

CoordGAN: Self-Supervised Dense Correspondences Emerge from GANs

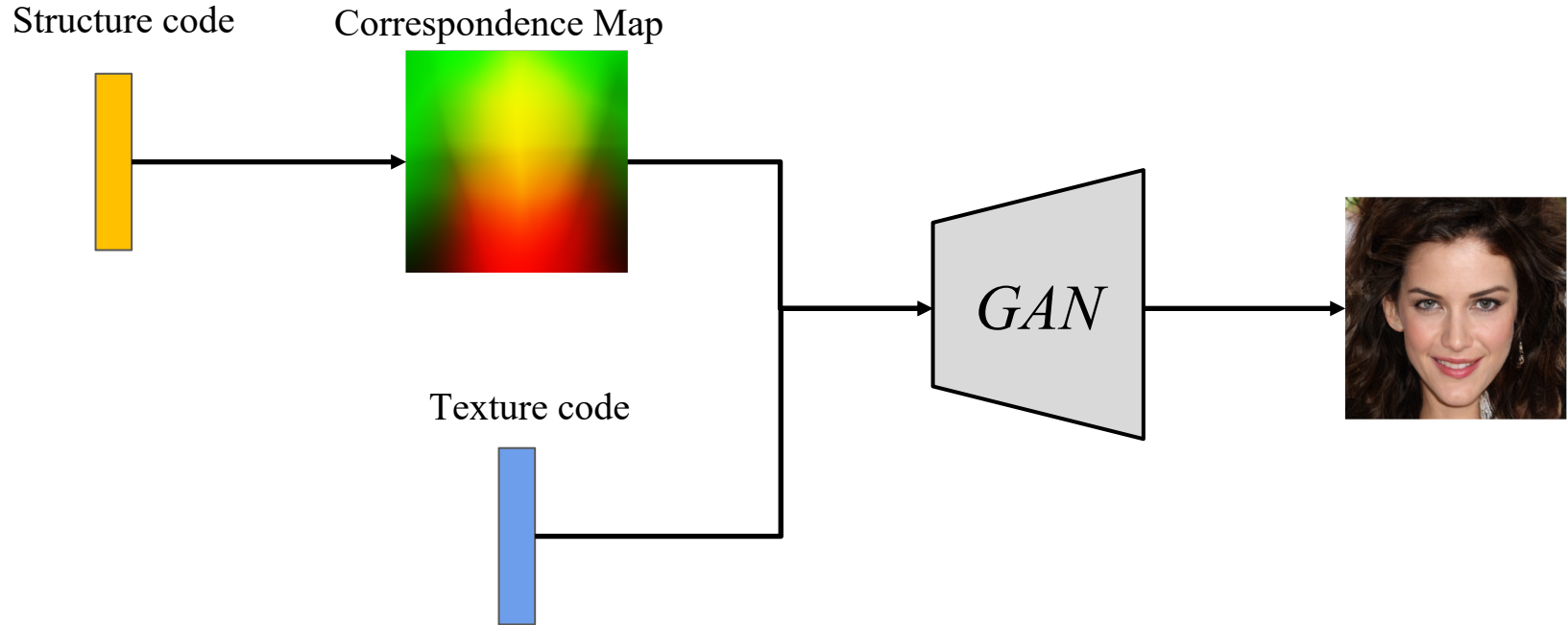
(CVPR 2022)

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Xiaolong Wang¹, Jan Kautz², Sifei Liu²

¹UCSD, ²Nvidia

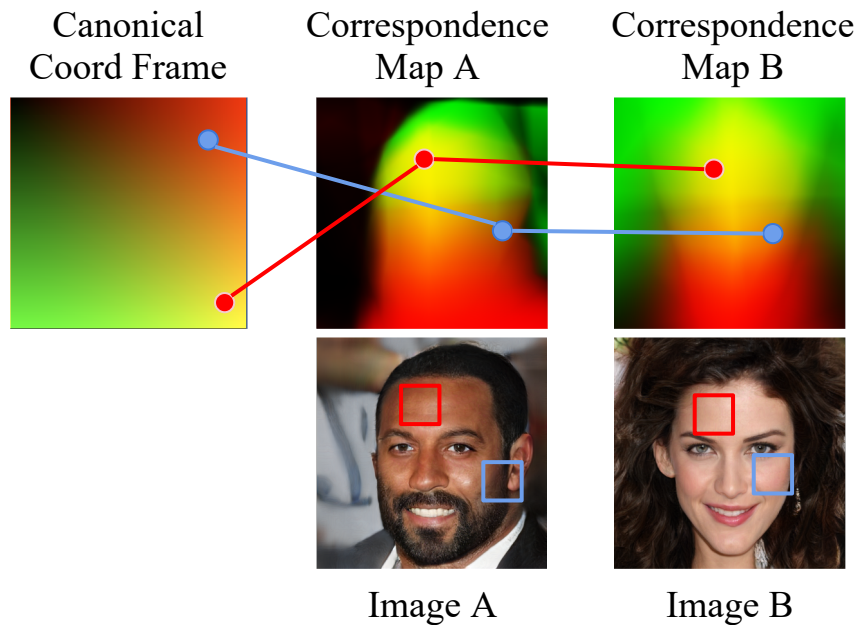
(* Work done while an intern at Nvidia)

Highlight: Disentanglement



An image is generated by combining a correspondence map (structure) and a texture code.

Highlight: Coordinate Space



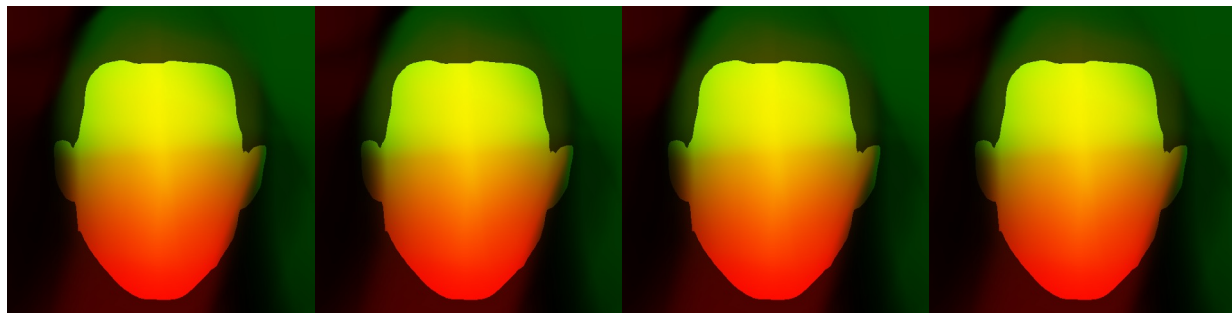
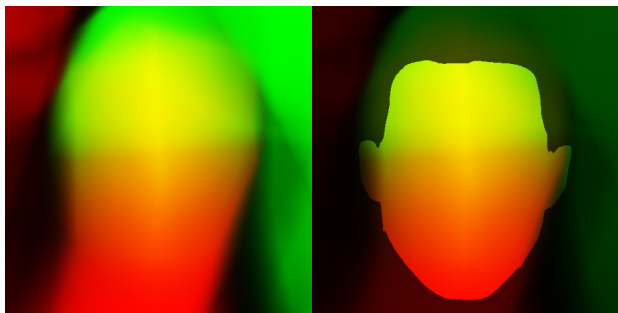
A coordinate space is introduced to model correspondence.
Coordinates are color-coded for visualization.

Identity-preserved Texture Swapping.

Correspondence Map

Generated Images

(Each row: same structure; Each column: same texture)

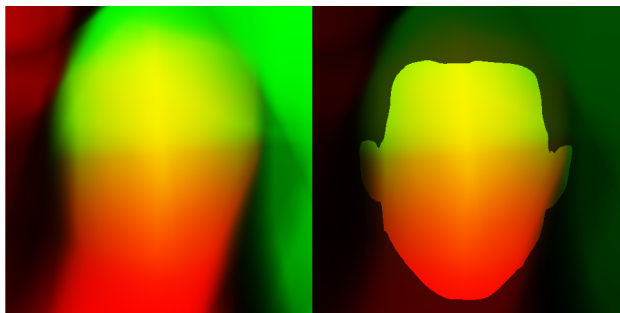


CelebAMask-HQ

Correspondence Map

Generated Images

(Each row: same structure; Each column: same texture)

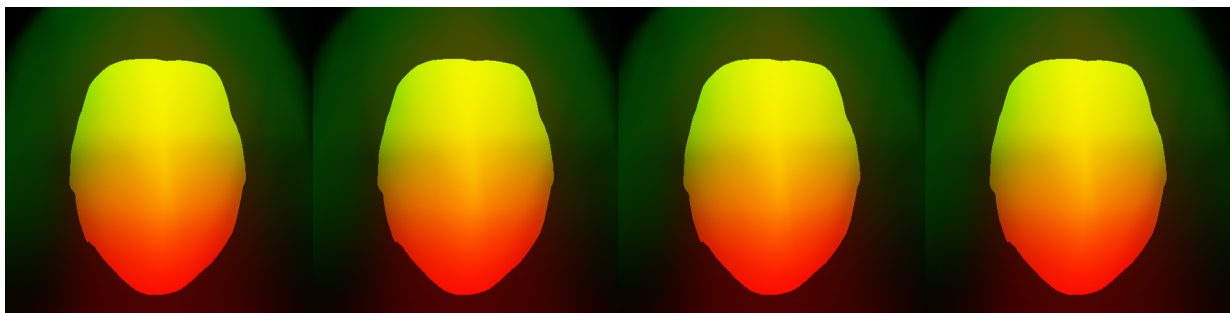
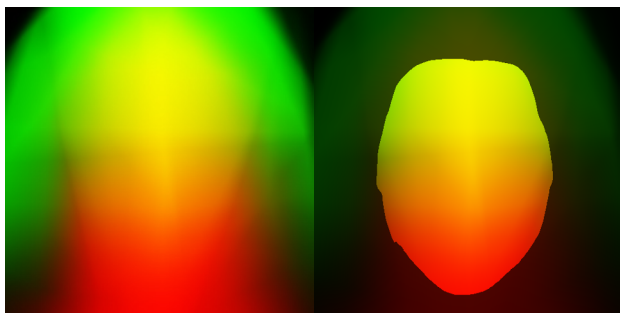
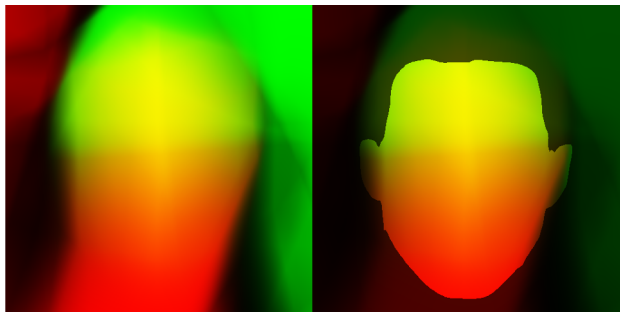


CelebAMask-HQ

Correspondence Map

Generated Images

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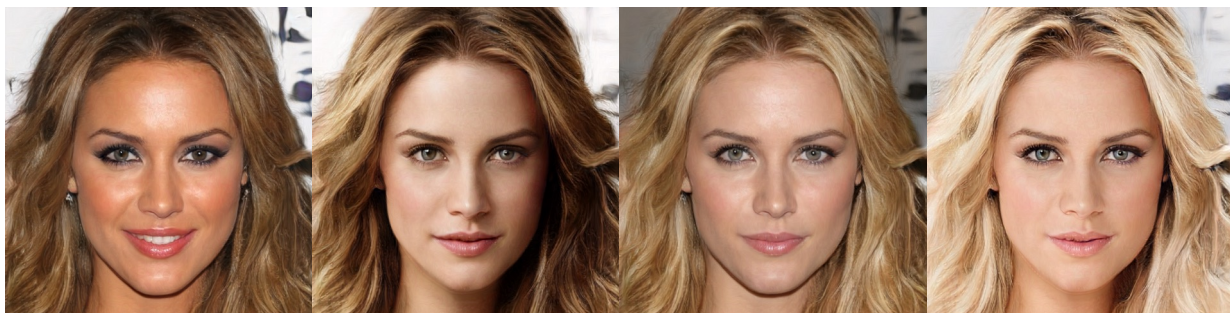
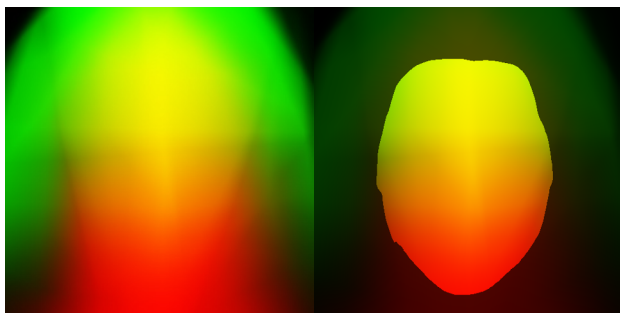
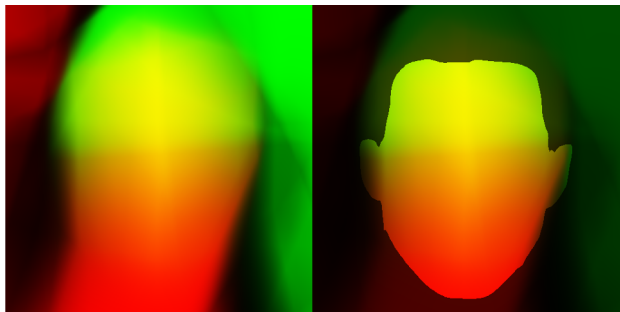


CelebAMask-HQ

Correspondence Map

Generated Images

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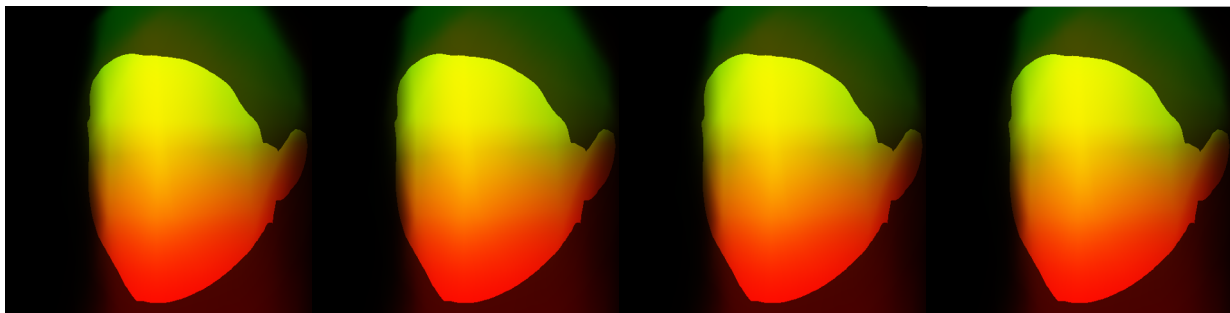
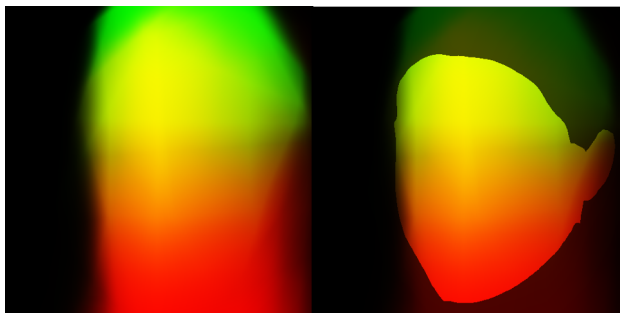
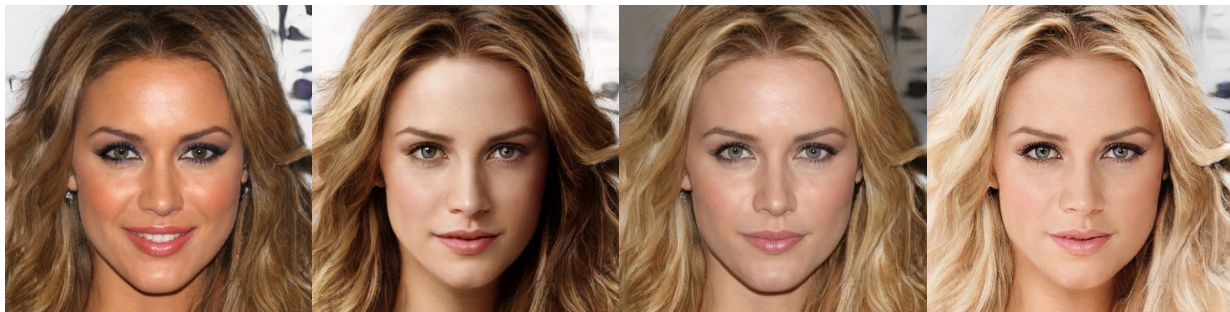
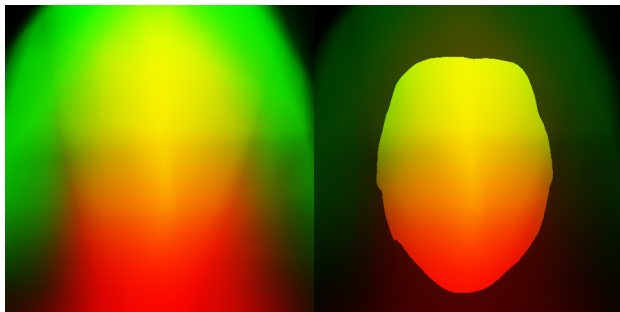


CelebAMask-HQ

Correspondence Map

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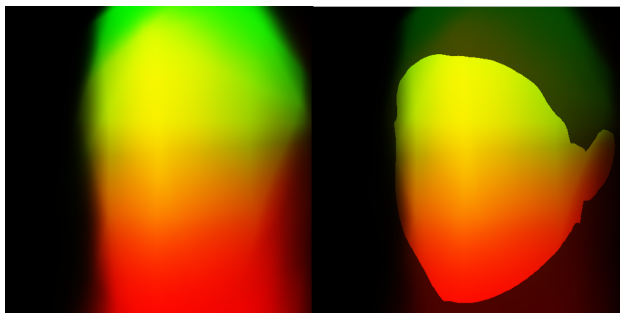
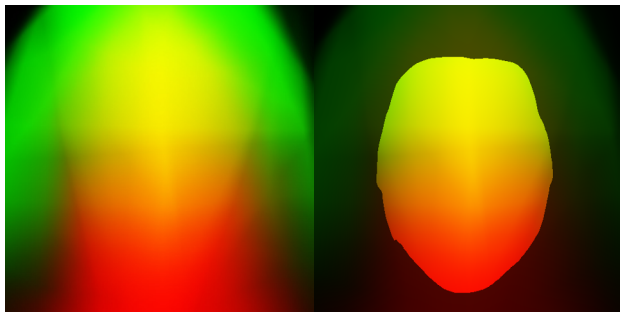


CelebAMask-HQ

Correspondence Map

Generated Images

(Each row: same structure; Each column: same texture)

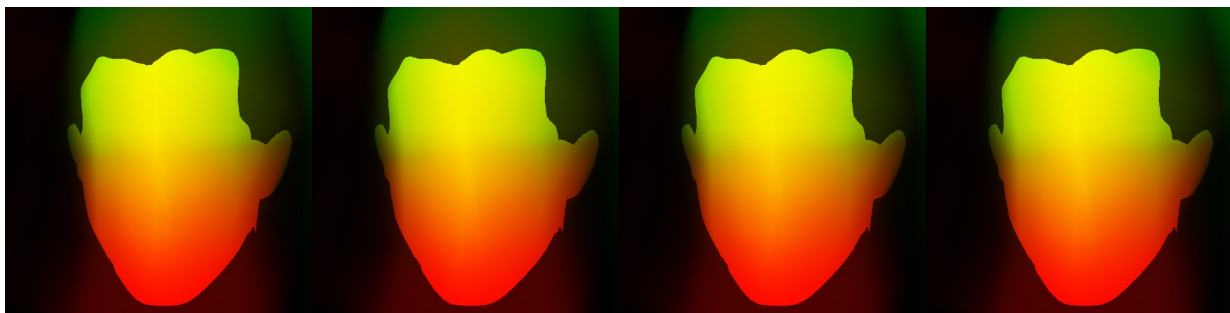
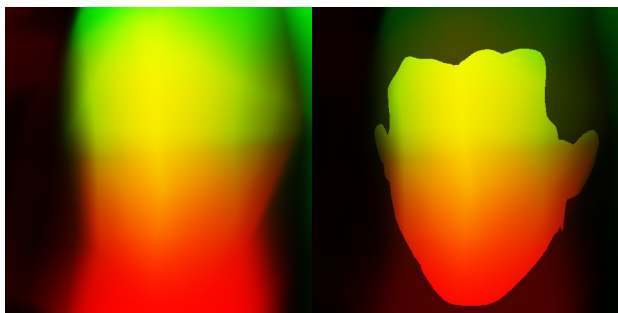
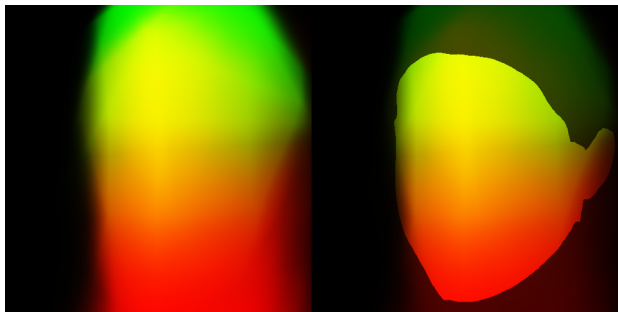


CelebAMask-HQ

Correspondence Map

Generated Images

(Each row: same structure; Each column: same texture)

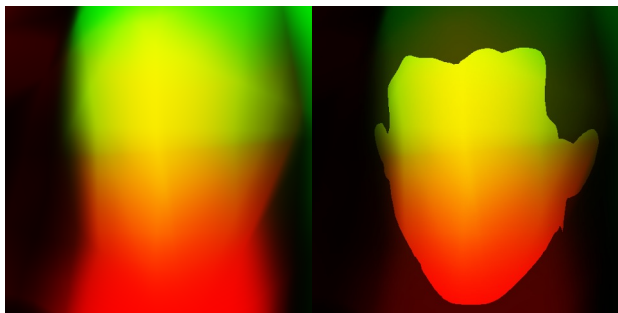
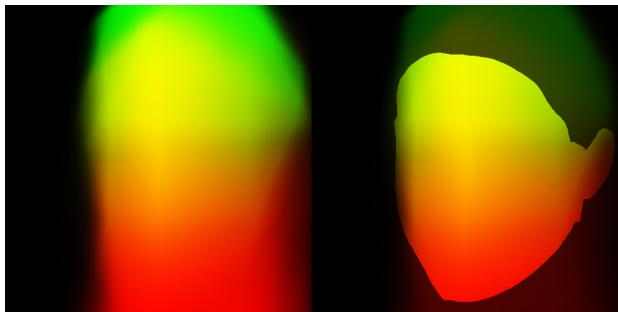


CelebAMask-HQ

Correspondence Map

Generated Images

(Each row: same structure; Each column: same texture)



CelebAMask-HQ

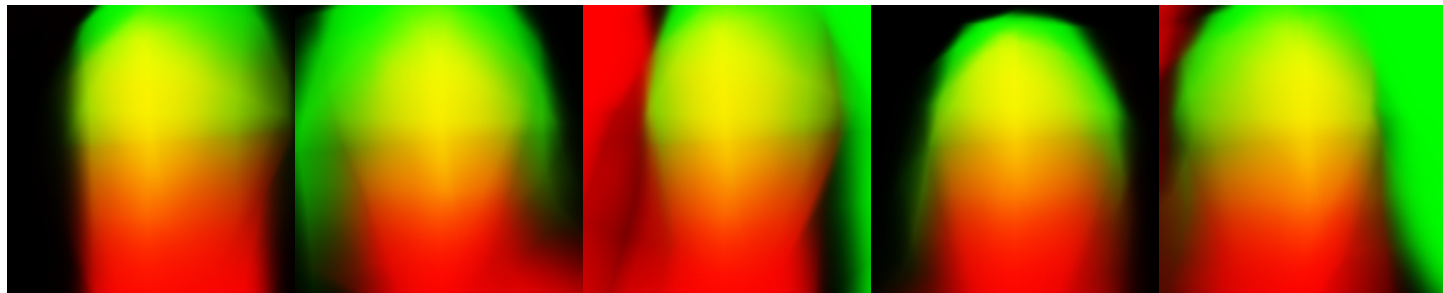
Application in other image domains.

Structure
Texture



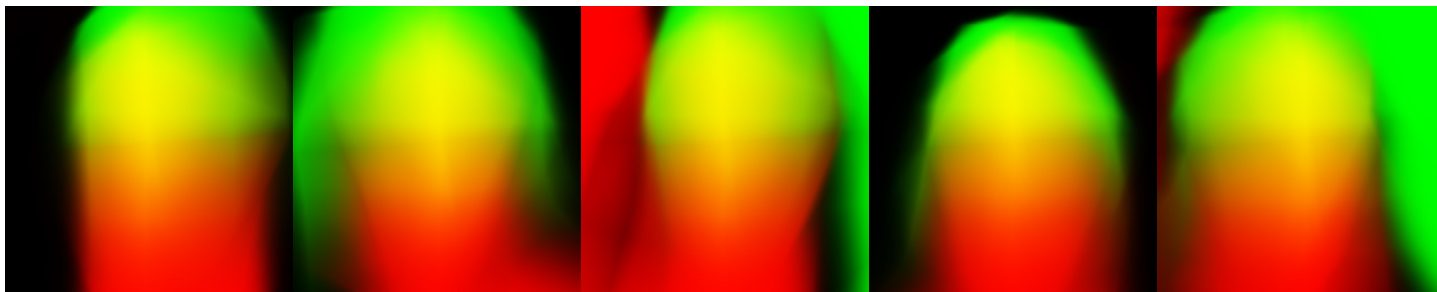
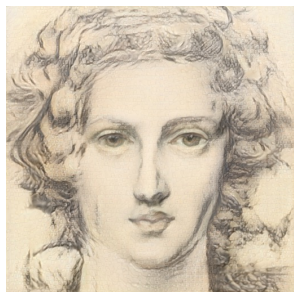
Generated real images.

Structure
Texture



Corresponding correspondence maps.

Structure
Texture



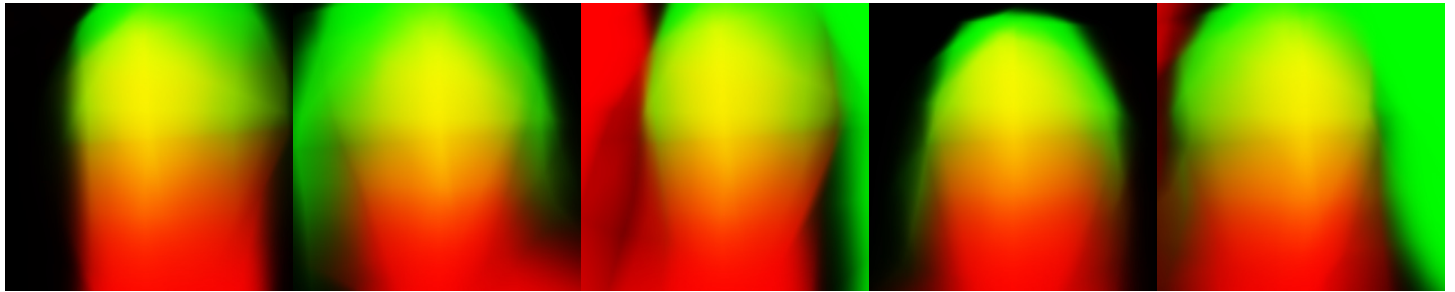
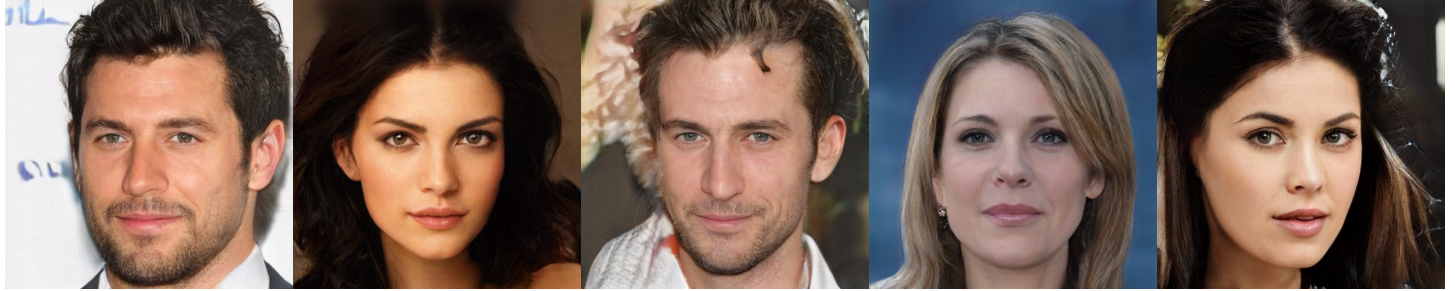
Apply Textures learned from art images.

Structure
Texture



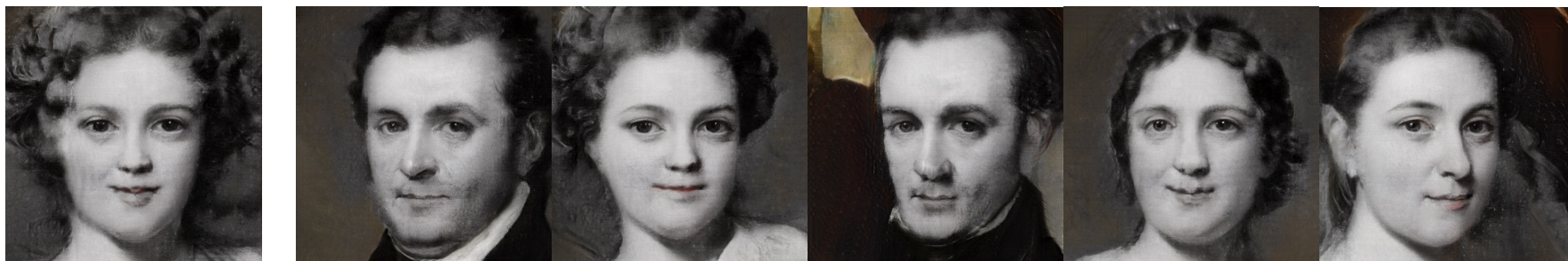
Apply Textures learned from art images.

Structure
Texture



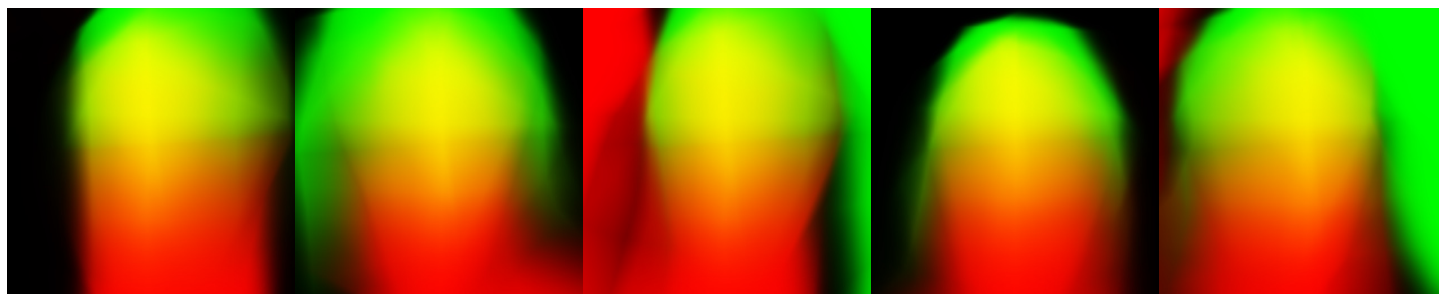
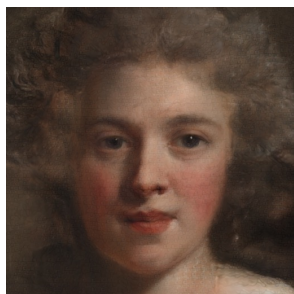
Apply Textures learned from art images.

Structure
Texture



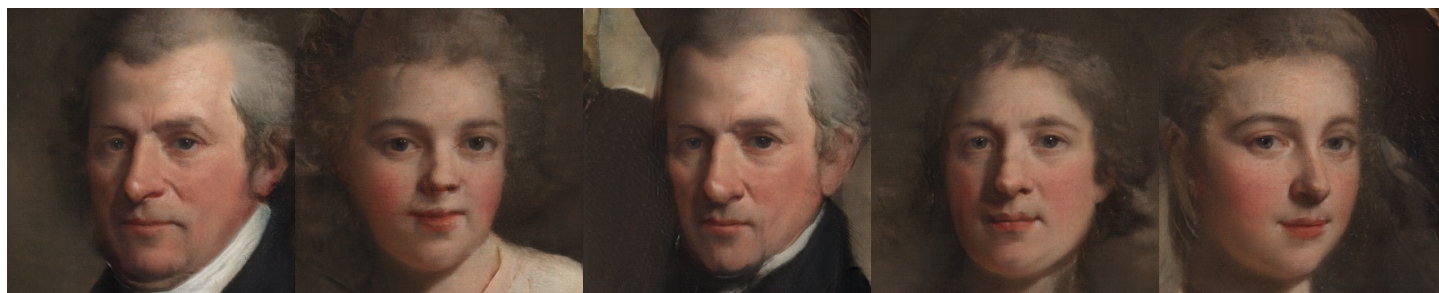
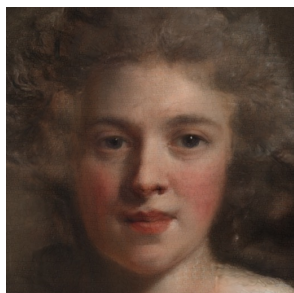
Apply Textures learned from art images.

Structure
Texture



Apply Textures learned from art images.

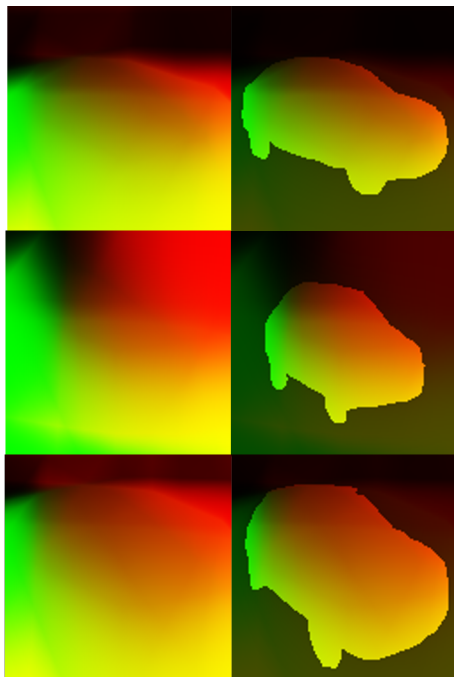
Structure
Texture



Apply Textures learned from art images.

Application in other categories.

Correspondence Map



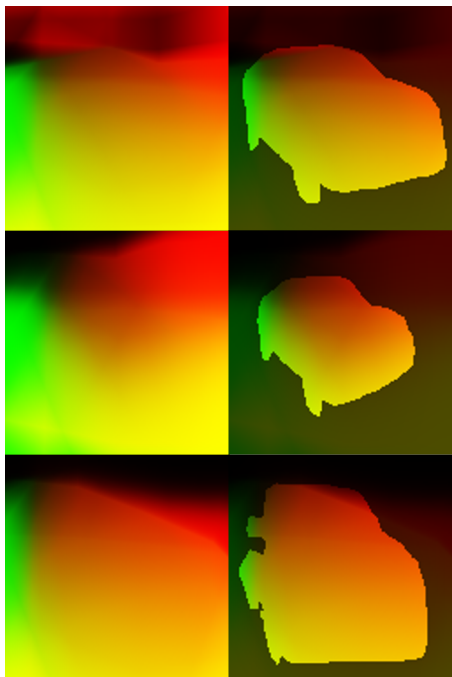
Generated Images

(Each row: same structure; Each column: same texture)



Stanford Cars

Correspondence Map



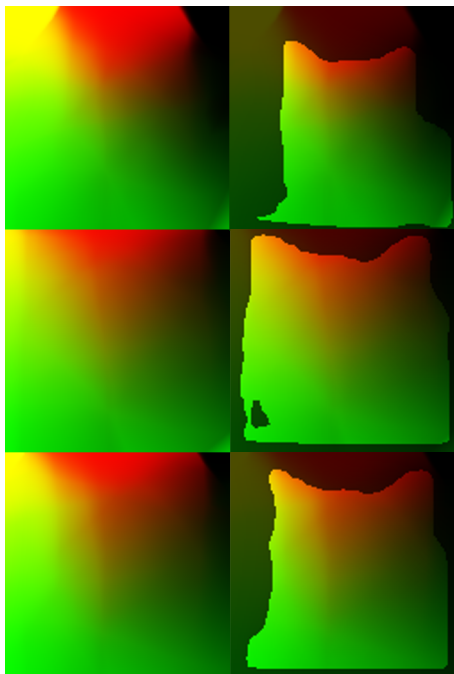
Generated Images

(Each row: same structure; Each column: same texture)



Stanford Cars

Correspondence Map



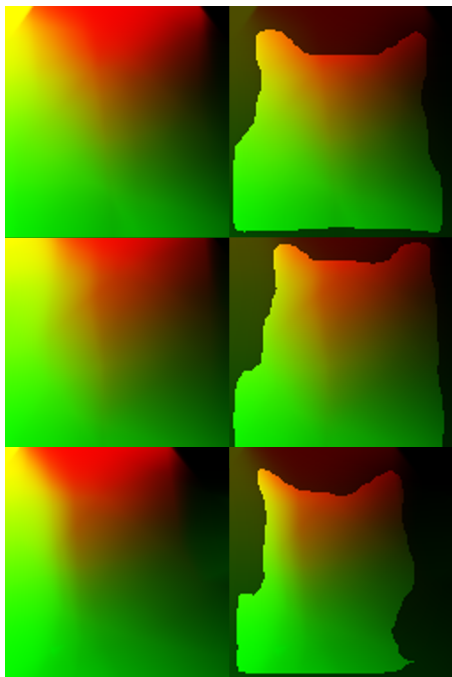
Generated Images

(Each row: same structure; Each column: same texture)



AFHQ-cat

Correspondence Map



Generated Images

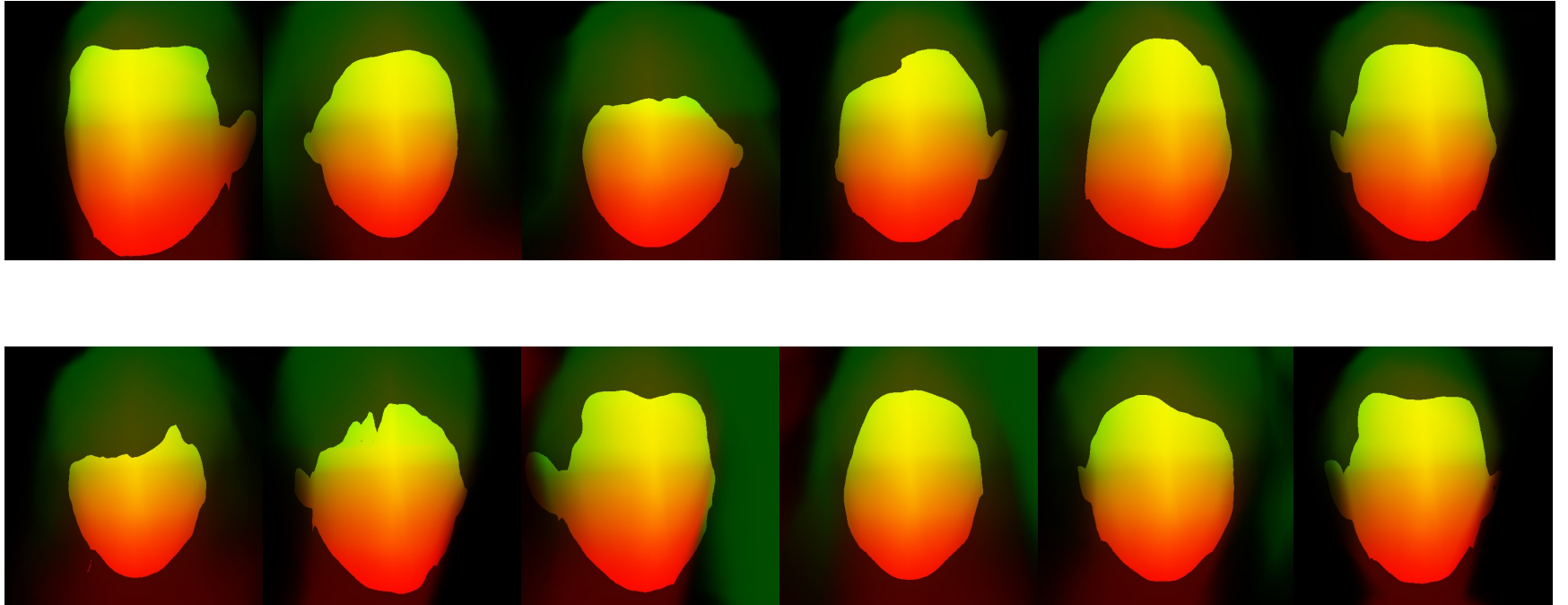
(Each row: same structure; Each column: same texture)



AFHQ-cat

Structure Swapping.

Different Correspondence Maps



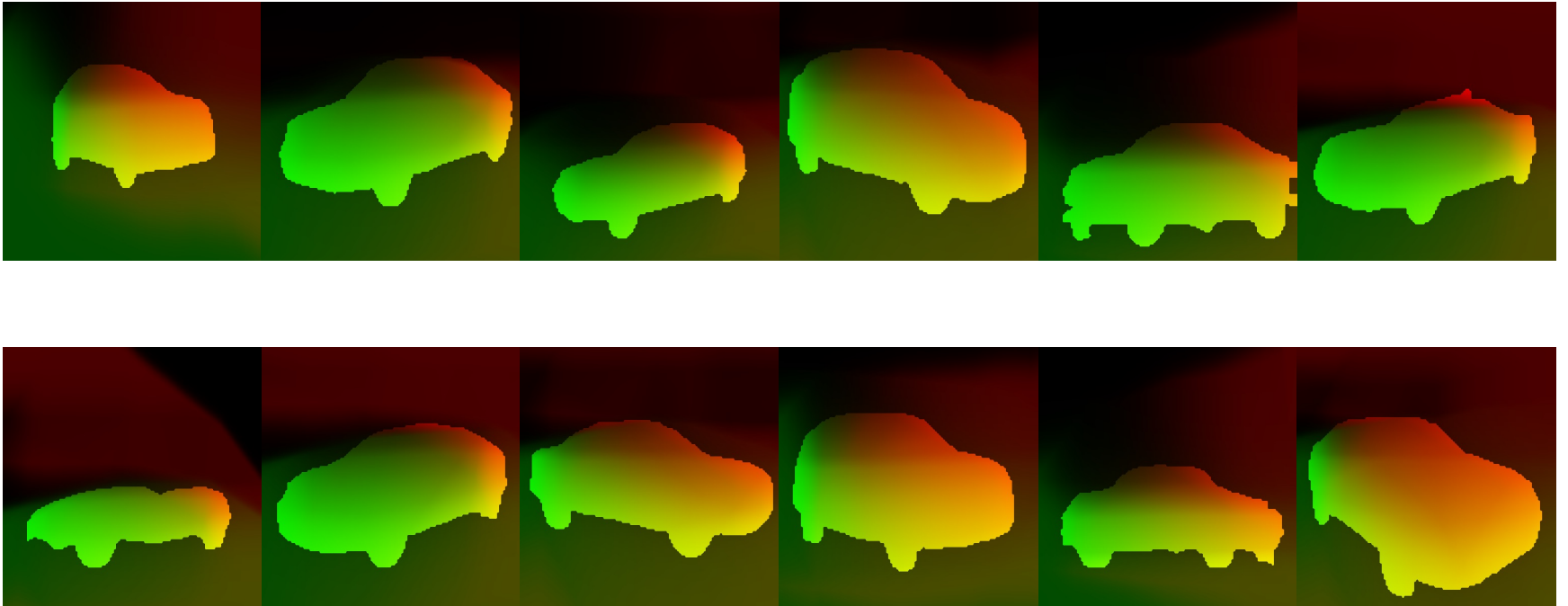
Each row: images with the same texture but different structure codes.

Generated Images



Each row: images with the same texture but different structure codes.

Different Correspondence Maps



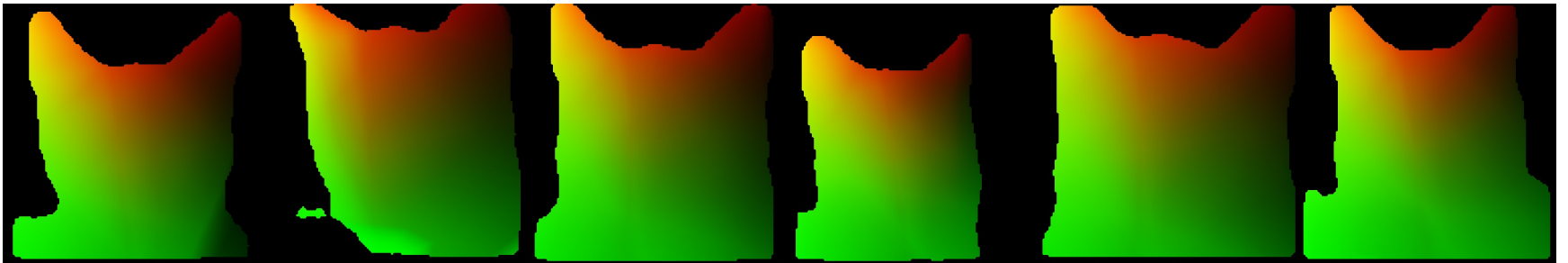
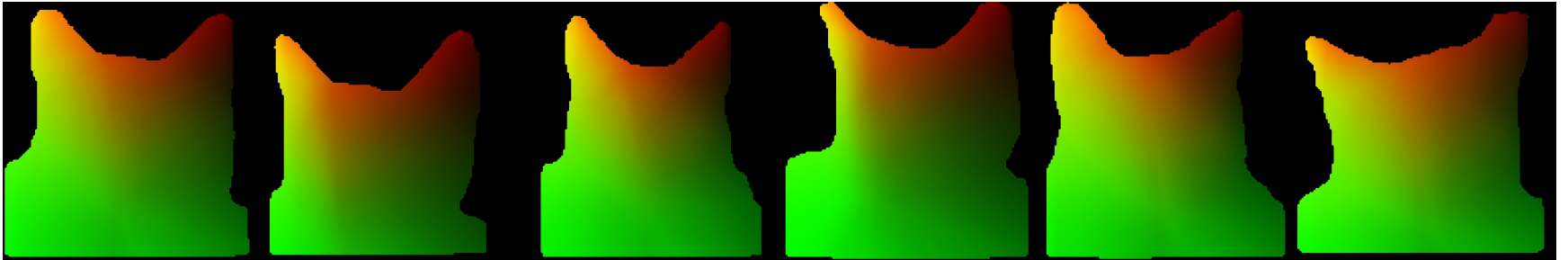
Each row: images with the same texture but different structure codes.

Generated Images



Each row: images with the same texture but different structure codes.

Different Correspondence Maps



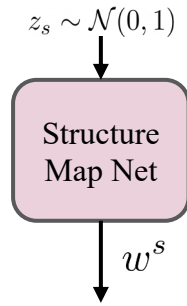
Each row: images with the same texture but different structure codes.

Generated Images

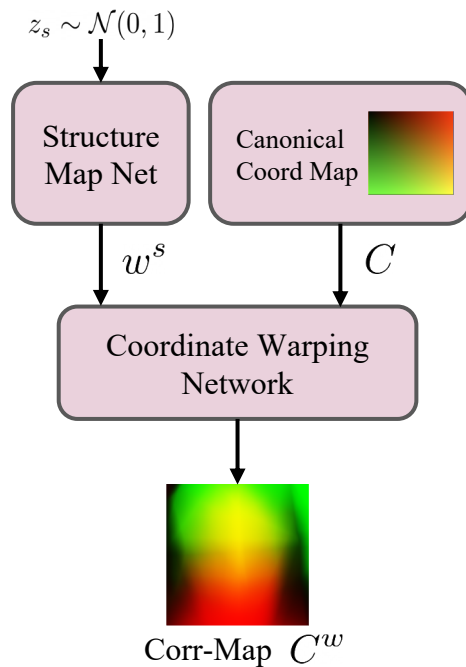


Each row: images with the same texture but different structure codes.

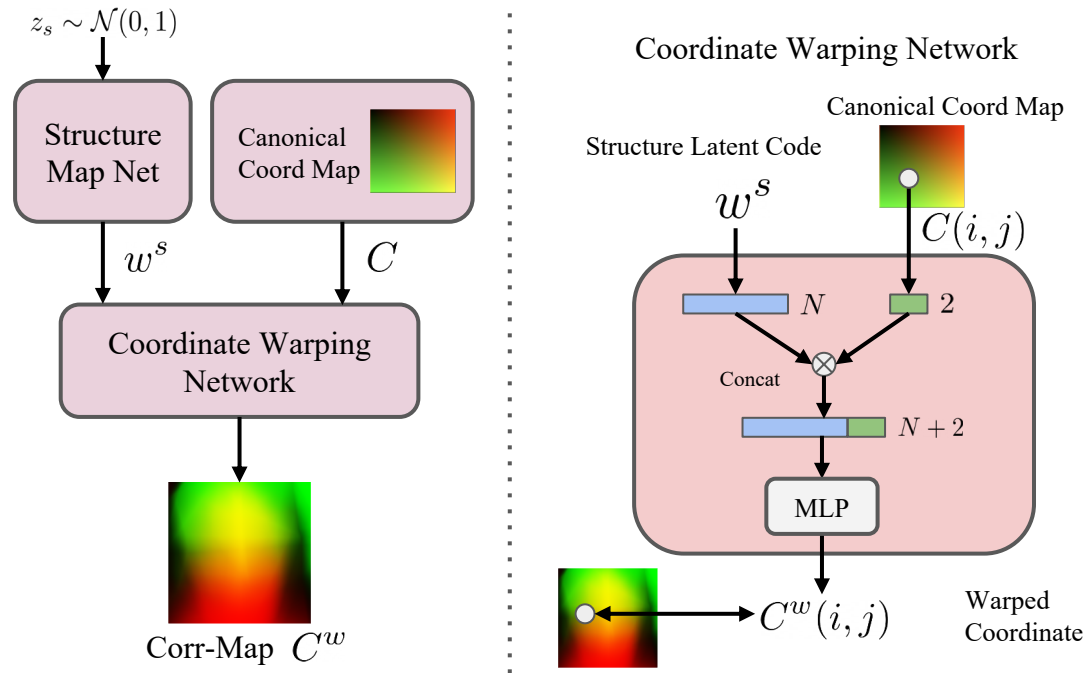
CoordGAN Architecture



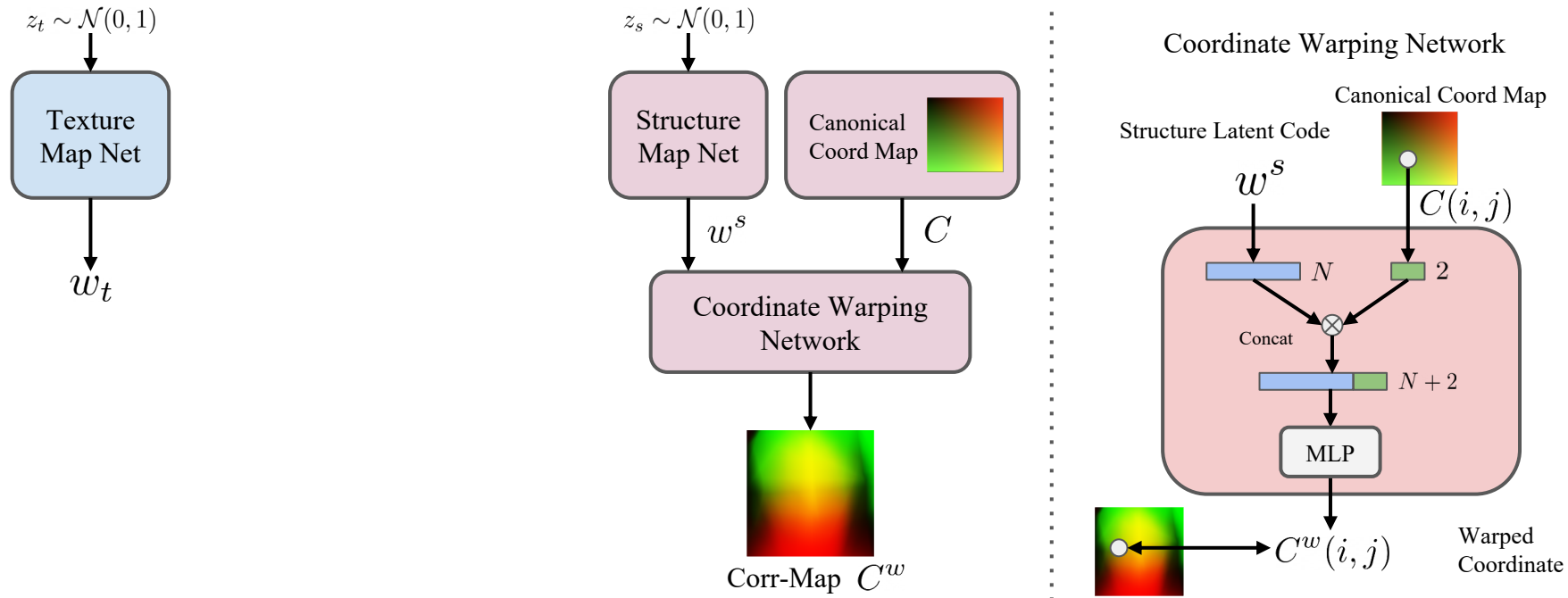
A sampled structure code is mapped to a latent code.



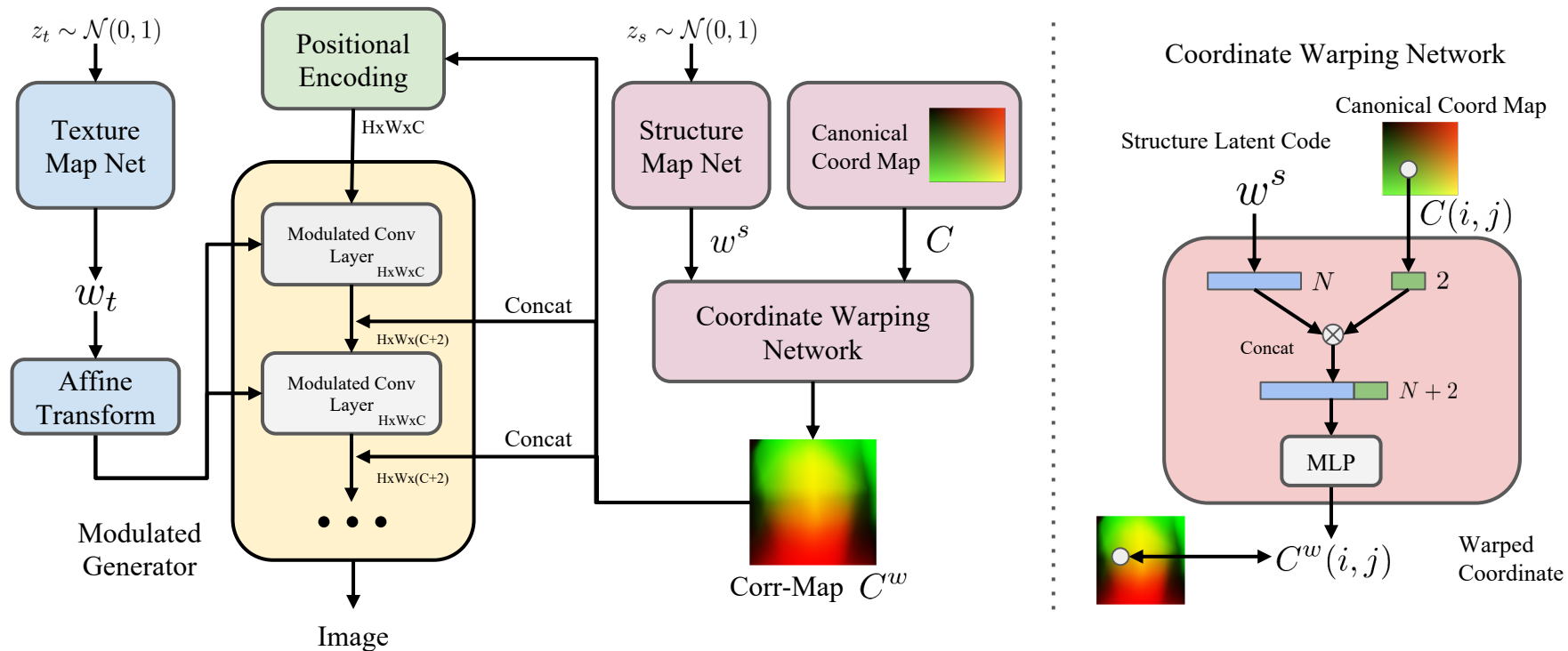
The structure latent code together with a canonical coordinate is passed through the Coordinate Warping Network.



At each spatial location, the Coordinate Warping Network predicts the corresponding canonical coordinate.

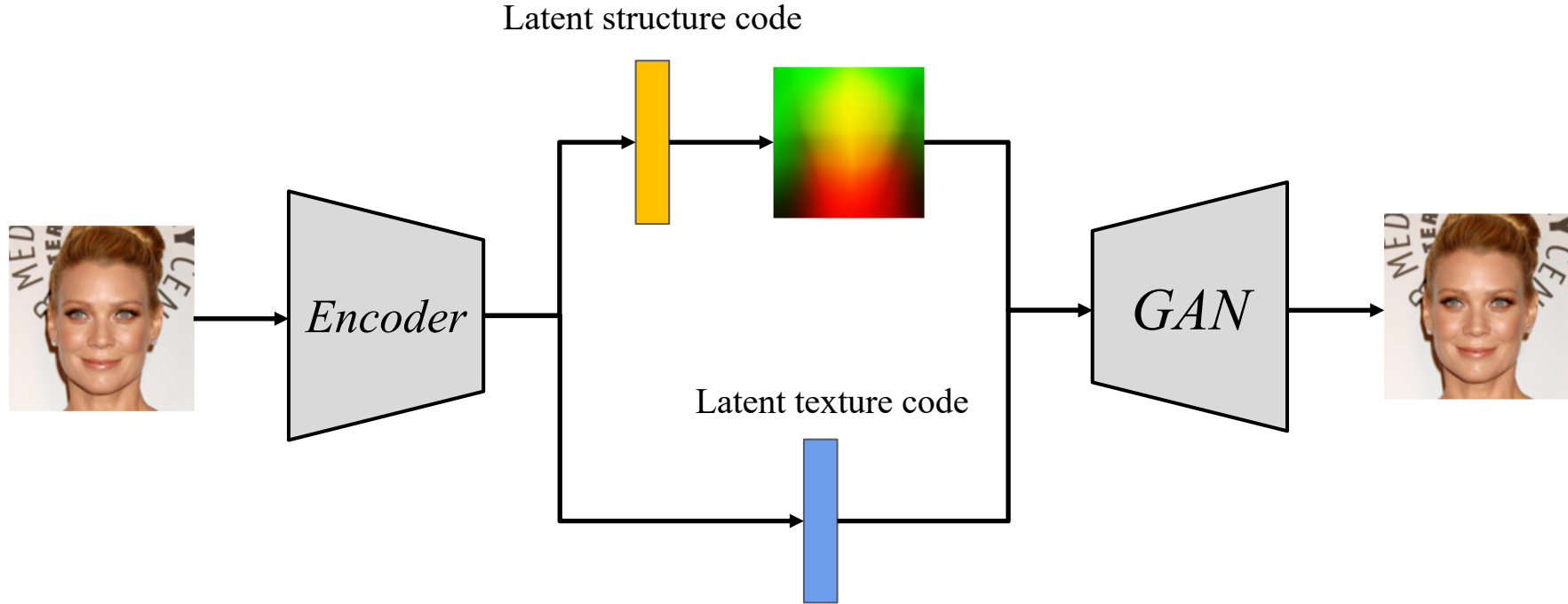


A sampled texture code is also mapped to the latent space.

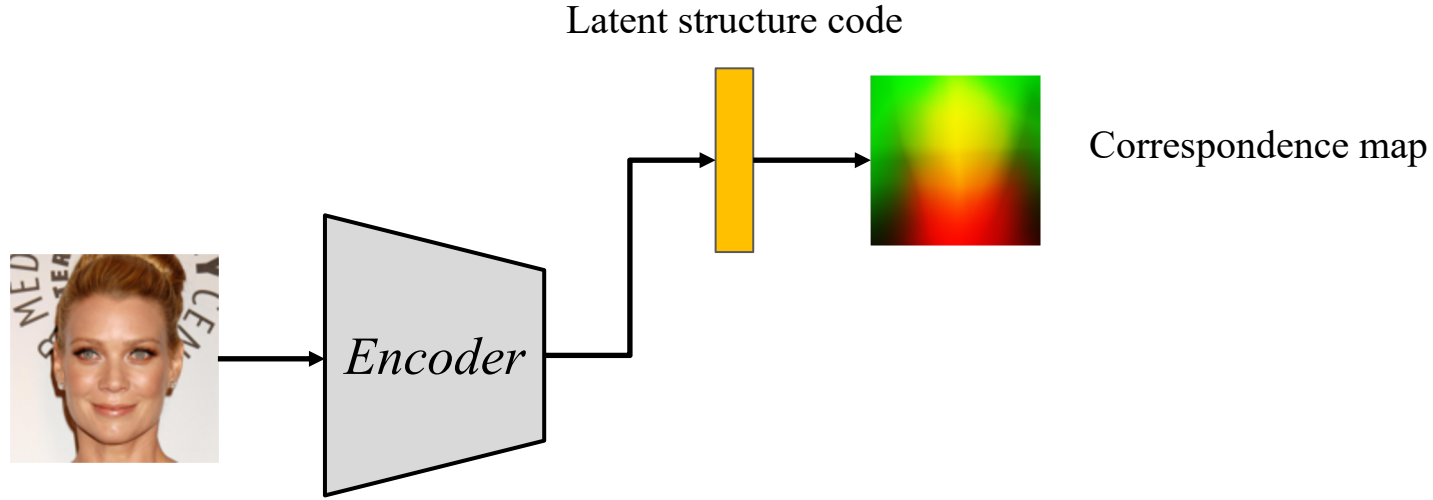


The Modulated generator takes as input both the latent texture code and correspondence map, and synthesizes images.

Inverting CoordGAN via an Encoder



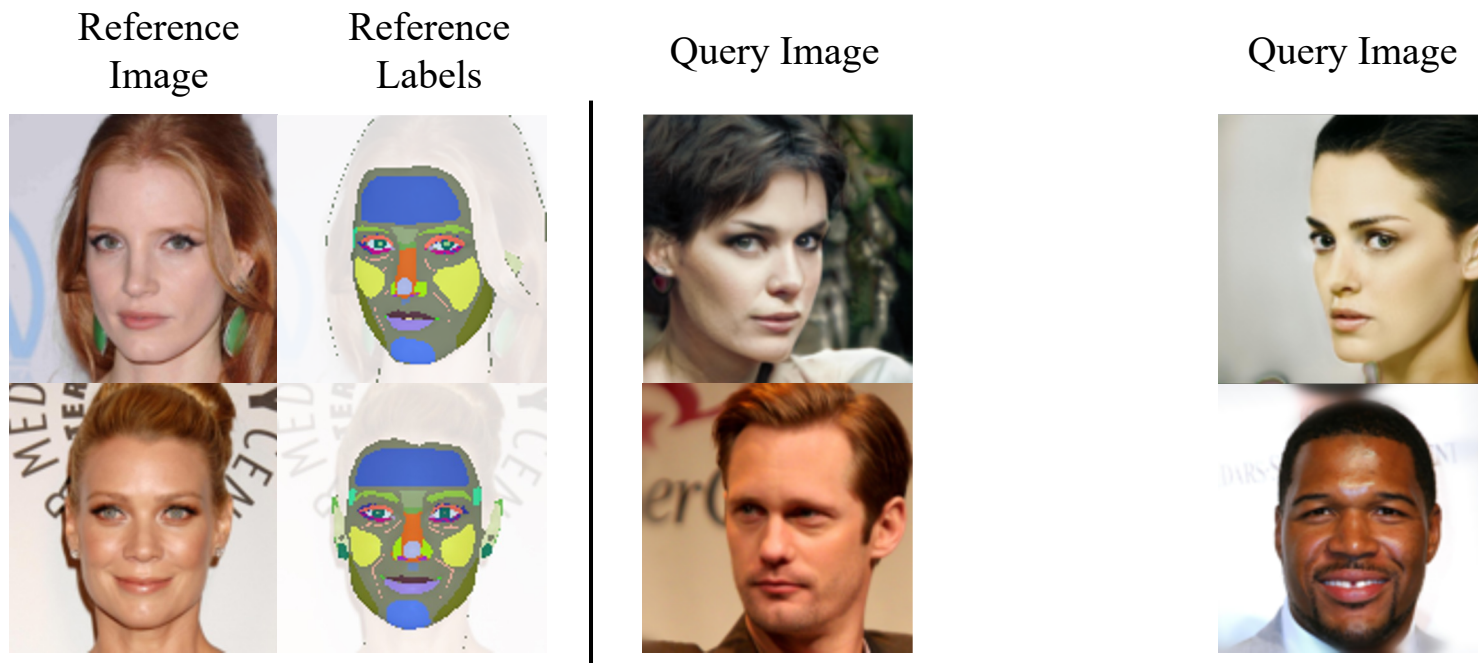
To extract correspondences from real images, an additional encoder is trained by reconstructing the input.



Once trained, the encoder establishes the mapping from an input image to a dense correspondence map.

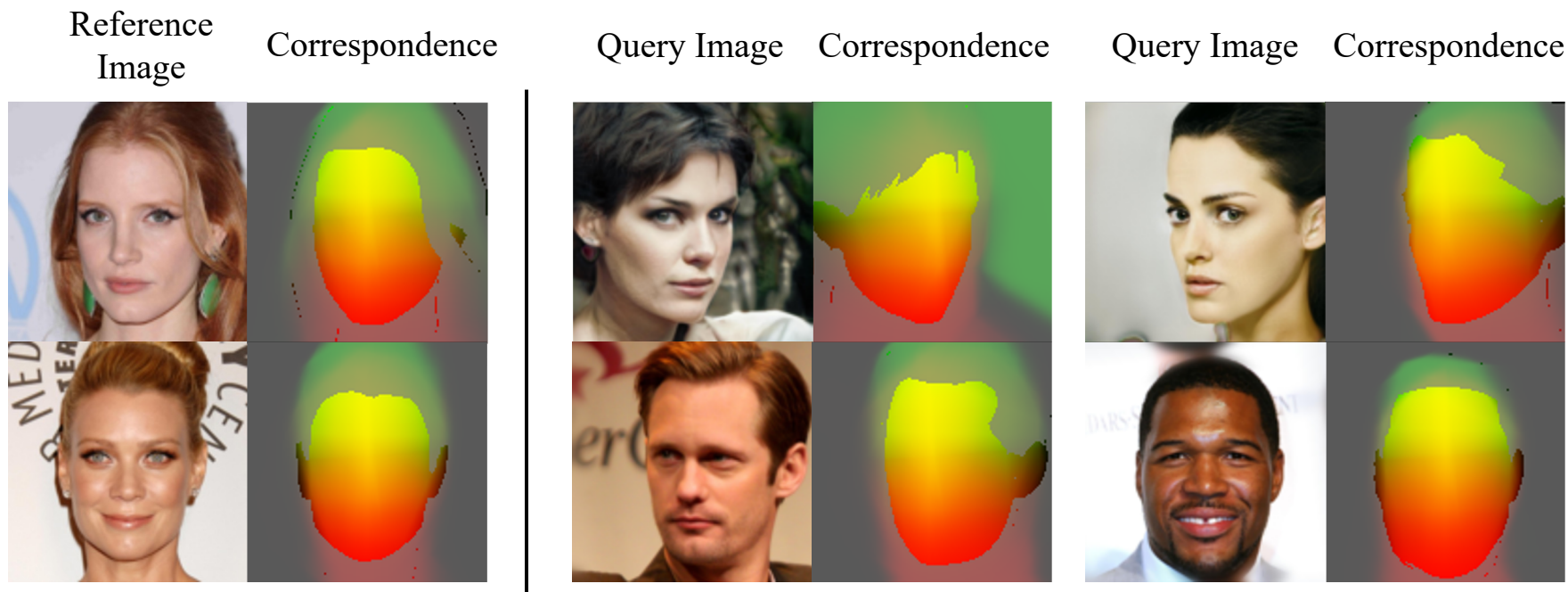
Semantic Label propagation.

Label propagation



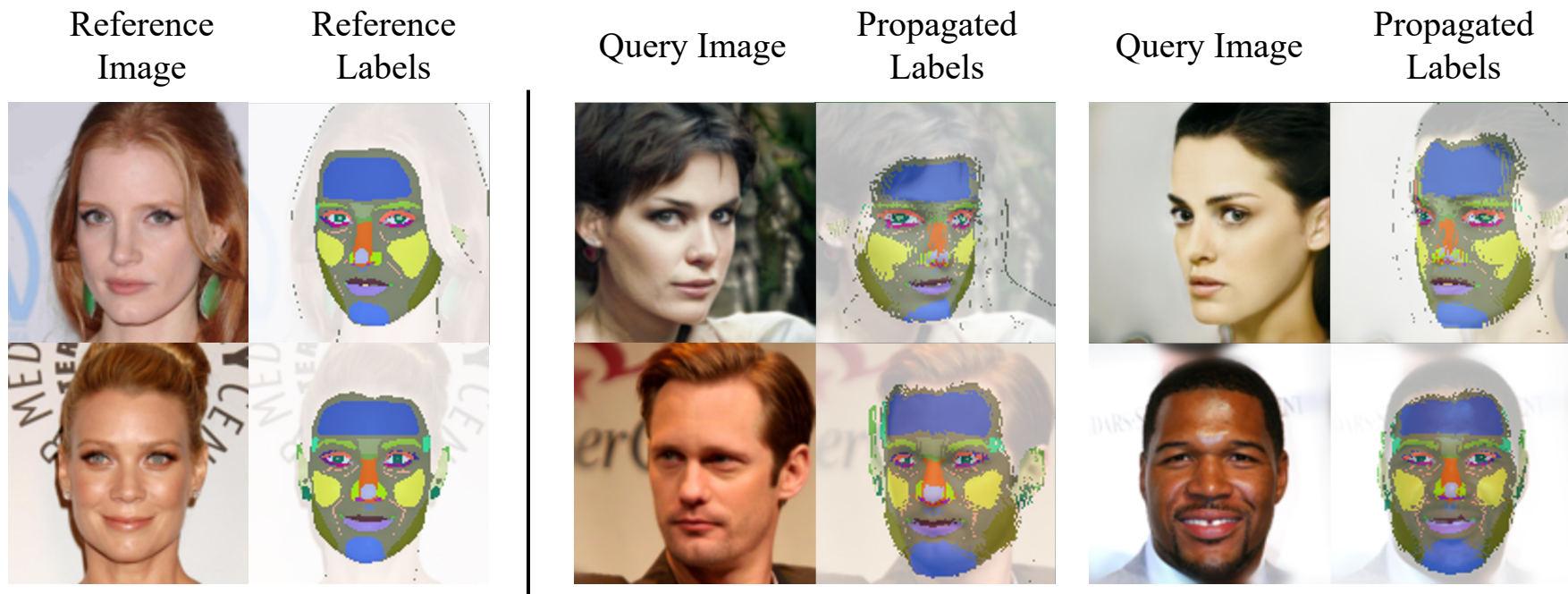
Given a reference image and its labels, we propagate its labels with correspondence maps to other query images.

Label propagation



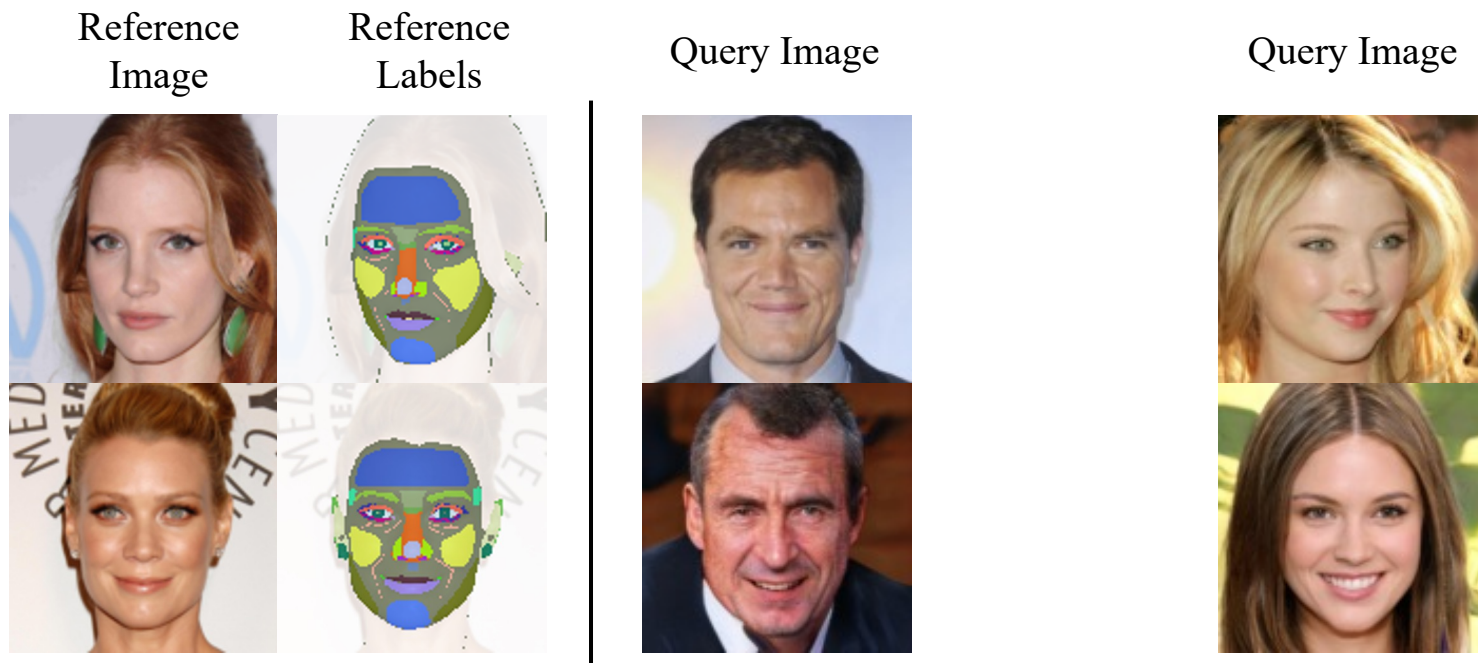
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Label propagation



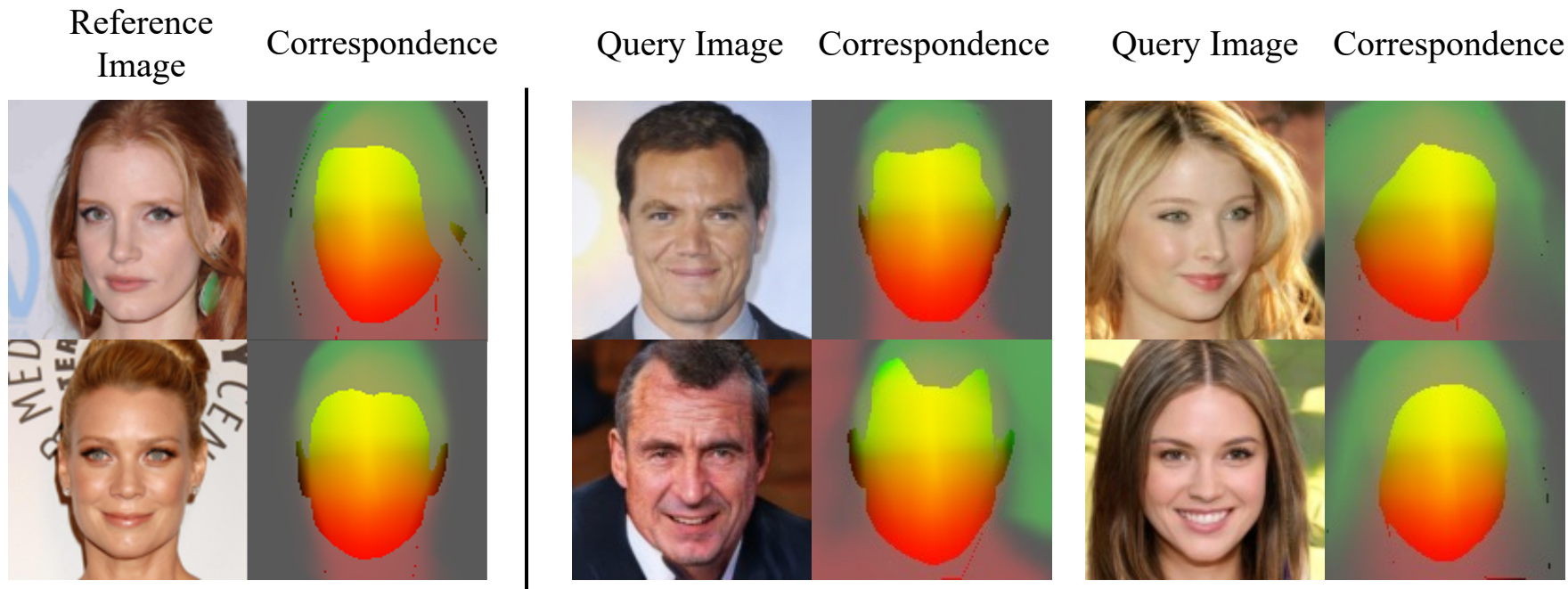
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Label propagation



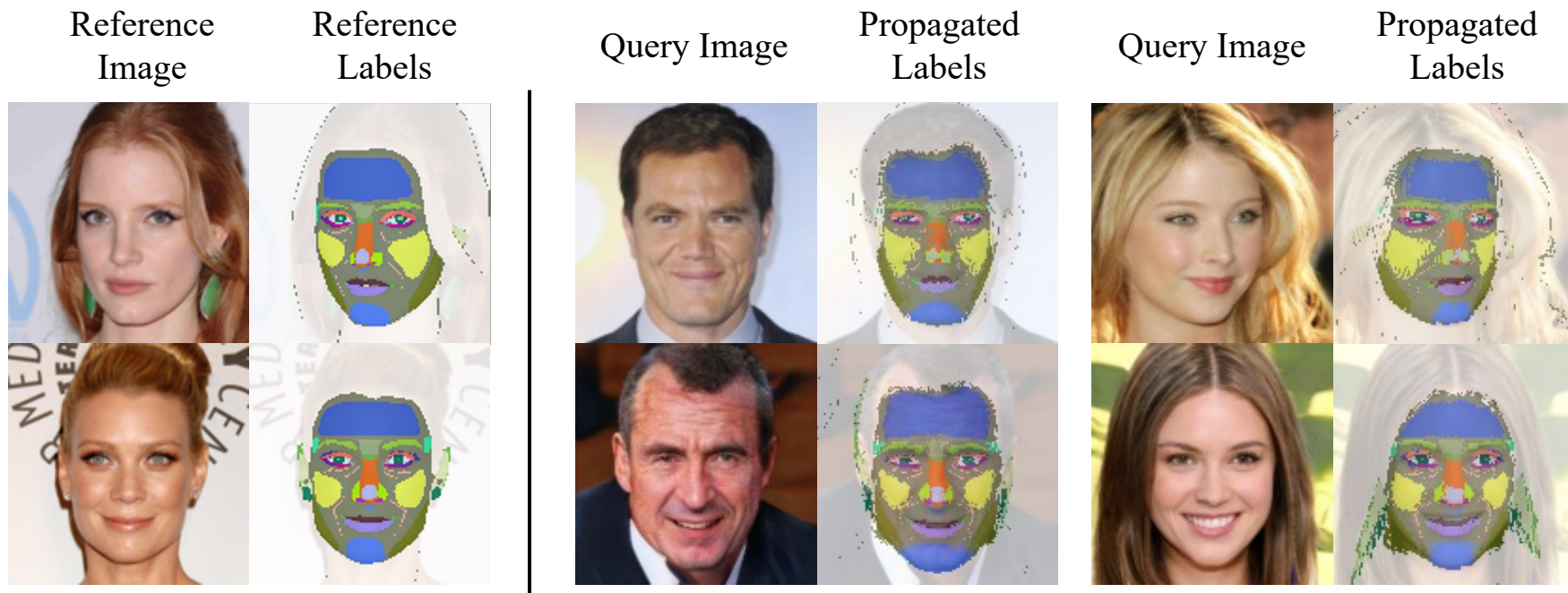
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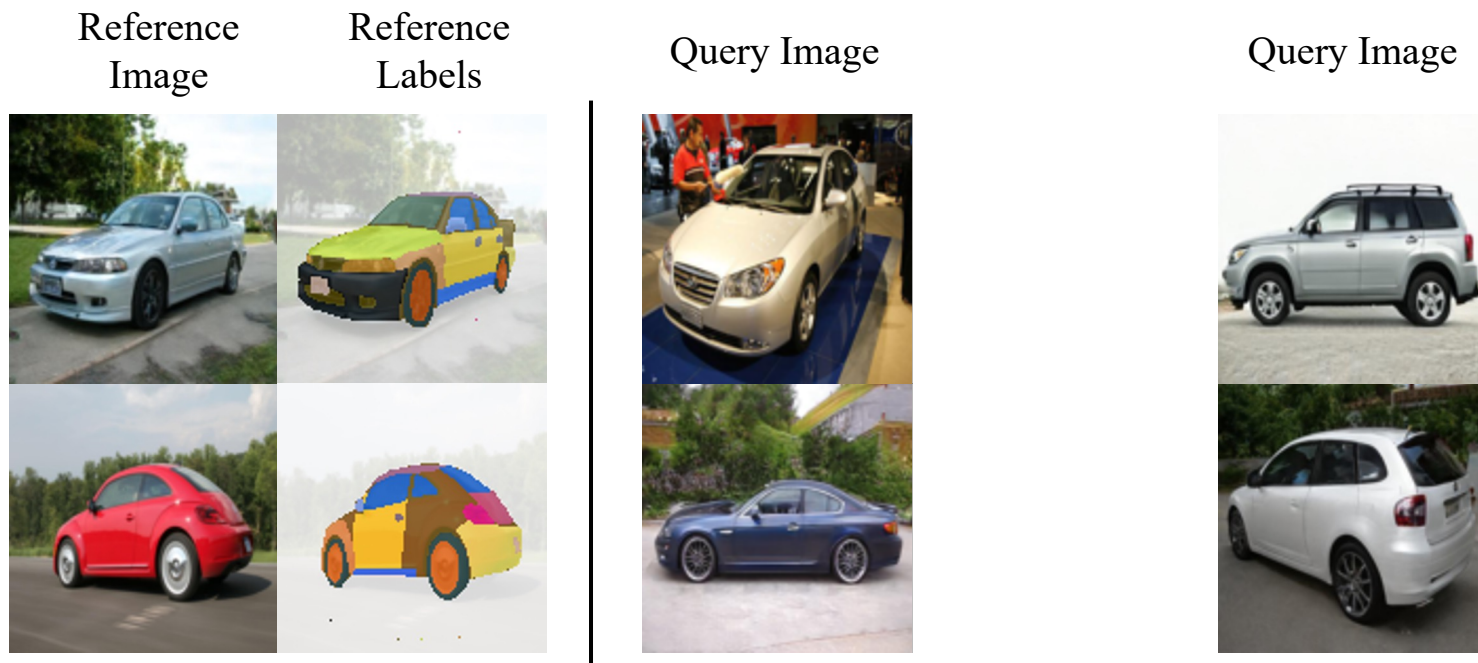
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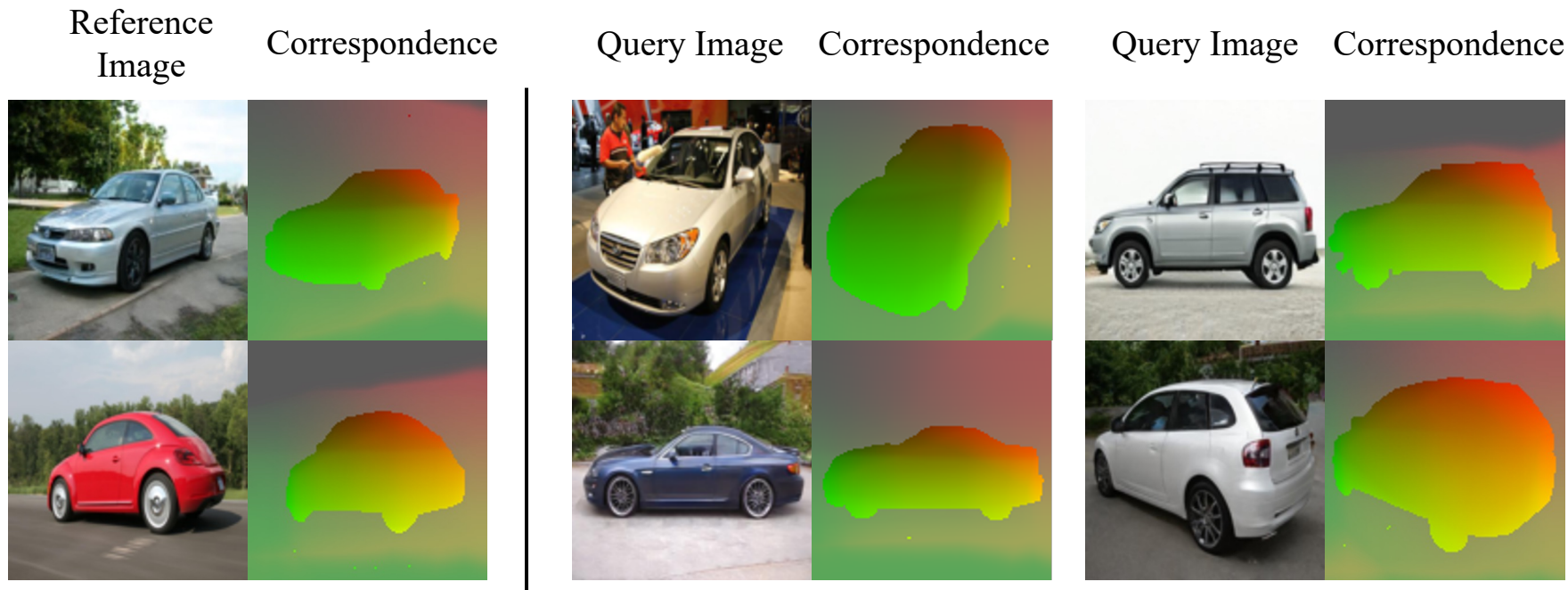
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Label propagation



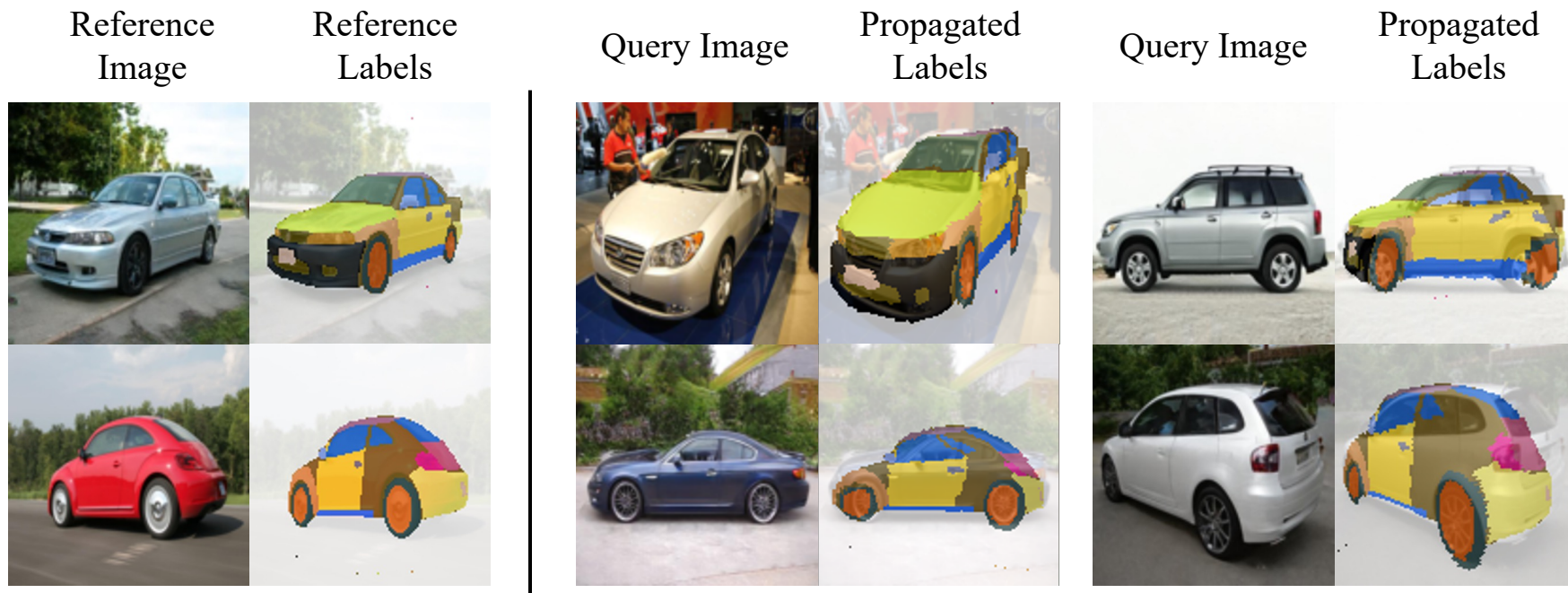
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Label propagation



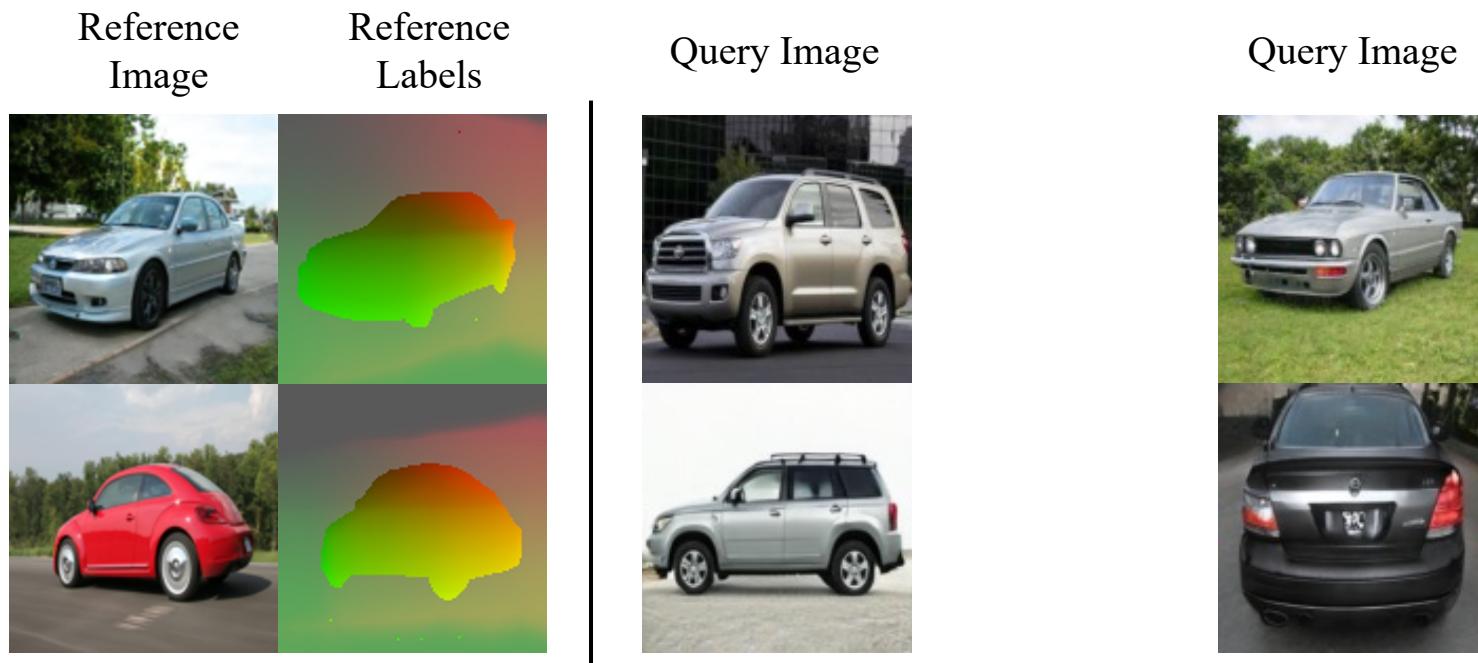
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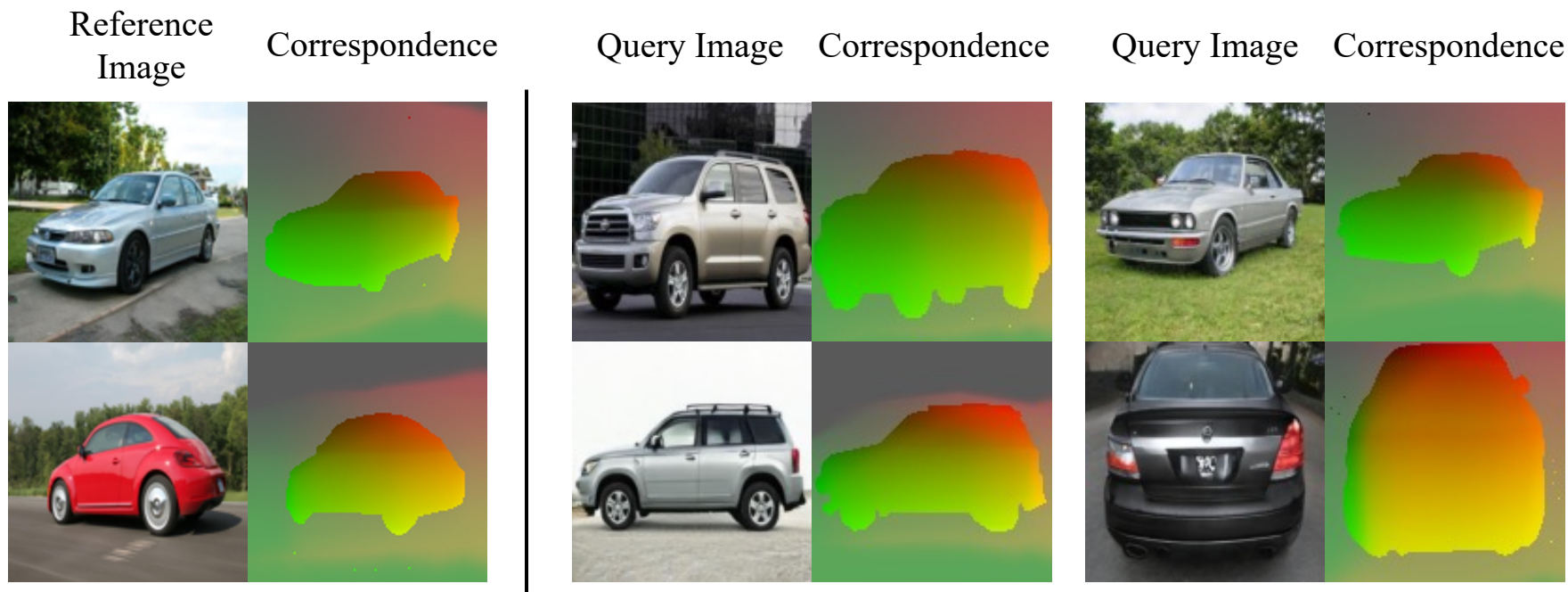
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Label propagation



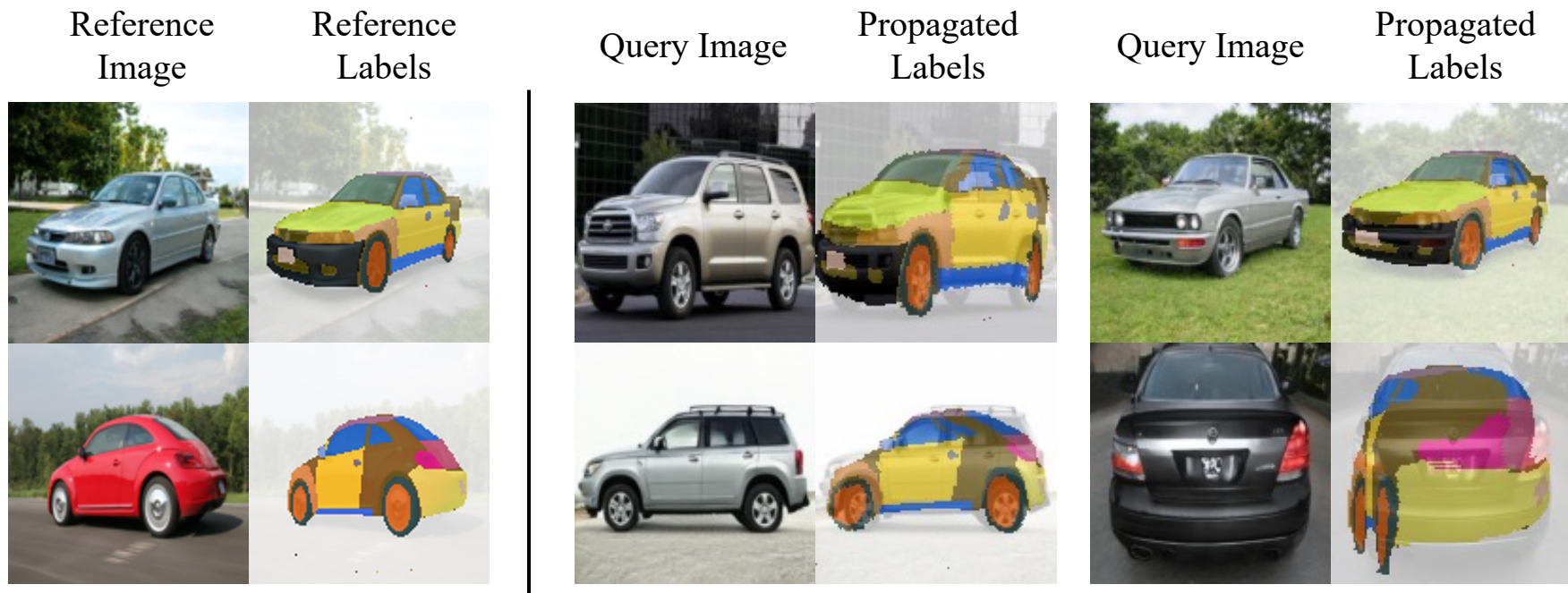
Given a reference image and its labels, we propagate its labels with correspondence maps to other query images.

Label propagation



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