

NLP 资料索引

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1 预训练模型

1.1 ELMo

1.1.1 原理

1. https://blog.csdn.net/Magical_Bubble/article/details/89160032#_PyTorch_106
2. <http://shomy.top/2019/01/01/elmo-1/>

1.1.2 源码

1. <https://github.com/cnt-dev/pytorch-fast-elmo>

1.2 XLnet

1. <https://medium.com/@xlnet.team/a-fair-comparison-study-of-xlnet-and-bert-with-large-models-5a4257f59dc0>

2 文本匹配

2.1 ESIM

2.1.1 原理

1. <https://terrifyzhao.github.io/2019/05/20/%E6%96%87%E6%9C%AC%E5%8C%B9%E9%85%8D%E6%A8%A1%E5%9E%8B%E4%B9%8BESIM.html>

2.1.2 源码

3 不完全信息游戏 AI

3.1 Pluribus

3.1.1 教程

1. Keynote “New Results for Solving Imperfect-Information Games” at the Association for the Advancement of Artificial Intelligence Annual Conference (AAAI), 2019, available on Vimeo. (<https://vimeo.com/313942390>)
2. Keynote “Super-Human AI for Strategic Reasoning: Beating Top Pros in Heads-Up No-Limit Texas Hold’ em” at the International Joint Conference on Artificial Intelligence (IJCAI), available on YouTube. (https://www.youtube.com/watch?v=xrWulRY_t1o)

3.1.2 论文

1. Solving Imperfect-Information Games. (<http://www.cs.cmu.edu/~sandholm/Solving%20games.Science-2015.pdf>) Science 347(6218), 122-123, 2015.
2. Abstraction for Solving Large Incomplete-Information Games. (<http://www.cs.cmu.edu/~sandholm/game%20abstraction.aaai15SMT.pdf>) In AAAI, Senior Member Track, 2015.
3. The State of Solving Large Incomplete-Information Games, and Application to Poker. (<http://www.cs.cmu.edu/~sandholm/solving%20games.aimag11.pdf>) AI Magazine, special issue on Algorithmic Game Theory, Winter, 13-32, 2010.
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