

## Lecture 22: Generative Adversarial Networks

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We will now introduce a different type of generative networks that do not involve evaluating the likelihood of the data under our model  $p_\theta$ . This framework is called *generative adversarial networks* (GAN). There are two components in a GAN: (1) a generator and (2) a discriminator. The generator  $G_\theta$  is a neural network that takes a latent vector  $z$  and deterministically maps it to sample  $x = G_\theta(z)$ , and the discriminator  $D_\gamma$  is a (probabilistic) classifier that aims to distinguish samples from the real dataset and the generator such that  $D(x)$  denotes the discriminator's prediction probability of  $x$  being real.

**GAN Objective.** The generator and discriminator play a two player minimax game, where the generator tries to mimic the underlying data distribution ( $p_{\text{data}} = p_G$ ) and the discriminator tries to distinguish the samples from  $p_{\text{data}}$  versus samples from  $p_G$ . Intuitively, the generator tries to fool the discriminator to the best of its ability by generating samples that look indistinguishable from  $p_{\text{data}}$ . Formally, the GAN objective can be written as:

$$\min_{\theta} \max_{\gamma} V(G_\theta, D_\gamma) = \mathbb{E}_{x \sim p_{\text{data}}} [\ln D_\gamma(x)] + \mathbb{E}_{z \sim p_z} [\ln(1 - D_\gamma(G_\theta(z)))]$$

In this expression, the discriminator is maximizing this function  $V$  with respect to its parameters  $\gamma$ , where given a fixed generator  $G_\theta$  it is performing binary classification to distinguish samples from  $p_G$  versus samples from  $p_{\text{data}}$ . In the homework, you will show that in this setup, the optimal discriminator is:

$$D_G^*(x) = \frac{p_{\text{data}}(x)}{p_{\text{data}}(x) + p_G(x)}$$

where  $p_G(x) = \int p_z(z) \mathbf{1}[G(z) = x] dz$ . On the other hand, the generator minimizes this objective assuming the discriminator  $D_\gamma$  will best respond. And after performing some algebra, plugging in the optimal discriminator into the overall objective  $V(G_\theta, D_{*G}(x))$  gives us:

$$2 \text{JSD}[p_{\text{data}}, p_G] - \ln 4$$

where JSD term is the Jensen-Shannon Divergence:

$$\text{JSD}[p, q] = \frac{1}{2} \left( \text{KL} \left[ p, \frac{p+q}{2} \right] + \text{KL} \left[ q, \frac{p+q}{2} \right] \right)$$

JSD is a symmetric form of the KL divergence such that it satisfies all properties of the KL:  $\text{JSD}(p, q) = 0$  if and only if  $p = q$  and  $\text{JSD}(p, q) \geq 0$  for all  $p, q$ . In addition, we get an upgrade to a symmetric form:  $\text{JSD}[p, q] = \text{JSD}[q, p]$ . In this case, the optimal generator for the GAN objective

becomes  $p_G = p_{\text{data}}$ , and the optimal objective value that we can achieve with optimal generators and discriminators  $G^*(\cdot)$  and  $D_{G^*}^*(x)$  is  $-\ln 4$ . Another simple way to see this: when the generator is indeed generating samples from the distribution  $p_{\text{data}}$ , then the optimal discriminator cannot do better than predicting  $D(x) = 1/2$  on every example, which gives the objective value of  $-\ln 4$ .

**GAN Training.** The training algorithm performs alternating optimization. Over iterations:

1. Sample minibatch of size  $m$  from the data set:  $x^{(1)}, \dots, x^{(m)} \sim \mathcal{D}$
2. Sample minibatch of size  $m$  of noise:  $z^{(1)}, \dots, z^{(m)} \sim p_z$
3. Take a gradient descent step on the generator parameters  $\theta$  with gradient estimate:

$$\nabla_{\theta} V(G_{\theta}, D_{\gamma}) = \frac{1}{m} \nabla_{\theta} \sum_{i=1}^m \ln(1 - D_{\gamma}(G_{\theta}(z^{(i)})))$$

4. Take a gradient ascent step on the discriminator parameters  $\gamma$  with gradient estimate:

$$\nabla_{\gamma} V(G_{\theta}, D_{\gamma}) = \frac{1}{m} \nabla_{\gamma} \sum_{i=1}^m [\ln D_{\gamma}(x^{(i)}) + \ln(1 - D_{\gamma}(G_{\theta}(z^{(i)})))]$$

**Wasserstein GAN.** In general, we can consider the following more general GAN objective:

$$\min_G \max_D \mathbf{E}_{x \sim p_X} [f(D(x))] + \mathbf{E}_{z \sim p_Z} [f(1 - D(G(z)))] \quad (1)$$

where  $f: [0, 1] \rightarrow \mathbb{R}$  is a monotone function. For example, in standard GAN,  $f(a) = \ln a$ . Another popular variant of GAN is Wasserstein GAN, where  $f(a) = a$ . While the standard GAN objective leads to the distance of Jensen-Shannon Divergence, Wasserstein GAN leads to the *earth-mover* distance, which can be interpreted as how much mass we have to shift to convert one distribution into another.