Learning to Search for Targets
with Deep Reinforcement Learning

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Outline

Introduction
    Problem Description
    Research Questions

Theory

Related Work

Method

Results

Problem Description

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Research Questions

1. How can X be implemented?
2. How does Y compare to Z?
3. How well does W generalize?

Theory

Environments

Observation, Actions and Reward

Agent

Preliminiary Results

Future Steps

1. Implement method.
2. Compare to baselines and non-learning agents.
3. Evaluate generalization.
4. Discussion and conclusion.
5. Presentation preparation.