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Nota di contenuto	Intro -- Preface -- Organization -- Contents - Part III -- Reinforcement Learning -- Consistency Regularization for Ensemble Model Based Reinforcement Learning -- 1 Introduction -- 2 Related Work -- 3 Background -- 4 Method -- 4.1 Model Discrepancy and Consistency -- 4.2 Model Learning -- 4.3 Implementation -- 5 Experiments -- 5.1 Comparative Evaluation -- 5.2 Effects of Consistency Regularization -- 5.3 Ablation Study -- 6 Conclusions -- References -- Detecting and Learning Against Unknown Opponents for Automated Negotiations -- 1 Introduction -- 2 Related Work -- 3 Preliminaries -- 3.1 Negotiation Settings -- 3.2 Bayes Policy Reuse -- 4 Agent Design -- 4.1 Deep Reinforcement Learning Based Learning Module -- 4.2 Policy Reuse Mechanism -- 5 Experiments -- 5.1 Experimental Setup -- 5.2 Performance Against ANAC Winning Agents -- 5.3 New Opponent Detection and Learning -- 6 Conclusion -- References -- Diversity-Based Trajectory and Goal Selection with Hindsight Experience Replay -- 1 Introduction -- 2 Background -- 2.1 Reinforcement Learning -- 2.2 Goal-Oriented Reinforcement Learning -- 2.3 Deep Deterministic Policy Gradient -- 2.4 Determinantal Point Processes -- 3 Related Work -- 4 Methodology -- 4.1 Diversity-Based Trajectory Selection -- 4.2 Diversity-Based Goal Selection -- 5 Experiments -- 5.1 Environments -- 5.2 Training Settings -- 5.3 Benchmark Results -- 5.4 Ablation

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2.1 Adaptive Convolution.

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Sommario/riassunto	On behalf of the organizing and program committees, we welcome you to the 2nd ACM International Workshop on AI and Software Testing/Analysis (AISTA 2022), held on Jul 18, 2022. Due to COVID-19, all traveling was suspended. Thus we have to hold this workshop online.

3.	Record Nr.	UNISALENTO991004373437907536
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