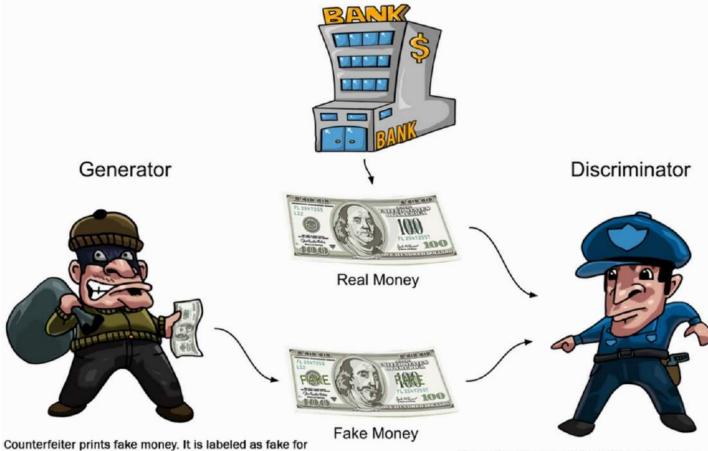
GANViz: A Visual Analytics Approach

to Understand the Adversarial Game

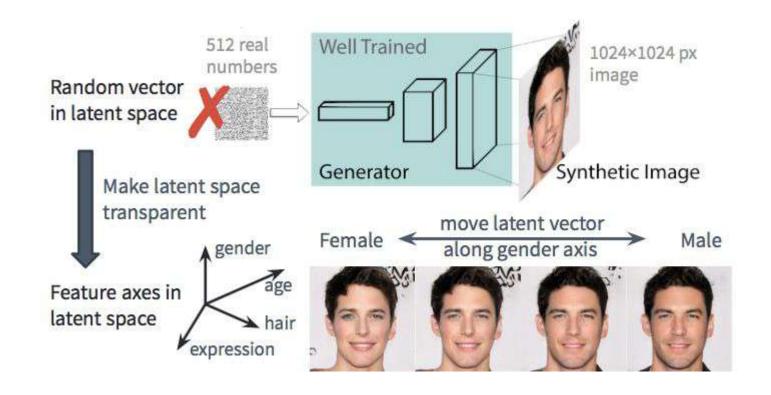
Generative Adversarial Networks



police training. Sometimes, the counterfeiter attempts to fool the police by labeling the fake money as real.

The police are trained to distinguish between. Sometimes, the police give feedback to the counterfeiter about why the money is fake.

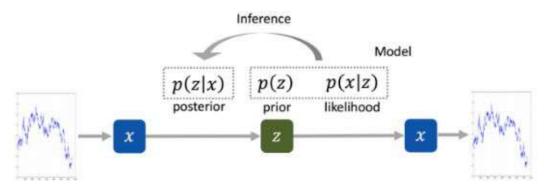
Latent Space



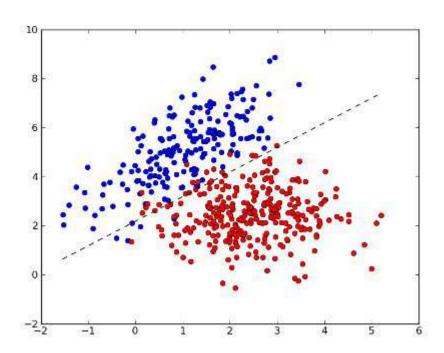
Latent Space

It refers to an *abstract multi-dimensional space* containing feature values. Some examples of latent space are:

- 1) Word Embedding Space word vectors where words similar in meaning have vectors that lie close to each other in space (cosine-similarity or euclidean-distance).
- 2) Image Feature Space CNNs in the final layers encode higher-level features in the input image that allows it to effectively detect.
- 3) VAE & GANS aim to obtain a latent space/distribution that closely approximates the real latent space/distribution of the observed data.



Binary Classification



Binary Classification

$$Loss = (Y)(-log(Y_{pred})) + (1 - Y)(-log(1 - Y_{pred}))$$

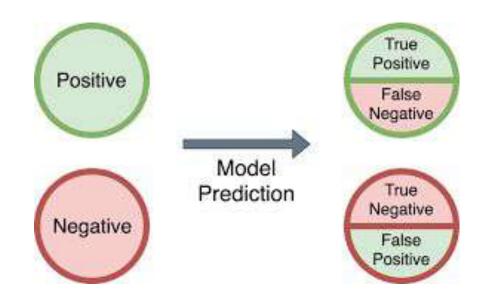
Remains when Y = 1

Removed when Y = 0

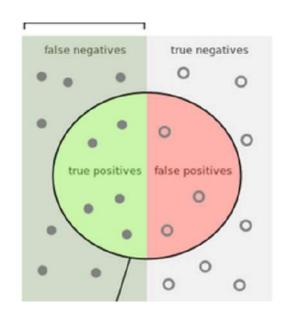
Remains when Y = 0

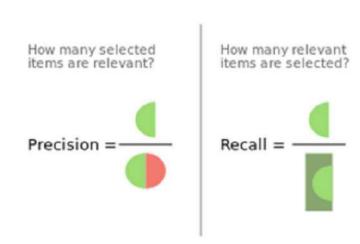
Removed when Y = 1

Metrics

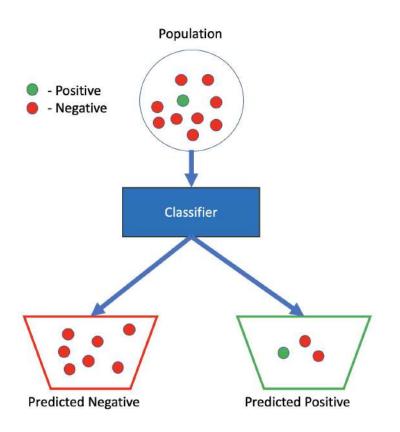


Metrics





Metrics



		Real	
		Positive	Negative
Predicted	Positive	1	2
	Negative	0	7

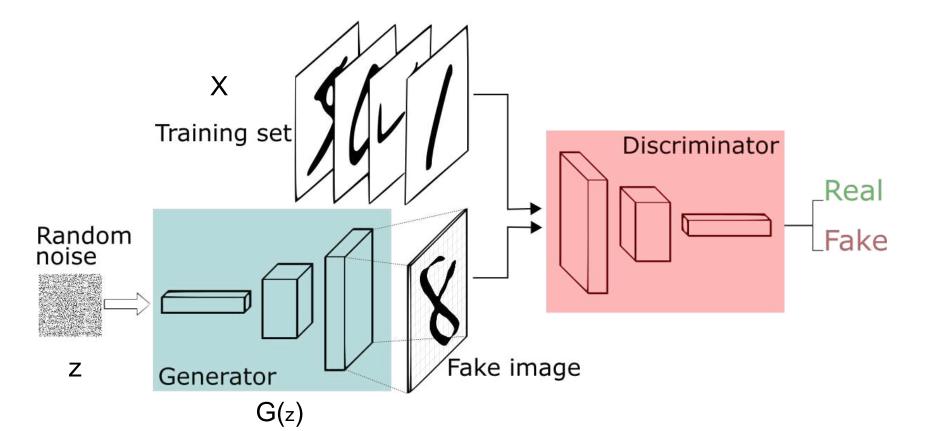
$$precision = \frac{tp}{tp + fp} = \frac{1}{3} = 33\%$$

$$recall = \frac{tp}{tp + fn} = \frac{1}{1} = 100\%$$

$$specificity = \frac{tn}{tn + fp} = \frac{7}{9} = 78\%$$

$$sensitivity = recall = 100\%$$

GAN: Generative Adversarial Network



GAN: Generative Adversarial Network

D = Discriminator G = Generator $\theta_d = \text{Parameters of discriminators}$ $\theta_g = \text{Parameters of generator}$ $P_z(z) = \text{Input noise distribution}$ $P_{data}(x) = \text{Original data distribution}$ $P_q(x) = \text{Generated distribution}$

GAN: Discriminator

From binary classification:

$$L(\hat{y},y) = [y.log\hat{y} + (1-y).log(1-y)]$$
 Original data Reconstructed data

GAN: Discriminator

From binary classification:

$$L(\hat{y},y) = [y.log\hat{y} + (1-y).log(1-y)]$$
 Original data Reconstructed data

During training, we have y=1 for real data and D(x) for fake data. So, we obtain:

$$L(D(x), 1) = log(D(x))$$

GAN: Discriminator

From binary classification:

$$L(\hat{y},y) = [y.log\hat{y} + (1-y).log(1-y)]$$
 Original data Reconstructed data

In addition, for data coming from generator we have y=0 for fake data and D(G(z)) for "real" data. So, we obtain:

$$L(D(G(z)), 0) = log(1 - D(G(z)))$$

GAN: Discriminator Loss

$$L^{(D)} = \max[log(D(x)) + log(1 - D(G(z)))]$$

GAN: Generator - Discriminator Loss

$$L^{(D)} = \max[log(D(x)) + log(1 - D(G(z)))]$$

$$L^{(G)} = \min[log(D(x)) + log(1 - D(G(z)))]$$

GAN: Loss

$$L^{(D)} = \max[log(D(x)) + log(1 - D(G(z)))]$$
 Recognize images better Recognize images generated better

$$L^{(G)} = \min[log(D(x)) + log(1 - D(G(z)))]$$
 Optimize the Generator to fool the discriminator

$$L = \min_{G} \max_{D} [log(D(x)) + log(1 - D(G(z)))]$$

GAN: Generative Adversarial Network

D = Discriminator G = Generator $\theta_d = \text{Parameters of discriminators}$ $\theta_g = \text{Parameters of generator}$ $P_z(z) = \text{Input noise distribution}$ $P_{data}(x) = \text{Original data distribution}$ $P_g(x) = \text{Generated distribution}$ $P_g(x) = \text{Generated distribution}$

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

GAN: Generative Adversarial Network

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

$$E_{x \sim p(x)}[f(x)] = \int p(x)f(x)dx$$

$$E_{z\sim p_z(z)}[log(1-D(G(z)))]=\int p_z(z)log(1-D(G(z)))dz$$

As we know, we want to approximate P(z) to $P_G(x)$, and G(z) to x. Then, we can re formulate the equation:

$$E_{z\sim p(z)}=\int p_G(x)log(1-D(x))dx$$

$$\arg\min_{G} \max_{D} V(D,G) = \int_{x} p_{data}(x) \log D(x) dx + \int_{x} p_{G}(x) \log(1 - D(x)) dx$$

GAN: Optimizing the Discriminator

$$\arg\min_{G} \max_{D} V(D,G) = \int_{x} p_{data}(x) \log D(x) dx + \int_{x} p_{G}(x) \log(1 - D(x)) dx$$

$$= \int \left[P_{data}(x) log D(x) + P_{G}(x) log (1 - D(x)) \right] dx$$

Simpliying the equation:

$$P_{data}(x)logD(x) + P_G(x)log(1 - D(x))$$

We have: $f(D) = a \log(D) + b \log(1-D)$. f'(D) = 0 (to minimize), so we obtain:

$$D=rac{a}{a+b}=rac{P_{data}(x)}{P_{data}(x)+P_{G}(x)}$$

GAN: Optimizing the Generator

$$\arg\min_{G} \max_{D} V(D, G) = \int_{x} p_{data}(x) \log D(x) dx + \int_{x} p_{G}(x) \log(1 - D(x)) dx$$

Replacing D(x) obtained from last slide:

$$egin{aligned} V(D,G) &= \int_x p_{data}(x) log(rac{p_{data}(x)}{p_{data}(x) + p_G(x)}) dx + \int_x p_G(x) log(rac{p_G(x)}{p_{data}(x) + p_G(x)}) dx \\ V(D,G) &= V(D,G) + (log(2) - log(2)) p_{data}(x) + (log(2) - log(2)) p_G(x) \\ V(D,G) &= \int_x p_{data}(x) log(rac{2p_{data}(x)}{p_{data}(x) + p_G(x)}) dx + \int_x p_G(x) log(rac{2p_G(x)}{p_{data}(x) + p_G(x)}) dx \\ V(D,G) &= -log4 + KL(p_{data}||rac{p_G(x) + p_{data}(x)}{2}) + KL(p_G||rac{p_G(x) + p_{data}(x)}{2}) \end{aligned}$$

GAN: Optimizing the Generator

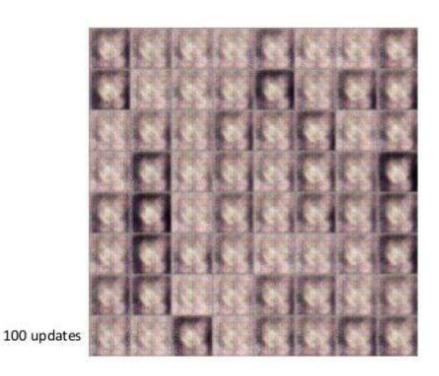
$$\arg\min_{G} \max_{D} V(D,G) = \int_{x} p_{data}(x) \log D(x) dx + \int_{x} p_{G}(x) \log(1 - D(x)) dx$$

We want to find data distribution $P_{data}(x)$ so, we have the distribution G(z) parameterized by θ , so we have $P_G(G(z), \theta)$, taking G(z) = x. We compute the Likelihood (the likelihood is equal to the probability density at a particular outcome x when the true value of the parameter is θ : if we have m samples from $P_{data}(x)$, the likelihood will be equal to:

$$L = \prod_{i=1}^{m} P_G(x^i; \theta)$$

$$\theta^* = arg \max_{\theta} \prod_{i=1}^{m} P_G(x^i; \theta) = arg \max_{\theta} log \prod_{i=1}^{m} P_G(x^i; \theta)$$

Examples: Anime face generation







https://zhuanlan.zhihu.com/p/24767059

Examples: Anime face generation





10,000 updates

5000 updates

https://zhuanlan.zhihu.com/p/24767059

Examples: Anime face generation

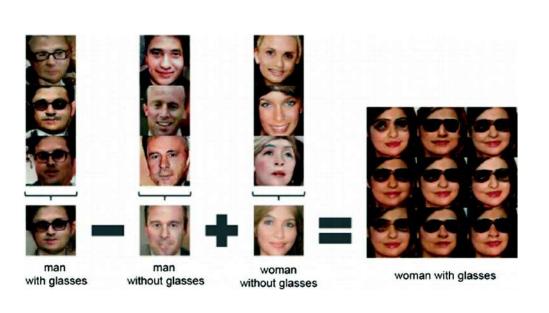


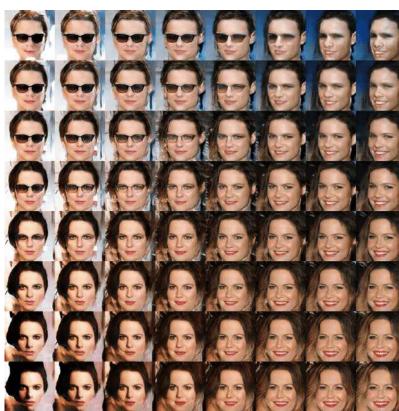


20,000 updates

https://zhuanlan.zhihu.com/p/24767059

Examples: Arithmetic of latent spaces in faces





Examples



Examples

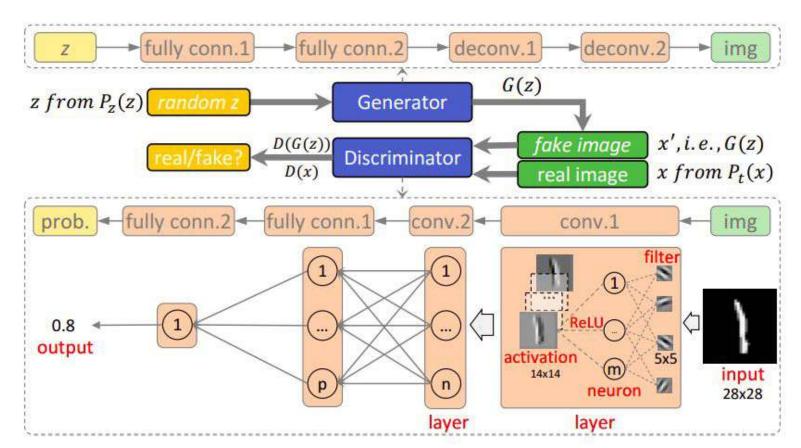
https://www.thispersondoesnotexist.com/

GANViz

Understanding GANs

- What features does D learn to differentiate real/fake data?
- How do the patterns evolve over time?
- Is G learning data distributions only in a local feature space?

GANviz



GANViz: Data Types

- Values of the D and G losses.
- Probability values (likelihood to be real) for each real/fake image.
 - Predictions of the D-Net taking 256 real and 256 z vectors tranformed to G(z).
- Activation (from all layers) in the D-Net (ReLU values)
- Parameters of D-Net like filters and weights in Fully-Connected layers.

GANViz: Metrics

- Area Under Curve (AUC): Performance of the D-Net measured by ROC-curves (Receiver Operationg Characterics) TP/(TP+FN) vs FP/(FP+TN)
- Diversity: (Structure Similarity SSIM):

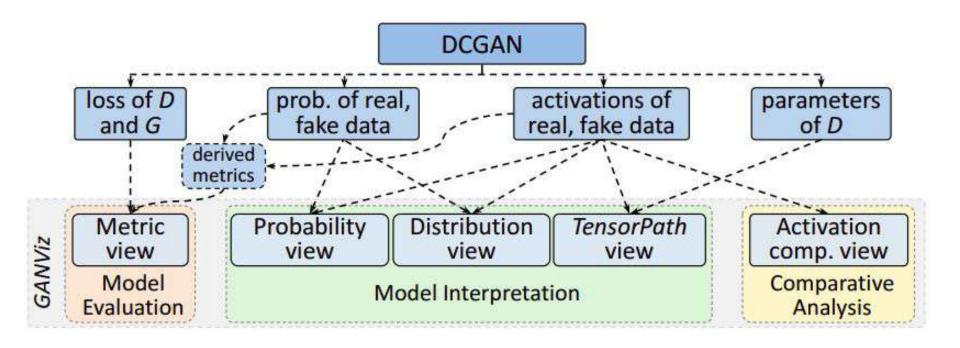
$$Diversity=1/\left(\frac{1}{n(n-1)/2}\sum_{i=1}^{n}\sum_{j=i+1}^{n}\left(SSIM(img_i,img_j)\right)\right).$$

Dist-Diff (Distribution Difference): KL divergence

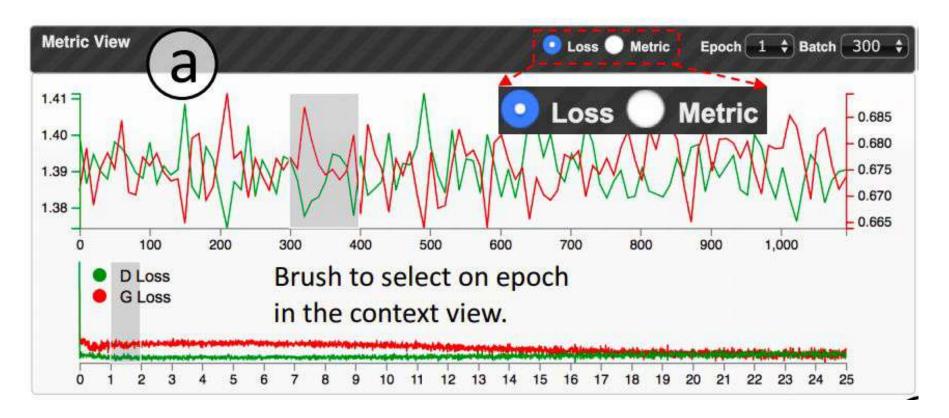
$$Dist-Diff = KL(GMM(PCA(p_{data}(x)))||GMM(PCA(p_G(x)))|$$

GANViz: Analytics System

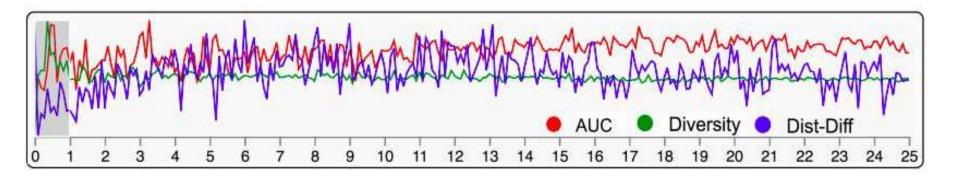
GANviz: Analytics System



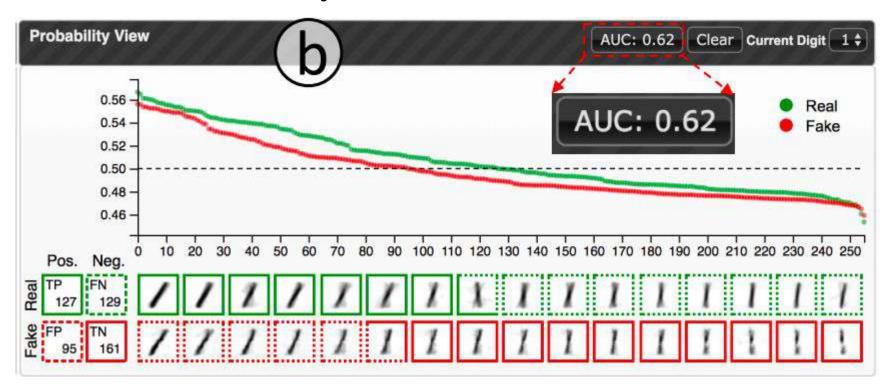
GANViz: Metric View



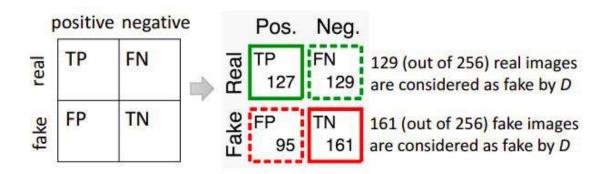
GANViz: Metric View

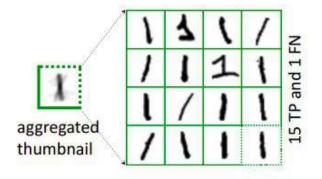


GANViz: Probability View

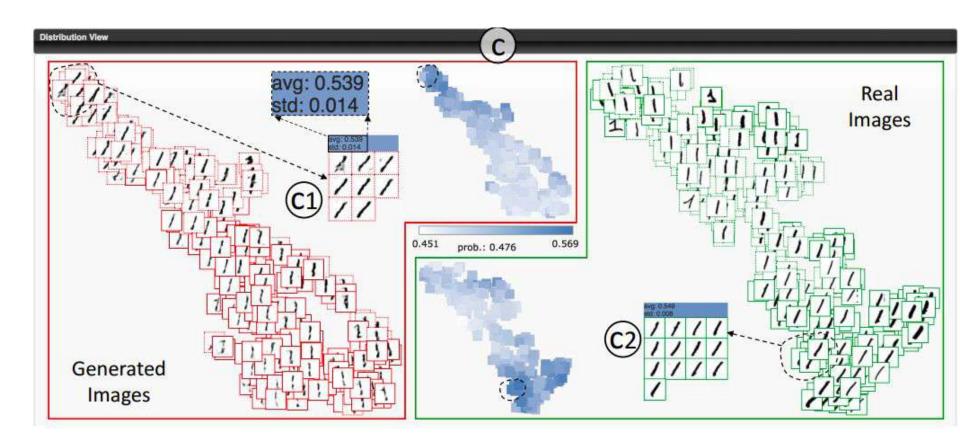


GANViz: Probability View

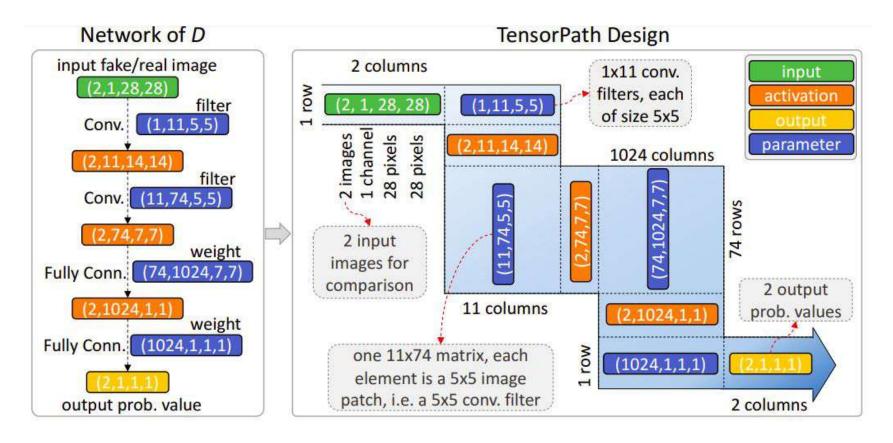




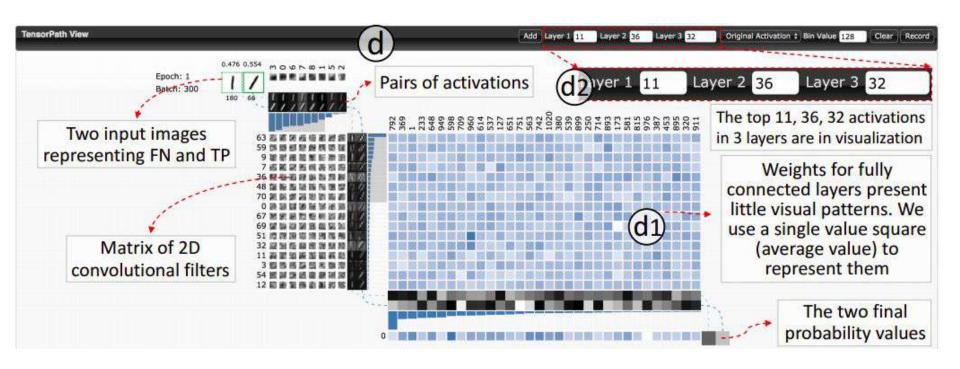
GANViz: Distribution View



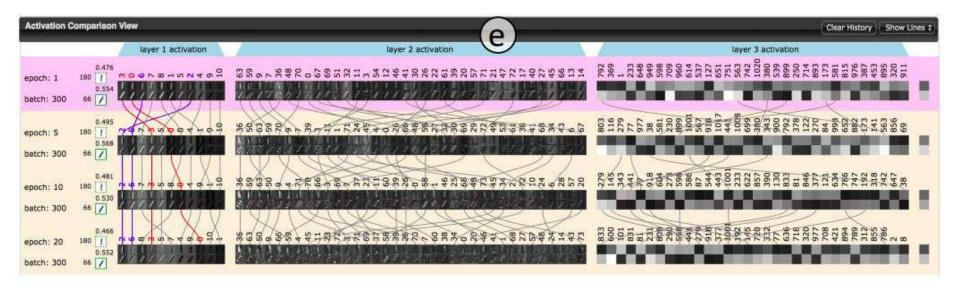
GANViz: TensorPath View



GANViz: TensorPath View

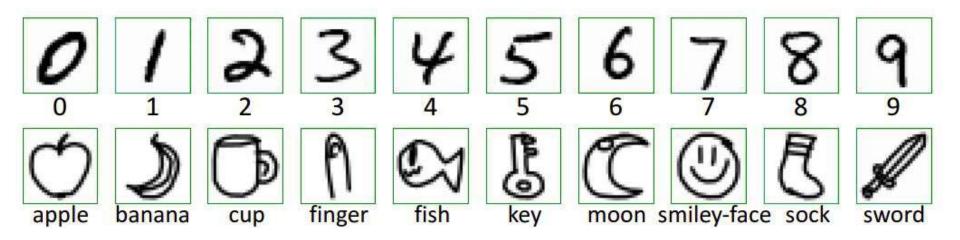


GANViz: Activation Comparison View



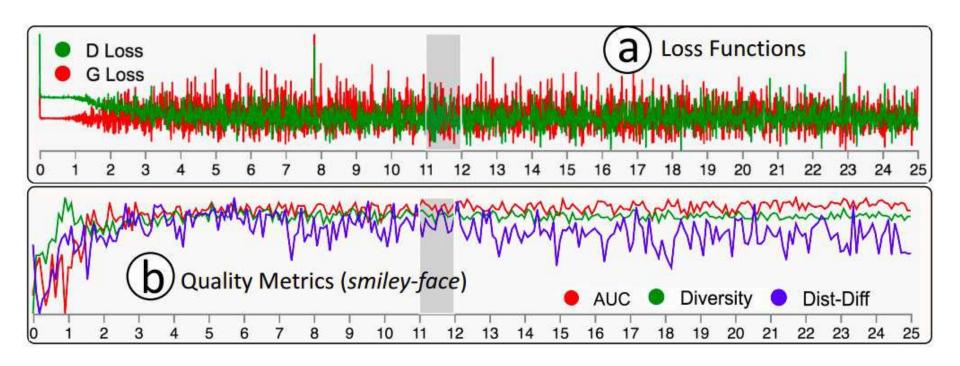
GANViz: Case Studies

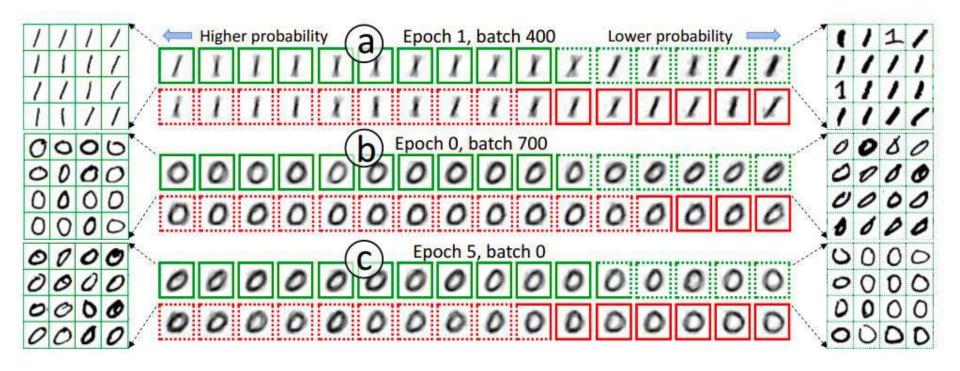
GANViz: Case Studies

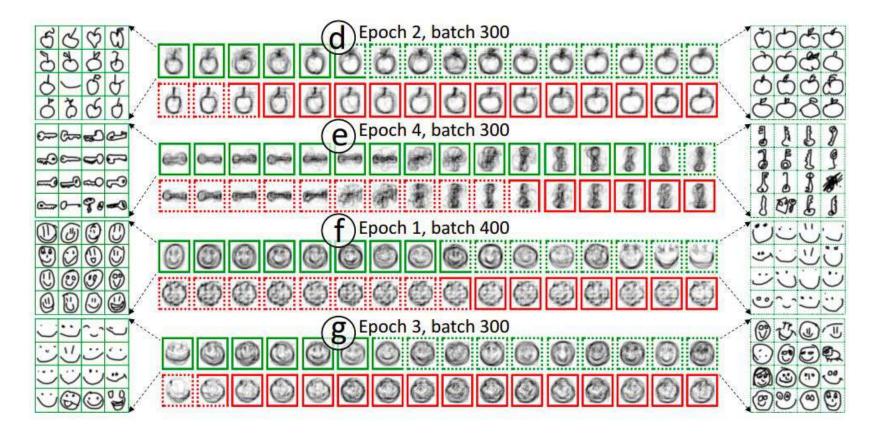


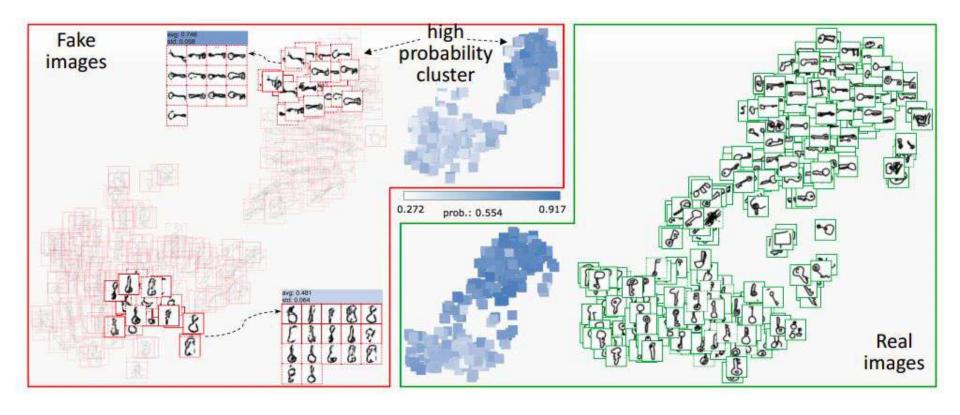
MNIST & QuickDraw databases

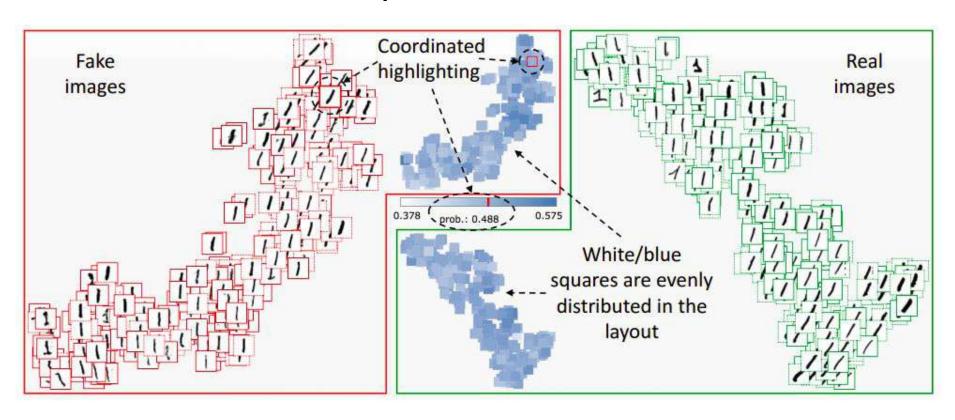
GANViz: Model Evaluation



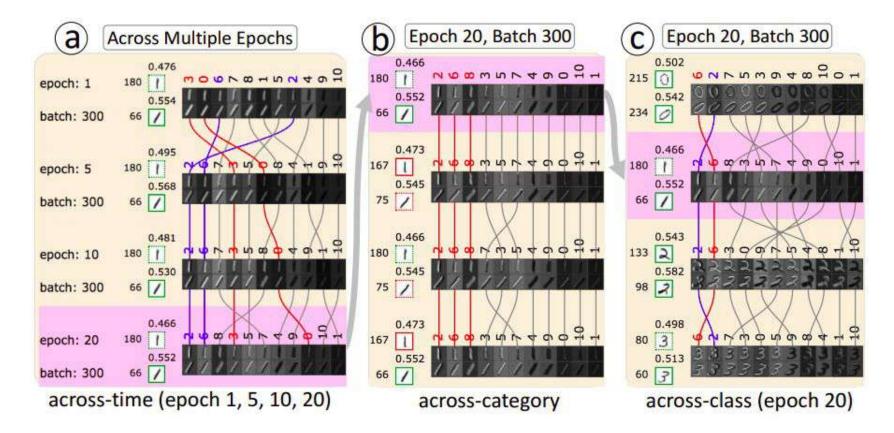




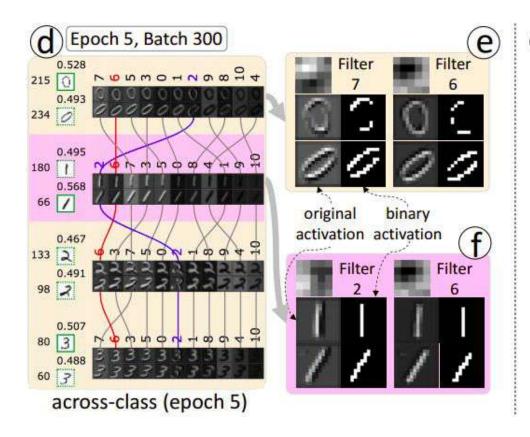


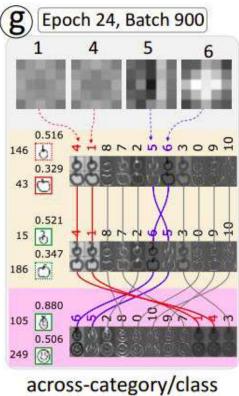


GANViz: Comparative Analysis



GANViz: Comparative Analysis





GANViz: Limitations

- Loss function doesnt reflect sufficient details about the model quality.
- Selecting of representative images: This selection depending of the person who selects.
- Low size images.

Thanks