

Generative Adversarial Networks (GANs)



Nội dung



01 Tóm lược GANs

02 High frame rate video?

03 Ứng dụng

04 Lợi ích cho nhóm

01

Tóm lược GANs



GANs (Generative Adversarial Networks)

- Generative: learn a generative model
- Adversarial: Trained in an adversarial setting
- Networks: Use Deep Neural Networks

Vai trò của GANs



Cat



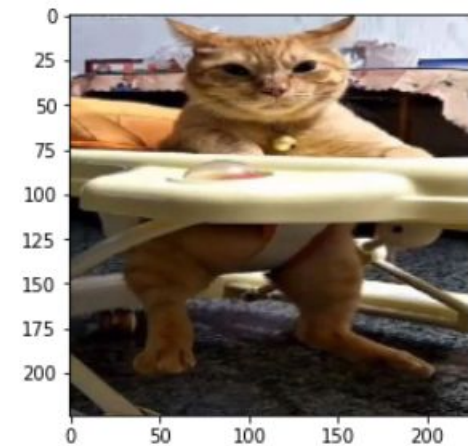
Cat

Vai trò của GANs



Cat????

Vai trò của GANs



```
[['n02100583', 'vizsla', 0.12653129),  
 ('n03794056', 'mousetrap', 0.113658234),  
 ('n04447861', 'toilet_seat', 0.103336655)]]
```


Vai trò của GANs

Traditional classified/discriminative models:

- Given an image X , predict label Y
- Estimate $P(Y|X)$

Discriminate models limitations:

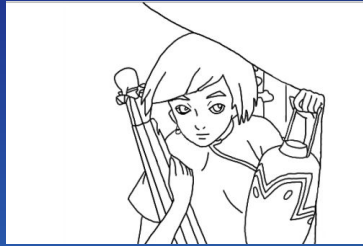
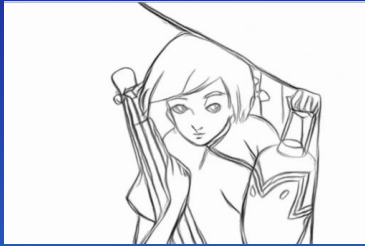
- Can't model $P(X)$, i.e the probability of seeing a certain image.
- Thus, can't sample from $P(X)$, i.e can't generate new images

Generative models

- Can model $P(X)$
- Can generate new images



Magic of GANs



Raw material

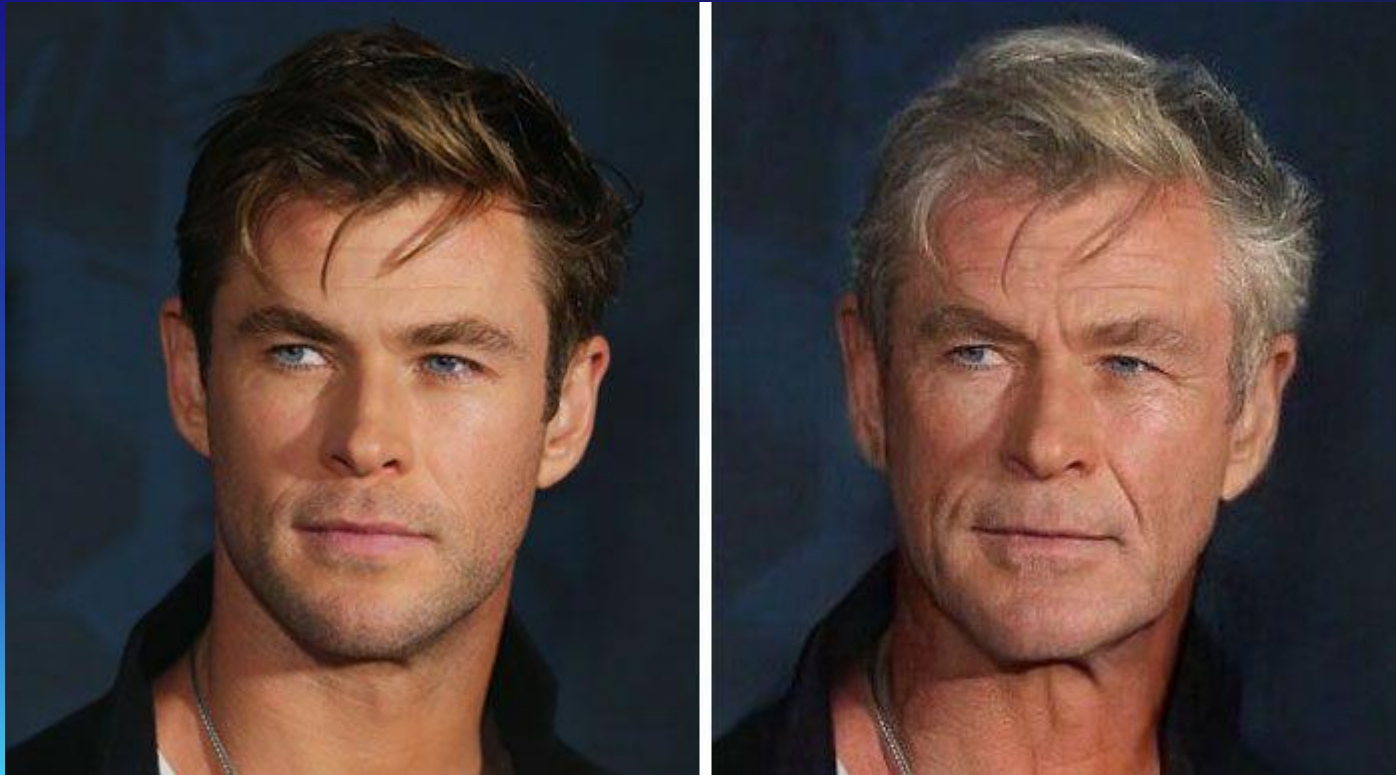
Basic GAN

Advanced GAN

Magic of GANs



Magic of GANs

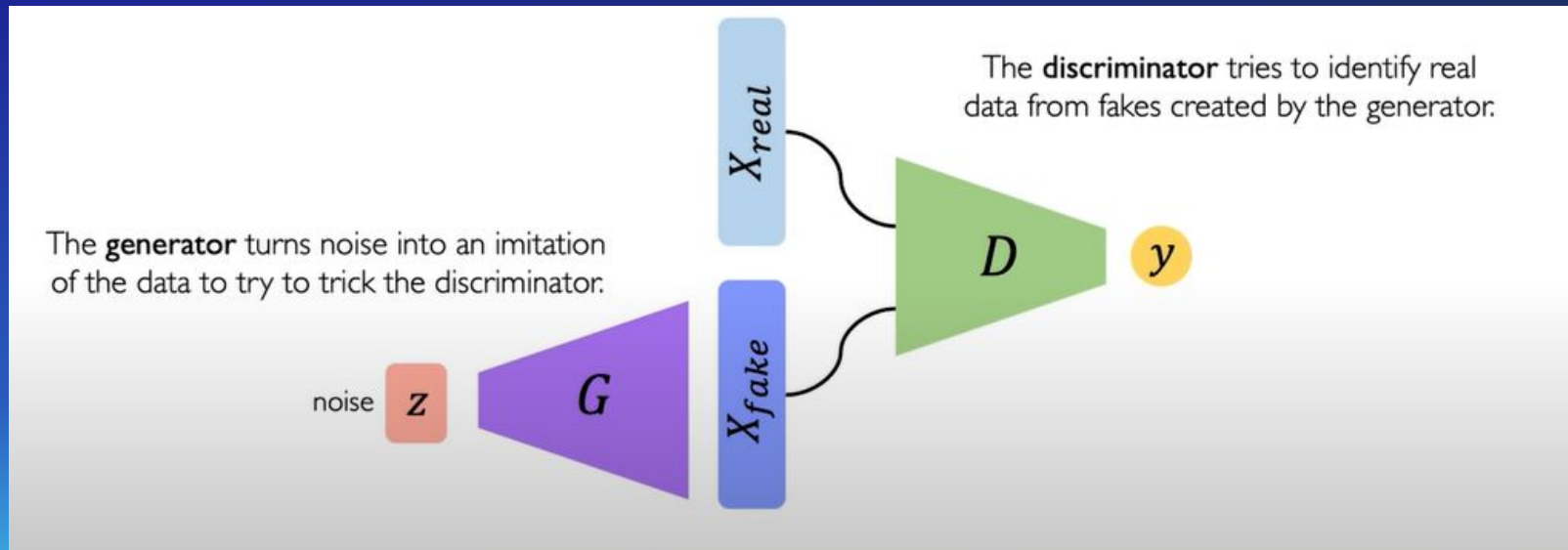


02

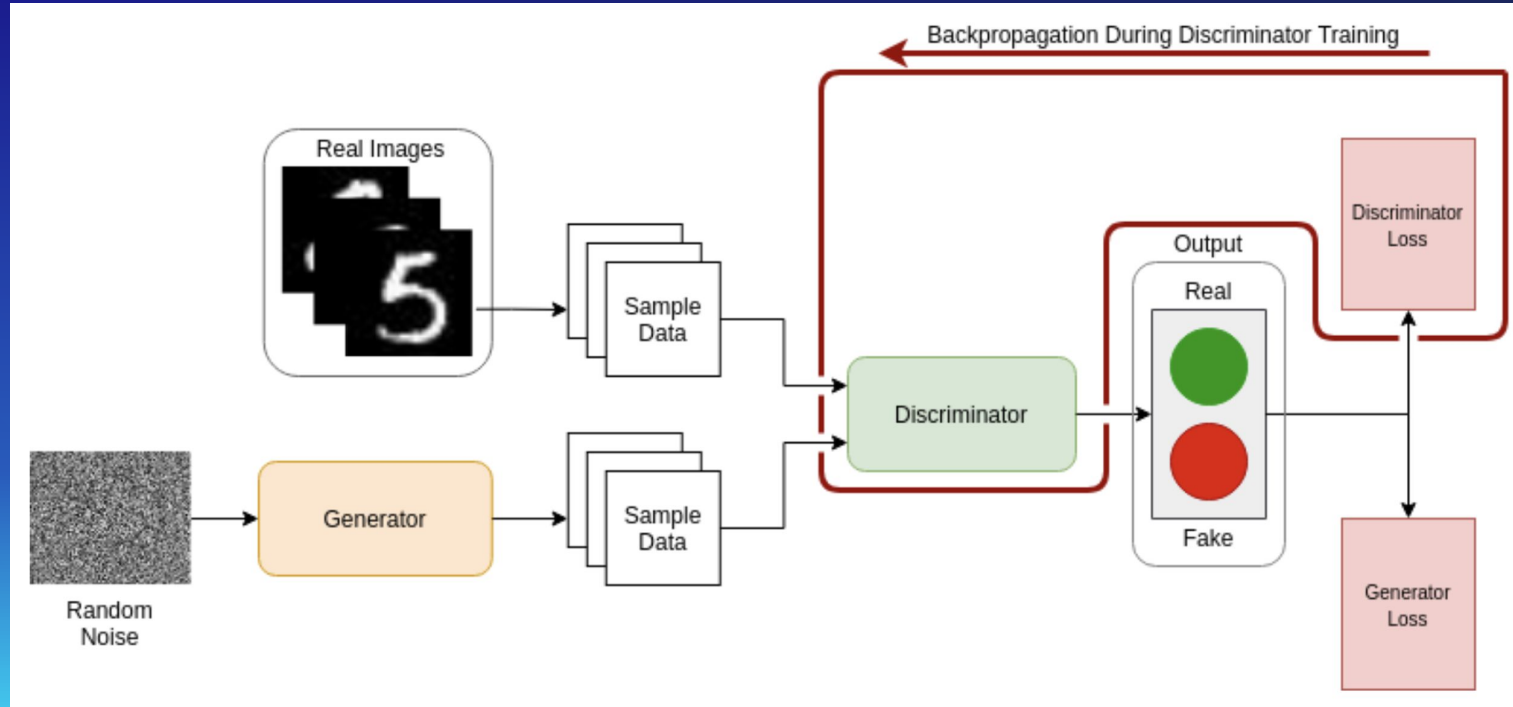
Kiến trúc mạng GANs



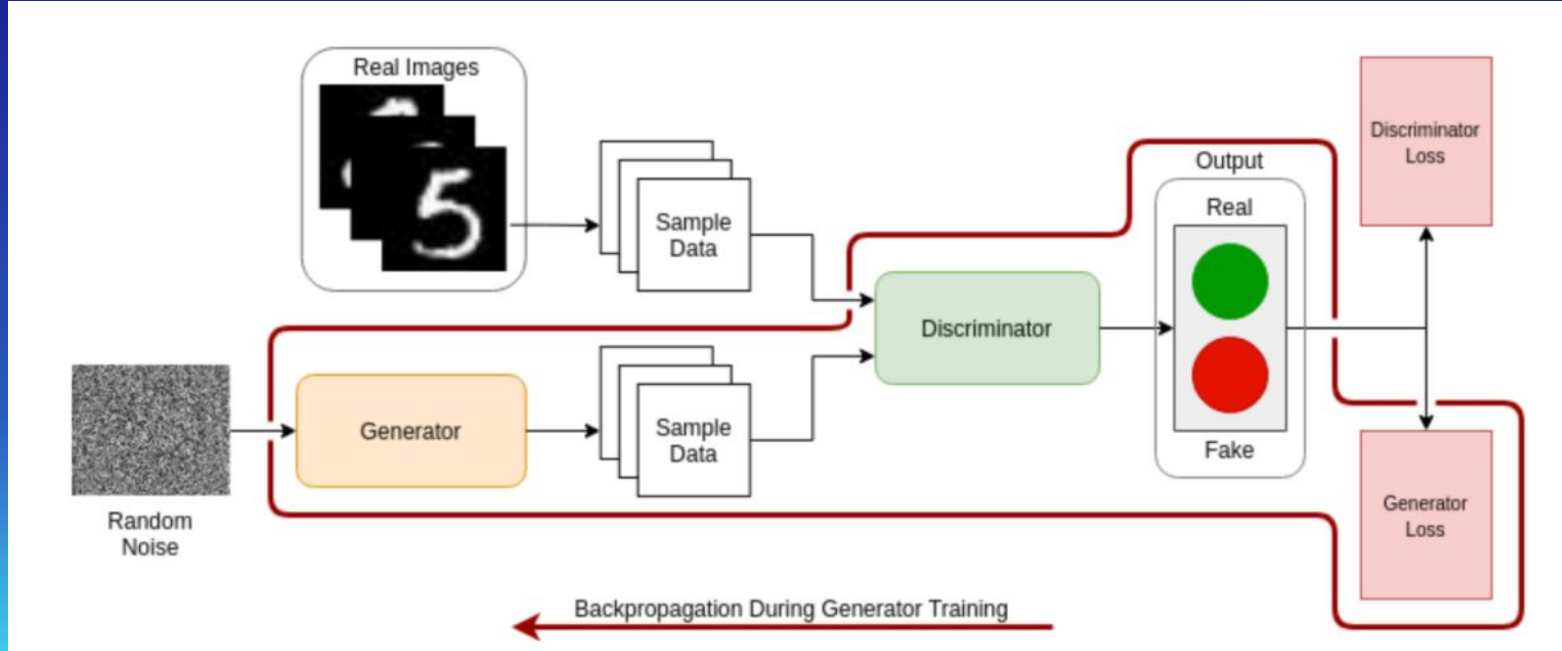
Architecture of GANs



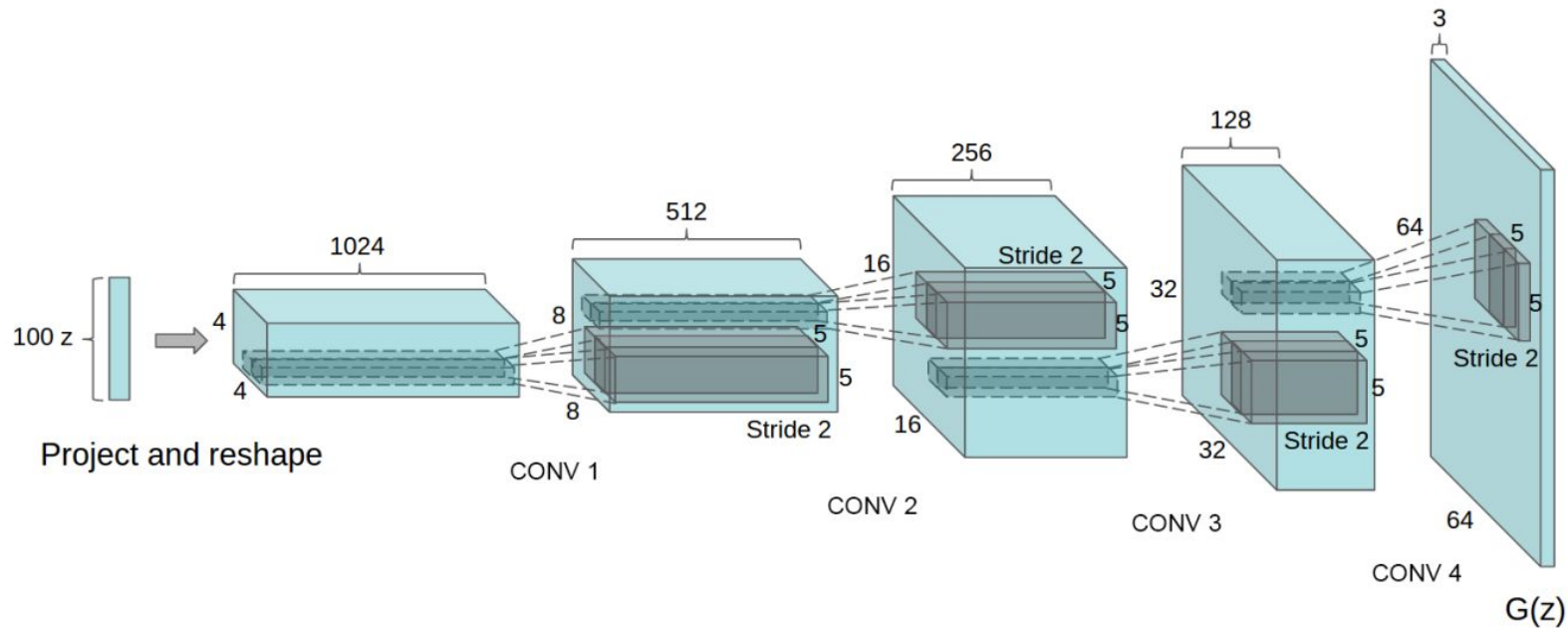
Discriminator Training



Generator Training



Generator Training



GANs Game

Gan is formulated as a game, where:

- The Discriminator is trying to maximize its reward $V(D,G)$
- The Generator is trying to minimize Discriminator reward (or maximize loss)

$$\min_G \max_D V(D, G)$$

$$V(D, G) = \mathbb{E}_{x \sim p_{data}(x)} [\log D(x)] + \mathbb{E}_{z \sim p_z(z)} [\log(1 - D(G(z)))]$$

So,

- Idea Discriminator result: for every x or z , $D(x) = 1$ and $D(G(z)) = 0$ ($\max V(D,G)$)
- Idea Generator result: for every x or z , $D(x) = 0$ and $D(G(z)) = 1$ ($\min V(D,G)$)

GANs Game End Conditions

How does the game end?

- The Game end and only end, if and only if the GANs is convergence

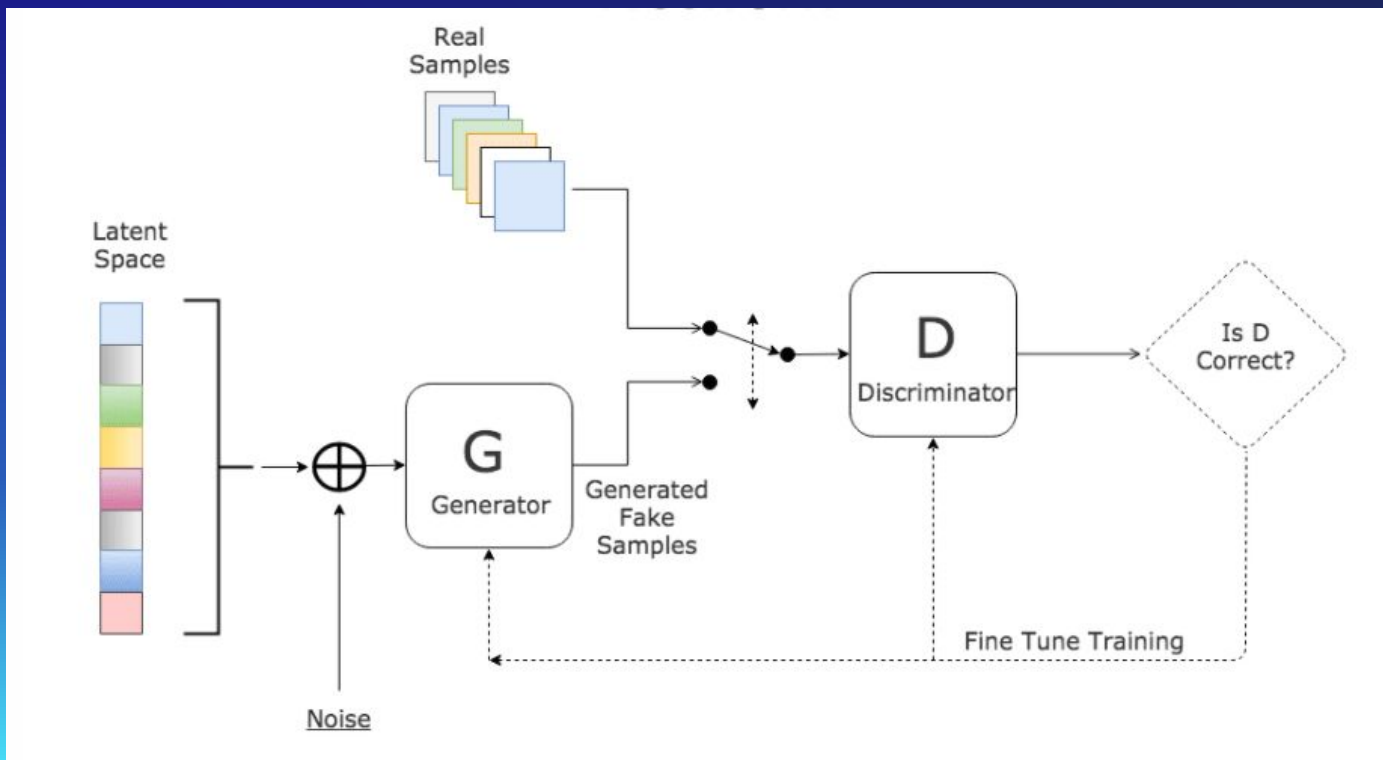
When does the game end?

- It's depend on you and the resource you have !!

Traditional GAN Problems



Improved GAN architecture



Improved GAN architecture



GANs With Latent space

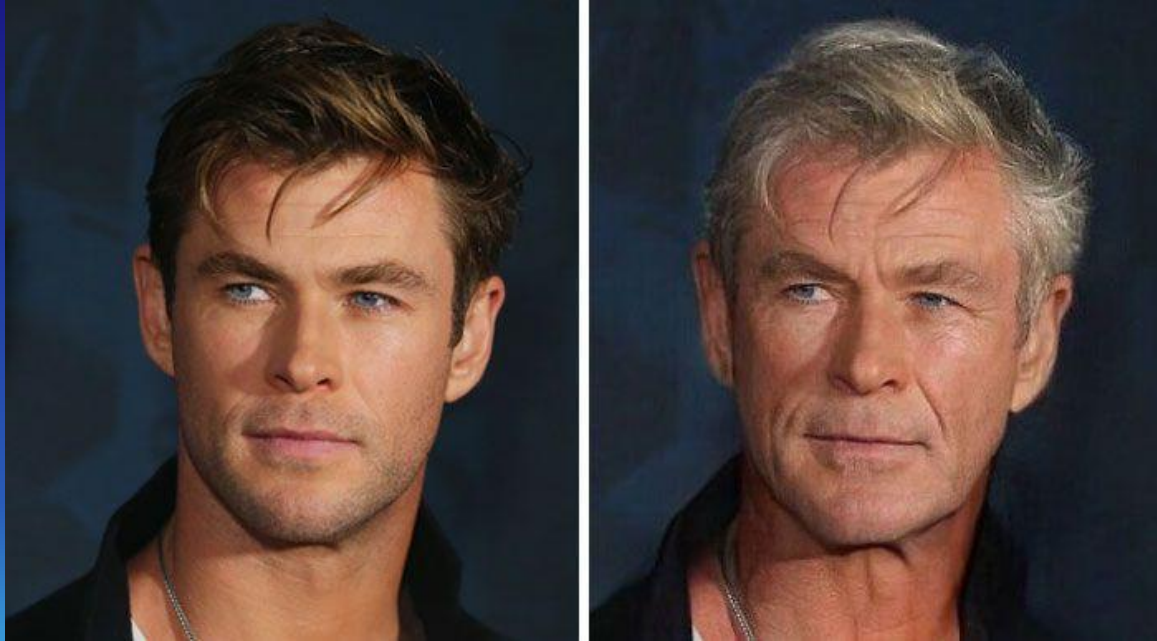


GAN Advantages

Why GANs?

- Sampling (or generation) is straightforward
- Just use Backpropagation for updating weights loss function (or reward function)
- Robust to Overfitting since Generator never seen the training data\
- At the end, Discriminator and Generator can be separated and use a distinguished module in the other applications.

GAN Applications



Face aging with conditional Gan

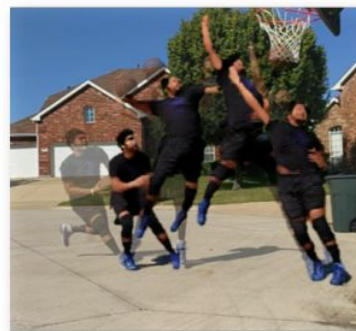
GAN Applications



Low FPS Video



Low FPS Motion



Generated High FPS Video

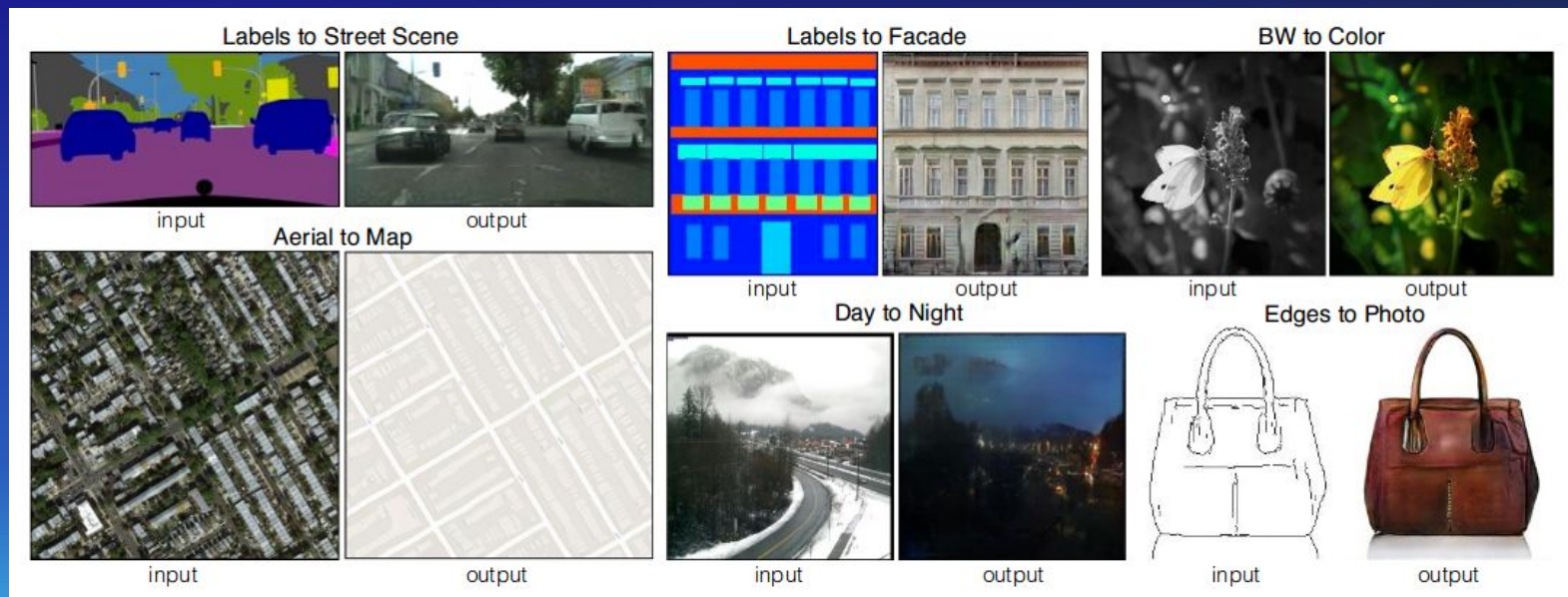


High FPS Motion



Video Render in Between

GAN Applications

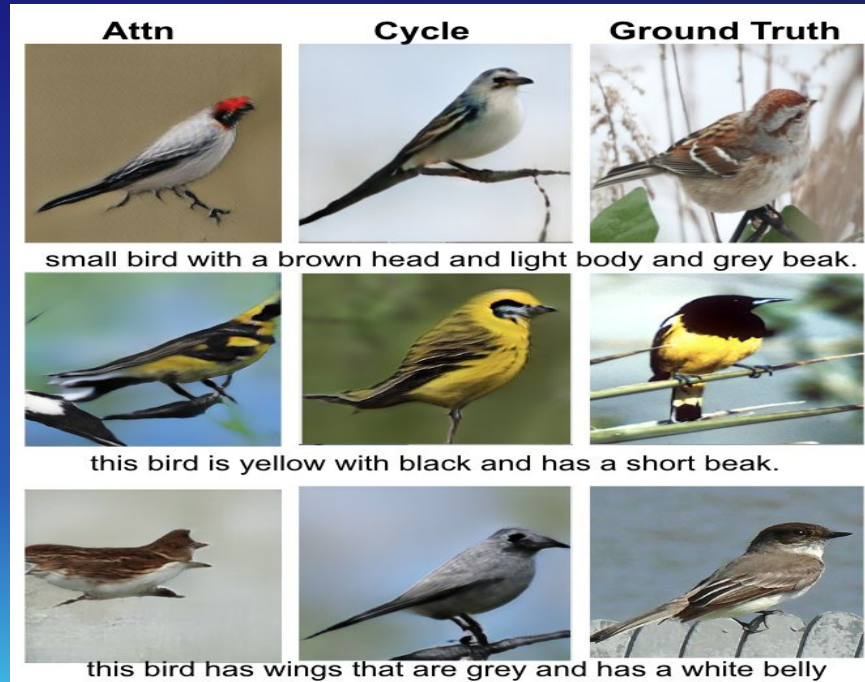


GAN Applications

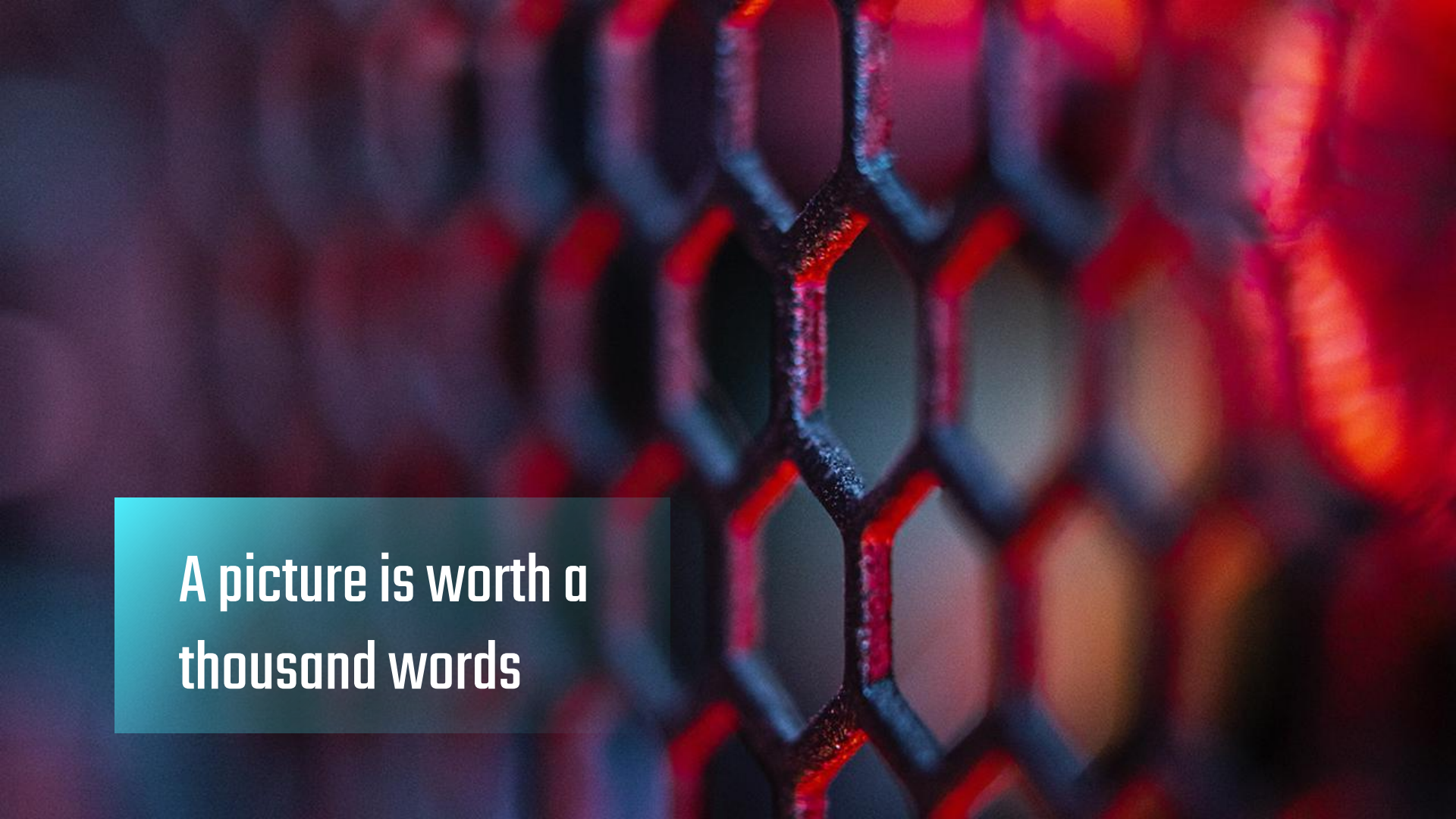


Vietnamese Painting Generated by VQGAN

GAN Applications



Text to Images By Gan



A picture is worth a
thousand words