



Deep Generative Modeling

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MIT 6.S191

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6.S191 Introduction to Deep Learning

introtodeeplearning.com [@MITDeepLearning](https://twitter.com/MITDeepLearning)



Which face is real?



A



B



C

Supervised vs unsupervised learning

Supervised Learning

Data: (x, y)

x is data, y is label

Goal: Learn function to map
 $x \rightarrow y$

Examples: Classification, regression, object detection, semantic segmentation, etc.

Unsupervised Learning

Data: x

x is data, no labels!

Goal: Learn some *hidden* or *underlying structure* of the data.

Examples: Clustering, feature or dimensionality reduction, etc.

Supervised vs unsupervised learning

Supervised Learning

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x is data, y is label

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Unsupervised Learning

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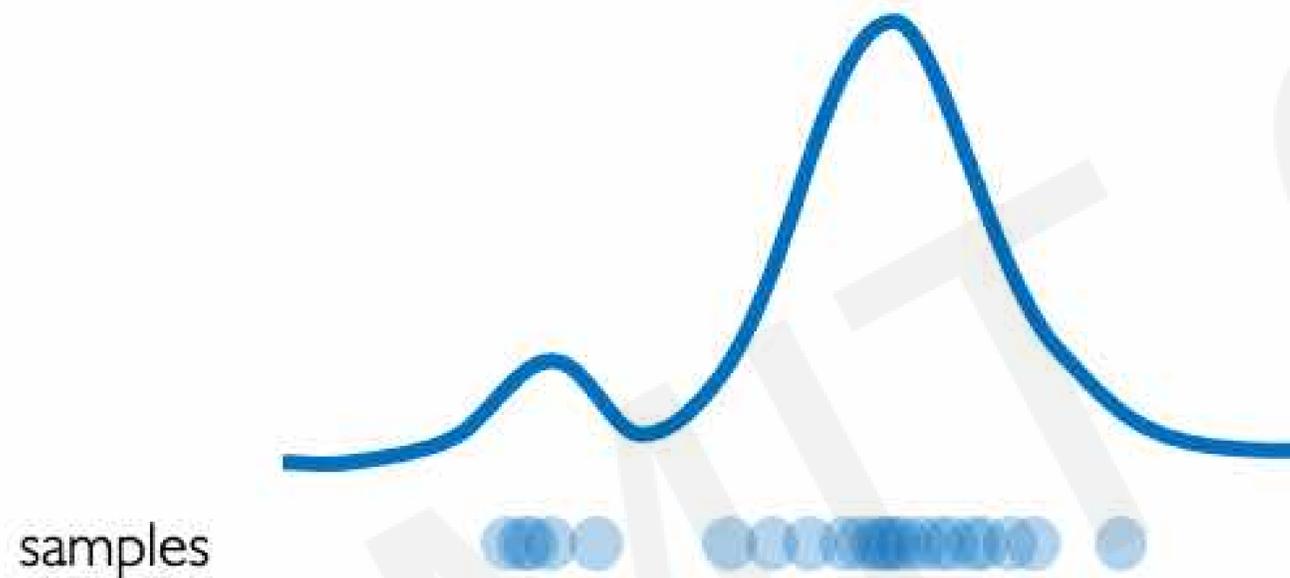
Goal: Learn the *hidden* or *underlying structure* of the data

Examples: Clustering, feature or dimensionality reduction, etc.

Generative modeling

Goal: Take as input training samples from some distribution and learn a model that represents that distribution

Density Estimation

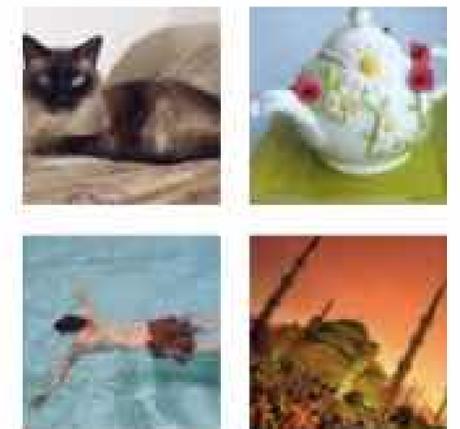


Sample Generation



Input samples

Training data $\sim P_{data}(x)$



Generated samples

Generated $\sim P_{model}(x)$

How can we learn $P_{model}(x)$ similar to $P_{data}(x)$?

Why generative models? Debiasing

Capable of uncovering **underlying features** in a dataset



Homogeneous skin color, pose

VS



Diverse skin color, pose, illumination

How can we use this information to create fair and representative datasets?



6.S191 Lab

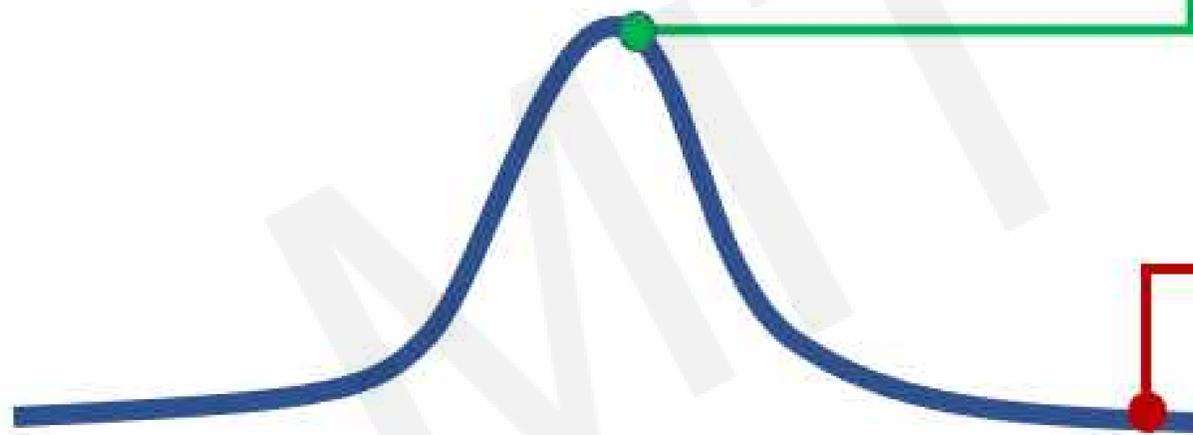
Why generative models? Outlier detection

- **Problem:** How can we detect when we encounter something new or rare?
- **Strategy:** Leverage generative models, detect outliers in the distribution
- Use outliers during training to improve even more!

95% of Driving Data:
(1) sunny, (2) highway, (3) straight road



Detect outliers to avoid unpredictable behavior when training



Edge Cases



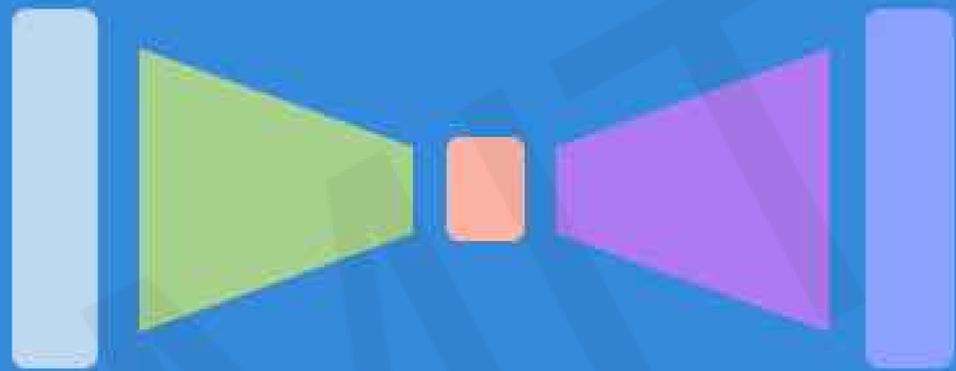
Harsh Weather



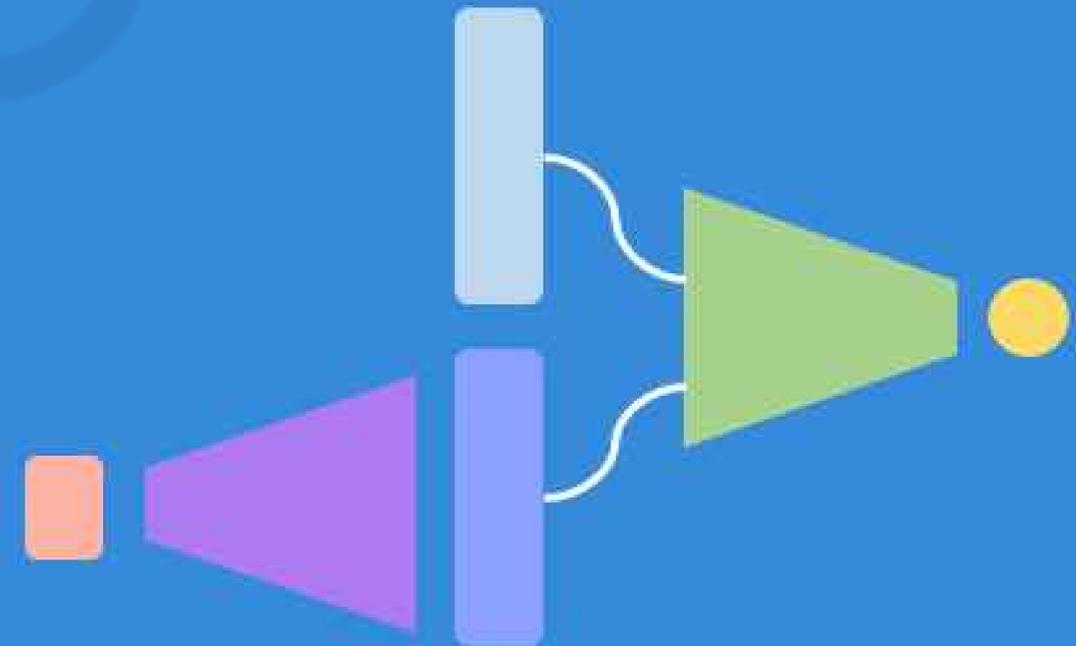
Pedestrians

Latent variable models

Autoencoders and Variational Autoencoders (VAEs)



Generative Adversarial Networks (GANs)



What is a latent variable?



Myth of the Cave

What is a latent variable?

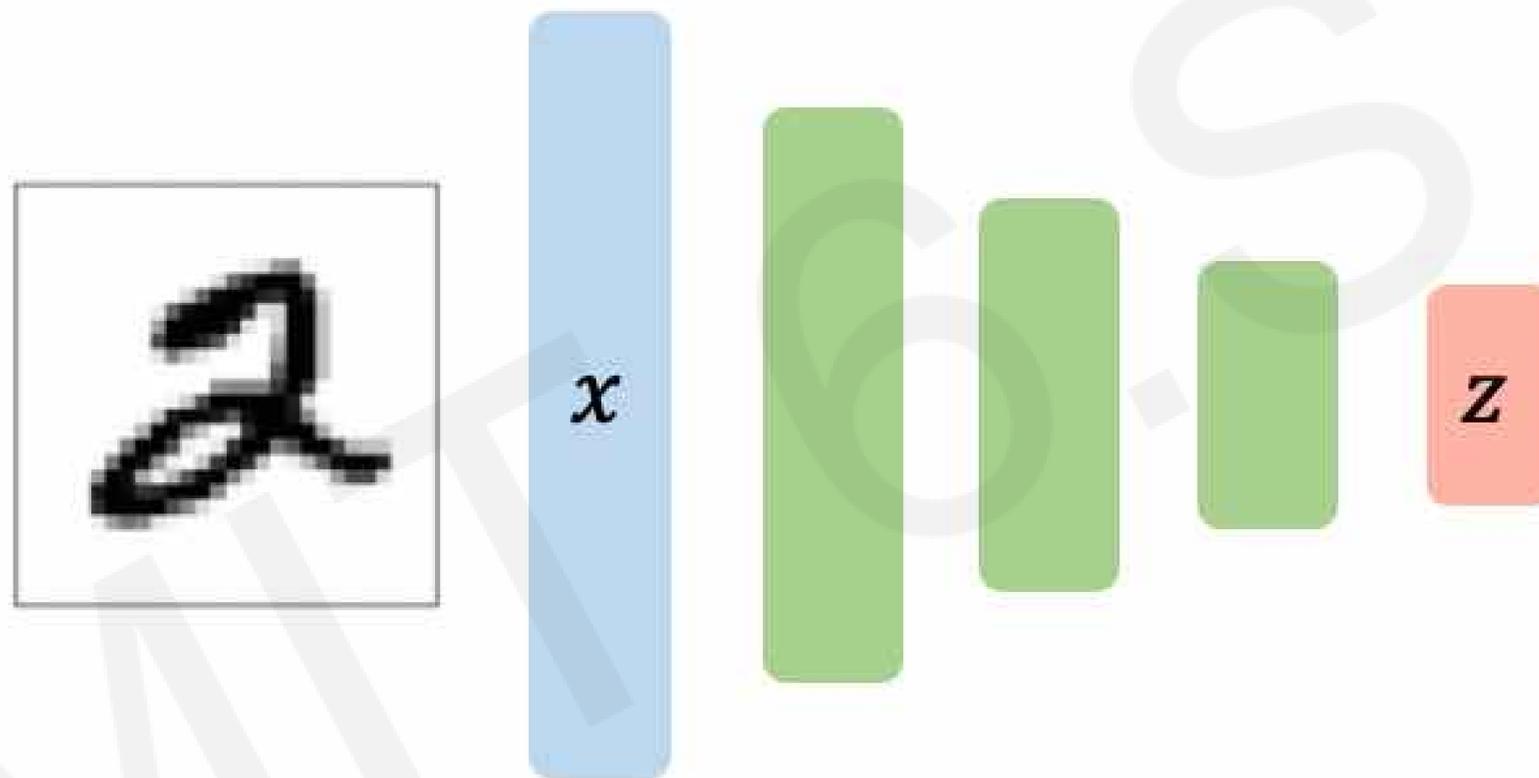


Can we learn the **true explanatory factors**, e.g. latent variables, from only observed data?

Autoencoders

Autoencoders: background

Unsupervised approach for learning a **lower-dimensional** feature representation from unlabeled training data



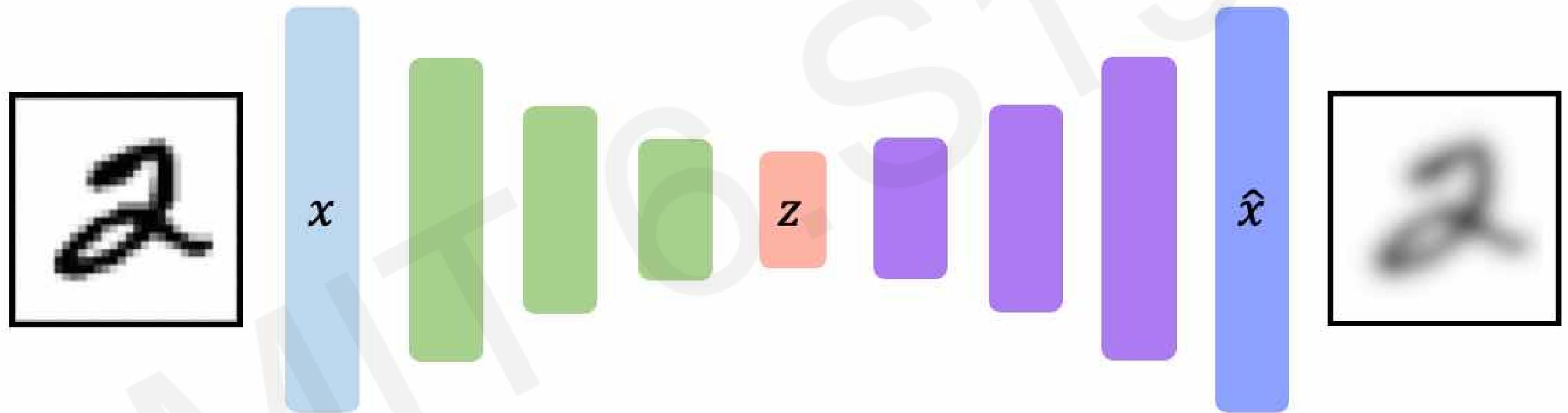
Why do we care about a low-dimensional z ? 🤔

“Encoder” learns mapping from the data, x , to a low-dimensional latent space, z

Autoencoders: background

How can we learn this latent space?

Train the model to use these features to **reconstruct the original data**

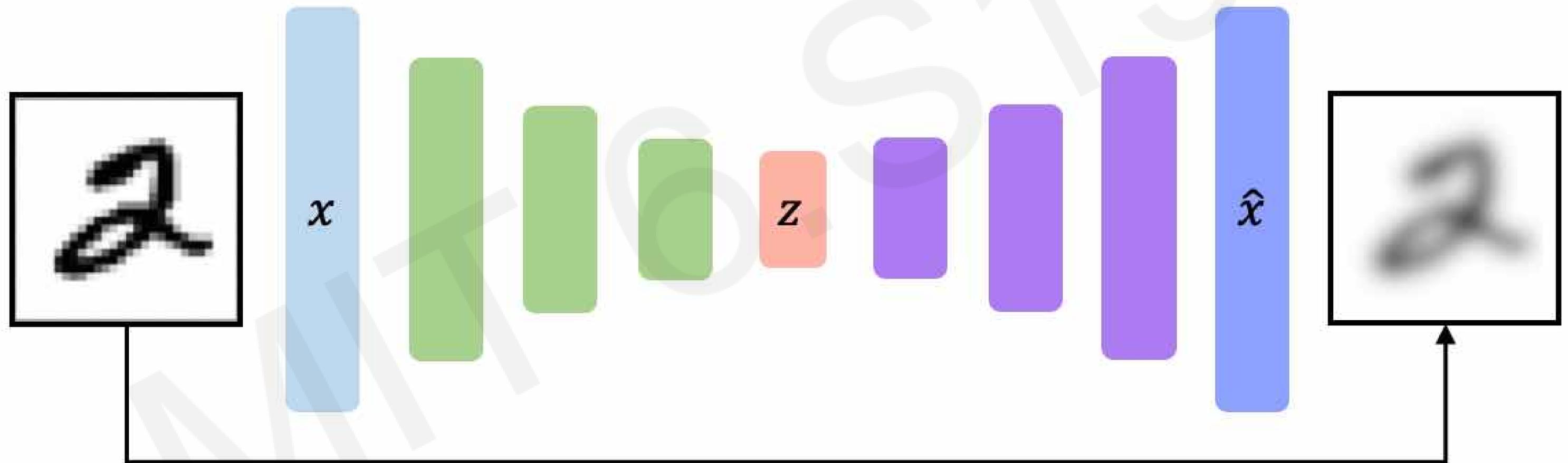


“Decoder” learns mapping back from latent space, z , to a reconstructed observation, \hat{x}

Autoencoders: background

How can we learn this latent space?

Train the model to use these features to **reconstruct the original data**



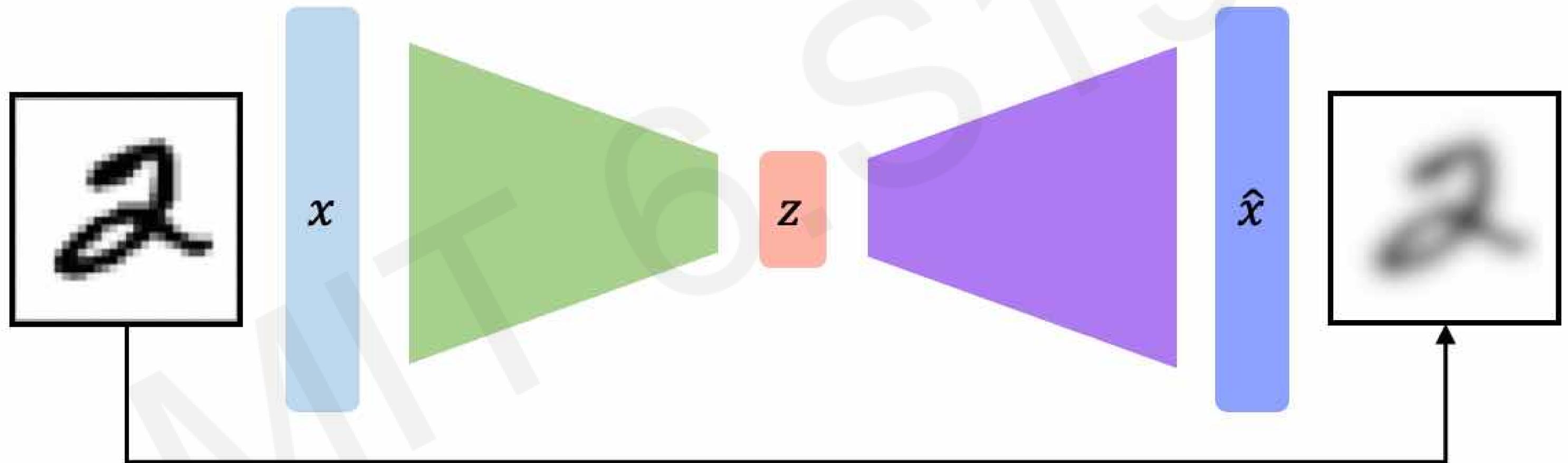
$$\mathcal{L}(x, \hat{x}) = \|x - \hat{x}\|^2$$

Loss function doesn't use any labels!!

Autoencoders: background

How can we learn this latent space?

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$$\mathcal{L}(x, \hat{x}) = \|x - \hat{x}\|^2$$

Loss function doesn't use any labels!!

Dimensionality of latent space \rightarrow reconstruction quality

Autoencoding is a form of compression!
Smaller latent space will force a larger training bottleneck

2D latent space



5D latent space



Ground Truth



Autoencoders for representation learning

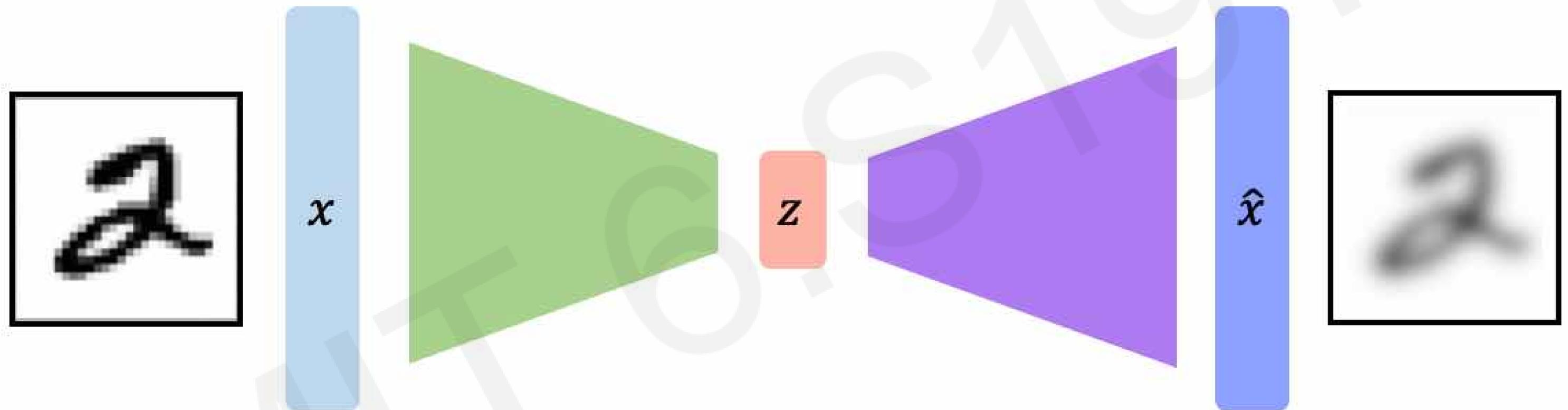
Bottleneck hidden layer forces network to learn a compressed latent representation

Reconstruction loss forces the latent representation to capture (or encode) as much “information” about the data as possible

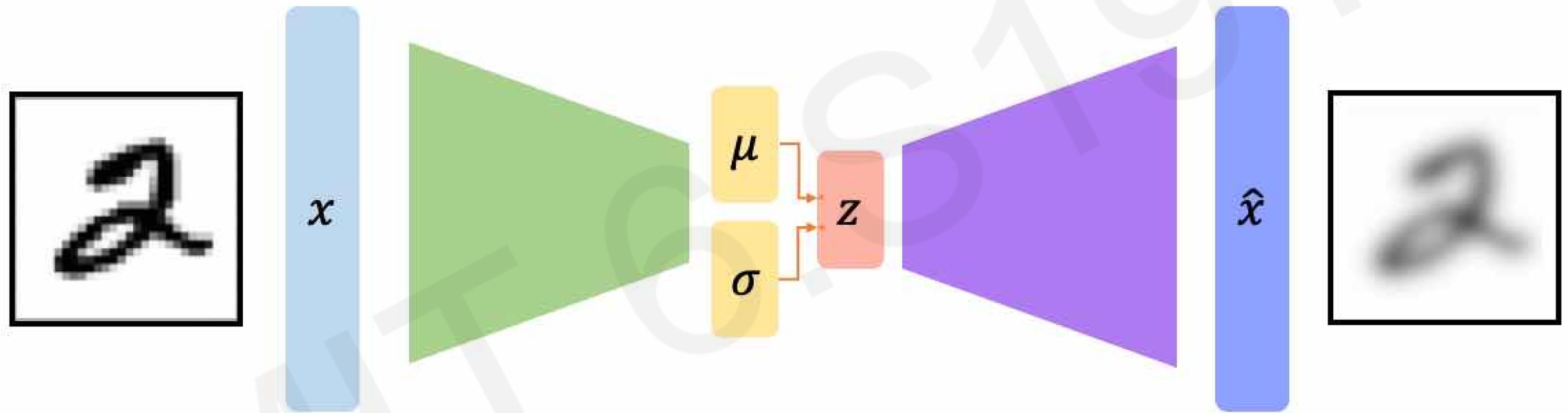
Autoencoding = **Automatically encoding** data; “Auto” = **self**-encoding

Variational Autoencoders (VAEs)

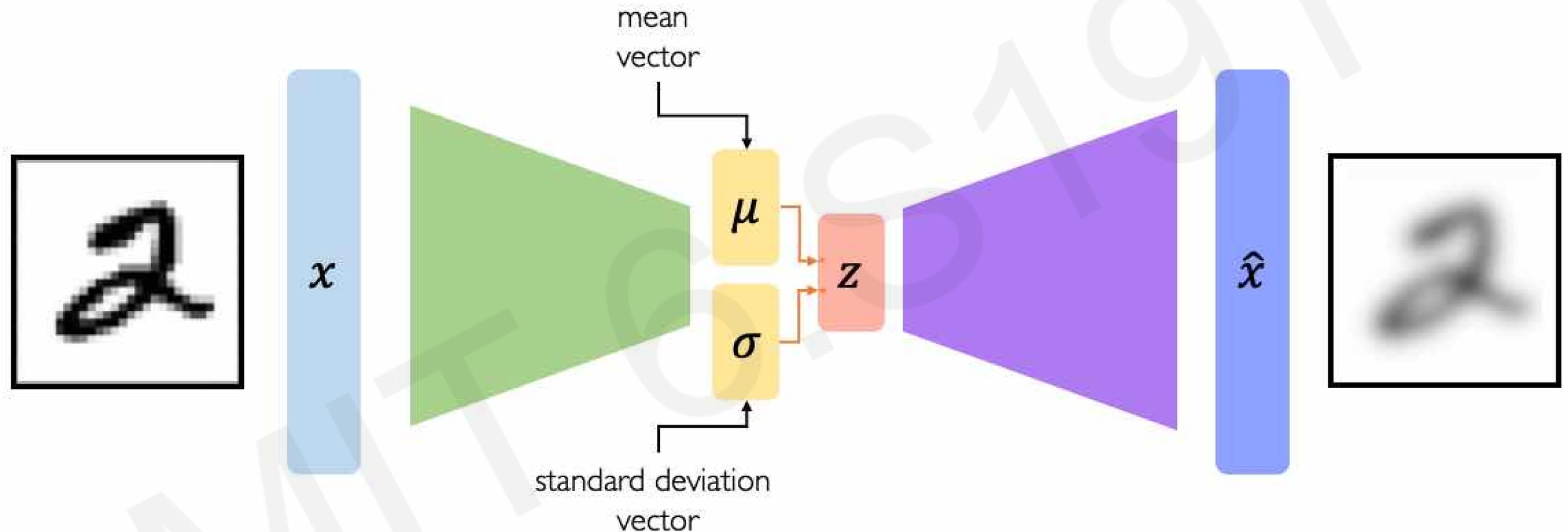
Traditional autoencoders



VAEs: key difference with traditional autoencoder



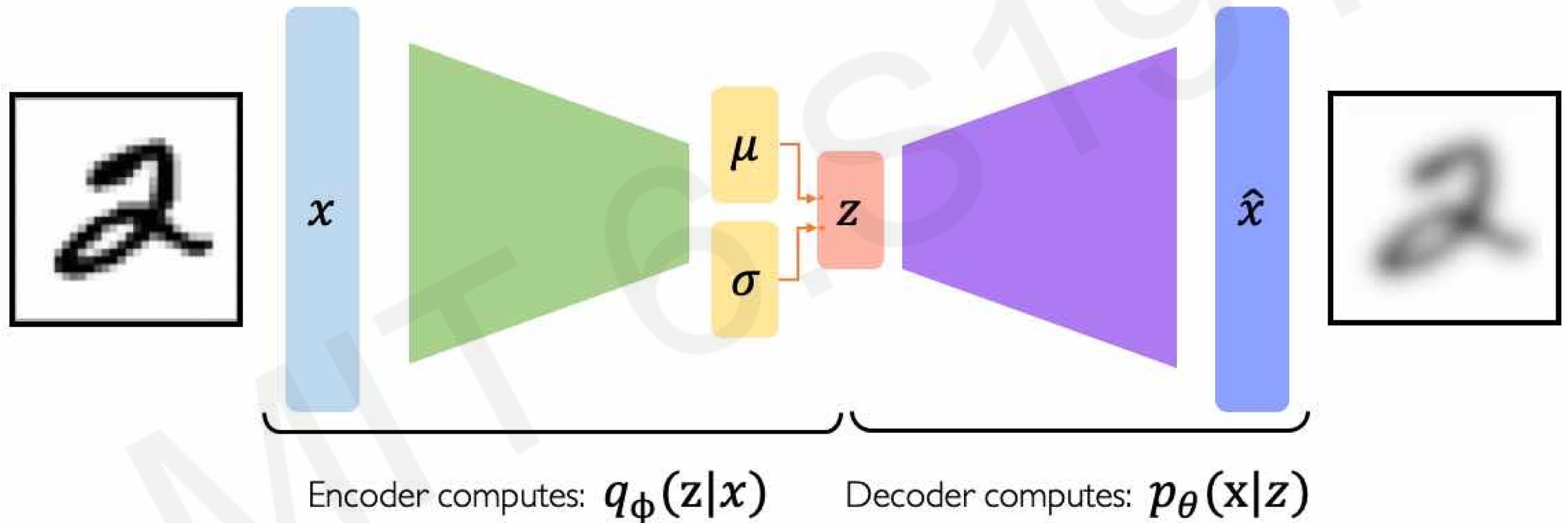
VAEs: key difference with traditional autoencoder



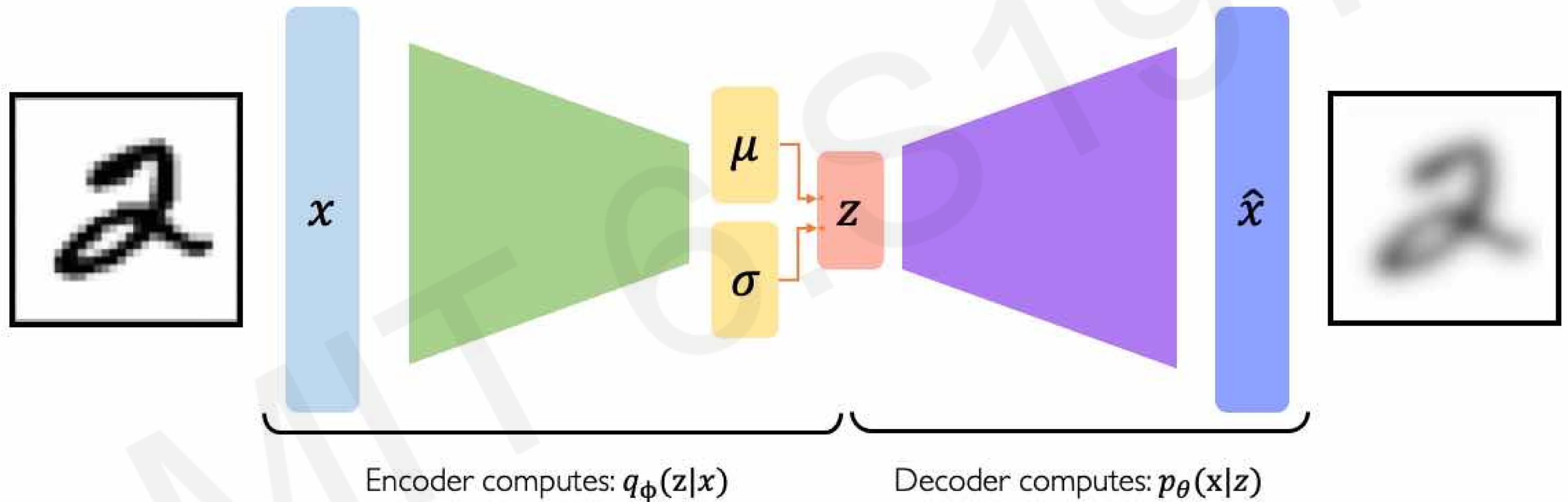
Variational autoencoders are a probabilistic twist on autoencoders!

Sample from the mean and standard deviation to compute latent sample

VAE optimization

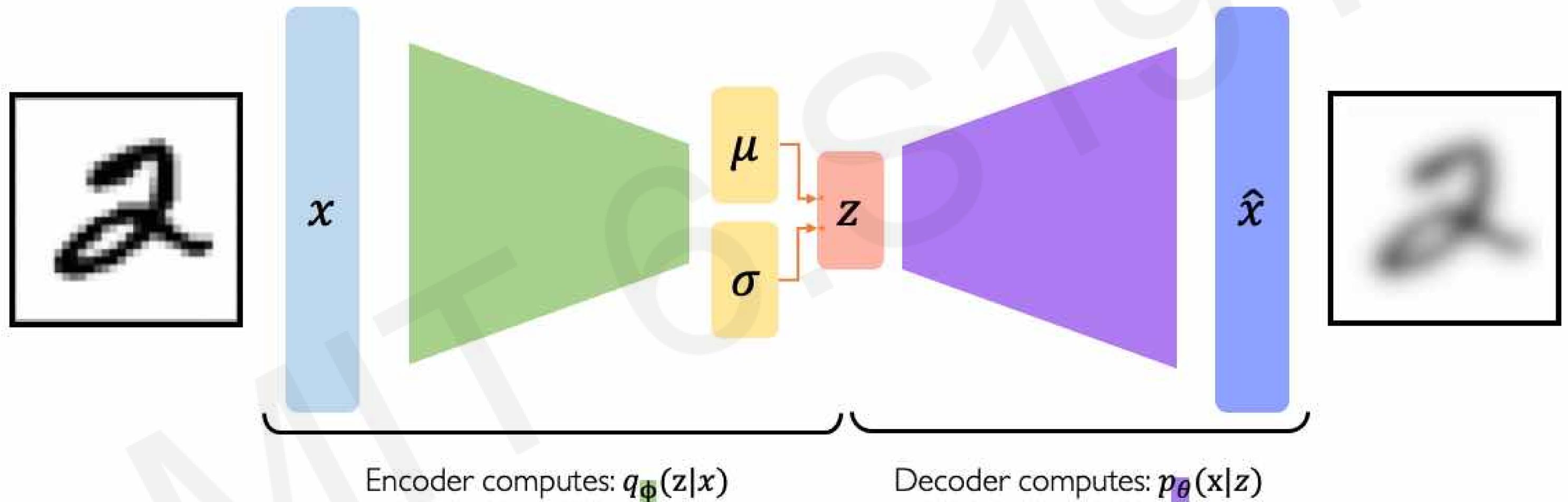


VAE optimization



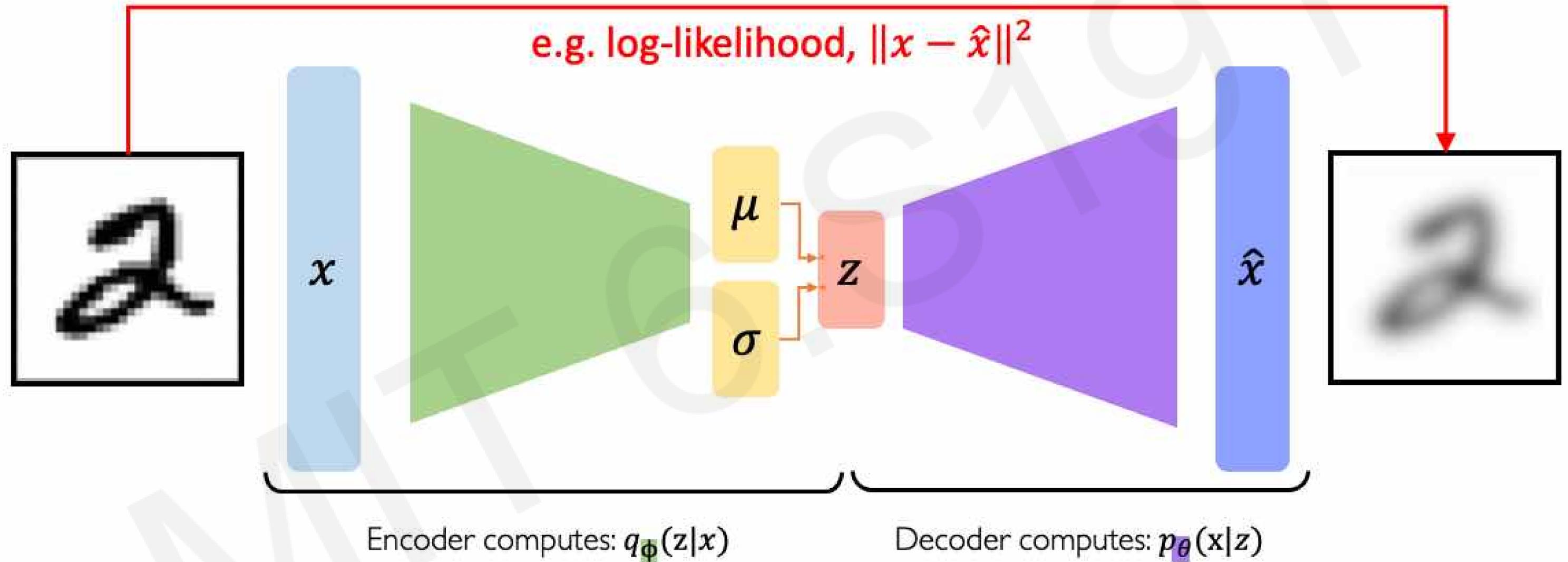
$$\mathcal{L}(\phi, \theta, x) = (\text{reconstruction loss}) + (\text{regularization term})$$

VAE optimization



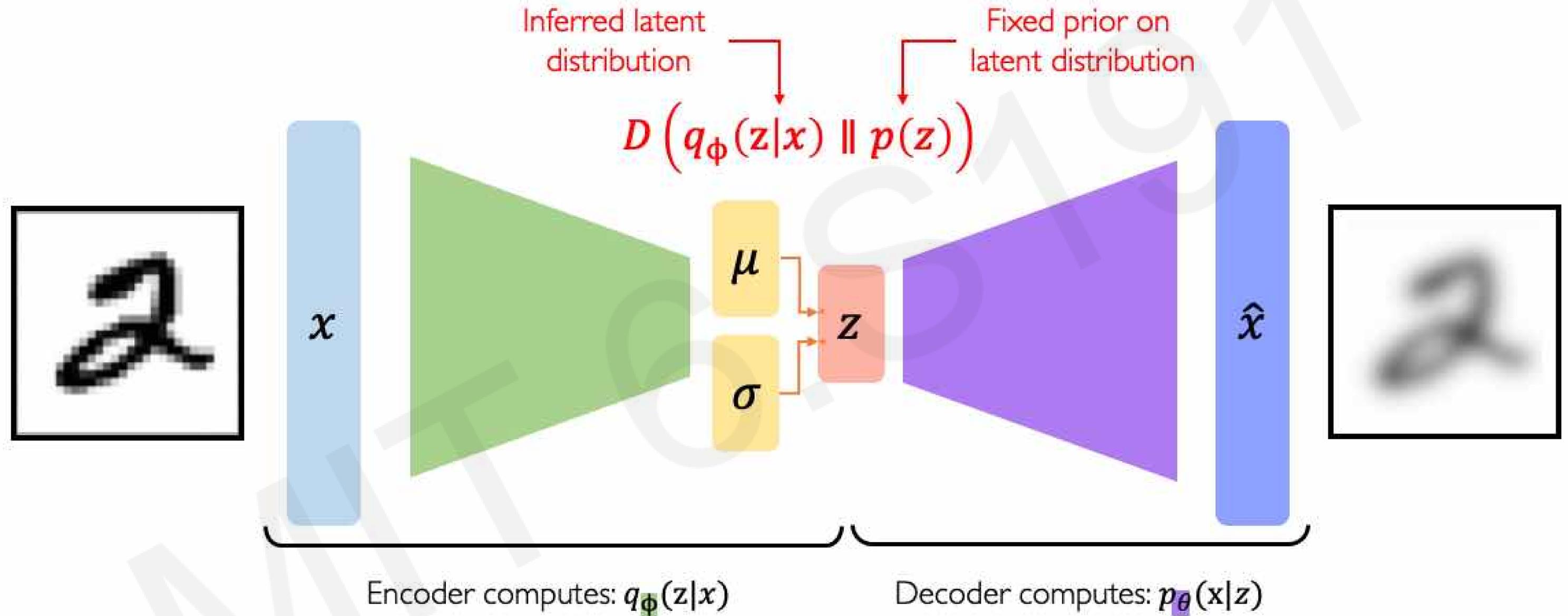
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VAE optimization



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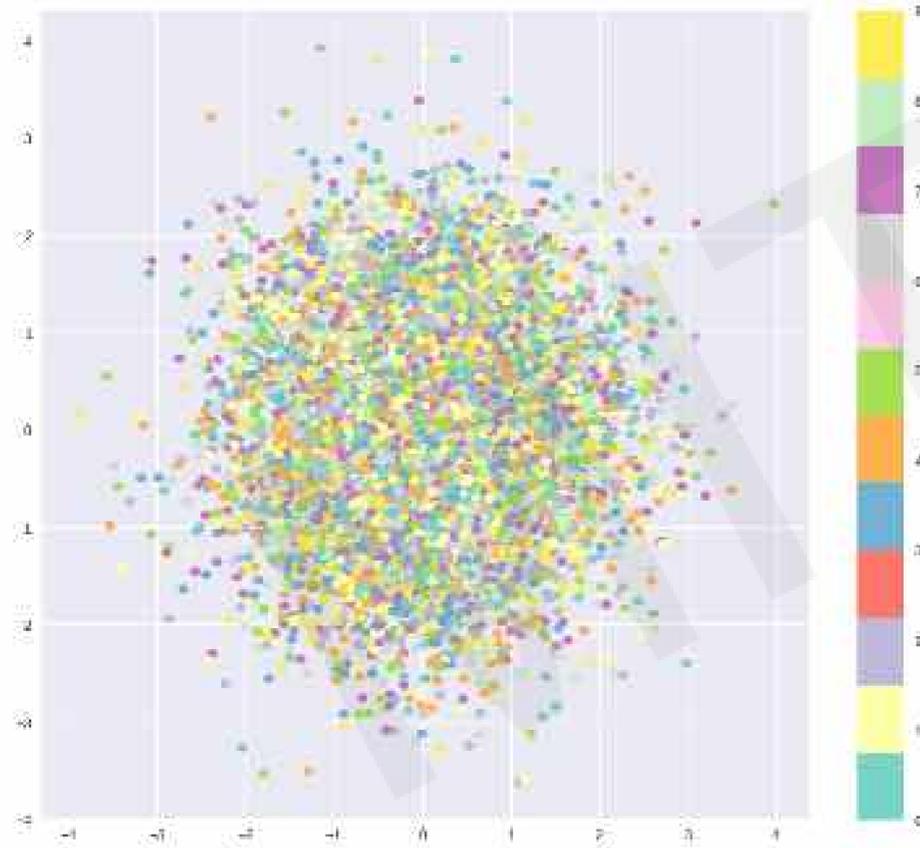
$$\mathcal{L}(\phi, \theta, x) = (\text{reconstruction loss}) + \boxed{(\text{regularization term})}$$

Priors on the latent distribution

$$D \left(q_{\phi}(z|x) \parallel p(z) \right)$$

Inferred latent
distribution

Fixed prior on
latent distribution



Common choice of prior – Normal Gaussian:

$$p(z) = \mathcal{N}(\mu = 0, \sigma^2 = 1)$$

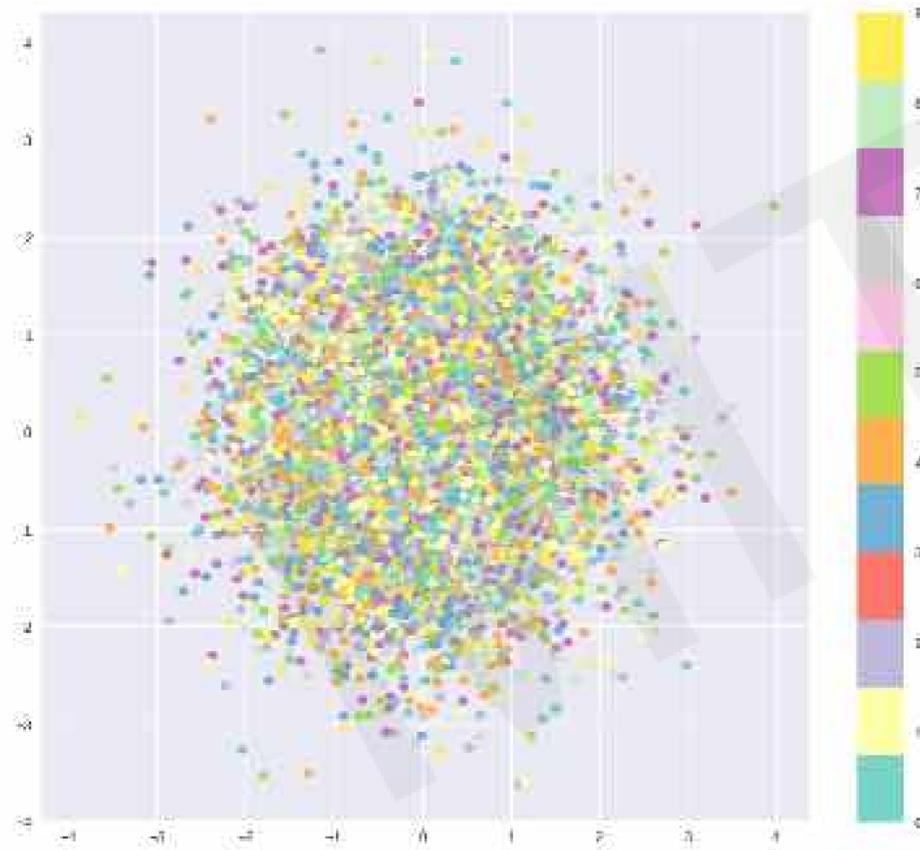
- Encourages encodings to distribute encodings evenly around the center of the latent space
- Penalize the network when it tries to “cheat” by clustering points in specific regions (i.e., by memorizing the data)

Priors on the latent distribution

$$D \left(q_{\phi}(z|x) \parallel p(z) \right)$$

$$= -\frac{1}{2} \sum_{j=0}^{k-1} (\sigma_j + \mu_j^2 - 1 - \log \sigma_j)$$

KL-divergence
between the two
distributions



Common choice of prior – Normal Gaussian:

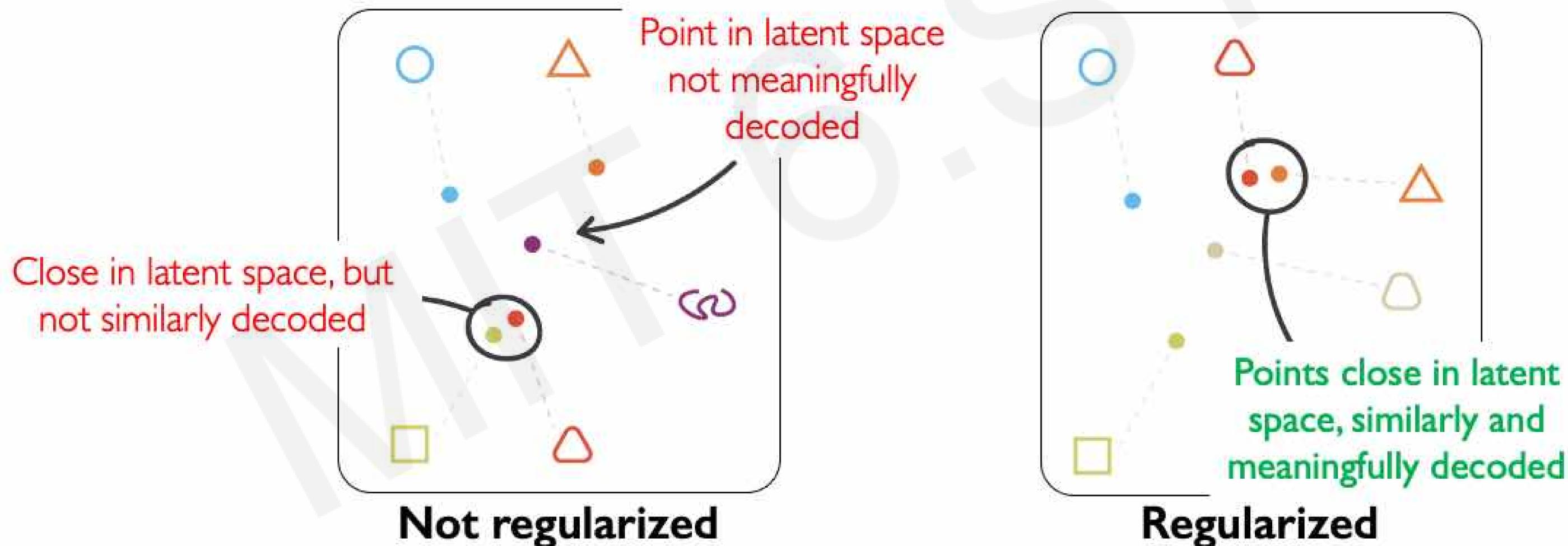
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Intuition on regularization and the Normal prior

What properties do we want to achieve from regularization? 🤔

1. **Continuity:** points that are close in latent space \rightarrow similar content after decoding
2. **Completeness:** sampling from latent space \rightarrow "meaningful" content after decoding



Intuition on regularization and the Normal prior

1. **Continuity:** points that are close in latent space \rightarrow similar content after decoding
2. **Completeness:** sampling from latent space \rightarrow "meaningful" content after decoding

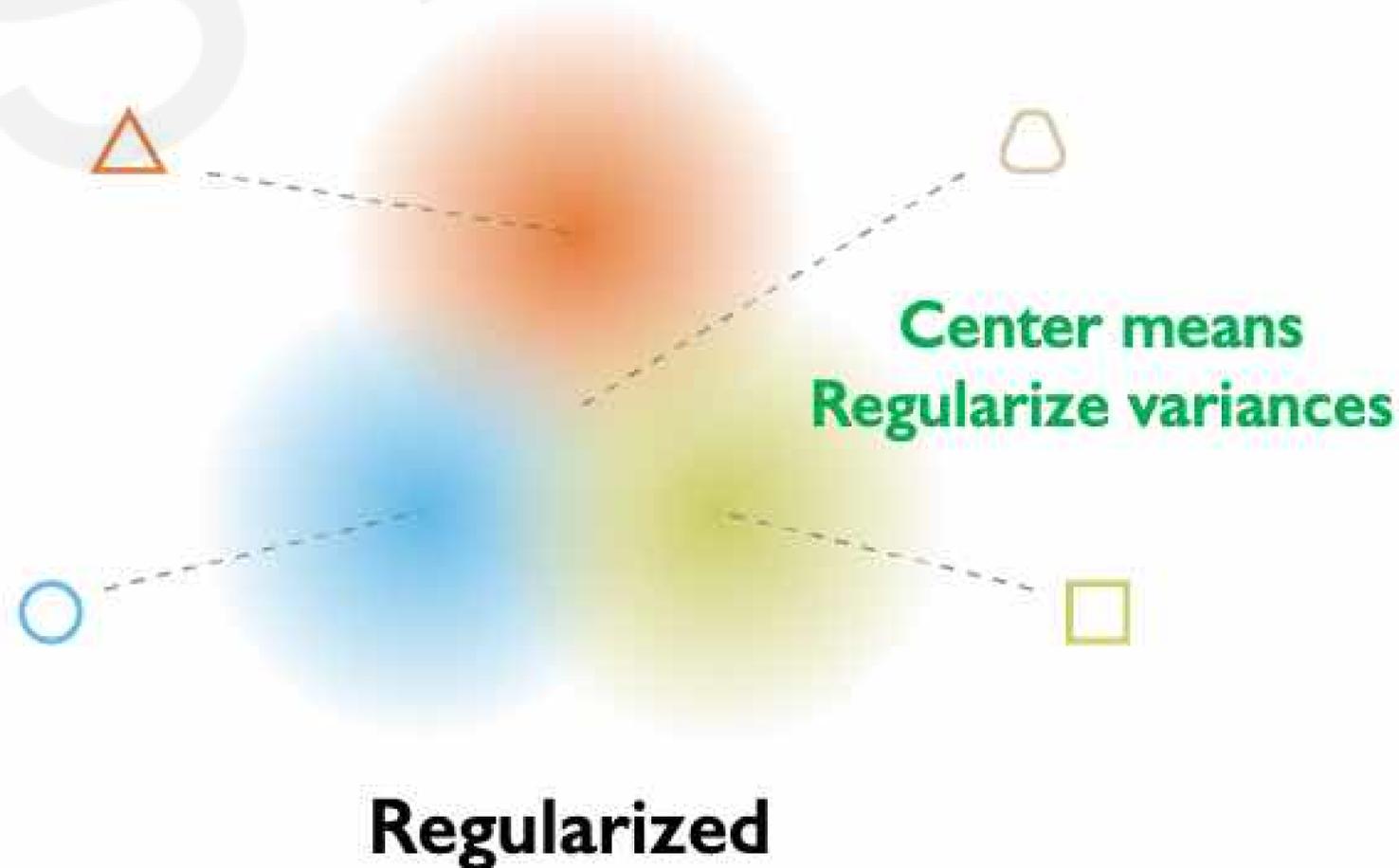
Encoding as a distribution does not guarantee these properties!

Normal prior \rightarrow continuity + completeness

Small variances \rightarrow
Pointed distributions

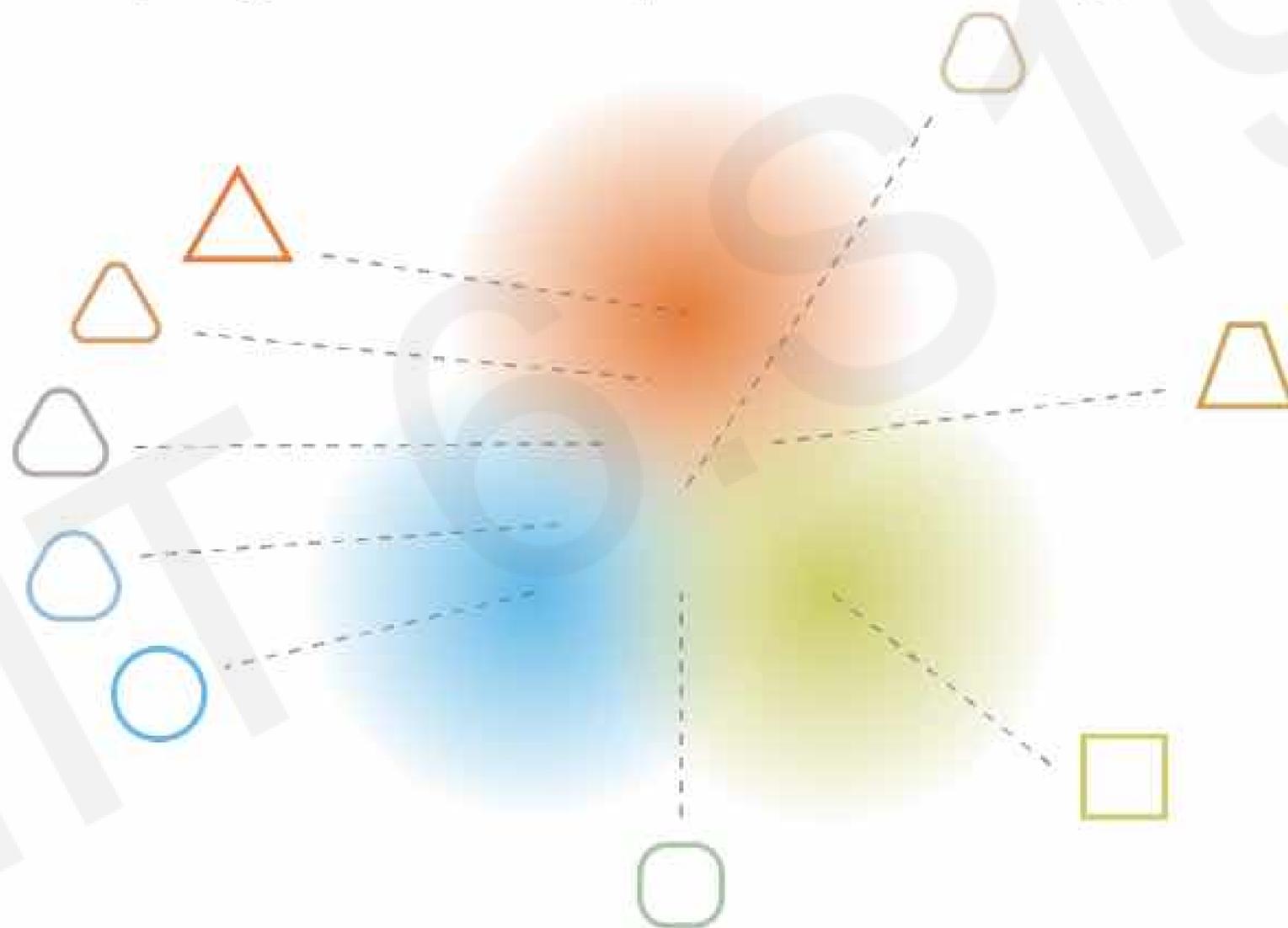
Different means \rightarrow
Discontinuities

Not regularized



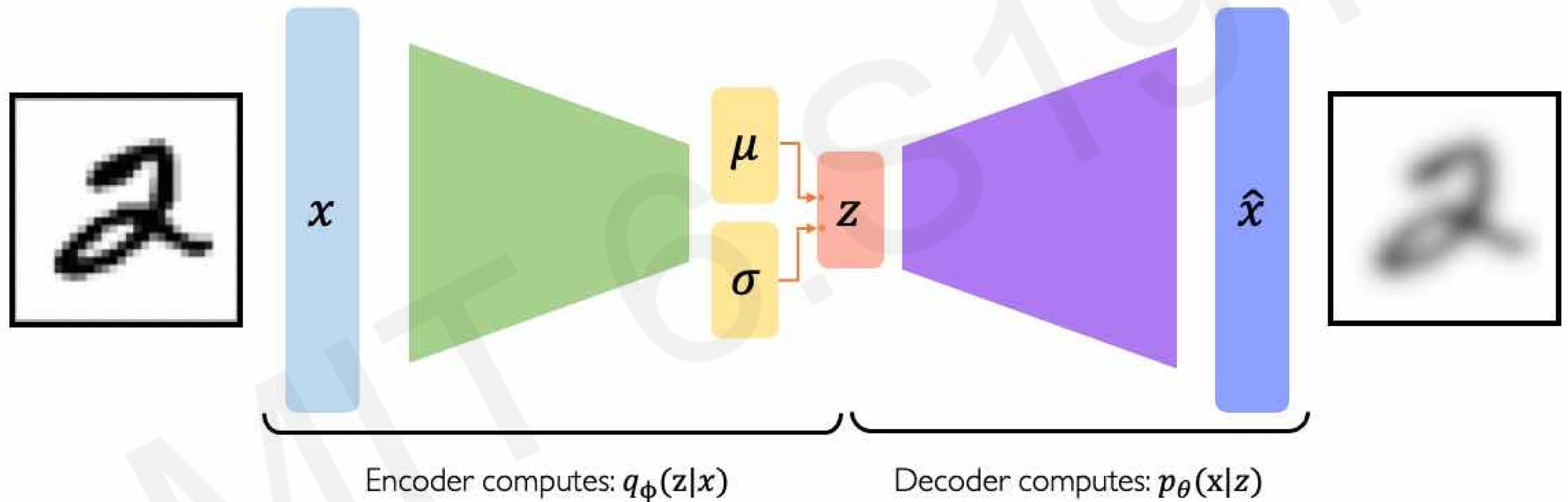
Intuition on regularization and the Normal prior

1. **Continuity:** points that are close in latent space \rightarrow similar content after decoding
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Regularization with Normal prior helps enforce **information gradient** in the latent space.

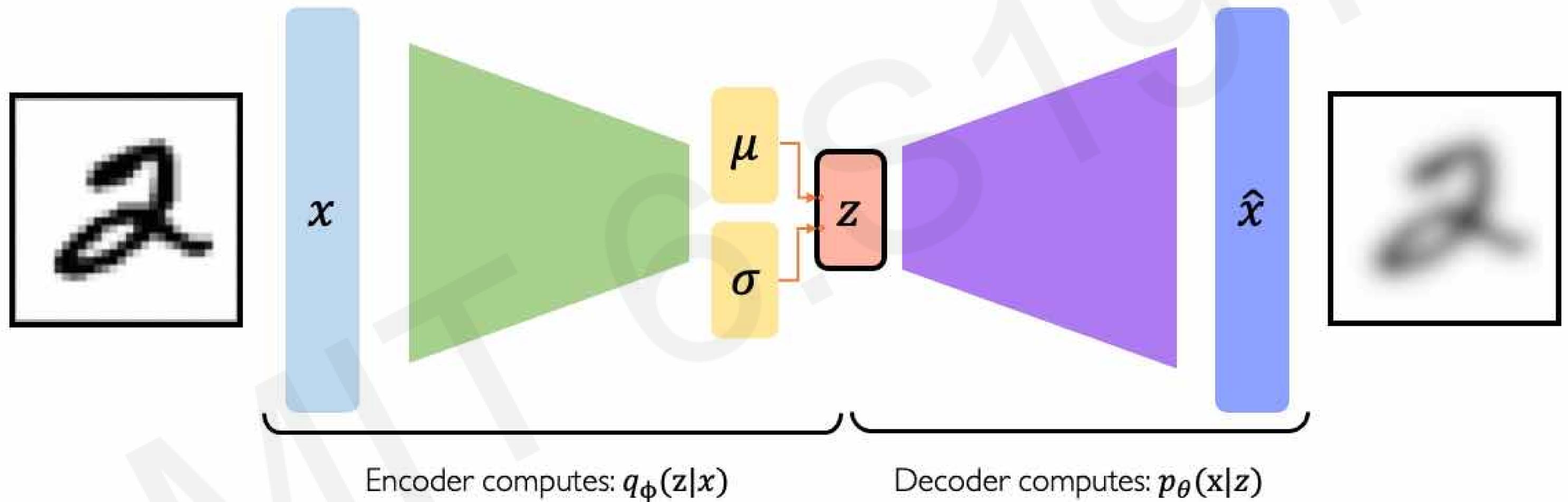
VAE computation graph



$$\mathcal{L}(\phi, \theta, x) = (\text{reconstruction loss}) + (\text{regularization term})$$

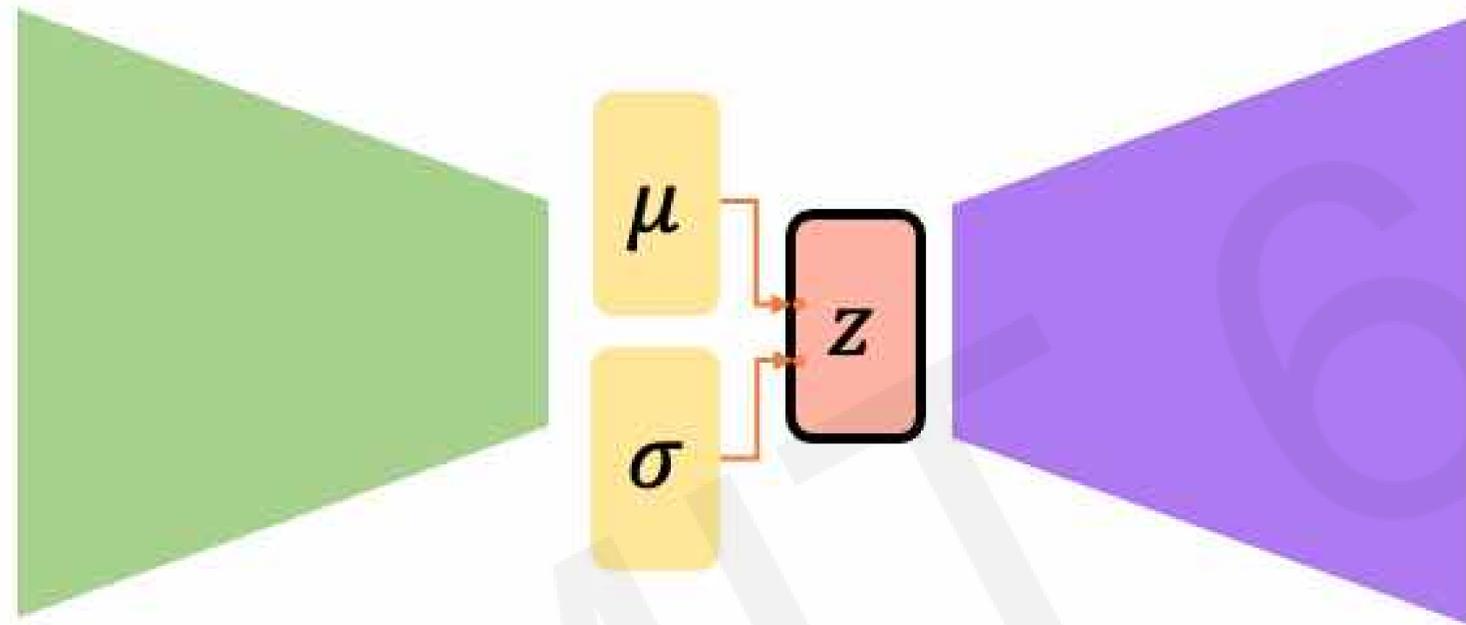
VAE computation graph

Problem: We cannot backpropagate gradients through sampling layers!



$$\mathcal{L}(\phi, \theta, x) = (\text{reconstruction loss}) + (\text{regularization term})$$

Reparametrizing the sampling layer



Key Idea:

$$z \sim \mathcal{N}(\mu, \sigma^2)$$

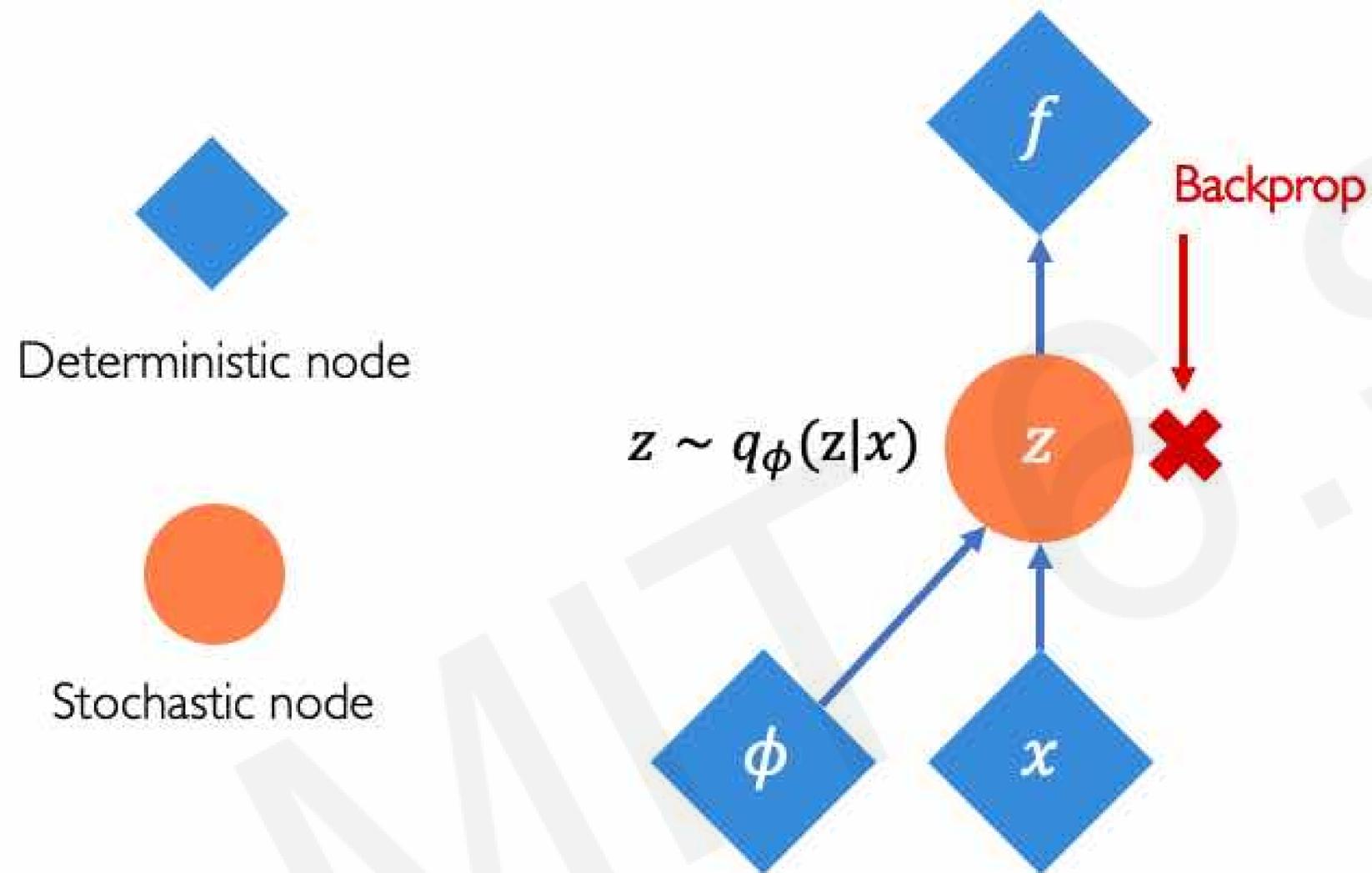
Consider the sampled latent vector z as a sum of

- a fixed μ vector,
- and fixed σ vector, scaled by random constants drawn from the prior distribution

$$\Rightarrow z = \mu + \sigma \odot \epsilon$$

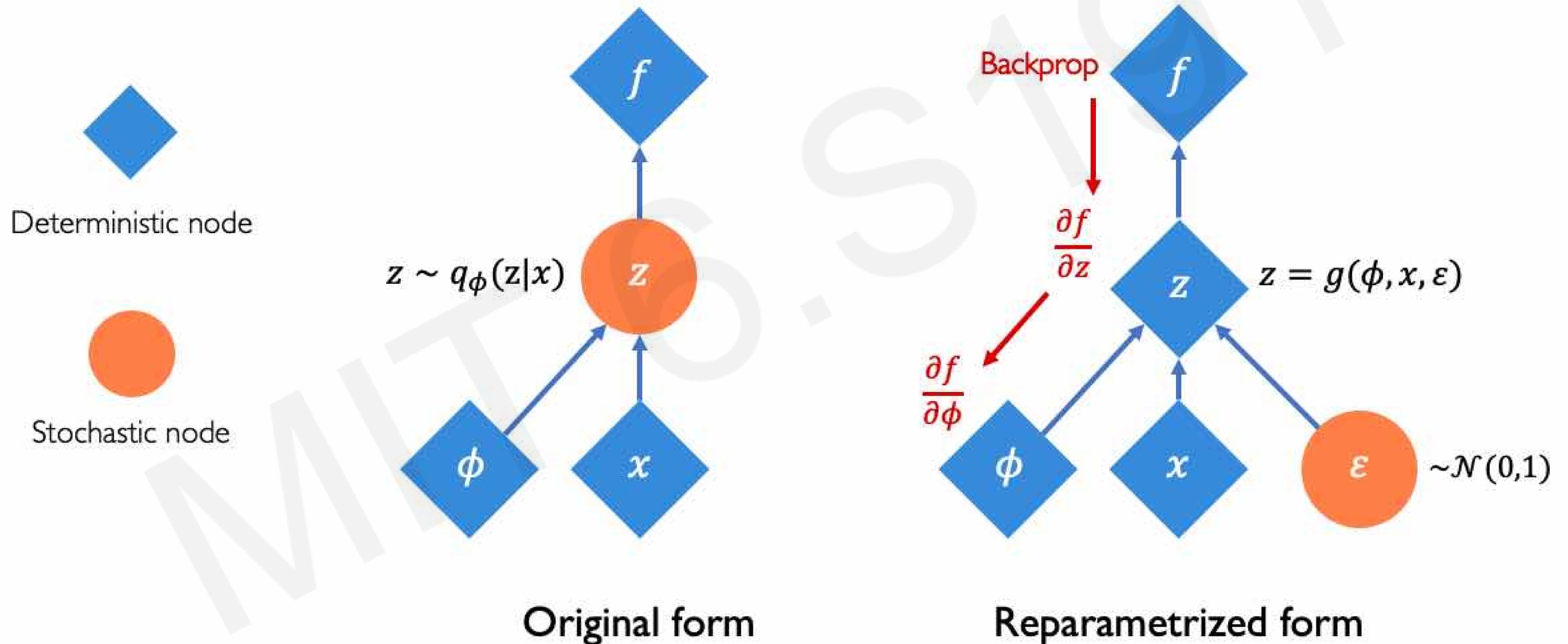
where $\epsilon \sim \mathcal{N}(0,1)$

Reparametrizing the sampling layer



Original form

Reparametrizing the sampling layer



VAEs: Latent perturbation

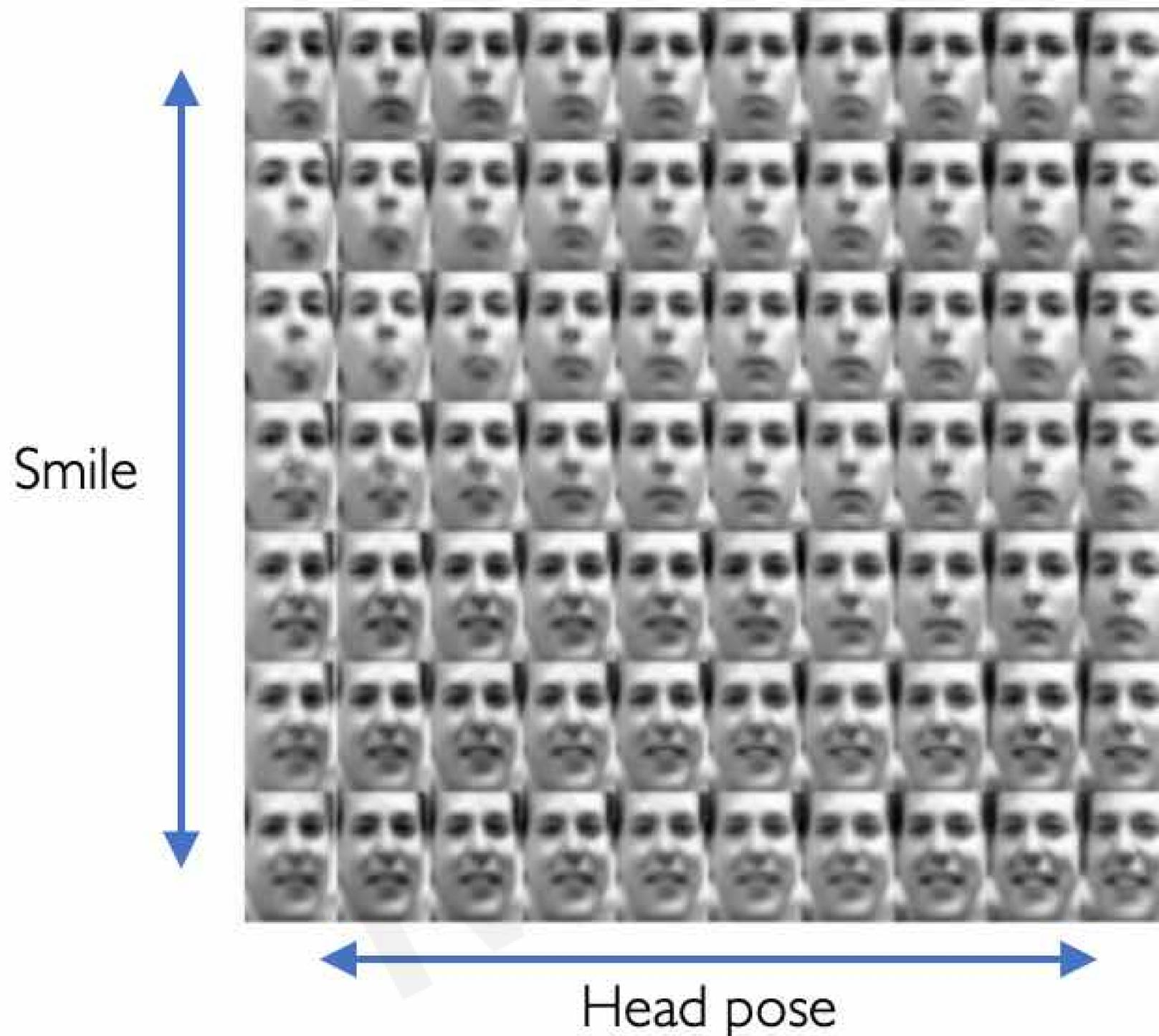
Slowly increase or decrease a **single latent variable**
Keep all other variables fixed



Head pose

Different dimensions of z encodes **different interpretable latent features**

VAEs: Latent perturbation



Ideally, we want latent variables that are uncorrelated with each other

Enforce diagonal prior on the latent variables to encourage independence

Disentanglement

Latent space disentanglement with β -VAEs

Standard VAE loss:

$$\mathcal{L}(\theta, \phi; \mathbf{x}, \mathbf{z}, \beta) = \underbrace{\mathbb{E}_{q_{\phi}(\mathbf{z}|\mathbf{x})} [\log p_{\theta}(\mathbf{x}|\mathbf{z})]}_{\text{Reconstruction term}} - \underbrace{\beta D_{KL}(q_{\phi}(\mathbf{z}|\mathbf{x}) \parallel p(\mathbf{z}))}_{\text{Regularization term}}$$

Reconstruction term

Regularization term

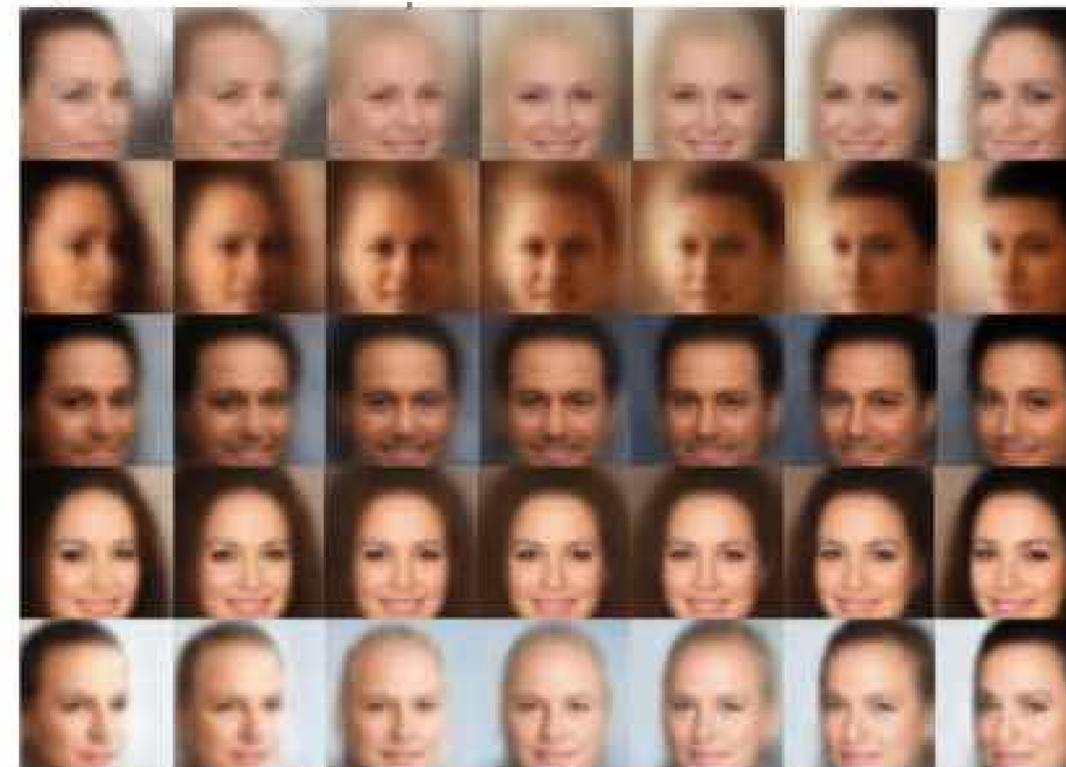
$\beta > 1$: constrain latent bottleneck, encourage efficient latent encoding \rightarrow disentanglement

Head rotation (azimuth)



Smile also
changing!

Standard VAE ($\beta = 1$)



Smile relatively
constant!

β -VAE ($\beta = 250$)

Why latent variable models? Debiasing

Capable of uncovering **underlying latent variables** in a dataset



Homogeneous skin color, pose

VS



Diverse skin color, pose, illumination

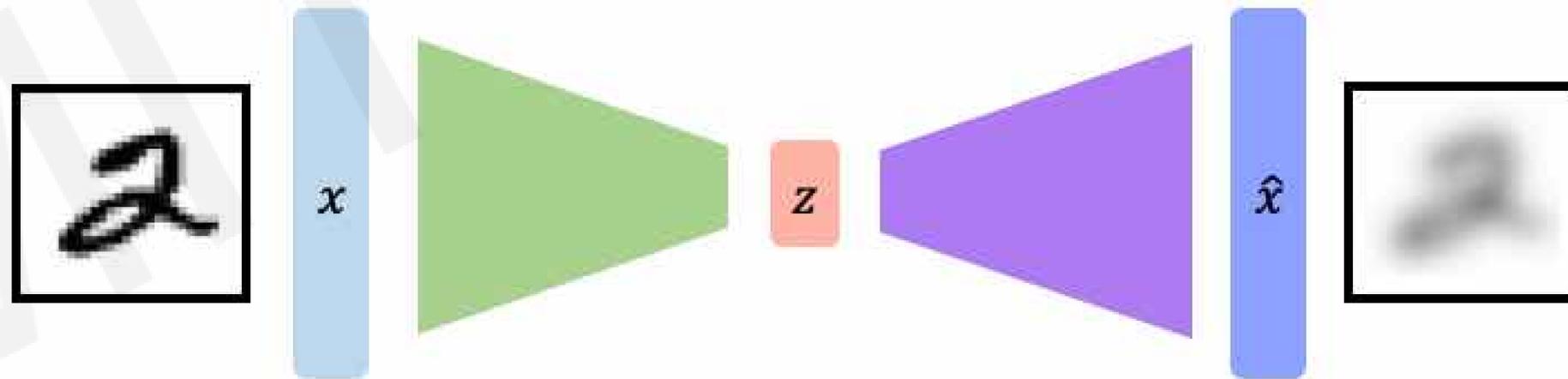
How can we use latent distributions to create fair and representative datasets?



6.S191 Lab

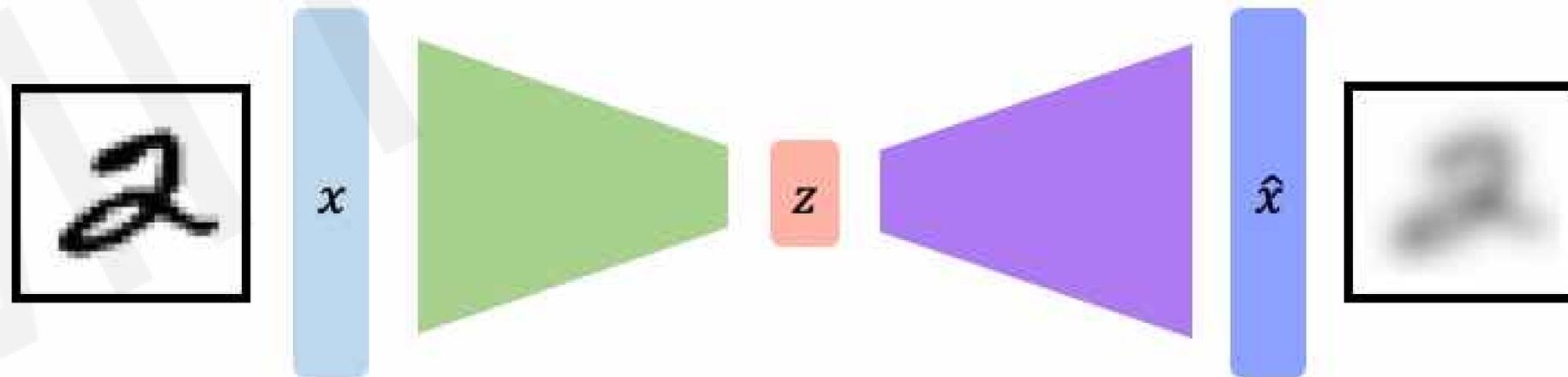
VAE summary

1. Compress representation of world to something we can use to learn



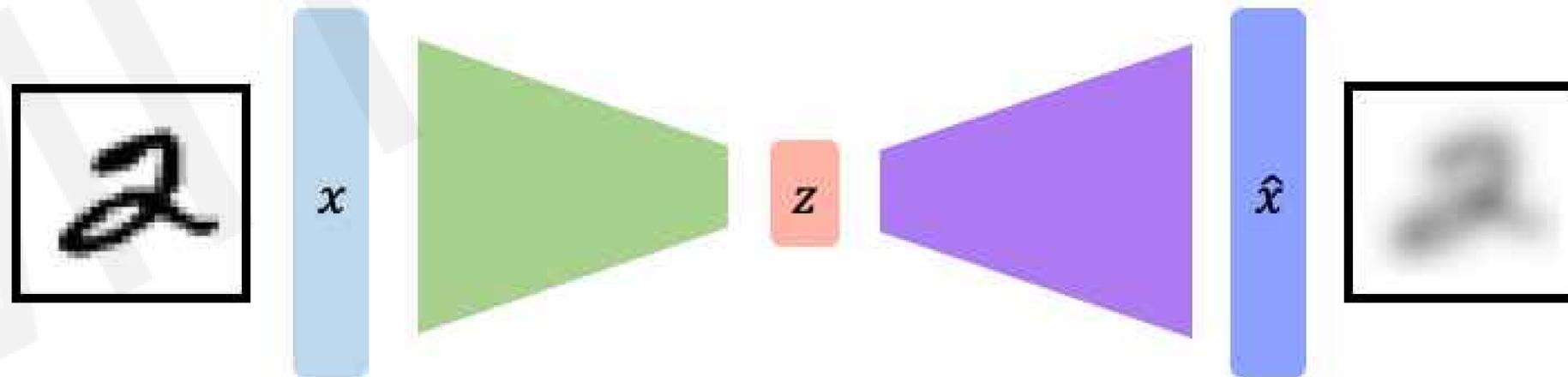
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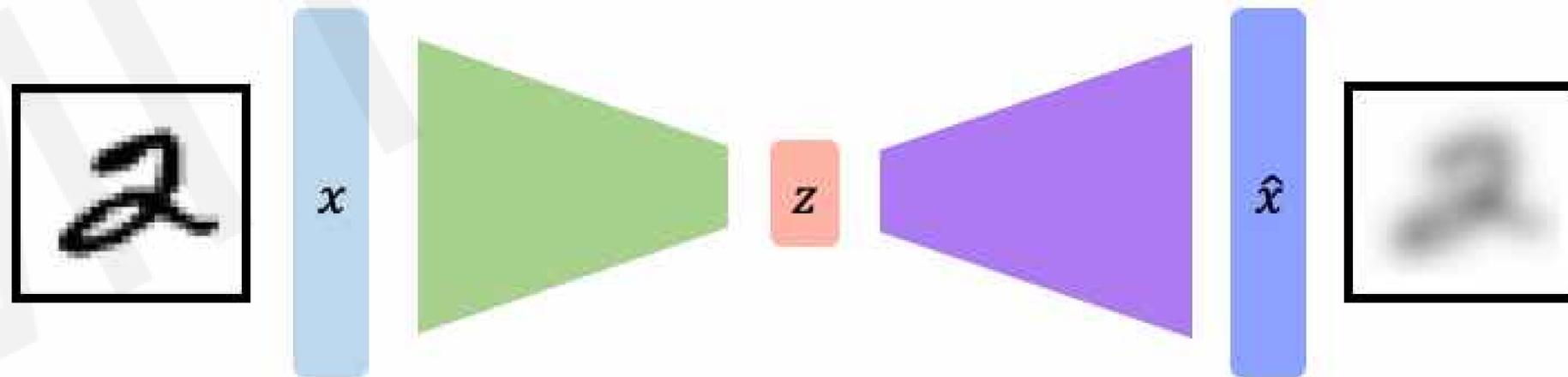
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3. Reparameterization trick to train end-to-end



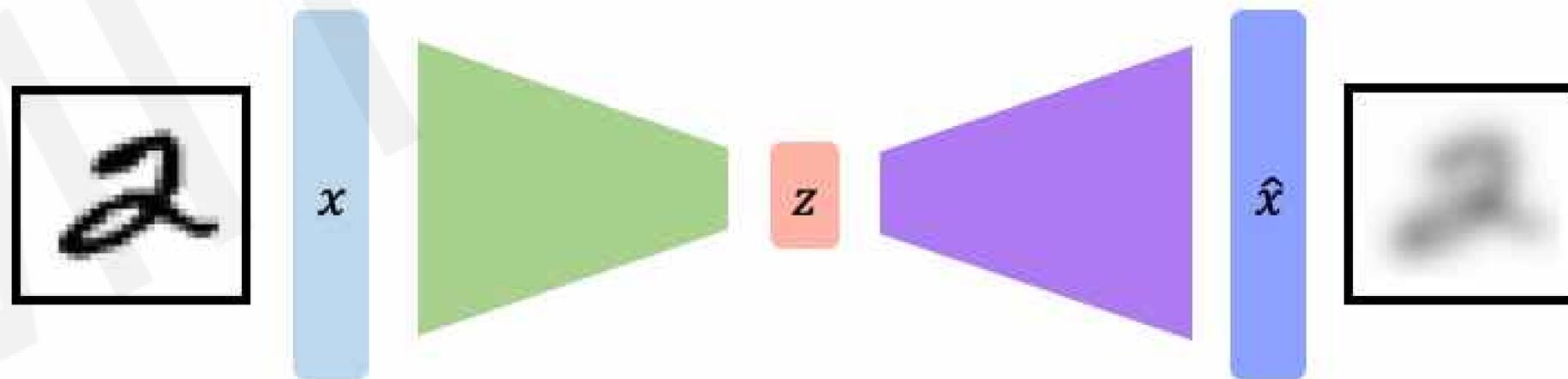
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4. Interpret hidden latent variables using perturbation



VAE summary

1. Compress representation of world to something we can use to learn
2. Reconstruction allows for unsupervised learning (no labels!)
3. Reparameterization trick to train end-to-end
4. Interpret hidden latent variables using perturbation
5. Generating new examples



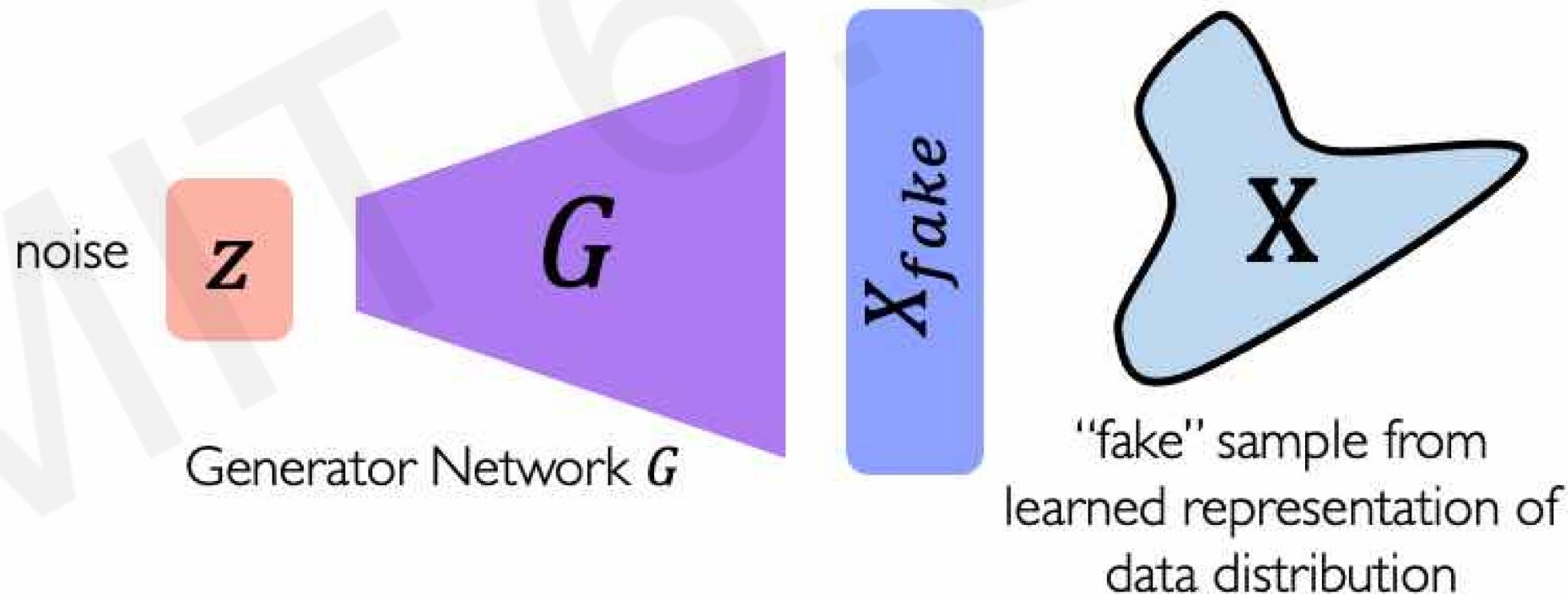
Generative Adversarial Networks (GANs)

What if we just want to sample?

Idea: don't explicitly model density, and instead just sample to generate new instances.

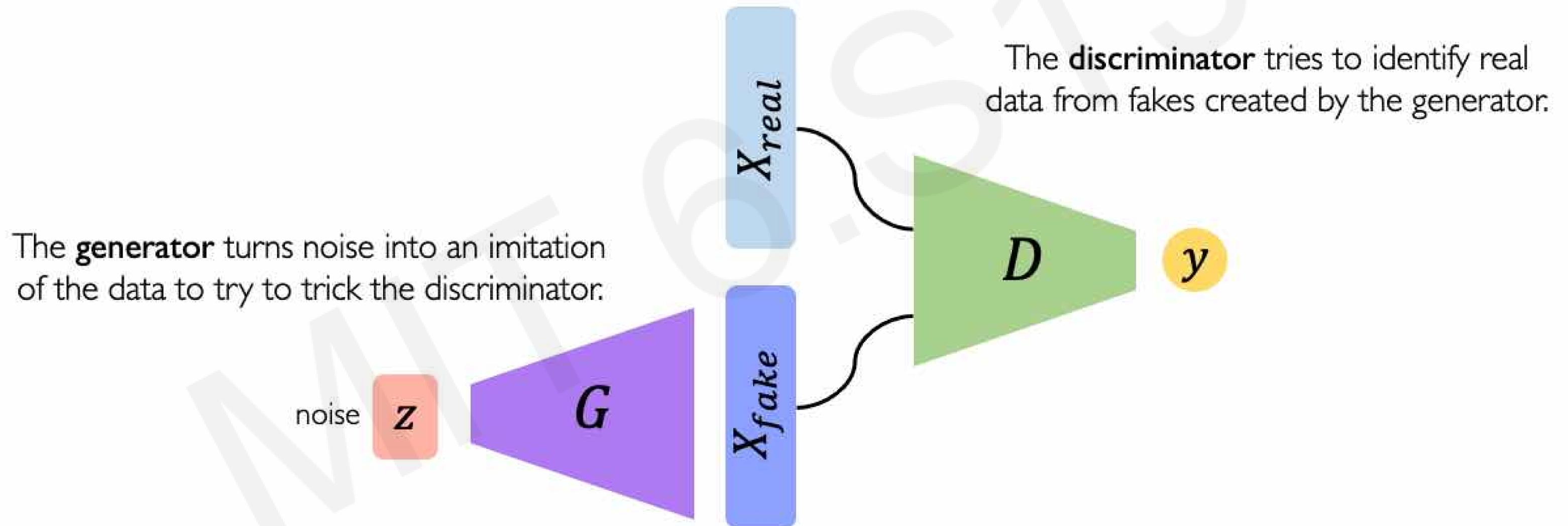
Problem: want to sample from complex distribution – can't do this directly!

Solution: sample from something simple (e.g., noise), learn a transformation to the data distribution.



Generative Adversarial Networks (GANs)

Generative Adversarial Networks (GANs) are a way to make a generative model by having two neural networks compete with each other.



Intuition behind GANs

Generator starts from noise to try to create an imitation of the data.

Generator



● Fake data

Intuition behind GANs

Discriminator looks at both real data and fake data created by the generator.

Discriminator

Generator



 Fake data

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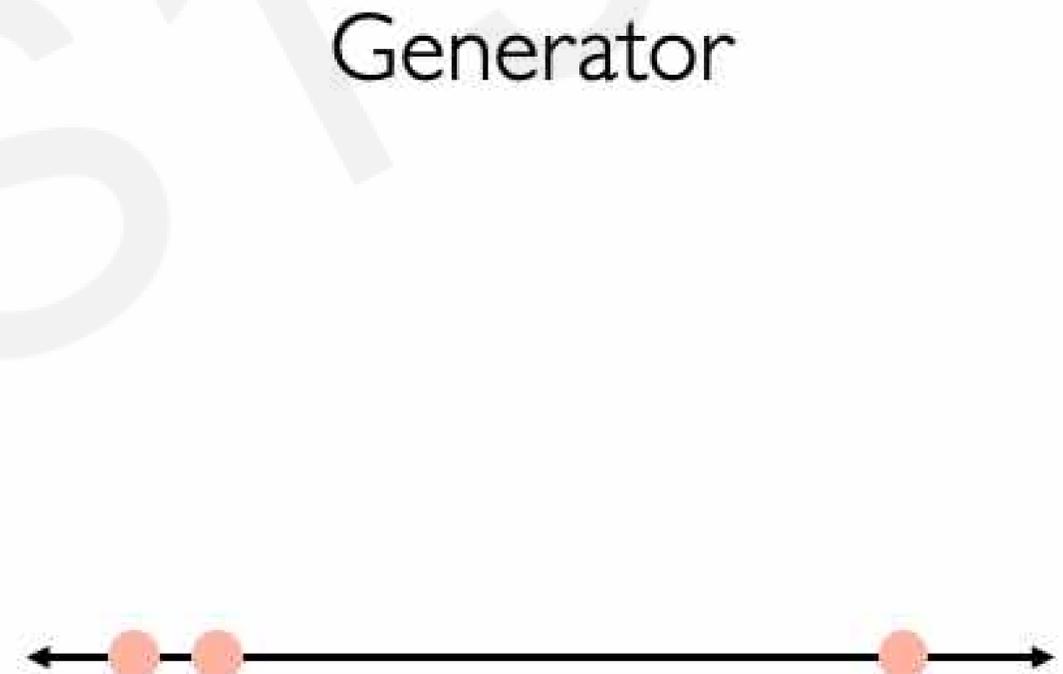
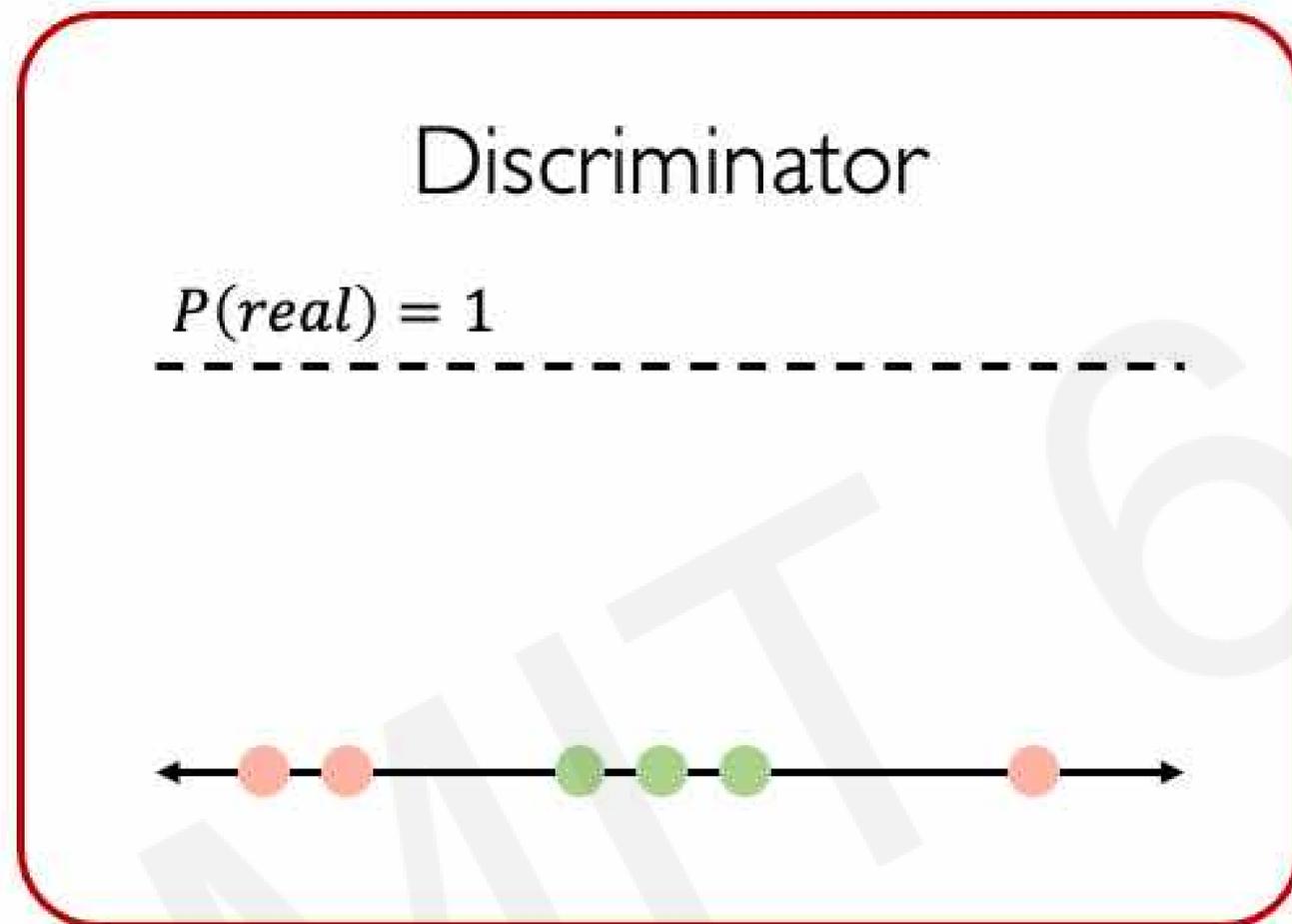


 Real data

 Fake data

Intuition behind GANs

Discriminator tries to predict what's real and what's fake.

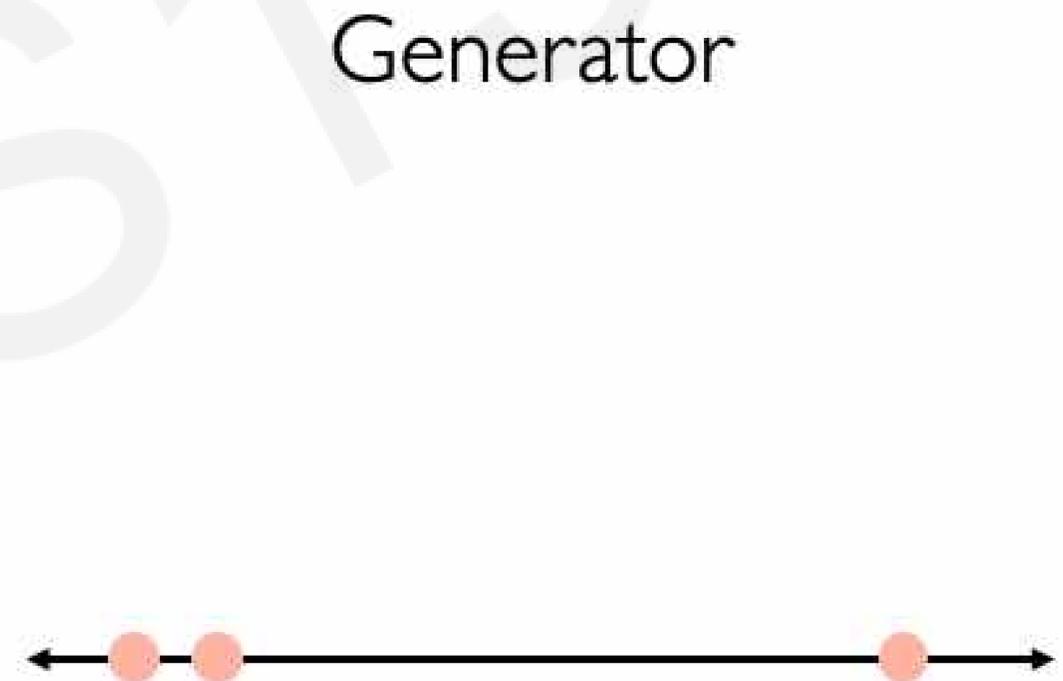
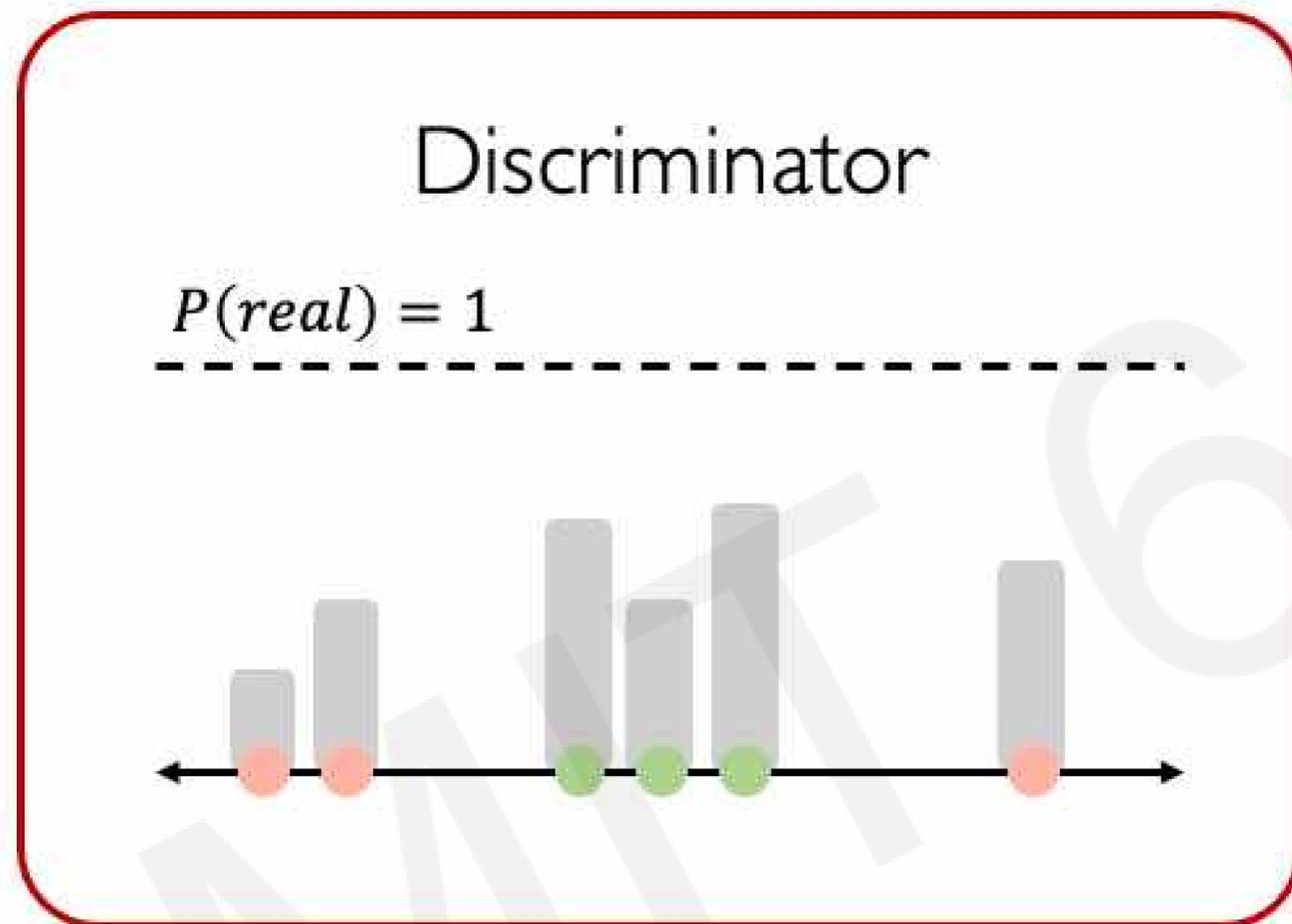


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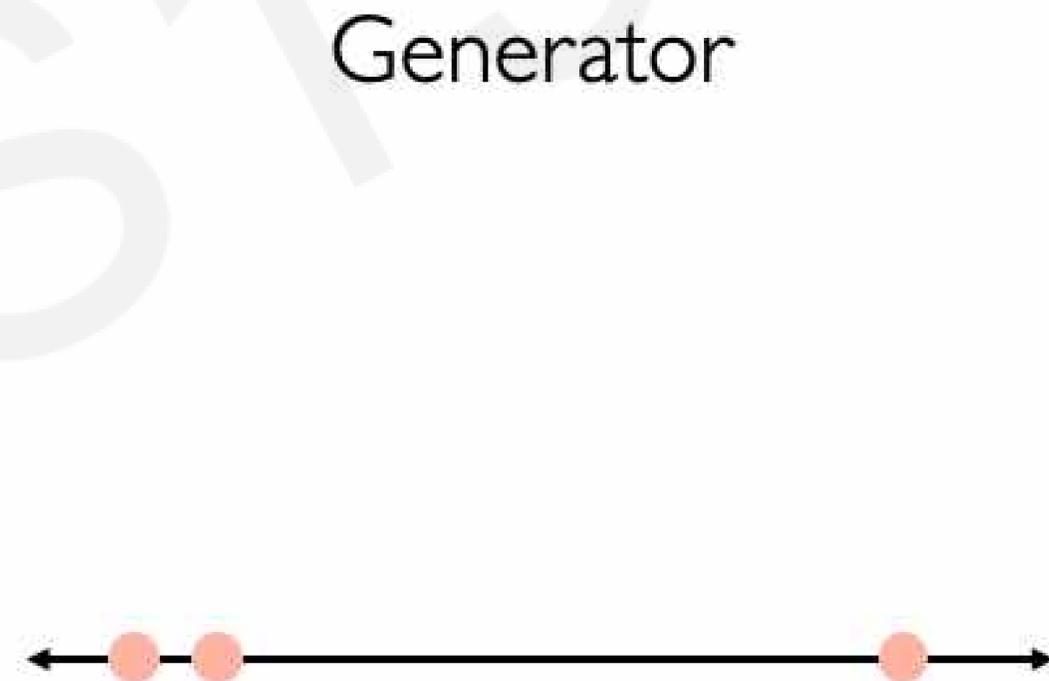
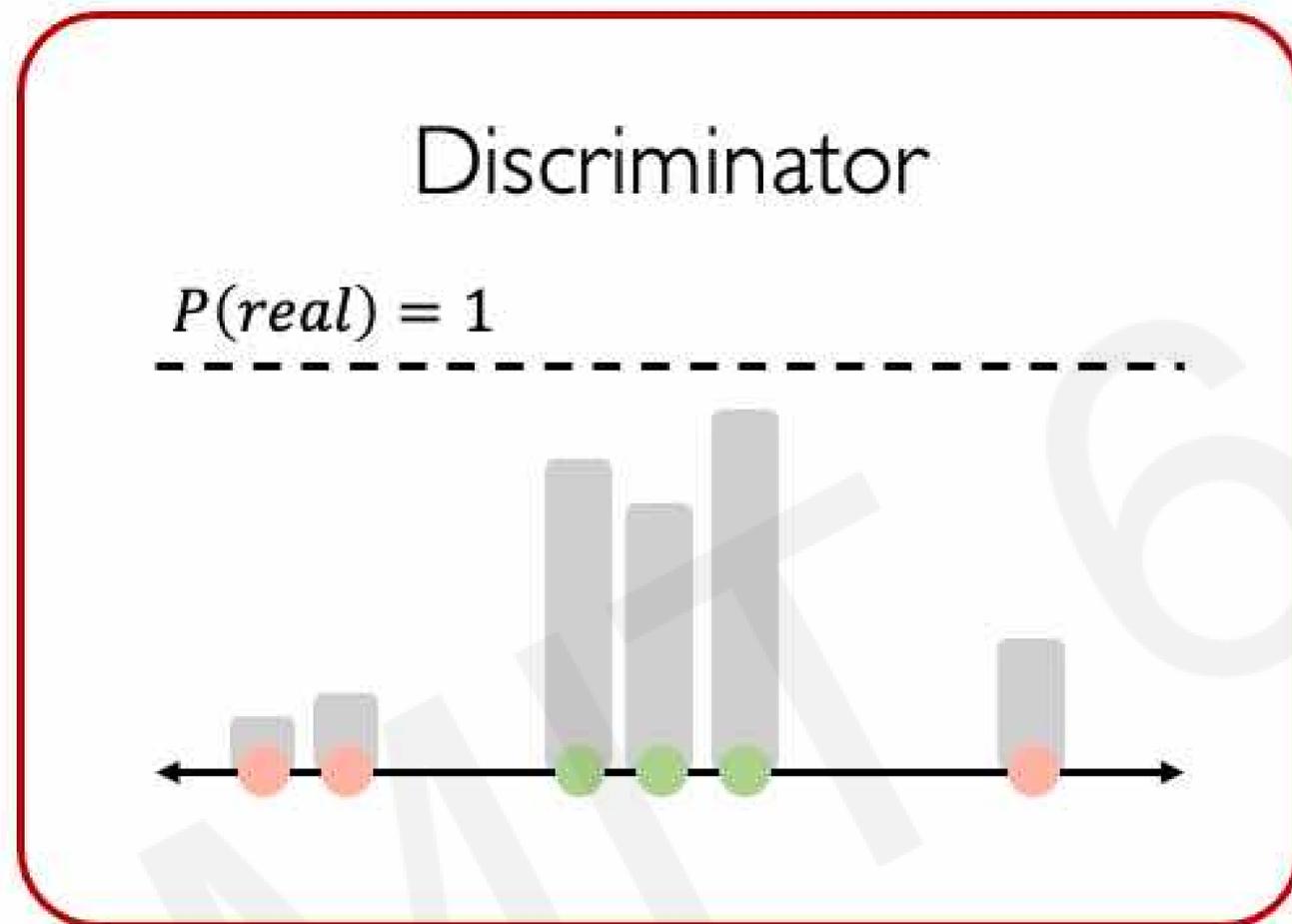


● Real data

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Intuition behind GANs

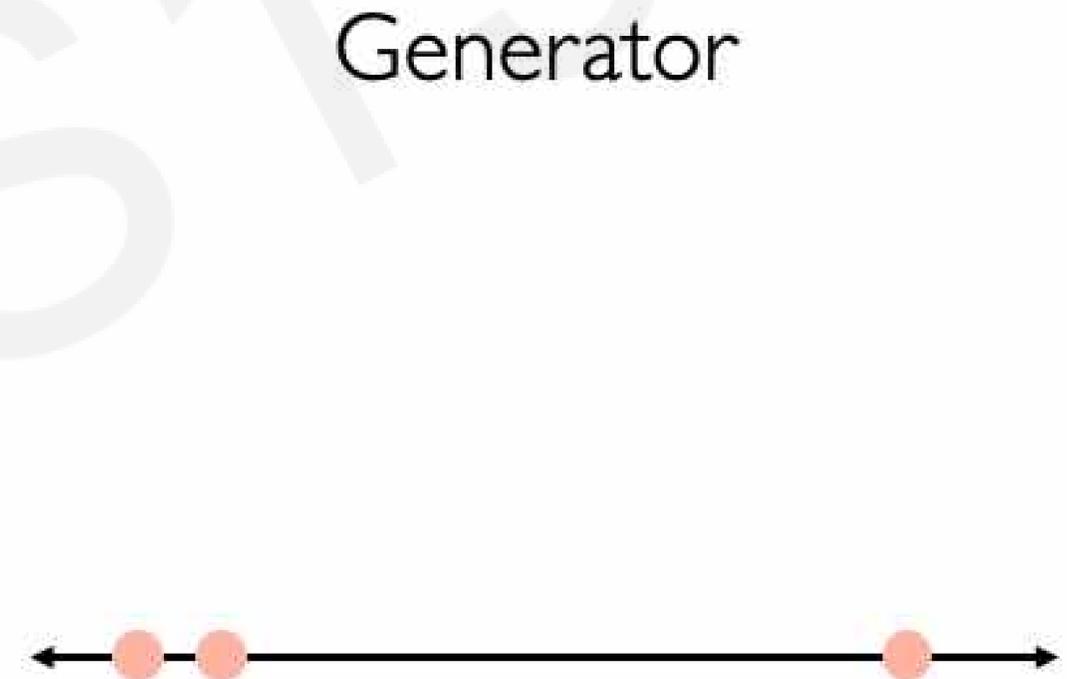
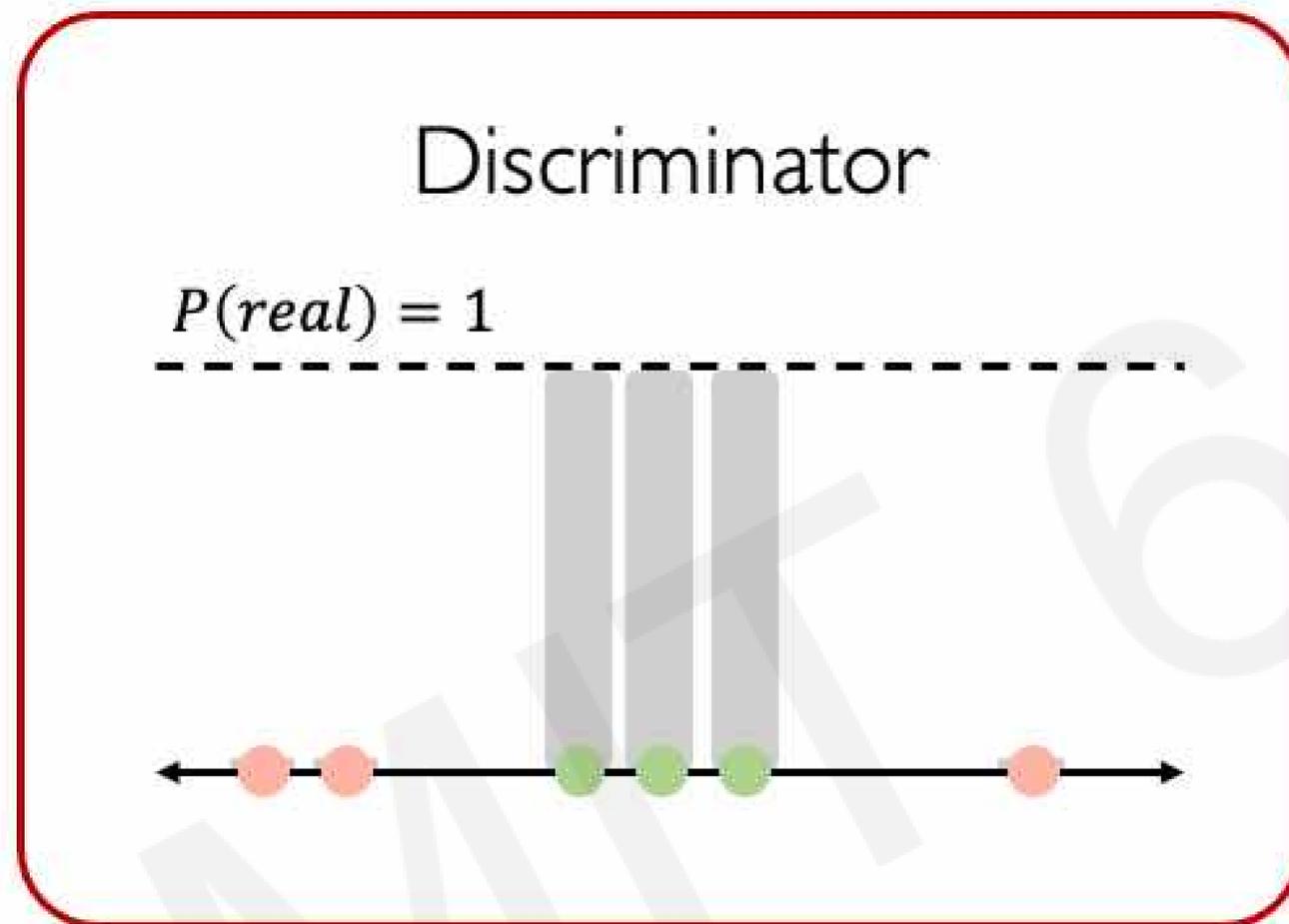
Discriminator tries to predict what's real and what's fake.



● Real data ● Fake data

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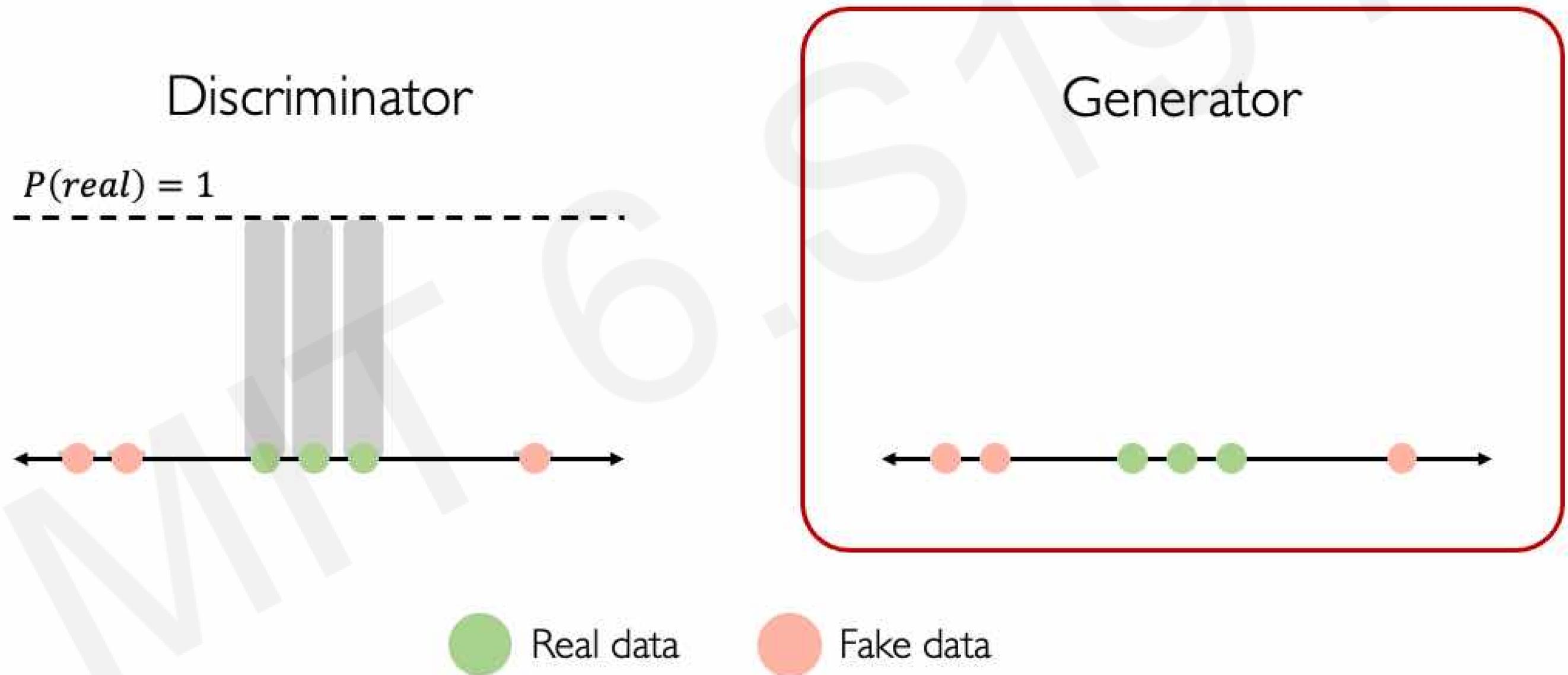
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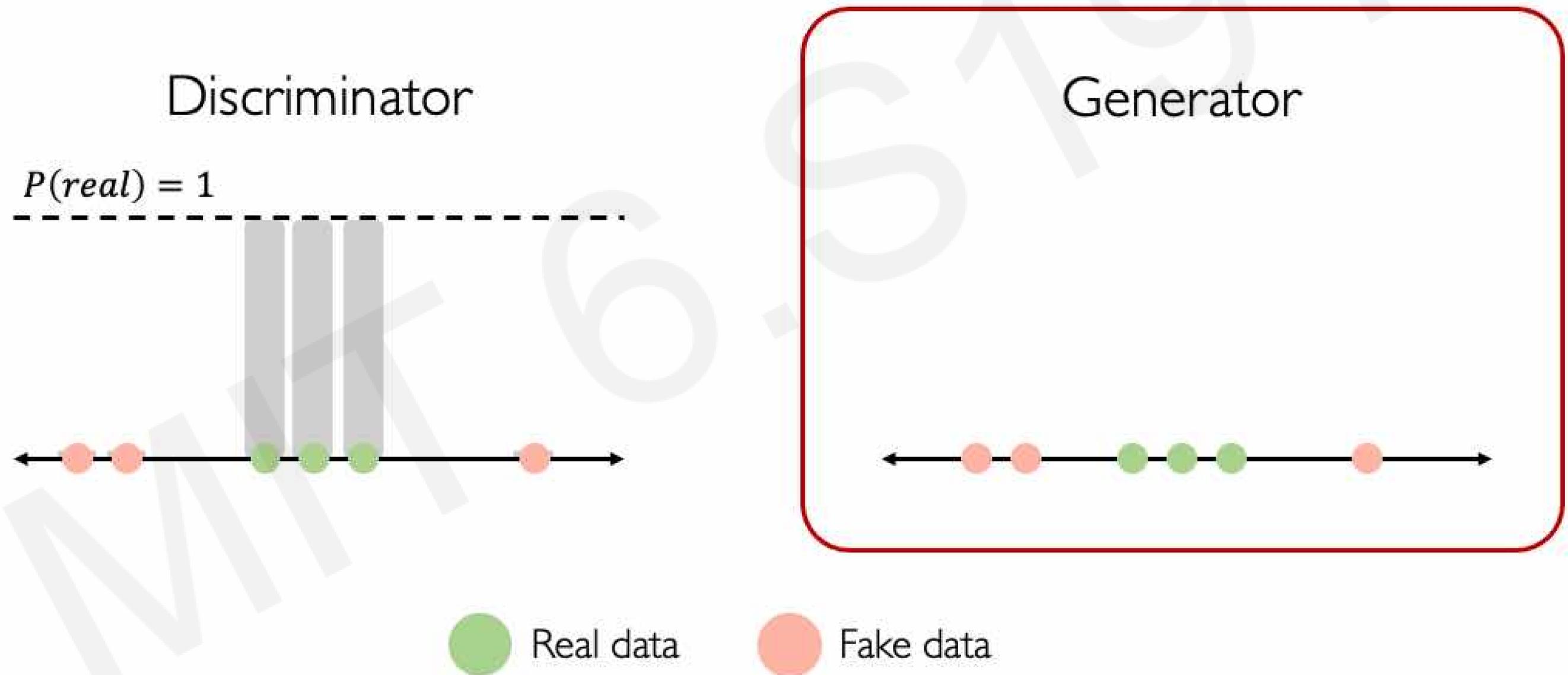
Intuition behind GANs

Generator tries to improve its imitation of the data.



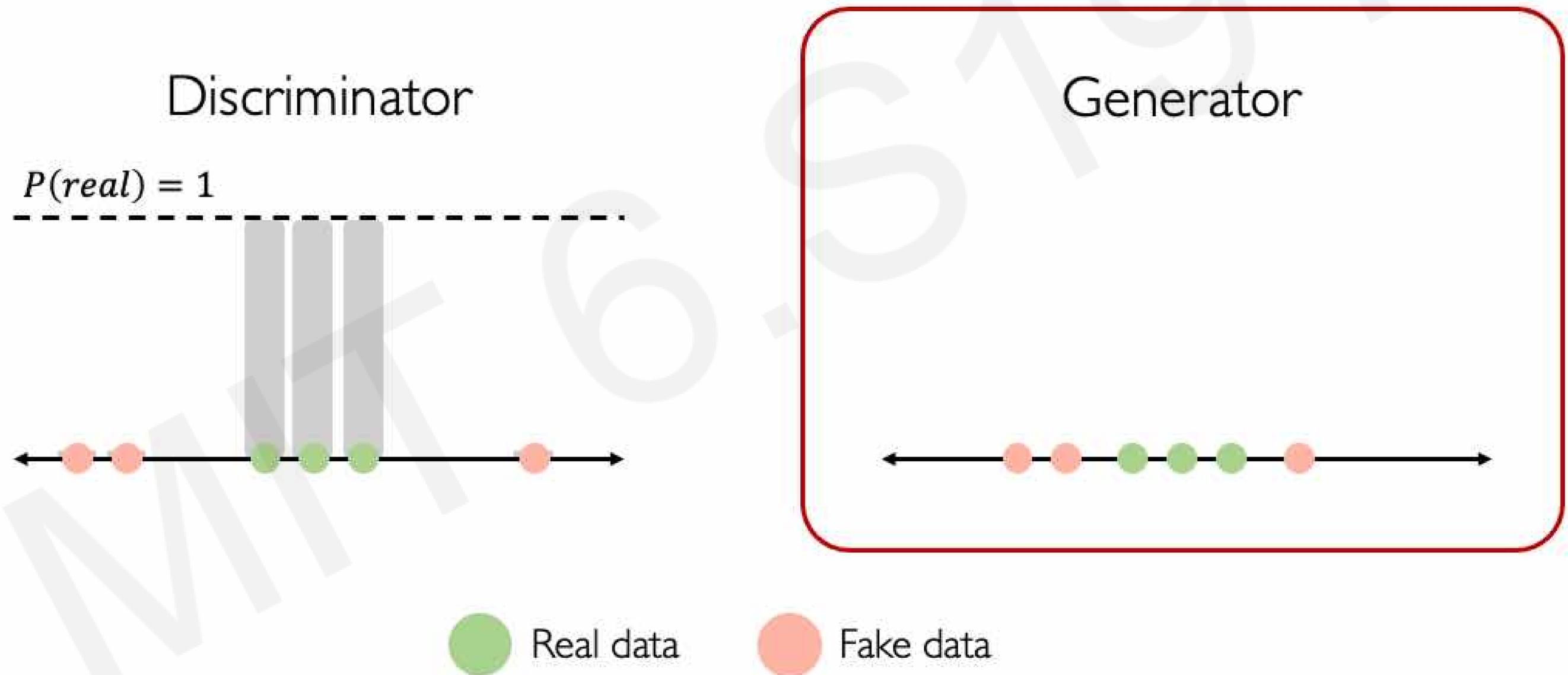
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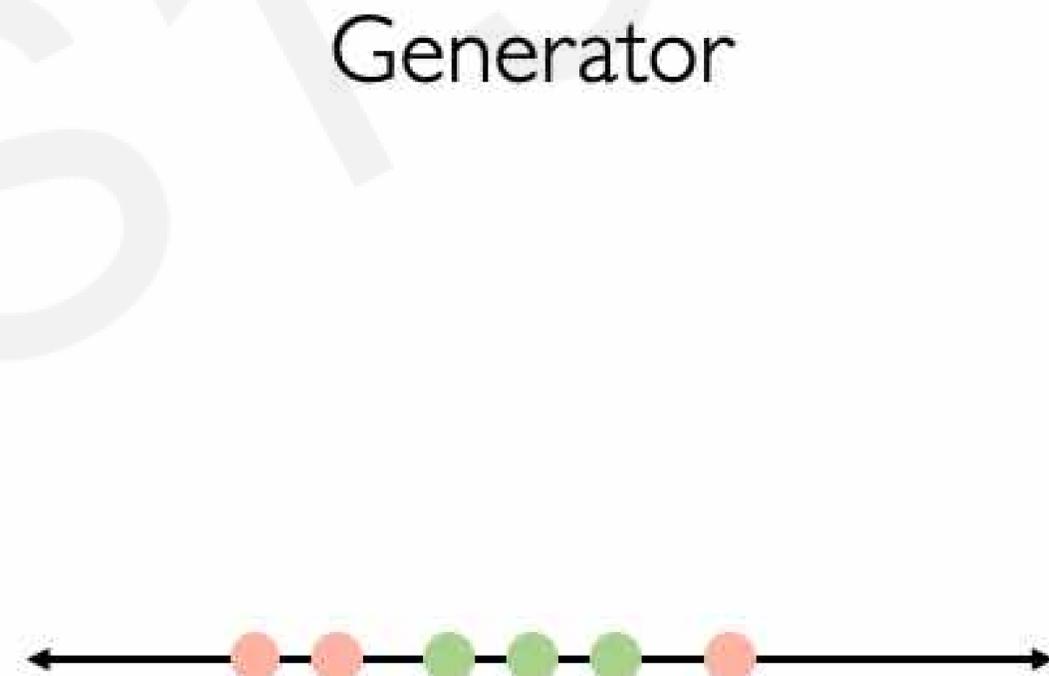
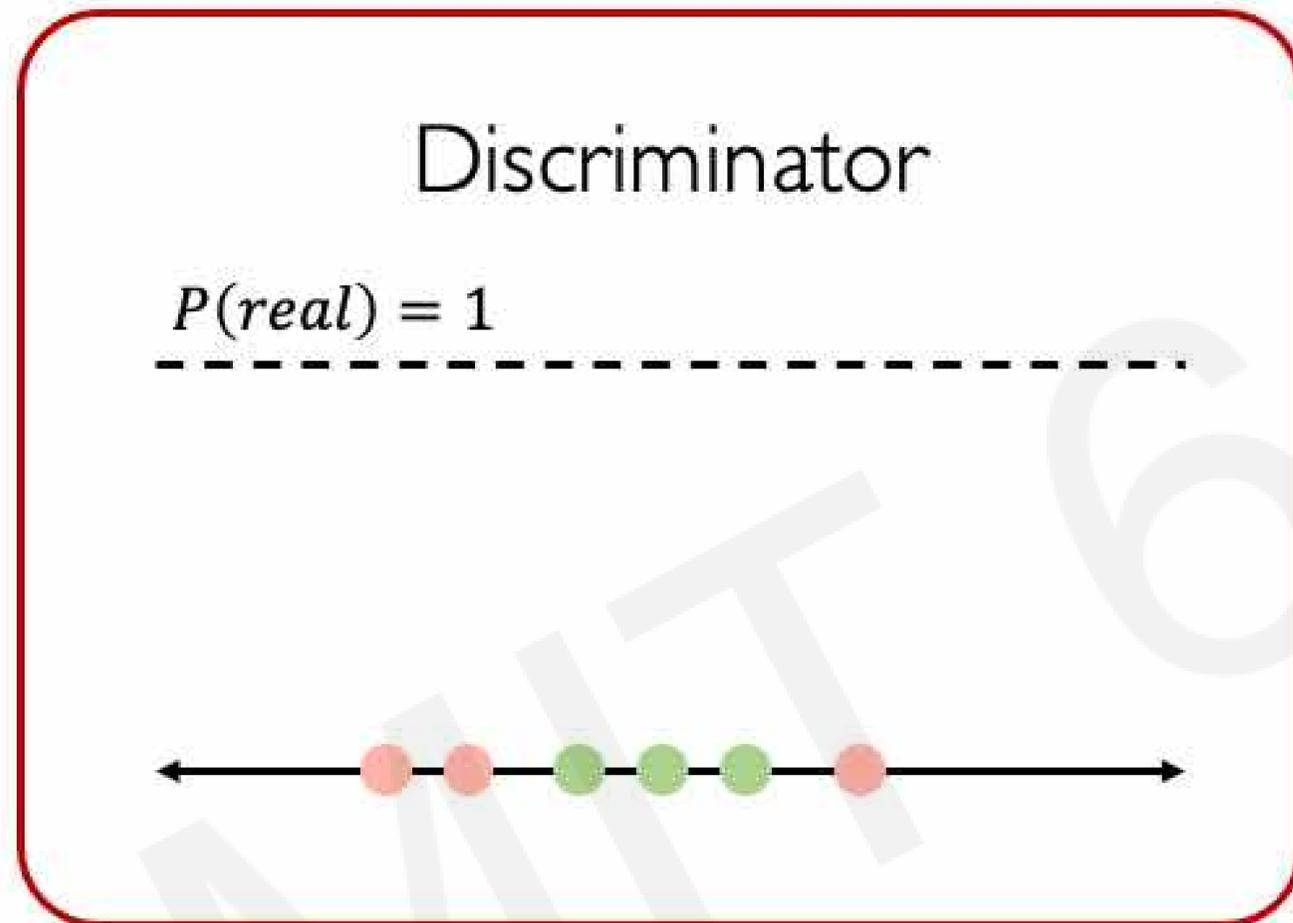
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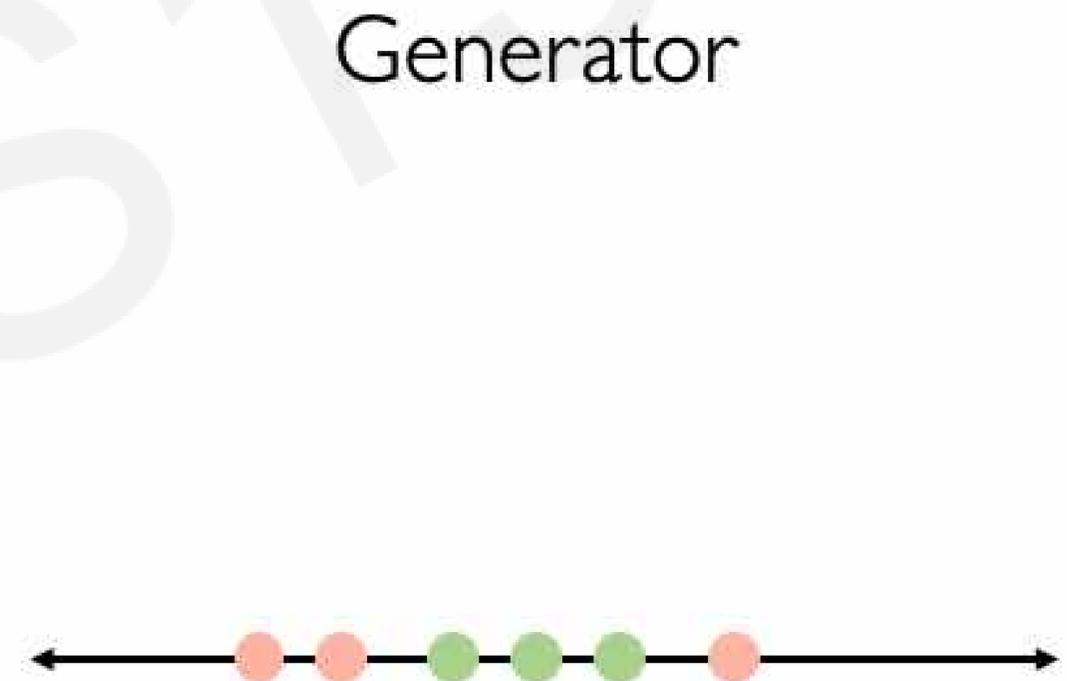
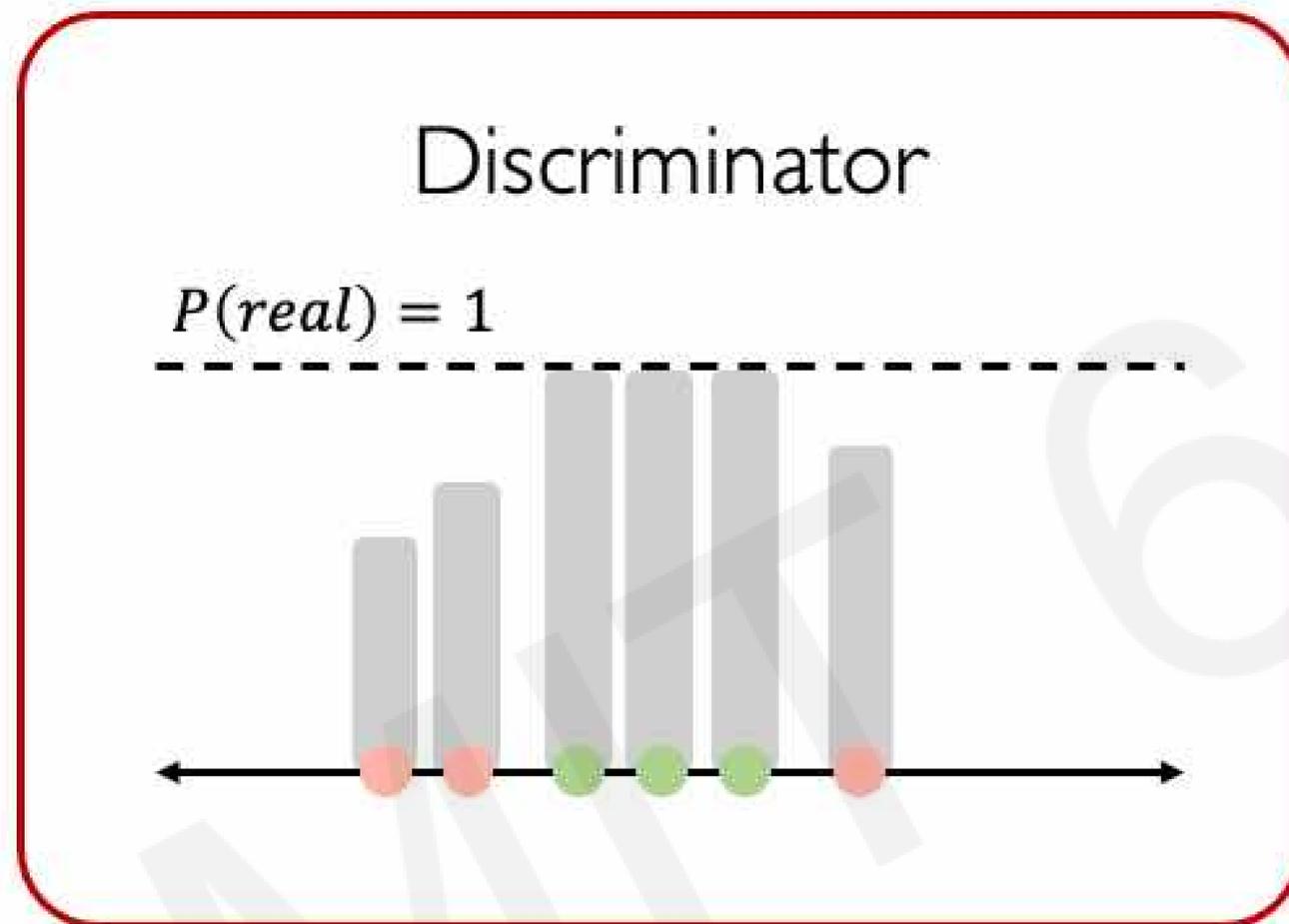
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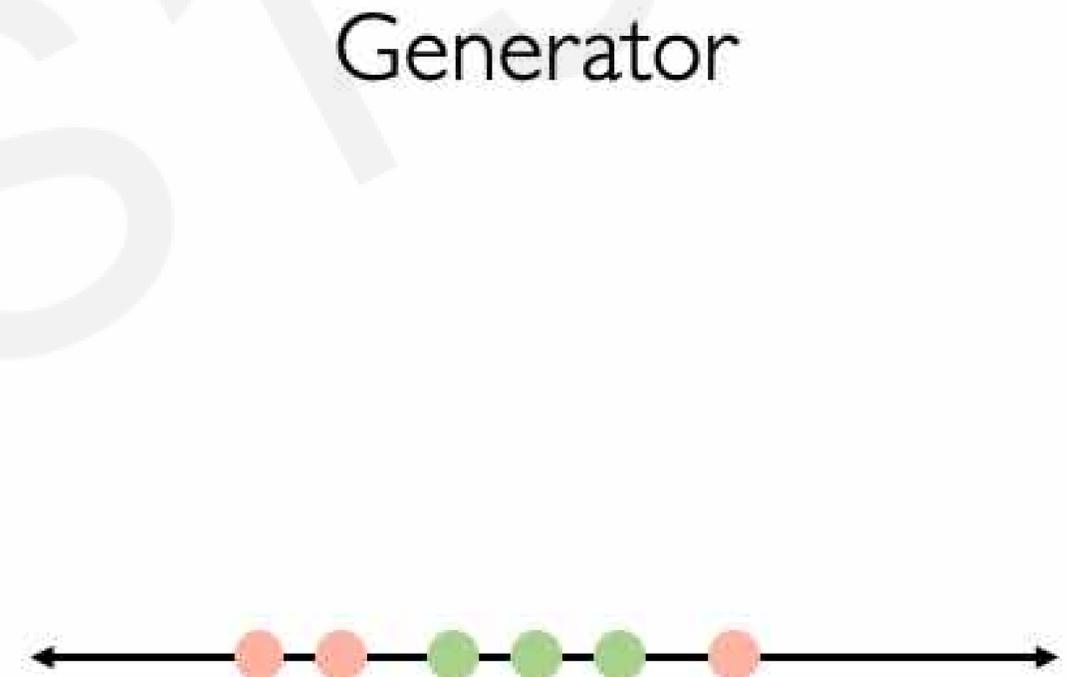
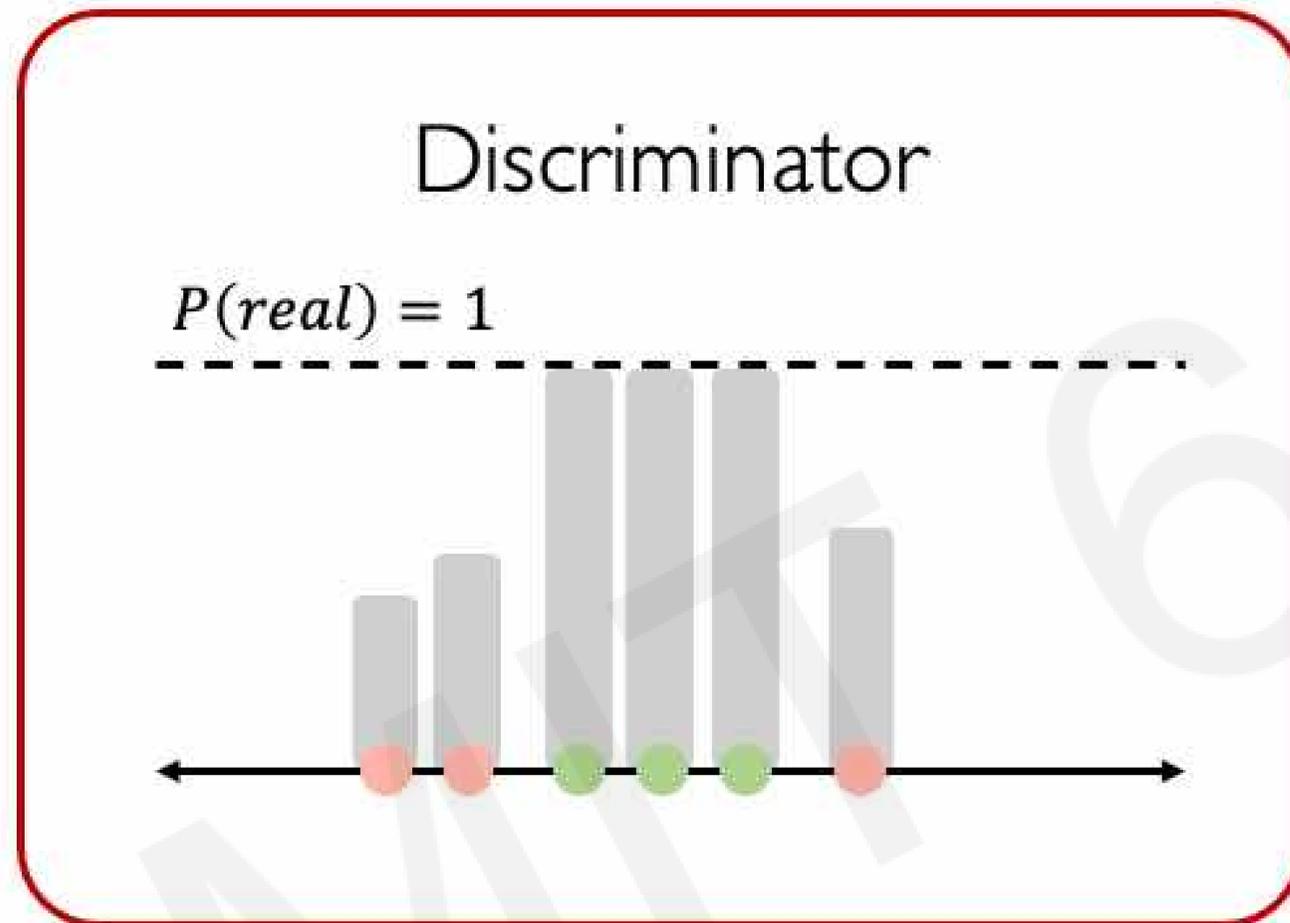


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Discriminator tries to predict what's real and what's fake.

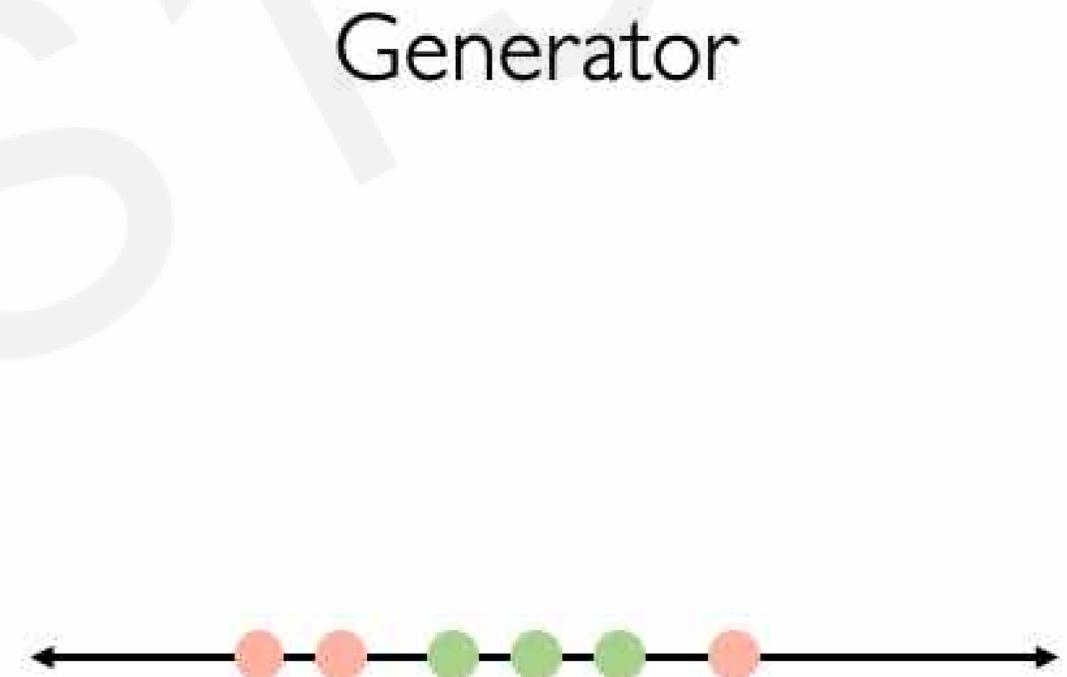
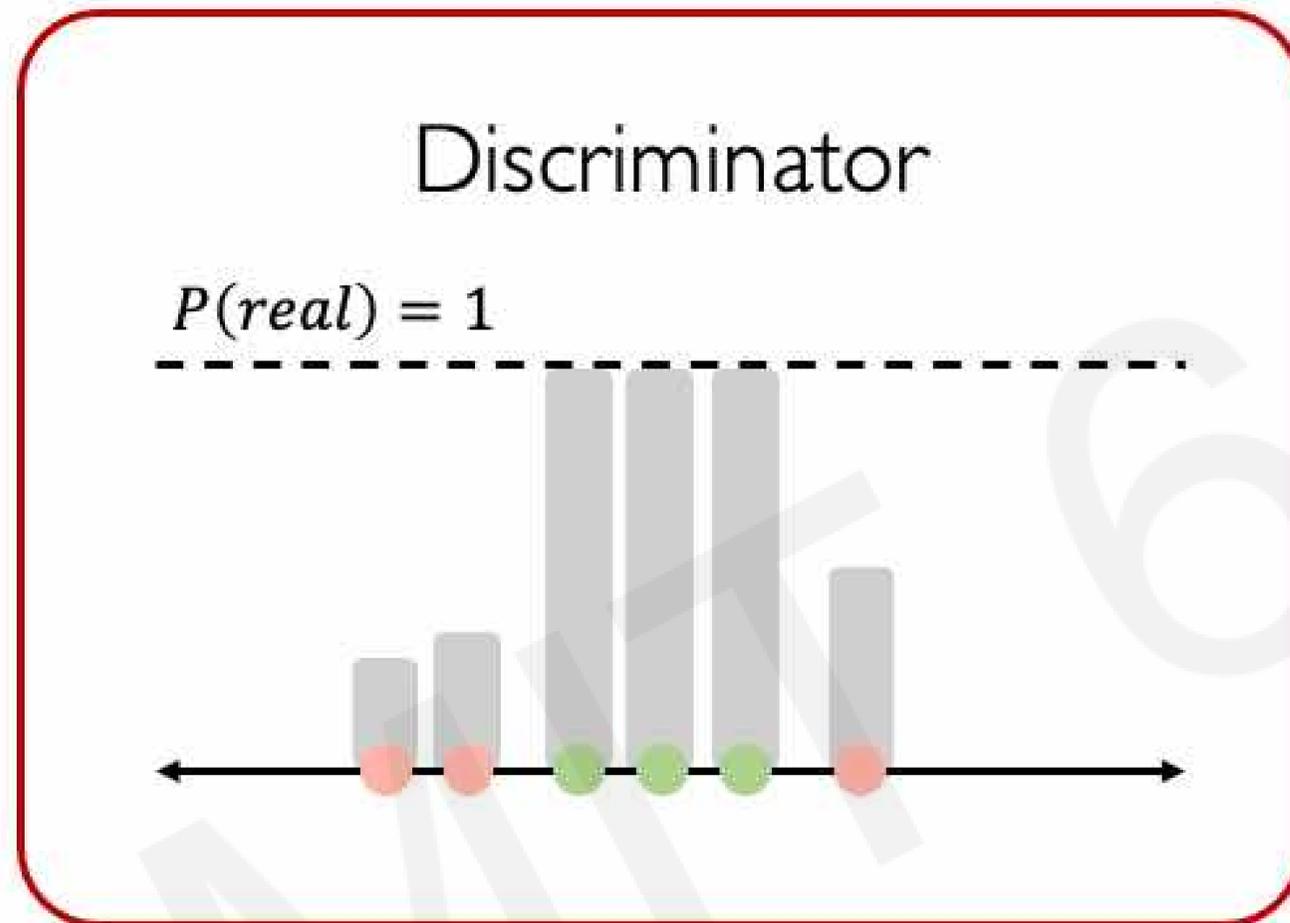


● Real data

● Fake data

Intuition behind GANs

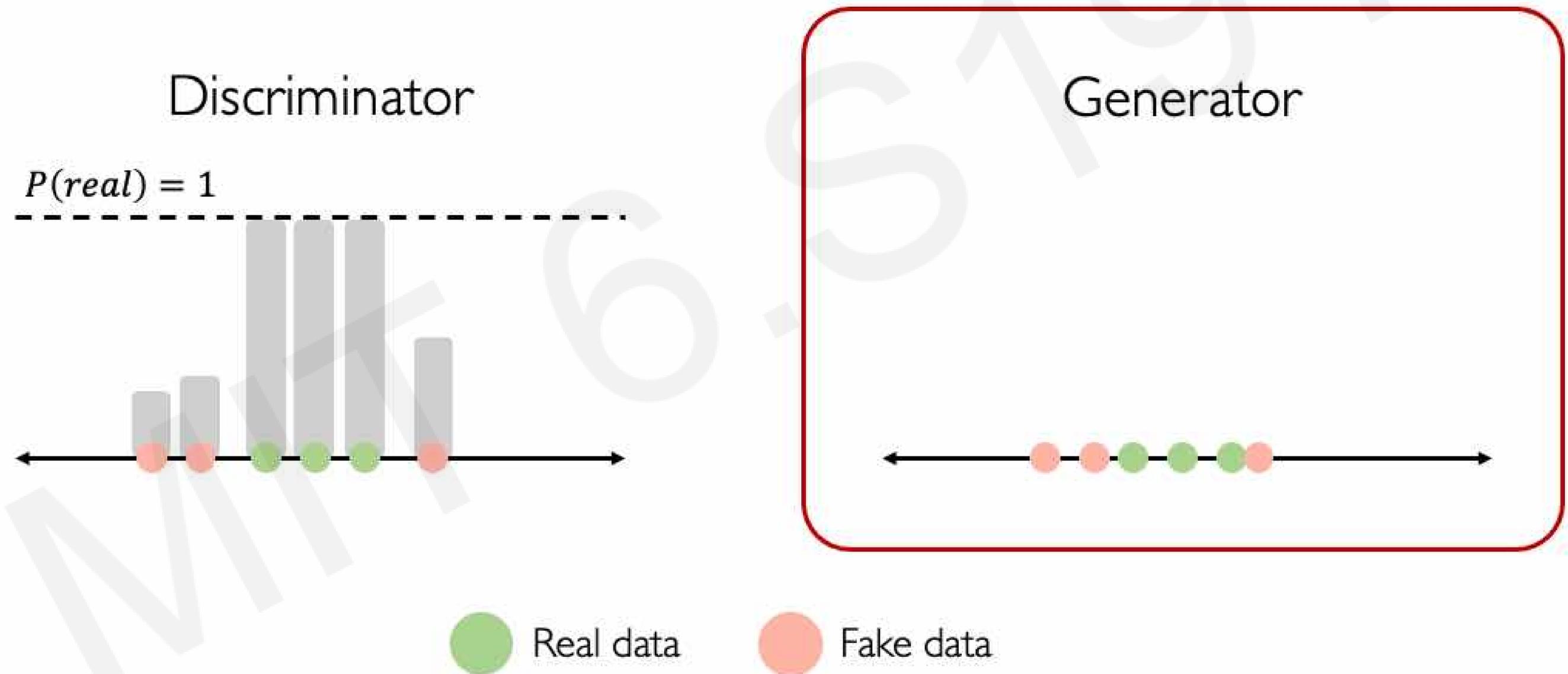
Discriminator tries to predict what's real and what's fake.



● Real data ● Fake data

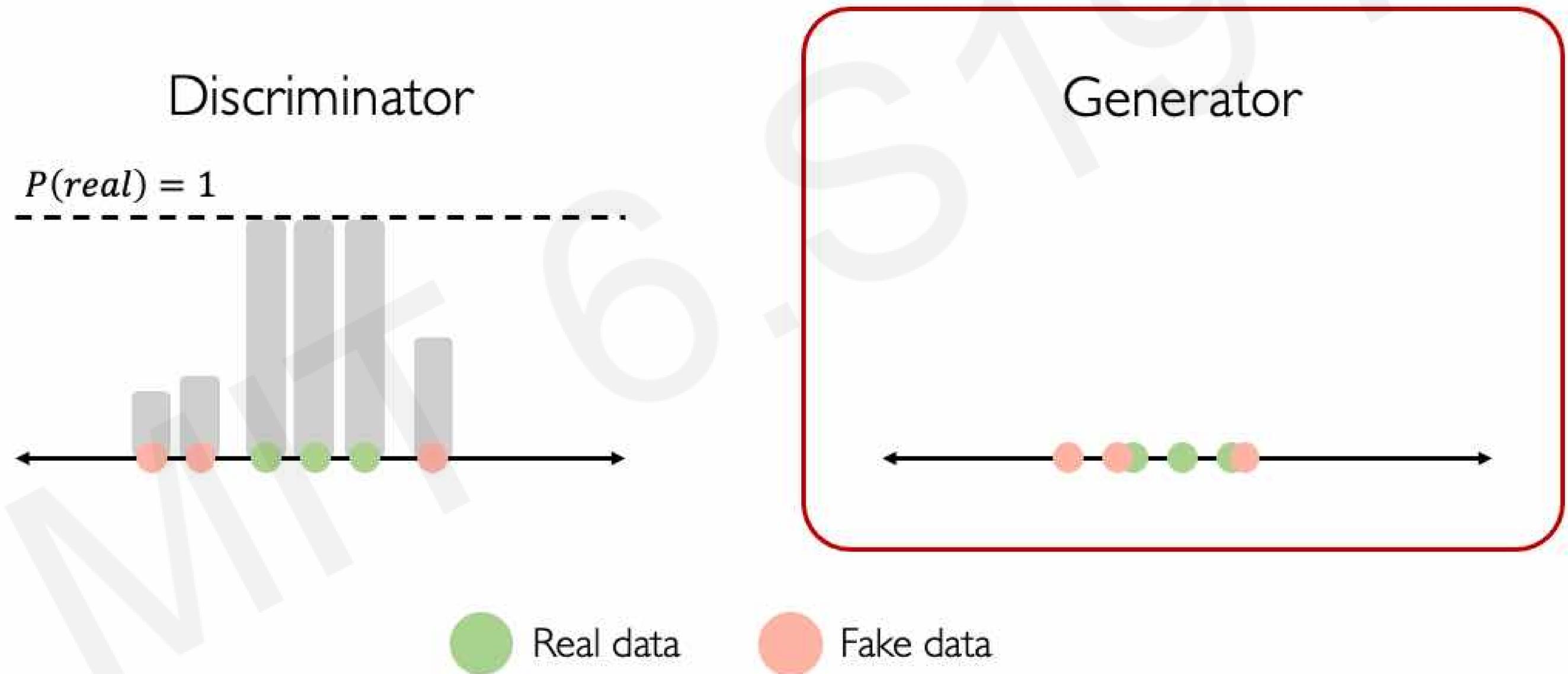
Intuition behind GANs

Generator tries to improve its imitation of the data.



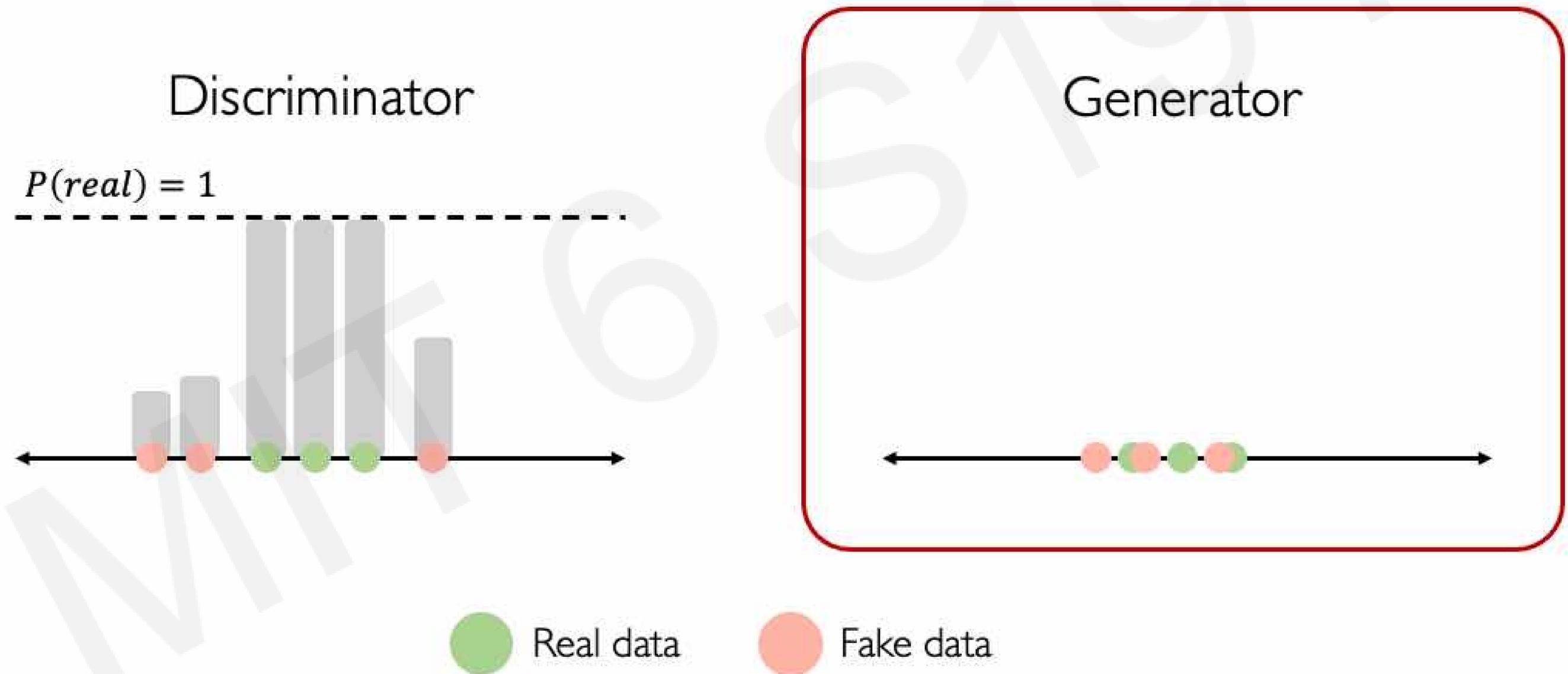
Intuition behind GANs

Generator tries to improve its imitation of the data.



Intuition behind GANs

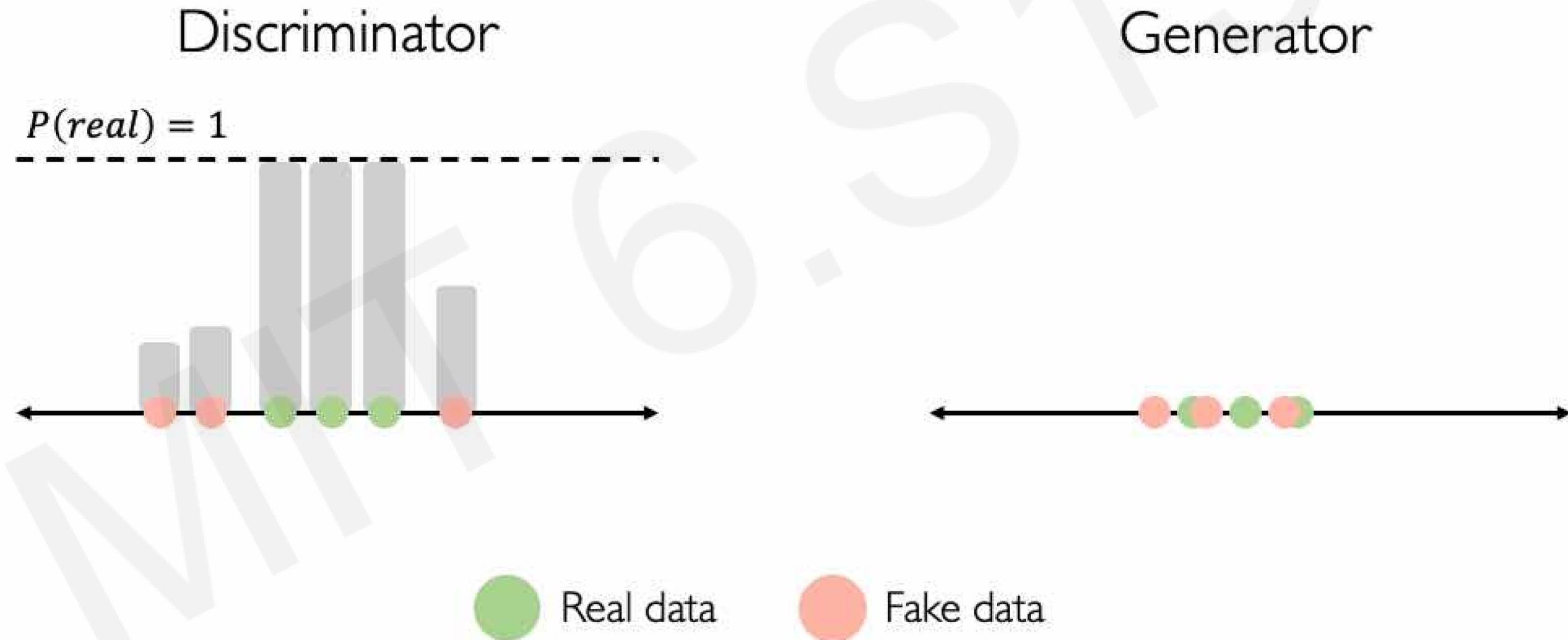
Generator tries to improve its imitation of the data.



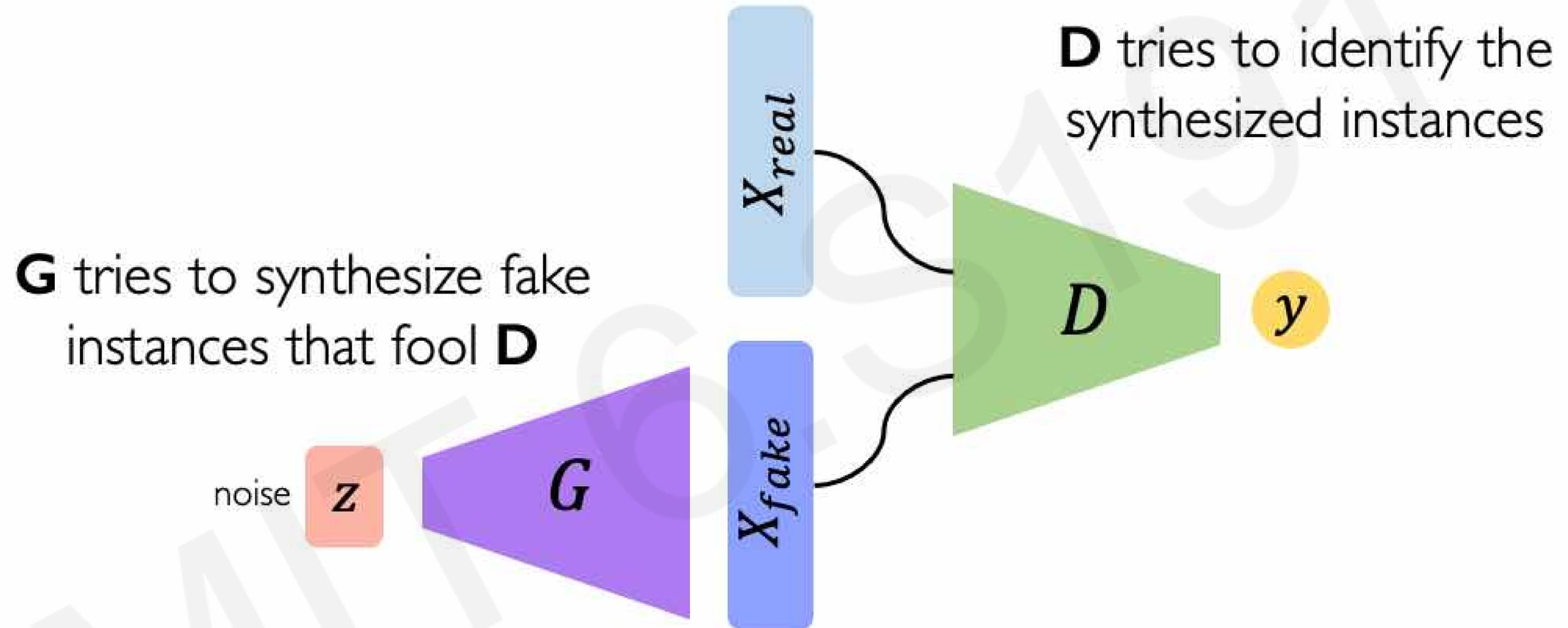
Intuition behind GANs

Discriminator tries to identify real data from fakes created by the generator.

Generator tries to create imitations of data to trick the discriminator.



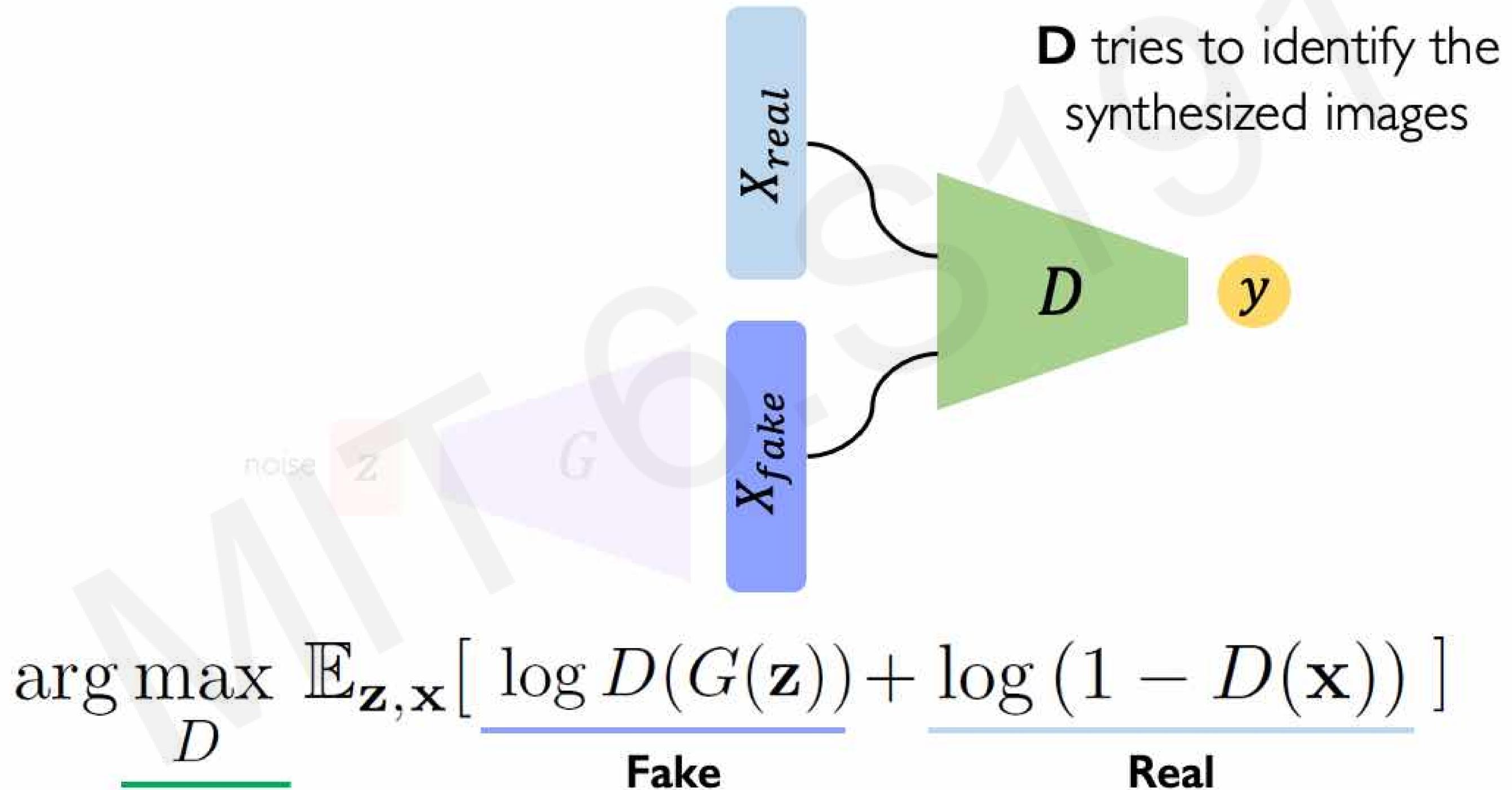
Training GANs



Training: adversarial objectives for D and G

Global optimum: G reproduces the true data distribution

Training GANs: loss function



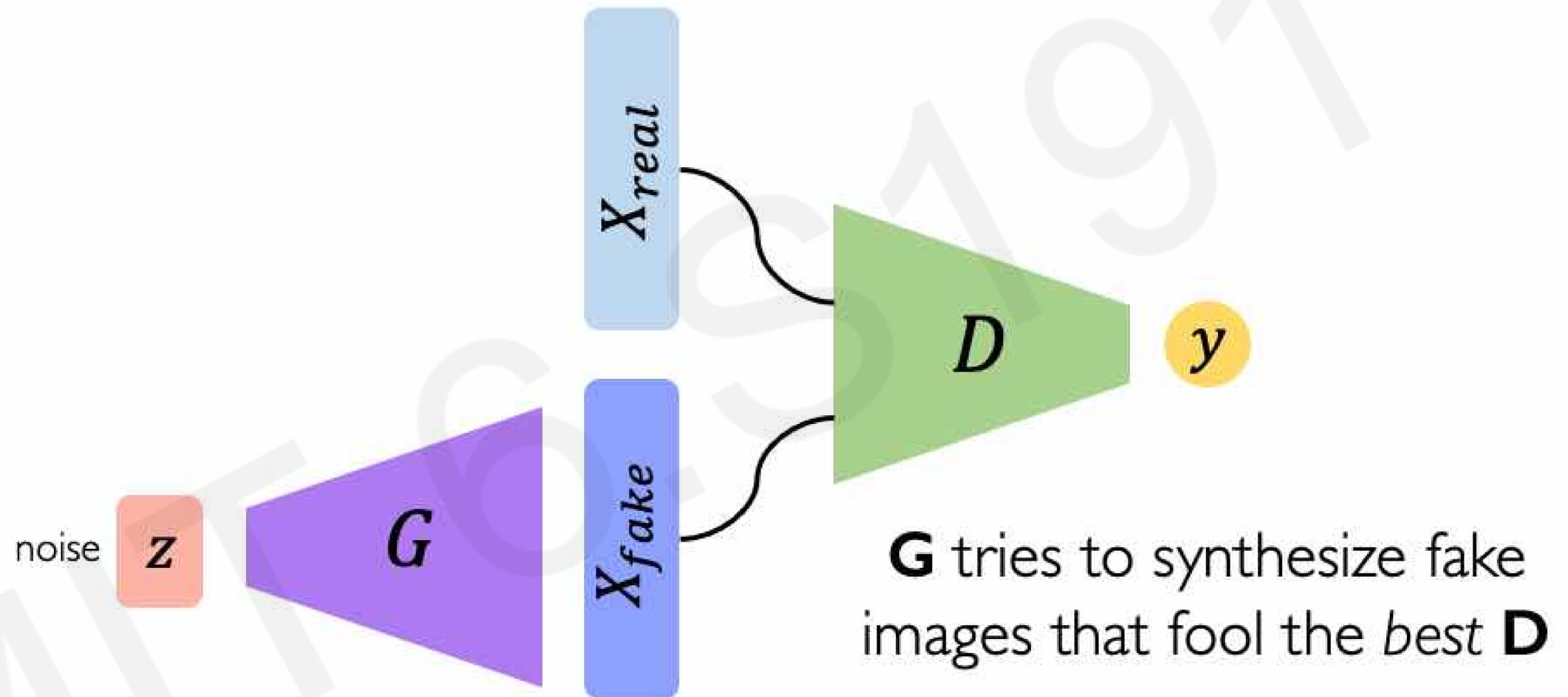
Training GANs: loss function

G tries to synthesize fake images that fool **D**



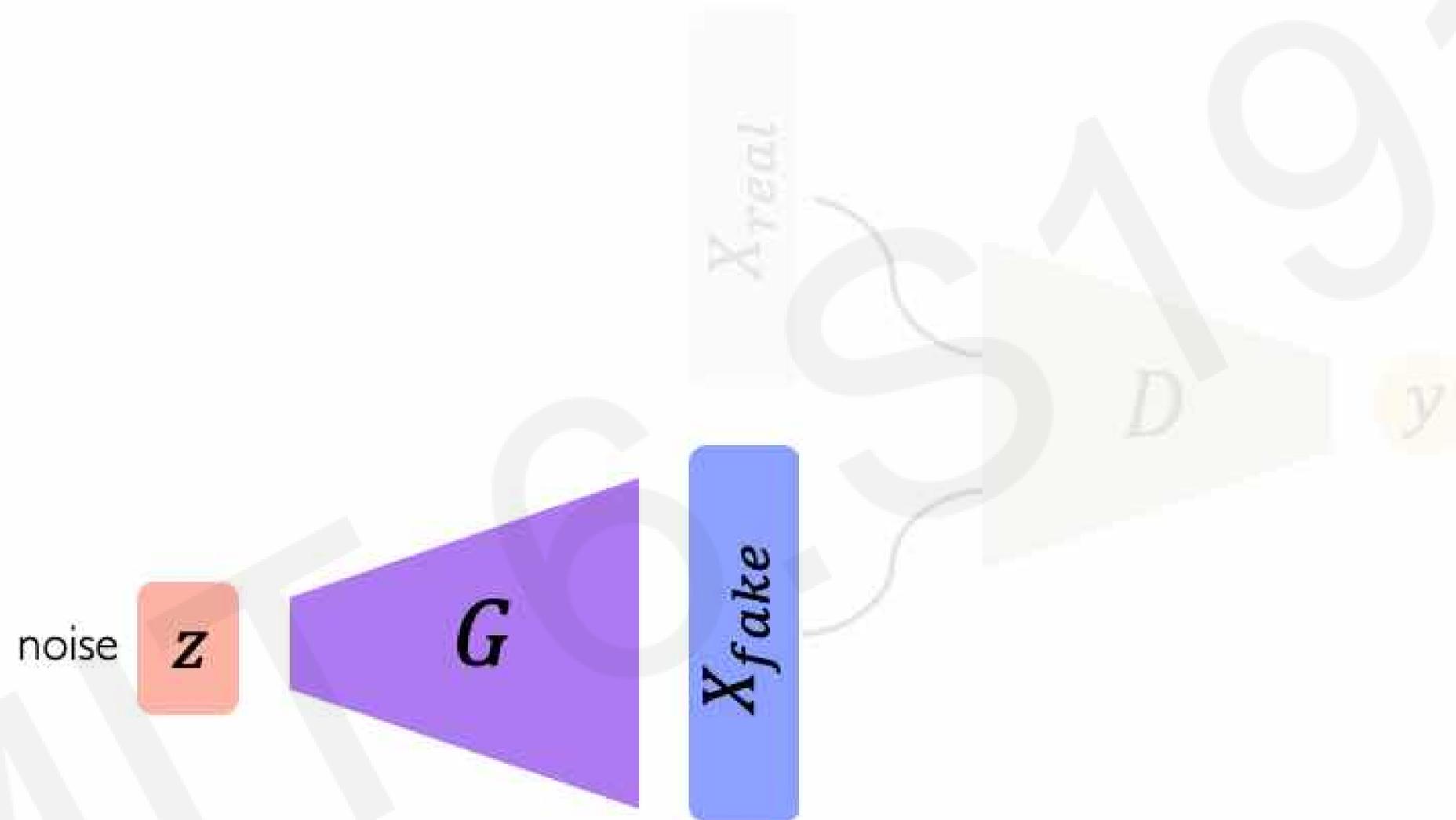
$$\arg \min_G \mathbb{E}_{\mathbf{z}, \mathbf{x}} [\log D(G(\mathbf{z})) + \log (1 - D(\mathbf{x}))]$$

Training GANs: loss function



$$\arg \min_G \max_D \mathbb{E}_{\mathbf{z}, \mathbf{x}} [\log D(G(\mathbf{z})) + \log (1 - D(\mathbf{x}))]$$

Generating new data with GANs

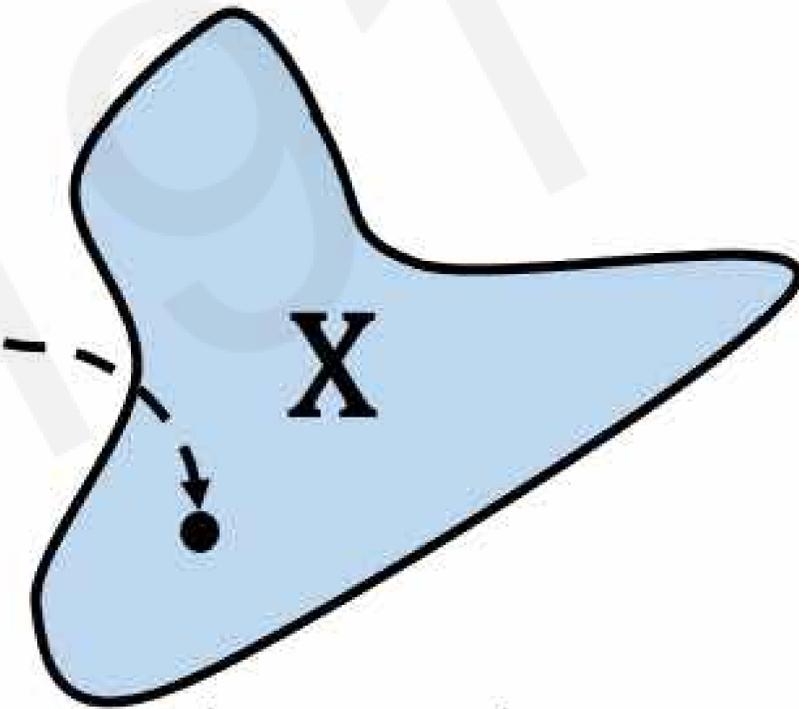
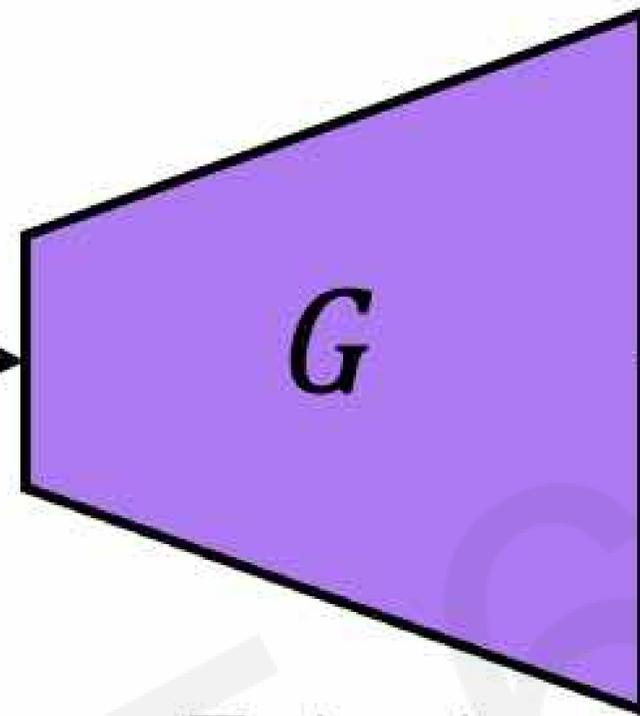
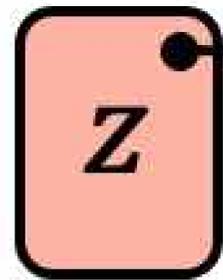


After training, use generator network to create **new data** that's never been seen before.

GANs are distribution transformers

Gaussian noise

$$z \sim N(0,1)$$



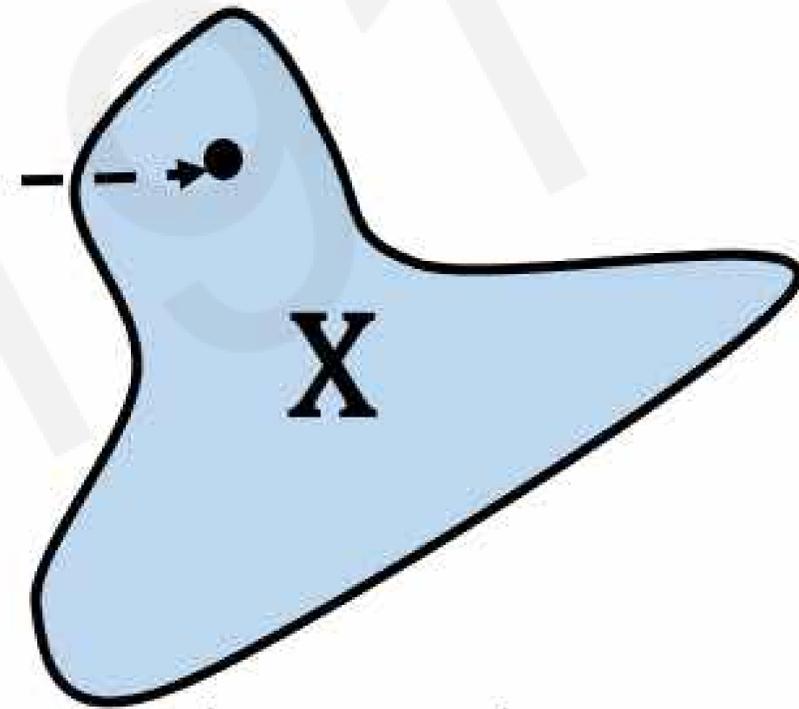
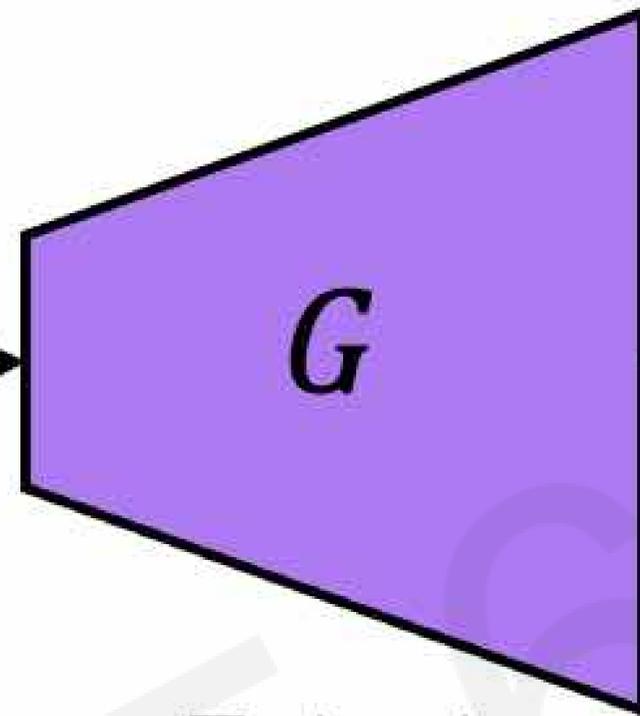
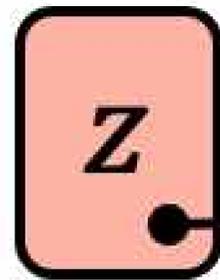
Trained
generator

Learned target
data distribution

GANs are distribution transformers

Gaussian noise

$$z \sim N(0,1)$$



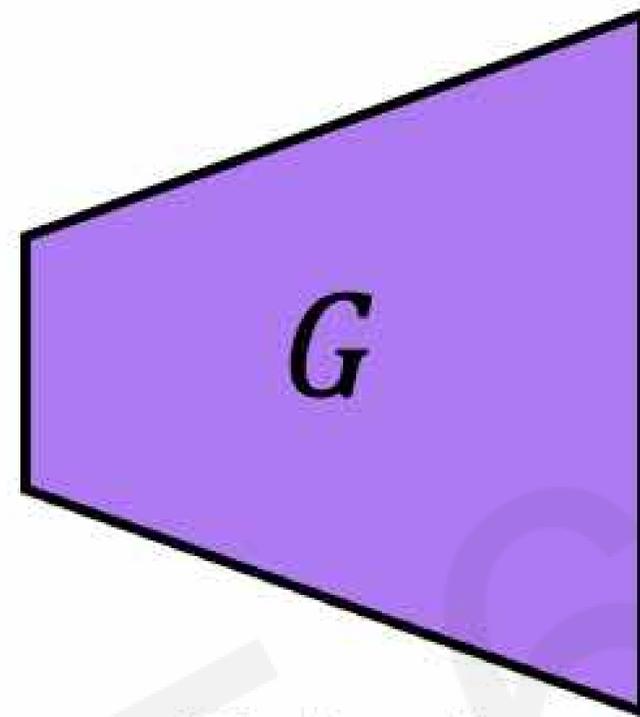
Trained
generator

Learned target
data distribution

GANs are distribution transformers

Gaussian noise

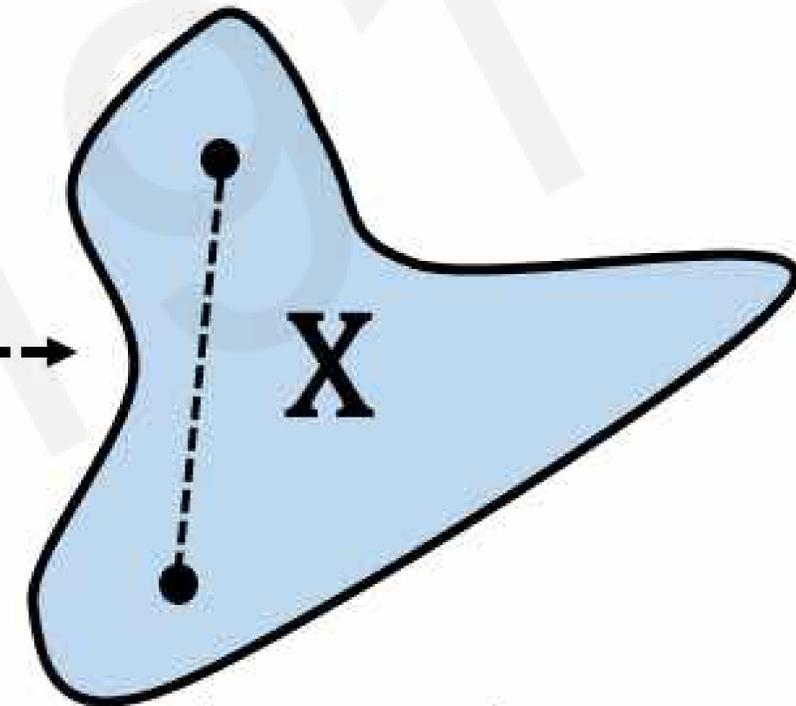
$$z \sim N(0,1)$$



Trained
generator



?

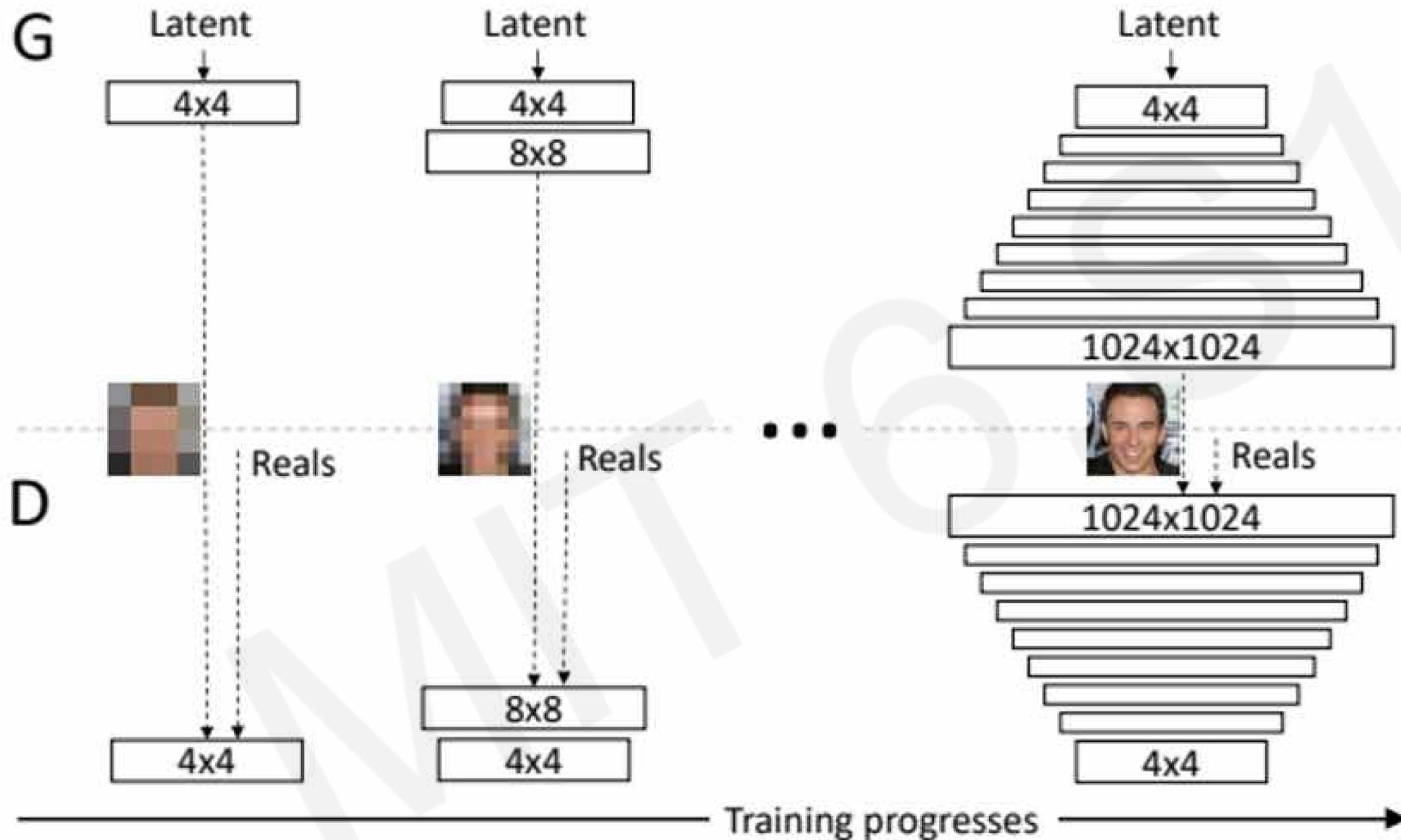


Learned target
data distribution



GANs: Recent Advances

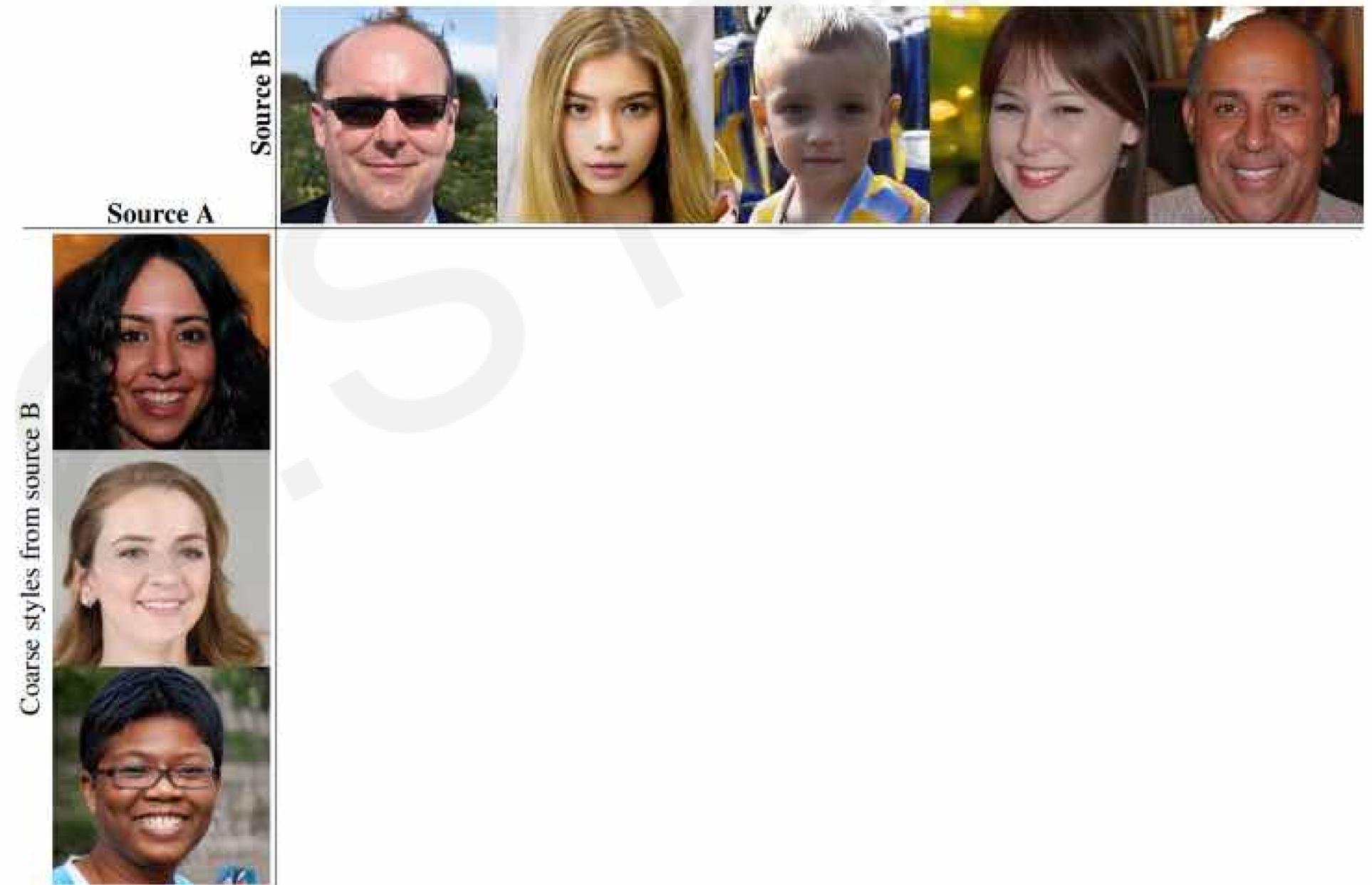
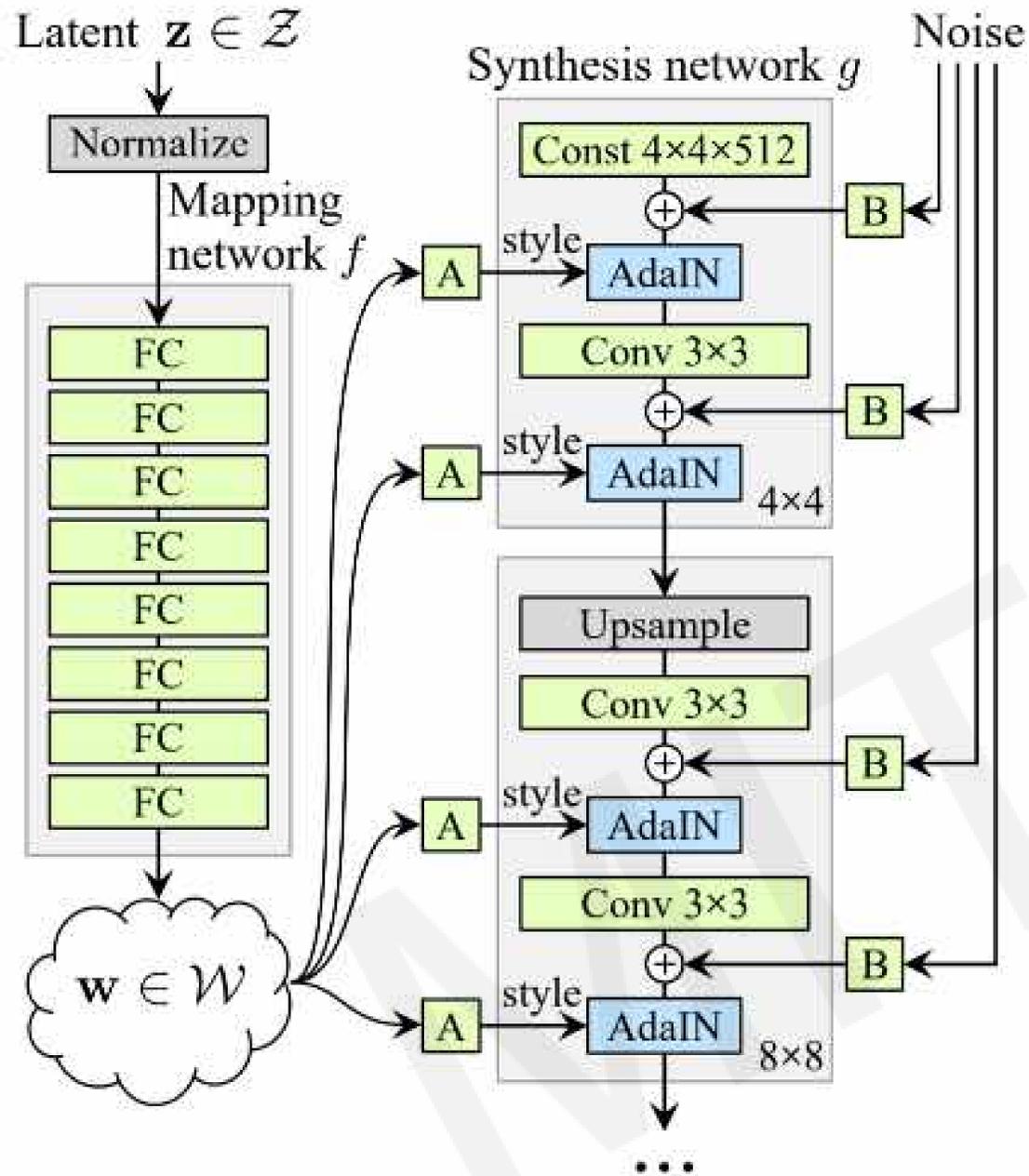
Progressive growing of GANs



Progressive growing of GANs: results



StyleGAN(2): progressive growing + style transfer



GANs for image synthesis: latest results

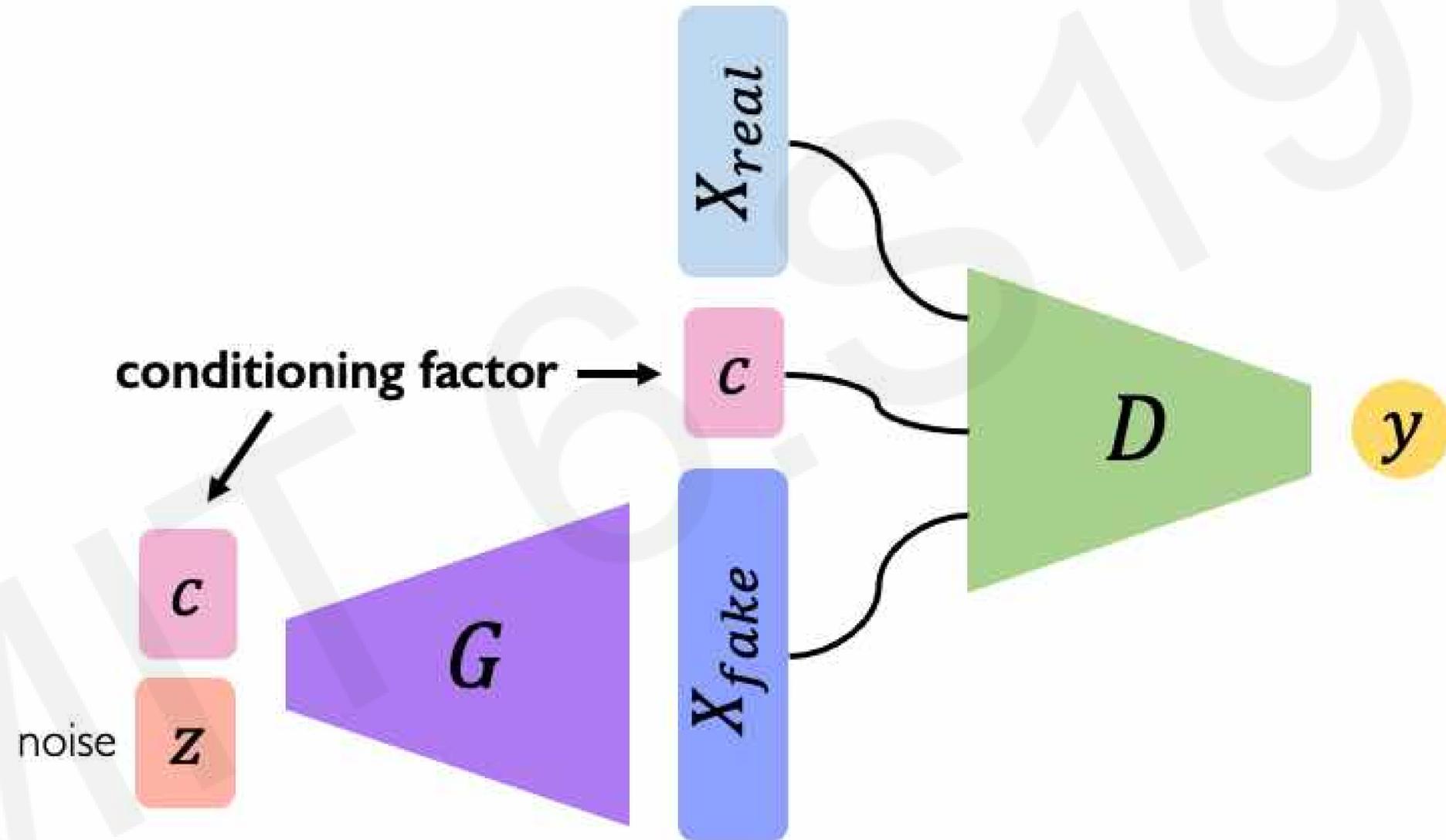


GANs for image synthesis: latest results

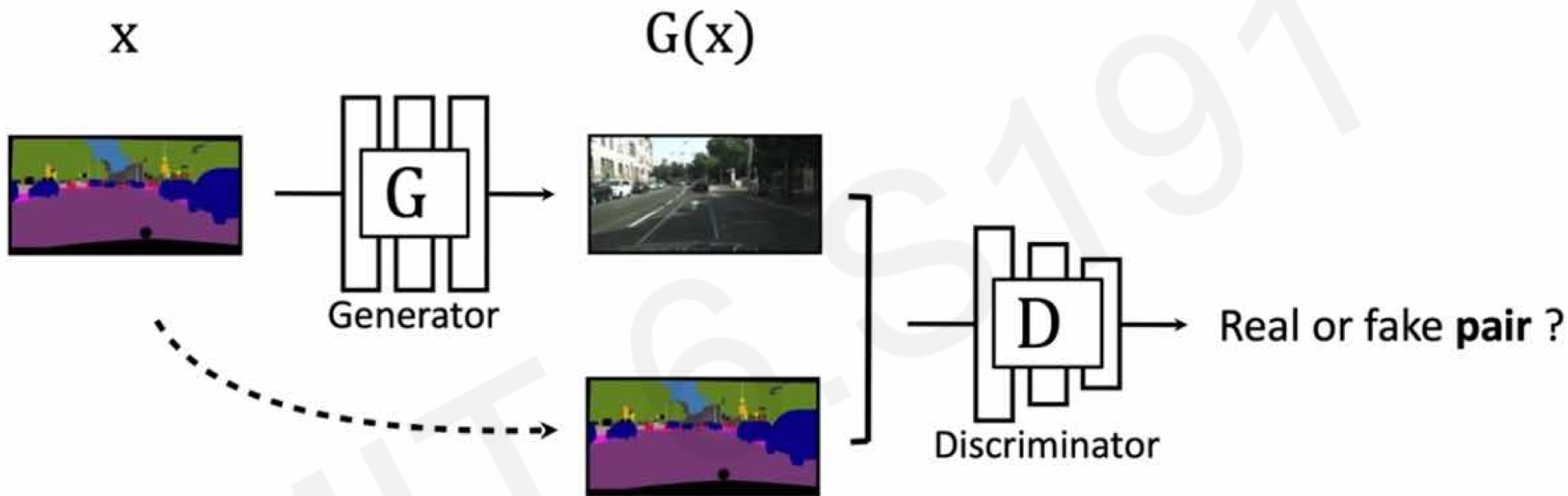


Conditional GANs

What if we want to control the nature of the output, by **conditioning** on a label?



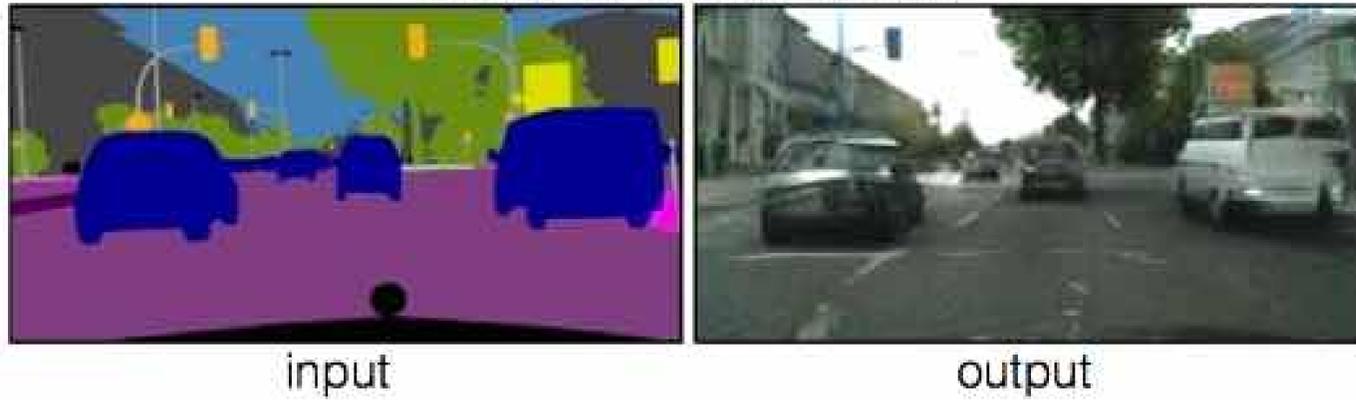
Conditional GANs and pix2pix: paired translation



The discriminator, D , classifies between fake and real **pairs**.
The generator, G , learns to fool the discriminator.

Applications of paired translation

Labels to Street Scene



Paired translation: results

Map \rightarrow Aerial View



input

output

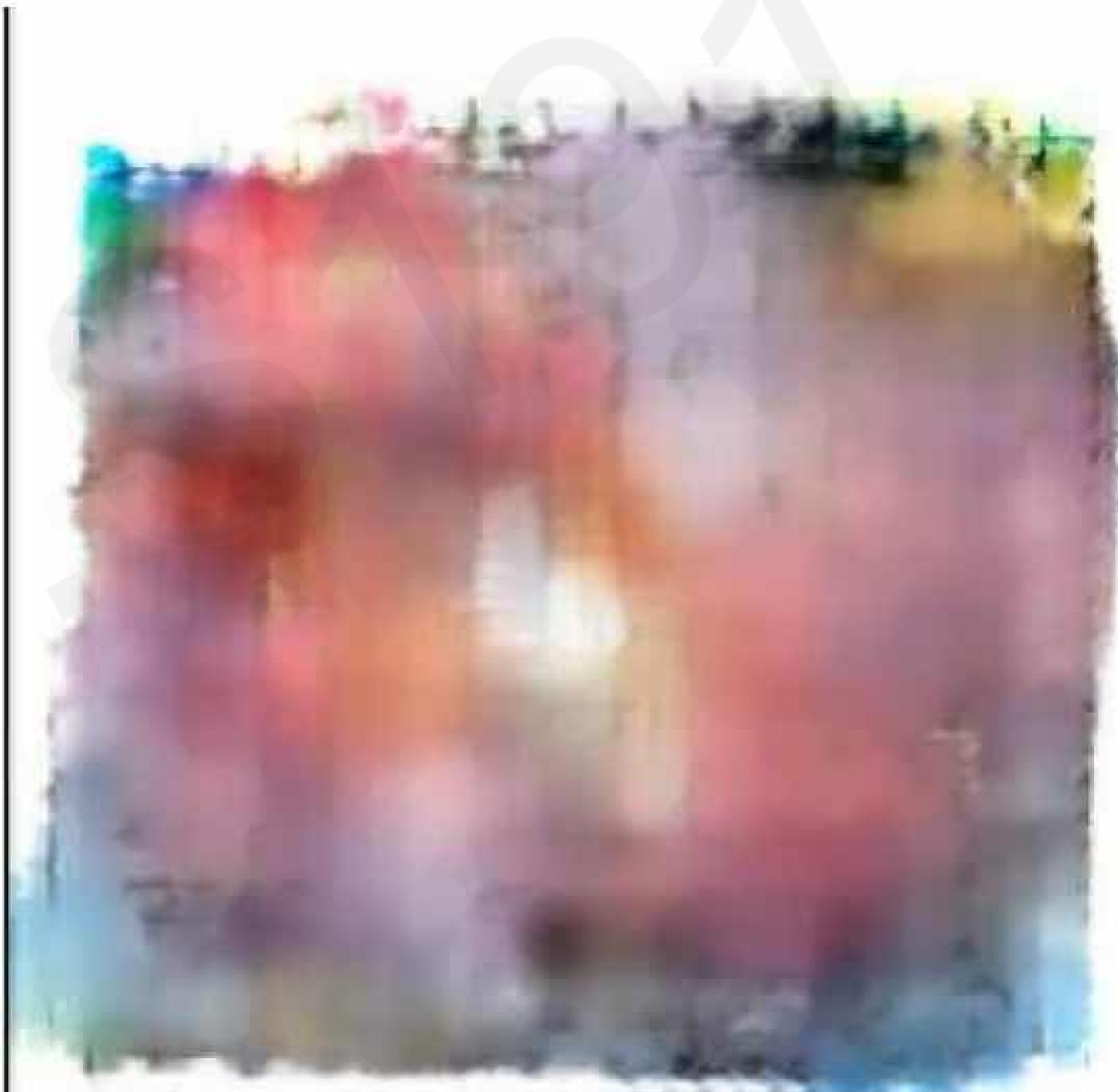
Aerial View \rightarrow Map



input

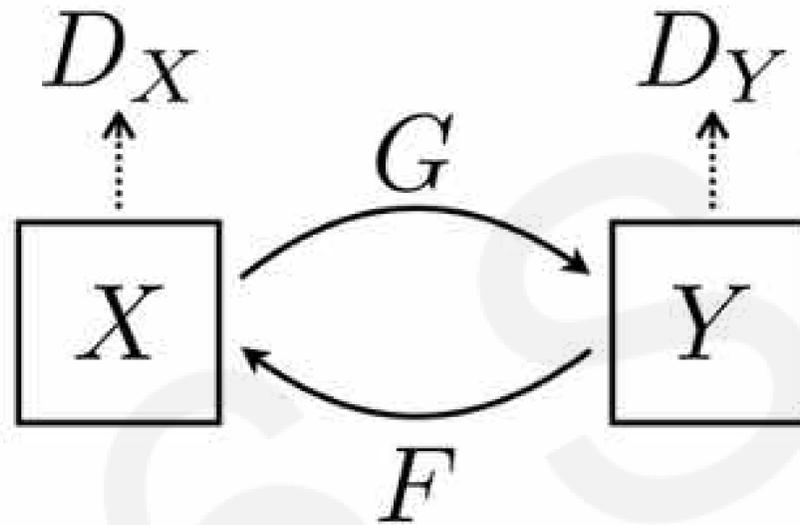
output

Paired translation: coloring from edges



CycleGAN: domain transformation

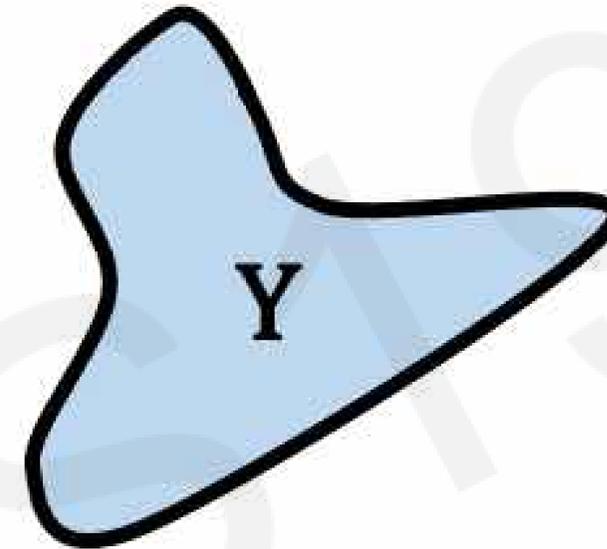
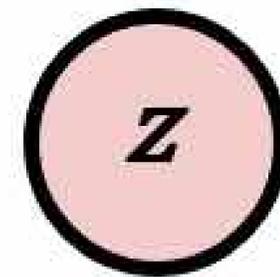
CycleGAN learns transformations across domains with unpaired data.



Distribution transformations

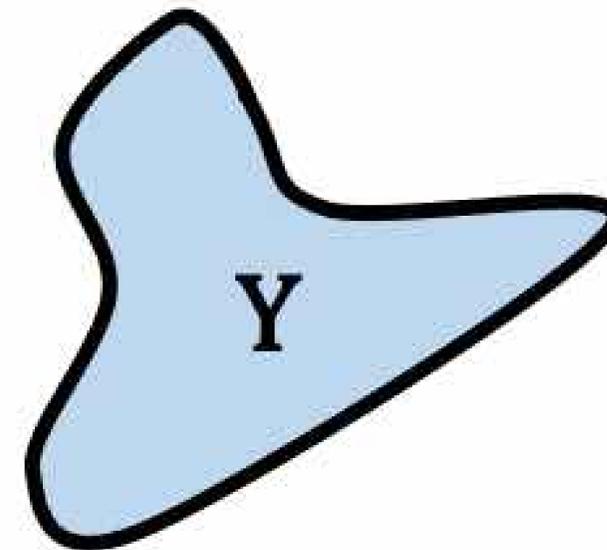
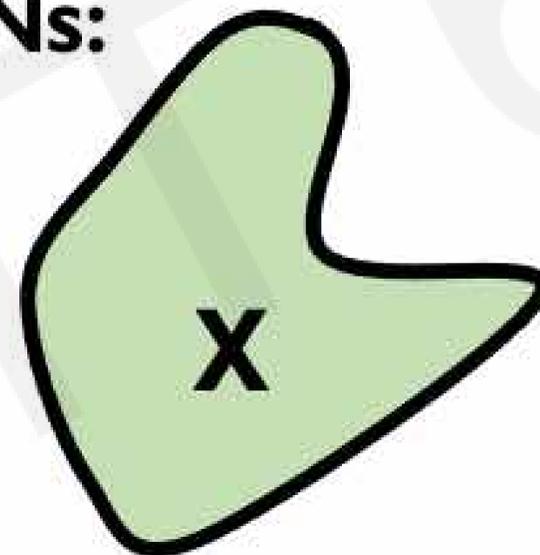
GANs:

Gaussian noise
 $z \sim N(0,1)$



Gaussian noise \rightarrow target data manifold

CycleGANs:



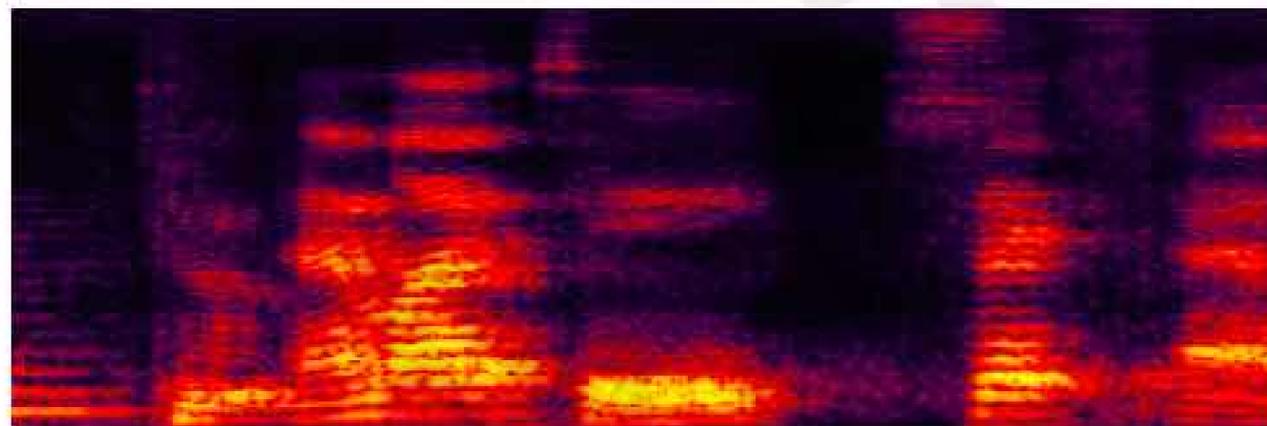
data manifold $X \rightarrow$ data manifold Y

CycleGAN: transforming speech

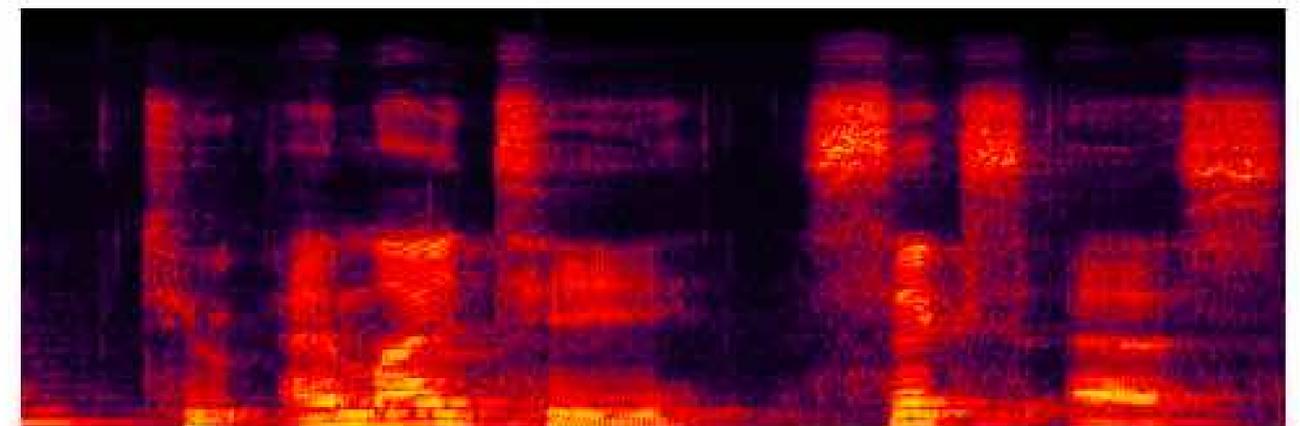
Audio waveform (A)



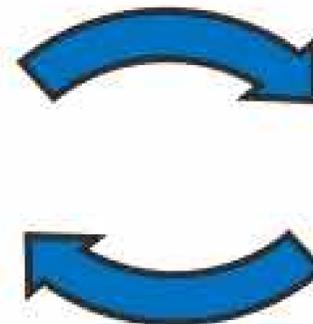
Audio waveform (B)



Spectrogram image (A)



Spectrogram image (B)



Original (Amini)

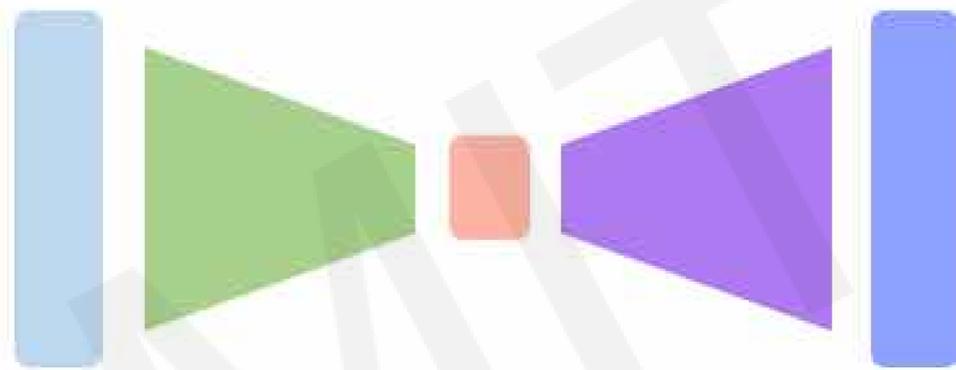
Synthesized (Obama)



Deep Generative Modeling: Summary

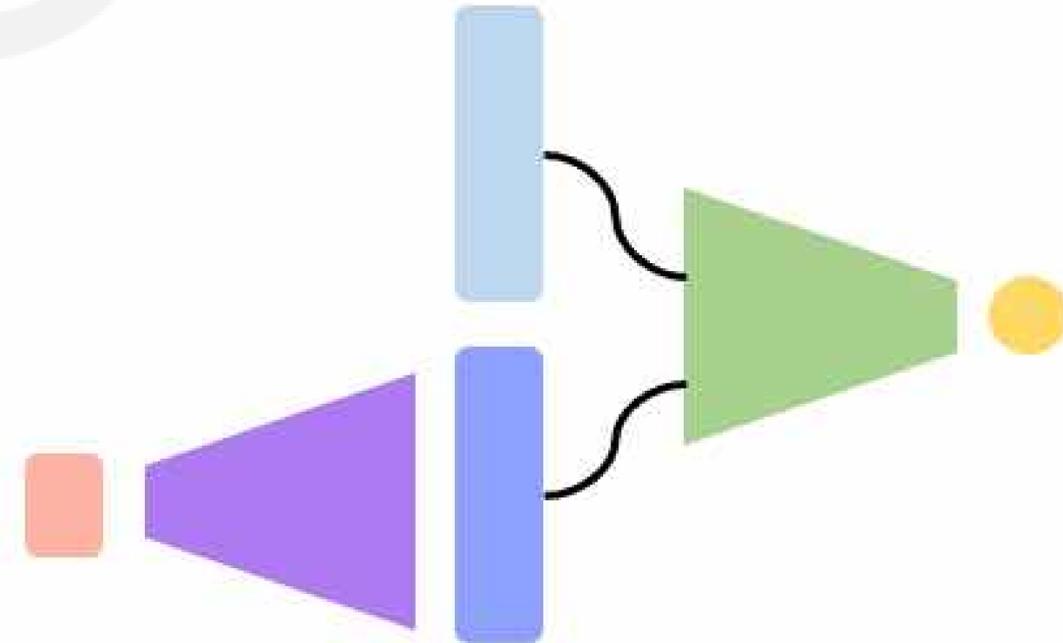
Autoencoders and Variational Autoencoders (VAEs)

Learn lower-dimensional **latent space** and **sample** to generate input reconstructions



Generative Adversarial Networks (GANs)

Competing **generator** and **discriminator** networks





6.S191: Introduction to Deep Learning

Lab 2: Computer Vision

Link to download labs:

<http://introtodeeplearning.com#schedule>

1. Open the lab in Google Colab
2. Start executing code blocks and filling in the #TODOs
3. Need help? Come to the 10-250 / Gather.Town!