

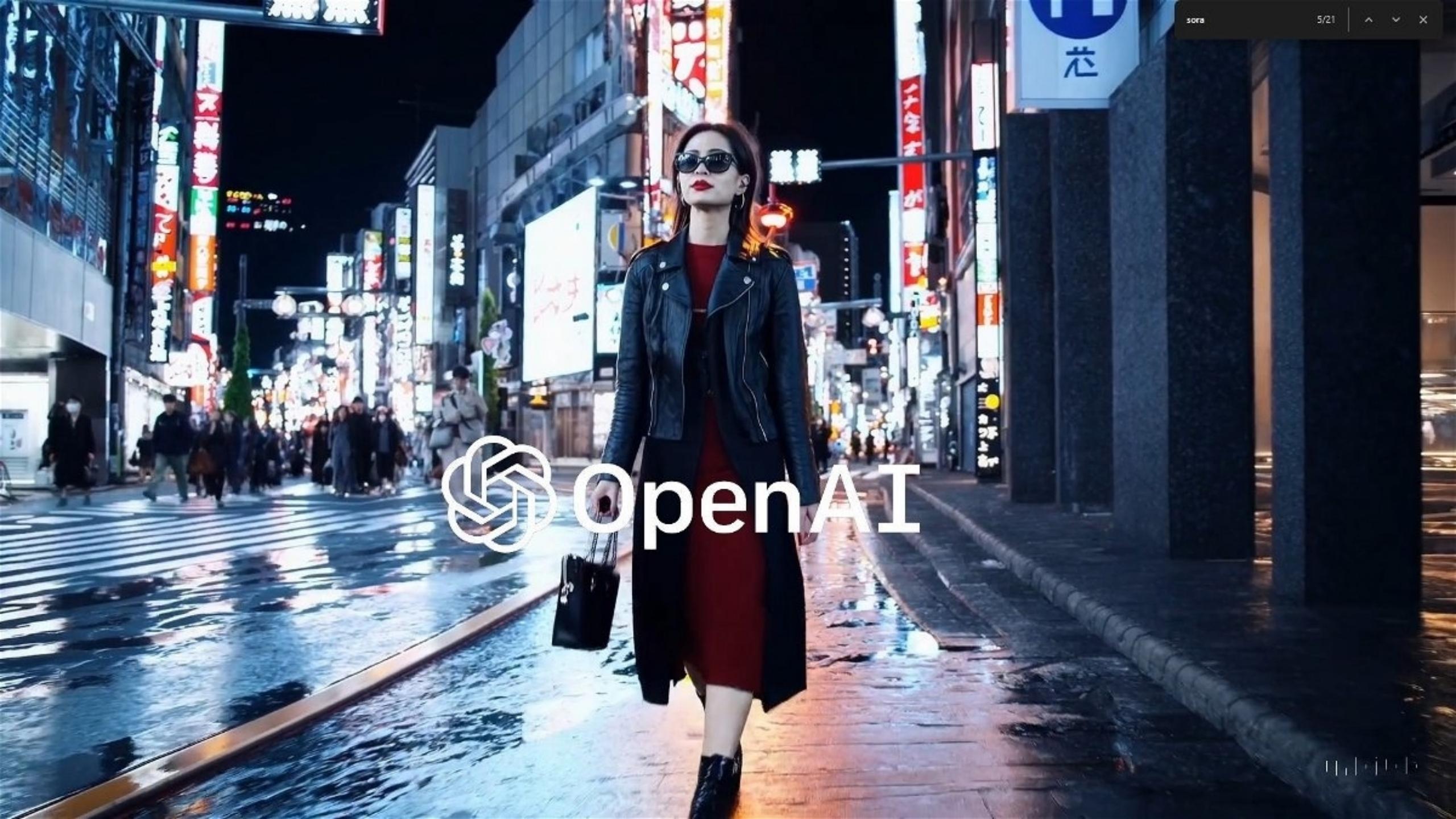
Overview of Generative Models

张江

北京师范大学系统科学学院教授

集智俱乐部、集智学园创始人

集智研究中心理事长



What is AIGC?



a Hacker and a witch sit together, Hacker working on a portable laptop computer, head covered by the hood, fire flare come out of computer screen, deep dark night, dark forest with tall trees with twisted branches, magical sparkling light in the air, 8K, sharp focus, studio photo, intricate details, highly detailed, by greg rutkowski"





Rokey的Blog



Rokey



Rokey的B

Super Resolution Reconstruction

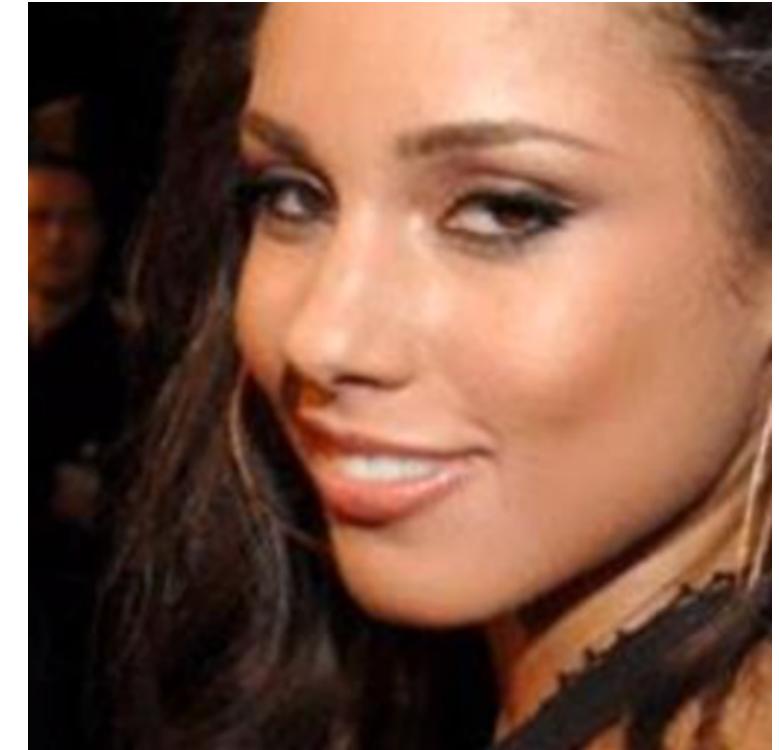
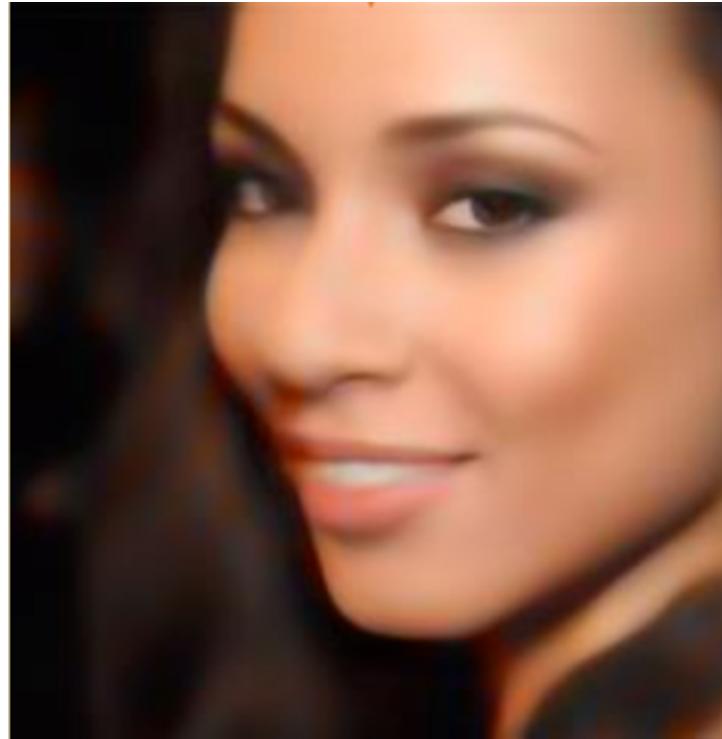
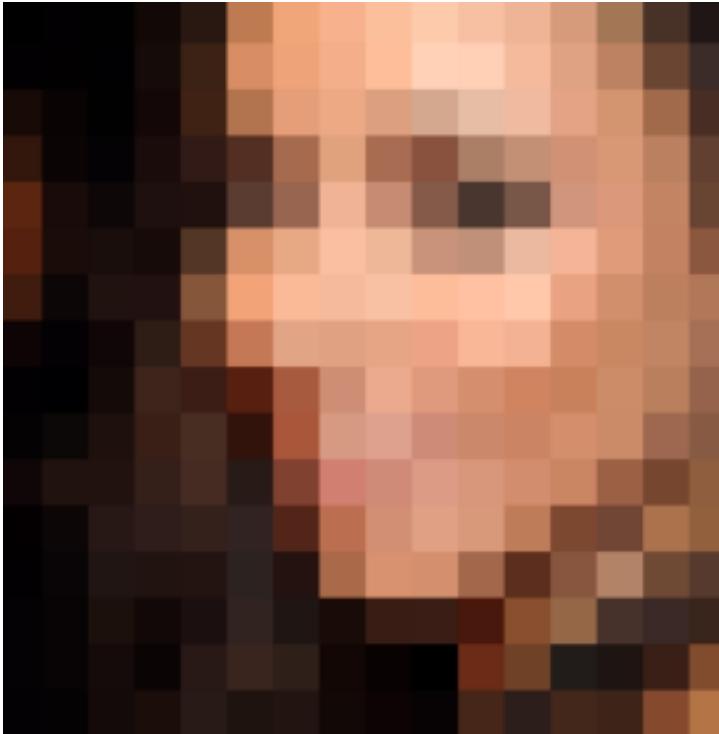
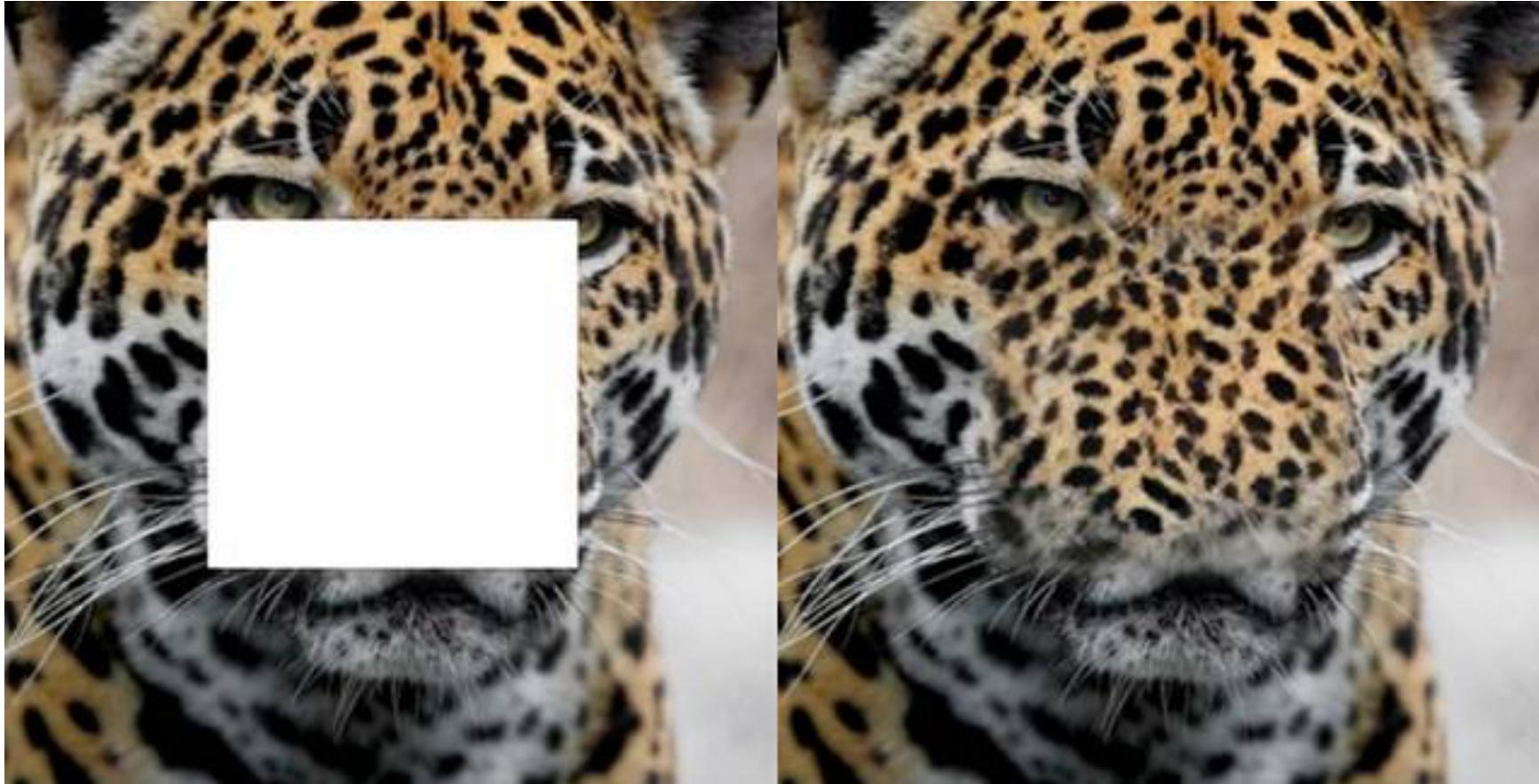


Image Completion



FaceAPP



Replacing object in video



Text-to-Video

very close up of Penguin riding wave on yellow surfboard.

企鹅在黄色冲浪板上乘风破浪的特写镜头

penguin rides surf yellow surfboard unto beach. Penguin leaves yellow surfboard and keeps walking.

企鹅乘着黄色的冲浪板到海滩上。企鹅离开了黄色的冲浪板，继续往前走。

Penguin quickly walking on beach and camera following. Penguin waves to camera. Feet go by camera in foreground.

企鹅在海滩上快速行走，摄像机跟随。企鹅向摄像机挥手。前景中的摄像机拍下企鹅的双脚。

A penguin runs into a 100 colorful bouncy balls.

一只企鹅撞上了100个彩色弹力球。

slow zoom out. penguin sitting on bird nest with a single colorful egg.

镜头慢慢拉远，企鹅带着一个彩蛋坐在鸟巢上。

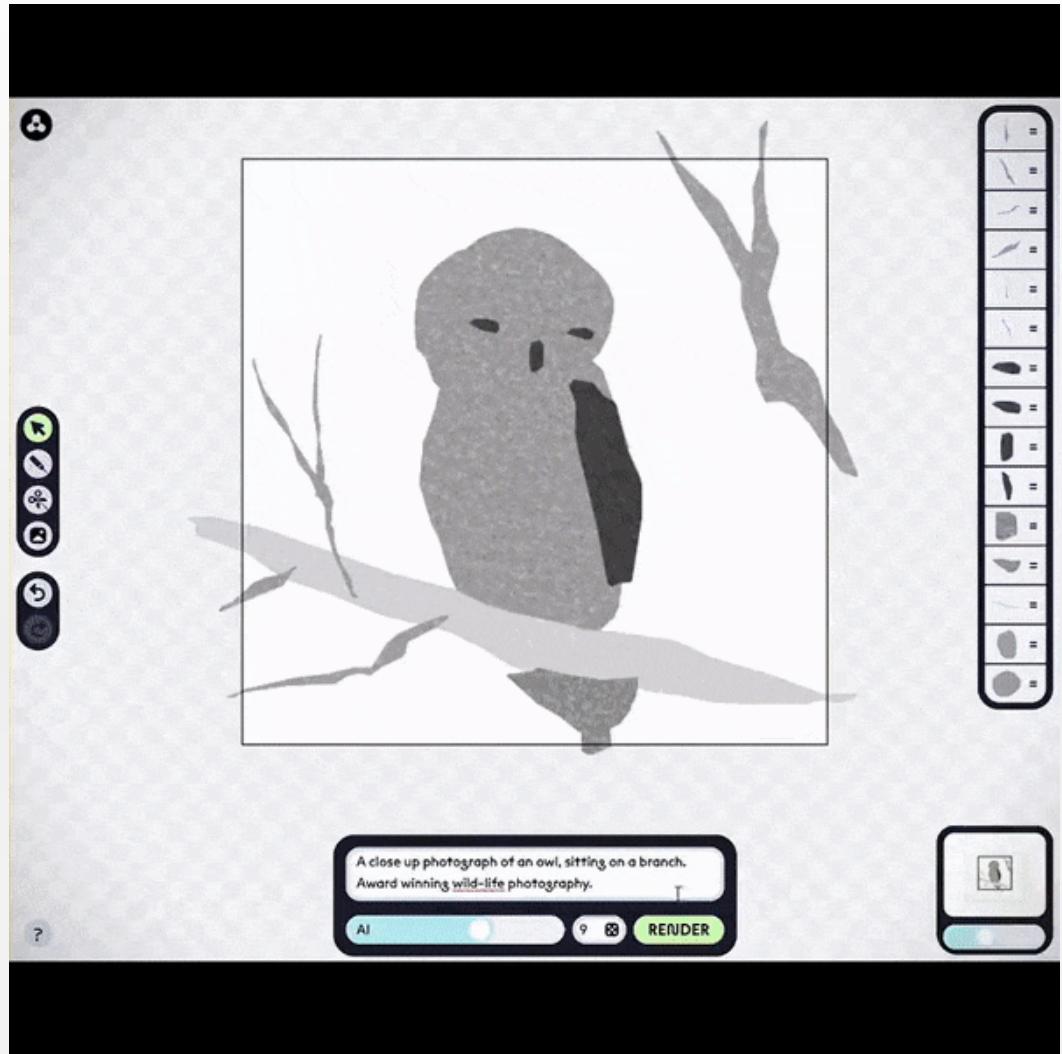
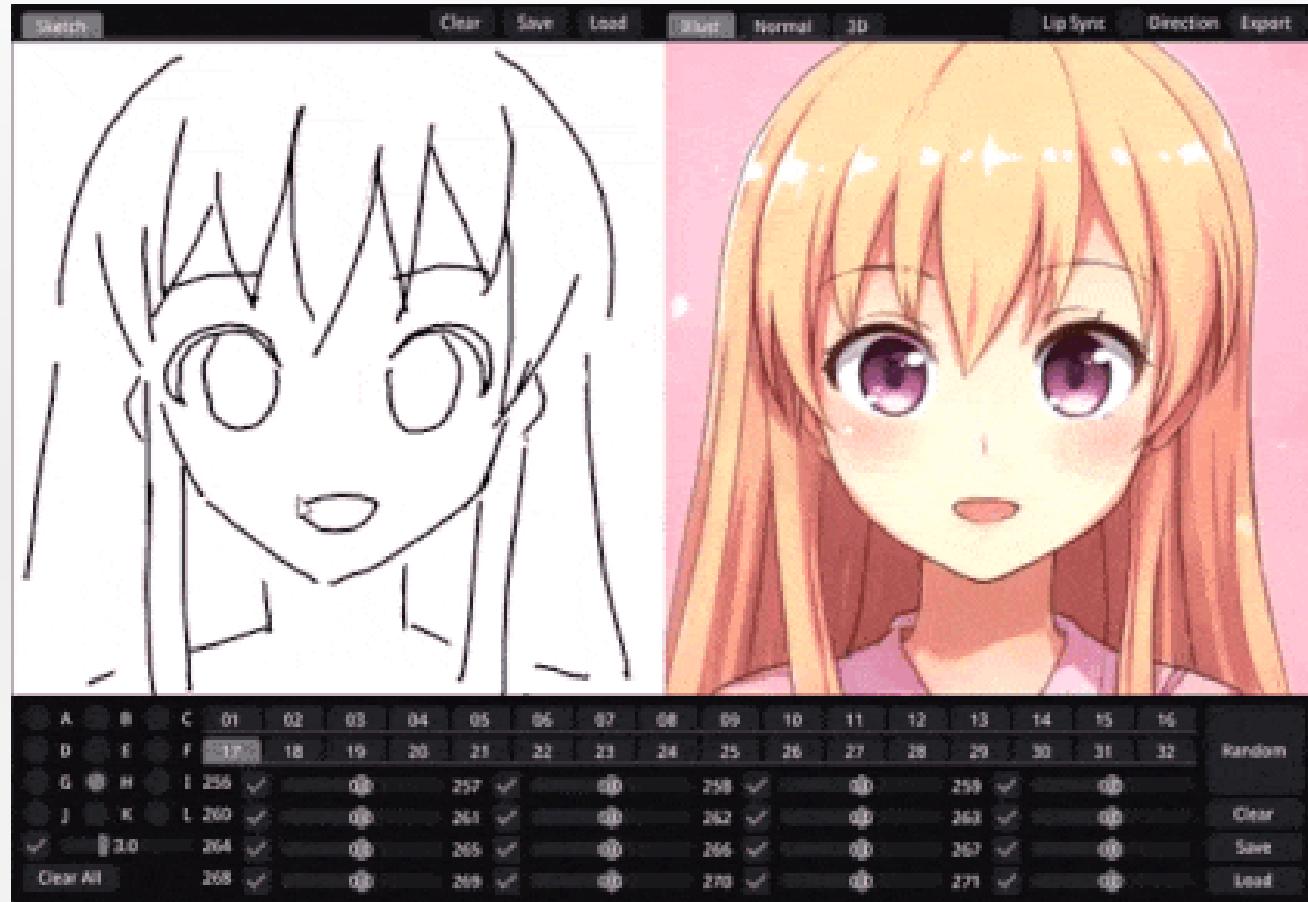
zoom out. Aerial view of penguin sitting on bird nest in rainbow antarctic glacier.

镜头拉远。彩虹照耀南极冰川、企鹅坐在鸟巢上的鸟瞰图。

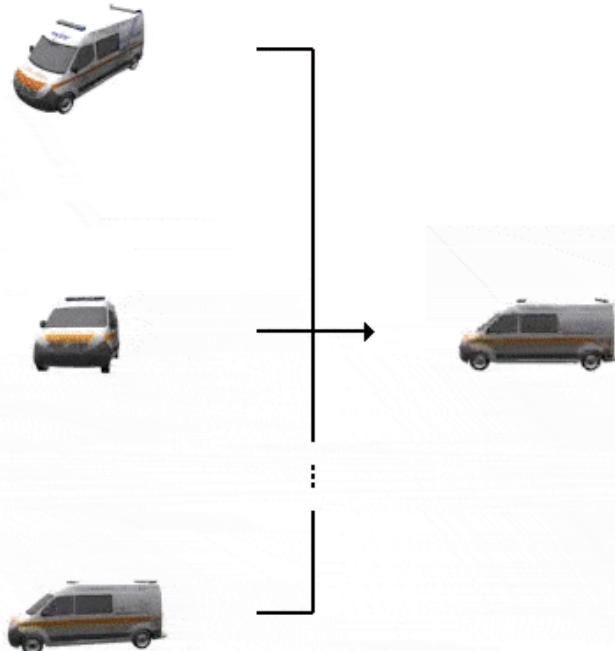
量子位



Art assistant



2D→3D

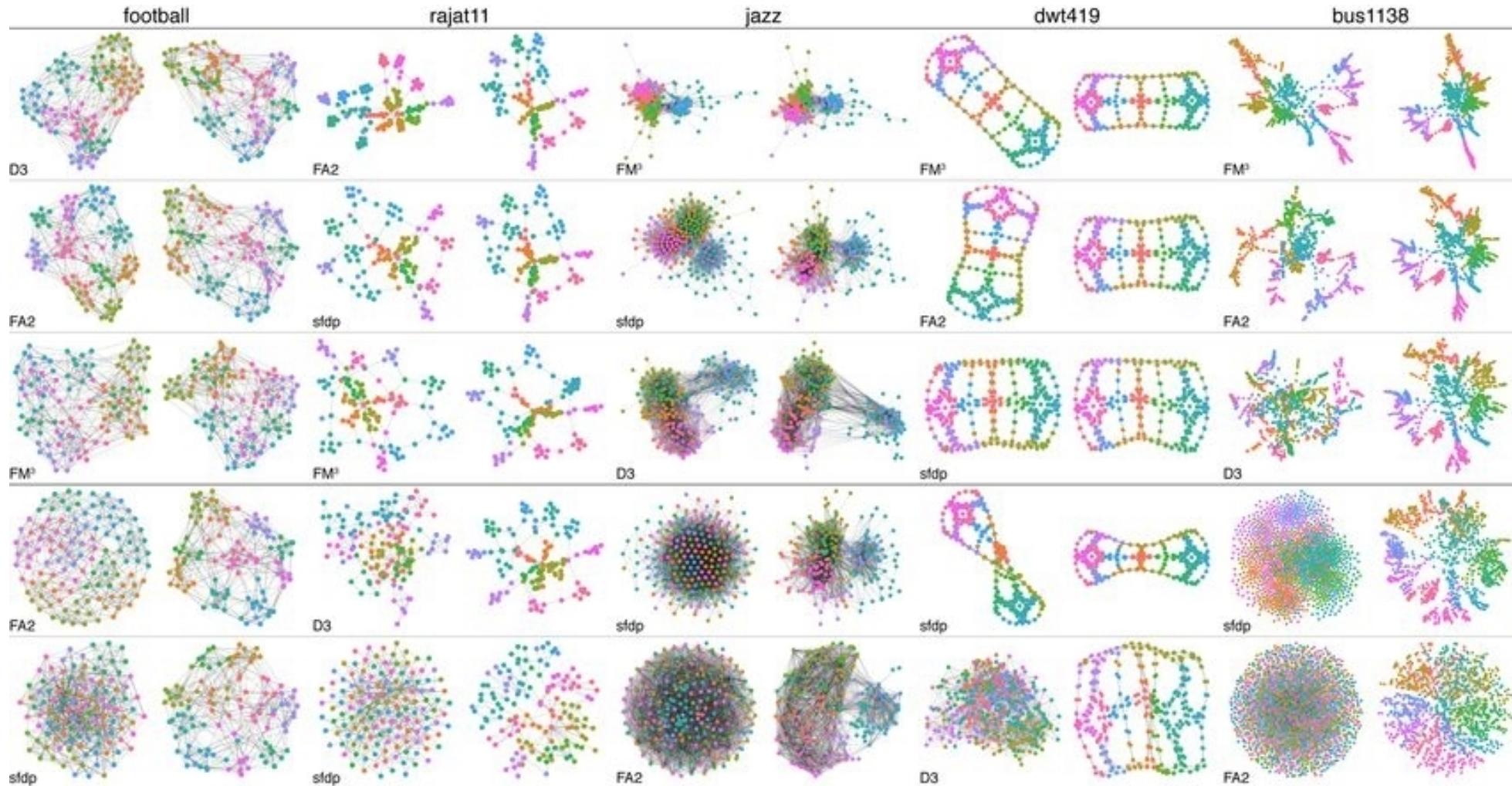


<https://3d-diffusion.github.io>

<https://dreamfusion3d.github.io/>



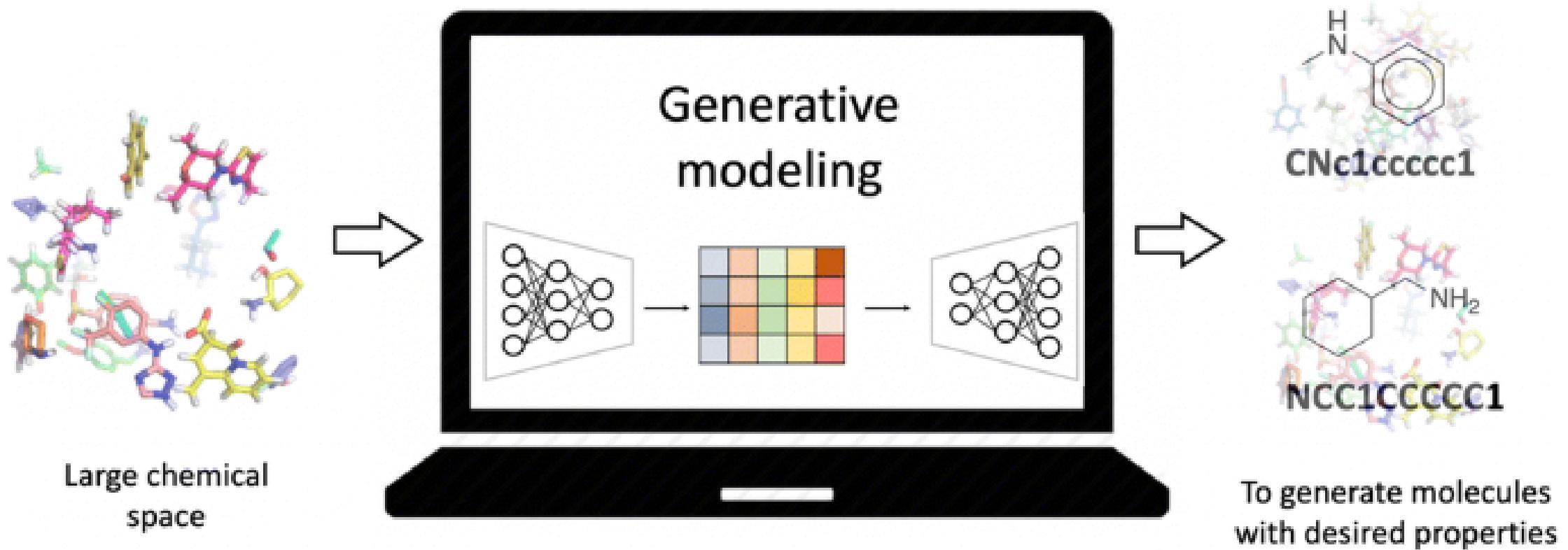
Graph Generation



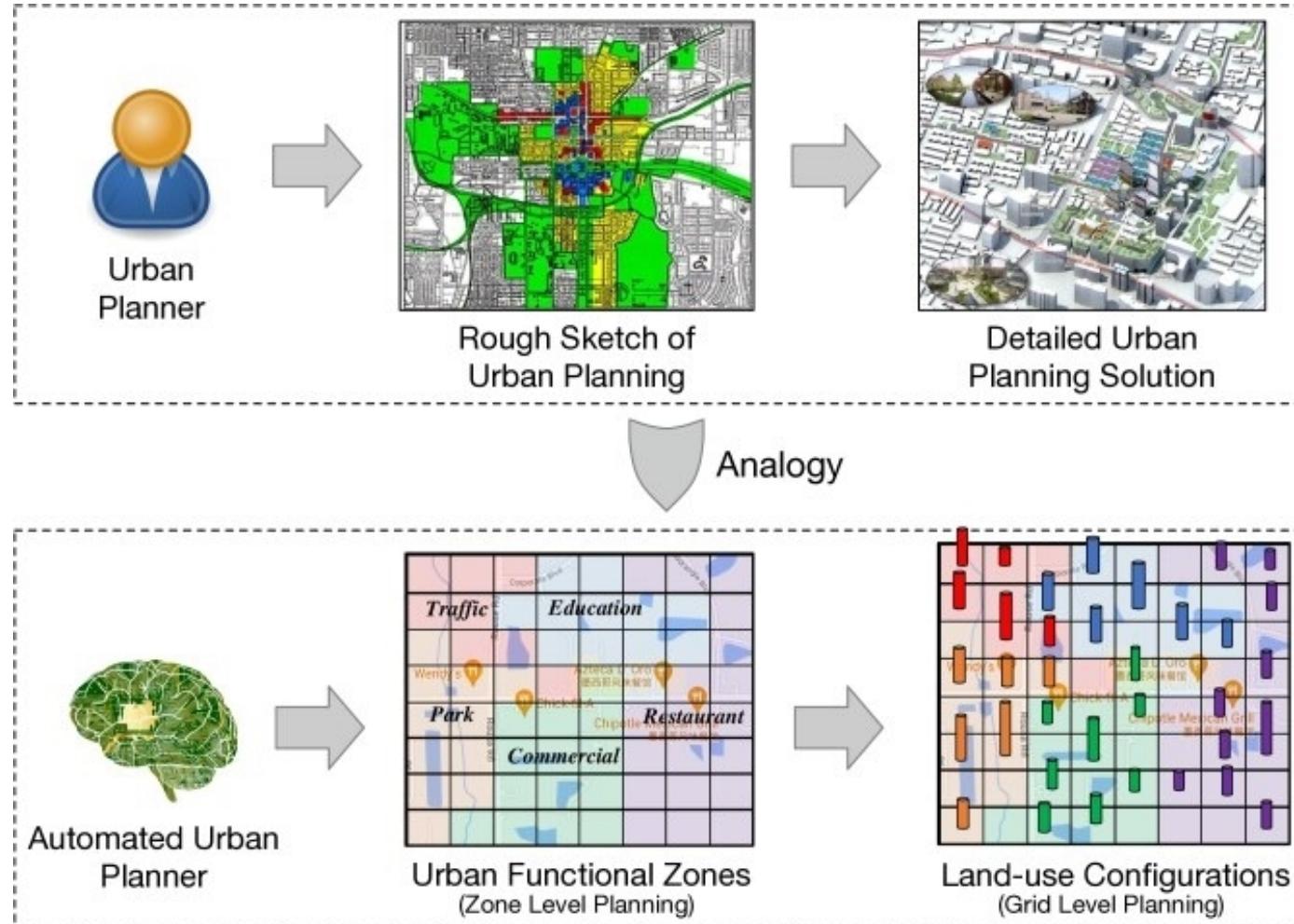
<https://arxiv.org/pdf/2007.06686.pdf>



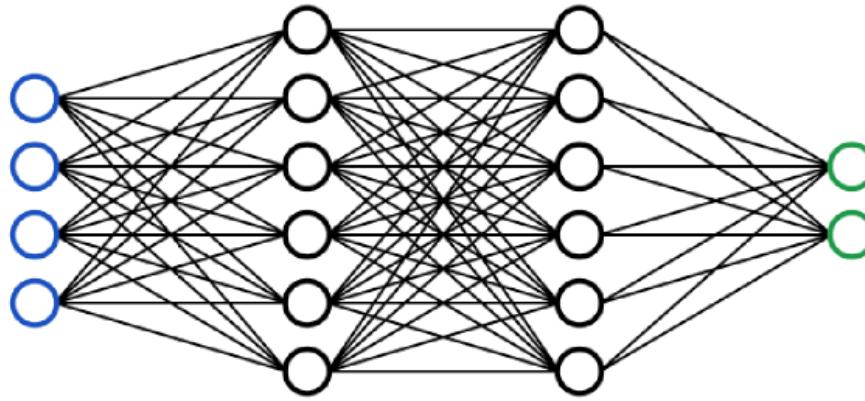
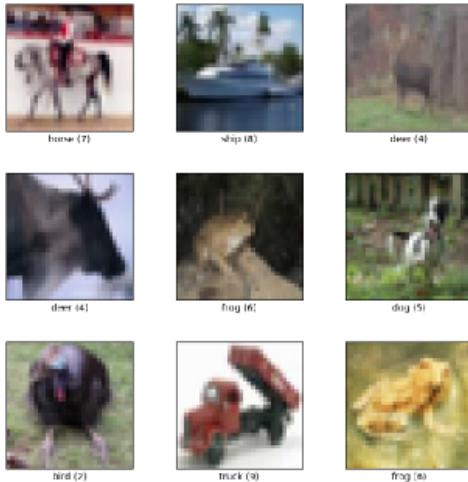
Molecular Structures



City Planning



What is generative model?



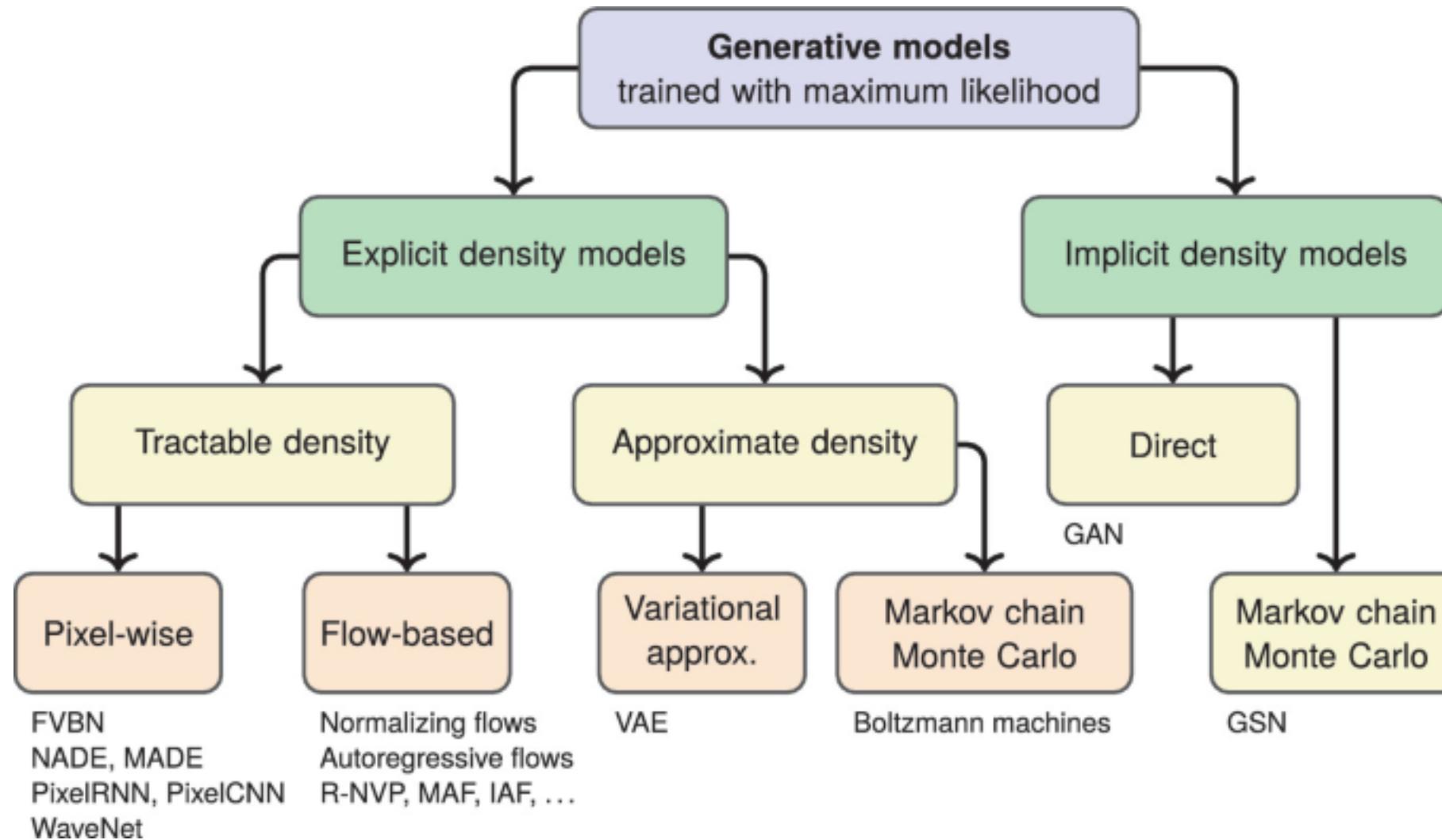
training data $\sim p_{\text{data}}(x)$

learning $p_{\text{model}}(x)$

generating new samples

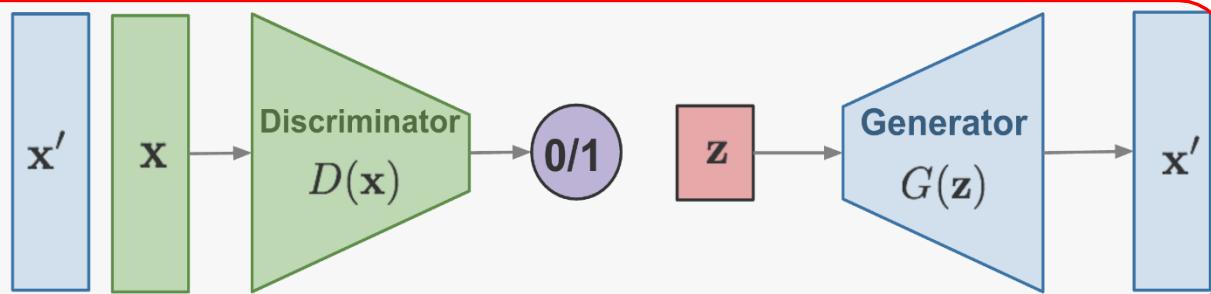
1. learning $p_{\text{model}}(x)$ that approximate $p_{\text{data}}(x)$
2. generating new samples $x \sim p_{\text{model}}(x)$

Generative Model Zoo

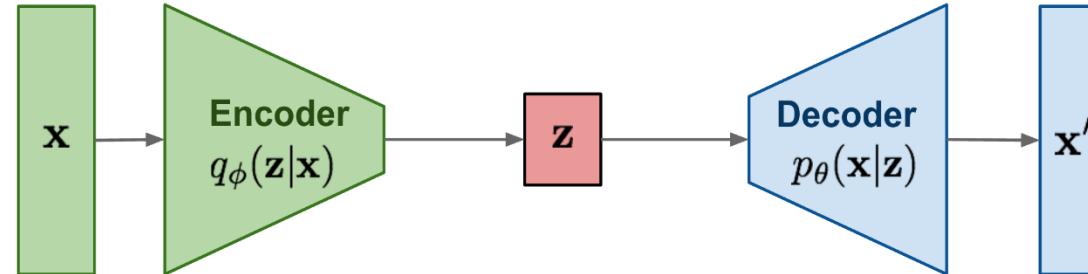


Generative Model Zoo

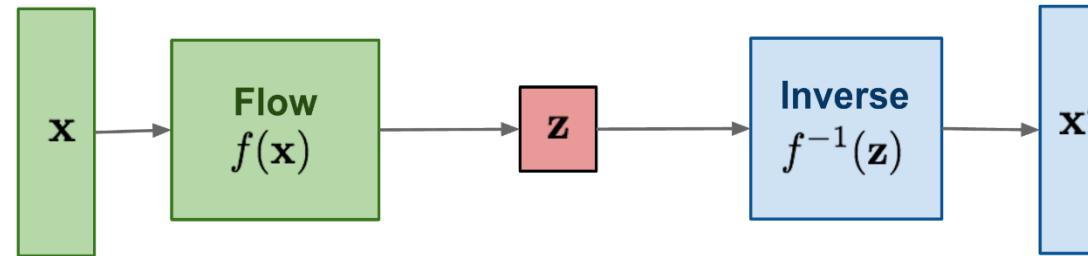
GAN: Adversarial training



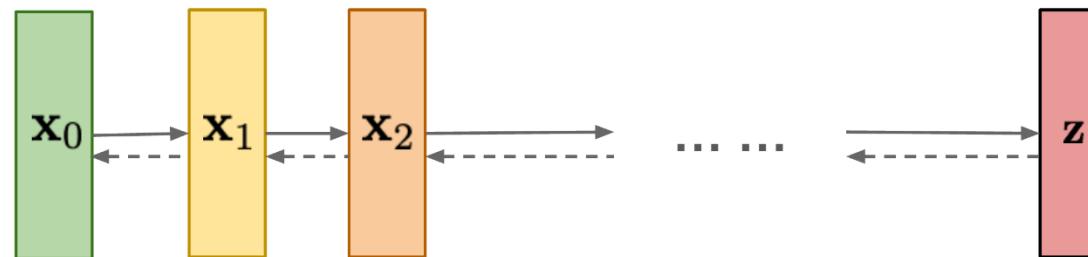
VAE: maximize variational lower bound



Flow-based models:
Invertible transform of distributions



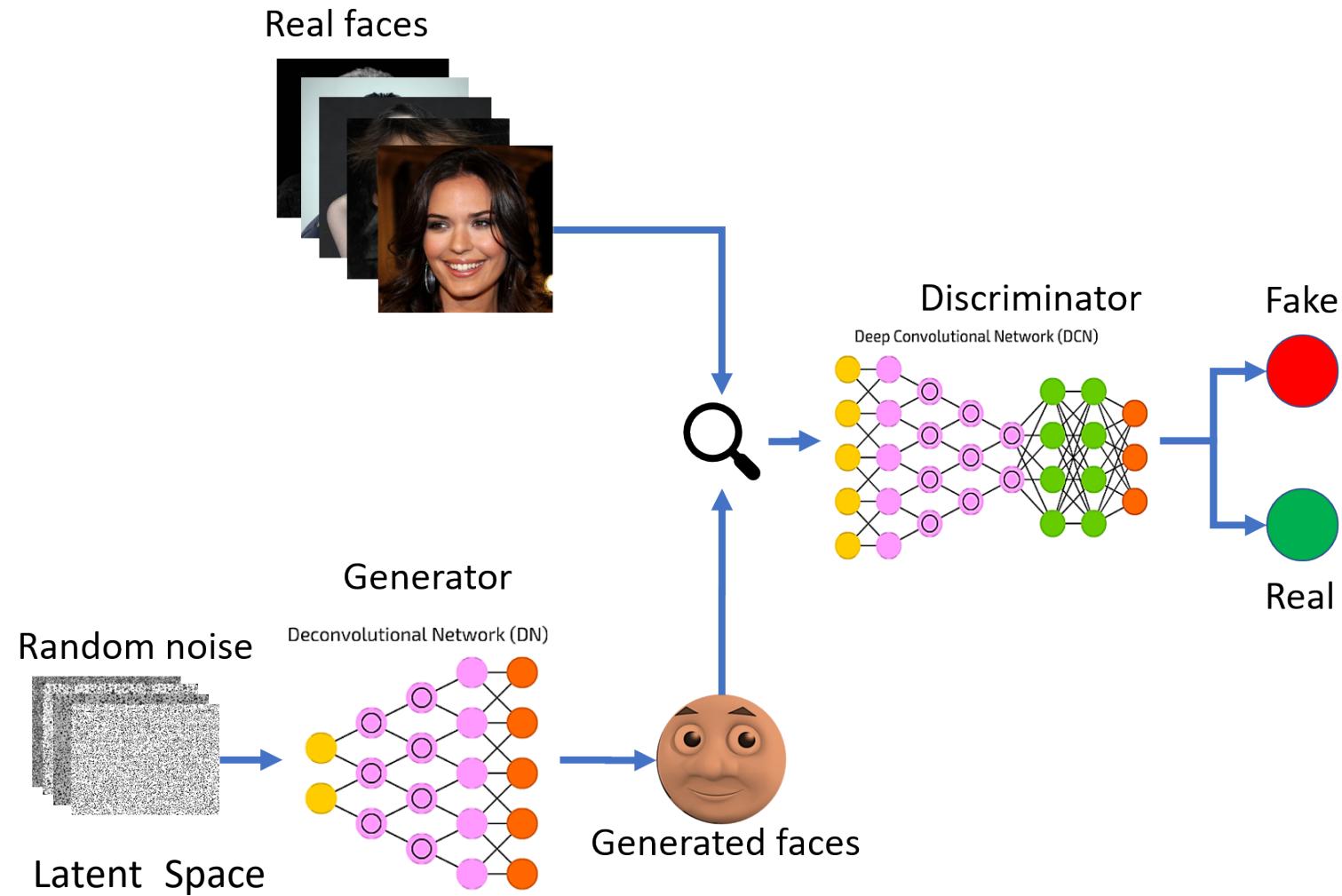
Diffusion models:
Gradually add Gaussian noise and then reverse



<https://lilianweng.github.io/posts/2021-07-11-diffusion-models/>

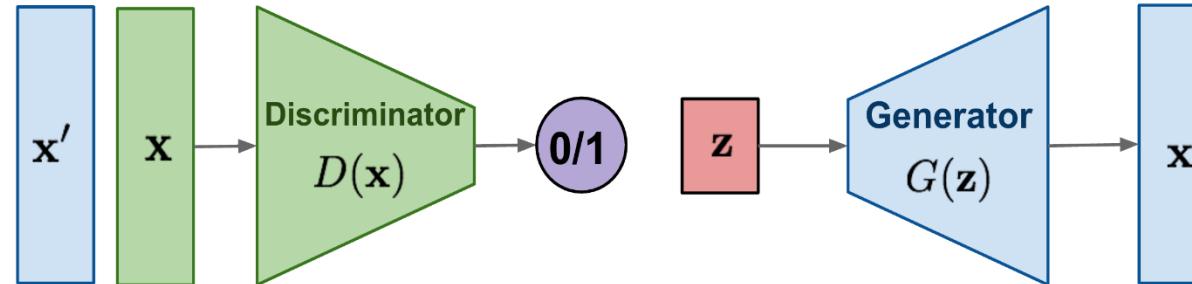


GAN

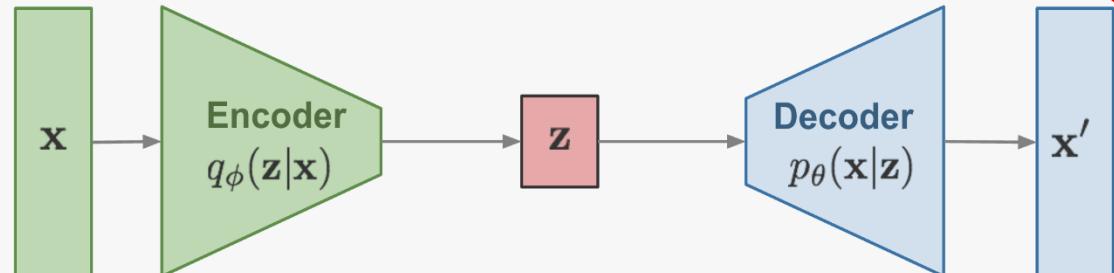


Generative Model Zoo

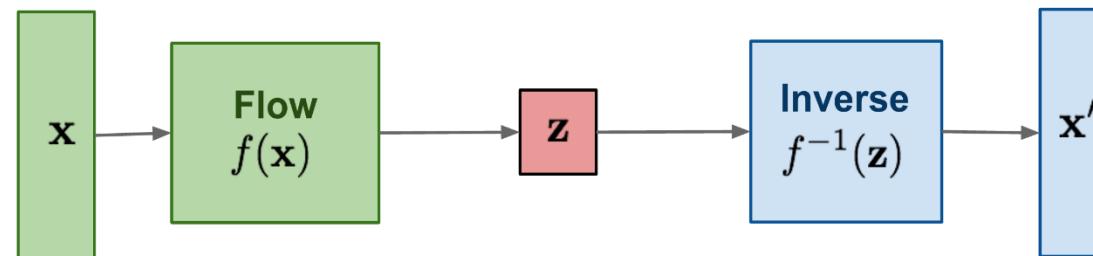
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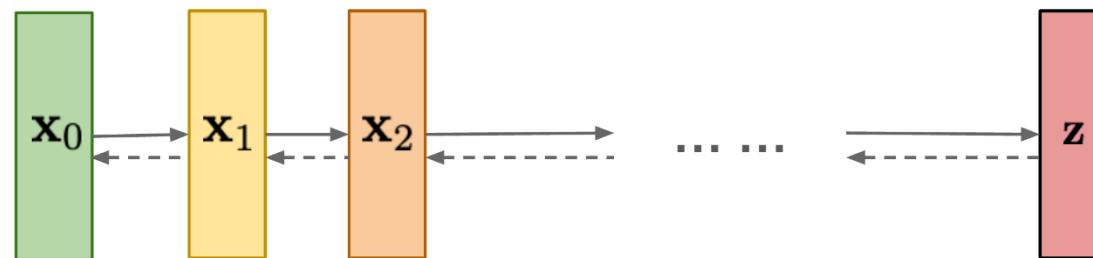
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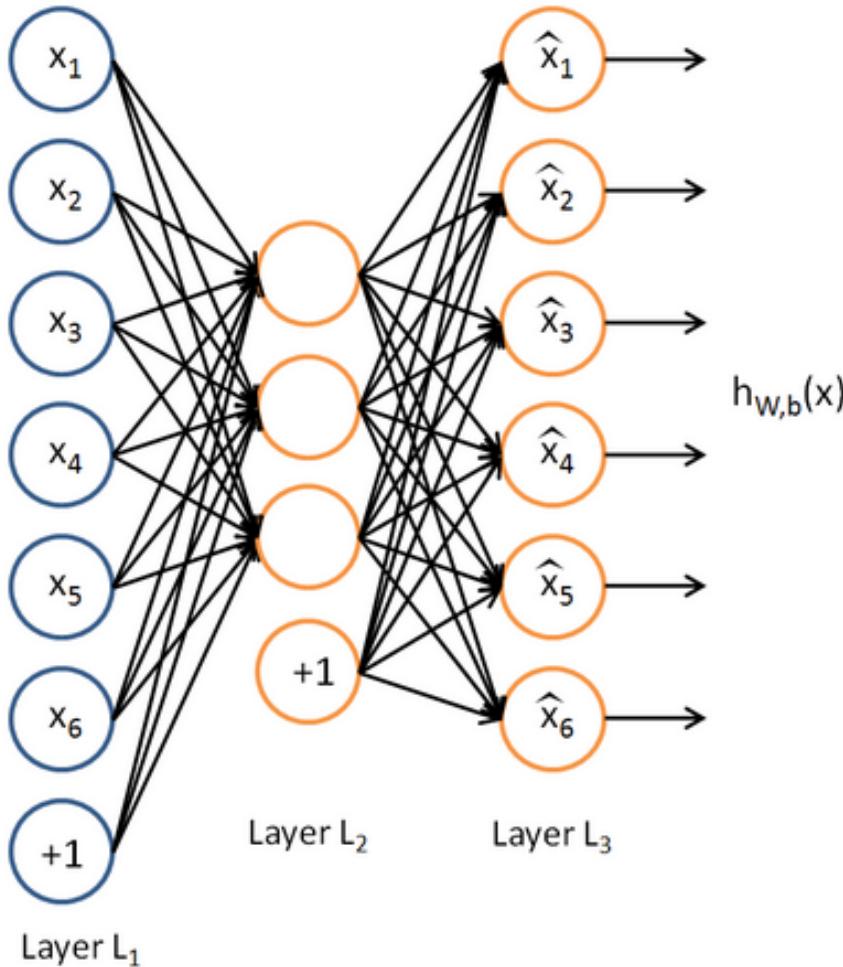
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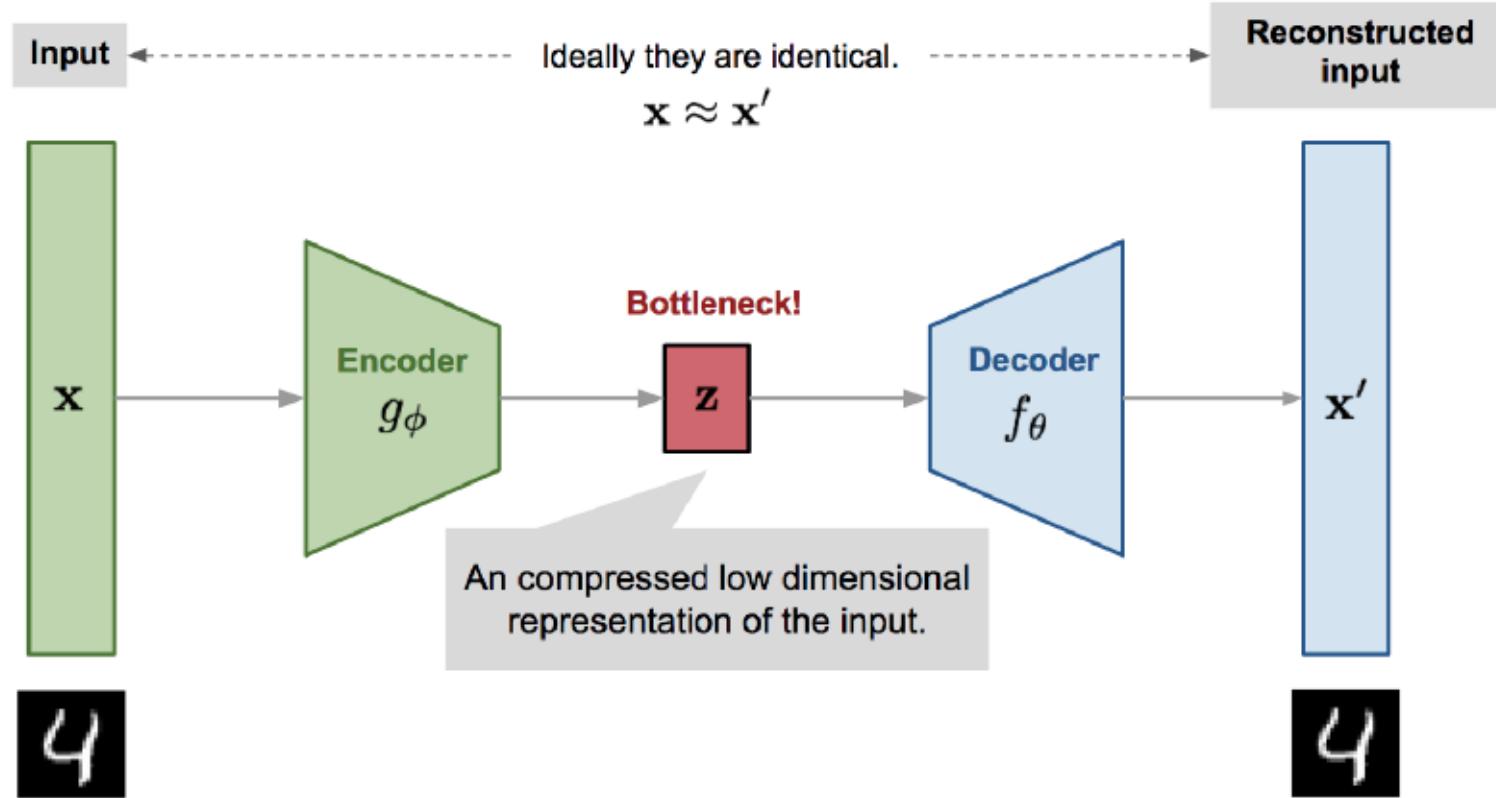


Autoencoder

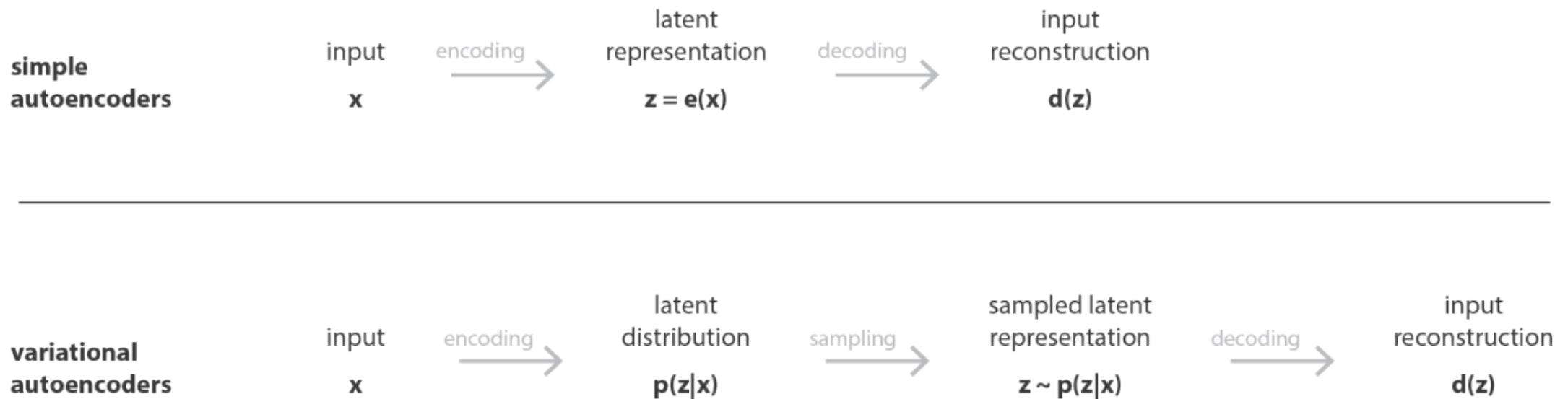


- Unsupervised learning
- Feed-back
 - Reconstruct input $h_{\theta}(x) \approx x$
- BP Learning
- Constraints

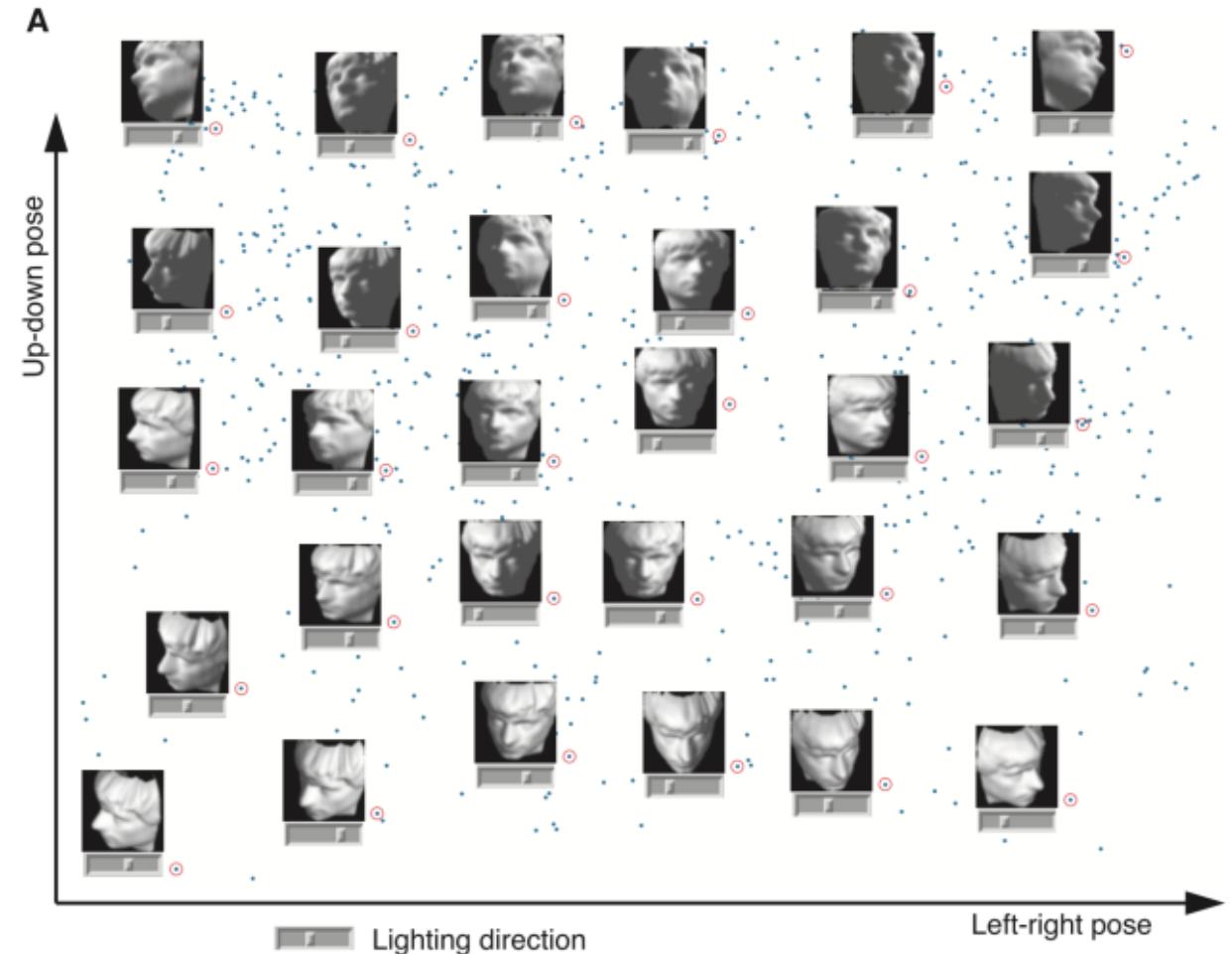
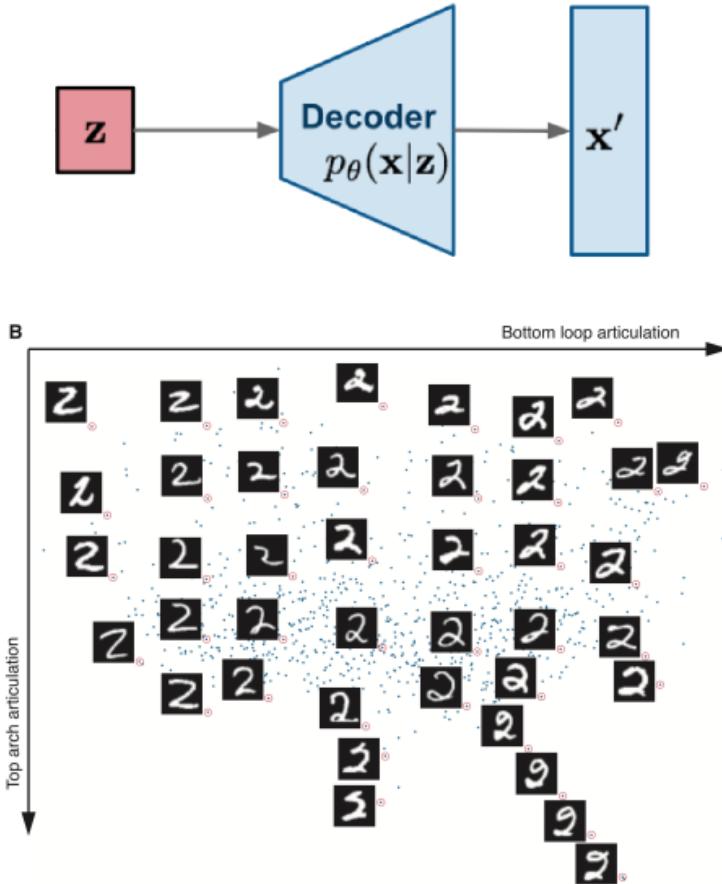
Variational Auto Encoder



What is the Difference



Latent Variable



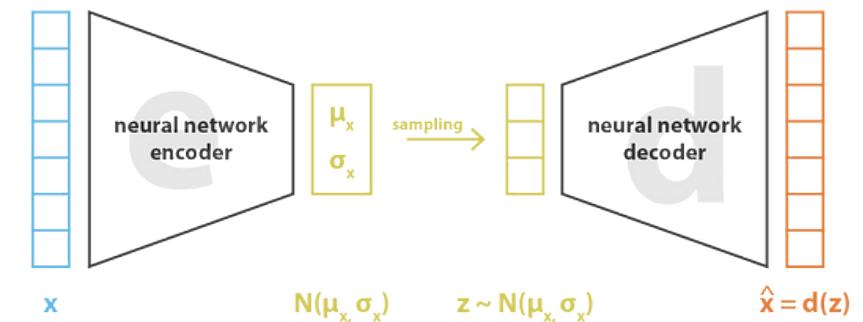
How to design loss function?



- **continuity:** two close points in the latent space should give close contents when decoded.
- **completeness:** a point sampled from the latent space should give “meaningful” content once decoded.

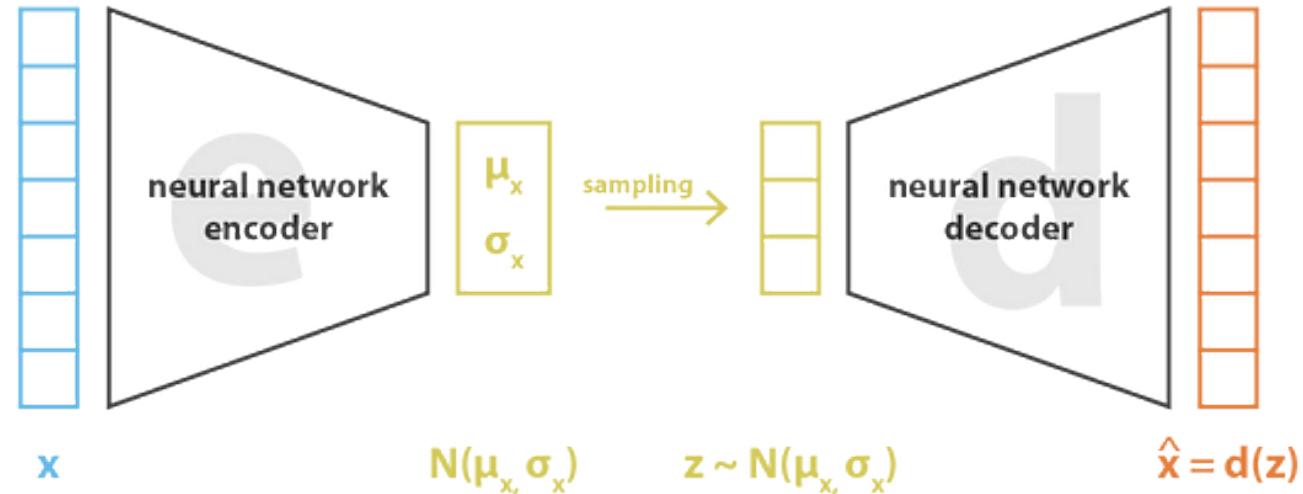
Two important requirements:

- **Continuity**
- **Completeness**



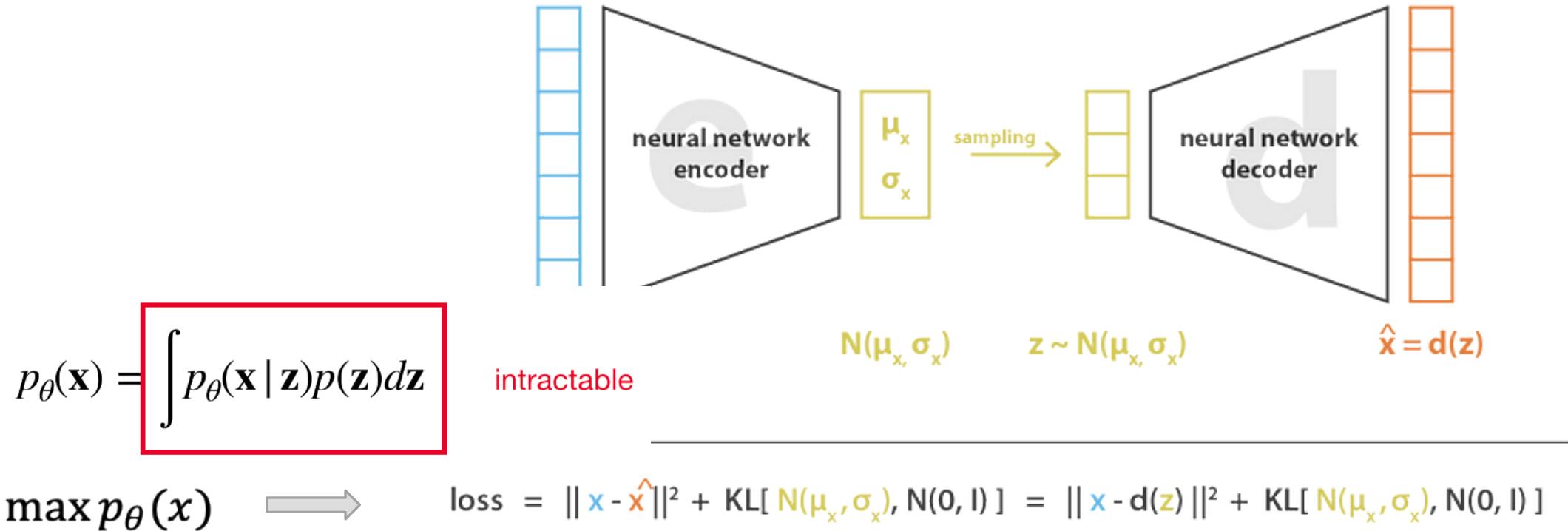
$$\text{loss} = \|x - \hat{x}\|^2 + \text{KL}[N(\mu_x, \sigma_x), N(0, I)] = \|x - d(z)\|^2 + \text{KL}[N(\mu_x, \sigma_x), N(0, I)]$$

Maximum Likelihood Principle

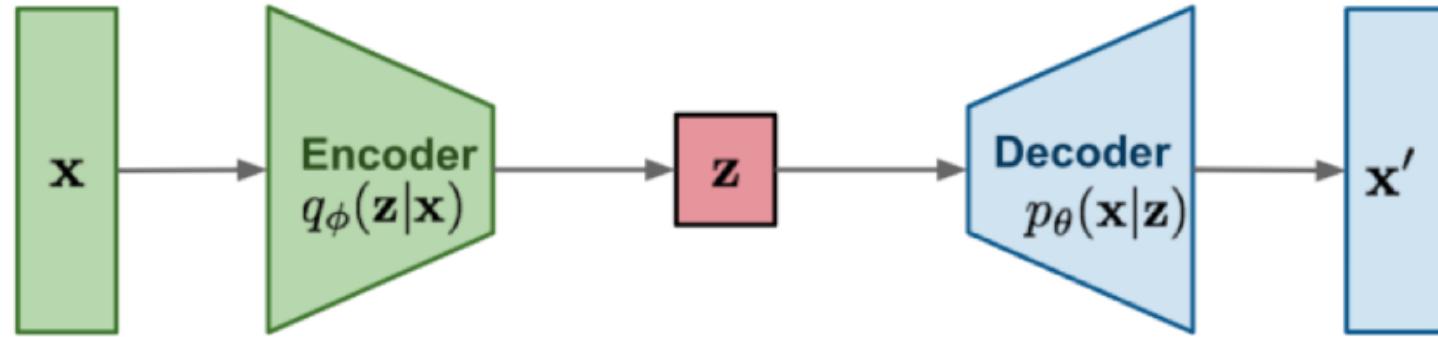


$$\max p_{\theta}(x) \longrightarrow \text{loss} = \|x - \hat{x}\|^2 + \text{KL}[N(\mu_x, \sigma_x), N(0, I)] = \|x - d(z)\|^2 + \text{KL}[N(\mu_x, \sigma_x), N(0, I)]$$

Maximum Likelihood Principle



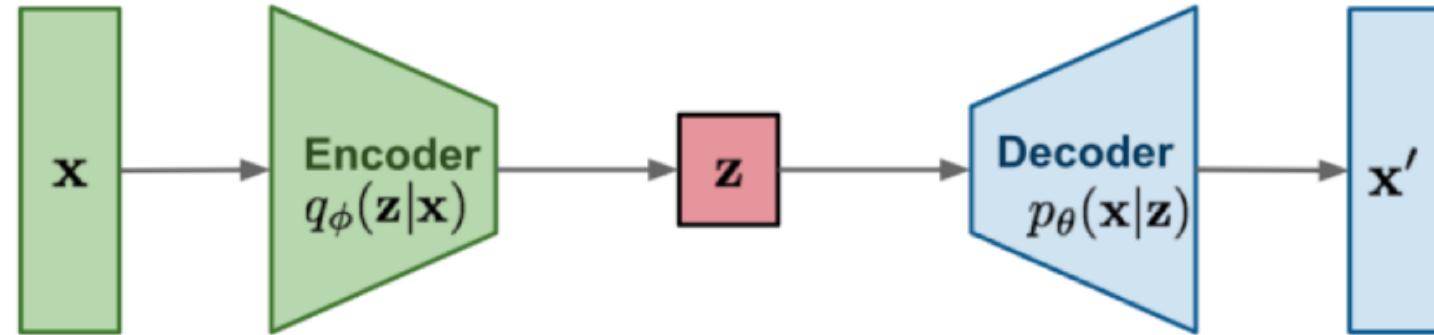
Variation



$$\begin{aligned}\ln p_{\theta}(\mathbf{x}) &= \mathbb{E}_{q_{\phi}(z|x)} \ln p_{\theta}(\mathbf{x}) \\ &= \mathbb{E}_{q_{\phi}(z|x)} \ln \left[\frac{p_{\theta}(\mathbf{x}, z)}{p_{\theta}(z|x)} \right] \\ &= \mathbb{E}_{q_{\phi}(z|x)} \ln \left[\frac{p_{\theta}(\mathbf{x}, z)}{q_{\phi}(z|x)} \frac{q_{\phi}(z|x)}{p_{\theta}(z|x)} \right] \\ &= \underbrace{\mathbb{E}_{q_{\phi}(z|x)} \ln \left[\frac{p_{\theta}(\mathbf{x}, z)}{q_{\phi}(z|x)} \right]}_{\text{Evidence Lower BOund, ELBO}} + D_{\text{KL}}(q_{\phi}(z|x) \| p_{\theta}(z|x))\end{aligned}$$

Variational
Distribution

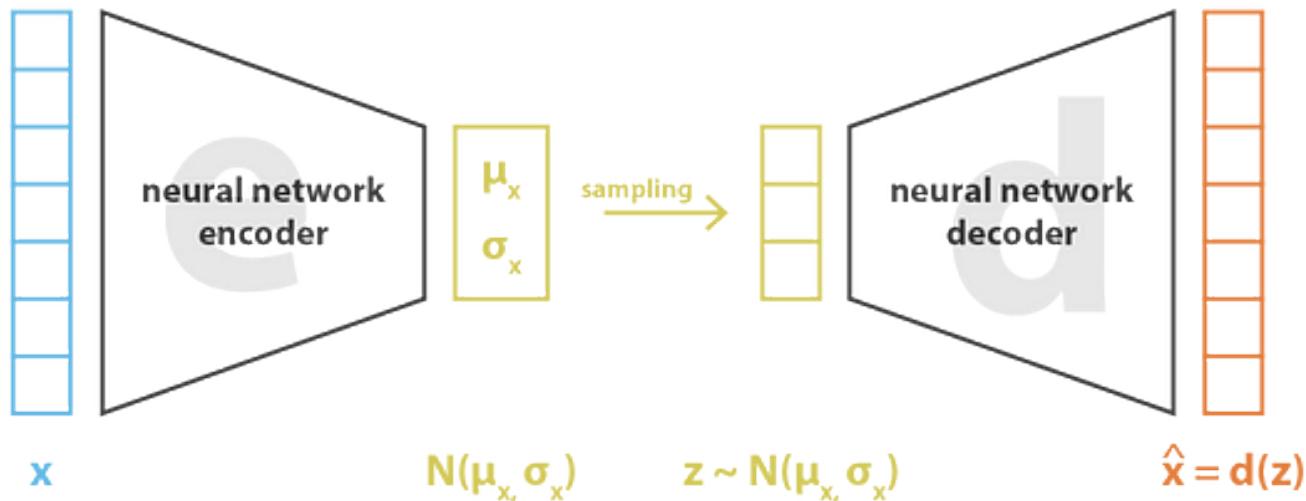
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$$\begin{aligned}\ln p_{\theta}(\mathbf{x}) &\geq \mathbb{E}_{q_{\phi}(z|\mathbf{x})} \ln \left[\frac{p_{\theta}(\mathbf{x}, z)}{q_{\phi}(z|\mathbf{x})} \right] \\ &\geq \mathbb{E}_{q_{\phi}(z|\mathbf{x})} \ln \left[\frac{p_{\theta}(\mathbf{x}|z)p(z)}{q_{\phi}(z|\mathbf{x})} \right] \\ &\geq \underbrace{\mathbb{E}_{q_{\phi}(z|\mathbf{x})} \ln p_{\theta}(\mathbf{x}|z)}_{\text{reconstruction error}} - \underbrace{D_{\text{KL}}(q_{\phi}(z|\mathbf{x}) \| p(z))}_{\text{regularizer}}\end{aligned}$$

How to design loss function?



$$\text{loss} = \|x - \hat{x}\|^2 + \text{KL}[N(\mu_x, \sigma_x), N(0, I)] = \|x - d(z)\|^2 + \text{KL}[N(\mu_x, \sigma_x), N(0, I)]$$

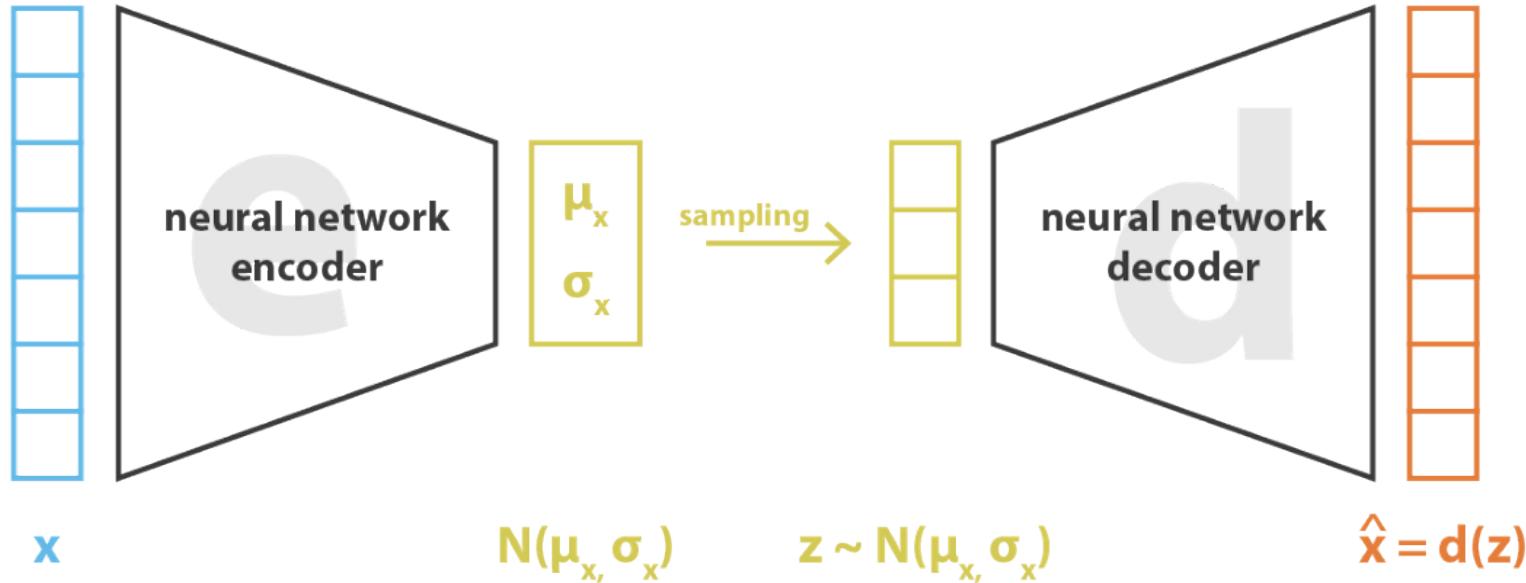
ELBO

$$p_\theta(x|z) = \frac{1}{Z} \exp \frac{(x - \hat{x})^2}{2\sigma^2}$$

$$p_\theta(x|z) = \frac{1}{Z} \exp \frac{(x - \hat{x})^2}{2\sigma^2} \quad \sigma^2 = 1/2$$

$$q_\phi(z|x) = \frac{1}{Z} \exp \frac{(z - \mu_x)^2}{2\sigma_x^2}$$

Latent Variable as Gaussian

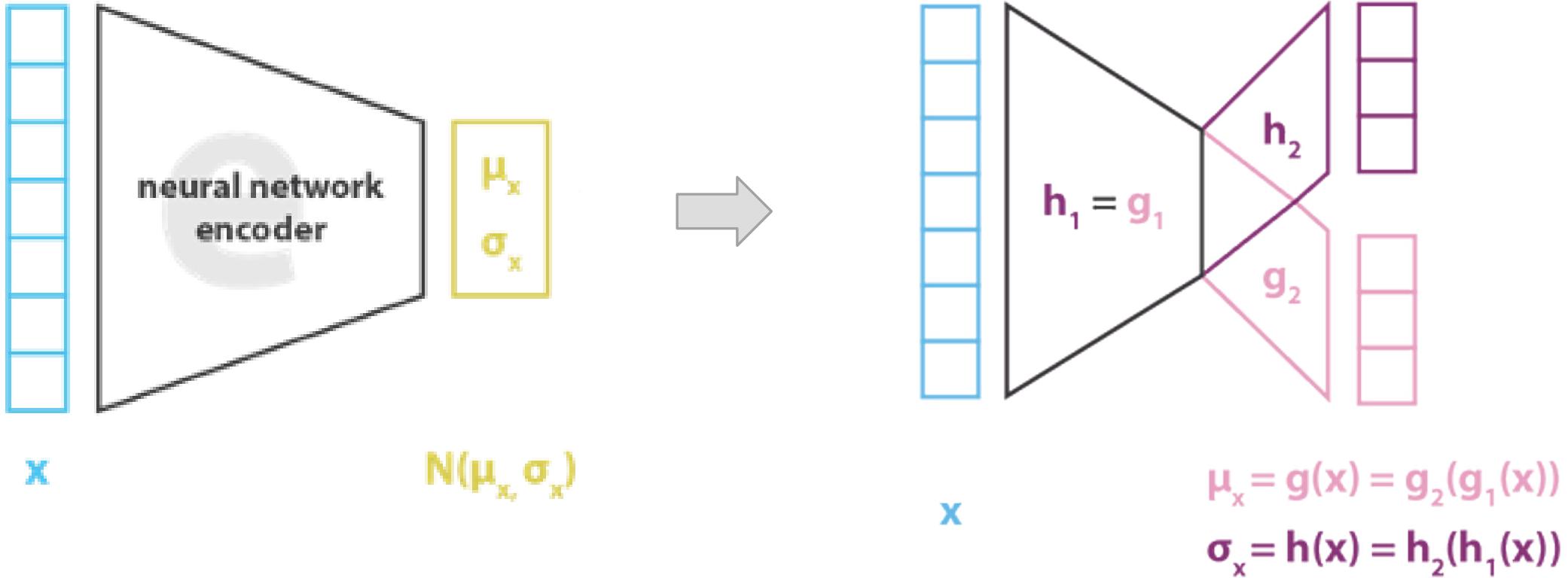


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How to generate random noise?



Reparameterter Technique

