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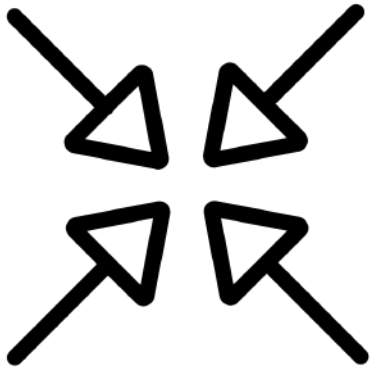
Mode Collapse

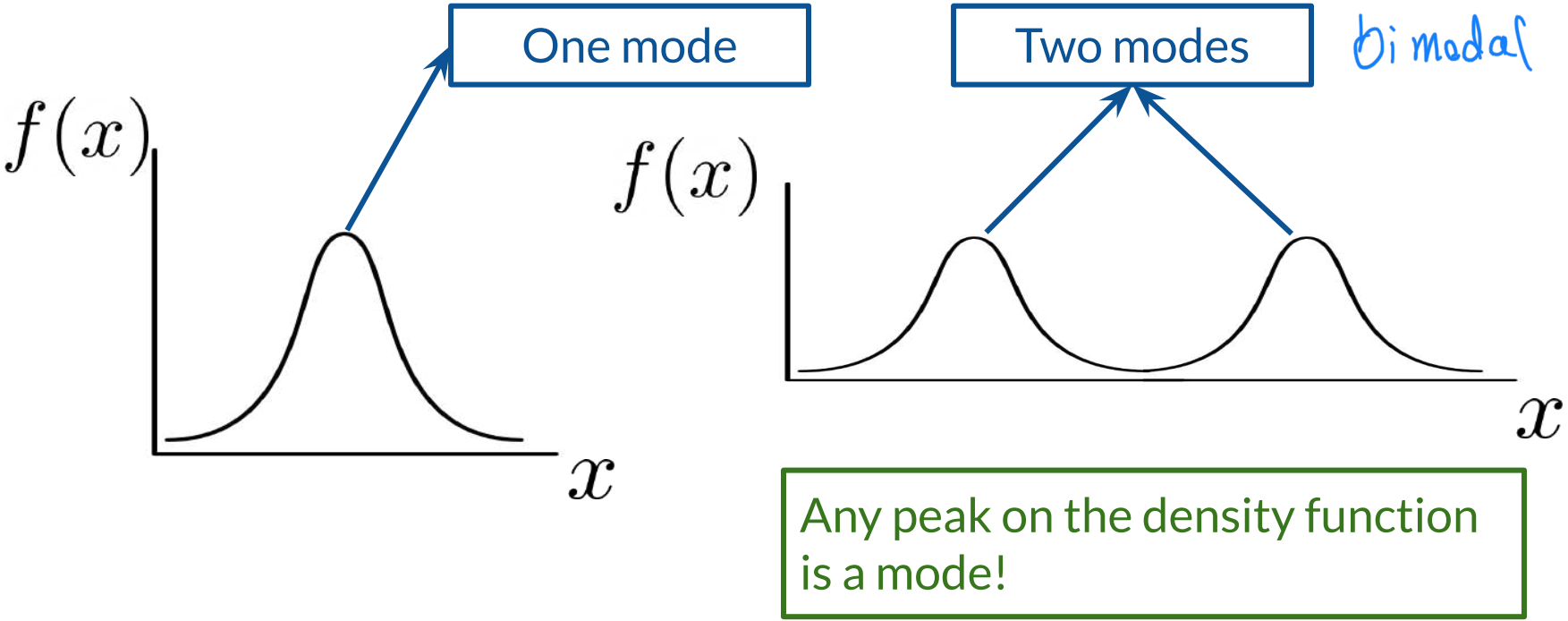
Outline

- Modes in distributions
- Mode collapse in GANs → because of BCE loss [0, 1]
- Intuition behind it during training

→ because the generator stucks in a local minima



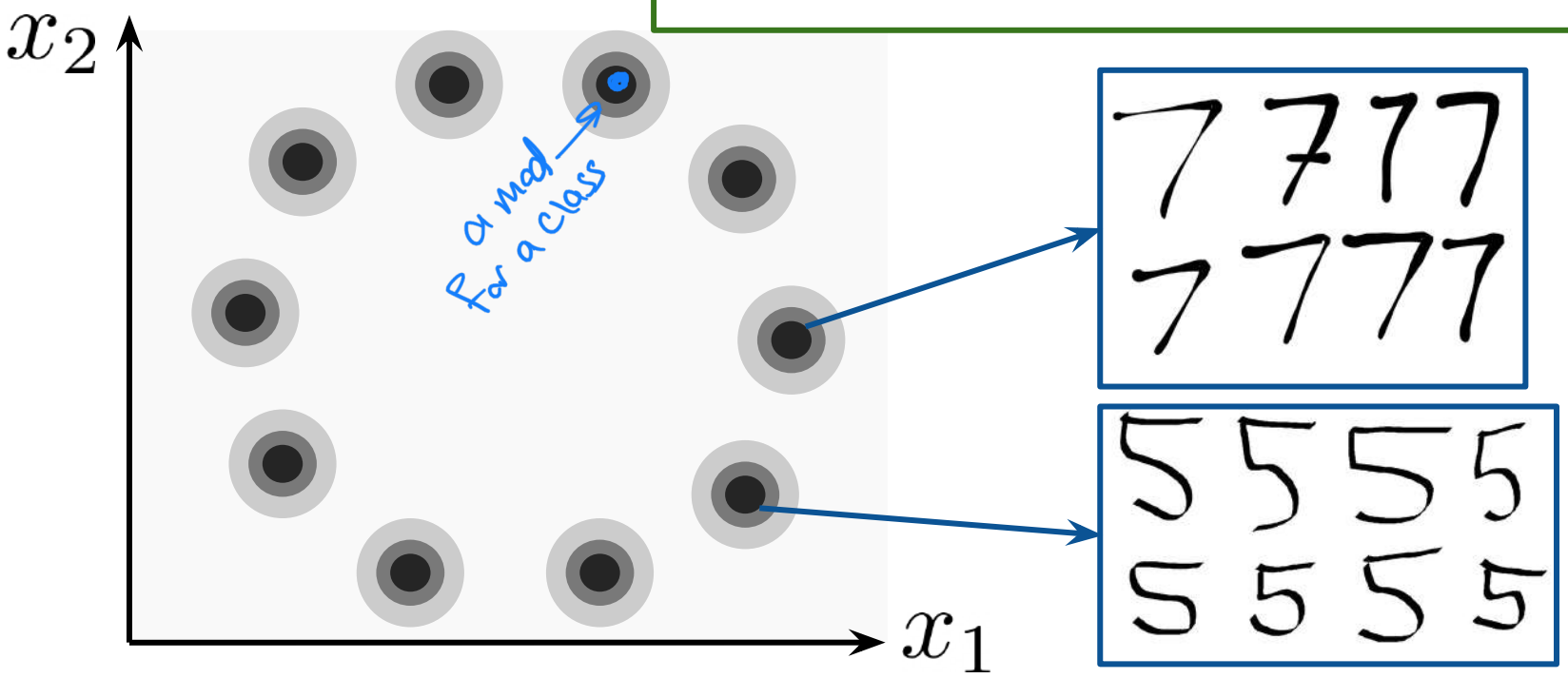
Mode Collapse



Any peak on the density function is a mode!

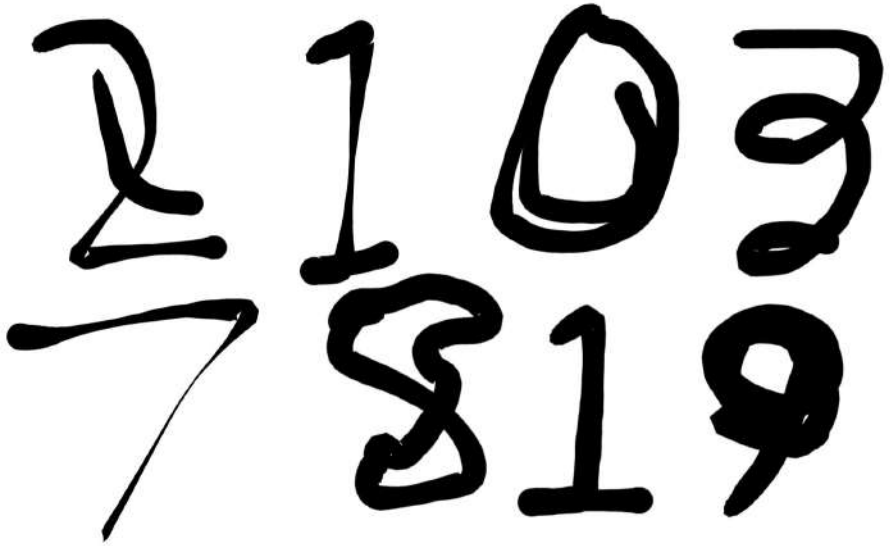
Mode Collapse

10 different modes, 1 per digit



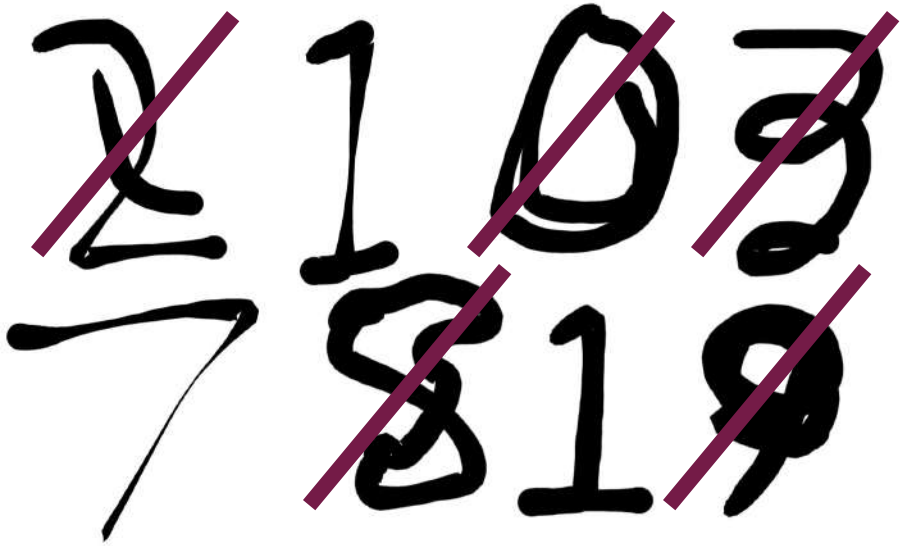
Mode Collapse

Discriminator



Mode Collapse

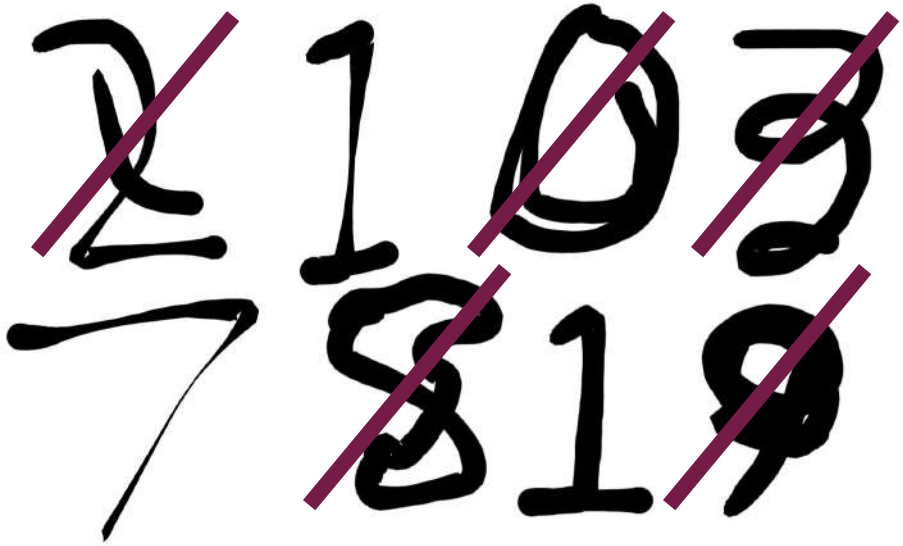
Discriminator



Fakes

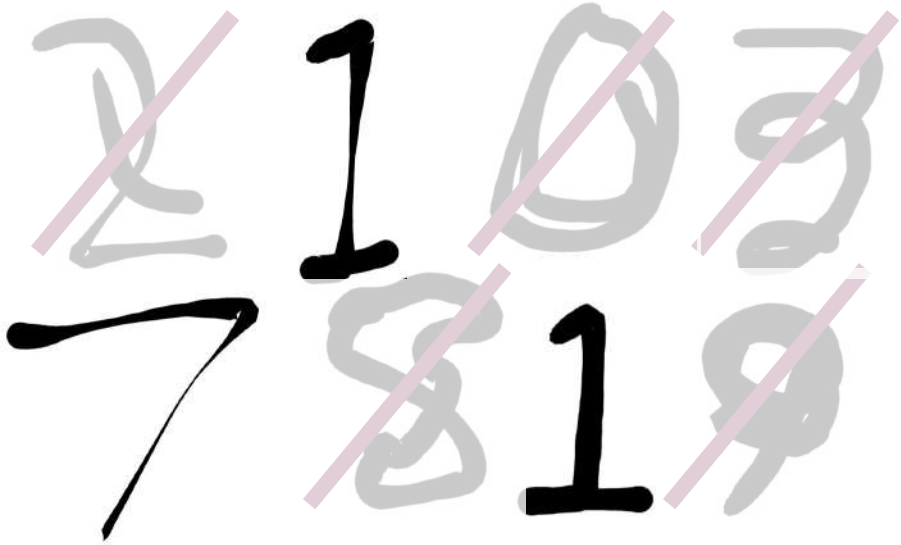
Mode Collapse

Generator



Mode Collapse

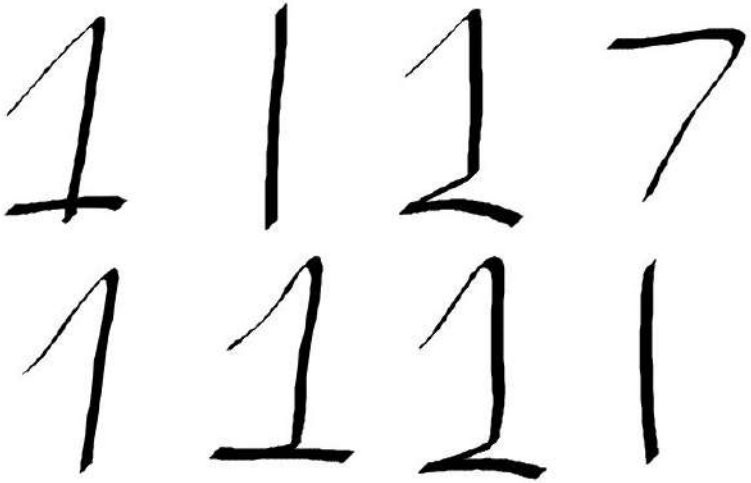
Generator



Fakes that fooled the discriminator

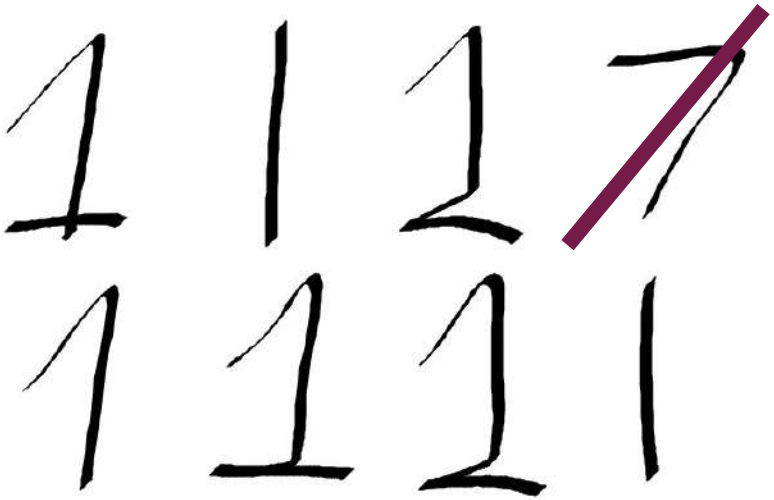
Mode Collapse

Generator



Mode Collapse

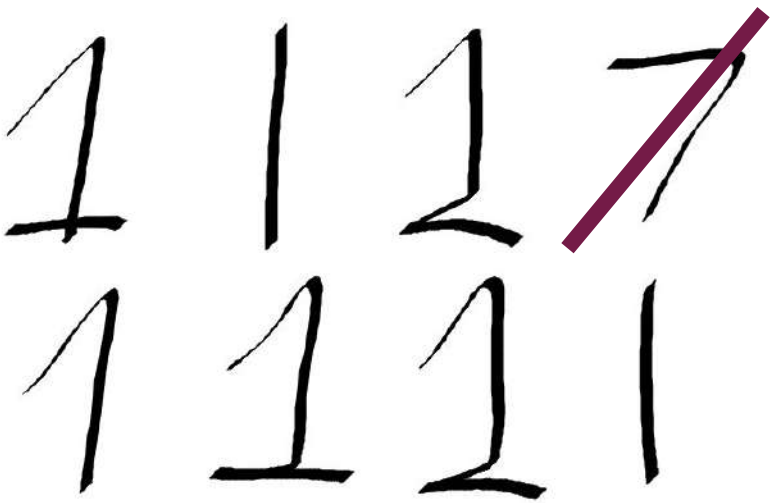
Discriminator



Fakes

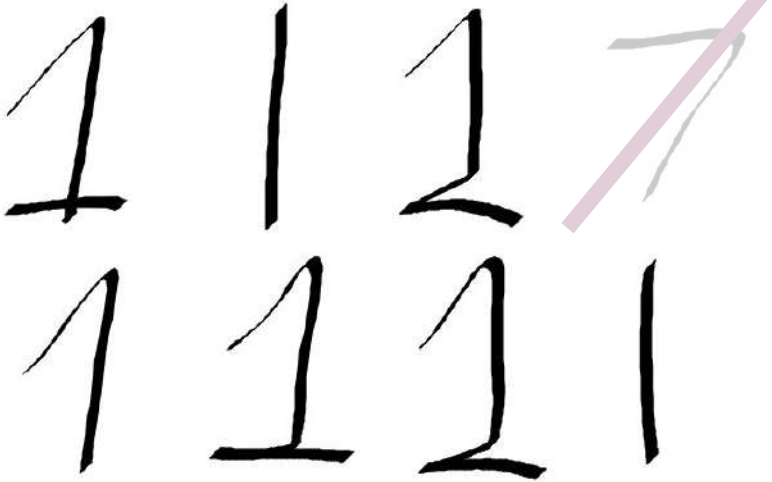
Mode Collapse

Generator



Mode Collapse

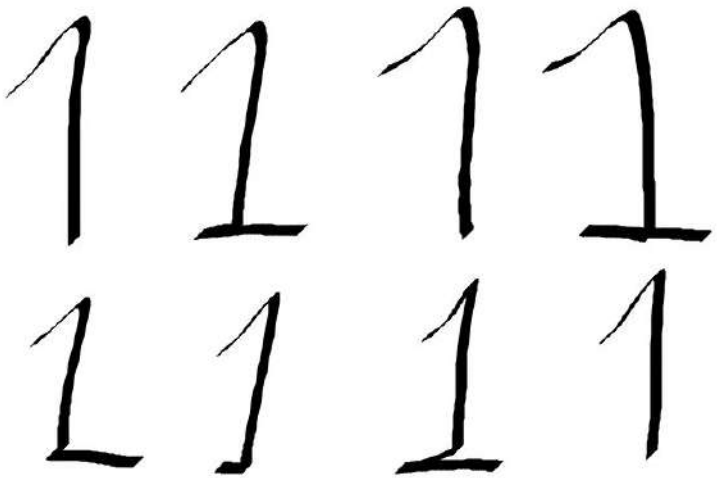
Generator



Fakes that fooled the discriminator

Mode Collapse

Generator



Summary

- Modes are peaks in the distribution of features
- Typical with real-world datasets
- Mode collapse happens when the generator gets stuck in one mode

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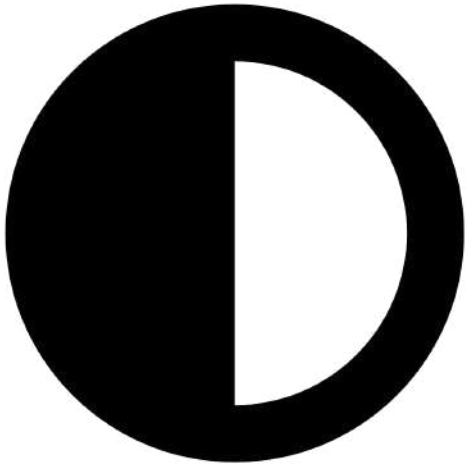
Problem with BCE Loss

Outline

- BCE Loss and the end objective in GANs
- Problem with BCE Loss



BCE Loss in GANs

real

fake

$$J(\theta) = -\frac{1}{m}\sum_{i=1}^{m}\left[y^{(i)}\log h(x^{(i)},\theta) + (1-y^{(i)})\log(1-h(x^{(i)},\theta))\right]$$

Prediction

Label

Features

Parameters

Generator

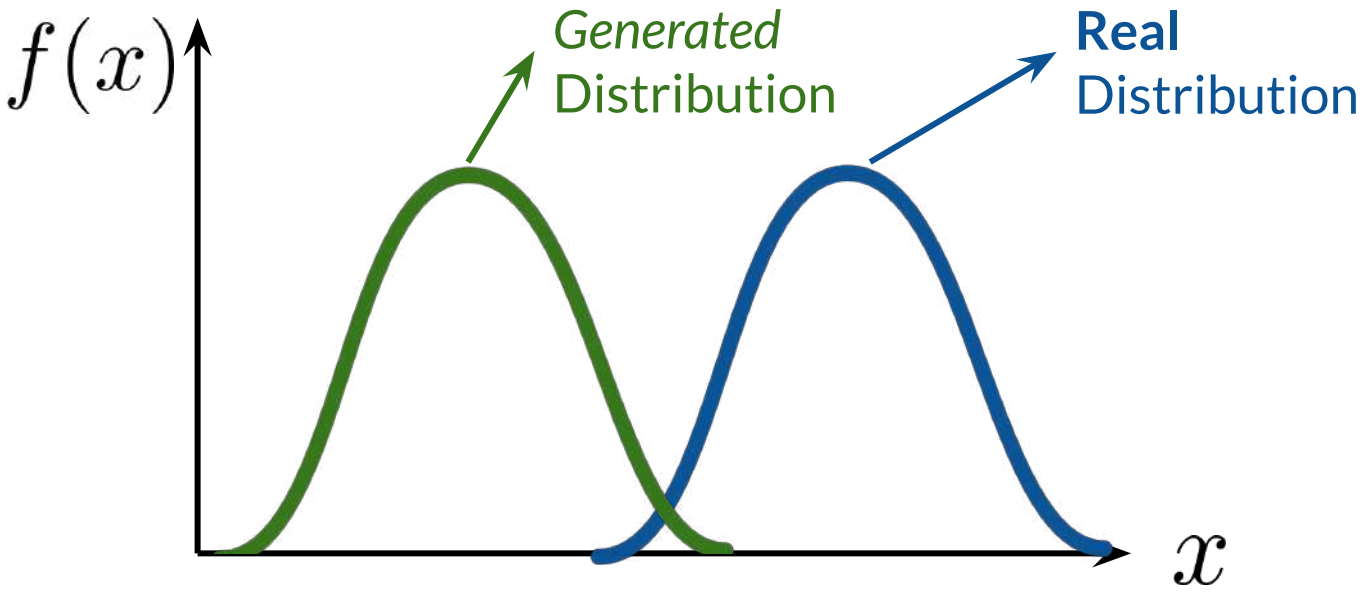
Maximize cost

Discriminator

Minimize cost

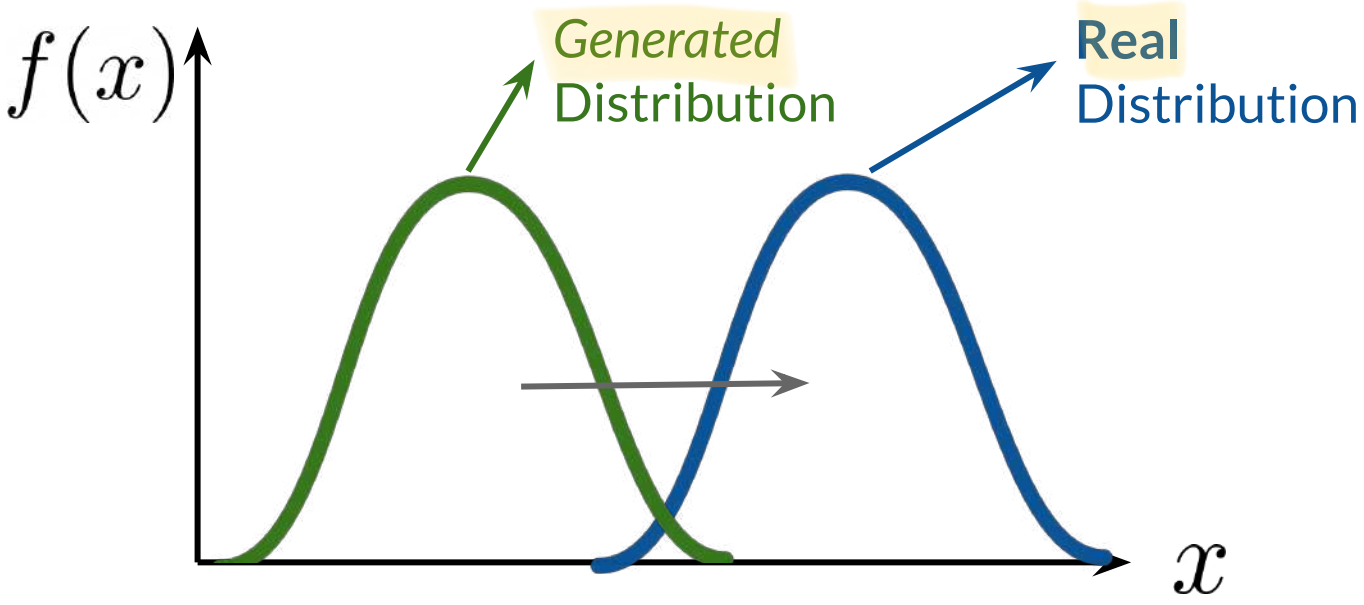
min max game

Objective in GANs



Objective in GANs

Make the generated and real distributions look similar



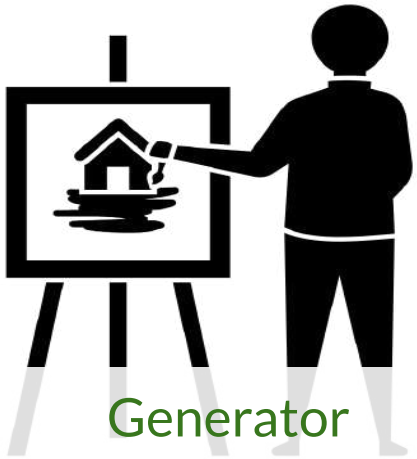
BCE Loss in GANs

Criticizing is more straightforward

Discriminator

Single output

Easier to train than the generator



Generator

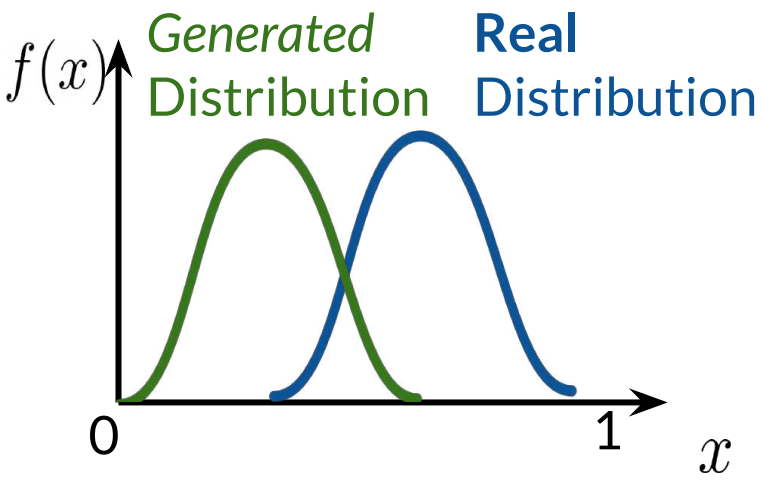
Complex output

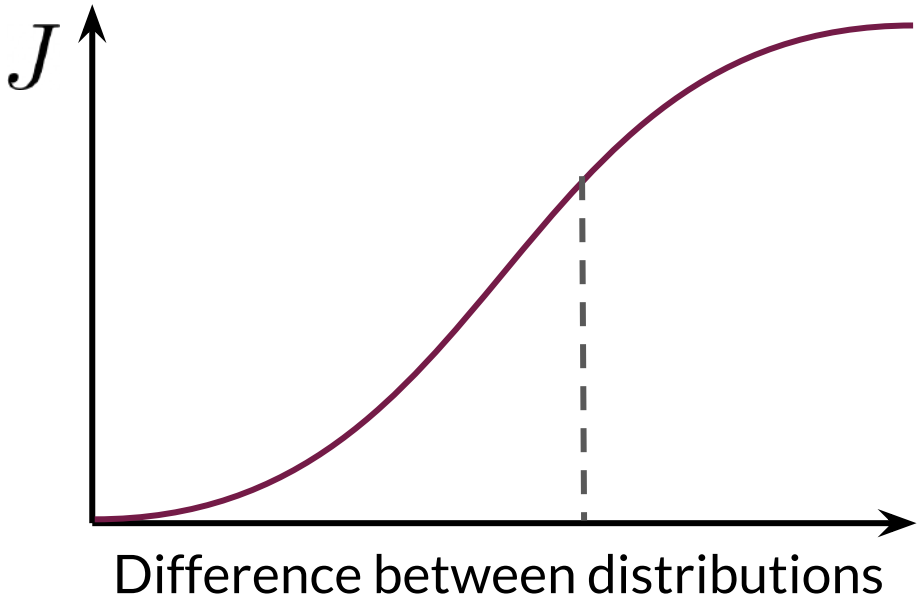
Difficult to train

Often, the discriminator gets better than the generator

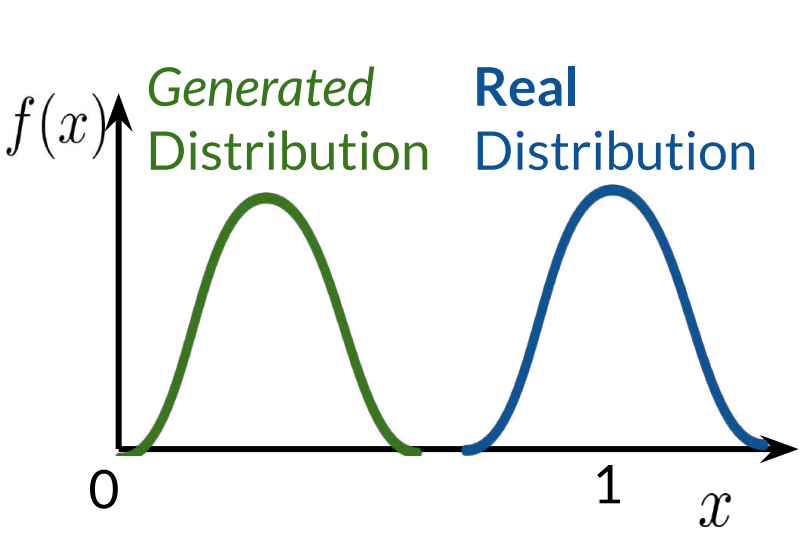
disorim outperforms gener

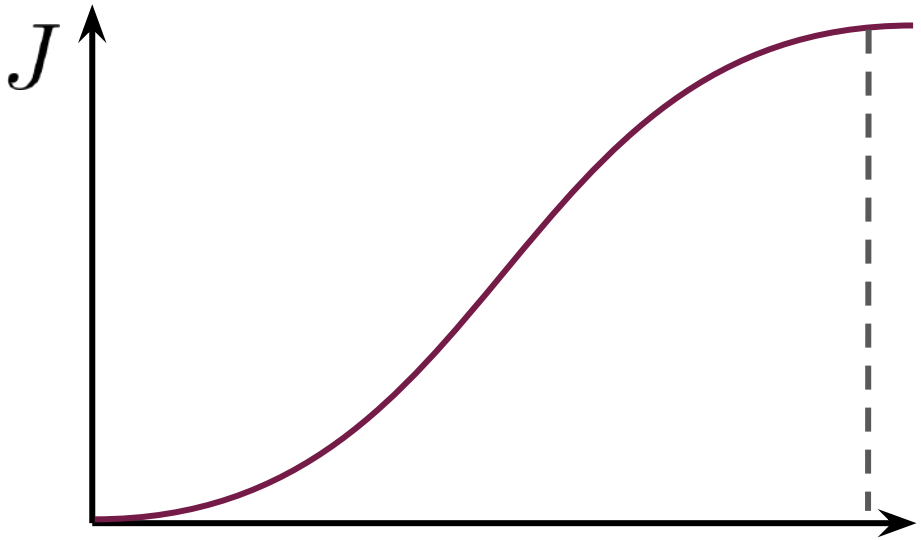
Problems with BCE Loss



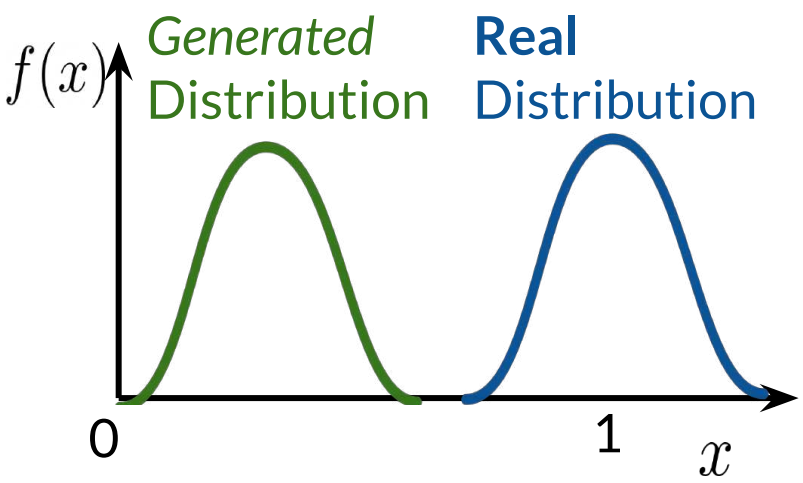


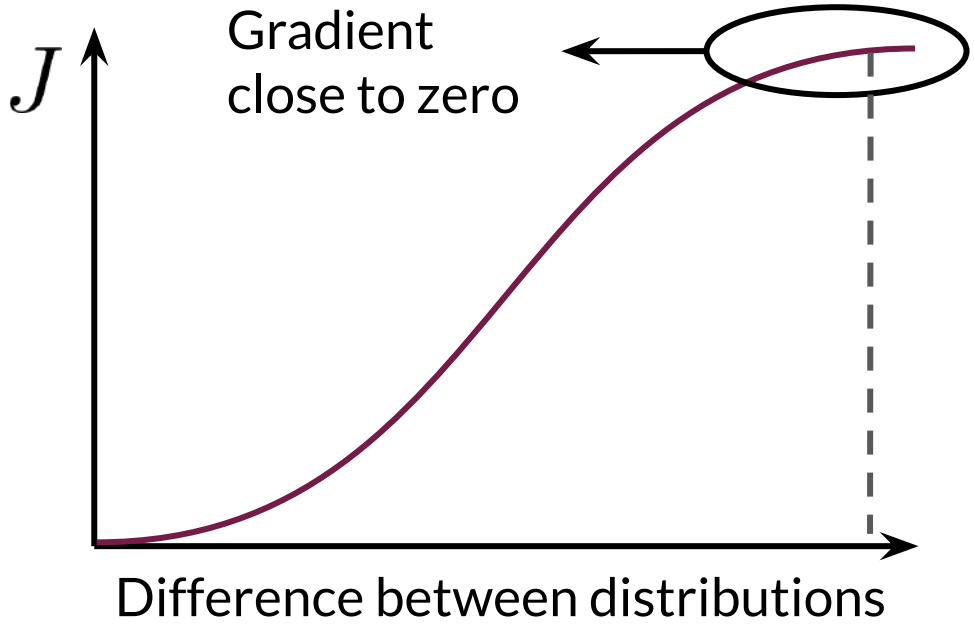
Problems with BCE Loss





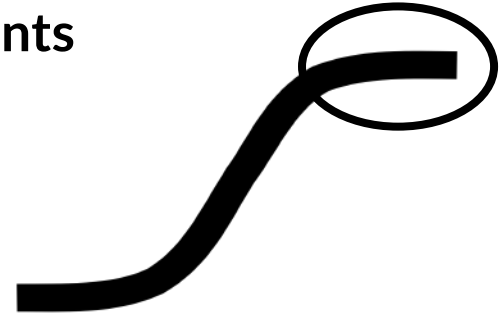
Problems with BCE Loss





Summary

- GANs try to make the real and generated distributions look similar
- When the discriminator improves too much, the function approximated by BCE Loss will contain flat regions
- Flat regions on the cost function = **vanishing gradients**



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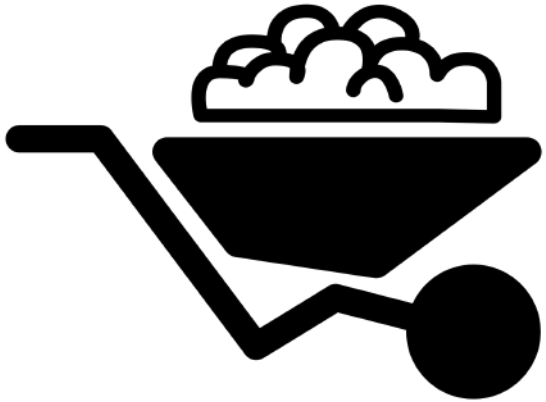
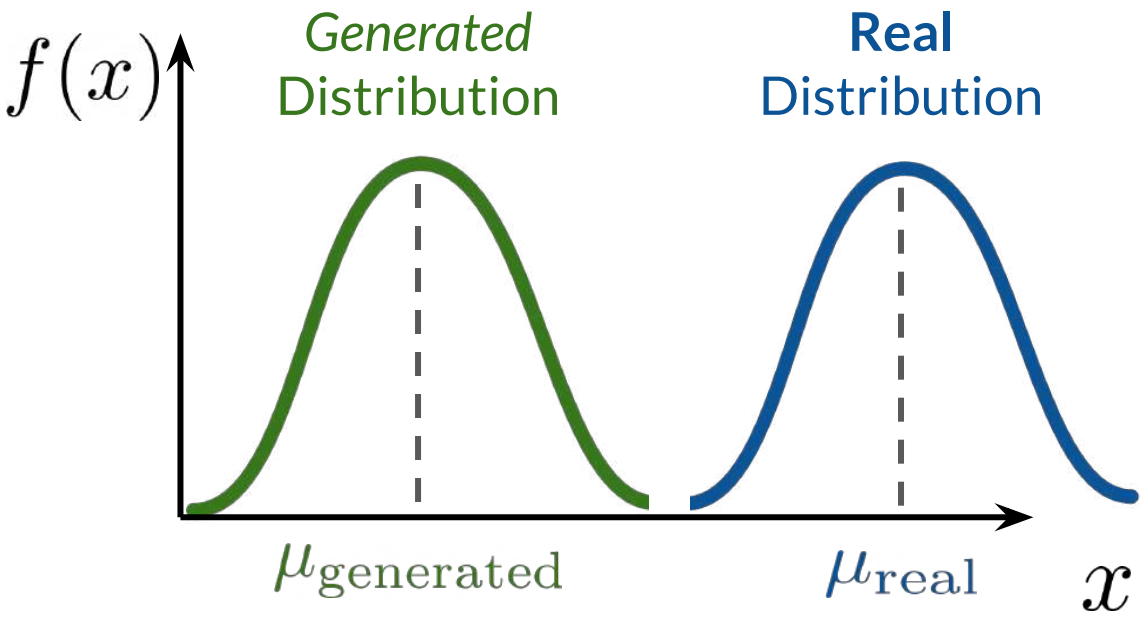
Earth Mover's Distance

Outline

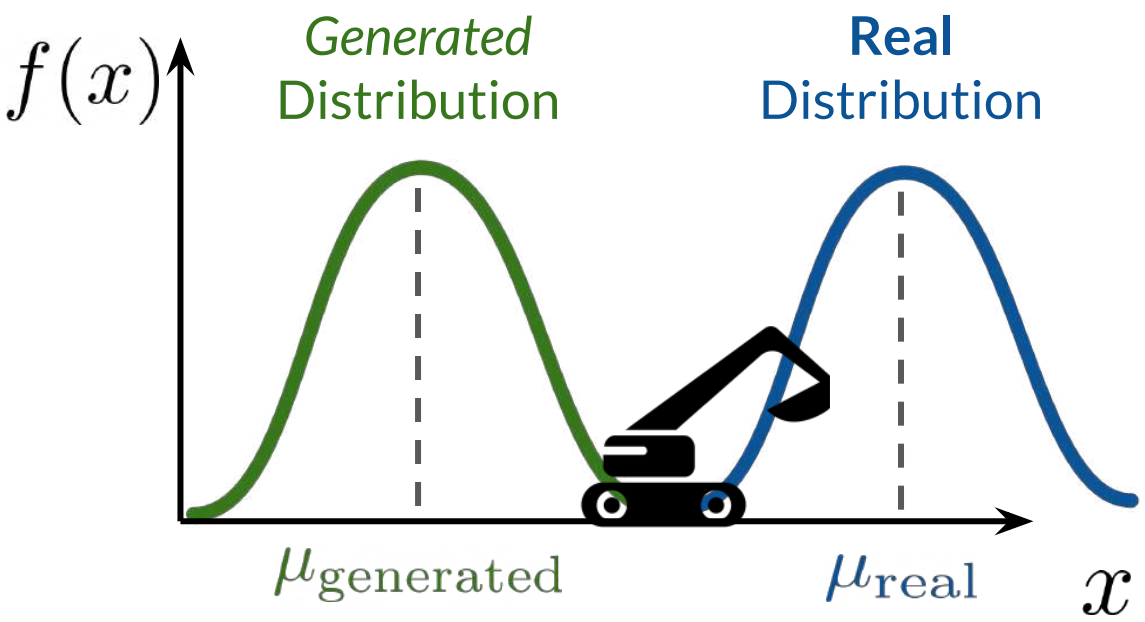
- Earth Mover's Distance (EMD) measure dist between two dist
- Why it solves the vanishing gradient problem of BCE Loss



Earth Mover's Distance



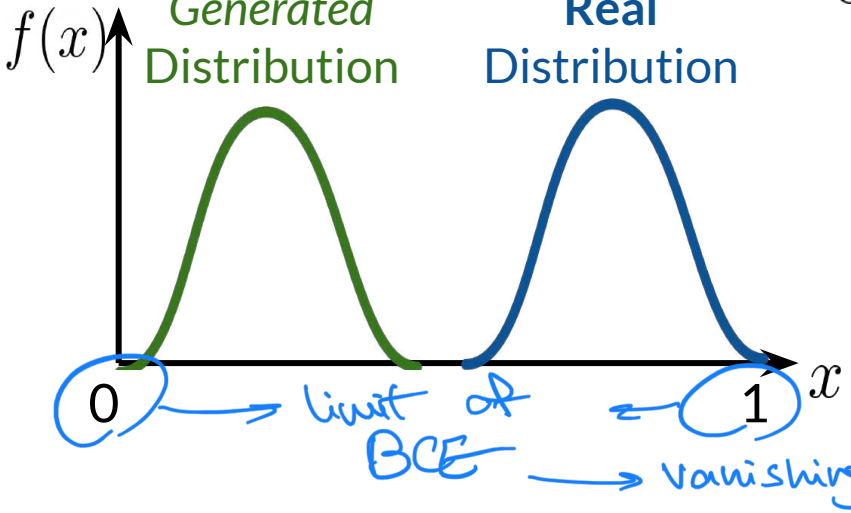
Earth Mover's Distance

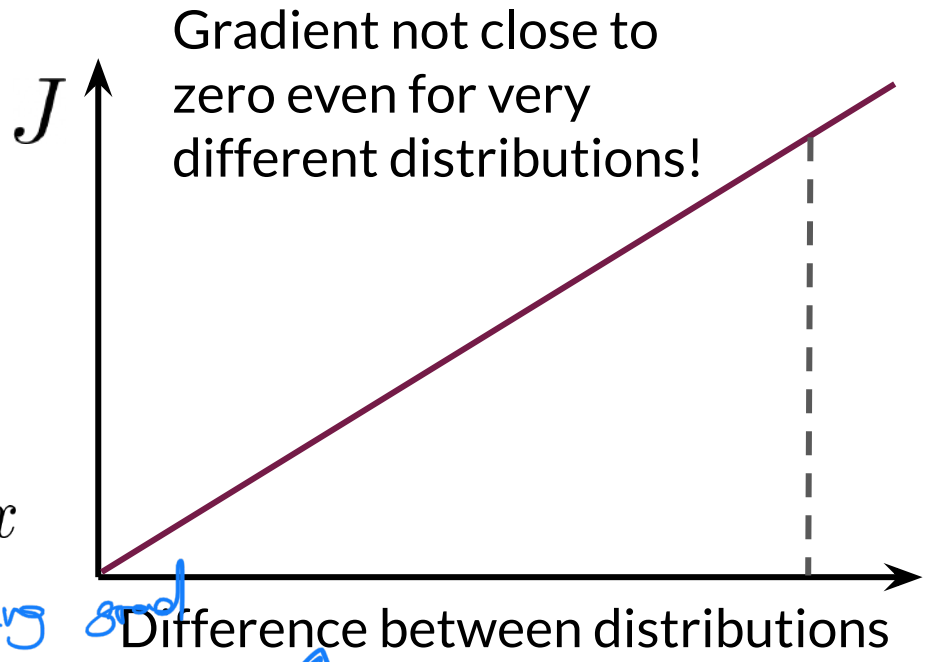


Effort to make the *generated* distribution equal to the **real** distribution

Depends on the distance and amount moved

Earth Mover's Distance





EMD doesn't have restrictions

Summary

- Earth mover's distance (EMD) is a function of amount and distance
- Doesn't have flat regions when the distributions are very different
- Approximating EMD solves the problems associated with BCE

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Wasserstein Loss

approx EMD

Outline

- BCE Loss Simplified
- W-Loss and its comparison with BCE Loss

BCE Loss Simplified

$$J(\theta) = -\frac{1}{m}\sum_{i=1}^{m}[y^{(i)}\log h(x^{(i)},\theta) + (1-y^{(i)})\log(1-h(x^{(i)},\theta))]$$

$$\min_{d}\max_{g}$$

Discriminator

Minimize cost

Generator

Maximize cost

BCE Loss Simplified

$$J(\theta) = -\frac{1}{m}\sum_{i=1}^{m}\left[y^{(i)}\log h(x^{(i)},\theta) + (1-y^{(i)})\log(1-h(x^{(i)},\theta))\right]$$

$$\min_{d}\max_{g} -[\mathbb{E}(\log(d(x))) + \mathbb{E}(\quad)]$$

Minimize cost

Maximize cost

BCE Loss Simplified

$$J(\theta) = -\frac{1}{m}\sum_{i=1}^{m}\left[y^{(i)}\log h(x^{(i)},\theta) + (1-y^{(i)})\log(1-h(x^{(i)},\theta))\right]$$

$$\min_{d}\max_{g} -[\mathbb{E}(\log(d(x))) + \mathbb{E}(1-\log(d(g(z))))]$$

Minimize cost

Maximize cost

W-Loss

W-Loss approximates the Earth Mover's Distance

W-Loss

W-Loss approximates the Earth Mover's Distance

Similar

$$\min_{g} \max_{c} \mathbb{E}(c(x)) - \mathbb{E}(c(g(z)))$$

↳ critic ↳ gener ↳ noise

W-Loss

W-Loss approximates the Earth Mover's Distance

$$\min_{g} \max_{c} \; \mathbb{E}(c(x)) - \mathbb{E}(c(g(z)))$$

real fake

Maximize the distance

W-Loss

W-Loss approximates the Earth Mover's Distance

$$\min_{g} \max_{c} \; \mathbb{E}(c(x)) - \mathbb{E}(c(g(z)))$$

Generator

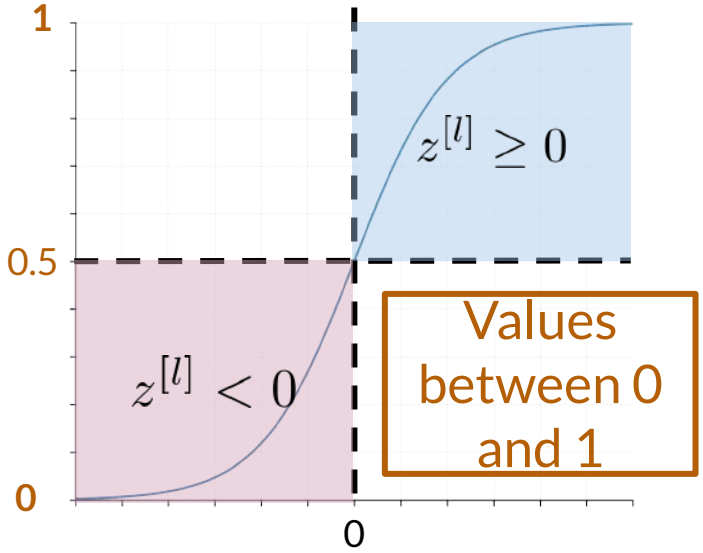
Minimize the distance

Critic

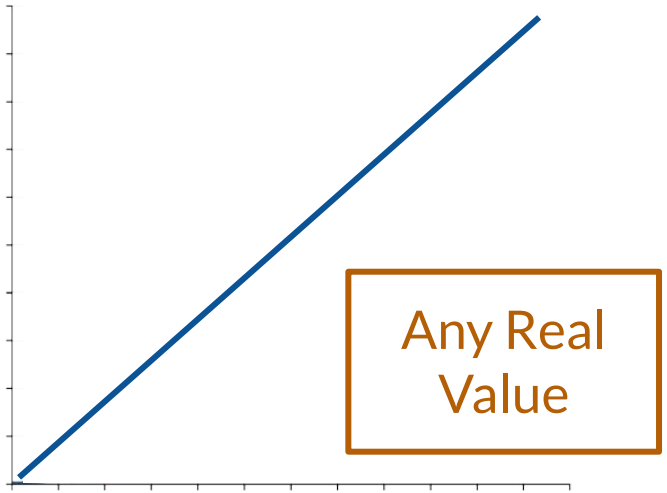
Maximize the distance

Discriminator Output

Discriminator output



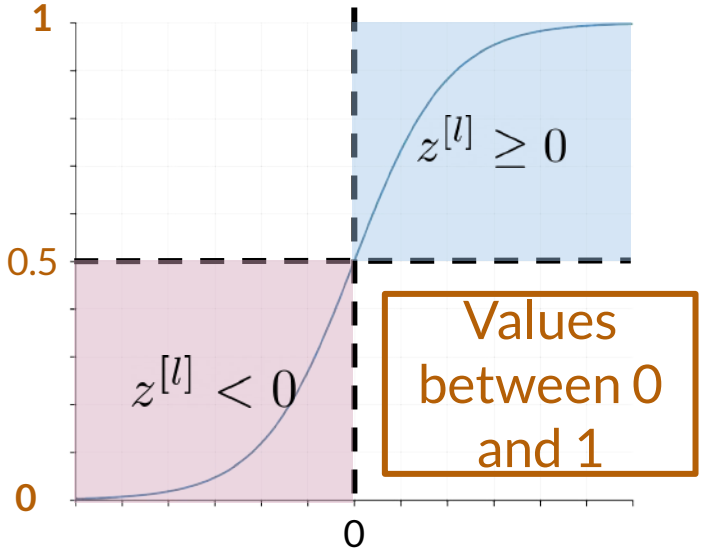
Discriminator output



Critic → max the dist between eval of real & eval of fake instead of classification

Discriminator Output

Discriminator output



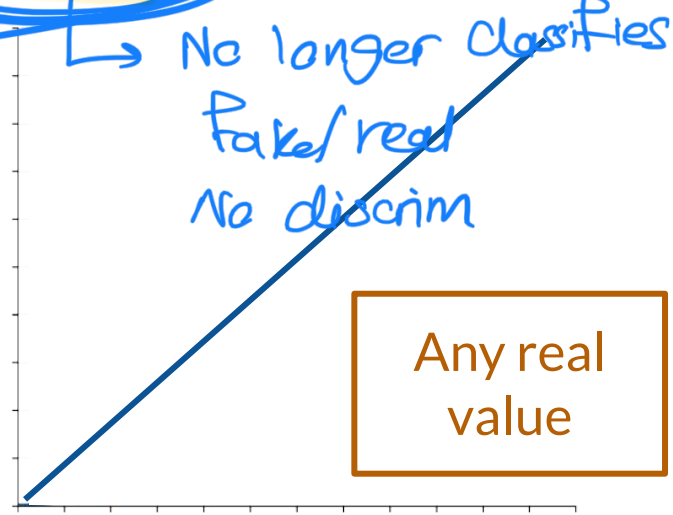
Values between 0 and 1

Discriminator output

Critic

No longer classifies fake/real

No discrim



Any real value

W-Loss vs BCE Loss

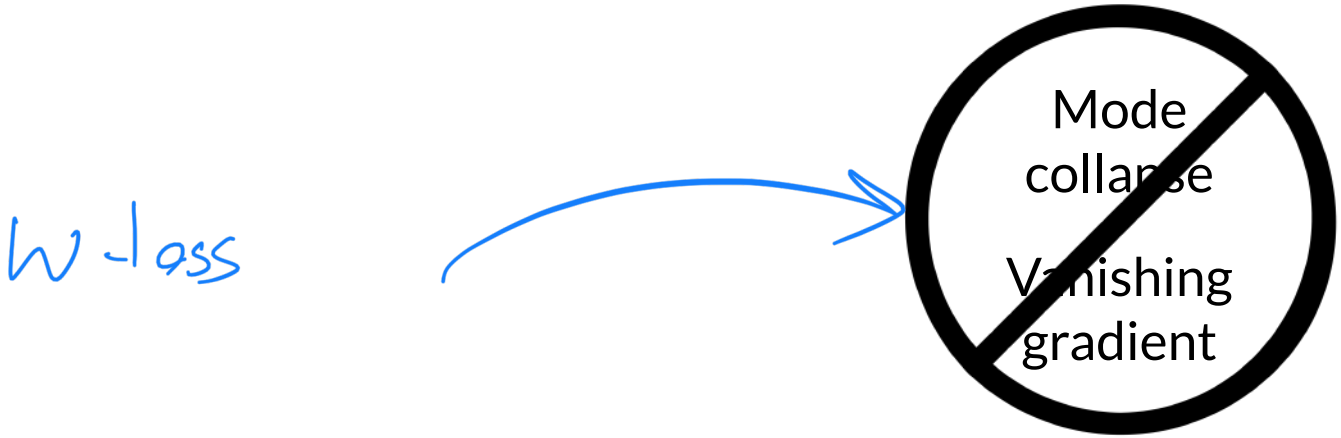
BCE Loss	W-Loss
Discriminator outputs between 0 and 1	Critic outputs any number
$-[\mathbb{E}(\log(d(x))) + \mathbb{E}(1 - \log(d(g(z))))]$	$\mathbb{E}(c(x)) - \mathbb{E}(c(g(z)))$

no log

W-Loss helps with mode collapse and vanishing gradient problems

Summary

- W-Loss looks very similar to BCE Loss
- W-Loss prevents mode collapse and vanishing gradient problems



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Condition on Wasserstein Critic

Outline

- Continuity condition on the critic’s neural network
- Why this condition matters

Condition on W-Loss

$$\min_{g} \max_{c} \; \mathbb{E}(c(x)) - \mathbb{E}(c(g(z)))$$

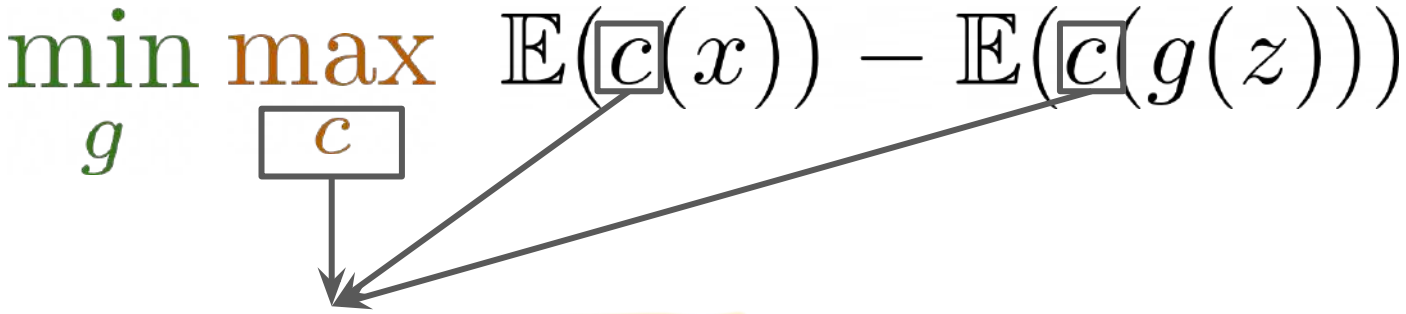
Condition on W-Loss

$$\min_{g} \max_{c} \; \mathbb{E}(c(x)) - \mathbb{E}(c(g(z)))$$

Condition on W-Loss

$$\min_{g} \max_{c} \; \mathbb{E}(c(x)) - \mathbb{E}(c(g(z)))$$

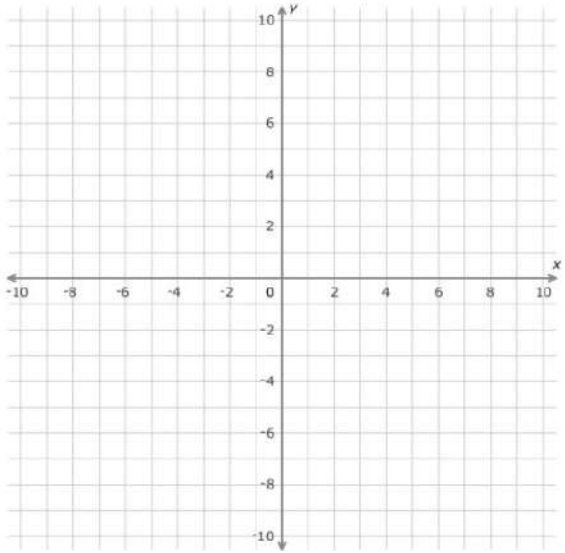
Condition on W-Loss



Needs to be 1-Lipschitz Continuous

Condition on W-Loss

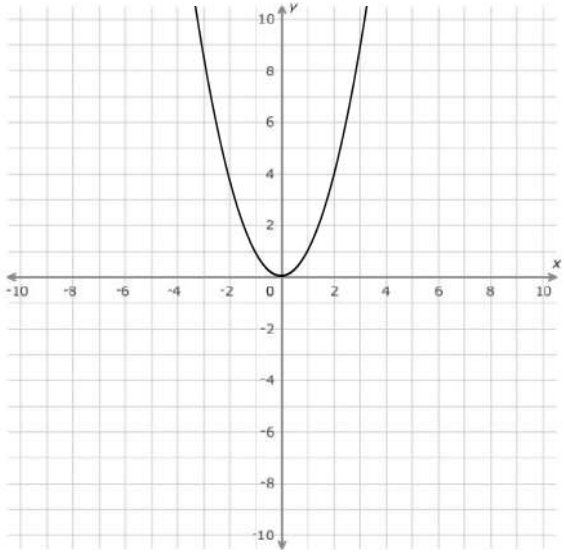
Critic needs to be **1**-L Continuous



The norm of the gradient should be at most **1** for *every point*

Condition on W-Loss

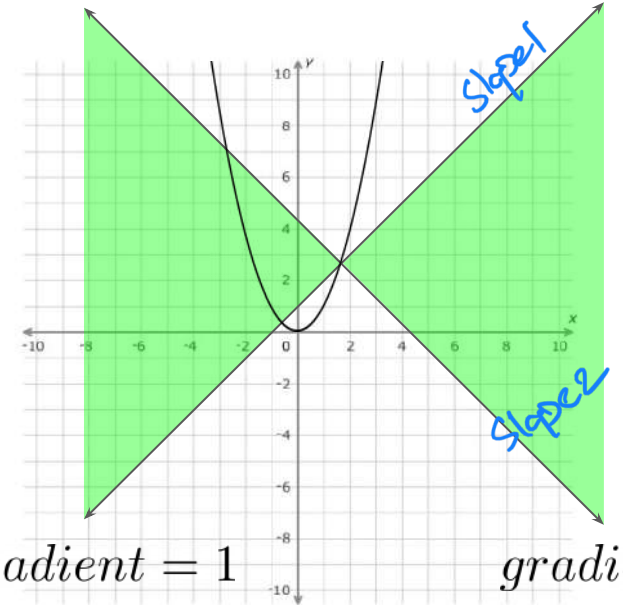
Critic needs to be **1**-L Continuous



The norm of the gradient should be at most **1** for *every point*

Condition on W-Loss

Critic needs to be **1**-L Continuous



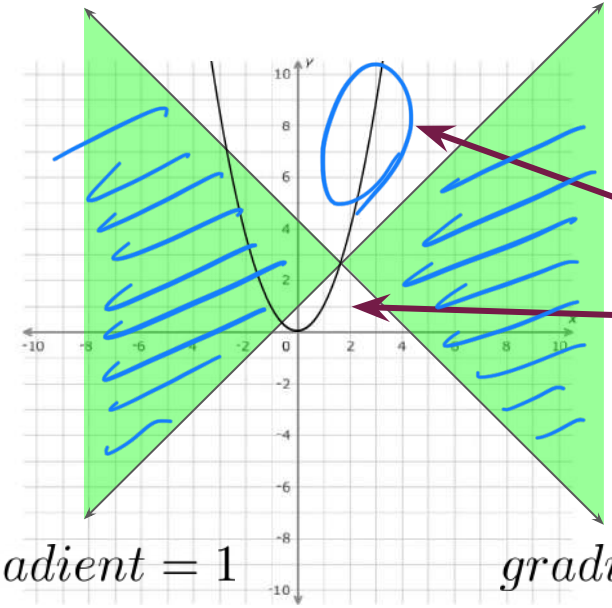
$gradient = 1$ $gradient = -1$

The norm of the gradient should be at most **1** for *every point*

Condition on W-Loss

Critic needs to be **1**-L Continuous

The norm of the gradient should be at most **1** for *every point*



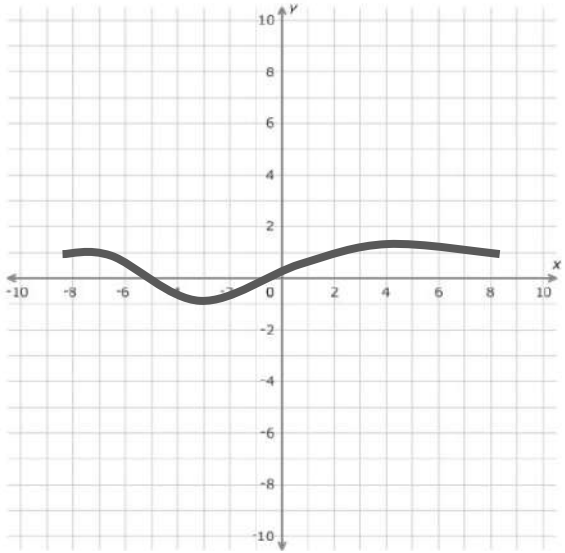
so the function is growing linearly

Not 1-L Continuous

it should not come out of lines (growing more than linearly)

Condition on W-Loss

Critic needs to be **1**-L Continuous

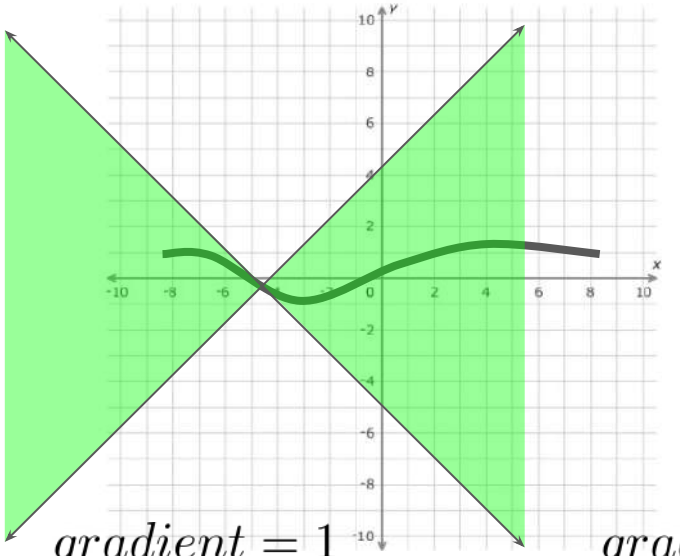


The norm of the gradient should be at most **1** for *every point*

Condition on W-Loss

Critic needs to be **1**-L Continuous

The norm of the gradient should be at most **1** for *every point*

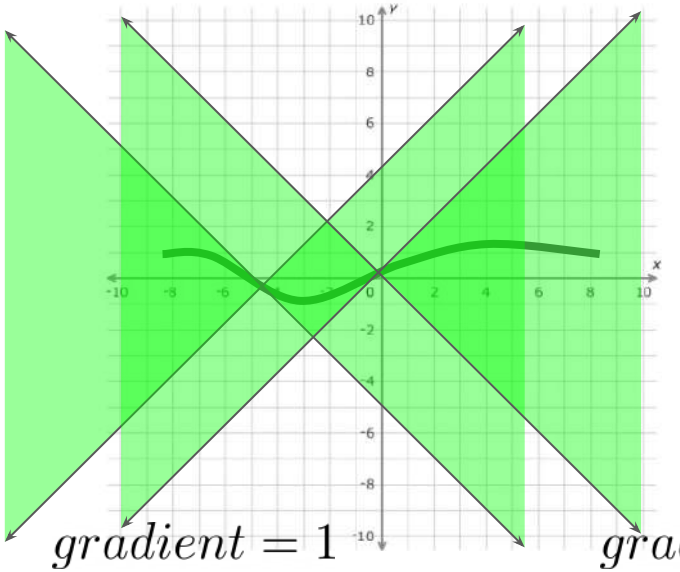


$gradient = 1$ $gradient = -1$

Condition on W-Loss

Critic needs to be **1**-L Continuous

The norm of the gradient should be at most **1** for *every point*

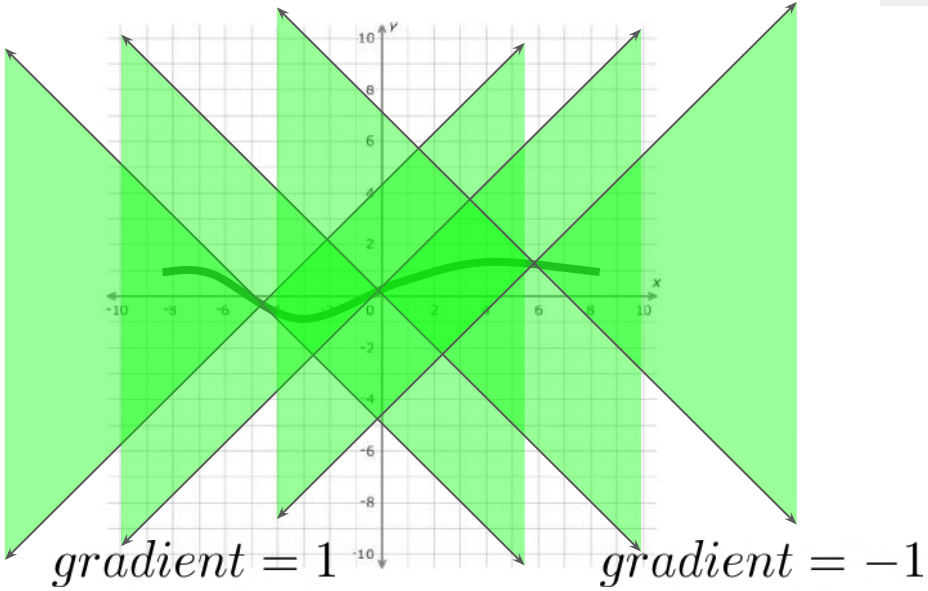


$gradient = 1$ $gradient = -1$

Condition on W-Loss

Critic needs to be **1**-L Continuous

The norm of the gradient should be at most **1** for *every point*

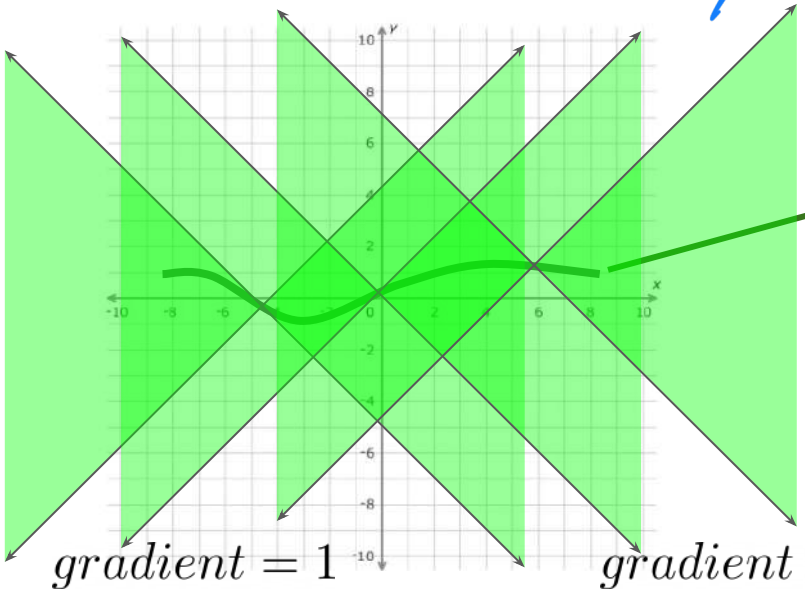


check for all points

Condition on W-Loss

Critic needs to be **1**-L Continuous

The norm of the gradient should be at most **1** for *every point*



1-L Continuous

↓

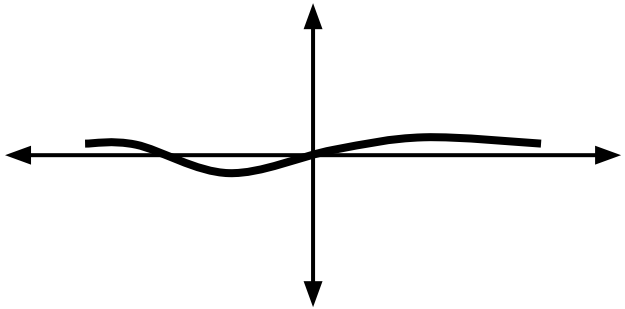
W-Loss is valid

Needed for training stable neural networks with W-Loss

So W-loss doesn't grow too much

Summary

- Critic's neural network needs to be 1-L Continuous when using W-Loss
- This condition ensures that W-Loss is validly approximating Earth Mover's Distance



deeplearning.ai

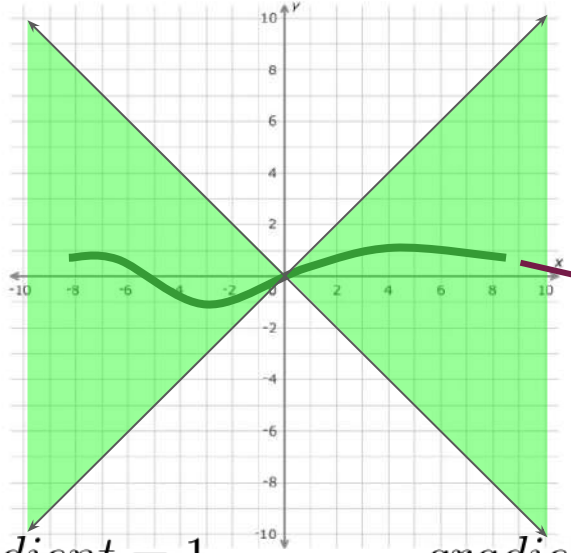
1-Lipschitz Continuity Enforcement

Outline

- Weight clipping and gradient penalty
- Advantages of gradient penalty

1-L Enforcement

Critic needs to be 1-L Continuous



$gradient = 1$ $gradient = -1$

Norm of the gradient at most 1

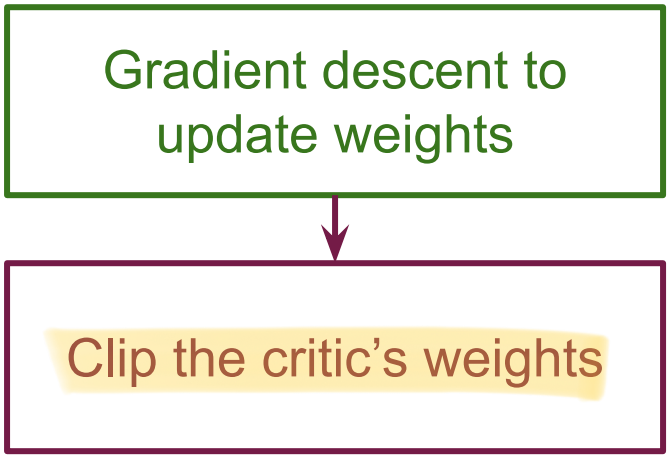
$$||\nabla f(x)||_2 \leq 1$$

↳ gradient

Slope of the function
at most 1

1-L Enforcement: Weight Clipping

Weight clipping forces the weights of the critic to a fixed interval



Clip anything outside green area

Cons:

Limits the learning ability of the critic

(2) another way

1-L Enforcement: Gradient Penalty

$$\min_{g} \max_{c} \; \mathbb{E}(c(x)) - \mathbb{E}(c(g(z))) + \lambda \text{reg}$$

Regularization of the critic's gradient

penalize the grad so it stays less

1-L Enforcement: Gradient Penalty

Real

ϵ

Random interpolation

1-L Enforcement: Gradient Penalty

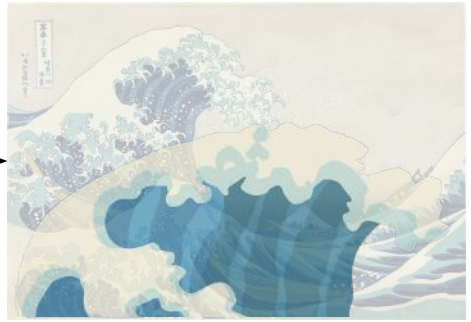
Real

ϵ

$1 - \epsilon$

Generated

Random interpolation



$\hat{x}$

1-L Enforcement: Gradient Penalty

penalize more when the value is further from 1.

$$\mathbb{E}(||\nabla c(\hat{x})||_2 - 1)^2$$

Regularization term

1-L Enforcement: Gradient Penalty

$$\mathbb{E}(||\nabla c(\hat{x})||_2 - 1)^2$$

Regularization term

1-L Enforcement: Gradient Penalty

$$\mathbb{E}(||\nabla c(\hat{x})||_2 - 1)^2$$

Regularization term

$$\epsilon x + (1 - \epsilon) g(z)$$

Interpolation

1-L Enforcement: Gradient Penalty

$$\mathbb{E}(||\nabla c(\hat{x})||_2 - 1)^2$$

Regularization term

$$\epsilon x + (1 - \epsilon) g(z)$$

Interpolation

Real

1-L Enforcement: Gradient Penalty

$$\mathbb{E}(||\nabla c(\hat{x})||_2 - 1)^2$$

Regularization term

$$\epsilon x + (1 - \epsilon) g(z)$$

Real

Generated

Interpolation

Putting It All Together

$$\min_{g} \max_{c} \mathbb{E}(c(x)) - \mathbb{E}(c(g(z))) + \lambda \mathbb{E}(||\nabla c(\hat{x})||_2 - 1)^2$$

Putting It All Together

this is a soft term to ensure that L thing property. but it's effective

$$\min_g \max_c \boxed{\mathbb{E}(c(x)) - \mathbb{E}(c(g(z)))} + \lambda \mathbb{E}(||\nabla c(\hat{x})||_2 - 1)^2$$

reg term

Makes the GAN less prone to **mode collapse** and **vanishing gradient**

Putting It All Together

$$\min_g \max_c \mathbb{E}(c(x)) - \mathbb{E}(c(g(z))) + \lambda \mathbb{E}(||\nabla c(\hat{x})||_2 - 1)^2$$

Makes the GAN less prone to **mode collapse** and **vanishing gradient**

Tries to make the critic be 1-L Continuous, for the loss function to be **continuous and differentiable**

Summary

- Weight clipping and gradient penalty are ways to enforce 1-L continuity
- Gradient penalty tends to work better