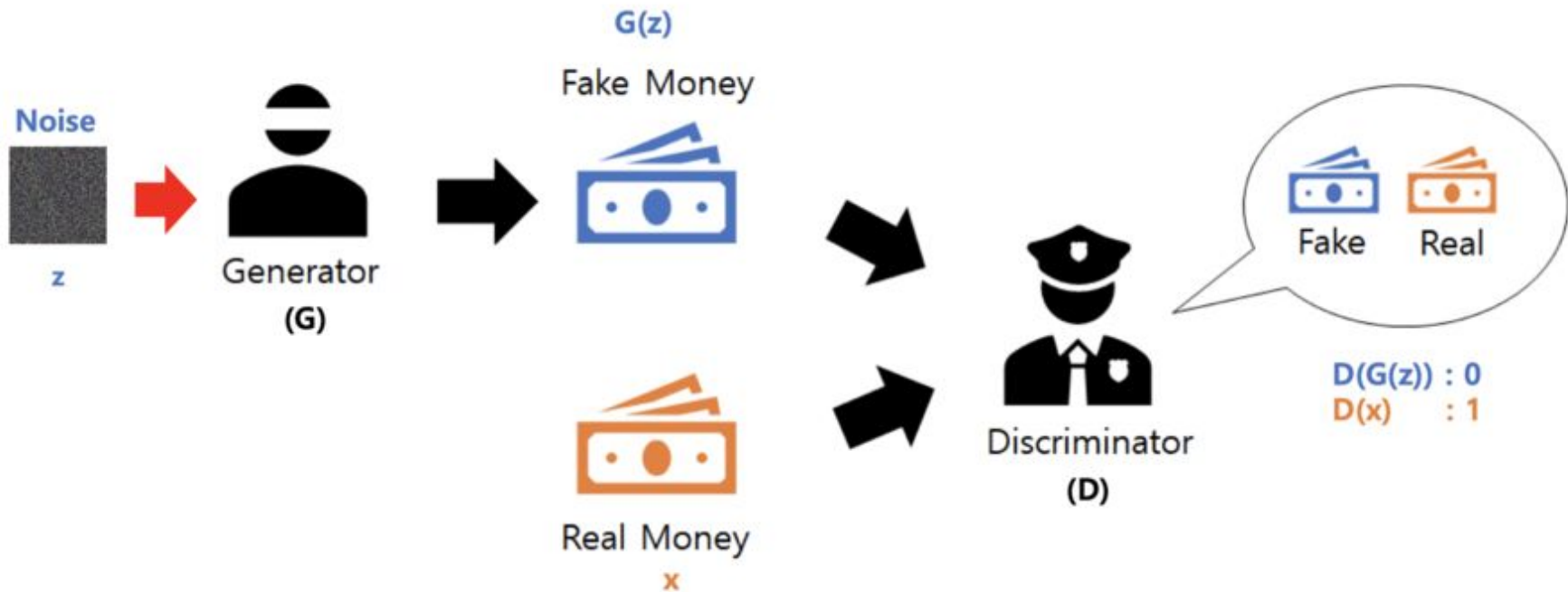


# DCGAN

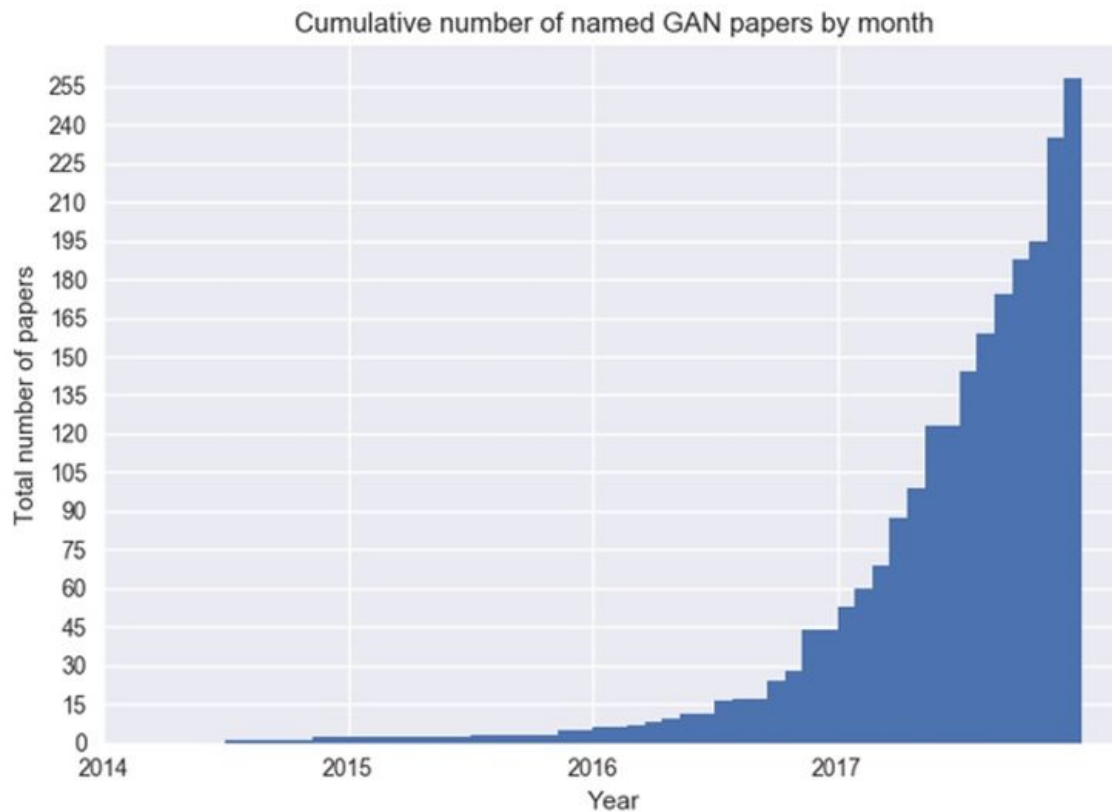
# GAN?

epoch



$$\min_G \max_D V(D, G) = \underbrace{\mathbb{E}_{x \sim P_{data}(x)} [\log D(x)]}_{\text{진짜 데이터}} + \underbrace{\mathbb{E}_{z \sim P_Z(z)} [\log(1 - D(G(z)))]}_{\text{가짜 데이터}}$$

들어가기에 앞서..



# Contents

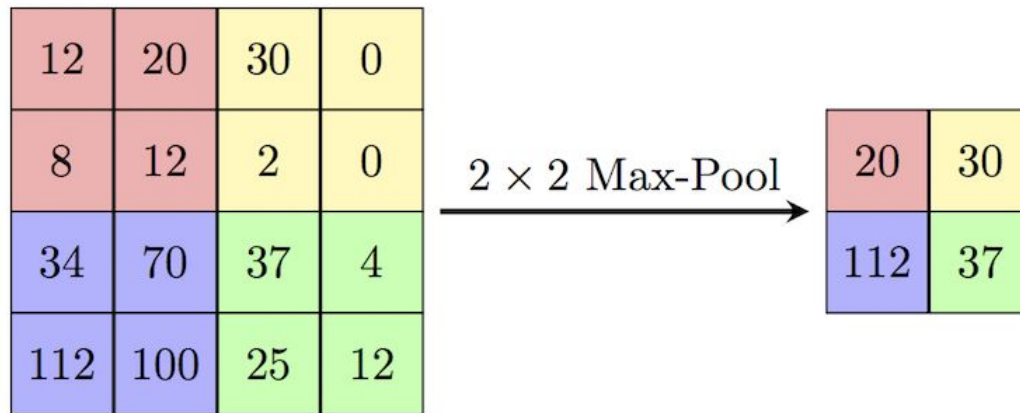
1. Approach And Model Architecture
2. Details Of Adversarial Training
3. Investigating And Visualizing The Internals Of The Networks
4. Conclusion And Future Work

# Approach And Model Architecture

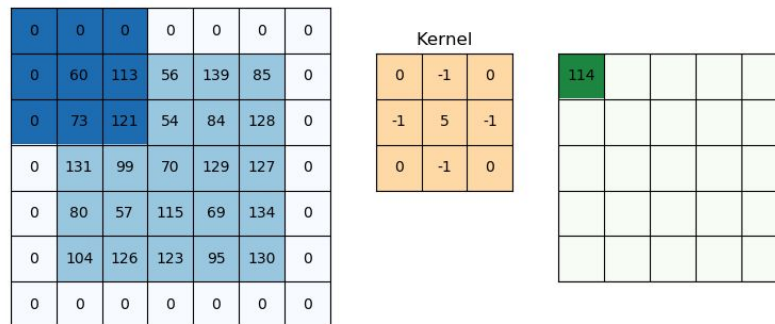
# GAN + CNN



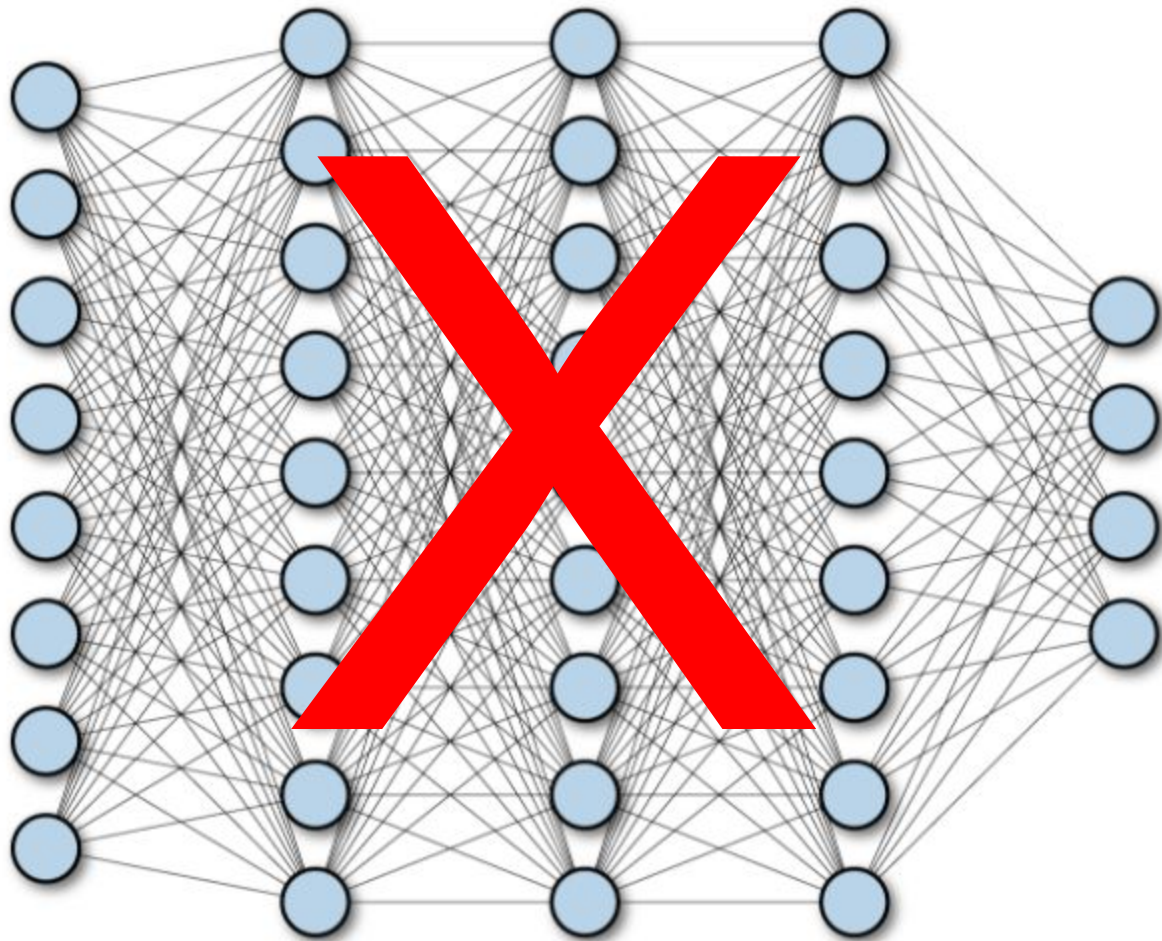
spatial pooling



strided convolution



FC layer  
제거



**Input:** Values of  $x$  over a mini-batch:  $\mathcal{B} = \{x_{1...m}\}$ ;

Parameters to be learned:  $\gamma, \beta$

**Output:**  $\{y_i = \text{BN}_{\gamma, \beta}(x_i)\}$

$$\mu_{\mathcal{B}} \leftarrow \frac{1}{m} \sum_{i=1}^m x_i \quad // \text{ mini-batch mean}$$

$$\sigma_{\mathcal{B}}^2 \leftarrow \frac{1}{m} \sum_{i=1}^m (x_i - \mu_{\mathcal{B}})^2 \quad // \text{ mini-batch variance}$$

$$\hat{x}_i \leftarrow \frac{x_i - \mu_{\mathcal{B}}}{\sqrt{\sigma_{\mathcal{B}}^2 + \epsilon}} \quad // \text{ normalize}$$

$$y_i \leftarrow \gamma \hat{x}_i + \beta \equiv \text{BN}_{\gamma, \beta}(x_i) \quad // \text{ scale and shift}$$

**Algorithm 1:** Batch Normalizing Transform, applied to activation  $x$  over a mini-batch.

# Batch Normalization

## Architecture guidelines for stable Deep Convolutional GANs

- Replace any pooling layers with strided convolutions (discriminator) and fractional-strided convolutions (generator).
- Use batchnorm in both the generator and the discriminator.
- Remove fully connected hidden layers for deeper architectures.
- Use ReLU activation in generator for all layers except for the output, which uses Tanh.
- Use LeakyReLU activation in the discriminator for all layers.

# Details Of Adversarial Training

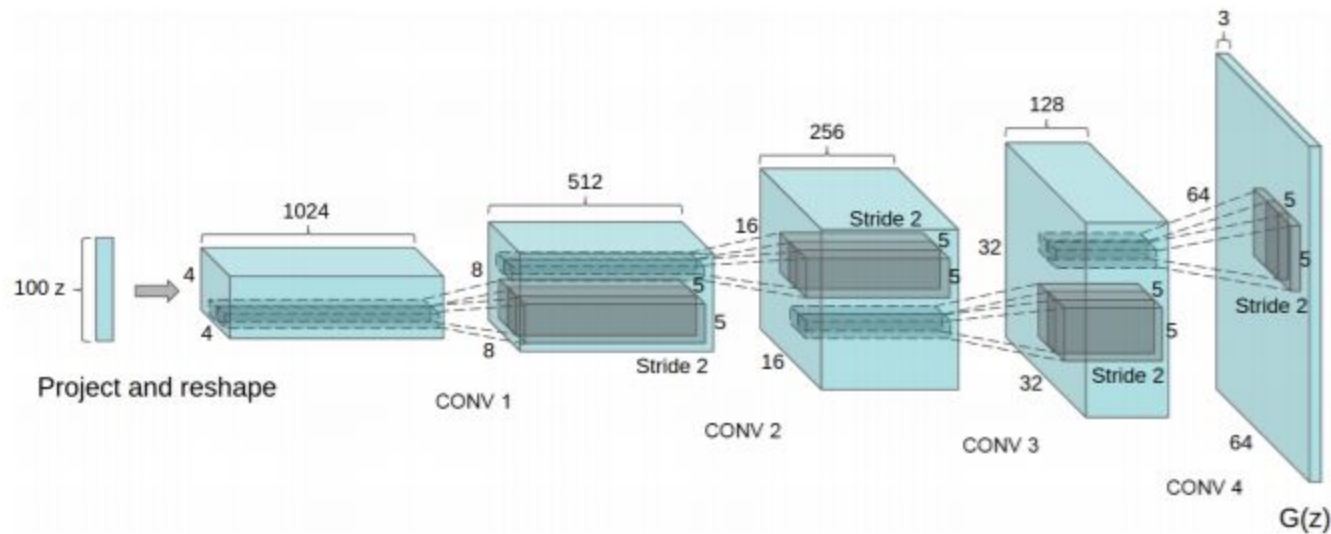
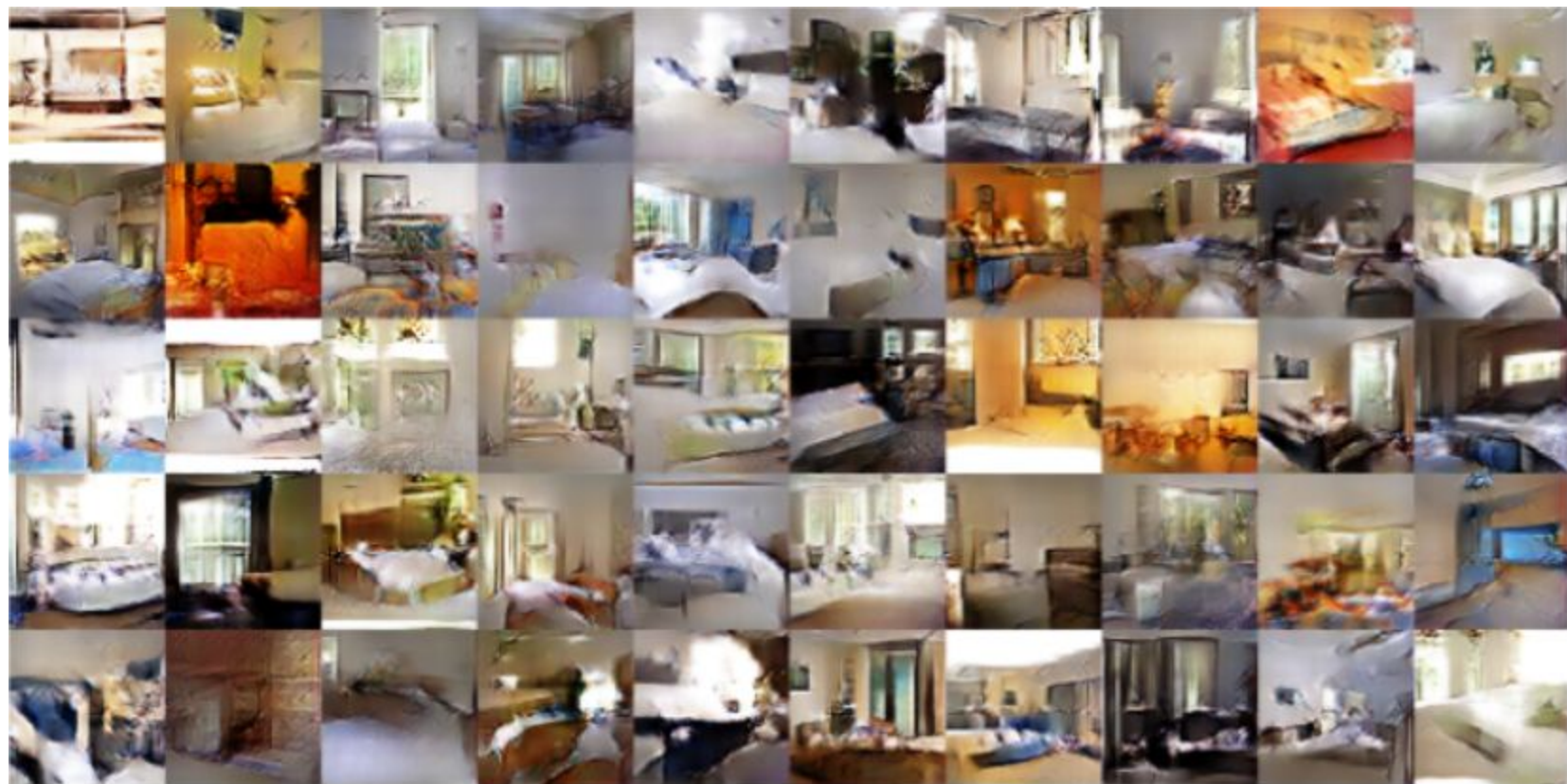


Figure 1: DCGAN generator used for LSUN scene modeling. A 100 dimensional uniform distribution  $Z$  is projected to a small spatial extent convolutional representation with many feature maps. A series of four fractionally-strided convolutions (in some recent papers, these are wrongly called deconvolutions) then convert this high level representation into a  $64 \times 64$  pixel image. Notably, no fully connected or pooling layers are used.



No pre-processing was applied to training images besides scaling to the range of the tanh activation function  $[-1, 1]$ . All models were trained with mini-batch stochastic gradient descent (SGD) with a mini-batch size of 128. All weights were initialized from a zero-centered Normal distribution with standard deviation 0.02. In the LeakyReLU, the slope of the leak was set to 0.2 in all models. While previous GAN work has used momentum to accelerate training, we used the Adam optimizer (Kingma & Ba, 2014) with tuned hyperparameters. We found the suggested learning rate of 0.001, to be too high, using 0.0002 instead. Additionally, we found leaving the momentum term  $\beta_1$  at the suggested value of 0.9 resulted in training oscillation and instability while reducing it to 0.5 helped stabilize training.

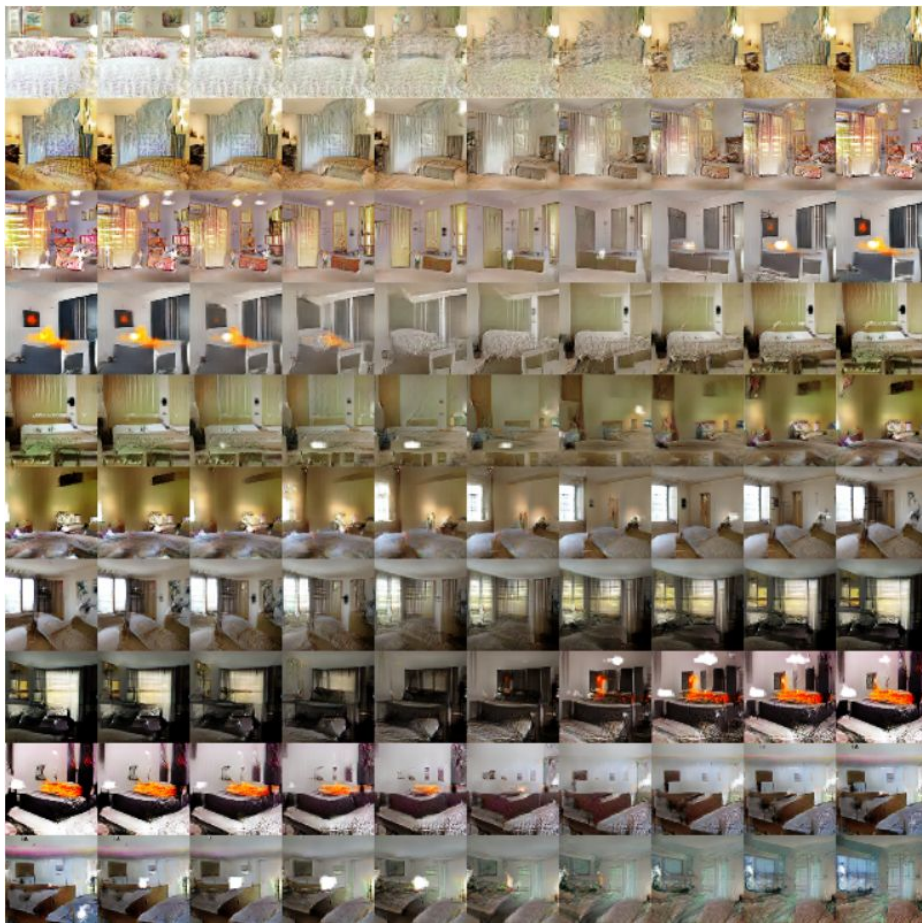






# Investigating And Visualizing The Internals Of The Networks

# walking in the latent space





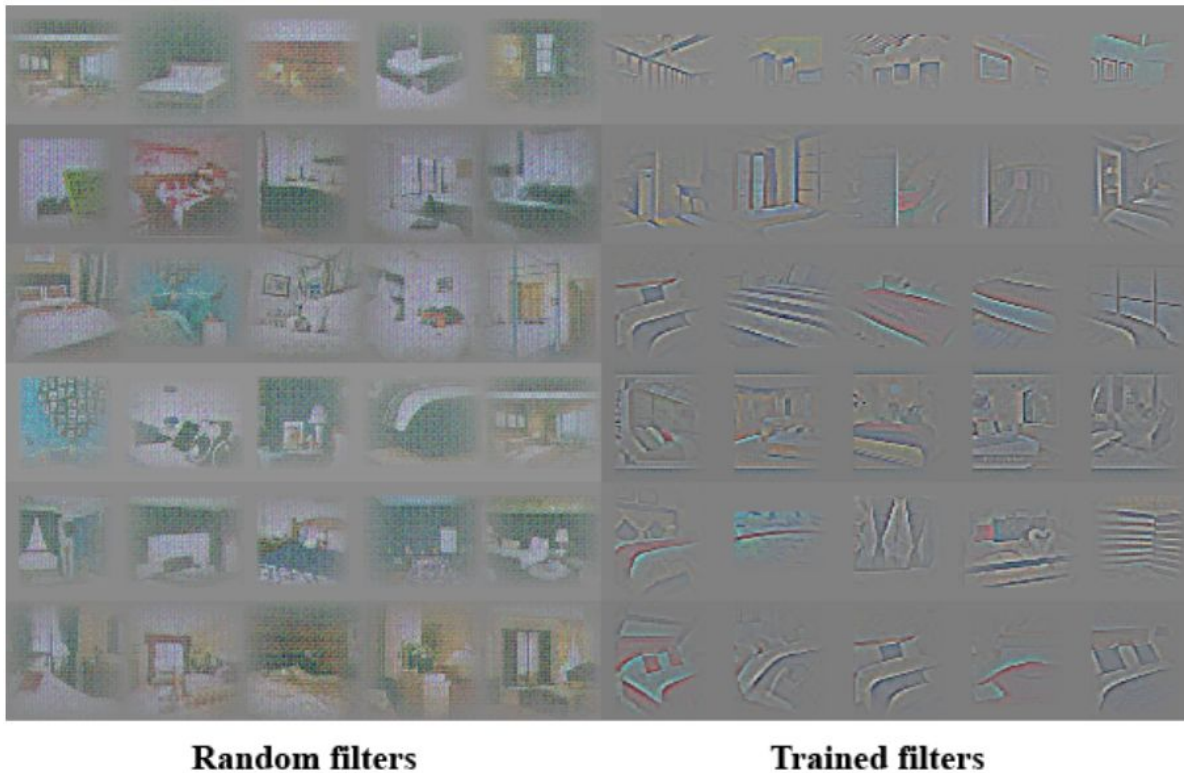


Figure 5: On the right, guided backpropagation visualizations of maximal axis-aligned responses for the first 6 learned convolutional features from the last convolution layer in the discriminator. Notice a significant minority of features respond to beds - the central object in the LSUN bedrooms dataset. On the left is a random filter baseline. Comparing to the previous responses there is little to no discrimination and random structure.

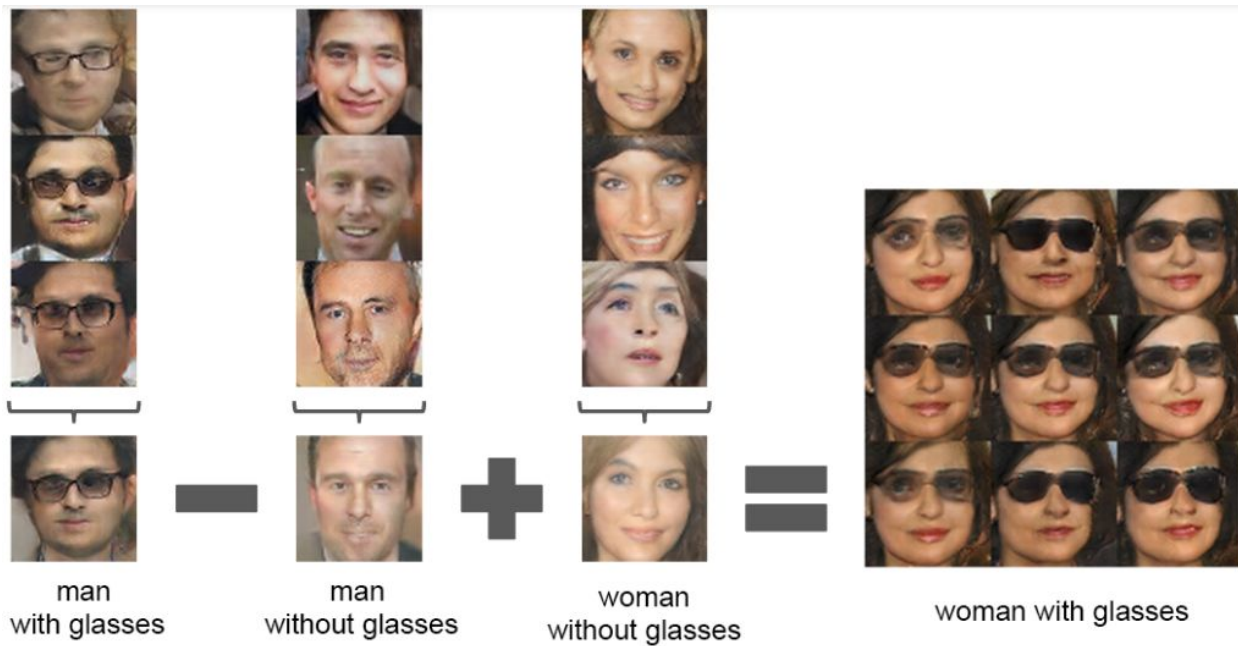


Figure 6: Top row: un-modified samples from model. Bottom row: the same samples generated with dropping out "window" filters. Some windows are removed, others are transformed into objects with similar visual appearance such as doors and mirrors. Although visual quality decreased, overall scene composition stayed similar, suggesting the generator has done a good job disentangling scene representation from object representation. Extended experiments could be done to remove other objects from the image and modify the objects the generator draws.

models. Further exploring and developing the above mentioned vector arithmetic could dramatically reduce the amount of data needed for conditional generative modeling of complex image distributions.

KING(왕) - MAN(남자) + WOMAN(여자)

QUEEN(여왕)

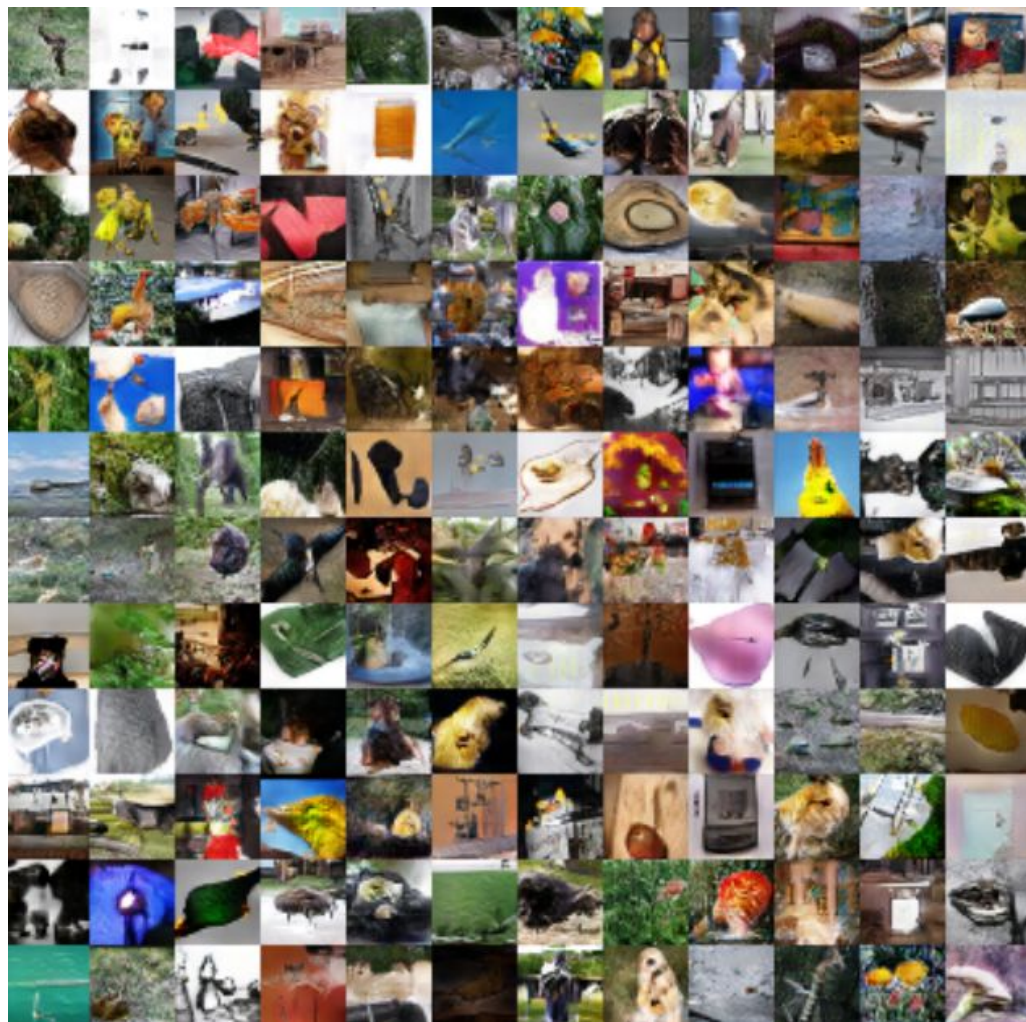












# Conclusion