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We propose a new form of human-machine interaction. the main contributions of this paper are as follows. Abstraction uses a concept of point-of-view, which determines which aspects of source thing should be preserved in its sign thing and which should be suppressed. To combat the uncertainty of future prediction, we also extract latent codes both for motion and appearance, which depict potential future variations and enable the learning of one-to-many mappings. The use of extreme point distance criterion to determine feature points. Furthermore, the ability to change parameters, such as the learning data set or the amount of completion, adds more degree for the human to control their use of the machine.