- 1. CycleGAN
- 2. Input Pipeline
- 3. Import and reuse the Pix2Pix models
- 4. Loss functions
- 5. Checkpoints
- 6. Training
- 7. Generate using test dataset
- 8. Adversarial example using FGSM
- 9. What is an adversarial example?
- 10. Fast gradient sign method
- 11. Original image
- 12. Create the adversarial image
- 13. Implementing fast gradient sign method