PyTorch LEVEL 11

- 1. REPRODUCIBILITY
- 2. Controlling sources of randomness
- 3. PyTorch random number generator
- 4. Random number generators in other libraries
- 5. CUDA convolution benchmarking
- 6. Avoiding nondeterministic algorithms
- 7. CUDA convolution determinism
- 8. CUDA RNN and LSTM
- 9. DataLoader