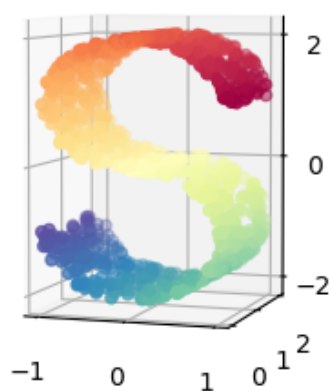


Generative models

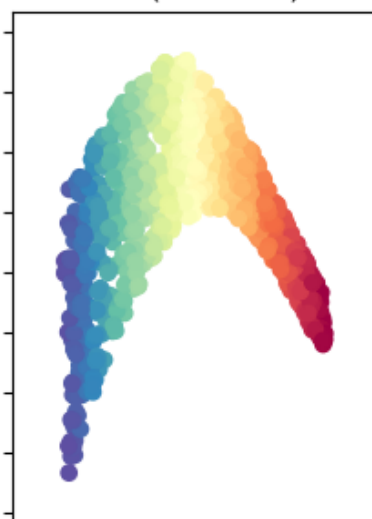
AE, VAE, GAN

The manifold hypothesis

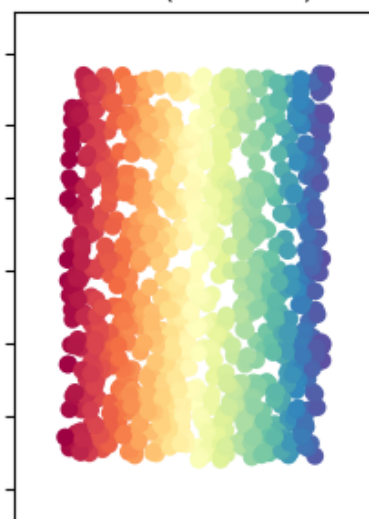
Manifold Learning with 1000 points, 10 neighbors



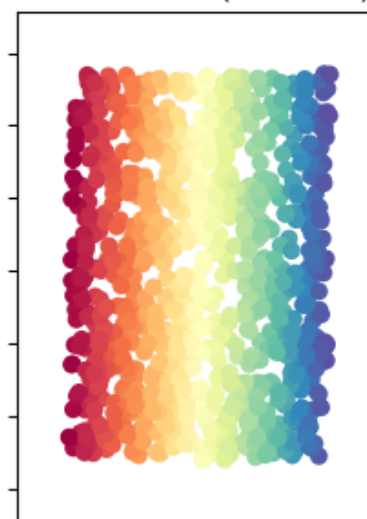
LLE (0.24 sec)



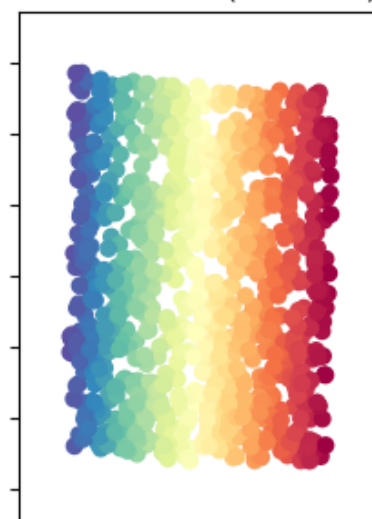
LTSA (0.35 sec)



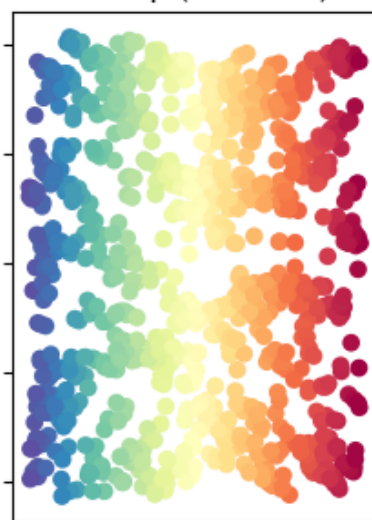
Hessian LLE (0.57 sec)



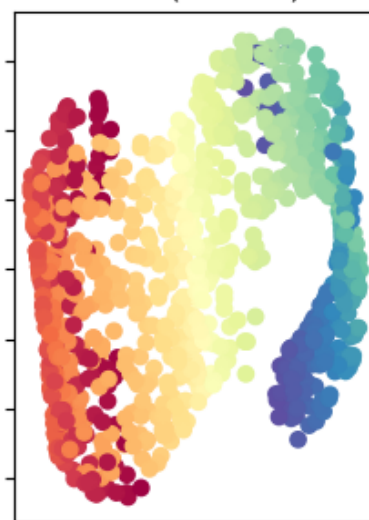
Modified LLE (0.42 sec)



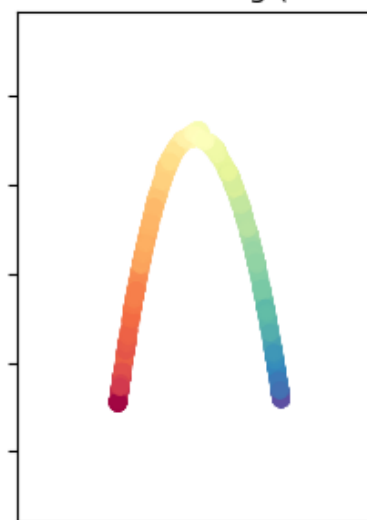
Isomap (0.42 sec)



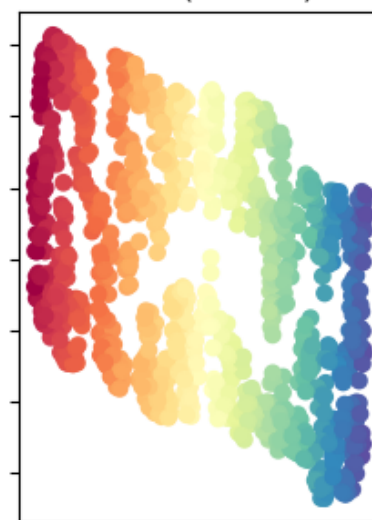
MDS (3.4 sec)



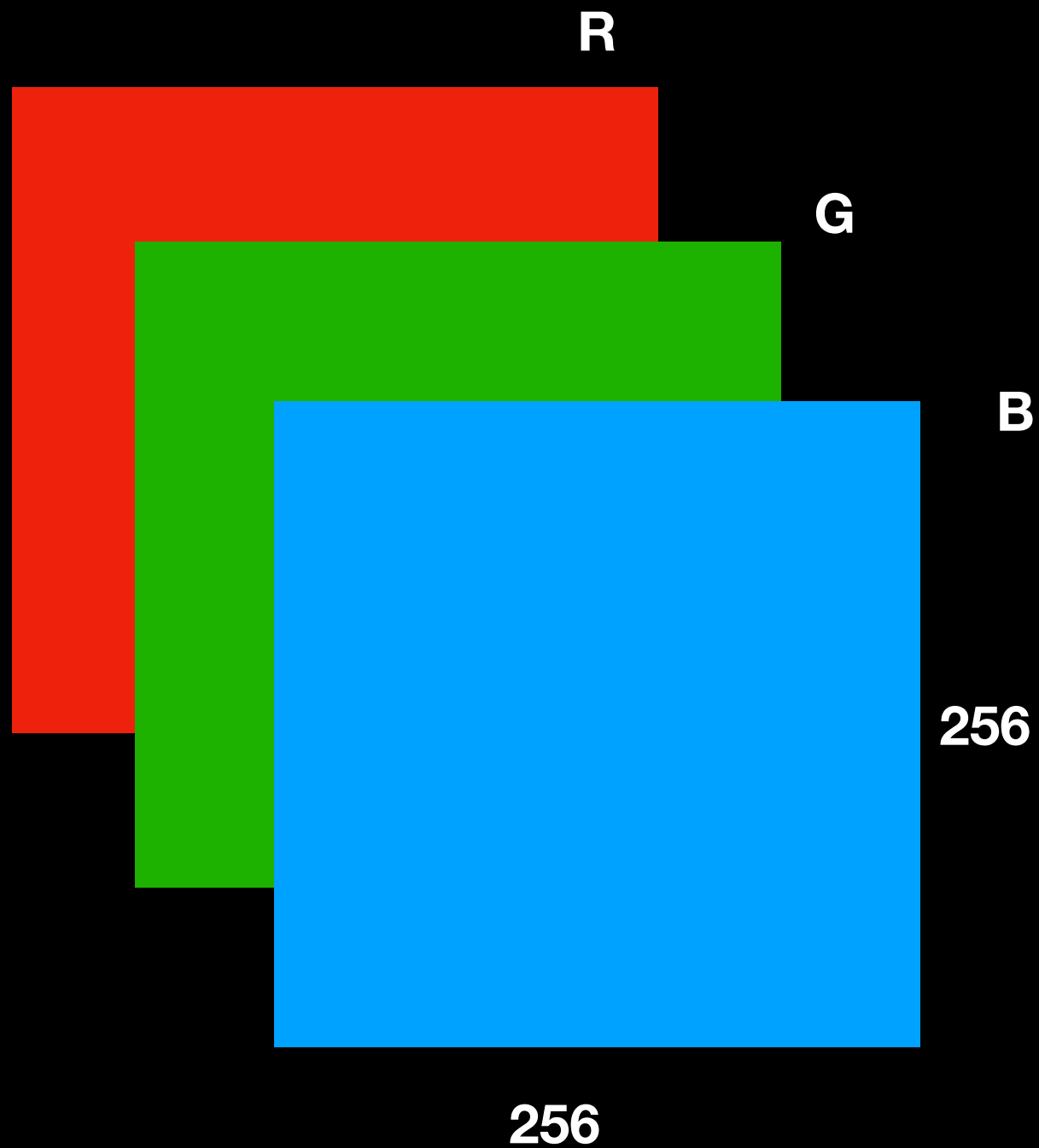
SpectralEmbedding (0.14 sec)



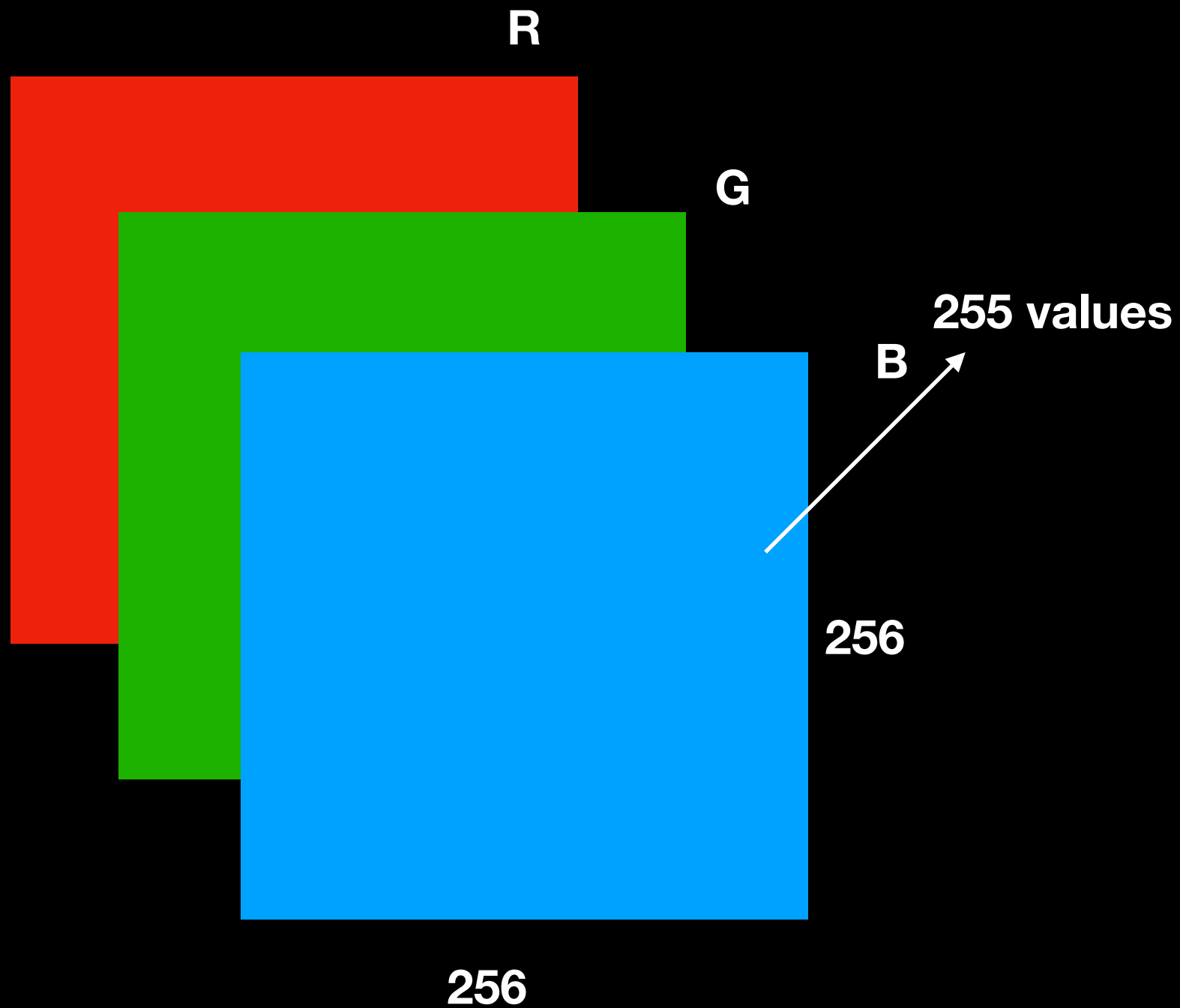
t-SNE (7.2 sec)



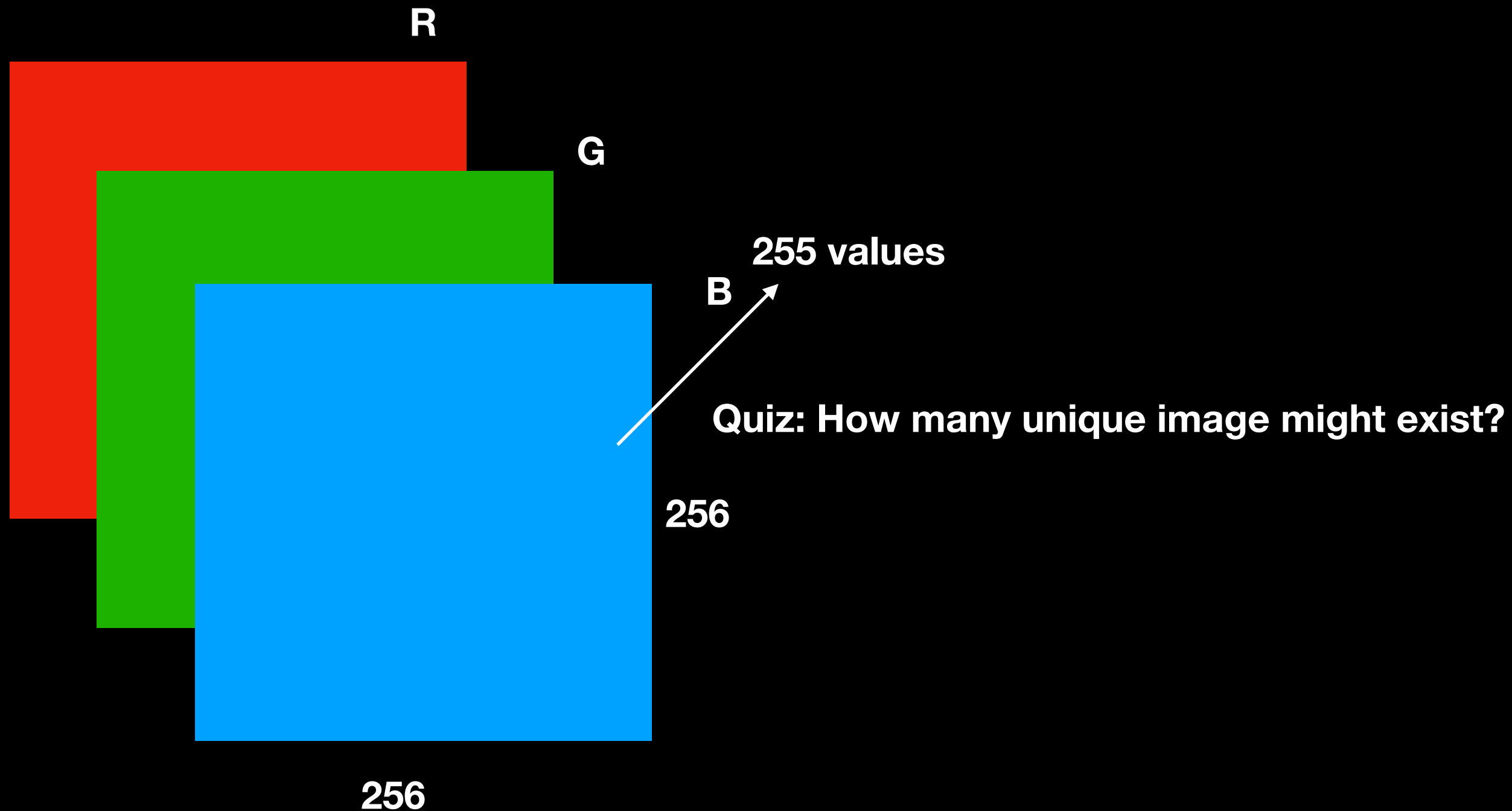
Data in theory



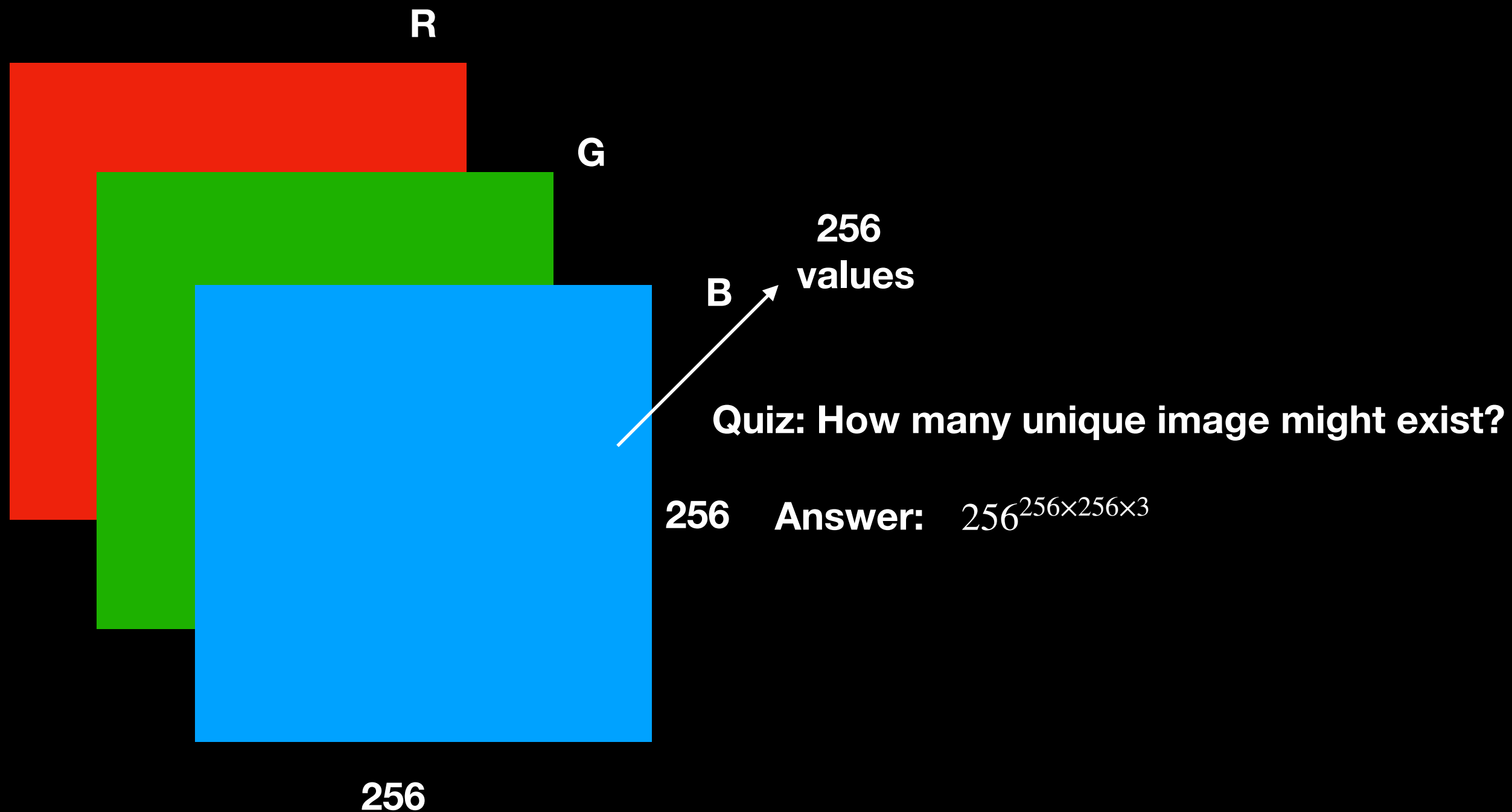
Data in theory



Data in theory

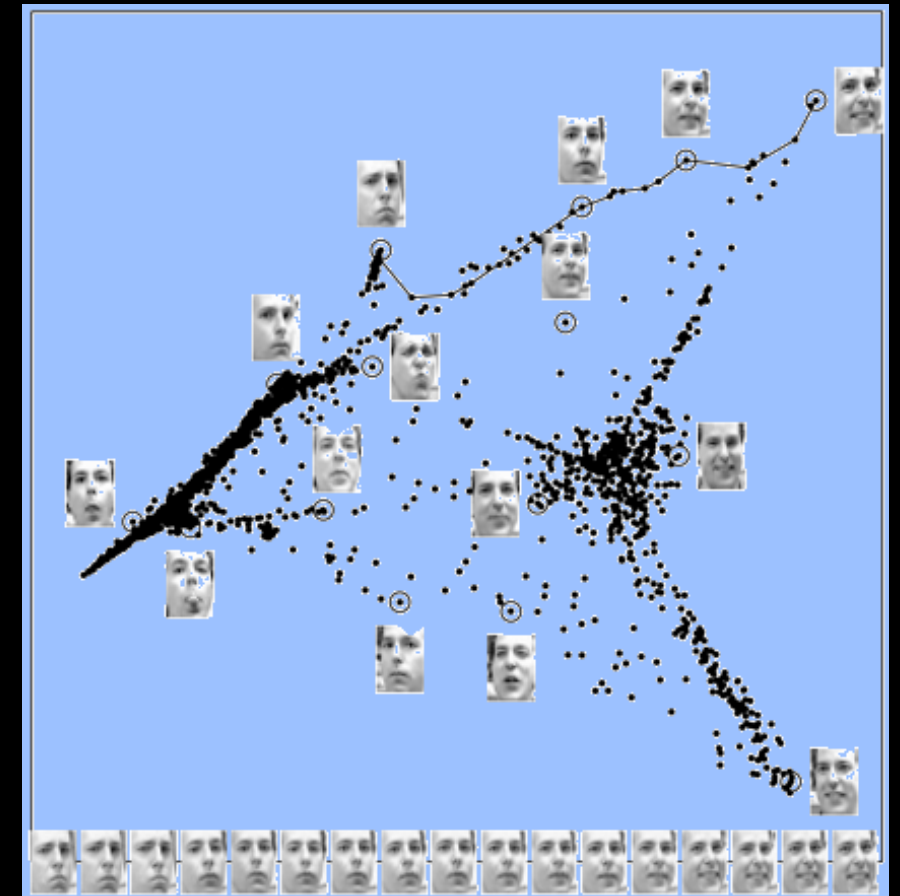


Data in theory



Data in reality: manifold hypothesis

- Data live in manifolds
- $\dim(\text{manifold}) \ll \dim(\text{data})$



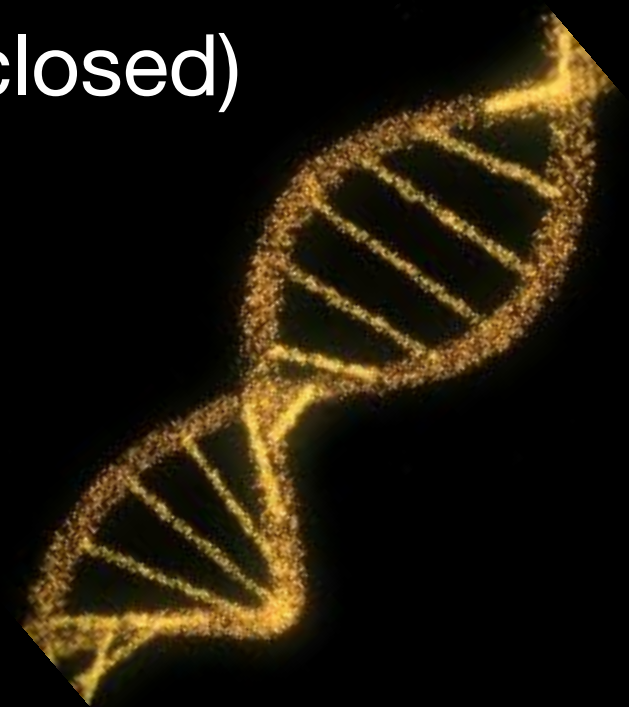
Data in reality: manifold hypothesis

- The structure of the manifold defines transformations/variances
- Rotation (e.g. Faces turn)



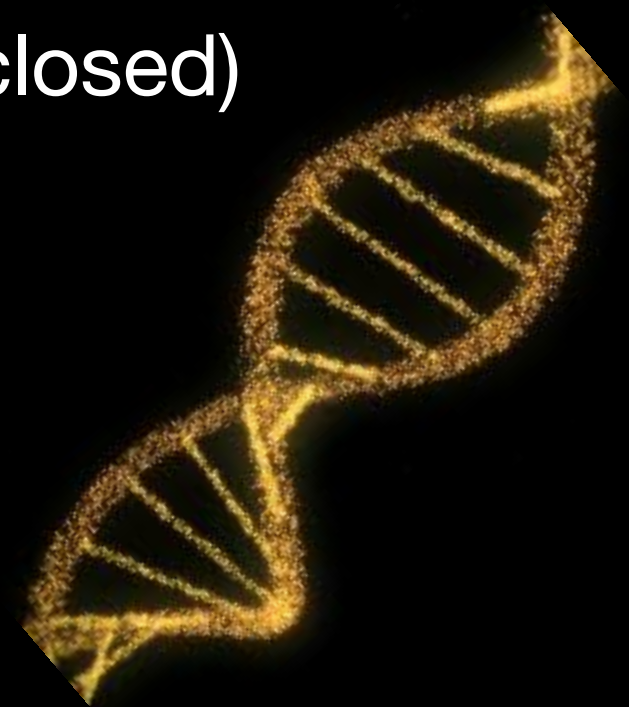
Data in reality: manifold hypothesis

- The structure of the manifold defines transformations/variances
- Rotation (e.g. Faces turn)
- Global appearance change (e.g. Different face)
- Or local appearance change (e.g. eyes open/closed)



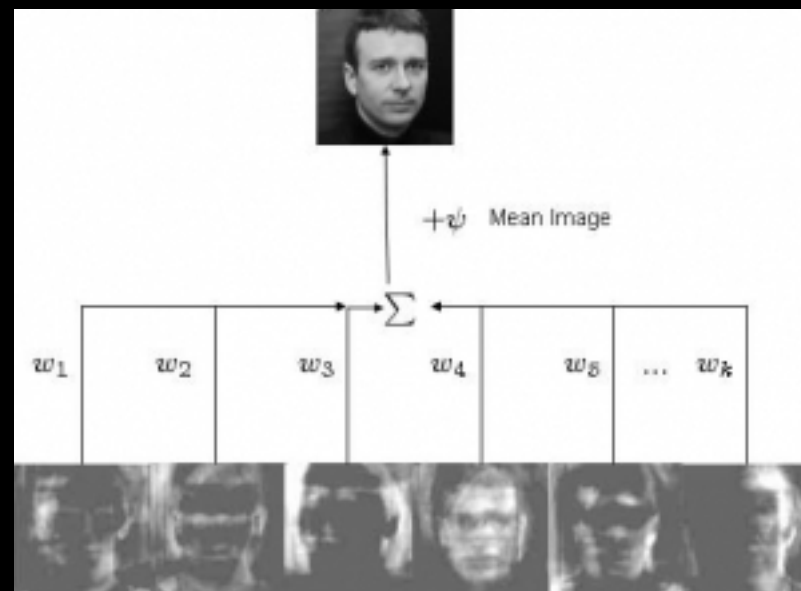
Data in reality: manifold hypothesis

- The structure of the manifold defines transformations/variances
- Rotation (e.g. Faces turn)
- Global appearance change (e.g. Different face)
- Or local appearance change (e.g. eyes open/closed)



Data in reality: manifold hypothesis

- One can define image as a vector in the space of images $[N, M, 3]$
- Or given the embedding, much smaller vector in intrinsic manifold coordinates



So what ?

- Manifold \rightarrow data distribution
- Learning manifold \rightarrow learning data distributions and variances
- How to learn the variances automatically ?
- Unsupervised and/or generative learning

Unsupervised learning.

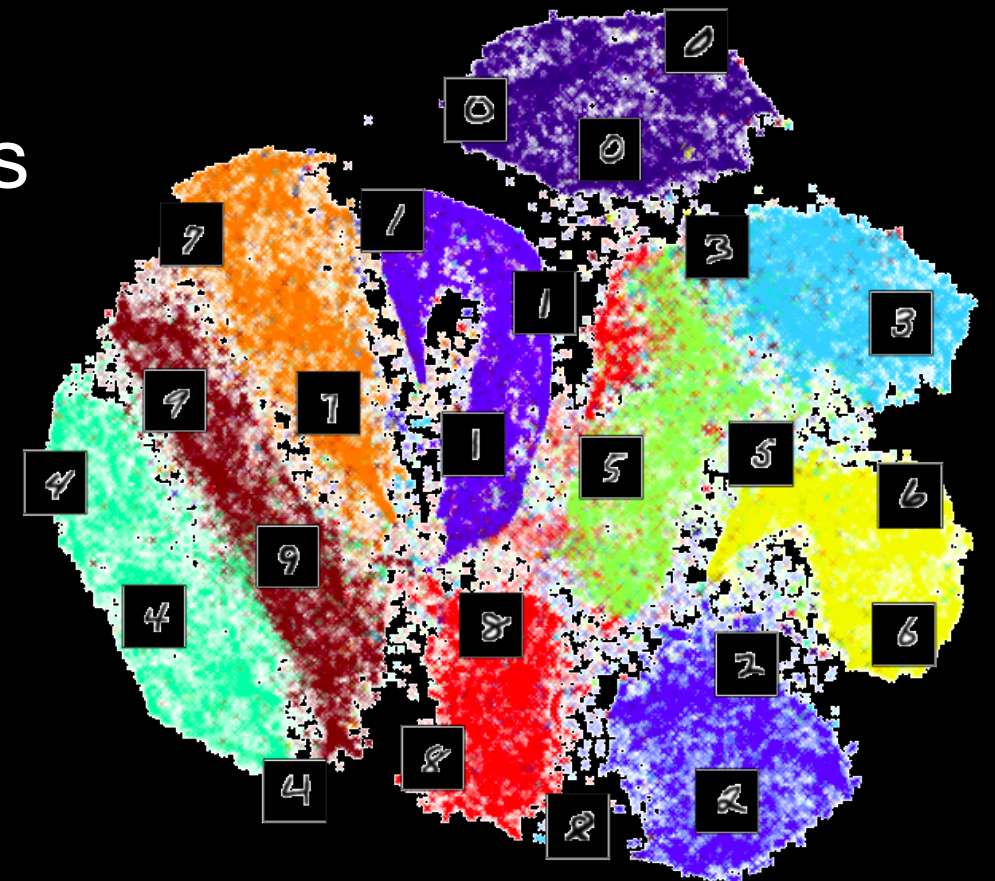
What ?

- Latent space manifolds
- AE / VAE
- Adversarial Networks (GANs)

Unsupervised learning.

Why ?

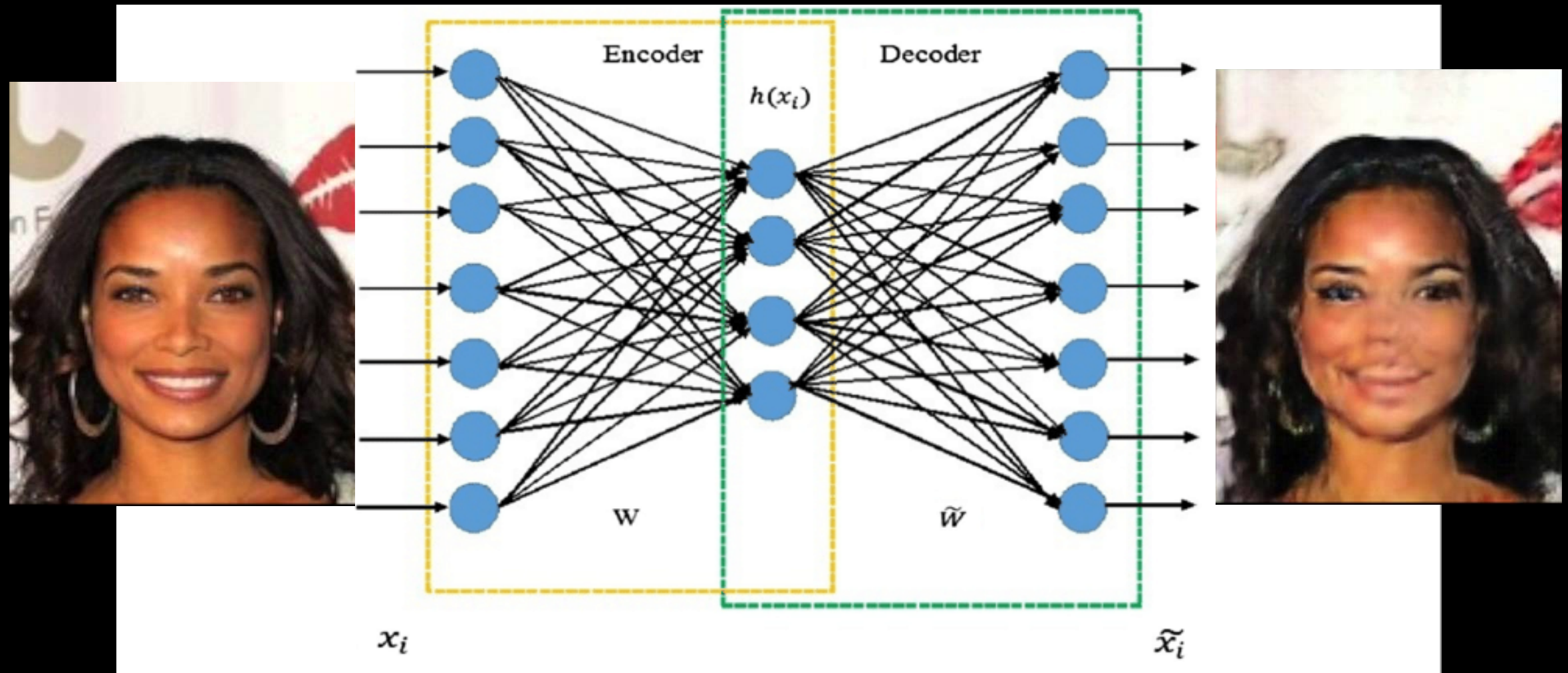
- More data for free
- How to annotate distribution parameters ?
- Discovering structure
 - Important and redundant features



Why generative ?

- Latent space manifolds
- AE / VAE
- Adversarial Networks (GANs)

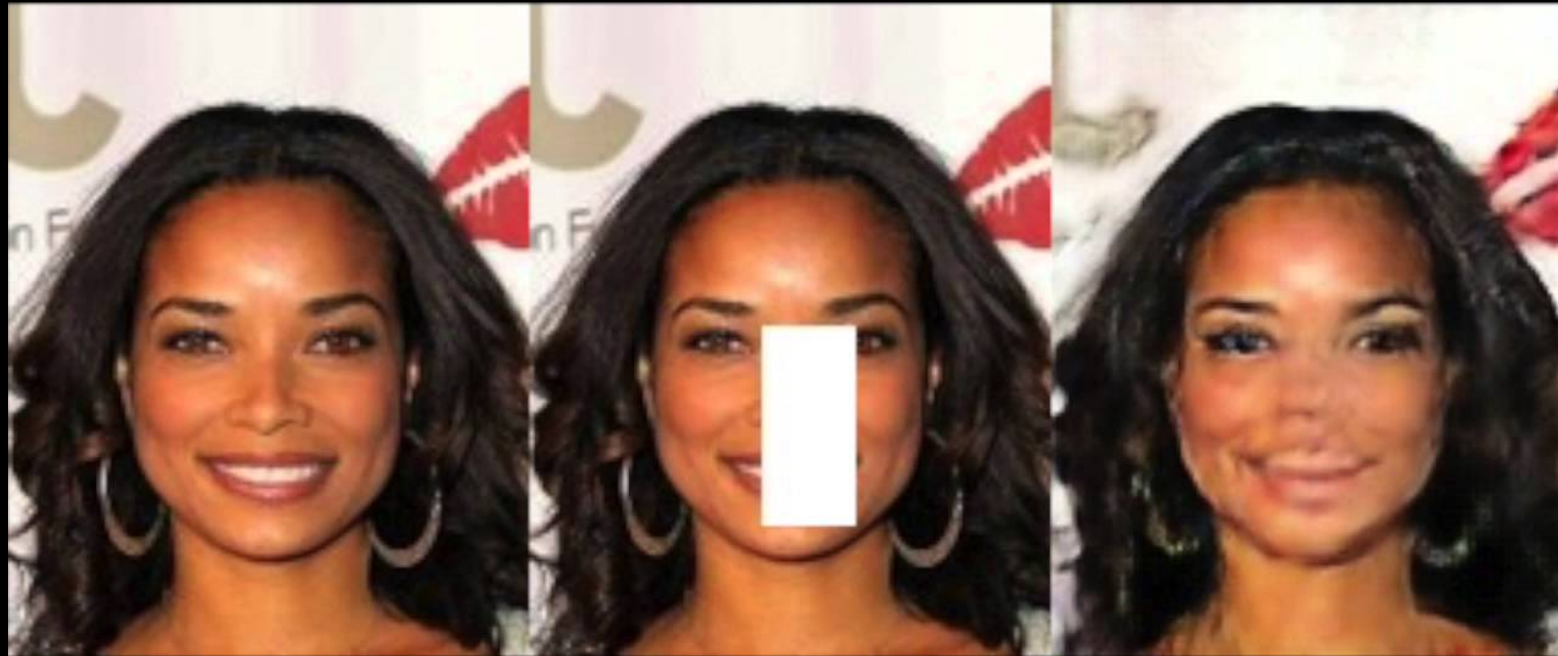
Autoencoders



Autoencoders

- Latent space is lower than input (otherwise -> Identity)
- If Z is linear -> PCA
- Usually MSE loss -> blur

Denoising AE



Denoising AE

- Add random noise to input
 - Dropout
 - Gaussian
- Loss includes expectation over noise distribution

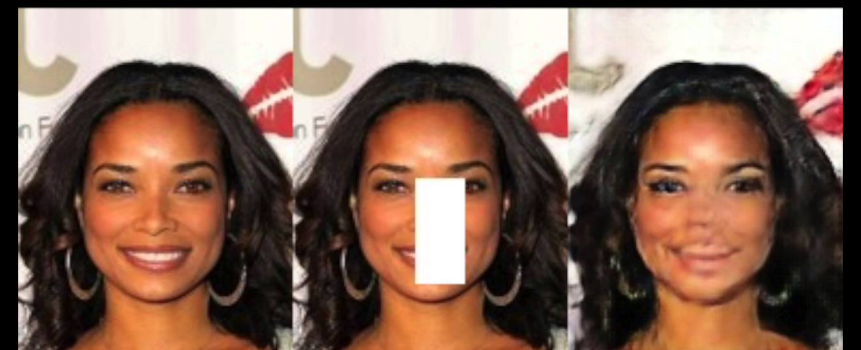
Noise: $\epsilon : q(\hat{x} | x, \epsilon)$

Denoising AE

- Add random noise to input
 - Dropout
 - Gaussian
- Loss includes expectation over noise distribution

Noise: $\epsilon : q(\hat{x} | x, \epsilon)$

- No over-learn, might even complete



Variational AE

We want to model the data distribution

$$p(x) = \int p_{\theta}(z)p_{\theta}(x|z)dz$$

Posterior $p(x) = p_{\theta}(x|z)$ is intractable for complicated likelihood functions

Variational AE

We want to model the data distribution

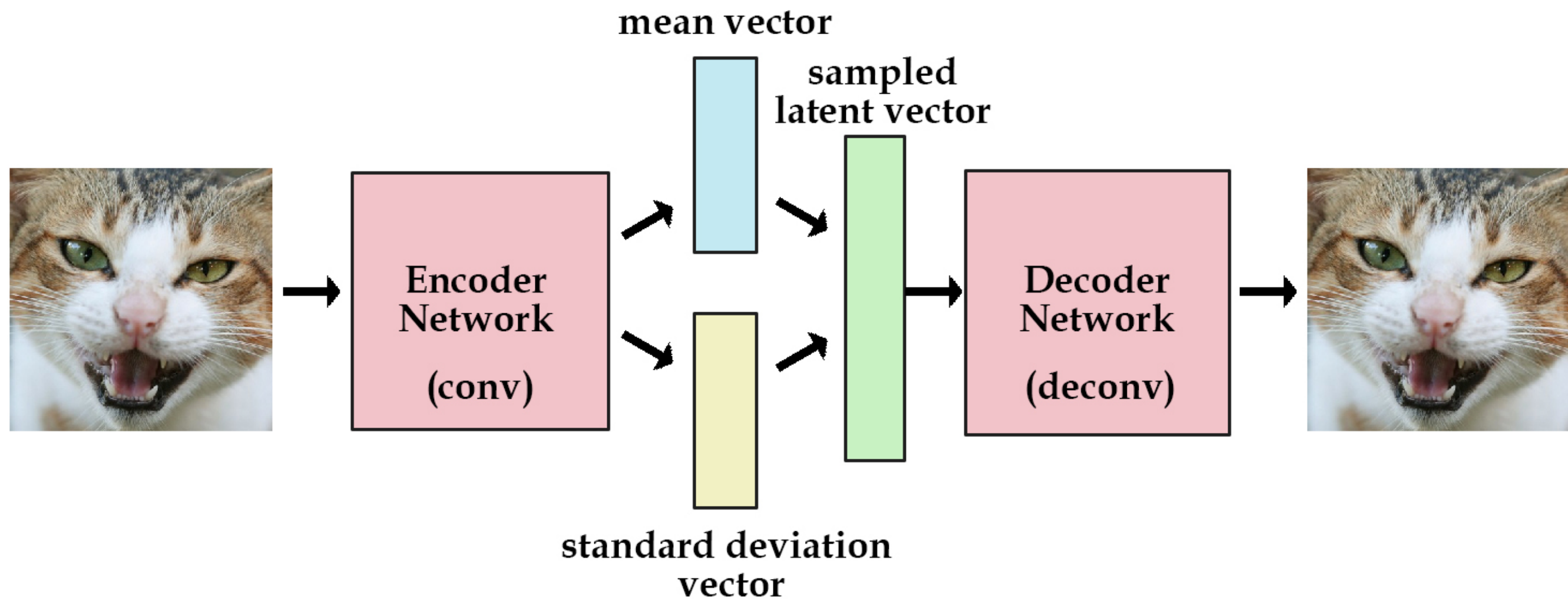
$$p(x) = \int p_{\theta}(z)p_{\theta}(x|z)dz$$

Posterior $p_{\theta}(z|x)$ is intractable for complicated likelihood functions

Instead learn $q_{\phi}(z|x)$ e.g. another NN, which learns to approximate posterior

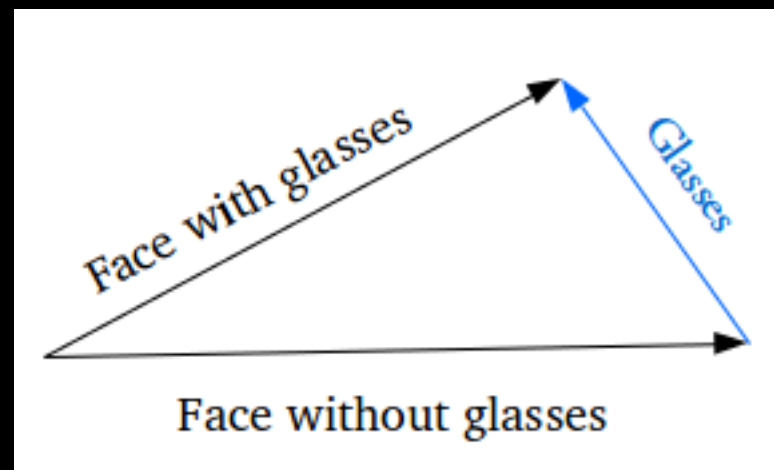
ELBO(evidence lower bound) $\ln p(x) \geq E_{q_{\phi}(z|x)}[\ln(p(x|z))] - D_{KL}[q(z|x) || p(z)]$

Variational AE



Variational AE

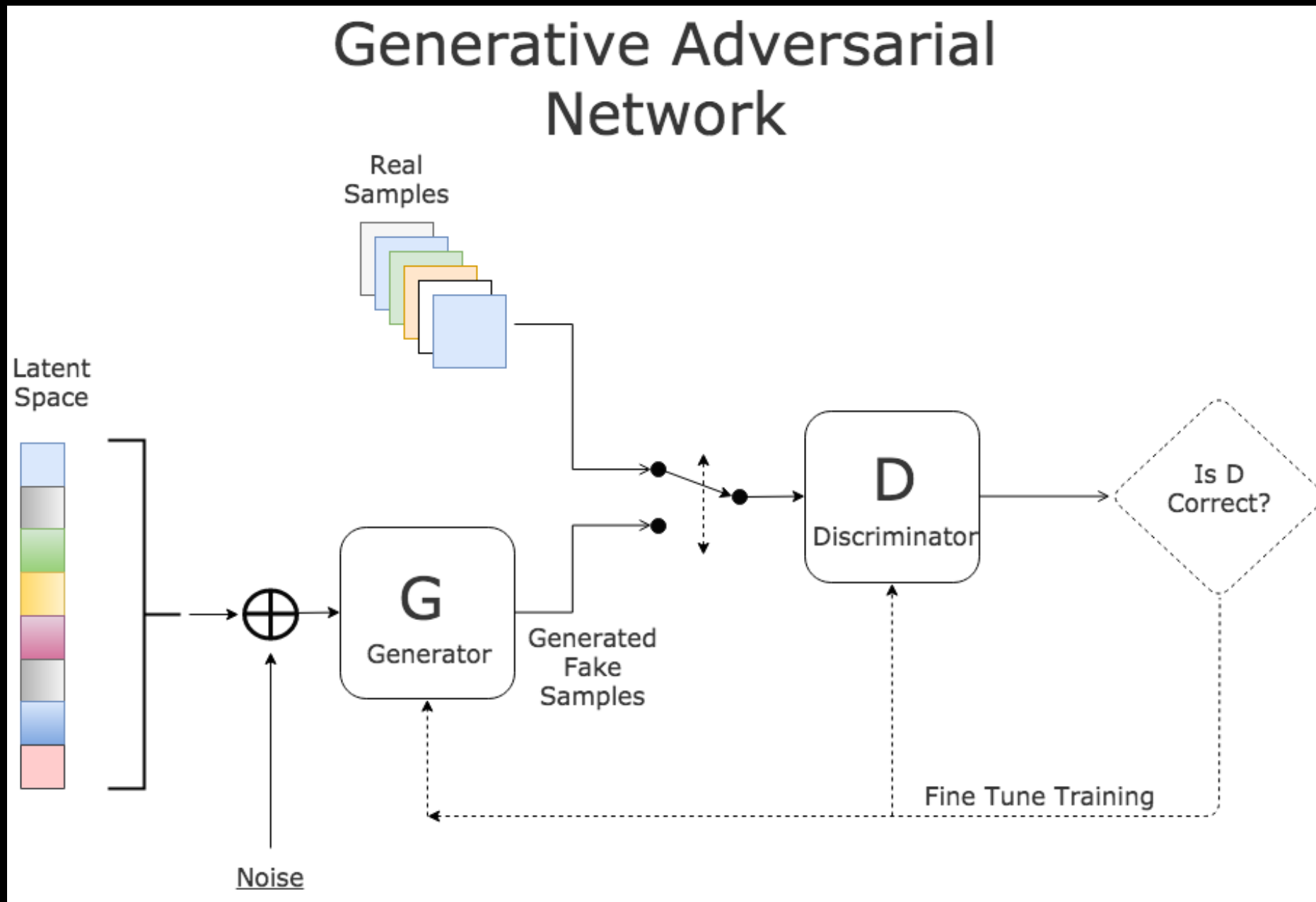
“Image arithmetics”



GANs

- So far we were trying to learn data distribution $p(x)$
- Do we need that really ? Isn't it limiting ?
- Can we model directly from samples ?

GANs



$$\min_G \max_D V(G, D) = E_{x \sim p_{data}(x)} \log(D(x)) + E_{z \sim p_z(z)} \log(1 - D(G(z)))$$

GANs problems

- Optimum exists, but it is a saddle point
- GANs are unstable
- Very fresh

