## Image-to-image translation

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## Outline

- M2CR project framework
- Paired image-to-image translation (pix2pix)
- Unpaired image-to-image translation (cycleGAN)
- Unseen translations (mix&match networks)





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#### Encoder-decoder framework







#### M2CR partners

Natural language processing (LIUM - University of Maine)



Speech processing (MILA - University of Montreal)



Computer vision (CVC - Autonomous University of Barcelona)







# M2CR: multilingual multimodal continuous representations

Humans perceive, understand and communicate through multiple modalities













### Cross-modal translation Example: image captioning







## M2CR: multilingual multimodal continuous representations



### Multimodal translation Example: text+image to text







## Challenges

- Heterogeneous modalities
  - Images: fixed-size 2D data in a continuous space
  - Speech: variable-length 1D in a continuous space
  - Language: variable-length discrete (one-hot) data
- Heterogeneous encoders-decoders
  - Text, speech: recurrent neural networks (RNNs)
  - Images: convolutional neural networks (CNNs)
- How to combine modalities properly
  - Usually depends on the particular task





### This talk: image-to-image translation







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## How to solve the inverse problem?

Just signal processing: not possible



- Machine learning: do you have enough data?
  - Learn priors (e.g. faces)
  - Discover the data manifold



More realistic approximation















## Image-to-image translation

- General purpose
- Learns from image pairs (input, output)



• • •





### Image encoder-decoder







convolution + pooling layers



### Paired image-to-image translation







## **Generative Adversarial Networks**







### **Generative Adversarial Networks**

#### Wasserstein GAN (WGAN-GP)



















## $\min_{G} \max_{D} \mathbb{E}_{x,y}[\log D(G(x)) + \log(1 - D(y))]$







Slide adapted from Zhu and Isola







$$\min_{G} \max_{D} \mathbb{E}_{x,y}[\log D(x, G(x)) + \log(1 - D(x, y))]$$







 $\min_{G} \max_{D} \mathbb{E}_{x,y}[\log D(x, G(x)) + \log(1 - D(x, y))]$ 





- Training details
  - Conditional GAN + L1

 $G^* = \arg\min_{G} \max_{D} \mathcal{L}_{cGAN}(G, D) + \lambda \mathcal{L}_{L1}(G).$ 



Stable training + fast convergence.







Slide adapted from Zhu and Isola



Examples



Isolation with Conditional Adversarial Networks", CVPR 2017 Figures from https://affinelayer.com/pix2pix/



• Examples









- Encoder-decoder (w/o skip) vs UNet (w/ skip)
- Loss: L1 vs L1+cGAN



#### Diversity in image-to-image translation



Zhu et al. "Toward Multimodal Image-to-Image Translation", NIPS 2017

#### Diversity in image-to-image translation

• More results. Bicycle GAN



Zhu et al. "Toward Multimodal Image-to-Image Translation", NIPS 2017

### Cascade refinement networks



Chen and Koltun, "Photographic Image Synthesis with Cascaded Refinement Networks", ICCV 2017



## pix2pixHD



Wang et al, "High-Resolution Image Synthesis and Semantic Manipulation with Conditional GANs", arxiv 2017





#### Comparison image-to-image translation



(a) pix2pix





#### (c) Ours (w/o VGG loss)



#### (d) Ours (w/ VGG loss )

Wang et al, "High-Resolution Image Synthesis and Semantic Manipulation with Conditional GANs", arxiv 2017





#### pix2pixHD:

#### interactive image-to-image translation

Semantic labels  $\rightarrow$  Cityscapes street views

Input labels

Synthesized image



Interactive editing results



Wang et al, "High-Resolution Image Synthesis and Semantic Manipulation with Conditional GANs", arxiv 2017





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#### Unpaired image-to-image translation







#### Unpaired image-to-image translation









Zhu et al, "Unpaired Image-to-Image Translation using Cycle-Consistent Adversarial Networks", ICCV 2017





Zhu et al, "Unpaired Image-to-Image Translation using Cycle-Consistent Adversarial Networks", ICCV 2017





Zhu et al, "Unpaired Image-to-Image Translation using Cycle-Consistent Adversarial Networks", ICCV 2017





• Results

Monet Paintings to Photos









apple  $\rightarrow$  orange





orange  $\rightarrow$  apple





### More unpaired image translation





 $\mathcal{X}_1$ 



and many more ...



 $\chi_2$ 

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### **Unseen translations**







#### Cascading image-to-image translators

Image-to-image (e.g. CycleGAN)









### Mix and match networks

Image-to-image (e.g. CycleGAN)





Mix&match encoder-decoders (they haven't seen each other during training)





### Mix and match networks

Unseen encoder-decoder alignment

- Scalable: number of networks O(N)
- Latent representation should be domain-independent
- Achieved using shared encoder/decoders and autoencoders



5 encoders, 5 decoders





## Training all possible translators

Since it is unpaired, we could train all possible translators. Problems:

- No sharing
- Poor scalability: number of networks O(N<sup>2</sup>)







## Example: scalable recolorization

Unpaired translation Eleven colors (i.e. domains)







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CycleGANs for all combinations would require 55 encoders and 55 decoders







## Example: scalable style transfer

Unpaired translation Five domains (photo, Monet, van Gogh, Ukiyo-e, Cezanne)

(4 encoders and 4 decoders)







## Zero-pair translation

Cross-modal translation setting Paired data available for (RGB, depth) and (RGB, segm.)

Evaluate on the **unseen zeropair translations** (depth, segm.)



# Zero-pair translation with two cascaded pix2pix (paired translations)



In practice





## Zero-pair translation with CycleGAN (unpaired translation)

In theory







In practice

Depth-to-segmentation is too complex for CycleGAN







Shared encoder/decoders

Training for encoder-

decoder alignment:





Training for encoderdecoder alignment: Shared encoder/decoders Autoencoders



Training for encoderdecoder alignment: Shared encoder/decoders Latent losses Autoencoders







translation". CVPR 2018



Training for encoder-decoder alignment: shared encoder/decoders, autoencoders, latent losses and robust side information (pooling indices)



Test on zero-pair translation depth-to-segmentation







## Side information in mix and match networks



No side information	Skip connections	indices	
Side information	Pretrained	mIoU	Global
-	N	32.2%	63.5%
Skip connections	N	14.1%	52.6%
Pooling indices	N	45.6%	73.4%
Pooling indices	Y	49.5%	80.0%

No side information











## Comparison: depth-to-segmentation



(d)  $D \rightarrow R \rightarrow S$  (e) Proposed (f) Ground truth

Figure 1: Zero-pair depth $\rightarrow$ segmentation, trained on (depth,RGB) and (RGB,segmentation).





## Thanks!



Computer Vision Center Edifici O, Campus UAB, Barcelona <u>http://www.cvc.uab.es</u>



Learning and Machine Perception (LAMP) team <u>http://www.cvc.uab.es/lamp</u>



