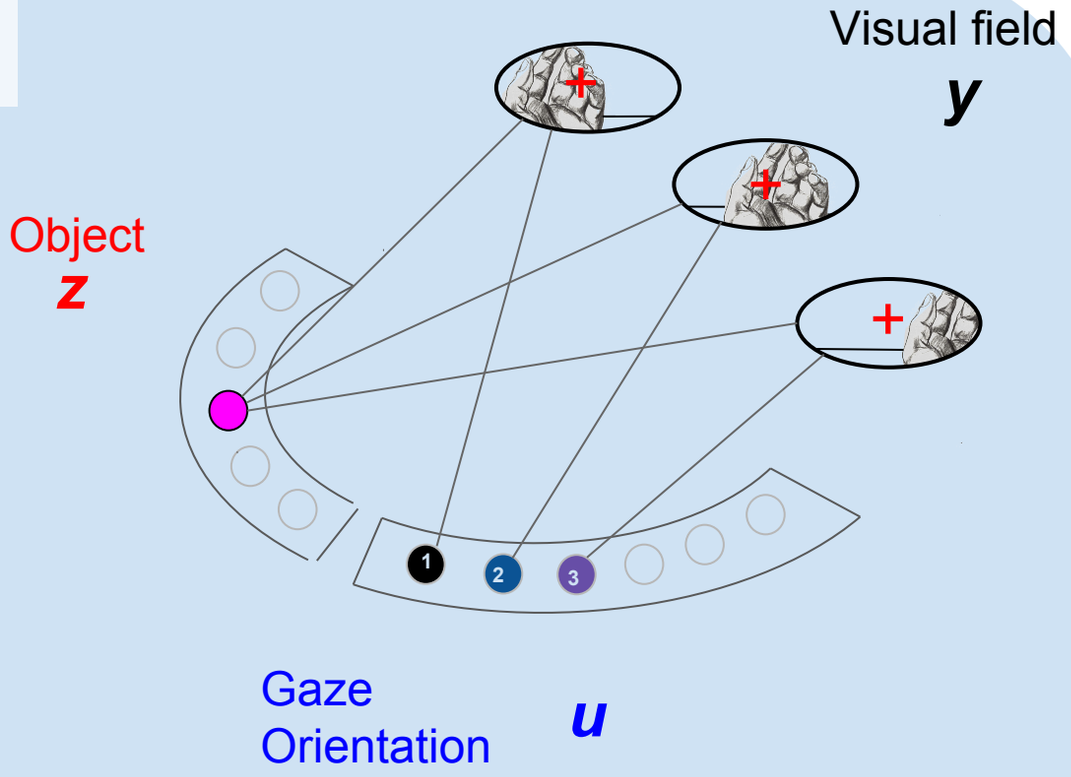
# Three-party generative model

- Many **views** $y_u$'s on the same **scene** :
  - scene $Y = \{y_u\}_{u \in U}$
  - independance assumption : $P(Y) = \Pi_u P(y_u)$
- Latent space = scene encoding : $z = (o, x)$
  - $o$ is an object
  - $x$ is the object coordinates in the peripersonal space
- End-effector control :
  - $u$ (motor command) is the absolute orientation of the visual sensor




- Steady state assumption : $\dot{Z} = 0$ (static scene)
- Model-based approach :
  - Generative model : $P(y, z, u)$
  - object-effector independence assumption : $P(z|u) = P(z)$