

## PROJECT

## Generate Faces

A part of the Deep Learning Nanodegree Foundation Program

## PROJECT REVIEW

## CODE REVIEW

## NOTES

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## Meets Specifications

You made the right updates to create some good looking faces! Congratulations on finishing the final project 🍷

Some resources to further improve your project:

- This repository <https://github.com/carpedm20/DCGAN-tensorflow> contains a very similar DCGAN Tensorflow implementation, you can use this as a reference for tweaking your GAN further.
- This blog post <http://guimperarnau.com/blog/2017/03/Fantastic-GANs-and-where-to-find-them> discusses the major developments in the improvement of GAN-generated images, you could try to implement the discussed techniques.

## Required Files and Tests



The project submission contains the project notebook, called "dlnd\_face\_generation.ipynb".



All the unit tests in project have passed.

## Build the Neural Network



The function `model_inputs` is implemented correctly.



The function `discriminator` is implemented correctly.

Good update!

Note that when you set the dropout rate to 0.1 you are using only 10% of nodes in that layer! As a consequence the training of the network will take a much longer time to get a good performance.



The function `generator` is implemented correctly.

One tip: it often turns out the discriminator is much better at its job than the generator, in that case you can choose to make the generator 'smarter' than the discriminator by having fewer layers in the discriminator.



The function `model_loss` is implemented correctly.



The function `model_opt` is implemented correctly.

## Neural Network Training



The function `train` is implemented correctly.

- It should build the model using `model_inputs`, `model_loss`, and `model_opt`.
- It should show output of the `generator` using the `show_generator_output` function



The parameters are set reasonable numbers.

The parameters have reasonable values, you could experiment a bit more with the beta value. I have seen good results with a beta value around 0.1



The project generates realistic faces. It should be obvious that images generated look like faces.

Those faces are looking very realistic, well done!

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