# GAN (Generative Adversarial Network)

https://youtu.be/e0QToyeFk7A

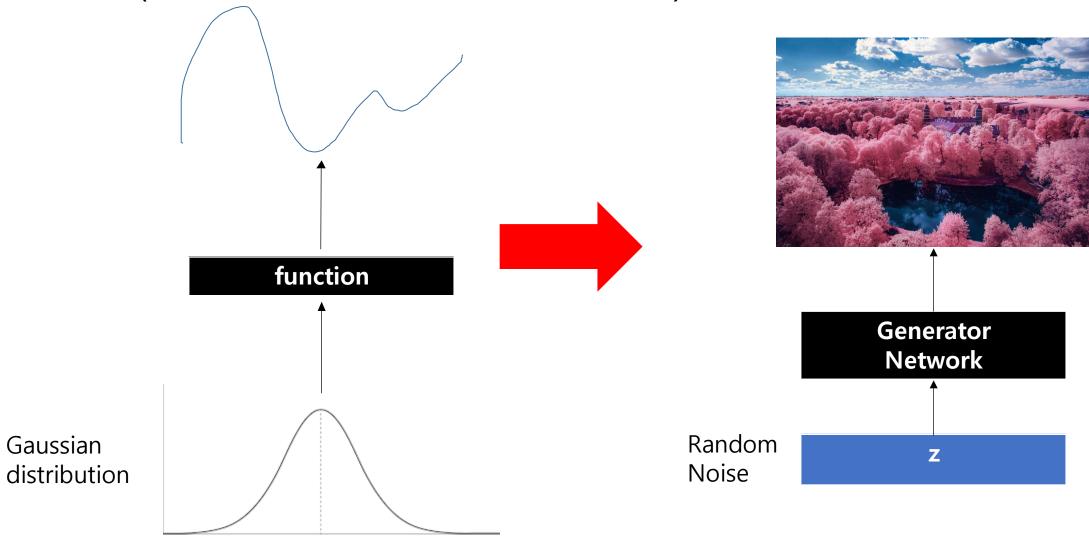




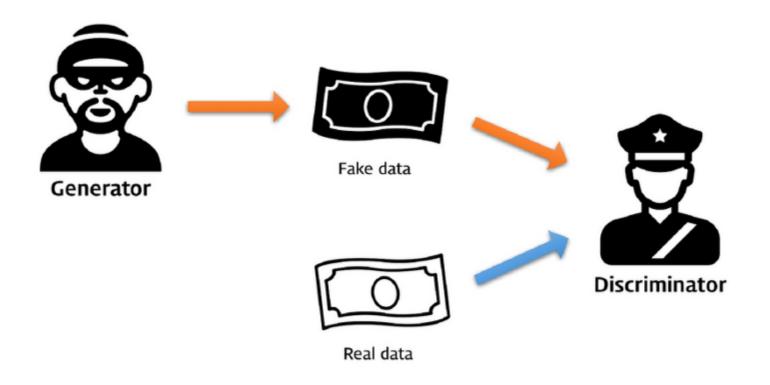
Loss function (objective function)

**DCGAN** 

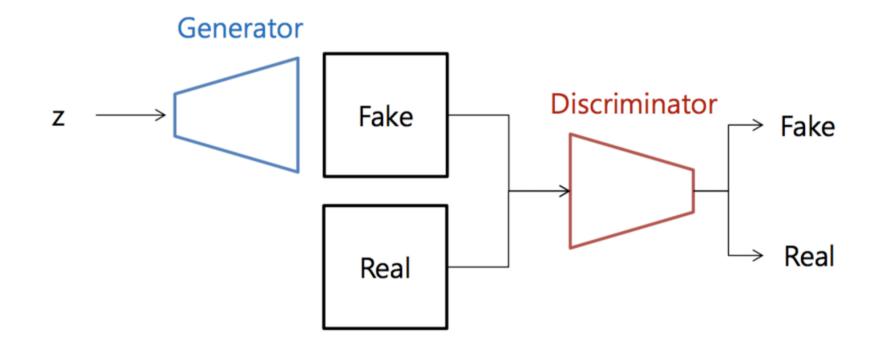
GAN (Generative Adversarial Network)



- Generative Adversarial Network
- Minimax 게임



• Minimax 게임

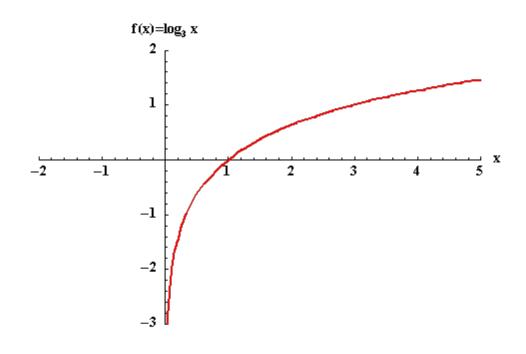


### Loss function

$$\min_{\theta_g} \max_{\theta_d} \left[ \mathbb{E}_{x \sim p_{data}} \log D_{\theta_d}(x) + \mathbb{E}_{z \sim p(z)} \log (1 - D_{\theta_d}(G_{\theta_g}(z))) \right]$$

Discriminator output likelihood in (0, 1)

1 = real0 = fake



Optimization

#### Alternate between:

Gradient ascent on discriminator

$$\max_{\theta_d} \left[ \mathbb{E}_{x \sim p_{data}} \log D_{\theta_d}(x) + \mathbb{E}_{z \sim p(z)} \log(1 - D_{\theta_d}(G_{\theta_g}(z))) \right]$$

2. Gradient descent on generator

$$\min_{\theta_g} \mathbb{E}_{z \sim p(z)} \log(1 - D_{\theta_d}(G_{\theta_g}(z)))$$

### Optimization

#### Alternate between:

Gradient ascent on discriminator

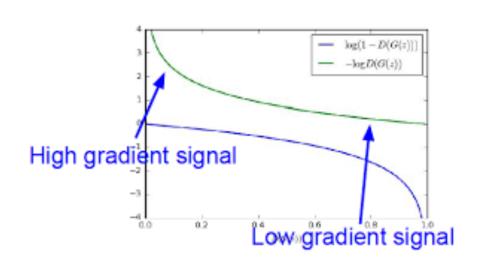
$$\max_{\theta_d} \left[ \mathbb{E}_{x \sim p_{data}} \log D_{\theta_d}(x) + \mathbb{E}_{z \sim p(z)} \log(1 - D_{\theta_d}(G_{\theta_g}(z))) \right]$$

2. Gradient descent on generator

$$\min_{\theta_g} \mathbb{E}_{z \sim p(z)} \log(1 - D_{\theta_d}(G_{\theta_g}(z)))$$

2. Gradient ascent on generator

$$max(E_{z \sim p(z)}log(D_{\theta d}(G_{\theta d}(z)))$$



### Optimization

**Algorithm 1** Minibatch stochastic gradient descent training of generative adversarial nets. The number of steps to apply to the discriminator, k, is a hyperparameter. We used k = 1, the least expensive option, in our experiments.

for number of training iterations do

for k steps do

- Sample minibatch of m noise samples  $\{z^{(1)}, \ldots, z^{(m)}\}$  from noise prior  $p_g(z)$ .
- Sample minibatch of m examples  $\{x^{(1)}, \dots, x^{(m)}\}$  from data generating distribution  $p_{\text{data}}(x)$ .
- Update the discriminator by ascending its stochastic gradient:

$$\nabla_{\theta_d} \frac{1}{m} \sum_{i=1}^m \left[ \log D\left( \boldsymbol{x}^{(i)} \right) + \log \left( 1 - D\left( G\left( \boldsymbol{z}^{(i)} \right) \right) \right) \right].$$

#### end for

- Sample minibatch of m noise samples  $\{z^{(1)}, \ldots, z^{(m)}\}$  from noise prior  $p_g(z)$ .
- Update the generator by descending its stochastic gradient:

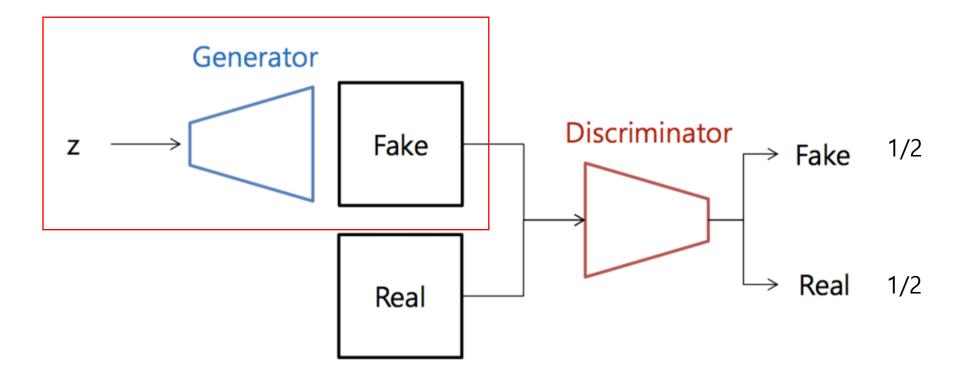
$$\nabla_{\theta_g} \frac{1}{m} \sum_{i=1}^m \log \left( 1 - D \left( G \left( \boldsymbol{z}^{(i)} \right) \right) \right).$$

#### end for

The gradient-based updates can use any standard gradient-based learning rule. We used momentum in our experiments.

### **GAN**

### Well-trained GAN

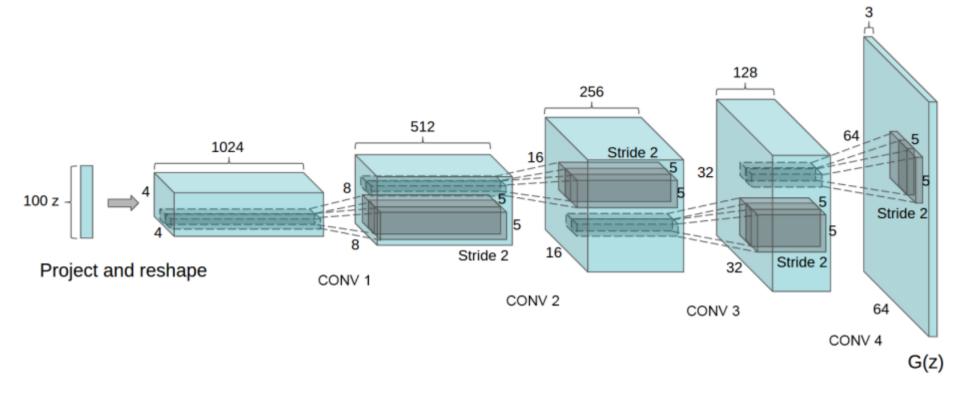


- Model collapse
  - 학습의 불균형

• WGAN, WGAN-GP

### **DCGAN**

- DCGAN Generator
- Deep Convolution GAN



# Q & A