
Transductive Adversarial Networks (TAN)

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Abstract

Transductive Adversarial Networks (TAN) is a novel domain-adaptation machine learning framework that is designed for learning a conditional probability distribution on unlabelled input data in a target domain, while also only having access to: (1) easily obtained labelled data from a related source domain, which may have a different conditional probability distribution than the target domain, and (2) a marginalised prior distribution on the labels for the target domain. TAN leverages a fully adversarial training procedure and a unique generator/encoder architecture which approximates the transductive combination of the available source- and target-domain data. A benefit of TAN is that it allows the distance between the source- and target-domain label-vector marginal probability distributions to be greater than 0 (i.e. different tasks across the source and target domains) whereas other domain-adaptation algorithms require this distance to equal 0 (i.e. a single task across the source and target domains). TAN can, however, still handle the latter case and is a more generalised approach to this case. Another benefit of TAN is that due to being a fully adversarial algorithm, it has the potential to accurately approximate highly complex distributions. Theoretical and experimental analyses demonstrate the viability of the TAN framework.

1. Introduction

The scenario of having access to a small amount of labeled data but a large amount of unlabelled data is a common one in practice. In an idealised learning situation, the conditional probability distribution between the input vector and the label vector across the sets of labeled and unlabelled data are equal. However, typically this does not occur in practice. Instead, the small amount of labeled data that is accessible

is usually either significantly simpler than the encountered unlabelled data, or comes from a different domain with a different conditional probability distribution between its input vector and label vector. These two practical cases can be considered the same from a learning point-of-view as the latter practical case [CITE].

In the standard domain-adaptation learning scenario, it is expected that the labelled and unlabelled input vectors can be drawn from unique marginal probability distributions. However, it is required that the label-vector marginal probability distribution for the labelled and unlabelled sets of data are equal and match the available labelled set of data [CITE]. This is demonstrated in the following example involving the MNIST (hand-drawn digits) and SVHN (house numbers from Google StreetView images) datasets.

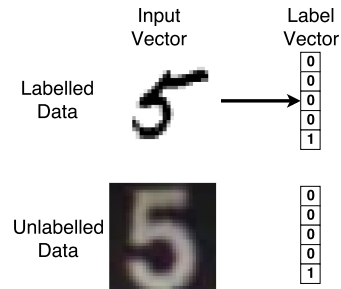


Figure 1. The standard domain-adaptation learning scenario where the label-vector marginal probability distributions across domains are expected to be equal. In this example learning scenario, the labelled data are pairs of both an image of a hand-drawn number from 1 through 5 and a 5-dimensional one-hot encoded vector that encodes the numerical representation of the input image. The unlabelled data are images of house numbers from 1 through 5. There are common features in the input vectors across domains that allow a domain-adaptation learning algorithm to assign labels to the unlabelled input vectors using the available labelled and unlabelled data.

Now consider a generalised domain-adaptation learning scenario where both the input-vector and the label-vector marginal probability distributions across domains are not expected to be equal. This generalised scenario motivates the design of TAN. The scenario is demonstrated in the following example involving the MNIST and SVHN datasets.

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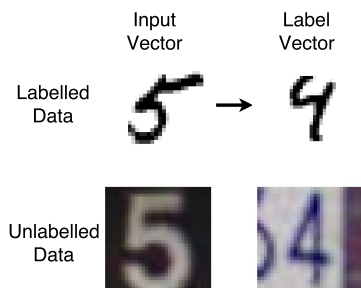


Figure 2. A generalised domain-adaptation learning scenario where both the input-vector and the label-vector marginal probability distributions across domains are not expected to be equal. In this example learning scenario, the labelled data are pairs of a hand-drawn single-digit image of an odd number and a hand-drawn single-digit image of the previous even number. The unlabelled data pairs are the same except they are images of house numbers.

This generalised domain-adaptation learning scenario is distinct from the style-transfer learning problem. In style transfer, learning occurs only on a single marginalised input vector across domains, and does not involve a corresponding conditional label vector, thus significantly reducing the scope of applications [CITE].

We now further motivate the usefulness of an algorithm that can learn a conditional probability distribution within the generalised domain-adaptation learning scenario with a real-world application. Consider the problem of human drug discovery. In a human drug discovery scenario, there is no data available about how an experimental drug molecule might bind to known human protein structures due to the difficulty in testing new drugs on live human subjects. However, there is ample data available on how an experimental drug molecule can bind to known yeast cell protein structures due to the free ability to test new drugs on these cells. In this scenario, the yeast cell experiments represent the source domain and the human experiments represent the target domain. The yeast cell protein structure is the input vector of the source domain and the experimental drug for yeast cells is the label vector of the source domain. Likewise, the human protein structure is the input vector of the target domain and the experimental drug for humans is the unknown label vector of the target domain. The learning goal is to generate a shortlist of potential candidate drugs for further human testing. Such an algorithm would be highly valuable in discovering new drugs that are suitable for humans with fewer human drug trials.

2. Related Work

There are two prior works that form the basis for the TAN framework: 1) Generative Adversarial Networks

(GAN) [CITE] and 2) Adversarially Learned Inference (ALI) [CITE]. TAN leverages the general theoretical results from the GAN framework (the ALI framework leverages the GAN results as well) but utilises the ALI framework’s training procedure as a component of the unique TAN algorithm.

In the GAN framework, a two-player zero-sum game between adversarial learning agents is played where one agent (the generator) learns to generate convincing fake data, while the other agent (the discriminator) learns to discern generated data from sampled data which comes from an unknown distribution. The generator learns a transfer function that converts an inputted Gaussian-noise vector into convincing data that matches the unknown data distribution on convergence of the adversarial game.

The ALI framework extends the GAN framework by simultaneously learning a reverse transfer function that maps inputted data back to the Gaussian-noise vector which generated it, allowing the ability to finely control the features of the generated data with interpolations in the Gaussian-noise vector. The ALI framework by itself does not allow the ability to learn conditional probability distributions on inputted conditional data pairs [CITE].

The GAN framework can directly learn conditional probability distributions, and has also previously been formulated for the standard domain-adaptation learning scenario [CITE]. However, the GAN framework and its variants are not suited to the generalised domain-adaptation learning scenario because the discriminator requires label-vectors¹ that come from the same marginalised probability distribution across the real and fake (i.e. source and target in this case) domains. TAN allows the label-vectors to come from different marginalised probability distributions across the real and fake domains.

- Similar work to TAN, same limitations

3. TAN Framework

3.1. TAN Model

3.2. TAN Training Procedure

4. Experiments

5. Conclusions

¹‘Label-vector’ here means the actual data that the discriminator discerns as being real or fake, and not the real/fake label for the data inputted to the discriminator. Also, the input-vector for the domain-adaptation problem is inputted to the generator along with the Gaussian noise vector.