

623.714

SELECTED TOPICS IN DISTRIBUTED MULTIMEDIA SYSTEMS: GENERATIVE LEARNING - DEEPPAKES FOR GOOD



Prof. Michael Riegler
University of Tromsø &
Simula Research Laboratory

SCHEDULE Summer Semester 2022

Monday, May 30
02.00 p.m. - 06.00 p.m.

Tuesday, May 31
09.00 a.m. - 12.00 a.m./noon
02.00 p.m. - 04.00 p.m.

Wednesday, June 01
09.00 a.m. - 12.00 a.m./noon
02.00 p.m. - 04.00 p.m.

Thursday, June 02
02.00 p.m. - 06.00 p.m.

Friday, June 03
09.00 p.m. - 12.00 a.m./noon



The course will give an introduction into the topic of generative adversarial networks and synthetic data.

The focus of the course will be on methods within data science that are usually used to create deep fakes. We will cover topics such as generative learning, synthetic data generation and evaluation of model performance.

Teaching will be rather applied and consist of several real world examples. Students will learn by practical examples how to:

- Train adversarial neural networks to create different types of synthetic data (images, videos, etc.)
- How to use generative methods to create creative content (art, style transfer, etc.)
- Learn how to evaluate synthetic data quality
- Learn how to use synthetic data to train models that can be used in real world applications
- How to properly and robustly evaluate the models trained with synthetic data

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