

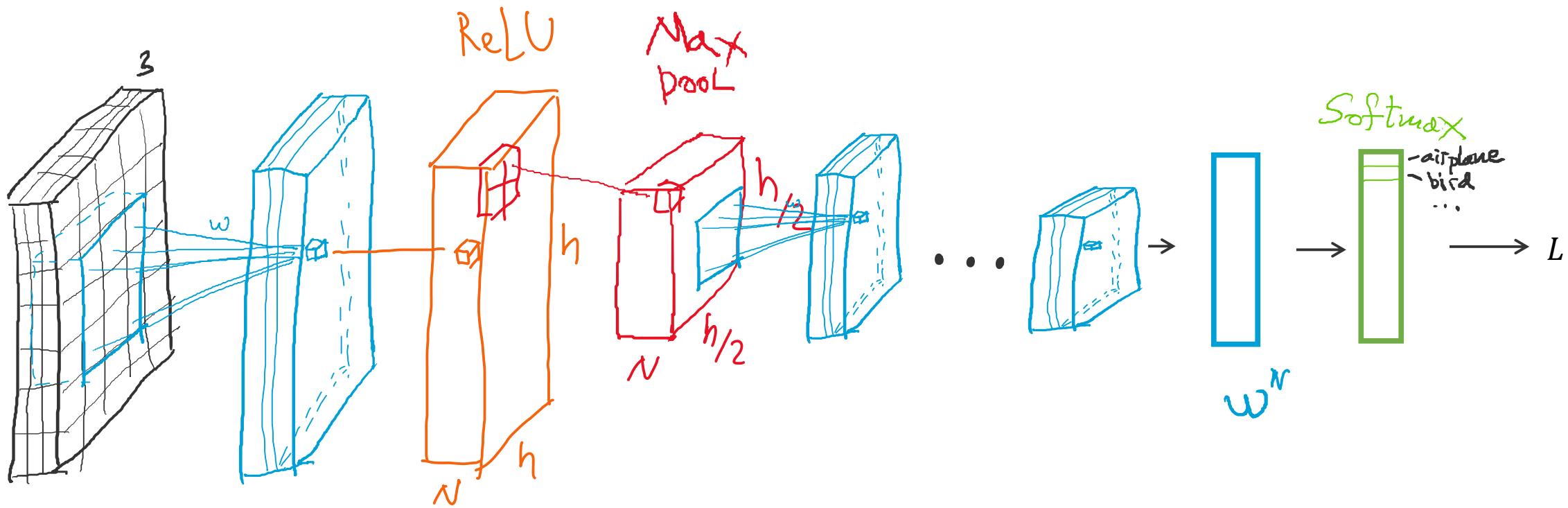
8

Metric Learning

Autoencoders

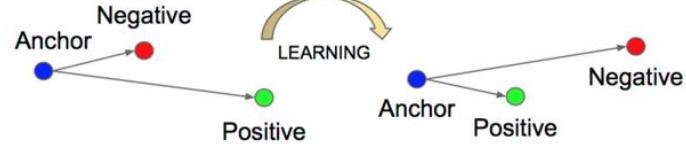
GANs

Beyond Classification



Metric Learning

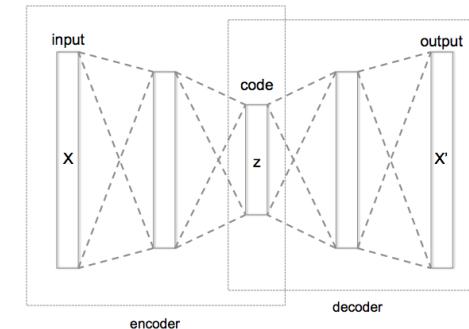
Triplet loss



embedding

Unsupervised learning

Autoencoders



GANs



Latent space

Face recognition



Distractors

1 Million Photos

690,572 Unique Users

Training Set

4.7 Million Photos

672,057 Unique Identities

7 Mean photos / person (3 min, 2469 max)

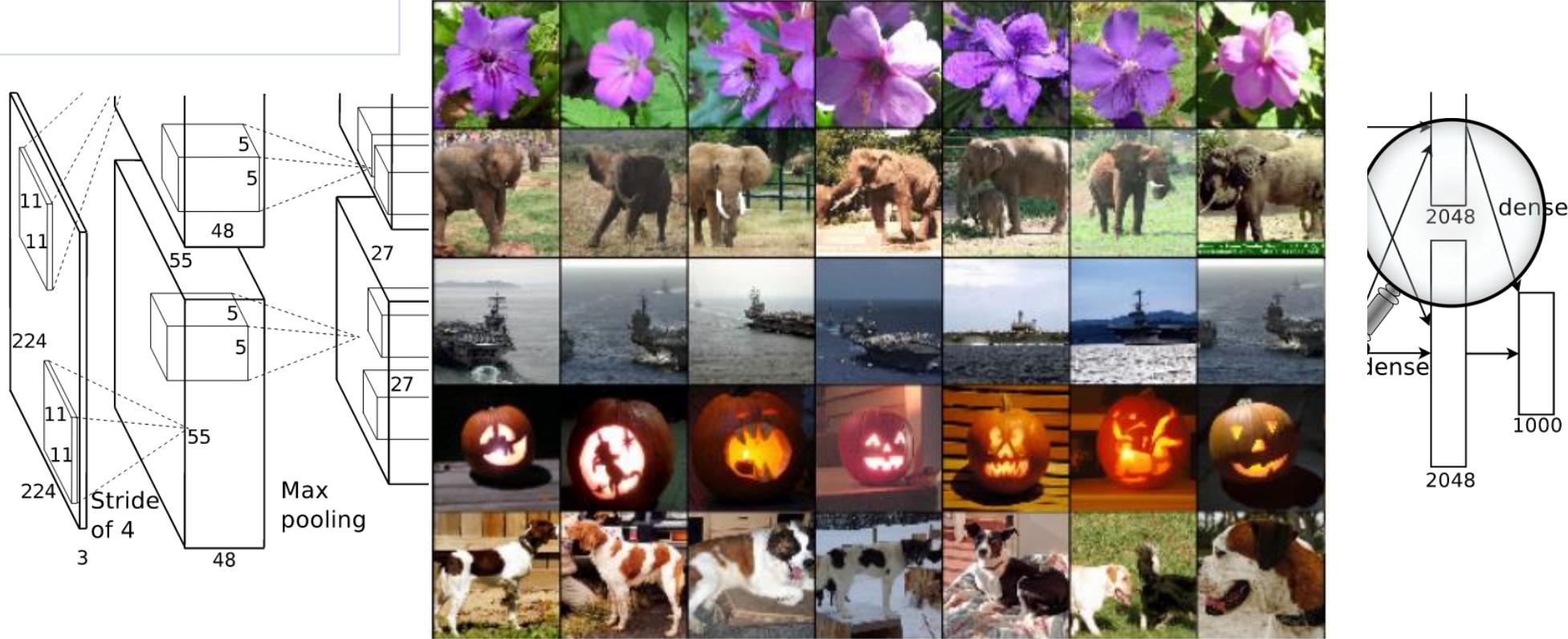
[Megaface](#)

Кто из людей в тренировочных данных
изображен на новом фото?

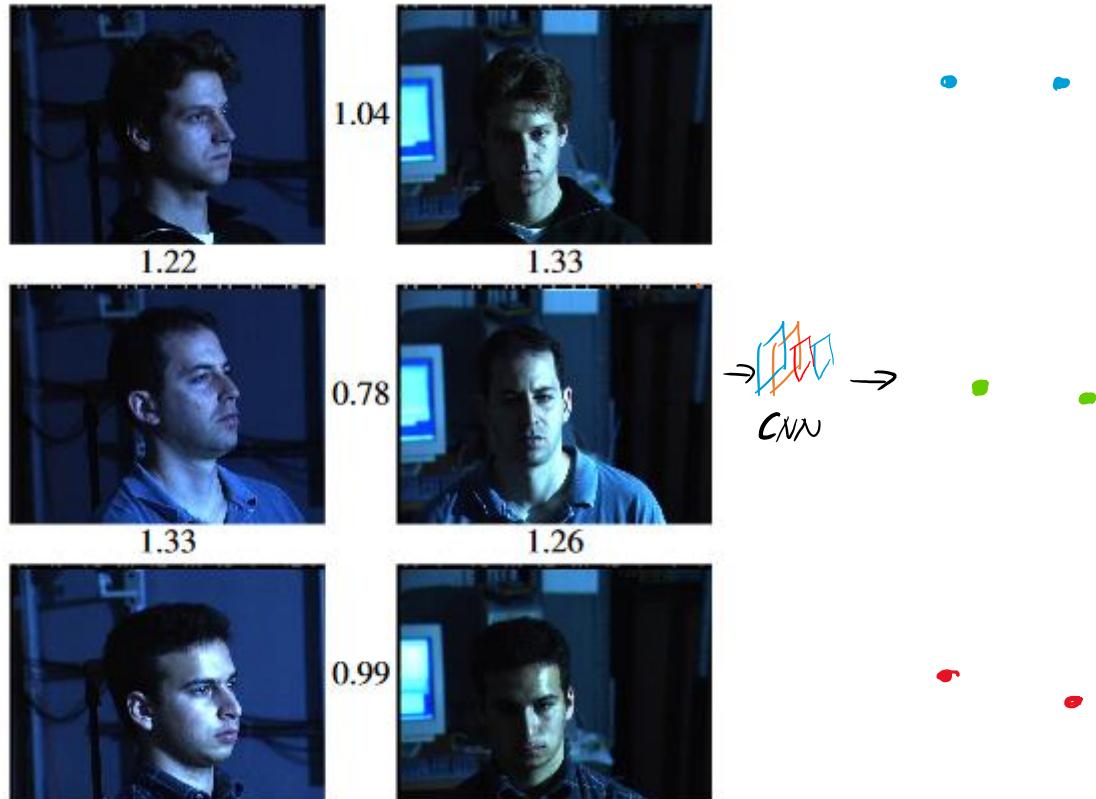
На двух новых фото один и тот же человек или нет?

Даны 3 фото нового человека.
Изображен ли он на еще одном фото?

Признаки предпоследнего слоя Embedding



Metric Learning



Кто из людей в тренировочных данных изображен на новом фото?

Просто K-nearest neighbor

На двух новых фото один и тот же человек или нет?

Просто отсечка по расстоянию

Даны 3 фото нового человека.
Изображен ли он на еще одном фото?

Добавить новые точки, снова KNN

Triplet Loss



Figure 2. **Model structure.** Our network consists of a batch input layer and a deep CNN followed by L_2 normalization, which results in the face embedding. This is followed by the triplet loss during training.

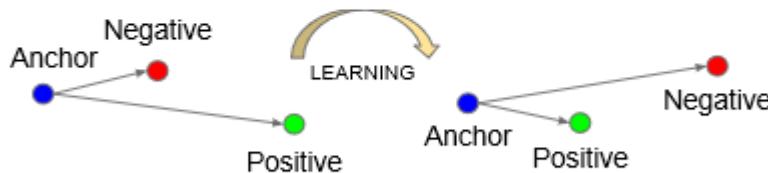
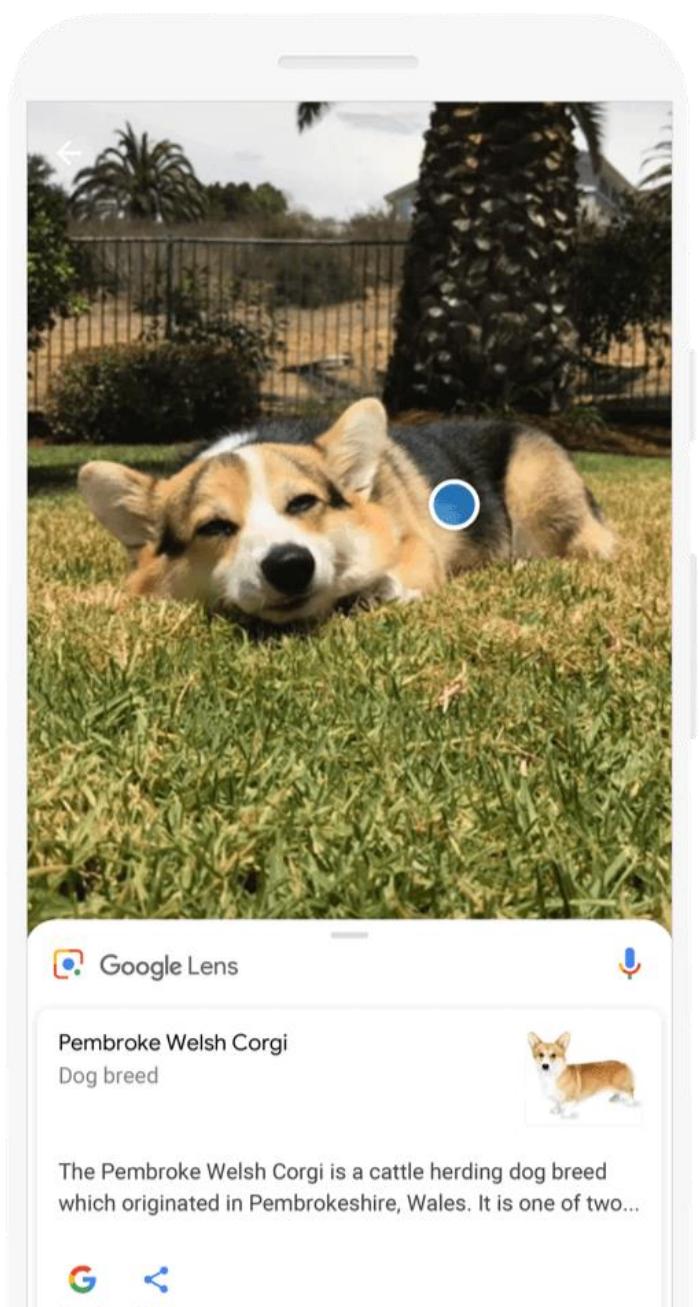
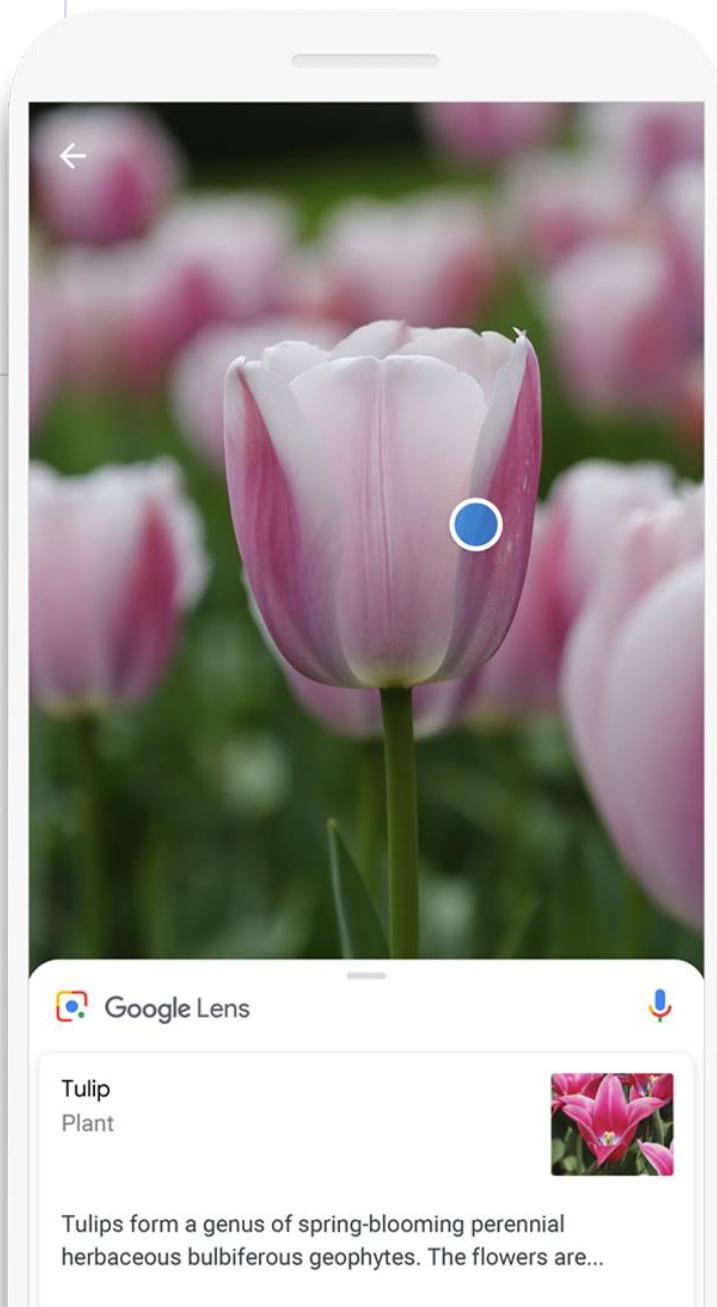


Figure 3. The **Triplet Loss** minimizes the distance between an *anchor* and a *positive*, both of which have the same identity, and maximizes the distance between the *anchor* and a *negative* of a different identity.

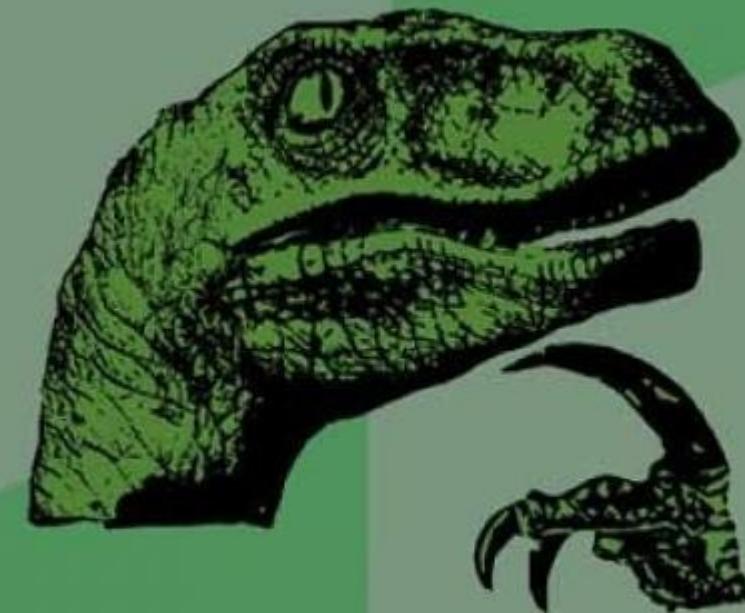
$$L = \sum_i^N \left[\|f(x_i^a) - f(x_i^p)\|_2^2 - \|f(x_i^a) - f(x_i^n)\|_2^2 + \alpha \right]_+$$



Google Lens

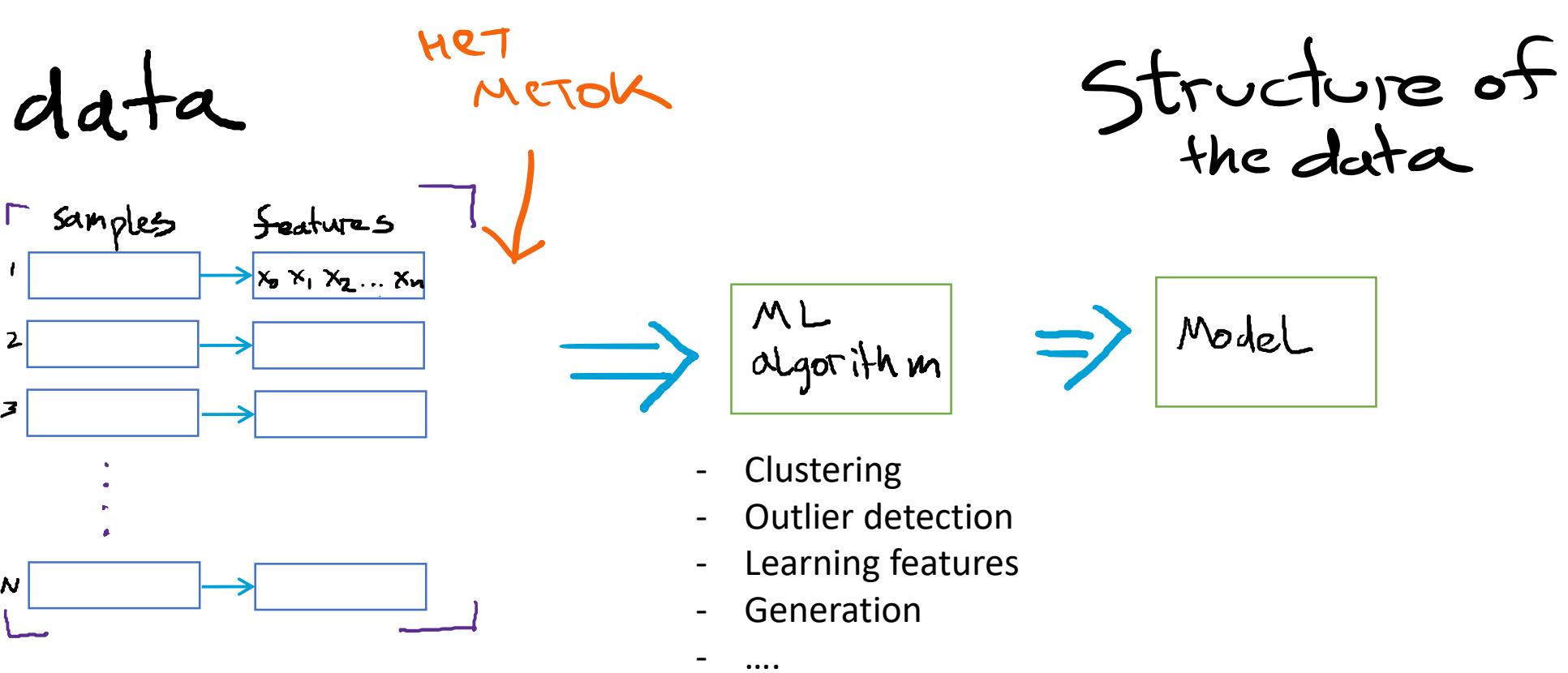


BUT IS IT POSSIBLE

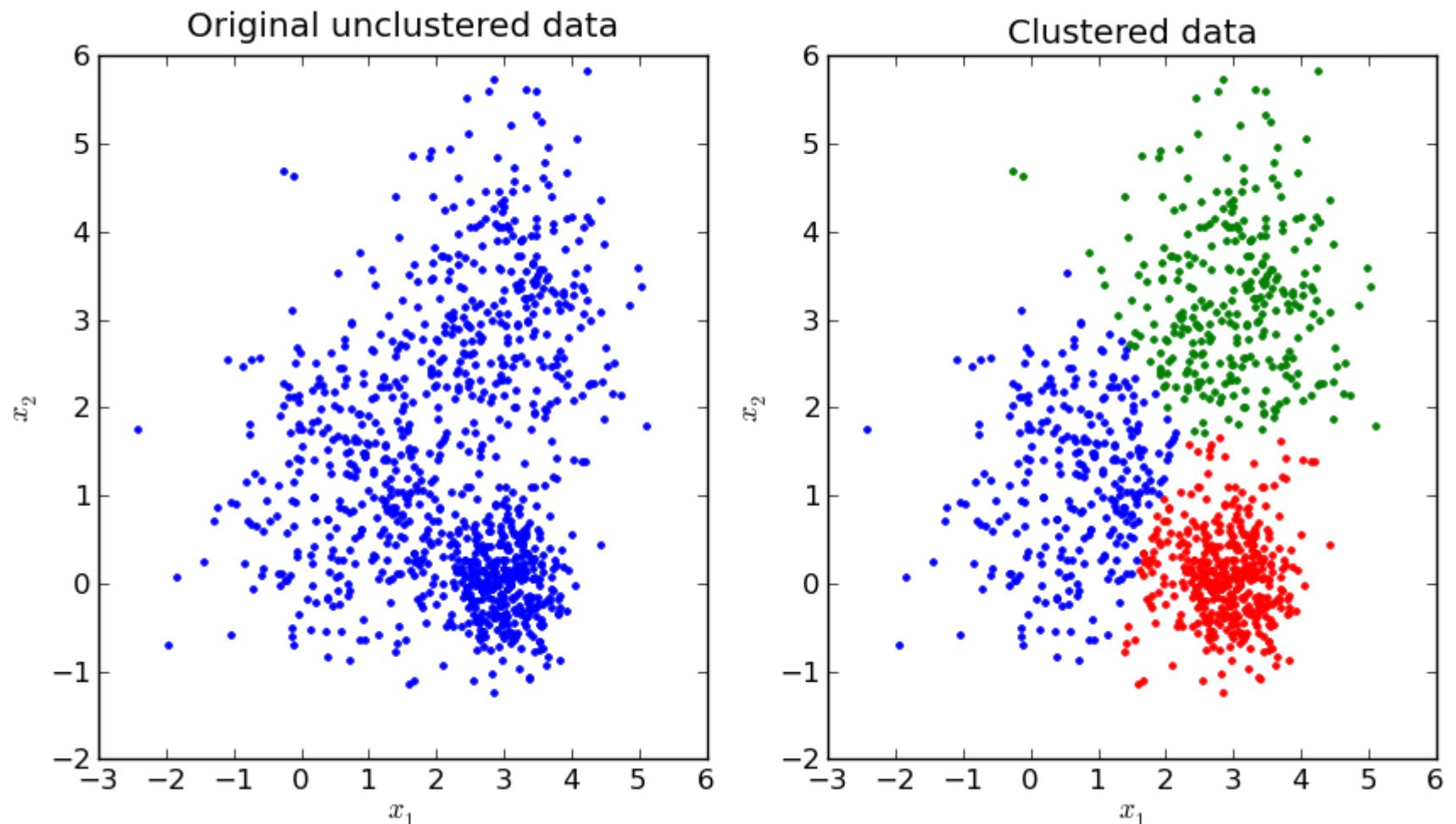


WITHOUT LABELS?

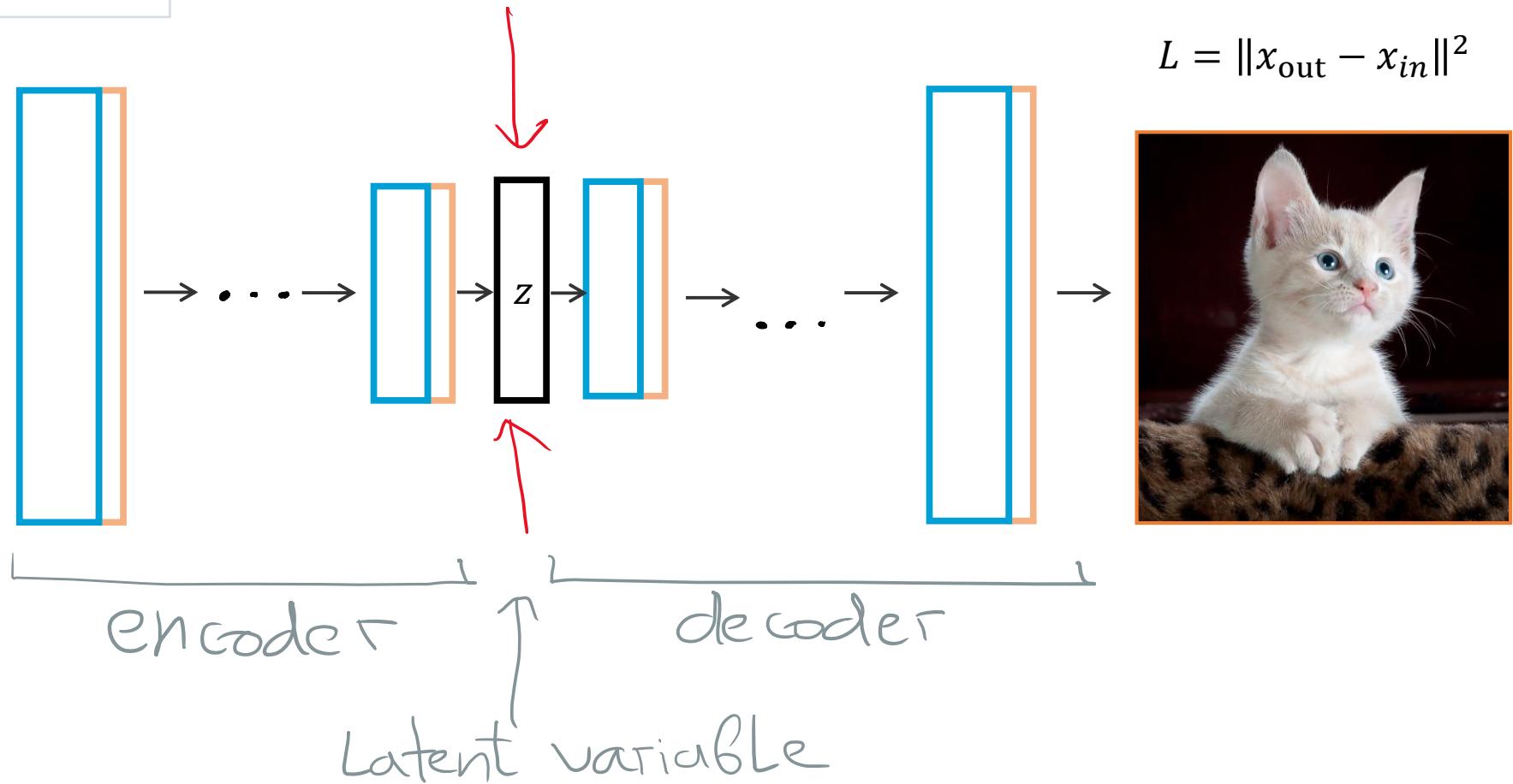
Unsupervised learning



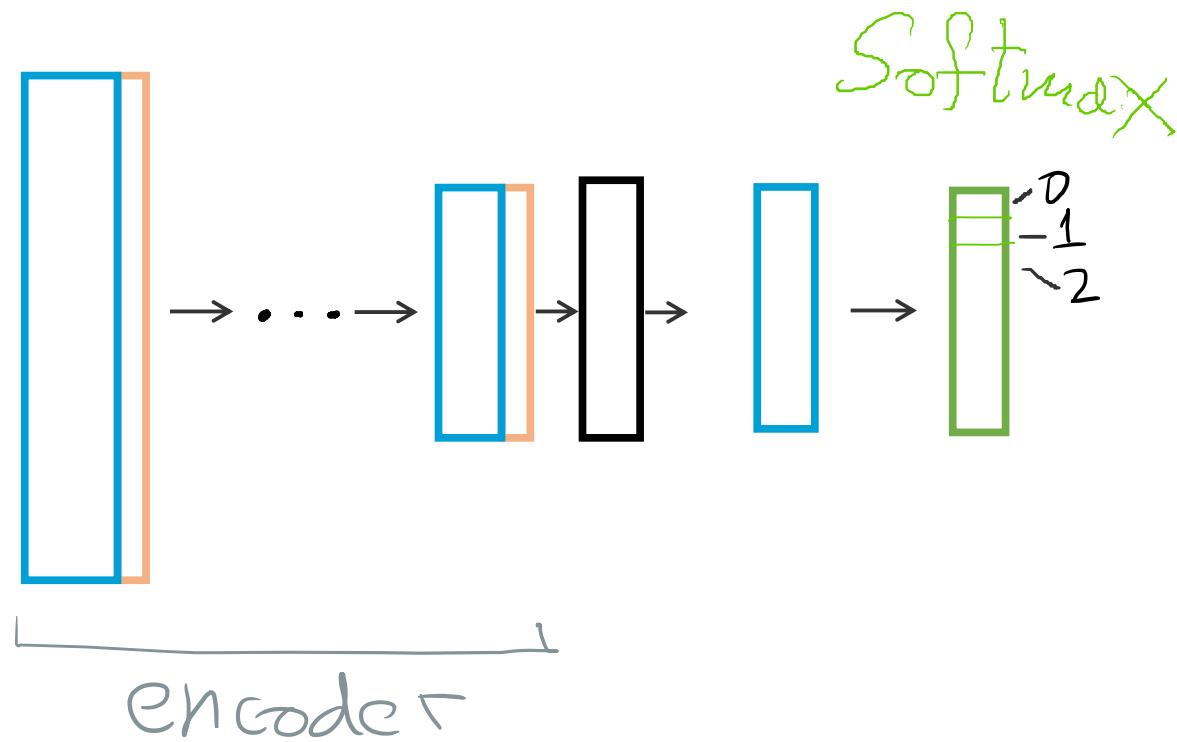
Пример: K-means clustering



Autoencoder

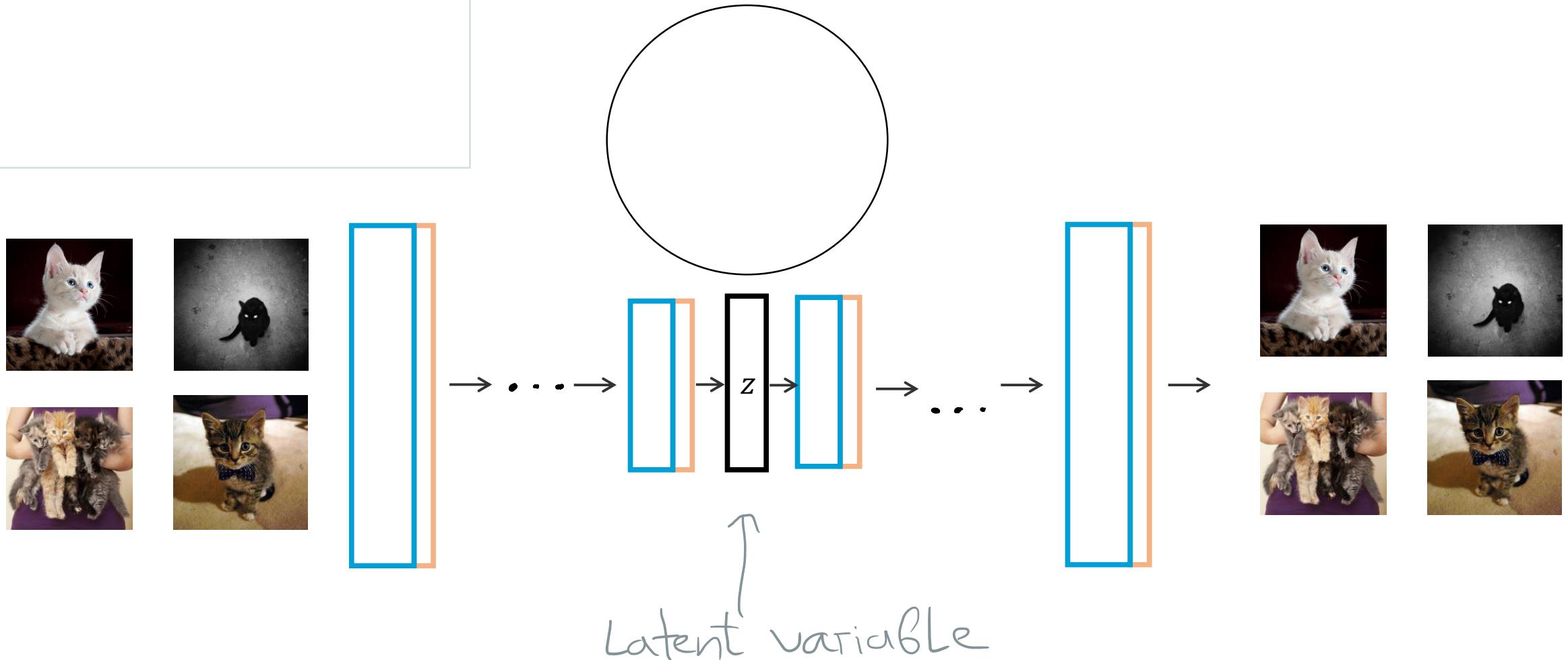


Что с этим делать дальше?

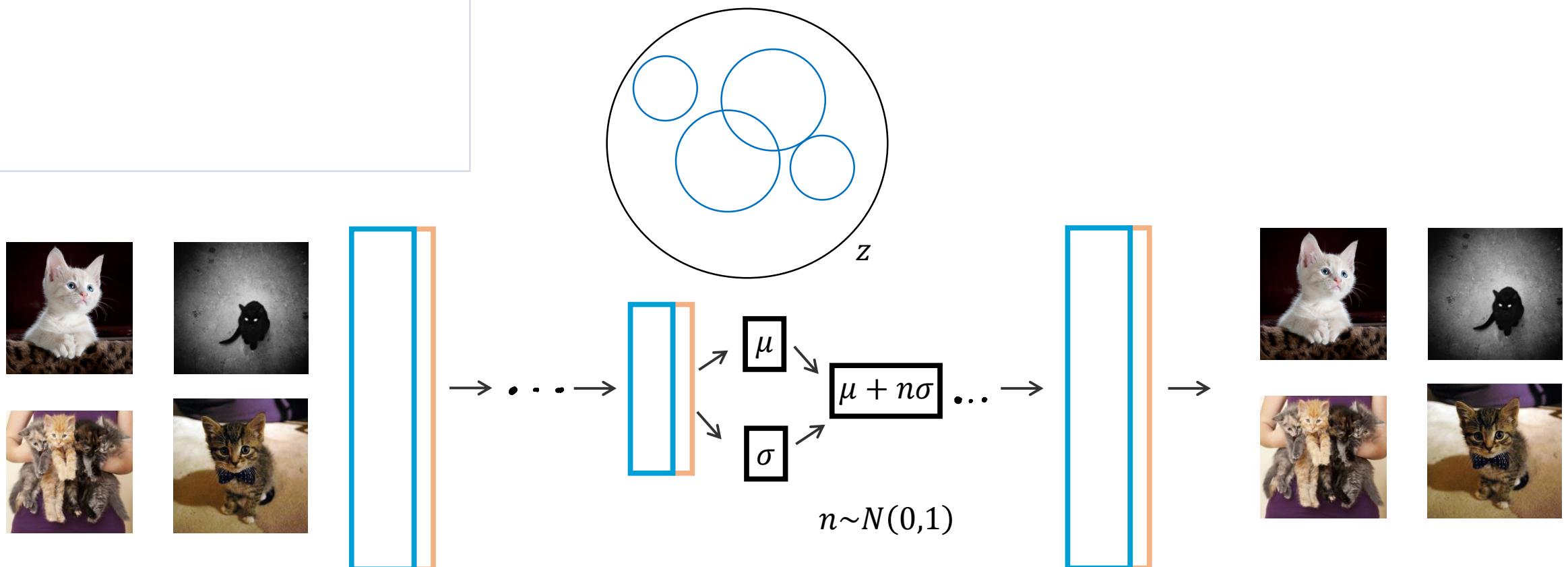




overfitting



Variational Autoencoder



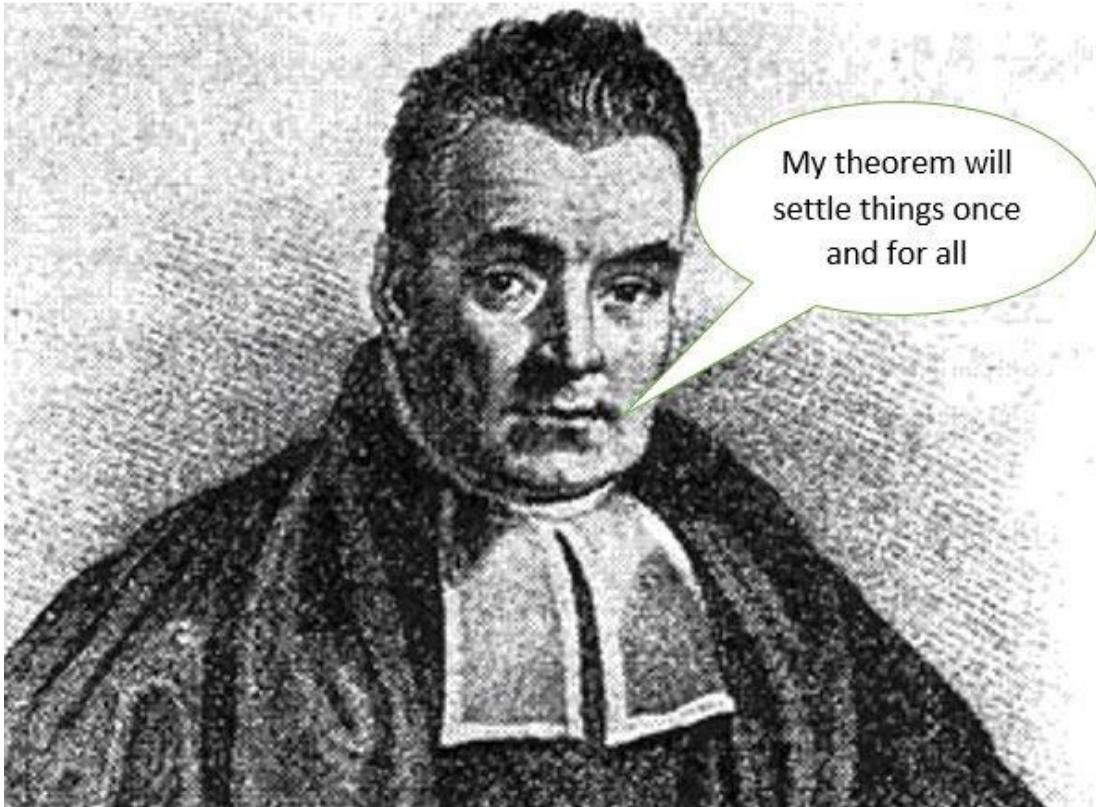
$$L_{\text{KL}} = D_{KL}(\mu, \sigma || N(0,1))$$

$$L_r = \|x_{\text{out}} - x_{\text{in}}\|^2$$

$$= \frac{1}{2} \sum_{j=0}^N (1 + \log \sigma_j^2 - \mu_j^2 - \sigma_j^2)$$

Bayesian perspective

$$P(A | B) = \frac{P(B | A) P(A)}{P(B)}$$

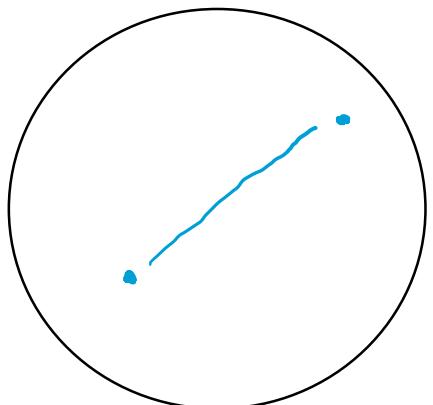


Если интересно:

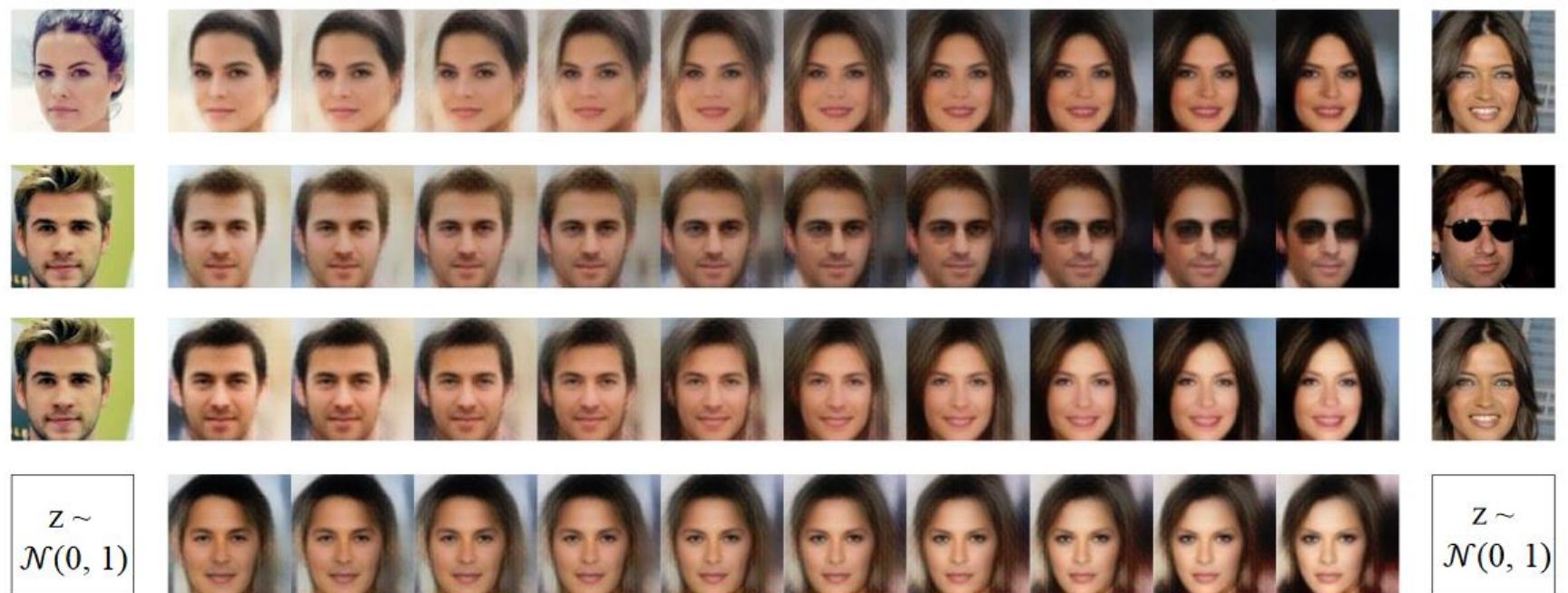
[Tutorial on Variational Autoencoders'16](#)

[Auto-Encoding Variational Bayes'13](#)

Интерполяции



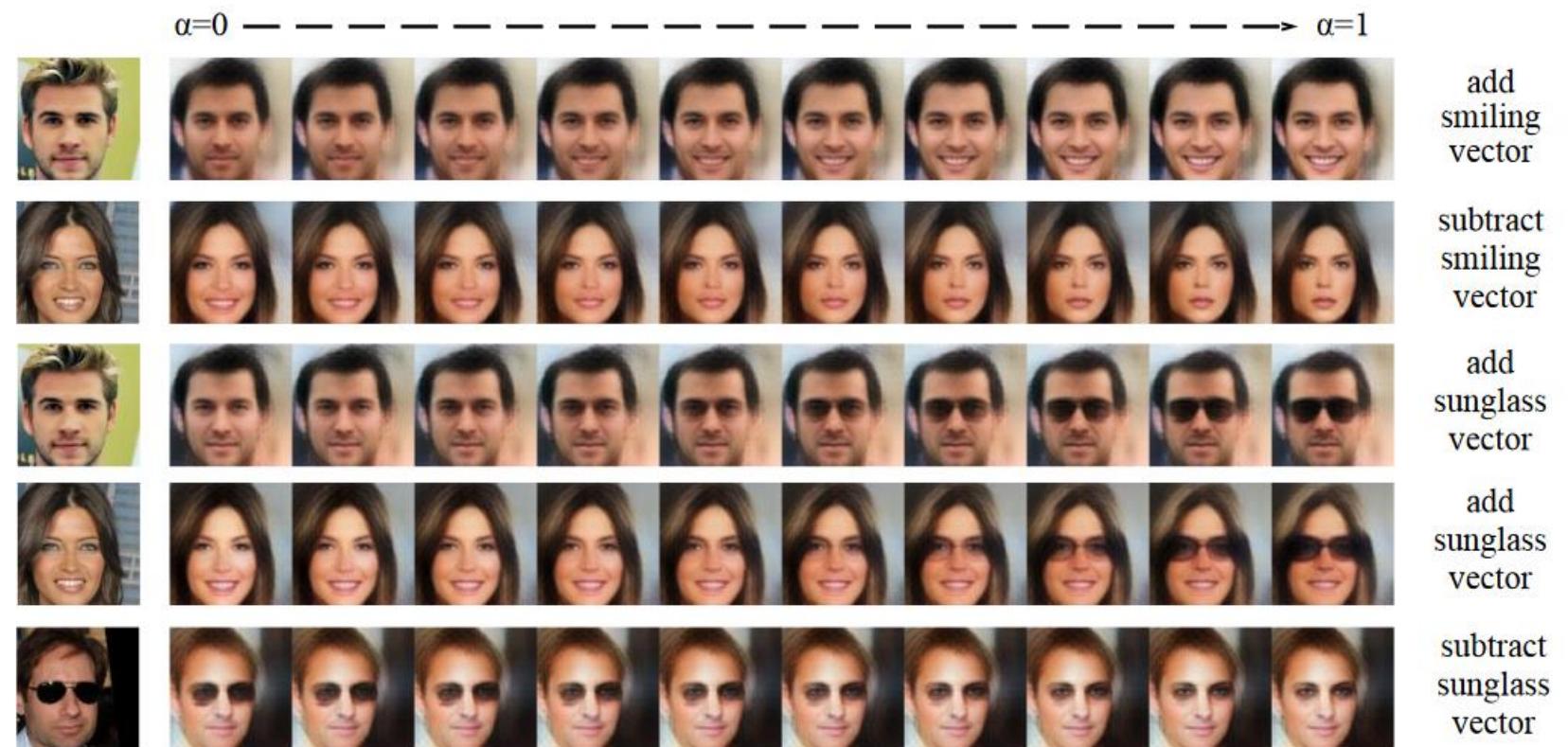
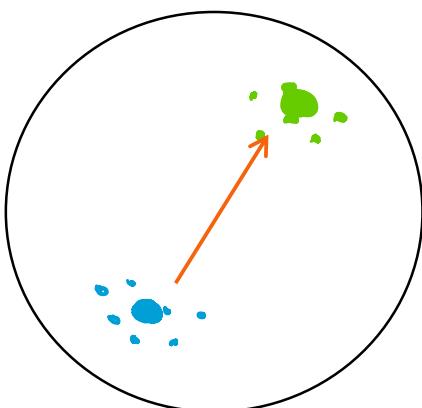
$a=0$ ————— $a=1$

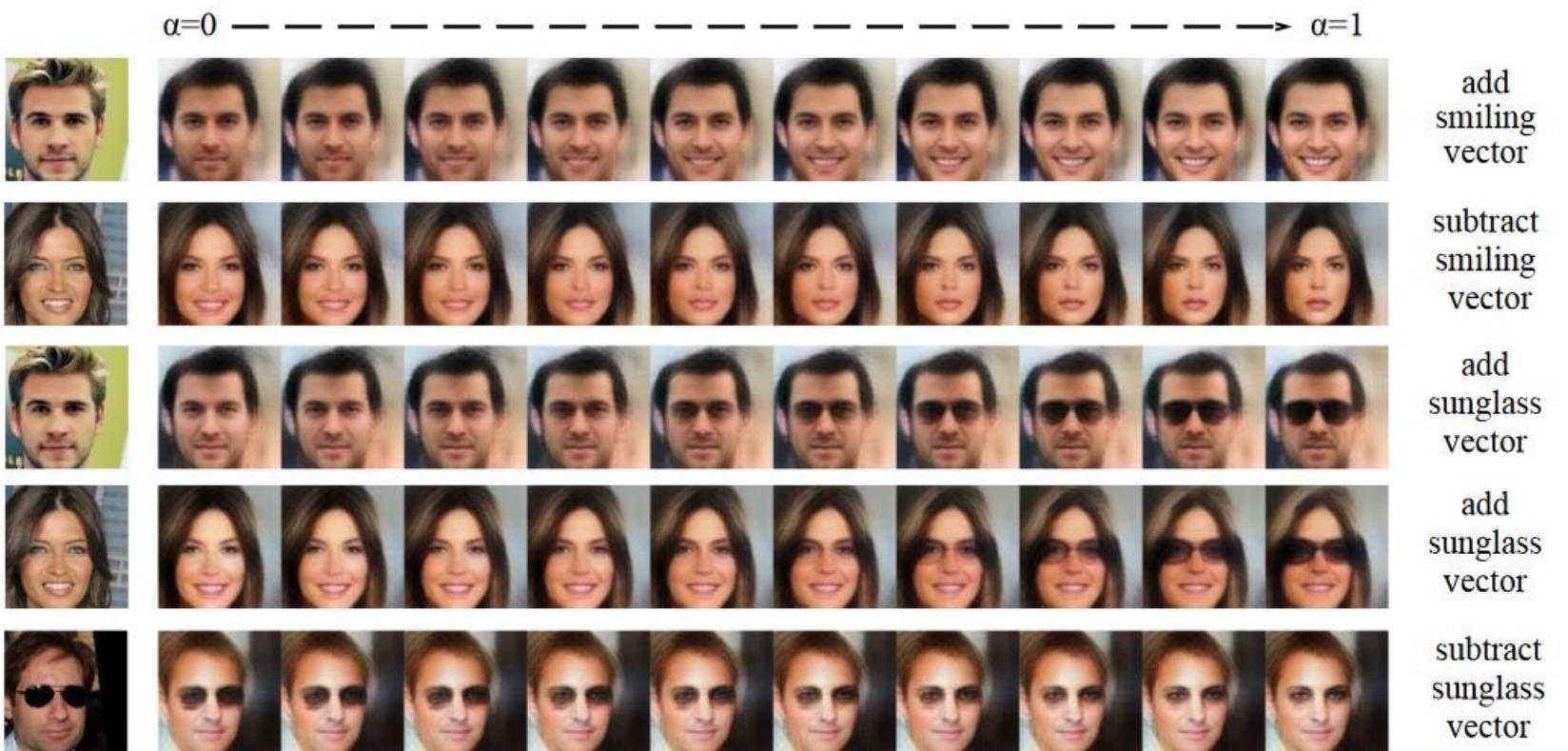
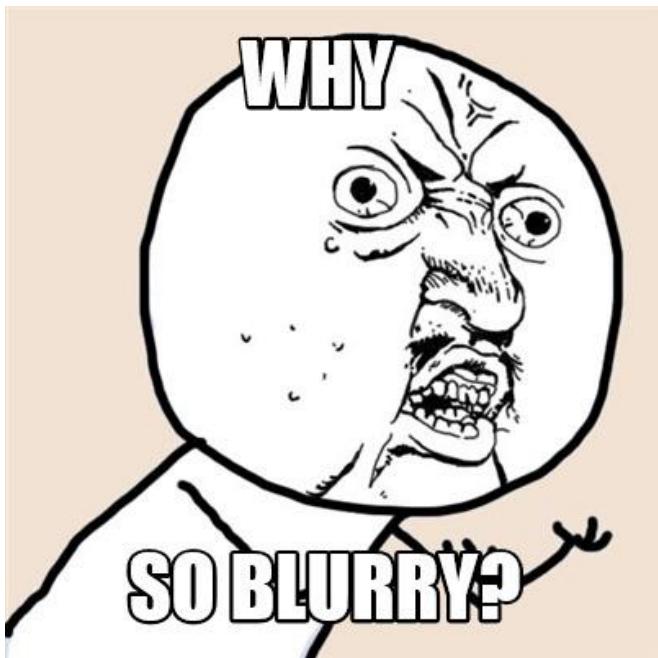


$$z \sim \mathcal{N}(0, 1)$$

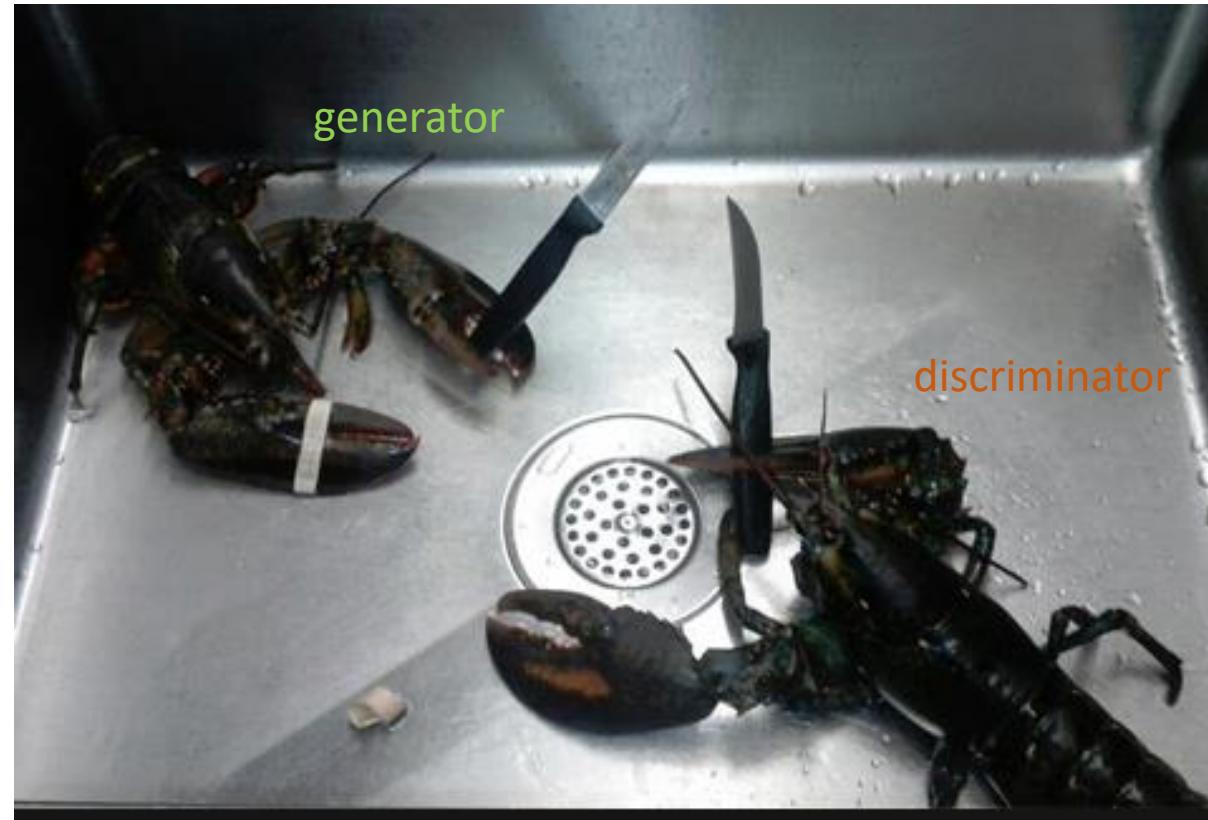
$$z \sim \mathcal{N}(0, 1)$$

Операции с latent space

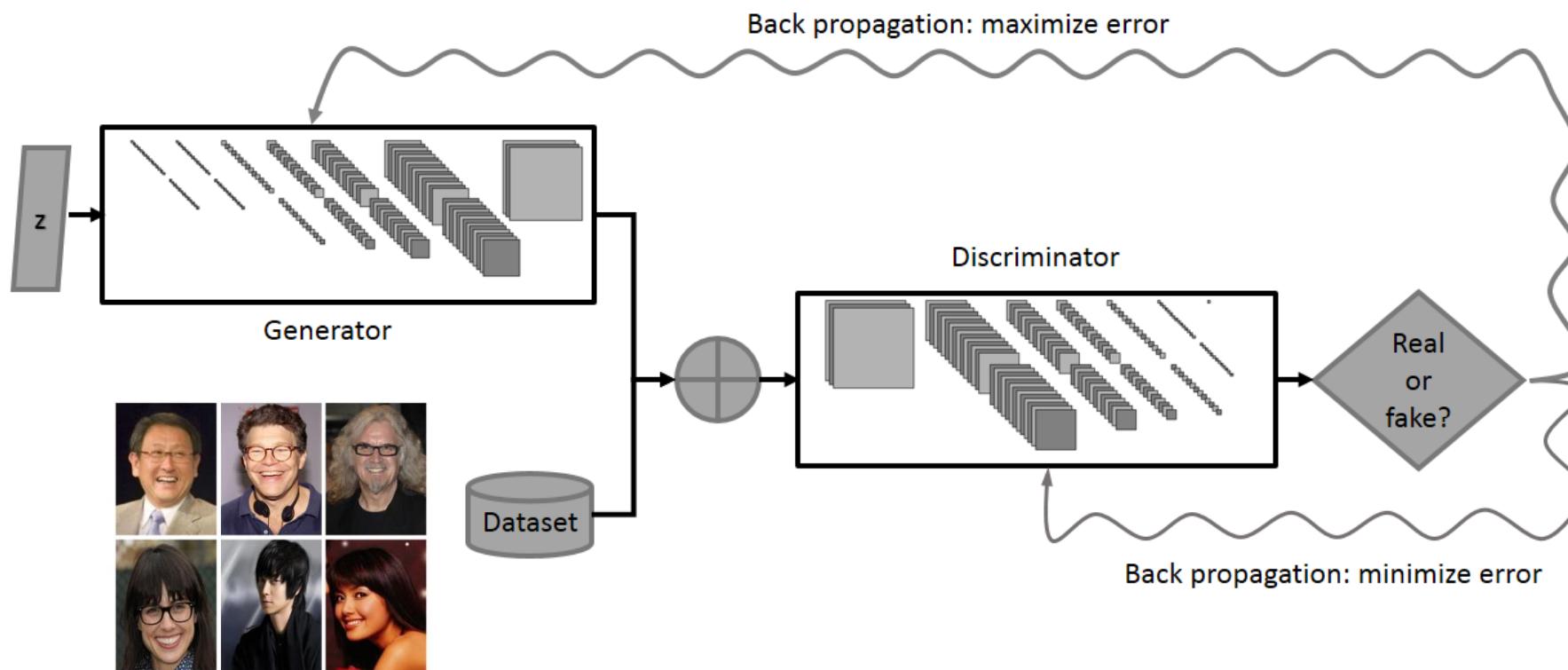




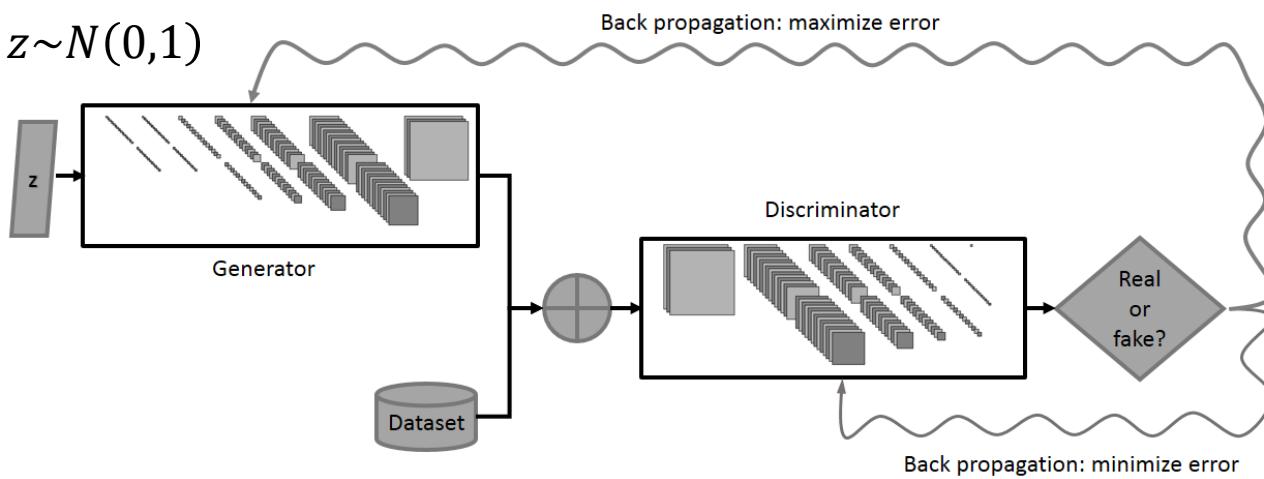
Generative Adversarial Networks (GANs)



Generative Adversarial Networks (GANs)



Generative Adversarial Networks (GANs)



```

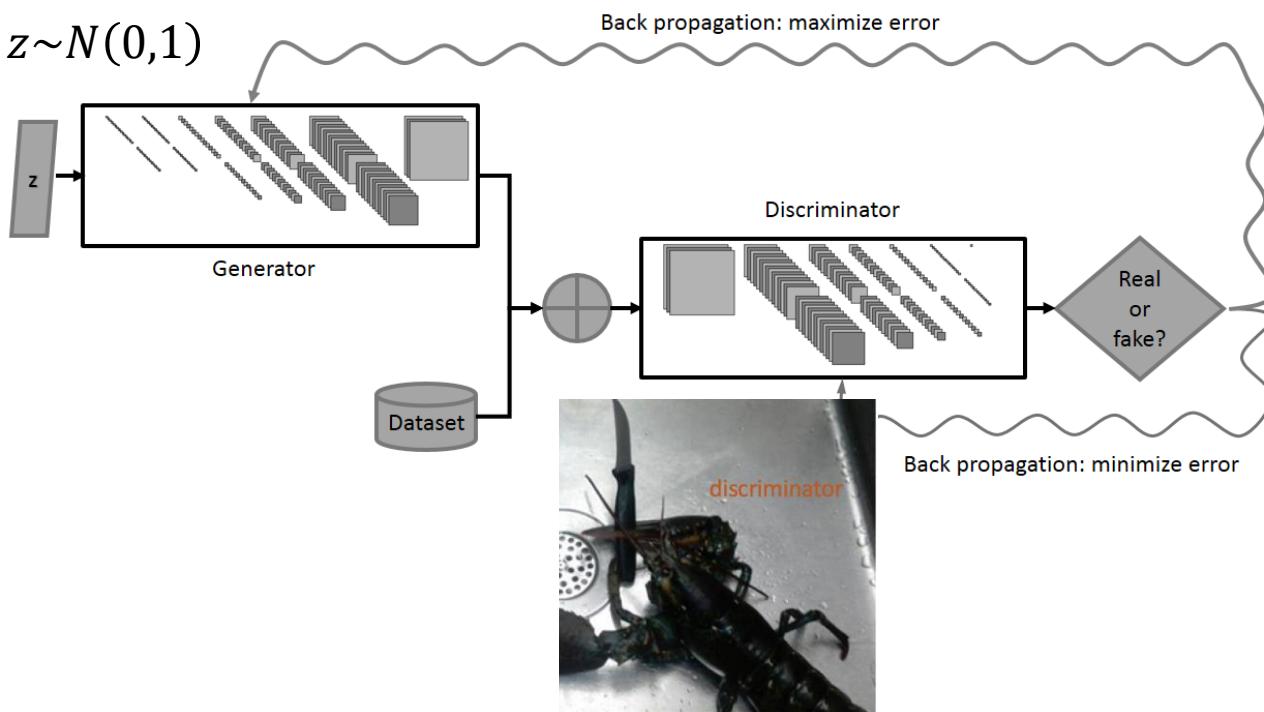
for number of training iterations do
  for  $k$  steps do
    • Sample minibatch of  $m$  noise samples  $\{z^{(1)}, \dots, z^{(m)}\}$  from noise prior  $p_g(z)$ .
    • Sample minibatch of  $m$  examples  $\{x^{(1)}, \dots, x^{(m)}\}$  from data generating distribution  $p_{\text{data}}(x)$ .
    • 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  $\{z^{(1)}, \dots, z^{(m)}\}$  from noise prior  $p_g(z)$ .
  • Update the generator by descending its stochastic gradient:
    
$$\nabla_{\theta_g} \frac{1}{m} \sum_{i=1}^m \log (1 - D(G(z^{(i)}))) .$$

end for

```

Generative Adversarial Networks (GANs)

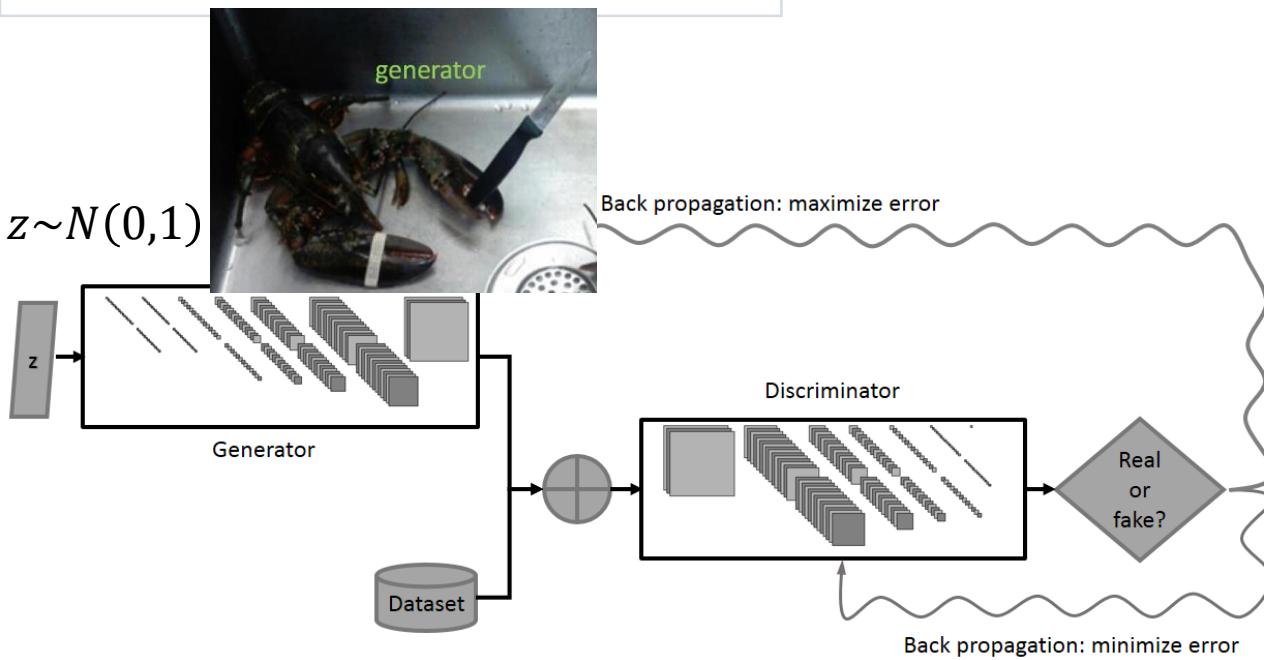


```
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        • Sample minibatch of  $m$  noise samples  $\{z^{(1)}, \dots, z^{(m)}\}$  from noise prior  $p_g(z)$ .
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$$\nabla_{\theta_g} \frac{1}{m} \sum_{i=1}^m \log (1 - D(G(z^{(i)}))) .$$

end for
```

Generative Adversarial Networks (GANs)

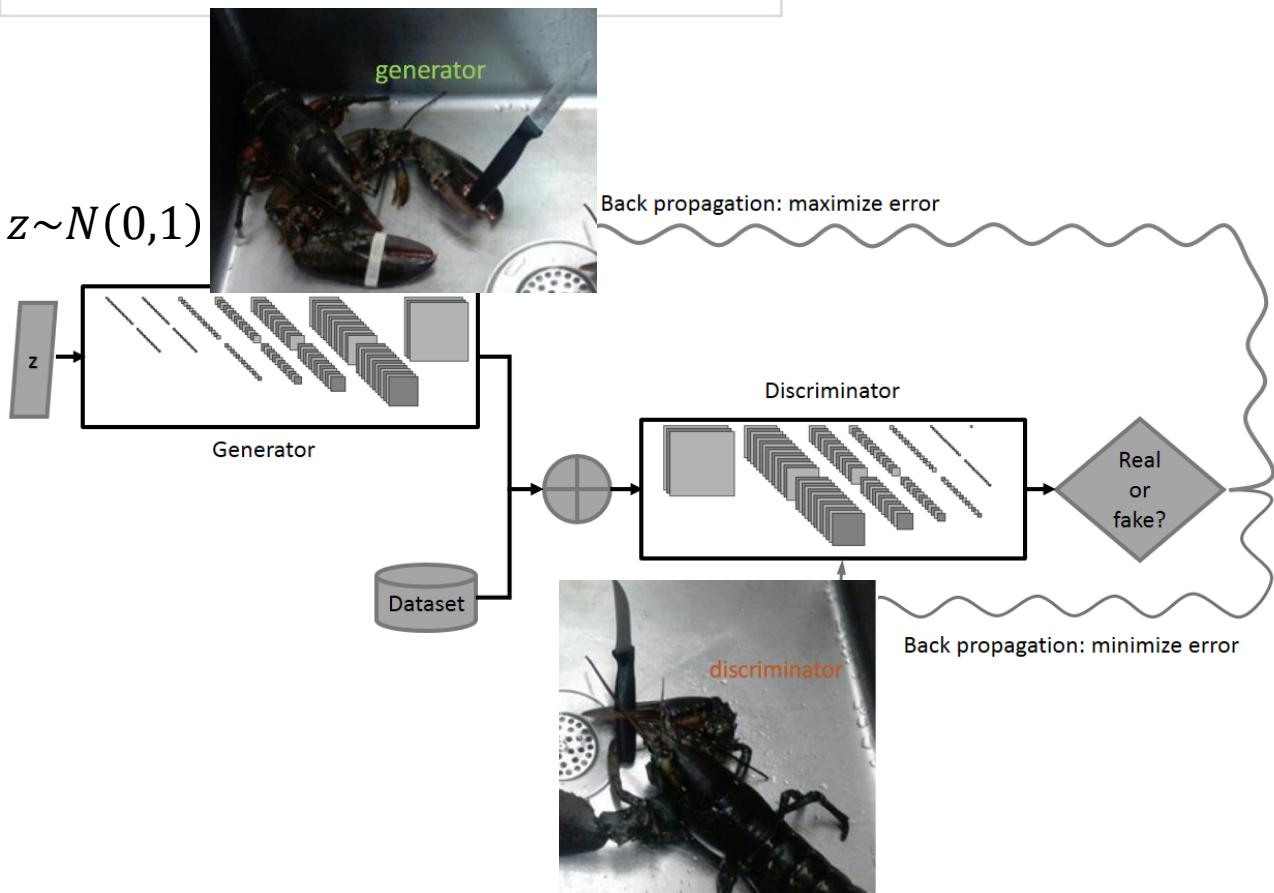


```
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        • Sample minibatch of  $m$  noise samples  $\{z^{(1)}, \dots, z^{(m)}\}$  from noise prior  $p_g(z)$ .
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$$\nabla_{\theta_d} \frac{1}{m} \sum_{i=1}^m \left[ \log D(x^{(i)}) + \log (1 - D(G(z^{(i)}))) \right].$$

    end for
    • Sample minibatch of  $m$  noise samples  $\{z^{(1)}, \dots, z^{(m)}\}$  from noise prior  $p_g(z)$ .
    • Update the generator by descending its stochastic gradient:
            
$$\nabla_{\theta_g} \frac{1}{m} \sum_{i=1}^m \log (1 - D(G(z^{(i)}))).$$

end for
```

Generative Adversarial Networks (GANs)



```
for number of training iterations do
  for k steps do
```

- Sample minibatch of m noise samples $\{z^{(1)}, \dots, z^{(m)}\}$ from noise prior $p_g(z)$.
- Sample minibatch of m examples $\{x^{(1)}, \dots, x^{(m)}\}$ from data generating distribution $p_{\text{data}}(x)$.
- Update the discriminator by ascending its stochastic gradient:

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

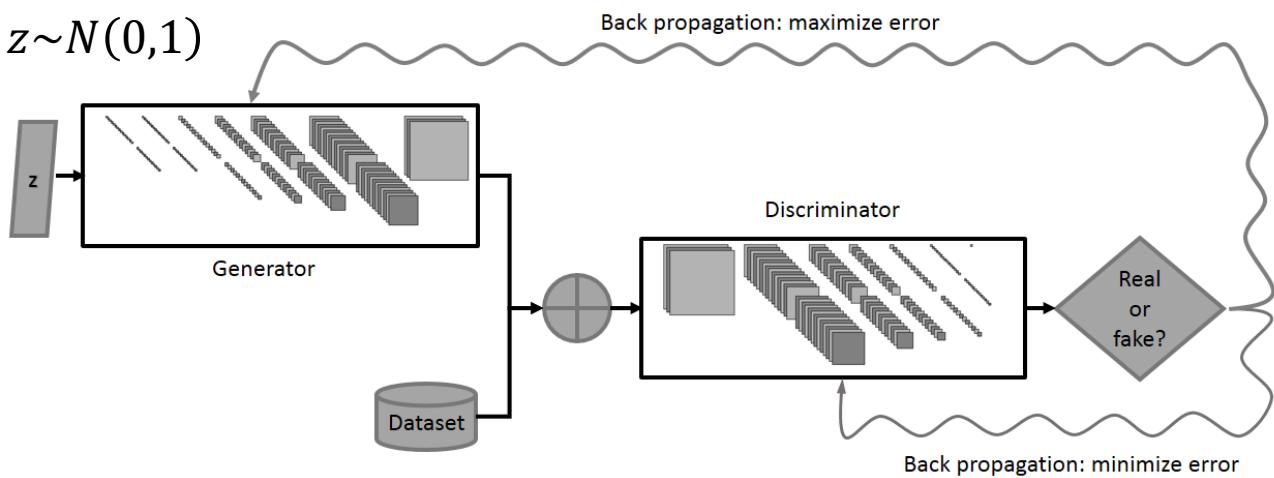
```
end for
```

- Sample minibatch of m noise samples $\{z^{(1)}, \dots, z^{(m)}\}$ from noise prior $p_g(z)$.
- Update the generator by descending its stochastic gradient:

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

```
end for
```

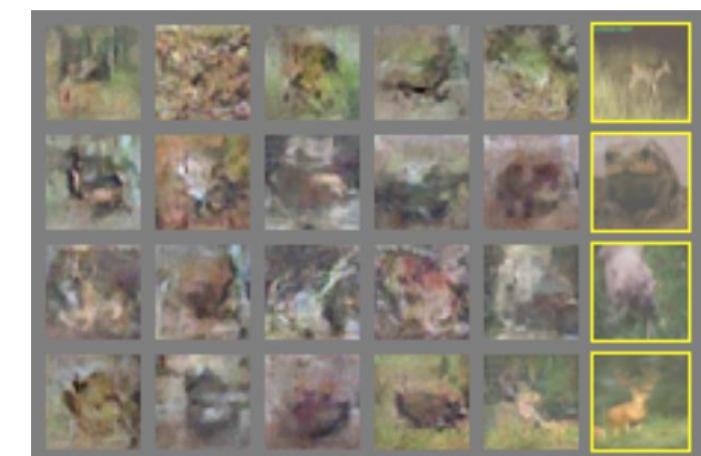
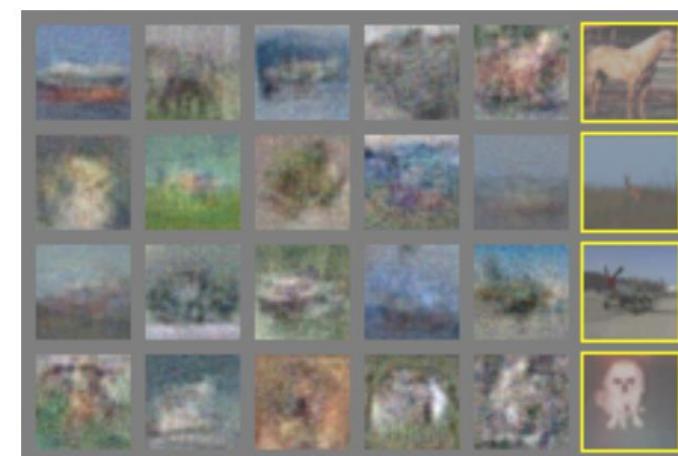
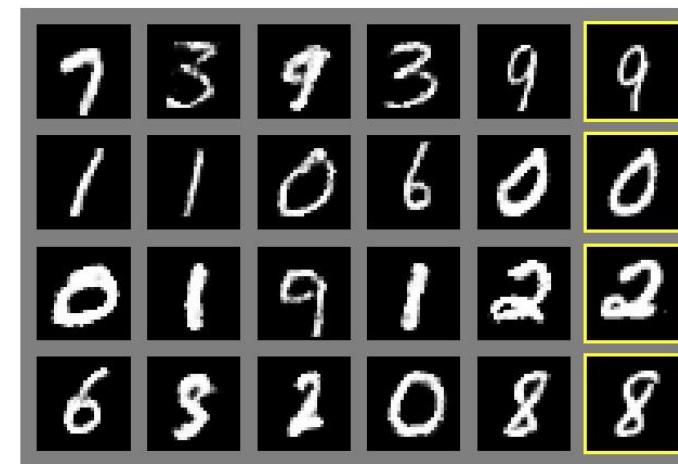
Generative Adversarial Networks (GANs)



In other words, D and G play the following two-player minimax game with value function $V(G, D)$:

$$\min_G \max_D V(D, G) = \mathbb{E}_{\mathbf{x} \sim p_{\text{data}}(\mathbf{x})} [\log D(\mathbf{x})] + \mathbb{E}_{\mathbf{z} \sim p_{\mathbf{z}}(\mathbf{z})} [\log(1 - D(G(\mathbf{z})))] \quad (1)$$

Если все это сделать аккуратно...





Soumith Chintala

@soumithchintala

Following

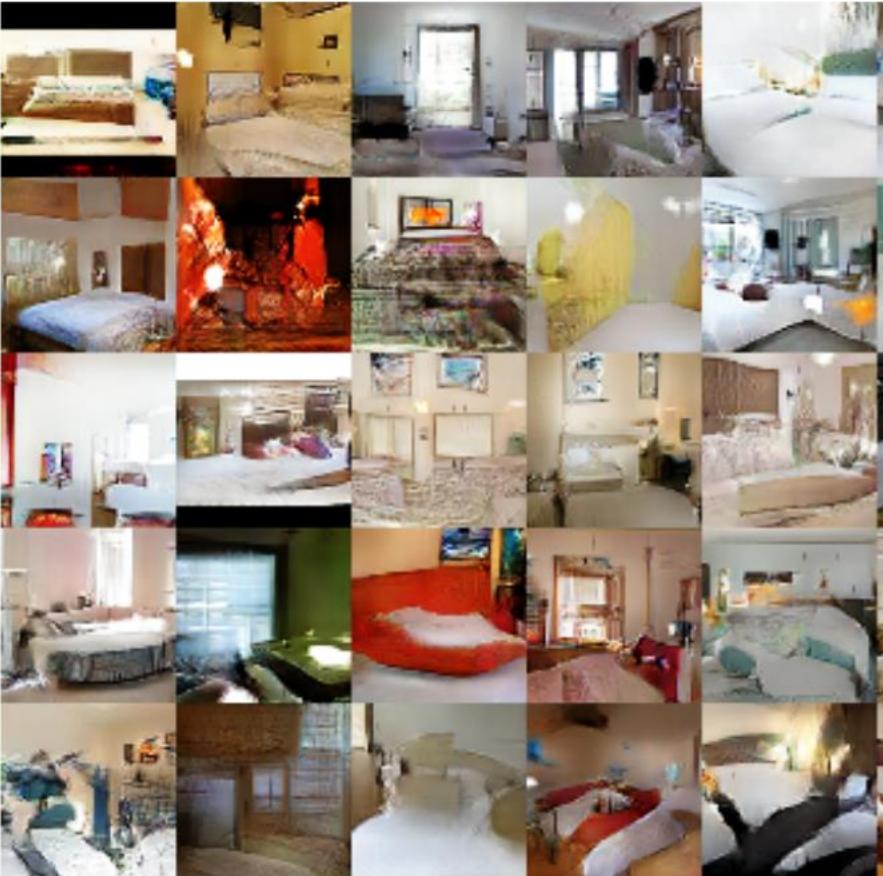
How to Train a GAN? I'm as clueless as you.
Best I'll do is summarize the tricks, hacks
and untold dark rituals that we've all used so
far!



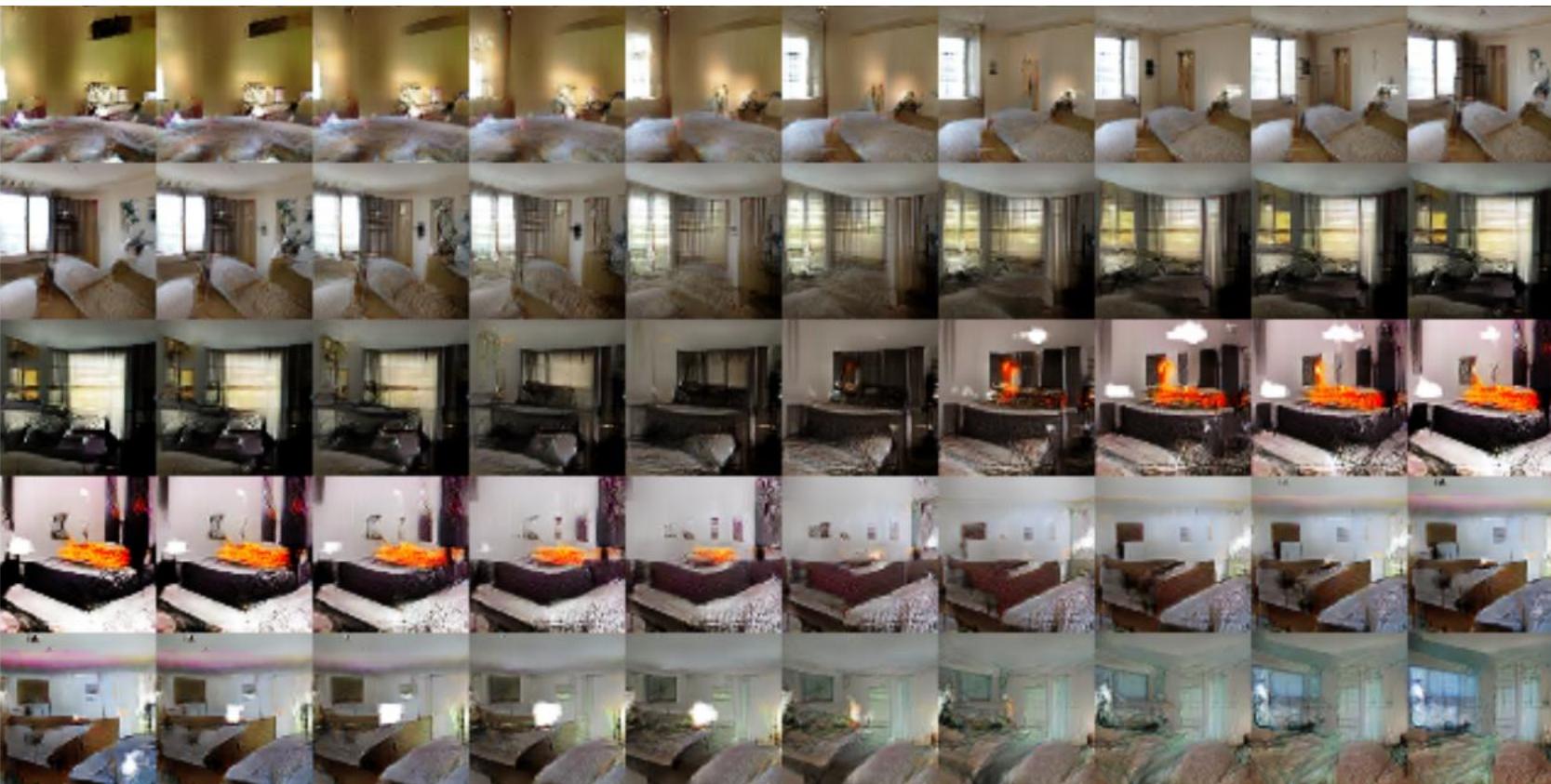
10:08 AM - 3 Dec 2016

Twitter

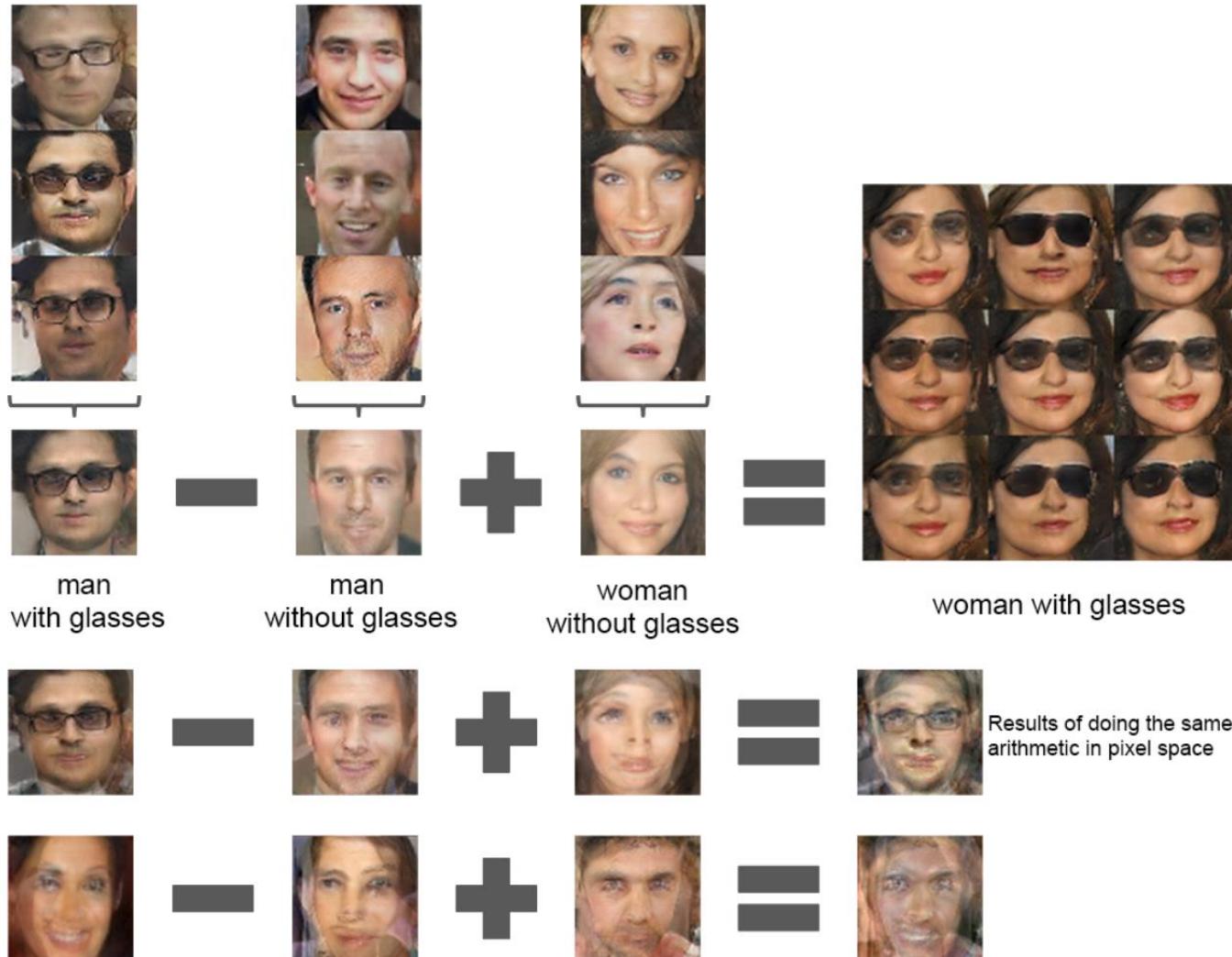
DCGAN'15



Интерполяции



Арифметика в latent space



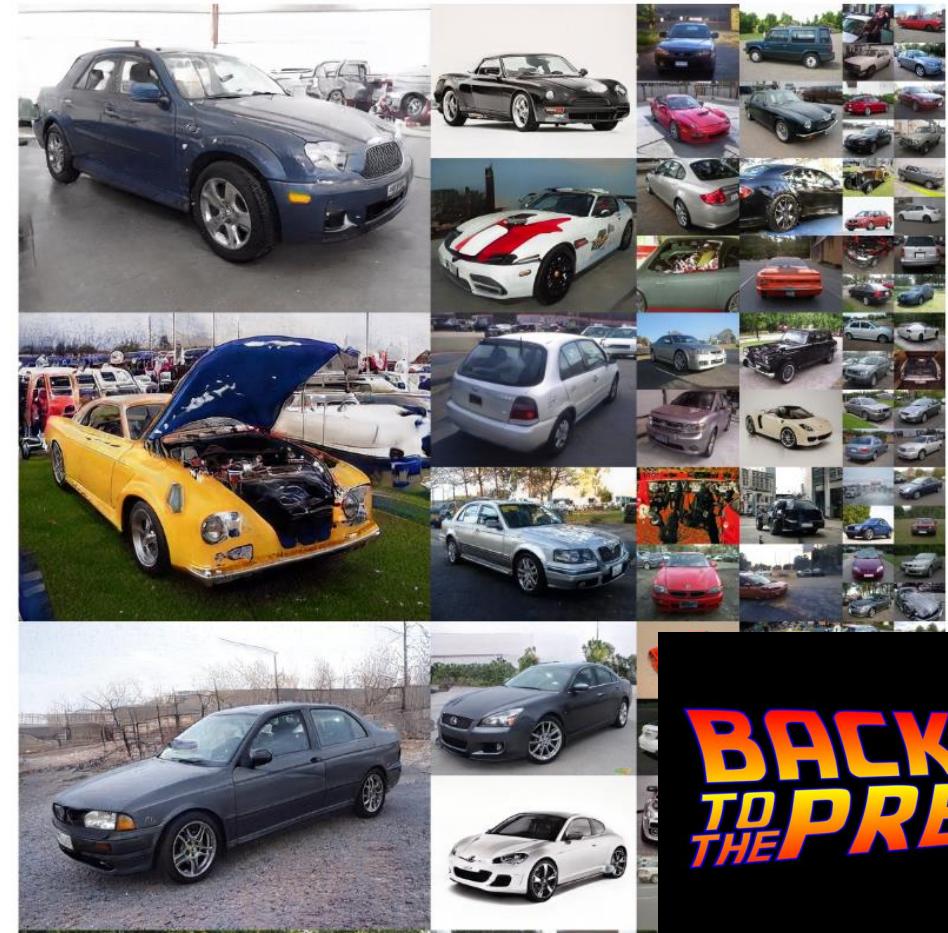


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-
- Sdf-GAN - [Sdf-GAN: Semi-supervised Depth Fusion with Multi-scale Adversarial Networks](#)
 - SEGAN - [SEGAN: Speech Enhancement Generative Adversarial Network](#)
 - SeGAN - [SeGAN: Segmenting and Generating the Invisible](#)
 - SegAN - [SegAN: Adversarial Network with Multi-scale L1 Loss for Medical Image Segmentation](#)
 - Sem-GAN - [Sem-GAN: Semantically-Consistent Image-to-Image Translation](#)
 - SeqGAN - [SeqGAN: Sequence Generative Adversarial Nets with Policy Gradient \(github\)](#)
 - SeUDA - [Semantic-Aware Generative Adversarial Nets for Unsupervised Domain Adaptation in Chest X-ray Segmentation](#)
 - SG-GAN - [Semantic-aware Grad-GAN for Virtual-to-Real Urban Scene Adaption \(github\)](#)
 - SG-GAN - [Sparsely Grouped Multi-task Generative Adversarial Networks for Facial Attributed Image Generation](#)
 - SGAN - [Texture Synthesis with Spatial Generative Adversarial Networks](#)
 - SGAN - [Stacked Generative Adversarial Networks \(github\)](#)
 - SGAN - [Steganographic Generative Adversarial Networks](#)



StyleGAN'18



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Produced by a GAN (generative adversarial network)
[StyleGAN](#) (Dec 2018) - [Karras](#) et al. and Nvidia
[Original GAN](#) (2014) - [Goodfellow](#) et al.
Don't panic. Learn about [how it works](#).
Help me figure out what was learned by this AI [here](#).
[Click for another person](#) [Link to image](#)

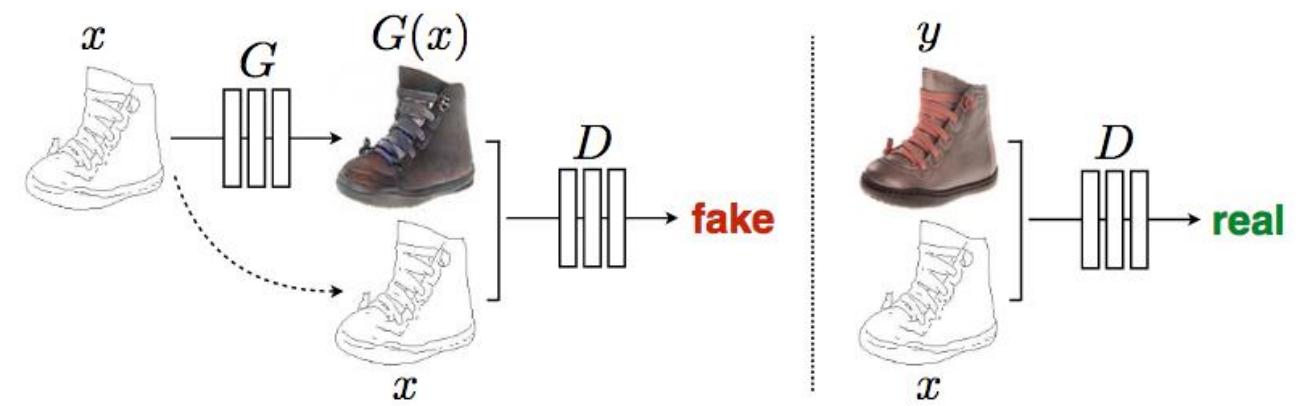
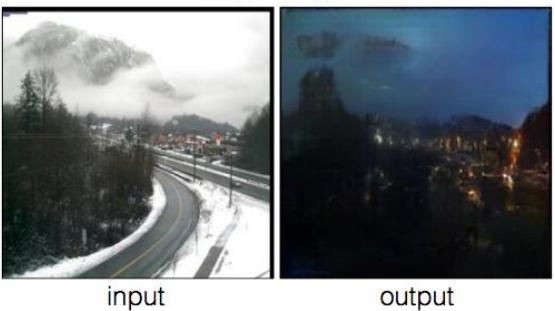
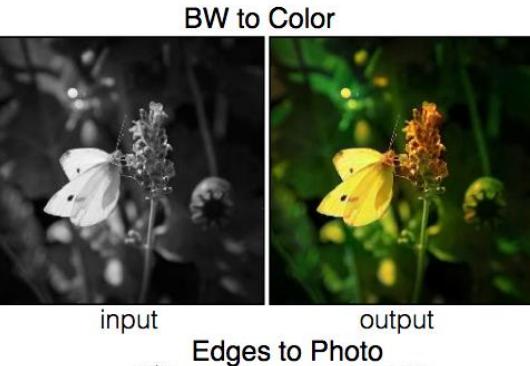
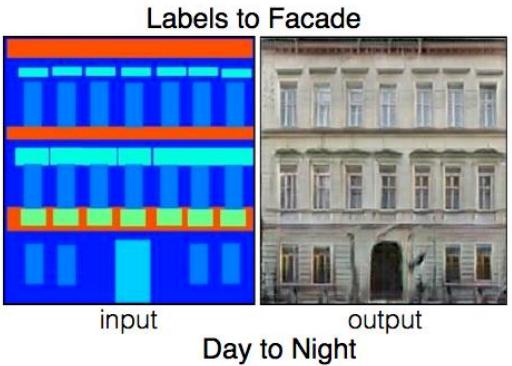


УЖЕ УХОДИТЕ?



А РАЗВЕ ЕЩЁ ЧТО-НИБУДЬ ОСТАЛОСЬ?

Pix2Pix'17



Rendering with GANs



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