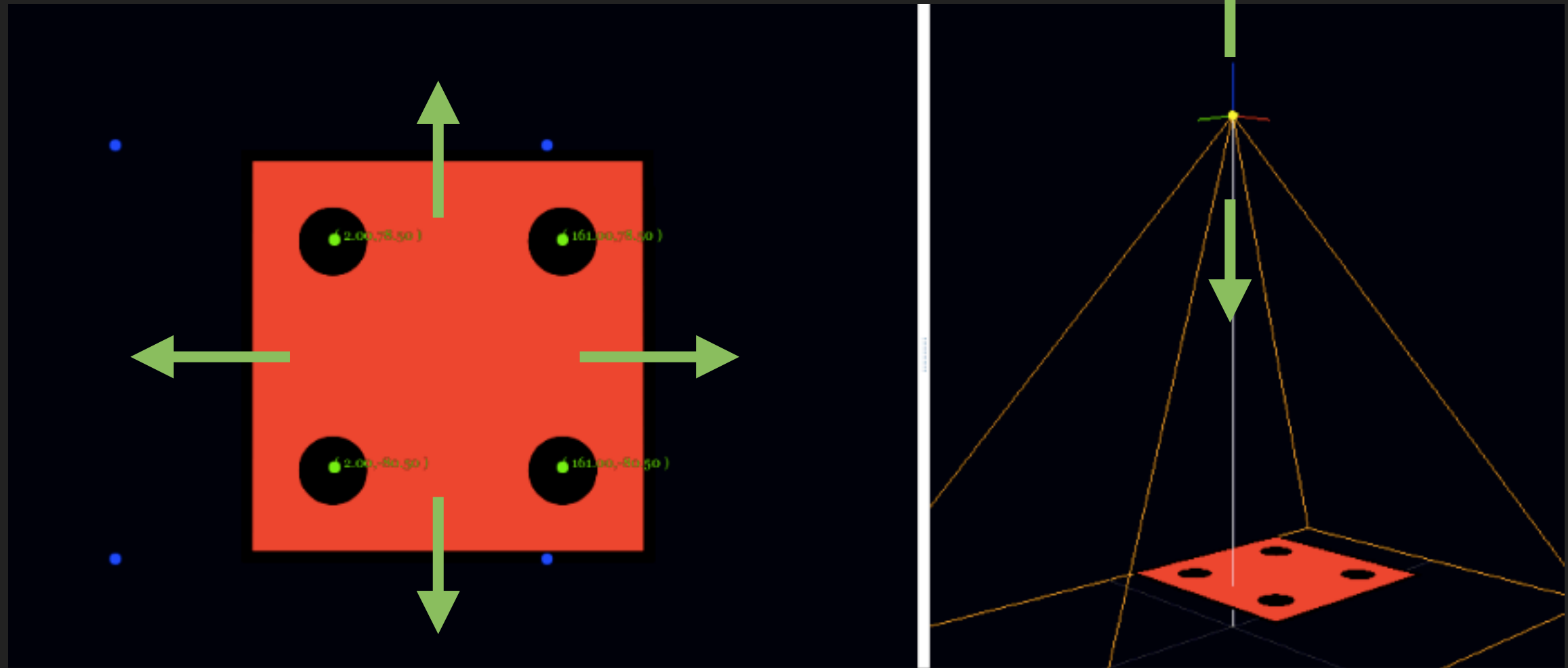


VISUAL SERVING USING DEEP-Q LEARNING



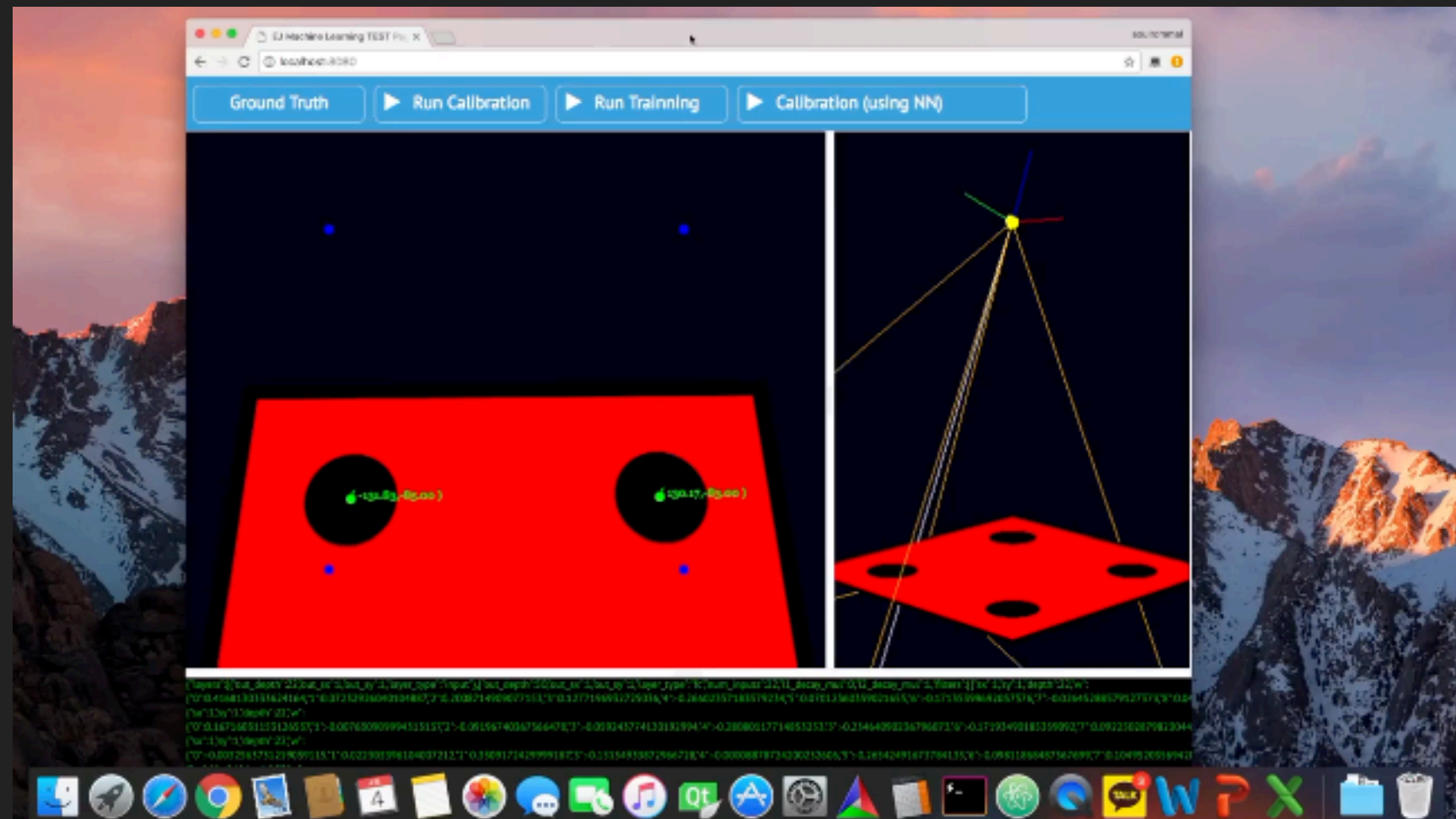
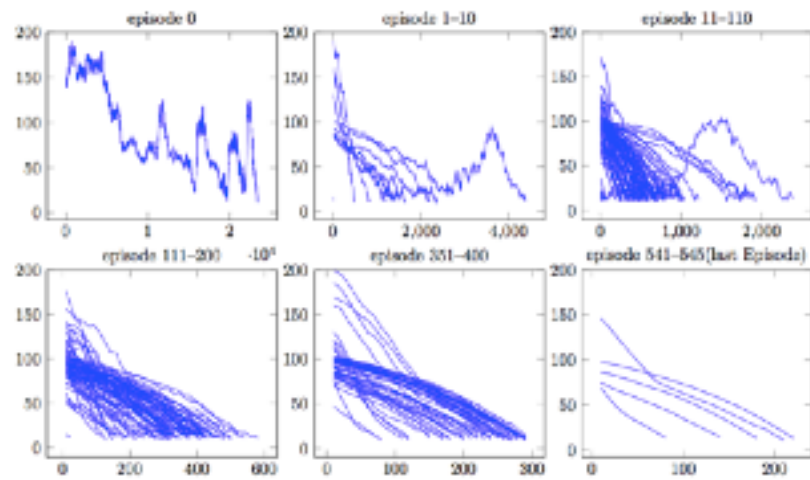
- ▶ S : four 2D point vectors on camera screen
- ▶ A : move (Top, Bottom, Forward, Backward, Right, Left)
- ▶ r : Error variation

EXPERIMENT

```

1: camera.RandomPosition()
2: for  $t$  in  $T$  do
3:    $a_t = \text{argmax}(Q(s, a; \theta))$ 
4:    $\text{cam}_{pos} = \text{cam}_{pos} + a_t$ 
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  $\text{cam}_{pos} = \text{random}$ 

```



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