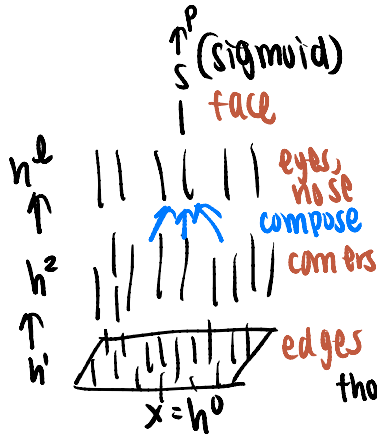


LECTURE 17

Generative Models

recall classifier based on CNN



discriminator - tell if image face or not

bottom-up structure

$$h_{ij}^d = \sum_{\Delta i, \Delta j} w_{\Delta i, \Delta j}^d h_{i+\Delta i, j+\Delta j}^{d-1} + b^d + \text{rectify}$$



thought vector

$$\text{thought vector} = \sum_{\text{compose}} W + \text{ReLU}$$

- thought vectors at each layer
- more complex
- see bigger patterns

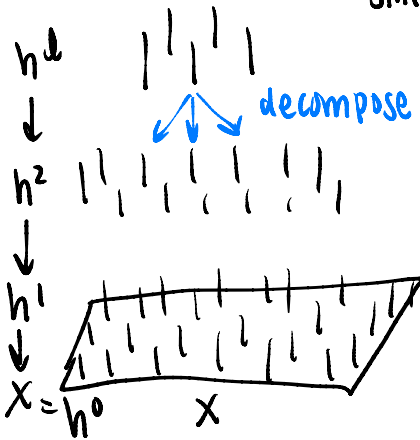
top down

Generator

↳ can generate images

$$h^L = z \mid z \sim N(0, I)$$

still a CNN



$$h_{ij}^L = \sum_{\Delta i, \Delta j} w_{\Delta i, \Delta j}^L h_{i+\Delta i, j+\Delta j}^{L+1} + b^L + \text{rectify}$$

$$\text{thought vector} = \sum W + \text{Leaky ReLU}$$

Generative adversarial networks (GAN)

	real	x_i	$y_i = 1$
	fake	\tilde{x}_i	$\tilde{y}_i = 0$

Discriminator

$$D(x) = \Pr(y = 1 \mid x)$$

Generator

$$\tilde{x} = G(\tilde{z})$$

$$\tilde{z} \sim N(0, I)$$

- train like classification
- logistic regression / max likelihood

Maximum likelihood for D

$$\frac{1}{n} \sum_{i=1}^n \log P(y_i=1 | x_i) + \frac{1}{n} \sum_{i=1}^n \log P(\tilde{y}_i=0 | \tilde{x}_i)$$

$$= \frac{1}{n} \sum_{i=1}^n \log D(x_i) + \frac{1}{n} \sum_{i=1}^n \log (1 - D(\tilde{x}_i))$$

want to assign high probs to real examples
want to assign low probs to fake examples

$$V = \frac{1}{n} \sum_{i=1}^n \log D(x_i) + \frac{1}{n} \sum_{i=1}^n \log (1 - D(G(\tilde{z}_i)))$$

learn D by maximizing value (log likelihood)

learn G by minimizing value (log likelihood)

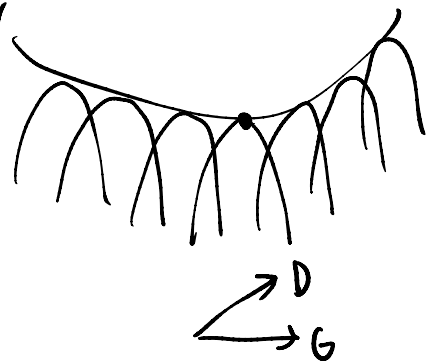
Adversarial Game (zero sum)

min 2 networks to compete w/ each other
→ create very powerful generator

$$\min_G \max_D V$$

reach Nash equilibrium so sol'n to min max = sol'n to max min
↳ saddle point

thief → G increase $D(G(\tilde{z}_i))$ to fool D → tell apart fake & real examples
police → increase prob. of fake examples as real



Wasserstein GAN

$$\min_G \max_f \left[\frac{1}{n} \sum_{i=1}^n f(x_i) - \frac{1}{n} \sum_{i=1}^n f(G(\tilde{z}_i)) \right]$$

actor critic

↑ ↓

generate fake examples to get high score outputs a score

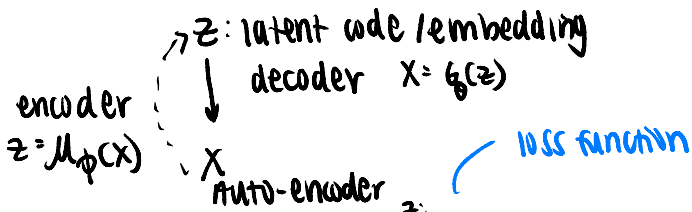
G try to max this

criticize fake examples, high score to real examples, low score to fake examples

regularized

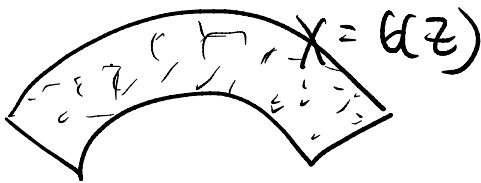
Generator

$$x = G(z)$$



$$\min_{\theta, \phi} \frac{1}{n} \sum_{i=1}^n |x_i - G_\theta(M_\phi(x_i))|^2$$

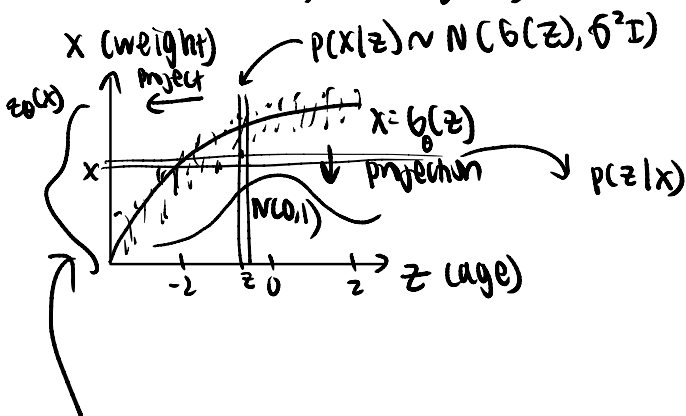
z is much lower dimension than x
 bottleneck
 dimension reduction
 manifold assumption



prob model

$$z \sim N(0, I)$$

$$x = G(z) + \epsilon, \quad \epsilon \sim N(0, \sigma^2 I)$$



marginal distribution of x

$$z = M_\phi(x) + \tau e, \quad e \sim N(0, I)$$

$$N(M_\phi(x), \tau^2 I)$$

$$q_\phi(z|x) \approx p(z|x)$$

encoder x → $z \approx p(z) \sim N(0, I)$

$$p_\theta(x|z) \sim N(G_\theta(z), \sigma^2 I)$$

decoder z → $x = G_\theta(z) + \epsilon, \quad \epsilon \sim N(0, \sigma^2 I)$

variational Auto-encoder (VAE)

$$\max_{\theta, \phi} \frac{1}{n} \sum_{i=1}^n [\log P_{\theta}(x_i) - D_{KL}(q_{\phi}(z_i | x_i) \parallel P_{\theta}(z_i | x_i))]$$

$D_{KL}(q/p)$: Kullback-Leibler divergence

