer

https://medium.com/syncedreview/samsung-ai-makes-the-mona-lisa-speak-bea2b8362c38

Deep Fakes

https://arxiv.org/abs/1909.11573

• 'Vishing'

https://thenextweb.com/security/2019/09/02/fraudsters-deepfake-ceos-voice-to-trick-manager-into-transferring-243000/

Biosignal denoising

https://github.com/softserveinc-rnd/ecg-denoise

Artificial Intelligence, Machine Learning & Deep Learning



Classical Programming versus Machine Learning



Artificial neurons: Building blocks for Neural Networks





$$y = \phi((\sum^n x_n \cdot w_n) + b)$$

https://de.wikipedia.org/wiki/Datei:Neuron_Hand-tuned.svg

Neural Networks: Common types

Dense Feedforward



- All neurons connected between layers
- Data flow left to right
- Fixed-sized input
- General purpose for classification / regression problems

Convolutional networks



- Convolution operation on local features
- Weights are shared across space
- Can process input of any size
- Object recognition

Recurrent networks



- Feedback loops -> Remembers past data
- Weights are shared across time
- Can process input of any length
- Time series analysis; translation; speech recognition

Training a neural network - Supervised learning



Predicting from a trained neural network (,Inference')



Production network with trained weights A well-trained network can generalize new input Learned knowledge is contained in the **weights**

Generative Adversarial Networks

Learning methods in AI



A GAN learns to *mimic* a given *data distribution* (-> unsupervised learning)

Source dataset samples







Generated samples



























DCGAN, after 80k epochs / 8h

1990 - 2013: Preliminary work

- 'Artificial curiosity', *Schmidthuber*, 1990
- Model vs. discriminator architecture, *Li / Gauci / Gross*, 2013

2014: 'Generative Adversarial Nets', Ian Goodfellow

• Breakthrough and name-defining paper

'This, and the variations that are now being proposed is the most interesting idea in the last 10 years in ML, in my opinion.' (Yann LeCun)







https://github.com/hindupuravinash/the-gan-zoo

GANs: A min-max game

Objective: Distinguish fake from real (minimize D error)



Basic GAN architecture



GANs: Training phase



GANs: Training phase



GANs: Training phase



GANs: Using the generator

Create synthetic data with generator

Use latent space as parameter vector



Domain Transfer with a CycleGAN



Unpaired Image-to-Image Translation using Cycle-Consistent Adversarial Networks Jun-Yan Zhu, Taesung Park, Phillip Isola, Alexei A. Efros

https://arxiv.org/abs/1703.10593 https://github.com/junyanz/CycleGAN

Few-Shot GAN



Few-Shot Adversarial Learning of Realistic Neural Talking Head Models Egor Zakharov, Aliaksandra Shysheya, Egor Burkov, Victor Lempitsky

https://arxiv.org/abs/1905.08233

GAN problems

Instability / Non-convergence

- Failure to approach Nash equilibrium
- Vanishing gradient: One network 'outsmarts' the other, no training progress

Mode collapse ('Helvetica scenario')

- Generator falls back to mode subset
- Discriminator rejects those modes
- Complete learning breakdown

Global structure problems ('Cerberus effect')

- Caused by convnet spatial invariance
- Important to spot GAN-generated fakes
- New architectures try to solve this





GAN problems: Transfer fail



Unpaired Image-to-Image Translation using Cycle-Consistent Adversarial Networks Jun-Yan Zhu, Taesung Park, Phillip Isola, Alexei A. Efros

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Hot to spot GAN-created 'deep fakes'

General caution

Context? Political agenda? Rage-inducing? Confirmed by other sources? Checkerboard & pixel artifacts



Unnatural textures

Hair is difficult to reproduce

Global structure problems

'Cubist error' Ear should not be visible, Eyes misaligned

More information:

See also:

https://blog.inten.to/welcome-to-the-simulation-dd0d8cb6534d

https://developers.google.com/machine-learning/gan

Do-it-yourself in a webbrowser playground:

playground.tensorflow.org

poloclub.github.io/ganlab/

Jupyter notebooks used in the live demos:

https://github.com/SteffenBauer/KerasTools/blob/master/Notebooks/04%20MNIST %20complete%20workflow.ipynb

https://github.com/SteffenBauer/KerasTools/blob/master/Notebooks/ 13%201%20MNIST%20DCGAN.ipynb

Live Demo 1: Deep Learning





Live Demo 2: GAN

