

# **Image-to-Image Translation with Conditional GAN**

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### Introduction

- Image-to-image translation are tasks that take in input images and generate or manipulate them into a different visual space. Traditionally this task requires hand-crafted machinery.
- In this study we explore image translation using conditionalgeneral adversarial networks (C-GAN), in which we translate images using GAN conditioned on input images and generate desired output image.

## Data

- Paired aerial images and corresponding maps scraped from Google Maps.
- Image size 600 x 600 in JPEG
- 1097 training, 1098 validation, and 1098 test examples.

### Preprocessing

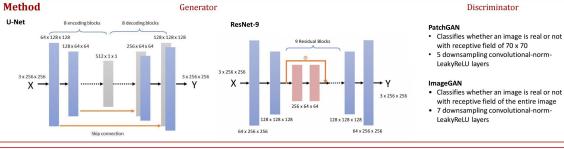
- Resize to 286 x 286
- Random crop to 256 x 256
- Random horizontal flip
- Zero center and normalize all pixel values to [-1, 1]

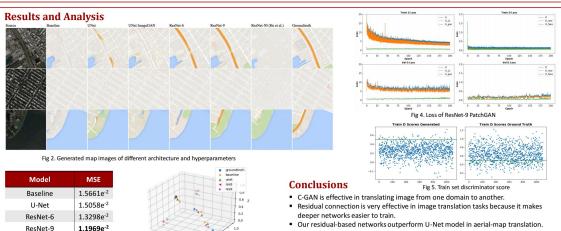
Fig 1. Training data samples

# Method Conditional-GAN D(x, G(x)) D(x, y) Figure 2. Conditional-GAN model Conditional adversarial loss:

 $L_{cGAN}(G,D) = E_{x,y}[logD(x,y)] + E_x[log(1-D(x,G(x)))]$ 

Objective of minmax game:  $(G^*, D^*) = arg \min_G \max_D (L_{cGAN}(G, D) + \lambda L_{L1}(G))$ 





#### ResNet50 (He et al.) 1.5848e<sup>-2</sup> **Future Work** Fig 3. t-SNE plot of 5 random generated images

from different models and ground truth

- Explore residual-based network for discriminator Experiment with dynamic training frequency that allows generator to train more often
- than discriminator in the beginning and gradually slow down

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Table 1. Mean Squared Error between

different models and ground truth