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Recurrent Neural Networks (RNNs) with Long Short-Term Memory units (LSTM) are widely used because they are expressive and are easy to train. Our interest lies in empirically evaluating the expressiveness and the learnability of LSTMs in the sequence-to-sequence regime by training them to evaluate short computer programs, a domain that has traditionally been seen as too complex for neural ...

~~[1410.4615] Learning to Execute - arXiv.org~~

We found it dif?cult to train LSTMs to execute computer programs, so we used curriculum learn-ing to simplify the learning problem. We design a curriculum procedure which outperforms both conventional training that uses no curriculum learning (baseline) as well as the naive curriculum learning of strategy of Bengio et al. (2009) (Section 4).

~~LEARNING TO EXECUTE - arXiv~~

arXiv:2010.12621(cs) [Submitted on 23 Oct 2020] Title:Learning to Execute Programs with Instruction Pointer Attention Graph Neural Networks. Authors:David Bieber, Charles Sutton, Hugo Larochelle, Daniel Tarlow. Download PDF. Abstract:Graph neural networks (GNNs) have emerged as a powerful tool for learningsoftware engineering tasks including code completion, bug finding, and programrepair.

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A significant effort has been made to train neural networks that replicate algorithmic reasoning, but they often fail to learn the abstract concepts underlying these algorithms. This is evidenced by their inability to generalize to data distributions that are outside of their restricted training sets, namely larger inputs and unseen data. We study these generalization issues at the level of ...

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arXiv:1410.4615v1 [cs.NE] 17 Oct 2014. Learning to Execute (Maddison & Tarlow,2014) learned a language model on parse trees, and (Mou et al.,2014) predicted whether two programs are equivalent or not. Both of these approaches require parse trees, while we learn from a program charac-

~~Abstract arXiv:1410.4615v1 [cs.NE] 17 Oct 2014~~

Learning to Infer and Execute 3D Shape Programs - arxiv.org

Learning to Execute. This software allows to train a Recurrent Neural Network (RNN) with Long-Short Term Memory (LSTM) units on short snippets of python code. The Network is trained to predict the output of the generated programs. GitHub - wojciechz/learning_to_execute: Learning to Execute

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Learning to Infer and Execute 3D Shape Programs - arxiv.org Learning to Execute. This software allows to train a Recurrent Neural Network (RNN) with Long-Short Term Memory (LSTM) units on short snippets of python code. The Network is trained to predict the output of the generated programs. GitHub - wojciechz/learning_to_execute: Learning to Execute

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Human perception of 3D shapes goes beyond reconstructing them as a set of points or a composition of geometric primitives: we also effortlessly understand higher-level shape structure such as the repetition and reflective symmetry of object parts. In contrast, recent advances in 3D shape sensing focus more on low-level geometry but less on these higher-level relationships. In this paper, we ...

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Learning to Infer and Execute 3D Shape Programs - arxiv.org

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Learning to produce efficient movement behaviour for humanoid robots from scratch is a hard problem, as has been illustrated by the "Learning to run" competition at NIPS 2017. The goal of this competition was to train a two-legged model of a humanoid body to run in a simulated race course with maximum speed. All submissions took a tabula rasa approach to reinforcement learning (RL) and were ...

~~Learning to Run with Potential-Based Reward ... - arxiv.org~~

Learning to Execute This software allows to train a Recurrent Neural Network (RNN) with Long-Short Term Memory (LSTM) units on short snippets of python code. The Network is trained to predict the output of the generated programs.

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We seek to efficiently learn by leveraging shared structure between different tasks and environments. For example, cooking is similar in different kitchens, even though the ingredients may change location. In principle, meta-reinforcement learning approaches can exploit this shared structure, but in practice, they fail to adapt to new environments when adaptation requires targeted exploration ...

~~[2008.02790] Explore then Execute: Adapting ... - arXiv.org~~

Learning to Execute - arXiv A significant effort has been made to train neural networks that replicate algorithmic reasoning, but they often fail to learn the abstract concepts underlying these algorithms.

This is evidenced by their inability to generalize to data distributions that are outside of their restricted training sets, Page 2/8

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File Type PDF Learning To Execute Arxiv few thousand titles, they’re all free and guaranteed to be PDF-optimized. Most of them are literary classics, like The Great Gatsby, A Tale of Two Cities, Crime and Punishment, etc. Learning To Execute Arxiv Notably, it was necessary to use curriculum learning, and while conventional curriculum learning proved

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Learning to run a Power Network (L2RPN) with an emphasis on the challenging use of topological ?exibilities and the safety robustness requirement. The L2RPN competition which we will present and analyze here, takes some inspiration from the Learning to run [14] competition, whose goal was to learn a controller of a human body to walk and run ...

~~Learning to run a power network challenge for ... - arXiv~~

GitHub is where the world builds software. Millions of developers and companies build, ship, and maintain their software on GitHub — the largest and most advanced development platform in the world.

~~GitHub - hzwer/NIPS2017-LearningToRun: NIPS2017 - Learning ...~~

Recently we proposed the Span Attribute Tagging (SAT) Model Du et al. (2019) to infer clinical entities (e.g., symptoms) and their properties (e.g., duration). It tackles the challenge of large label space and limited training data using a hierarchical two-stage approach that identifies the span of interest in a tagging step and assigns labels to the span in a classification step.

New Technologies for Power System Operation and Analysis considers the very latest developments in renewable energy integration and system operation, including electricity markets and wide-area monitoring systems and forecasting. Helping readers quickly grasp the essential information needed to address renewable energy integration challenges, this new book looks at basic power system mathematical models, advanced renewable integration and system optimizations from transmission and distribution system sides. Sections cover wind, solar, gas and petroleum, making this a useful reference for all engineers interested in power system operation. Includes codes in MATLAB® and Python Provides a complete analysis of all new and relevant power system technologies Covers the impact on existing power system operations at the advanced level, with detailed technical insights

This is the first book on synthetic data for deep learning, and its breadth of coverage may render this book as the default reference on synthetic data for years to come. The book can also serve as an introduction to several other important subfields of machine learning that are seldom touched upon in other books. Machine learning as a discipline would not be possible without the inner workings of optimization at hand. The book includes the necessary sinews of optimization though the crux of the discussion centers on the increasingly popular tool for training deep learning models, namely synthetic data. It is expected that the field of synthetic data will undergo exponential growth in the near future. This book serves as a comprehensive survey of the field. In the simplest case, synthetic data refers to computer-generated graphics used to train computer vision models. There are many more facets of synthetic data to consider. In the section on basic computer vision, the book discusses fundamental computer vision problems, both low-level (e.g., optical flow estimation) and high-level (e.g., object detection and semantic segmentation), synthetic environments and datasets for outdoor and urban scenes (autonomous driving), indoor scenes (indoor navigation), aerial navigation, and simulation environments for robotics. Additionally, it touches upon applications of synthetic data outside computer vision (in neural programming, bioinformatics, NLP, and more). It also surveys the work on improving synthetic data development and alternative ways to produce it such as GANs. The book introduces and reviews several different approaches to synthetic data in various domains of machine learning, most notably the following fields: domain adaptation for making synthetic data more realistic and/or adapting the models to be trained on synthetic data and differential privacy for generating synthetic data with privacy guarantees. This discussion is accompanied by an introduction into generative adversarial networks (GAN) and an introduction to differential privacy.

?This three-volume set, LNAI 11670, LNAI 11671, and LNAI 11672 constitutes the thoroughly refereed proceedings of the 16th Pacific Rim Conference on Artificial Intelligence, PRICAI 2019, held in Cuvu, Yanuca Island, Fiji, in August 2019. The 111 full papers and 13 short papers presented in these volumes were carefully reviewed and selected from 265 submissions. PRICAI covers a wide range of topics such as AI theories, technologies and their applications in the areas of social and economic importance for countries in the Pacific Rim.

The sixteen-volume set comprising the LNCS volumes 11205-11220 constitutes the refereed proceedings of the 15th European Conference on Computer Vision, ECCV 2018, held in

Munich, Germany, in September 2018.The 776 revised papers presented were carefully reviewed and selected from 2439 submissions. The papers are organized in topical sections on learning for vision; computational photography; human analysis; human sensing; stereo and reconstruction; optimization; matching and recognition; video attention; and poster sessions.

This book will focus on utilizing statistical modelling of the software source code, in order to resolve issues associated with the software development processes. Writing and maintaining software source code is a costly business; software developers need to constantly rely on large existing code bases. Statistical modelling identifies the patterns in software artifacts and utilize them for predicting the possible issues.

The three-volume set of LNCS 12532, 12533, and 12534 constitutes the proceedings of the 27th International Conference on Neural Information Processing, ICONIP 2020, held in Bangkok, Thailand, in November 2020. Due to COVID-19 pandemic the conference was held virtually. The 187 full papers presented were carefully reviewed and selected from 618 submissions. The papers address the emerging topics of theoretical research, empirical studies, and applications of neural information processing techniques across different domains. The second volume, LNCS 12533, is organized in topical sections on computational intelligence; machine learning; robotics and control.

This two-volume set, LNCS 12565 and 12566, constitutes the refereed proceedings of the 6th International Conference on Machine Learning, Optimization, and Data Science, LOD 2020, held in Siena, Italy, in July 2020. The total of 116 full papers presented in this two-volume post-conference proceedings set was carefully reviewed and selected from 209 submissions. These research articles were written by leading scientists in the fields of machine learning, artificial intelligence, reinforcement learning, computational optimization, and data science presenting a substantial array of ideas, technologies, algorithms, methods, and applications.

This book constitutes revised selected papers from the 6th International Conference on Robot Intelligence Technology and Applications, RiTA 2018, held in Putrajaya, Malaysia, in December

2018. The 20 full papers presented in this volume were carefully reviewed and selected from 80 submissions. The papers present studies on machine learning; optimization; modelling and simulation; path planning; neural networks; landmark recognition; and reinforcement learning.

This book contains the revised and extended versions of selected papers from the 10th International Conference, ICAART 2018, held in Funchal, Madeira, Portugal, in January 2018. The 45 full papers together with 42 short papers and 26 Posters were carefully reviewed and selected from 161 initial submissions. The papers are organized in topics such as Agents, Artificial Intelligence, Semantic Web, Multi-Agent Systems, Distributed Problem Solving, Agent Communication and much more.

An introduction to a broad range of topics in deep learning, covering mathematical and conceptual background, deep learning techniques used in industry, and research perspectives. “Written by three experts in the field, Deep Learning is the only comprehensive book on the subject.” —Elon Musk, cochair of OpenAI; cofounder and CEO of Tesla and SpaceX Deep learning is a form of machine learning that enables computers to learn from experience and understand the world in terms of a hierarchy of concepts. Because the computer gathers knowledge from experience, there is no need for a human computer operator to formally specify all the knowledge that the computer needs. The hierarchy of concepts allows the computer to learn complicated concepts by building them out of simpler ones; a graph of these hierarchies would be many layers deep. This book introduces a broad range of topics in deep learning. The text offers mathematical and conceptual background, covering relevant concepts in linear algebra, probability theory and information theory, numerical computation, and machine learning. It describes deep learning techniques used by practitioners in industry, including deep feedforward networks, regularization, optimization algorithms, convolutional networks, sequence modeling, and practical methodology; and it surveys such applications as natural language processing, speech recognition, computer vision, online recommendation systems, bioinformatics, and videogames. Finally, the book offers research perspectives, covering such theoretical topics as linear factor models, autoencoders, representation learning, structured probabilistic models, Monte Carlo methods, the partition function, approximate inference, and deep generative models. Deep Learning can be used by undergraduate or graduate students planning careers in either industry or research, and by software engineers who want to begin using deep learning in their products or platforms. A website offers supplementary material for both readers and instructors.