



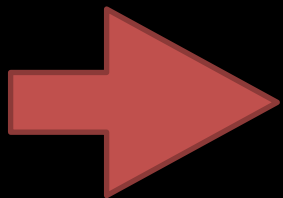
**INNOVATORS
UNDER 35**

Ian Goodfellow

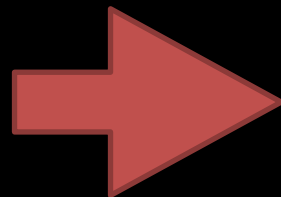
Generative adversarial networks

**Giving artificial
intelligence
imagination using
game theory**

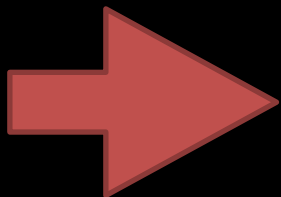




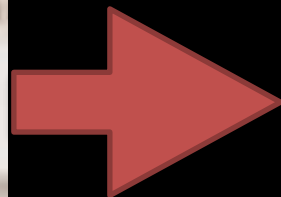
ÃÇÀB



ÅEÇ



BEÉ



ÃDDÃC



I KPPÓΘA Î ŐŠŒAÈŇQŁKA PÓŒA Î SQNNSA JÓN PŁKQR



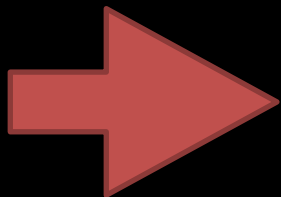


Ï QKMÓ SÓ Õ Ø K Æ A Ò Õ MN Õ

Ì PMKS N Ê A C Ä Æ B



F Ø P Š Š



Ã Ç À C
È Ł Š Š K Æ A
Õ Š Š P Š Š



Ã Ç À B
Ð N R Ó Q N M A
Õ Š Š P Š Š



INNOVATORS
UNDER 35

€NØNQKSÓTNAKMTNQ RKQÓKÖAØNSÐÖQÔRAÆ€È Í RÁ



Training data

Discriminator

Real



€NØNQKSÓTNAKMTNQKQÓKÖAØNSÐÖQÔRAÆ€È Í RÁ

Generator



Generated
data

Discriminator

Fake



INNOVATORS
UNDER 35

FÒKOÓØKQUAŁNÖNLQÓSÓNR



ÆGKQQKRANSAKÖÂAÃÀÅEÁ



INNOVATORS UNDER 35

HNKQØÓØOASÕAQNKMAÑQÕÒAÅÀÀAÓÒKONR

5	8	9	8	9	5	0	2	3	1
4	6	6	6	0	7	1	2	7	8
2	0	1	0	7	4	4	9	5	9
1	7	3	8	3	2	1	6	3	8
0	2	6	0	6	9	3	6	1	6
5	2	9	9	5	8	6	4	4	5
1	5	4	6	7	8	7	9	7	3
7	4	4	7	9	5	6	8	1	1
1	3	9	0	9	1	1	1	8	7
2	6	8	3	0	9	7	1	4	1