

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

Open Challenges for Improving GANs

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

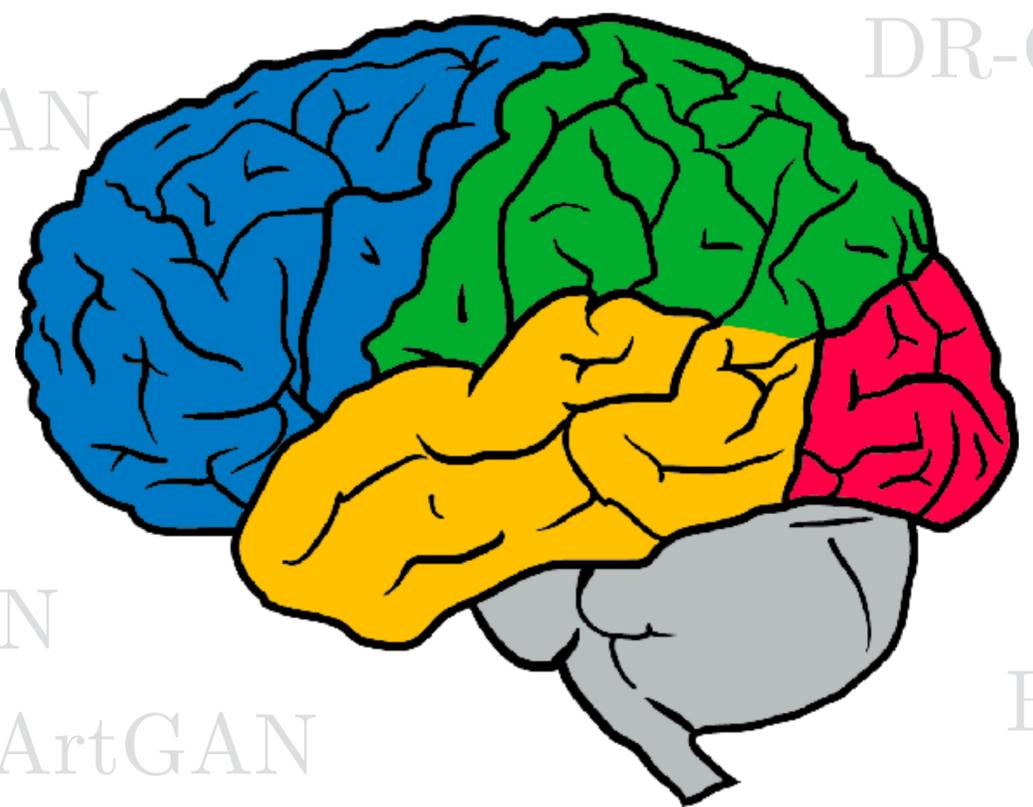
MGAN alpha-GAN Seminar at CERN
FF-GAN Geneva, 2017-10-29
GMAN
GoGAN BS-GAN

C-VAE-GAN C-RNN-GAN DR-GAN DCGAN
MAGAN 3D-GAN CCGAN AC-GAN

GAWWN DualGAN CycleGAN BiGAN

Bayesian GAN WGAN-GP GP-GAN
EBGAN

ALI Context-RNN-GAN DTN
MARTA-GAN f-GAN ArtGAN BEGAN AL-CGAN
MalGAN

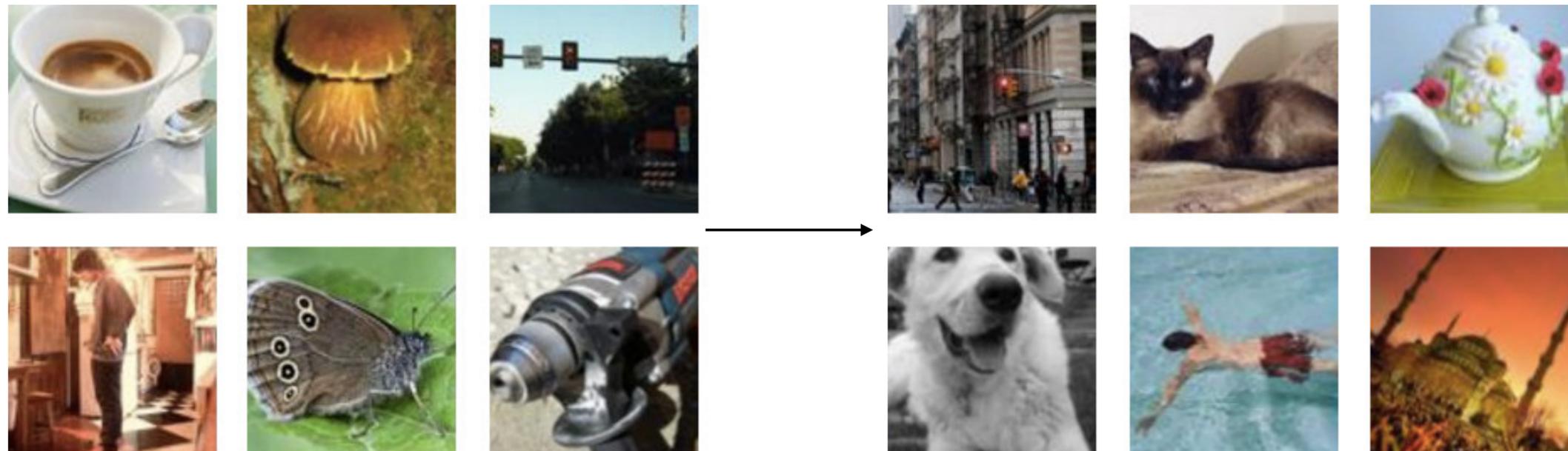


Generative Modeling

- Density estimation



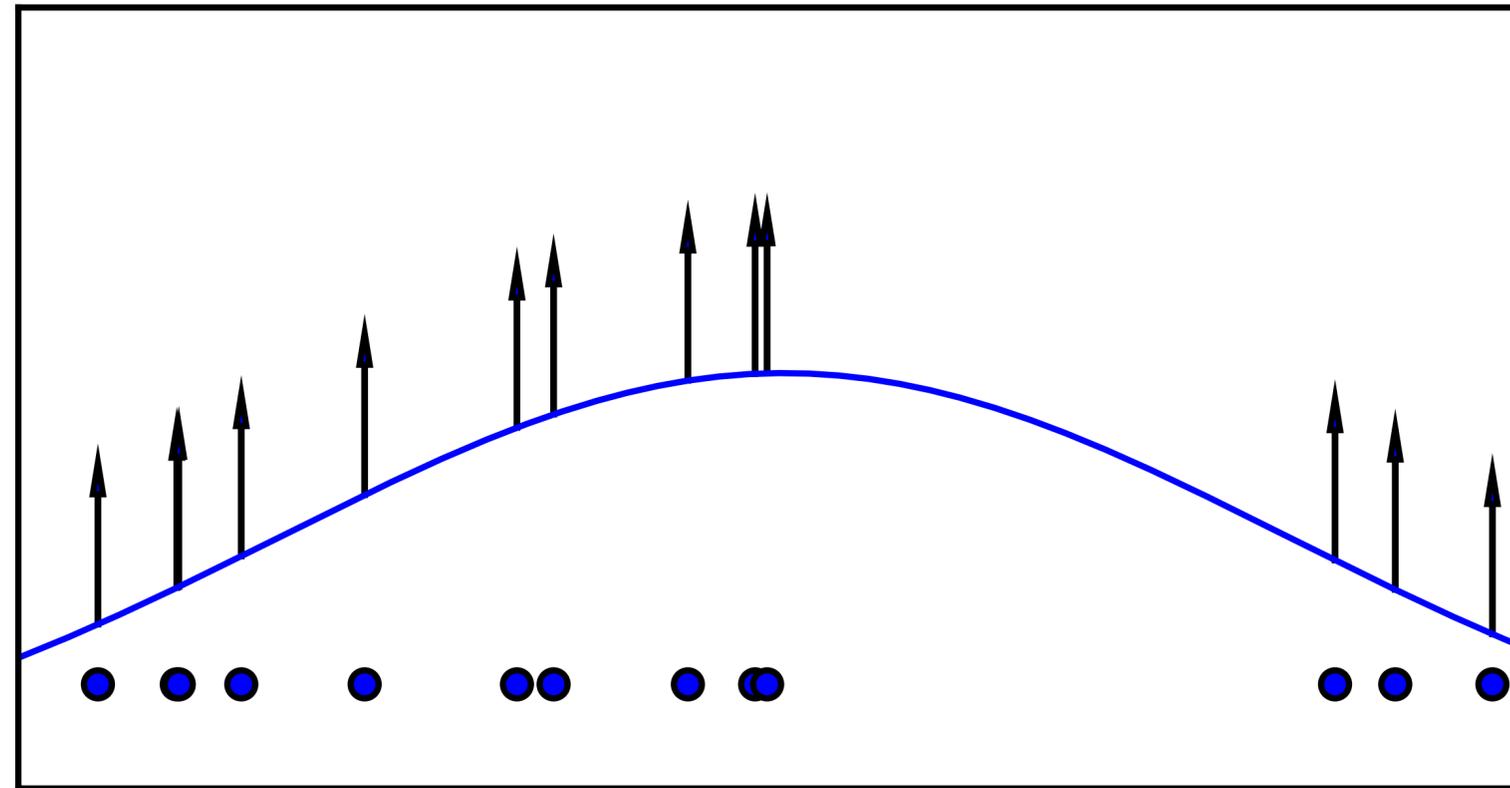
- Sample generation



Training examples

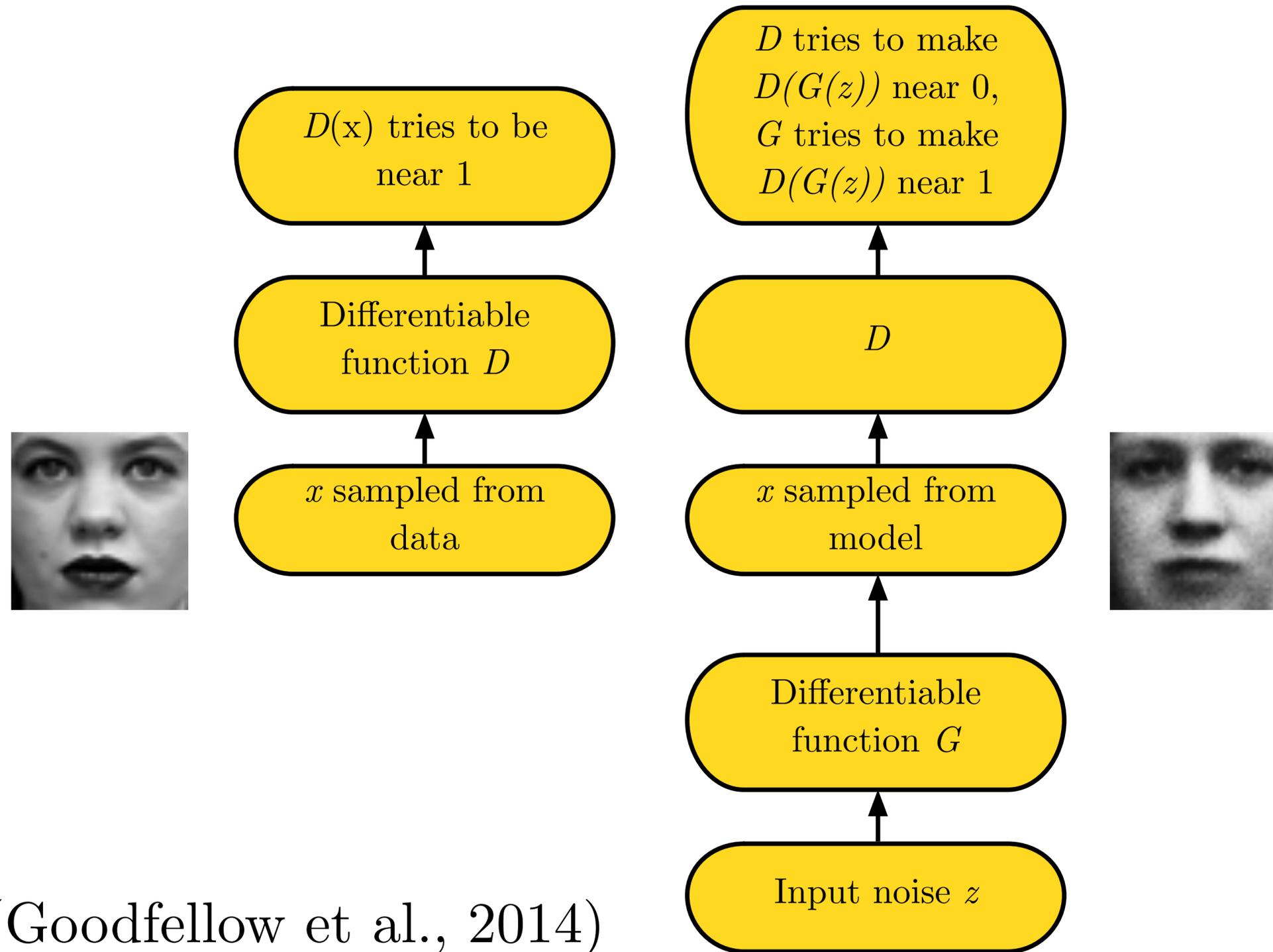
Model samples

Maximum Likelihood

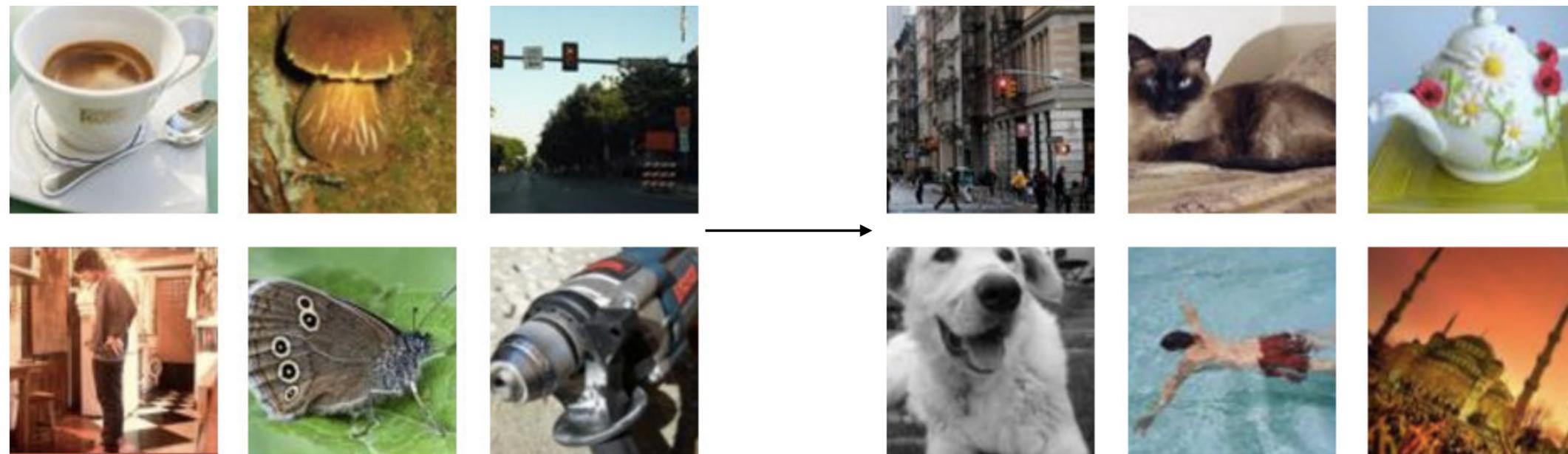


$$\theta^* = \arg \max_{\theta} \mathbb{E}_{x \sim p_{\text{data}}} \log p_{\text{model}}(\mathbf{x} \mid \theta)$$

Adversarial Nets Framework



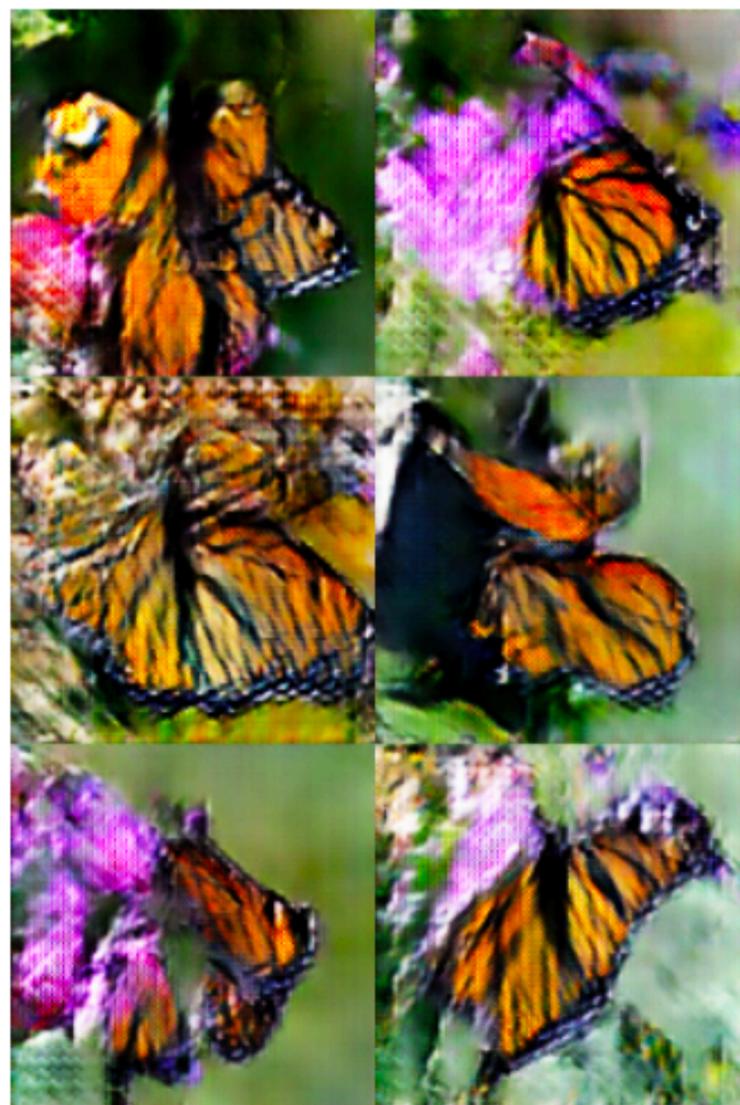
How long until GANs can do this?



Training examples

Model samples

AC-GANs



monarch butterfly



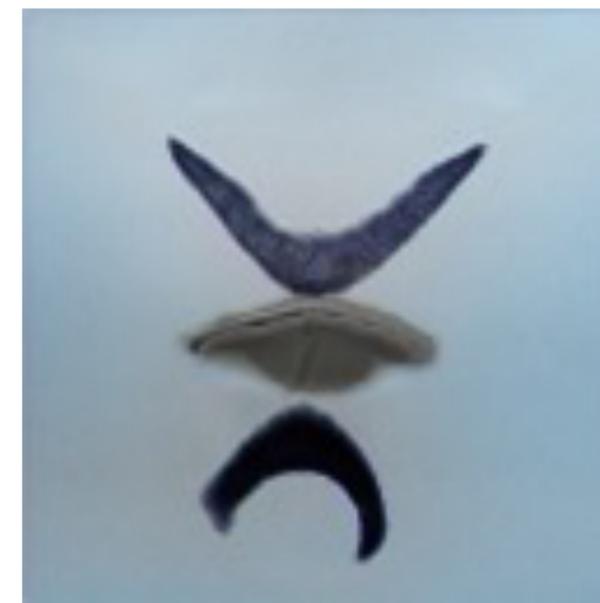
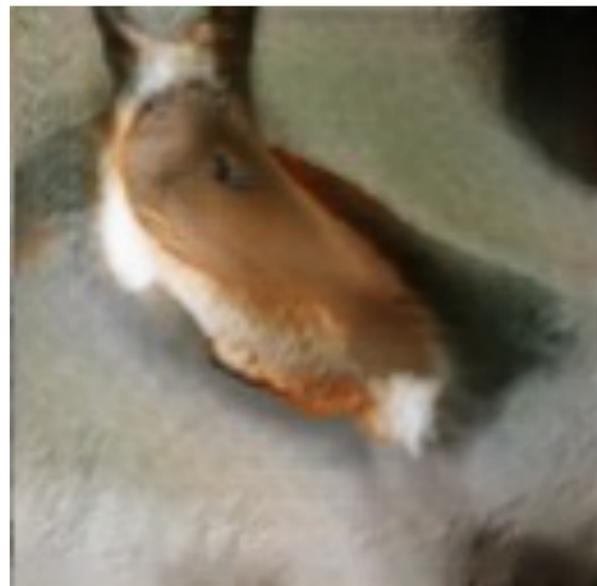
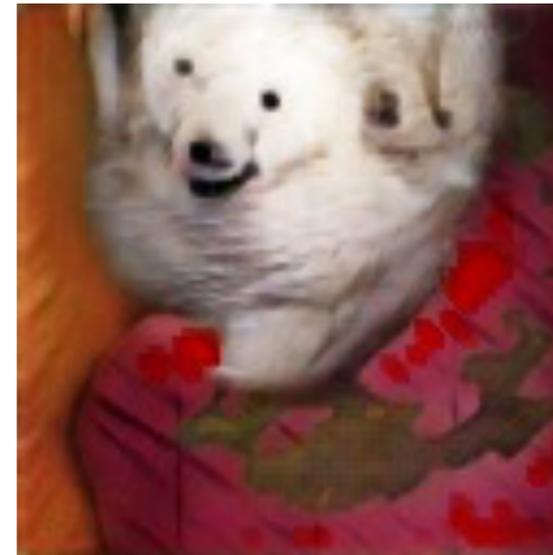
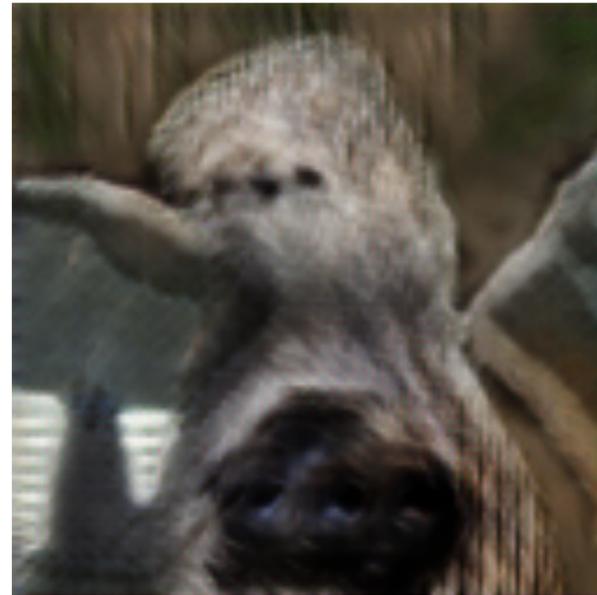
goldfinch



daisy

(Odena et al., 2016)

Minibatch GANs

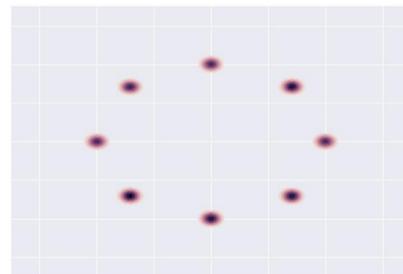


(Salimans et al, 2016)

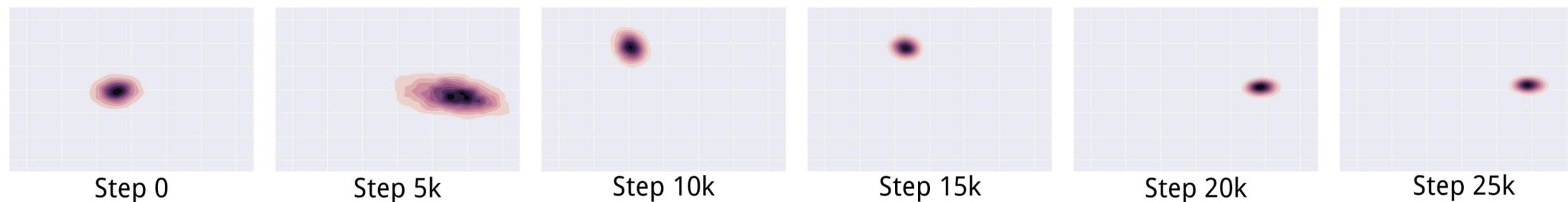
Mode Collapse

$$\min_G \max_D V(G, D) \neq \max_D \min_G V(G, D)$$

- D in inner loop: convergence to correct distribution
- G in inner loop: place all mass on most likely point



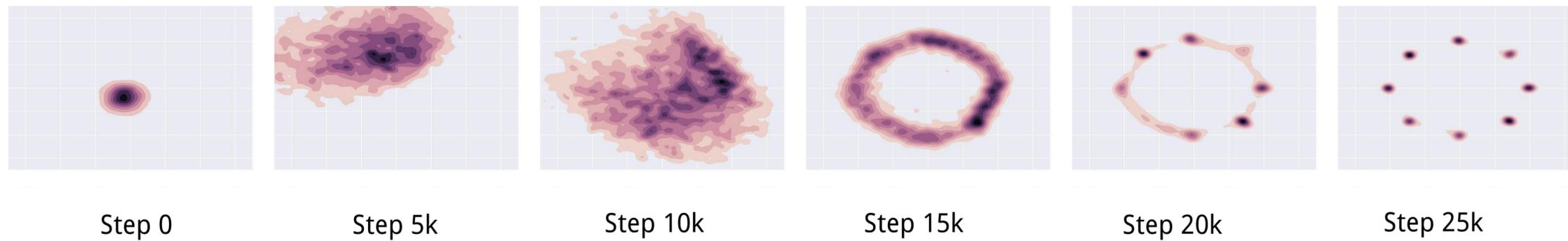
Target



(Metz et al 2016)

Unrolled GANs

- Backprop through k updates of the discriminator to prevent mode collapse:



(Metz et al 2016)

Simple Non-convergence Example

- For scalar x and y , consider the value function:

$$V(x, y) = xy$$

- Does this game have an equilibrium? Where is it?
- Consider the learning dynamics of simultaneous gradient descent with infinitesimal learning rate (continuous time). Solve for the trajectory followed by these dynamics.

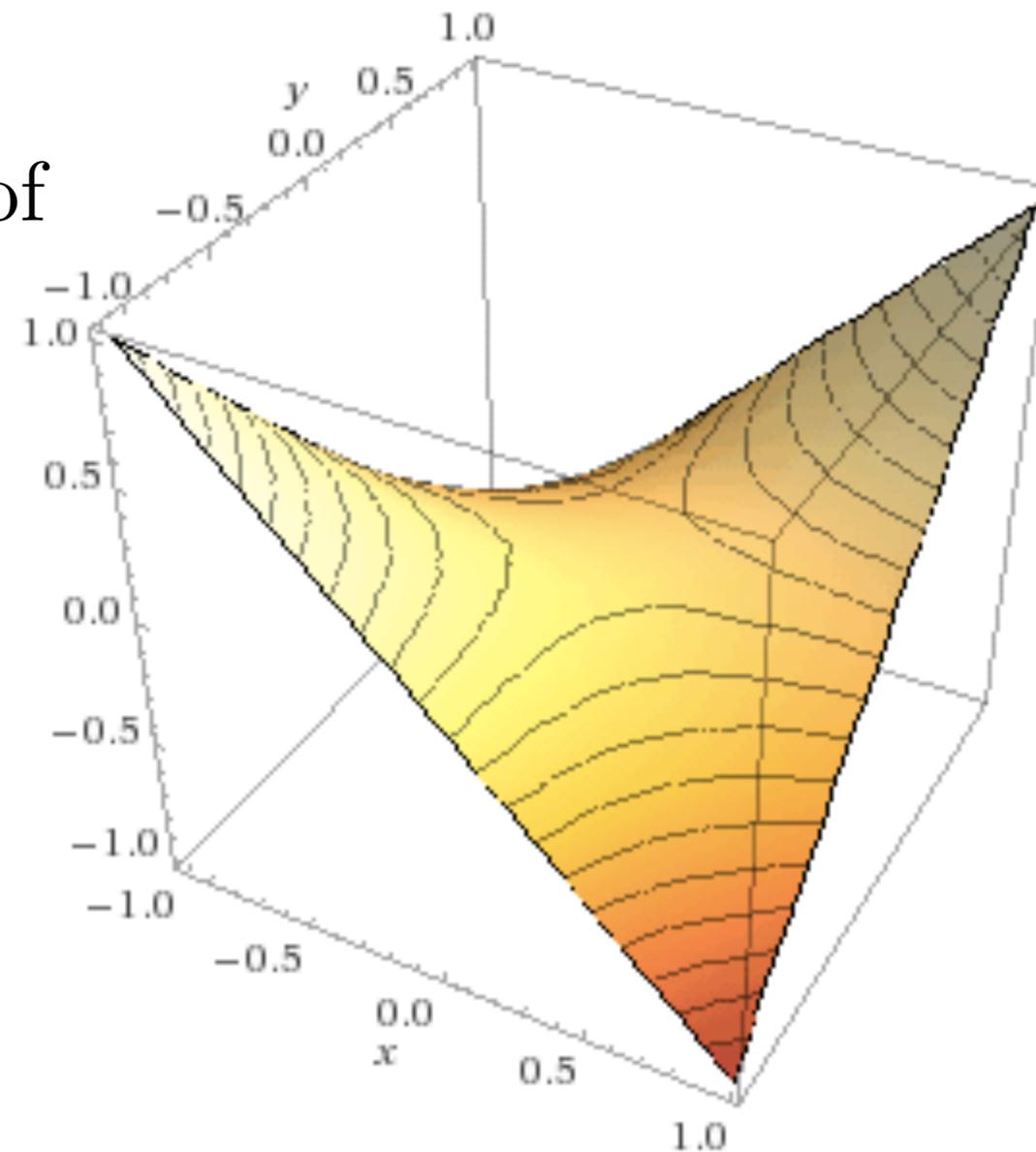
$$\frac{\partial x}{\partial t} = -\frac{\partial}{\partial x} V(x(t), y(t))$$

$$\frac{\partial y}{\partial t} = \frac{\partial}{\partial y} V(x(t), y(t))$$

Solution

This is the canonical example of a saddle point.

There is an equilibrium, at $x = 0, y = 0$.



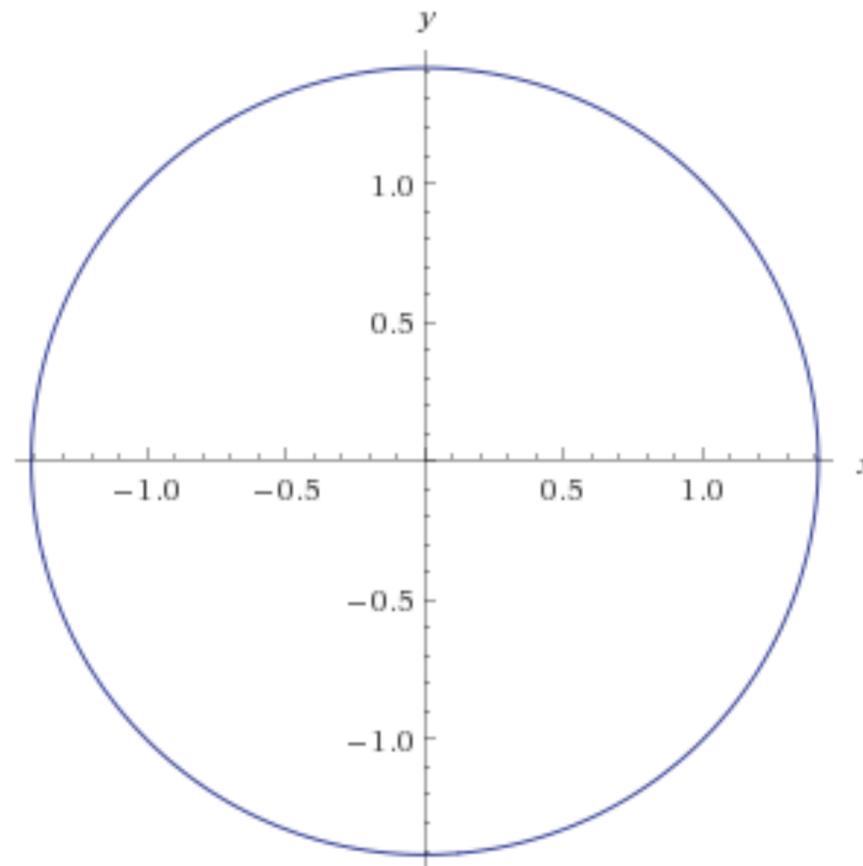
Solution

- The dynamics are a circular orbit:

$$x(t) = x(0) \cos(t) - y(0) \sin(t)$$

$$y(t) = x(0) \sin(t) + y(0) \cos(t)$$

Discrete time
gradient descent
can spiral
outward for large
step sizes



Questions

- Does a Nash equilibrium exist for GANs and is it at the right location?
- Does GAN training converge?
- If yes, how quickly?

Does a Nash equilibrium exist,
in the right place?

- For some GANs, it's trivial
- Let z be random one-hot code with m values for task with m training samples

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Does a Nash equilibrium exist, in the right place?

- For some GANs, it's trivial
- Original GAN paper: yes... in function space
- What about for neural nets with a finite number of finite-precision parameters?
- Arora et al, 2017: yes... for mixtures
 - Infinite mixture
 - Approximate an infinite mixture with a finite mixture

Does a Nash equilibrium exist,
in the right place?

- Still an open question for single net vs single net as used most often in practice

Questions

- Does a Nash equilibrium exist for GANs and is it at the right location?
- In many cases, yes
- Still open for most practical cases
- Does GAN training converge?
- If yes, how quickly?

Does GAN training converge?

- Goodfellow et al, 2014:
 - Yes, if...
 - You optimize in function space
 - You optimize D fully in the inner loop, take small steps on G in the outer loop

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 - Yes, if...
 - You optimize in function space
 - You optimize D fully in the inner loop, take small steps on G in the outer loop
 - But in practice, *simultaneous SGD* works much better!

Does GAN training converge?

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- Kodali et al 2017: yes, in function space, simultaneous SGD converges

Does GAN training converge?

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- but... we can't optimize over function space in a digital computer

Continuous games

- Ratliff et al, 2013
- Two players, with two sets of parameters

$$\boldsymbol{\theta}^{(1)}, \boldsymbol{\theta}^{(2)}$$

- Two costs

$$J^{(1)} \left(\boldsymbol{\theta}^{(1)}, \boldsymbol{\theta}^{(2)} \right), J^{(2)} \left(\boldsymbol{\theta}^{(1)}, \boldsymbol{\theta}^{(2)} \right)$$

- Each player controls *only their own cost*

Does simultaneous SGD converge?

- Regard SGD as a nonlinear dynamical system
- Examine the Jacobian of the concatenated gradients with respect to the concatenated parameters:

$$\mathbf{M} = \begin{array}{c|cc} & \mathbf{g}^{(1)} & \mathbf{g}^{(2)} \\ \hline \boldsymbol{\theta}^{(1)} & \mathbf{H}^{(1)} & \nabla_{\boldsymbol{\theta}^{(1)}} \mathbf{g}^{(2)} \\ \hline \boldsymbol{\theta}^{(2)} & \nabla_{\boldsymbol{\theta}^{(2)}} \mathbf{g}^{(1)} & \mathbf{H}^{(2)} \end{array}$$

(Ratliff et al 2013)

Does simultaneous SGD converge?

- Ratliff et al 2013:
 - If the real part of each eigenvalue of M is positive, then yes (exponentially stable fixed point)

Intuition for the Jacobian

How firmly does player 1
want to stay in place?

How much can player 1
dislodge player 2?

	$g^{(1)}$	$g^{(2)}$
$\theta^{(1)}$	$H^{(1)}$	$\nabla_{\theta^{(1)}} g^{(2)}$
$\theta^{(2)}$	$\nabla_{\theta^{(2)}} g^{(1)}$	$H^{(2)}$

How much can player 2
dislodge player 1?

How firmly does player 2
want to stay in place?

What happens for GANs?

D

G

	$g^{(1)}$	$g^{(2)}$
D	$H^{(1)}$	$\nabla_{\theta^{(1)}} g^{(2)}$
G	$\nabla_{\theta^{(2)}} g^{(1)}$	$H^{(2)}$

All zeros!

The optimal discriminator is constant.

Locally, the generator does not have any “retaining force”

What happens for GANs?

- The real part of some eigenvalues of M can be exactly 0
- The result from Ratliff et al 2013 does not apply

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- The result from Ratliff et al 2013 does not apply
- So do they fail to converge?

What happens for GANs?

- The real part of some eigenvalues of M can be exactly 0
- The result from Ratliff et al 2013 does not apply
- Nagarajan et al 2017:
 - Extend the analysis to handle the 0!
 - The equilibrium is stable!

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- Heusel et al 2017: yes, if the generator learning rate decays relative to the discriminator learning rate

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- Does a Nash equilibrium exist for GANs and is it at the right location?
 - In many cases, yes
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- Does GAN training converge?
 - In many *quite realistic* cases, yes
- If yes, how quickly?

Numerics of GANs

- Mescheder et al, 2013
- The zero real part of the eigenvalues of M did not go away
- SGD may converge, but it converges slowly
- Imaginary part of eigenvalues is large too

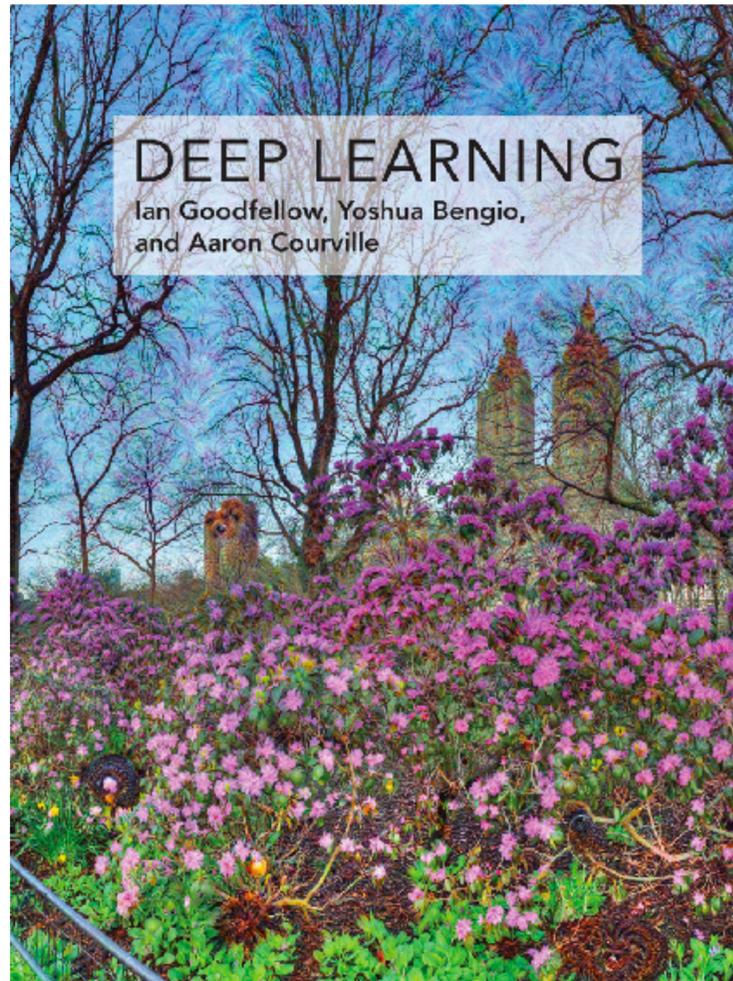
How to speed up convergence?

- Penalize the gradient?
 - Nagarajan et al and Mescheder et al both suggest it
- Improves numerics
- Original equilibrium remains an equilibrium
- Non-equilibrium saddle points of original game become equilibria
 - (For example: zero out some layer of the discriminator... now the gradient is gone)

Questions

- Does a Nash equilibrium exist for GANs and is it at the right location?
 - In many cases, yes
 - Still open for most practical cases
- Does GAN training converge?
 - In many *quite realistic* cases, yes
- If yes, how quickly?
 - Slowly
 - Open problem: how to make convergence *fast*, without adding equilibria in the wrong place

Further Resources



www.deeplearningbook.org

