

# A deep introspection on Generative Adversarial Networks

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**Abstract**—GANs, namely Generative Adversarial Networks, are a hot topic nowadays.

## I. INTRODUCTION

Since its rise, deep learning had a great impact on discriminative models. Generative models instead were not affected by this innovation at first, but this trend changed with the introduction of Generative Adversarial Networks (GAN), a powerful framework first introduced in [1]. Since then, GAN gained more and more momentum because of the ability of training *deep generative models*, avoiding some of the difficulties encountered in other frameworks [2].

GAN is a sub-class of generative models where a probability density function (pdf) is implicitly defined; since GAN makes use of, generally two, *neural networks*, the pdf is induced by their architecture and parameters design: given a training set of sample data, distributed according to an unknown pdf  $p_d$ , the purpose of GAN is indeed to generate samples according to a distribution  $p_g$ , that mimics  $p_d$ , without explicitly defining it. As suggested by the name, this is achieved by putting in competition two entities: a generator and a discriminator. The task of the generator (G) is to generate data that can be regarded as true by the discriminator, while the discriminator (D) has the purpose of correctly distinguishing real from fake data. The classical real-life analogy with this process involves counterfeiters trying to produce fake currency and the police trying to detect it. This kind of interaction between the two entities can naturally be modeled with a game theoretical approach, where each player has its own strategies and payoffs, but in this paper we will rather talk about costs, as will be discussed in II. The major drawback of this framework anyway, is that the training of the model requires to compute the Nash Equilibrium (NE) of the game involving the two entities, which is not as simple as optimizing an objective function: without the guarantee of a NE, results obtained by the model could be different from the ones desired.

In this paper we review some of the literature and explain our need to go back to the origins of GAN, implementing our own version of the code and simulating different scenarios, where in each one the discriminator is passed a different fake-to-true ratio of images.

The remainder of the paper is organized as follows: a brief overview of the literature is presented in II; a description of our work is then presented in III; the obtained results are presented in IV; finally we discuss our conclusions in V.

## II. RELATED WORK

Since their appearance in literature, GANs have been successfully applied to problems of image generation, editing and semi-supervised learning [5] [6]. *The results obtained with this technique were so good that they captured the attention of a great number of researchers, leading to a proliferation of various flavors of GAN, each performing better than the others on a specific domain.* It's difficult anyway to understand how to compare different GAN models, because of the lack of a consistent metric and the different architectures with which networks can be designed, which for each project are related to the corresponding computational budget. A tentative to define some guidelines to avoid these problems, together with a fair and comprehensive comparison of state-of-the-art GANs, is discussed in [3][MISSING ACCENTS ON REF]: what emerges here is that the computational budget plays a major role, allowing bad algorithms to outperform good ones if given enough time; plus, despite many claims of algorithms being superior to the original ones, there is no empirical evidence that they are across all datasets, in fact the original model outperforms them in most of them. [INSERT TABLE WITH LOSSES]. We thus report here a formalization of the original problem [1], modeling it with a game theory approach in a more precise way, as done in [4].

Deep Convolutional GAN (DCGAN) can be naturally represented as a 2-player zero-sum infinite game: the player entities, G and D, are two neural networks, each with a given architecture defining its depth and width; pure strategies are the different combinations of weights for the given architecture, and it is immediate to notice that these numbers are infinite; payoffs are defined as the opposite of their loss functions, which are also used for the training phase of the networks. An infinite game doesn't guarantee the existence of a NE, not even in mixed strategies, nor it allows to find it as the value of the game, i.e. maximinimizing the payoffs. As pointed out in [4] though, when using floating point numbers, the number of combinations of strategies becomes finite, albeit very large: there is then a NE, at least in mixed strategies, which however is hard to compute. It has to be kept into account also the fact that the optimization of a neural network can lead to a Local NE (LNE) because the problem is non-convex.

In strategic form, GAN games can be described by a tuple  $(\{G, D\}, \{S_G, S_D\}, \{u_G, u_D\})$ , where  $S_G$  and  $S_D$  are the (finite) sets of strategies while  $u_G$  and  $u_D$  are the corresponding payoffs, for G and D respectively. The loss functions used for

DCGAN training are: [CORREGGERE]

$$L_D = E_{x \sim p_d}[\log(D(x))] + E_{x \sim p_g}[\log(1 - D(x))]$$

$$L_G = E_{x \sim p_d}[\log(D(x))] + E_{x \sim p_g}[\log(1 - D(x))]$$

which correspond to the binary cross-entropy loss functions. Each of the two players should then minimize its own loss function, which is equivalent to maximizing its payoff. The problem is then reduced to a maximin problem, where

### III. EXPERIMENTAL SETTING

### IV. RESULTS

### V. CONCLUSIONS

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