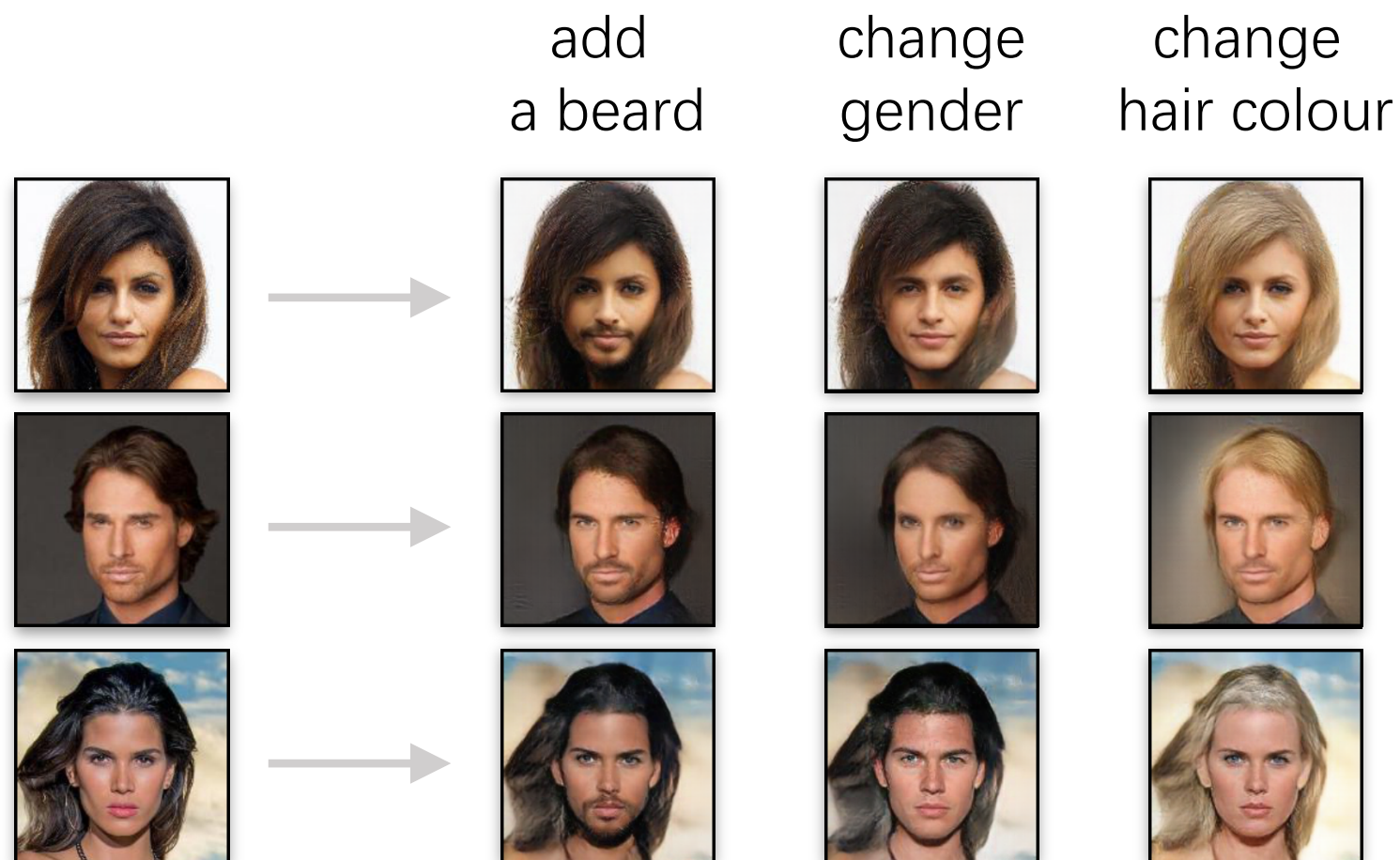


Latent Space Factorisation and Manipulation via **Matrix Subspace Projection**

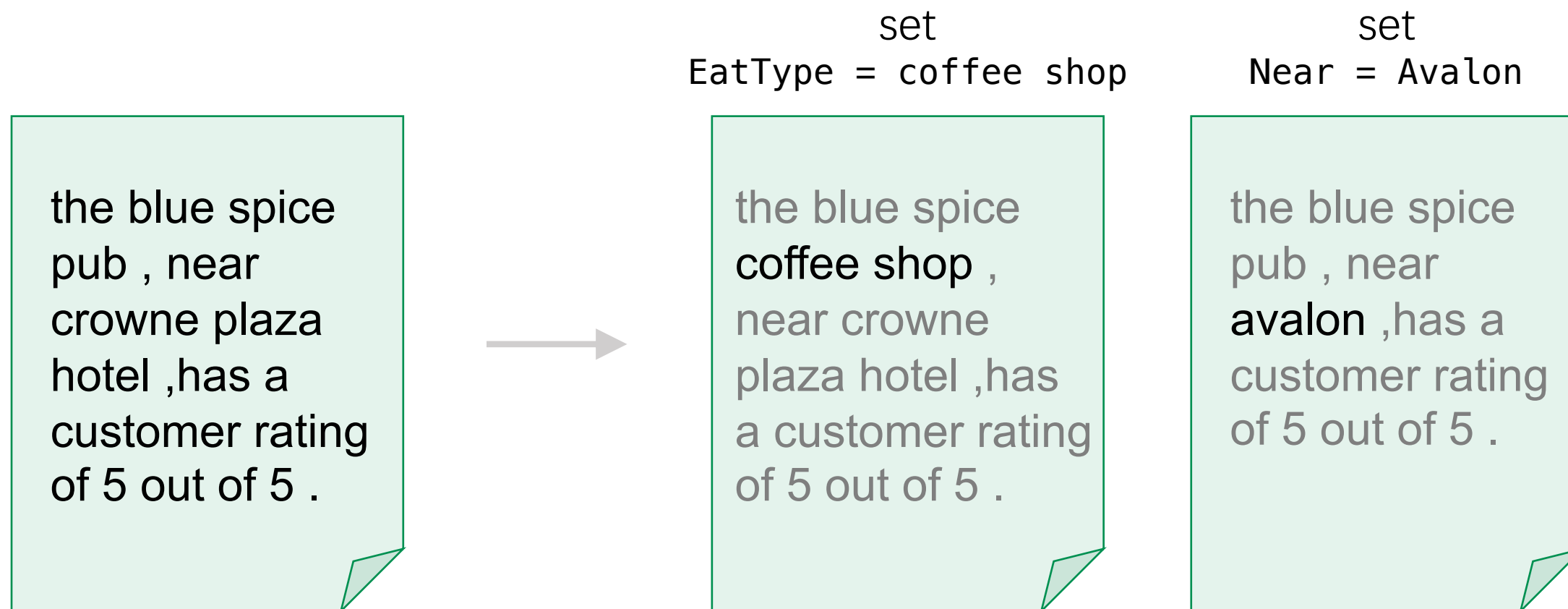
Xiao Li   Chenghua Lin  Ruizhe Li 
Chaozheng Wang  Frank Guerin 

 University of Aberdeen  The University of Sheffield  University of Surrey

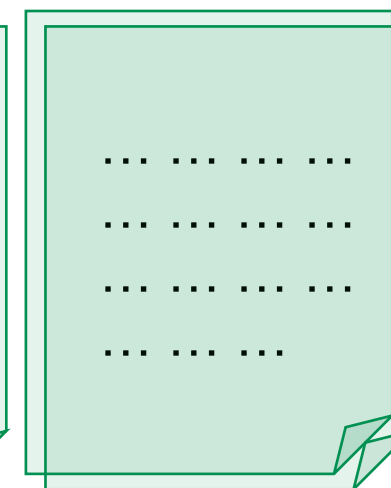
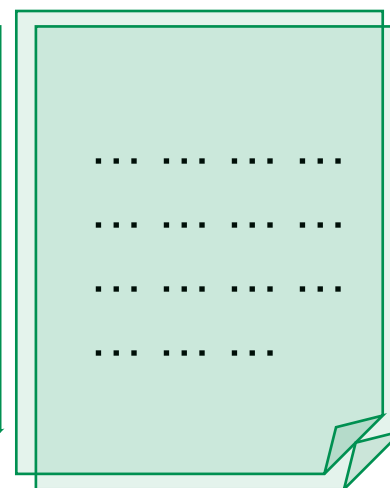
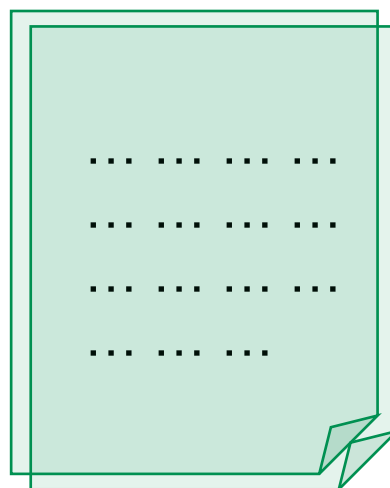
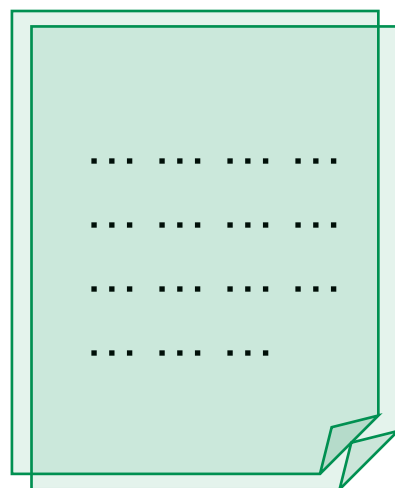
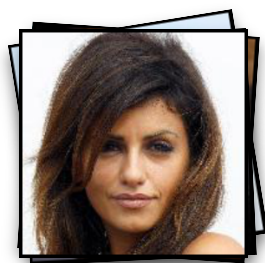
Manipulating the Attributes of Data (image example)



Manipulating the Attributes of Data (text example)

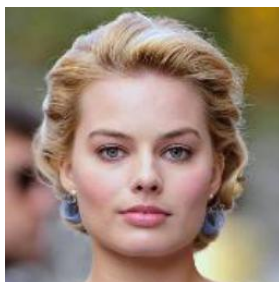


Manipulating the Attributes of Data (text example)



Training Dataset (CelebA)

Examples



Label:

gender=female
hair=blond

beard=false
smiling=true

glasses=true
...



Label:

gender=male
hair=black

beard=true
smiling=true

glasses=true
...



Label:

gender=female
hair=brown

beard=false
smiling=false

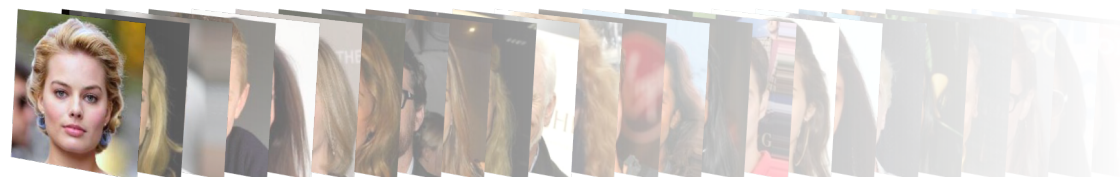
glasses=false
...

**Each pic has 40 labels*

Training Dataset (CelebA.)

Examples

Label: gender=female and earring=true



Lot of

Label: gender=male and earring=true



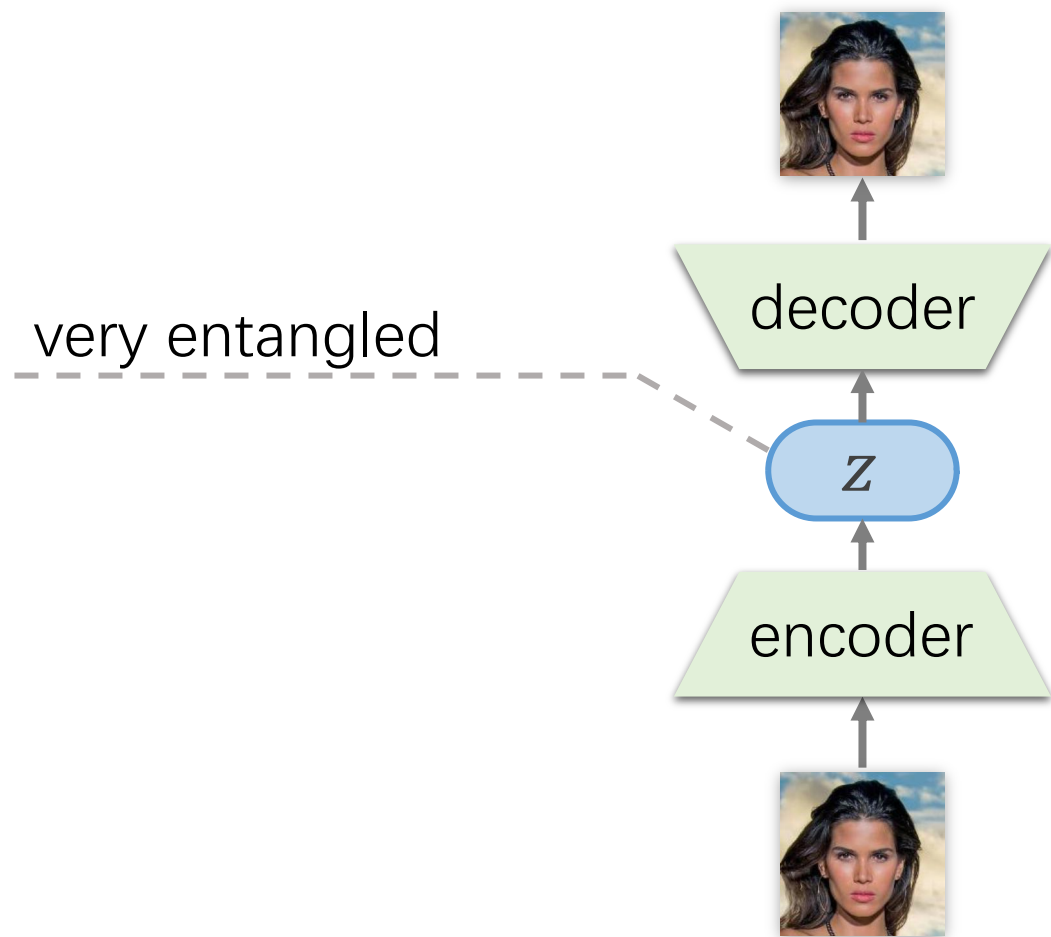
Rare

Label: gender=female and beard=true

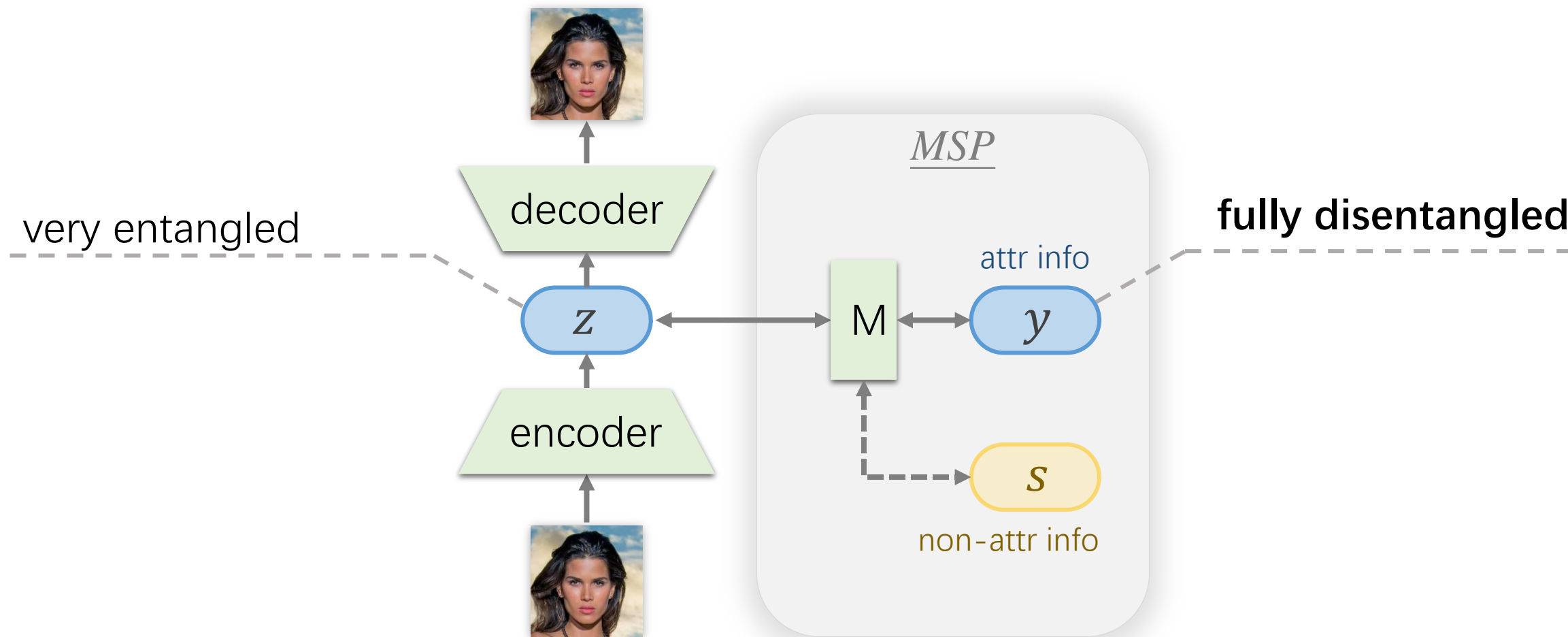


Never seen!

A Typical Autoencoder (without MSP)



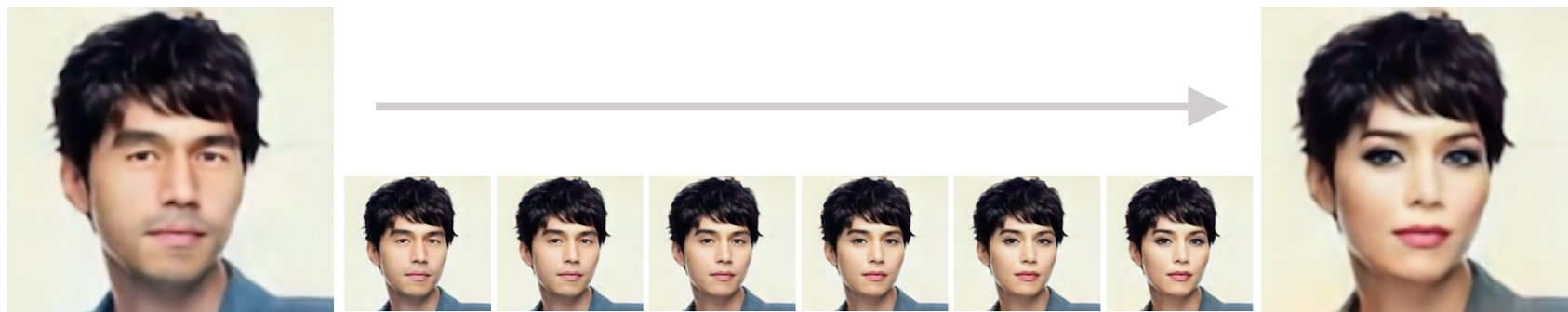
Autoencoder with MSP





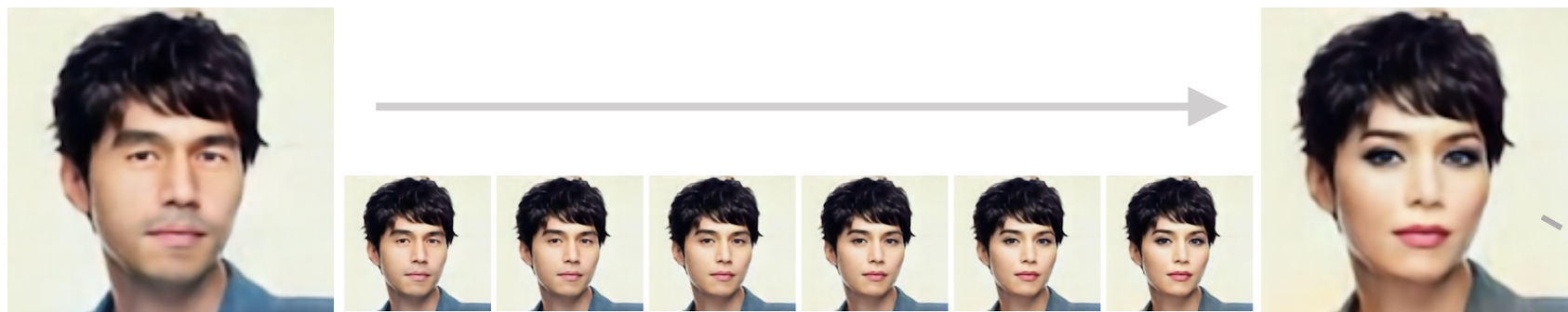
Related Work

Related Work



Lample, G., Zeghidour, N., Usunier, N., Bordes, A., De-noyer, L., et al. **Fader networks: Manipulating images by sliding attributes.** In *Advances in Neural Information Processing Systems*, pp. 5967–5976, 2017.

Related Work



5 o'clock shadow
is removed and
make-up is added!

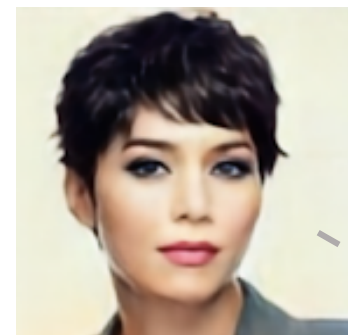
Lample, G., Zeghidour, N., Usunier, N., Bordes, A., De-noyer, L., et al. Fader networks: Manipulating images by sliding attributes. In *Advances in Neural Information Processing Systems*, pp. 5967–5976, 2017.

“ Although Fader Networks is capable for multiple attribute editing with one model, in practice, multiple attribute setting makes the results blurry. ”

-- He et al. (2019)

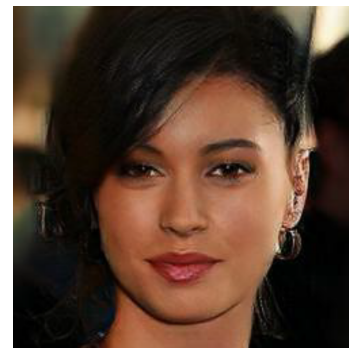
Related Work

Lample, G., Zeghidour, N., Usunier, N., Bordes, A., De-noyer, L., et al. **Fader networks**: Manipulating images by sliding attributes. In *Advances in Neural Information Processing Systems*, 2017.



5 o'clock shadow is removed and make-up is added!

Wu, P.-W., Lin, Y.-J., Chang, C.-H., Chang, E. Y., and Liao, S.-W. **Relgan**: Multi-domain image-to-image translation via relative attributes. In *The IEEE International Conference on Computer Vision (ICCV)*, October 2019.



significant changes in skin colour, eyebrows, eyes, and lips

Related Work

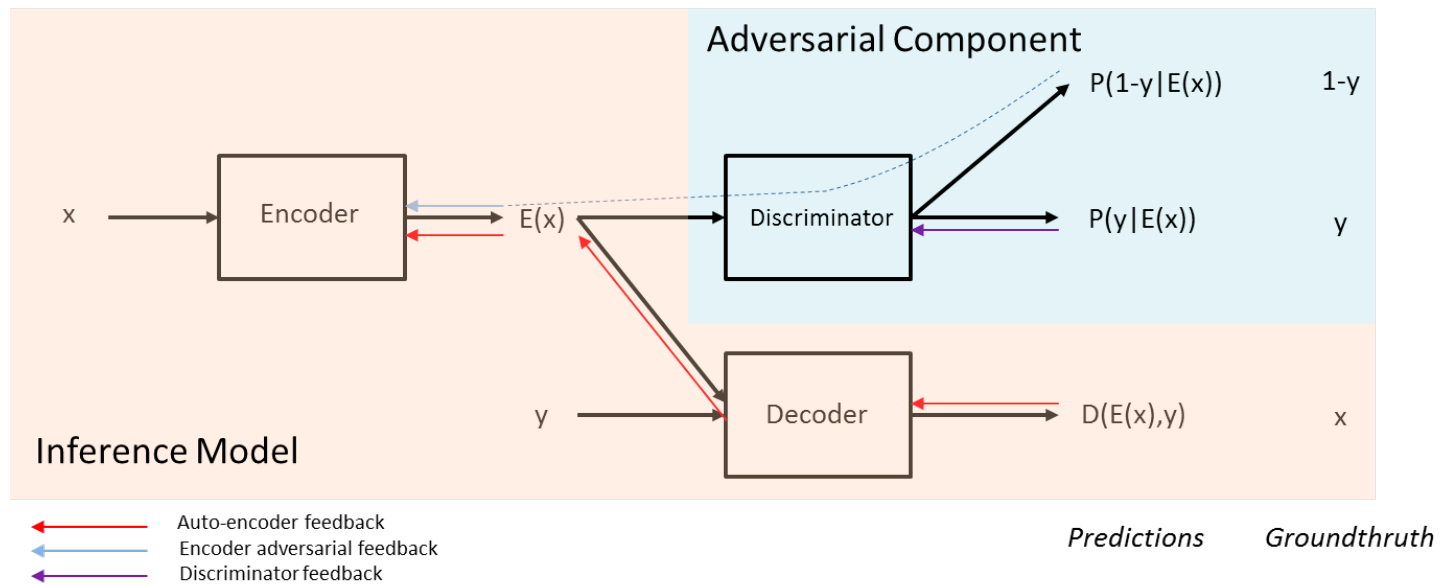


*the face has
four eyebrows!*

A further problem with many other works that use skip connections.

The face was changed from female to male. New bushy male eyebrows were added, but the skip connections also preserved the original feminine eyebrows in their original position.

Related Work

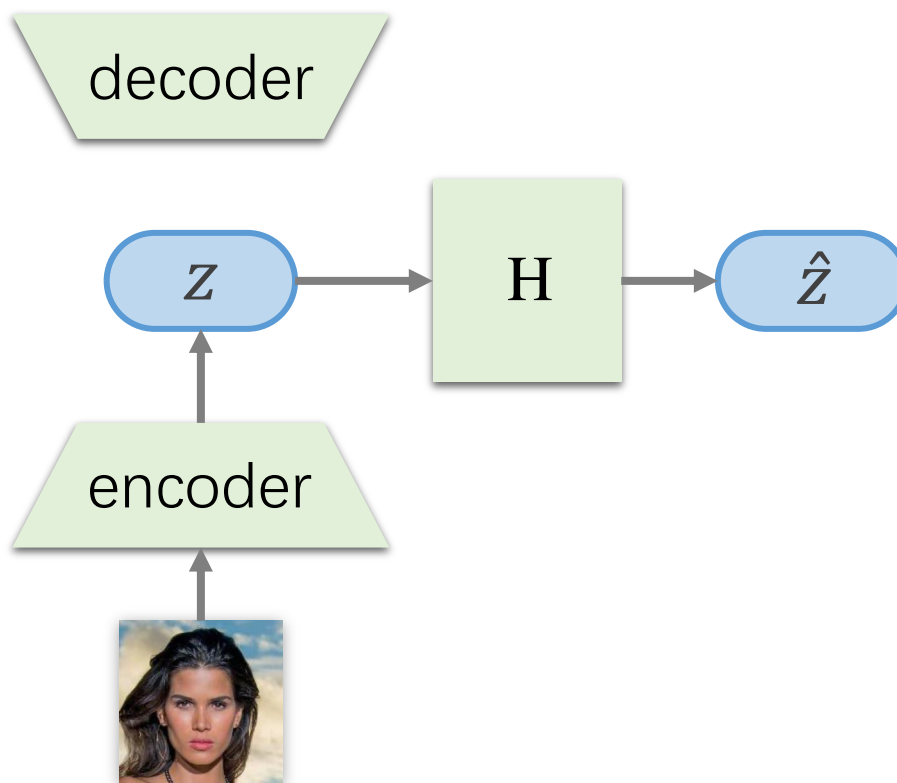


Lample, G., Zeghidour, N., Usunier, N., Bordes, A., De-noyer, L., et al. **Fader networks: Manipulating images by sliding attributes.** In *Advances in Neural Information Processing Systems*, 2017.

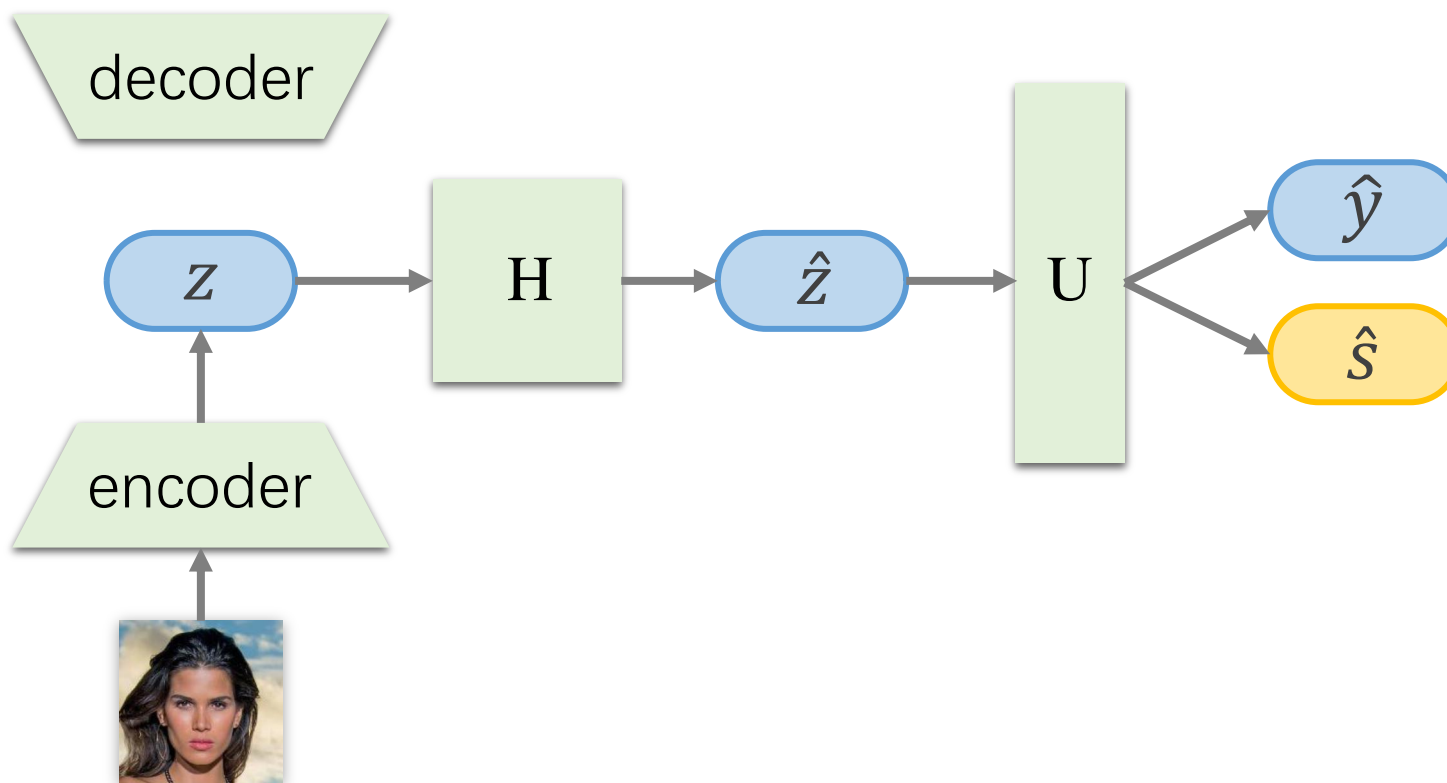


Methodology

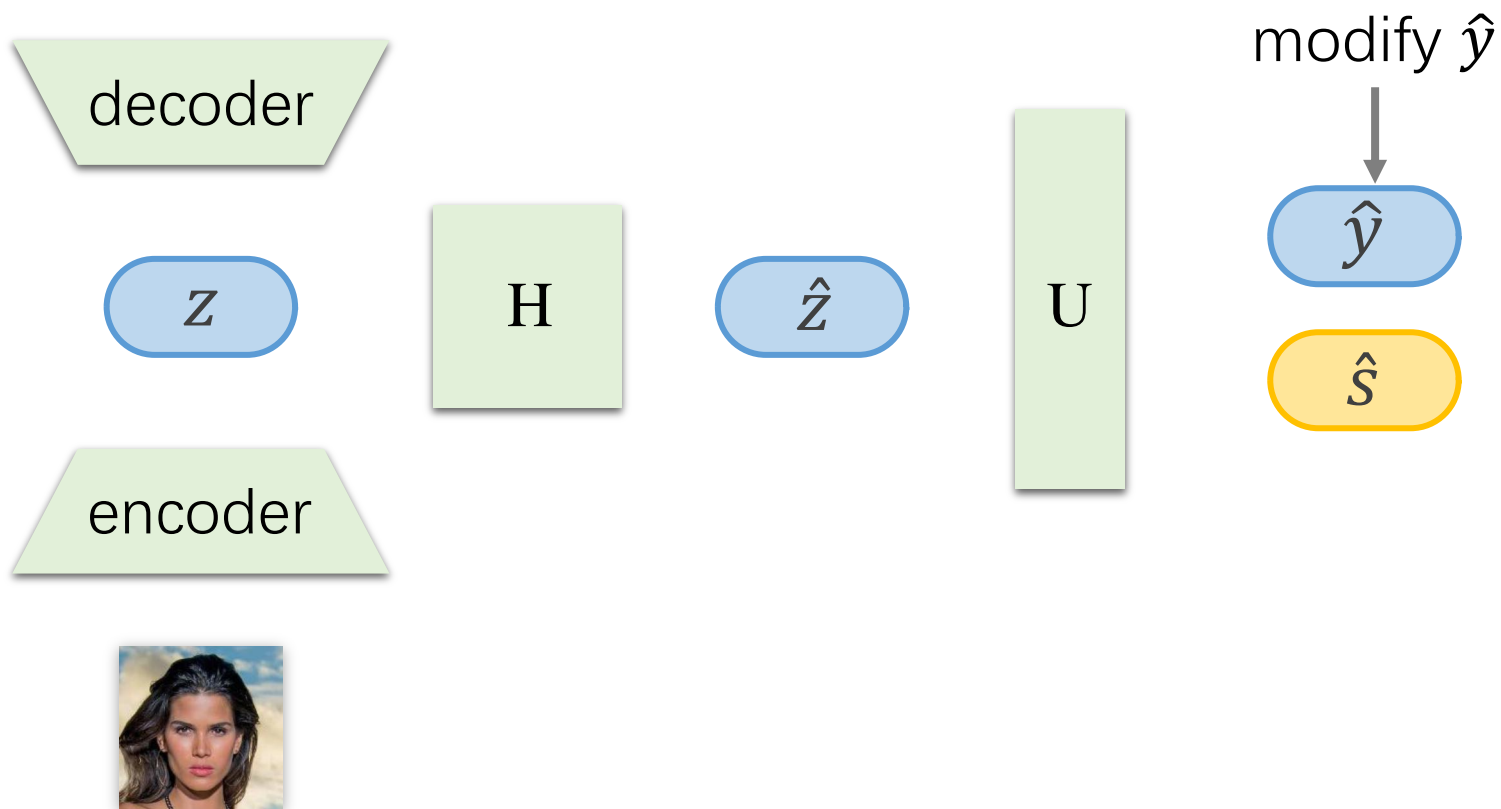
The Overall Workflow of MSP



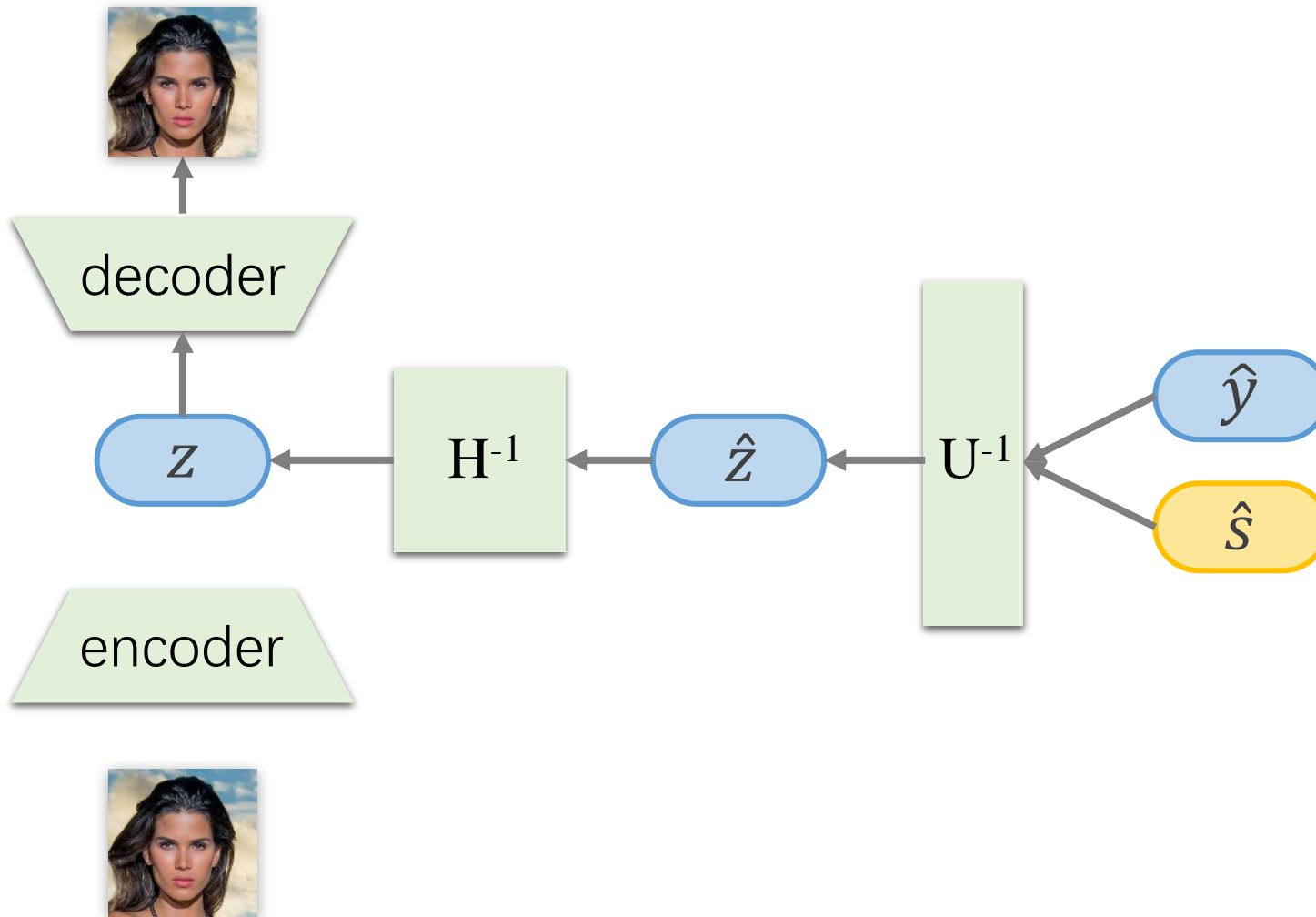
The Overall Workflow of MSP



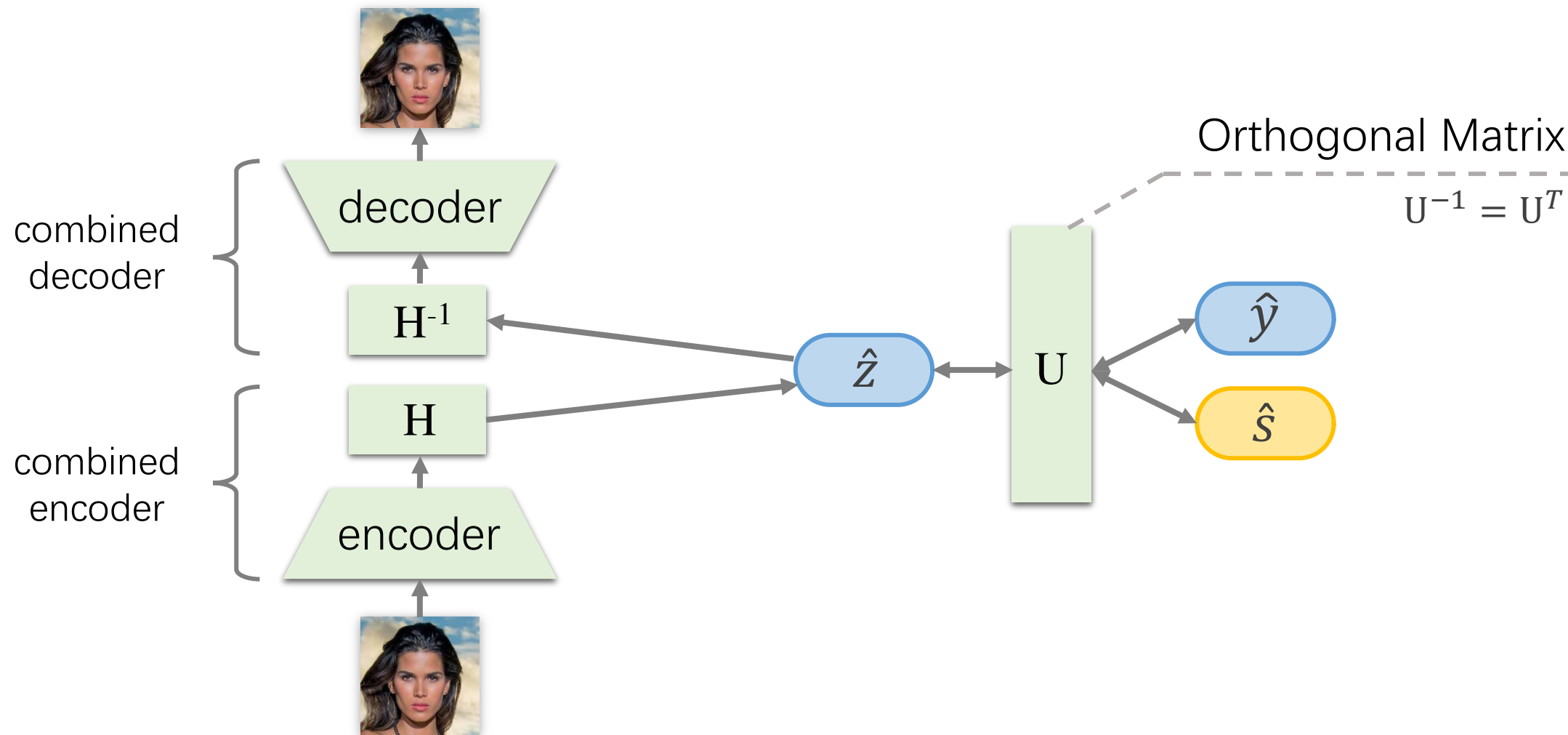
The Overall Workflow of MSP



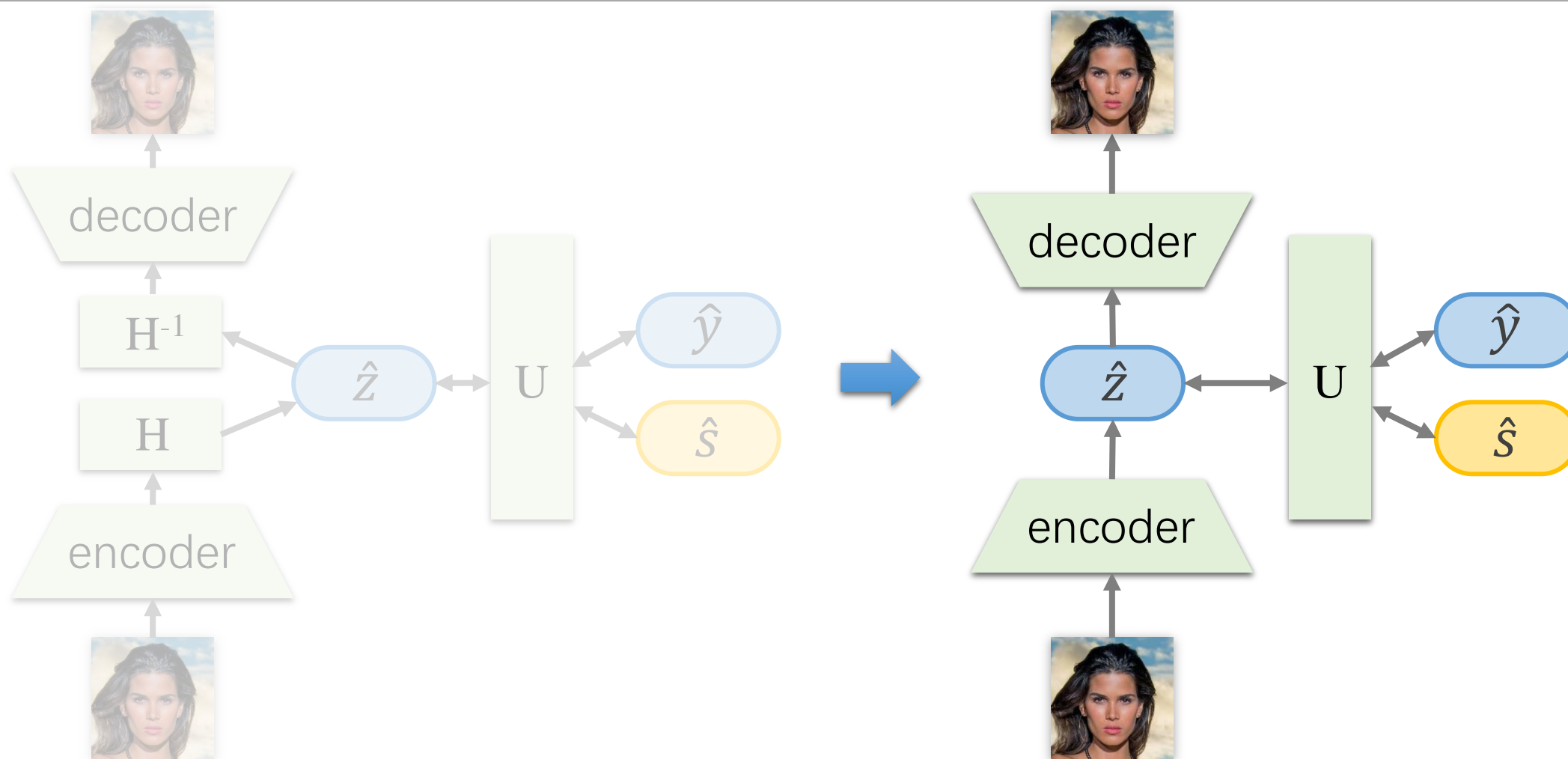
The Overall Workflow of MSP



Combined Encoder and Decoder



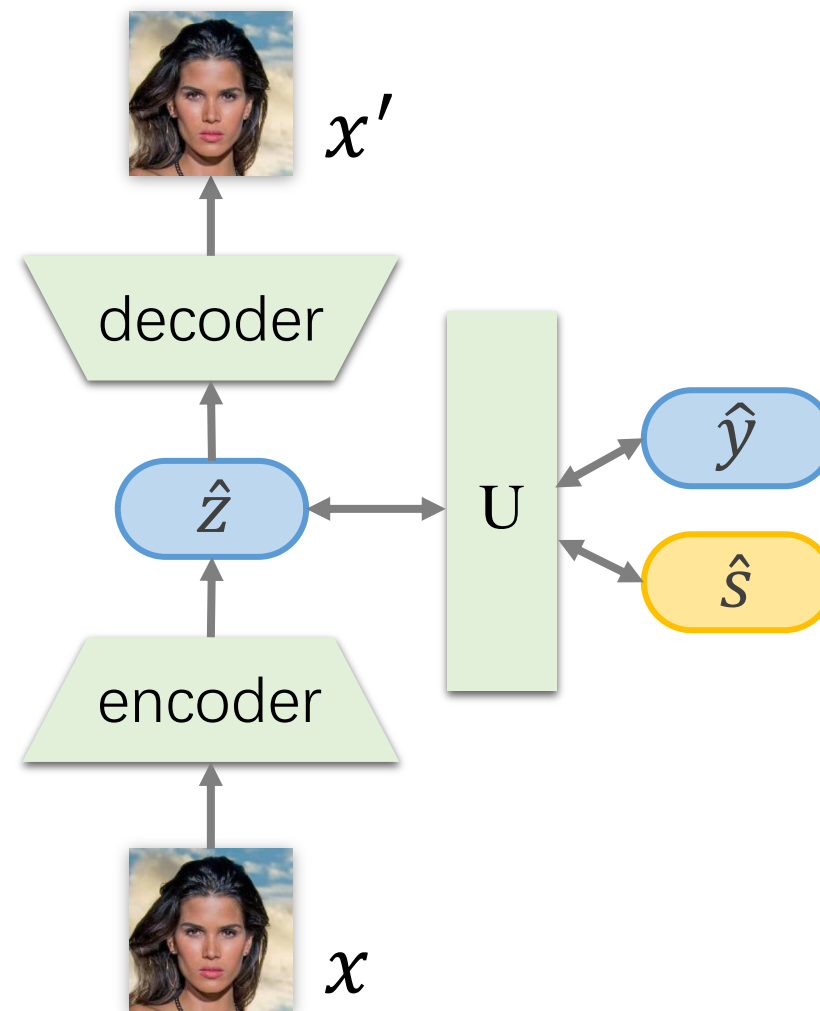
Combined Encoder and Decoder



Loss Function

- The produced image should be close to the input as much as possible:

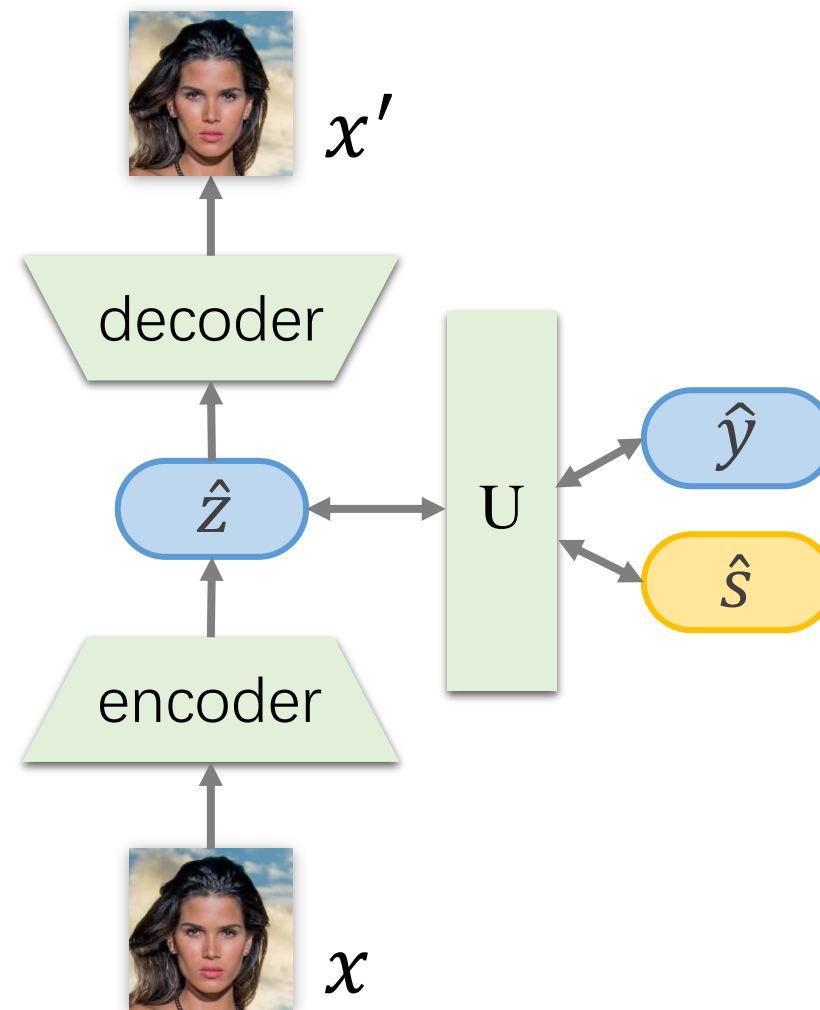
$$\mathcal{L}_{AE} = \|x' - x\|^2$$



Loss Function

- The predicted attributes should be close to the given attributes:

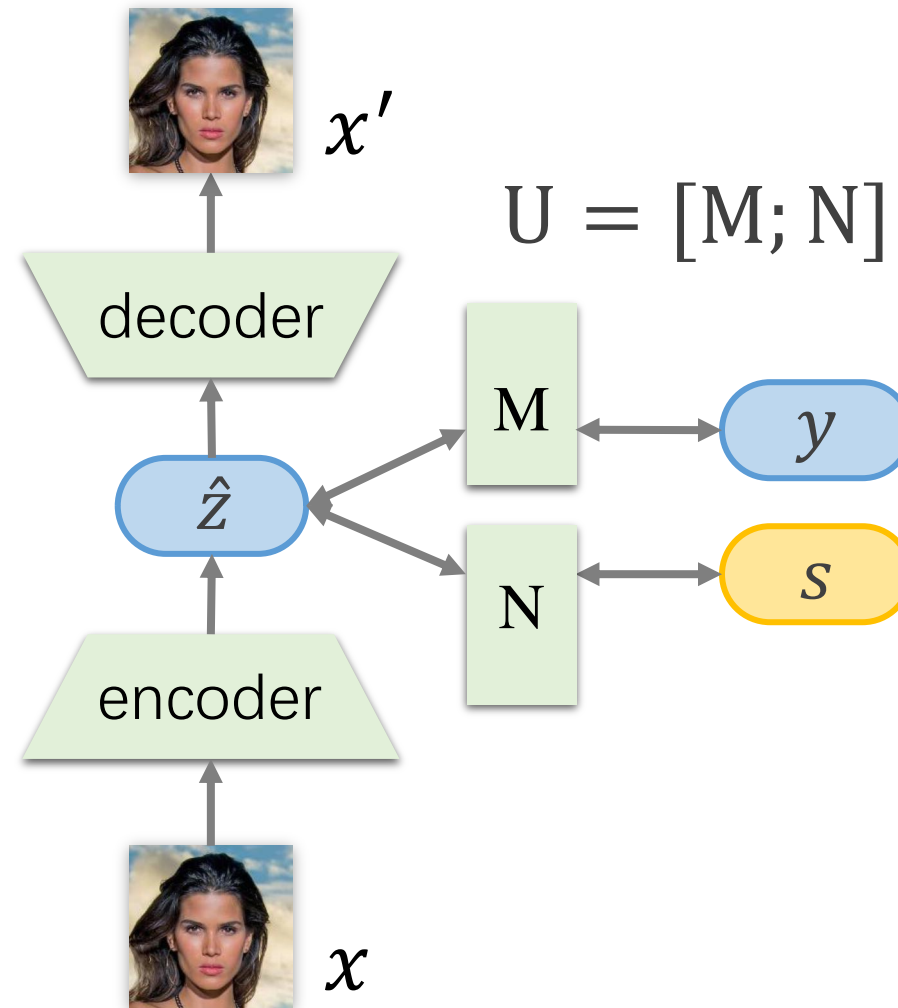
$$\mathcal{L}_1 = \|\hat{y} - y\|^2$$



Loss Function

- The predicted attributes should be close to the given attributes:

$$\begin{aligned} \mathcal{L}_1 &= \|\hat{y} - y\|^2 \\ &= \|M \cdot \hat{z} - y\|^2 \end{aligned}$$



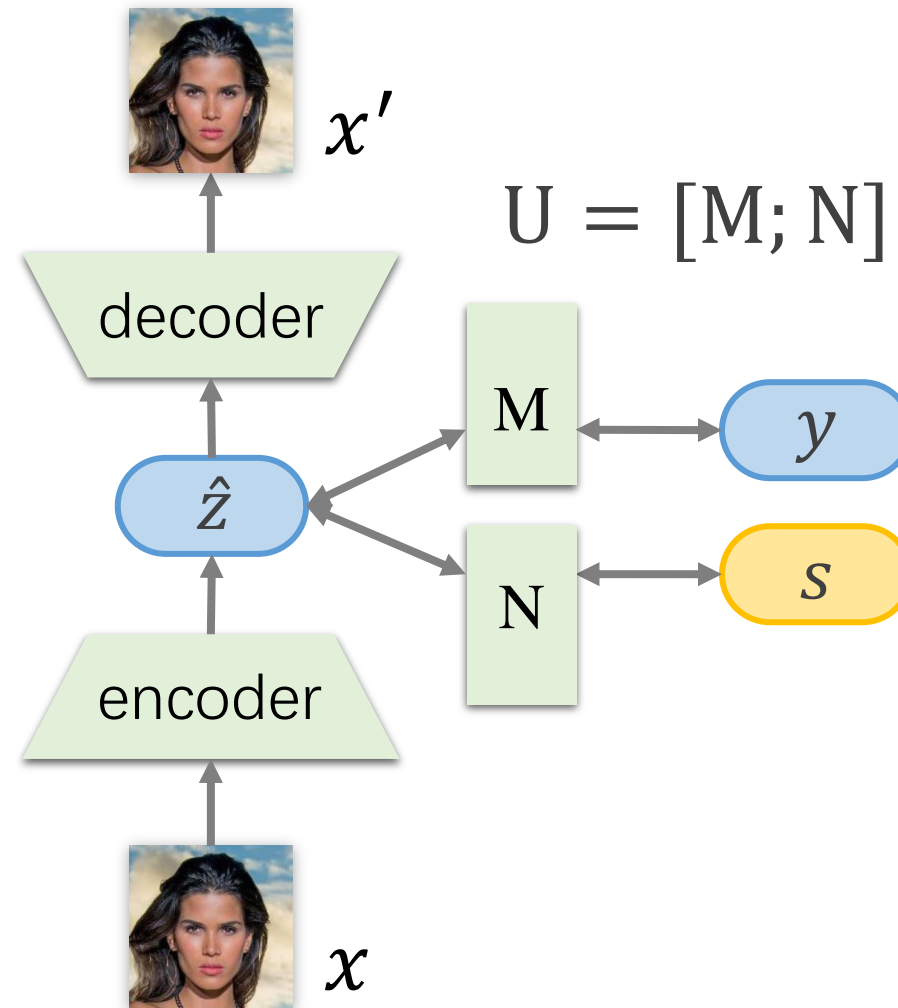
Loss Function

- \hat{s} contains as little information from \hat{z} as possible:

$$\begin{aligned} \mathcal{L}_2 &= \|\hat{s}\|^2 \\ &= \|\hat{s} - 0\|^2 \\ &= \|\begin{bmatrix} \hat{y} \\ \hat{s} \end{bmatrix} - \begin{bmatrix} \hat{y} \\ 0 \end{bmatrix}\|^2 \\ &= \|U \cdot \hat{z} - \begin{bmatrix} \hat{y} \\ 0 \end{bmatrix}\|^2 \end{aligned}$$

- When U is orthogonal (more later):

$$\mathcal{L}_2 = \|z - M^T \cdot \hat{y}\|^2 \approx \|z - M^T \cdot y\|^2$$

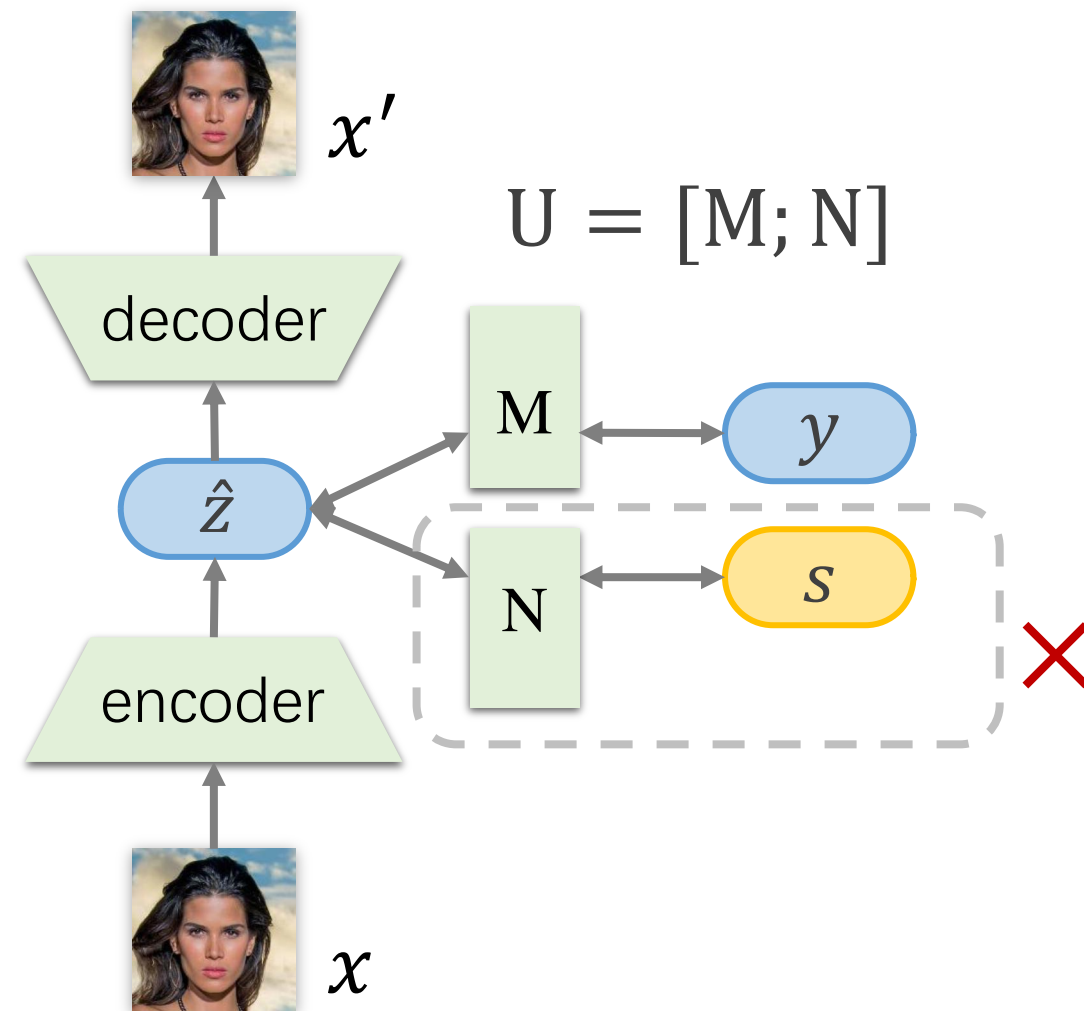


Loss Function

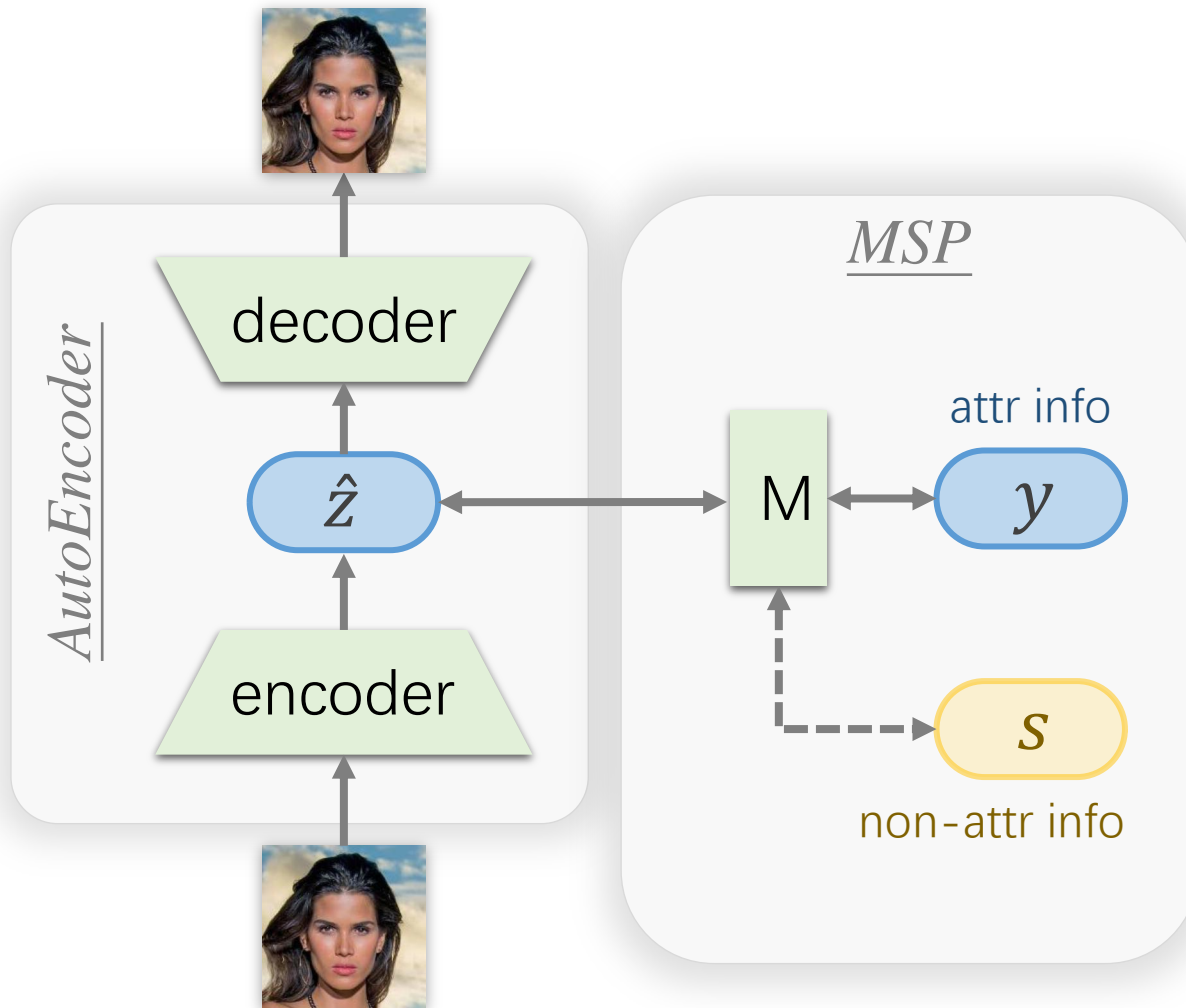
- The total loss is:

$$\begin{aligned} \mathcal{L} &= \mathcal{L}_{AE} + \mathcal{L}_1 + \mathcal{L}_2 \\ &= \|x' - x\|^2 \\ &\quad + \|M \cdot \hat{z} - y\|^2 \\ &\quad + \|z - M^T \cdot \hat{y}\|^2 \end{aligned}$$

\hat{z} does not appear in the total loss,
so we don't need to learn N!



Autoencoder with MSP





Evaluation

Picture Interpolation Generated by MSP

- Gender - Beard interpolations

female without beard



female with beard



male with beard



male without beard



female without beard



Picture Interpolation Generated by MSP

- Mouth open - Smiles interpolations

mouth closed and no smile



mouth open and no smile



mouth open and smile



mouth closed and smile



mouth closed and no smile

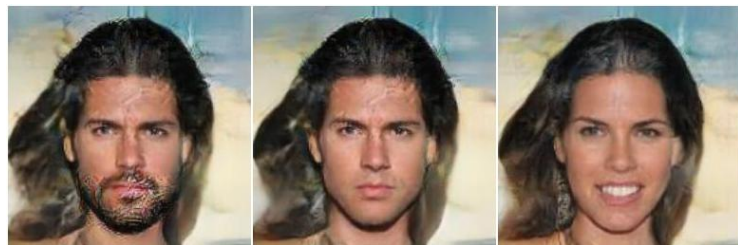


Picture Interpolation Generated by MSP

- Multiple attribute interpolations including:
 - glasses
 - beard
 - hair colour
 - narrow eyes
 - mouth open



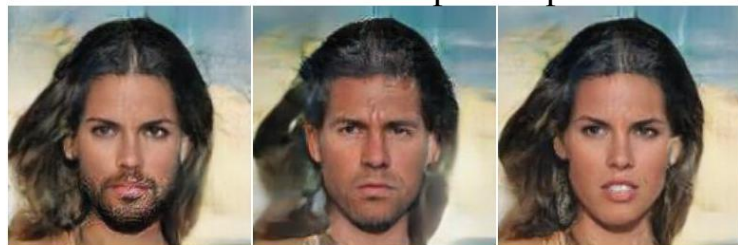
MSP



♂ +beard

♂ +mkup

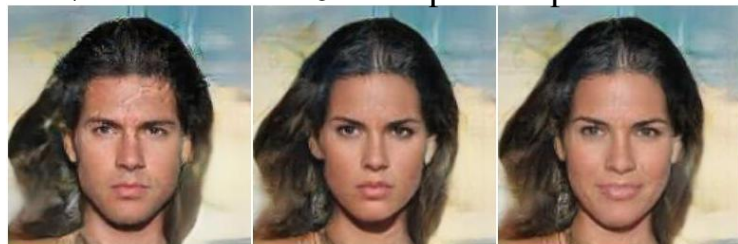
open +smile



♀ +beard

♂ -mkup

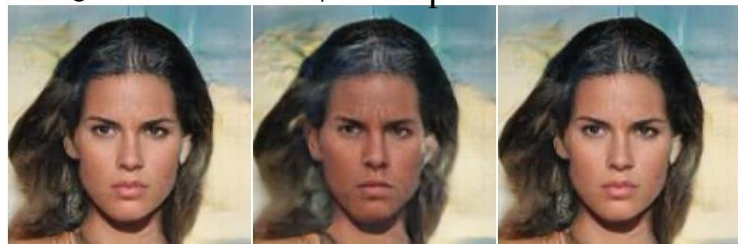
open -smile



♂ -beard

♀ +mkup

shut +smile



♀ -beard

♀ -mkup

shut -smile

baseline Fader Networks



♂ +beard

♂ +mkup

open +smile



♀ +beard

♂ -mkup

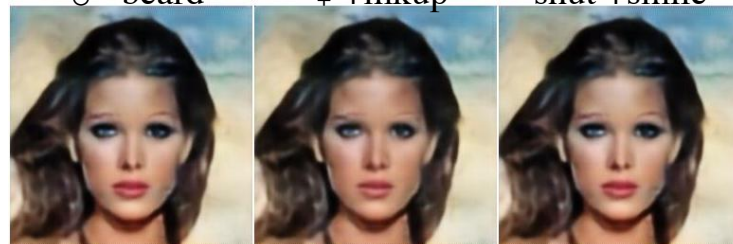
open -smile



♂ -beard

♀ +mkup

shut +smile

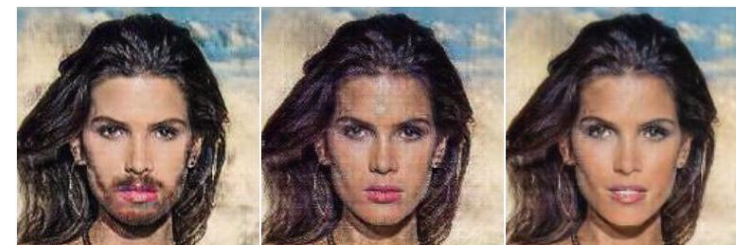


♀ -beard

♀ -mkup

shut -smile

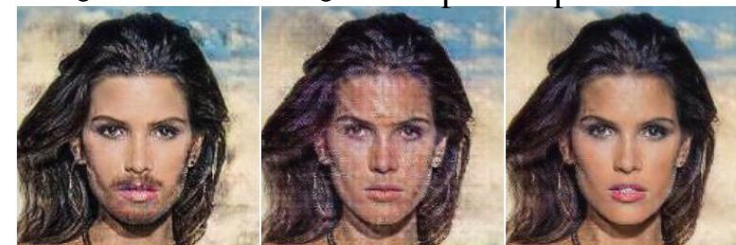
baseline AttGan



♂ +beard

♂ +mkup

open +smile



♀ +beard

♂ -mkup

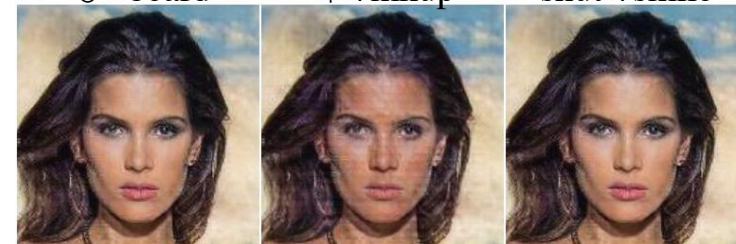
open -smile



♂ -beard

♀ +mkup

shut +smile



♀ -beard

♀ -mkup

shut -smile



Quantitative Evaluation

	MSP(ours)	Fader	AttGAN
male x beard	0.78	0.42	0.45
female x beard	0.52	0.03	0.41
male x no-beard	0.86	0.40	0.42
female x no-beard	0.90	0.61	0.63
male x makeup	0.52	0.02	0.35
male x no-makeup	0.89	0.50	0.47
female x makeup	0.87	0.63	0.52
female x no-makeup	0.67	0.42	0.47
smile x open-mouth	0.89	0.59	0.63
no-smile x open-mouth	0.66	0.11	0.29
smile x calm-mouth	0.95	0.34	0.33
no-smile x calm-mouth	0.76	0.43	0.38
male x bald	0.78	0.10	0.29
male x bangs	0.56	0.05	0.19
female x bald	0.29	0.01	0.17
female x bangs	0.68	0.21	0.20
no-glasses x black-hair	0.74	0.38	0.53
no-glasses x golden-hair	0.86	0.36	0.79
glasses x black-hair	0.82	0.21	0.32
glasses x golden-hair	0.77	0.19	0.33

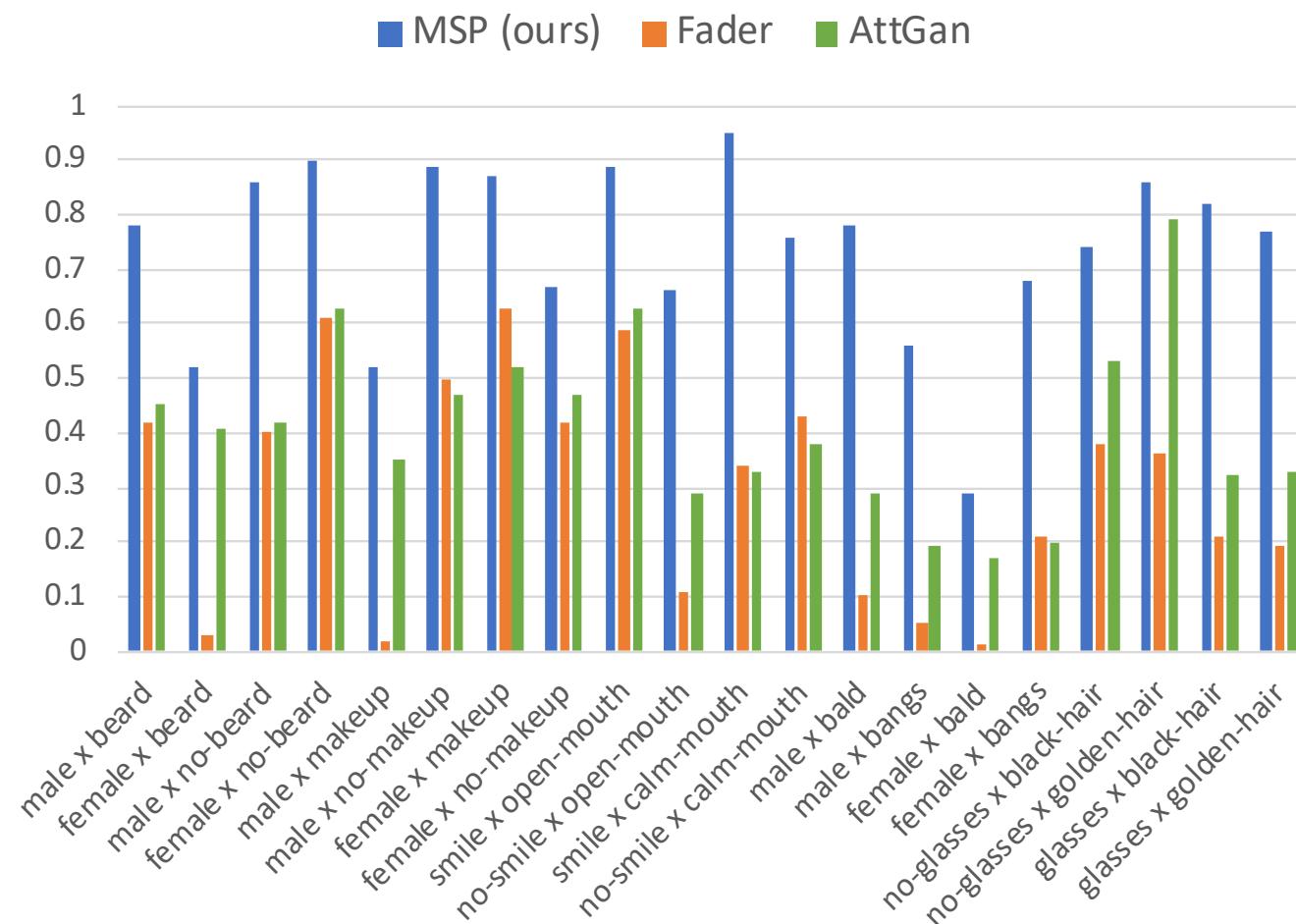
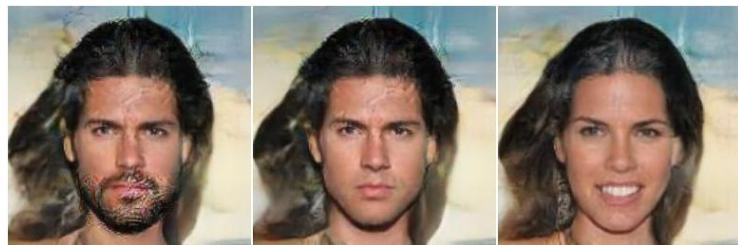
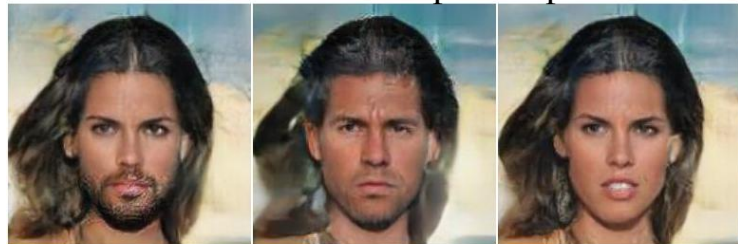


Table 2. The classification accuracy of generated images using MSP, Fader Networks and AttGAN.

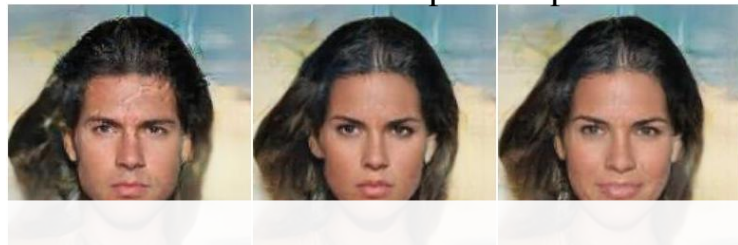
MSP



♂ +beard ♂ +mkup open +smile



♀ +beard ♂ -mkup open -smile



♂ -beard ♀ +mkup shut +smile

FID = 35.0



♀ -beard ♀ -mkup shut -smile

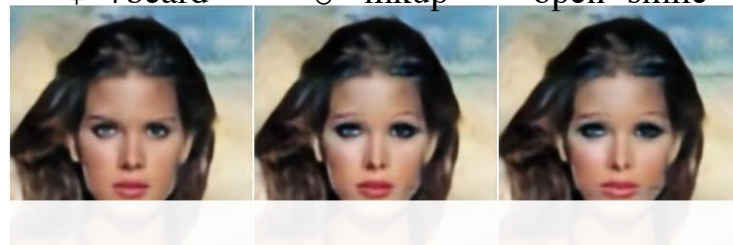
baseline Fader Networks



♂ +beard ♂ +mkup open +smile

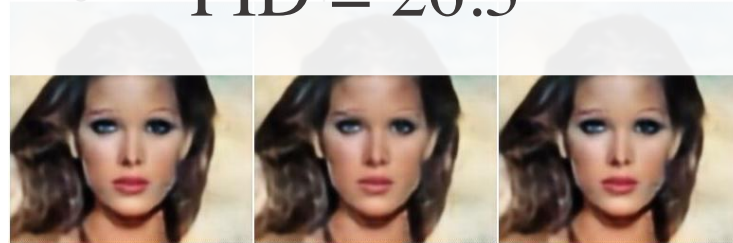


♀ +beard ♂ -mkup open -smile



♂ -beard ♀ +mkup shut +smile

FID = 26.3

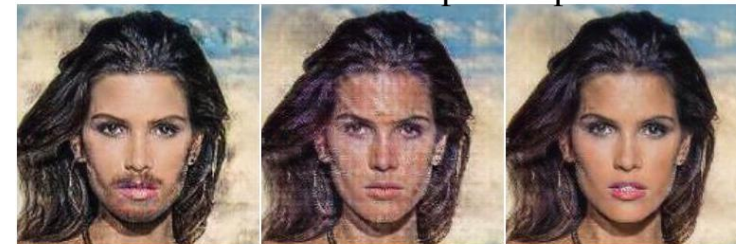


♀ -beard ♀ -mkup shut -smile

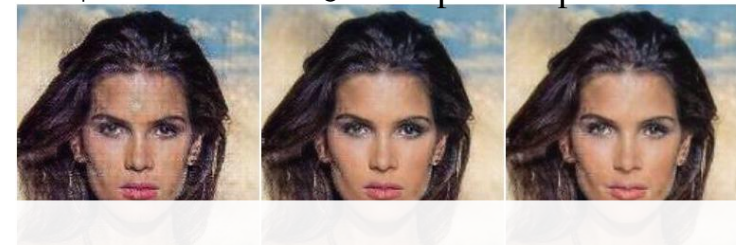
baseline AttGan



♂ +beard ♂ +mkup open +smile



♀ +beard ♂ -mkup open -smile



♂ -beard ♀ +mkup shut +smile

FID = 7.3



♀ -beard ♀ -mkup shut -smile



Human Evaluation

	MSP(ours)	Fader	AttGAN
male x beard	0.78	0.42	0.45
female x beard	0.52	0.03	0.41
male x no-beard	0.86	0.40	0.42
female x no-beard	0.90	0.61	0.63
male x makeup	0.52	0.02	0.35
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smile x calm-mouth	0.95	0.34	0.33
no-smile x calm-mouth	0.76	0.43	0.38
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male x bangs	0.56	0.05	0.19
female x bald	0.29	0.01	0.17
female x bangs	0.68	0.21	0.20
no-glasses x black-hair	0.74	0.38	0.53
no-glasses x golden-hair	0.86	0.36	0.79
glasses x black-hair	0.82	0.21	0.32
glasses x golden-hair	0.77	0.19	0.33

Table 2. The classification accuracy of generated images using MSP, Fader Networks and AttGAN.

male / beard attributes morphing			
	Fader Network	AttGAN	VAE+GAN MSP
perfect	38.3%	55.9%	74.4%
recognizable	8.3%	11.2%	11.6%
unreco/unchang	53.3%	32.9%	14.0%

mouth open / smiling attributes morphing			
	Fader Network	AttGAN	VAE+GAN MSP
perfect	36.7%	47.5%	68.3%
recognizable	20.8%	15.3%	4.9%
unreco/unchang	42.5%	37.2%	26.8%

Table 4. Manual valuation results of disentanglement. Numbers in the table denote percentage of participants under the column heading who felt the images represented the specified attribute (e.g. smiling) in a way that was perfect, recognisable, or unrecognisable/unchanged.

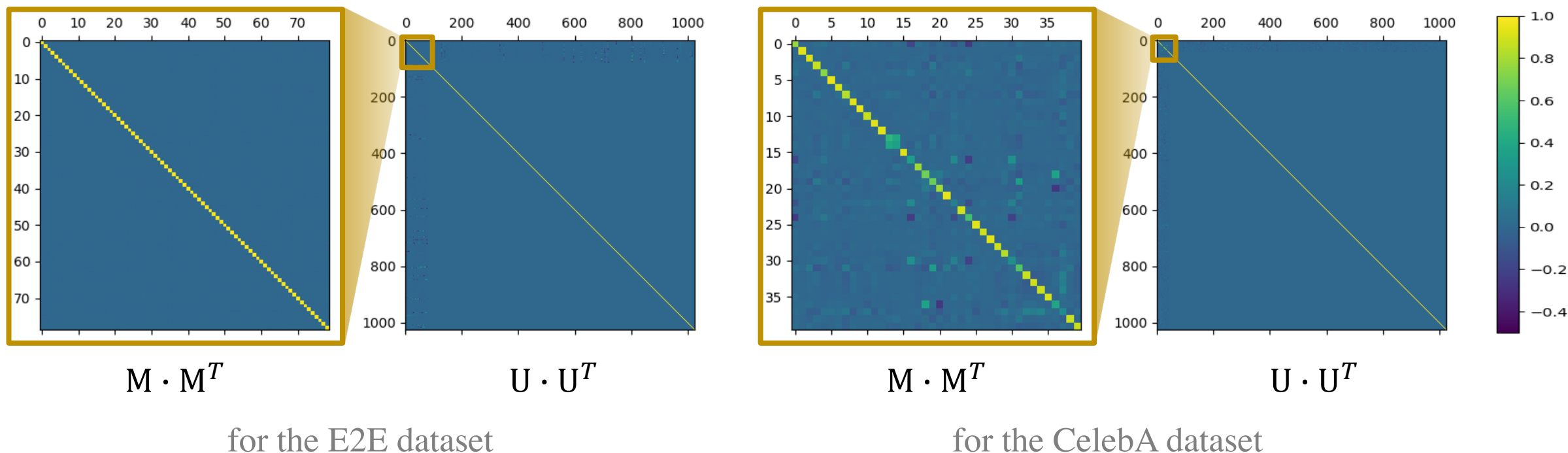
Evaluation (textural task)

- E2E dataset.
- A classic seq2seq autoencoder (lstm-lstm) + MSP

	Example 1	Example 2
Orig-attribute	eatType[pub], customer-rating[5-out-of-5], name[Blue-Spice], near[Crowne-Plaza-Hotel]	familyFriendly[yes], area[city-centre], eatType[pub], food[Japanese], near[Express-by-Holiday-Inn], name[Green-Man]
Orig-text	the blue spice pub , near crowne plaza hotel , has a customer rating of 5 out of 5 .	near the express by holiday inn in the city centre is green man . it is a japanese pub that is family-friendly .
New-attribute	eatType[coffee-shop], customer-rating[5-out-of-5], name[Blue-Spice], near[Avalon]	familyFriendly[no], area[riverside], eatType[coffee-shop], food[French], near[The-Six-Bells], name[Green-Man]
New-text	the blue spice coffee shop , near avalon has a customer rating of 5 out of 5 .	near the six bells in the riverside area is a green man . it is a french coffee shop that is not family-friendly .

Orthogonality of U

- Since \mathcal{L}_2 uses the orthogonality of U, do we train U as an orthogonal matrix? Almost!
 (MSP only learns M, but can obtain U by calculating the *null space* of M)





Conclusion



Conclusion

- We proposed MSP, which fully disentangles the latent space of an autoencoder to manipulate the multiple attributes in the latent space.
- Our model is a plug-in, which in principle can be attached to any type of autoencoder (e.g. for images or text), and we have a principled weighting strategy for combining the loss terms for training.
- MSP shows strong performance on learning disentangled latent representations of multiple attributes.
- We also suggested a way to train a matrix to be orthogonal.



Thanks!

The code of MSP and relative data is here:

<https://xiao.ac/proj/msp>