

Generative Adversarial Networks (GANs)

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Overview

- ▶ Objective
- ▶ Optimization
 - Variational Optimization of JSD
 - Variational Optimization of 1-Wasserstein
- ▶ Gradient Control

Estimating a Distribution

- ▶ True distribution P over observations X
- ▶ **Goal.** Learn $P_{\Theta} \approx P$ where Θ is some parameterization.
- ▶ We do this all the time by maximizing the log likelihood (e.g., language models)

$$\max_{\Theta} \mathbf{E}_{x \sim P} [\log P_{\Theta}(x)]$$

- ▶ This becomes harder if we assume some latent variable z in the generative process.

$$\begin{aligned} z &\sim \pi(\cdot) \\ x &\sim P_{\Theta}(\cdot|z) \end{aligned}$$

A typical formulation is $z \in \mathbb{R}^d$ drawn from a fixed uniform (or Gaussian) distribution.

Example: VAE

- ▶ VAE avoids computing marginalized log likelihood

$$\text{LL}(\Theta) = \mathbf{E}_{x \sim P} \left[\log \int_z \pi(z) P_{\Theta}(x|z) dz \right]$$

by maximizing a variational lower bound

$$\begin{aligned} \text{ELBO}(\Theta, \Psi) &= \mathbf{E}_{x \sim P} \left[\int_z P_{\Psi}(z|x) \log P_{\Theta}(x|z) dz - \text{KL}(P_{\Psi}(z|x) || \pi(z)) \right] \\ &\leq \text{LL}(\Theta) \end{aligned}$$

where Ψ is an “encoder”

GAN

- ▶ GAN considers a more general problem

$$\min_{\Theta} \text{Div}(P, P_{\Theta})$$

where Div is some notion of distance between distributions

- ▶ Examples

$$\text{Div}(P, P_{\Theta}) = \text{KL}(P || P_{\Theta})$$

VAE

$$\text{Div}(P, P_{\Theta}) = \text{JSD}(P, P_{\Theta})$$

original GAN

$$\text{Div}(P, P_{\Theta}) = W_1(P, P_{\Theta})$$

WGAN