



# Introduction to Generative Adversarial Networks and Applications

Lukas Mosser, Olivier Dubrule

Do you know any of these people?



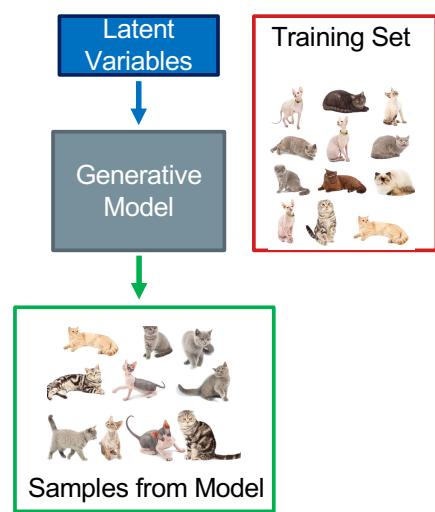
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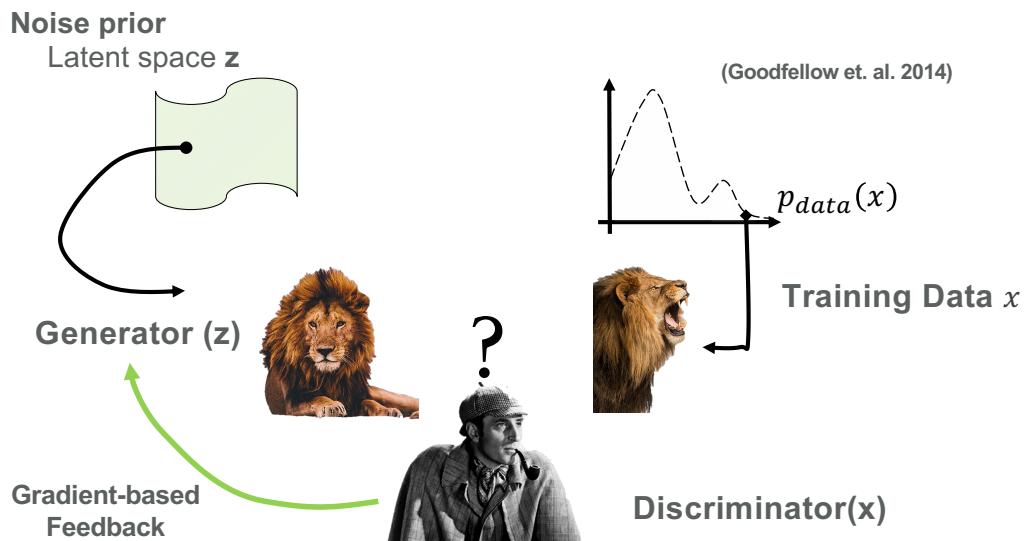
## (Deep) Generative Methods

- Task: Draw (new) samples from unknown density given a set of samples
 

Main Problem: How to find the generative model?
- Generative Adversarial Networks (GAN)
  - Two competing Neural Networks
- Variational Autoencoders (VAE)
  - Bayesian Graphical Model of data distribution
- Autoregression (Pixel-CNN)
  - Conditional Distribution on every sample
  - Many More ...



## Generative Adversarial Networks – Toy Example



## Generative Adversarial Networks – Training

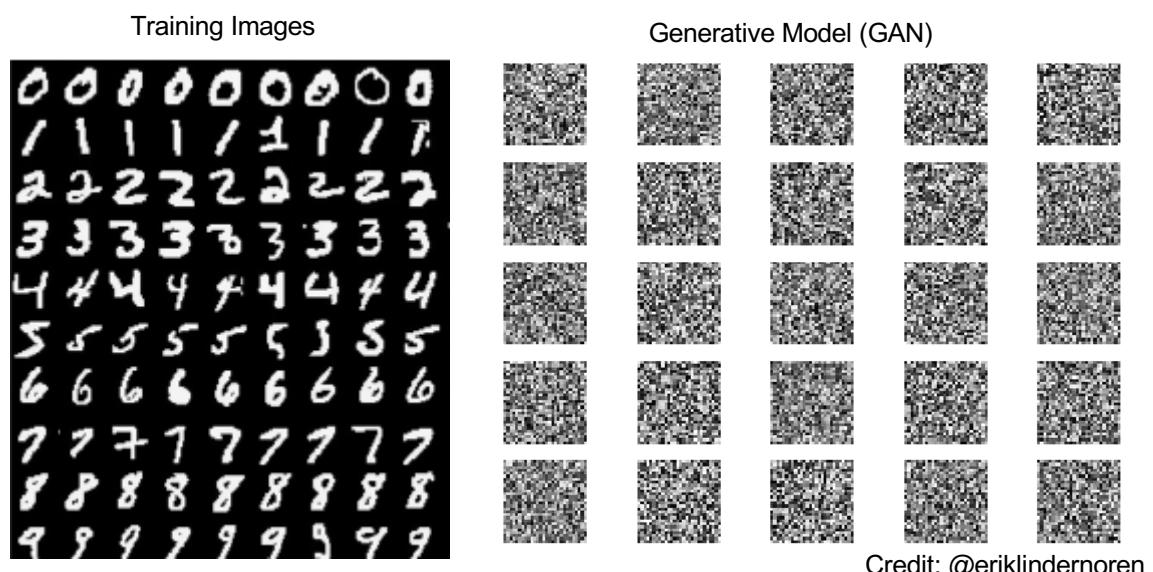
- Requirements:
  - Training Set of data
  - Generator – creates samples  $G(z)$        $\mathbf{z} \sim \mathcal{N}(0, 1)^{d \times 1 \times 1 \times 1}$      $G_\theta : \mathbf{z} \rightarrow \mathbb{R}^{1 \times 64 \times 64 \times 64}$
  - Discriminator – evaluates samples       $D_\omega : \mathbb{R}^{1 \times 64 \times 64 \times 64} \rightarrow [0, 1]$
  - Cost function:       $\min_\theta \max_\omega \{\mathbb{E}_{\mathbf{x} \sim p_{data}} [\log D_\omega(\mathbf{x})] + \mathbb{E}_{\mathbf{x} \sim p_z} [\log(1 - D_\omega(G_\theta(\mathbf{z})))]\}$
- GAN training – two step procedure in supervised way
  - Discriminator training step – Generator fixed
    - Train on real data samples
    - Train on fake samples
  - Generator training step – Discriminator fixed
    - Push generator towards “real” images

## Generative Adversarial Networks – Objective

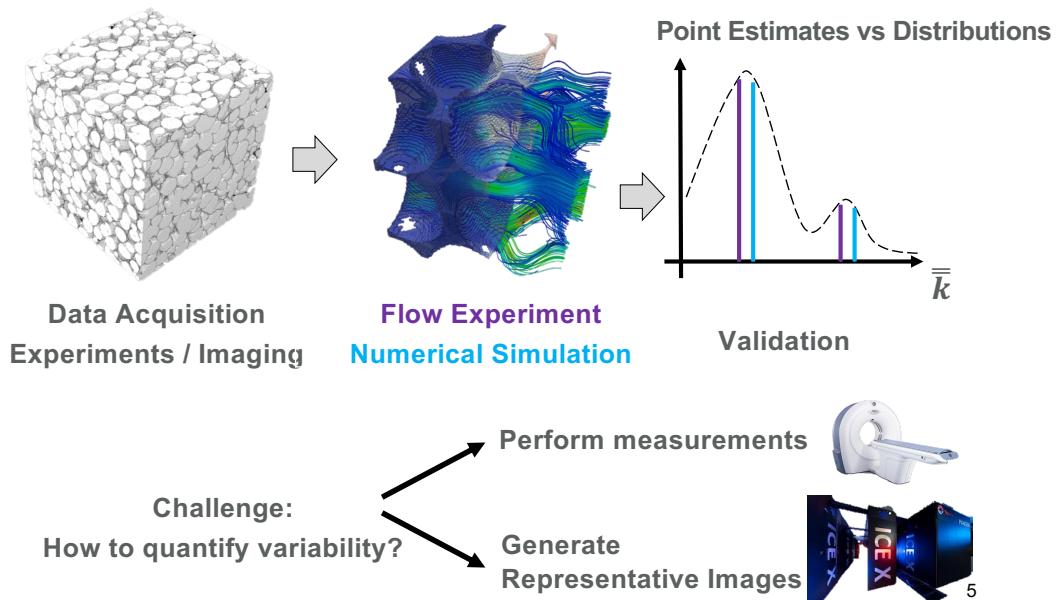
- **GAN Objective (Goodfellow 2014):**  $\min_{\theta} \max_{\omega} \{ \mathbb{E}_{\mathbf{x} \sim p_{data}} [\log D_{\omega}(\mathbf{x})] + \mathbb{E}_{\mathbf{z} \sim p_{\mathbf{z}}} [\log(1 - D_{\omega}(G_{\theta}(\mathbf{z})))] \}$
- **For Generator minimize:**  $\{ \mathbb{E}_{\mathbf{x} \sim p_{data}} [\log D_{\omega}(\mathbf{x})] + \mathbb{E}_{\mathbf{z} \sim p_{\mathbf{z}}} [\log(1 - D_{\omega}(G_{\theta}(\mathbf{z})))] \}$ 
  - > Minimize:  $\mathbb{E}_{\mathbf{z} \sim p_{\mathbf{z}}} [\log(1 - D_{\omega}(G_{\theta}(\mathbf{z})))]$   
By making  $D_{\omega}(G_{\theta}(\mathbf{z}))$  go towards 1!
- **Discriminator maximize:**  $\{ \mathbb{E}_{\mathbf{x} \sim p_{data}} [\log D_{\omega}(\mathbf{x})] + \mathbb{E}_{\mathbf{z} \sim p_{\mathbf{z}}} [\log(1 - D_{\omega}(G_{\theta}(\mathbf{z})))] \}$ 
  - > Equivalent to the binary cross-entropy

Other Objective functions and even formulations possible e.g. WGAN

## GAN Training Example - MNIST



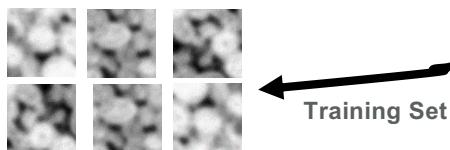
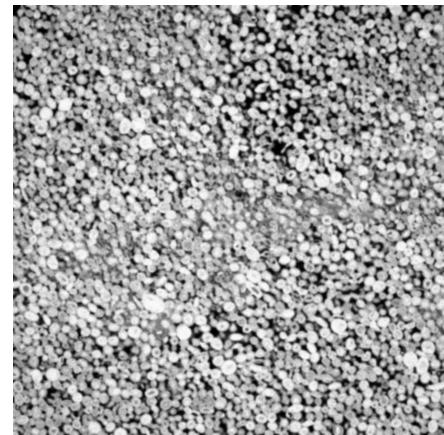
## GANs in practice – Digital Rock and Core Physics



## Ketton Limestone Dataset and Preprocessing

- Oolitic Limestone
- Intergranular pores
- Intragranular Micro-Porosity
- Ellipsoidal grains
- 99% Calcite
- Image Size:
  - $900^3$  voxels @  $26.7 \mu\text{m}$

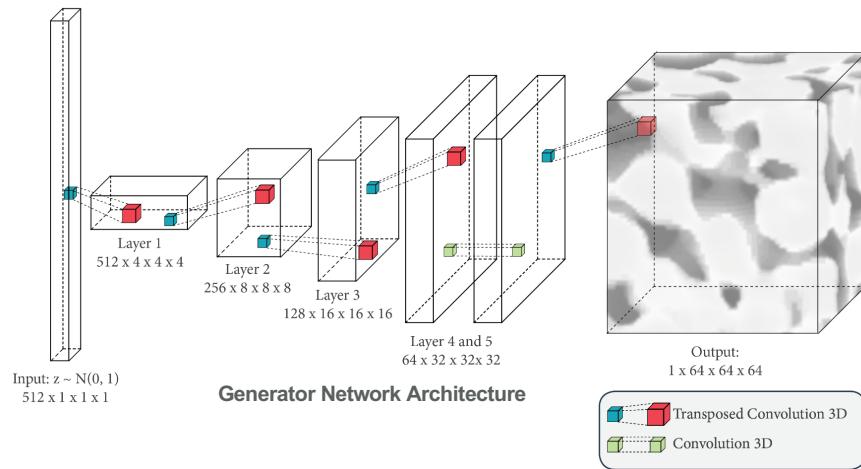
Extract Non-Overlapping Training Images ( $64^3$  voxels)



Training Set

## Network Architecture - 3D Convolutional Network

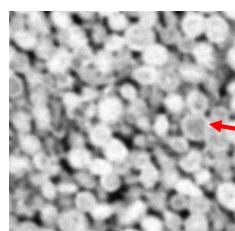
Represent  $G(z)$  and  $D(x)$  as deep neural networks:



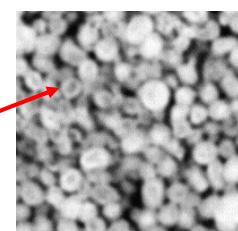
**Discriminator:** Binary Classification Network  $\rightarrow$  Real / Fake

## Reconstruction Quality – Unconditional Simulation

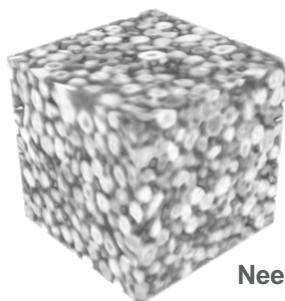
Ketton Training Image



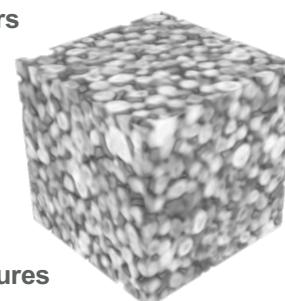
GAN generated sample



Training Time: 8 hours  
Generation: 5 sec.

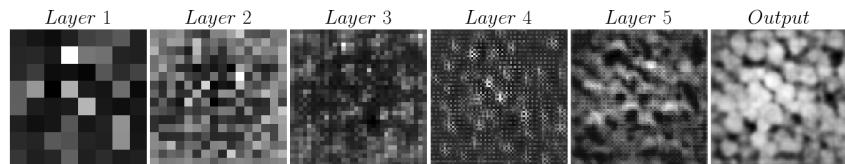


High visual quality  
Needs quantitative measures



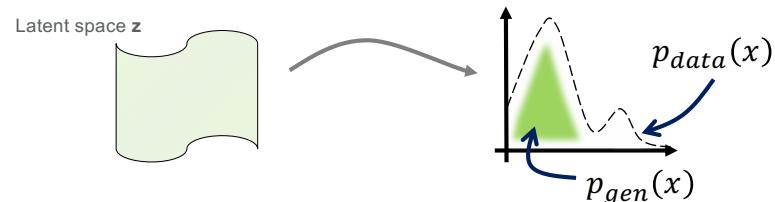
## Opening the GAN black box

What does the Generator learn?



Multi-scale Representation of pore space

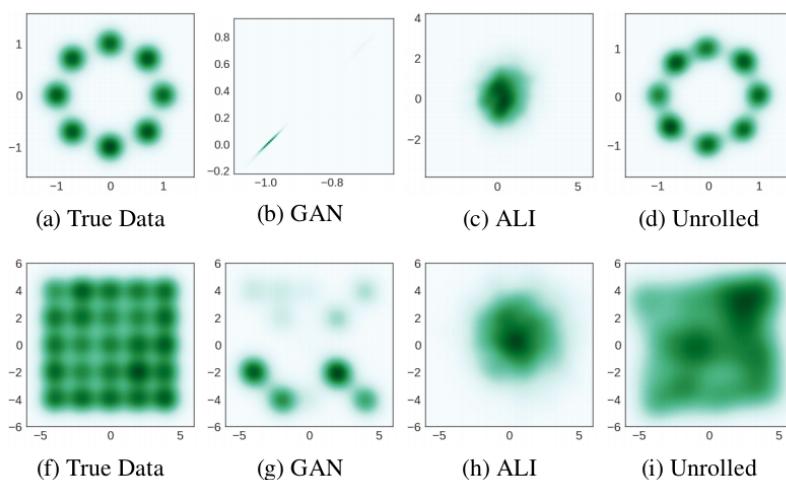
Smaller Variance in GAN generated samples: Why?



Generator can miss modes of the data distribution -> Mode-Collapse

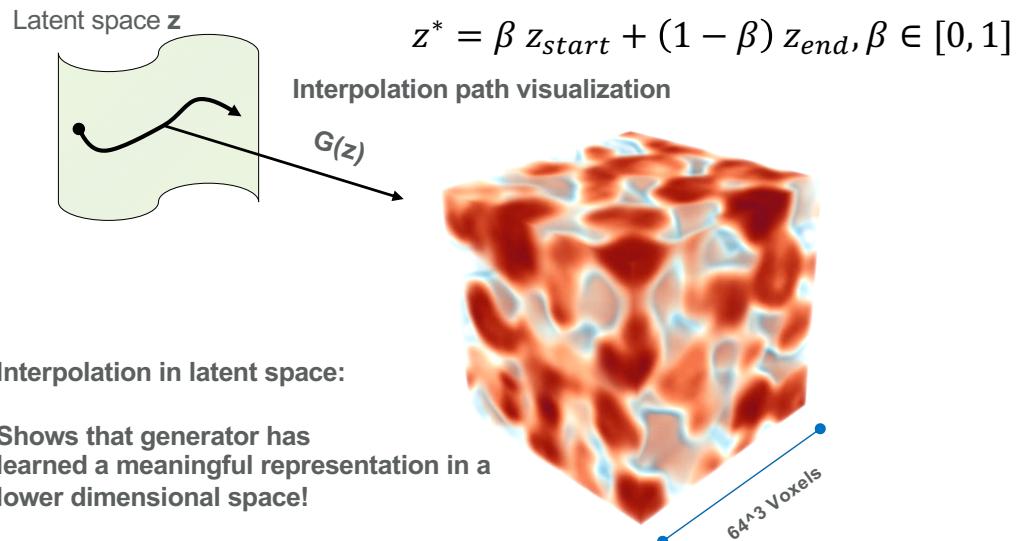
## Generative Adversarial Networks – Mode Behavior

Figure 2: Density plots of the true data and generator distributions from different GAN methods trained on mixtures of Gaussians arranged in a ring (top) or a grid (bottom).



Srivastava et al.

## Latent Space Interpolation



## Image Inpainting (Yeh et al. 2016)

Task: Restore missing details given a corrupted / masked image  $M \cdot \tilde{x}$

Use a generative model  $G(z)$  to find missing details, conditional to given information.

Contextual Loss:  $L_{content} = \lambda \|M \cdot G(z) - M \cdot \tilde{x}\|_2$   
 Perceptual Loss:  $L_{perc} = \log(1 - D(G(z)))$

Optimize loss by modifying latent vector  $z$



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 $M \cdot \tilde{x}$ 

Human Artist

 $L_2$  Loss $L_{content} + L_{perc}$ 

Credit: Kyle Kastner

## Conditioning of Generative Models

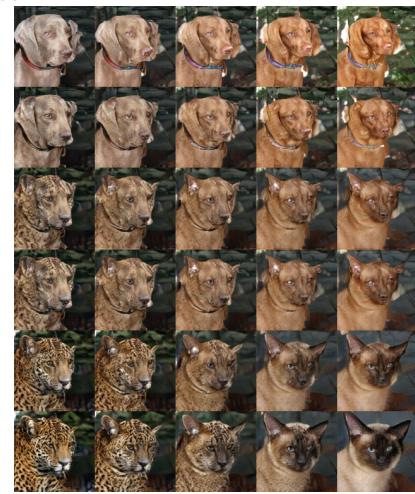
- Generative model should incorporate additional information:  
e.g.  $G(z, \text{class}) \rightarrow G(z, \text{class}=\{\text{Cat, Dog, Bird}\})$

Train one generative model on images with associated class labels.

Generative model: Latent Vector + Class

Possible to perform smooth inter-class interpolation

This model  $\rightarrow$  Trained on Imagenet (1000 classes)



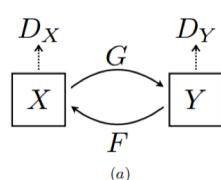
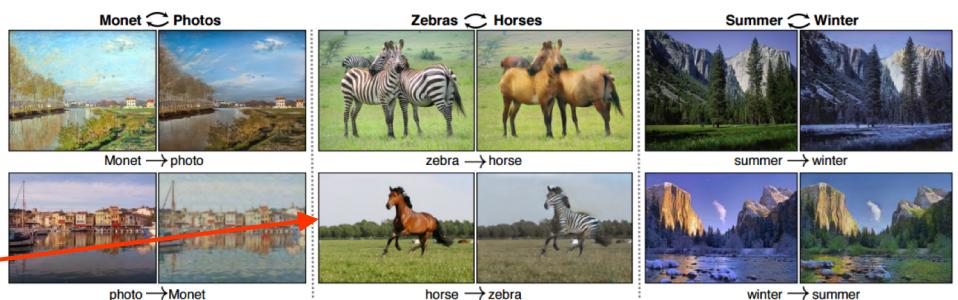
Miyato and Koyama 2018

## Unpaired Domain transfer - CycleGAN

Zhu et al. 2017:

Zebras  $\approx$  Horses

But no images of one horse dressed up as a zebra exist!



Unpaired Image-to-Image Translation using Cycle-Consistent Adversarial Networks

Find functions  $G(X)$  and  $F(Y)$  to map between two unpaired domains

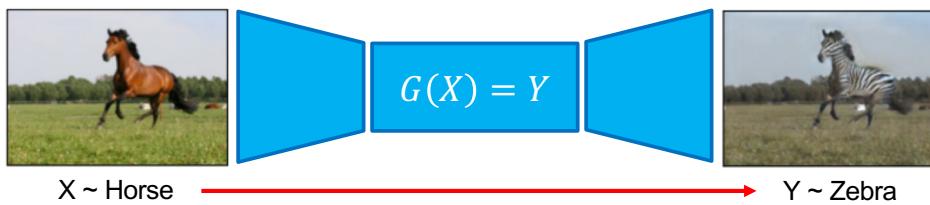
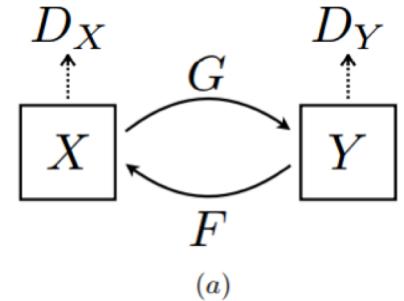
## CycleGAN – Detailed Analysis

CycleGAN consists of 4 Convolutional Neural Networks:

- 2 Transformer Networks:  $G(X) = Y$  and  $F(Y) = X$
- 2 Discriminators:  $D_1(X)$  and  $D_2(Y)$

Transformer Networks:

- Perform A  $\rightarrow$  B mapping, where A and B are images  
E.g.: (Cat  $\rightarrow$  Dog), (Winter  $\rightarrow$  Summer), (Blurred  $\rightarrow$  Detailed)



## Comparison VAE's and GANs

### VAE

- Generative + Inference Model
- Encoder + Decoder
- For new data  $x$  point provides:
  - Reconstruction  $x^*$
  - Latent Vector  $z$
- Trained by maximizing ELBO

### GAN

- Generative Model Only
- Generator - Discriminator
- Can only sample new data
- NO Latent Vector  $z$
- NO Reconstruction  $x^*$
- Adversarial Training

Try out for yourself

<https://poloclub.github.io/ganlab/>

<https://ganbreeder.app/>