

Class 9

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Recap

$$\begin{aligned}
 D_f(p\|q) &= \int q(x) \sup_t \left\{ t \frac{p(x)}{q(x)} - f^*(t) \right\} dx \\
 &= \sup_t \int q(x) \left\{ T_1(x) \frac{p(x)}{q(x)} - f^*(T_1(x)) \right\} \\
 &\geq \int q(x) T_1(x) \frac{p(x)}{q(x)} - f^*(T_1(x))
 \end{aligned}$$

$$\therefore D_f(p\|q) = \sup_{T: X \rightarrow \mathbb{R}} \int_X (T(x)p(x) - f^*(T(x))q(x)) dx$$

Using parameterized family of function T_ϕ to approximate the optimal function T , can minimize an f-divergence between p and p_θ (**GAN problem**)

$$\begin{aligned}
 \theta_s &= \arg \min_{\theta} \sup_{\phi} [E_{x \sim p} T_\phi(x) - E_{x \sim p_\theta} f^*(T_\phi(x))] \\
 &= \arg \min_{\theta} \sup_{\phi} [E_{x \sim p} T_\phi(x) - E f^*(T_\phi(g_\theta(z)))]
 \end{aligned}$$

where $z \rightarrow g_\theta(z) = x$

In 2014 paper, [I. Goodfellow et al, Generative Adversarial Networks](#)

Parameterizing: $T_\phi(x) = \log(d_\phi(x))$

$$\theta_f = \arg \min_{\theta} \sup_{\phi} [E_{x \sim p} \log(d_\phi(x)) + E_{z \sim q} \log(1 - d_\phi(g_\theta(z)))]$$

Algorithm 1: GAN

for *training iterations* **do**

 for *k steps* **do**

 Sample minibatch of m noise sample $\{z^1, z^2, \dots, z^m\}$ from priors $p_g(z)$

 Sample minibatch of m examples $\{x^{(1)}, x^{(2)}, \dots, x^{(m)}\}$ from data
 generating distribution $p_{data}(x)$

Update the discriminator by ascending its stochastic gradient

$$u^i \leftarrow \nabla_{\phi} \left(\frac{1}{m} \sum_{i=1}^m \log d_{\phi}(x^i) + \log(1 - d_{\phi}(g_{\theta}(z^i))) \right) \quad (\phi^{i+1} \leftarrow \phi^i + \eta u^i)$$

end

 Sample minibatch of m noise samples $\{z^1, \dots, z^m\}$

Update the generator by descending

$$v_i = \nabla_{\theta} \frac{1}{m} \log(1 - d_{\phi}(g_{\theta}(z^i))) \quad (\theta^{i+1} \leftarrow \theta^i - \eta v^i)$$

end

Algorithm for GAN

Proposition 1. For G fixed, optimal discriminator D is

$$D_G^*(x) = \frac{p_{data}(x)}{p_{data}(x) + p_g(x)}$$

Proof. Recall for Two-player game

$$\min_G \max_D V(D, G) = E_{x \sim p_{data}(x)} \log D(x) + E_{z \sim p_Z(z)} [\log(1 - D(G(z)))]$$

Therefore, for a given G , discriminator D wants to maximize $V(G, D)$

$$V(G, D) = \int_x p_{data}(x) \log(D(x)) dx + p_g(x) \log(1 - D(x)) dx \quad (1)$$

For any $(a, b) \in \mathbb{R}^2$ the function $f(y) : y \rightarrow a \log y + b \log(1 - y)$ achieves max in $[0, 1]$ at $\frac{a}{a+b}$.

$$f'(y) = \frac{a}{y} + \frac{b(-1)}{1-y} = 0 \implies y = \frac{a}{a+b}$$

Therefore (1), proves our proposition. □

We reformulate our loss function as $\min_G C(G)$ where $C(G) = \max_D V(G, D) = V(G, D_G^*)$.

Theorem 1. *The global minimum of the virtual training criterion $C(G)$ is achieved if and only if $p_g = p_{data}$. At that point, $C(G)$ achieves the value $-\log 4$.*

Proof. if part: If $p_g = p_{data}$, $D_G^* = 1/2$. Thus, $C(G) = -\log 4$.

only if part:

$$\begin{aligned}
 C(G) &= V(G, D_G^*) \\
 &= E_{x \sim p_{data}} \left[\log \frac{p_{data}(x)}{p_{data}(x) + p_g(x)} \right] + E_{x \sim p_g} \left[\log \frac{p_g(x)}{p_{data}(x) + p_g(x)} \right] \\
 &= -\log 4 + KL \left(p_{data} \left\| \frac{p_{data} + p_g}{2} \right\| \right) + KL \left(p_g \left\| \frac{p_{data} + p_g}{2} \right\| \right) \\
 &= -\log 4 + 2 \text{JSD}(p_{data} \| p_g)
 \end{aligned}$$

Minimum value of JSD is 0 which is achieved when $p_g = p_{data}$.

Thus, $-\log 4$ is the best value since, $\text{JSD} \geq 0$ with equality holding only when $p_g = p_{data}$. \square