

AI-504

# Generative Adversarial Network (GAN)

Week 03

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스터디 목표 : AI504 + Project

1강 : Introduction

2강 : Numpy

3~4강 : Sklearn + Practice => 1주차

5~6강 : Pytorch - Logreg, NN + Practice

7~8강 : AutoEncoder + Practice => 2주차

9~10강 : Variational AutoEncoder + Practice

11~12강 : GAN + Practice => 3주차

13~14강 : CNN + Practice

15~16강 : Word Embedding + Practice => 4주차

17~18강 : RNN + Practice

19~20강 : Img2Txt + Practice => 5주차

21~22강 : Transformer + Practice

23~24강 : BERT & GPT + Practice => 6주차

25~26강 : Graph NN + Practice

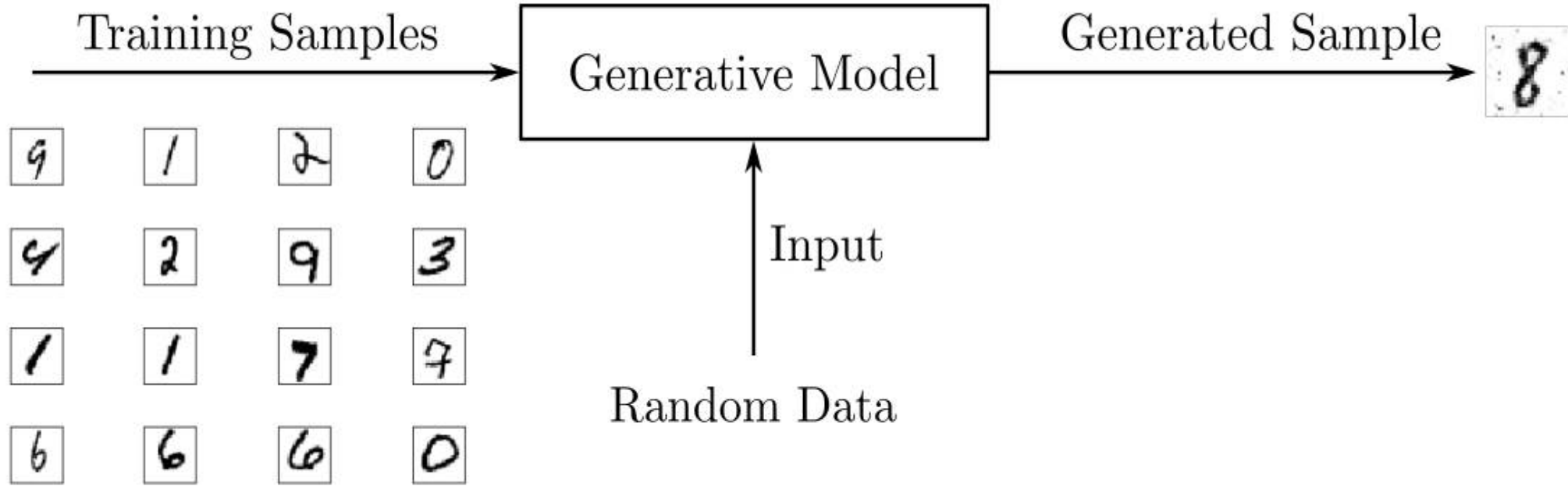
27~28강 : Neural ODE + Practice => 7주차

이후 AI Hub에 있는 데이터로 자율 프로젝트 진행 => 8~9주차

# Contents

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- Generative Adversarial Network
- VAE vs Autoregressive vs GAN
- Evaluation
- Applications of GAN

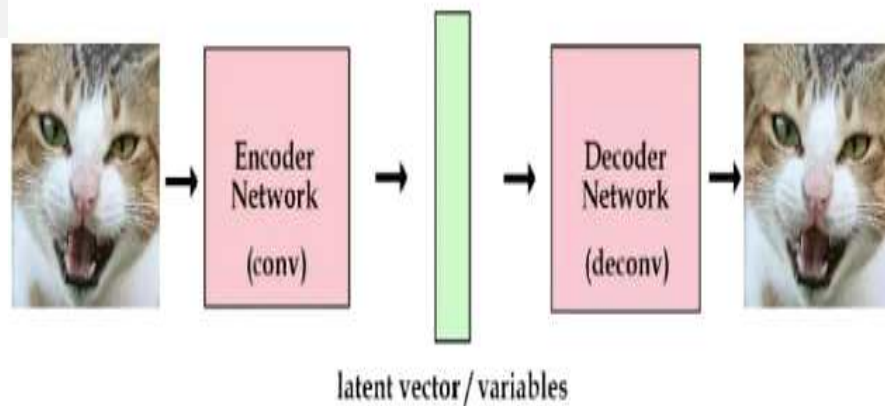


Generative Model : training data가 주어졌을 때 이 training data가 가지는 real 분포와 같은 분포에서 sampling된 값으로 new data를 생성하는 model

# AE vs VAE

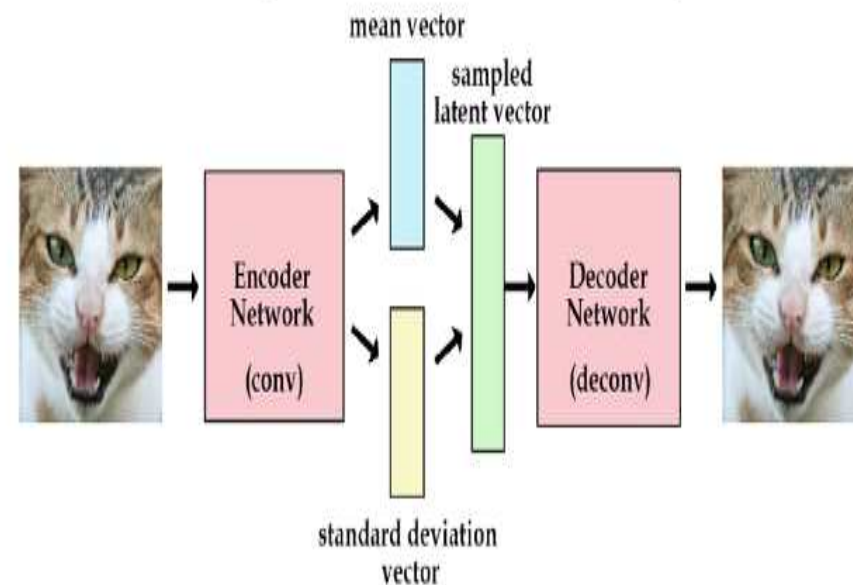
# AE? VAE?

## Auto-Encoder



- input  $x$  자신을 언제든지 reconstruct할 수 있는  $z$  만드는 것이 목적

## VAE (Variational Auto-Encoder)



- input  $x$ 가 만들어지는 확률 분포를 찾는 것이 목적

# Variation Auto Encoder

# VAE

KLD (쿨백-라이블러 발산)

(Kullback-Leibler divergence)

=> P분포와 Q분포가 얼마나 다른지를 측정

=> 값이 낮을수록 두 분포가 유사하다고 해석

=> 항상 0 이상

\* 계산 순서가 바뀌면 값이 변함 (거리 개념x)

## VAE Recap

- Objective

- Compress  $x$  to  $z$  which follows  $P(Z | X)$
- Decompress  $z$  to reconstruct  $x$



Encoding (Compression)

$q_{\theta}(z | x_i)$

-1.2
3.1
0.2
-0.9

Decoding (Decompression)

$p_{\phi}(x_i | z)$

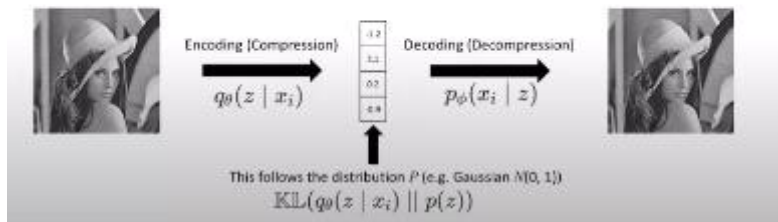


This follows the distribution  $P$  (e.g. Gaussian  $N(0, 1)$ )

$$KL(q_{\theta}(z | x_i) || p(z))$$

## VAE Recap

- Objective
  - Compress  $x$  to  $z$  which follows  $P(Z | X)$
  - Decompress  $z$  to reconstruct  $x$



ELBO?  
Entropy?  
trade-off?

06

$$D_{KL}(q(z)||p(z|x)) = E_q[\log q(z)] - E_q[\log p(z|x)] \text{ (기본적인 KLD)}$$

$$= E_q[\log q(z)] - E_q[\log \frac{p(x|z)p(z)}{p(x)}]$$

$$= E_q[\log q(z)] - E_q[\log \frac{p(x,z)}{p(x)}]$$

$$= E_q[\log q(z)] - E_q[\log p(x, z) - \log p(x)]$$

$$= E_q[\log q(z)] - E_q[\log p(x, z)] + \log p(x) \text{ (}\int q(x) = 1 \text{ 이므로)}$$

$$\log p(x) = D_{KL}(q(z)||p(z|x)) + E_q[\log p(x, z)] - E_q[\log q(z)]$$

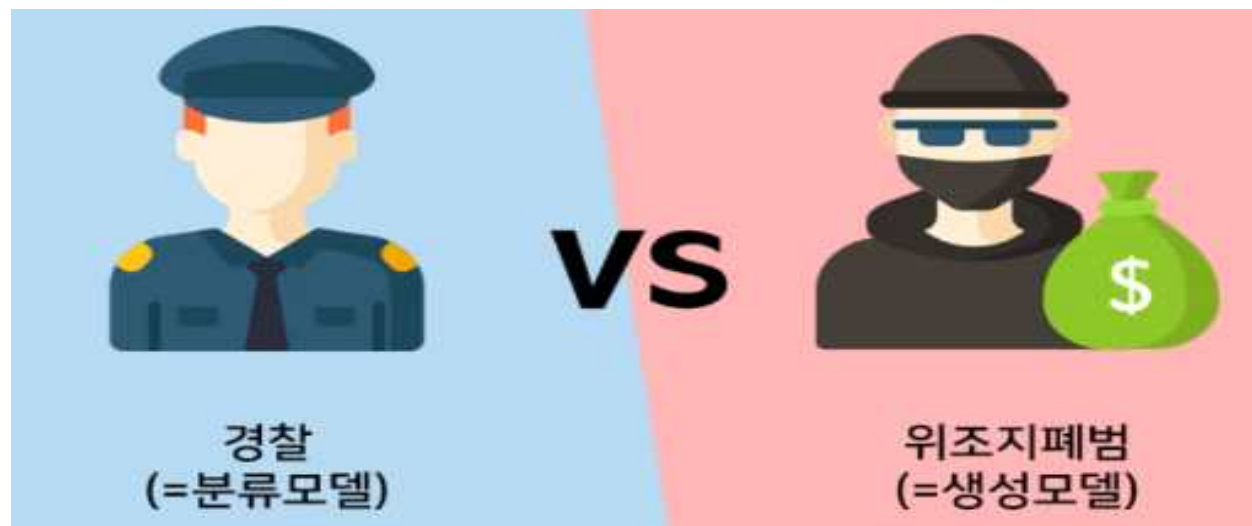
결국  $p(x)$ 는 constant로 변하지 않을 때, ELBO이 증가하면  $D_{KL}$ 은 감소하므로 ELBO를 최대화 함으로써  $D_{KL}$ 을 최소화 하여  $q(z)$ 와  $p(z|x)$ 의 차이를 최소화 할 수 있다.

-> ELBO  
(Evidence of Lower Bound)

# Generative Adversarial Network

# GAN

- Two person game
  - Game between Generator (G) and Discriminator (D)
  - Think of game theory
- Generator (G)
  - Tries to fool D with fake samples  $x'$
- Discriminator (D)
  - Tries to discriminate between real samples  $x$  and fake samples  $x'$



# Maximum Likelihood Estimate

- Need to estimate  $\theta$ .
  - Learn from data  $\rightarrow$  Training pairs  $(x_1, y_1), (x_2, y_2), (x_3, y_3), \dots, (x_N, y_N)$
- Log Likelihood Function

Probability Function

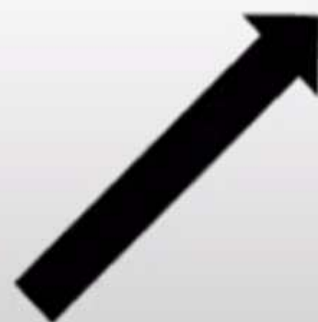
$$h_{\theta}(X) = \frac{1}{1 + e^{-\theta^T X}} = \text{Pr}(Y = 1 \mid X; \theta)$$



Likelihood Function

$$\begin{aligned} L(\theta \mid x) &= \text{Pr}(Y \mid X; \theta) \\ &= \prod_i \text{Pr}(y_i \mid x_i; \theta) \\ &= \prod_i \boxed{h_{\theta}(x_i)^{y_i} (1 - h_{\theta}(x_i))^{(1-y_i)}} \end{aligned}$$

$Y$  is a binary variable following the Bernoulli Distribution



Log Likelihood Function

$$N^{-1} \log L(\theta \mid x) = N^{-1} \sum_{i=1}^N \log \text{Pr}(y_i \mid x_i; \theta)$$



Negative Log Likelihood Function

$$-\frac{1}{N} \sum_{n=1}^N \left[ y_n \log \hat{y}_n + (1 - y_n) \log(1 - \hat{y}_n) \right]$$

Minimize the negative log likelihood (NLL)  
by Gradient Descent



# Generative Adversarial Network

# GAN

- Remember Cross Entropy?

$$\frac{1}{N} \sum_{n=1}^N \left[ \underbrace{y_n \log \hat{y}_n}_{\text{Positive Samples}} + \underbrace{(1 - y_n) \log(1 - \hat{y}_n)}_{\text{Negative Samples}} \right]$$

$$= \frac{1}{M} \sum_{m=1}^M [\log \hat{y}_m] + \frac{1}{N} \sum_{n=1}^N [\log(1 - \hat{y}_n)]$$

Separate positive samples and negative samples.

$$= \mathbb{E}_{x \sim p_{\text{positive}}} \log D(x) + \mathbb{E}_{x' \sim p_{\text{negative}}} \log(1 - D(x'))$$

Sample mean is an unbiased estimator of population mean.

$$\mathbb{E}_{x \sim p_{\text{positive}}} \log D(x) + \mathbb{E}_{x' \sim p_{\text{negative}}} \log(1 - D(x'))$$

$$= \mathbb{E}_{x \sim p_{\text{real}}} \log D(x) + \mathbb{E}_{x' \sim p_{\text{fake}}} \log(1 - D(x'))$$

Positive VS Negative → Real VS Fake

$$= \mathbb{E}_{x \sim p_{\text{real}}} \log D(x) + \mathbb{E}_{z \sim p_z} \log(1 - D(G(z)))$$

Fake samples come from random noise  $p(z)$  and Generator  $G$ .

$$= \mathbb{E}_{x \sim p_{\text{real}}} \log D_{\theta_d}(x) + \mathbb{E}_{z \sim p_z} \log(1 - D_{\theta_d}(G_{\theta_g}(z)))$$

Use parameterized functions for  $D$  and  $G$ .

# Logistic Function

# GAN

- 
- 생성자는 minimize ( $D(x)$ 를 1로)
  - 구분자는 maximize ( $D(G(z))$ 를 0으로)

- GAN is a two-person MinMax game between D & G

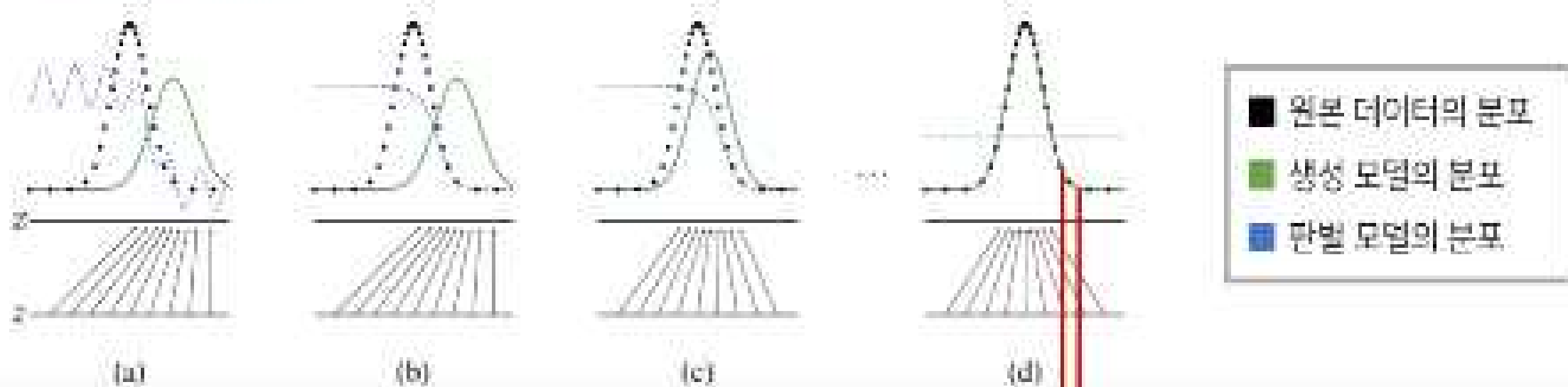
$$\min_{\theta_g} \max_{\theta_d} \left[ \mathbb{E}_{x \sim p_{\text{real}}} \log D_{\theta_d}(x) + \mathbb{E}_{z \sim p_z} \log \left( 1 - D_{\theta_d}(G_{\theta_g}(z)) \right) \right]$$

- Discriminator ( $\theta_d$ ) wants to **maximize objective** such that  $D(x)$  is close to 1 (real) and  $D(G(z))$  is close to 0 (fake)
- Generator ( $\theta_g$ ) wants to **minimize objective** such that  $D(G(z))$  is close to 1 (discriminator is fooled into thinking generated  $G(z)$  is real)

# GAN의 수렴 과정

- 공식의 목표(Goal of Formulation)

- $P_g \rightarrow P_{data}, D(G(z)) \rightarrow 1/2$  ( $G(z)$  is not distinguishable by  $D$ )



How can the formulation lead  $P_g$  converge to  $P_{data}$ ?

key of proof

original data instance

new data instance

감사합니다

# Thank You