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[9] [8] [10]

[12] [11]

[10]

[13]

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<sup>1</sup> Liow

<sup>2</sup> Meir

<sup>3</sup> Kim

[3]

۱-۲

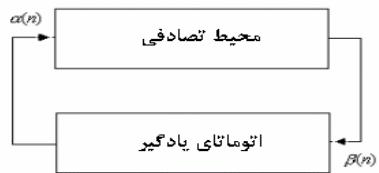
[6][1]

)

(

[14][16][28]

(      ).



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<sup>1</sup> John von Neumann

<sup>2</sup> Stanislaw Ulam

<sup>3</sup> Finite State Machine



$n$                                      $\alpha_i$

$$\begin{aligned} p_i(n+1) &= p_i(n) + a[1 - p_i(n)] \\ p_j(n+1) &= (1-a)p_j(n) \quad \forall j \neq i \end{aligned} \quad ($$

$$\begin{aligned} p_i(n+1) &= (1-b)p_i(n) \\ p_j(n+1) &= (b/r-1)+(1-b)p_j(n) \quad \forall j \neq i \end{aligned} \quad ($$

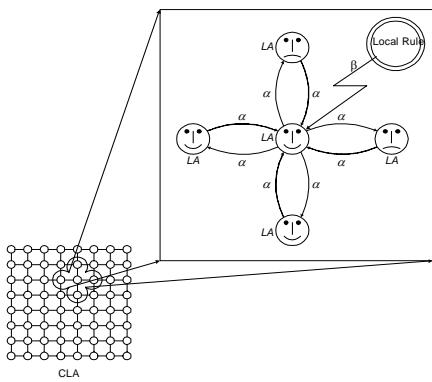
$b \quad a$

$L_{RP}$                                      $b \quad a$

$L_{R\epsilon P}$                                      $a \quad b$

$L_{RI}$                                      $b$

**(CLA)**




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*Linear Reward Penalty*

*Linear Reward Epsilon Penalty*

*Linear Reward Inaction*

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<sup>4</sup>Von Neuman  
<sup>5</sup> Moore

(CLA)

[33][18-31]

[5]

$$G_x = \begin{bmatrix} -1 & 0 & 1 \\ -2 & 0 & 2 \\ -1 & 0 & 1 \end{bmatrix} \quad G_y = \begin{bmatrix} 1 & 2 & 1 \\ 0 & 0 & 0 \\ -1 & -2 & -1 \end{bmatrix} \quad ( )$$

$$|G| = \sqrt{G_x^2 + G_y^2} \quad ( )$$

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<sup>1</sup> Line by Line sweep

[4]

$C \times R$

$C \quad R$

)

$L_{REP}$

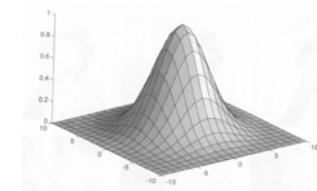
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1	4	7	4	1
4	16	26	16	4
7	26	41	26	7
4	16	26	16	4
1	4	7	4	1

$\frac{1}{273}$

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( ) .



( )

( ) (

$(G)$

$(T)$

$(N)$

$(I)$

[5]

(

۲) اتوماتای سلولی یادگیر برای تصویر ایجاد می شود.

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$N$

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$T$

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$G \quad N \quad I$

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$T$

$T$

)

$I$

(                )

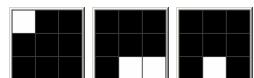
( /

$(I)$

$(T)$

$$I \qquad \qquad T$$

:(**I**)



(

:(**T**)

$$P_{reward}(x, y) = I * |G(x, y)| + N(x, y, T) * T ( )$$

*P<sub>reward</sub>(x,y)*

$$T \qquad \qquad I (x, y)$$

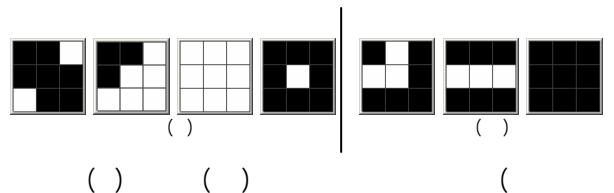
$$N(x, y, T) \quad (x, y) \qquad \qquad |G(x, y)| \qquad \qquad :(**N**)$$

(x,y)

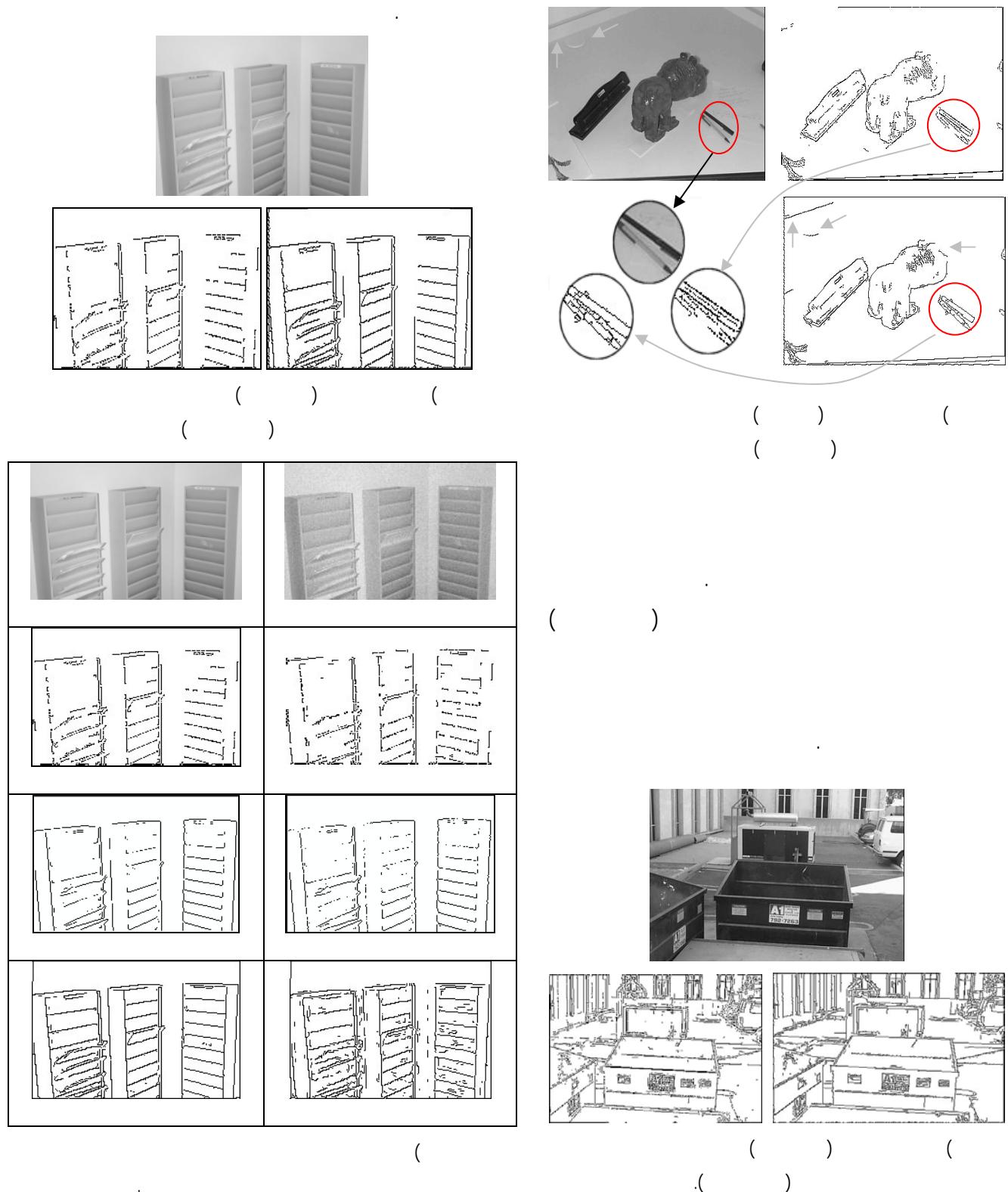
[32]

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