

# Generative Adversarial Network

Adapted from

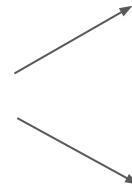
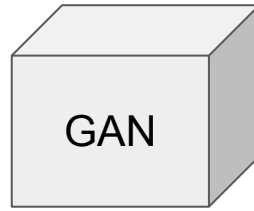
[https://speech.ee.ntu.edu.tw/~tlkagk/courses\\_MLDS18.html](https://speech.ee.ntu.edu.tw/~tlkagk/courses_MLDS18.html)

# Introduction

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## Purpose of GAN

Giving a vector (a list of values), GAN can produce a very realistic image or a series of words

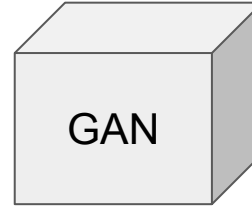
$$\begin{bmatrix} -0.3 \\ 0.1 \\ \vdots \\ 0.9 \end{bmatrix}$$


Good morning, I'm GAN.

# Introduction

## Purpose of GAN

Each element of the vector represents some features of the outputs

$$\begin{bmatrix} 0.1 \\ -3 \\ \vdots \\ 2.4 \\ 0.9 \end{bmatrix}$$


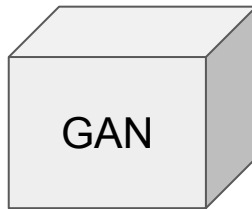
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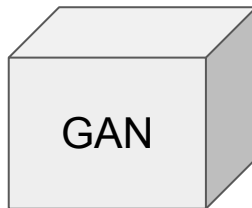
For example, if we change the first element of the vector from 0.1 to 3, it gives us long hair in the output picture

$\begin{bmatrix} 0.1 \\ -3 \\ \vdots \\ 2.4 \\ 0.9 \end{bmatrix}$



Short Hair

$\begin{bmatrix} 3 \\ -3 \\ \vdots \\ 2.4 \\ 0.9 \end{bmatrix}$



Long Hair

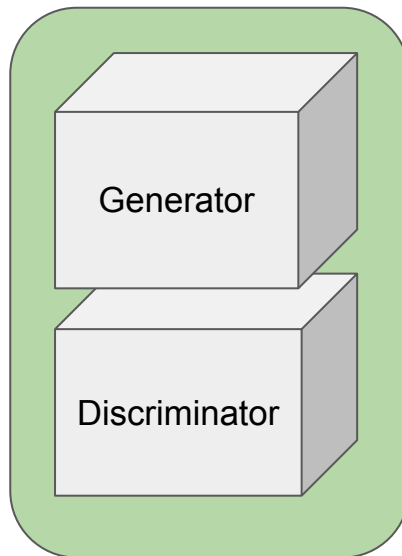
# Introduction

## Basic structure of GAN

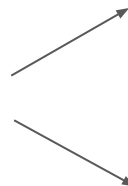
A **GAN** model contains two components:

- Generator
- Discriminator

Giving a vector (a list of values), GAN can produce a very realistic image or a series of words

$$\begin{bmatrix} -0.3 \\ 0.1 \\ \vdots \\ 0.9 \end{bmatrix}$$


**GAN**



Good morning, I'm GAN.

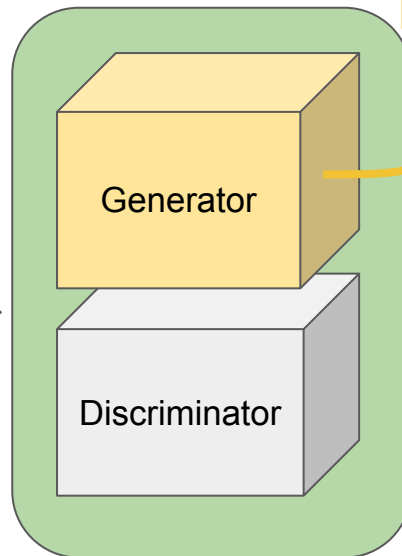
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Responsible for creating images



Good morning, I'm GAN.

**GAN**

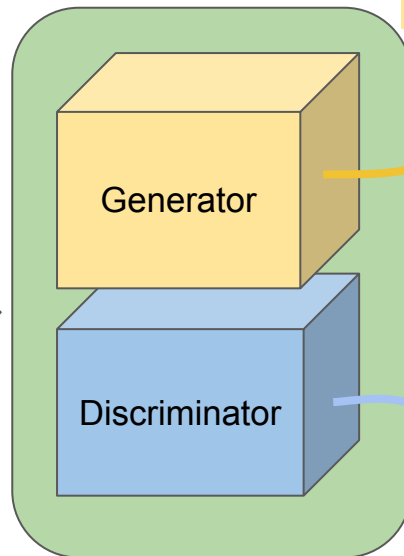
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**GAN**

Responsible for creating images



Good morning, I'm GAN.

Responsible for evaluating the generated images

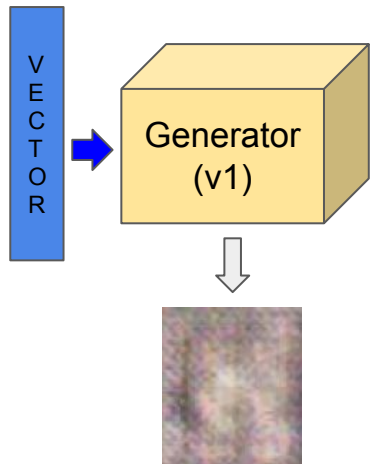


# Basic GAN

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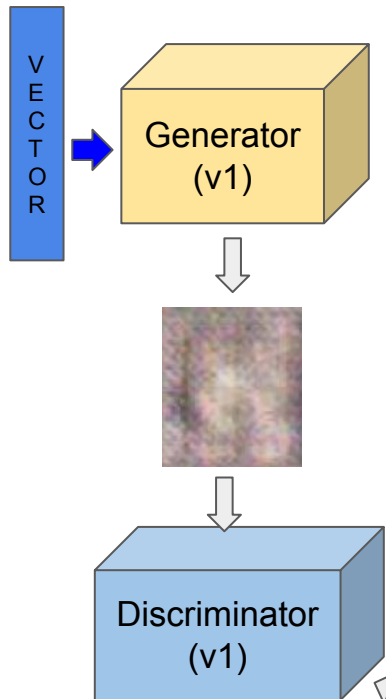
Basic structure of GAN

*Step 1a, the Generator ( $v_1$ ) has random parameters, so it will create a very bad image (many noises)*



# Basic GAN

*Step 1a, the Generator (v1) has random parameters, so it will create a very bad image (many noises)*



*Step 1b, the Discriminator (v1) will evaluate the similarity between the real images and the Generator produced image, and tell the differences*



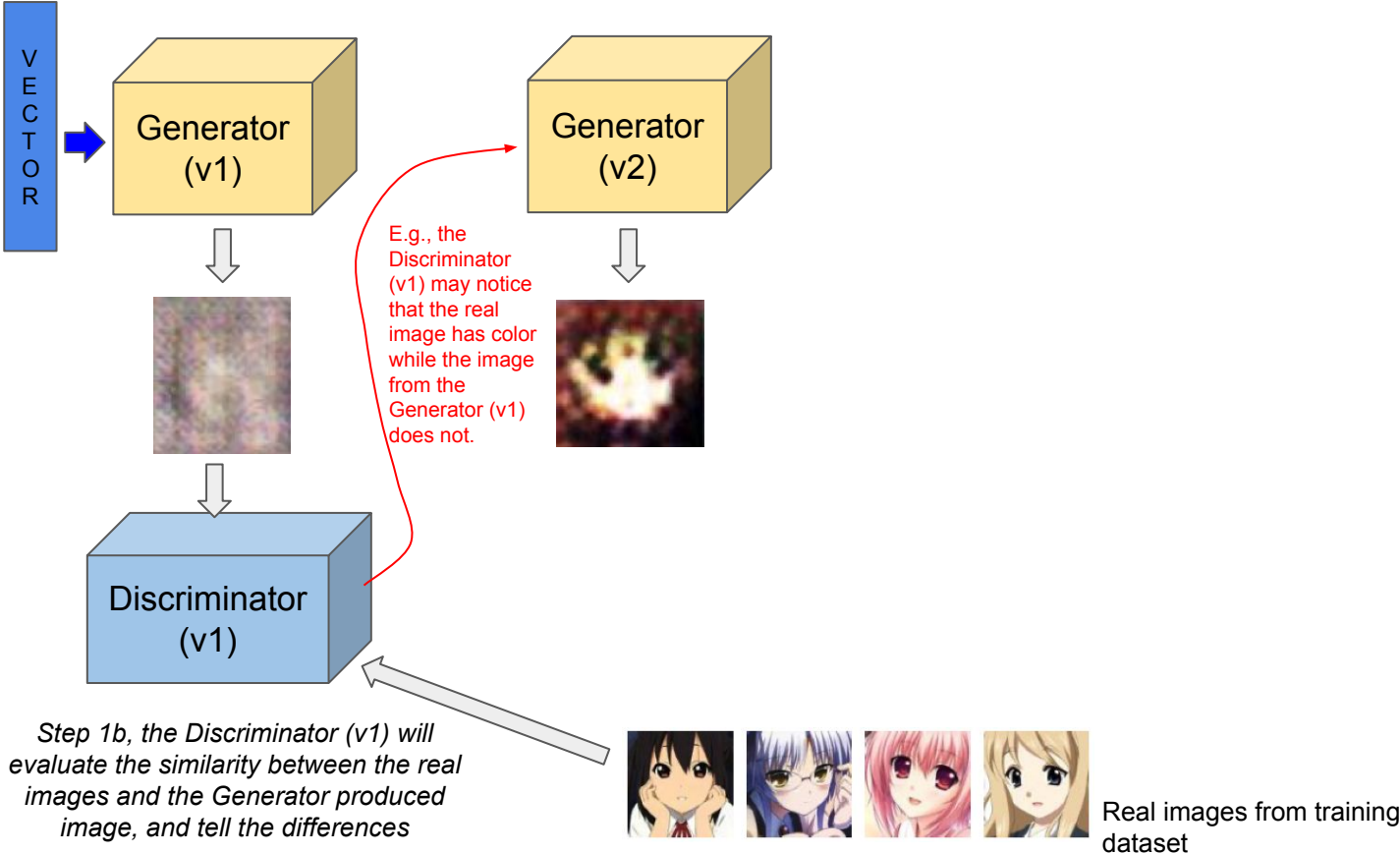
Real images from training dataset

# Basic GAN

Basic structure of GAN

Step 1a, the Generator (v1) has random parameters, so it will create a very bad image (many noises)

Step 2a, the Generator (v2) is set up based on v1, but incorporate the differences told by the Discriminator (v1)

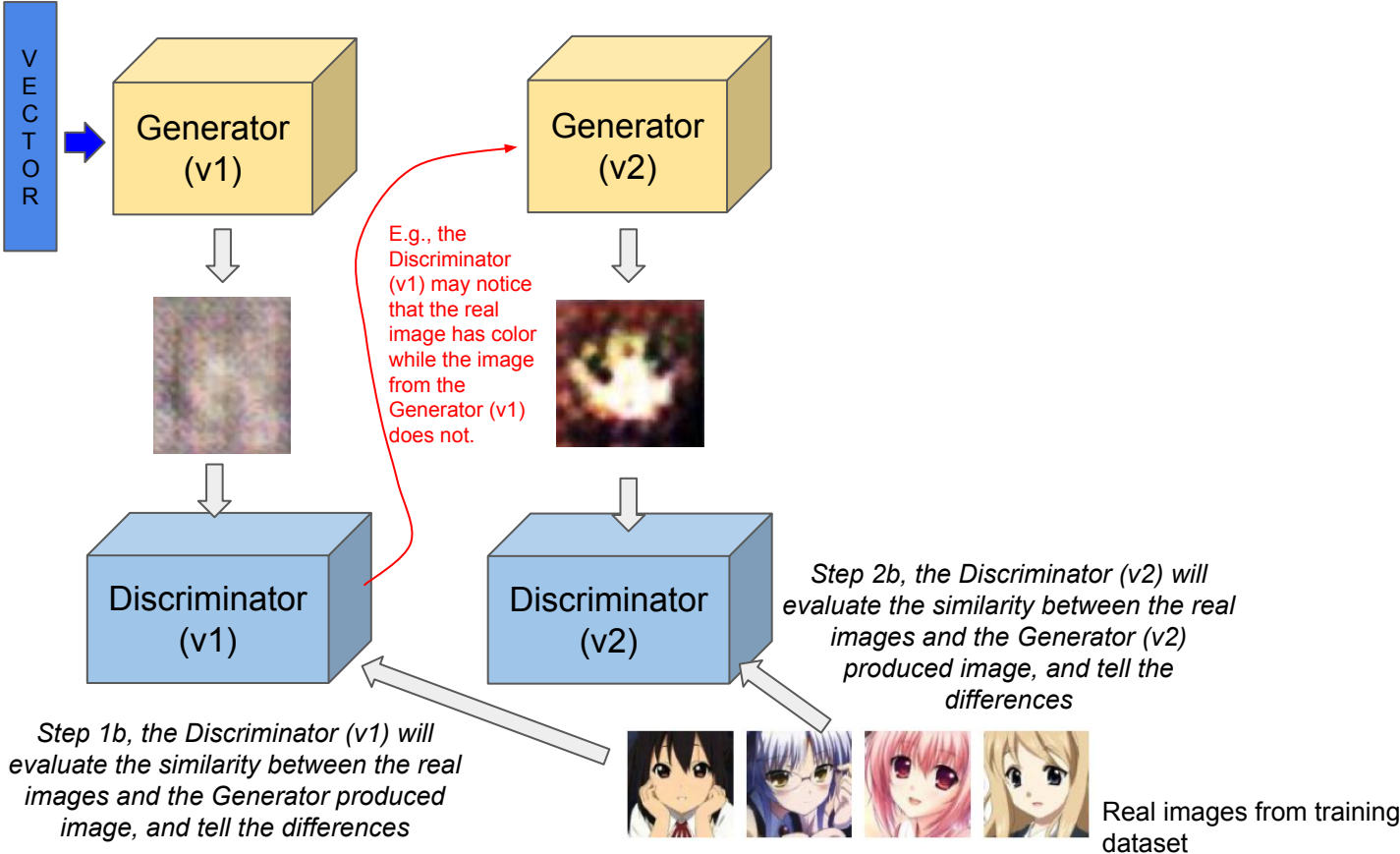


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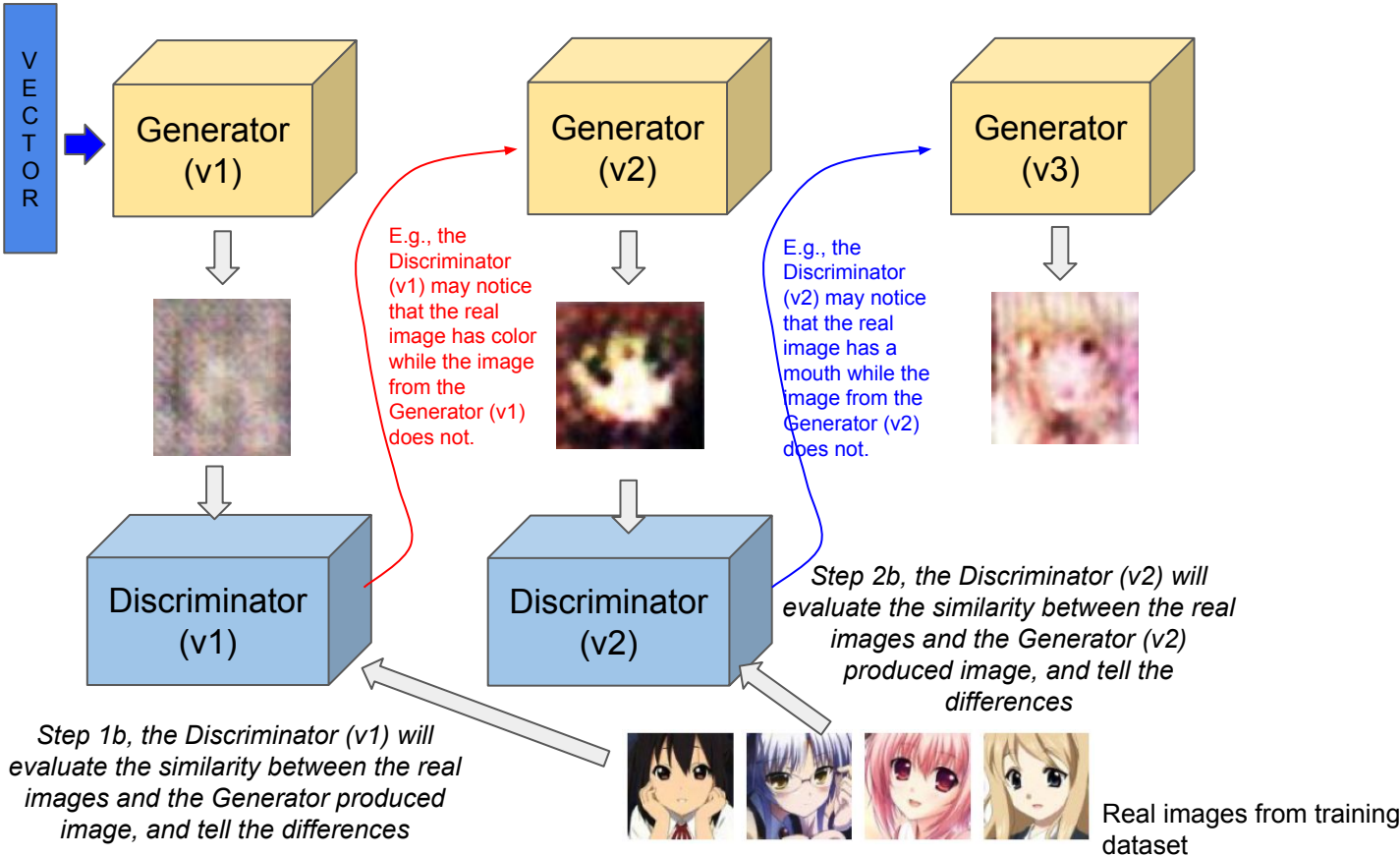
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Step 3a, the Generator (v3) is set up based on v2, but incorporate the differences told by the Discriminator (v2)



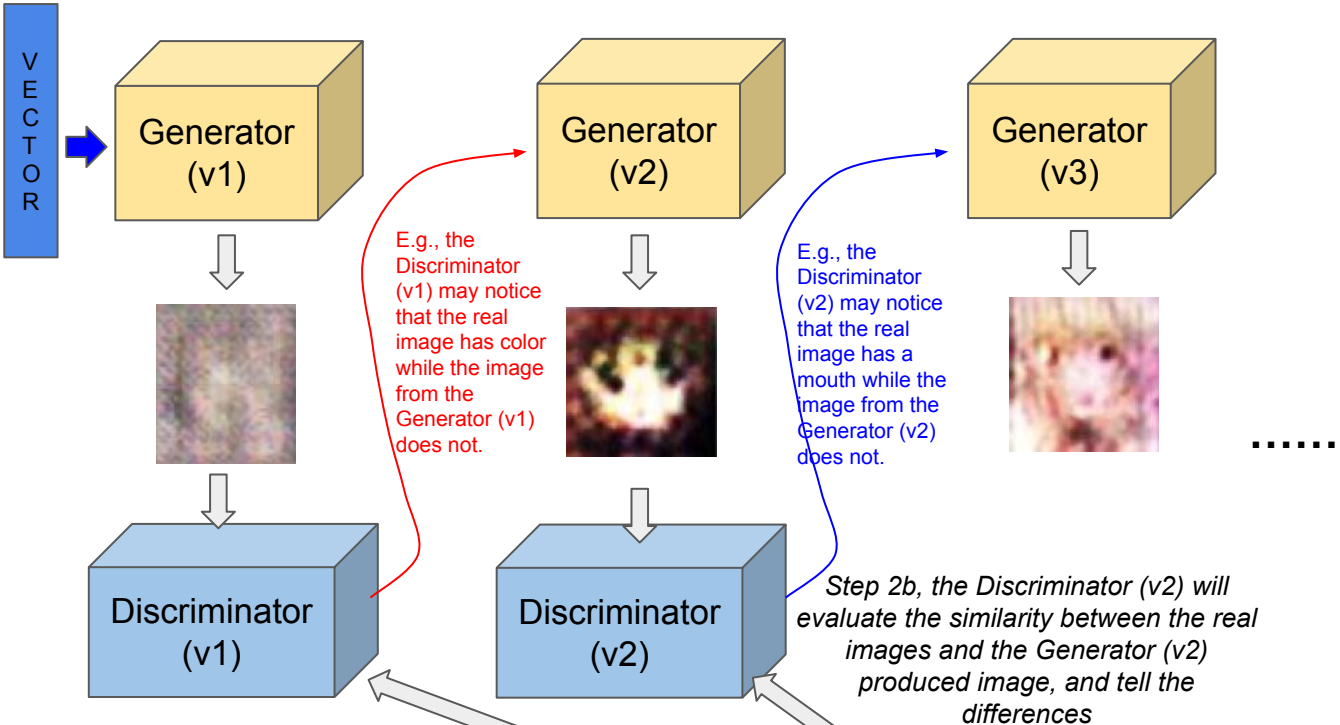
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Real images from training dataset

Generator and Discriminator evolves step-by-step iteratively, until we get a satisfied image

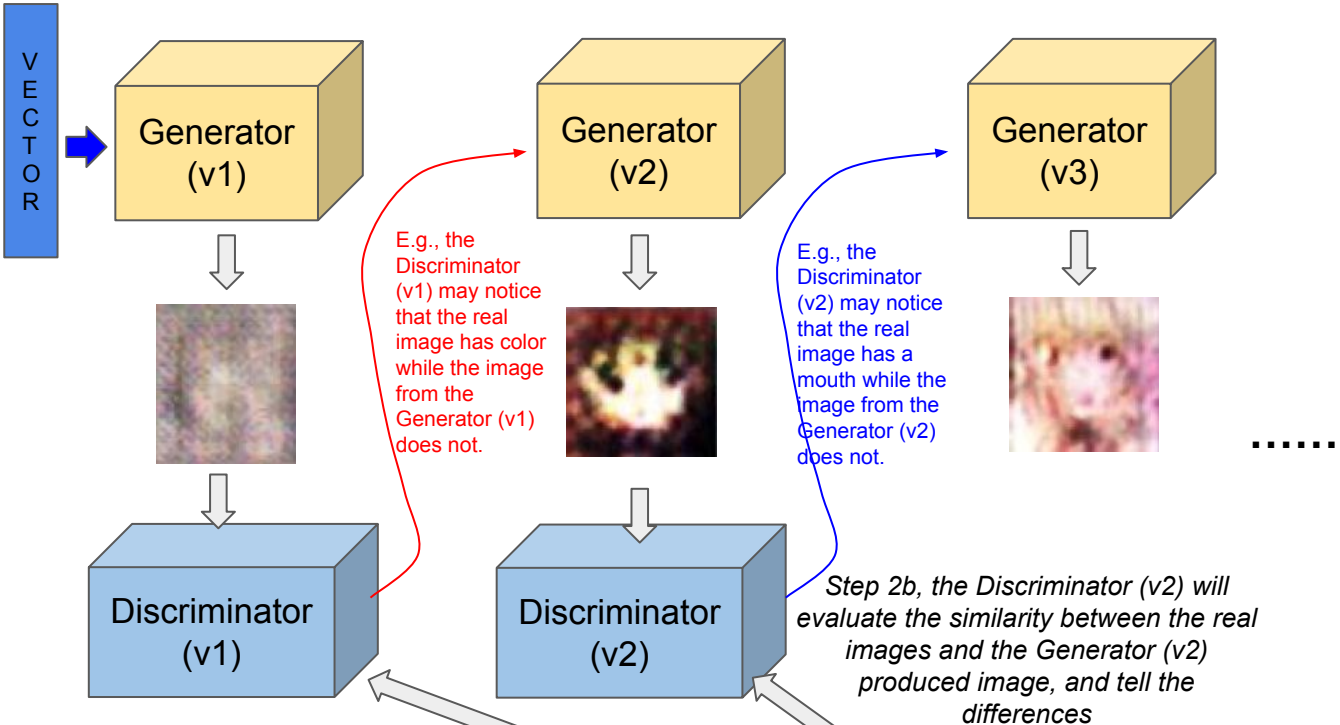
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Real images from training dataset

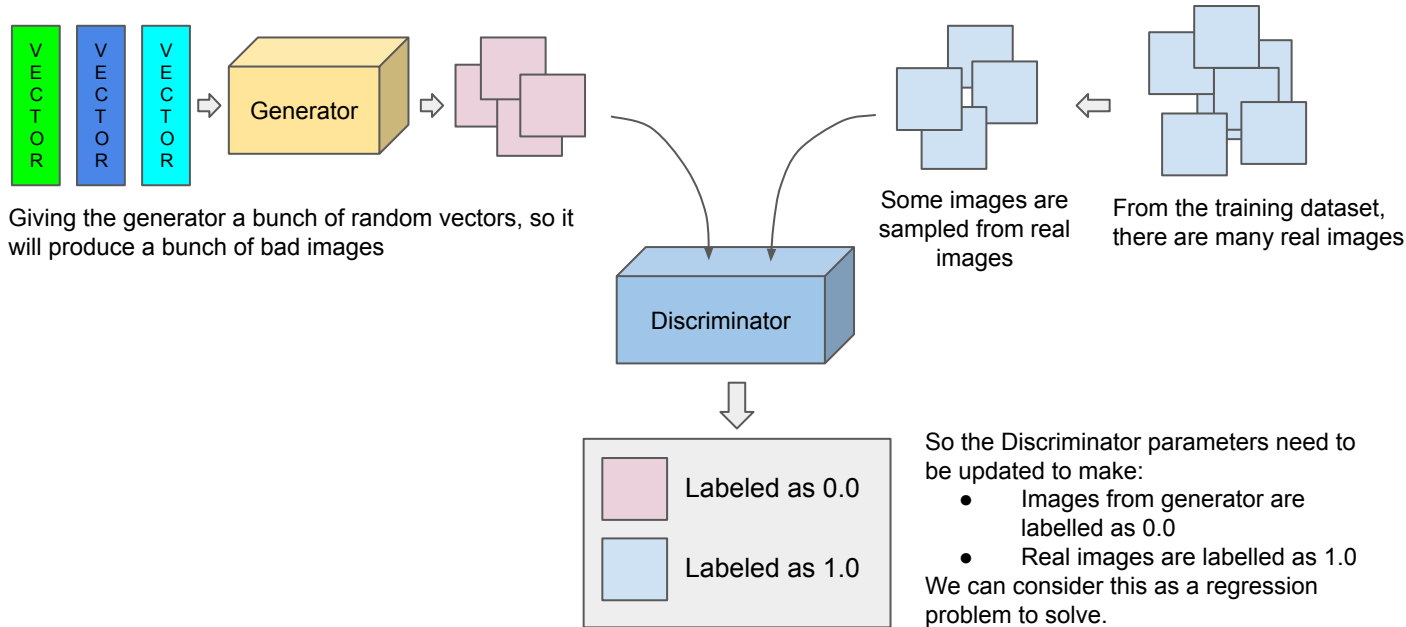
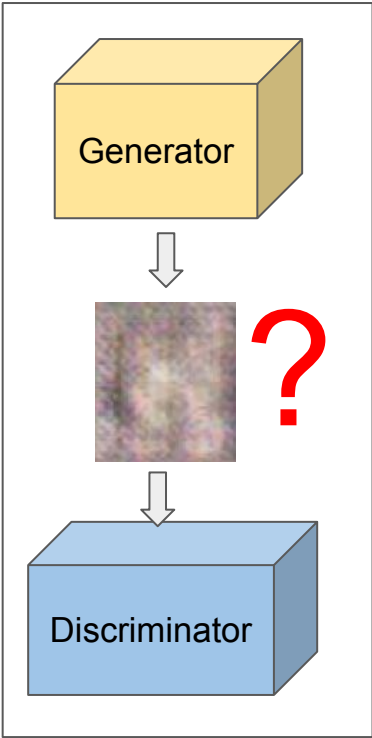
Generator and Discriminator evolves step-by-step iteratively, until we get a satisfied image



# Basic GAN

How each iterate works in GAN

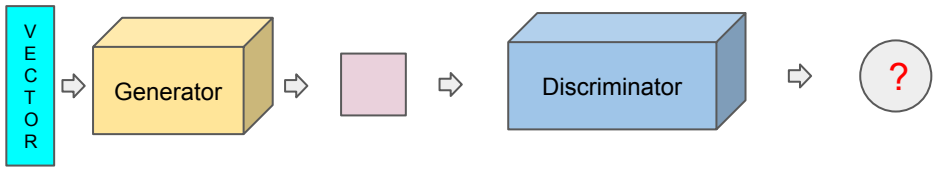
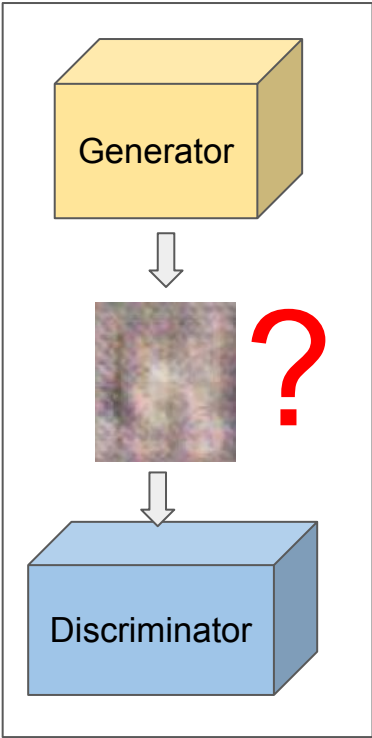
Step 1: Fix the Generator, and train the discriminator  
(update its parameters)



# Basic GAN

How each iterate works in GAN

Step 2: Fix the Discriminator, and train the Generator  
(update its parameters)



Giving the generator a vector, through the generator it will produce an image

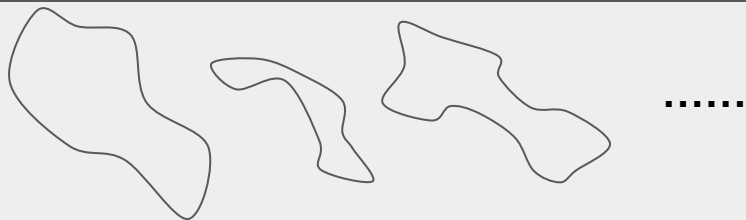
Then this image will be evaluated by the discriminator (we just updated it in Step 1)

Discriminator will give the image a score, the higher the score, the more closer to the real image

So we will tune the parameters of the generator to make the score as high as possible

An Example

We have many real images like the below:



The matrix to contain the image is only 2x2:

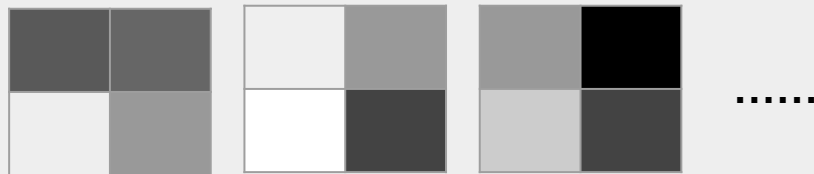


So the image is represented as something like below



So the 2x2 image is sort of "backlash + diagonal" ...

We also have many images (2x2) only contains noises, e.g.,

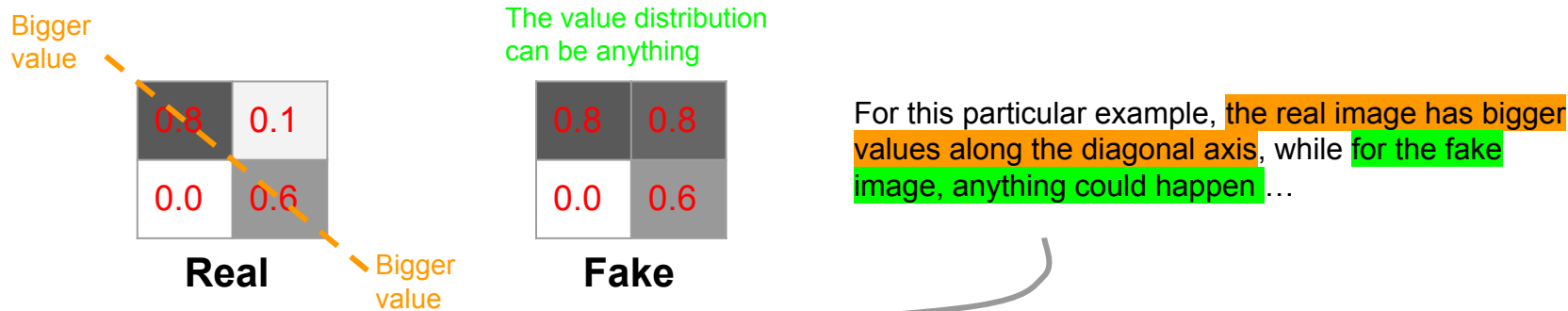


So the noisy 2x2 image is not "backlash + diagonal" ...

Some values are assigned to the 2x2 images

Real	0.8	0.1	0.8	0.2	0.5	0.0	.....
	0.0	0.6	0.0	0.9	0.1	0.9	
Fake	0.8	0.8	0.1	0.2	0.2	1.0	.....
	0.0	0.6	0.0	0.9	0.1	0.8	

# Step 1: Building discriminator



In order to distinguish “real” and “fake”, we can **learn** the criteria in the model, e.g., we hope to have sth like below:

x1	x2
x3	x4

$$x1 + x4 - x2 - x3$$

↓

The higher value from the index, the higher possibility that the image is real. We can set a threshold to say if an image is real or not !

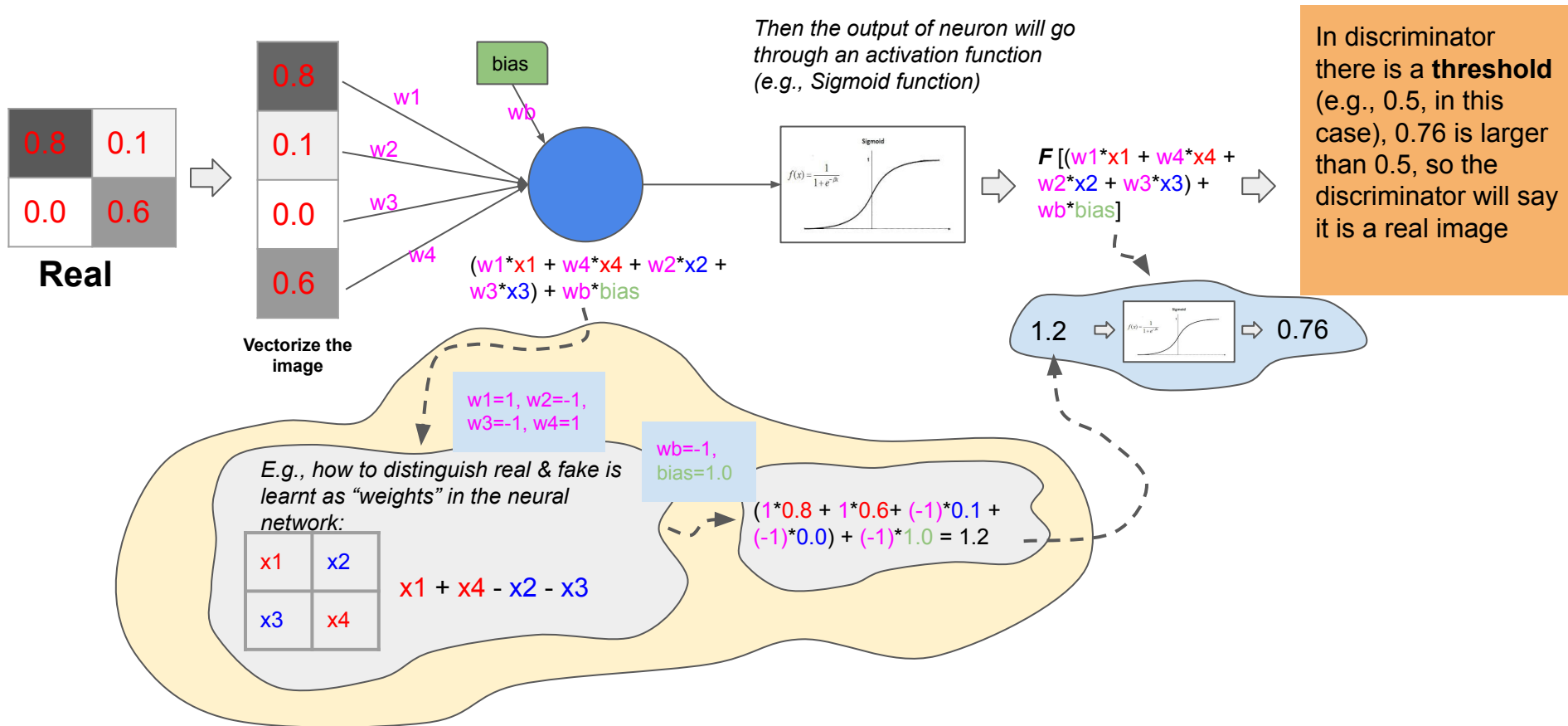
So for this example, we have

**Real**  $0.8 + 0.6 - 0.1 - 0.0 = 1.3$

**Fake**  $0.8 + 0.6 - 0.8 - 0.0 = 0.6$

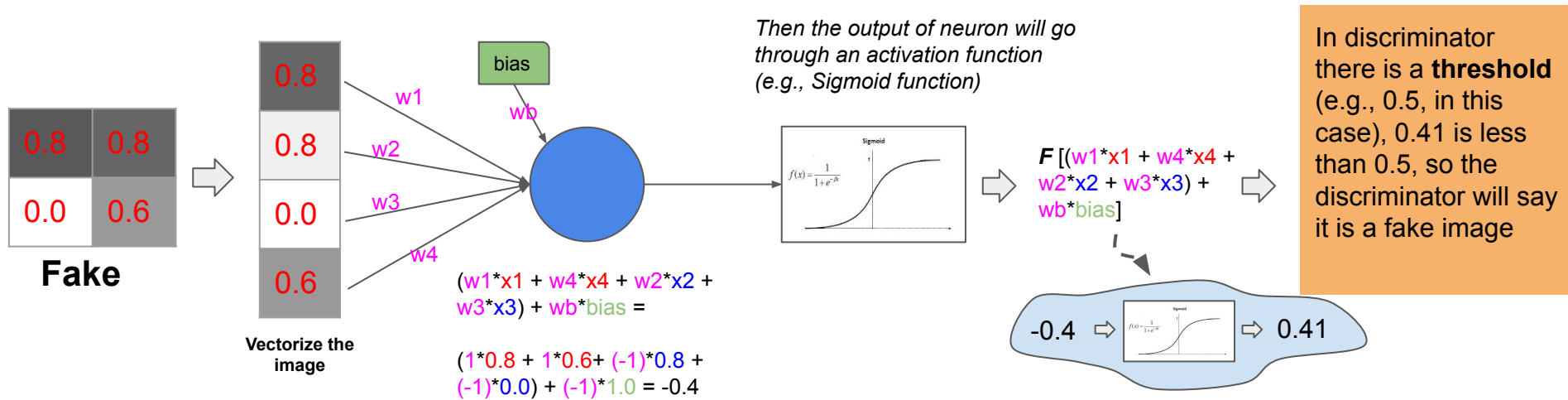
## Step 1: Building discriminator

Assuming that we have a one **neuron**, single layer neural network



## Step 1: Building discriminator

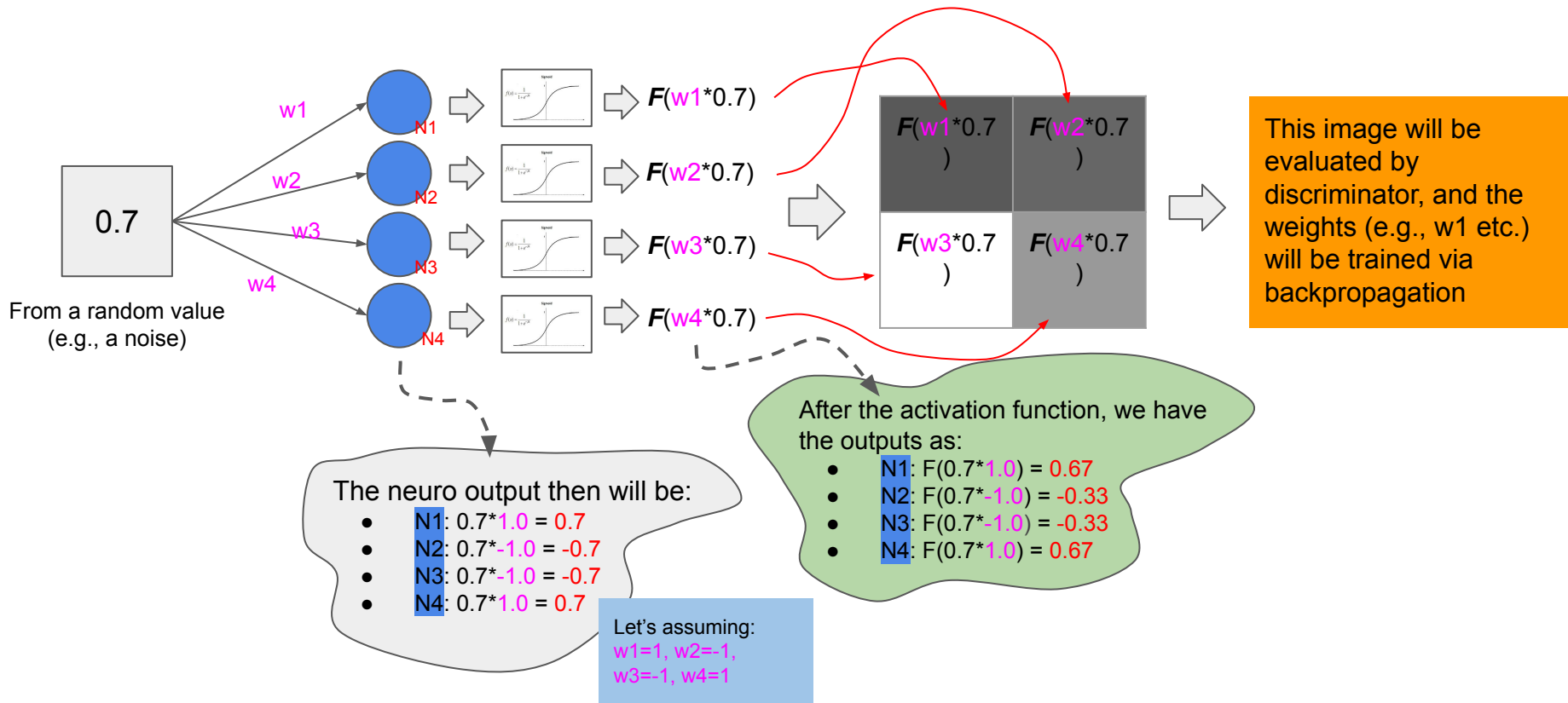
Similarly, if a fake image goes through the neural network





## Step 2: Building generator

Assuming that we have a 4 **neurons** (since the output will have 4 pixels), single layer neural network

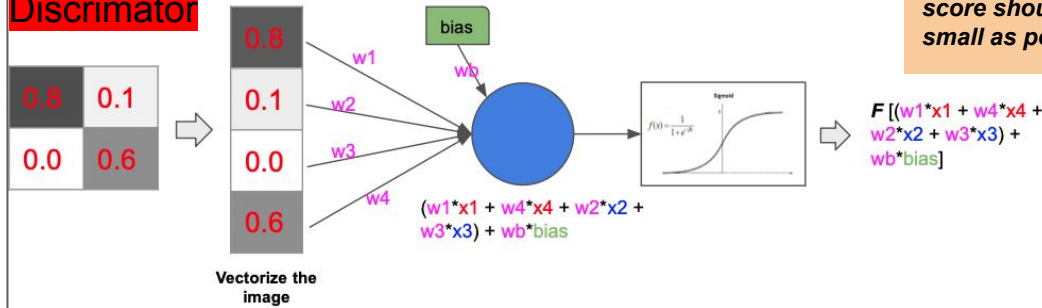


# An overview for this simple model



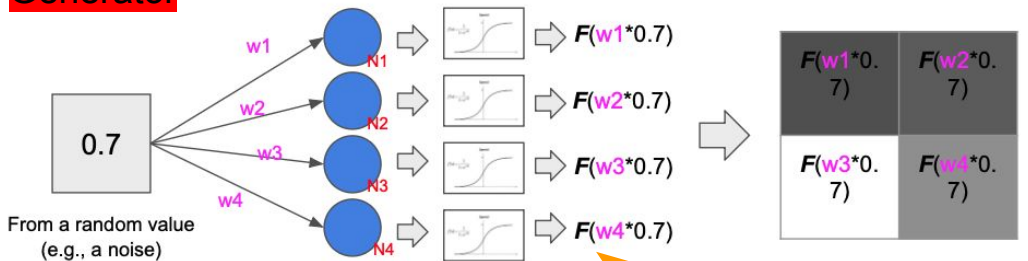
Real image

## Discriminator



Step 1: train **Discriminator**, and hope to make “score” between **real image** and **the generated one** as big as possible (*so for the generated image, the score should be as small as possible*)

## Generator

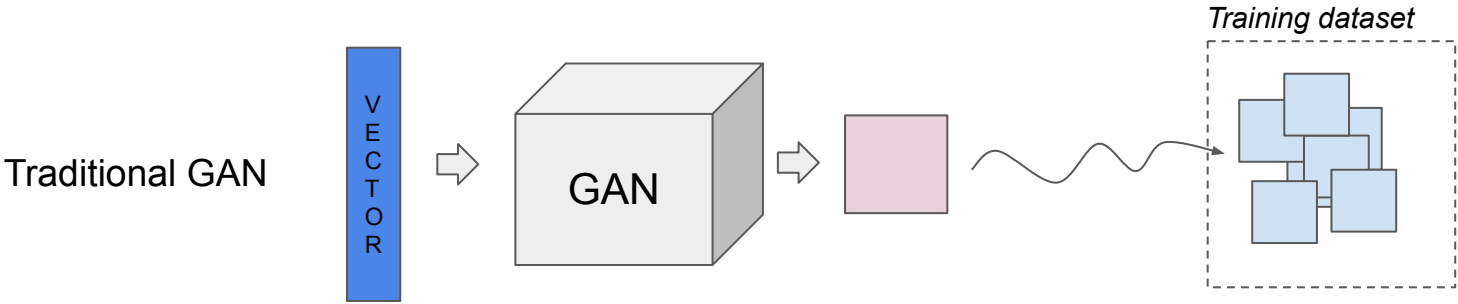


GAN generated image

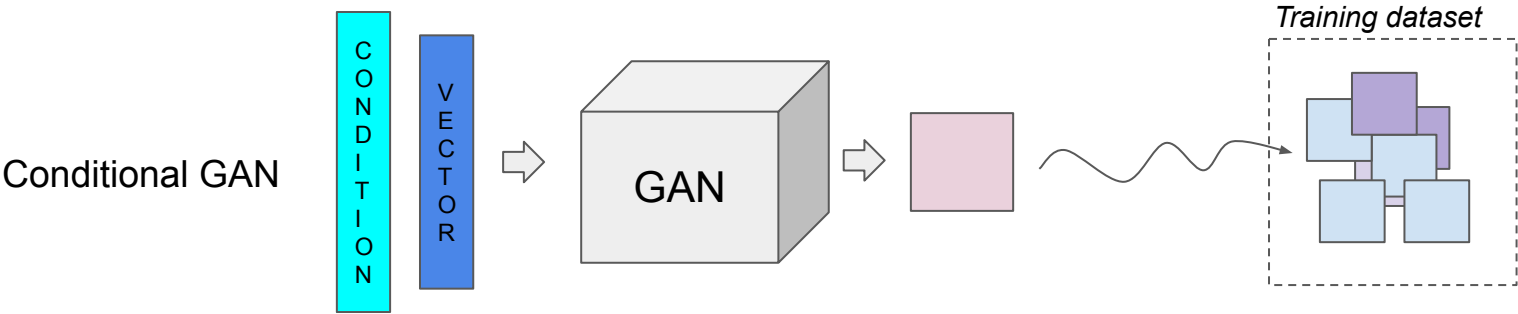
Step 2: train **Generator**, and hope to make the “score” for **the generated image** as big as possible

Conditional GAN

# Conditional GAN



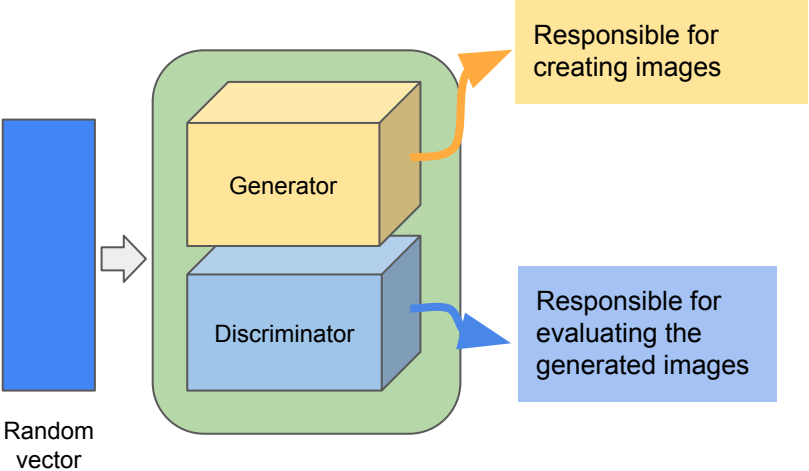
*The user input a random vector, the model will produce an image similar to the ones in training dataset*



*The user input a random vector and a conditional vector, the model will produce an image similar to the ones (with the required conditions) in training dataset*

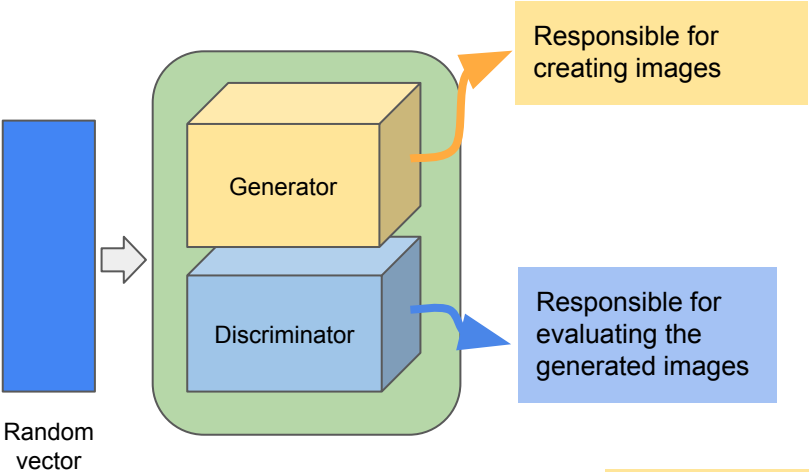
# Conditional GAN

Traditional GAN

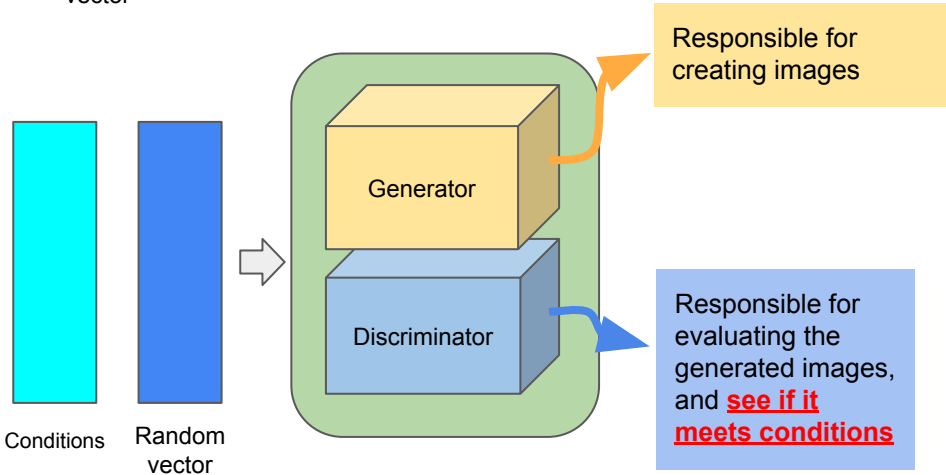


# Conditional GAN

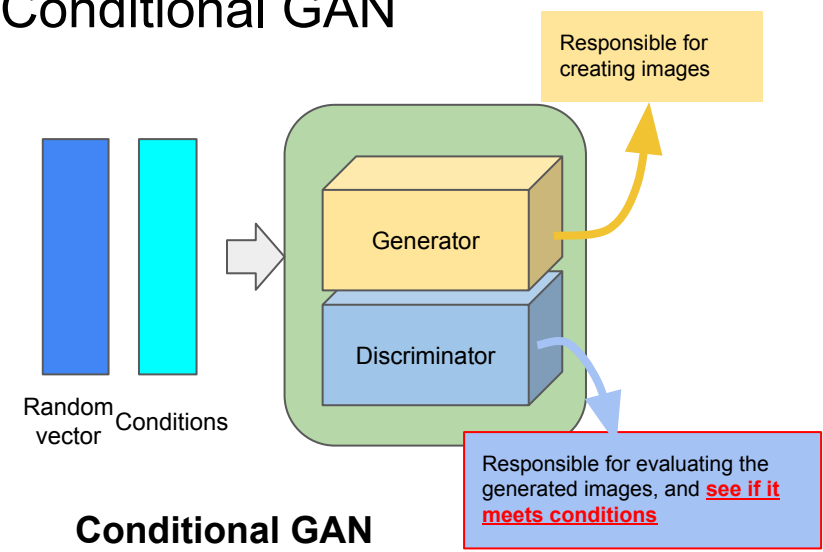
## Traditional GAN



## Conditional GAN

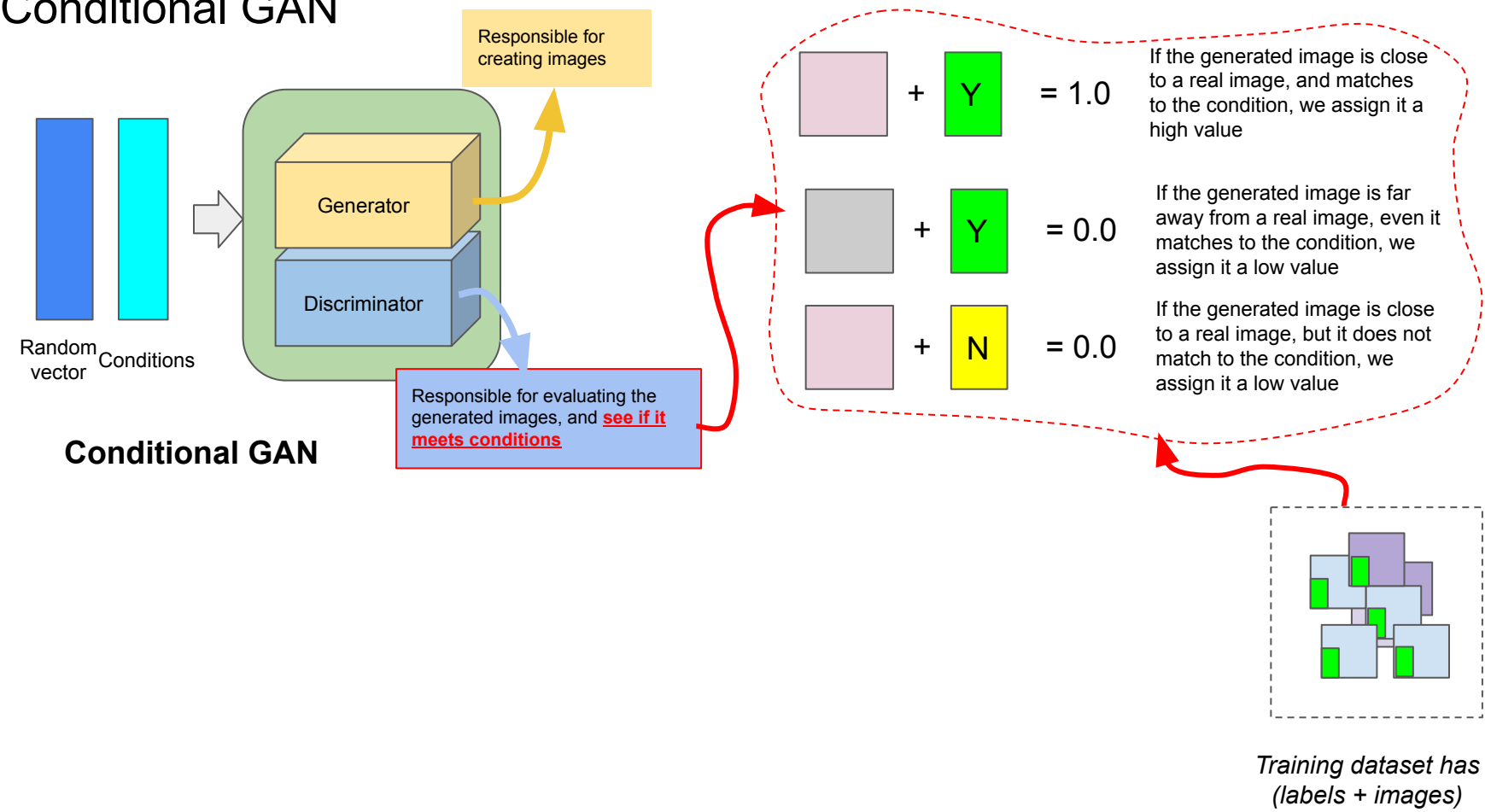


# Conditional GAN



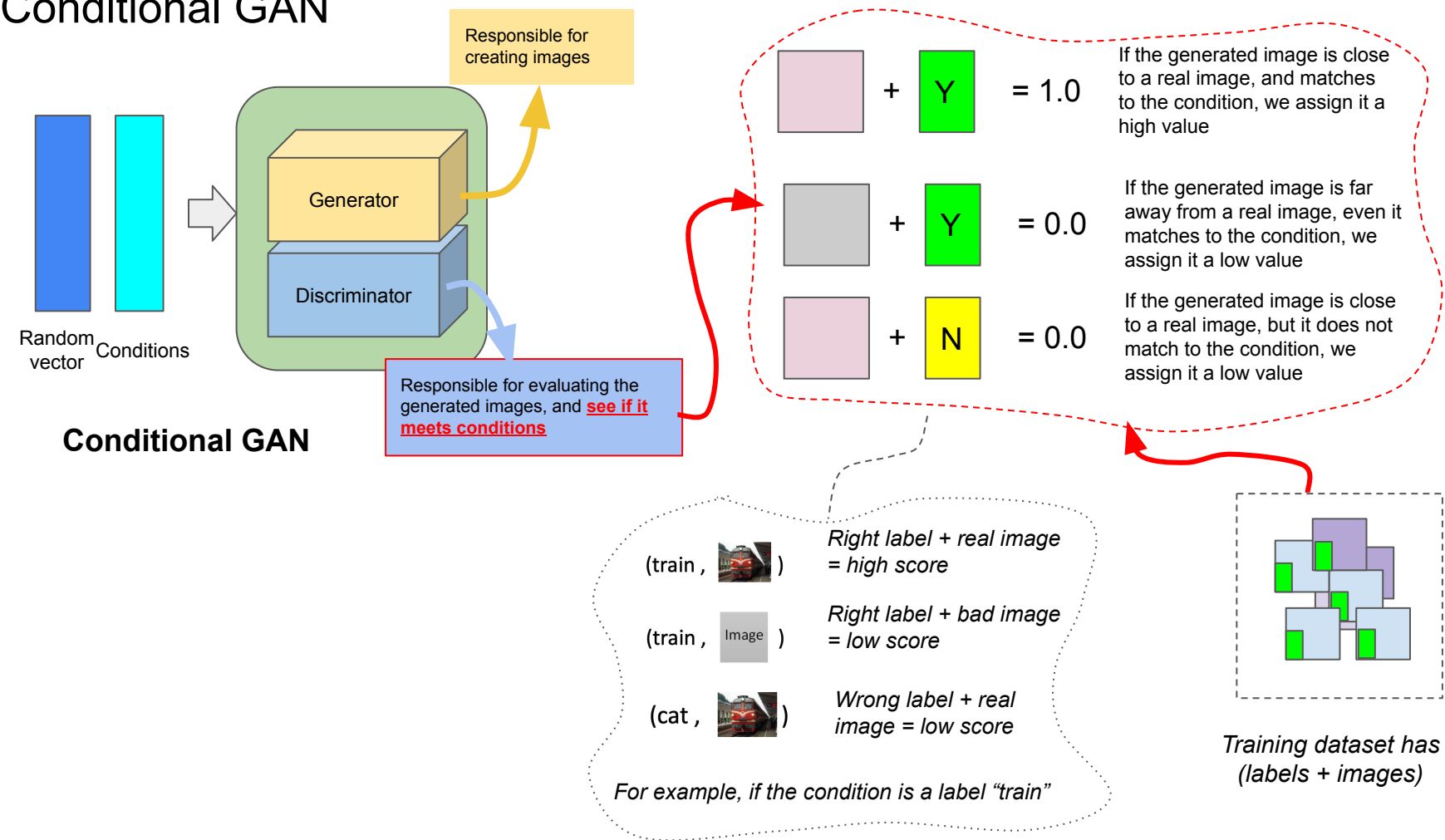
Conditional GAN

# Conditional GAN





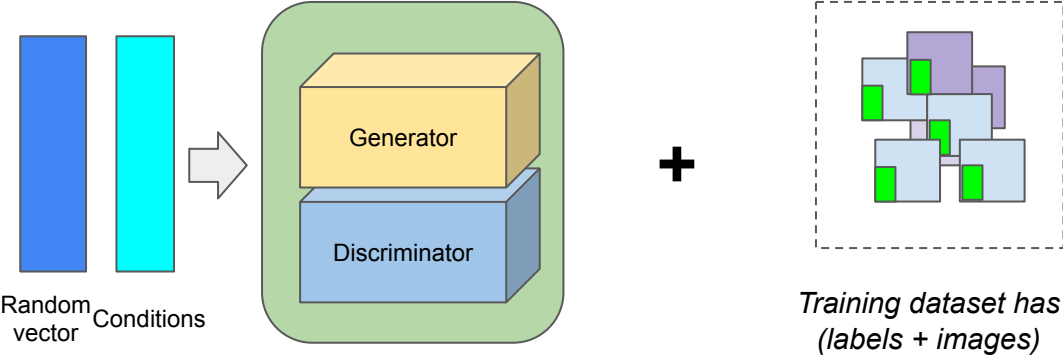
# Conditional GAN



Unsupervised GAN

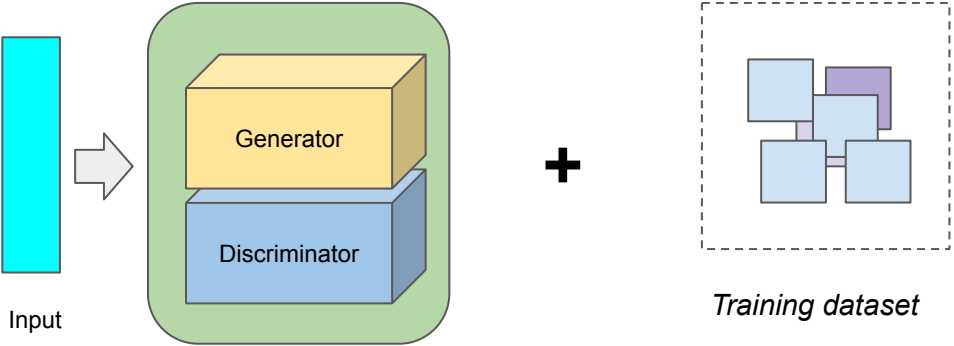
# Unsupervised GAN

## Conditional GAN



For conditional GAN, training dataset must be labelled

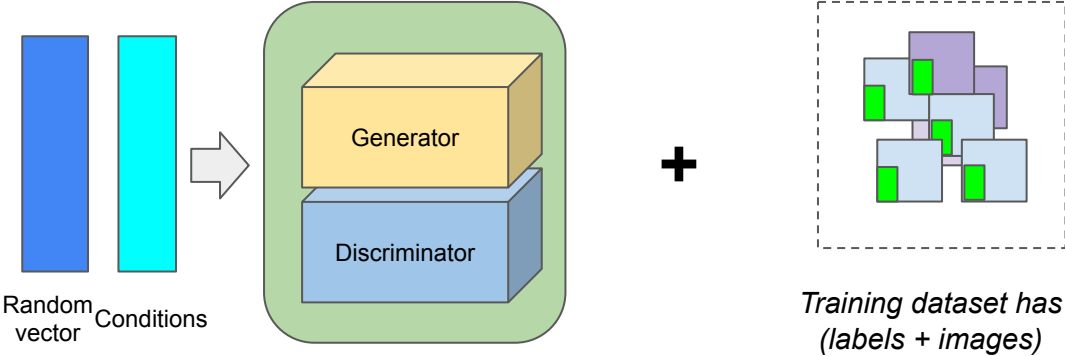
## Unsupervised GAN



For Unsupervised GAN, training dataset does not have labels. When you give the input, the GAN model will output something similar to the ones in the Training dataset automatically

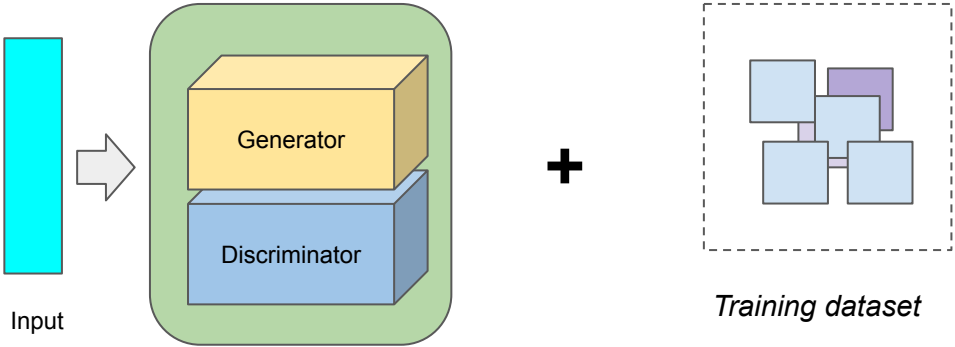
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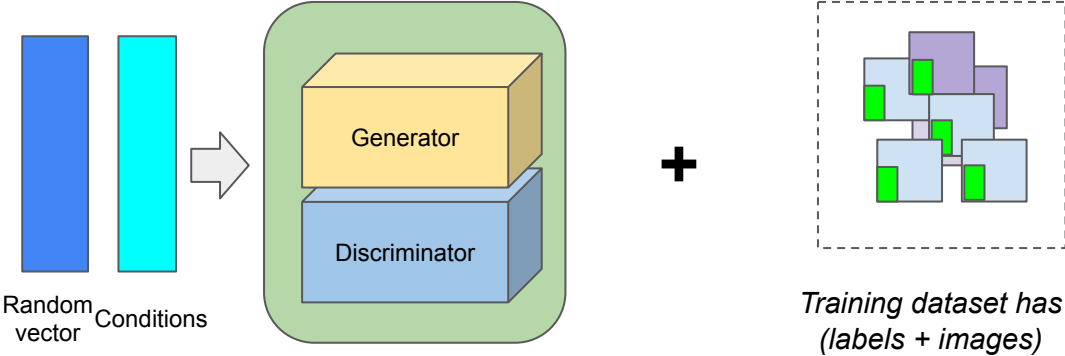


For Unsupervised GAN, training dataset does not have labels. When you give the input, the GAN model will output something similar to the ones in the Training dataset automatically

So in the unsupervised GAN, there are two bunch of data: data1 and data2. The machine will learn how to convert data1 to data2 automatically.

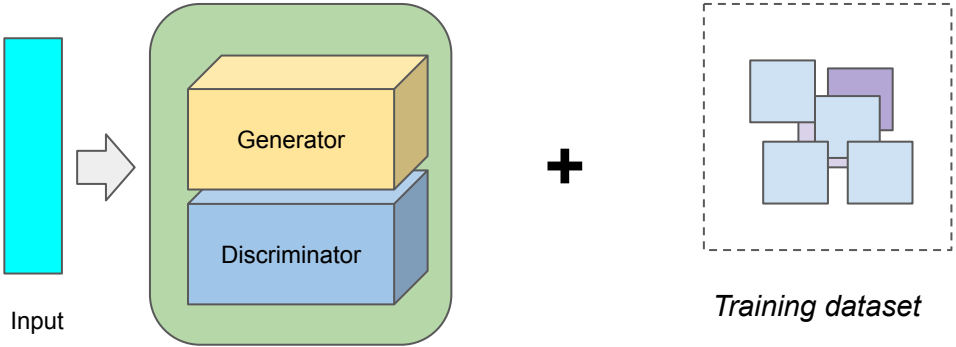
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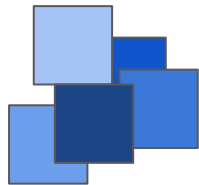
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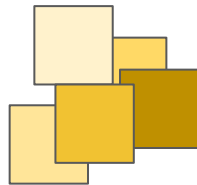
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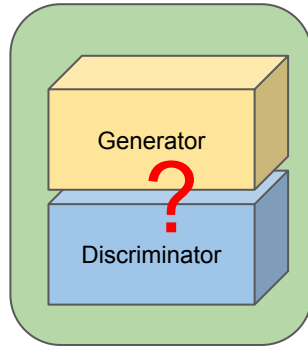


Domain 1



Domain 2

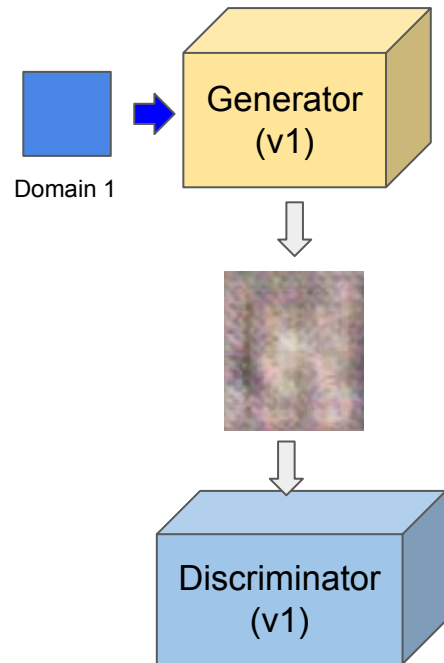
In unsupervised GAN's training dataset, we have many data in Domain 1, and many data in Domain 2



Through the training process, we hope to find parameters for the GAN model that we can convert data from Domain 1 to Domain 2 (essentially we want to find the relationship between Domain 1 and Domain 2)

# Unsupervised GAN Method 1

*Step 1a, the Generator (v1) has random parameters, so it will create a very bad image (many noises)*



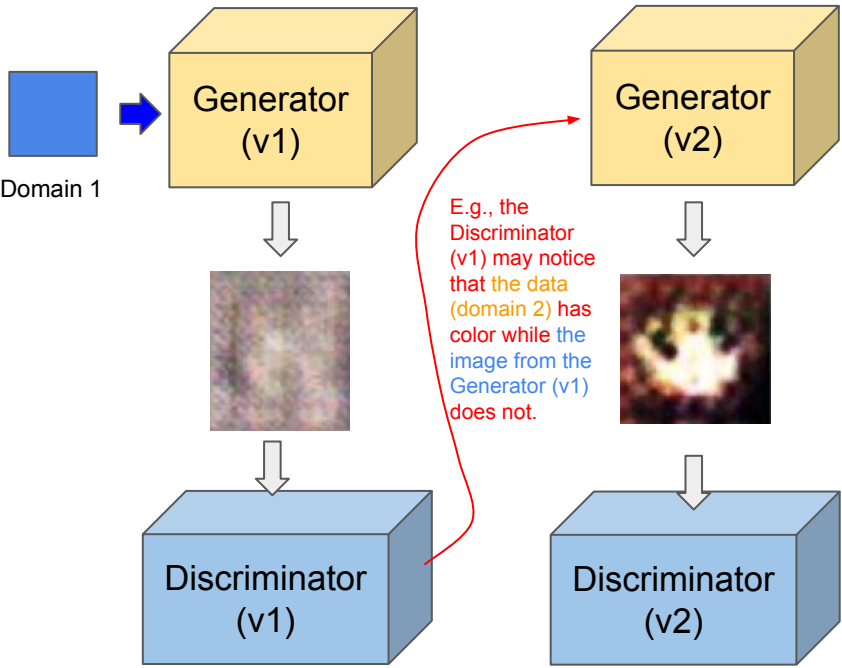
*Step 1b, the Discriminator (v1) will evaluate the similarity between the data from **domain 2** and the **Generator produced image**, and tell the differences*

# Unsupervised GAN

## Method 1

Step 1a, the Generator (v1) has random parameters, so it will create a very bad image (many noises)

Step 2a, the Generator (v2) is set up based on v1, but incorporate the differences told by the Discriminator (v1)



E.g., the Discriminator (v1) may notice that the data (domain 2) has color while the image from the Generator (v1) does not.

Step 2b, the Discriminator (v2) will evaluate the similarity between the data from domain 2 and the Generator (v2) produced image, and tell the differences

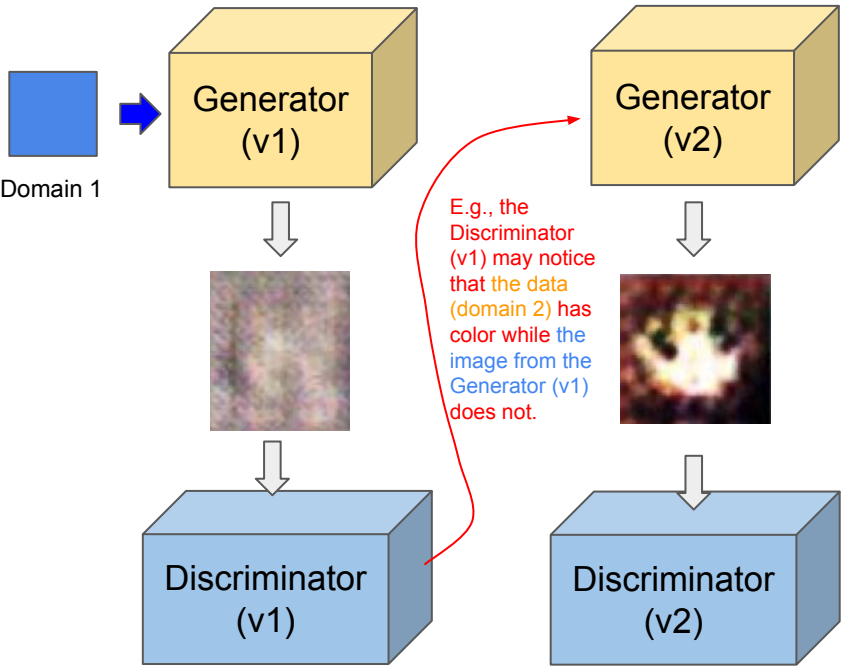
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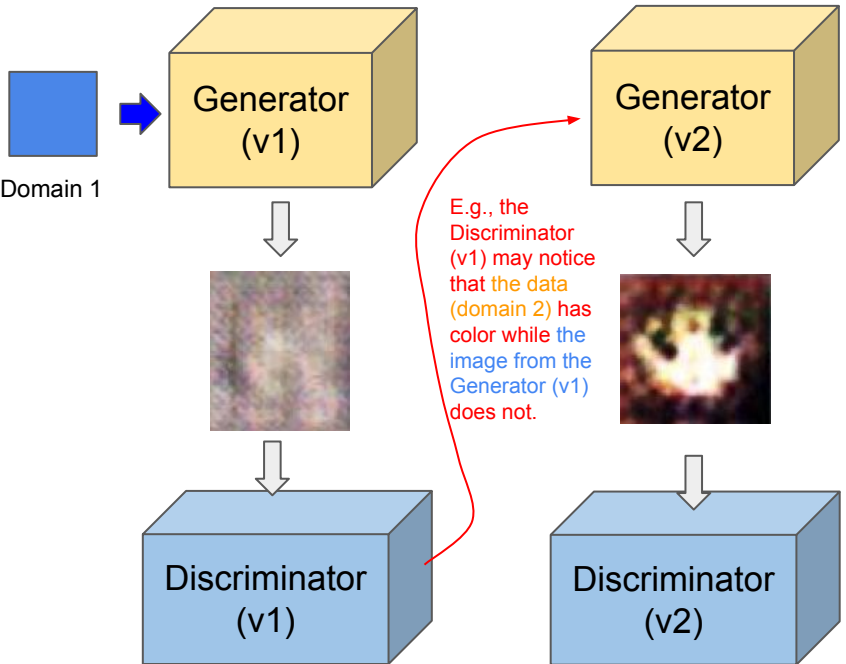
Generator and Discriminator evolves step-by-step iteratively, until generator can convert the data from Domain 1 to sth like the one in Domain 2

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The problem for this method is that:

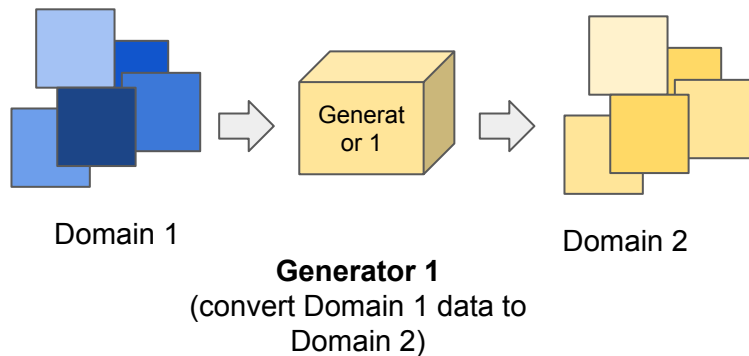
If there are many interactive steps, the output produced by the GAN model could have little connection to the original input data (e.g., if Domain 1 and Domain 2 has big difference, over interaction, the features of Domain1 could loss gradually)

Generator and Discriminator evolves step-by-step iteratively, until generator can convert the data from Domain 1 to sth like the one in Domain 2

# Unsupervised GAN    Method 2: cycle GAN

The purpose is to convert data from Domain 1 to Domain 2,  
but we have two generators:

First, it is a regular generator to convert  
Domain 1 to Domain 2

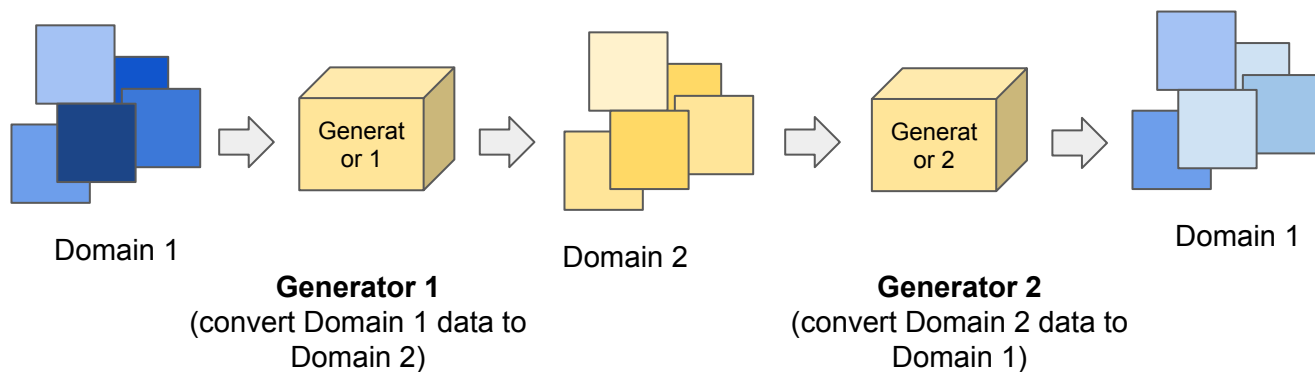


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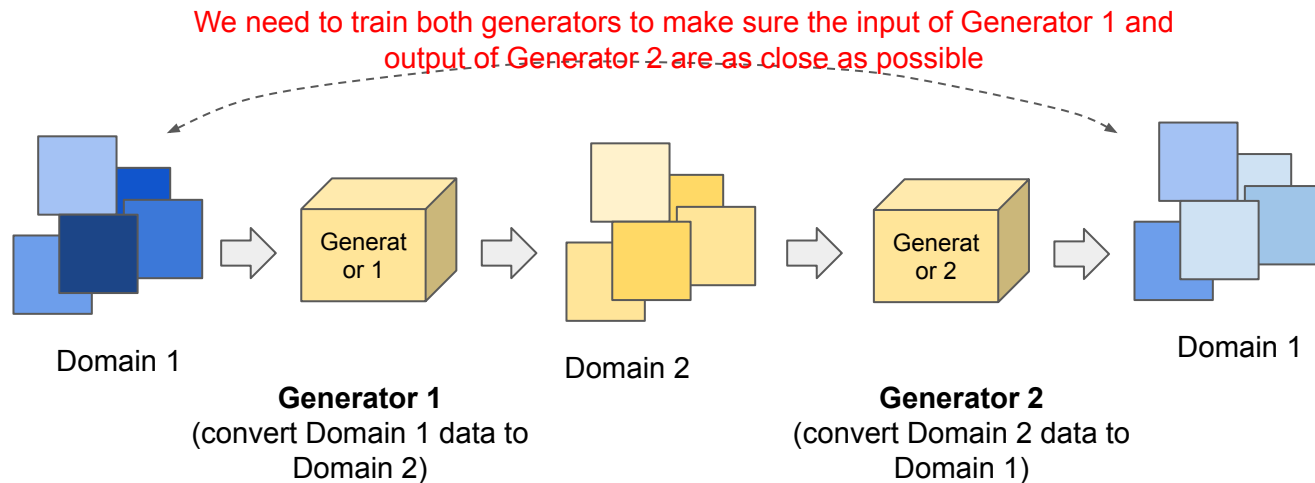
Then we use the generated data, and  
convert it back to Domain 1 using another  
generator



# Unsupervised GAN

## Method 2: cycle GAN

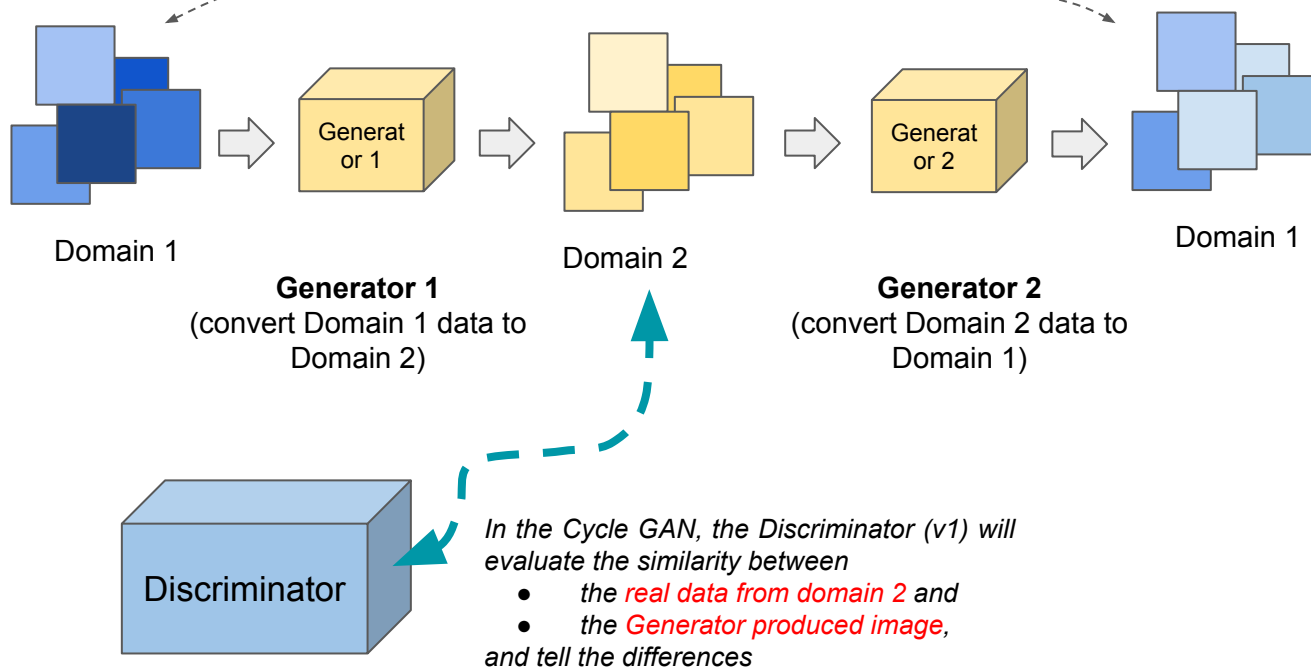
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but we have two generators:

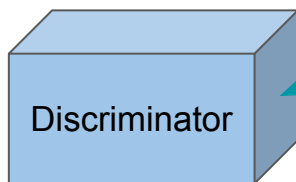
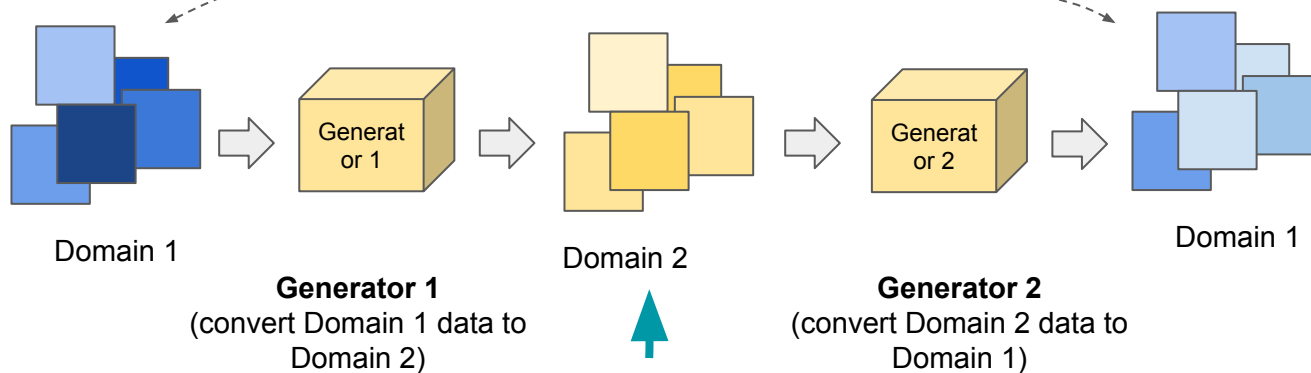
We need to train both generators to make sure the input of Generator 1 and  
output of Generator 2 are as close as possible



# Unsupervised GAN Method 2: cycle GAN

The purpose is to convert data from Domain 1 to Domain 2,  
but we have two generators:

We need to train both generators to make sure the input of Generator 1 and  
output of Generator 2 are as close as possible



*In the Cycle GAN, the Discriminator (v1) will  
evaluate the similarity between*

- the *real data from domain 2* and
- the *Generator produced image*,  
and tell the differences

Compared to method 1, the method 2 can better  
keep the feature from the Domain 1 (e.g., the  
“Domain 2” produced from “Generator 1” must  
contain enough information of the input “Domain  
1”, otherwise it cannot be reverted back using  
“Generator 2”)