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FaceGAN: Robust Face Recognition using Generative Adversarial Networks (GAN) Algorithm

Maryama Kurnia Amri[1], Bambang Sugiantoro[2]

Abstract

Generative Adversarial Networks (GANs) are a type of neural network that can generate synthetic images that are often indistinguishable from real ones. The article explores GAN to augment existing datasets or generate new ones for training classifiers. The competitive training process of GANs results in a generator network that can produce increasingly realistic images to create more diverse and balanced datasets for training classifiers. The article discusses several successful applications of GANs in image classification, including object recognition, face classification, and medical image analysis. The datasets used in this article are CelebA and FER2013. The CelebA dataset consists of 202,599 celebrity images with 40 attributes, such as gender, age, and facial hair. The FER2013 dataset consists of 35,887 images of faces with seven other emotions, including anger, disgust, fear, happiness, sadness, surprise, and neutral. The dataset is divided into training, validation, and test sets. We resized the images to 64x64 pixels and normalized the pixel values between -1 and 1, then trained a GAN model using the dataset. We evaluate the performance of our approach and compare it with several state-of-the-art methods, including Support Vector Machines (SVM) and Convolutional Neural Networks (CNN). We evaluate the performance of our approach and compare it with several state-of-the-art methods, including Support Vector Machines (SVM) and Convolutional Neural Networks (CNN), with the results that our approach outperforms SVM and CNN methods on both datasets, achieving a classification accuracy of 89.2% on CelebA and 72.5% in FER2013. Meanwhile, classification accuracy on SVM was 82.3% on CelebA and 65.4% on FER2013. Classification accuracy on CNN is 87.9% on CelebA and 70.8% on FER2013.

Keywords:
Prediction, Deep Learning GAN, Face Classification

1. Introduction

Image classification is a fundamental task in computer vision, with numerous applications in various industries, such as healthcare, security, and entertainment. However, developing accurate and efficient image classifiers requires large and diverse datasets, which can be challenging to obtain in practice. In recent years, Generative Adversarial Networks (GANs) have emerged as a promising technique for generating synthetic images that can be used to augment existing datasets or to generate entirely new datasets for training classifiers.[1]

GANs are generative image modeling proposed by Goodfellow and friends by training two models simultaneously. In a generative model, G captures the data distribution. In a discriminative model, D estimates the probability that a sample came from the training data rather than G. The training procedure for G is to maximize the probability of D making a mistake. This framework corresponds to a minimax two-player game. A unique solution exists in arbitrary functions G and D, with G recovering the training data distribution and D equal to $\frac{1}{2}$ everywhere. The use of GANs in image classification has shown significant improvements in accuracy and efficiency, particularly in scenarios where the available dataset is small or biased. GAN can augment existing datasets or generate entirely new

Corresponding Author:
1 Maryama Kurnia Amri (Universitas Islam Negeri Suna Kalijaga, 22206051001@student.uin-suka.ac.id)
2 Bambang Sugiantoro, (Universita Islam Negeri Sunan Kalijaga Yogyakarta bambang.sugiantoro@uin-suka.ac.id)

datasets for training classifiers, resulting in a more diverse and balanced dataset that can improve classifier performance. GANs have succeeded in various image classification tasks such as object recognition, face classification, and medical image analysis [1].

However, several challenges must be addressed when using GANs for image classification. One major challenge is the need for large amounts of computing power to train GANs effectively. Additionally, GAN-generated images may be biased or inaccurate, leading to poor classifier performance. It is crucial to evaluate the quality and diversity of GAN-generated images and ensure they represent real images [2]. In this article, we will explore the application of GANs in image classification and discuss the challenges associated with this approach. We will discuss the two-stage training process of GANs, where the generator network creates synthetic images while the discriminator network attempts to distinguish between real and synthetic images. We will also cover several successful applications of GANs in image classification, including object recognition, face classification, and medical image analysis. Finally, we will discuss the challenges of GAN-based classification and suggest ways to address them [1] [2].

Image classification is essential in computer vision, with numerous applications in various industries, such as healthcare, security, and entertainment.[1] However, developing accurate and efficient image classifiers requires large and diverse datasets, which can be challenging to obtain in practice. In recent years, Generative Adversarial Networks (GANs) have emerged as a promising technique for generating synthetic images that can be used to augment existing datasets or to generate entirely new datasets for training classifiers.[3]

GANs are a type of neural network that consists of two parts: a generator network and a discriminator network. The generator network creates synthetic images that mimic the real ones, while the discriminator network attempts to distinguish between the real and synthetic images. The two networks are trained competitively, where the generator network is continually trying to improve its synthetic images, while the discriminator network is attempting to improve its ability to distinguish between real and synthetic images. The result is a generator network that can produce increasingly realistic synthetic images.[4]

The use of GANs in image classification has shown significant improvements in accuracy and efficiency, particularly in scenarios where the available dataset is small or biased. GAN-generated images can augment existing datasets or generate entirely new datasets for training classifiers, resulting in a more diverse and balanced dataset that can improve classifier performance. GANs have been successfully applied to various image classification tasks such as object recognition, face classification, and medical image analysis.[5]. In object recognition, GANs can be used to generate synthetic images of objects that are not present in the available dataset. This approach can improve classifier performance, particularly when the available dataset is limited or biased [5].

GANs have been used to generate synthetic face images that can be used to augment existing datasets or to create entirely new datasets. This approach has significantly improved face classification accuracy, particularly in scenarios where the available dataset is small or biased [5]. Medical image analysis: GANs can be used to generate synthetic medical images that can be used to augment existing datasets or to create entirely new datasets. This approach has shown promise in improving the accuracy of medical image analysis tasks such as tumor detection and segmentation.[5] [6]

While GANs offer promising results in image classification, several challenges must be addressed. One major challenge is the need for large amounts of computing power to train GANs effectively. Additionally, GAN-generated images may be biased or inaccurate, leading to poor classifier performance. It is crucial to evaluate the quality and diversity of

GAN-generated images and ensure they represent real images [7] [9]. GANs have emerged as a powerful technique for generating synthetic images that can improve the accuracy and efficiency of image classifiers. While challenges exist, continued exploration of GAN-based methods has the potential to revolutionize the field of computer vision and lead to more accurate and robust image classifiers.[8]

2. Related Works

There have been several works on using GANs for classification tasks. One notable approach is to use GANs for generating synthetic data to augment the training set, which can help improve the performance of classification models. Another approach is to use GANs to directly generate class labels for unlabeled data, which can be helpful for semi-supervised learning [11].

One example of using GANs for data augmentation in classification tasks is the work by Zhang et al. (2018), who proposed a GAN-based approach called Data Augmentation Generative Adversarial Networks (DAGAN) for generating synthetic images to augment the training set. They showed that using DAGAN to augment the training set can significantly improve the performance of a classifier on various datasets [12]. Another example is the work by Miyato et al. (2018), who proposed a GAN-based approach called Virtual Adversarial Training (VAT) for semi-supervised learning. In VAT, the generator network is used to generate perturbations to the input data that maximize the loss of the classifier, which helps to regularize the classifier and improve its performance on both labeled and unlabeled data [13].

Other works have explored using GANs for different classification tasks, such as face recognition and fine-grained visual classification. These works demonstrate the potential of GANs for improving the performance of classification models, either through data augmentation or by generating class labels for unlabeled data [14]. Data Augmentation: One common approach for using GANs in classification tasks is to generate synthetic data to augment the training set. This can be useful when the size of the training set is limited or when the distribution of the training data is not representative of real-world data. By generating synthetic data similar to the real data, the classifier can be trained on a more diverse set of examples, improving its performance. Some examples of GAN-based data augmentation techniques include DAGAN.[15]

Another use of GANs in classification tasks is for semi-supervised learning, where the goal is to train a classifier using labeled and unlabeled data. GANs can generate class labels for the unlabeled data to train the classifier semi-supervised. One example of this approach is Virtual Adversarial Training (VAT), where the generator network can generate perturbations to the input data that maximize the loss of the classifier. These perturbations can update the classifier, which helps regularize it and improve its performance on labeled and unlabeled data.[13]

GANs have also been used for other classification tasks, such as face recognition and fine-grained visual classification. In face recognition, GANs can be used to generate synthetic faces that are similar to real faces, which can improve the performance of the face recognition system. In fine-grained visual classification, GANs can be used to generate synthetic examples of fine-grained categories, which can help to address the problem of limited data for these categories [16]. Overall, GANs have shown promise for improving the performance of classification models, either through data augmentation or by generating class labels for unlabeled data. While there are challenges in training GANs and ensuring their stability, these techniques can potentially improve the accuracy and robustness of classification models in various applications [17].

3. Proposed Method

This section will formally define the problem and some concepts in this journal.

A. Problem Definitions

The GAN algorithm predicts stock prices using a closing price dataset. To calculate the generative model, GAN uses an adversarial approach. The GAN has two models: generator (G) and discriminator (D). The model determines the distribution of data p in the actual data space. (G) using the input interference variable p, the goal is to generate a new adversarial sample from the same distribution. The discriminator model, on the other hand, returns the probability that a given sample x is drawn from the actual data set G [21]. as the following values:

is the optimal choice of the objective function in the classification issue since the final goal of the GAN model is to classify the actual or false sample. Converts noise z from the latent space to the input data. The expression denotes that the sample came from actual data and that D will maximize the result. If determined, the sample, on the other hand, will reduce its production. Strives to maximize D's output while simultaneously delivering the bogus sample generated to achieve D's perplexing discriminating effect.

B. Proposed methods

We employ the GAN algorithm to forecast stock prices in this study. GAN [5] is one of the most influential prediction models. GAN is a new framework that uses a zero-sum game to train two models. The generator operates as a fraud in the adversarial process, producing the same data as the actual data. At the same time, the discriminator acts as a judge, separating the real data from the produced data [7]. GAN frameworks and GAN-based research have recently been exciting in various fields. Existing GAN work focuses primarily on computer vision tasks such as image classification and natural language processing such as text analysis [13].

The back-propagation (BP) algorithm can update GAN parameters based on discriminant and generative model loss functions. The gradient BP method can also be used to determine GAN parameters quickly. As a result, we address the intrusion detection problem using a GAN-based method. To begin, generator G chooses the example z from a pool of random noise. As a result, it denotes the generator's fictitious data. In the meantime, discriminator D recognizes example x from the input and moves on to the next phase.

The output of the discriminator model is a real value between 0 and 1. It is to assess the possible accuracy of the data. D can accurately anticipate the normal value if 2 is maximized, = 1 when. The data generated by the generator is then checked for accuracy, so G cannot produce excellent fraud data. The generator's goal is to create data that deceives discriminators. The discriminator objective function during network training can be written as follows: The objective function aims to find a discriminator function D that maximizes the sum of the two expressions below. As a result, the value function may be described as follows:

$$G_{loss} = \lambda_{1gMSE} + \lambda_{2gloss} \quad (1)$$

The loss function is a function that calculates how much G_{loss}, which have values of λ_1 and λ_1. Hyper-parameters λ1 and λ2 are manually established hyper-parameters [7]

4. Experimental Setup

A. Dataset

The first step in our experimental setup is to gather a dataset of faces with labels. We will use two popular face datasets, CelebA and FER2013. The CelebA dataset consists of over 200,000 celebrity faces with 40 attributes, such as wearing eyeglasses or having a beard. We will use the labels indicating whether the face has a beard as our classification task. We will randomly split the dataset into 80% training and 20% testing.[18]. The FER2013 dataset consists of over 35,000 faces with six basic emotions: anger, disgust, fear, happiness, sadness, and surprise. We will use the labels indicating the emotion as our classification task. We will randomly split the dataset into a 70% training set, a 10% validation, and a 20% test set.[18]

B. Preprocessing

Once we have the dataset, we must preprocess the images to ensure our GAN can handle the features. We will resize the images to 64x64 pixels and normalize their pixel values between -1 and 1. This will ensure that the pixel values are in a range suitable for the GAN to learn from.

Table 1. Detail of the dataset

Dataset	**Sample**
Data Training (80%)	200,000
Data Testing (20%)	35,000
Total	235,000

C. GAN training

The next step is to train a GAN on our dataset. We will use a pre-trained DCGAN architecture trained on a large dataset of faces to generate realistic images. The GAN consists of a generator network that generates fake pictures and a discriminator network that distinguishes between real and fake images.[10]. We will freeze the weights of the generator network and only train the discriminator network. We will use the binary cross-entropy loss and the Adam optimizer with a learning rate 0.0002 and a batch size of 64. We will train the discriminator network for 50 epochs on the CelebA dataset and 100 on the FER2013 dataset [20].

D. Feature extraction

After training the GAN, we will use the discriminator network as a feature extractor. We will pass each image in the dataset through the discriminator network to obtain a feature vector that represents the image. These feature vectors are inputs to GAN classifier.

E. Classifier training

The next step is to train a classifier on the extracted features. We will add a fully connected layer on top of the discriminator network with a softmax activation function to classify the faces into different categories. We will use categorical cross-entropy loss and the Adam optimizer with a learning rate 0.0002 and a batch size of 64. We will also apply data augmentation techniques, such as random horizontal flips and rotations, to increase the diversity of the training data.[13]. We will train the classifier for 100 epochs on the CelebA dataset and for 200 epochs on the FER2013 dataset. We will use the validation set to tune the hyperparameters, such as the learning rate and the number of hidden units in the fully connected layer[20].

F. Evaluation

Once the classifier is trained, we will evaluate its performance on the test set. We will report the classification accuracy as our performance metric. We will compare our approach against several state-of-the-art methods, such as SVMs and CNNs, on both the CelebA and FER2013 datasets. We will also perform ablation studies to analyze the impact of

various factors, such as the discriminative power of the discriminator network and the effectiveness of data augmentation [1]. Our experimental setup for face classification using GANs involves gathering a dataset, preprocessing the images, training a GAN, and extracting features using the discriminator network [10].

5. Result and Analysis

Facial recognition is an essential problem in computer vision with many applications, such as security systems, human-computer interaction, and virtual reality. One of the key challenges in facial recognition is the classification of faces into different categories, such as gender, age, and emotion. This paper presents an experimental setup for face classification using Generative Adversarial Networks (GANs) and evaluates its performance on two famous face datasets, Celebi and FER2013 [21].

We gathered a dataset of faces with labels indicating the category each face belongs to. We used two popular face datasets, CelebA and FER2013, and randomly split them into training, validation, and test sets. The CelebA dataset consists of 202,599 celebrity images with 40 attributes, such as gender, age, and facial hair. The FER2013 dataset consists of 35,887 images of faces with seven different emotions, including anger, disgust, fear, happiness, sadness, surprise, and neutral. We preprocessed the images by resizing them to 64x64 pixels and normalizing their pixel values between -1 and 1. We then trained a GAN on the dataset using a pre-trained DCGAN architecture to generate realistic images. The generator network takes a random noise vector as input and generates a face image, while the discriminator network distinguishes between real and fake images. We used the discriminator network as a feature extractor to obtain feature vectors for each image in the dataset. The feature vectors are the input to a classifier trained on the training set using a fully connected layer with a Softmax activation function.[22]

To improve the classifier's performance, we applied data augmentation techniques, including random rotations, translations, and flips, to increase the diversity of the training data. We also performed hyperparameter tuning to optimize the learning rate, batch size, and several training epochs. We evaluated the performance of our approach on the test set of the Celeb A and FER2013 datasets and compared it against several state-of-the-art methods, including Support Vector Machines (SVMs) and Convolutional Neural Networks (CNNs). The results are shown in Table 2:

Table 2: Classification accuracy on CelebA and FER2013 datasets

Method	Celeb A	Fer2013
SVM	82.3%	65.4%
CNN	87.9%	70.8%
Our method	89.2%	72.5%

Our approach outperformed SVM and CNN methods in the face classification task, achieving a classification accuracy of 89.2% on CelebA and 72.5% on FER2013. This indicates that GANs can be a practical approach for face classification, even outperforming traditional methods such as SVMs and CNNs.

We also performed ablation studies to analyze the impact of various factors on the performance of our approach. We found that the discriminative power of the discriminator network and the effectiveness of data augmentation were essential factors in improving the classifier's performance. In particular, we found that increasing the number of training epochs and using a higher learning rate improved the discriminative power of the

discriminator network, while increasing the amount of data augmentation improved the generalization ability of the classifier [23]. Our results demonstrate the effectiveness of GANs for face classification, achieving state-of-the-art performance on two famous face datasets. The discriminator network in the GAN serves as a powerful feature extractor.[24]

6. Conclusion

The proposed GAN-based approach utilizes a generator and a discriminator network to generate realistic face images and classify them into different categories. The generator network generates synthetic face images, while the discriminator network is trained to distinguish between real and fake face images. The adversarial training process between these two networks generates highly realistic face images for training classifiers or enhancing the performance of existing face recognition systems.

The experiment results show that the proposed GAN-based approach achieves high accuracy in face classification tasks. The classification accuracy achieved by the proposed method is significantly higher than that achieved by traditional machine learning approaches, indicating the potential of GANs for improving the accuracy and performance of face recognition systems. Moreover, the GAN-based face classification approach can be extended to other related applications such as face aging, attribute manipulation, and identity preservation. For example, GANs can generate synthetic face images representing the same person at different ages, enabling more accurate age progression or regression. Similarly, GANs can be used for attribute manipulation, allowing users to change specific attributes of a face image, such as hair color, gender, or facial expression.

Further research can explore using more advanced GAN models and architectures to improve the accuracy and efficiency of face classification systems. For example, conditional GANs can generate face images that meet specific requirements or conditions, such as generating a face image with a particular expression or pose. Advanced GAN architectures, such as StyleGAN or BigGAN, can be explored to generate highly realistic face images. Overall, face classification using GANs holds great potential for improving the accuracy and performance of face recognition systems and has significant implications for various real-world applications such as security, surveillance, and entertainment. However, further research is needed to address the challenges associated with GANs, such as mode collapse, instability during training, and the need for large datasets.

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