CS-4053 Recommender System

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Lecture 10: Generative Adversarial Network (GAN)

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Introduction

- Generative Adversarial Networks (GANs) is an unsupervised architecture that use two neural networks, competing against each other (thus the "adversarial") in order to generate new, synthetic instances of data that can pass for real data.
- GANs can learn to *mimic* any distribution of data.
- It can be used for image generation, voice generation and video generation tasks.

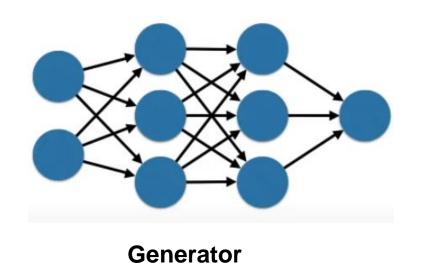
Image Generation

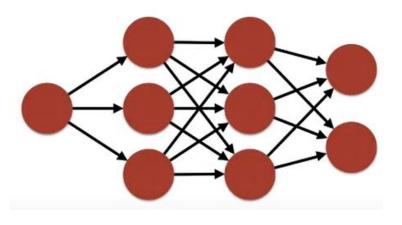
This Person Does Not Exist - Random Face Generator (this-person-does-not-exist.com)



Introduction

A simple GAN architecture consists of two networks, a **generator** and a **discriminator**.





Discriminator

Introduction

A simple GAN architecture consists of two networks, a **generator** and a **discriminator**.

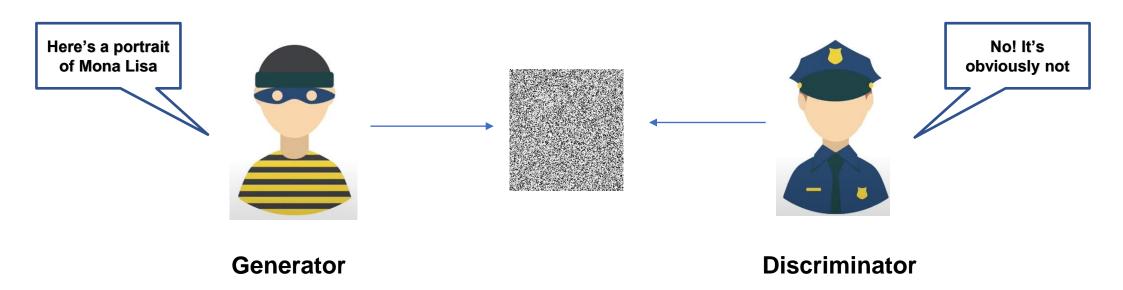


Generator

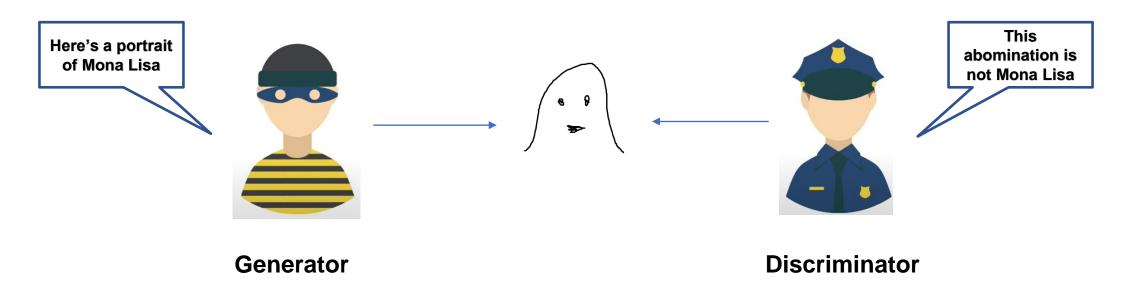


Discriminator

The **generator** starts with random noise and tries to mimic the target distribution (e.g., image of a digit, image of Mona Lisa).

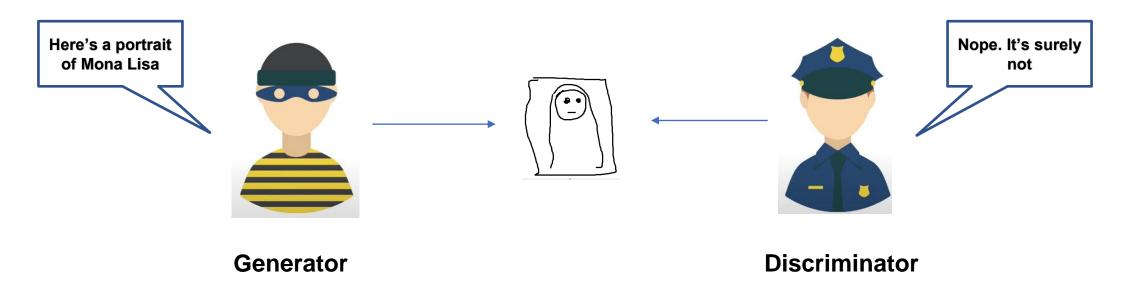


The discriminator has already seen the training data thus it knows what the target distribution is like thus it acts as a critic.

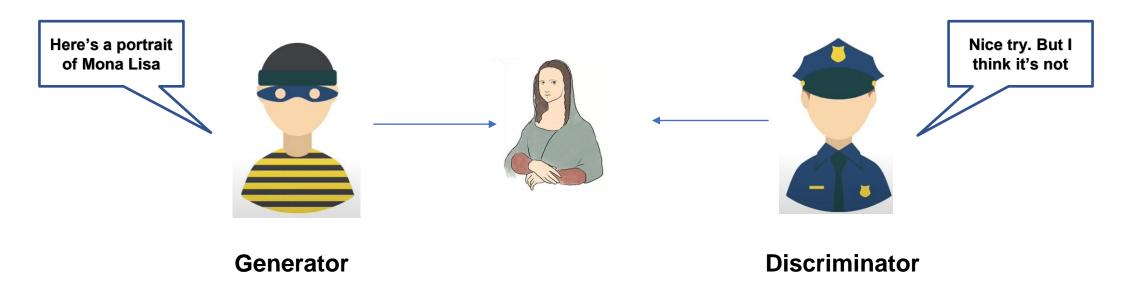




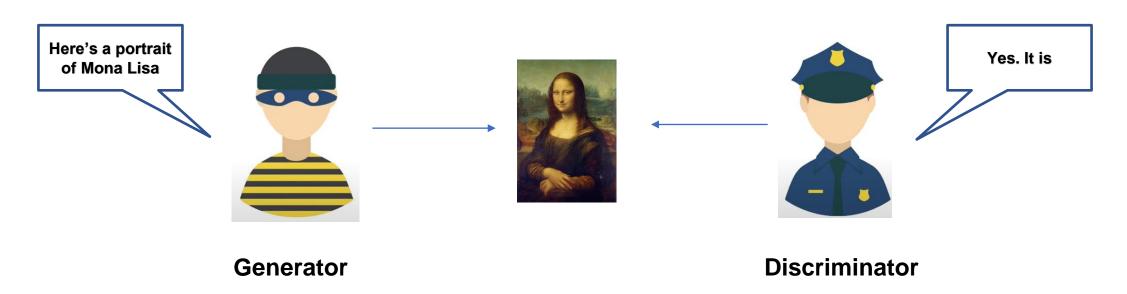
The **generator** repeatedly tries to fool the discriminator into believing that the generated distribution (image) is a real one.



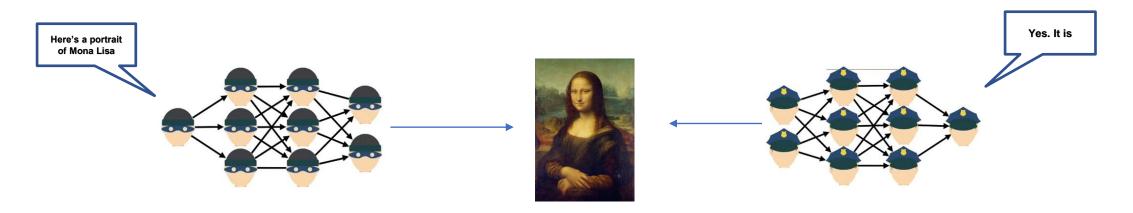
☐ Based on the feedback (loss) of the discriminator the quality of generated output is gradually improved.



This adversarial learning is a two-player game between the **generator** and the **discriminator**.



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Generator

Discriminator

Steps taken by GAN:

- The generator takes in random numbers and returns an image.
- This generated image is fed into the discriminator alongside a stream of images taken from the actual, ground-truth dataset.
- The discriminator takes in both real and fake images and returns probabilities, a number between 0 and 1, with 1 representing a prediction of authenticity and 0 representing fake.

$$\min_{G} \max_{D} V(D, G)$$

$$V(D, G) = \mathbb{E}_{x \sim p_{data}(x)}[\log D(x)] + \mathbb{E}_{z \sim p_{z}(z)}[\log (1 - D(G(z))]$$

Steps taken by GAN:

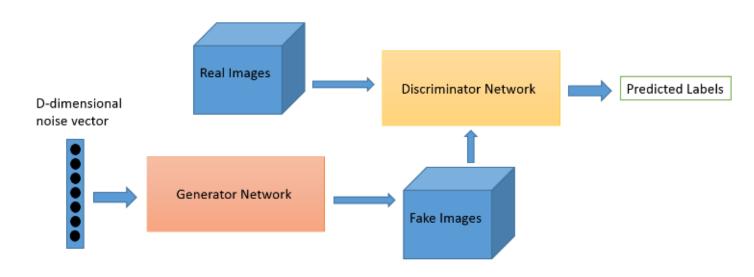
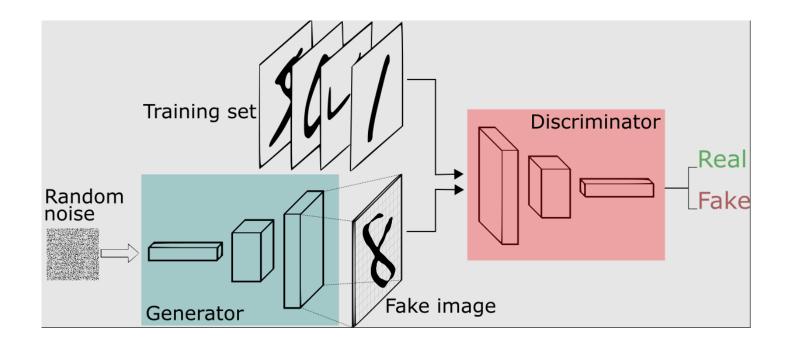


Image Credits: O'Reilly

Example: Generating MNIST digits

- For MNIST, the discriminator network is a standard convolutional network that can categorize the images fed to it, a binomial classifier labeling images as real or fake.
- ☐ The generator is an inverse convolutional network that takes a vector of random noise and upsamples it to an image

Example: Generating MNIST digits



How to train a GAN

- Build your generator and discriminator models
- $lue{}$ Sample data from true distribution and train discriminator on this data
 - Discriminator works as a binary classifier
- Create input data from latent space (noise) and feed it to the generator
- ☐ The generator output serves as input to the discriminator
- ☐ The discriminator uses Sigmoid activation to classify the generated output as real or fake
- The discriminator loss is fed-back to the generator
- ☐ The generator is trained until it reaches convergence

Challenges

- ☐ GANs are really hard to train!
- Hard to meet convergence criteria.
- Vanilla GANs suffer from vanishing gradient problem.
- Overwhelming adversary i.e. one network should not "overpower" another
- Cannot count objects (Stable Diffusion can help)
- Sensitive to choice of hyperparameters
- ...and many other challenges

Guidelines for training

- Use tanh activation for generator and sigmoid for generator
- Freeze generator for every other training iteration of discriminator
- Use LeakyReLU in dense layers
- Use Functional API (for Keras)
- Use dropout

Types of GANs

- ☐ Vanilla GANs (original model)
- CGAN
- Wasserstein GAN
- StyleGAN
- InfoGAN
- DCGAN
- DualGAN
- KDGAN
- ... many other variants

Which architecture to use for RecSys?

- ☐ Vanilla GANs (original model)
- CGAN
- Wasserstein GAN
- StyleGAN
- InfoGAN
- DCGAN
- DualGAN
- KDGAN
- ... many other variants