* Gaussian distribution, (Uniform distribution)
* Multiple Layer Perceptron (MLP)
* Entropy
  + Cross-Entropy
* Back-propagation
* Optimizer:
  + Gradient decent
  + Stochastic gradient decent
  + Adam
* Activation function
  + ReLU
  + Leaky ReLU
  + Softmax
* Convolution operator
  + Padding : Valid, Same
  + Stride
  + Kernel
  + Convolution Transpose
  + One by One Conv (1x1)
* Conv Network (CNN)
  + Filter layer
  + Pool layer
    - Avg Pool, Global Avg Pool, Max Pool
  + Residual Block (Skip connection)
  + Fully connected layer
* Normalization:
  + Batch Norm
  + Instance Norm (IN)
  + Adapative Instance Norm (AdaIN)
  + Pixel normalization
* Latent code, latent space
* Generator
* Discriminator

histogram of oriented gradients (HOG)

linear SVM