

「新しい社会システムデザインに向けた情報基盤技術の創出」
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対話型パーソナライゼーション AI によるコンテンツ制作の拡張

§ 1. 研究成果の概要

This year has focused on developing applications of interactive machine learning techniques to common creative tasks. In particular, applications to inking of rough sketches and professional photography editing have been developed. In the case of inking, techniques based on fully convolutional interactive neural networks have been extended and improved upon, where the user edits are presented as an input to the machine learning approach. For the case of professional photography editing, instead of having the user edits be an input, the problem has been reformulated in an easy to edit parameter space. This allows the output of a fully automatic photo editing approach to be easily modified and improved upon by the user. While the focus has been the application of the developed techniques, they are not limited to the aforementioned problem and are part of a more general framework of interactive machine-learning techniques.

§ 2. 研究実施体制

- ① 研究者:シモセラ エドガー (早稲田大学理工学術院基幹理工学部情報理工学科 専任講師)
- ② 研究項目
 - Developing applications of interactive machine learning techniques to common creative task.