Synthesizing Comics via Conditional Generative Adversarial Networks

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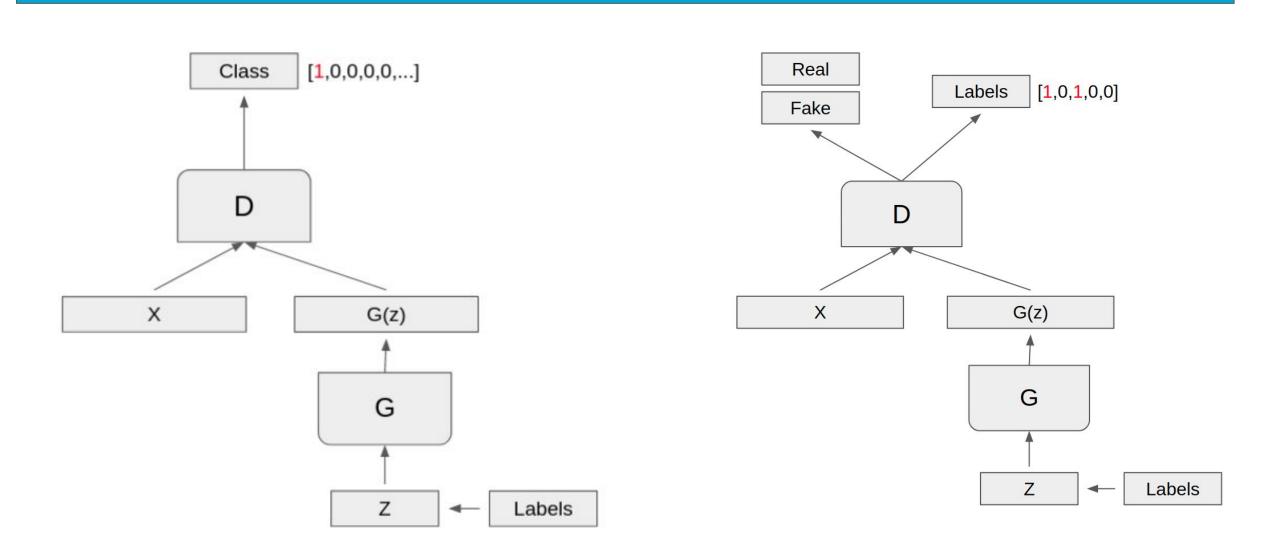
- Generative Adversarial Networks (GANs) [1] excel at image synthesis.
- Deep Convolutional GAN (DCGAN)[2], Wasserstein GAN with Gradient Penalty (WGAN-GP)[3], and Stability GAN (SGAN)[4] represent the state-of-the-art.
- Conditional GANs can be conditioned in order to generate output that matches a class label.

Research Question

Can conditional Generative Adversarial Networks synthesize comics that accurately match preconditions?

- How does the unconditional performance of DCGAN, WGAN-GP, and SGAN compare in the comics domain?
- Can a multi-class and multi-label version of the best performing architecture conditionally generate semantically accurate panels?
- How does the performance compare between the two networks?

Method



1. Empirical Analysis

MC-SGAN

Compare DCGAN, WGAN-GP, and SGAN on comics domain. Assess prominence of conditions.

ML-SGAN

2. Conditions

- Most prominent conditions were determined to be background color and character presence.

3. GAN Architectures

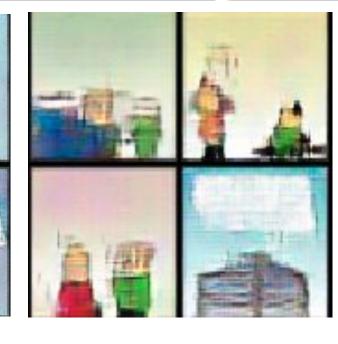
- Multi-Class SGAN: ResNet based architecture using multi-class classification via LP transformation.
- Multi-Label SGAN: ResNet based architecture using multi-label auxiliary classification technique [5].

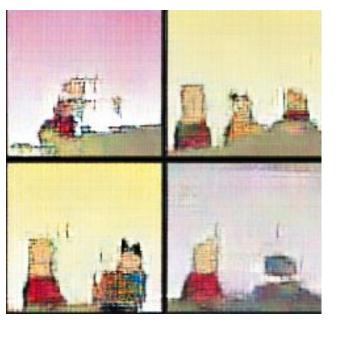
4. Evaluation

- Frechet Inception Distance [6]
- Accuracy of label occurrence
- Network loss

Empirical Analysis

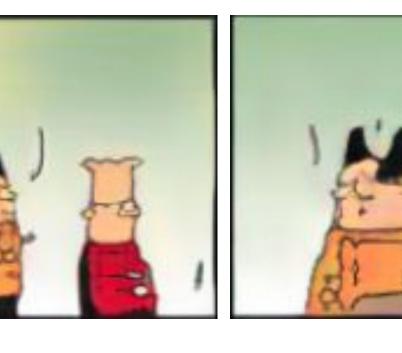


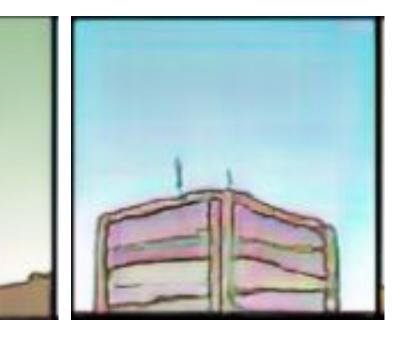


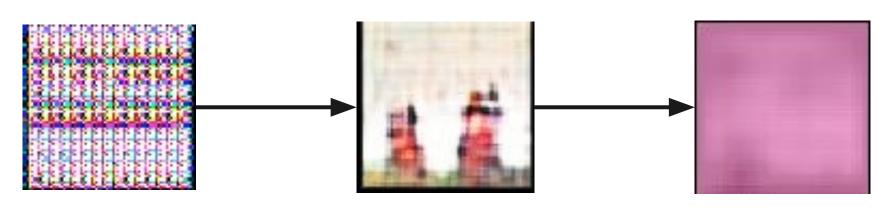


Results from DCGAN, WGAN-GP 64, and WGAN-GP

Results from **SGAN** 128





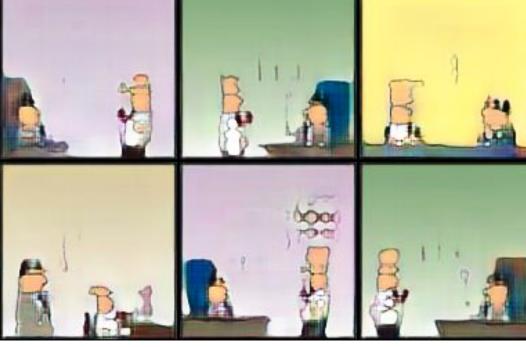


Example of vanishing gradients seen in **DCGAN**

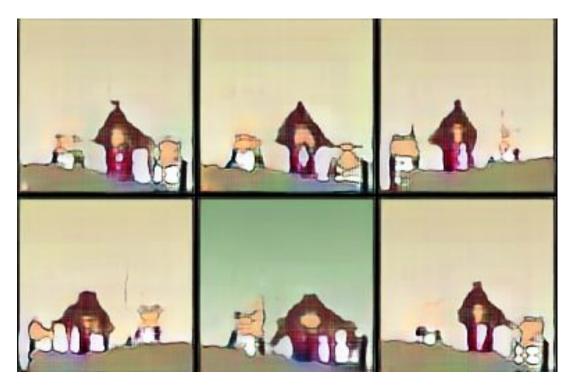
Through empirical analysis it was determined that the ResNet based SGAN architecture synthesized superior comics to both DCGAN and WGAN-GP. SGAN also proved to be extremely stable.

Results

Network	Color	Two-Character	Four-Character
MC-SGAN	100%	96%	84%
ML-SGAN	100%	92%	63.10%



 $[1, 1, 0, 0] \rightarrow 4$



 $[0, 0, 1, 1] \rightarrow 7$

FID was similar between ML-GAN and MC-GAN during experiments although it was lower than unconditional SGAN. This is likely due to differences in data.

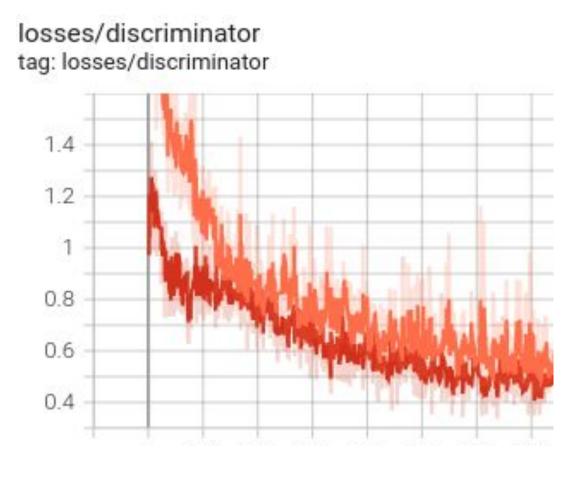
Both ML-GAN and MC-GAN performed exceedingly well at generating semantically correct panels during experiments with color and with two-characters. MC-SGAN outperformed ML-SGAN in output accuracy when conditioned on four characters.

SGAN, ML-SGAN and MC-SGAN



Conclusion

- Generative Adversarial Networks provide a great platform for conditional synthesis of comics
- SGAN outperforms both WGAN-GP and DCGAN when applied to comics
- MC-SGAN generates comics with high semantic accuracy although it is limited by growth in class number
- ML-SGAN struggles on more complex problems due to collapse of the auxiliary classifier



Result of auxiliary classifier collapse in ML-SGAN. A viable solution could be a pre-trained classifier.

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References

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