GENERATIVE ADVERSARIAL NETWORKS

A SEMINAR REPORT

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DECLARATION

I undersigned hereby declare that the seminar report "Generative Adversarial Networks", submitted for partial fulfilment of the requirements for the award of degree of Bachelor of Technology of the APJ Abdul Kalam Technological University, Kerala is a bona fide work done by me under supervision of Dr. Ajeesh Ramanujan. This submission represents my ideas in my own words and where ideas or words of others have been included, I have adequately and accurately cited and referenced the original sources. I also declare that I have adhered to ethics of academic honesty and integrity and have not misrepresented or fabricated any data or idea or fact or source in my submission. I understand that any violation of the above will be a cause for disciplinary action by the institute and/or the University and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been obtained. This report has not been previously formed the basis for the award of any degree, diploma or similar title of any other University.

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CERTIFICATE

This is to certify that this report entitled "Generative Adversarial Networks" is a bona fide record of the seminar presented by ***Santhisenan A, Roll No. TVE15CS050*** *under my guidance towards the partial fulfilment of the requirements for the award of Bachelor of Technology in Computer Science and Engineering of Kerala Technological University.*

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ABSTRACT

Generative adversarial nets or GANs can be thought of as a game theoretic approach to deep learning. Every GAN will have two major components, a generator G, and a discriminator D. They are like two adversaries, playing against each other in a game. G tries to generate images that look real from noise, and D tries to identify fake images generated by G. G and D are in a constant battle throughout the training process. G tries to fool D by making realistic fake images and D tries not to get fooled by G. It is important to have good generator, otherwise generator can never fool the discriminator and model may not converge. It is equally important to have a good discriminator, as otherwise images generated by the GAN will be of no use. One of the most important challenges to GAN is that if any one system fails, the whole system fails. A variety of GANs like WGAN, CGAN, InfoGAN, SRGAN etc. has been developed for various applications. GANs is an area in which very active research is being done.

Keywords: Generative algorithms, Discriminator, Generator

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Chapter 1

INTRODUCTION

In Artificial Intelligence (AI), we can describe machine learning (ML) as one of AI's smaller subsets. Machine learning uses statistical techniques to computer systems ability to progressively improve its performance on a specific task with data without being explicitly programmed. [9] Unsupervised learning algorithms are a subset of machine learning algorithms which tries to describe the structure of unlabelled data.

Use of generative models [3] is an approach to unsupervised learning. The goal of a generative model is to generate data similar to the ones in the dataset. Generative Adversarial Network (GAN) is a type of Generative Model. Other types of generative models include Variational Autoencoders (VAEs) and autoregressive models like PixelRNN. GANs have been successfully applied to solve problems in various domains like generating images, videos and audio, text to image synthesis etc.

GANs were originally introduced by Ian Goodfellow and his collaborators in University of Montreal in 2014 [4]. Yann LeCun, Director of AI Research at Facebook and Professor at NYU called adversarial training as "the most interesting idea in the last 10 years in ML" [5].

1.1 Generative Classification Algorithms

Consider a classification problem in which we have to classify an input image as that of either a cat $(y = 0)$ or a dog $(y = 1)$. What an algorithm like logistic regression will try to do is that it will try to find a decision boundary that separates images of cats from that of dogs. Then to classify an image as that of a cat or a dog, the algorithm attempts to find out on which side of the decision boundary does the new image fall.

We can attempt to solve the above classification problem in a slightly different way. First, going through all the cat images, we can try to build a model of what a cat looks like and then create a separate model for dogs. Later to classify a new animal using this model, we first match the input image against the cat model and then against the dog model. If the picture looks more like the dogs, the classifier outputs $y = 1$ and $y = 0$ otherwise.

Algorithms that try to learn $p(y|x)$ directly are called discriminative learning algorithms. These algorithms (such as logistic regression) learn the mapping directly from the set of inputs X to labels $\{0,1\}$. The second category of algorithms that try to model $p(x|y)$ and $p(y)$ is called generative learning algorithms. If y indicates whether an example is a dog (1) or a cat (0), then $p(x|y=1)$ models the distribution of dogs' features and $p(x|y=0)$ models the distribution of cats' features.

In Bayesian statistical inference, a prior probability distribution of an uncertain quantity is the probability distribution that expresses one's beliefs about this quantity before taking evidence into account. Here $p(y)$ is the class prior.

After modelling $p(x|y)$ and $p(y)$, our algorithm uses the Bayes rule to derive the posterior distribution on y given x [7] :

$$p(y|x) = \frac{p(x|y)p(y)}{p(x)}.$$

Here, the denominator is given by $p(x) = p(x|y=1)p(y=1) + p(x|y=0)p(y=0)$.

According to OpenAI [3], generative models are one of the most promising approaches towards understanding the enormous amount of data out there in the real world. Generative models are trained on immense quantities of data from a specific domain to generate data like it. The intuition behind this approach follows a famous quote from Richard Feynman *"What I cannot create, I do not understand"* [1].

Chapter 2

GAN: THE IDEA

GANs comprises two components, a generator (G) and a discriminator (D). The goal of the generator model is to produce new data similar to the required one. The discriminator's task is to classify the data presented to it as real or fake. "Real" data belong to the original dataset, and "fake" data are those created by the generator.The generative model competes against its adversary, the discriminative model that learns to determine whether a sample is from the model distribution or the data distribution.

2.1 Analogy

Generative networks can be thought of as a team of counterfeiters trying to produce fake currency notes and use it without being caught by the police. Here discriminative networks play the role of police trying to detect fake currency. Initially, both the police and counterfeiters are not very experienced, but as the game between them progresses, both parties master what they were doing. The game continues until the fake currency notes produced by the counterfeiters are indistinguishable from real currency.

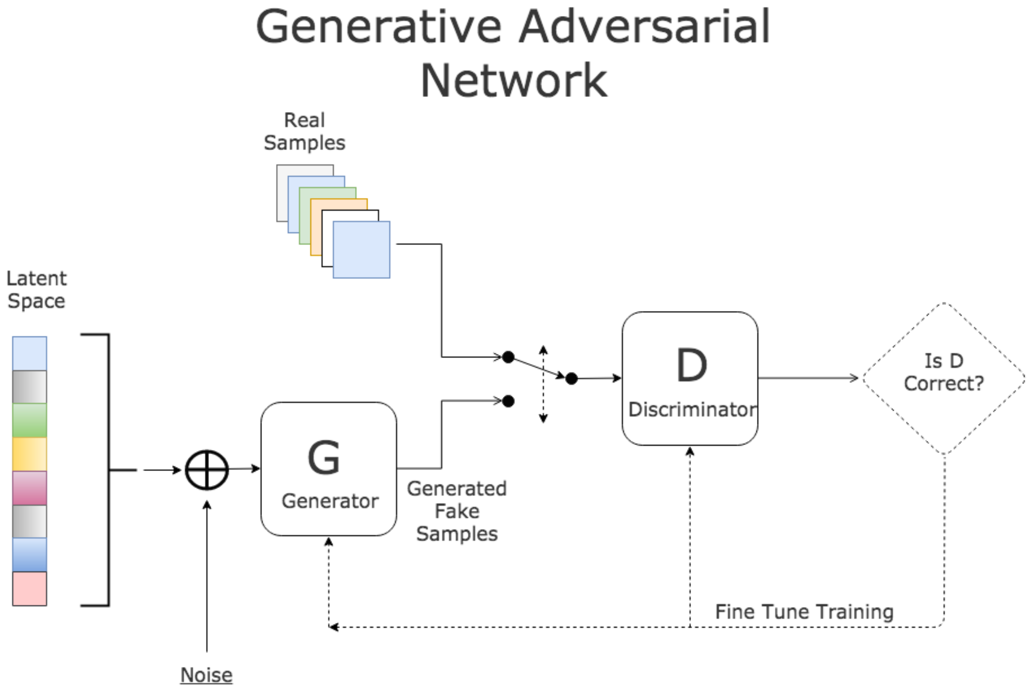
2.2 A Mathematical Model

Assume that the generator represented by the neural network $G(z)$ converts the input noise z into the required output x space. Conversely, a second neural network $D(x)$ represents discriminator, and it calculates the probability that x came from the real dataset. In both cases, Îÿâţć represents the weights or parameters that describe each neural network.

The discriminator is trained to classify the input data as either real or fake. The weights of the discriminator are updated so that it maximizes the probability that real images from the database are classified as real and minimizes the probability that images generated by G are classified as fake. The loss function used for the discriminator maximizes $D(x)$ and minimizes $D(G(z))$.

The generator's weights are trained to maximise the probability that it can fool the discriminator using the images it generates. The loss function maximizes $D(G(z))$.

Figure 2.1: Generative adversarial networks [2]



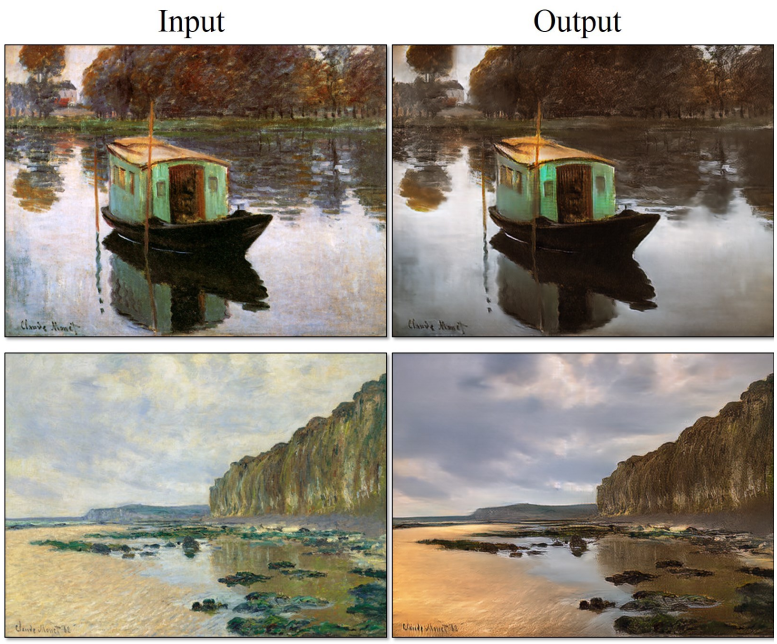
During training, the generator is trying to maximize $D(G(z))$ and discriminator is trying to minimize $D(G(z))$. Thus we can think of the scenario as the generator and discriminator as playing a minimax game.

Chapter 3

Variations of GAN

Ian Goodfellow and his collaborators introduced GANs in 2014. Since then they were studied extensively by researchers around the globe. As a result, more than 450 different types of GANs have been proposed by researchers [10].
The idea of GAN has been applied extensively in many domains, which resulted in a variety of interesting deep learning models. GANs have been used for "image to image" translation. Image-to-image translation is a class of vision and graphics problems where the goal is to learn the mapping between an input image and an output image using a training set of aligned image pairs. CycleGAN [12] transfers pictures from one domain to another. It is also capable of performing artistic style transfer, adding bokeh effect to phone camera photos, creating outline maps from satellite images or convert zebras to horses and vice versa, to list a few [11].

Figure 3.1: CycleGAN mapping Monet paintings (input) to landscape photographs (output) [11]



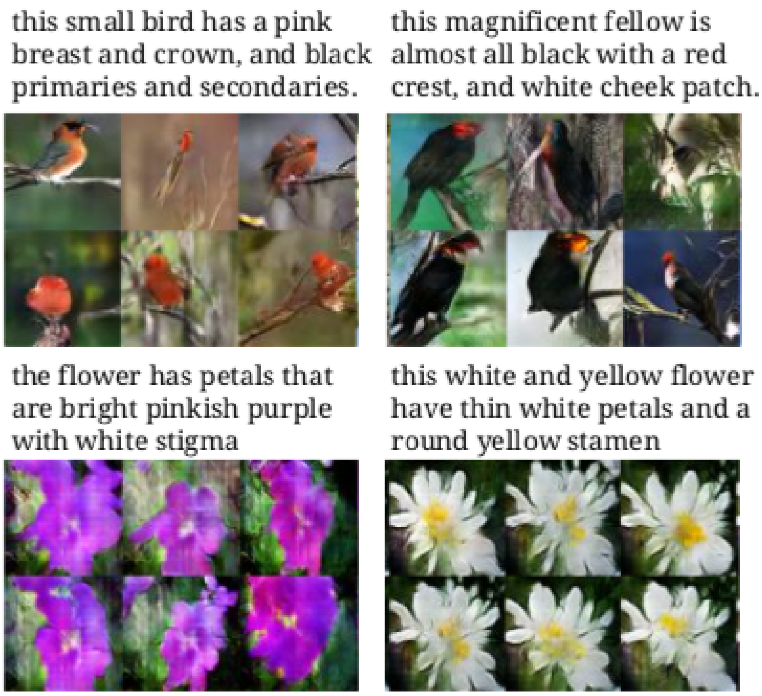
In the following sections, the report gives a brief overview of some of the most prominent applications of GAN. Section 3.1 discusses text-to-image synthesis using GAN, and section 3.2 describes a GAN for image super resolution.

3.1 Generative Adversarial Text to Image Synthesis

Advancements in Recurrent Neural Networks has enabled the creation of powerful architectures to learn discriminative text feature representations. Meanwhile, Deep Convolutional GANs (DCGANs) have begun to create highly realistic images belonging to specific categories. Generative Adversarial Text to Image Synthesis [8] bridges these advancements in text and image modelling. The architecture aims to transform human descriptions of images in single sentences directly into image pixels.

Text to image synthesis is a challenging problem consisting of two parts: first, learn a text feature representation that captures the essential visual details and second, synthesise an image that seems real to a human. Fortunately, deep learning has made significant progress in both areas. However, one difficult issue not solved by deep learning is that there exist many plausible combinations of pixels that correctly illustrate the definition. By conditioning both the discriminator and generator on side information, we can naturally model this phenomenon as the discriminator acts as a smart adaptive loss function.

Figure 3.2: Images generated by the GAN along with the text description used to generate them [8]



3.2 SRGAN

Estimation of the high-resolution image from its low-resolution counterpart is called super-resolution (SR). The goal of supervised SR algorithms is to reduce the Mean Squared Error (MSE) between the generated high-resolution image and the target image. Minimizing MSE also maximises Peak Signal to Noise Ratio (PSNR). MSE and PSNR are the most common methods used to judge SR algorithms. As MSE and PSNR are evaluated on pixel-wise differences, they fail to identify perceptually relevant differences such as high texture detail.

SRGAN [6] employ dee residual network with skip-connection. It defines a novel perceptual loss using high-level feature maps of VGG network, and a discriminator that favours solutions perceptually hard to differentiate from high-resolution reference images.

Figure 3.3: From left to right: bicubic interpolation, deep residual network optimized for MSE, deep residual generative adversarial network optimized for a loss more sensitive to human perception, original HR image. Corresponding PSNR and SSIM are shown in brackets. (4 x upscaling) [6]

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