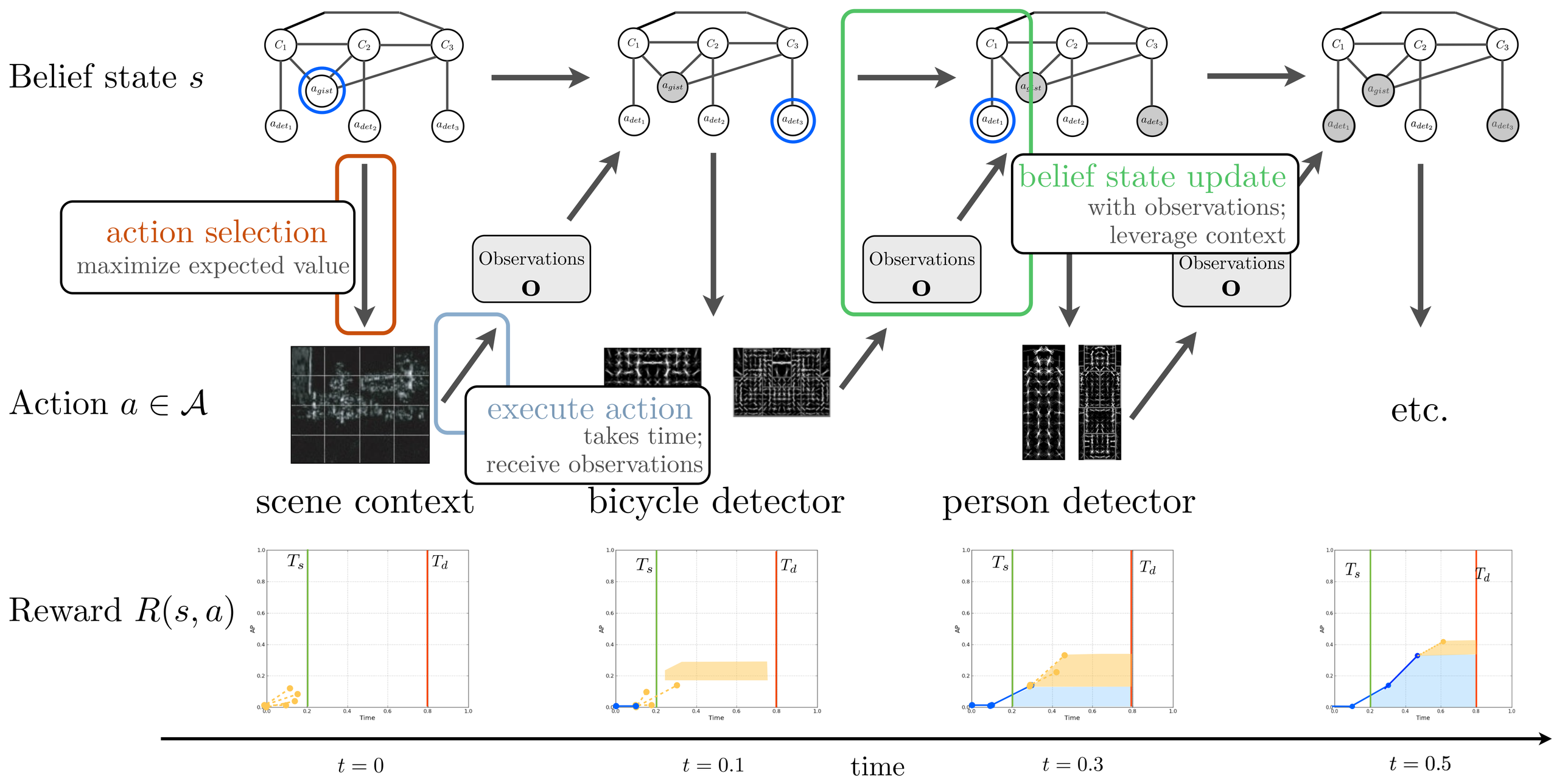
Belief state s
C_1
C_2
C_3
a_{gist}
a_{det_1}
a_{det_2}
a_{det_3}
action selection
maximize expected value
Observations
o
belief state update
with observations;
leverage context
Action $a \in \mathcal{A}$
execute action
takes time;
receive observations
etc.
scene context
bicycle detector
person detector
Reward $R(s, a)$
T_s
T_d
AP
Time
$t = 0$
$t = 0.1$
time
$t = 0.3$
$t = 0.5$