DISCRETIZING NEURAL TURING MACHINES

James Gleeson & Grant Watson

NTMS (1): QUICK OVERVIEW

<u>NTMs:</u> a fully differentiable computer!

Training input = program input Training output = desired program output

Learn the locations of memory to read/write

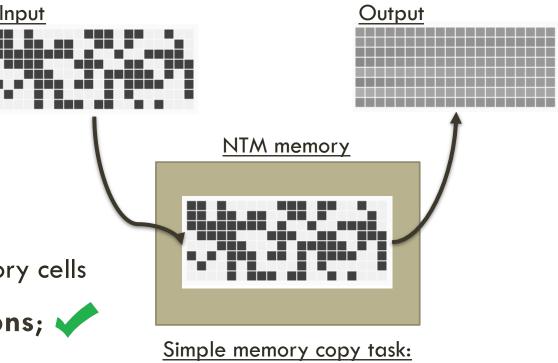
Memory read head

$$\mathbf{r}_t \longleftarrow \sum_i w_t(i) \mathbf{M}_t(i)$$

Soft attention during reads/writes over the NTM memory cells

NTM is built from fully differentiable computations;
learnable via backprop:

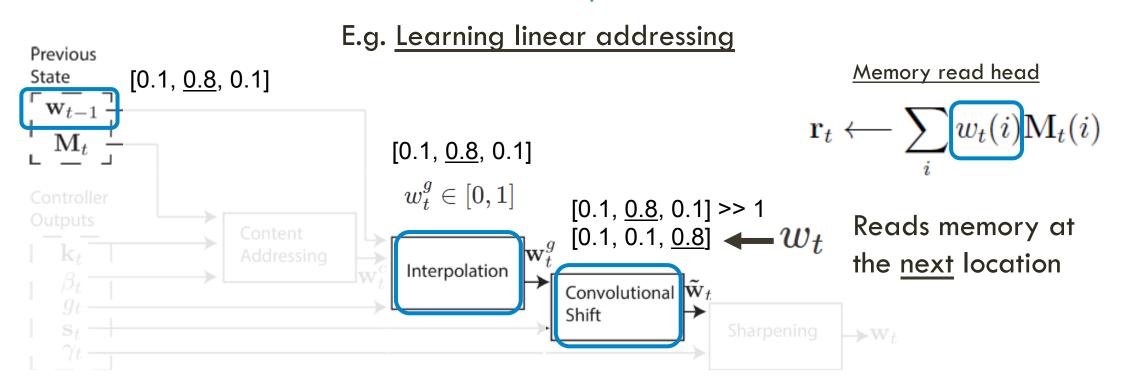
As we train over many input/output pairs...



Learning to *read/write sequentially*

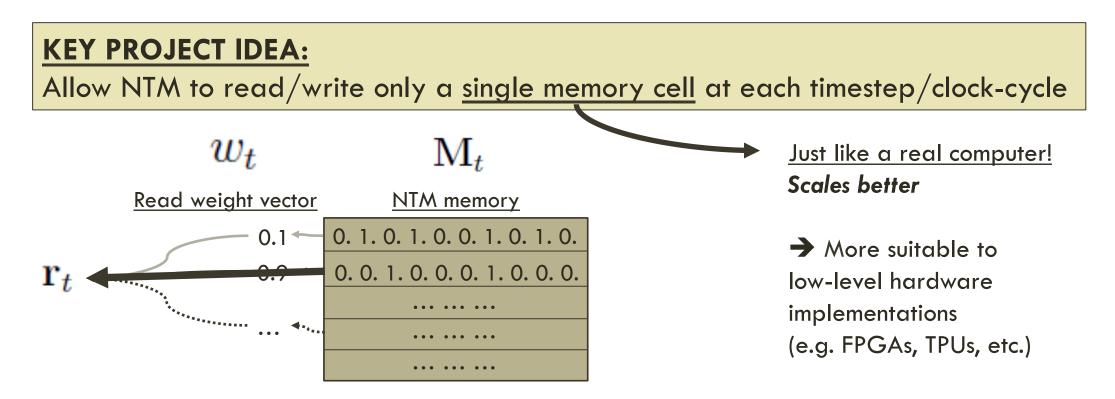
NTMS (2): LEARNING TO ADDRESS MEMORY Soft attention during reads/writes over the NTM memory cells

• NTM is built from fully differentiable computations;



NTMS (2): LEARNING TO ADDRESS MEMORY

Each timestep/clock-cycle, the NTM must read/write all of memory!





D-NTM / dynamic-NTM: (Gulcehre et al., 2017):

Instead of a weighted combination of memory cells, sample which memory cell to read/write

 $w_t = [0.1, 0.8, 0.1] \ i \sim Categorical(w_t) \ r_t \leftarrow M_t[i]$

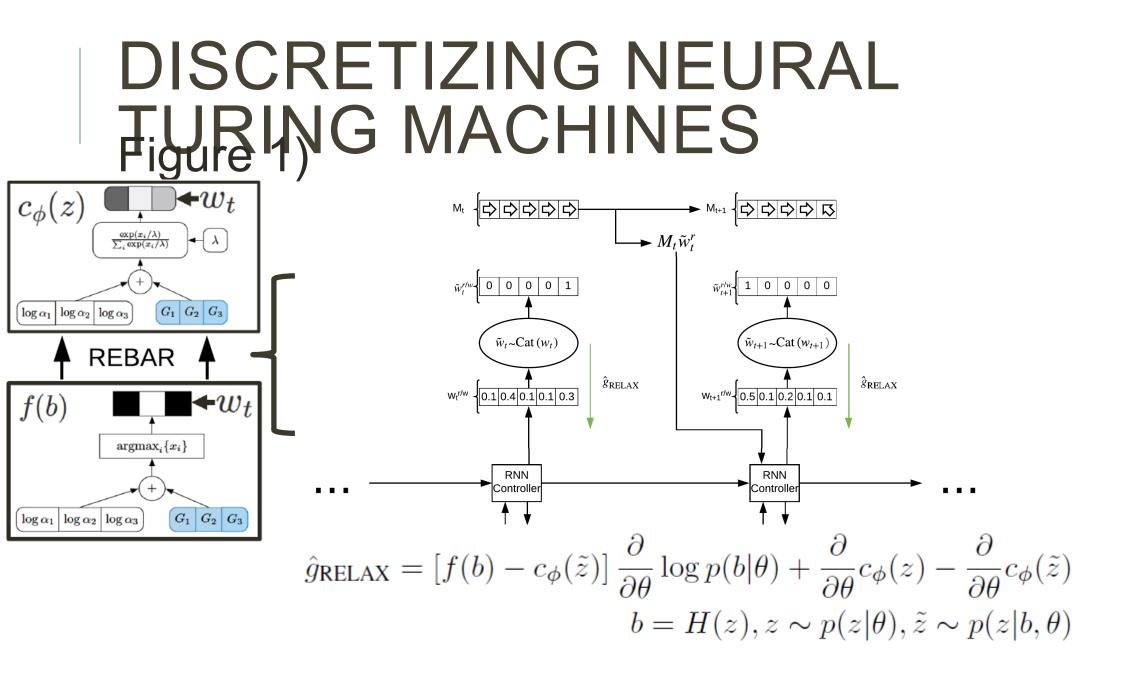
Limitations:

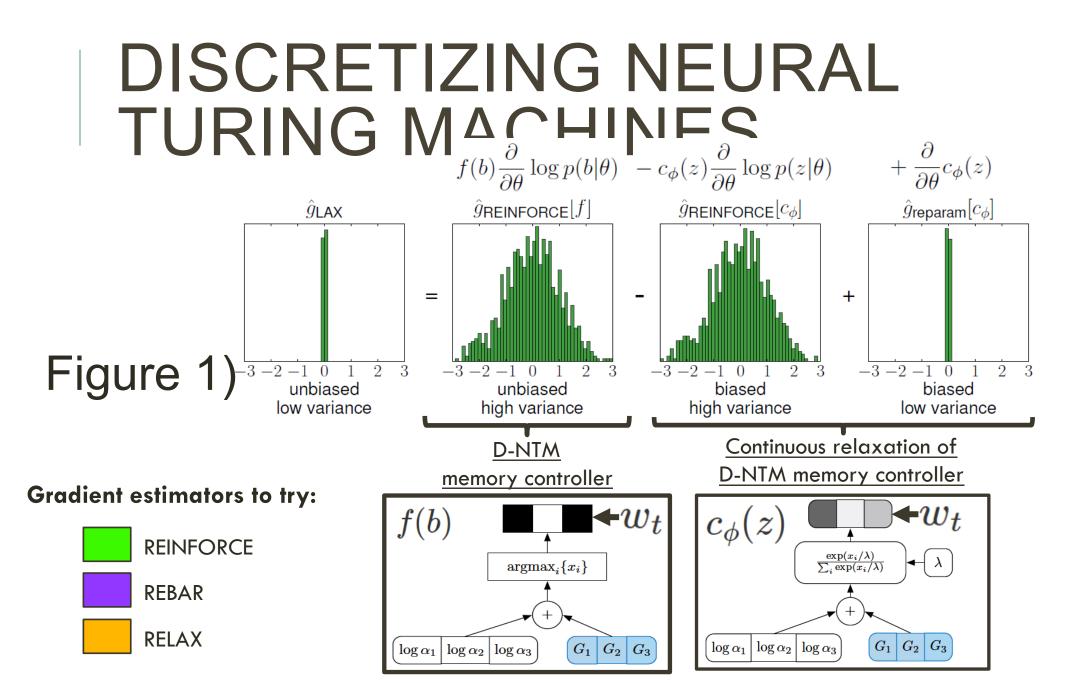
Sampling makes D-NTM not fully differentiable;

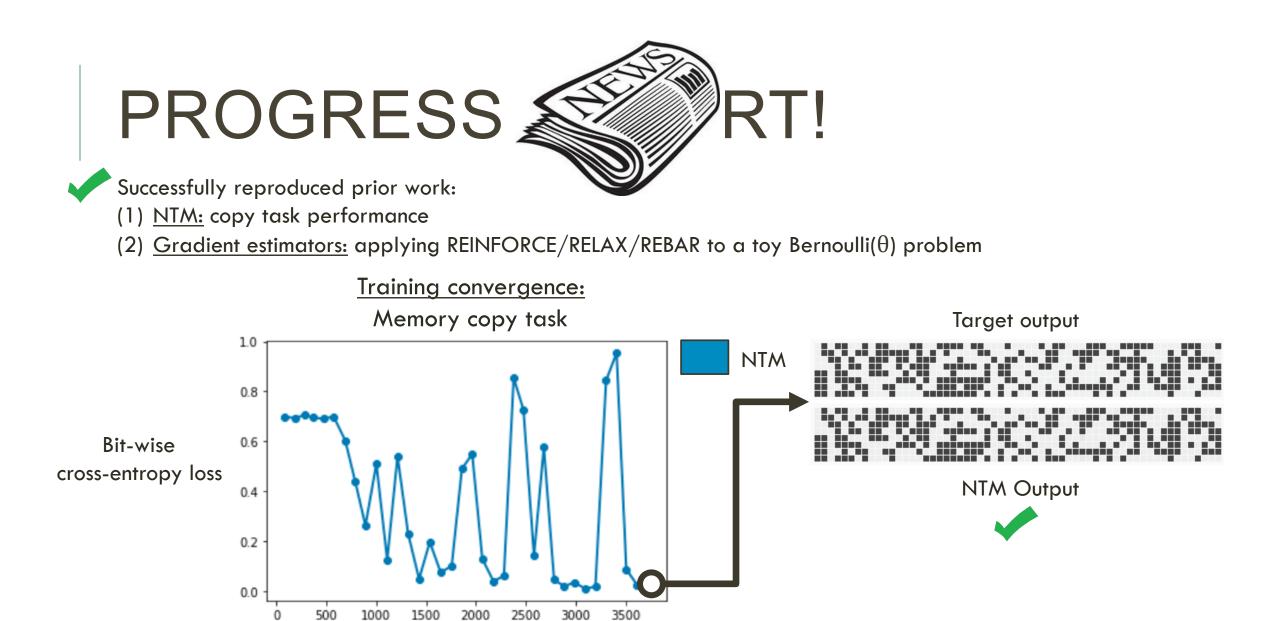
Work-around: they use <u>REINFORCE to train D-NTM</u>.

+ many tweaks to combat this high variance gradient estimator

Other work: TARDIS (Gulcehre et al., 2017), RL-NTM (Zaremba & Sutskever, 2015)







Training time (seconds)

