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figure 1: screen shots from ?ve atari 2600 games: (left-to-right) pong, breakout, space invaders, seaquest, beam rider an experience replay mechanism [13] which randomly samples previous transitions, and thereby

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algorithm 1 minibatch stochastic gradient descent training of generative adversarial nets. the number of steps to apply to the discriminator, k , is a hyperparameter. we used $k= 1$, the least expensive option, in our experiments.

