



VAE

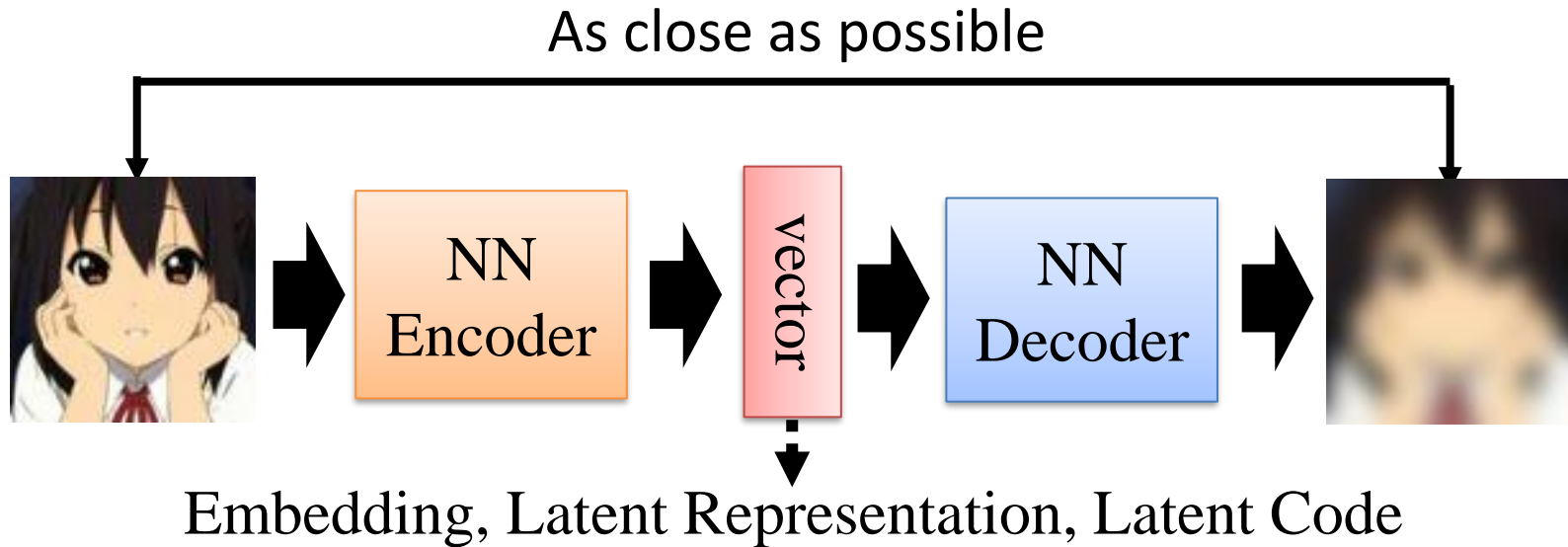
赵洲

浙江大学计算机学院

VAE模型家族

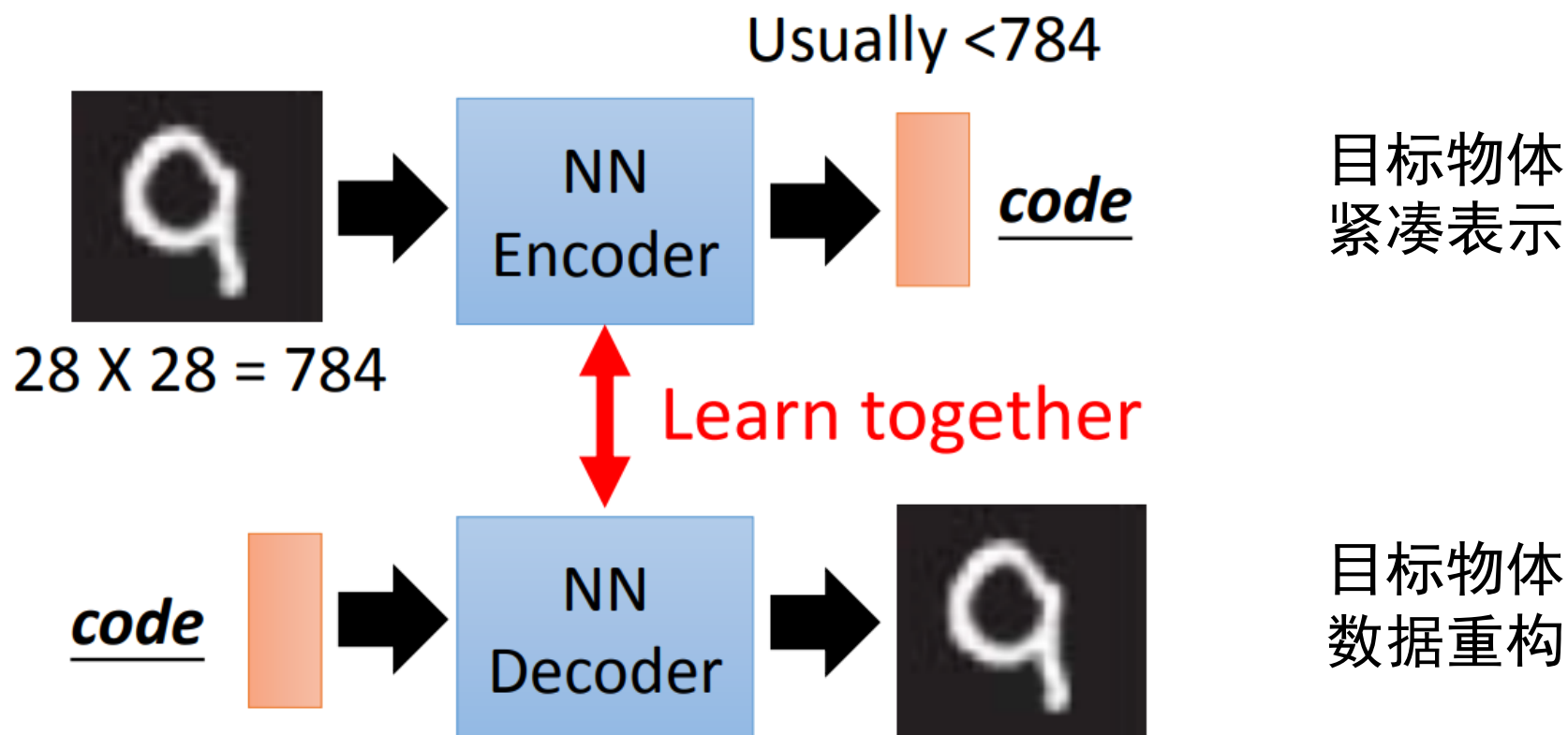
- AE
- VAE

Auto-encoder

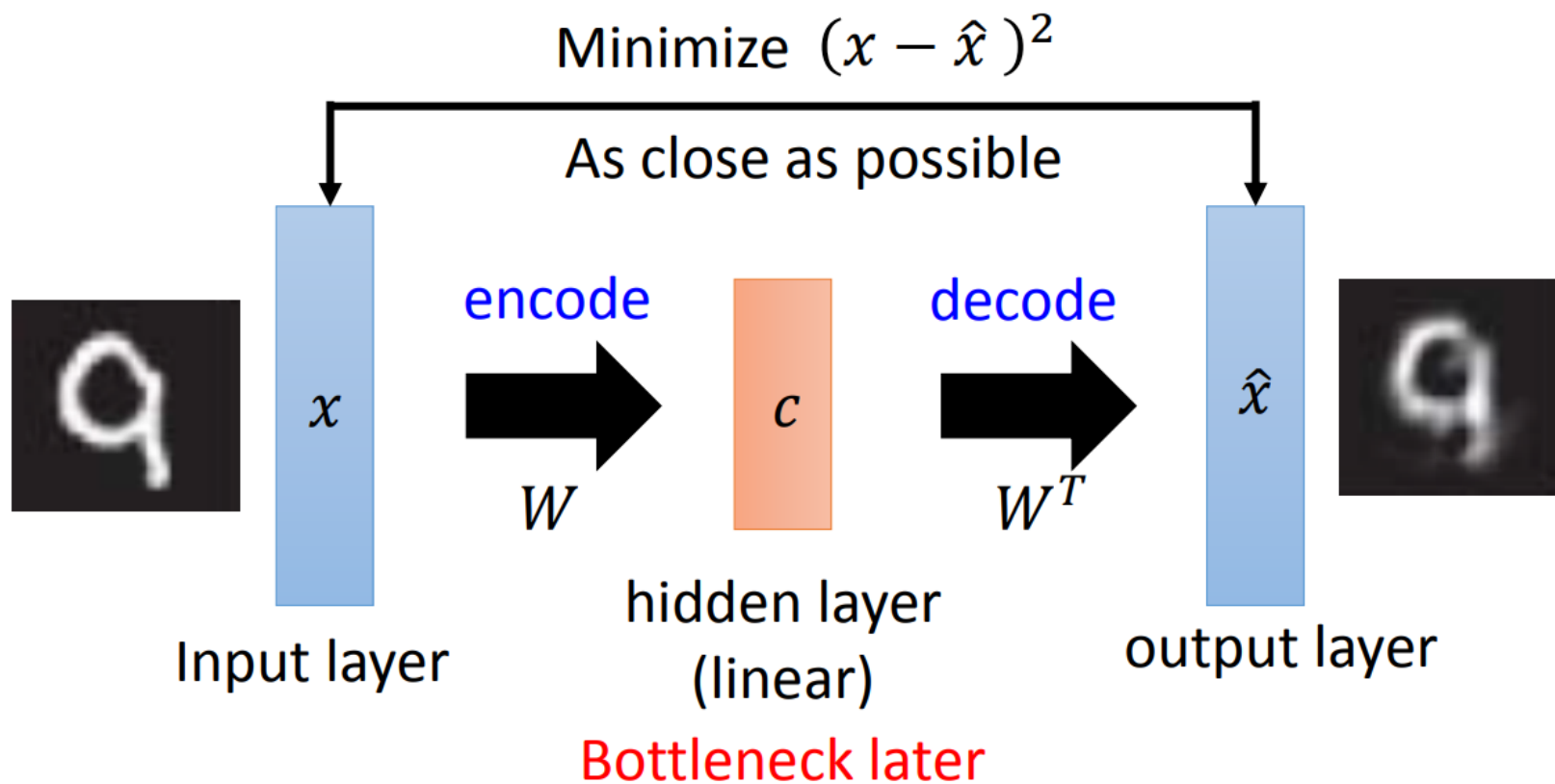


- More than minimizing reconstruction error
- More interpretable embedding

Auto-encoder (MINIST)

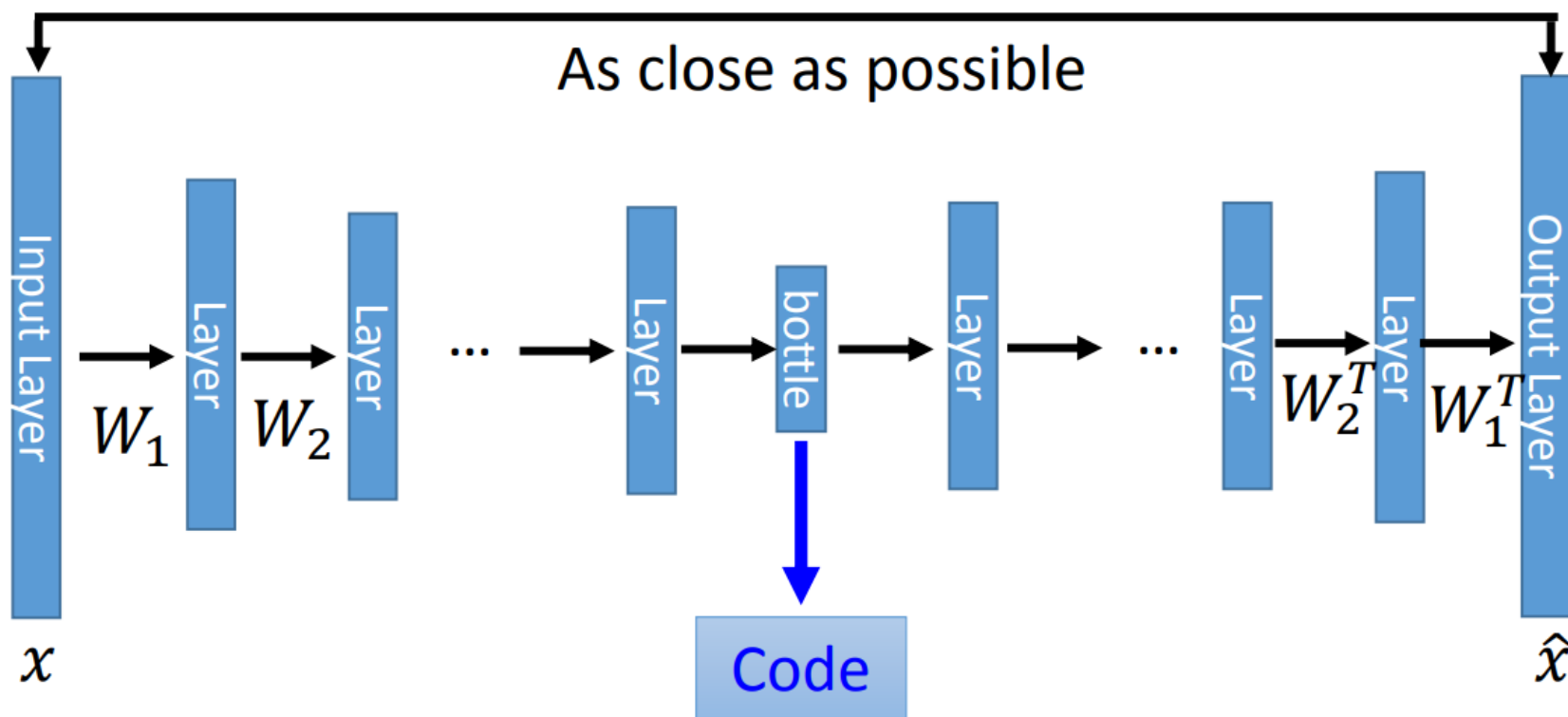


与PCA等降维方法联系

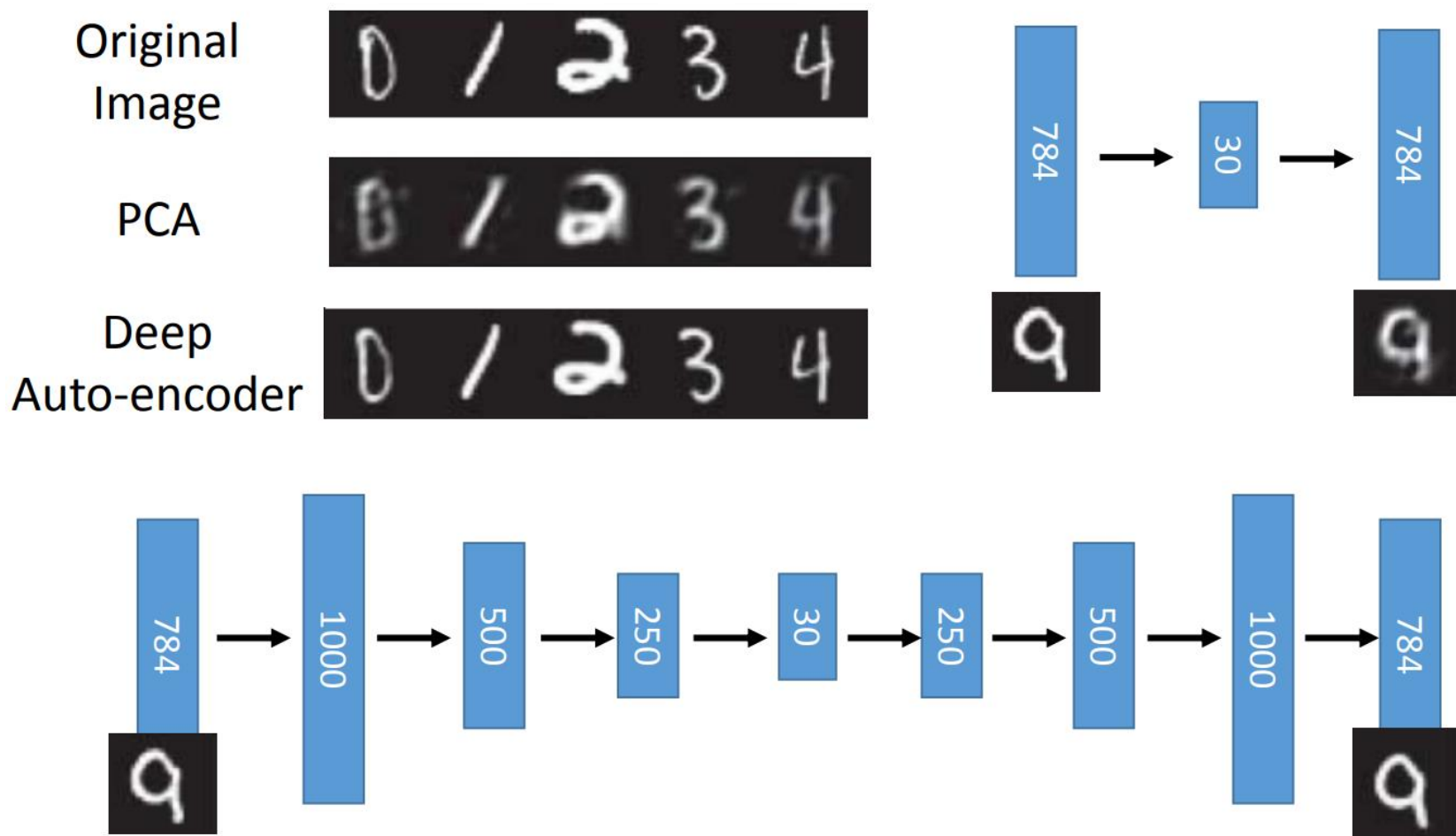


线性层的输出是目标物体的编码

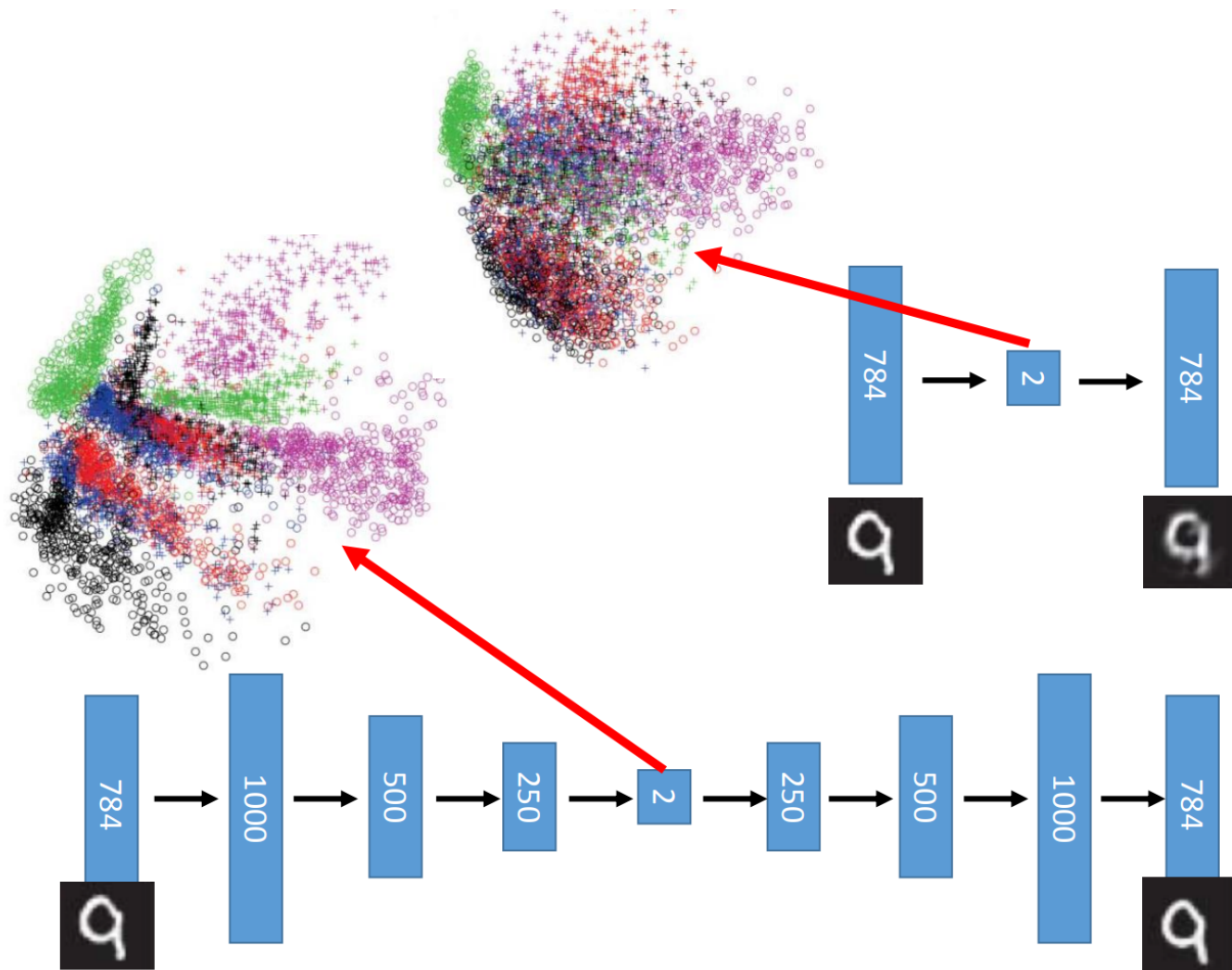
深度Auto-encoder



与PCA等降维方法对比

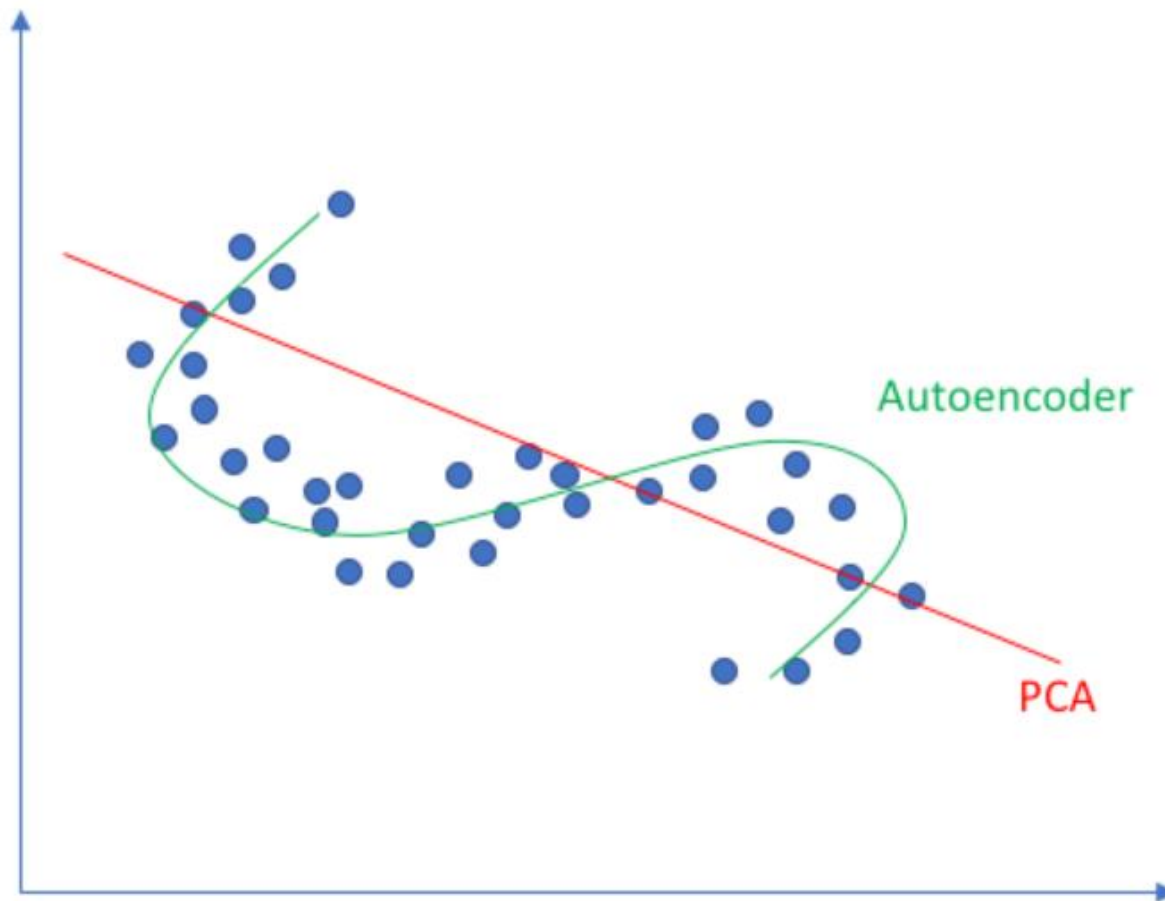


编码可视化

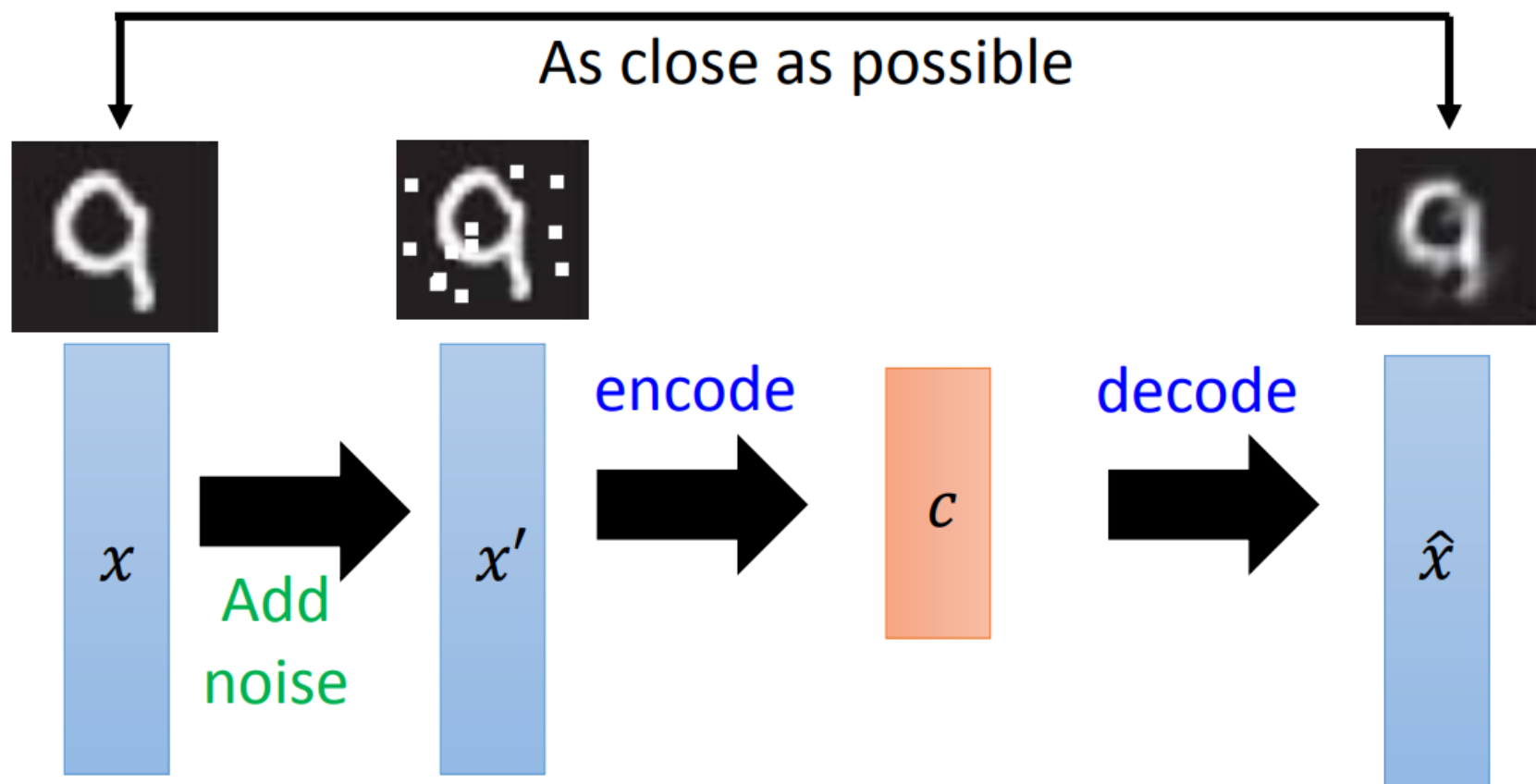


PCA的非线性泛化

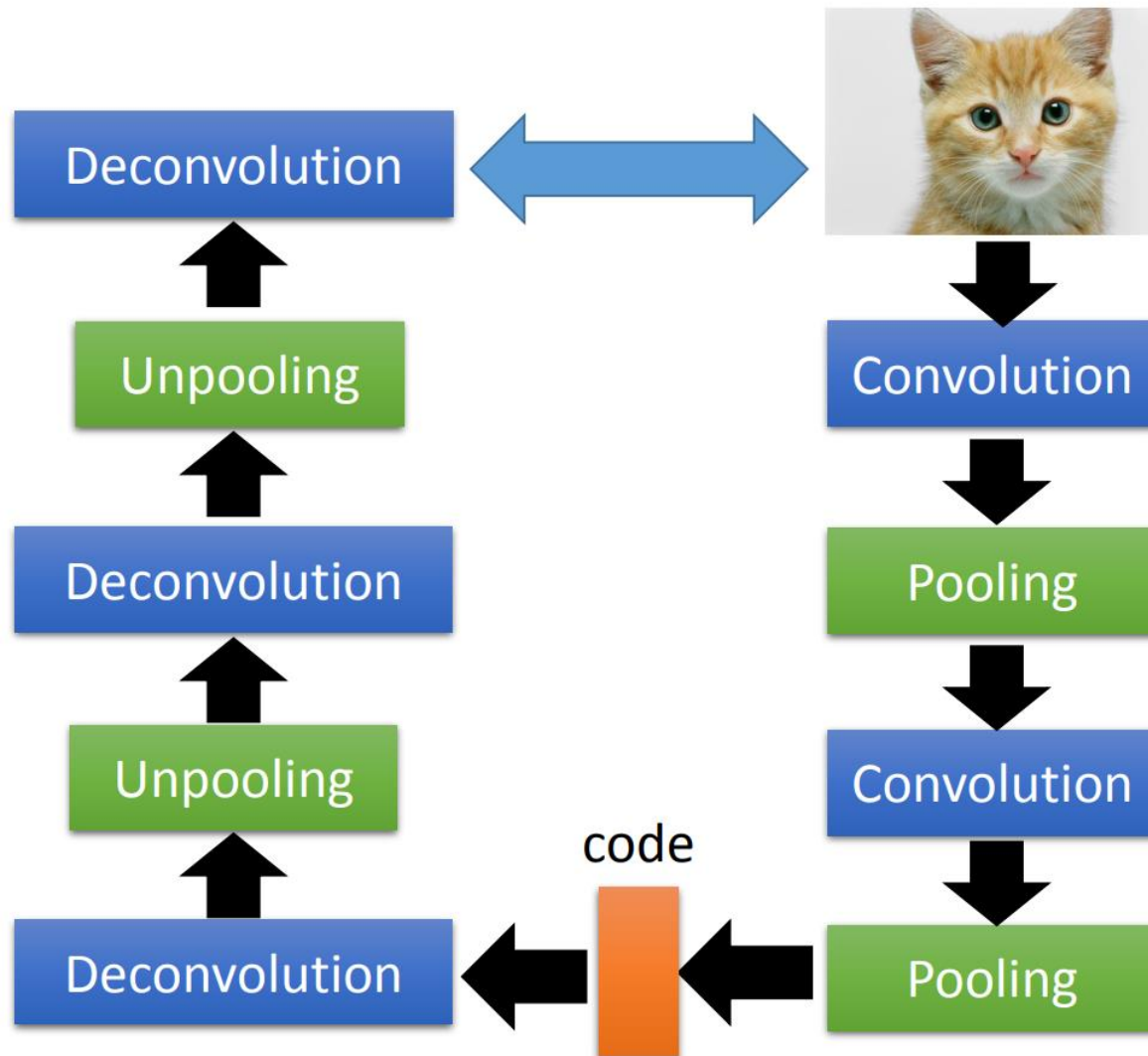
Linear vs nonlinear dimensionality reduction



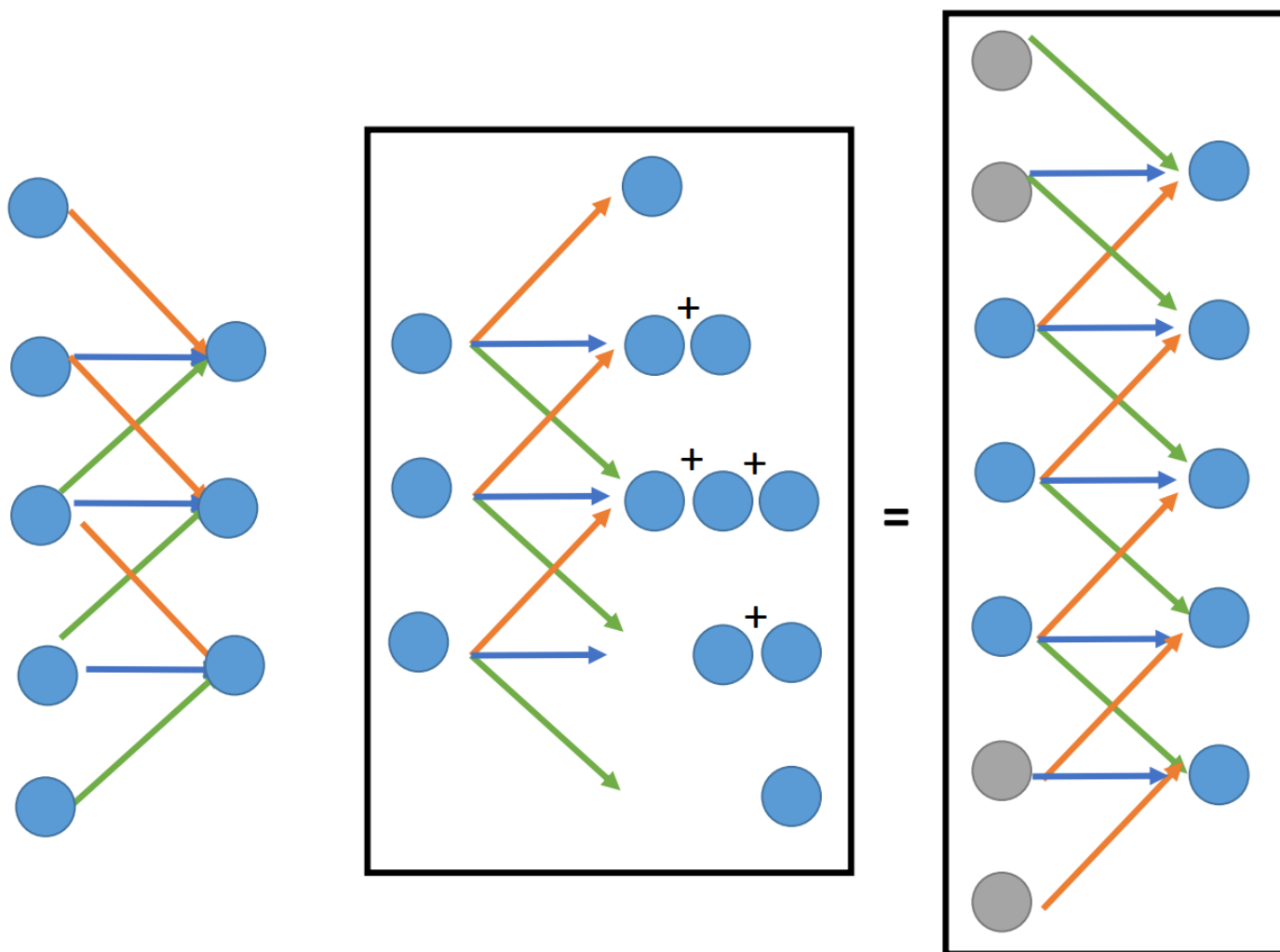
去噪Auto-encoder



基于CNN的Auto-encoder

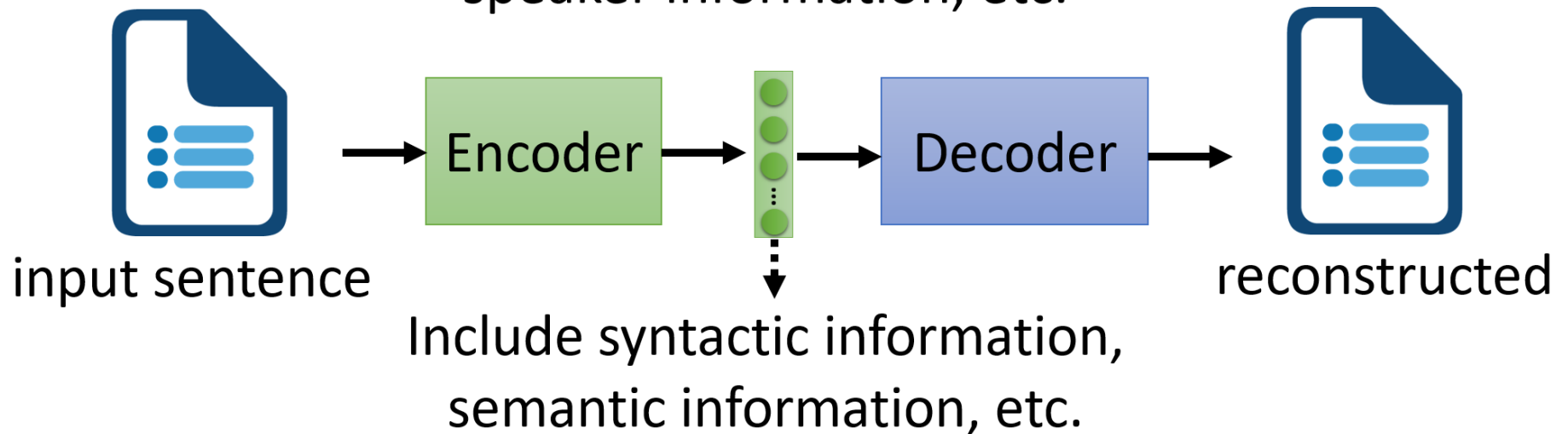
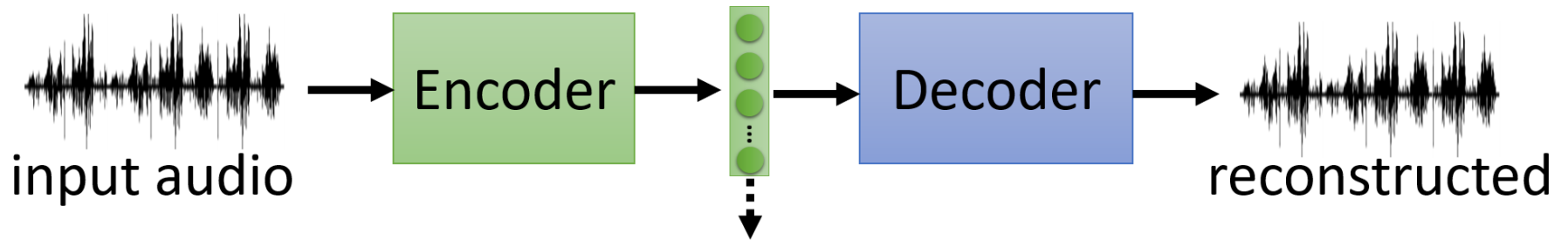


Deconvolution

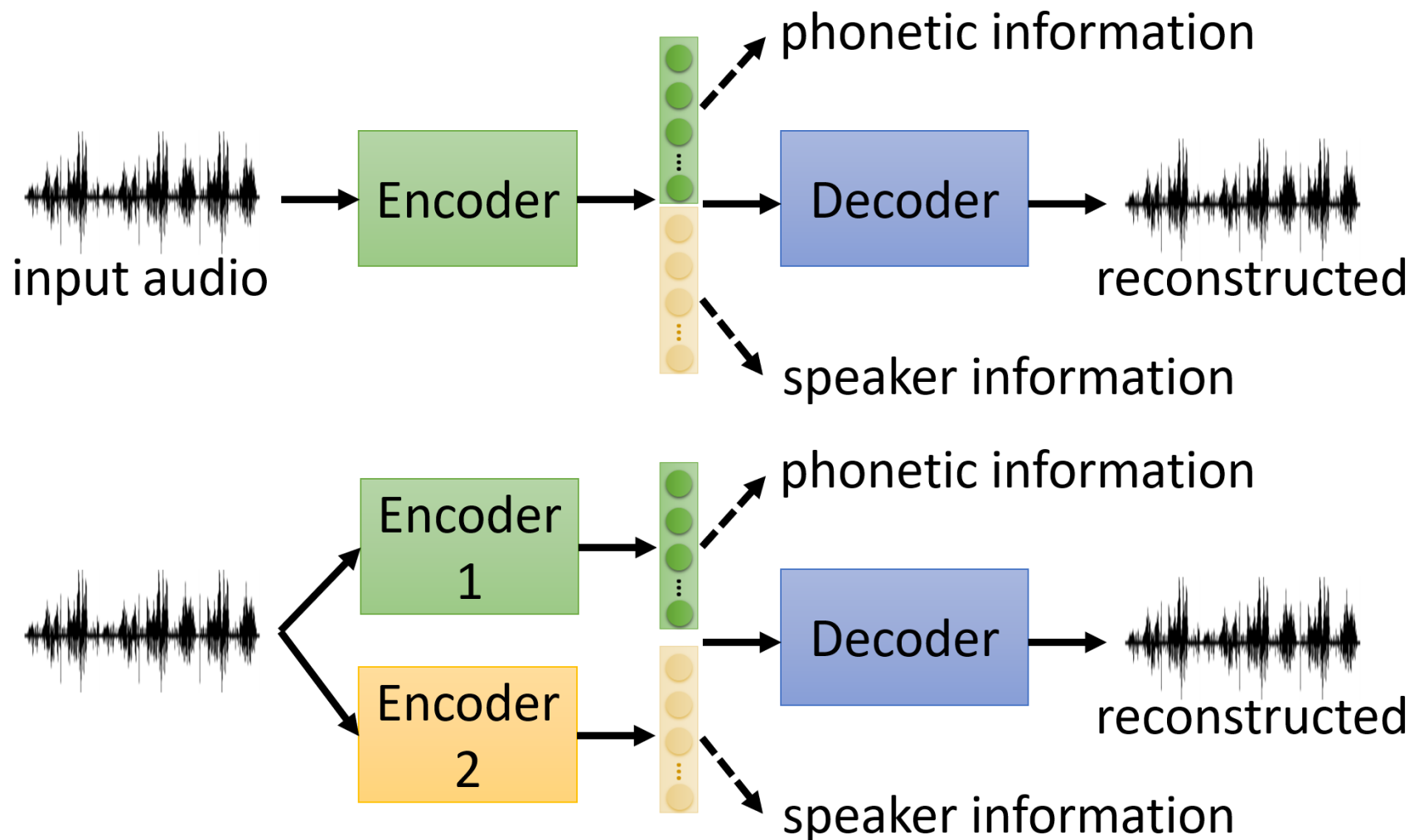


Auto-encoder (特征解耦)

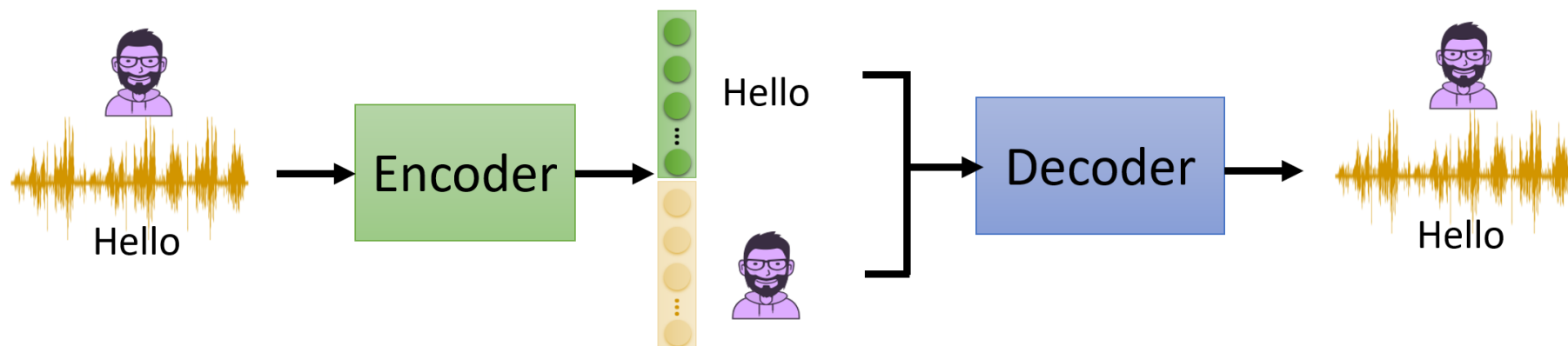
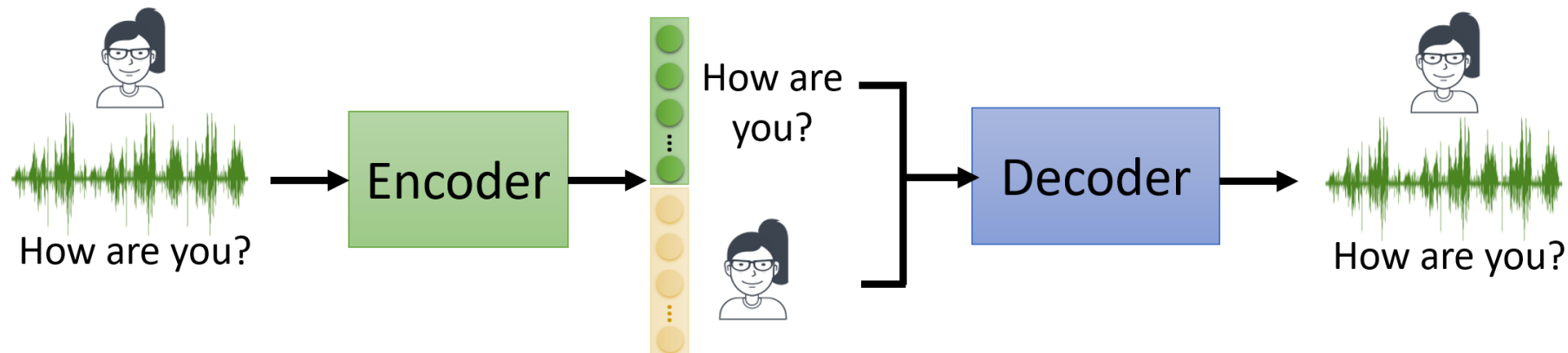
An object contains multiple aspect information



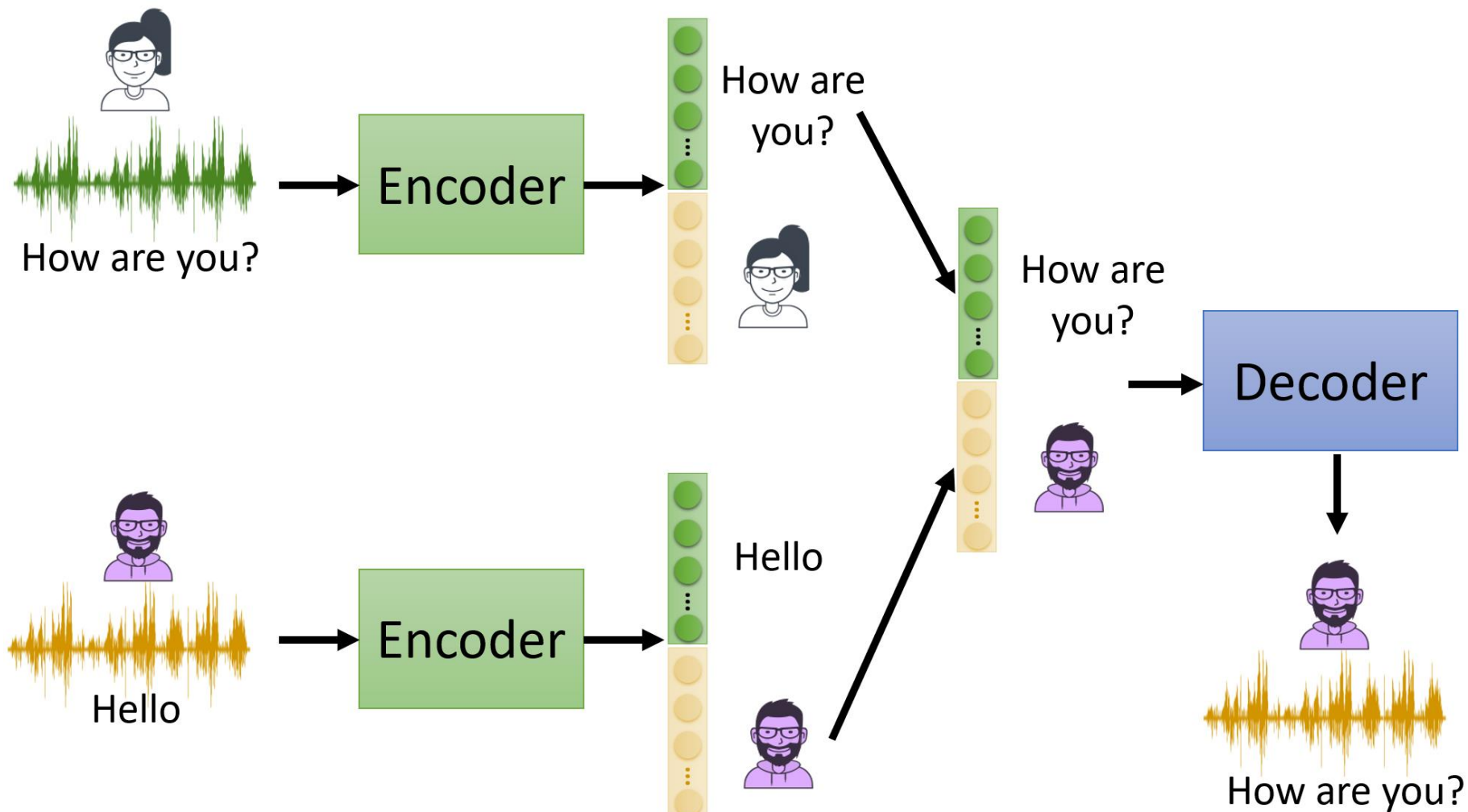
特征解耦



语音转换



语音转换



例子



Do you want to study a PhD?

Go away!



Student

新垣結衣
(Aragaki Yui)



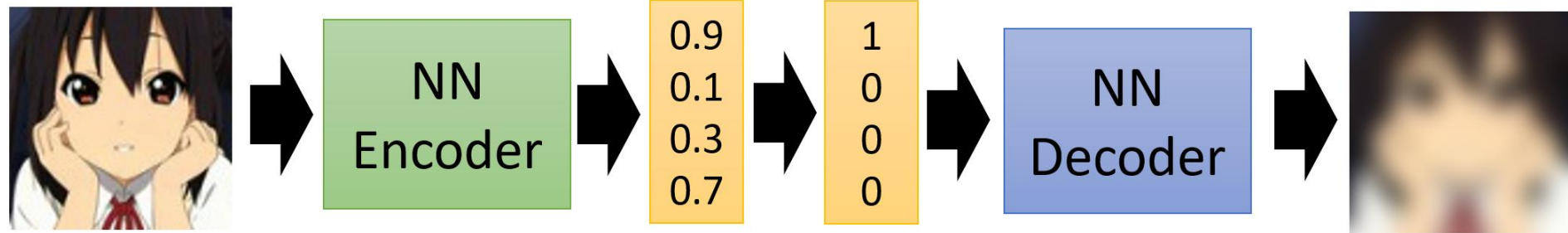
Do you want to study a PhD?



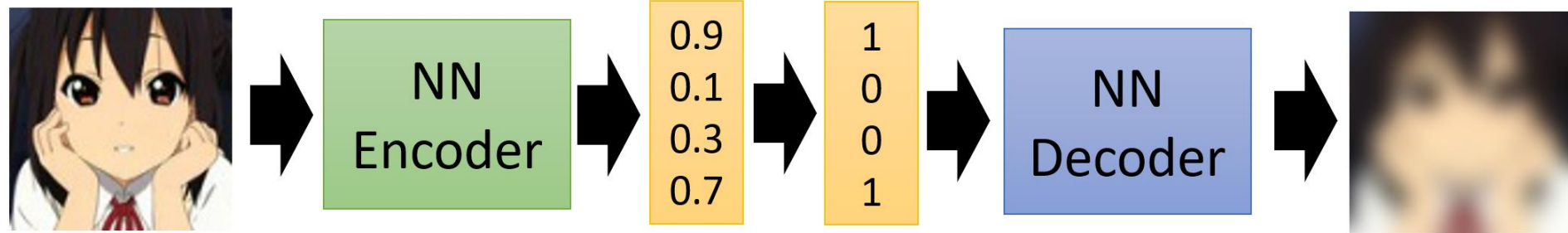
Student

离散表示 (VQ-VAE)

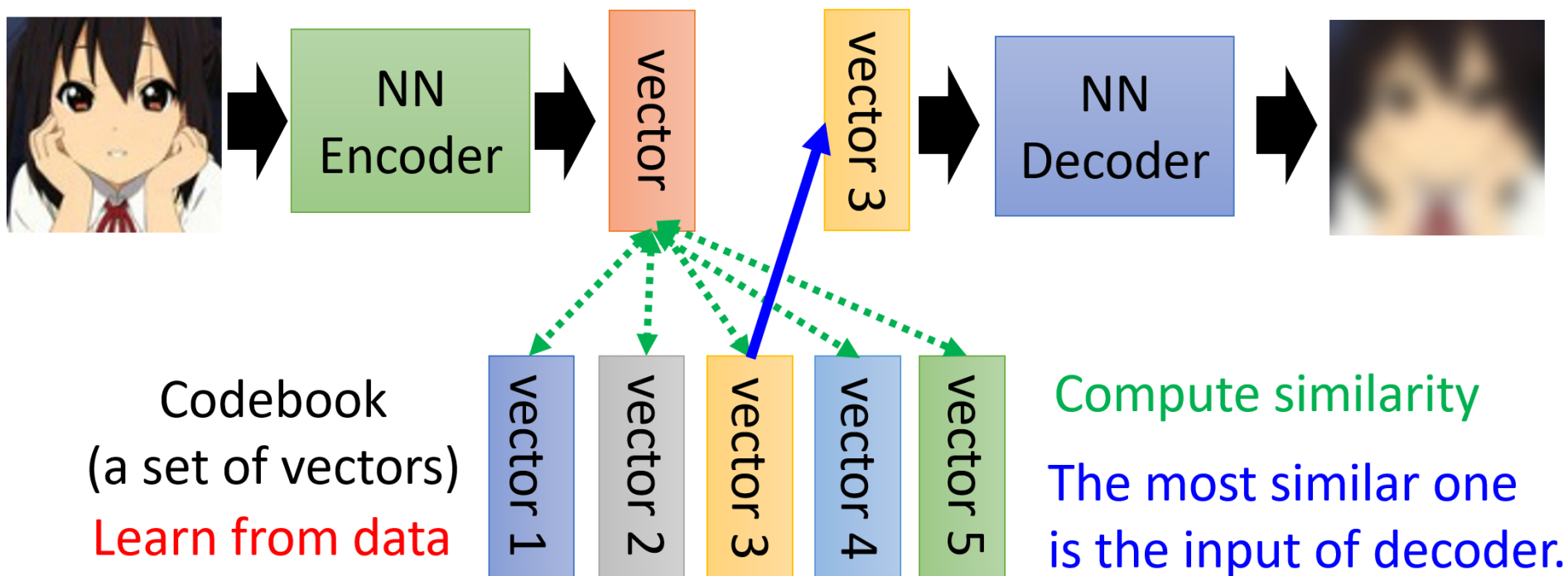
One-hot



Binary



离散表示 (VQ-VAE)

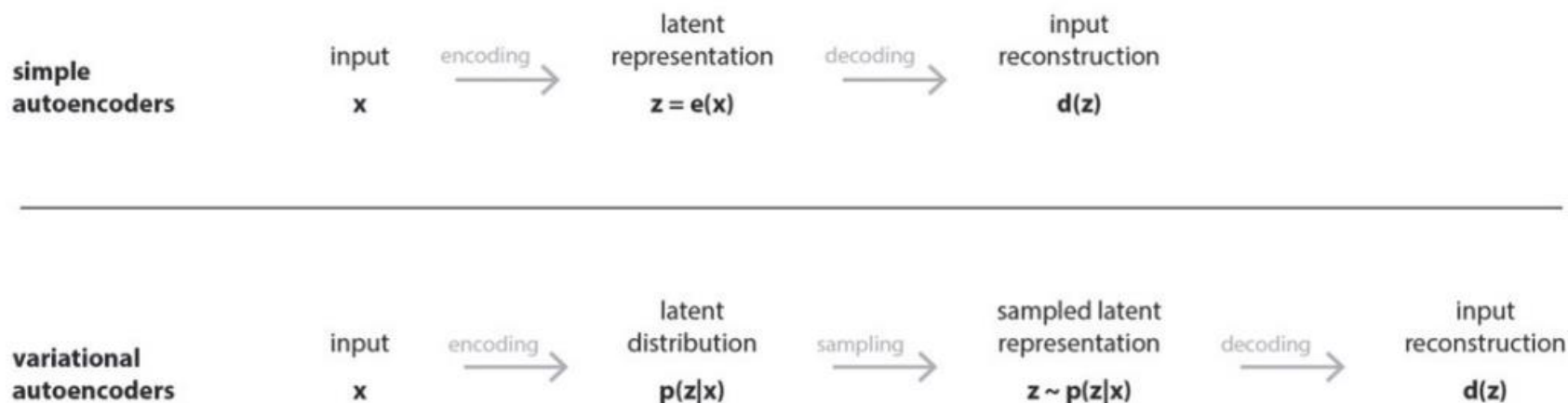


AE的问题

- AE通过编码器 $z = g(X)$, 将每个图片编码成向量 z ; 它的解码器 $f(z)$ 利用编码向量 z 来重构原始图片。
- 当AE作为合成模型, 针对随机生成的编码向量 z , $f(z)$ 只会生成一些没有意义的噪声。
- 原因在与AE没有对 z 的分布 $p(z)$ 进行建模, 所以不确定哪些 z 能够生成有用的图片 (训练 $f(z)$ 数据有限, f 只能对极有限的 z 响应, 而编码向量是一个太大的空间)。

从AE到VAE

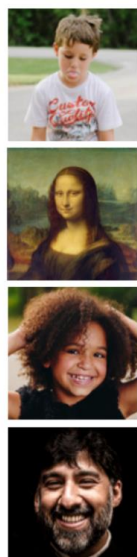
- 在AE的基础上，显性对 z 的分布 $p(z)$ 进行建模，使得自编码器成为一个合格的生成模型（VAE）。



例子解释



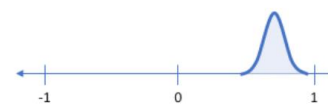
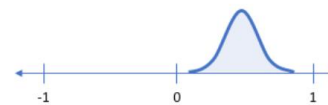
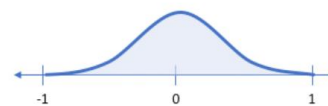
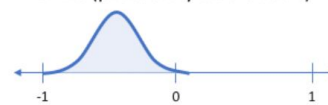
Latent attributes



Smile (discrete value)

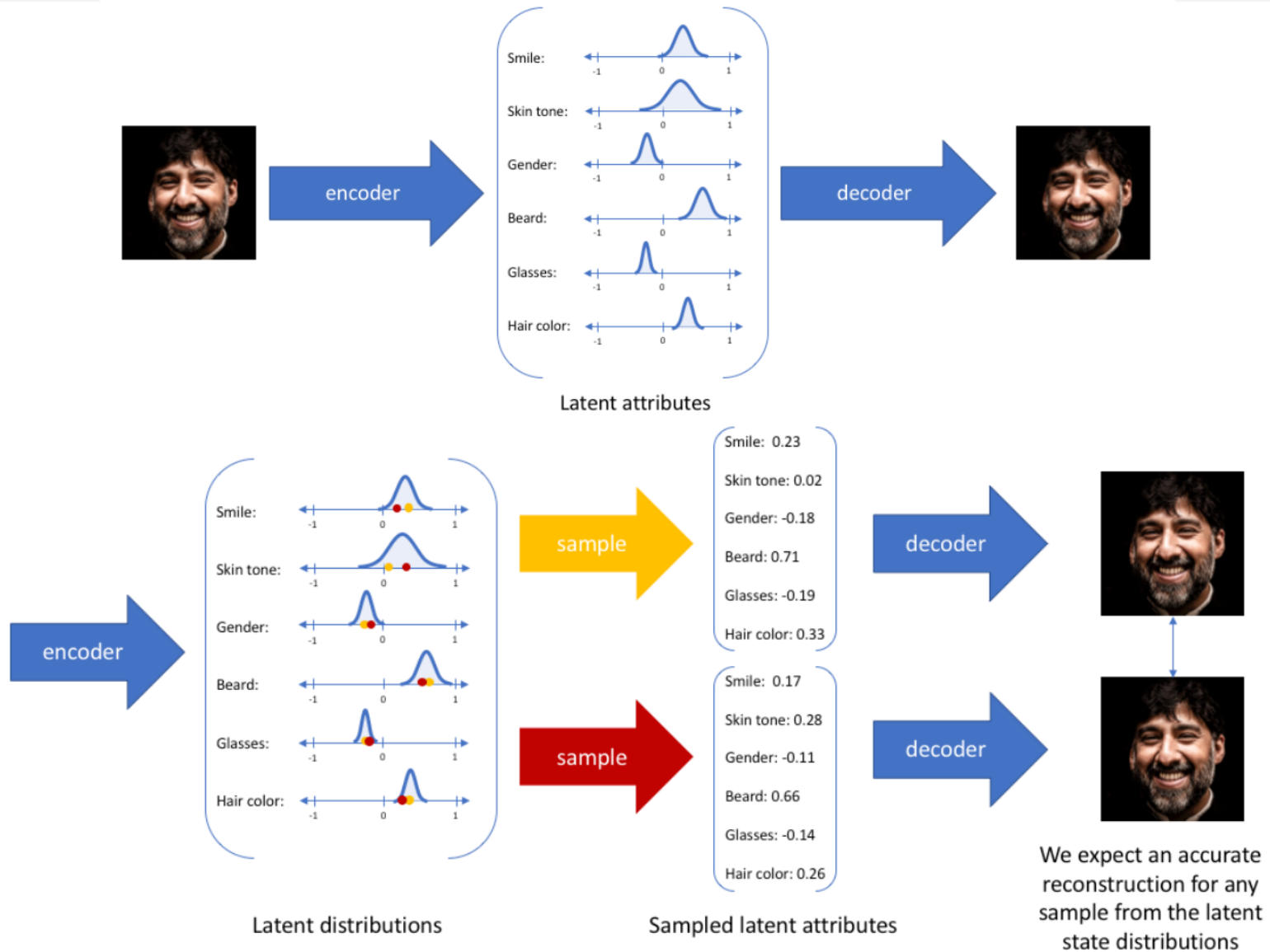


Smile (probability distribution)

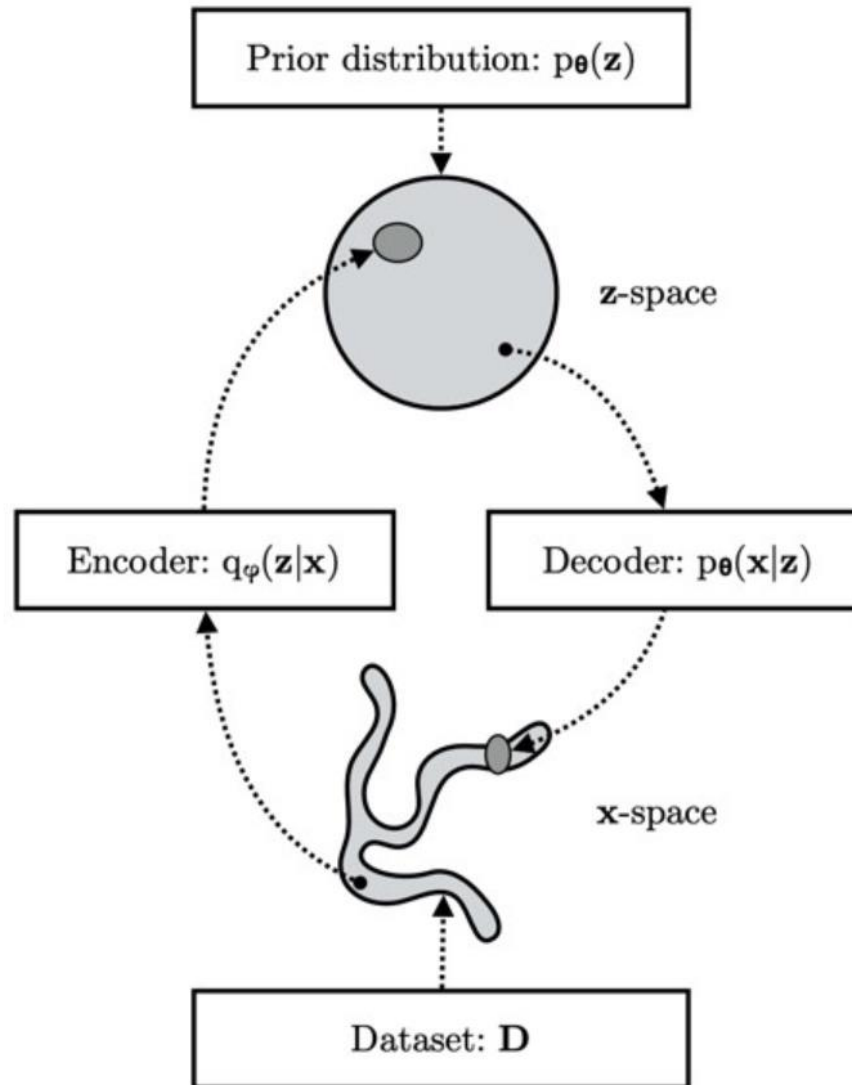


vs.

例子解释



VAE的编码和解码过程



优化目标

$$\mathcal{L}_{VAE} = -\lambda D(q_\phi(z) \| p(z)) + \mathbb{E}_{p_{data}(x)} \mathbb{E}_{q_\phi(z|x)} [\log p_\theta(x|z)]$$

