

Papers

Tom Rochette <tom.rochette@coreteks.org>

August 30, 2025 — [861fb9d0](#)

The following lists papers I've read and reviewed or made notes for.

1 Artificial General Intelligence

1.1 Alex Graves

- [Automated Curriculum Learning for Neural Networks \(2017\)](#)
- [Multi-Dimensional Recurrent Neural Networks \(2007\)](#)
- [Neural Turing Machines \(2014\)](#)
- [Offline Handwriting Recognition with Multidimensional Recurrent Neural Networks \(2009\)](#)

1.2 Andrew Barto

- [Intrinsically Motivated Learning of Hierarchical Collections of Skills \(2004\)](#)

1.3 Andrew Carlson

- [Toward an Architecture for Never-Ending Language Learning \(2010\)](#)

1.4 Ashish Vaswani

- [Attention Is All You Need \(2017\)](#)

1.5 Barret Zoph

- [Neural Architecture Search with Reinforcement Learning \(2016\)](#)

1.6 Bradly Stadie

- [Third-Person Imitation Learning \(2017\)](#)

1.7 Burr Settles

- [A Trainable Spaced Repetition Model for Language Learning \(2016\)](#)

1.8 Carlos Florensa

- [Reverse Curriculum Generation for Reinforcement Learning \(2017\)](#)

1.9 Cristian Bucila

- [Model Compression \(2006\)](#)

1.10 David Silver

- [Mastering Chess and Shogi by Self-Play with a General Reinforcement Learning Algorithm \(2017\)](#)
- [Mastering the Game of Go with Deep Neural Networks and Tree Search \(2016\)](#)
- [Mastering the game of Go without human knowledge \(2017\)](#)
- [The Predictron: End-To-End Learning and Planning \(2017\)](#)

1.11 Dzmitry Bahdanau

- [Neural Machine Translation by Jointly Learning to Align and Translate \(2015\)](#)

1.12 Eric Laukien

- [Feynman Machine: The Universal Dynamical Systems Computer \(2016\)](#)

1.13 Geoffrey Hinton

- [Distilling the Knowledge in a Neural Network \(2015\)](#)

1.14 Greg Linden

- [Amazon.com Recommendations - Item-to-Item Collaborative Filtering \(2003\)](#)

1.15 Ian Goodfellow

- [Generative Adversarial Nets \(2014\)](#)

1.16 J. R. Quinlan

- [Induction of Decision Trees \(1986\)](#)

1.17 Jacob Devlin

- [RobustFill: Neural Program Learning under Noisy I/O \(2017\)](#)

1.18 Karl Friston

- [The free-energy principle: a unified brain theory? \(2010\)](#)

1.19 Kelvin Xu

- [Show, Attend and Tell: Neural Image Caption Generation with Visual Attention \(2015\)](#)

1.20 Ken Kanksy

- [Schema Networks: Zero-shot Transfer with a Generative Causal Model of Intuitive Physics \(2017\)](#)

1.21 Leo Breiman

- [Bagging Predictors \(1996\)](#)

1.22 Levente Kocsis

- [Bandit based Monte-Carlo Planning \(2006\)](#)

1.23 Łukasz Kaiser

- [One Model To Learn Them All](#) (2017)

1.24 Manuel Lopes

- [The Strategic Student Approach for Life-Long Exploration and Learning](#) (2012)

1.25 Matej Balog

- [DeepCoder: Learning to Write Programs](#) (2016)

1.26 Matteo Hessel

- [Rainbow: Combining Improvements in Deep Reinforcement Learning](#) (2017)

1.27 Max Jaderberg

- [Reading Text in the Wild with Convolutional Neural Networks](#) (2014)

1.28 Miltiadis Allamanis

- [SmartPaste: Learning to Adapt Source Code](#) (2017)

1.29 Misha Denil

- [Programmable Agents](#) (2017)

1.30 Nal Kalchbrenner

- [Grid Long Short-Term Memory](#) (2015)

1.31 Neil Rabinowitz

- [Machine Theory of Mind](#) (2018)

1.32 Oriol Vinyals

- [Starcraft II: A New Challenge for Reinforcement Learning](#) (2017)

1.33 Paul Christiano

- [Deep Reinforcement Learning from Human Preferences](#) (2017)

1.34 Ralf Herbrich

- [Learning and Generalization: Theoretical Bounds](#) (2001)

1.35 Ronen Brafman

- [R-max – A General Polynomial Time Algorithm for Near-Optimal Reinforcement Learning](#) (2002)

1.36 Sercan Arik

- [Deep Voice: Real-time Neural Text-to-Speech](#) (2017)
- [Deep Voice 2: Multi-Speaker Neural Text-to-Speech](#) (2017)

1.37 Théodore Bluche

- Scan, Attend and Read: End-to-End Handwritten Paragraph Recognition with MDLSTM Attention (2016)

1.38 Thomas Anthony

- Thinking Fast and Slow with Deep Learning and Tree Search (2017)

1.39 Tom Mitchell

- Never-ending learning (2018)

1.40 Tomas Mikolov

- Efficient Estimation of Word Representations in Vector Space (2013)

1.41 Volodymyr Mnih

- Human-level control through deep reinforcement learning (2015)
- Playing Atari with Deep Reinforcement Learning (2013)

1.42 Wei Ping

- Deep Voice 3: 2000-Speaker Neural Text-to-Speech (2017)

1.43 Xuan-Bach Le

- History Driven Program Repair (2016)

1.44 Yingfei Xiong

- Precise Condition Synthesis for Program Repair (2017)

1.45 Yoav Freund

- A Decision-Theoretic Generalization of On-Line Learning and an Application to Boosting (1995)

1.46 Yoshua Bengio

- Curriculum Learning (2009)
- The Consciousness Prior (2017)

1.47 Yuxuan Wang

- Tacotron: Towards End-to-End Speech Synthesis (2017)