

MedGAN ID-CGAN CoGAN LR-GAN CGAN IcGAN  
b-GAN LS-GAN AffGAN LAPGAN DiscoGAN MPM-GAN AdaGAN  
LSGAN InfoGAN CatGAN AMGAN iGAN IAN

# Generative Adversarial Networks

McGAN Ian Goodfellow, Staff Research Scientist, Google Brain MIX+GAN

C-RNN-GAN NVIDIA GPU Technology Conference DR-GAN

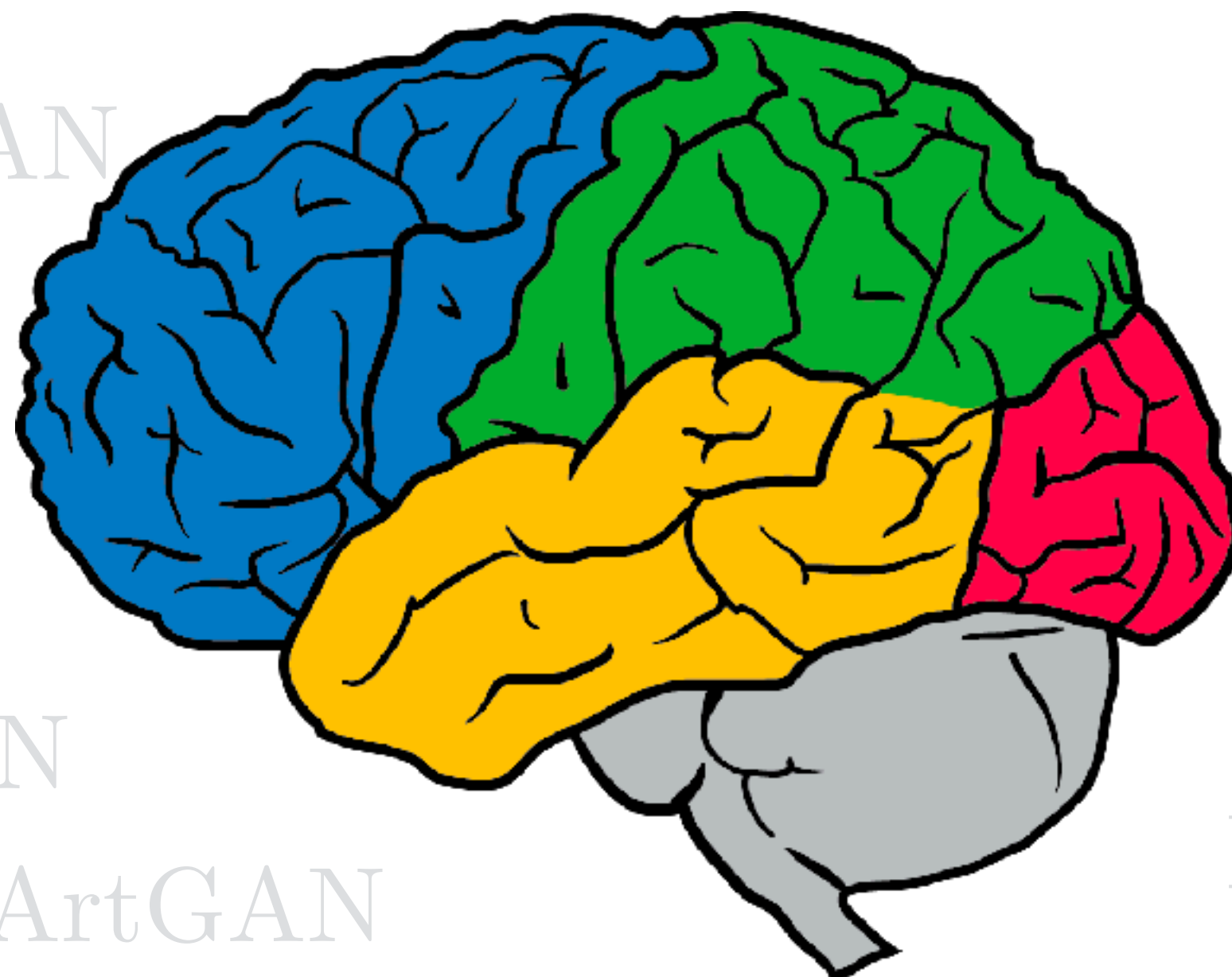
MGAN San Jose, California 2017-05-09 GoGAN BS-GAN  
C-VAE-GAN FF-GAN

MAGAN 3D-GAN CCGAN AC-GAN DCGAN

GAWWN DualGAN BiGAN  
Bayesian GAN CycleGAN

EBGAN AnoGAN GP-GAN  
Context-RNN-GAN MAD-GAN DTN

ALI f-GAN ArtGAN BEGAN AL-CGAN  
MARTA-GAN MalGAN

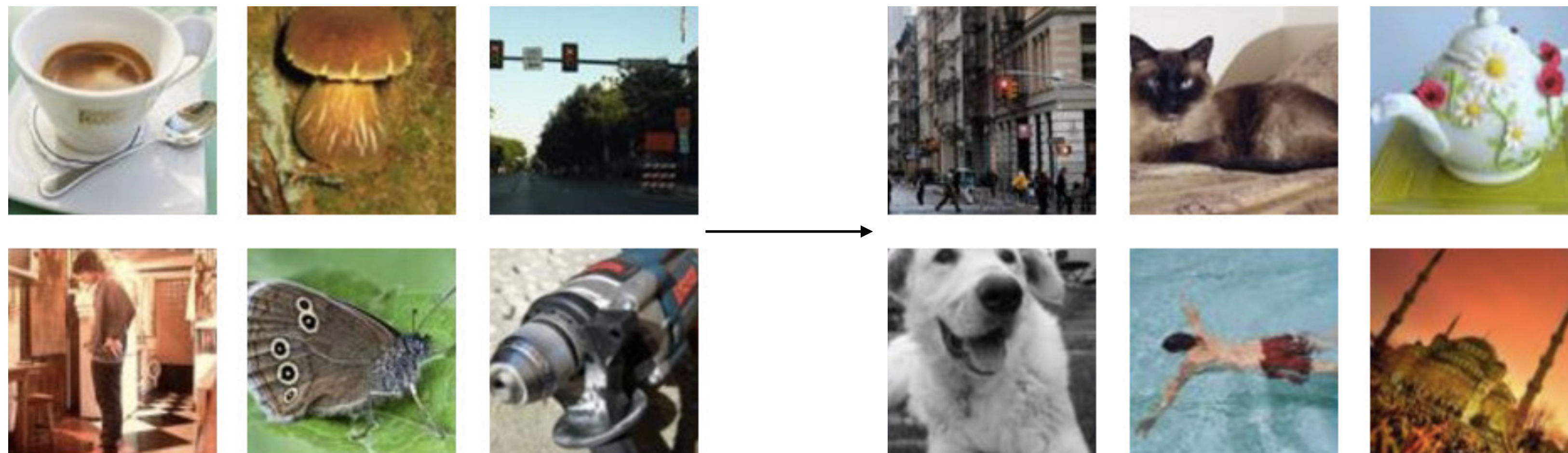


# Generative Modeling

- Density estimation



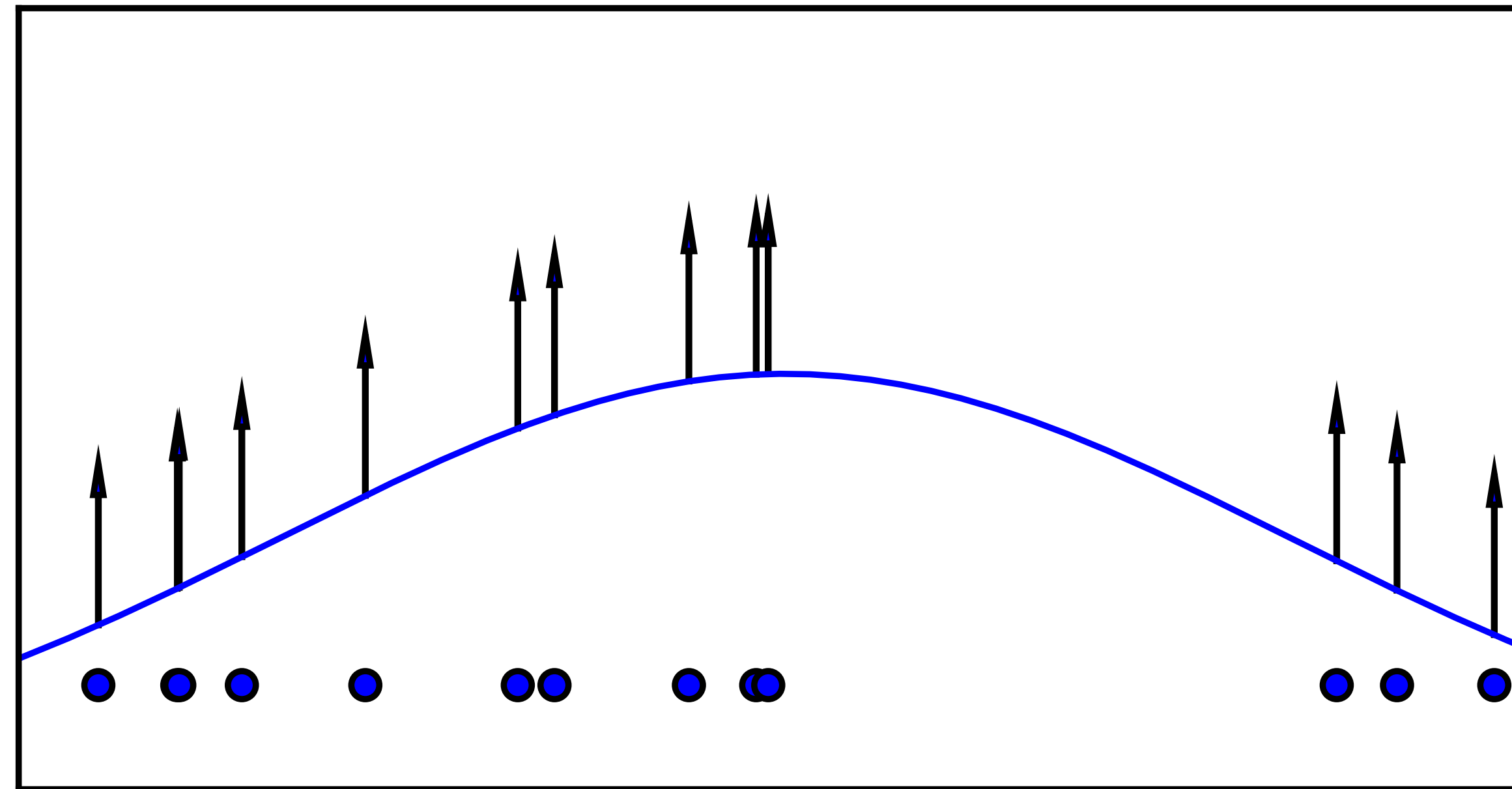
- Sample generation



Training examples

Model samples

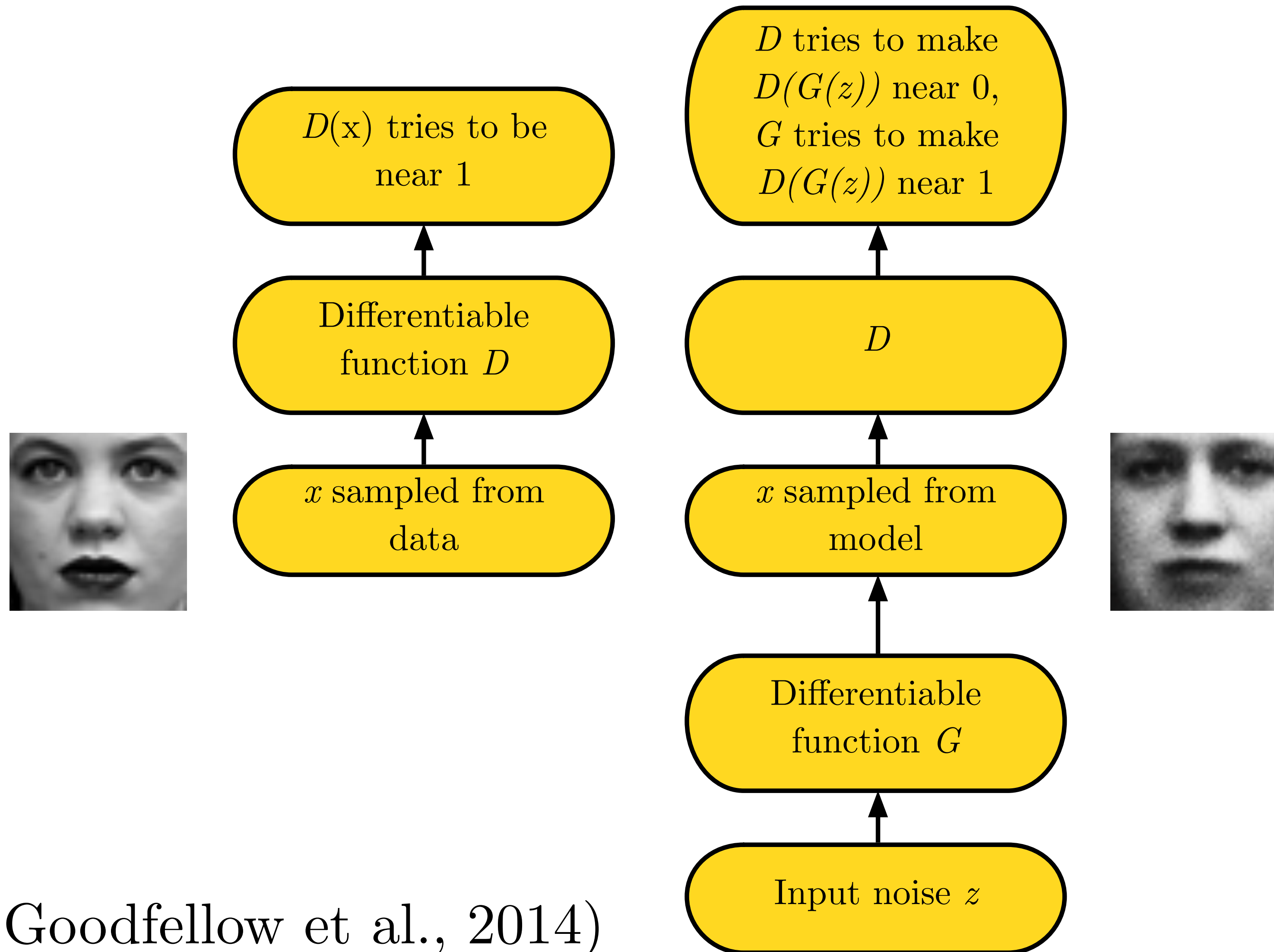
# Maximum Likelihood



$$\theta^* = \arg \max_{\theta} \mathbb{E}_{x \sim p_{\text{data}}} \log p_{\text{model}}(x \mid \theta)$$



# Adversarial Nets Framework





# What can you do with GANs?

- Simulated environments and training data
- Missing data
  - Semi-supervised learning
- Multiple correct answers
- Realistic generation tasks
- Simulation by prediction
- Solve inference problems
- Learn useful embeddings



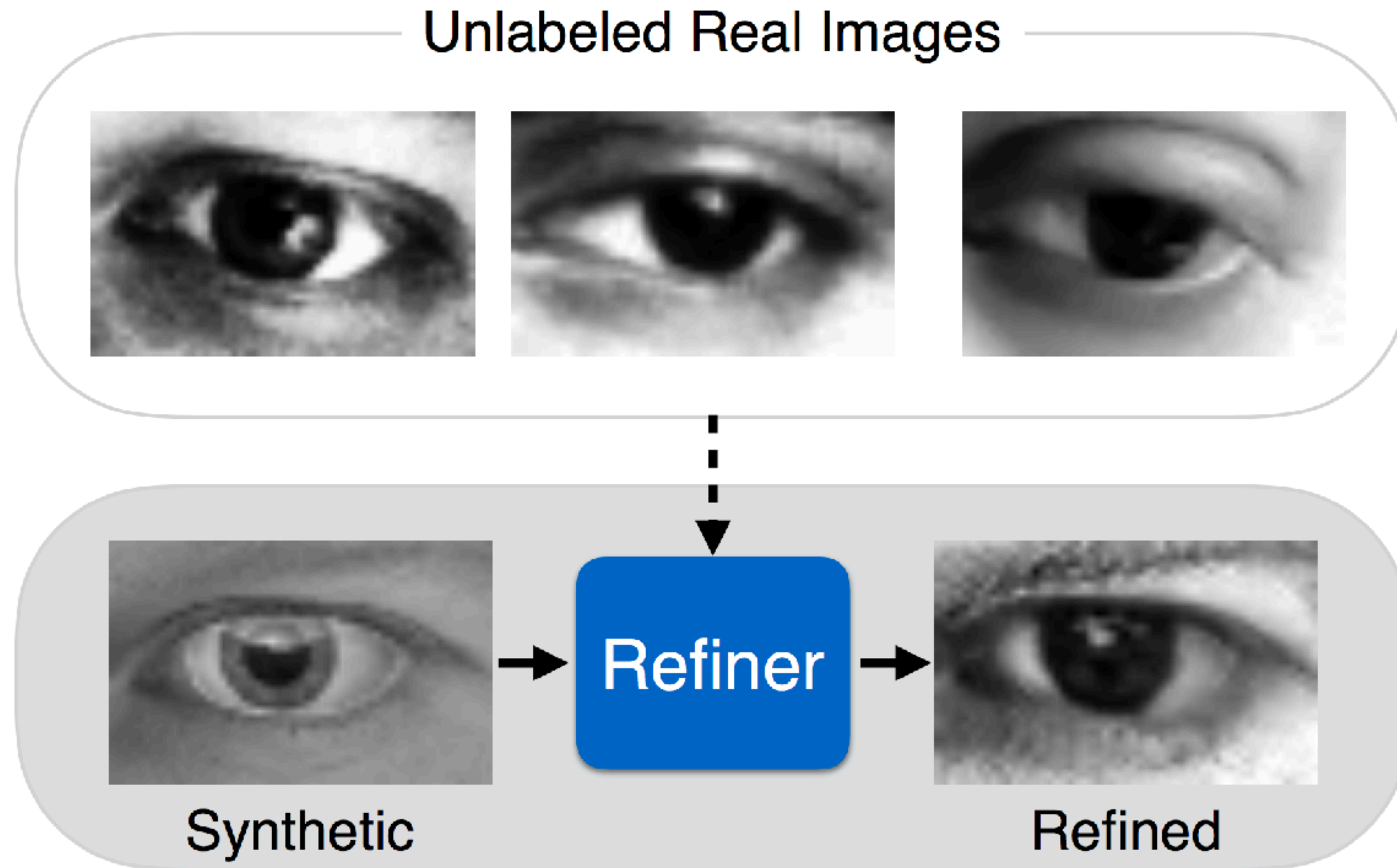
TEACHING AID

# Apple's first research paper tries to solve a problem facing every company working on AI





# GANs for simulated training data



(Shrivastava et al., 2016)



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# What is in this image?



(Yeh et al., 2016)

# Generative modeling reveals a face



(Yeh et al., 2016)



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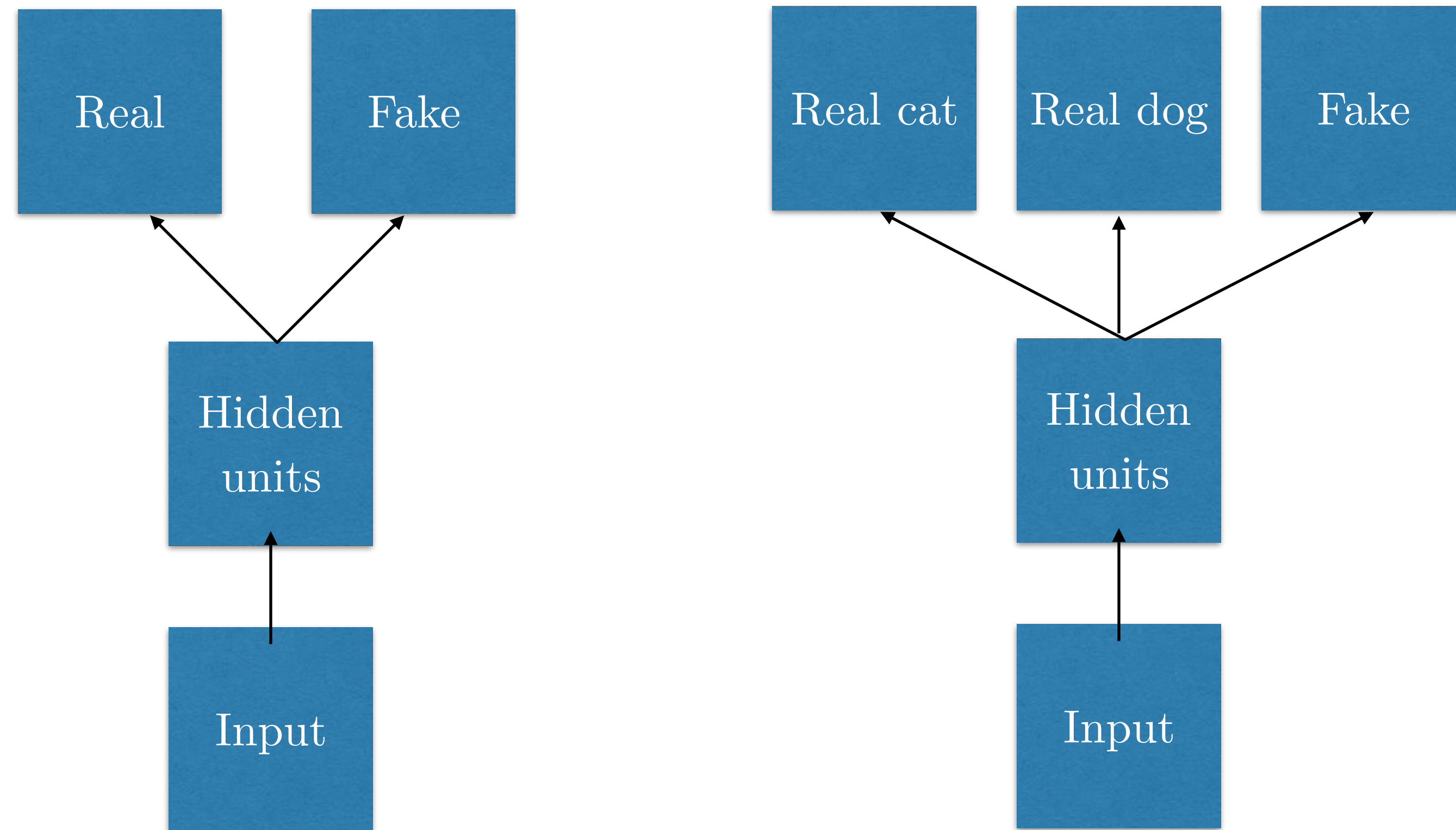
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# Supervised Discriminator



(Odena 2016, Salimans et al 2016)

# Semi-Supervised Classification

MNIST (Permutation Invariant)

Model	Number of incorrectly predicted test examples for a given number of labeled samples			
	20	50	100	200
DGN [21]			$333 \pm 14$	
Virtual Adversarial [22]			212	
CatGAN [14]			$191 \pm 10$	
Skip Deep Generative Model [23]			$132 \pm 7$	
Ladder network [24]			$106 \pm 37$	
Auxiliary Deep Generative Model [23]			$96 \pm 2$	
Our model	$1677 \pm 452$	$221 \pm 136$	$93 \pm 6.5$	$90 \pm 4.2$
Ensemble of 10 of our models	$1134 \pm 445$	$142 \pm 96$	$86 \pm 5.6$	$81 \pm 4.3$

(Salimans et al 2016)



# Semi-Supervised Classification

## CIFAR-10

Model	Test error rate for a given number of labeled samples			
	1000	2000	4000	8000
Ladder network [24]			20.40±0.47	
CatGAN [14]			19.58±0.46	
Our model	21.83±2.01	19.61±2.09	18.63±2.32	17.72±1.82
Ensemble of 10 of our models	19.22±0.54	17.25±0.66	15.59±0.47	14.87±0.89

## SVHN

Model	Percentage of incorrectly predicted test examples for a given number of labeled samples		
	500	1000	2000
DGN [21]		36.02±0.10	
Virtual Adversarial [22]		24.63	
Auxiliary Deep Generative Model [23]		22.86	
Skip Deep Generative Model [23]		16.61±0.24	
Our model	18.44 ± 4.8	8.11 ± 1.3	6.16 ± 0.58
Ensemble of 10 of our models		5.88 ± 1.0	

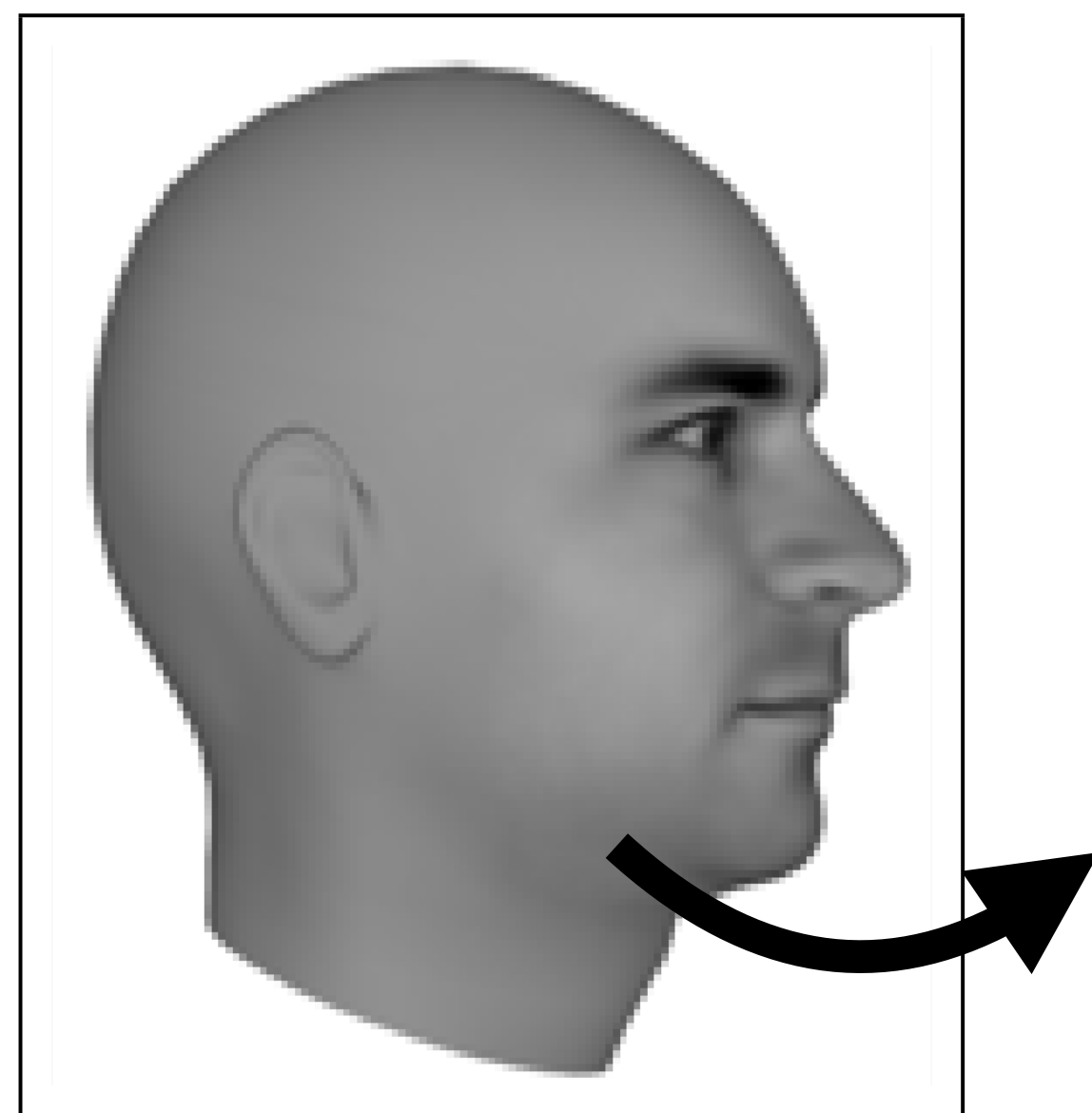
(Salimans et al 2016)

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# Next Video Frame Prediction

Ground Truth



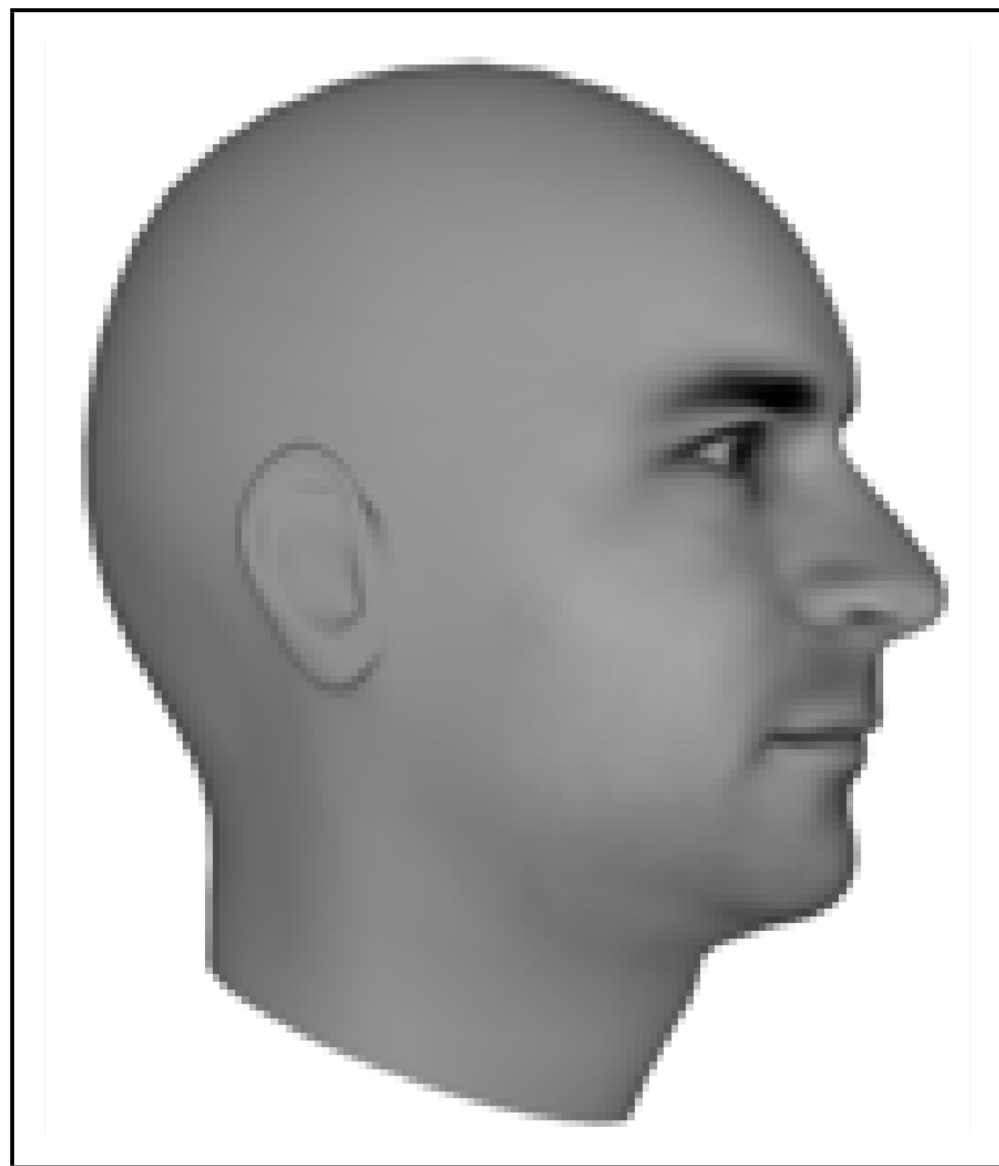
What happens next?

(Lotter et al 2016)

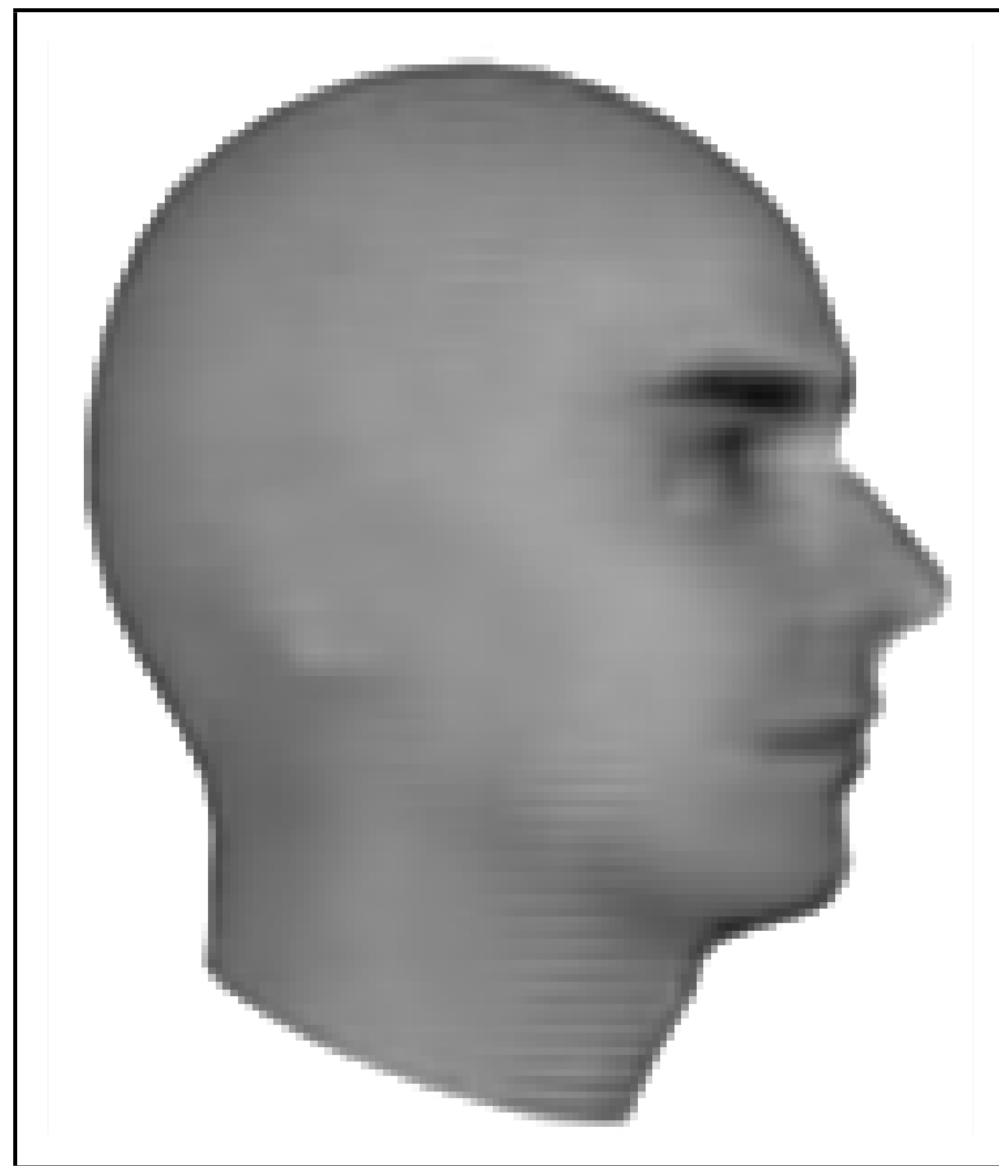


# Next Video Frame Prediction

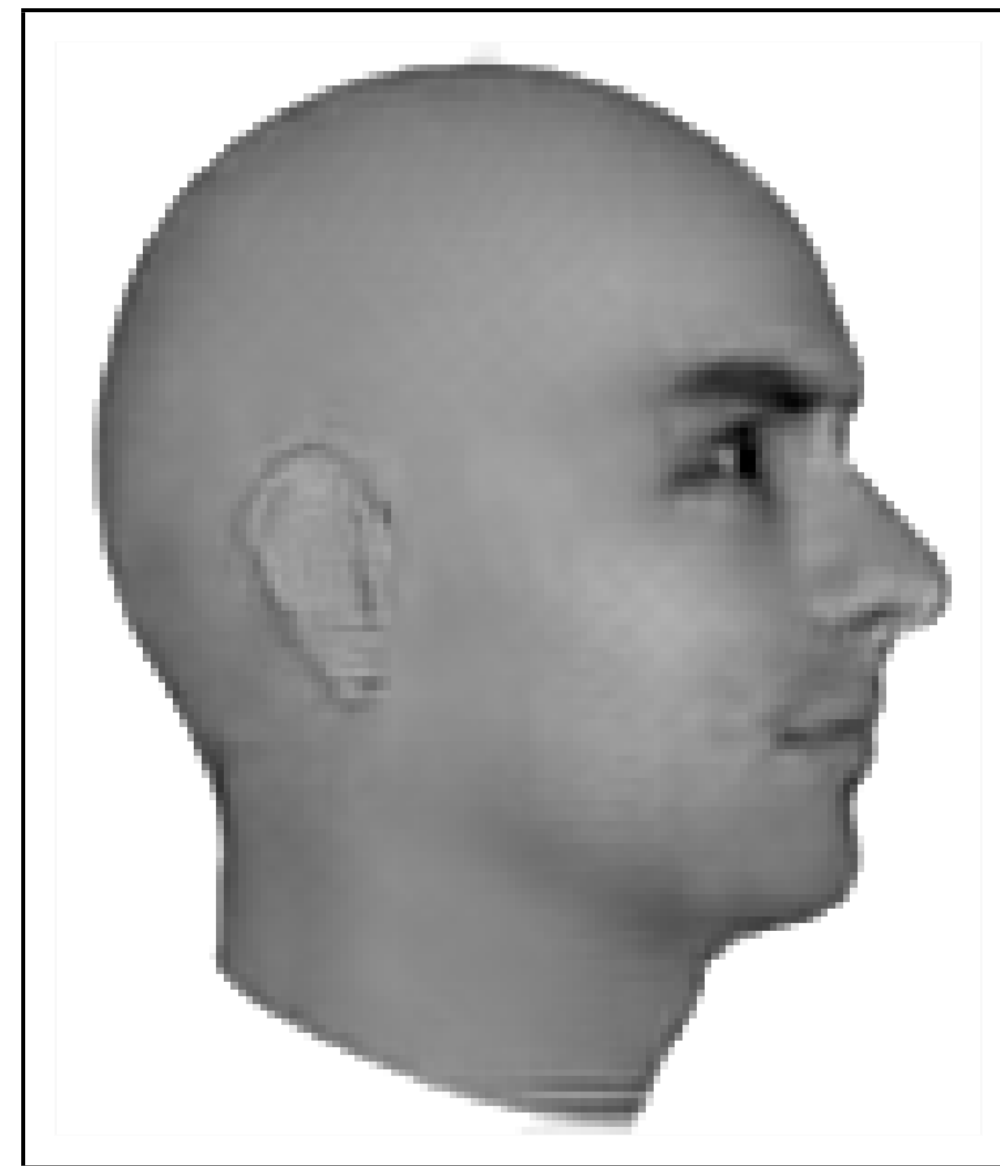
Ground Truth



MSE



Adversarial

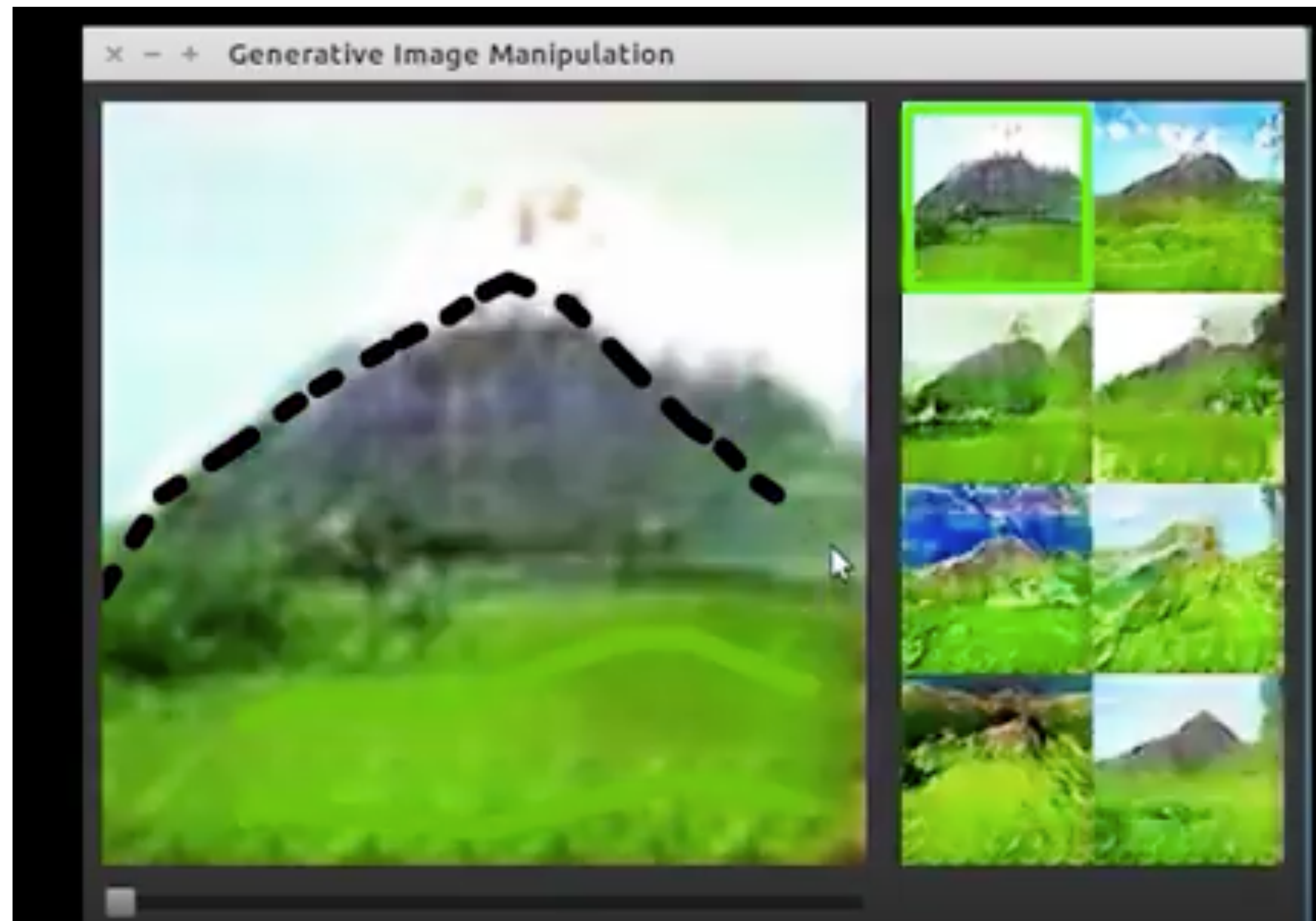


(Lotter et al 2016)

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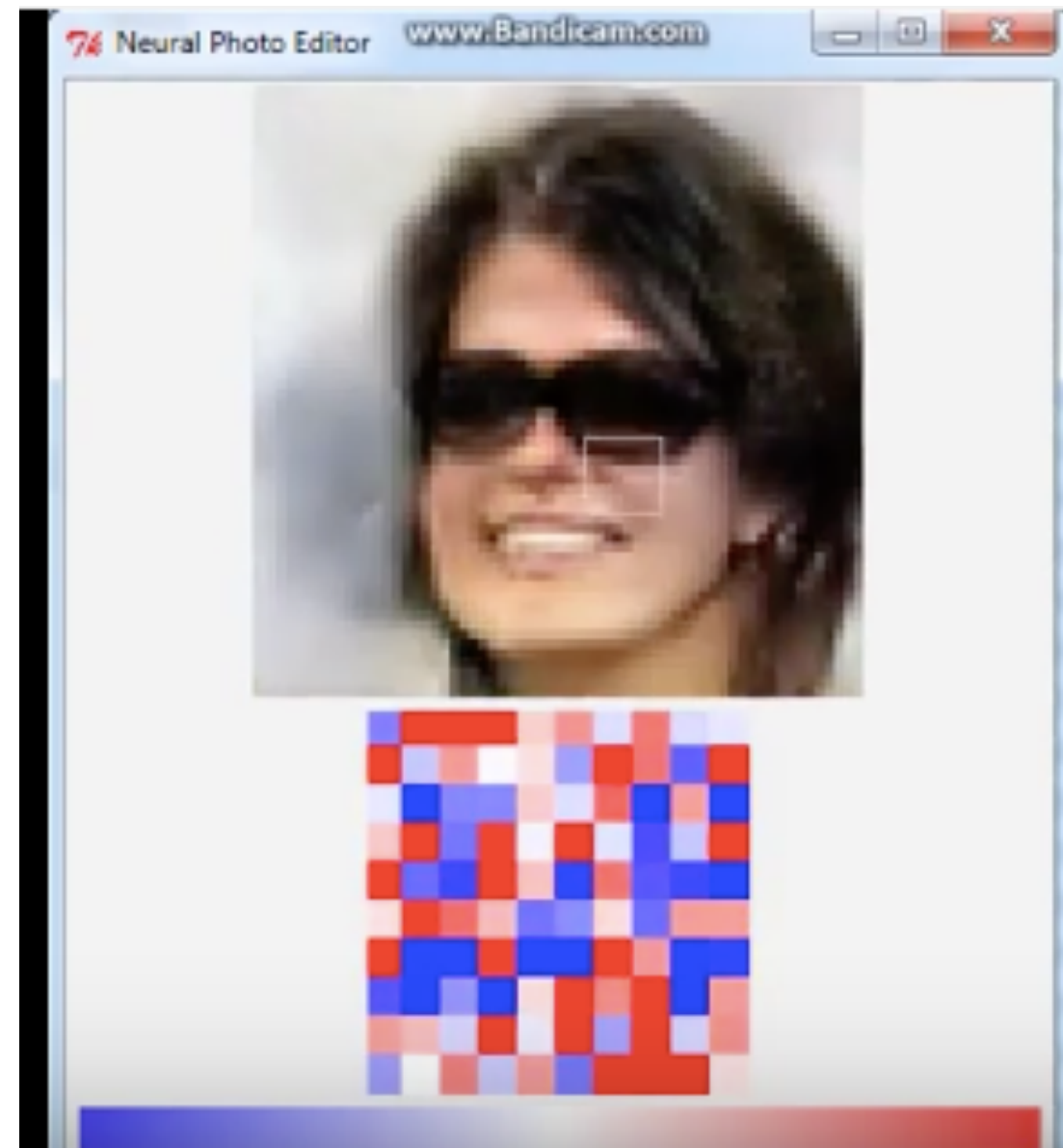
# iGAN



youtube

(Zhu et al., 2016)

# Introspective Adversarial Networks



youtube

(Brock et al., 2016)



# Image to Image Translation



(Isola et al., 2016)



# Unsupervised Image-to-Image Translation

Day to night



(Liu et al., 2017)



# CycleGAN

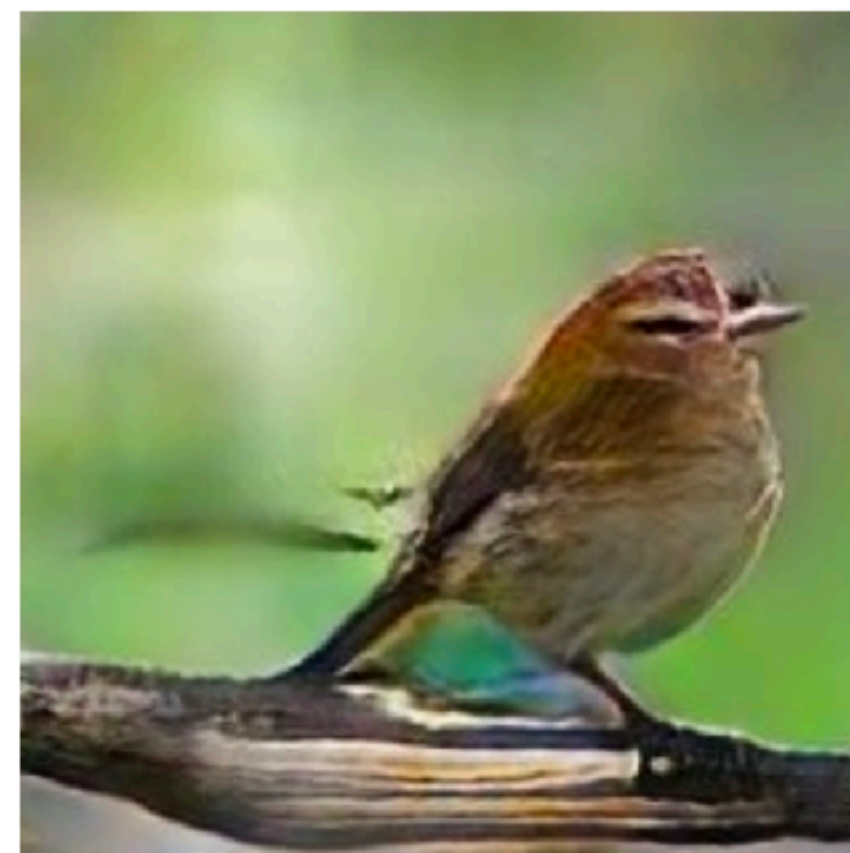
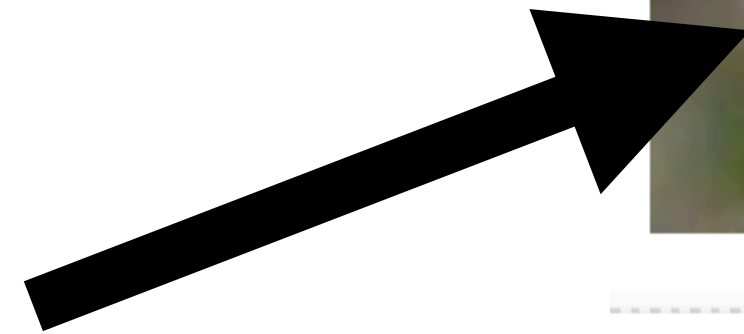


(Zhu et al., 2017)



# Text-to-Image Synthesis

This bird has a yellow belly and tarsus, grey back, wings, and brown throat, nape with a black face



(Zhang et al., 2016)

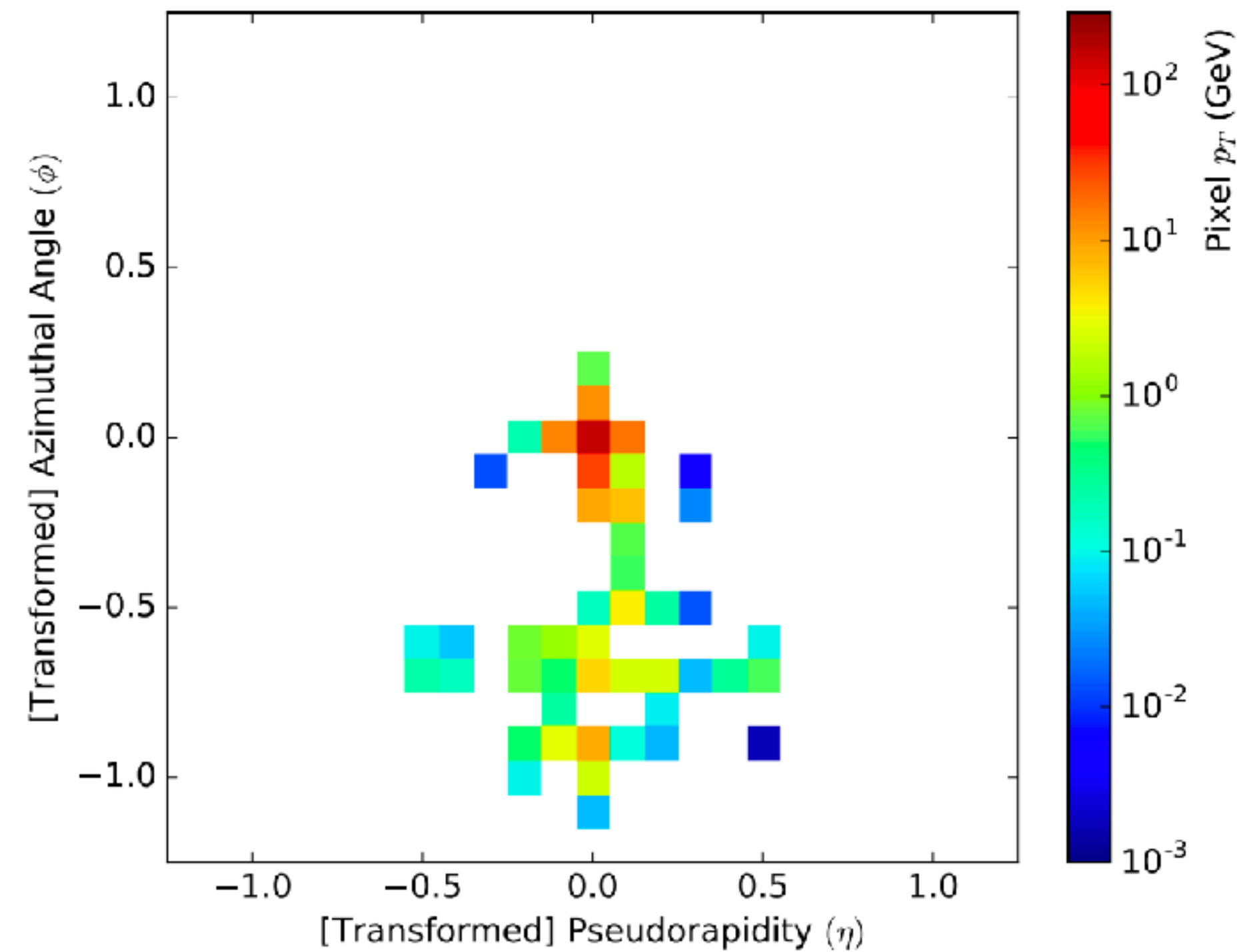
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# Simulating particle physics

Save millions of  
dollars of CPU time  
by predicting  
outcomes of explicit  
simulations

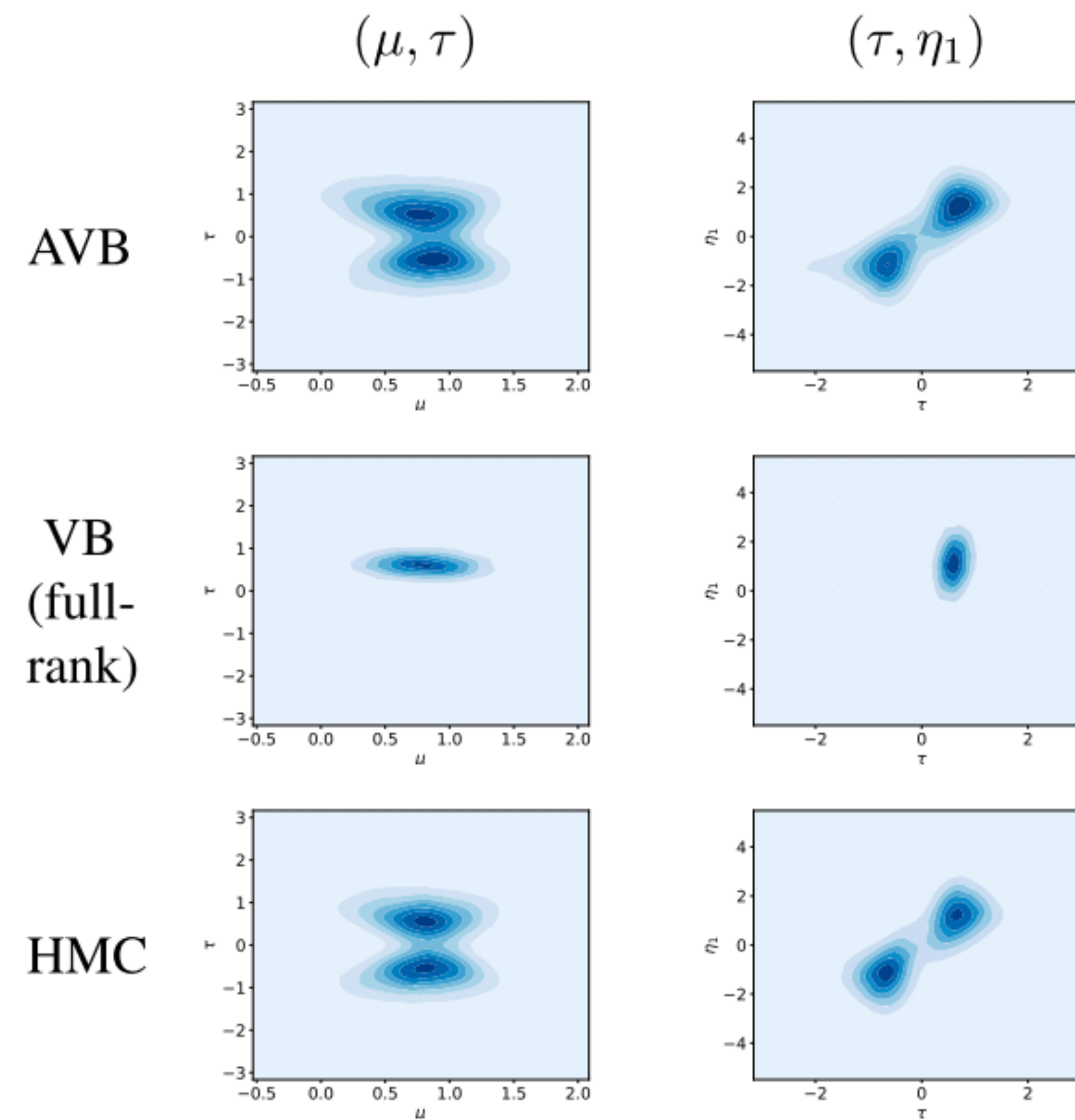


(de Oliveira et al., 2017)

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# Adversarial Variational Bayes

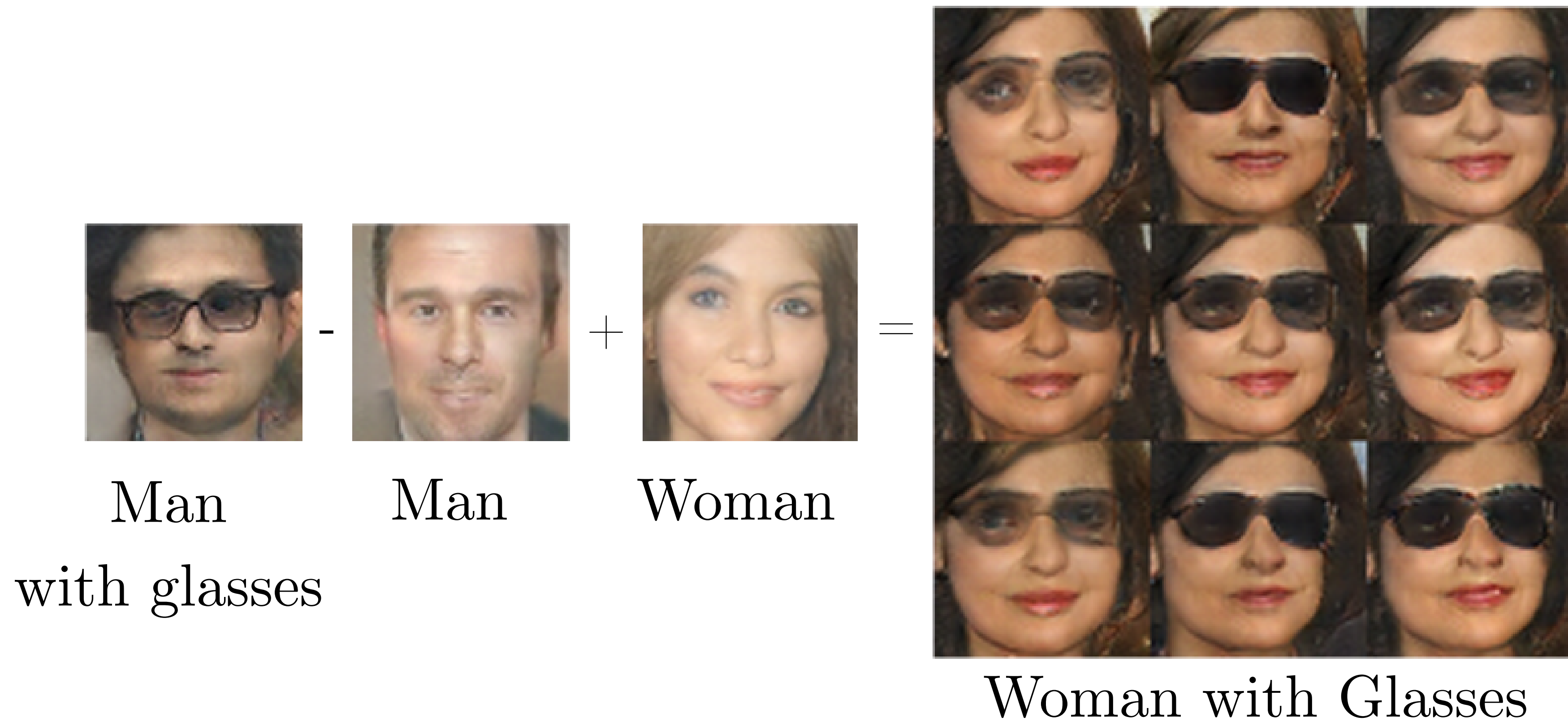


(Mescheder et al, 2017)

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# Vector Space Arithmetic



Man      Man      Woman

with glasses

Woman with Glasses

(Radford et al, 2015)



# Learning interpretable latent codes / controlling the generation process



(a) Azimuth (pose)

(b) Elevation

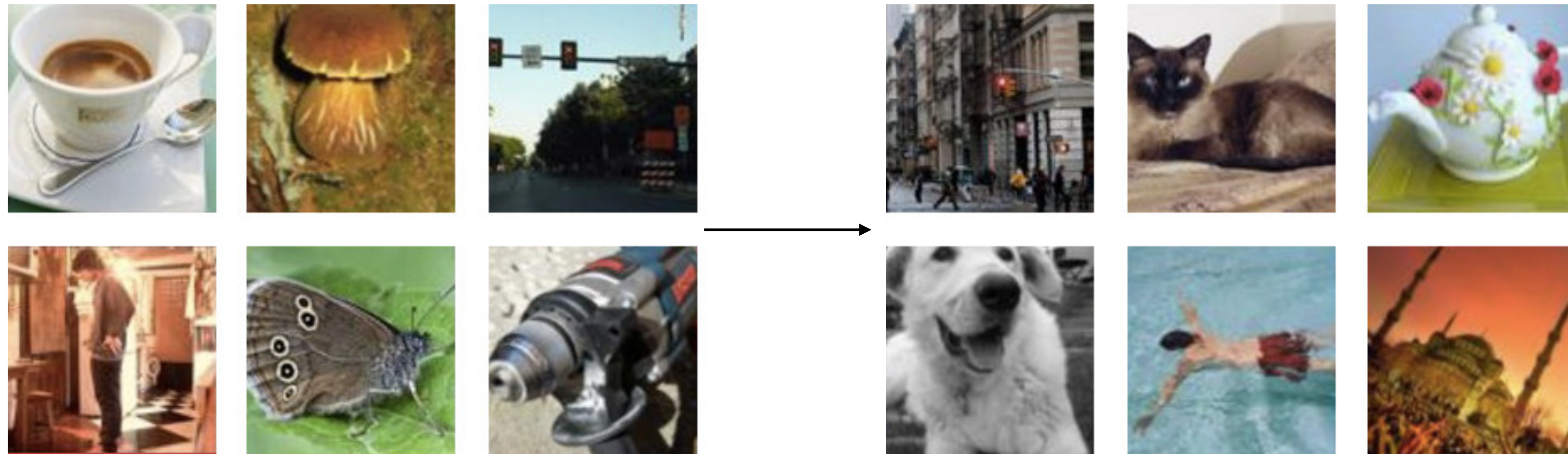


(c) Lighting

(d) Wide or Narrow

InfoGAN (Chen et al 2016)

# How long until GANs can do this?

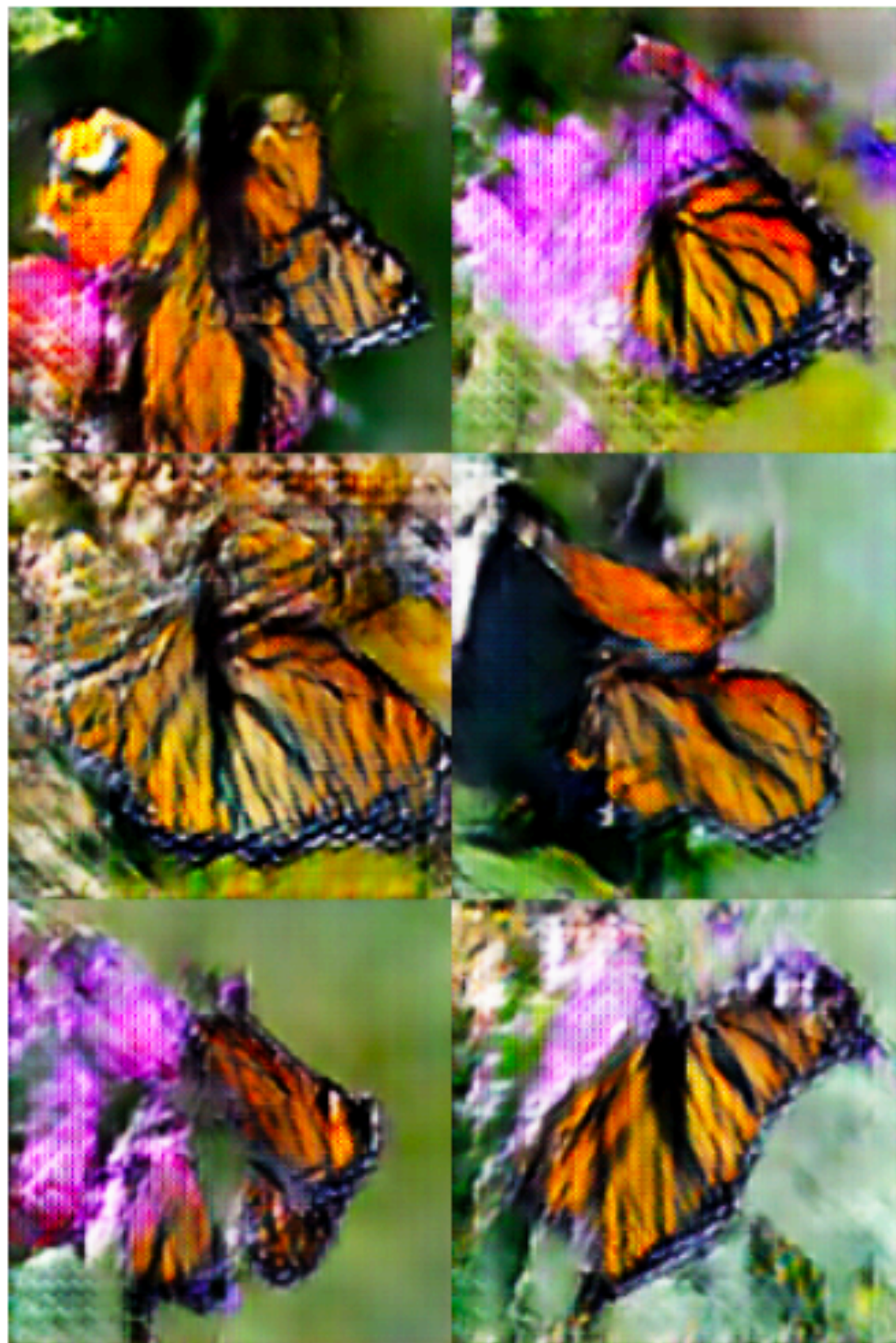


Training examples

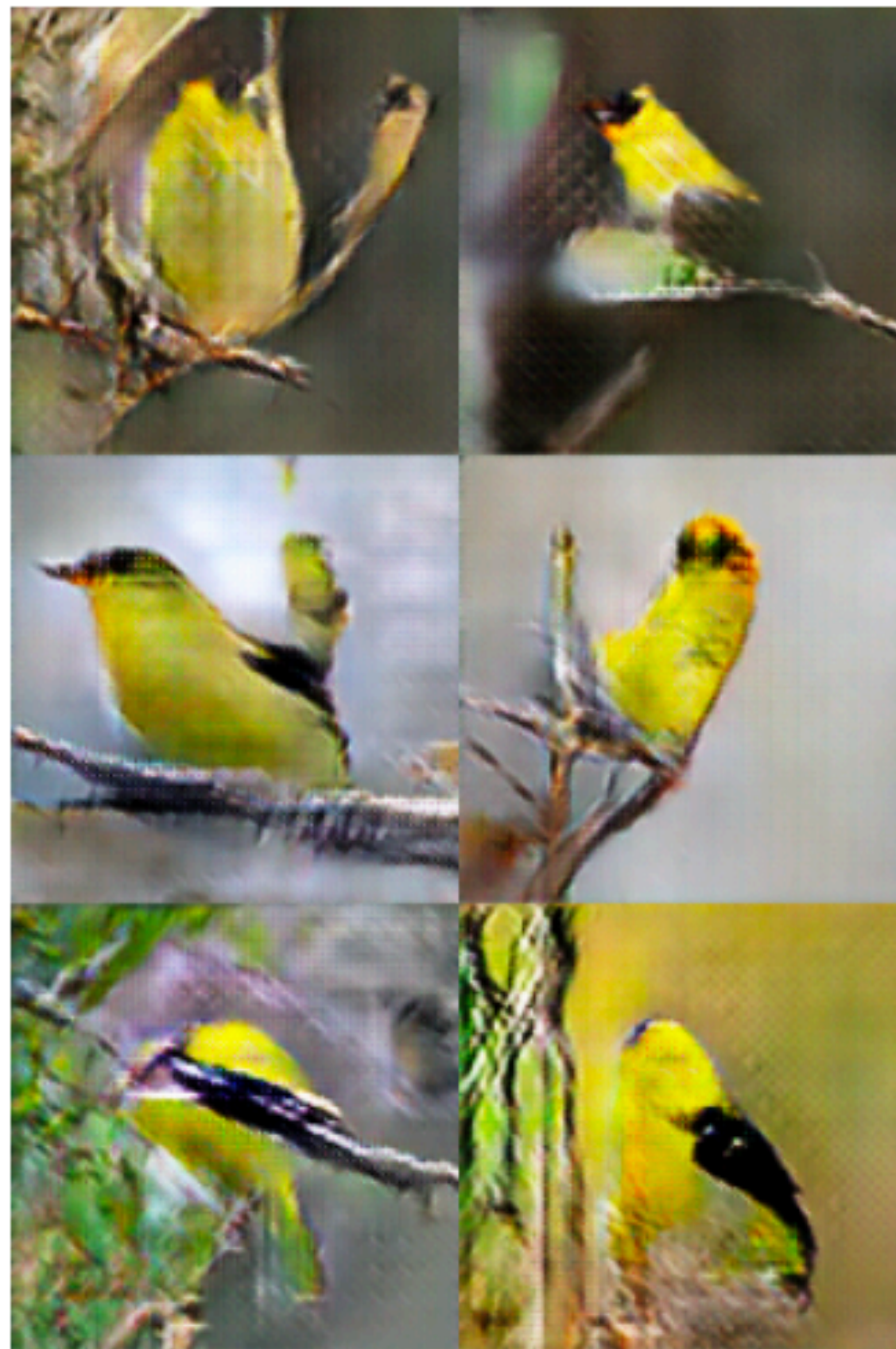
Model samples



# AC-GANs



monarch butterfly



goldfinch

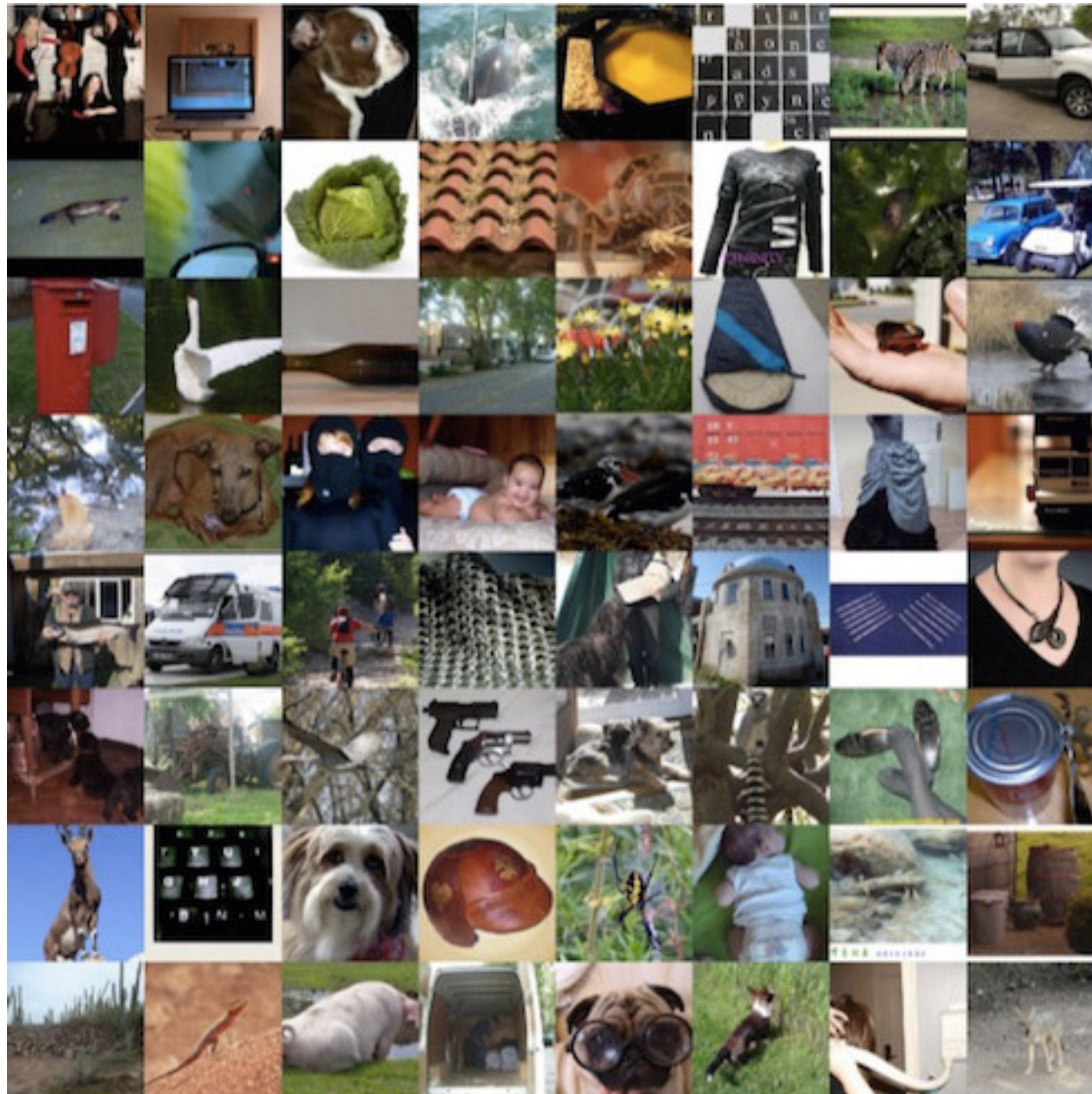


daisy

(Odena et al., 2016)



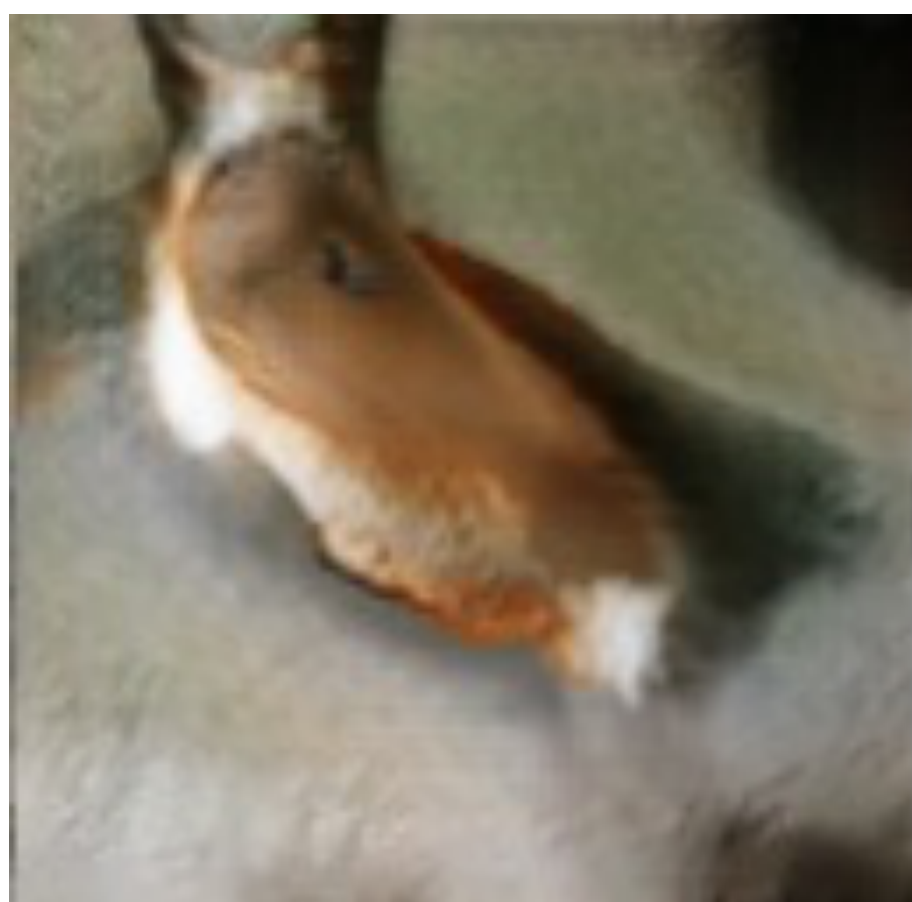
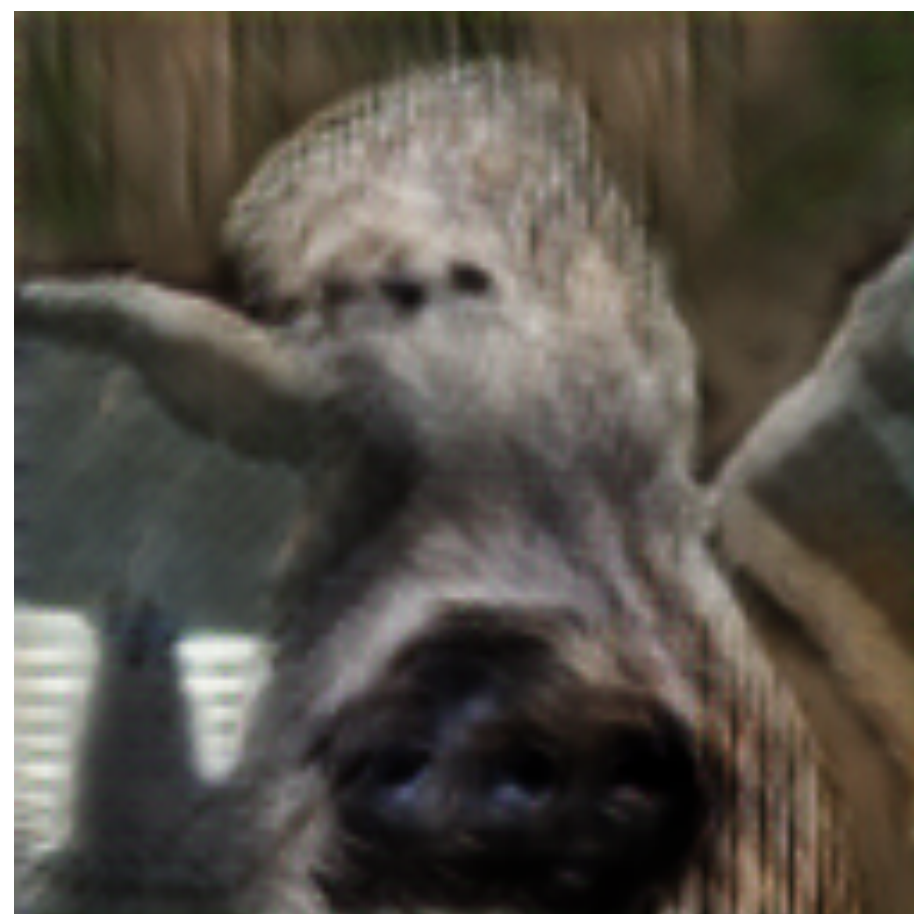
# Minibatch GAN on ImageNet



(Salimans et al., 2016)



# Cherry-Picked Results



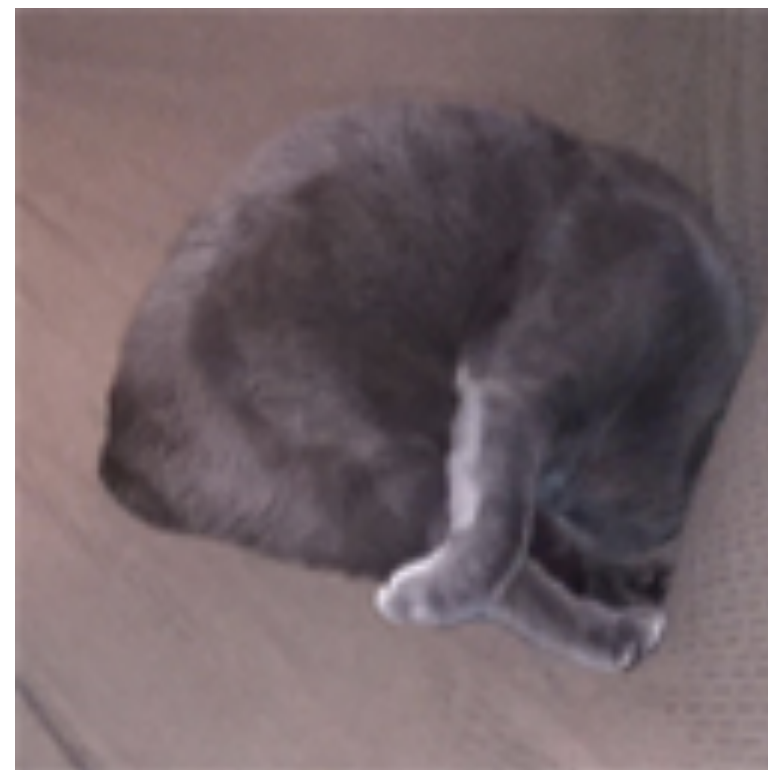


# Problems with Counting



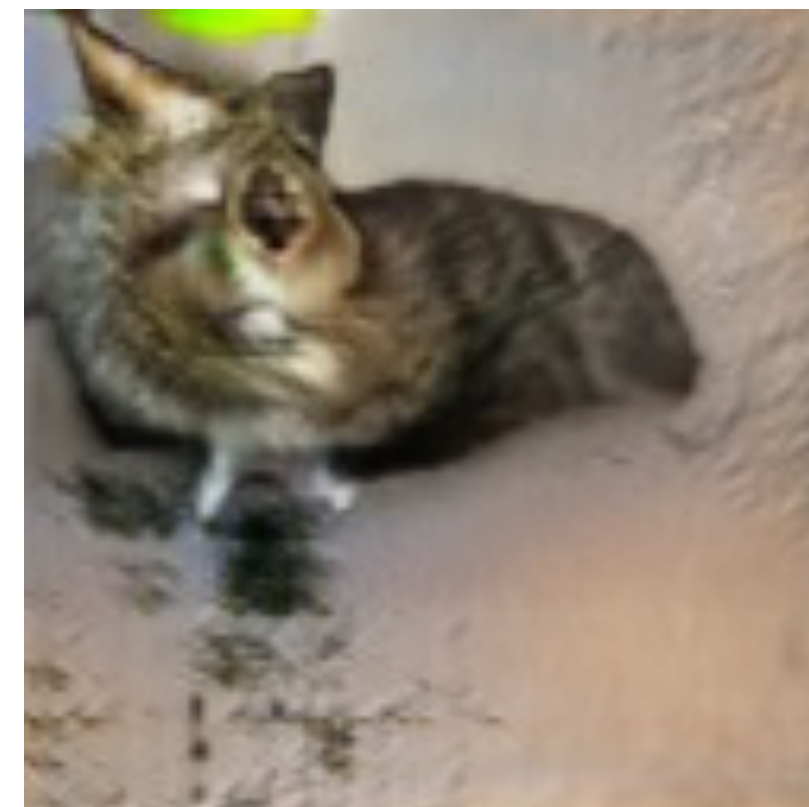


# Problems with Perspective



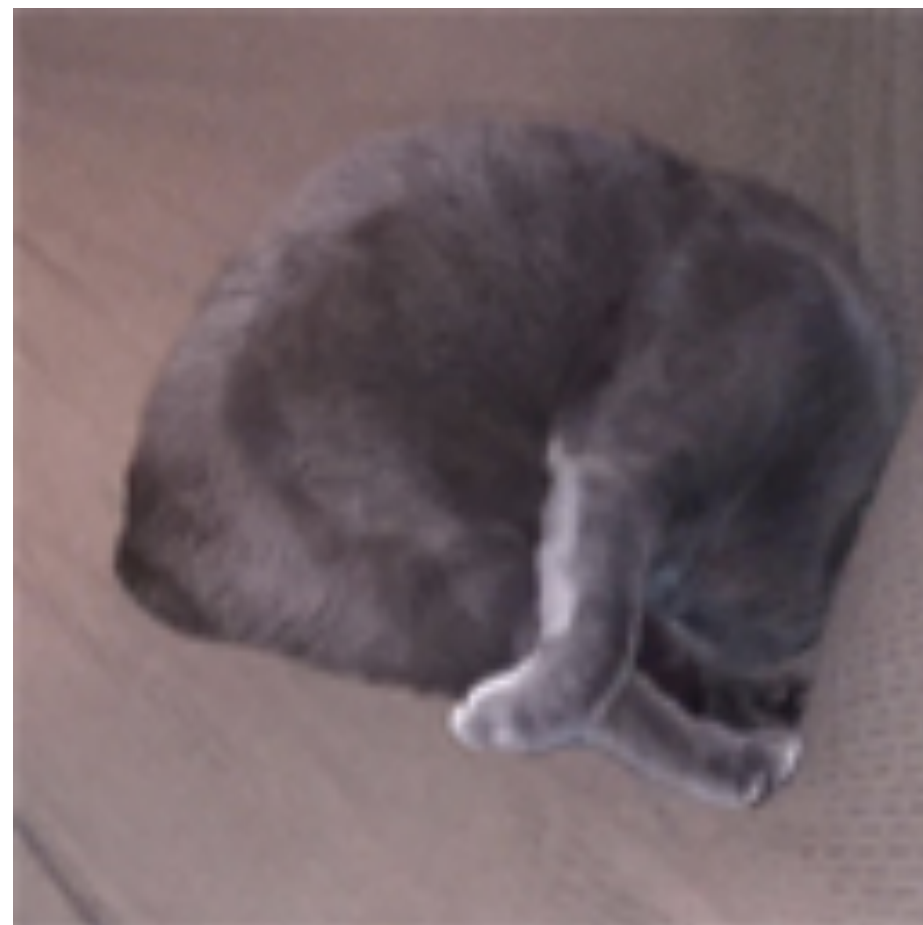


# Problems with Global Structure





# This one is real



# Conclusion

- GANs are generative models based on game theory
- GANs open the door to a wide range of engineering tasks
- There are still important research challenges to solve before GANs can generate arbitrary data