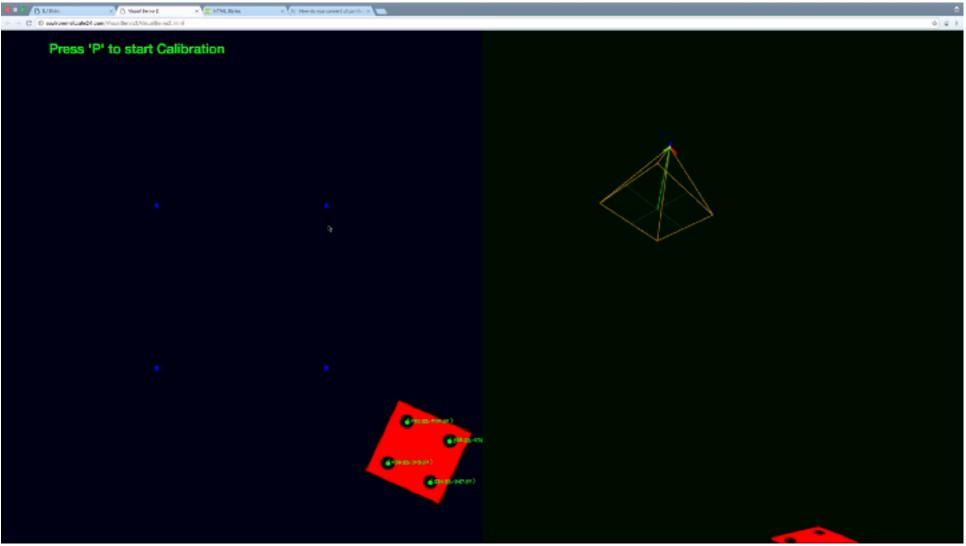


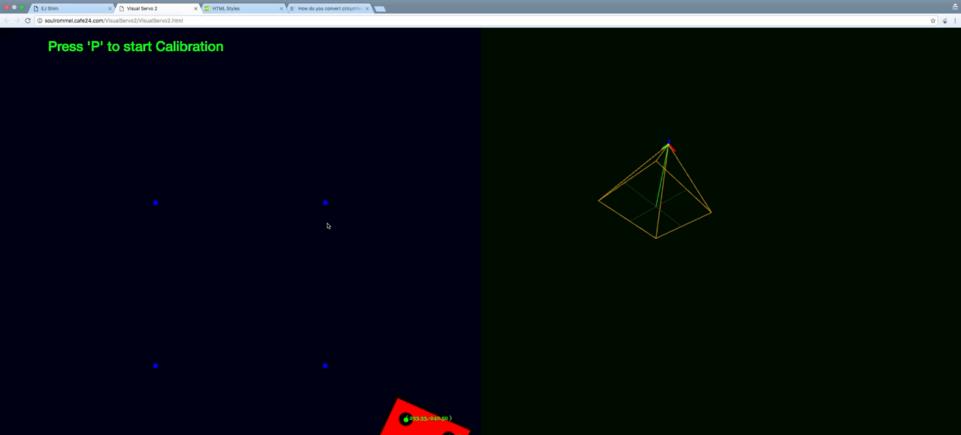


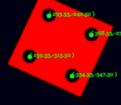
## INTRODUCTION

## POINT-BASED VISUAL SERVING

Using 2D features(points) to calibrate 3D Computing (pseudo)inverse matrix of state is needed in every time-step

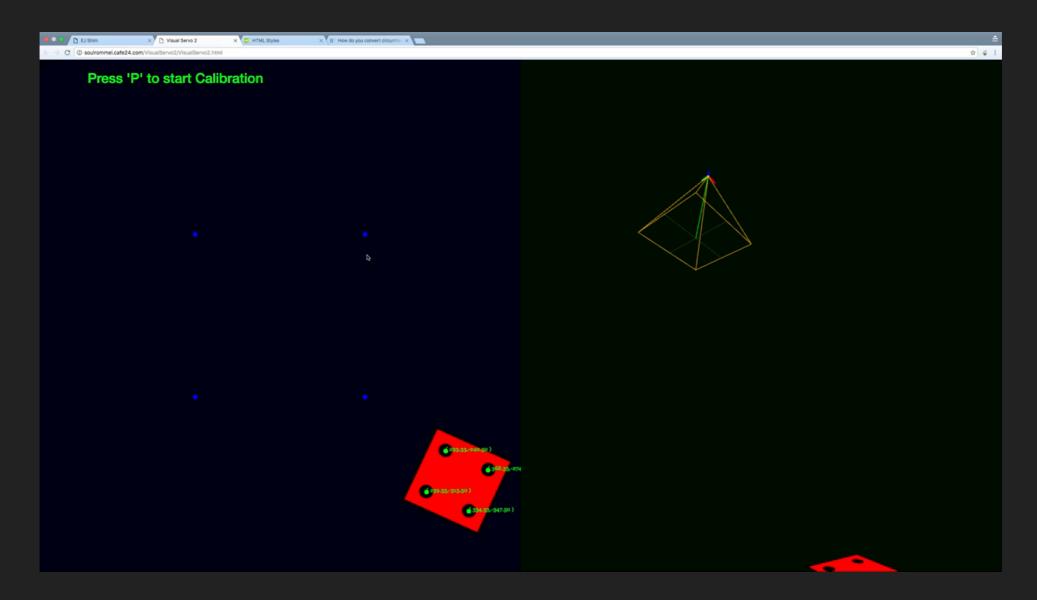






## POINT-BASED VISUAL SERVING

- Using 2D features(points) to calibrate 3D
- Computing (pseudo)inverse matrix of state is needed in every time-step



## VISUAL SERVING USING DEEP-Q LEARNING

- ▶ S : four 2D point vectors on camera screen
- A: move (Top, Bottom, Forward, Backward, Right, Left)
- r: Error variation