

Spider GANs: Leveraging Friendly Neighbors to Accelerate GAN Training

Paper ID: TUE-AM-370

Siddarth Asokan¹ and Chandra Sekhar Seelamantula²

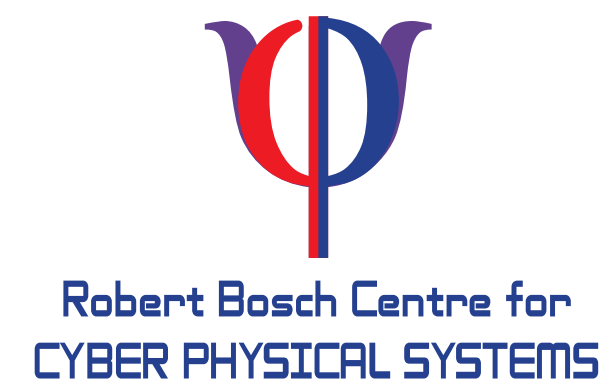
¹Robert Bosch Centre for Cyber Physical Systems

²Department of Electrical Engineering

Indian Institute of Science (IISc), Bengaluru-560012, India

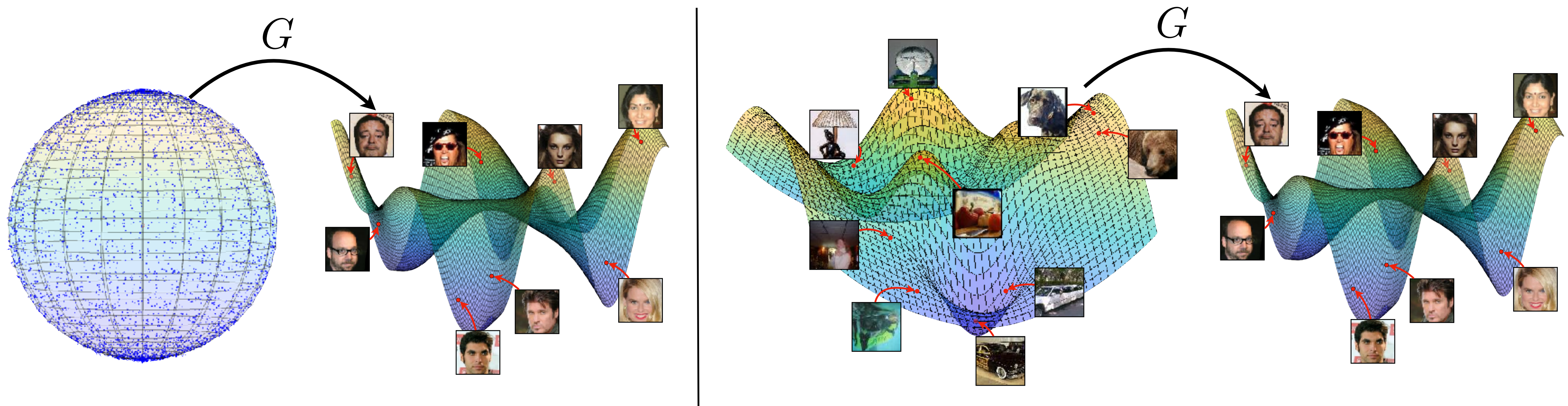
Corresponding Email: 1siddartha@iisc.ac.in

CVPR 2023



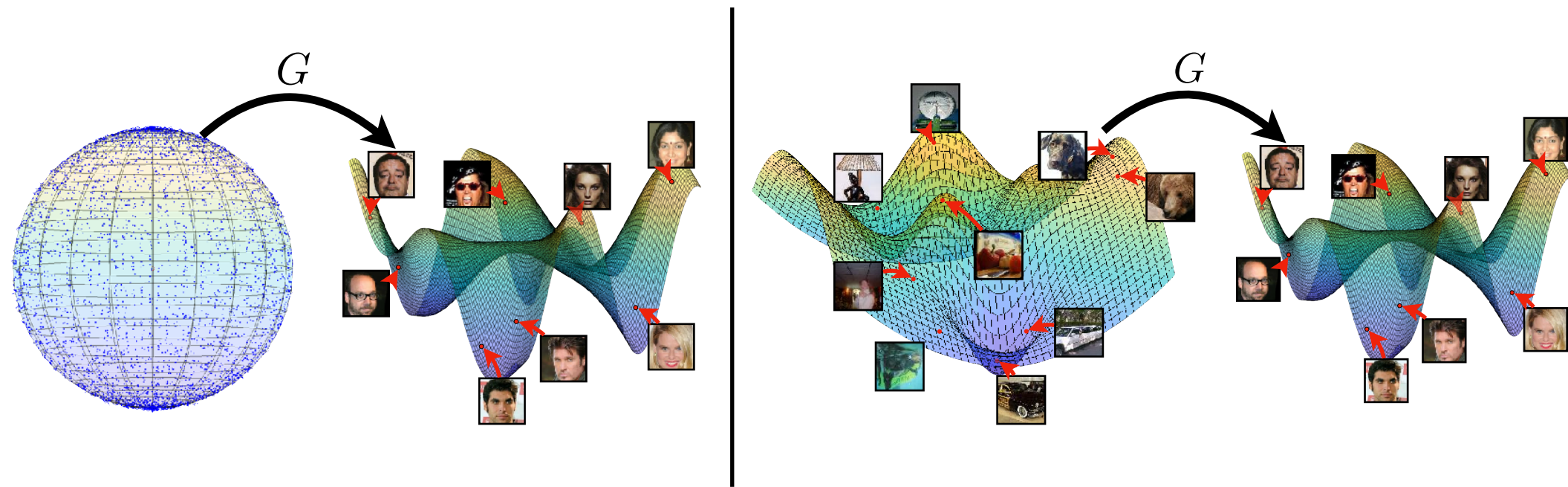
Spider GANs: Leveraging Friendly Neighbors to Accelerate GAN Training

- A alternative to improving the generator – Choose a “better” input distribution.
- Replace Gaussian noise with samples from a *closely related* dataset.



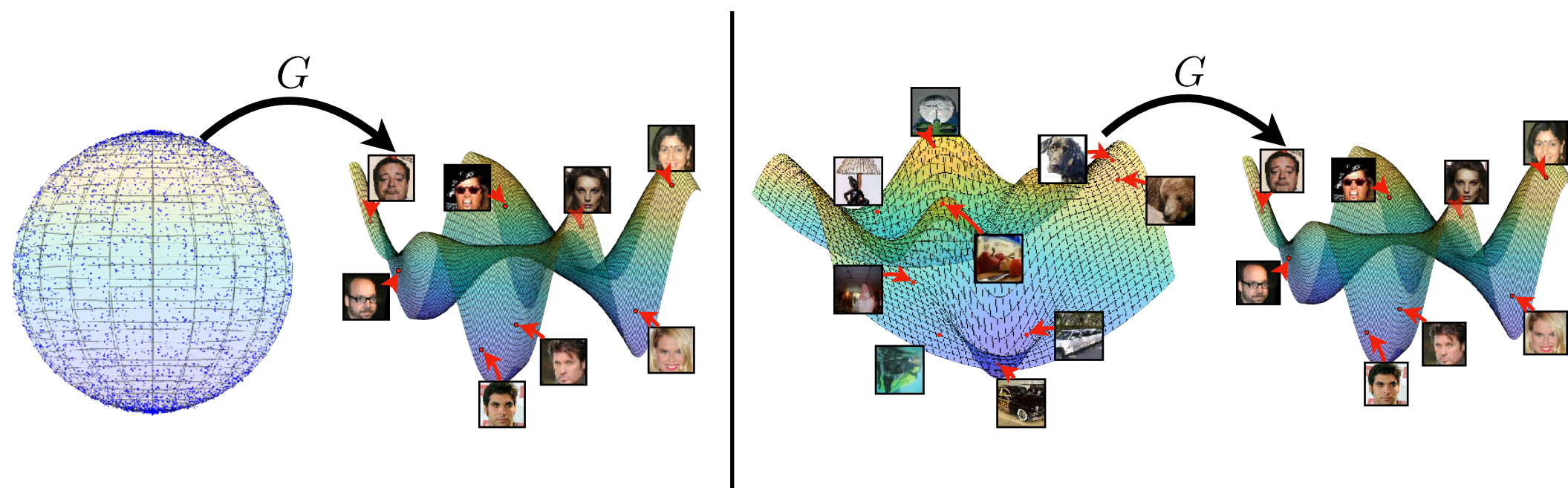
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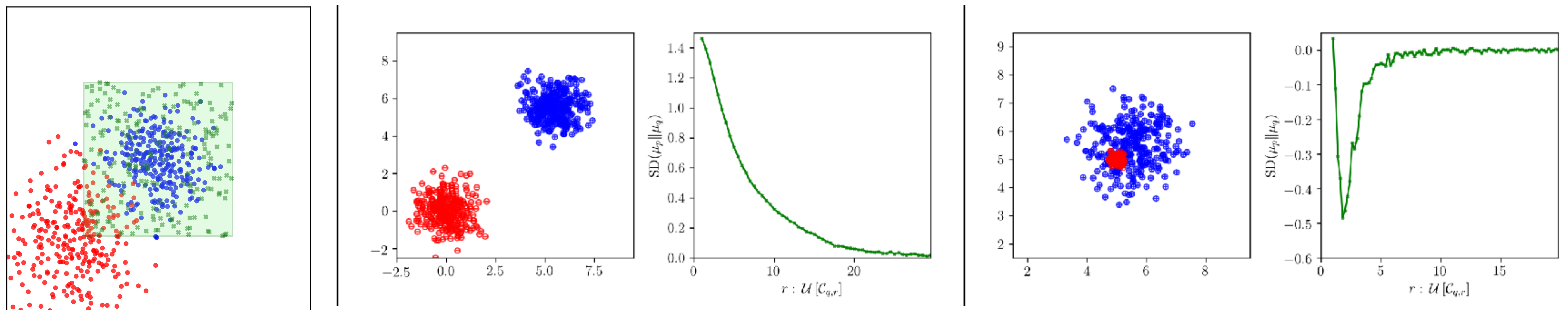


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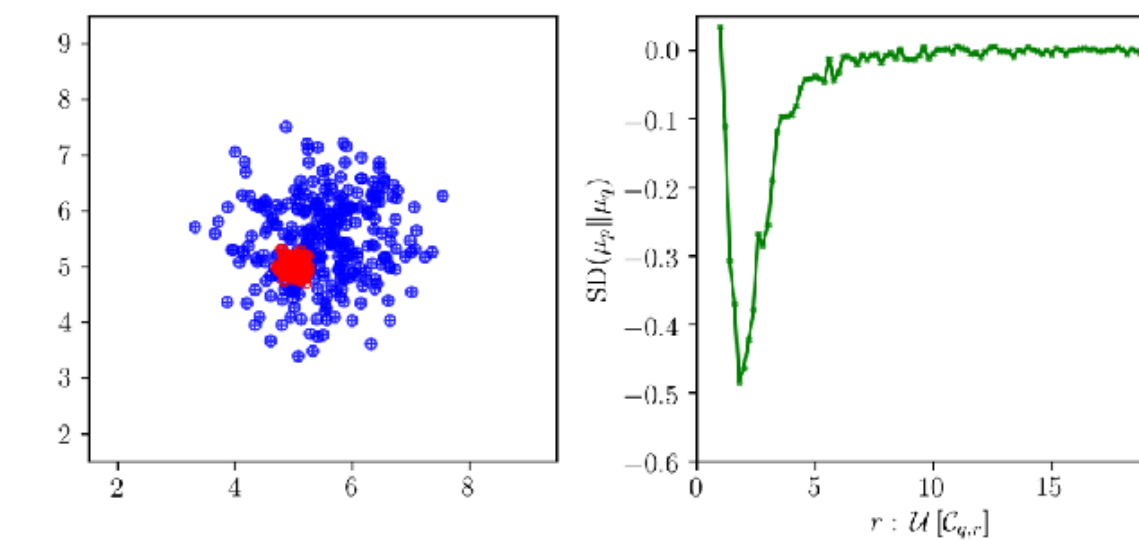
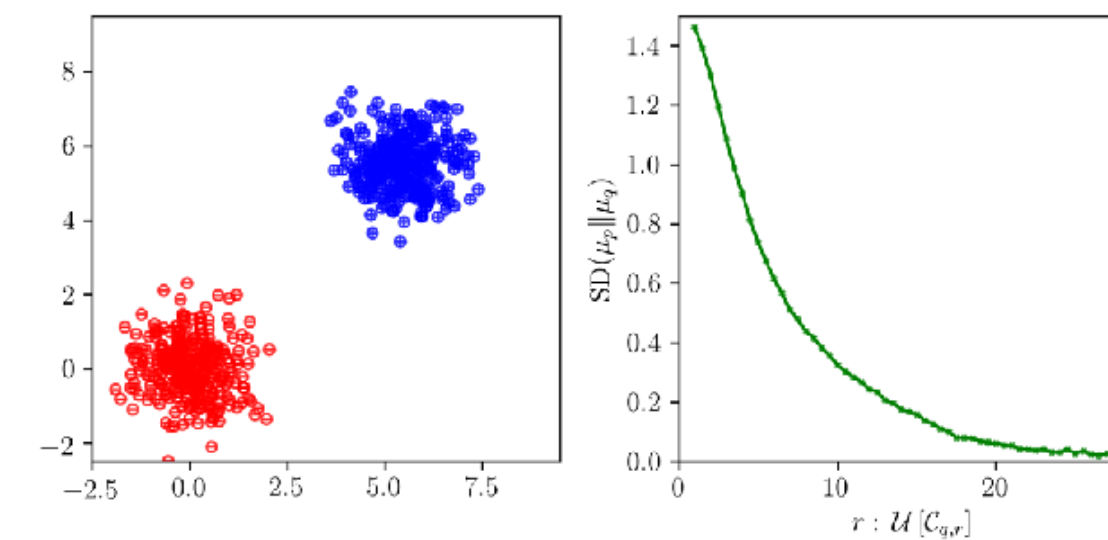
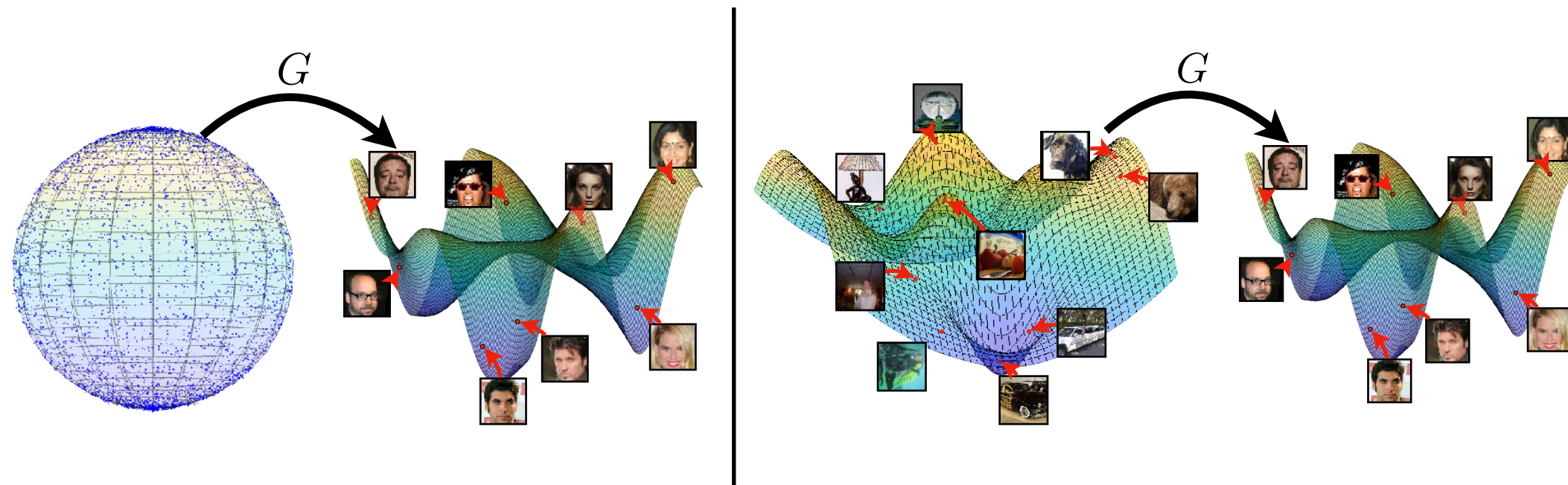
- The signed Inception distance $SID(p_s || p_t)$ of a source p_s w.r.t. a reference target p_t — A kernel function evaluated over samples drawn from a cube \mathcal{C}_r of side r , around target p_t .



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- Choose a “better” input distribution.

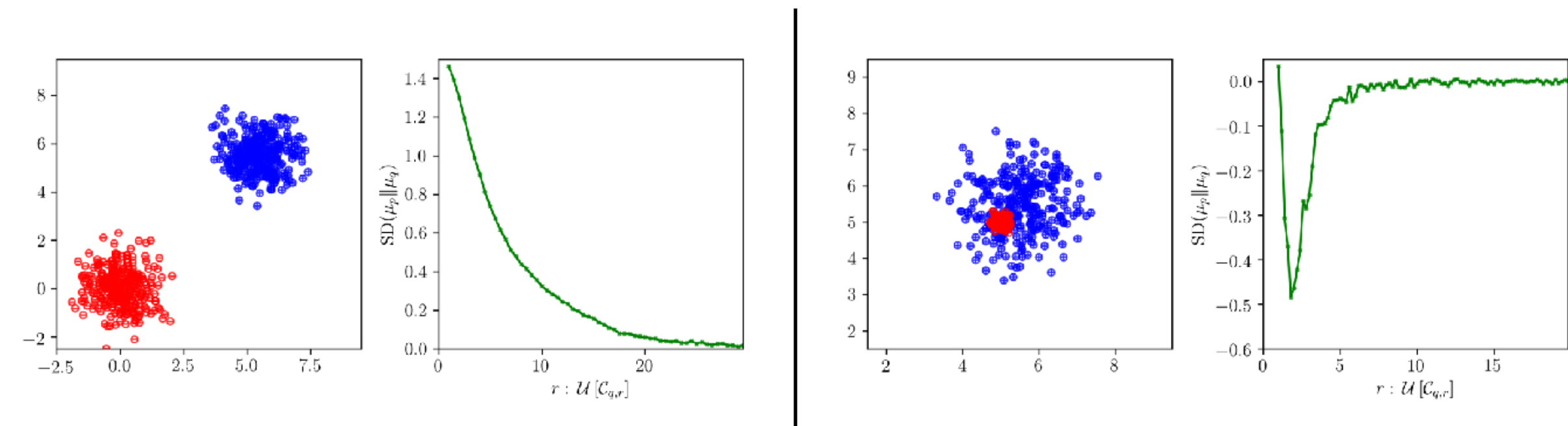
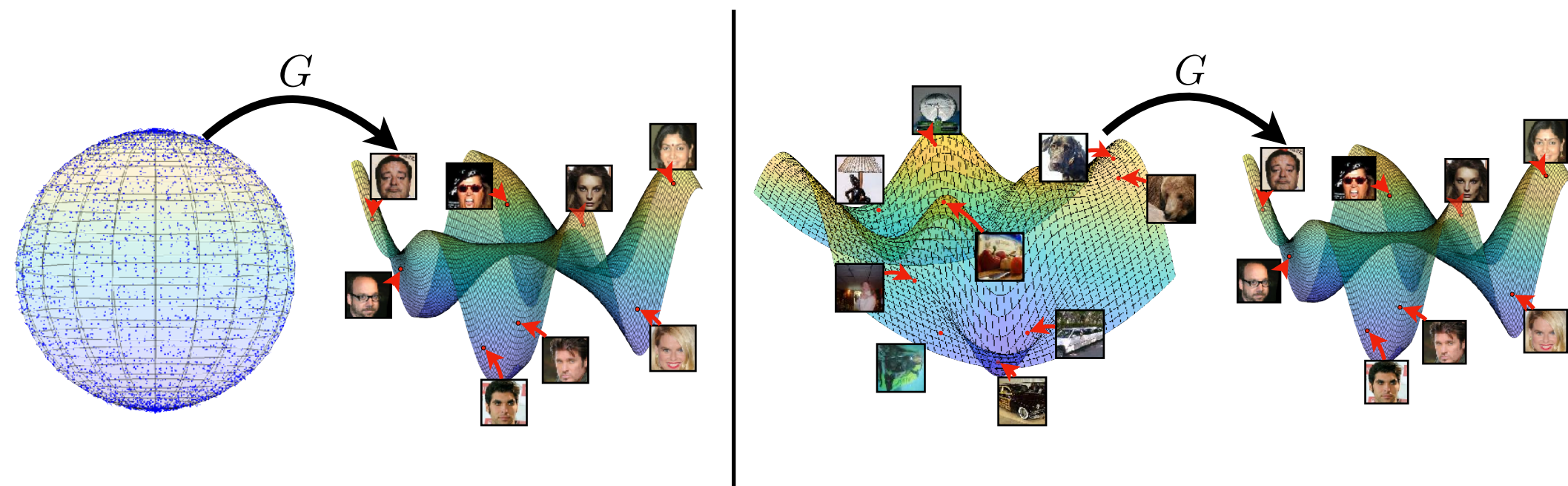
- Employ **SID** to identify *friendly neighbors*.



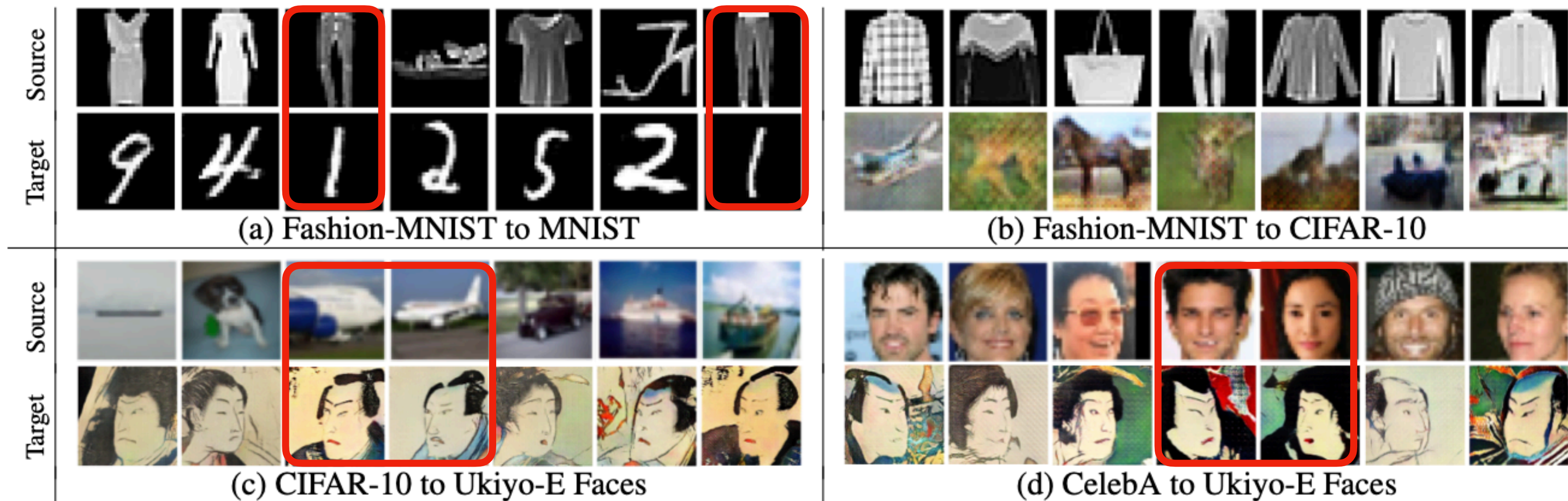
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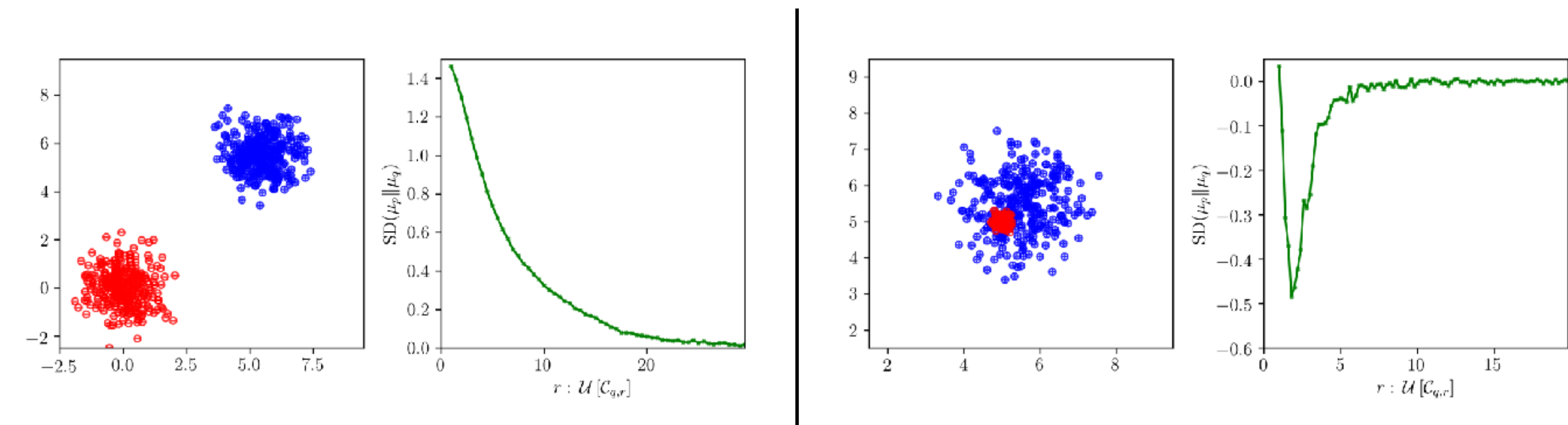
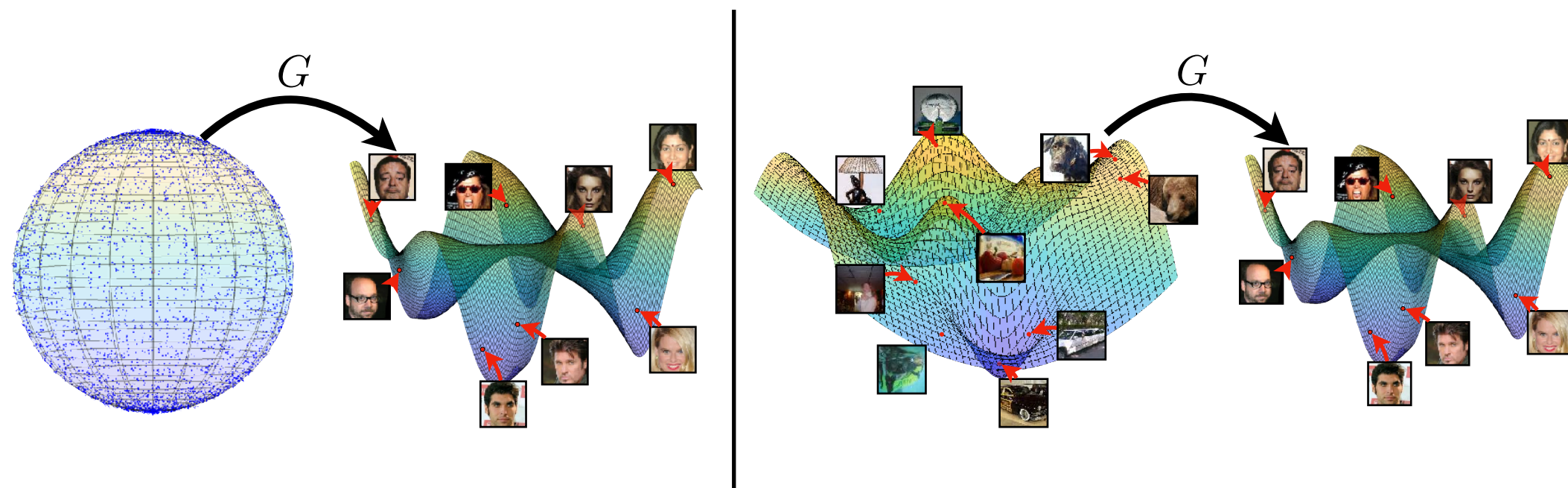
- Visual similarity is not necessary; Underlying structural similarity is implicitly leveraged.



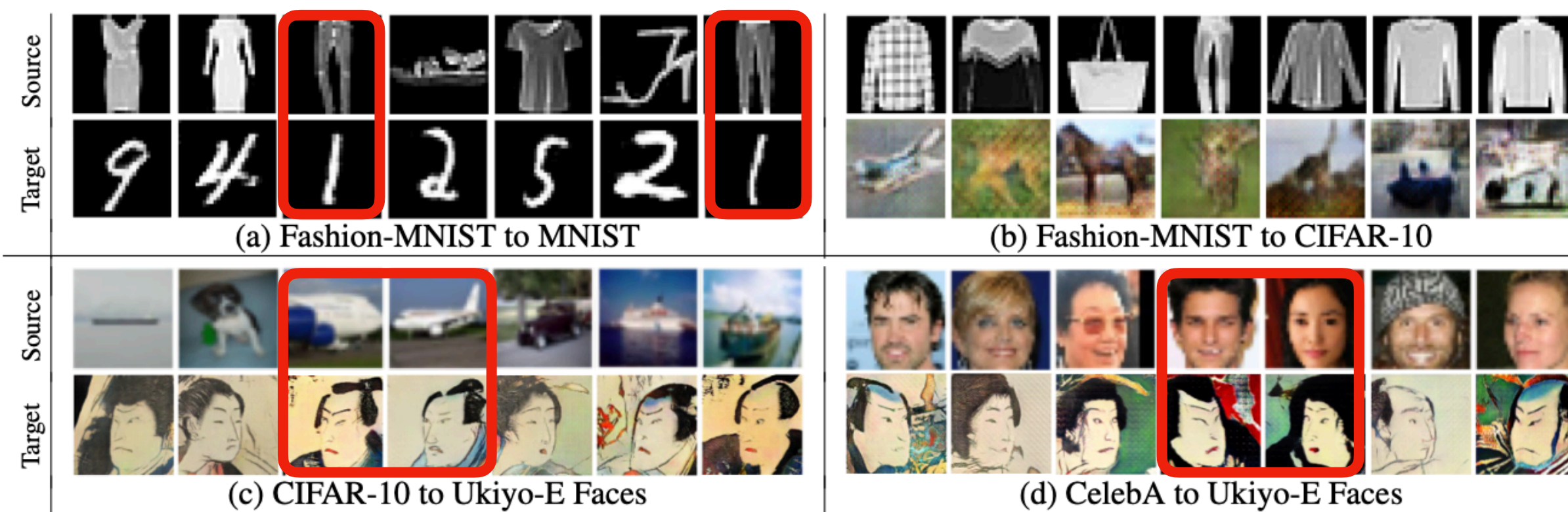
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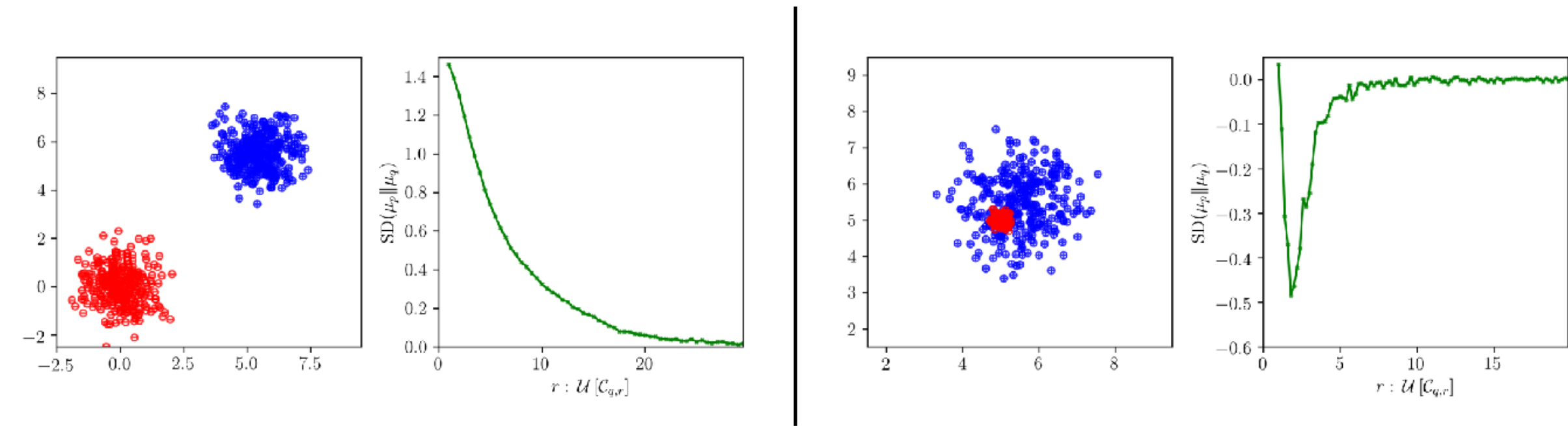
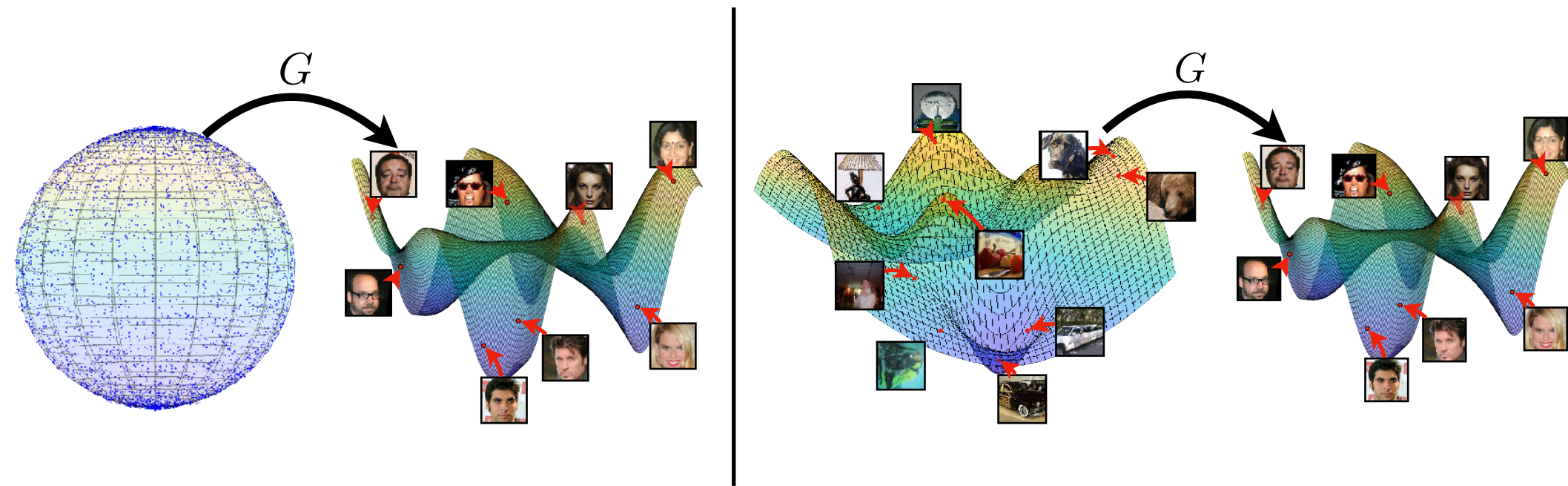
- Structural similarity is implicitly leveraged.



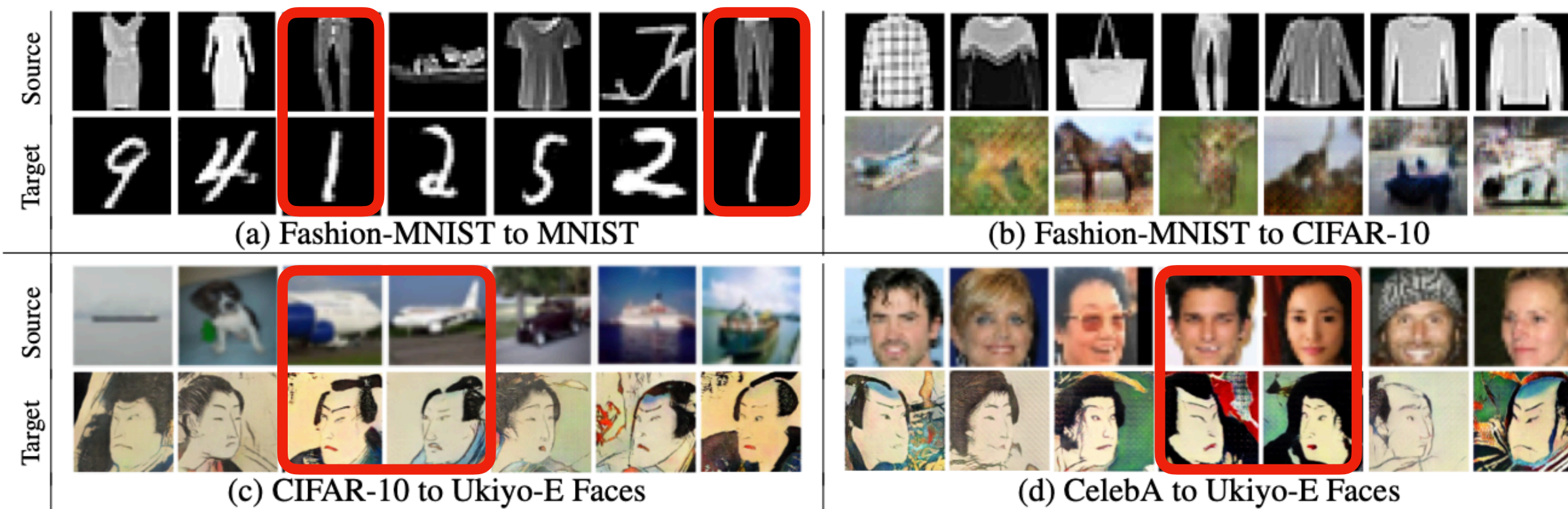
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- Choose a “better” input distribution.

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- Structural similarity is implicitly leveraged.
- State-of-the-art FID in a fifth of the training time!



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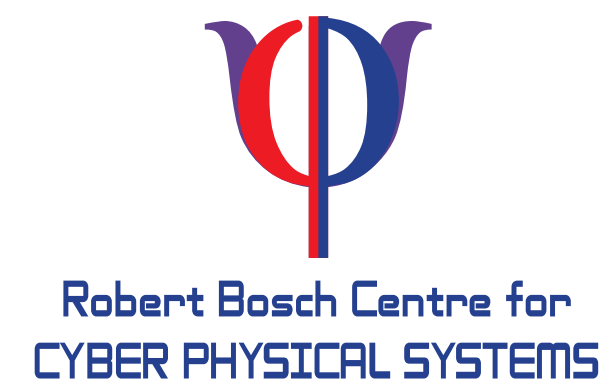
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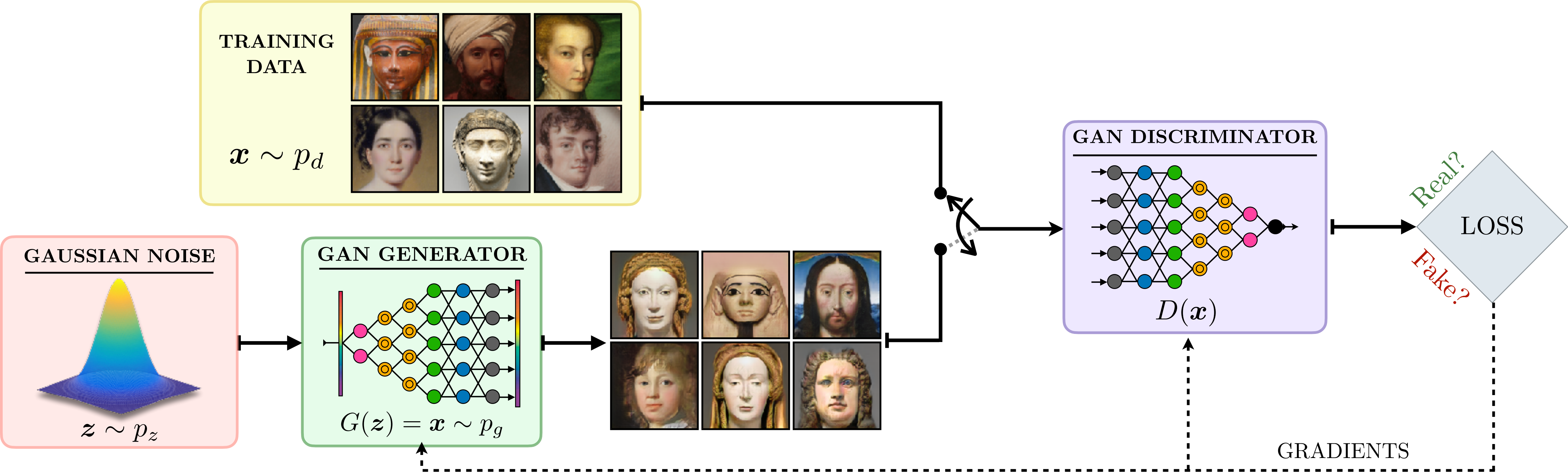
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Generative Adversarial Networks (GANs)

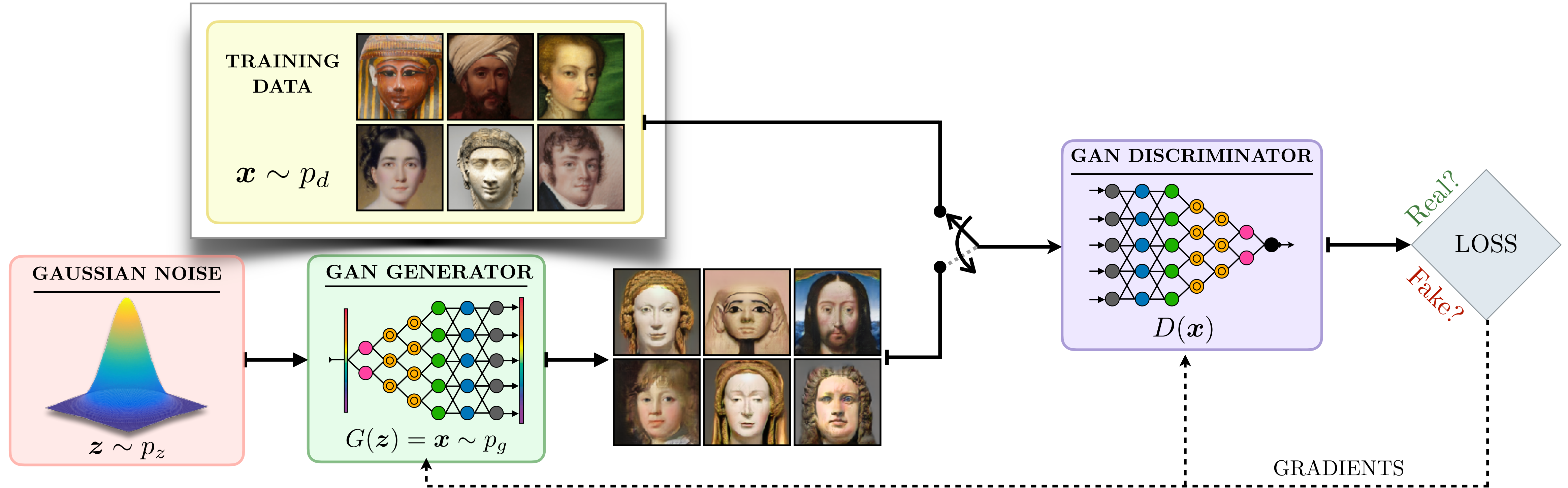
- Objective: Learn a desired data distribution.



[1] Goodfellow et al., "Generative Adversarial Networks," NeurIPS 2014

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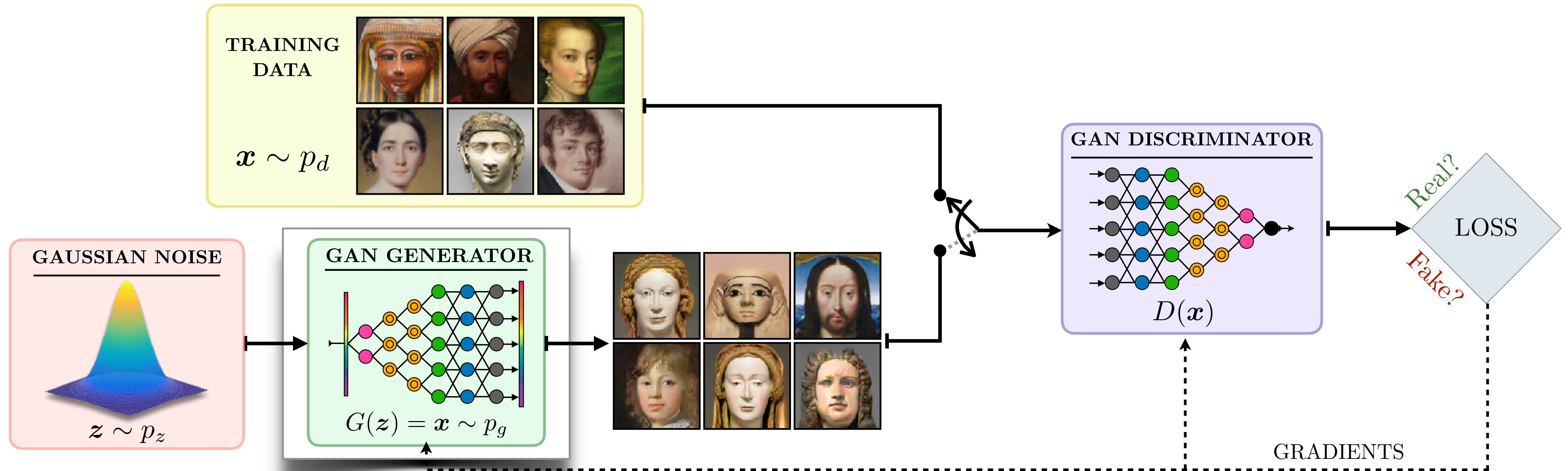


- A min-max game between two players:

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Generative Adversarial Networks (GANs)

- Objective: Learn a desired data distribution.



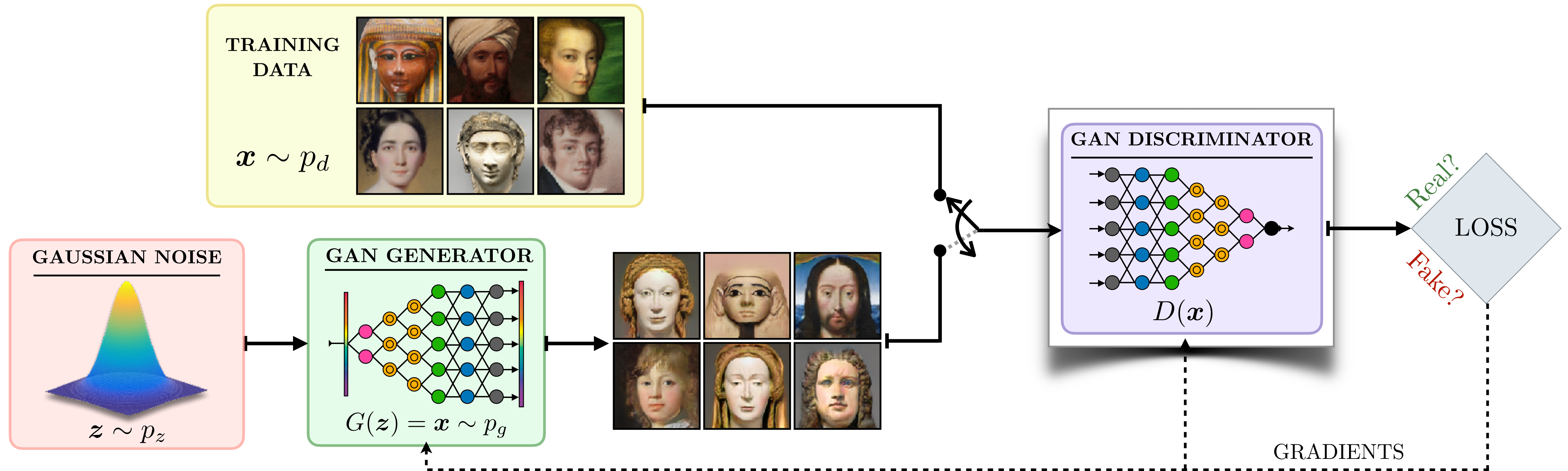
- A min-max game between two players:

- *The generator $G(z)$:* Learns to create samples from the distribution of the real data.

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Generative Adversarial Networks (GANs)

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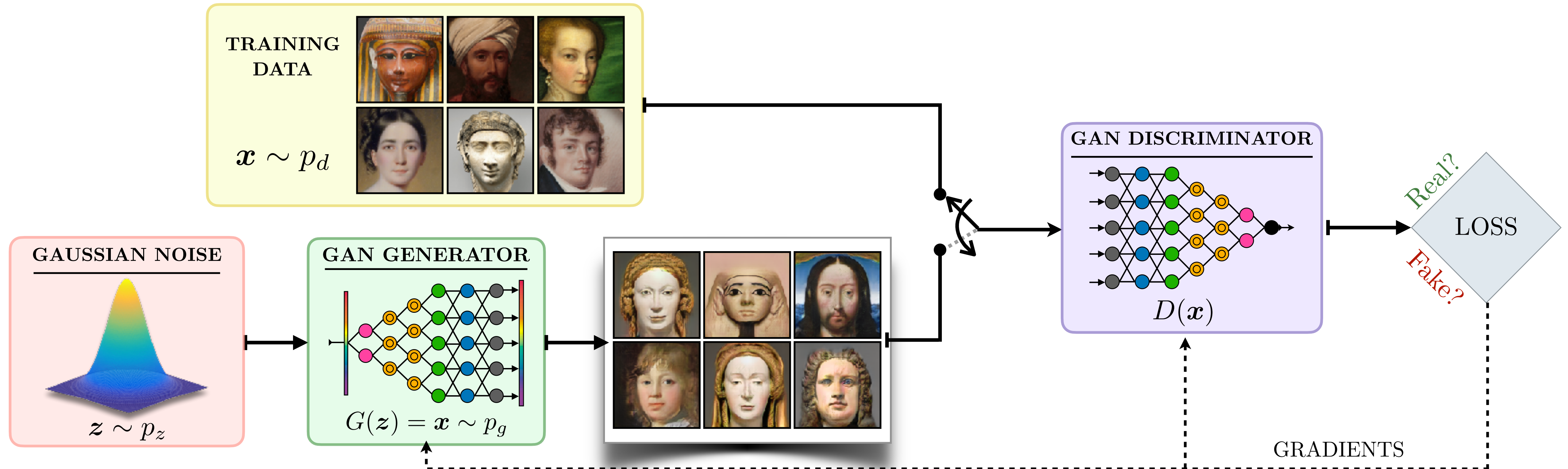
- A min-max game between two players:

- *The generator $G(z)$* : Learns to create samples from the distribution of the real data.
- *The discriminator $D(x)$* : Differentiates between the real and fake samples.

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Generative Adversarial Networks (GANs)

- Objective: Learn a desired data distribution.

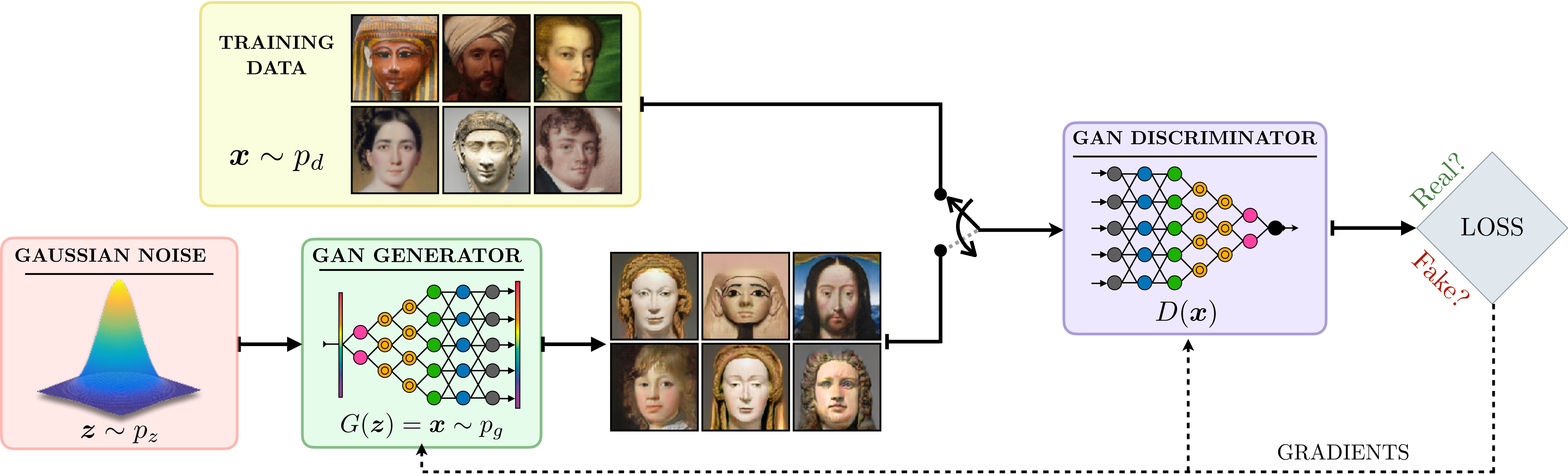


- A min-max game between two players:

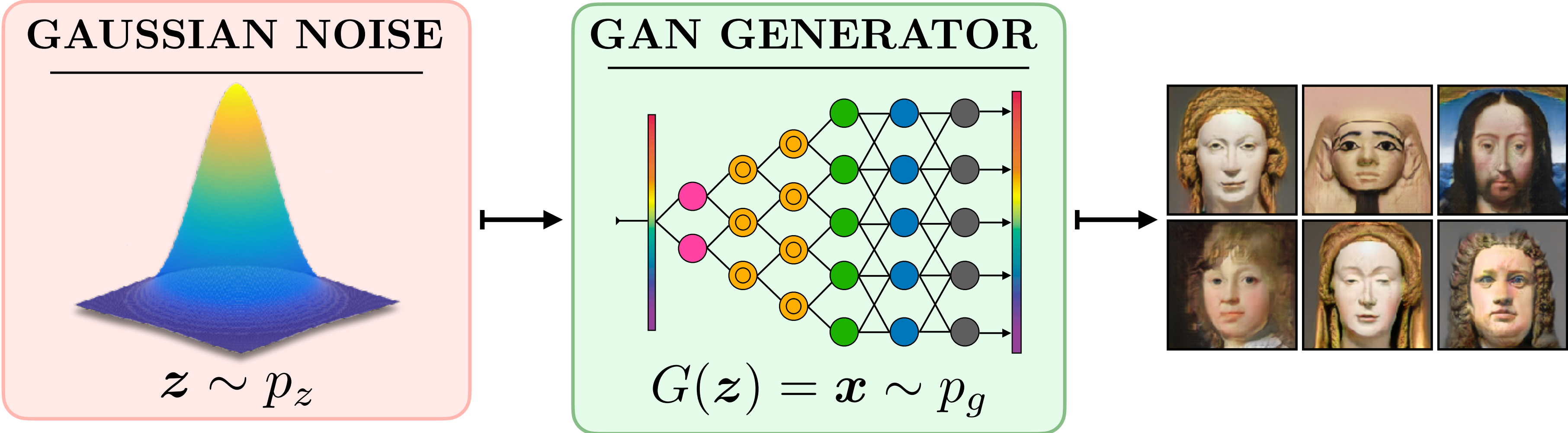
- *The generator $G(\mathbf{z})$:* Learns to create samples from the distribution of the real data.
- *The discriminator $D(\mathbf{x})$:* Differentiates between the real and fake samples.
- *The objective:* Learn the optimal $G(\mathbf{z})$

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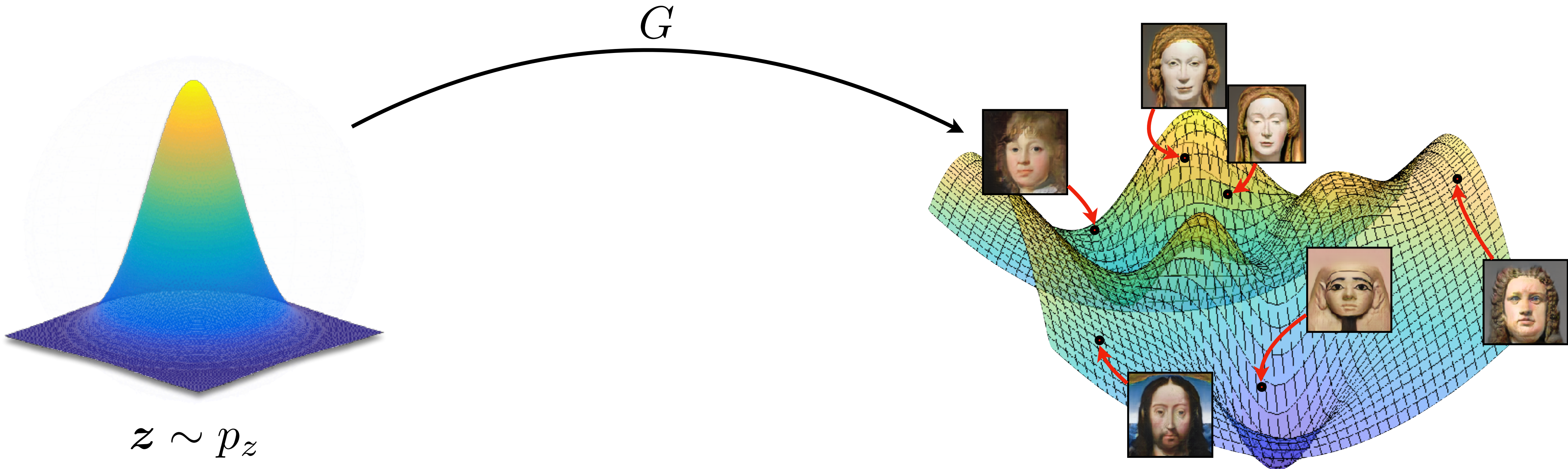
Our Motivation



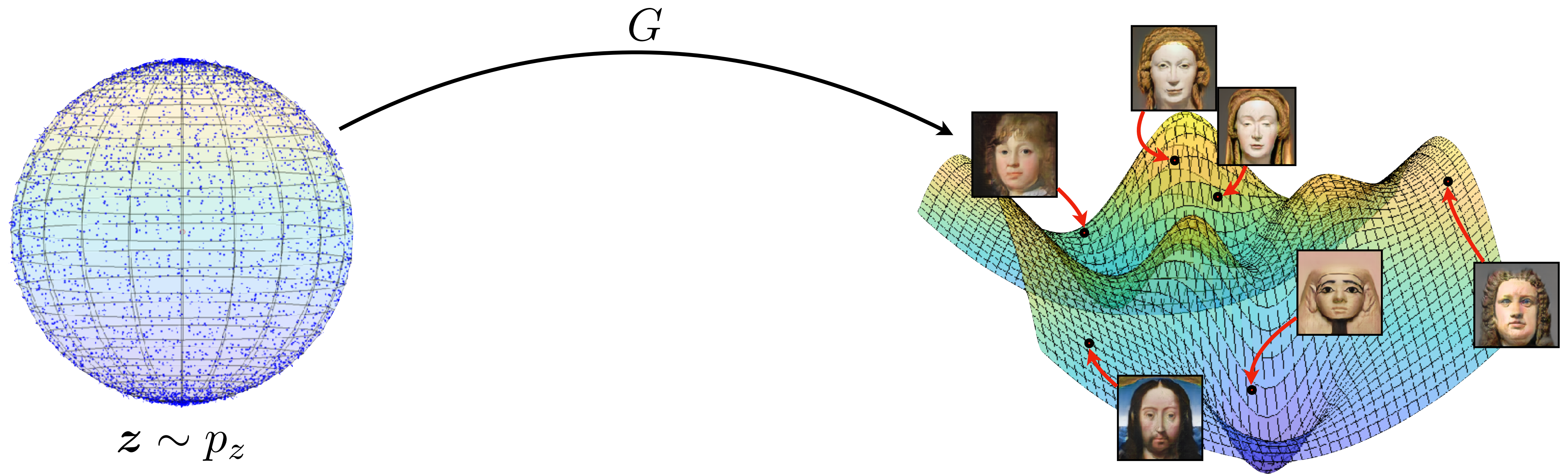
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State-of-the-art Approaches

- Various alternatives to the Gaussian/Uniform have been proposed – Gamma^[2], Cauchy^[3], Gaussian mixture^[4], and non-parametric^[5] priors.

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- Various alternatives to the Gaussian/Uniform have been proposed – Gamma^[2], Cauchy^[3], Gaussian mixture^[4], and non-parametric^[5] priors.
- Image-to-image translation GANs^[6–10] require *some form of* {semantic, pairwise, feature-level} consistency between inputs and outputs.

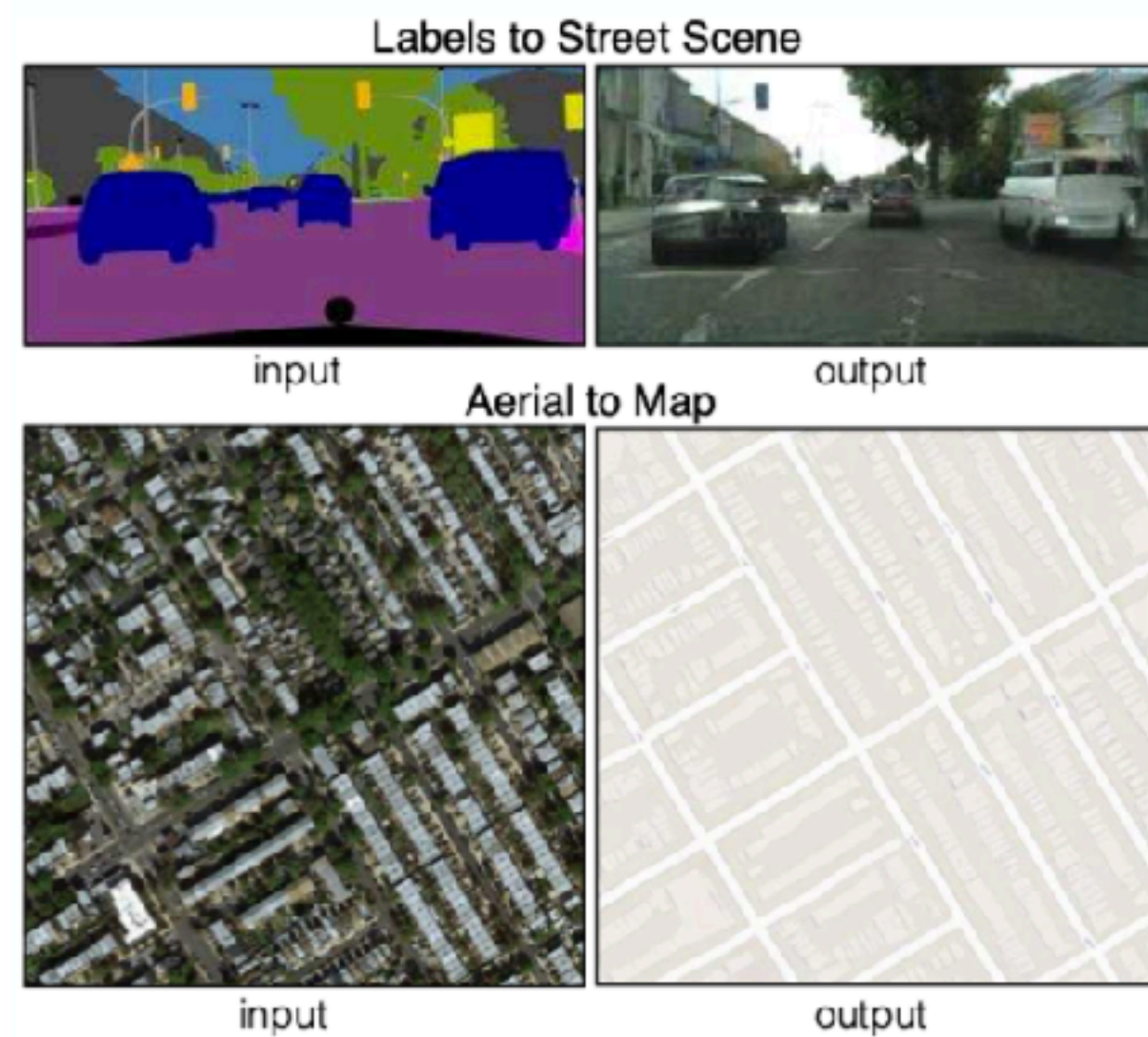


Fig. Domain adaptation



Fig. Inter-domain style transfer

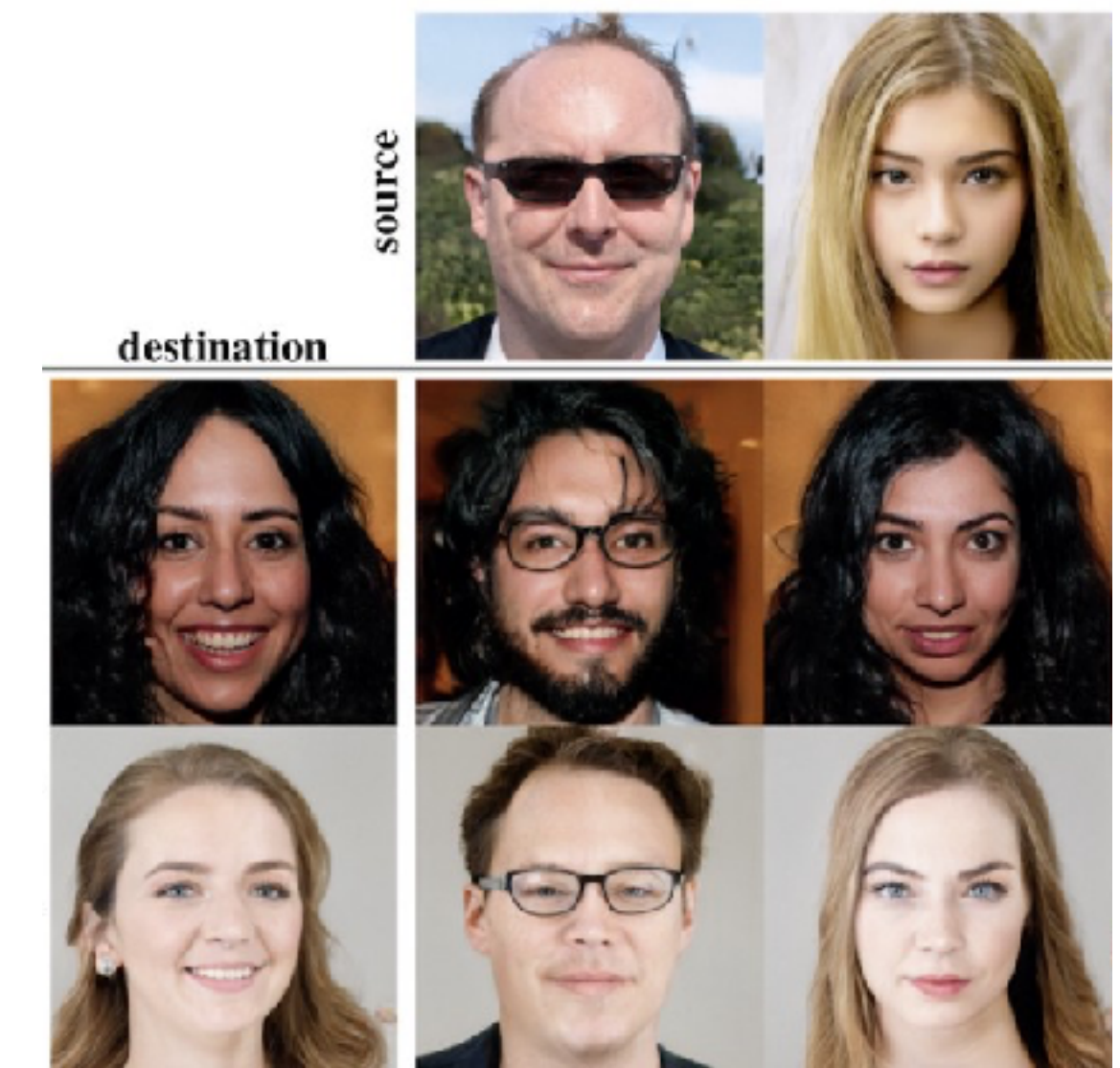


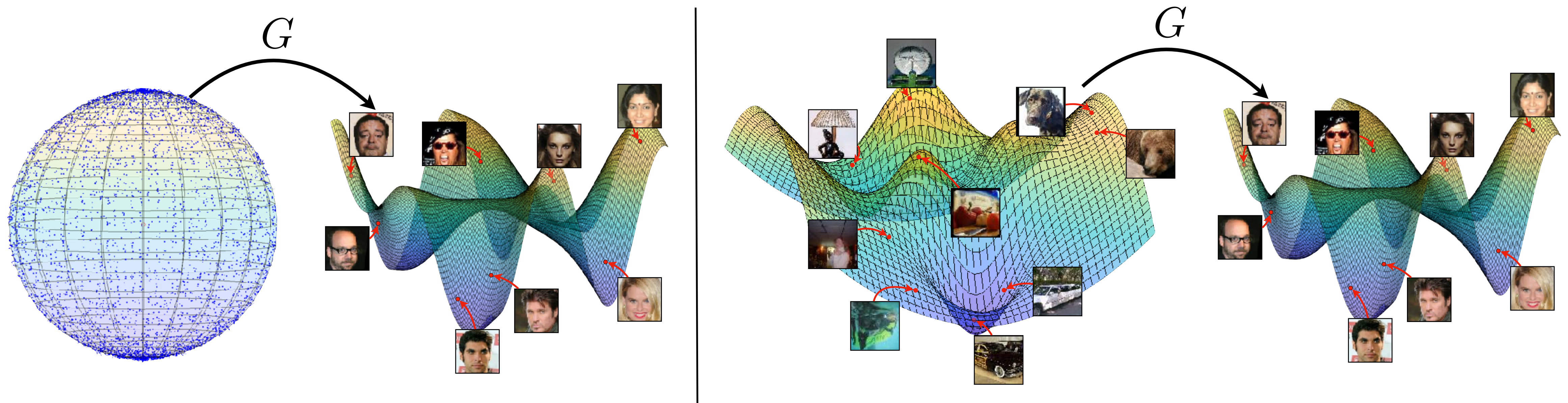
Fig. Intra-domain style transfer

^[02]Kilcher et al., ICLR 2018; ^[03]Leśniak et al., ICLR 2019; ^[04]Gurumurthy et al., CVPR 2017; ^[05]Singh et al., ICML 2019;

^[06]Chen et al., NeurIPS 2016; ^[7]Karras et al., CVPR 2019; ^[08]Shen et al., CVPR 2020; ^[09]Isola et al., CVPR 2017; ^[10]Zhu et al., ICCV 2017

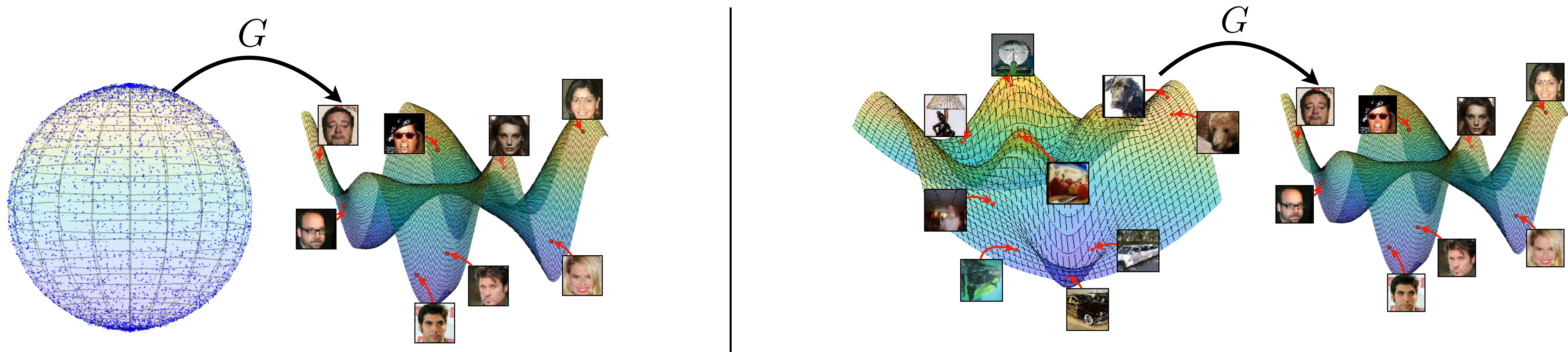
Spider GANs and “Friendly Neighborhoods”

- A alternative to improving the generator – Choose a “better” input distribution.
- Replace Gaussian noise with samples from a *closely related* dataset.
- A generalization of image-to-image translation GANs – dataset-to-dataset transformations!



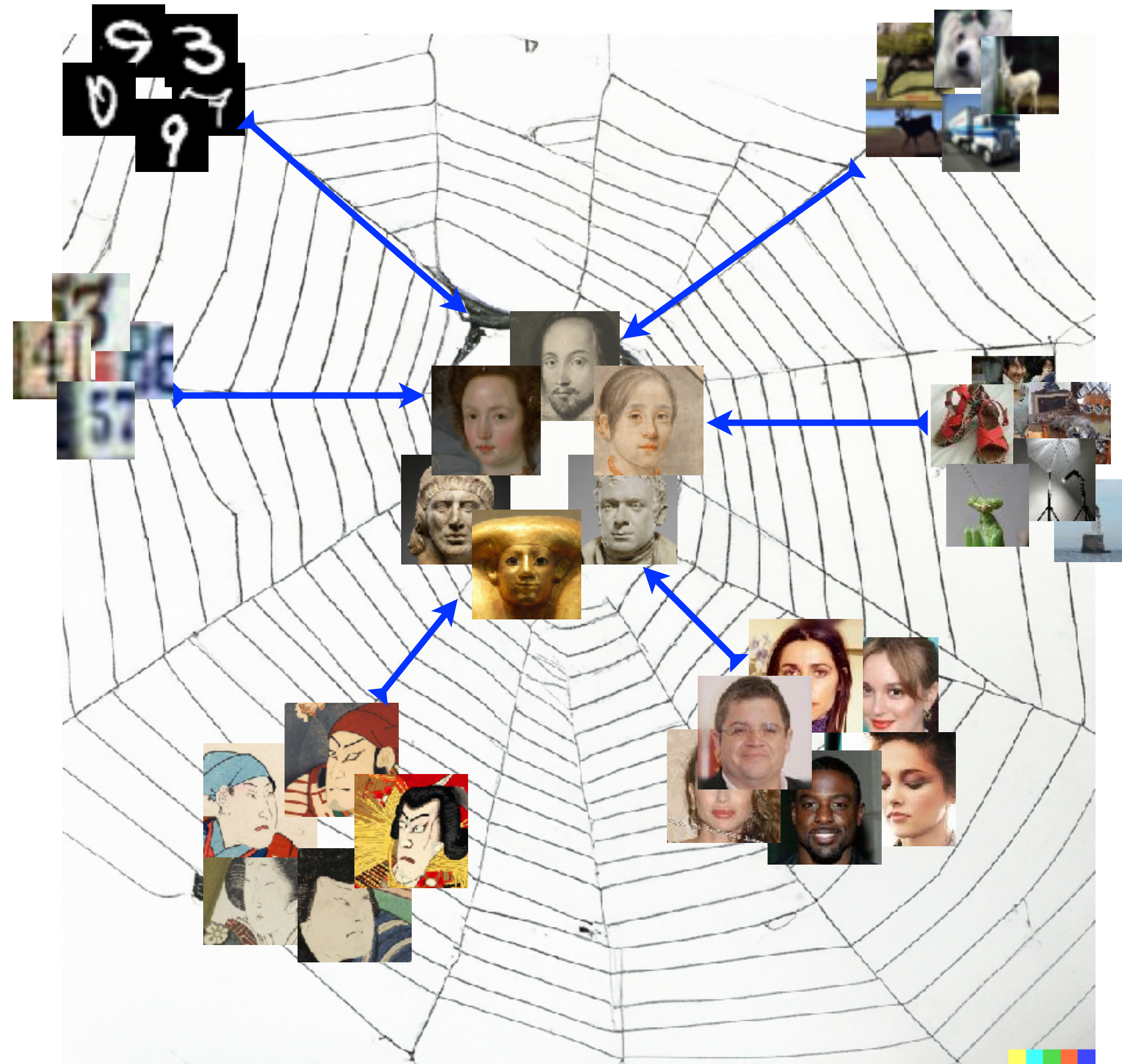
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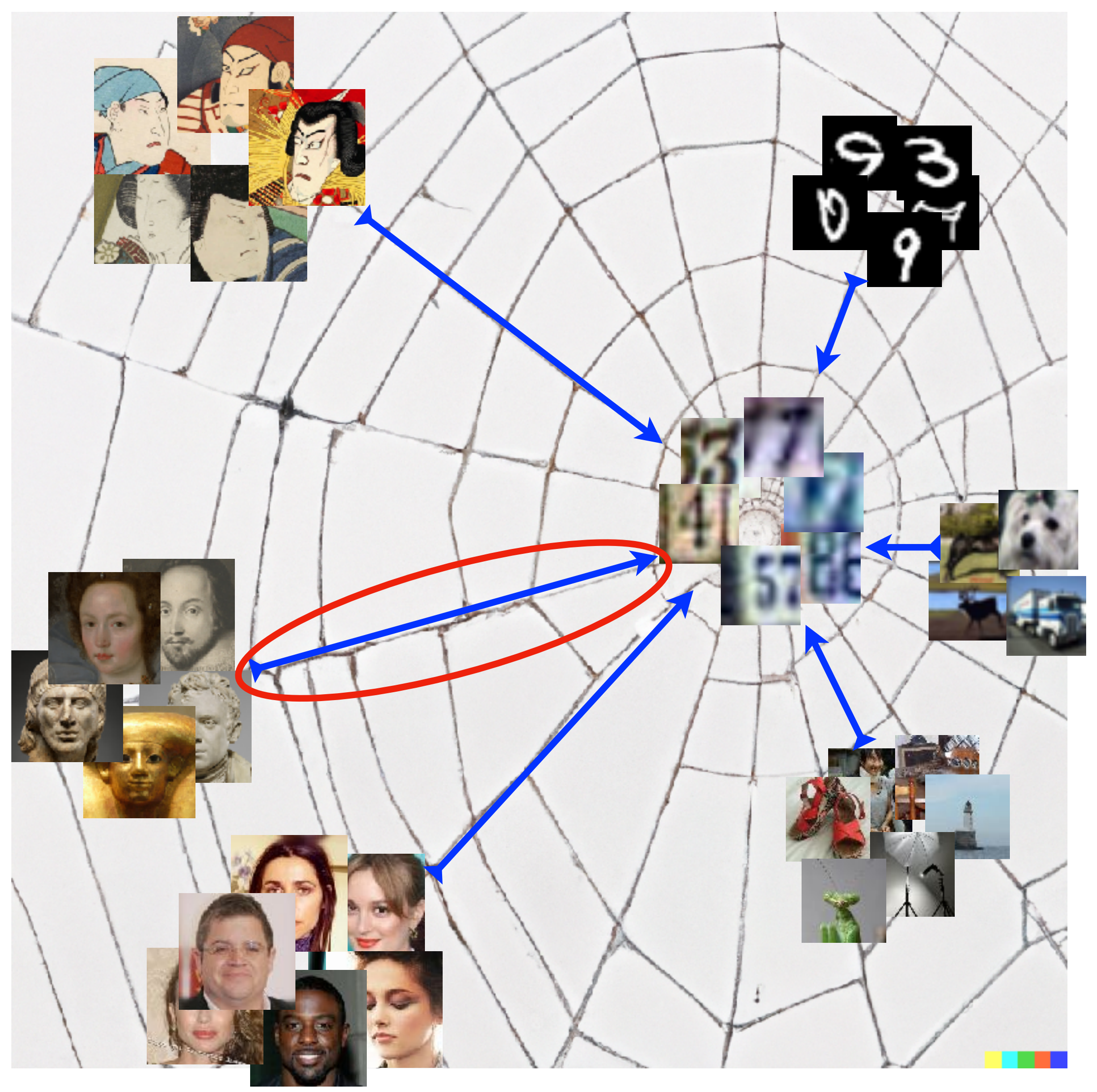
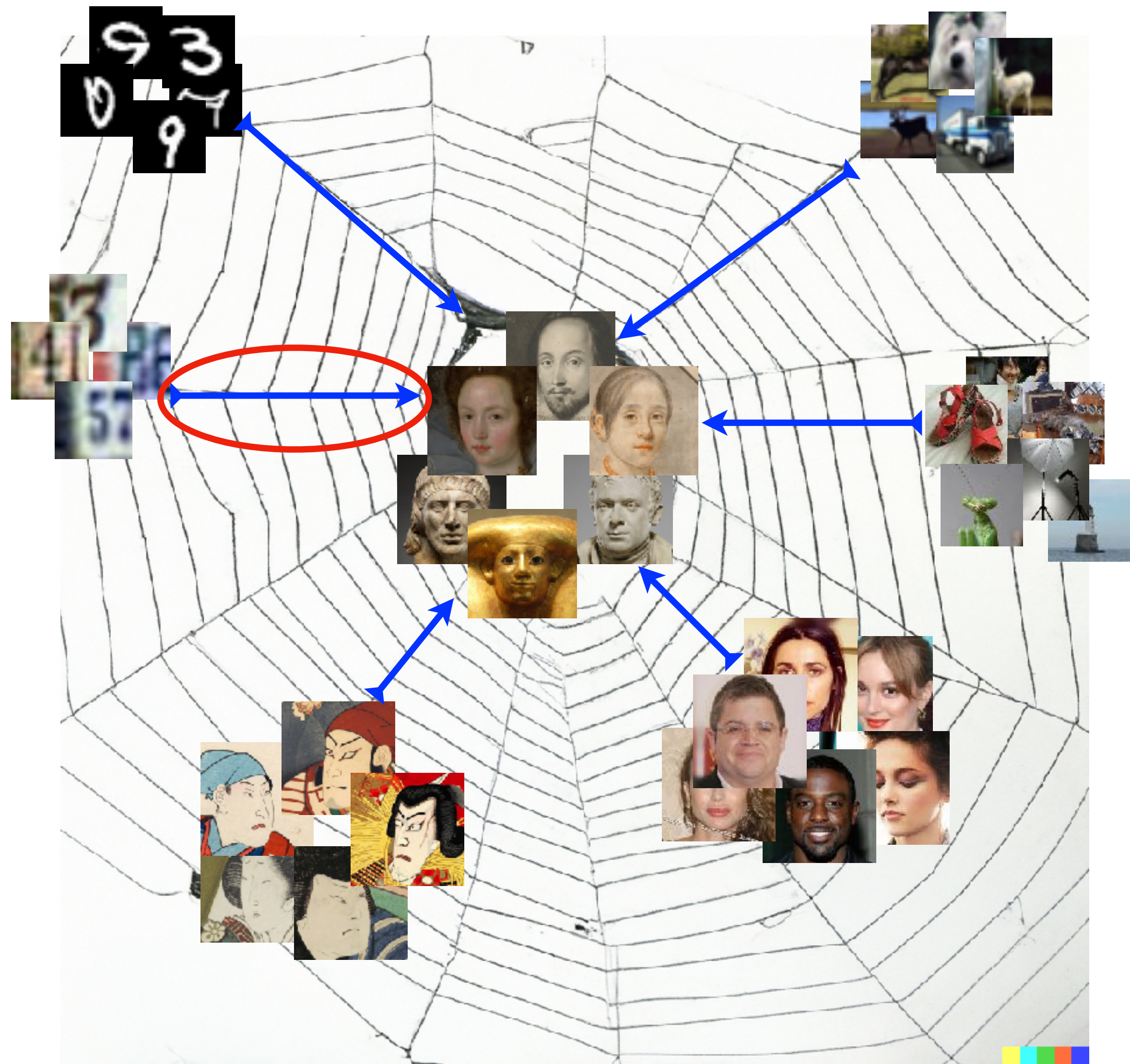


- How do we identify these *friendly neighborhood* datasets?

What is a “Friendly Neighborhood”?



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- The recently proposed Poly-LSGAN^[11] discriminator can be used as a distance measure!

$$\tilde{D}_p^*(\mathbf{x}) = \frac{\kappa_{m,n}}{N} \left(\sum_{\mathbf{g}_j \sim p_g} \psi_{m,n}(\mathbf{x} - \mathbf{g}_j) - \sum_{\mathbf{d}_i \sim p_d} \psi_{m,n}(\mathbf{x} - \mathbf{d}_i) \right), \text{ where } \psi_{m,n}(\mathbf{x}) = \begin{cases} \|\mathbf{x}\|^{2m-n} & \text{if } 2m-n < 0 \\ & \text{or } n \text{ is odd,} \\ \|\mathbf{x}\|^{2m-n} \ln(\|\mathbf{x}\|) & \text{if } 2m-n \geq 0 \\ & \text{and } n \text{ is even.} \end{cases}$$

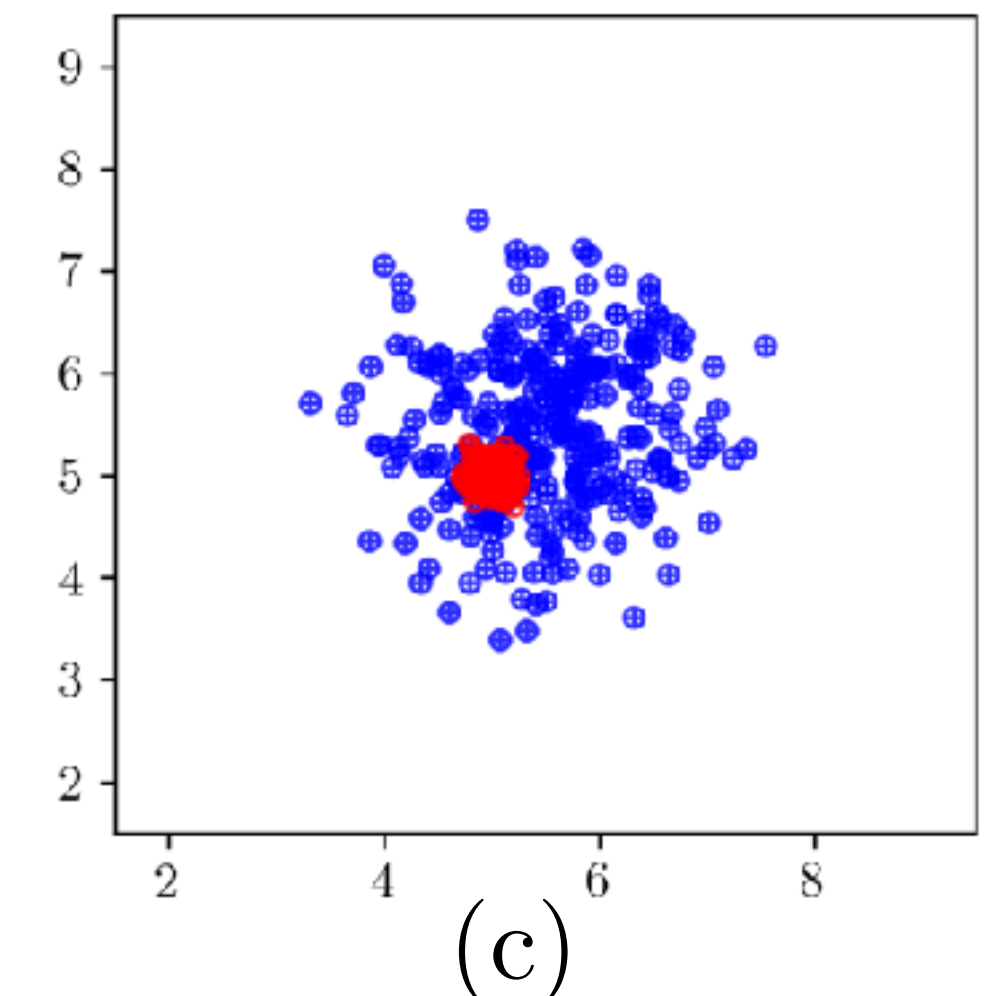
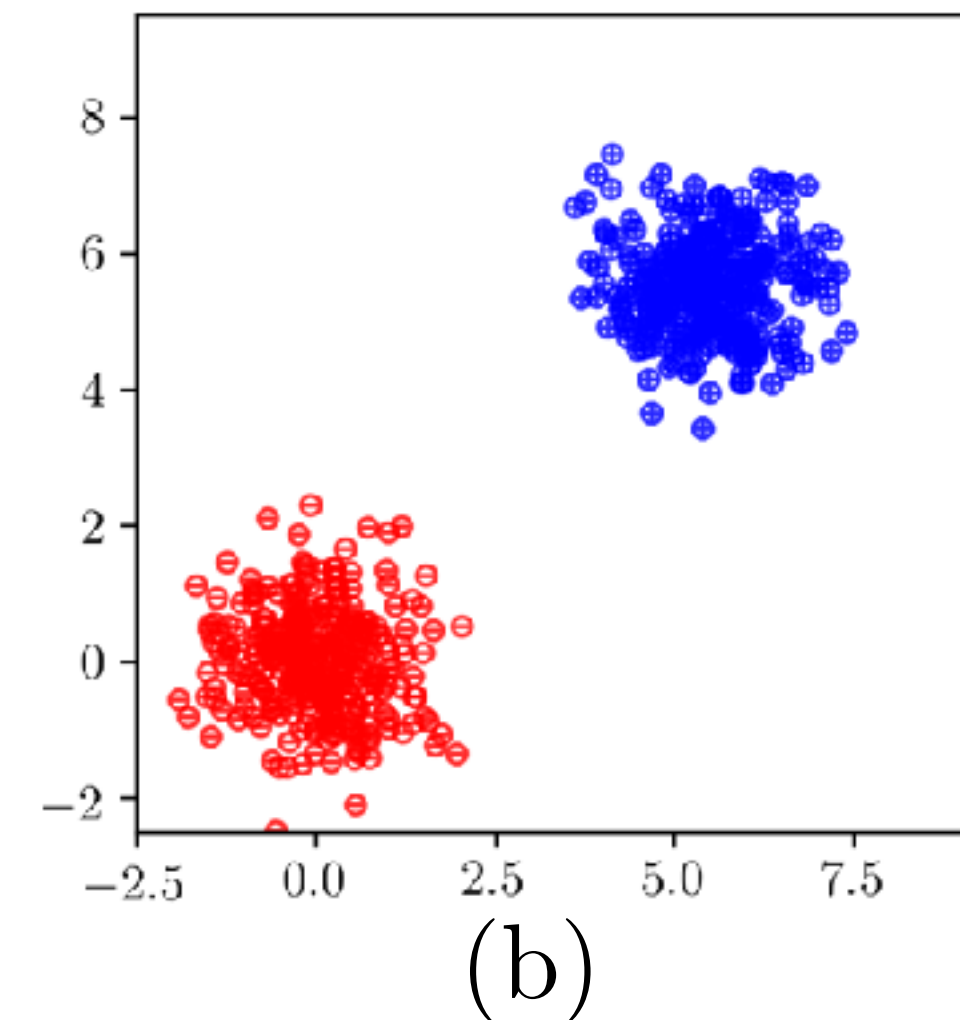
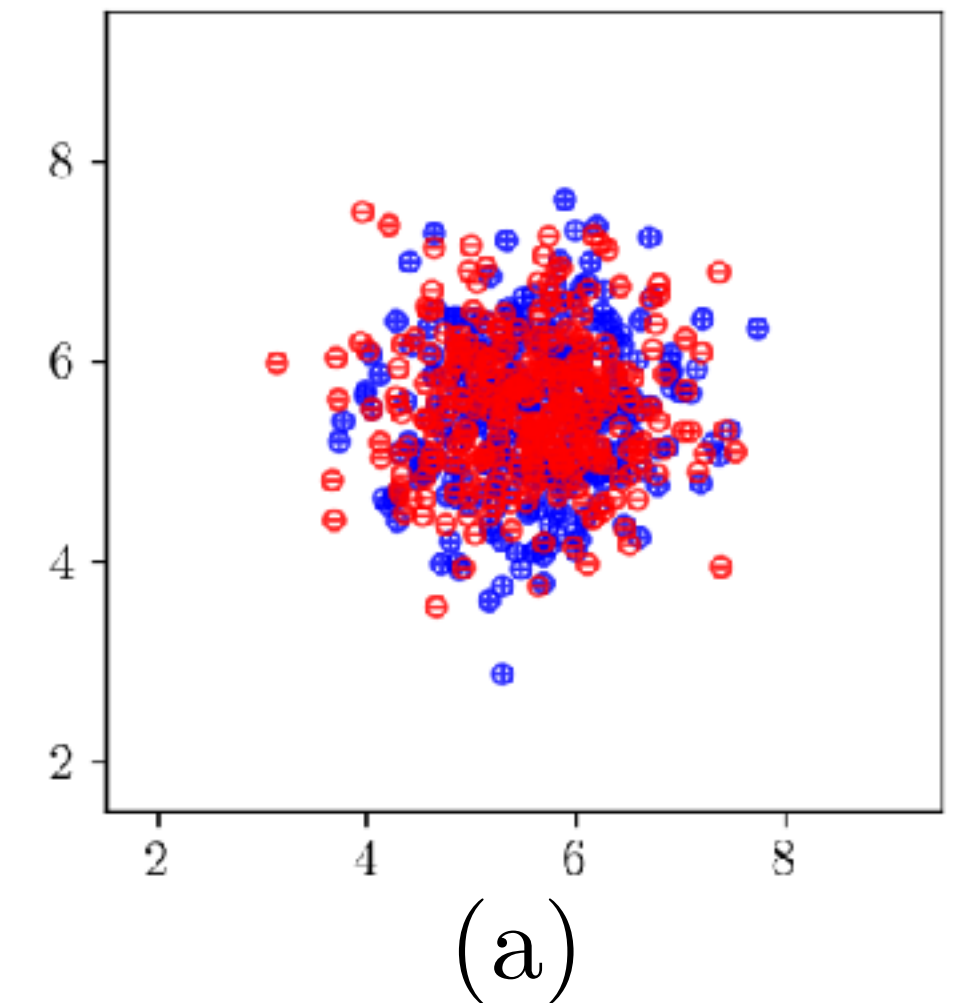
^[11]Asokan and Seelamantula, NeurIPS DLDE-II 2022

The Signed Distance

$$\tilde{D}_p^*(\mathbf{x}) = \frac{\kappa_{m,n}}{N_g} \sum_{\mathbf{g}_j \sim p_g} \psi_{m,n}(\mathbf{x} - \mathbf{g}_j) - \frac{\kappa_{m,n}}{N_d} \sum_{\mathbf{d}_i \sim p_d} \psi_{m,n}(\mathbf{x} - \mathbf{d}_i).$$

where $\psi_{m,n}(\mathbf{x}) = \begin{cases} \|\mathbf{x}\|^{2m-n} & \text{if } 2m - n < 0 \text{ or } n \text{ is odd,} \\ \|\mathbf{x}\|^{2m-n} \ln(\|\mathbf{x}\|) & \text{if } 2m - n \geq 0 \text{ and } n \text{ is even.} \end{cases}$

- $D_p^*(\mathbf{x})$ has promising properties!
- Consider a test point \mathbf{x} drawn from p_d :
 - (a) If $p_g = p_d$, we have $D_p^*(\mathbf{x}) = 0, \forall \mathbf{x}$.
 - (b) If p_g is far from p_d , $D_p^*(\mathbf{x}) > 0$.
 - (c) If p_g has *mode-collapsed*, $D_p^*(\mathbf{x}) < 0$.



● Target: $\mathbf{c} \sim \mu_q$

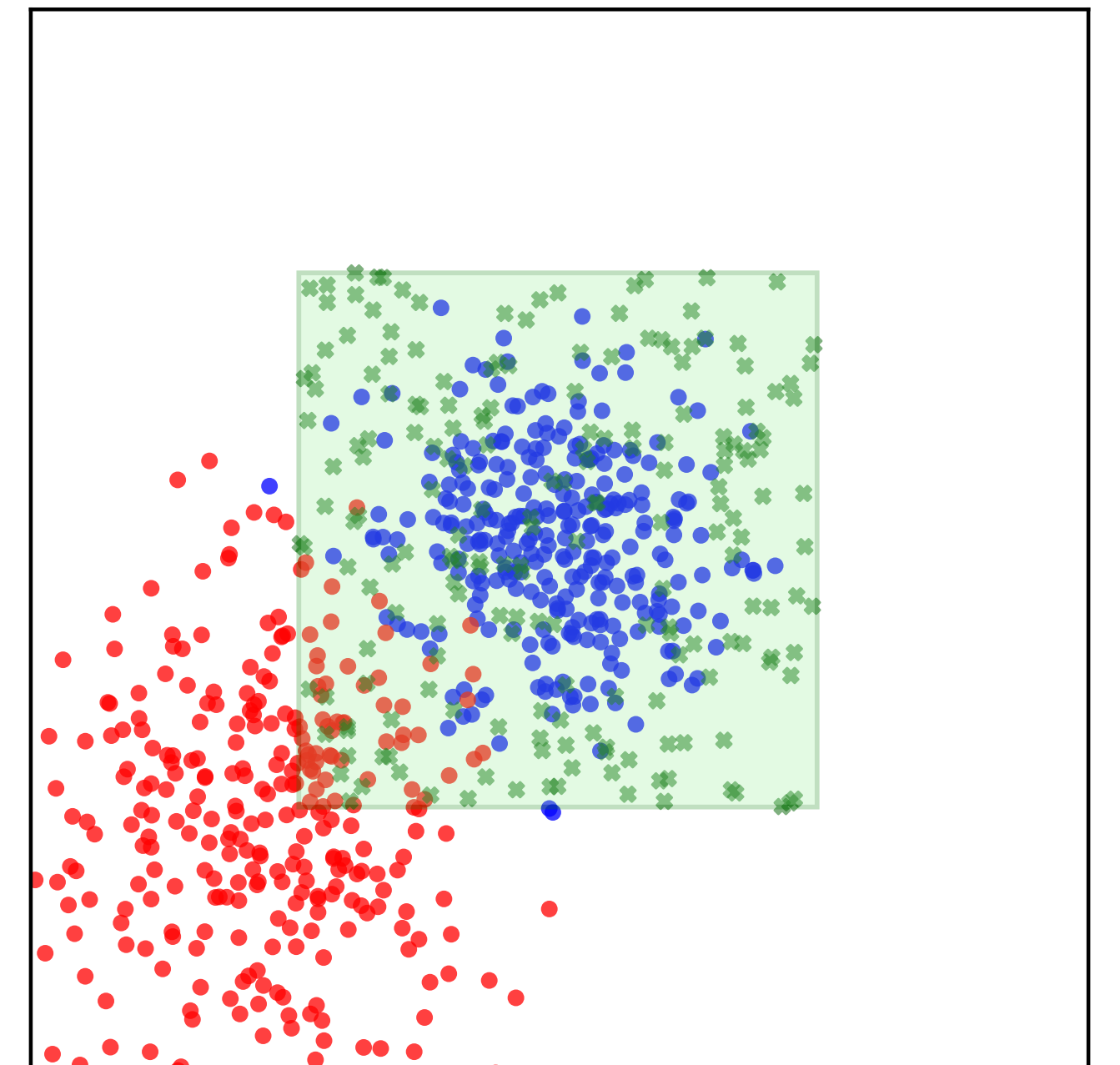
● Source: $\tilde{\mathbf{c}} \sim \mu_p$

The Signed Distance

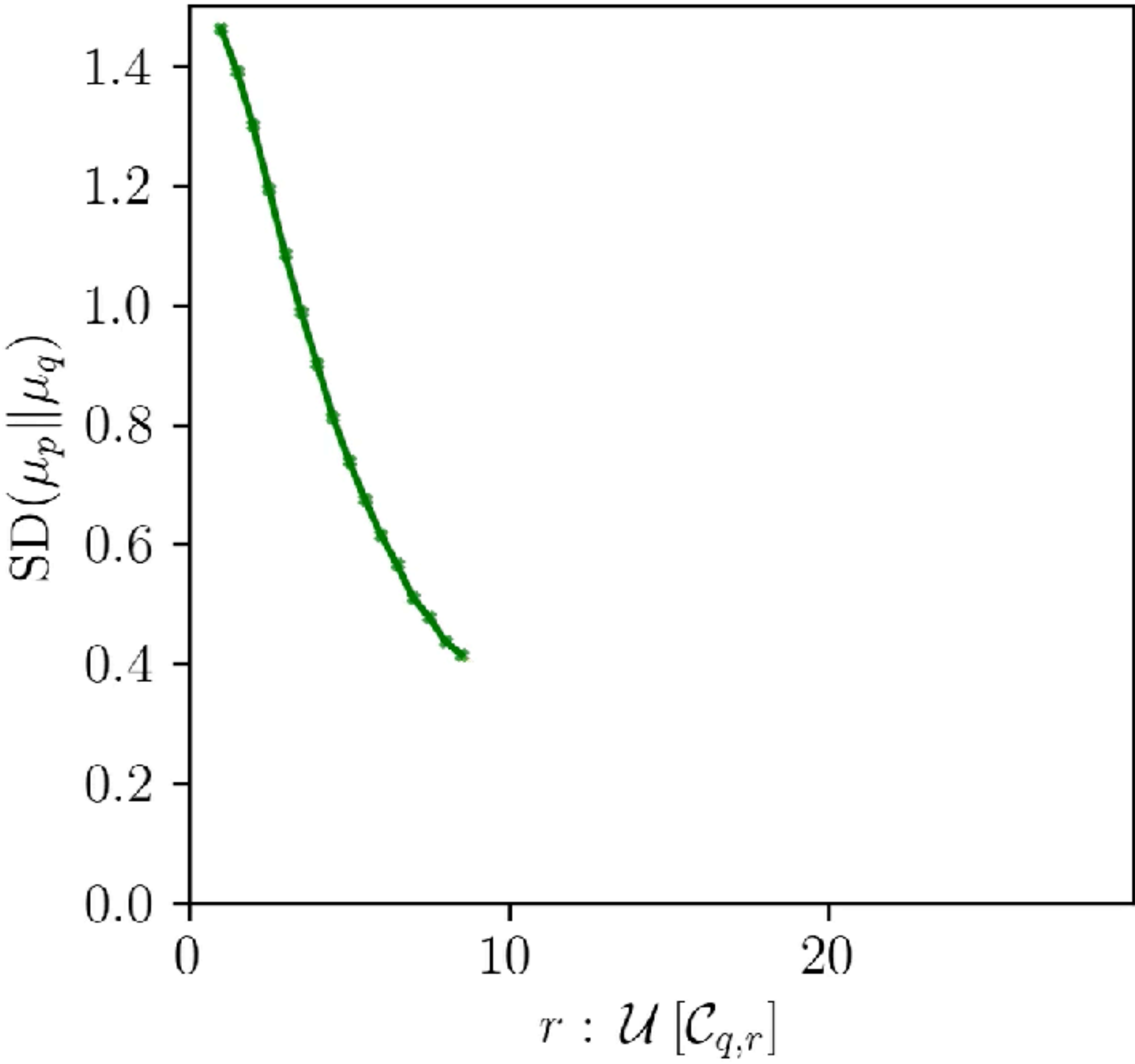
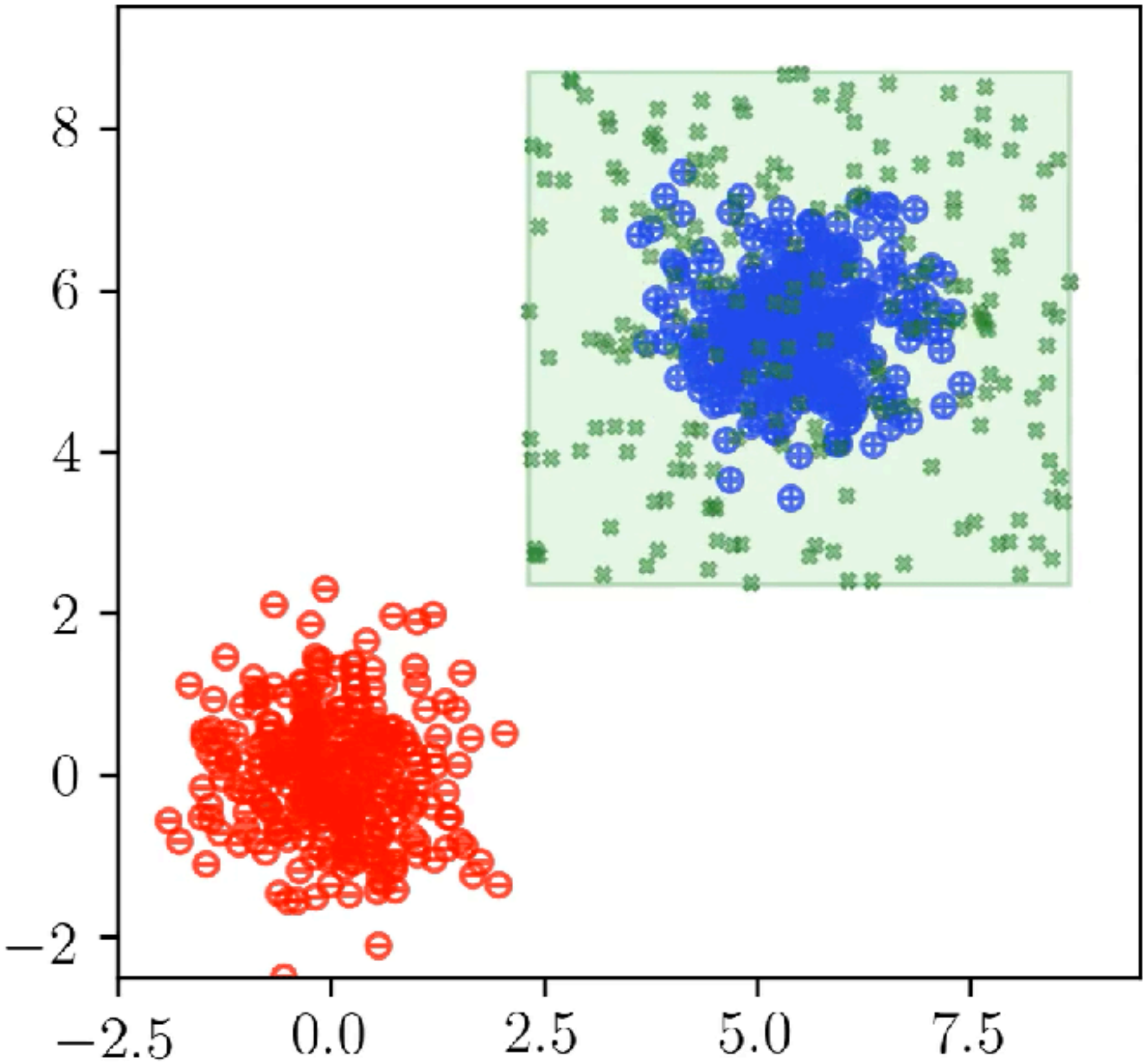
$$\sum_{\mathbf{x}} \tilde{D}_p^*(\mathbf{x}) \approx \text{SD}(p_s \| p_t) = \sum_{\mathbf{x} \in \mathcal{U}[\mathcal{C}_r]} \left(\sum_{d_i \sim p_s} \psi_{m,n}(\mathbf{x} - \mathbf{d}_i) - \sum_{g_j \sim p_t} \psi_{m,n}(\mathbf{x} - \mathbf{g}_j) \right).$$

where $\psi_{m,n}(\mathbf{x}) = \begin{cases} \|\mathbf{x}\|^{2m-n} & \text{if } 2m - n < 0 \text{ or } n \text{ is odd,} \\ \|\mathbf{x}\|^{2m-n} \ln(\|\mathbf{x}\|) & \text{if } 2m - n \geq 0 \text{ and } n \text{ is even.} \end{cases}$

- Compute the signed distance $\text{SD}(p_s \| p_t)$ of a **source** p_s w.r.t. a **reference target** p_t as the sum of the discriminator D_p^* evaluated over an entire batch of samples $\{\mathbf{x}_\ell\}_{\ell=1}^M$ drawn from a **cube** \mathcal{C}_r of **side** r , centered around **target** p_t .

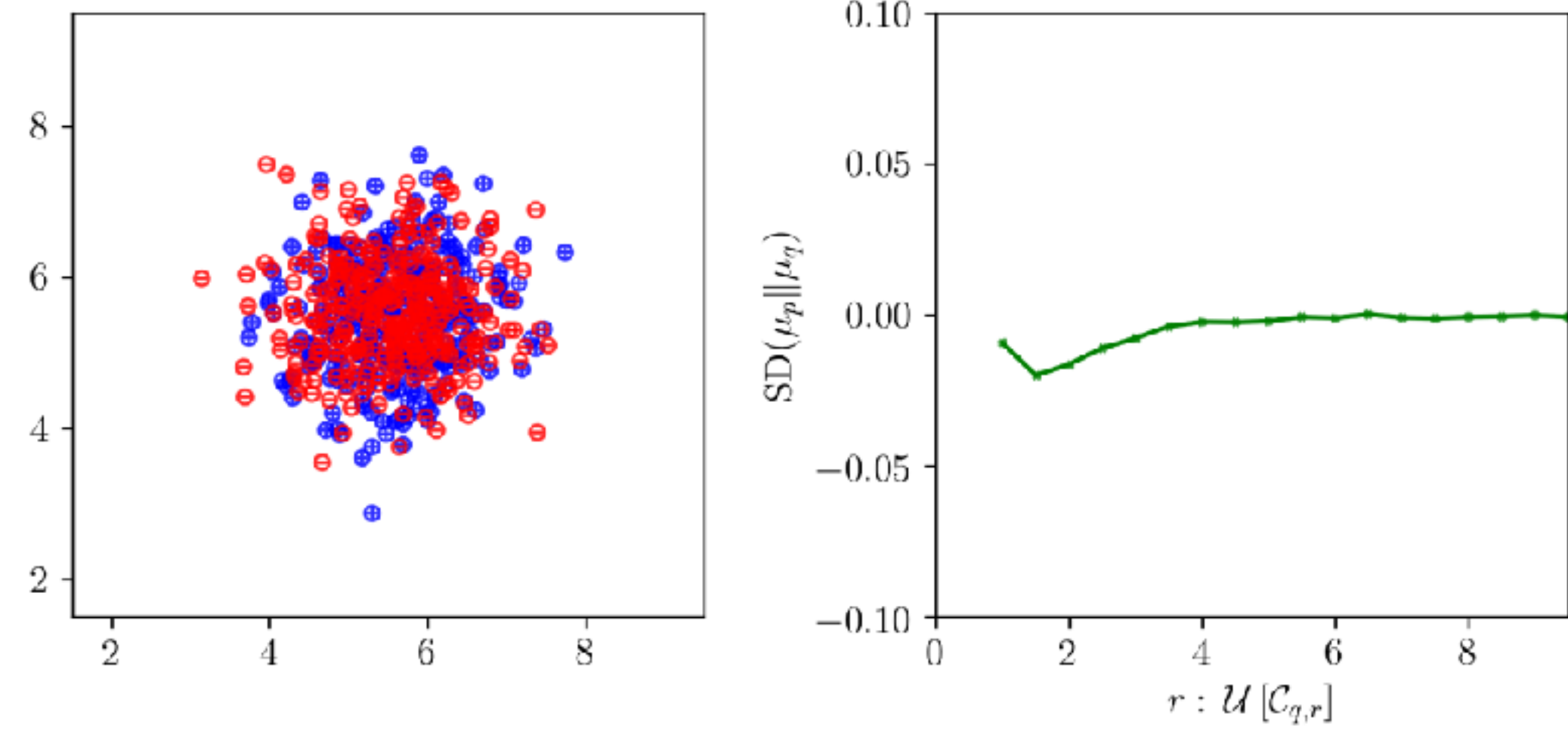
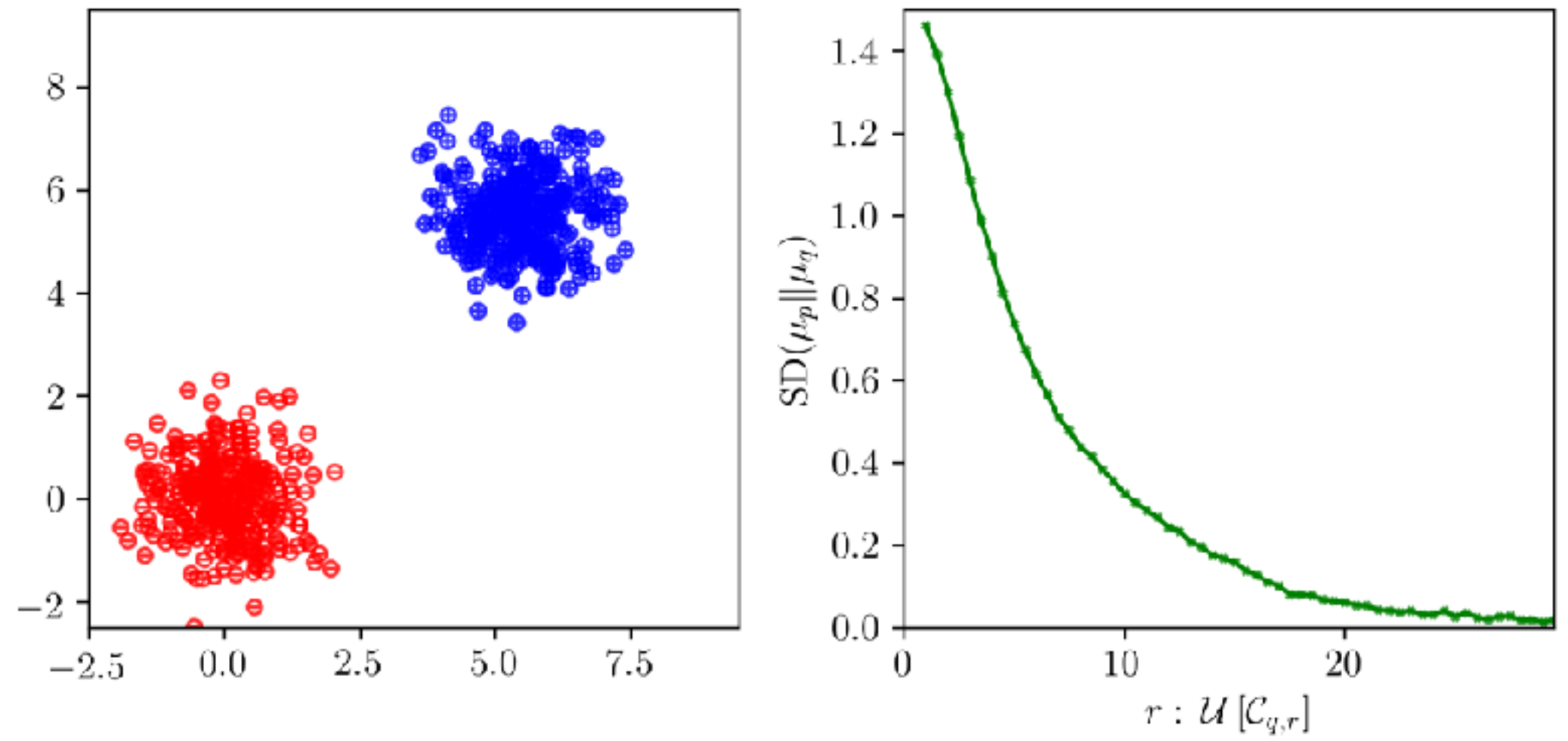
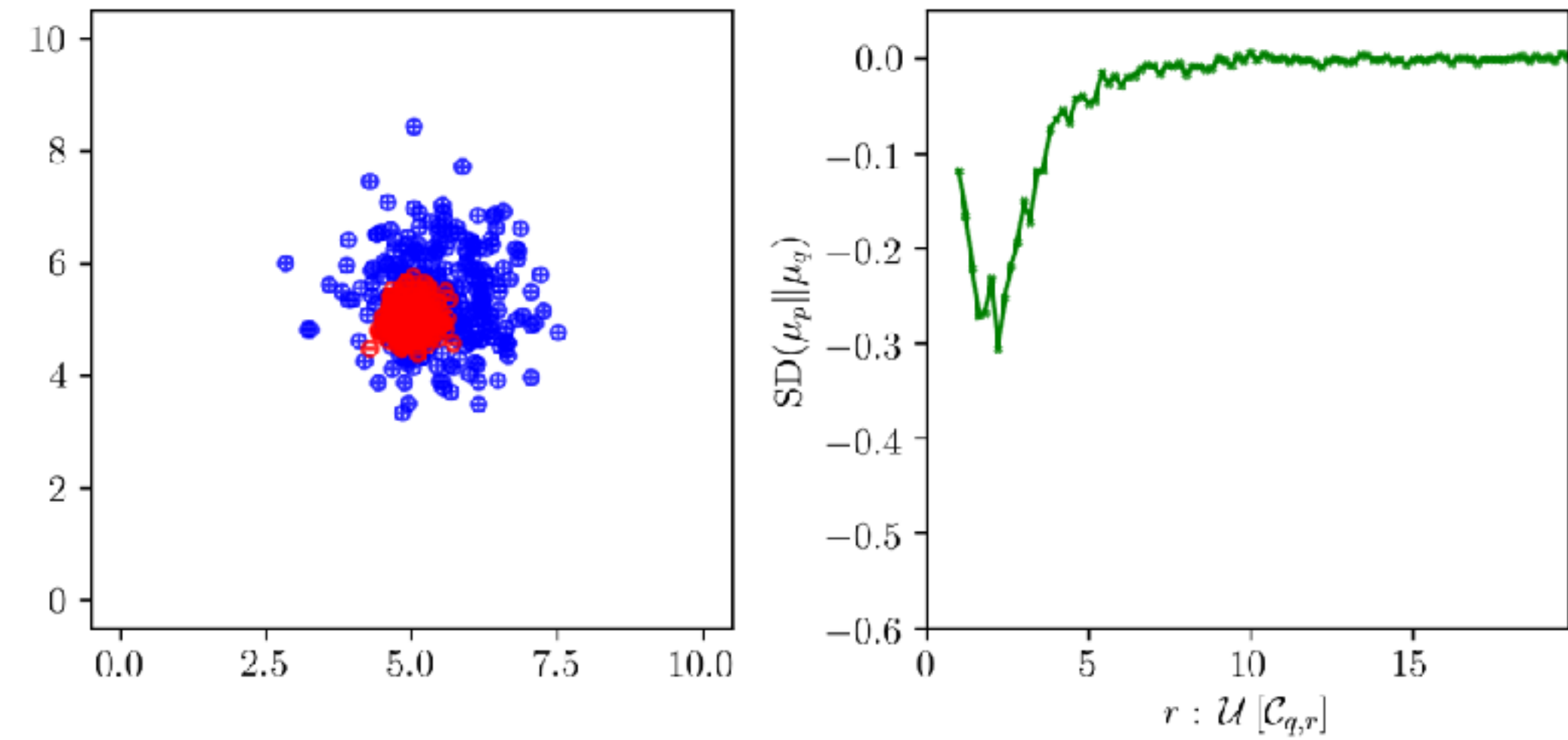
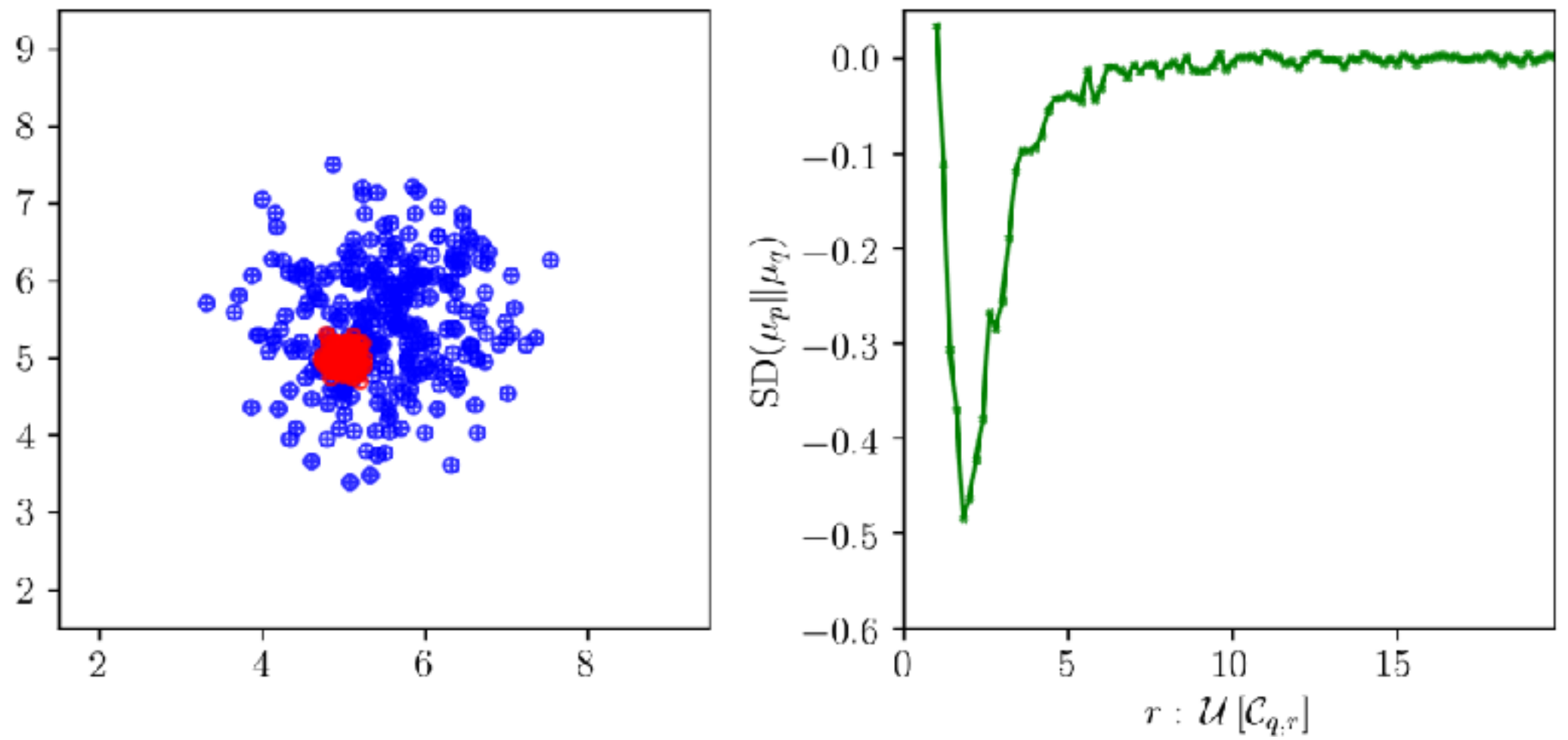


The Signed Distance



 $\mathcal{C}_{q,r}$  Target: $\mathbf{c} \sim \mu_q$  Source: $\tilde{\mathbf{c}} \sim \mu_p$  References: $\mathbf{x} \sim \mathbf{U}[\mathcal{C}_{q,r}]$

The Signed Distance



$\mathcal{C}_{q,r}$
 Target: $\mathbf{c} \sim \mu_q$
 Source: $\tilde{\mathbf{c}} \sim \mu_p$
 References: $\mathbf{x} \sim \mathbf{U}[\mathcal{C}_{q,r}]$

The Signed Inception Distance

$$\sum_{\mathbf{x}} \tilde{D}_p^*(\mathbf{x}) \approx \text{SD}(p_s \| p_t) = \sum_{\mathbf{x} \in \mathcal{U}[\mathcal{C}_r]} \left(\sum_{d_i \sim p_s} \psi_{m,n}(\mathbf{x} - \mathbf{d}_i) - \sum_{g_j \sim p_t} \psi_{m,n}(\mathbf{x} - \mathbf{g}_j) \right).$$

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- How do we extend this to image data?

The Signed Inception Distance

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- How do we extend this to image data?
- The **signed Inception distance**, $\text{SID}(p_s \| p_t)$: Compute $\text{SD}(p_s \| p_t)$ over Inception embeddings.

The Signed Inception Distance

$$\sum_{\mathbf{x}} \tilde{D}_p^*(\mathbf{x}) \approx \text{SID}(p_s \| p_t) = \sum_{\mathbf{x} \in \mathcal{U}[\mathcal{C}_r]} \left(\sum_{d_i \sim p_s} \psi_{m,n}(\mathbf{I}_{v3}(\mathbf{x}) - \mathbf{I}_{v3}(\mathbf{d}_i)) - \sum_{g_j \sim p_t} \psi_{m,n}(\mathbf{I}_{v3}(\mathbf{x}) - \mathbf{I}_{v3}(\mathbf{g}_j)) \right).$$

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- How do we extend this to image data?
- **Signed Inception distance** ($\text{SID}(p_s \| p_t)$): Compute $\text{SD}(p_s \| p_t)$ over Inception (\mathbf{I}_{v3}) embeddings.

SID and Spider GANs

- Identify *friendly neighbors* p_s of a target p_t , by computing area under the $(\text{SID}(p_s || p_t))$ curve.
- Train GANs with the input samples drawn from the *friendly neighbors*.

SID and Spider GANs

- Identify *friendly neighbors* p_s of a target p_t , by computing area under the $(\text{SID}(p_s || p_t))$ curve.
- Train GANs with the input samples drawn from the *friendly neighbors*.

Table: Area under the SID curve between various Target and Source datasets can be used to identify the **first**, **second** and **third** “friendliest neighbors” of a dataset.

Src \ Tar	MNIST	F-MNIST	SVHN	CIFAR-10	T-ImgNet	CelebA	Ukiyo-E	Church
MNIST	0.1865	21.886	37.227	29.298	9.436	198.714	201.550	205.322
F-MNIST	162.962	0.1097	46.938	19.051	-0.5571	167.840	191.010	181.458
SVHN	212.473	77.357	-0.0566	34.534	21.668	195.631	214.507	219.790
CIFAR-10	221.337	65.426	52.051	-0.1478	-7.109	180.491	198.991	173.655
T-ImgNet	230.916	75.737	67.902	12.892	0.6743	157.520	197.447	184.977
CelebA	204.794	68.828	65.299	23.685	8.829	0.6241	184.170	191.927
Ukiyo-E	250.226	92.741	82.157	39.792	18.727	191.930	0.5494	180.697
Church	212.452	48.676	56.136	-4.655	-23.115	185.740	198.750	-0.5258

SID and Spider GANs

- Identify *friendly neighbors* p_s of a target p_t , by computing area under the $(\text{SID}(p_s || p_t))$ curve.
- Train GANs with the input samples drawn from the *friendly neighbors*.

Table: Area under the SID curve between various Target and Source datasets is used to identify the **first**, **second** and **third** “friendliest neighbors” of a dataset.

Src \ Tar	MNIST	F-MNIST	SVHN	CIFAR-10	T-ImgNet	CelebA	Ukiyo-E	Church
MNIST	0.1865	21.886	37.227	29.298	9.436	198.714	201.550	205.322
F-MNIST	162.962	0.1097	46.938	19.051	-0.5571	167.840	191.010	181.458
SVHN	212.473	77.357	-0.0566	34.534	21.668	195.631	214.507	219.790
CIFAR-10	221.337	65.426	52.051	-0.1478	-7.109	180.491	198.991	173.655
T-ImgNet	230.916	75.737	67.902	12.892	0.6743	157.520	197.447	184.977
CelebA	204.794	68.828	65.299	23.685	8.829	0.6241	184.170	191.927
Ukiyo-E	250.226	92.741	82.157	39.792	18.727	191.930	0.5494	180.697
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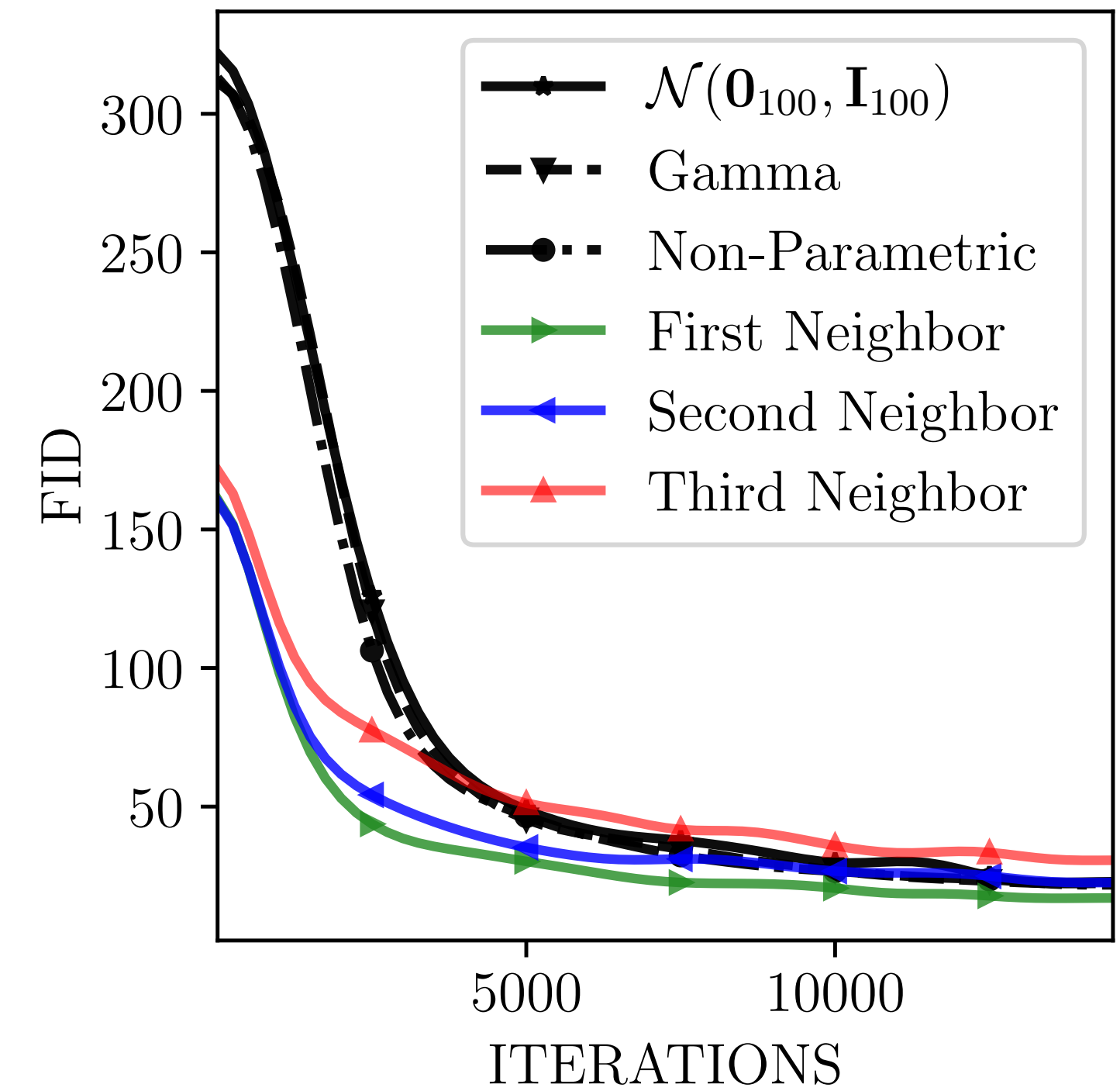
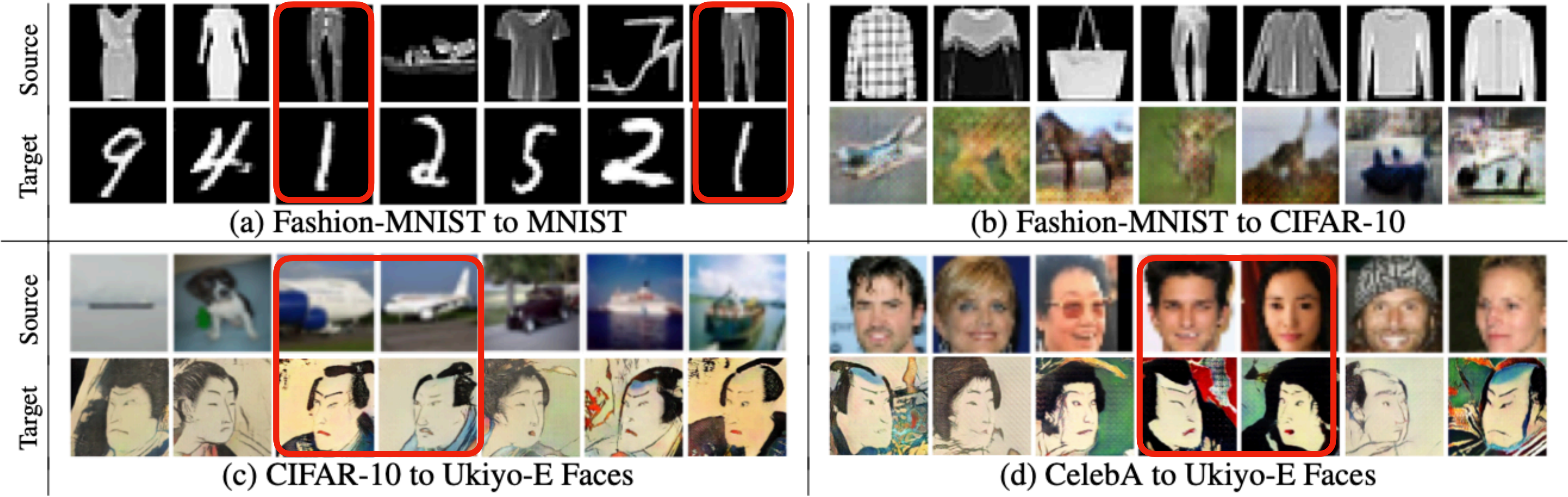


Fig: FID vs. Iterations on learning the MNIST dataset for various choices of input datasets.

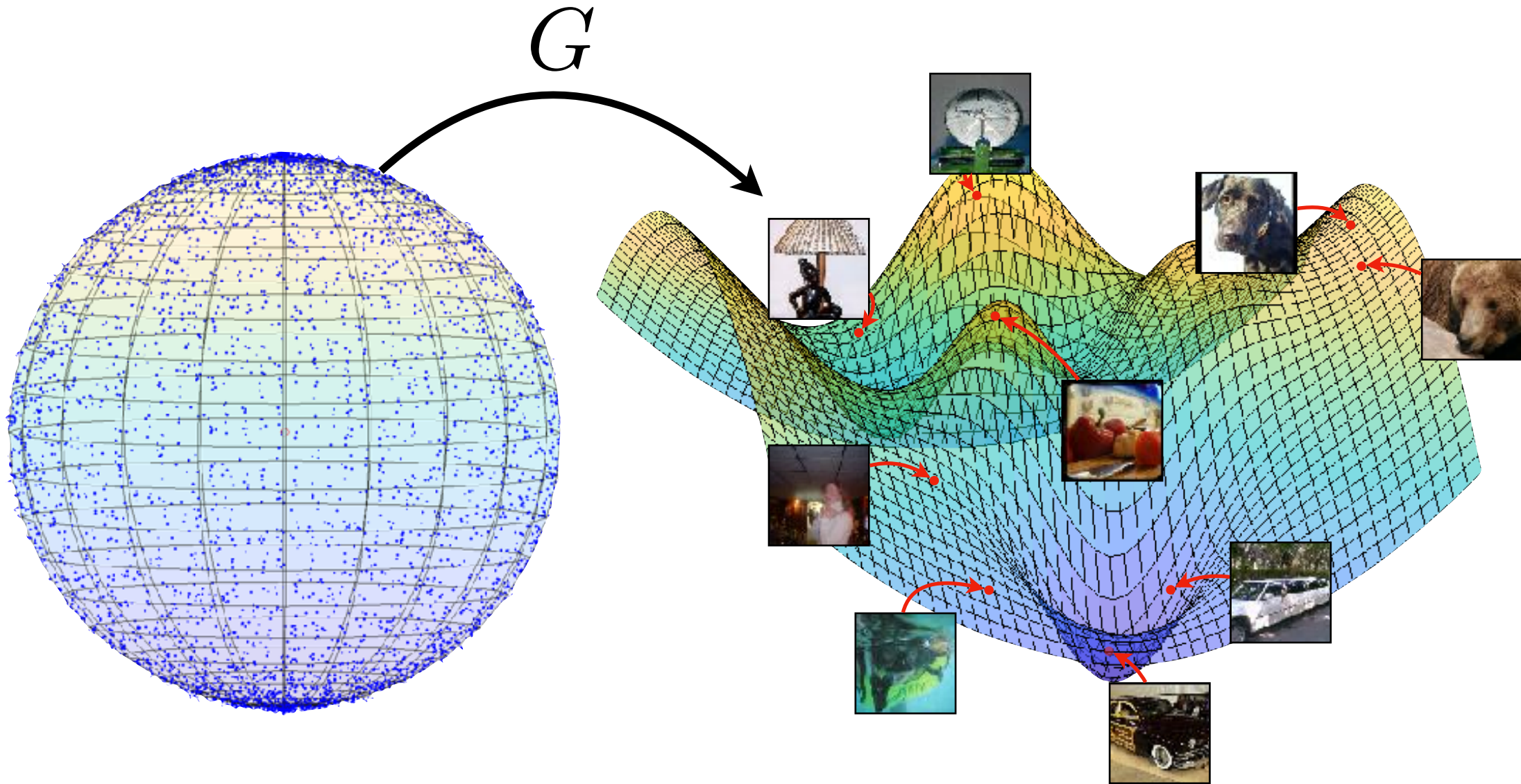
Learning from the Friendly Neighbors

- The generator learns transformations between datasets
- Visual similarity is not necessary; Underling structural similarity is implicitly leveraged.

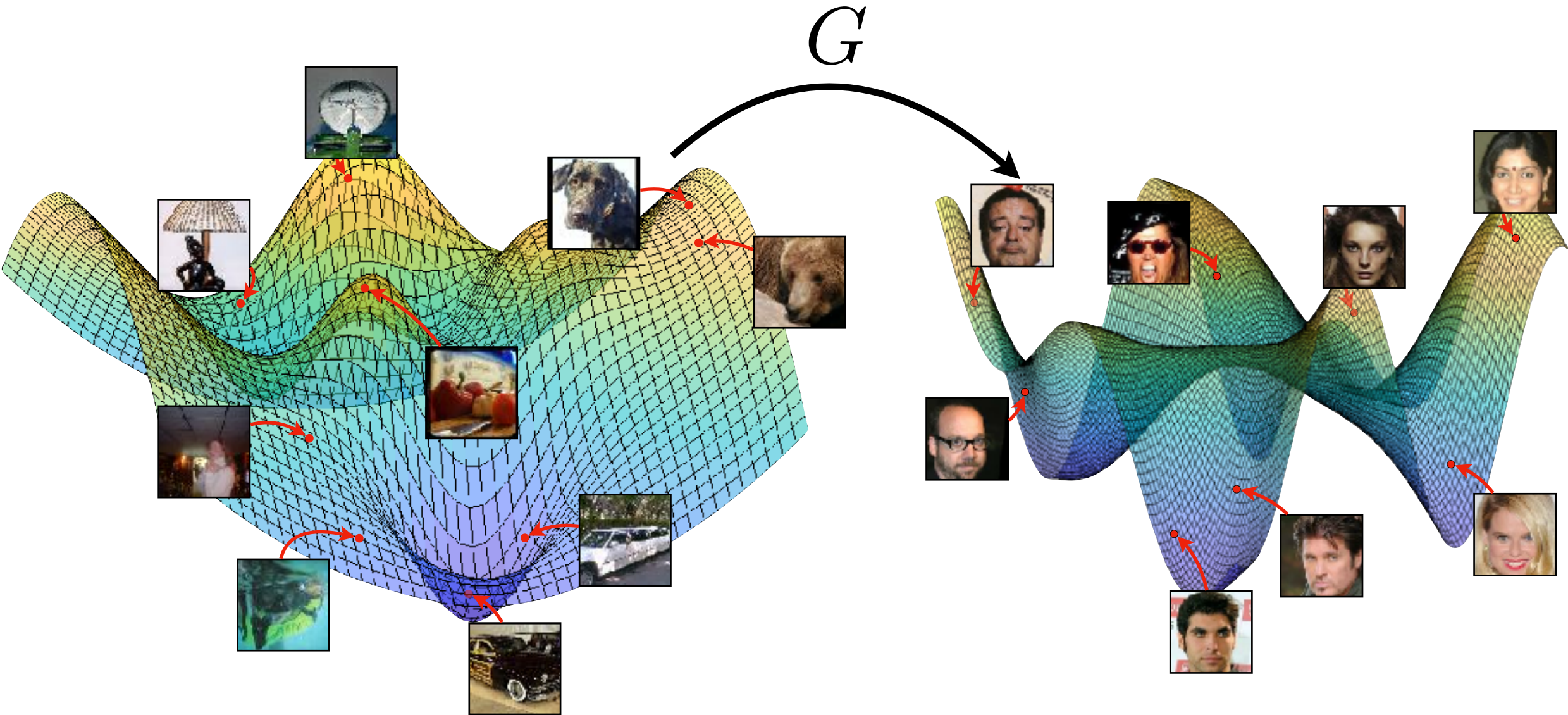


Cascading Spider GANs

Standard GAN



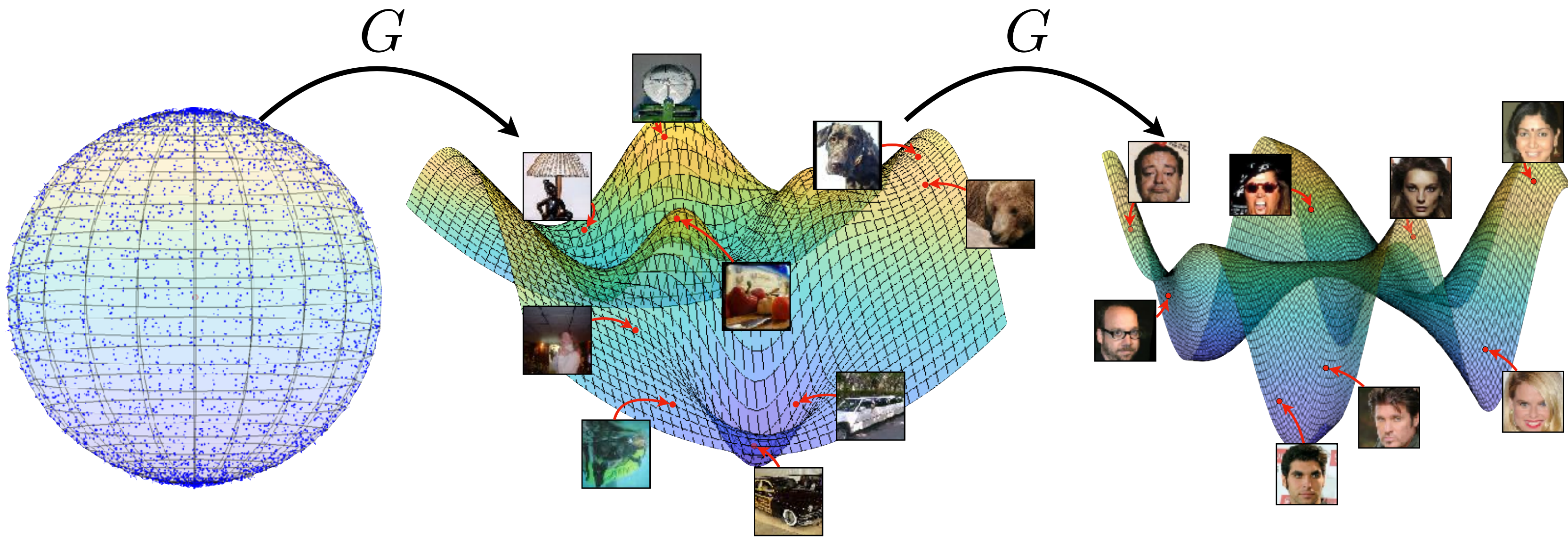
Spider GAN



Cascading Spider GANs

Pre-trained Stage-I GAN

Stage-II Spider GAN



Cascading Spider GANs

- Cascaded Spider Style GANs achieve **state-of-the-art FID** scores in a **fifth of the training iterations** compared to baseline PGGAN^[12], StyleGAN2-ADA^[13] and StyleGAN3^[14]!

Table. Performance of AFHQ-Cats

Architecture	Weight Transfer	Input Distribution	Training steps	FID	KID ($\times 10^{-3}$)
StyleGAN2-ADA	–	Gaussian	25000	5.13*	1.54*
StyleGAN3-T	–	Gaussian	25000	4.04†	–
Spider StyleGAN3-T (Ours)	–	AFHQ-Dogs	5000	6.29	1.64
StyleGAN2-ADA	FFHQ	Gaussian	5000	3.55	0.35
Spider StyleGAN2-ADA (Ours)	FFHQ	Tiny-ImageNet	1000	3.91	1.23
StyleGAN2-ADA	AFHQ-Dogs	Gaussian	5000	3.47*	0.37*
Spider StyleGAN2-ADA (Ours)	AFHQ-Dogs	Tiny-ImageNet	1500	3.07	0.29
Spider StyleGAN3-T (Ours)	AFHQ-Dogs	Tiny-ImageNet	1000	3.86	1.01

Table. Performance of Ukiyo-E Faces and MetFaces

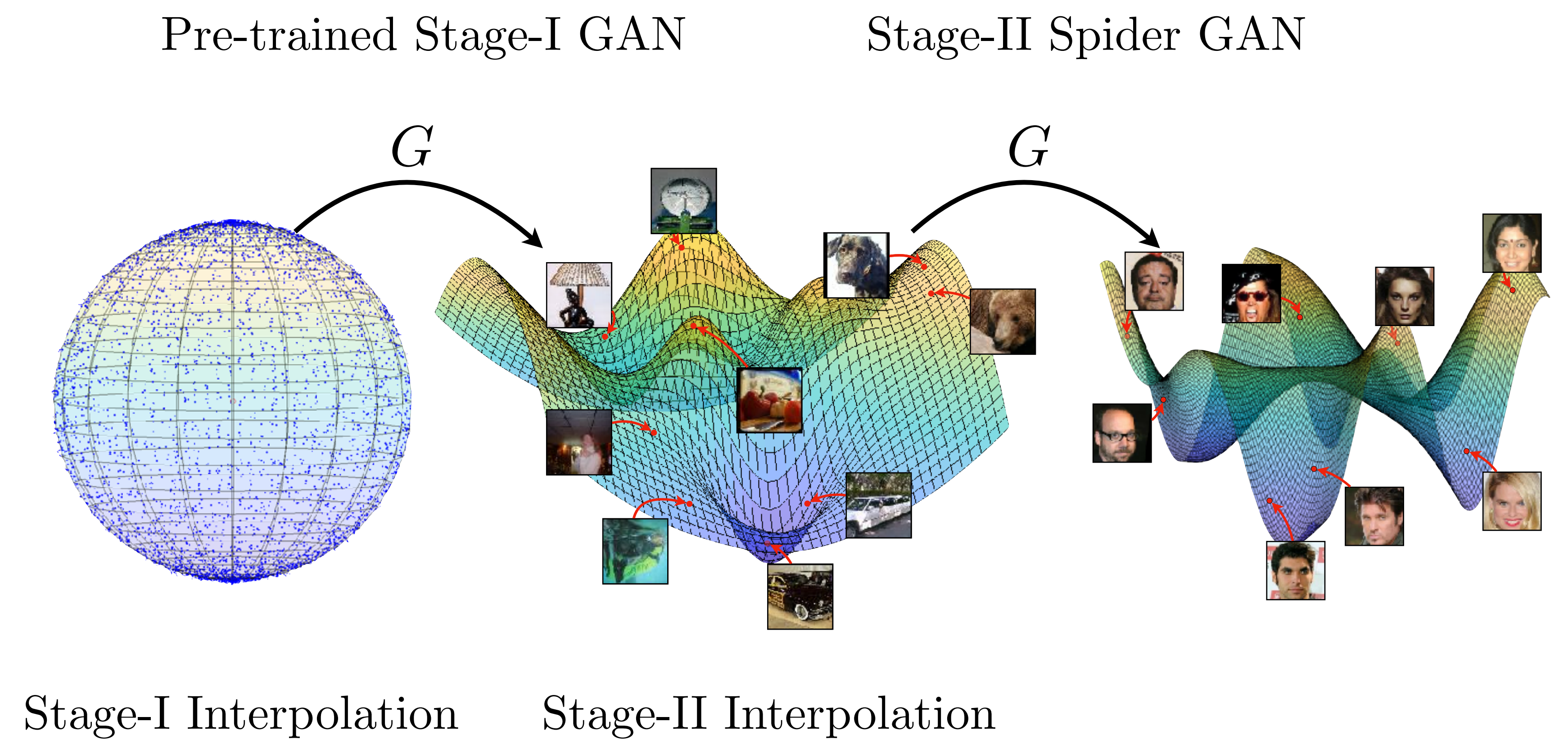
Architecture	Input	Ukiyo-E Faces		MetFaces	
		FID	KID	FID	KID
PGGAN	Gaussian	69.03	0.0762	85.74	0.0123
Spider PGGAN (Ours)	TinyImageNet	57.63	0.0161	45.32	0.0063
StyleGAN2*	Gaussian	56.74	0.0159	65.74	0.0350
StyleGAN2-ADA*	Gaussian	26.74	0.0109	18.75	0.0023
Spider StyleGAN2 (Ours)	TinyImageNet	20.44	0.0059	15.60	<u>0.0026</u>
Spider StyleGAN2 (Ours)	AFHQ-Dogs	32.59	0.0269	29.82	0.0019

Table. Performance of FFHQ

Architecture	Input	FID	KID	CSID _m
StyleGAN2-ADA	Gaussian	2.70†	0.906×10^{-3}	2.65
StyleGAN3-T	Gaussian	2.79†	1.031×10^{-3}	2.95
StyleGAN-XL	Gaussian	2.02†	0.287×10^{-3}	3.94
Spider StyleGAN2-ADA (Ours)	TinyImageNet	<u>2.45</u>	0.915×10^{-3}	1.99
Spider StyleGAN2-ADA (Ours)	AFHQ-Dogs	3.07	<u>0.795×10^{-3}</u>	<u>2.55</u>
Spider StyleGAN3-T (Ours)	TinyImageNet	2.86	1.162×10^{-3}	3.25

^[12]Karras et al., ICLR, 2018; ^[13]Karras et al., CVPR, 2021; ^[14]Karras et al., NeurIPS 2022

Cascading Spider GANs



Cascading Spider GANs



Fig. Interpolations on Stage-I Spider StyleGAN2-ADA



Fig. Interpolations on Stage-II Spider StyleGAN2-ADA

Cascading Spider GANs



Conclusions

- We developed a novel framework for training GANs with *friendly neighbor* inputs.
- SID: A kernel-based discriminator employed as an evaluation/distance measure.
- GANs trained with closely-related datasets as input outperform baselines in fewer iterations.

Conclusions

- We developed a novel framework for training GANs with *friendly neighbor* inputs.
- SID: A kernel-based discriminator employed as an evaluation/distance measure.
- GANs trained with closely-related datasets as input outperform baselines in fewer iterations.



Spider StyleGANs



SID

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Thank You!!

