

# Generative Adversarial Networks

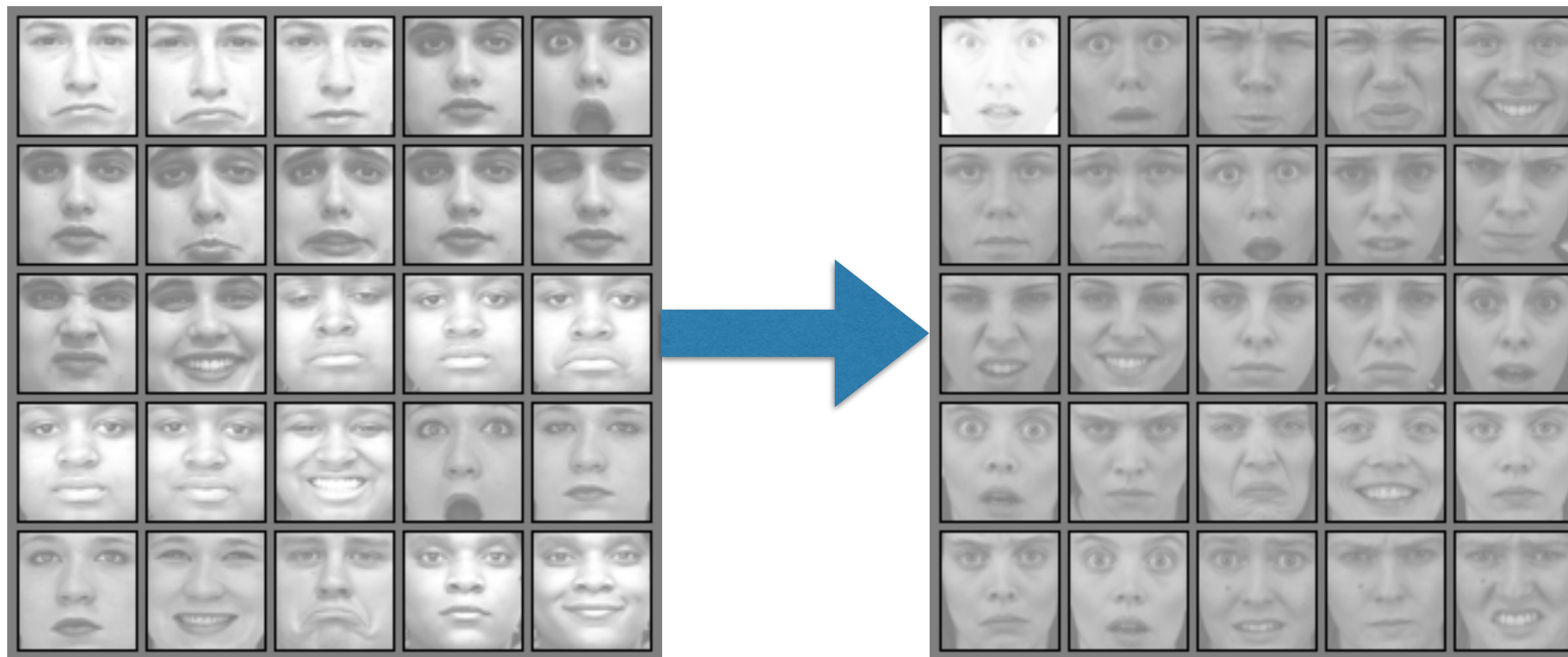
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Research Scientist

OpenAI

GPU Technology Conference  
San Jose, California  
2016-04-05

# Generative Modeling

- Have training examples:  $\mathbf{x} \sim p_{\text{train}}(\mathbf{x})$
- Want a model that can draw samples:  $\mathbf{x} \sim p_{\text{model}}(\mathbf{x})$
- Want  $p_{\text{model}}(\mathbf{x}) = p_{\text{data}}(\mathbf{x})$



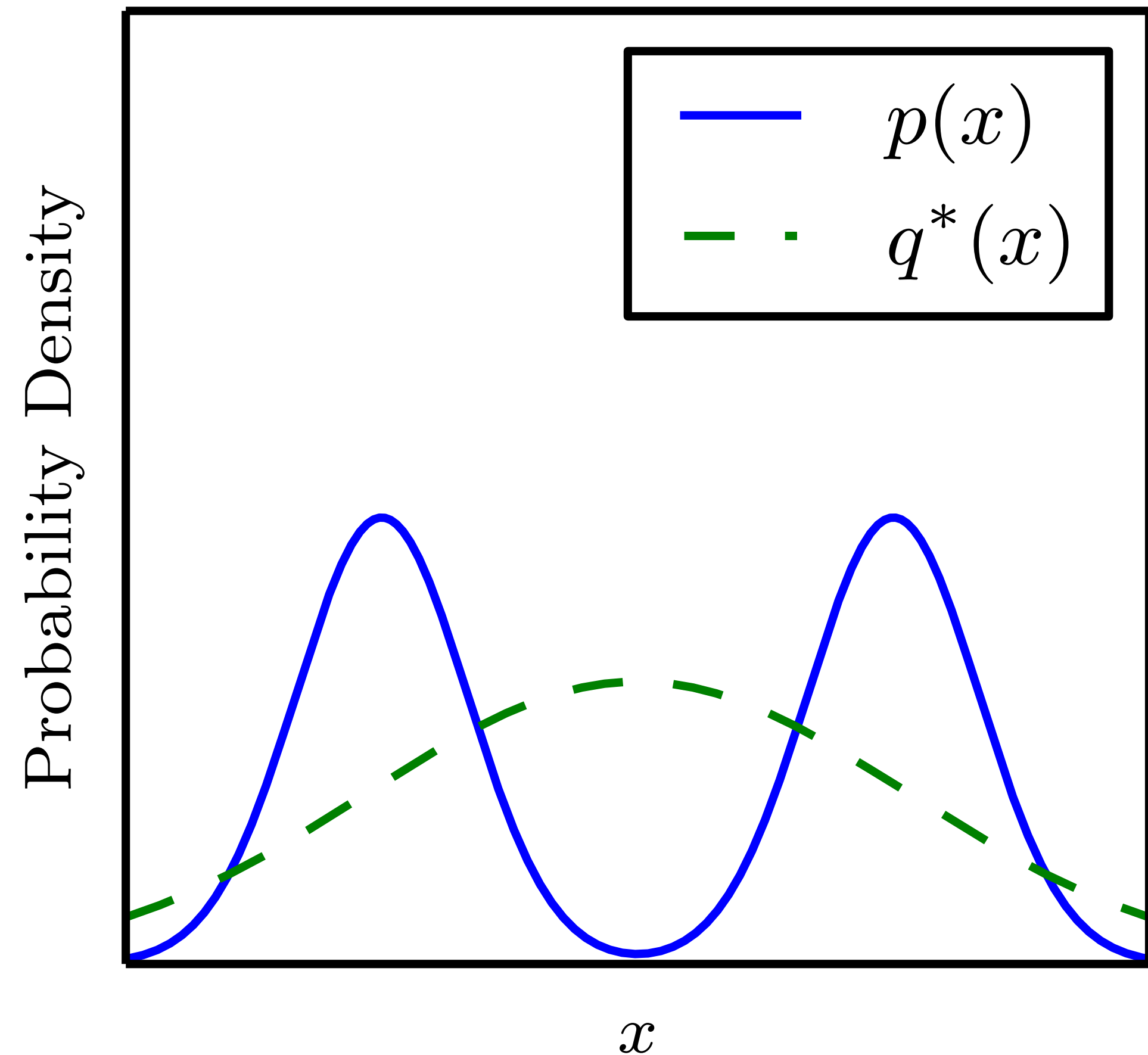
(Images from  
Toronto Face  
Database)

# Example Applications

- Image manipulation
- Text to speech
- Machine translation

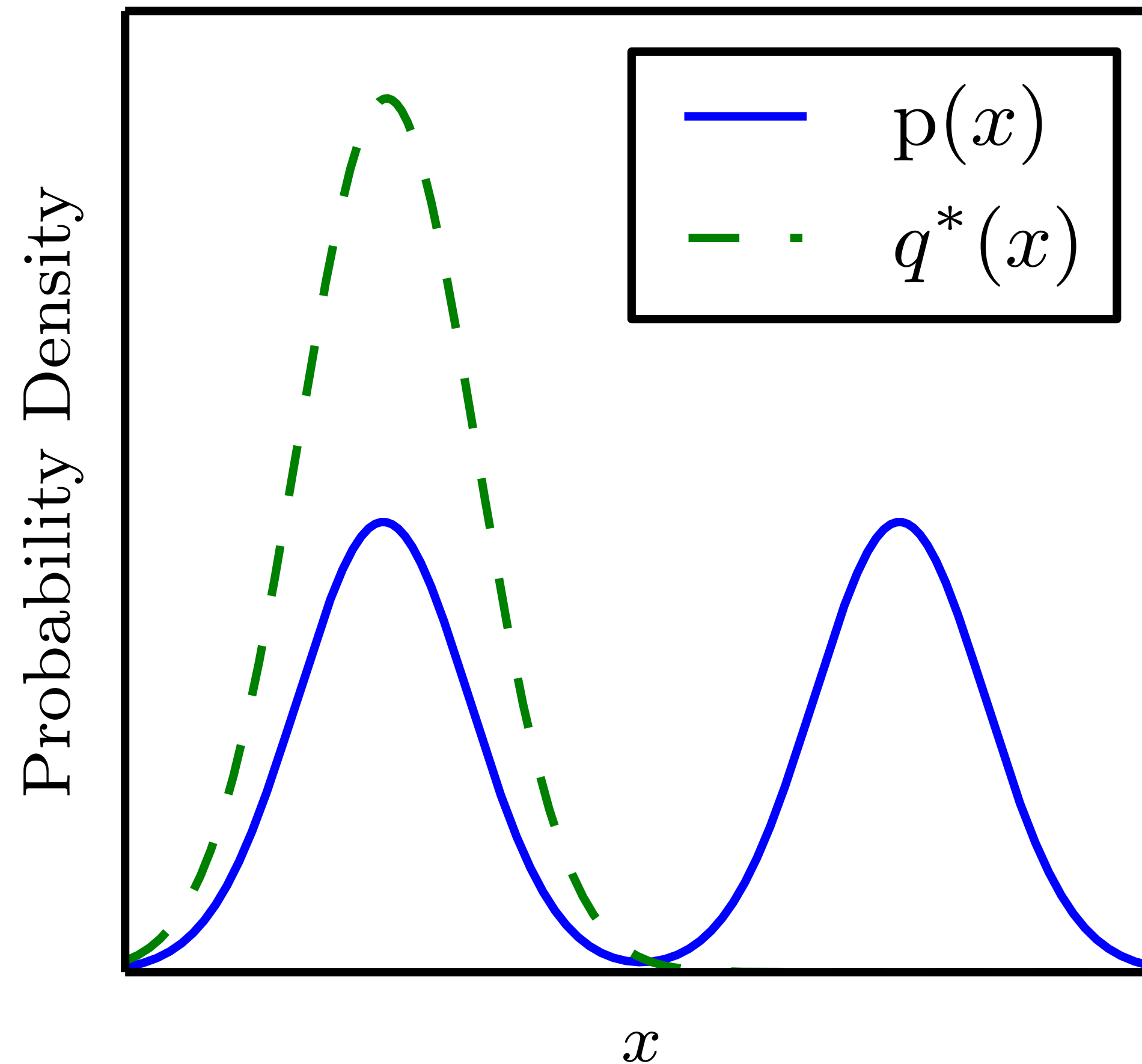
# Modeling Priorities

$$q^* = \operatorname{argmin}_q D_{\text{KL}}(p||q)$$



Put high probability where there should be high probability

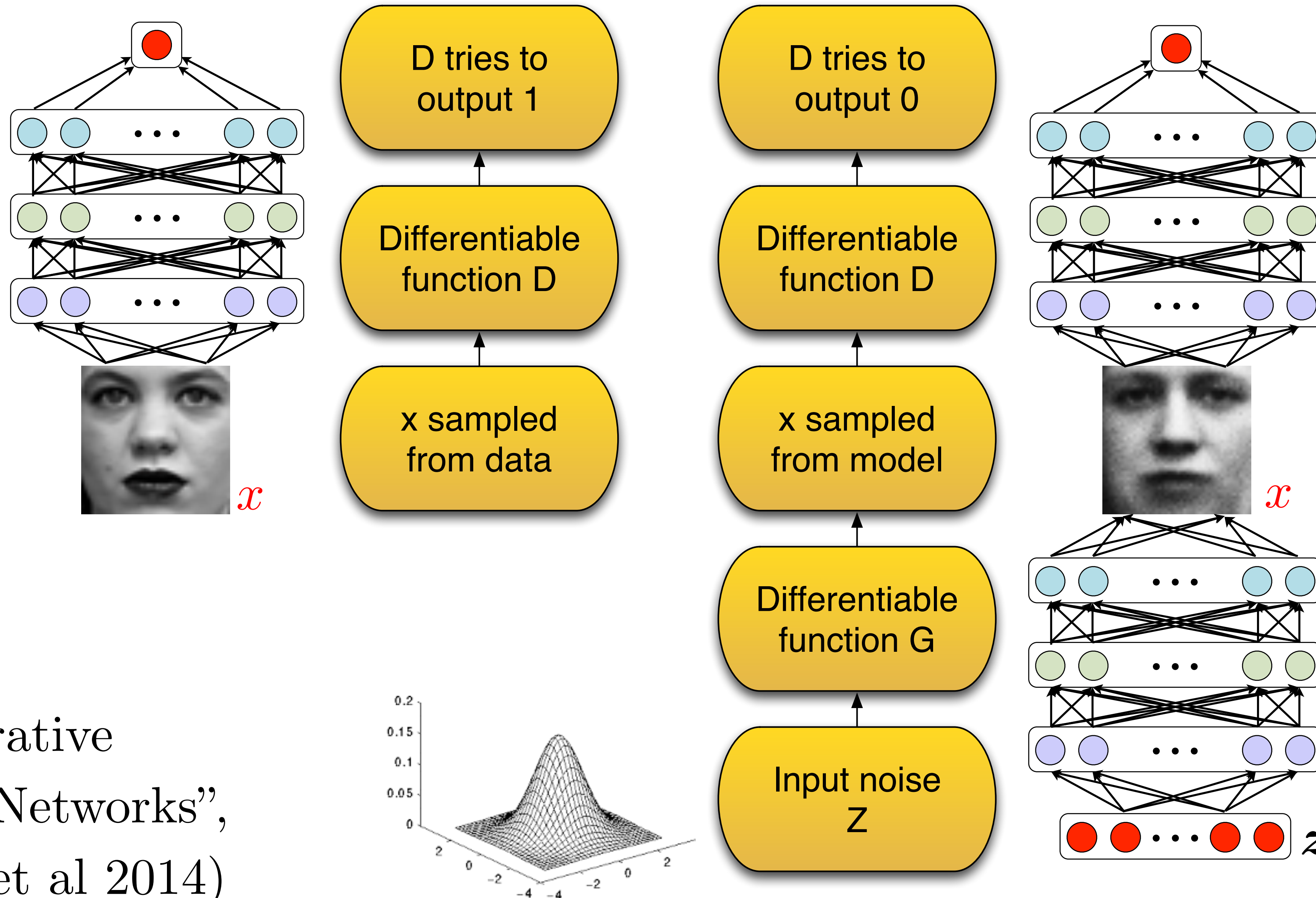
$$q^* = \operatorname{argmin}_q D_{\text{KL}}(q||p)$$



Put low probability where there should be low probability

(*Deep Learning*,  
Goodfellow,  
Bengio, and  
Courville 2016)

# Generative Adversarial Networks

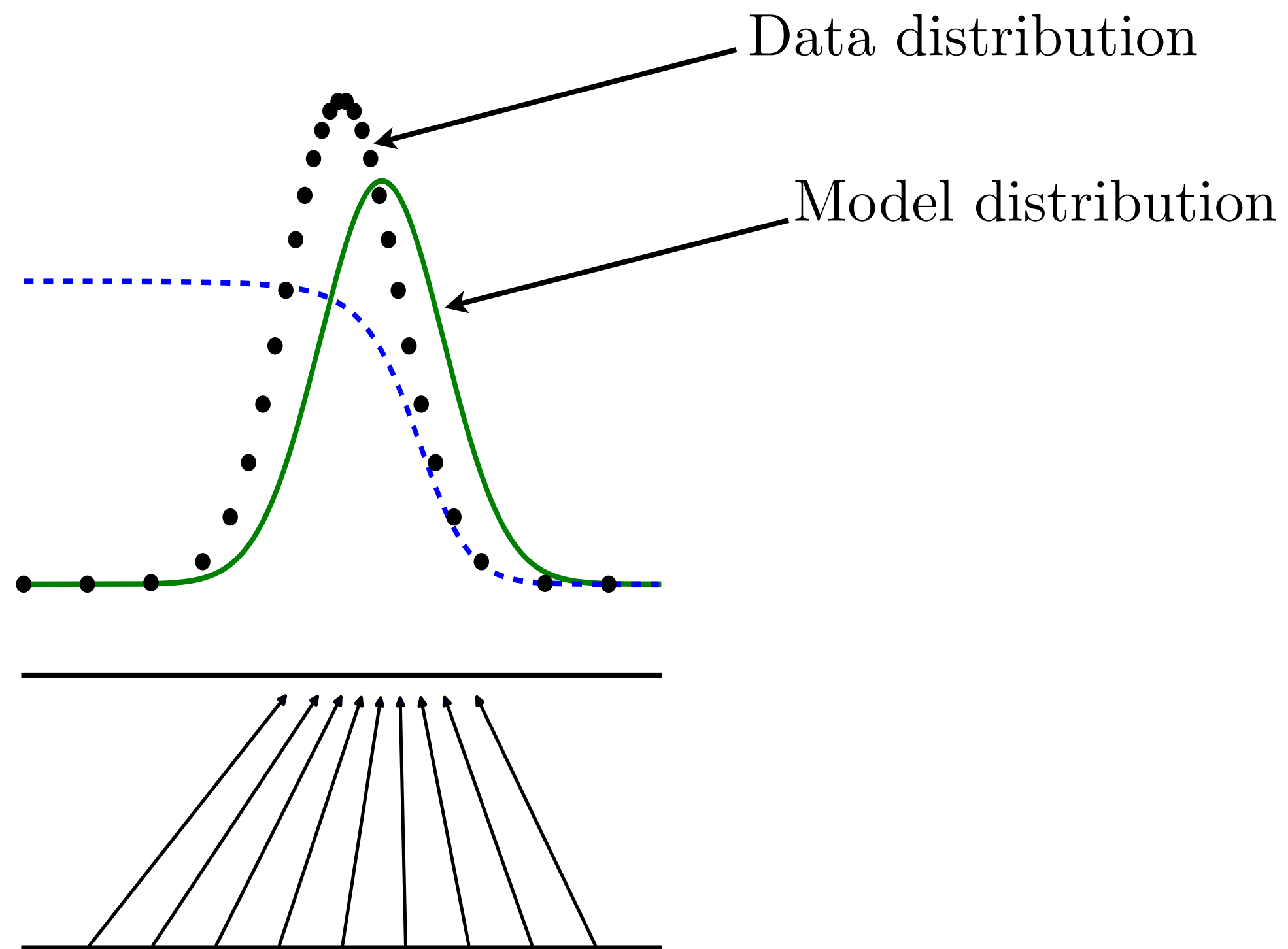


(“Generative Adversarial Networks”, Goodfellow et al 2014)

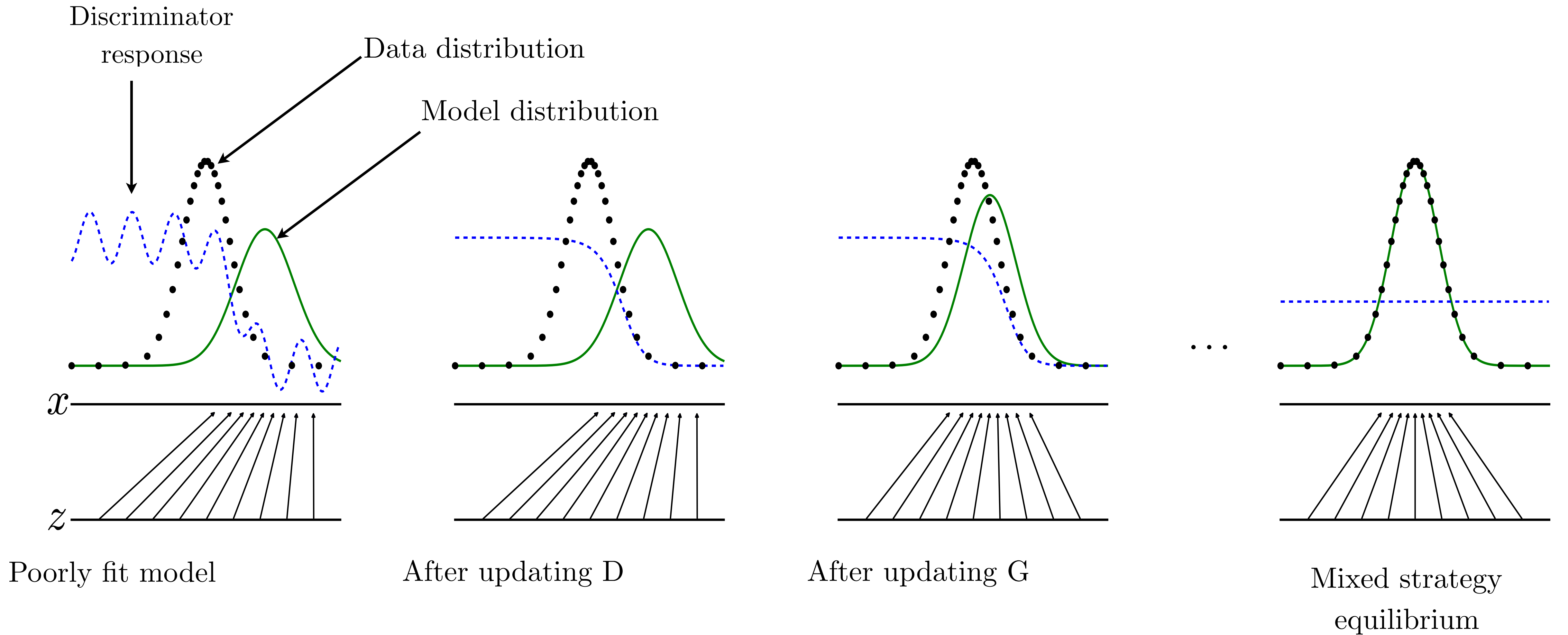
# Discriminator Strategy

Optimal  $D(\mathbf{x})$  for any  $p_{\text{data}}(\mathbf{x})$  and  $p_{\text{model}}(\mathbf{x})$  is always

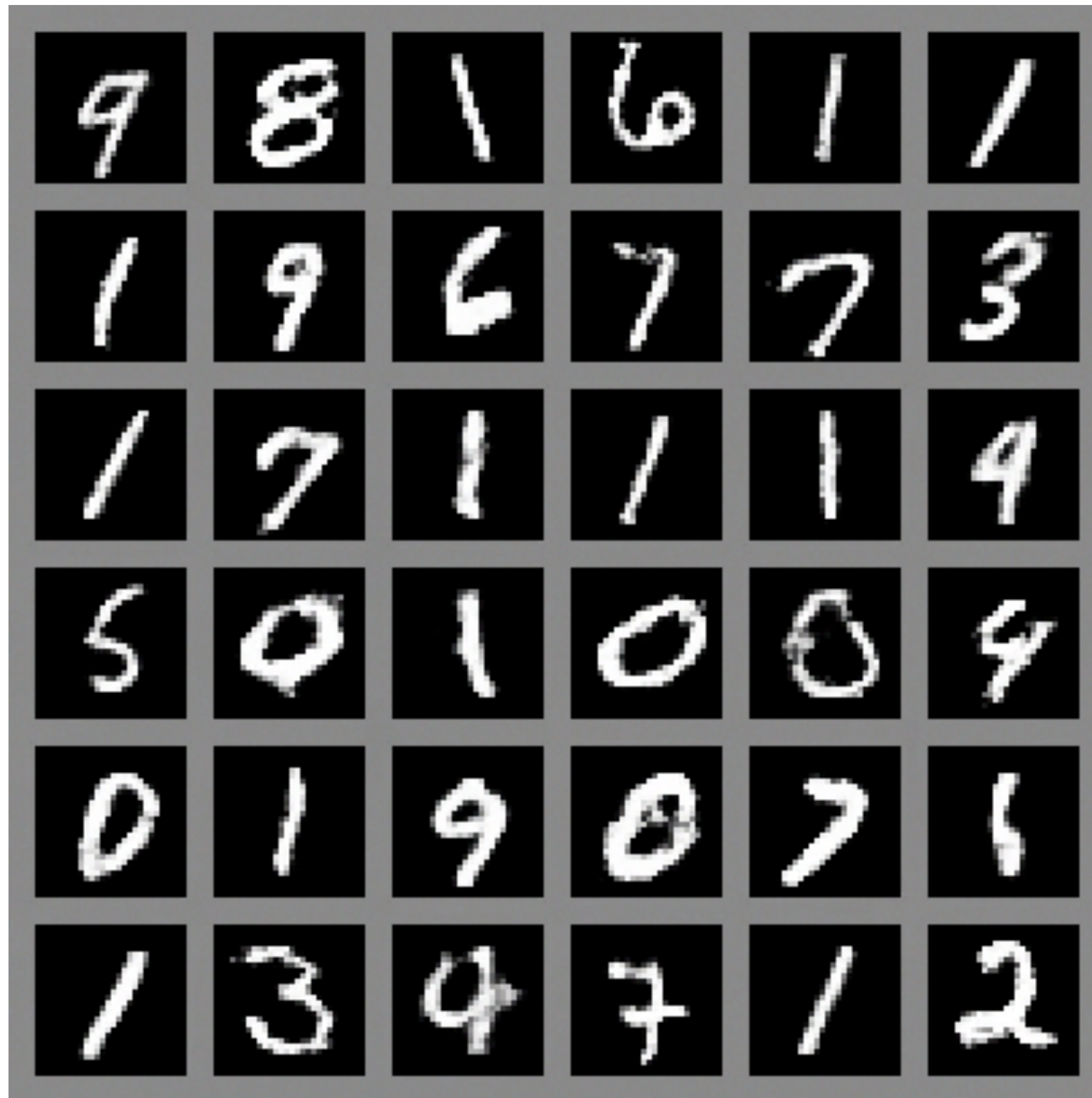
$$D(x) = \frac{p_{\text{data}}(x)}{p_{\text{data}}(x) + p_{\text{model}}(x)}$$



# Learning Process



# Generator Transformation Videos



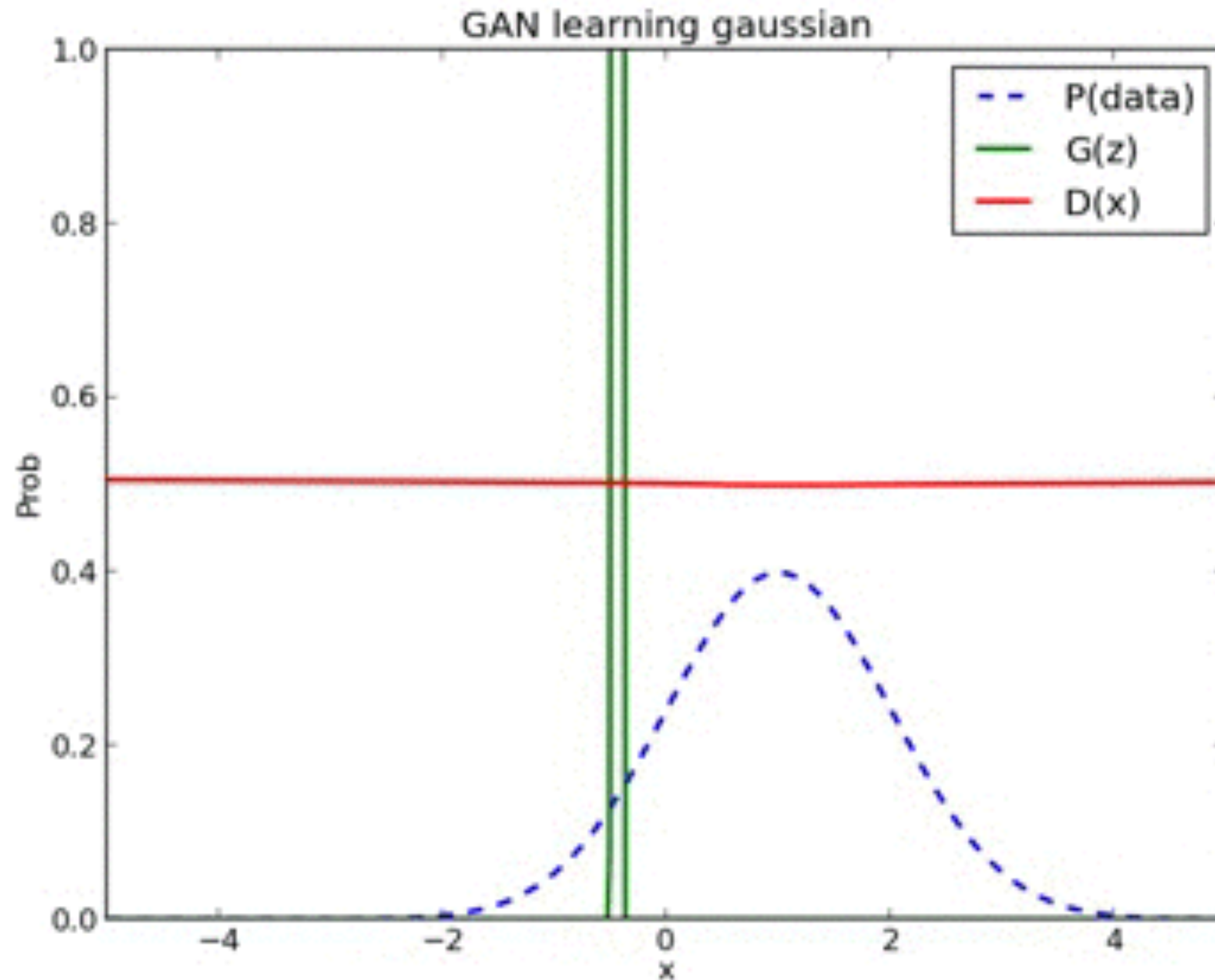
MNIST digit dataset



Toronto Face Dataset (TFD)

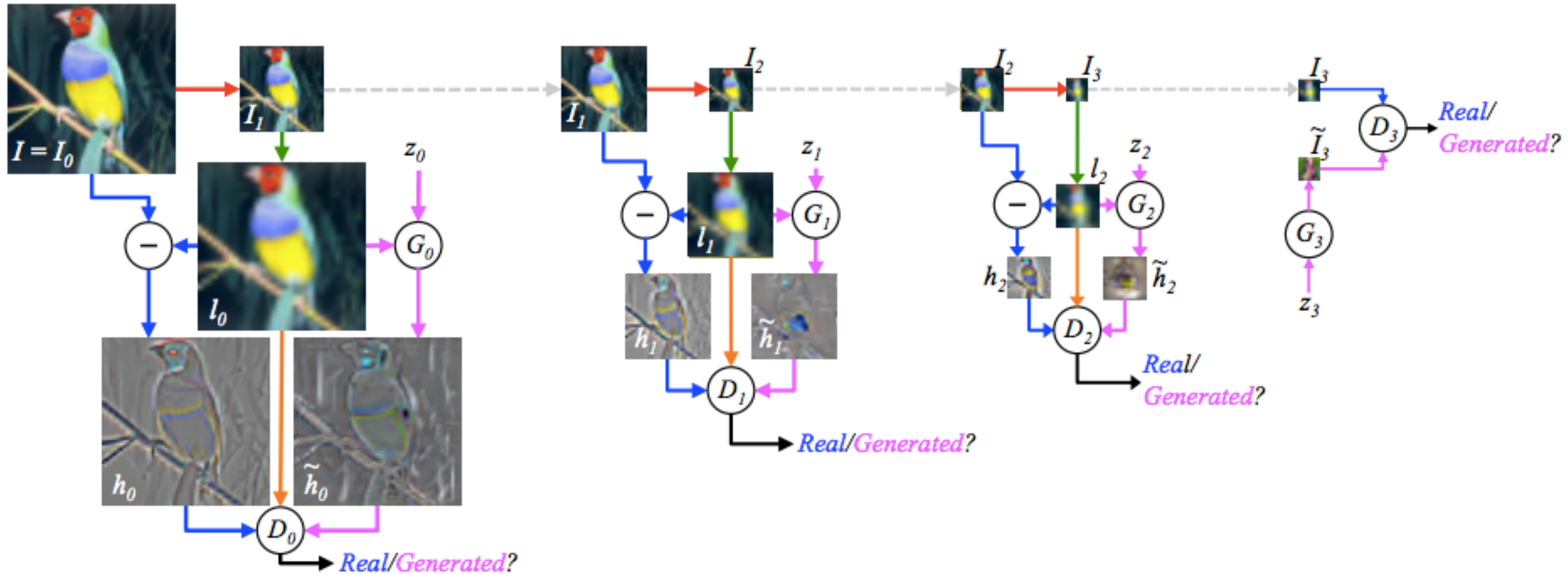


# Non-Convergence



(Alec Radford)

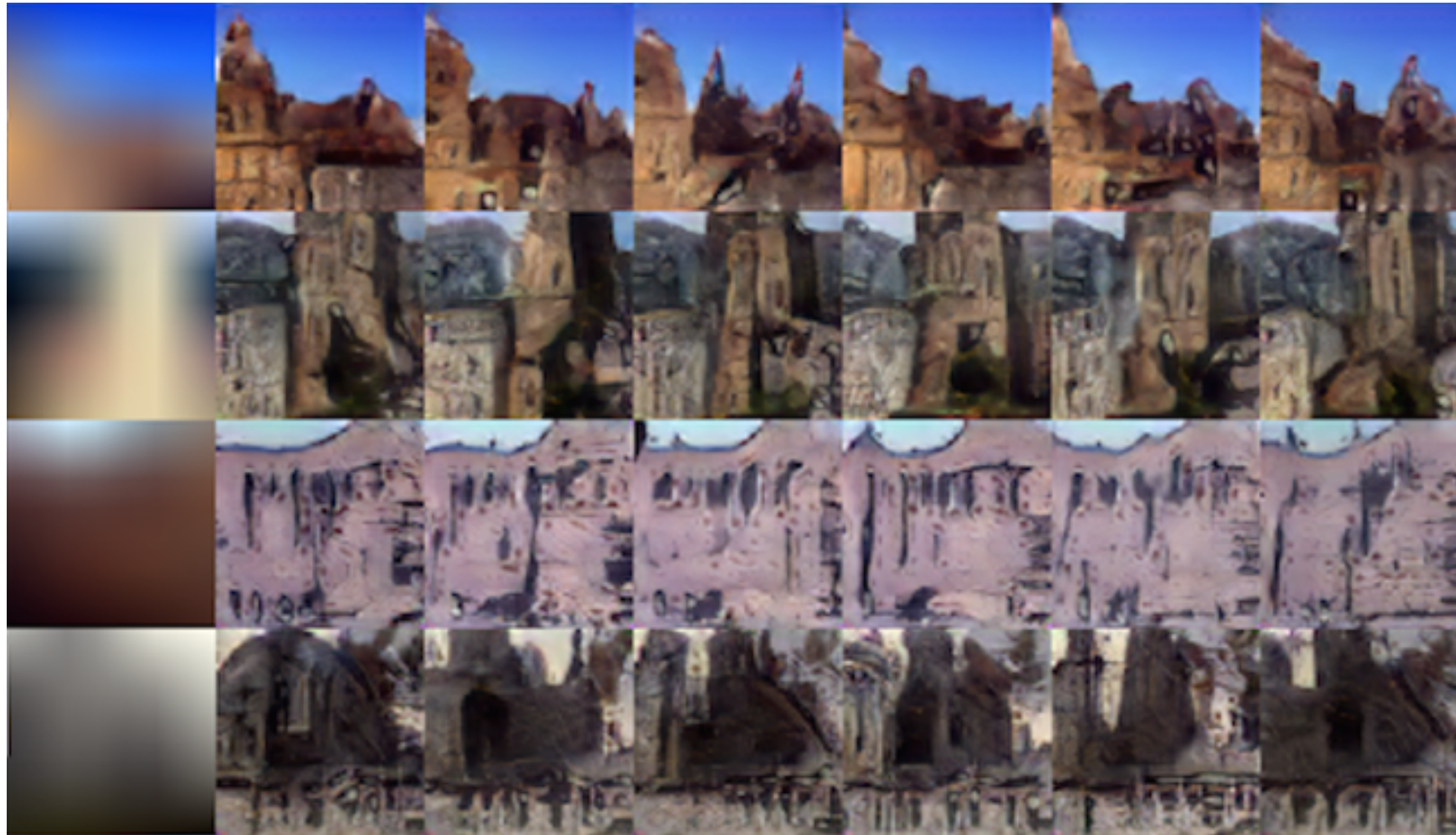
# Laplacian Pyramid



(Denton+Chintala et al 2015)

# LAPGAN Results

- 40% of samples mistaken *by humans* for real photographs



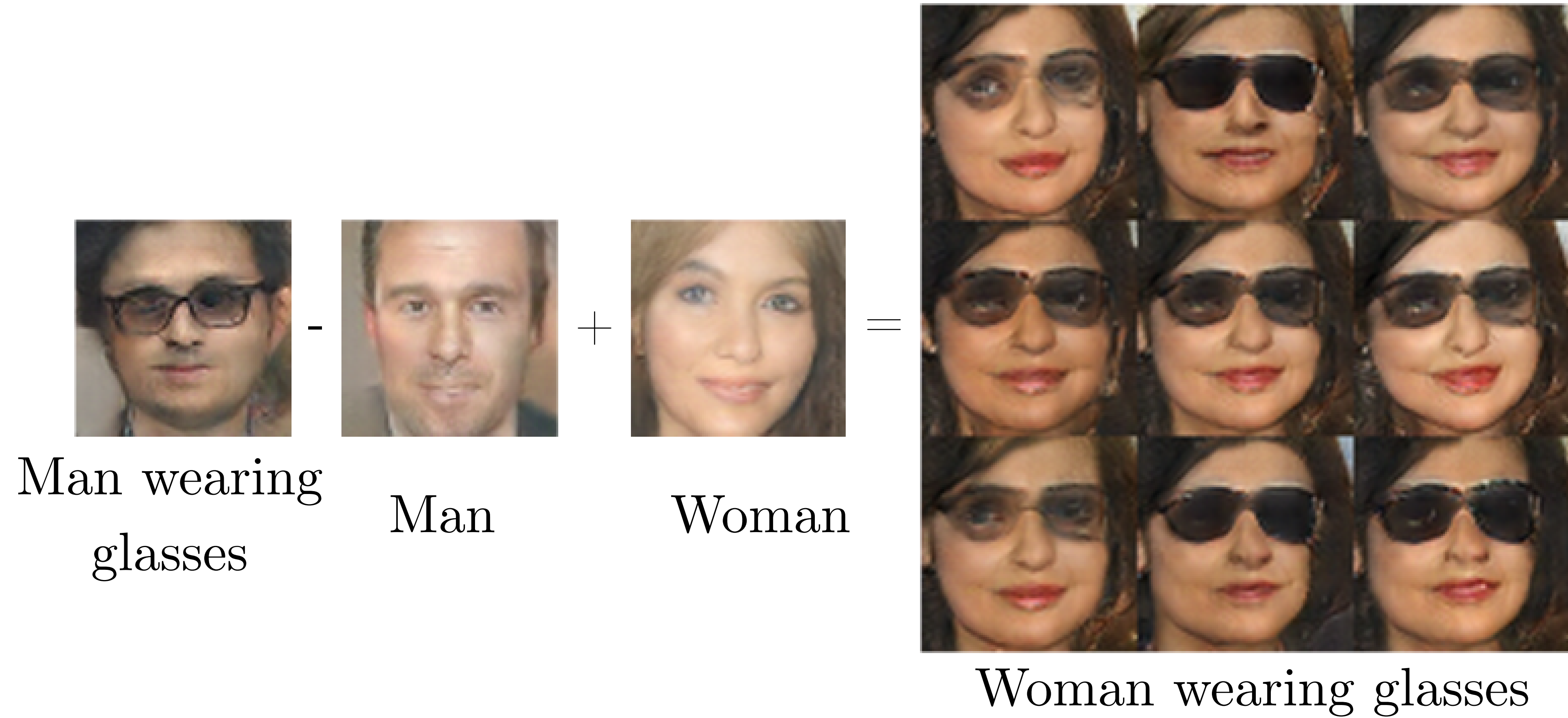
(Denton+Chintala et al 2015)

# DCGAN Results



(Radford et al 2015)

# Arithmetic on Face Semantics

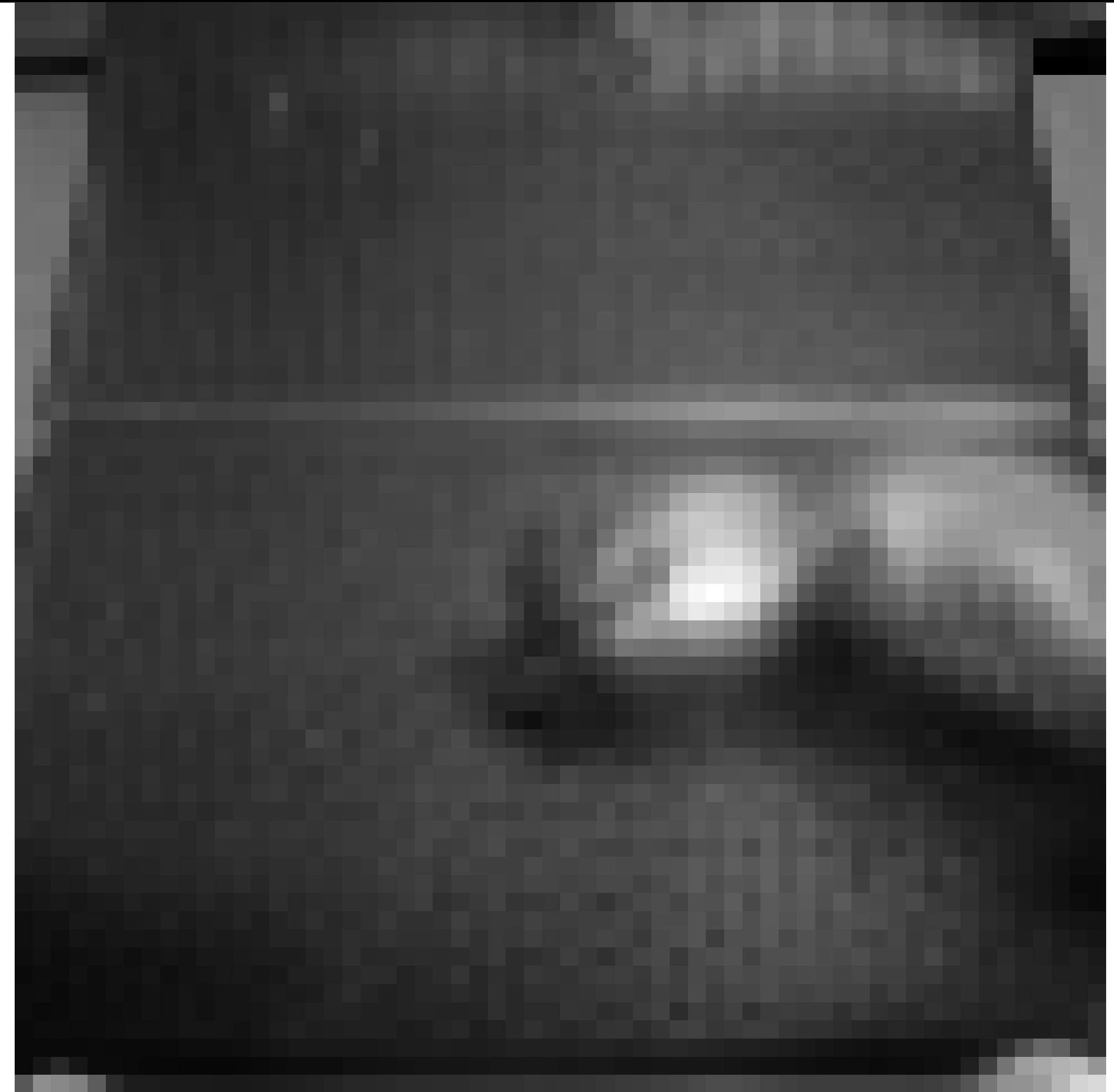
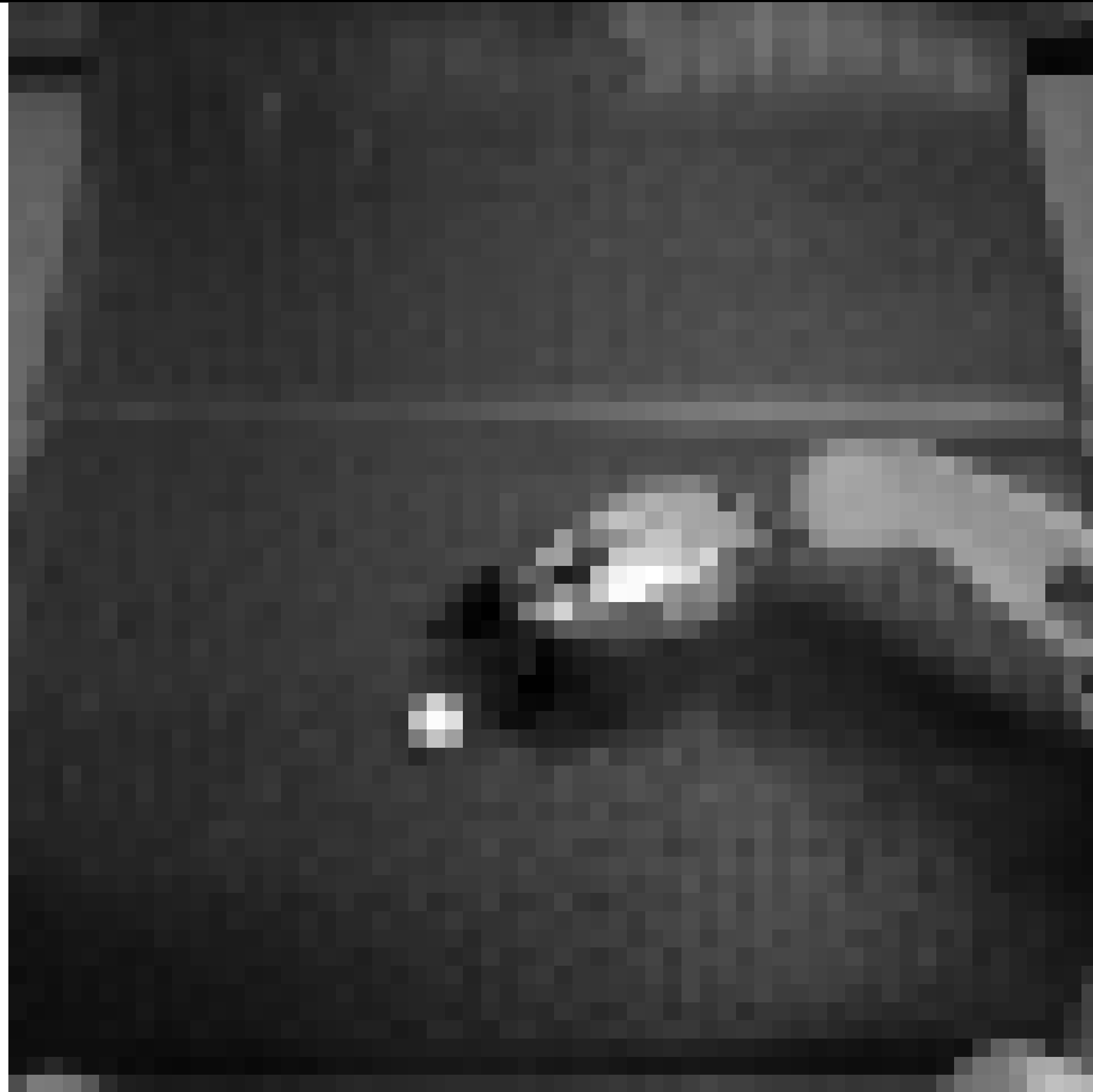


(Radford et al 2015)

# Mean Squared Error Ignores Small Details

Input

Reconstruction



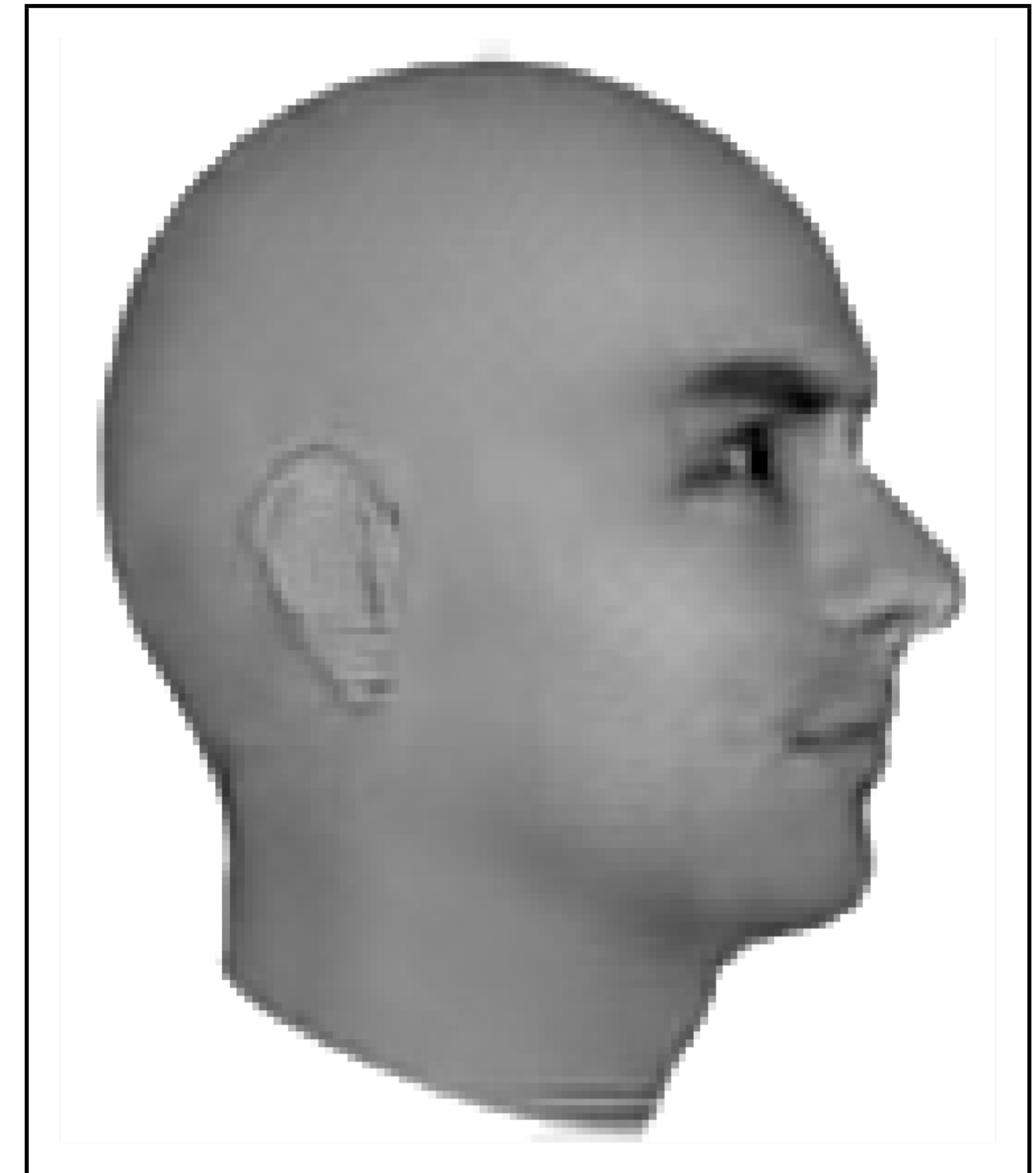
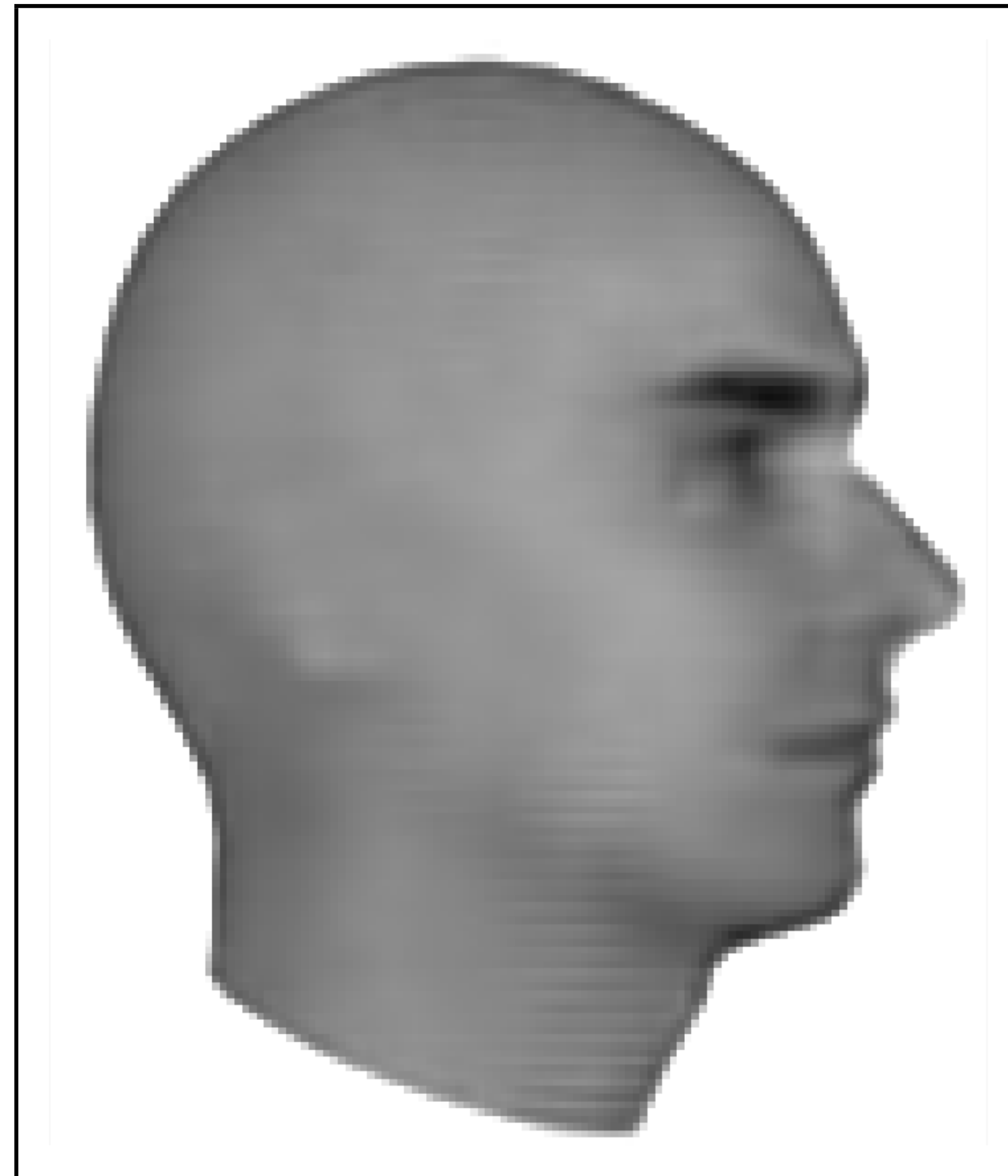
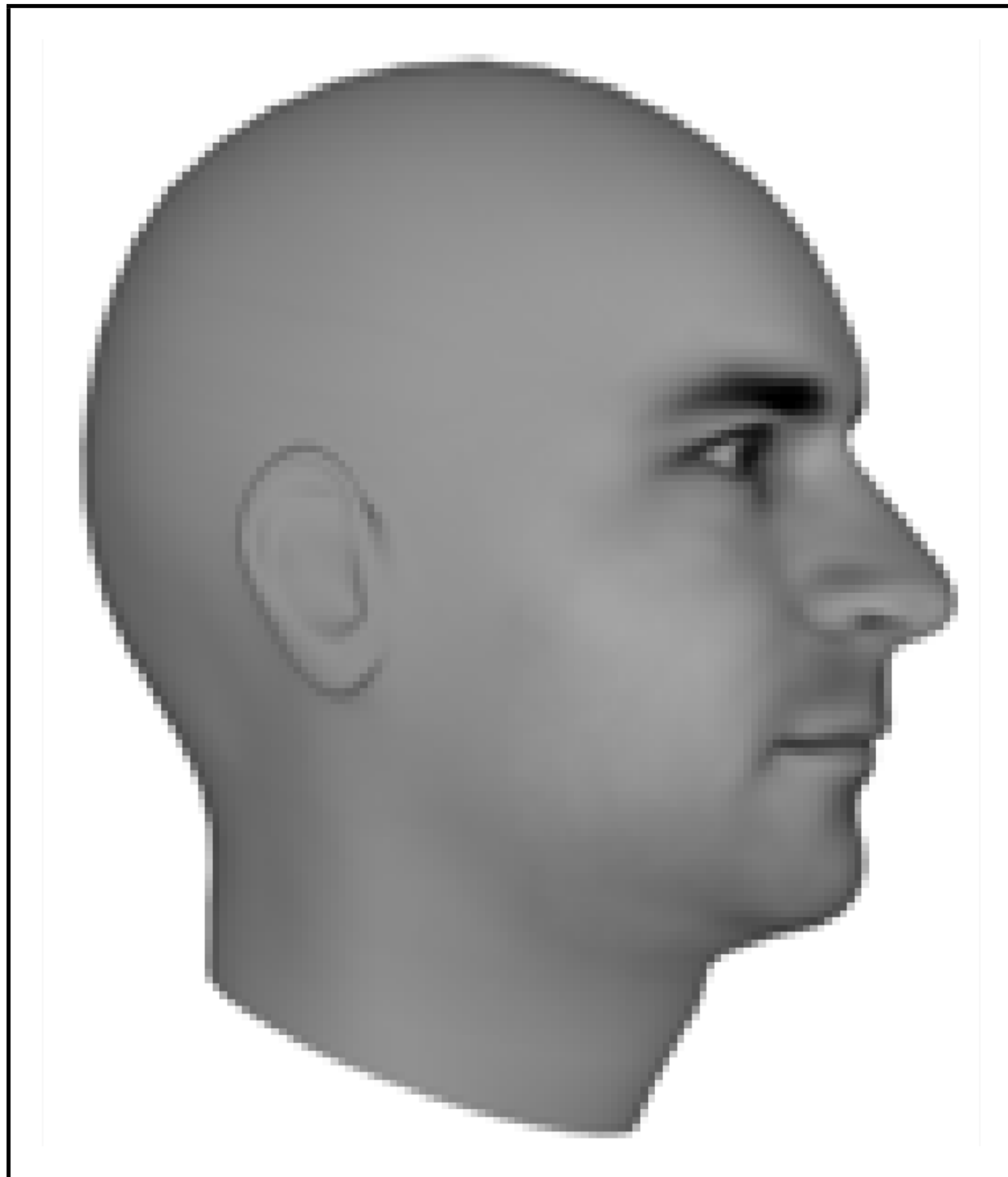
(Chelsea Finn)

# GANs Learn a Cost Function

Ground Truth

MSE

Adversarial



Capture *predictable* details regardless of scale

(Lotter et al, 2015)

# Conclusion

- Generative adversarial nets
- Prioritize generating realistic samples over assigning high probability to all samples
- Learn a cost function instead of using a fixed cost function
- Learn that all predictable structures are important, even if they are small or faint