

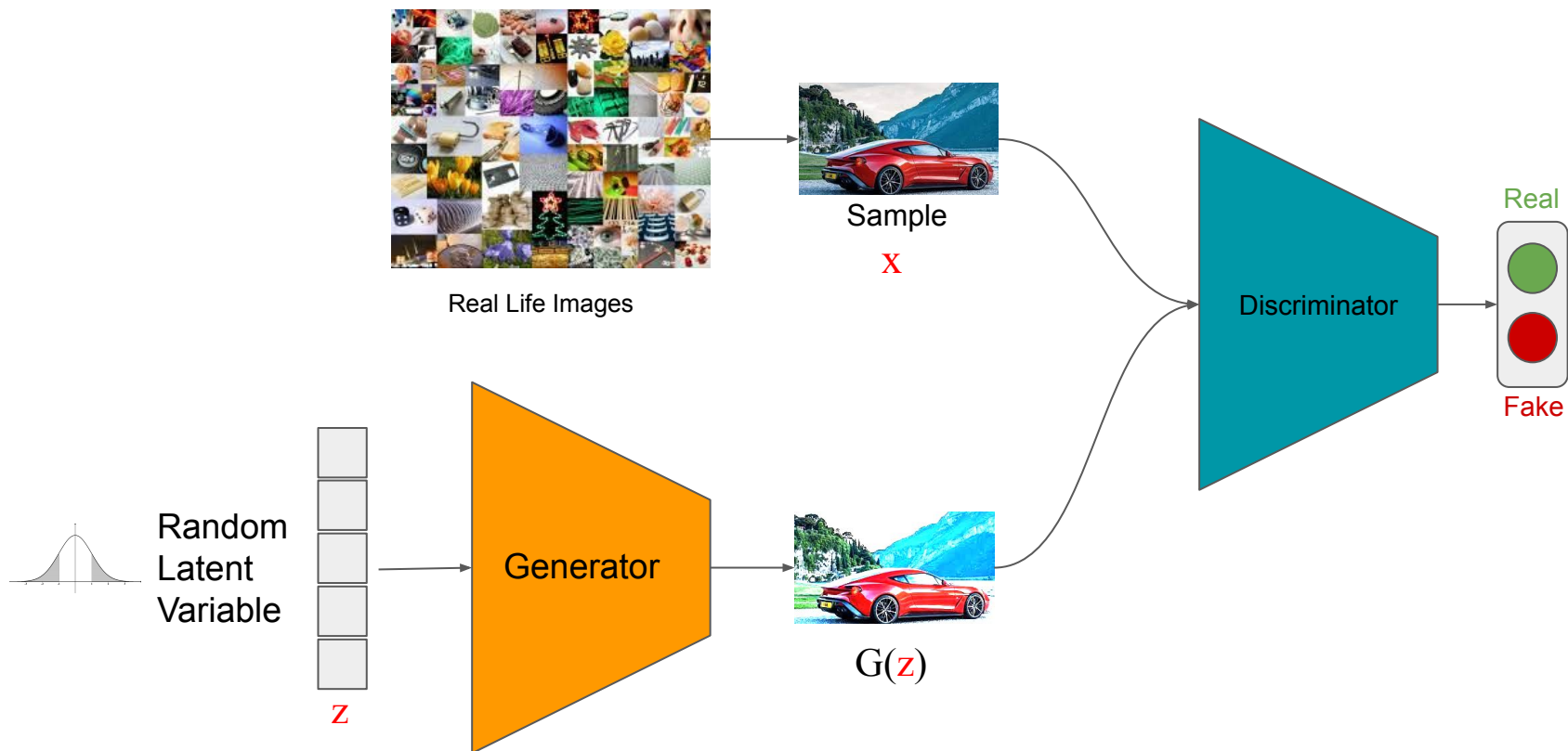
# Machine Learning

## Lecture 7

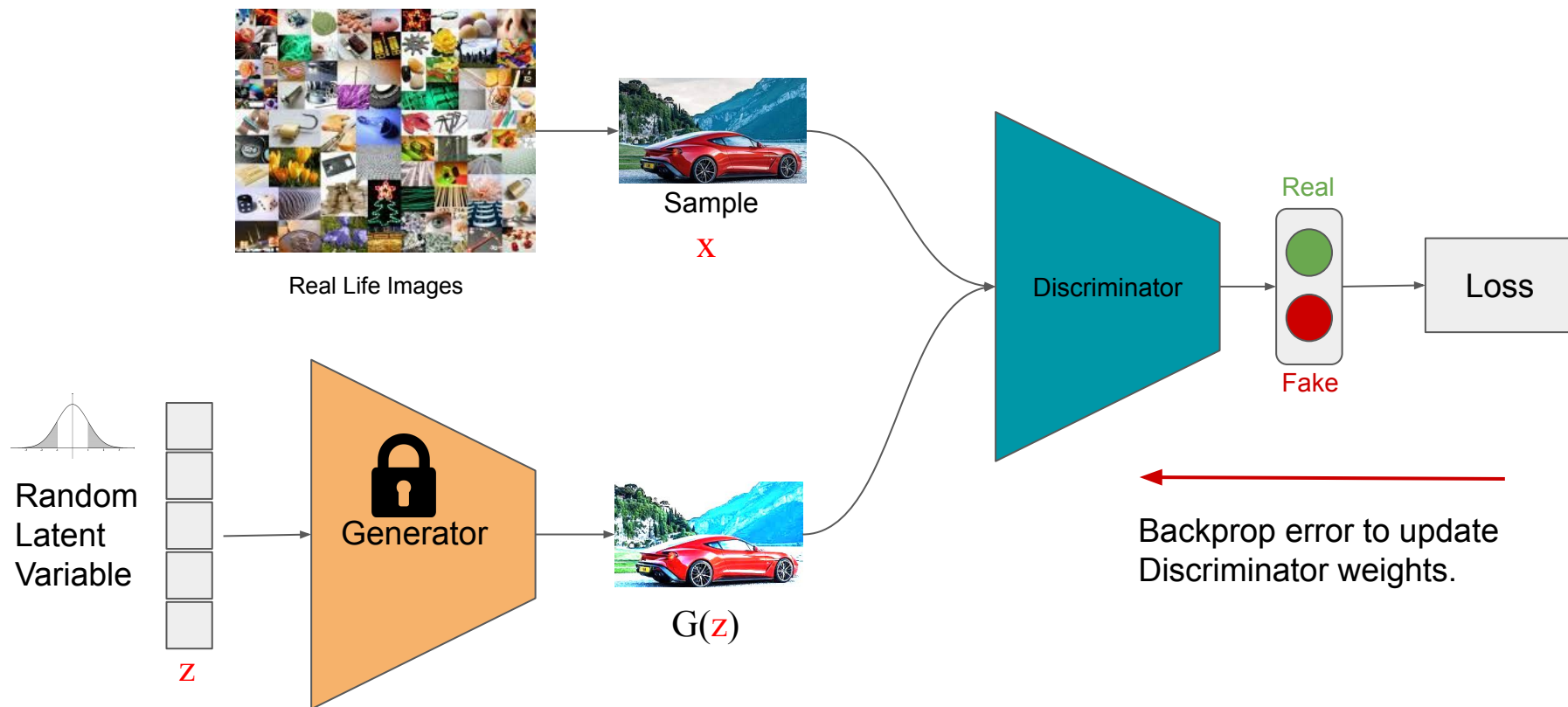
# GANs

- Generative
  - Learn a generative model
- Adversarial
  - Trained in an adversarial setting
- Networks
  - Use Deep Neural Networks

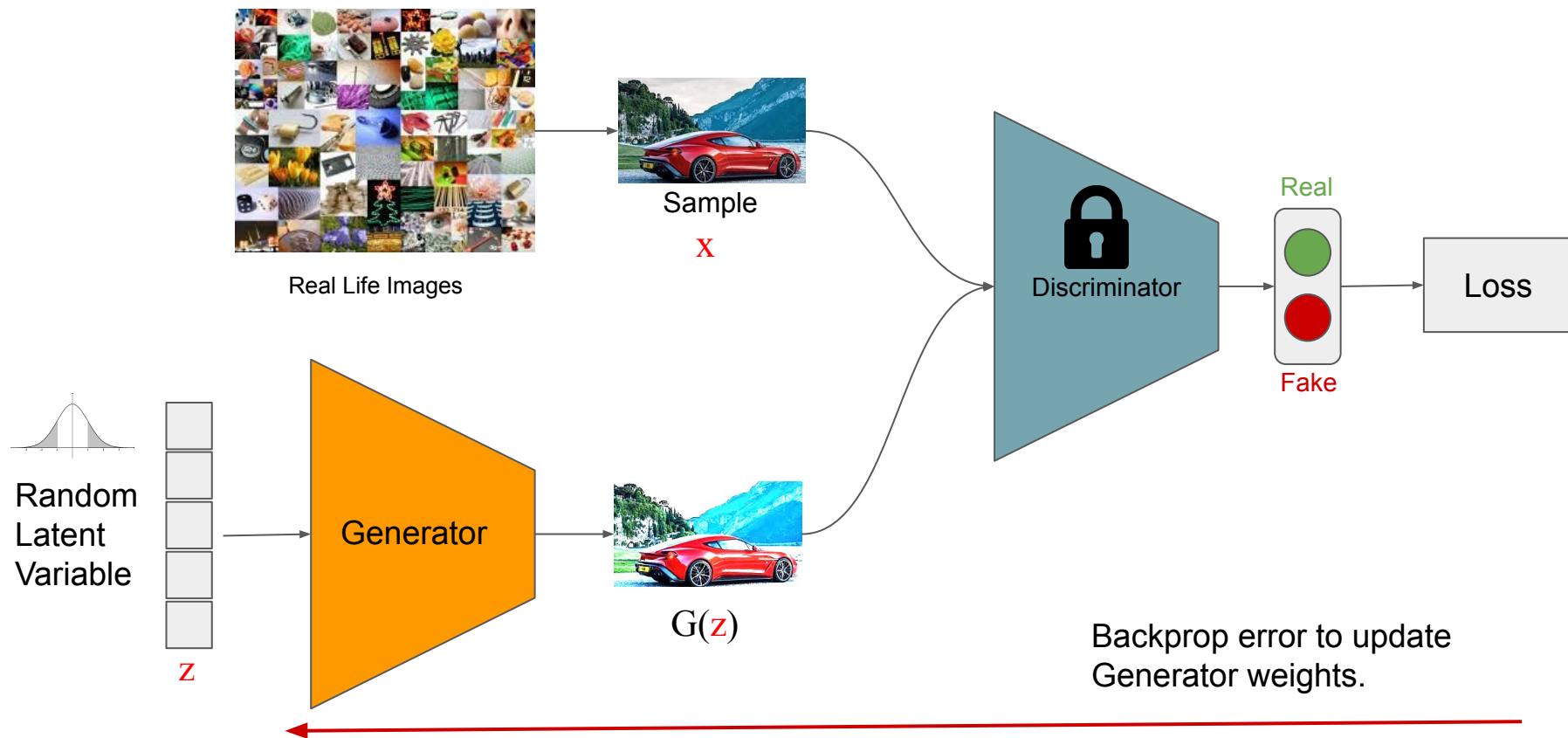
# GANs



# Training GANs



# Training GANs



# GAN Formulation

$$\min_G \max_D V(D, G)$$

It is formulated as a minimax game, where:

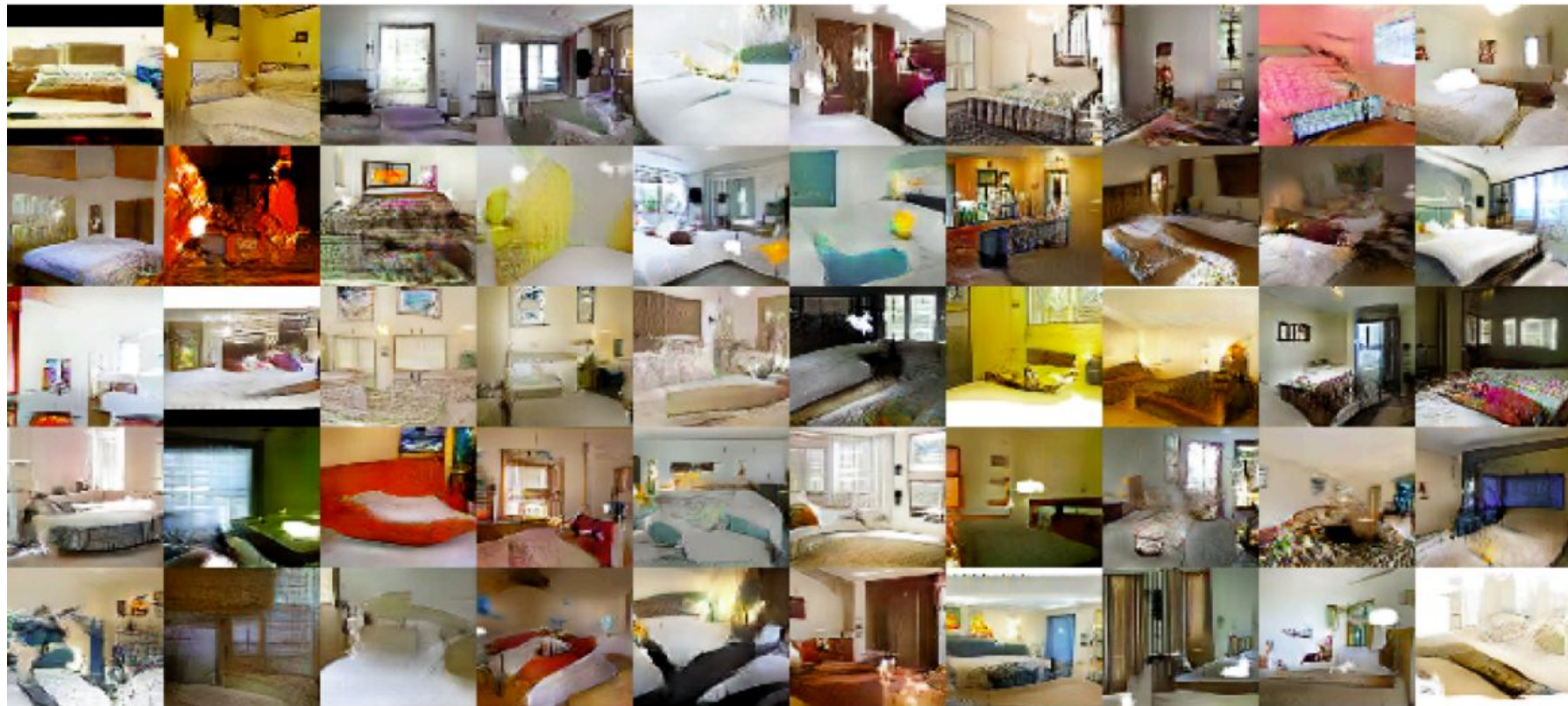
- The Discriminator is trying to maximize its reward  $V(D, G)$
- The Generator is trying to minimize Discriminator's reward (or maximize its loss)

$$V(D, G) = \mathbb{E}_{x \sim p(x)} [\log D(x)] + \mathbb{E}_{z \sim q(z)} [\log(1 - D(G(Z)))]$$

# GAN Output



# GAN Output





# GAN Output



# GAN Output

