발표자

김정택 (연구원)

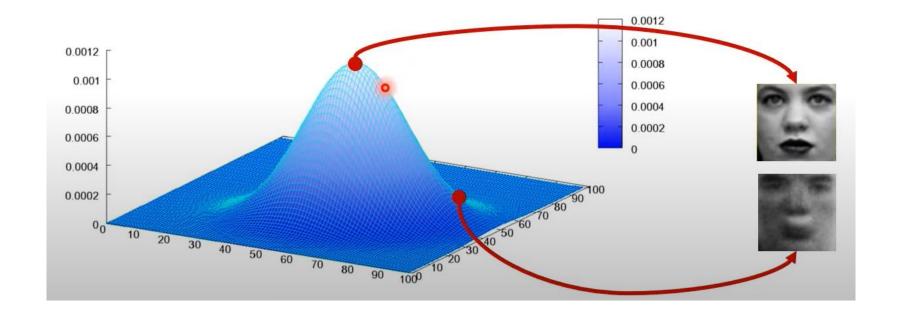
딥러닝 논문 요약 및 구현 스터디

GAN:

Generative Adversarial Nets

Abstract

- **"존재하지 않는" "그럴싸한" 이미지**를 생성하는 모델
- A Statistical Model of the Joint Probability Distribution
- An Architecture to **generate new data instances**
- Adversarial Model (**Generative Model V.S. Determinative Model**)



1. Intro

- Deep Generative Model 의 근황
 - 최대 우도 추정과 같은 확률 근사 계산의 어려움, Leveraging the benefits of piecewise linear units 의 어려움으로 인해 생성 모델이 만들어지기 어려웠다.
- Adversarial Nets Framework
 - 생성 모델(G) 는 위조 통화를 생성하고, 판별 모델(D)는 위조 통화인지 여부를 판별합니다. MinMax 게임을 통해 두 모델은 위조 통화가 없을 때 까지 본인의 모델을 개선하게 됩니다.

2. Related

- RBMs (Restricted Boltzmann Machines)
 - 확률 변수의 모든 state 에 대한 전역 합산/적분으로 정규화
 - Markov chain Monte Carlo 방식을 사용하여 추정할 수 있으나 Mixing이 큰 문제가 된다.
- DBNs (Deep Belief Networks)
 - 하나의 undirected layers와 몇 개의 다른 directed layers를 포함한 하이브리드 모델
 - 계산에 대한 어려움이 있다.
- NCE (Noise-Constractive Estimation) or Score Matching
 - 로그우도를 근사하거나 대안하는 방식
 - 학습된 확률 밀도에 대해 정규화 상수를 포함해 분석적으로 지정해야하지만 이는 쉽지 않은 작업입니다.

2. Related

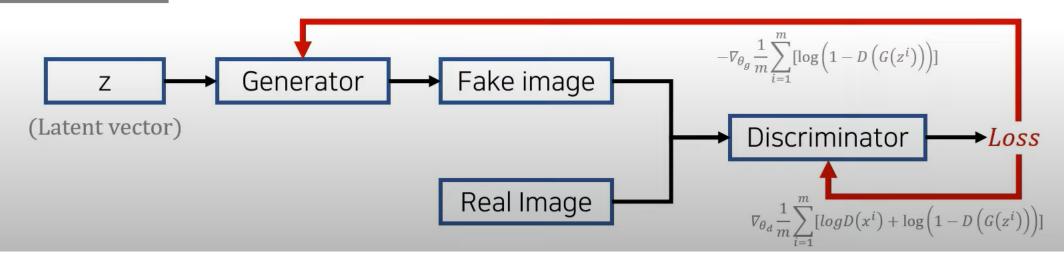
- GSN (Generative Stochastic Network Framework)
 - 역전파로 훈련시킬 수 있도록 설계됨
 - 샘플링을 위해 마르코프 체인 활용
 - Feedback Loops로 인해 무제한 활성화 문제가 발생할 수 있다.

3. Adversarial Nets

$$\min_{G} \max_{D} V(D,G) = E_{x \sim p_{data}(x)}[logD(x)] + E_{z \sim p_{z}(z)}[log(1 - D(G(z)))]$$

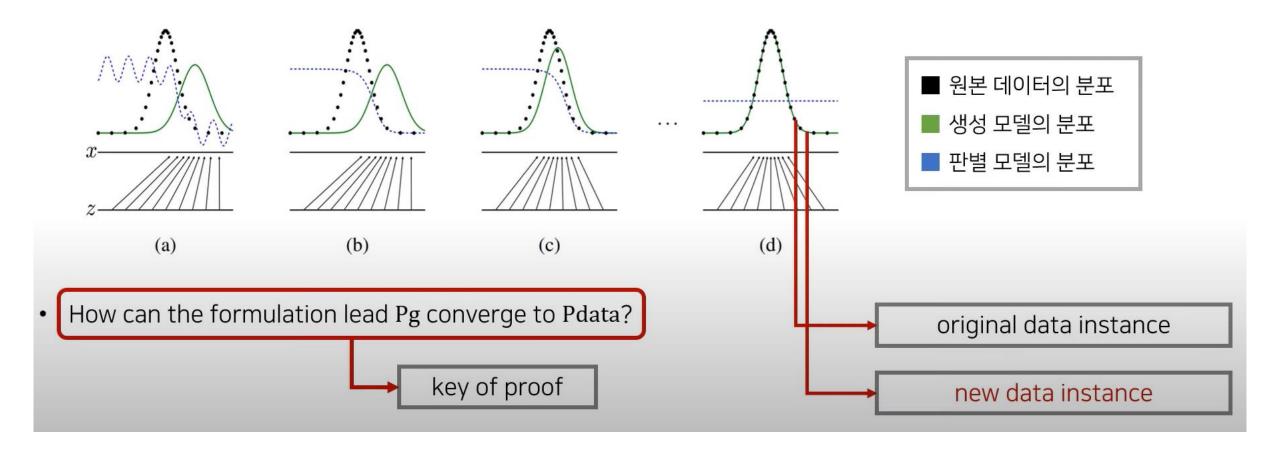
Generator G(z): new data instance

Discriminator D(x) = Probability: a sample came from the real distribution (Real: $1 \sim Fake$: 0)



3. Adversarial Nets

- 공식의 목표(Goal of Formulation)
 - $Pg \to Pdata, D(G(z)) \to 1/2 (G(z) is not distinguishable by D)$



4. Theoretical Results

Proposition:
$$D_G^*(x) = \frac{p_{data}(x)}{p_{data}(x) + p_g(x)}$$

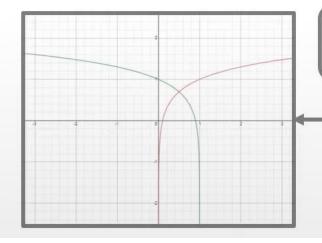
Proof: For G fixed,

$$V(G, D) = E_{x \sim p_{data}(x)}[log D(x)] + E_{z \sim p_{z}(z)}[log(1 - D(G(z)))]$$

$$= \int_{x} p_{data}(x) \log(D(x)) dx + \int_{z} p_{z}(z) \log(1 - D(g(z))) dz$$

$$= \int_{x} p_{data}(x) \log(D(x)) + p_{g}(x) \log(1 - D(x)) dx$$

$$= \int_{x} p_{data}(x) \log(D(x)) + p_{g}(x) \log(1 - D(x)) dx$$



function $y \to alog(y) + blog(1-y)$ achieves its maximum in [0,1] at $\frac{a}{a+b}$

same as *optimal control*:
$$\frac{\delta V(G,D)}{\delta D}[D^*(x)] = 0$$

4. Theoretical Results

Proposition: Global optimum point is $oldsymbol{p}_g = oldsymbol{p}_{data}$

Proof:

$$C(G) = \max_{D} V(G, D) = E_{x \sim p_{data}(x)} [logD^*(x)] + E_{z \sim p_{z}(z)} [log(1 - D^*(G(z)))]$$

$$= E_{x \sim p_{data}(x)} \left[log \frac{p_{data}(x)}{p_{data}(x) + p_{g}(x)} \right] + E_{x \sim p_{g}(x)} \left[log \frac{p_{g}(x)}{p_{data}(x) + p_{g}(x)} \right]$$

$$= E_{x \sim p_{data}(x)} \left[log \frac{p_{data}(x)}{p_{data}(x) + p_{g}(x)} \right] + E_{x \sim p_{g}(x)} \left[log \frac{p_{g}(x)}{p_{data}(x) + p_{g}(x)} \right]$$

$$= E_{x \sim p_{data}(x)} \left[log \frac{2 * p_{data}(x)}{p_{data}(x) + p_{g}(x)} \right] + E_{x \sim p_{g}(x)} \left[log \frac{2 * p_{g}(x)}{p_{data}(x) + p_{g}(x)} \right] - log(4)$$

$$= KL(p_{data}||p_{g}) - log(4)$$

$$= 2 * JSD(p_{data}||p_{g}) - log(4)$$

$$= 2 * JSD(p_{data}||p_{g}) - log(4)$$

$$= \frac{1}{2}KL(p||\frac{p+q}{2}) + \frac{1}{2}KL(p||\frac{p+q}{2}) + \frac{1}{2}KL(q||\frac{p+q}{2})$$

4. Theoretical Results

for the number of training iterations do

for k steps do

Sample minibatch of m noise samples $\{z^{(1)}, ..., z^{(m)}\}$ from noise prior $p_g(z)$.

Sample minibatch of m examples $\{x^{(1)}, ..., x^{(m)}\}$ from data generating distribution $p_{data}(x)$.

Update the discriminator by ascending its stochastic gradient:

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

end for

Sample minibatch of m noise samples $\{z^{(1)}, ..., z^{(m)}\}$ from noise prior $p_g(z)$.

Update the generator by descending its stochastic gradient:

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

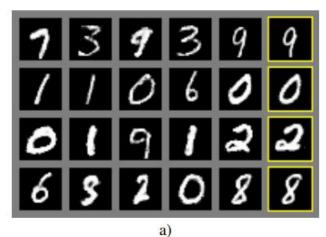
end for

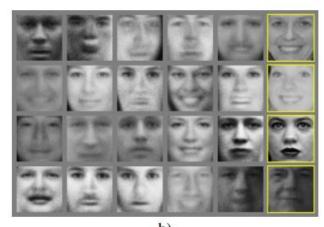
The gradient-based updates can use any standard gradient-based learning rule. They used momentum.

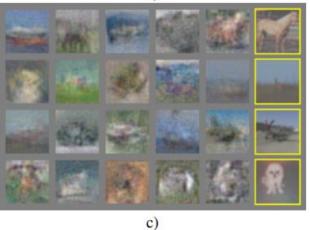
- Discriminator: Ascending (Fake Image & Original Image)
- Generator : Descending (Fake Image 에 대해)

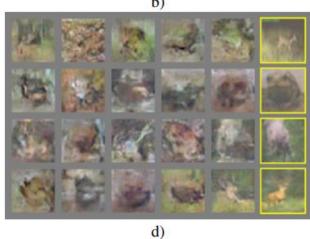
5. Experiment

Model	MNIST	TFD
DBN [3]	138 ± 2	1909 ± 66
Stacked CAE [3]	121 ± 1.6	2110 ± 50
Deep GSN [6]	214 ± 1.1	1890 ± 29
Adversarial nets	225 ± 2	2057 ± 26









- Random 하게 만든 이미지
- 단순 암기가 아님