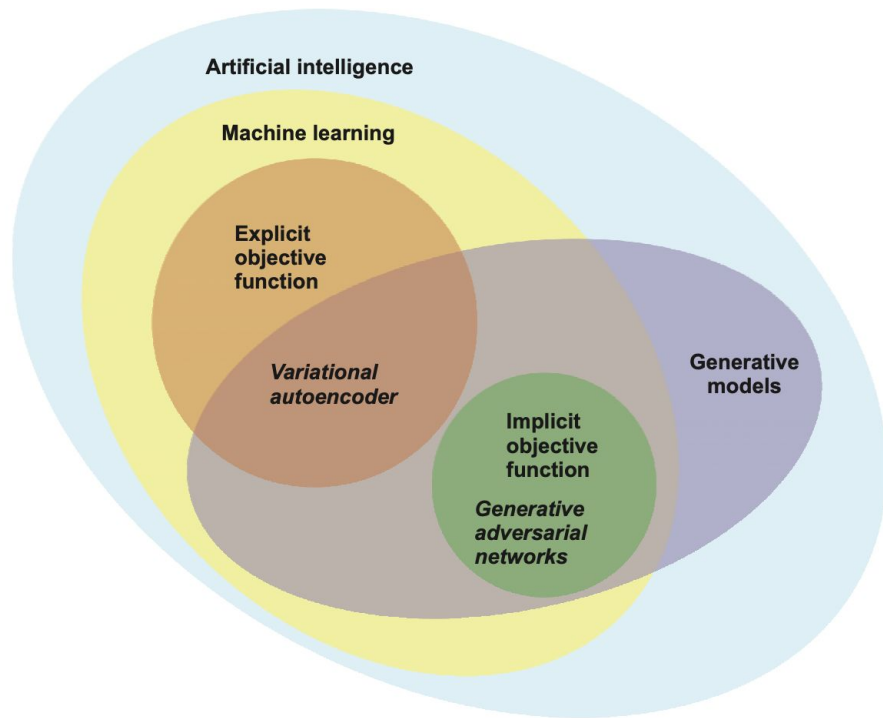


# **All about GANs - DCGAN & Training Challenges**

# From Autoencoders to GANs

**Autoencoders:** compress → reconstruct; learn a **compact representation** that retains essentials and minimizes reconstruction error.

**GANs:** two networks play “**forgers vs. inspectors**”—the generator creates candidates, the discriminator critiques them.



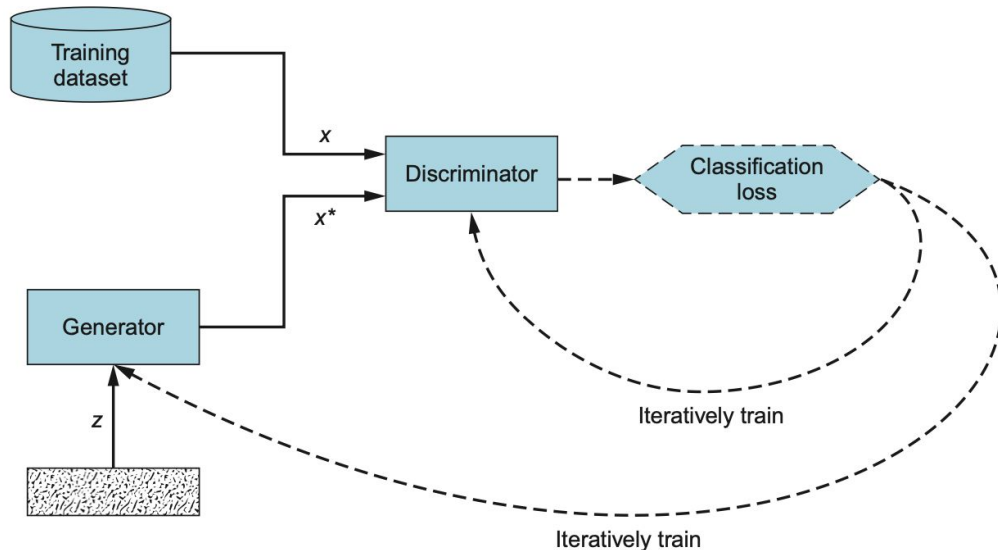
# Where they sit in AI/ML

Aspect	Autoencoder	GAN
Objective	Minimize reconstruction loss (e.g., MSE, BCE).	Minimax game between generator and discriminator.
Parts	Encoder + Decoder.	Generator + Discriminator.
Latent	Explicit code $z$ , interpretable for tasks.	Implicit, less interpretable.
Training	Single end-to-end loss, typically more stable.	Adversarial, sensitive to tuning and mode collapse.
Uses	Compression, denoising, feature extraction, anomaly detection.	Photorealistic synthesis, image-to-image translation, data augmentation.

# Cost Functions of GANs

What drives learning in GANs: the **cost functions** of Generator  $J(G)$  and Discriminator  $J(D)$ .

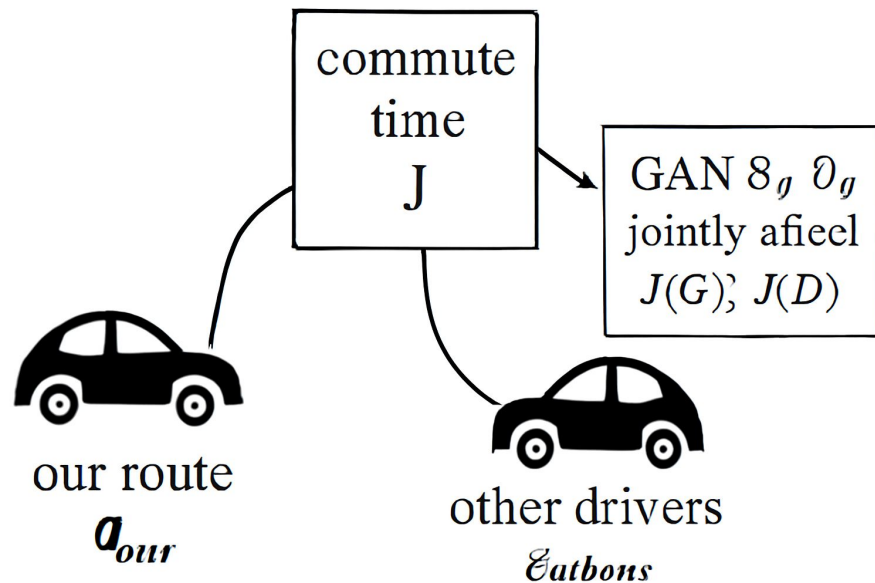
**Key idea:** adversarial objectives tied together in a **minimax game**.



# Intuition First — The Commute Analogy

**Traditional NN:**  $J(\theta)$  depends only on own parameters.

**GANs:** each player's cost depends on both players' parameters  $J(G)(\theta(G), \theta(D))$ ,  $J(D)(\theta(G), \theta(D))$ .



# The Road to DCGAN

**GANs (2014):** First attempt at AI-generated images → blurry, low-quality.

Early attempts to combine **ConvNets with GANs** struggled due to training instability.

**LAPGAN (2015):** Cascade of ConvNets → better images but complex and slow.

**GAN (2014) → LAPGAN (2015) → DCGAN (2016).**

# The Breakthrough – DCGAN (2016)

Authors: **Radford, Metz, Chintala.**

- First full-scale ConvNet GAN.

Key innovations:

- Batch Normalization → stabilizes training.
- Strided Convolutions instead of pooling.
- Leaky ReLU → better gradient flow.

**Result:** Scalable, high-quality image generation without complex multi-network setups.

# Why DCGAN Matters

Made **ConvNet + GAN** integration practical.

High-quality image generation set the stage for modern GANs (**StyleGAN**, **Progressive GAN**).

**Lesson:** Stabilization + architecture design = better models.



# GAN Training – The Big Picture



# Challenge 1 – Discriminator Overpowers Generator

When the discriminator becomes too strong:

- Generator gets weak feedback.
- Gradients vanish → no learning happens.

Analogy: Teacher is too strict → student gives up trying.



# Solutions – Weakening the Discriminator

Increase Dropout in discriminator

Reduce discriminator learning rate

Reduce number of convolutional filters

Add noise to labels

Randomly flip labels during training

## Challenge 2 – Generator Overpowers Discriminator (Mode Collapse)

Generator finds a “shortcut” →  
produces same image repeatedly

Discriminator too weak to penalize it

Analogy: Student memorizes answers  
without learning concepts



# Solutions – Strengthening the Discriminator

Reduce generator's “dominance” using the opposite of previous suggestions:

- Reduce generator learning rate
- Increase batch size
- Make discriminator slightly stronger

## Challenge 3 – Uninformative Loss

Generator loss  $\neq$  image quality

Why? Discriminator changes every batch  $\rightarrow$  constantly shifting “grading scale”

# Challenge 4 – Hyperparameter Sensitivity

GANs have many sensitive hyperparameters:

- Network architecture, batch norm, dropout
- Learning rates, activation functions

Kernel sizes, strides, latent space size

- Small changes → large effects

Analogy: Tuning a musical instrument; even a small misalignment creates noise