I learned that Generative Adversarial Networks are very computer intensive. Going into the project I did not expect them to take much time to train, maybe an hour at most. The GANs took eight minutes to train the first epoch. When we were doing the project all our laptops stopped responding so we switched to our desktops. My desktop was still super slow, so Daniel used his desktop to run all the testing. GANs were also a lot more interesting than I originally thought. GANs uses two different neural networks to create better images. The first neural network is a generator which creates the images. Its goal is to create real images that can trick the discriminator neural network. The discriminator neural network is supposed to figure out which pictures are fake. So, every epoch the first neural network will create a set of images and the second neural network will go through and pick which ones are fake. They do this over and over until the algorithm is stopped. This form of training is very affective because as soon as one gets better so does the other network. This creates a form of constant improvement since the two algorithms are continuously learning.

My role in this project was to assist in coding and debugging. I also reformatted the code to be more readable. Our team met over the weekend at the beginning of April to finish the project. Me and Daniel did all the coding while Vivian focused on the documentation and the presentation. This created a good dynamic because while we were coding, we were also finishing the report part of the project.