Generative Adversarial Networks

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https://sites.google.com/site/jaegulchoo/
Slides made by my student, Yunjey Choi
 https://github.com/yunjey

Reference Slides



Namju Kim. Generative Adversarial Networks (GAN)

https://www.slideshare.net/ssuser77ee21/generative-adversarial-networks-70896091

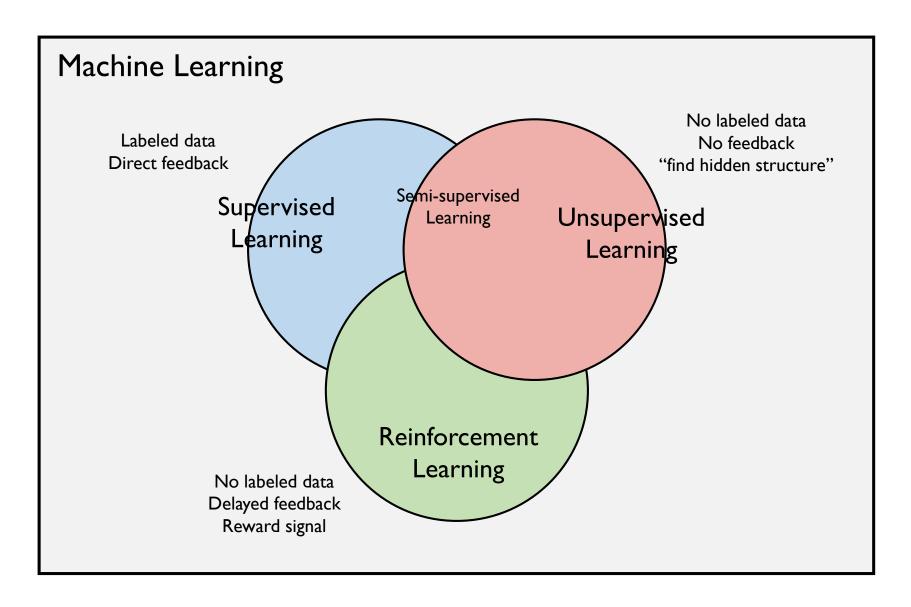
• Taehoon Kim. 지적 대화를 위한 깊고 넓은 딥러닝

https://www.slideshare.net/carpedm20/ss-63116251

O1 (Solution O)

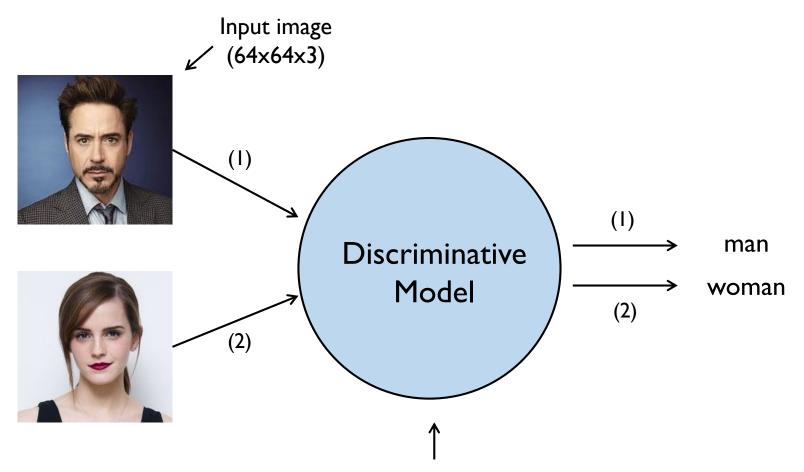
Branches of ML





Supervised Learning

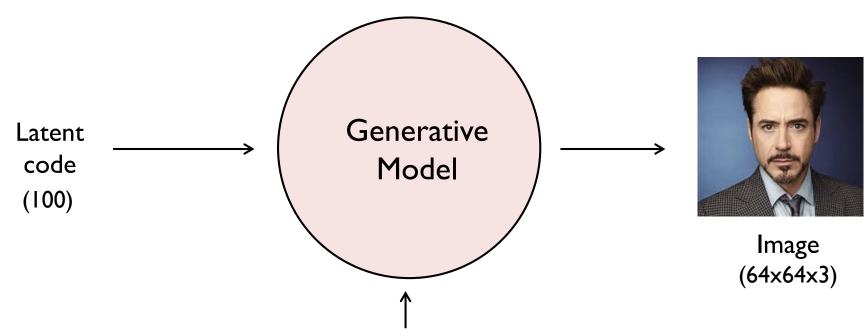




The discriminative model learns how to classify input to its class.

Unsupervised Learning





The generative model learns the distribution of training data.



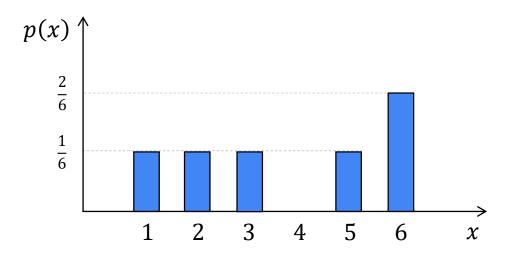
Probability Basics (Review)



Random variable

X	1	2	3	4	5	6
P(X)	<u>1</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>1</u>	<u>2</u>
	6	6	6	6	6	6

Probability mass function





What if x is actual images in the training data?

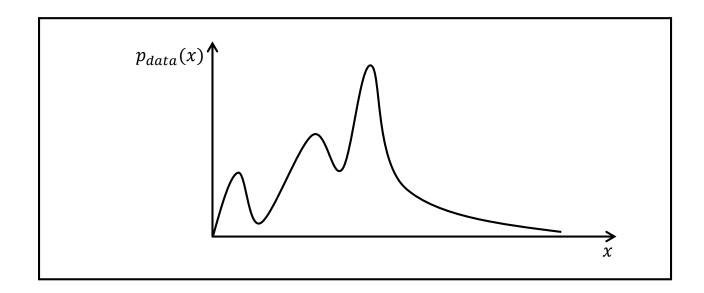
At this point, x can be represented as a (for example) 64x64x3 dimensional vector.





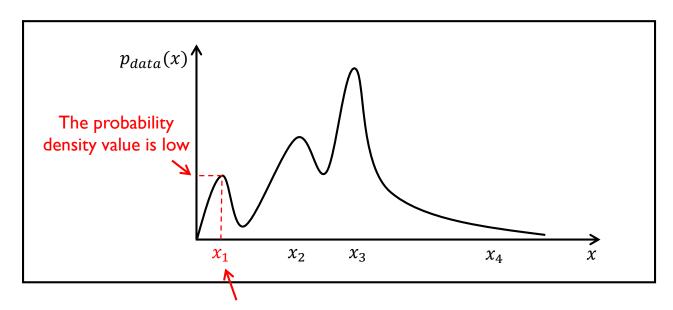
Probability density function

There is a $p_{data}(x)$ that represents the distribution of actual images.





Let's take an example with human face image dataset. Our dataset may contain few images of men with glasses.

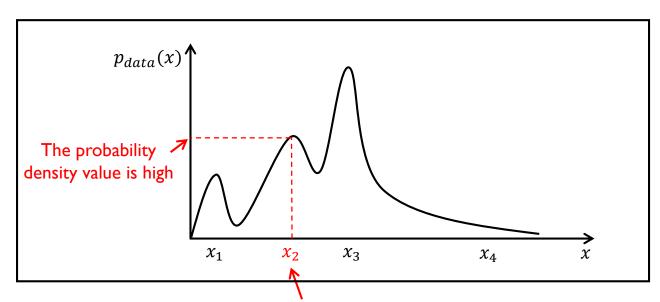




 x_1 is a 64x64x3 high dimensional vector representing a man with glasses.



Our dataset may contain many images of women with black hair.

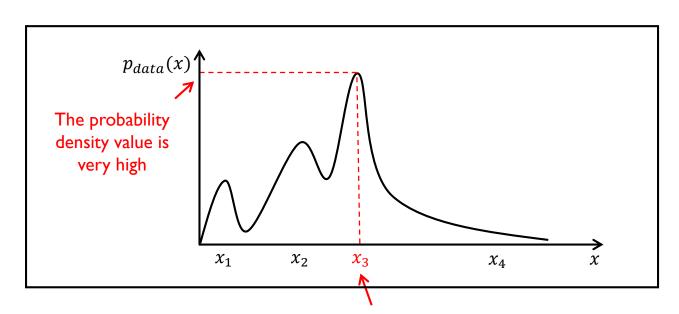




 x_2 is a 64x64x3 high dimensional vector representing a woman with black hair.



Our dataset may contain very many images of women with blonde hair.

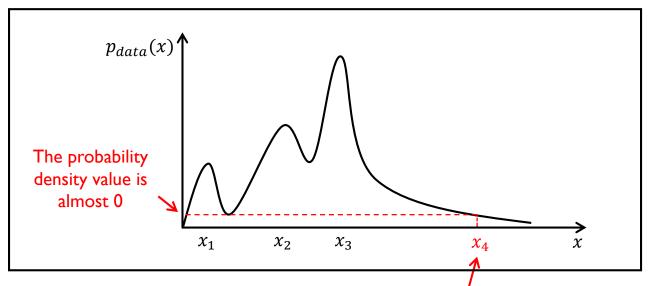




 x_3 is a 64x64x3 high dimensional vector representing a woman with blonde hair.



Our dataset may not contain these strange images.





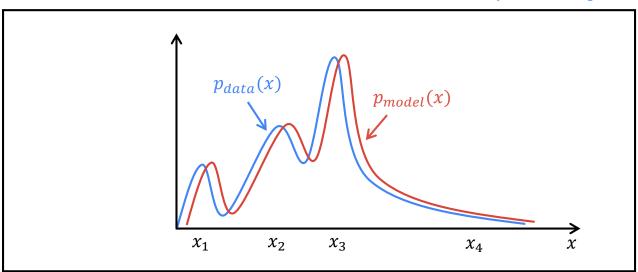
 x_4 is an 64x64x3 high dimensional vector representing very strange images.



Distribution of images generated by the model

The goal of the generative model is to find a $p_{model}(x)$ that approximates $p_{data}(x)$ well.

> Distribution of actual images



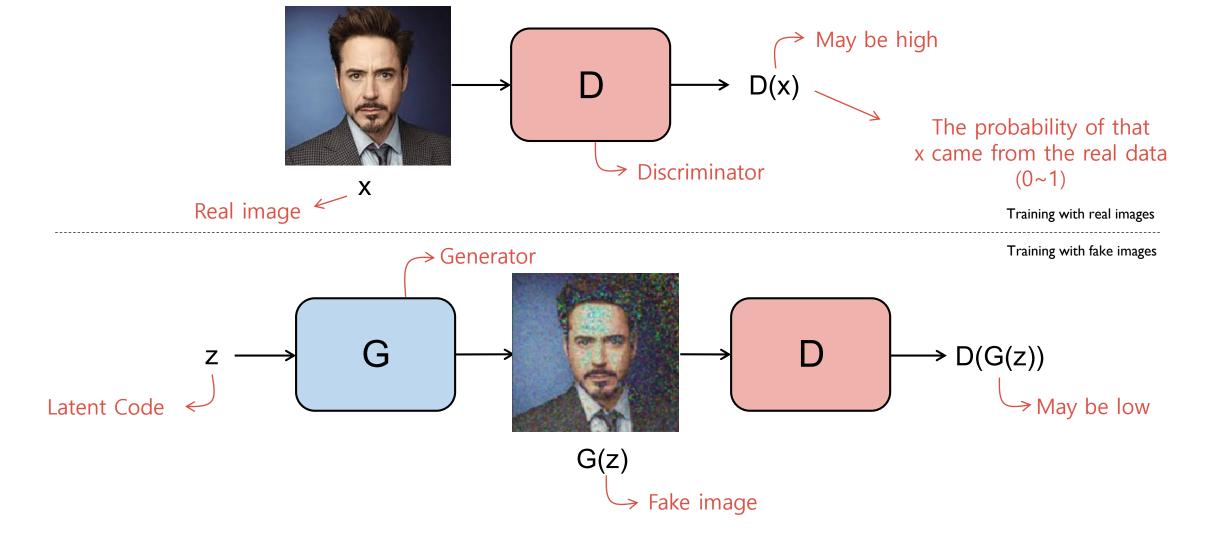
Generative Adversarial Networks







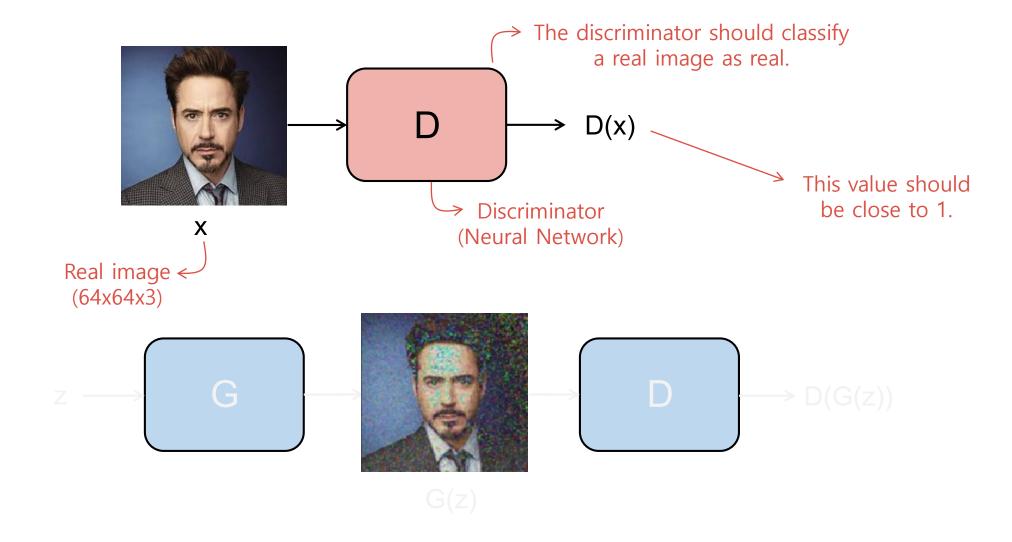








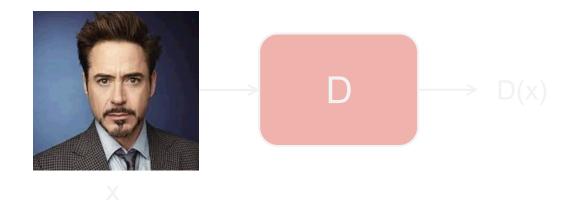


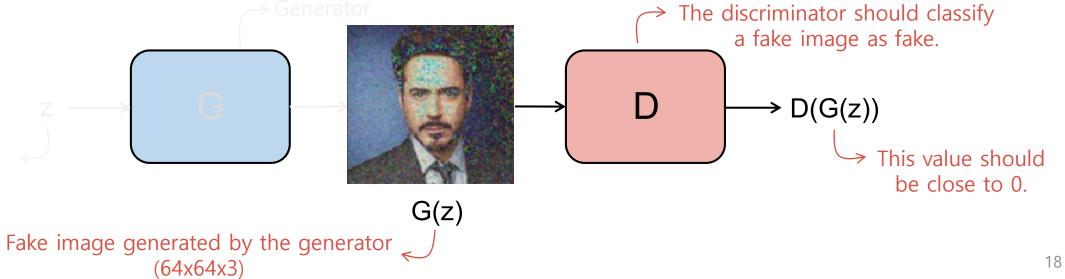








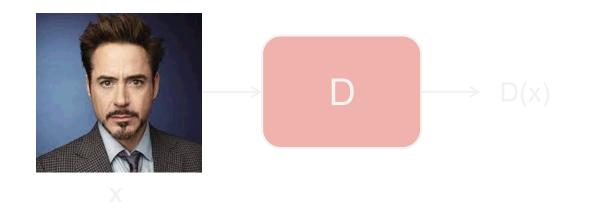


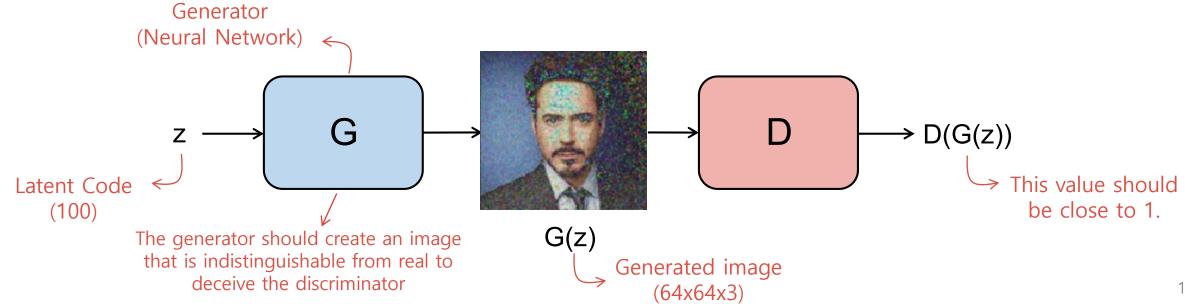










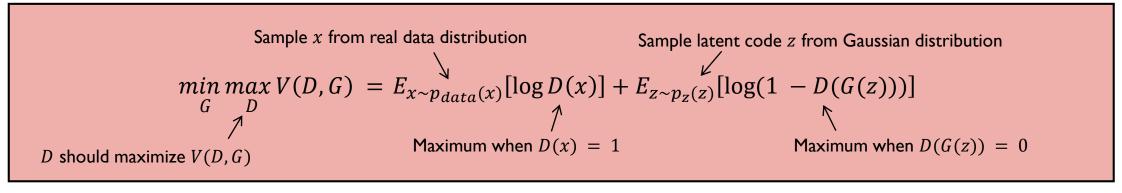


Objective Function of GAN

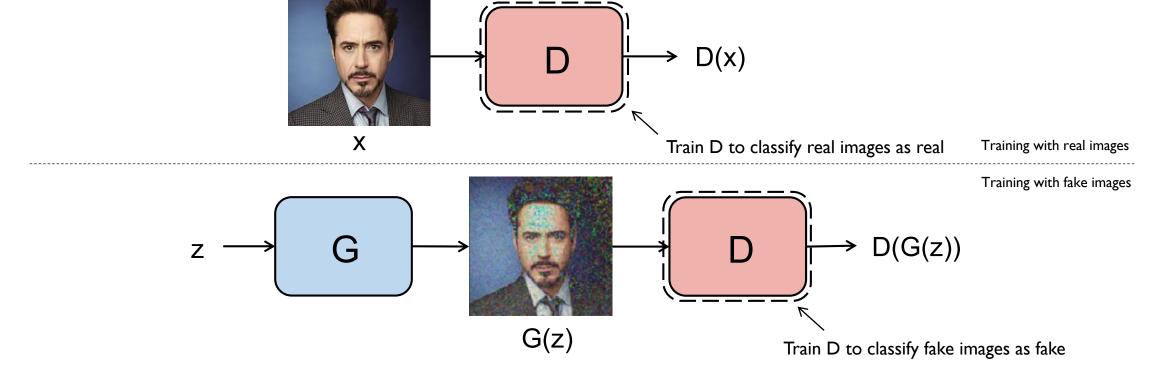








Objective function

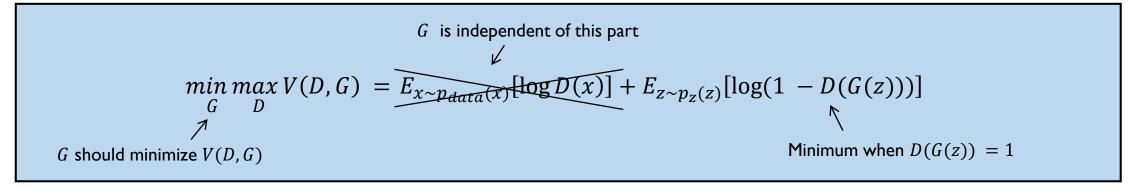


Objective Function of GAN

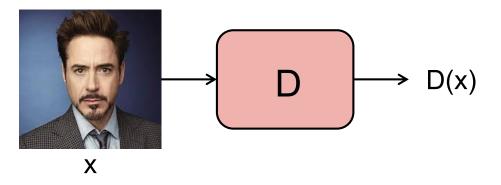






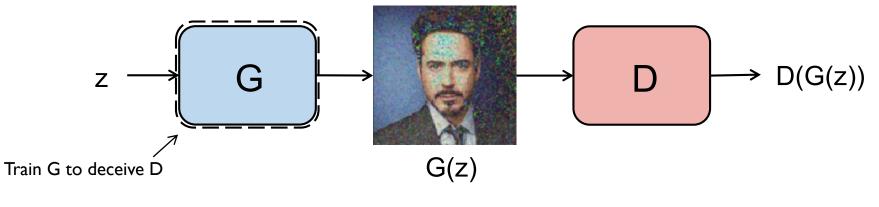


Objective function



Training with real images

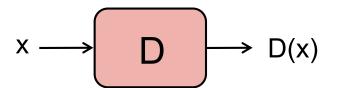
Training with fake images











Training with real images

Training with fake images

$$z \longrightarrow G \longrightarrow G(z) \longrightarrow D(G(z))$$

```
import torch
     import torch.nn as nn
    D = nn.Sequential(
         nn.Linear(784, 128),
         nn.ReLU(),
         nn.Linear(128, 1),
         nn.Sigmoid())
     G = nn.Sequential(
         nn.Linear(100, 128),
         nn.ReLU(),
14
         nn.Linear(128, 784),
         nn.Tanh())
     criterion = nn.BCELoss()
     d_optimizer = torch.optim.Adam(D.parameters(), lr=0.01)
     g_optimizer = torch.optim.Adam(G.parameters(), lr=0.01)
     # Assume x be real images of shape (batch size, 784)
     # Assume z be random noise of shape (batch_size, 100)
     while True:
         # train D
         loss = criterion(D(x), 1) + criterion(D(G(z)), 0)
         loss.backward()
         d_optimizer.step()
         # train G
         loss = criterion(D(G(z)), 1)
         loss.backward()
         g_optimizer.step()
```

Assume x is MNIST (784 dimension)

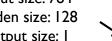


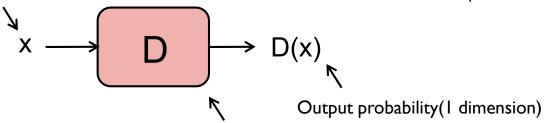




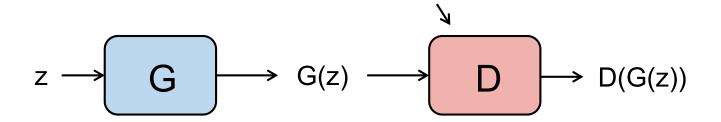
Define the discriminator

input size: 784 hidden size: 128 output size: I





Discriminator



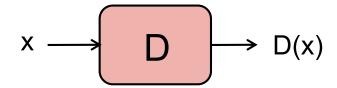
```
import torch
import torch.nn as nn
```

```
G = nn.Sequential(
         nn.Linear(100, 128),
         nn.ReLU(),
14
         nn.Linear(128, 784),
         nn.Tanh())
     criterion = nn.BCELoss()
     d optimizer = torch.optim.Adam(D.parameters(), lr=0.01)
     g_optimizer = torch.optim.Adam(G.parameters(), lr=0.01)
    # Assume x be real images of shape (batch size, 784)
     # Assume z be random noise of shape (batch_size, 100)
     while True:
         # train D
        loss = criterion(D(x), 1) + criterion(D(G(z)), 0)
         loss.backward()
        d_optimizer.step()
        # train G
         loss = criterion(D(G(z)), 1)
         loss.backward()
         g_optimizer.step()
```





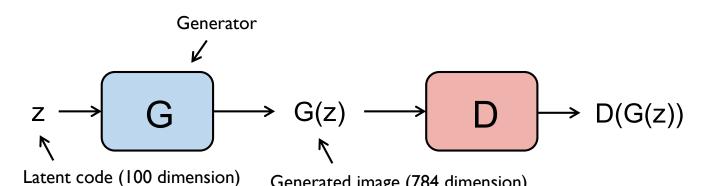




Define the generator

input size: 100 hidden size: 128

output size: 784



Generated image (784 dimension)

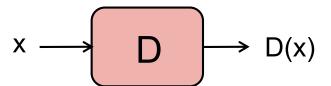
```
import torch
import torch.nn as nn
D = nn.Sequential(
    nn.Linear(784, 128),
    nn.ReLU(),
    nn.Linear(128, 1),
    nn.Sigmoid())
```

```
criterion = nn.BCELoss()
d_optimizer = torch.optim.Adam(D.parameters(), lr=0.01)
g_optimizer = torch.optim.Adam(G.parameters(), lr=0.01)
# Assume x be real images of shape (batch size, 784)
# Assume z be random noise of shape (batch_size, 100)
while True:
    # train D
    loss = criterion(D(x), 1) + criterion(D(G(z)), 0)
    loss.backward()
   d_optimizer.step()
   # train G
    loss = criterion(D(G(z)), 1)
    loss.backward()
    g_optimizer.step()
```



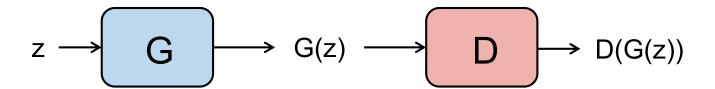






Binary Cross Entropy Loss (h(x), y)

$$-y \log h(x) - (1-y) \log(1-h(x))$$



```
import torch
import torch.nn as nn

D = nn.Sequential(
    nn.Linear(784, 128),
    nn.ReLU(),
    nn.Linear(128, 1),
    nn.Sigmoid())

G = nn.Sequential(
    nn.Linear(100, 128),
    nn.ReLU(),
    nn.Linear(128, 784),
    nn.Tanh())
```

```
d_optimizer = torch.optim.Adam(D.parameters(), lr=0.01)
g_optimizer = torch.optim.Adam(G.parameters(), lr=0.01)

# Assume x be real images of shape (batch_size, 784)
# Assume z be random noise of shape (batch_size, 100)

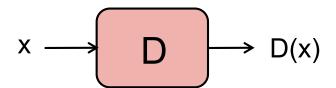
while True:
    # train D
    loss = criterion(D(x), 1) + criterion(D(G(z)), 0)
    loss.backward()
    d_optimizer.step()

# train G
loss = criterion(D(G(z)), 1)
loss.backward()
g_optimizer.step()
```

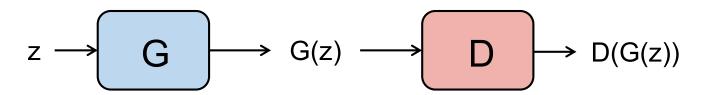








Optimizer for D and G



```
# Assume x be real images of shape (batch_size, 784)
# Assume z be random noise of shape (batch_size, 100)

while True:
    # train D

loss = criterion(D(x), 1) + criterion(D(G(z)), 0)

loss.backward()
    d_optimizer.step()

# train G

loss = criterion(D(G(z)), 1)

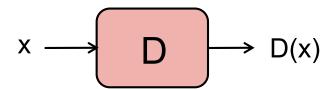
loss.backward()

g_optimizer.step()
```

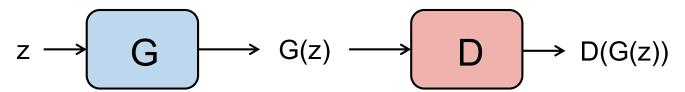








x is a tensor of shape (batch_size, 784). z is a tensor of shape (batch_size, 100).



```
import torch
     import torch.nn as nn
    D = nn.Sequential(
         nn.Linear(784, 128),
         nn.ReLU(),
         nn.Linear(128, 1),
         nn.Sigmoid())
     G = nn.Sequential(
         nn.Linear(100, 128),
         nn.ReLU(),
14
         nn.Linear(128, 784),
         nn.Tanh())
     criterion = nn.BCELoss()
18
     d optimizer = torch.optim.Adam(D.parameters(), lr=0.01)
     g_optimizer = torch.optim.Adam(G.parameters(), lr=0.01)
```

```
while True:
    # train D
    loss = criterion(D(x), 1) + criterion(D(G(z)), 0)
    loss.backward()
    d_optimizer.step()

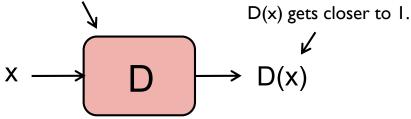
# train G
    loss = criterion(D(G(z)), 1)
    loss.backward()
    g_optimizer.step()
```



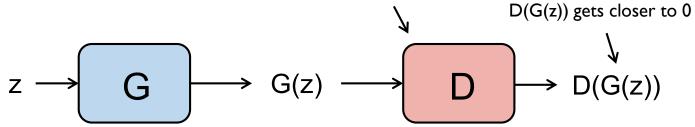




Train the discriminator with real images



Train the discriminator with fake images



Forward, Backward and Gradient Descent

```
import torch
     import torch.nn as nn
    D = nn.Sequential(
         nn.Linear(784, 128),
         nn.ReLU(),
         nn.Linear(128, 1),
         nn.Sigmoid())
    G = nn.Sequential(
         nn.Linear(100, 128),
         nn.ReLU(),
14
         nn.Linear(128, 784),
         nn.Tanh())
     criterion = nn.BCELoss()
     d optimizer = torch.optim.Adam(D.parameters(), lr=0.01)
     g_optimizer = torch.optim.Adam(G.parameters(), lr=0.01)
    # Assume x be real images of shape (batch size, 784)
     # Assume z be random noise of shape (batch_size, 100)
    while True:
        # train D
```

train G

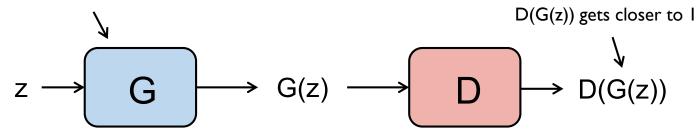






```
x \longrightarrow D \longrightarrow D(x)
```

Train the generator to deceive the discriminator



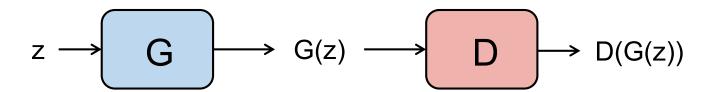
```
import torch
import torch.nn as nn
D = nn.Sequential(
    nn.Linear(784, 128),
    nn.ReLU(),
    nn.Linear(128, 1),
    nn.Sigmoid())
G = nn.Sequential(
    nn.Linear(100, 128),
   nn.ReLU(),
    nn.Linear(128, 784),
    nn.Tanh())
criterion = nn.BCELoss()
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while True:
    # train D
    loss = criterion(D(x), 1) + criterion(D(G(z)), 0)
    loss.backward()
   d_optimizer.step()
   # train G
```







```
x \longrightarrow D \longrightarrow D(x)
```



The complete code can be found here

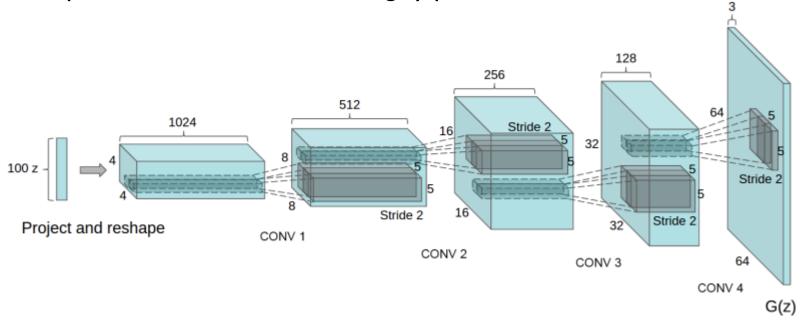
https://github.com/yunjey/pytorch-tutorial

```
import torch
import torch.nn as nn
D = nn.Sequential(
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    nn.Linear(128, 1),
    nn.Sigmoid())
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    nn.Linear(100, 128),
   nn.ReLU(),
    nn.Linear(128, 784),
   nn.Tanh())
criterion = nn.BCELoss()
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    loss.backward()
   d_optimizer.step()
   # train G
    loss = criterion(D(G(z)), 1)
    loss.backward()
    g_optimizer.step()
```

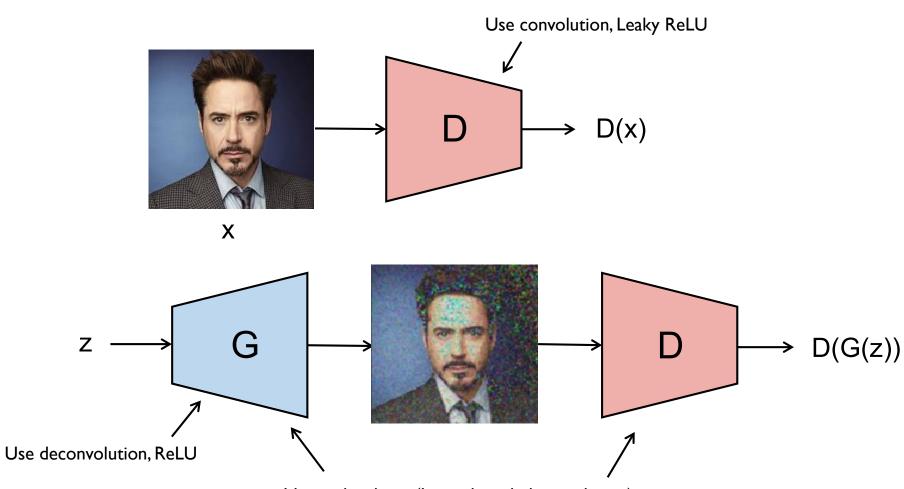


• Deep Convolutional GAN(DCGAN), 2015

The authors present a model that is still highly preferred.



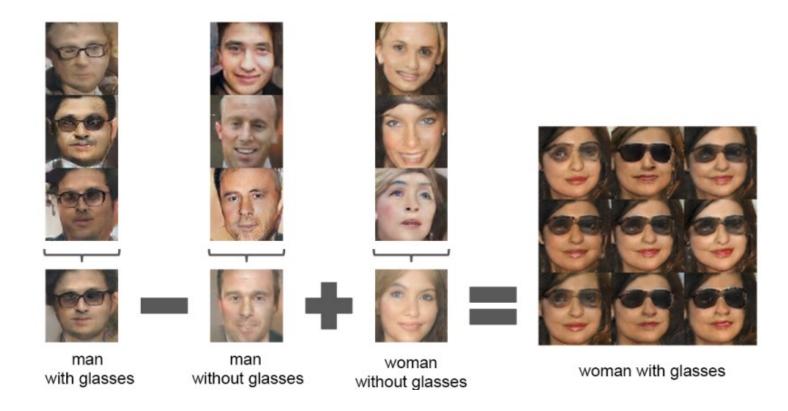




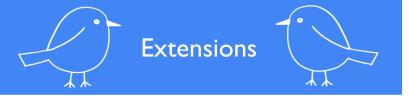
- No pooling layer (Instead strided convolution)
- Use batch normalization
- Adam optimizer(Ir=0.0002, beta I = 0.5, beta 2 = 0.999)



• Latent vector arithmetic

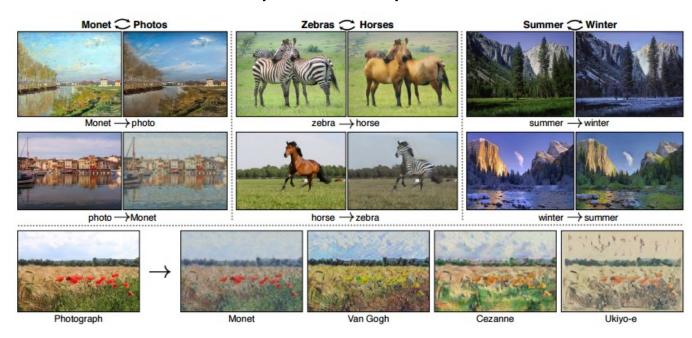


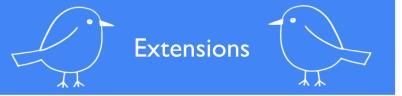
Extensions of GAN

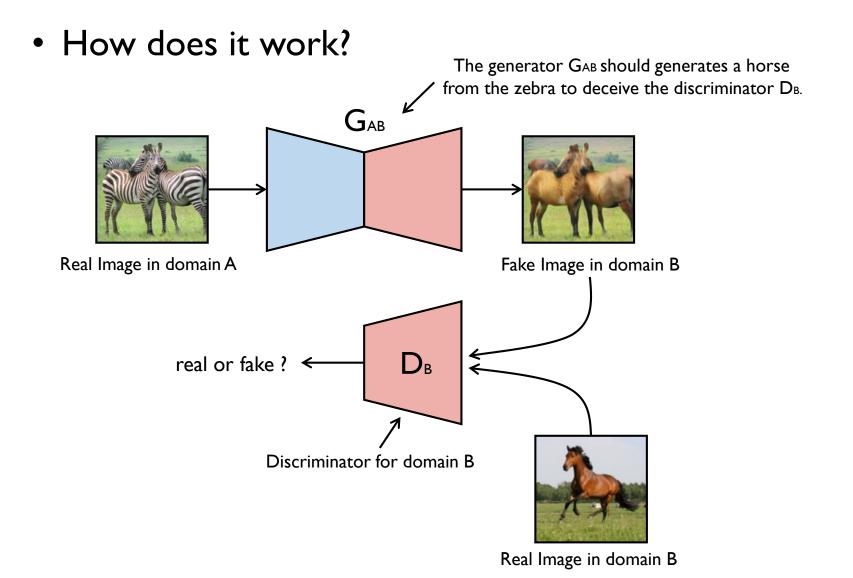


• CycleGAN: Unpaired Image-to-Image Translation

presents a GAN model that transfer an image from a source domain A to a target domain B in the absence of paired examples.

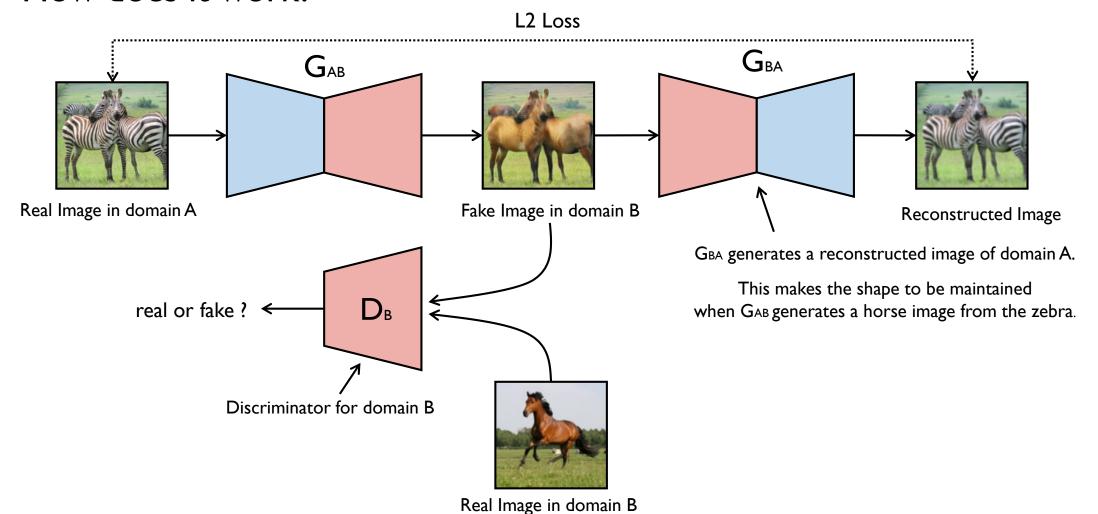








How does it work?

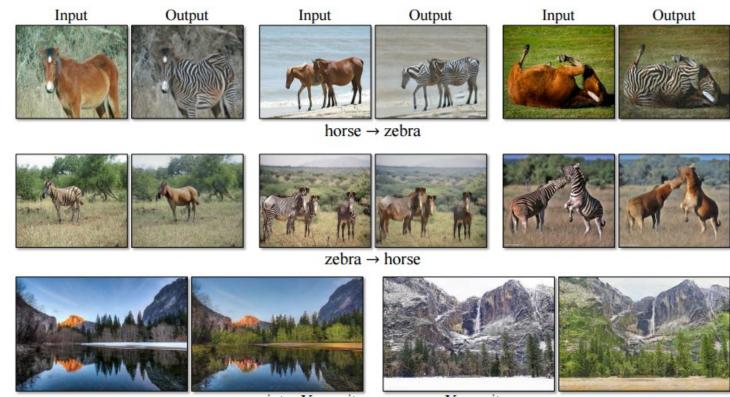




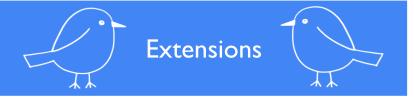




Results

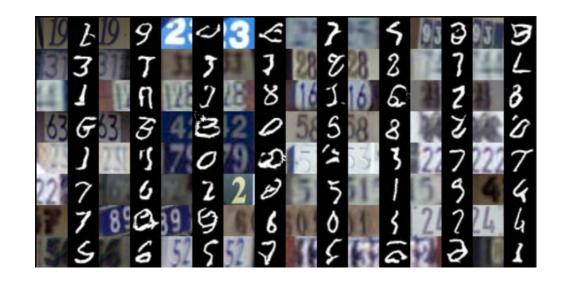


winter Yosemite → summer Yosemite



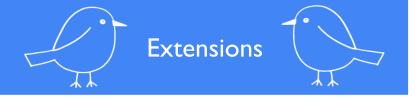
Results

Odd columns contain real images and even columns contain generated images.



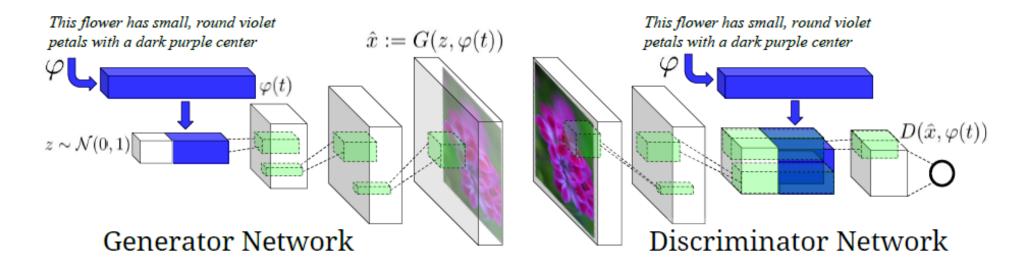
SVHN-to-MNIST





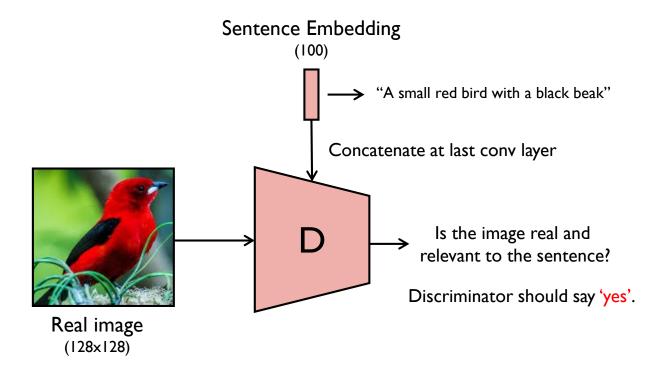
• Generative Adversarial Text to Image Synthesis, 2016

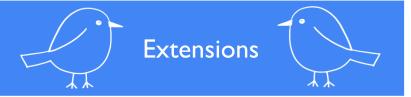
presents a novel model architecture that generates an image from the text.



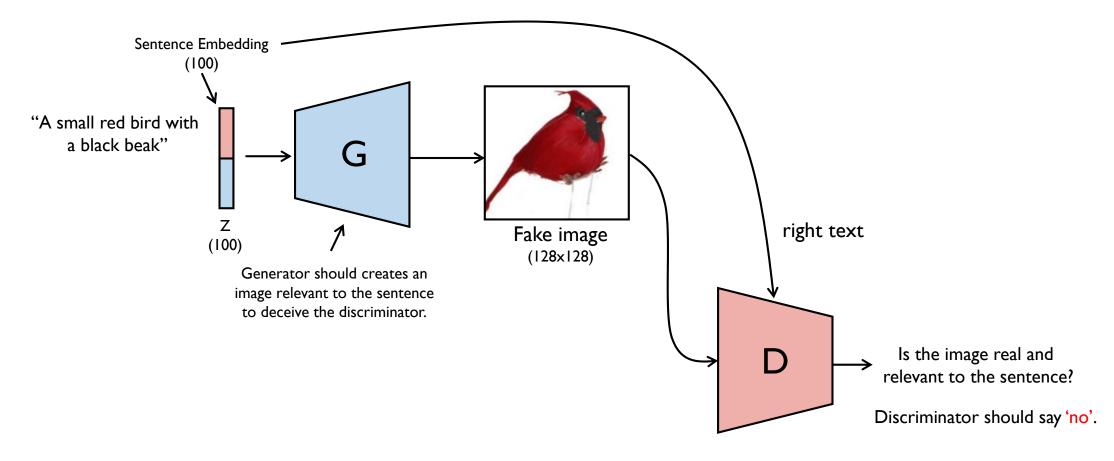


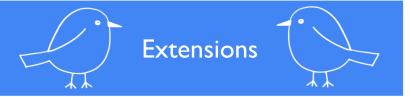
• Training with (real image, right text)



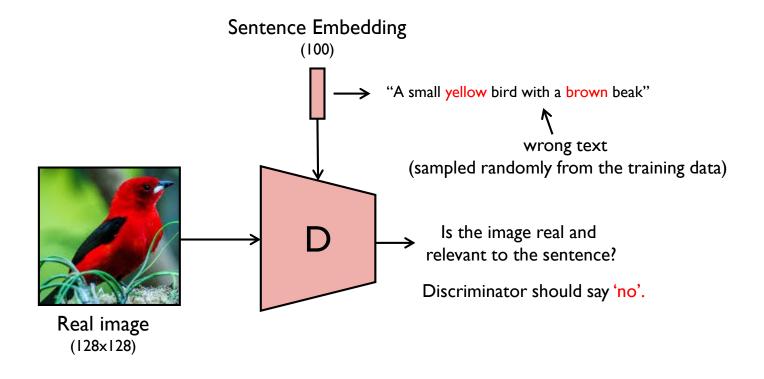


Training with (fake image, right text)

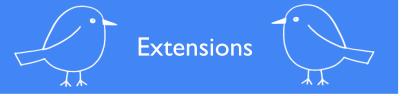




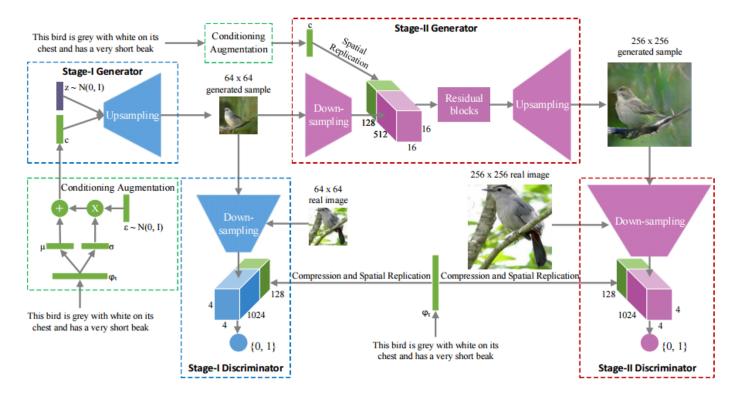
Training with (real image, wrong text)



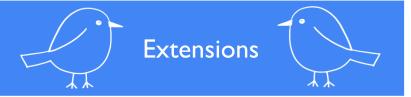
StackGAN



• StackGAN: Text to Photo-realistic Image Synthesis

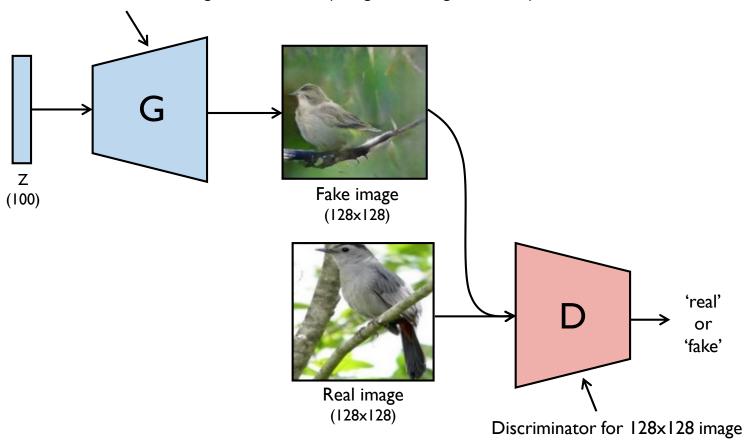


StackGAN

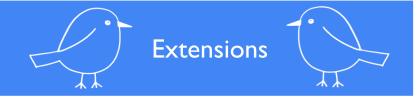


• Generating 128x128 from scratch

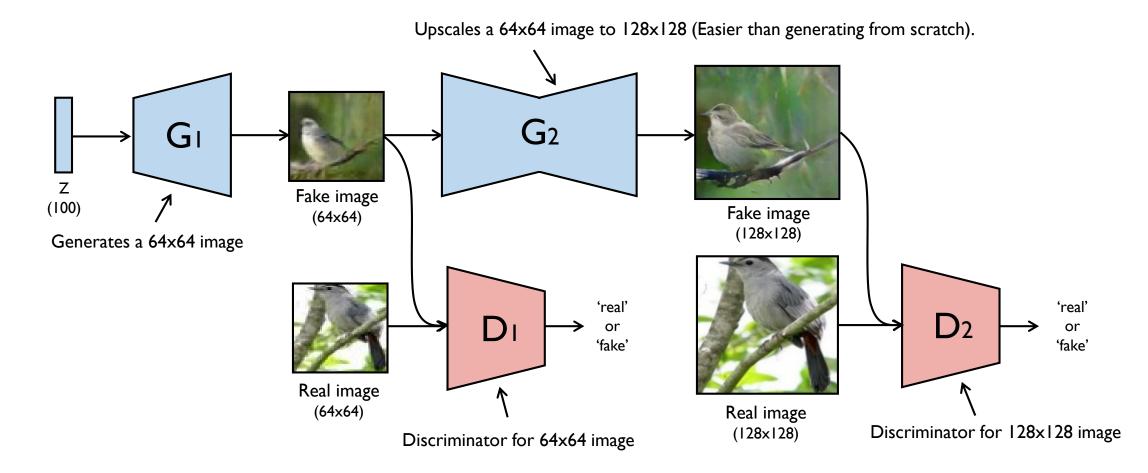
Generates a 128x128 image from scratch (not guarantee good result)



StackGAN



• Generating 128x128 from 64x64



Thank you



