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```
<?xml version="1.0" encoding="UTF-8"?>
<svg version="1.1" xmlns="http://www.w3.org/2000/svg" width="28" height="28">
  <path d="M0,0 L5,1 L4,9 L0,18 L-1,20 L-4,20 L-3,13 L1,4 L-7,5 L-9,4 L-9,2 Z"
    fill="#000000" transform="translate(15,6)"/>
</svg>
```

[illegible]

The diagram illustrates the SVG RNN architecture. It shows a sequence of paths (Path#1 to Path#N) being processed by a Path RNN, which takes Fill Color and Translate as inputs. The output of the Path RNN is a sequence of path representations (Seq of path reprs), which are then processed by an SVG RNN.

The diagram illustrates the proposed architecture for learning to draw, which is divided into two main components: a Path-based model and an SVG-based model.

**Path-based Model:**

- Input:** A sequence of x-y points, labeled "Path (seq of x-y points)".
- Path Encoder:** Processes the input sequence.
- Memory:** Stores the output of the Path Encoder.
- Path Decoder:** Takes the output from the Path Encoder and the Memory as input.
- Output:** The result of the Path Decoder, which is an "output" box.
- One Query:** A query input to the Path Decoder, which can be "Fill Color" or "Translate".

**SVG-based Model:**

- Input:** A sequence of path representations, labeled "Seq of path reprs".
- SVG Encoder:** Processes the input sequence.
- Memory:** Stores the output of the SVG Encoder.
- SVG Decoder:** Takes the output from the SVG Encoder and the Memory as input.
- Output:** The result of the SVG Decoder, which is an "output" box.
- Zero query:** A query input to the SVG Decoder.

The Path-based model is used to generate the sequence of path representations for the SVG-based model. The output of the Path-based model is fed into the SVG-based model.