



GAN - Theory and Applications

Michele de Simoni

Paolo Galeone

Emanuele Ghelfi

Federico di Mattia

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Generative Adversarial Networks

“Adversarial Training (also called GAN for Generative Adversarial Networks) is the most interesting idea in the last 10 years of ML.”

— Yann LeCun

Generative Adversarial Networks

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

- The **generator** G , aim is to capture the data distribution.
- The **discriminator** D , estimates the probability that a sample came from the training data rather than from G .

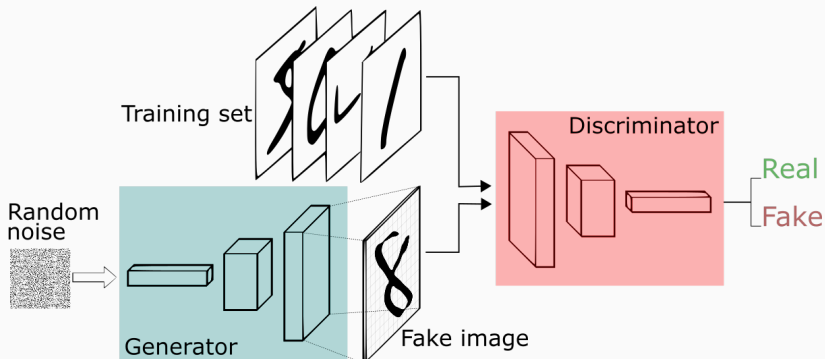


Figure 1: Credits: Reference

Generative Adversarial Networks

Generator and Discriminator compete against each other, playing the following **zero sum min-max game** with value function $V_{GAN}(D, G)$:

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

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Intuitive explanation:

- **Discriminator** needs to:
 - Correctly classify real data:

$$\max_D \mathbb{E}_{x \sim p_{data}(x)} [\log D(x)]. \quad (2)$$

- Correctly classify wrong data:

$$\max_D \mathbb{E}_{z \sim p_z(z)} [\log(1 - D(G(z)))]. \quad (3)$$

Intuitive explanation:

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

$$\min_G \mathbb{E}_{z \sim p_z(z)} [\log(1 - D(G(z)))]. \quad (4)$$

GANs - Generator

Intuitive explanation:

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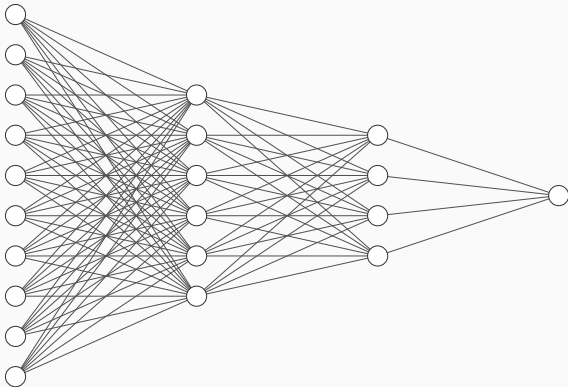
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- Saturates easily [?].
- Change loss for generator:

$$\max_G \mathbb{E}_{z \sim p_z(z)} [\log(D(G(z)))]. \quad (5)$$

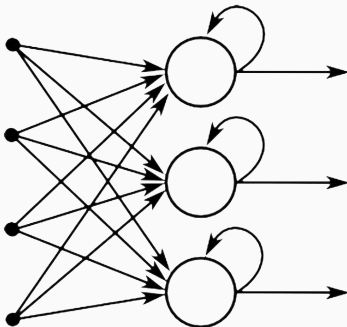
GANs - Models definition

- Both D and G can be parametrized functions (Neural Networks).
- Different architectures to reach different aims.
 - Tuple of numbers?



GANs - Models definition

- Both D and G can be parametrized functions (Neural Networks).
- Different architectures to reach different aims.
 - Text or sequences?



GANs - Models definition

- Both D and G can be parametrized functions (Neural Networks).
- Different architectures to reach different aims.
 - Images?

