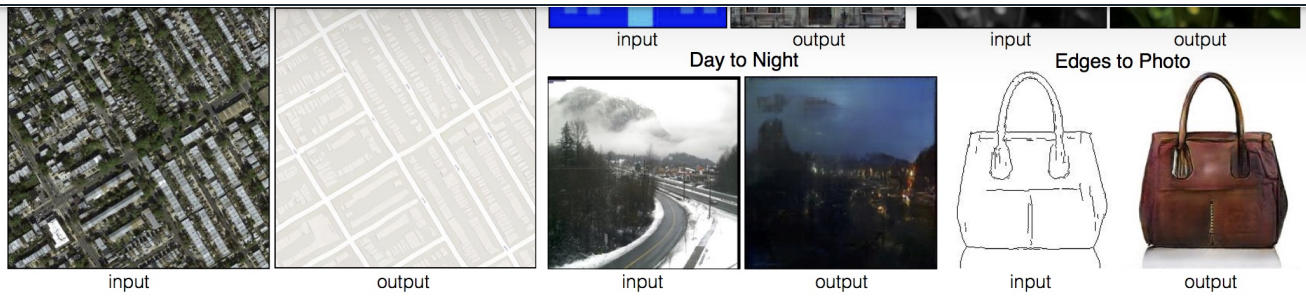
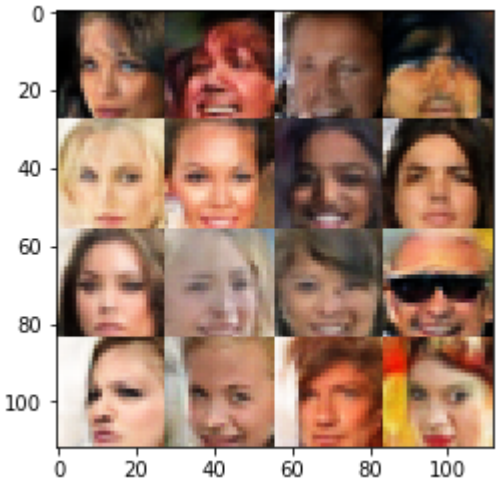


The inventor of GANs, Ian Goodfellow, will show you how GANs work and how to implement them. You'll also learn about semi-supervised learning, a technique for training classifiers with data mostly missing labels.

In the **fourth project,** you'll use a deep convolutional GAN to generate completely new images of human faces.



Deep Reinforcement Learning

Deep reinforcement learning has been in the center of some of the most recent advances in artificial intelligence. For example, it was widely used in the construction of AlphaGo by DeepMind.

In this section you'll use deep neural networks to design agents that can learn to take actions in a simulated environment. You'll then apply it to complex control tasks like video games and robotics.