

# **Generative Adversarial Networks (GANs)**

Industrial AI Lab.

**Prof. Seungchul Lee** 

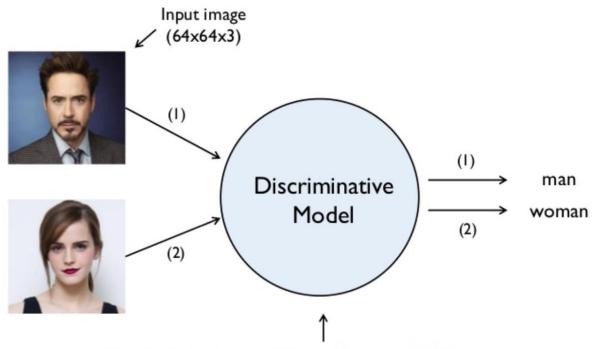


#### **Source**

- 1시간만에 GAN(Generative Adversarial Network) 완전 정복하기
  - by 최윤제 (고려대 석사생)
  - YouTube: https://www.youtube.com/watch?v=odpjk7\_tGY0
  - Slides: <a href="https://www.slideshare.net/NaverEngineering/1-gangenerative-adversarial-network">https://www.slideshare.net/NaverEngineering/1-gangenerative-adversarial-network</a>
- CSC321 Lecture 19: GAN
  - By Prof. Roger Grosse at Univ. of Toronto
  - <a href="http://www.cs.toronto.edu/~rgrosse/courses/csc321\_2018/">http://www.cs.toronto.edu/~rgrosse/courses/csc321\_2018/</a>
- CS231n: CNN for Visual Recognition
  - Lecture 13: Generative Models
  - By Prof. Fei-Fei Li at Stanford University
  - <a href="http://cs231n.stanford.edu/">http://cs231n.stanford.edu/</a>

## **Supervised Learning**

Discriminative model

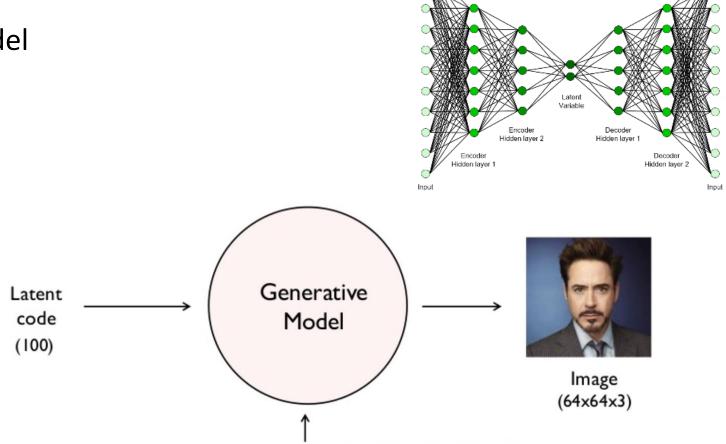


The discriminative model learns how to classify input to its class.



## **Unsupervised Learning**

Generative model



The generative model learns the distribution of training data.

## Model Distribution vs. Data Distribution



# **Probability Distribution**

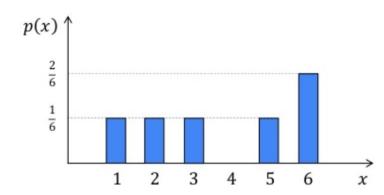
Probability Basics (Review)



#### Random variable

X	1	2	3	4	5	6
P(X)	$\frac{1}{6}$	<u>1</u> 6	$\frac{1}{6}$	<u>0</u> 6	$\frac{1}{6}$	<u>2</u> 6

#### Probability mass function



# **Probability Distribution**

What if x is actual images in the training data?

At this point, x can be represented as a (for example) 64x64x3 dimensional vector.

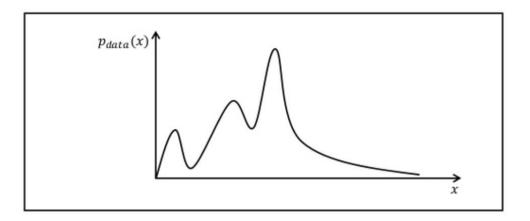




## **Probability Distribution**

Probability density function

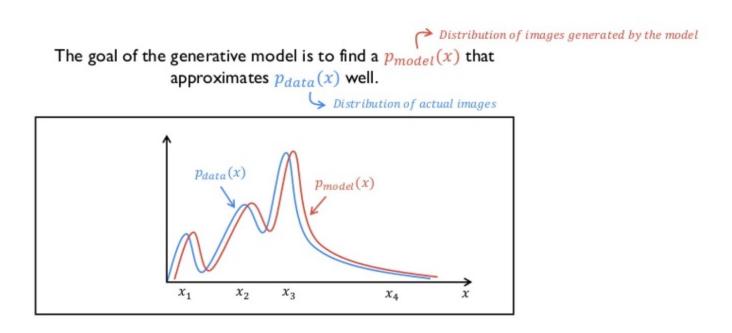
There is a  $p_{data}(x)$  that represents the distribution of actual images.





## **Probability Density Estimation Problem**

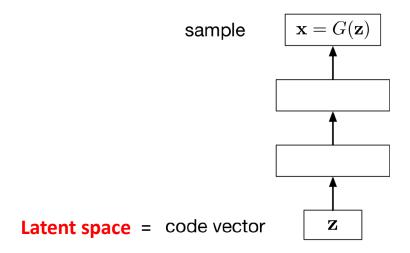
• If  $P_{model}(x)$  can be estimated as close to  $P_{data}(x)$ , then data can be generated by sampling from  $P_{model}(x)$ 





#### **Generative Models from Lower Dimension**

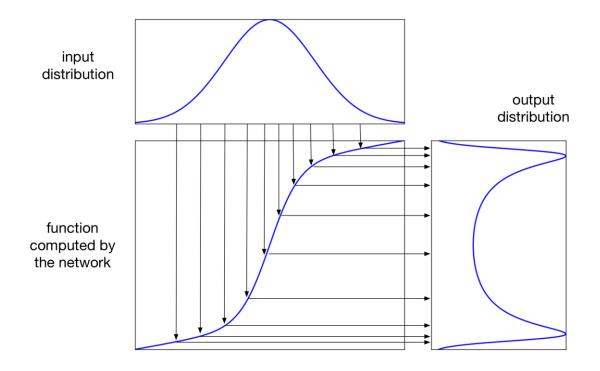
- Learn transformation via a neural network
- Start by sampling the code vector z from a fixed, simple distribution (e.g. uniform distribution or Gaussian distribution)
- Then this code vector is passed as input to a deterministic generator network G, which produces an output sample x=G(z)





#### **Deterministic Transformation (by Network)**

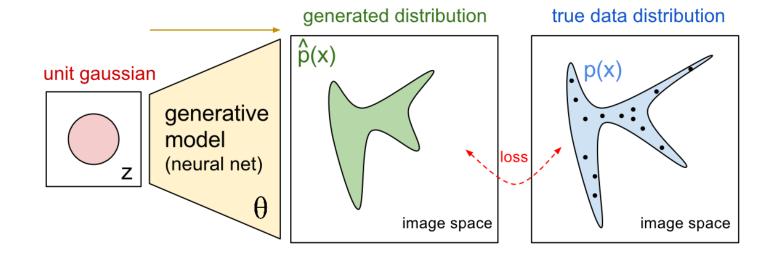
• 1-dimensional example:





#### **Deterministic Transformation (by Network)**

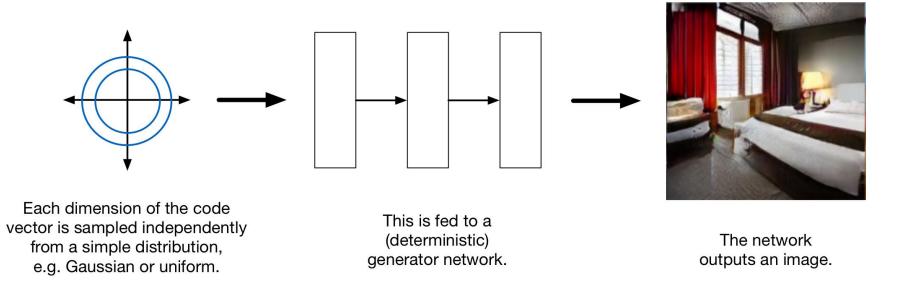
• High dimensional example:





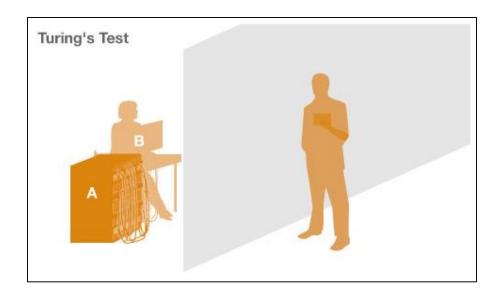
## **Prob. Density Function by Deep Learning**

Generative model of image



## **Generative Adversarial Networks (GANs)**

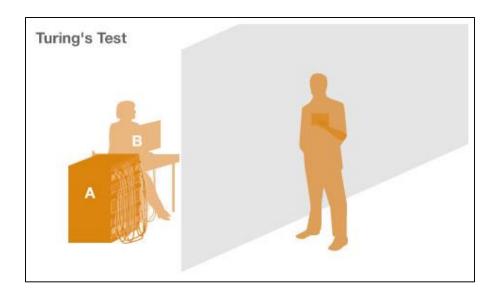
- In generative modeling, we'd like to train a network that models a distribution, such as a distribution over images.
- GANs do not work with any explicit density function!
  - Instead, take game-theoretic approach





#### **Turing Test**

- One way to judge the quality of the model is to sample from it.
- GANs are based on a very different idea:
  - Model to produce samples which are indistinguishable from the real data, as judged by a discriminator network whose job is to tell real from fake





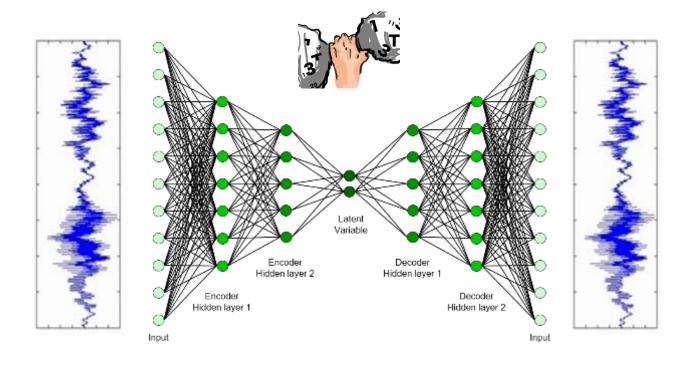
## **Generative Adversarial Networks (GAN)**

- The idea behind Generative Adversarial Networks (GANs): train two different networks
  - Generator network: try to produce realistic-looking samples
  - Discriminator network: try to distinguish between real and fake data
- The generator network tries to fool the discriminator network



#### **Autoencoder**

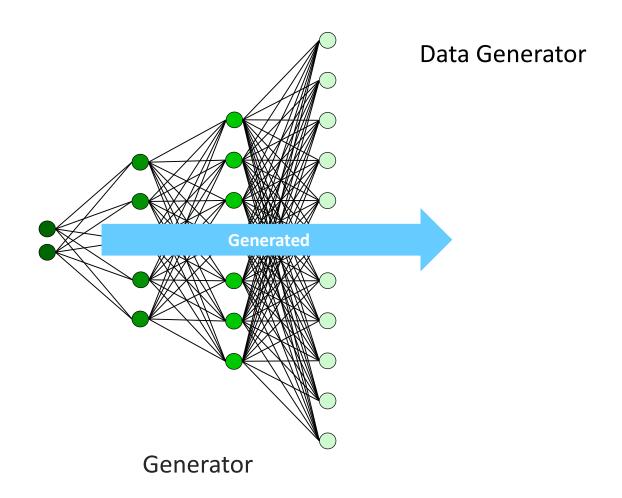
- Dimension reduction
- Recover the input data
  - Learns an encoding of the inputs so as to recover the original input from the encodings as well as possible





# **Generative Adversarial Networks (GAN)**

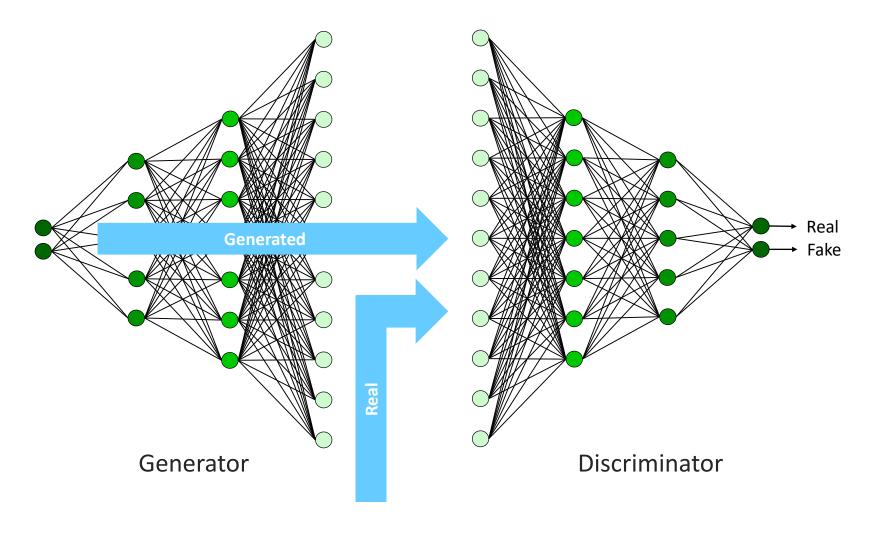
Analogous to Turing Test





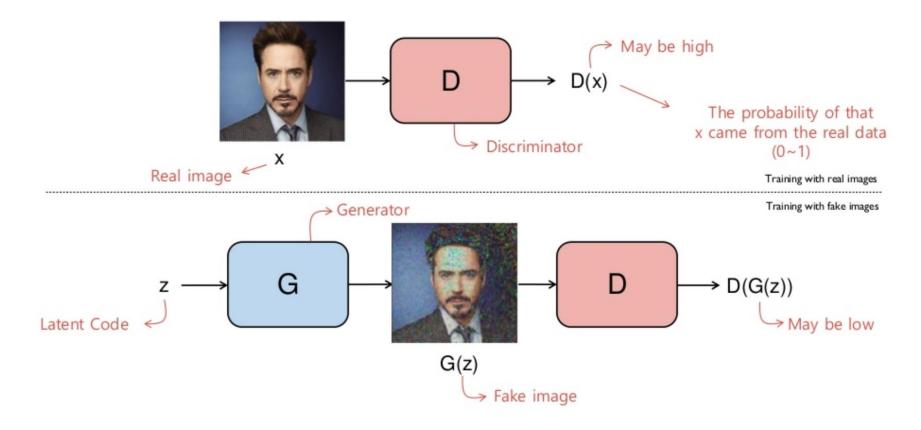
# **Generative Adversarial Networks (GAN)**

Analogous to Turing Test



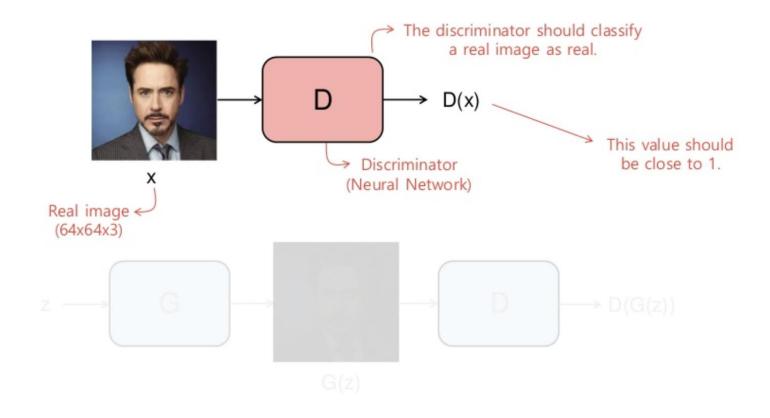


#### **Intuition for GAN**



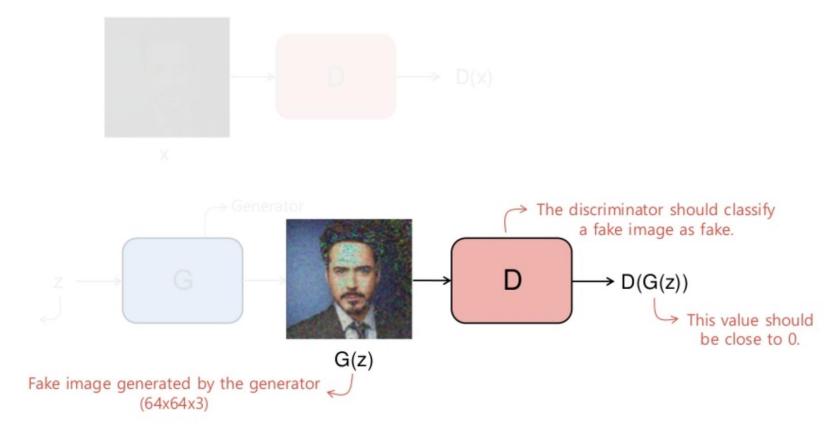


# **Discriminator Perspective**



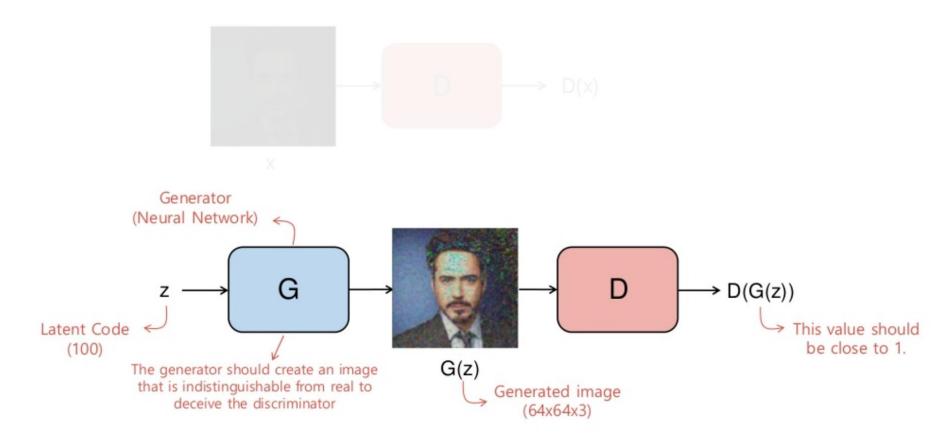


# **Discriminator Perspective**





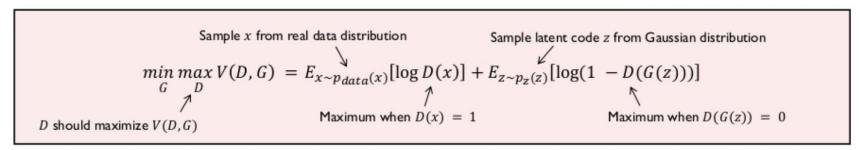
### **Generator Perspective**



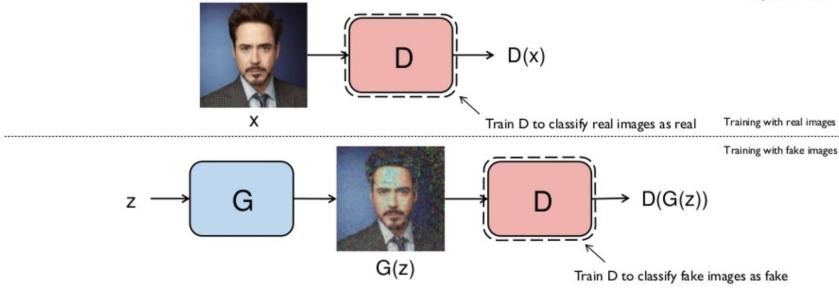


### **Objective Function of GAN**

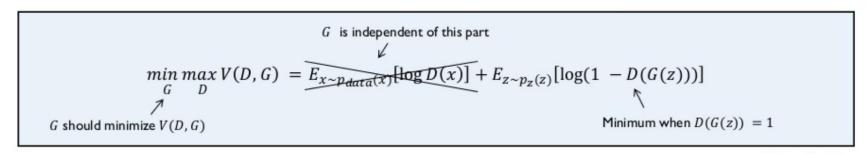
$$loss = -y log h(x) - (1 - y) log(1 - h(x))$$



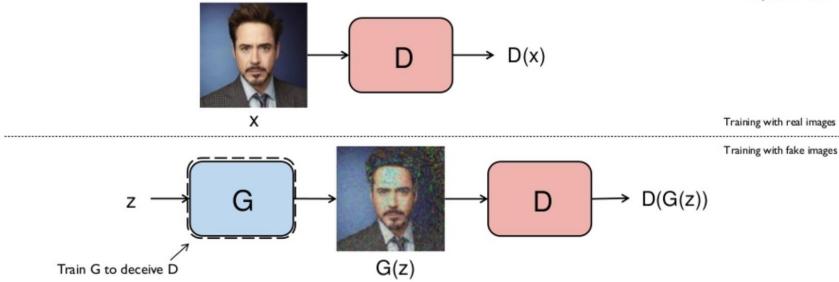
Objective function



## **Objective Function of GAN**



Objective function



### **Non-Saturating Game**

$$\min_{G} E_{z \sim p_{z}(z)}[\log(1 - D(G(z))]$$

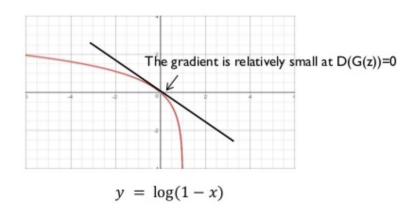
Objective function of G

At the beginning of training, the discriminator can clearly classify the generated image as fake because the quality of the image is very low.

This means that D(G(z)) is almost zero at early stages of training.



Images created by the generator at the beginning of training



## **Non-Saturating Game**

$$\min_{G} E_{z \sim p_{z}(z)}[\log(1 - D(G(z))]$$

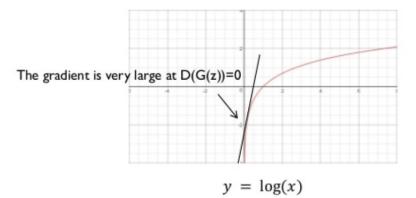
$$\downarrow \text{Modification (heuristically motivated)}$$

$$\max_{G} E_{z \sim p_{z}(z)}[\log D(G(z))]$$

#### Practical Usage

Use binary cross entropy loss function with fake label (1)

$$\begin{aligned} \min_{G} E_{z \sim p_{z}(z)}[-y \log D(G(z)) - (1-y) \log (1-D(G(z))] \\ & \downarrow \quad y = 1 \\ & \min_{G} E_{z \sim p_{z}(z)}[-\log D\big(G(z)\big)] \end{aligned}$$



## **Solving a MinMax Problem**

Step 1: Fix G and perform a gradient step to

$$\max_{D} E_{x \sim p_{\text{data}}(x)} \left[ \log D(x) \right] + E_{x \sim p_{z}(z)} \left[ \log(1 - D(G(z))) \right]$$

Step 2: Fix D and perform a gradient step to

$$\max_{G} E_{x \sim p_{z}(z)} \left[ \log D(G(z)) \right]$$

OR

Step 1: Fix G and perform a gradient step to

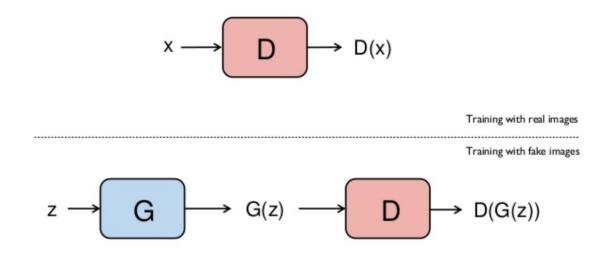
$$\min_{D} E_{x \sim p_{\text{data}}(x)} \left[ -\log D(x) \right] + E_{x \sim p_{z}(z)} \left[ -\log(1 - D(G(z))) \right]$$

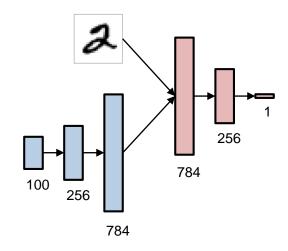
Step 2: Fix *D* and perform a gradient step to

$$\min_{G} E_{x \sim p_{z}(z)} \left[ -\log D(G(z)) \right]$$

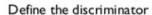
# **GAN Implementation in TensorFlow**

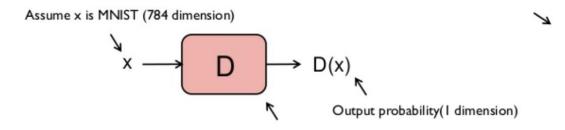




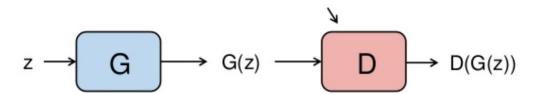


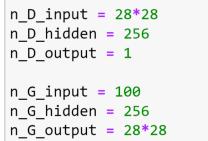




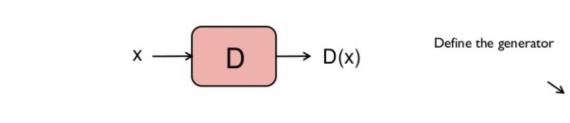


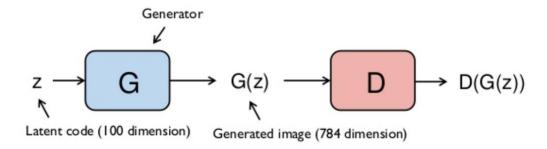
Discriminator

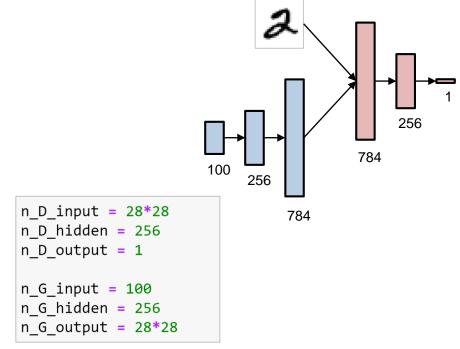












Step 1: Fix G and perform a gradient step to

$$\min_{D} E_{x \sim p_{\text{data}}(x)} \left[ -\log D(x) \right] + E_{x \sim p_{z}(z)} \left[ -\log(1 - D(G(z))) \right]$$

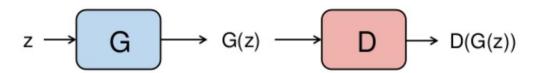
Step 2: Fix D and perform a gradient step to

$$\min_{G} E_{x \sim p_{z}(z)} \left[ -\log D(G(z)) \right]$$

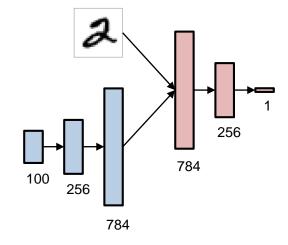


```
D_loss = tf.reduce_mean(- tf.log(D_real) - tf.log(1 - D_fake))
G_loss = tf.reduce_mean(- tf.log(D_fake))
```

```
D_var_list = [weights['D1'], biases['D1'], weights['D2'], biases['D2']]
G_var_list = [weights['G1'], biases['G1'], weights['G2'], biases['G2']]
```

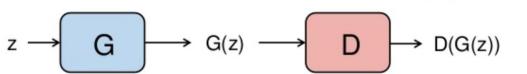


```
LR = 0.0002
D_optm = tf.train.AdamOptimizer(LR).minimize(D_loss, var_list = D_var_list)
G_optm = tf.train.AdamOptimizer(LR).minimize(G_loss, var_list = G_var_list)
```



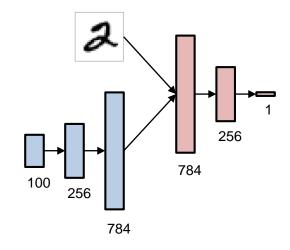


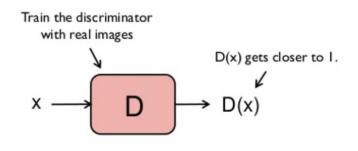
x is a tensor of shape (batch\_size, 784).
z is a tensor of shape (batch\_size, 100).



```
z = tf.placeholder(tf.float32, [None, n_G_input])
x = tf.placeholder(tf.float32, [None, n_D_input])
```



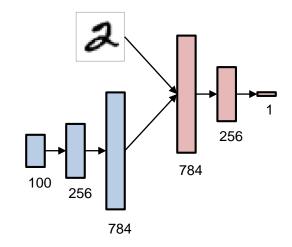


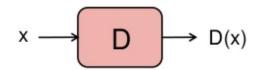


Train the discriminator

# discriminator and generator are separately trained
sess.run(D\_optm, feed\_dict = {x: train\_x, z: noise})
sess.run(G\_optm, feed\_dict = {z: noise})

```
z \xrightarrow{\qquad \qquad } G(z) \xrightarrow{\qquad \qquad } D(G(z)) \text{ gets closer to 0}
```





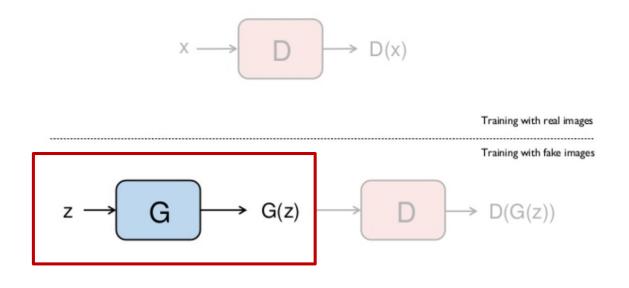
# discriminator and generator are separately trained
sess.run(D\_optm, feed\_dict = {x: train\_x, z: noise})
sess.run(G\_optm, feed\_dict = {z: noise})

Train the generator to deceive the discriminator  $Z \longrightarrow G \longrightarrow G(Z) \longrightarrow D(G(Z)) \text{ gets closer to } I$ 



# **After Training**

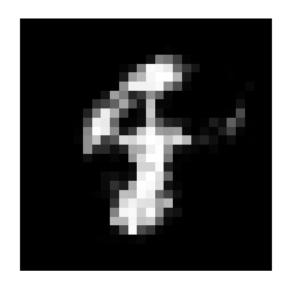
• After training, use generator network to generate new data



noise = make\_noise(n\_batch, n\_G\_input)

G\_img = sess.run(G\_output, feed\_dict = {z: noise})



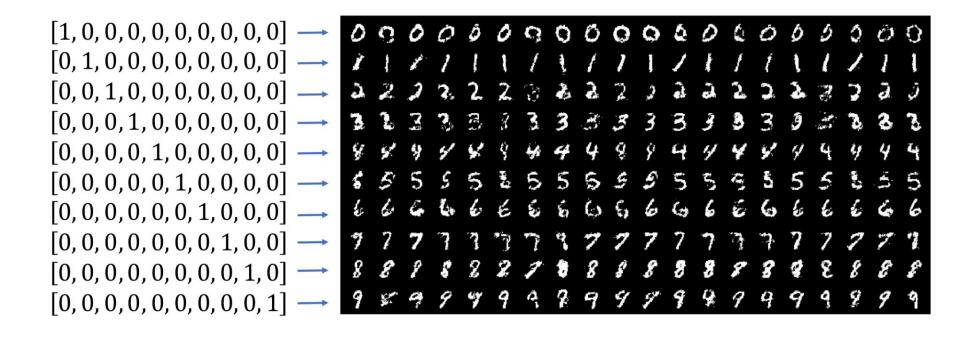




• In an unconditioned generative model, there is no control on modes of the data being generated.

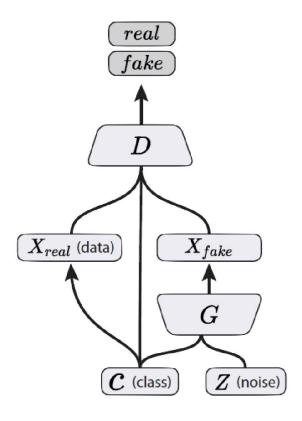
• In the Conditional GAN (CGAN), the generator learns to generate a fake sample with a specific condition or characteristics (such as a label associated with an image or more detailed tag) rather than a generic sample from unknown noise distribution.

MNIST digits generated conditioned on their class label



 Simple modification to the original GAN framework that conditions the model on additional information for better multi-modal learning

 Many practical applications of GANs when we have explicit supervision available

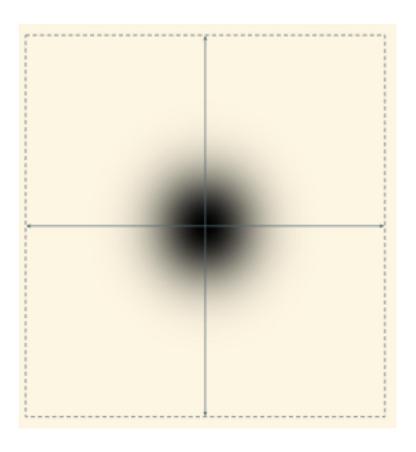


Conditional GAN (Mirza & Osindero, 2014)

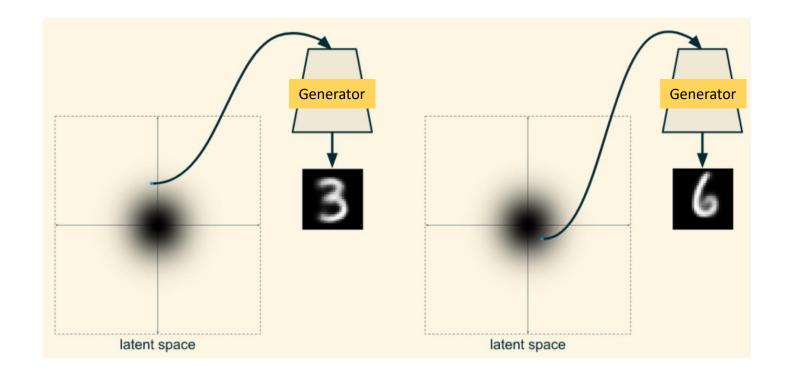


#### **Normal Distribution of MNIST**

- A standard normal distribution
- This is how we would like points corresponding to MNIST digit images to be distributed in the latent space



#### **Generator at GAN**





#### **Generator at Conditional GAN**

- Feed a random point in latent space and desired number.
- Even if the same latent point is used for two different numbers, the process will work correctly since the latent space only encodes features such as stroke width or angle

