

Day 13: Wasserstein GANs

Hands-on

Introduction

It's a modification of the traditional GANs with few changes in the algorithm

Pros of WGAN

Better stability

The loss actually means something, unlike the previous GANs

Cons of WGAN

Longer to train

More stability essentially means - helps prevent mode collapse

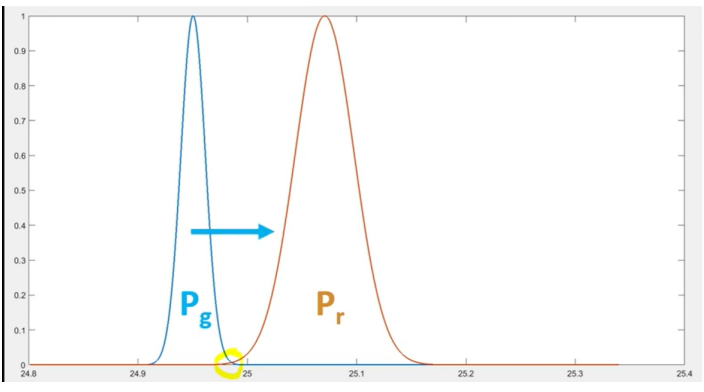
In normal GANs

We have two probability distributions P_g & P_r

P_g - Distribution that comes from the generator

P_r - Distribution from the real images

We wanted P_g and P_r to be as close as possible to generate realistic looking images



So if we look at the probability distributions, the goal is to move the P_g towards P_r , or reduce their distance

So how do we define this distance

KL Divergence

JS Divergence

Wasserstein Divergence

WGAN bases its loss from Wasserstein distance to prevent the gradient issues and unstable training

In the research paper they do a LOT of math

$$\max_{\|f\|_L \leq 1} \mathbb{E}_{x \sim P_r} [f(x)] - \mathbb{E}_{x \sim P_\theta} [f(x)]$$

Constraint on Discriminator Real data Generator

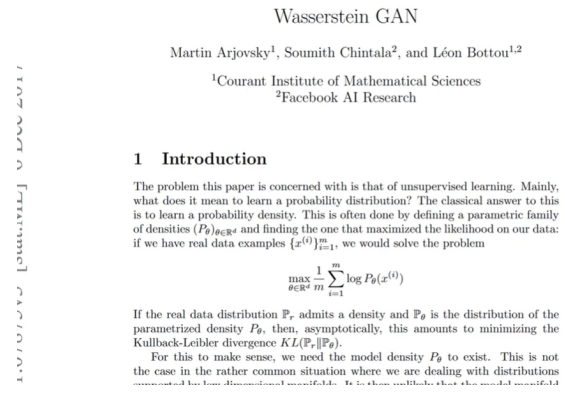
Basically, Discriminator wants to separate (maximize) this as much as possible

And, Generator wants to pull (minimize) this as much as possible

Discriminator is now called the critic, because we no longer use the sigmoid function for output

So, what do we get in the end of it:

If you're interested:



Algorithm 1 WGAN, our proposed algorithm. All experiments in the paper used the default values $\alpha = 0.00005$, $c = 0.01$, $m = 64$, $n_{critic} = 5$.

Requires : α , the learning rate. c , the clipping parameter. m , the batch size. n_{critic} , the number of iterations of the critic per generator iteration.

Requires : w_0 , initial critic parameters. θ_0 , initial generator's parameters.

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1: while  $\theta$  has not converged do
2:   for  $t = 0, \dots, n_{critic}$  do
3:     Sample  $\{x^{(i)}\}_{i=1}^m \sim P_r$  a batch from the real data.
4:     Sample  $\{z^{(i)}\}_{i=1}^m \sim p(z)$  a batch of prior samples.
5:      $g_w \leftarrow \nabla_w [\frac{1}{m} \sum_{i=1}^m f_w(x^{(i)}) - \frac{1}{m} \sum_{i=1}^m f_w(g_\theta(z^{(i)}) )]$ 
6:      $w \leftarrow w + \alpha \cdot \text{RMSPProp}(w, g_w)$ 
7:      $w \leftarrow \text{clip}(w, -c, c)$ 
8:   end for
9:   Sample  $\{z^{(i)}\}_{i=1}^m \sim p(z)$  a batch of prior samples.
10:   $g_\theta \leftarrow -\nabla_{\theta} [\frac{1}{m} \sum_{i=1}^m f_w(g_\theta(z^{(i)}) )]$ 
11:   $\theta \leftarrow \theta - \alpha \cdot \text{RMSPProp}(\theta, g_\theta)$ 
12: end while
```

Implementation details: learning rate, batch size, n_{critic} .

When the critics loss is not zero

n_{critic} , it trains the critic more than the generator. Every five steps for critic, one step for generator

They use RMSProp instead of Adam

Clip weight parameters between $[-c, c]$

Train generator

4 Empirical Results

We run experiments on image generation using our Wasserstein-GAN algorithm and show that there are significant practical benefits to using it over the formulation used in standard GANs.

We claim two main benefits:

- a meaningful loss metric that correlates with the generator's convergence and sample quality
- Improved stability of the optimization process