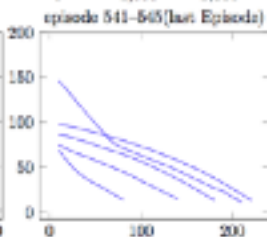
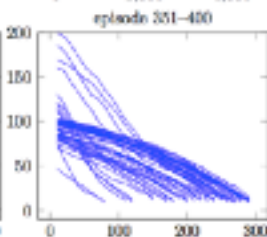
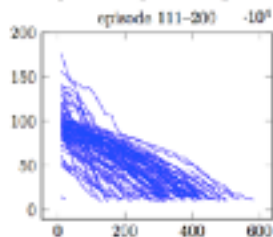
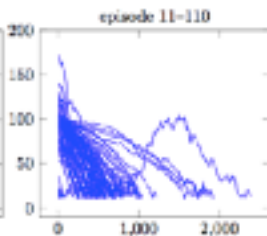
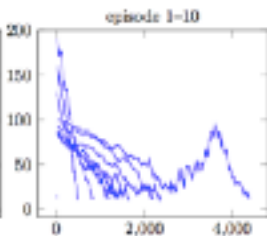
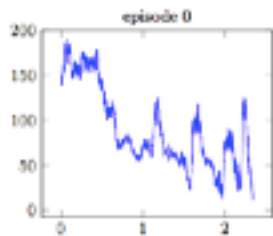


METHROD

EXPERIMENT


```
1: camera.RandomPosition()
2: for  $t$  in  $T$  do
3:    $a_t = \text{argmax}(Q(s, a; \theta))$ 
4:    $cam_{pos} = cam_{pos} + a_t$ 
5:    $E_t = \text{Error}(x_{t+1}) - \text{Error}(x_t)$ 
6:   if  $E \geq 0$  then
7:      $r_t = 1.0$ 
8:   else
9:      $r_t = -1.0$ 
10:     $\text{agent.Backward}(r_t)$ 
11:   if  $r_t \leq 10.0$  then  $cam_{pos} = \text{random}$ 
```



► Episode Start : Camera Random Position

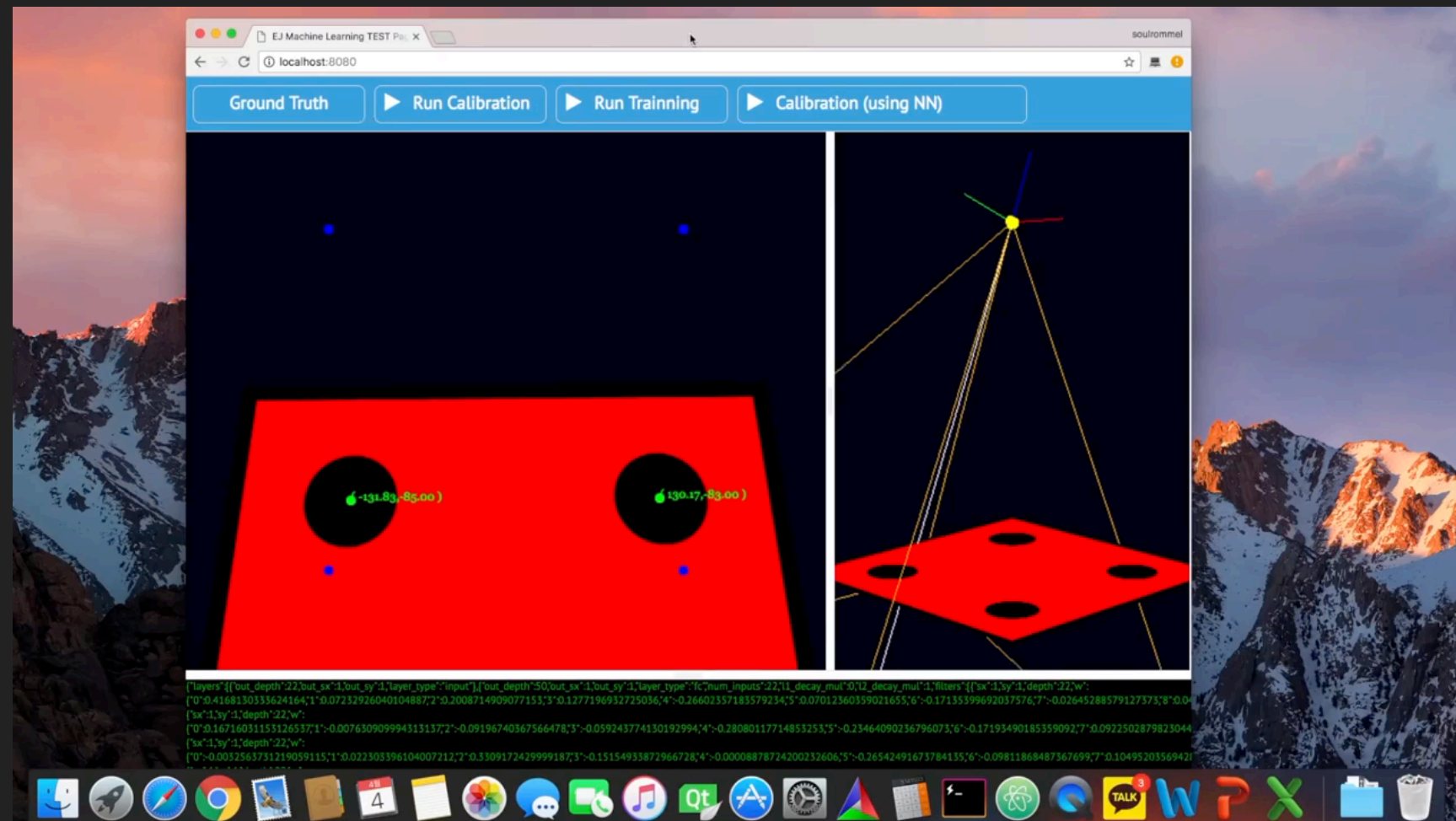
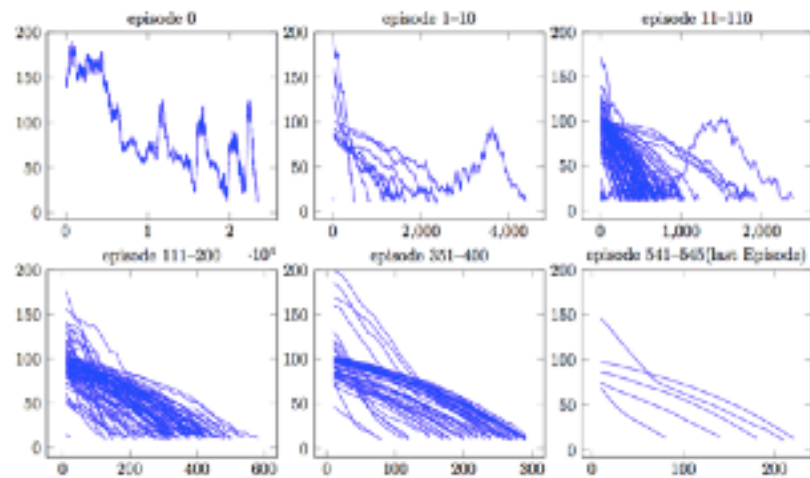
► Episode Done : When Error $< N$

EXPERIMENT

```

1: camera.RandomPosition()
2: for  $t$  in  $T$  do
3:    $a_t = \text{argmax}(Q(s, a; \theta))$ 
4:    $cam_{pos} = cam_{pos} + a_t$ 
5:    $E_t = \text{Error}(x_{t+1}) - \text{Error}(x_t)$ 
6:   if  $E \geq 0$  then
7:      $r_t = 1.0$ 
8:   else
9:      $r_t = -1.0$ 
10:    agent.Backward( $r_t$ )
11:    if  $r_t \leq 10.0$  then  $cam_{pos} = \text{random}$ 

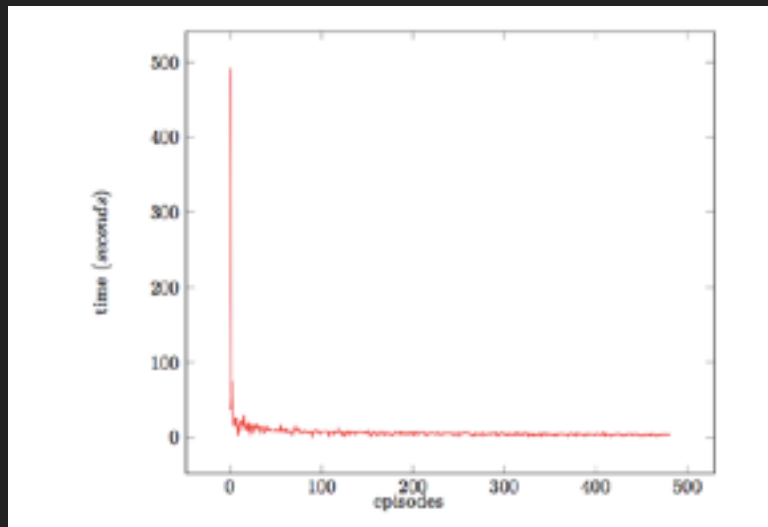
```



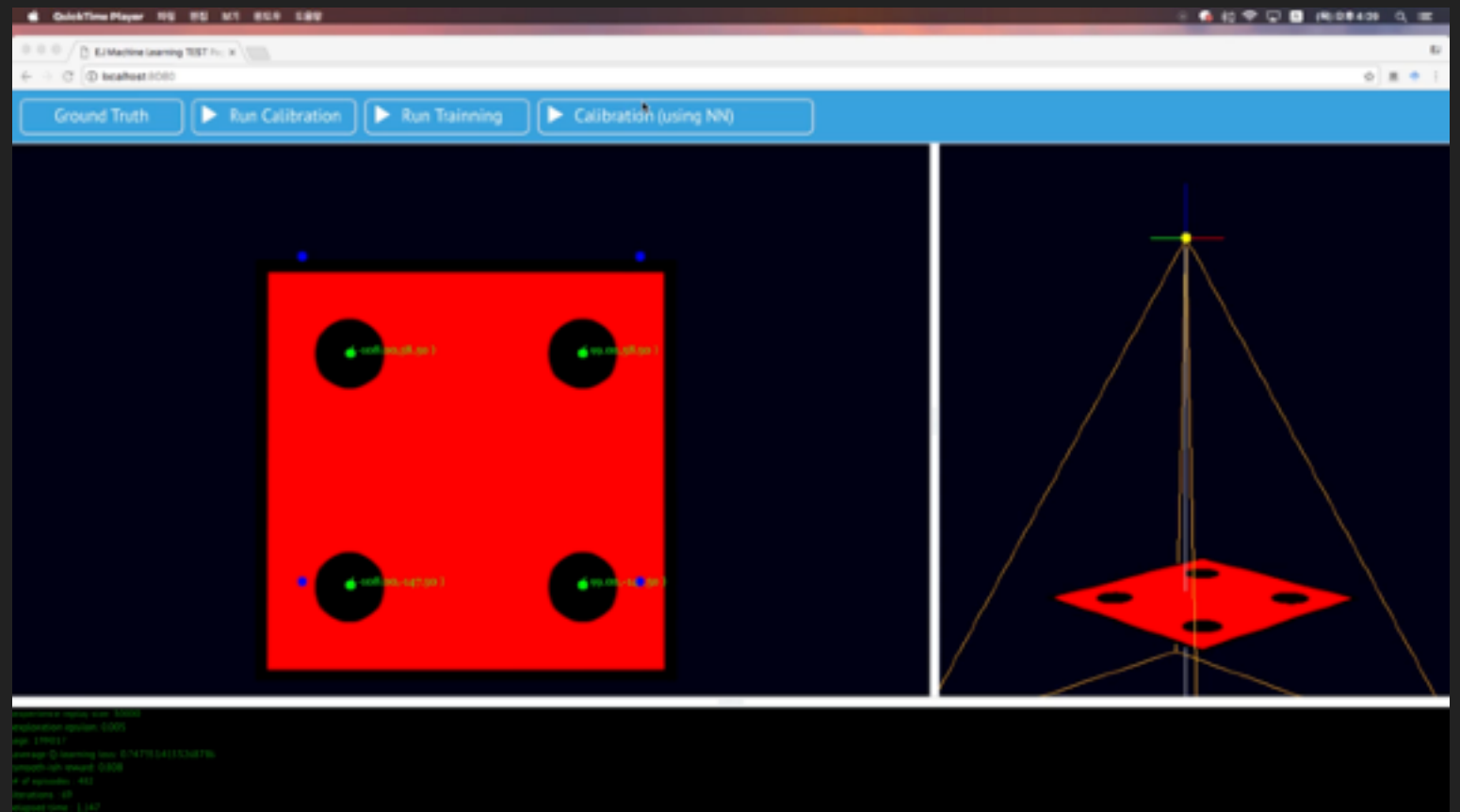
- ▶ Episode Start : Camera Random Position
- ▶ Episode Done : When Error < N

RESULT

RESULT



decreasing time as episodes repeated



error rate decreasing for well-trained network