

E9: 309 ADL 02-12-2020



Housekeeping

* Mid-term exam

→ December 6th (Sunday) [Topics covered up to Dec 2nd]

→ Mode of exam

✓ Time to respond - 3 hours

○ Exam paper uploaded in Teams Channel and response (photo-scanned and uploaded in your folder).

○ Open book, open notes

★ Strictly no online communication or help sought.

★ Academic integrity and ethics strongly followed.

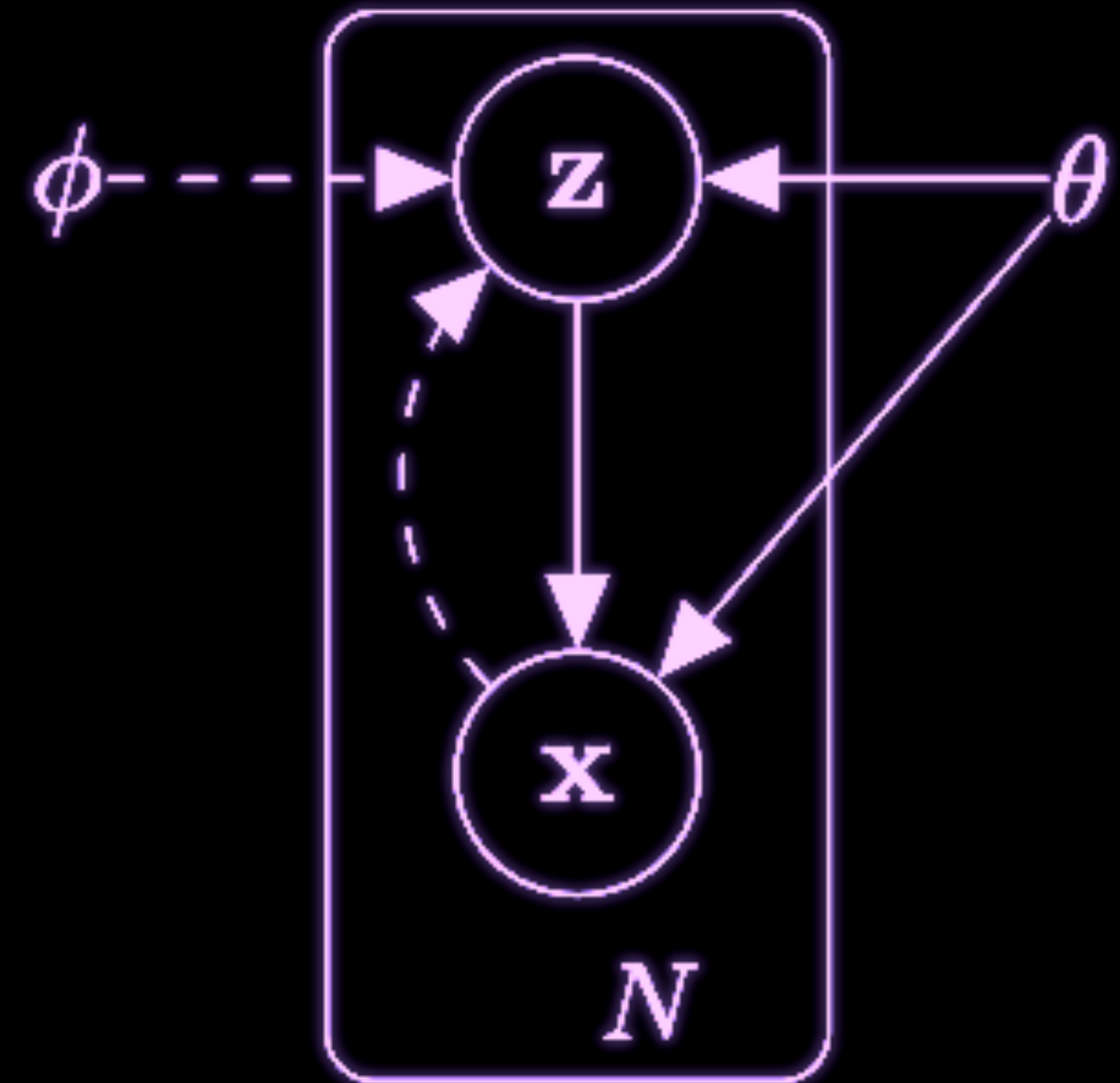


Recap of previous class



Variational auto encoders

- * The data \mathbf{x} and latent variable \mathbf{z}
- * The forward model
 - ✓ Sample the latent variable
 - ✓ Sample the data given the latent $p_{\theta}(\mathbf{x}|\mathbf{z})$
- * The marginal distribution $\int p_{\theta}(\mathbf{x}|\mathbf{z})p_{\theta}(\mathbf{z})d\mathbf{z}$
 - ✓ maybe intractable
- * The posterior distribution $p_{\theta}(\mathbf{z}|\mathbf{x})$
 - may also be intractable



Variational lower bound

* Defining the variational lower bound

$$L(\mathbf{x}; \phi, \theta) = \int q_{\phi}(\mathbf{z}|\mathbf{x}) \log \frac{p_{\theta}(\mathbf{x}, \mathbf{z})}{q_{\phi}(\mathbf{z}|\mathbf{x})} d\mathbf{z} = \mathbb{E}_q \left(\log \left[\frac{p_{\theta}(\mathbf{x}, \mathbf{z})}{q_{\phi}(\mathbf{z}|\mathbf{x})} \right] \right)$$

✓ Called ELBO (evidence lower bound of the data)

$$L(\mathbf{x}; \phi, \theta) = \log p_{\theta}(\mathbf{x}) - KL(q_{\phi}(\mathbf{z}|\mathbf{x}) || p_{\theta}(\mathbf{z}|\mathbf{x}))$$

○ Maximizing the lower bound

★ Maximizes the log likelihood of the data

★ Minimized the KL divergence between the true posterior distribution and approximation.



Reparameterization

- * Take a random variable independent of the data and parameters

$$\boldsymbol{\epsilon} \sim p(\boldsymbol{\epsilon})$$

- * Transform the random variable to the latent variable with parameters

$$\mathbf{z} = g(\boldsymbol{\epsilon}, \phi, \mathbf{x})$$

- * Now the gradient computation of the expectation can be simplified.

- ✓ Decoupling the sampling and the gradient computations on the term involving $\mathbb{E}_q \left(\log p_{\theta}(\mathbf{x}|\mathbf{z}) \right)$



Assumptions and Approximations

$$L(\mathbf{x}; \phi, \theta) = KL(q_\phi(\mathbf{z}|\mathbf{x})||p_\theta(z)) + \mathbb{E}_q \left(\log p_\theta(\mathbf{x}|\mathbf{z}) \right)$$

* Assume

$$p_\theta(z) = \mathcal{N}(\mathbf{z}; \mathbf{0}, \mathbf{I})$$

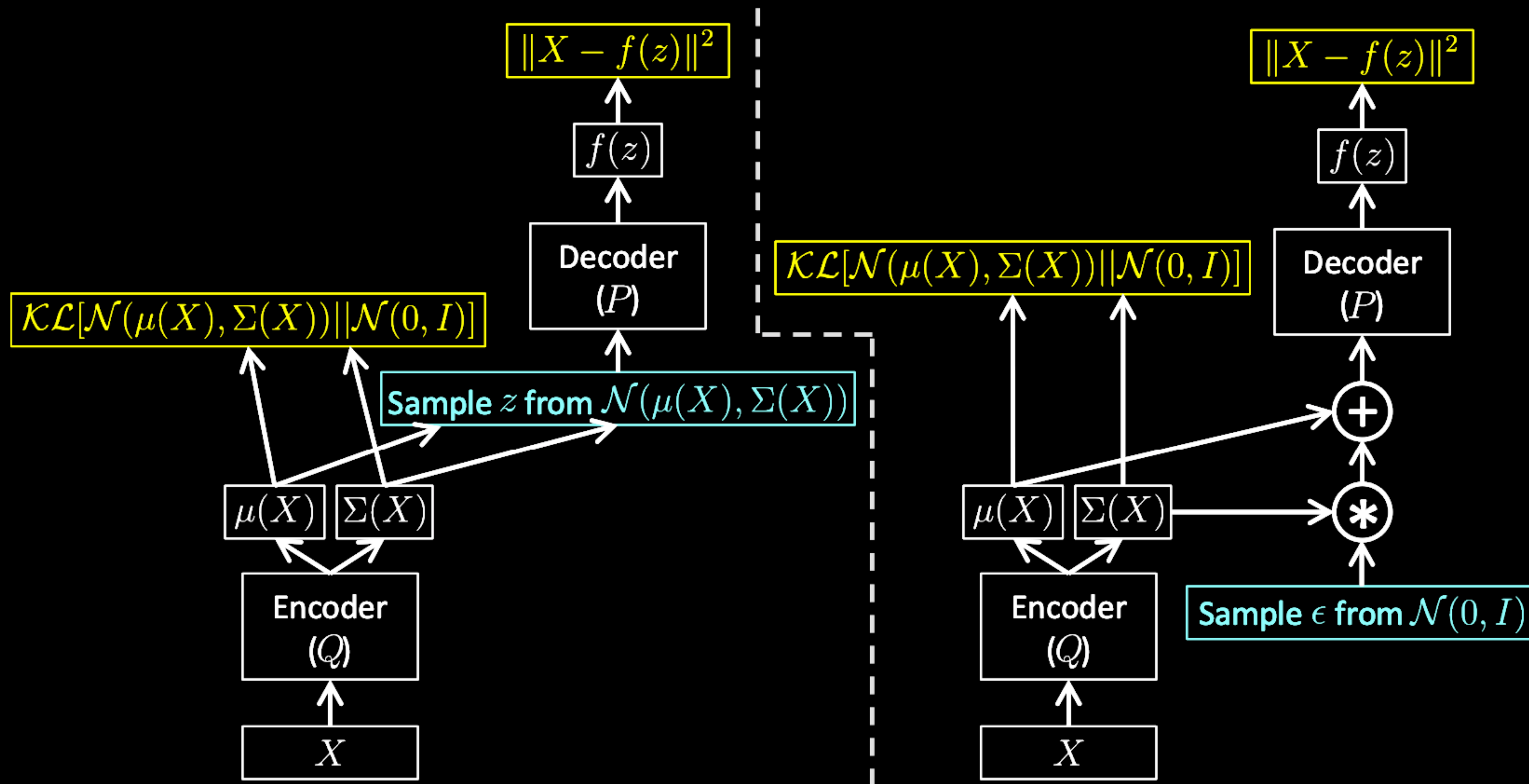
$$q_\phi(\mathbf{z}|\mathbf{x}) = \mathcal{N}(\mathbf{z}; \mu(\mathbf{x}), \sigma(\mathbf{x})^2 \mathbf{I})$$

→ The conditional distribution

$$p_\theta(\mathbf{x}|\mathbf{z}) = \mathcal{N}(\mathbf{x}; f(\mathbf{z}), \mathbf{I})$$

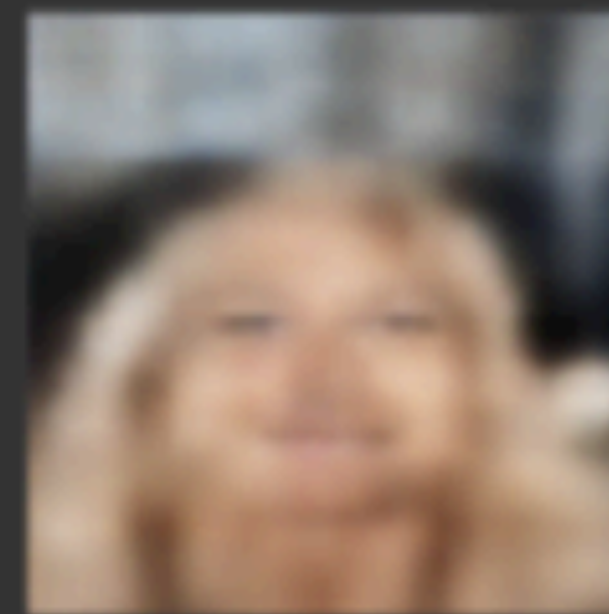


The algorithm



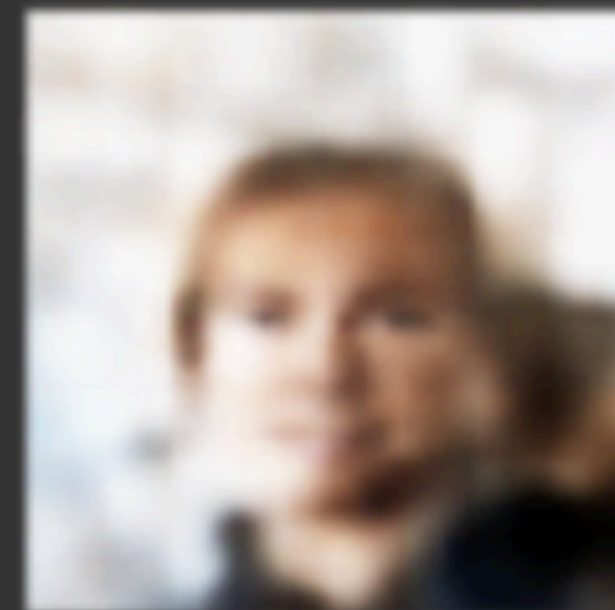
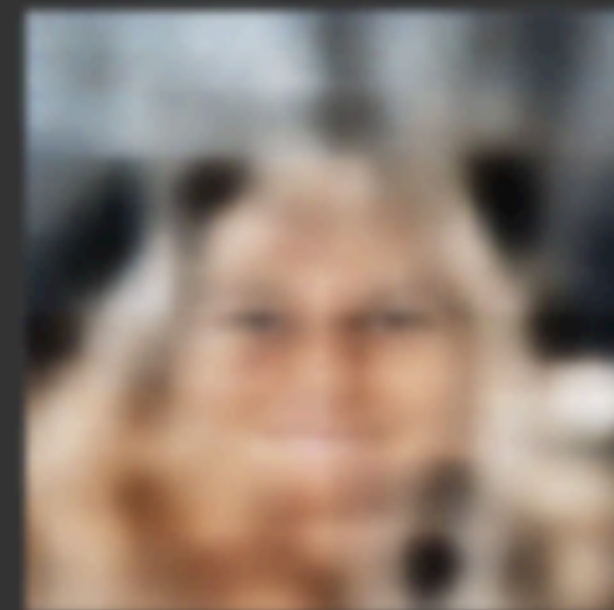
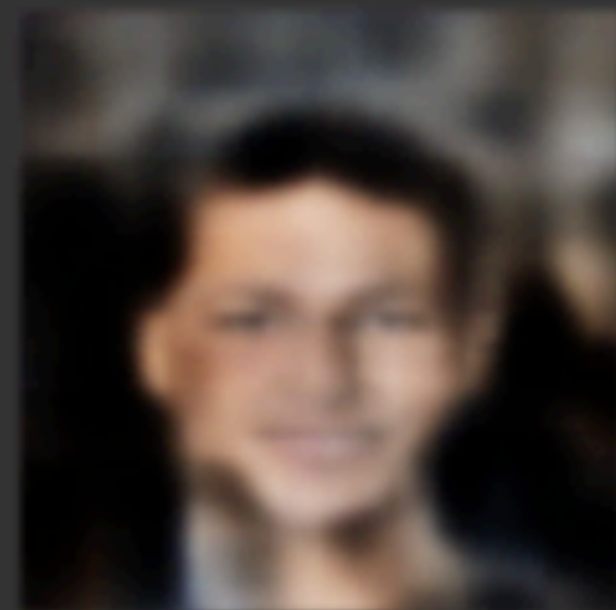
Standard AE - reconstruction

Celeb Faces Dataset



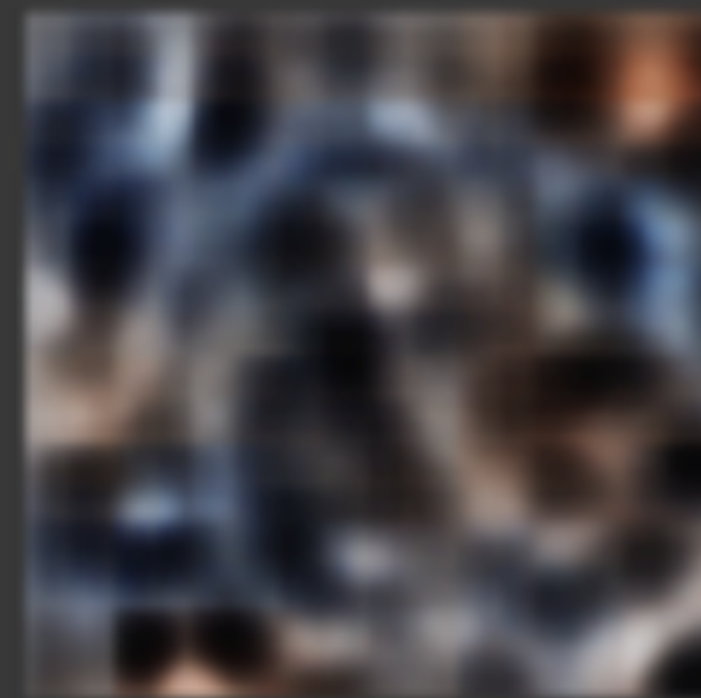
Standard AE with added noise - reconstruction

Celeb Faces Dataset

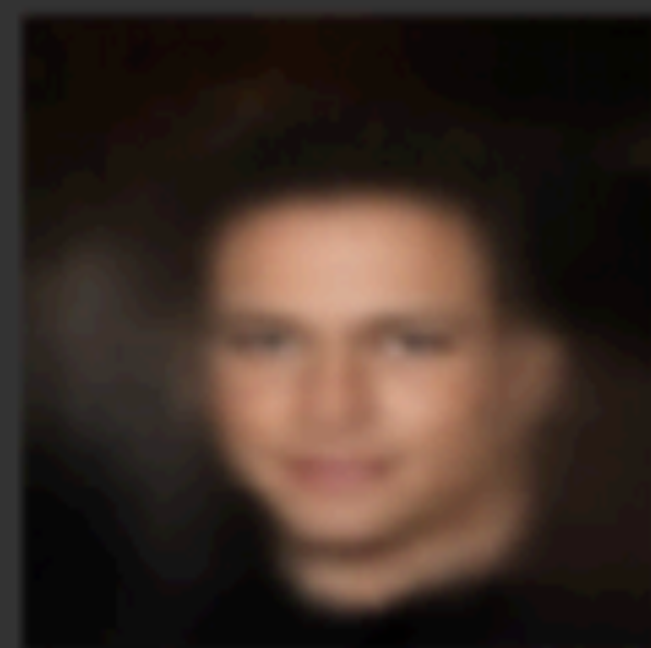
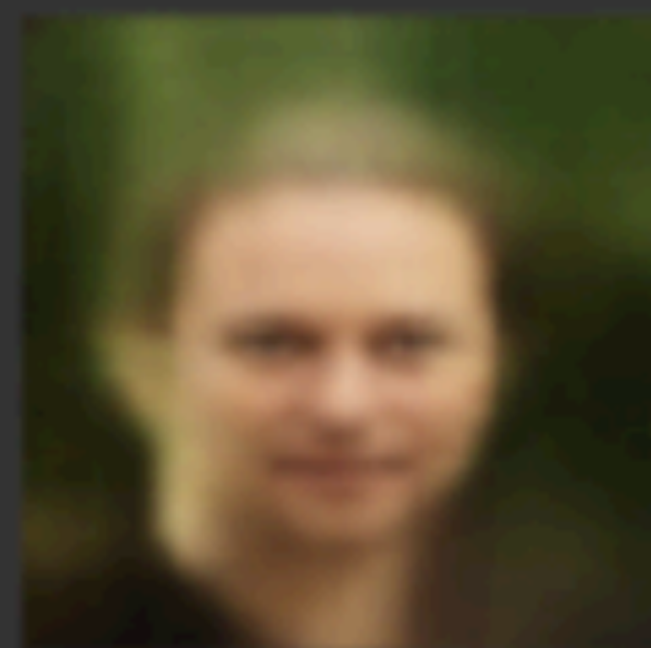
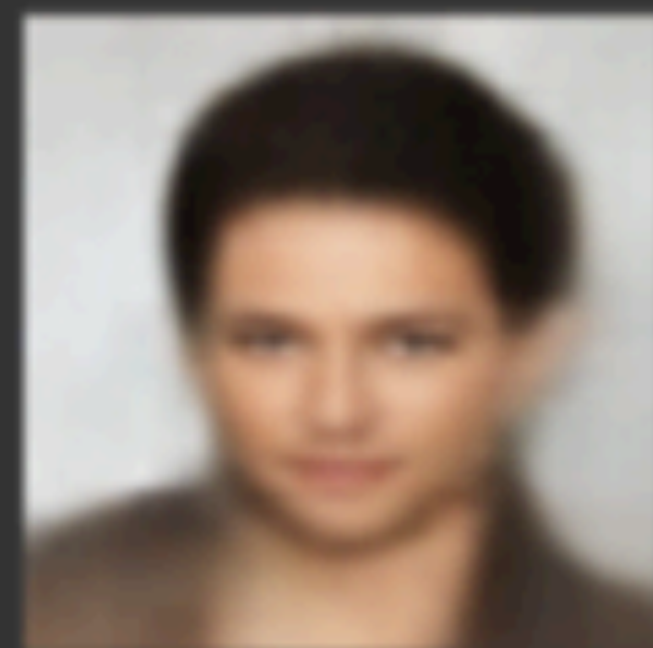
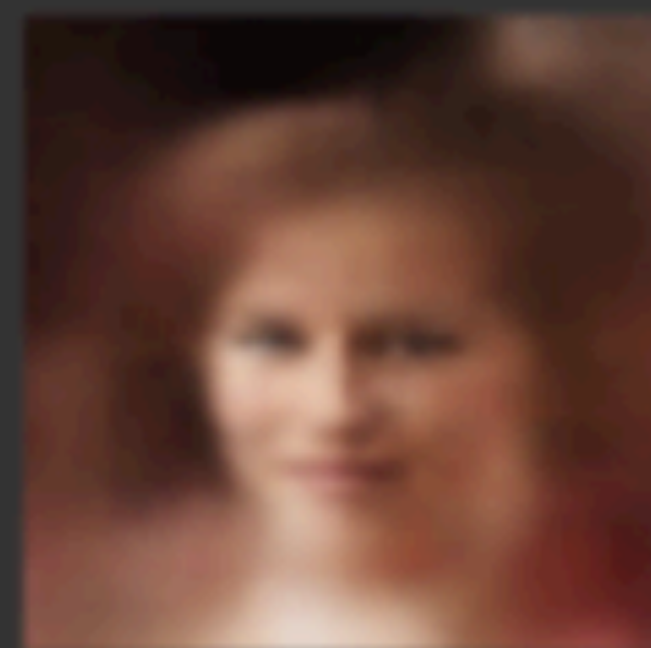
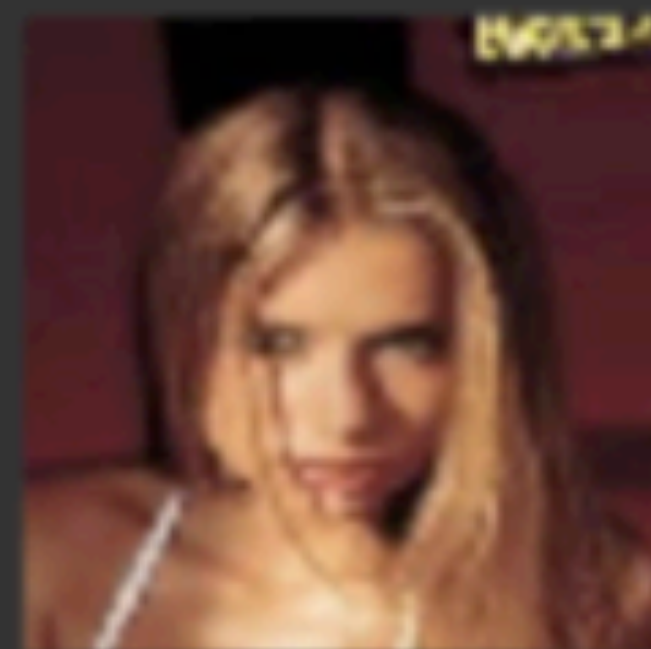


Standard AE only noise - reconstruction

Using noise as latent vector

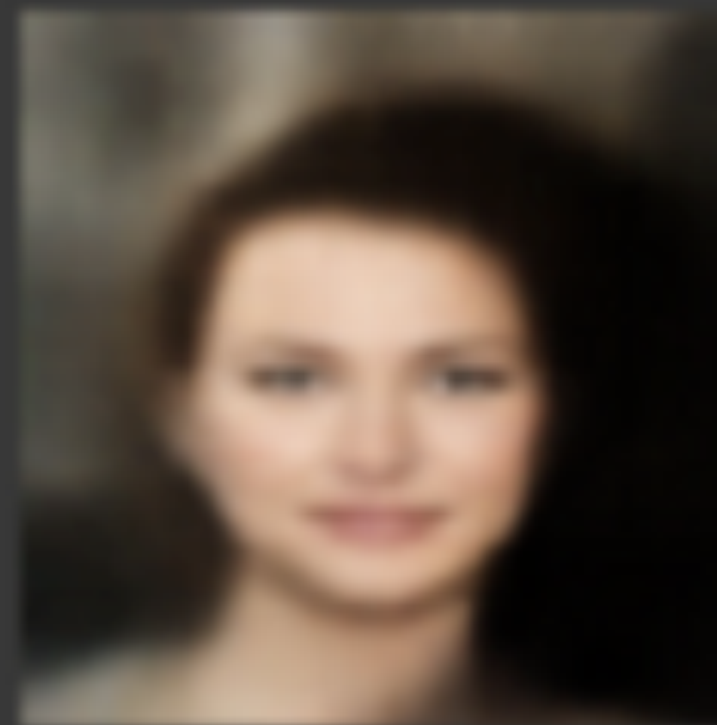
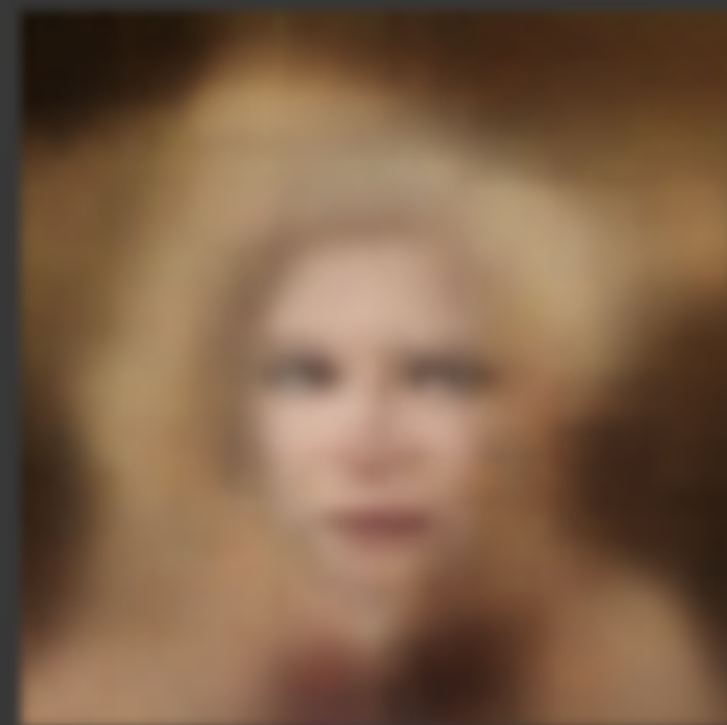


Variational Autoencoder - Using the sample



Variational Autoencoder - Using the random noise

Using random noise generated from standard Gaussian - latent dim (200D)



VAE

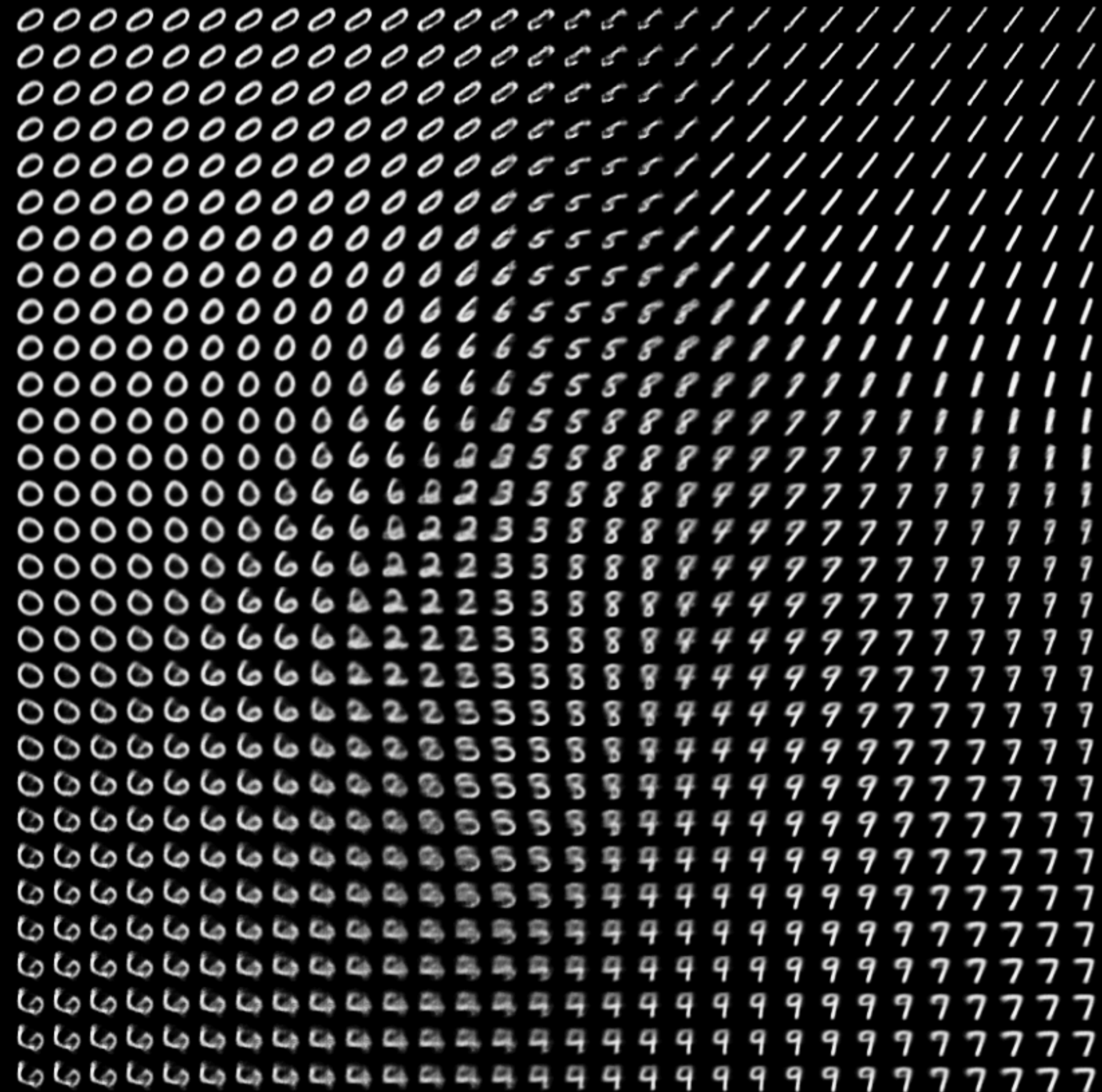
* MNIST dataset

→ linearly sampling from 2-D latent space.

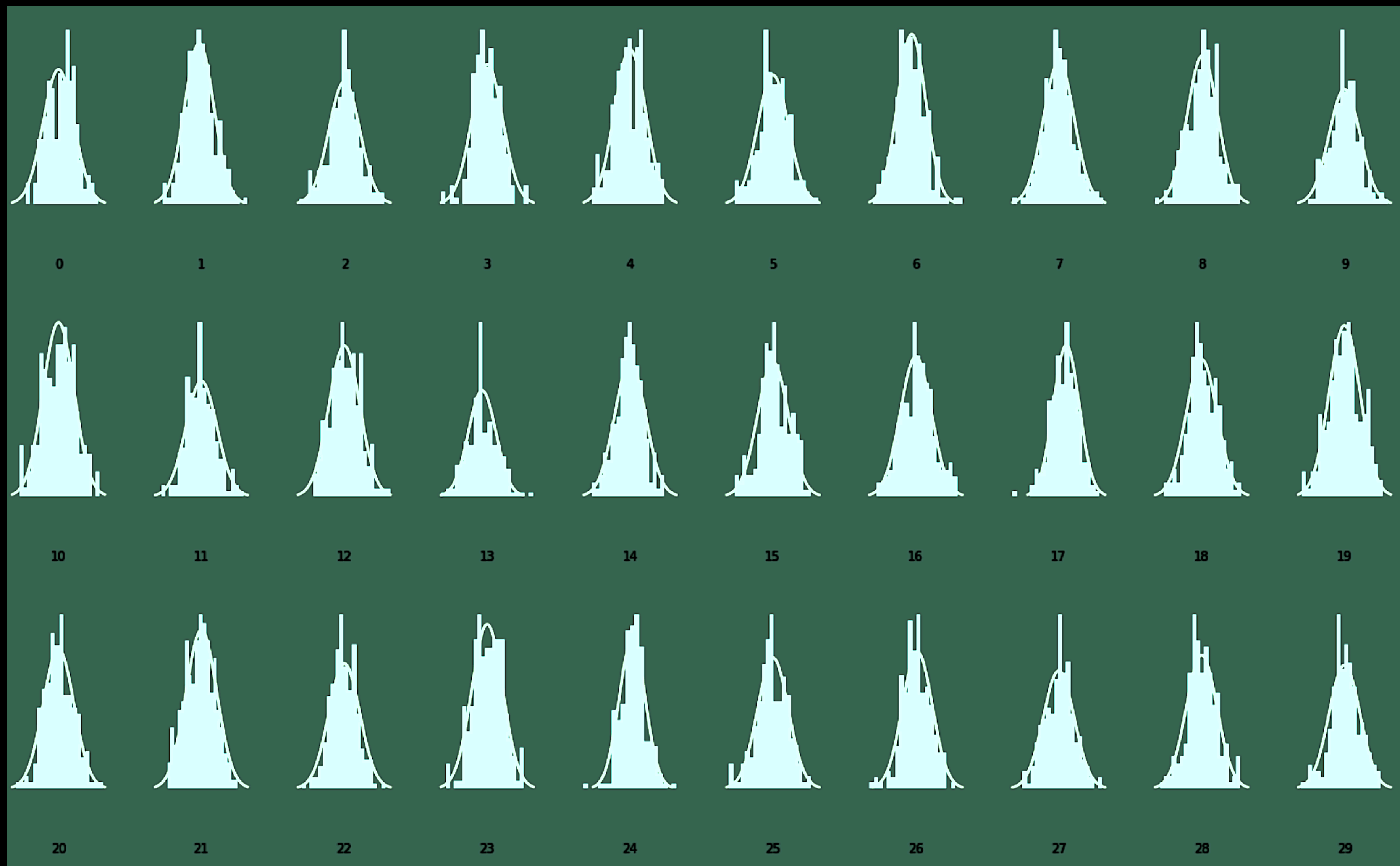
→ The latent space tends to cluster

✓ Similar digits can be found by minor variations

✓ There can be non-digits also in the output



VAE - latent distribution



Variational auto encoder

Kingma, Diederik P., and Max Welling. "Auto-encoding variational bayes." *arXiv preprint arXiv:1312.6114* (2013).

* more Reading

→ Kingma, Diederik P., and Max Welling. "An introduction to variational autoencoders." *arXiv preprint arXiv:1906.02691* (2019).

* More reading

→ Doersch, Carl. "Tutorial on variational autoencoders." *arXiv preprint arXiv:1606.05908* (2016).

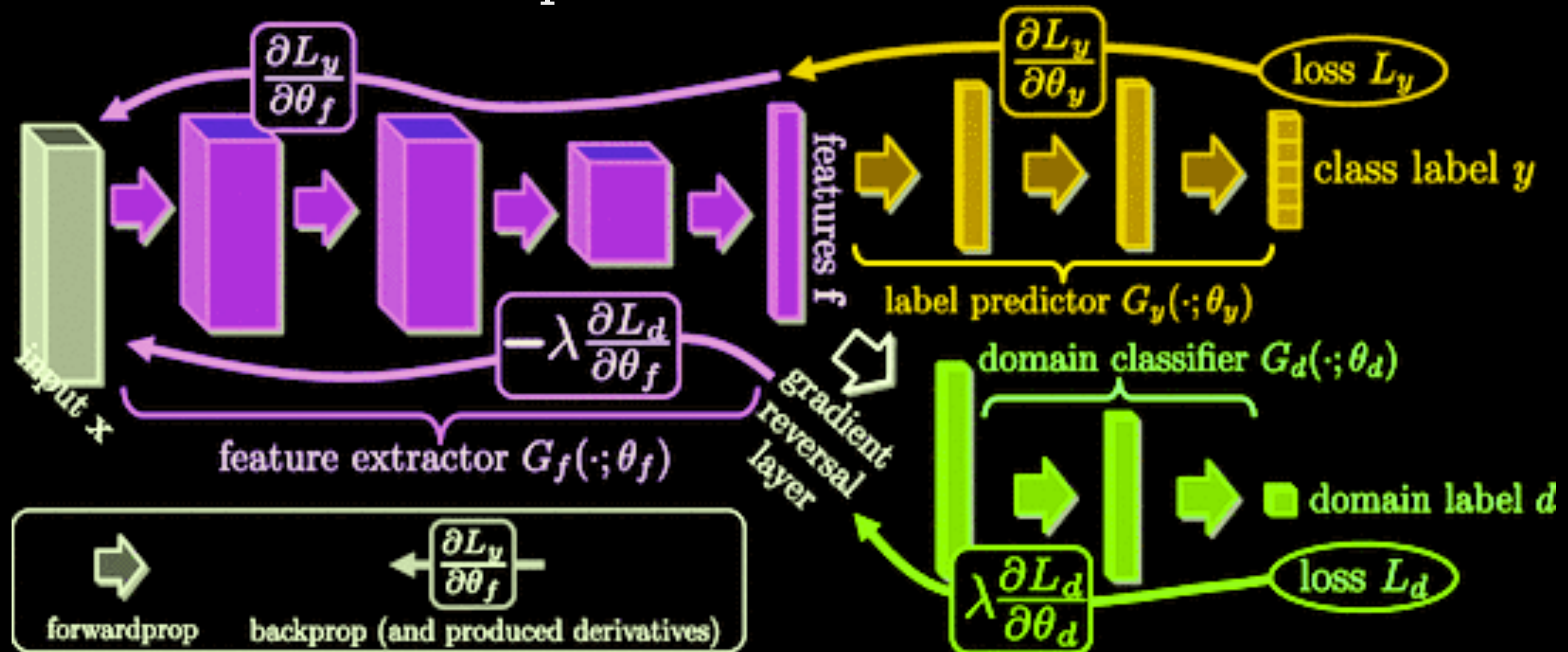


Adversarial loss

* Increasing the loss on certain nuisance directions

→ To increase the invariance of the representations

Domain
Adversarial
Loss



Generative Adversarial Networks

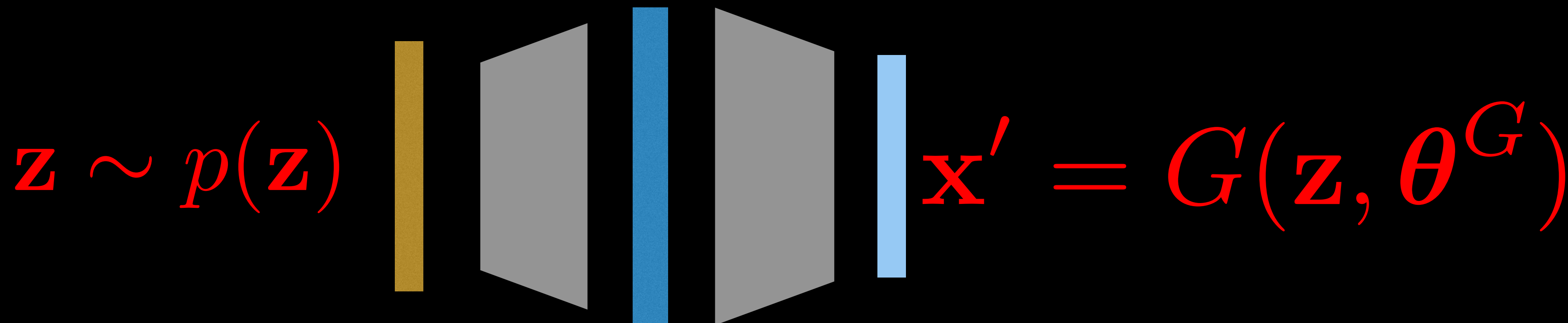
* Generator networks

→ Differentiable network

→ Draws a random noise sample

✓ Convert the noise to the data distribution

$$\mathbf{x}' \sim p_{\theta^G}(\mathbf{x}|\mathbf{z})$$



GAN - generator



Draw
Samples



We start with a **random distribution**

Samples drawn from the random distribution are sent to the generator as input

The generator transforms **samples** drawn from the **random distribution** to **samples** that resembles those that are drawn from the **actual distribution**

Transformed **samples** as the generator's output

Generative Adversarial Networks

* Discriminator network

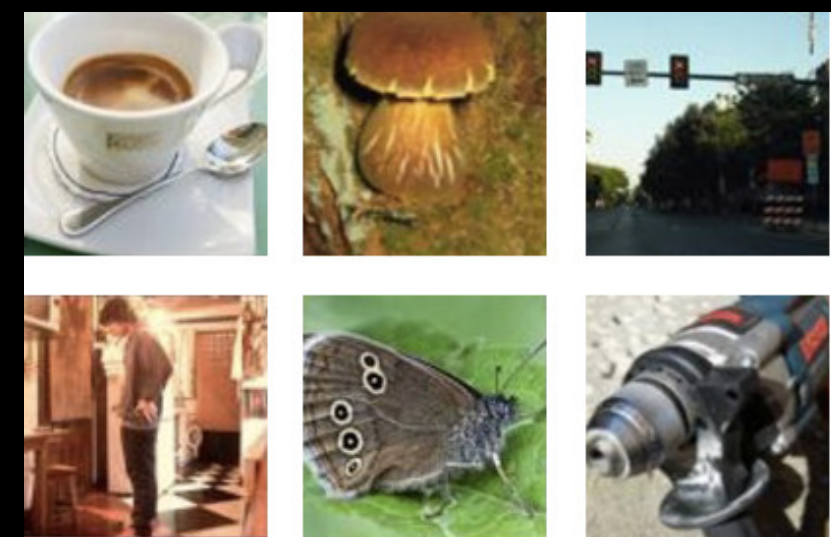
→ Two class classifier

✓ Label 0 for x'

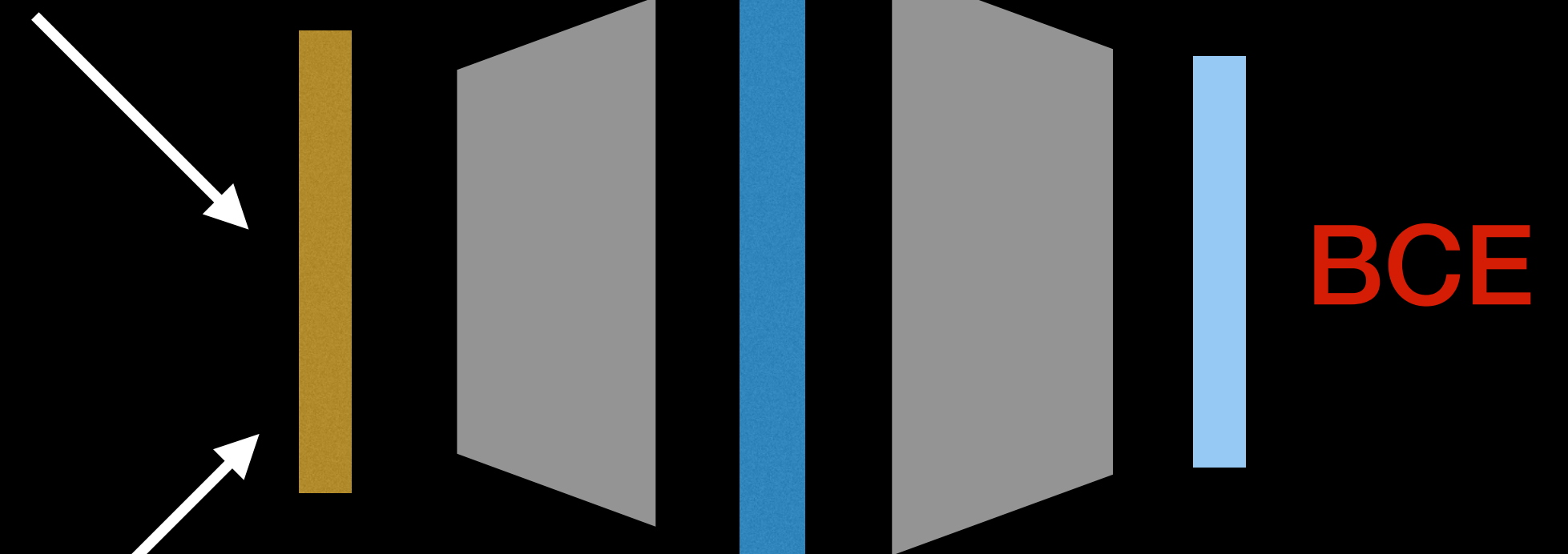
✓ Label 1 for x

→ Model learning

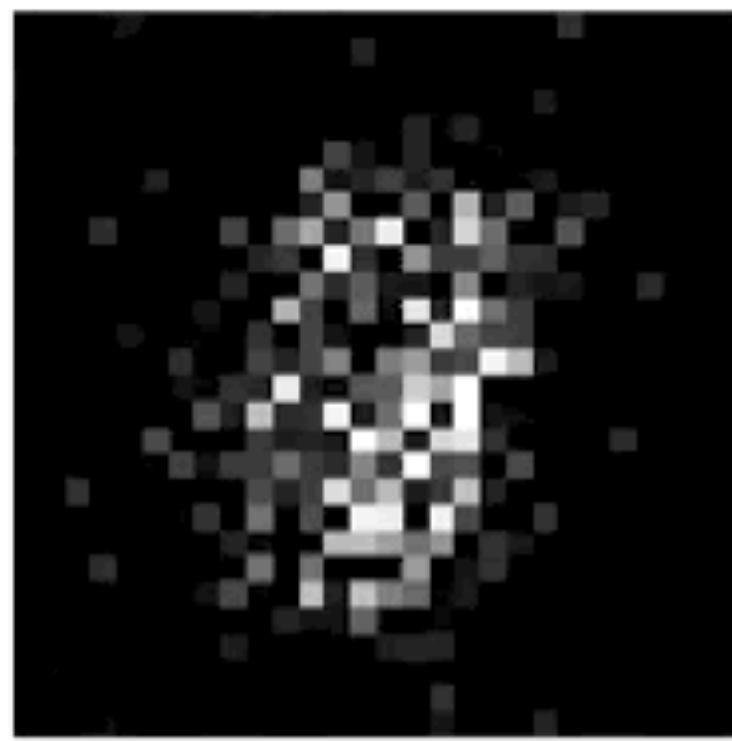
Model generated samples



True samples



GAN - discriminator



The discriminator takes images as input, and predicts the most likely class (real or fake) of the input image

Min-max game

* The binary cross entropy loss at the discriminator network is

$$E_D = -\mathbb{E}_{\mathbf{x} \sim p_{data}(\mathbf{x})} [\log D(\mathbf{x})] - \mathbb{E}_{\mathbf{z} \sim p(\mathbf{z})} [\log D(G(\mathbf{z}))]$$

$$E_G = -E_D$$

* The discriminator is trained using B.C.E loss

$$\theta_D^n = \theta_D^{n-1} - \eta \frac{\partial E_D}{\partial \theta_D}$$



Min-max game

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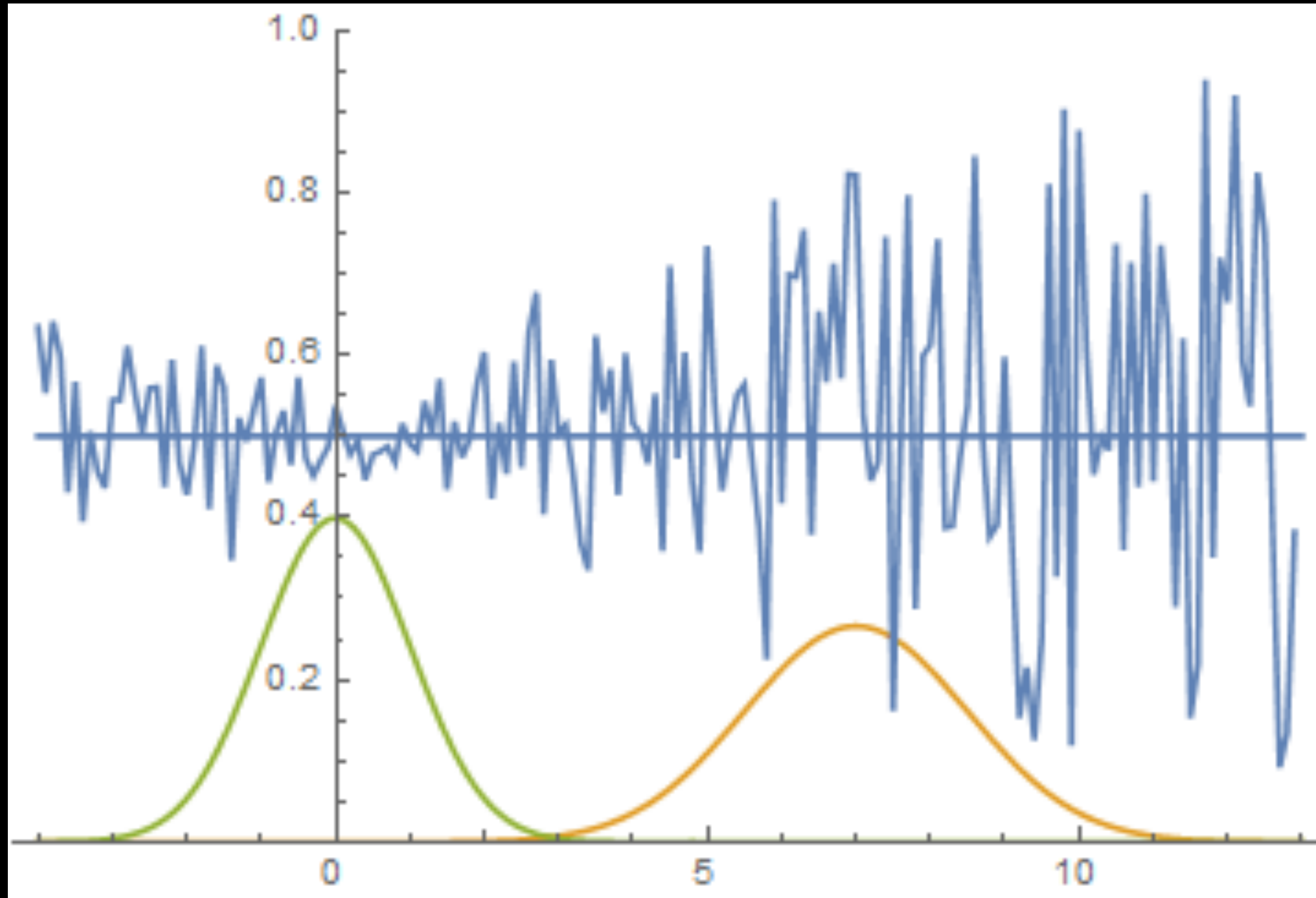
$$E_G = -E_D$$

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GAN - Simple example



GAN - considerations

- Usually the discriminator “wins”
 - This is a good thing—the theoretical justifications are based on assuming D is perfect
- Usually D is bigger and deeper than G
 - The D starts off with much faster saturation.
- Learning of G happens even when D is saturated
- Equilibrium - Discriminator is defeated and outputs half for both real and model generated samples.

