

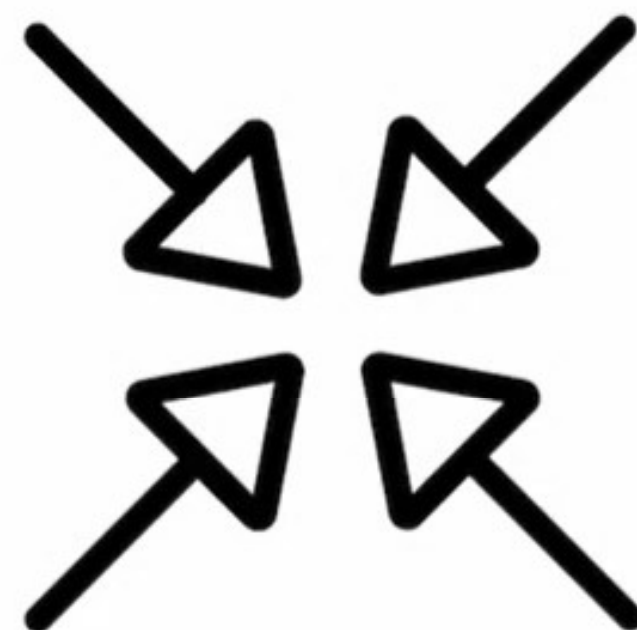


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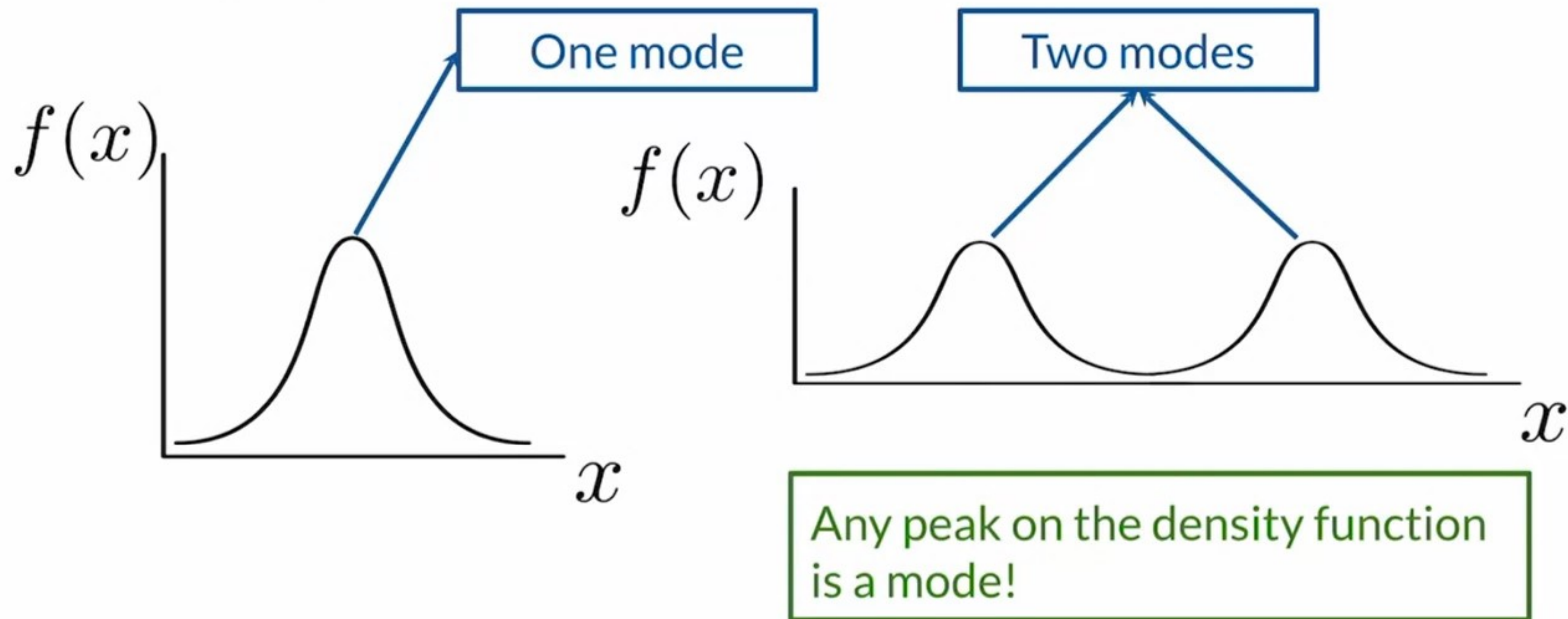
Mode Collapse

Outline

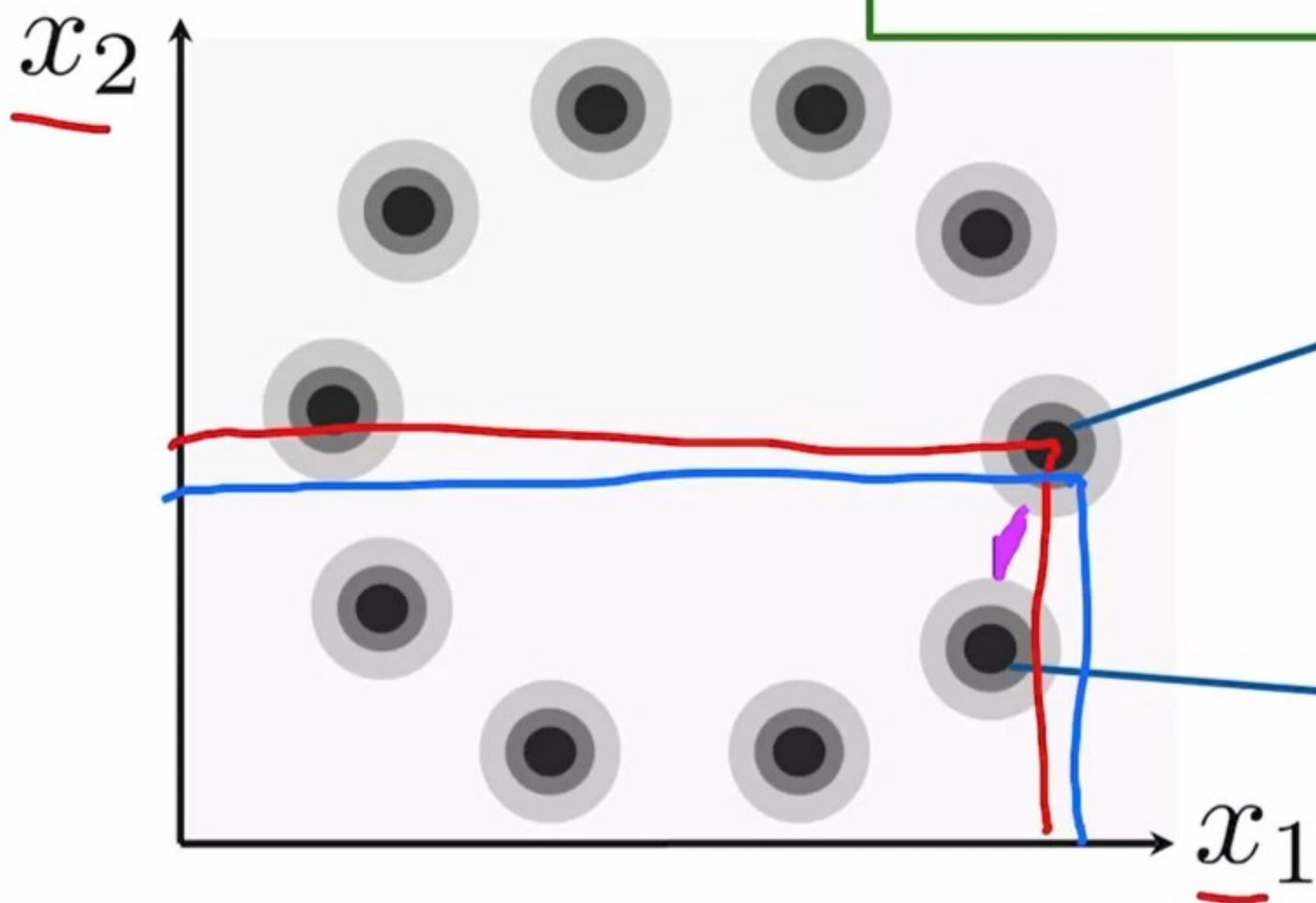
- Modes in distributions
- Mode collapse in GANs
- Intuition behind it during training



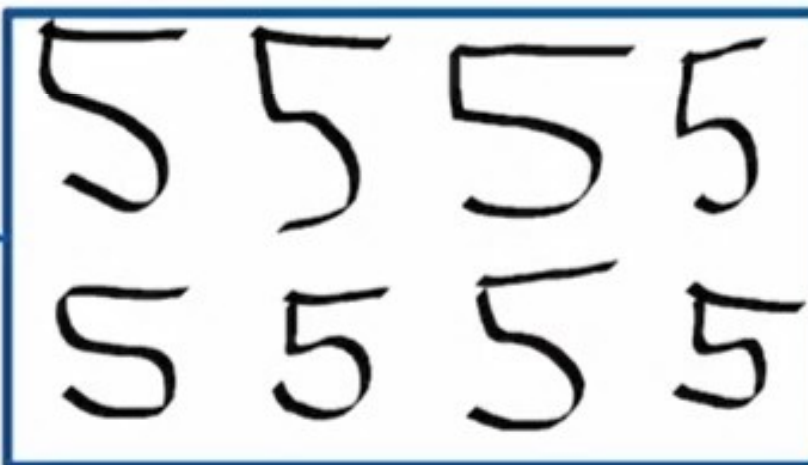
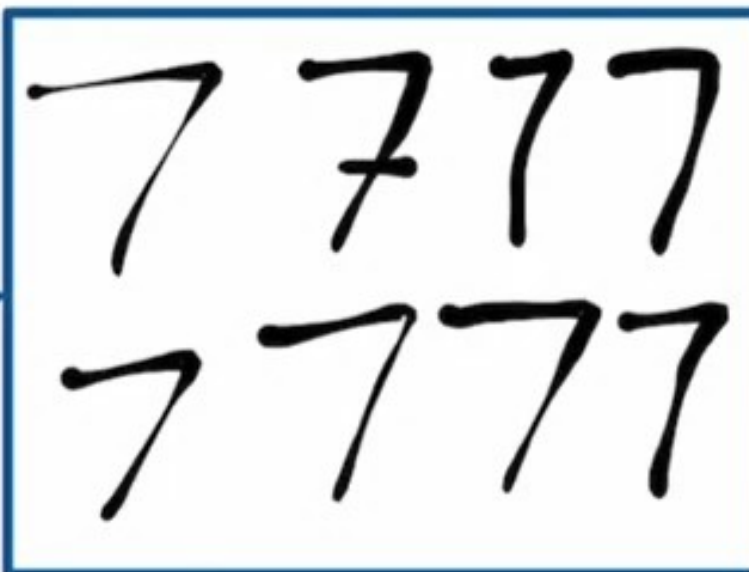
Mode Collapse



Mode Collapse



10 different modes, 1 per digit

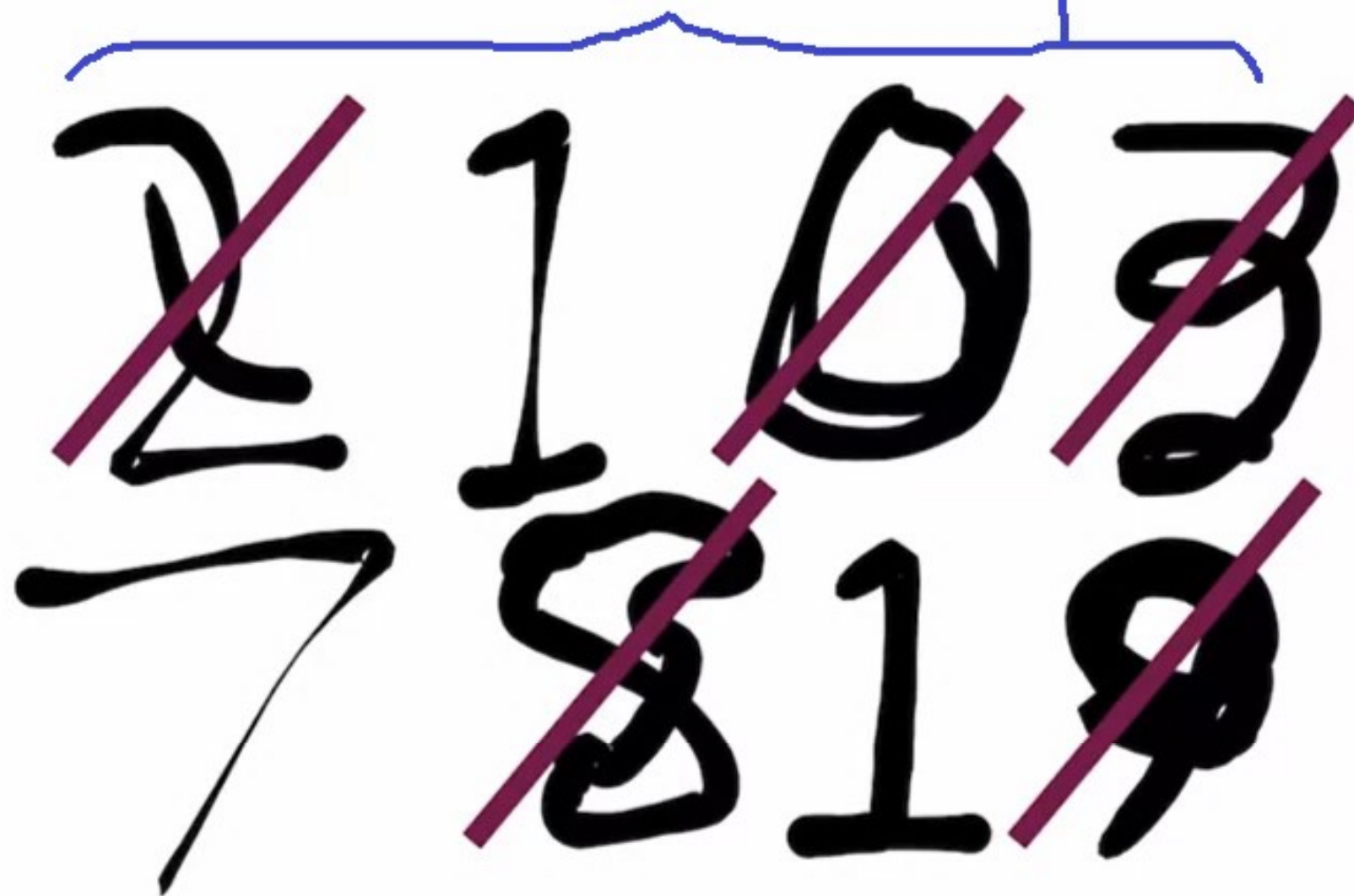


Mode Collapse

→ Lesser than 10 modes → 8



Discriminator



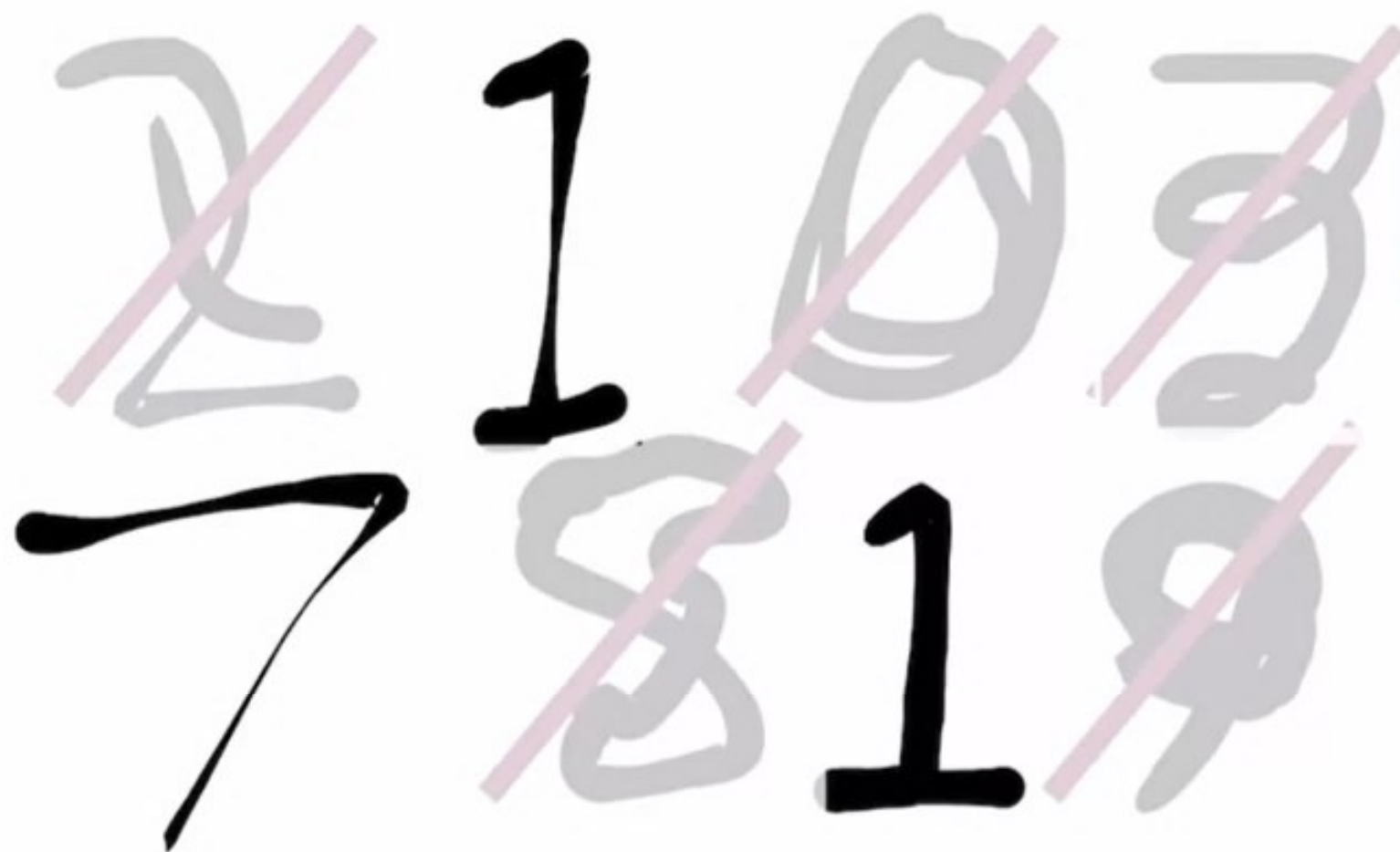
Fakes

The discriminator misclassifies fake handwritten digits 1 and 7. Thus generator will produce more of 1s and 7s to fool the discriminator

Mode Collapse



Generator



Fakes that
fooled the
discriminator

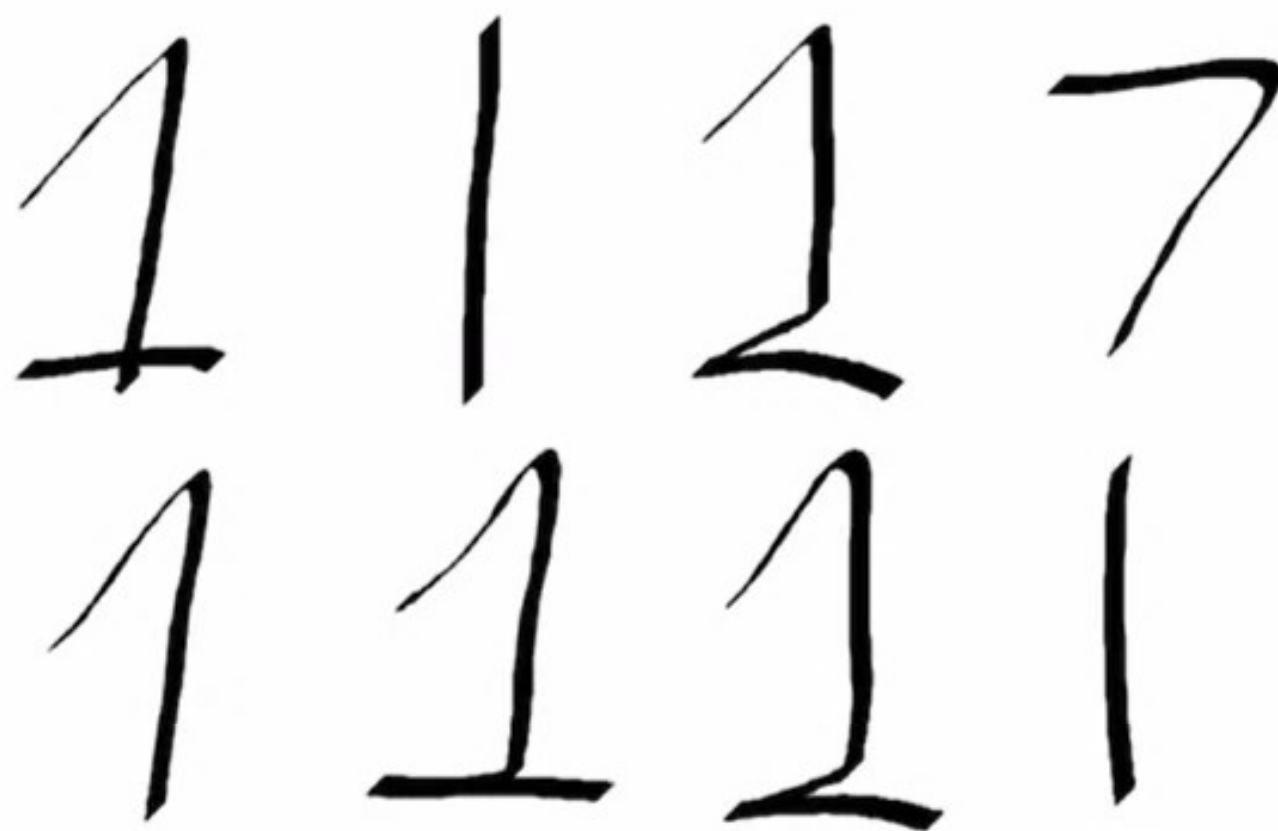
Generator will create more of such fakes (1s and 7s) that can fool the discriminator.

Mode Collapse

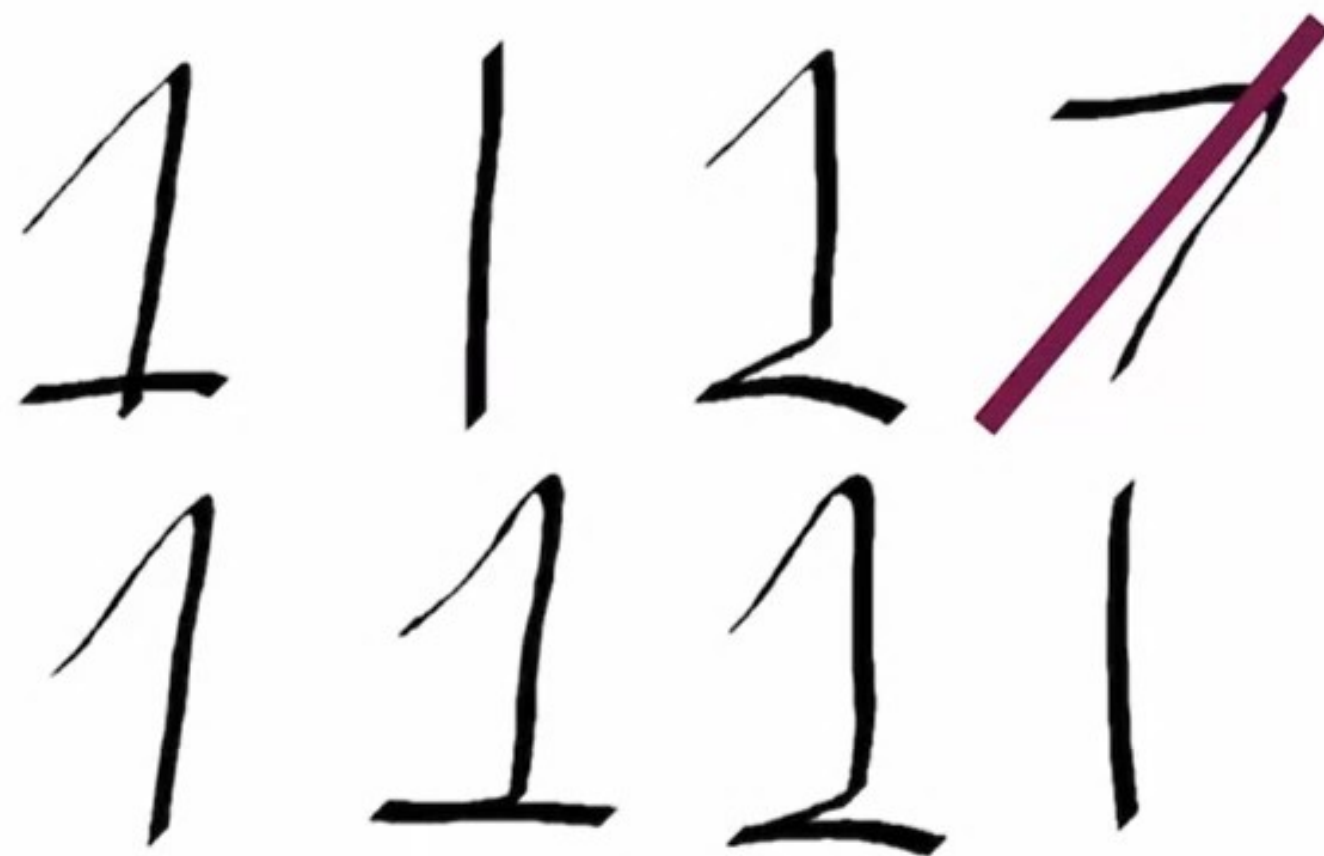
Mode collapsing into 2 modes due to cost function minima



Generator



Mode Collapse



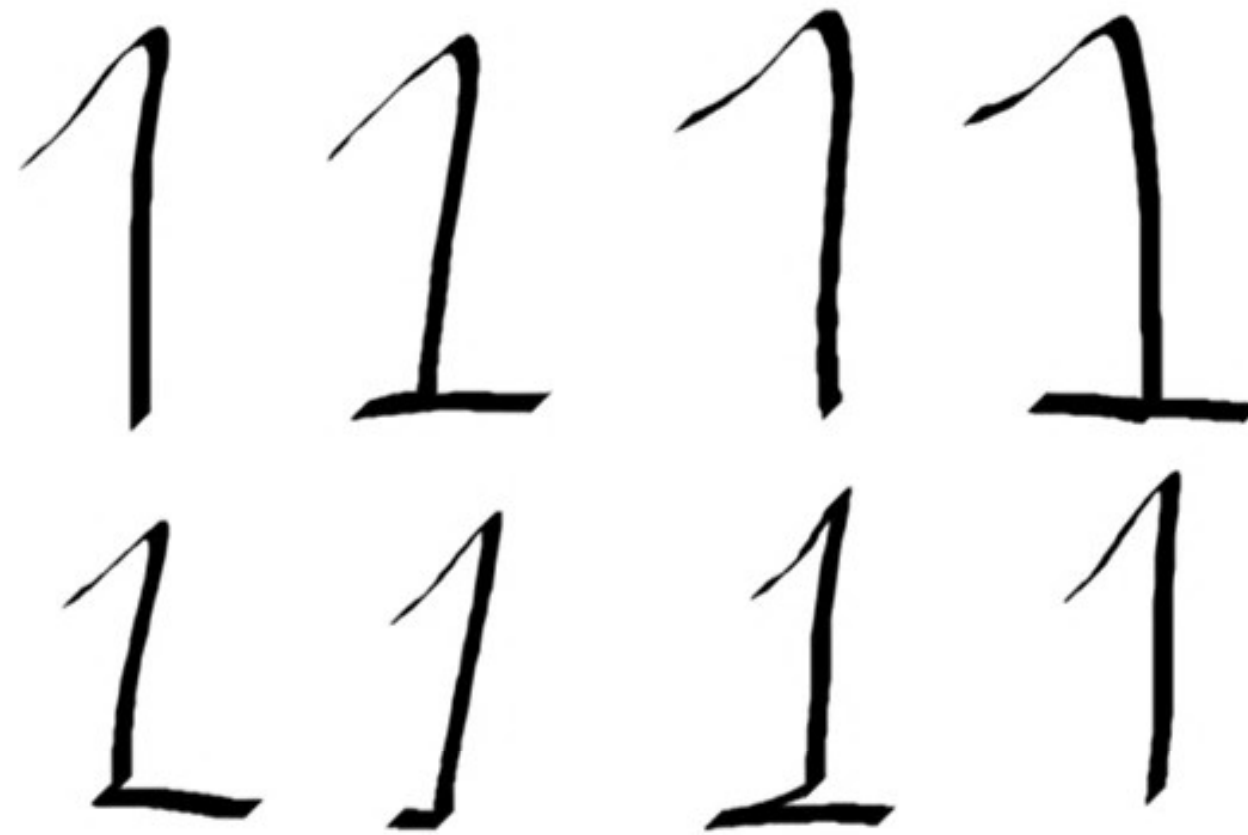
Fakes

Discriminator learns to identify fake handwritten digit 7. Thus generator will produce more of 1s now

Mode Collapse



Generator



Hence the mode now collapses to single mode. Now the generator would either learn to get out of this, otherwise it will fail to do so. In other words the mode will get out of this local minima and may get into some other cost function minima

Summary

- Modes are peaks in the distribution of features
- Typical with real-world datasets
- Mode collapse happens when the generator gets stuck in one mode





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Problem with BCE Loss

Outline

- BCE Loss and the end objective in GANs
- Problem with BCE Loss



BCE Loss in GANs

REAL

$$J(\theta) = -\frac{1}{m} \sum_{i=1}^m [y^{(i)} \log h(x^{(i)}, \theta) + (1 - y^{(i)}) \log(1 - h(x^{(i)}, \theta))]$$

Prediction

Label

Features

Parameters

Fake

minimax



Generator

Maximize cost

Fake cost



Discriminator

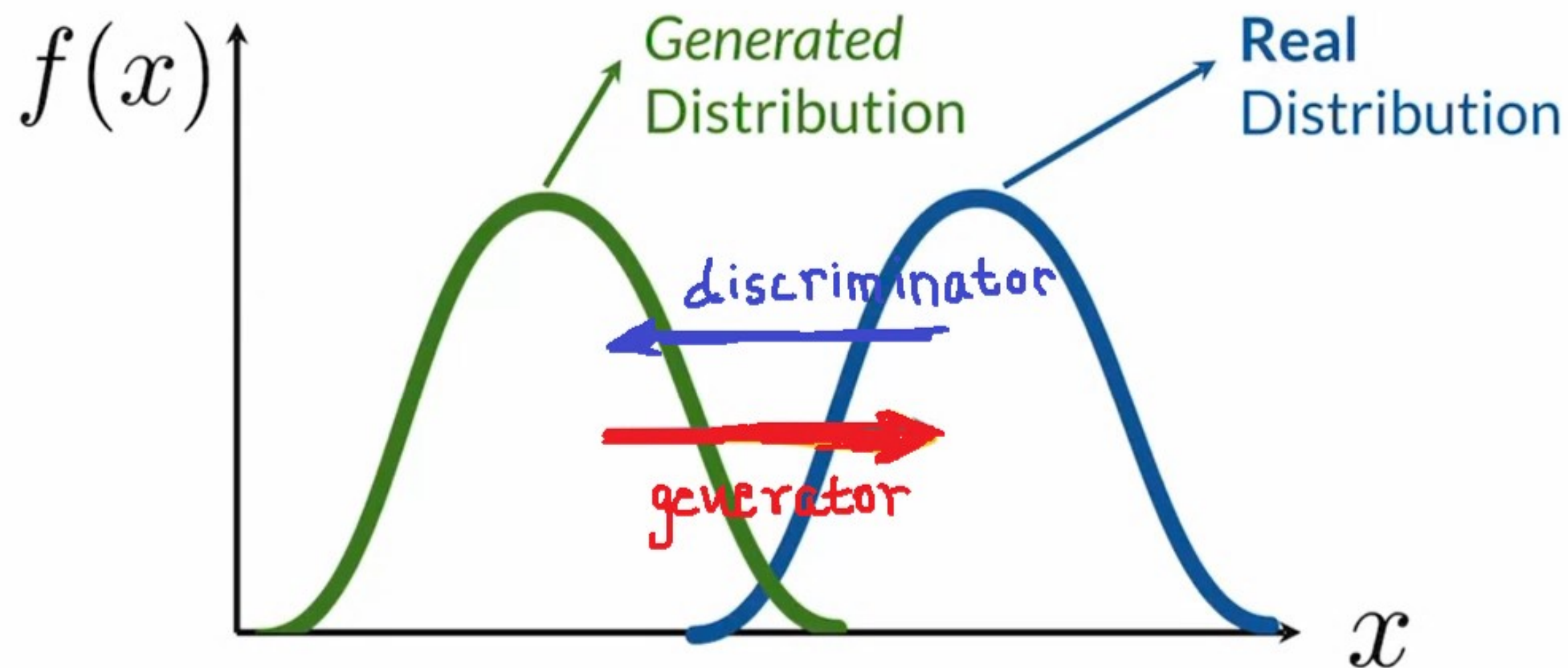
Minimize cost

Real

Fake

Objective in GANs

Make the generated and real distributions look similar



BCE Loss in GANs

Criticizing is more straightforward



Single output

Easier to train
than the
generator

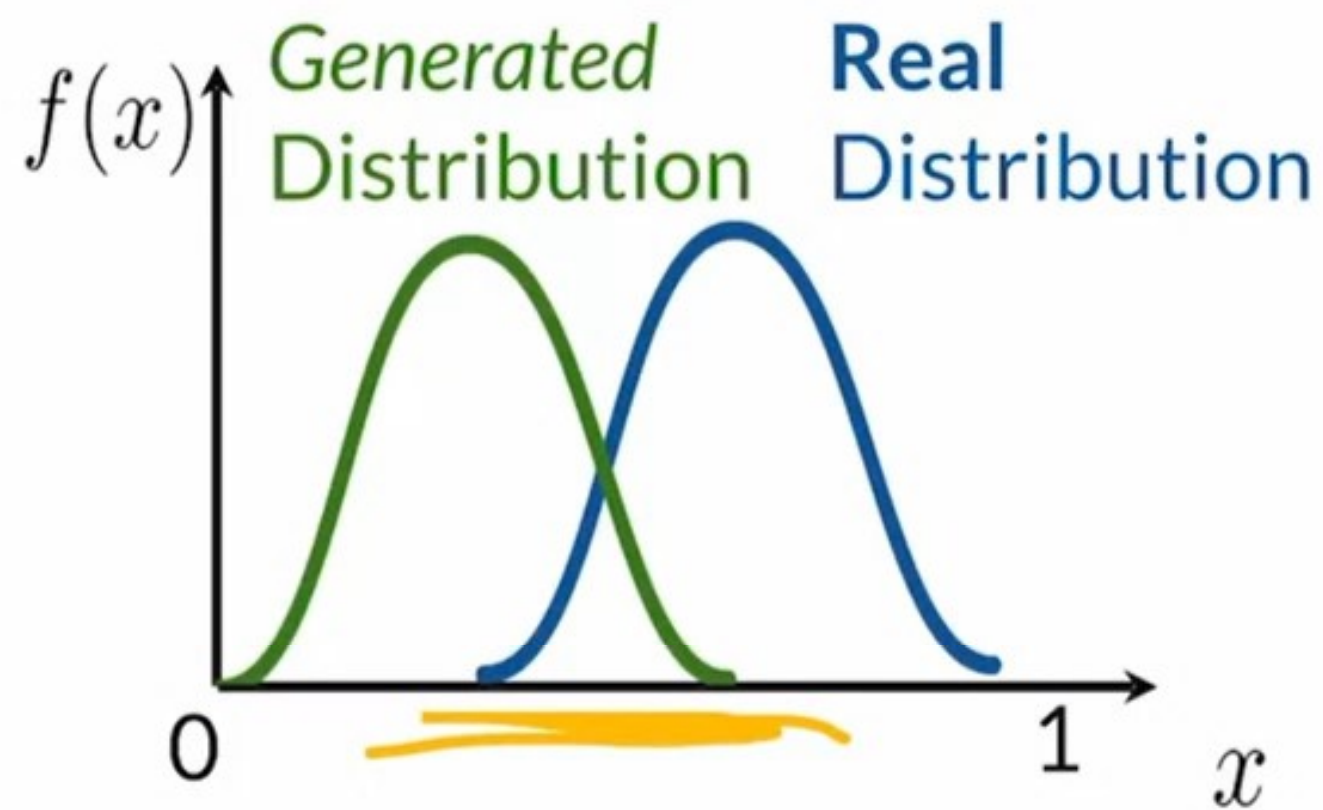


Complex
output

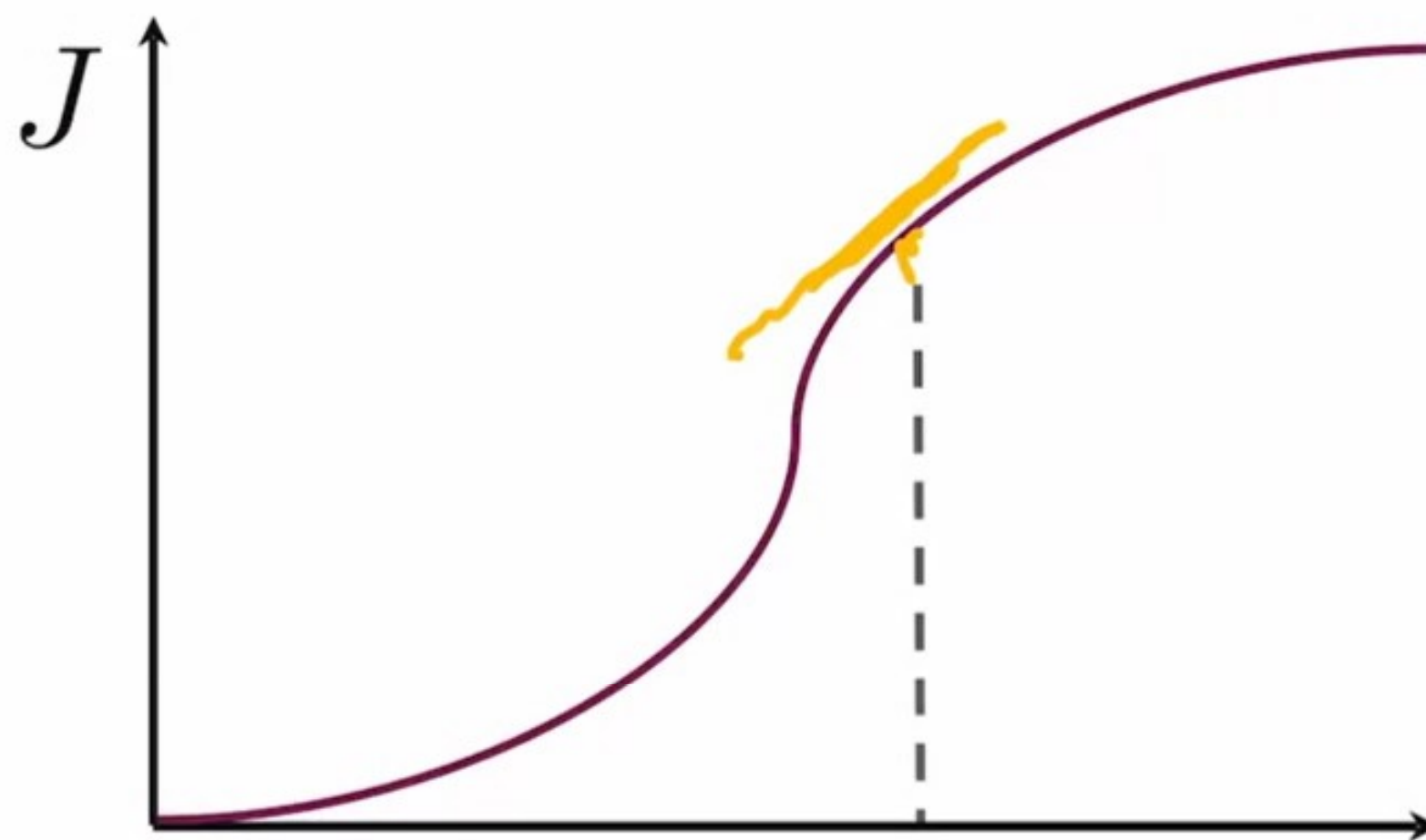
Difficult to
train

Often, the discriminator gets better than the generator

Problems with BCE Loss

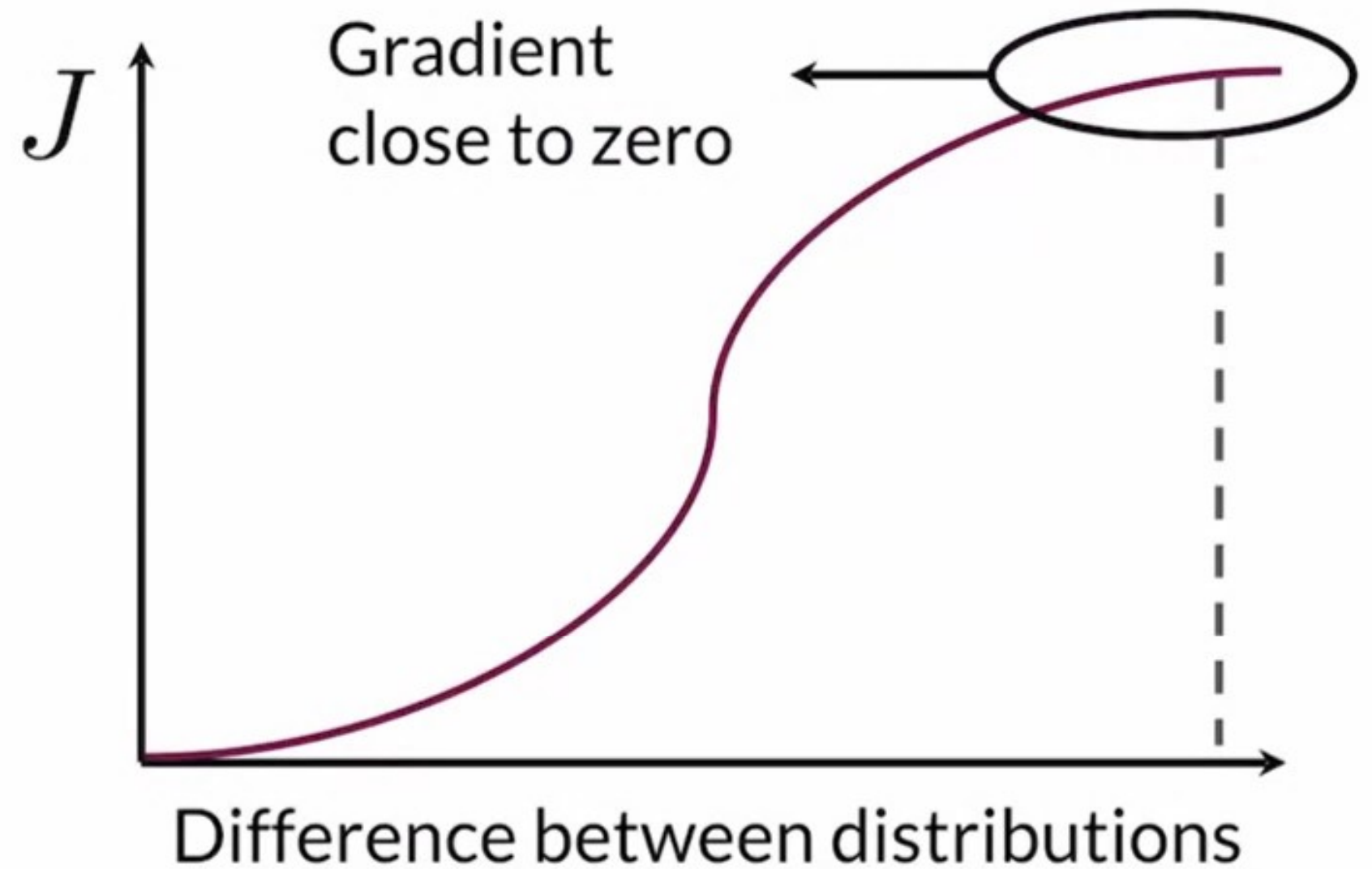
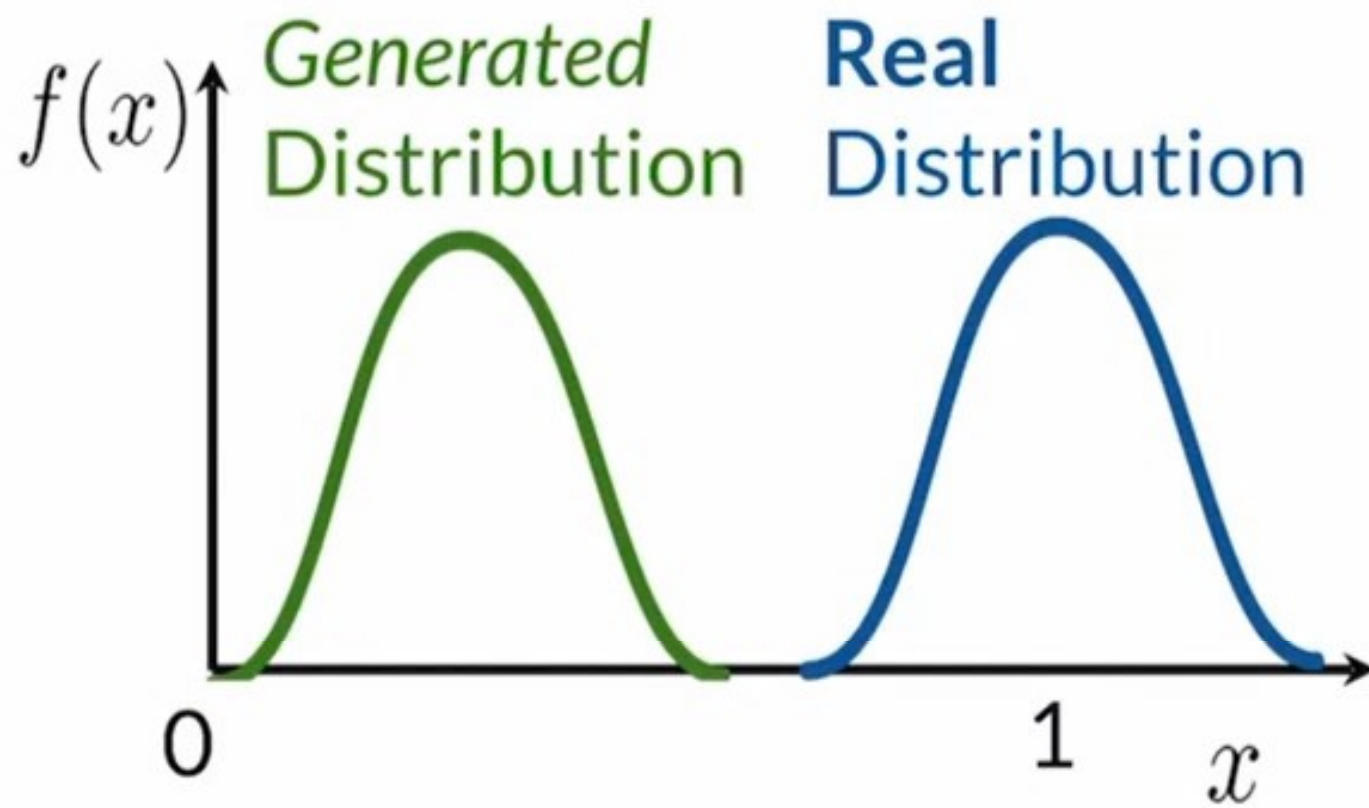


Initially disc is also poor in classification



Difference between distributions

Problems with BCE Loss



Later disc will outperform generator i.e. gradient approaches zero at this minima. Hence generator will not learn anything now. This is k/a problem of vanishing gradients in GANs

Summary

- GANs try to make the real and generated distributions look similar
- When the discriminator improves too much, the function approximated by BCE Loss will contain flat regions
- Flat regions on the cost function = **vanishing gradients**





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Earth Mover's Distance

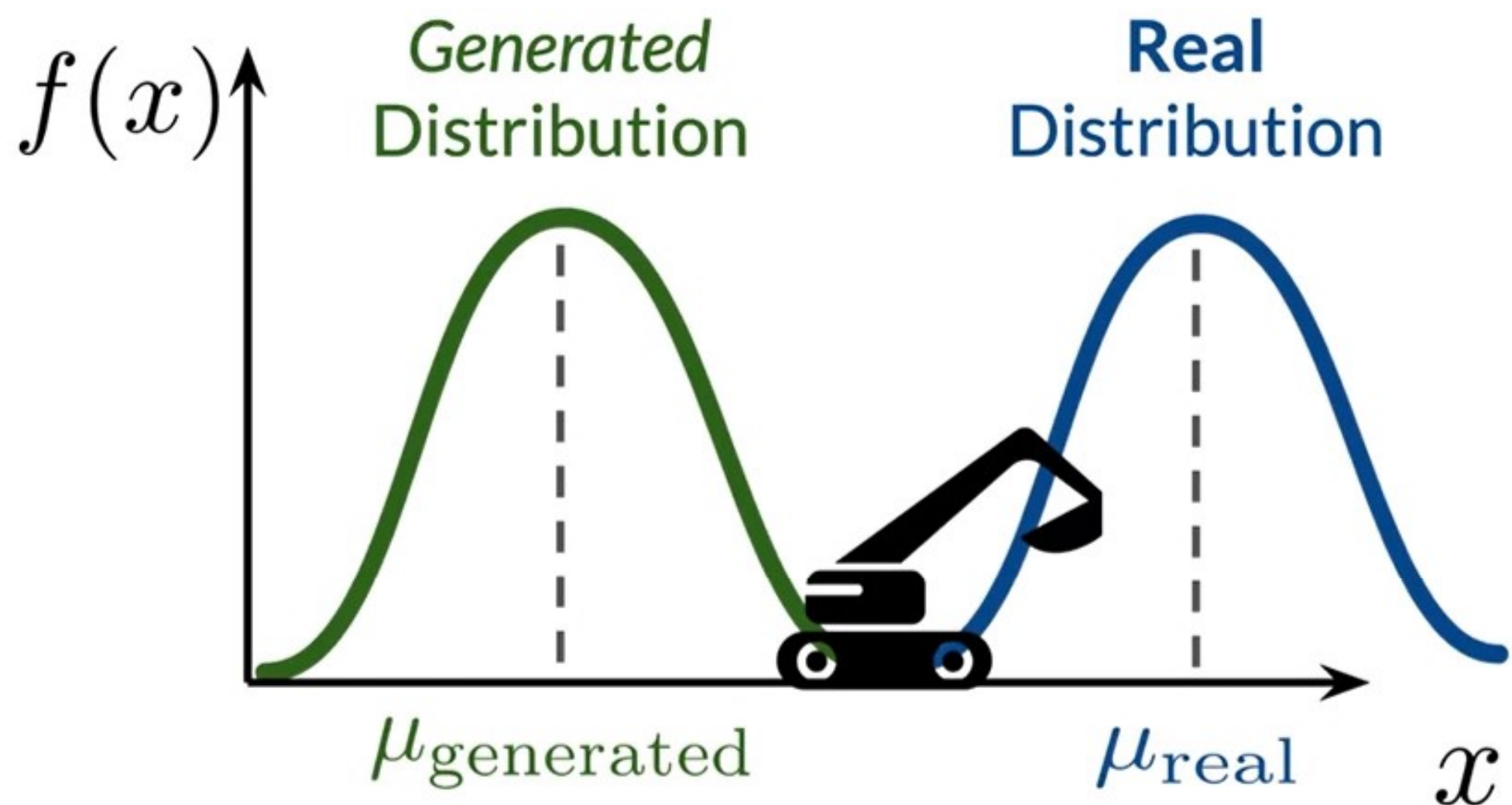
Outline

↖ new cost function

- Earth Mover's Distance (EMD)
- Why it solves the vanishing gradient problem of BCE Loss

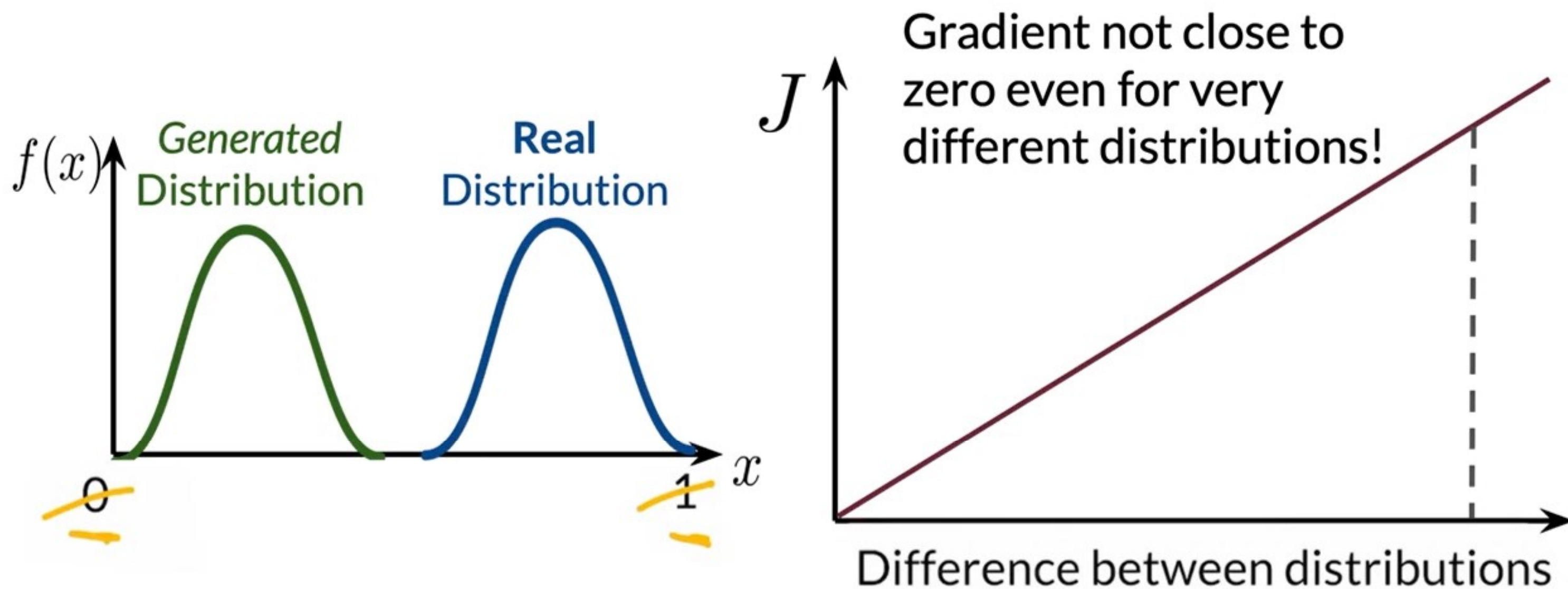


Earth Mover's Distance



Effort to make
the *generated*
distribution equal
to the **real**
distribution

Earth Mover's Distance



Summary

- Earth mover's distance (EMD) is a function of amount and distance
- Doesn't have flat regions when the distributions are very different
- Approximating EMD solves the problems associated with BCE





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Wasserstein Loss

Outline

- BCE Loss Simplified
- W-Loss and its comparison with BCE Loss



BCE Loss Simplified

$$J(\theta) = -\frac{1}{m} \sum_{i=1}^m [y^{(i)} \log h(x^{(i)}, \theta) + \underline{(1 - y^{(i)}) \log(1 - h(x^{(i)}, \theta))}]$$

$$\min_d \max_g -[\mathbb{E}(\log(d(x))) + \mathbb{E}(1 - \log(d(g(z))))]$$



Minimize
cost



Maximize
cost

No log in W-Loss function and hence it is not bounded between 0 and 1

W-Loss

W-Loss approximates the Earth Mover's Distance

$$\min_g \max_c \mathbb{E}(\underline{c(x)}) - \mathbb{E}(\overbrace{\underline{c(g(z))}}^{\wedge \times})$$



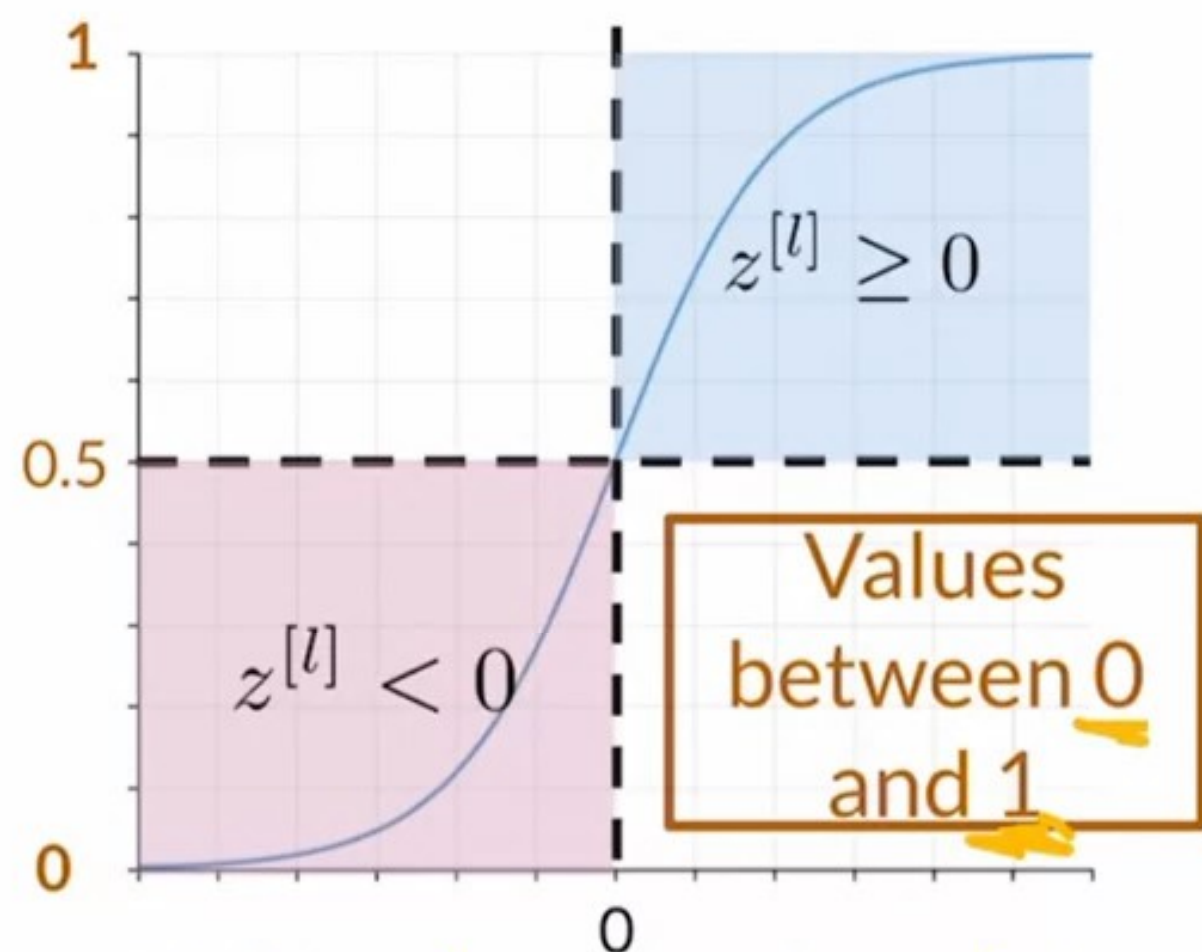
Minimize
the
distance



Maximize
the
distance

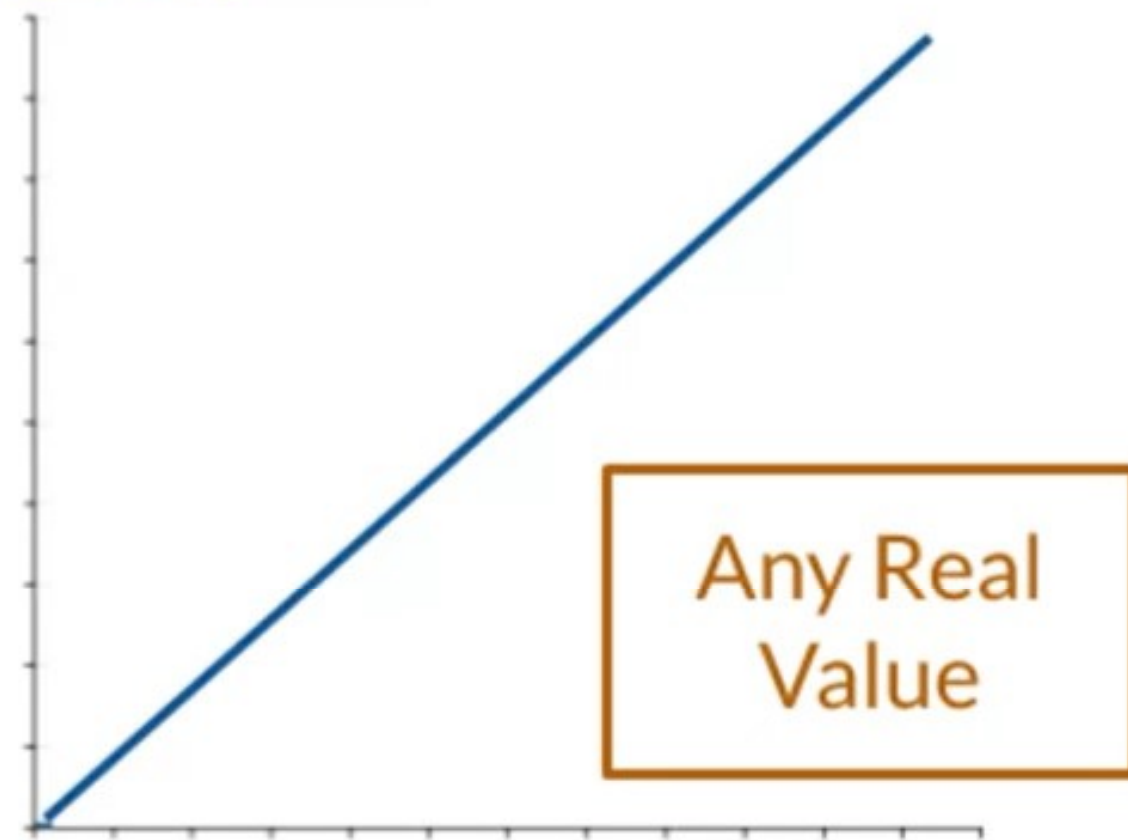
Discriminator Output

Discriminator output



BCE Loss between 0 and 1 i.e
discrimates class into 0 and 1

~~Discriminator output~~
Critic



W Loss can be any real value. This solves
the problem of vanishing gradients

W-Loss vs BCE Loss

BCE Loss

Discriminator outputs between 0 and 1

$$-[\mathbb{E}(\log(d(x))) + \mathbb{E}(1 - \log(d(g(z))))]$$

distance b/e real and fake from ground truth

W-Loss

Critic outputs any number

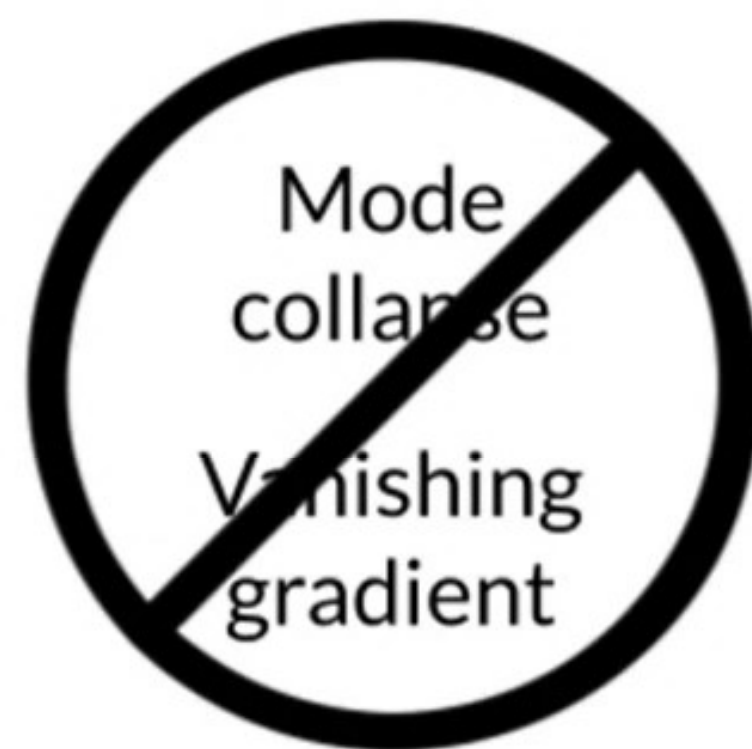
$$\mathbb{E}(c(x)) - \mathbb{E}(c(g(z)))$$

distance b/w real and fake distributions

W-Loss helps with mode collapse and vanishing gradient problems

Summary

- W-Loss looks very similar to BCE Loss
- W-Loss prevents mode collapse and vanishing gradient problems





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Condition on Wasserstein Critic

Outline

- Continuity condition on the critic's neural network
- Why this condition matters



Condition on W-Loss

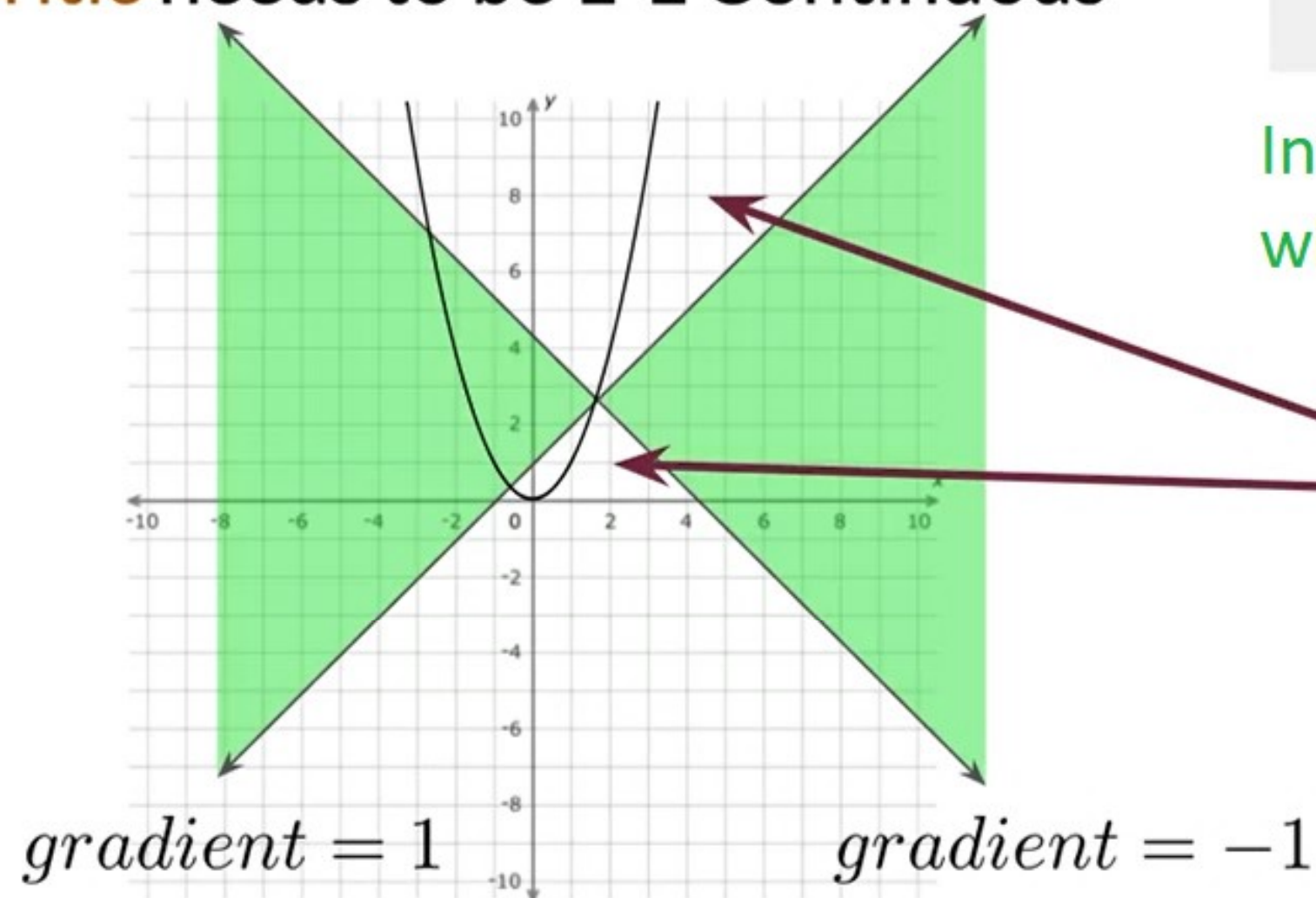
$$\min_g \max_c \mathbb{E}(c(x)) - \mathbb{E}(c(g(z)))$$


Needs to be 1-Lipschitz Continuous

1-L

Condition on W-Loss

Critic needs to be 1-L Continuous



The norm of the gradient should be at most **1** for *every point*

In other words, the function must grow within the green region.

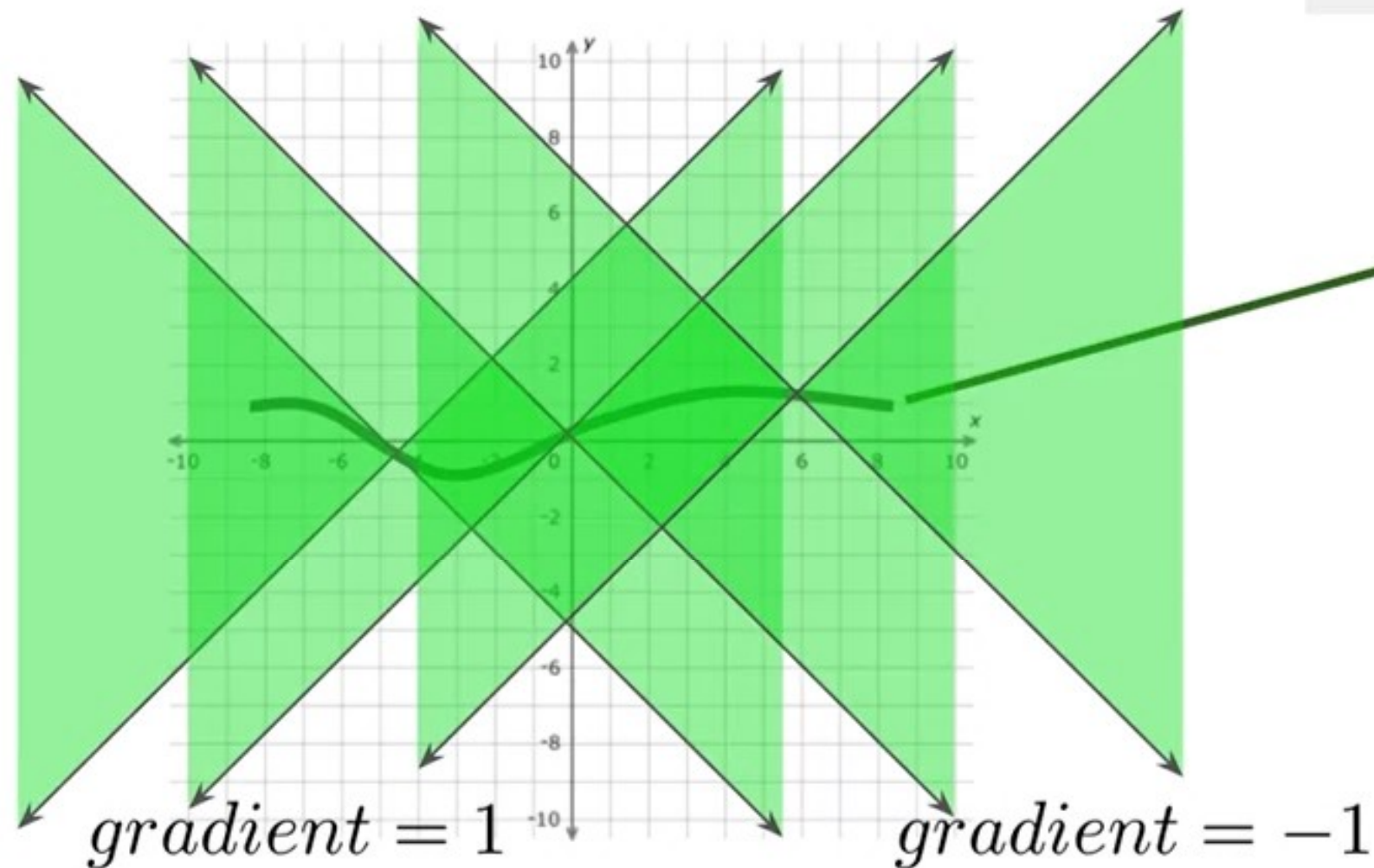
Not 1-L Continuous

The function growth should be less than linear growth. This is crucial to avoid excess growth of W-Loss. This also ensures the loss to be in a valid range.

Condition on W-Loss

Critic needs to be 1-L Continuous

The norm of the gradient should be at most **1** for *every point*



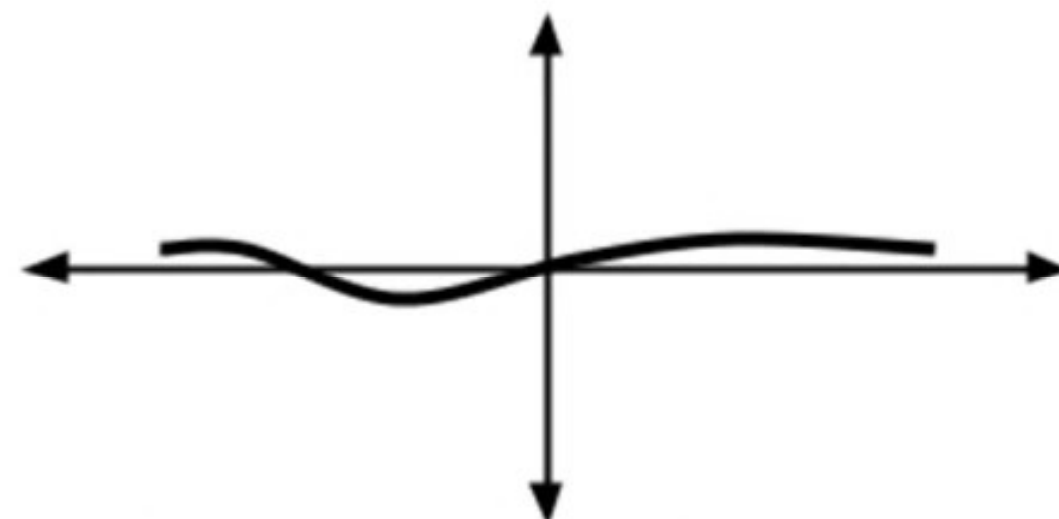
1-L Continuous

W-Loss is **valid**

Needed for training stable
neural networks with
W-Loss

Summary

- Critic's neural network needs to be 1-L Continuous when using W-Loss
- This condition ensures that W-Loss is validly approximating Earth Mover's Distance



Next up, we will look some methods to ensure that this condition is satisfied



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1-Lipschitz Continuity Enforcement

Outline

- Weight clipping and gradient penalty
- Advantages of gradient penalty



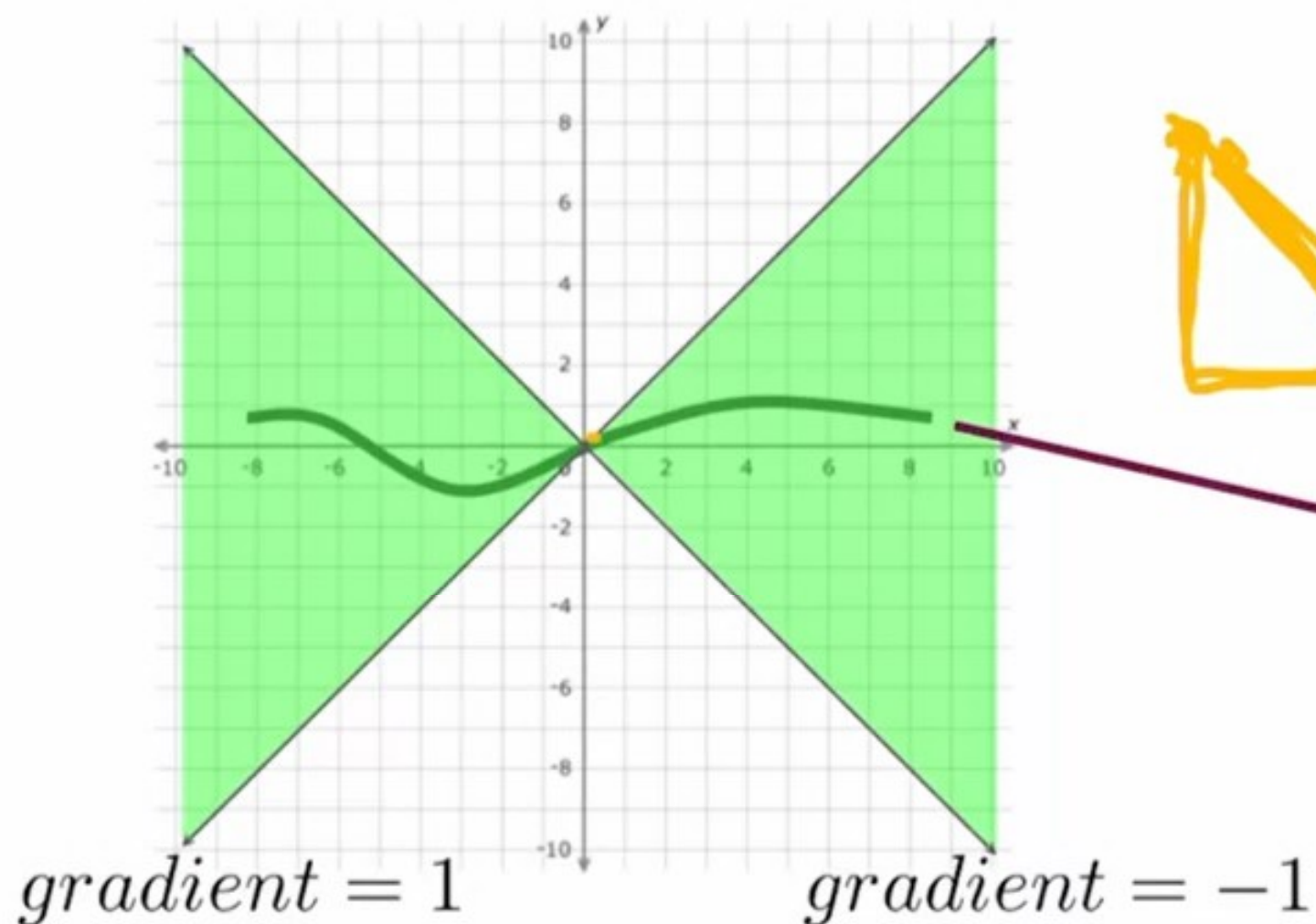
1-L Enforcement

Critic needs to be 1-L Continuous

Norm of the gradient at most 1

$$||\nabla f(x)||_2 \leq 1$$

Slope of the function
at most 1



1-L Enforcement: Weight Clipping



Weight clipping forces the weights of the critic to a fixed interval

Gradient descent to
update weights



Clip the critic's weights

Limits the learning ability of the
critic

1-L Enforcement: Gradient Penalty

$$\min_g \max_c \mathbb{E}(c(x)) - \mathbb{E}(c(g(z))) + \lambda \text{reg}$$

Regularization of the
critic's gradient

1-L Enforcement: Gradient Penalty

Real



Random interpolation



ϵ .3

$1 - \epsilon$.7

Generated



1-L Enforcement: Gradient Penalty

$$\left(\left\| \nabla c(\hat{x}) \right\|_2 - 1 \right)^2$$

Regularization term

$$\epsilon \boxed{x} + (1 - \epsilon) \boxed{g(z)}$$

Real

Generated

Interpolation

Putting It All Together

$$\min_g \max_c \mathbb{E}(c(x)) - \mathbb{E}(c(g(z))) + \lambda \mathbb{E}(\|\nabla c(\hat{x})\|_2 - 1)^2$$

Makes the GAN less prone to **mode collapse** and **vanishing gradient**

Tries to make the critic be 1-L Continuous, for the loss function to be **continuous and differentiable**

Summary

- Weight clipping and gradient penalty are ways to enforce 1-L continuity
- Gradient penalty tends to work better

