

# GAN Recitation

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# Topics for today

- Introduction of GAN
- Types of GANs
- Earth Mover Distance
- Wasserstein Gan
- Example of GAN implementation

# What are GAN

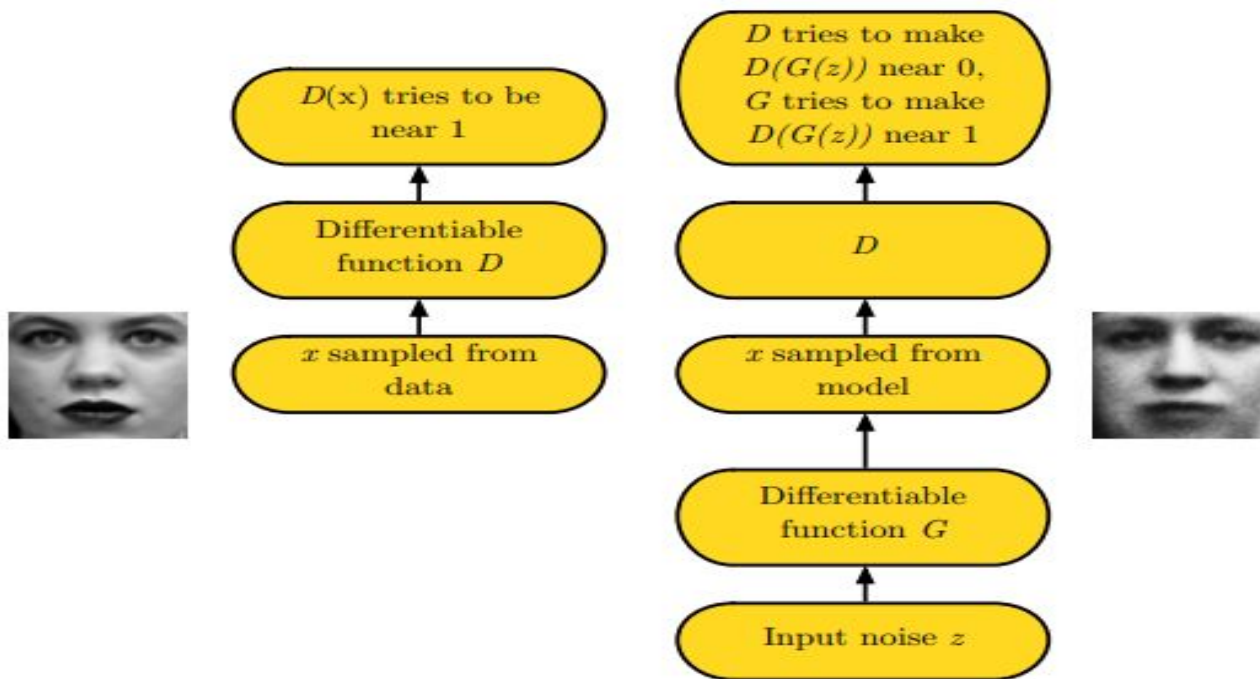
- GAN are a way of generative modelling
- A machine that tries to understand what is the distribution of training samples given some observations from the distribution
- Observes training data and is able to generate more samples from the distribution learnt from the training data

# Adversarial Training

- In Generative adversarial network, adversarial training refers to training a neural network to generate adversarial examples *by* training on adversarial examples
- Adversarial training includes two players
- In Generative adversarial network, both players are neural networks
- In worst case, the training sample is generated by one of the players

# Adversarial Network Framework

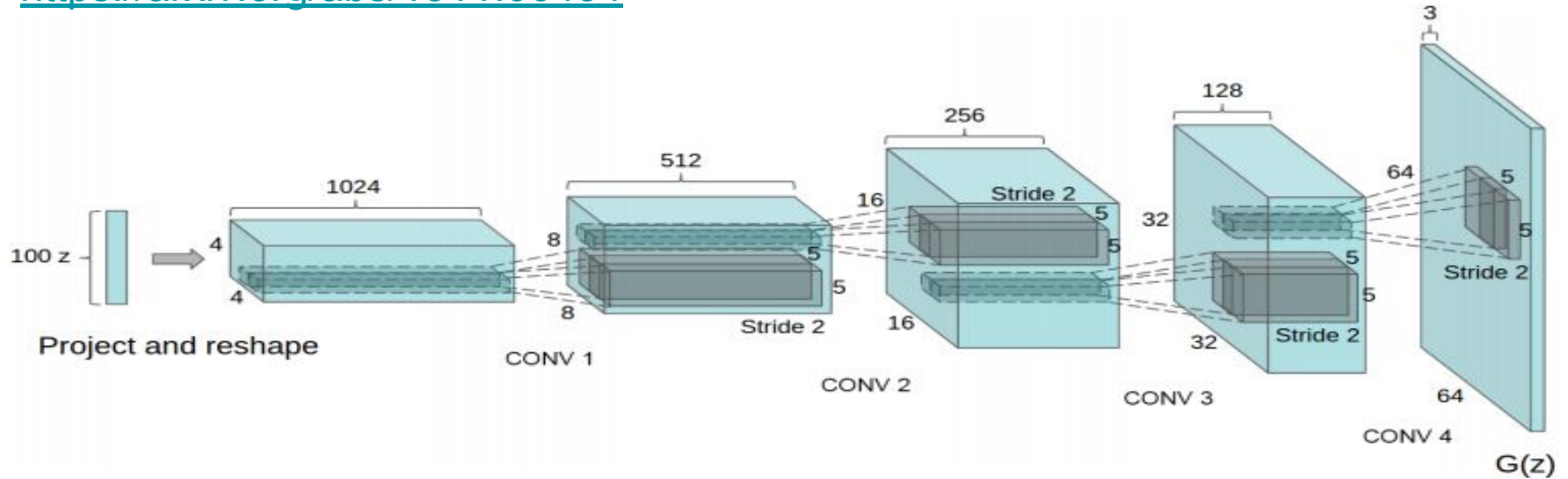
(taken from Ian Goodfellow's slides)



# DCGan (ICLR 2016)

Paper can be found here;

<https://arxiv.org/abs/1511.06434>



# DcGans Application

- Image generation
- Face generation
- Scene modeling

# Pix2pix (2018)

Paper can be found here;

<https://arxiv.org/pdf/1611.07004.pdf>

- Image-to-Image Translation
- Conditions the output on an image sample  $x$

Nice article here:

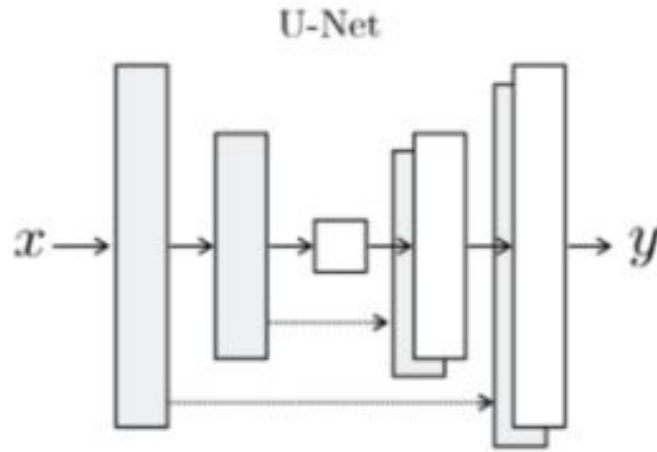
<https://towardsdatascience.com/pix2pix-gan-in-tensorflow-2-0-fe0ab475c713>

<https://phillipi.github.io/pix2pix/>



# Pix2pix

Generator  
architecture



# Pix2Pix Gan Applications

- Image coloring
- Image operations like background masking  
(<http://www.k4ai.com/imageops/index.html>)
- Video processing - removes the background in the video
- And many more ...

# Cool Results



Fake faces generated using GANs



# [ThisPersonDoesNotExist.com](http://ThisPersonDoesNotExist.com).

AI uses a “512 dimensional vector” to generate a new facial image

Paper: <https://arxiv.org/pdf/1812.04948.pdf>

# Probability theory behind Generative models

- Unknown distribution  $P_r$  (r for real)
- Known distribution  $P_\theta$  ( $\theta$  parameterised)
- Two approaches:
  - Optimise  $P_\theta$  to estimate  $P_r$
  - Learn a function  $g_\theta(Z)$  which transforms  $Z$  into  $P_\theta$

# Approach 1: Optimise $P_\theta$ to estimate $P_r$

- How?

- Maximum Likelihood Estimation (MLE)  $\max_{\theta \in \mathbb{R}^d} \frac{1}{m} \sum_{i=1}^m \log P_\theta(x^{(i)})$

- Equivalent to minimizing the KL-divergence  $KL(P_r \parallel P_\theta)$

- Issue: Exploding of KL-divergence for zero values of  $P_\theta$

- Fix: Add random noise to  $P_\theta$
- Why go through all the trouble?

## Approach 2: Learn a function $g_{\theta}(Z)$ which transforms $Z$ into $P_{\theta}$

- $Z$  is a known distribution s.a Uniform or Gaussian distribution
- We learn a generator function which will transform this  $Z$  into  $P_{\theta}$
- How to train  $g_{\theta}$  (and eventually  $P_{\theta}$ )?
  - Minimize distance between  $g_{\theta}$  and  $P_r$
- Distance metrics
- Loss function:  $d(P_r, P_{\theta})$

# Distance Metrics

- Total Variation (TV) distance  $\delta(P_r, P_g) = \sup_A |P_r(A) - P_g(A)|$
- Kullback-Leibler (KL) divergence  $KL(P_r \| P_g) = \int_x \log \left( \frac{P_r(x)}{P_g(x)} \right) P_r(x) dx$
- Jensen-Shannon (JS) divergence  $JS(P_r, P_g) = \frac{1}{2}KL(P_r \| P_m) + \frac{1}{2}KL(P_g \| P_m)$
- Earth Mover (EM) or Wasserstein distance:

$$W(P_r, P_g) = \inf_{\gamma \in \Pi(P_r, P_g)} \mathbb{E}_{(x,y) \sim \gamma} [ \|x - y\| ]$$

Let  $\Pi(P_r, P_g)$  be the set of all joint distributions  $\gamma$  whose marginal distributions are  $P_r$  and  $P_g$



# Earth Mover distance (Wasserstein distance)

- **Earth Mover's distance** : the minimum energy cost of moving and transforming a pile of dirt in the shape of one probability distribution to the shape of the other distribution.
- The cost is quantified by: the amount of dirt moved \* the moving distance.
- Example 1:

- P, Q : 4 piles of dirt made up of 10 shovelfuls of dirt present in each.

- The numbers of shovelfuls in each dirt pile are assigned as follows:

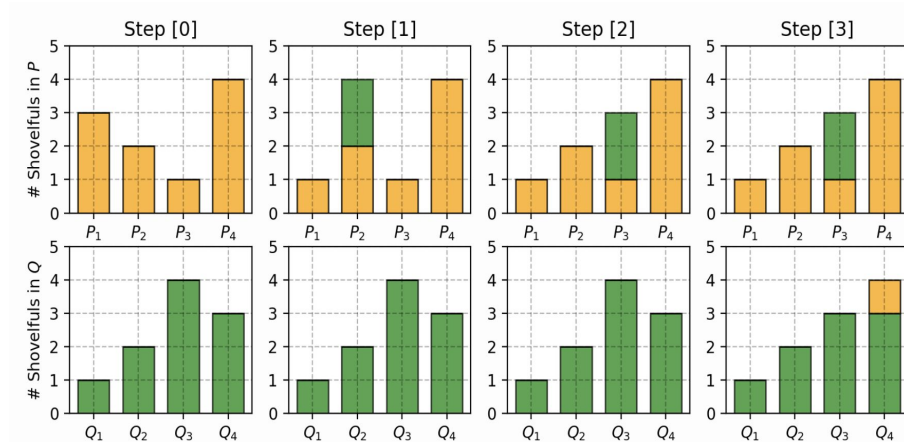
- $P_1 = 3, P_2 = 2, P_3 = 1, P_4 = 4$
- $Q_1 = 1, Q_2 = 2, Q_3 = 4, Q_4 = 3$
- $W = \sum |\delta_i| = 5$

- Example 2:

- $\Pi(\Pr, P_g)$  is the set of all possible joint probability distributions between  $\Pr$  and  $P_g$

- $\gamma \in \Pi(\Pr, P_g)$  : one dirt transport plan

- $$\sum_{x,y} \gamma(x,y) \|x - y\| = \mathbb{E}_{x,y \sim \gamma} \|x - y\|$$



Source: [Link](#)

# Wasserstein GAN

- Use Wasserstein distance as GAN loss function
- The “discriminator” model does not play as a direct critic but a helper for estimating the Wasserstein metric between real and generated data distribution.
- Still not perfect :( WGAN still suffers from unstable training and other convergence issues.

