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Generate Faces

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Meets Specifications

Congratulations on completing the GAN project. You are closer to getting realistic images. As you might have experienced GANs are advanced and complex topic. In this project a few more changes will get you excellent results. You have done an awesome job so far. I have mentioned some important suggestions to make it better. Nice job experimenting with different learning rates and beta1 values for discriminator and generator. Training GANs successfully are all about experimentation.

Here some links to know GAN's better:
https://arxiv.org/pdf/1511.06434.pdf
https://blog.openai.com/generative-models/
https://www.youtube.com/watch?v=YpdP_0-IEOw
https://medium.com/@devnag/generative-adversarial-networks-gans-in-50-lines-of-code-pytorch-e81b79659e3f
https://deephunt.in/the-gan-zoo-79597dc8c347
http://guimperarnau.com/blog/2017/03/Fantastic-GANs-and-where-to-find-them
Image Completion with Deep Learning in TensorFlow
http://bamos.github.io/2016/08/09/deep-completion/
Wasserstein GAN implementation in TensorFlow and Pytorch
https://wiseodd.github.io/techblog/2017/02/04/wasserstein-gan/
Stability of GAN
http://www.araya.org/archives/1183
Generative Adversarial Networks (GANs) - Computerphile
https://www.youtube.com/watch?v=Sw9r8CL98N0
GAN - intro Ian Goodfellow
https://www.youtube.com/watch?v=YpdP_0-IEOw&t=250s

Required Files and Tests

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The project submission contains the project notebook, called "dlnd_face_generation.ipynb".

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