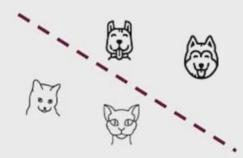
Generative Adversarial Networks

GANs

Discriminative vs Generative

Discriminative models



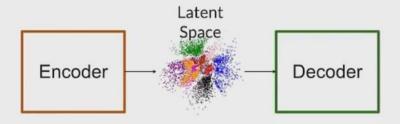
Generative models



Noise Class Features
$$\xi, Y \to X$$

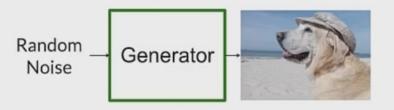
Generative Models

Variational Autoencoders



Generative Adversarial Networks





The Competition Between Generator and Discriminator

Generator learns to make *fakes* that look **real**











Discriminator learns to distinguish real from fake



















Discriminator

Fake Real



The Game Is On!



5% Real

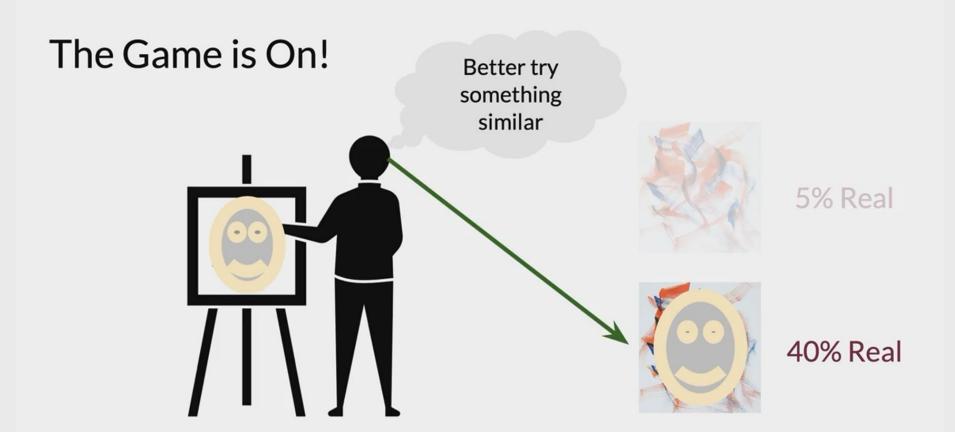


80% Real



40% Real

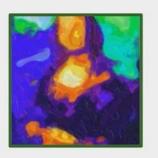




The Game Is On!



30% Real



60% Real

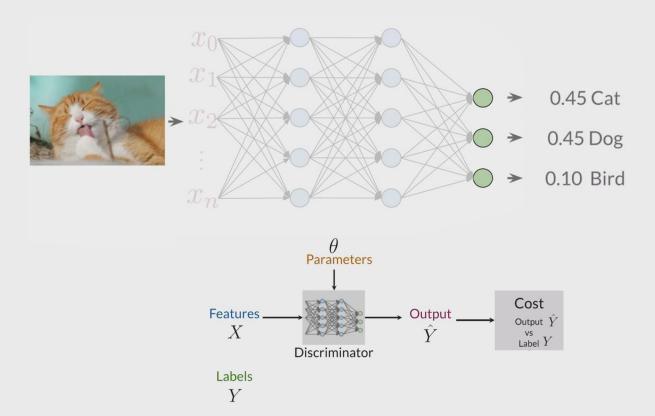


95% Real



Discriminator

Classifier

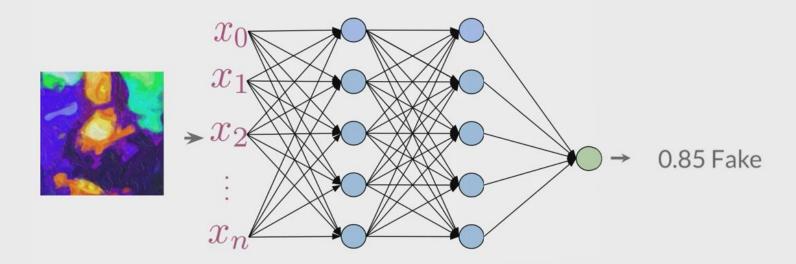


Turtle



Fish

Discriminator

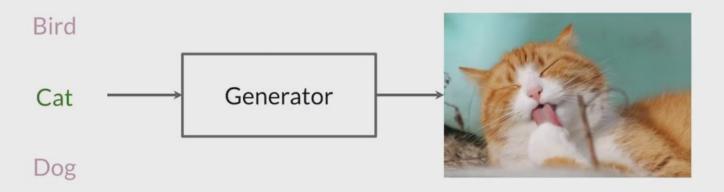


Discriminator



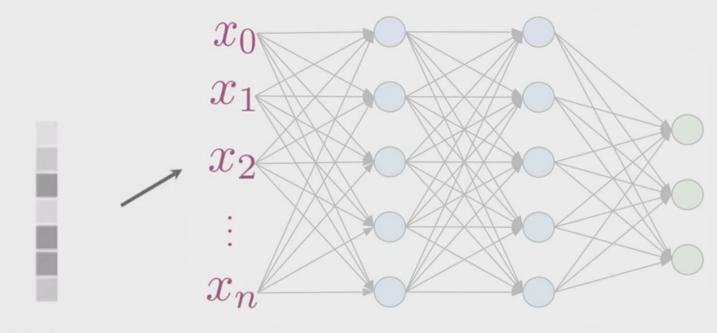
Generator

Turtle Generates examples of the class



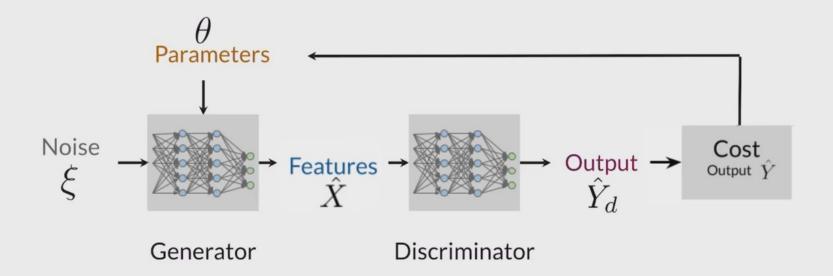
Fish

Generator

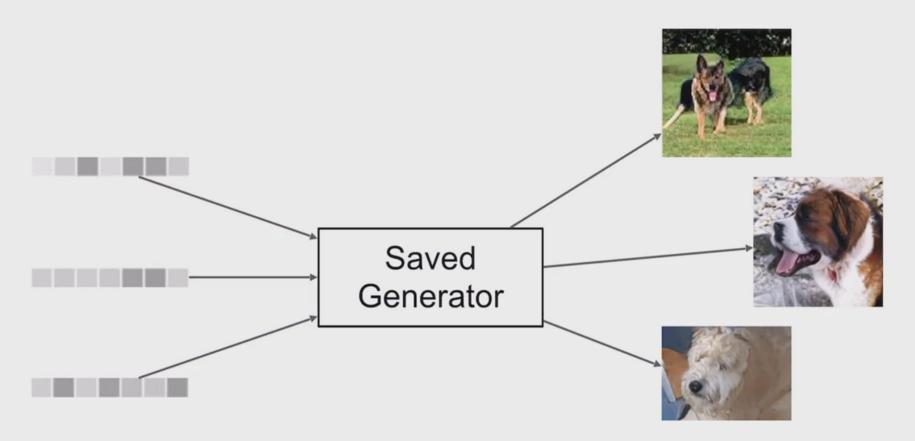


Noise vector

Generator Learning



Sampling

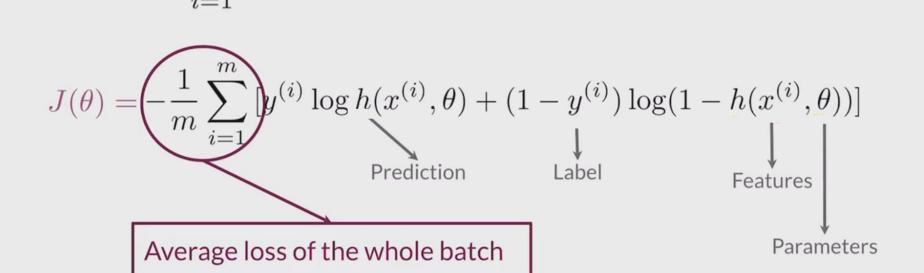


Generator

$$P(X \mid Y)$$
Features Class

BCE Loss Function

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



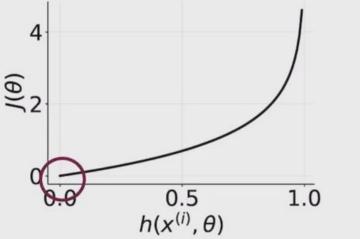
BCE Loss Function (Binary Cross Entropy)

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

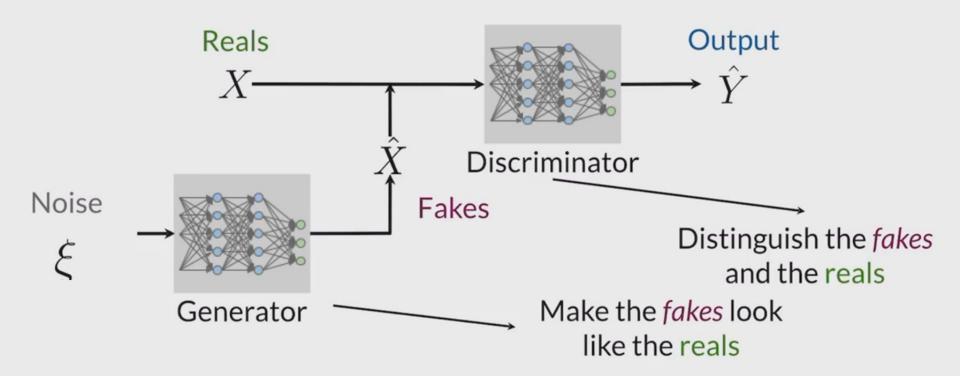
$$y^{(i)} h(x y^{(i)} h(x^{(i)}, \theta) | (1 - y^{(i)}) \log (1 - h(x^{(i)}, \theta))$$

BCE Loss Function

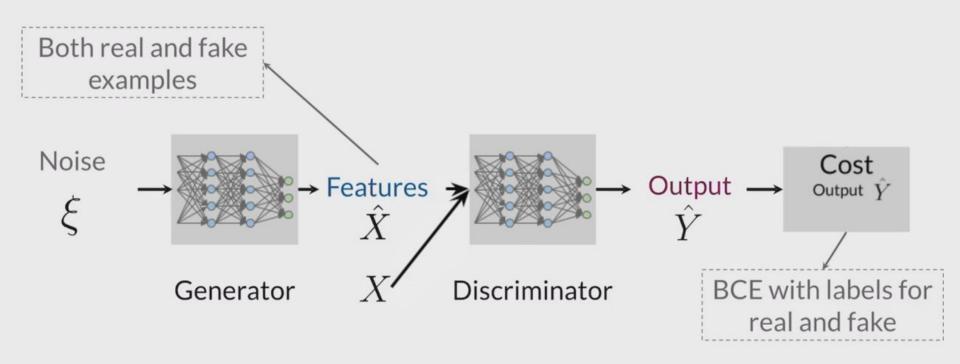
$$J(\theta) = -\frac{1}{m} \sum_{i=1}^{m} \left[y^{(i)} \log h(x^{(i)}, \theta) + (1 - y^{(i)}) \log(1 - h(x^{(i)}, \theta)) \right]$$



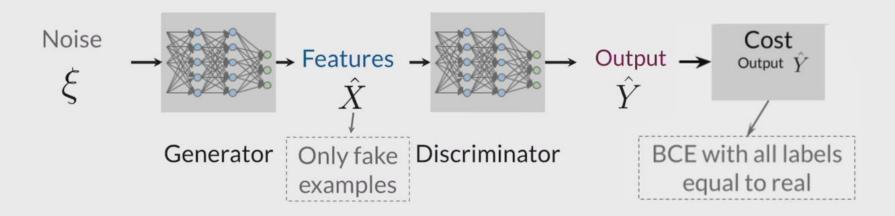
GANs Model



Training GANs: Discriminator



Training GANs: Generator



Training GANs

Superior — Fakes as 100% — No way to improve