Implementing GAN on MNIST and SVHN

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Abstract

We implement DCGAN on MNIST and SVHN dataset. The generated samples for both datasets are great although it takes quite some time to train the model. To help the model converge faster, we implement WGAN as well. The result **TBD**.

1 Introduction

Generative Adversarial Nets (GAN), first introduced by Ian Goodfellow in 2014[1], is a model that can be used to generate new images. It has been a hot topic since then.

The core idea of GAN is to create a two-player game. Build a generator that creates fake images while the discriminator tells whether the image is true or fake.

We train D to maximize the probability of assigning the correct label to both training examples and samples from G. We simultaneously train G to minimize $log(1 - D(G(z)))$.

The optimum case is that the generate can fully recover the distribution of the data and the discriminator cannot tell whether the image is fake or not i.e. the output of discriminator is $1/2$.

2 Implmentation on MNIST

2.1 Architecture

We used Deep Convoltional GAN (DCGAN)[2] as our structure.

2.1.1 Generator

- Input: 100×1 vector
- First layer
  - Dense
  - Output $7 \times 7 \times 256$
  - Batch normalization ✓
  - Activation: leaky relu
- Second layer
  - Conv2DTranspose
  - Filter: 128
  - Kernel size: 5
  - Stride: 1

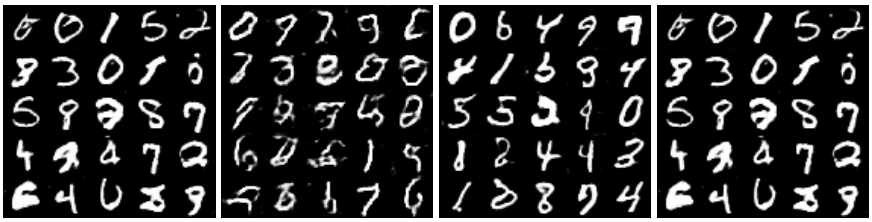
33rd Conference on Neural Information Processing Systems (NeurIPS 2019), Vancouver, Canada.

- Padding: same
- Batch normalization ✓
- Activation: leaky relu

2.2 Result

Training process in tensorboard

the generated samples compared with training dataset and figure 2a in paper



(a) MNIST data (b) Epoch 10/50 (c) Epoch 30/50 (d) Epoch 50/50

Figure 1: Comparison of MNIST data and generated samples from DCGAN

3 Implmentation on SVHN

3.1 Architecture

Generator and discriminators and hyperparameters

3.2 Result

Training process in tensorboard

the generated samples compared with training dataset

How is the quality compared to your GAN on MNIST? If the training does not go well, what failure modes do you see?

4 WGAN

The benefits of WGAN

4.1 WGAN on MNIST

xxx

4.2 WGAN on SVHN

xxx

5 Summary

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5.1 Future steps

Self-attention neural network.

References

[1] Goodfellow, Ian, et al. "Generative adversarial nets." Advances in neural information processing systems. 2014.

[2] Radford, Alec, Luke Metz, and Soumith Chintala. "Unsupervised representation learning with deep convolutional generative adversarial networks." arXiv preprint arXiv:1511.06434 (2015).