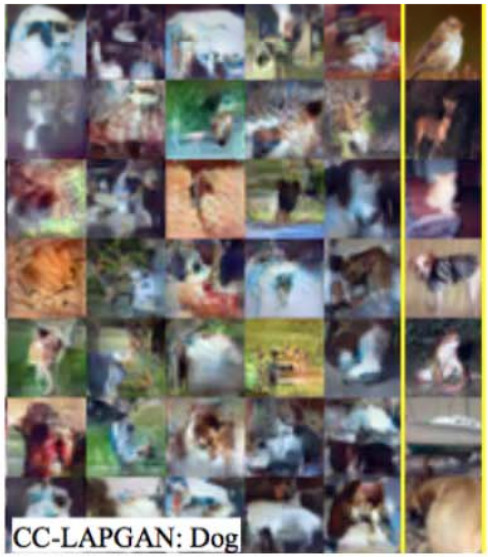
Generative Adversarial Networks

Overview

- In generative modeling, we'd like to train a network that models a distribution, such as a distribution over images.
- One way to judge the quality of the model is to sample from it.
- This field has seen rapid progress:

2009

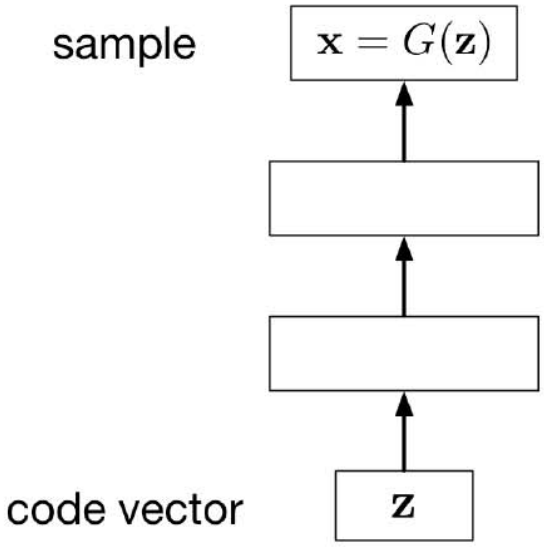


2015

2018

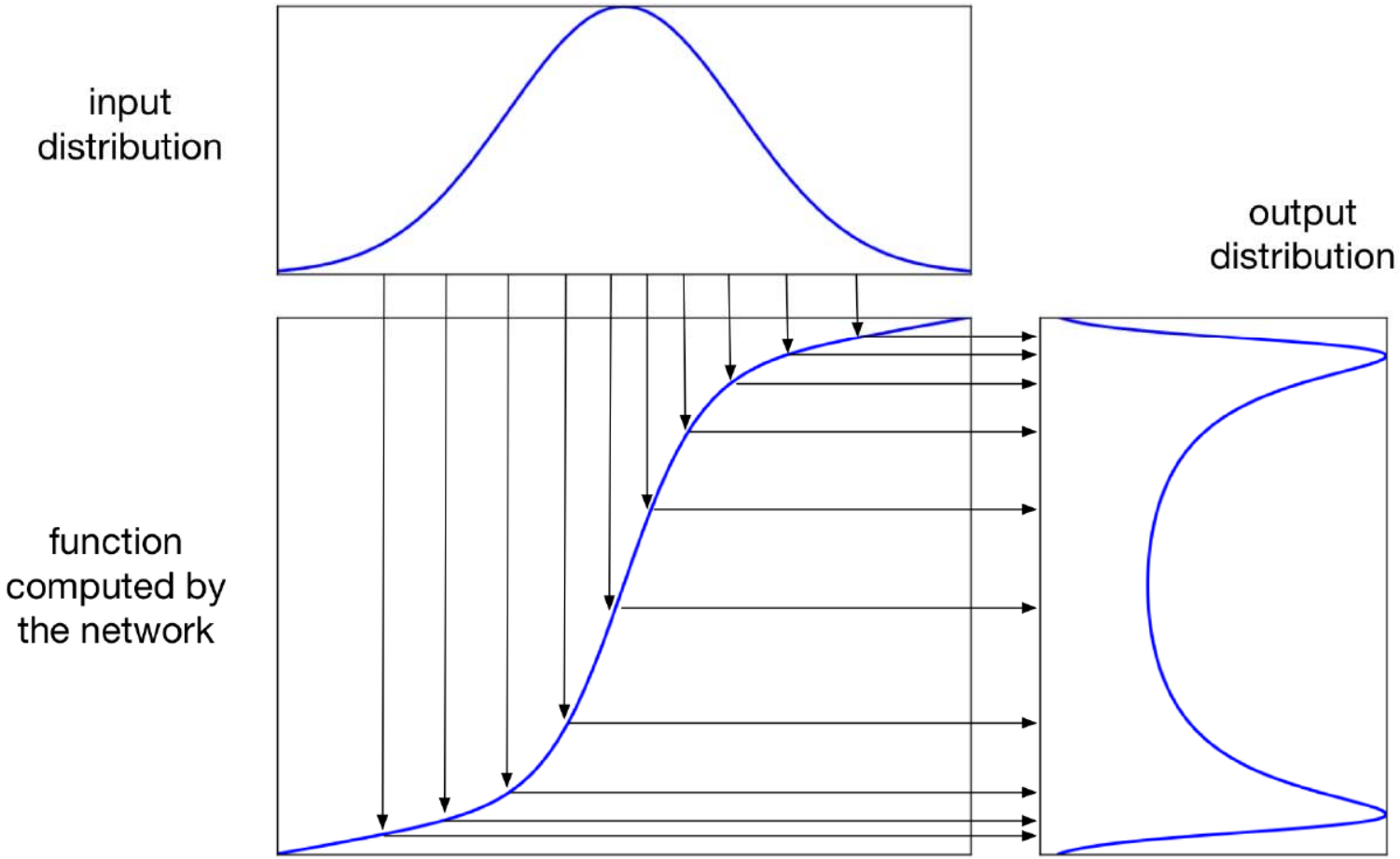
Implicit Generative Models

- Implicit generative models implicitly define a probability distribution
- Start by sampling the code vector **z** from a fixed, simple distribution (e.g. spherical Gaussian)
- The generator network computes a differentiable function G mapping **z** to an **x** in data space

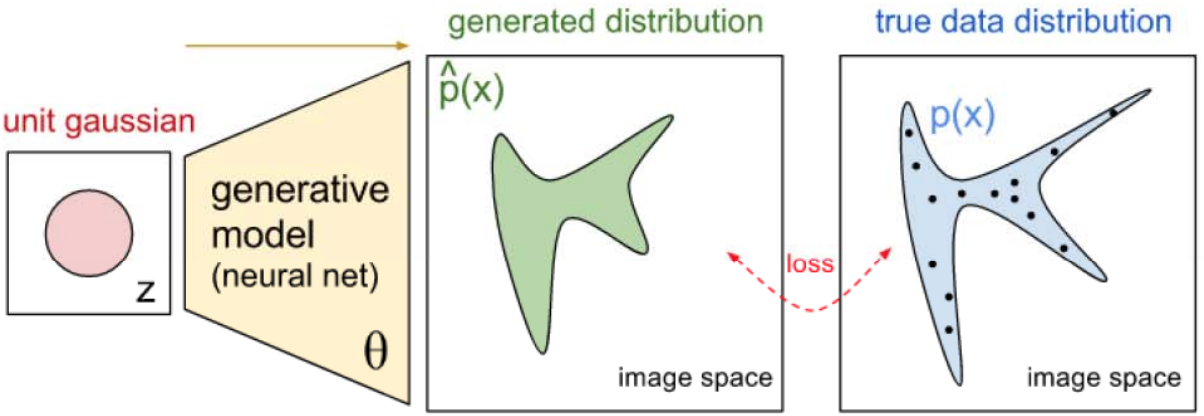


Implicit Generative Models

A 1-dimensional example:

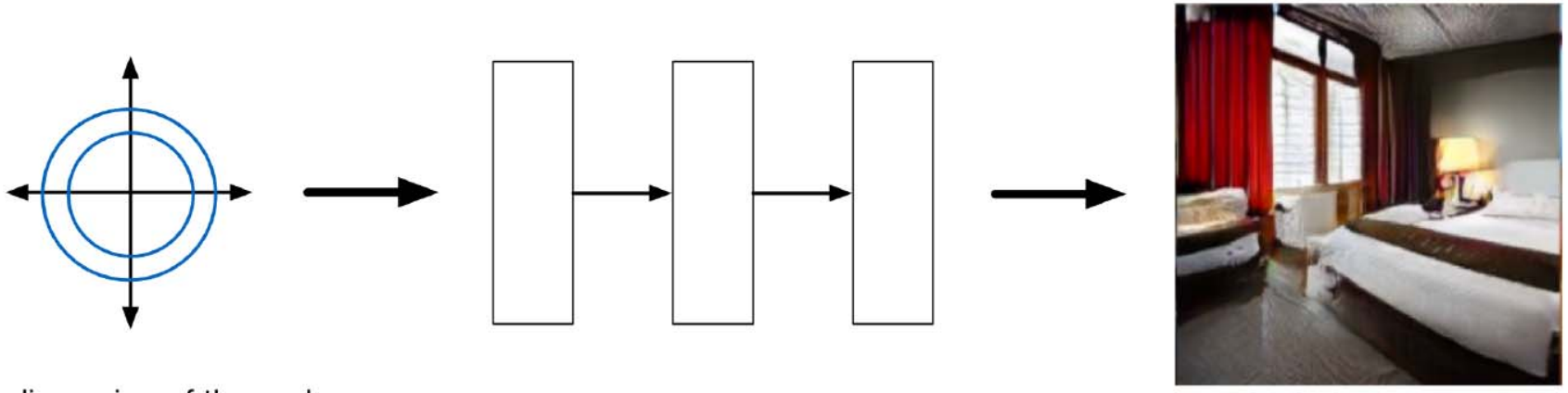


Implicit Generative Models



https://blog.openai.com/generative-models/

Implicit Generative Models



Each dimension of the code vector is sampled independently from a simple distribution, e.g. Gaussian or uniform.

This is fed to a (deterministic) generator network.

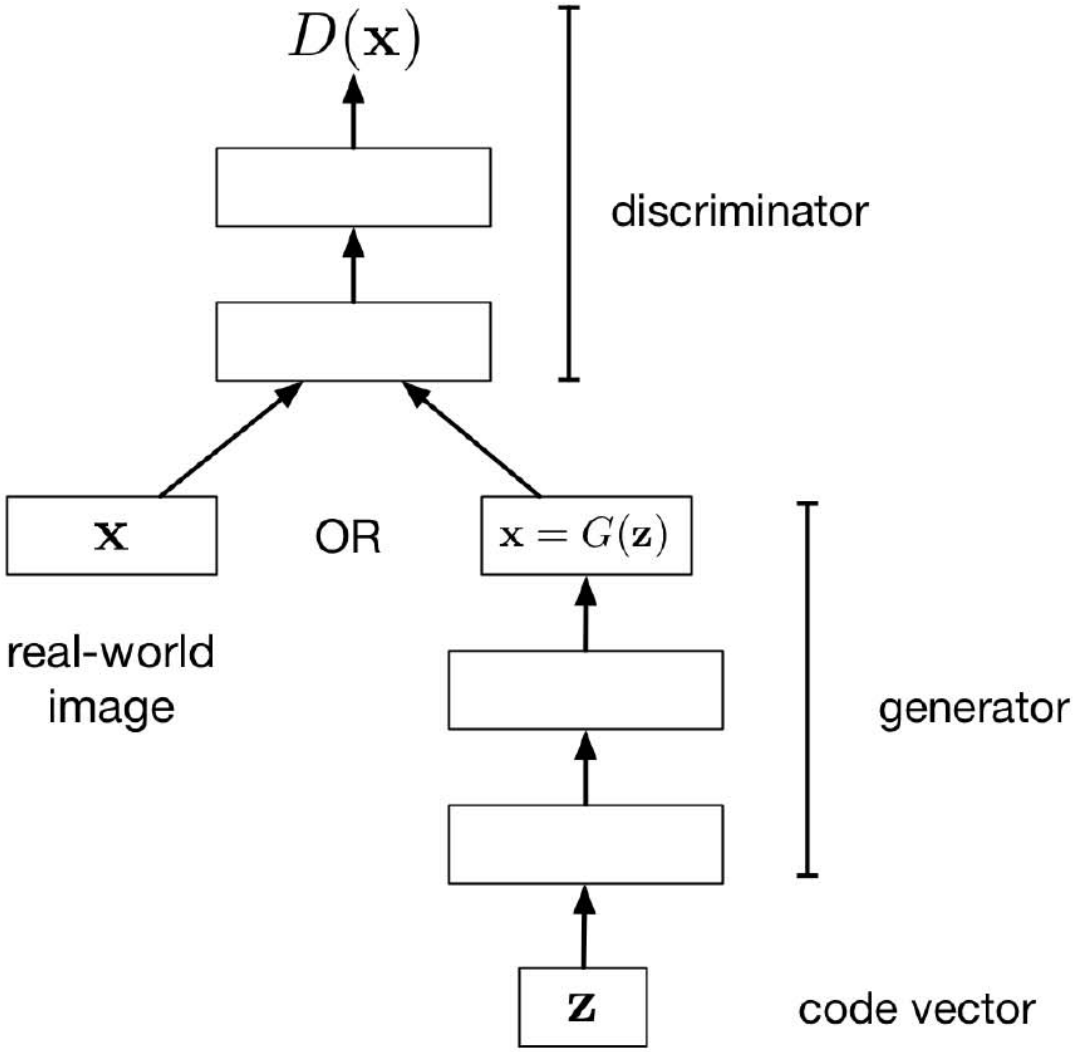
The network outputs an image.

This sort of architecture sounded preposterous to many of us, but amazingly, it works.

Generative Adversarial Networks

- The advantage of implicit generative models: if you have some criterion for evaluating the quality of samples, then you can compute its gradient with respect to the network parameters, and update the network's parameters to make the sample a little better
- The idea behind Generative Adversarial Networks (GANs): train two different networks
  - The generator network tries to produce realistic-looking samples
  - The discriminator network tries to figure out whether an image came from the training set or the generator network
- The generator network tries to fool the discriminator network

Generative Adversarial Networks



Generative Adversarial Networks

- Let D denote the discriminator's predicted probability of being data
- Discriminator's cost function: cross-entropy loss for task of classifying real vs. fake images

$$\mathcal{J}_D = \mathbb{E}_{\mathbf{x}\sim\mathcal{D}}[-\log D(\mathbf{x})] + \mathbb{E}_{\mathbf{z}}[-\log(1 - D(G(\mathbf{z})))]$$

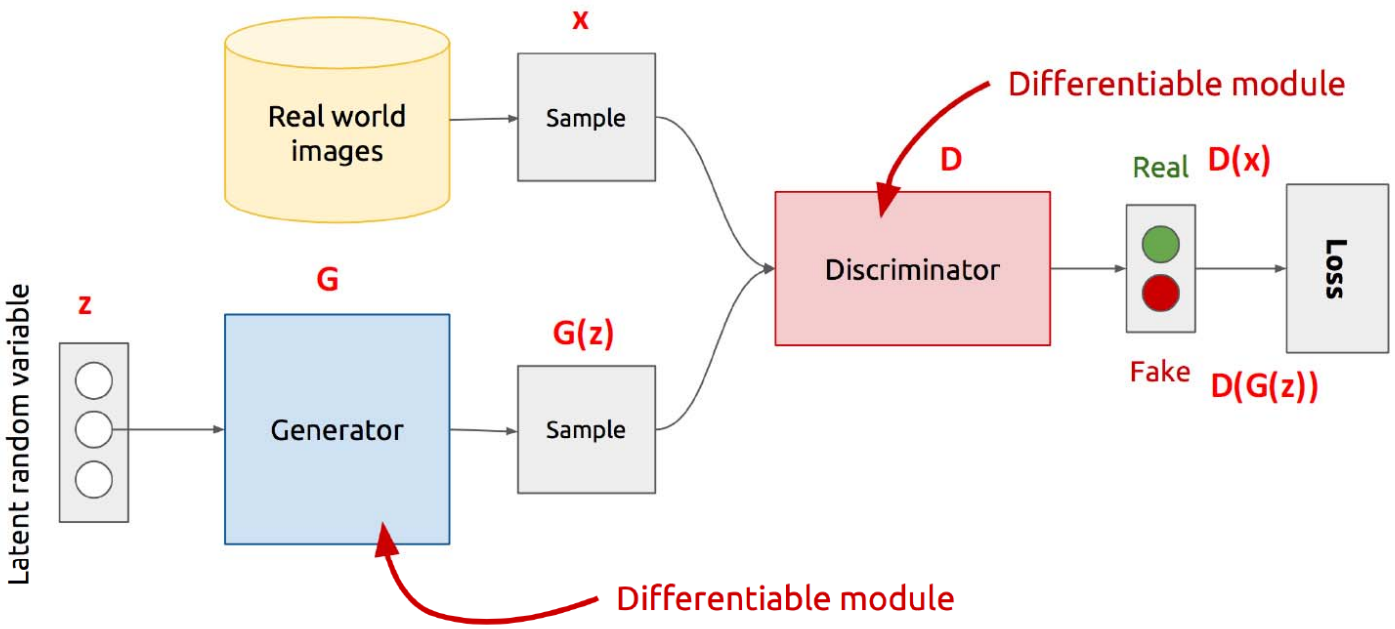
- One possible cost function for the generator: the opposite of the discriminator's

$$\begin{aligned}\mathcal{J}_G &= -\mathcal{J}_D \\ &= \text{const} + \mathbb{E}_{\mathbf{z}}[\log(1 - D(G(\mathbf{z})))]\end{aligned}$$

- This is called the minimax formulation, since the generator and discriminator are playing a zero-sum game against each other:

$$\max_G \min_D \mathcal{J}_D$$

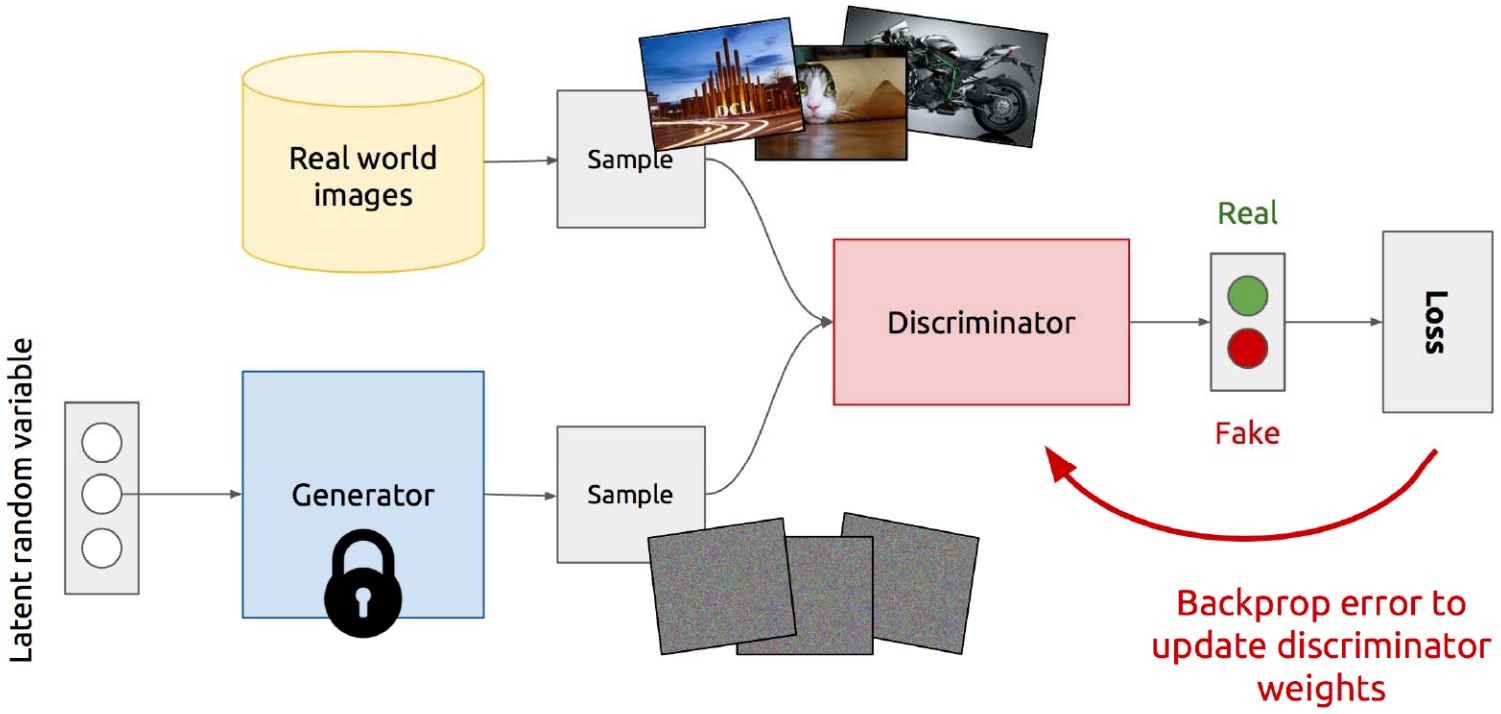
GAN's Architecture



- **Z** is some random noise (Gaussian/Uniform).
- **Z** can be thought as the latent representation of the image.

https://www.slideshare.net/xavigiro/deep-learning-for-computer-vision-generative-models-and-adversarial-training-upc-2016

Training Discriminator



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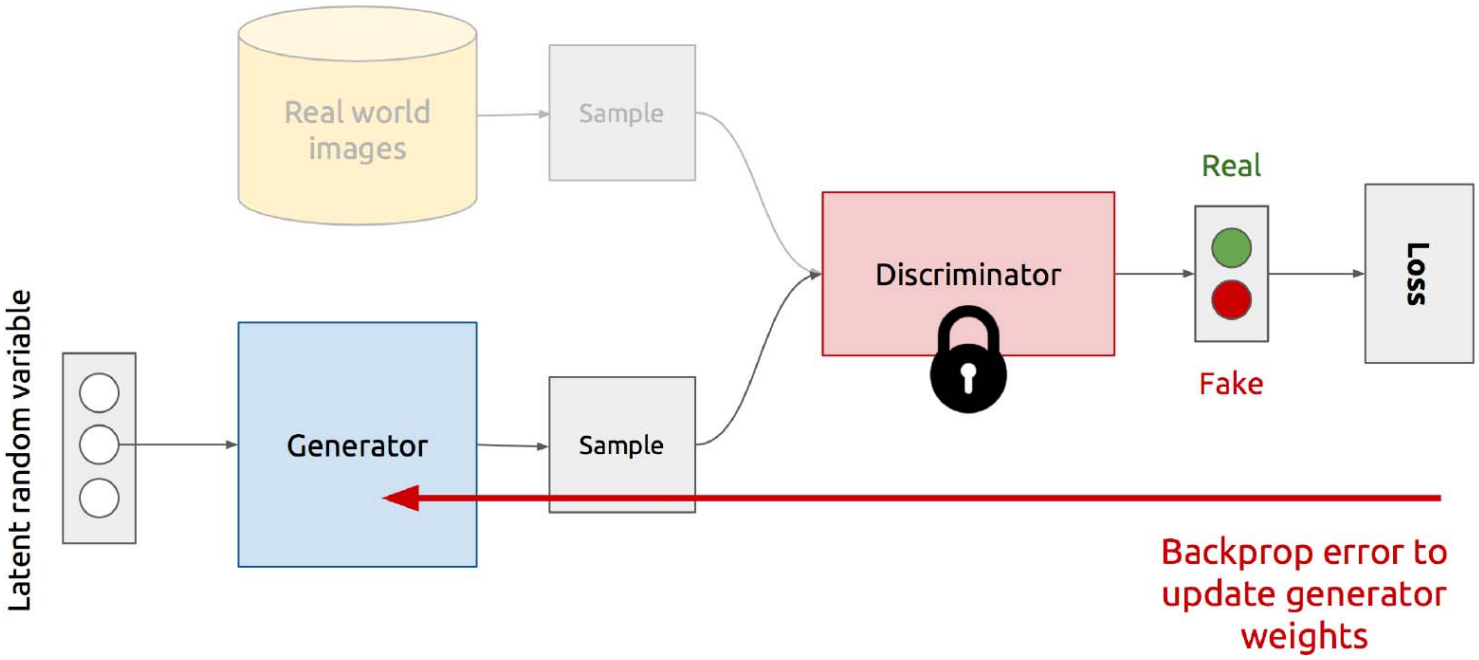
Training Generator



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GAN's formulation

$$\min_G \max_D V(D,G)$$

- It is formulated as a **minimax game**, where:
  - The Discriminator is trying to maximize its reward $\boldsymbol{V(D,G)}$
  - The Generator is trying to minimize Discriminator's reward (or maximize its loss)

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

- The Nash equilibrium of this particular game is achieved at:
  - $P_{data}(x) = P_{gen}(x) \;\; \forall x$
  - $\mathrm{D}(x) = \frac{1}{2} \;\; \forall x$

Algorithm 1 Minibatch stochastic gradient descent training of generative adversarial nets. The number of steps to apply to the discriminator, k, is a hyperparameter. We used $k = 1$, the least expensive option, in our experiments.

for number of training iterations **do**

for k steps **do**

Discriminator updates

- Sample minibatch of m noise samples $\{\boldsymbol{z}^{(1)}, \ldots, \boldsymbol{z}^{(m)}\}$ from noise prior $p_g(\boldsymbol{z})$.
- Sample minibatch of m examples $\{\boldsymbol{x}^{(1)}, \ldots, \boldsymbol{x}^{(m)}\}$ from data generating distribution $p_{\text{data}}(\boldsymbol{x})$.
- Update the discriminator by ascending its stochastic gradient:

$$\nabla_{\theta_d} \frac{1}{m} \sum_{i=1}^{m} \left[\log D\left(\boldsymbol{x}^{(i)}\right) + \log\left(1 - D\left(G\left(\boldsymbol{z}^{(i)}\right)\right)\right) \right].$$

end for

Generator updates

- Sample minibatch of m noise samples $\{\boldsymbol{z}^{(1)}, \ldots, \boldsymbol{z}^{(m)}\}$ from noise prior $p_g(\boldsymbol{z})$.
- Update the generator by descending its stochastic gradient:

$$\nabla_{\theta_g} \frac{1}{m} \sum_{i=1}^{m} \log\left(1 - D\left(G\left(\boldsymbol{z}^{(i)}\right)\right)\right).$$

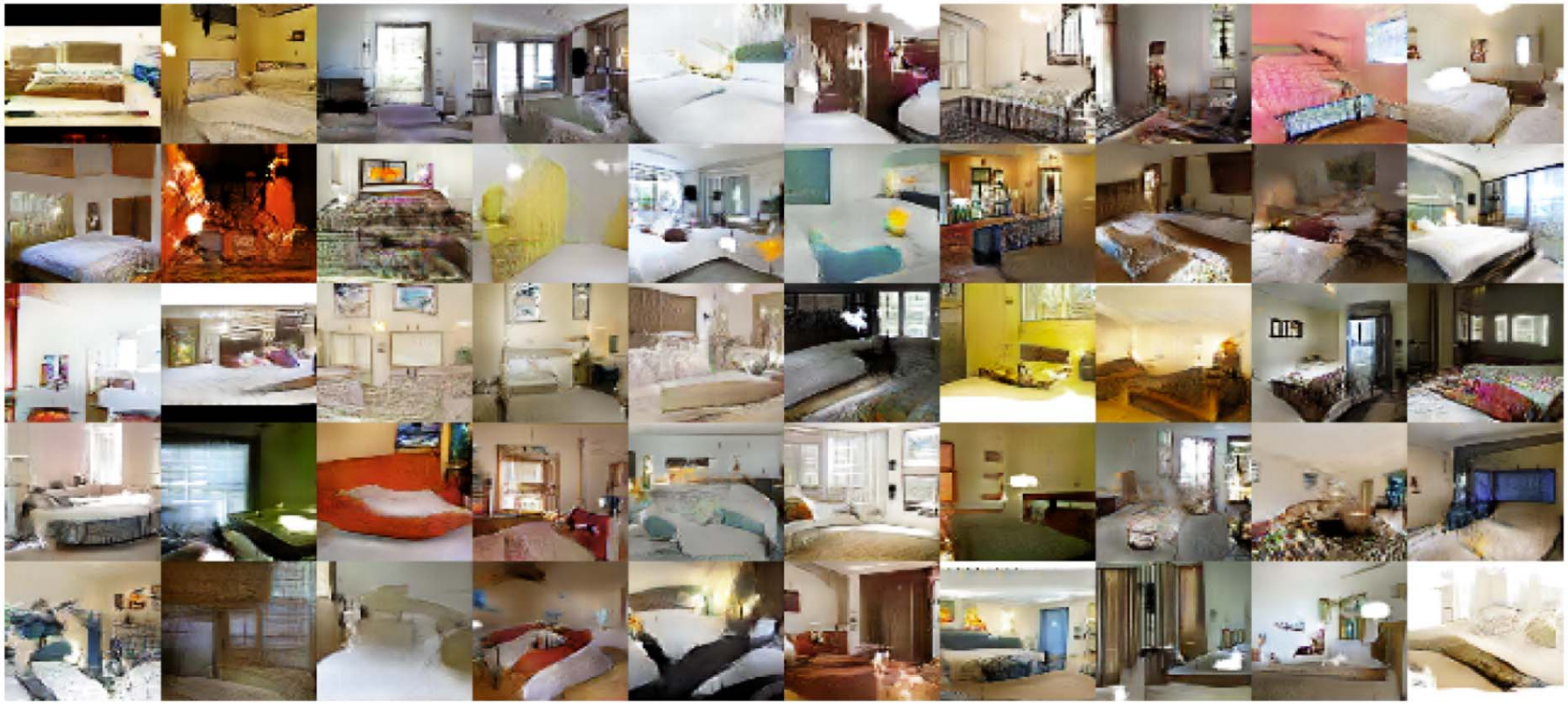
end for

The gradient-based updates can use any standard gradient-based learning rule. We used momentum in our experiments.

Faces

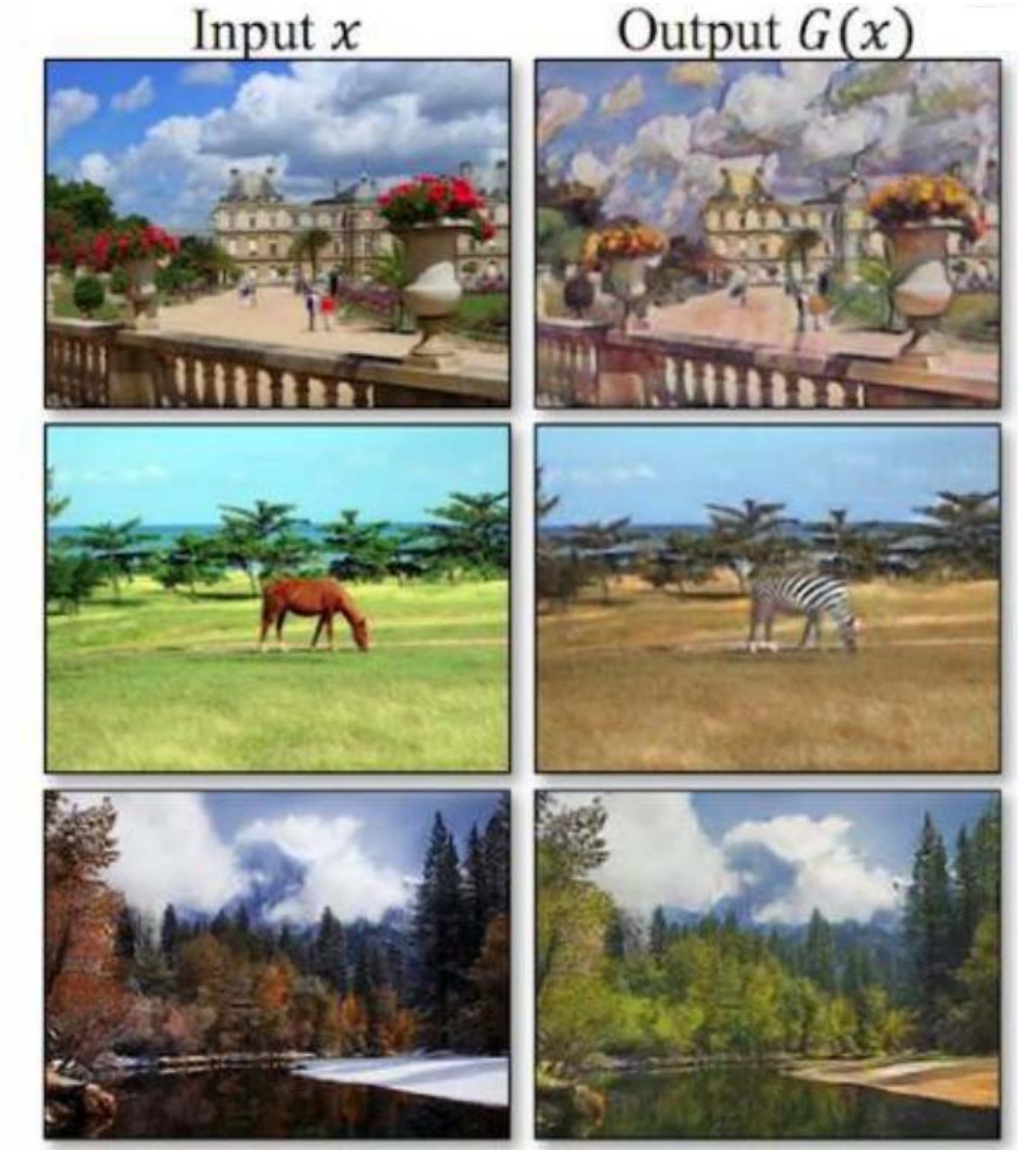
Goodfellow, Ian, et al. **"Generative adversarial nets."** *Advances in neural information processing systems*. 2014.

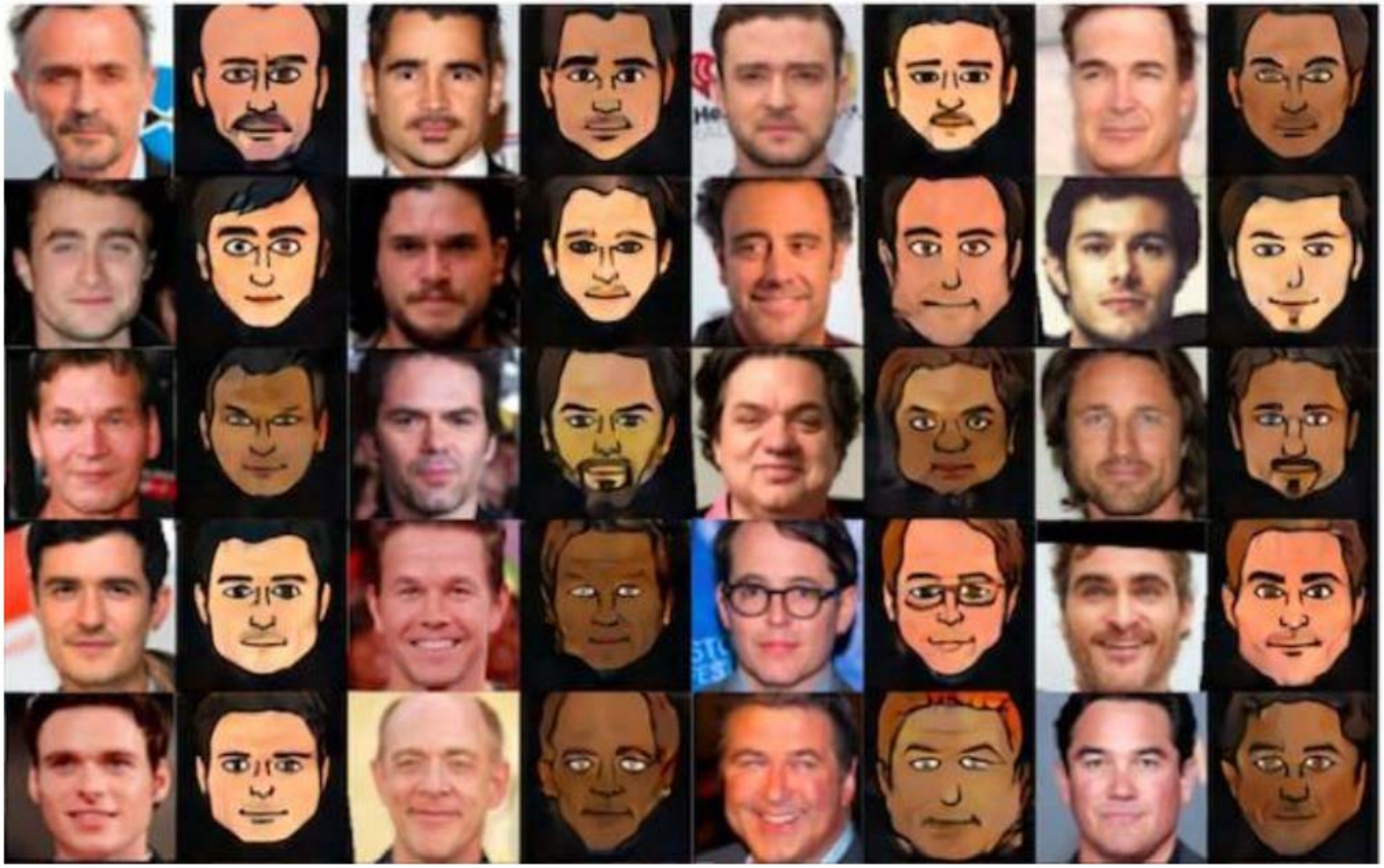
DCGAN: Bedroom images

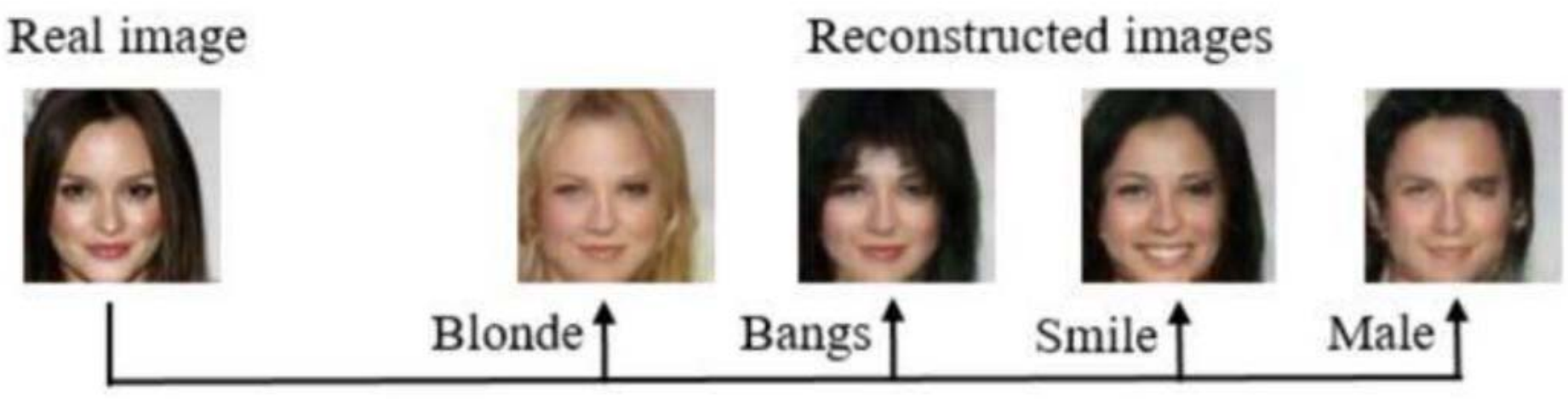


Radford, Alec, Luke Metz, and Soumith Chintala. "Unsupervised representation learning with deep convolutional generative adversarial networks." arXiv:1511.06434 (2015).


Input
Output
Input
Output


Input x
Output $G(x)$




Real image
Reconstructed images
Blonde
Bangs
Smile
Male