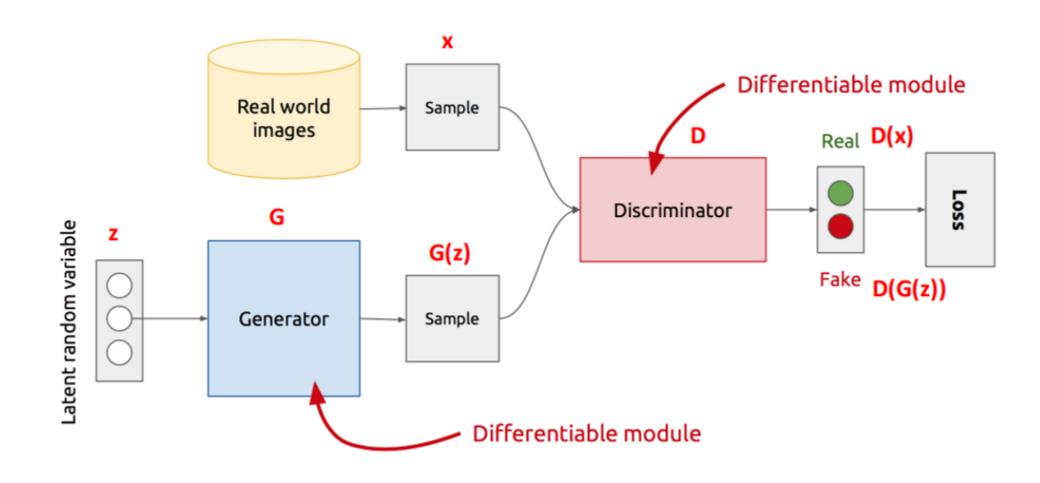
# Generative Adversarial Network

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## Why GAN

- All we see so far are discriminative models
  - Given an input, predict output
- Limitation
  - Can't model the probability of input
  - Thus not able to sample from input (generate new input)

### GAN Vanilla Architecture



**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:

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

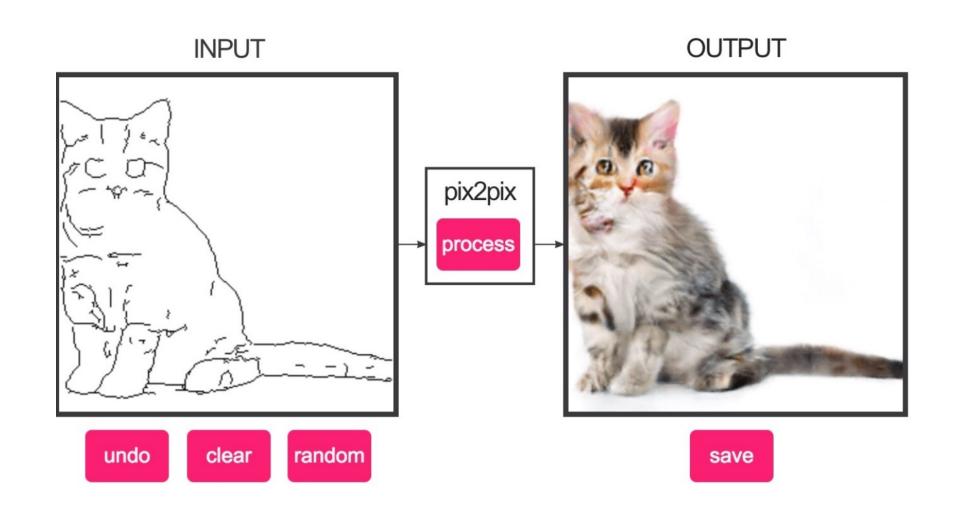
#### end for

- 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:

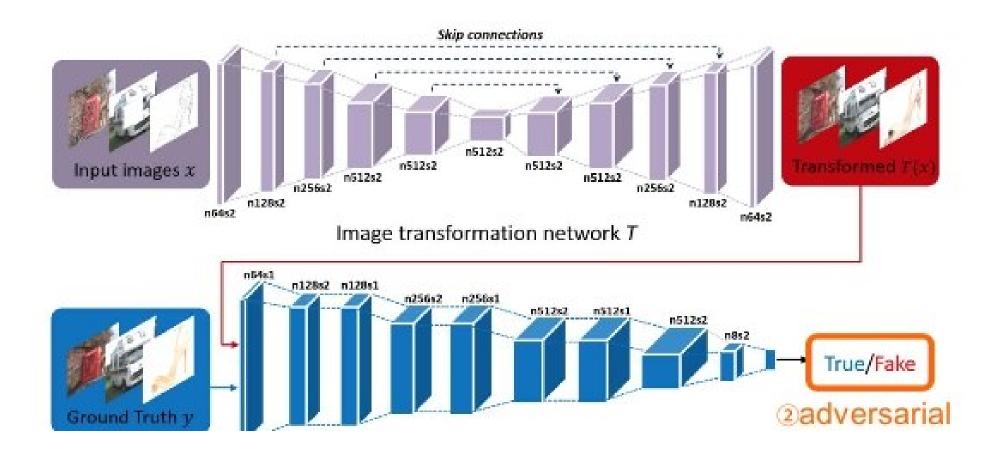
$$\nabla_{\theta_g} \frac{1}{m} \sum_{i=1}^{m} \log \left( 1 - D\left( G\left(\boldsymbol{z}^{(i)}\right) \right) \right).$$

#### end for

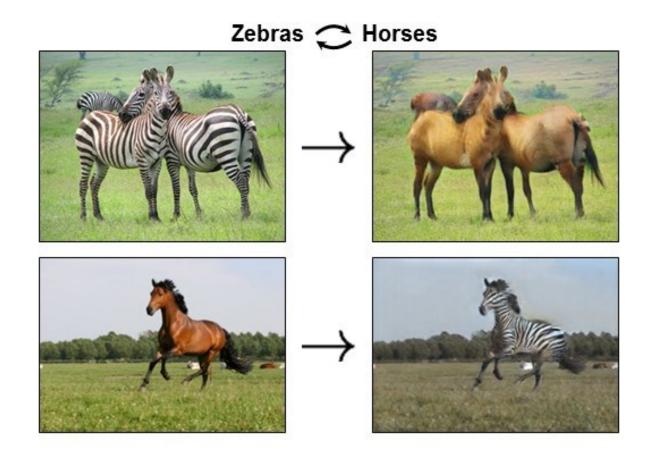
### Pix2Pix

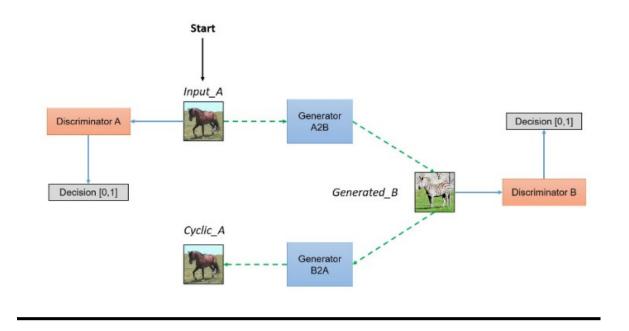


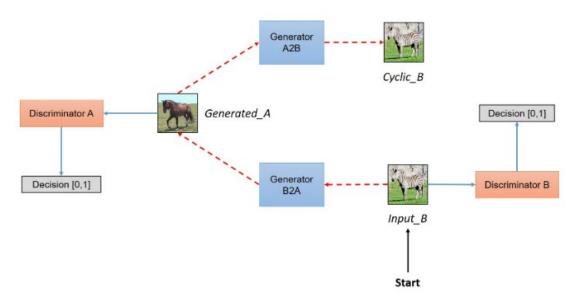
# Pix2Pix (1+2)



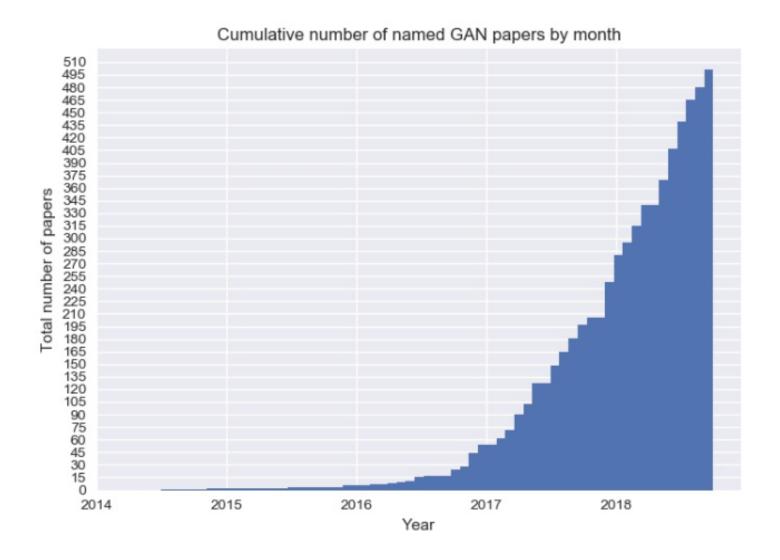
# CycleGAN







Simplified view of CycleGAN architecture



https://github.com/hindupuravinash/the-gan-zoo

## 3.5 Years of Progress on Faces



### <2 Years of Progress on ImageNet

Odena et al 2016



Miyato et al 2017



Zhang et al 2018



(Goodfellow 2018)

Andrew et al 2018



How to learn all these?