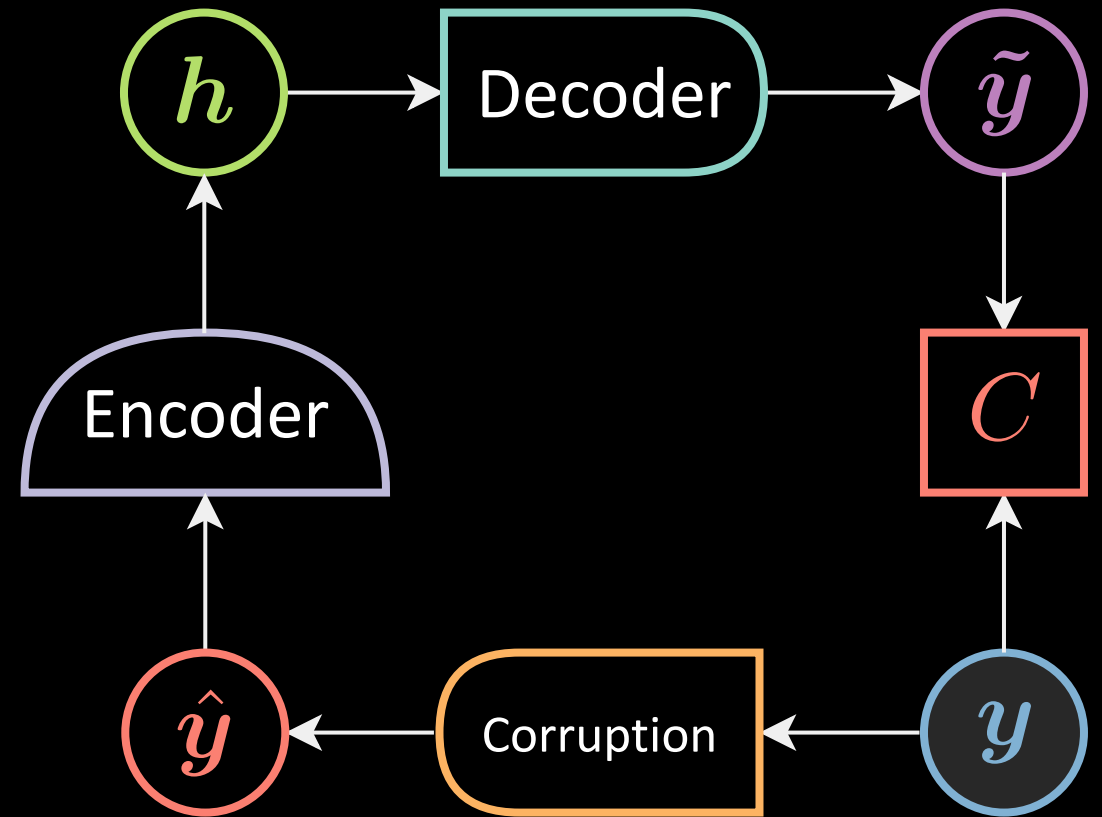
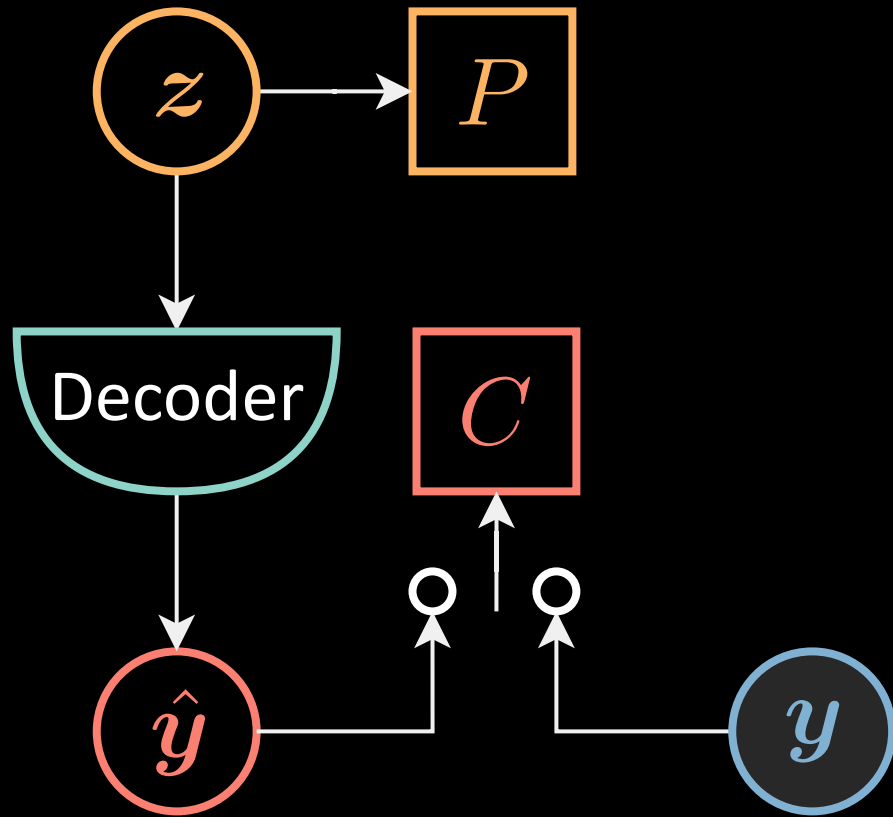


Generative adversarial nets

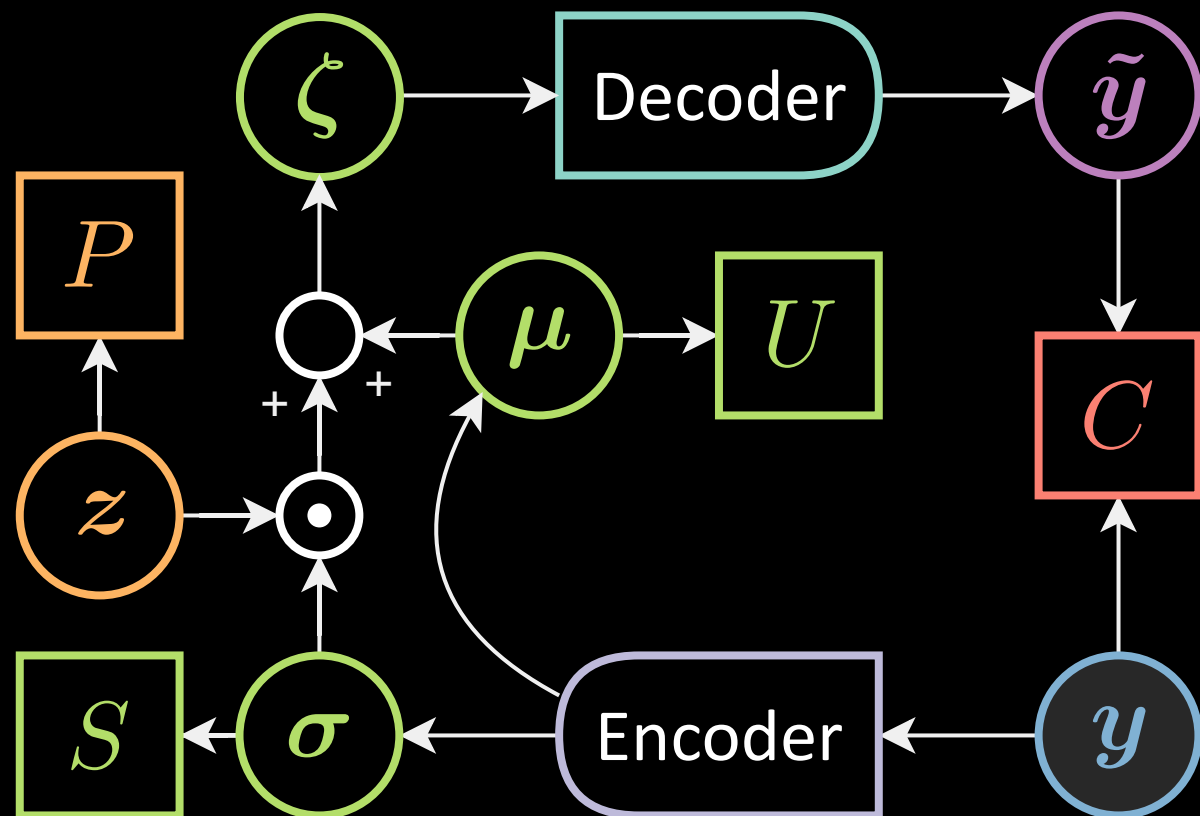
Unsupervised learning / Generative models

Gen^{ve} Adversarial Net Denoising autoencoder



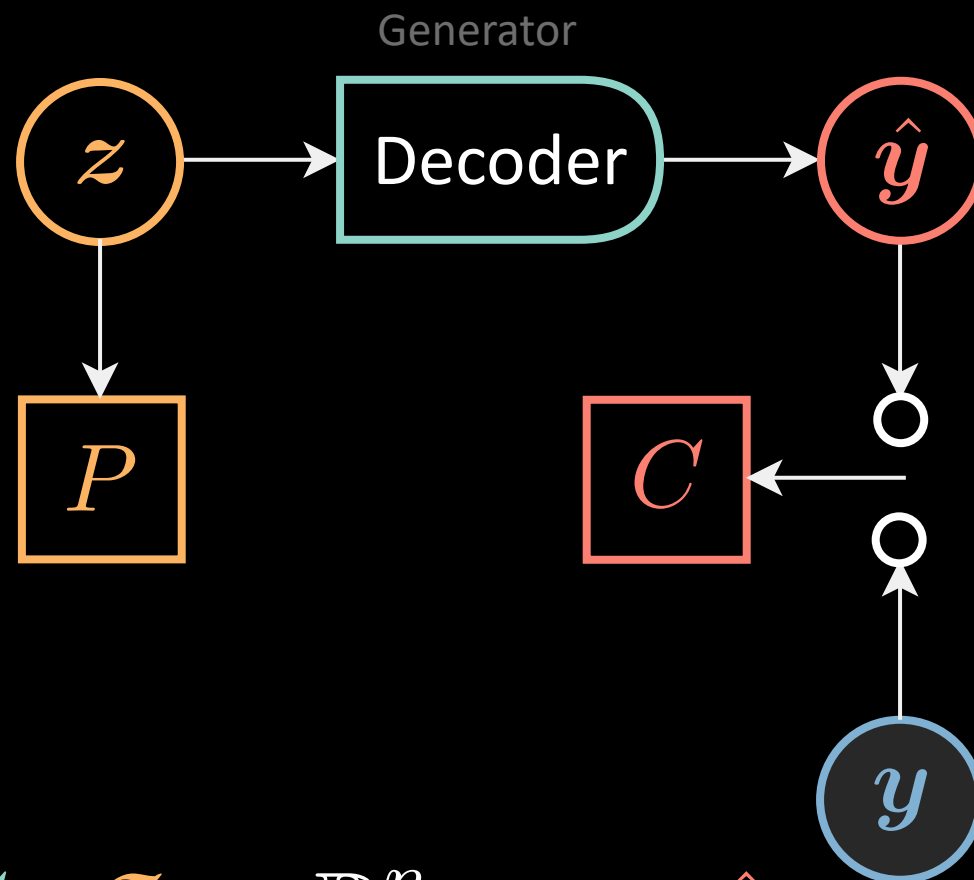
$$P(z) = \frac{1}{2} \|z\|^2$$

Variational AE



$$P(\mathbf{z}) = \frac{1}{2} \|\mathbf{z}\|^2$$

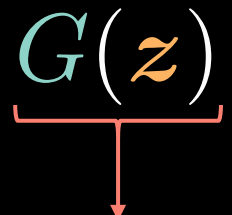
Gen^{ve} Adversarial Net



$$G : \mathcal{Z} \rightarrow \mathbb{R}^n, \mathbf{z} \mapsto \hat{\mathbf{y}}$$

$$C : \mathbb{R}^n \rightarrow \mathbb{R}, \mathbf{y} \vee \hat{\mathbf{y}} \mapsto c$$

Training

$$\begin{aligned} L(\boldsymbol{w}_C, \boldsymbol{y}, \hat{\boldsymbol{y}}) &= C(\boldsymbol{y}) + [m - C(\hat{\boldsymbol{y}})]^+ \\ L(\boldsymbol{w}_G, \boldsymbol{z}) &= C[G(\boldsymbol{z})] \end{aligned}$$


Possible choice of $C(\boldsymbol{y})$:

$$C(\boldsymbol{y}) = \|\text{Dec}(\text{Enc}(\boldsymbol{y})) - \boldsymbol{y}\|^2$$

Generative adversarial principle

