

Adversarial Text Generation for Social Bots

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I. INTRODUCTION

II. SEQGAN

A. Overall framework

B. Generative adversarial network

The sequence generation problem is denoted as follows. Given a dataset of real-world structured sequences, train a θ -parameterized generative model G_θ to produce a sequence $Y_{1:T} = (y_1, \dots, y_t, \dots, y_T)$, $y_t \in \mathcal{V}$, where \mathcal{V} is the vocabulary of candidate tokens.

III. EXPERIMENTS

IV. CONCLUSION

REFERENCES