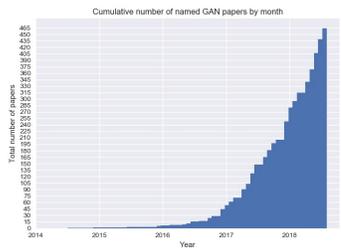


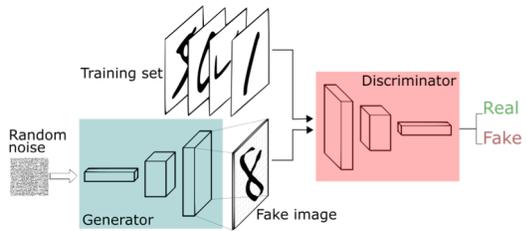
Project 5: Generative Adversarial Network

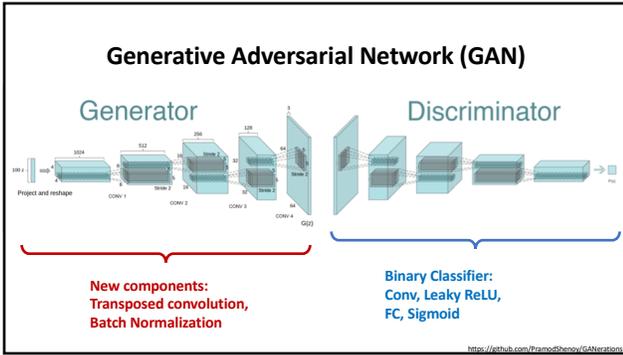
Zhifei Zhang

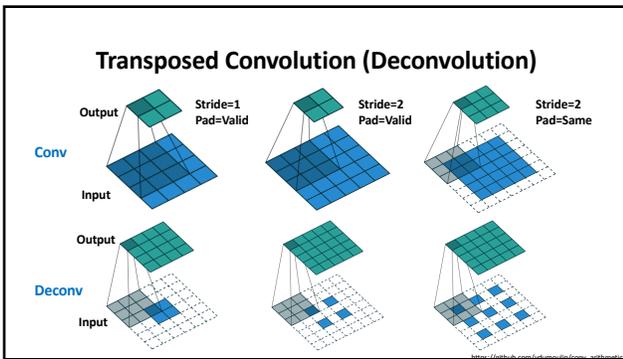
Generative Adversarial Network (GAN)

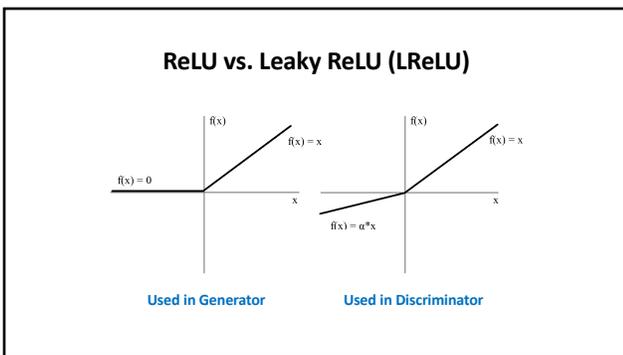


Generative Adversarial Network (GAN)









Batch Normalization (BN)

Input: Values of x over a mini-batch: $B = \{x_1, \dots, x_m\}$;
 Parameters to be learned: γ, β

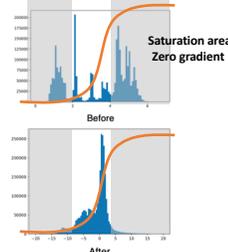
Output: $\{y_i = \text{BN}_{\gamma, \beta}(x_i)\}$

$$\mu_B \leftarrow \frac{1}{m} \sum_{i=1}^m x_i \quad // \text{ mini-batch mean}$$

$$\sigma_B^2 \leftarrow \frac{1}{m} \sum_{i=1}^m (x_i - \mu_B)^2 \quad // \text{ mini-batch variance}$$

$$\hat{x}_i \leftarrow \frac{x_i - \mu_B}{\sqrt{\sigma_B^2 + \epsilon}} \quad // \text{ normalize}$$

$$y_i \leftarrow \gamma \hat{x}_i + \beta \equiv \text{BN}_{\gamma, \beta}(x_i) \quad // \text{ scale and shift}$$

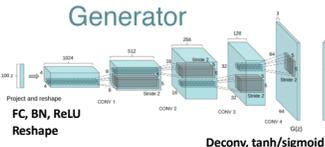


Saturation area
Zero gradient

<https://paperswithcode.com/batch-normalization-in-neural-networks-1a4915168214>

Generative Adversarial Network (GAN)

Generator



Project and reshape
FC, BN, ReLU
Reshape

Deconv, tanh/sigmoid

Deconv (kernel 5x5, stride 2)
BN, ReLU

Discriminator

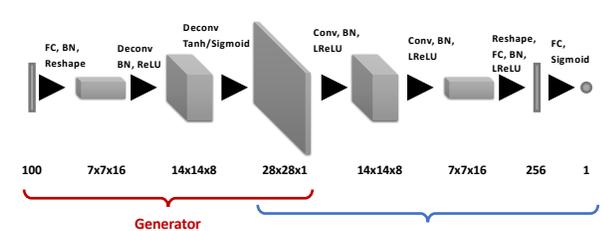


Conv (kernel 5x5, stride 2)
BN, LReLU (slope 0.2)

Reshape,
FC, sigmoid

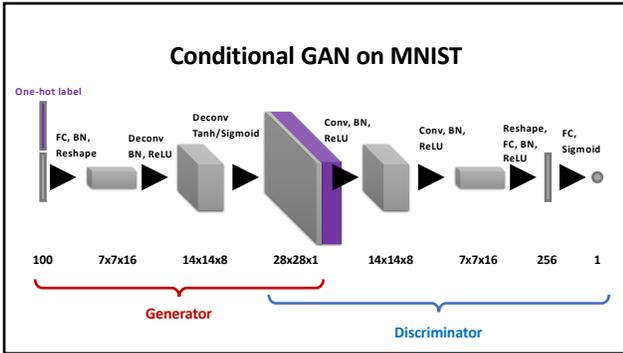
<https://tanhub.com/2016/06/20/gan-architecture/>

GAN on MNIST



Generator

Discriminator



TensorFlow Implementation of GAN

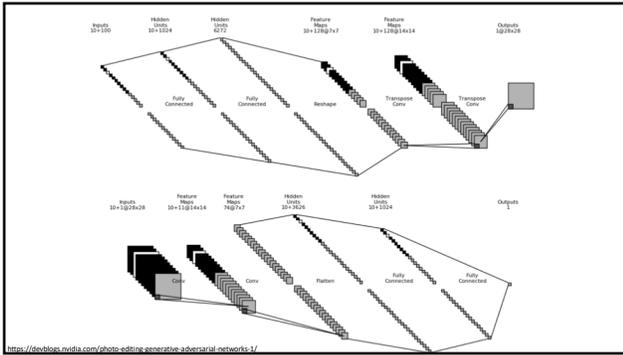
Run the demo code: (Linux or MacOS)

```
$ git clone https://github.com/carnedim20/DCGAN-tensorflow
$ cd DCGAN-tensorflow
$ pip install tqdm (if you do not have this package)
$ python download.py mnist
$ python main.py --dataset mnist --input_height=28 --output_height=28 --train
```

TensorFlow Implementation of GAN

- Input: z, image, (label)
- Network: D, G
- Loss: D, G
- Optimizer: D, G

Training:
for epoch
for batch
Update D
Update G



TensorFlow Implementation of GAN

Testing:

- Random Generation
- Conditional Generation
- Interpolation

6	7	8	3	6	1	4	9
3	6	4	7	0	5	1	0
1	1	5	1	0	1	8	9
0	2	1	4	4	9	5	5
3	4	0	3	1	5	7	5
9	2	7	4	2	0	3	4
1	3	1	7	4	4	7	8
1	0	8	7	1	1	4	8

X changes

0	2	3	4	5	6	7	8	9	
0	1	2	3	4	5	6	7	8	9
0	1	2	3	4	5	6	7	8	9
0	1	2	3	4	5	6	7	8	9
0	1	2	3	4	5	6	7	8	9

Z changes

7	7	7	7	7	7	7	7	7	7
6	6	6	6	6	6	6	6	6	6
8	8	8	8	8	8	8	8	8	8
3	3	3	3	3	3	3	3	3	3
9	9	9	9	9	9	9	9	9	9
