

Deep Generative Models

Lecture 9

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Recap of previous lecture

Images are discrete data, flow is a continuous model. We need to convert a discrete data distribution to a continuous one.

Uniform dequantization bound

$$\mathbf{x} \sim \text{Categorical}(\boldsymbol{\pi}), \quad \mathbf{u} \sim U[0, 1], \quad \mathbf{y} = \mathbf{x} + \mathbf{u} \sim \text{Continuous}$$

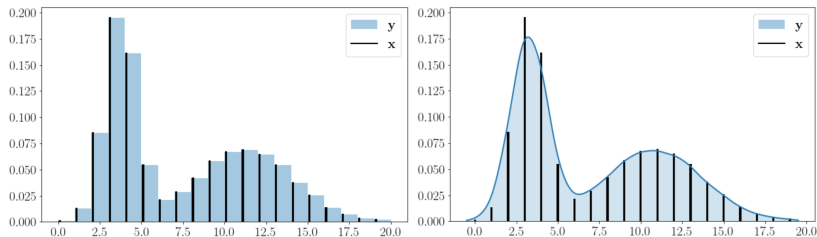
$$\log P(\mathbf{x}|\boldsymbol{\theta}) \geq \int_{U[0,1]} \log p(\mathbf{x} + \mathbf{u}|\boldsymbol{\theta}) d\mathbf{u}.$$

Variational dequantization bound

Introduce variational dequantization noise distribution $q(\mathbf{u}|\mathbf{x})$ and treat it as an approximate posterior.

$$\log P(\mathbf{x}|\boldsymbol{\theta}) \geq \int q(\mathbf{u}|\mathbf{x}) \log \frac{p(\mathbf{x} + \mathbf{u}|\boldsymbol{\theta})}{q(\mathbf{u}|\mathbf{x})} d\mathbf{u} = \mathcal{L}(q, \boldsymbol{\theta}).$$

Recap of previous lecture



Flow model for dequantization

$$q(\mathbf{u}|\mathbf{x}) = p(h^{-1}(\mathbf{u}, \phi)) \cdot \left| \det \frac{\partial h^{-1}(\mathbf{u}, \phi)}{\partial \mathbf{u}} \right|.$$

Variational dequantization bound

$$\mathcal{L}(q, \theta) = \int q(\mathbf{u}|\mathbf{x}) \log \frac{p(\mathbf{x} + \mathbf{u}|\theta)}{q(\mathbf{u}|\mathbf{x})} d\mathbf{u}.$$

Ho J. et al. Flow++: Improving Flow-Based Generative Models with Variational Dequantization and Architecture Design, 2019

Recap of previous lecture

Disentanglement learning

A disentangled representation is a one where single latent units are sensitive to changes in single generative factors, while being invariant to changes in other factors.

β -VAE

$$\mathcal{L}(q, \theta, \beta) = \mathbb{E}_{q(\mathbf{z}|\mathbf{x})} \log p(\mathbf{x}|\mathbf{z}, \theta) - \beta \cdot KL(q(\mathbf{z}|\mathbf{x})||p(\mathbf{z})).$$

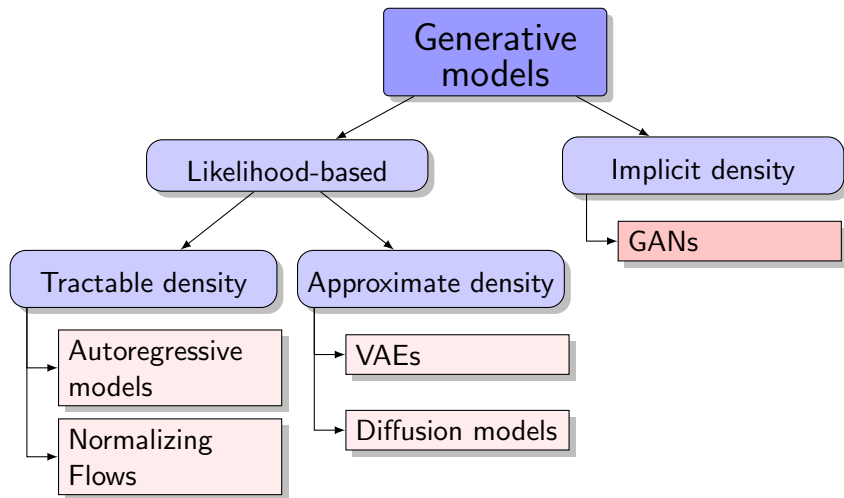
Representations becomes disentangled by setting a stronger constraint with $\beta > 1$. However, it leads to poorer reconstructions and a loss of high frequency details.

ELBO surgery

$$\frac{1}{n} \sum_{i=1}^n \mathcal{L}_i(q, \theta, \beta) = \underbrace{\frac{1}{n} \sum_{i=1}^n \mathbb{E}_{q(\mathbf{z}|\mathbf{x}_i)} \log p(\mathbf{x}_i|\mathbf{z}, \theta)}_{\text{Reconstruction loss}} - \underbrace{\beta \cdot \mathbb{I}_q[\mathbf{x}, \mathbf{z}]}_{\text{MI}} - \underbrace{\beta \cdot KL(q(\mathbf{z})||p(\mathbf{z}))}_{\text{Marginal KL}}$$

Outline

Generative models zoo



Likelihood based models

Is likelihood a good measure of model quality?

Poor likelihood
Great samples

$$p_1(\mathbf{x}) = \frac{1}{n} \sum_{i=1}^n \mathcal{N}(\mathbf{x} | \mathbf{x}_i, \epsilon \mathbf{I})$$

For small ϵ this model will generate samples with great quality, but likelihood will be very poor.

Great likelihood
Poor samples

$$p_2(\mathbf{x}) = 0.01p(\mathbf{x}) + 0.99p_{\text{noise}}(\mathbf{x})$$

$$\begin{aligned} \log [0.01p(\mathbf{x}) + 0.99p_{\text{noise}}(\mathbf{x})] &\geq \\ &\geq \log [0.01p(\mathbf{x})] = \log p(\mathbf{x}) - \log 100 \end{aligned}$$

Noisy irrelevant samples, but for high dimensions $\log p(\mathbf{x})$ becomes proportional to m .

Likelihood-free learning

- ▶ Likelihood is not a perfect quality measure for generative model.
- ▶ Likelihood could be intractable.

Where did we start

We would like to approximate true data distribution $\pi(\mathbf{x})$. Instead of searching true $\pi(\mathbf{x})$ over all probability distributions, learn function approximation $p(\mathbf{x}|\boldsymbol{\theta}) \approx \pi(\mathbf{x})$.

Imagine we have two sets of samples

- ▶ $\mathcal{S}_1 = \{\mathbf{x}_i\}_{i=1}^{n_1} \sim \pi(\mathbf{x})$ – real samples;
- ▶ $\mathcal{S}_2 = \{\mathbf{x}_i\}_{i=1}^{n_2} \sim p(\mathbf{x}|\boldsymbol{\theta})$ – generated (or fake) samples.

Two sample test

$$H_0 : \pi(\mathbf{x}) = p(\mathbf{x}|\boldsymbol{\theta}), \quad H_1 : \pi(\mathbf{x}) \neq p(\mathbf{x}|\boldsymbol{\theta})$$

Define test statistic $T(\mathcal{S}_1, \mathcal{S}_2)$. The test statistic is likelihood free. If $T(\mathcal{S}_1, \mathcal{S}_2) < \alpha$, then accept H_0 , else reject it.

Likelihood-free learning

Two sample test

$$H_0 : \pi(\mathbf{x}) = p(\mathbf{x}|\theta), \quad H_1 : \pi(\mathbf{x}) \neq p(\mathbf{x}|\theta)$$

Desired behaviour

- ▶ $p(\mathbf{x}|\theta)$ minimizes the value of test statistic $T(\mathcal{S}_1, \mathcal{S}_2)$.
- ▶ It is hard to find an appropriate test statistic in high dimensions. $T(\mathcal{S}_1, \mathcal{S}_2)$ could be learnable.

GAN objective

- ▶ **Generator:** generative model $\mathbf{x} = G(\mathbf{z})$, which makes generated sample more realistic.
- ▶ **Discriminator:** a classifier $D(\mathbf{x}) \in [0, 1]$, which distinguishes real samples from generated samples.

$$\min_G \max_D V(G, D) = \min_G \max_D [\mathbb{E}_{\pi(\mathbf{x})} \log D(\mathbf{x}) + \mathbb{E}_{p(\mathbf{z})} \log(1 - D(G(\mathbf{z})))]$$

Vanilla GAN optimality

Theorem

The minimax game

$$\min_G \max_D V(G, D) = \min_G \max_D [\mathbb{E}_{\pi(\mathbf{x})} \log D(\mathbf{x}) + \mathbb{E}_{p(\mathbf{z})} \log(1 - D(G(\mathbf{z})))]$$

has the global optimum $\pi(\mathbf{x}) = p(\mathbf{x}|\theta)$, in this case $D^*(\mathbf{x}) = 0.5$.

Proof (fixed G)

$$\begin{aligned} V(G, D) &= \mathbb{E}_{\pi(\mathbf{x})} \log D(\mathbf{x}) + \mathbb{E}_{p(\mathbf{x}|\theta)} \log(1 - D(\mathbf{x})) \\ &= \int \underbrace{[\pi(\mathbf{x}) \log D(\mathbf{x}) + p(\mathbf{x}|\theta) \log(1 - D(\mathbf{x}))]}_{y(D)} d\mathbf{x} \end{aligned}$$

$$\frac{dy(D)}{dD} = \frac{\pi(\mathbf{x})}{D(\mathbf{x})} - \frac{p(\mathbf{x}|\theta)}{1 - D(\mathbf{x})} = 0 \quad \Rightarrow \quad D^*(\mathbf{x}) = \frac{\pi(\mathbf{x})}{\pi(\mathbf{x}) + p(\mathbf{x}|\theta)}$$

Vanilla GAN optimality

Proof continued (fixed $D = D^*$)

$$\begin{aligned} V(G, D^*) &= \mathbb{E}_{\pi(\mathbf{x})} \log \frac{\pi(\mathbf{x})}{\pi(\mathbf{x}) + p(\mathbf{x}|\theta)} + \mathbb{E}_{p(\mathbf{x}|\theta)} \log \frac{p(\mathbf{x}|\theta)}{\pi(\mathbf{x}) + p(\mathbf{x}|\theta)} \\ &= KL\left(\pi(\mathbf{x}) \parallel \frac{\pi(\mathbf{x}) + p(\mathbf{x}|\theta)}{2}\right) + KL\left(p(\mathbf{x}|\theta) \parallel \frac{\pi(\mathbf{x}) + p(\mathbf{x}|\theta)}{2}\right) - 2 \log 2 \\ &= 2JSD(\pi(\mathbf{x}) \parallel p(\mathbf{x}|\theta)) - 2 \log 2. \end{aligned}$$

Jensen-Shannon divergence (symmetric KL divergence)

$$JSD(\pi(\mathbf{x}) \parallel p(\mathbf{x}|\theta)) = \frac{1}{2} \left[KL\left(\pi(\mathbf{x}) \parallel \frac{\pi(\mathbf{x}) + p(\mathbf{x}|\theta)}{2}\right) + KL\left(p(\mathbf{x}|\theta) \parallel \frac{\pi(\mathbf{x}) + p(\mathbf{x}|\theta)}{2}\right) \right]$$

Could be used as a distance measure!

$$V(G^*, D^*) = -2 \log 2, \quad \pi(\mathbf{x}) = p(\mathbf{x}|\theta).$$

Vanilla GAN optimality

Theorem

The minimax game

$$\min_G \max_D V(G, D) = \min_G \max_D [\mathbb{E}_{\pi(\mathbf{x})} \log D(\mathbf{x}) + \mathbb{E}_{p(\mathbf{z})} \log(1 - D(G(\mathbf{z})))]$$

has the global optimum $\pi(\mathbf{x}) = p(\mathbf{x}|\theta)$, in this case $D^*(\mathbf{x}) = 0.5$.

Proof

for fixed G :

$$D^*(\mathbf{x}) = \frac{\pi(\mathbf{x})}{\pi(\mathbf{x}) + p(\mathbf{x}|\theta)}$$

for fixed $D = D^*$:

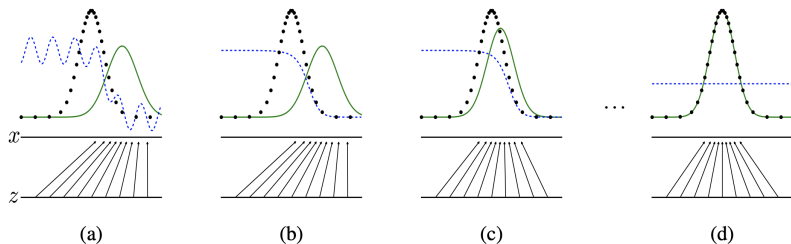
$$\min_G V(G, D^*) = \min_G [2JSD(\pi||p) - \log 4] = -\log 4, \quad \pi(\mathbf{x}) = p(\mathbf{x}|\theta).$$

If the generator could be any function and the discriminator is optimal at every step, then the generator is guaranteed to converge to the data distribution.

Vanilla GAN

Objective

$$\min_G \max_D V(G, D) = \min_G \max_D [\mathbb{E}_{\pi(\mathbf{x})} \log D(\mathbf{x}) + \mathbb{E}_{p(\mathbf{z})} \log(1 - D(G(\mathbf{z})))]$$



- ▶ Generator updates are made in parameter space.
- ▶ Discriminator is not optimal at every step.
- ▶ Generator and discriminator loss keeps oscillating during GAN training.

Summary

- ▶ Likelihood is not a perfect criteria to measure quality of generative model.
- ▶ Adversarial learning suggests to solve minimax problem to match the distributions.
- ▶ Vanilla GAN tries to optimize Jensen-Shannon divergence (in theory).