Deep Learning Lesson 4

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Credits: PYCONX GAN Theory and Applications slides, by Ghelfi, Galeone, Di Mattia,

De Simoni



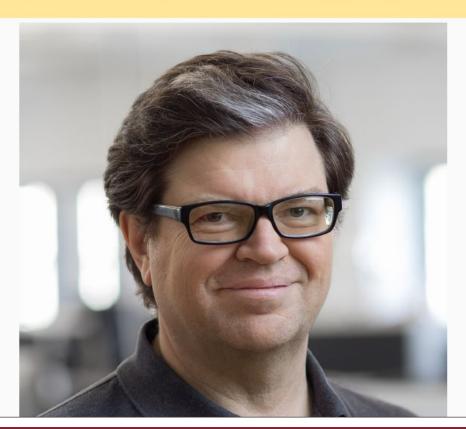
Overview

- 1. Introduction
- 2. Models definition
- 3. GANs Training
- 4. Types of GANs
- 5. GANs Applications

C Generative Adversarial Networks is the **most** interesting idea in the last ten years in machine learning.

"

Yann LeCun, Director, Facebook Al



Generative Adversarial Networks

Two components, the **generator** and the **discriminator**:

- The **generator** G needs to capture the data distribution.
- The **discriminator** D estimates the probability that a sample comes from the training data rather than from G.

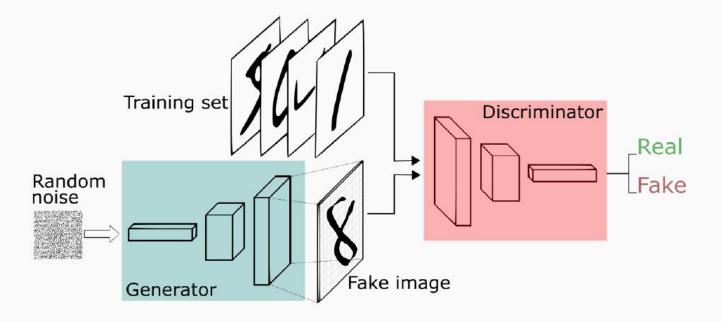


Figure 1: Credits: Silva

Generative Adversarial Networks

GANs game:

$$\min_{G} \max_{D} V_{GAN}(D, G) = \underbrace{\mathbb{E}}_{\substack{x \sim p_{data}(x)}} [\log D(x)] + \underbrace{\mathbb{E}}_{\substack{z \sim p_{z}(z)}} [\log (1 - D(G(z)))]$$
real samples
generated samples

GANs - Discriminator

- · Discriminator needs to:
 - · Correctly classify real data:

$$\left(\max_{D} \underset{x \sim p_{data}(x)}{\mathbb{E}} [\log D(x)]\right)$$

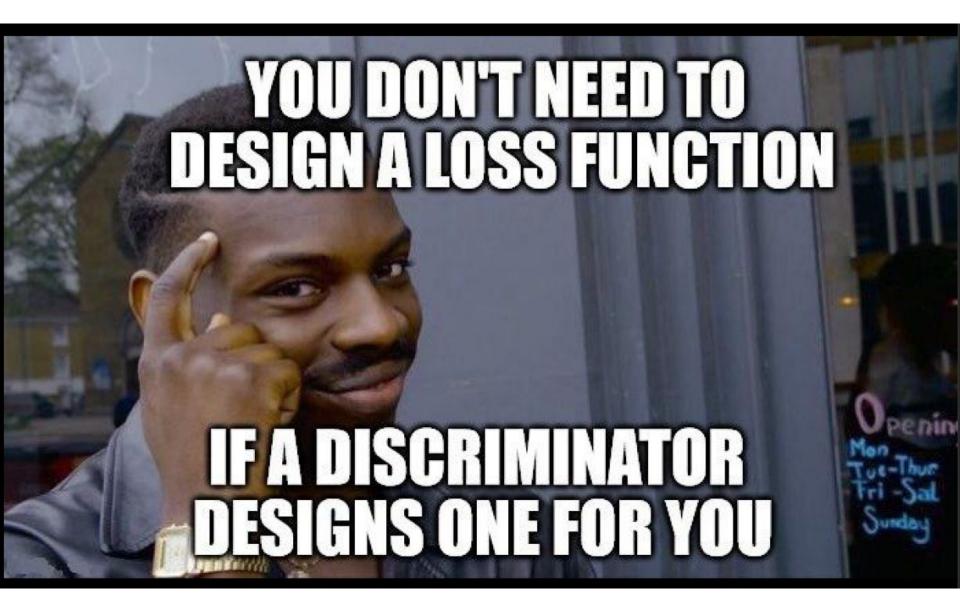
$$D(x) \rightarrow 1$$

Correctly classify wrong data:

$$\max_{D} \mathbb{E}_{z \sim p_{z}(z)}[\log(1 - D(G(z)))]$$

$$D(G(z)) \to 0$$

The discriminator is an adaptive loss function.



GANs - Generator

- Generator needs to fool the discriminator:
 - Generate samples similar to the real ones:

$$\min_{G} \mathbb{E}_{z \sim p_z(z)}[\log(1 - D(G(z)))]$$

$$D(G(z)) \to 1$$

GANs - Generator

- Generator needs to fool the discriminator:
 - Generate samples similar to the real ones:

$$\min_{G} \mathbb{E}_{z \sim p_z(z)}[\log(1 - D(G(z)))] \qquad D(G(z)) \to 1$$

Non saturating objective (Goodfellow et al., 2014):

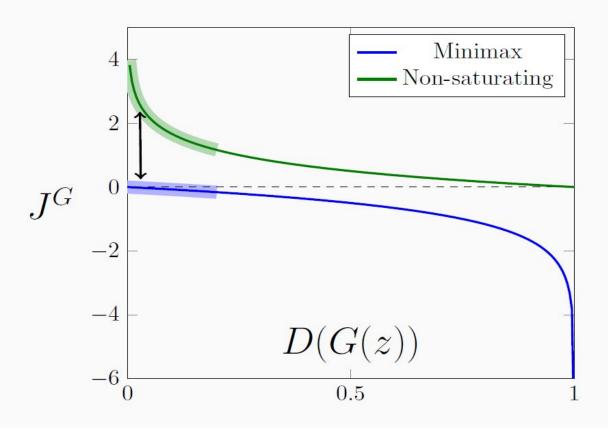
$$\min_{G} \underset{z \sim p_{z}(z)}{\mathbb{E}} \left[-\log(D(G(z))) \right]$$

GANs - Generator Objectives

• Minimax: log(1 - D(G(z)))- Minimax

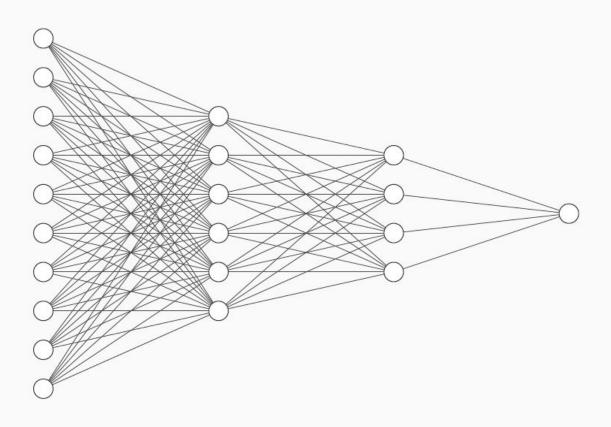
GANs - Generator Objectives

- Minimax: log(1 D(G(z)))
- Non-saturating: $-\log(D(G(z)))$



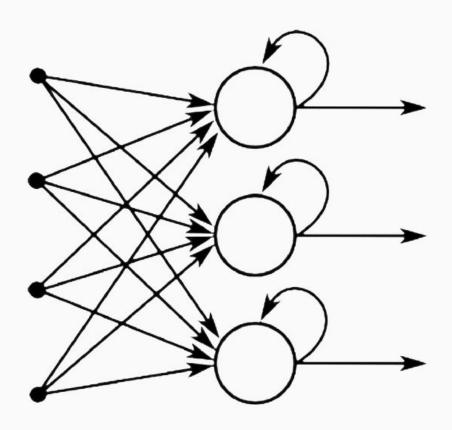
Models definition

- Different architectures for different data types.
 - Tuple of numbers? Fully Connected Neural Networks



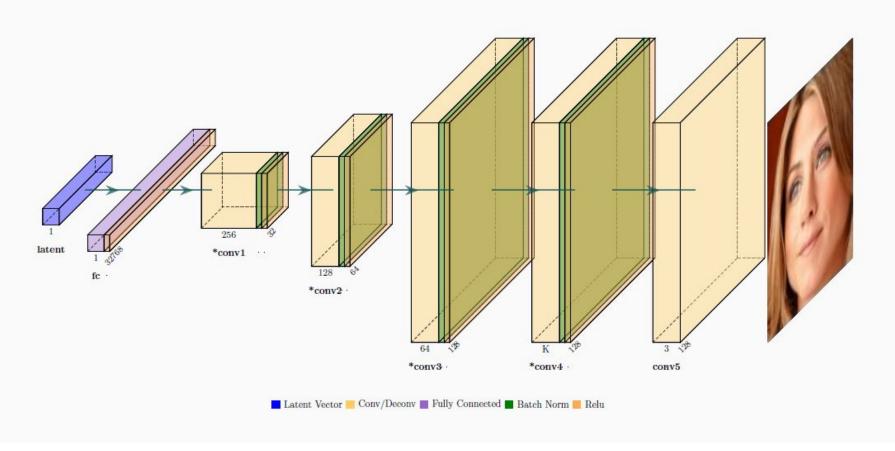
Models definition

- Different architectures for different data types.
 - Text or sequences? Recurrent Neural Networks



Models definition

- · Different architectures for different data types.
 - Images? Convolutional Neural Networks



GANs - Training

- D and G are **competing** against each other.
- Alternating execution of training steps.
- Use minibatch stochastic gradient descent/ascent.



GANs – Training - Discriminator

How to train the discriminator?

Repeat from 1 to k:

1. Sample minibatch of *m* noise samples $z^{(1)}, \ldots, z^{(m)}$ from $p_z(z)$

GANs – Training - Discriminator

How to **train** the **discriminator**?

Repeat from 1 to k:

- 1. Sample minibatch of *m* noise samples $z^{(1)}, \ldots, z^{(m)}$ from $p_z(z)$
- 2. Sample minibatch of *m* examples $x^{(1)}, \ldots, x^{(m)}$ from $p_{data}(x)$

GANs – Training - Discriminator

How to **train** the **discriminator**?

Repeat from 1 to k:

- 1. Sample minibatch of *m* noise samples $z^{(1)}, \ldots, z^{(m)}$ from $p_z(z)$
- 2. Sample minibatch of m examples $x^{(1)}, \ldots, x^{(m)}$ from $p_{data}(x)$
- 3. Update D:

$$\mathbf{J} = \underbrace{\frac{1}{m} \sum_{i=1}^{m} \log \mathbf{D}(\mathbf{x}^{(i)}) + \log(1 - \mathbf{D}(\mathbf{G}(\mathbf{z}^{(i)})))}_{\text{D performance}}$$

$$\theta_{\mathbf{d}} = \theta_{\mathbf{d}} + \lambda \nabla_{\theta_{\mathbf{d}}} \mathbf{J}$$

GANs – Training - Generator

How to **train** the **generator**?

Update executed **only once** after **D** updates:

1. Sample minibatch of *m* noise samples $z^{(1)}, \ldots, z^{(m)}$ from $p_z(z)$

GANs – Training - Generator

How to train the generator?

Update executed **only once** after **D** updates:

- 1. Sample minibatch of *m* noise samples $z^{(1)}, \ldots, z^{(m)}$ from $p_z(z)$
- 2. Update G:

$$\mathbf{J} = \underbrace{\frac{1}{m} \sum_{i=1}^{m} \log(\mathbf{D}(\mathbf{G}(z^{(i)})))}_{\text{G performance}}$$

$$\theta_{g} = \theta_{g} + \lambda \nabla_{\theta_{g}} \mathbf{J}$$

GANs – Training - Considerations

- · Optimizers: Adam, Momentum, RMSProp.
- Arbitrary number of steps or epochs.
- Training is completed when D is completely fooled by G.
- Goal: reach a Nash Equilibrium where the best D can do is random guessing.

Types of GANs

Two big families:

- Unconditional GANs (just described).
- · Conditional GANs (Mirza and Osindero, 2014).

Conditional GANs

- Both G and D are conditioned on some extra information y.
- In **practice**: perform conditioning by feeding **y** into D and G.

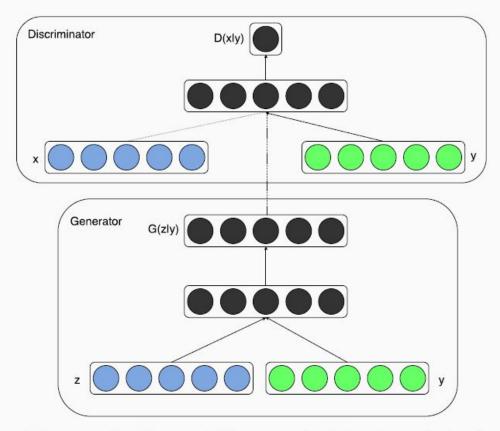


Figure 2: From Mirza and Osindero (2014)

Conditional GANs

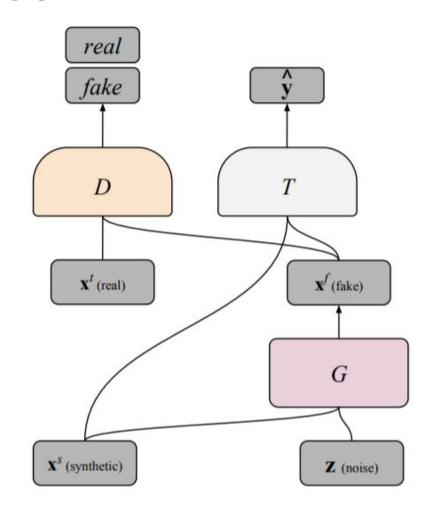
The GANs game becomes:

$$\min_{G} \max_{D} \underset{x \sim p_{data}(x|\mathbf{y})}{\mathbb{E}} [\log D(x,\mathbf{y})] + \underset{z \sim p_{z}(z)}{\mathbb{E}} [\log (1 - D(G(z|\mathbf{y}),\mathbf{y}))]$$

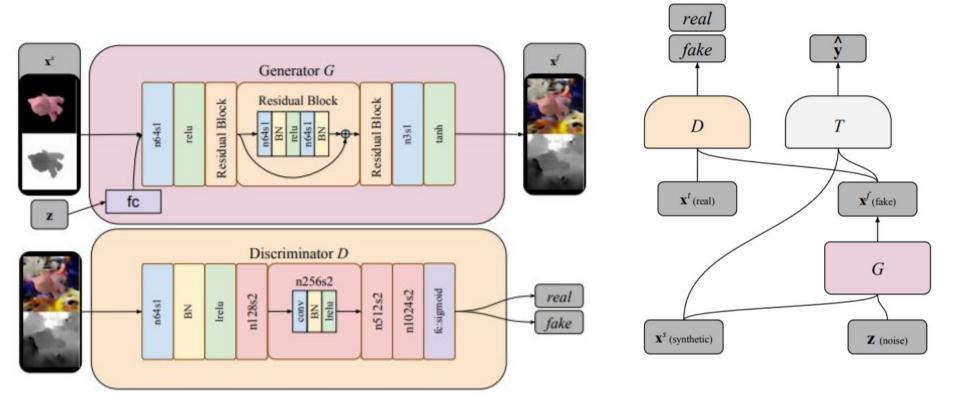
Notice: the same representation of the condition has to be presented to both network.

PixelDA

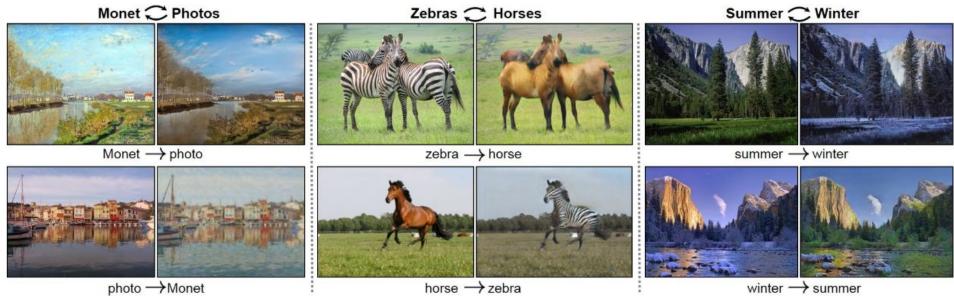
- "Unsupervised Pixel—Level Domain Adaptation with Generative Adversarial Networks"
- Developed by DeepMind (Google Allab)
- It works by using a simple resnet-like generator and DCGAN-like discriminator, together with an auxiliar classifier!



PixeIDA

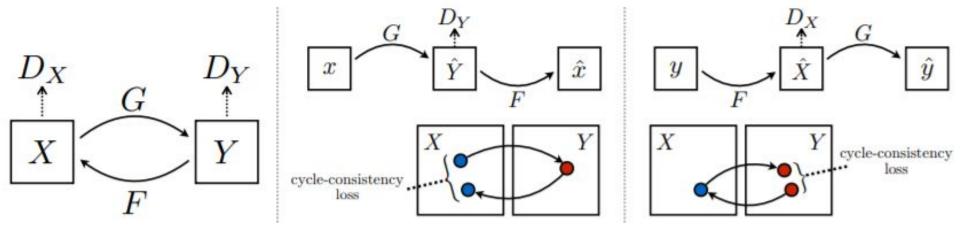


CycleGAN



- ICCV 2017 groundbreaking paper
- First work, together with DiscoGAN, that exploits 2 GAN models for source → target and target → source mapping at the same time!
- Used as baseline method for several other models

CycleGAN



- One generator learns the function G from X to Y, another one learns the function F from Y to X. Each generator has a corresponding discriminator for real/fake traditional GAN training.
- In addition, a cycle consistency loss is added to the system:
 F(G(X)) ≈ X (and vice versa) → |F(G(X))-X|₁ to be minimized (L1 norm)

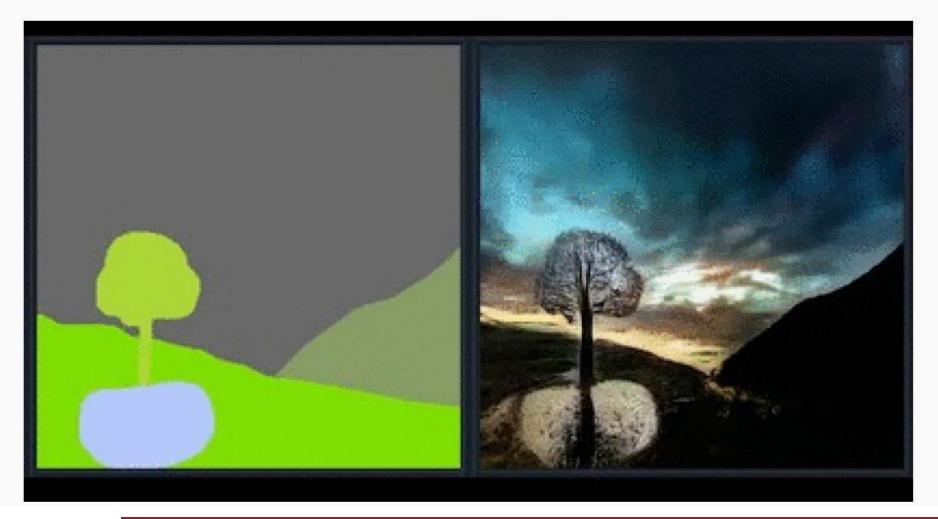
Conditional - Domain Translation Isola et al. (2016)



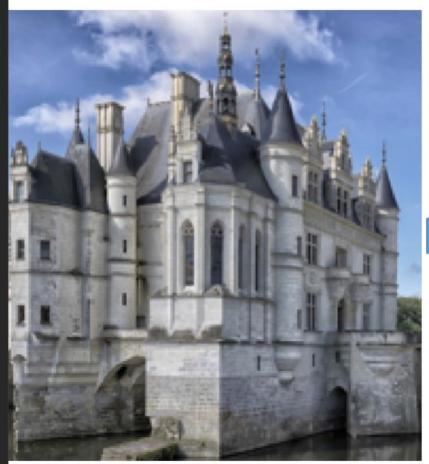
Unconditional - Face Generation Karras et al. (2017)



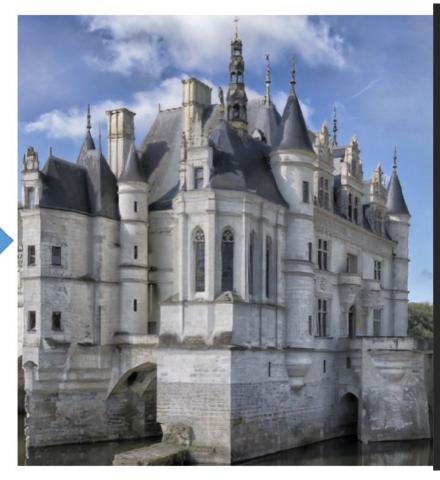
Conditional - Semantic Image Synthesis Park et al. (2018)



Conditional - Image Super Resolution Ledig et al. (2016)







Project

- The project main theme is a standard training of a classifier
- If you own enough expertise and computational power, you can choose to implement and run a GAN method, or in general you can ask for more freedom of choice for a more complicated project.
- You choose the dataset for the training. Obviously, it must be labelled, at least 2 classes, and enough challenging for a deep learning run! If there is no training/test split, you do the splits (80/20).
- You have to run two separate experiments: one with a pretrained network (VGG, ResNet, Inception, or whatever you like!), and another one with a simple custom CNN you build (which will produce worse performance of course).

Project

- For each experiment, run a new training with 2-3 data augmentation techniques. If you want, try to play also with learning rate, with solvers,
- Write a presentation (slides) in which you tell us what you have done, what
 you was expecting, and what you got. Analyze the accuracy for each
 experiments and tell us your considerations why this data augmentation
 technique worked so nicely? Why you chose to not use another particular
 data aug. ? Why your custom network failed so miserably? ;-)
- The project and presentation can be done in a group of 2 or 3 people. We encourage you to work in group, but if you are really a lone wolf, you can do it in solo.

Project

- Before starting the project, send me an email with your project proposal, in which you tell me which dataset you wanna use and a small description of your project – no project group can work on the same dataset! So, please send me a plan A (preferred) dataset, but also a plan B dataset if the first one have been already chosen by someone else!
- Do not, <u>DO NOT</u>, **DO NOT** copy code and experiments from other groups. It is a silly move, you will not learn anything good from that, and copy = failed exam. The main aim of this project is to make you learn how to work with deep learning ©

That's all!