

Object DOTA samples at each cycle

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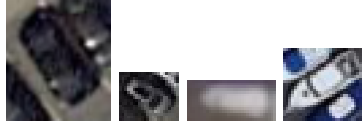
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1 Comparison of samples (true scale)

1.1 Cycle 0

1.1.1 RL continu



small-vehicle, small-vehicle, ship, ship

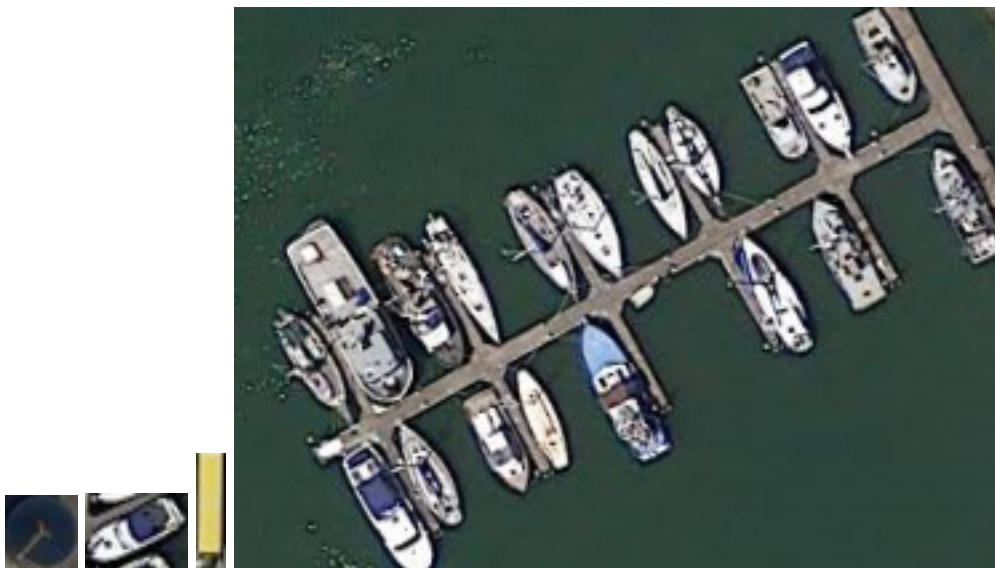
1.1.2 Random sampling



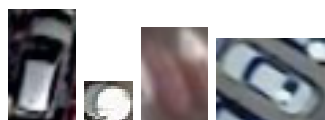
small-vehicle, small-vehicle, storage-tank, ship

1.2 Cycle 1

1.2.1 RL continu



1.2.2 Random sampling

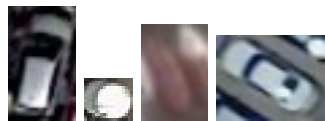


1.3 Cycle 2

1.3.1 RL continu

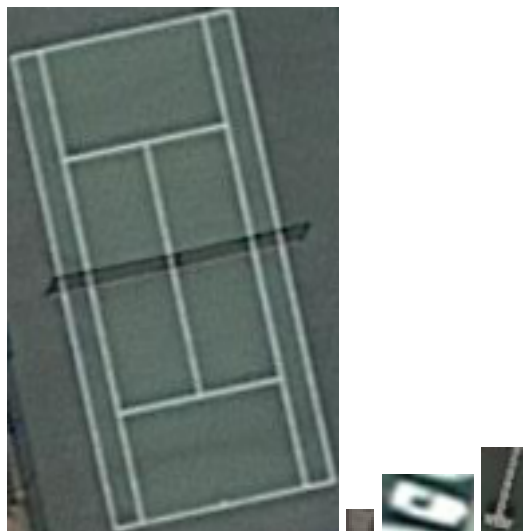


1.3.2 Random sampling

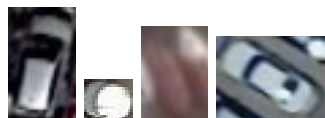


1.4 Cycle 3

1.4.1 RL continu



1.4.2 Random sampling



1.5 Cycle 4

1.5.1 RL continu



1.5.2 Random sampling



1.6 Cycle 5

1.6.1 RL continu



1.6.2 Random sampling



1.7 Cycle 6

1.7.1 RL continu

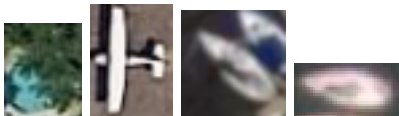


1.7.2 Random sampling

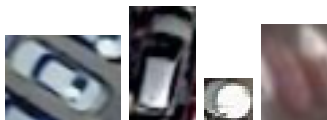


1.8 Cycle 7

1.8.1 RL continu



1.8.2 Random sampling



1.9 Cycle 8

1.9.1 RL continu

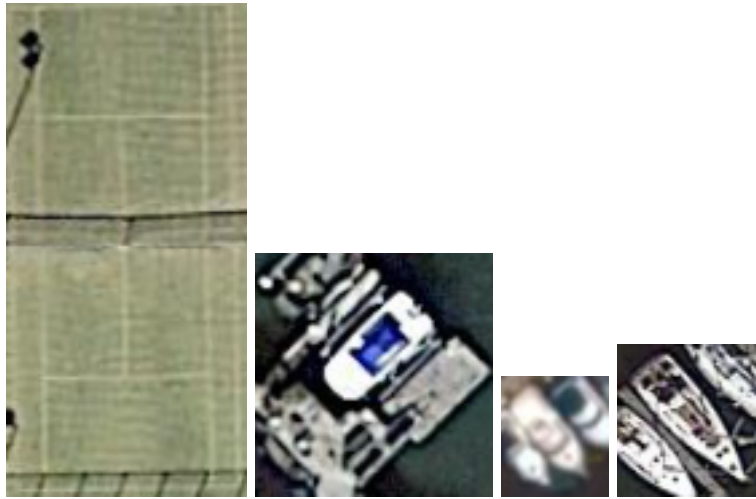


1.9.2 Random sampling



1.10 Cycle 9

1.10.1 RL continu



1.10.2 Random sampling

