

# Image Generation using VAE

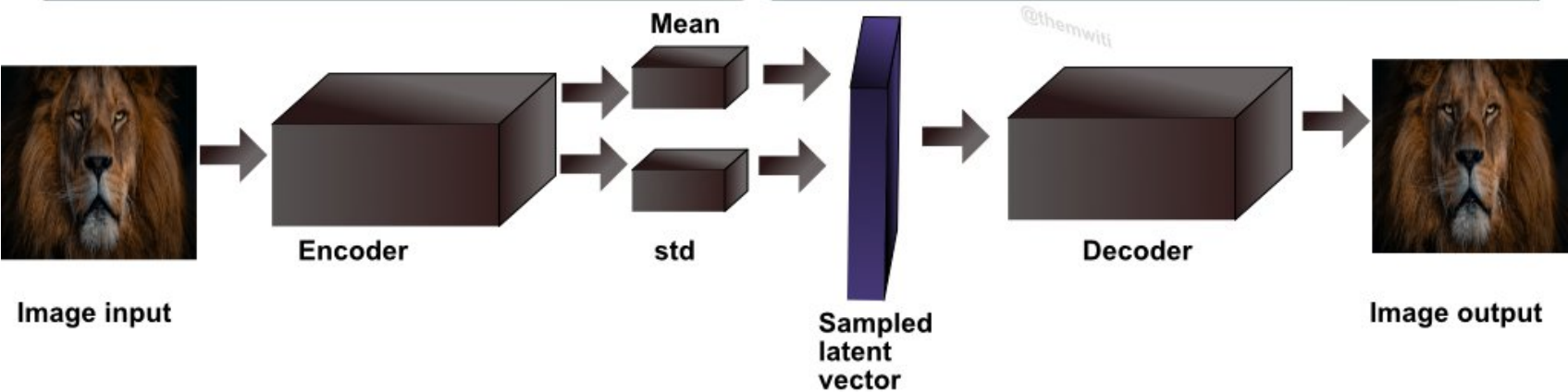
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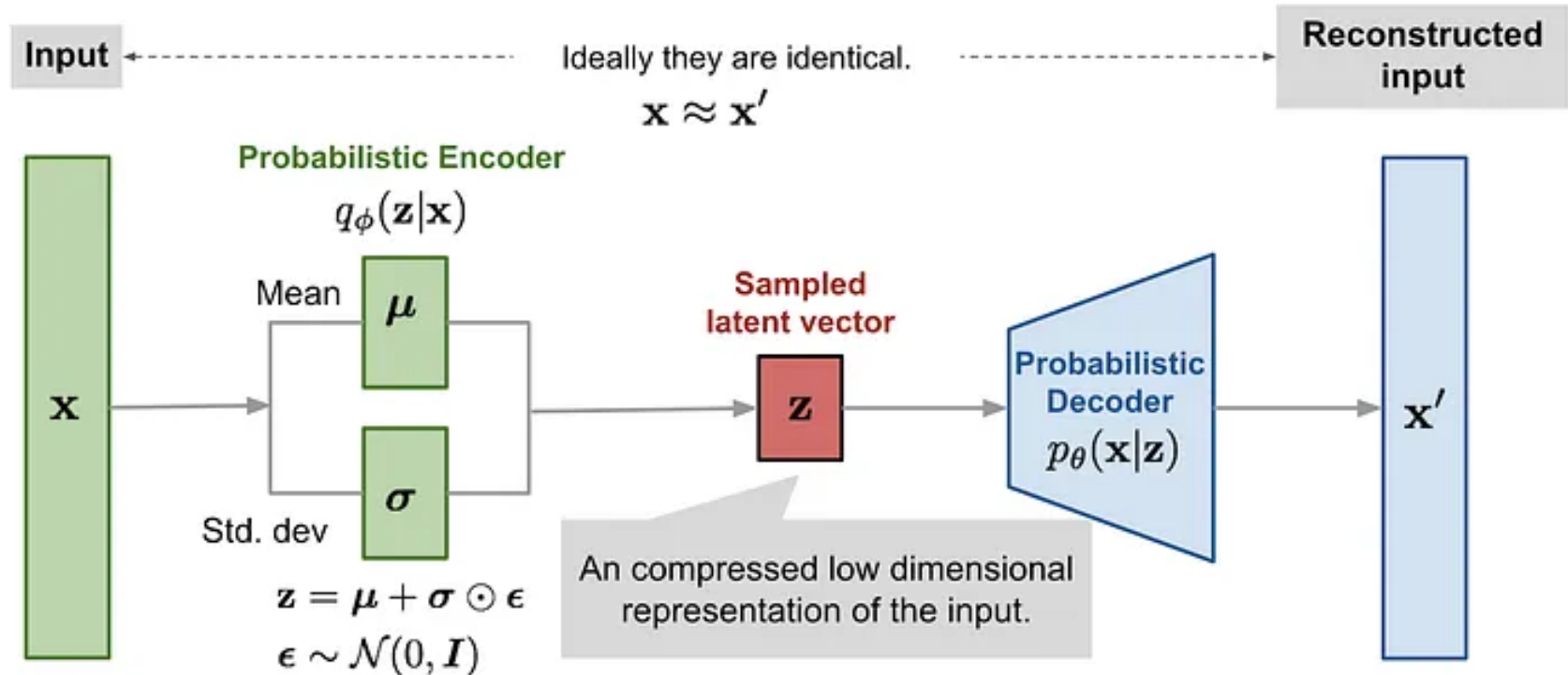


VAEs work as follows:

- Map an input into a distribution over the latent space
- Pick a point from the distribution in the latent space
- Decode the sampled point and compute the reconstruction and KL Divergence errors.

## Variational AutoEncoder (VAE)





- We observed that traditional autoencoders learn to compress and reconstruct data but not really help with generating new data.
- VAE learns the distribution of data instead of just a compressed image, and by using the distribution, we can decode and generate new data.
- The encoder tries to learn the parameters  $\phi$  to compress data input  $x$  to a latent vector  $z$ , and the output encoding  $z$  is drawn from Gaussian density with parameters  $\phi$ .
- As for the decoder, its input is encoding  $z$ , the output from the encoder. It parametrizes the reconstructed  $x'$  over parameters  $\theta$ , and the output  $x'$  is drawn from the distribution of the data.

- The loss function includes two terms.
- The first term is the negative log-likelihood of the decoder which measures that for each data point  $i$ , how effectively is the latent vector  $z$  reconstructed to  $x'$
- The second term is the KL divergence, which is a regularizer that measures the information loss when we use the encoder  $q_\phi$  to produce  $z$ , and in the VAE,  $p(z)$  is a standard Gaussian distribution  $N(0,1)$ .
- This is to encourage the encoder to produce  $z$  that are close to the gaussian distribution and this means to keep  $z$  representations of each different kind of data

- Key differences between VAEs and GANs lies in training approach, as VAEs' training follows an **unsupervised** approach in contrast with GANs that follow a **supervised** technique.
- During their training phase VAEs aim to maximize the probability of the generated output with respect to the input and produce an output from a target distribution by compressing the input into a latent space. On the other hand, GANs try to find the balance point between the generator's and discriminator's two-player game in which the first tries to deceive the second one.

- In addition, VAE's loss function is **KL-divergence**, while a GAN uses two loss functions, the **generator's and discriminator's loss**, respectively.
- Moreover, VAEs are frequently **simpler to train** than GANs as they don't need a good synchronization between their two components.
- Nevertheless, once this balancing is achieved, GANs are likely to recognize **more complicated insights** of the input and generate higher and more detailed plausible data than VAEs.
- Due to their superiority, GANs are used in more demanding tasks like **super-resolution, and image-to-image translation**, while VAEs are widely used in **image denoising and generation**.





# Thank You

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