

Quantum Implementation of GANs and comparison with its classical counter

Presented by:

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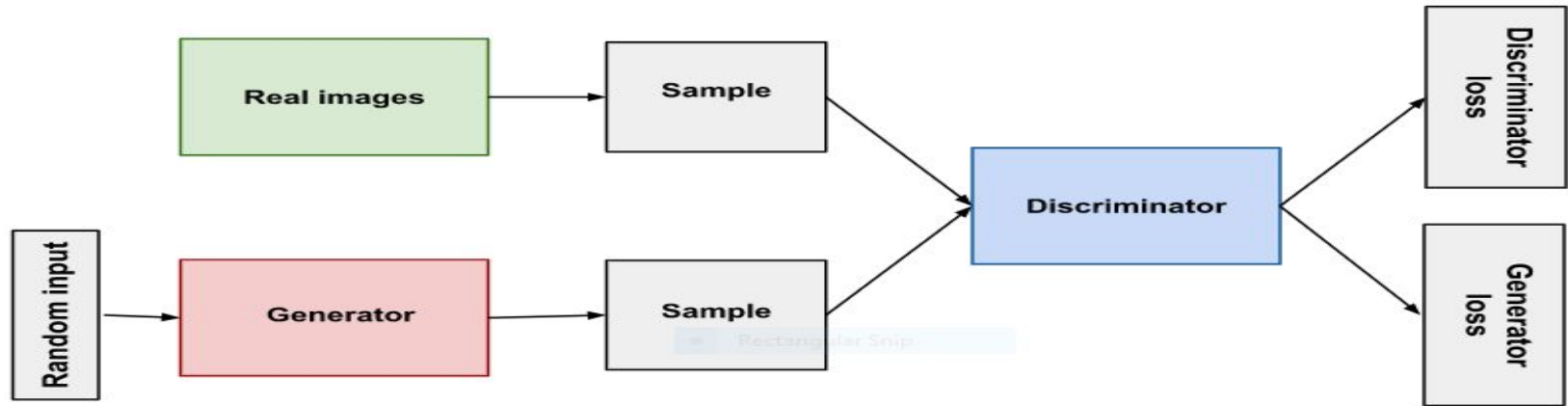
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Introduction

- Generative Adversarial Networks, or GANs for short, are an approach to generative modeling using deep learning methods, such as convolutional neural networks. Generative modeling is an unsupervised learning task in machine learning that involves automatically discovering and learning the regularities or patterns in input data in such a way that the model can be used to generate or output new examples that plausibly could have been drawn from the original dataset.
- qGAN implementation learns and loads probability distributions into quantum states. More specifically, the aim of the qGAN is not to produce classical samples in accordance with given classical training data but to train the quantum generator to create a quantum state which represents the data's underlying probability distribution.

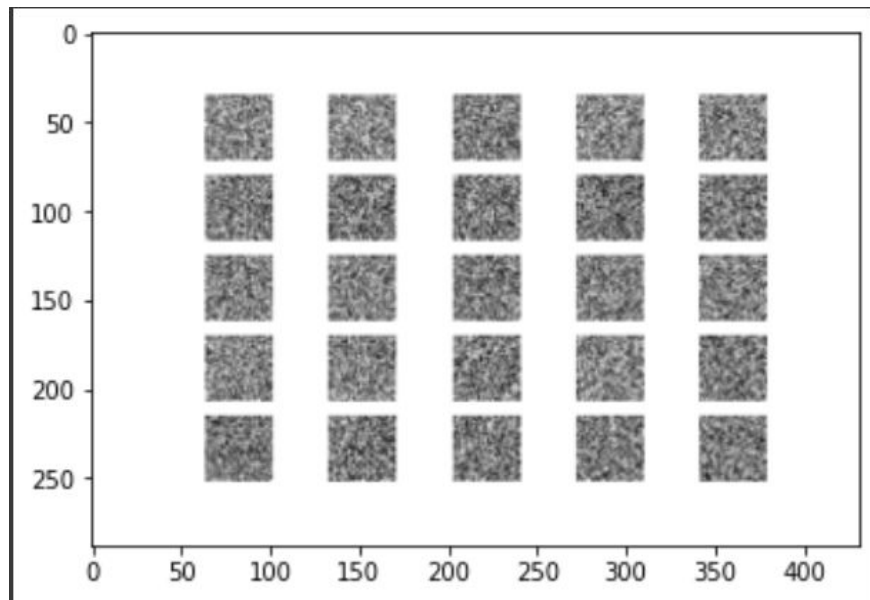
GAN in Depth

- A generative adversarial network (GAN) has two parts:
The generator learns to generate plausible data. The generated instances become negative training examples for the discriminator.
The discriminator learns to distinguish the generator's fake data from real data. The discriminator penalizes the generator for producing implausible results.

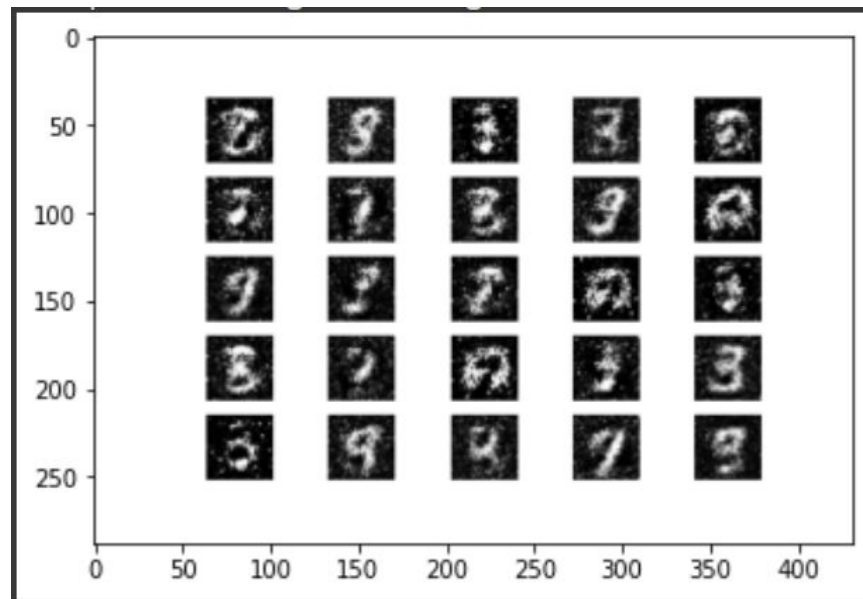


Classical GAN applied on the MNIST dataset

At epochs = 0



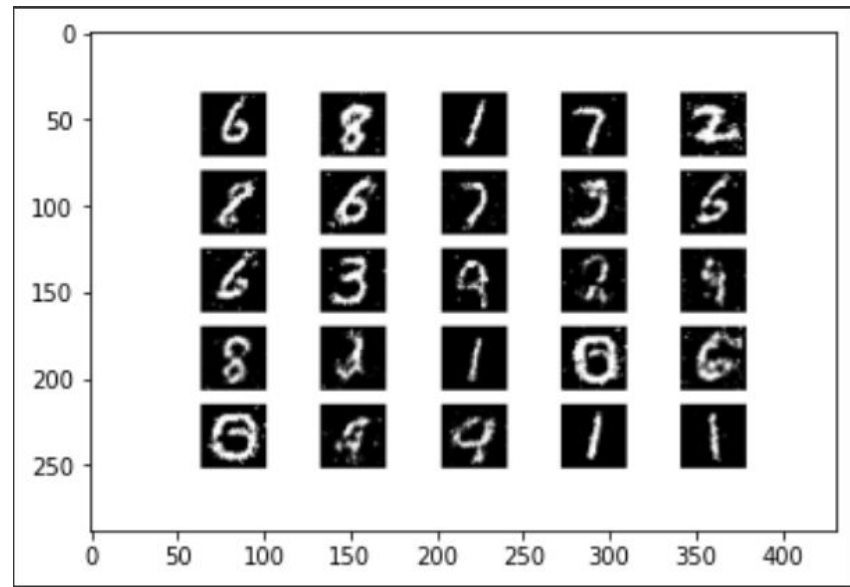
At epochs = 1000



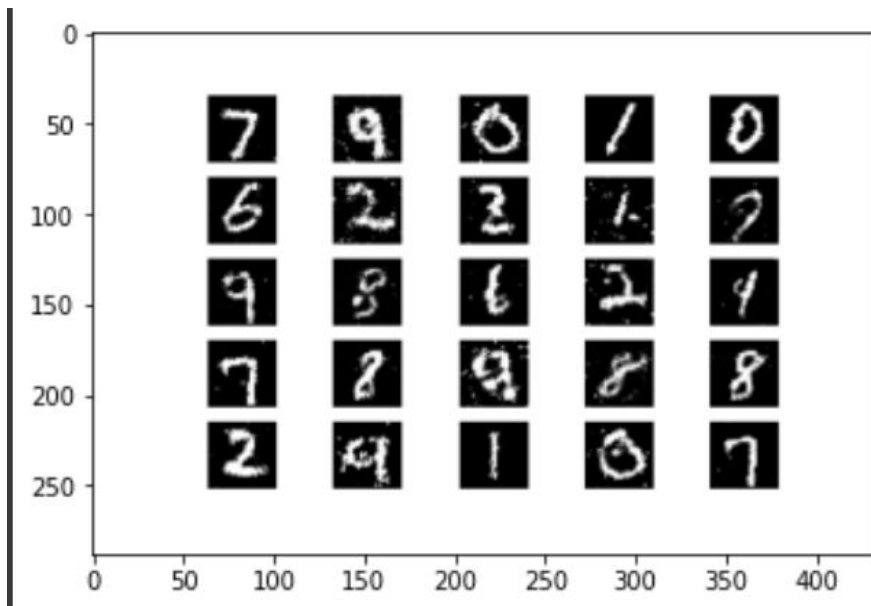
At epochs = 5000



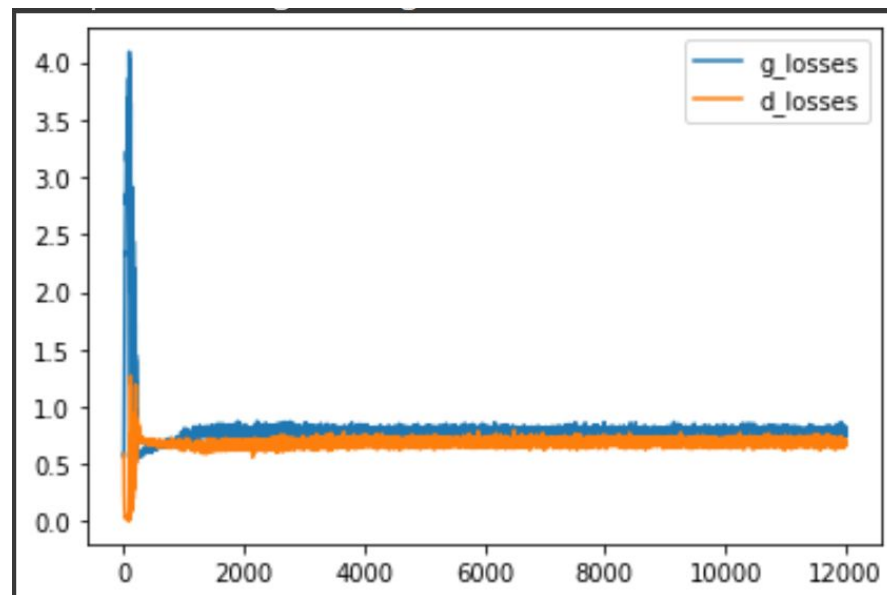
At epochs = 10000



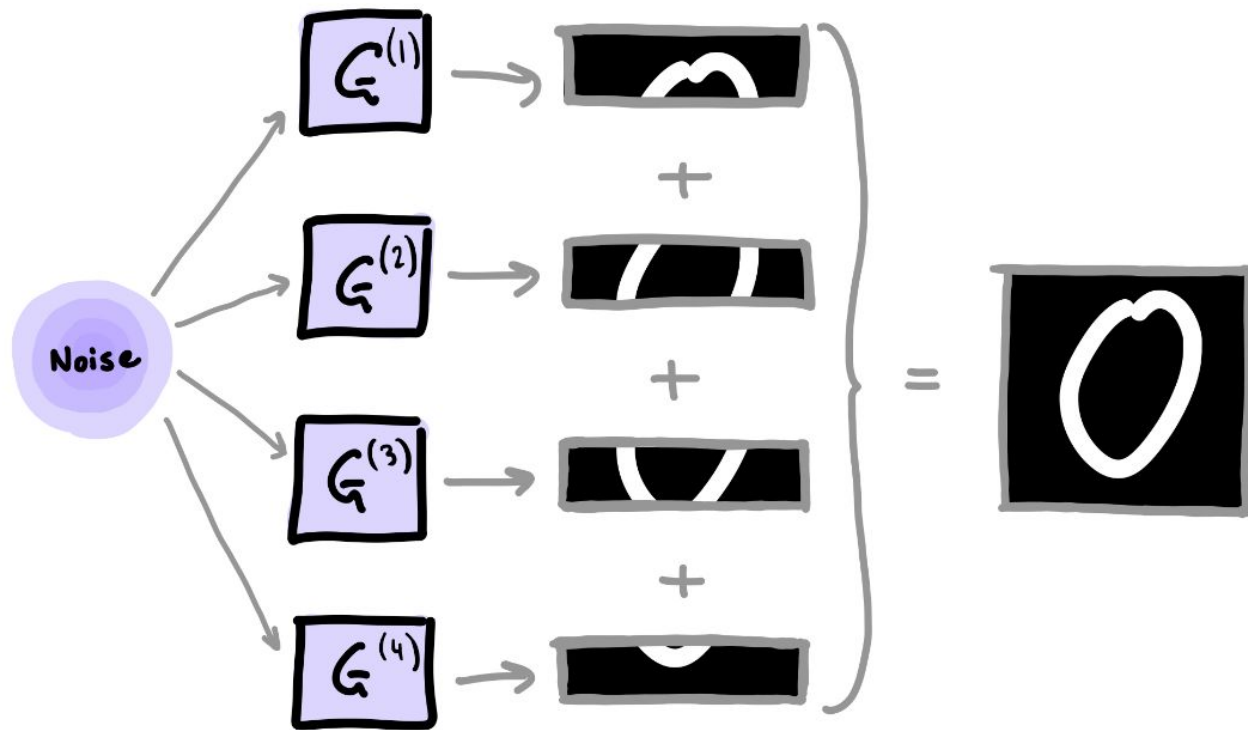
Finally at epochs = 11800



Generator vs Discriminator Loss Curve



Quantum GAN implementation: Patch Method

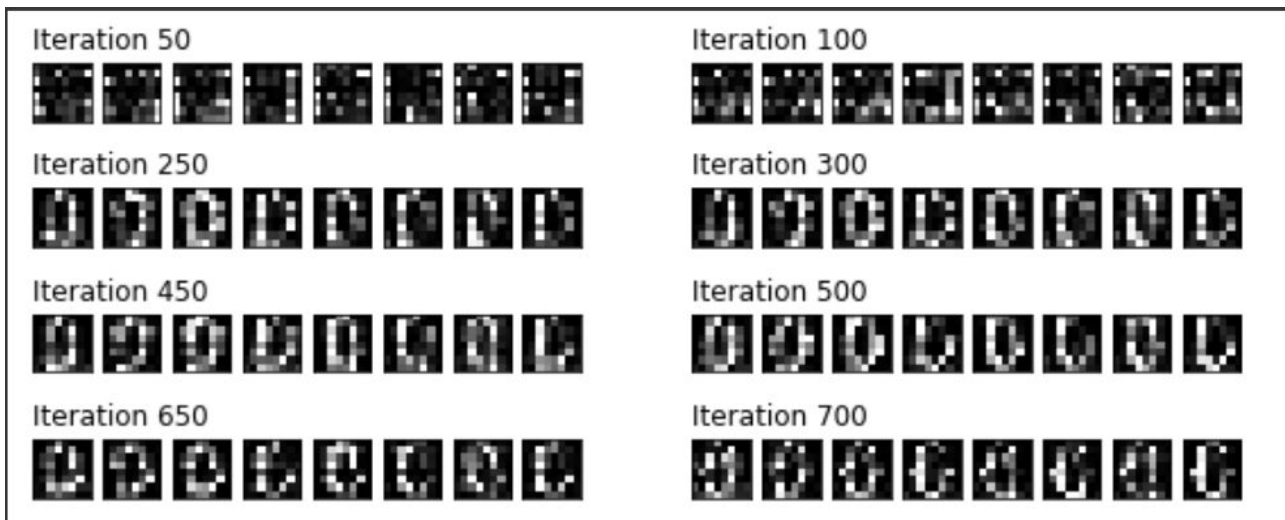


Results: Patch Method

Sample 0s in the dataset



Generated Results for 0s for 700 epochs



Results: Patch Method

Samples for 9s in Dataset



Generated Results for 9s until 700 epochs

Iteration 50



Iteration 250



Iteration 450



Iteration 650



Iteration 100



Iteration 300



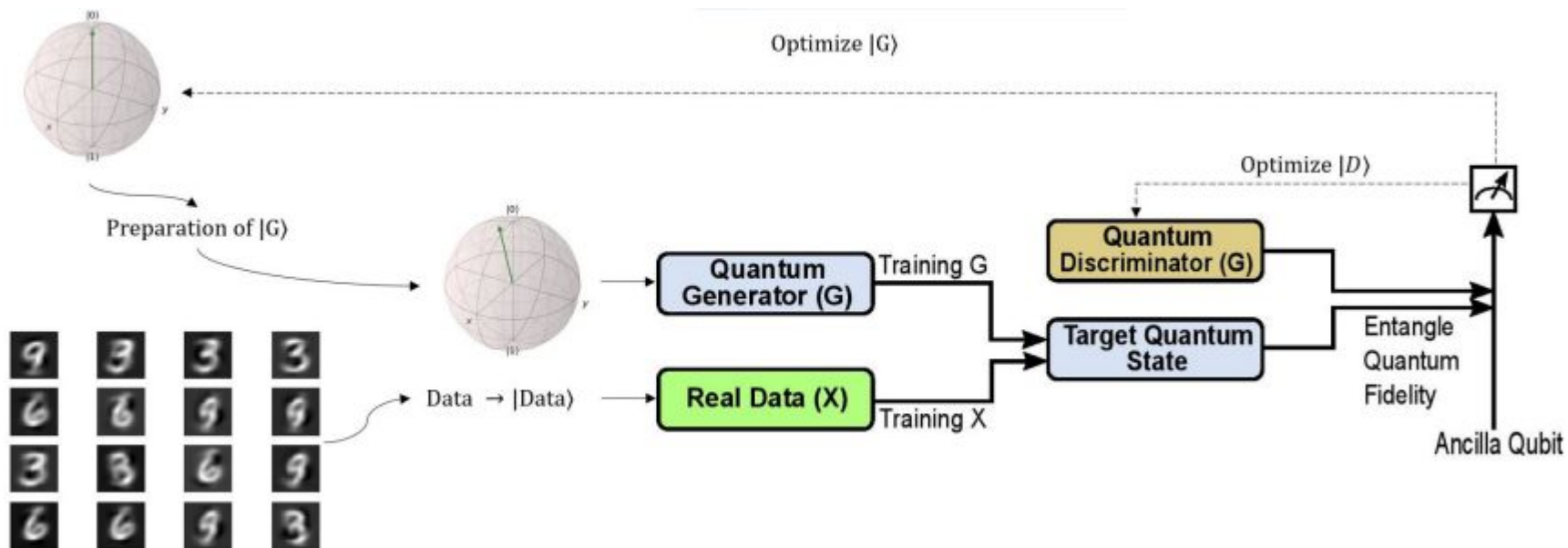
Iteration 500



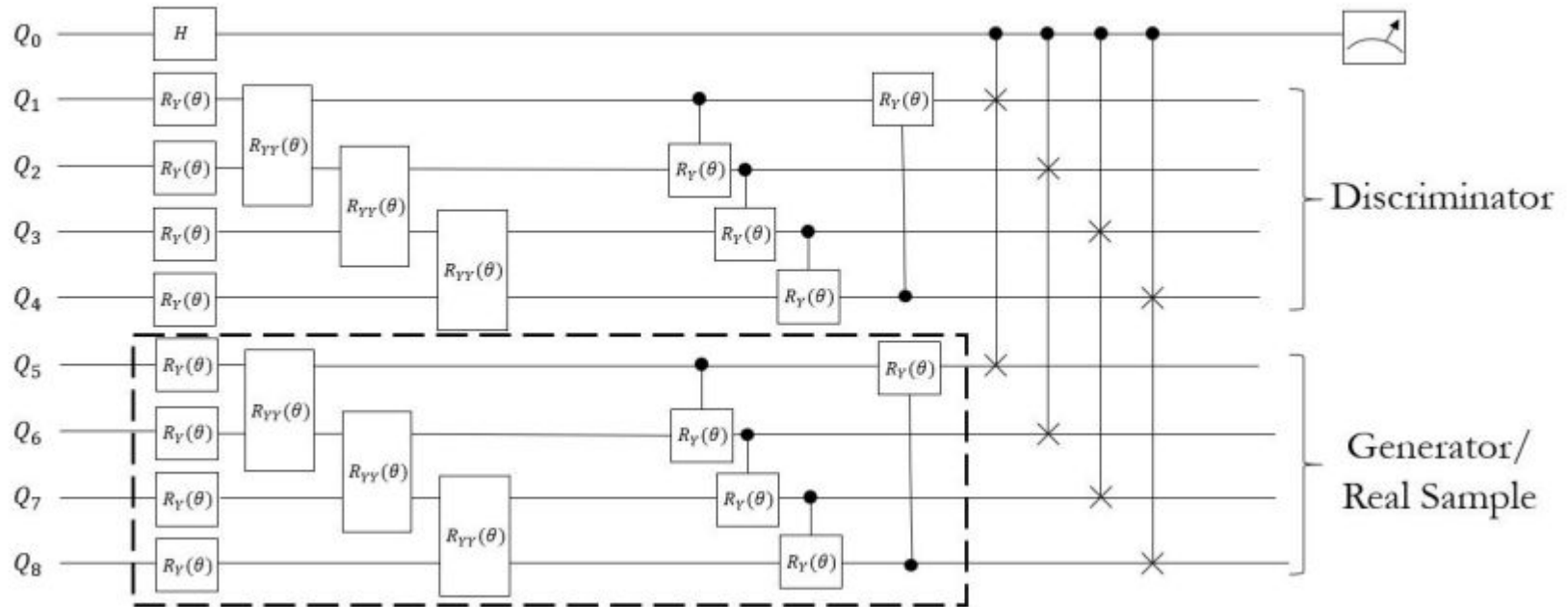
Iteration 700



Quantum State Based



Structure



MinMax Loss

- Discriminator: maximize $\log D(x) + \log(1 - D(G(z)))$
- Generator: minimize $\log(1 - D(G(z)))$

Results



Epoch 1



Epoch 20

Results



Epoch 50



Epoch 70

The background is a solid dark blue. In the top right corner, there is a decorative pattern of triangles in various shades of blue, including a lighter blue and a darker blue, creating a geometric, abstract design.

THANK YOU!