CMPS 6720: Machine Learning

Deep Generative Models

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Deep Generative Models

- Since ~2010, Deep Neural Nets have made a great progress in supervised learning problems
 - Conv Nets, VGG, Inception, ResNets, U-Nets, …
 - Classification of 1000-classes from ImageNet
 - State-of-the-art results
- Since ~2014, Deep Neural Nets is also making a big impact in unsupervised learning problems
 - "Deep generative models"
 - Generative Adversarial Nets [Goodfellow et al., 2014]
 - Variational Autoencoder [Kingma & Welling, 2014]
 - Modeling complex data distributions like faces, scenery, etc
 - State-of-the-art results

Cf. Generative model for classification

- Generative models can be used for both *unsupervised* and supervised learning
- Classification using discriminative models
 - Examples: Logistic regression, Conditional Random Fields
 - Model P(y|x). Don't care about $P(x) \rightarrow$ Easy to learn !
 - Train: Learn params of P(y|x) from data
 - Test: Infer $y = argmax_c P(y = c|x)$
- Classification using generative models
 - Examples: Bayes Nets, Markov Nets, Mixture models
 - Model P(x|y) and $P(y) \rightarrow$ Can generate new data !
 - Train: Learn params of P(x|y), P(y) from data
 - Test: Infer $y = argmax_c P(y = c|x) = P(x|y = c)P(y = c)/P(c)$

Generative Adversarial Nets



GAN-related work

Variants

- Deep convolutional GAN (DCGAN) [Radford et al.'15]
- Conditional GAN [Mirza et al.'14]
- Adversarially learned inference (ALI) [Dumoulin et al.'16]
- Adversarial autoencoder (AAE) [Makhzani et al.'15]
- Energy-based GAN (EBGAN) [Zhao et al.'16]
- Wasserstein GAN (WGAN) [Arjovsky et al.'17]
- Boundary equilibrium GAN (BEGAN) [Berthelot et al.'17]
- Bayesian GAN [Saatchi et al.'17]
- ..

Applications

• • •

More examples of adversarial ML

- GAN
- Domain adaptation
- Robust classification: narrow-sense adversarial learning
- Privacy-preservation / fair learning
- Attack on Deep NN
- Training data poisoning
- Hyperparameter learning
- Meta-learning

GAN architecture

- $D(x): X \rightarrow [0,1]$ is the discriminator
 - Input: example x
 - Output: probability that x is from $P_{data}(x)$
 - Usually a conv net, can be any structure
- $G(z): \mathbb{R}^d \to X$ is the generator
 - Input: random noise $z \sim P_z(z)$
 - (typically $P_z(z) = N(0, I)$)
 - Output: fake data
 - Usually a conv net, can be any structure
 - Complex distribution P(x) can be modeled using a large-enough G



GAN objective

Find G and D which solves

$$\min_{G} \max_{D} V(G,D), \text{ where}$$

$$V(G,D) = E_{x \sim P_{data}}[\log D(x)] + E_{z \sim P_{z}}[\log(1 - D(G(z)))]$$

$$= E_{x \sim P_{data}}[\log D(x)] + E_{x \sim P_{fake}}[\log(1 - D(x))]$$

In practice, use random samples x_1, \dots, x_N and z_1, \dots, z_M : $V(G, D) = \frac{1}{N} \sum_{i} \log D(x_i) + \frac{1}{M} \sum_{j} \log(1 - D(G(z_i)))$

It is an instance of minimax problems

Minimax optimization

General form: $\min_{u \in U} \max_{v \in V} f(u, v)$

- Zero-sum leader-follower games
- u: leader/min player, v: follower/max player
- f(u, v): payoff of follower/max player

Minimax optimization

inner maximization

- General form: $\min_{u \in U} \max_{v \in V} f(u, v)$
 - Zero-sum leader-follower games
 - □ *u*: leader/min player, *v*: follower/max player
 - f(u, v): payoff of follower/max player

Minimax optimization

inner maximization

General form:

$$\min_{u \in U} \max_{v \in V} f(u, v)$$

outer minimization

- Zero-sum leader-follower games
- u: leader/min player, v: follower/max player
- f(u, v): payoff of follower/max player

GAN is JS-divergence minimization

Proposition 1 [Goodfellow et al.,2014]

Given *G*, the optimal discriminator *D* is $D^*(G) = \frac{P_{data}(x)}{P_{data}(x) + P_{fake}(x)}$

Proof: $V(G,D) = \int \left[P_{data}(x) \log D(x) + P_{fake}(x) \log(1 - D(x)) \right] dx.$ For any $(a,b) \in \mathbb{R}^2 - (0,0)$, the function $y \mapsto a \log(y) + b \log(1 - y)$ achieves its maximum in [0,1] at $\frac{a}{a+b}$. The discriminator does not need to be defined outside of $Supp(P_{data}) \cup Supp(P_{fake})$, concluding the proof.

Cont'd

- Def: $JSD(p||q) = \frac{1}{2}KL(p||\frac{p+q}{2}) + \frac{1}{2}KL(q||\frac{p+q}{2})$
- Theorem 1. $\max_{D} V(G, D) = -\log 4 + 2 \cdot JSD(P_{data}||P_{fake})$
- Corollary: GAN objective is $\min_{G} JSD(P_{data}||P_{fake})$, that is, find the generator *G* so that real and synthetic data are indistinguishable

Proof:
$$\max_{D} V(G, D) = V(G, D^{*})$$

$$= E_{x \sim P_{data}}[\log D^{*}(x)] + E_{x \sim P_{fake}}[\log(1 - D^{*}(x))]$$

$$= E_{x \sim P_{data}}[\log \frac{P_{data}(x)}{P_{data}(x) + P_{fake}(x)}] + E_{x \sim P_{fake}}[\log \frac{P_{fake}(x)}{P_{data}(x) + P_{fake}(x)}]$$

$$= -\log 4 + KL(P_{data}||\frac{P_{data} + P_{fake}}{2}) + KL(P_{fake}||\frac{P_{data} + P_{fake}}{2})$$

Optimization by Gradient Descent

- Simplest way to solve min (or max) approximately
- Alternating

$$u \leftarrow u - \rho \nabla_u f$$
, $v \leftarrow v + \eta \nabla_v f$

Simultaneous

$$\begin{pmatrix} u \\ v \end{pmatrix} \leftarrow \begin{pmatrix} u \\ v \end{pmatrix} + \begin{pmatrix} -\rho I & 0 \\ 0 & \eta I \end{pmatrix} \nabla f$$

- GAN optimization (original version)
 - Assume parameters G(z; u) and D(x; v)
 - Alternate between $u \leftarrow u \rho \nabla_u V$ and $v \leftarrow v + \eta \nabla_v V$
 - Note that it isn't exactly solving a minimax problem

Gradient descent is unstable

- Gradient descent does not always converge
- \rightarrow Modify gradient descent

[Mescheder et al.'17; Nagarajan et al.'17; Roth et al.'17]



Gradient descent is unstable

- Gradient descent does not always converge
- → Modify gradient descent [Mescheder et al.'17; Nagarajan et al.'17; Roth et al.'17]
- GAN training fails frequently
- \rightarrow Change the GAN objective

[Uehara et al.'16; Nowozin et al.'16; Arjovsky et al.'17]





[Mets et al.'17]

Alternative losses V(G, D)

- Minimax (original) GAN
 - $\square \min_{G} \max_{D} E_{P_{data}}[\log D(x)] + E_{P_{fake}}[\log(1 D(x))]$
- Non-saturating GAN
 - $\square \max_{D} E_{P_{data}}[\log D(x)] + E_{P_{fake}}[\log(1 D(x))]$
 - $\square \min_{G} -E_{P_{fake}}[\log D(x)]$
- Wasserstein GAN
 - $\square \min_{G} \max_{D} E_{P_{data}}[D(x)] E_{P_{fake}}[D(x)], D \text{ is } 1\text{-Lipschitz, real-valued}$
- Least-squares GAN
 - $\square \max_{D} E_{P_{data}}[(D(x)-1)^2] E_{P_{fake}}[D(x)^2], D \text{ is real-valued}$

$$\min_{G} -E_{P_{fake}}[(D(x)-1)^2]$$

• Additional regularizers: $\|\nabla D(x)\|^2$ or $(\|\nabla D(x)\| - 1)^2$

Progress on face generation



Progress on ImageNet



GAN variants that use labels



https://machinelearningmastery.com/how-to-develop-an-auxiliary-classifier-gan-ac-gan-from-scratch-with-keras/

GAN vs C-GAN

GAN



C-GAN



AC-GAN

- Different from C-GAN
 - No label input to D
 - D output both real/fake and class
 - Label info has to be encoded in x_{fake}
- C-GAN loss
 - $\square \max_{D} E_{P_{data}}[\log D(x|c)] + E_{P_{fake}}[\log(1 D(x|c))]$
 - $\lim_{G} -E_{P_{fake}}[\log D(x|c)]$
- AC-GAN loss
 - $\square \max_{D} \cdots + E_{P_{data}}[\log P(c|x)] + E_{P_{fake}}[\log P(c|x)]$
 - $\square \min_{G} \cdots E_{P_{fake}}[\log P(c|x)]$



InfoGAN

Different from C-GAN

- Label c of examples is not given, but is random
- MNIST example, c=[digits (0-9), rotation, thickness]^T
- Label info has to be encoded in x_{fake} , measured by mutual information $I(c, x_{fake} = G(z, c))$

InfoGAN loss

$$\max_{D} E_{x \sim P_{data}}[\log D(x)] + E_{(z,c) \sim P_{z,c}}[\log(1 - D(G(z,c)))] + \lambda I(c, G(z,c))$$

- $\lim_{G,Q} -E_{(z,c)\sim P_{z,c}}[\log D(G(z,c))] \lambda I(c,G(z,c))$
- Lemma: $I(c; G(z, c)) \ge E_{c \sim P(c), x \sim G(z, c)}[\log Q(c|x)]$ for any Q(c|x).



InfoGAN (Chen, et al., 2016)

• That is, we don't need to estimate mutual information directly !!!





(a) Azimuth (pose)

(b) Presence or absence of glasses



(c) Hair style

(d) Emotion

Image-to-image translation



Pix2pix [Isola et al.,17]



- G(x): takes an image and outputs another image
- D(x): use both x and y (similar to C-GAN)
- Loss

$$\min_{G} \max_{D} E_{x,y \sim P_{data}} [\log D(x,y)] + E_{(x,z) \sim P_{x,z}} [\log(1 - D(x, G(x,z)))] + \lambda E_{(x,y,z)} ||y - G(z,x)||_1$$



CycleGAN [Zhu et al.,'17]

Does not require paired data



- Two domains: *X* and *Y*
- Two generators: *F* and *G*
- Two discriminators: D_X and D_YT
- Loss: $L_{GAN}(G, F, D_Y, X, Y) + L_{GAN}(F, D_X, Y, X) + \lambda L_{CYC}(G, F)$ where

$$L_{CYC}(G,F) = E_{x \sim P_{data}(x)} \|F(G(x)) - x\|_{1} + E_{y \sim P_{data}(y)} \|G(F(y)) - y\|_{1}$$

Cyclic consistency





Medical Imaging [Yi et al.'19]

Denoising [Yi et al.'18]



Modality transfer [Wolterink et al.'17]



Anomaly detection [Schlegl et al.'17]



Summary

- GAN can be extremely useful for data generation
- Many interesting properties
- Underlying mechanism not completely understood
- Optimization still difficult
- Lacking universal metric of data generation performance
- Topic of intense ongoing research

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Back to generative model

- GAN as generative model
 - x is determined by latent variable z by decoder x = Dec(z)

•
$$p(x) = p_Z(Dec^{-1}(x))\det\left|\frac{dDec}{dz}\right|^{-1}$$

- Difficult to compute
- Parametric generative model
 - x is sampled from $p(x|z;\theta)$ by decoder $x \sim Dec(z) = p(x|z;\theta)$
 - $p(x) = \int p(x|z;\theta)p(z;\theta)dz$
 - May be easy or difficult to compute





Marginal likelihood

- Graphic model for generative model
 - Short-hand notations:

 $p_{\theta}(z) \coloneqq p(z; \theta), \quad p_{\theta}(x|z) \coloneqq p(x|z; \theta)$

Marginal likelihood evaluation

$$p_{\theta}(x) = \int p_{\theta}(x|z)p_{\theta}(z)dz = E_{z}[p_{\theta}(x|z)]$$

- Problem
 - Only in simple cases, (e.g., Gaussian) p(x) is exactly computable
 - All other complex (and therefore interesting) cases, p(x) is computable only approximately (e.g., by Monte-Carlo integration)
 - $p_{\theta}(x) = E_z[p_{\theta}(x|z)] \cong \frac{1}{N} \sum_i p_{\theta}(x|z_i), \quad z_i \sim p_{\theta}(z), \text{ iid}$
- Better: use high-probability samples

•
$$p_{\theta}(x) \cong E_{z \sim q_{\phi}}[p_{\theta}(x|z)] \cong \frac{1}{N} \sum_{i} p_{\theta}(x|z_{i}), \quad z_{i} \sim q_{\phi}(z|x), \text{ iid,}$$

where $q_{\phi}(z|x) \cong p_{\theta}(z)$



Variational Autoencoder (VAE) [Kingma & Welling'14]

Generative model

- Assume p(z) = N(0, I)
- Decoder (with parameter θ) takes z as input and outputs mean u(z) and covariance σ²(z)
- x is sampled from $N(u(z), \sigma(z)I)$
- p(x,z) is not jointly Gaussian.
 cf. linear-Gaussian



Variational Autoencoder (VAE) [Kingma & Welling'14]

- Recognition/inference model
 - Encoder (with parameter φ) takes x as input and outputs mean u(x) and covariance σ²(x)
 - z is sampled from $N(u(x), \sigma^2(x)I)$
 - Note $q_{\phi}(z|x)$ is not $p_{\theta}(z|x)$
 - Will be explained shortly
- Caution
 - VAE looks similar to AE, but it's a very different model
 - AE: deterministic $x \to z \to x$
 - VAE: probabilistic $x \to z \to x$



(Previously) Proof: EM increases log-likelihood

Start with the log likelihood:

 $\log P(X;\theta) = \log P(X,Z;\theta) - \log P(Z|X;\theta)$

- Take expectation over Z w.r.t. q(Z) on both sides:
- $LHS = \sum_{z} q(Z) \log P(X; \theta) = \log P(X; \theta)$

$$RHS = \sum_{Z} q(Z) \log P(X, Z; \theta) - \sum_{Z} q(Z) \log P(Z|X; \theta)$$

$$= \cdots - q(Z) \log q(Z) + q(Z) \log q(Z)$$

$$= \sum_{Z} q(Z) \log \frac{P(X, Z; \theta)}{q(Z)} - \sum_{Z} q(Z) \log \frac{p(Z|X; \theta)}{q(Z)}$$

$$= l(q, \theta) + KL(q||p)$$

- Therefore $LHS = \log P(X; \theta) = RHS = l(q, \theta) + KL(q||p) \ge l(q, \theta)$
 - $l(q, \theta)$ is called **ELBO**: a lower bound of the evidence $\log p(X; \theta)$
 - Maximizing $l(q, \theta)$ also maximizes the evidence
 - This holds for any q
 - Variational method

ELBO for VAE

Start with the log likelihood:

$$\log p_{\theta}(x) = l(q, \theta) + KL(q||p) \ge l(q, \theta)$$

- Let's choose q to be $q_{\phi}(z|x_i)$
- Then,

$$l(\phi, \theta) = E_{q_{\phi}(z|x)} \log \frac{p_{\theta}(x,z)}{q_{\phi}(z|x)} = E_{q_{\phi}(z|x)} \log \frac{p_{\theta}(x|z)p_{\theta}(z)}{q_{\phi}(z|x)}$$
$$= E_{q_{\phi}(z|x)} \log p_{\theta}(x|z) + E_{q_{\phi}(z|x)} \log \frac{p_{\theta}(z)}{q_{\phi}(z|x)}$$
$$= E_{q_{\phi}(z|x)} \log p_{\theta}(x|z) - KL(q_{\phi}(z|x)||p_{\theta}(z))$$
Iikelihood / reconstruction error prior

• We maximize this lower bound $l(\phi, \theta)$ instead of the intractable marginal likelihood $\log p_{\theta}(z)$

Likelihood/reconstruction error term

•
$$E_{q_{\phi}(z|x)} \log p_{\theta}(x|z) \cong \frac{1}{L} \sum_{l} \log p_{\theta}(x|z_{l}) = \frac{1}{L} \sum_{l} \frac{-\|x-\mu(z_{l})\|^{2}}{\sigma^{2}(z_{l})},$$

• L2 distance between two images x and μ

Prior term

• $KL(q_{\phi}(z|x)||p_{\theta}(z))$ computable in closed form (Was a HW problem)

$$q = N(\mu(x), \sigma^2(x)I)$$
 and $p = N(0, I)$

- And therefore $KL \cong \frac{1}{2}\sum_{j} (1 + \log(\sigma_j^2) \mu_j^2 \sigma_j^2)$
- Note that goodness of the bound is determined by
 KL(q_φ(z|x)||p(z|x; θ))

VAE loss revisited



Training

- Reparameterization trick
 - Sampling z from $q_{\theta}(z|x)$ is originally non-differentiable procedure
 - Trick: $z = \mu(x) + \sigma(x) * \epsilon$, $\epsilon \sim N(0, I)$





 Can now train the model end-to-end with gradient descent using backpropagation

 $\mu(x)$

 $*\sigma(x)$

Training

Loss

$$l(\phi, \theta) = E_{q_{\phi}(z|x)} \log p_{\theta}(x|z) - KL(q_{\phi}(z|x)||p_{\theta}(z))$$

prior

likelihood / reconstruction error

- Repeat
 - Sample *M* points x_1, \dots, x_M
 - Sample *M* noise $\epsilon_1, ..., \epsilon_M$ from N(0, I)
 - Perform forward- and backward-propagation
 - $\Box \quad \theta \leftarrow \theta \nabla_{\theta} l(\phi, \theta)$
 - $\Box \phi \leftarrow \phi \nabla_{\phi} l(\phi, \theta)$

Generating data after training is finished



Generating data after training is finished



Diagonal prior on z

- □ $z = (z_1, ..., z_d) \sim N(0, I)$
- \Box z_i 's are independent
- Each z_i encode interpretable factors of variation



More examples



32x32 CIFAR-10



Labeled Faces in the Wild

VAE variants

Using label information

- Semi-supervised VAE [Kingma et al.,'14][Siddarth et al.,'17]
- Structured-output VAE [Sohn et al.,'15]
- Mixture of Gaussian VAE [Dilokthanakul et al.,'16][Gosh et al.,'19]
- Disentangling with β-VAE [Higgins et al.,'17]
- VQ-VAE [van den Oord et al.,'17], TD-VAE [Gregor et al.,'19]

Conditional VAE



- "Conditional VAE" [Sohn et al.,'15]
 - Learn a map from image *x* to image *y*

Semi-supervised VAE

Semi-supervised VAE (M2)

- C-VAE cannot be used with mixed labeled and unlabeled examples
- Decoder uses true/predicted label
 - $p_{\theta}(x|z,c) = N(\mu(x,c),\sigma^2(x,c)I)$
- Encoder predicts *c* and *z*
 - $q_{\phi}(z,c|x) = q_{\phi}(z|x)q_{\phi}(c|x)$ $q_{\phi}(z|x,c) = N(\mu(x,c),\sigma^{2}(x,c)I)$ $q_{\phi}(c|x) = Cat(\pi(x))$
- Loss for labeled example
 - $\log p_{\theta}(x,c) \ge E_{q_{\phi}(z|x,c)} \left[\log p_{\theta}(x|c,z) + \log p_{\theta}(c) + \log p(z) \log q_{\phi}(z|x,c)\right]$
- Loss for unlabeled example
 - $\log p_{\theta}(x) \ge E_{q_{\phi}(z,c|x)} \left[\log p_{\theta}(x|c,z) + \log p_{\theta}(y) + \log p(z) \log q_{\phi}(z,c|x)\right]$
- Several models possible
 - [Kingma et al.,'14][Siddharth et al.,'17], also see https://pyro.ai/examples/ss-vae.html



Mixture of Gaussian VAE for classification



Mixture of Gaussian VAE for clustering



VAE vs GAN

Pros of VAE

- Principled approach to generative data
- Can use all previous knowledge about probabilistic models
- Allows inference of $q_{\phi}(z|x)$, can be useful feature representation for other tasks

Cons of VAE

- Maximizes lower bound of likelihood. Cannot evaluate the likelihood directly
- Samples blurrier and lower quality compared to state-of-the-art (GANs)

VAE+GAN

VAEGAN [Larsen et al.,'16]

- Pixelwise likelihood term $E_q \log p(x|z)$ causes blurriness
- Use GAN to measure whole-image likelihood
- □ VAE: ELBO = L_{prior} + L_{pixel-likelihood}
- VAEGAN: ELBO = $L_{prior} + L_{disc-likelihood} + L_{GAN}$



Adversarial autoencoder

- [Makehazani et al.,'14]
- Unsupervised/supervised
- Semi-supervised
- Dimensionality-reduction

■ Energy-based GAN [Zhao et al.,'17], ...



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