# **KU LEUVEN**



## Introduction

- Motivation: Learn image generation model for persons that explicitly represents foreground, background, and pose.
- Task: Synthesize person images, independently controlling while foreground, background, and pose, in a *self-supervised* way.
- Key idea: Disentangle person images into the aforementioned components, and then combine.

### Contributions:

- 1) A new task of generating person images by disentangling the input into weakly correlated factors.
- 2) A two-stage framework to learn manipulatable embedding features.
- 3) A technique to match the distribution of real and fake embedding features through adversarial training.
- An approach to generate image pairs for re-ID.

### Sampling phase (testing) Pose sampling branch Coord to Channel Mapping Inflate to big point Aixture FG sampling branch Mapping Function $\Phi$ FG & BG (7x32)-dim **BG** sampling branch 128x64x(352 channels) 128-dim

• Sampling phase: Sample foreground, background and pose from Gaussian noise to compose new person images.

[1] Ma et al. Pose Guided Person Image Generation. NIPS'17. [2] Fan et al. Unsupervised person reidentification: Clustering and fine-tuning. Arxiv' 17.



DeepFashion: Appearance and Pose sampling



Res50+PUL+

KISSME

VM+Market

0.375 0.154



PG2[1]

Ours

DeepFashion		Market-1501			
SIM	IS	SSIM	IS	Mask-SSIM	Mask-IS
.762	3.090	0.253	3.460	0.792	3.435
.614	3.228	0.099	3.483	0.614	3.491