# Preparation of Papers for IEEE Sponsored Conferences & Symposia\*

Florian Kuhnt<sup>1</sup> and J. Marius Zöllner<sup>1</sup>

Abstract—This electronic document is a OliveO template. The various components of your paper [title, text, heads, etc.] are already defined on the style sheet, as illustrated by the portions given in this document.

#### I. Introduction

This template provides authors with most of the formatting specifications needed for preparing electronic versions of their papers. All standard paper components have been specified for three reasons: (1) ease of use when formatting individual papers, (2) automatic compliance to electronic requirements that facilitate the concurrent or later production of electronic products, and (3) conformity of style throughout a conference proceedings. Margins, column widths, line spacing, and type styles are built-in; examples of the type styles are provided throughout this document and are identified in italic type, within parentheses, following the example. Some components, such as multi-leveled equations, graphics, and tables are not prescribed, although the various table text styles are provided. The formatter will need to create these components, incorporating the applicable criteria that follow.

Example Citation: [?].

- A. Problem specification
- B. Why RL? What is our goal/motivation?

#### II. Related Work

- A. "Human-level control through deep reinforcement learning" (2015)
- B. "CARLA: An Open Urban Driving Simulator"
- C. Our contribution to the field

## III. Concept

- A. CarRacing Understand and select algorithms
  - 1) Preprocessing:
  - 2) DQN:
  - 3) A3C:
    - a) Model architecture:
    - b) Training details:
  - 4) DDPG:
    - a) Model architecture:
    - b) Training details:

### B. CARLA

1) State representation:

<sup>1</sup>The authors are with FZI Research Center for Information Technology, Haid-und-Neu-Str. 10-14, 76131 Karlsruhe, Germany {kuhnt, zoellner}@fzi.de

- 2) Used sensors:
- 3) Implementing the reward function:

IV. Evaluation

- A. Results
- B. Comparison algorithms/reward functions

V. Conclusions