

# Machine Learning (CSE 446): Generative Adversarial Networks (GANs)

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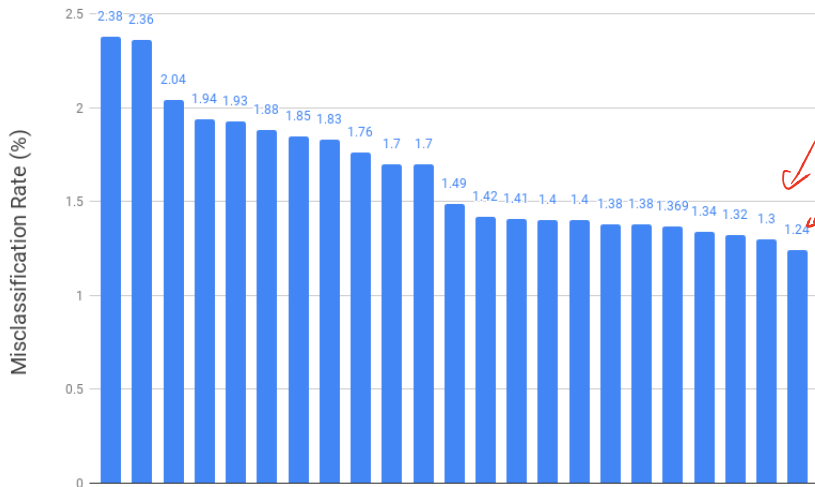
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# Announcements

- ▶ Weds is the final.
- ▶ One page of notes.
- ▶ List of topics posted tomorrow.

## Class results with random Fourier features, HW3, Q7



Arinal  
Sarah

# Image Generation

These are computer generated images from the “bigGAN”.



Figure 1: Class-conditional samples generated by our model.

# Classification

- ▶ SPAM detection.
- ▶  $x$  is an email.
- ▶ Suppose  $Q(x)$  is the distribution over true emails.
- ▶ Suppose  $G(x)$  is spammer's generative distribution over emails.
- ▶ usual supervised learning: make a dataset of  $(x, y)$  pairs, say with 50% labeled true and 50% spam.
- ▶ suppose  $\Pr_{\theta}(Y = 1|X) = D_{\theta}(X)$  is our model's probably of that  $Y = 1$ , true email.

↑ between 0 and 1.



## The Spammer's Job

- ▶ If the spam detector  $D$  was fixed, then our spammer wants to:

$$\min_G L(G, D)$$

- ▶ The spammer wants to make the discriminator  $D$ 's likelihood ~~large~~.

small

## We have a game:

- ▶ Let's think more abstractly:  $D$  is procedure to spot fake images,  $G$  is a procedure to generate images.
- ▶ The game can be viewed as:

$$\min_G \max_D L(G, D) =$$
$$\min_G \max_D \left( \mathbb{E}_{x \sim Q} \left[ \frac{1}{2} \log D(x) \right] + \frac{1}{2} \mathbb{E}_{x \sim G} [\log(1 - D(x))] \right)$$

- ▶ Is this a powerful idea?

Remember AD:

*← if we can get gradients easily, then let's try to play game.*



the Discriminator: *learning*

easy.

- ▶ just binary image classification "fake or not"
- ▶ we know how to do supervised learning
- ▶ for a given  $G$  and samples from the truth  $Q$ , we can learn  $D$ .

↳ create a labeled dataset  
and do binary classification.

the Generator

$$G: \mathbb{R}^d \rightarrow \mathcal{X}$$

↑ image space

$$G(\vec{z}).$$

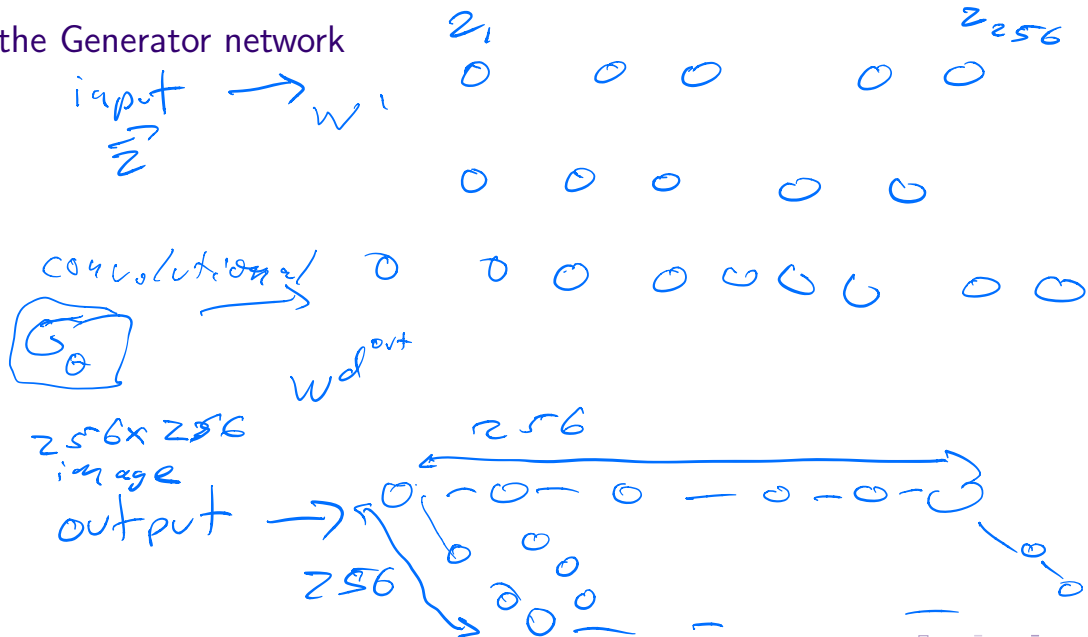
$\vec{z} \in$  source of randomness

- ▶ what is a model for generating images?  
and how do we update  $G$  the model?
- ▶ let say  $z \sim N(0, I)$  where  $I$  is a  $d \times d$  matrix.
- ▶ a network:  $\leftarrow \text{randn}(d)$

$$G(\vec{z}) \rightarrow \text{image}$$

@

the Generator network



# Learning for $G_\theta$

- ▶ Fix  $G$ , update  $D$ . *Fix  $D$ ,*  
easy: just supervised learning.

- ▶ Now fix  $D$ . Recall:

$$\begin{aligned} L(G, D) &= \left( \mathbb{E}_{x \sim Q} \left[ \frac{1}{2} \log D(x) \right] + \frac{1}{2} \mathbb{E}_{x \sim G} [\log(1 - D(x))] \right) \\ \text{min}_{\theta} L(G_\theta, D) &= \left( \mathbb{E}_{x \sim Q} \left[ \frac{1}{2} \log D(x) \right] + \frac{1}{2} \mathbb{E}_{z \sim \text{Normal}(0, I)} [\log(1 - D(G(z)))] \right) \end{aligned}$$

- ▶ We can estimate this loss easily. Why? *sample  $z$ 's,*
- ▶ Update  $G$ : how? *with SGD, use AD to gradients easily.*

## Convergence/Comments

- ▶ Does it converge?  
Subtle: we are not "hill climbing" on an on an objective.
- ▶ at best, we can get to an equilibrium.
- ▶ Comparison to EM and likelihood based approaches:
  - ▶ Computing the the probability of  $x$  under  $G$  is difficult. difficulty for EM.
  - ▶ "mode collapse" with GANs  
sampling distribution not reflective of the truth.
- ▶ NLP generative methods do not use GANs!  
(better results with direct training approaches)

Whichfaceisreal.com



## We can get creative

Style transfer. From the “cycleGAN”

**Zebras**  **Horses**



zebra  $\rightarrow$  horse



horse  $\rightarrow$  zebra

# Thank you!!

Thank you for the hard work!

- ▶ Good luck on the final and have a great spring break.
- ▶ You have a good toolkit.  
Please participate in the larger ML community!