

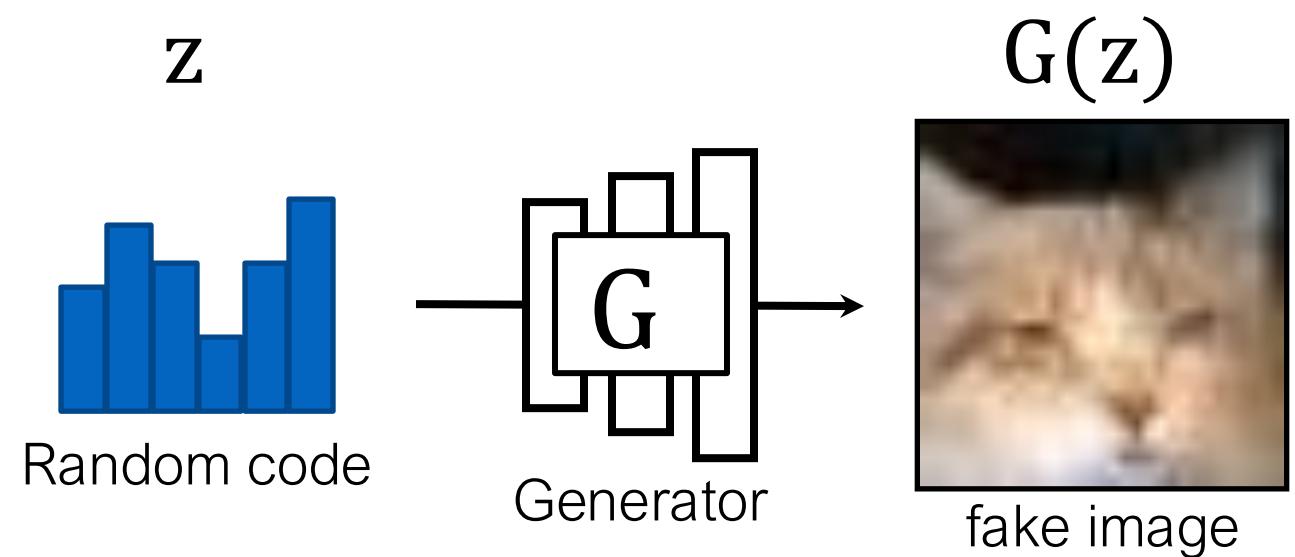


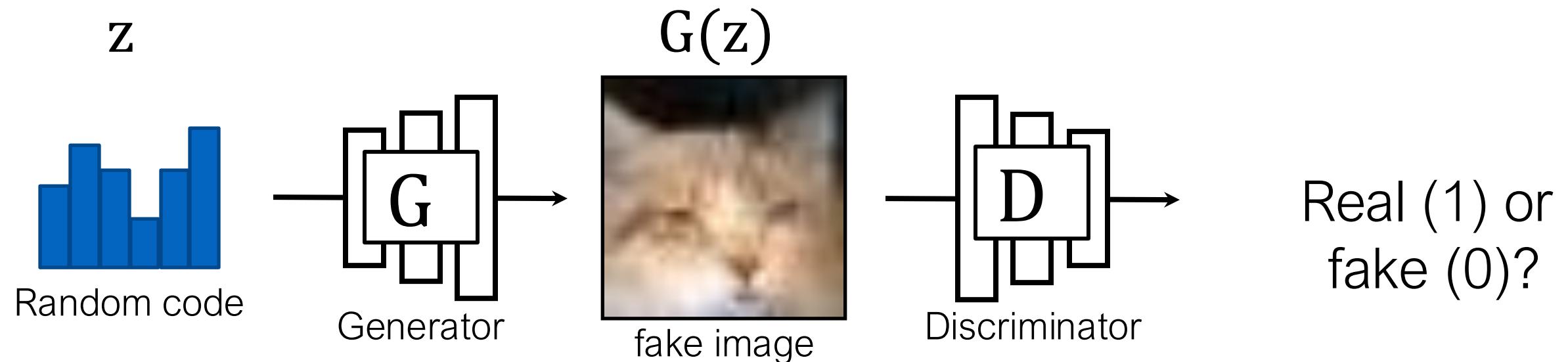
# Generative Adversarial Networks (part 2)

## Jun-Yan Zhu

16-726 Learning-based Image Synthesis, Spring 2025

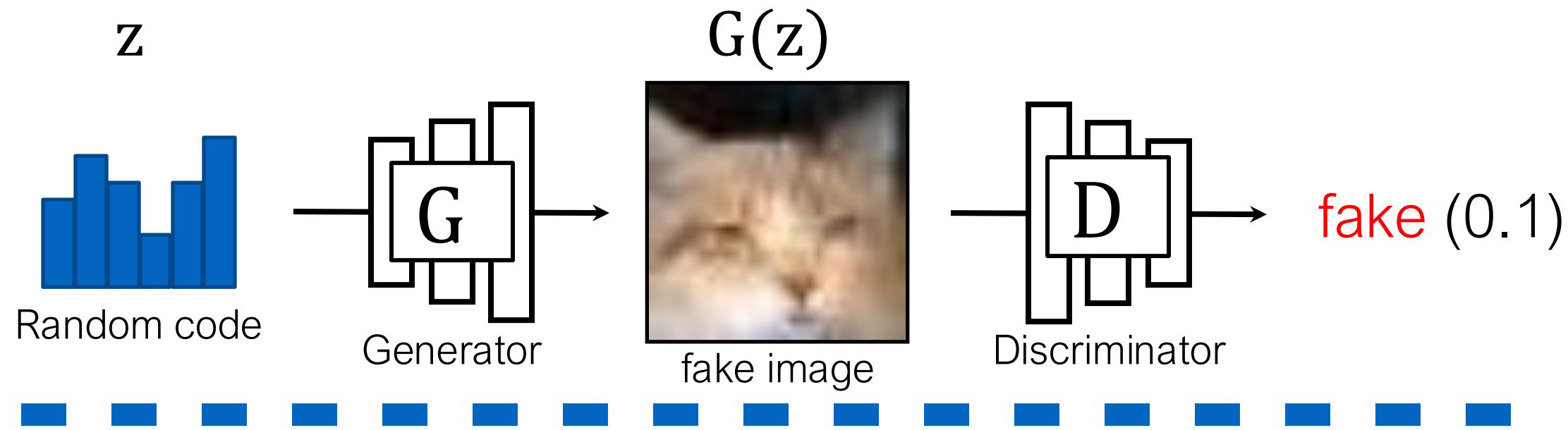
many slides from Phillip Isola, Richard Zhang, Alyosha Efros





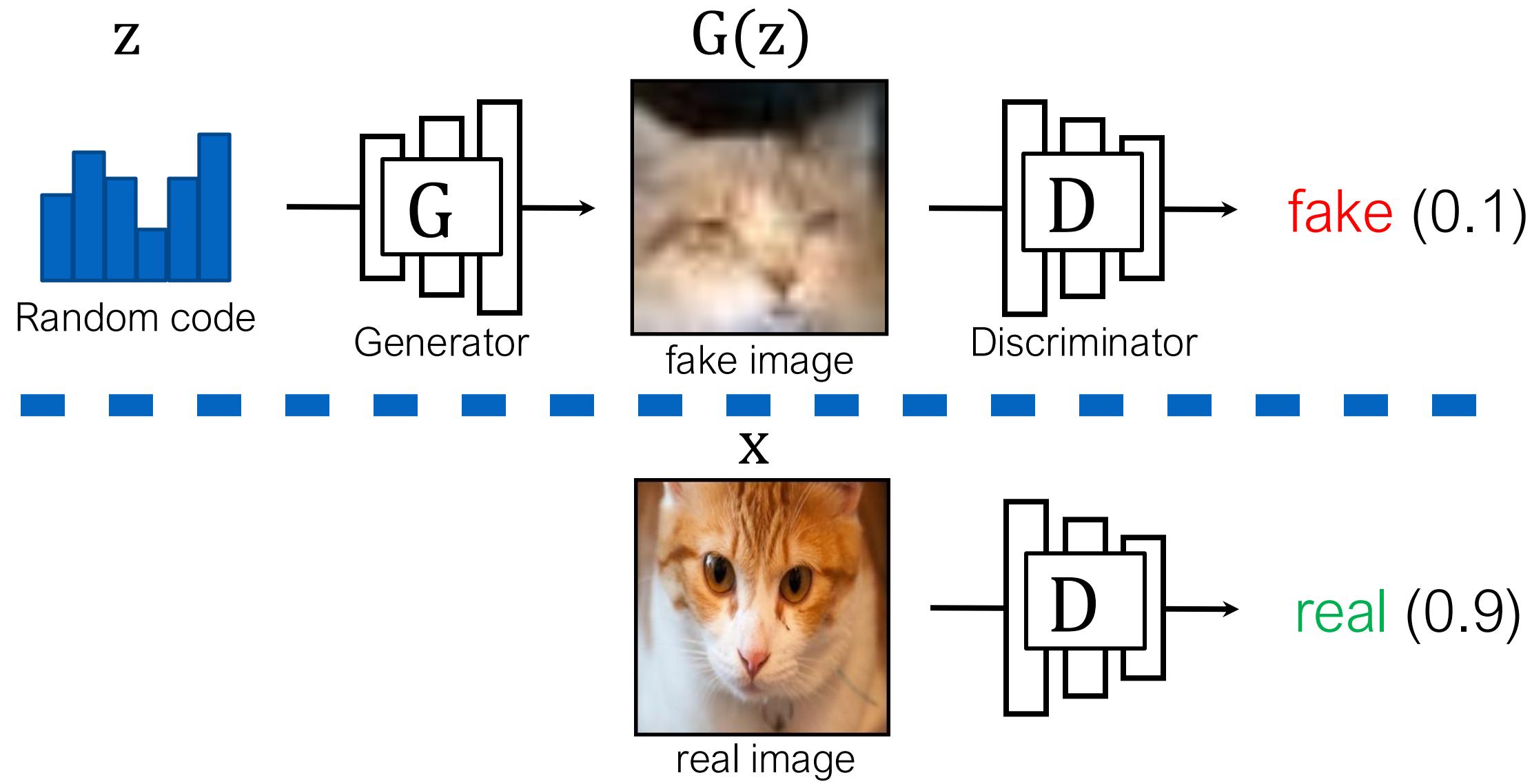
A two-player game:

- $G$  tries to generate fake images that can fool  $D$ .
- $D$  tries to detect fake images.



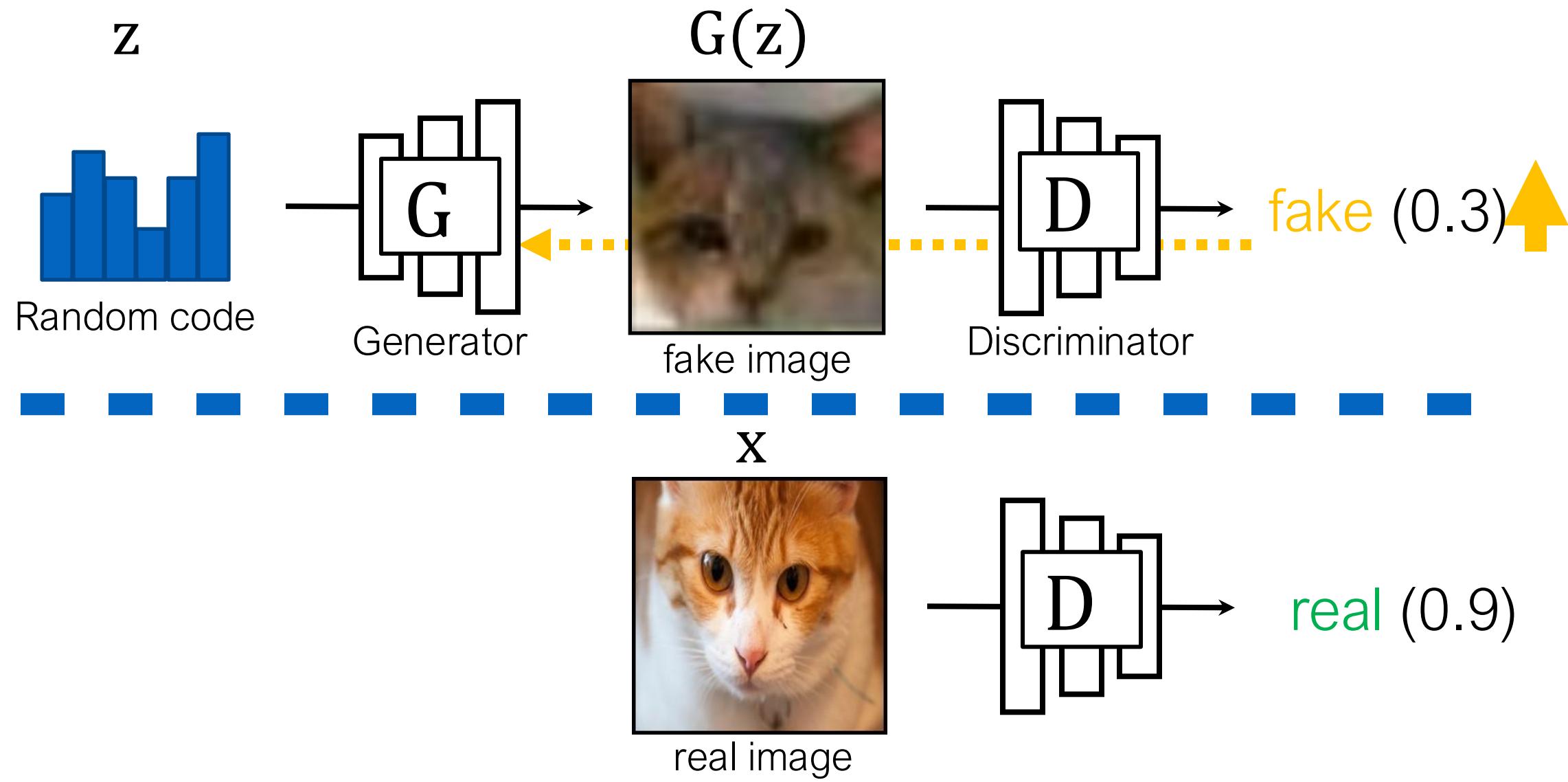
Learning objective (GANs)

$$\min_G \max_D \mathbb{E}_z [\log(1 - D(G(z)))]$$



Learning objective (GANs)

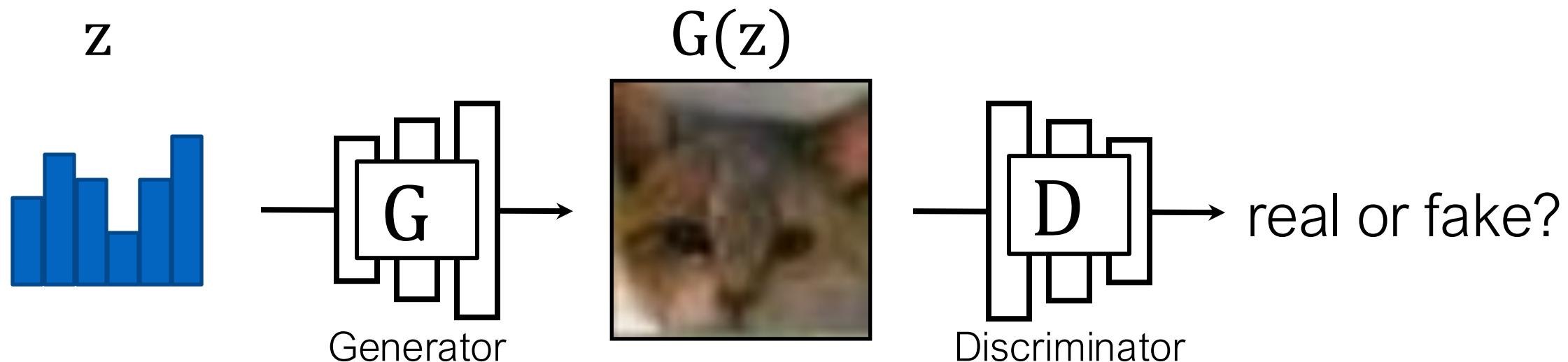
$$\min_G \max_D [ \mathbb{E}_z [\log(1 - D(G(z)))] + \mathbb{E}_x [\log D(x)] ]$$



## Learning objective (GANs)

$$\min_G \max_D \mathbb{E}_z[\log(1 - D(G(z)))] + \mathbb{E}_x[\log D(x)]$$

# GANs Training Breakdown



**G** tries to synthesize fake images that fool **D**

**D** tries to identify the fakes

- Training: iterate between training D and G with backprop.
- Global optimum when G reproduces data distribution.

# What has driven GAN progress?



Ian Goodfellow @goodfellow\_ian · Jan 14

4.5 years of **GAN progress** on face generation. [arxiv.org/abs/1406.2661](https://arxiv.org/abs/1406.2661)

[arxiv.org/abs/1511.06434](https://arxiv.org/abs/1511.06434) [arxiv.org/abs/1606.07536](https://arxiv.org/abs/1606.07536) [arxiv.org/abs/1710.10196](https://arxiv.org/abs/1710.10196)

[arxiv.org/abs/1812.04948](https://arxiv.org/abs/1812.04948)

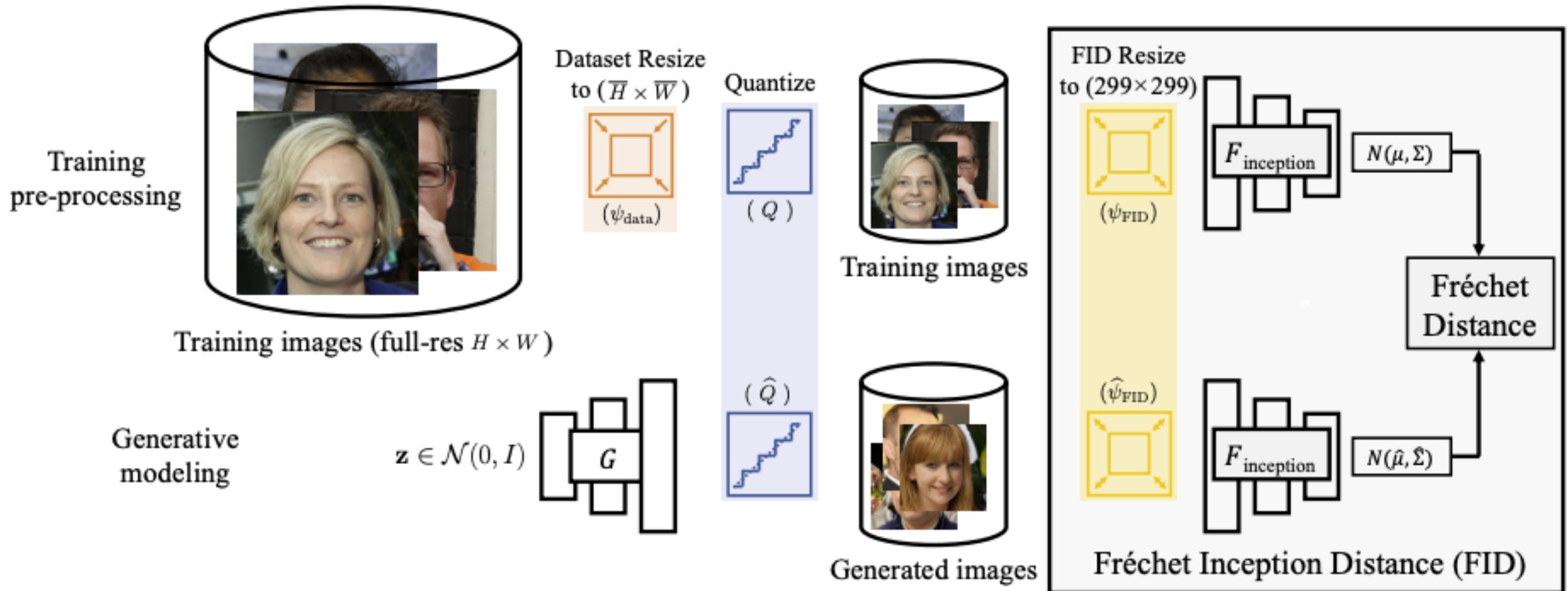


# What has driven GAN progress?



Samples from StyleGAN2 [Karras et al., CVPR 2020]

# GANs evaluation (FID)



Fréchet Inception Distance (FID)

$$\text{FID} = \|\mu - \hat{\mu}\|_2^2 + \text{Tr}(\Sigma + \hat{\Sigma} - 2(\Sigma \hat{\Sigma})^{1/2})$$

# What has driven GAN progress?

- A. Loss functions
- B. Network architectures (G/D)
- C. Training methods
- D. Data
- E. GPUs
- F. Funding

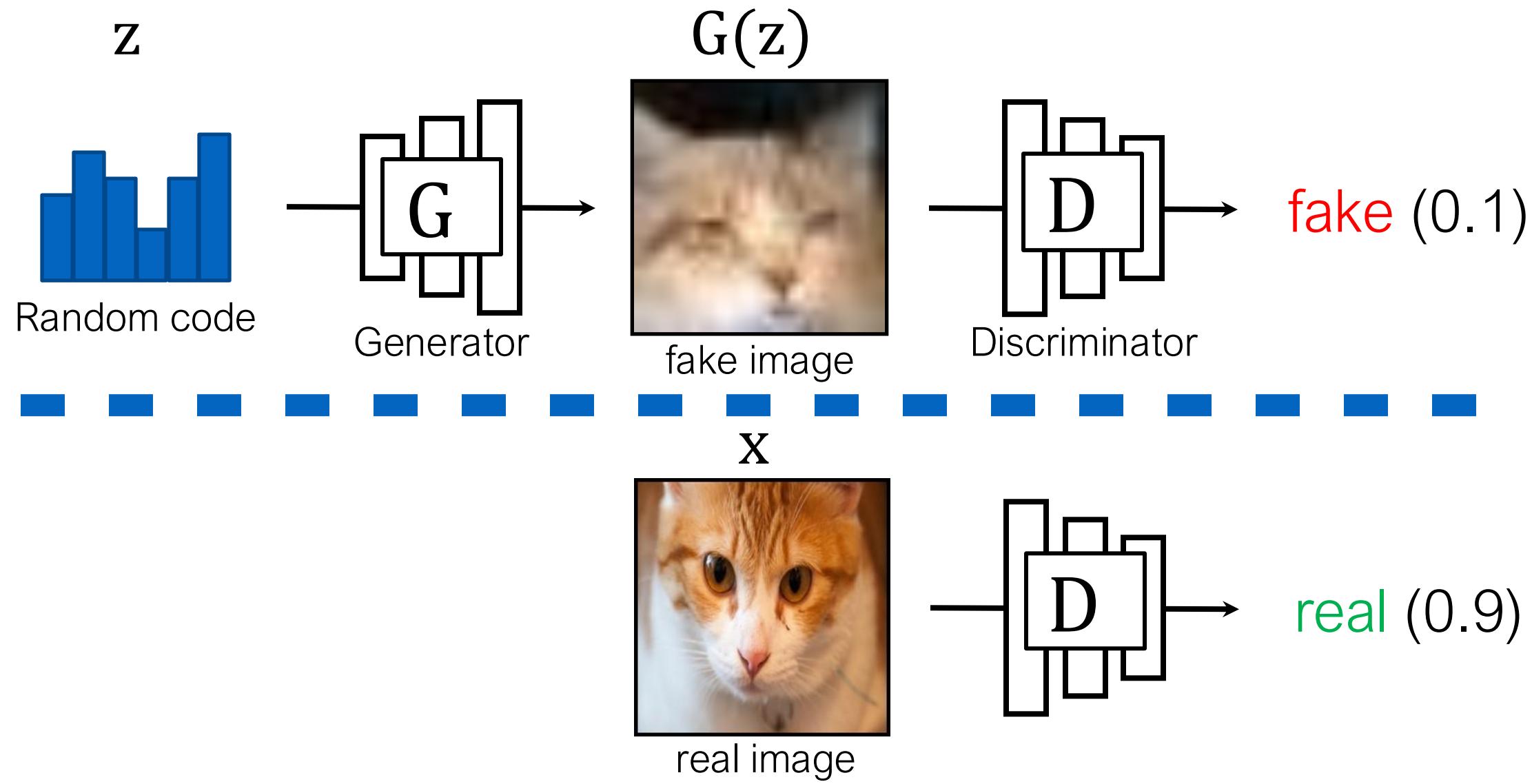
# Which topics are easy to publish?

- A. Loss functions
- B. Network architectures (G/D)
- C. Training methods
- D. Data
- E. GPUs
- F. Funding

Which topics are easy to publish?

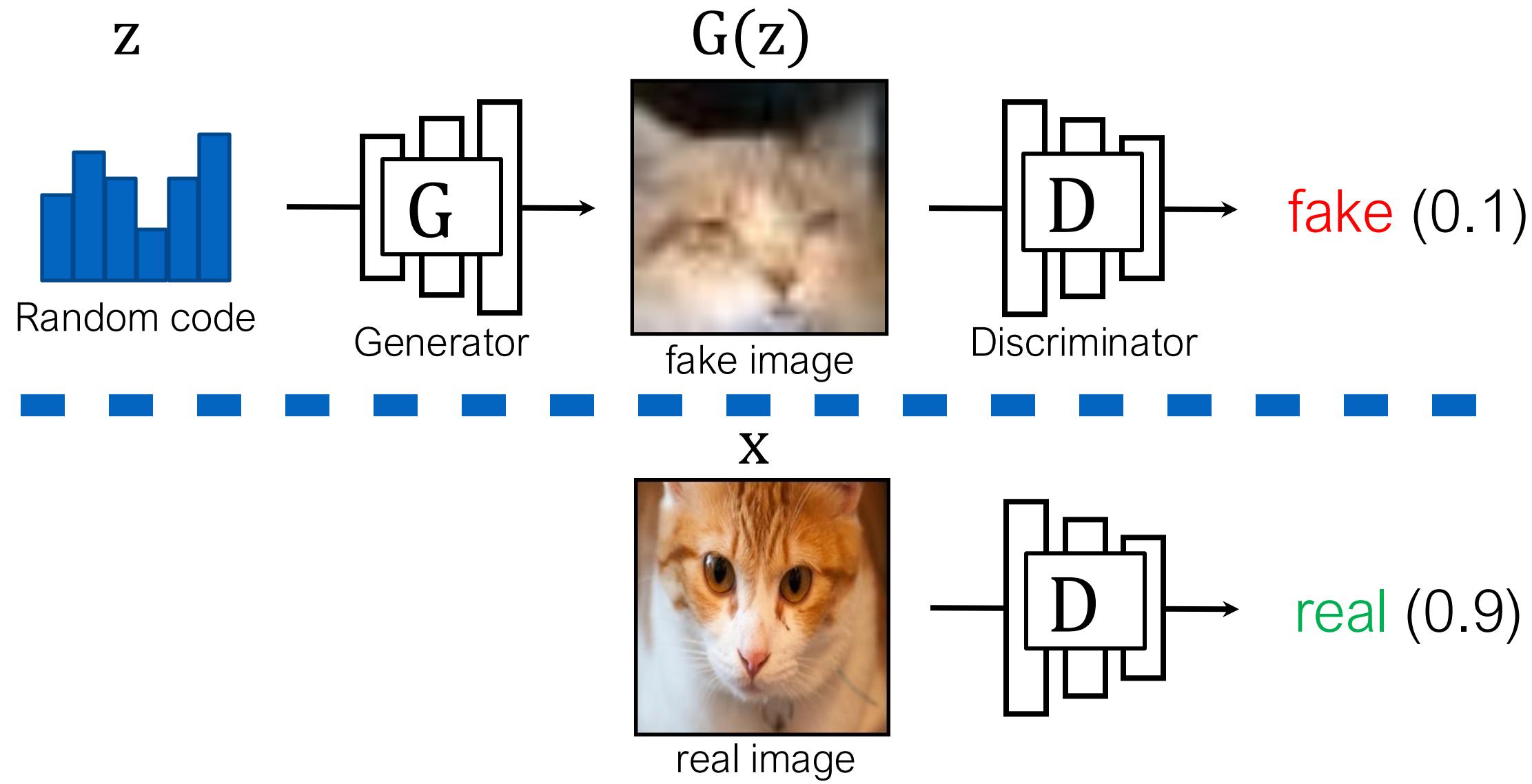
- A. Loss functions
- B. Network architectures (G/D)
- C. Training methods
- D. Data
- E. GPUs
- F. Funding

# Loss functions



Learning objective (GANs)

$$\min_G \max_D \mathbb{E}_z[\log(1 - D(G(z)))] + \mathbb{E}_x[\log D(x)]$$

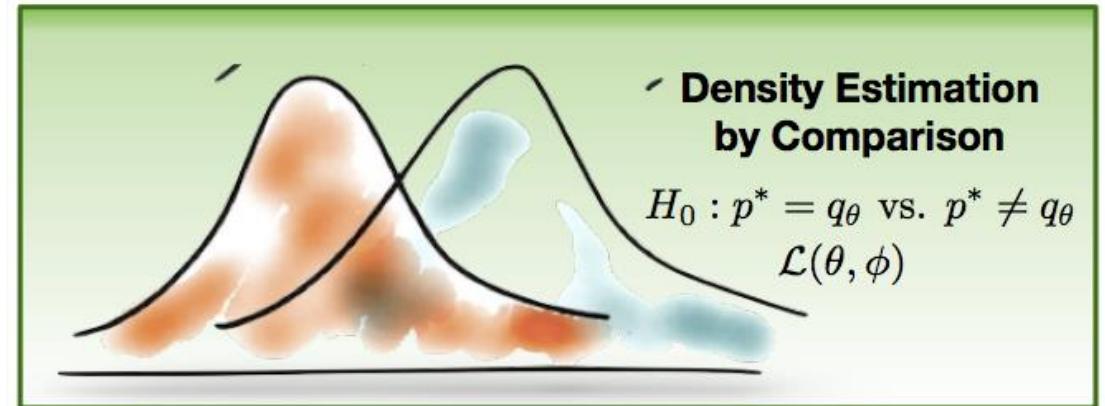


Learning objective (GANs variants)

$$\min_G \max_{f_1, f_2} \mathbb{E}_z [f_1(G(z))] + \mathbb{E}_x [f_2(x)]$$

EBGAN, WGAN, LSGAN, etc

# Other divergences?



from [Mohamed & Lakshminarayanan 2017]

$$\min_G \max_{f_1, f_2} \boxed{\mathbb{E}_z[f_1(G(z))]} + \boxed{\mathbb{E}_x[f_2(x)]}$$

Convenient choice

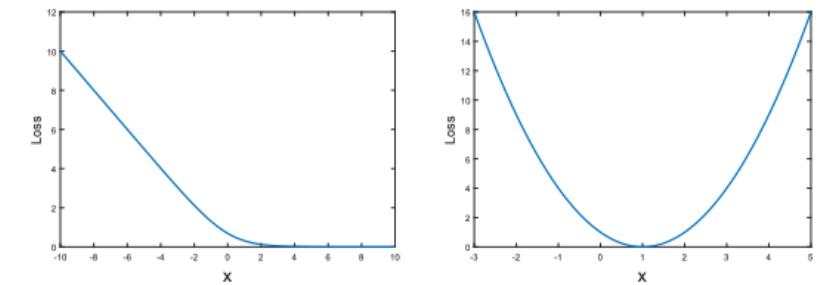
$$\begin{aligned} f_1 &= -f \\ f_2 &= f \end{aligned}$$

Different choices of  $f_1$  and  $f_2$  correspond to different divergence measures:

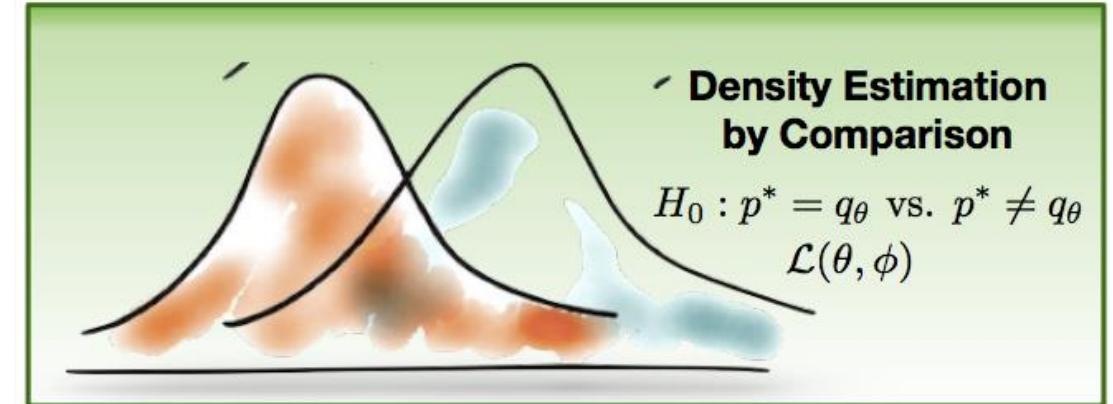
- Original GAN —> JSD
- Least-squares GAN —> Pearson chi-squared divergence

$$\min_D V_{\text{LSGAN}}(D) = \frac{1}{2} \mathbb{E}_{\mathbf{x} \sim p_{\text{data}}(\mathbf{x})} [(D(\mathbf{x}) - 1)^2] + \frac{1}{2} \mathbb{E}_{\mathbf{z} \sim p_z} [(D(G(\mathbf{z})) - 1)^2]$$

$$\min_G V_{\text{LSGAN}}(G) = \frac{1}{2} \mathbb{E}_{\mathbf{z} \sim p_z(\mathbf{z})} [(D(G(\mathbf{z})) - 1)^2].$$



# Other divergences?



from [Mohamed & Lakshminarayanan 2017]

$$\min_G \max_{f_1, f_2} \boxed{\mathbb{E}_z[f_1(G(z))]} + \boxed{\mathbb{E}_x[f_2(x)]}$$

Convenient choice

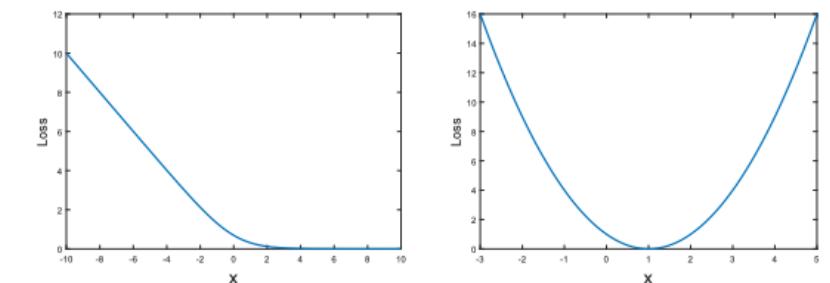
$$\begin{aligned} f_1 &= -f \\ f_2 &= f \end{aligned}$$

Different choices of  $f_1$  and  $f_2$  correspond to different divergence measures:

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$$\min_G V_{\text{LSGAN}}(G) = \frac{1}{2} \mathbb{E}_{\mathbf{z} \sim p_z(\mathbf{z})} [(D(G(\mathbf{z})) - 1)^2].$$



# Other divergences?

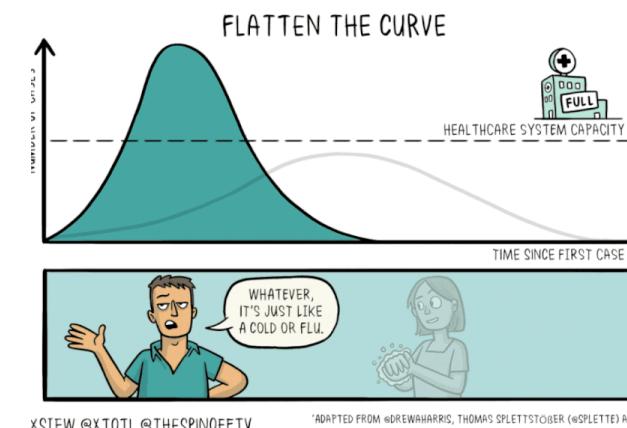
$$KL(p_{\text{data}} || p_{\theta}) \leftarrow \mathbb{E}_{x \sim p_{\text{data}}} [\log p_{\theta}(x)]$$

$$KL(p_{\theta} || p_{\text{data}}) \leftarrow \text{Reverse KL — mode seeking, intractable}$$

$$JS(p_{\text{data}}, p_{\theta}) \leftarrow \text{Jensen-Shannon, original GAN}$$

$$W(p_{\text{data}}, p_{\theta}) = \inf_{\gamma \in \Pi(p_{\text{data}}, p_{\theta})} \mathbb{E}_{(x, y) \sim \gamma} [\|x - y\|] \leftarrow \text{Wasserstein}$$

Earth-Mover (EM) distance  
/ Wasserstein distance



# Wasserstein GAN

[Arjovsky, Chintala, Bottou 2017]

Lipschitz continuity

$$|f(x) - f(y)| \leq \|x - y\|$$

$$\arg \min_G \max_{\|f\|_L \leq 1} \mathbb{E}_{\mathbf{z}, \mathbf{x}} [ \boxed{-f(G(\mathbf{z}))} + \boxed{f(\mathbf{x})} ]$$



$$W(p_{\text{data}}, p_{\theta}) = \inf_{\gamma \in \Pi(p_{\text{data}}, p_{\theta})} \mathbb{E}_{(x, y) \sim \gamma} [\|x - y\|]$$

wGAN GP [Gulrajani et al., 2018]:

$$\arg \min_G \max_f \mathbb{E}_{\mathbf{z}, \mathbf{x}} [ \boxed{-f(G(\mathbf{z}))} + \boxed{f(\mathbf{x})} ] + \lambda \mathbb{E}_{\hat{\mathbf{x}} \sim \mathbb{P}_{\hat{\mathbf{x}}}} [ (\|\nabla_{\hat{\mathbf{x}}} f(\hat{\mathbf{x}})\|_2 - 1)^2 ]$$

Gradient penalty (GP)

# Spectral Normalization

[Miyato, Kataoka, Koyama, Yoshida 2018]

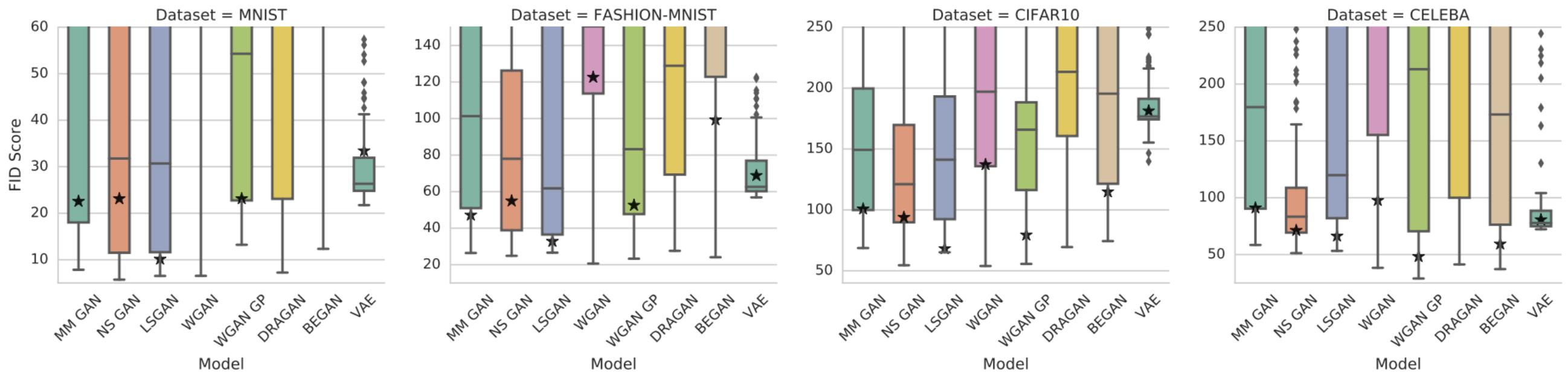
$$\bar{W}_{\text{SN}}(W) := W/\sigma(W) \quad \sigma(A) := \max_{\mathbf{h}: \mathbf{h} \neq \mathbf{0}} \frac{\|A\mathbf{h}\|_2}{\|\mathbf{h}\|_2}$$

- $W$  is the weight of one layer in the discriminator
- $\sigma(A)$  (spectral norm) is the largest singular value of  $A$   
(If  $A$  is a square matrix, the largest eigenvalue)
- Effect: limit the amount of changes each layer introduces

$$\sigma(\hat{W}_{SN}) = 1$$

- + Lipschitz discriminator regularization (c.f. Wasserstein GAN)

# Better objectives? optimizers?



**Figure 4:** A *wide range* hyperparameter search (100 hyperparameter samples per model). Black stars indicate the performance of suggested hyperparameter settings. We observe that GAN training is extremely sensitive to hyperparameter settings and there is no model which is significantly more stable than others.

[“Are all GANs Created Equal?”, Lucic\*, Kurach\*, et al. 2018]

Original GAN loss/Hinge Loss/Least Square Loss  
+ R1 gradient penalty (use 0 rather than 1)

# Network architectures & Training methods

# *Better Architectures!*

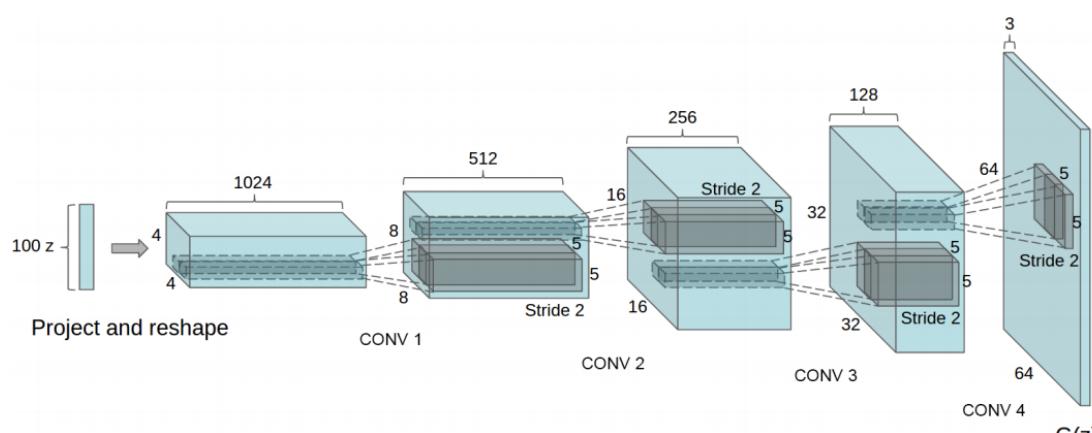
DCGAN  
[Radford, Metz, Chintala 2016]

StyleGAN  
[Karras, Laine, Aila 2019]

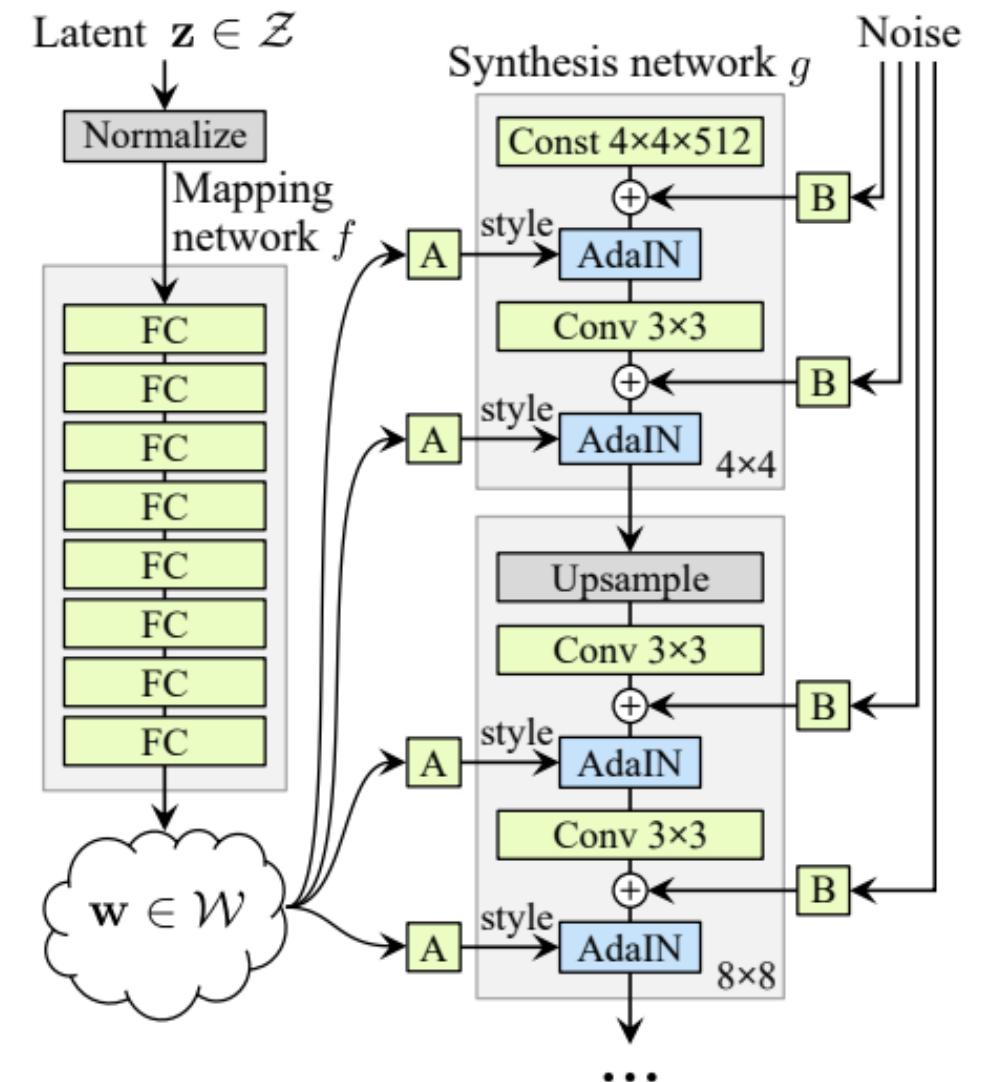


# Better Architectures!

DCGAN  
[Radford, Metz, Chintala 2016]

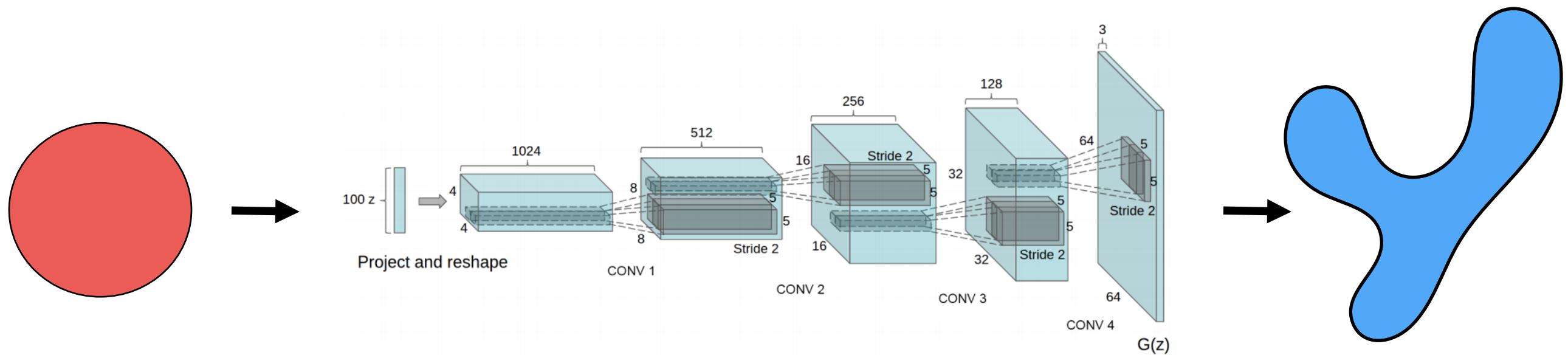


StyleGAN  
[Karras, Laine, Aila 2019]



# DCGAN

[Radford, Metz, Chintala 2015]



+ Convnet

also see LAPGAN [Denton\*, Chintala\*, Szlam, Fergus 2015],  
which used a convnet

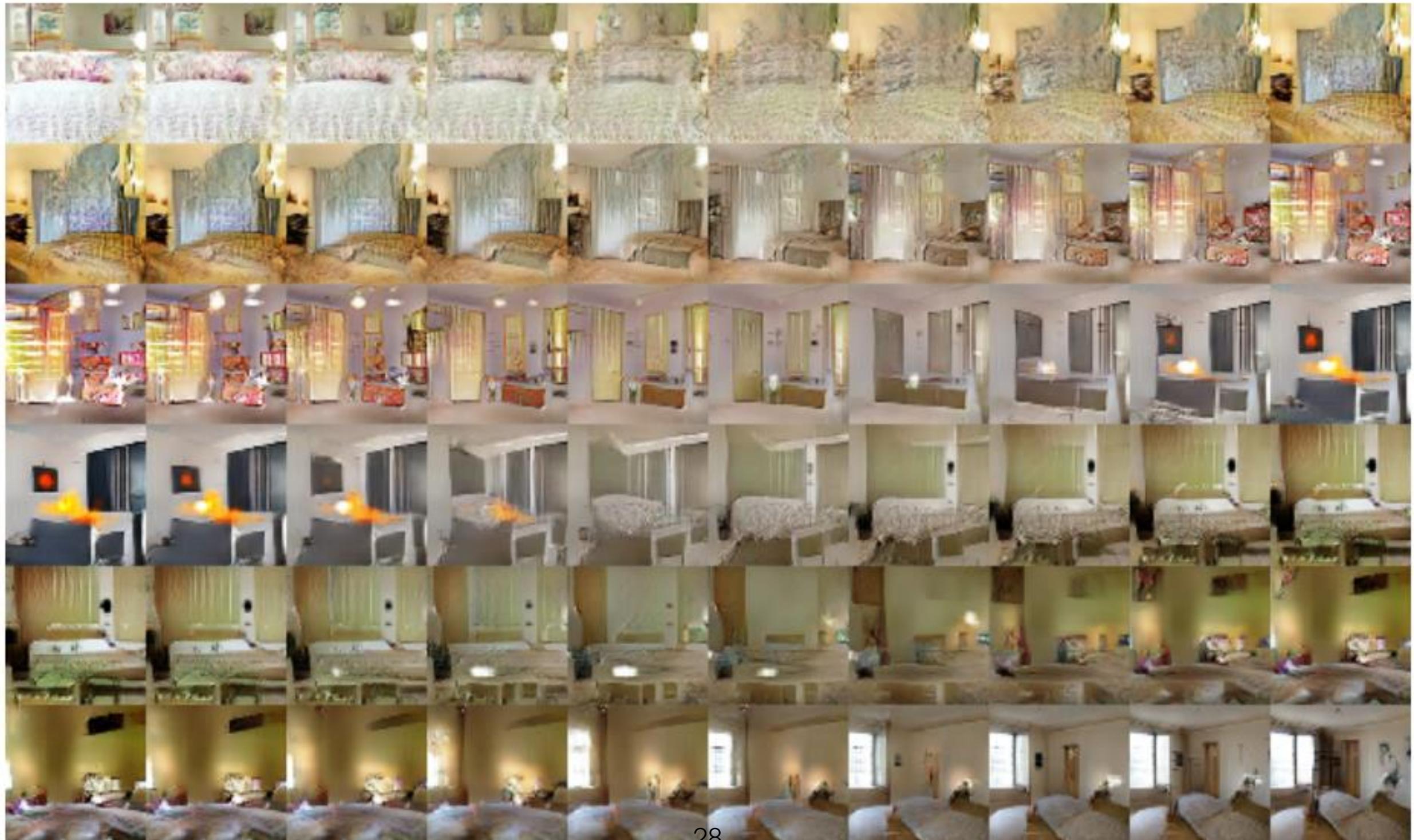
# DCGAN

[Radford, Metz, Chintala 2015]



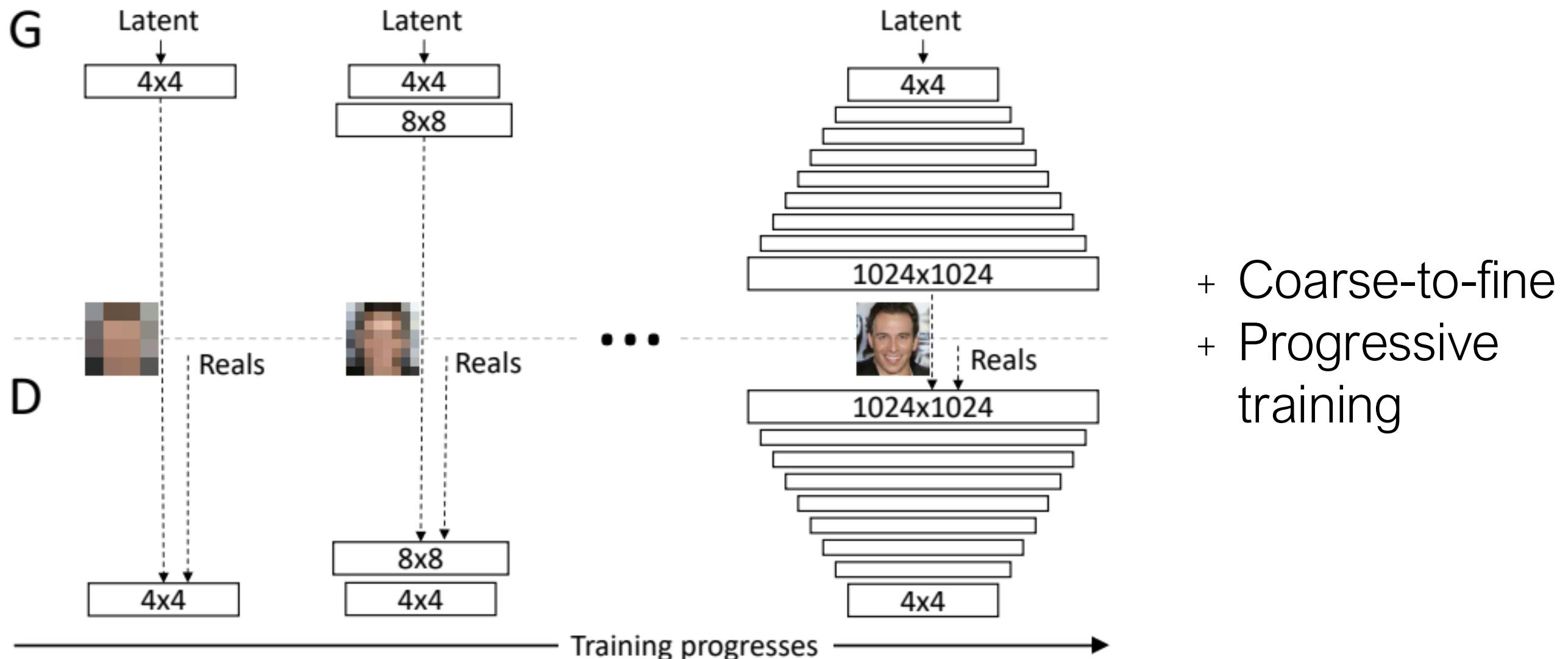
# DCGAN

[Radford, Metz, Chintala 2015]



# Progressive GAN: Better Training Scheme!

[Karras, Aila, Laine, Lehtinen 2018]



Computer vision can help quality: Gaussian Pyramid (HW1)

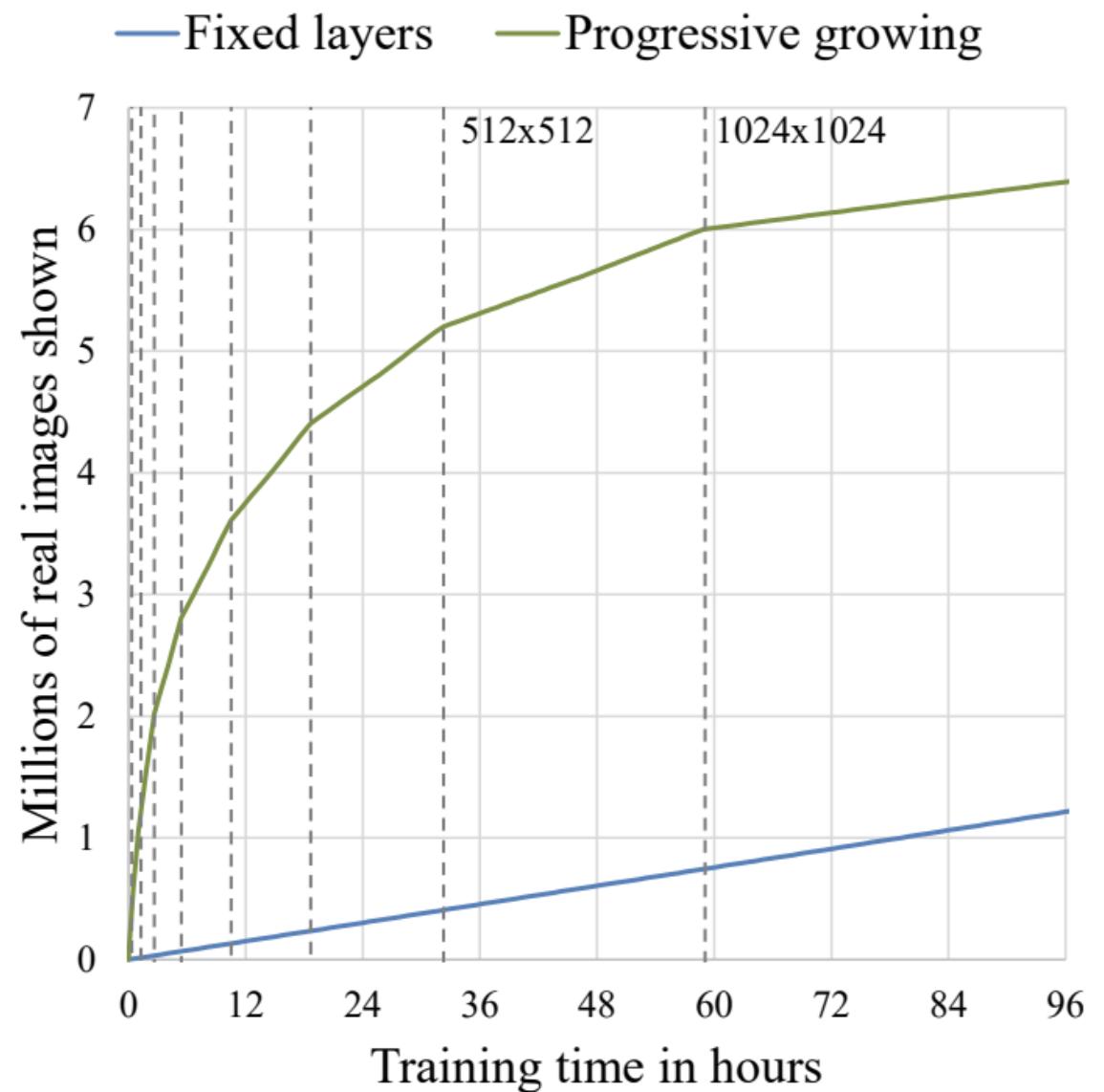
# Progressive GAN: Better Training Scheme!

[Karras, Aila, Laine, Lehtinen 2018]



# Progressive GAN: Better Training Scheme!

[Karras, Aila, Laine, Lehtinen 2018]

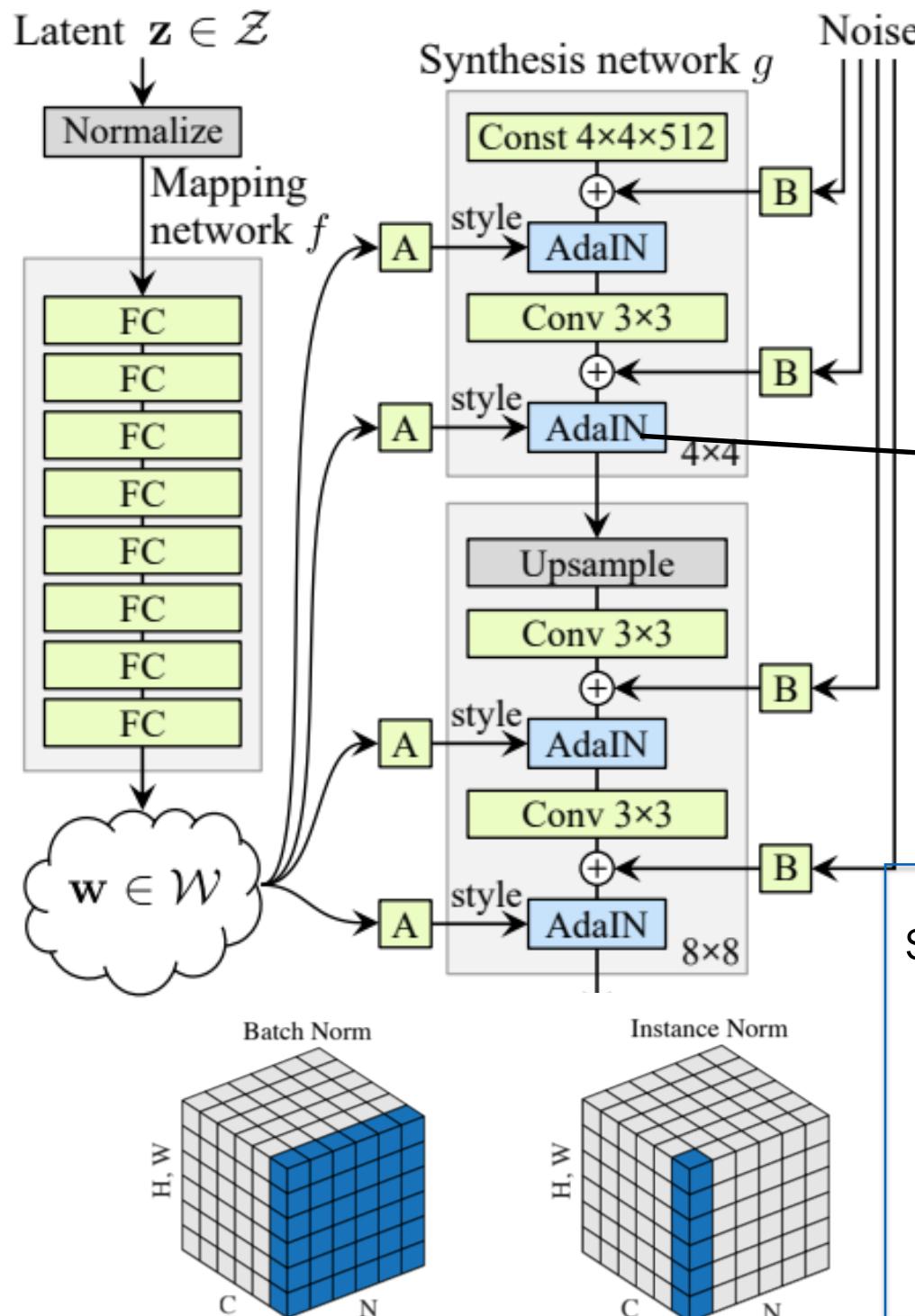


- + Coarse-to-fine
- + Progressive training

Computer vision can help speed: Gaussian Pyramid (HW1)  
31

# StyleGAN: Quality+ Control

[Karras, Laine, Aila. CVPR 2019]



- + Multiscale “style” (noise)
- + AdaIN layers

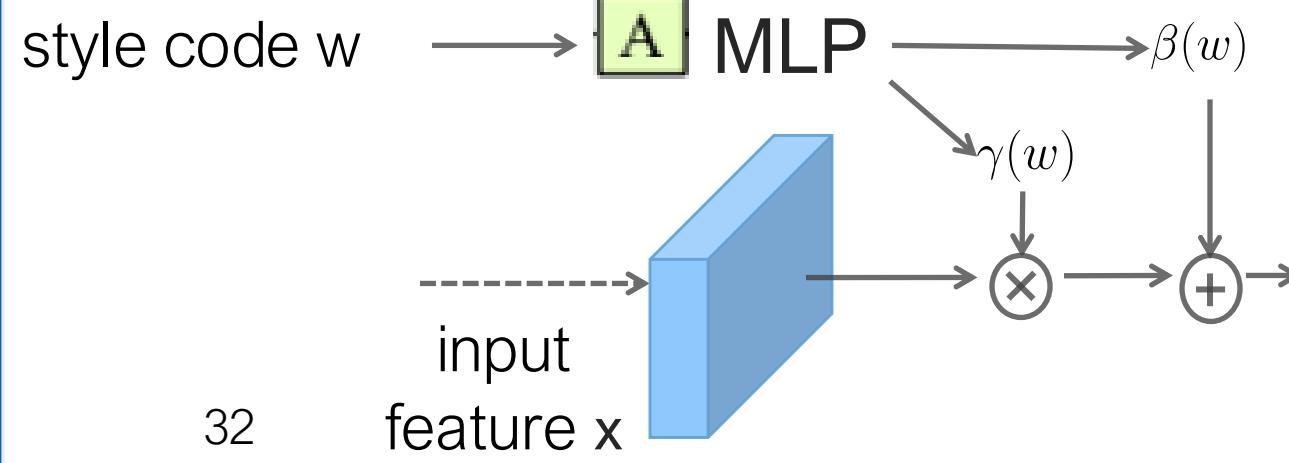
$x$ : input feature

$$\text{AdaIN}(x) = \gamma(w) \left( \frac{x - \mu(x)}{\sigma(x)} \right) + \beta(w)$$

$w$ : style code

- batch/instance normalization:

$$\text{BN}(x) = \gamma \left( \frac{x - \mu(x)}{\sigma(x)} \right) + \beta$$



# StyleGAN: Quality+ Control

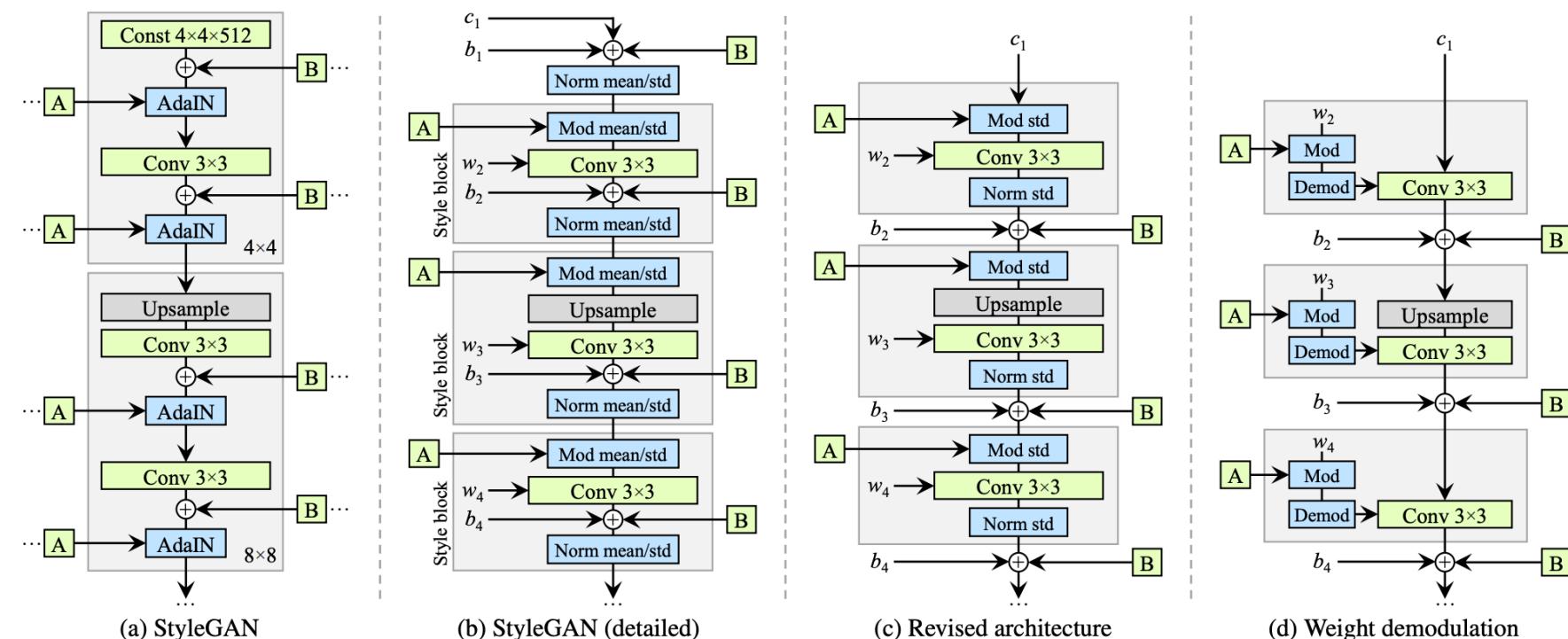
[Karras, Laine, Aila. CVPR 2019]



# StyleGAN2 and StyleGAN3

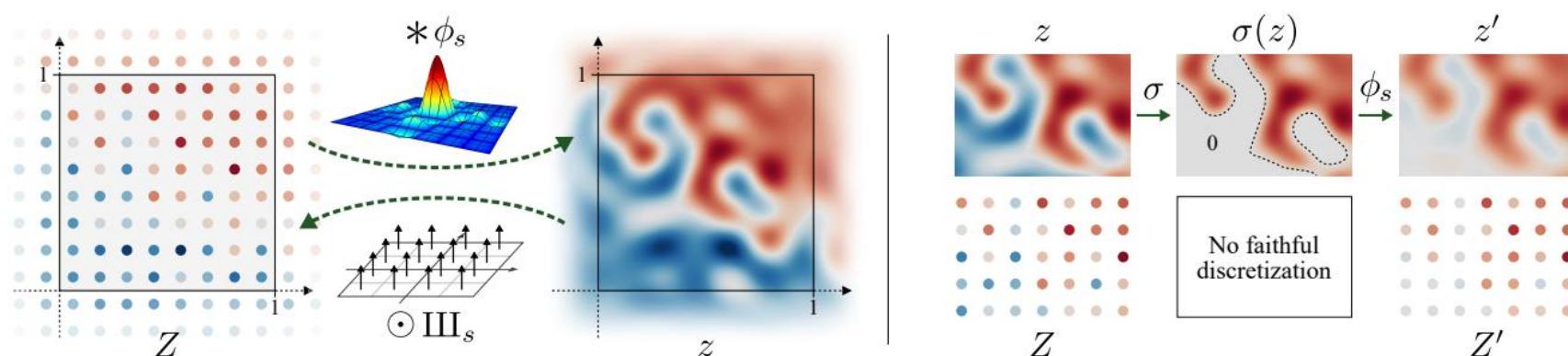
## Analyzing and improving individual layers

Weight  
Modulation  
Layers



<https://arxiv.org/abs/1912.04958>

Alias-free layers



<https://arxiv.org/abs/2106.12423>

# Data

# Data alignment

- Work well for well-aligned objects and landscapes.

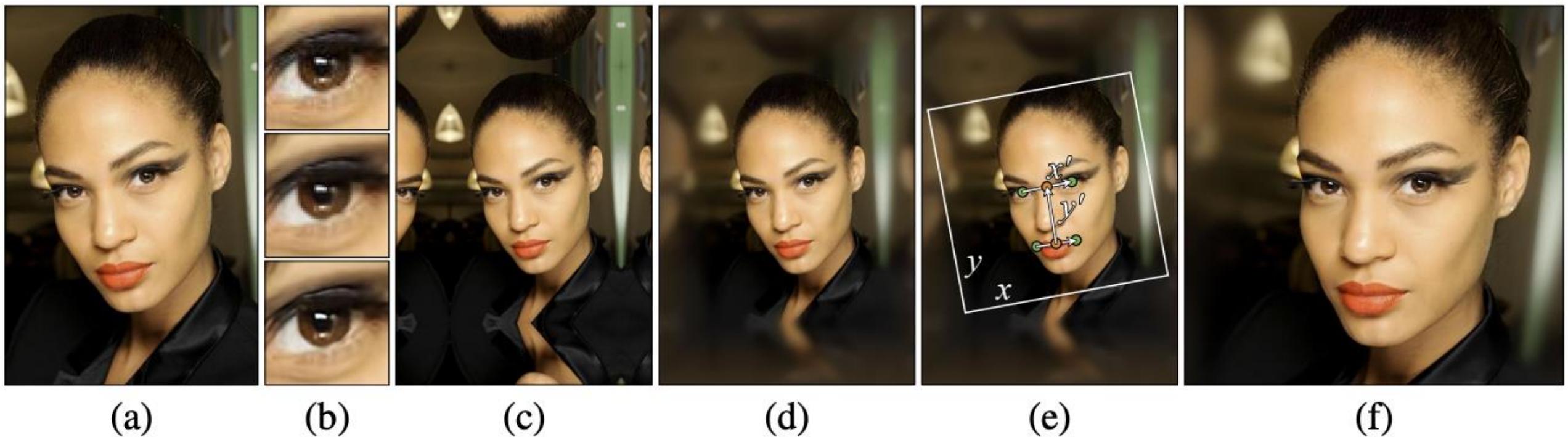
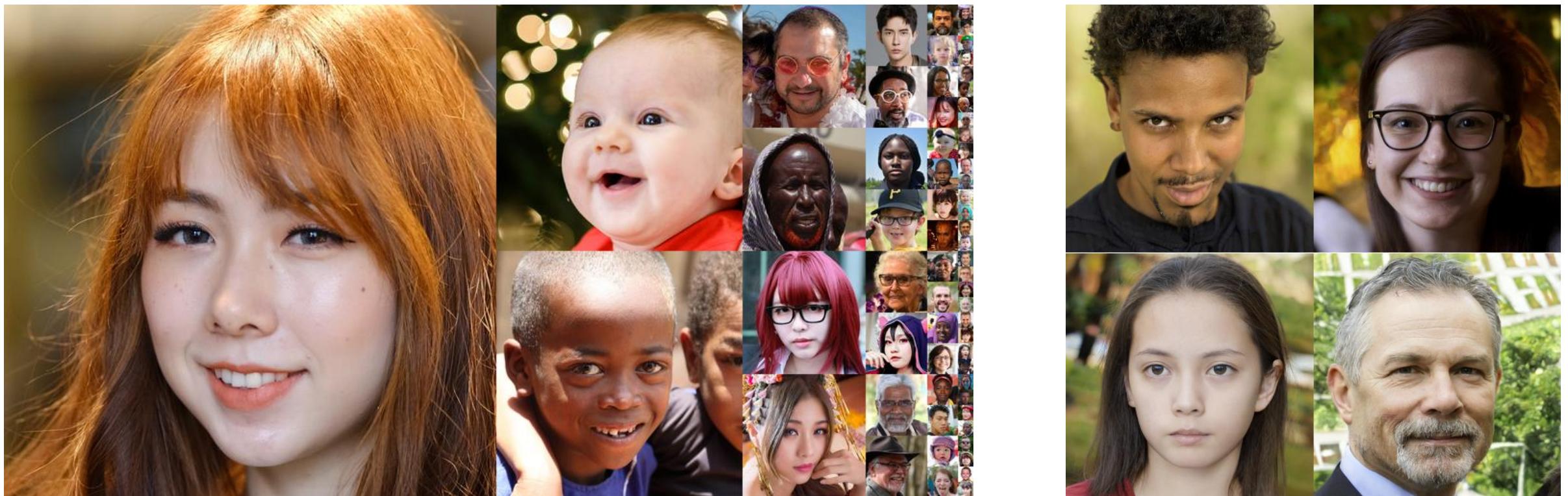


Figure 8: Creating the CELEBA-HQ dataset. We start with a JPEG image (a) from the CelebA in-the-wild dataset. We improve the visual quality (b,top) through JPEG artifact removal (b,middle) and 4x super-resolution (b,bottom). We then extend the image through mirror padding (c) and Gaussian filtering (d) to produce a visually pleasing depth-of-field effect. Finally, we use the facial landmark locations to select an appropriate crop region (e) and perform high-quality resampling to obtain the final image at  $1024 \times 1024$  resolution (f).

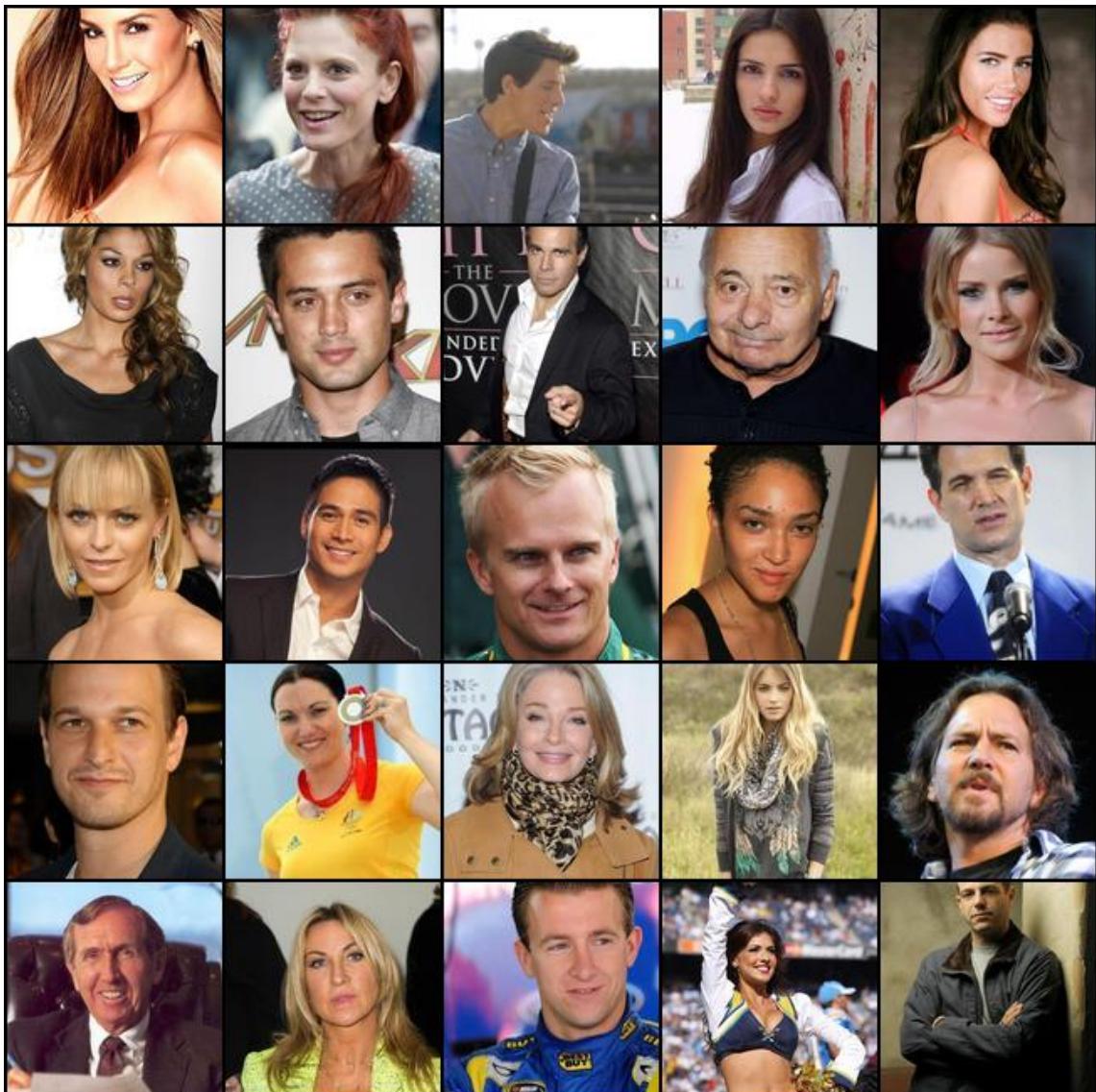
# Aligned vs. unaligned data



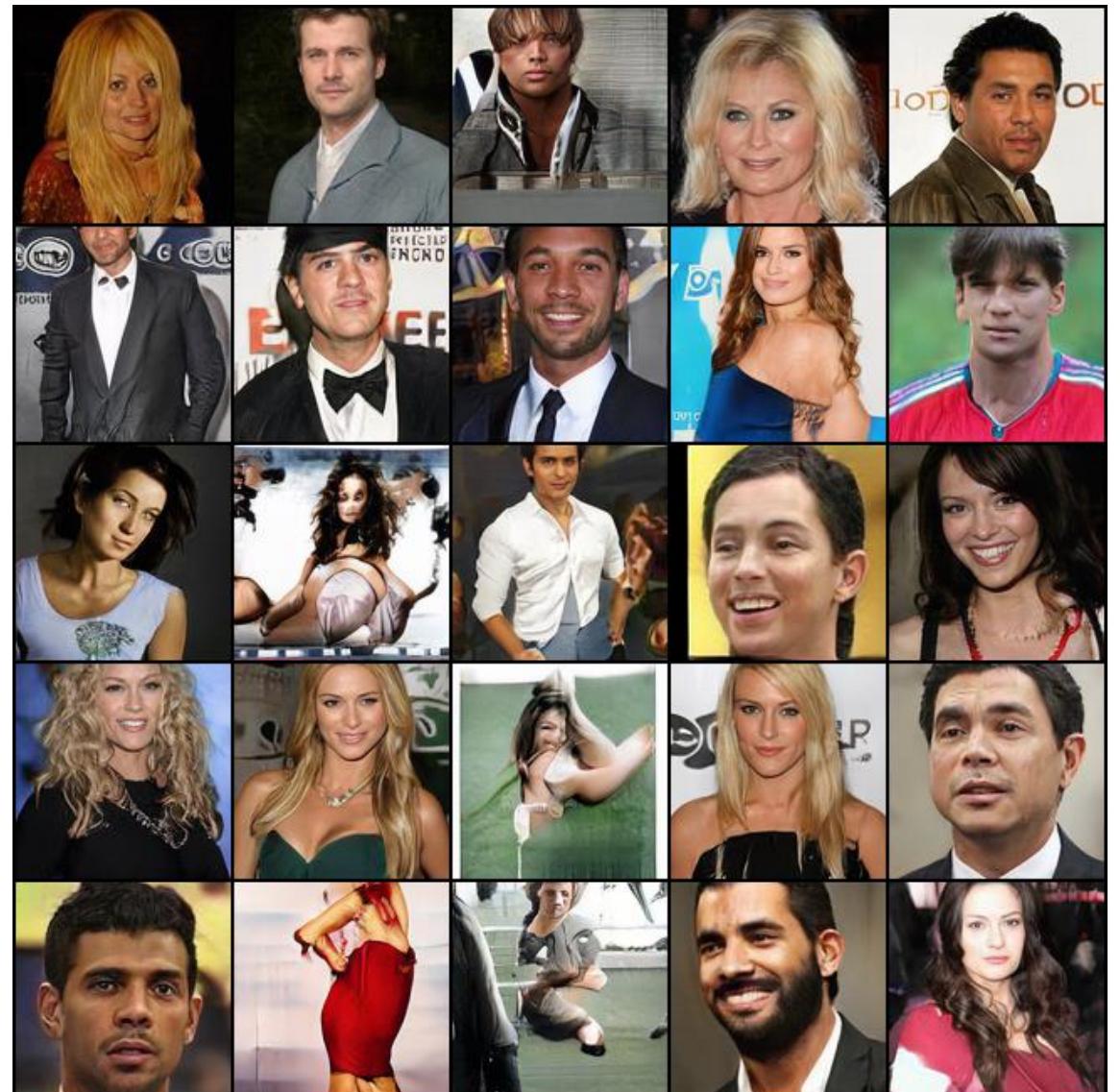
Real images from aligned FFHQ

StyleGAN2 samples

# Aligned vs. unaligned data

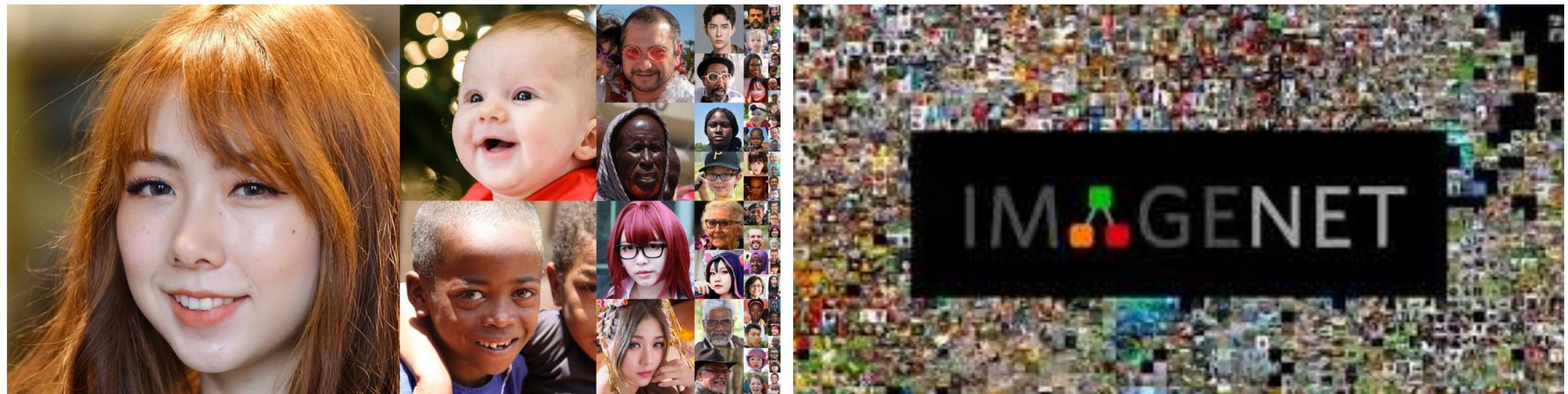


Real images from unaligned CelebA



StyleGAN2 samples

# Data are Expensive



**FFHQ dataset: 70,000 selective post-processed human faces** **ImageNet dataset: millions of images from diverse categories**

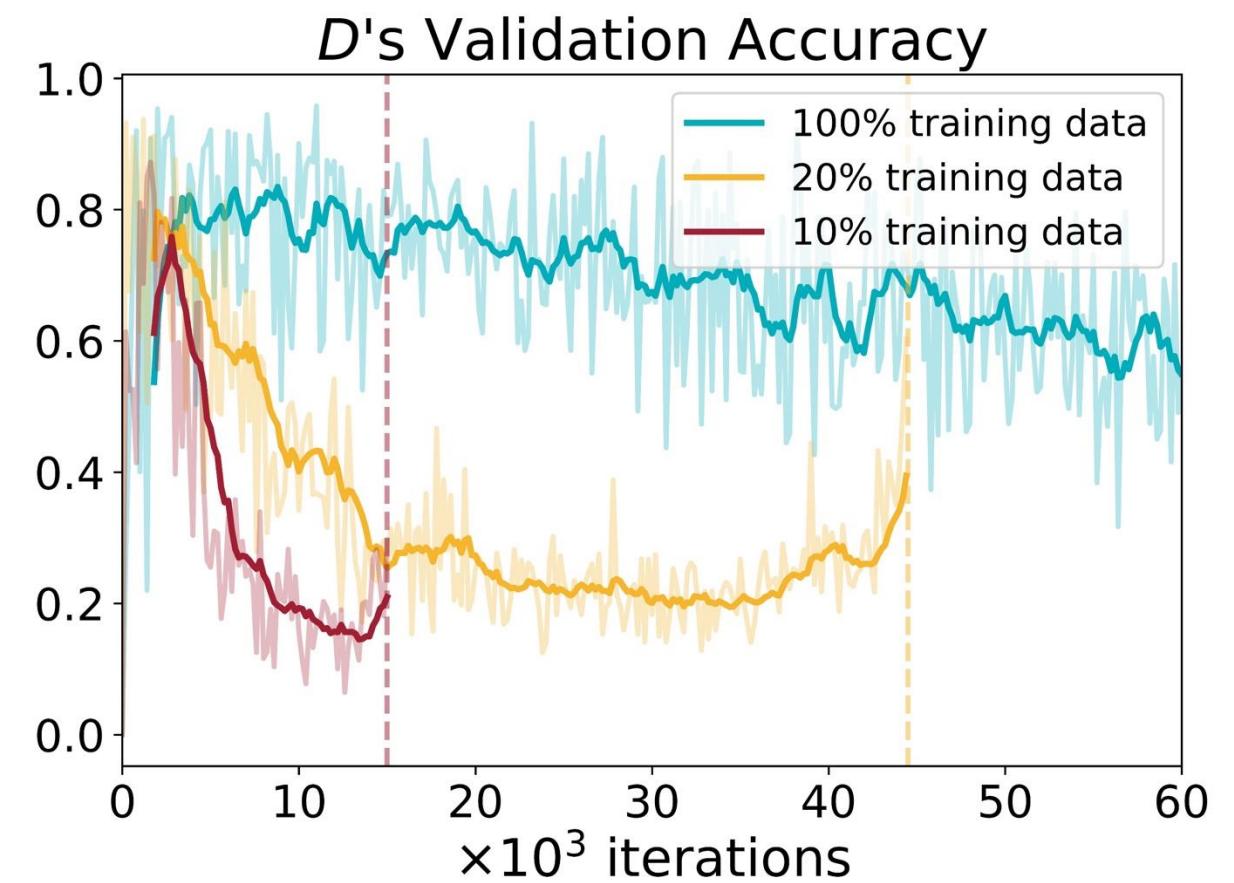
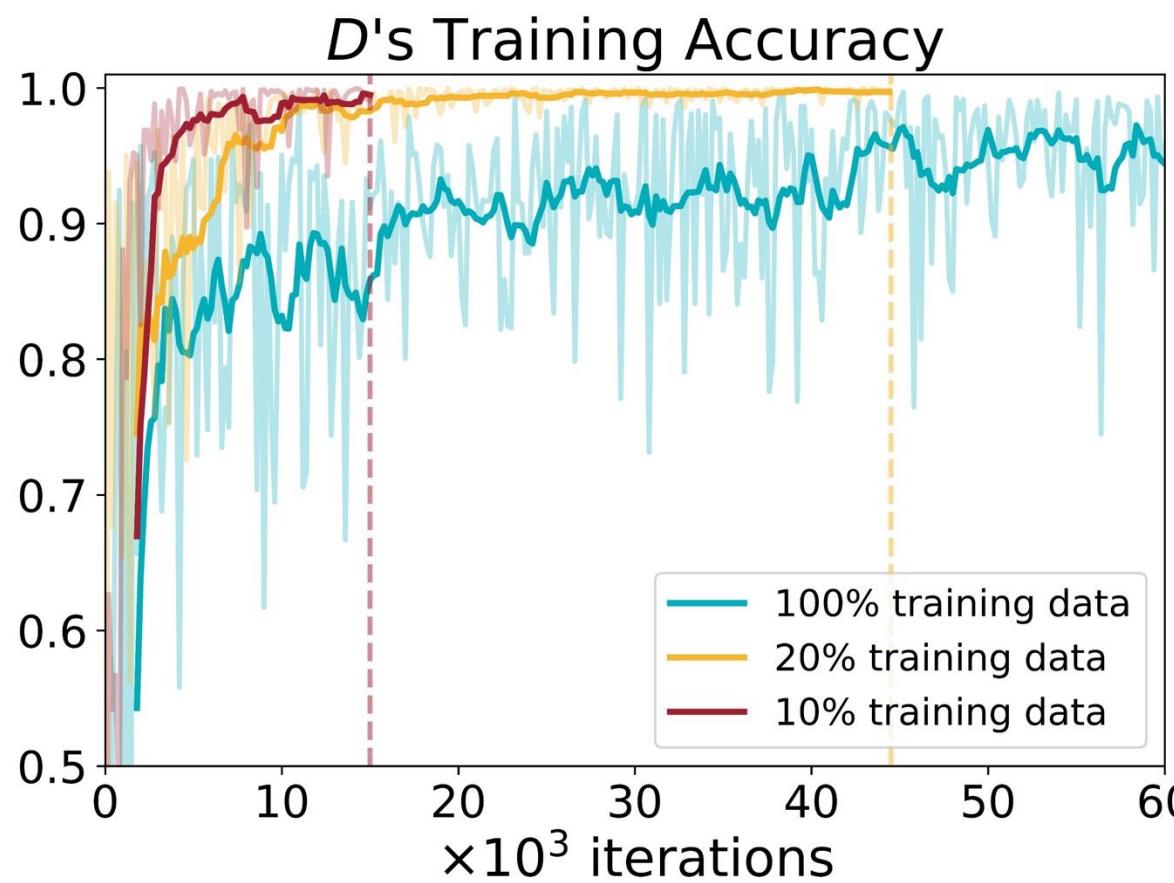
*Months or even years to collect the data,  
along with **prohibitive** annotation costs.*

# GANs Heavily Deteriorate Given Limited Data

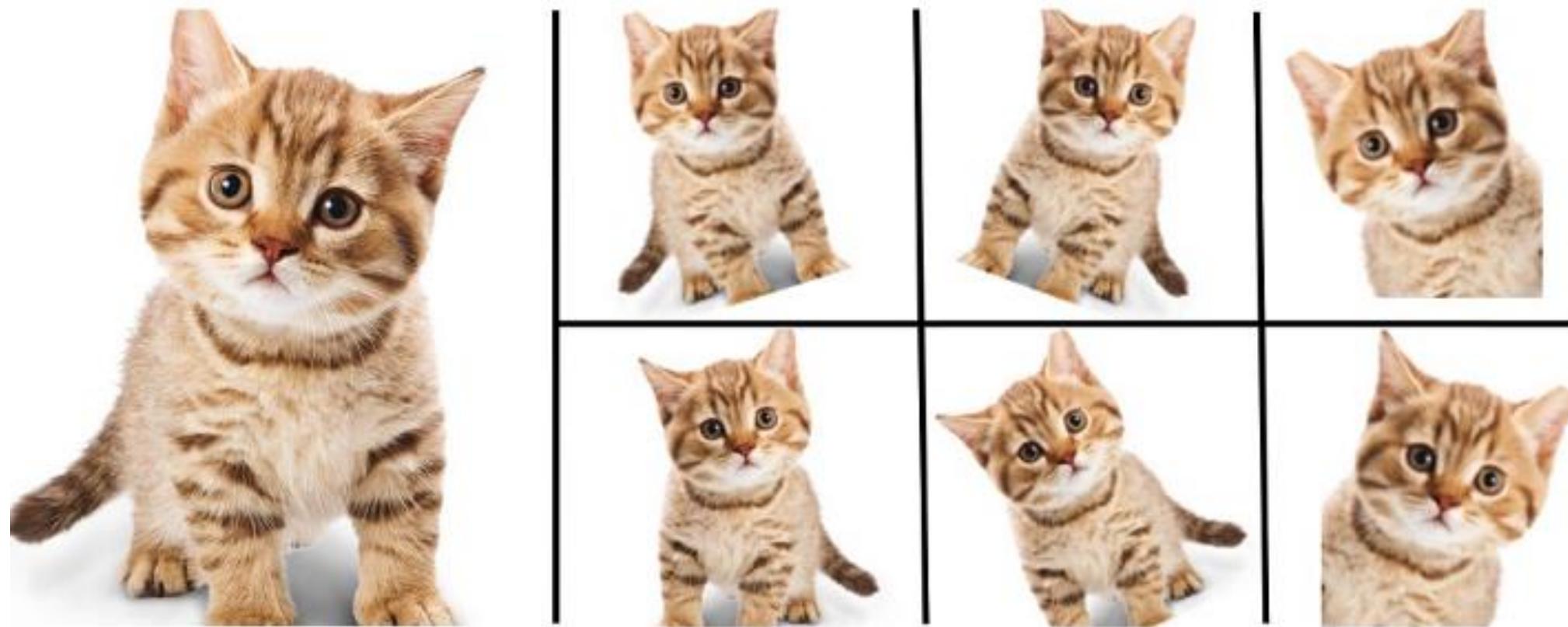


Generated samples of StyleGAN2 (Karras et al.)  
using only hundreds of images

# Discriminator Overfitting



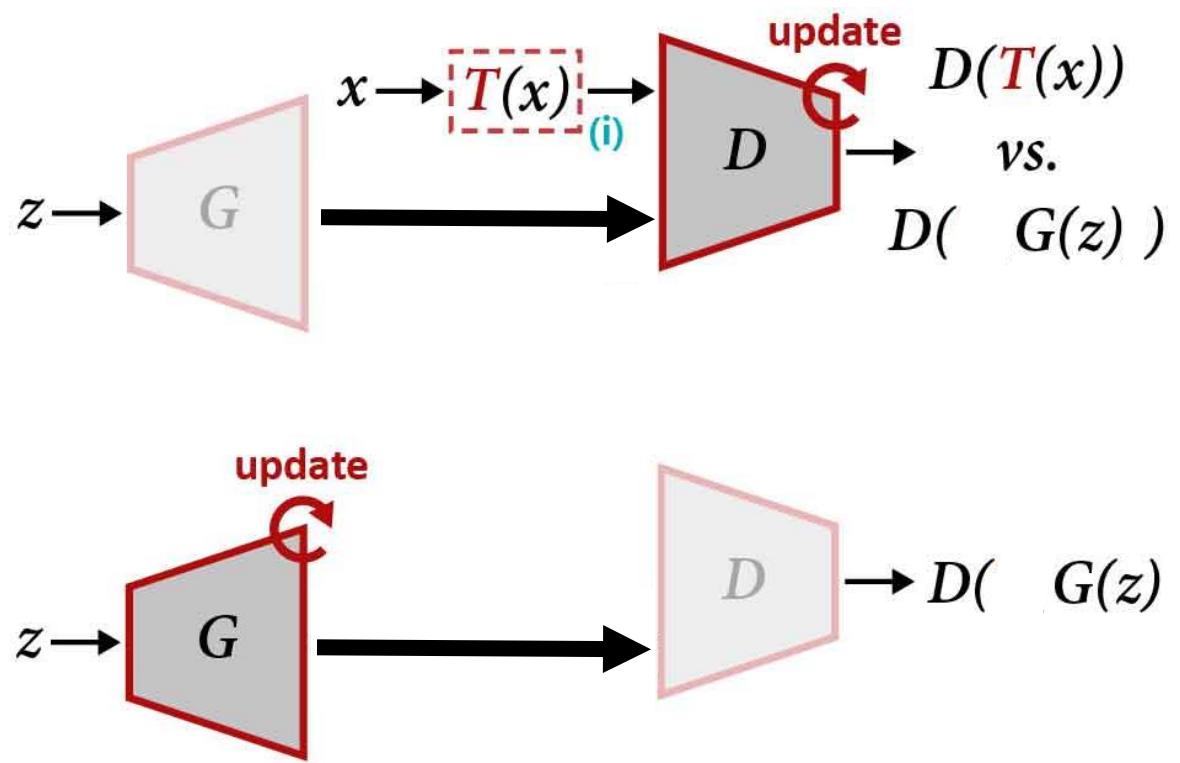
# Data Augmentation



Data augmentation: enlarge datasets without collecting new samples.

# How to Augment GANs?

# #1 Approach: Augment reals only



Generated images



Artifacts from Color jittering



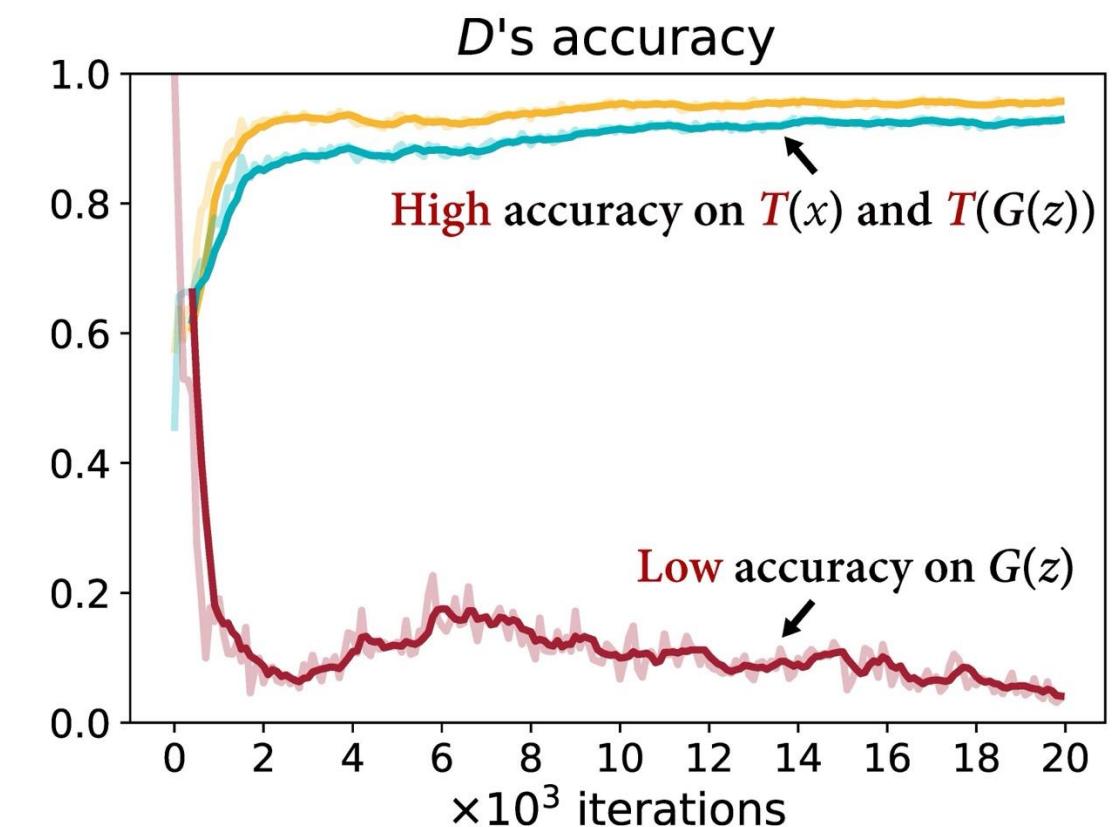
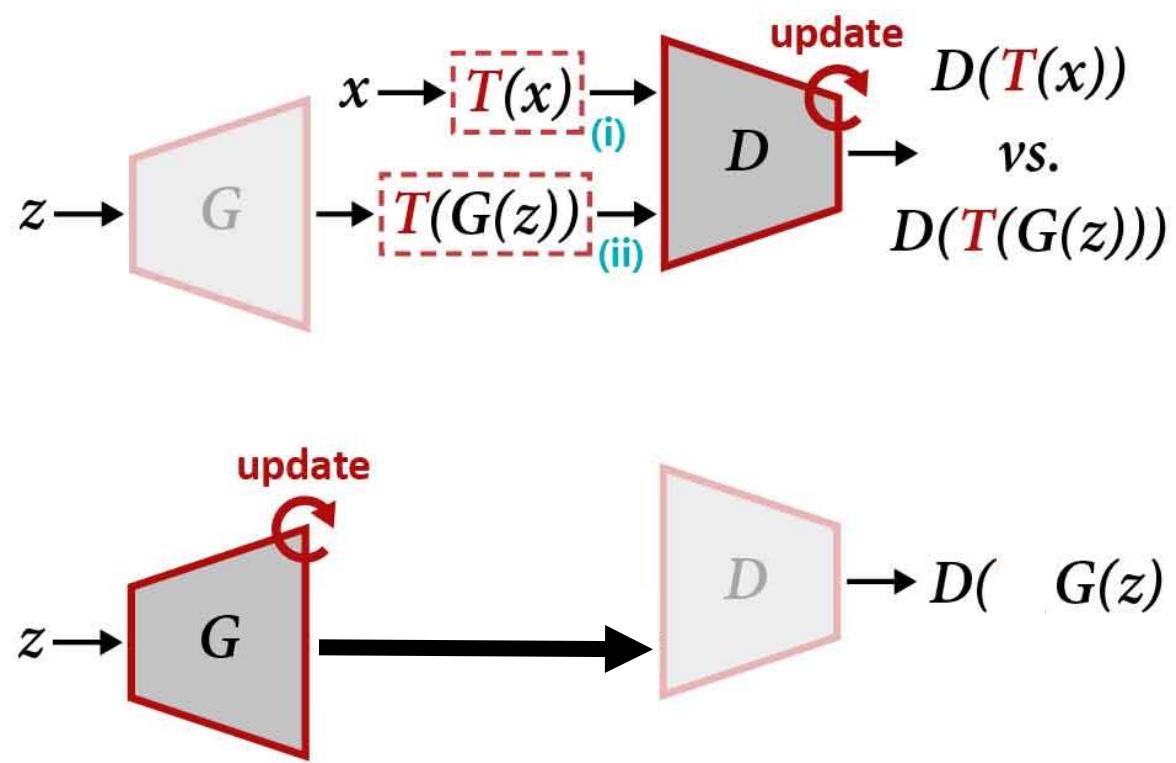
Artifacts from Translation



Artifacts from Cutout (DeVries et al.)

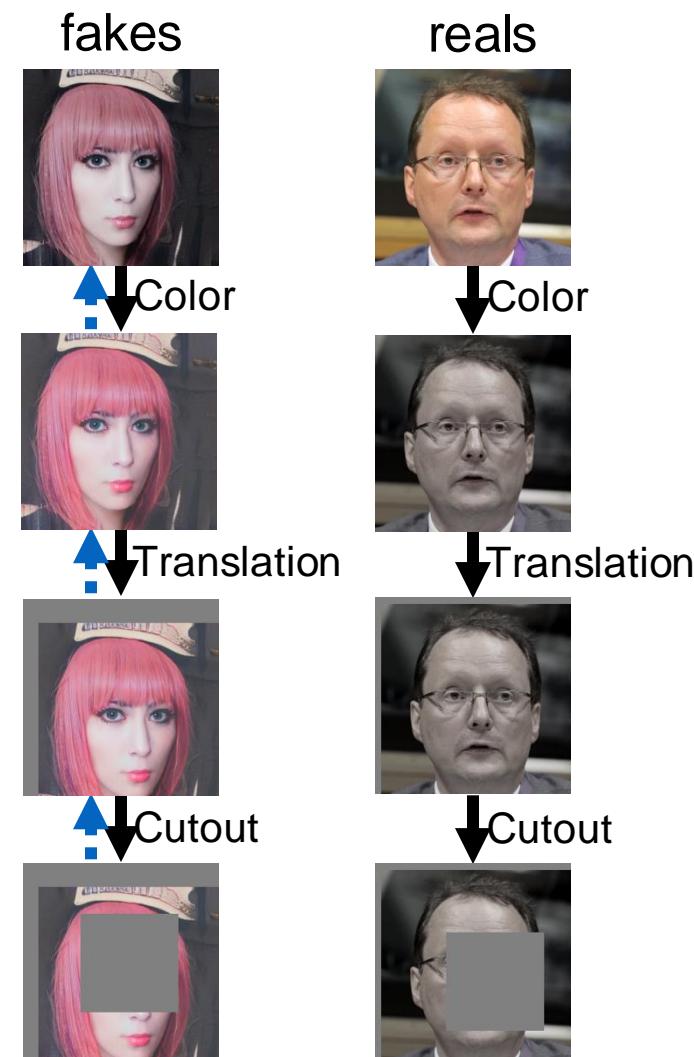
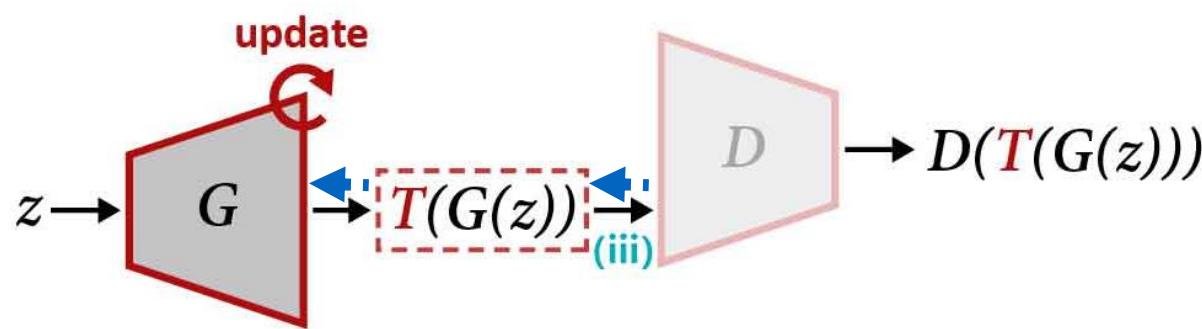
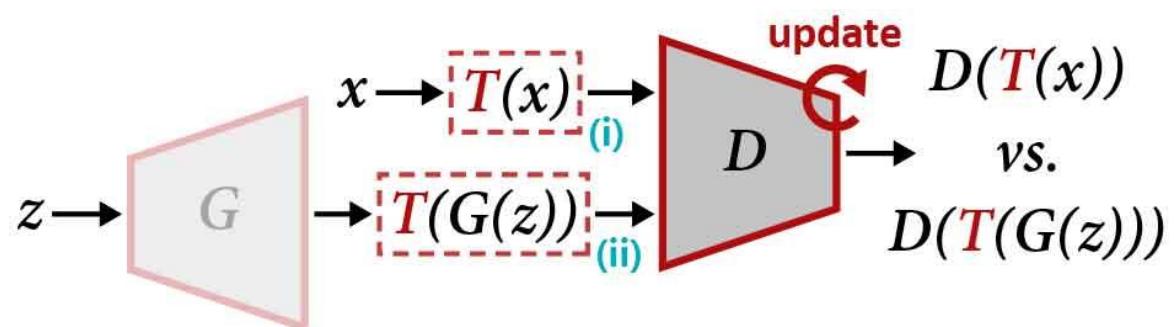
Augment reals only: the same artifacts appear on the generated images.

## #2 Approach: Augment **reals & fakes** for **D** only



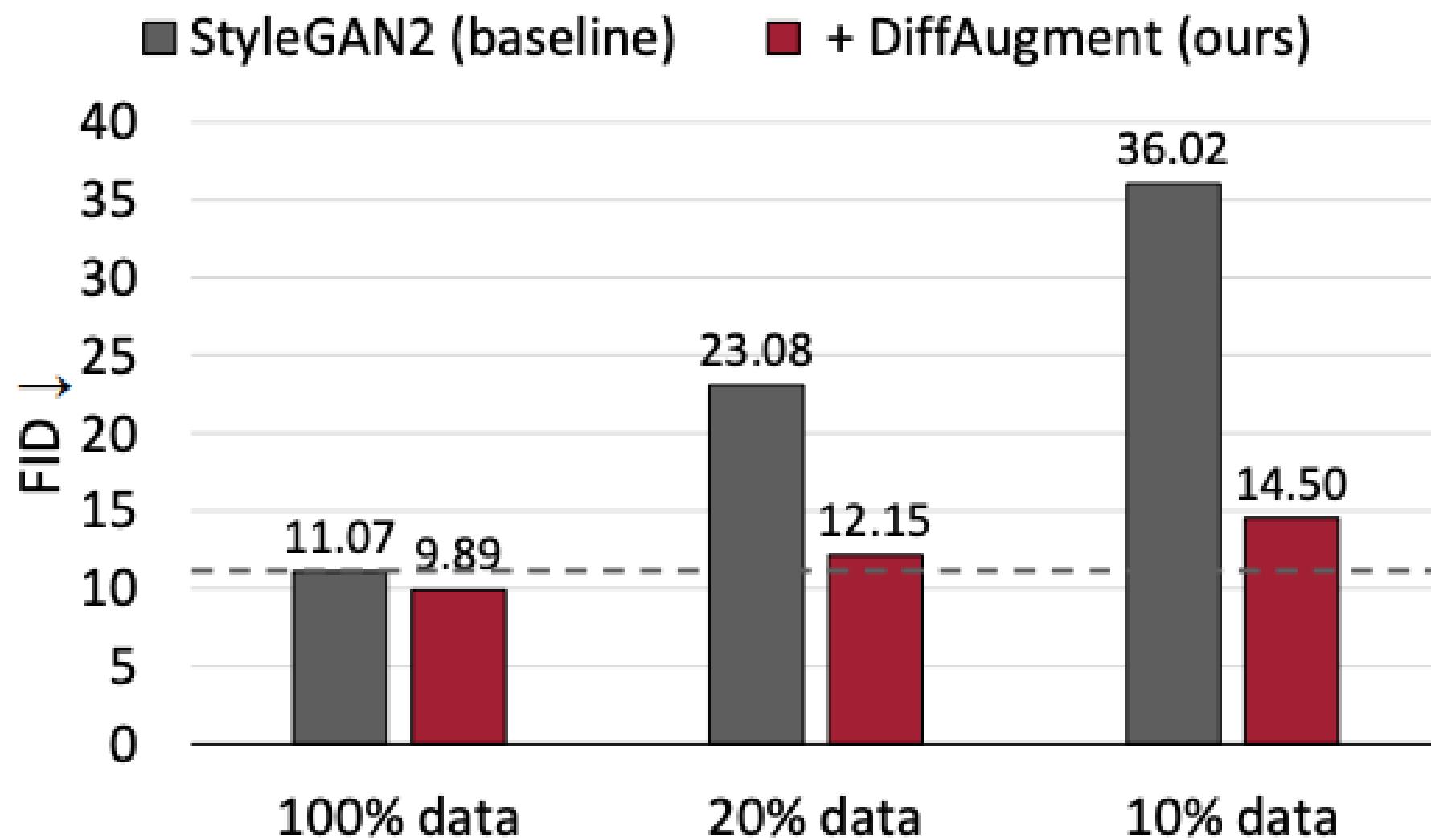
Augment **D** only: the unbalanced optimization cripples training.

## #3 Approach: Differentiable Augmentation

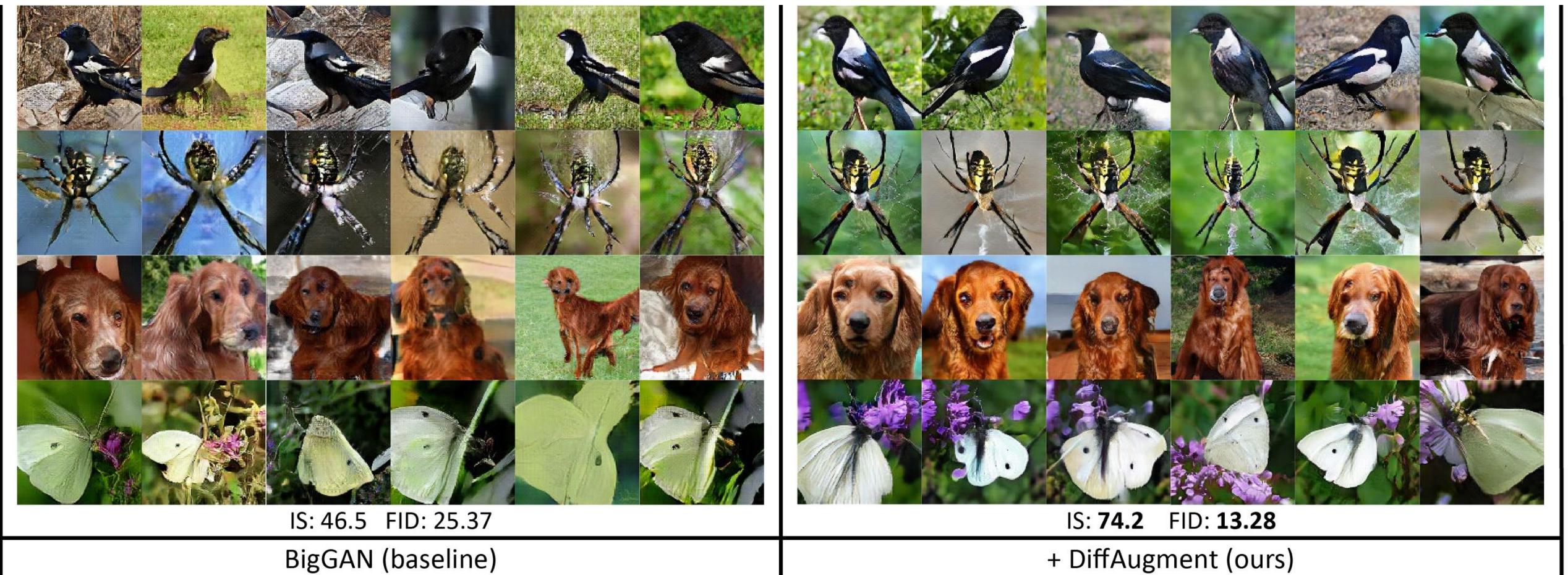


Our approach (DiffAugment): Augment reals + fakes for both  $D$  and  $G$

# CIFAR-10 (unconditional GANs)



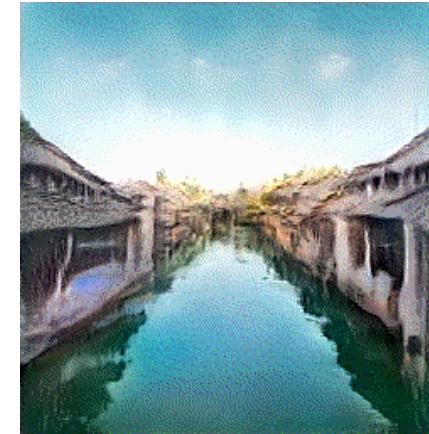
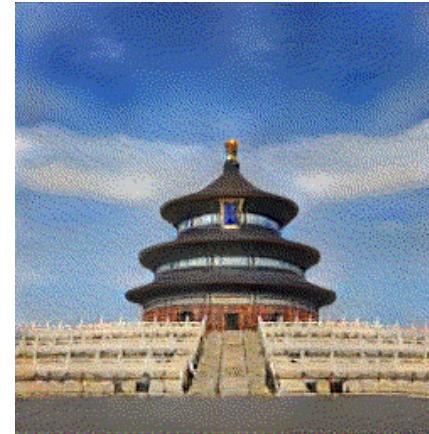
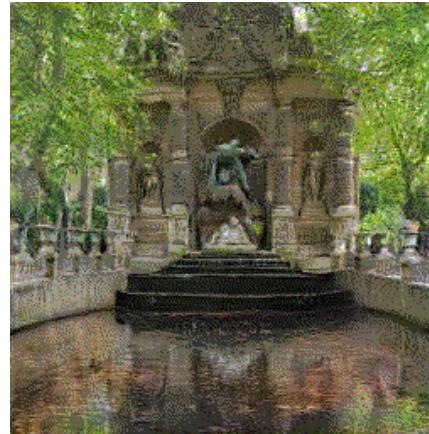
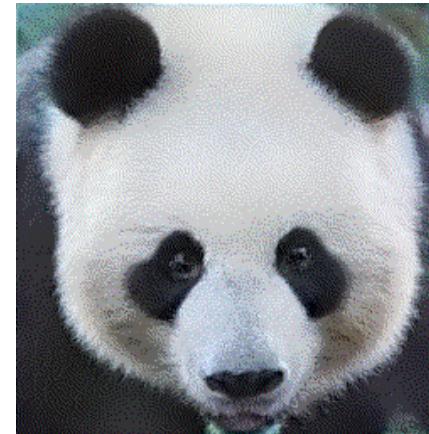
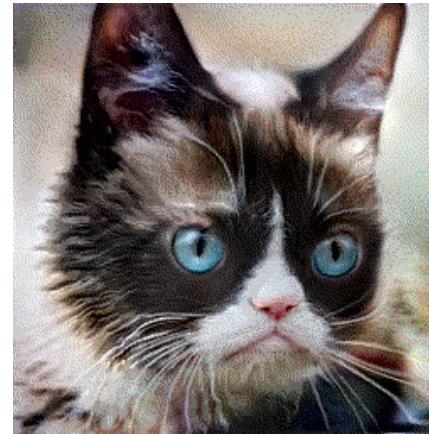
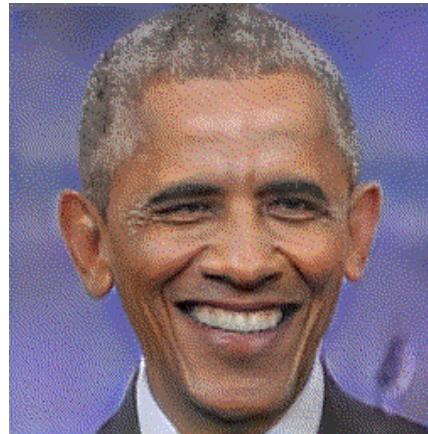
# ImageNet Generation (25% training data)



# Low-Shot Generation



# 100-Shot Interpolation



The smooth interpolation results suggest little overfitting of our method even given *only 100 images of Obama, grumpy cat, panda, the Bridge of Sighs, the Medici Fountain, the Temple of Heaven, and Wuzhen.*



```
from DiffAugment_pytorch import DiffAugment
# from DiffAugment_tf import DiffAugment
policy = 'color,translation,cutout' # If your dataset is as small as ours (e.g.,
# hundreds of images), we recommend using the strongest Color + Translation + Cutout.
# For large datasets, try using a subset of transformations in ['color', 'translation', 'cutout'].
# Welcome to discover more DiffAugment transformations!

...
# Training loop: update D
reals = sample_real_images() # a batch of real images
z = sample_latent_vectors()
fakes = Generator(z) # a batch of fake images
real_scores = Discriminator(DiffAugment(reals, policy=policy))
fake_scores = Discriminator(DiffAugment(fakes, policy=policy))
# Calculating D's loss based on real_scores and fake_scores...
...

...
# Training loop: update G
z = sample_latent_vectors()
fakes = Generator(z) # a batch of fake images
fake_scores = Discriminator(DiffAugment(fakes, policy=policy))
# Calculating G's loss based on fake_scores...
...
```

# Data Augmentation for GANs

- *Differentiable Augmentation for Data-Efficient GAN Training* (**DiffAugment**). Zhao et al., NeurIPS 2020.
- *Training Generative Adversarial Networks with Limited Data*. (**StyleGAN2-ADA**). Karras et al., NeurIPS 2020.
- *On Data Augmentation for GAN Training*. Tran et al., IEEE TIP, 2020.
- *Image Augmentations for GAN Training*. Zhao et al., arXiv, 2020.

# StyleGAN2-ADA

## Pixel blitting



## Color transformations



## General geometric transformations



## Image-space filtering



## Image-space corruptions



# StyleGAN2-ADA

Adaptative data augmentation

$$r_t = \mathbb{E}[\text{sign}(D_{\text{train}})]$$

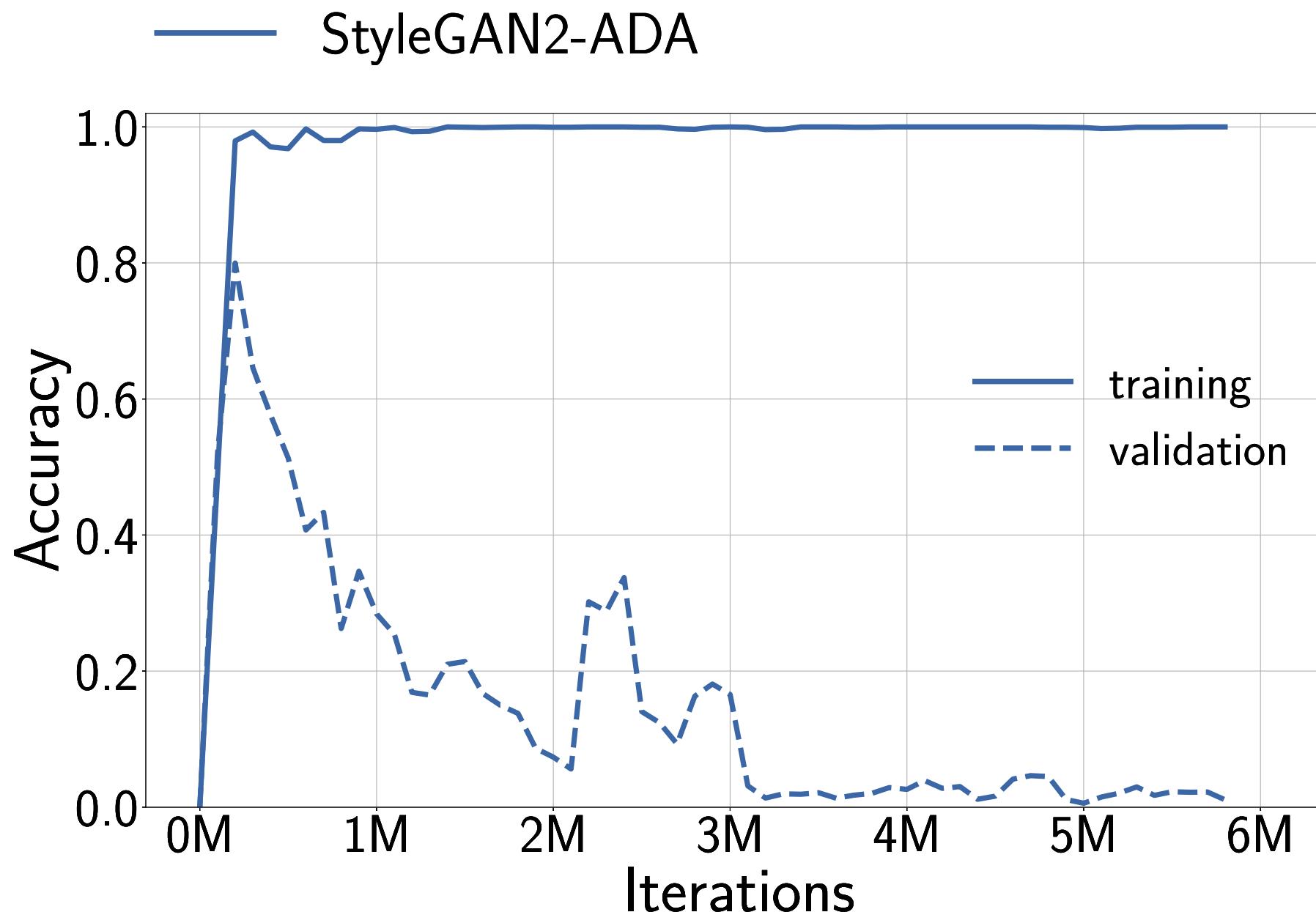
$r_t = 0$  no overfitting, decrease augmentation  
 $r=1$  complete overfitting, increase augmentation

Other metrics to consider:

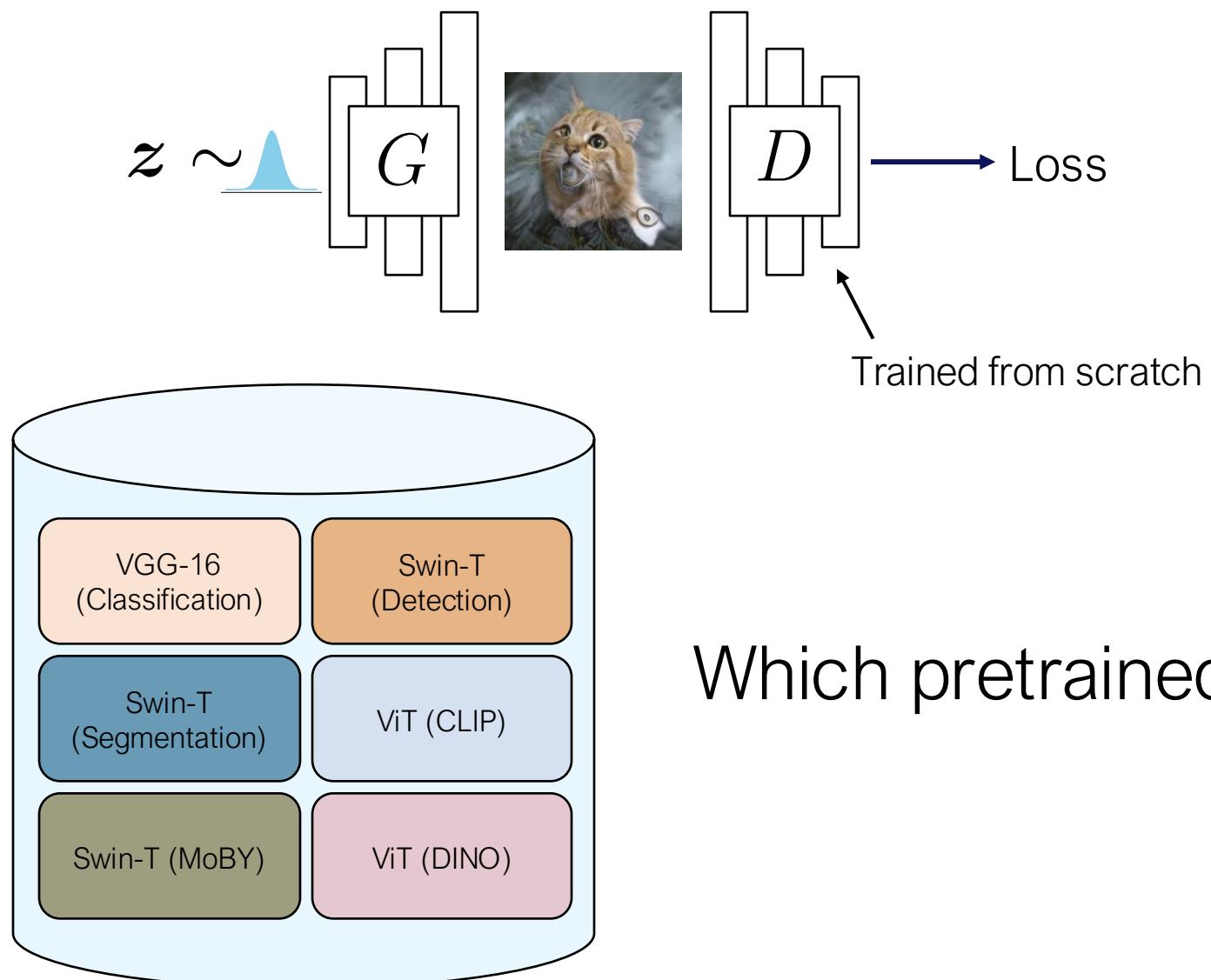
$$\frac{\mathbb{E}[D_{\text{train}}] - \mathbb{E}[D_{\text{validation}}]}{\mathbb{E}[D_{\text{train}}] - \mathbb{E}[D_{\text{generated}}]} \quad \mathbb{E}[D_{\text{train}}]$$

# Training methods

# Discriminator is still Overfitting



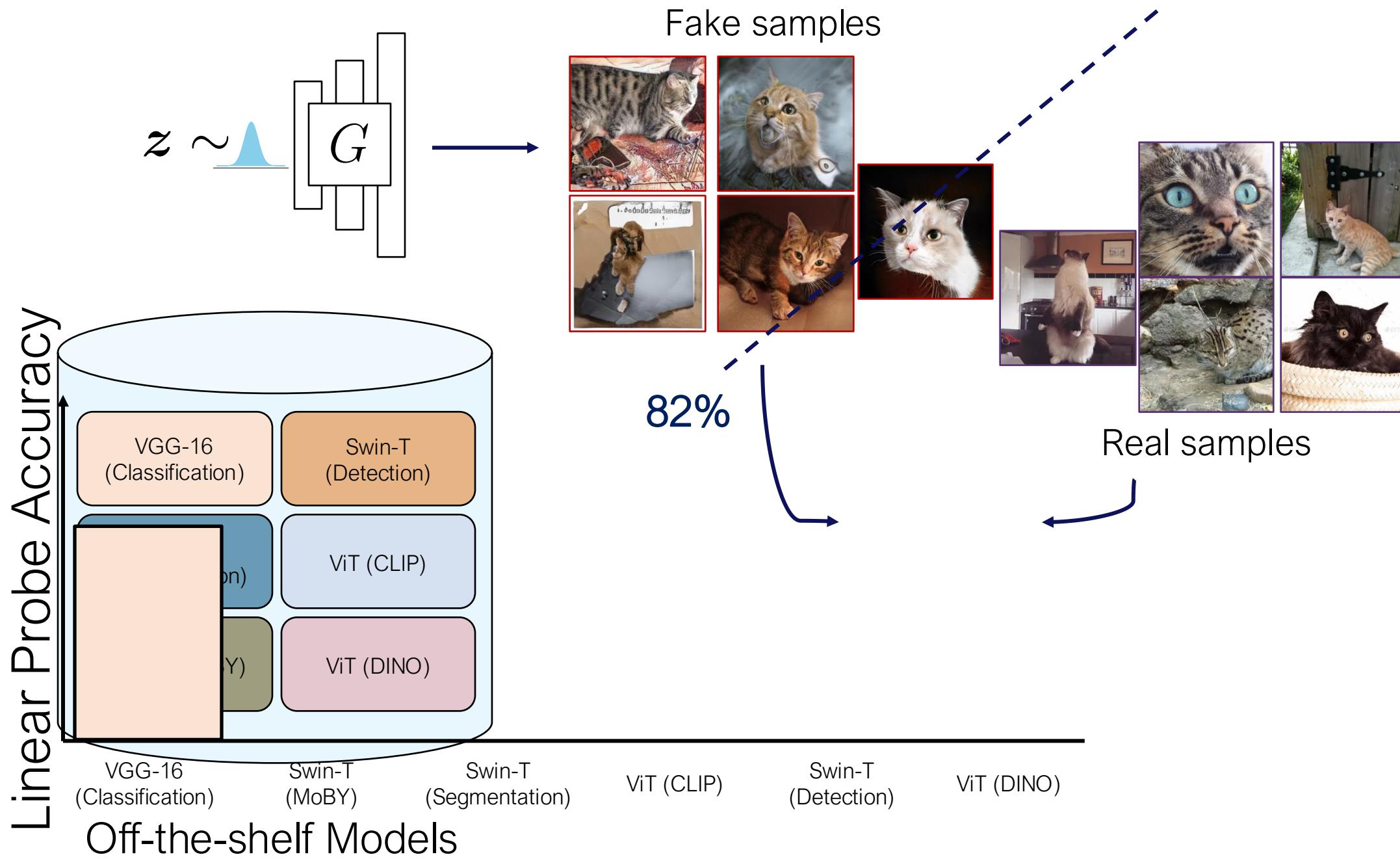
# Standard GAN training



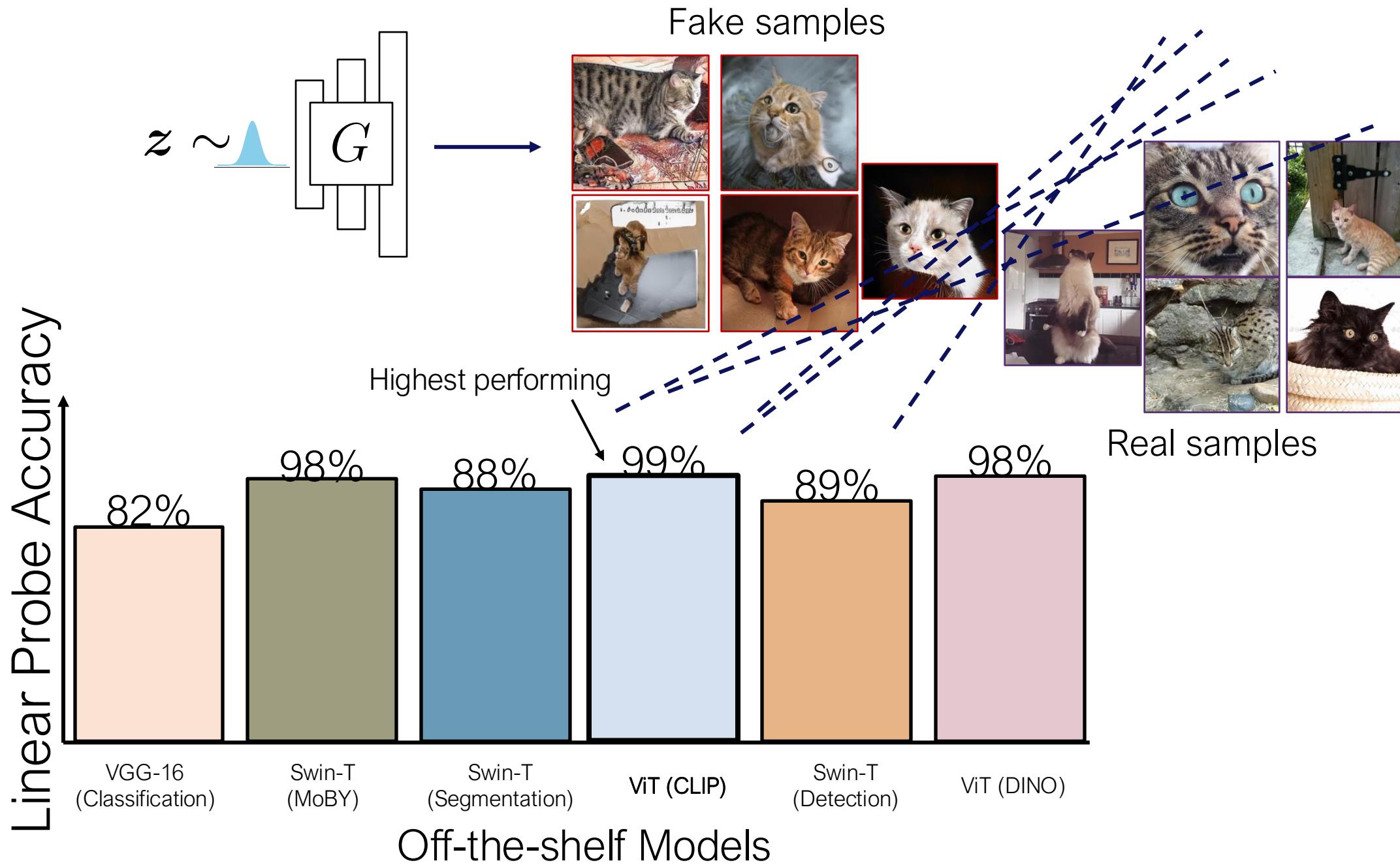
Which pretrained models to use?

Off-the-shelf Models

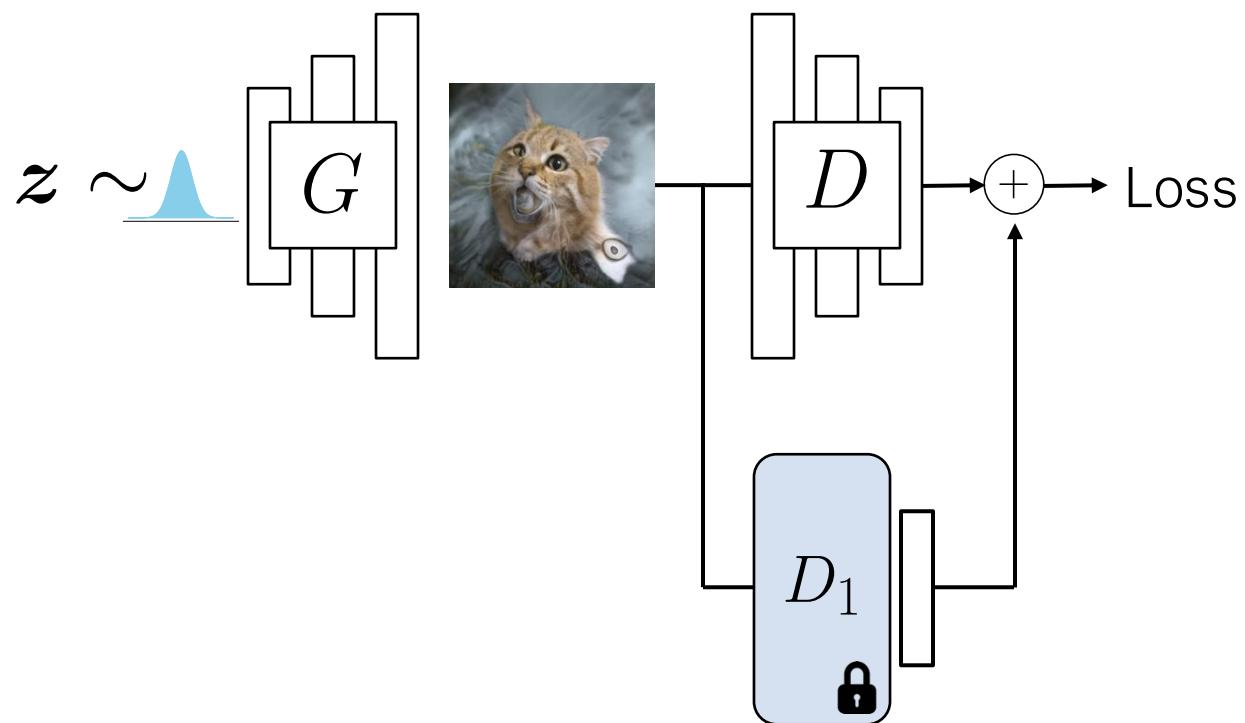
# Model Selection



# Model Selection



# Vision-aided GAN training



VGG-16  
(Classification)

Swin-T  
(MoBY)

Swin-T  
(Segmentation)

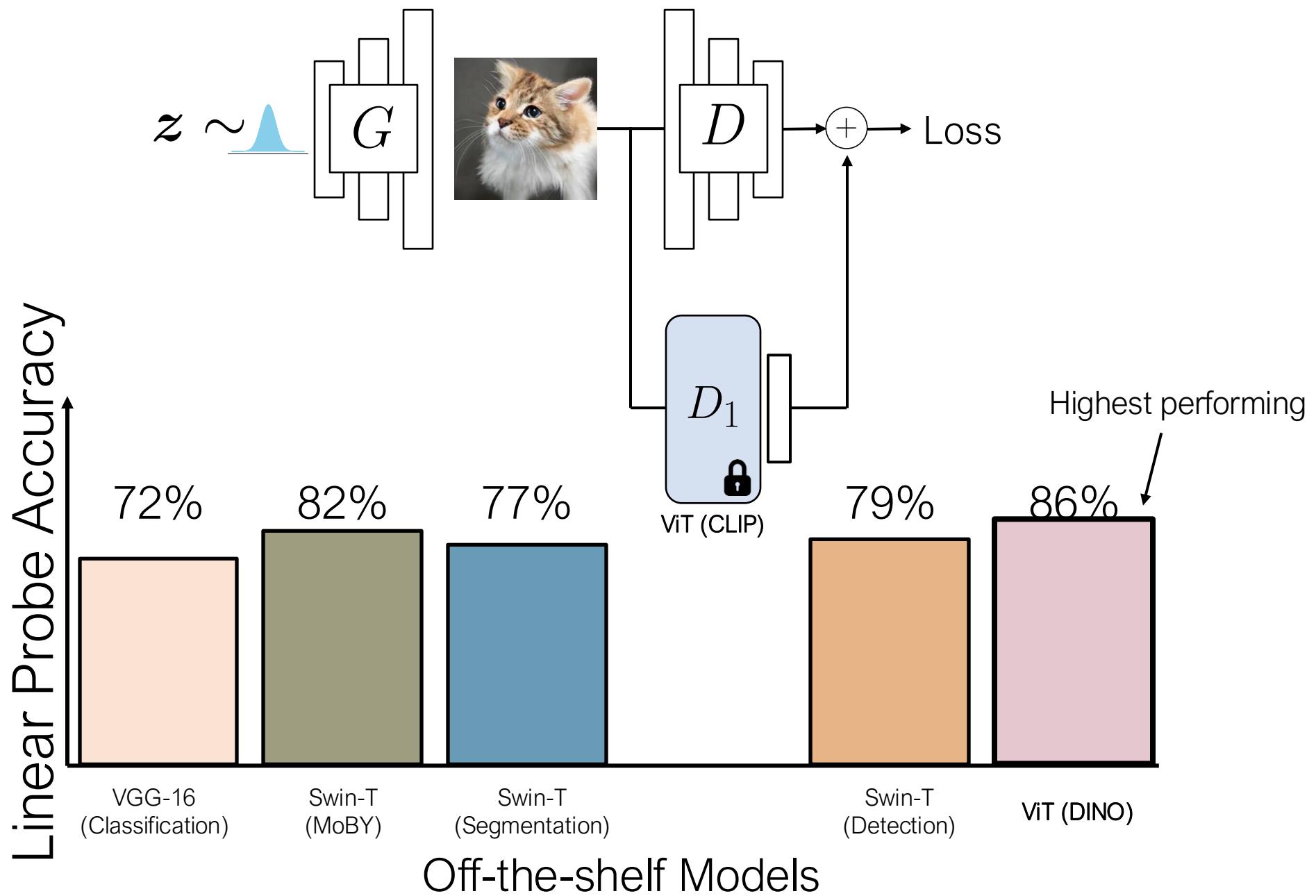
ViT (CLIP)

Swin-T  
(Detection)

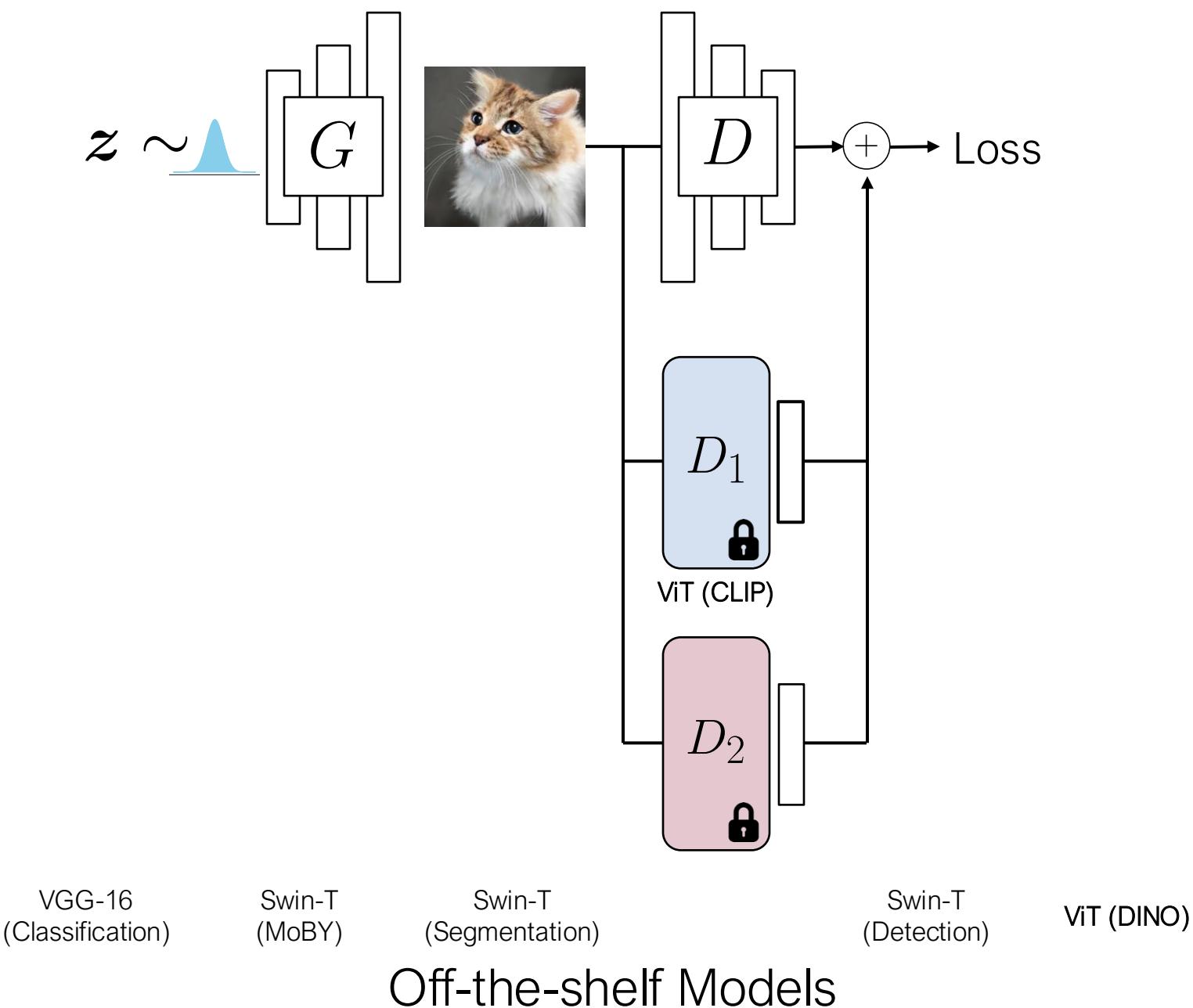
ViT (DINO)

Off-the-shelf Models

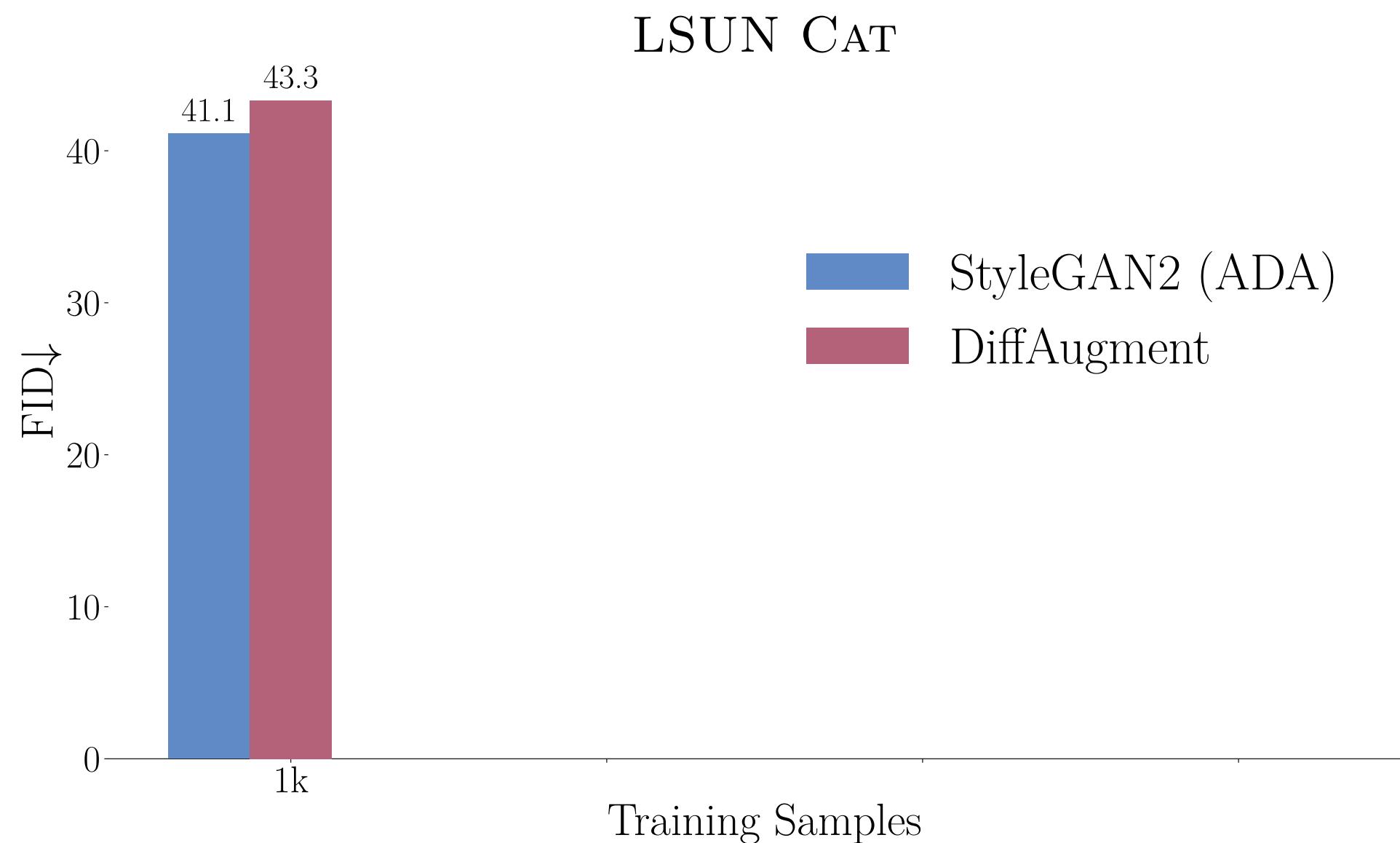
# Add 2nd Vision-aided discriminator



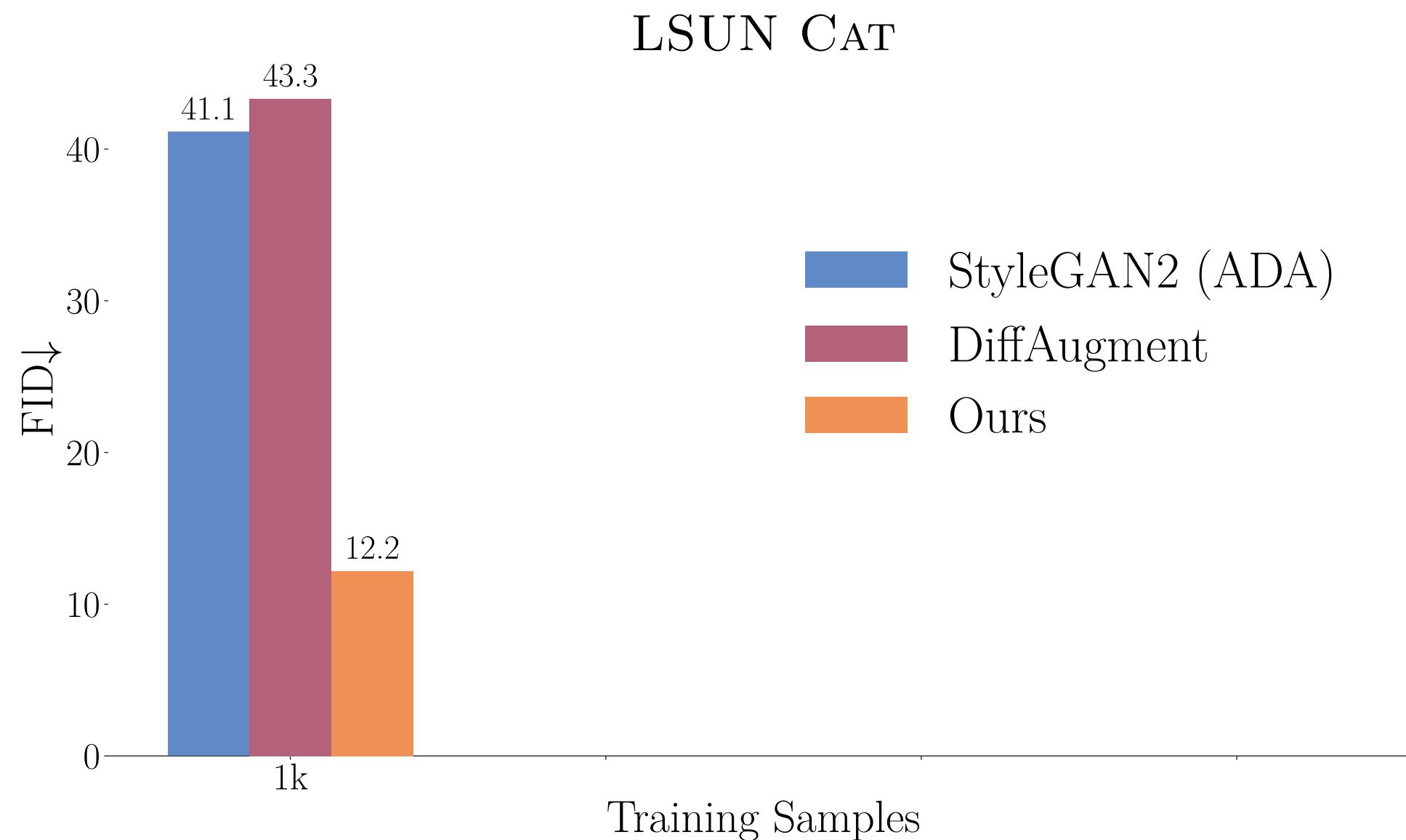
# Add 2nd Vision-aided discriminator



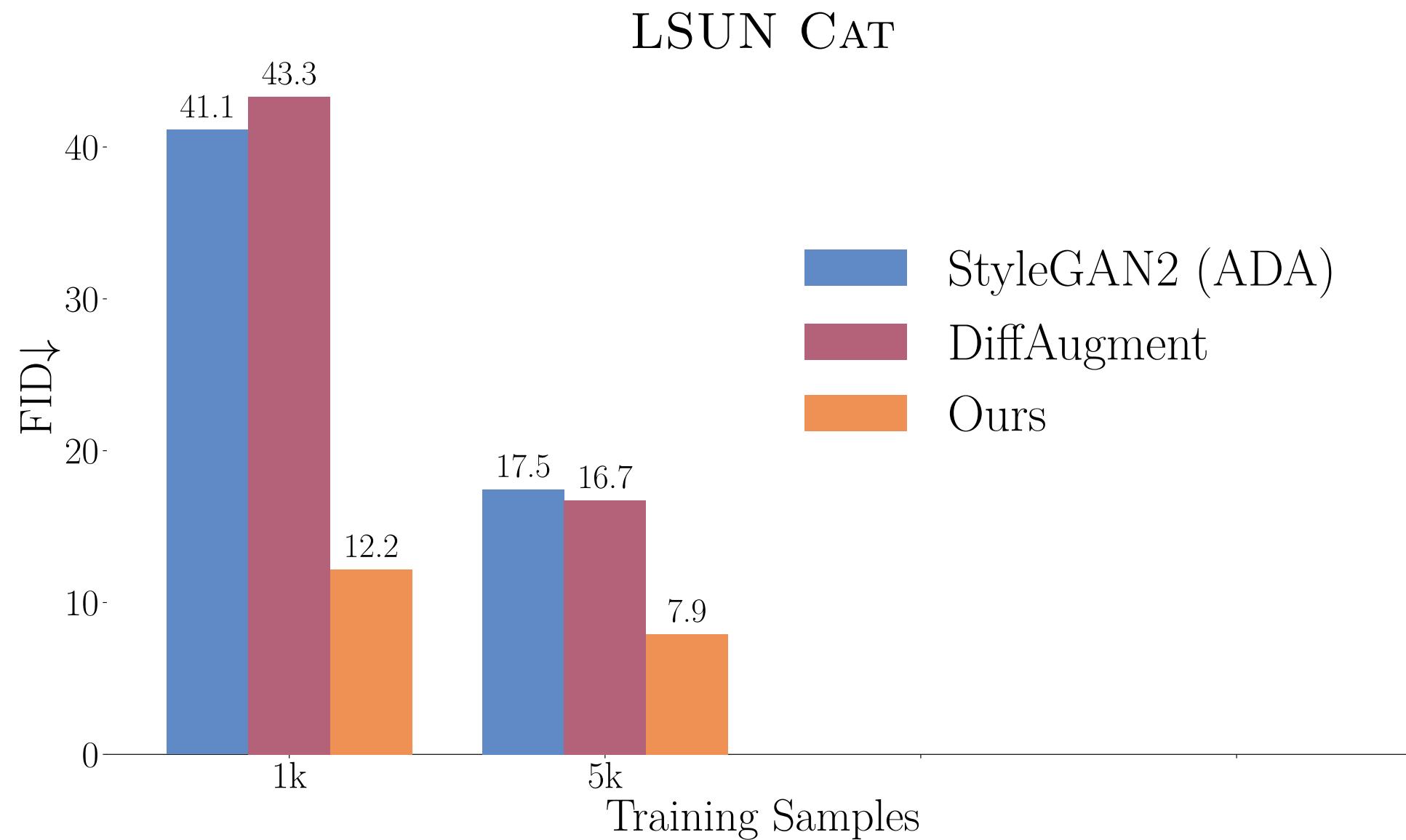
# Benefit with varying training samples



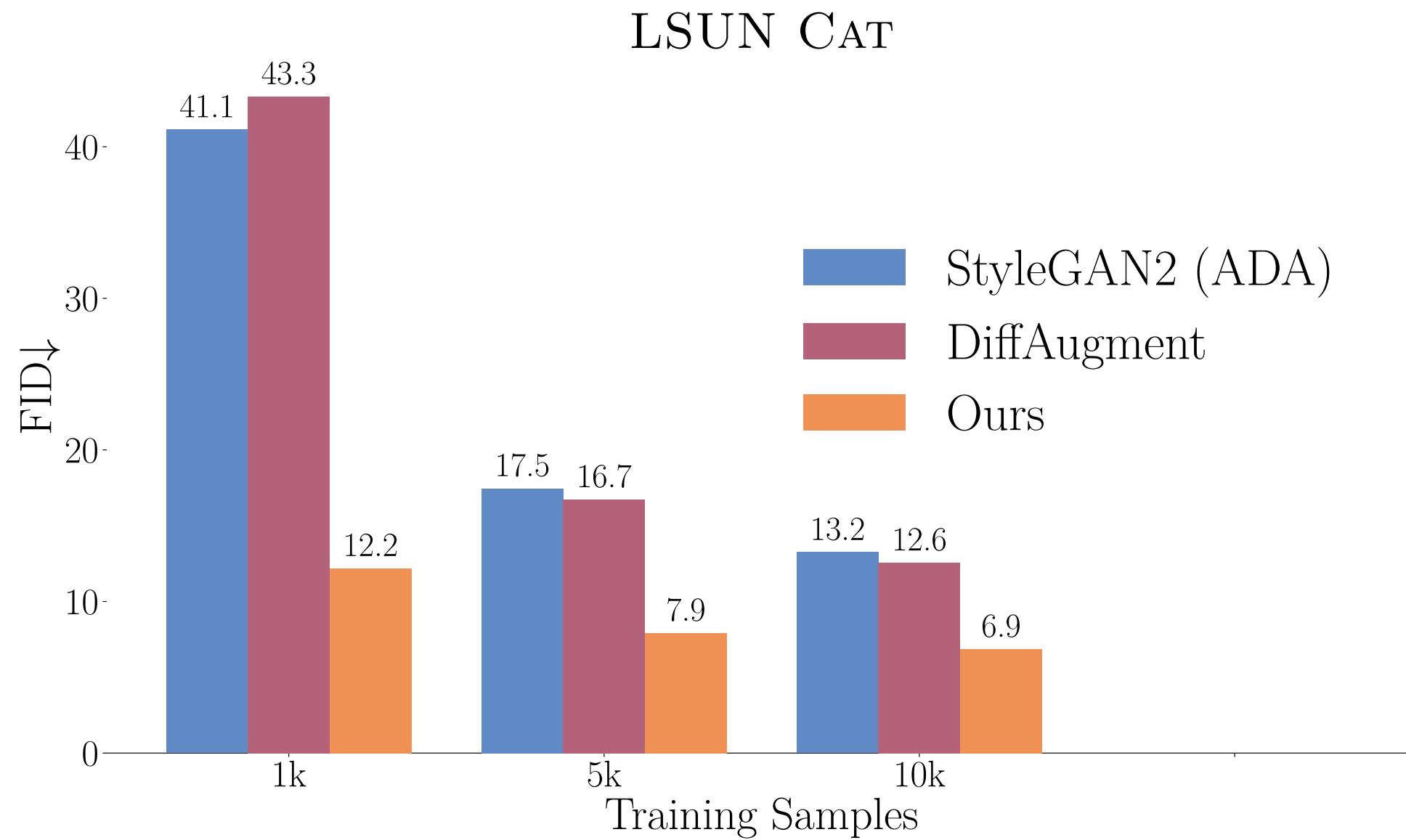
# Benefit with varying training samples



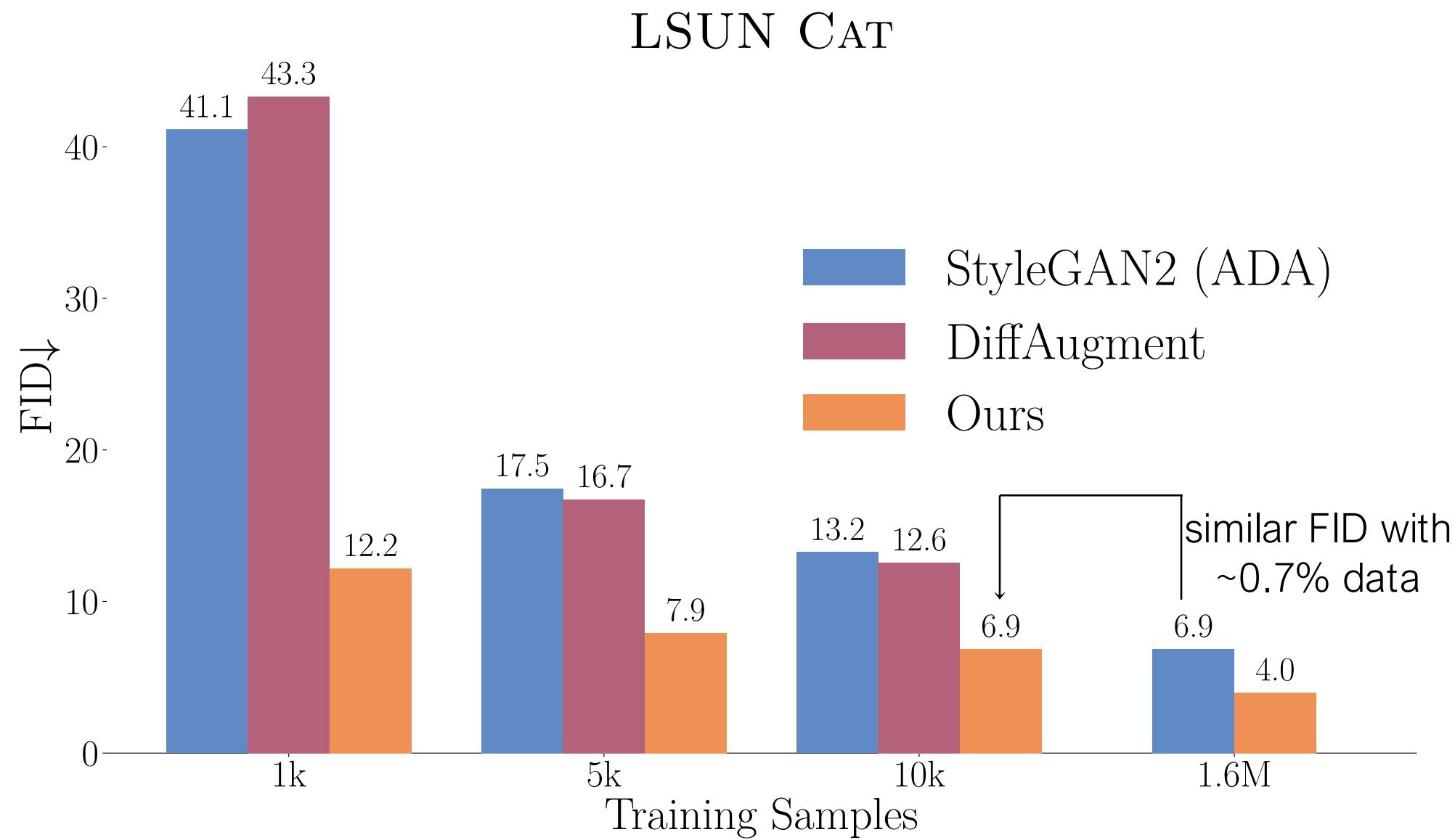
# Benefit with varying training samples



# Benefit with varying training samples



# Benefit with varying training samples



StyleGAN2-ADA

LSUN CAT 1k



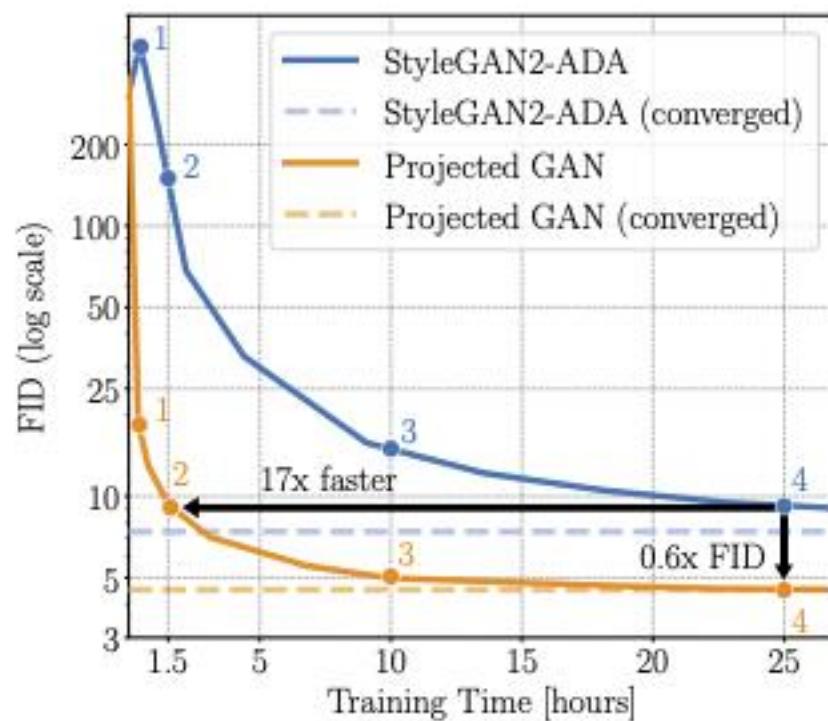
# Improved Samples

# Improved Samples

Ours  
LSUN CAT 1k



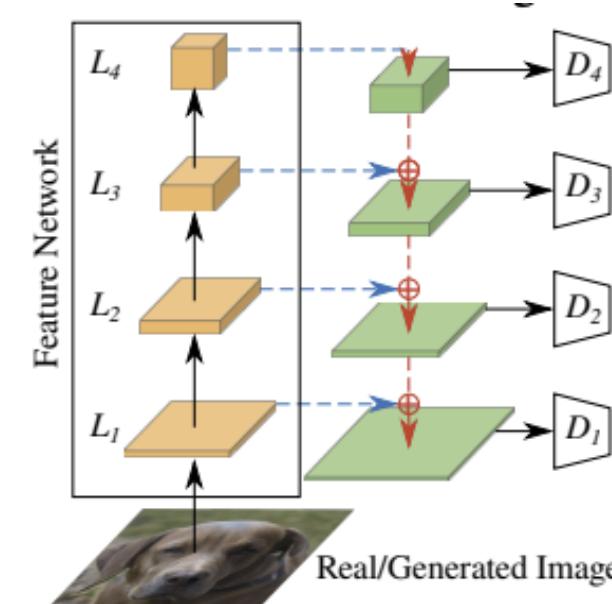
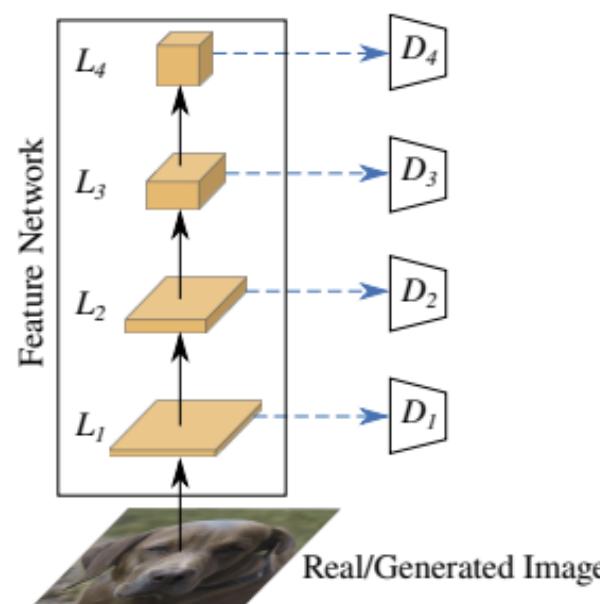
# Faster Convergence with Projected GANs



StyleGAN2-ADA

Projected GAN

Dashed blue arrows :  
1x1 conv  
with random weights



Dashed red arrows:  
3x3 conv  
with random weights

# Combining Perceptual Loss and GAN Loss

Idea 1: add them together (many papers did that. It works)

Idea 2: Pre-trained features + trainable MLP layers  
= Perceptual Discriminator

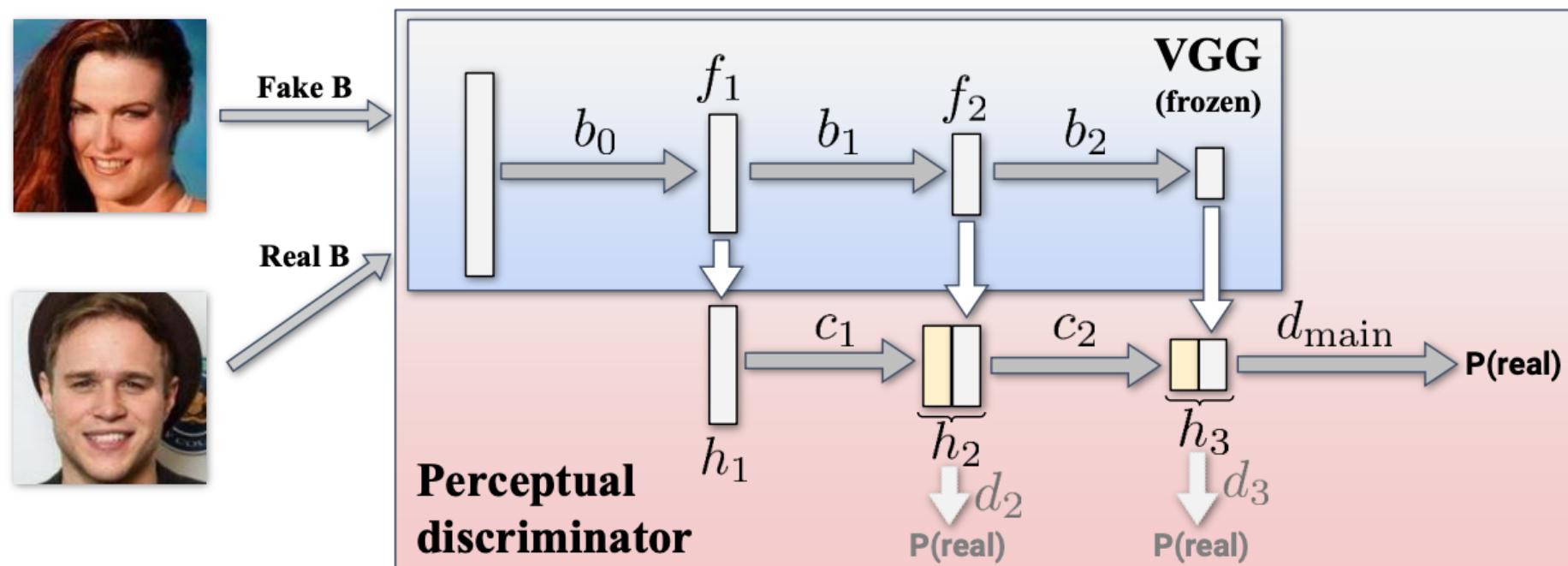


Image Manipulation with Perceptual Discriminators [Sungatullina et al. ECCV 2018]

Using multiple pre-trained models: Vision-aided GANs [Kumari et al., 2021]

Using random projection head: Projected GANs [Sauer et al., NeurIPS 2021]

Conditional discriminator: Enhancing photorealism enhancement [Richter et al., 2020]

# What has driven GAN progress?



Ian Goodfellow @goodfellow\_ian · Jan 14

▼

4.5 years of **GAN progress** on face generation. [arxiv.org/abs/1406.2661](https://arxiv.org/abs/1406.2661)  
[arxiv.org/abs/1511.06434](https://arxiv.org/abs/1511.06434) [arxiv.org/abs/1606.07536](https://arxiv.org/abs/1606.07536) [arxiv.org/abs/1710.10196](https://arxiv.org/abs/1710.10196)  
[arxiv.org/abs/1812.04948](https://arxiv.org/abs/1812.04948)



# What has driven GAN progress?

- Loss functions:  
cross-entropy, least square, Wasserstein loss, gradient penalty, Hinge loss, ...
- Network architectures (G/D)  
Conv layers, Transposed Conv layers, modulation layers (AdaIN, spectral norm)  
mapping networks, ...
- Training methods
  1. coarse-to-fine progressive training
  2. using pre-trained classifiers (multiple classifiers, random projection)
- Data  
data alignment, data filtering, differentiable augmentation
- GPUs  
bigger GPUs = bigger batch size (stable training) + higher resolution

# Thank You!

