

مهدی بهلول

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[9] [8] [10]

<sup>۲</sup> [12] [11]

<sup>۳</sup> [10]

[13]

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<sup>1</sup> Liow

<sup>2</sup> Meir

<sup>3</sup> Kim

[3].

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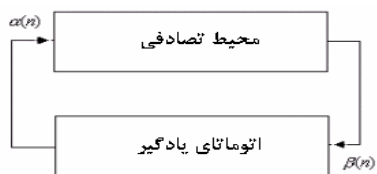
[6][1]

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[14][16][28]

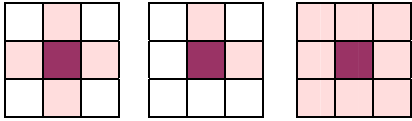
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<sup>1</sup> John von Neumann

<sup>2</sup> Stanislaw Ulam

<sup>3</sup> Finite State Machine



$$\alpha \in \{\alpha, \beta, p, T\}$$

$$p \in \beta$$

$$p(n)$$

$$p_i(n+1) = p_i(n) + a[1 - p_i(n)]$$

$$p_j(n+1) = (1 - a)p_j(n) \quad \forall j \neq i$$

$$p_i(n+1) = (1 - b)p_i(n)$$

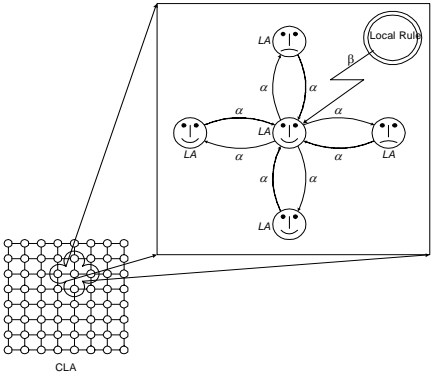
$$p_j(n+1) = (b/r - 1) + (1 - b)p_j(n) \quad \forall j \neq i$$

$$L_{RP} = b - a$$

$$L_{REP} = a - b$$

$$L_{RI} = b$$

(CLA)



Linear Reward Penalty

Linear Reward Epsilon Penalty

Linear Reward Inaction

<sup>4</sup>Von Neuman

<sup>5</sup>Moore

(CLA) :

[33][18-31]

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[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]

$$C \times R$$
$$C \quad R$$

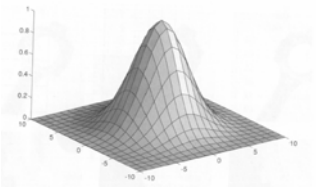
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$$L_{ReP}$$

( /

$$\frac{1}{273}$$

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



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(G)

(T) (N)

(I)

[5]

۲) اتوماتای سلولی یادگیر برای تصویر ایجاد می‌شود.

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$I$   $T$

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

$$P_{reward}(x,y)$$

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

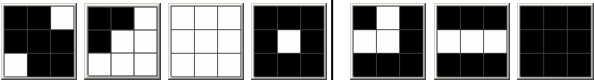
$$N(x,y,T) \quad (x,y) \quad |G(x,y)|$$

:( $N$ )

[32]

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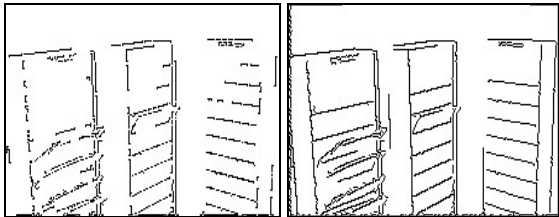
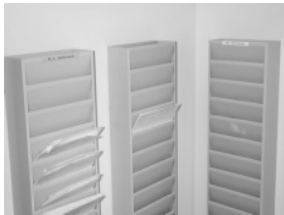
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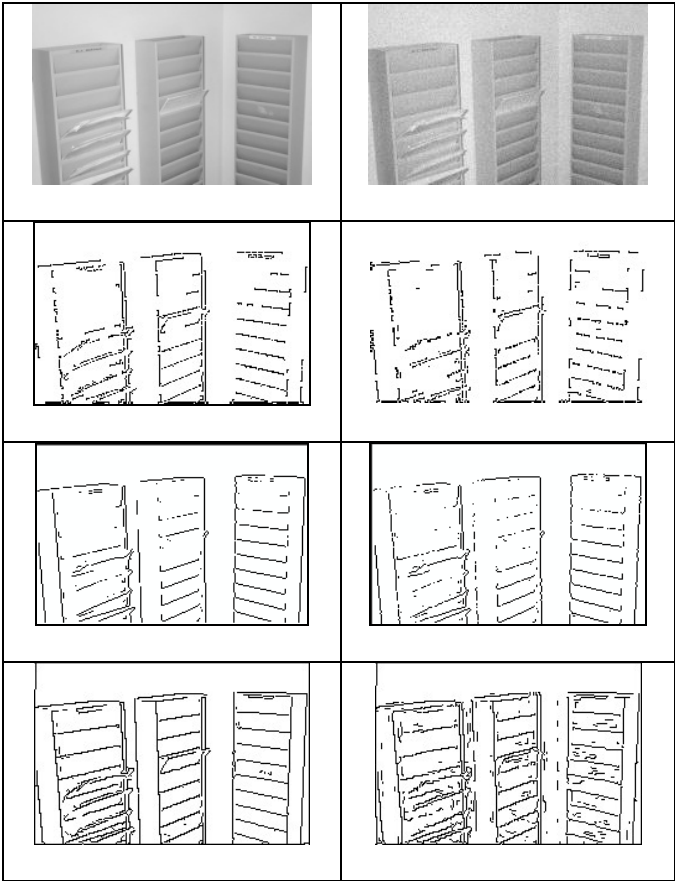
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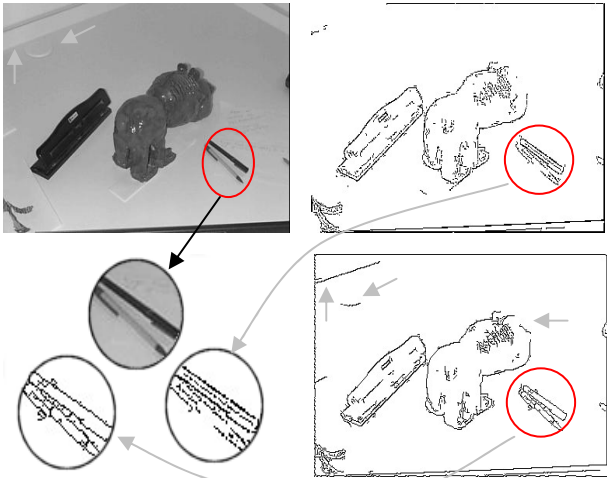
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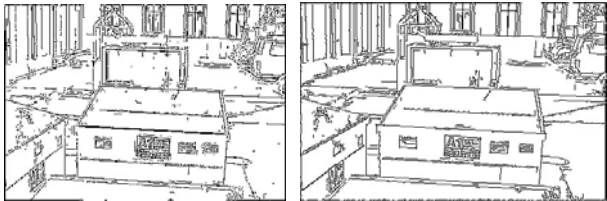


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