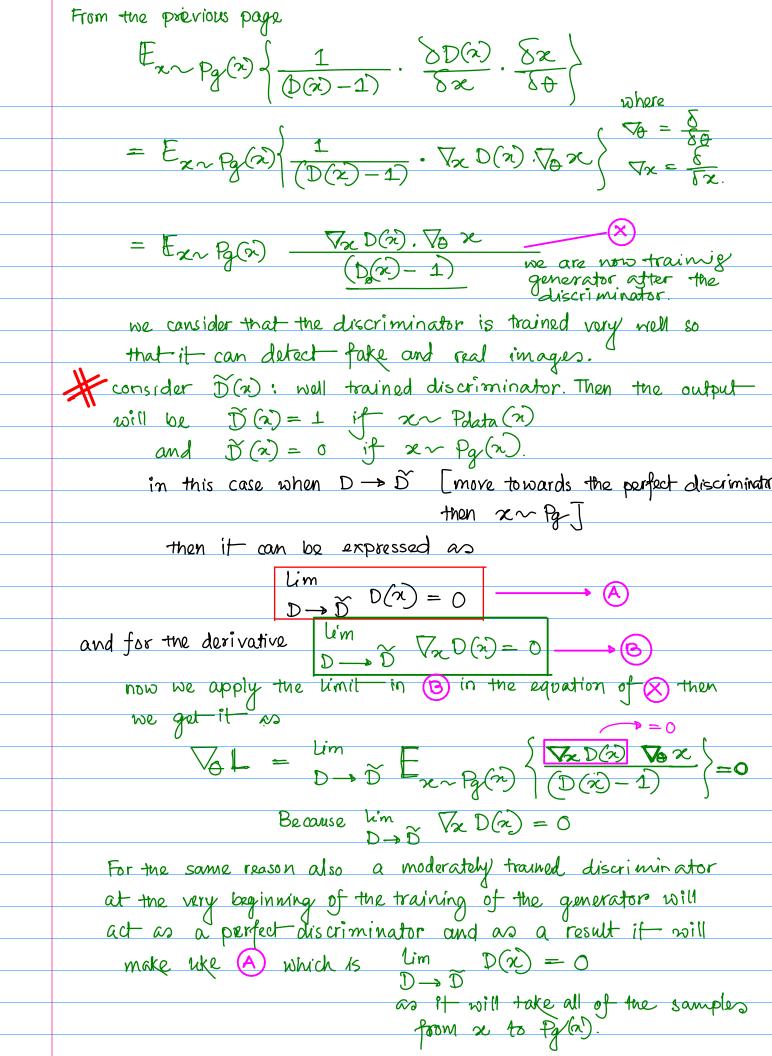
## Problems of GANs

1) Vanishing Gradient: Mathematical Reasoning
Go:  (W,b): derivative with respect to the weight  o (W,b): and brases
(W,b): and biases
2 , 2 -> 0 at the training process
# at the beginning the generator is lousy
a gradient at the back propagation
gradient at the back propagation becomes o.
[= min max) Ex-Plata(n) [109 D(2)] + (2-Pg(2) [log(1-D(4(2))])
generator update step:
$\nabla_{\Phi} L = \nabla_{\Phi} \left[ E_{t} \sim \rho_{t}(z) \log \left( 1 - D_{t}(G_{0}(z)) \right) \right]$
= E2~ P2(2) Vo log (1-D(Go(2)))
. 3
$= \mathbb{E}_{2} \sim \rho_{2}(z) \frac{1}{(1 - \mathcal{D}(G_{\theta}(z)))} \frac{(-)\partial \mathcal{D}_{\phi}(G_{\theta}(z))}{\partial G_{\phi}(z)} \cdot \frac{\partial G_{\phi}(z)}{\partial G_{\phi}(z)}$
(I- Dages)) Sage (F)
1
= F 3 G 3 G G (2)
$= \underbrace{F_{2} \sim P_{2}(z)} \underbrace{\partial G_{0}(z)} \partial G_$
u and taking a D (a) mandayu distribution
Here we are taking 2~ P2(2): random distribution
But we can blo the transformation as
e = G(2) to transform the distribution
from Pg(z) to Pg(x).
from $P_g(z)$ to $P_g(x)$ .  Therefore considering $x = G_{\phi}(z)$ we can move forward
$\sqrt{\delta L} = E_{xx} P_{y}(x) \frac{\delta x}{\delta \theta} \cdot \frac{\delta D_{y}(x)}{\delta x} \cdot \frac{1}{D_{y}(x) - 1}$
Cognerator distribution.
0



## # Solution to Vanishing Gradient Problem:

	there the original loss function of the generator that is being targeted is min -
	targeted is min - [ C - Cos ]
	G E Pg(z) [log(1-D(G(x)))]
	Here the training of the generator will be done after the training of the
	discriminator is done. So at this point the discriminator is good
	but the generator is lousy. So Lousy.
	50 it will immediately produce D(G(Z)=0
	So the plot of the above equation will be lug (1-DG(2))
	which the slop is close to o.
	D (n(2)
	at hely on funding
	of diff also theoretically lim - a.s.
(	$\frac{1}{1000} \frac{1}{1000} \frac{1}{1000$
	and $\lim_{n \to \infty} \nabla_{x} D(h(x)) = 0$
	Thus we change the optimization function into a maximization.
	Max F (D(1,GD))
	max E <sub>2</sub> ~ Pg(2) log (D(u(2))) log D(u(2))
	WY D(N(*))
	1 D(n(2))
	cy
	\(\frac{1}{\xi}\)
	initial hich slope
	initial high slope ood for training.
	0

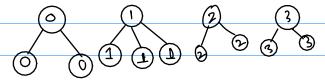
## Problem 2: Mode Collapse

During the training process, the generator sometimes collapse to a setting where if always produces the same output. This is called mode collapse.

Reasons of mode collapse:

Most of the high level distribution of the real world are highly complex and they are multimodal i.e. their distribution has multiple modes /peaks in the probability distribution.

for example in the MNIST dataset



Mode collapse will produce output

values from either of the two

modes.

the distribution is like this (may be)

why it is not learning all modes?

E aim, as long the generator is able to foot the discriminate

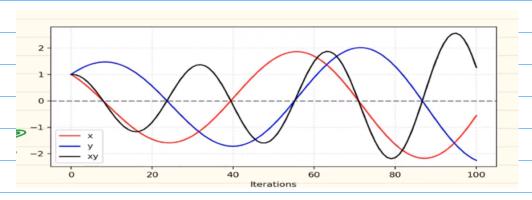
# when the discriminator gets better on distinguishing one mode, the generator sometimes concentrate more on that mode instead of producing/sampling data from the other modes.

## Problem: Hard to achieve Nash Equilibrium (Convergence of both Go and Dø is not gvaranted.).

GAN: a non cooperative two player game.

generator and discriminator are not cooperating each other For example let us just look at the following functions while for is trying to maximize and fz is trying to minimize.

9 . 71	9	
Functions	Derivative	parameter update
, , , ,	D211/30/11 2	parameter update learning state
		U
$f_1(\alpha) = \alpha y$	$\frac{\partial}{\partial x} f_1(x) = y$	$x': x - \eta y$
f <sub>2</sub> (y) = - 2y		( )
J J	$\frac{1}{8y} f_2(y) = -\infty$	y: y + nx
	U	0 0



So here as more and more iteration goes by the relation and combination of variables a and y becomes more and more complex.

Therefore in this process it is very difficult to obtain the Nash Equilibrium.

Problem: Froblem with counting

@ front	t end object	and back	i end object
*			

