

# Tackling the Gradient Issues in Generative Adversarial Networks

Yanran Li

The Hong Kong Polytechnic University  
[yanranli.summer@gmail.com](mailto:yanranli.summer@gmail.com)

# Content

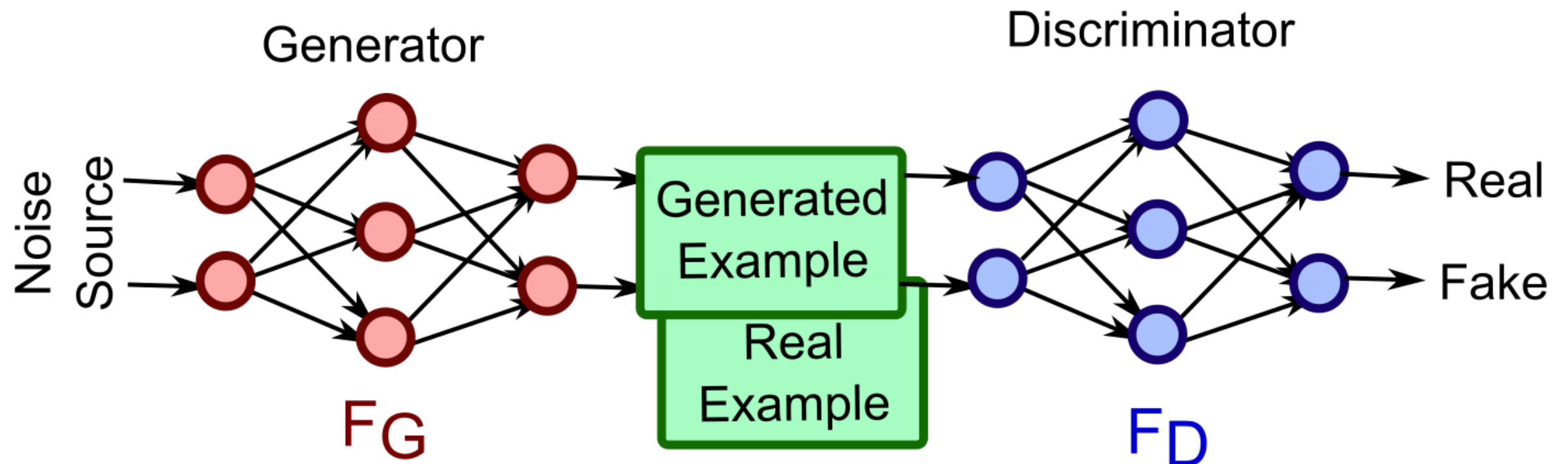
- Generative Adversarial Networks
  - Basics
  - Difficulties
- Solution 1: Encoder-incorporated
  - Mode Regularized GANs
  - Energy-based GANs, InfoGAN, etc.
  - \*Noisy Input
- Solution 2: Wasserstein Distance
  - Wasserstein GANs and Improved Training of Wasserstein GANs

# Content

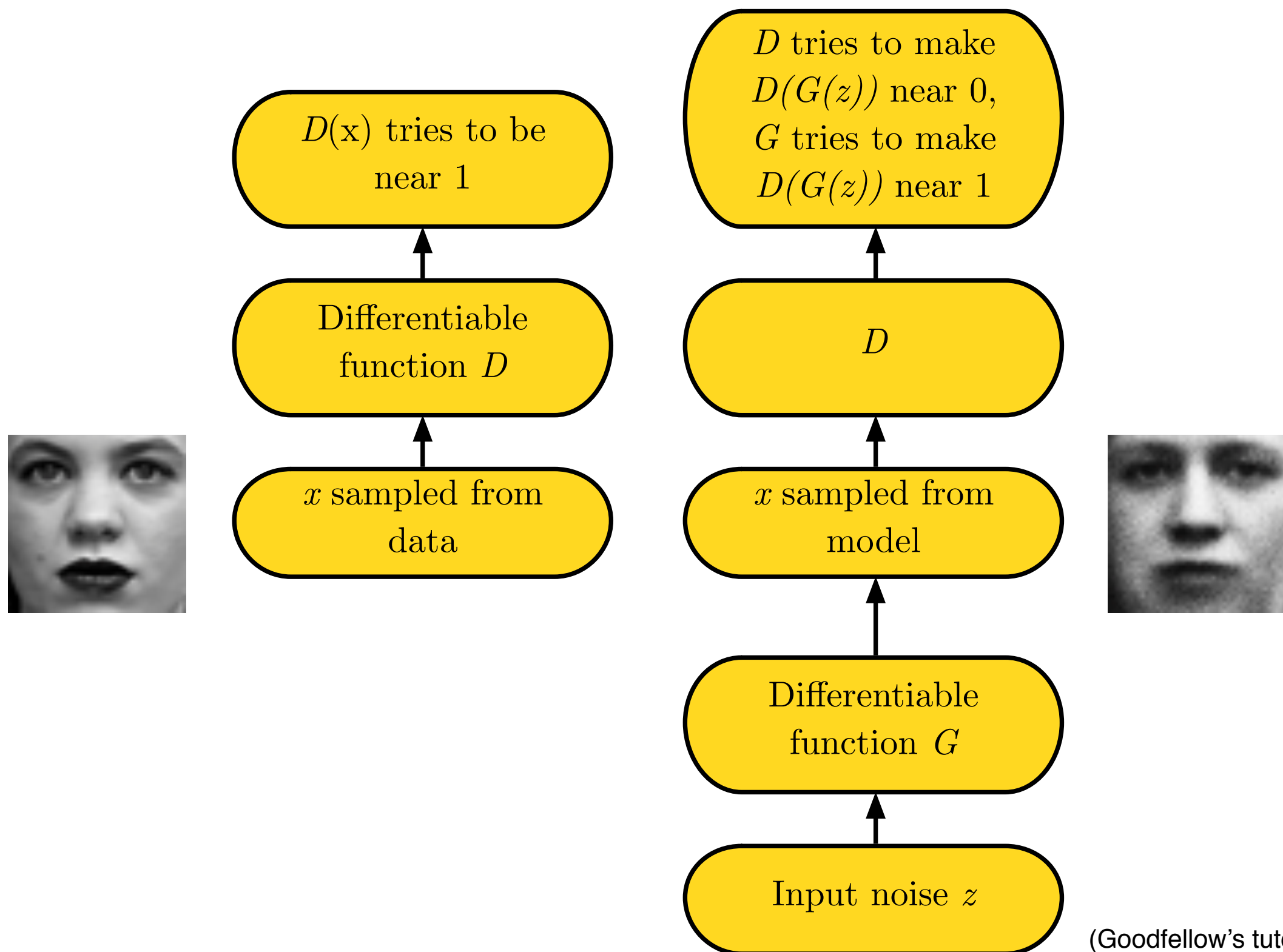
- **Generative Adversarial Networks**
  - Basics
  - Difficulties
- Solution 1: Encoder-incorporated
  - Mode Regularized GANs
  - Energy-based GANs, InfoGAN, etc.
  - \*Noisy Input
- Solution 2: Wasserstein Distance
  - Wasserstein GANs and Improved Training of Wasserstein GANs

# Generative Adversarial Networks

- A min-max game between two components: a generator  $G$  and a discriminator  $D$



# GANs Framework



(Goodfellow's tutorial)

# Objectives for GAN

- The objective of ***D***:

$$L(D, g_\theta) = \mathbb{E}_{x \sim \mathbb{P}_r} [\log D(x)] + \mathbb{E}_{x \sim \mathbb{P}_g} [\log(1 - D(x))]$$

- The objective of ***G***:

- the original:  $\mathbb{E}_{z \sim p(z)} [\log(1 - D(g_\theta(z)))]$

- the alternative:  $\mathbb{E}_{z \sim p(z)} [-\log D(g_\theta(z))]$

- *Why alternative?*

# Difficulty 1

- using the original form of the objective of ***G***

$$\mathbb{E}_{z \sim p(z)} [\log(1 - D(g_\theta(z)))]$$

will result in gradient vanishing issue of ***D*** for ***G*** because *intuitively*, at the very early phase of training, ***D*** is very easy to be confident in detecting ***G***, so ***D*** will output almost always 0

# Difficulty 1

- using the original form of the objective of ***G***

$$\mathbb{E}_{z \sim p(z)} [\log(1 - D(g_\theta(z)))]$$

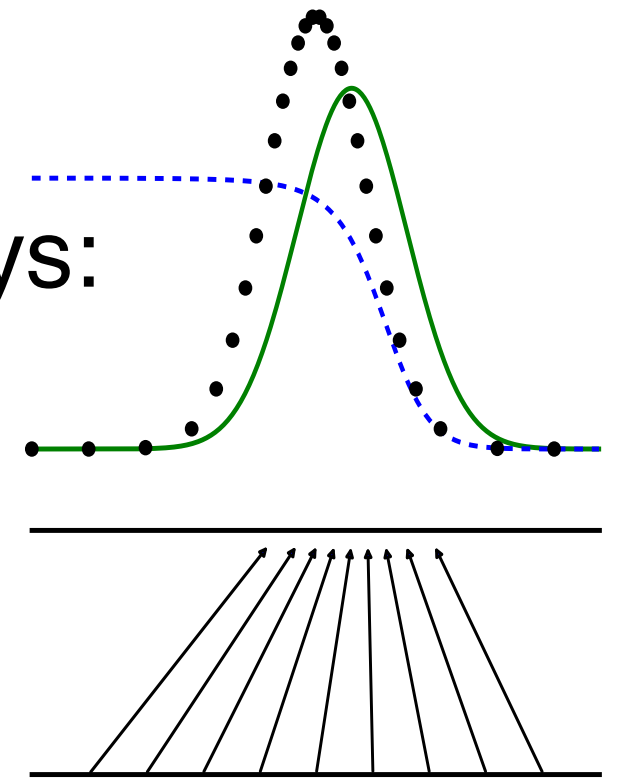
will result in gradient vanishing issue of ***D*** for ***G*** because *theoretically*, when ***D*** is *optimal*, minimizing the loss is equal to minimizing the *JS divergence* (Arjovsky & Bottou, 2017)



# Difficulty 1

- The optimal  $D$  for any  $P_r$  and  $P_g$  is always:

$$D^*(x) = \frac{P_r(x)}{P_r(x) + P_g(x)}$$



and that  $L(D^*, g_\theta) = 2JSD(\mathbb{P}_r \parallel \mathbb{P}_g) - 2 \log 2$

so, when  $\mathbf{D}$  is *optimal*, minimizing the loss is equal to minimizing the *JS divergence* (Arjovsky & Bottou, 2017)

# Difficulty 1

- when:

$$L(D^*, g_\theta) = 2JSD(\mathbb{P}_r \parallel \mathbb{P}_g) - 2 \log 2.$$

- The JS divergence for the two distributions  $P_r$  and  $P_g$  is (almost) always  $\log 2$  because  $P_r$  and  $P_g$  hardly can overlap (Arjovsky & Bottou, 2017)
- This results in vanishing gradient in theory!

# The alternative objective

- The alternative objective of ***G***:

$$\mathbb{E}_{z \sim p(z)} [-\log D(g_\theta(z))]$$

- Instead of minimizing, let ***G*** maximize the log-probability of the discriminator being mistaken
- It is heuristically motivated that generator can still learn even when discriminator successfully rejects all generator samples, but not theoretically guaranteed

# Difficulty 2

- using the alternative form of the objective of ***G***

$$\mathbb{E}_{z \sim p(z)} [-\log D(g_\theta(z))]$$

will result in gradient unstable issue and mode missing problem because *theoretically*, when ***D*** is *optimal*, minimizing the loss is equal to **minimizing** the *KL divergence* meanwhile **maximizing** the *JS divergence* (Arjovsky & Bottou, 2017):

$$KL(\mathbb{P}_{g_\theta} || \mathbb{P}_r) - 2JSD(\mathbb{P}_{g_\theta} || \mathbb{P}_r)]$$

# Difficulty 2

- **minimizing** the *KL divergence* meanwhile **maximizing** the *JS divergence* is crazy:

$$KL(\mathbb{P}_{g_\theta} || \mathbb{P}_r) - 2JSD(\mathbb{P}_{g_\theta} || \mathbb{P}_r)]$$

- which results in gradient unstable issue

# Difficulty 2

- **minimizing** the *KL divergence* **is biased**:

$$KL(\mathbb{P}_{g_\theta} || \mathbb{P}_r) - 2JSD(\mathbb{P}_{g_\theta} || \mathbb{P}_r)]$$

- because *KL divergence* is asymmetric, and thus it is not equally treated when **G** generates a unreal sample and when **G** fails to generate real sample
- Therefore, **G** will generate too many few-mode but real samples, a safer strategy

# Content

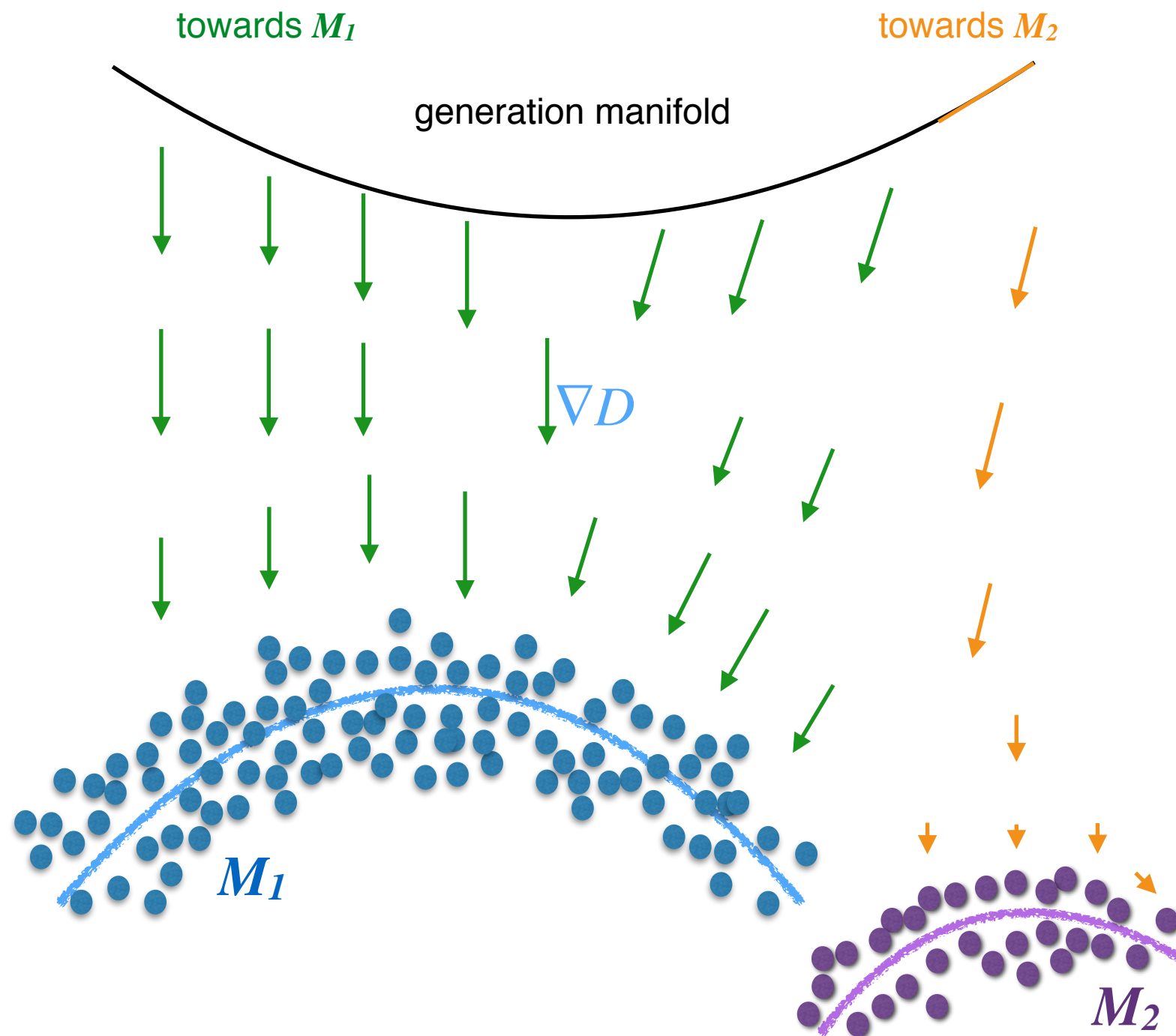
- **Generative Adversarial Networks**
  - Basics
  - Difficulties
- **Solution 1: Encoder-incorporated**
  - Mode Regularized GANs
  - Energy-based GANs, Boundary Equilibrium GANs, etc.
  - \*Noisy Input
- **Solution 2: Wasserstein Distance**
  - Wasserstein GANs and Improved Training of Wasserstein GANs

# Solution 1: Encoder-incorporated

- Mode Regularized GANs (Che et al., 2017)
- Tackling the gradient vanishing issue and mode missing problem by incorporating an additional encoder  $E$  to:
  - (1) “enforce”  $P_r$  and  $P_g$  overlap
  - (2) “build a bridge” between *fake data* and *real data*



# Mode Missing Problem



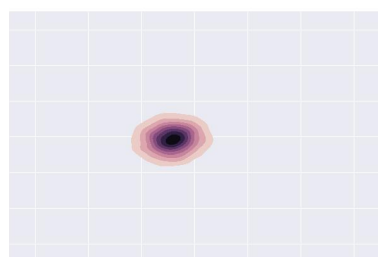
# Mode Missing Problem

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

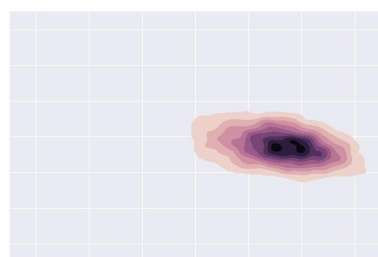
- ***D*** in inner loop: convergence to correct distribution
- ***G*** in inner loop: place all mass on most likely point



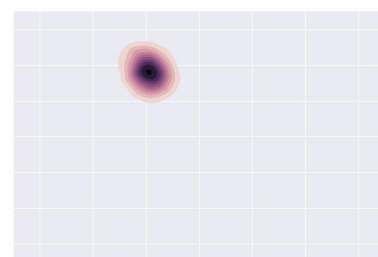
Target



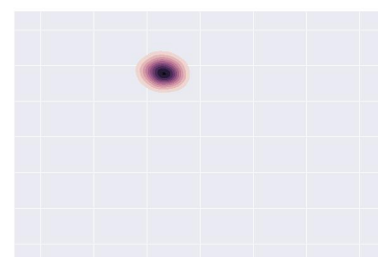
Step 0



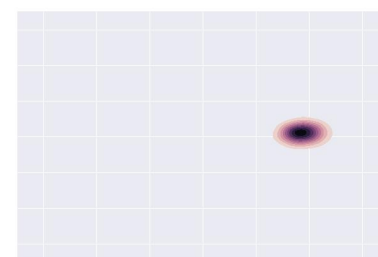
Step 5k



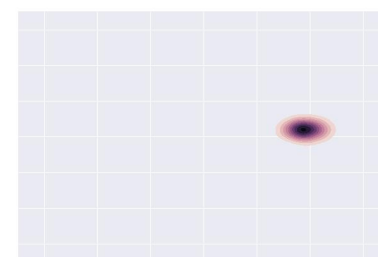
Step 10k



Step 15k



Step 20k



Step 25k

# Mode Regularized GANs

- Regularized GANs

- for encoder ***E***:  $\mathbb{E}_{x \sim p_d} [\lambda_1 d(x, G \circ E(x)) + \lambda_2 \log D(G \circ E(x))]$

- for generator ***G***:

$$-\mathbb{E}_z [\log D(G(z))] + \mathbb{E}_{x \sim p_d} [\lambda_1 d(x, G \circ E(x)) + \lambda_2 \log D(G \circ E(x))]$$

- for discriminator ***D***: same as vanilla GAN

# Mode Regularized GANs

- Regularized GANs

- for encoder ***E***:  $\mathbb{E}_{x \sim p_d} [\lambda_1 d(x, G \circ E(x)) + \lambda_2 \log D(G \circ E(x))]$

- for generator ***G***:

$$-\mathbb{E}_z [\log D(G(z))] + \mathbb{E}_{x \sim p_d} [\lambda_1 d(x, G \circ E(x)) + \lambda_2 \log D(G \circ E(x))]$$

- for discriminator ***D***: same as vanilla GAN

- But it still suffers from gradient vanishing!

- because ***D*** is still comparing between real data and fake data

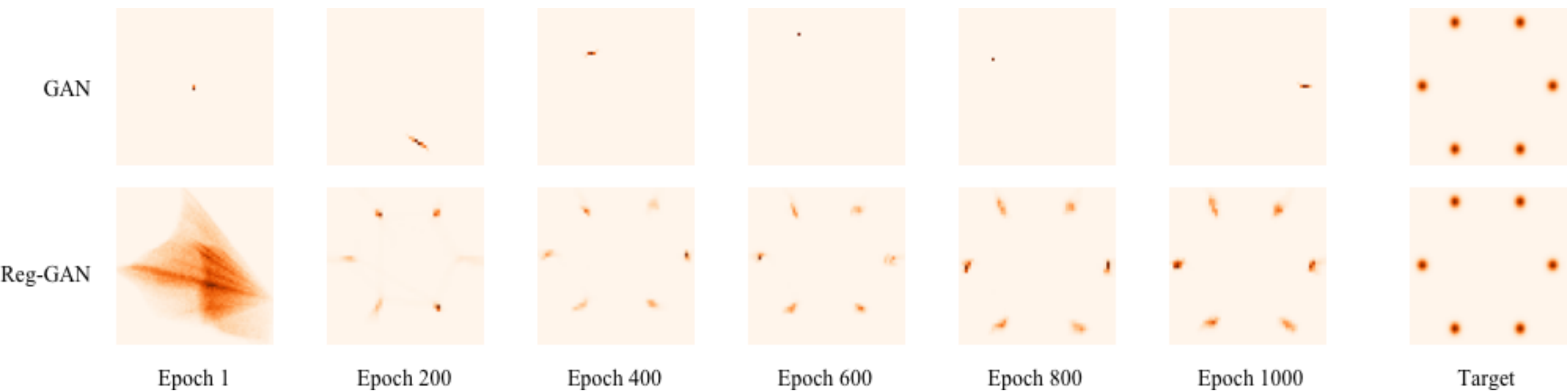
# Mode Regularized GANs

- Manifold-Diffusion GANs (MDGAN):
  - for encoder  $\mathbf{E}$ :  $\mathbb{E}_{x \sim p_d} [\lambda_1 d(x, G \circ E(x)) + \lambda_2 \log D(G \circ E(x))]$
  - Manifold-step:
    - for generator  $\mathbf{G}$ :  $\lambda \log D_1(G(E(\mathbf{x}_i))) - \|\mathbf{x}_i - G(E(\mathbf{x}_i))\|^2$
    - for discriminator  $\mathbf{D}$ :  $\log D_1(\mathbf{x}_i) + \log(1 - D_1(G(E(\mathbf{x}_i))))$
  - Diffusion-step:
    - for generator  $\mathbf{G}$ :  $\log D_2(G(\mathbf{z}_i))$
    - for discriminator  $\mathbf{D}$ :  $\log D_2(G(E(\mathbf{x}_i))) + \log(1 - D_2(\mathbf{z}_i))$

# Mode Regularized GANs

- Manifold-Diffusion GANs (MDGAN):
  - for encoder  $\mathbf{E}$ :  $\mathbb{E}_{x \sim p_d} [\lambda_1 d(x, G \circ E(x)) + \lambda_2 \log D(G \circ E(x))]$
  - Manifold-step:
    - for generator  $\mathbf{G}$ :  $\lambda \log D_1(G(E(\mathbf{x}_i))) - \|\mathbf{x}_i - G(E(\mathbf{x}_i))\|^2$
    - for discriminator  $\mathbf{D}$ :  $\log D_1(\mathbf{x}_i) + \log(1 - D_1(G(E(\mathbf{x}_i))))$
  - Diffusion-step:
    - for generator  $\mathbf{G}$ :  $\log D_2(G(\mathbf{z}_i))$
    - for discriminator  $\mathbf{D}$ :  $\log D_2(G(E(\mathbf{x}_i))) + \log(1 - D_2(\mathbf{z}_i))$
- $\mathbf{D}$  is firstly comparing between real data and the encoded data — much harder!

# Mode Regularized GANs





# Mode Regularized GANs

MDGAN



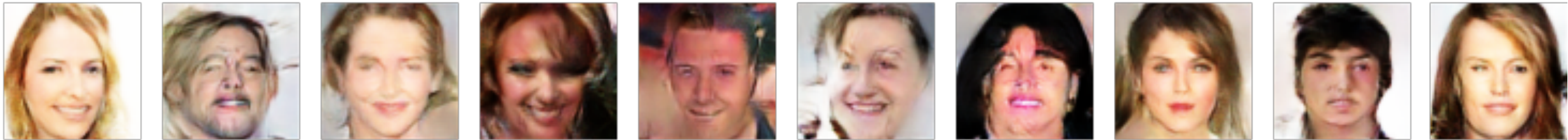
Regularized  
-GAN



ALI



VAEGAN  
-trained



VAEGAN  
-reported



DCGAN



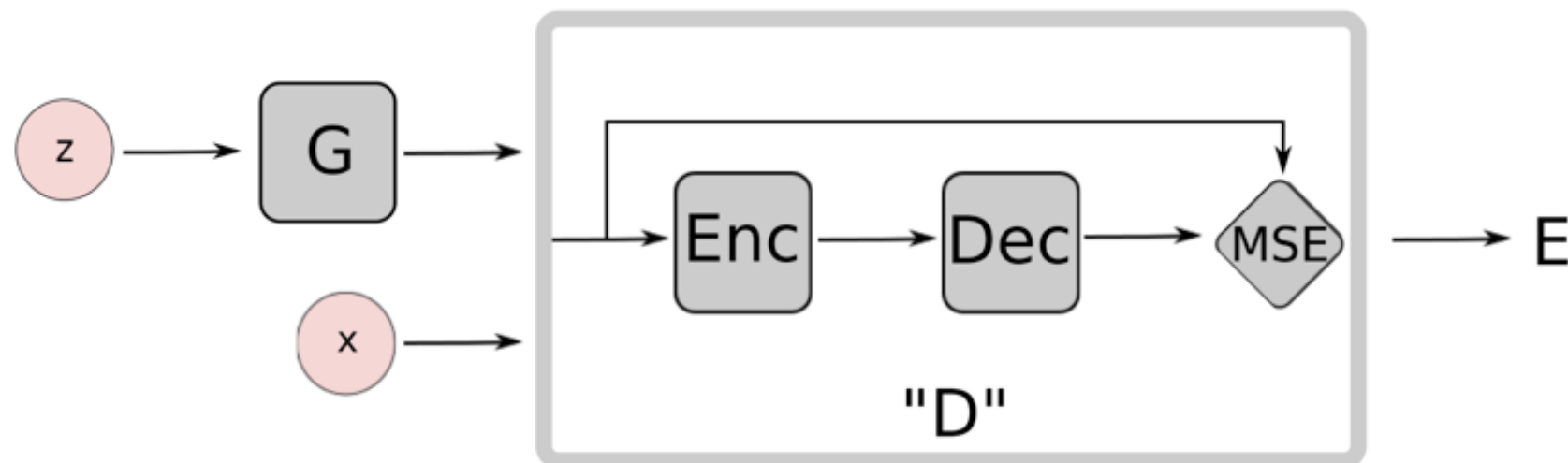


# Solution 1: Encoder-incorporated

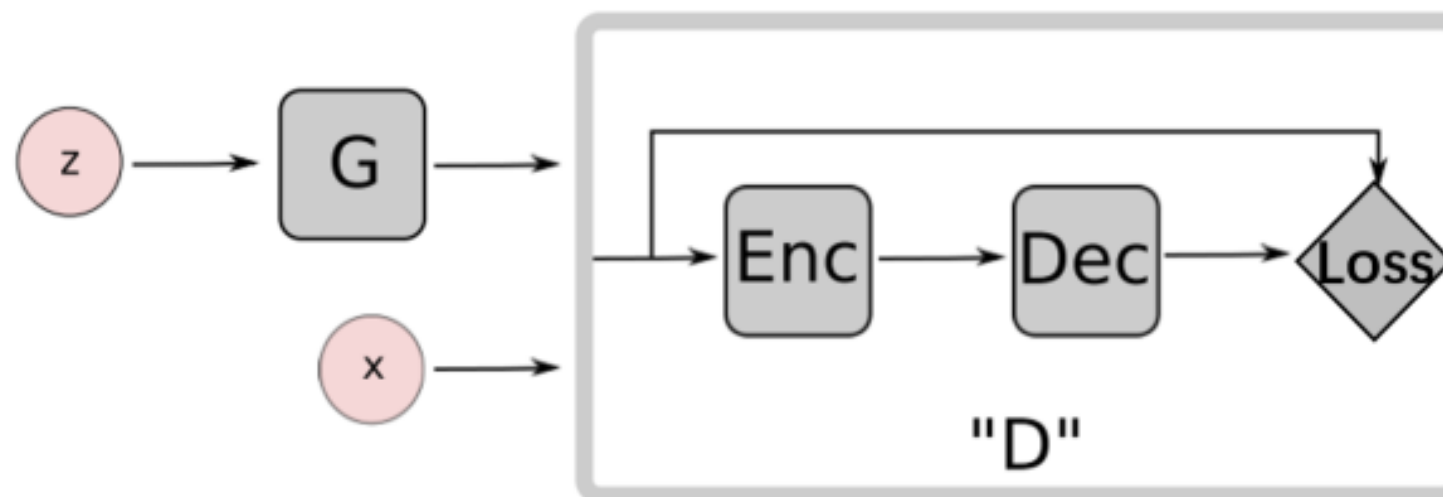
- Mode Regularized GANs (Che et al., 2017)
- Energy-based GANs (Zhao et al., 2017)
- Boundary Equilibrium GANs (Berthelot et al., 2017)
- etc.

# Solution 1: Encoder-incorporated

- Energy-based GANs (Zhao et al., 2017)



- Boundary Equilibrium GANs (Berthelot et al., 2017)



# Solution 1: *\*Noisy Input*

- Add noise to input (both real data and fake data) before passing into D (Arjovsky & Bottou, 2017)
- Add noise to layers in D and G (Zhao et al., 2017)
- Instance Noise (Sønderby et al., 2017)
- All these are indeed “enforcing”  $P_r$  and  $P_g$  to overlap

# Content

- **Generative Adversarial Networks**
  - Basics
  - Difficulties
- Solution 1: Encoder-incorporated
  - Mode Regularized GANs
  - Energy-based GANs, Boundary Equilibrium GANs, etc.
  - \*Noisy Input
- **Solution 2: Wasserstein Distance**
  - Wasserstein GANs

# Solution 2: Wasserstein Distance

- Wasserstein GANs (Arjovsky et al., 2017)
- Wasserstein-1 Distance (Earth-Mover Distance):

$$W(\mathbb{P}_r, \mathbb{P}_g) = \inf_{\gamma \in \Pi(\mathbb{P}_r, \mathbb{P}_g)} \mathbb{E}_{(x,y) \sim \gamma} [ \|x - y\| ]$$

# Solution 2: Wasserstein Distance

- Wasserstein GANs (Arjovsky et al., 2017)
- Wasserstein-1 Distance (Earth-Mover Distance):

$$W(\mathbb{P}_r, \mathbb{P}_g) = \inf_{\gamma \in \Pi(\mathbb{P}_r, \mathbb{P}_g)} \mathbb{E}_{(x,y) \sim \gamma} [ \|x - y\| ]$$

- *Why is it superior to KL and JS divergence?*

# Solution 2: Wasserstein Distance

- Wasserstein-1 Distance (Earth-Mover Distance):

$$W(\mathbb{P}_r, \mathbb{P}_g) = \inf_{\gamma \in \Pi(\mathbb{P}_r, \mathbb{P}_g)} \mathbb{E}_{(x,y) \sim \gamma} [ \|x - y\| ]$$

where  $\Pi(\mathbb{P}_r, \mathbb{P}_g)$  denotes the set of all joint distributions  $\gamma(x, y)$  whose marginals are respectively  $\mathbb{P}_r$  and  $\mathbb{P}_g$ . Intuitively,  $\gamma(x, y)$  indicates how much “mass” must be transported from  $x$  to  $y$  in order to transform the distributions  $\mathbb{P}_r$  into the distribution  $\mathbb{P}_g$ . The EM distance then is the “cost” of the optimal transport plan.

# Solution 2: Wasserstein Distance

- Wasserstein-1 Distance (Earth-Mover Distance):

$$W(\mathbb{P}_r, \mathbb{P}_g) = \inf_{\gamma \in \Pi(\mathbb{P}_r, \mathbb{P}_g)} \mathbb{E}_{(x,y) \sim \gamma} [ \|x - y\| ]$$

- The distance is shown to have the desirable property that under mild assumptions
  - it is continuous everywhere and
  - differentiable almost everywhere.



# Solution 2: Wasserstein Distance

- Wasserstein-1 Distance (Earth-Mover Distance):

$$W(\mathbb{P}_r, \mathbb{P}_g) = \inf_{\gamma \in \Pi(\mathbb{P}_r, \mathbb{P}_g)} \mathbb{E}_{(x,y) \sim \gamma} [\|x - y\|]$$

- The distance is shown to have the desirable property that under mild assumptions
  - *And most importantly, it can reflect the distance of two distributions even if they do not overlap, and thus can provide meaningful gradients*

# Solution 2: Wasserstein Distance

- Wasserstein-1 Distance (Earth-Mover Distance):

$$W(\mathbb{P}_r, \mathbb{P}_g) = \inf_{\gamma \in \Pi(\mathbb{P}_r, \mathbb{P}_g)} \mathbb{E}_{(x,y) \sim \gamma} [\|x - y\|]$$

- By applying the Kantorovich-Rubinstein duality (Villani, 2008), Wasserstein GANs becomes:

$$\min_G \max_{D \in \mathcal{D}} \mathbb{E}_{\mathbf{x} \sim \mathbb{P}_r} [D(\mathbf{x})] - \mathbb{E}_{\tilde{\mathbf{x}} \sim \mathbb{P}_g} [D(\tilde{\mathbf{x}})]$$

# Wasserstein GANs

- This new value function of WGAN gives rise to the additional requirement that the discriminator must lie within in the space of 1-Lipschitz functions:

$$\min_G \max_{D \in \mathcal{D}} \mathbb{E}_{\mathbf{x} \sim \mathbb{P}_r} [D(\mathbf{x})] - \mathbb{E}_{\tilde{\mathbf{x}} \sim \mathbb{P}_g} [D(\tilde{\mathbf{x}})]$$

- in other words, ***D*** is the set of 1-Lipschitz functions
- To explain Lipschitz continuous is beyond today's topic

# Wasserstein GANs

- This new value function of WGAN gives rise to the additional requirement that the discriminator must lie within in the space of 1-Lipschitz functions:

$$\min_G \max_{D \in \mathcal{D}} \mathbb{E}_{\mathbf{x} \sim \mathbb{P}_r} [D(\mathbf{x})] - \mathbb{E}_{\tilde{\mathbf{x}} \sim \mathbb{P}_g} [D(\tilde{\mathbf{x}})]$$

- To satisfy this requirement, WGAN enforces the weights of ***D*** lie within a compact space  $[-c, c]$  by applying weight clipping

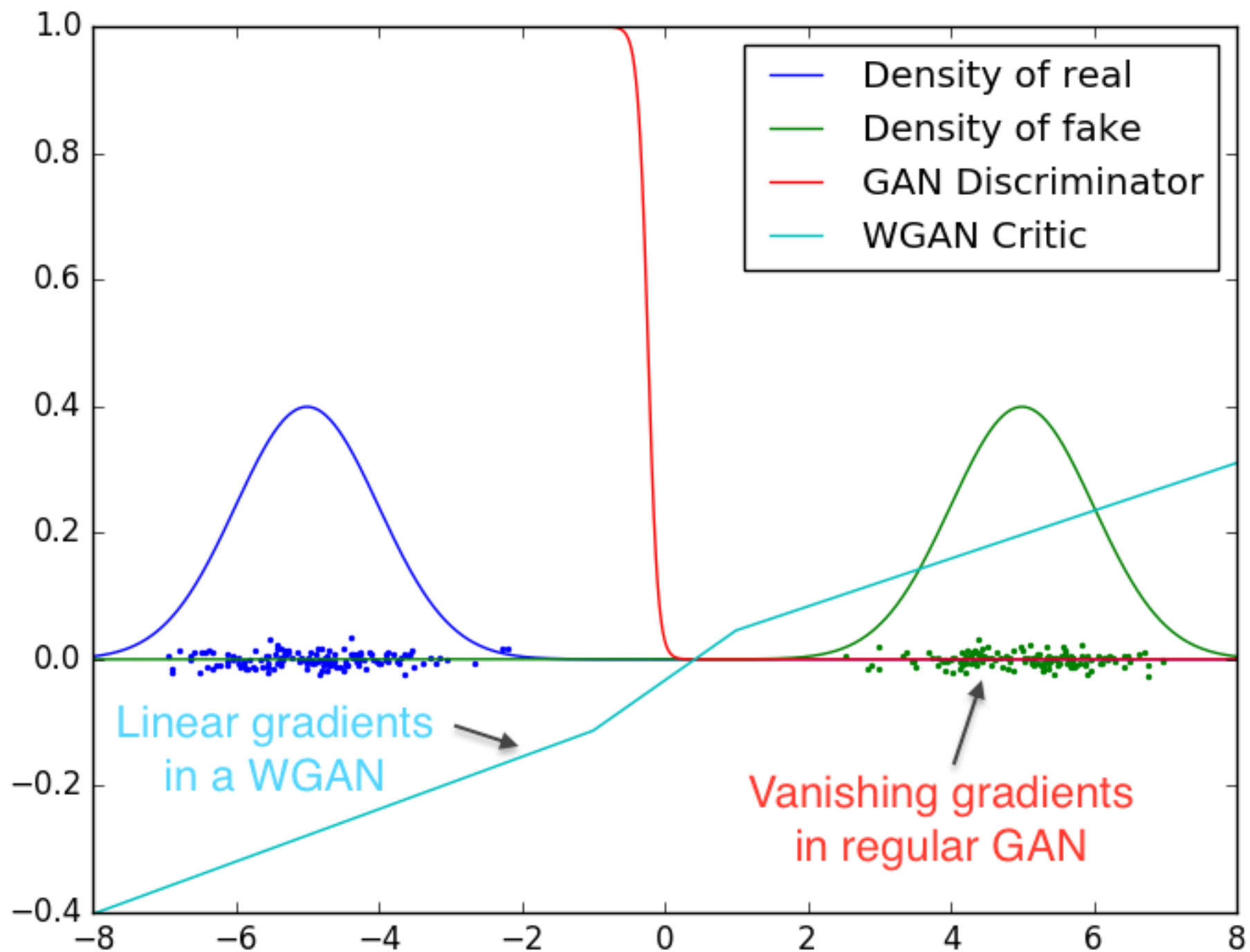
# Wasserstein GANs

- This new value function of WGAN gives rise to the additional requirement that the discriminator must lie within in the space of 1-Lipschitz functions:

$$\min_G \max_{D \in \mathcal{D}} \mathbb{E}_{\mathbf{x} \sim \mathbb{P}_r} [D(\mathbf{x})] - \mathbb{E}_{\tilde{\mathbf{x}} \sim \mathbb{P}_g} [D(\tilde{\mathbf{x}})]$$

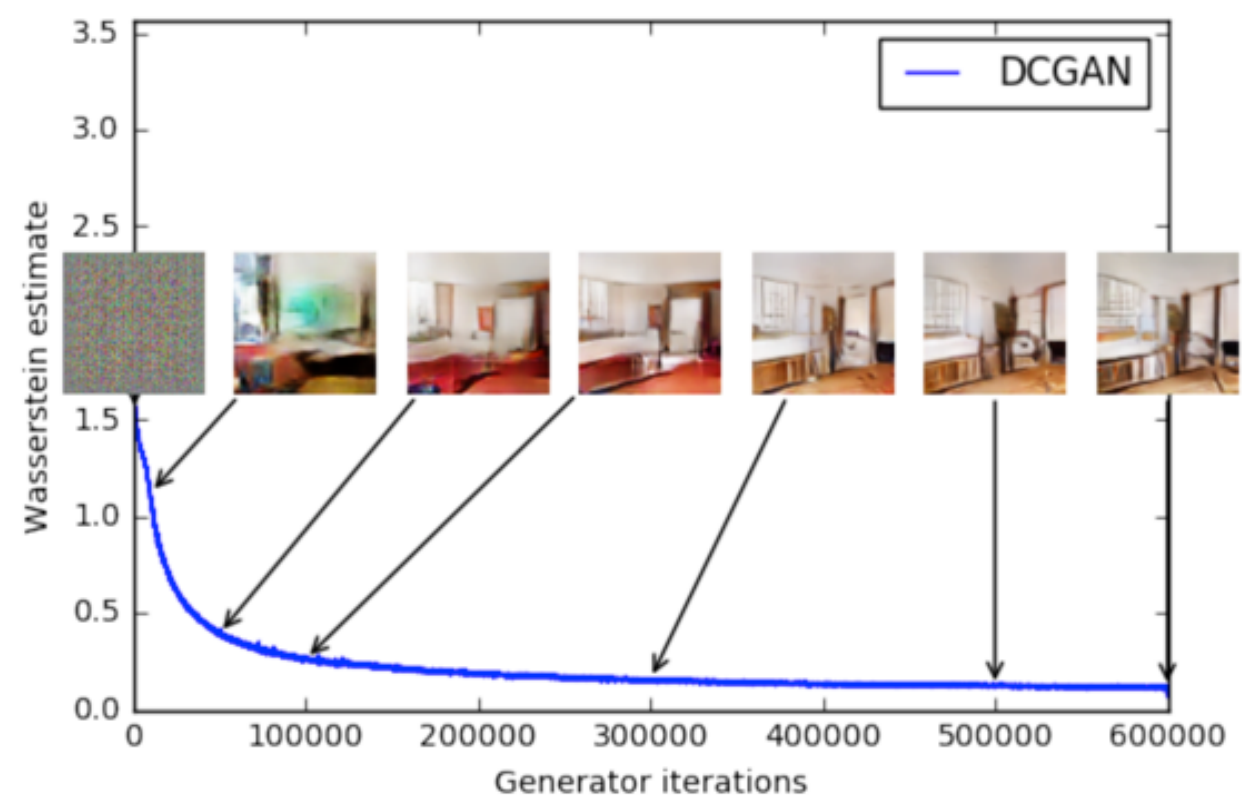
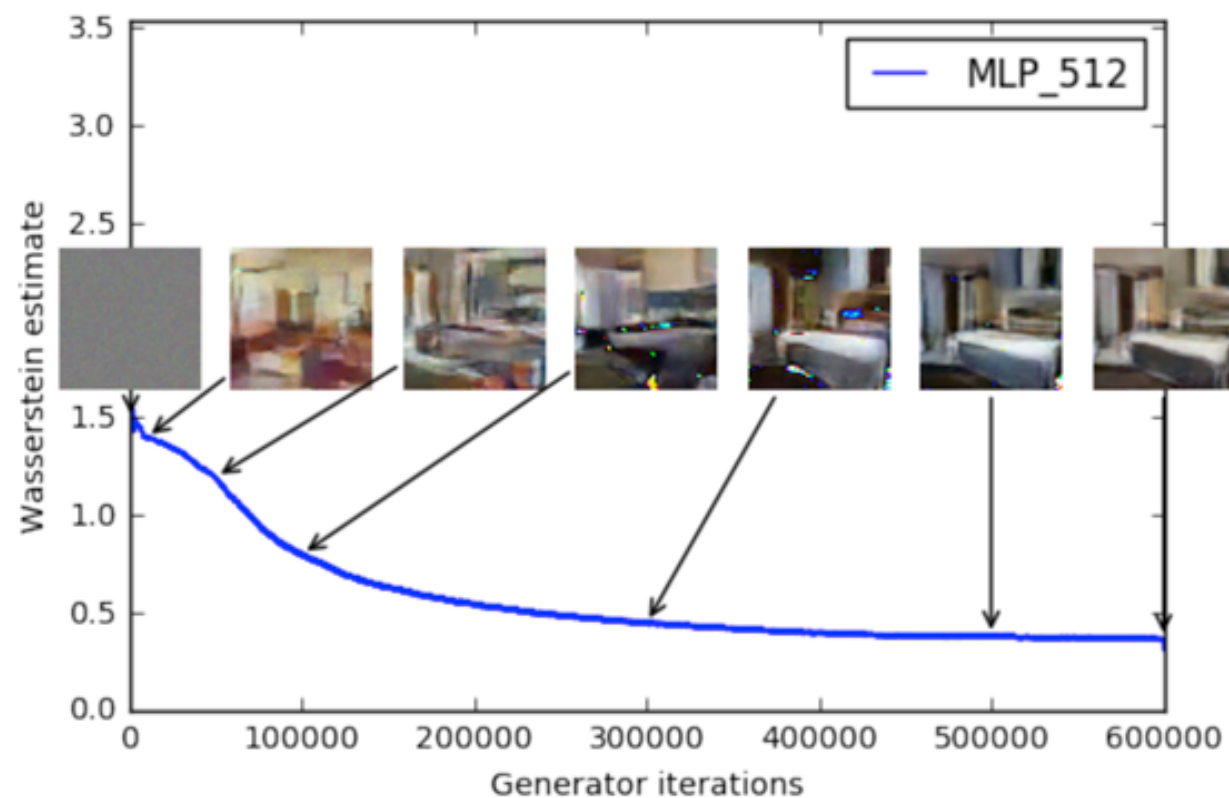
- Also, WGAN removes the sigmoid layer in ***D*** because by using Wasserstein distance, ***D*** in WGAN is doing regression rather than classification

# Wasserstein GANs

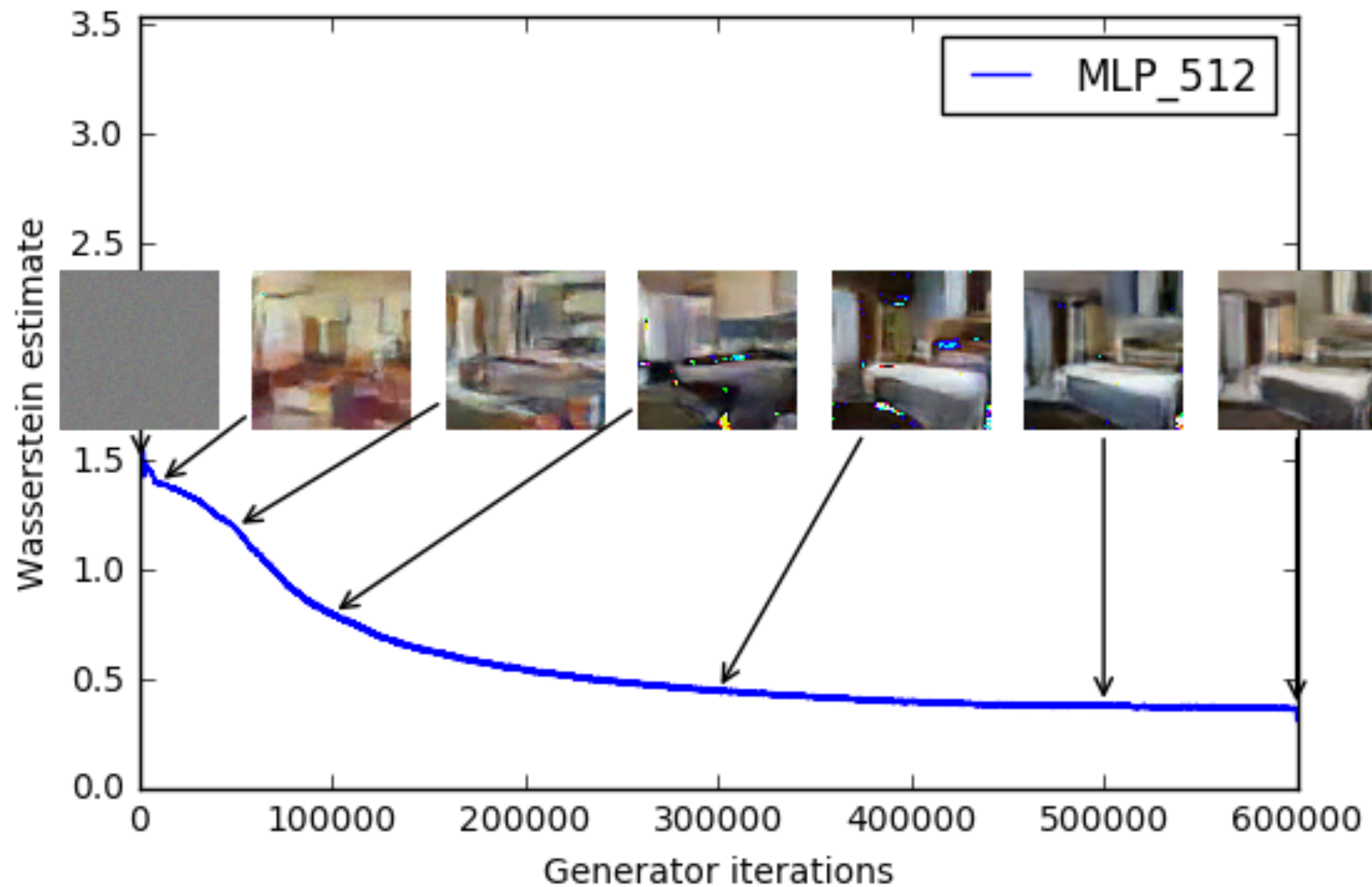


# Wasserstein GANs

- This new value function of WGAN seems correlate with the quality of the generated samples:



# Wasserstein GANs





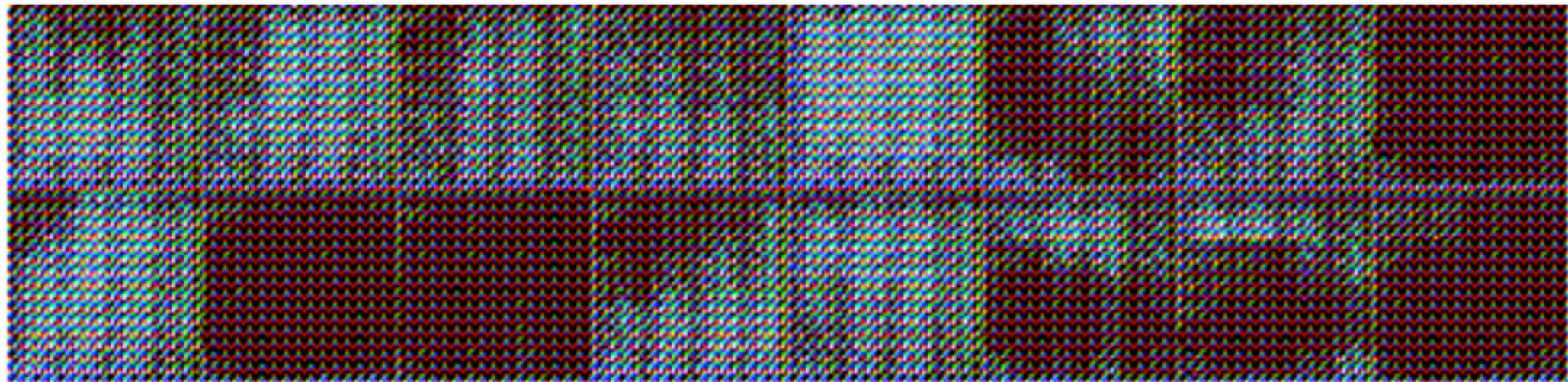
# Wasserstein GANs



*Top:* WGAN with the same DCGAN architecture. *Bottom:* DCGAN



# Wasserstein GANs



*Top:* WGAN with DCGAN architecture, no batch norm. *Bottom:* DCGAN, no batch norm.



# Wasserstein GANs



*Top: WGAN with MLP architecture. Bottom: Standard GAN, same architecture.*

Thanks for your attention!  
Any questions?

# References

- Arjovsky and Bottou, “Towards Principled Methods for Training Generative Adversarial Networks”. ICLR 2017.
- Goodfellow et al., “Generative Adversarial Networks”. ICLR 2014.
- Che et al., “Mode Regularized Generative Adversarial Networks”. ICLR 2017.
- Zhao et al., “Energy-based Generative Adversarial Networks”. ICLR 2017.
- Berthelot et al., “BEGAN: Boundary Equilibrium Generative Adversarial Networks”. arXiv preprint 2017.
- Sønderby, et al., “Amortised MAP Inference for Image Super-Resolution”. ICLR 2017.
- Arjovsky et al., “Wasserstein GANs”. arXiv preprint 2017.
- Villani, Cedric. “Optimal transport: old and new”, volume 338. Springer Science & Business Media, 2008