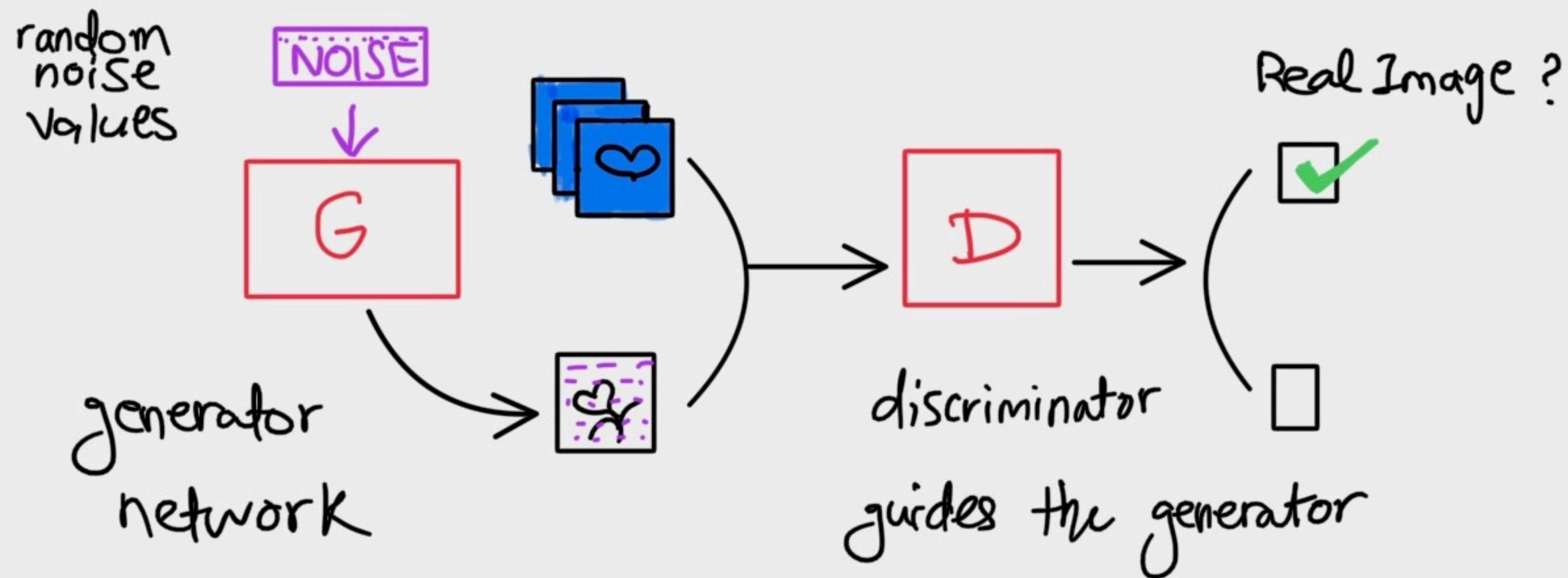


Generative Adversarial Networks — Overview

• How do GANs work?



* "D" is shown real images half of the time, and fake "gen" images the other half. "D" is trained to output close to 1 prob. for real images.

Meanwhile, "G" tries to generate images that "D" will classify as real.

So, overtime, "G" learns to produce more real images in order to fool "D".

G and D are at a competition.

* choosing a good architecture

* $\text{lrelu} = \text{leaky relu}$




« a simple GAN »

D and G should have at least 1 hidden layer

• In GANs there are two optimizations:

optim. Adam (D . parameters(), lr)

optim. Adam (G . parameters(), lr)

 $\rightarrow D \rightarrow \text{logits} \rightarrow \text{sigmoid} \rightarrow \text{prob } \frac{0}{1}$ (binary classification task)

$d\text{-loss} = \text{nn.BCEWithLogitsLoss}(\text{logits}, \text{label} * 0.9)$

numerically stable cross-entropy

* it help to generalize better

$g\text{-loss} = \text{nn.BCEWithLogitsLoss}(\text{logits}, \text{flipped-labels})$

Alternative GAN Architecture

