

# SeqGAN: Sequence Generative Adversarial Nets with Policy Gradient

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## Introduction

- In GAN a discriminative net  $D$  learns to distinguish whether a given data instance is real or not, and a generative net  $G$  learns to confuse  $D$  by generating high quality data.
- Authors consider the sequence generation procedure as a sequential decision making process.
- The generative model is treated as an agent of reinforcement learning.
  - STATE : generated tokens so far
  - ACTION : next token to be generated
  - REWARD : output of a discriminator  $D$

## Sequence Generative Adversarial Nets

- $G_\theta$  produces a sequence  $Y = (y_1, \dots, y_T)$ .
- In timestep  $t$ , the state is  $y_{1:(t-1)}$  and the action is the next  $y_t$  to select.
- The policy model  $G_\theta(y_t|y_{1:(t-1)})$  is stochastic, whereas the state transition is deterministic after an action has been chosen.
- $D_\phi(Y)$  is a probability indicating how likely a sequence  $Y$  is from real sequence data.
- $D_\phi$  is trained by providing positive examples from the real sequence data and negative examples from the synthetic sequences generated from  $G_\theta$ .

## Sequence Generative Adversarial Nets

- The discriminator only provides a reward value for a complete sequence.
- To evaluate the reward for an intermediate state, they apply Monte Carlo search with a roll-out policy  $G_\theta$  to sample the unknown last  $T - t$  tokens.
- The action-value function of a sequence is

$$Q_{\theta, \phi}(s = y_{1:(t-1)}, a = y_t) = \begin{cases} \frac{1}{N} \sum_{n=1}^N D_\phi(Y^{(n)}) & \text{for } t < T, \\ D_\phi(y_{1:t}) & \text{for } t = T. \end{cases}$$

- Given  $y_{1:T}$ , the object function is

$$J(\theta) = \sum_{t=1}^T \sum_{a \in \mathcal{Y}} G_\theta(a|y_{1:(t-1)}) Q_{\theta, \phi}(y_{1:(t-1)}, a).$$

# Sequence Generative Adversarial Nets

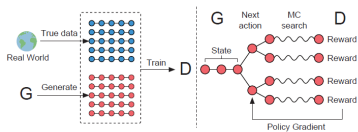


Figure 1: The illustration of SeqGAN. Left:  $D$  is trained over the real data and the generated data by  $G$ . Right:  $G$  is trained by policy gradient where the final reward signal is provided by  $D$  and is passed back to the intermediate action value via Monte Carlo search.

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## Algorithm 1 Sequence Generative Adversarial Nets

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**Require:** generator policy  $G_\theta$ ; roll-out policy  $G_\beta$ ; discriminator

$D_\phi$ ; a sequence dataset  $\mathcal{S} = \{X_{1:T}\}$

- 1: Initialize  $G_\theta$ ,  $D_\phi$  with random weights  $\theta$ ,  $\phi$ .
  - 2: Pre-train  $G_\theta$  using MLE on  $\mathcal{S}$
  - 3:  $\beta \leftarrow \theta$
  - 4: Generate negative samples using  $G_\theta$  for training  $D_\phi$
  - 5: Pre-train  $D_\phi$  via minimizing the cross entropy
  - 6: **repeat**
  - 7:   **for** g-steps **do**
  - 8:     Generate a sequence  $Y_{1:T} = (y_1, \dots, y_T) \sim G_\theta$
  - 9:     **for**  $t$  in  $1 : T$  **do**
  - 10:       Compute  $Q(a = y_t; s = Y_{1:t-1})$  by Eq. (4)
  - 11:     **end for**
  - 12:     Update generator parameters via policy gradient Eq. (8)
  - 13:   **end for**
  - 14:   **for** d-steps **do**
  - 15:     Use current  $G_\theta$  to generate negative examples and combine with given positive examples  $\mathcal{S}$
  - 16:     Train discriminator  $D_\phi$  for  $k$  epochs by Eq. (5)
  - 17:   **end for**
  - 18:    $\beta \leftarrow \theta$
  - 19: **until** SeqGAN converges
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- At the beginning of the training, use the MLE to pre-train  $G_\theta$ .
- After that, the generator and discriminator are trained alternatively.
- RNNs are used for the generator, and CNN is used for discriminator.

# Experiments

Table 1: Sequence generation performance comparison. The  $p$ -value is between SeqGAN and the baseline from T-test.

Algorithm	Random	MLE	SS	PG-BLEU	SeqGAN
NLL	10.310	9.038	8.985	8.946	<b>8.736</b>
$p$ -value	$< 10^{-6}$	$< 10^{-6}$	$< 10^{-6}$	$< 10^{-6}$	

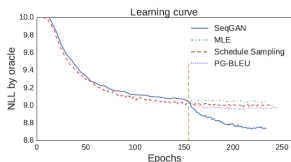


Figure 2: Negative log-likelihood convergence w.r.t. the training epochs. The vertical dashed line represents the end of pre-training for SeqGAN, SS and PG-BLEU.

Table 2: Chinese poem generation performance comparison.

Algorithm	Human score	$p$ -value	BLEU-2	$p$ -value
MLE	0.4165	0.0034	0.6670	
SeqGAN	<b>0.5356</b>		<b>0.7389</b>	$< 10^{-6}$
Real data	0.6011		0.746	

Table 3: Obama political speech generation performance.

Algorithm	BLEU-3	$p$ -value	BLEU-4	$p$ -value
MLE	0.519	$< 10^{-6}$	0.416	
SeqGAN	<b>0.556</b>		<b>0.427</b>	0.00014

Table 4: Music generation performance comparison.

Algorithm	BLEU-4	$p$ -value	MSE	$p$ -value
MLE	0.9210	$< 10^{-6}$	22.38	
SeqGAN	<b>0.9406</b>		<b>20.62</b>	0.00034