## **Combining GANs and AutoEncoders AIMH Lab Artificial Intelligence for** for Efficient Anomaly Detection Media and Humanities Fabio Carrara, Giuseppe Amato, Luca Brombin, Fabrizio Falchi, Claudio Gennaro https://github.com/fabiocarrara/cbigan-ad fabio.carrara@isti.cnr.it

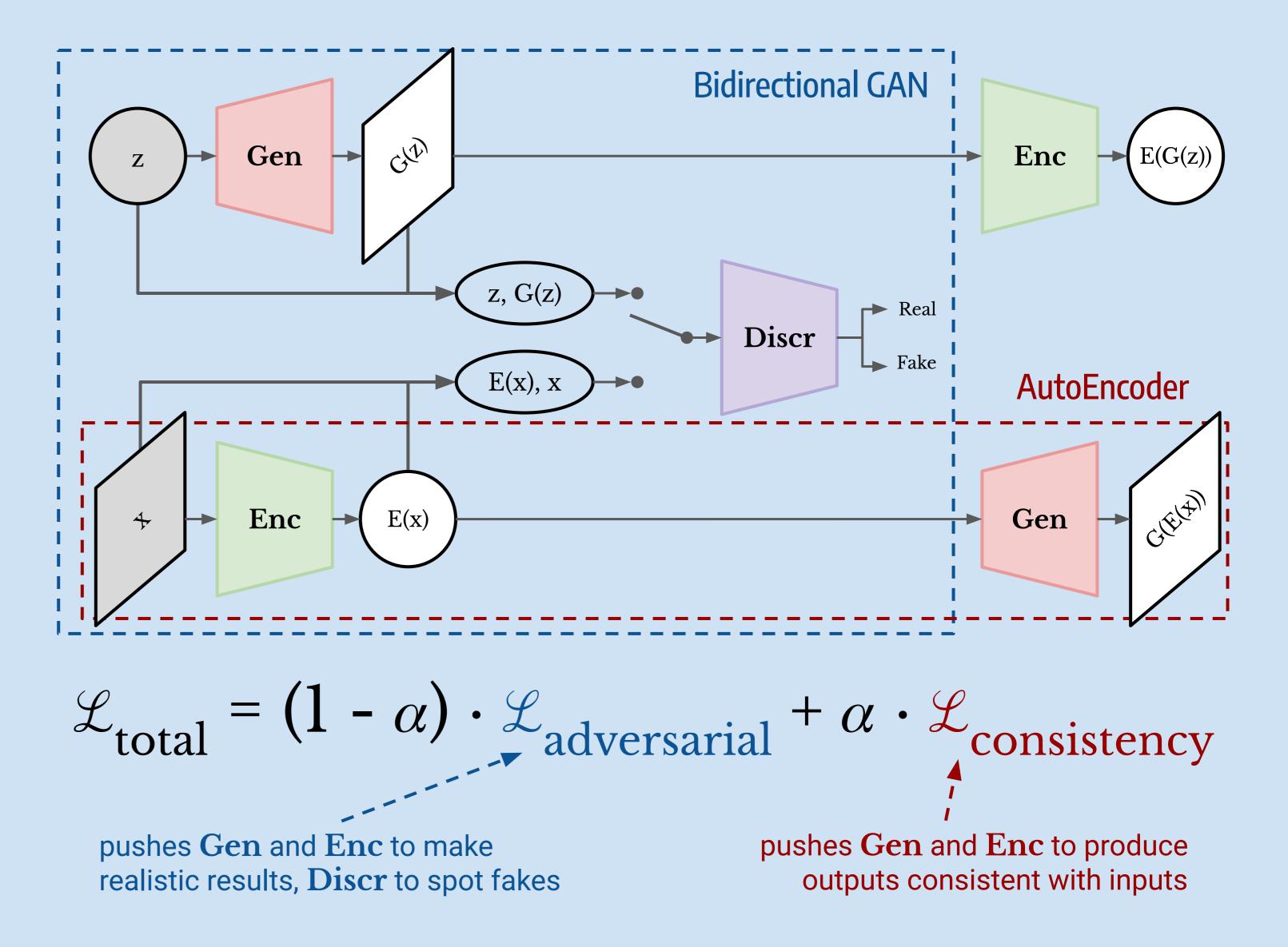


**The Problem: Visual Anomaly Detection** 

**GOAL**: detect anomalous images (assign either to input image) ×

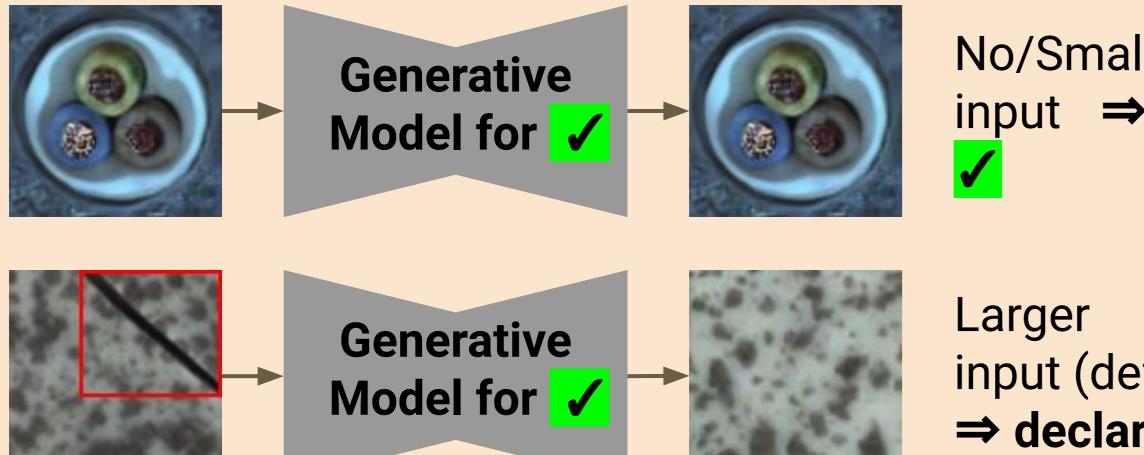
## **CBiGAN: Consistency BiGAN Model**

We propose a *combined* model named **CBiGAN** 

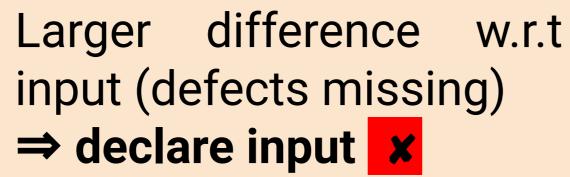




HOW: Fit a generative model to reconstruct nonanomalous inputs (one-class training, only 🖌 are commonly available in the training phase)



No/Small difference w.r.t input ⇒ declare input



+ generalizes both BiGANs ( $\alpha$  = 0) and AEs ( $\alpha$  = 1),  $\alpha$  can be tuned + produces realistic outputs fast that are consistent with inputs

## The State of The Art

Generative models used in reconstruction-based methods often are GANs and AE (vanilla & VAEs)

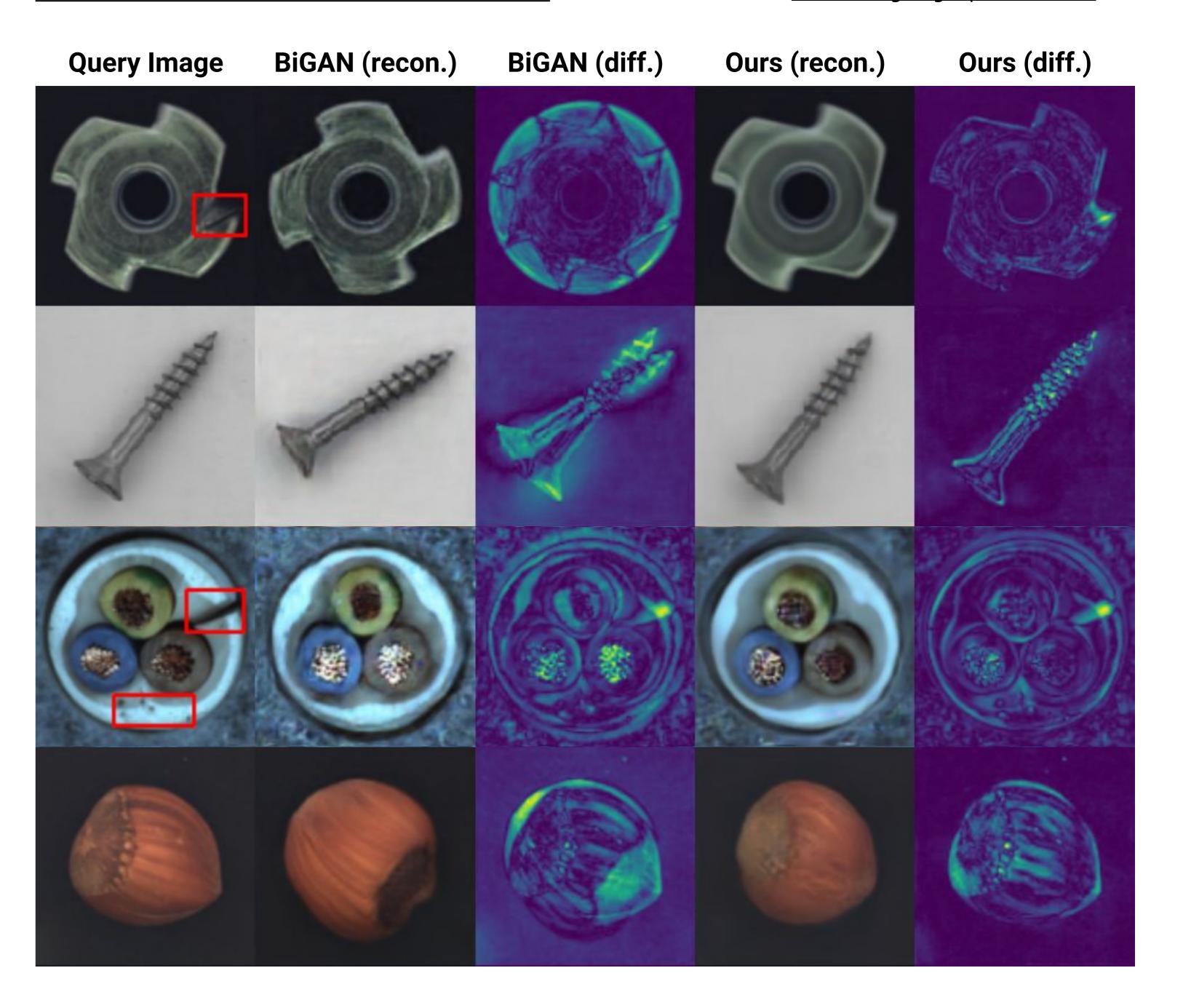
- Iterative methods: reconstructions are optimized via multiple iterations for each input
  - <u>better reconstructions, but very expensive</u>
  - Es: AnoGAN, VAE-grad
- Single-pass methods: reconstruction obtained in a single forward pass (often an Encoder-Decoder)
  - more efficient, less precise reconstructions
  - Es: EGBAD (BiGAN), AE L2/SSIM, AVID, LSA, etc.

## **Evaluation: MVTec-AD Dataset**

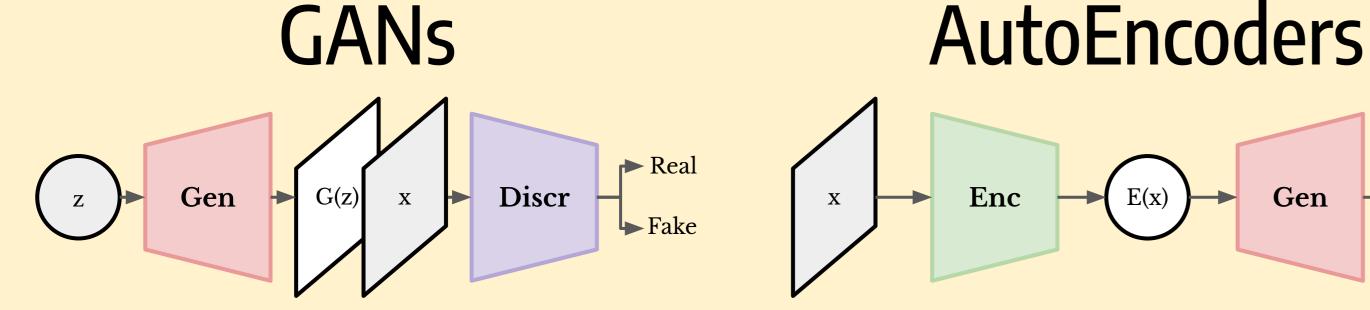
	Textures	Objects	Overall
Iterative Methods			
AnoGAN	0.54	0.56	0.55
VAE-grad	0.78	0.76	0.77
Single-pass Methods			
AE <sub>12</sub>	0.65	0.74	0.71
AVĪD	0.67	<u>0.75</u>	0.73
LSA	0.69	0.75	0.73
EGBAD (BiGAN)	0.66	0.58	0.61
CBiGAN (ours)	<u>0.84</u>	0.73	<u>0.76</u>

	Textures	Objects	Overall
AEL2	0.80	0.74	0.75
GeoTrans	0.59	0.71	0.67
GANomaly	0.77	0.76	0.76
EGBAD	0.66	0.57	0.60
CBiGAN (ours)	0.85	0.73	0.77

← Balanced Accuracy = (TPR + FPR) / 2 when using the Youden threshold. <u>Best among single-pass methods</u>

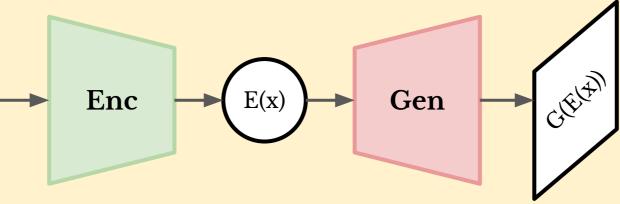


Among single-pass methods, the two commonly approaches adopted are:



+ realistic outputs — (s)low control on reconstruction

AutoEncoders



+ preserve alignment w.r.t input — blurry reconstructions