

# Assignment 2

March 20, 2017

[1] [2] [3] [4] [5]

## References

- [1] S. Aleem, L. F. Capretz, and F. Ahmed, “Comparative performance analysis of machine learning techniques for software bug detection,” *Computer Science and Information Technology (CS & IT-CSCP 2015)*, pp. 71–79, 2015.
- [2] W.-L. Chang, D. Zeng, R.-C. Chen, and S. Guo, “An artificial bee colony algorithm for data collection path planning in sparse wireless sensor networks,” *International Journal of Machine Learning and Cybernetics*, vol. 6, no. 3, pp. 375–383, 2015.
- [3] A. Giusti, J. Guzzi, D. C. Cireşan, F.-L. He, J. P. Rodríguez, F. Fontana, M. Faessler, C. Forster, J. Schmidhuber, G. Di Caro, *et al.*, “A machine learning approach to visual perception of forest trails for mobile robots,” *IEEE Robotics and Automation Letters*, vol. 1, no. 2, pp. 661–667, 2016.
- [4] A. Jain, S. Sharma, and A. Saxena, “Beyond geometric path planning: Learning context-driven trajectory preferences via sub-optimal feedback,” in *Robotics Research*. Springer, 2016, pp. 319–338.
- [5] S. Levine, P. Pastor, A. Krizhevsky, and D. Quillen, “Learning hand-eye coordination for robotic grasping with deep learning and large-scale data collection,” *arXiv preprint arXiv:1603.02199*, 2016.