

Carrera de Especialización en Inteligencia Artificial

APRENDIZAJE PROFUNDO

CLASE 8

TRANSFER LEARNING

GENERATIVE ADVERSARIAL NETWORKS

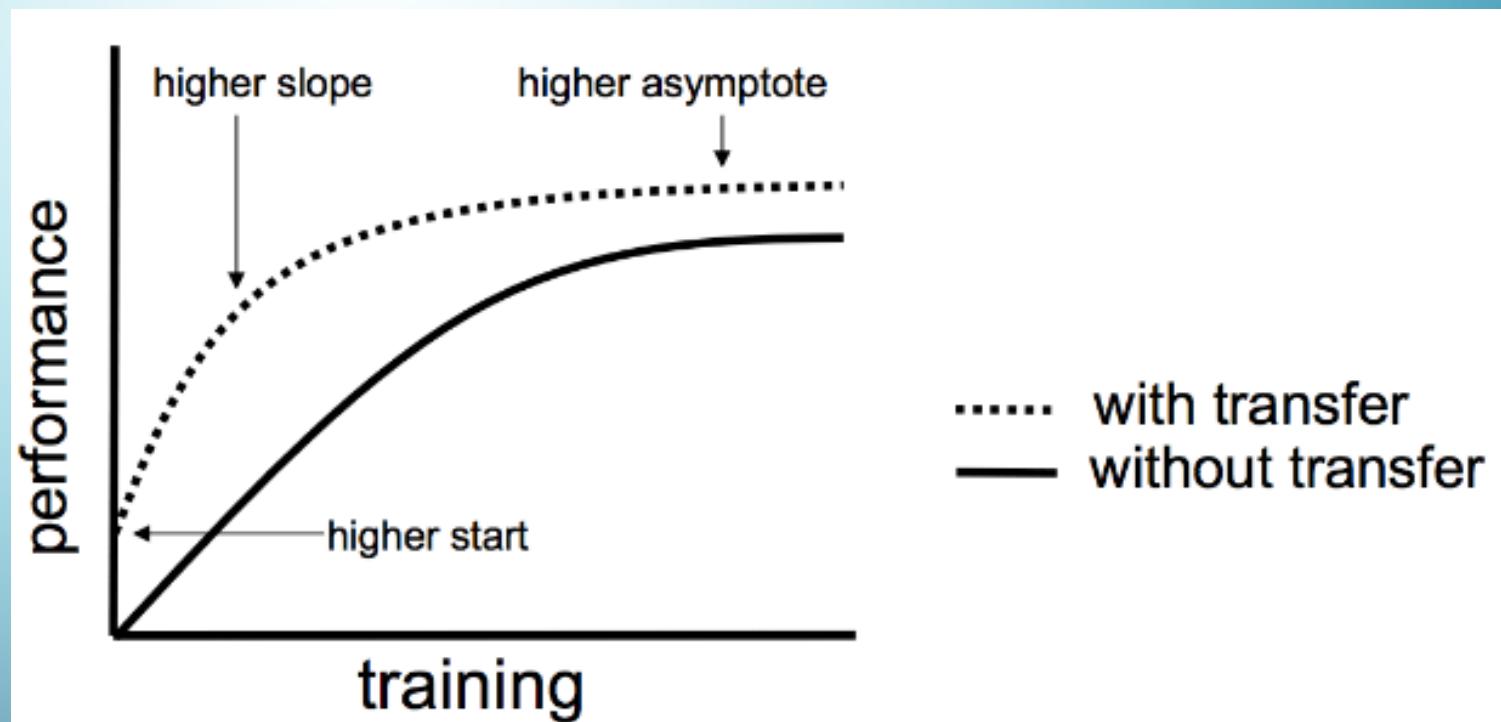
Transfer Learning

- No se suele diseñar y entrenar un modelo desde **CERO**
 - Se emplean **modelos existentes y probados** con sus parámetros ya entrenados.
 - Normalmente, los modelos que se toma de “base” cumplen una **tarea genérica**.
-
- Al modelo “base” se le hacen los ajustes necesarios para la nueva **tarea específica** que deben cumplir.

Transfer Learning

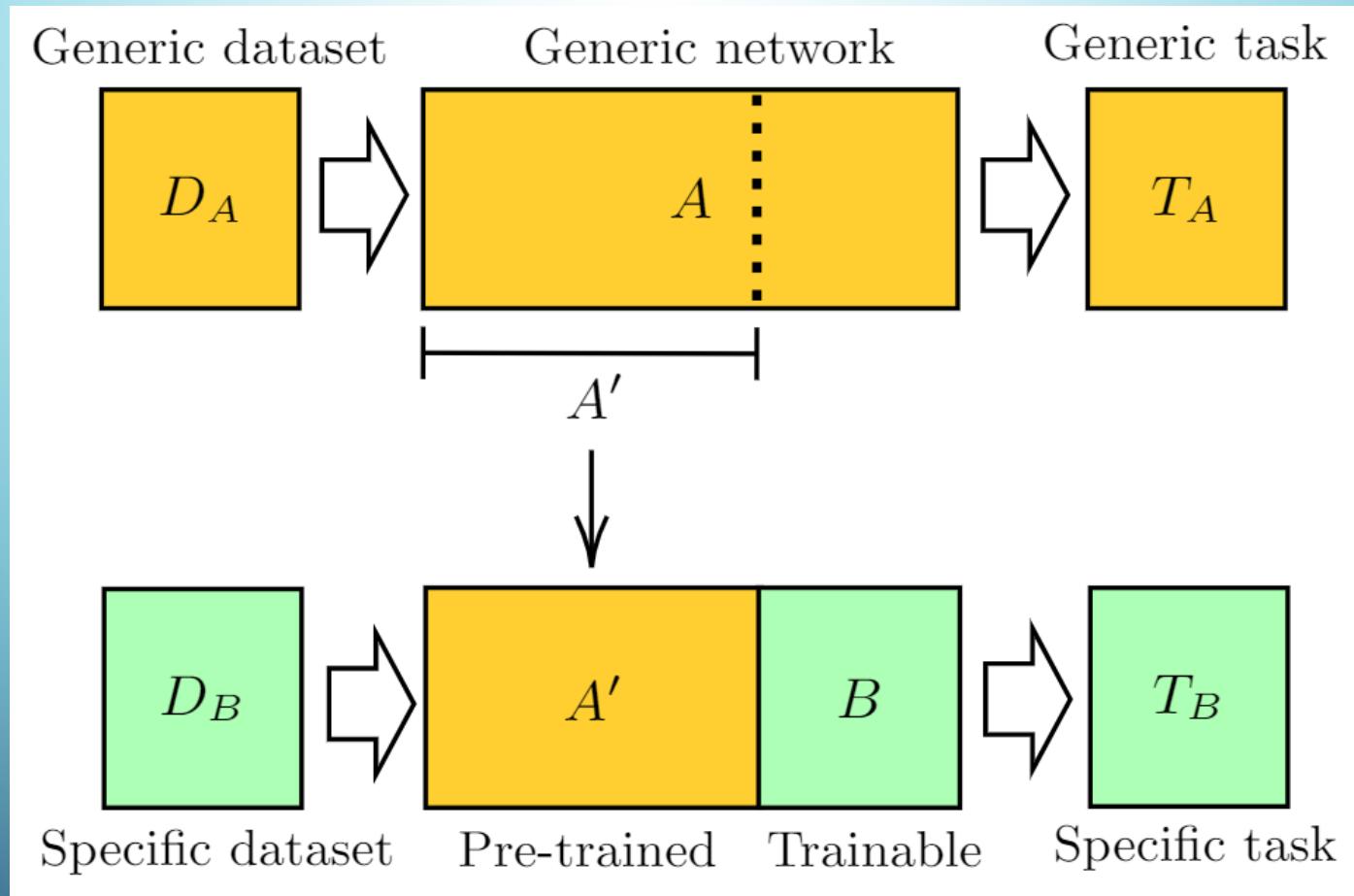
Ventajas:

- pocos datos
- pre-trained models
- pre-trained embeddings
- Simulations
- Cambio de dominio



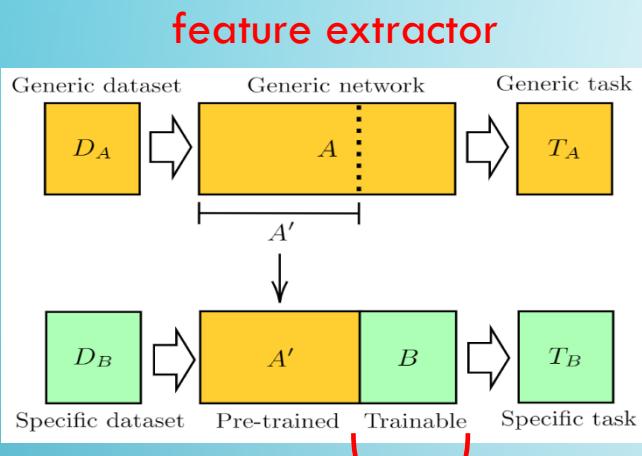
Transfer Learning

Adaptación de modelo base para cumplir la tarea específica

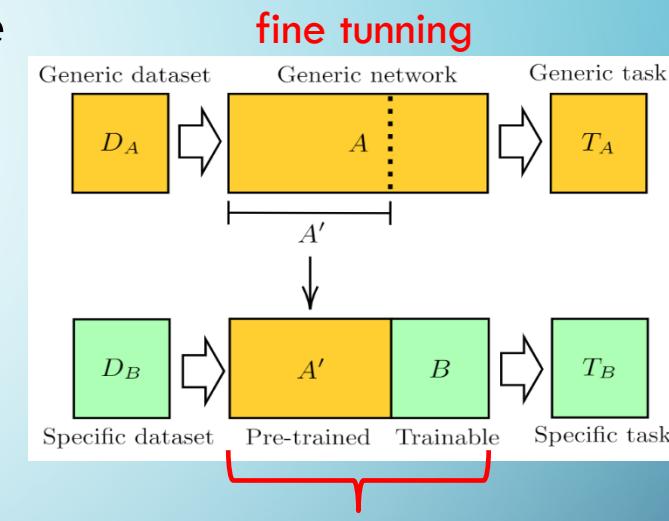


Se reentrena la nueva arquitectura con el dataset específico bajo la tarea específica a cumplir

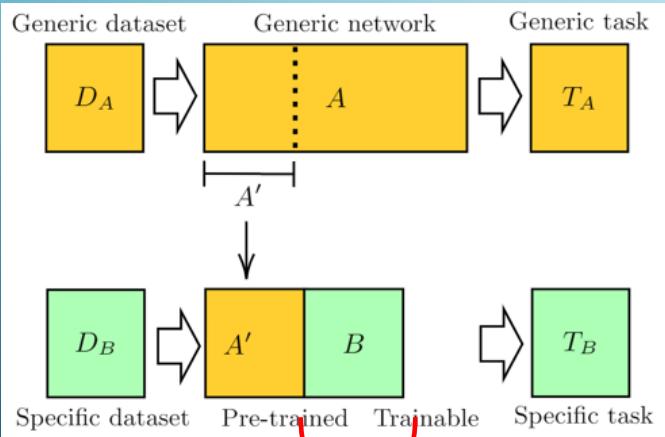
Transfer Learning - ¿Qué estrategia usar?



Dataset semejante
al generic

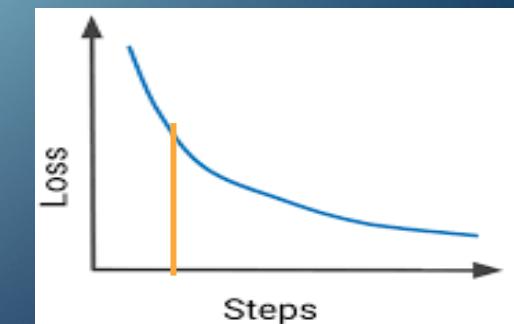
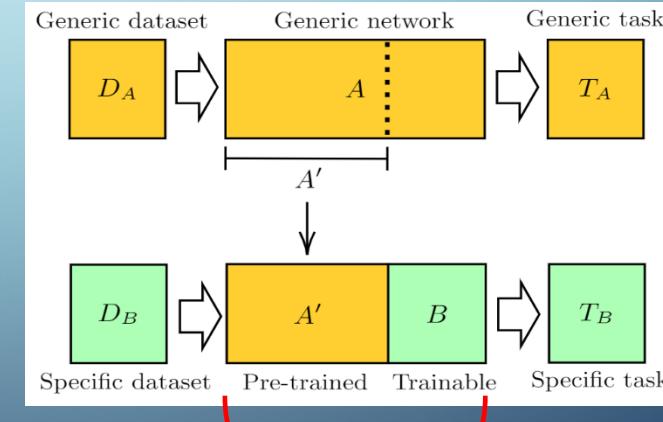


Dataset
pequeño



feature extractor desde
menor profundidad

Dataset distinto
al generic



fine tuning (from pre-
trained models)

Transfer Learning

Adaptación de modelo base para cumplir la tarea específica

Generic Dataset:

ImageNet 1K

- 1000 clases

- 1.281.167

- (train set)

- RGB

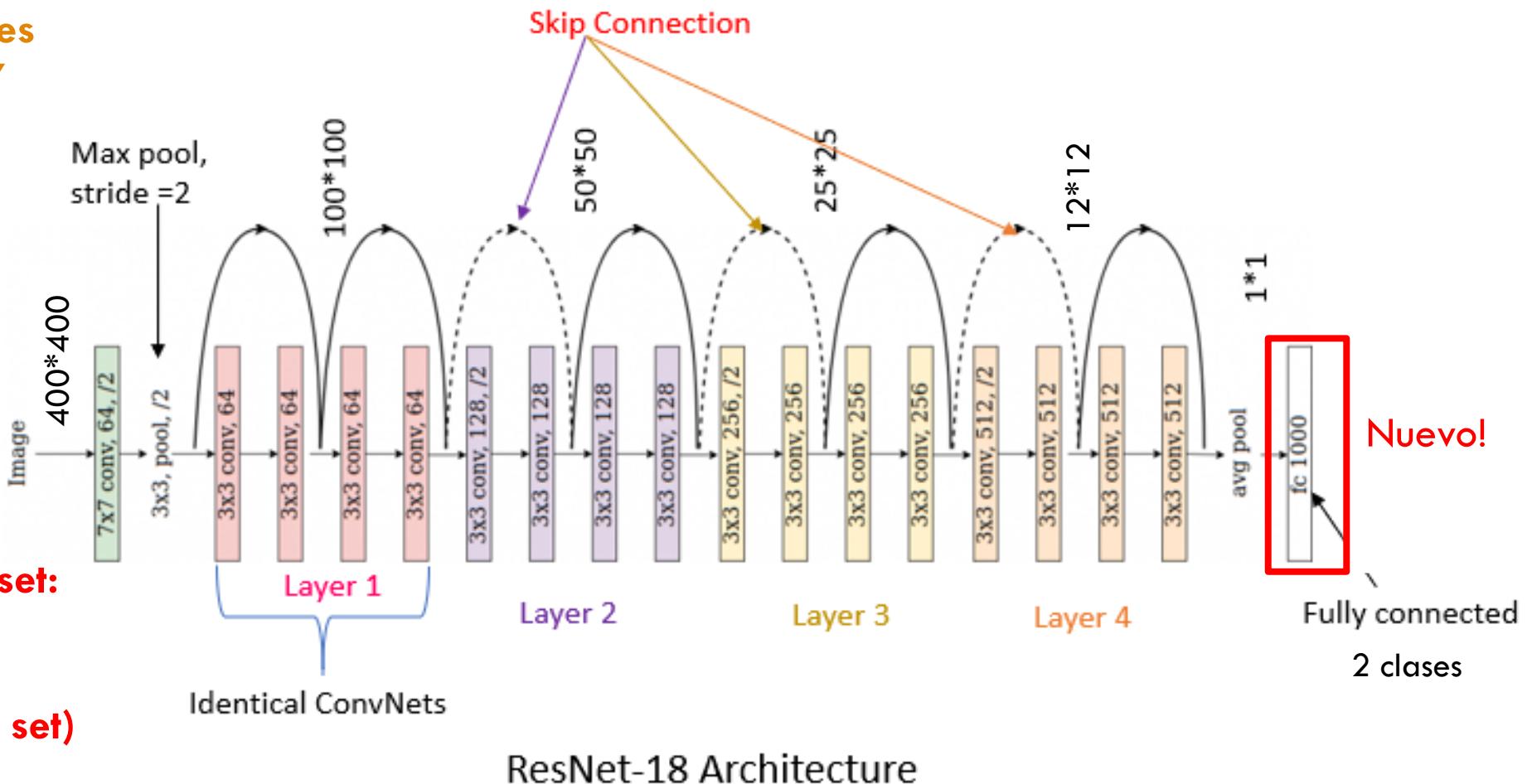
Specific Dataset:

Bees & ants

- 2 clases

- 120 (train set)

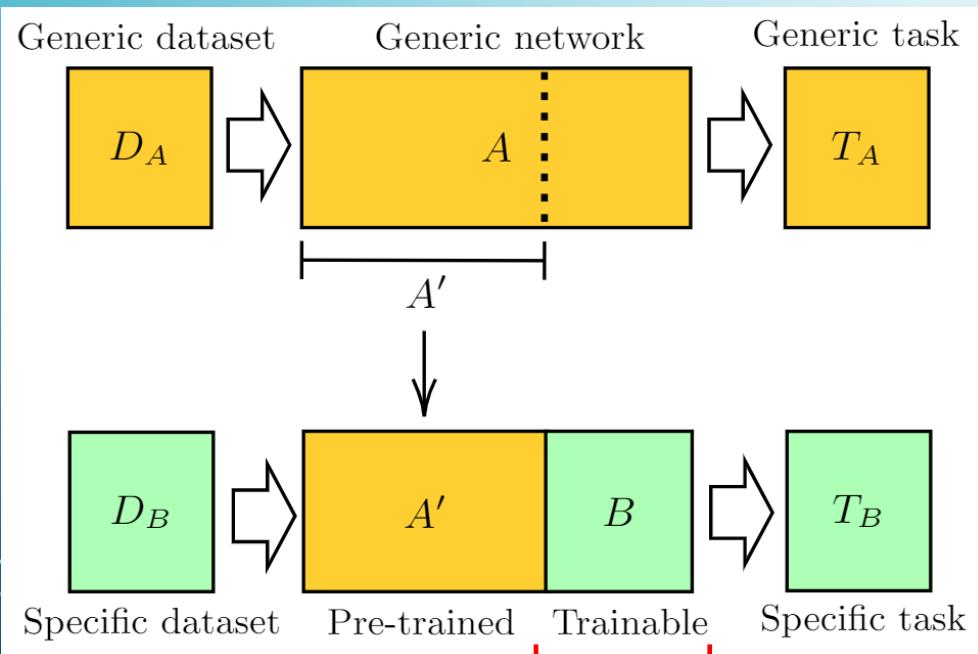
- RGB



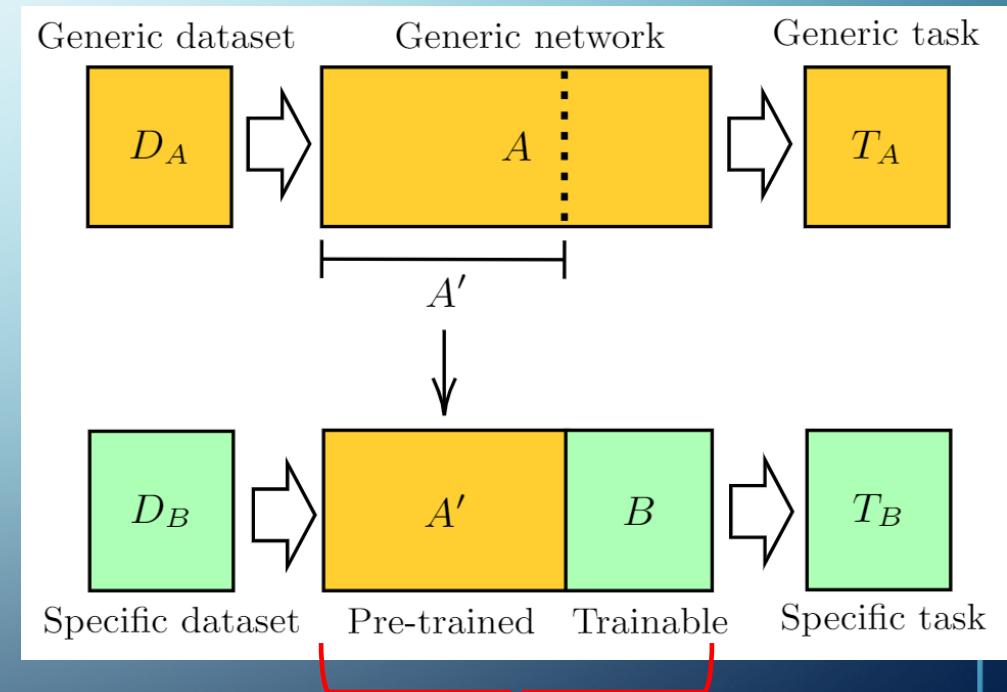
Transfer Learning

Ver Colab

Feature extractor



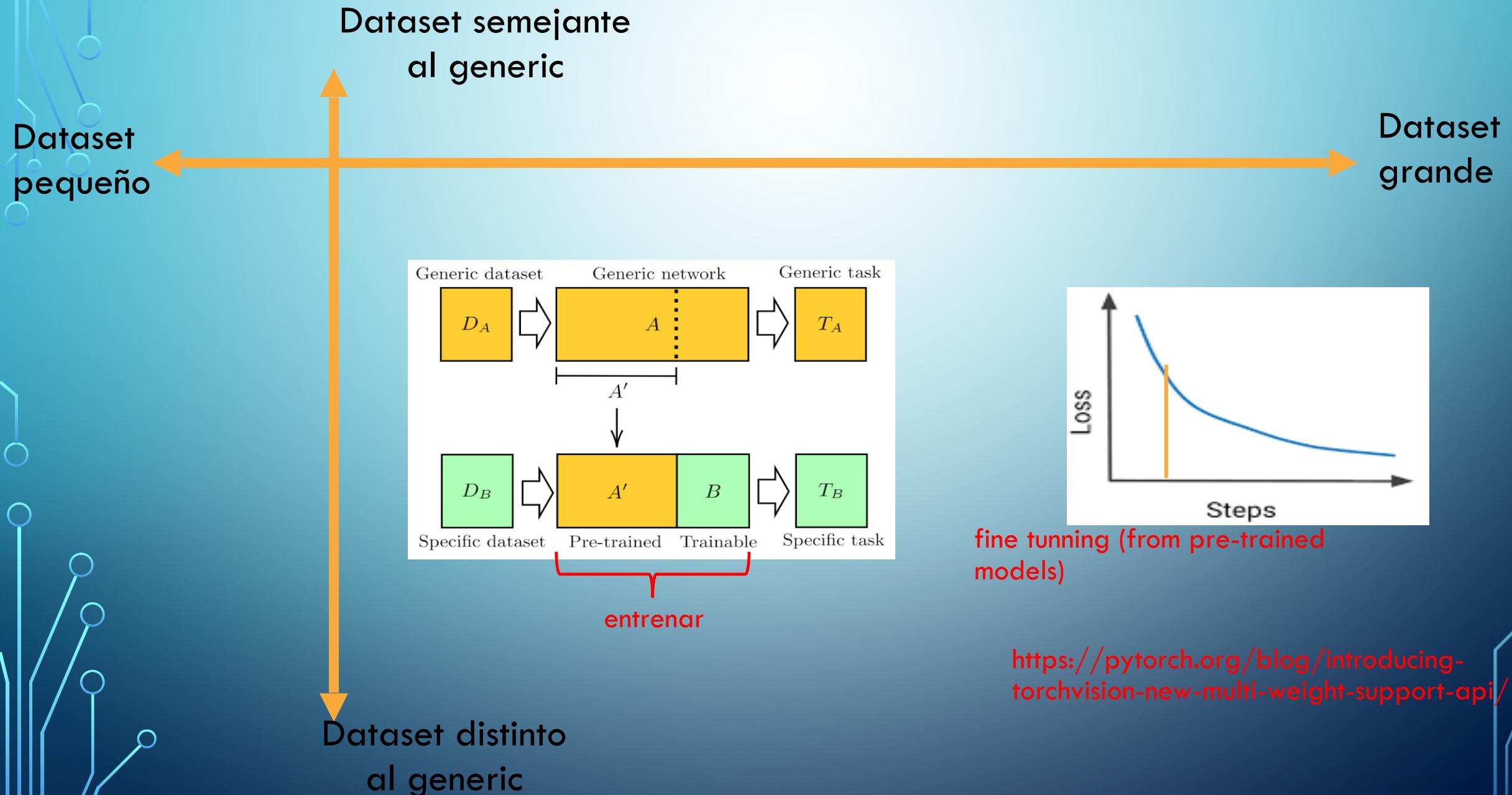
Fine tuning



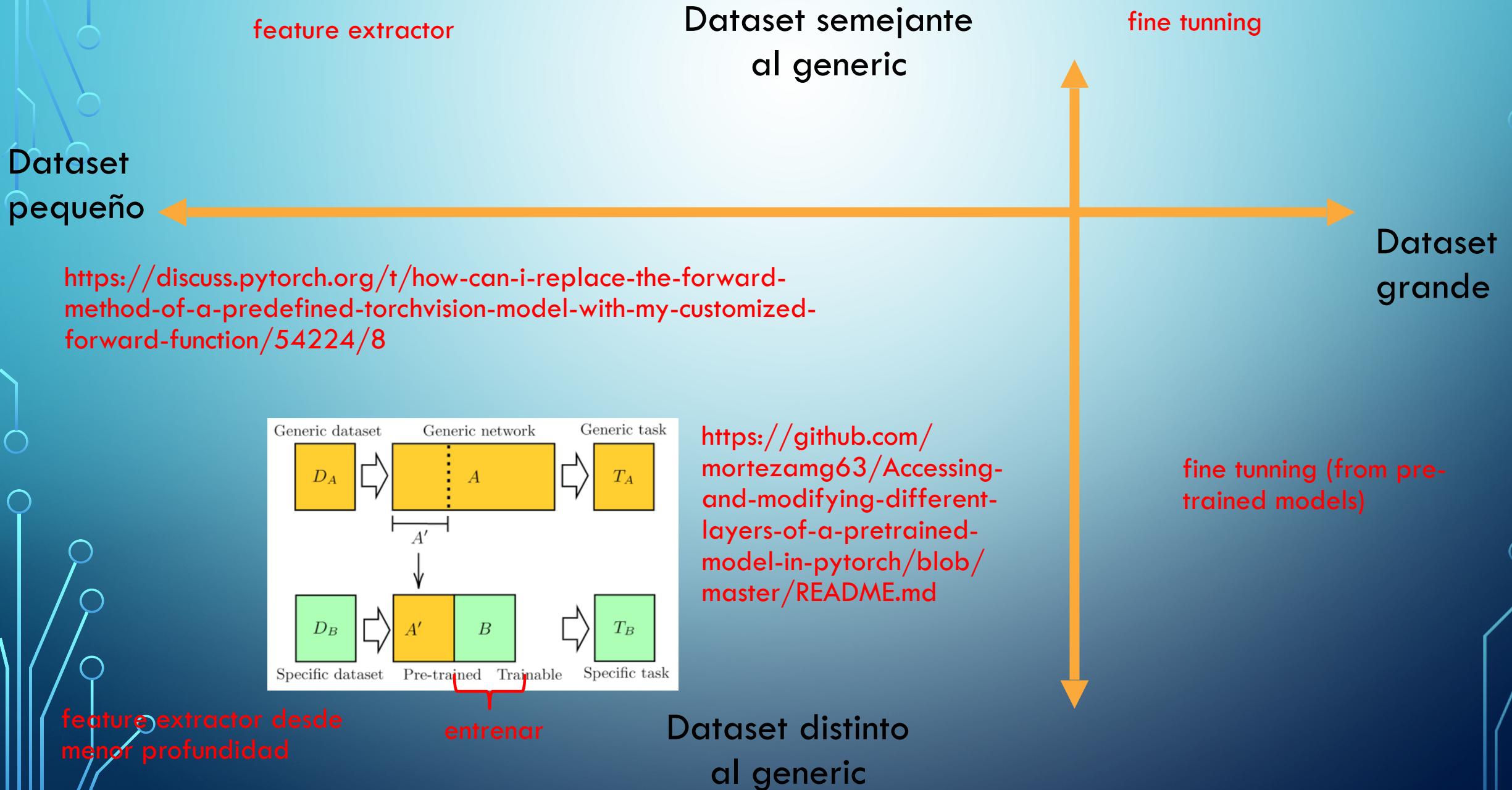
entrenar

reentrenar

Transfer Learning - ¿Qué estrategia usar?



Transfer Learning - ¿Qué estrategia usar?

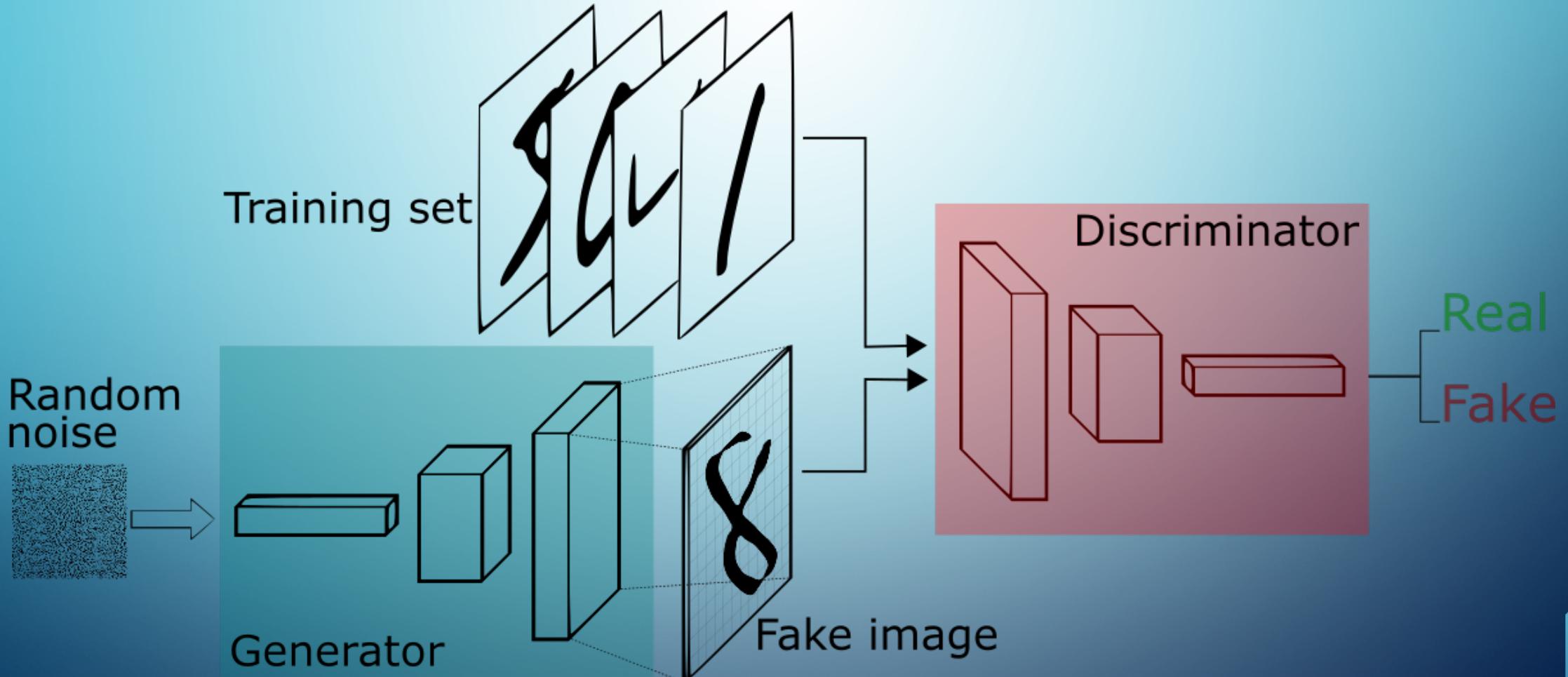


¡Un merecido descanso!



Generative Adversarial Network (GAN)

2 redes neuronales enfrentadas: **Generador** - **Discriminador**



Generative Adversarial Network (GAN)

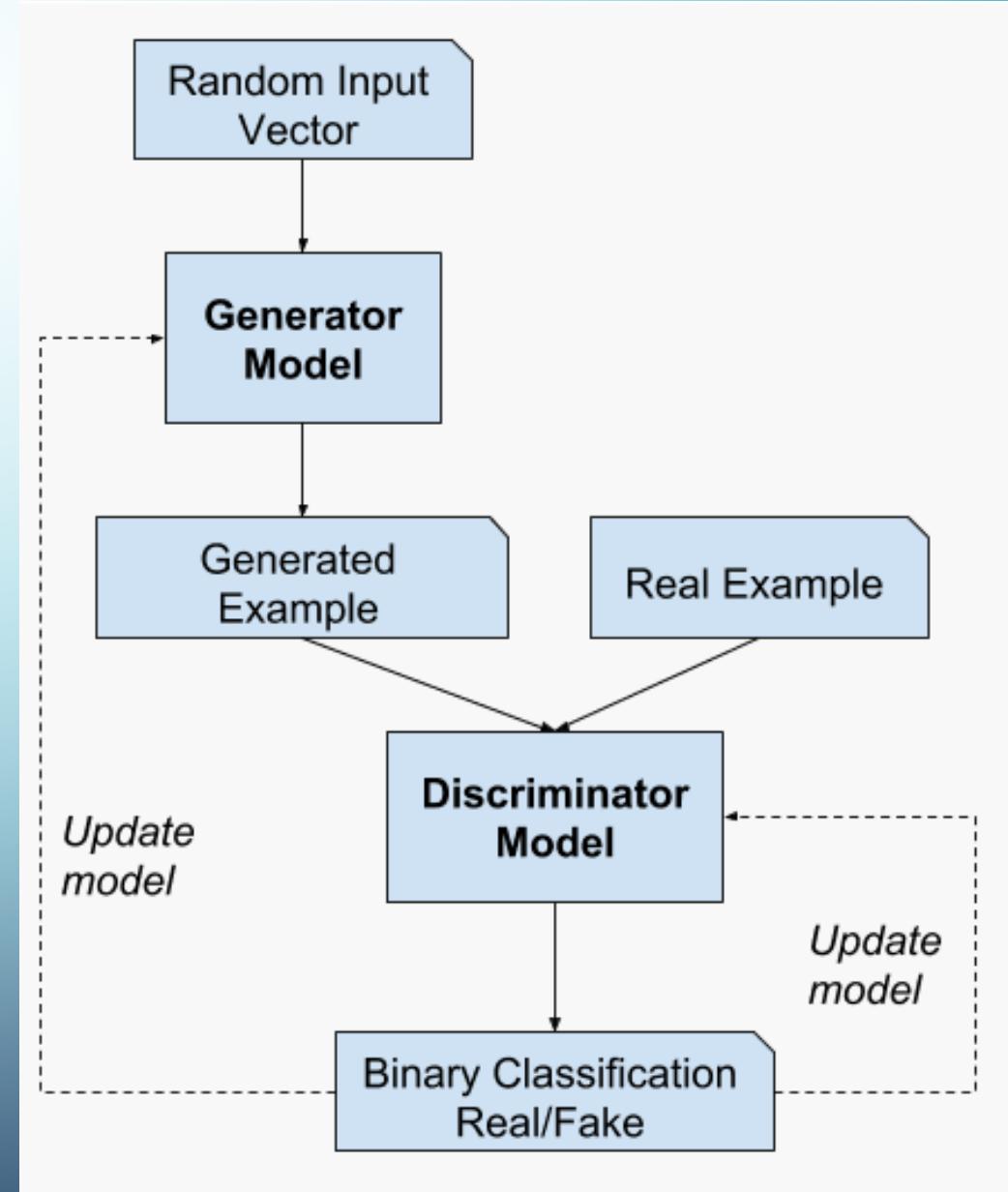
2 redes neuronales enfrentadas:

Generador - Discriminador

G → debe aprender una **func de prob** sobre los objetos que deseamos crear a partir de un RND (vector)

Quiero generar un perro → ¿cuál es la **func de prob** para que tome un valor de ella y saque un perro?

generative



Generative Adversarial Network (GAN)

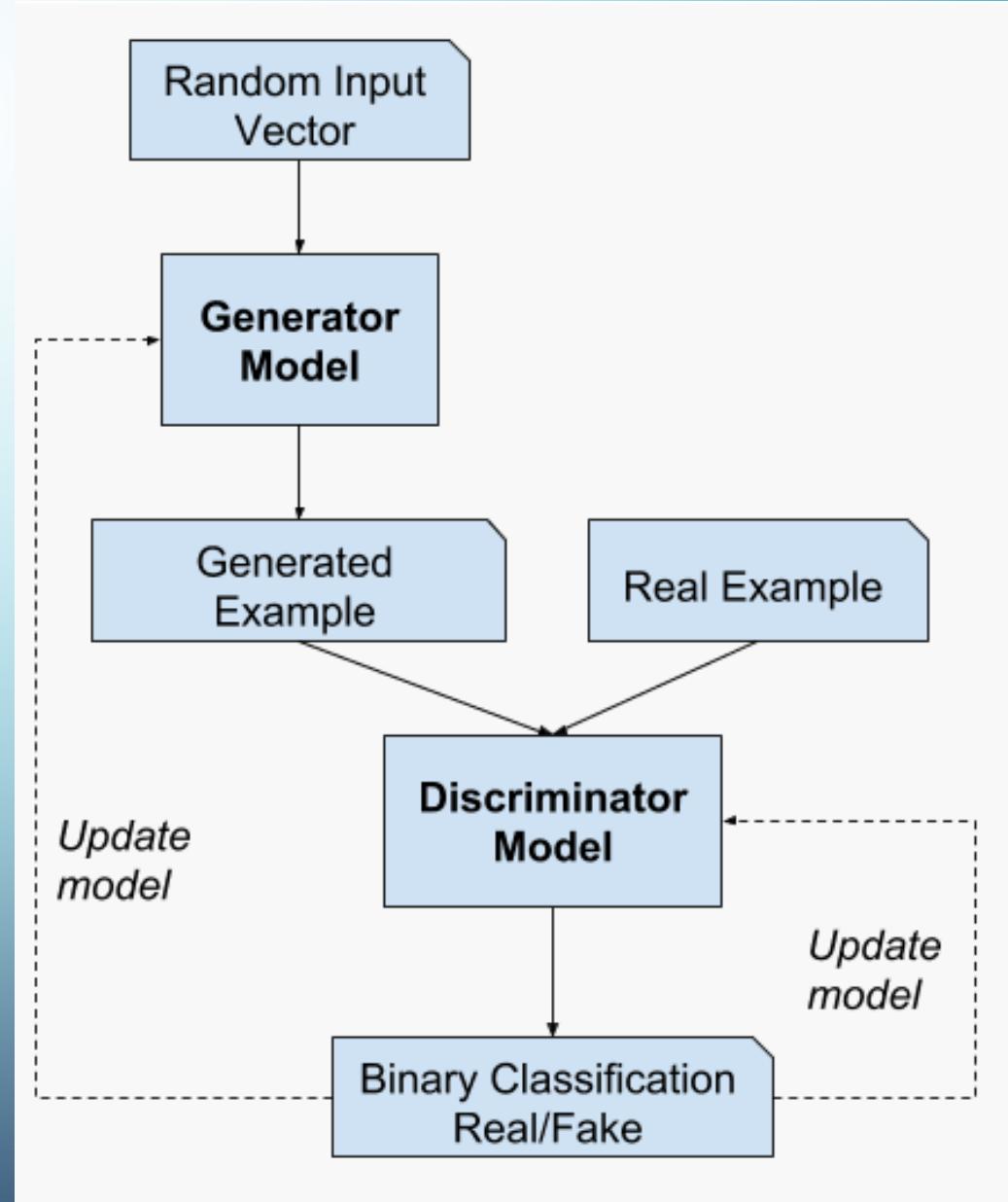
G → se entrena de forma indirecta (“supervisada”... pero de distinta forma)

D → determina si una muestra es real 1 o falsa 0

entrenamiento

G → se entrena para que **D** falle
D → se entrena para no fallar

adversarial



Generative Adversarial Network (GAN) – Función de costo

z – vector aleatorio

x – vector muestra (real)

p_z – func prob z

p_g – func prob x generated

p_r – func prob x real

G – generator (NN)

D – discriminator (NN)

$$\begin{aligned}\min_G \max_D L(D, G) &= \mathbb{E}_{x \sim p_r(x)} [\log D(x)] + \mathbb{E}_{z \sim p_z(z)} [\log(1 - D(G(z)))] \\ &= \mathbb{E}_{x \sim p_r(x)} [\log D(x)] + \mathbb{E}_{x \sim p_g(x)} [\log(1 - D(x))]\end{aligned}$$

$D(x)=1$ si x es real

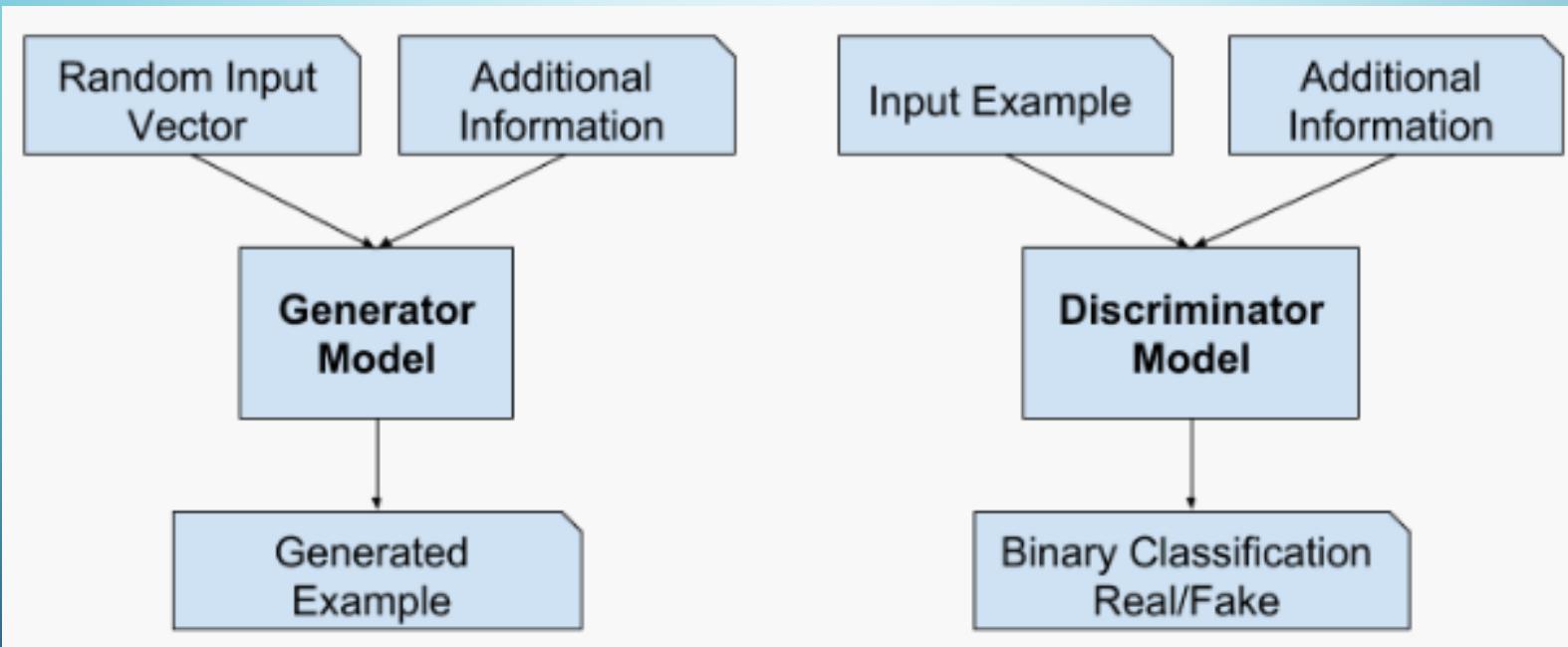
$D(x)=0$ si x es falsa

$$L(G, D) = \int_x \left(p_r(x) \log(D(x)) + p_g(x) \log(1 - D(x)) \right) dx$$

Generative Adversarial Network (GAN)

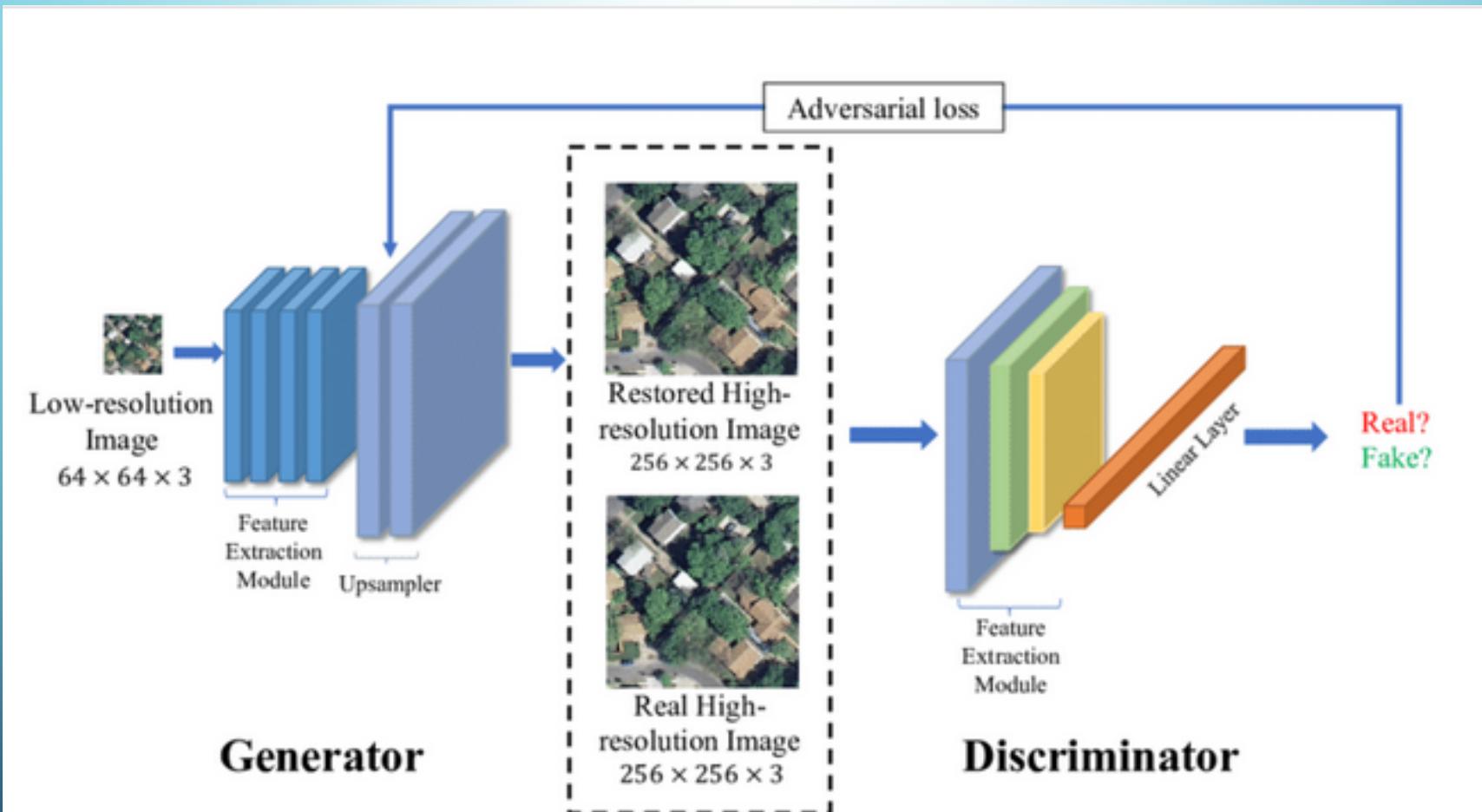
Conditionals GANs

Se le pasa un 'label' para que genere algo bajo ese 'label'



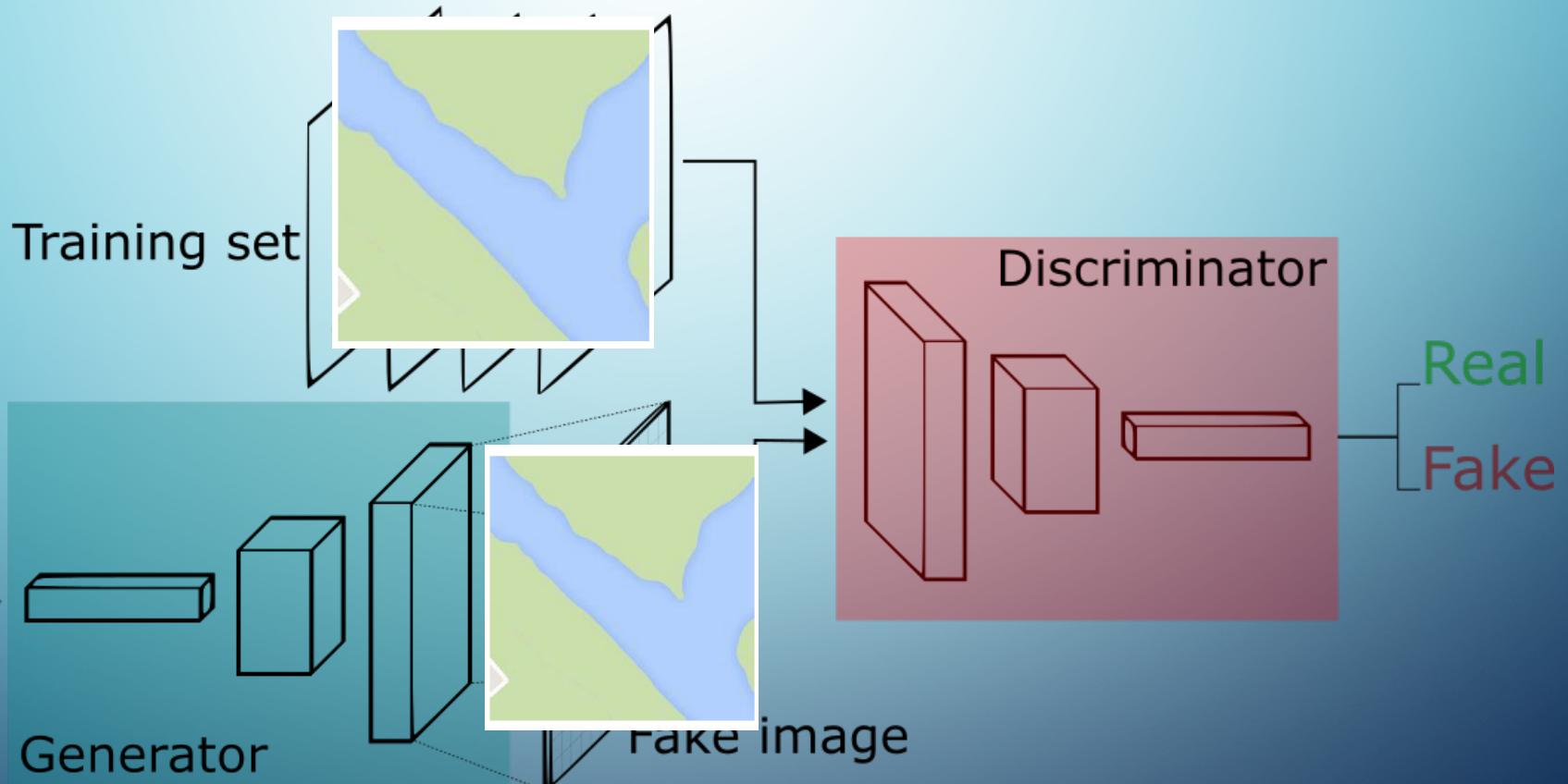
Generative Adversarial Network (GAN)

Super resolution GANs



Generative Adversarial Network (GAN)

Remote Sensing Image to Map Translation GANs



Generative Adversarial Network (GAN)

GANs

- ver colab

<https://github.com/Yangyangii/GAN-Tutorial>

<https://github.com/hindupuravinash/the-gan-zoo>