
MS³D: A RG Flow-Based Regularization for GAN Training with Limited Data

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Abstract

Generative adversarial networks (GANs) have made impressive advances in image generation, but they often require large-scale training data to avoid degradation caused by discriminator overfitting. To tackle this issue, we investigate the challenge of training GANs with limited data, and propose a novel regularization method based on the idea of renormalization group (RG) in physics. We observe that in the limited data setting, the gradient pattern that the generator obtains from the discriminator becomes more aggregated over time. In RG context, this aggregated pattern exhibits a high discrepancy from its coarse-grained versions, which implies a high-capacity and sensitive system, prone to overfitting and collapse. To address this problem, we introduce a multi-scale structural self-dissimilarity (MS³D) regularization, which constrains the gradient field to have a consistent pattern across different scales, thereby fostering a more redundant and robust system. We show that our method can effectively enhance the performance and stability of GANs under limited data scenarios, and even allow them to generate high-quality images with very few data.

1. Introduction

The challenge of training GANs with limited data has garnered increasing attention within the research community. Numerous studies (Zhao et al., 2020a; Karras et al., 2020a; Jiang et al., 2021; Tseng et al., 2021; Fang et al., 2022; Cui et al., 2023) have reached a consensus: insufficient data often leads to overfitting in the discriminator. This overfitting results in a lack of meaningful dynamic guidance for the generator, ultimately causing its performance to degrade.

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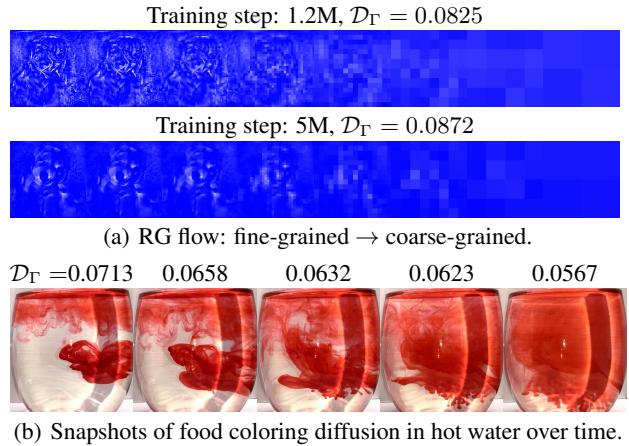


Figure 1. Illustrative examples of renormalization group (RG) flow. The aggregated pattern exhibits high multi-scale structural self-dissimilarity (MS³D), denoted by \mathcal{D}_Γ .

Data augmentation, a standard solution to prevent overfitting in deep learning (Shorten & Khoshgoftaar, 2019), has been widely applied to GAN training in limited data scenarios. Traditional (Zhao et al., 2020b; Tran et al., 2021) and differentiable (Zhao et al., 2020a) data augmentation techniques for both real and generated images, as well as various adaptive augmentation strategies (Karras et al., 2020a), have shown good performance on several standard benchmarks. However, the effectiveness of data augmentation heavily depends on specific handcrafted types or a costly search process, which limits its generality (Zhao et al., 2020b; Karras et al., 2020a). Additionally, data augmentation addresses data deficiency by enhancing the quantity and diversity of samples without providing a deeper understanding of the internal dynamics of GANs.

In this paper, we address the problem of GAN deterioration from a novel perspective and introduce a model regularization method. Unlike most existing regularization techniques (Tseng et al., 2021; Cui et al., 2022; 2023) that focus on improving the discriminator’s generalization across different data distributions to avoid overfitting, our approach explores the intrinsic properties of neural networks to uncover potential clues. Specifically, we observe that in settings with limited data, the gradients provided by the discriminator, i.e., $\nabla_x f(x; \phi)$, gradually exhibit an aggregation pattern. This pattern indicates that the discriminator concentrates its attention on a small portion of the input

image, rather than capturing comprehensive details. This phenomenon, which we term the *perceptual narrowing phenomenon*, varies in degree across different GANs and tasks and accompanies overfitting.

To understand this phenomenon, here, we draw inspiration from the renormalization group (RG) concept in physics (Kadanoff, 1966; Wilson, 1971), which progressively separates coarse-grained statistics from fine-grained statistics through local transformations at different scales. We apply this idea to analyze the gradient field $\nabla_x f(x; \phi)$ at different scales. Unlike scatter patterns, the aggregated pattern shows significant divergence from its coarse-grained versions, as depicted in Fig. 1. This *self-dissimilarity* (SD)¹ can be seen as the system’s unique “signature” (Wolpert & Macready, 2018; 2007), revealing how information processing changes across different scales in the system (Jacobs & Jacobs, 1992; Wolpert & Macready, 2007). A high SD indicates that the system is efficient, encoding substantial processing into its dynamics, but also sensitive or unstable, where a small change can cause large dynamic shifts. Conversely, a low SD is associated with robustness, where a system can maintain functionality despite disturbances, being less efficient but more reliable due to built-in redundancies. The latter is more desirable for GAN training.

Based on this analysis, we introduce a **multi-scale structural self-dissimilarity** (MS³D) regularization based on RG flow. By repeatedly applying RG transformations, we generate a series of coarse-grained versions at different scales. Along the RG flow, we compute SD at each scale and combine them to obtain MS³D. This regularization enforces the gradient field to maintain a similar pattern or structure across scales, promoting a more redundant and robust feedback system for the generator. These properties help avoid overfitting and collapse in GAN training with limited data. Crucially, the proposed MS³D computation method is differentiable and can be readily implemented using popular deep learning frameworks like PyTorch (Paszke et al., 2019) and TensorFlow (Abadi et al., 2016). We verify the effectiveness of our method on various GANs and datasets. The results demonstrate that it improves GAN performance under limited data conditions in terms of generalization and stability. Notably, our method is orthogonal to data augmentation methods and other model constraint techniques, and can be integrated with them to further enhance GAN performance with very small datasets. Our work provides a new perspective on GAN training with limited data and offers a novel regularization method to improve GAN performance in this challenging scenario.

¹A concept in complexity theory and the first formalization of SD appeared in (Wolpert & Macready, 2018).

2. Related Work

Generative adversarial networks. Generative adversarial networks (GANs) (Goodfellow et al., 2014) have made significant advancements in generating high-quality and diverse images. This progress is attributed to the development of more robust objective functions (Arjovsky et al., 2017; Gulrajani et al., 2017; Zhao et al., 2017; Mao et al., 2017; Song & Ermon, 2020), advanced architectures (Miyato et al., 2018; Miyato & Koyama, 2018; Zhang et al., 2019), and effective training strategies (Denton et al., 2015; Zhang et al., 2017; Karras et al., 2018; Liu et al., 2020). Notable examples include BigGAN (Brock et al., 2019) and StyleGAN (Karras et al., 2019; 2020b), which are capable of generating high-resolution images with rich details and diverse styles. This paper focuses on the challenges and solutions for training GANs with limited data.

Training GANs under limited data setting. Training GANs with limited data presents significant challenges, as the discriminator may overfit, leading to degraded generated samples (Webster et al., 2019; Gulrajani et al., 2019). One common approach to mitigate this issue is data augmentation (Karras et al., 2020a; Tran et al., 2020; Zhang et al., 2020; Zhao et al., 2020a; 2021; 2020b), which enriches the data distribution by applying transformations to the original samples. However, data augmentation is not straightforward for GANs, as it can alter the target distribution or introduce artifacts (augmentation leaking). Recent methods have been designed to address these challenges, such as differentiable augmentation (Zhao et al., 2020a), adaptive augmentation (Karras et al., 2020a), and generative augmentation (Zhao et al., 2020b).

Another approach is model regularization, which prevents the discriminator from overfitting by imposing constraints or penalties on its parameters or outputs. While model regularization is commonly used to stabilize GAN training and prevent mode collapse, it is particularly effective in data-limited settings where overfitting is more severe. Techniques include adding noise to the discriminator’s inputs or outputs (Arjovsky & Bottou, 2017; Sønderby et al., 2017; Jenni & Favaro, 2019), applying gradient penalties (Gulrajani et al., 2017; Mescheder et al., 2018), using spectral normalization (Miyato et al., 2018; Miyato & Koyama, 2018), and adding consistency loss (Zhang et al., 2020). Recent innovations, such as the LC regularization term (Tseng et al., 2021), which modulates the discriminator’s evaluations using two exponential moving average variables and connects to LeCam divergence (Cam, 1986), have shown significant benefits. DigGAN (Fang et al., 2022) addresses gradient discrepancies between real and generated images, improving GAN performance. Additionally, leveraging external knowledge by using pre-trained models as additional discriminators (Kumari et al., 2022), aligning discriminator features

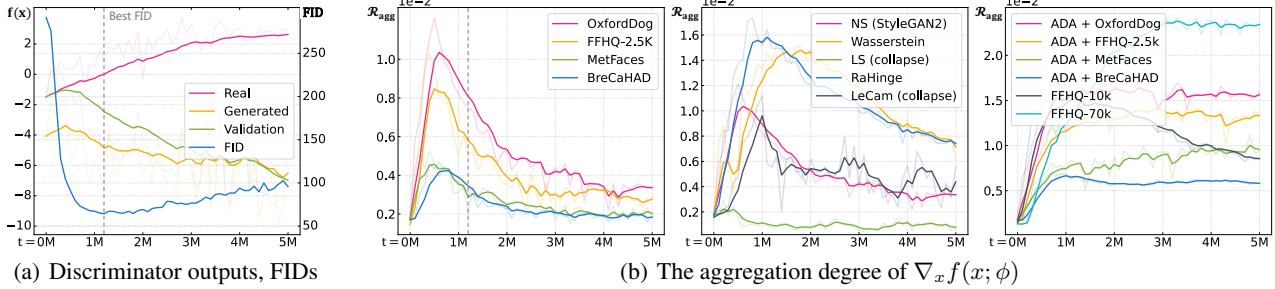


Figure 2. (a) Evolution of discriminator outputs and FID values during training, illustrating the discriminator’s overfitting and the resulting degradation of generated samples. (b) Consistent aggregation tendency of the gradient $\nabla_x f(x; \phi)$ across various GANs and datasets under limited data conditions.

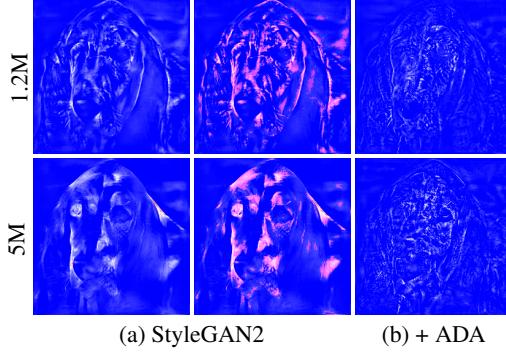


Figure 3. Visualization of the gradient $\nabla_x f(x; \phi)$ at different training steps.

through knowledge distillation (Cui et al., 2023), or pre-training the highest resolution layer on larger datasets (Mo et al., 2020) has also proven effective.

Our work introduces a novel model regularization technique, offering deeper insights into GANs’ internal dynamics through the lens of the renormalization group.

Renormalization group and its applications. The renormalization group (RG) is a powerful tool in modern physics that elucidates how physical systems exhibit distinct behaviors at different observational scales (Kadanoff, 1966; Wilson, 1971). RG is extensively used in various physics fields, such as condensed matter theory (Wilson, 1971; Fisher, 1998; Stanley, 1999), quantum field theory (Machacek & Vaughn, 1985), and complexity theory (Bagrow et al., 2020). Moreover, the concept of RG has been linked to information theory (Koch-Janusz & Ringel, 2018; Gordon et al., 2021) and principal component analysis (Bradde & Bialek, 2017), making them more accessible to machine learning researchers. RG has also been employed to study neural networks’ properties and dynamics. For example, Mehta & Schwab (2014) demonstrated that RG can map a restricted Boltzmann machine to a hierarchical model, and Lin et al. (2017) showed that RG can explain the good generalization performance of deep neural networks. In this paper, we introduce the first application of RG to GAN training, proposing a novel regularization technique inspired by RG

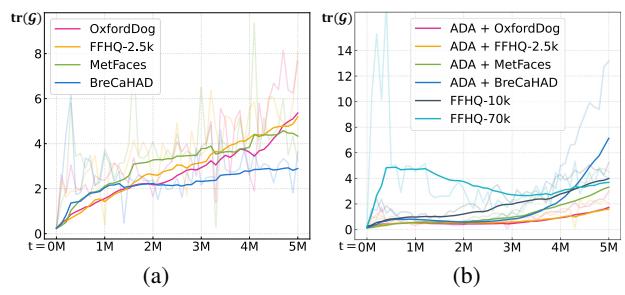


Figure 4. (a) Under limited data settings, Fisher information increases during training, which indicates a decline in system stability. (b) When data augmentation is applied or the data volume is increased, Fisher information remains low, suggesting enhanced system stability.

principles.

3. Methodology

3.1. Generative Adversarial Networks

Generative adversarial networks (GANs) (Goodfellow et al., 2014) are a class of generative models designed to synthesize realistic data samples from a latent noise vector z . GANs consist of two neural networks: a generator $g(\cdot; \theta)$ that transforms the noise vector into a data sample, and a discriminator $f(\cdot; \phi)$ that distinguishes between real and generated samples. These networks are trained adversarially; the generator aims to produce samples that mimic the real data distribution, while the discriminator aims to accurately classify samples as real or fake. The training objective of GANs is formulated as a minimax game:

$$\min_{\theta} \max_{\phi} \mathbb{E}_x [\log f(x; \phi)] + \mathbb{E}_z [\log(1 - f(g(z; \theta); \phi))]. \quad (1)$$

The optimal solution is a Nash equilibrium where the generator produces samples indistinguishable from real data, and the discriminator assigns a probability of 0.5 to all samples.

3.2. Perceptual Narrowing Phenomenon

Discriminator overfitting is a critical issue in GAN training with limited data, leading to a degradation in the quality of generated images (Zhao et al., 2020a; Karras et al., 2020a; Jiang et al., 2021; Tseng et al., 2021). This phenomenon is demonstrated in our experiments with StyleGAN2 (Karras et al., 2020b) on OxfordDog dataset (Parkhi et al., 2012), as shown in Fig. 2(a). The discriminator becomes increasingly confident about the real images from the training set while becoming less confident about real images from the validation set, leading to a deterioration in Fréchet Inception Distance (FID) (Heusel et al., 2017) over time.

Additionally, we observe that the gradient field $\nabla_x f(x; \phi)$ of the discriminator with respect to the input becomes more aggregated over time, as shown in Fig. 3(a). Intuitively, this aggregation may provide fragmented guidance to the generator. We refer to this as the *perceptual narrowing phenomenon*. To quantify this, we devise a metric that counts the connected regions N_{agg} by assigning 1 to gradient values above a threshold and 0 to the rest, followed by a connected component analysis. The ratio of connected regions to the total number of pixels, i.e., $\mathcal{R}_{\text{agg}} = \frac{N_{\text{agg}}}{H \times W}$, indicates the degree of gradient aggregation. Visual representations of connected regions are shown in Fig. 3(a, right).

Extensive experiments on four small-scale datasets using various divergence measures and GAN architectures (detailed in Section 4) consistently showed that the number of connected regions initially increases but then decreases as training progresses, indicating increasing gradient aggregation (Fig. 2b, left). In contrast, with data augmentation or increased data volume to mitigate overfitting, the number of connected regions remains stable (Fig. 2b, middle and right). These findings suggest a link between overfitting and gradient aggregation in limited data GAN training.

Our analysis introduces a fresh perspective through the renormalization group (RG) (Kadanoff, 1966; Wilson, 1971), a technique devised to gradually extract the coarser statistical features of a physical system through local transformation. We observe that, in contrast to the dispersed pattern, the aggregated pattern demonstrates a significant divergence from its coarse-grained counterpart, as illustrated in Fig. 1. This self-dissimilarity (SD) reveals that the system processes information distinctively across different scales (Jacobs & Jacobs, 1992; Wolpert & Macready, 2007), implying that the system is capable of encoding extensive information processing into its dynamics. This suggests that the system is both efficient and possesses a high degree of “plasticity” (learnability) from a neurological perspective (Hensch, 2004). Nonetheless, it also indicates that the system is sensitive and susceptible to minor disturbances that could lead to notable alterations in its dynamics (Achille et al., 2019). These properties hint at the system’s tendency

toward overfitting and instability, aligning with our empirical findings. Conversely, a minimal SD points to the system’s ability to generalize and maintain stability, which is favorable for GAN training.

To verify this point, we employ the Fisher information to examine the properties of deep neural networks during the training process. Although the connection form of weights in neural networks is fixed during training, not all weight connections contribute equally to the final output. We can view $\Psi(x; \phi) \triangleq \nabla_x f(x; \phi)$ as a mapping function parameterized by ϕ , encoding the posterior probability $p(y|x; \phi)$. The input is the generated or real image, and the output is the gradient of the discriminator with respect to the input, $y = \nabla_x f(x; \phi)$. By perturbing the weights and measuring the change in the output distribution using Kullback-Leibler (KL) divergence, we estimate the dependency of the final output on the weights. The second-order Taylor expansion of the KL divergence is:

$$\begin{aligned} D_{KL}[p(y|x; \phi) || p(y|x; \phi + d\phi)] \\ = \int_{\mathcal{X}} p(y|x; \phi) \log \left[\frac{p(y|x; \phi + d\phi)}{p(y|x; \phi)} \right] dx = \frac{1}{2} d\phi \cdot \mathcal{G} d\phi. \end{aligned} \quad (2)$$

Lemma 3.1. (Amari, 2016) Any standard f -divergence gives the same Riemannian metric \mathcal{G} , which is the Fisher information matrix (FIM)

$$\mathcal{G} = \mathbb{E}_{x,y} [\nabla_{\phi} \log p(y|x; \phi) \nabla_{\phi} \log p(y|x; \phi)^{\top}]. \quad (3)$$

The FIM serves as a local measure to assess the effect of weight perturbations on outputs, reflecting the stability of the system $\Psi(x; \phi)$. It also represents the strength of effective connectivity in neural networks and indicates their learnability (Kirkpatrick et al., 2016).

Following Achille et al. (2019), we use the diagonal FIM to reduce the computational cost:

$$tr(\mathcal{G}) = \mathbb{E}_{x,y} [\|\nabla_{\phi} \log p(y|x; \phi)\|^2]. \quad (4)$$

As illustrated in Fig. 4(a), Fisher information remains high and increases during the later stages of training, implying decreasing system stability and increasing learnability, hence a higher risk of overfitting and collapse. When the aggregation phenomenon is mitigated through augmentation or increased data volume, Fisher information declines during later training stages, as shown in Fig. 4(b). This aligns with our SD analysis and the CR-GAN approach (Zhang et al., 2020), which uses semantically-preserving augmentation to enhance discriminator robustness by penalizing sensitivity to augmented images.

3.3. Multi-scale Structural Self-dissimilarity

Building upon the previous analysis, we introduce a novel regularization method, termed **multi-scale structural self-**

dissimilarity (MS³D), designed to enhance the performance of GANs when trained with limited data. This method addresses the perceptual narrowing phenomenon by ensuring that the gradient field $\nabla_x(f(x; \phi))$ of the discriminator $f(x; \phi)$ maintains a consistent pattern across different scales, promoting a more redundant and robust feedback mechanism for the generator.

Formulation. We quantitatively define MS³D using the renormalization group (RG) flow concept. Consider the gradient $\nabla_x(f(x; \phi))$ of the discriminator with respect to the input x , denoted as $\Psi(x; \phi) \triangleq \nabla_x(f(x; \phi))$, where $\Psi(x; \phi)$ is parameterized by ϕ and belongs to the space \mathcal{F} of real-valued functions defined on the Euclidean space \mathcal{X} . An RG transformation Γ can be naturally defined for $\Psi(x; \phi)$. In our discrete pixel setting \mathcal{X} , Γ can be implemented using transformations like the Kadanoff block-spin transformation (Kadanoff, 1966) or Gaussian filtering. Applying the RG transformation repeatedly results in a coarse-grained function $\Psi(x; \phi)$, generating the evolution of RG, that is, the RG flow.

In the following text, for clarity, let's denote the original system as $\Gamma_{0 \rightarrow 0}(\Psi(x; \phi)) \triangleq \Psi(x; \phi)$ and the coarse-grained system at scale s as $\Gamma_{0 \rightarrow s}(\Psi(x; \phi))$. The RG transformation chain is constructed as $\Gamma_{0 \rightarrow s} = \Gamma_{s-ds \rightarrow s} \circ \dots \circ \Gamma_{0 \rightarrow ds} \circ \Gamma_{0 \rightarrow 0}$, where ds represents the scale step, and \circ denotes the composition operator. In other words, $\Gamma_{0 \rightarrow ds} \circ \Gamma_{0 \rightarrow 0}(\cdot) = \Gamma_{0 \rightarrow ds}(\Gamma_{0 \rightarrow 0}(\cdot))$. For simplicity, we'll use $\Gamma_0 \triangleq \Gamma_{0 \rightarrow 0}$, $\Gamma_s \triangleq \Gamma_{0 \rightarrow s}$, and so on. The coarser-grained version of $\Gamma_s(\Psi(x; \phi))$ can be denoted as $\Gamma_{s \rightarrow s+ds} \circ \Gamma_s(\Psi(x; \phi))$ or simply as $\Gamma_{s+ds}(\Psi(x; \phi))$. If there is a difference between the coarse-grained system $\Gamma_s(\Psi(x; \phi))$ and its coarser version $\Gamma_{s \rightarrow s+ds}(\Gamma_s(\Psi(x; \phi)))$, we can say that the scale s contributes some information processing to the system. To measure this dissimilarity, we introduce self-dissimilarity (SD) as:

$$\begin{aligned} & \mathcal{D}_{\Gamma_{s \rightarrow s+ds}} \\ &= \left| \langle \Gamma_s | \Gamma_{s+ds} \rangle - \frac{1}{2} (\langle \Gamma_s | \Gamma_s \rangle + \langle \Gamma_{s+ds} | \Gamma_{s+ds} \rangle) \right| \quad (5) \\ &= \frac{1}{2} \int_{\mathcal{X}} (\Gamma_{s+ds}(\Psi(x; \phi)) - \Gamma_s(\Psi(x; \phi)))^2 dx, \end{aligned}$$

where $\langle \Gamma_0 | \Gamma_1 \rangle = \int_{\mathcal{X}} \Gamma_0 \Gamma_1 dx$ represents the overlap between two scales. In the context of Kadanoff decimation, SD is calculated by $\frac{1}{2} |(\langle \Gamma_s | \Gamma_s \rangle - \langle \Gamma_{s+ds} | \Gamma_{s+ds} \rangle)|$ (See the proof in Appendix A). Along the RG flow, the multi-scale structural self-dissimilarity (MS³D) is defined as the integration of SD across scales:

$$\mathcal{D}_{\Gamma_{0 \rightarrow s}} = \sum_{i=0}^{s/ds} \mathcal{D}_{\Gamma_{i \rightarrow i+ds}}. \quad (6)$$

Implementation. We calculate the gradient of the discriminator's logits, denoted as $f(x; \phi)$, with respect to

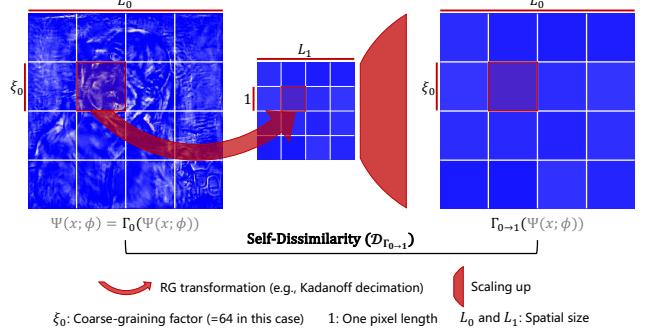


Figure 5. A diagram illustrating the RG transformation process and MS³D computation. It involves iteratively downsampling $\nabla_x f(x; \phi)$ and computing differences before and after downsampling.

the input image x using the equation $\Psi(x; \phi) = \frac{\partial f(x; \phi)}{\partial x}$. Here, x is an image in the real-valued space $\mathbb{R}^{h \times w \times c}$, where h , w , and c represent the height, width, and number of channels, respectively. The gradient field $\Psi(x; \phi) : \mathbb{R}^{h \times w \times c} \rightarrow \mathbb{R}^{h \times w \times c}$ is then transformed into a square matrix $\tilde{\Psi}(x; \phi) : \mathbb{R}^{L \times L} \rightarrow \mathbb{R}^{L \times L}$, where $L = \sqrt{h \times w \times c}$. To ensure that the matrix is square, we apply zero-padding to $\Psi(x; \phi)$, resulting in a square matrix $\tilde{\Psi}(x; \phi)$ of size $L \times L$.

For the real function $\tilde{\Psi}(\cdot; \phi)$ and the input image x_0 , we normalize the output matrix $\tilde{\Psi}(x_0; \phi)$ to the range $[0, 1]$:

$$\tilde{\Psi}(x; \phi) \leftarrow \left| \frac{\tilde{\Psi}(x_0; \phi)}{\max(|\tilde{\Psi}(x_0; \phi)|)} \right|. \quad (7)$$

We then use the Kadanoff block-spin transformation to coarse-grain the system, as illustrated in Fig. 5. Although the Kadanoff decimation is the simplest renormalization group (RG) transformation, it yields meaningful and robust outcomes, as verified in our ablation study (detailed in Section 4). During the transformation $\Gamma_{s \rightarrow s+ds}$, the matrix $\Gamma_s(\tilde{\Psi}(x_0; \phi))$, with spatial dimensions $L_s \times L_s$, is tiled by blocks of size $\zeta_s \times \zeta_s$, where ζ is the coarse-graining factor. In this paper, we set $\zeta_0 = \zeta_1 = \dots = \zeta_s = 2$. The coarse-grained matrix $\Gamma_{s+ds}(\tilde{\Psi}(x_0; \phi))$ is obtained by replacing each block with its average value. This matrix retains the original spatial dimensions $L_{s+ds} = L_s$, but the number of elements is reduced by a factor of $(\zeta_s)^2$. Mathematically, this process is represented as follows:

$$\begin{aligned} & \left\{ \Gamma_{s+ds}(\tilde{\Psi}(x_0; \phi)) \right\} (i, j) \\ &= \frac{1}{(\zeta_s)^2} \sum_{m=0}^{\zeta_s-1} \sum_{n=0}^{\zeta_s-1} \left\{ \Gamma_s(\tilde{\Psi}(x_0; \phi)) \right\} \left(\lfloor \frac{i}{\zeta_s} \rfloor \cdot \zeta_s + m, \right. \\ & \quad \left. \lfloor \frac{j}{\zeta_s} \rfloor \cdot \zeta_s + n \right), \end{aligned} \quad (8)$$

where $\lfloor \cdot \rfloor$ is the floor function, and $\{\Gamma(\cdot)\} (i, j)$ indicates the element at the i -th row and j -th column of $\Gamma(\cdot)$.

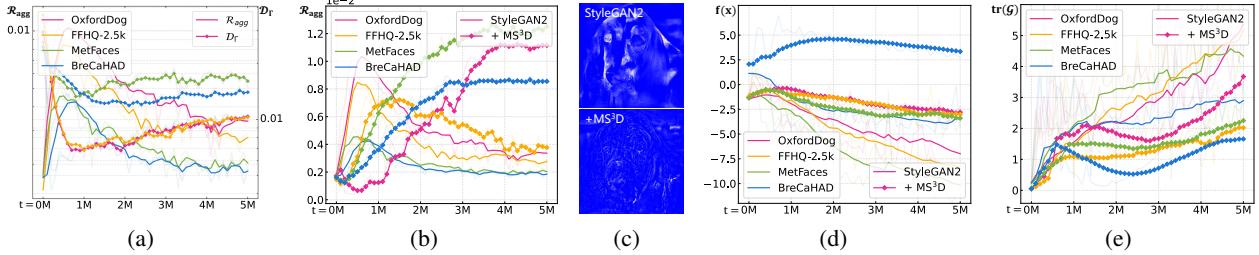


Figure 7. (a) The relationship between perceptual narrowing and MS^3D . (b) Reduction in gradient aggregation post- MS^3D application. (c) Visualization of gradients post- MS^3D , showing a dispersed pattern similar to augmentation methods. (d) Mitigation of discriminator overfitting to validation data with MS^3D . (e) Decrease in Fisher information post- MS^3D , indicating enhanced stability in training dynamics.

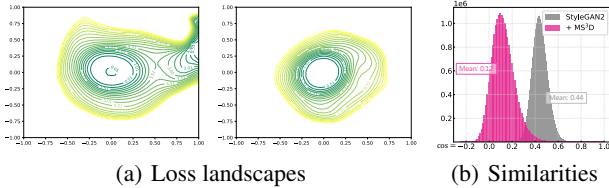


Figure 8. (a) Loss landscapes of the discriminator without MS^3D (left) and with MS^3D (right). (b) Average cosine similarity of the discriminator’s data embeddings.

Table 7. Computational complexity of different methods.

METHOD	TIME (S / KIMG)	CPU MEMORY (G)	GPU MEMORY (G)
STYLEGAN2	9.73	5.354	9.127
+ MS^3D	9.75	5.374	9.127

the relationship between perceptual narrowing and MS^3D in Fig. 7(a), revealing their close connection. Fig. 7(b) displays the gradient patterns post MS^3D application, showing a more dispersed pattern similar to augmentation methods, which is visualized in Fig. 7(c). In Fig. 7(d), validation data demonstrate our method’s superior generalization, evidenced by the discriminator’s lower confidence in evaluating validation data. Moreover, with minimal training data, our method ensures stable training without collapsing. Fig. 7(e) shows that after applying MS^3D , the Fisher information of $\Psi(x; \phi)$ decreases, indicating more stable training dynamics.

Loss landscape. In addition to examining the impact of MS^3D on GAN learning dynamics from the RG perspective, we also assess it from the loss landscape perspective. Figs. 8(a) and (b) reveal how MS^3D influences the discriminator’s loss landscape under limited data conditions, making the loss landscape flatter. A flatter loss landscape generally implies enhanced model generalization and training stability (Li et al., 2018).

Embedding space. Further observations show that the mean cosine similarity of the discriminator’s data embeddings significantly increases by the end of training, compared to the

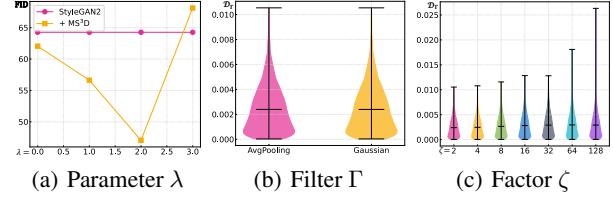


Figure 9. Results of the ablation study. (a) Ablation study on the hyper-parameter λ . (b) Ablation of the RG transformation filter. (c) Ablation of the coarse-graining factor.

Table 8. Ablation study on MS^3D regularization applied to real and generated data.

CONFIGURATION $D_{\Gamma}(\Psi(x))$	OXFORDDOG	FFHQ-2.5K
$x = \text{REAL}$	$x = \text{GENERATED}$	
✗	✓	62.40
✓	✗	47.05
✓	✓	42.73
		36.31

initial phase. This increase indicates a narrower embedding space for the discriminator, suggesting a large gap between real and generated image representations. This discrepancy can enable the discriminator to easily achieve perfect true-false classification, leading to overfitting. Conversely, the application of MS^3D or data augmentation prevents this narrowing, maintaining low average cosine similarity levels, as depicted in Fig. 8(c). These findings imply that perceptual narrowing may cause a narrower embedding space, and MS^3D can effectively mitigate this issue, thereby enhancing discriminator generalization. Additional details are available in Appendix A.

Computational complexity. Our RG process involves iteratively downsampling $\Psi(x; \phi)$ and computing differences pre- and post-downsampling. Using pooling operators in PyTorch, this procedure does not require trainable parameters. Table 7 summarizes the computational overhead and memory usage during training on OxfordDog with Nvidia RTX 4090, indicating negligible resource demands.

Ablation study. Fig. 9 (a) presents results for different λ

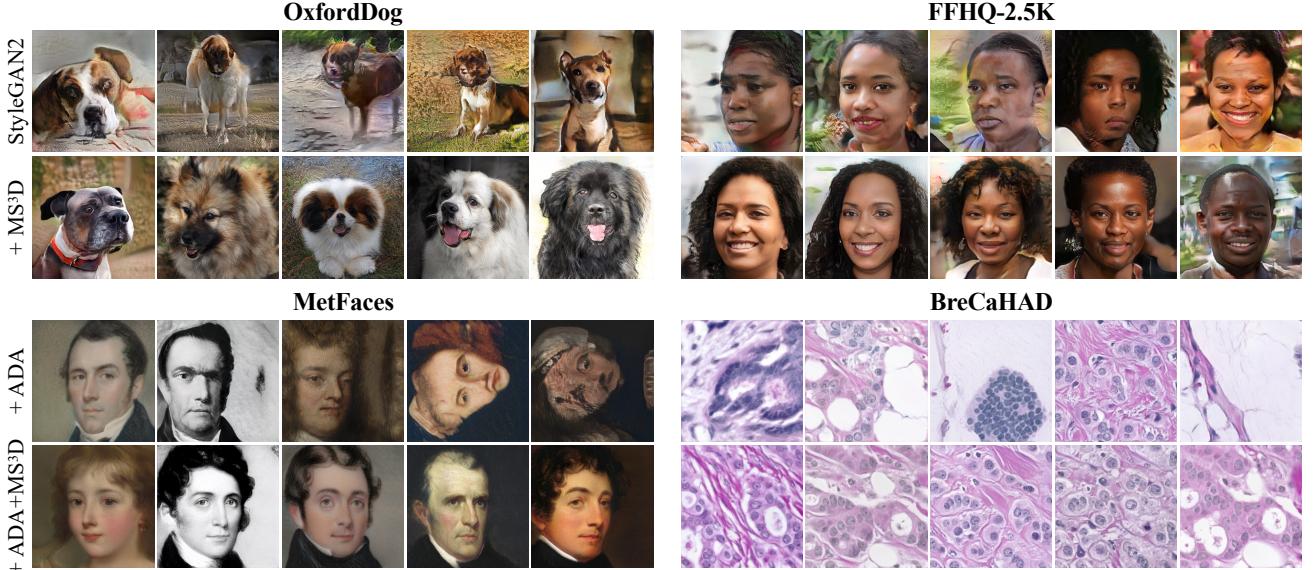


Figure 10. Example generated images for several datasets with limited amount of training data.

Table 9. Quantitative results on SNGAN with FFHQ-2.5K.

METHOD	FID ↓	IS ↑
SNGAN	45.31	4.32
+ MS ³ D	46.14	4.37

values in Eq. (10), showing optimal performance at $\lambda = 10$. Larger λ values may interfere with other constraint terms in StyleGAN2, which has multiple constraints.

We also conduct ablation experiments on different RG transformations, introducing a Gaussian kernel as an alternative to the Kadanoff block-spin transformation (Fig. 9(b)). The results show minimal differences, leading us to adopt the simpler method. In Eq. (8), we chose a coarse-graining factor of 2, a common practice, and varied this factor in numerical experiments on OxfordDog (Fig. 9(c)), noting that larger factors increased variance and reduced numerical stability.

For $\mathcal{D}_{\Gamma_0 \rightarrow t}(\Psi(x; \phi))$ in Eq. (10), x can be either real or generated data. Table 8 compares results on OxfordDog and FFHQ-2.5K for real and generated data, finding optimal performance when x includes both. However, regularization on real data alone is more effective in avoiding discriminator overfitting, leading us to choose this for computational efficiency.

Limitations. For low-resolution image generation models (e.g., 32×32), such as DCGAN and SNGAN, our method may not yield significant improvements. These models often exhibit stable training dynamics due to their reduced internal differences. Experiments conducted on SNGAN with FFHQ-2.5K, which intentionally minimizes internal differences (details in Appendix C), support this observation. The results, presented in Table 9, confirm that GANs trained

on such datasets tend to be relatively easy to stabilize. Furthermore, the influence of our method on gradients, which promotes more uniform and dispersed gradients, may not be particularly beneficial for low-resolution image generation.

5. Conclusion and Future Work

In our study, we are analyzing the gradient pattern that the generator receives from the discriminator at various scales based RG flow. In particular, we are interested in the relationship between the gradient pattern and discriminator deterioration in the limited data setting. Based on this, we propose a new regularization method, called MS³D. We conduct extensive experiments on various datasets and tasks, and the results show that our method can significantly improve the performance of GANs under limited data. Recently, RG theory has been linked with the notions of information theory (Gordon et al., 2021). Therefore, an intriguing future direction is to explore the connection between the gradient pattern and the perceptual narrowing phenomenon from the angle of information theory.

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Impact Statement

This paper presents work whose goal is to advance the field of Machine Learning. There are many potential societal consequences of our work, none which we feel must be specifically highlighted here.

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A. Discussion

A.1. Simple Proof of SD Computation

In this section, we demonstrate the proof for computing the structural self-dissimilarity (SD) as presented in the main text. We begin by defining SD as follows:

$$\mathcal{D}_{\Gamma_s \rightarrow \Gamma_{s+ds}} = \left| \langle \Gamma_s | \Gamma_{s+ds} \rangle - \frac{1}{2} (\langle \Gamma_s | \Gamma_s \rangle + \langle \Gamma_{s+ds} | \Gamma_{s+ds} \rangle) \right|. \quad (11)$$

In the main text, we showed that SD can be computed using the equation:

$$\mathcal{D}_{\Gamma_s \rightarrow \Gamma_{s+ds}} = \frac{1}{2} |\langle \Gamma_s | \Gamma_s \rangle - \langle \Gamma_{s+ds} | \Gamma_{s+ds} \rangle|. \quad (12)$$

proof: Consider the Kadanoff block-spin transformation:

$$\{\Gamma_{s+ds}(\Psi(x; \phi))\}(i, j) = \frac{1}{(\zeta_s)^2} \sum_{m=0}^{\zeta_s-1} \sum_{n=0}^{\zeta_s-1} \{\Gamma_s(\Psi(x; \phi))\} \left(\lfloor \frac{i}{\zeta_s} \rfloor \cdot \zeta_s + m, \lfloor \frac{j}{\zeta_s} \rfloor \cdot \zeta_s + n \right). \quad (13)$$

Thus, we have:

$$\begin{aligned} \langle \Gamma_s | \Gamma_{s+ds} \rangle &= \frac{1}{(L_{s+ds})^2} \sum_{i=0}^{L_s-1} \sum_{j=0}^{L_s-1} \Gamma_s \{(\Psi(x; \phi))\}(i, j) \sum_{m=0}^{\zeta_s-1} \sum_{n=0}^{\zeta_s-1} \{\Gamma_s(\Psi(x; \phi))\} \left(\lfloor \frac{i}{\zeta_s} \rfloor \cdot \zeta_s + m, \lfloor \frac{j}{\zeta_s} \rfloor \cdot \zeta_s + n \right) \\ &= \frac{(\zeta_s)^2}{(L_{s+ds})^2} \sum_{i=0}^{L_s-1} \sum_{j=0}^{L_s-1} (\Gamma_s \{(\Psi(x; \phi))\}(i, j))^2 \\ &= \frac{(\zeta_s)^2}{(L_{s+ds})^2} \cdot (L_s)^2 (\Gamma_s(\Psi(x; \phi)))^2 \\ &= \langle \Gamma_s | \Gamma_s \rangle \end{aligned} \quad (14)$$

A.2. Comparison with ADA

While adaptive discriminator augmentation (ADA) (Karras et al., 2020a) is an effective method for training GANs under limited data, we observe that with very small datasets, ADA increases the probability of augmentation and leads to “augmentations leak”. For instance, faces generated on MetFaces may show rotation (see Fig. 10 and 18). In Fig. 11, we compare ADA in terms of the degree of aggregation of the gradients. Our approach demonstrates better performance in avoiding aggregated patterns on small datasets like MetFaces (Karras et al., 2020a) and BreCaHAD (Aksac et al., 2019).

A.3. Cosine Similarity of the Data Embedding Space

We use the discriminator as a feature extractor and obtain data representations through forward inference. We then compute the pairwise cosine similarity of the representations for all real images. Observing the training process, the average cosine similarity of the representations increases significantly, as shown in Fig. 12. A higher average cosine similarity indicates a narrowing of the representation space. Considering the surface area ratio of the unit hypersphere: in two dimensions, $\arccos(0.56) = 63.90^\circ$, implying that a cosine similarity of 0.56 can “occupy”

$$\frac{63.90^\circ}{360^\circ} = 17.75\%$$

of the 2D unit circle. In three dimensions, it is only 6.96%. This low proportion suggests a sparse distribution of points with a cosine similarity of 0.56 in high-dimensional space, possibly explaining the narrowing of the representation space.

A.4. Landscape of Discriminator

In Fig. 14, we present the loss landscape of the discriminator without MS³D, with MS³D, and with ADA. We find that our MS³D contributes to a flatter loss landscape. A flatter loss landscape often correlates with higher model generalization and training stability (Li et al., 2018).

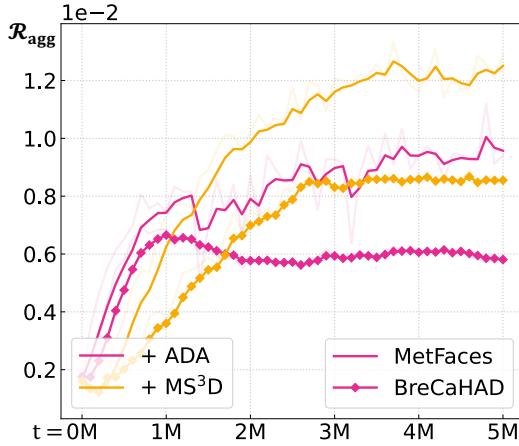


Figure 11. Degree of aggregation of the gradients.

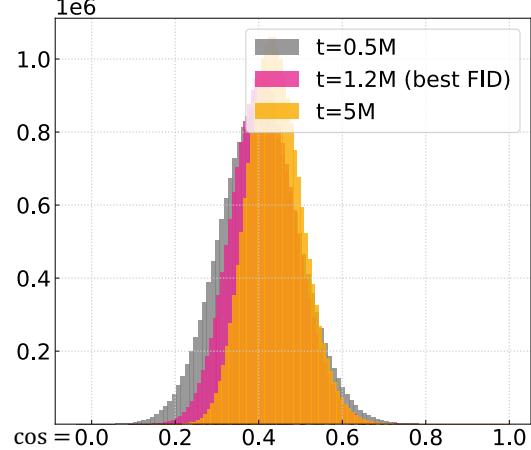


Figure 12. Cosine similarity over steps.

A.5. Pattern of $\nabla_x f(x; \phi)$

Additional visualizations of $\nabla_x f(x; \phi)$ are shown in Fig. 15 and 16. In Fig. 17, we compute the multi-scale structural self-dissimilarity (MS^3D) of the discriminator’s activation maps, revealing that MS^3D effectively captures the complexity of natural patterns.

B. Illustration of MS^3D

Pseudocode. In this section, we provide the pseudocode of the proposed multi-scale structural self-dissimilarity (MS^3D) regularization. The pseudocode is shown in Fig 13.

```

x  # real images
G  # generator
D  # discriminator

# Minimize logits for generated images
logits = D(G(x))
loss_d_adv_fake = F.softplus(logits)

# Maximize logits for real images
logits = D(x)
loss_d_adv_real = F.softplus(-logits)

# MS3D regularization
grads = torch.autograd.grad(outputs=logits, inputs=x)
grads = normalize(grads)
grads = reshape_to_square(grads)
spatial_size = get_spatial_size(grads)
ms3d = 0
for i in range(torch.log2(spatial_size)):
    grads_down = F.avg_pool2d(grads, kernel_size=2, stride=2)  # Kadanoff decimation
    # or use: grads_down = F.conv2d(grads, guass_kernel, stride=2)
    grads_recn = F.interpolate(grads_down, size=grads.shape[2:], mode='nearest')
    ms3d += F.mse_loss(grads, grads_recn)
    grads = grads_down
loss_d = loss_d_adv_fake + loss_d_adv_real + ms3d
loss_d.backward()

```

Figure 13. Pseudocode of the proposed multi-scale structural self-dissimilarity (MS^3D) regularization.

C. Experimental settings

C.1. Datasets

OxfordDog. The Oxford-IIIT pet dataset (Parkhi et al., 2012) contains images of cat and dog species. For this study, we select only dog images, apply a dog face detection model to crop and resize them to a uniform square format of 256×256 pixels, centering the dog’s face as much as possible. We randomly select 4,492 images for training and use the remaining 498 images as the test set. This dataset includes a wide variety of dog breeds (about 25 dog breeds), poses, and backgrounds, thus providing a challenging testbed for our experiments. We refer to this dataset as OxfordDog.

FFHQ. The Flickr-Faces-HQ (FFHQ) dataset (Karras et al., 2019) includes 70,000 high-quality images of human faces, covering a wide range of ages, ethnicities, and image backgrounds, as well as various accessories like eyeglasses and hats. Each image was sourced from Flickr, aligned, and cropped to ensure consistency and quality.

MetFaces. The MetFaces dataset (Karras et al., 2020a) comprises 1,336 high-quality facial images from the Metropolitan Museum of Art’s collection (<https://metmuseum.github.io/>).

BreCaHAD. The BreCaHAD dataset (Aksac et al., 2019), designed for breast cancer histopathology studies, contains 162 images at 1360×1024 resolution. We restructure these into 1,944 partially overlapping crops of 512×512 pixels for our experiments.

FFHQ-2.5K. Using the CLIP visual encoder (Radford et al., 2021), we extract features from the FFHQ images and cluster them into 14 groups using K-means. We select the smallest cluster, which contains 2,500 images (i.e., FFHQ-2.5K), for our study.

C.2. Evaluation Metrics

We adopt the following metrics to evaluate the effectiveness of our method and compare it with the baselines. **Inception Score (IS)** (Salimans et al., 2016) evaluates the quality and diversity of the generated images. It is a common metric in the early stage of GAN development and estimates the quality of the generated images based on the conditional entropy of the class labels predicted by an Inception network. A higher IS score indicates better performance. **Fréchet Inception Distance (FID)** (Heusel et al., 2017) is another widely used metric for measuring the quality of the generated images. FID fits a Gaussian distribution to the hidden activations for each distribution (generated and ground truth) and then computes the Fréchet distance, also known as the Wasserstein-2 distance, between those Gaussians. **Kernel Inception Distance (KID)** (Binkowski et al., 2018) is a metric similar to FID, which is the squared maximum mean discrepancy (MMD) between Inception representations. Unlike FID, it does not assume that the activation distribution has a parametric form, and it has a simple unbiased estimator. It is more informative in situations where the ground truth data is small scale. A lower KID score indicates better performance.

C.3. Setups

We train SNGAN and StyleGAN2 using implementations from Miyato et al. (2018) and Karras et al. (2020b), respectively, and implement a 64×64 version of DCGAN following Radford et al. (2016). All experiments use the same hyperparameter settings, and model performance is evaluated using the implementation from Karras et al. (2020b). For integrating MS³D with other methods, we set λ to 10 in StyleGAN2, while it is set to 100 in other methods due to StyleGAN2’s additional constraint terms. We note a discrepancy between reported scores in the literature and our results using the provided code, possibly due to hardware variations or differences between runs.

D. More Qualitative Results

In this section, we present additional qualitative results obtained from OxfordDog, FFHQ-2.5K, MetFaces, and BreCaHAD datasets. We compare the outcomes of StyleGAN2 and StyleGAN2 with MS³D on these datasets, as illustrated in Figs. 18 and 19.

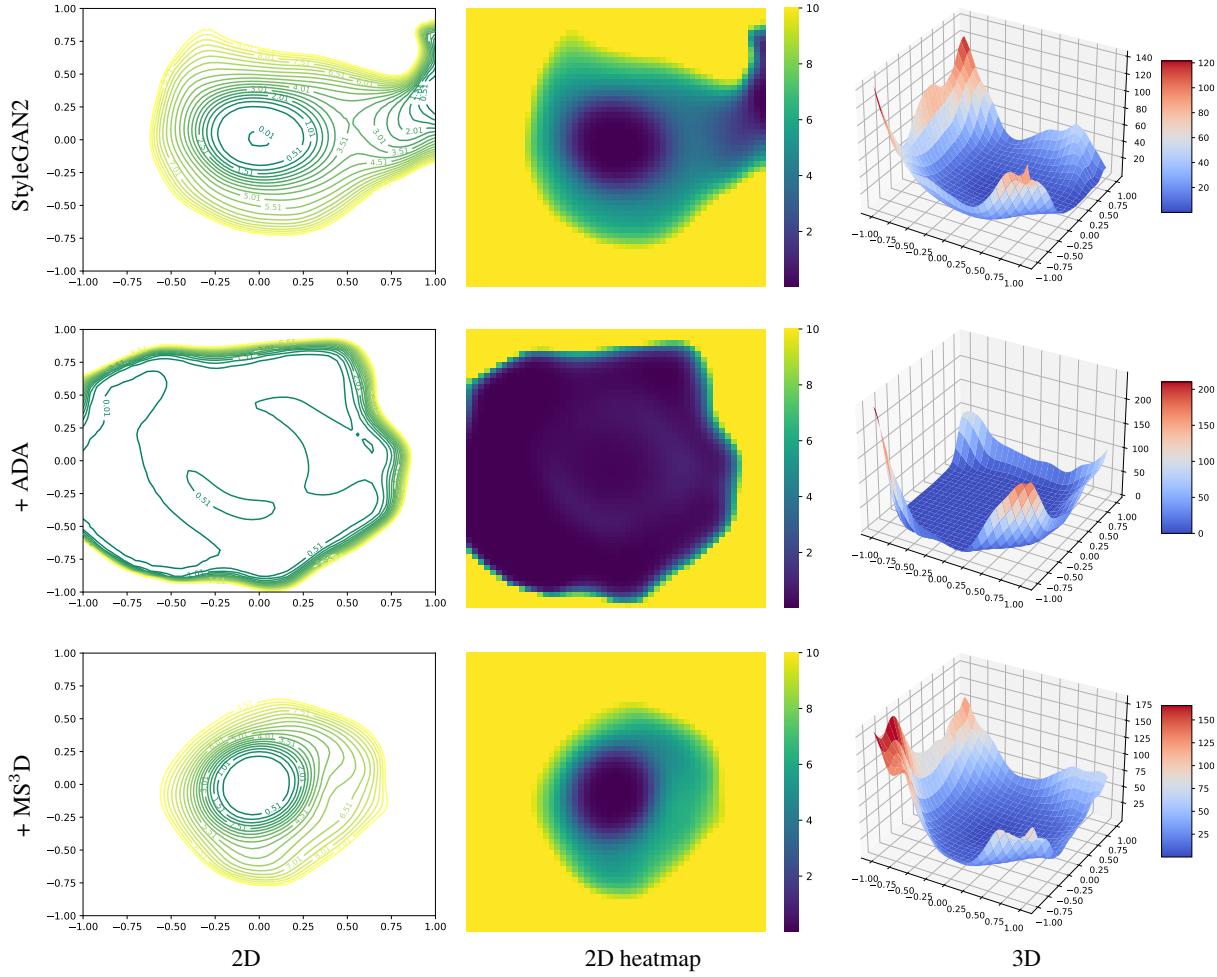


Figure 14. Visualization of the loss landscapes.

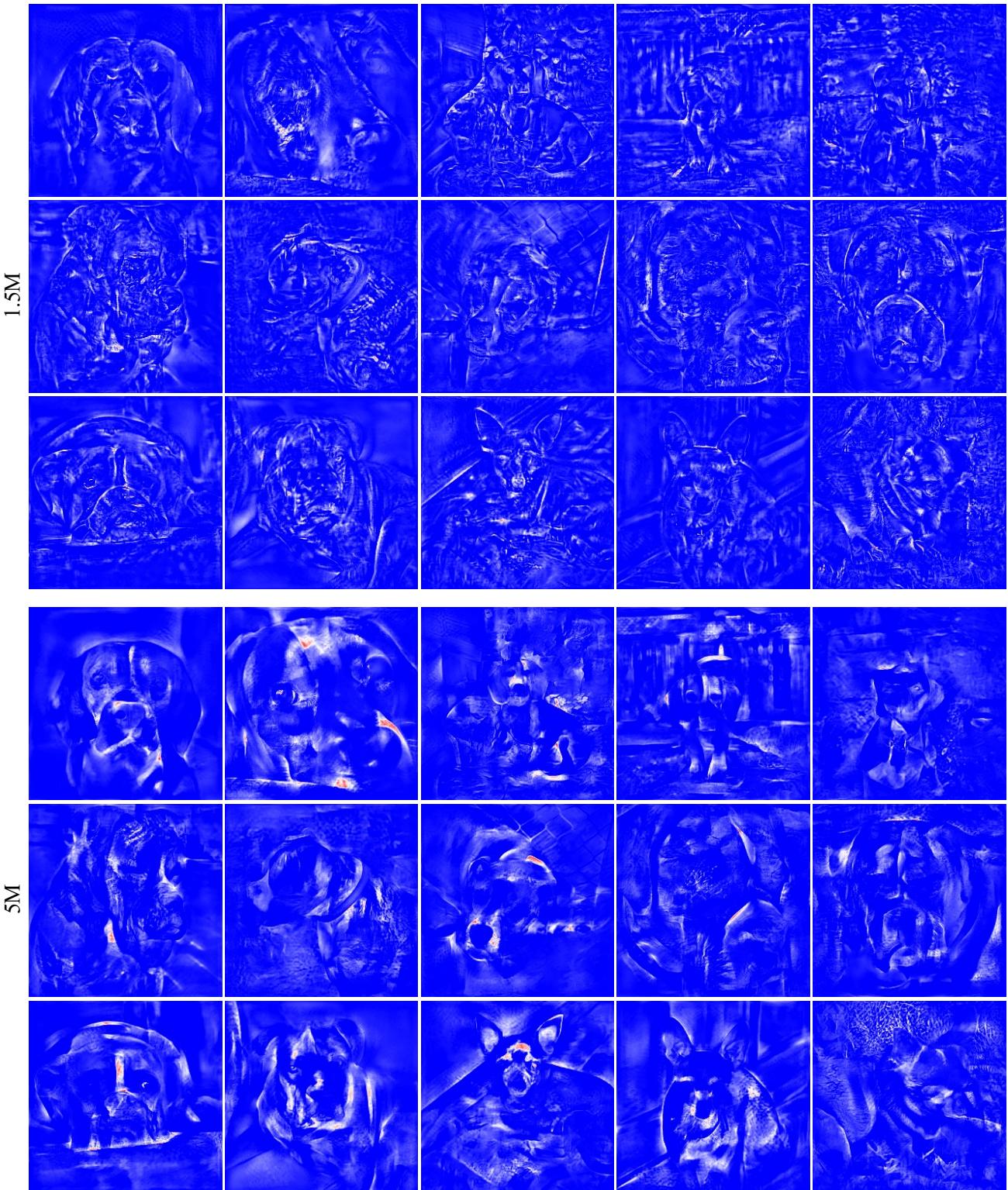


Figure 15. Visualizing $\nabla_x(f(x; \phi))$ on StyleGAN2 (uncurated).

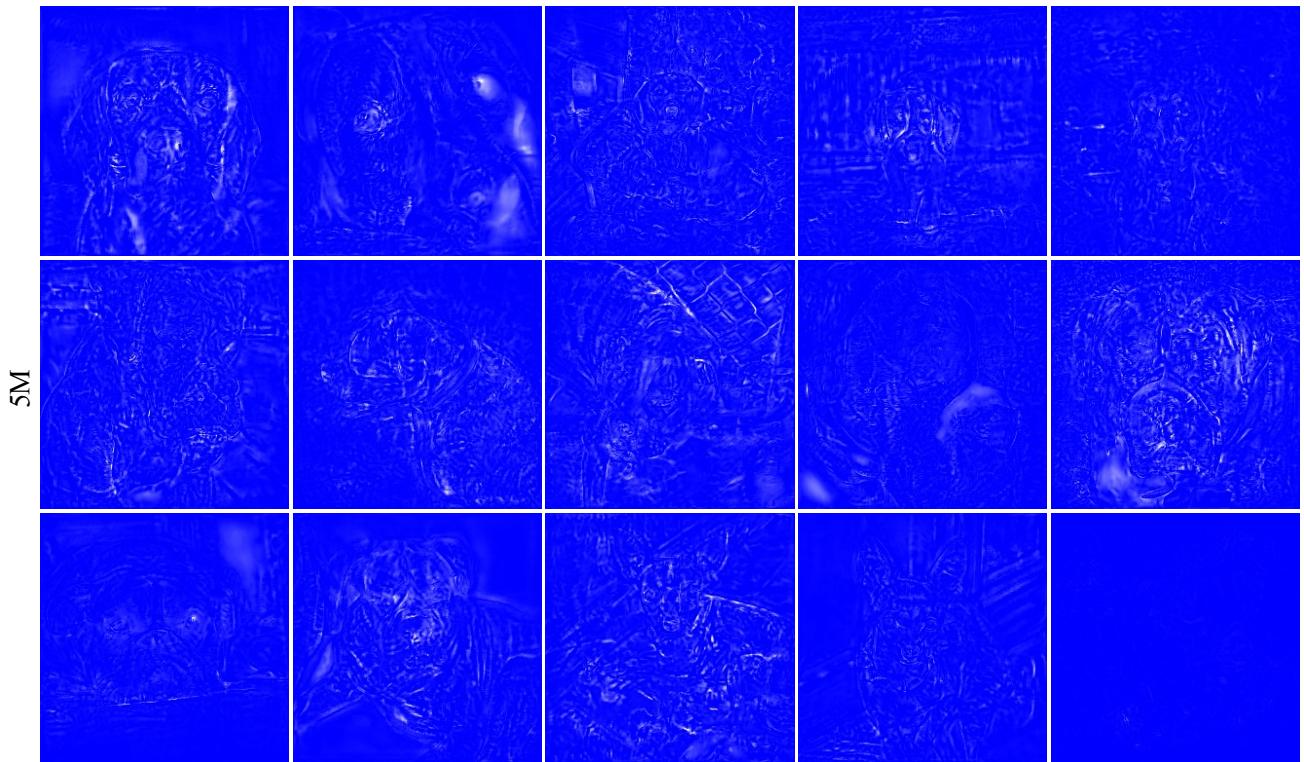


Figure 16. Visualizing $\nabla_x(f(x; \phi))$ on StyleGAN2 + MS³D (uncurated).

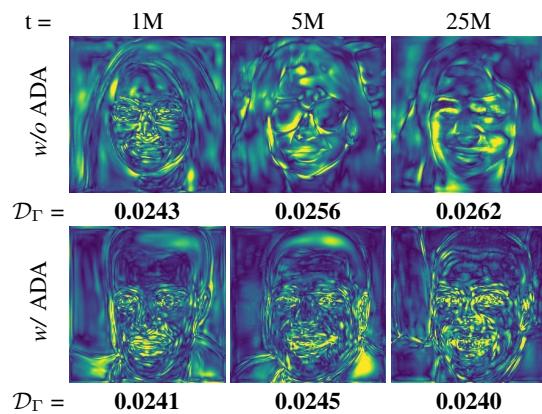


Figure 17. MS³D analysis on natural patterns. The computation of the MS³D descriptor, \mathcal{D}_Γ , is performed directly on the images obtained from (Karras et al., 2020a)

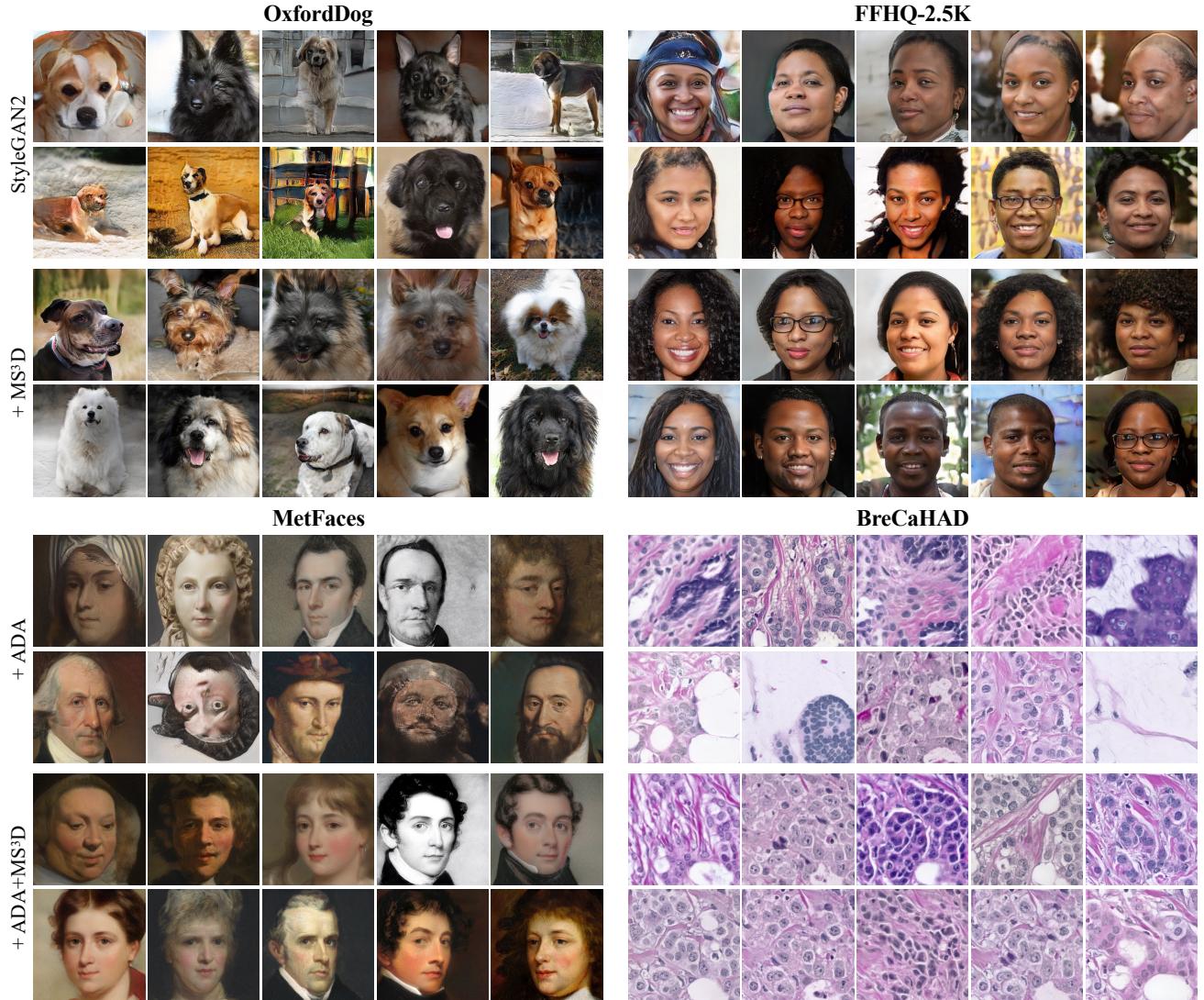


Figure 18. More generated images (best FID).

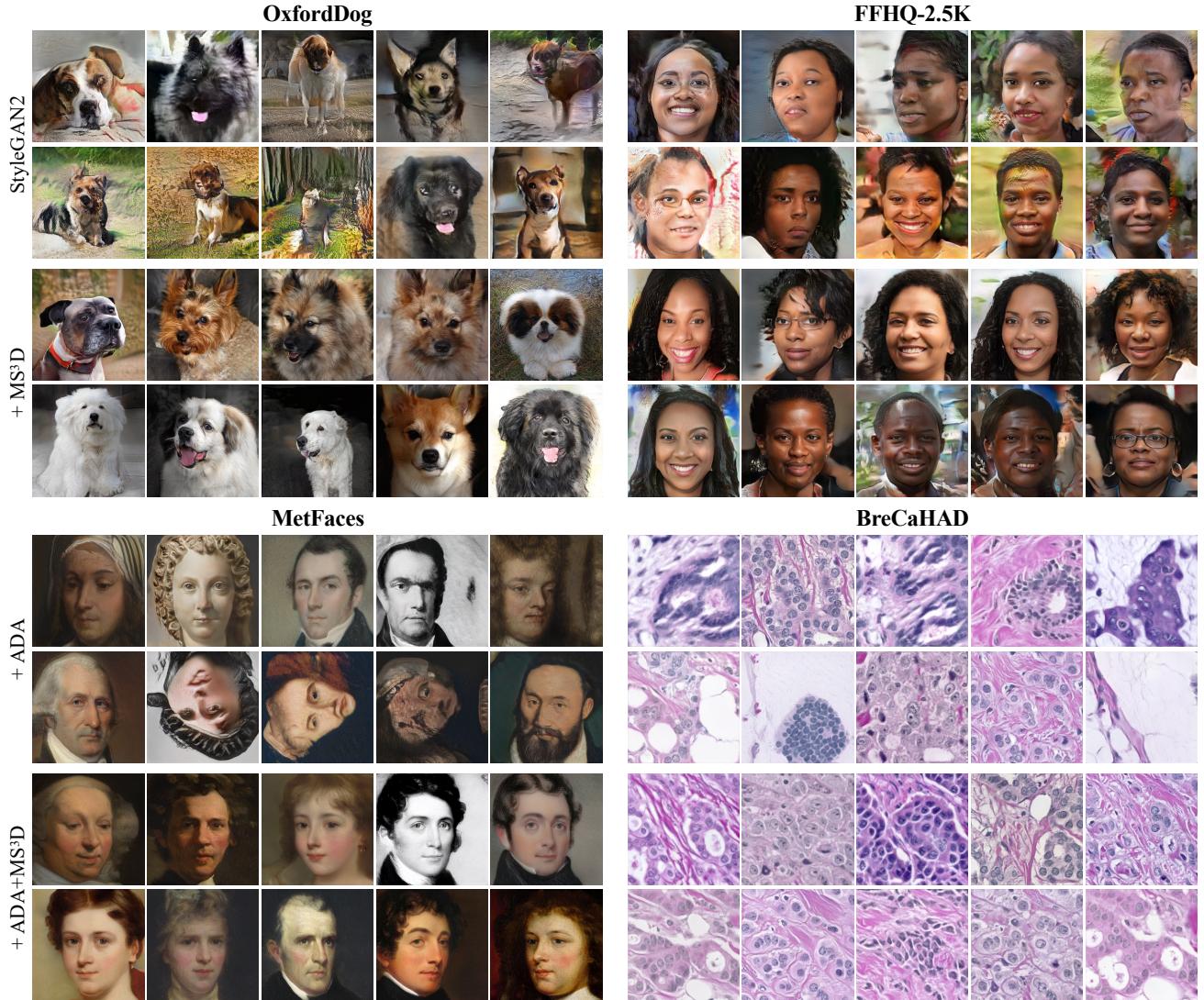


Figure 19. More generated images (last iteration).