



The classical paper list with code about generative adversarial nets

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AdversarialNetsPapers

The classic about Generative Adversarial Networks

First paper

✓ [Generative Adversarial Nets] [\[Paper\]](#) [\[Code\]](#)(the First paper of GAN)

Unclassified

- ✓ [Deep Generative Image Models using a Laplacian Pyramid of Adversarial Networks] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Adversarial Autoencoders] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Generating Images with Perceptual Similarity Metrics based on Deep Networks] [\[Paper\]](#)
- ✓ [Generating images with recurrent adversarial networks] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Generative Visual Manipulation on the Natural Image Manifold] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Learning What and Where to Draw] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Adversarial Training for Sketch Retrieval] [\[Paper\]](#)
- ✓ [Generative Image Modeling using Style and Structure Adversarial Networks] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Generative Adversarial Networks as Variational Training of Energy Based Models] [\[Paper\]](#)(ICLR 2017)
- ✓ [Synthesizing the preferred inputs for neurons in neural networks via deep generator networks] [\[Paper\]](#)[\[Code\]](#)
- ✓ [SalGAN: Visual Saliency Prediction with Generative Adversarial Networks] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Adversarial Feature Learning] [\[Paper\]](#)
- ✓ [Adversarially Learned Inference][\[Paper\]](#)[\[Code\]](#)

GAN Theory

- ✓ [Energy-based generative adversarial network] [\[Paper\]](#)[\[Code\]](#)(Lecun paper)
- ✓ [Improved Techniques for Training GANs] [\[Paper\]](#)[\[Code\]](#)(Goodfellow's paper)
- ✓ [Mode Regularized Generative Adversarial Networks] [\[Paper\]](#)(Yoshua Bengio , ICLR 2017)
- ✓ [Improving Generative Adversarial Networks with Denoising Feature Matching] [\[Paper\]](#)[\[Code\]](#)(Yoshua Bengio , ICLR 2017)

- ✓ [Sampling Generative Networks] [\[Paper\]](#)[\[Code\]](#)
- ✓ [How to train Gans] [\[Docu\]](#)
- ✓ [Towards Principled Methods for Training Generative Adversarial Networks] [\[Paper\]](#)(ICLR 2017)
- ✓ [Unrolled Generative Adversarial Networks] [\[Paper\]](#)[\[Code\]](#)(ICLR 2017)
- ✓ [Least Squares Generative Adversarial Networks] [\[Paper\]](#)[\[Code\]](#)(ICCV 2017)
- ✓ [Wasserstein GAN] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Improved Training of Wasserstein GANs] [\[Paper\]](#)[\[Code\]](#)(The improve of wgan)
- ✓ [Towards Principled Methods for Training Generative Adversarial Networks] [\[Paper\]](#)
- ✓ [Generalization and Equilibrium in Generative Adversarial Nets] [\[Paper\]](#) (ICML 2017)
- ✓ [GANs Trained by a Two Time-Scale Update Rule Converge to a Local Nash Equilibrium][\[Paper\]](#)[\[code\]](#)
- ✓ [Spectral Normalization for Generative Adversarial Networks][\[Paper\]](#)[\[code\]](#) (ICLR 2018)
- ✓ [Which Training Methods for GANs do actually Converge][\[Paper\]](#)[\[code\]](#) (ICML 2018)

Generation High-Quality Images

- ✓ [Unsupervised Representation Learning with Deep Convolutional Generative Adversarial Networks] [\[Paper\]](#)[\[Code\]](#)(Gan with convolutional networks)(ICLR)
- ✓ [Generative Adversarial Text to Image Synthesis] [\[Paper\]](#)[\[Code\]](#)[\[code\]](#)
- ✓ [Improved Techniques for Training GANs] [\[Paper\]](#)[\[Code\]](#)(Goodfellow's paper)
- ✓ [Plug & Play Generative Networks: Conditional Iterative Generation of Images in Latent Space] [\[Paper\]](#)[\[Code\]](#)
- ✓ [StackGAN: Text to Photo-realistic Image Synthesis with Stacked Generative Adversarial Networks] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Improved Training of Wasserstein GANs] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Boundary Equilibrium Generative Adversarial Networks Implementation in Tensorflow] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Progressive Growing of GANs for Improved Quality, Stability, and Variation] [\[Paper\]](#)[\[Code\]](#)[\[Tensorflow Code\]](#)
- ✓ [Self-Attention Generative Adversarial Networks] [\[Paper\]](#)[\[Code\]](#)(NIPS 2018)
- ✓ [Large Scale GAN Training for High Fidelity Natural Image Synthesis] [\[Paper\]](#)(submitted to ICLR 2019)
- ✓ [A Style-Based Generator Architecture for Generative Adversarial Networks] [\[Paper\]](#)

Semi-Supervised Learning

- ✓ [Adversarial Training Methods for Semi-Supervised Text Classification] [\[Paper\]](#)[\[Note\]](#)(Ian Goodfellow Paper)
- ✓ [Improved Techniques for Training GANs] [\[Paper\]](#)[\[Code\]](#)(Goodfellow's paper)
- ✓ [Unsupervised and Semi-supervised Learning with Categorical Generative Adversarial Networks] [\[Paper\]](#)(ICLR)
- ✓ [Semi-Supervised QA with Generative Domain-Adaptive Nets] [\[Paper\]](#)(ACL 2017)
- ✓ [Good Semi-supervised Learning that Requires a Bad GAN] [\[Paper\]](#)[\[Code\]](#)(NIPS 2017)

Ensemble

- ✓ [AdaGAN: Boosting Generative Models] [\[Paper\]](#)[\[Code\]](#) (Google Brain)

Image blending

- ✓ [GP-GAN: Towards Realistic High-Resolution Image Blending] [\[Paper\]](#)[\[Code\]](#)

Image Inpainting

- ✓ [Semantic Image Inpainting with Perceptual and Contextual Losses] [\[Paper\]](#)[\[Code\]](#)(CVPR 2017)
- ✓ [Context Encoders: Feature Learning by Inpainting] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Semi-Supervised Learning with Context-Conditional Generative Adversarial Networks] [\[Paper\]](#)
- ✓ [Generative face completion] [\[Paper\]](#)[\[code\]](#)(CVPR2017)
- ✓ [Globally and Locally Consistent Image Completion] [\[MainPAGE\]](#)[\[code\]](#)(SIGGRAPH 2017)
- ✓ [High-Resolution Image Inpainting using Multi-Scale Neural Patch Synthesis] [\[Paper\]](#)[\[code\]](#)(CVPR 2017)
- ✓ [Eye In-Painting with Exemplar Generative Adversarial Networks] [\[Paper\]](#)[\[Introduction\]](#)[\[Tensorflow code\]](#)(CVPR2018)
- ✓ [Generative Image Inpainting with Contextual Attention] [\[Paper\]](#)[\[Project\]](#)[\[Demo\]](#)[\[YouTube\]](#)[\[Code\]](#)(CVPR2018)
- ✓ [Free-Form Image Inpainting with Gated Convolution] [\[Paper\]](#)[\[Project\]](#)[\[YouTube\]](#)
- ✓ [EdgeConnect: Generative Image Inpainting with Adversarial Edge Learning] [\[Paper\]](#)[\[Code\]](#)

Re-identification

- ✓ [Pose-Normalized Image Generation for Person Re-identification] [\[Paper\]](#)[\[Code\]](#)(ECCV 2018)

Super-Resolution

- ✓ [Image super-resolution through deep learning][\[Code\]](#)(Just for face dataset)
- ✓ [Photo-Realistic Single Image Super-Resolution Using a Generative Adversarial Network] [\[Paper\]](#)[\[Code\]](#) (Using Deep residual network)
- ✓ [EnhanceGAN] [\[Docs\]](#)[\[Code\]](#)
- ✓ [ESRGAN: Enhanced Super-Resolution Generative Adversarial Networks] [\[Paper\]](#)[\[Code\]](#)(ECCV 2018 workshop)

De-Occlusion

- ✓ [Robust LSTM-Autoencoders for Face De-Occlusion in the Wild] [\[Paper\]](#)

Semantic Segmentation

- ✓ [Adversarial Deep Structural Networks for Mammographic Mass Segmentation] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Semantic Segmentation using Adversarial Networks] [\[Paper\]](#) (soumith's paper)

Object Detection

- ✓ [Perceptual generative adversarial networks for small object detection] [\[Paper\]](#)(CVPR 2017)
- ✓ [A-Fast-RCNN: Hard Positive Generation via Adversary for Object Detection] [\[Paper\]](#)[\[code\]](#)(CVPR2017)

Landmark Detection

- ✓ [Style aggregated network for facial landmark detection] [\[Paper\]](#)(CVPR 2018)

Conditional Adversarial

- ✓ [Conditional Generative Adversarial Nets] [\[Paper\]](#)[\[Code\]](#)
- ✓ [InfoGAN: Interpretable Representation Learning by Information Maximizing Generative Adversarial Nets] [\[Paper\]](#)[\[Code\]](#)[\[Code\]](#)

- ✓ [Conditional Image Synthesis With Auxiliary Classifier GANs] [\[Paper\]](#)[\[Code\]](#)(GoogleBrain ICLR 2017)
- ✓ [Pixel-Level Domain Transfer] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Invertible Conditional GANs for image editing] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Plug & Play Generative Networks: Conditional Iterative Generation of Images in Latent Space] [\[Paper\]](#)[\[Code\]](#)
- ✓ [StackGAN: Text to Photo-realistic Image Synthesis with Stacked Generative Adversarial Networks] [\[Paper\]](#)[\[Code\]](#)

Video Prediction and Generation

- ✓ [Deep multi-scale video prediction beyond mean square error] [\[Paper\]](#)[\[Code\]](#)(Yann LeCun's paper)
- ✓ [Generating Videos with Scene Dynamics] [\[Paper\]](#)[\[Web\]](#)[\[Code\]](#)
- ✓ [MoCoGAN: Decomposing Motion and Content for Video Generation] [\[Paper\]](#)

Texture Synthesis & style transfer

- ✓ [Precomputed real-time texture synthesis with markovian generative adversarial networks] [\[Paper\]](#)[\[Code\]](#)(ECCV 2016)

Image Translation

- ✓ [UNSUPERVISED CROSS-DOMAIN IMAGE GENERATION] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Image-to-image translation using conditional adversarial nets] [\[Paper\]](#)[\[Code\]](#)[\[Code\]](#)
- ✓ [Learning to Discover Cross-Domain Relations with Generative Adversarial Networks] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Unpaired Image-to-Image Translation using Cycle-Consistent Adversarial Networks] [\[Paper\]](#)[\[Code\]](#)
- ✓ [CoGAN: Coupled Generative Adversarial Networks] [\[Paper\]](#)[\[Code\]](#)(NIPS 2016)
- ✓ [Unsupervised Image-to-Image Translation with Generative Adversarial Networks] [\[Paper\]](#)(NIPS 2017)
- ✓ [Unsupervised Image-to-Image Translation Networks] [\[Paper\]](#)
- ✓ [Triangle Generative Adversarial Networks] [\[Paper\]](#)
- ✓ [High-Resolution Image Synthesis and Semantic Manipulation with Conditional GANs] [\[Paper\]](#)[\[code\]](#)
- ✓ [XGAN: Unsupervised Image-to-Image Translation for Many-to-Many Mappings] [\[Paper\]](#)(Reviewed)
- ✓ [UNIT: Unsupervised Image-to-image Translation Networks] [\[Paper\]](#)[\[Code\]](#)(NIPS 2017)
- ✓ [Toward Multimodal Image-to-Image Translation] [\[Paper\]](#)[\[Code\]](#)(NIPS 2017)
- ✓ [Multimodal Unsupervised Image-to-Image Translation] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Video-to-Video Synthesis] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Everybody Dance Now] [\[Paper\]](#)[\[Code\]](#)
- ✓ [GestureGAN for Hand Gesture-to-Gesture Translation in the Wild] [\[Paper\]](#)[\[Code\]](#)

Facial Attribute Manipulation

- ✓ [Autoencoding beyond pixels using a learned similarity metric] [\[Paper\]](#)[\[code\]](#)[\[Tensorflow code\]](#)
- ✓ [Coupled Generative Adversarial Networks] [\[Paper\]](#)[\[Caffe Code\]](#)[\[Tensorflow Code\]](#) (NIPS)
- ✓ [Invertible Conditional GANs for image editing] [\[Paper\]](#)[\[Code\]](#)
- ✓ [Learning Residual Images for Face Attribute Manipulation] [\[Paper\]](#)[\[code\]](#)(CVPR 2017)
- ✓ [Neural Photo Editing with Introspective Adversarial Networks] [\[Paper\]](#)[\[Code\]](#)(ICLR 2017)

- ✓ [Neural Face Editing with Intrinsic Image Disentangling] [\[Paper\]](#)(CVPR 2017)
- ✓ [GeneGAN: Learning Object Transfiguration and Attribute Subspace from Unpaired Data] [\[Paper\]](#)[\[code\]](#)(BMVC 2017)
- ✓ [ST-GAN: Unsupervised Facial Image Semantic Transformation Using Generative Adversarial Networks] [\[Paper\]](#)
- ✓ [Beyond Face Rotation: Global and Local Perception GAN for Photorealistic and Identity Preserving Frontal View Synthesis] [\[Paper\]](#)(ICCV 2017)
- ✓ [StarGAN: Unified Generative Adversarial Networks for Multi-Domain Image-to-Image Translation] [\[Paper\]](#)[\[code\]](#)(CVPR 2018)
- ✓ [Arbitrary Facial Attribute Editing: Only Change What You Want] [\[Paper\]](#)[\[code\]](#)
- ✓ [ELEGANT: Exchanging Latent Encodings with GAN for Transferring Multiple Face Attributes] [\[Paper\]](#)[\[code\]](#)(ECCV 2018)
- ✓ [Sparsely Grouped Multi-task Generative Adversarial Networks for Facial Attribute Manipulation] [\[Paper\]](#)[\[code\]](#)(ACM MM2018 oral)
- ✓ [GANimation: Anatomically-aware Facial Animation from a Single Image] [\[Paper\]](#)[\[code\]](#)(ECCV 2018 oral)
- ✓ [Geometry Guided Adversarial Facial Expression Synthesis] [\[Paper\]](#)(ACMMM 2018)

Makeup

- ✓ [BeautyGAN: Instance-level Facial Makeup Transfer with Deep Generative Adversarial Network] [\[Paper\]](#)(ACMMM 2018)

Reinforcement learning

- ✓ [Connecting Generative Adversarial Networks and Actor-Critic Methods] [\[Paper\]](#)(NIPS 2016 workshop)

RNN

- ✓ [C-RNN-GAN: Continuous recurrent neural networks with adversarial training] [\[Paper\]](#)[\[Code\]](#) ✓ [SeqGAN: Sequence Generative Adversarial Nets with Policy Gradient] [\[Paper\]](#)[\[Code\]](#)(AAAI 2017)

Medicine

- ✓ [Unsupervised Anomaly Detection with Generative Adversarial Networks to Guide Marker Discovery] [\[Paper\]](#)

3D

- ✓ [Learning a Probabilistic Latent Space of Object Shapes via 3D Generative-Adversarial Modeling] [\[Paper\]](#)[\[Web\]](#)[\[code\]](#)(2016 NIPS)
- ✓ [Transformation-Grounded Image Generation Network for Novel 3D View Synthesis] [\[Web\]](#)(CVPR 2017)

MUSIC

- ✓ [MidiNet: A Convolutional Generative Adversarial Network for Symbolic-domain Music Generation using 1D and 2D Conditions] [\[Paper\]](#)[\[HOMEPAGE\]](#)

For discrete distributions

- ✓ [Maximum-Likelihood Augmented Discrete Generative Adversarial Networks] [\[Paper\]](#)
- ✓ [Boundary-Seeking Generative Adversarial Networks] [\[Paper\]](#)
- ✓ [GANS for Sequences of Discrete Elements with the Gumbel-softmax Distribution] [\[Paper\]](#)

Improving Classification And Recong

- ✓ [Generative OpenMax for Multi-Class Open Set Classification] [[Paper](#)](BMVC 2017)
- ✓ [Controllable Invariance through Adversarial Feature Learning] [[Paper](#)][[code](#)](NIPS 2017)
- ✓ [Unlabeled Samples Generated by GAN Improve the Person Re-identification Baseline in vitro] [[Paper](#)][[Code](#)] (ICCV2017)
- ✓ [Learning from Simulated and Unsupervised Images through Adversarial Training] [[Paper](#)][[code](#)] (Apple paper, CVPR 2017 Best Paper)

Project

- ✓ [cleverhans] [[Code](#)](A library for benchmarking vulnerability to adversarial examples)
- ✓ [reset-cppn-gan-tensorflow] [[Code](#)](Using Residual Generative Adversarial Networks and Variational Auto-encoder techniques to produce high resolution images)
- ✓ [HyperGAN] [[Code](#)](Open source GAN focused on scale and usability)

Blogs

Author	Address
inFERENCe	Adversarial network
inFERENCe	InfoGan
distill	Deconvolution and Image Generation
yingzhenli	Gan theory
OpenAI	Generative model

Tutorial

- ✓ [1] <http://www.iangoodfellow.com/slides/2016-12-04-NIPS.pdf> (NIPS Goodfellow Slides)[[Chinese Trans](#)][[details](#)]
- ✓ [2] [[PDF](#)](NIPS Lecun Slides)
- ✓ [3] [[ICCV 2017 Tutorial About GANS](#)]