



# GAN - Theory and Applications

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# PYCONX



**“Generative Adversarial Networks is the **most** interesting idea in the last ten years in machine learning.**

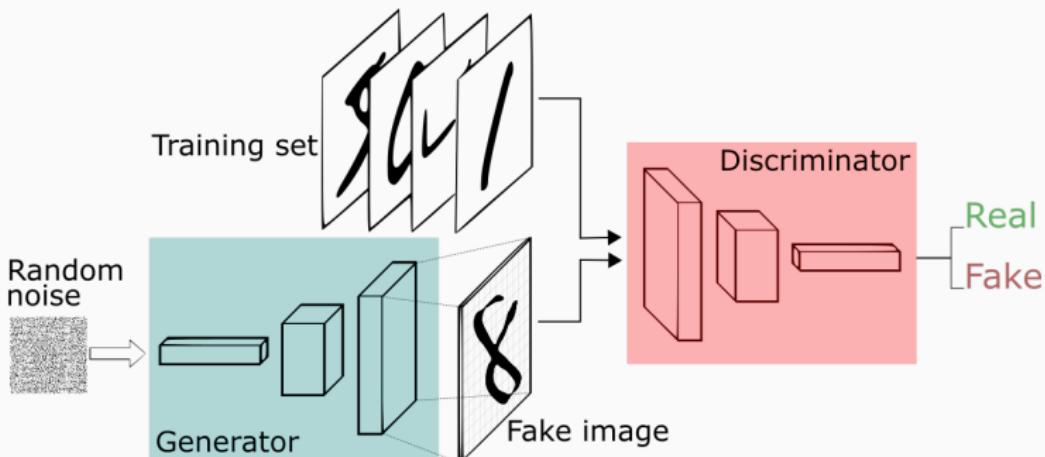
*Yann LeCun, Director, Facebook AI*



# Generative Adversarial Networks

Two components, the **generator** and the **discriminator**:

- The **generator** G needs to capture the data distribution.
- The **discriminator** D estimates the probability that a sample comes from the training data rather than from G.



**Figure 1:** Credits: Silva

# Generative Adversarial Networks

GANs game:

$$\min_G \max_D V_{GAN}(D, G) = \mathbb{E}_{x \sim p_{data}(x)} [\log D(x)] + \mathbb{E}_{z \sim p_z(z)} [\log(1 - D(G(z)))] \quad (1)$$

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# GANs - Discriminator

- **Discriminator** needs to:

- Correctly classify **real** data:

$$\max_D \mathbb{E}_{x \sim p_{data}(x)} [\log D(x)].$$

$$D(x) \rightarrow 1$$

- Correctly classify **wrong** data:

$$\max_D \mathbb{E}_{z \sim p_z(z)} [\log(1 - D(G(z)))].$$

$$D(G(z)) \rightarrow 0$$

- The discriminator is an **adaptive loss function**.

## GANs - Generator

- **Generator** needs to **fool** the discriminator:
  - Generate samples similar to the real one:

$$\min_G \mathbb{E}_{z \sim p_z(z)} [\log(1 - D(G(z)))].$$

$$D(G(z)) \rightarrow 1$$

## GANs - Generator

- **Generator** needs to **fool** the discriminator:
  - Generate samples similar to the real one:

$$\min_G \mathbb{E}_{z \sim p_z(z)} [\log(1 - D(G(z)))].$$

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- Saturates easily (Goodfellow et al., 2014):

$$\max_G \mathbb{E}_{z \sim p_z(z)} [\log(D(G(z)))].$$

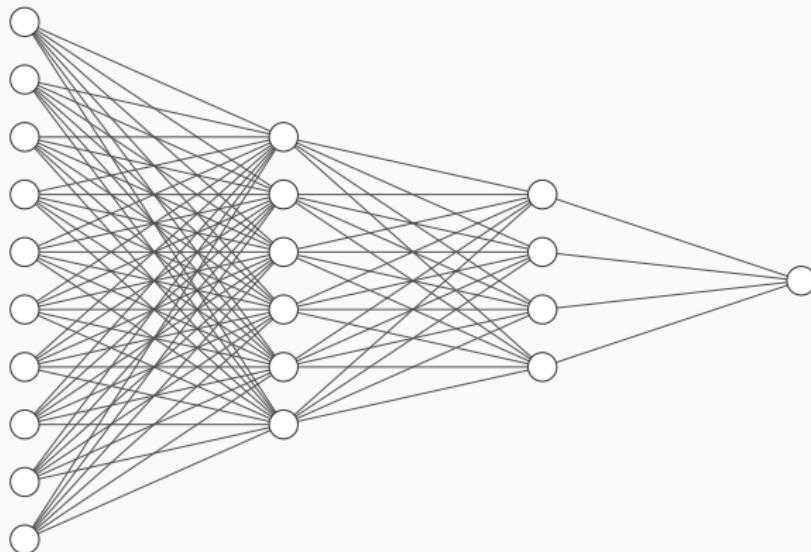
(2)

## **Models definition**

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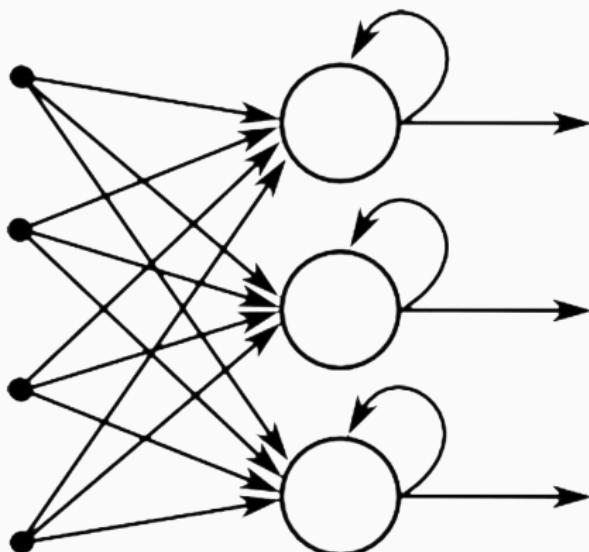
# GANs - Models definition

- Different architectures for different data types.
  - Tuple of numbers? Fully Connected Neural Networks



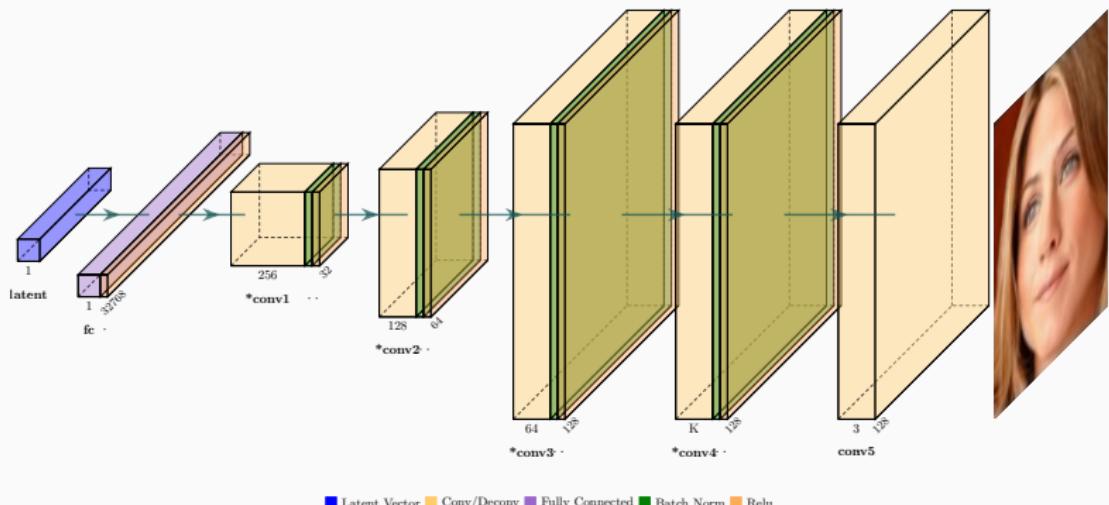
## GANs - Models definition

- Different architectures for different data types.
  - Text or sequences? **Recurrent Neural Networks**



# GANs - Models definition

- Different architectures for different data types.
  - Images? **Convolutional Neural Networks**



# GANs Training

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## GANs - Training

- D and G are **competing** against each other.
- **Alternating** execution of training steps.
- Use **minibatch stochastic gradient descent/ascent**.



## GANs - Training - Discriminator

How to **train** the **discriminator**?

Repeat from 1 to **k**:

1. Sample minibatch of  $m$  noise samples  $z^{(1)}, \dots, z^{(m)}$  from  $p_z(z)$

## GANs - Training - Discriminator

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## GANs - Training - Discriminator

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2. Sample minibatch of  $m$  examples  $x^{(1)}, \dots, x^{(m)}$  from  $p_{data}(x)$
3. Update the **discriminator**:

$$J = \underbrace{\frac{1}{m} \sum_{i=1}^m \log D(x^{(i)}) + \log(1 - D(G(z^{(i)})))}_{\text{D performance}}$$

$$\theta_d = \theta_d + \lambda \nabla_{\theta_d} J$$

## GANs - Training - Generator

How to **train** the **generator**?

The update is executed **only once** and only after the turn of the discriminator is completed:

1. Sample minibatch of  $m$  noise samples  $z^{(1)}, \dots, z^{(m)}$  from  $p_z(z)$

## GANs - Training - Generator

How to **train the generator**?

The update is executed **only once** and only after the turn of the discriminator is completed:

1. Sample minibatch of  $m$  noise samples  $z^{(1)}, \dots, z^{(m)}$  from  $p_z(z)$
2. Update the **generator**:

$$\mathcal{J} = \underbrace{\frac{1}{m} \sum_{i=1}^m \log(D(G(z^{(i)))))}_{\text{G performance}}$$

$$\theta_g = \theta_g + \lambda \nabla_{\theta_g} \mathcal{J}$$

## GANs - Training - Considerations

- Optimizers: Adam, Momentum, RMSProp.
- **Arbitrary number** of steps or epochs.
- Training is completed when the discriminator is **completely fooled** by the generator.
- Goal: reach a **Nash Equilibrium** where the best D can do is random guessing.

## Types of GANs

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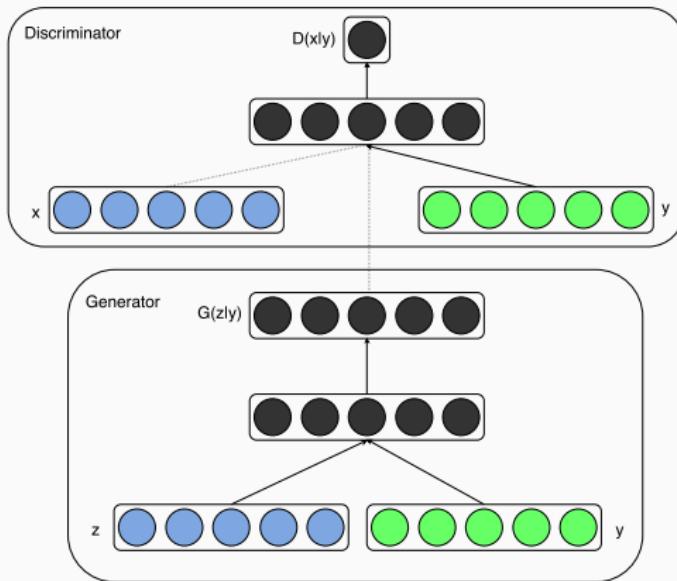
# Types of GANs

Two big families:

- **Unconditional** GANs (just described).
- **Conditional** GANs (Mirza and Osindero, 2014).

# Conditional GANs

- Both  $G$  and  $D$  are **conditioned** on some extra information  $y$ .
- In **practice**: perform conditioning by feeding  $y$  into the discriminator and generator.



**Figure 2:** From Mirza and Osindero (2014)

# Conditional GANs

The GANs game becomes:

$$\min_G \max_D \mathbb{E}_{x \sim p_{data}(x|\textcolor{red}{y})} [\log D(x, \textcolor{red}{y})] + \mathbb{E}_{z \sim p_z(z)} [\log(1 - D(G(z|\textcolor{red}{y}), \textcolor{red}{y}))]$$

Notice: the same representation of the condition has to be presented to both network.

## GANs Applications

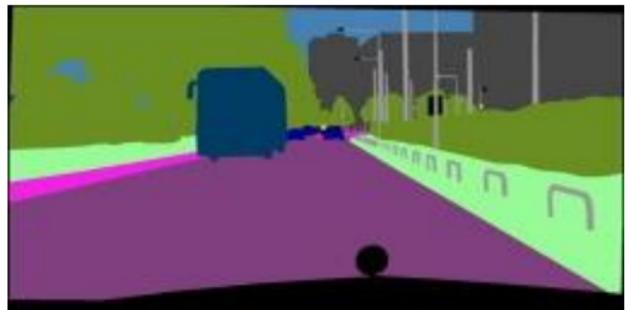
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# Face Generation - Karras et al. (2017)



# Domain Translation - Isola et al. (2016)

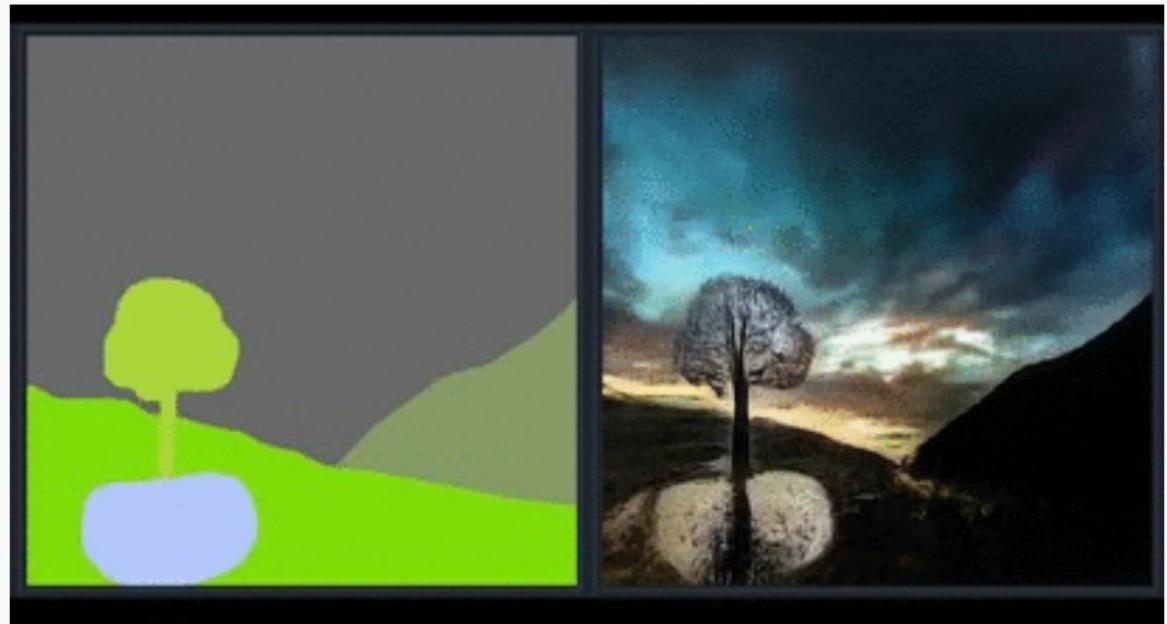
Input



Generated



# Semantic Image Synthesis - Park et al. (2018)



# Image Super Resolution - Ledig et al. (2016)



**LG Image**



**Generated Image**

**Thank you for your attention!**  
**Questions?**

# References

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