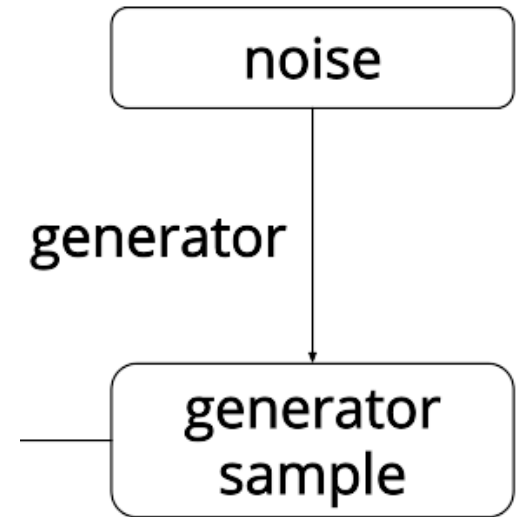


Generative Adversarial Networks

Forest Agostinelli
University of South Carolina

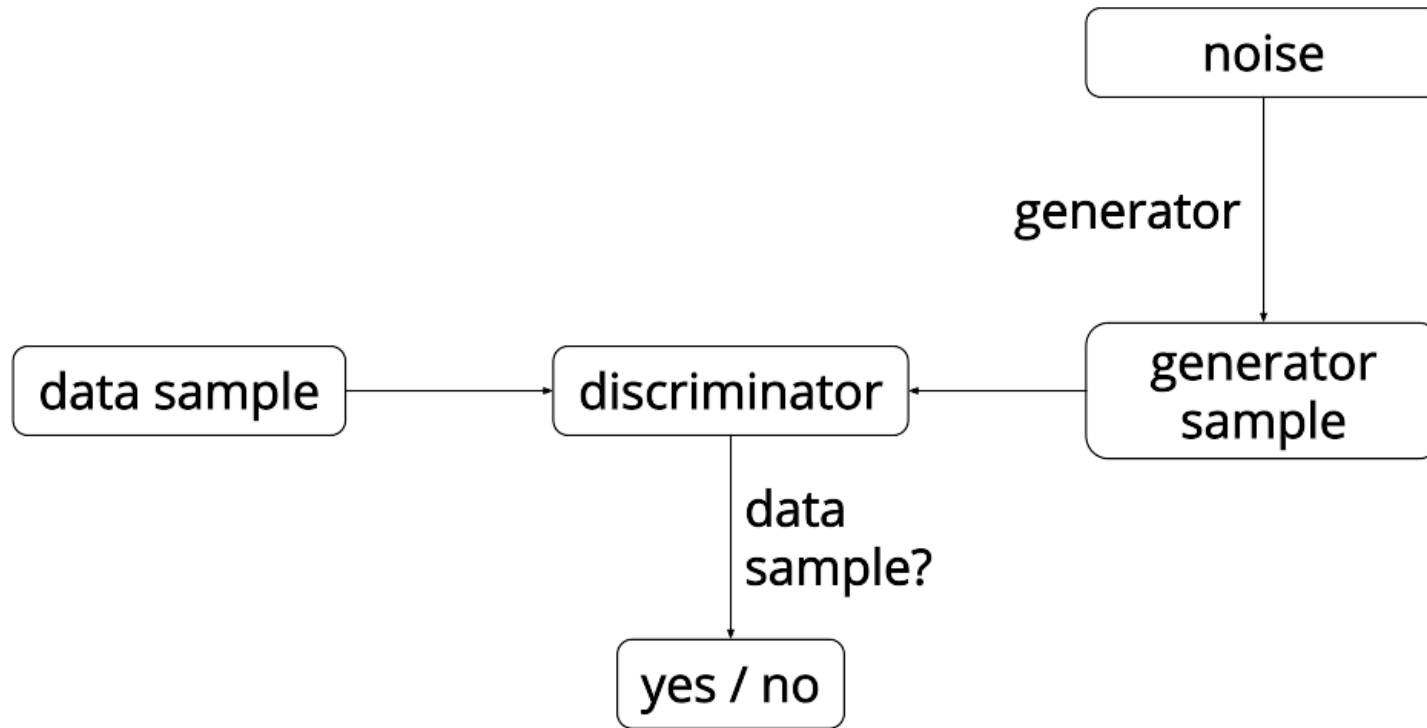
Generating Data from Random Noise

- Variational autoencoders train a network to encode data to a latent space that follows a given distribution and then decode this latent space to match the data
- Instead, we could train a network to map inputs from a given distribution to a distribution that maps that of the data
- We could then generate new data by sampling from our given distribution and obtaining the output of our network
- How can we then enforce that the distribution of that output match the data's distribution?
 - Remember, the distribution of the data may be difficult to formally characterize, especially in high dimensional spaces



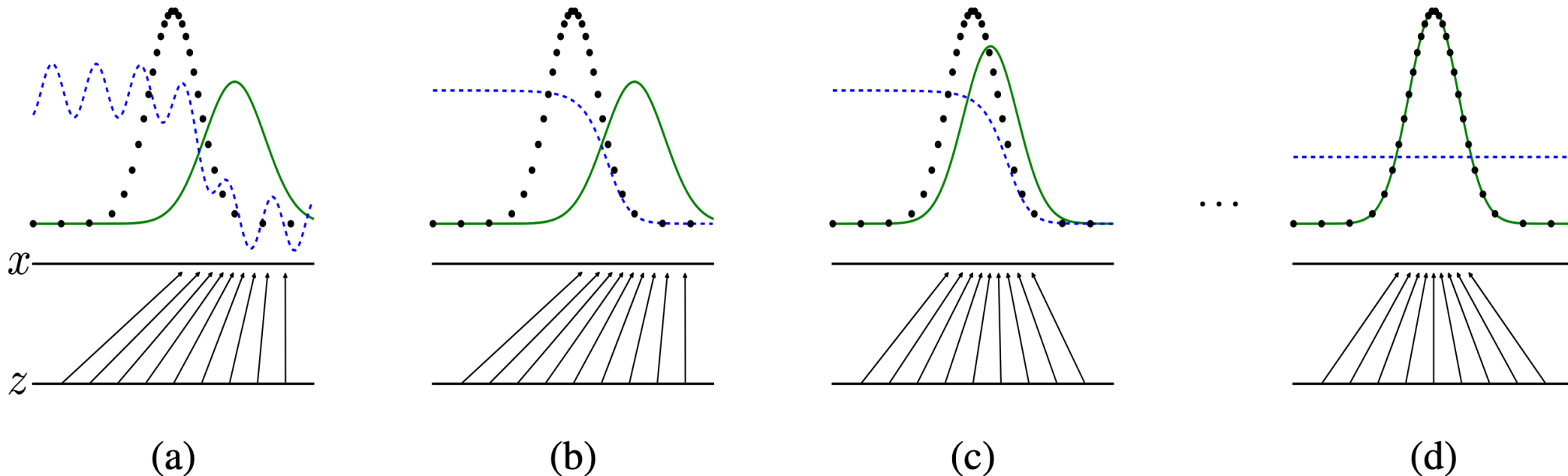
Generative Adversarial Networks (GANs)

- We can train a discriminator to differentiate between generated data and data from the given dataset
- Will this result in the generator generating realistic data?



Convergence of GANs

- The distribution of the real data is shown in black
- The distribution the discriminator learns is in blue
- The distribution of the generator is shown in green
- Ideally, the generator converges to the real distribution and the discriminator has no choice but to give an output of 0.5 all the time

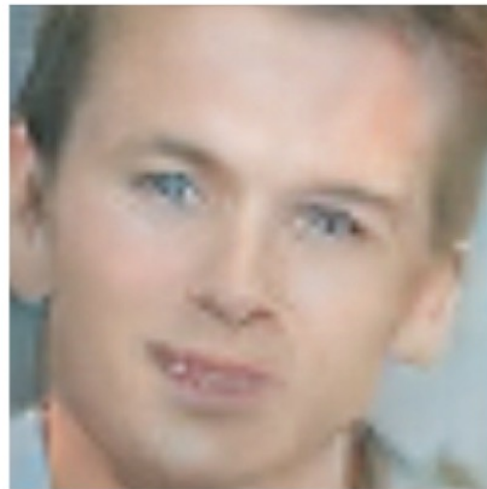


Improvement of GANs

- GANs can be difficult to train, in practice, due to their adversarial nature
 - However, many improvements have been made to stabilize training



2014



2015



2016



2017

Generative Adversarial Networks

- Unpaired domain transfer



Monet \rightarrow photo



photo \rightarrow Monet



zebra \rightarrow horse



horse \rightarrow zebra