

Unpaired Image-to-Image Translation using Cycle-Consistent Adversarial Networks

Outline

1. Introduction

- A. Image-to-image translation
- B. Paired vs unpaired
- C. GANs

2. CycleGAN

- A. General framework
- B. Cycle consistency
- C. Results
- D. Limitations

3. Medical applications

- A. Cross-modal image synthesis
- B. Segmentation with CycleGAN
- C. Shape consistency

4. Conclusions and discussion

I. Introduction

Image-to-image translation



Claude Monet, *The Seine river at Argenteuil*, 1873



Realistic scene as seen by the artist

Unpaired **Image-to-Image Translation**
using Cycle-Consistent Adversarial Networks

Image-to-image translation



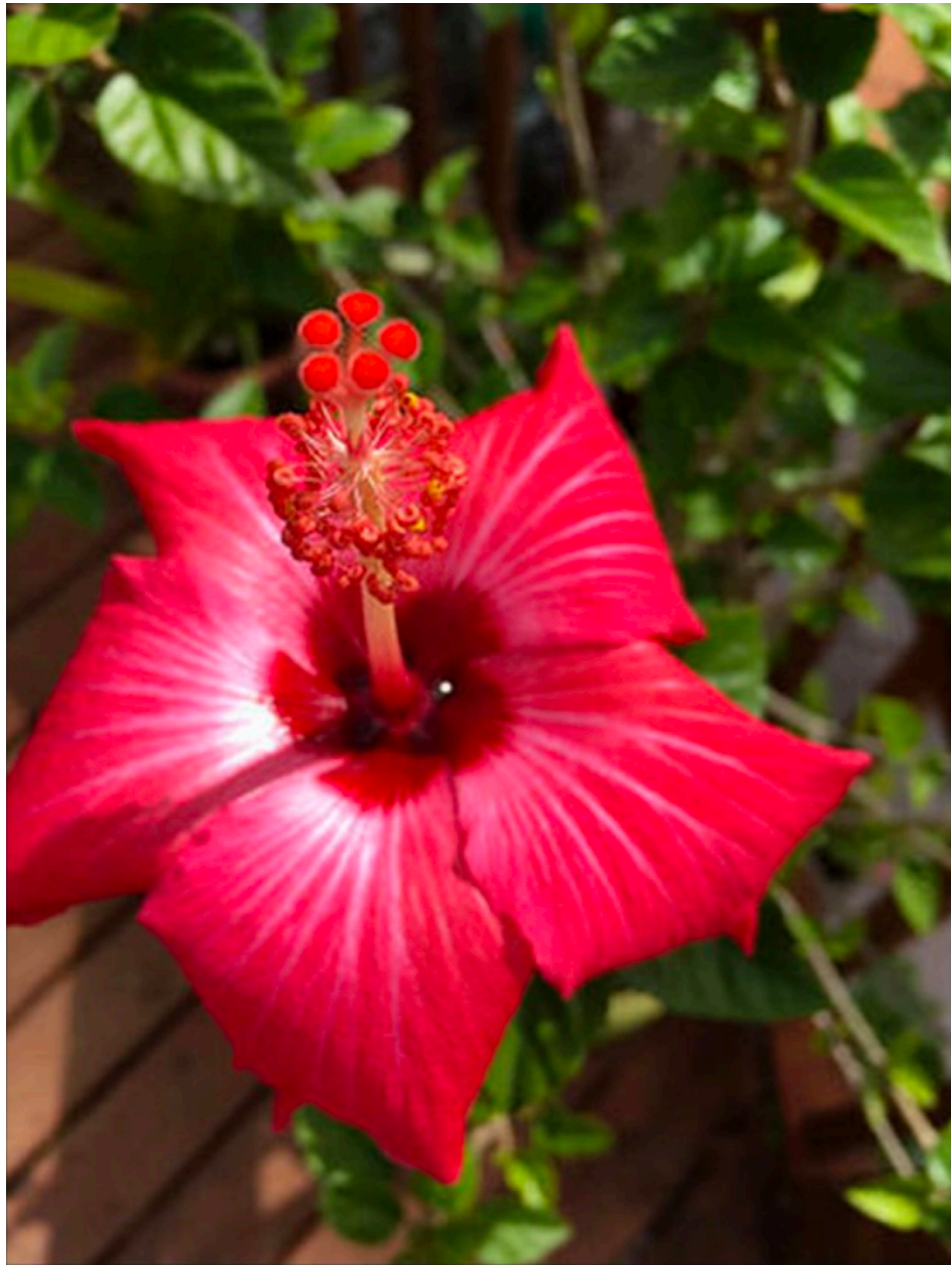
Claude Monet, *The Seine river at Argenteuil*, 1873

CycleGAN, 2017

Unpaired **Image-to-Image Translation**
using Cycle-Consistent Adversarial Networks

Image-to-image translation

Mapping a given scene from a representation in domain X to another representation in domain Y



taken on iPhone

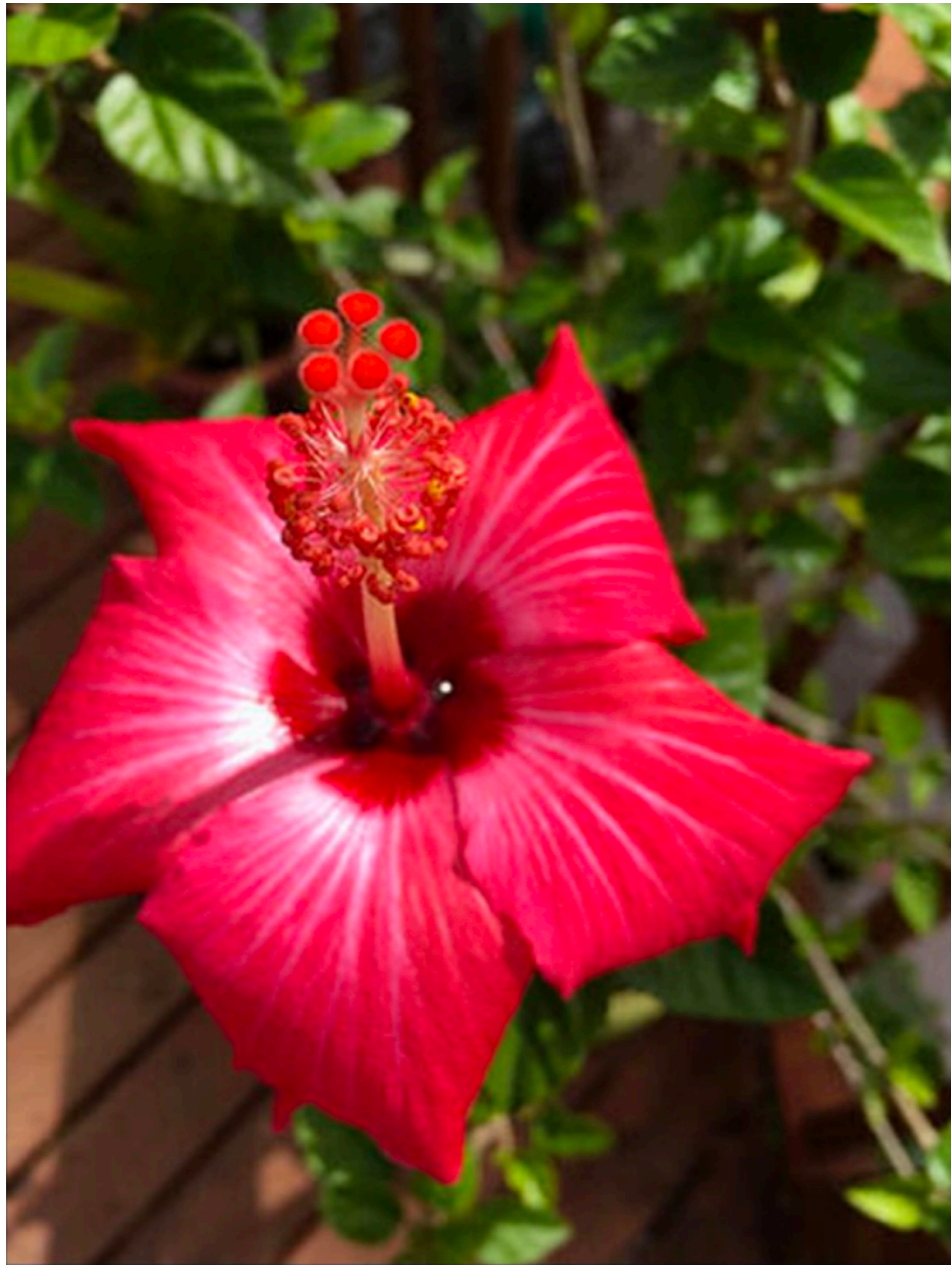


taken by DSLR

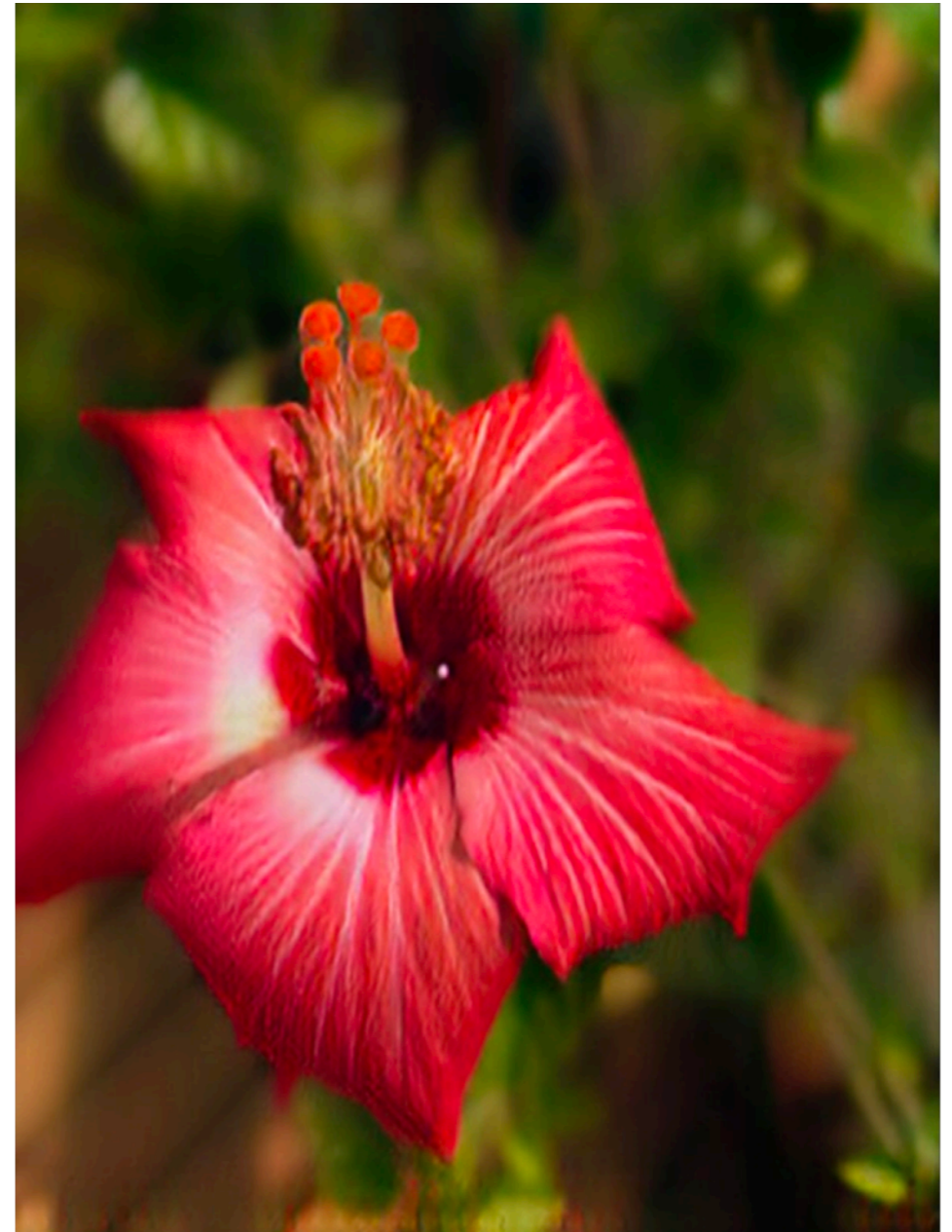
How can we learn such a translation?

Image-to-image translation

Mapping a given scene from a representation in domain X to another representation in domain Y



taken on iPhone



CycleGAN

How can we learn such a translation?

Paired Im-2-Im

- We have matching pairs of training data
- Supervised learning approach
- Training on joint distribution of the two representations

$$\{x_i, y_i\}_{i=1}^N$$



Drawbacks:

- obtaining paired training data is difficult
- might need expert authoring to create dataset
- some desired outputs might not even be well-defined



Unpaired Im-2-Im

- Training data consists of $x_i \in X$ source set and $y_i \in Y$ target set
- No information provided on matching between X and Y
- Learn joint distribution from marginal distributions

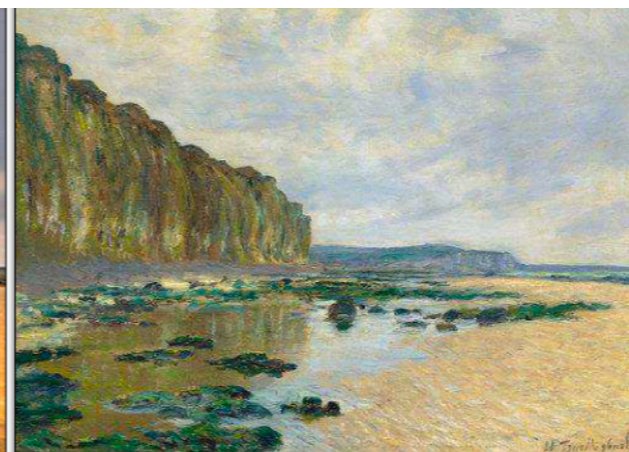


X : landscape photos

Y : paintings of landscapes

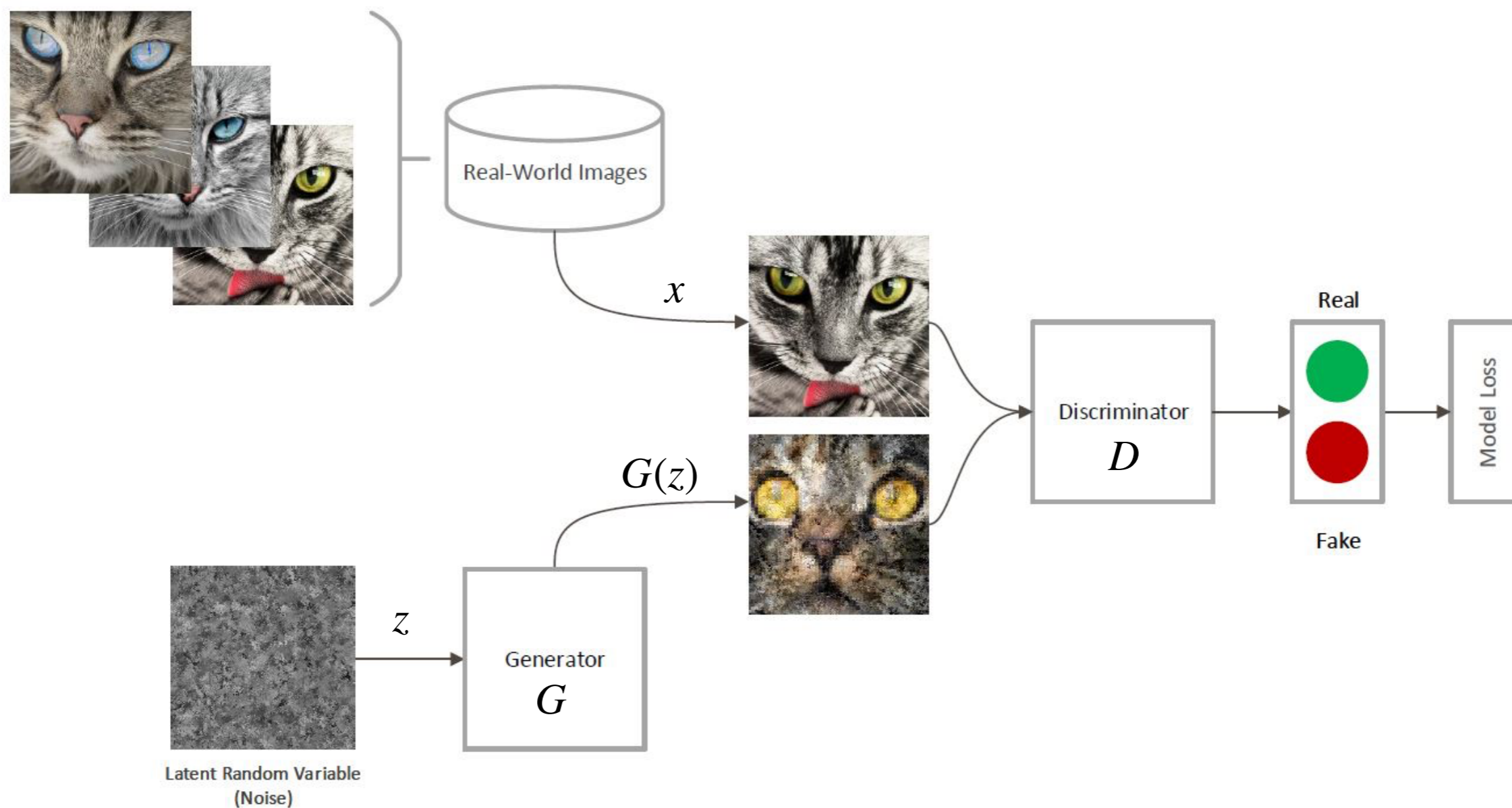


unseen photo



generated painting

Generative adversarial nets



$$\min_G \max_D \mathbb{E}_{x \sim q_{\text{data}}(x)} [\log D(x)] + \mathbb{E}_{z \sim p(z)} [\log(1 - D(G(z)))]$$

II. CycleGAN

CycleGAN framework

- We want to learn mapping functions between two domains:

$G : X \rightarrow Y$ maps images from domain X to domain Y

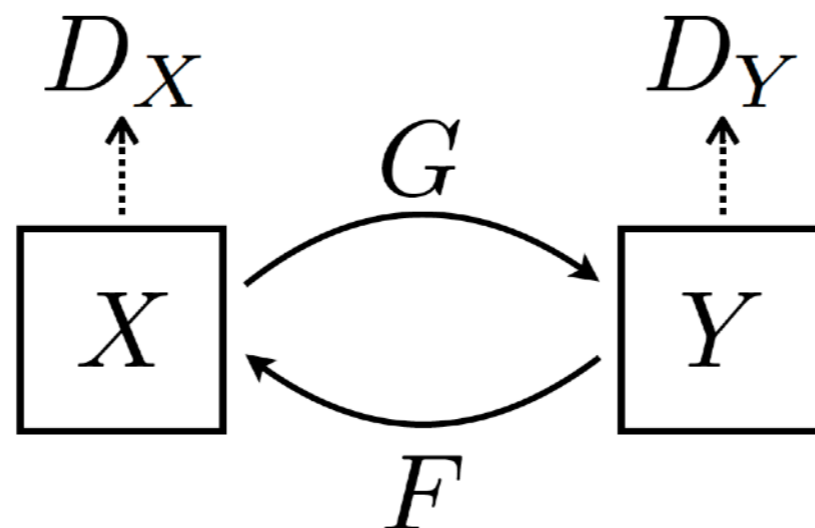
$F : Y \rightarrow X$ maps images from domain Y to domain X

- We use adversarial training framework:

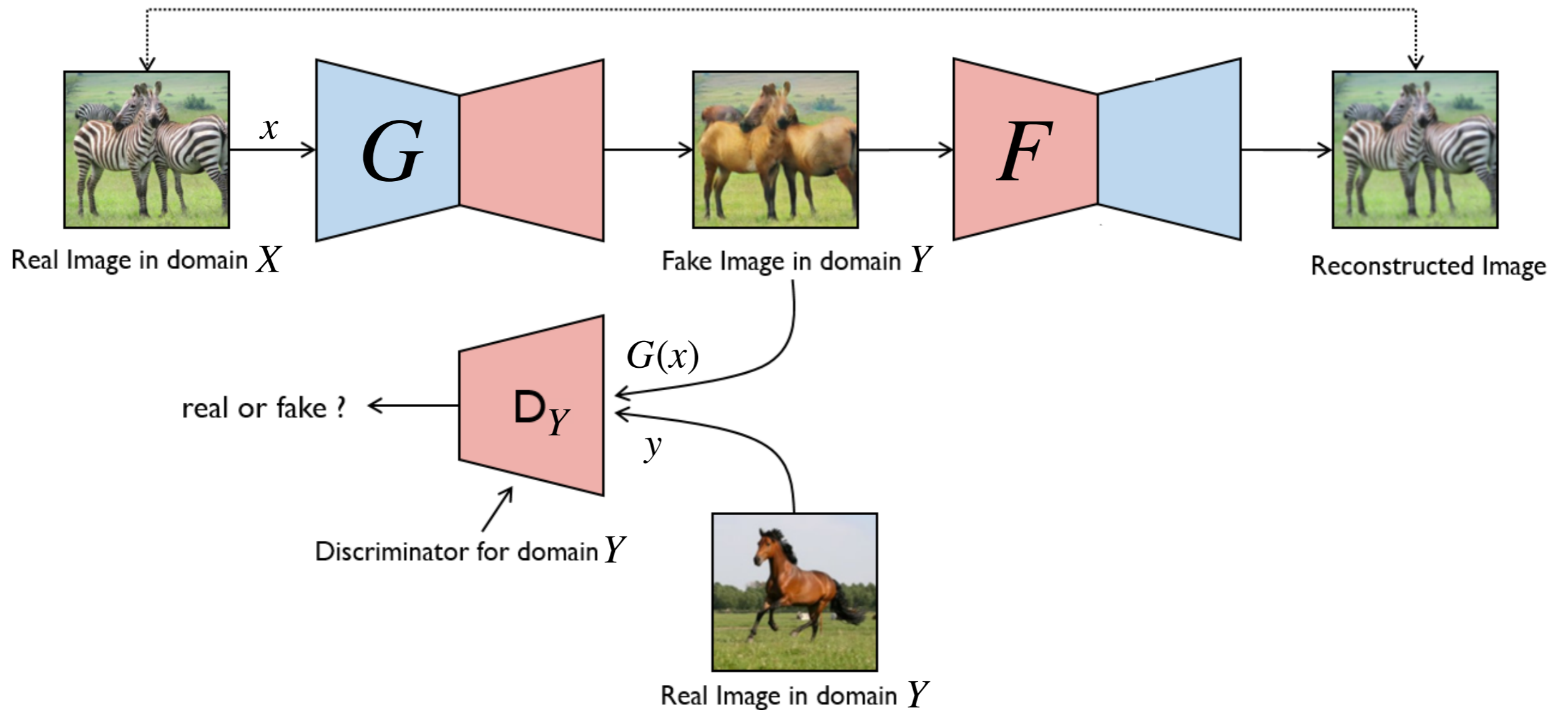
D_X discriminator trying to distinguish between images from domain X and translated 'fake' images $F(y)$, $y \in Y$

D_Y discriminator trying to distinguish between images from domain Y and translated 'fake' images $G(x)$, $x \in X$

- Generators (G, F) and discriminators (D_X, D_Y) are parameterized as neural networks



Adversarial loss



$$\mathcal{L}_{GAN}(G, D_Y, X, Y) = \mathbb{E}_{y \sim p_{data}(y)} [\log D_Y(y)] + \mathbb{E}_{x \sim p_{data}(x)} [1 - \log D_Y(G(x))]$$

$$\mathcal{L}_{GAN}(F, D_X, X, Y) = \mathbb{E}_{x \sim p_{data}(x)} [\log D_X(x)] + \mathbb{E}_{y \sim p_{data}(y)} [1 - \log D_X(F(y))]$$

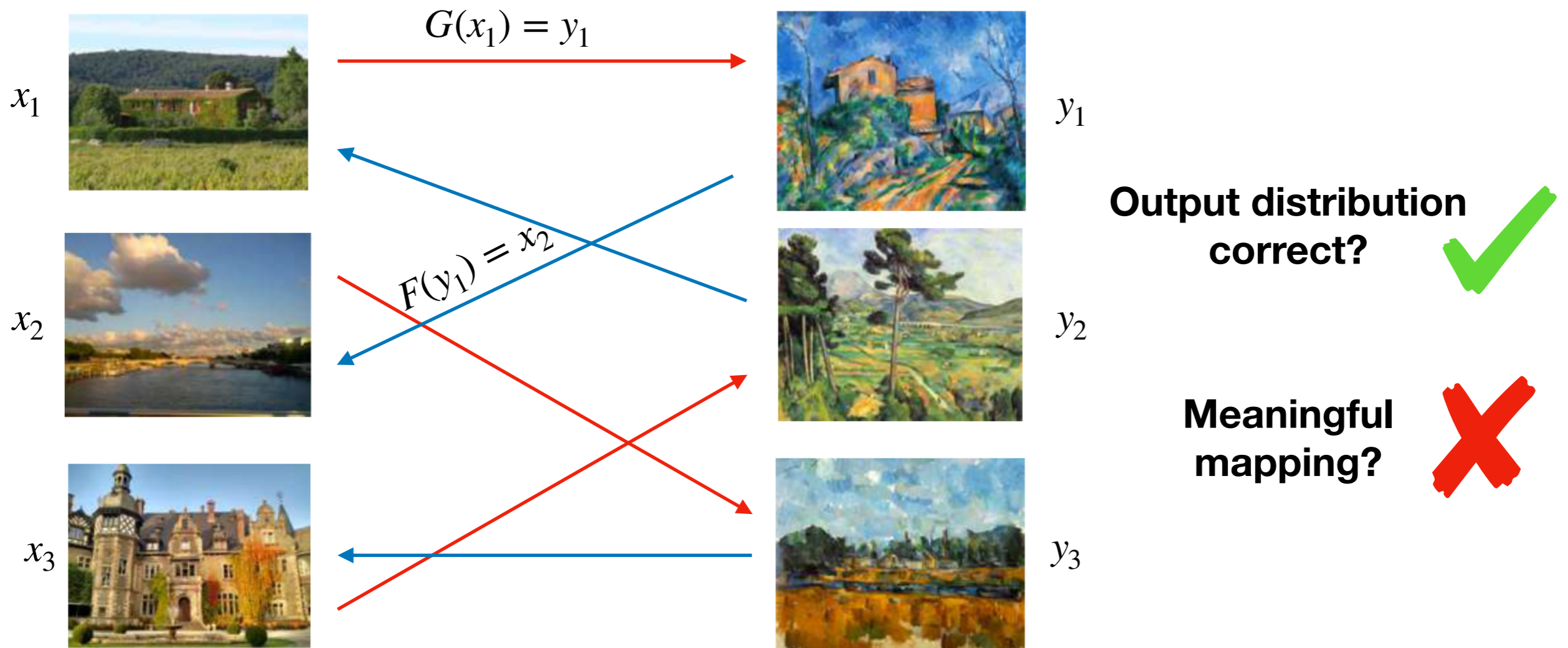
Adversarial loss

Is adversarial loss enough?

- In theory: yes, network can learn mappings such that

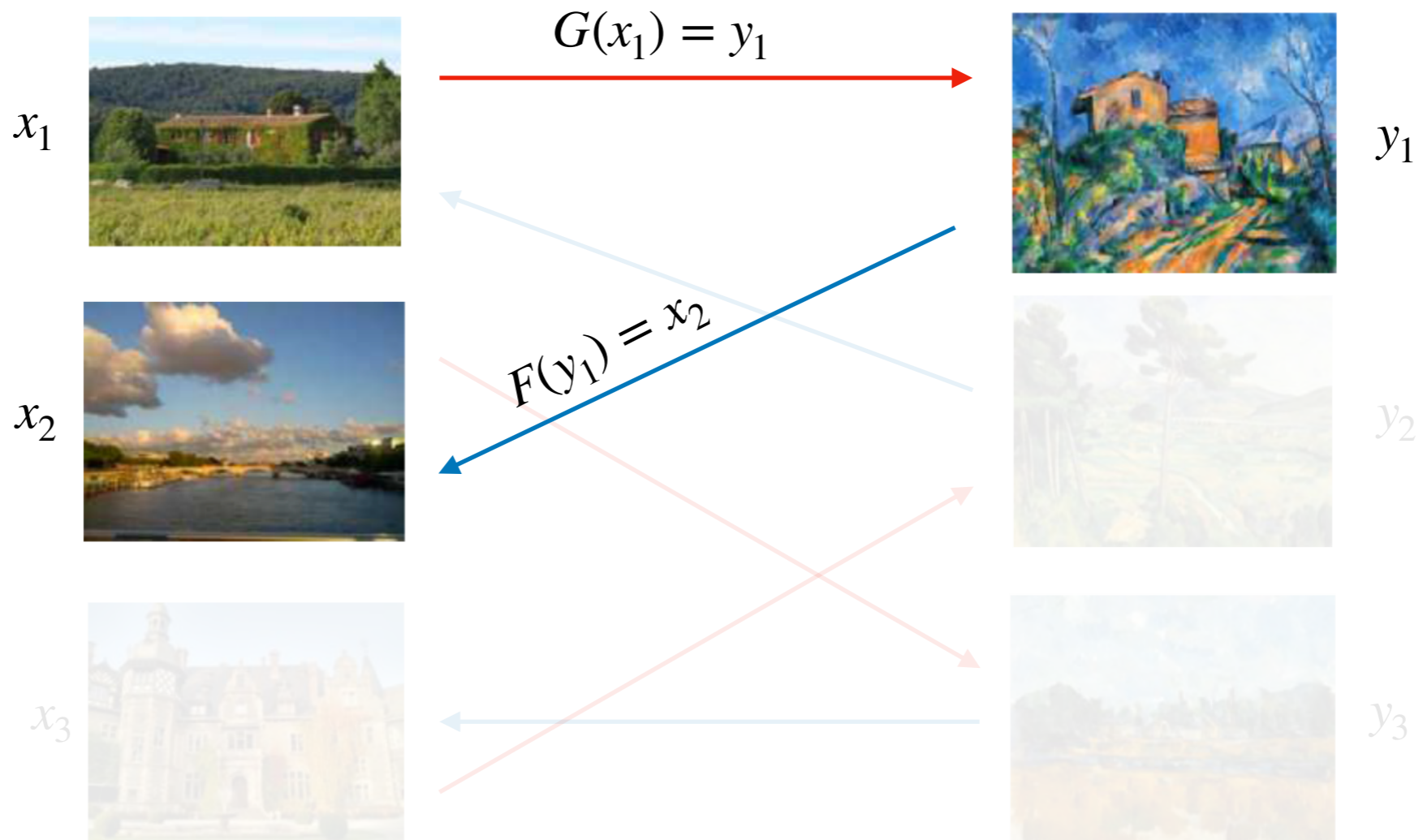
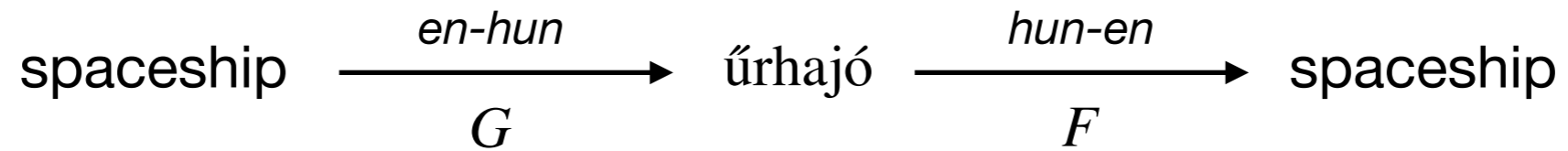
$$G(X) \sim Y \quad \text{and} \quad F(Y) \sim X$$

- but with large enough network capacity the generators can memorize some permutation of the target dataset

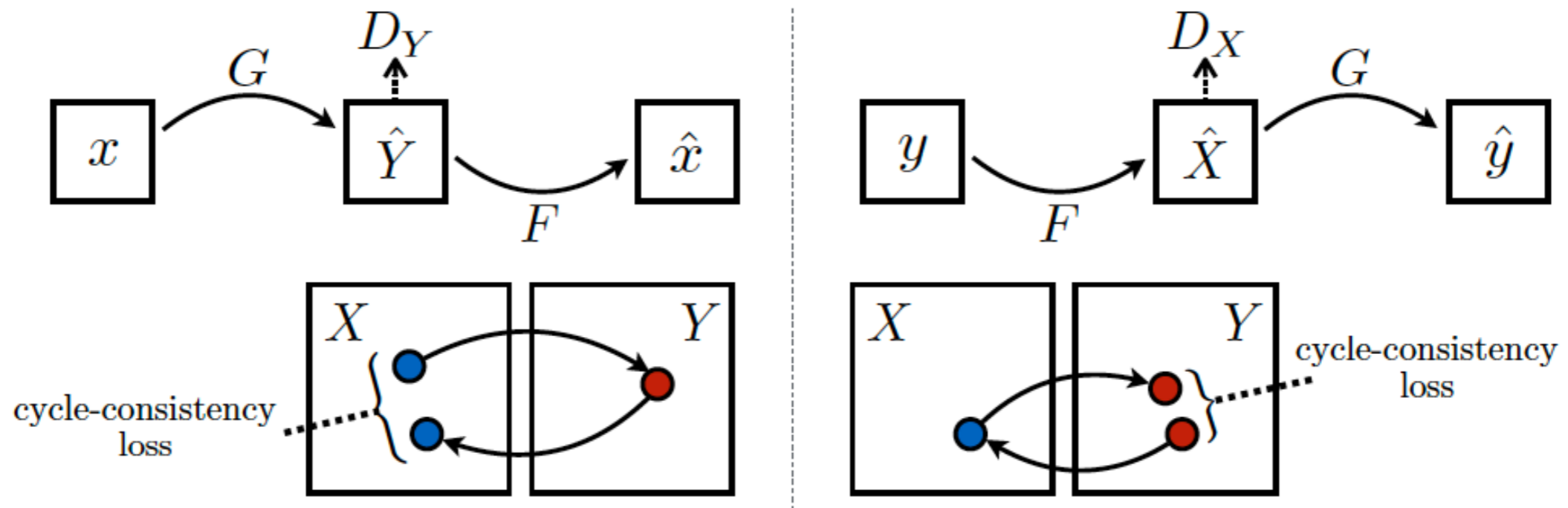


Cycle consistency

- What is wrong with the previous network?



Cycle consistency loss



$$\mathcal{L}_{cyc}(G, F) = \mathbb{E}_{x \sim p_{data}(x)} [\|F(G(x)) - x\|_1] + \mathbb{E}_{y \sim p_{data}(y)} [\|G(F(y)) - y\|_1]$$

Full objective function

- Training objective:

$$\mathcal{L}(G, F, D_X, D_Y) = \mathcal{L}_{GAN}(G, D_Y, X, Y) + \mathcal{L}_{GAN}(F, D_X, X, Y) + \lambda \mathcal{L}_{cyc}(G, F)$$

- Formulation:

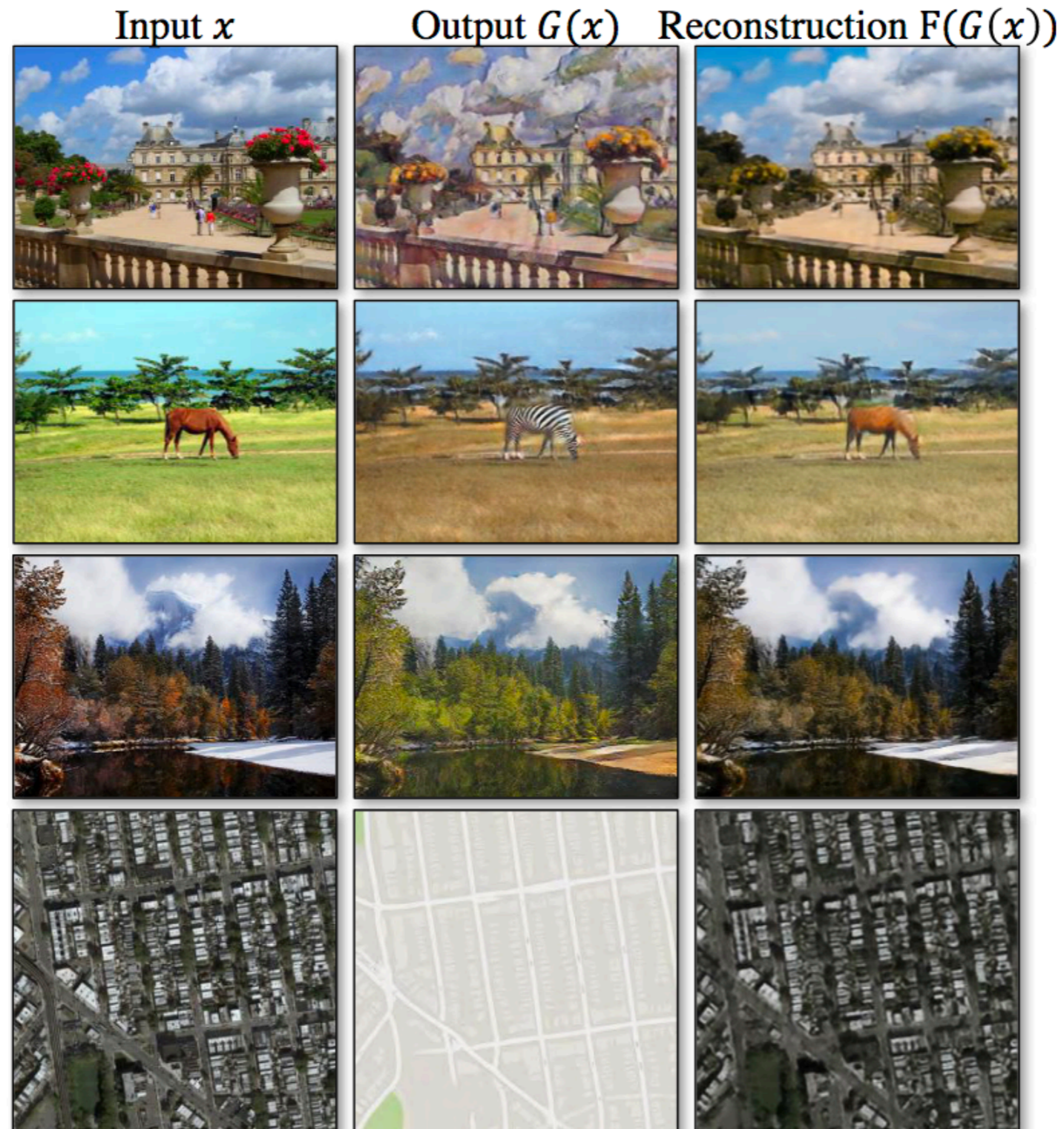
$$G^*, F^* = \arg \min_{G, F} \max_{D_X, D_Y} \mathcal{L}(G, F, D_X, D_Y)$$

- Typical solution: alternating optimization

1. Sample from X and Y
2. Fix discriminator, update generator
3. Fix generator, update discriminator

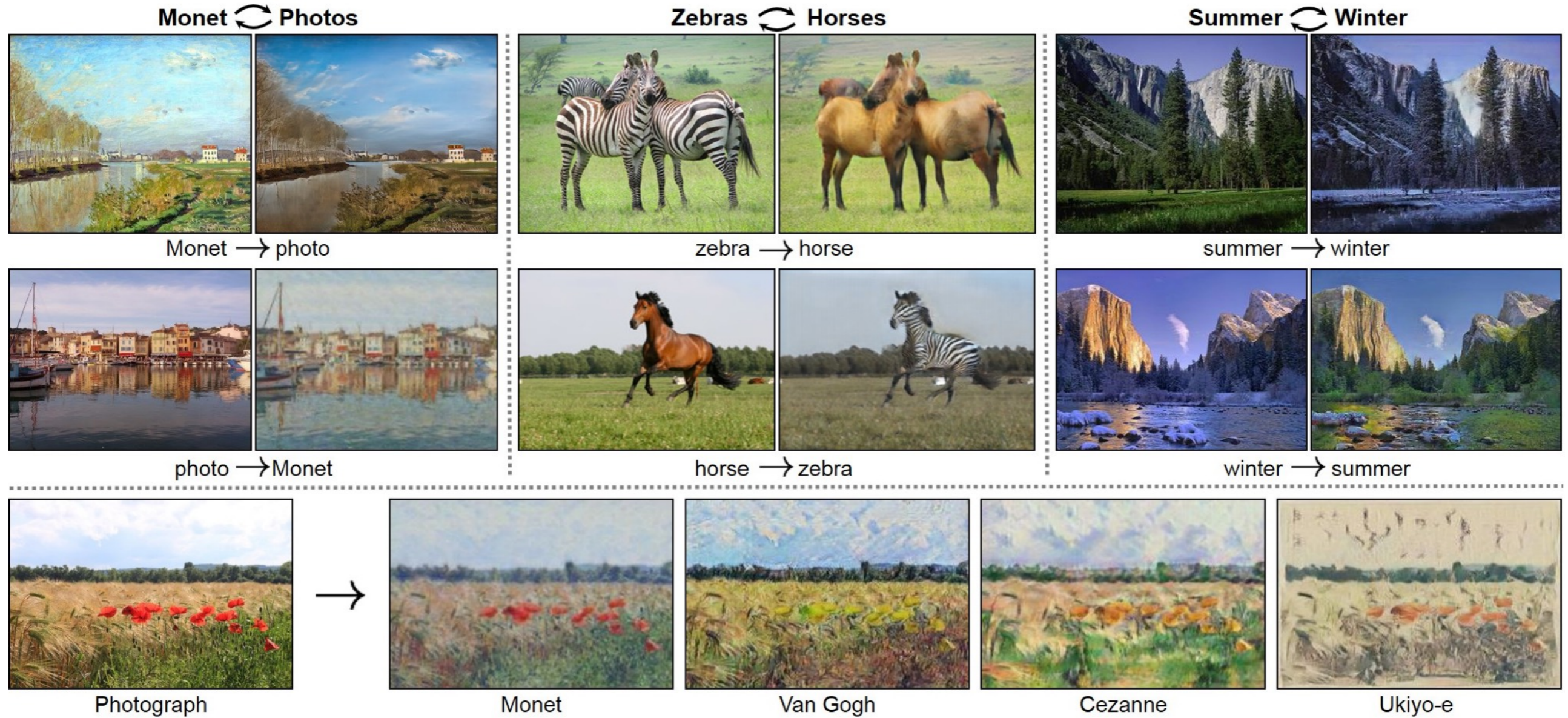
Results

Cycle consistency on reconstructions



Results

Where it works...



Changes in texture ✓

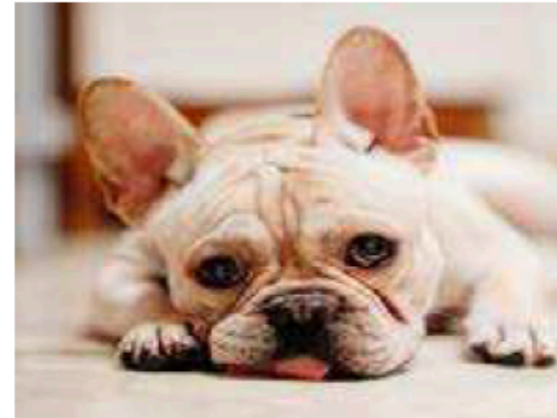
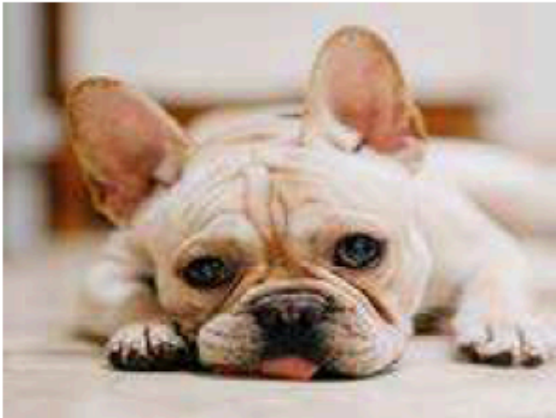
Changes in color ✓

Limitations

and where it doesn't...



apple → orange



dog → cat



horse → zebra

geometric changes*

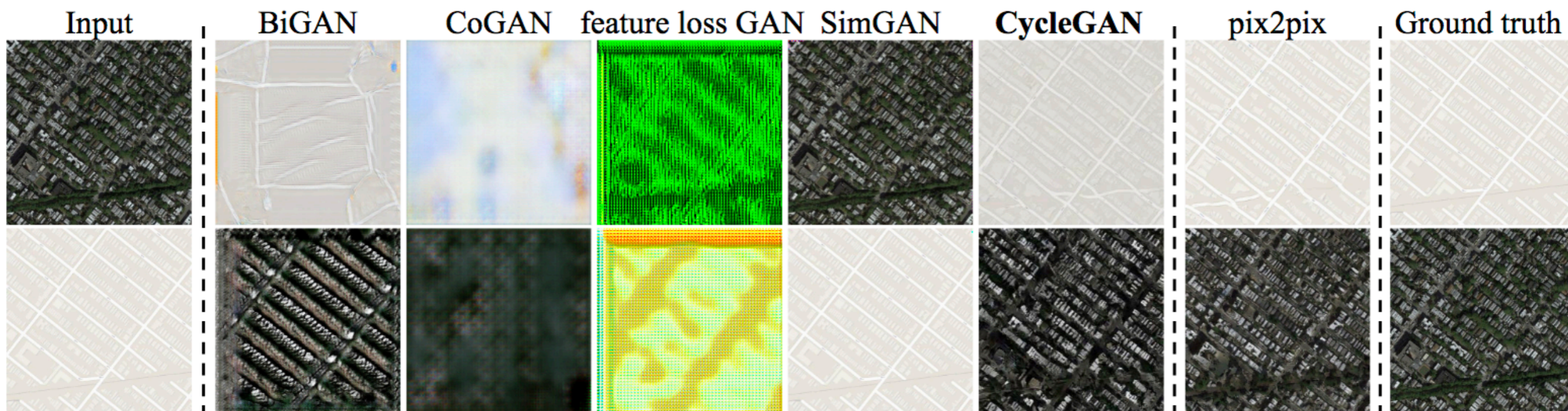


unexpected objects



*UNIT is better at geometric transformation: <http://papers.nips.cc/paper/6672-unsupervised-image-to-image-translation-network>

Comparison



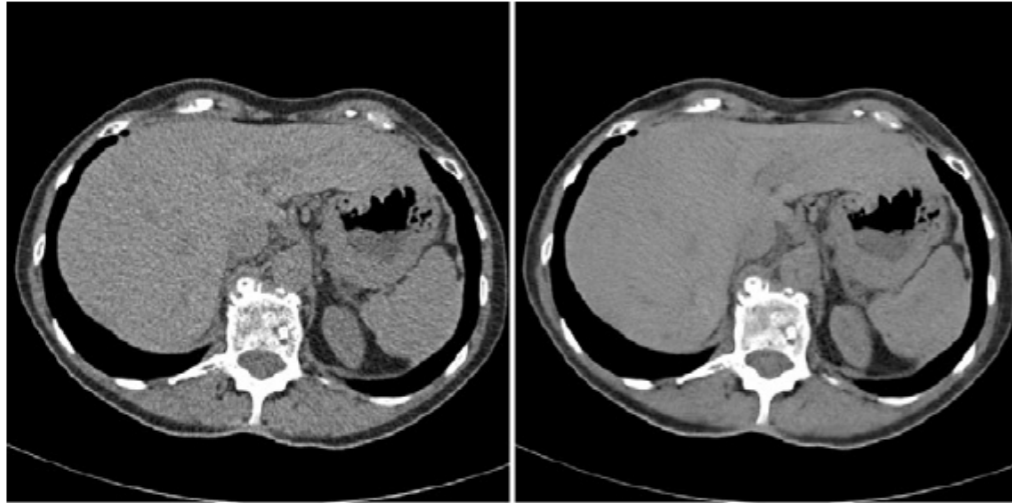
aerial photos \leftrightarrow *maps*

Loss	Map \rightarrow Photo	Photo \rightarrow Map
	<i>% Turkers labeled <i>real</i></i>	<i>% Turkers labeled <i>real</i></i>
CoGAN	0.6% \pm 0.5%	0.9% \pm 0.5%
BiGAN/ALI	2.1% \pm 1.0%	1.9% \pm 0.9%
SimGAN	0.7% \pm 0.5%	2.6% \pm 1.1%
Feature loss + GAN	1.2% \pm 0.6%	0.3% \pm 0.2%
CycleGAN (ours)	26.8% \pm 2.8%	23.2% \pm 3.4%

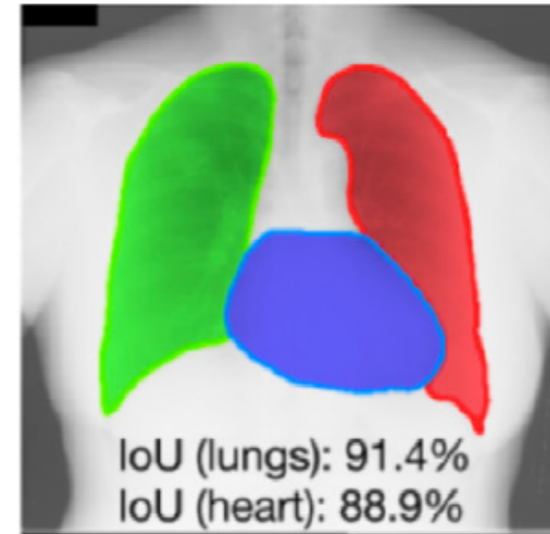
III. Medical applications

Publications	Method	Loss	Dataset	Measures	Remarks
<i>MR → CT</i>					
Nie et al. (2017, 2018)	Cascade GAN	L1, 2, 4	D16	M11, 12	[✓] Brain; Pelvis
Emami et al. (2018)	cGAN	L1, 2	-	M11, 12, 13	[✓] Brain
<i>CT → MR</i>					
Jin et al. (2019)	CycleGAN	L1, 2, 3	-	M11, 12	[✗] Brain
Jiang et al. (2018)	CycleGAN*	L1, 2, 3, 7, 8	D8	M32	[✗] Lung
<i>MR ↔ CT</i>					
Chartsias et al. (2017)	CycleGAN	L1, 3	D9	M32	[✗] Heart
Zhang et al. (2018d)	CycleGAN*	L1, 3, 7	-	M32	[✗][3D] Heart
Huo et al. (2018)	CycleGAN*	L1, 3, 7	-	M32	[✗] Spleen
Chartsias et al. (2017)	CycleGAN	L1, 3	-	M32	[✗] Heart
Hiasa et al. (2018)	CycleGAN*	L1, 3, 4	-	M19, 32	[✗] Musculoskeletal
Wolterink et al. (2017a)	CycleGAN	L1, 3	-	M11, 12	[✗] Brain
Huo et al. (2018b)	CycleGAN	L1, 3, 7	-	M32	[✗] Abdomen
Yang et al. (2018b)	CycleGAN*	L1, 2, 3, 10	-	M11, 12, 13	[✗] Brain
Maspero et al. (2018)	pix2pix	L1, 2	-	M11, 22	[✓] Pelvis
<i>CT → PET</i>					
Bi et al. (2017)	cGAN	L1, 2	-	M11, 12	[✓] Chest
Ben-Cohen et al. (2018)	FCN+cGAN	L1, 2	-	M11, 12, 31	[✓] Liver
<i>PET → CT</i>					
Armanious et al. (2018c)	cGAN*	L1, 2, 8, 11	-	M11, 12, 13, 14, 15, 18	[✓] Brain
<i>MR → PET</i>					
Wei et al. (2018)	cascade cGAN	L1, 2	-	M29	[✓] Brain
Pan et al. (2018)	3D CycleGAN	L1, 2, 3	D16	M30	[✓] Brain
<i>PET → MR</i>					
Choi and Lee (2017)	pix2pix	L1, 2	D16	M13, 29	[✓] Brain
<i>Synthetic → Real</i>					
Hou et al. (2017)	synthesizer+cGAN	L1, 2, 7	D35, 36	M1, 32	[✓] Histopathology
<i>Real → Synthetic</i>					
Mahmood et al. (2018)	cGAN	L1, 12	-	M34	[✗] Endoscopy
Zhang et al. (2018c)	CycleGAN*	L1, 3, 7	-	M32	[✗] X-ray
<i>Domain adaption</i>					
Chen et al. (2018a)	CycleGAN*	L1, 3, 7	D32, 33	M32	[✗] X-ray
<i>T1 ↔ T2 MR</i>					
Dar et al. (2019)	CycleGAN	L1, 3	D11, 19, 22	M12, 13	[✗] Brain
Yang et al. (2018c)	cGAN	L1, 2	D19	M11, 12, 19, 32, 33	[✗] Brain
Welander et al. (2018)	CycleGAN, UNIT	L1, 2, 3	D24	M11, 12, 19	[✗] Brain
Liu (2018)	CycleGAN	L1, 2, 3	D14	M32	[✗] Knee

Deep learning in medicine



Denosing: low-field MRI, low dose CT (above)



Segmentation: organ (above), tumor

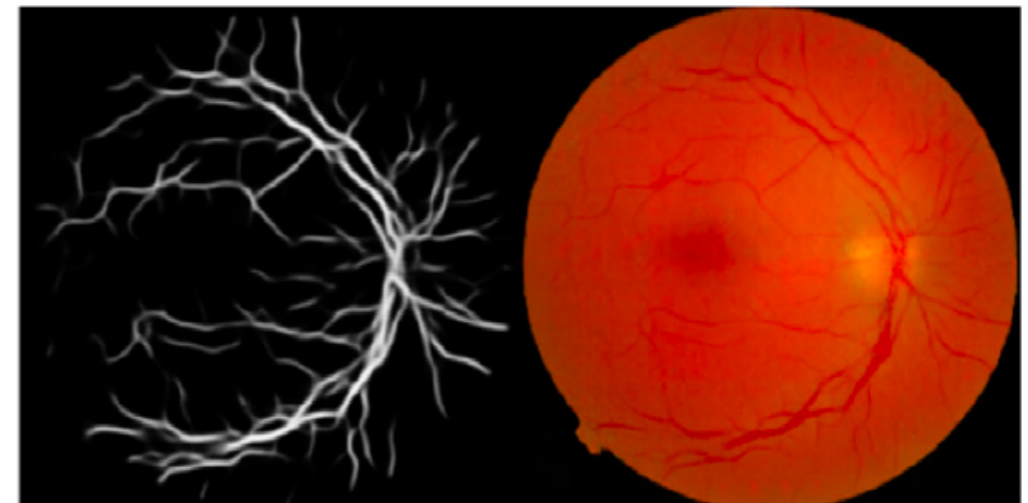
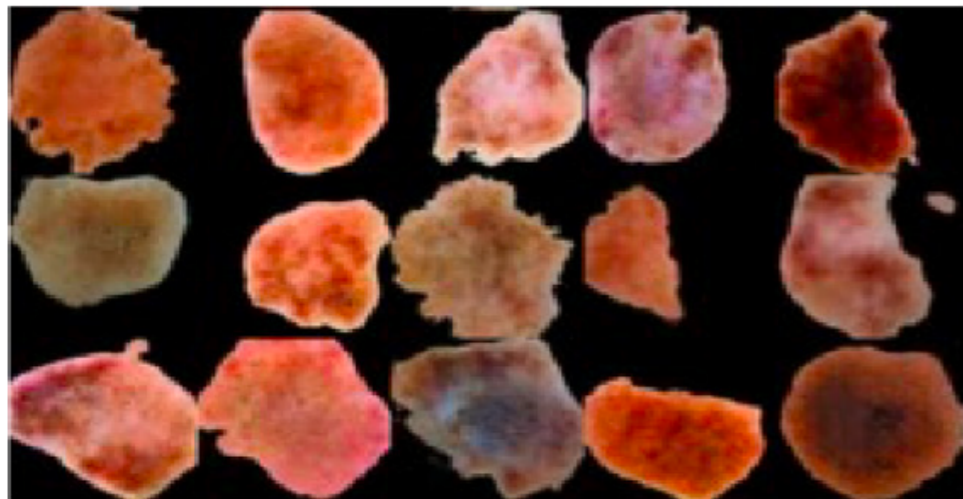
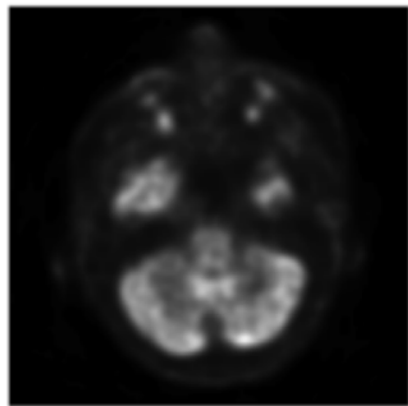


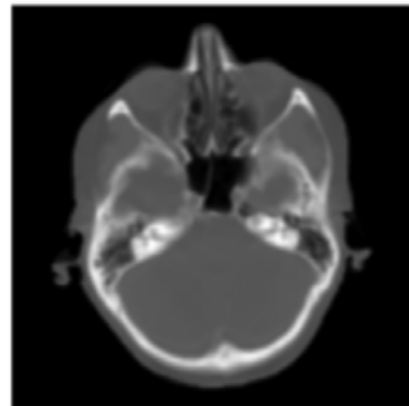
Image synthesis: skin lesions (left), retinal images (right)

Cross-modal image synthesis

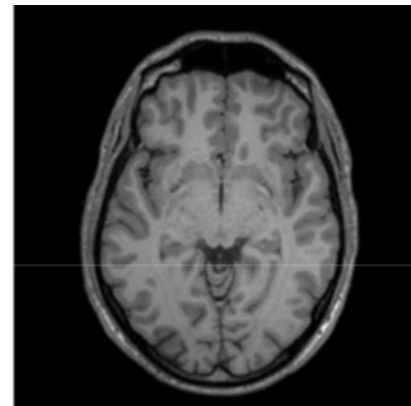
- Deep learning models are extremely data-hungry
- Data collection for medical tasks is challenging:
 - expensive instruments (MR scanner)
 - radiation exposure (CT, PET)
 - expert knowledge (doctors) needed
 - patient confidentiality guidelines
 - lack of medical data standards (compatibility)
- Often we have some labeled medical data but in different modalities



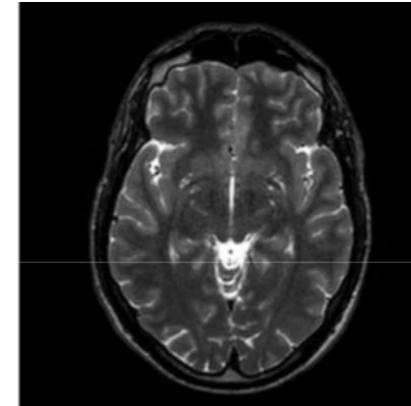
PET



CT



MRI, T1



MRI, T2

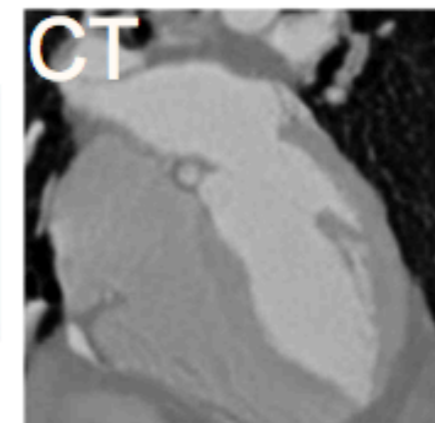
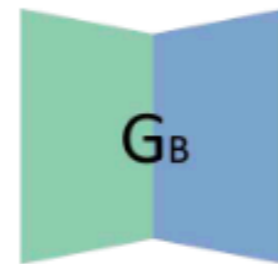
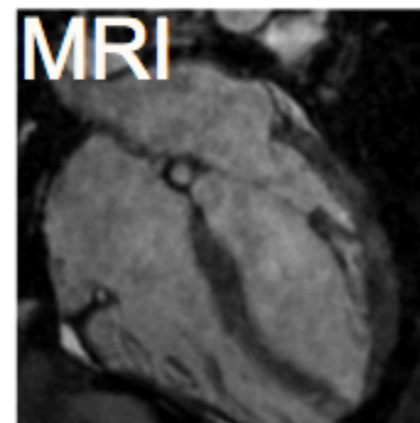
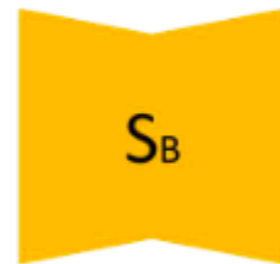
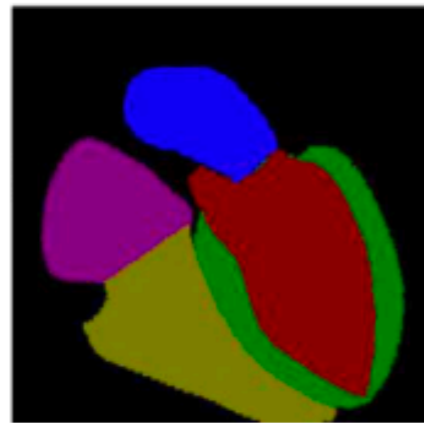
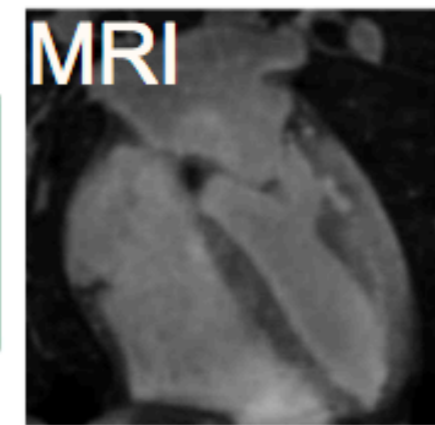
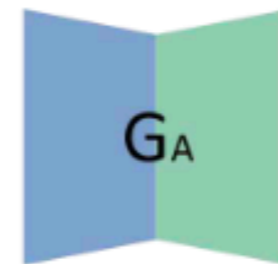
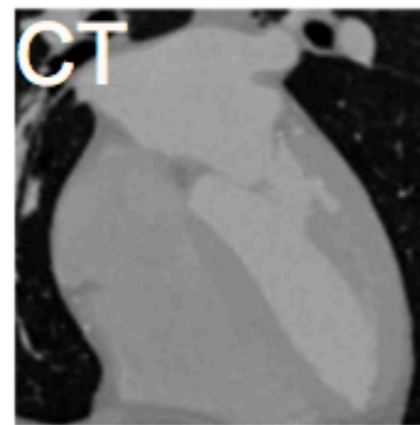
- Idea: translate all available data to the same modality!

Segmentation with CycleGAN

Segmented image

Input

Synthetic image



Shape consistency

- Intrinsic ambiguity of cycle consistency to geometric transformations
- Assume G_A and G_B are cycle consistent:

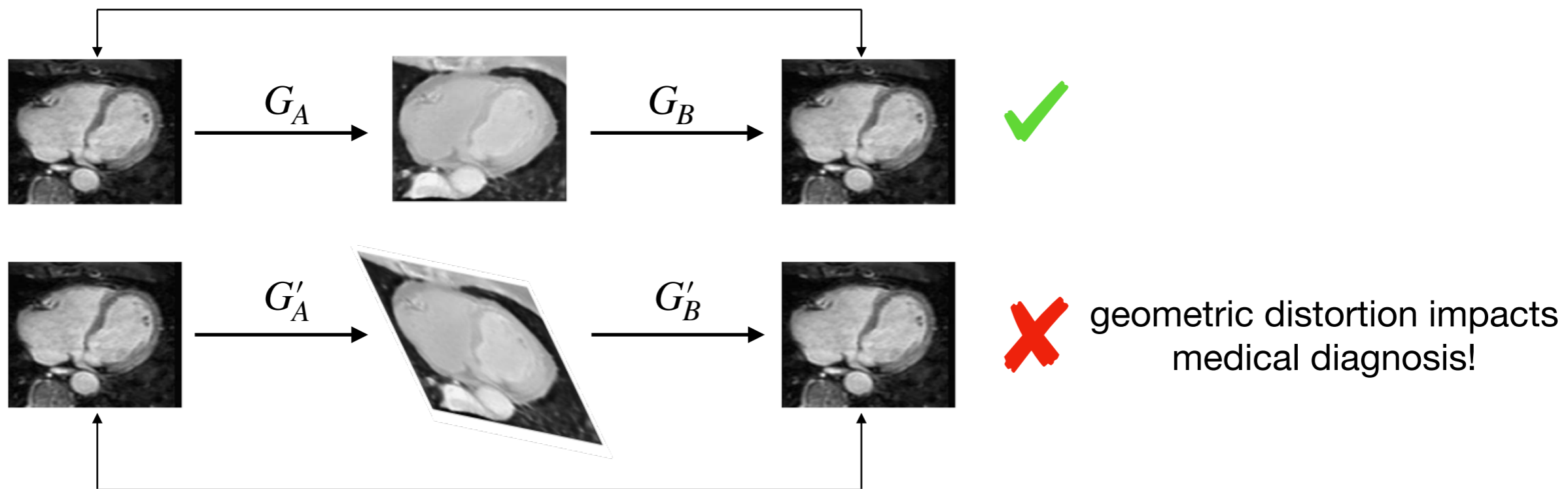
$$G_A(G_B(A)) = A$$

- Let T be a bijective geometric transformation with inverse T^{-1} and

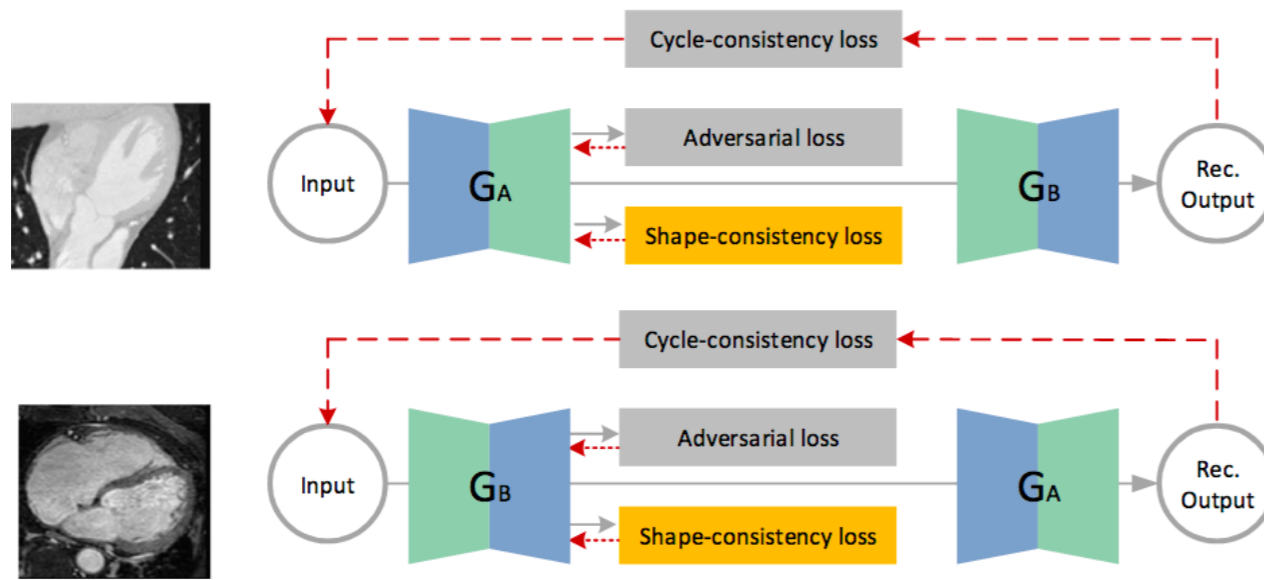
$$G'_A = G_A \circ T$$

$$G'_B = G_B \circ T^{-1}$$

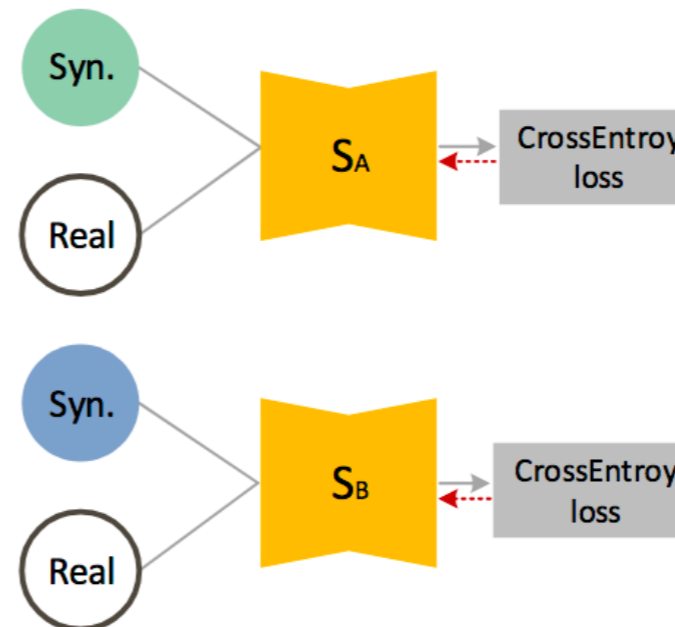
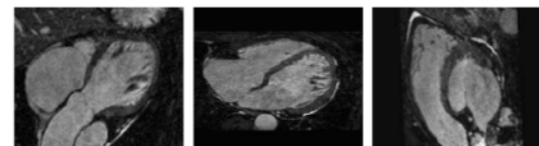
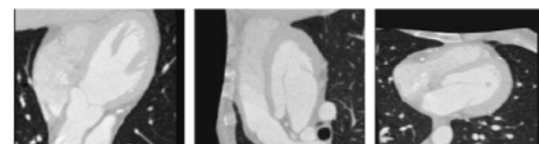
- Then G'_A and G'_B are also cycle consistent!



Segmentation with CycleGAN

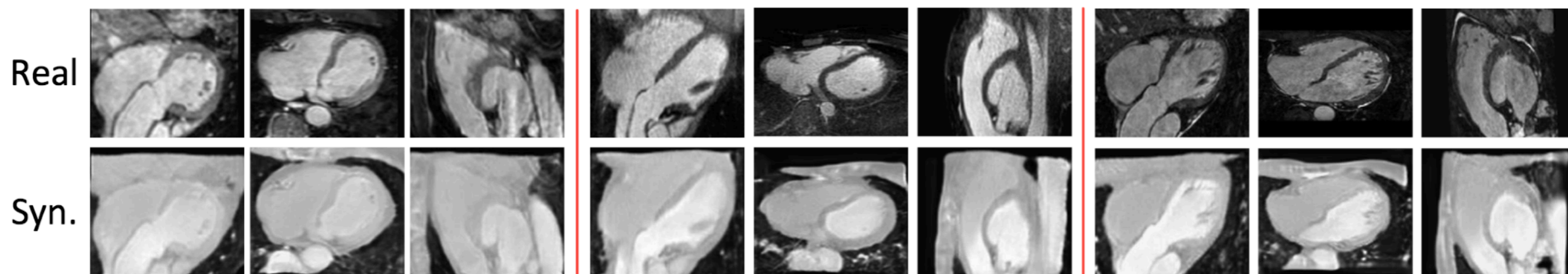


$$\mathcal{L}_{shape}(S_A, S_B, G_A, G_B) = \mathbb{E}_{x_B \sim p_d(x_B)} \left[-\frac{1}{N} \sum_i y_B^i \log(S_A(G_A(x_B)))_i \right] + \mathbb{E}_{x_A \sim p_d(x_A)} \left[-\frac{1}{N} \sum_i y_A^i \log(S_B(G_B(x_A)))_i \right]$$

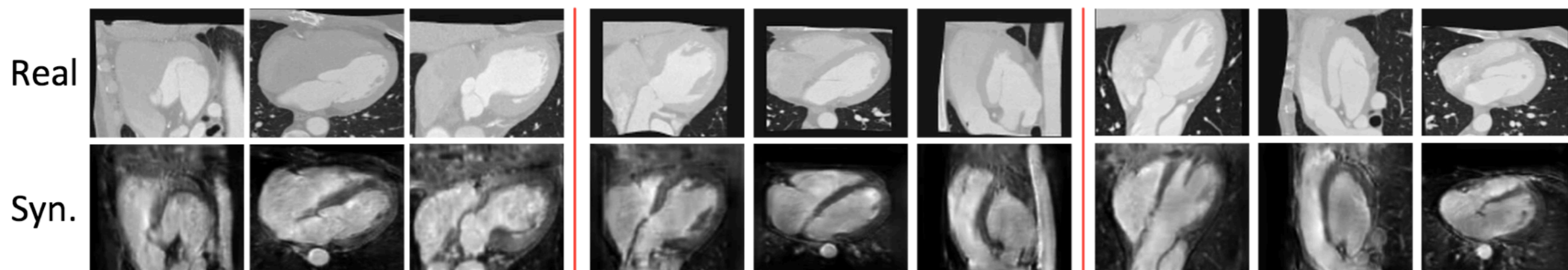


Translation results

MRI to CT



CT to MRI

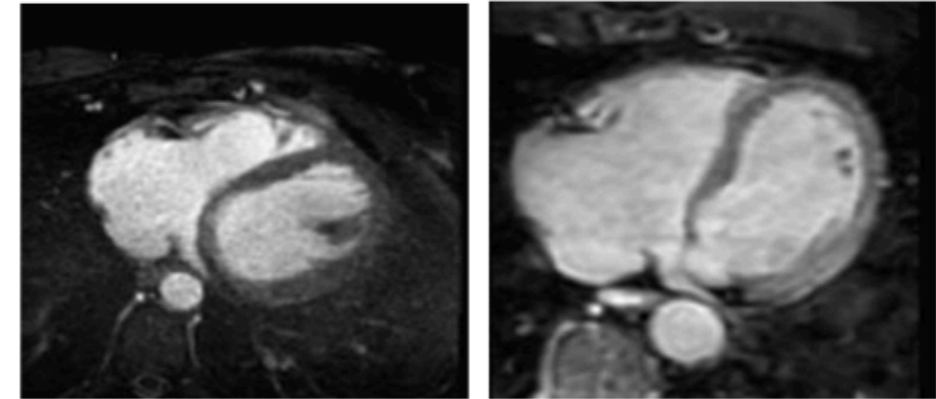
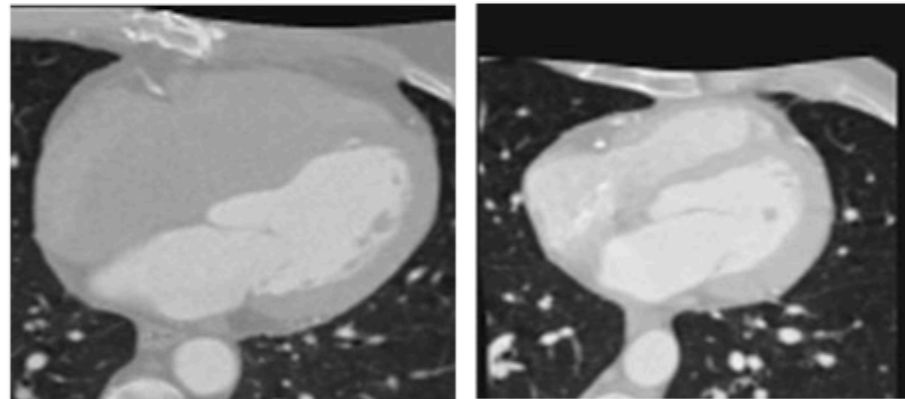


Translation results

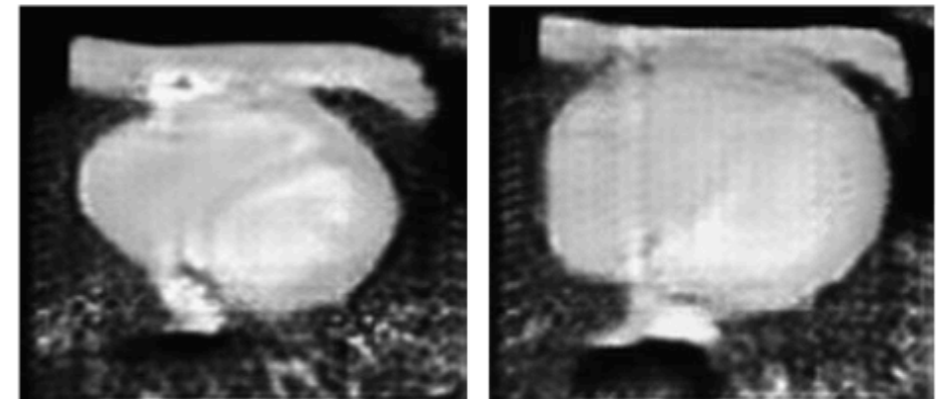
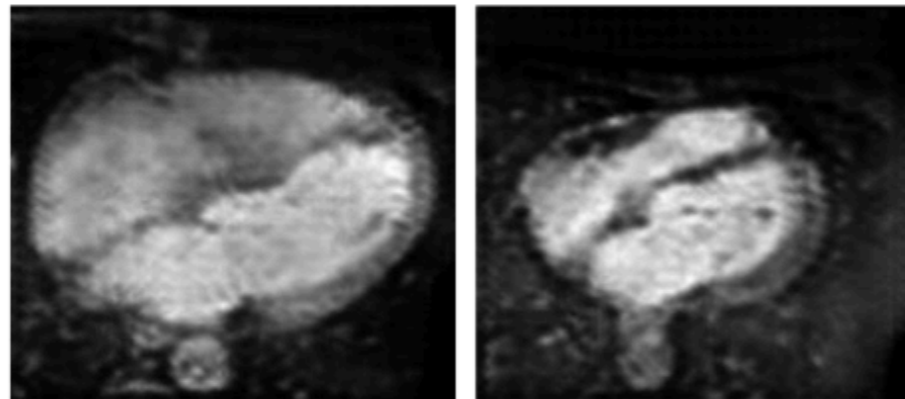
CT to MRI

MRI to CT

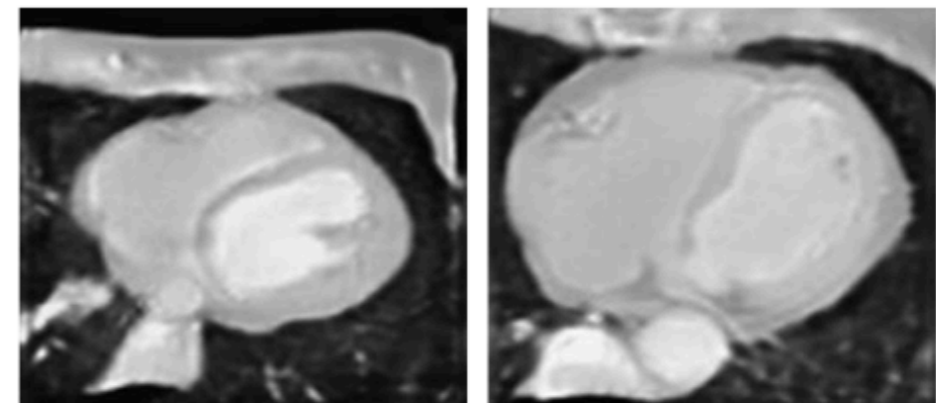
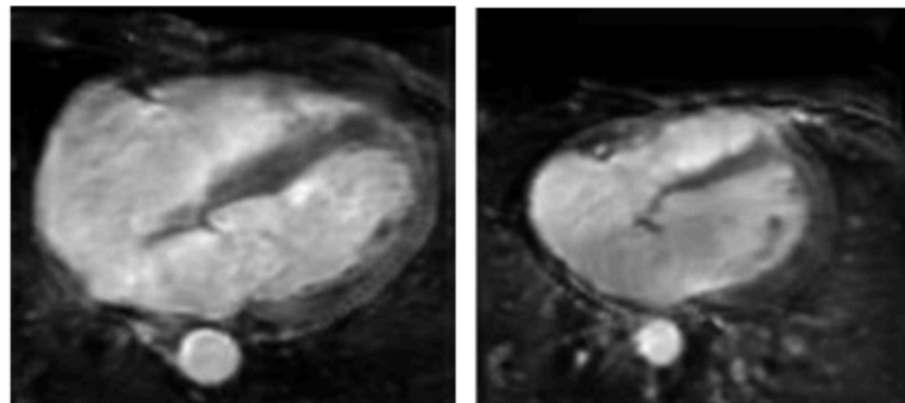
Ground truth



CycleGAN

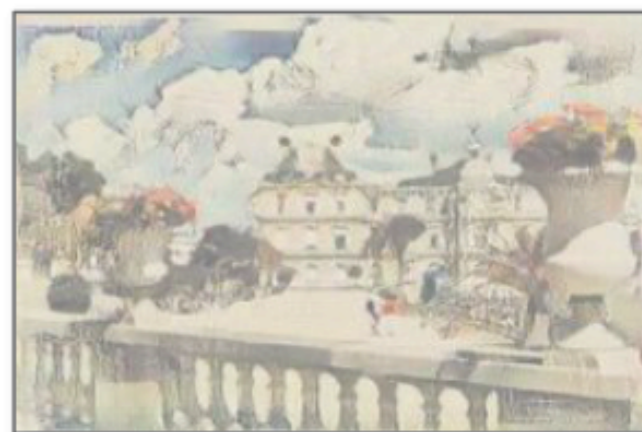
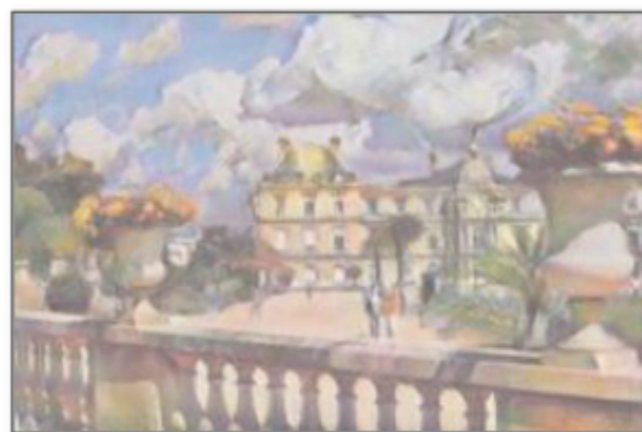
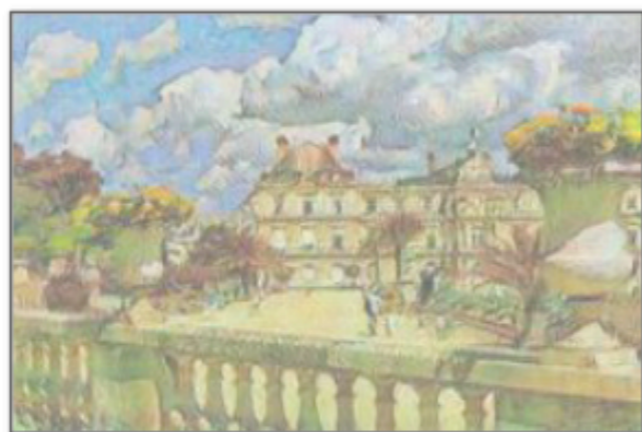
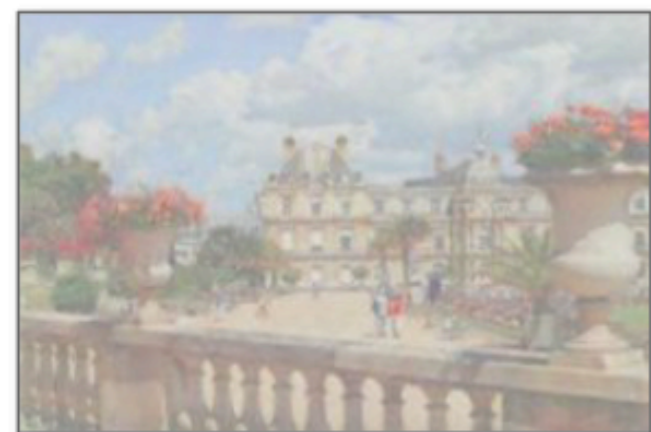


CycleGAN+
shape
consistency

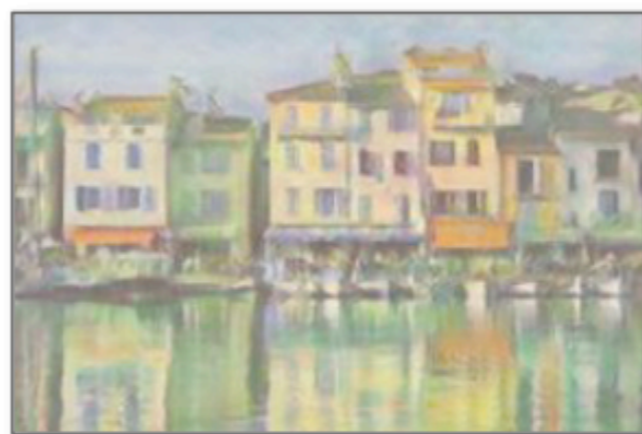
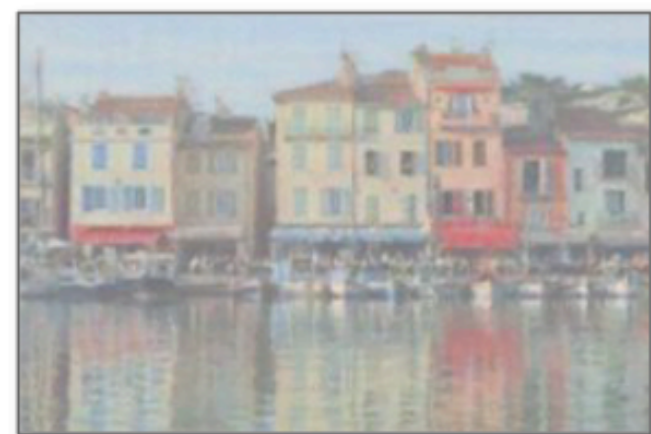
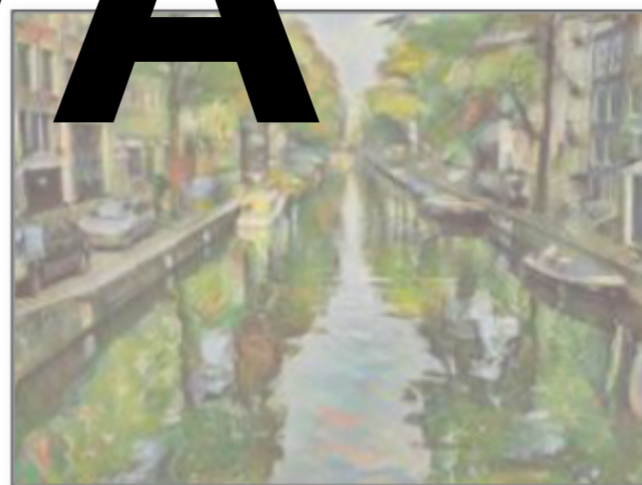
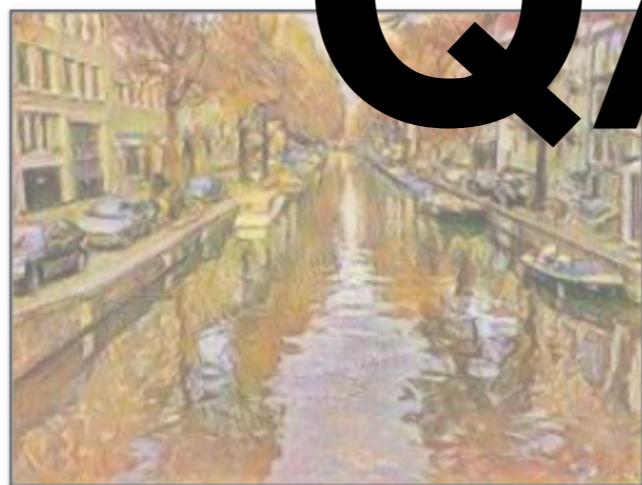
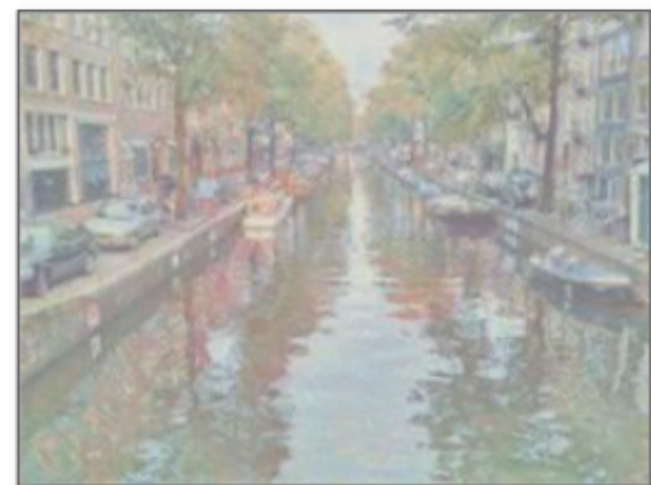


Conclusion

- In image-to-image translation we want to learn a **meaningful** mapping from one image domain to another.
- Generative adversarial models are powerful tools for such problems
- But we need extra regularization on top of adversarial loss
- Cycle consistency narrows down the space of desirable mappings by ensuring that translating an image forward and backward results in the original image
- Applications range from style transfer and photo enhancement to medical image synthesis

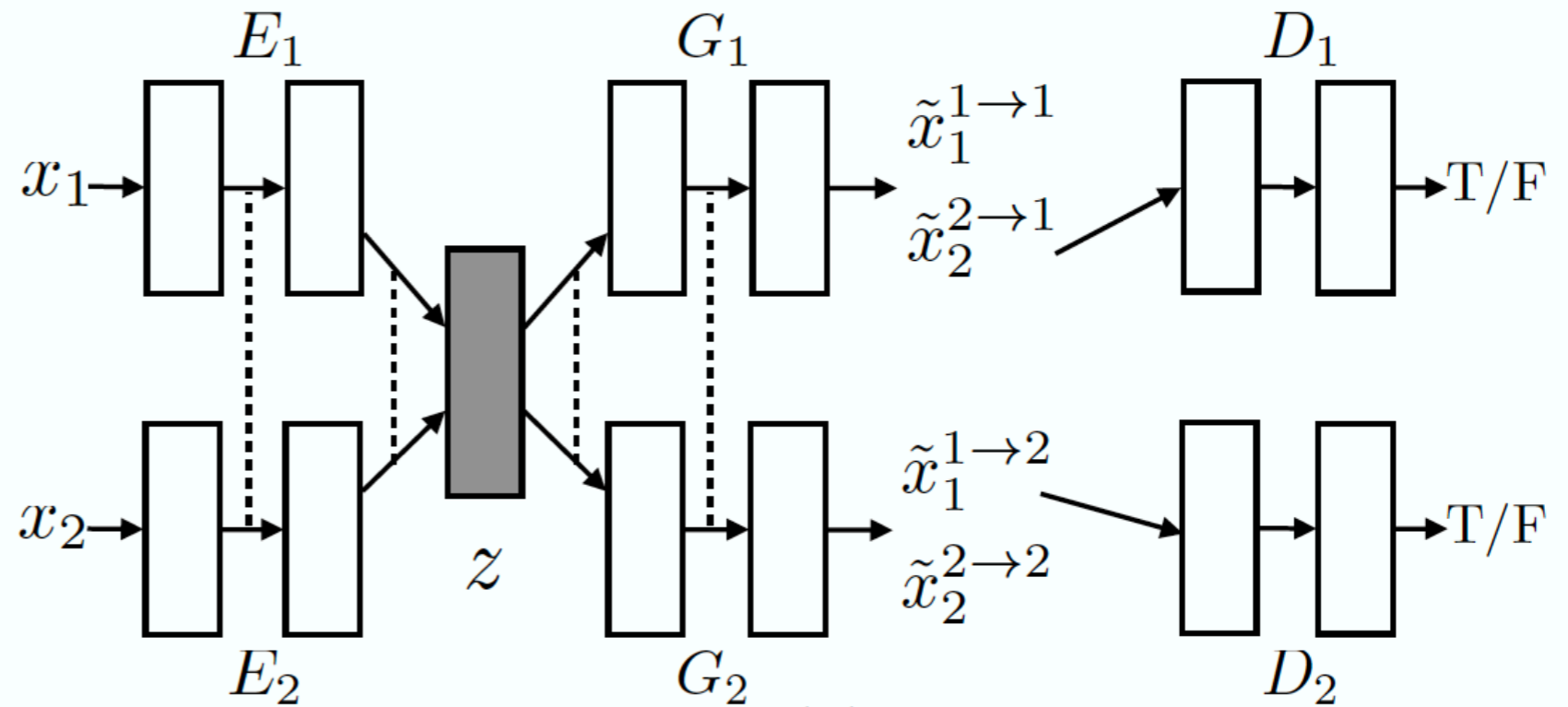
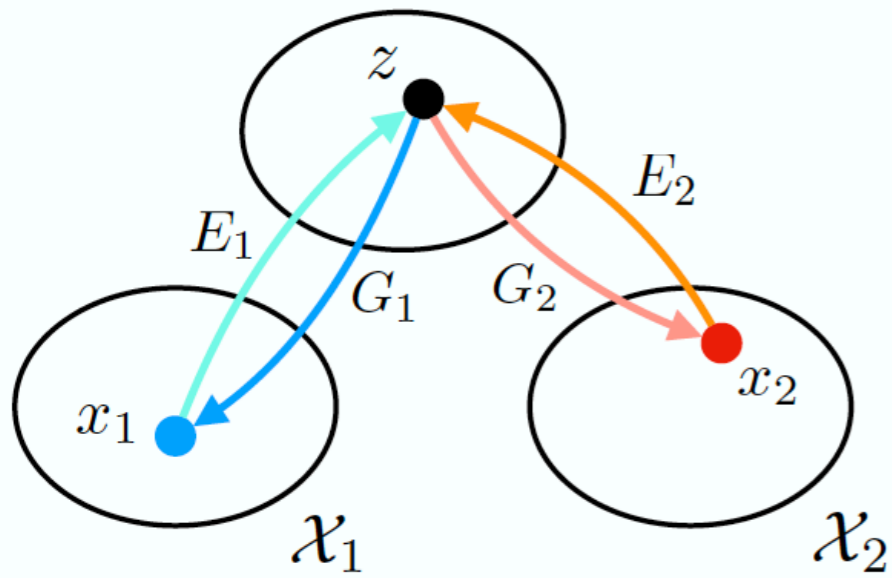


Q/A

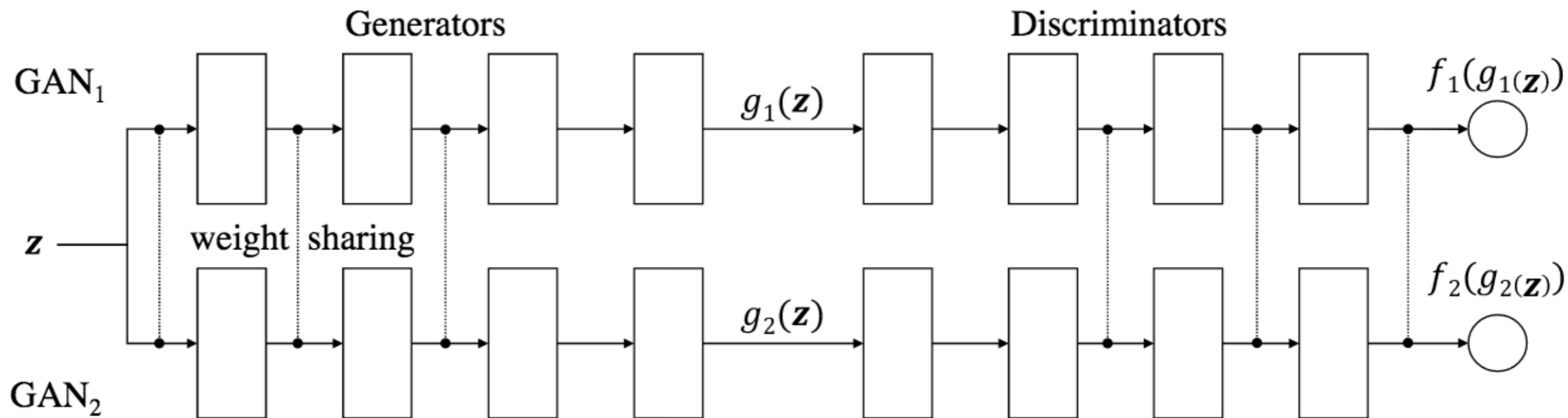


UNIT

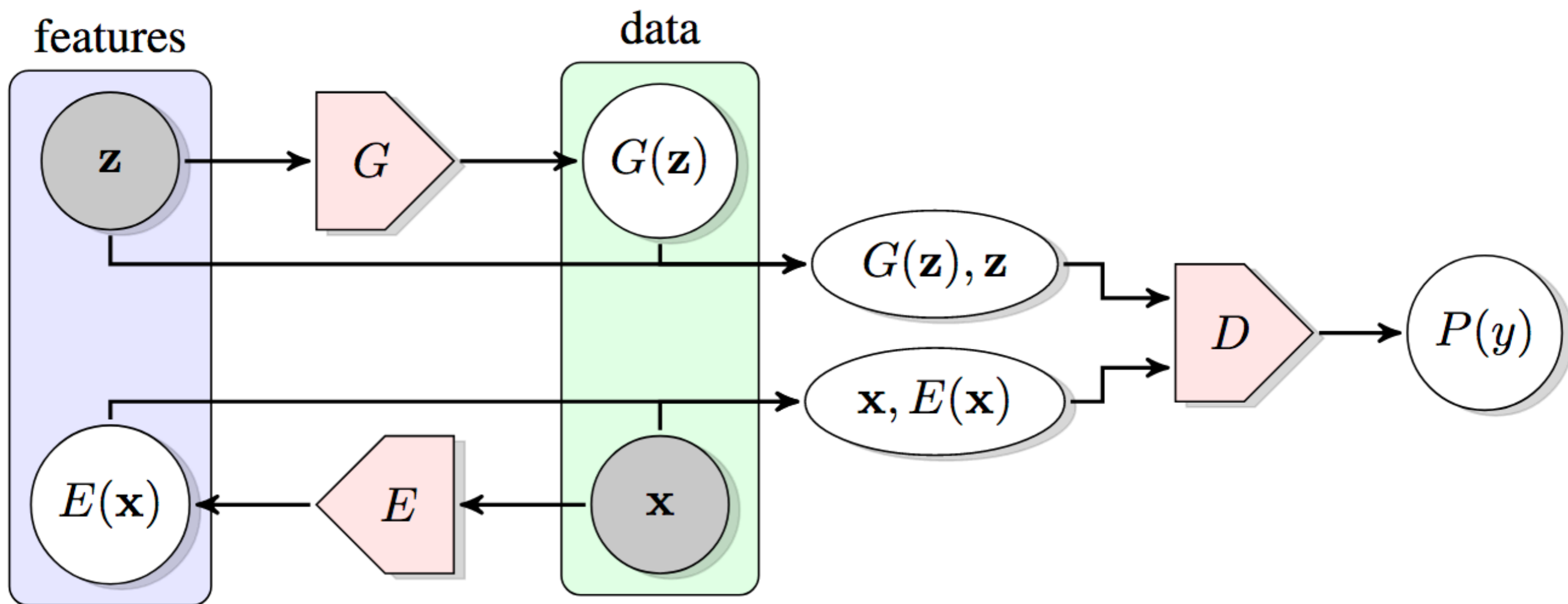
\mathcal{Z} : shared latent space



CoGAN



BiGAN



pix2pix

