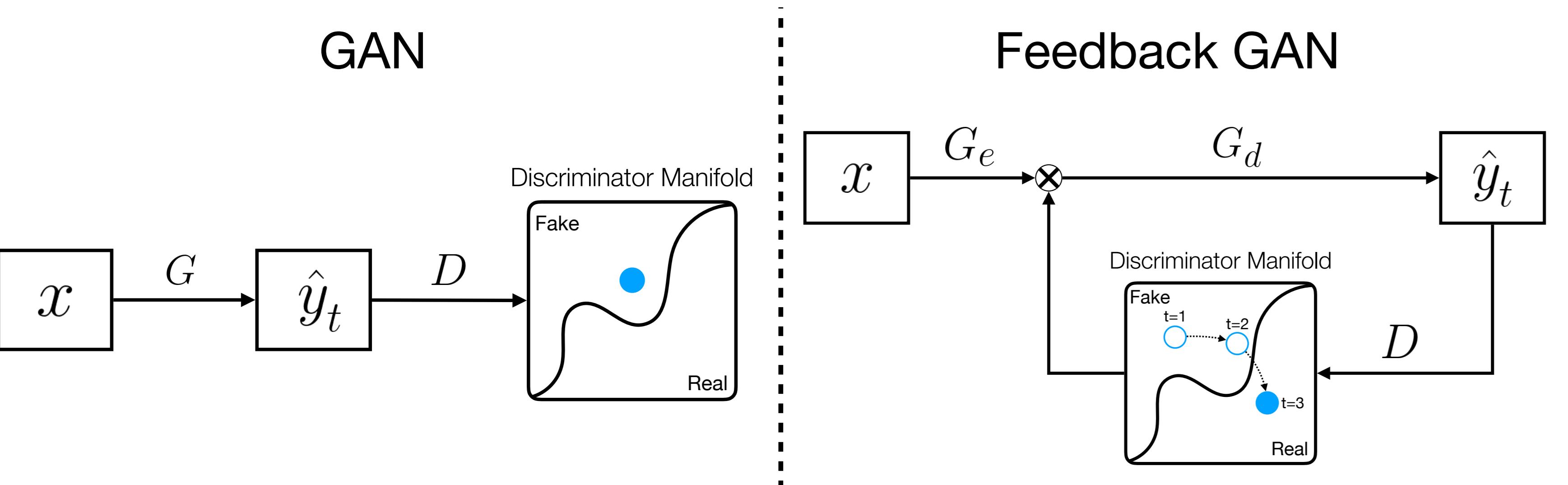


Feedback Adversarial Learning: Spatial Feedback for Improving Generative Adversarial Networks

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Motivation

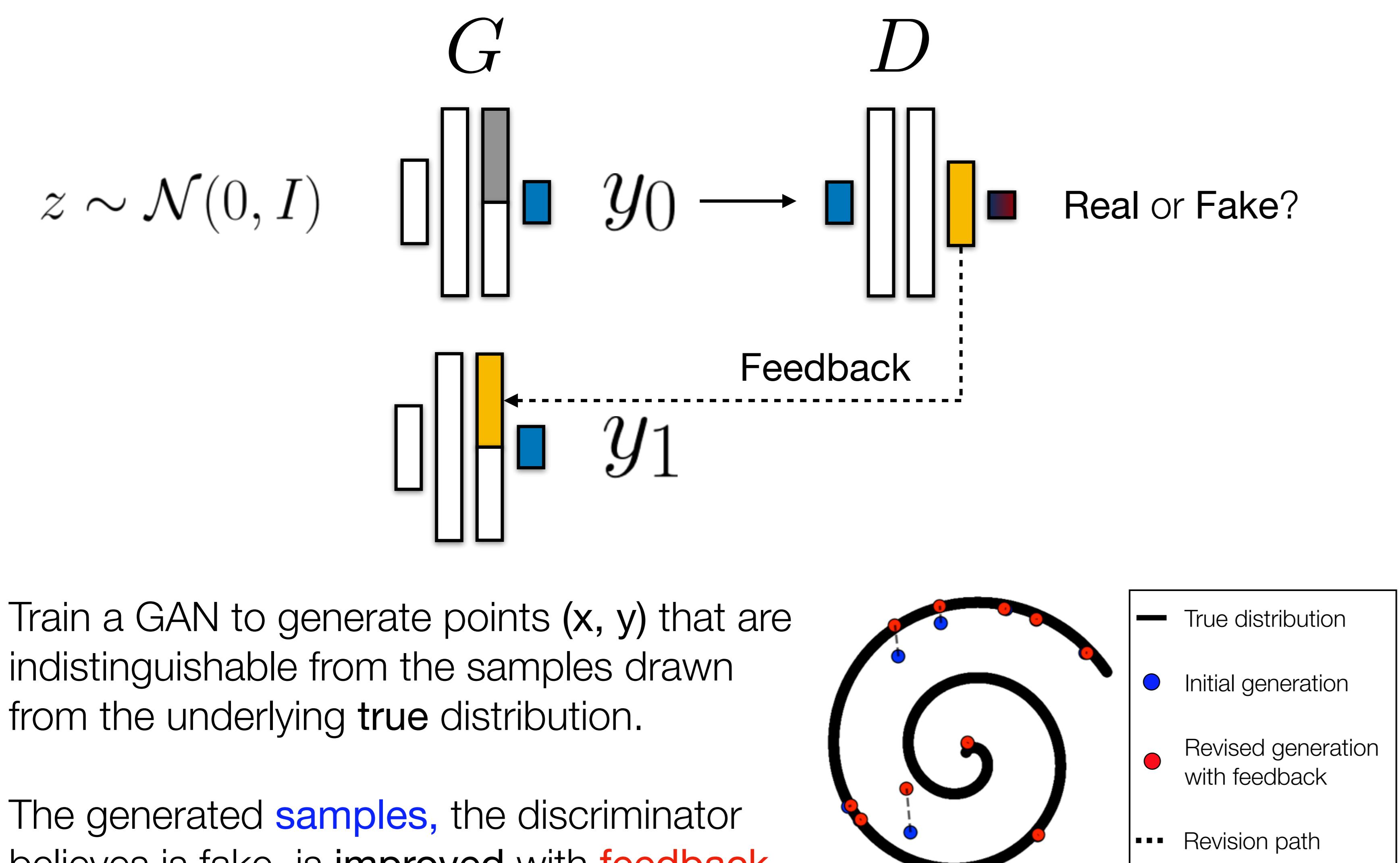
Leverage discriminator's feedback signals to improve samples generated by Generative Adversarial Networks (GANs)



Intuition

Is the discriminator's feedback useful for improving generated samples?

Toy Experiment



Train a GAN to generate points (x, y) that are indistinguishable from the samples drawn from the underlying true distribution.

The generated **samples**, the discriminator believes is fake, is improved with **feedback**.

High-dimensional Data

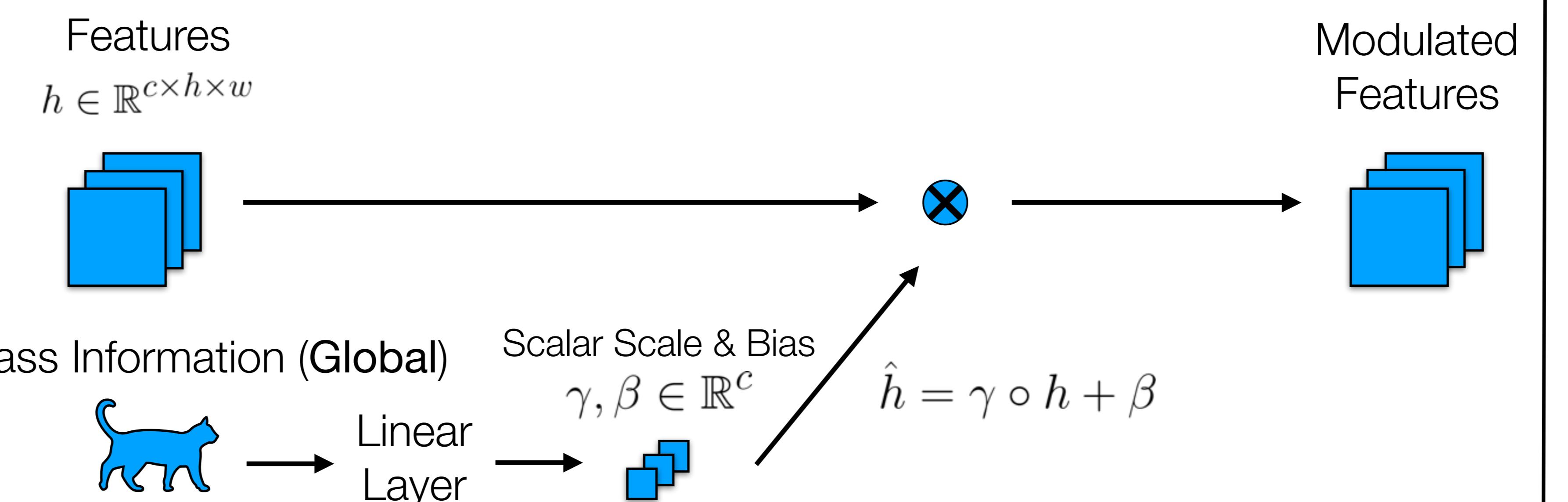
How can we effectively provide **feedback** signals to **high-dimensional data** such as images and voxels?

Adaptive Spatial Transform

Goal: allow the generator to attend and fix local regions based on the discriminator's feedback and its previous generation.

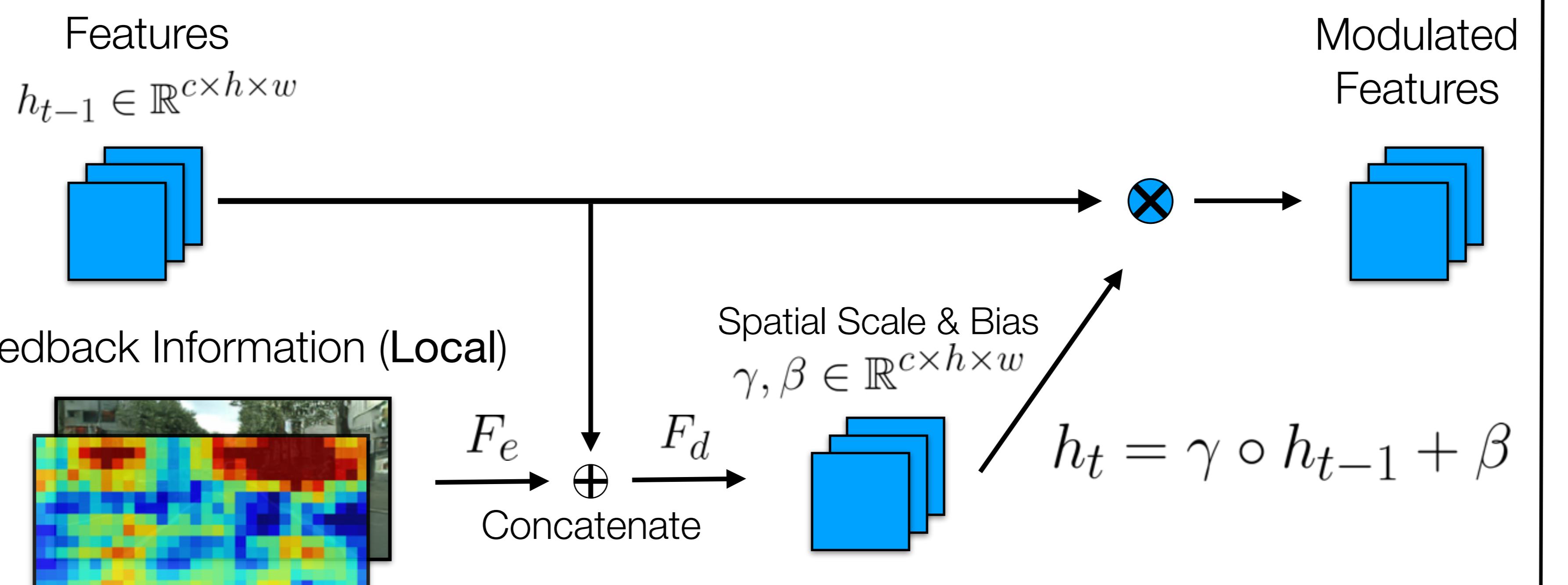
Conditional Normalization

Learn linear layers that predict **global** scalar affine parameters to modulate feature maps using external information such as class information.
(e.g. Conditional batch-normalization [1], Adaptive Instance-Norm [2][3])



Adaptive Spatial Transform

Transform feature maps **locally** by predicting affine parameters.



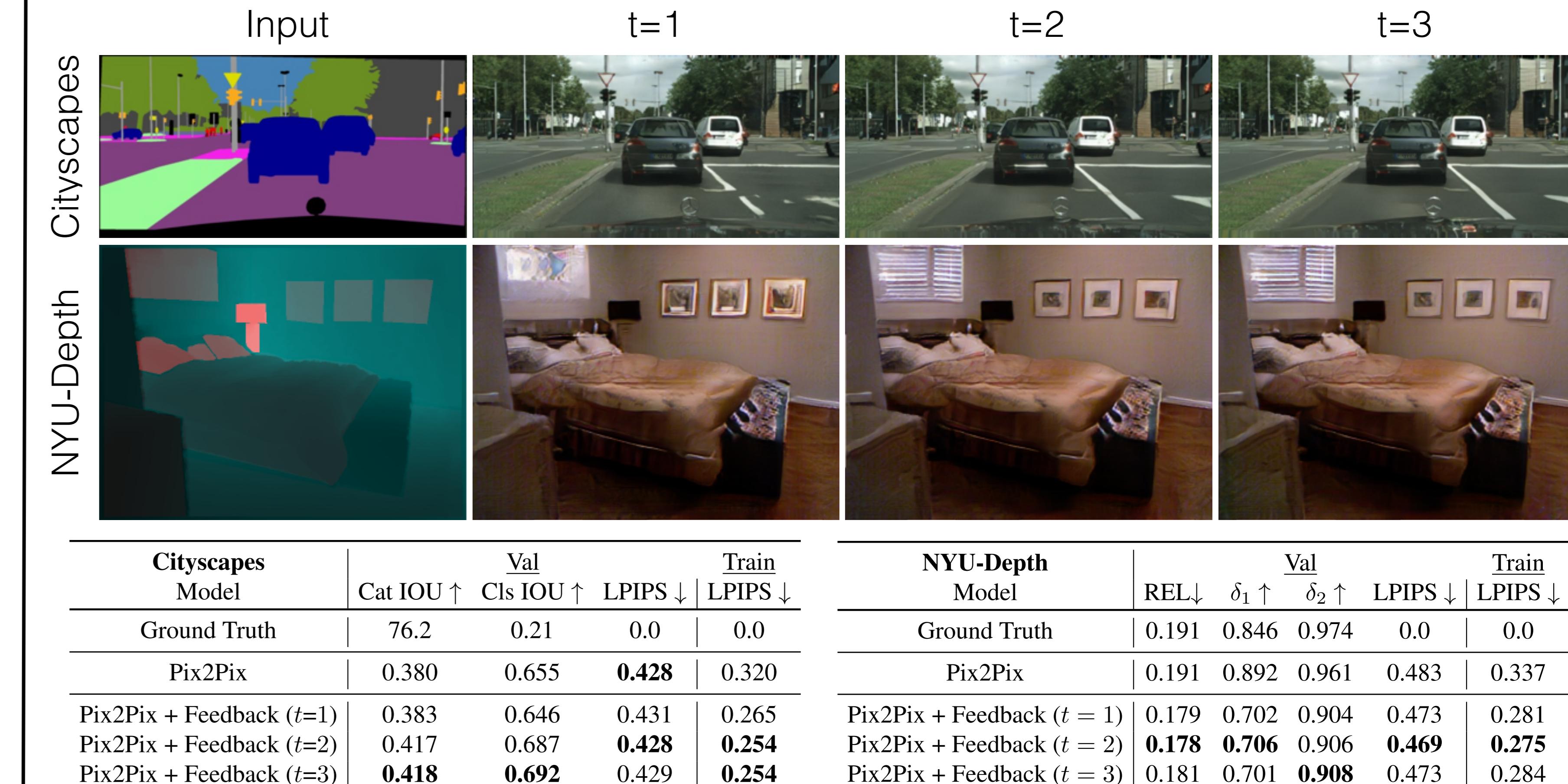
A concurrent work (GauGAN [4]) translates a semantic layout to an image using a similar module: SPatially-Adaptive DEnormalization (SPADE).

Reference

- [1] Vries et al., Modulating early visual processing by language, NIPS 2017
- [2] Dumoulin et al., A Learned Representation For Artistic Style, ICLR2016
- [3] Huang et al., Arbitrary Style Transfer in Real-time with Adaptive Instance Normalization, ICCV2017
- [4] Park et al., Semantic Image Synthesis with Spatially-Adaptive Normalization, CVPR2019
- [5] Guo et al., Long Text Generation via Adversarial Training with Leaked Information, AAAI 2018

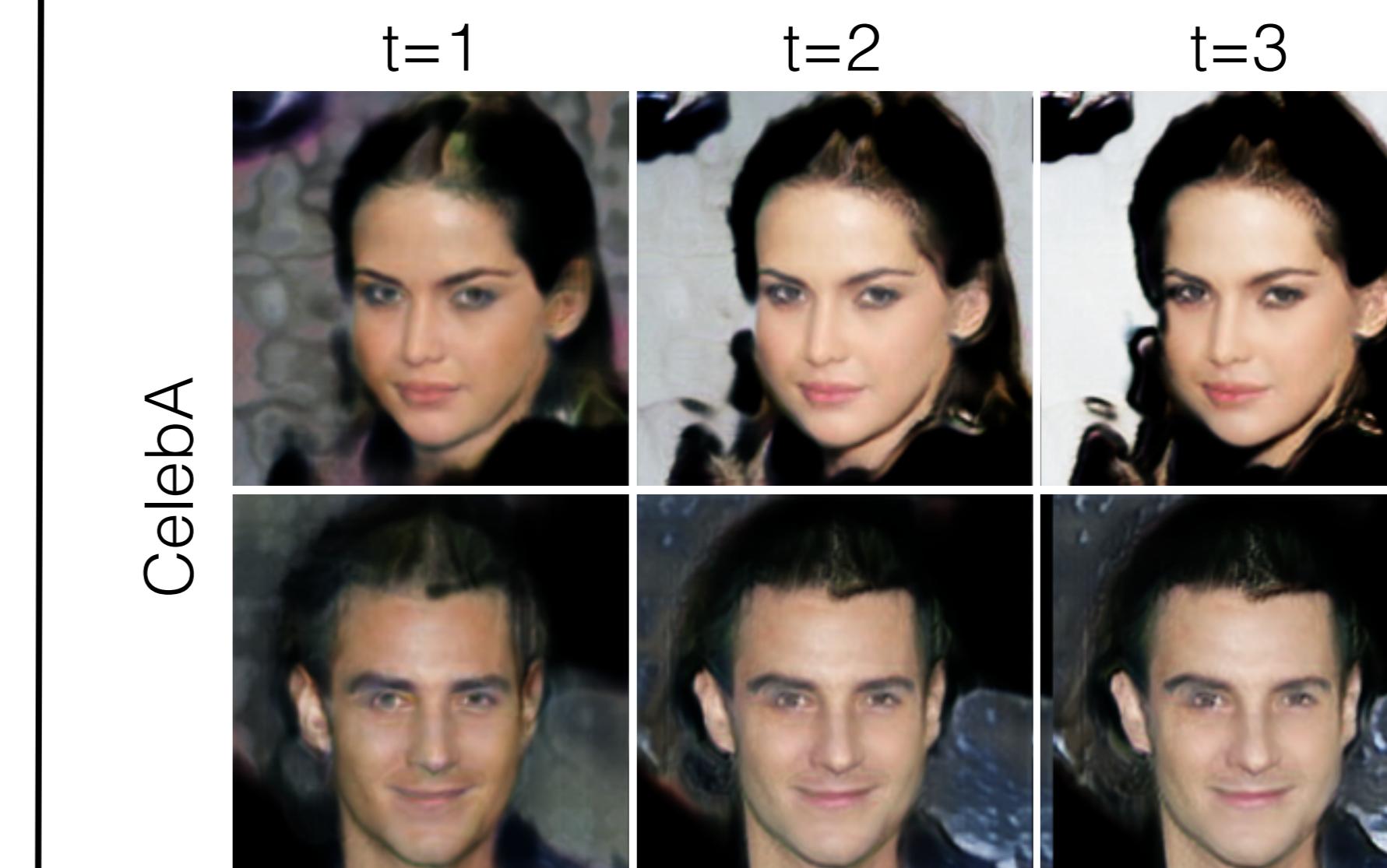
Experiment

Image-to-image Translation

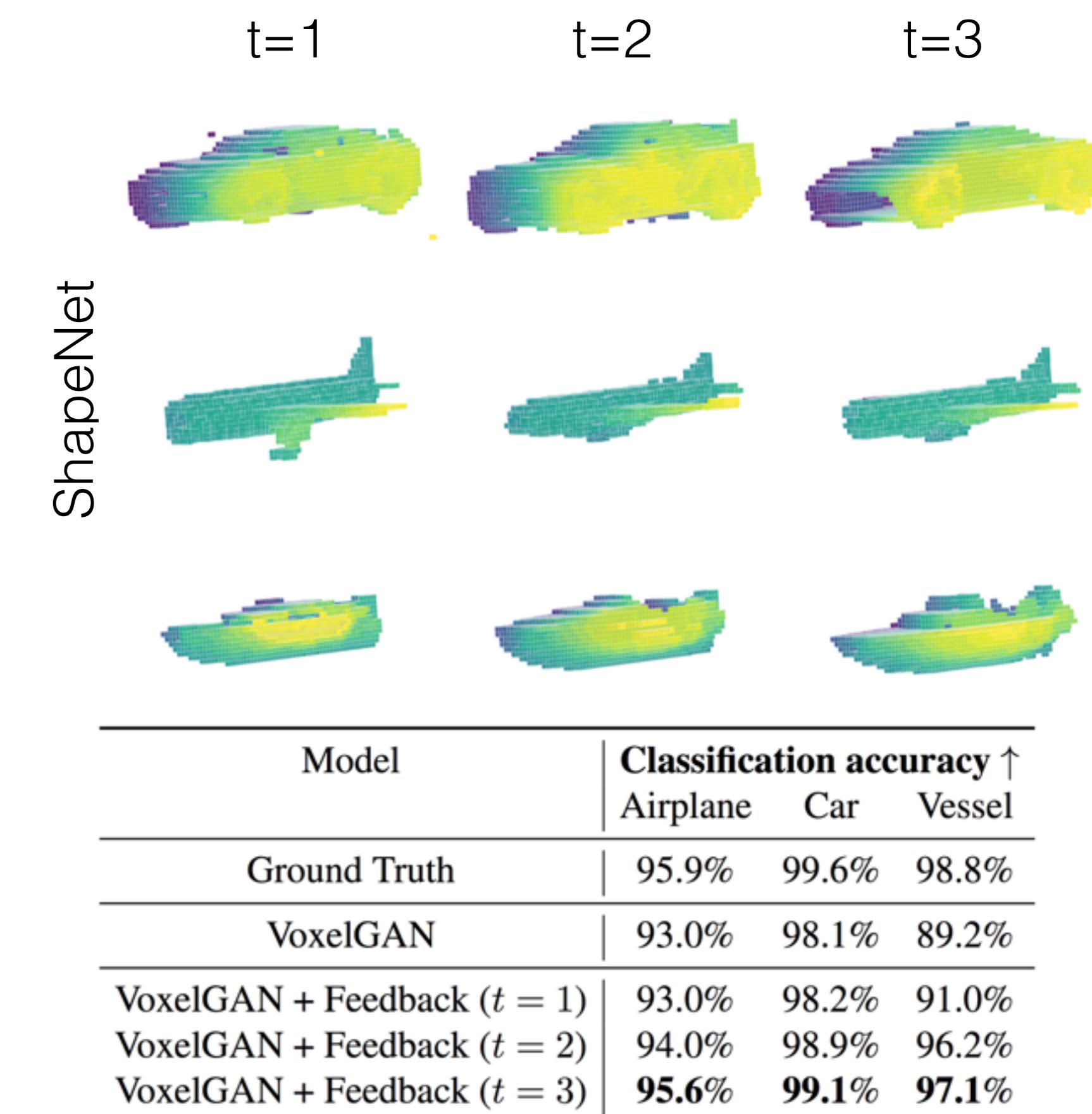


	Input		t=1		t=2		t=3	
Cityscapes								
NYU-Depth								
Cityscapes Model		Cat IOU \uparrow	Val Cls IOU \uparrow	LPIPS \downarrow	Train LPIPS \downarrow			
Ground Truth		76.2	0.21	0.0	0.0			
Pix2Pix		0.380	0.655	0.428	0.320			
Pix2Pix + Feedback (t=1)		0.383	0.646	0.431	0.265			
Pix2Pix + Feedback (t=2)		0.417	0.687	0.428	0.254			
Pix2Pix + Feedback (t=3)		0.418	0.692	0.429	0.254			
NYU-Depth Model		REL \downarrow	$\delta_1 \uparrow$	$\delta_2 \uparrow$	Val LPIPS \downarrow	Train LPIPS \downarrow		
Ground Truth		0.191	0.846	0.974	0.0	0.0		
Pix2Pix		0.191	0.892	0.961	0.483	0.337		
Pix2Pix + Feedback (t = 1)		0.179	0.702	0.904	0.473	0.281		
Pix2Pix + Feedback (t = 2)		0.178	0.706	0.906	0.469	0.275		
Pix2Pix + Feedback (t = 3)		0.181	0.701	0.908	0.473	0.284		

Image Generation



Voxel Generation



Improvements with Feedback

