Generative Adversarial Networks

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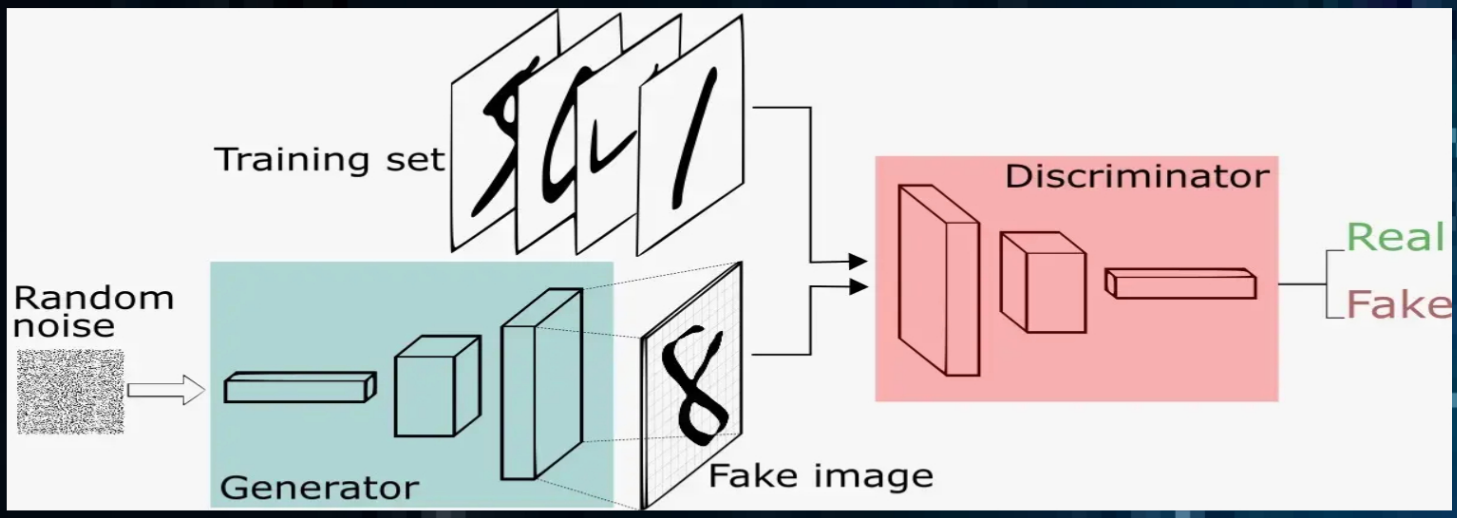
A generative adversarial network (GAN) has two parts :

- The generator learns to generate plausible data. The generated instances become negative training examples for the discriminator.
- The discriminator learns to distinguish the generator's fake data from real data. The discriminator penalizes the generator for producing implausible results.



Applications of GAN

1. Improving cybersecurity

2. Improving healthcare

3. Generating animation models

4. Editing photographs

5. Translating image