Generative Adversarial Networks (GANs)

Motivation for GANs

All models we have seen so far have been predictive models

It would be awesome if we had good generative models

That is, models that can create new things

Imagine AI that could...

Compose music

Write fiction

Make hilarious or dramatic films or TV shows

Write new software

Create new business or research ideas

All of these, which I guarantee will be done, require generative models

Implementations of GANs











This person does not exist BigGAN

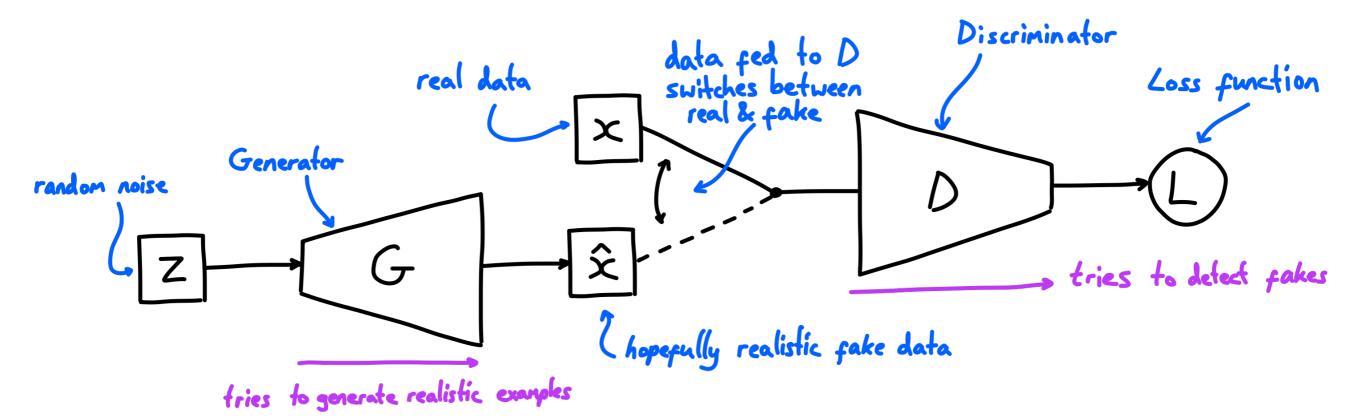
What The hell is a GAN?

GANs are state of the art generative models, that can use unsupervised data to learn to create new content from the same distribution

This is done by battling two neural networks

One network, the generator, is trained to transform random noise into realistic training data

Another network, the discriminator, is trained to classify that data as either generated or real



Training GANs

Discriminator loss function

Transpose convolutions

The random noise we will generate our fake data from is a low dimensional vector. Because we are generating images in our implementation, we will reshape this into a tensor, then upsample it in a learnable way.

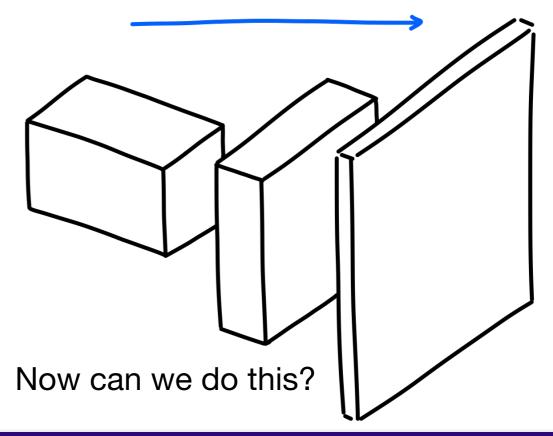
Learnable upsampling retaining spacial information

We would like a way to upsample lower dimensional data, which is represented spatially

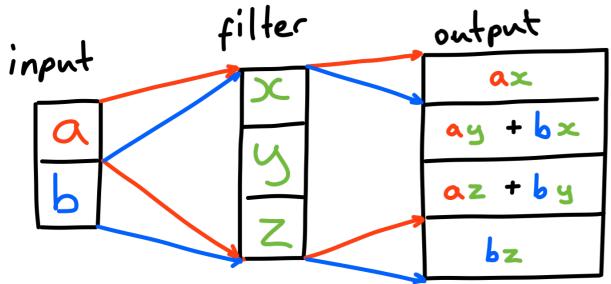
Like an inverse to convolution

Convolution We've seen this

Upconvolution / transpose convolution

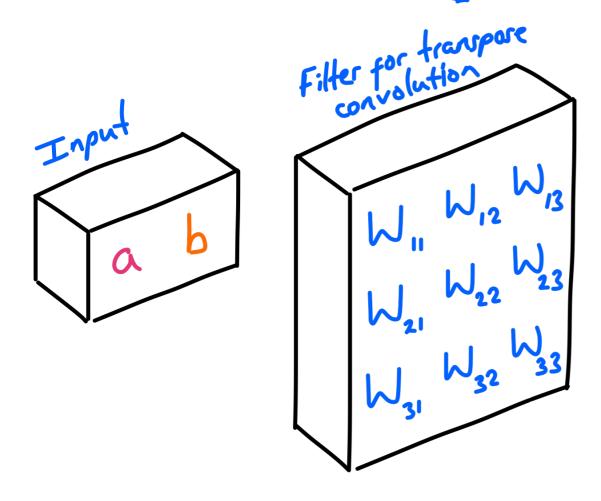


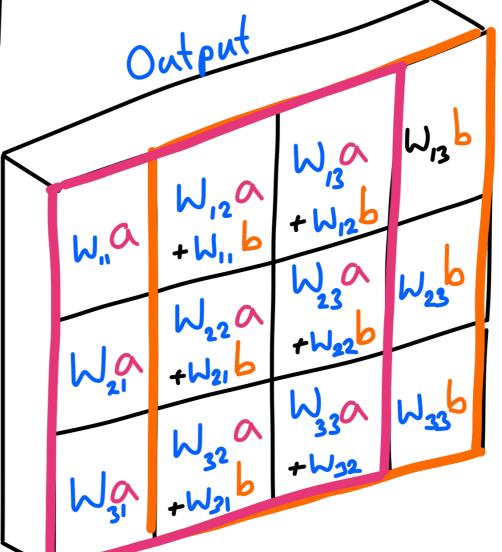
Transpose convolutions



A convolution filter is weighted by each activation in the input

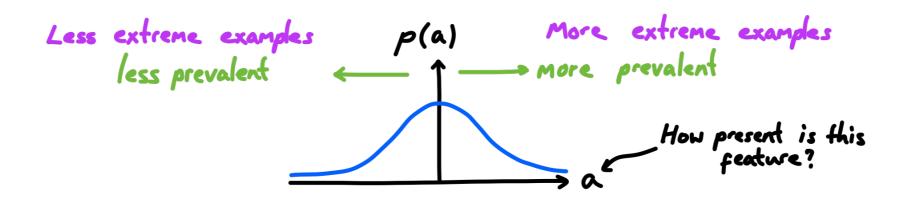
The stride gives the ratio of steps taken in output to steps taken in input





Activations should represent the presence of some (perhaps complex feature) in the input data.

So it would be useful if they were distributed about some mean value.



Well if we want our activations to follow some distribution like this, then we can just make them by normalising them.

Normalised activations in layer
$$k$$

original activations mean
$$\frac{a^{(k)} - E[a^{(k)}]}{\sqrt{Var[a^{(k)}]}}$$

standard deviation

However...

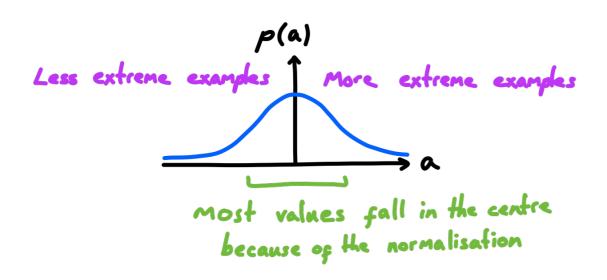
By normalising the activations, they are centred around zero, which has 2 effects:

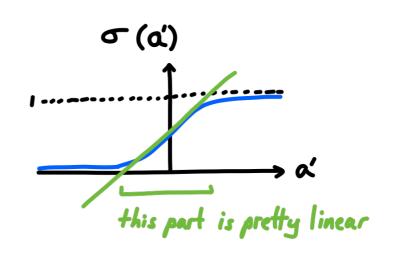
Problem 1

Some activation functions are almost linear around zero

The whole point of having them was to introduce non-linearity

The current normalisation we have done will hence limit the capacity of the model





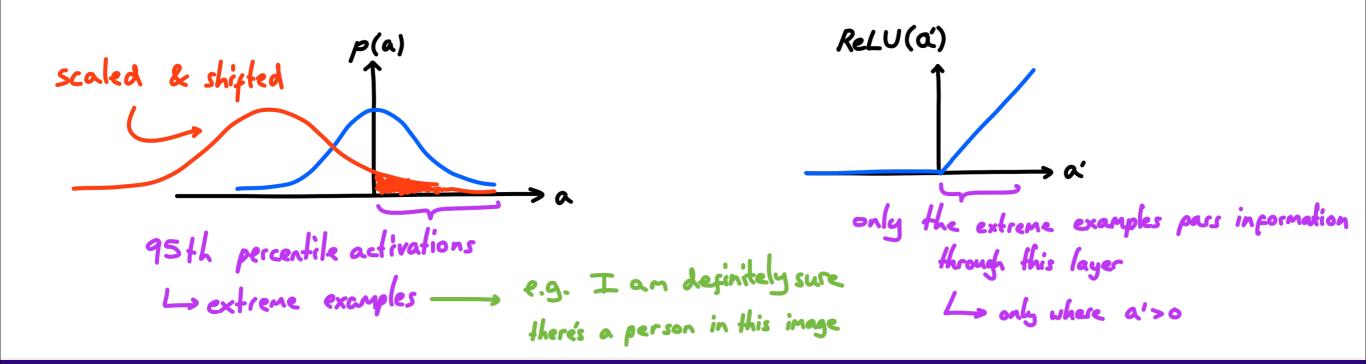
However...

By normalising the activations, they are centred around zero, which has 2 effects:

Problem 2

Activations that might be important to later layers might require information that indicates not whether the input data had below/above mean presence of some feature, but whether that feature was above some threshold of extremity

E.g we might only want to pass information through a particular node if we are DEFINITELY (say 95%) sure of something



So to counter this two problems...

...we introduce 2 more learnable parameters per activation

Computed per batch, over each activation, in each layer during training nice simple linear transformation Running train-time average is used during testing/deployment La easily differentiable -- learnable flips & scales activations

Final notices:

Deep learning office hours will happen every Sunday Request a slot on the Google form

Fill in the Google form I'm sending you

What's happening next?!