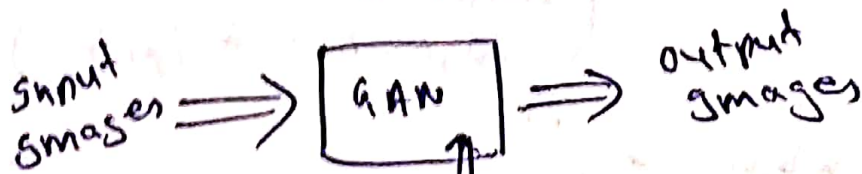


Generative Adversarial Networks (GANs)



why? (Unsupervised learning)
because we are not going to feed the model with any class label that describes the characteristics of input image

The Idea

The underlying idea behind GAN is that it contains two neural networks that compete against each other. In a zero-sum game framework, it contains a generator and a discriminator.

Generator \Rightarrow generates samples as an output via taking random noises.

Discriminator \Rightarrow Discriminator takes both real images from the input dataset and the fake image from the generator and gives whether a given image is legit or not.

"Discriminator Success is Generator Failure" and (Vice-Versa)

Block-Diagram

