

# Deep Learning

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# Content

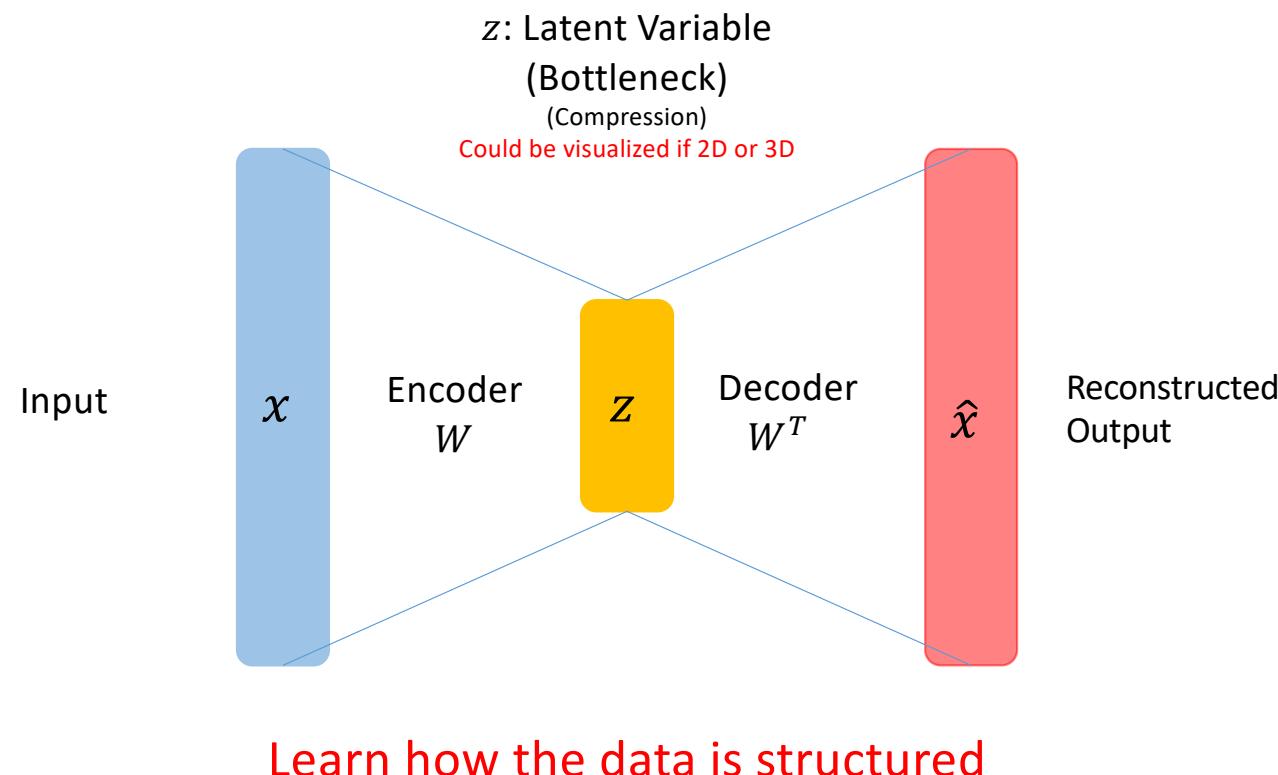
1. Deep Artificial Neural Networks
2. Convolutional Neural Networks
3. Sequence Models
- 4. Generative Models**

# Generative Models

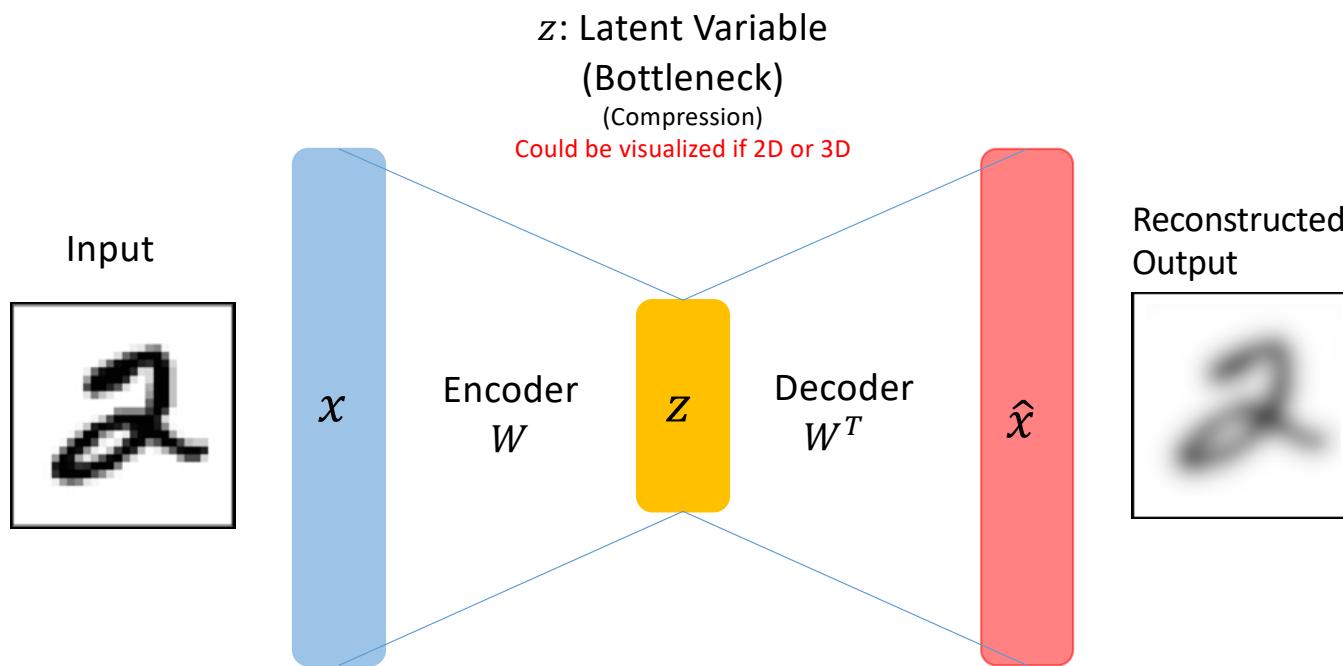
- Auto-Encoders
- Variational Auto-Encoders
- Generative Adversarial Networks



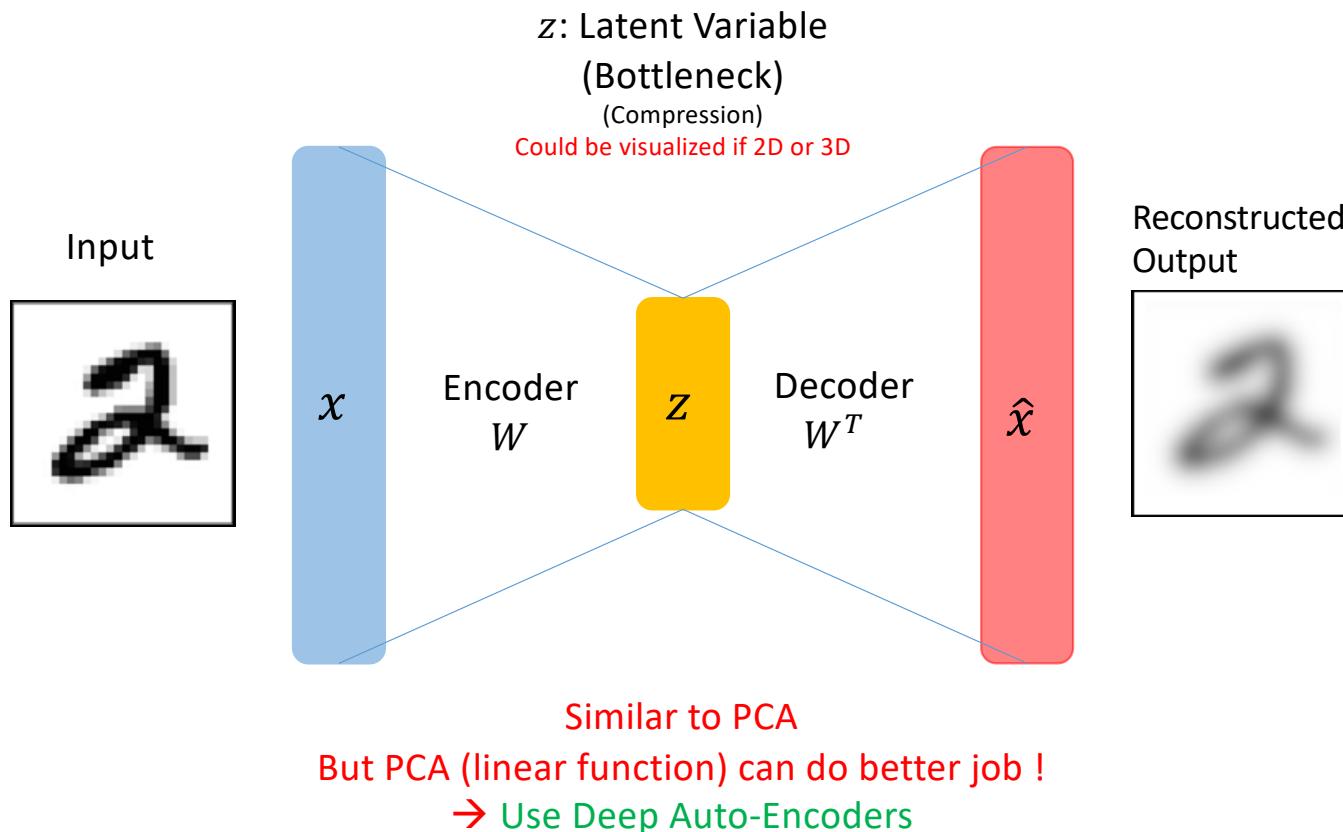
# Auto-Encoders (Shallow)



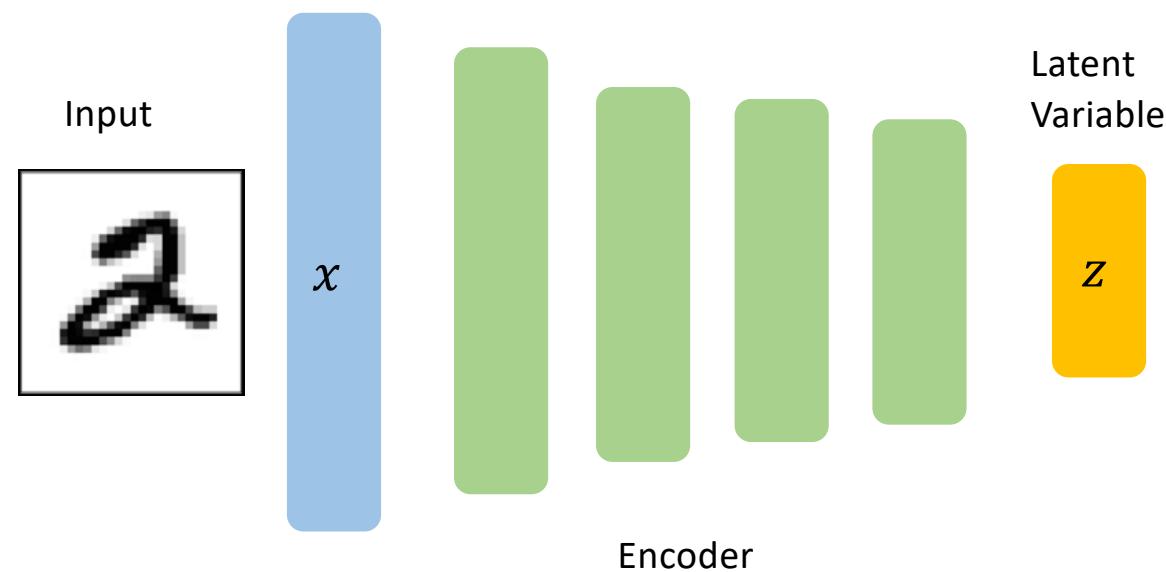
# Auto Encoders (Shallow) : Example



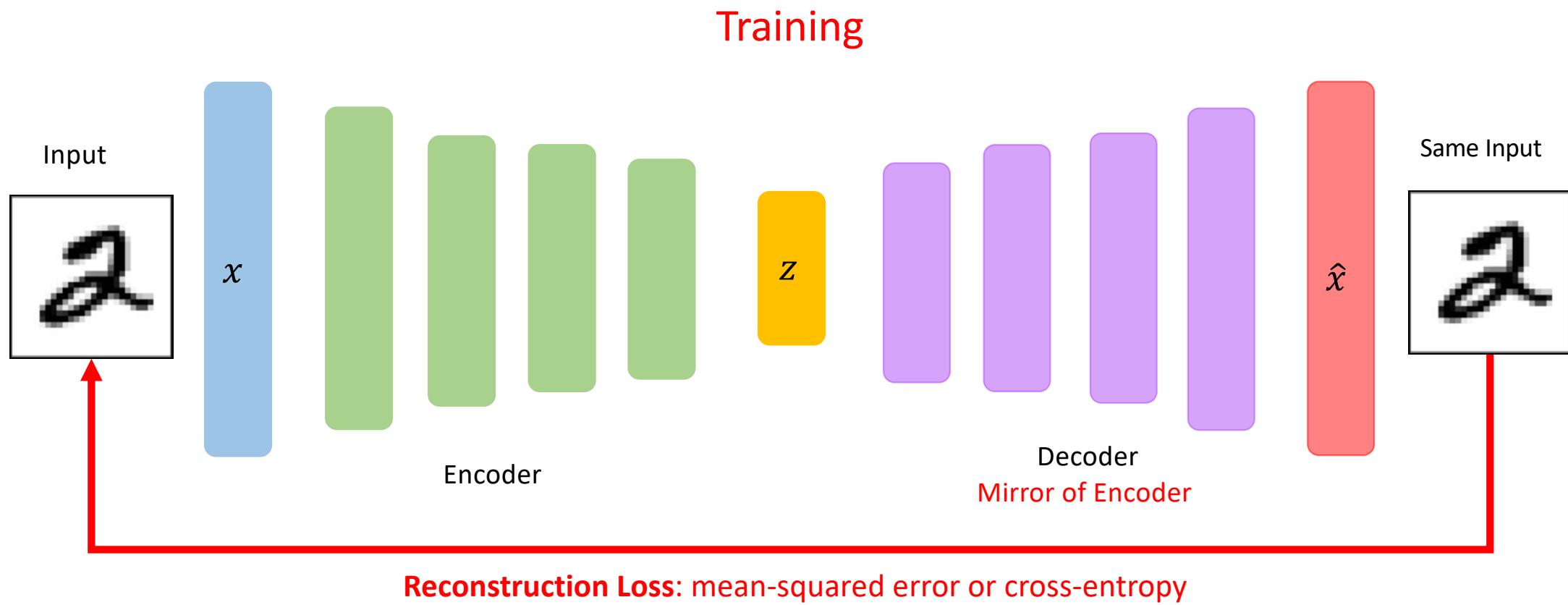
# Auto Encoders (Shallow) : Similar to PCA



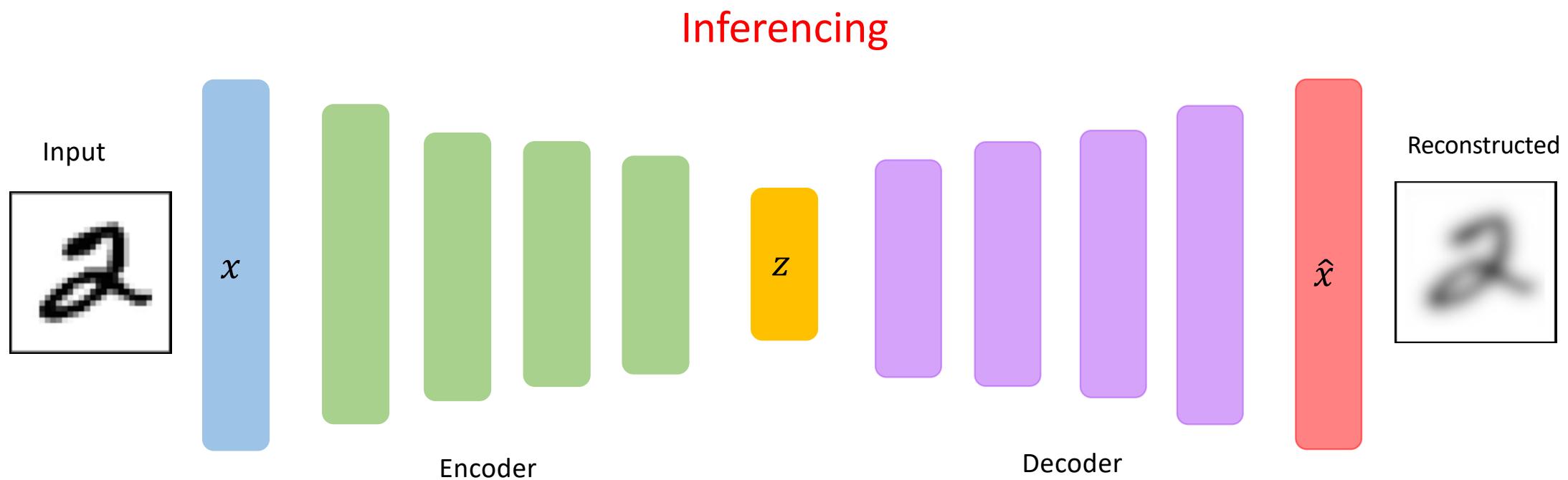
# Auto-Encoders (Deep): Encoder



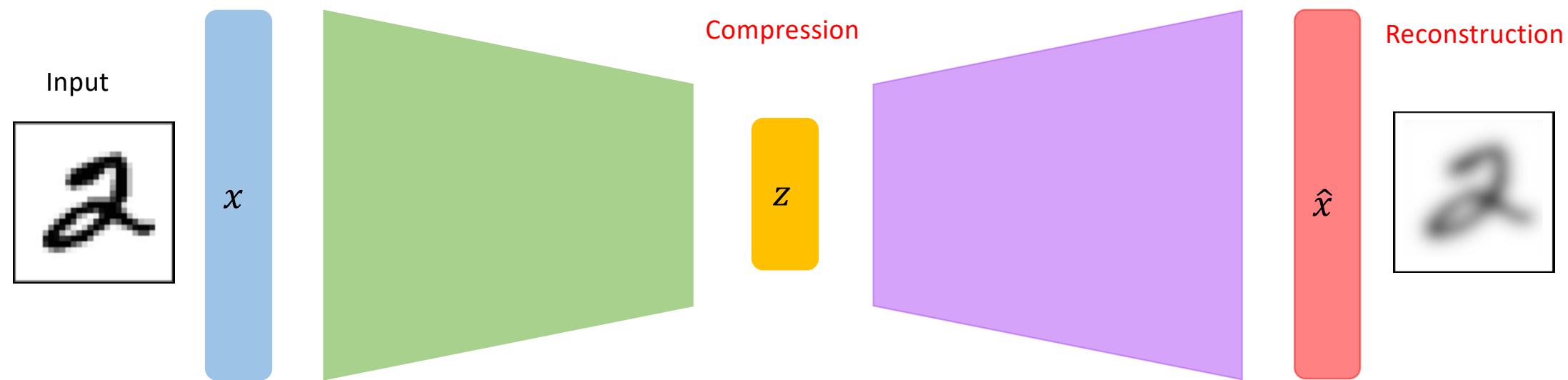
# Auto-Encoders: Training (Encoder-Decoder)



# Auto-Encoders: Inferencing

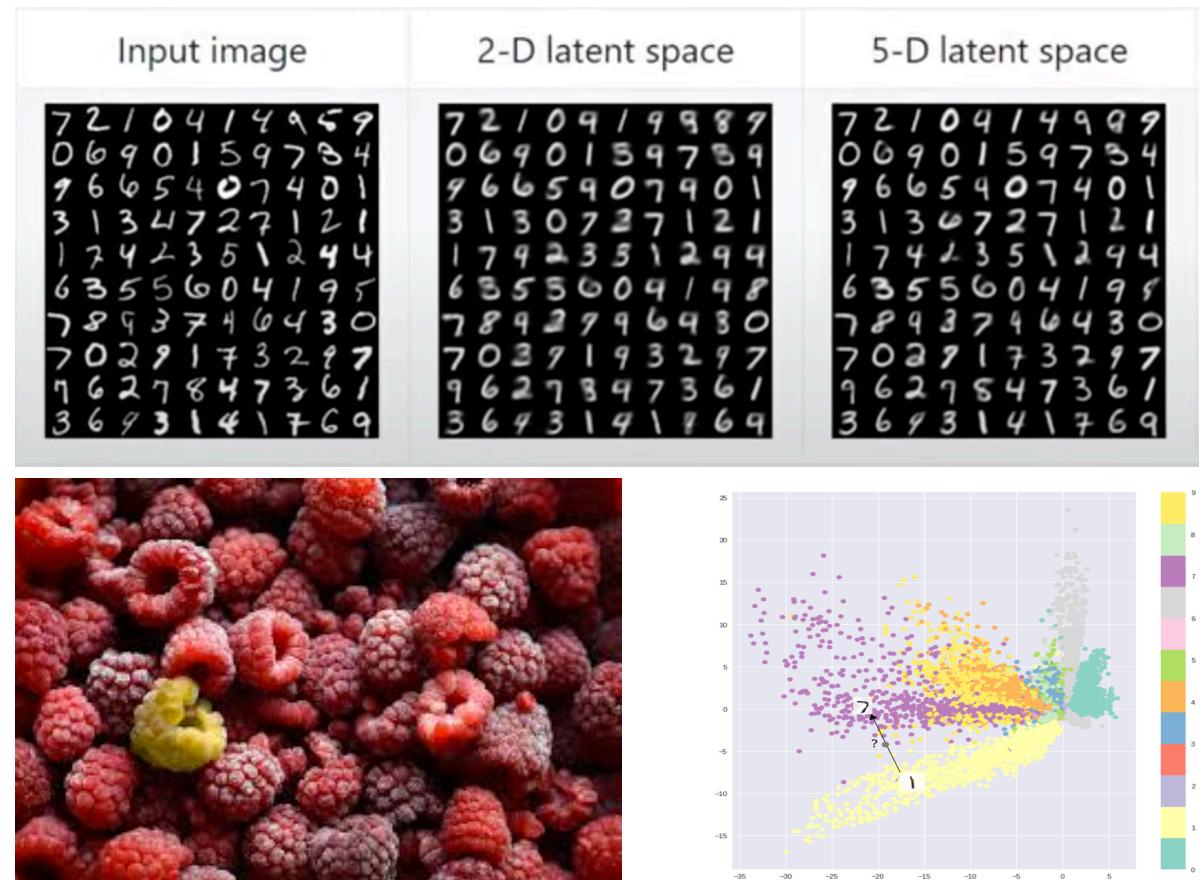


# Auto-Encoders: Compression/Construction



# Auto-Encoders Usage

- Bigger latent space
  - Better results
- AE are Data-specific
- Reconstruction
  - Always loosing information
- Visualization
  - t-SNE after AE
- Use case
  - Anomaly Detection



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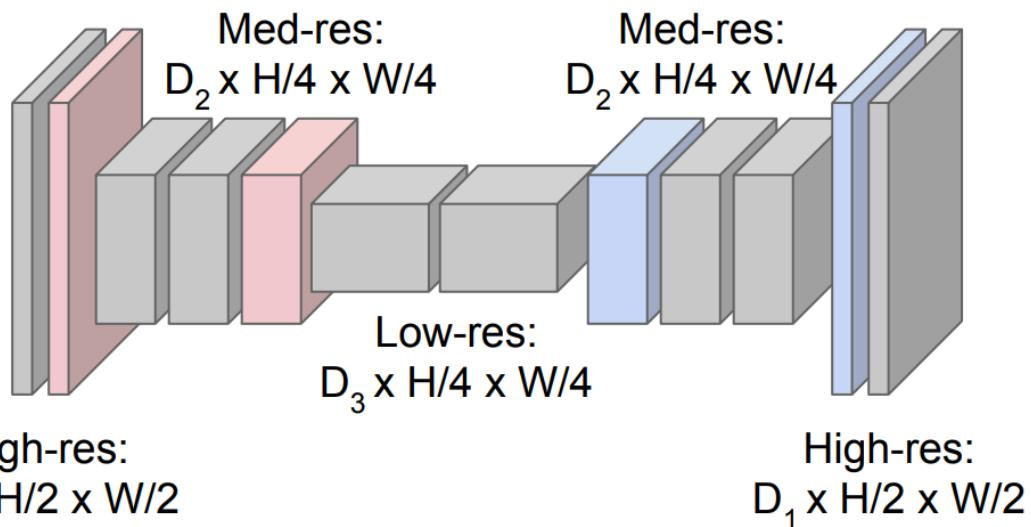
# Convolutional Auto-Encoders

Semantic Segmentation with **Fully Conv Nets**



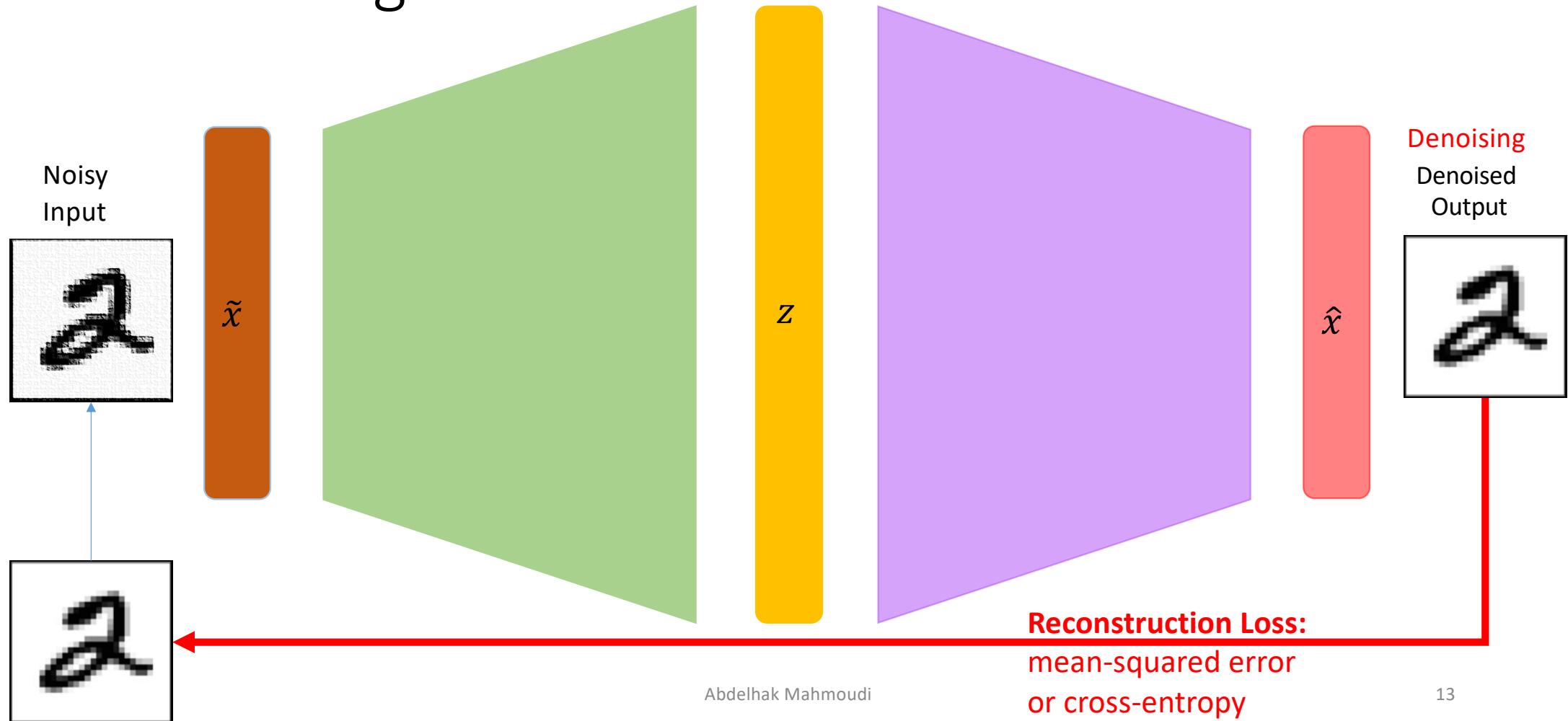
Input:  
 $3 \times H \times W$

High-res:  
 $D_1 \times H/2 \times W/2$



Predictions:  
 $H \times W$

# Denoising with Auto-Encoders



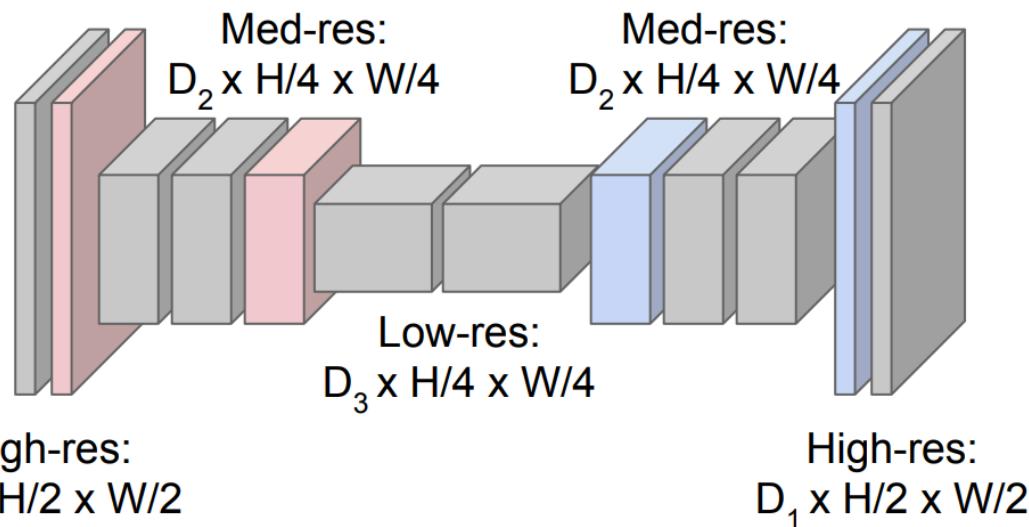
# Inpainting with Auto-Encoders

Remove Inpainting, Watermark, etc.



Input:  
 $3 \times H \times W$

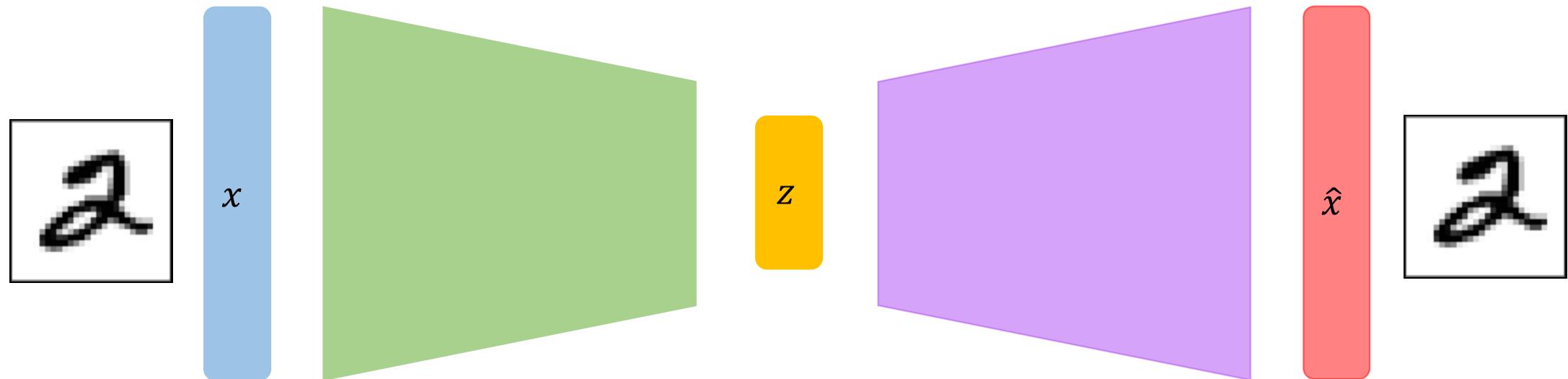
High-res:  
 $D_1 \times H/2 \times W/2$



Predictions:  
 $H \times W$

# Auto-Encoders: not for generation !

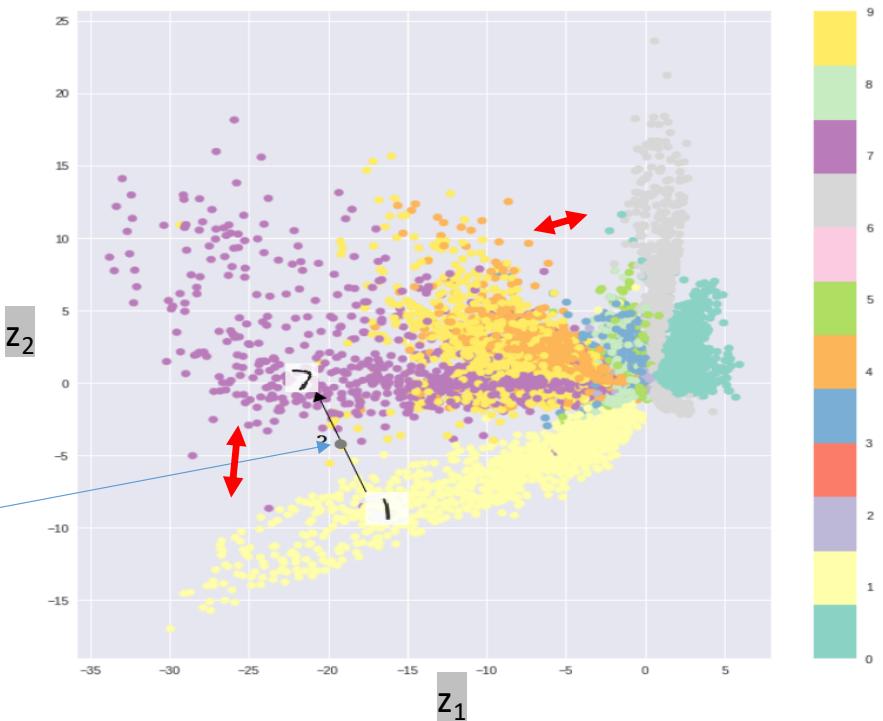
But How can we generate data ?



# Auto-Encoders: not for generation !

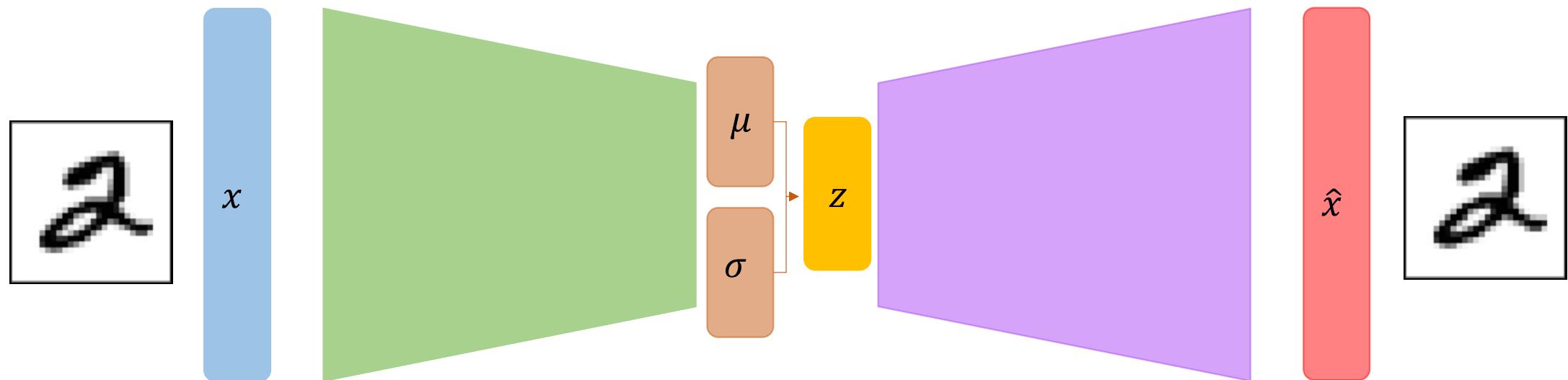
- Discrete latent space !
  - Ok for replicating the same examples
  - Not for generating new examples

↔ Discontinuities  
This will generate random noise



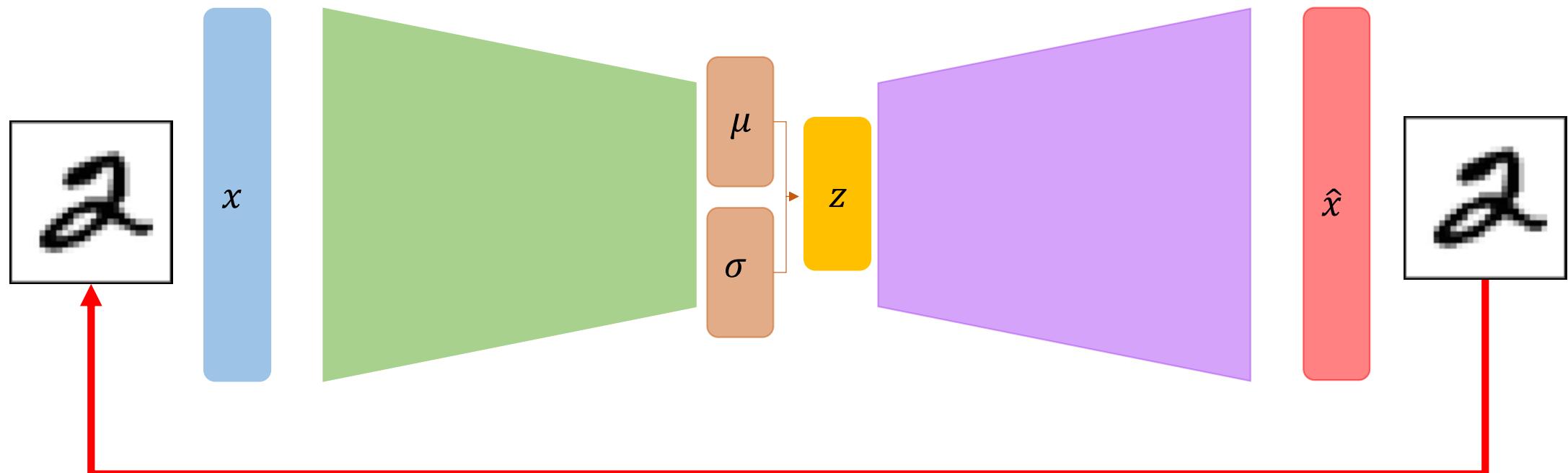
# Variational Auto-Encoders

Learn a distribution  $(\mu, \sigma)$  instead of latent variable



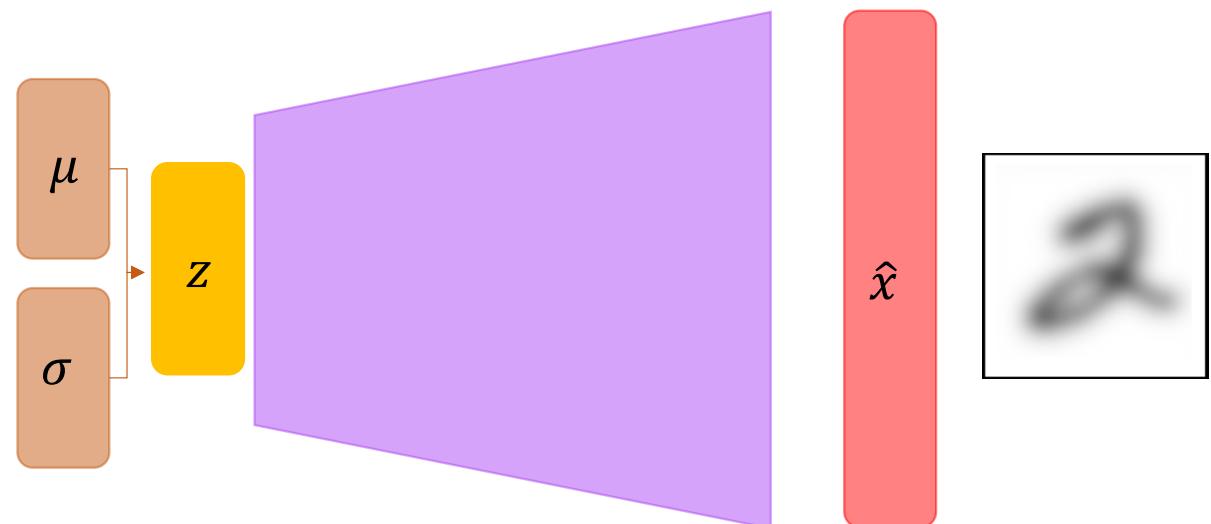
# Variational Auto-Encoders: KL Divergence Loss

Learn a distribution  $(\mu, \sigma)$  instead of latent variable

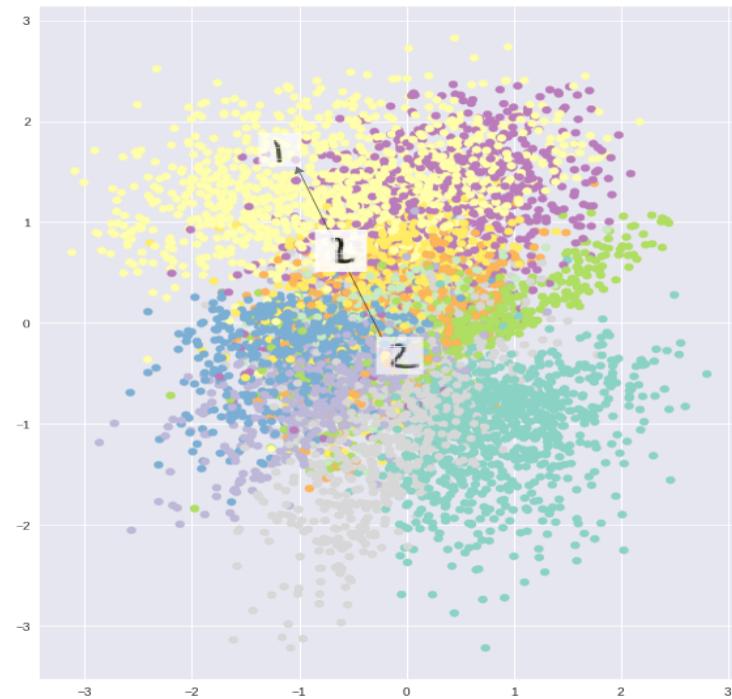


# VAEs: Learn a distribution

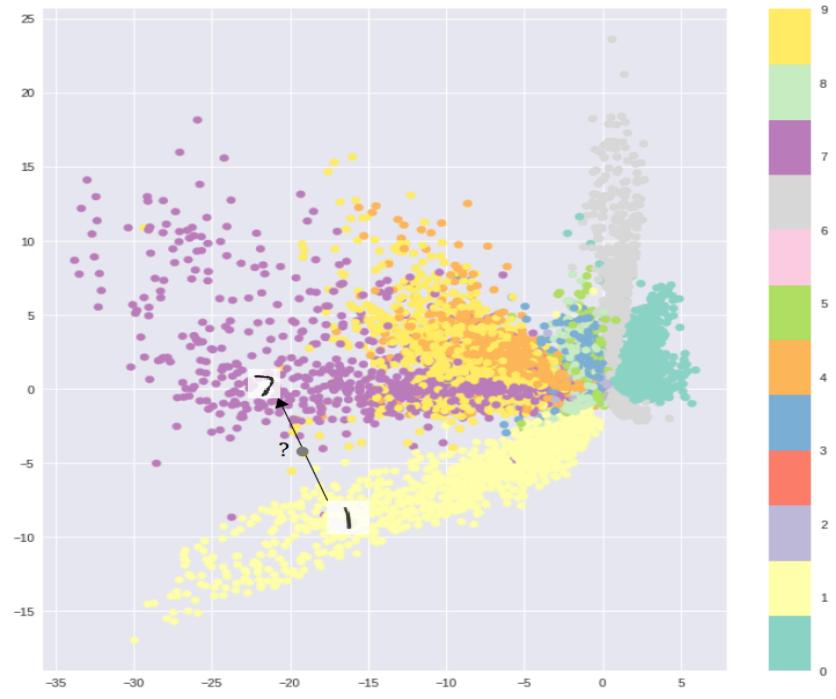
Now we can generate data  
from noise distribution with the learned  $(\mu, \sigma)$



# VAEs- vs AEs

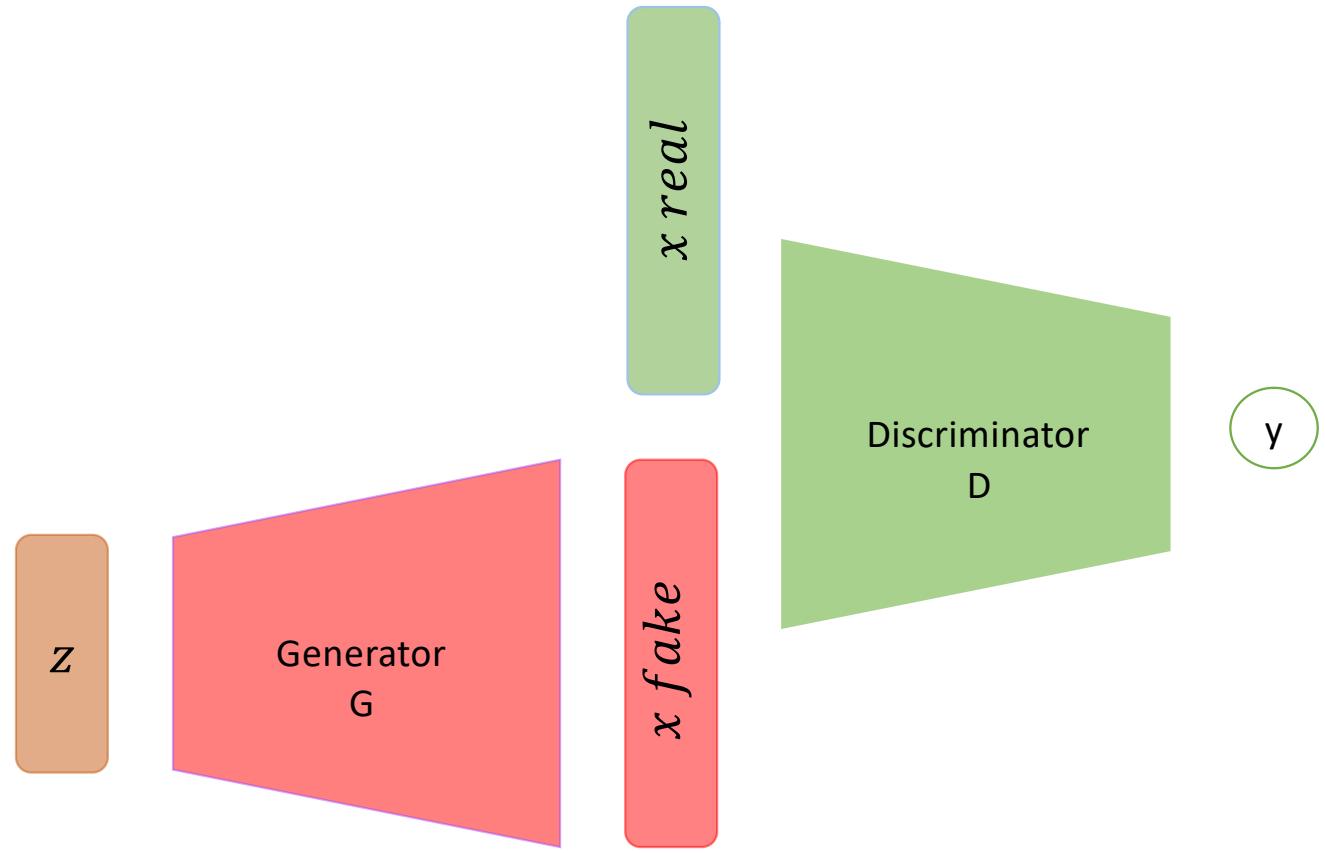


Variational Auto-Encoders



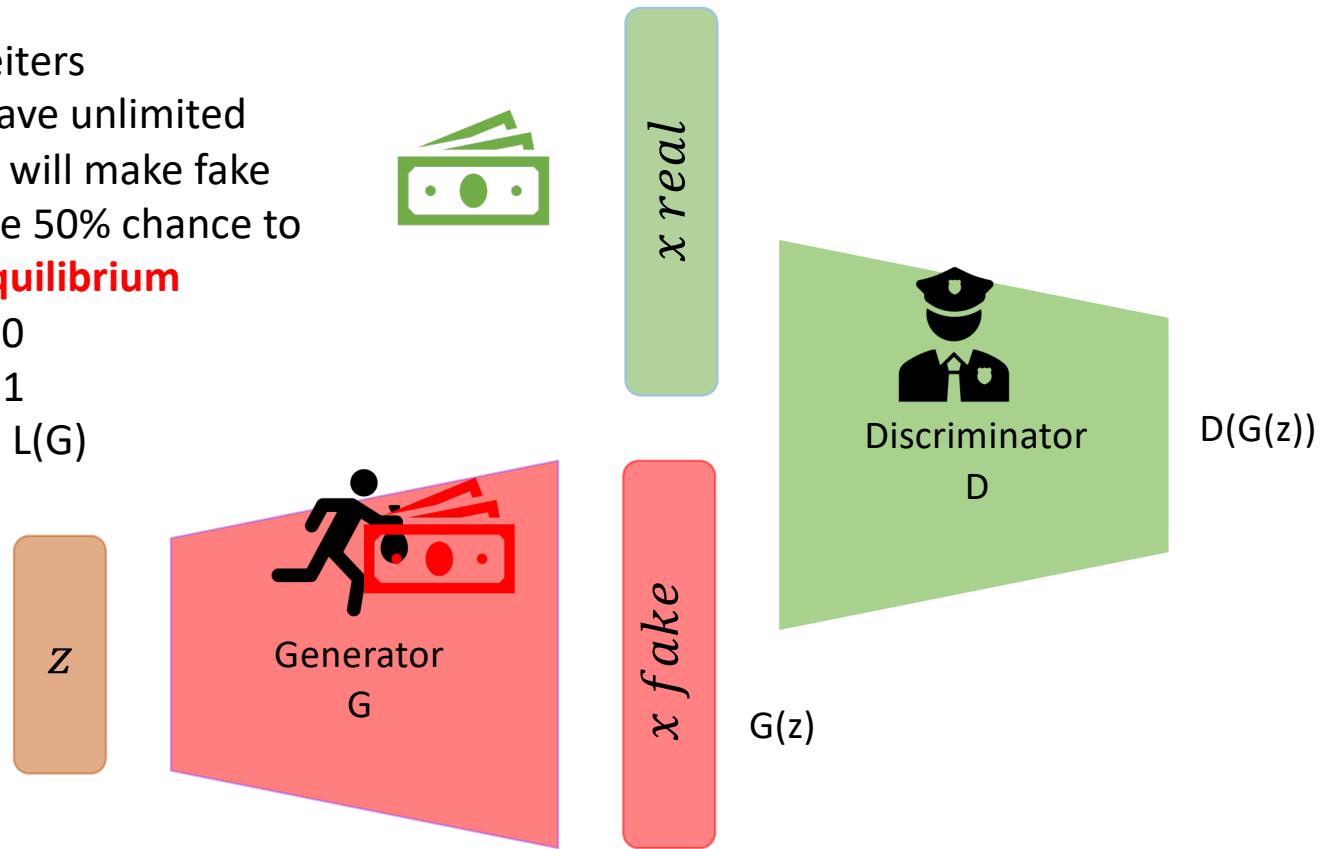
Auto-Encoders

# Generative Adversarial Networks

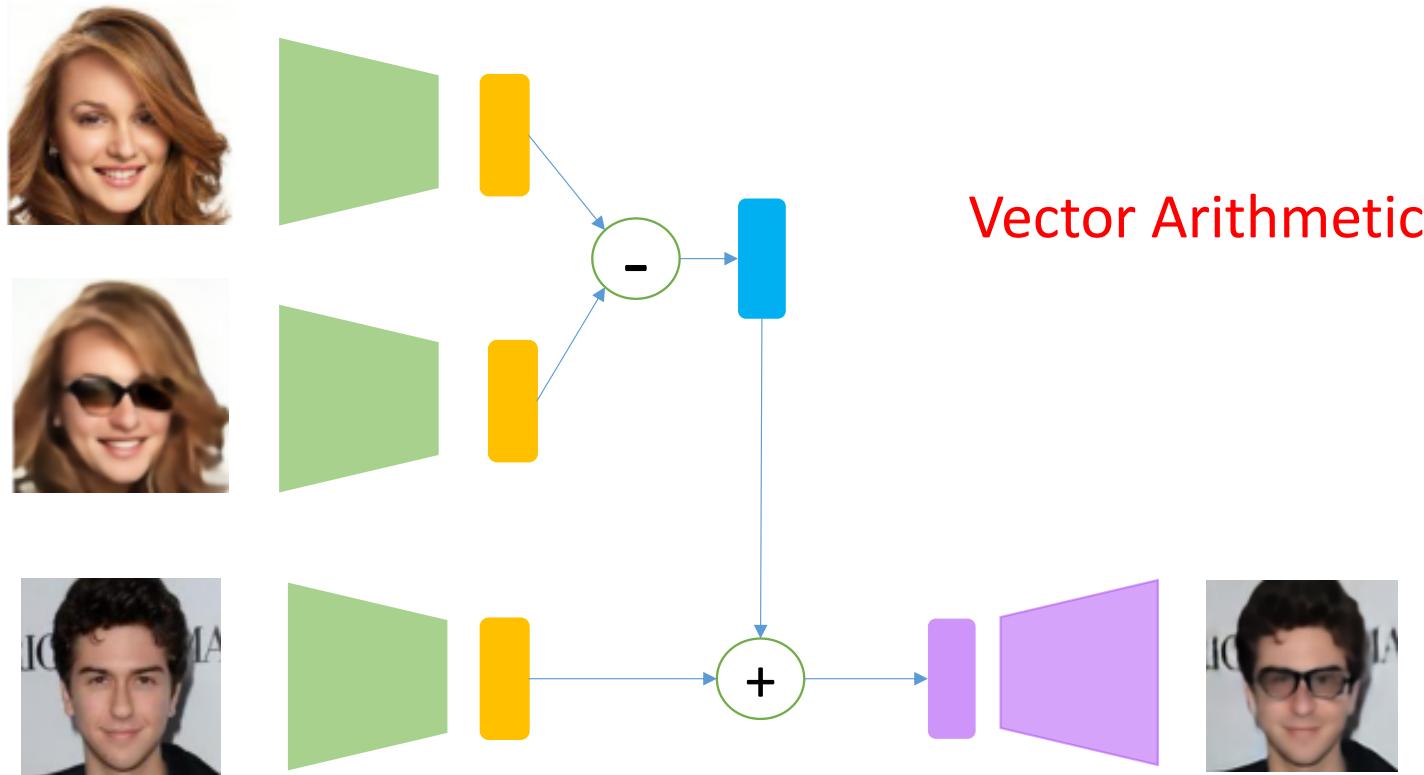


# Generative Adversarial Networks

- Think of Police and counterfeiters
- If Police and counterfeiters have unlimited resources, the counterfeiters will make fake money so that the police have 50% chance to recognize it's fake → **Nash Equilibrium**
- D want to make  $D(G(z))$  near 0
- G want to make  $D(G(z))$  near 1
- 2 losses to minimize  $L(D)$  and  $L(G)$



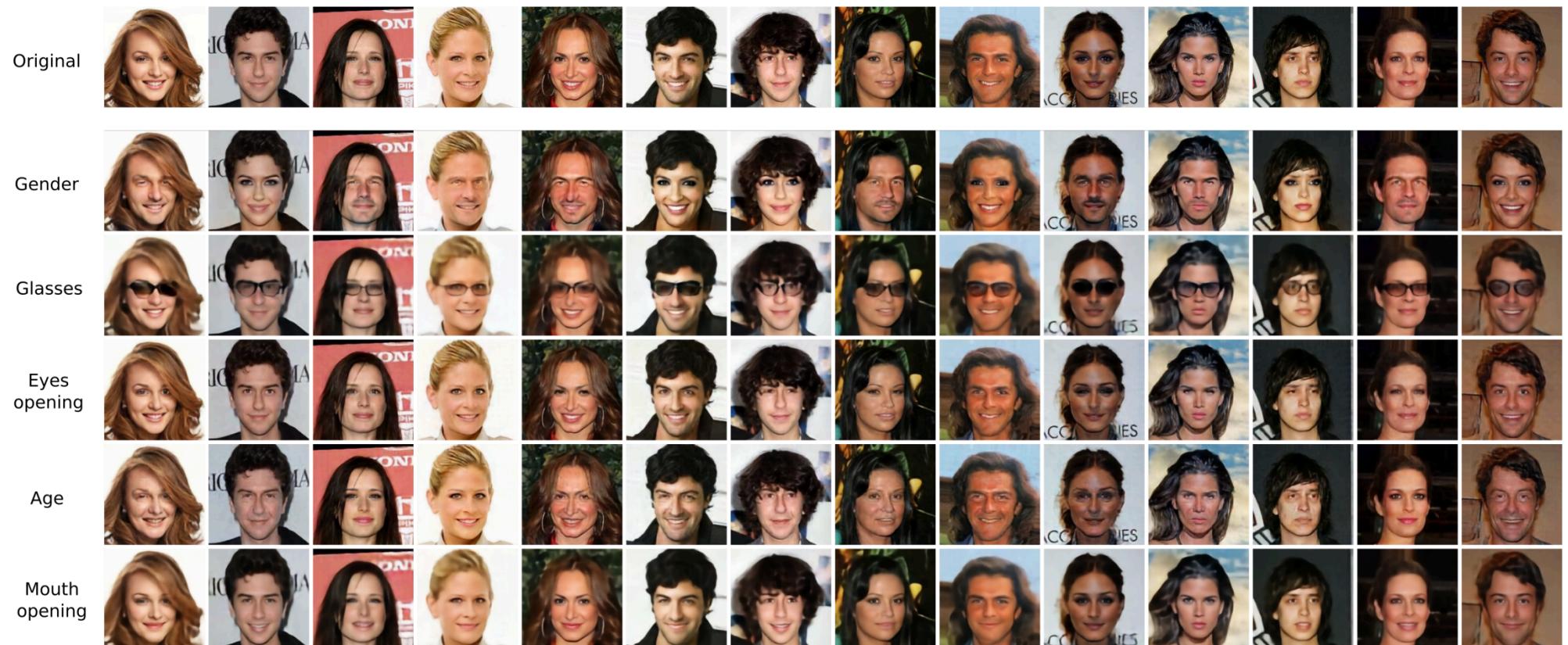
# Generative Models: Applications



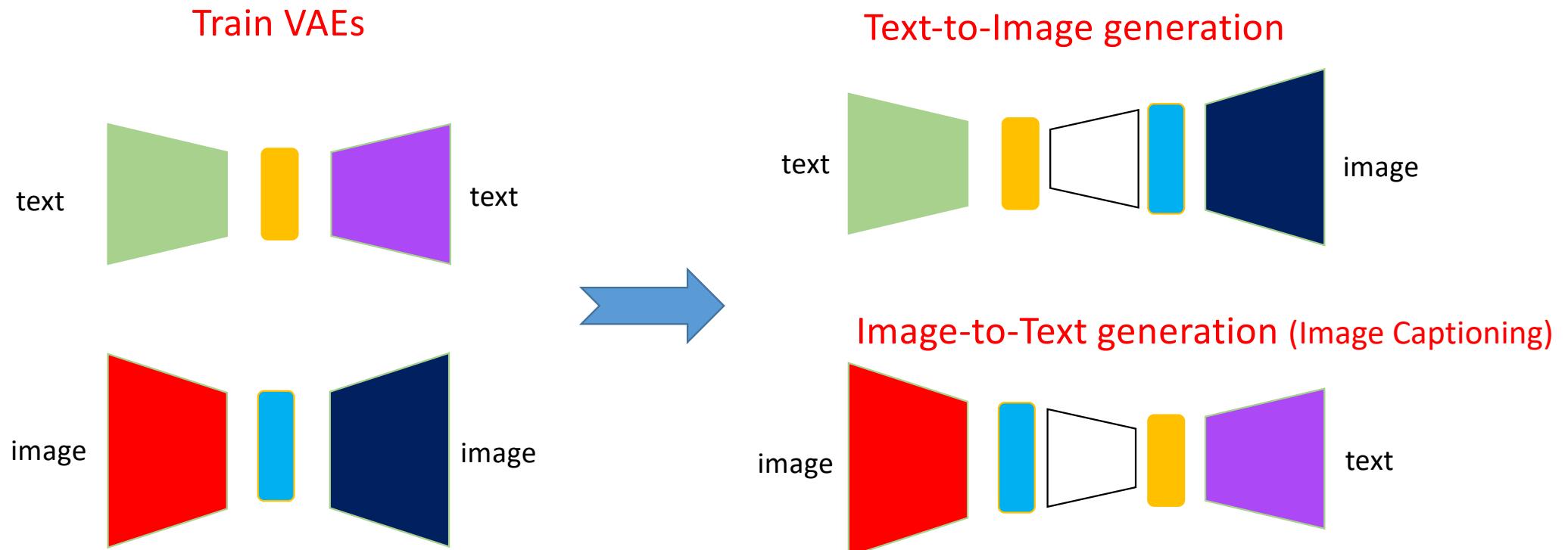
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# Generative Models: Applications



# Generative Models: Applications

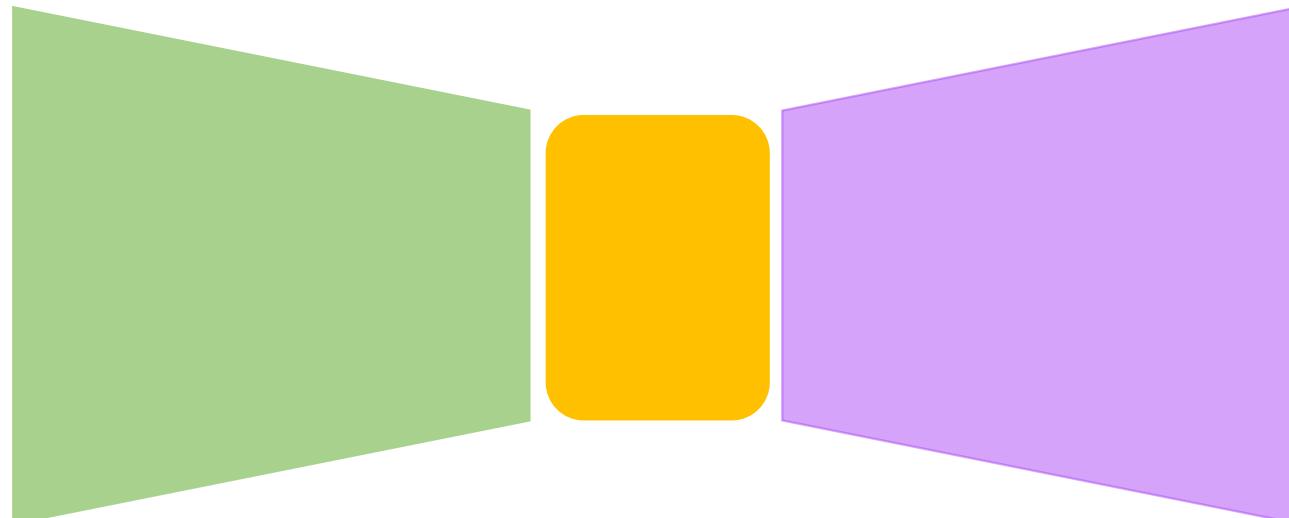


# Generative Models: Different Data Types

- Sequential or non-sequential,
- Continuous or discrete,
- Labelled or un-labelled



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