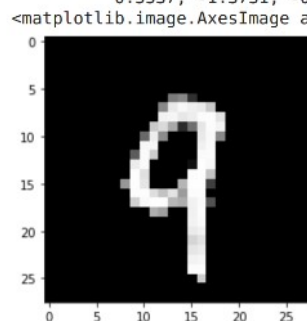


I trained a GAN using the given sample code. Then, I found two latent variables z_1 and z_2 , which the values and the images produced are shown below.

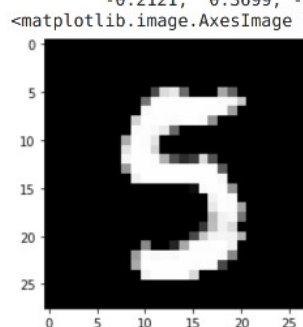
-> z_1 (produced digit 9)

```
Clipping input data to the valid range for imshow with RGB data ([0..1] for floats or [0..255] for integers).
tensor([[ 1.3319, -1.7939,  0.6510, -0.0456,  0.9653,  0.4267,  0.6034,  0.3739,
          0.0371,  1.3116, -1.3073,  0.3166,  0.1823, -0.9793, -0.8949,  0.0887,
          0.6029,  1.6431,  0.9497, -0.0833, -0.6594, -0.2574,  0.6136,  0.4099,
          0.3209,  0.8264,  1.0338, -2.1359,  0.8622, -0.9737,  1.2565,  1.2629,
          0.8214, -0.0418, -0.5096,  1.6801, -0.8237,  0.0179,  0.6988, -0.2461,
          1.4188,  1.0375, -0.0650, -0.1608, -1.4040,  0.0918, -0.6466,  1.7992,
         -0.6746,  0.7195,  0.0028,  0.8255,  0.6061, -0.2376,  0.6338,  0.7979,
          0.8505,  0.8977, -1.8142, -1.6561,  0.0558, -0.3086, -0.6803, -0.2631,
          0.1198,  0.0874,  0.4023, -1.2749,  0.5639,  0.6952,  0.4274, -2.4245,
         -0.2063, -0.5090,  0.3182,  0.1857, -0.3777,  0.7154, -0.3786,  1.0571,
          1.8019, -0.8122, -0.3706,  0.7700,  0.1122, -0.0270, -0.5246, -1.2239,
          0.1856,  1.5425,  0.3172,  0.9636, -0.2757, -1.4367, -0.4300, -0.0153,
          0.5537, -1.3731, -0.3424, -0.1709]])
```

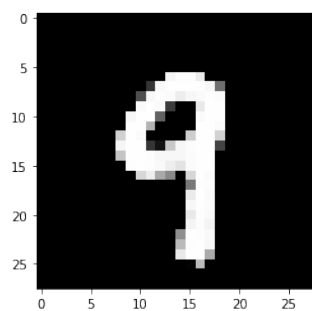
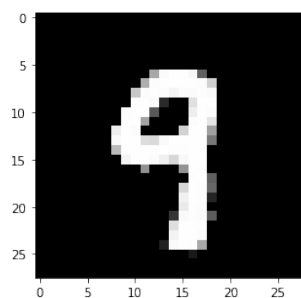
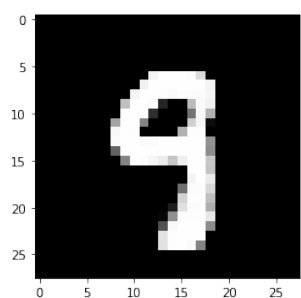
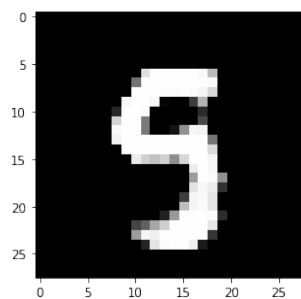
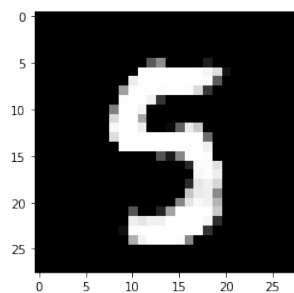
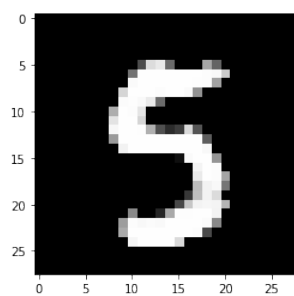


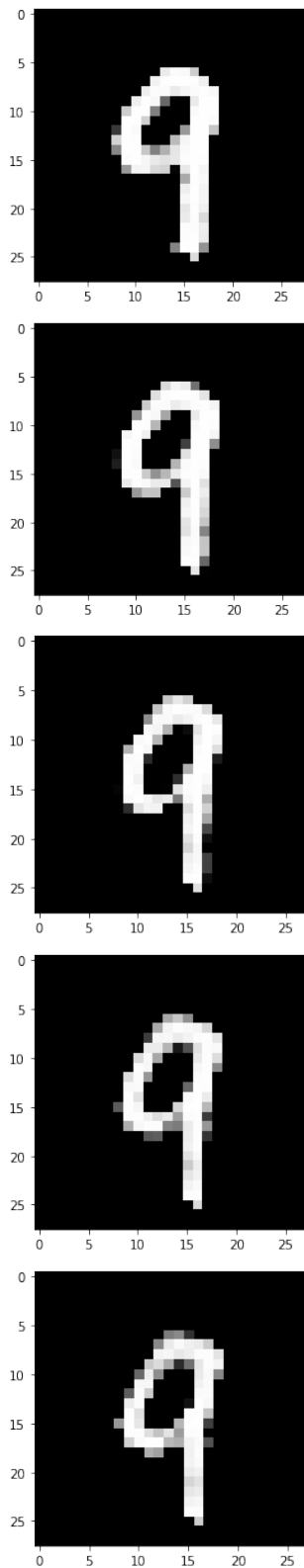
-> z_2 (produced digit 5)

```
Clipping input data to the valid range for imshow with RGB data ([0..1] for floats or [0..255] for integers).
tensor([[ -1.7870,  0.5879, -1.8414,  1.8812,  0.7957, -2.7532, -0.0780,  0.6262,
          -0.6961,  0.9540, -2.2150,  0.4719, -0.8507,  0.0186,  0.3428,  1.2143,
          0.5695, -0.1708, -0.6461, -0.3865,  0.4549, -2.9653,  0.2762,  0.2606,
          1.6394,  0.5637, -1.5359, -0.2431,  1.0673,  0.0387,  1.0756,  0.8218,
          1.5111,  0.6655,  2.3562, -0.9202,  0.3663,  0.4345,  0.3970, -0.8745,
          0.0466,  0.0744, -0.7687,  0.0378, -0.7770, -0.4122, -0.2270, -0.9892,
          0.6165,  0.1166,  0.5393, -0.6477, -1.4745, -0.5440, -0.0752, -2.1309,
         -0.5068, -0.9801,  1.0667,  0.5967,  1.0544,  0.8656,  1.1007, -2.7266,
         -0.4097, -0.7404, -1.0311,  1.3437,  0.4624, -0.6355, -0.7126, -0.1721,
         -1.0749, -0.0557,  0.2636,  0.6530,  0.2845,  1.5408, -2.1918, -0.7971,
         -0.2013, -0.2250, -0.9191, -1.7265, -1.2418, -0.3379,  0.2381, -0.6938,
         -0.6656,  0.1905, -0.5309, -1.5759,  0.9528,  0.2214,  0.5346, -2.1369,
         -0.2121,  0.3699, -1.3213, -0.1191]])
```



Then, I generated intermediate images of the two digits by specifying z 's interpolating z_1 and z_2 ($z = a z_1 + (1-a) z_2$ where $a = 0, 0.1, \dots, 1.0$). The generated images are shown below (ordered from $a = 0$ to $a = 1.0$)





As can be seen, the generated image tends to look like 5 when a is between 0 to 0.2 and look like 9 when a is between 0.3 to 1.0. It should come intuitively that the higher the weight of the image, the more similar it is to the produced image. This is proved as it can be seen that if a is lower (the weight of z_2 (digit 5) is higher), the intermediate image looks more simi

lar to 5, while if a is higher (the weight of z_1 (digit 9) is higher), it looks more similar to 9. So by modifying the a , we can create an image which combines the characteristics of both digits and adjust how significant each characteristic is for the produced image. We can also modify the method to produce an image which is based on 3 or more digits.