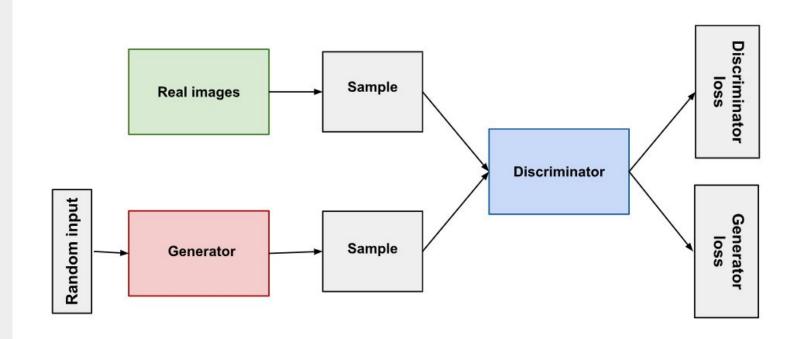




# **Generative Adversarial Networks Architecture**





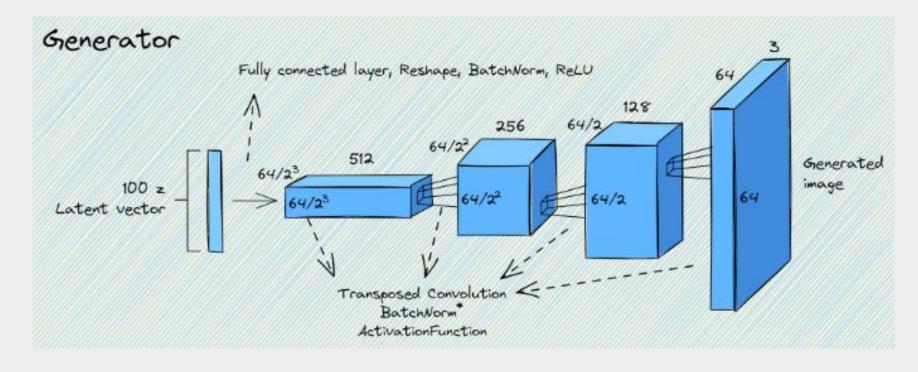






#### Generator





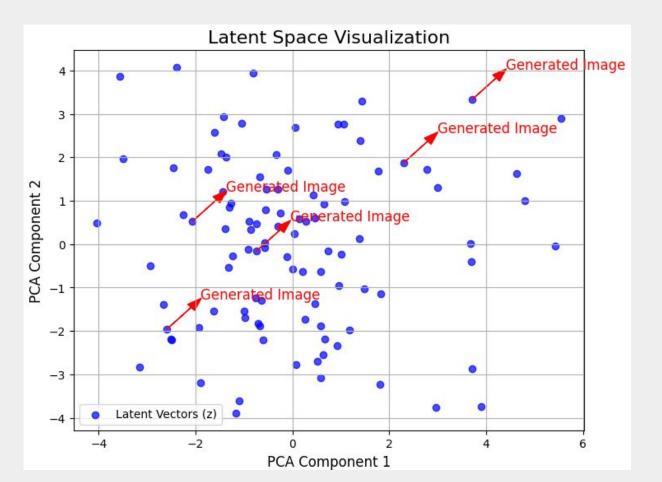






# **Latent Space**





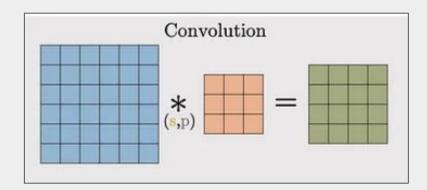


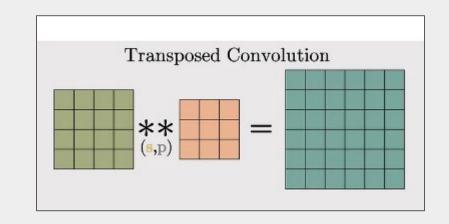




# **Transposed Convolutions**







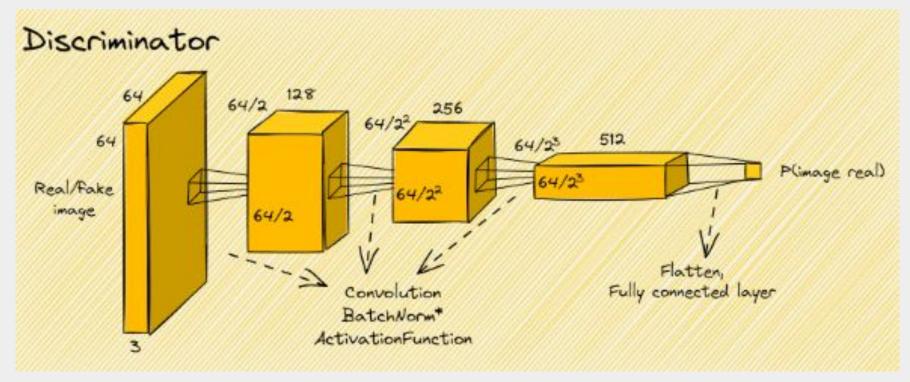






### **Discriminator**











# Loss functions in GANs

Generator Loss: D(G(z))



## **Minimax Loss:**

$$E_x[log(D(x))] + E_z[log(1-D(G(z)))]$$

## **Wasserstein Loss:**

Critic Loss: D(x) - D(G(z))







# Convergence





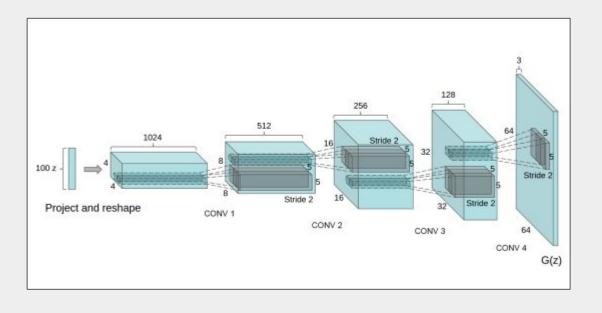






#### **DCGAN Architecture**





DCGAN generator used for LSUN scene modeling

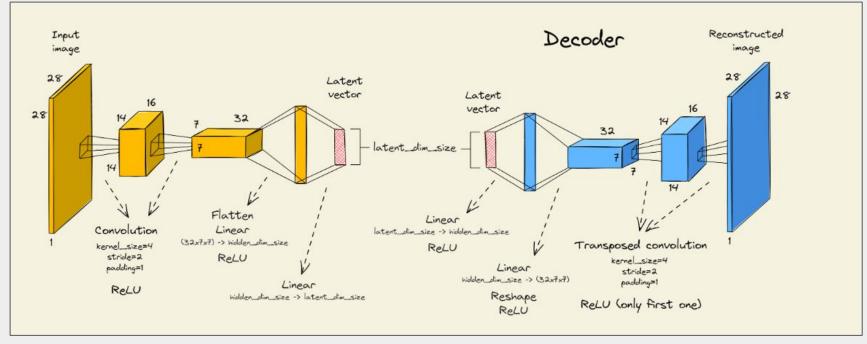






# **Autoencoders Architecture**





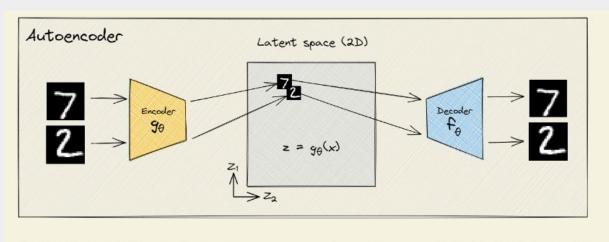


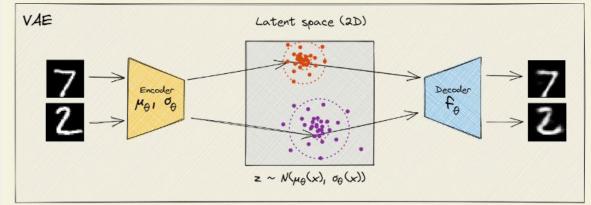




### **Variational Autoencoders**







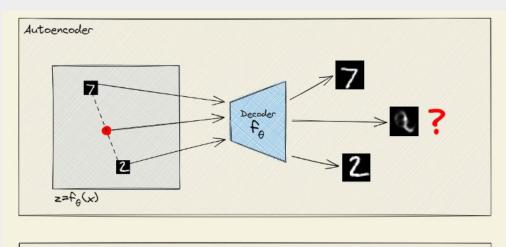


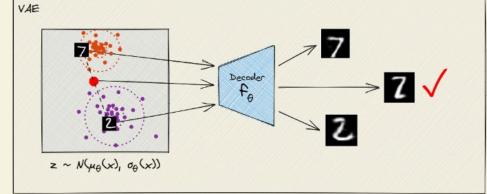




## **Variational Autoencoders**













## Reparametrization in VAEs



Total Loss = Reconstructive loss + KL Divergence

