

Nvidia's GauGAN AI turns rough sketches into photorealistic images in real-time

Semantic Image Synthesis with Spatially-Adaptive Normalization

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Informatica in het Nieuws

Academische Vaardigheden Informatica 2 - Groep A

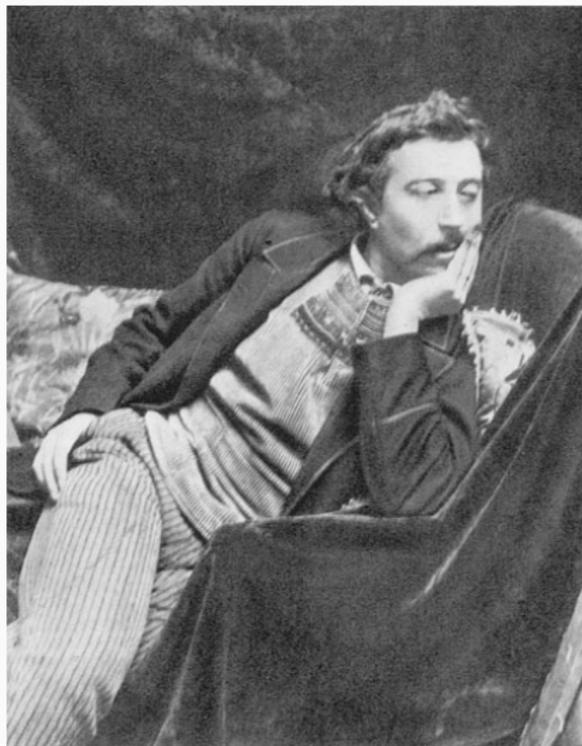
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Introduction

Introduction

- Published March 19th 2019
- Techspot
- Nvidia, UC Berkely and MIT
- GauGAN
- Generating photo-realistic images



The Article

Nvidia's GauGAN AI turns rough sketches into photorealistic images in real-time

Anyone can be an artist with this MS Paint for the AI era

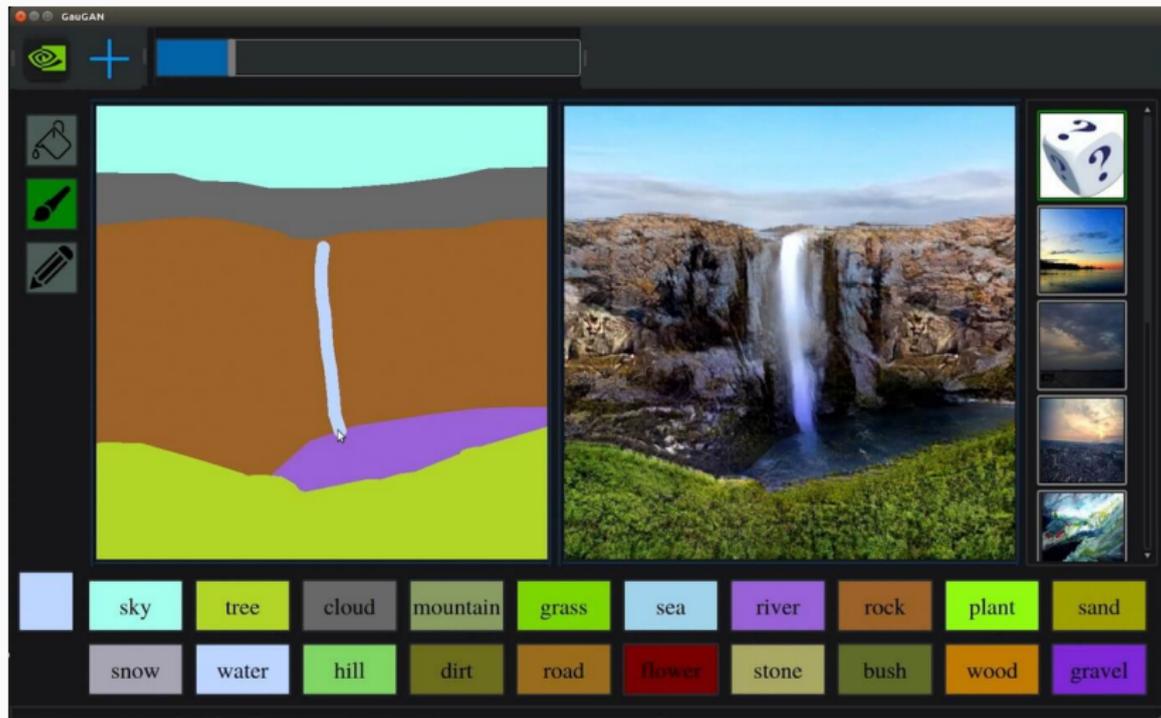
By [Cal Jeffrey](#) on March 19, 2019, 12:41 PM



A novice painter might set brush to canvas aiming to create a stunning sunset landscape — craggy, snow-covered peaks reflected in a glassy lake — only to end up with something that looks more like a multi-colored inkblot.” Nvidia has created a tool that can turn the simplest drawings into photo-realistic images.

- Introducing GauGAN
- Brief technical details
- Describing usage

The Interface



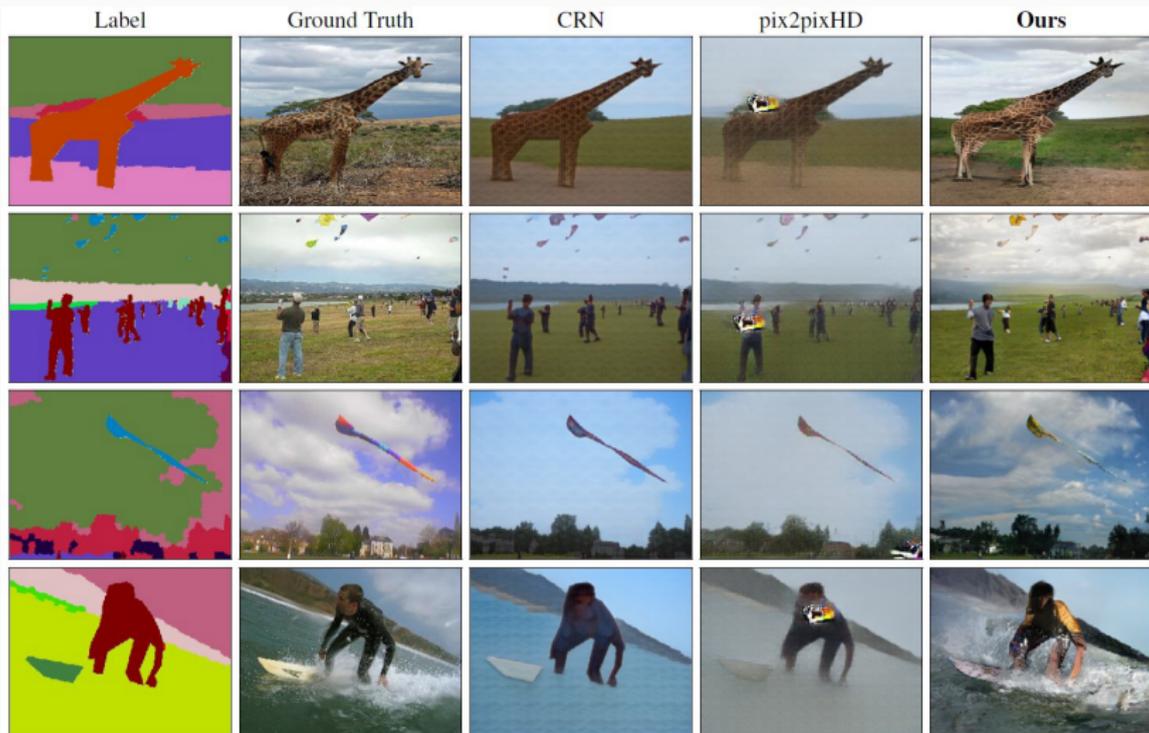
The Paper

- Introduce problem/solution
- Outline earlier work and used research
 - Earlier methods (eg. Pix2PixHD)
- Describing the SPADE algorithm
- Used training data sets
- Testing and evaluating

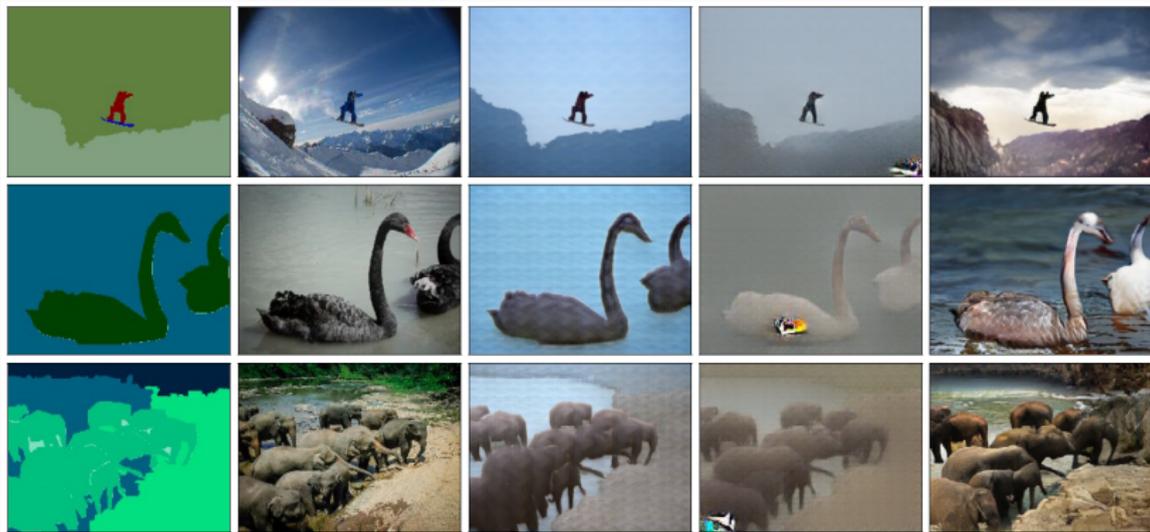
Testing the Network



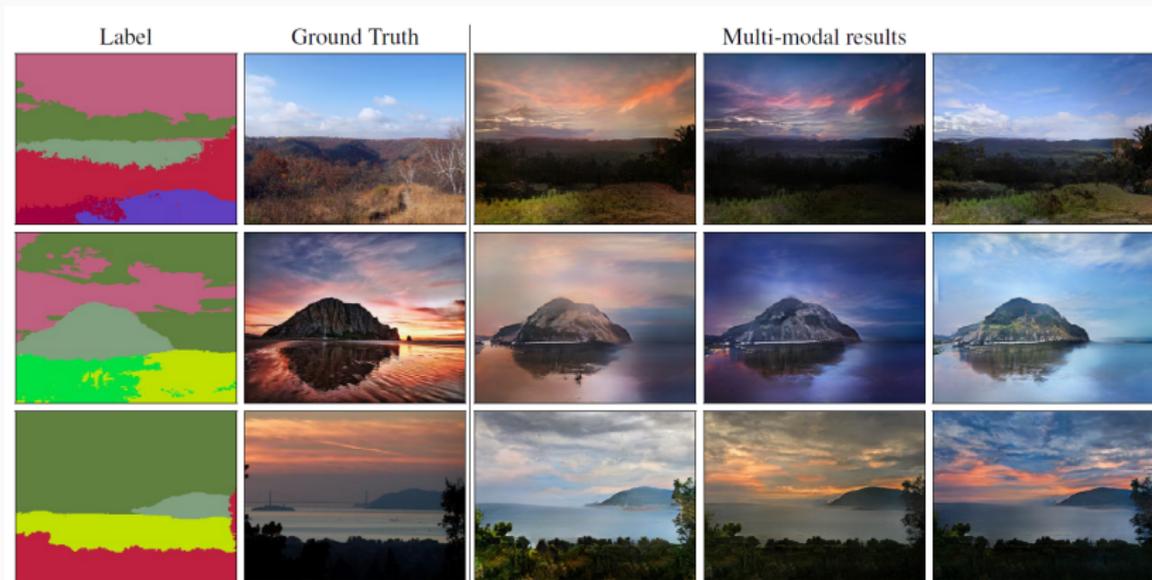
Testing the Network



Testing the Network



Multiple Styles



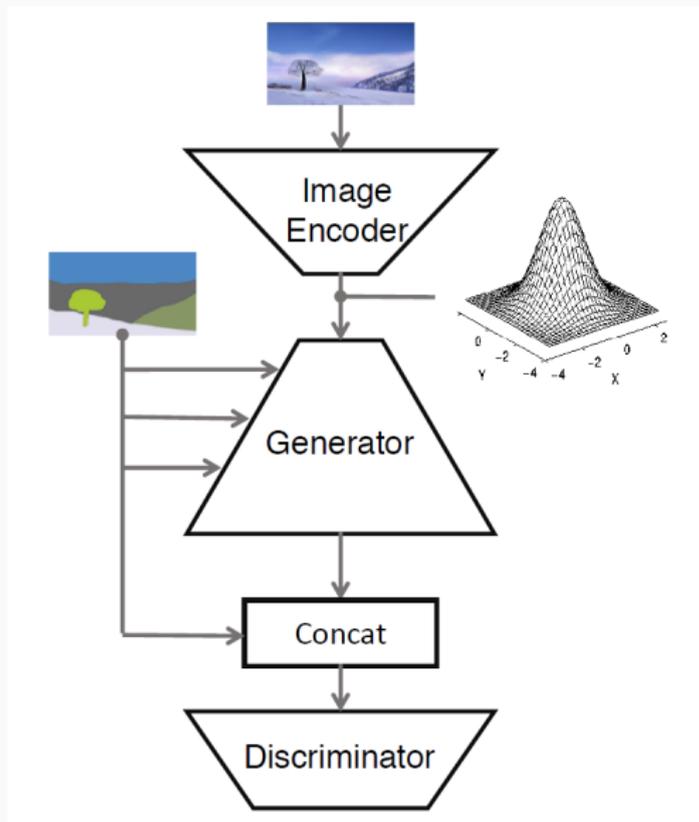
Article vs. Paper

Article vs. Paper

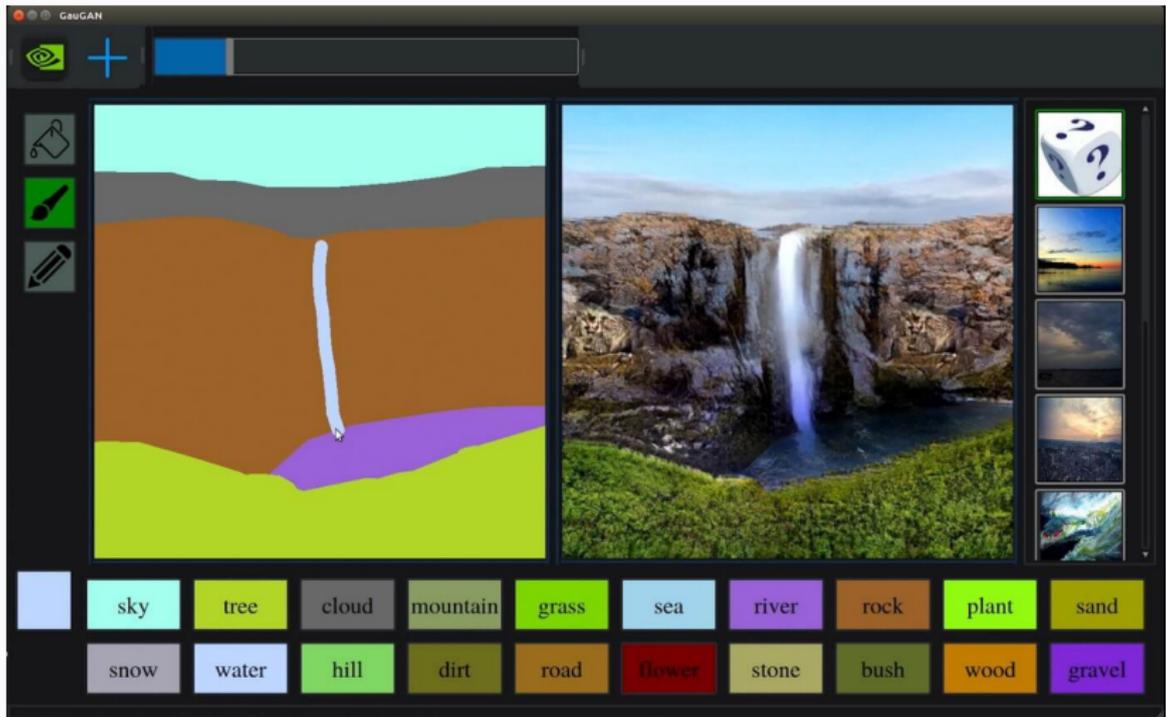
- Article:
 - All important details
 - Skims over uninteresting details
 - No exaggeration
- Paper:
 - More in depth
- Usage vs. implementation

Explanation of SPADE

Generative Adversary Networks



Semantic Mask



$$\mathbf{m} = \begin{bmatrix} x_{11} & x_{12} & \dots & x_{1m} \\ x_{21} & x_{22} & \dots & x_{2m} \\ \vdots & \vdots & \ddots & \vdots \\ x_{n1} & x_{n2} & \dots & x_{nm} \end{bmatrix}$$

$$x_{nm} \in \mathbb{L}$$

for example:

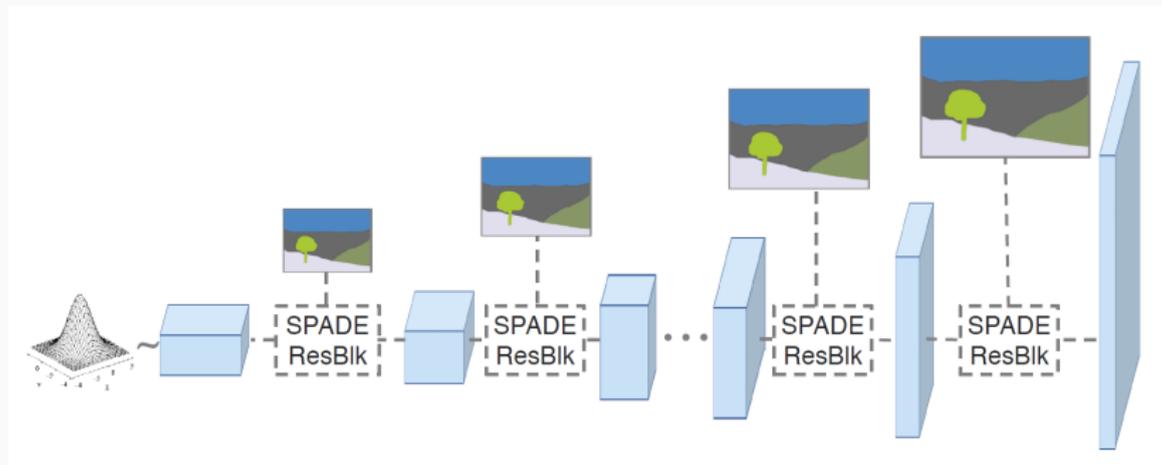
$$\mathbb{L} = \{0 \text{ (sky)}, 1 \text{ (grass)}, \dots\}$$

$$\gamma \frac{h_i - \mu}{\sigma} + \beta$$

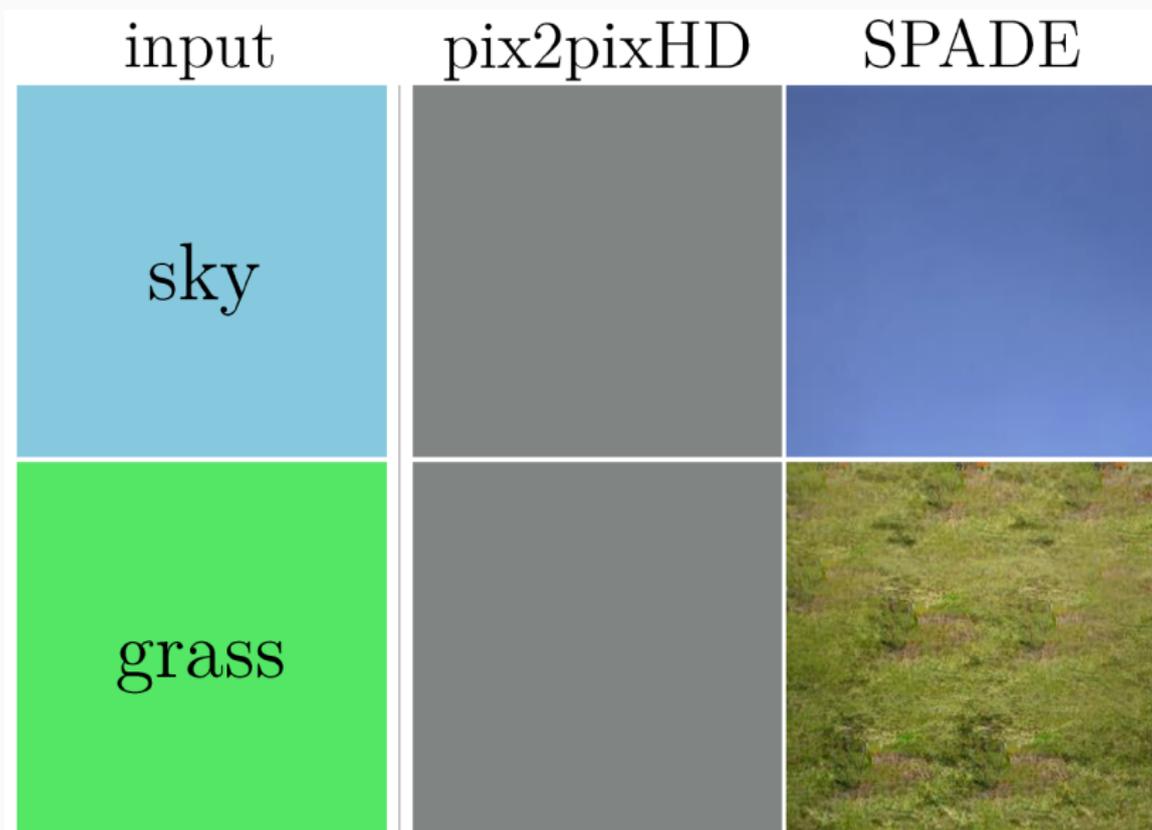
With SPADE:

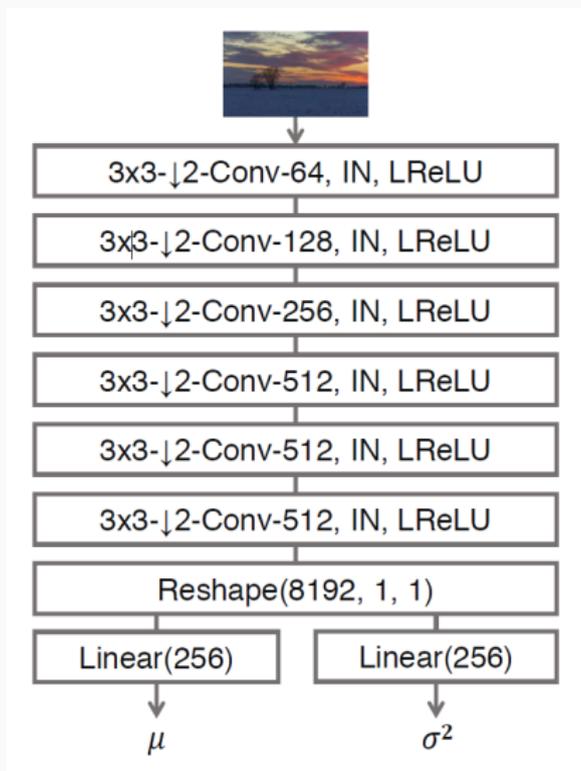
$$\gamma(\mathbf{m}) \frac{h_i - \mu}{\sigma} + \beta(\mathbf{m})$$

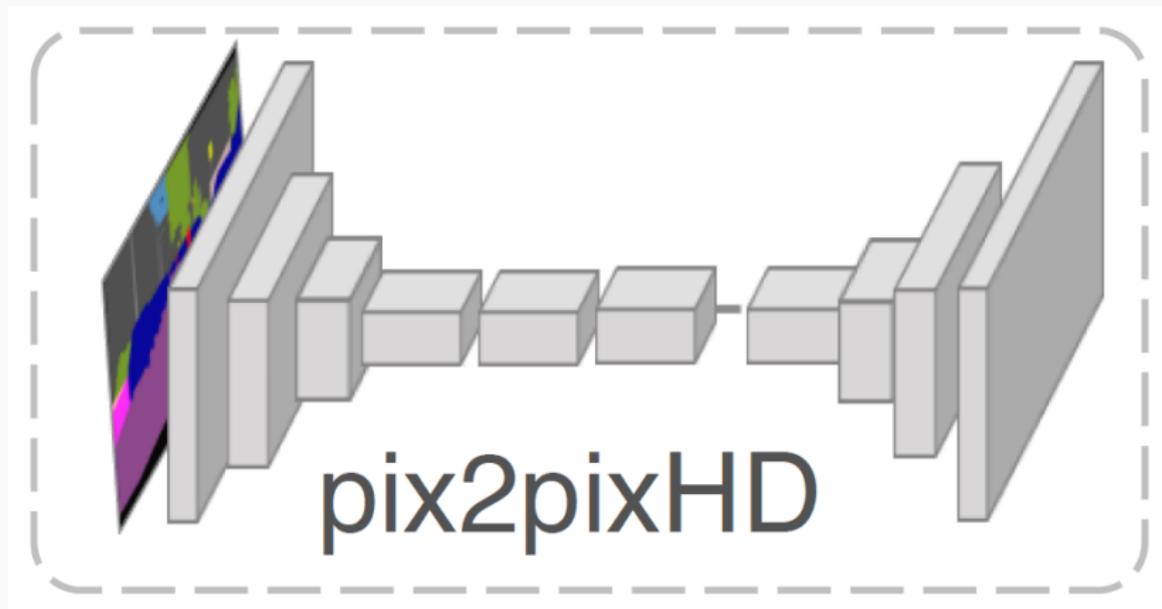
Generator



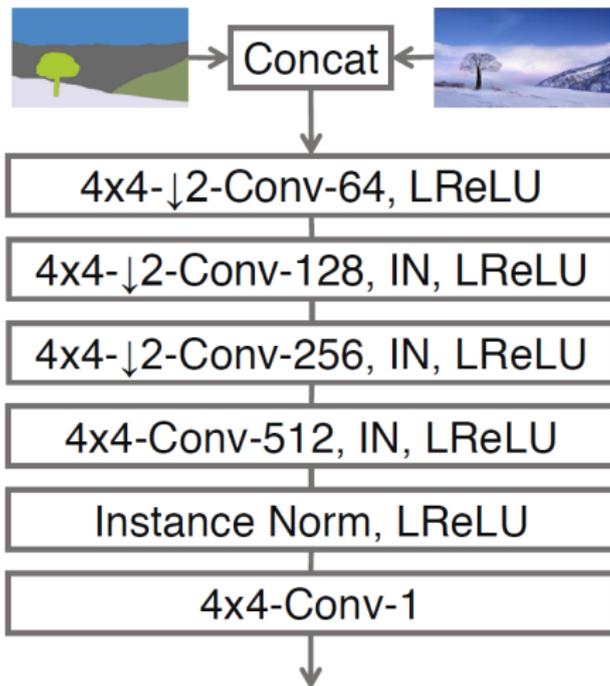
Comparison after Normalisation



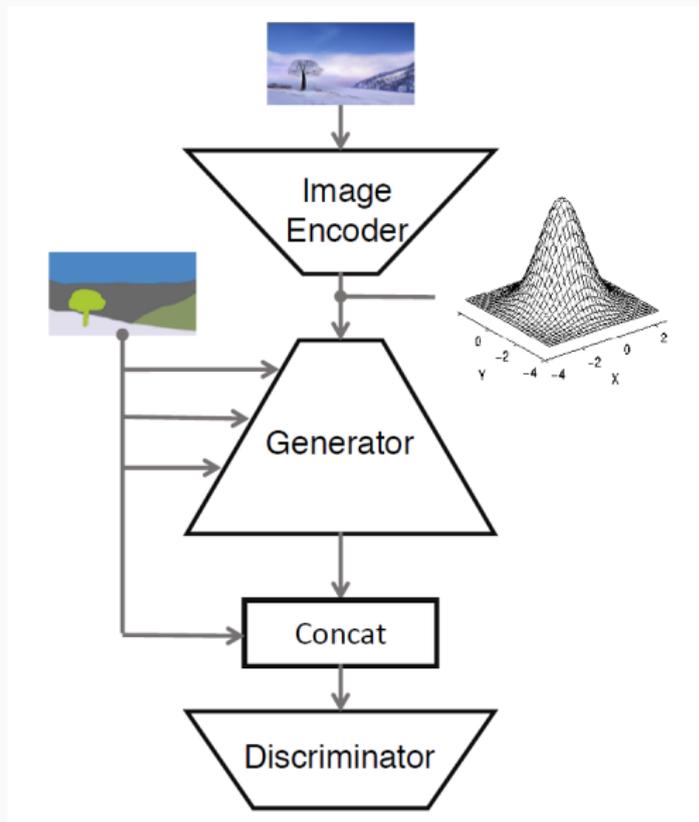




Discriminator



Full Algorithm



Impact of these Developments

- Use cases:
 - Architecture
 - Urban planning
 - Landscape design
 - Game development
 - Data sets for other NN applications
- Further research *spatial adaptive* GAN's

Discussion

Someone using tools like these is not a real artist.

Questions?
