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Generative Adversarial Networks

EE4-66 Topics in Large Dimensional Data Processing

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Problem Definition

Objective

Layman's Terms

\mathcal{Q} : Want to sample from complex, high-dimensional training distribution.

\mathcal{A} : Sample from a simple distribution, e.g. random noise. Learn transformation to training distribution.

\mathcal{Q} : How to represent this complex transformation?

\mathcal{A} : Use a Neural Network.

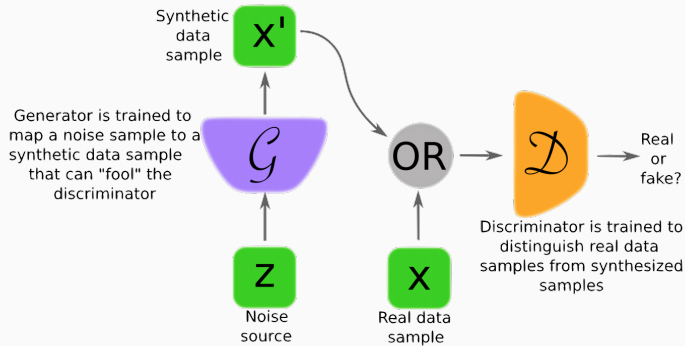
Formulation

Let a distribution p_{data} and available samples \mathbf{x}_i , drawn from p_{data} . If $p_{\mathbf{z}}$ is a simple distribution (assume uniform \mathcal{U}), we want to find a transformation \mathcal{G} such that:

$$\mathcal{G} : \mathbf{z} \rightarrow \mathbf{x}$$

Adversarial Networks

Architecture



Algorithm 1 Minibatch stochastic gradient descent training of generative adversarial nets. The number of steps to apply to the discriminator, k , is a hyperparameter. We used $k = 1$, the least expensive option, in our experiments.

for number of training iterations **do**

for k steps **do**

- Sample minibatch of m noise samples $\{z^{(1)}, \dots, z^{(m)}\}$ from noise prior $p_g(z)$.
- Sample minibatch of m examples $\{x^{(1)}, \dots, x^{(m)}\}$ from data generating distribution $p_{\text{data}}(x)$.
- Update the discriminator by ascending its stochastic gradient:

$$\nabla_{\theta_d} \frac{1}{m} \sum_{i=1}^m \left[\log D(x^{(i)}) + \log \left(1 - D(G(z^{(i)})) \right) \right].$$

end for

- Sample minibatch of m noise samples $\{z^{(1)}, \dots, z^{(m)}\}$ from noise prior $p_g(z)$.
- Update the generator by descending its stochastic gradient:

$$\nabla_{\theta_g} \frac{1}{m} \sum_{i=1}^m \log \left(1 - D(G(z^{(i)})) \right).$$

end for

The gradient-based updates can use any standard gradient-based learning rule. We used momentum in our experiments.

Experiments

$$p_{\text{data}} \sim \mathcal{N}(\mu, \sigma)$$

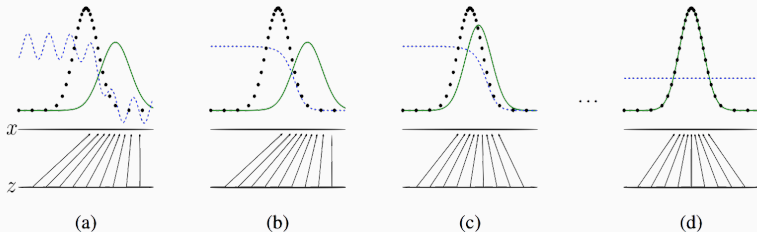
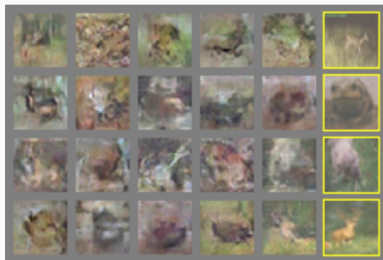
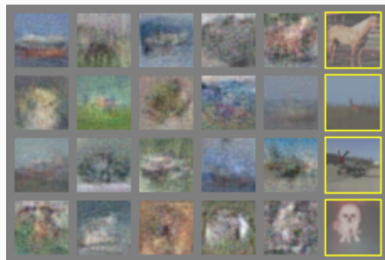


Figure 1: Generative adversarial nets are trained by simultaneously updating the discriminative distribution (D , blue, dashed line) so that it discriminates between samples from the data generating distribution (black, dotted line) p_{data} from those of the generative distribution p_g (G) (green, solid line). The lower horizontal line is the domain from which \mathbf{z} is sampled, in this case uniformly. The horizontal line above is part of the domain of \mathbf{x} . The upward arrows show how the mapping $\mathbf{x} = G(\mathbf{z})$ imposes the non-uniform distribution p_g on transformed samples. G contracts in regions of high density and expands in regions of low density of p_g . (a) Consider an adversarial pair near convergence: p_g is similar to p_{data} and D is a partially accurate classifier. (b) In the inner loop of the algorithm D is trained to discriminate samples from data, converging to $D^*(\mathbf{x}) = \frac{p_{\text{data}}(\mathbf{x})}{p_{\text{data}}(\mathbf{x}) + p_g(\mathbf{x})}$. (c) After an update to G , gradient of D has guided $G(\mathbf{z})$ to flow to regions that are more likely to be classified as data. (d) After several steps of training, if G and D have enough capacity, they will reach a point at which both cannot improve because $p_g = p_{\text{data}}$. The discriminator is unable to differentiate between the two distributions, i.e. $D(\mathbf{x}) = \frac{1}{2}$.

Computer Vision



Questions?

References



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