

10-701: Introduction to Machine Learning

Lecture 27 – Generative Models for Vision

Henry Chai

4/24/24

Front Matter

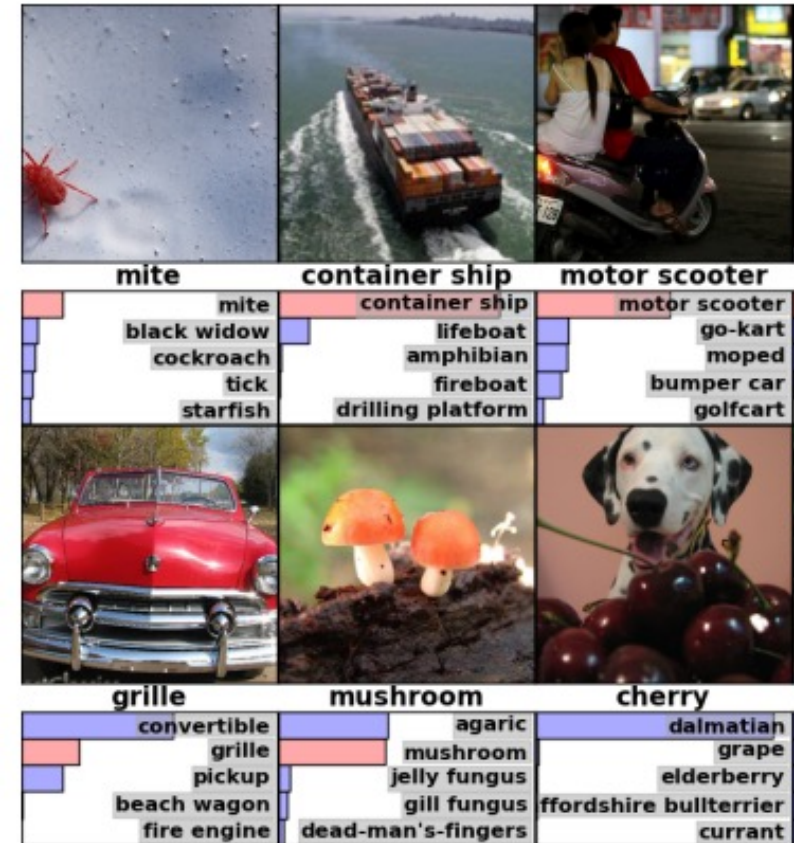
- Announcements:
 - Exam 2 on 5/6 **from 1 PM – 3 PM in TEP 1403**
 - You are allowed to bring one letter-/A4-size sheet of notes; you can put *whatever* you want on *both sides*
 - **Pre-midterm material may be referenced but will not be the primary focus of any question**
 - Project Final Reports due on 4/26 (Friday) at 11:59 PM
 - **No late days can be used on project deliverables**

Common Tasks in Computer Vision

- Image Classification
- Object Localization
- Object Detection
- Semantic Segmentation
- Instance Segmentation
- Image Captioning
- Image Generation

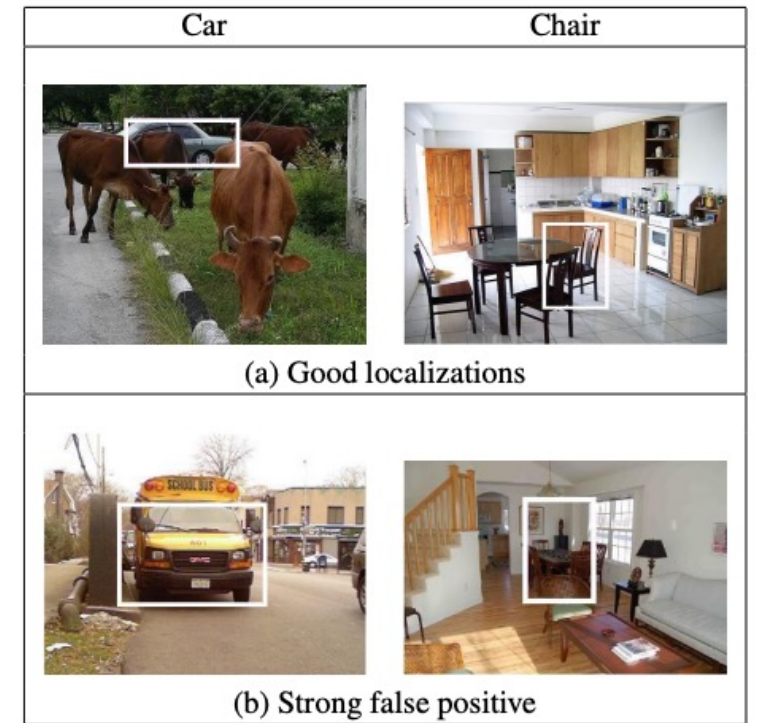
Common Tasks in Computer Vision

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Common Tasks in Computer Vision

- Image Classification
- **Object Localization**
- Object Detection
- Semantic Segmentation
- Instance Segmentation
- Image Captioning
- Image Generation

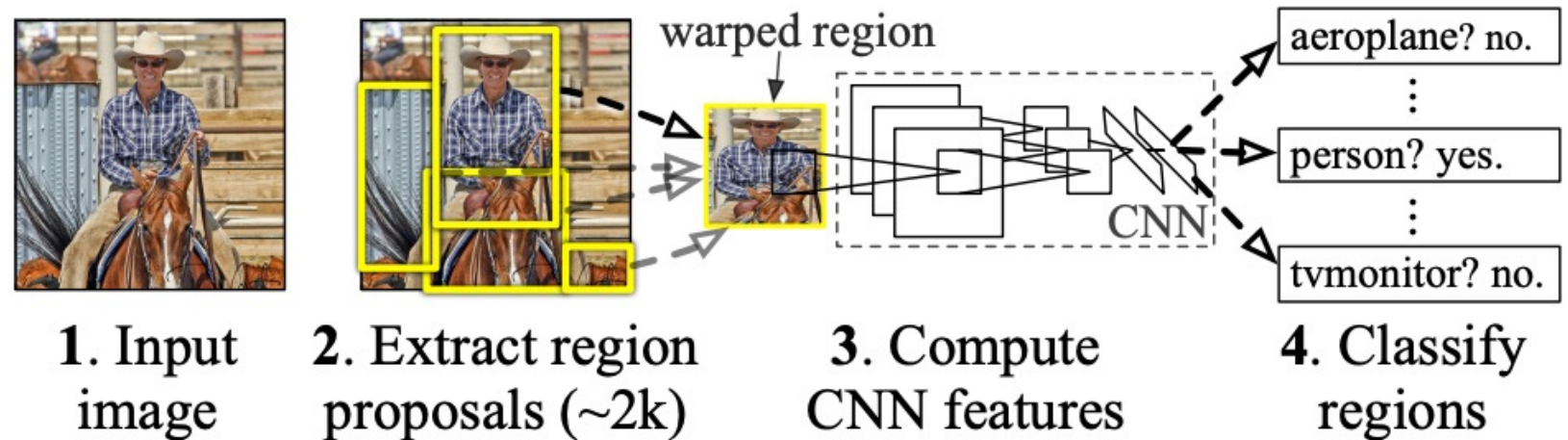


- Given an image, predict a single label and a bounding box, represented as position (x, y) and height/width (h, w) .

Common Tasks in Computer Vision

- Image Classification
 - Object Localization
 - **Object Detection**
- Given an image, for each object predict a bounding box and a label, $l: (x, y, w, h, l)$

R-CNN: *Regions with CNN features*



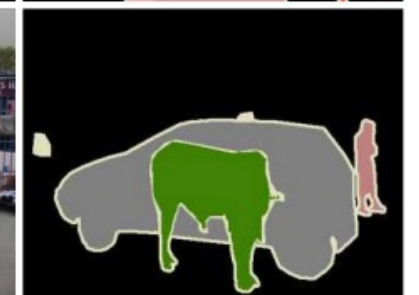
Common Tasks in Computer Vision

- Image Classification
- Object Localization
- Object Detection
- **Semantic Segmentation**
- Instance Segmentation
- Image Captioning
- Image Generation

Input image



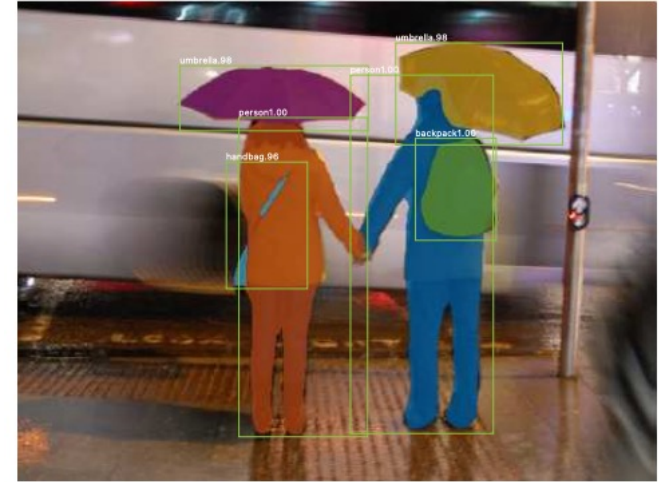
Ground-truth



- Given an image, predict a label for every pixel in the image

Common Tasks in Computer Vision

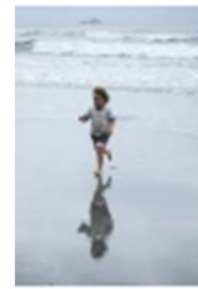
- Image Classification
- Object Localization
- Object Detection
- Semantic Segmentation
- **Instance Segmentation**
- Image Captioning
- Image Generation



- Predict per-pixel labels as in semantic segmentation, but differentiate between different instances of the same label e.g., given two people, one should be labeled **person-1** and one should be labeled **person-2**

Common Tasks in Computer Vision

- Image Classification
- Object Localization
- Object Detection
- Semantic Segmentation
- Instance Segmentation
- **Image Captioning**
- Image Generation



Ground Truth Caption: A little boy runs away from the approaching waves of the ocean.

Generated Caption: A young boy is running on the beach.



Ground Truth Caption: A brunette girl wearing sunglasses and a yellow shirt.

Generated Caption: A woman in a black shirt and sunglasses smiles.

- Take an image as input, and generate a sentence describing it as output
 - *Dense captioning* generates one description per bounding box
 - Typical methods use both a CNN *and* some sort of language model

Common Tasks in Computer Vision

- Image Classification
 - Object Localization
 - Object Detection
 - Semantic Segmentation
 - Instance Segmentation
 - Image Captioning
 - **Image Generation**
- Class-conditional generation
 - Super resolution
 - Image Editing
 - Style transfer
 - Text-to-image (TTI) generation

Image Generation

sea anemone



brain coral



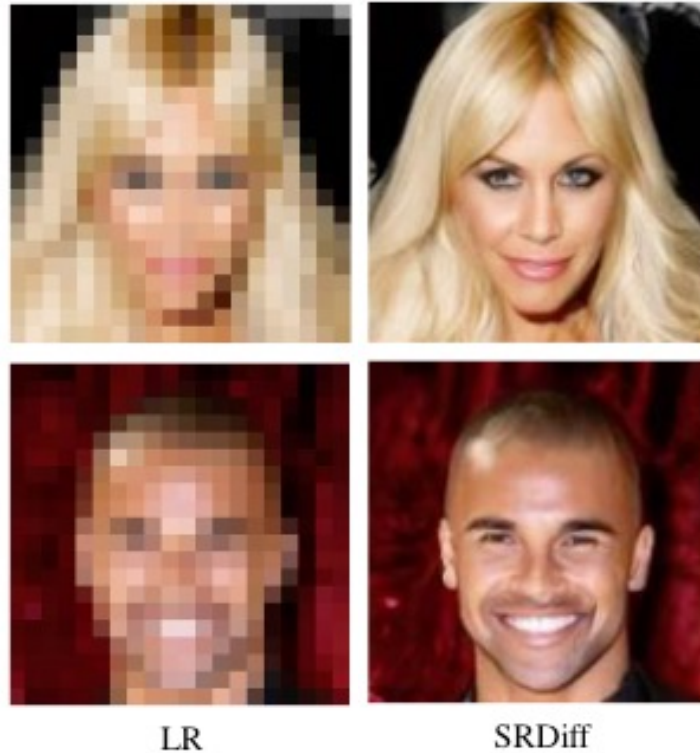
slug



- Given a class label, sample a new image from that class
 - Image classification takes an image and predicts its label $p(y | x)$
 - Class-conditional generation is doing this in reverse $p(x|y)$

- **Class-conditional generation**
- Super resolution
- Image Editing
- Style transfer
- Text-to-image (TTI) generation

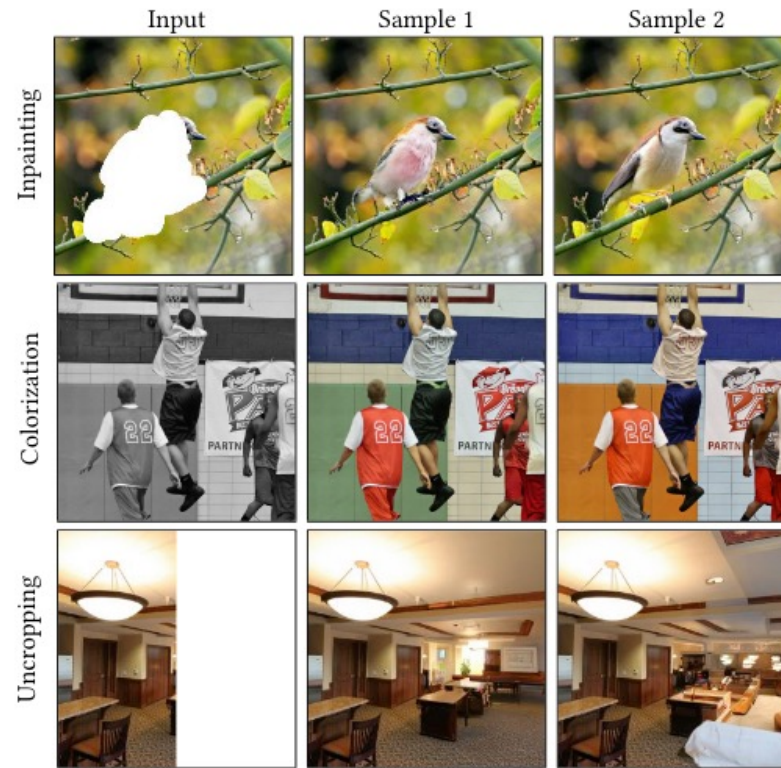
Image Generation



- Given a low-resolution image, generate a high-resolution reconstruction of the image

- Class-conditional generation
- **Super resolution**
- Image Editing
- Style transfer
- Text-to-image (TTI) generation

Image Generation



- **Inpainting** fills in the (pre-specified) missing pixels
- **Colorization** restores color to a greyscale image
- **Uncropping** creates a photo-realistic reconstruction of a missing side of an image

- Class-conditional generation
- Super resolution
- **Image Editing**

Image Generation



- Given two images, present the semantic content of the *source* image in the style of the *reference* image

- Class-conditional generation
- Super resolution
- Image Editing
- **Style transfer**
- Text-to-image (TTI) generation

Image Generation

Prompt: A propaganda poster depicting a cat dressed as french emperor napoleon holding a piece of cheese.



- Given a text description, sample an image that depicts the prompt

- Class-conditional generation
- Super resolution
- Image Editing
- Style transfer
- **Text-to-image (TTI) generation**

Image Generation

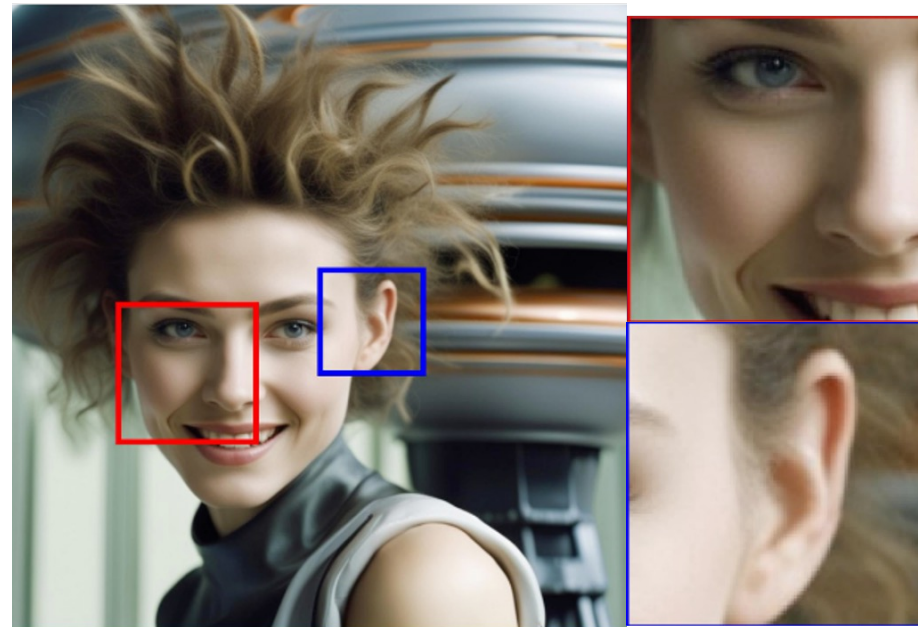
Prompt: Epic long distance cityscape photo of New York City flooded by the ocean and overgrown buildings and jungle ruins in rainforest, at sunset, cinematic shot, highly detailed, 8k, golden light



- Class-conditional generation
- Super resolution
- Image Editing
- Style transfer
- **Text-to-image (TTI) generation**

Image Generation

Prompt: close up headshot, futuristic young woman, wild hair sly smile in front of gigantic UFO, dslr, sharp focus, dynamic composition



- Class-conditional generation
- Super resolution
- Image Editing
- Style transfer
- **Text-to-image (TTI) generation**

Prompt: powerpoint slide explaining variational autoencoders for an intro to ML course, easy to follow, with an explanation of the evidence lower bound

Slide Generation?

- Class-conditional generation
- Super resolution
- Image Editing
- Style transfer
- **Text-to-image (TTI) generation**

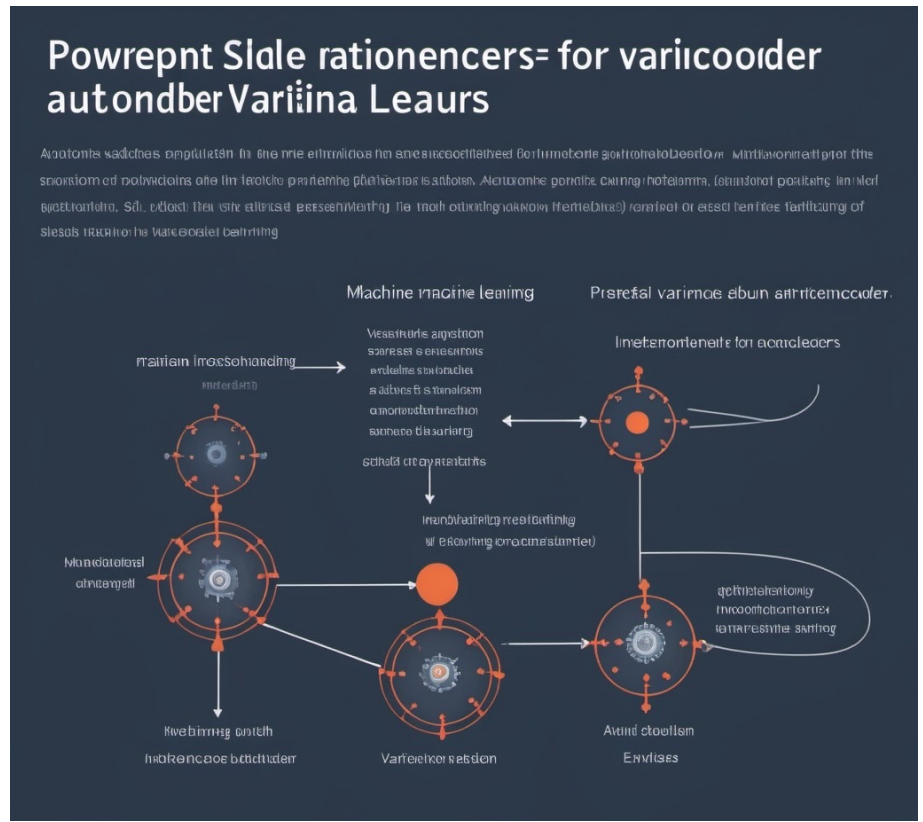
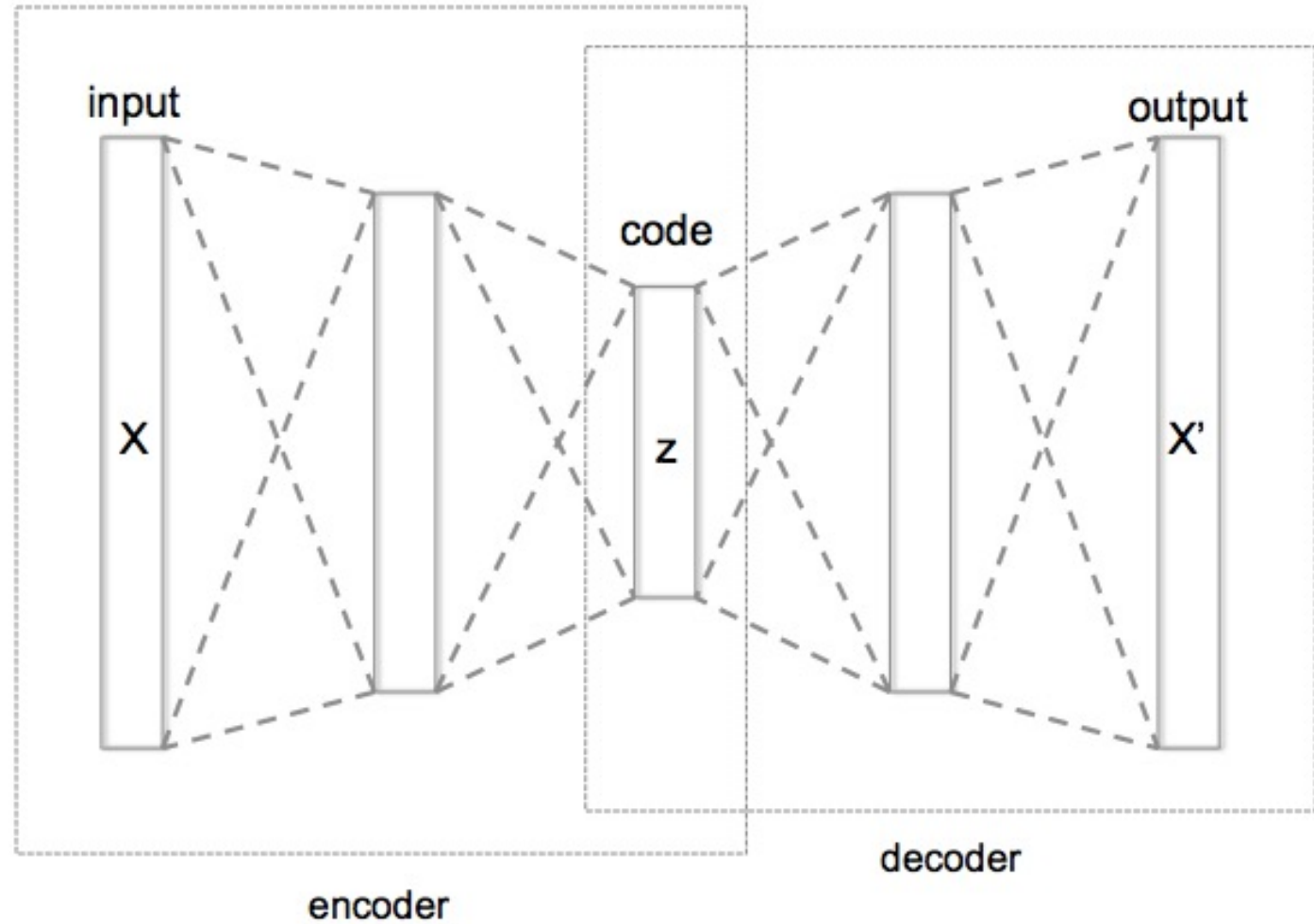


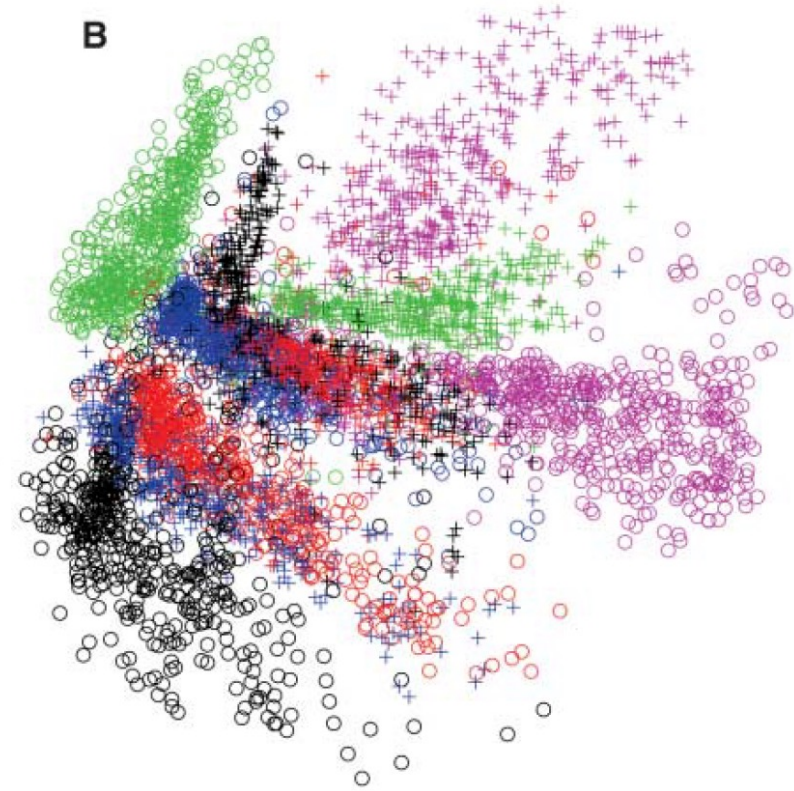
Image Generation

- Fundamental challenge: images are incredibly high-dimensional objects with complex relationships between elements
- Idea: learn a low-dimensional representation of images, sample points in the low-dimensional space and project them up to the original image space

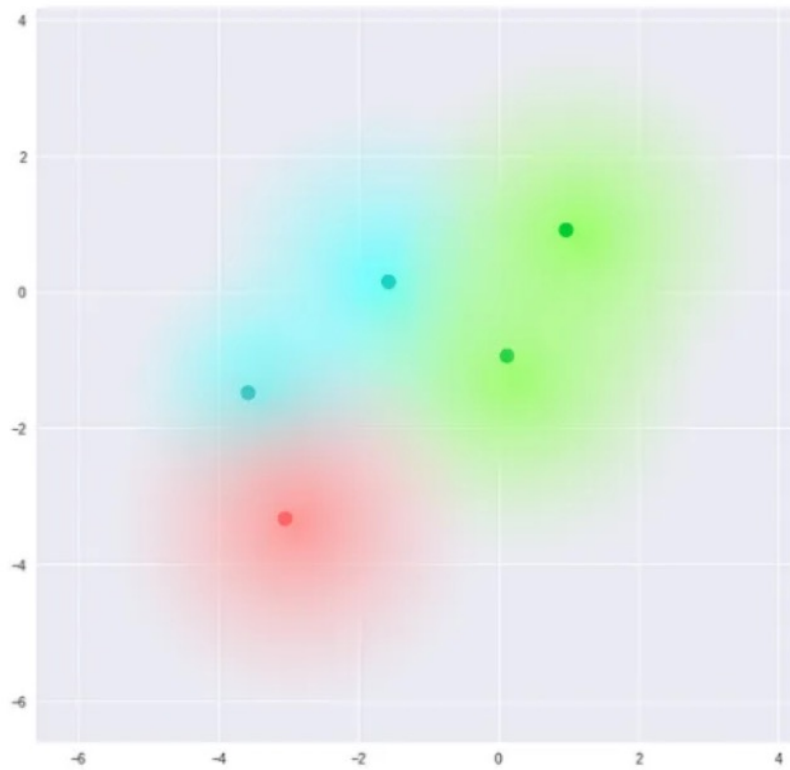
Recall: Autoencoders



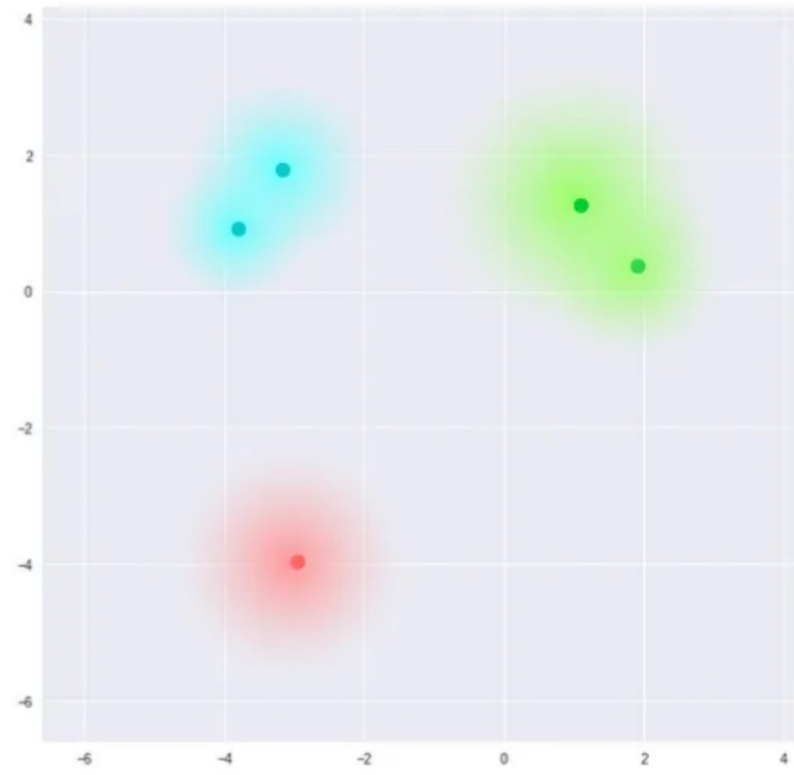
- Issue: latent space is sparse...
 - Sampling from latent space of an autoencoder creates outputs that are effectively identical to images in the training dataset



Autoencoder Latent Space



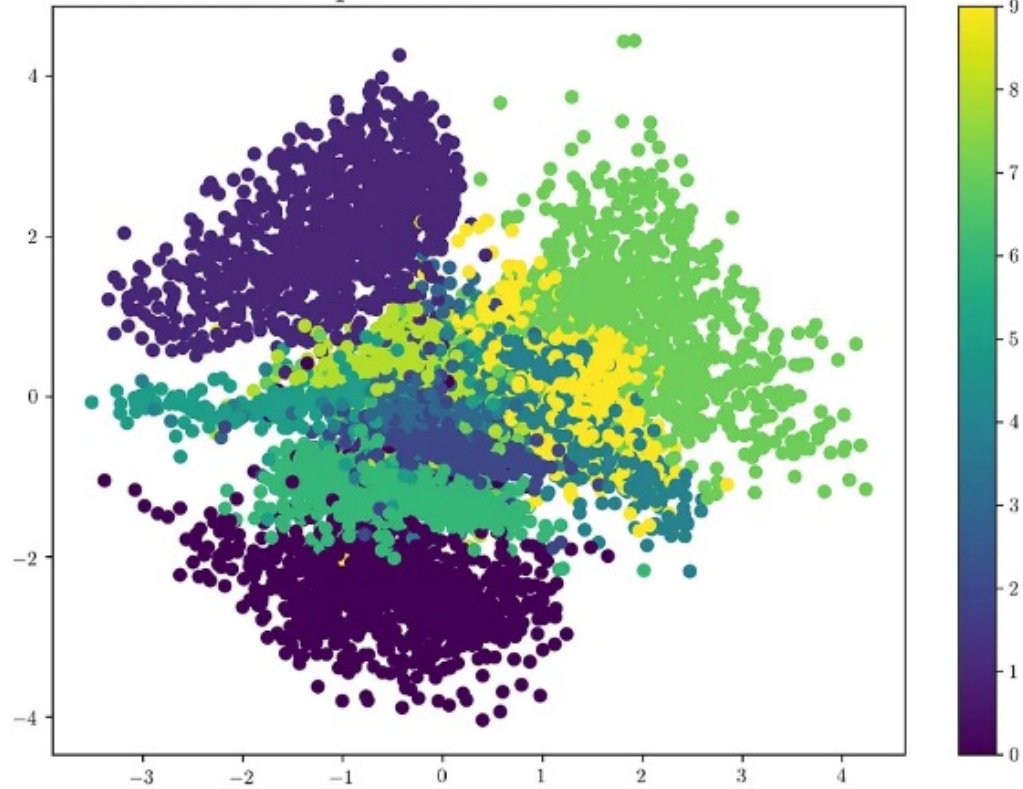
What we require



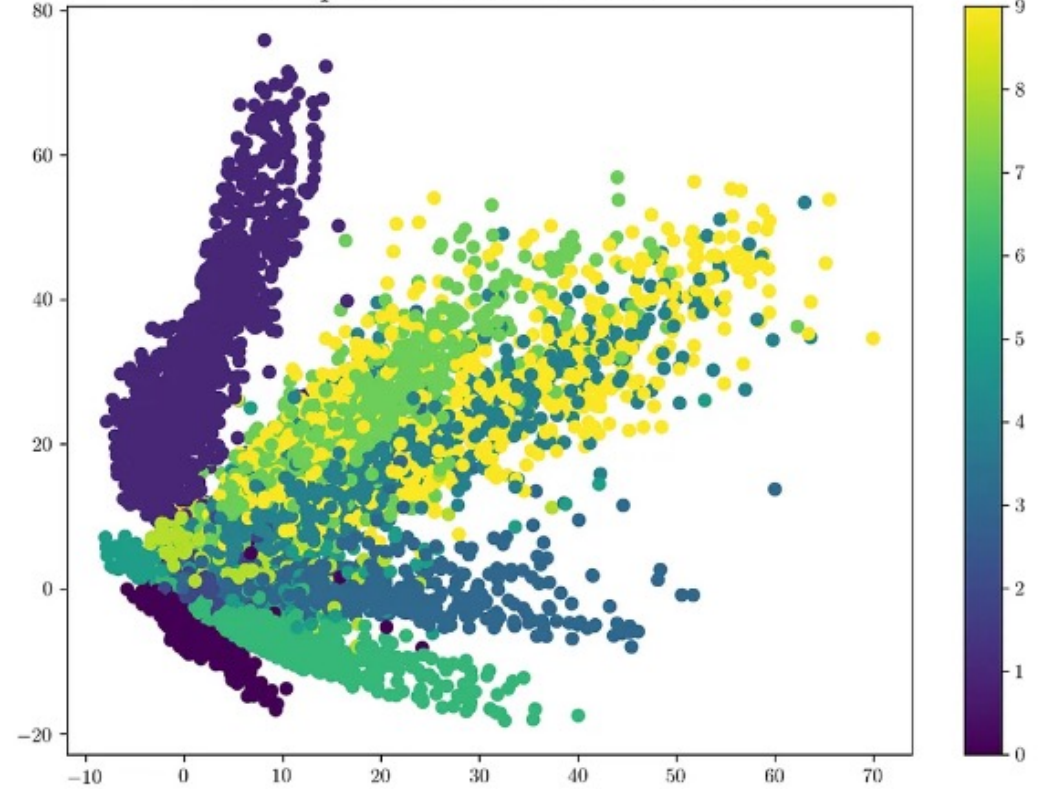
What we may inadvertently end up with

Autoencoder Latent Space

Latent space of VAE with KL loss

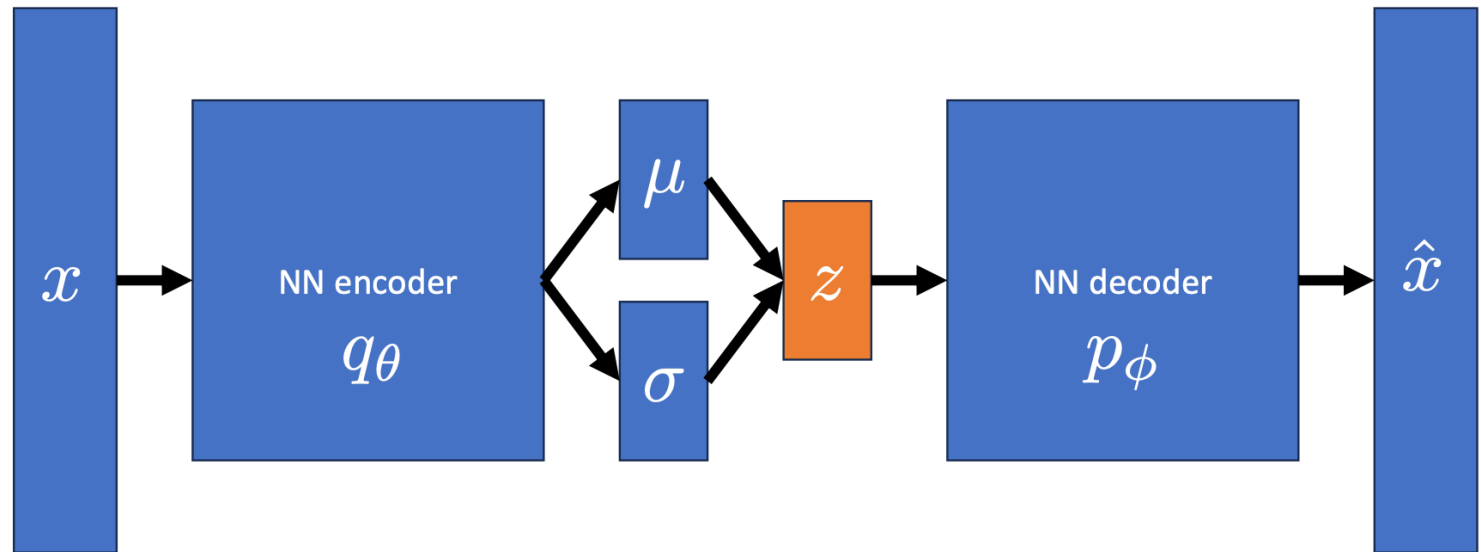


Latent space of VAE without KL loss

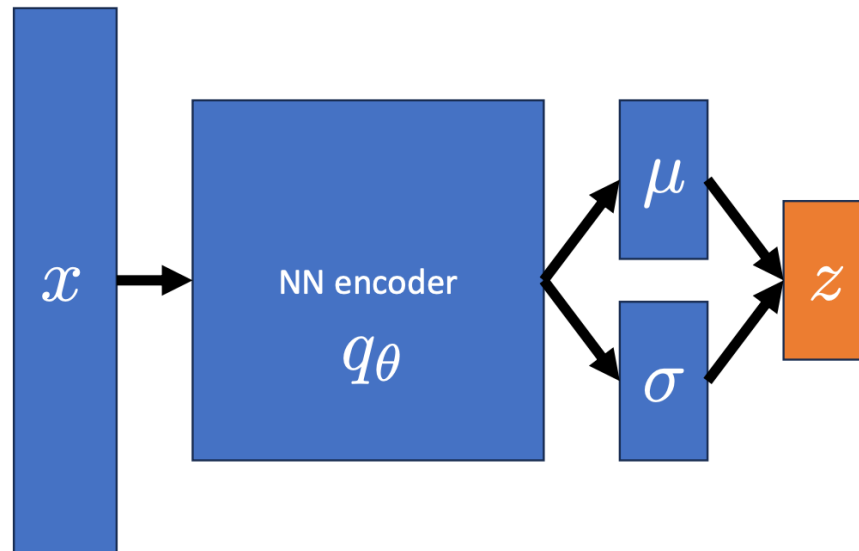


Variational Autoencoder Latent Space

Variational Autoencoder: Network Perspective



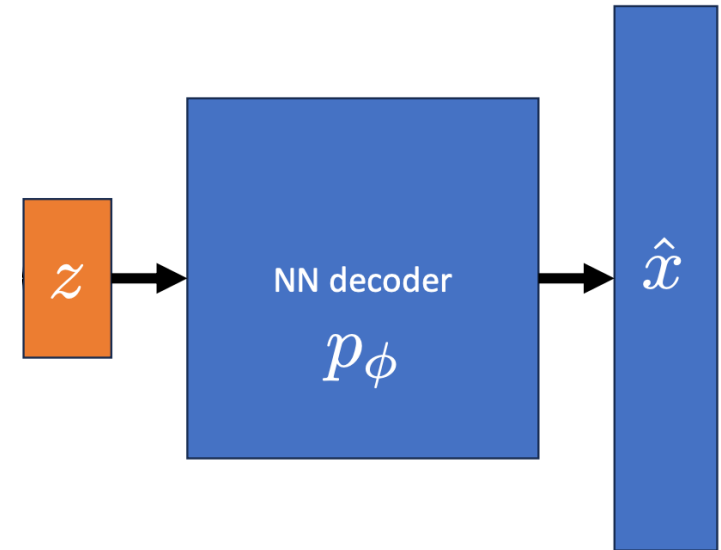
Variational Autoencoder: Network Perspective



- Encoder learns a mean vector and a (diagonal) covariance matrix for each input
- These are used to *sample* a latent representation e.g.,

$$\mathbf{z}^{(i)} \mid \mathbf{x}^{(i)} \sim \mathcal{N} \left(\mu_\theta(\mathbf{x}^{(i)}), \sigma_\theta^2(\mathbf{x}^{(i)}) \right)$$

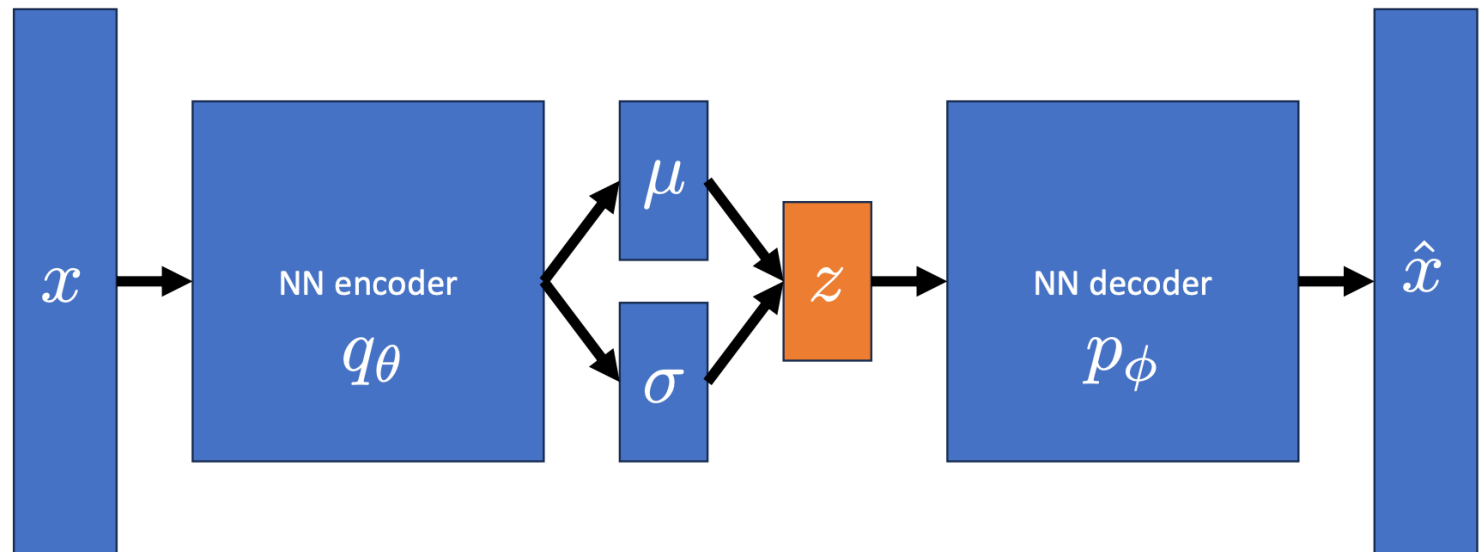
Variational Autoencoder: Network Perspective



- Decoder tries to minimize the reconstruction error *in expectation* between $\mathbf{x}^{(i)}$ and a sample from another (conditional) distribution e.g.,

$$\hat{\mathbf{x}}^{(i)} \mid \mathbf{z}^{(i)} \sim \mathcal{N} \left(\mu_\phi(\mathbf{z}^{(i)}), \sigma_\phi^2(\mathbf{z}^{(i)}) \right)$$

Variational Autoencoder: Network Perspective



- Objective: minimize the expected reconstruction error plus a *regularizer* that encourages a dense latent space

$$\mathcal{L}(\theta, \phi) = \sum_{i=1}^N \left(-\mathbb{E}_{q_\theta(\mathbf{z}|\mathbf{x}^{(i)})} [\log p_\phi(\mathbf{x}^{(i)}|\mathbf{z})] \right) + KL \left(q_\theta(\mathbf{z}|\mathbf{x}^{(i)}) \parallel p(\mathbf{z}) \right)$$

Variational Autoencoder: Probabilistic Perspective

- Model: assume data is generated by
 1. First, drawing a sample from some latent space $p(\mathbf{z})$
 2. Then, drawing a sample from a conditional distribution $p_\phi(\mathbf{x}|\mathbf{z})$
- Idea: maximize the *evidence* of our data

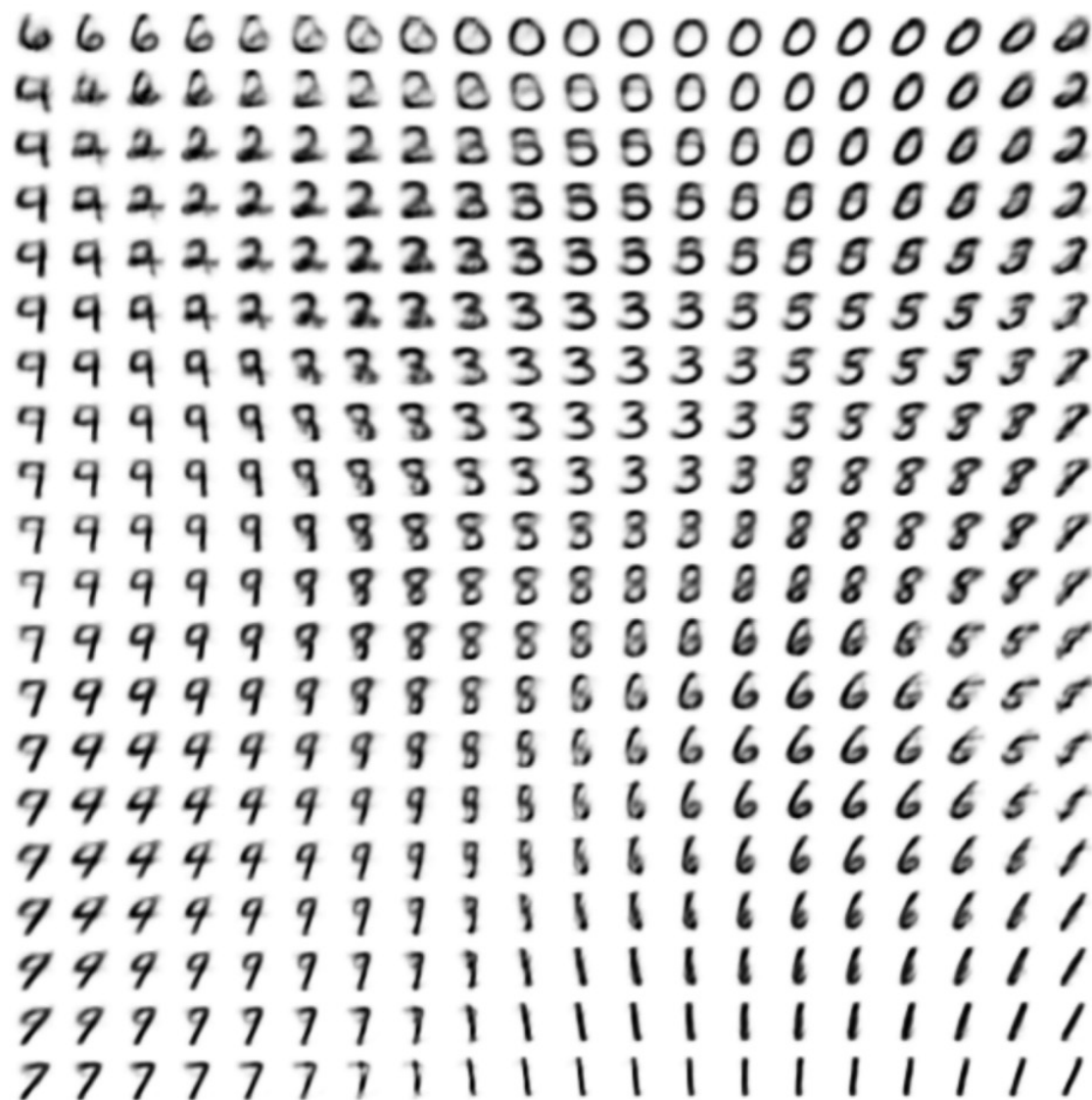
$$\mathcal{L}^{(i)}(\phi) = p(\mathbf{x}^{(i)}) = \int p_\phi(\mathbf{x}^{(i)}|\mathbf{z})p(\mathbf{z})d\mathbf{z}$$

- Issue: for most interesting distributions, this integral is going to be intractable...

Evidence Lower Bound (ELBO)

$$\begin{aligned}\ell^{(i)}(\phi) &= \log p(\mathbf{x}^{(i)}) = \mathbb{E}_{q_{\theta}(\mathbf{z}|\mathbf{x}^{(i)})}[\log p(\mathbf{x}^{(i)})] \\ &= \mathbb{E}_{q_{\theta}} \left[\log \frac{p_{\phi}(\mathbf{x}^{(i)}|\mathbf{z})p(\mathbf{z})}{p(\mathbf{z}|\mathbf{x}^{(i)})} \right] \\ &= \mathbb{E}_{q_{\theta}} \left[\log \left(\frac{p_{\phi}(\mathbf{x}^{(i)}|\mathbf{z})p(\mathbf{z})}{p(\mathbf{z}|\mathbf{x}^{(i)})} \frac{q_{\theta}(\mathbf{z}|\mathbf{x}^{(i)})}{q_{\theta}(\mathbf{z}|\mathbf{x}^{(i)})} \right) \right] \\ &= \mathbb{E}_{q_{\theta}} \left[\log p_{\phi}(\mathbf{x}^{(i)}|\mathbf{z}) - \log \left(\frac{q_{\theta}(\mathbf{z}|\mathbf{x}^{(i)})}{p(\mathbf{z})} \right) + \log \left(\frac{q_{\theta}(\mathbf{z}|\mathbf{x}^{(i)})}{p(\mathbf{z}|\mathbf{x}^{(i)})} \right) \right] \\ &= \mathbb{E}_{q_{\theta}} [\log p_{\phi}(\mathbf{x}^{(i)}|\mathbf{z})] - KL(q_{\theta}(\mathbf{z}|\mathbf{x}^{(i)}) \parallel p(\mathbf{z})) \\ &\quad + KL(q_{\theta}(\mathbf{z}|\mathbf{x}^{(i)}) \parallel p(\mathbf{z}|\mathbf{x}^{(i)})) \\ &\geq \mathbb{E}_{q_{\theta}} [\log p_{\phi}(\mathbf{x}^{(i)}|\mathbf{z})] - KL(q_{\theta}(\mathbf{z}|\mathbf{x}^{(i)}) \parallel p(\mathbf{z}))\end{aligned}$$

Variational Autoencoder: Latent Space Visualization



Variational Autoencoder: Generated Samples

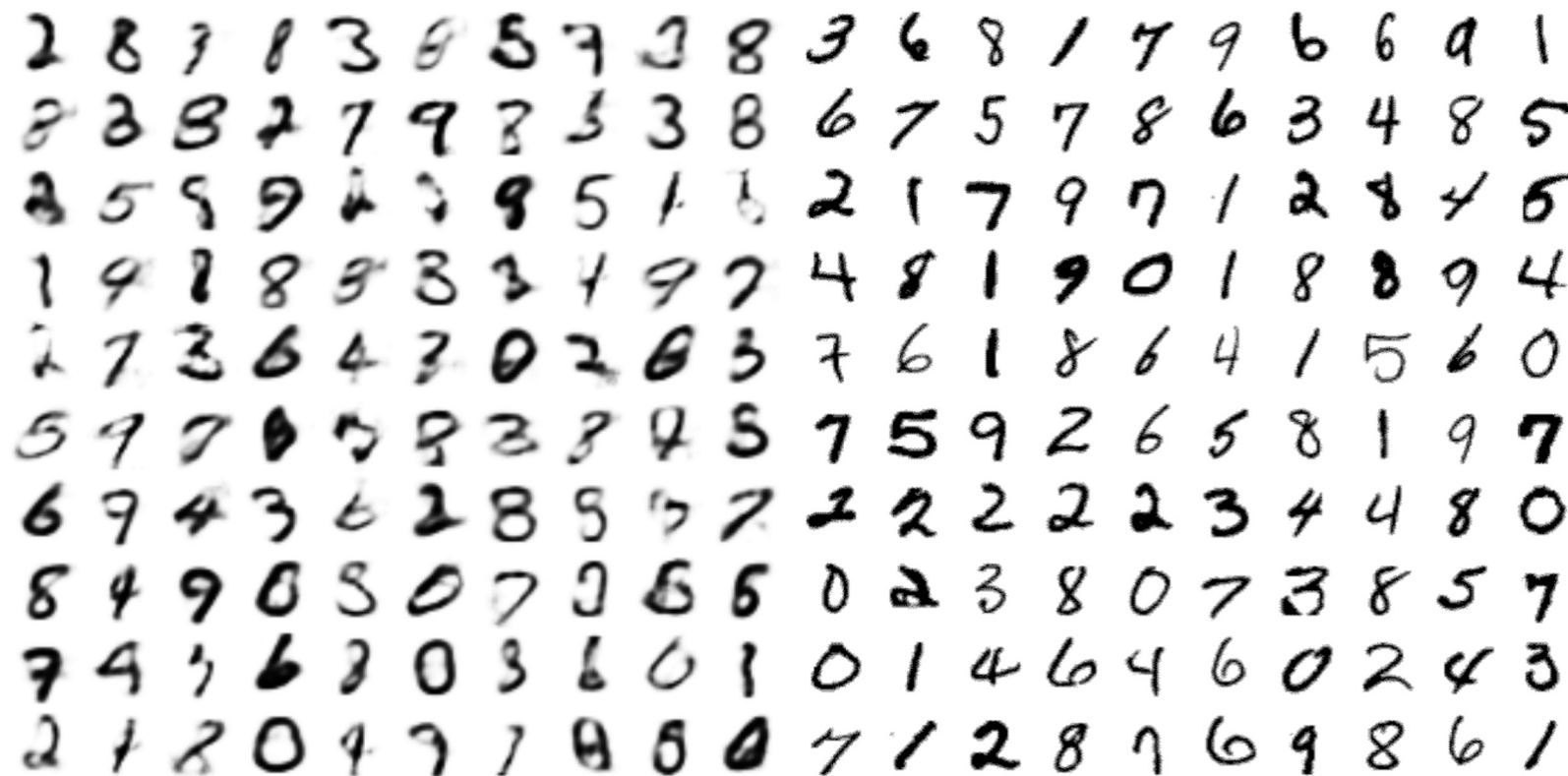


Variational Autoencoder: Generated Samples?



3	6	8	1	7	9	6	6	9	1
6	7	5	7	8	6	3	4	8	5
2	1	7	9	7	1	2	8	4	5
4	8	1	9	0	1	8	8	9	4
7	6	1	8	6	4	1	5	6	0
7	5	9	2	6	5	8	1	9	7
2	2	2	2	2	3	4	4	8	0
0	2	3	8	0	7	3	8	5	7
0	1	4	6	4	6	0	2	4	3
7	1	2	8	7	6	9	8	6	1

Can we encode
the idea that
samples should
be
indistinguishable
from real
observations into
the objective
function?



Source: <https://arxiv.org/pdf/1312.6114.pdf>

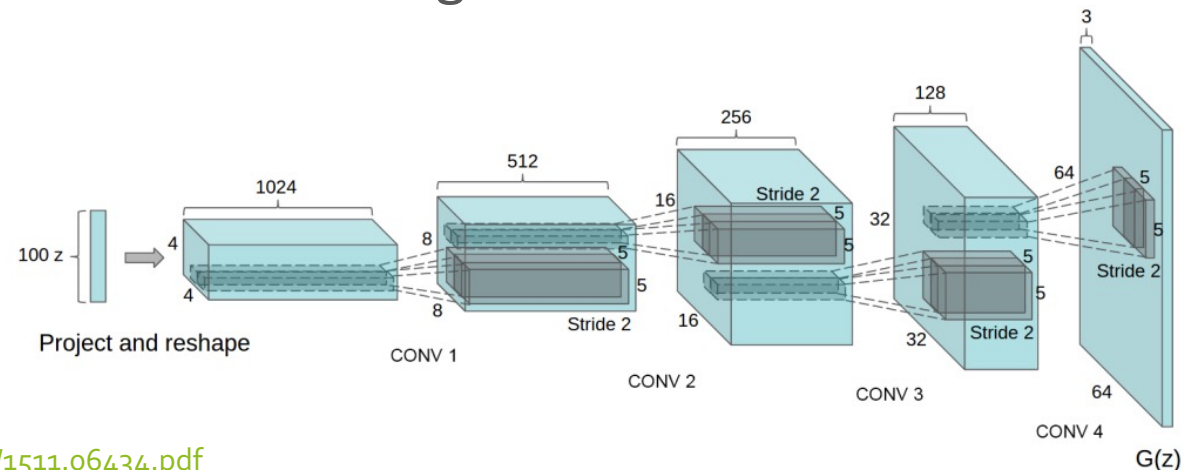
Source: MNIST

Generative Adversarial Networks (GANs)

- A GAN consists of two (deterministic) models:
 - a **generator** that takes a vector of random noise as input, and generates an image
 - a **discriminator** that takes in an image classifies whether it is real (label = 1) or fake (label = 0)
 - Both models are typically (but not necessarily) neural networks
- During training, the GAN plays a two-player minimax game: the generator tries to create realistic images to fool the discriminator and the discriminator tries to identify the real images from the fake ones

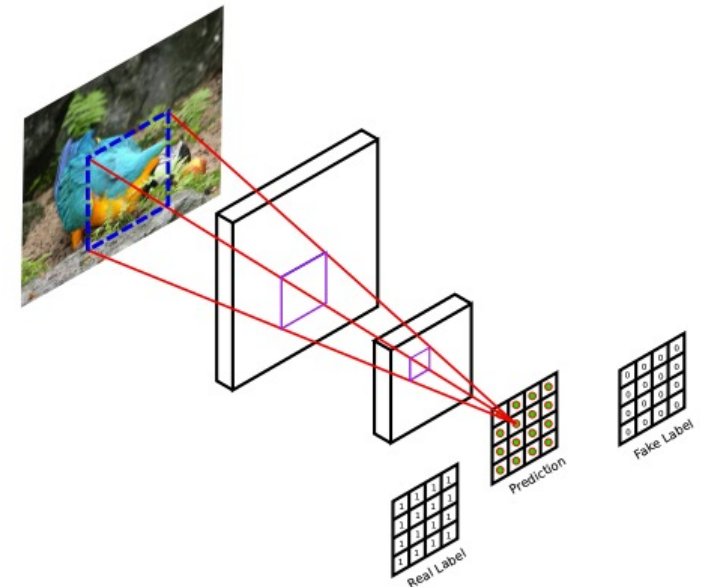
Generative Adversarial Networks (GANs)

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 - a **generator** that takes a vector of random noise as input, and generates an image
- Example generator: DCGAN
 - An inverted CNN with four *fractionally-strided* convolution layers that grow the size of the image from layer to layer; final layer has three channels to generate color images



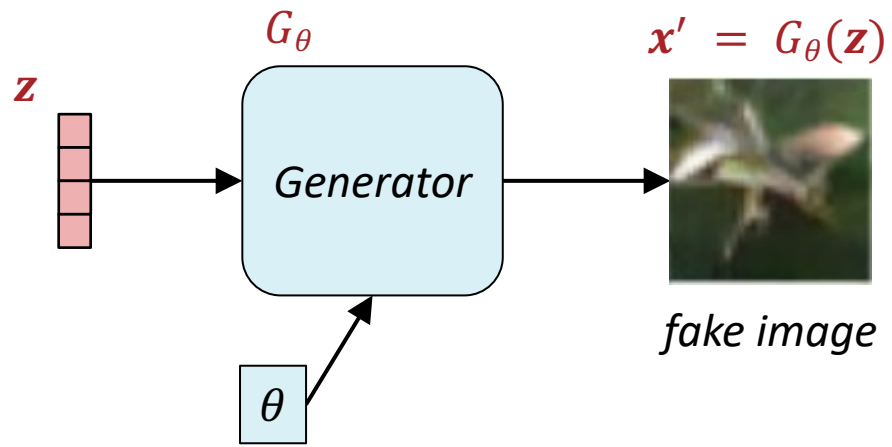
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 - a **generator** that takes a vector of random noise as input, and generates an image
 - a **discriminator** that takes in an image and classifies whether it is real (label = 1) or fake (label = 0)
- Example discriminator: PatchGAN
 - Traditional CNN that looks at each patch of the image and tries to predict whether it is real or fake; can help encourage the generator to avoid creating blurry images

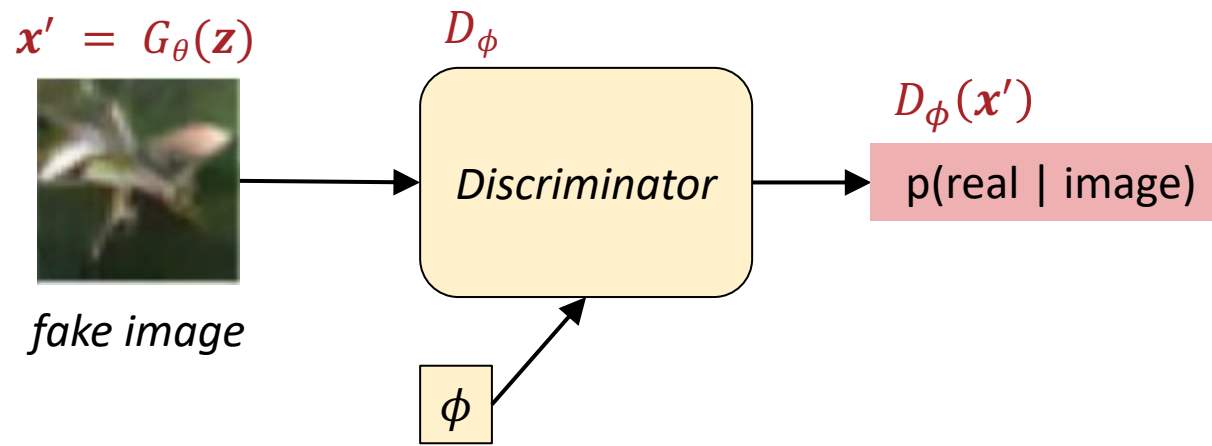


Generative Adversarial Networks (GANs): Training

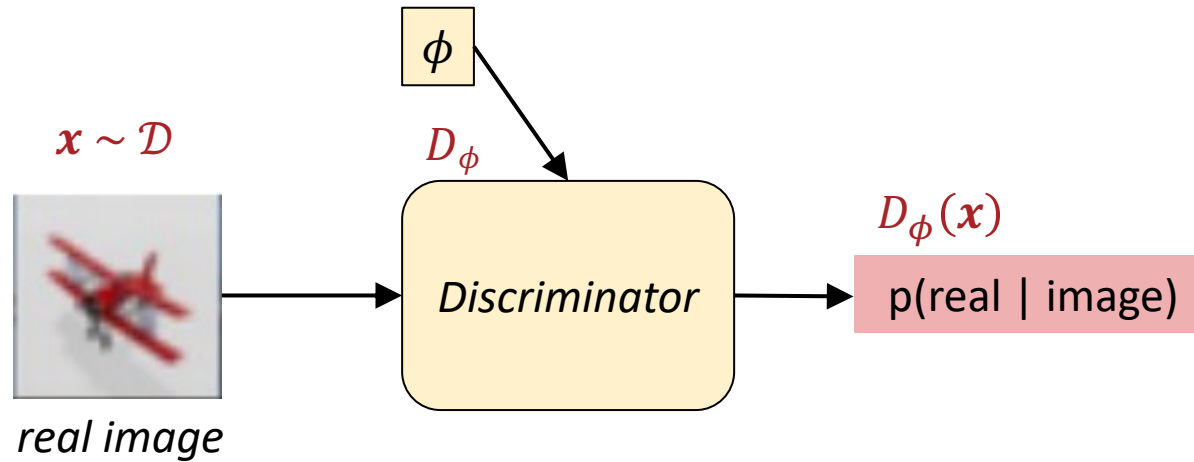
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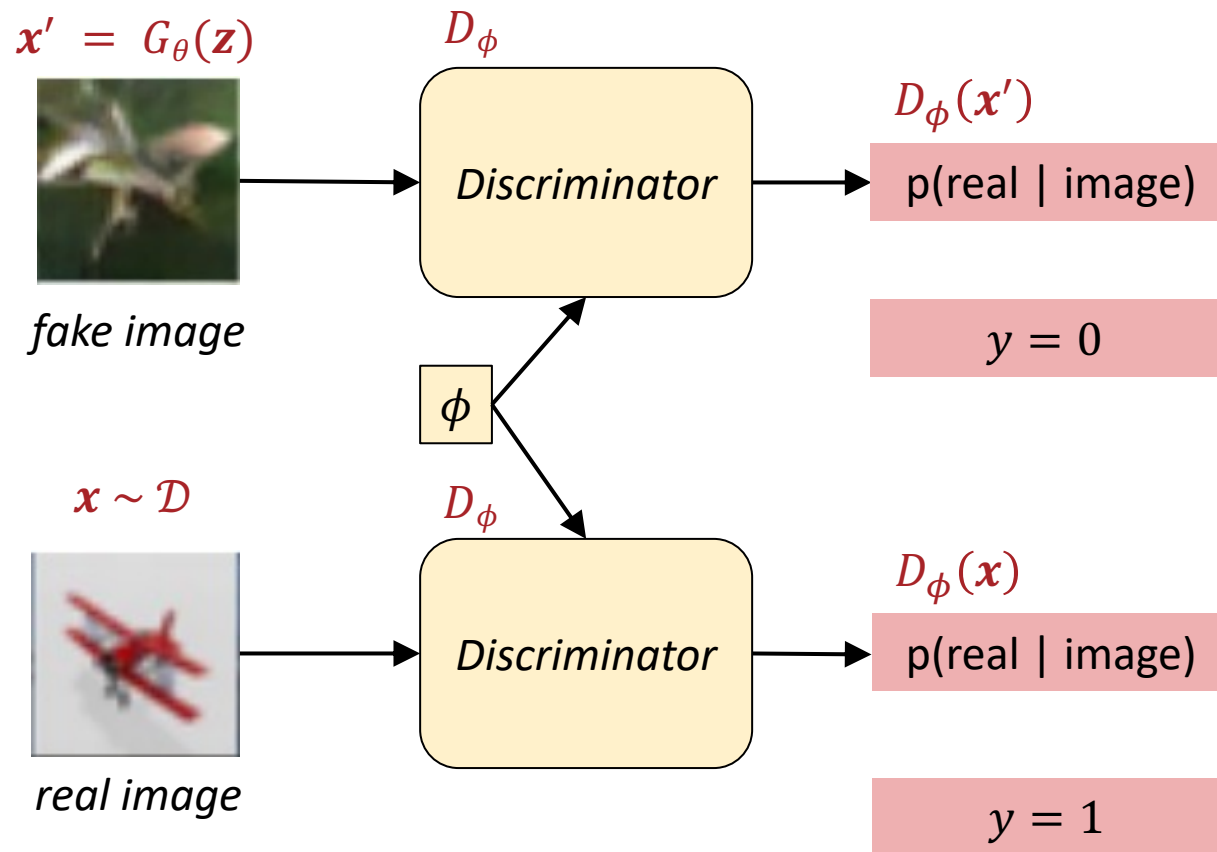
GANs: Architecture



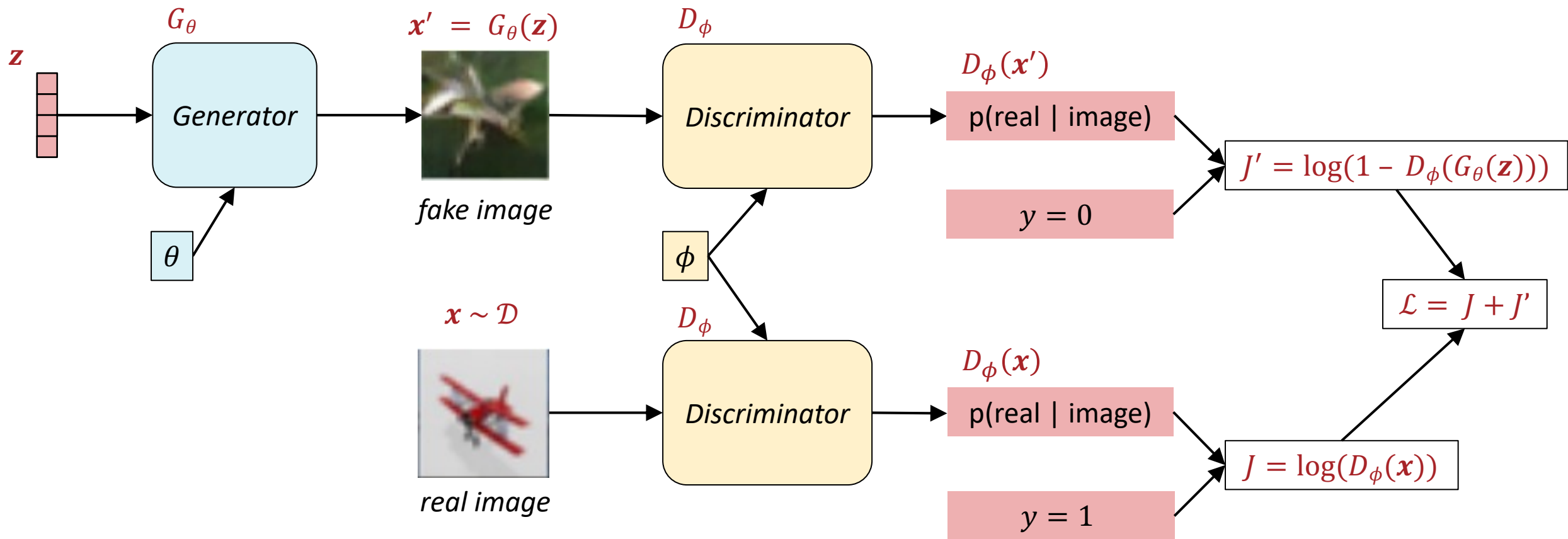
GANs: Architecture



GANs: Architecture



GANs: Architecture

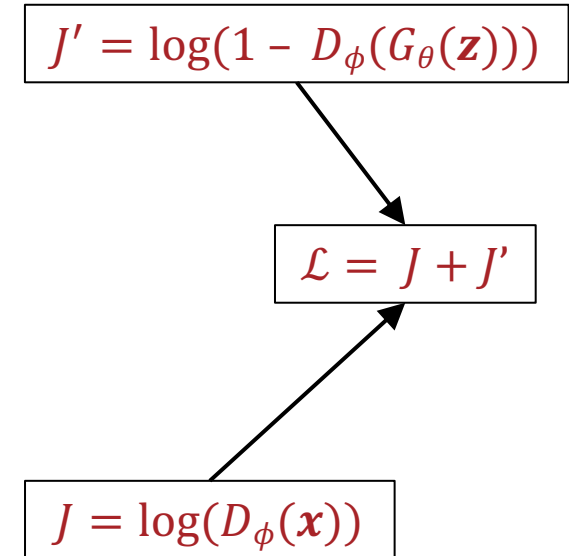


GANs: Architecture

The discriminator is trying to maximize the usual cross-entropy loss for binary classification with labels {real = 1, fake = 0}

$$\min_{\phi} \log \left(D_{\phi}(\mathbf{x}^{(i)}) \right) + \log \left(1 - D_{\phi}(G_{\theta}(\mathbf{z}^{(i)})) \right)$$
$$\max_{\theta} \log \left(1 - D_{\phi}(G_{\theta}(\mathbf{z}^{(i)})) \right)$$

The generator is trying to maximize the likelihood of its generated (fake) image being classified as real, according to a fixed discriminator



GANs: Architecture

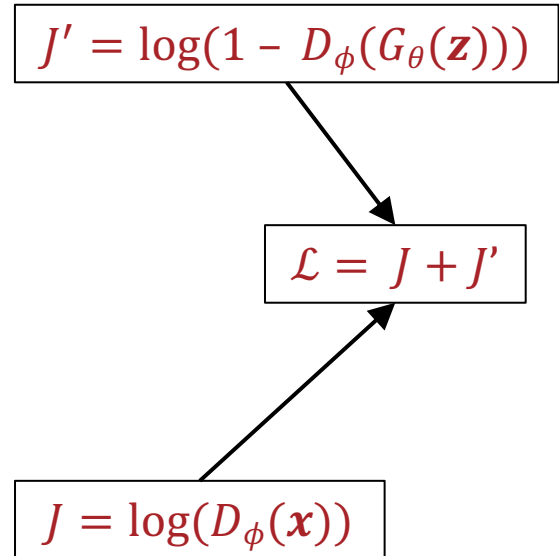
Both objectives (and hence, their sum) are differentiable

$$\min_{\phi} \log \left(D_{\phi}(\mathbf{x}^{(i)}) \right) + \log \left(1 - D_{\phi}(G_{\theta}(\mathbf{z}^{(i)})) \right)$$

$$\max_{\theta} \log \left(1 - D_{\phi}(G_{\theta}(\mathbf{z}^{(i)})) \right)$$

Training alternates between:

1. Keeping θ fixed and backpropagating through D_{ϕ}
2. Keeping ϕ fixed and backpropagating through G_{θ}



GANs: Architecture

GANs: Training

Algorithm 1 Minibatch stochastic gradient descent training of generative adversarial nets. The number of steps to apply to the discriminator, k , is a hyperparameter. We used $k = 1$, the least expensive option, in our experiments.

for number of training iterations **do**

for k steps **do**

- Sample minibatch of m noise samples $\{z^{(1)}, \dots, z^{(m)}\}$ from noise prior $p_g(z)$.
- Sample minibatch of m examples $\{x^{(1)}, \dots, x^{(m)}\}$ from data generating distribution $p_{\text{data}}(x)$.
- Update the discriminator by ascending its stochastic gradient:

$$\nabla_{\theta_d} \frac{1}{m} \sum_{i=1}^m \left[\log D(x^{(i)}) + \log \left(1 - D(G(z^{(i)})) \right) \right].$$

end for

- Sample minibatch of m noise samples $\{z^{(1)}, \dots, z^{(m)}\}$ from noise prior $p_g(z)$.
- Update the generator by descending its stochastic gradient:

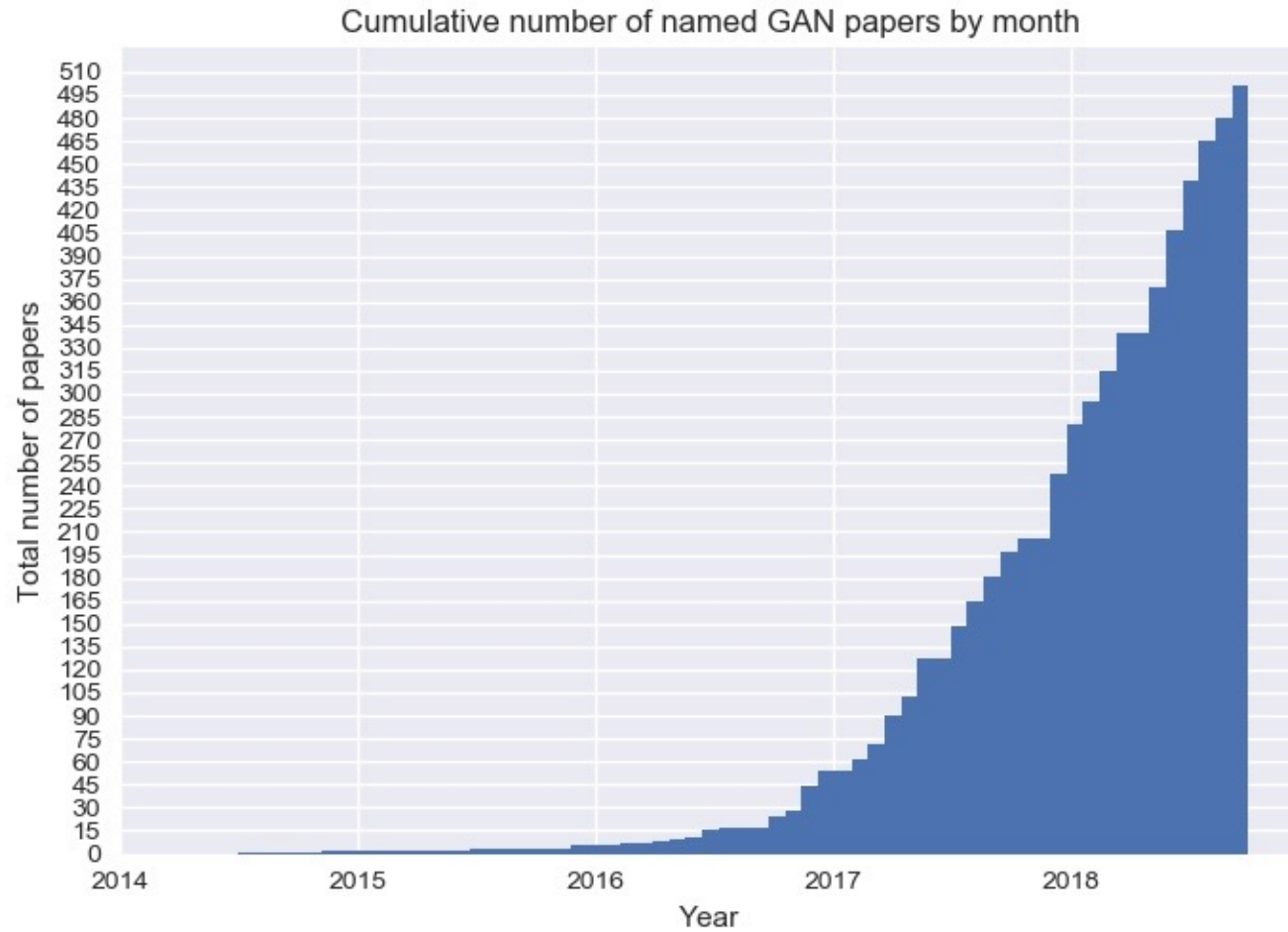
$$\nabla_{\theta_g} \frac{1}{m} \sum_{i=1}^m \log \left(1 - D(G(z^{(i)})) \right).$$

end for

The gradient-based updates can use any standard gradient-based learning rule. We used momentum in our experiments.

- Optimization is like block coordinate descent but instead of exact optimization, we take a step of mini-batch SGD

GANs Everywhere!



The rise of vision transformers and diffusion models

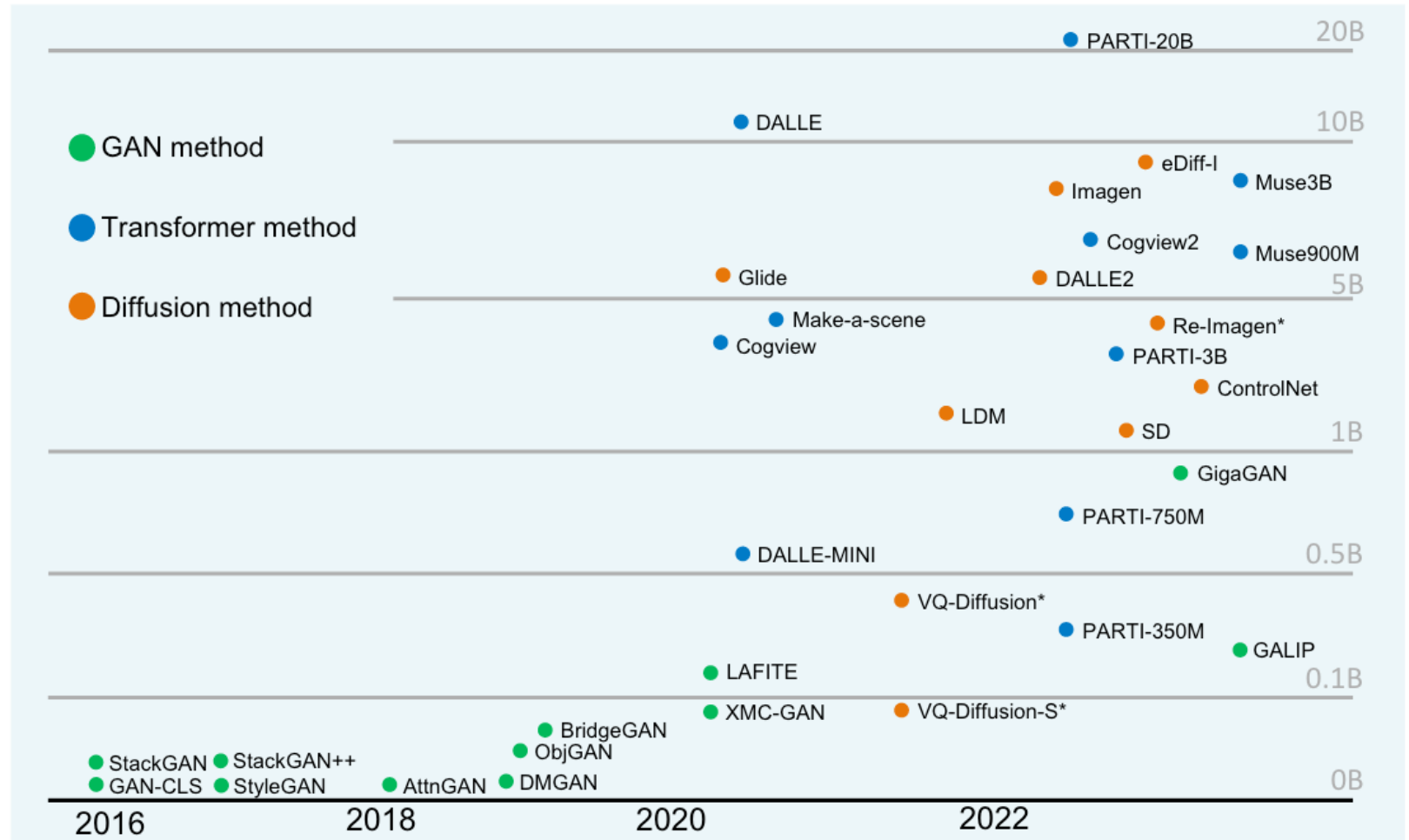


Fig. 5. Timeline of TTI model development, where green dots are GAN TTI models, blue dots are autoregressive Transformers and orange dots are Diffusion TTI models. Models are separated by their parameter, which are in general counted for all their components. Models with asterisk are calculated without the involvement of their text encoders.

But wait, what the heck are “vision transformers” and “diffusion”?

Take 10-423/623 next semester to find out!

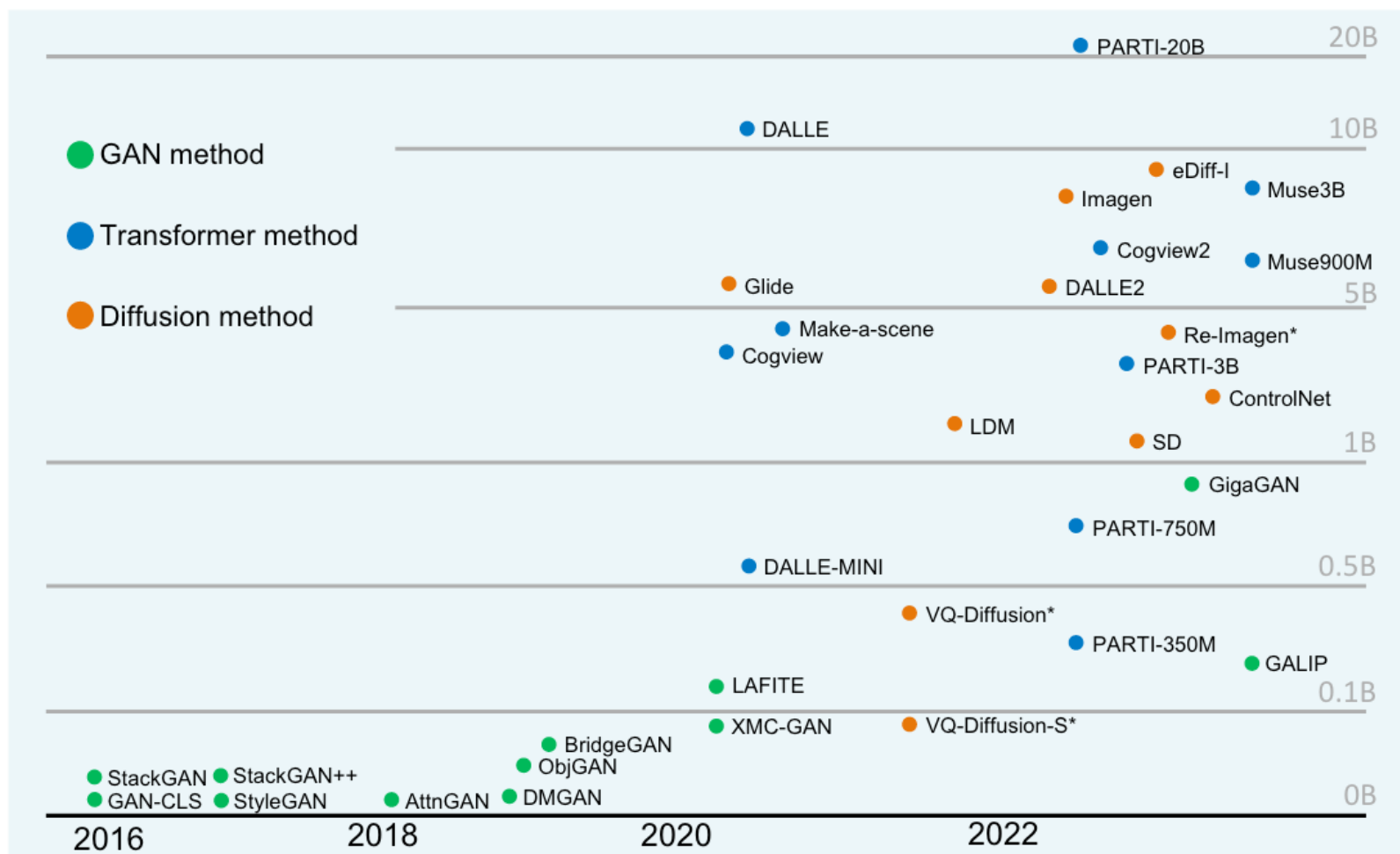


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