



The Success of Deep Generative Models

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PASC, 2018

What is AI about?

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Decision making:

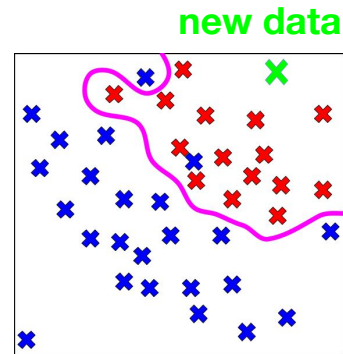
$$p(y|\mathbf{x})$$

What is AI about?

Decision making:

$$p(y|\mathbf{x})$$

High probability
of the **red** label.
=
**Highly probable
decision!**



What is AI about?

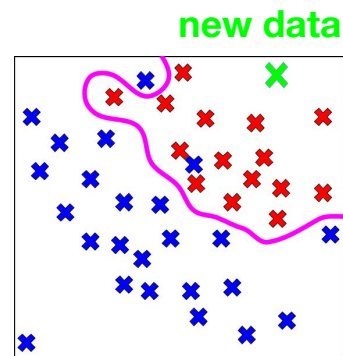
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Understanding:

$$p(y, \mathbf{x}) = p(y|\mathbf{x}) p(\mathbf{x})$$

What is AI about?

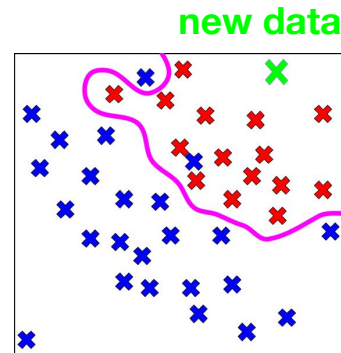
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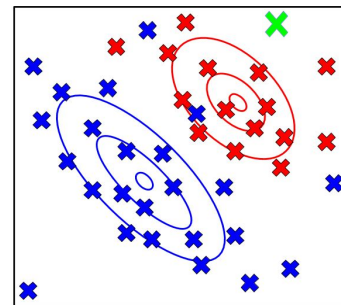
High probability
of the **red** label.

x

Low probability
of the **object**

=

Uncertain
decision!



What is generative modeling about?

Understanding:

$$p(y, \mathbf{x}) = p(y|\mathbf{x}) p(\mathbf{x})$$

finding underlying factors (**discovery**)

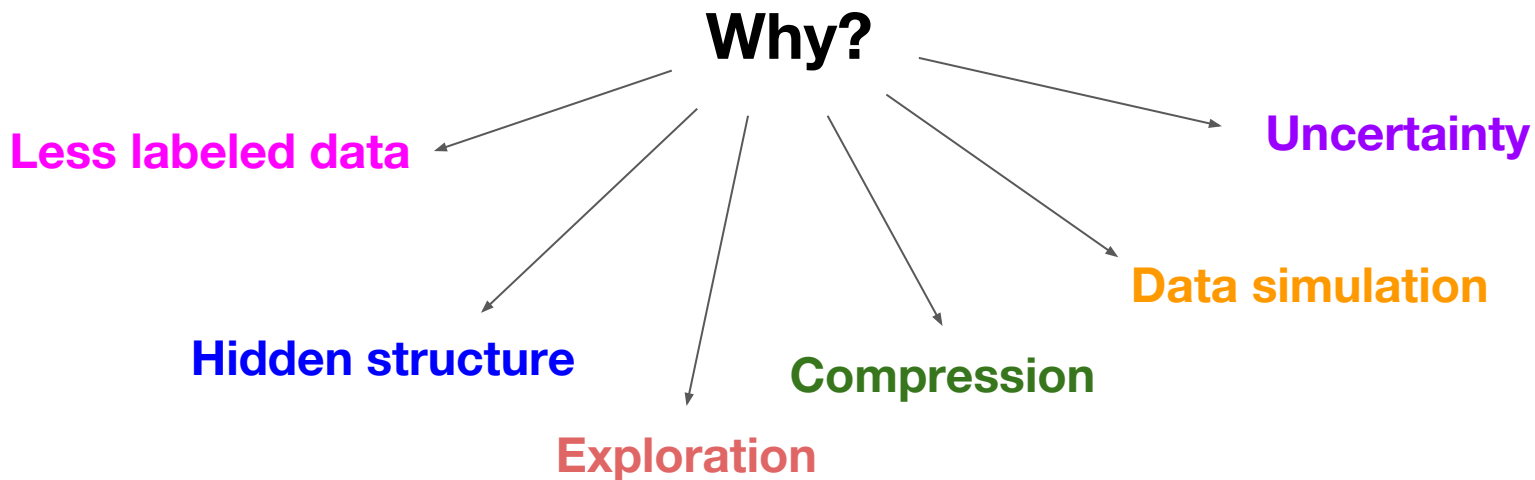
predicting and anticipating future events (**planning**)

finding analogies (**transfer learning**)

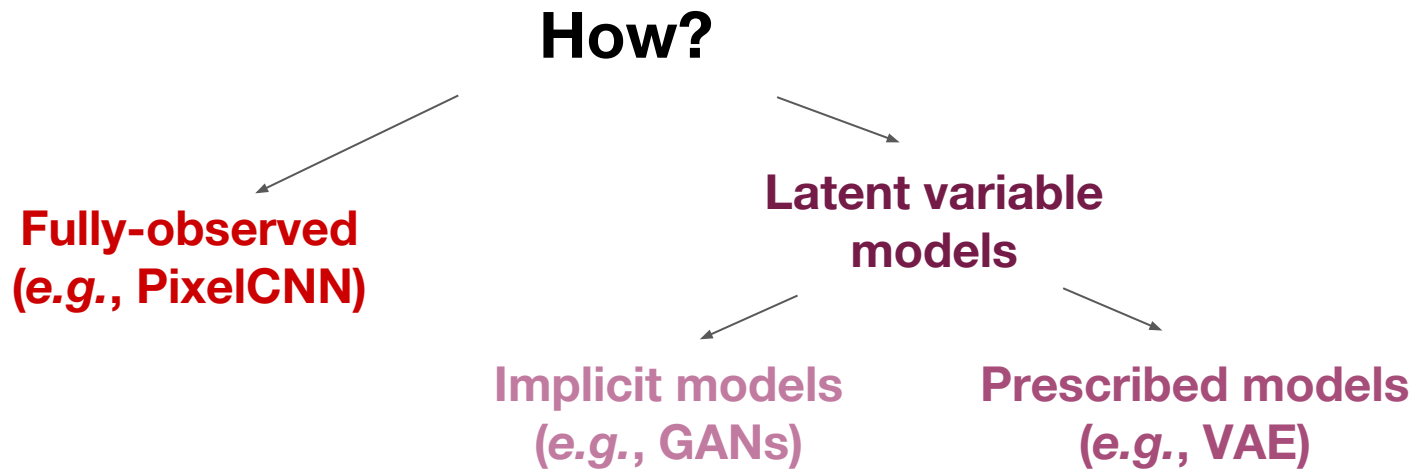
detecting rare events (**anomaly detection**)

decision making

Why generative modeling?



Generative modeling: **How?**

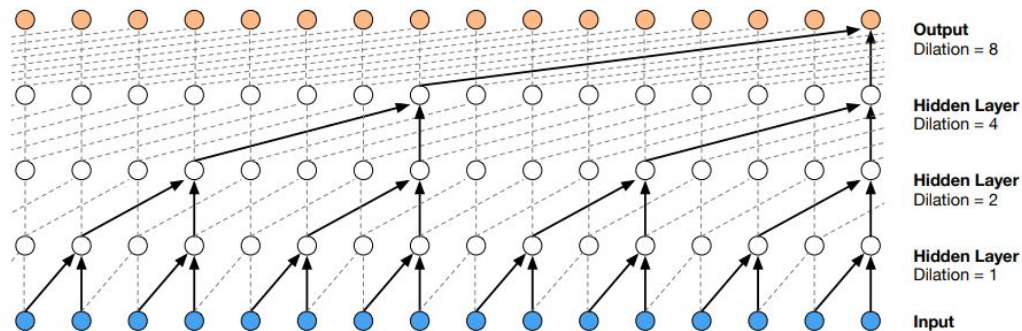


Generative modeling: **Auto-regressive models**

General idea is to factorise the joint distribution:

$$p(\mathbf{x}) = p(x_1) \prod_{d=2}^D p(x_d | \mathbf{x}_{1:d-1})$$

and use neural networks (e.g., convolutional NN) to model it efficiently:



Generative modeling: **Latent Variable Models**

We assume data lies on a low-dimensional manifold so the generator is:

$$\mathbf{x} = f_{\theta}(\mathbf{z})$$

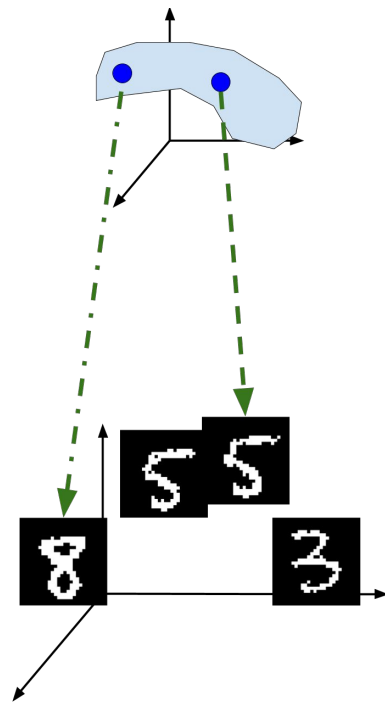
where:

$$\mathbf{x} \in \mathcal{X} \text{ (e.g. } \mathcal{X} = \mathbb{R}^D \text{) and } \mathbf{z} \in \mathbb{R}^d$$

Two main approaches:

→ **Generative Adversarial Networks** (GANs)

→ **Variational Auto-Encoders** (VAEs)



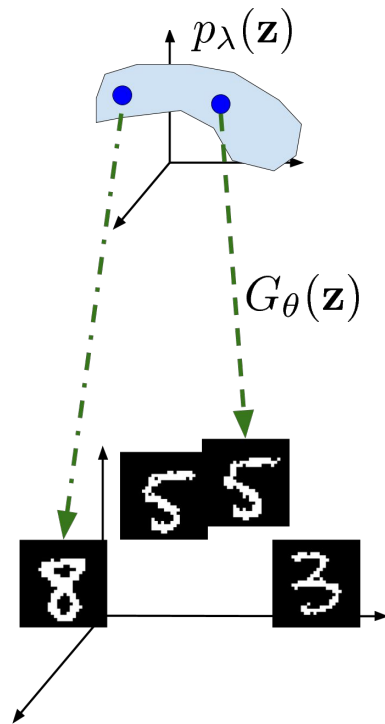
Generative modeling: **GANs**

We assume a **deterministic generator**:

$$\mathbf{x} = G_{\theta}(\mathbf{z})$$

and a **prior** over latent space:

$$\mathbf{z} \sim p_{\lambda}(\mathbf{z})$$



Generative modeling: **GANs**

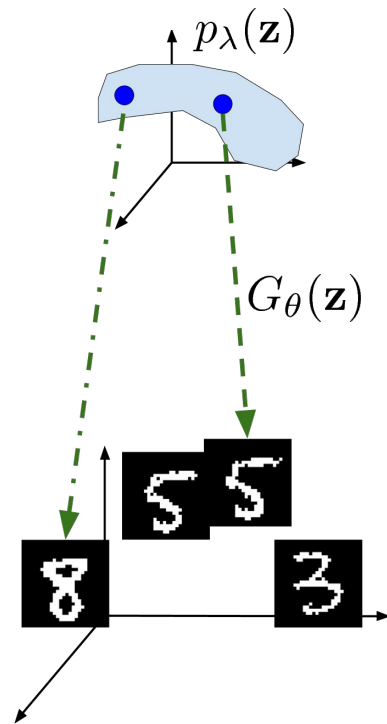
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How to train it?



Generative modeling: **GANs**

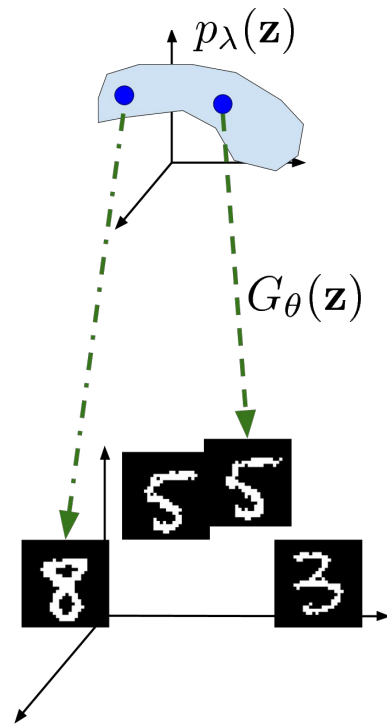
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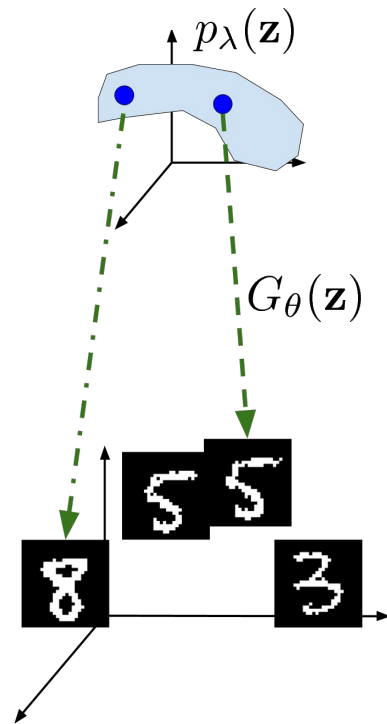
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How to train it? By using a game!

For this purpose, we assume a discriminator:

$$D_{\psi}(\mathbf{x}) \in [0, 1]$$



Generative modeling: GANs

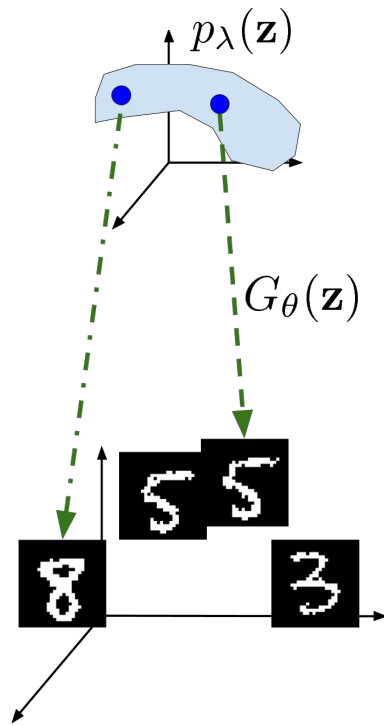
The learning process is as follows:

- the **generator** tries to **fool** the **discriminator**;
- the **discriminator** tries to **distinguish** between the **real** and **fake** images.

We define the learning problem as a min-max problem:

$$\min_{\theta} \max_{\psi} \mathbb{E}_{\mathbf{x} \sim p_{data}} \left[\ln D_{\psi}(\mathbf{x}) \right] - \mathbb{E}_{\mathbf{z} \sim p_{\lambda}(\mathbf{z})} \left[\ln (1 - D_{\psi}(G(\mathbf{z}))) \right]$$

In fact, we have a **learnable loss** function!



Generative modeling: GANs

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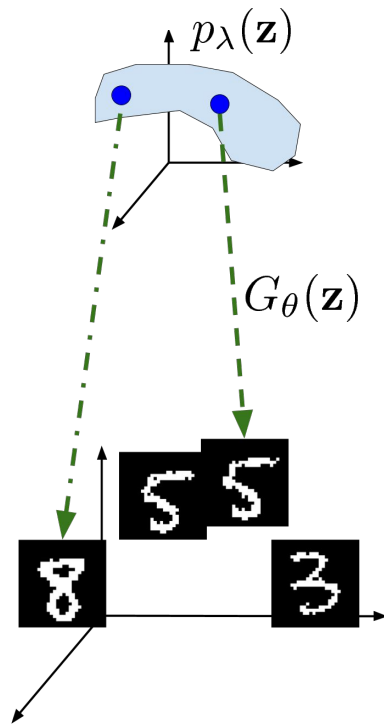
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In fact, we have a **learnable loss** function!

→ **It learns high-order statistics.**



Generative modeling: **GANs**

Pros:

- we don't need to specify a likelihood function;
- very flexible;
- the loss function is trainable;
- perfect for data simulation.

Cons:

- we don't know the distribution;
- training is highly unstable (min-max objective);
- missing mode problem.

Generative modeling: **VAEs**

We assume **a stochastic generator** (decoder) and a **prior**:

$$\mathbf{z} \sim p_{\lambda}(\mathbf{z})$$

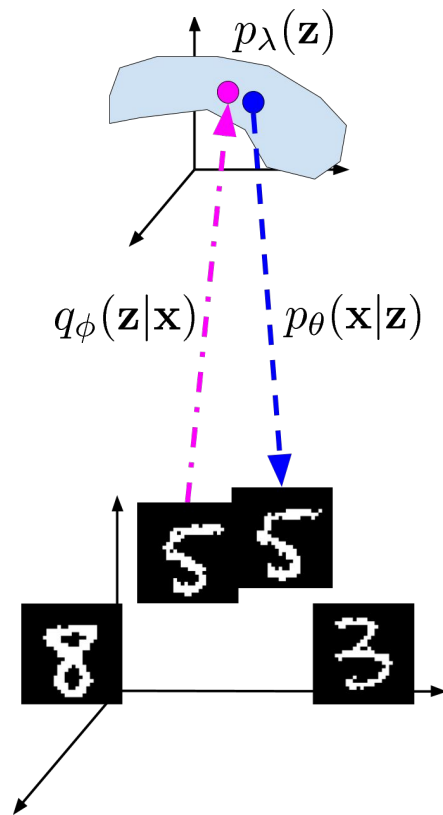
$$\mathbf{x} \sim p_{\theta}(\mathbf{x}|\mathbf{z})$$

Additionally, we use **a variational posterior** (encoder):

$$\mathbf{z} \sim q_{\phi}(\mathbf{z}|\mathbf{x})$$

How to train it? Using the log-likelihood function!

$$\ln p(\mathbf{x}) \geq \mathbb{E}_{\mathbf{z} \sim q_{\phi}(\mathbf{z}|\mathbf{x})} \left[\ln p_{\theta}(\mathbf{x}|\mathbf{z}) \right] - \text{KL} \left[q_{\phi}(\mathbf{z}|\mathbf{x}) || p_{\lambda}(\mathbf{z}) \right]$$



Variational Auto-Encoder: Extensions

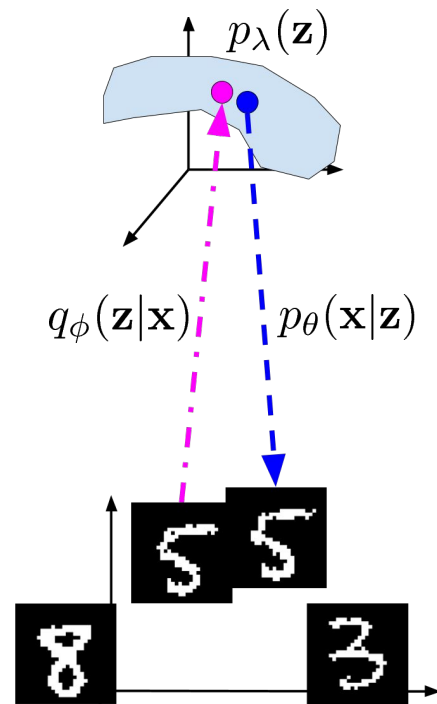
$$q_{\phi}(\mathbf{z}|\mathbf{x}) \propto p_{\theta}(\mathbf{x}|\mathbf{z}) p_{\lambda}(\mathbf{z})$$

Normalizing flows
Volume-preserving flows
non-Gaussian distributions

Fully-connected
ConvNets
PixelCNN
Other

Importance Weighted AE
Renyi Divergence
Stein Divergence

Autoregressive Prior
Objective Prior
Stick-Breaking Prior
VampPrior



Generative modeling: **VAEs**

Pros:

- we know the distribution and can calculate the likelihood function;
- we can encode an object in a low-dim manifold (compression);
- training is stable;
- no missing modes.

Cons:

- we need know the distribution;
- we need a flexible encoder and prior;
- blurry images (so far...).

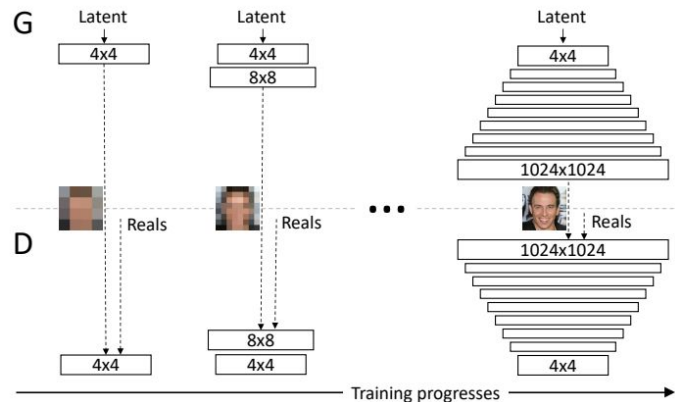
Recent successes: Image generation



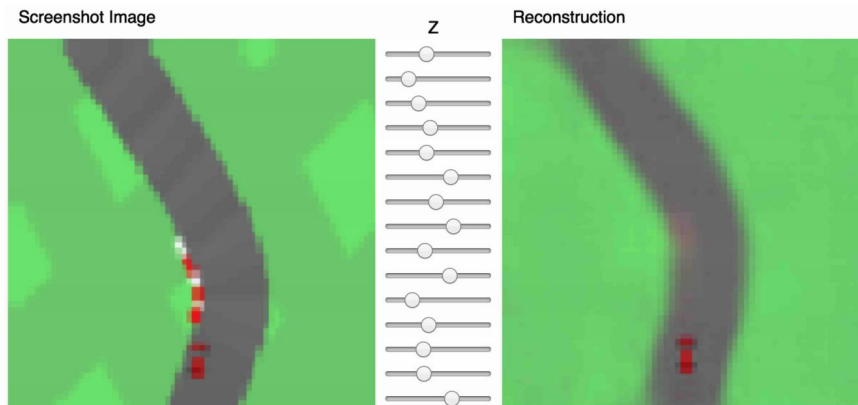
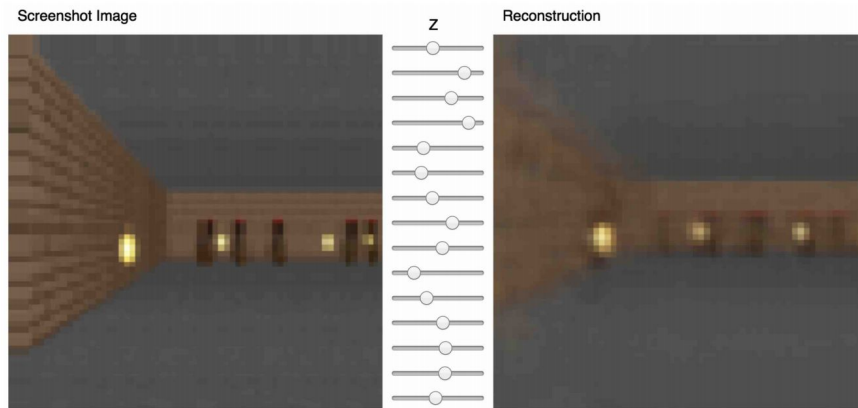
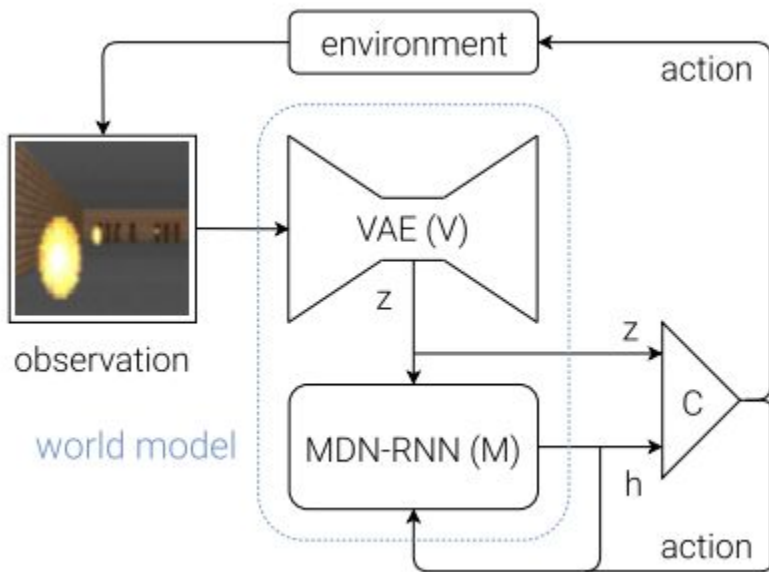
generated



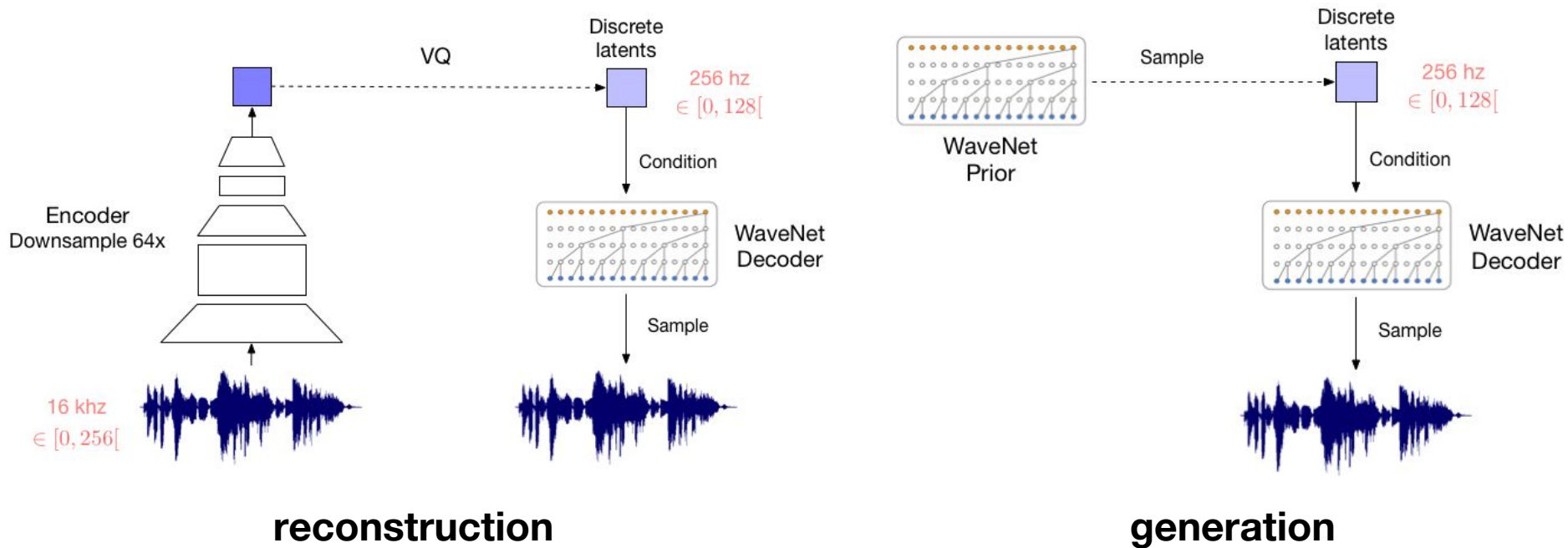
real



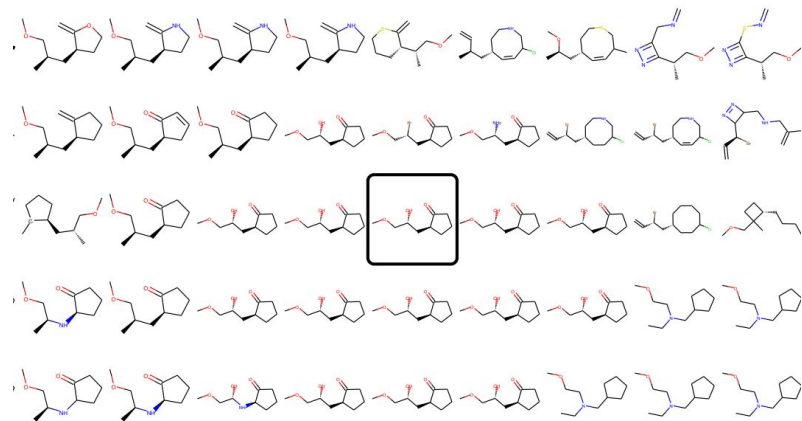
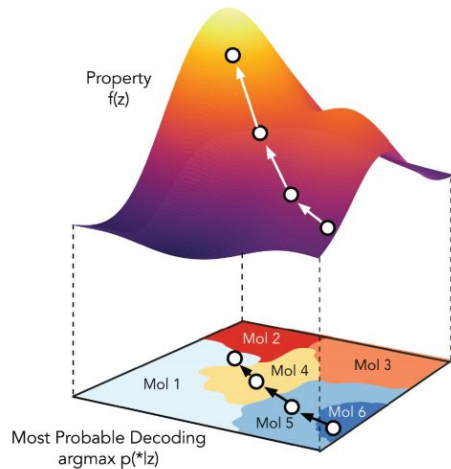
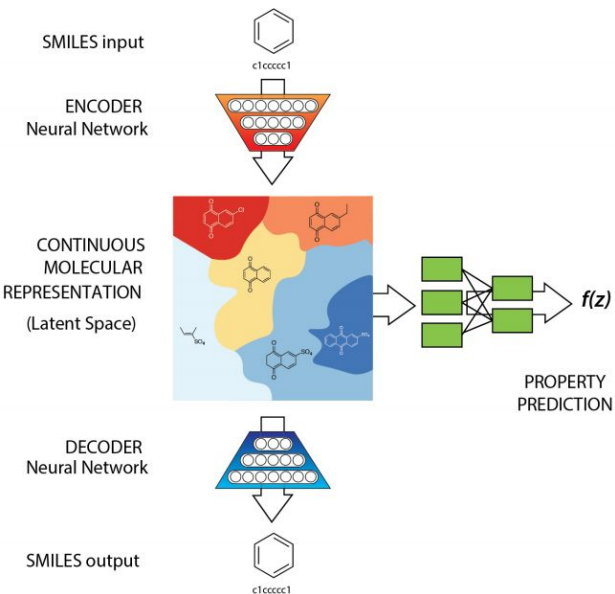
Recent successes: Reinforcement learning



Recent successes: Audio generation



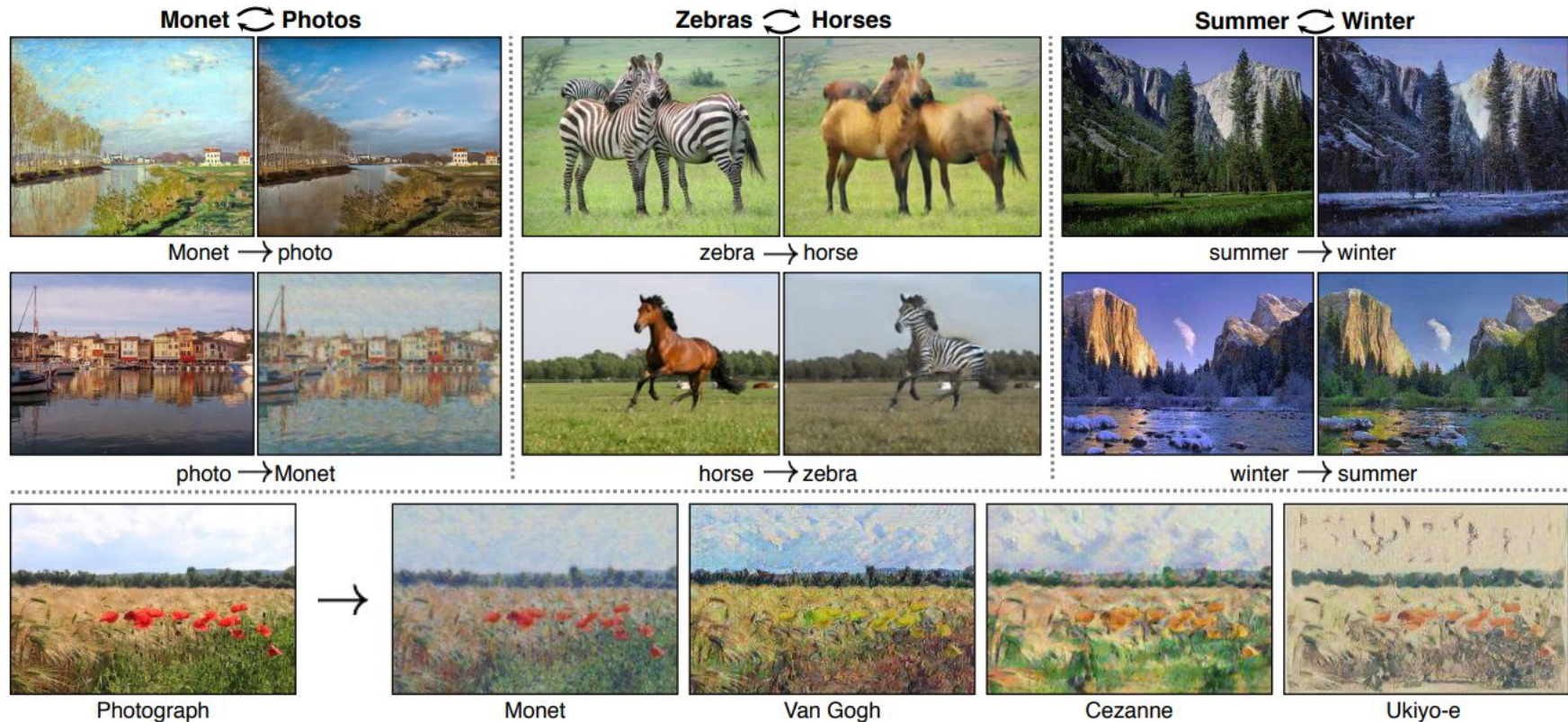
Recent successes: Drug discovery



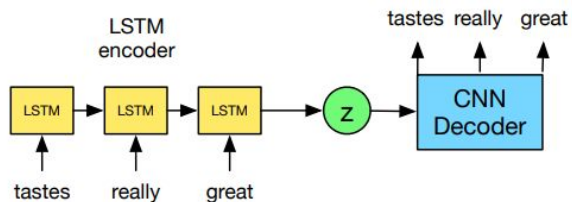
Gómez-Bombarelli, R., et al. (2018). Automatic Chemical Design Using a Data-Driven Continuous Representation of Molecules ACS Cent.

Kusner, M. J., Paige, B., & Hernández-Lobato, J. M. (2017). Grammar variational autoencoder. *arXiv preprint arXiv:1703.01925*.

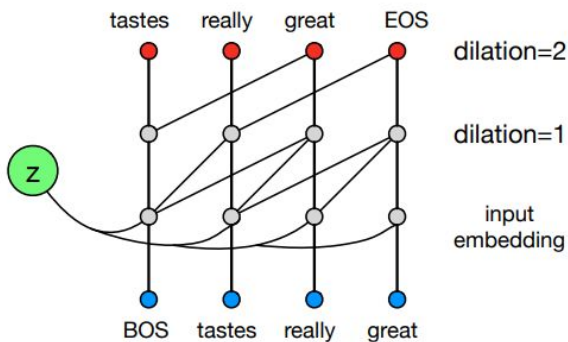
Recent successes: **Style transfer**



Recent successes: Text generation

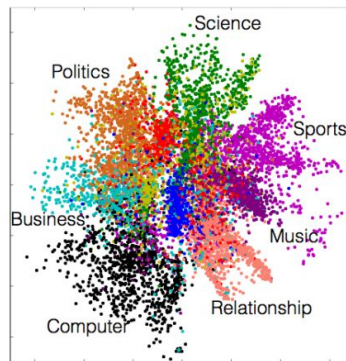


(a) VAE training graph using a dilated CNN decoder.

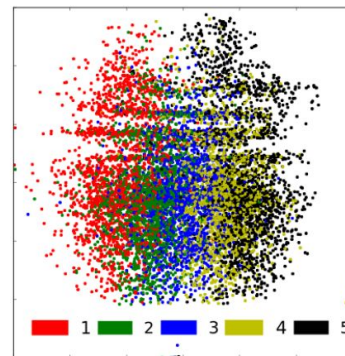


(b) Digram of dilated CNN decoder.

-
- 1 star** the food was good but the service was horrible . took forever to get our food . we had to ask twice for our check after we got our food . will not return .
 - 2 star** the food was good , but the service was terrible . took forever to get someone to take our drink order . had to ask 3 times to get the check . food was ok , nothing to write about .
 - 3 star** came here for the first time last night . food was good . service was a little slow . food was just ok .
 - 4 star** food was good , service was a little slow , but the food was pretty good . i had the grilled chicken sandwich and it was really good . will definitely be back !
 - 5 star** food was very good , service was fast and friendly . food was very good as well . will be back !
-

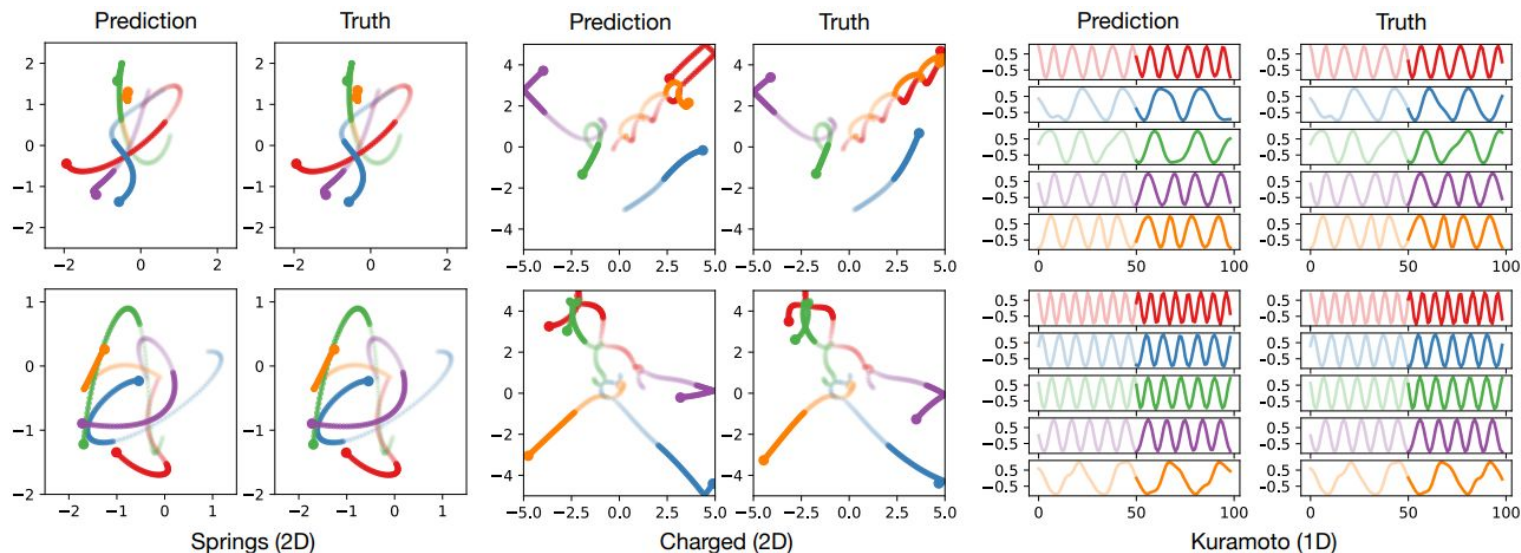
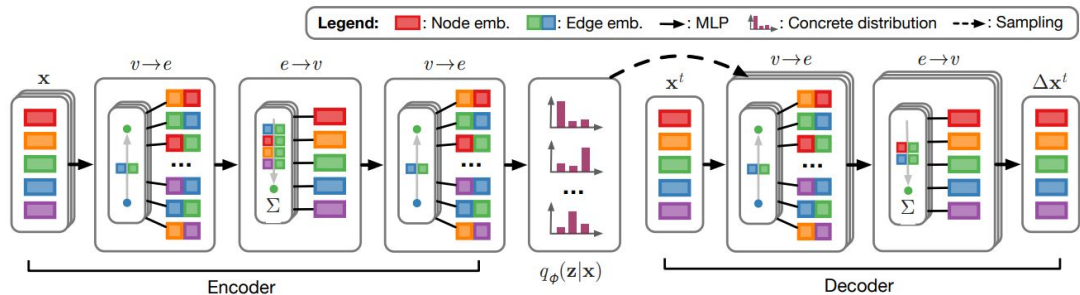


(a) Yahoo



(b) Yelp

Recent successes: Physics (interacting systems)



Conclusion

Generative modeling: the way to go to achieve AI.

Deep generative modeling: very successful in recent years in many domains.

Two main approaches:
GANs and **VAEs**.

Next steps: **video processing, better priors and decoders, geometric methods, ...**

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Code on github:

<https://github.com/jmtomczak>

Webpage:

<http://jmtomczak.github.io/>

Contact:

jakubmkt@gmail.com



The research conducted by Jakub M. Tomczak was funded by the European Commission within the Marie Skłodowska-Curie Individual Fellowship (Grant No. 702666, "Deep learning and Bayesian inference for medical imaging").